



A LOOK AT "BART'S HOUSE OF WEIRDNESS"

by Dr. Marvin Monroe

When I was asked if I would be interested in writing an introduction to the manual for this game, my first question was, "How much money?" Once satisfied with the answer, I began to struggle with the complex issues raised by the advent of the video game. I believe video games are a popular outlet for the species of *homo sapiens* in this the latter part of the 20th century, and I welcome the forum presented to me. It's high time we took a scholarly approach to these matters.

In general, the use of software for amusement reflects back through time. It is, if you will, on par with the use of Pogo Sticks in the middle of this century or, even further back, the game of "Pull the tail of the jackal" that was popular among young male children during the reign of Ramses III in ancient Egypt. In fact, studies show that there is a release of tension related to playing video games and their ilk that coincides with the pre-Jungian studies of subliminal dream states as interpreted through non-mandatory living activities. What this means in layman's terms, is that people do it for fun.

My own pet theory is that the use of a joystick for entertainment purposes is a regression to the pre-civilized state of humankind when hunter/gatherers relied on clubbed weapons in order to meet the daily challenge of procuring food and of keeping that food away from others. Over the millennia, as the acquisition of such needs decreased in difficulty, the necessity for venting negative impulses through strenuous activity was relieved only at the risk of offending the predominant social mores of the times. To put it simply, it was no longer acceptable to bonk

your neighbor over the head with a club if you felt irritated. Man was forced to rely upon increasingly abstract ways of bonking others over the head: the catapult, the poisoned arrow, nuclear weaponry, etc. Now, as we approach a new century, civilized man is once again able to grab a clubbed instrument (e.g. the joystick) and -- thanks to the miracle of software such as this -- "bonk" the head of those he finds irritating.

And I might add, there is plenty in this game with which to be irritated. There are space aliens (representing man's alienation from the group as stressed in the individuality-focused society of today), hideous mutant bugs (representing a separation from the natural environment of our ancestors), toxic waste (representing man's fear of the consequences of his own creation, nuclear power), toxic waste (see previous) and brutal security guards (representing brutal security guards).

Then there is young Master Simpson.

I have worked with Bart on a few occasions and I must tell you... actually, I can't tell you. It would be unethical to reveal what is discussed in our sessions. But I can tell you what I've learned from this game. The focus here is on Bart, as well it should be. Bart needs to feel at the center of events in order to bolster his own emotional sense of self-worth. At the same time, his relationship to his father is one of cautious respect. While openly, Bart may appear to harbor feelings of disdain and shame with regard to Homer, there is no question in my mind that the boy knows a meal-ticket when he sees one.

Therefore, it follows that in Bart's desperate search to compensate for the shortcomings of, and at the same time to break free of his ultimate dependency on, his father, what we find is a boy who wants to be

regarded as a pillar of the community. He wants to be looked up to as a hero and role model. He wants glory, fame, and status. Yet he doesn't want to work for it.

"Bart's House of Weirdness." is a subconscious interpretation of reality as Bart would like it to be. It presents him with the opportunity to project the hero/conqueror role on his own persona, thereby regaling himself to the status of World Savior.

In closing, I would like to point out that the elements found in this game are, in most cases, a social commentary of the state of our culture as seen through the eyes of a child of the Nuclear Age. You may wish to ask yourself, "What do the glowing rats in the basement symbolize in my relationship to the environment?" Or you may ask, "Is there a lesson to be learned from Bart's rooftop battles with evil squirrels and angry hornets?" I have no answer to these questions. But if you enjoyed this small dissertation, you may wish to read my other best-selling writings:

* **OEDIPUS SCHMEDIPUS!**

A collection of humorous limericks from the psychiatric world

* **ANALY-SIZE!**

Twelve steps to a harder body through the Freudian workout

* **WALK A MILE IN MY WEEJUNS**

An autobiography on an eminent psychiatrist

* **DYSFUNCTION IS AN ELEVEN-LETTER WORD**

Thank you.

Dr. Marvin Monroe

Dr. Marvin Monroe, Ph.D.

Contents

A LOOK AT "BART'S HOUSE OF WEIRDNESS"

by Dr. Marvin Monroe 1

PART 1 - INSTALLING AND LOADING

Floppy Disk Users5

Hard Disk Users5

PART 2 - STARTING THE GAME

The Introduction6

The Password7

PART 3 - PLAYING BART'S HOUSE OF WEIRDNESS

Bart's Bedroom9

Game Utilities11

Loading and Saving Your Game11

Leaving Bart's Room12

THE STATUS BOX13

THE ADVENTURES

The Quest for Maggie's Ball19

"I wanna go to the movies"19

Grave Danger in the Basement20

The Secret of the Attic21

Space Mutant Madness21

Too Much T.V.22

Adventures in Krustyland22

SPECIAL ITEMS23

INSTANT REPLAY25

CREDITS28

PART 1 - INSTALLING AND LOADING

Note: Make back-up copies of all disks. Use these if playing from disk. For help, consult your DOS manual.

Floppy Disk Users (1.2M & 1.44M Versions Only)

1. Place Disk 1 into the appropriate floppy drive (a: or b:) of your computer.
2. Move to the DOS prompt for the corresponding drive. You do this by typing **a:** (or **b:**) and pressing the Enter key.
3. From the DOS prompt, type **setup**.
4. The Setup Menu has options which allow you to configure the game for your system. Use the arrow keys to move the highlighted option until your Video Mode is highlighted. Press the Spacebar to select that option.
5. Repeat for Sound Mode.

Hard Disk Users

1. Follow the same directions for steps 1 - 5 above.
2. After selecting the sound and video modes, select "Install to hard drive" from the Setup Menu.
3. Follow the on-screen instructions. Press Enter to finish Setup. (NOTE: Exit the Setup screen with the disk still in the drive.)

You must run Set-up for sound and video BEFORE installing, or the proper files will not be saved on your hard drive.

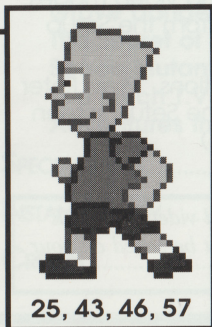
PART 2 - STARTING THE GAME

1. Go to the directory containing the files for the game. (See your DOS manual if you don't know how to move around from directory to directory.)
2. Type **s**

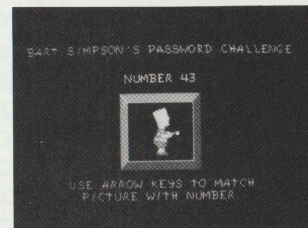
The Introduction

The game opens with an introduction scene. This looks like the TV show, but you probably know that.

You'll find out that you can press the Spacebar to skip through the opening introduction. After that, you'll find yourself at the Password screen, then Bart's room. Bart has been grounded by his parents. Bummer, man.

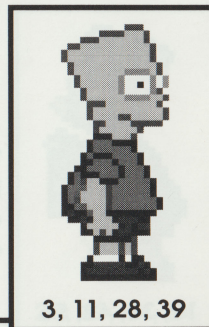


The Password



When you enter the game, the first thing you see is the Password screen. To advance, you must match a picture of Bart with a random number between 1 and 64.

You'll find the pictures and numbers at the bottom of the manual. See, there's one in the corner. So, for example, if the number 37 came up, you'd have to find number 37 below a picture in this manual. Then scroll through the pictures (using the arrow keys) until the one on your screen matches the picture in the manual.



PART 3 - PLAYING BART'S HOUSE OF WEIRDNESS

Being grounded isn't the worse thing in the world. It's not as bad as, say, having to write "I will not do that thing with my tongue" on the blackboard 500 times. And when you've got an imagination like Bart does, then staying entertained isn't a problem. In fact, Bart has some daydreams that seem pretty real. Sometimes Bart battles space aliens, or dreams that he confronts Itchy and Scratchy! Bart can also stay busy by sneaking out the window on adventures, or go exploring in the attic and basement. When he's done with all that, Bart can begin his greatest mission, saving his hero, Krusty the Clown, from Sideshow Bob!

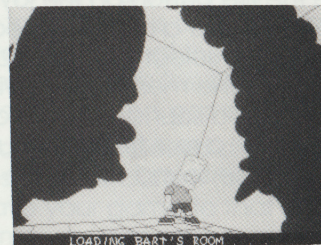
You will guide Bart high and low through Springfield, searching for cool items that will help Bart solve that ultimate adventure. We can't keep a secret, Bart has to get these three items:

- cool shoes
- cool shades
- cool hat

When Bart has all the cool items (and has completed all the missions), he can enter Krusty's Jungle Land.



19, 38, 42, 56



Bart's Bedroom - Moving around and Playing with Stuff

Okay, so being grounded isn't great, but there are ways to stay amused. You can play with some cool stuff, like the Talking Krusty the Clown doll, or the headphones on the desk. Really, try it. Just use the joystick (or arrow keys) to move Bart.

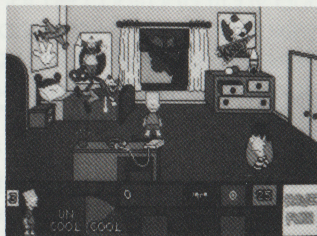
Key Keyboard Commands:

(Ctrl+K) activates the keyboard,
(Ctrl+J) for the joystick,
(Ctrl+P) pauses the game.



20, 29, 44, 54

Give it a try. See? Move Bart over by the right side of the desk. Then face the desk and press the fire button on the joystick (or Enter). You should see a menu appear on the screen that lets you select a song to play. Move up and down the menus by moving the joystick. If you have a sound card in your computer you're in for a real treat. If you don't have one of those sound cards, we pity you.



2, 41, 45, 55

Back to the bedroom. Try the Sideshow Bob punching bag. Go ahead, walk up to it and take a few swings...

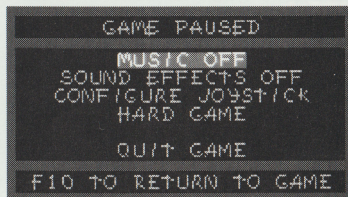
Loading and Saving Your Game

If you walk back to Bart's dresser, you will notice that one top drawer is open and one is closed. If you stand in front of the open drawer on the left and press the fire button (or Enter) you can load a saved game.

If you stand in front of the closed dresser drawer and press the fire button (or Enter), then you can save your game to that point. Note: the only time you can save a game is from Bart's room.

Game Utilities

If you press the (F10) key on your keyboard, you get the game utilities that allow you to:



- Turn the music on/off
- Turn sound effects on/off
- Configure a joystick
- Switch between hard/normal game, or
- Quit the game.



27, 31, 37, 48

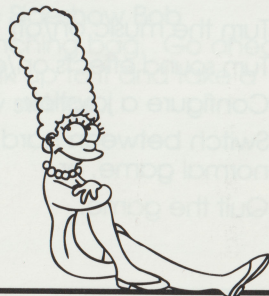
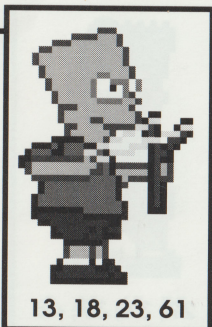
Use the joystick or arrows to scroll between choices, Enter or the fire button to accept choices, and (F10) to leave the menu. To exit without changing anything, press (Esc).

Leaving Bart's Room

You can go in three directions from Bart's room:

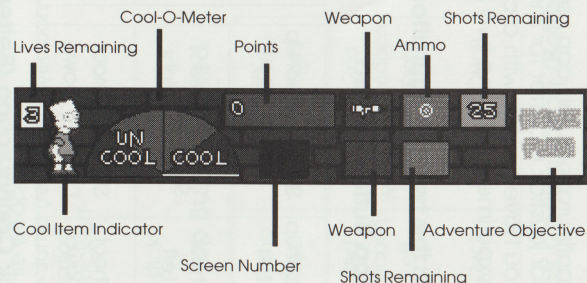
- Closet door
- Hall Door
- Window

Altogether there are six adventures which Bart can go on, if playing with the Talking Krusty doll gets old.



THE STATUS BOX

This might be a good time to discuss the stuff on the bottom of the screen. What you see on the top part of your screen is the main window. It's where you see all of the action taking place. The bottom part of the screen is what we'll call the Status Box. It has a few different elements. From left to right, they are:



Lives Remaining -- Shows how many lives you have remaining. You start the game with three. The game ends when you have zero. You can probably figure out the ones in-between.

Bart Cool-Item Indicator -- When Bart gets a cool item, it shows up in this picture of Bart.



There are two types of joystick configurations you can use when you play **Bart's House Of Weirdness™**. The regular joystick is better for shooting, and the alternate joystick is better for jumping. If you have trouble with a certain segment of the game, don't have a cow. Just experiment with the two joystick configurations to see if it helps.

To switch between the two configurations, press (F9).

Bottom Button Pushed

Jump Left	Jump	Jump Right
Jump Left	Jump	Jump Right
Duck	Duck	Duck

Top Button Pushed

Shoot Up Left	Shoot Up	Shoot Up Right
Shoot Left	Shoot	Shoot Right
Shoot Down	Shoot Down	Shoot Down

No Buttons Pushed

Turn Left	N/A	Turn Right
Walk Left	N/A	Walk Right
Turn Left	N/A	Turn Right

Regular Joystick Configuration (Better for Shooting)

You can the keypad or arrow keys to simulate the eight joystick directions.
 Enter = Joystick button 1 = Fire weapon 1
 Space = Joystick button 2 = Jump (regular) or weapon 2 (alternate)
 (Ctrl+J) = Joystick on/calibration
 (Ctrl+K) = Keyboard on/joystick off
 (Ctrl+P) = Pause
 (Ctrl+Q) = Quit game
 (F9) = Regular/alternate joystick

Bottom Button Pushed

Shoot Up	Shoot Up	Shoot Up
Shoot Left	Shoot	Shoot Right
Shoot Down	Shoot Down	Shoot Down

Top Button Pushed

Jump Left	Jump	Jump Right
2nd Weapon Left	2nd Weapon	2nd Weapon Right
Duck	Duck	Duck

No Buttons Pushed

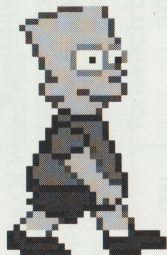
Jump Left	Jump	Jump Right
Walk Left	N/A	Walk Right
Duck	Duck	Duck

Alternate Joystick Configuration (Better for Jumping)

Cool-O-Meter -- This measures Bart's coolness. When everything is going well, Bart's cool. If he gets swatted around by space aliens or bugged by bugs, that's *uncool*. It works against him by lowering his cool rating. With a zero cool rating, you're toast. On the other hand, Bart can raise his level of coolness by finishing a level, finding doughnuts, or jumping on mushrooms.

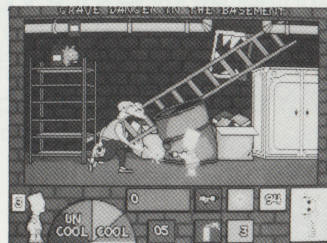
Points -- You can earn points for doing things like finding coins, defeating aliens, earning cool items, etc. The idea is to *get points*. LOTS of points. Sure, the object is to rescue Krusty, but anyone can do that. The thing that will really impress your friends is the number of points you can rack up *while* you rescue Krusty. After all, you're Bart. You're a Simpson. It's not like your life is ever going to amount to anything anyway, so you might as well try to get a lot of points in the game. A whole lotta points.

Screen Number -- This little box below the points will display a screen number. It makes it easier for you to map out the route Bart is taking on his adventures.



6, 12, 40, 58

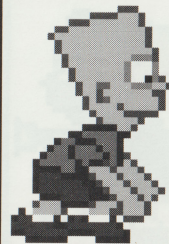
Weapon (top) -- With this weapon Bart shoots something and can destroy it. It may take more than one shot for big targets. The weapon will operate with the post button of



your joystick (or Spacebar). You start out with the Burp Gun, but you can also find other weapons. To the right of the weapon picture is a picture of the type of ammo you have. It may be standard Burp Balls, or something else for a different weapon.

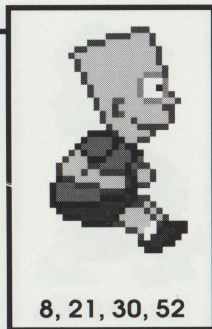
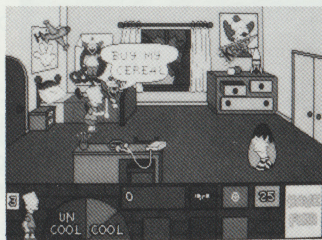
Weapon (bottom) -- This weapon, if you earn it, will be either the Spray Paint or Water Balloons. To use the current weapon, press both joystick buttons at the same time. (Keyboard users: press Space+Enter.)

Number of Shots Left -- Shows the number of shots left.

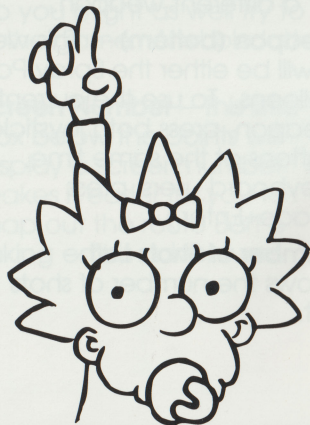


5, 26, 59, 64

Adventure Objective -- This will show you what you need to find to complete the adventure. For example, in Bart's Room it says "Have Fun!" That means your objective in Bart's Room is to have fun. Another example is the Space Mutants adventure. There you will see a picture of a cookbook. Your goal, then, is to find the cookbook.



8, 21, 30, 52



18

THE ADVENTURES

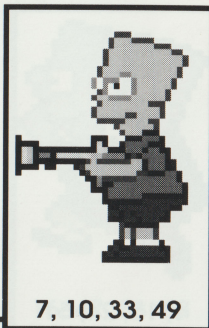
The Quest for Maggie's Ball

Look high and low through the rooftops and sewers of Springfield. Why? Because Bart is a loving brother who wants to keep his baby sister happy by recovering her missing red ball. It's also a great excuse to get out of mowing the lawn, and possibly earn a cool item.



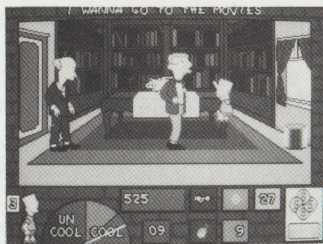
"I wanna go to the movies"

There is nothing a kid likes better than checking out a flick on a rainy day. Of course, it isn't raining, but that's no excuse to miss a good movie. All you have to do is help Bart get enough cash-ola to get a ticket. Visiting the Burn's



7, 10, 33, 49

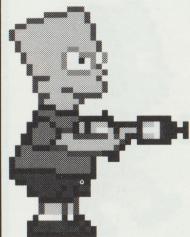
19



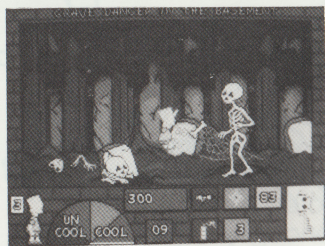
estate and the Shopping Mall should get you the 5 coins you need. Remember: going through the Burn's estate could involve a wild goose chase.

Grave Danger in the Basement

Glowing rats, Ms. Botz the Baby-sitter Bandit, and ferocious earthworms. What more do you want in a computer game? Keep your eye out for a blank space and ask yourself "What would Bart do here?"



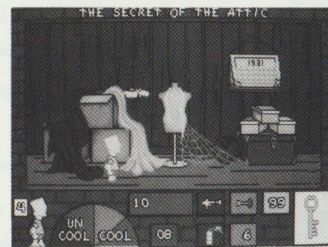
4, 15, 24, 51



20

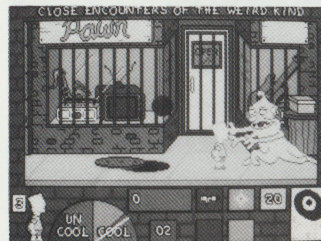
The Secret of the Attic

There's lots of cool stuff in the Simpsons' attic, man. Check out the moose head if you want to lift your spirits, but defeating the spider is the final key.



Space Mutant Madness

Beware! There are more man-eating aliens then you can shake a Burp Gun at, and the future of the planet rests in Bart's hands.

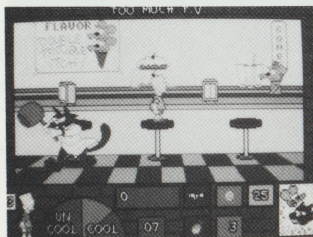


16, 47, 53, 63

21

Too Much T.V.

Hey, man, Bart can't really be in the Itchy and Scratchy Show, because it's just TV. But if this is just a dream, why can't Bart wake up? It will take a lot of skill to reach your goal here!

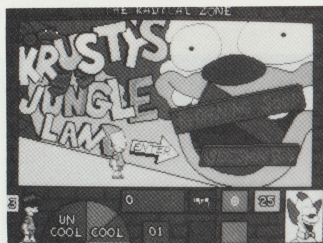


Adventures in Krustyland

Find Krusty. 'Nuff said.



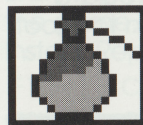
1, 22, 32, 34



SPECIAL ITEMS

Spray Paint

Comes in handy for handling big targets and writing messages on walls.

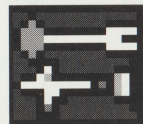
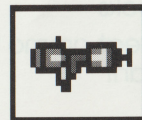


Water Balloons

This'll slow down a charging Doberman: Maybe.

Burp Gun

A kid couldn't take on the world without one!



Dart Gun

Better range than a Burp Gun, but it's no slingshot.

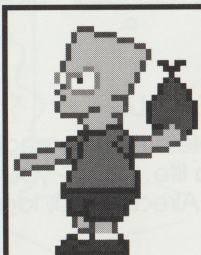
Slingshot

It is a slingshot.



Burp Balls

Self-explanatory.



9, 17, 36, 60

Super Burp Balls

You'll need them to defeat
Sideshow Bob.

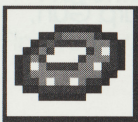
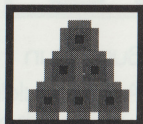


Mutant Gun

What other purpose would a
Mutant Gun serve than to shoot
Mutants?

Rocks

Great ammo for the slingshot,
man!



Doughnut

Grab this handy, nutritious,
vitamin-packed snack for a quick
pick-me-up between meals.

Extra Life

Next time someone says "Get
a life, wimp" you can reply:
"Already did, log-brain."



INSTANT REPLAY

There aren't many things more enjoyable
than taping your favorite episode of a TV
show and replaying it on video over and
over. Now you can do the same thing with
BART'S HOUSE OF WEIRDNESS! To run the VCR during
the game, press the (Tab) key. Here are the
Instant Replay controls:

- (F1) = Cue forward
- (F2) = Cue backward
- (F3) = Stop
- (F4) = Pause
- (F5) = Fast forward
- (F6) = Play
- (F7) = Rewind
- (F8) = One frame forward
- (F9) = One frame backward
- Shift+S = Save replay to play during introduction
- (Esc) = Return to game



NOTES:



THE SIMPSONS:

BART'S HOUSE OF WEIRDNESS

Developed for KONAMI, Inc.
by Distinctive Software Inc.

Development Producer: ... Rory Armes

Associate Producer: Mark Flitman (Konami)

Design: Ken Lam
Athena Bax
Alan Stewart
Rory Armes
Anthony Gurr

Programming: Ken Lam
Alan Stewart
Anthony Gurr

Art: Athena Bax

Sound & Music: Dan Scott
Traz Damji
Mike Sokyrra
Brian Plank
Kris Hattelid

Quality Assurance David Hards
Ivan Allan
Jeff Parr

Beta Testing: Mike Gallo (Konami)

Manual Written &

Designed By: Kevin O'Donohue
(Konami)

