

The Simpsons: Bart's Nightmare FAQ/Walkthrough

by SloDeth

Updated to v1.1 on Feb 2, 2004

This walkthrough was originally written for The Simpsons: Bart's Nightmare on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

```
*****
*
*           Bart's Nightmare for SNES           *
*           FAQ/Walkthrough                     *
*
*           v1.1                               April 24, 2001 *
*
*           Guide By:  SloDeth                 *
*
*****
```

```
XXXXXXXXXXXXXXXXXXXXX
Table of Contents
XXXXXXXXXXXXXXXXXXXXX
```

I. Intro/FAQ

What is this game?
Why did you write this guide?
Is this the latest version of the guide?
Can I use your guide on my website?
Can I send you E-mail?
I can't get so-and-so-page...
How do I maximize my score?
hey man, do u no any cheat codes?
hey man, where can i get the ROM?

II. Version History

III. The Walkthrough

THE STREETS
ORANGE DOOR
YELLOW DOOR
GREEN DOOR
BLUE DOOR
PURPLE DOOR

IV. Closing

Contact Info
E-mail address
ICQ #
Web Page
Message Boards
Copyright Info

```
***** I. Intro/FAQ *****
```

```
*****
```

What is this game?

This is Bart's Nightmare. In this game, Bart Simpson falls asleep and his homework blows out the window. You must go and retrieve it! This is my favorite game of all the Simpsons games on the SNES.

Why did you write this guide?

Well, I liked the game, and it was pretty high on the GameFAQs request list, so I went ahead and did it. Besides, I had nothing better to do!

Is this the latest version of the guide?

It depends. If you got it from my website(go.to/SloDethFAQs) or from GameFAQs (www.gamefaqs.com), it is the latest public release of the guide. If you got it from www.neoseeker.com (I'm a mod on the boards there, look for me), it is probably the latest version, give or take a day. If you found it at any other site, it may not be the latest version.

If you're reading this, the guide is probably the final version. Everything relevant to the game is in the guide right now.

Can I use this guide on my website?

It depends. Here's how it is:

YOU MUST E-MAIL ME (slodeth@iname.com) AND ASK FOR PERMISSION! A simple "may I please use your Bart's Nightmare guide on my website(www.wherever?)?" will do it, but any and all sucking up is appreciated. :)

You may not make any changes to it. You can ask, but the answer will be "no" in almost every case.

You cannot make it seem like you wrote the guide yourself IN ANY WAY. It must be clear that it is my original work.

You may not re-write it yourself in your own style. It's called plagiarism. Even if you change every word, plagiarism is the theft of IDEAS.

Can I send you E-mail?

Yes, but PLEASE read the Contact Info section at the bottom of the guide, after you make sure it's not one of the questions below!

=====

GAME-RELATED QUESTIONS (the FAQ)

=====

I can't get so-and-so page...

This is a tough game. I've written everything I can here to help you out. If you have some specific question to ask me, go ahead, but don't say, "I'm stuck. Help me!"

How do I maximize my score?

Points in this game are infinite. You can get them ANYWHERE. If you're looking for the fastest/easiest place to get points, head to the second page of the Yellow Door. The boss spews flames, which give you 100pts each. Step out of range of the boss and shoot only the flames(yeah, you need a plunger gun or an extinguisher). Repeat until you have enough.

hey man, do u no any cheat codes?

The rest of the guide is written to help you beat the game without cheating. If you really need cheat codes, look somewhere else!

hey man, where can i get the ROM?

Go ahead, e-mail me and ask. You'll regret it. Do ya feel lucky, punk?

***** II. Version History *****

v1.1 - April 24, 2001 - Changed Jimmy Neutron to Smilin' Joe Fission. If anyone knows where I got the name "Jimmy Neutron" from, PLEASE tell me! It's the \$64,000 question! Thanks to Patrick O'Leary for pointing this out.

v1.0 - April 22, 2001 - First version.

***** III. The Walkthrough *****

=====
THE STREETS
=====

To get to the mini-games and the pages of your paper, you must roam the streets to find them. On the streets, you will encounter many frustrating obstacles. As you progress in the game, you will find more and more of these objects.

Items

[-----
Bubble Gum - Use this to blow a bubble that floats across the screen. If you hit a blue Z with it, the Z enters your life bar.

Watermelon Seeds - These are your only weapon. Use these on TVs or any enemies that you can't avoid.

Z's - Every time you get hurt, you lose one of these. They can be collected by hitting a blue Z with a Bubble Gum Bubble or by skateboarding. You can hold up to 28. If you have no Z's and you get hit, you wake up and the game is over.

Pillows - These are like continues. If you lose all your Z's, they create another small bar of Z's for you.

Soda Can - Use this to destroy all obstacles on the screen.

-----]

Enemies

[-----]

Basketball - When you jump over this, it turns into a skateboard. Riding the board grants you points, Z's, and speed. Use this to scan for papers quickly. Avoid ALL obstacles, cracks, and manholes.

Blinky - Jump over this fish to kill it. He's worth 250pts, and he's not even very hard to kill!

Fairy Lisa - When she dumps pixie dust on you, you turn into a frog. Find an Old Lady to cure this ailment. If you get trapped in a gang, Lisa will turn the gang members into frogs to save you. Move up or down to avoid her.

Gang - If you touch them, they carry you off. Jump up and hit a saxophone flying over your head, then Lisa will appear and turn these guys into frogs. It's hard to avoid them, so use a watermelon seed if you can.

Head - This is the head of the statue, which seems to be present in most of the games. Jump over these to kill them for 60pts. They usually travel in packs, so use a series of short jumps to get them all.

Mailbox - These cross the street, trying to hit you. If you jump over them, sometimes they turn into items, like Cola and Pillows. If it turns into a question mark, touch it and follow the arrow.

Old Lady - She blows kisses at you. These stop you in your tracks for a second as a human, but cure you as a frog.

Principal - He slaps a suit on you. It makes you invulnerable, but at the price of speed. Don't run into him unless you're very low on health.

Puddle - This will slow down if you walk into it. It wears off in under a minute.

Saxophone - This flies around and drops notes. If you touch the notes, you start walking backwards. This can be annoying, so do your best to avoid them. Jump up and touch the sax, and it will fly away.

School Bus - It could appear in either lane. Stay in the middle of the street or on the sidewalks.

TV - He runs quickly across the screen. You can't kill him(except with seeds), so avoid him instead.

-----]

=====

ORANGE DOOR

=====

Controls:

- D-Pad - Movement
- X - Whip Upwards

- A - Whip Right
- B - Whip Downwards
- Y - Whip Left

Hoo boy. This is the part of the game that EVERYONE complains about because, well, it's very tough. It requires some serious strategic planning and thinking, which is sometimes impossible because of the enemies.

Some general advice before the detailed maps:

- Grab those dinosaur eggs quickly! They are your life! Have one in your possession at all times.
- When you see a Devil, you might as well try to kill it. Don't mess around with the green Devils, though...they can kill you.
- If you see a path that you can't get through, go backwards and try to open up a path.
- Watch the background! Be cautious below Maggie. To avoid her pacifier, either jump very quickly to the right(dangerous) or take each block one at a time, in the bottom row if possible.

*** PAGE ONE ***

```

          *      *      *
---E----- -SX----X-- --X2-XS-X- -X-----3---X----
----- -SX----X-- -----X-X-X ---X-----
----- -SX----1-- 1-XS-X--X- --X----->-----End
----- -SX----X-X -X---X--X- --X---X--X-----

```

- E - egg appears here(100pts each)
- * - Maggie launches a pacifier when you get close enough.
- S - You must step here to raise an X-block to proceed.
- X - You can't step here, or you'll die.
- 1 - Jump here, then quickly jump right three more spaces.
- 2 - Once you get to the 19th row five rows after this place, go back a few spaces, go up two, left to this pillar, down two, then all the way right.
- 3 - When you get here, go down three(to set off the pacifier), go right, up, then go right all the way to the exit.

*** PAGE TWO ***

```

          *      *      *
-----X---- -X-----X- -----2- -X-X---
-----X---- -X-----X- -----X ---X---
---X-X-X-- -X----- X----- 3-----End
---XSX---- -X-----X- -X-----X ---X---

```

- * - Maggie launches a pacifier when you get close enough.
- S - You must step here to raise an X-block to proceed.
- X - You can't step here, or you'll die.
- 1 - To get through here, hop around the top two rows until you've raised the blocks in the bottom row. Use these blocks; cross one-by-one until the pacifier shoots out(this happens at point 1). Head straight up from here.
- 2 - After going up from 1, go right ten spaces to 2. (note: the map between 1 and 2 is mostly incomplete, because it is irrelevant.
- 3 - Stand here to let the pacifier safely shoot past you.

If you could get both of these pages, congratulations!

=====

YELLOW DOOR

=====

Controls:

- B - Jump
- A - Fire
- D-Pad - Move

This is a classic side-scrolling beat-em-up inside the Itchy and Scratchy Show. Grab a weapon(hammers, fire extinguishers, and plunger guns, from least to most range) and pound on them!

Point Table

-----	-----
100pts	Itchy(hammer)
100pts	Scratchy(hammer)
100pts	Bazooka Itchy
100pts	Bazooka Bullets
100pts	Flamethrower Scratchy
100pts	Flames(from the flamethrower)
200pts	Light Bulbs(from the lamp)
100pts	Vacuum
100pts	Knife Itchy's Knife
200pts	Knife Itchy
200pts	Chef Scratchy
2000pts	Stove Boss
100pts	Stove Flames
10pts	every non-fatal hit to the stove

*** PAGE ONE: ***

Round One: Grab the hammer on the table to your right. Pound Itchy, Scratchy, Itchy, Scratchy, then Itchy. Nail Bazooka Itchy, then Scratchy, then Flamethrower Scratchy. Go right.

Round Two: Stay low. Run past the exploding phone and the Vacuum until you see a fire extinguisher on a table. Grab it and take out some of the Vacuums. When you can, shoot the bulbs coming from the lamp on the table. They turn into extra lives, so be sure to get up to four extra lives. After that, the bulbs are worth 200 points. Once you kill seven Vaccums, Itchy, Scratchy, Itchy, Itchy, then Scratchy, go right and up the stairs.

Round Three: Start by going right and grabbing the plunger gun. Kill eight Vacuums, Bazooka Itchy, Flamethrower Scratchy, Bazooka Itchy, then Flamethrower Scratchy. You instantly enter the next area.

Round Four: This one is tough. You are in a kitchen with a slippery floor, cans rolling around the floor, and a phone that tries to trip you. Go left until you get out of range of the soda cans. If you still have the plunger gun, you're in luck; just shoot rapidly, alternating left and right. If you only have the hammer, jump on the counter and play defensively. Only jump down

when either Knife Itchy has disarmed or ChefScratchy is in close range. Kill two Chef Scratchies, Knife Itchy, Chef Scratchy, two Knife Itchies, Chef Scratchy, then one final Knife Itchy. You win a piece of your paper.

*** PAGE TWO: ***

(note: unlike in the other mini-games, you must find another page in the street to access this game)

Round One: Go right, carefully jumping over Scratchy's tongue. Grab the plunger gun and shoot five Vacuums. Go left, jumping over the tongue and going past Homer's picture on the wall. Shoot three Vacuums, Bazooka Itchy, Flamethrower Scratchy, Bazooka Itchy, then Flamethrower Scratchy.

Round Two: It's the kitchen again, except this time the sinks release soap bubbles that harm you(note: they can be destroyed easily with the plunger gun, but they aren't worth any points). Go left and kill two Chef Scratchies, Knife Itchy, Chef Scratchy, two Knife Itchies, Chef Scratchy, and Knife Itchy.

Round Three: Be sure to get a few lives by shooting the bulbs from the lamp to your left, then go all the way to the right to get an extinguisher. Kill Itchy, Scratchy, Itchy, Scratchy, Itchy, Bazooka Itchy, Scratchy, then Flamethrower Scratchy.

Round Four: Back to the attic. Kill eight Vacuums, Bazooka Itchy, Flamethrower Itchy, Bazooka Scratchy, then Flamethrower Itchy. Now it's time for the boss! Go to the right until you find the stove releasing fireballs. To defeat it, step about 2/3 a screen's length away from the stove and destroy the line of flames, then step in and hit the stove itself(note: if you still have the extinguisher, find the sweet spot where the cloud rests on the grate for the longest time, doing 50pts damage with each shot). Repeat until dead.

=====
GREEN DOOR
=====

*** PAGE ONE ***

Controls:

- X - Eyes shoot forward, to take down jet planes.
- B - Eyes shoot down, to take out the tanks on the road in front of you.
- A - Eyes shoot the background (only for points).
- Up - Mouth fires the buildings in the background(only for points).
- Right - Mouth fires the helicopters coming for your head.
- Down - Mouth fires the lower buildings and helicopters.
- Left - Stop moving.

This game is tough. You play Bartzilla, ravaging through the town. The only thing truly hard about this game is the controls. Good luck figuring them out. If all else fails, just press Right and A constantly, then Right and Y when a jet plane flies by the bottom of the screen. Also, press Down to take down the lower helicopters early. This isn't necessary, since they aren't a threat until they reach the upper half of the screen. About fifteen hits will take you down. You advance when a tank comes by and shoots you with a strange energy ray...

*** PAGE TWO ***

Controls:

- D-Pad - Move Around
- Buttons - Electrify!

This level is much simpler. Move up this huge skyscraper, avoiding the various people who attempt to drop objects on your head. The skyscraper gradually narrows by two windows until it is only two windows wide. At the top of the tower is a King Kong Homer. Climb to the window right by him and use your attack to kill him(your attack is more powerful if you don't use it until you reach the top). For every object you hit, you lose 30 points. To avoid the Marge Fly, just stay low until she passes.

=====
BLUE DOOR
=====

Controls:

- B - Use Slingshot
- D-Pad - Movement

In this mini-game, you take control of Bartman, the flying superhero who defends the free world with his handy slingshot!

Point Table

----- -----
10pts every non-fatal hit against anyone
100pts rockets
100pts little red ships
500pts purple scrolls, if your life bar is full
200pts Krusty balloon

200pts | Boss One: The Twins

To defeat the first boss, just stay low and avoid the water balloons. Get up high and shoot down the balloon when the balloon is on the right sign of the screen.

200pts | Boss Two: Barney

Barney is riding a purple elephant, which shoots out clouds of poisonous gas. This is a pretty simple battle if you stay up high and let your bullets rain down on the elephant.

500pts | Boss Three: Smithers

Smithers flies a blimp that shoots rockets at you. Again, stay high and let your bullets rain down on the blimp. The rockets take out half of your health, so be careful!

500pts | Boss Four: Smithers Again!

This time, kill him quickly, because he will escape after he fires off all his missiles. Note: to make it through the poisonous clouds before this boss, stick to the lower path.

Mr. Burns flies around in his plane across the screen, trying to shoot you down. To kill him, stay in the lower right corner until you can hear him approaching. Go up and left, rapidly pressing B. He will run into your bullets, which slowly float in his path. This works when he approaches from the left AND right, except you may need to start moving earlier when he comes from the left.

=====
PURPLE DOOR
=====

Controls:

- D-Pad - Movement
B - Use Plunger

This is my favorite mini-game of them all, mostly because it's so simple. While traveling through a blood stream, you must use your plunger to kill the various germs. Touch six of the Smilin' Joe Fission guys to free another sheet of your homework. This level won't be hard as long as you avoid the germ attacks.

Point Table

-----|-----
50pts | green germ
75pts | blue germ
100pts | orange germ
125pts | whitish purple germ(pretty fast)
250pts | red germ(pump it and it explodes, killing all other germs)
500pts | grabbing Smilin' Joe Fission
-10pts | a germ escapes after you latch on(i.e. you get attacked)
-25pts | Smilin' Joe Fission escapes to the top of the screen
-100pts | getting hit by a germ

Each germ comes in two "flavors": one has a spiky head and charges upwards at you. The other tosses little grenades at you that can instantly kill an unprotected Bart. Good luck!

***** IV. Contact Info *****

E-mail: slodeth@iname.com
ICQ UIN: 15025844
Web Page: http://go.to/SloDethFAQs

E-mail Rules:

Don't ask me questions that are already answered in the guide! Search for it before you email me! It will save you AND me some time.
Make sure you are reading the most updated version of the guide.
Include the name of the game or guide in the subject. Bart's NM is enough.
E-mail me just about ANYTHING: questions(not answered in the guide), comments, praise, constructive criticism, requests...
Ask me if you can use this guide. I will almost certainly let you, as long as you ask politely.

Don't E-mail me crap. Don't ask me to join a website, like AllAdvantage.

I've received way too many of those.

Don't spend any less than one minute writing your E-mail. Check it over and make sure you used correct spelling, decent grammar, and capitalization. AOL slang is not up to my standards. Don't use "r u" instead of "are you" or anything like that. It gets on my nerves. If you do that thing where you cApItAlIzE eVeRy oThEr lEtTeR, don't expect a response.

ICQ Rules:

Do whatever you wish. I don't care about ICQ very much. Put my number on spam lists, tell it to your friends, and flood it with whatever you want.

What you can find at my web page:

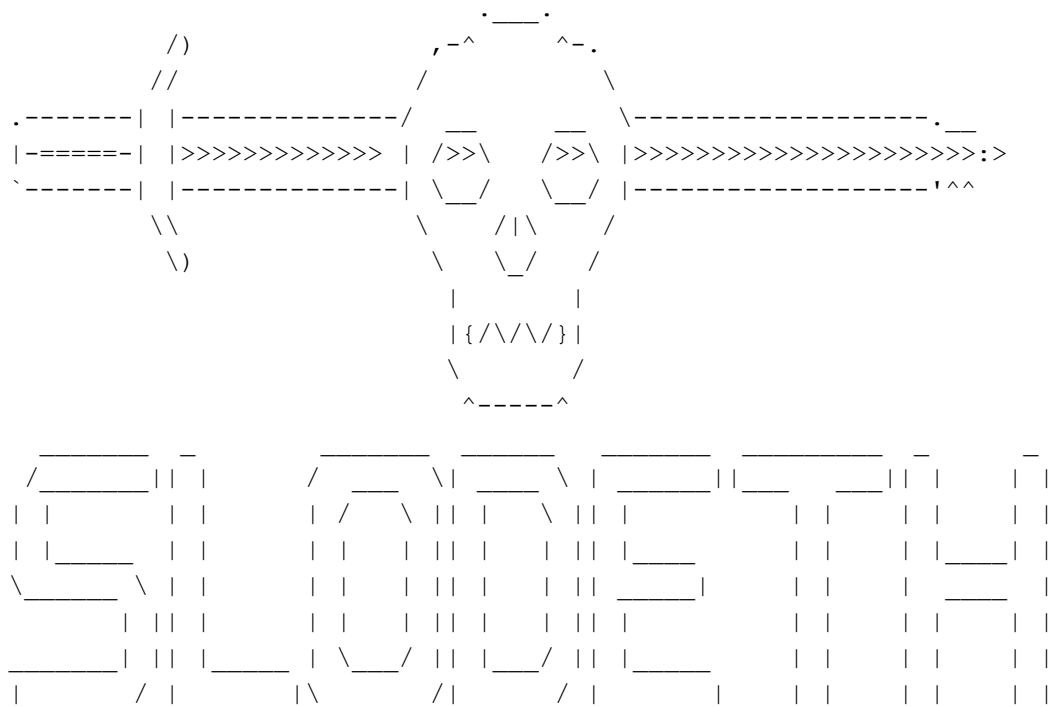
- More info on me(in case you care)!
- Links to all of my guides!
- The most recent versions of my guides!
- HTML versions of my guides!
- Feedback forms, surveys, and some other crap!
- News on what I've done and what I plan on doing!

If you're looking for me on a message board, you'll probably find me on the GameFAQs boards. I go to the FAQ Contributor board the most often, and I visit the boards of the games I've written for. Also, I'm a mod on the Neoseeker boards, so look for me there.

~~~~~

Please do not distribute this guide in any way without my explicit permission. I'm sure you could use it and mutilate it to your pleasing, but I'd appreciate it if you ask permission first. Do not sell this guide, or do anything to pass it off as your own guide. I am well aware of my rights, and I will take the necessary actions to protect my work. Check out <http://www.templetons.com/brad/copyright.html> if you have any doubts.

Or, as they say, This document Copyright 2001 by Martin Silbiger.



This document is copyright SloDeth and hosted by VGM with permission.