

DMG-LB-USA

Bill & Ted's
EXCELLENT
A GAME BOY*
adventure™



INSTRUCTION BOOKLET

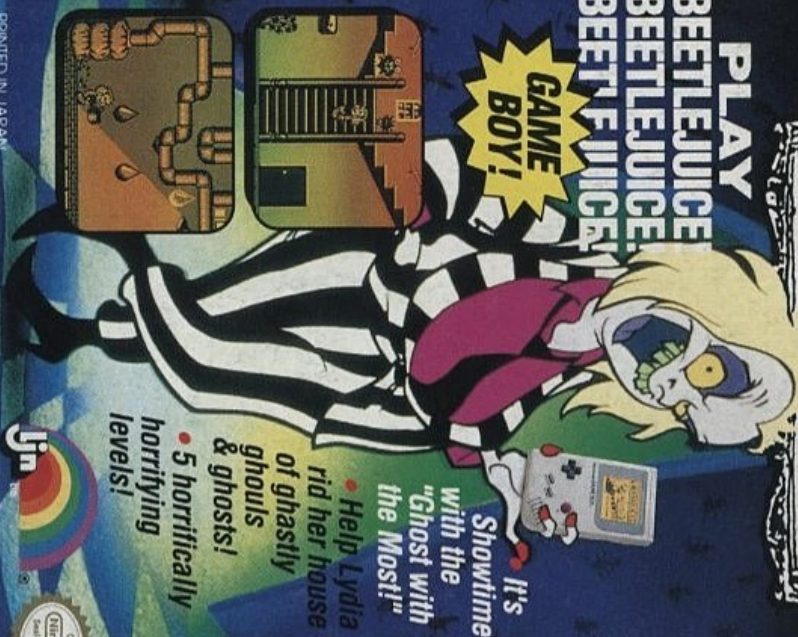


Nintendo®
GAME BOY

BETLEJUICE™

**PLAY
BEETLEJUICE
BEETLEJUICE
BEETLEJUICE!**

**GAME
BOY!**

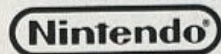


- It's
Showtime
with the
"Ghost with
the Most!"
- Help Lydia
rid her house
of ghastly
& ghosts!
 - 5 horribly
horrifying
levels!



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Bogus!

What Bill?

The evil dude De Nomolous wants to totally change our future.

No way!

Yes way, Ted! He's stolen the fragments of time and scattered them throughout history.

Most heinous. Bill?

Yes, Ted.

What are time fragments?

Good question, my distinguished colleague. I dunno. But so long as those fragments are left lying around, many historical dead

dudes are hanging out in the wrong place in the wrong time... and they are not very happy with this current situation. So let's go, dude.

Right. Where?

Through the Circuits of Time, to bag the time fragments and totally save our future.

Excellent.



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Brace Yourselves, Amigos

1. Make sure the GAME BOY power switch is totally OFF.
2. Insert the outstanding BILL & TED cartridge as described in your interesting and informative Nintendo GAME BOY instruction manual.
3. Turn the power switch ON.

When you see the Bill & Ted title screen, press the START BUTTON. Bill and Ted will then describe their most non-triumphant predicament. You can advance most rapidly through this dialogue by pressing any button at any time. To jump to the player selection screen, press START again.

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Player Selection

The player selection screen has four very excellent options.

1 Player - As Bill, you travel through history single-handedly collecting the fragments during the first adventure. Then you become Ted for the next adventure. This "switching" continues throughout the game.

2 Players - You (Bill) and fellow Wild Stallion (Ted) both travel through history, but only one dude at a time. Players totally alternate when either Bill or Ted loses a life.

Password - Each adventure possesses its own unprecedented

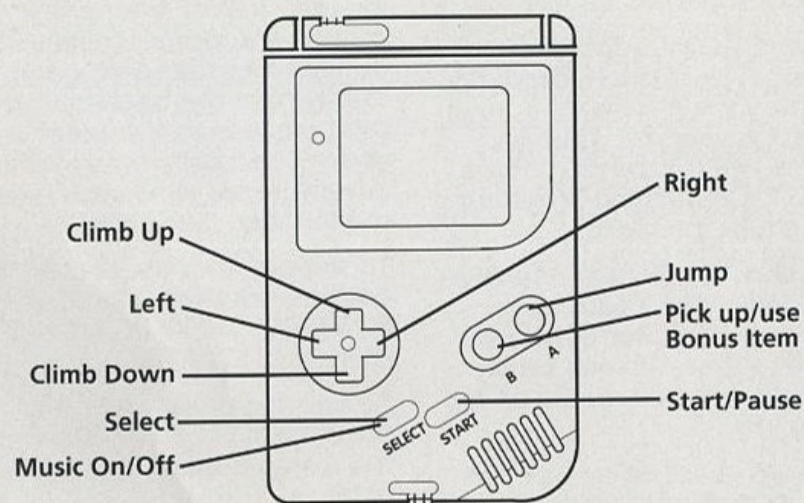
telephone number, displayed at its start. Record the number as soon as it appears. Then, instead of having to start each game totally from the beginning, you can time leap to the adventure you last reached, or any other adventure for which you have the number. See page 18.

To select one of the above options, use the UP and DOWN CONTROL PAD ARROWS, and then press START.

To turn the music on or off, press the SELECT BUTTON until the screen displays the desired option.

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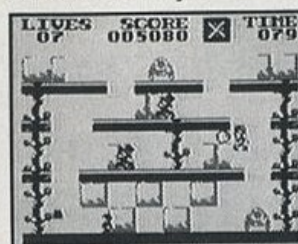
The Controller



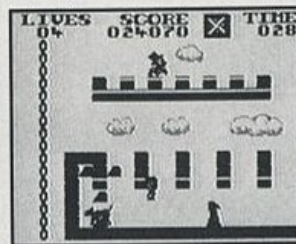
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Most Triumphant Moves

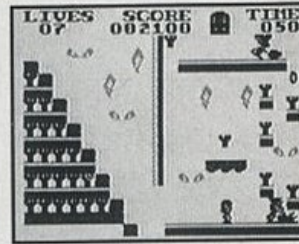
To travel vertically within the circuits of time, help comes in three different ways:



VINES - totally allow movement up and down.



CHAINS - only allow movement upwards.



PIPES - only allow movement downwards.

TO MOVE UP or DOWN - Press the appropriate CONTROL PAD ARROW.

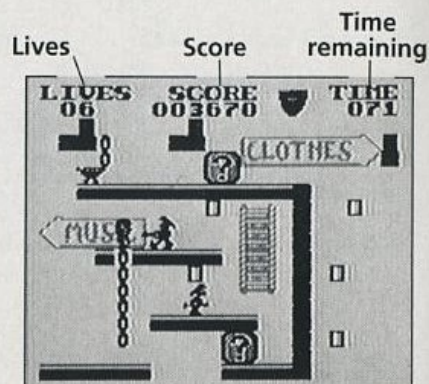
TO CLIMB RAPIDLY - Press the A BUTTON plus the UP CONTROL PAD ARROW.

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TO DESCEND RAPIDLY - Step into a hole in the floor, dude. Just be totally sure there's some ground below! Using the LEFT or RIGHT CONTROL PAD ARROW helps make for outstanding landings.

TO LONG JUMP LEFT OR RIGHT - Getting over heinous historical personages sometimes demands more than a short hop. To make most excellent flights, press the A BUTTON and then, once you're airborne, press the appropriate LEFT or RIGHT CONTROL PAD ARROW.

All the game play information totally appears at the top of the screen.



Bodacious Bonuses

Most outstanding bonus items exist throughout the Circuits of Time. They appear on the screen as question marks until you touch them, when they will then flash the item they actually are.

To bag the item, while standing over it, press the B BUTTON. The item will appear in the information panel at the top of the screen.

To use a collected item, press the B BUTTON again.

NOTE: Taking bonus items between rooms is totally impossible and if you've already bagged a bonus item, pressing the B BUTTON while standing over another bonus item, totally replaces the old item with the new one.

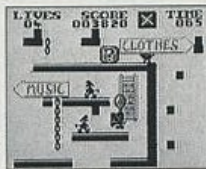
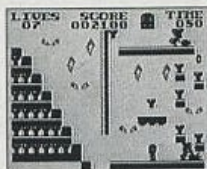
Some of the bonus items may not be vital to your quest to save the future and indeed some may bring it to a most non-triumphant conclusion, but the balloon and the bomb are often the most savory way to reach the time fragments and get out of serious trouble.

Bonus Items



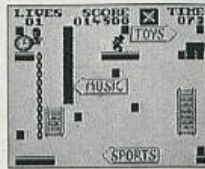
* **Shield** - makes you utterly invincible from the front. Colliding enemies are pushed backwards.

* **Tombstone** - Turns you into a most excellent ghost, indestructible, and totally able to pass clean through your enemies.

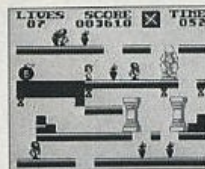


* **Question Mark** - Touching this makes it flash between a question mark and a skull. The question mark is good and the skull is most fatal. Don't be a dead dude: hit the B BUTTON when the question mark is showing, or both you and your trip to yesterday will be history.

* **Clock** - 10 most precious seconds are added to the room's count down timer.

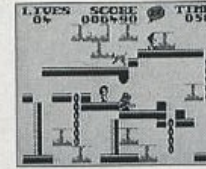
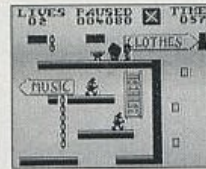


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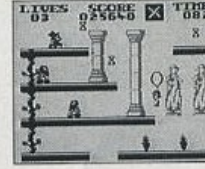
* **Bomb** - Totally blows away any part of the platform it is placed on, but don't be blown away by the blast as well.

* **Rocket Pack** - better sugar rush than a Twinkie, excellent for rapid running.



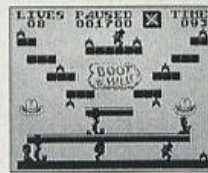
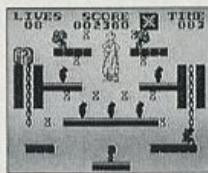
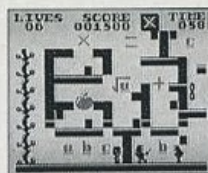
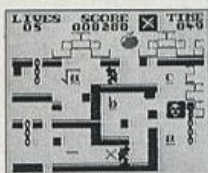
* **Slow machine** - A time manipulator much slowing your enemies, while you travel at normal speed.

* **Balloon** - Air travel, dude. The balloon allows you to float up the screen. To move left or right, use the RIGHT or LEFT CONTROL PAD ARROWS.



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Heinous Historical Dead Dudes



De Nomulous' theft of the fragments of time has utterly distorted history. Famous dead dudes are now travelling throughout the Circuits of Time. Out of their own era and place, these personages have mutated into seriously bad dudes. The slightest contact with them is totally fatal.

* **Abraham Lincoln** - now you know why this dude dresses like an undertaker.

* **Joan of Arc** - a bodacious soldier and general, but step onto her platform and Miss Of Arc will head straight for you, swinging her most shiny of swords.

* **Einstein** - totally buried in thought, the man who put the bang in nuclear physics wanders randomly changing direction.

* **Beethoven** - composed over 9 symphonies, 32 piano sonatas, 16 string quartets, and an opera, but died without ever cutting even 1 record deal, and he is mad about it.

Unpleasant historical figures are only the start of the strange happenings in the Circuits of Time. Serious demise also comes from contact with:

Dog - Not unlike the hound on Motley Crue's excellent album cover, this pooch is totally unfriendly. He also has no leash so he's free to jump from platform to platform. If you try to leap over the mutt while he's in the air, you'll perish most outstandingly.

That no-named arm thing - reaches out of a moving box and tries to grab you and pull you back into a most deadly time. What more need be said.

The Circuits of Time

There are 10 adventures, each consisting of 5 quests. In addition to the dead dudes who travel throughout time attempting to totally conquer you, each adventure also introduces new enemies.

De Nomolous has scattered the fragments of time among all the adventures. Simply touch the flashing fragments to collect them. However, beware. Time is an illusion. Removing the fragments can totally change reality. Whole floors and walls disappear, more fragments suddenly materialize. Saving yourself and the future depends not

on just collecting the fragments, but collecting them in the right order.

Note: You Will Most Likely Have To Play An Adventure A Few Times In Order To Determine This Order.

As soon as you have collected all the fragments in a quest, your telephone booth will appear. Touch it to move to the next quest.

Adventure 1: Austria 1805

You're in the middle of a war, dude, which is why De Nomolous has disguised the time fragments

as cannon balls. One of your enemies is that short French dude, Napoleon. His hat totally may look stupid, but it's deadly.

Adventure 2: New Mexico 1879

It's just like the Frontier Town at Disneyland, except a lot more deadly. If you want out, it's either in a box six feet under, or bag the fragments displayed as flashing sheriff's stars.

Adventure 3: Ancient Greece 410 B.C.

It has many outstanding steps and pillars but is very non-tranquil. The most bodacious philos-

ophizer in Ancient Greece, Socrates is working you...as are the flaming torches. Check out the hourglasses and get outta here.

Adventure 4: Medieval England 1456

Bag the shields and your adventure will be in most excellent shape. The big ugly dude is The Executioner. He totally won't leave you alone and when he gets close he lives up to his name. That heavy metal knight isn't all that cool either, half a chance and he'll turn you into Shish Kebab.

Adventure 5:**San Dimas 1,000,000 B.C.**

Not only are cavemen lacking in an effective shaving system, they're also into dropping boulders on distinguished time travelers. Touch the Teradactyls and you'll be natural history. Check out the bones to exit this prehistoric pit-stop.

Adventure 6: Shopping Mall

Grab the credit cards fast, but where's the floor, dude? Jump to find out. May I be of help, sir? Hey, aren't you Ghengis Khan? What are you doing in the sporting goods department?

Adventure 7: School Room

No way. Yes. It's you, you, up against you, them. The oddity of time travel has created Evil Bill & Ted. You, them, will pick-up you, you, and totally drop you, you, off the platform. Bogus! Meanwhile, that most heinous dude, De Nomolous, prowls the school, firing bolts of fire. So don't hang around, find the fragments in the school books and get outta here before detention starts.

Adventure 8: Abyss

This place is the pits. Dad's military school buddy Colonel Oats is lobbing hand grenades, while a totally non-cuddly Easter Bunny rolls Easter eggs right on top of you. Pick-up the pitchforks and split, or you might get a big kiss from your most least favorite Granny S. Preston Esquire.

Adventure 9: Paradise

Heavenly harps are what you're after, so grab 'em before that gnarly old cloaked dude, the Grim Reaper, totally cuts short your adventure. Angels might

be supposed to have wings and look like Missie, I mean Mom, but no way would you ask this angel to the prom!

Adventure 10: School Concert

"Fellow distinguished classmates, teachers, babes, please welcome, opening for Iron Maiden, The very excellent Wild Stallions..." or at least they may as soon as you totally outmaneuver many most heinous historical personages of significance and bag all the guitars.

Passport-Reach out and touch someone!



As each adventure has its own telephone number displayed at its start, you can dial direct to any adventure for which you have the number, just be sure and totally write down the

telephone numbers when you see them.

The next time you play, use the CONTROL PAD ARROWS to select the PASSWORD option on the PLAYER SELECTION SCREEN. Then press START.

This takes you to the Circuits of Time Directory. When the screen tells you ENTER NUMBER, use the CONTROL PAD ARROWS to enter the phone number of the Adventure where you want to start.

The UP and DOWN CONTROL PAD ARROWS scroll through the numbers.



The LEFT and RIGHT CONTROL PAD ARROWS move you along the telephone number, left or right.

Once you have entered a number press START. If you have entered a wrong number, it will tell you so. If the number is correct, you will then see the PLAYER SELECTION SCREEN. Totally proceed as on page 5, only you will start the game at whatever adventure you dialed.

Each player possesses 8 lives, which can be outstandingly supplemented by bonus lives picked-up during your adventure. But should you blow it and lose all your lives, you will be given the most excellent option to CONTINUE.

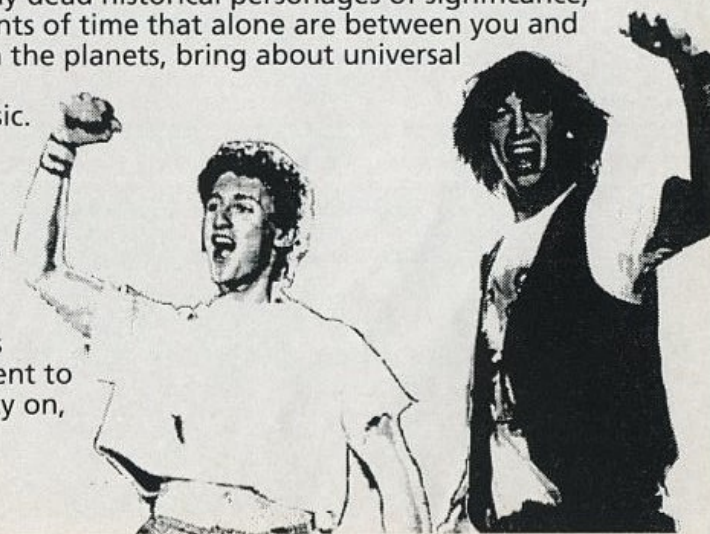
Use the CONTROL PAD ARROWS to select CONTINUE or END. If you chose END, the game is non-triumphant and over. If you chose CONTINUE, you will be returned to the same quest of the same adventure you flunked in, but with all your 8 lives totally restored.

During a game you can have 3 CONTINUES. After that, your adventure has taken a most serious turn and the game is over.

Ready Bill? Ready Ted.

You and your distinguished colleague have witnessed many things, but nothing as bogus as that heinous dude De Nomolous' evil plan to totally destroy your future. It's up to you to travel through history, totally avoiding many dead historical personages of significance, and bag the fragments of time that alone are between you and your destiny to align the planets, bring about universal harmony, and play totally excellent music.

Why are you totally not moving, time is of the essence. If the Wild Stallyns are the band of tomorrow, you have to defeat De Nomolous today. So, be excellent to each other, and party on, dudes.



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