

SEGA™

GAME GEAR™



THE SIMPSONS™ **BARTMAN** MEETS RADIOACTIVE MAN



MATT GROENING

FLYING EDGE™

INSTRUCTION MANUAL
LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

MARVEL
COMICS



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EDGE™

X-MEN™

X-ACT YOUR REVENGE

X-MEN™ X-CITEMENT X-PLODES WHEN YOU TEAM UP WITH SPIDER-MAN® FOR THE FIRST TIME EVER IN ARCADE'S REVENGE! NOW ON GAME GEAR™!

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HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ 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: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.



It is night in Springfield. No bowling balls thunder down the lanes at Barney's Bowlarama. Nothing stirs on the city streets but the trucks carrying nuclear waste from the power plant.

Everyone is fast asleep...

except: Bart Simpson!

With only the light of one small candle, Bart huddles in his treehouse, devouring the all-action adventures of his

favorite comic book Mighty-hero, Radioactive Man!

Only... what has become of him? There's one page to go and the plutonium powerhouse has disappeared without a trace! He must be in trouble, but who will save him?

"You will!" announces someone... Bart leaps up from his comic. The "someone" is none other than Fallout Boy, Radioactive Man's sidekick!

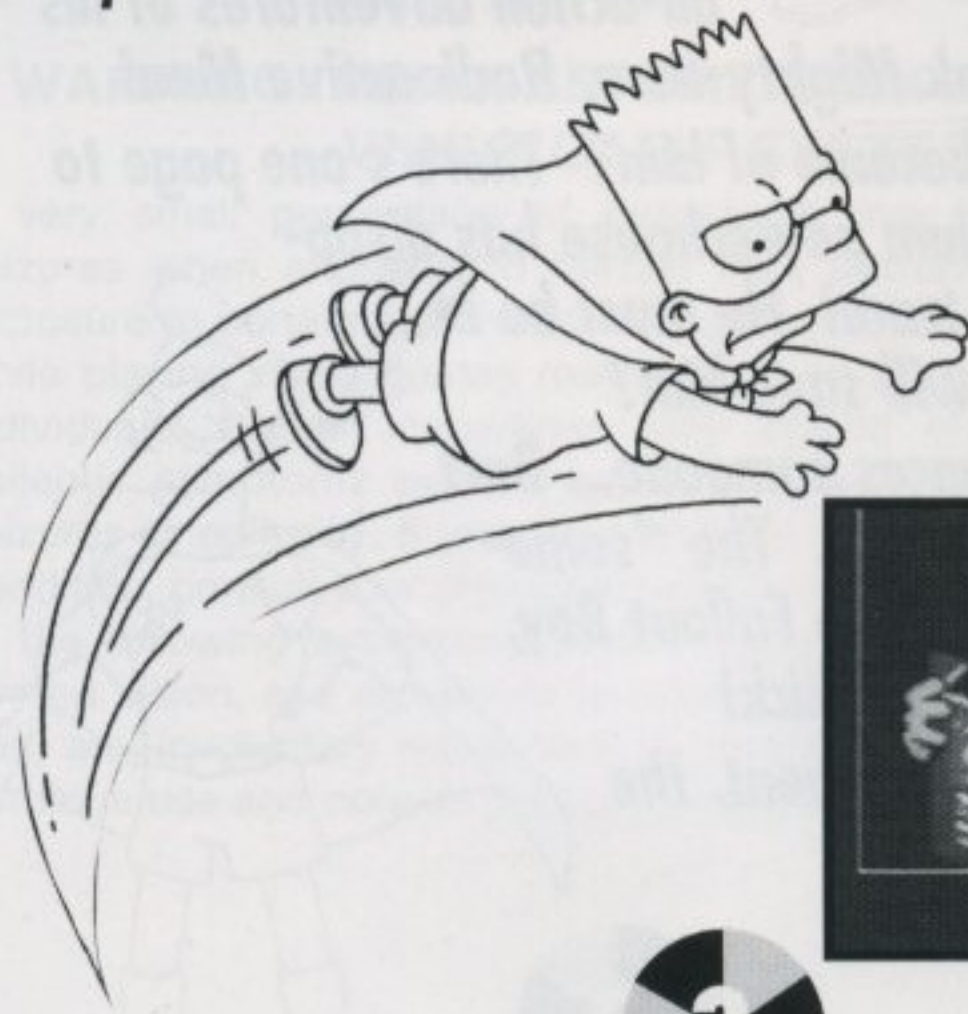
Without wasting a moment, the



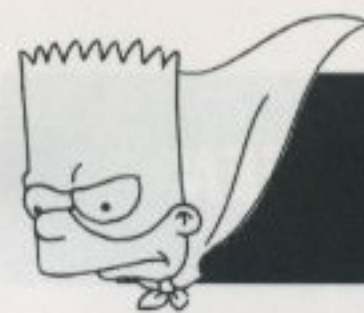
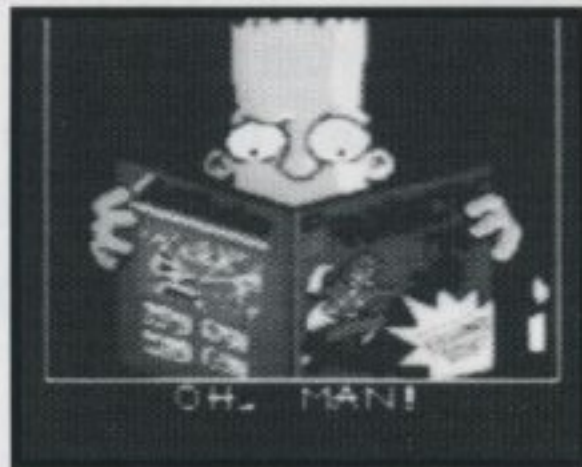
masked teen explains Radioactive Man's grim fate. Led by the mysterious "Brain-O The Magnificent," a group has imprisoned Radioactive Man in the dreaded Limbo Zone, the inter-dimensional nether-region that revolves around a black hole from which no one has ever returned alive!

To make matters worse, Brain-O's kidnapping companions-Swamp Hag, Dr. Crab, and Lava Man-have each stolen one of Radioactive Man's Mighty-Powers, rendering any chance of his escape impossible.

Is it the end of Radioactive Man? Will the world ever be safe again? All is lost unless... Say no more! This looks like a job for... BARTMAN!



MATT GROENING



GETTING READY... FOR THE AMAZING BARTMAN

LOADING

1. Make sure the power switch is OFF.
2. Insert the BARTMAN MEETS RADIOACTIVE MAN game cartridge as described in your SEGA™ GAME GEAR™ manual.
3. Turn the power switch ON.

You will then see the license screens and Bart's treehouse. To scroll through the story, press the 1 or 2 BUTTON. To jump to Chapter One, press the START BUTTON.



NOTE: BARTMAN MEETS RADIOACTIVE MAN is a one player game only.

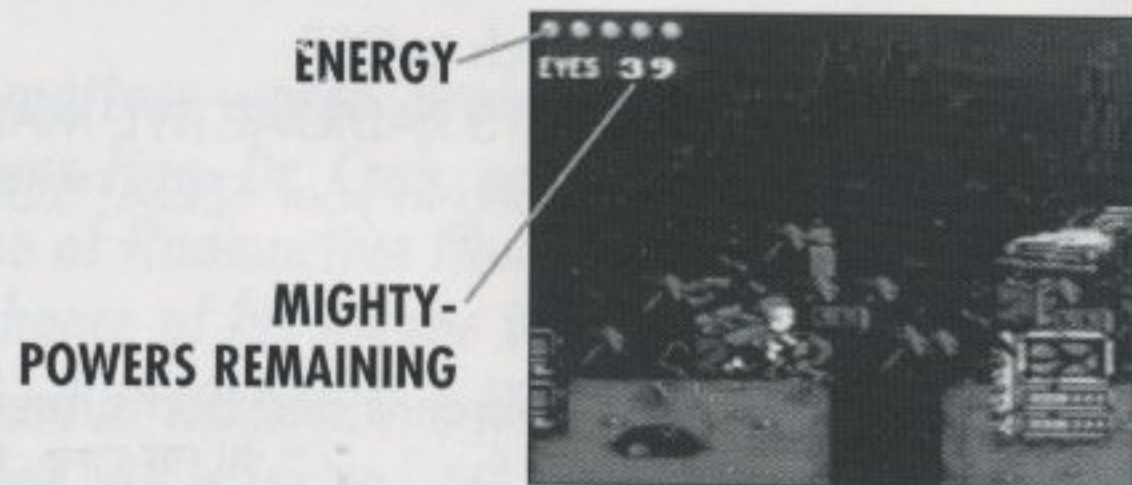


MATT GROENING



BARTMAN ON THE SCREEN

Gameplay information appears as follows:

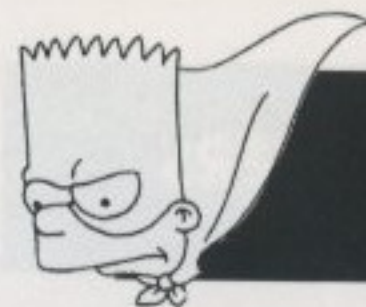


NOTE: The number of Mighty-Powers (Laser Bolts or Cold Breaths) remaining only appears once you have obtained the appropriate pick-up. (See MIGHTY-POWER PICK-UPS on page 8.)



TO DISPLAY YOUR SCORE AND LIVES REMAINING, pause the game by pressing the START BUTTON.

NOTE: You begin the game with 4 lives.

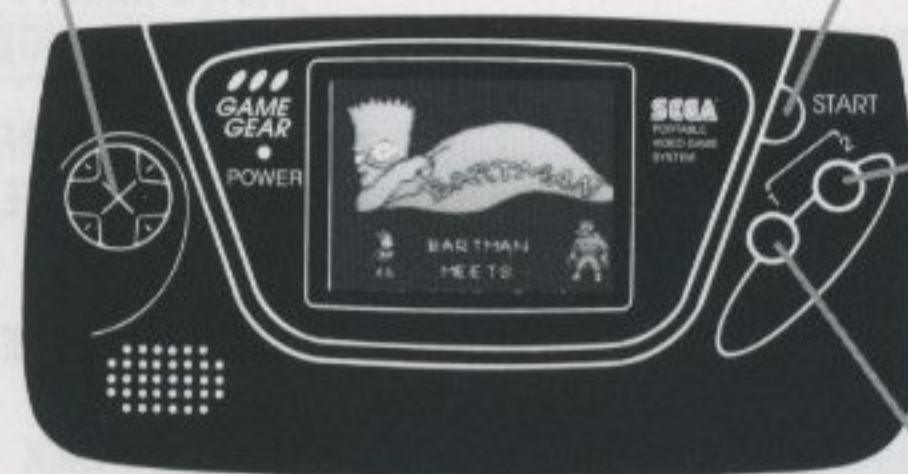


BARTMAN CONTROLS... REAL MIGHTY-HERO ACTION!

The control points for Bartman are as follows:

MOVE/FLY/SWIM

PAUSE / RESTART



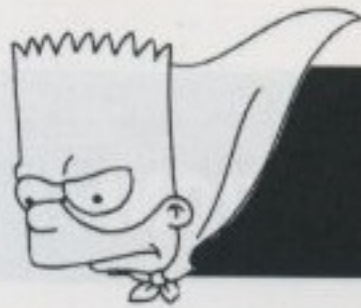
EXECUTE MIGHTY-HERO MANEUVER / MIGHTY-POWER

JUMP / FLY

NOTE:

- Swimming is available when appropriate.
- To fly or execute Mighty-Powers, you must first have the appropriate pick-ups. (See Mighty-Power Pick-Ups on page 8.)
- Pressing the 2 BUTTON automatically executes a Mighty-Hero Maneuver, or, when you have either a Laser Bolt or Cold Breath Pick-Up, a Mighty-Power. For more about Mighty-Hero Maneuvers and Mighty-Powers, see the appropriate Mighty-Hero Maneuvers and Mighty-Powers sections on pages 7 and 10 respectively.





MIGHTY-HERO MANEUVERS

Bartman's Mighty-Hero Maneuvers are the Mighty-Punch, the Super-Kick, and the Spin Kick. They will swiftly waste most enemies.



LAUNCH A DOUBLE FISTED-MIGHTY-BLOW (WHEN FLYING)

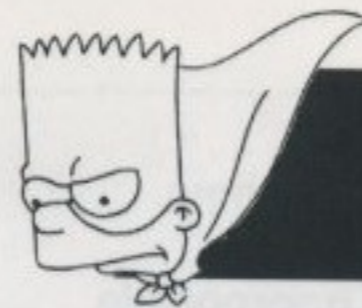
PRESS THREE TIMES TO EXECUTE A SPIN-KICK

PRESS TWICE TO EXECUTE A SUPER-KICK

THROW A MIGHTY-PUNCH

NOTE: If you get a Mighty-Power Pick-Up or the Tornado Power Pick-Up, Mighty-Hero Maneuvers are replaced by the awesome fury of the appropriate Mighty-Power for as long as the Pick-Up lasts! (See MIGHTY-POWERS on page 10.)

Some maneuvers are more effective against certain opponents than others. The only way to find out which is to try everything!



MIGHTY-HERO PICK-UPS

To give Bartman full benefit of his status as Mighty-Hero, three types of pick-ups are available throughout the game: Bonuses, Super Mighty-Powers, and Mighty-Powers. They appear as follows:

TYPE	PICK-UP	ICON	POINTS	FUNCTION
BONUS	RADIATION SYMBOL		200	Increases energy level by one.
	EXCLAMATION POINT		200	Every 20 exclamation points collected gives you one extra life.
	RADIOACTIVE MAN #1		500	Gives you an extra life.
SUPER MIGHTY-POWER	TORNADO		300	Instantly makes you invincible and turns you into a tornado, spin kicking through everything in your path.
	BARTMAN FLYING ICON		300	Gives you the power of flight. NOTE: Once you touch this icon, TO FLY, press the 1 BUTTON.
MIGHTY-POWER	LASER BOLT		300	Gives you 20 Laser Bolts.
	ICE CRYSTAL		300	Gives you 5 Cold Breaths. NOTE: Once you touch the appropriate icon, TO FIRE A LASER BOLT or BELCH A COLD BREATH, press the 2 BUTTON.



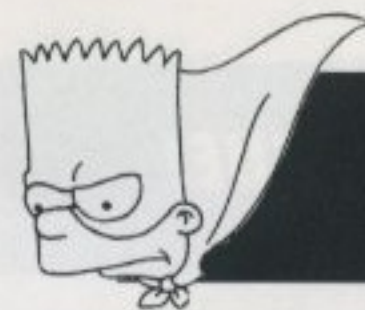
TO OBTAIN ANY PICK-UP, touch it.

NOTE:

❑ You can only have **ONE** type of Mighty-Power at a time. Mighty-Powers of one type are immediately replaced by Mighty-Powers of the other type if you touch the appropriate icon. (If you have the power to fly or are invincible, you can still use another Mighty-Power.)

❑ Touching an icon of the same type of Mighty-Power you already have adds either Laser Bolts or Cold Breaths to your total as appropriate.

❑ For more information about Mighty-Powers, see the **MIGHTY-POWERS** section on page 10.



MIGHTY-POWERS

No Mighty-Hero is complete without his Mighty-Powers! Find the Laser Bolt and Ice Crystal Mighty-Power Pick-Ups and Bartman will be up there with the best of them!

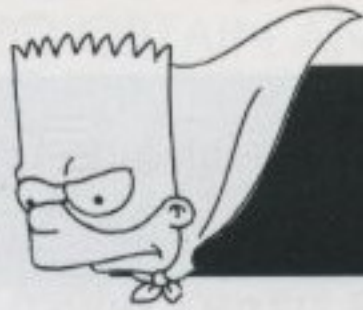
Laser Bolts instantly fry most enemies. Cold Breaths not only blow over enemies, they also freeze certain substances, like swamp fungi, turning them into platforms.

After touching a Mighty-Power Pick-Up, the number of Laser Bolts or Cold Breaths remaining is displayed in the top left of the screen as follows:

COLD BREATHS REMAINING

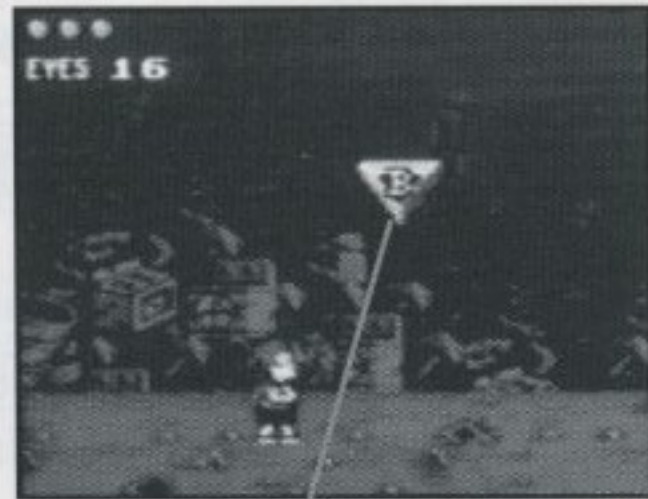


MATT GROENING



BARTMAN TO THE RESCUE!

With Radioactive Man trapped in the Limbo Zone, Bartman's only chance is to go through each chapter of the comic and defeat the Mighty-Villains Swamp Hag, Dr. Crab, and Lava Man. However, to reach them demands Bartman first find the Bartman Mighty-Hero warp emblems.



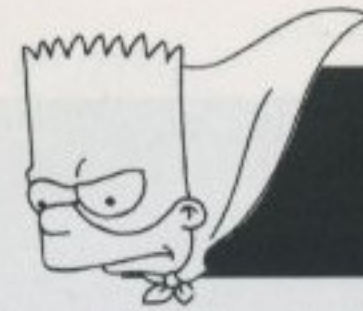
WARP EMBLEM

These will warp him to the next level of his quest and bring him face to face with each of the criminals!

NOTE: Once you find the Bartman Mighty-Hero emblem, to reach the next level, touch it.

The way of a Mighty-Hero is fraught with danger! Every hit costs energy. Cruel cronies, oozing gook, super-sized crabs, and more threaten to end a life at any instant, but without you, Radioactive Man is history! Go to it, Bartman!

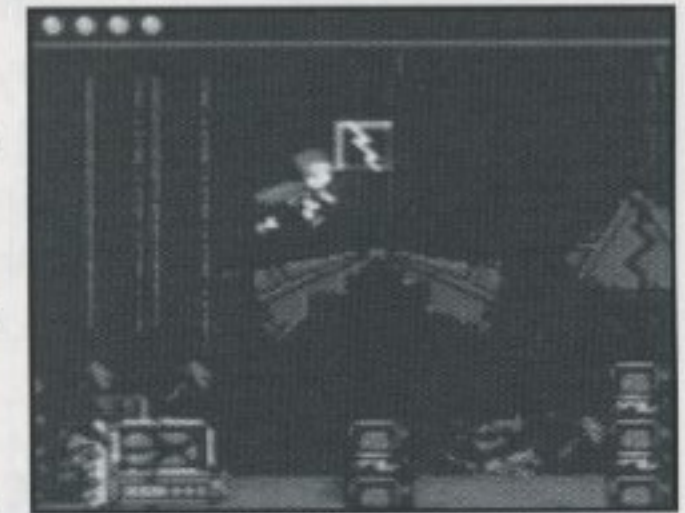
When you see the chapter titles, press the 1 or 2 BUTTON to see the story screens, or press the START BUTTON to begin.



CHAPTER ONE: SWAMP HAG'S JUNKYARD OF DOOM

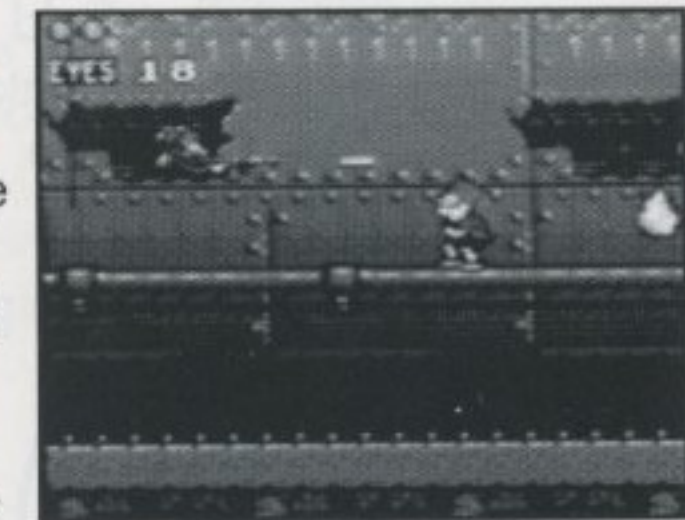
LEVEL 1: THE JUNKYARD

The Junkyard is full of pick-ups... and you'll need 'em! The air is thick with Big Bite Bugs. Humongous stacks of tires block your path. The giant cranes try to snap you in two, and the sunken trash compactors pack a wallop. They can easily crush Bartman.



LEVEL 2: THE SUBTERRANEAN PIPE

Stretching ever further underground from the Junkyard is the Subterranean Super Tube. The only way down is to hitch a ride on top of the welding droids! Swamp Hag's henchmen guard every corner. Toxic drips drop from the ceiling pipes! But, you're no average Mighty-Hero; you're Bartman!



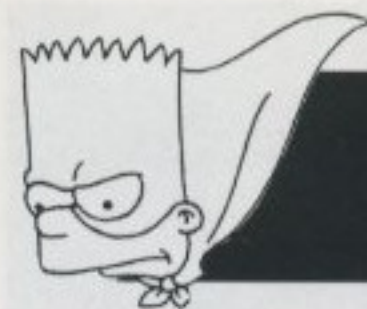
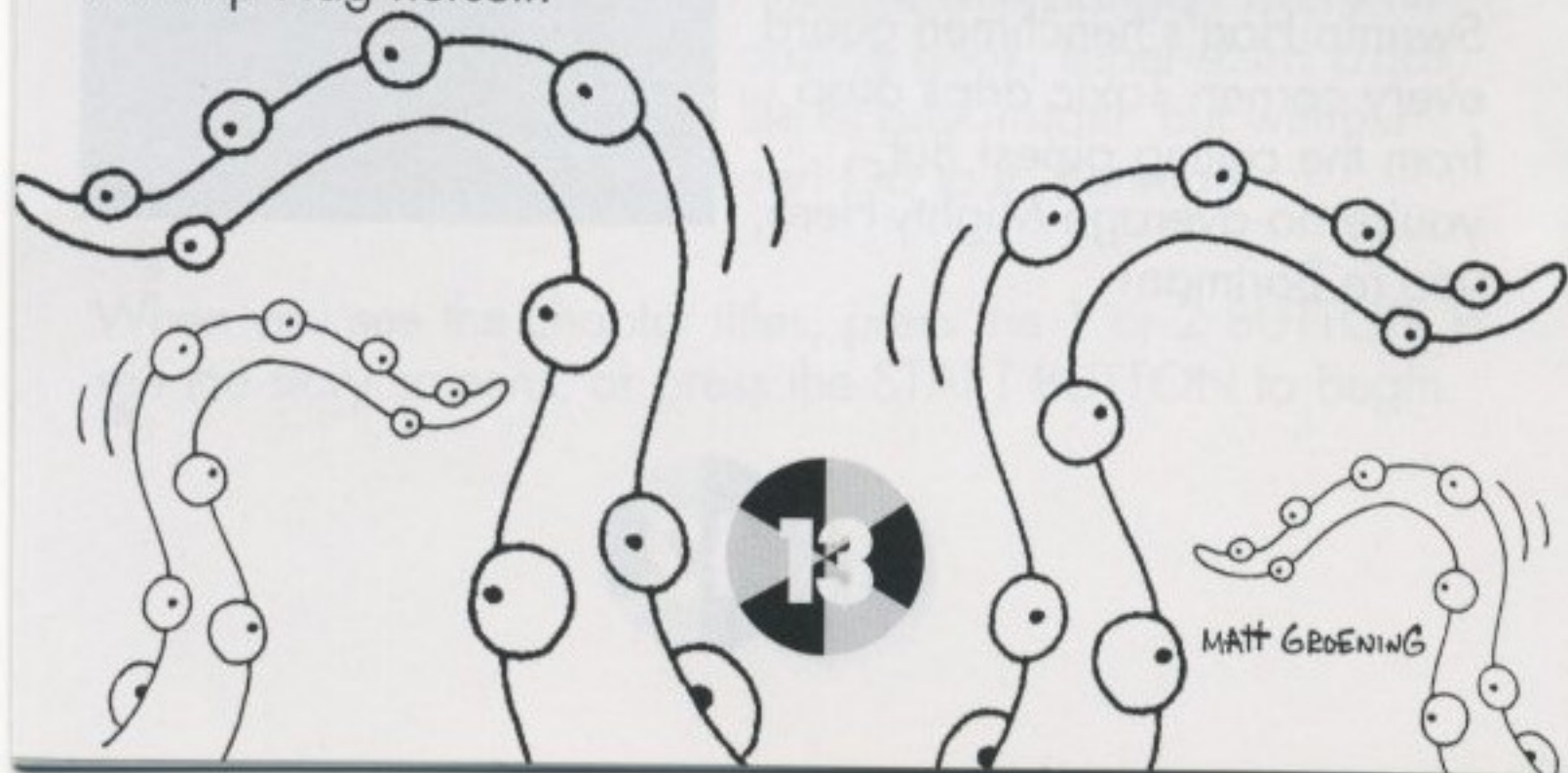
LEVEL 3: THE SWAMP

Automatically armed with the power of flight, Bartman can zoom through this prehistoric bog at top speed. But, watch out for the Swamp Bats! They drop floating mini-mines that explode on contact, while Fire Firing Fire-Flies roast you with their flaming darts.



LEVEL 4: SWAMP HAG'S HIDEAWAY

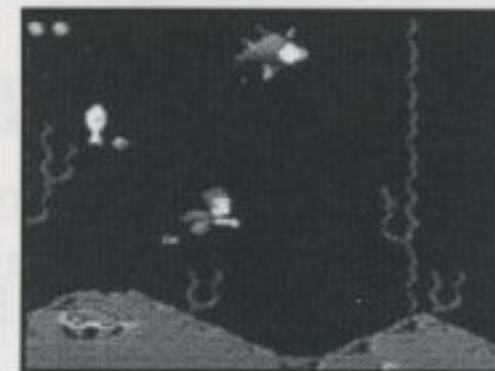
From high in the trees, the Swamp Hag will bombard the Bartman with lethal balls of swamp fungi! Use your Cold Breaths to freeze the balls into a staircase of platforms. Once high enough, take on the Swamp Hag herself!



CHAPTER TWO: THE WATER-LOGGED LAIR OF DR. CRAB

LEVEL 1: THE SEA BED

One place guaranteed to give Bartman no rest is the sea bed! Blow-up fish lurk in the deep volcanic fissures, sacrificing themselves to stop unsuspecting Mighty-Heroes from swimming past. Dr. Crab's flotilla of mini-sub fire salvos of torpedoes. Massive vents on the forty story walls of Dr. Crab's lair release riptide-like currents!



NOTE: To reap the sunken pick-up treasures of the deep, find the hole in the wall, move toward it, and you'll enter the secret room.

LEVEL 2: THE CRAB WALK

Deep, deep beneath the sea, lies the corridor that leads to the Doc's command center. Getting through it demands avoiding the Mighty-Hero eating crabs, fleets of jelly fish, stinging stingrays, and many others!



LEVEL 3: THE INNER WALL

No light penetrates the deep recesses of this dark cavern. But a Mighty-Hero quest is never called off because of darkness! Pick up as many light bulbs as you can find to brighten this dank cavern of doom and illuminate the pathway out!



LIGHT BULB



LEVEL 4: MORE CRAB WALK

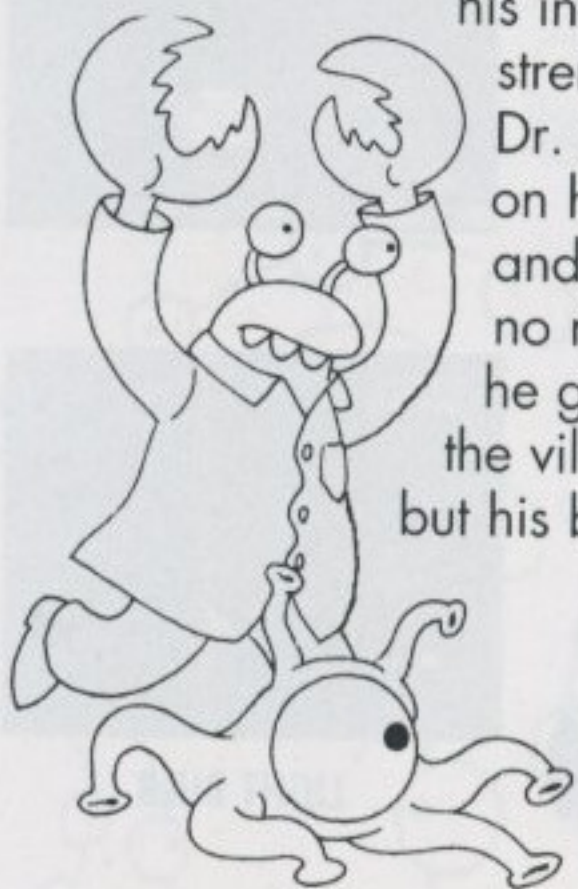
Continue the trek through this aquatic jungle — this time battling squid missiles and more!

LEVEL 5: THE BOILER ROOM

Escaping this mechanical maze requires navigating miniature platforms, monster-sized waterfalls, and one really mean creature. The towers of conveyor belts will help get you around, but while enjoying the ride, watch out for the ON/OFF platforms that control the steam vents.

LEVEL 6: DR. CRAB'S LAIR

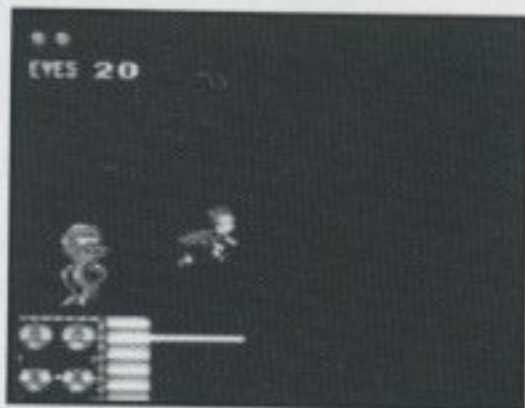
Inside the lair, Bartman must rely on his incredible



strength to defeat Dr. Crab. Hit him on his underbelly and keep at him no matter where he goes! But, keep a Mighty eye out for the villain's evil assistant. He may be small but his bite is lethal.



MATT GROENING



CHAPTER THREE: 20,000 MILES UNDER THE EARTH

LEVEL 1: THE SUNKEN VOLCANO

Inside the volcano are huge caverns and lava rivers. But, our Mighty-Hero need not be alarmed... as long as he avoids the green dragons, lava snakes, and red hot roof walkers. Find your way out via the bottomless fissures, bust-up bridges, and perilous platforms!



LEVEL 2: THE UNDERGROUND CITY

The Underground City is a giant labyrinth in which the buildings are made out of massive stalactites and stalagmites. Get around by jumping and walking, and by using the secret passageways that link the doorways. Lava Man's gargoyles and pterodactyls will try to end your adventure at every step.

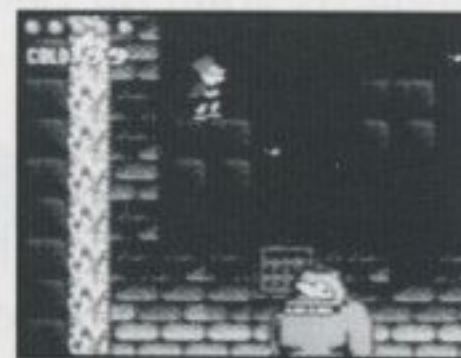


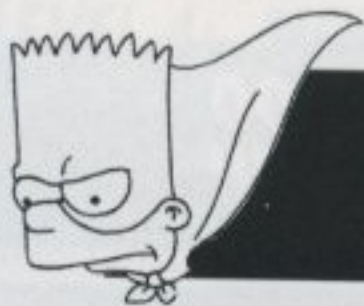
WARNING: Jumping between buildings can be hazardous to your Mighty-Hero Health!

NOTE: To enter a doorway, move in front of it and press the UP D-BUTTON.

LEVEL 3: LAVA MAN'S LAVA PIT

Lava Man is taking a bath in his lava pit. Cool him down by using your Cold Breaths to freeze the water dropping from the ceiling into icicles. Every icicle that hits reduces his temperature.





CHAPTER FOUR: BRAIN-O THE MAGNIFICENT

With the last of the cronies defeated and Radioactive Man restored to his former greatness, it's time for you to team up to take down the mastermind behind the whole plot... Brain-O The Magnificent. Encased inside a reinforced glass dome, atop a canon firing battle tank, Brain-O appears invincible. But, if the Mighty-Heroes work together, blasting the cranium on every side will end the evilness.

THE LIMBO ZONE

To enter the mysterious Limbo Zone, you must find the Limbo Zone Warp icon — hidden once in each chapter. Once in, you must survive until time runs out. Move quickly — if you stay in one spot for too long you'll be shaken off quickly. The Limbo Zone is filled with extra lives and other power-ups; collect as many as you can before the clock stops ticking. If you don't remain in the Limbo Zone in the time given, you will be sent back to the level you entered from; however, if you successfully stay in the Zone you'll automatically warp to the next level.

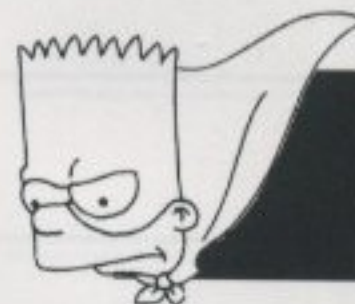


LIMBO ZONE



CONTINUES

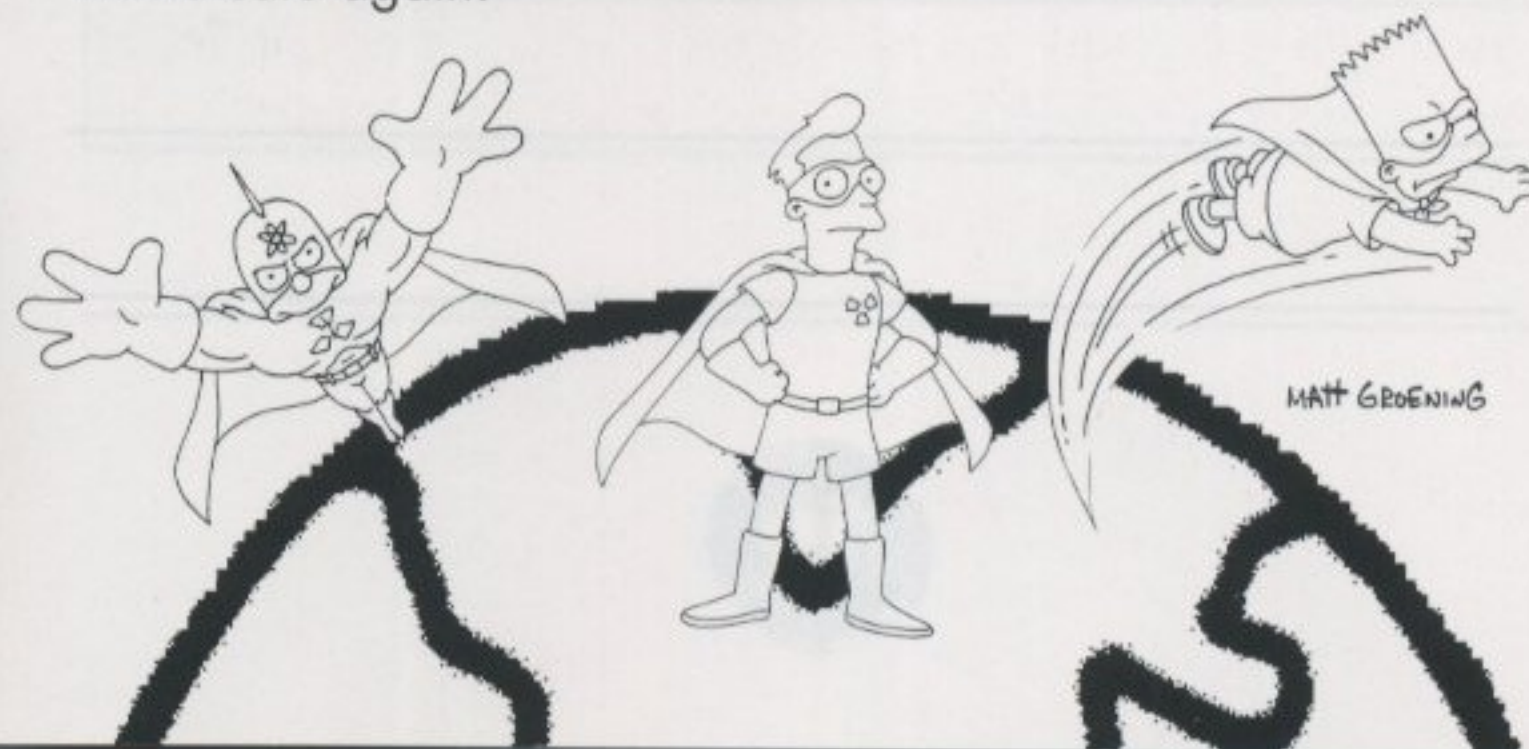
Even Mighty-Heroes need help! Lose all your lives and you will get 2 continues. When you see the continue screen, use the LEFT and RIGHT D-BUTTON to select "YES" to continue or "NO" to end the game. To confirm your selection, press the 1, 2 or START BUTTON.



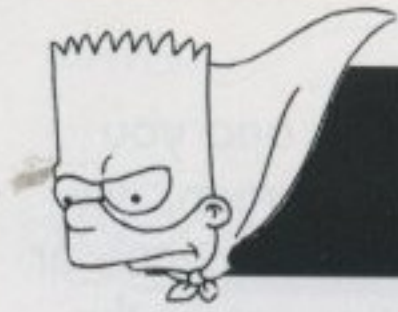
MAKE THE WORLD SAFE AGAIN!

With Radioactive Man edging ever closer to the eternal oblivion of a black hole, things look bleak. The only hope is one caped fourth grader... Bartman! Take out the Swamp Hag! Uppercut Dr. Crab! Show your unshakeable cool in the 1000° caverns of Lava Man! Against Brain-O The Magnificent, team-up with Radioactive Man. Prove to all that you are a Mighty-Hero!

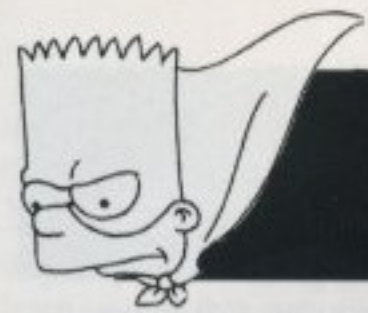
Radioactive Man, Fallout Boy, the people of the planet earth and beyond look to you, Bartman. Only your bravery can match many much bigger than you. Only you can make the world safe again!



MATT GROENING

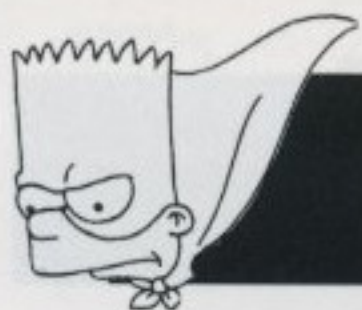


NOTES



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Patents: U.S. Nos 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;

Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending).