

VIRTUAL STUPIDITY PLAYERS MANUAL

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Welcome and we hope you enjoy this demo for the only CD-ROM game that doesn't suck, MTV's Beavis and Butt-Head in Virtual Stupidity. You're about to get a sampling of what it'll be like when you and the boys 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 try to get out of School. 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. In the full game, you can explore the town from Highland High to Burger World, helping the boys avoid things that suck and find things that rule. This is gonna be cool.

IMPORTANT: This demo is a product still under development, THIS IS NOT A FINAL VERSION. This means that there are still changes being made to the game, and there are known problems with this version.

The Goods (System Requirements)

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

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

IMPORTANT: Your Windows 95 system must be in at least 256 color mode to run the game properly (you can change what color mode you're in by going to DISPLAY in your CONTROL PANELS).

First Things First (Getting Started)

In order to run Virtual Stupidity, first start Windows 95. Double click on the "My Computer" icon, and you should see an icon for your CD-ROM drive (it will probably be drive "D"). Open your CD-ROM drive and find where the Beavis & Butt-Head demo is located. Once you find it, just double click on BBGAME, and the game will start. After a brief intro scene, 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 choosing "Help" from the menu bar.

Pick That Up, Dillhole (Game Controls)

Beavis and Butt-Head aren't the smartest kids around, but with your help, they could become the coolest.

To control your player 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 these five 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. If you have an Inventory Object selected, it will appear as a sixth icon at the bottom of the Chooser.

The **left mouse button** is used to activate the selected icon, but it won't work just anywhere, buttunch, 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 will highlight or change shape over active areas.

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 short-cuts to change your selected icon, or get to the Inventory. These short-cuts are also listed with the descriptions of what each action icon does, but here's the short list, so relax dude.

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.

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 towards their destiny. Each icon allows you to perform a unique function that lets you interact with objects or characters in the game. The action icon will change shape or highlight when it passes over an area of the screen where it 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 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.



TALK - Keyboard short-cut is "T".

The TALK icon will show an exclamation point in the bubble if 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 one 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 B&B 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

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.

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.

Mini-Games Rule, They Rule

Throughout the full game, you will come across several screens which are actually games inside the bigger game. We've only included one of them in this demo, so you get a taste of what you're in for, and following are the rules.

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. To acquire a Mega-Loogie, you have to hit 10 objects. The goal is obvious: spit on as many things as possible (cars, paper airplanes, squirrels, bikers, etc.). (It's like, cool or something to hock a Mega-Loogie on McVicker, the principal. He gets pissed).

You can also play the mini-game by itself, if you're not running the main game. Just double click on the BBLOOGIE subdirectory (the folder should be in the same place you found BBGAME), and you will find a file called BBLOOGIE. Double click on that, and the game will start. Pick Beavis or Butt-Head, and then spit on different objects for different points. Anything you nail with the Mega-Loogie is worth double the points!

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.

