

FOR
GAME BOY®



SPIDER-MAN 2

Your spider-sense is tingling in Spider-Man's most dangerous adventure yet!

Face super-villains Carnage, Hobb-Goblin, Graviton, Lizard, and solve the mystery of who's framed you for a daring daylight robbery.



"Wall climber! You are no match for my ghoulish Goblin Glider!"



Ride the deadly Skull-Coaster in search of Carnage.



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Nintendo®

GAME BOY®

THE SIMPSONS

DMG-JU-USA

BART VS. THE JUGGERNAUTS

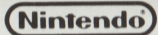


MATT GROENING

INSTRUCTION BOOKLET



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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY® SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.™

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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

ADVISORY

READ BEFORE USING YOUR GAME BOY SYSTEM

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 including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic conditions. Consult your physician before playing video games if you have any epileptic condition. Consult your physician 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.

Attention, athletes! The *Juggernauts* TV show is coming to Springfield! The challenge, the combat, and all the action of TV's hottest competition will be in town for four weeks of live events! And the best part is...anybody fool enough to think he has a chance can participate! (Accepted contestants waive all responsibility on the part of *Juggernauts*, Inc. for any bruises, headwounds, bites or fatalities.)

So, sign up now! Compete against all your favorite Juggernauts, like Chunky, Extra Chunky, Muscle-eena, and more! Battle to survive in never-before-seen feats of daring. Win cash and fabulous prizes...or at least show sporting grit in the face of great physical pain and ignoble defeat. *Juggernauts*—"The Battle of The Really Strong" is set to begin!

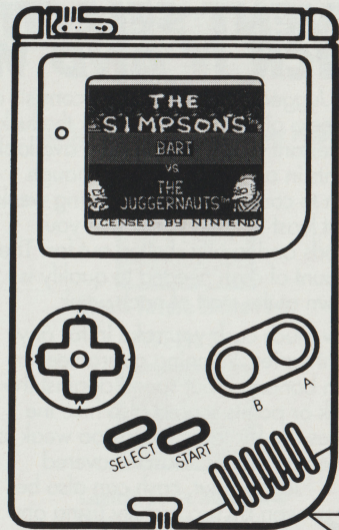


MATT GROENING

GET TOUGH!

LOADING

1. Make sure the GAME BOY® power switch is OFF.
2. Insert the BART vs. THE JUGGERNAUTS™ game pak as described in your Nintendo® GAME BOY® instruction manual.
3. Turn the power switch ON. You will then see the BART vs. THE JUGGERNAUTS title screen. Press ANY BUTTON. To skip any of the credit screens or your hosts Dr. Marvin Monroe and *Smartline* anchor, Kent Brockman, press ANY BUTTON again. To advance through through the text screen by screen, press the A BUTTON.



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EVENT SELECTION... PICK IT AND WIN IT!

The *Juggernauts* game show consists of 4 weeks of events. Each week the lucky contestant competes in all the available events in an attempt to win enough cash to come back the following week, or at least to cover the tickets your friends and family shelled out for. The amount of cash needed to qualify is shown at the start of each week.

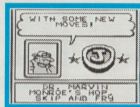
How much cash you rake in for any event varies. Winning guarantees a cash bonanza, but speed against-the-clock or points scored also hike the stakes. As for those losers too weak to beat a 238lb., muscle covered Juggernaut, cash can also be won by successfully using any

of the "cheats" made available as you go.

Note: If you win every event in any one week, you will also get to play the bonus event. Cash won in any week also carries over to the next. So big gains in one week can make up for close shaves in another.

To see which events are available for the week, press the A BUTTON when you see Kent and Bart beside the events board. The board will then appear in close up with the available events flashing as follows:

WEEK 1:

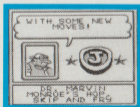


Dr. Marvin Monroe's Hop, Skip, and Fry

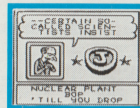


Captain Lance Murdock's Skateboard Bash & Crash

WEEK 2:



Dr. Marvin Monroe's Hop, Skip, and Fry



The Springfield Nuclear Power Plant Bop 'till You Drop

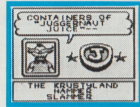


Moe's Tavern Shove Fest

WEEK 3:

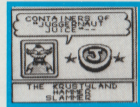


Captain Lance Murdock's Skateboard Bash & Crash

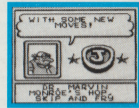


The Krustyland Hammer Slammer

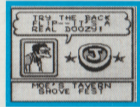
WEEK 4:



The Krustyland Hammer Slammer



Dr. Marvin Monroe's Hop, Skip, and Fry



Moe's Tavern Shove Fest



The Kwik-E-Mart Doggie Dodge



The Springfield Nuclear Power Plant Bop 'till You Drop



Herman's Military Minefield Mayhem



Herman's Military Minefield Mayhem



To pick an event, when it lights up, press the A BUTTON.

The sponsor of the event will then give you a hint to help you win, some good advice, or maybe just a sales pitch. To scroll through their message, press the A BUTTON. To jump straight into the action, press the B BUTTON.

Note: For all events:

TO PAUSE, press the START BUTTON.

TO RE-START, press the START BUTTON again.

After you complete an event, Dr. Monroe and Kent Brockman will give a post event analysis with all the facts and stats. To scroll through the screens, press the A BUTTON. To skip it, press the B BUTTON.

THE EVENTS

Dr. Marvin Monroe's HOP, SKIP, AND FRY!

The object here is to take as many balls as possible—one at a time—from the near side of the shock therapy checker-board and deposit them in a goal at the other side. The fun-

filled challenge is that stepping on any of the black squares sends a massive and virtually lethal dose of high voltage electricity surging through your body.



Too easy? Then look out for two more electrifying hazards. Two Juggernauts, Chunky and Extra Chunky, will also be manning the grid. If they get to you, they'll flip you in the air. Land on a black square and you're cooked to a crisp. Shocked? Try this—when the static charge balls at the bottom of the screen spark, the white squares and black squares swap places! So tread carefully...or get ready to amuse friends and relatives with that light bulb-in-your-mouth trick for the rest of your life!

CHECKERBOARD CONTROLS

TO MOVE LEFT, RIGHT, UP, or DOWN ONE SQUARE, press the appropriate LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW.

TO JUMP LEFT, RIGHT, UP or DOWN TWO SQUARES, press the A BUTTON plus the appropriate LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW.

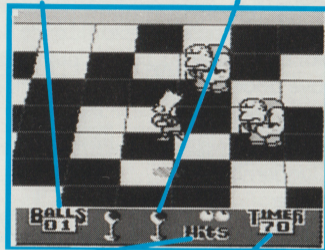
TO PICK UP A BALL, move over it.

TO DROP THE BALL, move to the goal and press the A BUTTON.

CHECKERBOARD SCREEN

BALLS SCORED

POWER SWAP INDICATOR



ATTEMPTS REMAINING

TIME REMAINING

CHECKERBOARD CASH

Cash awards for this event depend on:

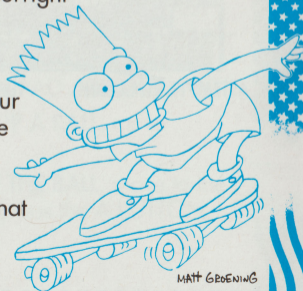
- How many balls you dunk.
- Number of attempts remaining.

CAPTAIN LANCE MURDOCK'S SKATEBOARD CRASH & BASH

All the skateboarding inspiration Bart could ever need, Captain Lance Murdock gave him right from his hospital bed. Now it's time to put those "fly in the face of danger and have good insurance" words of wisdom to the test.



Skate down the launch ramp fast enough to take off at the end, and smack a waiting Juggernaut right off his platform. However, not only does the Juggernaut have a shield with which to deflect your attack and send you hurtling into the pit below, but a bunch of his pals will try to slow your skateboarding by smashing their fists through the ramp and grabbing your board. So skate rad, and avoid the Juggernaut fists, slippery pizzas, and a speed stealing grate. Once aloft, blast that Juggernaut with pinpoint targeting!



MATT GROENING

SKATEBOARD CONTROLS

When descending the ramp, the controls are as follows:

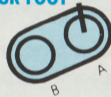
TO SLOW DOWN



TO MOVE UP OR DOWN ACROSS THE RAMP

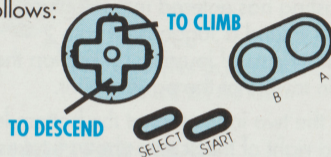


TO PUSH OFF WITH YOUR FOOT



AERIAL CONTROLS

When you leave the ramp, you lose your board. The controls are then as follows:

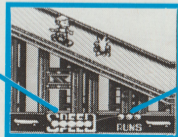


CRASH & BASH CASH

The amount of cash you win in this event depends on:

- Knocking the Juggernaut off his platform.
- How fast you knock him off.
- How far you get down the ramp.

SPEEDOMETER



ATTEMPTS MADE/REMAINING

SPRINGFIELD NUCLEAR POWER PLANT BOP 'TILL YOU DROP

Jousting has entered into the atomic age! Pound a Juggernaut with plutonium rod jousting sticks atop the twin towers of the power plant.

As the two indicators at the bottom left and right of the screen show, it takes 5 hits to send a contestant off the tower and into the bubbling sea of nuclear

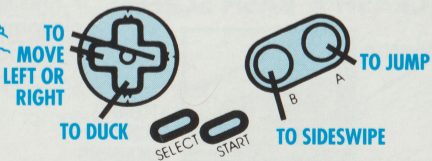
waste below. However, if enough time elapses between hits, both Bart and the Juggernaut can "win back" the hits against them.

Note: Block the Juggernaut's plutonium rod with your own attack moves, or dodge it by ducking, jumping, or moving back.



MATT GROENING

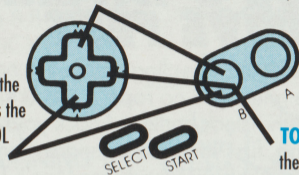
BOP 'TILL YOU DROP CONTROLS



12

TO THROW A HEAD BLOW—press the B BUTTON plus the UP CONTROL PAD ARROW

TO SWING LOW—press the B BUTTON plus the DOWN CONTROL PAD ARROW

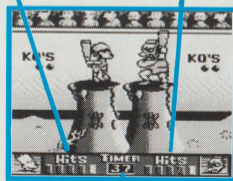


TO JAB—press the B BUTTON plus the RIGHT CONTROL PAD ARROW

POWER PLANT SCREEN

HITS TAKEN BY BART

HITS TAKEN BY JUGGERNAUT



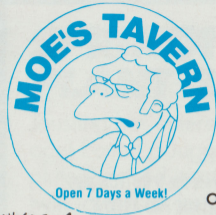
TIME REMAINING

NUCLEAR CASH

You increase the cash awards for this event by:

- Toppling the Juggernaut.
- The quicker you defeat the Juggernaut.
- The successful use of the "cheat."
- The more hits you land.

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MATT GROENING

MOE'S TAVERN SHOVE FEST

Get ready for wrestling action like never before: no ref, no rules, and no rope! In a pure power, against-the-clock battle to knock your opponent out of the ring, first you face legendary female Juggernaut, Snarla. Then, get ready for Moe's Tavern's very own Olympian, Barney Gumble! A strict diet of fried cheese and pork rinds has blessed Barney with a belly that'll bounce you right off the mat! So give that girth ample berth!

WRESTLING CONTROLS

TO MOVE, press the appropriate UP, DOWN, LEFT, or RIGHT CONTROL PAD ARROW.

TO JUMP, press the A BUTTON.

TO DUCK, press the B BUTTON plus the DOWN CONTROL

PAD ARROW.

TO EXECUTE A FLYING DROP KICK, press the A BUTTON plus the UP CONTROL PAD ARROW.

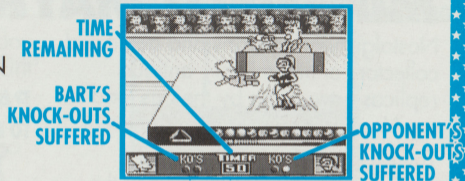
TO SHOVE, press the B BUTTON.

TO EXECUTE A RUNNING SHOVE, press the B BUTTON plus the LEFT or RIGHT CONTROL PAD ARROW to run. Then press the B BUTTON again for the shove.

TO EXECUTE A RUNNING HEAD BUTT, press the A BUTTON plus the DOWN CONTROL PAD ARROW to run. Then press the A BUTTON again for the head butt.

Note: If you voluntarily step out the ring, it will still count as a knock out against you.

THE SHOVE FEST ON THE SCREEN



SHOVE FEST CASH

You increase your cash winnings for this event by:

- Knocking Snarla and Barney out of the ring.
- Defeating both opponents as fast as possible.
- Inflicting body-slammings blows on your opponents.
- Avoiding getting knocked out of the ring.
- Not getting hammered.

HERMAN'S MILITARY MINEFIELD MAYHEM

Nostalgic war veterans and dedicated collectors of fine military antique replicas have come by the bus load to see Herman's own Juggernaut event.

The two-part course consists of a parachute drop from the roof of the Springfield arena and then a short sprint through a minefield.

Parachute Drop

The tricky part in the parachute drop is that as you fall, stealthy Juggernauts are throwing knives and firing water-balloon mortar shells at you. Three hits and you will plummet to the floor like a stone, and lose one of

your three runs at completing this event.

PARACHUTE CONTROLS

TO MOVE LEFT OR RIGHT TO SLOW YOUR DESCENT



TO DROP QUICKER

Note: Too rapid descents lead to bumpy landings. Slow down before impact.

Minefield

Your mission is to reach the end of the mine field without stepping on any mines, and

without being hit by any water balloon shells. Mounds of dirt indicate a mine. Walk around them. Getting blown up by a mine or mashed by a shell loses you one run at this event.

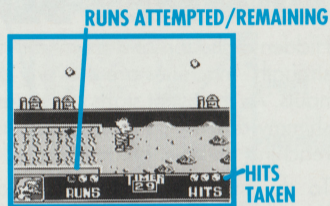
To further the real military combat feel, Herman has also added authentic battlefield barbed wire. When you reach it, you will automatically start to belly crawl under it, but keep a look out for those pesky mines!

MINEFIELD CONTROLS

TO MOVE



MILITARY MAYHEM SCREEN



MILITARY MAYHEM CASH

Cash awards in this event depend on:

- Reaching the end.
- The time it takes you to reach the end.

THE KRUSTYLAND HAMMER SLAMMER

Hidden at the top of 4 mammoth fair ground "test your strength" machines are 4 overly developed, angry, Juggernauts. As the event starts, these testy Juggernauts will begin to shimmy down their poles. Your task is to stop them from reaching the floor before the clock counts down to zero.

To do this, hit the base plate of each machine with your Krustyland mallet. The harder you hit, the faster the Krusty heads shoot up the pole. The faster the Krusty heads, the further the descending Juggernaut is pushed back up. **To increase the strength of your hit, swing the mallet only when the indicator on the power meter is over to the far right hand side.**

Use the gauge at the bottom center of the screen to judge which Juggernaut is nearer the floor and more of a danger...because if he succeeds, it's doomsville, man!

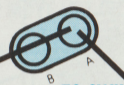


KRUSTYLAND CONTROLS

TO MOVE LEFT OR RIGHT



TO GET SET TO SWING THE MALLET—STAND NEXT TO A MACHINE AND PRESS THE A BUTTON. THIS ACTIVATES THE POWER METER.

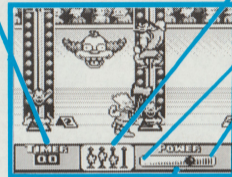


TO SWING THE MALLET—WAIT FOR THE POWER METER INDICATOR TO MOVE TO THE FAR RIGHT AND PRESS THE A BUTTON AGAIN.

KRUSTYLAND SCREEN

TIME REMAINING

JUGGERNAUT GAUGE



PUNY

INVINCIBLE

POWER METER

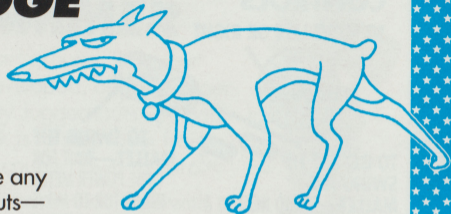
KRUSTYLAND CASH

You collect cash in this event by:

- Keeping all 4 Juggernauts off the ground.
- Hitting a Juggernaut with a Krusty head.
- Using the "cheat" to cream a Juggernaut.

THE KWIK-E-MART DOGGIE DODGE

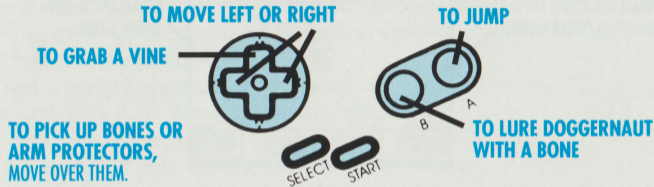
The aim in this event is to reach the top of a series of ledges, made up of Apu's Kwik-E-Mart dog biscuits and Mrs. Emily Winthrop's kindly donated Canine College dog cages, before any of the specially trained Doggernauts—like Chompy, Growly, Chewy and Mr. Bite—tear off any of your limbs. To help you, bones, attack-dog arm protectors, and sausage vines are scattered around the course. Lure Doggernauts into jumping off the ledges with the bones. Use each arm protector to fend off one Doggernaut attack. Catch the swinging sausage links to get



between ledges...before the Doggernauts eat all the sausages! The last stop is the mouth of a vicious Doggernaut guard dog. Luckily, he's not that smart. Find a bone and send the beast into a short jump to doggy retirement.

Note: You can only hold one bone or arm protector at a time.

DOGGIE DODGE CONTROLS

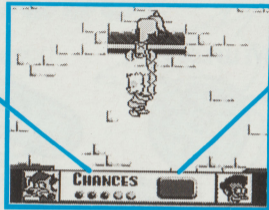


Note:

- Touching a vine automatically puts you on it.
- Some Doggernauts can be lured to jump off ledges even without a bone. Stand near the edge and then avoid the Doggernaut as he tries to tear your shorts off. Unfortunately, this doesn't always work.

DOGGIE DODGE SCREEN

NUMBER OF GO'S
ATTEMPTED/REMAINING



BONE PICK-UP
INDICATOR

DOGGIE DODGE CASH

Cash awards in this event increase with:

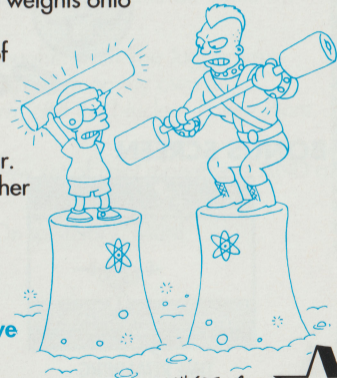
- Reaching the top.
- The more dogs you lure with the bones.
- The more dogs you defeat with the arm protectors.
- The fewer go's it takes you to make it.

THE BONUS EVENT

Win all the events in any week of the show and you get to play a bonus round with a bonus cash bonanza! The aim of the event is to send Snarla reeling away by dropping bodybuilding weights onto each end of her barbell.

When a weight appears along the top of the wall, pick it up. Move above the left or right side of the barbell, and let go of the weight. If you hit, the weight will slide onto the appropriate side of the bar. Then, repeat the same process for the other side, and so on until this Juggernaut buckles and finally goes crawling away.

Note: Each time you attempt the bonus round, it will take more weights to defeat the Juggernaut and you will have less time to drop them.



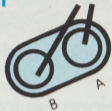
MATT GROENING

BONUS CONTROLS

TO MOVE LEFT OR RIGHT

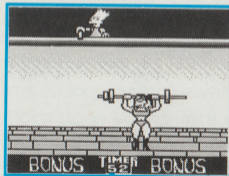


TO DROP A WEIGHT, PRESS THE A BUTTON OR THE B BUTTON.



TO PICK UP A WEIGHT, MOVE OVER IT.

BONUS SCREEN



BONUS CASH

Cash awards in this event depend on:

- Sending the Juggernaut crawling away.

THE BATTLE OF THE REALLY STRONG

Bart Simpson here, on my way to the Springfield Arena to do battle with The Juggernauts, my all-time TV heroes.

It isn't going to be easy. There's nobody tougher than The Juggernauts (except maybe yours truly), but I'll be fighting 'em on my own turf: Krustyland Amusement Park, Moe's Tavern, and the Nuclear Power Plant, just to name a few.

No one knows this, but I've got a whole new set of cool maneuvers AND a new technological edge - I can CHEAT!

I'm psyched. I'm ready to rock and roll. On to victory, Man!

Your pal,

BART SIMPSON

Bart Simpson

NOTES:

"THE SIMPSONS: BART VS. THE JUGGERNAUTS"

Developed by Imagineering Inc., Glen Rock, New Jersey

**Program, Design and
Graphics**
Bill Jannott

Design
Dan Kitchen
Barry Marx

Additional Programming
Tom Heldt
Music Arrangements
Mark Van Hecke

Character Design
Bill Morrison
Design Consultation
Mili Smythe

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NOTES:

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