



BEAVIS AND BUTT-HEAD

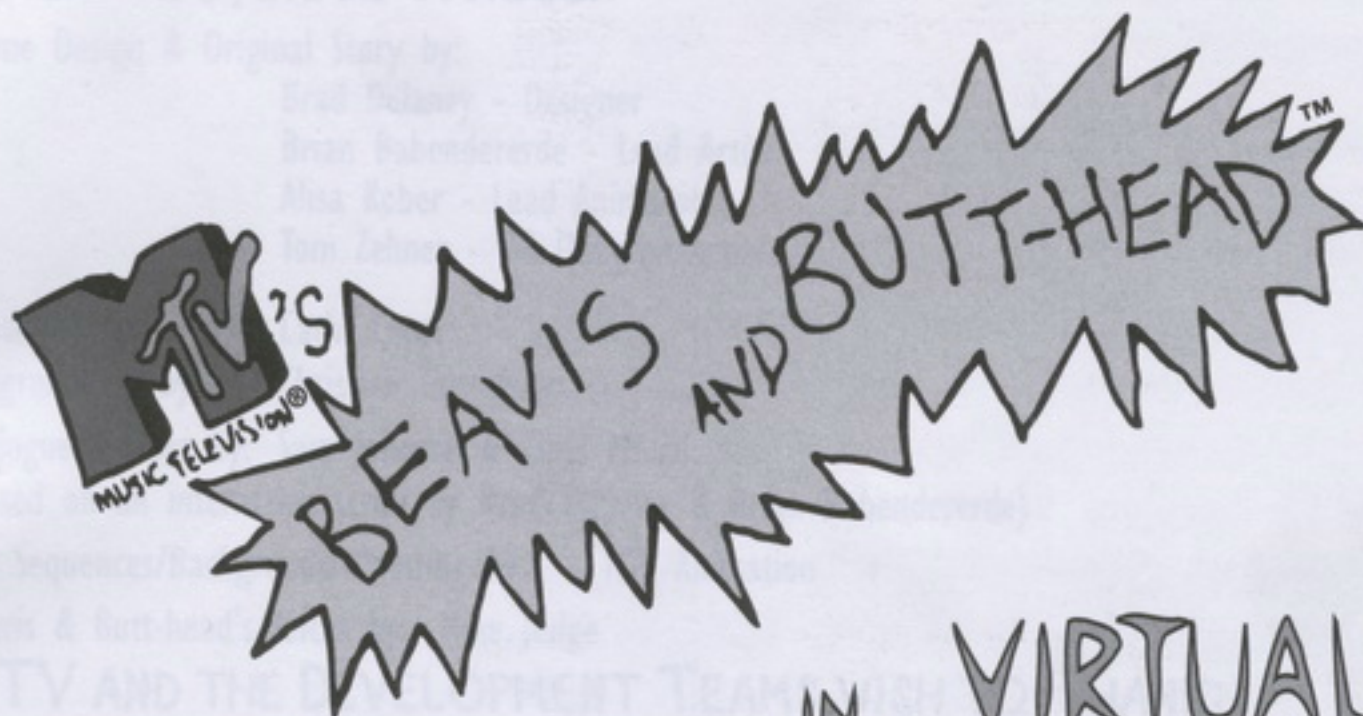
CD-ROM
MIS-ADVENTURE
GAME

IN

VIRTUAL
STUPIDITY



INSTRUCTION MANUAL
BEDIENUNG SANLEITUNG



IN VIRTUAL
STUPIDITY

WHERE STUFF IS AT MAN!

AND SPECIAL THANKS TO: Michele Di Lorenzo

• "Saddam a Go Go" written and performed by GWAR.

Published by BMG Songs, Inc.

GWAR DRIVE THROUGH CREDITS 1

• "DNY" written and performed by Primus.

ENGLISH INSTRUCTION MANUAL 3

DEUTSCHE BEDIENUNGSANLEITUNG 13

Sausage appears courtesy of Interscope Records © 1994

"MTV'S BEAVIS & BUTT-HEAD" CREATED BY MIKE JUDGE

THANK YOU, DRIVE THROUGH

Game Design & Original Story by:

Brad Delaney - Designer
Brian Babendererde - Lead Artist
Alisa Kober - Lead Animator
Tom Zehner - BG Designer/Artist

Produced by: Cathi Court

Programming by: Christian Gustafsson

Dialogue Written by: Sam Johnson & Chris Marcil

(Based on an interactive script by Brad Delaney & Brian Babendererde)

Cut Sequences/Background Painting by: MTV Animation

Beavis & Butt-head's Voices by: Mike Judge

MTV AND THE DEVELOPMENT TEAMS WISH TO THANK:

John Andrews, Carol Balkcom, Ciara Breslin, Adam Brothers, Mark Buczek, Jim Crimmins, Monique Doubet, Paula Doyle, Michael Faley, Matt Farber, David Felton, Linda Ferrando, Melinda Fishman, Stephen Gass, Andy Glaister, Annalise Herman, Amy Jackson, Mike Judge, Diane Kelly of the Springman School, Randy Kim, Rachel Leventhal, Amy McPoland, Dominie Mahl, Paul Meyer, Dan Monaghan, Michael O'Neal, Ed Paparo, Caroline Parker, Rebecca Randall, Daniel Rappaport, Pete Reichert, Suzanne Rinoldo, Chris Rywelski, Machi Tantillo, Abby Terkuhle, Alan Tessler, Van Toffler, Rick Zaborowski, & Laurie Zettler

AND SPECIAL THANKS TO: Michele DiLorenzo

- "Saddam a Go Go" written and performed by GWAR.
Published by BMG Songs, Inc.
GWAR appears courtesy of Metal Blade Records Inc. © 1994.
- "DMV" written and performed by Primus.
Published by Sturgeon Music.
Primus appears courtesy of Interscope Records © 1993.
- "Riddles Are Abound Tonight" written and performed by Sausage.
Published by Hector and Louis.
Sausage appears courtesy of Interscope Records © 1994.

"MTV'S BEAVIS & BUTT-HEAD" CREATED BY MIKE JUDGE

GAME DEVELOPMENT TEAMS

CHICAGO CREW - VNM

Artist/Animator/AVI's:

Animator:

Audio Producer/Sound Designer/Engineer:

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Audio Programming Supervisor:

Audio Programmer:

Mini-Game Programmers:

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Martin Wilde

Frank Rebeka

Fred Allen

Jim Weisz

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Bill Catino

Video Capture:

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Assistant Manager:

Technical Supervisor:

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Testers:

Additional Testing Support:

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The Dreaded Mike Casso

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Chuck Zenkus

Francis Brooke

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Creative Consultants:

Rights & Clearances:

Legal Affairs:

MTV Standards & Practices:

Voice Talent:

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Teasha Kirchner

Mary Frances Budig

Josephine Impastato

Susan Meisel

Sabrina Silverberg

Christine Friebely

Renee Presser

Mike Judge

Kris Brown

Toby Huss

Tracey Grandstaff

Sam Johnson

Chris Marcil

VIRTUAL STUPIDITY PLAYER'S MANUAL

Welcome and thanks for purchasing the only CD-ROM game that doesn't suck, "MTV's Beavis and Butt-head in Virtual Stupidity." You and the boys are about to embark on a quest for coolness. Beavis and Butt-head are trying to join Todd's gang, and you're the only one who can help them. You control the duo as they plod through town, leaving destruction and confusion in their wake. By telling Beavis and Butt-head where to go, what to look at, who to talk to and what to touch, you can guide them on their journey. From Highland High to Burger World, help the boys avoid things that suck, find things that rule, and be sure to stop along the way to break something. This is gonna be cool.

THE GOODS (SYSTEM REQUIREMENTS)

Although we recommend the system that is a bit more souped up, the following list reflects the PC System Requirements which will run this CD-ROM properly.

- 486 DX33 Minimum; Pentium Processor Recommended
- Sound Blaster® or 100% Compatible Sound Card
- Double Speed CD-ROM Drive Minimum; Quad Speed Recommended
- Mouse
- 8 Megabytes Memory Minimum, 16 Megabytes Recommended
- Local Bus Video Card
- Windows® 95

FIRST THINGS FIRST (GETTING STARTED)

In order to run "MTV's Beavis and Butt-head in Virtual Stupidity," first start Windows® 95. Then, click the "My Computer" icon in the upper left-hand corner of the screen. Choose your CD-ROM drive in the Directory Window (in most configurations, this will be D:, or D: will have been replaced with a Beavis & Butt-head icon). Click the icon, and you're in. After indicating your acceptance of the license agreement, and a brief intro scene, you will be offered the main Game Menu, from which you can begin game play by clicking on the "New Game" button. Soon afterward, you will find yourself (Beavis & Butt-head) in Science class, and Science is for wussies. Help on game controls and rules is available anytime during the game by either hitting the "F1" key, or choosing "Help" from the menu bar.

PICK THAT UP, DILLWEED (GAME CONTROLS)

Beavis and Butt-head aren't the smartest guys around, but with your help, they could become the coolest. To control your Beavis and Butt-head, you can either use the mouse alone, or the mouse and the keyboard together. Here's how:

MOUSE

Use the mouse to move the cursor anywhere on the screen. Hold the right mouse button down to bring up your Action Icon Chooser. Move the cursor over one of the icons to select it. When you let go of the right mouse button, the Chooser disappears, and the icon you just selected becomes your cursor. The left mouse button is used to activate the selected icon, but it won't work just anywhere, buttmunch, it has to be over an active part of the screen. You will know if you can activate the selected icon, because except for the WALK icon, all icons highlight or change shape over active areas.





ACTION ICONS

The action icons that are brought up when you hold down the right mouse button are your tools for guiding Beavis and Butt-head through the game and toward their destiny. Each icon allows you to perform a unique function that lets you interact with objects or characters in the game.

All action icons except for the WALK icon will change shape or highlight when they pass over an area of the screen where they can be used. Sometimes only a particular action icon will work on a certain part of the screen, so you should try them all.



LOOK - Keyboard short-cut is "L".

The LOOK icon becomes wide-eyed when it passes over a part of the screen where it can be activated. When activated (left mouse button), Beavis and Butt-head tell you what they see, and what they think about it. They think in strange ways.



USE/GRAB - Keyboard short-cut is "U".

The USE/GRAB icon becomes the rock-on hand shape when it passes over an active part of the screen. When activated, Beavis and Butt-head will use the object in some way (i.e. open a door). It may not always be the way you expected them to use it though. They have big imaginations. This icon will also allow you to pick up certain objects and keep them with you in your inventory.



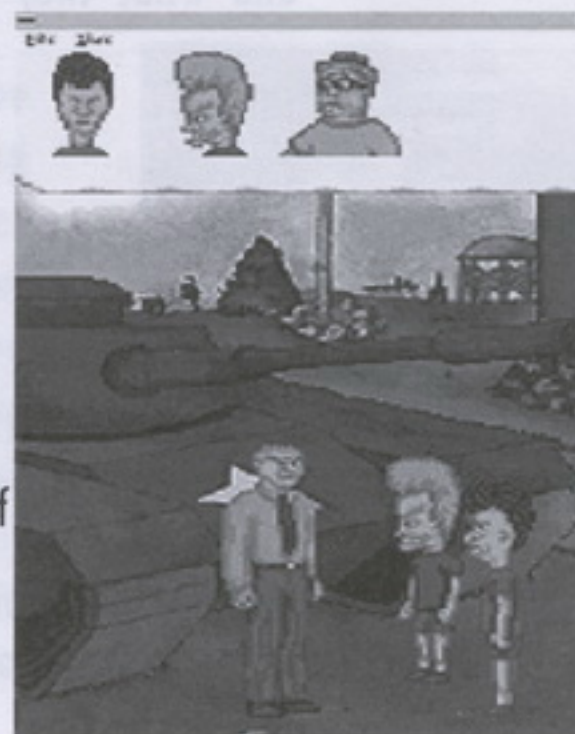
WALK - Keyboard short-cut is "W".

The WALK icon moves you around the screen. Place the icon where you would like to walk to, and click on the left mouse button until the character is where you want him. They're both pretty obedient for delinquent thirteen-year olds. Also use the WALK icon from the Map screen to select where you want to go.



TALK - Keyboard short-cut is "T".

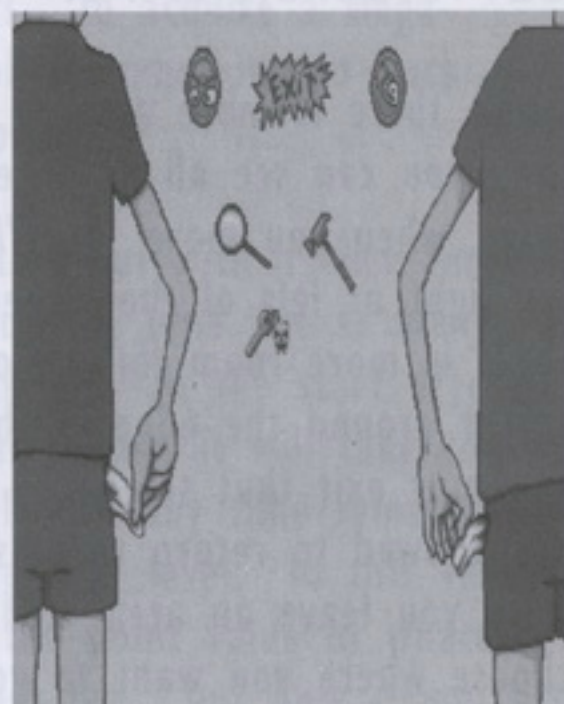
The TALK icon will show an exclamation point in the bubble when it can be activated. Use this icon to start a conversation with another character in the game. Sometimes you can learn some cool stuff, even from a loser like Daria. Once you start a conversation, a thought bubble appears at the top of the screen. In the thought bubble, you can choose which character you want to speak, Beavis or Butt-head, or you may choose a specific topic if other icons appear in the bubble. Use your left mouse button to select a character or topic, and watch the Beavis and Butt-head icons carefully. If they change expression after one dialogue exchange, there may be more to learn by continuing the conversation. To get out of TALK mode, move the cursor down out of the bubble where it becomes the EXIT icon, click on the left mouse button, and select another action icon.





INVENTORY - Keyboard short-cuts: "I", or Space Bar to enter or exit.

The INVENTORY icon lets you see what Beavis and Butt-head are carrying in their pockets, and it's usually a strange assortment, but you never know what might come in handy. When this icon is selected, an inventory screen of everything Beavis and Butt-head have with them comes up. The left mouse button can be used either to select an object, or combine one object you've selected with another object in the inventory. To combine objects, select the first object with the left mouse button and move it on top of the second object. If the two objects can be combined, another click of the left mouse button will do so. The right mouse button allows you to drop an object you have already picked up but decided you don't want to use right away. To leave the inventory and go back to the game, you can either use any of the keyboard shortcuts listed above, the EXIT button, or move the mouse to either the far right or far left of the screen and the icon will change to an EXIT sign. Click on the left mouse button and you're outta there. Now, whatever item you've chosen will be your selected icon, and a red highlight will appear around the icon if you are able to use it in an area of the screen. Until you select or pick up another object, this inventory object will appear in the bottom center slot of your Action Icon Chooser.



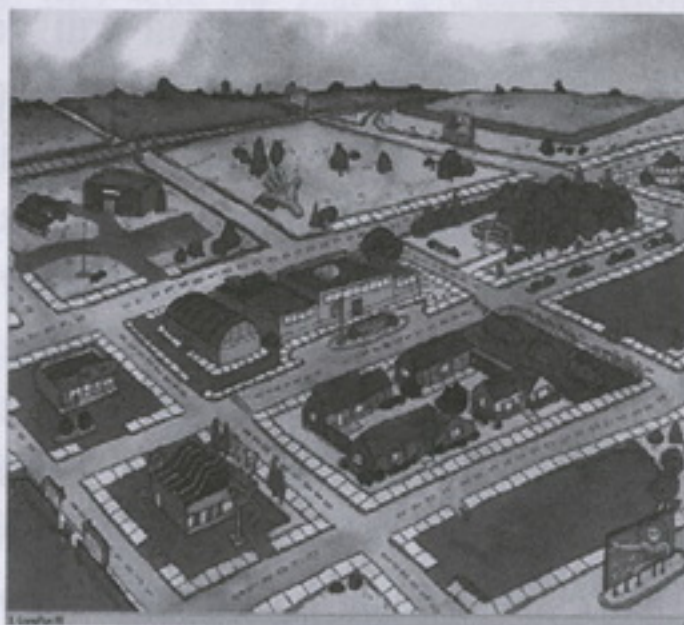
KEYBOARD

Use the LEFT or RIGHT arrows on the keyboard to cycle through the Action Icons until you find the one you want, and this then becomes your selected icon. The keyboard also allows you to use the following short-cuts to change your selected icon, or get to the Inventory.

LOOK	Keyboard shortcut is "L"
USE/GRAB	Keyboard shortcut is "U"
WALK	Keyboard shortcut is "W"
TALK	Keyboard shortcut is "T"
INVENTORY	Keyboard shortcut is "I" to get to the inventory, "I" again to return to the game. The Space Bar will also get you in or out of the inventory.
HELP	Keyboard shortcut is "F1"

BEAVIS AND BUTT-HEAD GET AROUND, HUH HUH

Often, there is more area to the screen than you can see all at once. In these cases, when you move the WALK icon to the far right or left of the screen, it will change to an arrow to let you know there is more room for exploration. In order to leave an area, drag your cursor around the edge of the screen. If the cursor becomes the EXIT icon, you may exit that screen by clicking on the left button. And don't worry, you are allowed to return to most areas as often as you'd like during the game. Once you leave an area, a Map screen appears. From this screen, you can choose where you want to go next by clicking on that part of the map with either the USE or WALK icon. Using the LOOK icon on the Map also produces some interesting results, so check that out, too.



Mini-GAMES RULE, THEY RULE

Throughout the game, you will come across several screens which are actually games inside the bigger game. After you've found and played these mini-games once, you can access them directly from the main Game Menu screen, without having to play through the game again to get to them. The rules and controls for these games are a little different, so listen up.

HOCK-A-LOOGIE

Everyone has thought about spitting off of a building roof, and now you can do it through the magic of technology and the crudeness of Beavis and Butt-head. First, choose which character you would like to do the spitting. You should now be looking down over the edge of the High School roof, with your character in the bottom half of the screen. Move the mouse left and right to move your character left and right along the edge. Holding down the left mouse button builds up your spit strength, and determines how far your spit will travel. Watch the left side of the screen for a marker to help you judge distance. When you release the button, you will release the spit. The right mouse button works the same way, only it is used for the Mega-Loogie, a huge green mass of phlegm that you can acquire during the game. The goal is obvious: spit on as many things as possible (cars, paper airplanes, squirrels, bikers, etc.). Some objects score higher than others. To acquire a Mega-Loogie, you have to hit 10 objects. (It's like, cool or something to hock a Mega-Loogie on McVicker, the principal. He gets pissed.)

If you are running just the mini-game, you will start out with a time limit, and an initial score of zero. In the allotted amount of time, hit as many objects as possible, increasing your score with each hit. At the start of each new game or level, you'll be informed of how many points it will take to progress to the next level. If you advance a level with any time remaining on the clock, that time will be carried over to the next level. In this version of the game, your Mega-Loogie counts for double the point value of whatever you hit with it, so take careful aim. You're gonna score... but only if you hit something.

BUG JUSTICE

Beavis and Butt-head are serious about their candy, and they're seriously cruel. This game gives you the best of both worlds. Before your time runs out, protect your pile of candy from the creepy-crawly things by focusing the light of a magnifying glass on each one and zapping them (fry 'em dude, they like, deserve it for being so small and stuff). The more you can fry, and keep from stealing your candy, the higher your score. If things get too hectic, you can do the Beavis Stomp, which will stun the insects for a couple of seconds, buying you some time. Use the mouse to move the magnifying glass to cover your intended victim. Press the Left mouse button to focus the light on the unlucky bug. The Right mouse button is your Beavis Stomp, and unless you find and fry the "Skull" Beetle, you only have one, so don't waste it. The goal is to protect the candy, and really what loftier goal can there be?

COURT CHAOS

Tennis anyone? Beavis, Butt-head, Biff and Chet are going to play a doubles match, but the rules have changed. Beavis and Butt-head get to fire a tennis ball cannon at all the tennis yuppies at the Park. It rules to hit a yuppie in the nads with a tennis ball, but they can hit back, and the fun's over if enough yuppies manage to hit you, so keep firing. Use the mouse to aim the cannon, and press either the Right or Left mouse button to fire. A rapid fire option will become available when you hit the squirrel. When rapid fire is available, you can nail those yuppies even quicker. You get one point per yuppie you hit, and lose one heart every time one of 'em hits you, and the game will just keep getting faster and faster until you can't take it anymore.

AIR GUITAR

Take a breather from the game to jam with Beavis and Butt-head. Create songs to rock out to by playing notes on the keyboard. Just like Beavis and Butt-head's lives, there is no scoring in this game. Select from Burps, Farts or Air Guitar for your sound mode, and then use the controls as you would for any standard tape recorder. Just play around, or record your own hits and save them to play back later! Move the mouse over the note that you would like to play, and depress either mouse button. You can also use the computer keyboard to play the notes. The setup is below.

W=C#	E=D#	T=F#	Y=G#	U=A#
A=C	S=D	D=E	F=F	G=G
H=A	J=B	K=C		

That's pretty much all you need to know to help Beavis and Butt-head join Todd's gang, and become immortally cool. Now why don't you and the boys go play and make nice nice. Good luck and rock on.

TECHNICAL SUPPORT WARRANTY

For additional help, contact Technical Support Monday to Friday between the hours of 8am and 6pm Greenwich Mean Time at: CIC Interactive, c/o PO Box 63, Hartlepool, Cleveland, TS25 2YP

Alternatively, phone us on one of the following freephone numbers:

United Kingdom	0800 371314
Germany	0130 82 01 15
France	05 90 8318
Italy	1678 71975
Spain	900 99 4433

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