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M22027

HOW TO PLAY:
THE SIMPSONS™
ARCADE GAME



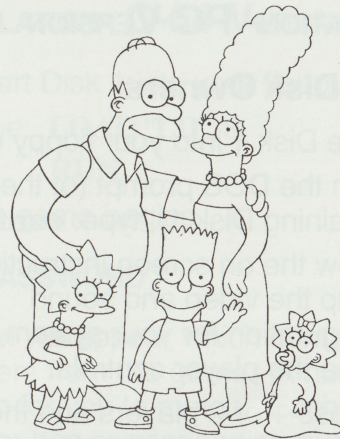


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INSTALLATION- PC VERSION

Floppy Disk Owners

1. Place Disk 1 into your floppy drive.
2. From the DOS prompt (of the drive containing Disk 1), type: **config**
3. Follow the on screen instructions to set up the video and sound configuration for your system, and define the player controls.
4. Choose 1 or 2 players and the game begins. (If you selected joystick, you'll get a calibration screen. Follow the on-screen instructions.)
5. Unless you want to change the configuration next time, you may begin the game by typing: **simpsons** at the DOS prompt.

Hard Disk Users

1. From the DOS prompt type: **install**
source_drive destination_drive
(Example **install a: c:**)
2. From the DOS prompt (of the **\simpsons** directory), type: **config**
3. Follow steps 3-5 above

INSTALLATION- C-64 VERSION

1. Insert Disk 1 into your floppy drive.
2. Type: **LOAD "LD", 8**
RUN
3. The game begins.

THE PASSWORD

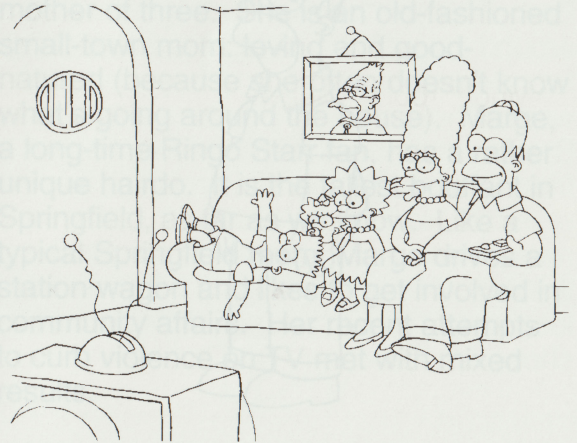
A screen will appear which contains characters from the game. A number will be given for you to match. Each character has corresponding numbers in this instruction manual (see pages 26-27). When you find the character that matches the given number, use the joystick or arrow keys to move the highlight box to the correct character, then press [Enter].

WELCOME TO SPRINGFIELD

Hello there, friend. Welcome to the city of Springfield, population: Happy! Look around at all the smiling Springfieldians. See how they interact at work and at play. From the chattering schoolchildren in the playgrounds to the hustle and bustle of white-collar workers shuffling papers in downtown offices to the (usually) steady hum of the town's nuclear reactor, this peaceful community is a model of traditional Americana.

Every season is a joy here in Springfield. There's nothing quite as peaceful as a stroll by the banks of the Springfield River on a spring day — the gentle breeze blowing through your hair, the smell of the early morning dew, the soft glow of the fish in the river. In the summer you can grab a hot dog and watch the Springfield Isotopes play ball. Autumn brings the start of a new school year, and do the locals get involved with their children's extracurricular activities? Do they ever! School plays and recitals are "in" with the PTA crowd.

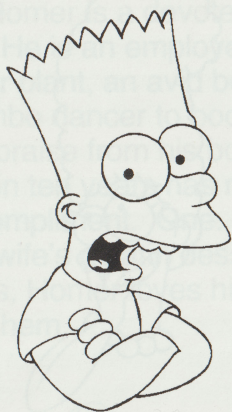
The best way to know the town is to know its inhabitants. We would like to introduce you to a typical Springfield family: the Ned Flanders family. Unfortunately the Flanders are a very active family and are unavailable at the moment. In fact, nearly every family is busy doing one thing or another. It seems that there are no families we can use to demonstrate the friendliness of Springfi... wait a second. There is one family that doesn't look busy right now, and they happen to live right next door to the Flanders. It is the Homer Simpson family.



The leader of this clan is one Homer Simpson. Homer is a devoted husband and father. He is an employee at the local nuclear plant, an avid bowler, and quite a mambo dancer to boot. He tries hard to get praise from his boss, Mr. Burns, and in ten years has managed to receive a compliment. One. And that was for his wife's gelatin desserts. Nonetheless, Homer loves his family and is loved by them.



Homer's spouse is Marge Simpson, mother of three. She is an old-fashioned small-town mom: loving and good-natured (because she often doesn't know what's going around the house). Marge, a long-time Ringo Starr fan, has a rather unique hairdo. It is the tallest bouffant in Springfield, as far as we know. Like a typical Springfield mom, Marge drives a station wagon and likes to get involved in community affairs. Her recent attempts to curb violence on TV met with mixed results.

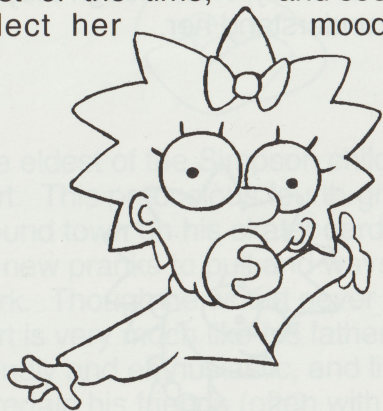


The eldest of the Simpson children is Bart. This precocious fourth-grader flies around town on his skateboard searching for new pranks to pull and ways to avoid work. Though he would never admit it, Bart is very much like his father. He is friendly and enthusiastic, and likes to entertain his friends (often with rather rude noises during movies at the local theater). His hero is Krusty the Clown: a local celebrity and host of a children's TV show.

Bart's sister Lisa is a talented second-grader, but often misunderstood and underrated. Lisa will go along with Bart's pranks — when it seems like the cool thing to do. However, her moral integrity and superior intelligence prevents Lisa from having too much fun. When she is not practicing her baritone sax, Lisa likes to watch "The Happy Little Elves" on TV. She loves her family even though they often don't understand her.



The youngest Simpson is baby Maggie. She seems to learn very quickly from the events going on around her, and usually comments in her own special way. She is just learning to walk and she wears a long sleep-suit which she is supposed to grow into. As a result, Maggie trips and falls on her face every few steps. The ever-present pacifier keeps her busy most of the time, and seems to reflect her moods.



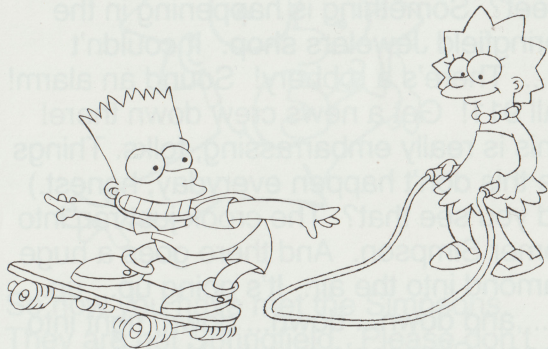
So now you have met the Simpsons. They are not Springfield. Please don't confuse the two. Springfield really is a nice town to live in anyway. Please come back soon.

THE ARCADE GAME

It is a nice sunny day in Springfield, and we see Homer and Marge Simpson taking their family for a stroll downtown. This is a popular activity among Springfieldians. Unlike the really, really big cities, Springfield is clean, peaceful and safe. Nothing exciting ever happens. Well, there was the uproar over "The Itchy and Scratchy Show" a few months back, but that's over and everything seems to have settled back to normal.

Wait! What's going on down there on the street? Something is happening in the Springfield Jewelers shop. It couldn't be... There's a robbery! Sound an alarm! Call 911! Get a news crew down there! (This is really embarrassing, folks. Things like this don't happen everyday, honest.) Did you see that? The crook just ran into Homer Simpson. And there goes a huge diamond into the air. It's going up... up... up... and down... down... down, right into Maggie Simpson's mouth! Now the robber's grabbing Maggie and making a run for it!

It's up to the Simpsons to chase the robber and get Maggie back. You'll have to man the controls from here on out. Do you have what it takes to be a Simpson? Let me rephrase that. Are you up for the challenge? Can you muster the courage to face-off against ghosts, zombies, ugly tavern thugs, executive YES-men, dangerous rabbits and other foes too numerous to mention? Don't worry, if you aren't ready to go it alone, you can try the two-player mode and use the ol' tag-team approach.



GET INTO THE ACTION

After the password screen you are ready to select your character and begin play.

1. To select your character, highlight one of the Simpsons with the left/right arrow keys and press Insert.
(Joystick users: highlight by moving the joystick left/right; press the fire button to activate your selection.)
2. Player 2 (if applicable) selects one of the remaining Simpsons the same way.

You will see the action take place on the streets of Springfield. The crook comes out of the Springfield Jewelers, crashing into the Simpsons. The diamond soars through the air, turning slowly, slowly... well, just watch and see. If you wish to bypass the animation and go right into the game, press the Insert key again.

PUTTING THE MOVES ON THE SIMPSONS

Use the joystick to move your character in eight directions, or use the keyboard. Press fire button #1 to jump, or button #2 to attack.

PC Version:

Return to DOS	ESC
Pause	P

Player 1 Keyboard Controls:

Left	Left arrow
Right	Right arrow
Up	Up arrow
Down	Down arrow
Left-up	Home
Right-up	Pg Up
Left-down	End
Right-down	Pg Down
Attack	Insert
Jump	Delete

Player 2 Keyboard Controls:

Left	A
Right	D
Up	W
Down	X
Left-up	Q
Right-up	E
Left-down	Z
Right-down	C
Attack	V
Jump	B

C-64 Version:

Joystick:

Short button press	attack
Long button press	jump (height of jump proportional to length of press. Release button during jump and press it shortly to attack during jump.)

Exit from game	@
Pause	Run/Stop

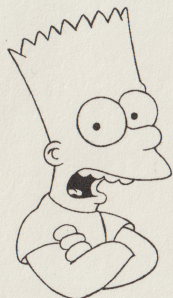
Player 1 Keyboard Controls:

Left	Left arrow
Right	Right arrow
Up	Up arrow
Down	Down arrow
Left-up	Home
Right-up	Pg Up
Left-down	End
Right-down	Pg Down
Attack	Insert
Jump	Delete

Player 2 Keyboard Controls:

Left	A
Right	D
Up	W
Down	X
Left-up	Q
Right-up	E
Left-down	Z
Right-down	C
Attack	V
Jump	B

Commodore 64 Reference Card



We've made a change to page 15 in the instruction manual, man. But don't have a cow, it's all right here.

For one player, plug joystick into Port 1.

For two-player (simultaneous) mode, you must have a joystick plugged into both Port 1 *and* Port 2 when you start the game.

To select characters:

Player 1 moves the joystick to highlight a character, then presses the fire button. Player 2 repeats to select a different character.

Joystick:

Short button press attack

Long button press jump (Height of jump proportional to length of press. Release button during jump and press it shortly to attack during jump.)

Keyboard Commands:

Exit from game

@

Pause

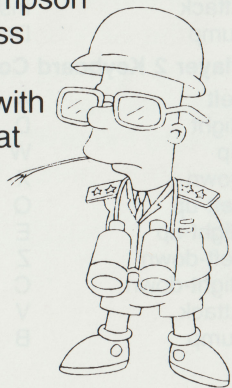
Run/Stop

Using Offensive Maneuvers

Each Simpson has his/her own unique method of fighting off those who are getting in the way of their rescue attempt:

- Homer uses his well-toned, muscular arms to hit like lightning.
- Marge cleans their clocks with her vacuum cleaner.
- Bart is a whirling dervish of punishment on his awesome skateboard.
- Lisa is a hop and a skip away from victory with the help of her jump rope.

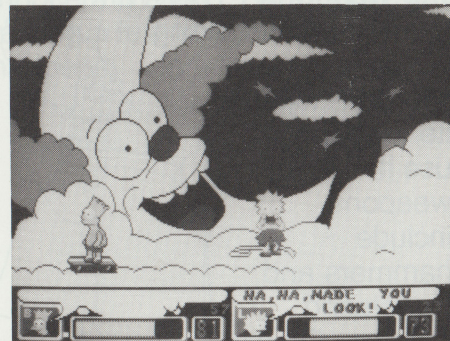
To use the kicking attack, press the jump button, then, as your Simpson faces an opponent, press the attack button. Your character will descend with a powerful flying kick that Bruce Lee would envy.



WHAT'S THAT ON THE SCREEN, MAN?

At the bottom of the screen you'll find the all-important status screen. It shows the following information:

- the amount of energy remaining for the character(s)
- the number of lives remaining
- a message balloon in which an occasional comment will appear from your character
- points earned



SPECIAL ITEMS AND WEAPONS

Throwing items - There are certain items that the Simpsons may use as weapons. These include trash cans, soda bottles, rocks, signboards and more. Experiment by moving next to an item and pressing the attack button. If the item can be used as a weapon, the character will hoist it over his/her head and carry it until you press the attack button again. Point the character at an enemy figure, then press the attack button and watch the item sail!

Hitting weapons - These are used like the throwing weapons, except that you don't lose the item when you use it. Hitting weapons include hammers and mallets and brooms. Oh my!



Shooting weapons - You can find weapons like slingshots and... well, slingshots. The slingshot is picked up and used like the other weapons, but you have a limited number of shots you can fire.

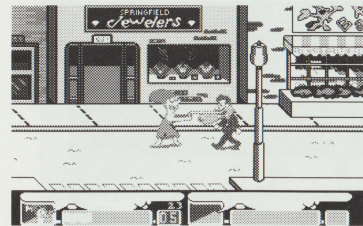
Food - Look for apples, burgers and assorted other goodies that will restore some of your energy. These may be laying around, hidden or they might be carried on screen by an innocent civilian. You might even try rattling a few trees to see what happens.

REACHING NEW LEVELS OF EXCITEMENT!

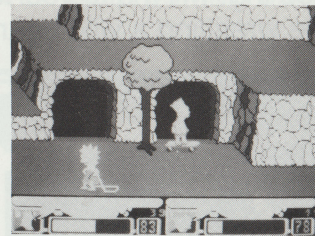
There are eight stages in the game, and a couple of bonus stages. At each stage, you will find the competition getting tougher. There is also a “boss” character at the end of most stages. These are tough enemies to beat in order to advance. Here is a run-down of the adventures awaiting you:



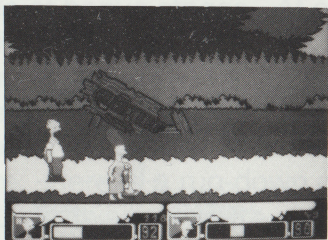
1. Downtown Springfield — Grapple with Bobo the wrestler to advance to the first Bonus stage.



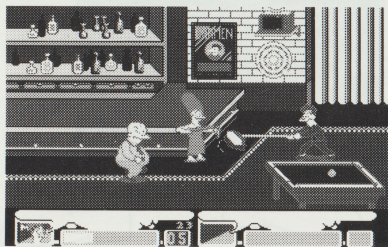
2. Krustyland — Pop the malicious Krusty balloon before you get blown away.



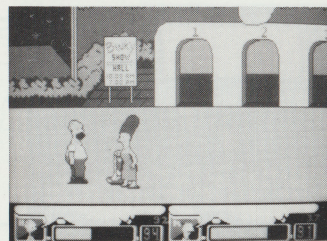
3. Springfield Discount Cemetery — There's no way to kill the undead creatures chasing you, so you'll just have to find an escape route.



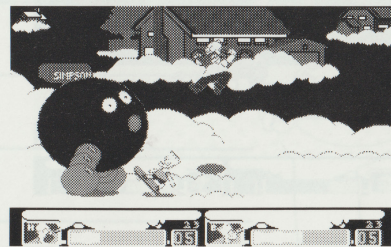
4. Moe's Tavern — And you thought the Cemetery creatures were gory! There's a bouncer at the end of this sequence that will make you wish you were wrestling a wild bear.



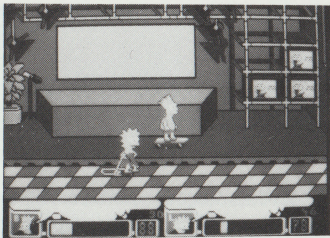
5. Springfield Butte — What do you know, a wild bear. I guess you'd better watch what you wish for.



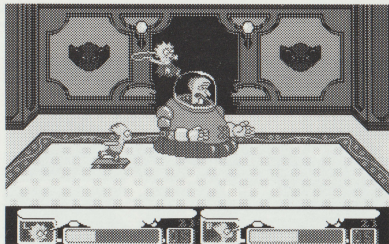
6. Dreamland — Devilish Barts, exploding saxophones, cloudy images of Marge... it's a nightmare! Just wait until the giant bowling ball shows up.



7. Channel 6 — The crook has taken Maggie through the studio, and you'll have to fight your way past Ninjas, Samurai warriors and a frenzied robot.



8. The Burns Mansion — A bionic Mr. Burns is on the warpath. 'Nuff said!



NOTES:

 An illustration of a character with spiky hair and a skirt playing a saxophone, with musical notes floating around.

 An illustration of Mr. Burns and Bart Simpson.

PASSWORDS

8	13	6	10	32	46	15	17
45	62	38	40	57	61	27	47



1	5	22	41	16	20	3	26
24	39	50	60	21	29	36	43



18	31	11	12	33	42	7	14
49	59	23	63	54	58	30	64



2	28	19	25	4	34	9	37
51	52	55	56	35	44	48	53



The Simpsons' Arcade Game

Developed for Konami, Inc. by Novotrade Software, Inc.

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