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

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1.1 Game Details

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The NES version was released in 1992, the Game Gear version in 1993.  
Developed by Imagineering Inc.

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1.2 Story

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'Twas a dark and stormy night. Not a soul remained awake, save for  
one boy. Bart Simpson.

Bart sat alone, reading another exciting tale from the comic book  
hero, Radioactive Man. Apparently, in the comic, Radioactive Man  
disappeared and could not be found.

Just as Bart turned the page, who should appear next to him but  
Radioactive Man's sidekick, Fallout Boy! Radioactive Man has really  
been captured, and it's up to Bart, nay, Bartman, to restore  
Radioactive Man's powers and free him from the Limbo Zone!

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

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2.1 Game Start

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Nothing special here, just press A or Start to start the  
game.

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2.2 Status and Menu Screens

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Health

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Those blue circles in the upper left corner represent your health.  
Maximum of five.

## Weapons

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When you grab some eye beams, cold breaths, or a tornado they will appear under your health.

## Pause Menu

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If you press Start to pause you can view your points and remaining lives.

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## 2.3 Controls

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Command	Character Action	Other
Start	Pause	-
Left	Walk, jump, fly, swim	-
Right	Walk, jump, fly, swim	-
Up	Fly up, swim up	Slow parachute
Down	Duck, fly down, swim down	Speed parachute
B button	Punch/kick, slow in tunnels	Use fist, icons
A button	Jump, hold to go faster	-

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## 2.4 Items

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Item	Purpose of item
Lightning	20 Eye beams
Tornado	Temporarily invulnerable, hurt enemies
Snowflake	5 Cold breath shots
Exclamation	Extra points
Radiation	Gives you one HP(hit point)
1st	One extra life
Planet	The Limbo Zone
Orange B	This gives you the ability to fly
Blue B	The exit to the current stage

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## 2.4 Points

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(Every 8500-9000 points you gain one extra life)

Action/Item	Number of points
Stage enemy	50 points
Exclamation	200 points
Radiation	200 points
Lightning	300 points
Snowflake	300 points
Tornado	300 points
Orange B	300 points
1st icon	500 points

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

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3.1 Swamp Hag's Junkyard of Doom  
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-Junkyard-

Enemies: Rats, Junkyard goons, red mosquitoes, dogs, old tires, cogs, screws

This area is pretty basic side scrolling, I'll point out any specific stuff though. Just make your way to the right. All you can do so far is punch, so avoid the dog, tire, and rat. A tip: always avoid the rats. They are too low to the ground to kill, so just jump over them.

Collect any exclamation points you see for points. As you come across gaps, wait a second by the edge. Often cogs will fly up from the gap, and will hurt you. Also avoid the cranes that open and close, and the screws and cogs that fly out of the stacked tires. Once you get the lightning bolt icon, you can shoot enemies with eye beams, but use them sparingly. Just avoid as many enemies as possible.

As you go further you'll come across car crushers that have items under them. Best way to do it is to jump to the middle platform then instantly jump over to the next one. The trick to using the springs is that the third jump is the highest one, so time your jumps. Once you get to the junk pile, be careful.

You can only step on the stacked tires or the old TV sets. Also this is where the mosquitoes appear, so feel free to kill 'em off. There's also a tornado icon up here: get it by jumping off the platform above and use it to make your way through the enemies. Once you start to go down the other side, it gets sorta' hard. The easiest way to do it is to look for any screws or cogs flying up, that way you know that there's a stack of tires to land on. If you don't see anything, take a small step forward, off whatever you're standing on. Usually there's something to land on, either a spring or a platform. Right before you reach the bottom of this junk pile there will be a 1st icon; this is an extra life. Best way to find it is to take a step forward and fall off the last platform, you'll bounce on a spring and see the extra life.

Proceed forward again, grabbing any items you feel you can get easily, and feel free to kill whatever gets in your way. You should have quite a lot of eye beams now. Anyway, once you get to the bottom of the second junk pile, you'll notice this weird planet icon. Get this! This is a bonus stage in the Limbo Zone. More on that in the Limbo Zone section, below.

There isn't much left after this. Just proceed up the junk pile and down the other side, collecting anything you think you need. Make your way to the right until you reach the triangular grey B icon, this is the exit out of the junkyard. On to the next stage.

-Sewer-

Enemies: Sewer goons, mounted laser guns, red sewage drops

This stage is sort of like a maze, but not really. Although the path goes up, down, left, and right, it hardly ever branches out in two directions. I'll point out every path though. Just follow the path, avoiding the drops of red sewage and the electric shocks. Use the red platforms to proceed down the shafts, or the small black circular holes that are in the shafts. Always try to use the red platforms or the holes because sometimes the shaft will be very long, and if you make a drop from too high up you'll lose a life.

As you go along you'll come across shafts that turn up. Usually there are red platforms to take you up, but if there aren't any, there have to be some small green pipes sticking out for you to climb on. Watch out for the electric shocks that sometimes come out of the pipes. If the sewer goons bother you, just kill them. It may get kinda' annoying because they follow you around, but not too bad.

After you go down three shafts, up another, down another, and up one more you'll reach a shaft that goes down pretty far. About half way down you'll see a path on your left. You can take it if you like, there isn't much there. The one important thing would be the snowflake at the bottom of the lower shaft, you'll see it. To get down there just use the holes to get down the shaft. The snowflake icon is for the cold breaths, another type of power weapon. You only get 5 of these, so if you still have all those eye beams from the bonus stage, just skip this part. One other thing here is a side shaft that seems to be there for no reason. Up to you to take it.

While you go through the next shaft you'll notice that there are holes in the walls, and sewer goons with guns inside those holes! Starting from the first one, every other hole has a goon in it. Just be ready to shoot them as soon as they pop out. There's a small tunnel under the pipe that has a few items if you need them. From here proceed to the right, up the next shaft, and up the last one. At this point there's an important fork in the road, so to speak. You'll come to an intersection that has a path going up, one going down, and one that goes to the right. I suggest going down.

As you follow the shaft you'll see another shaft that seems to be there for no reason, as it takes you back to the tunnel you were on. I'm thinking all these different paths are supposed to get you lost or confused, but I'm not positive. Anyway, using the bottom path will eventually lead you right back to the intersection, you'll come out of the right hand path. That little detour is mainly to collect extra lives and other icons you may need. Now head up, grab the tornado if you haven't already. Once you reach the top you'll have to go through one more shaft, to the right. At the end of this you'll see the familiar orange B icon, it's flyin' time!

-Swamp-

Enemies: Green mosquitoes, red mosquitoes, bats

This stage is very basic: flying to the right. Pressing right will make you go faster, left will slow you down. Along the way I suggest you pick up as many power icons as possible, and definitely pick up

the one tornado icon that comes out after the second wave of green mosquitoes.

To deal with the green mosquitoes, just stay in the corner and hit any of the ones that get in your way. To kill off the red ones, stay at the left edge and continue moving up and down to dodge their flame shots. Kill any that you feel you can't dodge safely. The last enemies are the bats, and they're pretty simple to dodge too. Stay on the lower left edge until the bats are nearly above you, then quickly speed up and move to the right edge. The bats will drop either arrowheads or fish, I couldn't quite tell. Anyway, they'll end up dropping the weapons behind you. Wait at the right edge until they are almost above you again, then hold left and return to the left edge. Repeat this process and they won't even touch you. Eventually you'll reach the blue triangular B icon, meaning you're nearly out of this stinkin' hell hole. One more challenge awaits...

#### -Swamp Hag-

Enemies: Swamp hag, brown blobs

That's right, you have to now defeat the Swamp Hag herself! You'll be placed on some grey rocks, never step off these. You'll fall in the swamp if you do. Right away you'll notice these three-eyed brown blobs falling from the trees (I hope they're not what they look like). Also, unless you already have these, you'll get some cold breaths. Use the cold breaths to freeze the blobs and make steps. Be careful, the blobs also hurt you.

After you get to the left branch right next to the one with Swamp Hag on it, wait there for a few seconds. Then avoid her blobs and quickly get up on her branch when she's away from the edge. Shoot her with a cold breath and she'll temporarily freeze. Walk up right next to her and proceed to physically beat her. Repeat this freeze and beat process and the Swamp Hag will return to the swamp she loves so much, and you will finally be finished with this level.

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### 3.2 The Water-logged Lair of Dr. Crab

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#### -Outside the Underwater Lair-

Enemies: Mini submarines, blowfish, starfish, jellyfish, manta rays, sea horses

As you swim through the first part you'll have to avoid the spiked mines, octopus tentacles that pop out of the ground, clams that release bubbles (which hurt you for some reason), very quick and painful starfish, blowfish that blow up into four attack projectiles, and mini submarines.

Ok, the best strategy would be to just float forward along the bottom, you'll avoid most of the enemies like that. If you have to swim over a clam or tentacle or something, use A button to swim quickly. Use this strategy until you get to the blue steel structure.

Once you get here swim up. You'll come across some vents that try to push you back and other stuff like extra lives. You should also spot a square black hole in the wall. Go in and pick up the extra goodies.

Leave and keep going right, staying close to the top.

Eventually you'll reach the reef tunnels. In here I suggest you take the top path. Through here you'll find some eye beams and a room all the way at the top of the tunnels. There's some fish in the room that blow up to reveal some icons. Continue to go right until you go down the big tunnel and right through one more. At this point you'll see a bunch of different tunnels, but only one of them leads to the exit. The exit is the one with the fish swimming in it, but if you want points you can collect the ones in all the other tunnels.

Next you'll come across one big tunnel. In this tunnel there are more blowfish, spiked mines, jellyfish, manta rays, and this time giant crabs! The only part of the crabs that'll bother you are their giant pincers, and if the pincers grab you, you'll lose a life. Easiest way to avoid the pincers is to wait for them to go down, then quickly swim through the gap. Make your way through and eventually you'll see the good ol' blue B icon.

#### -The Path to the Lair-

Enemies: Hermit crabs, squids

You start off in a steel chamber that eventually goes dark. The only light comes from the target that's looking for someone to hit, so obviously you want to avoid the target's crosshair, unless ya wanna lose a HP. Also beware the floating hermit crabs. Head straight until you hit a wall, then float down as you hold right. A gap will appear, go through quickly and hold up to return swimming along the top. Continue sticking to the top until you hit another wall, then float down again until you come through another gap. Float up once more, head right again, and find the planet icon, known as the Limbo Zone!

In case you didn't manage to beat the Limbo Zone, head back to the place where you turned up to get in the tunnel, then float down. Keep heading right and up until you see the B icon, then get out of there.

Before we move on, let me just say that there are a lot of icons and such scattered through out the chamber. Getting them can sometimes be too dangerous, on account of the many hermit crabs and the roaming target. If you wish you can look around for stuff, but the Limbo Zone stage should get you all the extrastuff you need.

Next you'll pass through another giant crab tunnel. Pretty much the same as the last one, except this one is filled with holes which little squids come out of. Make your way through, don't forget to pick up that tornado icon. Get to the B, time to move on.

#### -The Lair-

Enemies: Octopus

Finally out of that damn water. But, of course, it gets harder. As you go up the conveyer belt you'll notice some light blue platforms on your right. Try jumping on one of them. As you'll see, they sorta' get pushed down like a spring. Keep this in mind... Eventually you'll reach the platforms with the word ON on them. Jump on these to turn the switch OFF. What you turn off are the water vents placed in the wall. If you don't turn them off they can hurt you.

Once you reach the top kill off the octopus and take the conveyor belt back down the left side. This way only leads to some icons, and to get back up just jump back up the conveyor belt. Once you're done head to the right and go up the next conveyor belt. Take it all the way up then back down again. Once you're near the bottom you should see a blue platform down there, jump on it.

From there jump back on to the solid ground. From here there are a lot of platforms to jump, so feel free to take a break. Go have a drink, take a pee, maybe even watch TV.

Well, it's not really hard. But if you've been playing and you're here, well, I know my eyes were tired by this point in the game. Anyway, jump across them until you reach the small waterfall, consisting of yellow water. Jump on to the platform on the right of this waterfall, then jump on to the one right below it. From this point go left, then right when the platforms turn that way. At the end of the line you'll get the infamous orange B icon, which lets you fly. Use this to continue heading right then up, collecting all that cool stuff. Finally you'll reach the doorway and the familiar blue B. Then, time to meet...

-Dr. Crab-

Enemies: Dr. Crab, hermit crab

That's right, that evil denizen of the deep himself has challenged you! First thing you'll notice is that pressing B makes you hold up your fist. Use this to beat Dr. Crab. As he jumps around, wait for him to make a high jump and land on you. Be ready, and as he's about to hit you hold B. He'll get it right in the kisser, and if you did it right he'll be thrown against the right wall. Do this three times and he'll be thrown into another lab. Actually, Dr. Crab is relatively easy, just always make sure to hit him after a high jump, when his claws are aimed downward.

The annoying thing here is that little crab. In the first lab he's pretty slow, doesn't really bother you. In the second lab he gets faster, sometimes running into you. Come the third lab, well, he doesn't leave you alone. Best thing to do is not get hurt in the first two labs, so you'll have plenty of HP to spare in the third one. Once this is over it's time to warm up a bit.

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### 3.3 20,000 Miles Under the Earth

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-Underground caverns-

Enemies: Snakes, lava drops, bats, robotic orbs, lava goons

Hahahahaha, welcome to hell! Seriously. This stage, well, this whole level is seriously hard. The previous two levels were the warm up for this. Not too difficult to get through the stage, just a lot of enemies and other obstacles to avoid. A good tip would be to avoid anything orange or red, no matter what it is. Also, obviously, be weary of the snakes, bats, robo orbs, and lava goons. Remember the rats in the Junkyard stage? Well, the snakes are the same deal. They can't be killed easily, so just jump over them. The bats just require a bit of ducking.



All right, once you start you have a choice of either right or left. Go to the right and pick up the eye beams, then from there it's your choice. To take out those lava walls use your eye beams. If you take the left path you'll get some eye beams, if you head right you'll get an HP. Also remember that those little mounds shoot out lava drops.

After you've reached the next floor you should eventually run across a narrow shaft that goes down. The trick to getting through safely is holding B as you fall through. This'll make Bartman hold out his hands and slow down. Use this to avoid getting hit by the drills in those narrow shafts.

For the next floor it's best to stay to the right. Eventually you'll see a 1st icon and some other stuff. Then just take the narrow shaft down to the next floor. You can choose to go to the left, but there's only another shaft that leads to the same floor. Might as well pick up the extra life on the right.

Once you reach the next floor, get that radiation symbol (you know you need it), and get ready for three shafts. That's right, three ways to go. The best path is the one farthest to the left because through here you get the almighty planet icon and some exclamation points. Just go right to head to the spot where the other two shafts would have taken you.

Once you make your way to the lava pool use the platforms to get across. You can't make regular jumps here, you have to hold A to run fast and then jump further. Be careful because the lava goons fly up from the lava pool to the ceiling. Eventually you'll reach a purple bridge full of gaps. Fall through the second gap in the bridge to pick up the B icon, the one that lets you fly. Now at this point you have two options.

Use the B icon to fly straight ahead until you reach another set of platforms, or fly up and pick up all the icons 'n stuff. If you choose to use the flight to get all the icons, you're going to have to jump across all the gaps using the hold A method. If you choose to fly straight, you'll miss the extra lives, HPs, and exclamation points. My personal choice is to fly straight, but that's just me.

So, if you fly straight get ready to get your ass kicked. You'll have to fly over a pool that has a ceiling over it. This one is just like the last one, including the flying lava goons. These guys are the main problem in flying, they always manage to hit you if you fly straight. Best thing to do is slow for a second when you see one, or just avoid them as best as possible. If you were fast enough you'll reach another pool with platforms over it right when the flying power ends. Follow the platforms and you should see another B on an upper-right platform. Take this and wander around, going up and down then right. The best way to go would be up to get the extra life, then head right and collect everything along the way. You should have enough flying power left to make it through the opening in the wall and shoot out the lava wall to get the orange B icon.

Damn, that was a lot! Please folks, grab the planet icon and use the shortcut. There's too much to go through when all you have to do is beat the Limbo Zone bonus stage (see guide for Limbo Zone below).

-Underground city-

Enemies: Gargoyles, trolls, red bats, mounted guns

All right, this place is one hell of a maze. The gargoyles and trolls aren't big problems, so just kill them if they get annoying. Also, when ever you see a purple stone statue head with water coming out of it's mouth, jump over the spot where the water goes through the floor. Otherwise you'll fall through. Keep one important thing in mind: you can not jump off a platform. Do this and you'll instantly die. Also, do NOT grab any cold breaths. Hopefully you've gathered plenty of eye beams, and you definitely don't want to lose them.

Proceed to the end of the walkway to find a green door and a purple door. The purple door leads to some eye beams and an exclamation point, so get them if you want. Head back to the green door and go through. At this point you can either go up or down, and both paths lead to the same place. I'll cover both ways so you won't be lost.

1. Go down to go through a single door. Then take the next door to your right. Then take the right door again. At this point DO NOT take the middle door. It will only lead you back to the beginning. Take the door farthest to the left. Grab the radiation symbol and take the next door. Take the door on the right, then take the one on the left. Then finally take the door on the left to go to THE room.

OR

2. If you choose to go up, take the door. Follow the walkway all the way to the right, collecting only eye beams and enter the next door. Follow the walkway to the right again. You'll be in THE same room as the bottom path. Obviously the top path is a bit shorter, but also has more enemies than the bottom path. I suggest the bottom path.

Make your way to the top of the room and ride the red platform down, watch the gun. Go through the door and you'll be in a room with three other doors to choose from. The two middle doors will take you back to the tunnels you just came from, so only go through there if you want some exclamation points or some HPs. Take the left door, then follow the walkway all the way to the green and red doors. Don't take the left red door unless you want to return all the way to the beginning.

Take the green door, then left to the next door, then up this room to another door. Head right down the walkway to another door, and you'll be in another multiple door room. Take the left door, then you can take either of the two left doors to end up in the top-left corner of that same room. From here enter the right door, then the right door. The door on the very left will lead you to another door that has a radiation symbol and some eye beams. Back track back to the four door room and take the one second to the left, then take the right door. Follow the walkway to the right, then to the left. Make your way through the green room, then down the walkway to finally get out of here.

-Lava Man-

Enemies: Lava man

After all that, what's your reward? A battle with Lava Man. Semi difficult, but nothing too bad. The hardest part is those two lava balls he throws out. The falling drops also hurt you. The basic way to beat him is to freeze the water drops that fall from the ceiling so that the frozen water falls on his head. But it's not that simple.

If you stand on a platform on his immediate right or left, you will be hit.

One easy method I found is to stand on a platform until he comes out right below you. If one of the water drops is on it's way down before you see his hands charge, freeze it quickly. If you were quick enough it'll freeze and hit him. You can also freeze a drop from far away, if you've mastered the timing of the falling drops. Keep one thing in mind: there is no time limit.

Do not risk taking a shot if you're in danger of getting hit. Just be aware that you only have 99 cold breaths. After five hits you'll see the end of Lava Man, and finally save Radioactive Man!

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3.4 Brain-O The Magnificent  
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-Brain-O-

Enemies: Brain-O

Kinda' easy actually, for the last boss. As soon as the battle starts head over to the bottom-left corner and duck. You should receive 20 eye beams.

After this just shoot some beams straight ahead, making them bounce off the bumper of the tank and fly up. The trick here is to make the deflected eye beam bounce off of Radioactive Man and hit Brain-O. Just wait for Radioactive Man to hover over the tank, then let loose a couple of eye beams. If he gets near you don't worry.

Often if you're ducked down in the far left corner he'll jump over. If he shoots out a missile, just jump over it. Hopefully you've gathered enough lives to last through the battle. After five hits Brain-O will be no more.

You just beat this obscure gem called  
BARTMAN MEETS RADIOACTIVE MAN!!! CONGRATULATIONS!!!

=====  
===== 4.0 THE LIMBO ZONE (BONUS STAGE) =====

-Limbo Zone-

Enemies: Blue aliens

This isn't a regular stage, so I put it in it's own section. You get this bonus stage if you find the planet icon in each level. However it is VERY important, at least if ya wanna beat the game.

In the Limbo Zone you'll notice lines of space debris moving at angles. Get on one of these and it will change direction from up-right to down-right. That's how these lines of debris work: every time you step on a piece of debris, all the lines change direction. Anyway, once you get the 1st icon, quickly make a small jump and land back on

that same piece. It will go from down-right to down-left. After you go down a bit further you'll see a blue alien just chillin' on a piece of debris.

As the debris you're standing on makes it's way down, face the alien and shoot him full of eye beams. He'll die and will leave a triangular orange B icon. Get this! With this you can now fly around! While you're flying you can collect tons of lives and max out your eyes beams at 99. Head right first and collect that one 1st icon if you missed it, then head left, collecting EVERY icon you see. Once you come to the next alien, in the corner, kill him and you will get another orange B icon, to keep you flying a bit longer. Each orange B icon lasts a while anyway, so don't worry about falling.

Head up from the corner, once again killing every alien and collecting every icon along the way. Once you reach the top-left corner, head right, collecting every icon and killing any alien you see. Once you reach this corner, go down and (you should know this by now), collect every icon and kill every alien. Go down past the last alien until you see a lightning bolt icon and a 1st icon. Collect these and...

POOF! Congratulations, you just took a secret shortcut to the next stage. You can only take the shortcut successfully if you collect EVERY icon, even the ones left by the aliens. I used the path above, but feel free to go whichever way works for you. Never touch the red area on the edges of the Limbo Zone, these will cause you to fall out and return to the current stage. As for the 60 second time limit, don't worry. Eventually you'll be breezing through the stage with plenty of time to spare.

Folks, I can not stress enough how important the Limbo Zone bonus stages are. You get an extreme amount of points and lives here, and believe me you'll need the lives later in the game. Practice in the first one if you need to, what ever it takes to master the Limbo Zone.

All right, good luck!

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===== 5.0 CODES & SECRETS =====

#### Game Genie Codes for NES

Unlimited lives:  
OLVYAZOP

Unlimited credits:  
SZENNEVK

Unlimited energy:  
AAUYPYGA

Unlimited cold breaths:  
AAKYKPPA

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===== 6.0 LEGAL / MISC. =====

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6.1 Version History  
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July 02: Version 2.1

- - - - -  
Yup, I'm still at it. I just updated the format again.

March 22: Version 2.0

- - - - -  
I can't believe this guide reached 2.0. Anyway, I changed the format and made the guide more pleasing to the eyes.

Feb. 10, 2002 - Feb. 13, 2003: Versions 1.0 - 1.9

- - - - -  
Um, this section was just full of pointless version history, so I've shortened it. I wrote the guide, fixed all mistakes, added codes, and added little tid bits.

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6.2 Guide Credits  
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Thanks to...

1. Matt Groening. The man created 'The Simpsons', which has been on the air for 14 years and is still going strong. Shine on you crazy bearded bastard!
2. If I thank Matt Groening, then I also have to praise the hundreds of individuals who are involved with the show. To the writers, voice actors, animators, producers, gofers, and every other person involved... thank you!
3. Wilson Lau gets mad props for his kick ass 'Bart vs. the Space Mutants' guide. It inspired me to write guides for Simpsons video games.
4. Nintendo and Imagineering for making the game.
5. A good Radioactive Man site that helped with some general Radioactive Man and game info:  
  
<http://www.geocities.com/dh374/radio0.html>
6. Rey Esteban for letting me know that this game did not come out for the Gameboy.
7. Thank YOU for reading. After all, I didn't write this for my own health...

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### 6.3 Contact Information

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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 'Bartman Meets Radioactive Man' or something similar in the subject line.

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### 6.4 Legal Stuff

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