UNNECESSARY ZOOM



(Move manual rapidly towards and away from face for full zoom effect.)

freegamemanuals.com

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WAYNE'S WORLD



INSTRUCTION MANUAL! PARTY TIME! EXCELLENT!

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

It's 10:30 Friday night. What's it time for? Exsqueeze me? Baking powder? Did you say Hawaii Five-O reruns? **I think not.** In Aurora Illinois, it's time for Cable Access Channel Ten and **Wayne's World**. I'm your *excellent* host, Wayne Campbell, and with me as always is Garth. It's Wayne's World. It's Wayne's World. It's Party Time. It's Excellent. *Woo Woo Woo Woo Woo.*

Okay.

For maximum enjoyment, please read this **Instruction Manual** most thoroughly before playing. (Shyeah, rright!)

WARNING:
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Shively's Video
Route 40 West, P.O. Box 1116
Rocky Mount, VA 24151

You'll LAUGH, you'll CRY, you'll HURL!

Are you ready for this? **Number One of the Top Ten Most *Bizarre* Things To Happen This Year:** Garth has been kidnapped! No **Way,** you say? **Hway!!** It all begins down at Noah's Arcade, where Wayne and Garth are **engrossed** (with a capital **G**) in a most heinous game called Zantar. All of a sudden there's a blinding flash, and **KA-BOOM!** The two find themselves inside the game! In the wink of an eye, the hapless Garth is inhaled by **Zantar,** the gelatinous cube – a pixelated purple putridosity of the first degree! Before our stunned hero can react, Zantar is gone... and Garth along with him. And now you, Wayne Campbell, must heartily rescue your excellent sidekick from a fate most unbecoming!



But as you make your way through your familiar and beloved hangouts in search of Garth, you'll notice something disturbingly different. This world is a **twisted, warped** distortion of reality as you know it! Armed with your mighty **guitar** and the power to Schwing, you must brave the **surrealistic** perils of Kramer's Music Store, Stan Mikita's Donut Shop, the Gasworks nightclub and suburbia. There, you will spar with such **dweeboids** as monster bagpipes, accordions and kazoos (**shyeah,** right!), spewing coffee cups and dangerous **disco** balls (as *if*!), hair-whipping headbangers and the strange Psycho Hose Beast (**way**!)

Hello? Are you worthy to face this mega-challenge without **blowing chunks**? Then party on, my friend, to the most excellent finish!

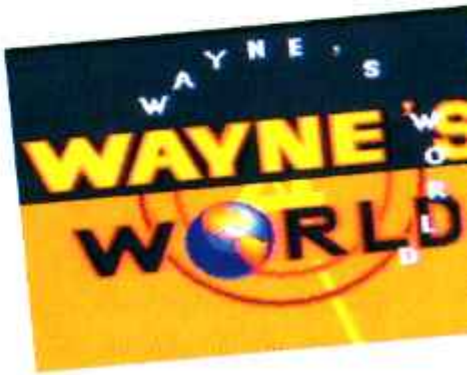


ARTIST'S DEPICTION.

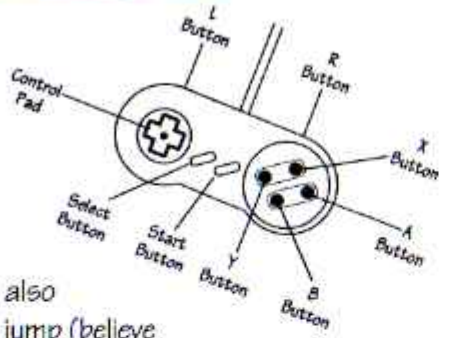
STARTING UP

To **start** the game, press the Start Button (don't get mental now). To **pause** the game, press the Start Button (you're going to have to cope, okay).

AS IF YOU COULDN'T FIGURE THAT OUT!



GAME CONTROLS



Control Pad

Press the Control Pad **LEFT** or **RIGHT** in order to run left or right (good work, my friend). You can also change direction during a jump (believe and visualize to do so).

Press the Control Pad DOWN in order to **duck** (but be careful not to cut).



HURL ALERT! HURL ALERT!

B Button

Press the B Button in order to jump.
Press the B Button longer in order to jump higher (**warning:** do not try this after eating the Mystery Meat).

Y Button

Press the Y Button in order to fire the guitar in hand (**note:** make guitar sounds with mouth to supplement the effect).

A Button

Press the A Button in order to activate a ***Schwing*** item, if you have one (silent scream!).

SCREEN DISPLAY



ACTUAL UNRETOUCHED SCREEN.

The **Score** is displayed in the upper left corner of the screen (absolutely).

The **Axe** or **PCB Power Ups** are displayed next to the score, if they are possessed (yes!).

The **Guitar** in use is displayed next to the stuff mentioned above (okay).

The ***Schwing* Item**, if possessed, is shown next to the above mentioned stuff (fact).

The number of **Lives** is shown in the upper right corner of the screen (amazing choice).

The amount of **Worthiness** is shown next to the number of Lives (how worthy can **you** get?).

Special Items

These items can be found in *every* level:



Schwing Item
A Schwing Item will destroy all visible enemies (ka-boom).



Worthiness Item
A Worthiness Item will give 1 Worthiness Point (I *am* worthy, I *am* worthy).



Heart Item
A Heart Item will give 1 extra life (I am thanking you).

These items are used in conjunction with another guitar (how sensible):



Axe Guitar Item
An Axe Guitar Item increases the playing rate by 2 (okay, don't become an axe-aholic).



PCB Guitar Item
A PCB (Pre-Corporate Buyout) Guitar Item increases the playing rate by 3.

Power Ups

Level One Power Ups

These Power Ups are found throughout Kramer's music store and subsequent levels (it's like a dream: *diddle liddle la, diddle liddle la, diddle liddle la*):



Amp Power Up — An Amp Power Up produces larger chords (should be played fast and loud).



Distortion — A Distortion Power Up produces chords that follow a distorted path (twisted).

Level Two Power Ups

These Power Ups are found throughout Stan Mikita's donut shop and subsequent levels:



Mega Amp Power Up — A Mega Amp Power Up produces huge chords (as in mega-: the prefix meaning huge, extraordinary, great).



Chorus Power Up — Plays 3 chords at once! Wailing! I am the reincarnation of Hendrix!

Level Three Power Up

This Power Up is found throughout The Gasworks and subsequent levels (simply a must):



Homer Power Up — A Homer Power Up produces chords which home in on any enemy on the screen.

Level One: Kramer's Music Store

Okay. This *looks like* the same music store in which hangs the much-maligned sign reading "No Stairway To Heaven" and where **Wayne's** coveted guitar once hung, but something seems to have gone awry...in a big **Way.** Instruments of the craziest variety are suddenly animated and on the warpath against Wayne. He'll have to navigate crazy scaffolding, bouncing off of drums and avoiding live wires in order to dodge killer **kazoos** and bagpipe enemies, to name a few.



Level One Adversaries

Accordion — Dangerous expanding baffles (how unworthy).

Bagpipe — Projectile tartan haggis balls launched from hovering instrument (Angus is at it again).

Band Monster — Something to really fear (wails heinously).

Cello Archer — Rapid-fires destructive bows (rosinous).

Clarinet Missiles — Launched from off screen (one hit and you're pail, my friend).

Drums — Excellent bounce action (***boing!***).

Falling Guitars — Falling from the racks, can do damage to you and guitar (cruel and unusual).

Kazoos — Swarms will home in and dive bomb in a kazoo sort of way (kooky but cool).

Sax Mortar — Fires spit gobs (it's punitive).

Trombone Grabber — Reaches down and grabs (not today, my saucy friend!).

Wires — Touch 'em and you're toast (a shocking prospect).

Level Two: Stan Mikita's Donut Shop

Okay. This is the land of **mutant** day-old donuts, scalding grease and spewing coffee. And it's like "Honey, I Shrunk The Wayne". Everything is oversized (what a time for the **babes** to be absent). Falling sugarcubes could be lethal. The grossness herein is majorly huge, as various donut monsters do disgusting things to get at Wayne. He'll want to **hurl** for sure.

Extreme.



Level Two Adversaries

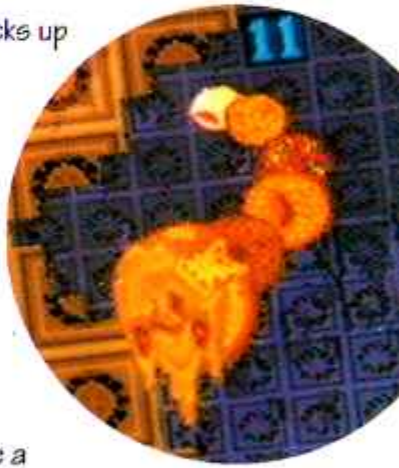
Coffee Cups — They lurk and spew (diabolical).

Creamers — Up, up and a Wayne! (high bounce-osity).

Cruller — Roll out the cruller!

Donut Monster — Hocks donut gobs (an abhorrent military option).

Donut Whirlwind — Whirls and picks up stuff (as if!).



Falling Sugar Cubes — Consider these a sorbet, to help cleanse the palette.

Grease — Hot and burning (not to mention putrid).

Grease Donut Monster — Can get you bad (if you get sick, go see a doctor, my friend).

Steam Blasts — More hot and burning (could leave you comatose).

Level Three: Gas Works

Okay. Over at their favorite **entertainment establishment,** Wayne is surprised to be caught in a cavernous court of video games, pool tables, air hockey, dangerous dart boards, shooting disco balls and giant, six-legged **beatles**. Anything might happen here... even an **Elvis** sighting is possible!



Level Three Adversaries

Bar Stools — Again with the bouncing (a top ten enemy...NOT).

Beatles — Who's the quiet one again?

Bouncer — A very large man who could hurt you (hold onto your hurl).

Darts — Dangerous, yes (but only to a point).

Disco Balls — Shoot out destructive rays (and Barry Manilow flashbacks).

Gas Jets — Shoot plumes of fire (whoa! Pyromania!).

Head Banger — Excellent cranial motion (he should be resoundingly slapped).

Heavy Metal Head — Don't touch his fiery tongue (the "Kiss" of doom).

Psycho Hose Beast — What a babefest... Not!

Rock 'N Roll Boot — Stomps out gimps (a definite public safety risk).

Yellow Sub — Fires homing torpedoes (John is the father, Paul is the mother, Ringo is the child, but I digress).

LEVEL FOUR: SUBURBIA

Suddenly, Wayne finds himself back in his old neighborhood. (**Shyeeeeaahh RRiiggghhtt!**) The streets look familiar, the mailboxes, fire hydrants, street lights...they look the same, but somehow different. Could it be because they are floating in the air about a **million miles** away from the ground? Likely. Wayne is closer than ever to finding his buddy, but the **bizarreness** isn't over yet.



LEVEL FOUR ADVERSARIES

Ducks — Get the net!

Garbage Cans — Bounce action again (reminiscent of soup whiff).

Lawn Sprinklers — We're schwinging in the rain...!

Mail Boxes — Generally larger and more aggressive than female boxes.

Suck Cut Guy — Not ***my*** hair, you gimp!

Wires — Remember these from the music store? (if at first you don't succeed... fry, fry again).

WHO — OR WHAT — IS THE MYSTERIOUS PURPLE PEST CALLED ZANTAR?

CREDITS

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Consumer Service Department
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