

# X-ACT YOUR REVENGE

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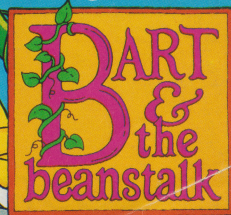
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Nintendo

# GAME BOY

DMG-EK-USA

THE SIMPSONS™



INSTRUCTION BOOKLET

MATT GROENING



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nce  
upon  
a  
time...

MATT GROENING

...there was a poor family with a son named Bart. They were so poor that all they had were some old donuts and a cow. (What good are donuts without milk?)

When they finally ran out of donuts, Homer told Bart to go to town and sell the cow. On his way, Bart ran into a silly-looking man

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named Monty the Miser. He offered Bart some magic beans in exchange for the cow. Bart said "No way, man!"



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**"I'll throw in a slingshot," said Monty.**

**"Cool," said Bart. And he ran off towards home.**

**He placed the beans on the table, but before he could tell everyone about his great deal, Homer popped**



**the beans into his mouth, thinking they were delicious candy.**

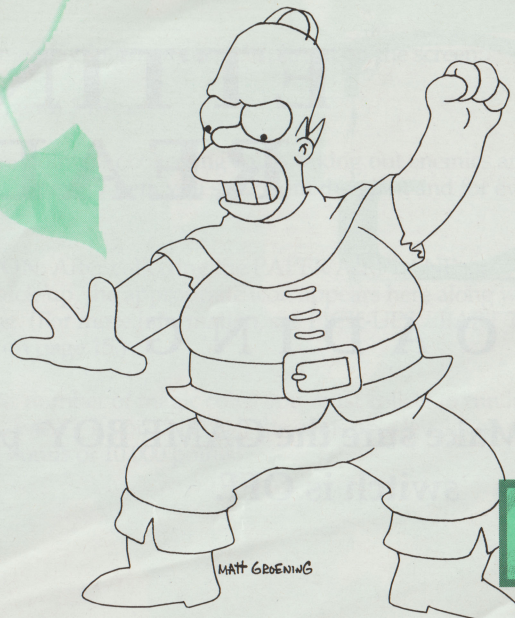
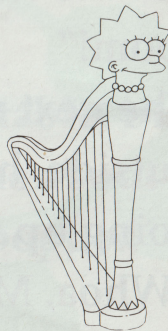
**"Yuk!!!" said Homer as he spat them out the window. "Bart, go to your room!"**

**The next morning, when Bart looked outside, he saw a giant beanstalk going up into the clouds.**

**"Whoa, Mama!" said Bart.**



“That’s one giant beanstalk.” He grabbed his slingshot and jumped out of the window towards the adventure of a lifetime!



# GETTING READY

## LOADING

1. Make sure the GAME BOY® power switch is OFF.



The following game play information is displayed on the screen:

**LIVES:** You begin with 3 lives.

**SCORE:** You score points for collecting coins, taking out enemies and completing levels, for every item you steal from the giant and for every coin collected.

**SPECIAL WEAPON:** After collecting the PAPER AIRPLANE, or FIRECRACKER pick-up, the appropriate icon appears here along with the uses remaining. (For more information, see PICK-UPS... BART THE GIANT SLAYER on page 15.)

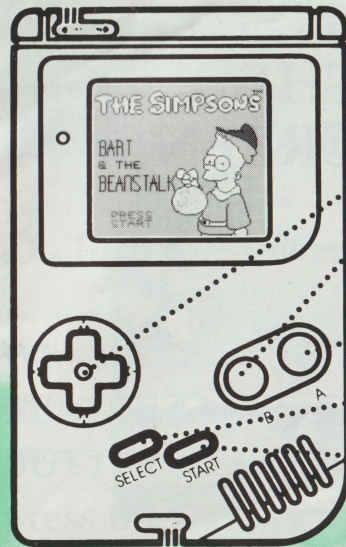
**COINS:** This is the number of magic coins you must collect to run into the big, bad level "boss." If you collect all the coins on a level, you will receive a big, bad bonus of 10,000 points!



# BAD TO THE BEAN

When you're four-feet-nothing, life is already tough enough. Taking on an angry giant qualifies you for a one-way trip to the nuthouse! But, when you're armed with a slingshot and a healthy sense of greed, size is no gauge of success. All you have to do is avoid the enormous insects, pocket the magic coins and the giant-sized parting gifts and stop Homer the Huge from flattening you in the process. Then you're as golden as a goose's egg!

Gangway, man! Bart the Giant Slayer is here!



# BART'S CONTROLS

Bart's controls are as follows:

- MOVE LEFT/RIGHT/UP/DOWN
- FIRE SLINGSHOT/  
SUPER-SLINGSHOT
- JUMP
- FIRE SPECIAL WEAPON
- PAUSE/RESUME

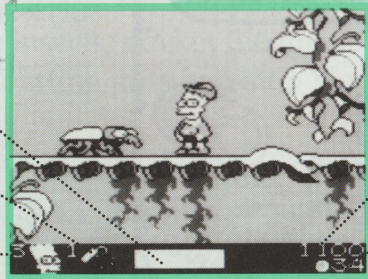


## IN THE SCREEN

ENERGY

SPECIAL  
WEAPON

LIVES



SCORE

COINS

13

**2.** Insert the **BART AND THE BEANSTALK** game pak as described in your Nintendo® **GAME BOY®** instruction manual.

**3.** Turn the power switch **ON**.

When you see the **BART AND THE BEANSTALK** title screen, press the **START BUTTON**. To skip the story screens, press the **START BUTTON** again.

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## PICK-UPS... BART THE GIANT SLAYER

Bart begins his adventure armed with his slingshot and a full energy bar. Although his slingshot possesses unlimited ammunition, to survive the perils of being a short-panted giant slayer, you'll need more ammo, better weapons, and some extra energy, so collect pick-ups whenever you can! You can only



hold one special weapon at a time, so be careful. If you pick up a new weapon while holding an old one, the old one is replaced by the new.

TO OBTAIN ANY PICK-UP, touch it.



**MAGIC COINS:**

These coins are worth 100 points each, but their magic power is cumulative. Collect 3 in a single jump and Bart regains some lost energy! Collect 4 in a single jump and Bart becomes temporarily invulnerable!



**SUPER SLINGSHOT:** Each pick-up upgrades your slingshot with 5 rounds of Double Strength ammo.





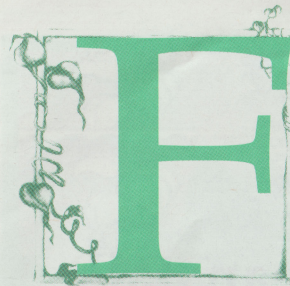
**PAPER AIRPLANES:** The ultimate in folded weaponry, these planes fly like F-15 Eagles. They take off in the direction Bart is facing and will take out any enemy they hit with one shot! Each pick-up is worth 3 planes.



**FIRECRACKERS:** Forget cherry bombs, these mini-grenades pack an enemy-wasting wallop, taking out every enemy on the screen! Each pick-up is worth one firecracker.



**GOLDEN EGG:** These magical eggs will help prevent Bart from getting scrambled, because when he picks one up, he becomes invulnerable for a short time.



**I, FIE, FO, FUM...  
I SMELL THE  
BLOOD OF  
BART SIMPSON!"**

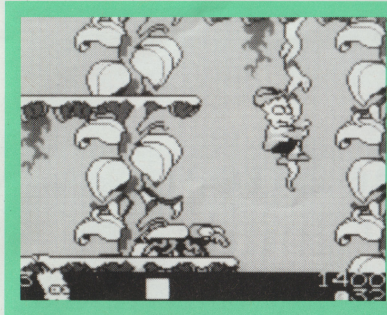
From a colossal beanstalk with no safety net to a mean, Bart-eating, Homer the Huge, this fairy tale could have a less-than-happy ending! But with treasure there for the taking, and armed with your dead-eye slingshot, and a devil-may-care attitude, it's time to streak skyward, grab the goods, and bag the big guy!



## The Beanstalk

To climb this vegetable viaduct, jump on the swaying leaves. They'll launch you upward like a trampoline, but watch where you come down!

Miss the next swaying leaf up and your next stop's traction!

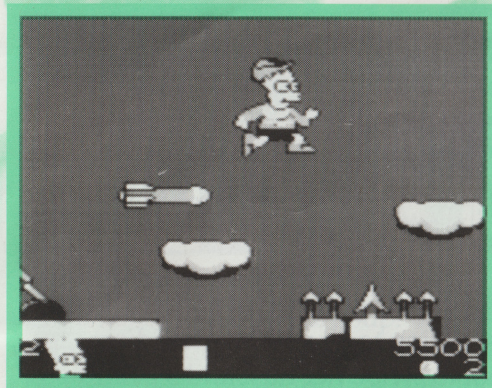


If collecting more fractures than Captain Lance Murdoch fails to make you lose your grip, check out the giant hornets, prickly pods, evil vine weevils, and wasp's nests. And should you survive those insect invaders, get ready for Antzilla, King of the ants. Believe me, combatting him will be no picnic... so keep a-movin' and keep a-shootin'!

## 2

## The Street of Clouds

As you make your way down the Street of Clouds towards the Giant's castle, aerial hazards like missiles, wind blasts, and lightning may give you bean buyer's remorse, but with a stout heart, noble purpose, and some cool moves, victory is assured!



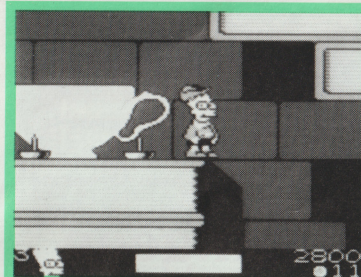
Should the strangely familiar Cloud Monster get in your way, hit the nimbus nuisance with a hail of fire!

## 3

The Castle  
Part I

Though the castle is ordinarily closed to visitors, Mrs. Homer the Huge is willing to let you in, providing that you promise not to swipe her husband's prized possessions. You give her your word... and make a bee-line straight for them!

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Inside the castle, everything is humongous— Buick-sized books, colossal candles, stupendous sewing needles, titanic traps and the monstrous mice they're designed to catch. Survive this super-scale snare and you'll find yourself just in time for dinner-- the giant's dinner--

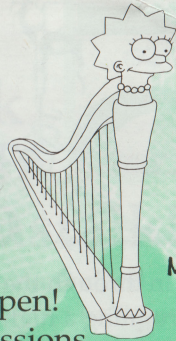
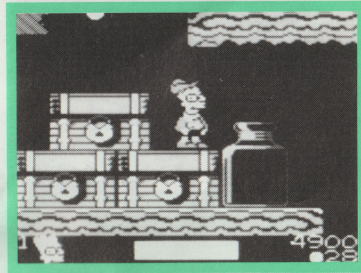
a behemoth bowl of soup! To cross this obstacle without becoming a human crouton, hop on the floating crackers, avoid the falling crackers and bursting bubbles, and above all, watch out for Homer the Huge's giant salt-shaker! Your mother always warned you that large amounts of salt were bad for your health. So work at becoming an *unseasoned* veteran!

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## 4

## The Dungeon

With Homer the Huge snoring away, you begin your hunt for anything of value that's not nailed down—namely, the goose that lays golden eggs, the bag of gold, and the singing harp. Although the giant may be out like a light, you should stay out of the light too, because

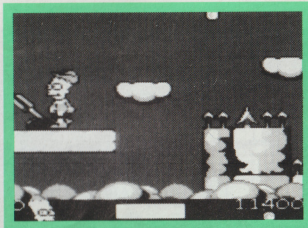


MATT GROENING

the giant sleeps with one eye open! And if he sees his prized possessions being swiped, he's sure to take a swipe at you! If he catches you, he'll make you into his favorite vegetable-- squash!

## 5

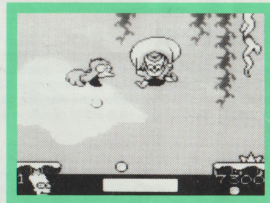
## The Chase



If the trip in through the Street of Clouds was tough, try it while outrunning a highly annoyed giant! You could stop and try to reason with him, but then again, giants aren't that good at reasoning.

## 6

## Back to the Beanstalk!



With Homer the Huge closing fast, don't climb—grab a leaf-parachute and jump. Take too long and he'll put the squeeze on you. Avoid the prickly vines, weevils, and irate birds whose nests are being destroyed by the giant's descent. As soon as you hit the ground, grab the axe and make like a lumberjack, or the not-so-jolly giant will use you for a tooth pick!

# Notes:

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