

# The Simpsons: Virtual Bart FAQ/Walkthrough

by SubSane

Updated to v1.4 on Dec 11, 2005

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The FAQ/WALKTHROUGH for VIRTUAL BART, v1.4

Based on the SNES version  
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===== 1.0 INTRODUCTION =====

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1.1 Game Details  
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This game was released in 1994 by Acclaim Entertainment. Developed  
by Sculptured Software Inc.

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## 1.2 Story

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What, Bart actually wants to go to school? No, not to learn. Bart decided to attend the school science fair, and is trapped in, I mean "volunteered", to test a virtual reality machine!

Now he has to survive six sinister simulations to escape the machine sans brain damage.

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## ==== 2.0 BASICS =====

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### 2.1 Game Start

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Start Game

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Choose this option to begin the game.

Practice Area

- - - - -

Choosing this option will take you to the practice area. There you can practice playing the various stages without losing any lives.

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### 2.2 Stage Select

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This game is slightly different from a regular platform game. It's divided into six different stages that all play differently. Since the stages are different, I'll go into technical details for each one in their respective sections.

I will however explain the stage select process. You basically choose Wheel of Fortune style. As Bart spins you have to press X, Y, B, or A to make him stop on a stage. To choose the stage you want you have to press the button on the stage two spaces away from the one you want. For example: if you want to choose the Vandal stage, you have to press the button when the arrow is on the Dinosaur stage.

You also have a limited amount of tries in this part. For example: if you play the Baby stage and lose, then you go back to the stage select screen with one less try. Lose all three tries and, sorry, you lose.

Do you see that space on top that has a corndog/skull? Well, that can get you an extra try for choosing a stage. It's random, really. Getting the corndog will get you the extra try, while getting the skull will take away a try. Use the same method that you would use to choose a stage to get the corndog/skull.

Oh, and you can play the stages in any order. I just listed them clock-wise.

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### 2.3 Status Screen

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From left to right:

Health

- - - -

The circle and Bart face represent Bart's health. It will start at white and go towards the black as Bart gets hit. Bart's face will also get sick the more he gets injured.

Lives

- - -

The BART #2 represents the number of remaining lives for a stage.

Score

- - -

The total number of accumulated points.

Time

- - -

Uh, the remaining time in a stage.

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## ==== 3.0 WALKTHROUGH =====

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### 3.1 Dinosaur

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Controls

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Left....Run or jump left

Right....Run or jump right

B.....Jump

A.....Tail whip attack

Y.....Roar (destroy all enemies on screen)

Start....Pause game

Select...Slow motion

Items

- - -

Roar icon.....Roar attack that destroys all enemies

Corndog.....Restores energy

Circle Bart icon...Extra life

Enemies

- - - -

Mosquitoes

Little green dinos  
Pterodactyls  
Mini-pterodactyls  
Stegosaurus  
Triceratops  
Boulders  
Radioactive balls  
Prehistoric versions of:  
Homer  
Marge  
Lisa  
Maggie  
Moe  
Barney  
Mr. Burns  
Smithers  
Krusty

This one is a basic side scrollin', platform jumpin' stage. However, actually beating it can be one hell of a challenge. You play as Bart the dinosaur and have to try to get through a prehistoric world full of prehistoric Simpsons characters. Hah hah hah, welcome to hell!

You start off at the base of ancient Mount Springfield. One basic tip before I proceed, ALWAYS be cautious. Never, ever go forward without slowly checking out what's ahead. There are so many enemies and obstacles in the way that you could easily lose A LOT of your life by one bad judgment. Of course, you have my guide to tell you what's ahead, but be cautious nonetheless.

Also, avoid enemies as much as possible. Sometimes enemies require a simple jump, while others may need some more clever avoision (yes it's a word, damn it). I leave it up to you.

There's also a strategy I point out in the guide for killing the prehistoric Simpsons characters that run around. Just whip the person, then as they run away and come back whip them again. Simple.

Ok, one last thing, really. Each mini stage is timed! And they don't exactly give you all the time in the world, so try and go through the stage as quickly as possible. I know that isn't much help, but it's the best I got... FAST!

Base of Mt. Springfield  
\*\*\*\*\*

If you move slightly to the right then go back to the left, you'll see a mosquito appear. These die with one hit, so jump up and tail whip it quickly. Next you'll come across a steam geyser. Just wait for it to go back down before jumping over. When you reach the platforms jump on them to avoid the green dino that will come from the right, and grab the roar icon. With this icon you can destroy all the enemies, but DO NOT use it yet.

So after you grab it go back down and you can either hop over the green dino or whip it twice. Either way it takes two hits. Also avoid the pterodactyl and it's babies. Now just make your way to the right and use the next platforms to jump over the charging stegosaurus and other dino that will appear. Don't waste your time on them, just

jump over. Also grab the corndog to get some extra energy if you were damaged.

#### Mt. Springfield 1

\*\*\*\*\*

When you reach the mountain you'll see some platforms that go up. Quickly hop up the platforms to the third one. Do you see the lowest platform? Well, those types of platforms break away after you step on them, and will only reappear if you go away and come back. Memorize those types of platforms because they'll appear through-out the rest of the level. Also, if you die you'll just start from the last level you reached, so don't get stressed out.

On the next level jump up to second lowest platform and wait there. This way you can avoid the rocks and kill any enemies that might have followed you. At this point you could go up, but there is some cool stuff to the right, so I suggest going that way. Jump over all the lava pools and avoid the rocks and dinos and after the third lava pool you'll come across a triceratops. Simply use the roar you should still have, and it will die with one hit. Go to the right to grab two corndogs, another roar, and an extra life icon. You'll get either one or two lives, depending on the number of points. Go back to the left and hop back up the platforms.

On the third level avoid the lava spout and pool, and kill any mosquitoes that are hanging around if you like. Here there are two sets of platforms. The set on the left has Maggie hurling bones at you, and a corndog. Don't go up there. Just keep going right. The second set has Lisa at the top shooting arrows. Go to the right to quickly pick up a corndog.

All right, here it gets harder. Make your way up, avoid Lisa's arrows, and start hopping some very difficult platforms. They mixed in the breakable ones with regular ones, so you can never stop on a platform unless you are positive that it's a solid one. So make your way across and up to the fourth level. Up here you'll see Moe and Homer with clubs. I suggest completely avoiding them and going to the left. Hop up until you see Barney burping out gas clouds, then use the ever important roar on him. Pick up the extra life and make your way to the inside of the mountain.

#### Mt. Springfield Caves 1

\*\*\*\*\*

Damn it, what the hell is Acclaim's problem. They made their Simpsons games nearly impossible. Anyway, now this part gets real tough. Right away you should see Krusty throwing skulls at you. Jump in and whip him once then stand still to the left. See, Krusty runs off the screen and comes back every time you hit him, so stand still and whip him whenever he appears.

After enough hits he'll die and leave behind a corndog. Go ahead and you'll see a dino and Marge, who hurls bones at you. I suggest running through quickly and hopping up to the platforms. BUT, before you get to the platforms... You'll see three types of them. One is small, one is large, and one is thin and wide. The thin and wide ones break apart, which means that you have to keep hopping no matter

what. So start making your way up, stopping on the solid platforms to avoid the lava drops and falling boulders. THIS PART TAKES PRACTICE!!!

The basic thing to do is hop up slowly, and whenever you see a boulder headed your way just hop on it, or over it if possible. If you stand there and let the boulder hit you it will just knock you ALL the way down, so remember, JUMP OVER BOULDERS.

On the next level grab the corndog, and run for it. There are stalactites that fall as you pass under them, so don't stop running. Just go left and hop over any boulders that you should see. For the next set of platforms use the same method you used for the previous ones. It should be easier as there are no lava drops and hardly any boulders. The third level is the same as the previous. Just run to the right and collect the corndog.

The next platforms have the lava drops and boulders again, so employ the same cautious and careful method you used with the first set of platforms. At the top you'll see Maggie throwing bones, BUT, wait a second. See, the last platform breaks away, so the best thing to do is to just jump straight into Maggie and run like a mad-dino to the end. Make sure to grab the extra life along the way.

#### Mt. Springfield 2 \*\*\*\*\*

YES, FINALLY OUT OF THE CAVE! This next part is sort of easy. What I suggest doing for this part is GO FAST. I mean don't stop at all. Just hop from one platform to the next without pausing. You should probably pick up the corndog behind Moe when you get to him, ya know, for extra energy. Anyway, so never stop jumping. If you've made it this far, then you're an expert at platform jumping, trust me.

Eventually you'll reach a LONG line of breakable platforms, so you definitely don't want to pause anywhere. The only problem you might have is with the red pterodactyl that shows up and can make you fall. Just do your best to hop over it and keep the jumping pattern going. Eventually with some skill and a tiny bit of godly luck you'll reach the entrance into the next cave.

#### Mt. Springfield Caves 2 \*\*\*\*\*

Damn it, another cave... This one is in a dark and dank cavern, where you can hardly see a thing. The best tip to dealing with the lack of light is to proceed slowly and wait for the glowing substances to light up the area. Anyway, you'll run into another Barney in the first part of the stage. If you have the roar then just use it on him and the dino, and pick up the extra life. If you don't have the roar, run through them. You won't really get that hurt.

Proceed though the radiation drops, which is a simple task. Like I mentioned though, wait for the green glow to be bright so you don't fall in the gaps. After all this you'll walk through a dark part and come out next to a lava pool. Here is another platform jumping part. It's easy enough, though it's best to stay along the top platforms.

At the beginning you'll have to use a moving platform to get across. Don't jump off until the end because if you jump too early you might sink in the lava. After getting across hop along the top ones until you reach the sinking platform. This one requires split second timing, so time your jump to land at the exact moment it is all the way up, and jump off that second. The next two platforms sink when you step on them, so jump across quickly and get back on solid ground.

Now you have to make your way up a hill, full of radioactive balls! They tumble down the hill as you make your way up. This part is hella hard as well. Basically you have to bounce on the balls that roll, and walk under the ones that bounce. You'll see what I mean. Once again, if you make it through this then you are a master of gaming. Read Only Memory users would be wise to save state...

Once at the top you'll continue to the right, avoiding the rolling balls. At a certain point you'll see a gap. Fall in the gap. Inside there are some corndogs and an extra life. Be careful down here because the platform has edges, which means you can fall and die. The invisible platforms to get back to the top are on the right side, just jump around to find them. Go right again and eventually you'll reach what could be considered a "boss".

Smithers and Burns are on top of a platform while Smithers tosses radioactive balls at you. To beat these two you have to whip the brown boulders back at Mr. Burns after he releases them. Easier said than done. Honestly, I think Smithers tosses way too many of those balls to make an effective attack against them, but I beat it nonetheless. I simply avoided the balls as much as possible, stayed as far as possible, and whipped those balls from the right side, not the left. After maybe ten hits they die, and the exit opens up.

#### Icy Mt. Springfield

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All right, the final icy stretch!!! When you start off go straight to the right. Eventually you'll jump over a geyser and come across Homer. Kill Homer. Remember that strategy for beating Krusty? Well, do the same thing, With every whip Homer runs and comes back, so repeat the process until he dies. Then go back to the entrance and use the hidden platform on the left to grab the items by the door.

Go right again, and prepare for more platform hell! These platforms aren't just difficult, they're slippery! Which means you have to make precise jumps. As you go along you'll come across another Homer. Just go past him onto the long platform. From here the platforms get breakable. Go a few platforms out to the solid one to the right. If you broke any platforms you can just come back to this spot and wait for the breakable ones to reappear. Go up once again and eventually you'll reach another long platform. Jump over the spikes here and go to the right.

From the edge hop onto the breakable platform to the right and quickly jump over to the next ledge. Go to the right to get to the pterodactyls. The pterodactyls are now your friends. Use them to get across the icy river below. DON'T FALL. Though there are some platforms below, it's harder getting across those than it is the pterodactyls.

So anyway, make your way across, gradually going lower and lower. Remember to stay in the middle of the pterodactyls, otherwise you might fall. Also, you don't have to jump. Just step from the one you're on to the lower one. After you make it all the way across, either by pterodactyl or platform (if you fell), you'll be on some solid land. From there go right and jump onto the floating platform that's in the water, then jump onto the next strip of land.

Wait for the platform to float up from the bottom, then stand at that spot and hold down. When you see it come up again press B and you'll go through the platform onto the floating one. Follow it down until you see one come from the right. You want to make a SMALL hop onto the platform when it's as far to the left as it'll go. If you jump too high you'll end up drowning.

Make another small hop onto the next solid platform, then another small hop onto another floating platform. Be aware that someone will be tossing snowballs at you from the top, so watch out. Another hop onto a solid one, then another hop to a moving one that goes up, then a final one to the top. Also, never, EVER, use the roar when you are on the platforms. They will disappear if you do, and you will die.

This part might be easy, depending on how much energy you have. There are basically two platforms, one to the left, the other on the right. What you have to do is whip the platforms to make them get shorter, and eventually Homer and Moe will have no platform remaining and they'll die. It's easy. When you're going to the right, stand on the right of your platform and hold the A button. When you're going left, stand on the left and hold A.

Repeat the process until they die. They might hit you at first, but as they get lower you start to hit their snowballs before they hit you, so by the end they never hit you at all. Enjoy the "ending".

Well, if you just beat this stage, GOD YOU ARE!!!! HELLO GOD, YOU ARE THE GOD OF GAMES!!! I mean damn, I barely managed to beat it, and it took me literally months!

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## 3.2 Baby

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### Controls

- - - - -

Left....Move, jump, aim, slow down stroller  
Right....Move, jump, aim, speed up stroller  
Up.....Aim up, guide balloon up, move stroller up  
Down....Aim down, guide balloon down, move stroller down  
B.....Jump  
A.....Throw pacifier  
X.....Diaper parachute  
Start....Pause game  
Select...Slow motion

### Items

- - -

Corndog.....Restores energy  
Circle Bart icon...Extra life



Enemies

- - - -

Birds

Squirrels

Cats

Frisbees

Toy planes

Baby Jimbo

Baby Kearney

Jugglers

Clowns

Well, another side scroller. And just like the previous stage, it's hella hard. This time you play as Bart the baby and have to get through the most dangerous part of the world: Evergreen Terrace.

This stage is split up into many different mini-stages. The majority are side scrolling, but there is one where you drive a stroller down a street. I'll get to that later. The majority of the stage is played while either hanging on something or balancing.

You end up making some big jumps most of the time. Also, your weapon for defeating enemies is the blue pacifier in Bart's mouth. I like this particular weapon because you can aim it in any direction. Up, down, left, right. Hell, even at angles! You can also shoot them while hanging from branches and other stuff. If you can't reach an enemy, I suggest jumping then shooting the pacifier. There's also time in this stage, so don't doddle.

And the one important feature you will need for the jumps is the diaper parachute. Hold X while in the air to open up the diaper and float to the ground.

### The Backyard

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You start off in the window of Bart's house. From here you have to get across some trees to get to a clothesline at the other end. Ok, so the first thing to do is kill any birds or squirrels that you can get from the window. That's also a good tip for the rest of the stage: always kill any enemies before you go ahead. Anyway so after the first bird is dead jump over to the first tree. Always remember that there are only three points where you can stand or hang: the branches, the small brown pegs, and the patches of green at the tree tops.

In fact, your goal is to stay at the tops of the trees as much as possible. Practice jumping around on the first tree if you want to practice grabbing the branches and pegs. One tip I can give you is to wait until your body is aiming in the direction you want to go, then press jump. You'll be able to go far like that.

Anyway, kill that second bird and grab the corndog, then use the various pegs and branches to get to the very top of the tree. Be careful standing at the top, that is don't move around a lot. It's very easy to slip and fall. Go over to the top of the second tree, then make a leap to the branch on the third and jump to the top again. Leap over to the top of the fourth, then go over to the

fifth. At the bottom of the fifth tree there is an extra life, so jump your way down SLOWLY, then kill that squirrel that's next to it. To get the extra life you have to grab the branch right above it, then hold down and press jump to go down and grab it.

Go back to the top after you get it. From here on you'll run across quite a few enemies, so always kill as many things as you can before going ahead. One hit can cause you to fall. Stay on the tops of the trees, and make big leaps and eventually you'll reach the end of the trees. You'll know when you are at the end because, well, there will be no more trees. At this point you must make a big jump to the right and DIE!!!

Ok, so you don't really die. You'll either hit a trampoline, which will just throw you onto a clothesline, or you will reach the line. Holding X to use the diaper parachute would be a great idea. Now you have to get across the line to the other side.

#### The Clothes Line

\*\*\*\*\*

This part moves VERY quickly. You have to keep moving or the screen catches up with you and you die. But, at the same time you have to avoid the clothes on the clothesline, the cats, the frisbees, and the toy planes. Don't even stand on the clothes because you'll fall.

This part is also very tough. Seriously. They bombard you with all kinds of stuff and expect you to beat this game?

Anyway, the best thing to do is to stay on the bottom line and constantly keep shooting. Shoot ahead the entire time, and shoot diagonally or behind you if any squirrels follow. Obviously you can't always be on the bottom line, so jump up when ever there are clothes in the way. So proceed following the bottom line and killing whatever you can. Also collect the corndog that's about halfway through, because you'll obviously need it.

Hopefully you made it through and got to the end of the clothesline. At this point you need to kill off any obstacles, and that cat in the corner. To kill it just drop down to the bottom line, then drop once more to grab on from the bottom. Shoot it from there.

After it's all clear grab the balloon string for the final part of this area.

#### The Balloon Ride

\*\*\*\*\*

Ok, so this last area is hard for one single reason: the stupid dogs! I think one bite from a dog easily takes like half of your life. There is a strategy I have though. To kill the dogs I move to the top of the balloon string and hold down/right and press A. I try and aim it from far away so that I kill the first two dogs this way, then the next two I avoid the first dog and pick up the corndog while shooting the second dog.

From here I just shoot and hope that I was able to make it to the end. Also, make sure to kill any enemies that are in the way. With some

skill and luck (like everything else in this game), you made it to the end.

### The Stroller Race

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Now it's on to the stroller race. For this part it's actually kinda easy, though it will seem hard at first. To start with, there are four lanes: the top sidewalk, the two street lanes in the middle, and the lower sidewalk. The main lane to stay in is the second one, the top street lane.

So the next problem is the fact that baby Kearney and baby Jimbo are bothering you. Don't worry. By staying in the second lane you will automatically kill them. They'll automatically bump into barriers and die.

The third thing to do is to hold Left. This is important because that will slow you down, and it will give you time to react to obstacles in the road. Hold Left from the moment you start.

Now let's get to the obstacles. Basically there are barriers, sewer holes, and small holes in the street, and there are sewer grates on the sidewalk. The small holes don't hurt you, so you can go over those if you have to.

Basically you have to stay in the second lane, but swerve up or down to avoid barriers and holes. If you hold Left and keep your eyes on the road, then it will be easy to get through this part.

Unfortunately this is one of those sections where a guide can't be written, but it's too easy to need one. One final tip: don't go for any items. If you go for them you run the risk of losing a life, so do not try. Just follow my strategy and you should manage to get through easily.

### Crossing the Fence

\*\*\*\*\*

The next part is short but also kinda hard. You basically have to make your way across a fence by using the seals and the balls they balance on their noses. Nothing but jumping.

Make your way across the tree trunks until you reach the fence. From here on there's no pausing because the seals are constantly moving up and down, and one wrong jump will kill you. Oh, and if you think you have the ultimate skill to make the jump, going to the left along the trunks will yield two trunks. It is difficult, but if you hold X for the diaper parachute it might be easier.

Ok, so you're on your own, good luck!... I'm kidding. But the problem is that the seals seem to bob up and down mostly randomly. That is, I can't figure out a definite strategy that will remain consistent. I'll give some tips though.

First of all, press Select to go into slow motion. If your copy doesn't have slow motion, well, it's not ABSOLUTELY necessary, but it makes things easier.

Secondly you should remember to always, ALWAYS, jump from the very right of the ball. The gaps can be very wide sometimes, so you need to jump from as far to the right as possible. It also helps to get a sort of running start. Start walking to the right when you make the jump so that you'll get some speed.

Lastly, learn the timing of the seals. They all go up and down and the same rate, but at different times. Like I mentioned it's random, but eventually you should be able to time the jumps effectively.

One final important thing. See, the very last jump is a huge gap from the last seal to a trampoline at the end. For this jump I advise having a big running start and jump from as far to the right as possible, then hold X in the air to use the diaper parachute.

Like oh so many things in this game, some luck and some skill will get you to the circus tent at the end.

#### The Circus \*\*\*\*\*

The final part at the circus involves a lot of the swinging that you experienced in the first part. When you start make a leap over to the trampoline on the left. There's a life to pick up on the left, so what you have to do is hit the trampoline at an angle going to the left, and then quickly hold Right. It's a tricky jump, so if you don't want to risk losing a life, then forget about it.

So you have to go up the bars. To make a high jump all you have to do is hold the direction opposite of the way Bart is facing. For example: if Bart's body is swinging towards the right, hold Left as you jump and you'll make a high jump.

Anyway, you'll run into two jugglers. Don't try using the pacifier because you don't have it in this stage. So, one is on the lower left, one is on the upper right. To get through them safely just grab the circle brown peg that's in the center of the pole and make your way to the left. Don't wait too long under any of the jugglers because they throw pins at you.

Once you reach the top you'll have to swing onto the trapeze swing on the right. Wait at the top a few seconds so that you can time the jump accordingly. Once you have the timing down jump and grab the yellow circle at the end of the rope. At the other end of the rope you'll see a loop. To get through the rope without getting hurt go through then move to the right to the next hole, then slightly left, then far left, then far right, then slightly right, and after that last hole go straight down to land on the trampoline.

From here it's relatively easy. Basically you have to use the trampolines to make your way to the right. Just remember to hold Right after each jump so that you land on the next trampoline. After about ten jumps you'll reach another pole.

To get past the next two jugglers just stay on the right bars and use high jumps to get all the way to the top with hardly any damage. From here you run into a series of trapeze ropes. It's simple enough, just swing from one to the next, but be sure to time your jumps.

Eventually you'll reach a rope where there's no where else to go. From here just jump. If you have slow motion, activate it now. Hold Right and eventually you'll fall into an area with some clowns on see-saws and trampolines. To land on a trampoline just aim to the right of those background tent poles. That's why it's better to use slow motion, that way you can spot the tent poles and aim for the right spot.

So for this part what you have to do is jump over the clowns when they're both at the lowest point. Again, it's not too hard. Just look for the right time to jump. After a few jumps you'll reach a cannon. Jump in to finally get the hell out of here!!!

Well, you just beat the stage, congrats. Although it was quite hard, you have to agree that it was slightly easier than the Dinosaur stage.

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### 3.3 Pig

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#### Controls

- - - - -

Left....Run or jump left  
Right....Run or jump right  
Up.....Hold when jumping to do a bounce  
B.....Jump  
X.....Hold to freeze the game  
Start....Pause  
Select...Slow motion

#### Items

- - -

Colored keys...Use to unlock doors of corresponding color

#### Enemies

- - - -

#### Clowns

Corporate suits

The third side scrolling stage is, big surprise, another hard one. I'm not saying that lightly. This stage is HARD!!! Especially in the later sections. Anyway, you play as Bart the pig and have to escape a meat processing plant while saving your fellow pig buddies.

Your main enemies are clowns, and the only way to kill them is to hop on their head. I wouldn't suggest trying to kill them though, because you will get hurt nearly every time. Avoid the electric rods and mallets by simply bouncing over the clown from far away.

#### The Packing Room

\*\*\*\*\*

All righty, so you start off in the packing room. You have to free your pig friends as you make your way through the conveyor belts and machines. When you start, a clown with an electric rod will be right behind you, so hold right as soon as you start. On the way to an elevator on the right you'll see two pigs behind bars and a lever

between them. Jump and hold up to bounce up and pull down the lever.

After you free those two pigs, take the elevator on the right to the next floor. Avoid the clown with the mallet and get to the platforms on the left. Hit that lever to free the pigs in the nets. Go back to the elevator and up to the third floor. Run to the left under the green machine and up to the conveyor belt. Hit the lever on the right, DON'T go in the machine or you'll die.

Go back to the left and enter the door to go to the fourth floor. Jump up the platforms to the conveyor belt, then use a bounce to get across the gap on the right. Go in the door to go to part 2 of the packing room.

From here jump to the right and you'll be on a platform with three levers. Hit the one on the left and pick up the green key, then make a jump to the left and open the cell with the green lock. Go back up to the three levers and hit the middle one.

From here go to the right and drop straight down past two platforms and onto the third. You should see a door on the right. Go through and you'll be on a conveyor belt. Go under it to get the blue key. The blue lock is on the platform right under the three main levers. To get there go down to the first floor and use the platforms on the left to climb back up. Watch out for the clown and open the second cell.

Hit the third lever and drop down to the third platform on the right again. From here run to the left and make a jump onto a lower platform on the left. If you landed on the right platform you'll see a door, go in. You should be on a conveyor belt next to the red key. Grab it and fall down to the door on the right.

Jump off this platform to the right onto the three levers platform, then make another jump to the right. Avoid this clown and release the last pig. Go back to the three levers and pick up the yellow key, then drop to the first floor and go up the platforms on the left and enter the door on the fifth platform. Go to the right and enter the Krusty door.

#### The Freezer

\*\*\*\*\*

Finally out of that damn packing room, you're now in the freezer. This part is HARD as hell. You basically have to make a bunch of extremely hard jumps, nothing else.

First go to the left and go on the conveyor belts. Then you have to jump on those two moving platforms. They have to be sticking out for you to be able to stand on them, so just time your jumps. Eventually you'll go across two more conveyor belts. This little part is HARD. There is a certain gap that is nearly impossible to make, at least the way I do it.

When you get on the second conveyor belt start bouncing by holding up. When the platform pops out, bounce over onto it. Then from there bounce onto the cloud. Ok, when you land on the cloud you'll do one bounce and it'll start to move. Well, on your second bounce you have to hold left and land on the white platform to the left. Trust me,

it's very possible, though it is hard.

Eventually you get the pattern pretty easily. The cloud goes off into some other direction, but I couldn't figure out what for. If anyone knows, e-mail me.

From here go left, avoiding the pig cubes because they damage you. When you reach the last conveyor belt wait for the cloud to appear, then jump on it. It'll go up to a small conveyor on your right, quickly jump on that before the cloud disappears. The whole time there will be pig cubes going along the conveyor belt, so avoid them as best as possible. Make your way right until you reach the last conveyor again, and jump on the next cloud to the right. From here just make the last few jumps to reach the door.

Next is another area of the freezer. There is a clown you can't kill in here, so the best way to avoid him is to jump on those blue rectangular AC units. You'll see them. Just jump up on it to avoid the cold air shots from the clown.

The basic point of this area is to push the pig cubes all the way to the right onto that blue spring. When you've placed the cube on the spring, jump on the red button to launch the cube up. Launch it when a hook is passing by to make it grab it and carry it away. To do this just push the cube along and jump whenever the clown is near. Repeat the process five times to get out of here.

#### The Furnace

\*\*\*\*\*

Out of the cold and into the warmth. That isn't a good thing though...

When you start off, go to the right and start bouncing on the furnace. For this section I just bounce the entire way up. Forget about avoiding the flames 'n what not, just make your way to the top by bouncing on the platforms.

For the next area, with the crushers and flames, there is a pattern to memorize. Wait for the first one to come down, then run into the gap between the first and second. Once the second one comes down and comes up, quickly hold Right and run straight to the right. Stop when you get on the conveyor, then wait for the next crusher to come down. Run or bounce quickly enough to avoid them all and stop next to the last one. This part is a bit hard because there are two paths to take. The first one is the easier one.

1. Use the moving platforms to make your way down to the left. From here bounce on a platform and make sure you're in a bounce position when you're holding Right. Fall to the right, sticking right next to the tank, and if you were in a bounce position you'll hit the platform. Hopefully you have enough energy to just bounce your way through and get to the door.

OR

2. The second way is a bit shorter, as well as harder. From the conveyor belt wait for the first moving platform to come out. Wait about a second 'n a half then bounce onto the platform. From here you have to do a long bounce onto the very right edge of the second one

while still holding Right. If you did it right you'll bounce off the second and then just barely make it over the tank, right on the edge of it. One more bounce and you'll land right next to the door. This one is a bit harder, but I just wanted to show the two paths.

### The Corporate Office

\*\*\*\*\*

Finally, the last area. You have to beat three corporate guys. First of all, let me tell you that the safest spot to stand is the very left edge. Stay there if you need some seconds to plan an attack or whatever, and just jump if someone trys to hit you.

The two main attackers in the beginning are the tall guy behind the desk, and the guy with a moustache. They run from right to left, and if you get in the way they'll attack you. You also get hit by the books that the fat guy knocks off the shelves, the pens the tall guy throws, and the dishes the moustache guy throws, so never pause under them.

Wait for the tall guy to come out from behind the desk, then go in the center of the room. When he appears on the right, stay a bit ahead of him and run to the left. What you have to do is time it so that he gets hit by the books that fall after you pass through. Kill this guy by repeating the same process.

Kill the moustache guy by using the same method. Wait for him to jump to the ground and chase you, then the books will hit him too. It takes some time to get the right distance, but it's simple enough. Also, remember to jump if you're on the left edge and the guy chased you, that way you avoid the frying pan/mallet. Two hits is all it takes for each one.

The last one to get rid of is 'ol fatty. To start off, jump on the desk. He won't hit you up there. His pattern is the same as the last guys where he runs back and forth across the floor. The best thing to do is to wait right under one of the legs of the table, and wait for fat man to come close. When he gets near you he does a jumping attack, and what you wanna do is make him land right under one of the book cases, so when he gets near you jump up on the table and make him land in the right spot. Do this twice and it's over.

HELL YEA, YOU ROCK! Make your way to the right to finally be out of here.

-----  
3.4 Vandal  
-----

#### Controls

- - - - -

Left...Aim projectile left

Right...Aim projectile right

B.....Press once to send out target, press again for projectiles

Start...Pause

#### Items

- - -



None

Enemies

- - - -

Any kid at the school

Skinner's bent over butt

Hoorah, no more side scrolling! In fact, this is one of the most fun stages in the game. Bart decides to ruin picture day at Springfield Elementary by hitting everyone with tomatoes and eggs.

To shoot a projectile you have to first press B to send out a yellow aiming line, then press B again when the yellow line is in front of a target's path. If you see someone that's on the right or left, you can press Right or Left as you press B and the tomato will go to the right or left.

This takes some time to learn though, so I just wait for the target to be in the middle. There is a limited amount of time and projectiles, so keep your eye on that stuff.

#### Tomato Toss

\*\*\*\*\*

Round 1 is a tomato toss in front of the school. All you have to do is hit all the kids on the school lawn to beat this round. The kids walk at different speeds, so you have to time your shot to hit when the kid passes through. Always remember NOT to hit any of the adults, if you do you will lose. A cool bonus target is Skinner when he bends over and wiggles his butt. Hah...

#### Egg Toss

\*\*\*\*\*

The egg toss in Round 2 is a bit harder than the first one. In this one everybody walks up and down the playground, which messes you up when you line up a shot and the person ends up walking out of the way. You can use the same strategy as above for most of the time, but the time limit kinda needs you to use the Left and Right aiming to hit some of the people. Also, remember that you can't hit the adults.

PRACTICE!!! Seriously, though the tomato toss is not that hard, the egg toss is. I suggest playing in practice mode for a while to get the feel of the aiming and targeting and what not, then try to beat it in regular mode.

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### 3.5 Water Slide

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Controls

- - - - -

Left...Slide left

Right...Slide right

Start...Pause

Items

- - -

Corndog.....Extra energy  
Clock.....Extra time  
Bart face.....Extra life  
Boogie board...Temporary invincibility

Enemies (can't kill 'em, but they still get in the way)

- - - - -

Ms. Krabappel  
Krusty  
Fish  
Shark fin  
Bald guy  
Janey  
Sherry and Terry  
Martin  
Scuba diver  
Periscope  
Santa's Little Helper  
Comic book guy

Nothing like a day at the water park. The lines... the people... the lines full of people. Hell, even the water slide is packed! Bart has to make his way through the danger-filled water slide and avoid falling out of the wrong end.

Go the right way and you continue through the water slide; go the wrong way and you will either run into Homer's ass, fall off a cliff, crash into a sign, or get eaten by a lion (don't ask me to explain because I really don't know why). All these except the lion and Homer's ass will cost you 1 life.

Just before you reach a fork you'll see a bald guy in a green swimsuit. Pause and look at the guy's back and note there are lines on the left or right side of his swimsuit. They are actually small arrows that point you in the right direction when you reach the fork in the tunnel ahead. Make sure to pause every time you see that guy so you can get a clear view of the arrows. You can also look at the fish at the top of the screen and a small arrow will flash with the color of the tunnel you should take.

About half way through you'll start getting really beat up by all the stuff (unless you are good enough to avoid them, in which case I salute you). The best thing to do is obviously try and collect all the corndogs you can, keeping your energy up.

This stage is ultimately quite simple, they even start you off at the latest fork you passed if you die. You can even play some other stages and come back to this one later! With some practice this stage'll be a piece of cake, a piece of crumb cake...

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3.6 Post-Apocalypse  
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Controls

- - - - -

Left....Turn left

Right...Turn right  
B.....Speed up  
Y.....Shoot weapon  
L.....Kick left  
R.....Kick right  
Start...Pause

#### Items

- - -

Corndog.....Extra energy  
Nitro tank...Extra speed boost  
Bart face....Extra life

#### Enemies

- - - -

Jimbo in a go-kart (throws bombs)  
Kearney in a chariot thing (uses a chain)  
Otto in his bus (drives down the road at you)

Hell yea! This stage is a mix of Road Rash and Mad Max, and it's tied with the Vandal stage as the best stage in the game. In it you have to ride a motorcycle up a highway while fending off-road bullies.

This stage doesn't really require any type of guide because it's really short and simple. Although some of you may think it's better to go as fast as possible, well, you are sorta right.

I'd say that miles 10 through 4 are extremely easy because all you have to do go along at regular speed. If Kearney or Jimbo appear in front of you, just fire two shots at each one to kill them. If they come out on your right or left, then use L or R to kick them to death. Also, ALWAYS avoid Otto's bus when it comes down the road. He takes away a lot of energy with one hit, so don't play chicken with him.

Ok, so remember to go at regular speed until you reach miles 3 or 2. You can accelerate if you need to catch up to an item or something, but not the whole time.

Another major tip to beating this stage is to collect every item possible. This is real easy. Whenever Jimbo or Kearney get in front of you, and you kill them, the item appears. Collect it, so simple. If they are on either side of you, then kick 'em to death. Stick close to collect the item easily.

You'll get plenty of corndogs to keep your energy nearly full, and every once in a while a nitro tank will appear, which gives you an ultimate speed boost for about a mile. Also avoid the rocks in the road.

If you need to practice, well, go to practice mode! That's why I love this game, plenty of time to practice. Trust me though, this stage is so easy, you'll beat it in 1 try, 3 tops.

If you just beat this game, then you can consider yourself one of the best gamers in the world.

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

Fly At Any Stages (By Darkness King)

- - - - -

Press Up, X, Down, B, L, Y, R, A with the 2nd controller.

(Yup, it sure look like a DBZ code, doesn't it)

Pigs Fly!!!

- - - - -

Hold L and R in the pig stage to float through walls.

Skip Stage

- - - - -

To skip the current stage, press Start on the 2nd controller during game play.

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

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5.1 Version History

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December 11, 2005: Version 1.4

- - - - -

Finally added a worthwhile tip for the Water Slide level. Thanks Sean!

April 9, 2005: Version 1.3

- - - - -

A dude named Red passed along a pretty good tip.

January 7, 2004: Version 1.2

- - - - -

FINALLY got this bloody update out of the way. Just fixed up this old bastard by adding some tips that I'd left out.

August 28: Version 1.1

- - - - -

Yea, more stuff to fix.

June 27: Version 1.0

- - - - -

I redesigned the whole layout, so might as well consider this

version 1.0 again.

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## 5.2 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. Sculptured Software Inc, Acclaim, and Nintendo for making the game possible.
5. Sean Ross for his awesome Water Slide tip.
6. PING for the flashing arrow tip.
7. Thank YOU for reading. After all, I didn't write this for my own health...

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## 5.3 Contact Information

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The address is: [subsane@gmail.com](mailto: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 'Virtual Bart' or something similar in the subject line.

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## 5.4 Legal Stuff

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