

The Simpsons: Bart vs. the Space Mutants FAQ/Walkthrough

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BART VS. THE SPACE MUTANTS
FAQ/WALKTHROUGH, v0.9

Based on the Sega Genesis version
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==== 1.0 INTRODUCTION =====

1.1 About the Game

Bart vs. the Space Mutants has to be one of the best known games in the world. It may be referred to as "that Bart game with the aliens", or "that OLD Simpsons game", but chances are if you tell someone they'll recognize it immediately. I mean come on, it was released for over ten game systems! That has to be a record.

Here's a description from the manual:

Hello, fellow humans! Bartholomew J. Simpson here, with a very important secret: SPACE MUTANTS ARE INVADING SPRINGFIELD!

That's right, man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet! Pretty cool, huh?

Anyway, yours truly is the only one who can see 'em 'cause of my X-Ray glasses - so it's up to me to stop 'em! I've gotta spraypaint things, get radical on my skateboard, use my trusty slingshot and in general, behave like a nuisance, man.

Plus, with Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person, a patriot and somebody who cares about this sorry planet, you'll do the right thing. Save the Earth! PLAY THIS GAME!

Thanks, man.

1.1 About the Guide

Despite what some people think, all of the Bart vs. the Space Mutants games are NOT the same. There are the obvious differences in graphics and such, but also some important differences in the bosses and gameplay. So, this guide is written exclusively for the Sega Genesis version. You can try it for the others, but I make no guarantees that it will help.

I implemented a quick-find system in order to help those folks who don't feel like randomly scrolling through text in search of some small thing. Just look above in the table of contents to find the section, highlight the reference number (such as 1.1), and hold ctrl and C to copy it. Then, hold ctrl and F to open a Find screen, and finally press ctrl and V to paste the number and search for the section.

===== 2.0 BASICS =====

2.1 Game Start

Press the Start button to begin the game.

2.2 Status and Menu Screens

Status Screen

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The various icons and stats on the screen.

Family: The character picture at the bottom of the screen is the family member for that stage. You have to collect tokens from the aliens in disguise by using the x-ray specs and jumping on their heads, and if you collect all the tokens the character name will appear. The character will then help Bart during the boss battle.

Score: Bart can collect points from goal items, coins, and alien tokens. The points are used to keep score.

Lives: The current number of lives. A life is lost when you lose two hits.

Time: Each stage is timed. The remaining time is displayed at the bottom.

Goals: Each stage has certain goal items that have to be collected. The number of remaining goal items will be displayed at the bottom.

Ammo: That vertical bar near the right will show how much ammo remains for a weapon.

Hits: Bart has two hits for every life. The pictures of him on the far right show how many hits remain.

Item box: The item box will display your current item.

Pause Menu

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There are various items in the pause menu. Press Start to access them.

X-Ray Specs: Select them and press C to use them. This is the default item in the pause menu.

Coins: Press C to use coins in the appropriate places.

Weapon: If you have a weapon, press A to use it.

Items: You can access the various items you collect through the pause menu. Press C to use the item.

2.3 Controls

Command		Character Action		Other
Left		Move Bart		-

Right		Move Bart		-
Up		Move Bart		Scroll items in pause menu
Down		Move Bart		Scroll items in pause menu
A button		Use weapons or spraypaint		-
B + A buttons		Jump far		-
B button		Jump, hold B to run faster		-
C button		Use items		-
Start		Pause the game		Access items

Far jump: To jump far, you have to hold A then press B. However, if you have a weapon equipped you'll waste a shot by pressing A. First press Start to pause, then hold A. Unpause and you'll be holding A without having wasted a shot.

2.4 Items

Item		Purpose of item
X-Ray Specs		See if people are actually space mutants
Rocket		For windows, signs, birds, and other high goals
Key		Go from Retirement Castle to Moe's & vice versa
Wrench		Open the hydrants
Whistle		Call Grandpa at the Retirement Castle
Magnet		Increase chances at the Krustyland roulette game
Spraypaint		Used to cover purple objects
Cherry bomb		Weapon
Slingshot		Weapon
Dartgun		Weapon
Coins		Used as currency to buy things, make phone calls. Every 15 coins yields an extra life, but 10 coins are subtracted
Alien tokens		Hop on an alien to collect. Used for family
Goal items		The goals vary from stage to stage
Krusty icon		One extra life

2.5 Points

Action/Item		Number of points
Defeat boss		1000
Defeat major enemies		500
Defeat alien clone		200
Krusty head		100
Goal items		100
Alien tokens		100
Coins		50
Jebediah head		50
Time left		10 per second

3.1 Streets of Springfield

Goals: 24 purple objects

Quick List

- - - - -

1. Spray the purple trash can at the beginning.
2. Spray the purple alien in the window at the movie theatre.
3. Use a coin at the phone booth near Moe's, then spray Moe when he comes out.
4. Walk across the clothesline next to Moe's to cover a purple object under it.
5. Same clothesline as number 4.
6. Spray the trash can next to the red/purple building, which is near Moe's Tavern.
7. Use a wrench on the hydrant at Tool World to wash out the Wet Paint sign.
8. Spray the hydrant in front of Tool World.
9. Spray the flower pot above Tool World.
10. Spray the flower pot above Mel's Novelty Hut.
11. Spray the flower pot above the Toys store.
12. Spray the flower pot above the Candy store.
13. Bump the paint bucket above the Candy store.
14. ^^ That paint will cover the purple awning below.
15. Spray the trash can in front of the Candy store.
16. Spray the flower pot above the Pets store.
17. Jump onto the grass where it says "KEEP OFF" near the Jebediah statue.
Spray the guy who appears but do it quickly or he will walk down and not come back.
18. Use a rocket to scare the bird on the Jebediah Springfield statue.
19. Spray the birdbath just before the Bowlarama.
20. Use a rocket on the Bowlarama sign.
21. Spray the birdbath right after the Kwik-E-Mart.
22. Use a rocket on a purple window of the building at the end.
23. Another rocket on a window of the same building.
24. A window at the same place as the previous two windows.

Walkthrough

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Well then, let's begin shall we? Start by running to the right and using the purple trash can to grab the Krusty icon from the top of the building. A simple jump won't make it that far, so hold B + A to speed up for a long jump. That jumping alien is pretty slow, so it shouldn't be too difficult.

After you pass the Shows sign an alien in costume will appear. You can check if people are aliens by tapping C to use the x-ray specs. If you see a bunch of wriggling tentacles then jump on the head to get an alien token. If you don't see tentacles, DO NOT jump on their head. Jumping on an innocent person's head will cost you one of your valuable hits, so stay alert.

With that out of the way you can go ahead to Moe's Tavern, but not past the door. First grab the spraypaint can up on the top-left corner of the building. Go back and jump to spray the purple theatre window, and spray the trash can at the beginning as well. Mind the alien, of course.

Head to the right again and jump up to the phone booth. The red aliens on the ground are no big deal, just don't walk any further than the phone.

Press Start, find your coins, make the call. Read the conversation, and when you see "Why you little!", get ready! Jump to the left and as soon as Moe approaches you, spray him. That will turn his apron red and count as another goal. Quickly jump on top of the phone booth to avoid getting hit by him.

Now jump up on Moe's windows and walk across the clothesline. The two white sheets will fall and cover the purple horses below, and you can also do this to avoid the red aliens. Make sure to pick up the spraypaint to the right and spray the trash can below.

Hop on the next alien in disguise, but DO NOT jump up in the same spot as that first bush or a bee will come out. Go to the right and jump up on the next two bushes to get two extra coins, and you can get over the aliens by simply jumping over them at their low point. Jump up on the last bush in the row to get one more extra coin.

Now you're at the shops. The first one is a place called Tool World. Go inside and use the coins to buy 1 wrench and 1 key. The wrench is necessary, but the key is optional. But it's not like there's a shortage of coins, right?

Go back outside by tapping Down and walk in front of that purple hydrant. Get your wrench and use it on the hydrant to wash out the Wet Paint sign for a goal. Then, spray the hydrant itself for another.

Next up is that flower pot at the top. Jump onto the bottom edge of the window, then the top of the red door to the left. From there you can make it to the top of the window to spray the flower pot.

Continue to the right and jump on that next alien's head, then go inside the Novelty Hut. Here you can buy the optional cherry bombs and necessary rockets. You'll need at least 5 rockets, but if it's your first time shooting them you should buy around 7. The cherry bombs are used to scare away dogs, so buy 'em if you like.

Now jump up to the top and spray that flower pot. You can get the extra life from the right if you're fast enough to run under the alien, but it's a risk.

Next up is the Toys store. Go inside and buy the whistle and magnet if you like, but they're both unnecessary. The good stuff is up at the top. This jump will be a bit tougher because of that alien beside the door, but it's just a matter of jumping when the alien slows down. Spray the flower pot, then easily avoid that next alien to grab the spraypaint.

Bah, you know what to do by now. Get on top of the Candy store by using the trash can on the right, then knock over the paint bucket and spray the flower pot. You can use the same trash can to get to the top of the last store and paint the last flower pot, and don't forget to paint the trash can. Oh, and also remember to jump on that next guy and grab the token... 'cause he's an alien.

Next there will be some bushes and a Jebediah Springfield statue. Jump onto the grass where the "KEEP OFF" sign is located and walk to the right a bit. A guy wearing all purple clothing will appear. Spray him IMMEDIATELY or he will walk down and not come back. After you spray him quickly jump back up onto the grass to avoid getting hit.

After that, the first bush and last bush will have coins in them, and here's

the first time you'll need to use a rocket. Position yourself at the third line from right side of the statue, then pull out a rocket and set it up so it is just slightly to the right side of that line. Walk up to the rocket to launch it up and hit the bird on the statue's arm.

The next part is a short skateboard ride. You can change from the top and bottom lanes by tapping Up and Down, but you can easily stay in one lane and just jump when a dog or alien appears. Near the end of the ride you'll meet another kid on a skateboard. Keep jumping to avoid him when he rolls forward then turns around and heads to the left.

Walk ahead to spray the birdbath between two aliens. For the Bowlarama sign ahead you will need to set up a rocket near the aliens then launch it to hit the sign and turn it red.

Hop on the next alien in disguise to get the "I" token, then continue to the right. Hold B to run fast under the three aliens when there's a large gap. Continue forward and avoid jumping near the bushes. A bee will emerge if you do. Pay attention when you jump over the two hopping aliens to get the coins that pop out of the nearby bushes.

You'll run into another alien token guy, and go ahead and get it if you still need a token. From there you'll find yourself at the Kwik-E-Mart. Position yourself just to the right of the first sidewalk line after the yellow door. Set a rocket just to the right of that line and launch it to hit the E and get a Krusty head worth FOUR lives! Sweet reward.

At the end of the Kwik-E-Mart store you should see another purple birdbath, which means you can go ahead and spray it. Just watch out for the alien walking around underneath it. There will be two more coins in the bushes to the right of the birdbath.

Now you'll be at a building with three purple windows. If you look at the sidewalk you'll notice that a line starts at the right edge of each window. Position yourself on the first line to the left from that point and launch a rocket at each window to complete the goals. Also, if you need to go back, you can use the key on that door to go all the way back to the building near Moe's. It also works to go from that building to the end again. You can also use the whistle from the novelty shop at the last window to get eight coins from Grandpa.

Go to the right once all the goals are complete.

Boss: Nelson
- - - - -

Nelson will throw water balloons at you, and you have the same weapon. But, if you acquired all the alien tokens, Maggie will be at the top throwing red balloons to the left. If you jump at these balloons they will rebound back to hit Nelson, and they cause a lot more damage than yours. Use a combination of her red balloons and yours to do major damage.

Nelson's balloons and earthquake attack can be avoided with a simple jump. Just jump when you see an attack and keep firing to finish him off.

Goals: 24 hats

Quick List

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There's no need for a list in this stage thanks to a cool trick. Men and women will come out of doors, sometimes wearing a hat, and sometimes they will be an alien. The cool thing is they will continue to come out of the doors, over and over and over again. That means you can walk back and forth near the doors until you get all the hats and alien tokens.

The best place to use the trick is on the 1st floor, right at the beginning at the WICKED EXCESS store. You should easily spot the doors with the men and women coming out of them, and best of all there aren't any obstacles. Stand near the doors to get them to come out and collect all the hats and alien tokens you need.

1st floor Walkthrough

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Make your way to the right, and along the way you should jump on all trash cans and jump once more to get the coins inside. You can grab hats if you like, but it's not necessary if you use the trick described above. USE THE TRICK!!!

Anyway, the first obstacles you'll come across are bouncing life preservers. The best way to avert an attack is to stand still and wait for them to approach. Move to a safe spot under the bounce of the first one, then moving slightly left to avoid the second one. The aliens after that are the usual bouncing variety and require some well-timed running and jumping, just like the ones from the previous level.

Eventually you'll find a large pit and some platforms. Let me tell you these can be tough. These jumps are what prevented me from playing the game back when I was a kid, and they are still no easy task. Unless you use the trick, of course. Jump up to the second moving platform and jump up a few times while on that platform. It will turn yellow and fly you all the way to the end of the pit, saving you the hassle of having to jump from platform to platform.

Grab the extra life at the end and jump off to continue. Go under the next pair of preservers and you'll reach some moving barber poles. Walk under the first three, then jump over the fourth one and land as close to it as possible without touching it. Walk under the fifth one to continue.

Get through the next three aliens and move onward until you reach a store called CLYDE. Quickly jump onto the trash can near the store to prepare for a boss battle.

1st floor Boss: Bald Man

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The bald man (as I like to call him) is pretty swift and can kill you quickly if you don't move fast. Get on the trash can to the left as quickly as possible. Wait there to avoid his shots, then jump on his head when he gets near and return to the trash can. Repeat the hits from the top of the trash can to avoid his shots and move on to the 2nd floor.

2nd floor Walkthrough

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You can jump over the walking black shoes when they pause between steps, and the small ballet shoes can also be jumped over. Just hold A to make the big jumps and ensure you don't get hit.

The hopping shoes are much like the aliens from the 1st floor. Walk under the first one and pause, then walk to the right when the middle shoe is on the right. Run under the middle shoe the jump hits its crest, then walk to the right and under the third shoe.

Next up are the stomping boots. Simply walk under them to get through. You can get under the spring shoes and holding A and running under them as fast as possible. Keep on to the right and through the last couple of ballet and spring shoes to reach the BIG shoe.

2nd floor Boss: The BIG Shoe

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The big shoe is a big pain in the ass until you get the attack pattern going. It's best to wait on the left or right edge until the big shoe jumps towards you. Then, with your thumb on the B button to speed up, run towards the big shoe and jump. Aim your jump for the top of the big shoe and bounce to the opposite side, the whole time still holding B.

Do the same thing when the big shoe turns around and repeat the pattern until the big shoe floats off to the shoe spirit in the sky...

On to the 3rd floor.

3rd floor Walkthrough

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As always go to the right. There will be some more of the same aliens from before, and their jumping patterns are pretty much the same. You don't even have to hold the B button; walk under them at regular speed.

After the aliens you'll face a few running and jumping briefcases. Jump over the ones that run and walk under the jumping ones to keep going. Remember to grab the Krusty icon to get an extra life when you reach the courtyard.

The bunny hats actually count as hats, so if you want to grab them you'll have to wait for the bunnies to be outside the hats. Walk across and grab them when you get the chance. That alien in the middle won't crash down until you get near, and as soon as it goes back up you run under it.

Get across the next part with more of the same obstacles to reach another large pit with platforms above it. This one doesn't have a trick to get across, which means you'll have to do it one platform at a time. It's not tough at all as long as you hold A to make long jumps.

After you get back to solid ground you'll face some circular hoops. Hop lightly to get through these and the next two. Continue on through the next few obstacles until you reach the JUST MAGIC store.

3rd floor Boss: Magician

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The magician is very much like the bald man from the 1st floor, except this guy teleports instead of running. Wait for him to teleport and he will immediately shoot off a magic card, which can easily be avoided if you get ready to jump. Jump over the white cards and onto his head several times to kill him off and move on.

4th floor Boss: Ms. Botz

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Here you'll face Ms. Botz (the notorious babysitter bandit... anyone?) dropping suitcases. I think the big shoe was tougher than this boss. Anyway, I know you got all the alien tokens, and I know Marge is up there. I know it because it's impossible not to get all the alien tokens in this stage.

So Marge will assist by hitting those suitcases out of Botz's hands. I guess she means well, but you actually need the suitcases to attack Ms. Botz. Keep walking left and right to avoid getting hit, then quickly jump on a suitcase after it has dropped, and stay in the same spot. Ms. Botz follows your movements, so if you stand there after jumping on the suitcase it will smack her straight in the face.

Keep jumping on the suitcases until the stage is completed.

3.3 Krustyland Amusement Park

Goals: 32 balloons

Quick List

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Once again we don't need a list because the balloons can be obtained very easily. Proceed through the first part of the game until you see a tall ladder. You can jump up onto the steps of the ladder and hit or grab any balloons that pass by, just don't touch the little guy if he's hanging from one of them.

Much like the hat trick of the previous level, the balloons will continue to appear from the right, and all you have to do is jump up onto the ladder and grab them until you have all 32.

Walkthrough

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To the right, as always, and jump over the rolling logs to save some hits. Run under the little guys with some speed, and press Up next to that row of yellow numbers. This is a little game you can play to win an extra life. Simply choose a number and hope that the wheel stops at the one you picked. If you have the magnet from the first stage, use it in front of the booth before playing the game to increase your chances. Bop the guy that appears near the numbers booth to get a alien token, and if you want to easily get all of the alien tokens just wait around for more aliens in disguise to walk by.

Walk under the next little guy and jump at the ducks booth to play a shooting game. You control the cross with the joystick and shoot the ducks by pressing A. The goal here is to get 100 points in 30 seconds, which isn't as easy as it may seem. At only 20 points a duck you have to move that cross around pretty quickly, but fortunately there is no limit to the ammo. If you do get 100 points or more your reward will be an extra life.

Proceed ahead to find a strength game (the kind where you hit a bell with a hammer), and a man holding a balloon. Steal the guy's balloon (hah hah!), then grab the slingshot from the right corner of the prize stand. The slingshot is good for hitting those high balloons, but you won't need to. Read on.

Go to the right to find the ladder. Another man will come in from the right, but if you put on the x-ray specs you'll see it痴 an alien. Jump up to avoid a hit and pounce on his head to grab another alien token.

Now jump up the ladder and start gathering the balloons. This is the best spot to collect all the balloons for the stage, so go ahead and get them all. Remember not to touch the little guys hanging from the balloons. You can also climb all the way up the ladder and shoot a little guy at the top. Jump off the very top to the left to land on the strength game and hit the bell for three coins.

The next couple of problems are up ahead. Don't jump on the tent window right away because two small aliens will pop out from it. Just gather the balloons and continue along.

Next to that is a small pool and a guy sitting on his high chair. He'll be shooting small rocks as soon as you get into view, so hold back for a second. His rocks come out at regular intervals, so as soon as he shoots one hold B and run ahead. Quickly run next to him and use the slingshot to shoot the white target and knock him into the water.

Jump over the alien from the tent and continue on. If you grab the slingshot you can use it to shoot the little guys and balloons above, but there's no need when you use the balloon tricks explained above. Keep going and jump over the alien and log when you get to the fun house door.

The first room in the fun house will be another game. In this one you have to open and close the doors and figure out how to get them ALL closed. I'll tell you right now that the prize is 9 balloons, but they aren't really necessary when you use the balloon trick. But if you want to give it a shot, I found a way to get all the doors closed. Use the diagram below as reference.

1	2	3
4	5	6
7	8	9

Start by hitting 5 which should get doors 2, 4, 5, 6, and 8 to close. If any of those doors remain open hit any of them to make sure they're all closed. Now you have to hit doors 1, 3, 6, or 9 until all four of those doors are open. Once they're all open just hit door 5 to open the remaining ones and get the balloons.

Next up are the steam pipes. Here the steam from the pipes will blow you up into the air, but only when you're directly over the pipe. The easiest way to get across is to wait for the first pipe to blow some steam and use it to get to the first platform. To get to the next platform you'll have to wait for the

first pipe to the right to blow, and wait a few seconds. Time it so that you get blown up by the first pipe, then hold Right and get blown up by the next pipe. You can also jump straight to the second pipe by holding B.

Jump from the second platform to the ground and keep going to the right. Use your x-ray specs to see through the guy's disguise, then jump over the little guys when they appear. They'll keep on comin' as you make your way to the right, but once you reach the platform you can stand under the arc of their jump. Wait for your chance and jump up to the lowest platform.

Now jump up to the top-right platform and jump straight up to reach the next platform above. Go to the right until you reach the platforms above Krusty's eyes, then fall straight down in the middle of his head. If you went down in the right spot you'll land inside Krusty's mouth. Jump to go inside. Wait a few seconds to grab the coins hanging from above, then exit to go to the other side of Krusty's face. Avoid the little guys to reach the exit and leave the fun house.

Jump over the aliens and make your way to the right. There will be another chance to get all the alien tokens if you missed any. Get the final alien token in the stage by putting on the x-ray specs and jumping on the man when he appears.

The ferris wheel is the final obstacle before the boss. Start by holding A to speed up (you don't need the slingshot anymore), and jump onto one of the cars. Run past the tent to get to the stage's boss, Sideshow Bob.

Boss: Sideshow Bob
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It looks like Sideshow Bob is still trying to kill Krusty, but for now he'll settle with getting in your way. Bob's only attack will be a jump in the air, and it's really rather slow. You should have no problem dodging it.

To attack Bob you'll have to jump on his feet right after he lands from a jump. You'll know if you hit him because he'll jump up while holding his foot in pain. In addition, if you collected all of the alien tokens Lisa will be at the top throwing down marbles. If she's tossing down marbles hitting his feet will be a much easier task, although it's not exactly a challenge in the first place.

3.4 Springfield Museum of Natural History

Goals: 6 EXIT signs

Quick List
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1. Over the door at the start of the stage.
2. Over the door after the lasers, near the start of the stage.
3. In the jungle after passing the spiders.
4. After re-entering the museum from the jungle, above the lasers.
5. Over a door just before the Egyptian exhibit area.
6. At the start of the museum right after the mummy fight.
7. Over a door right after the mummy fight.

8. Over a door just before the prehistoric exhibit.
9. Jump on the ground to the right of the dino to reach this one.
10. Above the lasers after the prehistoric exhibit.

Walkthrough

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Oy, let me tell you this stage is a hell of a challenge. It seems like every where you go there's an enemy waiting to bite or shoot, and the jumps are certainly no easy task. Read on and I will guide you to the best of my abilities...

Start by getting past the aliens and walking to the display case on the right. Jump on top and then wait for the jumping alien on the left to jump down. Once you see a chance hold A and jump into the picture frame, then quickly jump into the next picture frame to get the dart gun. Use that dart gun to shoot the EXIT sign on the left above the door. Get back to that glass case and jump on the glass case a hop a few times to get the Krusty icon inside for the extra life.

Head to the right and jump on the guard (alien) to get the alien token. Go to the right from there and stop to avoid the red alien's attack from above.

Next up are the red aliens and the lasers. The perimeter lasers will head down to the left, but don't let that fool you. Pay attention to the holes in the wall that the lasers come out of, and run under the lasers when the bottom two holes are empty. Do the same thing with the next set of lasers, then jump over the alien and onto the glass case.

Use your dart gun to hit the sign over the door for your second goal, or jump over there and get it. Jump back down and cross the last set of lasers to enter the jungle exhibit.

Avoid the bug on the ground by jumping over it and running to the right. Two more bugs will appear as you head to the right, as well as a mosquito at the tree. Quickly jump over the mosquito and onto the tree branches to get away from all the pests. Hold A and jump to the left to grab that dart gun from the tree canopy on the left.

The next series of jumps is going to be a pain. Start by holding A to speed up for the long jumps, and start jumping across. The mosquitoes will simply fly under you, and there's no need to even touch the ground.

Stop when you reach a large pool and wait on the right branch. Eventually an alligator's head will pop up from the water, and of course that's your ride out of here. Hold A and jump from the right branch to the alligator's head. Stay on the right sides of the alligator heads. They'll float along for a while until another alligator appears, at which point you should quickly jump onto that next gator. Jump onto the next alligator when it appears and ride it until you hit land. Hold A to jump over the bug that's waiting for you on the shore.

Keep to the right to avoid the monkey's coconuts. You can pause on the lower-left branch of the tree without risking a hit, if you feel like it. Jump up when you're ready and avoid the coconuts, then make a long jump to the left to get the dart gun hidden among the leaves. Return to the top branch of the tree and jump to the next one.

After the next few jumps you'll reach a field of large spiders. It's simple as

long as you walk under one spider at a time. After passing them you'll see an EXIT sign, and to the right of that is a large Venus fly trap. Avoid the first few acid spits and get to the right side of the plant, and from there jump on its head a few times to defeat it. Jump on the headless stalk to shoot the third EXIT sign.

The lasers ahead operate kinda strangely compared to the first few sets you saw, but it's still not that tough. Just wait for the laser at the top to appear and quickly run under them. Then, jump over the alien and onto the glass case. Take out the alien in disguise and pick up your token, then hop a few times to get that Jebediah Springfield icon and be invincible for a while. Use this temporary invincibility to get the EXIT sign just to the left of that picture frame with the alien in it.

Head to the right again and you should spot another window with another dart gun inside it. Jump onto the glass case to reach the gun. Return to the right and you'll see an EXIT sign above a door. To reach this one, wait for the red alien in the picture frame to move down and jump in there, then quickly make a big jump up and shoot the sign.

Continue to the right and jump over an alien along the way. At the end of this section you'll reach the Egyptian exhibit, starting with an fairly difficult jumping section.

The beige bricks are the spots you can stand on. Start by standing on the first brick. Eventually another brick will appear to the right. Hold A to speed up and make the long jump over there, but release A while you're in the air. Hopefully you aimed it correctly and landed without sliding off (which is why you need to release A), and you get what to do from there. You don't have to hold A for the small jumps, but anything that is more that one space away needs a long jump.

Now it's on to more jumping. Jump from the ground to that large yellow platform, then wait for the next one on the right to appear. Hold A and continue to easily jump from one platform to the next until you see solid ground again. Make a long jump to reach the ground and continue.

The snakes will not actively attack, but you can get hurt nonetheless. Get close to them and make a simple jump directly over their heads. They'll turn to face you, but that's it. After that there will be some pikes emerging from the floor (an Egyptian temple classic). Jump over each one to get to another temple classic: the booby trap!

Avoid the falling bugs and jump onto the window sills, then jump up to reach the statues' heads. This will cause an ankh (an Egyptian cross) to come flying out. Collect the ankh and a large stone cylinder will emerge from the floor. Keep bumping heads and collecting ankhs until the cylinder is fully emerged. Jump onto the cylinder to hit the switch and move along.

Walk ahead to face the horrors of the museum mummy!

Boss: The museum mummy!
- - - - -

Bah, this guy is child's play. Stand on the platform to the far left and use the vantage point to jump on the mummy's head. A few jumps and that'll remain will be his tattered rags...

Walkthrough continued...

- - - - -

Enter the museum area again and watch out for the usual lasers and aliens. Start by bopping the disguised alien for the token (you should have HOM completed by now) then continue to the right. Jump on the glass case then left to get that dart gun from the picture. Just left of there is an EXIT sign above the door, and if you've been collecting all of the signs so far that will be your last one. There is another to the left of that but because it's out of visual range it is difficult to shoot.

Jump on the first glass case a few times to get the Jebediah icon (and the invincibility that comes with it), then continue to the right to find a glass case with a Krusty icon and another window with another dart gun. If you're still missing an EXIT sign (which you shouldn't be), shoot the sign over the door to the right to complete your goals. Proceed to the right after you've had your fill of goodies.

Now you're in the prehistoric exhibit. Walk ahead until you reach a river crossing. Wait for a log to approach, then hold A to speed up and land on the raft just as it reaches the right spot. Hold A and quickly jump off to the right to return to solid land.

After that is the bone yard in the river. The pterodactyls can't get hurt by the dart gun, so just hold A and wait for the dinos to pass overhead. Jump from platform to raft and back to platform, and continue until you reach the end.

Next up is one of the big boys...

Boss: Dinosaur!

- - - - -

Eh, he's not so big. The dino's only attack is a loogie or hairball or something, and they come out in regular intervals. Run to the right while jumping over the shots until you're on the land right under the dino's snout. Jump up to reach the land above, then jump on top of the dino's head. Hop on the tip of his head to hurt him.

After each hit you will rebound back to the left. DO NOT hold A during this rebound. If you let go of every button you'll land on the ground without moving, but if you go too far to the left you'll fall into the river.

Hit the dino three times to continue.

Walkthrough continued, again...

- - - - -

Jump onto the platforms in front of the dinosaur and jump onto its head again. The EXIT sign can be reached by jumping up from the ground below, but you shouldn't need it anyway. Further ahead you'll re-enter the museum.

Bop that guard to get the E in HOMER, then use that glass case to reach the EXIT sign if you need it or just want points. A few feet ahead you'll get another guard and the final alien token. Go on to the right to run past a few lasers and meet the final stage boss.

Boss: Dr. Marvin Monroe

Ol' Monroe here can be a tough cookie, the kind of tough cookie that you've faced several times before. Homer will lend a hand by dropping tar down below his picture frame, but it's not necessary. Simply jump over Monroe's rolling objects and jump on his head a few times. Stage complete!

3.5 Springfield Nuclear Power Plant

Goals: 16 radioactive rods

Quick List

1. To the right side of the elevator on the first floor.
2. Accessed through the left doorway on the 2nd floor. Far right.
3. Accessed through the left doorway on the 5th floor. Far right.
4. To the right of the elevator on the 1st floor. Above an alien.
5. Use the left elevator on the 2nd floor and go up to the 3rd floor. The power rod is on the left.
6. In the same area as rod 5. On the right.
7. Use the left elevator on the 2nd floor and go up to the 4th floor. The power rod is on the left.
8. In the same area as rod 7. On the right.
9. Use the left elevator on the 2nd floor and go up to the 5th floor. The power rod is on the left.
10. In the same area as rod 9. On the right.
11. Ride the right elevator on the 2nd floor and go to the 4th floor. The rod is on the right.
12. Ride the right elevator on the 2nd floor and go to the 5th floor. Go through the door on the left and get the power rod.
13. Ride the left elevator on the 2nd floor and go to the 1st floor. The power rod is on the far right above the door.
14. Go up the doorway on the right and stop at the 3rd floor. The power rod is on the left.
15. Go up the doorway on the right and stop at the 4th floor. The power rod is on the left.
16. Go find Maggie after collecting the 15 power rods.

Floor combinations

1st floor: 14
2nd floor: 32
3rd floor: 11
4th floor: 41
5th floor: 21

Maggie!

You'll find Maggie somewhere in the power plant. Take note of her location because you will need to return to her before you complete the stage.

Walkthrough

- - - - -

Yes indeed, 16 radioactive rods. They're spread out all over the place, so I figure the easiest way to do this would be by entryway and by floor. Let me explain.

There are two doorways that you can use to travel up and down, and there are also two elevators. I will start with the door on the far left of the 1st floor and guide you up through each floor, then I will go on to the elevator on the 1st floor, and so on. Just follow along and you should be fine.

Rod #1

- - - -

Move to the right side and you'll find a bunch of aliens around a glowing rod. Get past them onto the barrels where Lisa will appear. She'll give you the door combination for this floor, which is 14. Wait for the alien to slow down and quickly jump up from the barrel to grab the rod. Jump down and head to the left.

Rod #2

- - - -

Head left and past the next bunch of aliens. You'll find the combination door. Press A and enter in 14 to get past the door. That red box is a box of donuts that you can use to call Homer when you want to destroy all of the enemies on-screen. Continue to the left until you see the red door. Get past those two high-flyin' aliens and jump onto the barrels to reach the rod above. After you grab it go to the door and press A, then Up and A to go up to the 2nd floor.

Rod #3

- - - -

Jump onto the two fire extinguishers left of the door to get that Krusty head. On the right side you'll find lots of barrels, aliens, and a radioactive rod. Jump over the aliens to get that rod then return to the door and head up to the 3rd floor.

Rod #4

- - - -

Grab the donuts from the left and go up to the 4th floor. Grab those donuts and go up to the 5th floor. In this red room you'll find the radioactive rod at the top-right corner. Once you grab it return all the way to the 1st floor.

Rod #5

- - - -

Run to the right to get to the elevator, but before you get in make sure you go next to Marge so she can take the rods you currently have to the basement. Jump in the elevator and head up to floor 2.

Turn left and make your way through the aliens. Get the combination (32) and continue to the left to reach the next elevator. This one only runs between the 2nd and 4th floor, but you'll be back to floor 2 soon. Take the elevator up to floor 4.

Walk to the left and get past those aliens to reach the rod. Also take note of the 4th floor combination from Lisa. Walk to the right.

Rod #6

- - - -

Get the next rod from the aliens on the right side of that elevator. Once you get it return to the elevator and back to the 2nd floor.

Rod #7

- - - -

Run all the way to the right and enter the 2nd floor combination to get through the door. Continue along until you reach the red door. Go on down to floor 1 to access the sealed-off area below. Grab the rod above the door, then get to the elevator all the way on the left. Take this elevator up to the 3rd floor.

Rod #8

- - - -

Run past the aliens to the left and look for the rod in the corner next to a wall. Grab that and the 3rd floor combination from Lisa, then turn to the right and past the elevator.

Rod #9

- - - -

Grab the rod from the right side of the room, then hop back on the elevator and head up to the 5th floor.

Rod #10

- - - -

Jump onto the fire extinguisher and pick up that Krusty head from the top of the elevator. To the left of that there are a bunch of aliens and the rod.

Rod #11

- - - -

Now, if you've been following my guide, you have four rods and need to get them to the basement. Quickly return to the 1st floor then up the stairs to the 2nd floor, then left through the second floor door. After you pass the door Marge will pass by to pick up the rods. Get yourself back down to the 1st floor and up the elevator to the 5th floor. Go to the right to find the rod and the 5th floor combination.

Rod #12

- - - -

Return to the 1st floor and back to the stairs on the right. Head up to the 3rd floor where you'll find the next rod. Grab it and move up to the 4th floor.

Rod #13

- - - -

Walk to the left to find even more aliens. If you have a donut box use it now, otherwise carefully jump in between them and get through the door with the combination (41). Take the rod and turn to the right to return to the door and go up to the 5th floor. Quickly get that donut box and make your way back to the 2nd floor.

Rod #14

- - - -

Head left through the door and give your rods to Marge. If you're taking the same amount of time as I the time is really low at this point, so let's get moving! Get onto the elevator in the middle of the 2nd floor and ride up to the 4th floor. Run to the right and grab the rod, then return to the elevator and go up to floor 5.

Rod #15

- - - -

Head left and get through the door using the combination (21) and keep to the left until you find the rod. Take it back to the elevator to give that and all your rods to Marge as she walks by.

Rod #16

- - - -

As I mentioned at the beginning I hope you took note of Maggie's location because she has the final rod. Get to Maggie to locate the 16th rod and end the stage and complete the game.

Watch the ending and feel proud: you have saved Springfield and indeed the entire world! Even in defeat, it seems the aliens are not bad sports. They feel they must honor their foe, and honor him they do...

CONGRATULATIONS!!!

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

4.1 Level 1 Shortcut

First you need to buy the key from the shops. Once you have it you can access

the shortcut. You can use the key on that door of the building at the end to go all the way back to the building near Moe's. It also works to go from that building to the end again.

4.2 Level 2 Shortcut

This shortcut is for the first pit on the 1st floor. Jump up to the second moving platform and jump up a few times while on that platform. It will then fly you all the way to the end of the pit, saving you the hassle of having to jump from platform to platform.

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

5.1 Version History

September 4: Version 0.9

- - - - -
My second FAQ of 2006. Woo hoo!

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, whose 'Bart vs. the Space Mutants' guide inspired me to write FAQs.
4. Flying Edge (Acclaim), Arc Developments, and Imagineering Inc. for creating the game. Can't have too many Simpsons games, no sir.
5. The whole freakin' FAQ community for hard work and dedication. Rock on.
6. 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 vs. the Space Mutants' or something similar in the subject line.

5.4 Legal Stuff

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