



# BILLY LEE FRAMED?!!

The Double Dragons are back in an explosive, all-new Game Boy martial arts adventure. Simultaneous 2-player Game Link™ action!



ROTTEN FOOD...KILLER BEES...A WACKO BUNK COUNSELOR ON THE LOOSE? Sounds like Bart and Lisa need your help to...

# ESCAPE FROM CAMP DEADLY!

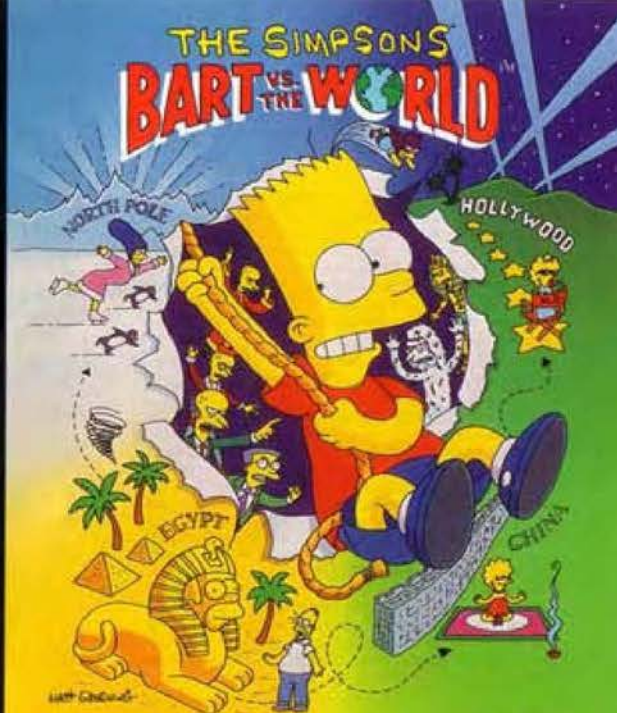


The Simpsons™ TM & © 1991 Twentieth Century Fox Film Corporation. All rights reserved. Double Dragon II: The Revenge™ TM & © 1989 Technos Japan Corp. Licensed to Tradewest, Inc. Licensed exclusively to Acclaim Entertainment, Inc. Acclaim™ is a registered trademark of Acclaim Entertainment, Inc. Game Boy™, Game Link™ and the official seals are trademarks of Nintendo of America Inc. © 1991 Acclaim Entertainment, Inc. PRINTED IN USA.

Licensed by Nintendo for play on the  
**Nintendo**  
ENTERTAINMENT SYSTEM®

GAME PAK INSTRUCTIONS

**Acclaim**  
entertainment, inc.  
EmuMovies



1487-0200-02

NES-V3-USA

LICENSED BY

**Nintendo**



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.® All Nintendo products are licensed by sale for use only with other authorized products bearing the official Nintendo Seal of Quality™.

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

**WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.** Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Acclaim Entertainment, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

### PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

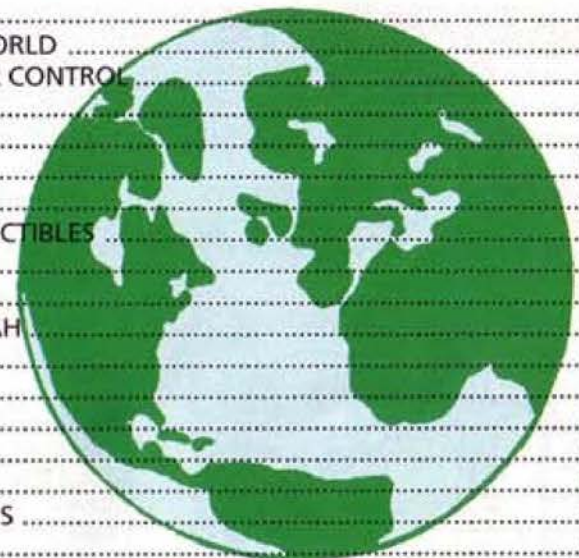
### ADVISORY

#### READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.



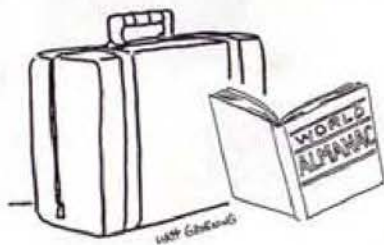
LAST-MINUTE CHECK .....	4
TRIP AROUND THE WORLD .....	5
KEEPING BART UNDER CONTROL .....	6
ARE WE THERE YET .....	7
THE MAP SCREENS .....	9
THE STATUS AREA .....	10
WEAPONS .....	11
CHEAP KRUSTY COLLECTIBLES .....	12
THE TALLY SCREEN .....	14
LIVES ON THE ROAD .....	14
THE HEAD OF JEBEDIAH .....	15
BARTMAN .....	16
CHINA .....	17
NORTH POLE .....	18
EGYPT .....	20
HOLLYWOOD .....	22
SINGLE-SCREEN GAMES .....	22
TRAVELER'S TIPS .....	27
SCORING .....	28





## LAST-MINUTE CHECK

1. Make sure the power switch is OFF.
2. Insert the The SIMPSONS™: BART VS. THE WORLD™ game pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.



## SO YOU'VE WON A TRIP AROUND THE WORLD

The Worldwide Krusty Treasure Hunt works in two ways. Bart's primary goal is to collect the numerous cheap Krusty items that are scattered throughout the countries he visits.

**The second part of the Treasure Hunt concerns the rare one-of-a-kind Krusty licensed products. One of these items is hidden in each level of a country.**

Sound simple? If only it were that easy.

You see, the art contest was actually a phony set up by its sponsor and judge, Mr. Montgomery Burns, Springfield's shady nuclear power plant owner. Sure, the whole scheme cost him a small fortune, but in the end, it'll be worth it. Because if all goes well, the Simpsons won't be coming back—ever.

Burns has been losing millions of dollars for years, ever since Simpson was hired to work at the plant. Once Burns' loyal yes-man, Smithers, reminded him of this fact, Burns' course of action became clear: in order to save his fortune, the Simpsons had to be wiped off the

face of the Earth! And since he naturally needs to keep his hands clean of such matters, Burns has enlisted his ruthless relatives around the world to help get the job done.

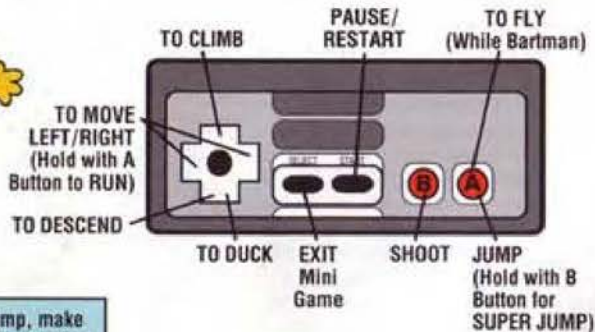
How hard can it be to get rid of a pathetic family of foul-ups and their 10-year-old delinquent son, anyway?





## KEEPING BART UNDER CONTROL

Many have tried, few have succeeded. The following illustration shows you how to move Bart and control his actions throughout the game.



**NOTE:** For a super long jump, make sure you press A BUTTON just before you press B BUTTON. Otherwise you'll waste a shot.

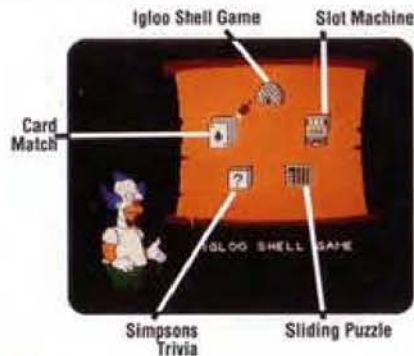
## ARE WE THERE YET?



### OPTIONS AND SINGLE-SCREEN GAME PRACTICE

To begin the game, press Start when the Title Screen appears. You will

then see the Options Screen. Choose "Practice" if you want to practice the Single-Screen games, or choose "Start" to get right to the introductory screens and full gameplay. Use the RIGHT or LEFT CONTROL PAD ARROWS to move Bart under your options choice, and press the A BUTTON to select it.

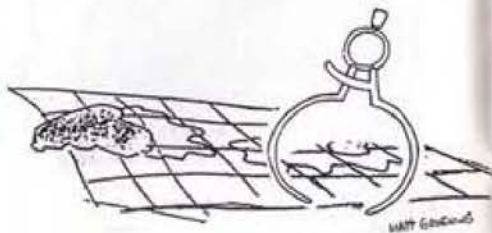


If you choose "Practice," you'll next see the Single-Screen Game Practice Map. Use the CONTROL PAD ARROWS to move the hand-pointer to the appropriate game icon and press either START, A or B to begin a game. (See "Single-Screen Games" on page 23-26 for details on how to play them.)

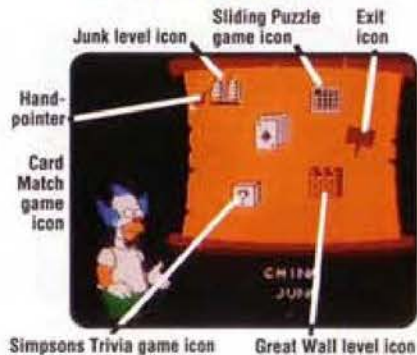
**NOTE:** To leave the Single-Screen Game Practice Map, press SELECT, which brings you back to the Options Screen. If you're playing a game and wish to quit before it's through, pressing SELECT will take you back to the Practice Map.

## STARTING GAMEPLAY

If you choose "Start" on the Options Screen, the game will begin and the introductory screens will appear. The A BUTTON will move you quickly through the introductory screen text. Pressing START will bypass the introductory screens entirely.



## THE MAP SCREENS



Each country the Simpsons visit consists of a combination of gameplay levels and Single-Screen

games. These levels and games are represented by icons on the Map Screens that introduce each world.

To move the hand-pointer, use the CONTROL PAD ARROWS.

To enter a level or game, press either START, A or B once the hand-pointer is on the desired icon.

To exit a Single-Screen game at any time (even if you haven't finished playing it) press SELECT, which returns you to that country's Map Screen.

**NOTE:** Each country's levels have a fixed order. You won't be able to enter a level until you've completed the level that precedes it (see the country and levels descriptions on pages 18-22).

In order to complete a country, you must finish all the gameplay levels. You may play the Single-Screen games as often as you wish until you've won.

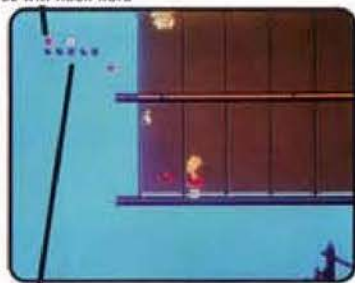
**IMPORTANT:** To exit a gameplay level, look for the "Map" sign located somewhere within the level.

When a level or a game has been completed, it will fade on the Map Screen and you won't be able to return to it. When you've finished all of a country's levels and have returned to the Map Screen, move the hand-pointer to the Exit icon, which is now highlighted. Then prepare to meet the Burns boss.

**NOTE:** Until a country's gameplay levels are completed, the Exit icon will be faded and will not work.

## THE STATUS AREA

Lives will flash here



Power Meter: number of hits left in current life

The Status Area keeps you updated on Bart's lives, the number of shots he has remaining and his energy. Throughout most of the game, Bart's

energy and shots remaining will be displayed. The number of lives he has left will flash and temporarily replace the shots icon only at the beginning of a level or when Bart picks up an immediate extra life (see "Lives on the Road" on page 14).

**NOTE:** Bart's current number of lives can be viewed at anytime during gameplay by pausing (pressing START).

## WEAPONS

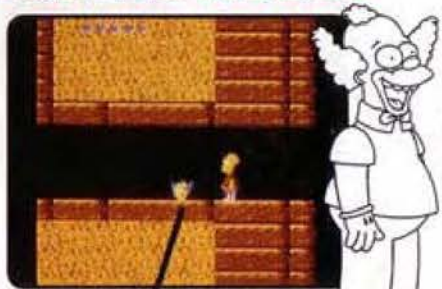
Thanks to his trusty firecracker balls, Bart can shoot at almost everything: enemies, objects being thrown at him, or obstacles blocking his way.



Bag of ammo

Bart begins each level unarmed. To keep him equipped with an ample supply of fire-cracker balls, be sure he picks up the bags of ammo as he comes across them. 1 bag = 10 shots.

## CHEAP KRUSTY COLLECTIBLES



Cheap Krusty Collectible

WALT GREGG

They're mass-produced and all over the place. Collect as many as you can. Some are hidden, some are out in the open and some require action on Bart's part to reveal them. So look everywhere.

You'll also receive these cheap Krustys as a reward for winning a Single-Screen game. Amounts vary from game to game.

The number of Krustys you collect and win will be added up when you're through playing a country and defeating its Burns boss. For every 15 cheap Krustys you collect, Bart gets 1 extra life. (See "The Tally Screens" on page 14 and "Lives on the Road" on page 14).

## ONE-OF-A-KIND KRUSTY MERCHANDISE

These items are the real treasures of this trip. They're rare and unique and there's only one in each level of a country. Bart's too busy trying to



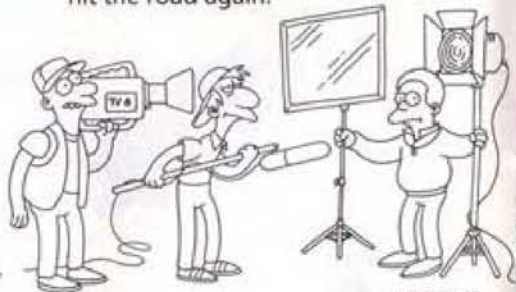
stay alive, so look to the other Simpsons to help him find this stuff. Sometimes Bart just has to find and touch another Simpson family member to get his item. Other times they'll help Bart with an action he needs to perform to get at the Krusty product. It's also possible that the appearance of the item might be delayed, or Bart'll have to get past obstacles to get to a Simpson family member.

Bart doesn't need these unique Krustys to finish a country, but if he finds them all, there's an extra-special surprise in store for him later on in the game.

## THE TALLY SCREENS



When Bart successfully completes the levels in a country, a Tally Screen will appear. Krusty and Sideshow Mel will broadcast live via satellite the results of Bart's efforts in that country.



The cheap Krusty collectibles will be added up and their point totals announced. So will the number of extra lives earned from the collectibles (see "Lives on the Road," page 15). If Bart collected any of the one-of-a-kind Krusty items in that country, those point totals will be displayed as well. Then it's time to hit the road again.

## LIVES ON THE ROAD



Grape Squishee

Bart starts out with 3 lives. He can sustain 5 hits per life. The fifth time Bart is hit, he loses that life.

Bart will lose one full life any time

he falls into any body of water or liquid, or if he plunges into a bottomless pit.

An immediate extra life can be earned in a level for every big diamond Bart collects. Fifteen cheap Krusty collectibles will add up to one extra life when totaled on the Tally Screen at the end of a world (see "Tally Screens" on p. 14). These lives carry over into the next country visited, and will flash in the Status Area when Bart begins his first level there (see "The Status Area" on page 10).

**Grape Squishees, Bart's favorite Kwik-E-Mart drink, add extra energy to his power meter.**

During gameplay, you can view Bart's current number of lives by pausing (pressing START).



## THE HEAD OF JEBEDIAH SPRINGFIELD



JEBEDIAH SPRINGFIELD

If Bart touches the head of Springfield's founding father, he'll flash and become invincible for a short period of time. Keep in mind though, that falls into bottomless pits and bodies of water can still take away a life.

## BARTMAN



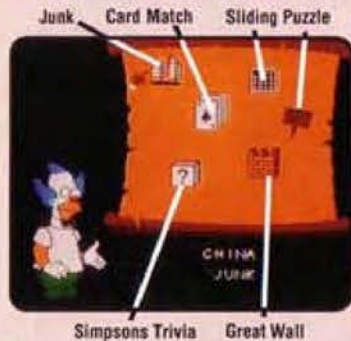
Bartman icon

There's a Krusty collectible just out of reach. You need to get somewhere in a hurry. This looks like a job for Bartman!

All Bart needs to do to transform into his super-heroic alterego is to find the Bartman hood + cape icon. He'll have the power of flight with the help of the CONTROL PAD ARROWS and the A BUTTON. Try to grab as much out-of-the-way stuff as you can, because when Bartman begins to flash, his time is running out. He'll be invincible during this brief transition period, so make sure he gets back to safe ground and doesn't fall to his doom.

# CHINA

## Fu Manchu Burns



Burns, is determined to make sure of that. Fu's got his claws into everything, and Bart will have to work hard to survive this first stop on his trip.

One man's junk is another man's boat. Warriors abound on this seaworthy vessel. The Chinese invented fireworks and they're not afraid to use them. Firecrackers, pop bottle rockets, cherry bombs, you name it. There's even an angry Peking Duck or two flying by to get in Bart's hair. The best advice for Bart upon seeing a duck—duck!

## The Great Wall

Welcome to the Great Wall. It's over 2,000 years old and it's 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 skate-

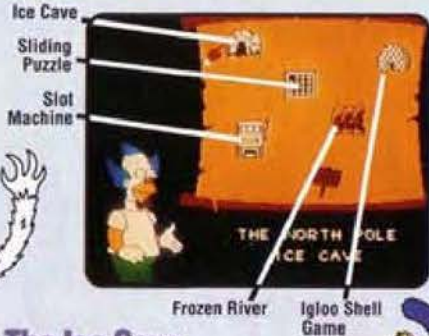


boarding ramp? Bart's already made his decision, so watch out for those innocent tourists, potholes and the occasional fire-breathing dragon.

# NORTH POLE

## The Abominable Snow Burns

This remote frozen region of the Earth is almost uninhabitable by humans. Legend has it, however, that a strange and hideous creature—half-man, half-beast, half-Burns—occupies the territory. There are even reported sightings of a peculiar, slightly chilled, 3-eyed fish.



## The Ice Cave

Lots of ledges and crevasses to explore here. The Abominable Snow Burns seems to have all the elements at his disposal, so pay attention to falling stalactites and blowing snowflakes, and don't let any obstacles get in your way. You'll also find some bubbles on the rise. Remember: choose your bubbles wisely.



## The Frozen River

Keep Bart hopping on those ice floes. That water feels even colder than it looks...and it looks pretty cold. Also, take a look upwards every now and then to see if any feisty sea gulls are moving in for the attack.

# EGYPT

## Ramses Burns

No one knows for sure how long Ramses has been the pharaoh of all pharaohs, but in a previous life he's said to have been a power-mad dictator. Nice to know some things never change. He'd better brace himself



for his encounter with Bart, though: when that time comes he'll be hanging on to his throne by a thread.

## The Great Pyramid

The mystery is almost as old as time itself: how, exactly, were the pyramids built? Is there a curse on all



those who enter through its walls? Well, if you consider a visit from Bart Simpson a curse (and many do), that's one ancient mystery solved.

The Great Pyramid is heavily guarded by a group of soldiers who bear an uncanny resemblance to a certain Burns sidekick. Rolling boulders, bats and deadly pools of boiling water are just a few of the hazards here. On the plus side there are hidden rooms and a very tricky set of magical blocks.



## The Valley of the Kings

The desert sand is treacherous; keep moving. If Bart gets in over his head, he loses a life. Spinning sandstorms aren't uncommon in this neck of the Sahara, and neither are secret rooms and passages, which you should definitely keep an eye (and ear) out for.

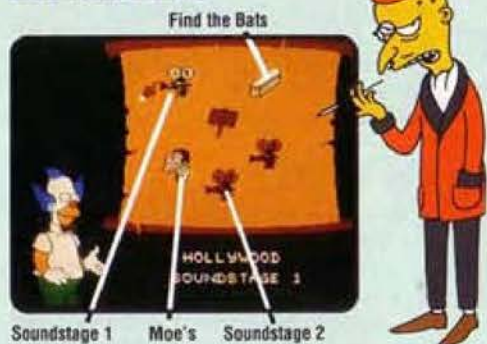
## The Sphinx

How does it go again? The Sphinx has the body of a lion and the head of a...*what*...? Well, Bart will find out soon enough, but first he's got to do a fair amount of climbing and exploring here. A word to the wise, though: the cobras are restless tonight and they're spitting mad.



# HOLLYWOOD

Eric von Burns



What's that? You say Hollywood isn't a country, it's a city? Well, there are a lot of people who'd go even further and say it's a different planet altogether.

That world-famous film director, Eric von Burns, calls the shots here. Bart may think he's on some make-believe movie sets, but the line between illusion and reality can be a blurry one. There are two soundstages to deal with here and to find out more about the magic of movie making, Bart'll have to take a starring role.

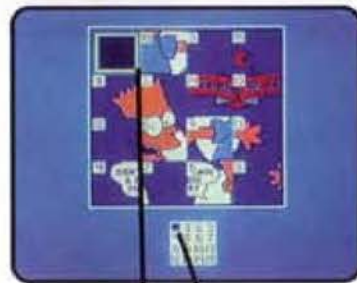


MATT GROGAN

# SINGLE-SCREEN GAMES

You'll find them in every world. Play them as often as you like until you win. They pay off in cheap Krusty collectibles.

## SLIDING PUZZLES



Cursor Blank space

Each picture has been divided into 15 pieces and scrambled. There is one blank space. The pieces are numbered, and the order in which they must appear to get a completed picture is shown in the diagram on-screen, just below the picture.

Use the CONTROL PAD ARROWS to position the cursor over the piece you'd like to move. Then press the A BUTTON and the piece will move into the blank area. 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 A BUTTON.

Keep trying until you get it right, or until your mom calls you for dinner—whichever comes first.

## SIMPSONS TRIVIA



Hand-pointer

How much do you really know about the Simpsons? Maybe not as much as you think. Use the UP or DOWN CONTROL PAD ARROWS to move the hand-pointer to the answer you'd like to choose. Then press the A BUTTON and find out if you're right. You get 3 questions each time you try and you have to correctly answer all 3 to win.

## SLOT MACHINE



Line up 3 of the same Simpsons characters to hit the jackpot. Press A BUTTON to stop each spinning window and land the character of your choice. All it takes is a one-finger press to defeat this one-armed bandit.



MAT GIBSON

## MOE'S



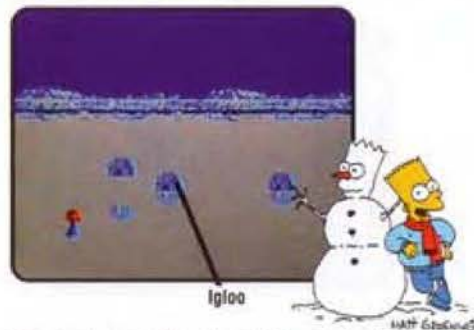
Moe's gone west! Keep Bart hopping with the A BUTTON to avoid Moe's sliding obstacles and to collect the cheap Krusty items as they go by. Use the RIGHT and LEFT CONTROL PAD ARROWS to move Bart, but he can only collide 1 time before you have to try again, partner.

## FIND THE BATS



If Bart opens the coffins in the correct order, he'll find the bats and win 3 Krusty collectibles. Move Bart over to a coffin and press the B BUTTON to open it. Guess wrong and Bart'll be sorry.

## IGLOO SHELL GAME



Now you see the cheap Krusty item, now you don't. To help guest gameplayer Maggie find it, use the RIGHT and LEFT CONTROL PAD ARROWS to position her near the igloo of your choice. Then press the A BUTTON to see your guess.

## CARD MATCH



Concentration's the name of this game. Use the CONTROL PAD ARROWS to move the hand-pointer to the Krusty playing card you want to flip. Then press the A BUTTON to flip it and reveal the Simpsons 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.

## TRAVELER'S TIPS

- To stop Bart from skidding off when he lands on a platform (especially small ones), try to make him turn in mid-air so he'll land backwards and stay put.
- If it looks too far to jump, it probably is, so use the super-jump.
- Try climbing in non-obvious places.
- Explore your surroundings; there are lots of places to go and enter into.
- Study your geography and terrain; there may be a place or two where you might want to take a leap of faith.
- Use the firecracker balls wisely, but experiment by firing them at obstacles you wouldn't normally consider using them on.



- When skateboarding, learn the course and make your jump when you first hit the ramps, for maximum effectiveness.
- Some situations may start out being dangerous, but stick around and be patient—there may be some good with the bad.

## SCORING

You can earn points for defeating enemies, picking up collectibles and accomplishing certain tasks. Here's what they're worth:

COMPLETE LEVEL .....	10,000
BURNS RELATIVES .....	5,000
ONE-OF-A-KIND KRUSTY ITEM .....	2,000
BARTMAN .....	500
BIG DIAMONDS (EXTRA LIFE) .....	500
GRAPE SQUISHEE CUP .....	300
JEBEDIAH HEAD (INVINCIBILITY) .....	200
ENEMIES WITHIN LEVEL .....	150
CHEAP KRUSTY COLLECTIBLE .....	100
SMALL DIAMONDS (POINTS ONLY) .....	100

"THE SIMPSONS: BART VS. THE WORLD" Developed by Imagineering Inc. Glen Rock, NJ

**Concept, Program and Design**  
Dan Kitchen  
Roger Booth

**Concept and Design**  
Barry Marx

**Additional Programming and Design**  
David Crane  
Garry Kitchen  
John Shen  
Chung S. Lau  
Mark Morris  
Henry C. Will IV

**Graphics**  
Jesse Kapili  
**Music Arrangements**  
Mark van Hecke  
**Simpsons Theme**  
Danny Elfman

**Special Thanks To**  
Kathryn Nikodem  
Alex DeMeo  
**Character Design**  
Bill Morrison  
**Design Consultation**  
Mill Smythe



# HEY, MAN!

BART WILL MAKE A PERSONAL CALL TO ANYONE BY NAME!!

Bart will call the person by name, joke around and sing Happy Birthday, Congratulations (Grades, Job, Winner, etc.), Get Well or Happy Anniversary. Lisa and Homer are right there with him. Greetings songs include recipient's name. You can even leave a personal greeting in your own voice. Your personal Greetings-On-Call™ can be delivered from 10 minutes to 90 days from ordering. Just tell Bart the name, phone number, your personal message, and the date and time you want him to call. **A TRULY UNFORGETTABLE EXPERIENCE FOR ONLY \$9.95.**

Callers under 18 should have parental permission.

# 1-900-820-8123

# Bring Home The Simpsons!



## "The Simpsons™ Christmas Special"

### First Time On Video!

### Available Now!



©1991 FOXVIDEO, INC. ALL RIGHTS RESERVED.  
A GRACIE FILMS PRODUCTION IN ASSOCIATION WITH TWENTIETH TELEVISION.  
THE SIMPSONS™ & ©1989, 1991 TWENTIETH CENTURY FOX FILM CORPORATION. ALL RIGHTS RESERVED.

## ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

## 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 NES with respect to the receiver -Move the NES away from the receiver -Plug the NES 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.

## Acclaim Hotline (516) 624-9300

Distributed and marketed by Acclaim Entertainment, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771

The Simpsons™ TM & © 1991 Twentieth Century Fox Film Corporation. All rights reserved. Acclaim™, and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. Nintendo™, Nintendo Entertainment System™ and the official seal are trademarks of Nintendo of America Inc. Game Pak™ NES-GP © 1991 Acclaim Entertainment, Inc. Made in USA.