

I think that went really well, don't you, Garth?  
Yeah. I Think we might get a Pulitzer.

NOT!  
NOT!

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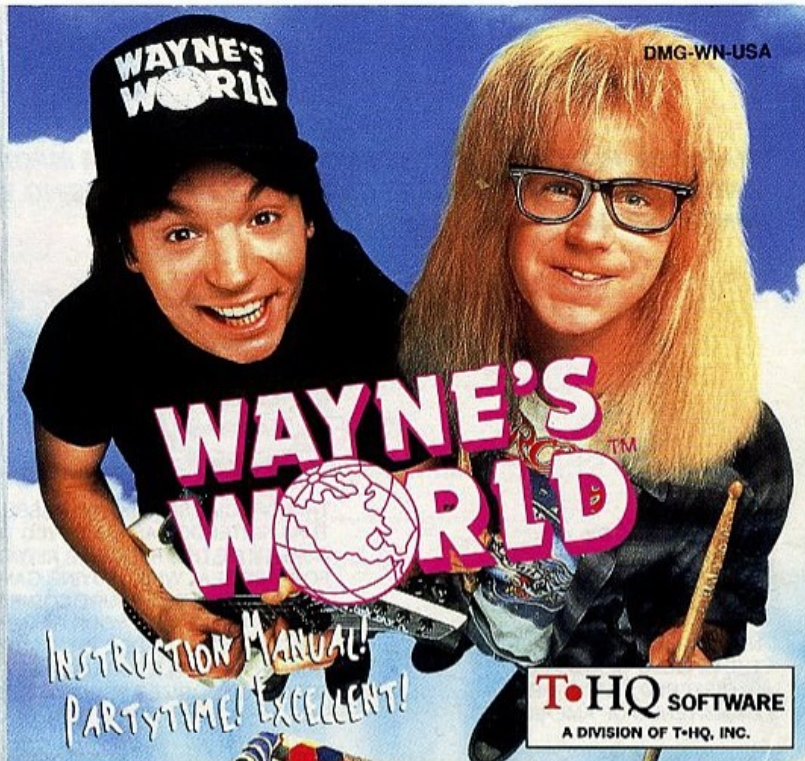
5016 N. Parkway Calabasas, Suite 100  
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Nintendo

**GAME BOY**



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Shyeahh, righT!



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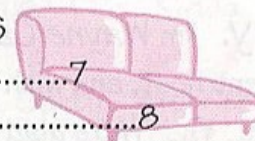


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# WAYNE'S WORLD™



Okay. I'm Wayne Campbell, your excellent host, and with me, as always, is Garth. *Hi.* We're glad you tuned in, because my faithful co-host and I are really getting **dumped on**, and we need some help, or, quite frankly, we're *bucket!* Let me bring you up to speed: you see, we have this excellent cable access show, **Wayne's World**, but some dweeby producer from Chicago is trying to buy us out and make our show into some *dweeboid*

"Mister Campbell's Neighborhood." *Shyeahh, right!*

Exactly, like we *really* want to do what some ultra-slick, mega-rich guy says! We do it because it's **cool** and a great way to meet babes. Anyhow, it's a really *bizarre* adventure trying to save our show: things start out in the music store, where all of this *bargain merchandise* comes after us. *It's kinda like That movie where peaches come To life and start crawling around. Wicked.* Good call, Garth. After that, things get even **hairier**: bogus bouncers at the Gasworks, nasty ninjas, (huh! As if!) Totally unjustified! **I don't get it!**

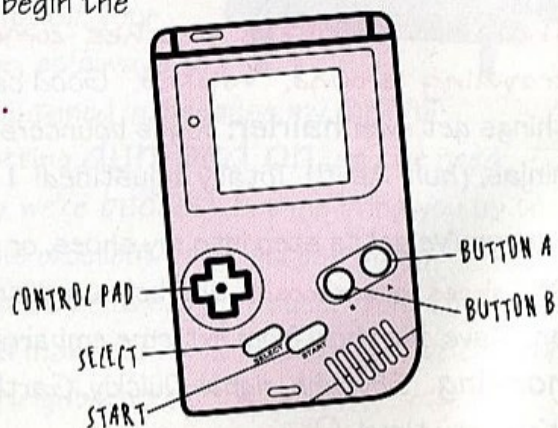
Now you've gotta step into my shoes, or Garth's, *Eewww!* *My shoes are sacred!* and help us scarf donuts, get the girl, and save our show from extreme embarrassment, all without **honking**. *Shyeahh, right!* Quickly, Garth, to the Mirth-Mobile! It's party time! **Okay.**

## GETTING STARTED

**Okay.** Easy schmeasy. The boxy plastic thing in the box is the *Game Pak* — put that in your Game Boy System, turn it on, and press “START” to begin the game. *Whooa!*

That's pretty complex...  
**NOT!**

(not actual size —  
The real Thing  
doesn't have the  
labels on it either.)



## CONTROLS

**START** — Press to begin the game. Like you couldn't guess!

**BUTTON A** — Press to jump. Press Button A along with the Control Pad to do a cool directional jump.

**BUTTON B** — Press to attack enemies. I've picked up a few excellent karate moves from Cassandra — *Hi Yaah!* 'I am Wayne. I will help you.' And Garth uses his **amazing homemade 4000 volt taser gun**. *Shocking!*

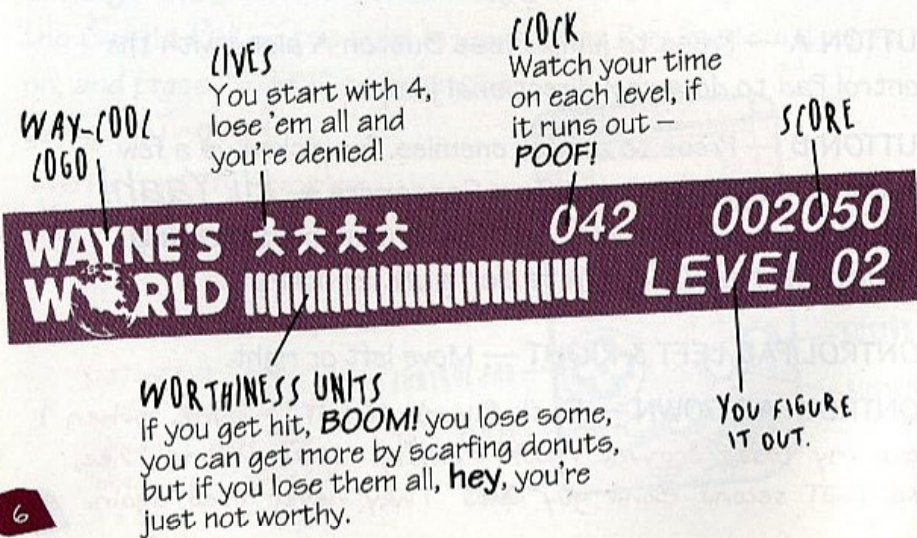
**CONTROL PAD LEFT & RIGHT** — Move left or right.

**CONTROL PAD DOWN** — Duck. *Check it out, Wayne, when I have my Taser drawn, I look really cool on one knee, like That second Bond guy That They never used again.*



## STATUS DISPLAY

Okay. Check this out — at the top of the screen, you will see:



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## PLAYING THE GAME

**Okay.** This isn't going to be easy. To save my show, my relationship, and my sense of fair play, you need to help Garth and I through five different levels.

**And some extra cool stuff.**  
How true.

We've got a lot to get through here, so let's dive right in, shall we?

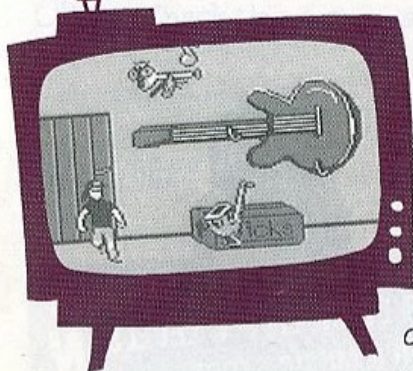
**ow.**  
I Fell on my keys.



- WAYNE'S QUICK LIST 'O LEVELS**
1. KRAMER'S MUSIC STORE
  2. GASWORKS
  3. COOL NINJA ALLEY
  4. CHICAGO T.V. STUDIO
  5. BENJAMIN'S CONDO

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## LEVEL ONE: KRAMER'S MUSIC STORE



Okay. Things start at the music store that we go to every Friday night to see the **Excalibur**, Guitar of Excellence, Object of My Deepest Desires. **It will be mine, oh yes, it will be mine.** Sorry, I digress. Anyhow, now there's a bunch of instrumental enemies trying to stop us from getting to the guitar. **Kind of**

like The guys who keep you From riding on The 'Spin 'N Spew' if you're not Tall enough. Good call, especially because we seem to be reduced to nibblet size.

There are mondo drums, boxes, and guitars everywhere to climb on. Oh yeah, there's also a **boss music enemy** at the end,

but you probably knew that. Garth, show them the enemies.

**Okay.**



### WAYNE & GARTH'S TOP 5 ENEMIES - LEVEL 1

1	Spinning Manilow Record Stack Boss
2	Note-Belching Sax
3	Trumpet Buzz-Bomber
4	Walking Drum
5	Flying Cymbals

Excellent!

Whooa! 70's flashback!

Bizarrel

**Get The net!**

Who knew?

**Look kinda like clams.**



## BONUS LEVEL: STAN MIKITA'S DONUT SHOP

Okay. This is cool. After the music store, the natural place for excellent munchables is Stan Mikita's. World 'O Sugar

- crullers everywhere! Yes! Pick up as many cholesterol rings as you can before time runs out. If you get them all, Sha-zam! An extra life!

Excellent! No question. Uh,

Wayne, are you SURE it's okay To just pick up all These donuts? Not to worry, Garth, the company paid for them in advance. Oh, okay. Thank you.



Sorry about this, but I promised Garth's dad, **Beev**, that we'd put something in here for his dweeby store, so here it is.

Yeah, sorry.

### The Wishing Well Convenience Store.

If It's Not Around  
The House,  
It's Just Around  
The Corner.



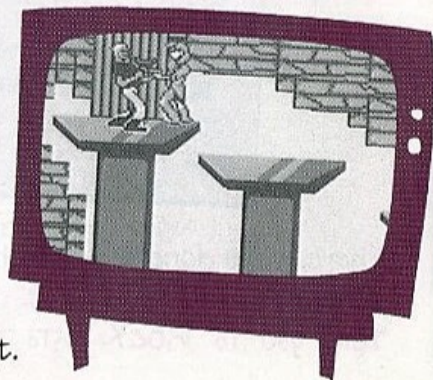
There, we've done it, we've cheapened ourselves. Let's move on before I hurl. I feel kinda Funny, like when The dentist Tells you To hock into That little whirlpool.



## LEVEL TWO: THE GASWORKS

Okay. This is the **Gasworks**. **Excellent!** Yes. The most scorching metal nightclub in Illinois. I believe **Crucial Taunt** is playing tonight. **That's Cassandra's band** - she's a babe. **Rgrrelllee!** If she were president, she'd be Babe-raham

**Lincoln.** In Latin, she'd be known as **Babia Majora**. Anyhow, to get to her, we have to get through the club itself — no simple task considering all the **brutal guys** who want to pick a fight. I guess I'd better brush up on my karate kicks. **Don't look now, Wayne, Psycho Hose Beast**



**12** **straight ahead!** Exit stage left.



Sorry, I almost forgot.

WAYNE & GARTH'S TOP 5 ENEMIES - LEVEL 2	
1	Stacy
2	Mean Kung Fu Fighter Boss
3	Burly, Barrel-Bustin' Bouncer Boss
4	Fat Guy Who Throws Bottles
5	Karate Fighter Wanna-Be's

Aahhhh!

Asphinctersayswhat.

**That's a Haiku.**

**He's not nice at all.**

Lame.



## LEVEL THREE: ALLEYWAY

Whoaa! I'm beat after all that fighting at the club. You do the next one. Uh, okay. I'm not nervous.

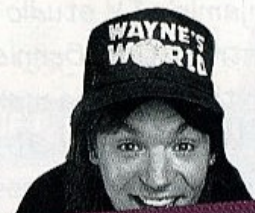


Uh, hi. You remember That **Bond** movie where he's walking down an alley in Canada or somewhere, and suddenly This **black cat** jumps out and scares everyone, and Then These magic **ninja stars** zoom in and Turn into **white-masked ninjas** who can Turn back into stars and Fly around?

Pretty cool, huh?

Excellent narration, Garth.

Thank you.



### WAYNE & GARTH'S TOP 3 ENEMIES - LEVEL 3

- |   |                           |
|---|---------------------------|
| 1 | <b>Boss Ninja Stars</b>   |
| 2 | <b>Magic White Ninjas</b> |
| 3 | <b>Black Cats</b>         |

I Think These guys wandered inTo The wrong game. I do That sometimes.



## LEVEL FOUR: BENJAMIN'S CHICAGO STUDIO



Okay. While Garth is busy taking out ninjas, I need to get into Benjamin's T.V. studio to find the contract that Bennie Boy had us sign that's gonna make **Wayne's World** into **Lame World**. First, I have to cross the studio floor, where I duke with flying T.V. screens. *Weird!* Definitely. There's a back lot to the studio, too, with creaky catwalks, unreliable lights, (what's with these people, haven't they heard of paying their bill?) and **gigantic, hairy black spiders**.

*Eewww!* This place isn't safe at all! No question. A major public safety risk. C'mon, pardner, whar gonna hafta shut this place down.

Uh, Okay.



### WAYNE & GARTH'S TOP ENEMIES - LEVEL 4

1	Big, Hairy, Black Spiders
2	Lights That Go Out All The Time
3	Floating T.V. Screens
4	Creepy Electric Cord Cobras
5	Big, Hairy, Black Spiders

*Eewww!*

I like it dark... NOT!

Highly unusual.

Garth, my flute, please.

*They're ThAt bad.*



## LEVEL FIVE: BENJAMIN'S CONDO

Okay. We stopped the Chicago suits from broadcasting Wayne's World 'O Dweebz, but we still have to stop Benjamin from taking my beloved **Cassandra** and get back our contract so that our show remains a bastion of creative freedom. Besides, I kinda want to **stomp** the guy. Yeah, he's kind and considerate... **NOT!** I guess I have no choice — in order to save the woman (and the show) that I love, I must climb outside the building and risk my very life on the balcony in order to get inside and face Benjamin. I see a herd of mean-looking **cats** out there. Careful, Wayne, Those are bad luck. Garth, I **laugh** in the face of danger. **Ha, Ha!**

Y'know, Wayne, This guy may be evil, BUT he has great Taste in Furniture.

Yes, I know I may bite it, but what is **life** without those things that you most value? Is there **justice** in the world if a rich guy with a great profile and a big apartment and a nice car and **better Taste** in **clothes** can take away my hopes and dreams?

[OSCAR CLIP]

I dare say it '**NO**,' that the little guy still has a chance, however slim, and I'm going to take it if it's the last thing I do. (sniff) I haven't cried like This since They switched Sabrina's husband. (Sniff) Do you want To show The enemies? Shyeah, right! And ruin my scene? Besides, we're almost out of space. Oh, yeah.





WAYNE'S  
WORLD

## WAYNE & GARTH'S ALL-TIME TOP 6 GAME HINTS

- 1 It sounds weird, but try riding a drum. Who knew?
- 2 Get some altitude on boxes & things, it may help.
- 3 It is unkind to kick small mammals, try jumping instead.
- 4 Don't fumble in the dark, look for a light switch.
- 5 You may have to duck to avoid (or attack) certain enemies.
- 6 If you need help, Madonna will save you. NOT!

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2. Notify the T+HQ SOFTWARE, INC. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
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Gee, Wayne, that was really good. Did you memorize it all?

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