

THE SIMPSONS™ ON THE RUN!

Bart and the whole Simpsons™ gang have "GEARED UP" and gone portable in two of the wackiest Game Gear™ adventures yet!



**Bash Rampaging
Rats In Krusty's
Fun House!**



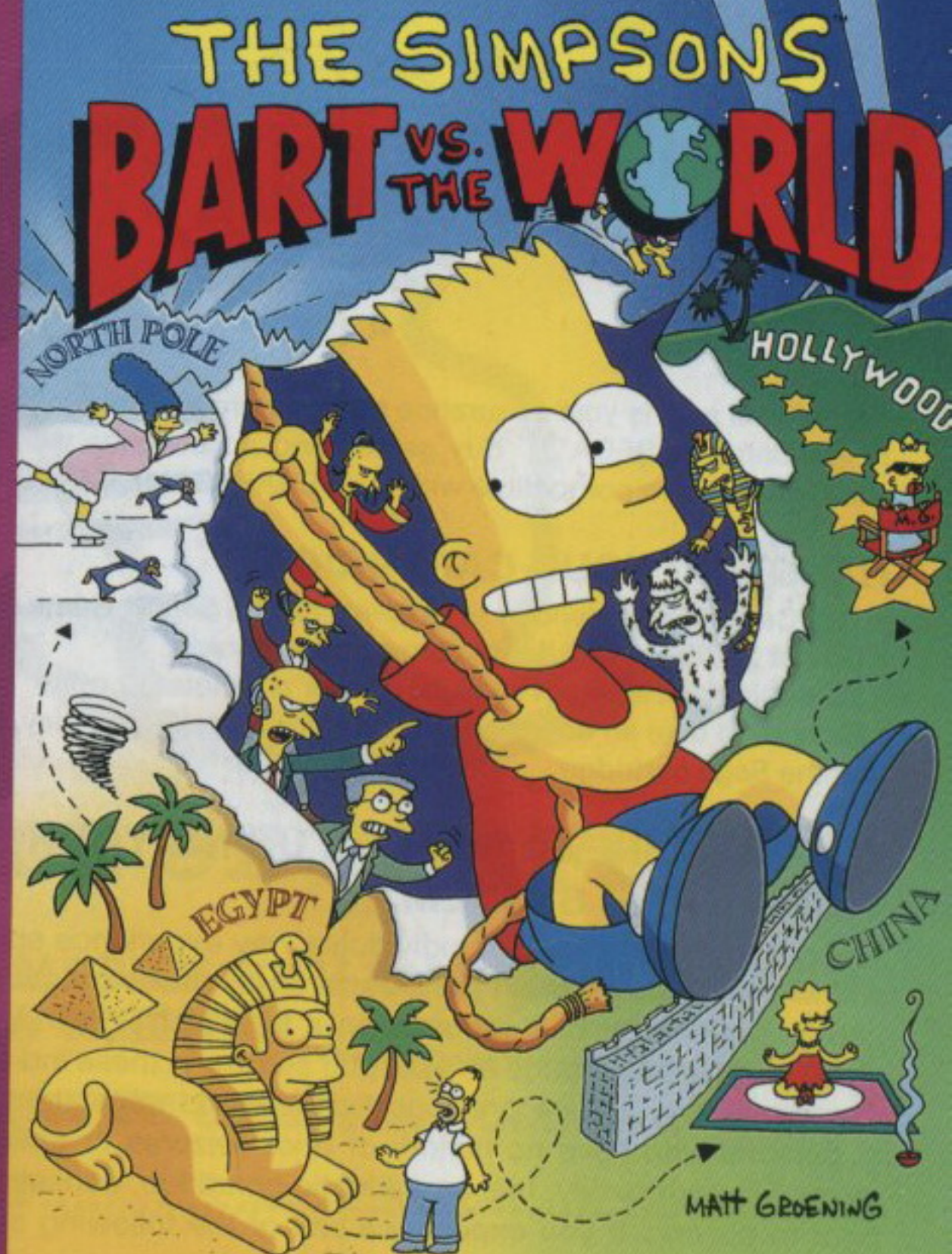
**Squash Slimy
Space Mutants In
Bart vs. The
Space Mutants!**

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SEGA™

GAME GEAR



**FLYING
EDGE™**

**INSTRUCTION
MANUAL**

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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.

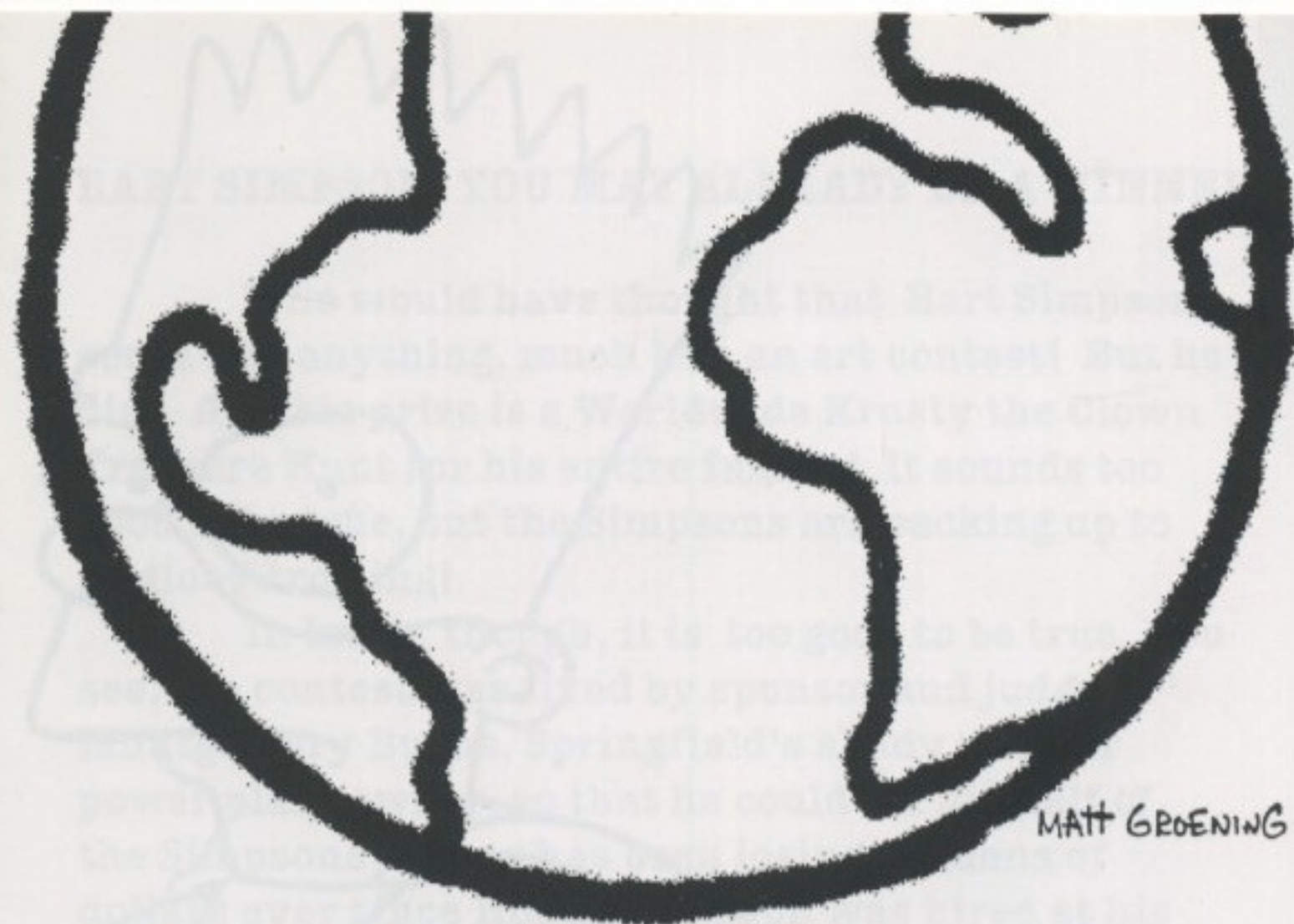


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BART SIMPSON, YOU MAY ALREADY BE A WINNER

Who would have thought that Bart Simpson could win anything, much less an art contest! But he did. And his prize is a Worldwide Krusty the Clown Treasure Hunt for his entire family! It sounds too good to be true, but the Simpsons are packing up to go globe-trotting!

In truth, though, it is too good to be true. You see, the contest was fixed by sponsor and judge C. Montgomery Burns, Springfield's shady nuclear power plant owner, so that he could rid himself of the Simpsons. Burns has been losing millions of dollars ever since Homer Simpson was hired at his nuclear power plant. Ever since Smithers, Burns' loyal yes-man, brought this fact to his attention, Mr. Burns has been plotting his revenge. After exhaustive research, Mr. Burns hatched this contest scheme, enlisting the aid of his ruthless relatives around the world to help wipe the Simpsons off the very face of the Earth!

Sure, the scheme will end up costing him a small fortune in both money and favors to his relatives, but in the end, it'll be worth it. Because if all goes well, the Simpsons won't be coming back—ever! How hard can it be to get rid of a pathetic family of foul-ups and their 10-year-old delinquent son, anyway?

Last Minute Check

- 1.** Set up your Sega™ Game Gear™ System as described in its instruction manual.
 - 2.** Make sure the power switch is OFF.
 - 3.** Insert the BART VS. THE WORLD cartridge into the Sega™ Game Gear™ System by following the instructions in your Sega™ Game Gear™ System manual.
 - 4.** Turn the power switch ON. If nothing appears on the screen, turn off the power and recheck insertion.
- IMPORTANT: Always make sure the Sega™ Game Gear™ is turned OFF when inserting or removing your Sega™ cartridge.
- 5.** When the title screen appears, press the START BUTTON to begin.



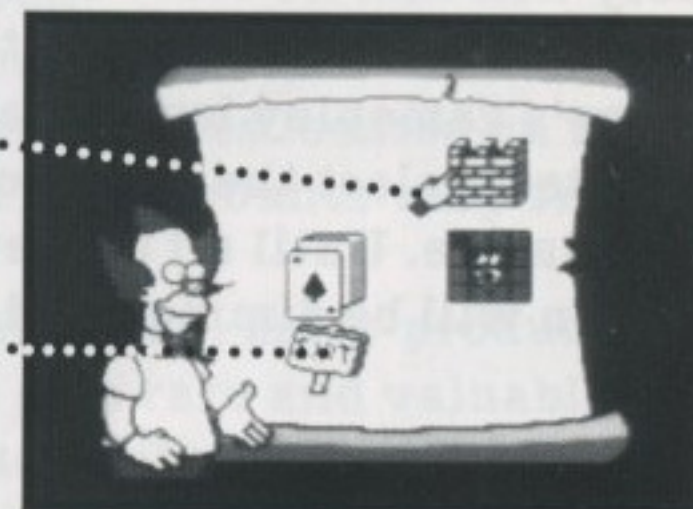
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THE MAP

The Simpsons aren't taking their trip alone. They are joined live via satellite by Krusty the Clown himself, who is charting Bart's treasure-hunting progress on his Emmy-winning kids show. Krusty follows the Simpsons' progress in each country on a giant map indicating the points of interest in that location. These points of interest are represented on the Map Screen by icons, due to Krusty's reading problems. To select an icon, move the hand-pointer onto it using the D-BUTTON ARROWS. For those viewers who can read, a caption below the map will explain what the picture represents. To visit a point of interest, press either the 1 or 2 BUTTON while the hand points to its picture.

HAND-POINTER

EXIT ICON



The points of interest in each country are of several types. The major tourist attractions are gameplay levels, all of which need to be completed before the Simpsons can move on to their next country.

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The Simpsons can only visit the tourist attractions in a specific order. Each level must be completed before the Simpsons can move on to the successive one. To exit a gameplay level, look for the "Map" sign located within it, which will return you to that country's Map Screen. Other icons represent single-screen games of local interest which can be played until Bart has won. To exit a single-screen game, even if not completed, press START. A travelogue has been included at the end of this manual on page 17 to more fully describe the tourist attractions and local games of each country.

When a level or a game has been completed, Krusty will dim its color on the Map Screen, and the Simpsons won't be able to return to it. When all of a country's gameplay levels have been visited and completed, select the Exit icon to meet Mr. Burns' local relative. Until all the levels are completed, the Exit icon will be dimmed and non-functional.

KRUSTY COLLECTIBLES

For Bart, this trip around the world is about one thing and one thing only—collecting Krusty souvenirs from around the globe.

Most of these souvenirs are the cheap, mass-produced Krusty-collectible-kind and can be found almost anywhere. For Bart, however, they are all worthwhile, whether hidden, in the open, or requiring some action to reveal them. Look everywhere for the souvenirs, because *for every 15 cheap Krustys Bart collects, Bart gains an extra life at the end of the level!*



Cheap Krusty souvenirs can also be won as prizes in the single-screen games located on the country's Map Screen. Prize amounts vary from game to game.

In addition to the cheap, mass-produced Krusty items, there are also rare and valuable one-of-a-kind Krusty collectibles unique to each country. Since Bart is more able to appreciate quantity than quality, look to the other Simpsons for help finding these unique objects d'art. Sometimes they will find

the object for Bart, so all he has to do is touch them to collect it. Other times, they'll merely help him to collect the object.

While these unique collectibles aren't important to Bart's completion of a level, the unique Krusty items are worth a lot of bonus points.

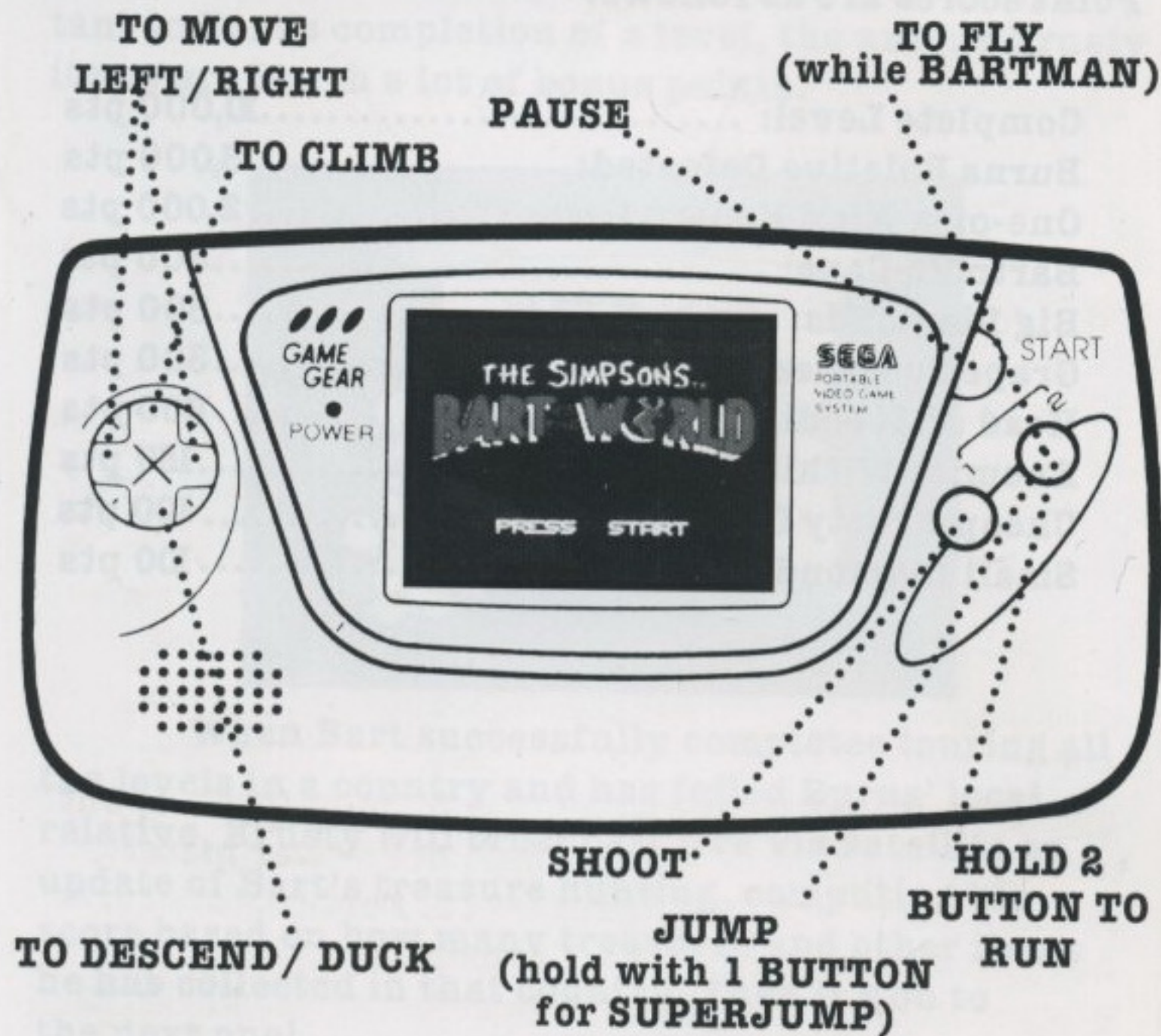


When Bart successfully completes touring all the levels in a country and has foiled Burns' local relative, Krusty will broadcast live via satellite an update of Bart's treasure hunting, computing his score based on how many treasures and other items he has collected in that country. Then it's on to the next one!

Point scores are as follows:

Complete Level:10,000 pts
Burns Relative Defeated:5,000 pts
One-of-a-Kind Krusty Item:2,000 pts
Bartman Cape:500 pts
Big Diamonds:500 pts
Grape Squishee:300 pts
Head of Jebediah Springfield:200 pts
Enemies Within Level:150 pts
Cheap Krusty Collectible:100 pts
Small Diamonds:100 pts

KEEPING BART UNDER CONTROL



Note: For a super long jump, hold the **2** BUTTON then quickly press the **1** BUTTON.



THE WORLD VS. BART

Bart begins his world tour with 3 lives. He'll need them, however, because the world is a dangerous place, especially with the Burnses out to get him. Bart can absorb 3 hits without too much trouble, but upon getting hit the fourth time, his power meter reaches zero, and Bart loses a life. Fortunately for Bart, Grape Squishees, his favorite Kwik-E-Mart drinks, are global delicacies. Grabbing one adds extra energy to Bart's power meter. Falling into a body of water

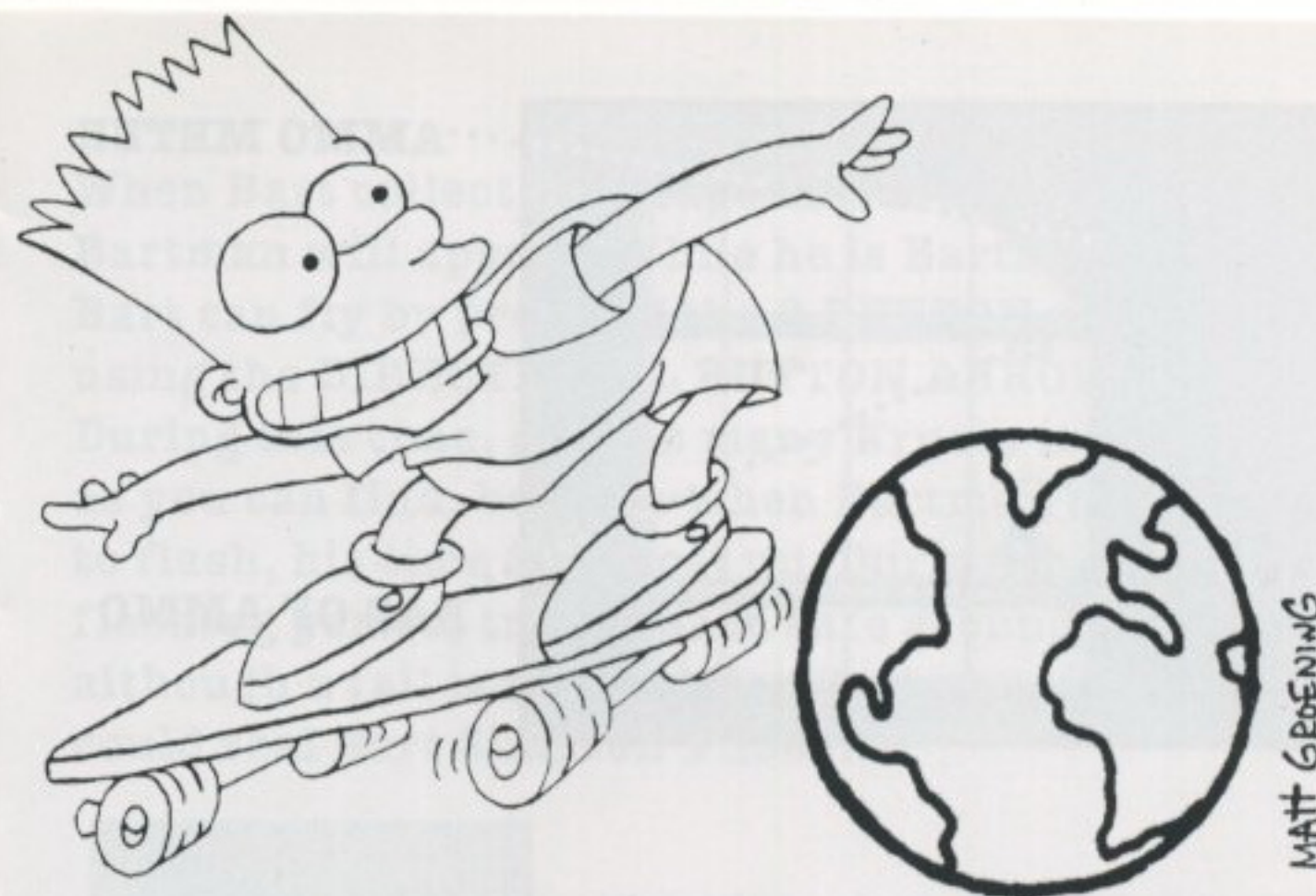


or plunging into a bottomless pit, however, will take one full life.

Extra lives can be gained, as previously mentioned, by collecting 15 Krusty souvenirs.



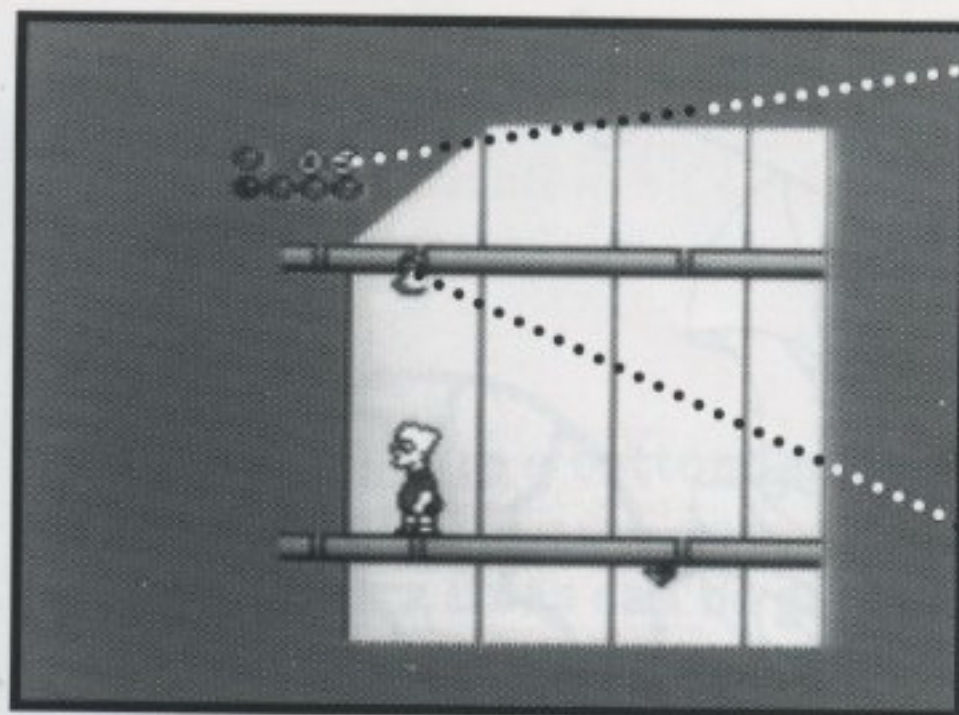
Unfortunately, these can only be obtained during the score tally at the end of a level. Instantaneous extra lives can be earned during a level for each **BIG DIAMOND** Bart collects. When Bart obtains one, the new number of lives remaining temporarily flashes on-screen.



BART VS. THE WORLD

While to the unsuspecting eye he might appear an innocent-looking 10-year-old, Bart is not as vulnerable as he might seem.

Bart's primary weapons are firecracker balls. When he possesses these, Bart can shoot at everything—enemies, objects thrown at him, and obstacles blocking his path. Although Bart begins each level unarmed, forgetful kids in each country have lost their bags of firecracker balls. Since finders keepers, losers weepers is international law, for each bag Bart collects, he gains 10 shots. His total reserve of firecracker balls is displayed on-screen near the power meter.



AMMO METER

BAG OF AMMO

If Bart discovers and touches the head of Springfield's founding father, Jedediah Springfield, Bart will flash and become invincible for a short period of time (although pits and water will still take away a life).



**JEBEDIAH
SPRINGFIELD**

When Bart collects the cape and cowl, Bartman will appear. While he is Bartman, Bart can fly by pressing the 2 BUTTON and using the DIRECTIONAL BUTTON ARROWS. During this time, grab as many Krusty items as you can find, because when Bartman begins to flash, his time is almost up. During this flashing period, try to reach safe ground, for although a fall isn't much for Bartman, it could seal Bart Simpson's doom.



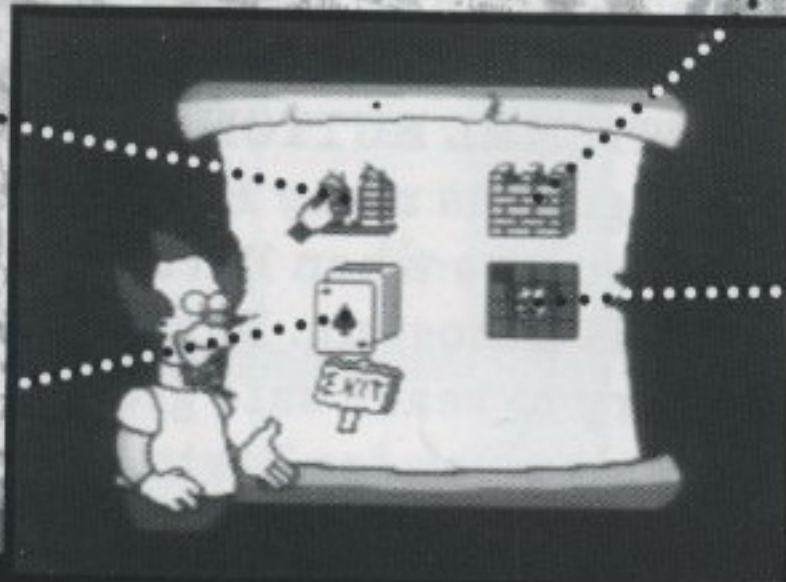
CAPE AND COWL

TRAVELOGUE

GREAT WALL

JUNK

CARD
MATCH



SLIDING
PUZZLE

CHINA

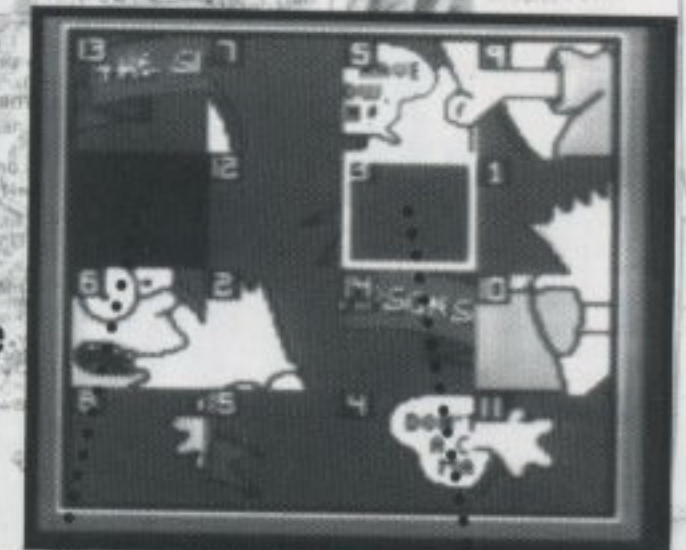
Tourist Attractions:

The Junk: One man's junk is another man's ship. Chinese sailors abound on this vessel, trying to stop Bart from causing mischief. The Chinese invented fireworks, and they're not afraid to use them to stop Bart— firecrackers, pop bottle rockets, cherry bombs, you name it. They make Bart's arsenal look pitifully small. Peking ducks fly by to add an extra danger.

The Great Wall: It's over 2000 years old, and hundreds of miles long. Is it a marvel of ancient architecture and a tribute to the perseverance of the human spirit? Or is it just one long primo skateboarding ramp? Bart's already made his decision, so watch out for those innocent tourists, potholes and the occasional Chinese Dragon!

Local Games:

Sliding Puzzle: Each picture has been divided into 15 pieces and scrambled. The pieces are numbered. The object of the game is to move the pieces into the correct order, completing the picture. Use the D-BUTTON ARROWS to position the cursor over the piece you'd like to move. Then press the 2 BUTTON to shift the piece into the blank space. To move more than one piece at a time (in the same direction), position the cursor at the last piece in the row and press the 2 BUTTON.

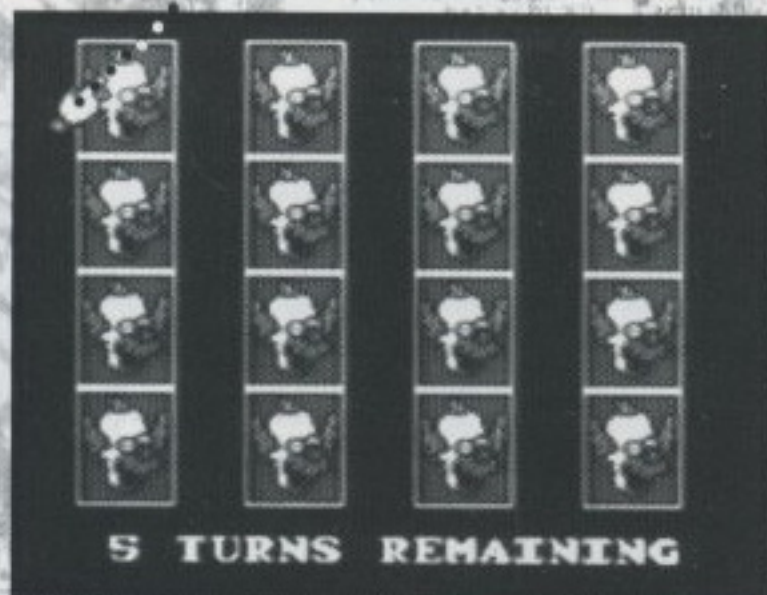


CURSOR

BLANK SPACE

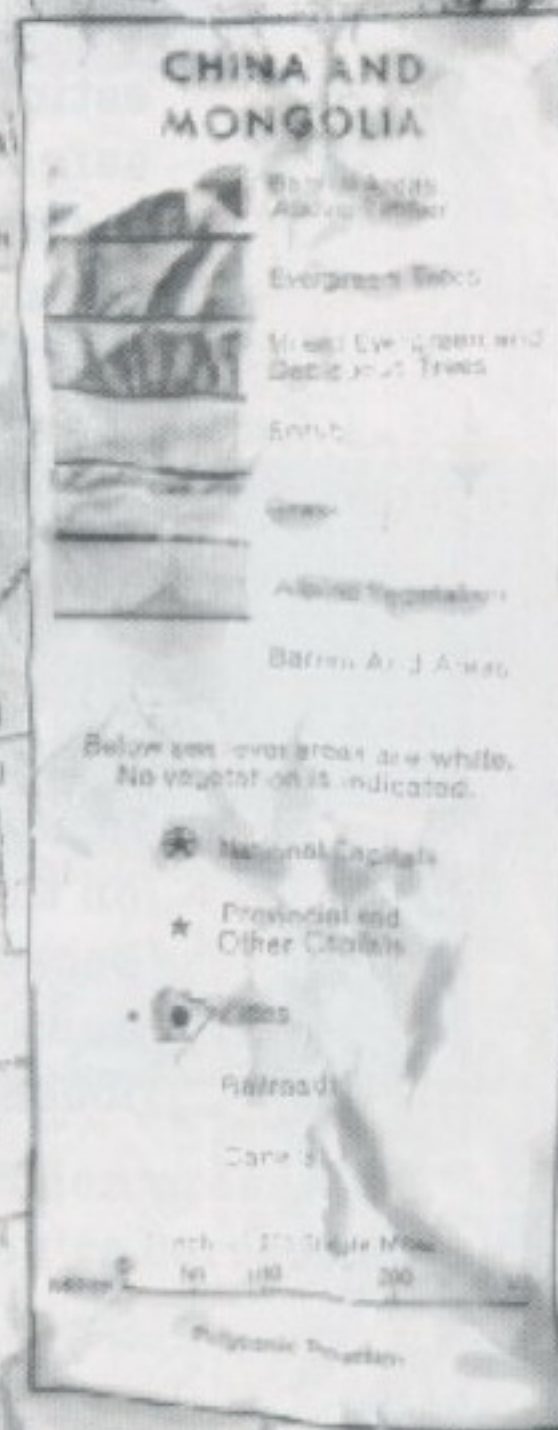
Card Match: This ancient Chinese card game is much like the game Americans call Concentration. Use the **D-BUTTON ARROWS** to move the hand pointer to the **Krusty playing card** you want to flip. Then press the **2 BUTTON** to flip it and reveal the character on the other side. You get 5 tries to make a matching pair. The object is to clear the entire screen before you run out of chances.

**HAND
POINTER**



Burns' Relative:

Fu Manchu Burns: Mr. Burns' third cousin, Fu, has an evil-looking mustache and is the boss man of China. To leave China, the Simpsons will have to defeat him before he makes Chop Suey of them.



MATT GROENING

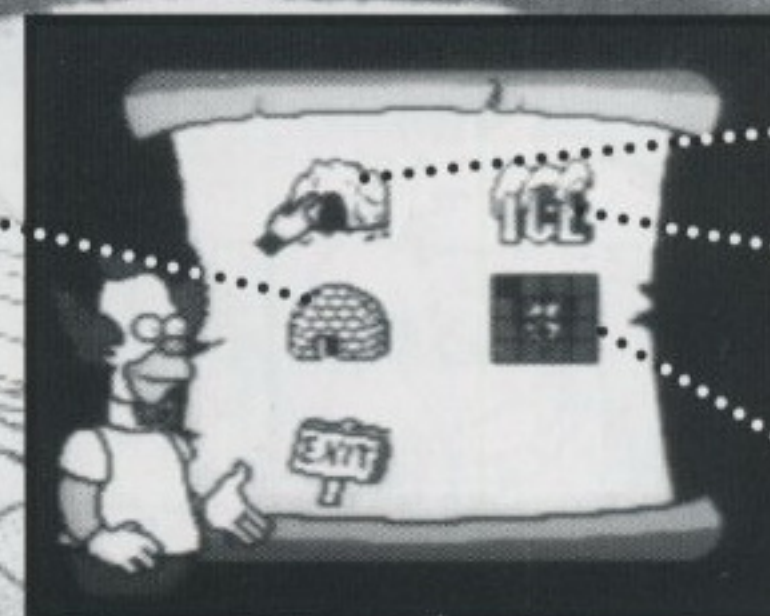
THE NORTH POLE

Tourist Attractions:

The Ice Cave: Lots of ledges and crevasses make this an interesting place to explore, if not the safest. Watch out for falling stalactites and blowing snow-flakes or you'll become a Bartsicle. You'll also find some warm bubbles on the rise. Remember: choose your bubbles wisely or pop goes the underachiever.

The Frozen River: The far bank is where the party is, but the bridge is out, so Bart must cross on the ice floes. Be careful, because the water below feels even colder than it looks... and it looks pretty cold.

IGLOO-SHELL GAME



ICE CAVE

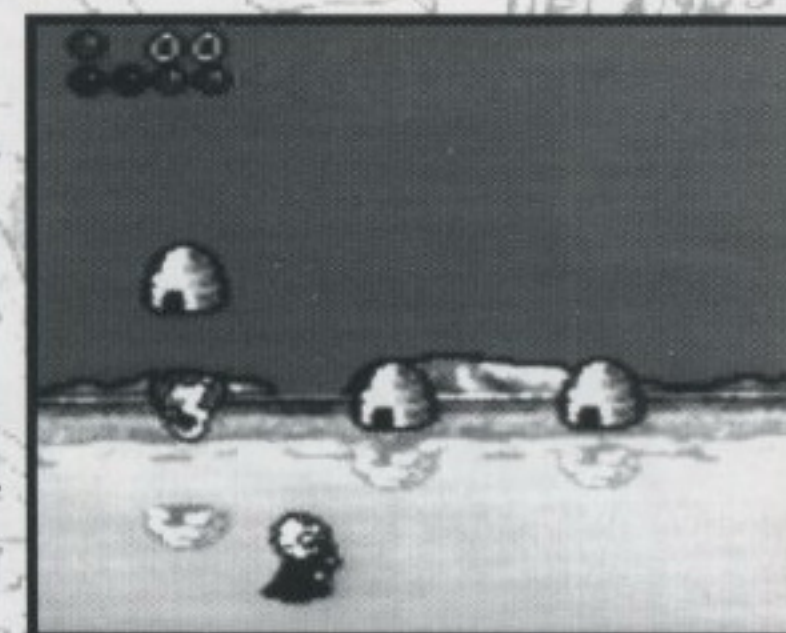
FROZEN RIVER

NOVOSIBIRSK ISLAND
SLIDING PUZZLE

Local games:

Igloo Shell Game:

The traditional street-hustler favorite with an Arctic twist. Now you see the cheap Krusty Collectible, now you don't. To help guest gameplayer Maggie find it, use the LEFT and RIGHT D-BUTTON ARROWS to position her near the igloo of your choice. Then press the 2 BUTTON to find out if you're correct.



Sliding Puzzle: Believe it or not, the Eskimos carved this puzzle from a block of ice!

Burns' Relative:

Legend has it that a strange and vicious creature—half-man, half-beast, half-Burns, wanders across this uninhabitable wasteland. Legend also has it that he eats the tourists, so beware!

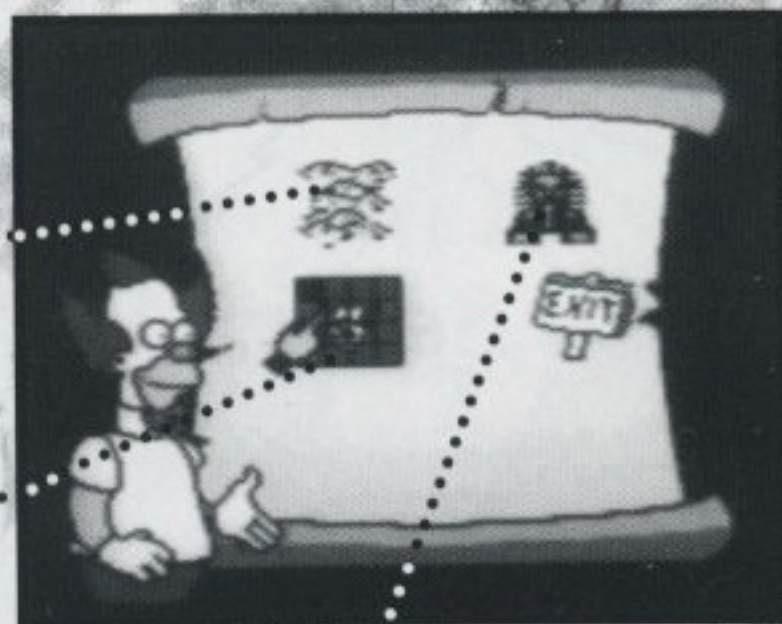
MATT GROENING

EGYPT

**VALLEY OF
THE KINGS**

**SLIDING
PUZZLE**

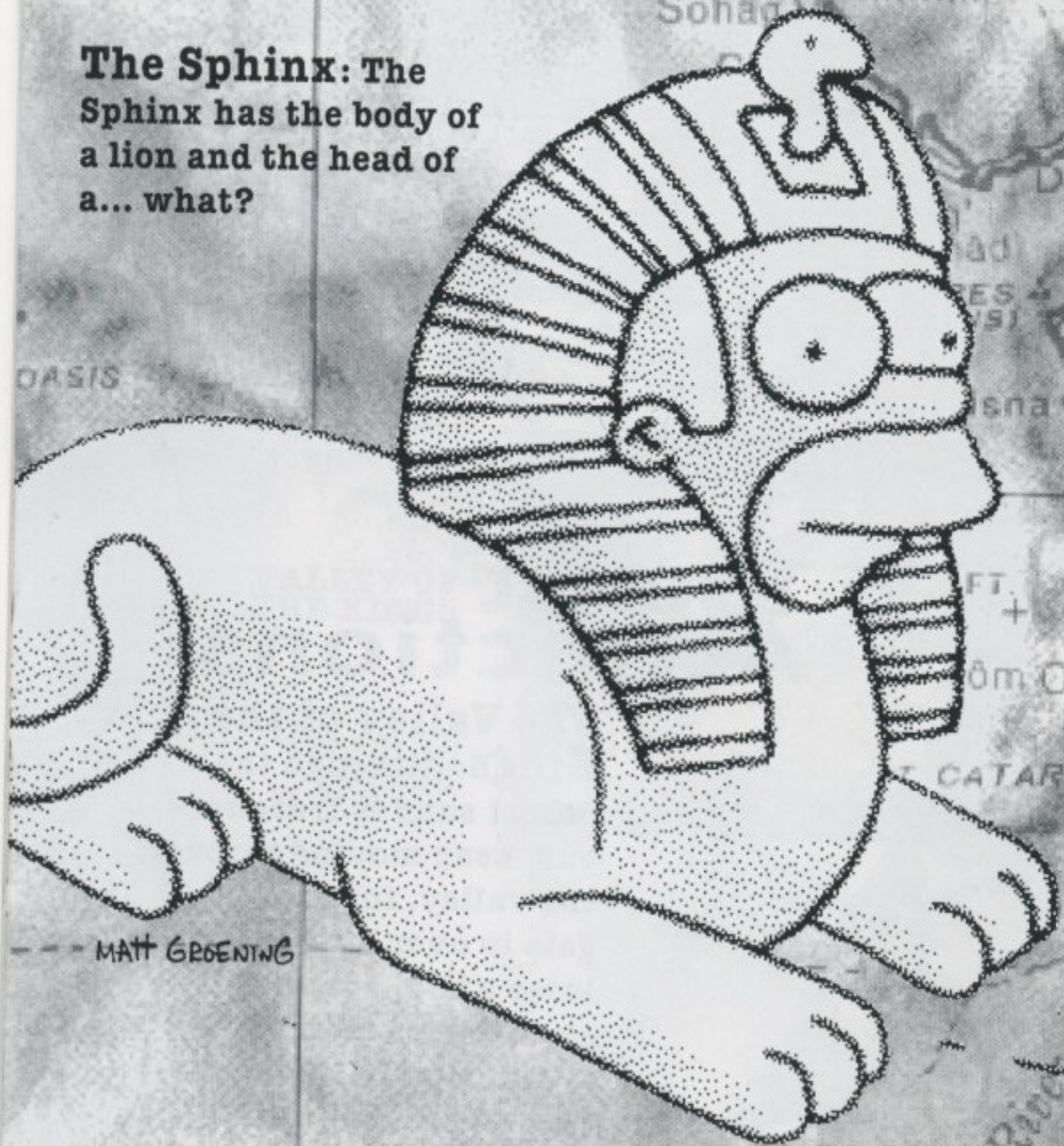
**THE
SPHINX**



Tourist Attractions:

The Valley of the Kings: Although the desert sand is treacherous, keep moving through the valley, for if Bart gets in over his head, he loses a life. Spinning sandstorms aren't uncommon in this neck of the Sahara, but then again neither are secret treasure rooms and passages, so keep an eye (and ear) out for both.

The Sphinx: The Sphinx has the body of a lion and the head of a... what?



MATT GROENING

Bart will find out soon enough, but first he's got to do a fair amount of climbing and exploring. A word to the wise, though: the cobras just lost their pensions and they're spitting mad about it.

Local Games

Sliding Puzzle: Mummy's favorite game here in Egypt.

Burns' Relative:

Ramses Burns: No one knows for sure how long Ramses has been the pharaoh of all pharaohs, but he's been Egypt's biggest slave-driver for as long as anyone can remember. Note the family resemblance.

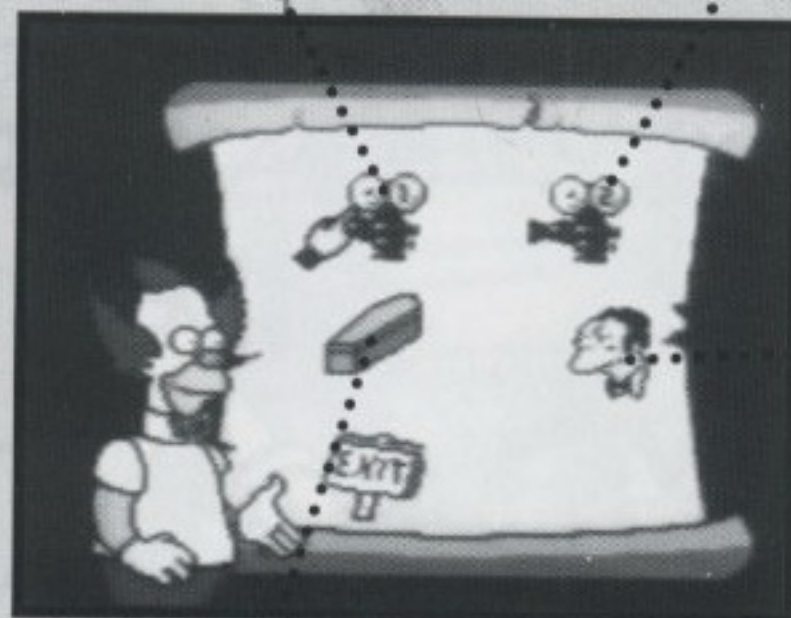


MATT GROENING

Hollywood

Local Games:

SOUNDSTAGE 1



FIND THE :
BATS

Tourist Attractions:

Soundstages 1 & 2:

Bart may think he's on some make-believe movie sets, but when "Action!" is called, Bart may be doing more reacting than acting as he undertakes starring roles on these soundstages.

SOUNDSTAGE 2

....MOE'S

Moe's: A re-creation of Moe's Bar as Western Saloon is the trendiest place on Sunset Boulevard! Only in L.A.! Avoid Moe's sliding obstacles and collect the cheap Krusty items as they slide by. Keep Bart hopping by pressing the 2 BUTTON.

Use the RIGHT and LEFT D-BUTTON ARROWS to move Bart, but he can only get hit once before you have to mosey back to the Map Screen.



Find the Bats: With the latest Dracula film failing so miserably at the box office, this game was invented to recoup some of the investment. If Bart opens the coffins in the correct order, he'll find bats and win 3 Krusty collectibles. To open a coffin, move Bart over to it with the LEFT or RIGHT D-BUTTON ARROWS and press the 1 BUTTON to open it. Guess wrong and you'll be sorry.





Burns' Relative:

Eric von Burns: That world famous film director, Eric von Burns, is a close relative of Montgomery Burns, and is the last chance to destroy the Simpsons before they return home to Springfield! As a director, von Burns is used to calling the shots. Watch that he doesn't cut you from the big picture.

TRAVEL TIPS TRAVEL TIPS



If it looks too far to jump, it probably is, so use the super-jump.



Explore your surroundings; there are lots of places to enter. The occasional leap of faith might be warranted.



When skateboarding, make your jumps when you first hit the ramps for maximum height and distance.



NOTES:



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