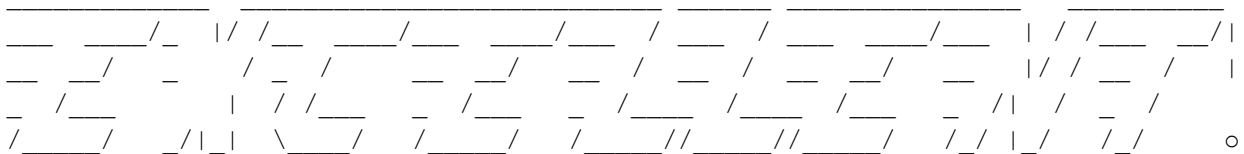


# Bill and Ted's Excellent Video Game Adventure FAQ/Walkthrough

by SloDeth

Updated to v1.2 on Feb 2, 2004

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*           Bill and Ted's Excellent Video Game Adventure for NES           *
*                   FAQ/Walkthrough                                       *
*
*                   v1.2                                           June 5, 2001   *
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*                   Guide By:  SloDeth                                *
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What is Bill and Ted's Excellent Video Game Adventure?
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This is a horrible licensed game from 1991. It stars Bill and Ted, from the movie Bill and Ted's Excellent Adventure. While the movie was funny, this game is no laughing matter. This is your last chance to stop playing it...

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Why should I play this game?

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Are you a masochist? If you really think you'd enjoy this game, and I can't stop you, you might as well read the rest of this guide to get some help.

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Can I use this guide on my website?

\*\*\*\*\*

It depends. Here's how it is:

YOU MUST E-MAIL ME (slodeth@iname.com) AND ASK FOR PERMISSION! A simple "may I please use your Bill and Ted guide on my website(www.wherever)?" will do it, but any and all sucking up is appreciated. :)

You may not make any changes to it. You can ask, but the answer will be "no" in almost every case.

You cannot make it seem like you wrote the guide yourself IN ANY WAY. It must be clear that it is my original work.

You may not re-write it yourself in your own style. It's called plagiarism. Even if you change every word, plagiarism is the theft of IDEAS.

\*\*\*\*\*

Is this the latest version of the guide?

\*\*\*\*\*

It depends. If you got it from my website(go.to/SloDethFAQs) or from GameFAQs(www.gamefaqs.com), it is the latest public release of the guide. If you got it from www.neoseeker.com(I'm a mod on the boards there, look for me), it is probably the latest version, give or take a day. If you found it at any other site, it may not be the latest version.

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VERSION HISTORY  
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v1.2 - 6/5/01 - Added a piece of ASCII art and changed a little part of the email rules. I know it was pointless, since one was a cosmetic change and I haven't received a SINGLE email about this guide. See, the guide is marked as incomplete at GameFAQs, and I'm not sure why...maybe this will change it.

v1.1 - 4/29/01 - Corrected a few things. Complete, as I see it.

v1.0 - First version.

=====  
THE WALKTHROUGH  
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To start off, this game sucks. It really, really sucks. Beating it is nearly impossible without cheating. Writing a walkthrough is difficult for this game because so much of the game is randomly determined. Because of this, I will do my best to teach you how to play this game efficiently. All the wandering around can really wear you down, especially if you do it aimlessly.

\*\*\*\*\*

I bought this game...what next?

\*\*\*\*\*

When you started the game for the first time, it probably didn't make any sense. To explain - a man gives you 15 coins to use on the phone. Look through your phone book and find a flashing red number. Press Select or Start and dial the number with A. Now you enter a strange screen with circles, numbers, and wires.

\*\*\*\*\*

I dialed a number...what next?

\*\*\*\*\*

When you press A in this place, the elevator shoots out in its current direction. Your goal is to get it to the final digit in the phone number, on the left side of the screen. If you leave the elevator on that number, it will go through the path to the next level. With the D-pad, you control the red circle. Use this to catch the elevator if it isn't going where you want. Avoid the circles with skulls in them, because they shoot the elevator in a random direction(usually backwards) and charge you one coin.

In the later levels, the final path does not appear(i.e. the far right is empty with no continuing path). You must hit one of the RED skulls to make it appear, then continue as usual by entering the last circle.

\*\*\*\*\*

I'm in a real level now...what do I do?

\*\*\*\*\*

Here's the story: in case you haven't seen the movie, you must go back in time to find some famous people. You appear in an ancient land with no idea where to go. There are people to talk to and enemies to avoid. You're looking for someone. You may have figured it all out...but what do you REALLY do?

Your goal in the level is to find a historical persona and bring him/her back to the future(ha, another horrible licensed NES game!). To find the persona, you must first find the correct Bait. Four Baits are hidden in each level, but you only need the correct one. To find this Bait, you must look in certain places(you get advice on where to look) by either walking around or jumping onto the correct bush/tree/rock. Only one of the Baits will attract your persona...for example, the salad dressing attracts Julius Caesar.

As you run around the level, you meet enemies known as Crazy Jailer Dudes (CJDs). These vary in theme from level to level. If you see a CJD standing still, walk up to it. It will either give you an item(Good Stuff, coins, or even keys) or advice on where to find Bait or a historical character. If you see one walking around, don't run into it, or it will steal one of your coins. If you see one running toward you, get away quickly, or it will send you straight to jail.

To combat the CJDs, you need some Good Stuff. To put it simply, these are your weapons. Good Stuff comes in four varieties:

1) Pudding Cups - When you throw one, all the CJDs will run straight towards it. Once one of the CJDs picks it up, they will come back to get you. These aren't very effective, so use them as a last resort.

2) Fire Crackers - If one lands on or near a CJD, that CJD will disappear. All the other CJDs on the screen will run away. This is my personal favorite.

3) Highly Dangerous Textbook - This kills all the CJDs on the screen instantly. As they say on Celebrity Jeopardy!, the pen is mightier than the sword.

4) Boombox - All the CJDs begin dancing for awhile. They won't attack you while the boombox plays.

In the level, you will find an area where you hop in a canoe and ride down the river. If you touch the bubbling water, you get an item. Avoid the rocks and such. If you make it to the end, you get a few coins.

As you walk around, you should enter any doors you see. Inside, you meet some side characters. When you talk to them, you have three choices of responses. Use A to cycle the choices and B to select the choice. Depending on your choices, you could get items, advice, nothing, dismissal, or jail time.

Finally, if you get caught by one of the CJDs, you get sent to jail. It will take one Key to get out. If you run out of keys, it's Game Over, dude!

\*\*\*\*\*  
How about some advice for individual levels?  
\*\*\*\*\*  
(note: this is the walkthrough of the guide)

For this part of the guide, I will list the level theme, password, and the advice in the level on where you can find the Bait.

#### Level One: The Middle Ages

Check the rock at the end of the river.  
Look for something strange at the last fence.  
There are magic powder sticks in a corral near the crossroads.  
You can always find something at the four rocks.

#### Level Two: The Wild West 555-6929

Something strange is hidden near the sheriff's office(read: left of the jail).  
Look for something strange in an Indian teepee.  
Something strange is buried by the first fence.  
You can always find something at the four rocks.

#### Level Three: The Colonial Times 555-9807

The colonists store belongings in two-rock corrals.  
Minutemen hide munitions south of town.  
Check around the double fence.  
You can always find something at the four rocks.

#### Level Four: Historically Inaccurate Ancient Greece 555-2760

There's a magic tree near a circle to the south.  
Look for something strange in a tree west of the palace.  
The natives practice magic in a corral up north.  
You can always find something at the four rocks.

Traders bury valuables near fences.  
Something strange is hidden near the sheriff's office.  
Something strange is buried by the first fence.  
You can always find something at the four rocks.

Check around the double fence.  
Bums hide food near fire plugs.  
Minutemen hide munitions south of town.  
You can always find something at the four rocks.

\*\*\*\*\*  
How about some cheats?  
\*\*\*\*\*

Well, the level codes are right up there! Here are some Game Genie codes from Galoob...

SZKUPXVK	Infinite skeleton keys
SZEKUOSE	Infinite coins for locals
OOUOUEEO	Infinite Good Stuff(tm)
SXOTTOSE	Phone call segments cost only 1 coin
OOKKUTIO	Ted starts with 99 coins instead of 15
OOSVAPIO	Bill starts with 99 coins
IEKKUTIP	Ted starts with 5 coins
IESVAPIP	Bill starts with 5 coins

I usually don't condone cheating, but for a horrible game like this, the cheats are almost necessary. Believe me...I had to go through the game without them.

\*\*\*\*\*  
Who helped you out with this guide?  
\*\*\*\*\*

Galoob, for the Game Genie codes.

Nintendo Power, issue 26(July '91). The article had a map for the first level and some general advice.

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How can I contact you?  
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E-mail: slodeth@iname.com  
ICQ UIN: 15025844  
Web Page: <http://go.to/SloDethFAQs>

E-mail Rules:

Don't ask me questions that are already answered in the guide! Search for it before you email me! It will save you AND me some time.  
Make sure you are reading the most updated version of the guide.  
Include the name of the game or guide in the subject. Bill + Ted is enough.

E-mail me just about ANYTHING: questions(not answered in the guide), comments, praise, constructive criticism, requests...

Ask me if you can use this guide. I will almost certainly let you, as long as you ask politely.

Don't E-mail me crap. Don't ask me to join a website, like AllAdvantage.

I've received way too many of those.

Try to use correct spelling, decent grammar, and capitalization. I'm not a big fan of people who like to freestyle with their spelling...

AOL slang is not up to my standards. Don't use "r u" instead of "are you" or anything like that. It gets on my nerves. If you do that thing where you cApItAlIzE eVeRy oThEr lEtTeR, don't expect a response.

ICQ Rules:

Do whatever you wish. I don't care about ICQ very much. Put my number on spam lists, tell it to your friends, and flood it with whatever you want.

What you can find at my web page:

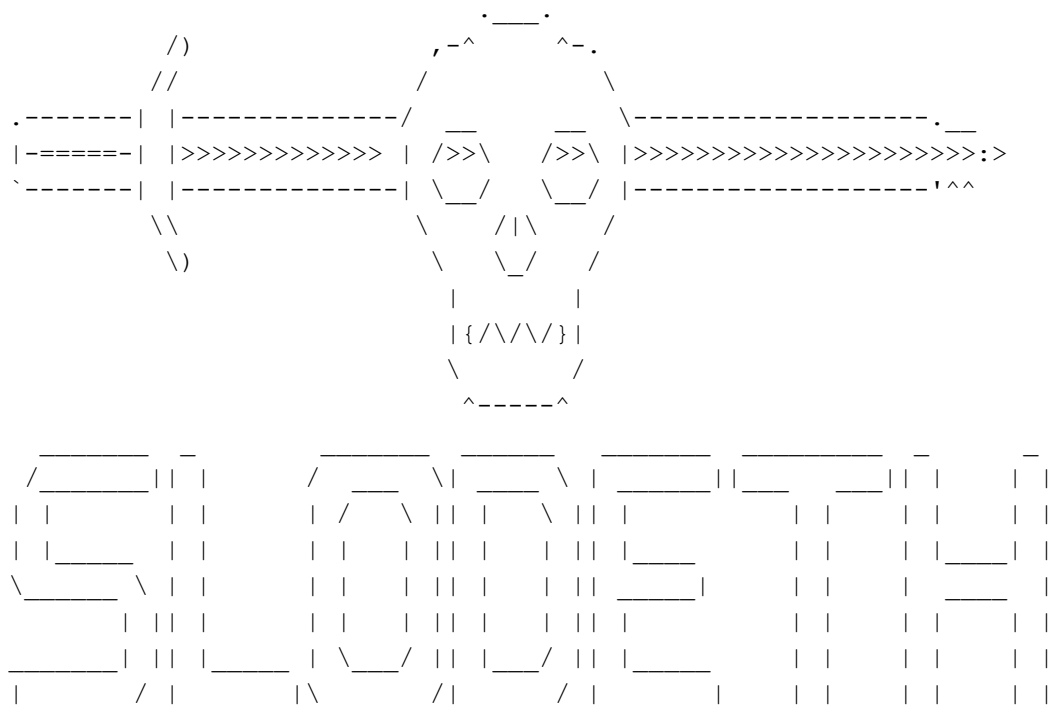
- More info on me(in case you care)!
- Links to all of my guides!
- The most recent versions of my guides!
- HTML versions of my guides!
- Feedback forms, surveys, and some other crap!
- News on what I've done and what I plan on doing!

If you're looking for me on a message board, you'll probably find me on the GameFAQs boards. I go to the FAQ Contributor board the most often, and I visit the boards of the games I've written for. Also, I'm a mod on the Neoseeker boards, so look for me there.

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Or, as they say, This document Copyright 2001 by Martin Silbiger.



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