



Once  
upon a  
time...

Bart Simpson had a cow, man. He traded it for some magic beans which grew into a giant beanstalk. If he can scale the stalk, overcome giant bugs, mash monstrous mice, and grab the Giant's loot, he'll become a zillionaire faster than you could say "I DIDN'T DO IT!"

**Acclaim**

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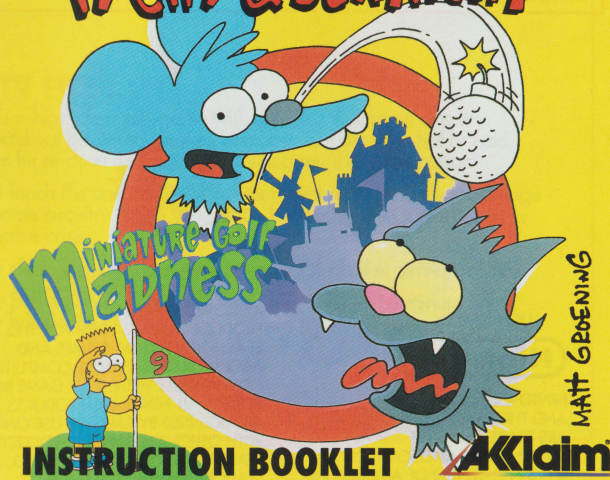
Nintendo

**GAME BOY**

THE SIMPSONS™

DMG-YH-USA

**ITCHY & SCRATCHY**



**INSTRUCTION BOOKLET**

**Acclaim**

**WARNING:** PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



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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.





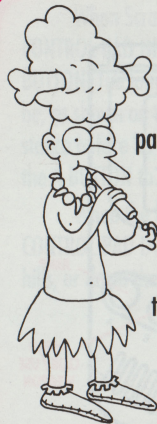
MATT GROENING

Hi, Kids! Ready for the bestest Itchy and Scratchy cartoon ever? It's my personal favorite— well, other than the Oliver Stone one. It's called Itchy and Scratchy's Miniature Golf Madness!

It's a beautiful summer day and Scratchy's out for a relaxing round of miniature

golf. The sun is shining, the birds are singing and all seems right with the world. But Itchy has other plans. He's locked the gates behind Scratchy and has booby-trapped the entire course with bottomless pits, cannons and other obstacles, to ensure that the only holes-in-one on this course will be holes in one Scratchy the cat! And to make sure the job gets finished, Itchy's coming after Scratchy himself with chainsaws, bazookas and flame throwers! Ooh, that Itchy!!

But what makes this Itchy & Scratchy cartoon special is that you get to direct all of Scratchy's award-winning hijinks as he faces off against his old pal in Miniature Golf Madness, where every putt Scratchy takes could be his last!!!



MATT GROENING

## TO TUNE INTO ITCHY & SCRATCHY

1. Make sure the GAME BOY® power switch is OFF.
2. Insert the Itchy & Scratchy's Miniature Golf Madness game pak as described in your NINTENDO® GAME BOY® manual.
3. Turn the power switch ON.

When you see the Itchy & Scratchy title screen, press the **START BUTTON**. You will then be presented with the Itchy & Scratchy™ options screen. Use the UP and DOWN CONTROL PAD to select an option, then press the A BUTTON to modify it.

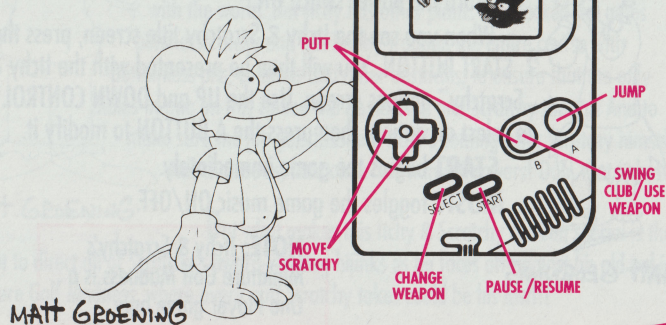
**START** begins the game immediately.

**MUSIC** toggles the game music ON/OFF.

**NOTE:** Itchy & Scratchy's Miniature Golf Madness is a One Player game only.

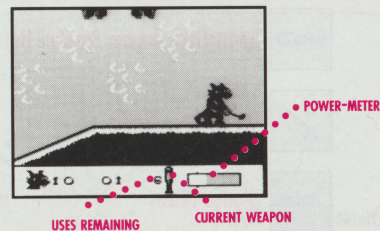
## PLAYING THROUGH MADNESS

Scratchy will move left when you press the **CONTROL PAD LEFT**, right when you press the **CONTROL PAD RIGHT** and will jump when you press the **A BUTTON**.



When Scratchy's standing next to the ball, he'll line up to putt if you press the **CONTROL PAD UP**. Once in his putting stance, he'll putt when you press and release the **B BUTTON**. The longer you hold down the **B BUTTON**, the more powerful Scratchy's swing will be, as shown on the meter at the bottom of the screen. To make Scratchy leave the putting stance before he's putted the ball, press the **CONTROL PAD** either left, right or down, or press the **A BUTTON** to jump out of it.

When the ball is rolling towards Scratchy, he can block it with his body if you press the **CONTROL PAD DOWN**. This is a good trick for preventing the ball from falling in pits, down hills, or down the wrong tunnel.





Scratchy will attack when you press the B BUTTON (except when he's in the putting stance). He can always brain Itchy with his putter— it's his default weapon— but if he's lucky, he might find some of the weapons Itchy's lost on the golf course. To find these and other pick-ups, search everywhere. There are many secret areas within the holes in which pick-ups are hidden. To pick the pick-ups up, run into them.



Mallet



Springfield Slugger Baseball Bat



Machete



Bladed Discus



Grenades



Boomerang

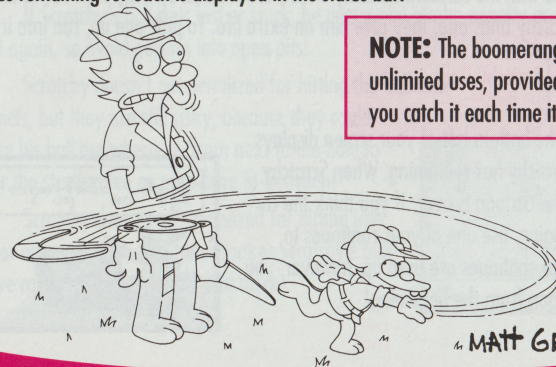


Bomb



Ray Gun

Scratchy begins each level with his putter as his only weapon, but can use others once the appropriate pick-ups have been obtained. To choose Scratchy's weapon, press the SELECT BUTTON until the desired weapon's icon is displayed in the status bar. Use the pick-up items wisely, because they can only be used a limited amount of times. The number of uses remaining for each is displayed in the status bar.



**NOTE:** The boomerang has unlimited uses, provided that you catch it each time it returns.

## LIVING ON THE LINKS

Scratchy begins each cartoon with 9 lives, but with the holes that Itchy's devised, he might need them all to get through the entire course! Each time Scratchy gets hit, he loses a life. As long as he has a life remaining, however, he'll pull himself together in a second or two and continue with the cartoon. Scratchy Dolls were created by Itchy for voodoo retribution, but if Scratchy finds one, they give him an extra life. To pick one up, run into it.



Scratchy Dolls

A meter at the bottom left of your screen displays how many lives Scratchy has remaining. When Scratchy runs out of lives, the cartoon is over. If you think the cartoon is worth salvaging, use one of your continues to extend it. Once your continues are used up, however, you must start the cartoon from the beginning!



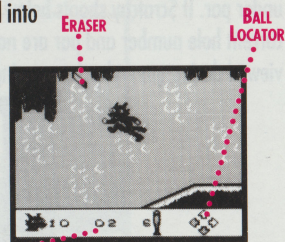
## SCOREBOARD

As in any golf game, the fewer shots Scratchy takes to sink his ball, the better his score! Each putt adds one stroke to Scratchy's shot total. Erasers, however, lower Scratchy's score by a stroke, making them extremely valuable to Scratchy's game.

If Scratchy's ball gets lost or stuck, he gets a one-stroke penalty and must take the shot again, so avoid putting into open pits!

Scratchy doesn't get penalized for hitting the ball into tunnels, but they are still risky, because they could leave his ball anywhere—from next to the hole to near the starting tee or anywhere in-between!

Scratchy doesn't get penalized for hitting into water either, but the resistance makes Scratchy's ball move much slower and harder to drive.

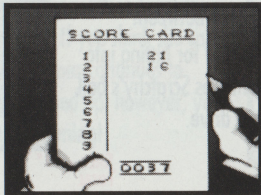


SHOT  
TOTAL



To help you find Scratchy's ball, an electric ball locator has been included on the status bar free of charge! The shaded arrows indicate the direction of the ball relative to Scratchy!

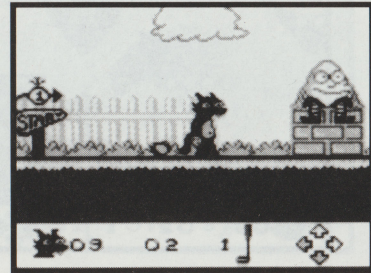
Scratchy's score is tallied on the scoring screen each time a hole is completed. The scoring screen shows Scratchy's shot totals for each hole, as well as a running course total. A plus or minus next to the total indicates whether Scratchy is over or under par. If Scratchy shoots below par on any hole, he is given a Bonus Life! Both the current hole number and par are noted on each hole's introduction screen, and can be viewed during gameplay by pressing the START BUTTON.



## THE MINIATURE GOLF MADNESS COURSE

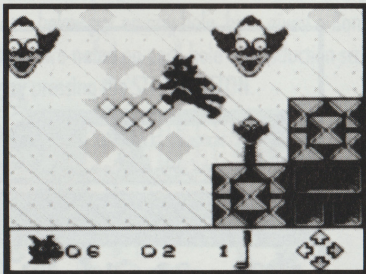
### HOLE 1: GRIM FURRY TALES

This hole is the Mother of all golf holes as Itchy tries to goose Scratchy with his arsenal of chainsaws, electric cattle prods and flame throwers! Putt towards the Old Woman's shoe for a happy ending!



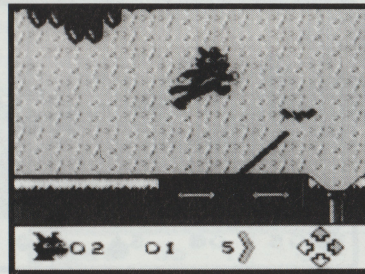
## HOLE 2: MALICE IN KRUSTYLAND

What could be wrong with a hole based on Springfield's best-loved entertainer? Malevolent jack-in-the-boxes, trampolines, and teeter-totter catapults, all set by Itchy to bring Scratchy's ratings down... permanently!



## HOLE 3: REST IN PIECES

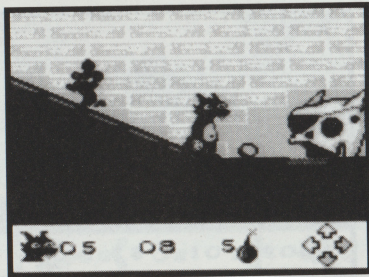
If this crypt-ic hole is as tough as it looks, it could be Scratchy's last resting place. With open pits, a network of underground tunnels, and opening and closing coffins, the ball could end up anywhere. Use the coffins as ramps to reach the end of the hole and "reap" the rewards.





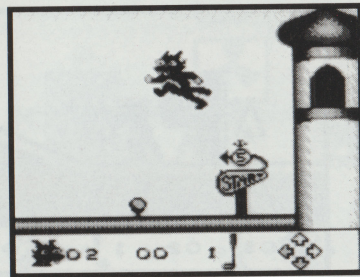
#### HOLE 4: PIRATES OF THE SCRATCHIBBEAN

Yo ho ho, a pirate's life for Itchy! Though the ship may fly the Jolly Roger, this pirate hole will hardly be jolly for Scratchy. The scurvey little mouse is out to give him a peg-leg, a peg-arm, and more if he gets his way... But aye, matey, there's treasure ahoy if you can reach the end!



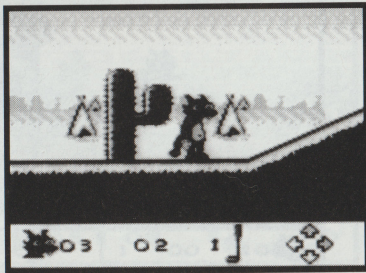
#### HOLE 5: I SCREAM OF GENIE

Itchy's hardly one to desert his mischievous antics, even in the Arabian desert! He's set up poison dart guns, exploding traps and moving walls all designed to put out Scratchy's lamp before he reaches the Genie-al end to this hole!



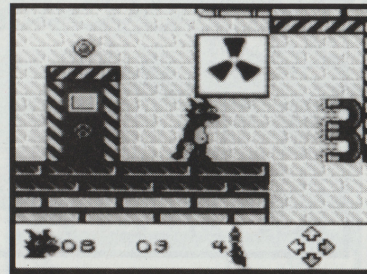
## HOLE 6: CHOP-ALONG SCRATCHIDY

It's high noon and Itchy's preparin' for a showdown with Scratchy on the 6th green. So when Itchy comes near, wherever you are, make it Dodge City! But watch out, 'cause he's an ornery varmint, setting up piles of TNT and cannons in your path to turn you into tumbleweed!



## HOLE 7: PATTY MELTDOWN

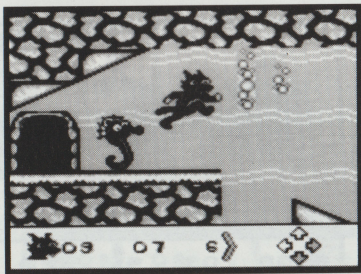
Get ready for a shock! Itchy's a master at generating mayhem, especially when let loose in a power plant! He's sped up the conveyor belts, activated the magnets, and has set off the energy dischargers to put a spark into your golf game!





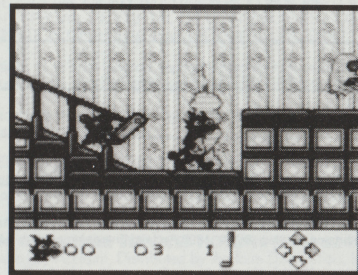
### HOLE 8: 20,000 MICE UNDER THE SEA

Itchy's devised an under-water torture course for his feline pal! Scratchy must putt his way under the sea, through dark sea-caves and reach the hole before Itchy takes him out-hook, line and sinker!



### HOLE 9: 9-1/2 SHRIEKS

Normally, black cats are an essential part of any horror story, but Itchy's fixed this hole so that Scratchy is highly expendable. Even "Mother" won't be able to help you through as psycho Itchy stalks you through the halls of this abandoned haunted house! Weird things line the halls, catching whatever comes their way, including golf balls. To make them let go of the ball, whack 'em across the knuckles by pressing the B BUTTON when standing in front of them.



## NOTES...

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