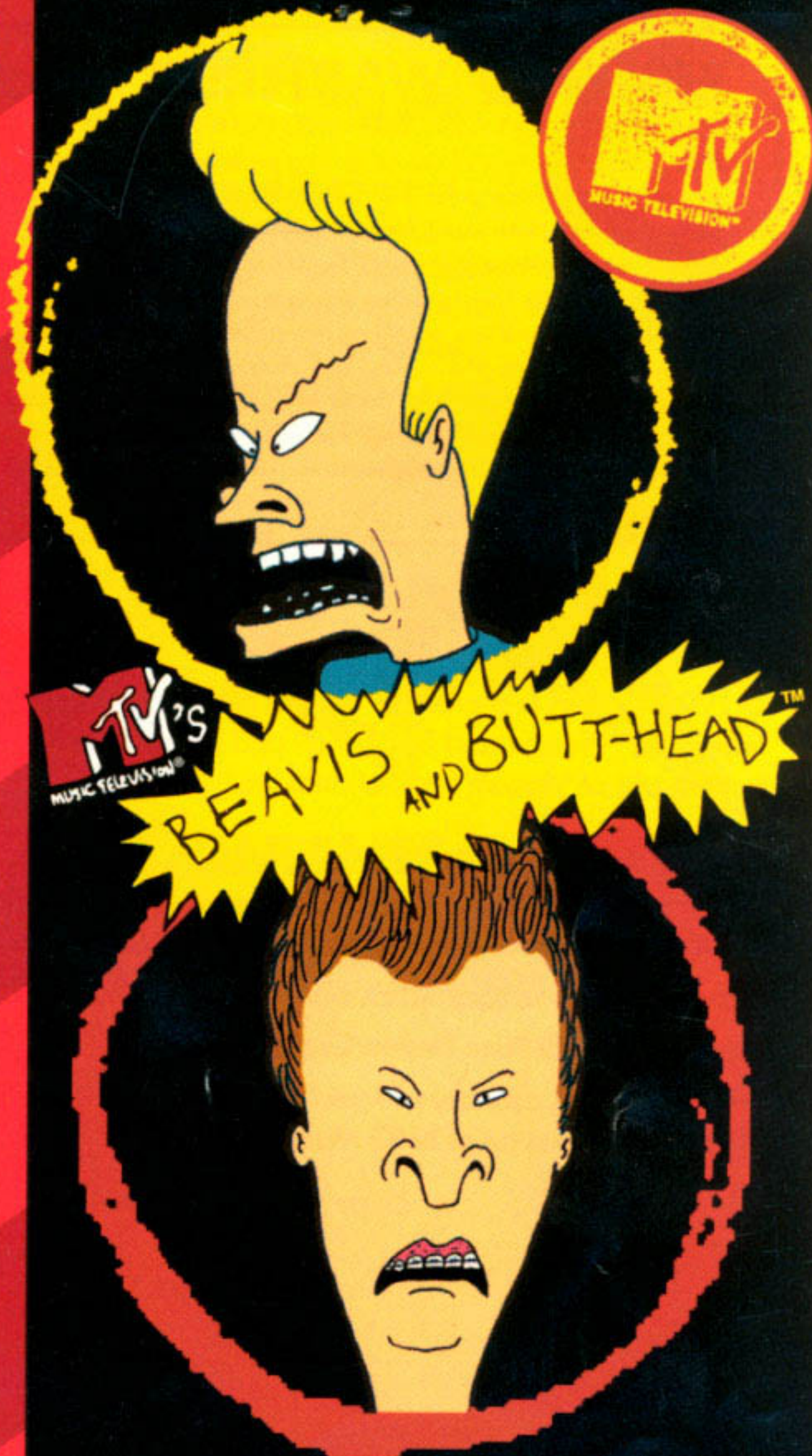


SEGA™

# SEGA™ GENESIS™



## INSTRUCTION MANUAL

VIACOM.  
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LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM.





## EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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### CREDITS AND ACKNOWLEDGEMENTS

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Layout: Moore & Price Design Group.

GWAR appears courtesy of Metal Blade Records. "Jack The World" used with permission of BMG Music.

UH, ME AND BEAVIS DID EVERYTHING.  
YEAH, WE LIKE, WROTE IT AND STUFF.  
HEH HEH.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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**Beavis and Butt-head  
are not role models.  
They're not even human.  
They're cartoons. Some of  
the things they do would  
cause a real person to get  
hurt, expelled, arrested  
or possibly deported.**

**In other words:  
Don't try this  
at home.**

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# LIKE, HELP US SEE GWAR



WE SAVED UP ALL OUR BURGER  
WORLD MONEY AND GOT  
GWAR TICKETS. THAT'S A  
LOT OF MOUSEBURGERS, HUH,  
HUH, HUH.

BUT THEN WE RAN INTO  
ANDERSON'S STUPID POODLE.  
SHE WAS SO STUPID SHE  
THOUGHT THE TICKETS WERE  
DOG FOOD. BUT, LIKE, THEY  
WEREN'T. SO SHE ATE THEM,  
THEN SHE SPIT THEM OUT INTO  
ANDERSON'S MOWER. THEN  
THE PIECES WENT FLYING  
AROUND LIKE, UH, LIKE, LIKE  
FLYING THINGS.

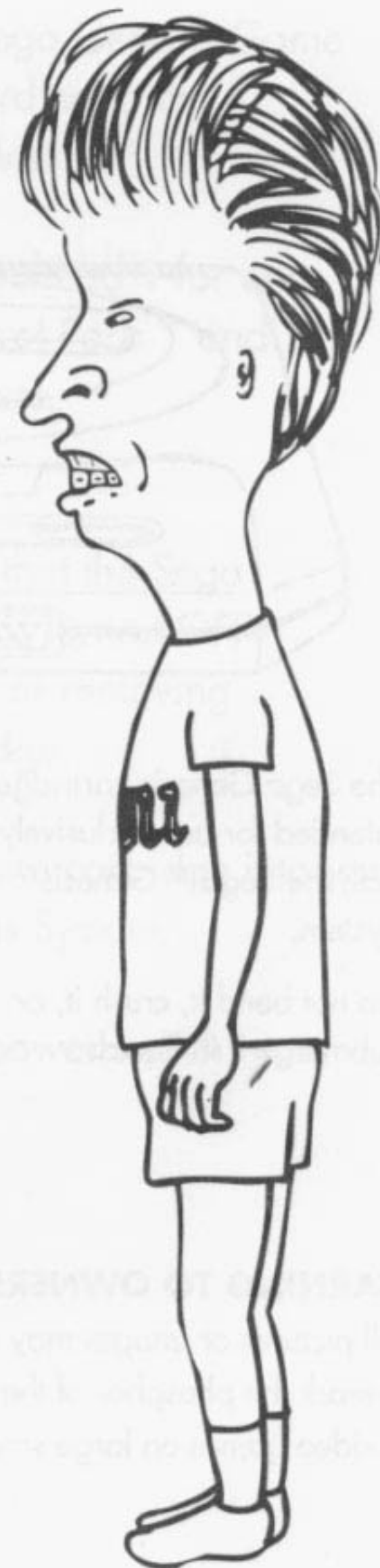
# OR SOMETHING...

SO NOW WE GOTTA GO ALL OVER  
TOWN TO GET THE TICKETS BACK  
OR WE WON'T SEE GWAR. AND  
THAT'S WORSE THAN HAVING TO  
GO TO THE CONCERT WITH BEAVIS.

NO WAY, BUTT-HEAD. SHUT UP.

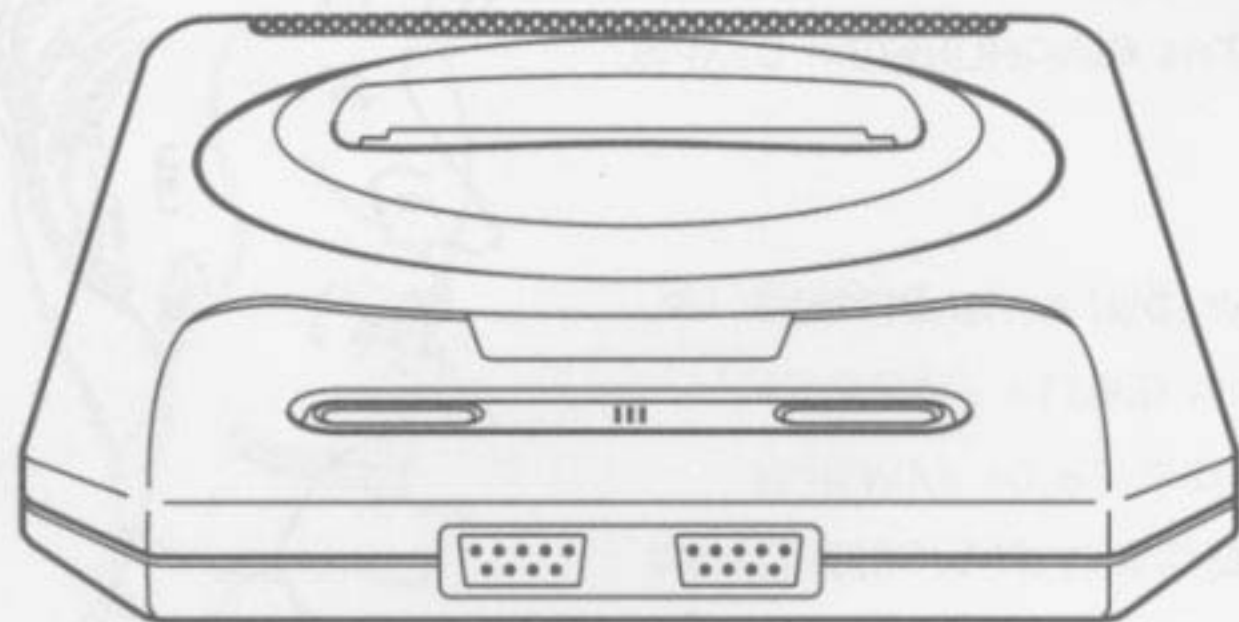
SO, LIKE, IT'S EVEN WORSE TO GO  
WITH YOU THAN TO NOT GO?

SHUT UP BUTT-HEAD AND LET'S  
LIKE, FIND THE TICKETS.





# HANDLING YOUR SEGA<sup>TM</sup> GENESIS<sup>TM</sup> CARTRIDGE



- The Sega Genesis cartridge is intended for use exclusively with the Sega<sup>TM</sup> Genesis<sup>TM</sup> System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Genesis cartridge.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

# QUICK START

## LOADING THE GAME

1. Set up the Sega Genesis Game System according to its Instruction Manual.
2. Plug in Control Pad 1 for one player; Control Pads 1 and 2 for two players.

### IMPORTANT:

Always be sure that the Sega Genesis System is turned OFF before inserting or removing the game cartridge.

3. Insert the game cartridge into your Sega Genesis System.
4. Turn on the power switch.



## THE DEMO

If you've loaded the game and don't press any buttons, the demo will start playing.

## THE GAME

1. After you've loaded the game, press Start.
2. At the OPTIONS screen, press Up or Down to move the hand symbol to the different playing options.
3. Then press Left or Right to scroll through the different choices for each option.

### ONE-PLAYER MODE

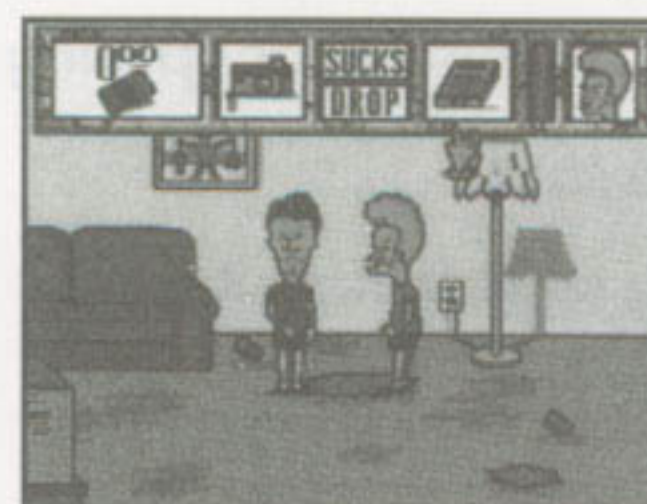
- Control Beavis or Butt-head.
- Switch between Beavis and Butt-head at any time.

### TWO-PLAYER MODE

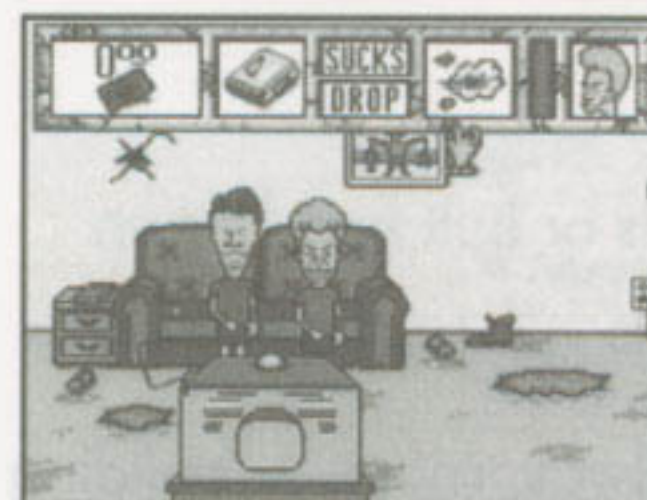
- Work together to find the tickets.
- Switch to this mode at any time by going back to the OPTIONS screen and selecting the 2 player mode. The computer controlled character will now be played by Control Pad 2.

4. When finished with the OPTIONS screen, press Start to watch the introductory scenes (press Start again to go directly into gameplay).
5. Move Beavis or Butt-head to pick up the TV remote (Button C). Walk to the couch and press C again to start channel surfing.

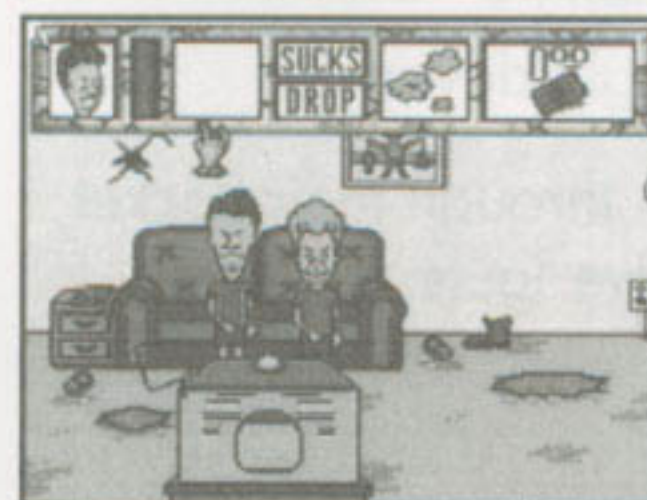
## SWITCHING FROM BEAVIS TO BUTT-HEAD (OR VICE VERSA)



1. Press Start to see Beavis or Butt-head's stuff.



2. Press B to switch characters.



3. Press Start again to resume gameplay.



# CONTROLS

Beavis and Butt-head must gather the nine ticket pieces so they can go see GWAR. Use your Control Pad to see what Beavis and Butt-head can do.

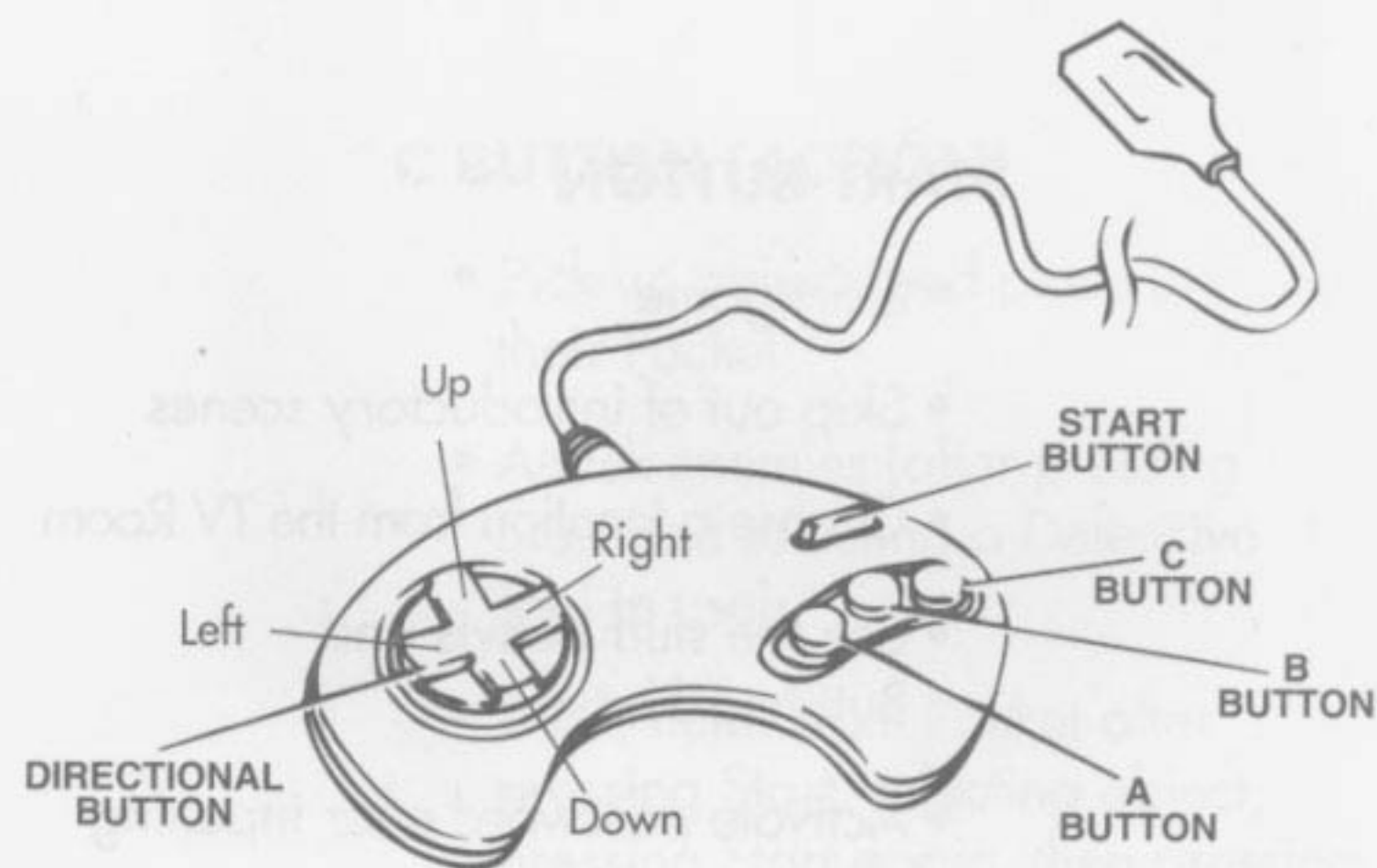
## DIRECTIONAL BUTTONS

### Up

- Move Beavis or Butt-head up
- Change channels forward
- Go through a doorway or opening
- Move highlight up
- Scroll up through their Pocket and Defensive Tools

### Down

- Move Beavis or Butt-head down
- Change channels backward
- Leave a hallway, room, or building
- Move highlight down
- Scroll down through their Pocket and Defensive Tools



### Left

- Move Beavis or Butt-head left
- Move hand symbol left
- Enter or exit a location

### Right

- Move Beavis or Butt-head right
- Move hand symbol right
- Enter or exit a location

## START BUTTON

- Start game
- Skip out of introductory scenes
- Choose a location from the TV Room
- See the stuff Beavis and Butt-head have
- Activate password after inputting all letters

## A BUTTON (+ LEFT OR RIGHT)

- Run (while holding Left or Right on Directional Button)
- Write a letter in the password mode

## B BUTTON

- Jump
- Long jump (while holding A and Left or Right on Directional Button)
- Switch between Beavis and Butt-head after pressing Start

## C BUTTON (ACTION)

- Pick up objects and place in their Pocket
- Attack enemies (after pressing Start and selecting a Defensive Tool to use)
- Trade items from Pocket after pressing Start, selecting object, pressing Start again, then pressing C at the Pawn Shop counter
- Reel in your catch when couch fishing
- Select SUCKS to exit a location
- Select DROP to use or get rid of an object
- Look at the GVAR poster up-close
- Erase a letter in password mode
- Enter password at the Burger World entrance





This example is based on Butt-head's setup.  
If controlling Beavis, #1 and #6 will be on opposite sides.

## MENU

### ATTENTION SPAN

Visible at all times

- ① The green bar shows how much attention span Beavis or Butt-head has.

Each time Beavis and Butt-head are hit or get hurt, the bar gets shorter as they lose their attention span.

**IMPORTANT:** If either Beavis or Butt-head totally lose their attention span, they're zapped back to the TV Room. Unfortunately, any objects or cash they've collected aren't. You must then start a new game, or use a password to restart from a saved position.

## STUFF

Press Start to display

### ② POCKET

Picked up something cool? You'll find it here. Keep it 'til you need it. Just remember: objects stored here can only be used once.

### ③ SUCKS

Running low on attention span? Select this to warp Beavis and Butt-head back to the TV Room and away from enemies.

**WARNING:** If you use this option, all objects and defensive tools collected will be taken away and returned to their original location(s).

### ④ DROP

Want to get rid of something? Select this to drop any object from their Pocket.

### ⑤ DEFENSIVE TOOLS

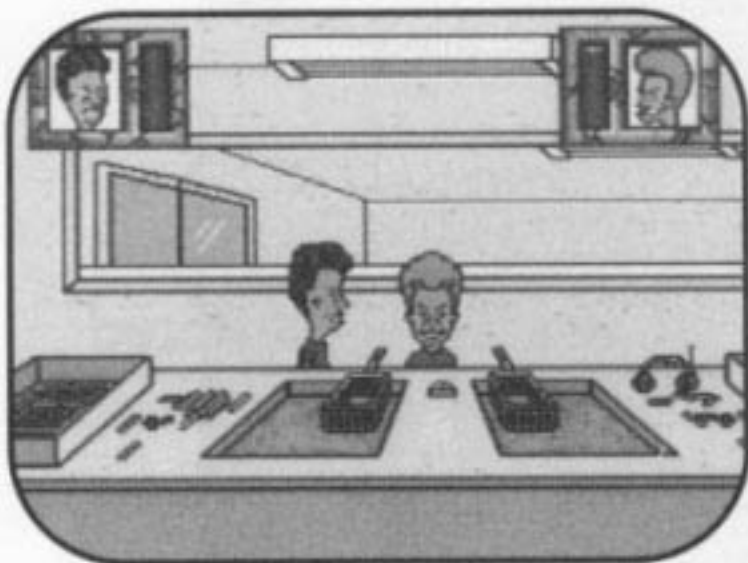
Need something for protection? Check this out for helpful items that Beavis and Butt-head can use to defend themselves.

### ⑥ WALLET

After pawning some stuff, this is where the cash is stashed.

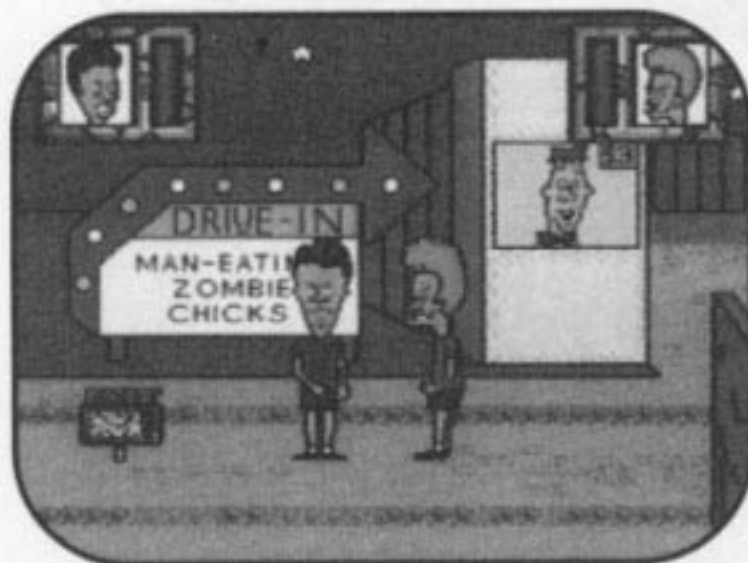


# CHANNELS



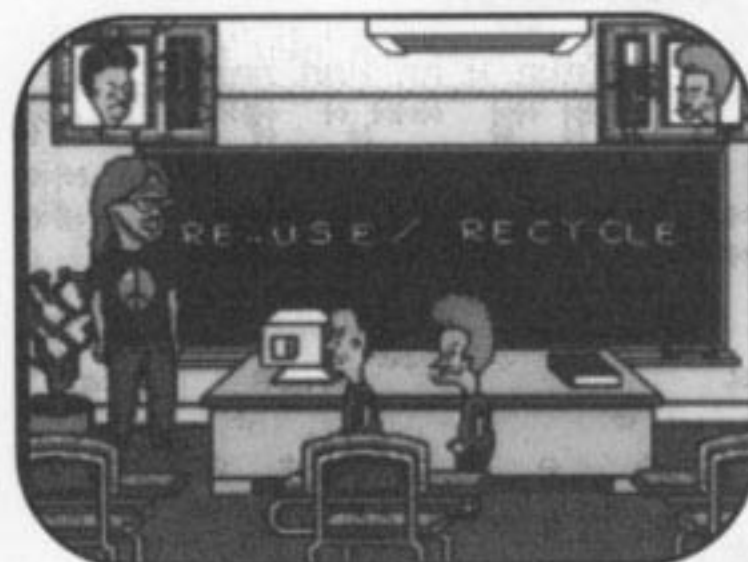
## BURGER WORLD

IF YOU LIKE HAMBUGGERS AND  
FLIES, EAT HERE, HUH HUH.  
WE GIVE THE FOOD EXTRA  
INGREDIENTS OR SOMETHING.



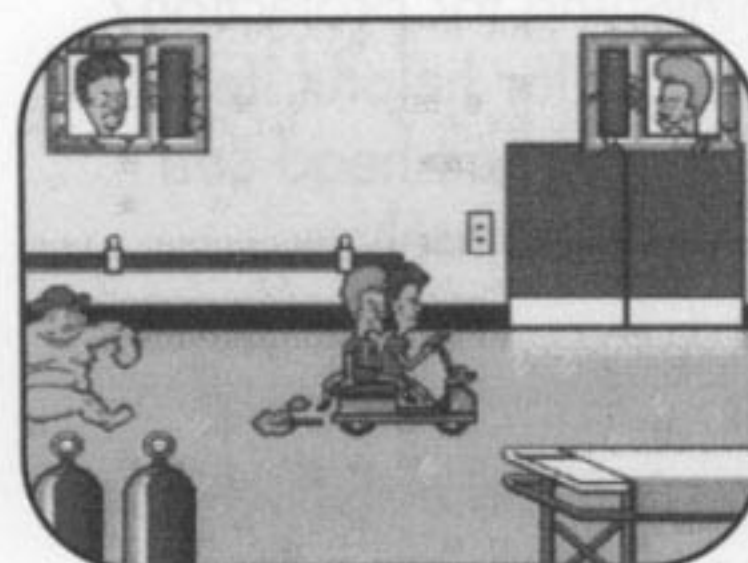
## DRIVE-IN

NOBODY GOES HERE TO WATCH THE  
MOVIE, HEH HEH. THEY GO TO  
GET LIKE CANDY AND STUFF.



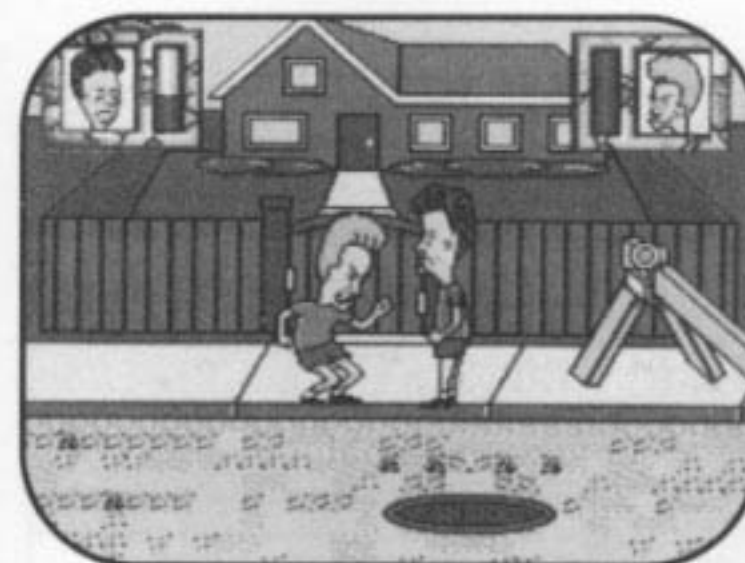
## HIGHLAND H.S.

WE'RE LIKE SO GOOD AT SCHOOL,  
THEY WANT US TO STAY AN  
EXTRA LONG TIME.



## HOSPITAL

EVERYBODY HERE IS SICK OR  
SOMETHING.



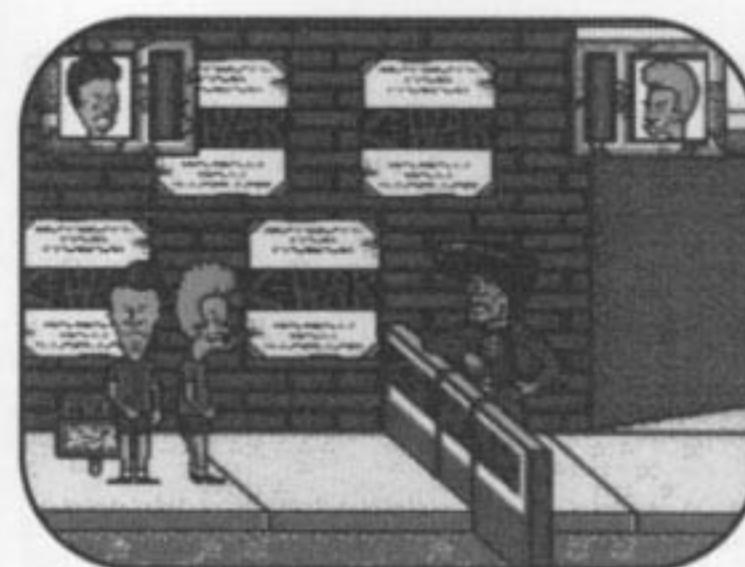
## STREET

THIS IS WHERE THINGS GET RUN  
OVER, HEH HEH.



## TURBO MALL 2000

IF YOU GOT SOME MONEY, THIS  
IS A COOL PLACE. IF YOU DON'T,  
THEN, LIKE, UM, ASK PEOPLE  
FOR SOME.



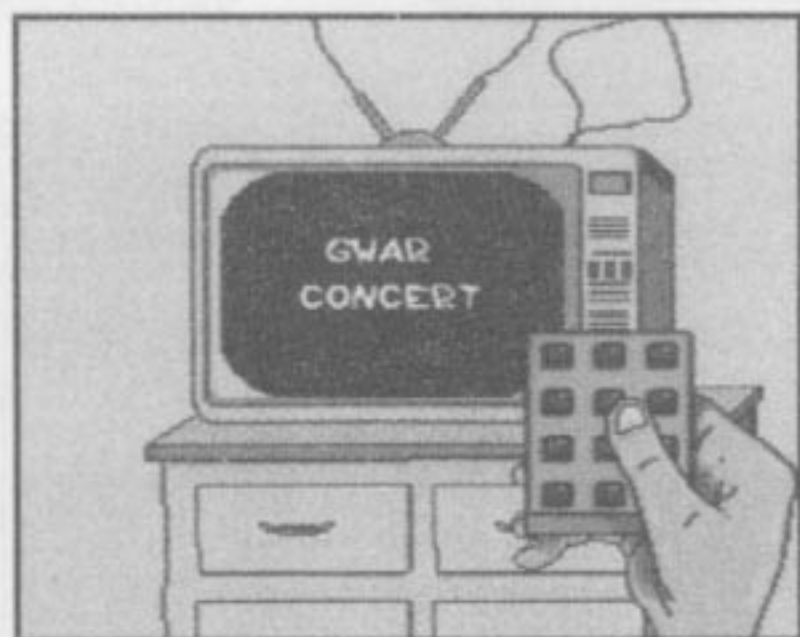
## GWAR

GWAR IS LIKE, COOL BUT ONLY  
IF YOU HAVE TICKETS.



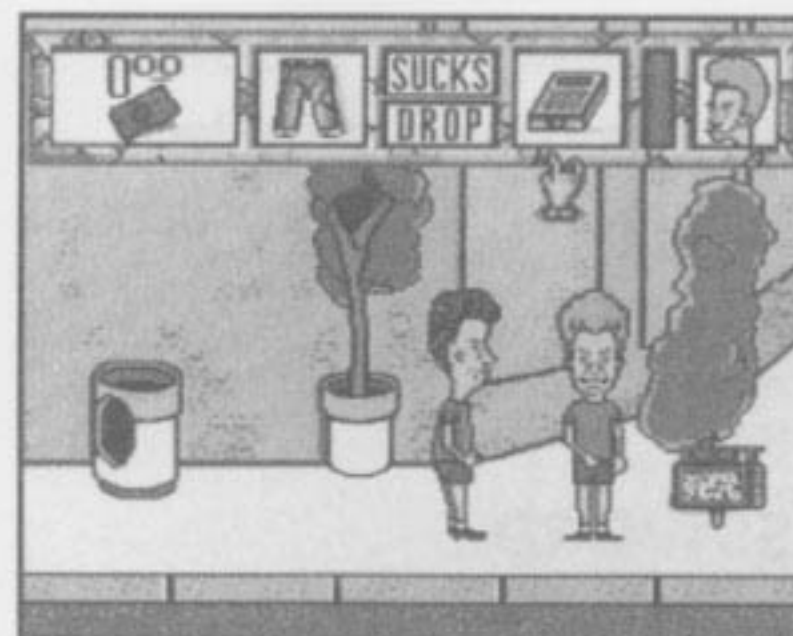
## CHOOSING CHANNELS

Press Up or Down to channel-surf through the different parts of town. Then press Start to enter an area.

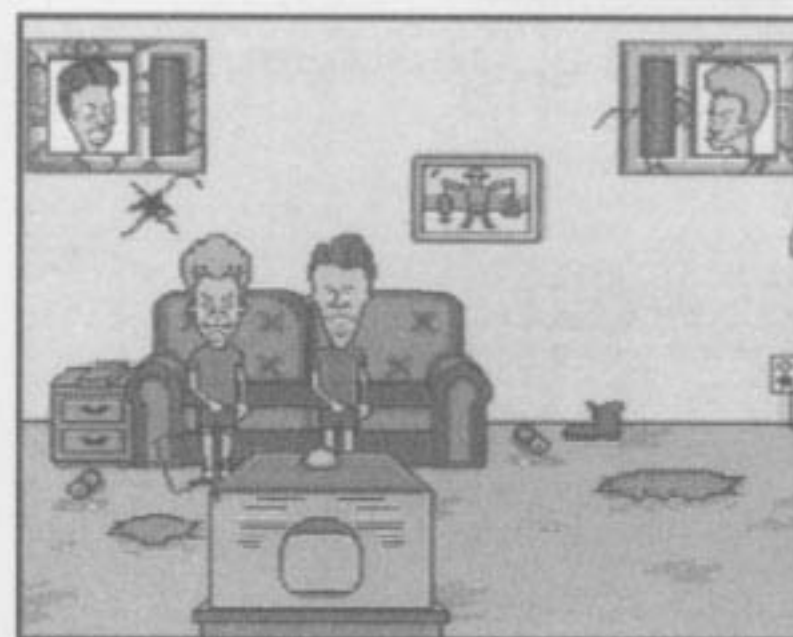


## CHANGING CHANNELS

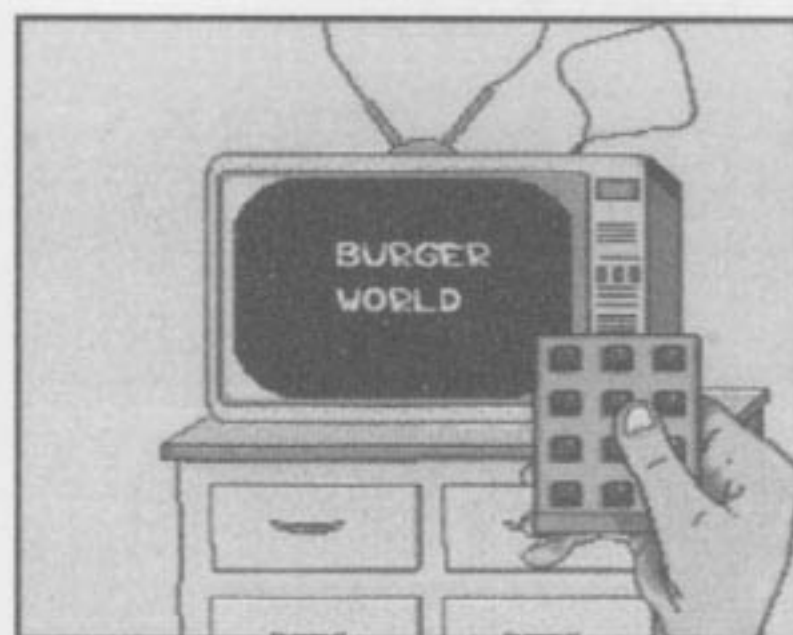
Who says you can't change your mind? Switch Beavis and Butt-head to a different area whenever you want.



1. Go back to the little TV set (be sure the remote is showing in Defensive Tools)



2. Press C to zap back to the TV Room. Walk the character with the remote to the couch and press C again.



3. Choose a new channel.



# PASSWORD

The password mode allows you to save a game in progress. After being defeated, you can then continue with the same items and ticket pieces.

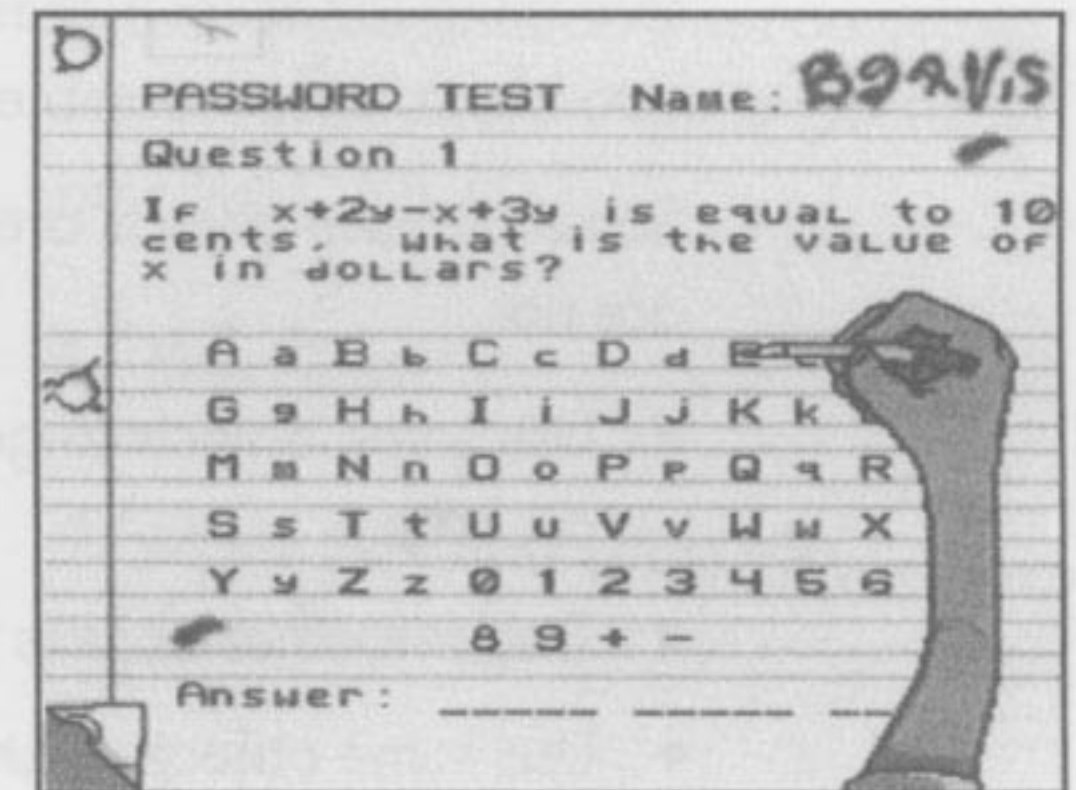
## TO GET A PASSWORD:

- Go to the GVAR poster in the bedroom.
- Press C, and carefully write down the code at the top of the screen.

## TO USE A PASSWORD:

- Go to the GVAR poster in the Bedroom (or select PASSWORD at the OPTIONS screen in the beginning).
- Press C to bring up the password mode.
- Press A, B or C to access OPTIONS.
- Move the hand symbol down to PASSWORD and press A, B or C.
- Move Beavis' arm to each letter and press A.

- After inputting all the letters, press Start.



**NOTE:** The password will save only unused objects that are in the menu or have been dropped in the Bedroom. Unused objects dropped at other locations will need to be re-collected.

## TO ERASE A LETTER(S):

- Press C to get out Beavis' eraser.
- Use the Directional Pad to move Left or Right to the letter you want to erase.
- Then press C to erase (or B and C together to erase all letters at once).



# OBJECTS

## WORKING WITH OBJECTS

As Beavis and Butt-head are out searching for ticket pieces, they'll stumble across some objects.

Some of these objects are useful, others are not.

- Use some objects to get into an area.
- Trade in other objects for cash.
- Use some objects to stop or confuse enemies.

## PICKING UP AN OBJECT

Walk over to the object and press C.

## STORING OBJECTS

Objects that can be used only once will be placed in their Pocket after they are picked up. Beavis and Butt-head can only carry a maximum of four objects each.

## EMPTYING THEIR POCKET

No sense carrying things unless Beavis and Butt-head plan on using them. Follow these steps to get rid of an object.

1. Press Start.
2. Move the hand symbol to their Pocket.
3. Press Up or Down to see what's in their Pocket.
4. When you see what you want to drop, move the hand to highlight DROP and press C.



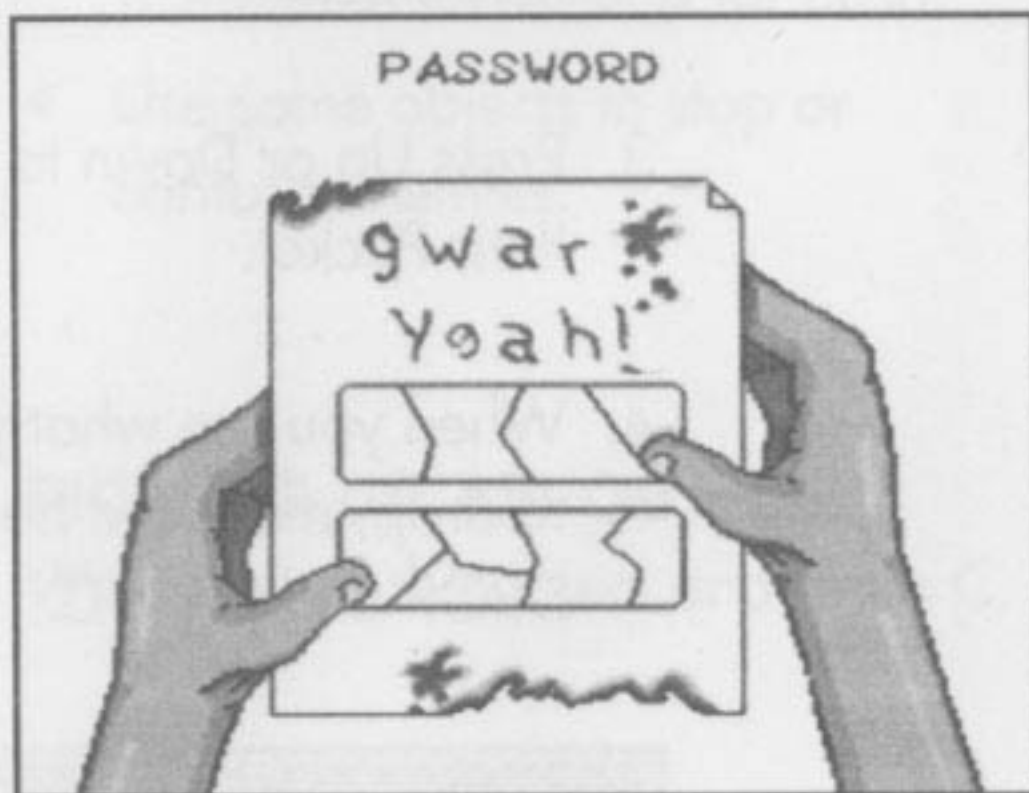


## OBJECTS

**NOTE:** After Beavis and Butt-head use an object, it disappears from their Pocket.

### DROPPING A TICKET PIECE

In the Bedroom is a GWAR poster where Beavis and Butt-head are pasting the ticket pieces. To add a piece, go up to the poster and press C.



### USING THE TICKETS

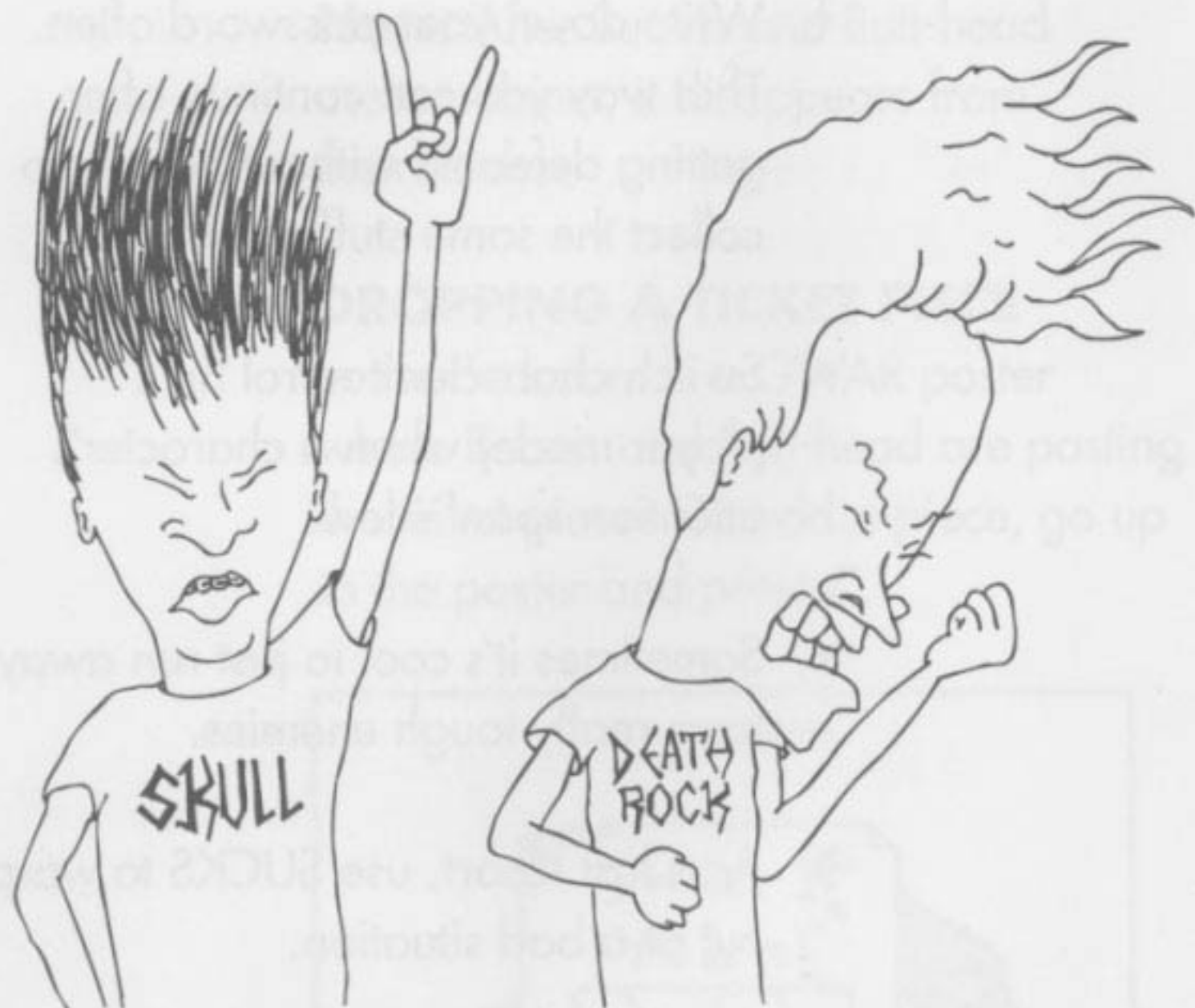
When Beavis and Butt-head have collected all nine ticket pieces, they're ready for the GWAR concert. Walk to the poster, and press C to take down the tickets. Then go to the GWAR channel to get Beavis and Butt-head into the concert.

## TIPS

- Write down your password often. That way you can continue after getting defeated without having to collect the same stuff again.
- Switch character control (in 1 player mode) when a character's attention span is low.
- Sometimes it's cool to just run away from really tough enemies.
- As a last resort, use SUCKS to warp out of a bad situation.



# GOTTA SEE GWAR



Beavis and Butt-head just gotta see GWAR, and it's your job to help them.

Channel surf your way around town and find those concert tickets, or somebody's gonna pay for it...

# WARRANTY

Viacom New Media warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it when properly used in accordance with this manual with the specified equipment will perform in substantial conformity with the descriptions in this manual for a period of 90 days from the date of purchase. Viacom New Media does not warrant that the enclosed product or documentation are without defect or error or that the operations of the Game Pak will be uninterrupted. If the program is found defective within 90 days of purchase it will be replaced. Simply return the Game Pak (postage pre-paid) to Viacom New Media or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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**LIKE COOL.**

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