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Nintendo

GAME BOY COLOR

CGB-BNOE-USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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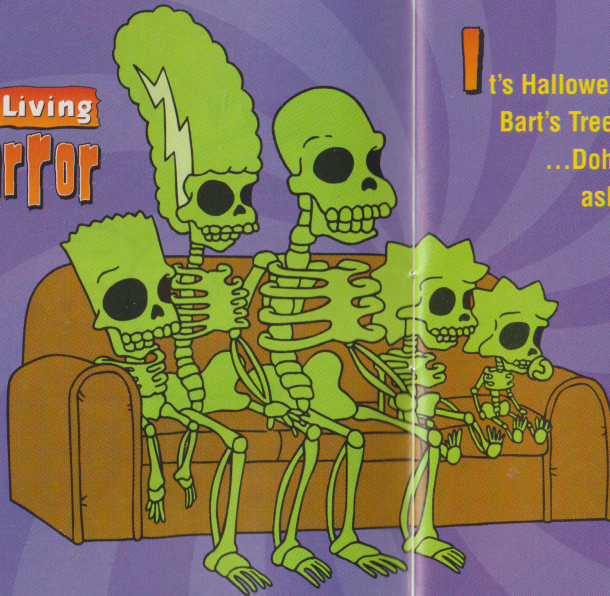
MATT GROENING

the SIMPSONS™

Night of The Living

Treehouse of Horror

INTRODUCTION



It's Halloween night and the Simpsons are telling ghost stories in Bart's Treehouse. During Homer's tale of the "legless horseman ...Doh! The headless horseman," everyone has fallen asleep. While sleeping, the entire family becomes involved in an out of body experience, drawing their spirits into the world of the Treehouse of Horror where every day is Halloween.

The Simpsons' souls are trapped at the base of the tree! The only way to escape the twisted dimension is to climb to the top of the tree and re-enter their sleeping bodies. Help Bart, Maggie, Lisa, Homer and Marge reach the top of the tree before it's too late!

GETTING STARTED

- 1 Turn OFF the power switch on your Nintendo® Game Boy® Color. Never insert or remove a Game Pak when the power is on.
- 2 Insert the Game Pak of *The Simpsons™: Night of the Living Treehouse of Horror* into the slot on the Game Boy Color. To lock the Game Pak in place, press firmly.
- 3 Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1). When the title screen appears, press START to proceed to the Main Menu.

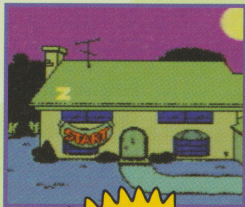


CONTROLS



COMMAND	ACTION
A Button	Fire Weapon Search Use Item
B Button	Jump
Control Pad	Move Characters Open Doors Climb Stairs
START	Pause Game
SELECT	Not Used

MAIN MENU



Use the Control Pad LEFT or RIGHT to highlight an option, then press the A Button to select it.

Start – Begin a new game.

Options – Customize the game options.

Password – Load a previously saved game. See page 18 for more information.



OPTIONS MENU

Use the Control Pad UP or DOWN to highlight an option, then press LEFT or RIGHT to change it. Press START at any time to return to the Main Menu.

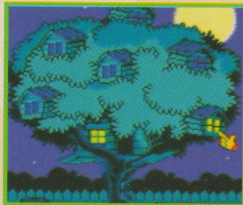
Game Music – Toggle the music ON or OFF.

Sound FX – Turn the sound effects ON or OFF.

Difficulty – Choose 1 for easy or 2 for hard.



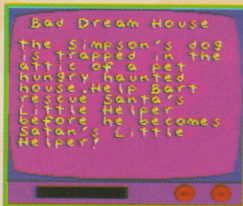
PLAYING A GAME



THE TREEHOUSE OF HORROR

At the beginning of the game, and in between each level, the Treehouse of Horror will appear. Each darkened window represents another level you will have to complete. Each lit window means you've completed that level and do not have to go back. Use the Control Pad to highlight the next level and press the A Button to continue.

Note: Highlight the garbage can at the bottom of the screen to save the game. (see page 18 for more information)



THE TELEVISION SCREEN

After selecting a level from the Treehouse of Horror, a television will appear to explain your upcoming tasks. See THE LEVELS starting on page 11 for additional information on each level.



PLAYING A GAME

THE GAME SCREEN

Important information about the current level is displayed at the bottom of the Game Screen.



SCORE – The more tasks you accomplish, the higher your score will be!

HEALTH – When the orange bar is completely gone, you will lose a life.

LIVES – The heart, to the right of the Health Bar, shows how many lives you have left. When you reach zero, the game is over.

TIME – You must complete each level before the time runs out. If the time expires, you will lose a life.

NEEDED ITEMS

On the far right is a number showing how many items are left to find in the level. If you've reached the end of the level and haven't gotten all of the items, you will need to go back until the missing items are found.

PLAYING A GAME



HINT: Donuts will usually reappear in the same place after leaving a room. If you need extra health, try leaving a room and coming back to find another Donut!

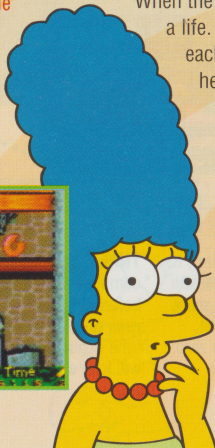


HEALTH AND LIVES

You begin the game with 4 lives. Each time an enemy hits you, the Health Bar will diminish.

When the Health Bar is depleted, you will lose a life. Donuts are scattered throughout each level. Pick up a Donut to add health to your Health Bar!

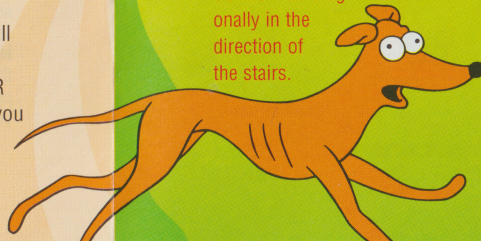
After losing all 4 lives, the game will be over – unless you decide to continue. Select YES and press START to return to the game with 4 additional lives. You will be able to continue 5 times before the words GAME OVER are finally displayed, forcing you to begin a new game.



BAD DREAM HOUSE



NOTE: To climb a staircase to the next level, press the Control Pad diagonally in the direction of the stairs.



The Simpsons' dog, Santa's Little Helper, is trapped in the attic of a pet hungry haunted house! Before rescuing Santa's Little Helper, Bart will need to turn on all the lights.

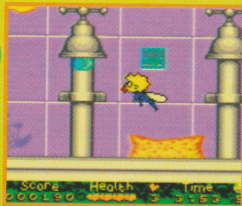
OBJECTIVES: Find four fuses and bring them to the fuse box in the basement. Each fuse will turn on the lights to another room.

Find the key to the Attic, then rescue Santa's Little Helper! You might have to unlock several doors before finding the right one.



B Button = Jump
A Button = Fire Sling Shot
Control Pad UP = Open Door
Control Pad LEFT/RIGHT = Move Bart Left or Right

FLYING TONIGHT



Maggie has wandered into a matter transporter – along with a fly – and became a tiny Maggie-fly! Avoid flypaper, Venus Flytraps and other dangerous hazards as you guide Maggie through the kitchen to the other transporter, reuniting her with the rest of her body!

OBJECTIVES: Find 3 circuit chips that have popped out of the transporter. Turn on 5 electric generators to power the transporter, then fly to the end of the room and into the transporter.



B Button = Flap Maggie's wings
Control Pad LEFT/RIGHT = Move Maggie Left or Right

PLAN 9 FROM OUTER SPRINGFIELD



Everyone from Springfield has become a zombie – except the Simpsons! Brain-sucking, flesh-loving, murderous zombies attack Marge as she tries to get home as fast as she can to save her family. Destroy as many zombies as possible before they turn the Simpsons into the “walking dead.”

OBJECTIVES: Get to the Simpsons' house alive. Find bonus items to increase Marge's firepower!

HINT: There are 4 main bosses to battle. When fighting them, a health bar will appear in the top portion of the screen. When the yellow is gone, the monster has been defeated.

A Button = Fire weapon
B Button = Strafe (continuously face the same direction)
Control Pad LEFT/RIGHT = Move Marge Left or Right
Control Pad UP/DOWN = Moves Marge Up or Down

VLAD ALL OVER



Mr. Burns has been bleeding Springfield dry for years, but now it's not just money he's thirsty for – Mr. Burns is a vampire! Help Homer find the coffin in the basement of Burns' castle before sunset, otherwise it's lights out for Homer.

OBJECTIVES: Find the basement of the castle.
Defeat Mr. Burns before he can sink his fangs into Homer!

A Button = Garlic Press Attack
B Button = Jump
Control Pad LEFT/RIGHT = Move Homer Left or Right
Control Pad UP = Look Up
Control Pad DOWN = Look Down



NIGHTMARE CAFETERIA



Something's cooking at Springfield Elementary! Principal Skinner's got a bone to pick with the students and an appetite for revenge! Help Lisa find the keys to free the school kids from their cages or else the teachers and staff will eat them. Don't get caught or you'll wind up on the menu, too!

OBJECTIVES: Find an empty wall and press the A Button to hide from the teachers while searching for the keys. Each key will only work on a specific cage.

Free each student from their cage, then hide from Principal Skinner!



A Button = Hide/Search/Unlock cage
B Button = Jump
Control Pad LEFT/RIGHT = Move Lisa Left or Right

NOTE: Lisa can search when the eye appears over a certain area.

Press the A Button to unlock each cage (when you have the correct key).

Remember to hide from the teachers by pressing the A Button.



IF I ONLY HAD A BODY



NOTE: Homer can search when the eye appears over a certain area.



MATT GROENING

Hoping to create the perfect employee – unpaid, tireless and loyal – Mr. Burns has built a robot using Homer as its head. To escape notice, Burns has hidden the rest of Homer's body parts throughout the nuclear plant. Help Robot Homer find and reassemble the real Homer before angry workers can destroy him!

OBJECTIVES: Find 5 body parts to complete Homer's body.

Bring each body part back to the mold before looking for another part.



A Button = Search

B Button = Jump

Control Pad LEFT/RIGHT = Move Robot Homer Left or Right

Control Pad UP = Look Up

Control Pad DOWN = Look Down

KING HOMER



The gargantuan ape, King Homer, is on a rampage through the streets of Springfield in search of his true love. Help King Homer find his beloved Marge by destroying everything in his path. Pummel buildings, punch planes, and destroy the army that is trying to put an end to his monkey business!

OBJECTIVES: Move towards the tallest building in Springfield, destroying everything in your path! Climb to the top of the building and save Marge.



A Button = Punch

B Button = Jump

Punch up (while climbing)

Control Pad UP+A Button = Punch up (while not climbing)

Control Pad LEFT/RIGHT = Move King Homer Left or Right

Control Pad UP = Climb buildings

Control Pad DOWN = Block attacks

SAVING AND LOADING

The Simpsons™: Night of the Living Treehouse of Horror uses a password system to save and load your progress.

TO SAVE A GAME: You must complete a level before a password is created. At the end of a level, the Treehouse of Horror is shown. Beneath the Treehouse is a garbage can. Highlight the garbage can and press the A Button. An 11 letter password will be displayed on the screen. Write this down onto a piece of paper for future reference.



TO LOAD A GAME: Select PASSWORD from the Main Menu and press the A Button. Use the Control Pad to highlight a letter and press the A Button to select it. Use the B Button to delete the last letter you selected. When your password is complete, you will automatically advance to your game. If the password is incorrect, the message "Invalid Password" will flash and you will automatically return to the Main Menu.

NOTES

CREDITS

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PACKAGE AND MANUAL DESIGN

Robins Leavy Design

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