

SEGA™

# SPIDER-MAN™

## X-MEN™

Arcade  
REVENGE

When Spider-Man® and the X-Men™ team up, you know there's trouble... especially when supervillains Carnage™, Master Mold™, Juggernaut™ and the villainous Arcade™ have revenge on their mind!!!



MARVEL  
COMICS™

FLYING  
EDGE™



YOU'RE IN FOR A SHOCKER, WEB-SLINGER



STOP JUGGERNAUT'S RAMPAGE



BLAST MASTER MOLD WITH OPTIC BEAMS



SPIDER-MAN™



WOLVERINE™



STORM™



CYCLOPS™



GAMBIT™

# GENESIS™



# THE SIMPSONS™ BART'S NIGHTMARE



MATT GROENING™

FLYING  
EDGE™

## INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.  
LIGNED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.  
ON THE SEGA™ GENESIS™ SYSTEM.





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

### Handling Your Cartridge

- The Sega™ Genesis™ Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

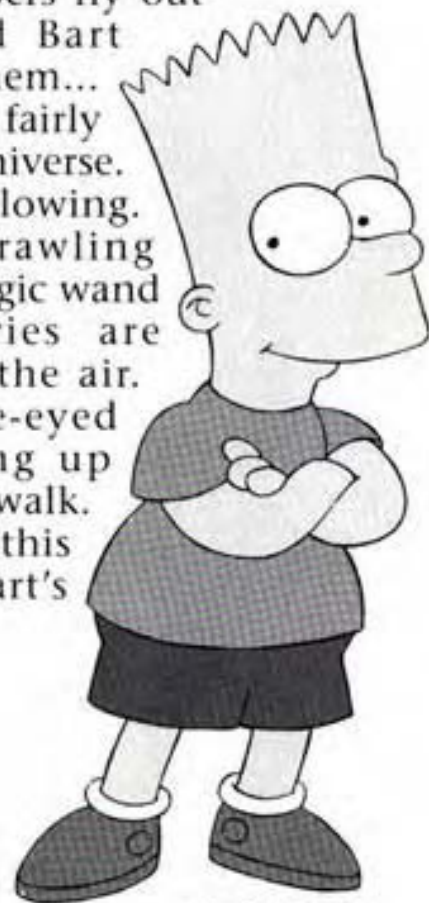
Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

### **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Bart has accepted the responsibility of completing his homework assignment on time...even if it means staying up all night in order to do so. Problem is, that about 15 minutes into his homework, Bart passes out face first on his desk. As night falls, a dream filled sleep envelops him. Something stranger than strange begins happening...

His homework papers fly out the window and Bart jumps out after them... into a strange, yet fairly familiar, parallel universe. An eerie wind is blowing. Mail boxes are crawling across the road. Magic wand toting Lisa Fairies are floating through the air. Blinky, the three-eyed fish, is swimming up and down the sidewalk. This is no dream...this is a nightmare. Bart's nightmare.



MATT GROENING

The only hope for escape from these semi-surreal surroundings is to locate the homework papers scattered aimlessly around Windy World and challenge the fantastic Other Worldly Worlds to which these papers will transport you. This is Bart's imagination gone wild. These worlds are unbelievable and their challenge is unmatched.

At stake, is a future where you'll find yourself condemned to the 4th grade forever. You've got to locate and collect all of those pages. Your homework is meaningless unless it's complete. Sure, you'll probably get a bad grade anyhow, so what's the big deal? No Simpson ever achieved much, even when they tried their very best...but this time, it just might be different. Go for the glory...or at least a D-. Don't give up until you've traveled through your entire Nightmare. Go for it, man.



MATT GROENING

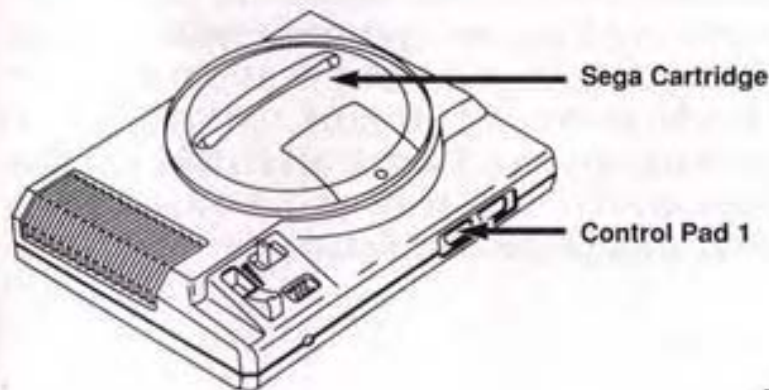
## GETTING READY... FOR A NIGHTMARE!

### LOADING

1. Make sure the power switch is OFF.
2. Insert the BART'S NIGHTMARE cartridge as described in your Sega™ Genesis™ Instruction Manual.
3. Turn the power switch ON.

You will then see Bart run across the screen, followed by the BART'S NIGHTMARE title screen, and, finally, Bart falling asleep at his desk. To jump directly to the Windy World, press the START BUTTON at any time.

**Important:** Always make sure the console is turned OFF when inserting or removing a game cartridge.



Sega Cartridge

Control Pad 1



# WINDY WORLD

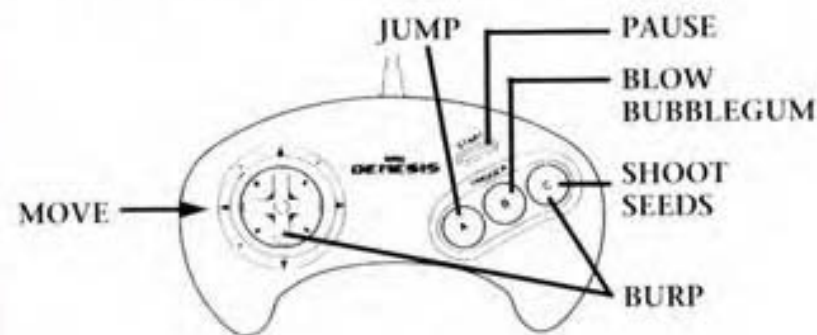
Bart's first stop in his nightmare is Windy World. From here you can reach each of the 5 Other Worldly Worlds that hold the missing pages of homework. The trick is to discover how to deal with this wacked-out world before the moving mail boxes, three-eyed fish, rolling heads, and other odd stuff put an end to your sleep by stealing your supply of sleep "Z's"... leaving you wide awake with no homework and a big fat "F."

To survive Windy World, find bonuses... rack up points... and know what to trash. Check out the handy Windy World Guide on pages 6 + 7.

To escape Windy World, reach the doorways to the Other Worldly Worlds and get on with your quest to find the homework. Try anything! Do anything. Jump on any trace of your missing homework. Splat innocent passers-by with bubblegum. Spit watermelon seeds. Even change your physical appearance. Because in a dream, anything is possible... and in a nightmare, the weirder it is... the more possible it becomes. Figure that out!

# WINDY WORLD CONTROLS

Bart's controls are as follows:



**NOTE:** • As a frog you can move and jump in any direction but you cannot shoot seeds or blow bubblegum. For an added bonus, try your leap frog skills on Blinkie! • Riding the skateboard restricts you to moving UP or DOWN and to jumping. • Use the D-BUTTON while holding the B-BUTTON to control your bubbles. • Burping clears the screen of enemies, but to do it you must first pick-up the soda can bonus (see Mail Box Bonuses on page 8).

• When your Z's are down to one or less — it's up to you to create the Z meter, the first two Z's you collect will act like "goal posts"; so make sure they're spaced far apart for one big Z meter!

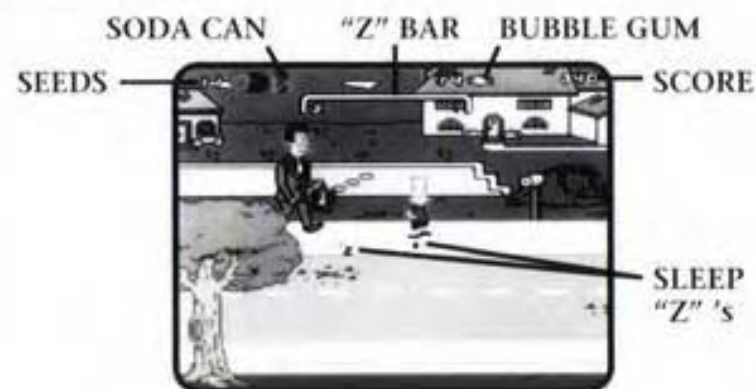
# WINDY WORLD GUIDE

| ITEM:                                  | DESCRIPTION:   | BAD NEWS:   | GOOD NEWS:   |
|--|--|---|--|
| MAIL BOXES                             | Collapse and scurry across street.                                   | Steals 1 "Z" each time it hits you.   | Jump over it when it moves and it will turn into points or bonus pickups. (See Mail Box Bonuses on page 8).  |
| HEAD OF STATUE OF JEBEDIAH SPRINGFIELD | Moves around at street level usually in packs.                       | Steals 1 "Z" each time it hits you.   | Jump over it to win tons of points.  |
| GRANDMA                                | Ambles around blowing kisses at you.                                 | Each smacker from Grandma wipes out 10 points.  | Grandma's kisses turn you back from a frog to Bart.  |
| LISA FAIRY                             | Hovers around sprinkling fairy dust.                                 | Fairy dust turns you into a frog.   | Scare Lisa Fairies away with bubbles.  |
| BLINKIE                                | Springfield's famous three-eyed fish swims up and down the sidewalk. | Steals 1 "Z" each time it hits you.   | Get a "pillow" everytime you jump over Blinkie. Three times and you get an extra life in Windy World.  |
| SCHOOL BUS                             | Speeds along the street in both directions.                          | Steals 1 "Z" each time it totals you.   | —  |
| LISA'S SAX                             | Flies around blowing notes.  | —   | —  |
| MUSIC NOTES                            | Float on air.  | Make you moonwalk.  | Make you moonwalk.   |
| BASKETBALL                             | Bounces around the side walk.  | Steals 1 "Z" each time it hits you.   | Jumping over it randomly reveals the skateboard.   |
| PRINCIPAL SKINNER                      | Walks purposefully along the sidewalk.                               | Puts you in your suit and tie and firmly but fairly restrains any anti-social behavior. | Keeps you out of trouble—including losing your "Z's."  |
| WALKING TV                             | Strolls in the street.   | Steals 1 "Z" each time it hits you.   | Shoot a seed at it and see what happens.   |
| BLUE & RED "Z's"                       | Float around.  | Hit a RED "Z" with your bubblegum and it will just burst the bubble.                    | Hit a BLUE "Z" with your bubblegum and if it and floats up within the "Z" Bar, you gain an extra sleep "Z."  |
| JIMBO & THE GANG                       | Hang together, dude!   | Going with the gang slows you down.   | You're in a gang with the really bad kids.   |
| MUD PUDDLES                            | Appear in the middle of the street.                                  | Getting hit by a puddle will slow you to a crawl.                                       | Jumping in the puddle wearing your suit and tie turns you back into bubble blowing, seed spitting, troublemaker Bart. Jumping in the puddle in your normal duds saves you from turning slo-mo. |
| PILLOWS                                | Appear when you jump Blinkie.  | —   | Three pillows equals a new supply of "Z's".  |



## WINDY WORLD SCREEN

The following information appears on the screen.



## MAIL BOX BONUSES

To help you exit Windy World, jumping over some of the moving mail boxes reveals crucial bonuses.

**Watermelon:** Adds 3 seeds to your supply.

**Bubblegum:** Adds 3 bubbles to your supply.

**Soda Can:** Gives you one really gross burp. Sort of a "smart burp" or bomb.

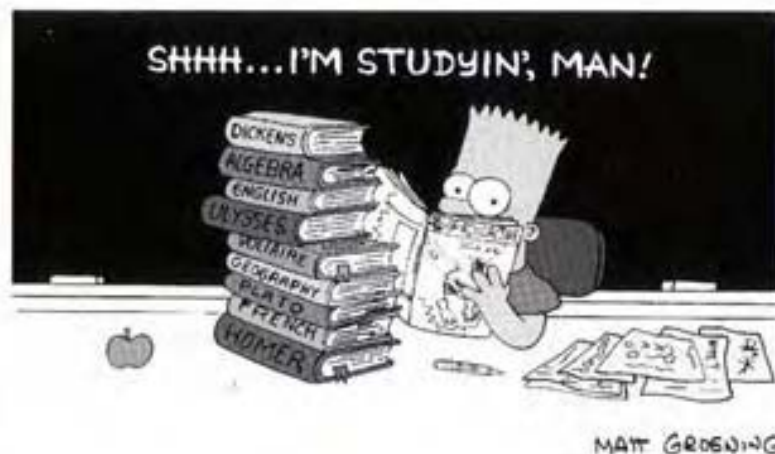
**Question Mark:** Points you in the right direction to find a page of homework. To pick-up a bonus after it is revealed, touch it before it floats out of reach.

## THE OTHER WORLDLY WORLDS PORTAL

Succeed in escaping Windy World and you will reach one of the Other Worldly Worlds' Portals. The two doors each lead to a different place...And we do mean different.

To pick a door, press the appropriate LEFT or RIGHT D-BUTTON ARROW.

**NOTE:** If you do not press either D-BUTTON ARROW, you will automatically enter the left hand side door.



## THE OTHER WORLDLY WORLDS

There is a total of five bizarre worlds. They contain homework as follows:

- Bartzilla — 2 pages
- The Temple of the Maggie — 2 pages
- Bartman — 1 page
- Itchy & Scratchy — 2 pages
- Bart's Bloodstream — 1 page

To get each page, beat whatever challenge each World throws at you.

Once you bag the pages or wipe out in any World, you then return to Windy World. Your stock of seeds, bubblegum, and "Z's" will be the same as when you left (including any bonus "Z's" you might have picked up.)

In any of the Other Worldly Worlds:

**TO PAUSE**, press the **START BUTTON**.

**TO RESUME**, press **ANY BUTTON**.

## BARTZILLA

You breathe great balls of fire. Your eyes shoot deadly lasers. You are Bartzilla. To get the first page of homework, demolish everything in sight — without being mercilessly slaughtered by jet fighters, helicopters, or tanks — and reach the radar truck. Its incredible shrinking beam will then reduce your size to that of an average giant mutant reptile.

### Note:

- The more you devastate the city, the more points you get — as shown in the top right hand corner of the screen.
- Destroying certain buildings not only gives you points, it also clears the screen of enemies.

To get the second page of homework all you have to do is climb straight up the side of a towering skyscraper and grab it off the highest point of this building.



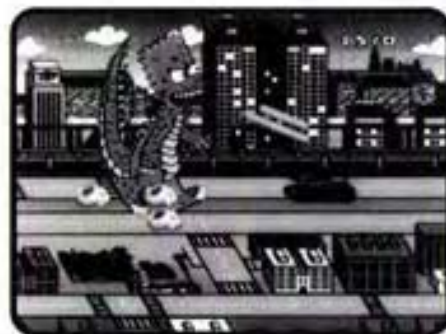


We forgot to mention a couple of things. As you climb as Bartzilla, the angry tenants of the building try to knock you off by dropping a wide variety of household items on your head. Then there's always the ever dangerous Momthra. A hit from this tremendous movie monster or a clunk on the head by a bowling ball or small appliance will both send you flying. Fall off the bottom of the screen and you're finished and transported back to Windy World. If, by some chance, you are lucky enough to make it all the way to the top...there waiting for you to arrive is the Mighty Homer Kong. You've read the book... you've seen the movie... trust me... they won't help.

## CITY CRUSHING CONTROLS

|   |                                 |
|---|---------------------------------|
| TO SHOOT FIRE BALLS STRAIGHT AHEAD                        | press the RIGHT D-BUTTON ARROW. |
| TO SHOOT FIRE BALLS AT THE BUILDINGS ON BARTZILLA'S LEFT  | press the UP D-BUTTON ARROW.    |
| TO SHOOT FIRE BALLS AT THE BUILDINGS ON BARTZILLA'S RIGHT | press the DOWN D-BUTTON ARROW.  |
| TO SHOOT LASERS STRAIGHT AHEAD                            | press the C BUTTON.             |

|                                       |                                |
|---------------------------------------|--------------------------------|
| TO SHOOT LASERS AT THE RAILWAY TRACKS | press the B BUTTON.            |
| TO SHOOT LASERS DOWNWARD              | press the A BUTTON.            |
| TO STAND STILL                        | press the LEFT D-BUTTON ARROW. |



## CLIMBING CONTROLS

|                         |   |
|-------------------------|---|
| TO CLIMB                | press the UP D-BUTTON ARROW.                        |
| TO MOVE LEFT or RIGHT   | press the appropriate LEFT or RIGHT D-BUTTON ARROW. |
| TO SCROLL UP THE SCREEN | press the DOWN D-BUTTON ARROW.                      |





# THE TEMPLE OF MAGGIE



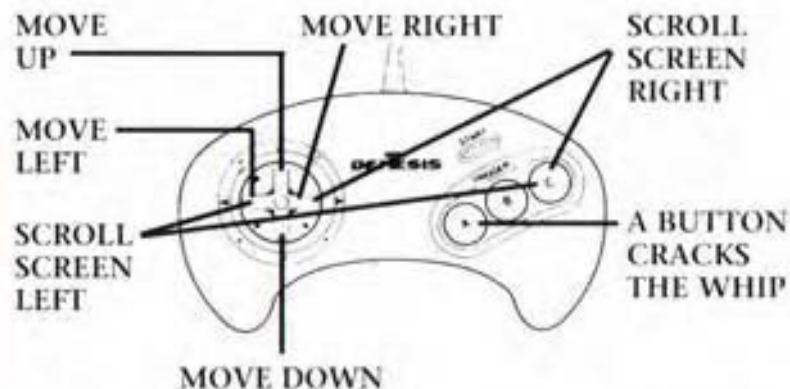
MATT GROENING

In the deepest, darkest corner of the Springfield Rain Forest stands the Temple of Maggie. Within its ancient and majestic walls, hidden dangers threaten the life of the famous hunter of rare and precious homework. The very stones in the floor may give way at any

moment. Giant pacifiers fly through the air heading straight at you and hideous, bizarre demons track your every move. But Bart must reach the end or he will flunk "Big Time!"

Fortunately, you have help. Your trusty whip will fend off troublesome Blue Demons and Golden Eggs will be available throughout the level for you to pick up. These eggs allow you an extra attempt if you should happen to get shoved into the lava under the floor. But watch out! If the egg snatching vulture finds you messing with "her" eggs, she'll take off with you in her clutches. Best of all, tiny flames will appear on the stones that are most likely to crumble and give way if you happen to step on them. Take some time to take a look before you leap.

# TEMPLE CONTROLS

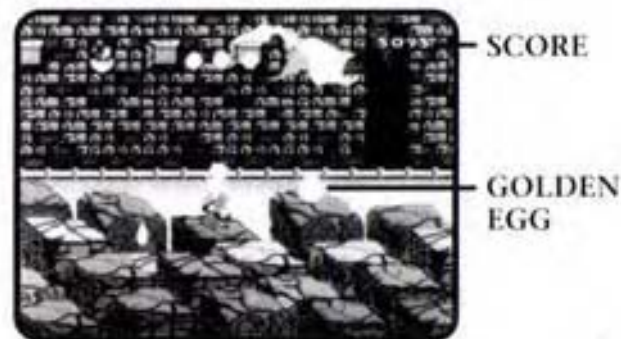


TO PICK UP GOLDEN EGGS, touch them.

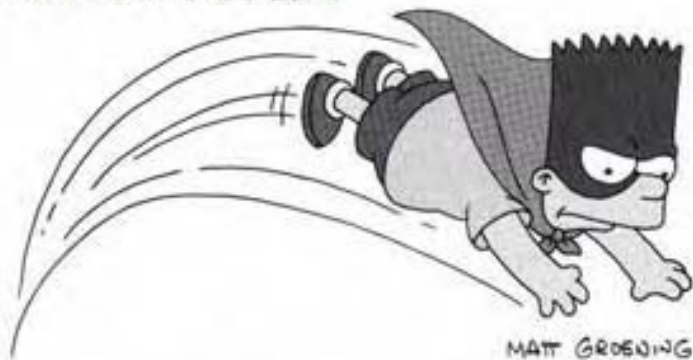
TO WHIP IN A PARTICULAR DIRECTION, hold down the A BUTTON and press the appropriate D-BUTTON ARROW.

# TEMPLE SCREEN

The Temple of Maggie game play information appears on the screen as follows:



# BARTMAN



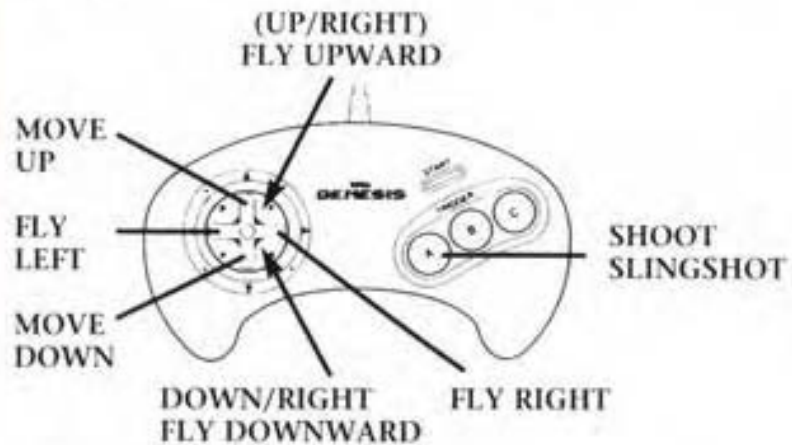
The skies are awfully crowded today.

Fire your high powered slingshot to blast missiles and pesky paper airplanes out of your path. Use your amazing flying skills to avoid lightning strikes and clouds of radioactive gas. And when the Boss Meter warns of incoming trouble, get your super hero powers ready to do battle with the likes of Sherri and Terri, Monty Burns, Barney Grumble, Smithers and many more. This doesn't sound like one of the most dangerous line ups of evil characters ever put together, but don't take them too lightly. That silly Pink Elephant possesses a weapon like you've never seen before and Burns is no easy match in a dog fight.

But if you're as good as they say you are, you'll be able to put away these super villain impostors and fly away with another page of homework.

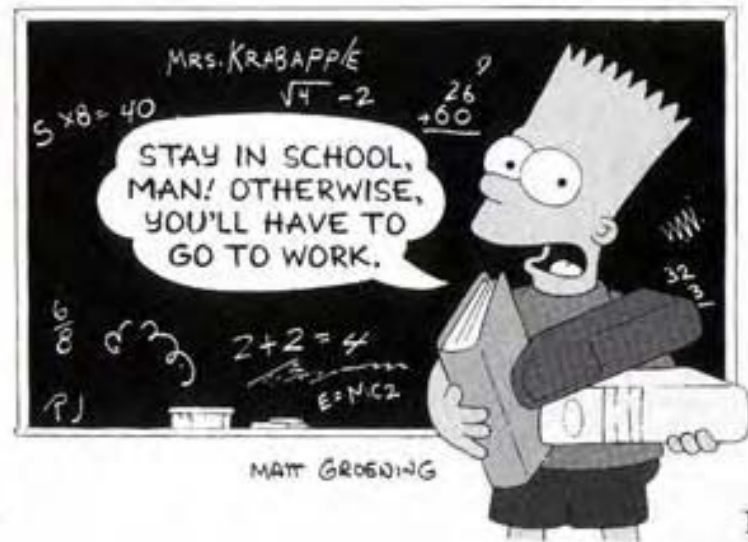
# BARTMAN CONTROLS

The controls for Bartman are as follows:



**TO PICK UP BONUSES**, touch them.

**TO CONTROL THE DISTANCE OF YOUR SLING SHOTS**, vary how long you hold down the A button.





## BARTMAN SCREEN

The Bartman game play information appears on the screen as follows:

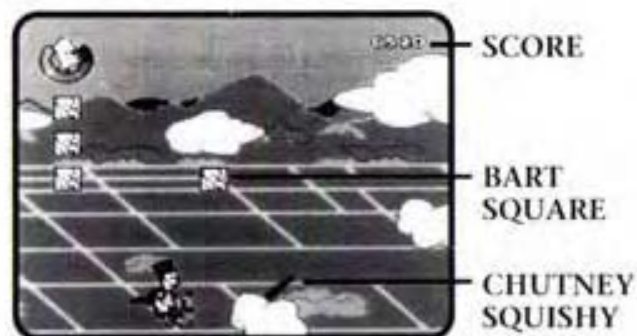


**NOTE:** The Boss Meter only appears when a boss enemy is about to enter the screen. The interior of the square shows the boss' energy level. Your successful hits will gradually shrink the interior until, when the boss is defeated, it disappears entirely.

## BARTMAN BONUSES

To get extra energy, catch the delicious Chutney Squishies Apu drops from his flying carpet or that may appear after you blow up Krusty Balloons. Nab a Bart Square to get an extra life or a

Sleeping Bart to pick up an extra "Z" in Windy World.



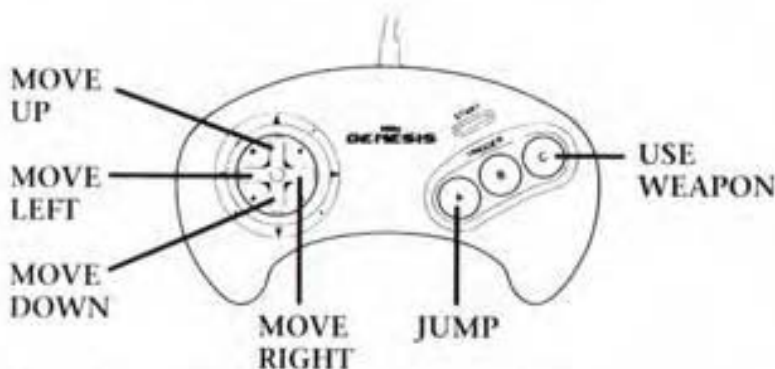
## ITCHY & SCRATCHY

Those famous cartoon characters, Itchy and Scratchy, are back with the best of their hilarious slapstick antics. Only instead of trying to slice, roast, or skewer each other, they're after you — with all their usual madcap weapons like carving knives, bazookas, and flame throwers, along with household hazards, like exploding light bulbs, eye-shooting portraits, and vicious vacuum cleaners. But you too can enjoy the fun! Dart-guns, mallets, soda cans, and fire extinguishers lie all over the house. Grab them to crush cats, splatter rats, and terminate telephones!

Two pages of homework are hidden in the house. Find 'em fast.

## ITCHY & SCRATCHY CONTROLS

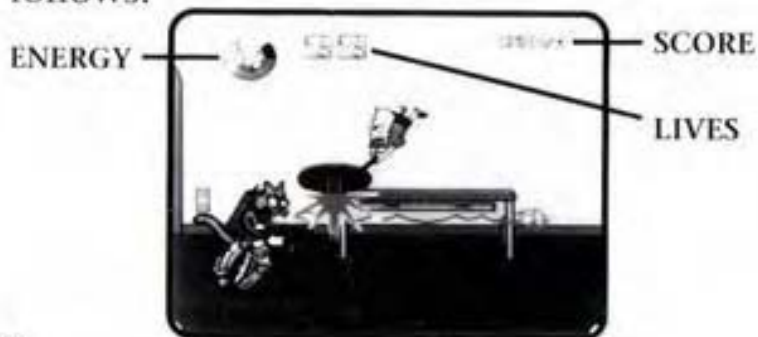
The controls for Bart vs. "Itchy & Scratchy" are as follows:



To pick-up a weapon or homework, touch it.

## ITCHY & SCRATCHY SCREEN

The "Itchy & Scratchy" game play information appears on the screen as follows:



## BART'S BLOODSTREAM

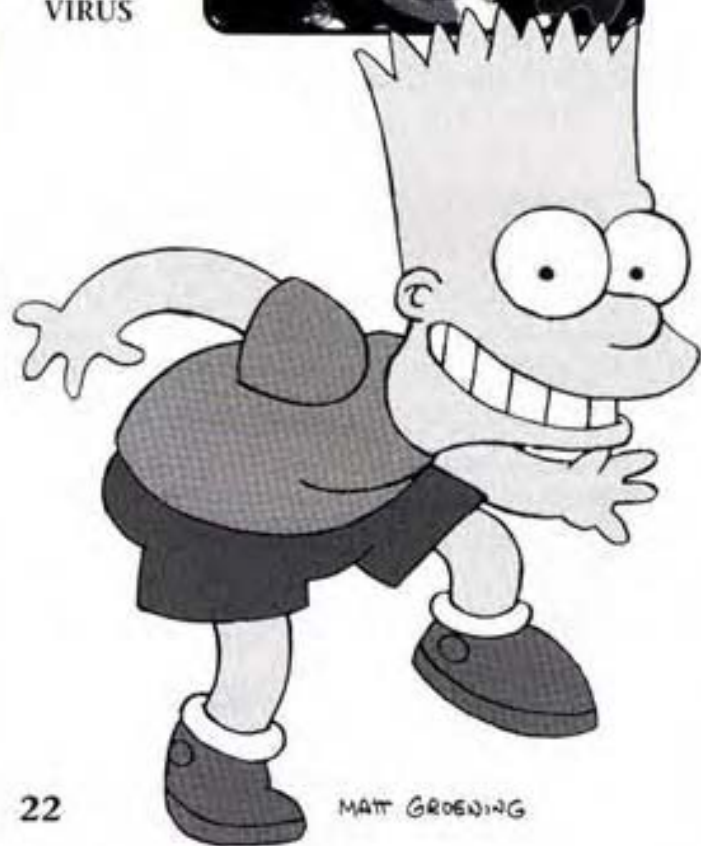
You think you've seen weird before? Wait 'till you take a look at this level.

You're floating inside your body, in the bloodstream no less, looking for another page of the missing homework assignment. Actually, you can see it... you just can't get to it because it is being held within a spinning circular force field that, by the way, can eventually be eliminated by coming in contact numerous times with your old friend, Smilin' Joe Fission. (Have I lost you yet?) Now, in addition to all of this, there are two types of lethal viruses traveling around in the bloodstream as well. They are busy waging war on anyone or anything that crosses their paths. To combat these guys, you have to blow them up with your hand pump. But beware, a shot from the round helmeted Virus or a stab from the pointed helmeted Virus and you're finished. End of story.



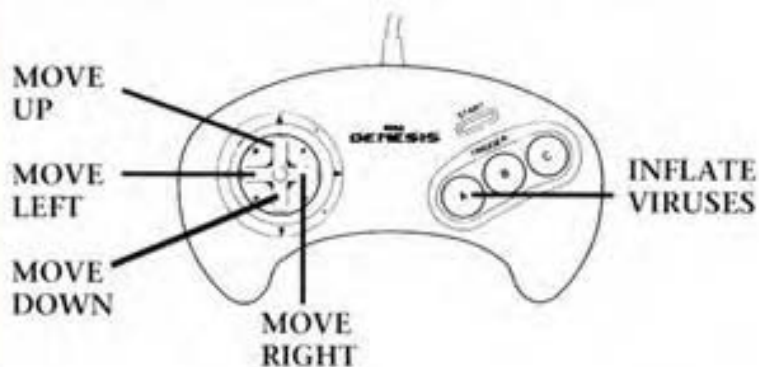
# BART'S BLOODSTREAM HANDBOOK

The creatures lurking inside Bart and the game play information are as follows:



# BART'S BLOODSTREAM CONTROLS

The controls for Bart are as follows:



**TO EXPLODE SMILIN' JOE**, touch him.

**TO STICK A VIRUS**, touch him with your Power-Pumper.

**Note:**

- You must stick the viruses with your pump before you can inflate them.
- Once you stick a virus you cannot release the Power-Pumper until you have blown up the virus.

# CATCH SOME "Z's" TO GET AN "A"

From Windy World where the every day becomes a bizarre event to the Other Worldly Worlds where bizarre is normal, Bart faces the ultimate of challenges...his own nightmare. Featuring Bartzilla, Momthra, The Temple of Maggie, Itchy with a flame thrower, Scratchy with a Bazooka, and Lisa with her magic wand that can turn him into a frog. If he wakes up he might just have to experience it all over again sometime, so the best thing to do is just "catch some Z's", stay asleep as long as you can and work your way through this nightmare once and for all.



MATT GROENING



MATT GROENING



It's time to go for that "A+" — or at least trying to pass...The higher your score the better your grade so rack up the points!

**WINDY WORLD**  
**POINT VALUES**

|  |      |
|--|------|
| Mail Box Star.....                                   | 10   |
| Hitting Opponent with Seed.....                      | 20   |
| Slow Skateboarding.....                              | 10   |
| Fast Skateboarding.....                              | 100  |
| Cupcakes.....  | 50   |
| Jumping Jebediah Heads.....                          | 60   |
| Stomping Slime Puddle.....                           | 75   |
| Gumming Grandma.....                                 | 80   |
| Gumming Skinner.....                                 | 100  |
| Gumming Jimbo.....                                   | 120  |
| Blasting Tvoid.....                                  | 200  |
| Getting a TriFi.....                                 | 250  |
| Collecting a Page of<br>Homework in a Sub-World..... | 5000 |
| Getting Caught with the Bad Crowd.....               | 40   |

**BART'S BLOOD STREAM**

|                                      |     |
|--------------------------------------|-----|
| Popping Germ #1.....                 | 50  |
| Popping Germ #2.....                 | 75  |
| Popping Germ #3.....                 | 100 |
| Popping Germ #4.....                 | 125 |
| Popping Germ #5.....                 | 150 |
| Grabbing Smilin' Joe Fission.....    | 500 |
| Penalty for Being Poked.....         | -10 |
| Penalty for Letting Joe Slip By..... | -25 |

**TEMPLE OF MAGGIE**

|                                    |      |
|------------------------------------|------|
| Advancing Further (by Column)..... | 25   |
| Whippin' Devil.....                | 10   |
| Grabbing Egg.....                  | 100  |
| Surviving Shooting .....           | 1000 |
| Penalty for Being Poked.....       | -25  |

**BARTZILLA CITY CRUSHING**

|  |     |
|--|-----|
| Tanks, Helicopters or Jets.....          | 25  |
| Train.....                               | 500 |
| Stomping Nuclear Power Plant.....        | 300 |
| Stomping IRS Building.....               | 200 |
| Burning Misc. Buildings.....             | 100 |
| Penalty for Being Hit by Helicopter..... | -25 |
| Penalty for Being Hit by Jet Shells..... | -50 |

**BARTZILLA CLIMBING**

|                           |      |
|---------------------------|------|
| Penalty for Falling ..... | -30  |
| Defeating Homer Kong..... | 2000 |

**BARTMAN**

|                                 |      |
|---------------------------------|------|
| Rockets.....                    | 100  |
| TNT Winglets.....               | 100  |
| Nelson on the Hang Glider.....  | 200  |
| Twins' Balloon.....             | 200  |
| Barney & the Pink Elephant..... | 200  |
| Smither's Blimp.....            | 500  |
| Burn's Bi-Plane.....            | 1000 |

**ITCHY & SCRATCHY**

|                                      |      |
|--------------------------------------|------|
| Vacuum Cleaner.....                  | 100  |
| Itchy.....                           | 100  |
| Scratchy.....                        | 100  |
| Itchy & Bazooka.....                 | 100  |
| Scratchy & Flame Thrower.....        | 200  |
| Chef Itchy.....                      | 200  |
| Chef Scratchy.....                   | 200  |
| Chef Itchy & His Throwing Knife..... | 200  |
| Basement Furnace.....                | 2000 |
| Furnace FlameMan.....                | 1000 |



## FLYING EDGE (A Division of Acclaim Entertainment, Inc.) LIMITED WARRANTY

Flying Edge warrants to the original purchaser only of this Flying Edge software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Flying Edge software program is sold "as is," without express or implied warranty of any kind, and Flying Edge is not liable for any losses or damages of any kind resulting from use of this program. Flying Edge agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Flying Edge software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

**REPAIRS/SERVICE AFTER EXPIRATION OF WARRANTY**-If your cartridge requires repair after expiration of 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and shipping instructions.

### Flying Edge Consumer Service Hotline (516) 624-8888

Marketed by Flying Edge.

Distributed by Acclaim Distribution, Inc.  
71 Audrey Avenue, Oyster Bay, N.Y. 11771

### COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4

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1. Game title: Sega Genesis The Simpsons™ Bart's Nightmare
2. Who purchased this game?  Male  Female Age \_\_\_\_\_
3. Who plays this game the most?  Male  Female Age \_\_\_\_\_
4. Why was game purchased for player?  
 Self-purchase  Requested gift  Unrequested gift
5. How did you hear about this game?  
 Friend  Radio  TV  Newspaper  Magazine Ad  
 Game Review  In-Store Display  
 Played Before Buying  Arcade  Salesperson
6. How would you rate the game play?  
1 2 3 4 5 6 7 8 9 10 (Best)
7. How would you rate the graphics?  
1 2 3 4 5 6 7 8 9 10 (Best)
8. Which kind of game do you like the most?  
 Action  Role Playing  Sports  
 Simulation  Maze/Puzzle
9. How often do you play coin-op arcade games?  
 Never  Sometimes  Frequently
10. What game/computer systems are in your household?  
 NES  Super NES  Genesis  Game Gear  
 Game Boy  PC(IBM or other)
11. How many times a month do you rent video games? \_\_\_\_\_
12. Which magazines and comic books do you read?  
\_\_\_\_\_  
\_\_\_\_\_
13. Comments: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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