

# The Adventures of Willy Beamish FAQ/Walkthrough

by YuSaKu

Updated to vFinal on Feb 3, 2007

This walkthrough was originally written for The Adventures of Willy Beamish on the SEGACD, but the walkthrough is still applicable to the PC version of the game.

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The Adventures of Willy Beamish

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A complete game walkthrough

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by YuSaKu

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Sections:

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- i. Game History and Information
  - ii. Game Controls
  - iii. Cast of Characters
  - 1. Day 1
    - 1a. Outside Willy's house
    - 1b. Later That Evening
  - 2. Day 2
    - 2a. The Babysitter
  - 3. Day 3
  - 4. Day 4
  - 5. FAQ Locations
  - 6. Contact Information
  - 7. Other Works

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-QUICK NOTE-

I keep getting stuck at the part with the cook.  
I only got past her once. If you have a save file  
just past the cook, SEND IT TO ME ASAP!!

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i. Game History and Information

The Adventures of Willy Beamish was the last  
adventure game produced and designed by  
Dynamix' founder Jeff Tunnell, the designer of  
puzzle classics such as 'The Incredible Machine'.  
You play as precocious youngster Willy Beamish,  
who, in his insatiable quest to procrastinate,  
starts out his summer vacation on a high note  
with a bunch of friends, gets into bigger and  
bigger trouble with each passing day, and  
eventually gets a shot at saving his hometown  
from malignant adults who are poisoning the  
town's only water supply. The optional puzzles  
and multiple puzzle solutions that made Jeff's  
earlier classics like 'Heart of China' and  
'Rise of The Dragon' highly replayable are  
sadly missing from this game, Willy is plunged  
headlong into one scenario after another without

any control over his fate. Then the adventure ends too soon, even though with the game's difficulty, even the most seasoned players will take a while to make it to the end. Still, the funny animations, clever puzzles, and humorous antics help elevate the game above mediocrity and into semi-classic status. Beware of some timed sequences Alá 'Dragon's Lair' that might seem to be impossible to pass.

Developer: Sierra/Dynamix

Designer: Jeff Tunnell

Publisher: Sierra On-Line

Software Copyright: Dynamix

Year: PC - 1991 - Sega CD - 1993

Genre: Cartoon, Action, Adventure, Family, Comedy

Writers: Tom Brooke (Assistant Head),

Meryl Perutz (screenplay),

Tony Perutz (screenplay),

David Selle (Dialog Script)

Music: Don Latarski, Jan Moorhead, and Chris Stevens

PC Version System Requirements: 9x PC with DOS capabilities

Where to get the PC version: <http://www.the-underdogs.org/downloadfile.php?file=games/a/advwilly/files/advwilly.zip&id=28> <File Size> [6154KB].

If you like this game, try: Teen Agent, Heart of China, Simon The Sorcerer.

If anybody knows who the members of the voice cast for the Sega CD version were, please send me a list, I'd greatly appreciate it.

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## ii. Game Controls:

A Button: Sounds out conversation choices for you before you pick them. It also makes the pointer cycle through all of the 'hot spots' located on each particular screen.

B Button: Use this to pick up items and select conversation choices. If you are trying to save yourself some time, this will speed up scenes quickly.

C Button: Switches the pointer to a magnifying glass so that you can get info on certain items. Also becomes a target during action sequences to activate certain things.

## Controls for Super Space K'Noidtrix

(The Nintari game Willy plays in his room)

A Button: Shoot left.

B Button: Shoot up.

C Button: Shoot right.

C pellets: Upgrades your normal shot.

L pellets: Converts your normal shot into lasers,  
which penetrates through more blocks,  
especially when upgraded.

F pellet: Makes your ship go faster.

S pellet: Makes the blocks fall slower for a limited  
time.

Black pellet: Cancels all of your upgrades

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### iii. Cast of Characters

Labeled by order of appearance

Willy Beamish:

9 years old, student of Carbuncle Elementary School.  
This is you, of course. His hobbies include playing  
Nintari, getting into mischief, hanging out with his  
friends and playing with his pets, Duffy and Horny.

Principal Waldo Frick:

He's the Principal of Carbuncle Elementary School.  
After Horny attacks him and knocks his Tupee off,  
he sends Willy to detention. If you get sent to his  
office, you can give it back to him.

Horny:

Horny is your pet frog. Not only does he get you into  
trouble occasionally, but he gets you out of it as well.

Ms. Glass:

Willy's teacher, who tortures him with the fact that he's  
in detention on the last day of school. This is someone  
who should have retired a long time ago.

Carmine:

He's the blond-haired punk who's in detention with you.  
Obviously bordering on going to juvie.

Leon (Chubby):

A fat kid in detention with you.

Coach Beltz:

An aging, has-been, never-was athlete stuck in the long gone glory days of his past.

Spider:

The school bully who's seen smoking in the bathroom. He's always looking for a reason to beat you up, unless you give him something, of course.

Grandpa (William Beamish I):

He's the one who describes everything you look at, plus he's a ghost who tells you of something bad happening somewhere in Frumpton, as well as being your conscience while at home. He's dressed from head to toe in a fruity train conductor's outfit, complete with striped suspenders, and old-style conductor's hat. How your grandpa died is never really explained, but I'd like to think his family killed him by locking him in that room because he wouldn't change out of those clothes.

Duffy:

He's your dog. Take him out for walks and feed him when he asks you.

Sheila Beamish (Mom):

Your mother, of course. Prides herself on being the perfect wife and mother. She doesn't like Duffy very much.

Brianna Beamish:

Your youngest sister. She attends a pre-school for gifted children. One of those gifts is being able to speak French. She's a brat who causes you pain, but she's cute, so leave her alone.

Tiffany Beamish:

Willy's older sister and a stereotypical dumb blonde with a valley girl accent. During the first half of the game, she's always going on about how great her boyfriend Cliff is, until Mom says otherwise.

Gordon Beamish (Dad):

Your dad and the bread winner for the family. Well, at least he was. He was

let go from the ad agency. He soon becomes the Vice President of Public Relations and spokesman for Tootsweet.

Stan Blather:

News reporter for WOPK with a painted on smirk and a bad hair piece.

Leona Humpford:

President of Tootsweet and co-conspirator with Louis Stoole. Inherited Tootsweet from the founder, Harry Humpford. She has big plans for the city, noe of them good.

Louis Stoole:

Union boss for the plumbers and co-conspirator with Leona Humpford. With the plumbers on strike, the water is turning to sludge.

Turbo Frog:

Big, muscular frog that has a record of jumping 25 feet long. He'll be appearing at the Frog Jumping Contest.

Dana:

Blonde girl at the tree house and one of Willy's friends. She won't enter her frog, Gigi, unless you prove you're a good friend to her.

Perry:

Black boy at the tree house and one of Willy's friends. He'll give you a baseball card if you show him Tiffany's diary.

Gigi:

Dana's frog with whom Horny falls in love with. Originally meant to be a show frog, but that may change.

Photographer:

He appears at the 'Slice of Life' pizzeria when you go with your friends. Have him take your photo.

Park Vendor:

Buy some Slam  
Dunk Cola from him while you are training  
Horny at the park.

Cliff:

Tiffany's rich boyfriend. You don't see him  
personally, but you do see him try to teach  
Tiffany how to drive, which she fails at by  
crashing into a lamp post.

Alicia:

She ends up being the Babysitter from Hell,  
turning into a bat and chasing Willy around  
the house.

Gus:

The ferry man in Olde Town. Give him either  
a token or the baseball card to get on it.

Japanese Tourists:

Willy will take a photo for them to get a  
smoke bomb and shuriken. They'll also help  
save his life when he fights The Cripes.

Ray:

The bouncer for the Golden Bowl who's really  
into Astrology.

The Cripes:

A street gang in West Frumpton who come  
out at night.

Tootsweet Guard:

This guy is obviously a bad impersonation  
of Don Knotts. He'll catch you when you're  
trying to find Horny at Tootsweet.

The Parrot:

I don't remember her name, but she'll tell you  
what Leona's plans are for Frumpton.

The Cook:

She's planning on turning all the frogs from the contest into frog legs for Leona and Louis.

The Goon:

You'll meet him when you're trying to save Dad from Leona and Louis.

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#### 1. Day 1 Carbuncle Elementary School

Your pet frog Horny will 'attack' the principal during the student assembly. After that, you will be in the classroom with Ms Glass. Don't allow Horny 'attack' her if you want to carry on with the game. (You can try it out for some fun though). Willy should pretend to have an upset stomach to get away from the teacher, but when the nurse questions you, say it's alright. If you continue playing sick, it's game over, so just tell the truth and go back to detention.

You'll be sent back to the classroom. You can choose to be a good boy and sit down to write your composition until the class is over. You will miss some of the fun if you do this. The alternative method (recommended) is to sneak out of the classroom when the teacher falls asleep. (zzz...Z) But before that, make sure you click on your desk and get the piece of wood and crayons. When you are outside the classroom, the coach will stop you and demand a hall pass. Click on yourself to bring up the inventory. Click on the white crayon and on the piece of wood. Willy will write the word 'Hall Pass' on it. Click on the Hall Pass and move it outside the inventory, this will clear the inventory window. Give the Hall Pass to the coach. Go to the bathroom. Inside the toilet, Spider will demand something from you. You can give him the game buddy, but THERE IS A WAY TO KEEP THE GAME BUDDY: instead of pretending your stomach hurts, just sit and wait until Ms. Glass falls asleep, then proceed as described above. When Spider confronts you, say 'smokin aint allowed in school'. He will kick your ass, but you will still have your game buddy. You are now free to leave the school. From now on school is over during the game.

#### 1a. Outside Willy's house.

If you are home early, you will be able to get the letter the principle sent to your parents. (You must sneak out the classroom to be able to do this) Get the letter. Go inside the house. Go into the kitchen. Talk to your mother. Walk the dog. Bring Brianna to the swing set and don't swing her too hard, or else it's Military School. Your mother will force you to peel the carrots, and in the process you will cut your finger. Go upstairs and enter the bathroom. Press C to toggle the active area in the room. You will see an arrow pointing at one of the cupboard doors. Click on it to bring up the first aid box. Apply the Iodine and then the band-aid. Go back to your room and play your Nintari (You can't do this unless your thumb has been properly treated).

#### 1b. Later That Evening.

Go to the dining room for dinner. Be a good boy and give the letter to your father (You can try and use the red crayon to change your grade if you want, I think). He will get angry and give your Nintari key to your sister for safekeeping. After dinner, go upstairs. Your mother will ask you to bring the conditioner to your sister. Go to Brianna's room on the way by and help her to get back into bed (this event might occur randomly). This will make the game a bit easier. Go to the bathroom. That lazy bitch, the conditioner is right there not even a foot away from her. You will see the Nintari key on the table beside it. There are a couple of ways to get the key from your sister. First, you can use your frog on her. This will scare the hell out of her and you can take the key and walk away (But not before getting an eyeful of her fruits basket). Your second option is to grab her diary from her bedroom and then use it on her. She will give up and let you have the key (Though this is not recommended, as the diary serves another purpose on Day 2). Go back to your bedroom and unlock your Nintari system with the key (WTF kind of game system has a lock and key anyway?). Play a few rounds, and once you clear a round, go to bed. Thus ends day 1

## 2. Day 2

Wash the Land Rover for your father and he will give you \$5. Go upstairs and go into the attic. Talk to your grandfather's ghost (o\_O;) Exit the house and go to the tree fort. Talk to your friends Dana and Perry. Dana looks just like a preteen Holly Would from Cool World. Too bad there's no sex in this game :( Get the comic book. You can get a baseball card from Perry if you still have Tiffany's diary. Watch Horny, he's in love with Gigi. After the animation, exit the tree fort and you'll be at the pizza place. Give the man \$1 and he will take a photo of your gang. Willy gets gassy, and his ass explodes with a righteous fart. The blame game is then started, and ends with Willy mistakenly blaming the rotten gas on Spider. Spider will then threaten to beat the hell out of you. Answer him correctly, and he will let you go to the washroom. Once inside the washroom, take the 'No Smoking' sign and exit. Spider will come in and demand something from you. Give him the comic book. Get out as fast as you can. Watch Spider's ass explode :). Go to the garden park. Give the man \$1 to buy some slam-dunk cola. Click on Horny and then on the ground to get him ready to jump. Horny will jump further with the presence of Gigi. Giving the slam-dunk cola to Horny will make him jump extremely far (Into the fountain). Feeding him with the bottle of flies will make him sleepy. Exit the park. Go to East Frumpton. Go to the fountain and take ONE token. Leave the other one alone. Go to the ticket booth, and talk to the lady. Go to the lottery ticket machine, and take the ticket inside. Exit East Frumpton. Go home.

### 2a. The Babysitter.

It doesn't matter how early or late you get back home, sooner or later you will be introduced to the babysitter. Go into the kitchen, and then the dinning room. OMG the bitch turned your Mac N' Cheez into a bowl of maggots. The babysitter will then transform into a bat and start chasing you around the house. This is a timed event, with a long



process, so save the game in case you get killed. Run up to the bathroom, get the hairspray. Run in to Brianna's room, get the mouse. Run to the living room. Click on the vacuum cleaner. Use the hairspray on the bat to slow it down. Put the mouse on the table to use it as a bait. When the bat starts to attack the mouse, 'Click' the target mark on the bat. This will take care of the bat. Watch the animation, this end day 2.

### 3. Day 3

Go to the tree fort. Talk to your friends. Get the jar of fire ants. Exit. Go to east Frumpton. Give your token to the man at the ferry terminal. Board the ferry. Take a photo for the Japanese tourists. They will give you a cherry bomb and a ninja star. Go to Tootsweet headquarters. Get the entry form for the frog jumping contest from the counter. Exit. Go to the Plumbers Union. Listen to Louis. Exit. Go to the Golden Bowl Tavern. Talk to the man by attempting to enter the tavern. Keep doing it until the Cripes gang appears. The bouncer will throw you a wrench. Save the game here just in case you get killed. Throw the cherry bomb at the gang. Before the smoke disappears, use the wrench on the fire hydrant. Leave immediately. Go back to Tootsweet headquarters. Talk to the Japanese tourists. Respond correctly and they will help you fight. Once they have defeated the gang, you will be sent back home. Go to bed. This ends day 3.

### 4. Day 4

Go to tree fort, talk to Dana. Go to East Fumpton, and board the ferry. Go to the Plumbers Union. Enter the office through the window. Click on the table. Louis will appear. Click on the plumber's tool, and use it on Louis to get the security pass. Exit. Go to Tootsweet Headquarters. Give the entry form to man at the door. Give the jar of flies to Horny. Turbo Frog will steal it and eat the flies. Wait until the contest begins. Save the game first though, in the event you lose. It is easy to get second place here, but you can get first place with some practice and some luck. To do it, jump whenever possible, don't even look at the jump meter, but don't click blindly, either. When the button is up, click, and then wait for it to come up again. Since Turbo Frog is sleeping halfway through the fucking race, clicking continuously will let you win the game no sweat, if you're able to jump far enough before he wakes up. After the contest is over, enter Tootsweet HQ. You will be caught eventually, by Don fucking Knotts. Inside the guardroom, drag the key onto the chain to merge them into one item. Use the chain and key on the guard. Say 'Hoopa, Coiler, Agamemnon'. The guard will pass out immediately. Exit. Go find your new toy at the harbor. Look inside and get the tape recorder. Go to the Frumpton Mansion. Talk to the parrot. Be careful what you say to it though, or else it will alert the villains to your presence. Go into the dining room. Grab the tablecloth and the cup. Even though you don't appear to be on the screen, you

can access Willy's inventory by clicking on the chair. Click the Tablecloth right at the chair to pick it up. Look at what those two assholes are doing. Go into hallway. Place the tablecloth at the leg of the statue. Get the note from the statue. The statue will collapse. The tablecloth prevents the statue from making any noise. Get the helmet and the map.

Go into the kitchen. Throw the cup at the cook. This will distract her. Sneak around behind her. Take the sauce pan off the stove and pour it on the floor just to the right of the big pot. Click on the pot to push it closer to the cook. Exit the screen and you will still be in the kitchen but not behind the cook. Click on the conveyor. You will jump in front of the cook and she will fall into the pot and start shouting. To shut her up, put the helmet on her head. Click on the right button to release the frogs. Exit the kitchen. You will be caught, but never fear, help will arrive soon.

After escaping from the water, it's time to head to the Plumbers Union. Go to the phone booth. Use the tape recorder on the phone booth. Put the phone on the recorder. Start recording. Dial the phone number 'xxxSIGN' and then stop recording. Then dial the phone number for the Golden Bowl. Play the tape recorder and let Ray talk to it. Exit the booth. Go to Golden Bowl. Enter the tavern. Give the lottery ticket to the man. After the shock, grab the nudie calendar. Go to the Slugeworks. Give the calendar to the workers. Attempt to enter the Slugeworks. The security guard will stop you cold. Give the security pass to security guard. He'll finally let you enter the Slugeworks.

Once inside, go to the control panel immediately. Open the cover and turn on the switch. Press the buttons in the following order: brown, purple, green, purple. Turn the joystick and this will kill the two guards running after you. Go to the exit at the right.

Go to the control panel. Switch the power on. Enter AIR and press ENTER to kill the two guards. Enter TRAM and press ENTER. The man following you will throw his hat at you Odd-job style, get it and throw it back. This will get rid of him. Jump to the tram vehicle and explore the tunnels.

In the tunnel, move forward, right, left, forward and left to meet Gordon. Save the game in case you get killed. You must act fast if you want to save Gordon. Use your yoyo on the bad guys. Then change the cursor to a '+' and click on Leona. She will fall down and at the same time drag Louis along into the muddy pool below. Press TAB to toggle the active area in the screen and click on the red arrow that

appear. This will empty the pool of muddy stuff. You have saved your father! Following this is a rather lengthy animation sequence, so sit back and watch how Willy performs in the Nintari competition.

Well done, you have completed the game.

Now go and steal the hours of loading time you lost beating it from someone else :)

## 5. Locations

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<http://www.text-heaven.com/> - The Original Home of my FAQs  
<http://www.gamefaqs.com/>  
<https://www.neoseeker.com/>  
<http://dlh.net/>  
<http://www.supercheats.com>

REPORT ALL UNAUTHORIZED USES OF  
THIS FAQ TO ME AT ONE OF MY  
CONTACT ADDRESSES!!!

## 6. Contact Information

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### WWW:

<http://www.text-heaven.com/>  
<http://freedom-irc.cjb.net/>  
[http://www.livejournal.com/users/k0s\\_m0s/](http://www.livejournal.com/users/k0s_m0s/)  
<http://www.livejournal.com/users/gossamerwing/>  
<http://www.milkfaerie.com/>  
[http://www.livejournal.com/community/milliken\\_babies](http://www.livejournal.com/community/milliken_babies)  
<http://www.stfu-kthx.net/>  
<http://www.geocities.com/yusakuchancaws/>  
<http://www.myspace.com/> Display Name Milkywhitefaerie

### IM:

AIM: Yusakuchan3, ToxicPuffyLips, MuunDreamerJem  
Yahoo: Queenetteashley, Milkfaerie, MuunDreamerJem  
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### E-mail:

[webmaster@text-heaven.com](mailto:webmaster@text-heaven.com)  
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### mIRC:

<irc.nabiki.com>:6667  
<irc.darkmyst.org>:6667  
<irc.stfu-kthx.net>:6667  
<irc.prstudios.com>:6667  
/msg YuSaKu or /msg K0S-M0S

### Text Message:

19102096705

## 7. Other Works

Look for my other FAQs:

Come See Me Tonight - PC

Come See Me Tonight 2 - PC

Chrono Cross - PSX\*

Crescendo - PC

Divi-Dead - PC

Do You Like Horny Bunnies? - PC

Do You Like Horny Bunnies? 2 - PC

Earthbound - SNES\*

Elder Scrolls III: Morrowind Game of the Year Edition - Xbox

Fatal Relations - PC

Gloria - PC

Gundam Battle Online - DC

Harvest Moon: Friends of Mineral Town - GBA\*

Heart De Roommate - PC

Hitomi - My Stepsister - PC

I'm Gonna Serve You! 4 - PC

Kana ~Little Sister~ - PC

Kana ~Little Sister~ Endings Guide - PC

Lakers - PC\*

Let's Meow Meow! - PC

Nocturnal Illusion - PC

Persona 2: Eternal Punishment - PSX\*

Pokemon Ruby and Sapphire - GBA\*

Pokemon XD - GCN

Princess Tomato in the Salad Kingdom - NES\*

Runaway City - PC

Seasons of the Sakura - PC

Snow Drop - PC

Sweet Apricot - PC\*

Tecmo Secret of the Stars - SNES\*

The Sagara Family - PC

Three Sisters Story - PC

Tokimek Check In! - PC

Virgin Roster - PC

WWE Smackdown!: Here Comes the Pain - PS2

WWE Smackdown!: Shut Your Mouth - PS2\*

Xenosaga Perfect Works\*

X-Change - PC

X-Change 2 - PC

X-Change 3 - PC

Yin-Yang! X-Change Alternative - PC

\* = Only available on my personal FAQ website

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