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GAME BOY®



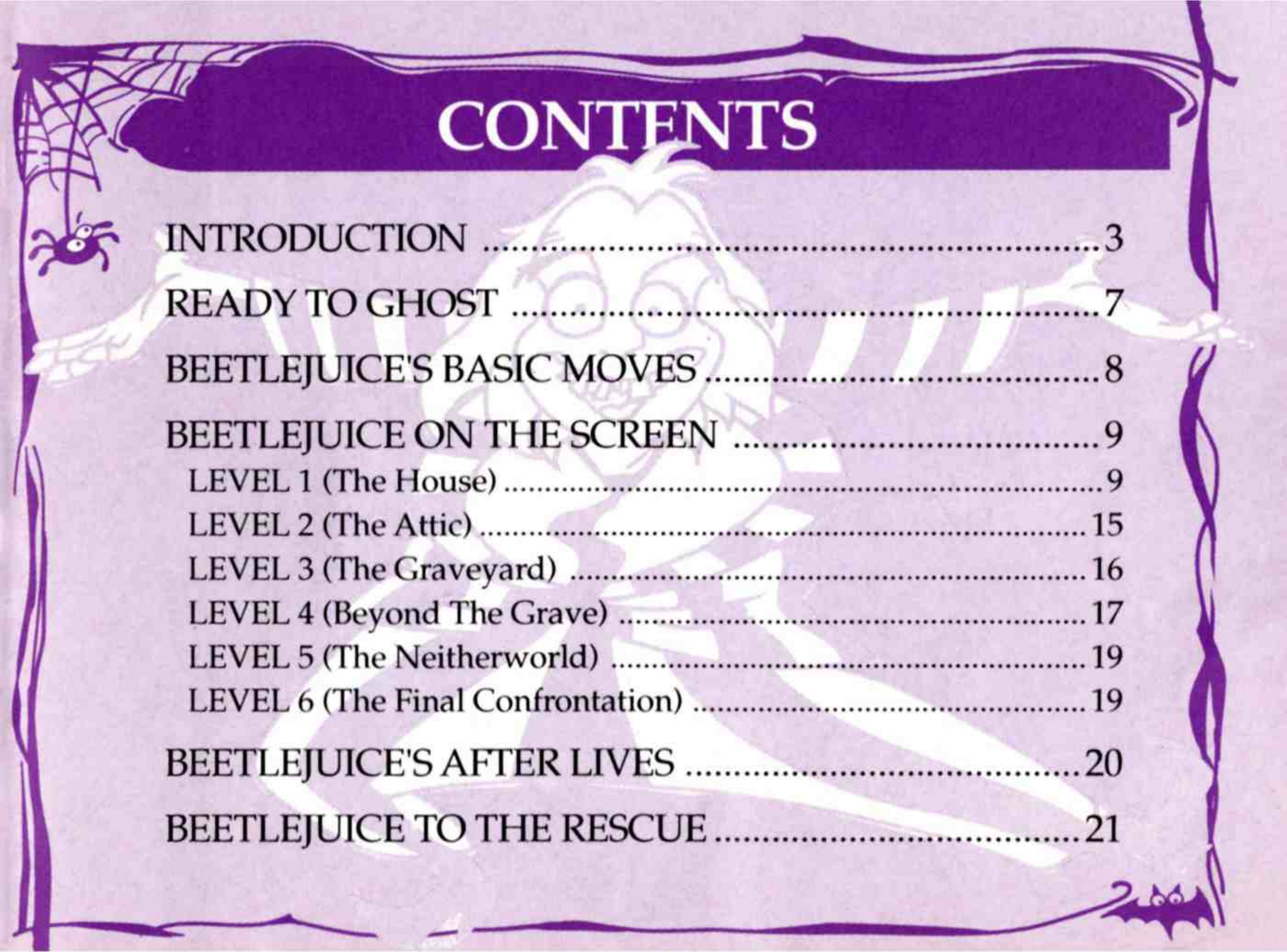
INSTRUCTION BOOKLET





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"So the ghost-with-the-most, yours cruelly, Beetlejuice, masterminds the vacation to die for. Guaranteed to raise the spirits of the most depressed Neitherworld soul, Weird World Tours takes unsightly seers to visit the premier attractions of the land of the living: Death Valley, Tombstone,

Devil's Island, to name just some of the lowlights, and, at no extra charge (local taxes, surcharges, duties, and gratuities not included) provides the ultimate in dread and breakfasts...The Dietz Residence...only, maybe I should have told Lyds..."



"Beetlejuice!"

"Yeh, babe, right here."

"Beetlejuice, there's apparitions in the attic, demons in the den..."

"... and a beast in the boiler. Do I know how to have fun or what?"

"Beetlejuice, get them out of my house!"

"But, babe."

"Now!"

"OK, babe. No problem. I'll zap those ghouls with

my magic and despook the whole place in a flash of Beetlejuicing!"



Hey, Lyds? What's my next ghoul? Put Helamonsters down everybody's pants? Pull earthworms out my nose? How about acid in the bathtub? No, you're right; makes my skin crawl! Hey, Lyds, come on, let's ghost. Lyds where are you?"





"Beetlejuice, help! help!
Astoroath has kidnapped me
and taken me to his secret
Neitherworld hideaway."

"Why that no good, four-armed (is
forewarned), two-timing, one-
mean-dude-critter-with-my-Lydia!
Just say the magic words, and
your hero, extra meatballs, just a
couple of roaches, go easy on the
sauce, will be right there."

"Sorry, Beetlejuice, but that won't
help. I don't know where I am. If
you come here, we'll just both be
trapped. The only way to rescue
me is for you to get down to the
Neitherworld, find where I am,
and destroy Astoroath."

"What do I do for an
encore...pave the planet?
I knew this was going to
be a bad millennium.
That plague thing
was just a prank.
How did I know...?"

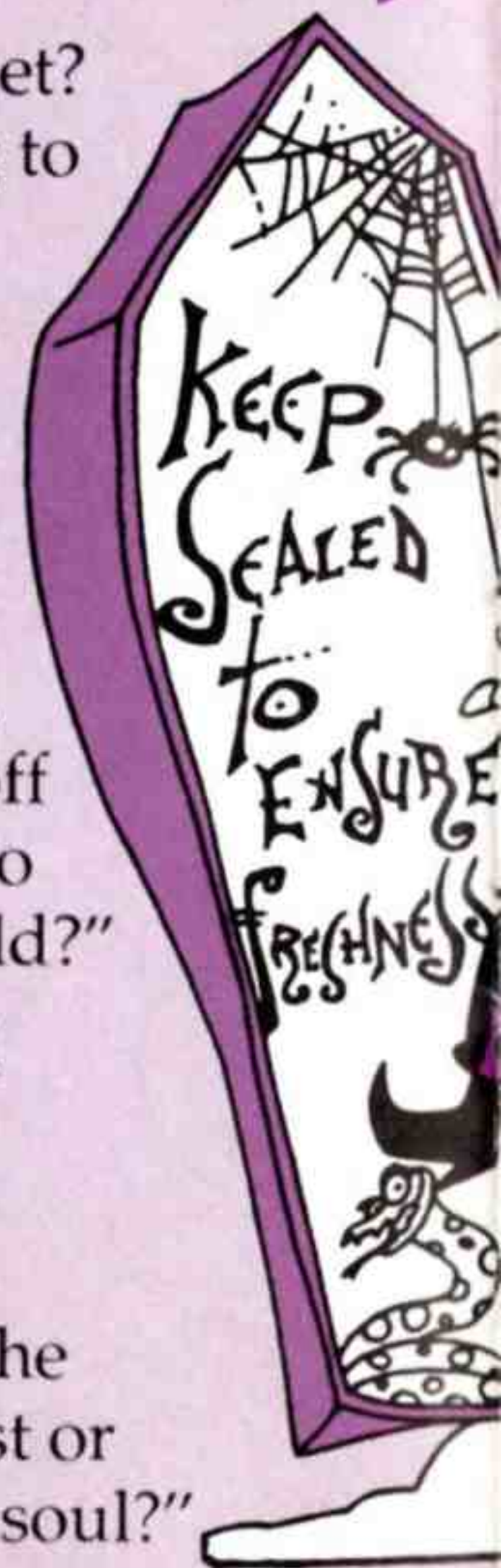
"Beetlejuice!"

"OK. I'm on my way.
Wait a second. How off
earth am I supposed to
get to the Neitherworld?"

"Use the Magic Portal
hidden in the mines."

"That's the pits."

"Beetlejuice, are you the
ghost- with- the -most or
a ghou- without-a- soul?"





"More a chicken-
afraid-of-a-lick'n."

"Once you're in the
Neitherworld, hop
on a pogosnake
and slither
on over."

"Piece of cake,
babe. Now to
show that puny
poltergeist, that
Neitherworld
nobody, that...Whoa there,
Astroth, you are a big
guy. Lydia, you're a brave
babe, a girl with guts, a
woman with will, if you
want to deal with
Astroth, that's no

problem with me. I have some
bugs on the boil, a lovely locust
linguine..."

"Beetlejuice, you have to save me."

"Why?"

"I'm your only friend."

"You sure know how to
butter up a geist."

"Hurry, Beetlejuice, the Neither-
world is depending on you."

"And they think Astroth is a
problem? OK, folks, stand back.
It's showtime! Remember, kids,
I'm a trained and certified profes-
sional ghost, so if you want to try
this at home...**GO RIGHT**

AHEAD AND GO DO IT!"



READY TO GHOST



LOADING

1. Make sure the GAME BOY[®] power switch is OFF.
2. Insert the BEETLEJUICE[™] game pak as described in your NINTENDO[®] GAME BOY[®] instruction manual.
3. Turn the power switch on.

When you see the BEETLEJUICE title screen, press the START BUTTON.

Beetlejuice and Lydia will then describe how Weird World Tours has gone haywire. To dive directly into the despooking, press the START BUTTON again.



BEETLEJUICE'S BASIC MOVES

TO MOVE RIGHT OR LEFT

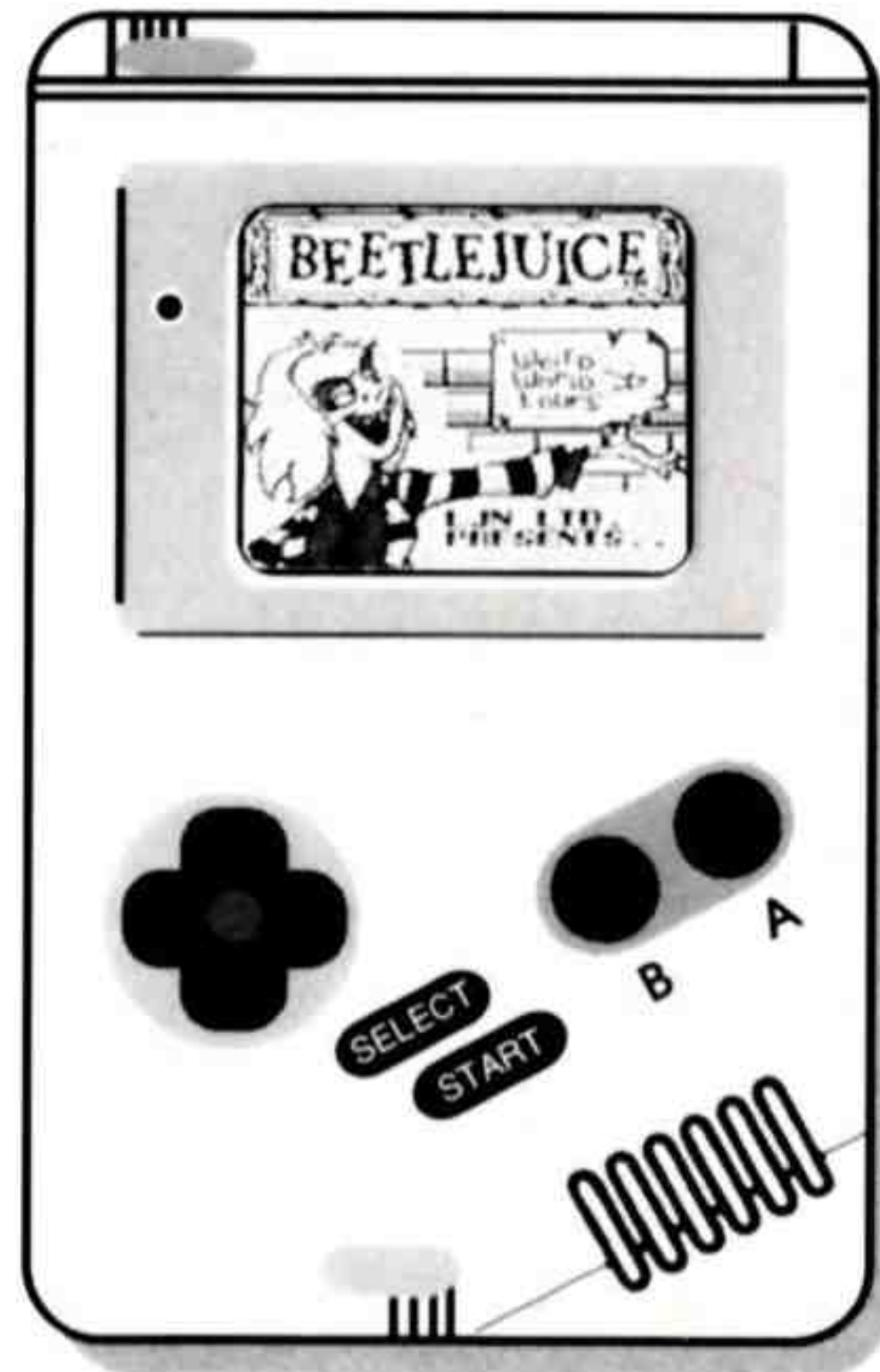
- Press the appropriate RIGHT or LEFT CONTROL PAD ARROW.

TO FIRE MAGIC - Press the B BUTTON.

TO JUMP - Press the A BUTTON

TO DUCK - Press the DOWN CONTROL PAD ARROW.

TO CLIMB (where possible) - Press the UP CONTROL PAD ARROW.





TO DESCEND (where possible) - Press the DOWN CONTROL PAD ARROW.

TO PAUSE - Press the START BUTTON.

TO RESTART - Press the START BUTTON again.

BEETLEJUICE ON THE SCREEN

LEVEL 1 - LYDIA'S HOUSE OF HORROR

Beetlejuice's Neitherworld pals are making utter spectre..cals of themselves. A judge is juggling in the kitchen, the plates on the wall have gone wacko, the laundry's loony, the floor is flooding, and it's up to you, Beetlejuice, to throw the ghouls out of the game.

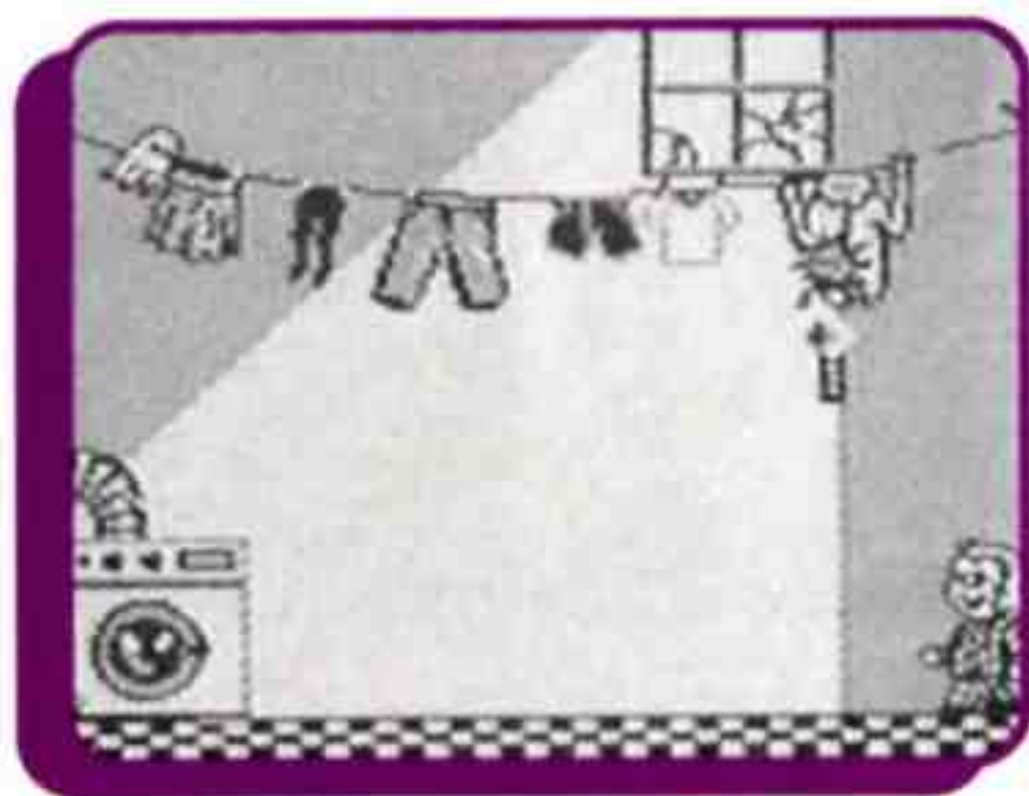
Each of the six rooms of the house has a ghost or a host of ghosts that you must banish. To get into a room, move in front of any door and press the UP CONTROL PAD ARROW. But beware! Ghouls, ghosts, creatures, and otherworld creations are about as likely to keep their



partying out of the hallway as it is for pigs to fly!

NOTE: To complete the level, all the ghosts in all six rooms must be banished.

LAUNDRY



There's creeps in the clothes and a Bubble Ghost in the washing machine. It's your job, Beetlejuice, to clean them out.

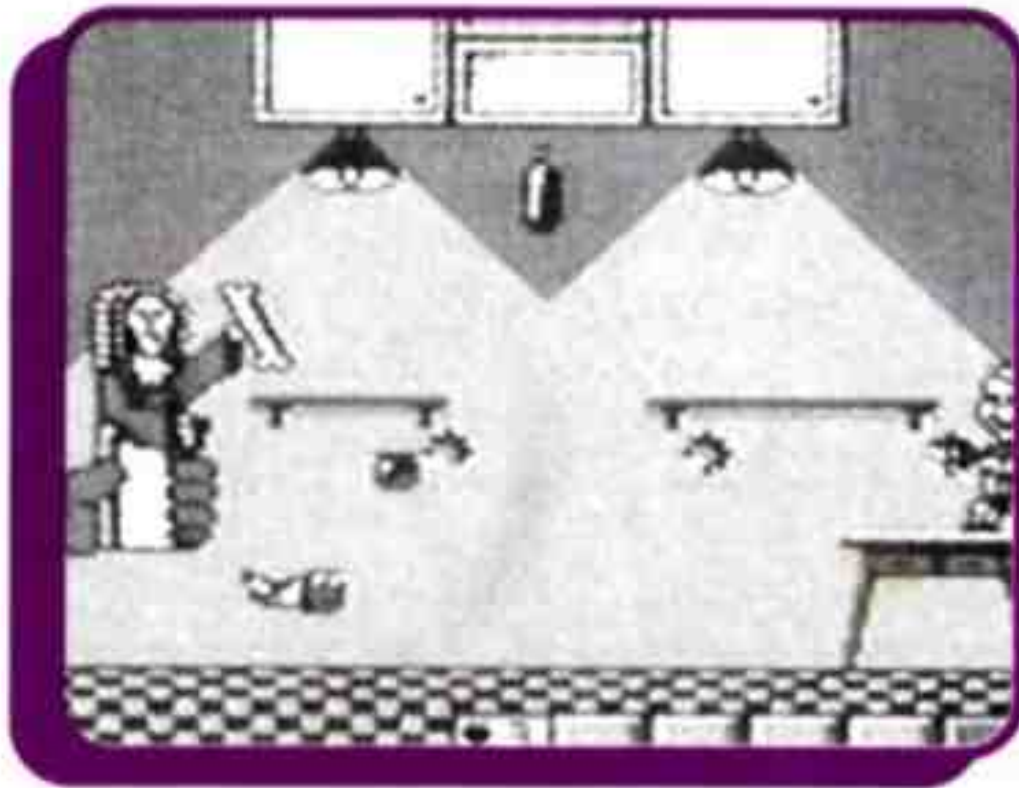
As each piece of clothing attacks, fire your magic at it until the spook appears. With nowhere to hide, the ghouls will head for the hills...unless they're a baby sandworm, then zap 'em.

Once all the ghouls are gone, watch out, there's a Bubble Ghost about.

NOTE: If there's one thing Beetlejuice hates more than a steam cleaning from the washing machine hose, it's trouble in a bubble.

To burst the bubble, press the B BUTTON repeatedly.

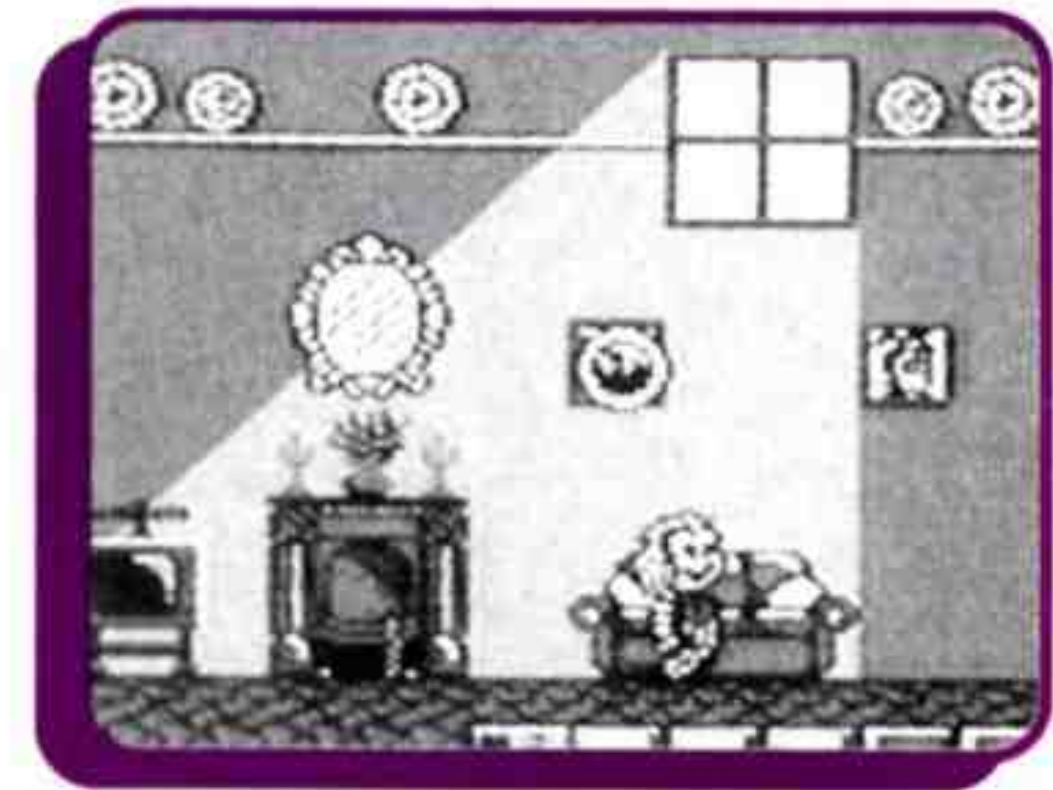
KITCHEN



Legal evil is cooking in the kitchen. A judge, who looks like his last case coincided with the discovery of the wheel, is throwing bones instead of the book at you. Put him away forever by firing at the bottles, jars, and boxes that drop out of the cabinets. If enough stuff hits the judge, court is adjourned.

But, take care! Step off the kitchen table and that baby sandworm will have you for breakfast.

DEN



The spooks are making a mockery of the crockery. Turn the den into a DSZ (De-Spiritualized Zone) by firing at the plates and then the spooks.

BEDROOM



The only way to make this ghoul give up the ghost, is to have a funny face scare-off.

When you enter the bedroom door, you will first see the Funny Faces Contest Screen. Your aim is to select the scariest combination of features so as to make the most frightening face.

To make Beetlejuice go through his scary faces, press the

A BUTTON. To select each feature, when Beetlejuice is at his grossest, press the A BUTTON again. When you have selected all five features, Beetlejuice's face will stop flashing.

The Gross Rating shows how scary a face you have made. The higher the score, the higher your pointer on the gross-o-meter, and the easier it is to defeat the ghoul.

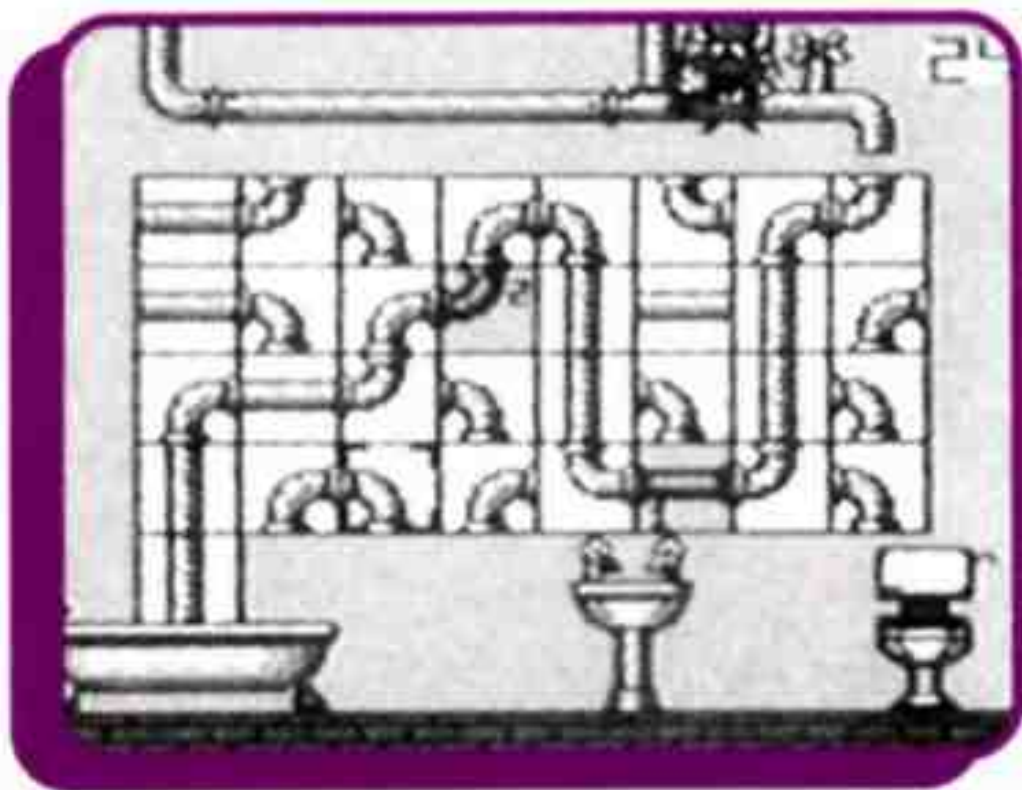
To start the scare-off, press the A BUTTON again.

To raise the gross-o-meter pointer and make a fool of the ghoul, press the CONTROL PAD in the direction indicated by the flashing control pad on the screen.

First ghost to the top of the gross-o-meter wins.



BATHROOM



A slimy fiend has made a puzzle of the plumbing. Fix it fast, or the fiend will flood the floor when he hits the faucet.

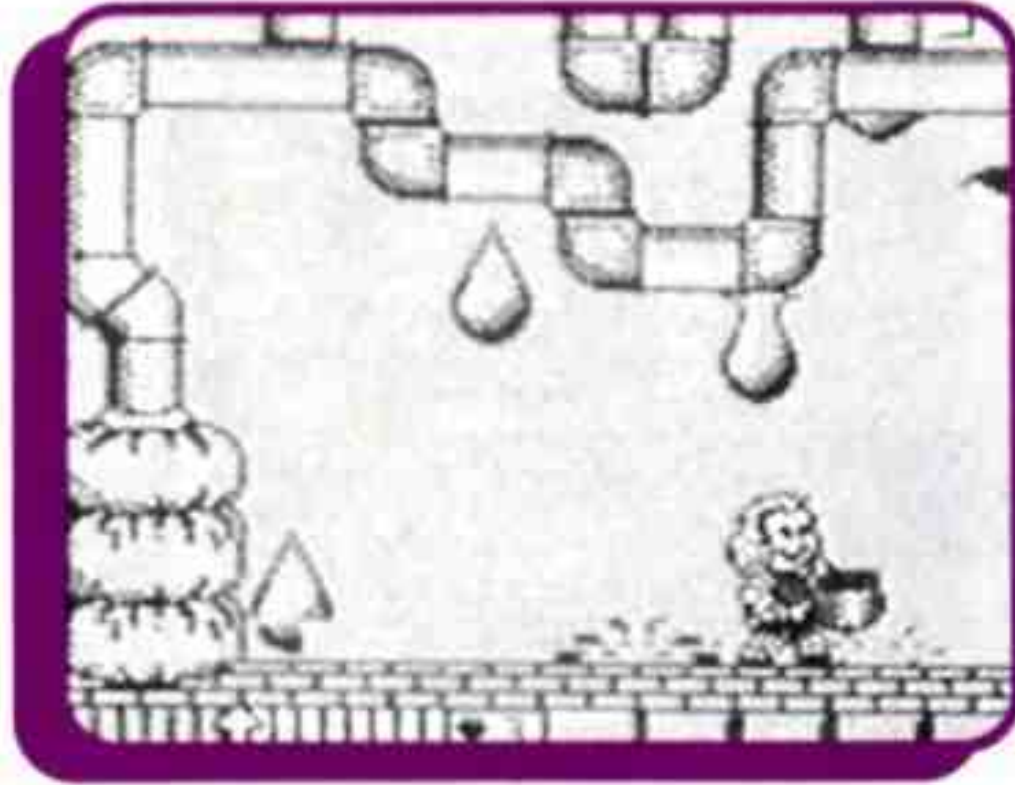
When you enter the bathroom door, Lydia will describe the problem and the remedy.

Once in the bathroom, you have 60 seconds to rearrange the pipes to safely drain the water from the fiend's faucet into the bathtub.

Lengths of pipe are moved by swapping adjacent pieces. To swap any length, move the cursor onto it, hold down the A BUTTON and at the same time press the CONTROL PAD in the direction of the adjacent piece with which you want to swap.

NOTE: The route of the pipes to the bath must include the pipes marked 1 and 2.

BOILER ROOM



A glob of a blob has hidden in the boiler. The only way to get him into the open is to collect enough of the drips falling from the pipes.

When you enter the boiler room door, Lydia will explain the hot water you're in. To start

catching the drips pronto, press the **START BUTTON** at any time.

To catch the water in your bag, use the **CONTROL PAD** to move under the drips. The quantity collected is shown by the pointer in the bottom left of the screen. Get it all the way to the right and the blob will emerge. But, take care, the flashing drops move the pointer to the left and time is ticking!

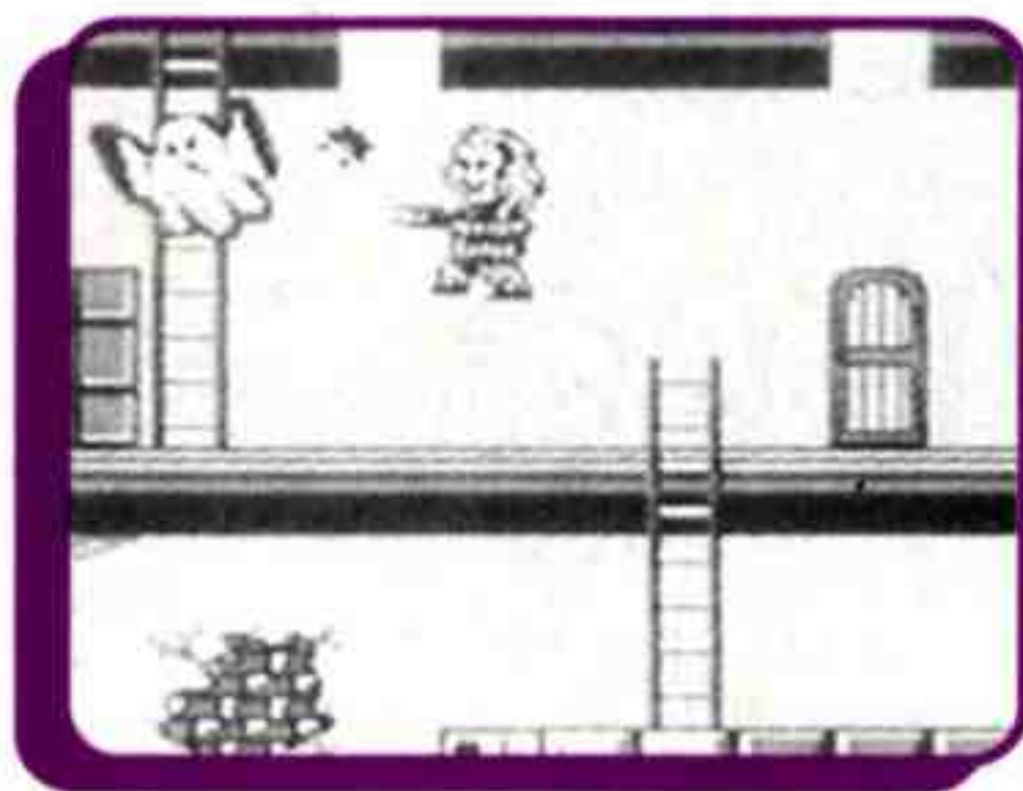
Once the blob appears, hit him with some magic...but don't let him drop you with his drips.



LEVEL 2 - THE ATTIC

Spooks from the hereafter are haunting the rafters and getting rid of them will require more than just firing at them.

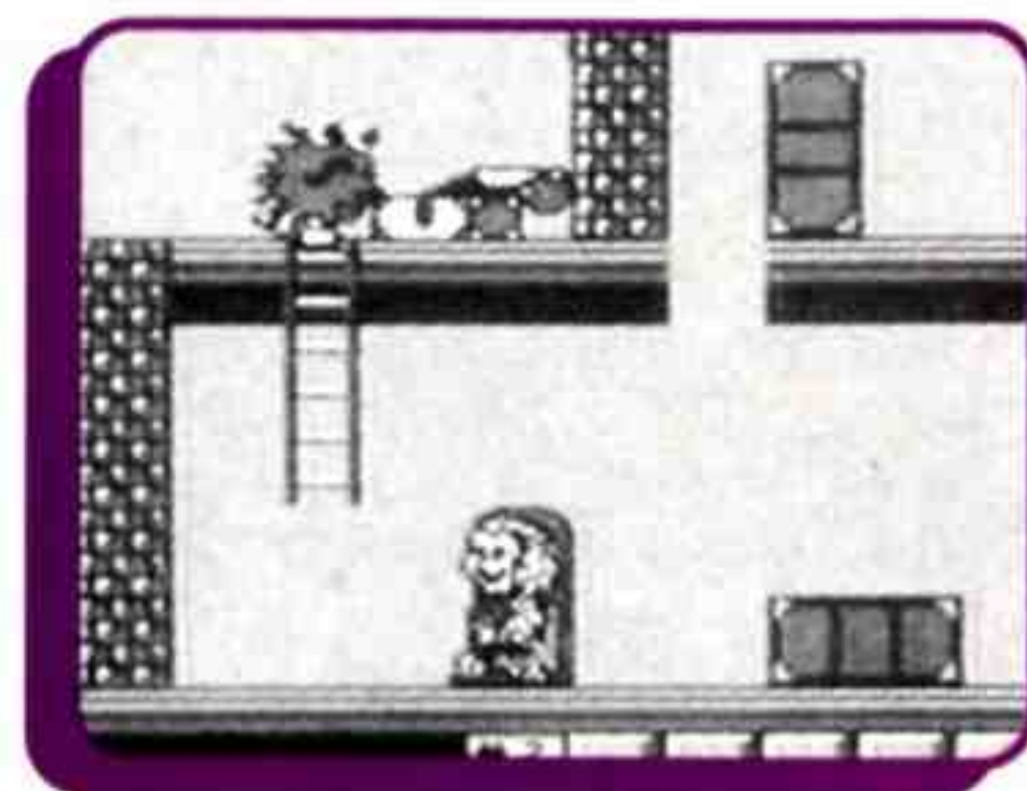
Firebane is banished by firing your magic to force him into a candle.



To make him go up a floor, zap him into the chimney.

Slammer is banished by firing

your magic to force him into an open trunk.



Firing at Slammer also makes him jump.

To make Slammer go down a floor, zap him into the chimney or onto a hole in the floor...

To open a trunk, fire at it and hope it's empty...or you'll add Cruiser and Creeper to your troubles.

LEVEL 3 – THE GRAVEYARD... HEADSTONE HIJINX



Some lost souls have escaped the house and are having the time of their after-lives stealing statues from their pedestals in the graveyard.

Lydia's depending on you, Beetlejuice, to put an end to this bone-yard Bedlam. Return the statues to the pedestals scattered around the graveyard and the

surrounding ledges. Each statue fits only the pedestal with the same number.

Push the statues to move them. They will also float up vines and fall off edges.

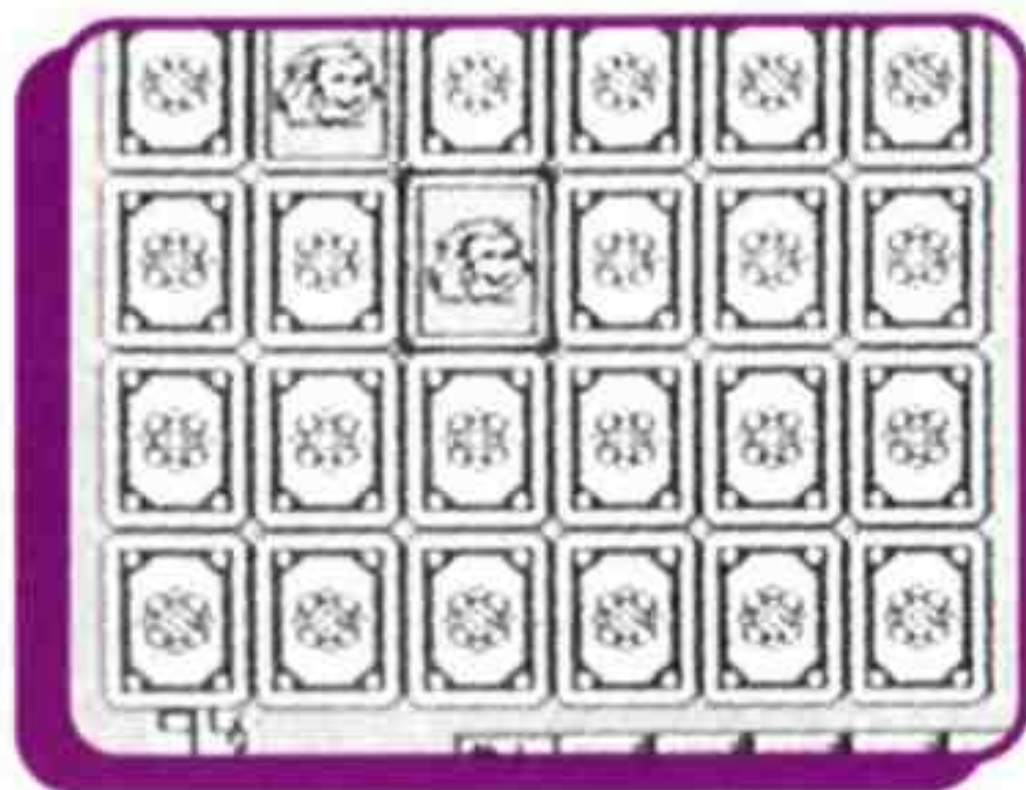
Once a statue is back on its pedestal, the next statue to be returned will appear.

FAT BABY MONSTER

To travel along the roadway without being eaten by the Venus Beetlejuice Traps, you will have to use the branches that stick out from the faces of the ledges. However, to take a statue with you, first drop it in front of the Fat Baby Monster, and he will push it to the other end of the graveyard area.



GRAVEYARD BONUS ROOMS - GHOULCARDS



After replacing two particular statues you will get a chance to win bonus lives by playing Ghoulcards.

Ghoulcards consists of 24 cards, made up of 12 pairs. To win the game and earn an extra life, you have to find the matching pairs by turning them over in sequence, one half of the pair immediately after the other, until all the cards

have been matched. To turn over a card, use the CONTROL PAD ARROW to move Beetlejuice's hand over the appropriate card and press the A or B BUTTON.

Once you have replaced all — statues, the **EXIT HEADSTONE** will materialize. Find it and press the UP CONTROL PAD ARROW.

LEVEL 4 – BEYOND THE GRAVE

To reach the Neitherworld and save Lydia, you need to find the Magic Portal, buried deep within the mines. The mine has three levels to travel through.

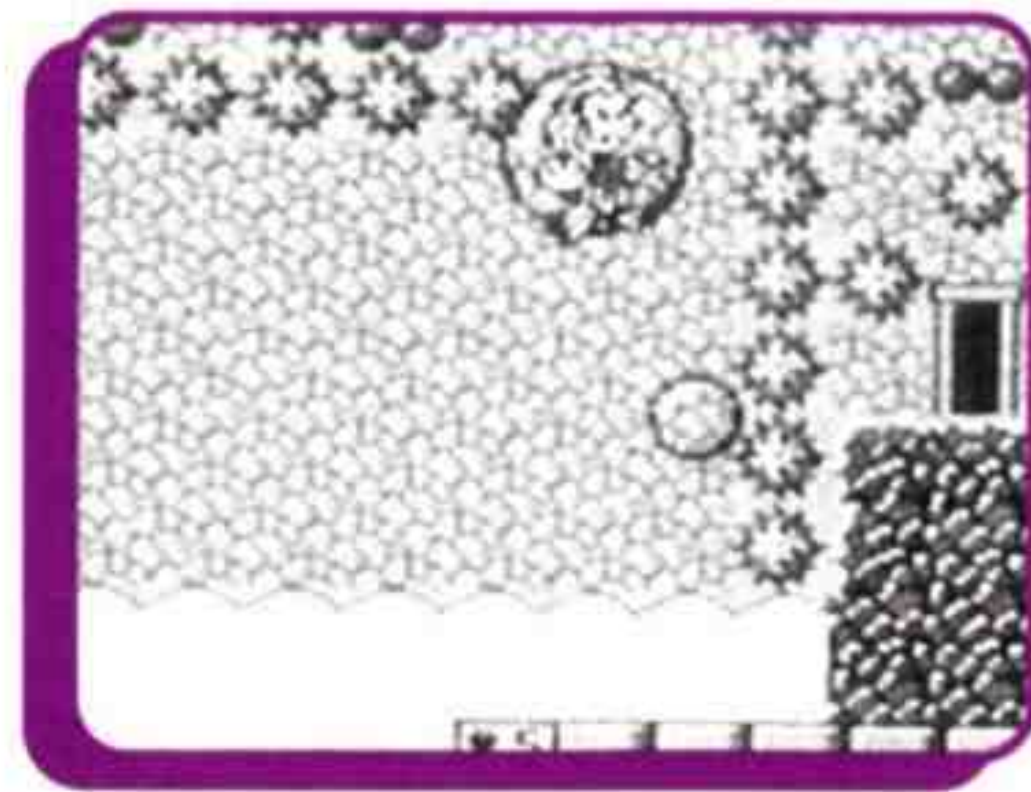
The Mine Carts Stages - are fast rollercoaster rides, requiring

rapid reactions to leap over obstacles, duck under roofs, fly over gaps, and avoid deadly Cloud Chasms.



The Platform Stage - demands precision jumping, dead-on Beetle-juicing, and split second timing.

There's bubbles to ride in, rolling rocks to run from, disappearing platforms to gauge, and ghouls to out-ghost.



BEETLEJUICE BONUS BONANZA

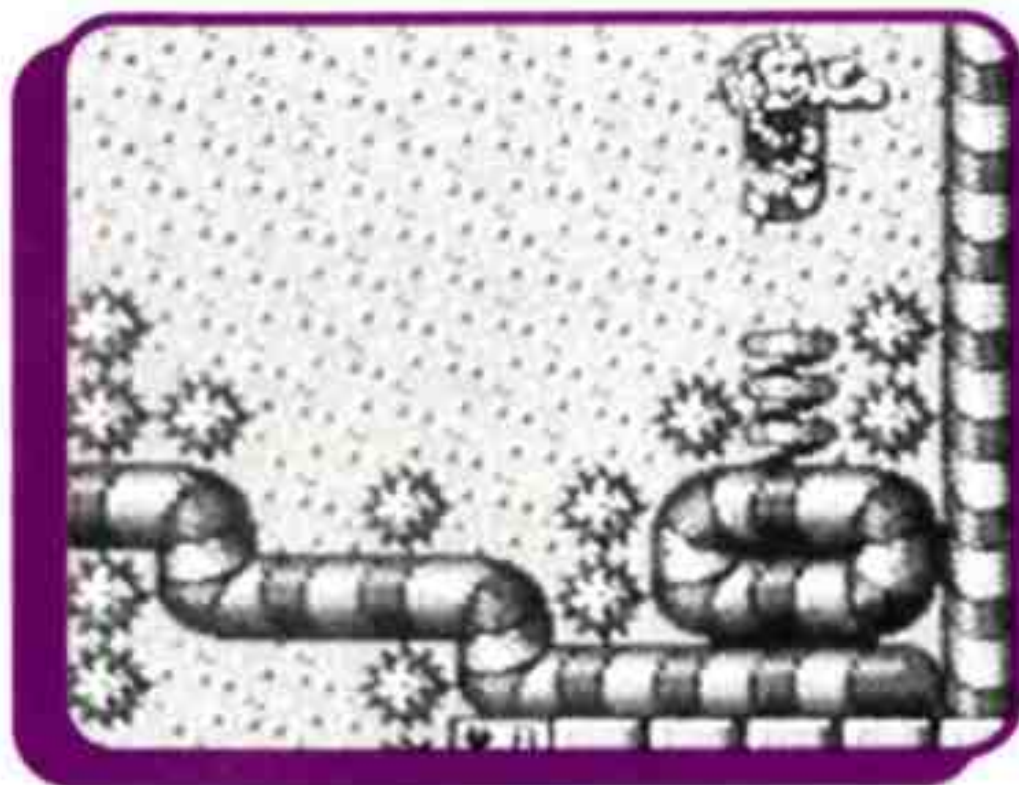
Once you are through the magic Portal, you can rack up some extra lives by playing Beetlejuice's Bonus Bonanza. Your object is to rearrange the pieces of Beetlejuice's face into the complete picture as quickly as possible. The faster you are, the more lives you'll gain.

Beetlejuice's face is rearranged by swapping adjacent pieces. To swap a piece, move the cursor onto it,



hold down the A BUTTON and at the same time press the CONTROL PAD in the direction of the adjacent piece with which you want to swap.

LEVEL 5 - THE NEITHERWORLD



To find Astoroth, you must travel through the Neitherworld. However, as Astoroth has strewn the Neitherworld with Spike Bombs and Cloud Chasms, your only chance of reaching him is to jump on a Pogosnake...literally.

POGO POWER

To jump higher, press the A BUTTON.

To slow down, press the CONTROL PAD ARROW opposite to the way you are moving.

To speed up, press the CONTROL PAD ARROW for the same direction as you are moving.

LEVEL 6 - THE FINAL CONFRONTATION



Make it through the Neitherworld and you will find yourself in Astoroth's secret domain, ghost-to-ghost with the fireball hurling four-armed-fiend

himself. Just juice him with your magic and he'll soon know who is king of boot hill, the head hunting honcho, the big moldy cheese...the ghost-with-the-most.

BEETLEJUICE'S AFTER-LIFE LIVES

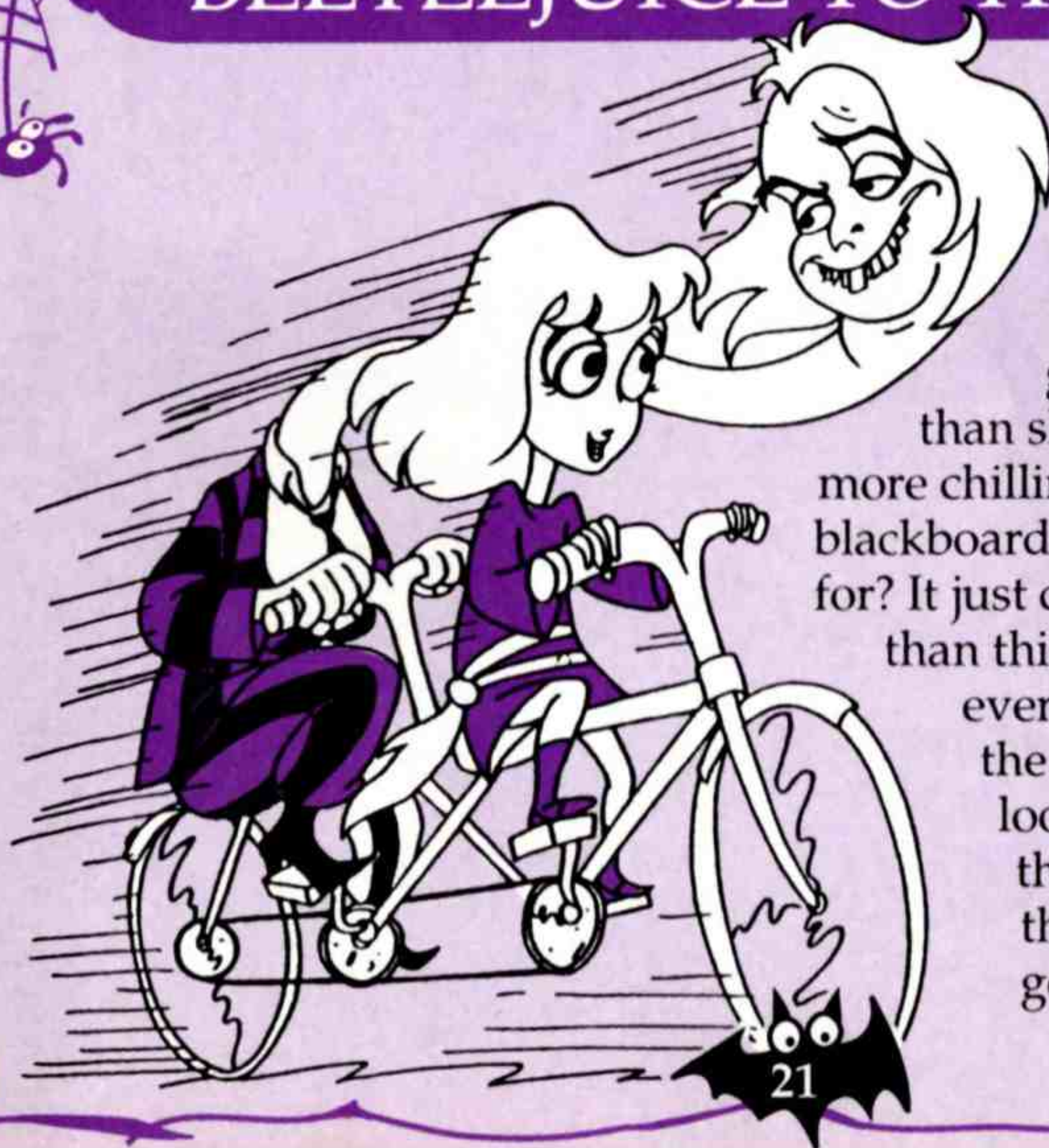


You begin the game with 3 lives as shown at the bottom center of the game play screen. If you obtain extra lives from the bonus rooms, they are automatically added to the count.

Each life consists of five units of energy as shown by the blocks in the bottom right of the game play screen. Most unsuccessful confrontations with your ghostly enemies will only result in the loss of one block, though some more ghastly ghouls and more perilous obstacles may take a whole life immediately. Lose all your lives and the game is over.



BEEETLEJUICE TO THE RESCUE



Tougher
than a bar of
"Good'n'Buggy",
more ghouls than a
ghost town, more fun
than sharks at a swim meet,
more chilling than nails on a
blackboard...what are you waiting
for? It just doesn't get any better
than this. There's spooks in
every nook, skeletons on
the headstones, and Lydia
look'n at oblivion. Dump
the macagroani, sling
the corn on the slob, and
get Beetlejuicing!

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