

THE SIMPSONS LOADING

CPC 464 - Type RUN" and then press the ENTER/RETURN key.
CPC 664 and 6128 - Type | TAPE then press the ENTER/RETURN key.

Then type RUN" and press the ENTER/RETURN key.

CONTROLS

This is a one player game controlled by joystick only.

To move Bart push the joystick left or right in the appropriate direction.

To jump - push the joystick UP

To jump higher - keep pushing the joystick UP

To walk faster - move left or right whilst pushing UP on the joystick

To shoot weapons or spraypaint - press FIRE.

To scroll through the inventory hold down the joystick and press fire. Release joystick when item required appears in the window.

To use an inventory item pull down on the joystick and then release it.

To Pause - select PAUSE in the inventory and press FIRE.

GETTING THE FAMILY TO HELP

If he tried hard enough, Bart could probably save the world alone, of course. But it'd sure 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 first has to convince his family he's not making this story up. How does he do it? By jumping on the heads of the

people whose bodies have been taken over by mutants. This forces the Mutants out of 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 gets one, a letter in the name of one of the Simpsons appears under their picture in the Status Screen. When their name is completely spelled out, that family member helps Bart battle the archenemy 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.

X-RAY SPECS

Make sure the X-Ray specs have been selected from the inventory. Then pull down on the joystick and Bart will look through the glasses and be able to tell which people have been taken over by the Mutants.

GOALS

These are the ingredients the Mutants need to build their Ultimate Weapon, which they'll use 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. 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 Springfield Purple - Coloured Objects

Purple objects are the first ingredients the Mutants need for

their Ultimate Weapon. Be on the lookout for anything coloured purple. Bart will be able to use spraypaint in this level, but he won't be able to spray everything. Try to be creative and figure out other ways he can get rid of the purple objects.

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 you come across people who are wearing hats, Bart must first knock the hat off their head before he can collect it.

Level 3: Krustyland Amusement Park

Balloons

Balloons are the next ingredient. 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's got to find his slingshot. Bart can also play games of skill and chance at Krustyland. Here's how:

Select a coin when he's standing in front of a game. If he has to shoot or throw press the FIRE button.

Level 4: Springfield Museum of Natural History

Exit Signs

The next ingredient is exit signs. Bart can touch these signs to collect them, but some of them are pretty high up. 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.

Level 5: Springfield Nuclear Power Plant

Power Rods

Nuclear power rods are the final ingredient. 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 and they're displayed on the Status Screen.

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 be standing right in front of it. Press the FIRE button and the elevator will arrive at his floor and the door will open. Push UP on the joystick and he'll enter. Push LEFT or RIGHT to pick the destination floor, and then press the FIRE button again.

Bart Entering a Stairway

If you want Bart to use the stairs, push UP on the joystick and he'll go in the door. When he's in, hold down the FIRE button while pressing UP or DOWN on the joystick to pick the destination floor. Release the FIRE button.

WEAPONS

Bart is only allowed to shoot at goals and anything else that's firing or throwing something at him. The way to get weapons is to pick them up as you go along. Bart can only

use these weapons in the level he finds them in, and pressing the FIRE button fires them. Bart can pick up and carry as many weapons as he can find. But each time he uses one, his ammo supply goes down.

Spraypaint/Slingshot

You get 6 shots with each one.

Dart Gun - Find these on display at the Natural History Museum. Each one's got 6 shots.

OTHER USEFUL ITEMS

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

How to Buy

Bart can buy items in most of the Springfield stores. If he's standing by a store entrance, push UP on the joystick and he'll go right in. Push LEFT or RIGHT on the joystick to choose an item. Then the FIRE button for each one you want to buy. The item will go into inventory. To get out of the store, push DOWN on the joystick.

LIVES

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. 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 the Power Plant, the whole family will be there for him.

BART'S FRIENDS

Krusty the Clown/Jebediah Springfield

BART'S FOES

Zebloid/Glondip/Killer Clown/Nelson/Ms. Botz/Sideshow Bob
Dr. Marvin Monroe/Adil

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