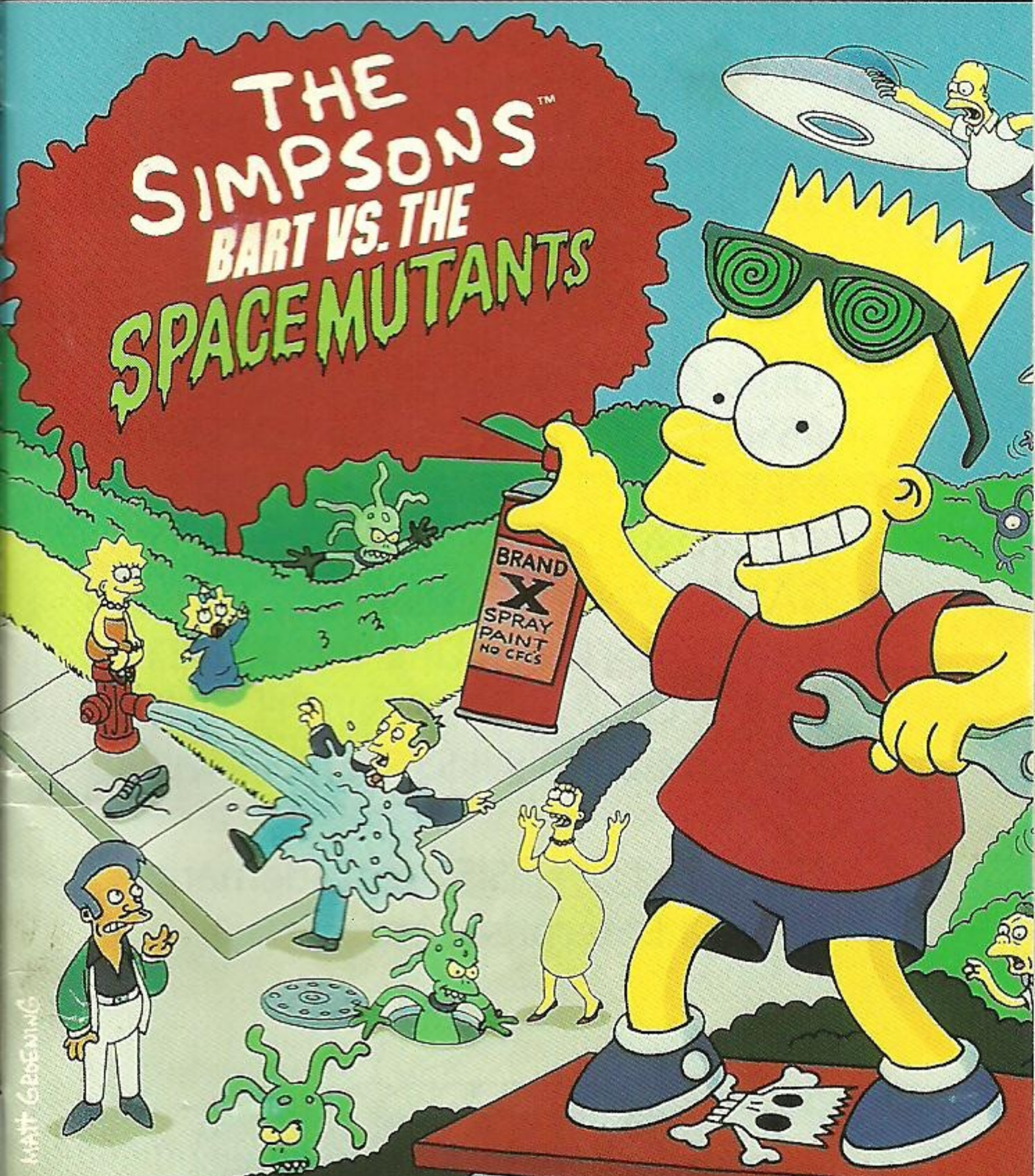


SEGA
GENESIS
16-BIT CARTRIDGE

THE SIMPSONS™ BART VS. THE SPACE MUTANTS



MATT GROENING

**FLYING
EDGE**™



GENESIS INSTRUCTION MANUAL



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA.™ BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA™ GENESIS™ SYSTEM.

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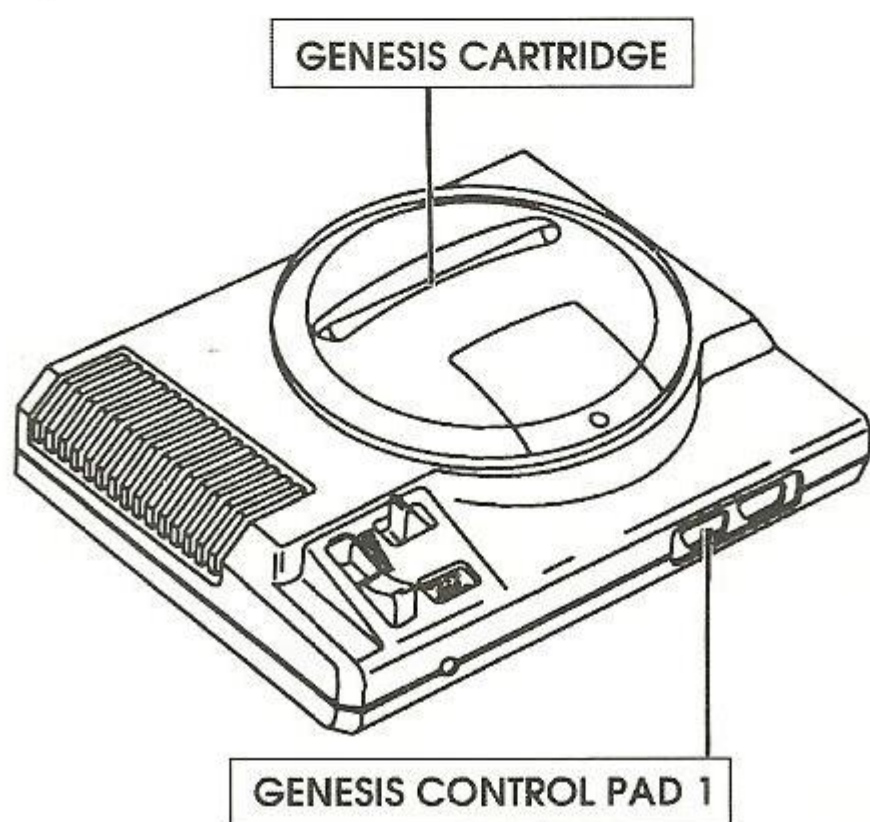


STARTING UP

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. (*Bart vs. The Space Mutants* is for one player only).
2. Make sure the power switch is OFF. Then insert the *Bart vs. The Space Mutants* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. Press Start when the Title screen appears.

TO START: Press START BUTTON to begin the game. The START BUTTON will move you quickly through the introductory screens.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



A WORD FROM BART SIMPSON™



Hello, fellow humans!
Bartholomew J. Simpson
here, with a very
important secret: SPACE
MUTANTS ARE INVADING
SPRINGFIELD!

That's right, man! A
buncha slimy, horrible,
totally gross and putrid
monsters are taking over
the bodies of the people who live
here and they wanna build a
weapon that's gonna take over the
entire planet!

Pretty cool, huh?

Anyway, yours truly is the only one
who can see 'em 'cause of my X-Ray
glasses-so it's up to me to stop 'em!
I've gotta spraypaint things, get

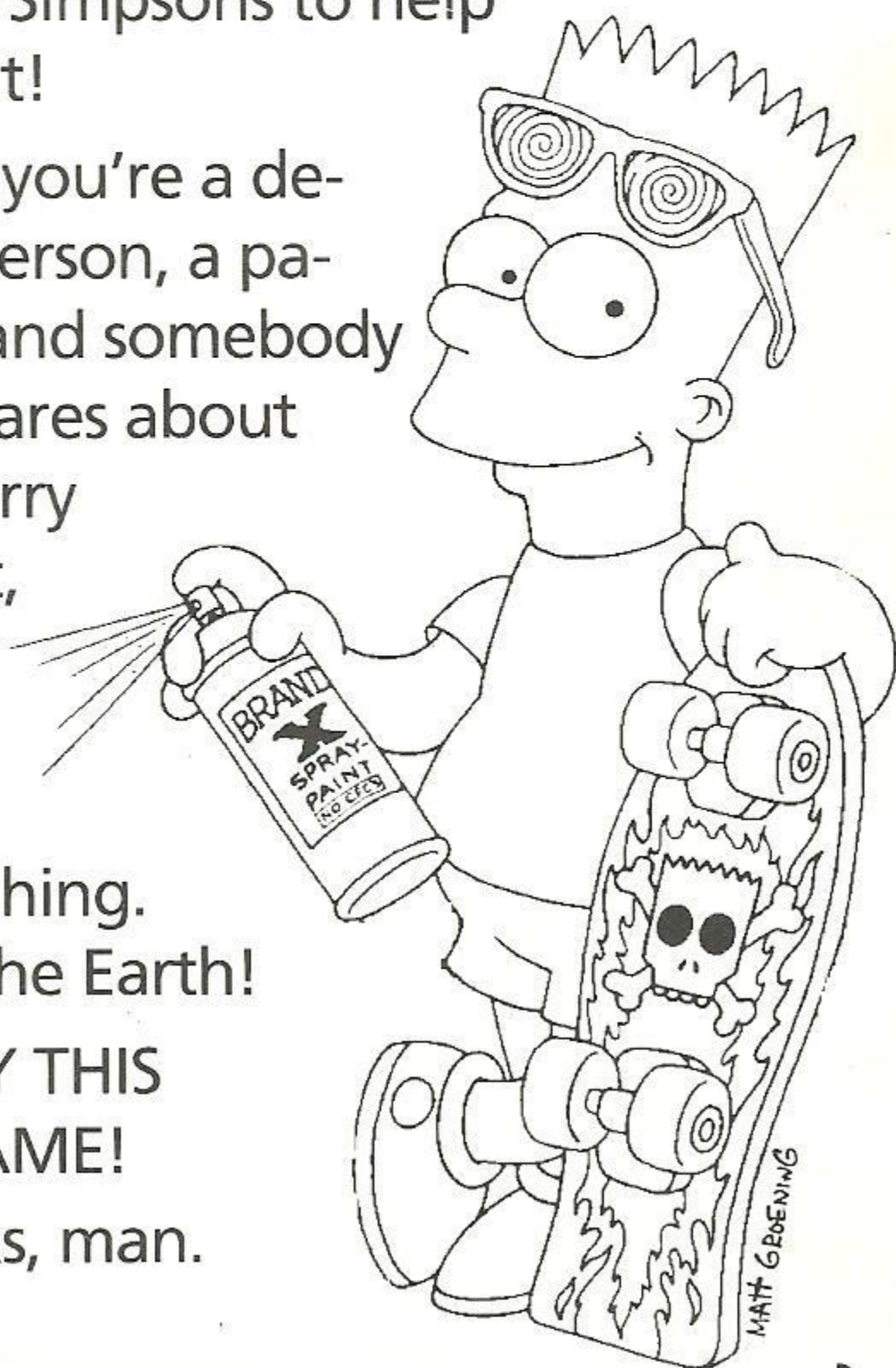
radical on my skateboard, use my trusty slingshot, and, in general, behave like a nuisance, man.

Plus, with Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person, a patriot, and somebody who cares about this sorry planet, you'll do the right thing. Save the Earth!

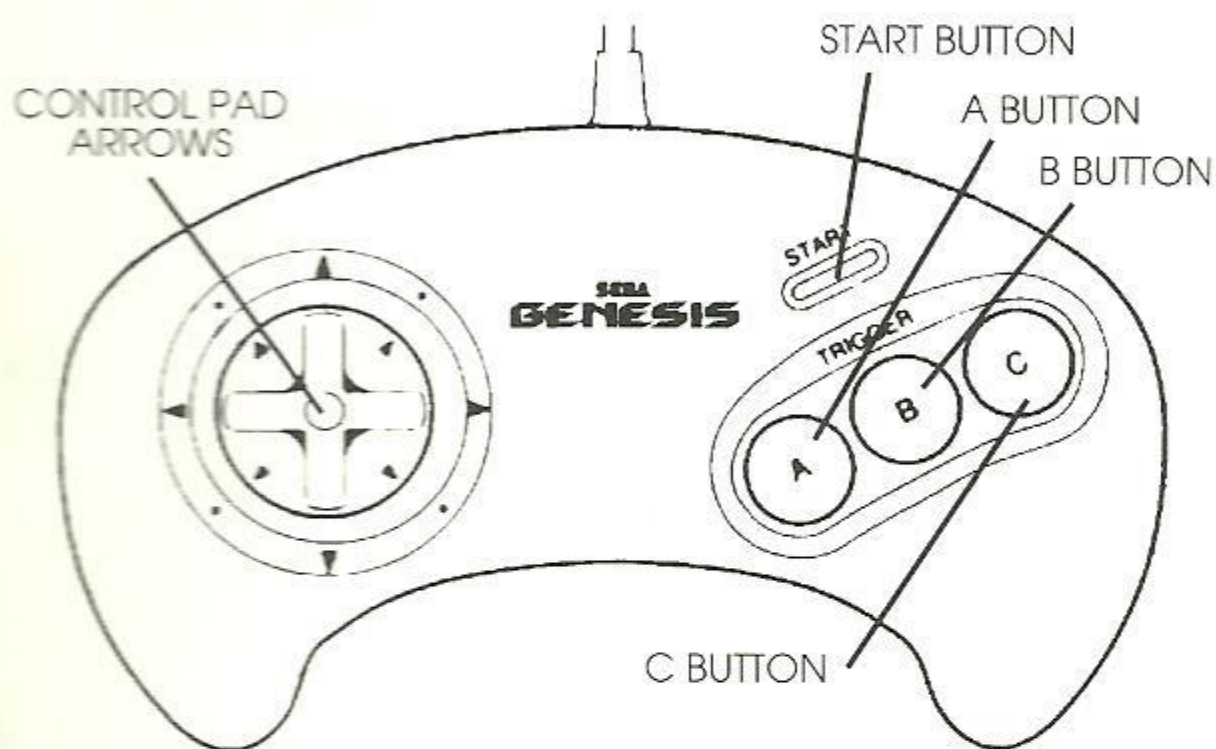
**PLAY THIS
GAME!**

Thanks, man.



THE CONTROLS

The following illustration shows you how to move Bart and control his actions throughout the game.



TO MOVE - Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN.

TO JUMP - Press the B BUTTON.

TO JUMP HIGHER - Continue to push down the B BUTTON.

FOR A SUPER LONG JUMP - Press both the A BUTTON and B BUTTON at the same time. **(Make sure you press the B BUTTON just before you press the A BUTTON,**

especially when your holding a weapon. Otherwise you'll waste a shot.)

TO WALK FASTER - Hold down the B BUTTON while moving.

TO SHOOT WEAPONS OR SPRAYPAINT - Press the A BUTTON.

TO SCROLL THROUGH THE INVENTORY AND SELECT AN ITEM - Press START to pause and use the up and down arrows.

TO USE AN INVENTORY ITEM - Press C BUTTON.

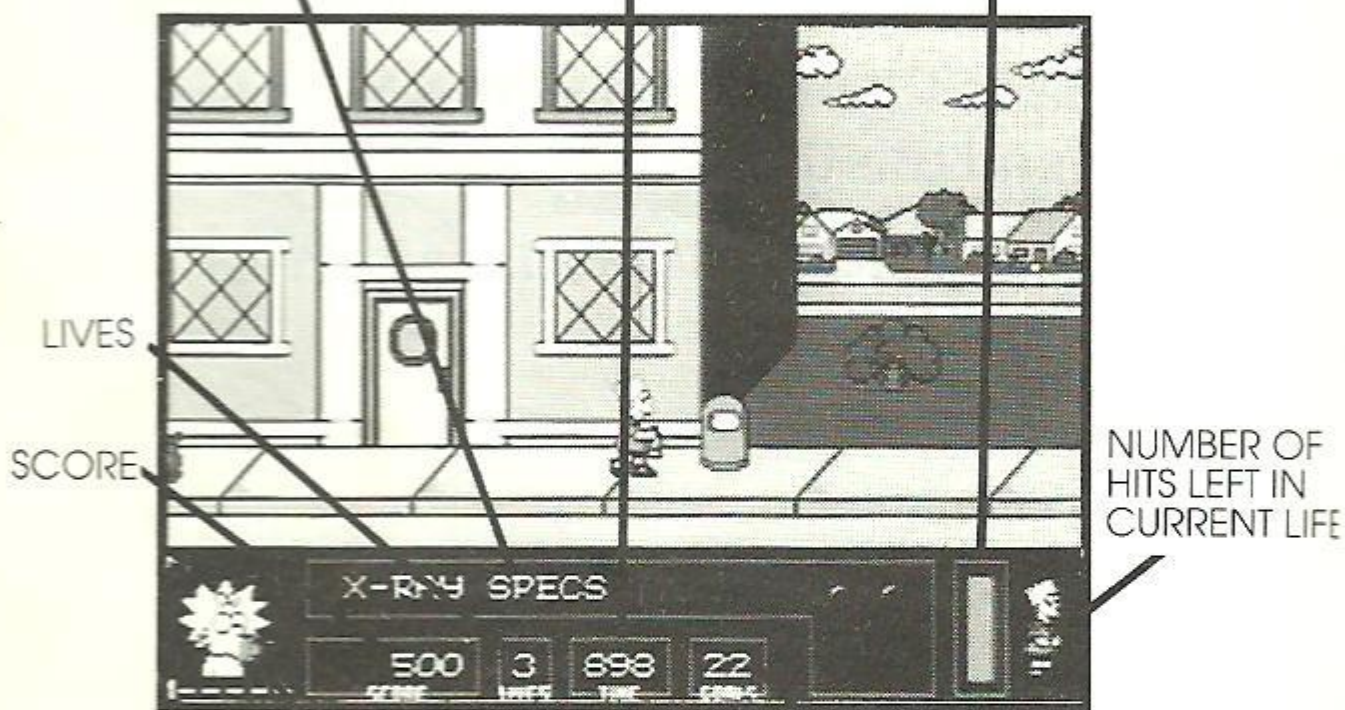
TO PAUSE/RESTART - Press START BUTTON.



THE STATUS SCREEN

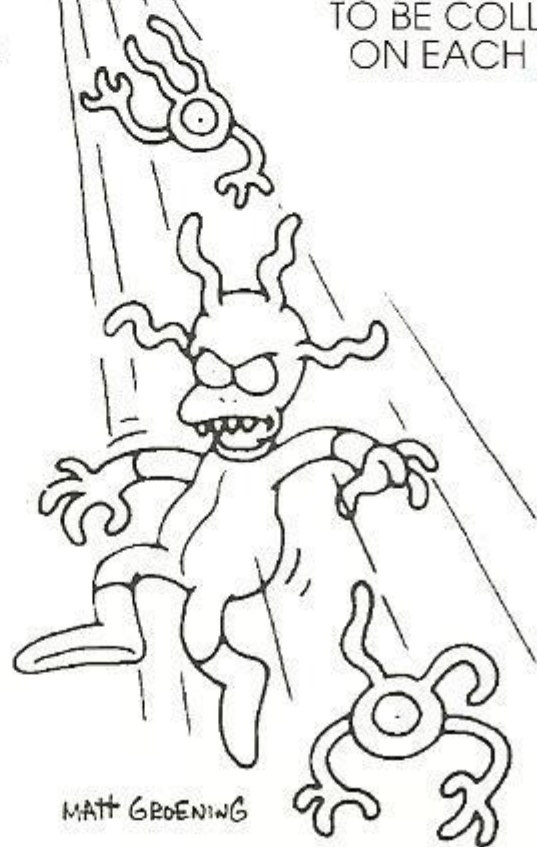
The Status Screen gives you the information you need to complete the levels.

INVENTORY ITEMS TIME LEFT TO COMPLETE LEVEL WEAPON METER (HOW MUCH AMMO IS LEFT)



SIMPSONS FAMILY MEMBER NAME GOES HERE AS ALIEN PROOFS ARE COLLECTED

GOALS REMAINING TO BE COLLECTED ON EACH LEVEL

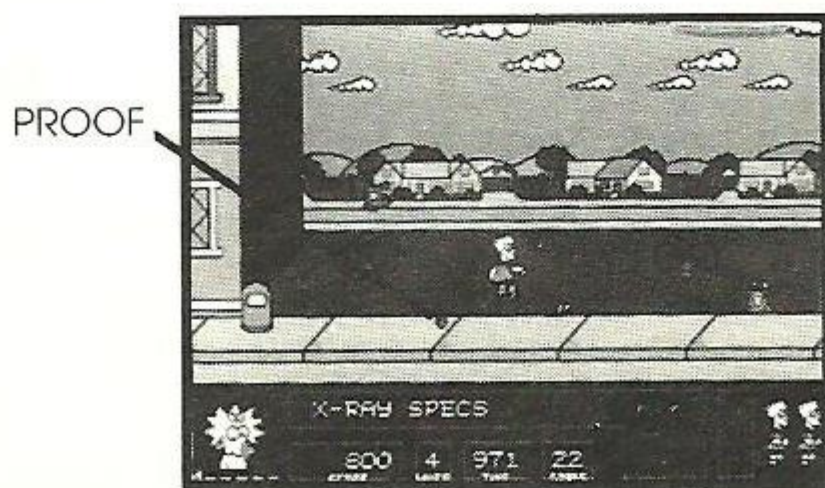


MATT GROENING

GETTING THE FAMILY TO HELP

If he tried hard enough, Bart could probably save the world alone, of course. But it sure would be easier if Homer, Marge, Lisa, and Maggie could help him. The problem is, Bart doesn't exactly have the best reputation for telling the truth, so he has to first convince his family he's not making this story up.

How does he do it? Bart jumps on the people's heads whose of the whose bodies have been taken over by Mutants. This forces the Mutants to exit the bodies they've been controlling. They then leave behind "proof" of their existence that Bart must pick up before it disappears. Each time he picks one up, a letter appears in one of the Simpson's names on the Status Screen. When the name is completely spelled out, that family member helps Bart battle the arch-enemy waiting for him at the end of the level.



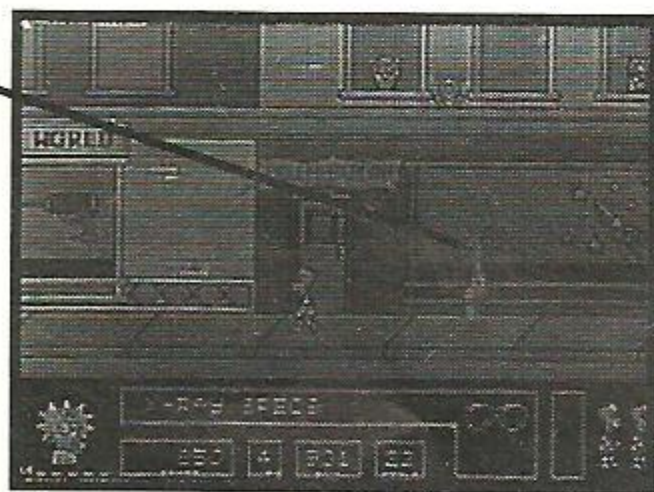
Important note:

Don't let Bart jump on the head of someone who isn't taken over by a Mutant! To learn who is and isn't a Mutant, use the X-Ray specs (described in the next section).

X-RAY SPECS

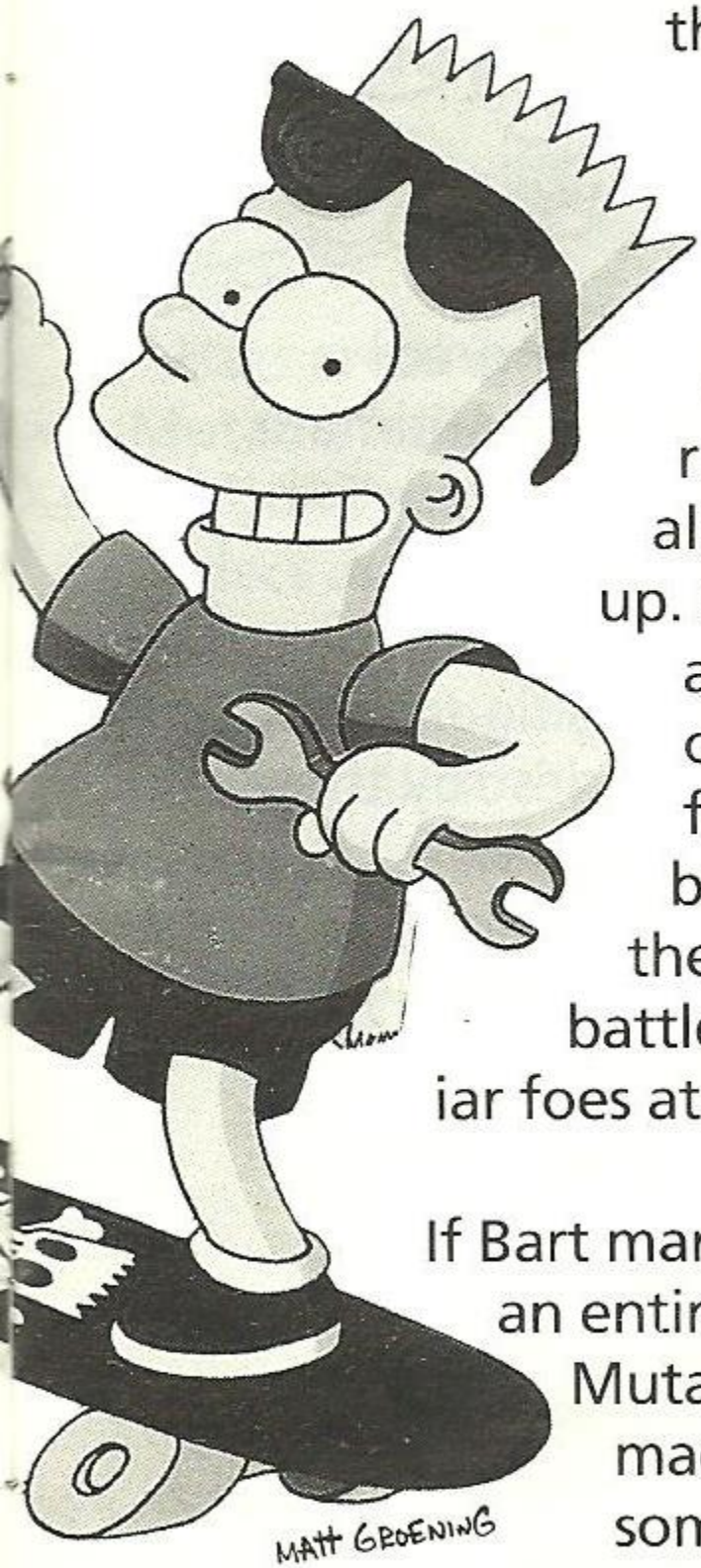
Make sure the X-Ray specs have been selected from the inventory. Then press START and Bart will look through the glasses and be able to tell which people have been taken over by the Mutants. Be careful: if he hops on the head of someone who hasn't been taken over, he'll be penalized one hit (see "Lives" on page 19).

MUTANT



GOALS

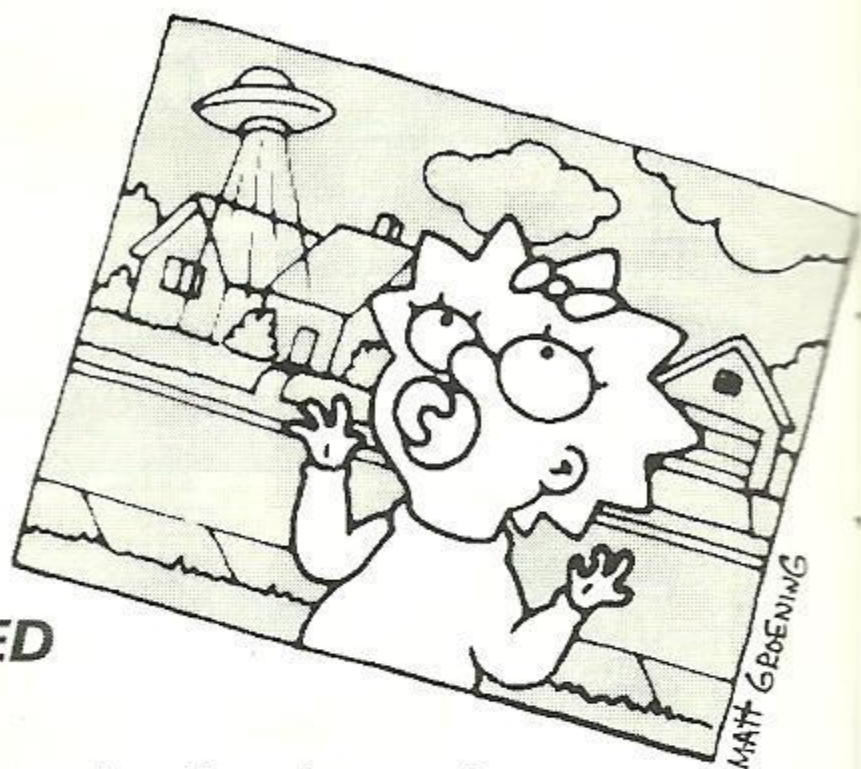
These are the ingredients the Mutants need to build their Ultimate Weapon, which will be used to conquer the world.



To save the Earth, Bart must collect, destroy, hide, change, and otherwise ruin these objects so the aliens can't gather them up. He must collect the amount of items shown on the Status Screen, fight off and avoid a bunch of enemies along the way, and then do battle with some evil familiar foes at the end of each level.

If Bart manages to complete an entire level, the Mutants modify their machine so it can use some other ingredient.

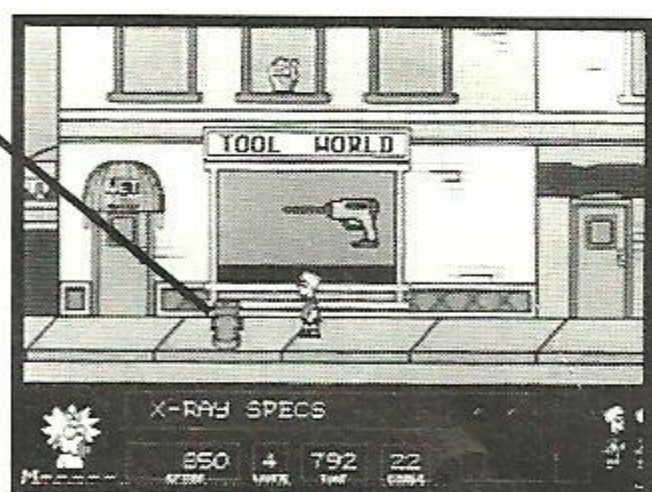
LEVEL 1: THE STREETS OF SPRING- FIELD



PURPLE-COLORED OBJECTS

Purple objects are the first ingredient the Mutants need for their Ultimate Weapon. Be on the lookout for anything colored purple. Bart will be able to spraypaint in this level, but he won't be able to spray everything. So, figure out other creative ways he can destroy these purple objects.

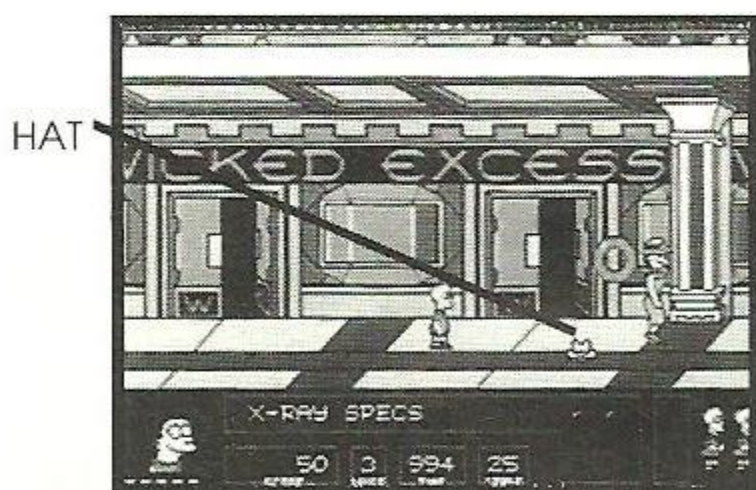
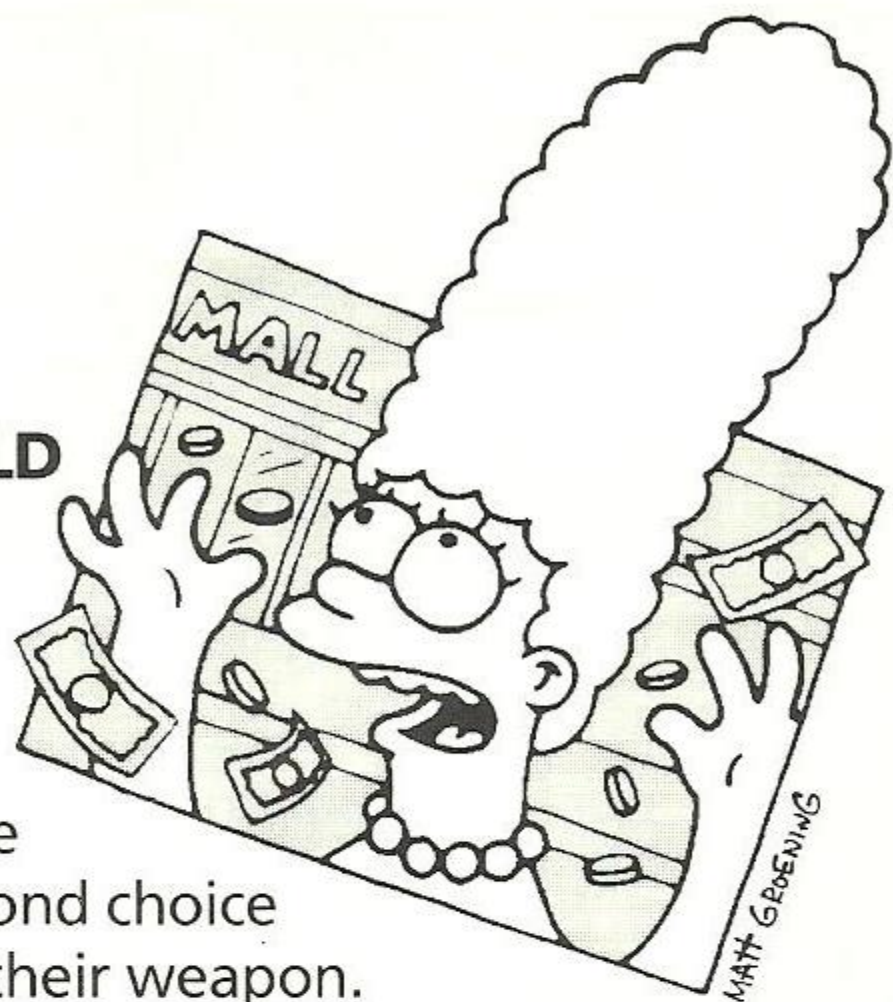
PURPLE
OBJECT



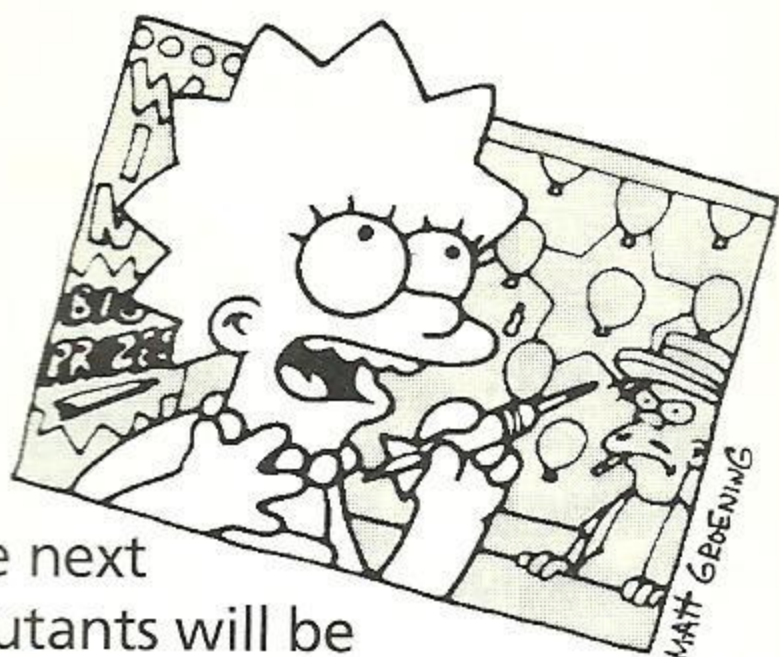
LEVEL 2: THE SPRINGFIELD SHOPPING MALL

HATS

Hats are the Mutants' second choice for building their weapon. Collect as many as you can, but if Bart comes across people wearing hats, he must first knock the hats off their heads before he can collect them.



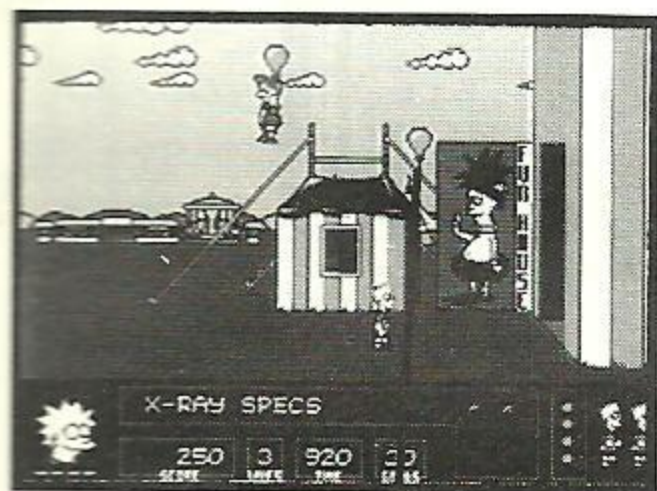
LEVEL 3: KRUSTYLAND AMUSEMENT PARK BALLOONS



Balloons are the next ingredient the Mutants will be after. Bart can find them at the Krustyland Amusement Park.

He can grab the balloons or shoot them with his slingshot (which is easier), but first he must *find* his slingshot.

Bart can also play games of skill and chance at Krustyland. Here's how: Push UP on the CONTROL PAD when he's standing in front of a game. Then you'll see instructions on what to do next. If he has to shoot or throw, press the B BUTTON (at the shooting gallery use the CONTROL PAD to aim). If he has to place



BALLOONS

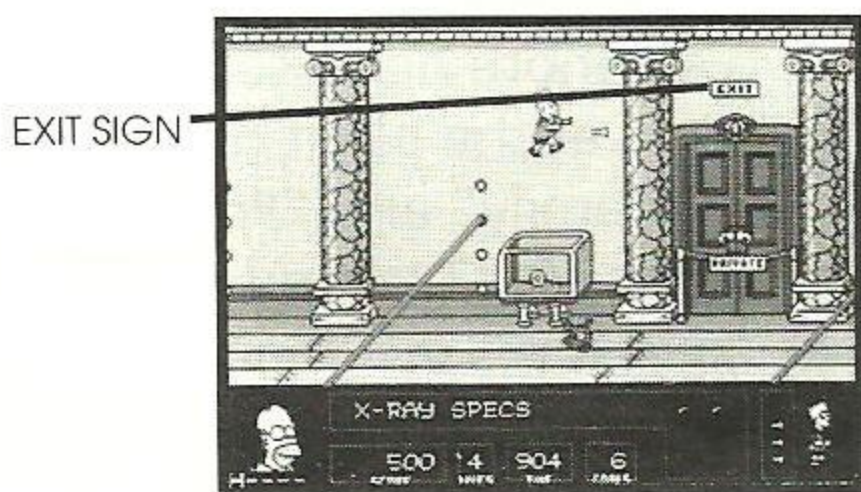
a bet, use the RIGHT or LEFT ARROWS to move the coin, and press the B BUTTON to start the wheel spinning. Remember, he needs enough coins to

play, and also remember that Bart might sometimes have to jump to hit a target.

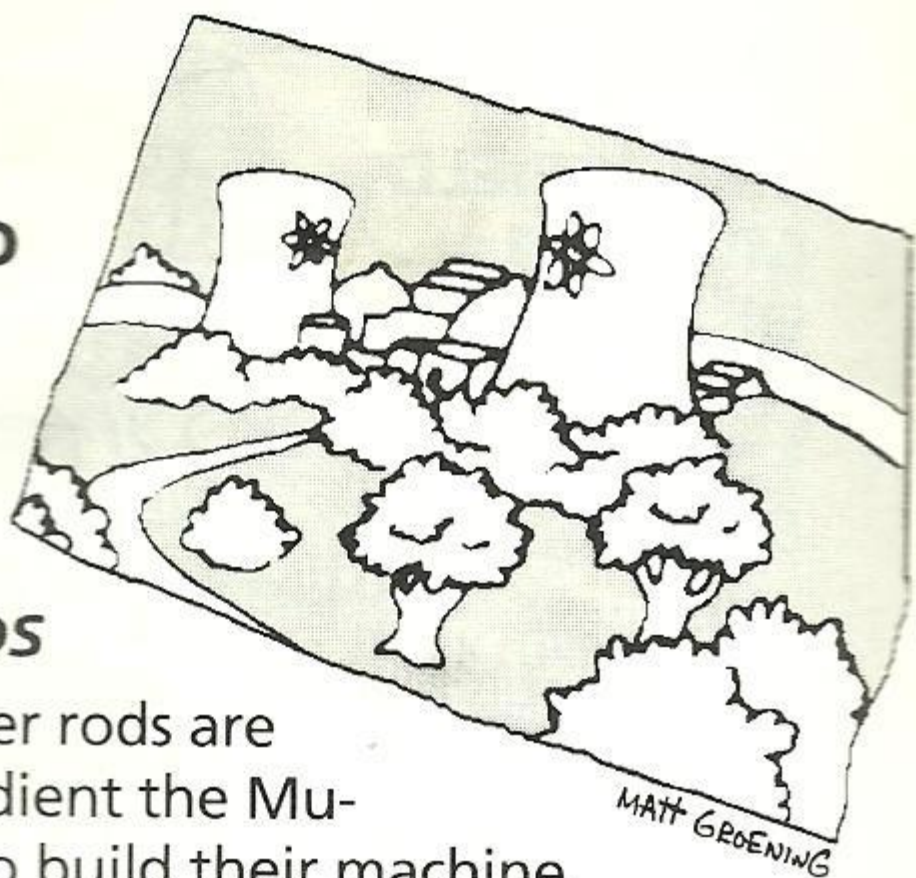
LEVEL 4: SPRINGFIELD MUSEUM OF NATURAL HISTORY

EXIT SIGNS

The next ingredient is exit signs. The Mutants broke into the museum-after hours-to steal the signs. Bart can touch these signs to collect them, but some of them are almost out of reach. If he can't reach them, use the dart guns, which you can pick up along the way. Watch out for the laser alarms and just about everything else here-some things take on a life of their own past closing time.

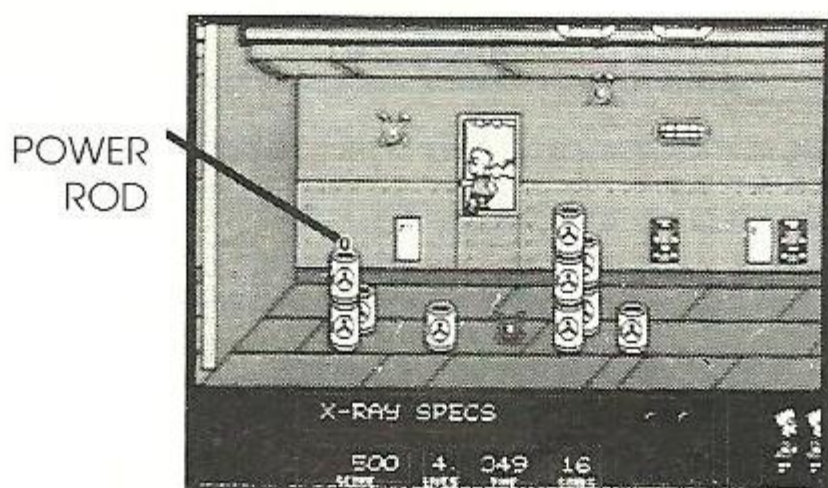


LEVEL 5: SPRINGFIELD NUCLEAR POWER PLANT



POWER RODS

Nuclear power rods are the final ingredient the Mutants can use to build their machine. Bart must make his way around the Power Plant where Homer works, collecting all the rods he can find. Then he has to hightail it to the basement and put them back in the reactor. The maximum amount of rods he can carry at one time is 4. They're displayed on the Status Screen in place of the Simpson's faces. The faces aren't shown anymore because the Simpson family is at the plant helping Bart. (See the "Family" and "Friends" sections on pages 20-22 to find out what they can do for him.)



THE ELEVATOR AND STAIRS

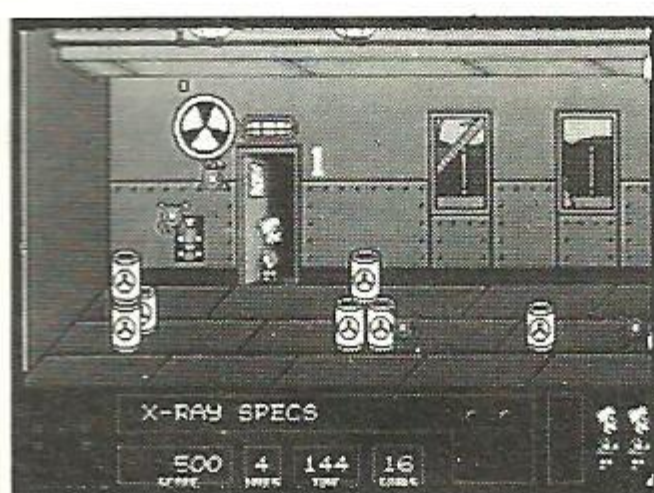
Bart can't move around the plant unless he uses the elevators or the stairs. To move Bart into the elevator, he has to stand directly in front of it. Press the A BUTTON. The elevator will arrive at his floor, and the door will open. Push UP on the CONTROL PAD and he'll enter. Press LEFT or RIGHT on the CONTROL PAD to pick the destination floor, and then press the A BUTTON again. When he gets to that floor, push DOWN on the CONTROL PAD to exit.

Note: Some elevators stop at all floors, some are express.

BART ENTERING A STAIRWAY

If you want Bart to use the stairs, push the A BUTTON on the CONTROL PAD and he'll go in the door. When he's in, hold down the A BUTTON while pressing UP or DOWN on the CONTROL PAD to pick the destination floor. Push the B BUTTON on the CONTROL PAD to exit the stairway. Bart can only travel to one floor at a time.

BART
ENTERING A
STAIRWAY



WEAPONS

Bart can only shoot at goals and objects that fire or throw something at him. The way to get weapons is to pick them up as you go along. So, keep your eyes peeled. Bart can only use these weapons in the level where they are found. Press the A BUTTON to fire them.



After Bart collects a weapon, he carries it with him at all times until the ammo's used up. Then he loses that weapon and has to find a new one.

Bart can pick up and carry as many weapons as he can find. But each time he uses one, his ammo supply goes down (paint, darts, slingshot rocks). The Status Screen shows how much ammo he has left.

SPRAYPAINT -

You can find these cans on the streets of Springfield. Bart will need them to change the color of some of the purple objects, so don't waste paint!

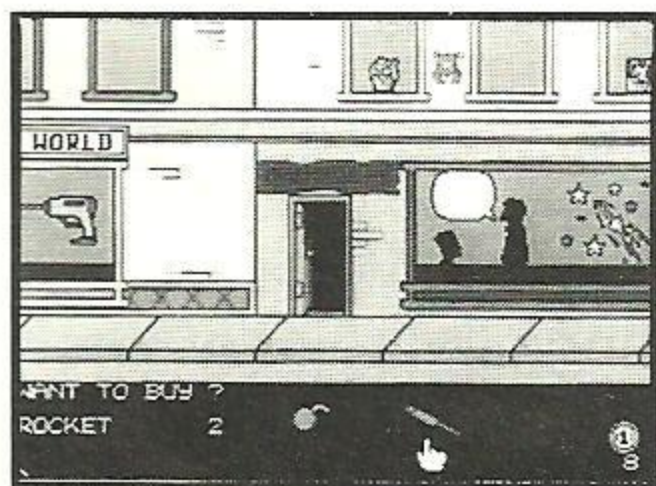
SLINGSHOT - There are plenty of these around at the Krustyland Amusement Park. Each slingshot gives Bart 12 shots.

DART GUN - Find these on display at the Natural History Museum. There are 12 shots for each dart gun.

OTHER USEFUL ITEMS

Bart starts the game with 10 coins, but he needs a lot more. Coins are necessary to buy things and to play games. For every 15 he collects, Bart gets an extra life. When he gets that extra life, though, 10 coins are subtracted from inventory.

There are other useful objects that will come in handy in the heat of the battle. Try to figure out what they are and how and where to use them. One thing you should keep in mind, usually you can't use an item unless you've bought it.



HOW TO BUY

Bart can buy items in most of the Springfield stores. When he stands by a store entrance, push UP on the CONTROL PAD,

and he'll go right in. The owner will ask him what he wants. Push LEFT or RIGHT on the CONTROL PAD to choose an item. Then press either the A or B BUTTON for each one you want to buy. The item will go into inventory. To get Bart out of the store, push DOWN on the CONTROL PAD.

Remember, these items cost money, so make sure Bart has enough coins. And here's a little tip about the rockets: if you want Bart to fire one, hurry up and make him light it. Those sparklers don't last forever.



Bart gets a total of 3 lives. For each life he uses, Bart can sustain two hits. The second time Bart is hit, he loses that life.

The only times Bart can lose one full life immediately is when he falls into a pit, wet cement, quicksand, etc.

Bart gets extra lives (sometimes one, sometimes more than one) when he finds the Krusty faces, and one extra life for every 15 coins he collects. Each of those lives consists of two hits.

THE SIMPSONS

Remember, the other Simpsons will only help Bart in Levels 1-4 if he can get enough alien proofs to make them believe him. If he makes it to Level 5, the Power Plant, the whole family will be there for him.



LISA

Bart's brainy sister can help out at Krustyland, and the two can make a winning combination at the Power Plant.



MAGGIE

Bart's baby sister is too young to talk, but not too young to help.

MARGE

Bart's loving mom will be at the mall if he needs her, and at the Power Plant to ease his burden.



HOMER

Homer will watch out for Bart at the museum and at the plant, but only if Bart first finds boxes of donuts for him.

BART'S FRIENDS

KRUSTY THE CLOWN - TV show host and Bart's comedy hero. Look for him to get extra lives.

JEBEDIAH SPRINGFIELD - The beloved founder of Springfield can give Bart the power of invincibility.

BART'S FOES

The chief Mutants have sent these soldiers to carry out their plan.

ZEBLOIDS - These hairy aliens hop up and down and back and forth.


GLONDIPS - They mostly crawl around the ground, but some of them hop up and down.

KILLER KLOWNS - They can be found all around Krustyland, trying to help the Mutants wipe out Bart.

These next characters are totally evil; Bart's fought them all before. Now they want revenge-even if it means selling out the Earth to the Mutants!



MATT GROENING



NELSON - He is Springfield Elementary school's biggest bully. His weapons of choice are water balloons at 20 paces.

MS. BOTZ - She is the notorious Babysitter Bandit, a fugitive on the loose, and one of America's Most Armed and Dangerous. Ms. Botz stashes what she steals in suitcases and maybe Bart can use that against her.

SIDESHOW BOB - Once he was Krusty the Clown's faithful friend, but then he became a traitor. Now he's out on parole, and his feet are as big as ever.

DR. MARVIN MONROE - Locally known as family counselor, radio call-in host and quack. He likes using shock therapy, but lately he's gone soft in the head.

ADIL - Albanian superspy, explosive expert and former foreign exchange student.

JIMBO - A real skateboard freak, he is the only teenager in fifth grade and absolutely the worst kid in school.

SCORING

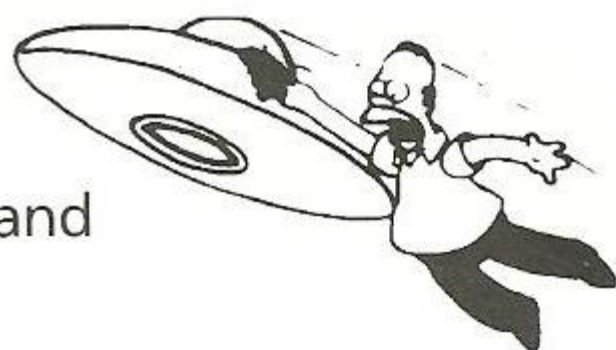
ITEM	POINTS
END-OF-LEVEL ENEMIES	1,000
MAJOR ENEMIES WITHIN LEVEL	500
REMOVING ALIEN FROM HUMAN	200
KRUSTY THE CLOWN FACE (EXTRA LIVES)	100
PROOF	100
GOAL	100
JEBEDIAH HEAD (INVINCIBILITY)	50
COIN	50
COMPLETE LEVEL ... Time remaining on clock X 10	

TIPS

- To pass the final construction barrier on level 1, get all 24 goals.
- Always check the clock and keep track of the time.
- Try jumping on things. You never know what will turn up.
- In Springfield, try to discover what ledges Bart can stand on.
- There are lots of ways to get rid of purple-colored objects. Be creative and experiment!
- At the mall, Bart can't jump on a lollipop if its stick is pointed straight up or down.

❑ Collect plenty of Krusty faces, weapons, and coins.

❑ There are warp zones, so try to discover them. Keep in mind that Bart can only warp to another place in the same level.



HANDLING YOUR CARTRIDGE

❑ The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.

❑ Do not bend it, crush it, or submerge it in liquids:

❑ Do not leave it in direct sunlight or near a radiator or other source of heat.

❑ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No.004-000-00345-4.

Flying Edge Hotline (516) 624-9300

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Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: _____

2. Who **purchased** this game? Male Female Age _____

3. Who **plays** this game the most? Male Female Age _____

4. Why was game purchased for **player**?

Self-purchase Requested gift Unrequested gift

5. How did you hear about this game?

Friend Radio TV Newspaper Magazine Ad

Game Review In-Store Display

Played Before Buying Arcade Sales Person

6. How would you rate the game play?

1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?

1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like most?

Action Role-Playing Sports

Simulation Maze/Puzzle

9. How often do you play coin-op arcade games?

Never Sometimes Frequently

10. What game/computer systems are in your household?

NES Super NES Genesis Game Gear

Game Boy PC (IBM or other)

11. How many times a month do you **rent** video games? _____

12. Which magazines and comic books do you read?

13. Comments: _____

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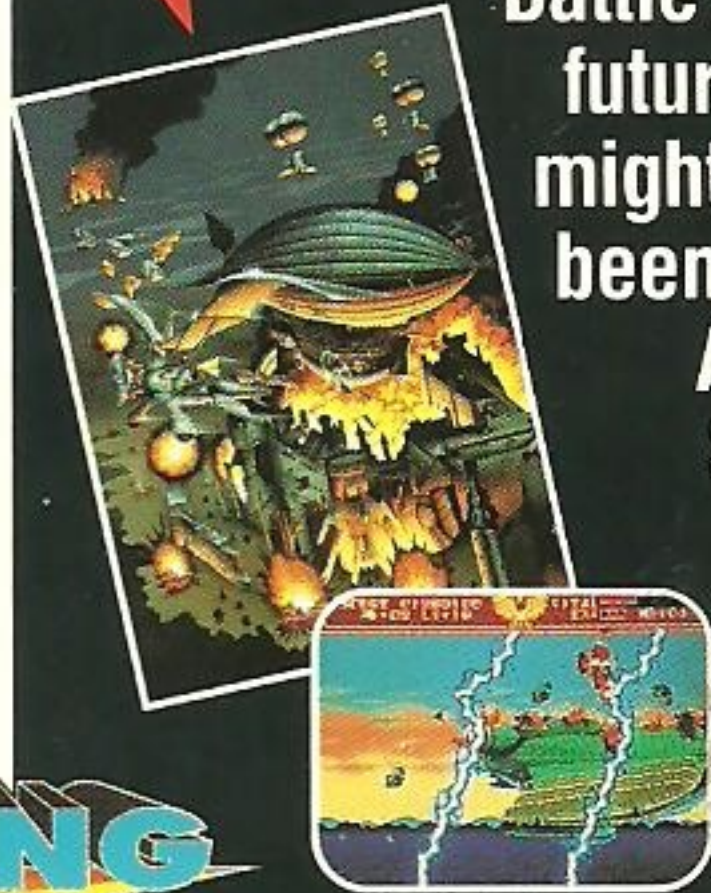
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