

= The Simpsons : Bart 's House of Weirdness =

The Simpsons : Bart 's House of Weirdness is a platform video game published by Konami in 1992 for DOS . Developed by Distinctive Software , it is based on the Simpsons franchise and features many aspects from the series . In the game , the player controls Bart as he escapes from the Simpsons ' house after being grounded by his parents . On his adventures throughout town , Bart is equipped with various weapons that are used to fend off enemies and animals . Bart 's House of Weirdness does not have a wide fan base because it was only released for DOS , but the early reviews of the game were positive , at least in terms of graphics and sound . A 2009 1UP.com review heavily criticized the gameplay of the game .

= = Plot and gameplay = =

Bart 's House of Weirdness is an action @-@ adventure @-@ strategy platform game that uses single @-@ screen movement . The plot sees Bart grounded to his room by his parents Homer and Marge after having pulled one too many pranks . With nothing to do , he quickly gets bored and escapes from the home . He travels around town , and eventually heads to an amusement park where he has to save Krusty the Clown from his archenemy Sideshow Bob .

The game has six levels and a final battle . The player controls Bart as he helps his sister Maggie recover her ball , explores the basement and attic of the Simpsons ' home , sneaks out to the movie theater and the Springfield Mall , and has a dream in which he is inserted into the Itchy & Scratchy universe . During these levels , Bart fights dust bunnies , spiders (in the attic) , ghosts (in the basement) , space mutants (at the movie theater) , and Itchy and Scratchy (in the dream world) .

Bart is able to utilize a variety of weapons in the game , including a burp gun , a slingshot , spray paint , and water balloons . The player controls these weapons with either a keyboard or a joystick . The joystick control has two modes : one for shooting and one for jumping . Whenever the player misses one of the creatures and they are able to hit Bart , the life bar , called the " Cool @-@ O @-@ Meter " , drops . In order to regain Bart 's coolness , the player must find a cool item that he can use . When the player has completed all levels , Bart goes to the Krustyland amusement park to save Krusty from Bob .

= = Development and release = =

Bart 's House of Weirdness was developed by Distinctive Software and published by Konami . It was announced by Konami at the June 1991 International Summer Consumer Electronics Show in Chicago . The game was released in 1992 solely for the DOS platform , and was available for both Color Graphics Adapter (CGA) and Enhanced Graphics Adapter (EGA) , but not Video Graphics Array (VGA) . Writers for UGO Networks have commented that the fact that Bart 's House of Weirdness was released exclusively for DOS " more than likely tells why its critical acclaim is zilch and fan support non @-@ existent . It 's surprising it got such a limited release , seeing it was published by Konami , who usually have no problem distributing games on a variety of platforms . " Similarly , a 1UP.com editor wrote that the game is " mostly @-@ unknown (there 's not even a single video of it on YouTube) " and that it " deserves a little more coverage , if only to acknowledge its existence " .

= = Reception = =

The game was reviewed in 1992 in issue 179 of Dragon magazine by Hartley , Patricia , and Kirk Lesser in the " The Role of Computers " column . The reviewers gave the game five out of five stars , and commented that " Without a doubt , Bart 's House of Weirdness is one of the best arcade games we ? ve played . It also happens to be one of Konami ? s best products ! " They added that " With superb Roland sound (the TV show theme and opening animations are quite good) and smooth animation , our only wish is that Konami would consider releasing this fine arcade delight

with full VGA support sometime in the future . If you like Bart and really enjoy arcade games , you have to get this one . " William Burrill of Toronto Star commented that " the graphics in House of Weirdness are sharp and colorful , and look much like the television show . Music from the real show is also included , along with digitized samples of Bart 's rather whining voice . " Computer Gaming World liked the graphics ' resemblance to the TV show , and concluded that " House of Weirdness stands up as well as any ' Super @-@ Maroid ' arcade game " .

In 2009 , eighteen years after Bart 's House of Weirdness was released , 1UP.com editor Bob Mackey reviewed the game in 1UP 's official Retro Gaming Blog . He praised the game for its graphics , but was critical of the gameplay . Mackey wrote that " the graphics are far more impressive than any other Simpsons title at the time , outside of the arcade brawler . In fact , the graphics alone were responsible for my childlike [...] excitement over House of Weirdness ; [...] they 're pretty lush ? even if they 're not entirely faithful to the show . Bart 's PC translation might be just a little off @-@ model , but it 's a gigantic leap over his duck @-@ like visage seen on the NES . " He added , however , that the game " is completely unintuitive , your goals aren 't made clear , it 's never certain if you 're doing the right thing , and you 're often locked into screens with no apparent way out but death . " Mackey also criticized the levels ' structure that " seems more randomly @-@ generated than anything " and the fact that the " big , beautiful " sprites sometimes do not move well

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