

The Simpsons: Bart's Nightmare FAQ/Walkthrough

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The FAQ/WALKTHROUGH for BART'S NIGHTMARE, v1.1

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===== 1.0 INTRODUCTION =====

1.1 Game Details

The SNES version of Bart's Nightmare was released in 1992, and the Genesis version followed a year later.

Bart's Nightmare was also the first original Simpsons game on the 16-bit consoles (Bart vs. the Space Mutants was released first on the Genesis, but it was just a graphical update to the original NES game).

Bart's Nightmare ushered in a new era for Simpsons gamedom. The days of the linear platformer were in the past (though Bart vs. the World had some variety in it), and this game brought about the option to play stages in any order. The era only consisted of two games (Bart's Nightmare and Virtual Bart) but it was a stepping stone nonetheless.

1.2 Story

Bart has failed one too many classes and one more "F" on his report card will get him in some REAL trouble. This time he's promised to study all night long and get a good grade.

Alas, Bart just isn't that attentive. His head is on the desk and snoring after only fifteen minutes of hitting the books.

As he sleeps a mysterious wind blows into his room, and Bart manages to wake up just as his homework flys out the window. He quickly goes to the window and jumps out only to find himself falling through a cloudy sky.

Where is Bart, and will he get all of his homework back?

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===== 2.0 THE WINDWORLD =====

What is the windworld? Just a fancy word to refer to the street that you will be spending most of your time on.

Although it may seem pretty straight forward, the place makes absolutely no sense if you don't have the manual to explain what's going on.

Well, a manual or this here guide...

Status Screen-----

Watermelon

- - - - -

Press C to shoot watermelon seeds at enemies.

Pillows

- - - -

The pillows are collected by jumping over the orange Blinky fish that start appearing after you have a few pages. Jump over the three Blinky fish to collect three pillows and if lose all your Z's, the pillows will start a new Z bar for you.

Soda

- - -

Press C + Up to use a soda for a burp bomb. This will kill off all enemies on the screen.

Bubble gum

- - - - -

Press B to shoot out a bubble and keep holding B to control the direction of the bubble. You can use it hit enemies on the screen, or collect blue Z's to add to your Z bar. Just hit the blue Z's when they are under your bar to catch them.

Z's (Health)

- - - - -

That Z bar at the top will contain any number of small Z's, which basically represent your health. If you ever get down to one or *gasp* ZERO Z's, the bar will disappear.

You can make a new Z bar by having at least two Z's. If you collect the two Z's as far apart as possible you can make a really wide bar that can hold more Z's, in essence more health. You can collect more Z's by moving the bubble gum bubbles around and touching any Z's you see.

An easier way to widen the Z bar is to ride the skateboard for a while. Eventually the bar will stretch from one end of the screen to the other.

Points

- - - - -

You can get points by doing pretty much anything in the game. The points will be used to give a final score at the end.

Control-----

Left.....Move left.
Right.....Move right.
Up.....Move up.
Down.....Move down.
A.....Jump.
B.....Use bubble gum.
C.....Shoot watermelon seeds.
C + Left or Right...Move screen right and left.
C + Up.....Burp bomb.
Start.....Pause game.

Items-----

Watermelon

- - - - -

These give you seeds that you can shoot at enemies. Get 'em by jumping over mailboxes.

Bubble Gum

- - - - -

The gum is used to capture Z's. You can get gum by jumping over mailboxes.

Sodas

- - -

Sodas provide Bart with a burp. Burps are useful for killing off any enemies on the screen, and can also be acquired by jumping over mailboxes.

? Marks

- - - -

The ? marks appear after jumping over a mailbox. Touch it and it will point in the direction of the page.

Z's

- - -

The Z's are essentially Bart's health in the windworld. Blue Z's can be captured by using a bubble gum bubble. Don't go after the red Z's because they pop the bubble.

Skateboard

- - - - -

The skateboard appears after jumping over a basketball. Ride it to extend the Z bar and gain more health.

Street walkers-----

Mailboxes

- - - - -

These simple things can be killed by jumping over them. They yield good items, so do it often.

Jebediah's Head

- - - - -

These annoying guys come one after another, and jumping over them will only get you points. Cross the street to get rid of them.

Old Lady

- - - - -

The old ladies' kisses will cost you points, but they also turn you back to normal if the fairy turned you into a frog.

Fairy

- - -

The fairies can get extremely frustrating when they turn you into a frog time after time. Avoid them by crossing the street, and if you get hit just find an old lady to get a kiss.

Blinky Fish

- - - - -

These will appear after you get about three pages. If you jump over one you'll get a pillow, and if you get three pillows you'll have an extra continue for the windworld.

Otto's Bus

- - - - -

Otto and his bus are always driving up and down the street, and there's no way to kill him. Don't walk on the streets for too long.

Saxophones

- - - - -

The saxophones can be eliminated by touching them, but don't touch the music notes. They will cause you to walk backwards in an awkward fashion. When Jimbo's gang grabs you just touch a saxophone to get rid of them.

Basketball

- - - - -

The basketball bounce along slowly, and if you jump over one you can get a skateboard. Ride the skateboard to get a wider Z bar.

Principal Skinner

- - - - -

Skinner walks around carrying a suit. If he catches you Bart will then wear the suit and invulnerable to enemy attacks for a short time. It will also slow you down.

Television

- - - - -

The televisions walk around on the street. Shoot one with a seed to make a homework page appear.

- Tip from Alu -

It does not pop up a new page. It might the first few, but when you get to page number 8, that doesn't do anything at all but give you points.

Jimbo's Gang

- - - - -

These guys will walk up to Bart and take you along for a little ride. Jump up and touch a saxophone to shake 'em loose.

Street Oil

- - - - -

This strange puddle of oil will occasionally appear in the street. If Bart touches it will slow him down considerably. Stay on the sidewalk when that thing is around.

Strategy: The mean streets-----

- Tip from Alu -

I found that you're safe from everything on the sidewalks but the Jebadiah Heads when your walking directly on the dotted yellow line in the middle of the street. This tends to bring up TVs MUCH faster. I kill atleast 5 TVs a minute while walking that line. You just have to be dodgy about everything else that pops up. Also you don't have to worry about the bus taking you out, he can't hit you while you're on the line.

Bart has a single mission on the street: find homework pages! Those pages lead to the various stages in the game, and in turn is the only way to beat the game.

At first the pages should be easy enough to find. But after page three or four, they get tough. Not necessarily because they are further away, but because the streets are filled with more annoying enemies in great numbers.

There are a few things that will ensure you survive the streets long enough to beat the game. For one thing, don't waste too much time fighting enemies. They'll keep on comin'.

Next, jump over as many mailboxes as possible. Those mailboxes give up watermelon seeds, bubble gum, sodas, and question marks. Those question marks will point in the direction of the page if you haven't been able to find it.

Once the Blinky fish start to appear you can collect the pillows from jumping over them. Collect three of the pillows and that will guarantee a continue if you lose all your Z's.

Finally, there's those televisions. Shoot one of them with a seed to make the next page appear right then and there.

=====
===== 3.0 WALKTHROUGH =====

3.1 Bartzilla

Green Door

(Number of pages: 2)

Status Screen-----

Points

- - - -

The points in the top corner are your total for the entire game. This will be in all the stages.

Control (City destruction)-----

- Left.....Stop walking.
- Right.....Shoot mid-flying helicopters.
- Up.....Shoot background buildings.
- Down.....Shoot foreground buildings and flying vehicles.
- A.....Shoot vehicles on ground.
- B.....Shoot train track.
- C.....Shoot high-flying jets.
- Start.....Pause game.

Control (Building climb)-----

- Left.....Move left.
- Right.....Move right.
- Up.....Move up.
- Down.....Stop.
- A.....Electric zap.
- B.....Electric zap.
- C.....Electric zap.
- Start.....Pause game.

Items-----

None.

Strategy: City destruction-----

The city destruction isn't actually that tough when you get down to basic strategy. You just have to press the right button at the right time.

First you have to become aware of Bartzilla's surroundings. Tanks will often approach you on the ground level, so the best way to handle them is to continually press A to shoot the ground. If they get too close they WILL hit you, so keep a steady stream of lasers going.

The next common enemy would be the helicopters. You can destroy them by pressing Right to shoot straight ahead, but it's no problem to tell when they are coming. The helicopters will always fly below through the foreground before they approach you from the right side. Just start pressing Right (or Down to shoot them below) as soon as you see them.

Aside from the tanks and helicopters you'll have jets to contend with. Use the same strategy as the helicopters but press C to shoot eye beams and hit them when they fly high.

You can also use Bartzilla's powers to destroy the buildings and vehicles that pass by. It's not mandatory, but quite good for those extra points.

Final comment: try to time it so you destroy the nuclear plant when there are many enemies on the screen. It will always take out all the enemies when you step on it.

Don't freak out when the car arrives with a satellite dish on the back. That's just your ride out of the first part and to the first page.

Strategy: Building climb-----

This part of the Bartzilla door involves climbing up a building a la King Kong. Along the way there will be people dropping objects, alien spaceships, Momthra, and the dreaded King Homer.

First things first: keep your thumb on the Up button. The screen will move up as you do, and you don't want it to catch up. If you get hit by anything and fall it's possible to fall and lose this chance at getting the page.

By far the most common and annoying enemies here will be the people dropping objects out of windows. They can be avoided by moving left or right, but make sure to stop before moving to either side.

Once you get past the first building width, you'll reach an area with silver piping on both sides. This is where you'll meet Momthra, the evil flying bug mother creature. Momthra can be avoided by climbing onto the pipes on the sides and climbing up as she flies by. Of course

once you get on the pipes the spaceship will appear, and one hit from that will kill you off. Stay on the pipe just long enough to avoid Momthra then jump back on the building.

So make your way up and the building will get narrower and narrower until there are only two columns remaining. Get through that stretch and you'll reach King Homer himself. I found that the falling objects will often alternate from left to right, as should you as you climb up.

Once you get to the top start tapping A, B, or C as quickly as possible to start using the electric zap power. You have to time this so you hit Homer just as his fist comes down to hit you. If your body is electrified when he hits, he will get zapped and shrink down to normal size. If he hits, you'll fall down a few floors and have to climb up again.

Keep trying to get through that final stretch and you'll be clear. One zap is all it takes to shrink down Homer and get the second homework page.

3.2 Temple of Maggie

Orange Door

(Number of pages: 2)

Status Screen-----

Lives

- - -

There will be a few pillars with some eggs on them, and those eggs count as extra lives. Collect them before the bird returns.

Points

- - - -

The points in the top corner are your total for the entire game. This will be in all the stages.

Control-----

Left.....Jump left.
Right.....Jump right.
Up.....Jump up.
Down.....Jump down.
A + Left or Right...Whip left or right.
A + Up or Down.....Whip up or down.
B.....Not used.
C + Left or Right...Roll screen left or right.
Start.....Pause game.

Items-----

Eggs

- - -

Those eggs count as extra lives in this stage, so collect them

before the birds pick them up.

Strategy: Basic maneuvers-----

There's not much to this stage as far as maneuvers. You have to move left, right, up, or down to get across the pillars safely.

If you want to kill an enemy you have to hold A and press Left or Right to whip in the given direction. You can also look ahead by holding C and pressing Left or Right.

Strategy: Crossing the pillars-----

If only it were as simple as jumping to the right until you reach the end. At times you will have to pause and take a careful look at what's ahead in order to develop a crossing strategy.

Certain pillars will be considerably lower than the rest of them. These are to be avoided at all costs, even if you have to jump up or down, or even back to the left. It's best to go around them rather than risk a jump and fall straight to your death.

You can look ahead and avoid those pillars by holding C and then holding Right. The screen will roll ahead and show what's ahead.

There are also some instances where the only way to proceed is to step on a certain pillar so another will rise up. If you see a row of nothing but low pillars, try stepping on nearby pillars to raise them up and continue.

Also keep in mind that every pillar you jump on will go down. If a pillar went too far down it may not be a good idea to jump back onto it.

Strategy: Moving obstacles-----

As always you won't be allowed to simply go along to the end of the stage. There are a few enemies that can be a real pain in the cheeks in an already frustrating stage.

First you have the devils. The blue ones in the first door will push you in the opposite direction, and that may sometimes cause you to fall in a pit. Use your whip to get rid of them.

Then there are the most annoying enemies: the Maggie statues. These things will shoot a massive pacifier out when Bart reaches the row of pillars directly in the path of the statue. There are two effective ways to deal with this.

The first way to avoid the pacifiers is to simply jump up to the row right before the statue row. Sometimes the pacifier will shoot off early and allow you to pass through freely.

The second way involves jumping onto the statue row. From there you have to quickly jump left or right to avoid the inevitable shot. This way will probably be the more common.

The only other enemies are the birds that swoop down to pick up their eggs. You can't kill them and the only way they can kill you is if you jump right into their talons. If the bird is anywhere near the egg don't even try it.

Strategy: Miscellaneous dribble-----

Well, that's it. Once again I highly recommend taking your time and using C + Right to look ahead so you can properly plan the route. Those with patience should beat the two doors easily enough.

Also remember to grab an egg when you see it. Those babies are one extra life each, and you don't want to go and die just to have to find a homework page on the street again.

3.3 Bartman

Blue Door

(Number of pages: 1)

Status Screen-----

Health

- - - -

The yellow/orange/red/black circle around Bart's face is Bart's health. If you sustain too much damage and it gets depleted you'll lose one of those precious lives.

Lives

- - -

The small Bart icons are Bart's lives. You'll start with three of them, giving you three chances to beat the stage.

Points

- - - -

The points in the top corner are your total for the entire game. This will be in all the stages.

Boss Meter

- - - - -

A boss health meter will appear when you face off against a boss.

Control-----

Left.....Fly left.

Right.....Fly right.

Up.....Fly up, aim slingshot up.

Down.....Fly down, aim slingshot down.

A.....Shoot slingshot.

B.....Not used.

C.....Not used.

Start.....Pause game.

Items-----

Health

- - - -

Those purple soda pops are health boosts for Bartman. Get them to refill lost health. You can get them by shooting balloons or picking them up when Apu drops them.

Lives

- - -

The square Bart icons are extra lives to beat this door. You can get them by shooting those clown balloons.

Strategy: Fly for it-----

Oh my sad, non-flying friend. Do you covet Bartman and his amazing powers of flight? Do you wish to soar high, higher than a kite in a mid-summer's cool breeze?

Quit your day dreaming, melonhead!!!

Now then, Bartman can fly in this stage. The basics from any other side-scrolling game apply here, but I'll go over this 'n that for ya.

The sky is the limit here, so feel free to roam around through the clouds. I would, however, avoid flying too far to the right. There are enemies such as red paper airplanes and rockets that can be a bother if you're caught on the far right.

On the other hand, you don't want to stick around on the left side either. Just maintain a steady flight to the right while using the slingshot to clear the way.

Speaking of which...

Strategy: Slingshot of death-----

Ah yes, the slingshot. If Davey could kill off a giant with one, Bartman can use it to clear away some obstacles.

The slingshot can actually be fired varying distances, all depending on how long you hold the A button. The longer you hold it, the further the shot will go.

That's all well and good, but everyone knows an automatic machine gun is better than a single-shot gun. So I would suggest the automatic method for shooting. Just press A repeatedly to release a continuing stream of deadly slingshot, uh... shots.

Strategy: Know thy enemy-----

Let's take a look at this door's roster.

Ya got your red paper airplanes. They are a little annoying, but one shot each will be rid of them quick enough.

Then there's the white rockets that come up from the bottom. They

don't actively attack Bartman, but a hit from them is a hit like any other. Pump 'em full shots to keep going.

Those clown balloons are little jerks, so kill 'em at will. You will occasionally get a soda pop or extra life for your quick and ruthless attacks.

That cloud bastard, yea the one that fires lightning. They are invulnerable to attack, so just fly to the right and swerve if it comes near you.

Nelson and his amazing flying machine don't really attack Bartman, but he does fly across the screen over and over again until he is destroyed. The best way to kill Nelson is to float below the flight path and aim up.

Strategy: Boss, hot air balloon-----

Sherri and Terri have taken to the skies in their hot air balloon, and they have never been too fond of Bartman.

The only attack they have is that constant stream of bombs from above, and unfortunately they do take quite a bit of damage.

When you start, drop down to the bottom and wait on the left side. Their balloon will slowly float to the left while dropping bombs. Fly to the right as soon as they get near and then fly up. This should get you up near the balloon itself and in perfect shooting range. Shoot as many shots as you can while following the balloon wherever it goes. If it starts to float back up, follow along.

Strategy: Boss, Barney's pink elephant-----

After fighting Sherri and Terri and flying for a short while you will reach another boss battle against Barney, Springfield's beloved drunken slob. Him and his pink want to go on parade... all over Bartman's face!

Barney has a couple of attacks. The first is a rather nasty green burp that follows you around before vanishing. It's really slow so it shouldn't be a problem.

Next is the peanut gun that the elephant uses. It's a quick burst of peanuts, but they are fairly easy to avoid if you stay away from the front of the elephant.

To hit Barney you'll have to get above him. Start by going down to the bottom so that he follows you, then immediately start flying up. You should be able to get above him where you can get him with the slingshot. It should only take a few barrages to take him out.

Strategy: Boss, Smithers' airship-----

Now you have to fight Smithers? What is this, beat on Bartman day?!

Anyway, this guy's a pain in the cape. Smithers will fly around in his airship loaded with five dart missiles. Each missile can take half

of Bartman's health, so they ain't no joke.

Those missiles will fly out when Bart is directly in front of them, but they can be defeated. Quickly start pressing the A button to keep a steady stream of fire in front of Bartman. The dart missiles will go down with only a few shots.

I'd advise to first destroy or avoid those missiles, then start shooting Smithers as quickly as possible. It doesn't take many hits to take him out.

After flying through the radioactive clouds you will once again have to fight Smithers. The same strategy applies.

Strategy: Radioactive clouds-----

After the Smithers fight you'll come up on a patch of green clouds. That green glow is radiation, and one touch will suck the life out of Bartman quickly.

But of course there's a path through 'em. Start by flying down to the bottom and flying under the first few clouds. You'll quickly see a point where a lower cloud appears, creating a Bartman-sized gap. Fly through it.

Along the way you may see some rockets fly up. Don't try to blow through them. Just wait for them to pass before you keep going.

Follow the obvious path that goes up a bit, then there should be a larger gap leading down. Fly through it and stay along the top path to fly out of the deadly clouds and continue.

Strategy: Boss, Biplane Burns-----

I knew there was something fishy about fighting Smithers twice. Where Smithers walks, Mr. Burns is not far behind.

However, Mr. Burns is equipped with a much deadlier (and faster) biplane. His flying pattern is actually very similar to that of Nelson.

The difference is Mr. Burns has a machine gun mounted on his plane. Every time he passes through Burns will let off a round to try and hit you.

But honestly, it's way too easy to lose this battle. All that is necessary to avoid his shots (and hit him with yours) is to fly up and down.

So, say you're at the bottom. Let him pass through once, then start flying straight up while shooting quickly. On his next pass Burns will miss you, and your shots will get the plane. Continue that attack pattern to easily beat Burns and win the homework page.

Yellow Door

(Number of pages: 2)

Status Screen-----

Health

- - - -

The yellow/orange/red/black circle around Bart's face is Bart's health. If you sustain too much damage and it gets depleted you'll lose one of those precious lives.

Lives

- - -

The small Bart icons are Bart's lives. You'll start with three of them, giving you three chances to beat the stage.

Points

- - - -

The points in the top corner are your total for the entire game. This will be in all the stages.

Control-----

Left.....Run left.
Right.....Run right.
Up.....Run up.
Down.....Run down.
A.....Jump.
B.....Not used.
C.....Use weapon.
Start.....Pause game.

Items-----

Health

- - - -

Those purple soda pops are health boosts for Bart. Get them to refill lost health. You can get them by hitting obstacles such as eyeballs and light bulbs.

Lives

- - -

The square Bart icons are extra lives to beat this door. You can get them by hitting obstacles such as eyeballs or light bulbs.

Mallet

- - - -

This is the best weapon in the stage. It can kill anything from a safe distance.

Fire Extinguisher

- - - - - - - -

A fire extinguisher. It shoots fire extinguisher stuff. It's only good for the final boss, so don't grab it until then.

Plunger Gun

- - - - - -

A plunger gun. Good for toilets, but sucks for anything else. Stick with the mallet.

Strategy: The basics-----

Although there are two pages to get in the yellow door, you won't get them both at the same time (like in the Bartzilla door).

No, they want you to work to get those two pages. So the first yellow door you go through will have a stage and at the end you'll get the first page. But, later on you will come across another yellow door with another Itchy and Scratchy stage. That's where you'll get the second page.

As for the action in the stages, it's simple. Get a weapon, use a weapon, kill everything.

Finally, these Itchy and Scratchy stages are divided into various rooms. You will know when you can move to the next room by the red arrows that appear on the right side.

Strategy: Yellow door #1-----

The first room is the Simpsons' living room. It's not too complex, with just a chair, a table, and lots of Itchys and Scratchys.

First of all you'll need a weapon, so run to the right and get the mallet from the table. Keep the mallet with you at all times as it is the best weapon for these stages. Once you have the mallet all you'll have to do is stand at the top of the room and hold C to start pounding some critters. And remember to ALWAYS stay at the top or you might get hit.

Continue the pounding until the red arrow appears so you can move on to the next room.

This next room gets a lot tougher. Not only do you have to contend with Itchy and Scratchy, but also a bunch of pyro-vacuums, an exploding telephone, bouncing eyeballs, and crazy light bulbs.

The vacuums are probably the biggest threat as one burst of fire from them will take away one life. Obviously you'll want to stay at the top of the screen. The telephone, eyeballs, and bulbs can be avoided by simply running through without pausing.

If you want to gain an extra life you can run to the very right and stand near the light bulbs. Keep swinging your mallet to hit the bulbs and an extra life will appear. Run and grab it to add it to the roster.

DO NOT GRAB THE FIRE EXTINGUISHER. KEEP THE MALLET.

As for the destruction, it's much like the previous room. Stand at the top and keep slamming with your mallet. They will all fall like the wacky cartoons they are.

Run to the right and up the stairs to go into the attic, which is no different from the other rooms. Stay at the top and kill everything,

and DO NOT GRAB THE PLUNGER GUN. KEEP THE MALLET.

Now you're in the Simpsons' kitchen. All the action is off to the left, and unfortunately you have to run over there. Run to the bottom and make a mad dash for the left side, which should help you avoid the telephone and fireballs from the oven.

From here it's all deja vu. Stay at the top (on the tile floor, not the counter), and smash 'em all to bits to finish the first yellow door and get a homework page.

Strategy: Yellow door #2-----

Now then, everything is practically the same for this door. I'll go over any important differences as I go along here.

Start off in the piano room by going to the right. Stay at the top to avoid the vacuums. When you see Scratchy at the door get ready to jump over his tongue as it rolls out onto the carpet. Grab the plunger gun from the corner.

Plunger gun? Didn't I say the MALLET is the best weapon? Indeed I did.

Run to the left while holding the gun and get hit by Scratchy's tongue. It will cause minimal damage, and you will be downgraded to the mallet. It's smashin' time!

Run to the left (jump over the tongue this time) and stand between the piano and Homer portrait. Hit those eyeballs if you'd like an extra life, then start smashing all incoming enemies to exit the room.

Next up is another kitchen room, and it is just like the last one save for one thing. The bubbles of doooooom!!!

Run to the left and stand between the two bubbling sinks. From these sinks will emerge vicious, bubbly enemies that can be hard to close at close range. So the center of the sinks will be ideal for hitting the bubbles before they hit you.

Keep up the attacks on the bubbles and other enemies to continue on to the next room.

This time you get tossed right into the melee, so run to the right side as quickly as possible. Jump as you pass by Itchy to avoid his mouse traps, and DO NOT GRAB THE FIRE EXTINGUISHER. Stick with the mallet. Stand between Itchy and the extinguisher and just start hitting enemies as usual to continue.

Run up to avoid the vacuums in the basement and unleash your mallet fury upon them. Keep up the bashing until the red arrow appears.

Strategy: Boss, furnace monster-----

Now run down to the bottom and straight to the right. Don't stop until you reach the end and grab the fire extinguisher. Once you have it, run back to the left and stand over the drain on the floor.

Anyway, a boss! And an easy one at that. All you do now is stand on that drain and wait for the monster to release a stream of fire sparks. Shoot all the sparks to extinguish them, and make sure not to miss a single one. One touch from those sparks and you'll lose a life.

After the furnace has released the sparks it will close, and that's when you attack. Run forward and you should be able to get exactly three hits before it opens up again. When it opens you run back to the drain and repeat the whole thing.

Continue with that attack pattern until the furnace monster is no more and you'll get the second homework page.

3.5 Bart's Blood-circulation

Purple Door

(Number of pages: 1)

Status Screen-----

Points

- - - -

The points in the top corner are your total for the entire game. This will be in all the stages.

Control-----

Left.....Swim left.
Right.....Swim right.
Up.....Swim up.
Down.....Swim down.
A.....Pump up viruses.
B.....Not used.
C.....Not used.
Start.....Pause game.

Items-----

Fissions

- - - -

Touch the Smilin' Joe Fission guys when they pass so you can open the forcefield around the page.

Strategy: Know your enemy-----

The only enemies you'll encounter while swimming around in the bloodstream are viruses of various colors. The spiked helmet viruses will swim around and attempt to hit you, and the viruses with round helmets will toss out grenades.

The spiked viruses can be avoided by simply not swimming above them. They only attack when directly below Bart. As for those grenade-tossing fellas... Swim away. FAR away. Those grenades they

toss don't blow up, but they are small enough not to notice. Keep your eyes on them whenever the round helmets are on screen.

Strategy: Pop your enemy-----

Luckily, Bart is armed with a handy dandy pump-o-matic machine thing. With it you can pop off all the viruses before they get a chance to hit you. Just approach any virus to automatically attach the pump, then quickly and repeatedly press A to pump them into submission.

Strategy: Gettin' Smilin' Joe Fission-----

Of course the whole point of swimming around in this stage is to find another homework page. To do that you will have to grab all the Smilin' Joe Fission guys floating around in the blood.

They will start to appear when the page pops up at the top. The page has a forcefield around it, so every time you grab a Smilin' Joe Fission it will weaken the forcefield. You'll have to grab 6 of those little buggers to bust open the forcefield and get the homework page.

=====

==== 4.0 CODES & SECRETS =====

There are no secrets or codes currently known. That code to select other characters is a load of... well, I'll call 'em lies.

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==== 5.0 LEGAL / MISC. =====

5.1 Version History

September 5 '05: Version 1.1

- - - - -

Added some tips from Alu.

January 31: Version 1.0

- - - - -

Hah, told ya! I fixed something in the Maggie's Temple stage.

January 7, 2004: Version 0.9

- - - - -

Here goes my first FAQ of 2004. It'll be 0.9 until I realize I made a mistake somewhere and update it to 1.0.

5.2 Guide Credits

Thanks to...

1. Matt Groening. The man created 'The Simpsons' and 'Futurama', two hilarious shows that can't be topped. Shine on you crazy bearded bastard!
2. If I thank Matt Groening, then I also have to praise the hundreds of individuals who are involved with the show. To the writers, voice actors, animators, producers, gofers, and every other person involved... thank you!
3. Wilson Lau gets mad props for his kick ass 'Bart vs. the Space Mutants' guide. It inspired me to write guides for Simpsons video games.
4. Sega, Flying Edge, and Sculptured Software for creating the game.
5. <http://www.world-of-nintendo.com> for the text version of the instruction manual (SNES version).
6. Alucard Tepes for his windyworld tips.
7. Thank YOU for reading. After all, I didn't write this for my own health...

5.3 Contact Information

The address is: subsane@gmail.com

The issue of too many e-mails isn't a problem, so I'll most likely respond to any questions (for now). But, I do delete e-mails without a subject. Put 'Bart's Nightmare FAQ' or something similar in the subject line.

5.4 Legal Stuff

1. "Bart's Nightmare" is copyright © 1993 Flying Edge Entertainment Inc. The Simpsons and any related Simpsons characters are property of Twentieth Century Fox Film Corporation.

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