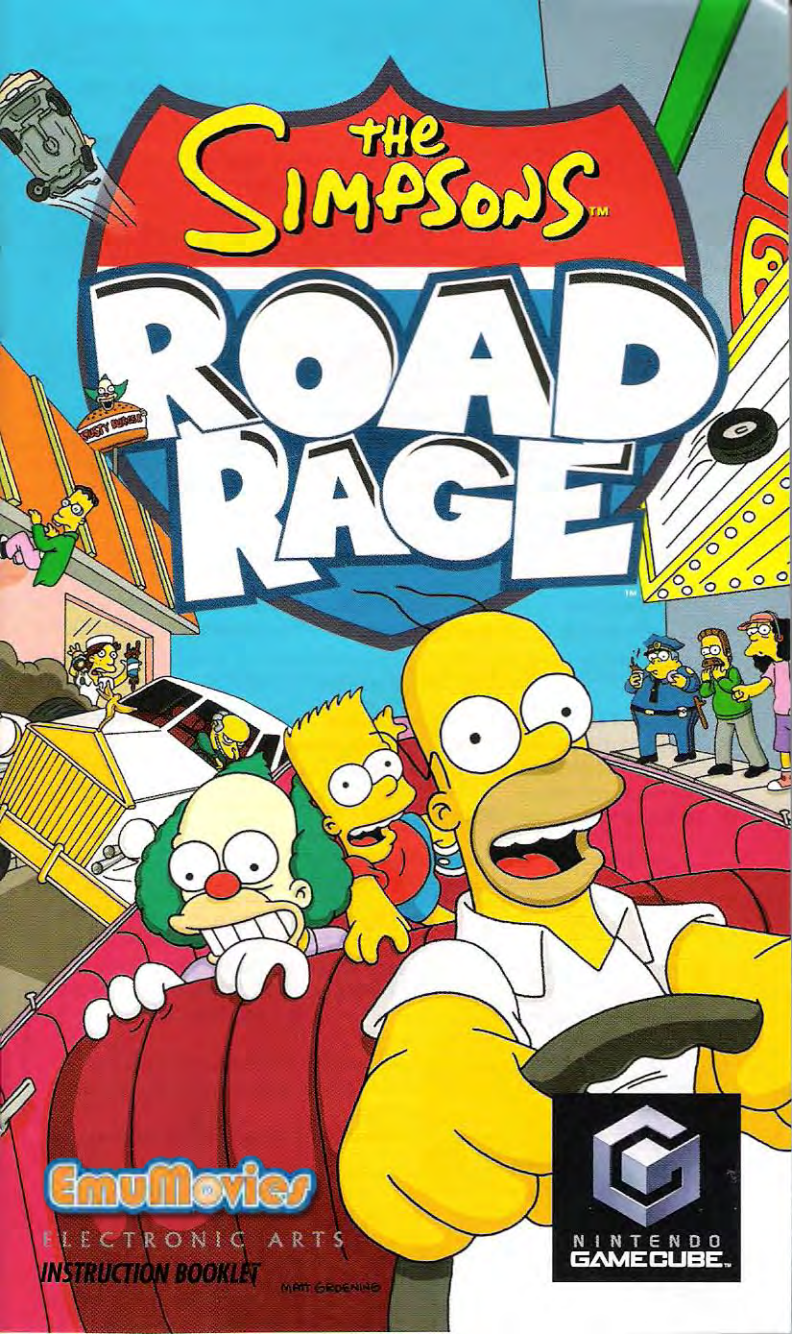
The Simpsons™ Road Rage



EmuMovies

ELECTRONIC ARTS

INSTRUCTION BOOKLET

MATT GROENING

NINTENDO GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN (13+)
MILD LANGUAGE
SUGGESTIVE THEMES
VIOLENCE

LICENSED BY
Nintendo

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GETTING STARTED

1. Turn OFF the POWER Button on your Nintendo GameCube™.

WARNING: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.

2. Make sure a Nintendo GameCube™ Controller is plugged into Nintendo GameCube™ Controller Socket 1 on the Nintendo GameCube.
3. If you're playing against a friend, plug another Controller into Controller Socket 2.
4. Insert *The Simpsons™ Road Rage* Game Disc into the optical disc drive.
5. Turn ON the POWER Button and proceed to *The Simpsons™ Road Rage* title screen. If you can't proceed to the title screen, begin again at step 1.
6. At *The Simpsons™ Road Rage* title screen, press **START/PAUSE** to advance to the Main menu (➤ p. 8).

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS

MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick Up/Down
Change highlighted item	+Control Pad or Control Stick Left/Right
Select/Go to next screen	**A** Button
Cancel/Return to previous screen	**B** Button

COMPLETE CONTROLS

So Springfield isn't exactly Capital City. It's still pretty big and pretty intimidating to try to find your way around, especially if you don't know how to drive. So take just a few seconds to learn these controls and you'll be hauling down Main Street like a snake on Whacking Day.

GAME CONTROLS

The following are default gameplay controls. You may also use an alternate controller configuration (➤ *Controls* on p. 19).

If you're like Homer, you love **donuts**! To pull off this fancy-pants driving move, hold down the hand brake, press the ✚Control Pad or Control Stick left or right, then hit the gas. You can spin around and around in one spot until you're dizzy enough to puke, or use this move to turn around in a hurry.

INTRODUCTION

Springfield. City on the move. Or is it? This once-bustling burb has been brought to a stand-still by the malignant magnate, C. Montgomery Burns. The man who owns the nuclear power plant has bought out the Springfield Transit Corporation and is sapping the billfold of every Johnny Commuter and Janie Buspass in this fair town. The dastardly devil has even converted the buses to nuclear power and given his drivers free reign to wreak havoc on this hamlet's otherwise sleepy streets.

But look out, Mr. Burns—the good people of Springfield are rising up to take on your transportation tyranny. They're arming themselves with their cars and braving the bumper-to-bumper mayhem to provide shuttle service for the stranded citizenry. Will these chivalrous chauffeurs, these vigilante valets bring down Montgomery's mass transit monopoly? Or will evil keep its grip on the wheel? Only time will tell...

FEATURES

- Interact with dozens of *The Simpsons™* characters as you drive them around Springfield.
- 100+ landmarks in six themed neighborhoods, in a go-anywhere Springfield.
- A cool bonus system that lets you choose what to unlock.
- Exciting two-player Head to Head mode with split-screen action.
- Toon Renderer™ technology provides that authentic look of *The Simpsons™*.
- Take shortcuts and jumps through city, hills, mountains, and forests.
- Busy environments packed with traffic and pedestrians.
- Original voice-over talent from *The Simpsons™*.
- Simple, intuitive menus to get you on the road fast.

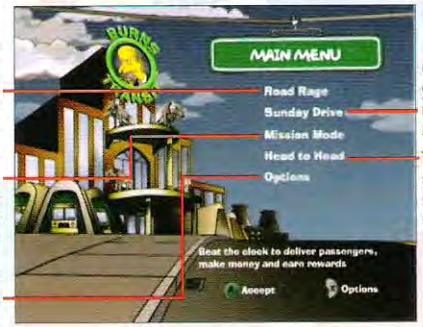
For more info about this and other titles, check out Electronic Arts on the web at www.ea.com.

SETTING UP THE GAME

Would you say you have a Homer-like personality, or are you more of a Lisa? Do you want to be like Snake and tear through town inflicting maximum destruction, or do you subscribe to the Ned Flanders school of defensive driving? Whatever your style, *The Simpsons™ Road Rage* has more than enough options and game modes to match it.

MAIN MENU

From the Main menu, you can pick your game mode or access the Options screen to adjust your game settings. So pick a mode and get the lead out, man!



Pick up passengers in a race against time (➤ *Road Rage Mode* on p. 9)

Complete challenging tasks to unlock cool rewards (➤ *Mission Mode* on p. 15)

Adjust your game settings and more (➤ *Options* on p. 19)

Cruise Springfield at your own pace, with no time limit (➤ *Sunday Drive* on p. 15)

Take on a friend in split-screen mode (➤ *Head to Head* on p. 18)

Note: Default options are listed in bold in this manual.

ROAD RAGE MODE

The pressure is on. In Road Rage mode, the light turns green and your timer starts ticking. Every time you pick up a passenger, you get a little more time added. You can add even more time by dropping the passengers off ahead of schedule. The clock is ticking, so get going! All of Springfield is counting on you! (Except Mr. Burns, of course.)

- To start a Road Rage mode game, select ROAD RAGE from the Main menu. The Player 1 Driver screen appears.

PLAYER 1 DRIVER SCREEN

This could be the most difficult decision you'll ever have to make. Only the five representatives of the Simpsons clan—Homer, Marge, Bart, Lisa, and Grampa—are available to you at first. Gain access to the rest of the characters by unlocking their vehicles in Road Rage mode (➤ *Progress Screen* on p. 14).

- Press the ✚Control Pad to highlight a character and press the **A** Button to select. The Starting Location screen appears.
- To watch a short animation of any unlocked character, leave the character highlighted for a moment.

STARTING LOCATION SCREEN

This could be the second most difficult decision you'll ever have to make. Actually, the decision is easy at first—Evergreen Terrace is your only choice until you unlock the others. But boy oh boy, once you get them unlocked, you can do more exploring than Jebediah Springfield.

- Press the ✚Control Pad up/down to highlight a location and press the **A** Button to select. Your game begins.
- To view a few scenes from any unlocked neighborhood, leave the starting location highlighted for a moment.
- For descriptions of the different locations, ➤ *Locations* on p. 20.

PLAYING THE GAME

"I pity those poor suckers on the freeway. Gas break honk. Gas break honk. Honk honk punch..." Well, Homer, you ain't seen nothing 'til you've seen a whole town of self-styled chauffeurs. With people like Bart and Barney behind the wheel, the streets have never been more dangerous.

But it's all for a good cause: To earn $1,000,000 to buy back the transit system from Montgomery Burns and save the town from his evil ways. So tank up, buckle your seat belt, and get ready for some serious Road Rage!

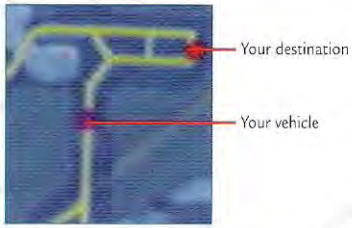
GAME SCREEN

Here's what you do: Cruise through town. When you see someone looking for a ride, stop near them inside the blue light dome to pick them up. They tell you where they want to go, and you get them there as fast as your four little wheels can carry you.

- The Trip Timer starts flashing red when you have less than ten seconds left.
- If you do not reach your destination before the Trip Timer runs out, the passenger abandons your car, no matter where you are or how fast you're going!
- Drop-off areas are marked by golden light.

AREA MAP

The area map can prove to be your bestest buddy in the whole wide world. Check this map to see where your destination is relative to where you are.



EA Tip: The shortest route to your destination isn't always the most obvious one—remember to look for those short cuts!

EARNING TIME AND MONEY

Besides just picking up passengers and getting them to their destinations on time, there are a lot of other ways to add time to your clock and money to your wallet. For instance, every second that's left on your timer after completing a trip earns you some bonus cash. Remember what you're here for—to earn money to buy back the bus system!

- The higher the difficulty level (➤ *Game Difficulty* on p.19), the more money you get for your leftover time (but you start with less time on the clock, so it's tougher to earn those bonus bucks).
- When your Trip Timer expires and your passenger bails out, you still get to keep the money you've earned on that trip so far.

FAST TRIPS

If you complete a trip right when the Trip Timer runs out, you get to keep the whole fare, but don't expect a big tip. A normal-timed run will get you a decent gratuity. Get to your destination in a hurry to earn that Homer-size tip.

SLOW TRIP	From 0% up to 20% of the Trip Timer left
NORMAL TRIP	From 21% up to 35% of the Trip Timer left
FAST TRIP	At least 36% of the Trip Timer left

ROAD RAGE TRIPS AND SAFE TRIPS

Earn a $1000 bonus every time you complete a Road Rage Trip, or $250 for a Safe Trip. If you ask me, Road Rage Trips are more fun. So, as Marge says, "It's time we opened up a can of Whoop-Tushie on this situation!"

- ✦ If you see the words "Avoid traffic for bonus" when you pick up a passenger, you are eligible to earn a Safe Trip bonus. "Destroy stuff for bonus" means you can go for a Road Rage Trip.
- ■ To complete a Road Rage Trip, you must cause a lot of damage to Springfield on the way to your destination.
- ✦ When you have caused enough destruction to make it a Road Rage Trip, your time bonus flashes on the screen.
- ■ To complete a Safe Trip, you must achieve a Fast Trip rating without hitting more than two vehicles on the way.

TRANSIT DESTRUCTION

Never forget who the enemy is. You can earn time bonuses by smashing those new symbols of Mr. Burns' municipal imperialism, the Springfield Transit Corporation bus stops. Just make sure you whack 'em real good—just brushing them lightly won't earn you a bonus.

PAUSE MENU

If all the jumping and the crashing and the tire spinning gets to be too much, just pause the game and find your happy place.

Press **START/PAUSE** to access the Pause menu.

END OF GAME

The game must end sometime, and when it does, do not despair—Springfield will always be with you.

RATING SCREEN

If you didn't quite make it into the top ten all time scores, you still can receive judgement of your performance at the Rating screen. Just hope you don't get here and see a big, fat "Loser" rating. That'd just be sad.

The ratings are as follows:

$0	Loser
$1-$999	Grandma
$1,000-$2,999	Timid
$3,000-$4,999	Destructive
$5,000-$6,999	Reckless
$7,000-$9,999	Insane
$10,000-$12,499	Speed Freak
$12,500-$14,999	Gazelle
$15,000+	Madman

- ✦ After the Rating screen, the High Score screen appears.

HIGH SCORE SCREEN

After you receive your rating, you can see how you measure up to those Road Ragers who have come before you. If you drove well enough and did Springfield proud, you have the great honor of immortalizing your initials for all time—or at least until the next hotdog comes along and knocks you off the charts.

- Even if you didn't crack the top ten, you can always view the High Scores screen from the Options menu.
- After the High Score screen, the Progress screen appears.

PROGRESS SCREEN

After the High Score screen and the Rating screen, the Progress screen appears. If you reached your next Reward level, you can choose to unlock a new vehicle or a new starting location. You can also see how many vehicles and starting locations you have already unlocked, how many Missions (➤ *Mission Mode* on p. 15) you have finished, and how much money you need to earn your next reward.

- Unlock your first Reward for a measly $1,000! Successive Reward levels are as follows: $10K ($10,000), $30K, $50K, $75K, $100K, $125K, $150K, $200K, $250K, $300K, and then every $100K until you finish the game at $1,000,000.
- After you choose your reward, the Save Game screen appears if you have not already saved your game. If you have previously saved your game, the game auto-saves.

SAVE GAME SCREEN

The Save Game screen lets you save your game's progress so all of your hard work chauffeuring around a bunch of ingrates won't go to waste. You can choose to save your game to a Nintendo GameCube™ Memory Card or, if your performance was just plain embarrassing, you can choose not to save your game at all.

- For more information on Saving Games, ➤ *Saving and Loading* on p. 26.
- After the Save Game screen, the Main menu appears.

OTHER GAME MODES

Is all that pressure of fighting the clock in Road Rage mode frazzling your nerves? Try one of these other game modes for a whole new challenge.

SUNDAY DRIVE

In Sunday Drive, Springfield is your oyster. No need to pick up passengers, no clock ticking down to your ultimate doom—you're free to roam your lovely hometown at your leisure.

NOTE: **You cannot earn fares in Sunday Drive mode.**

- To start a Sunday Drive, choose SUNDAY DRIVE from the Main menu.
- To end your Sunday Drive, press **START/PAUSE** to access the Pause menu and choose QUIT.
- As in Road Rage mode, you can only choose unlocked vehicles and starting locations in Sunday Drive mode.

EA TIP: In Sunday Drive mode, you can take the time to learn all the little side alleys and shortcuts that can speed you along to your destination.

MISSION MODE

Forget about earning fares for a while and take on one of these ten missions. In each mission you are given a specific task and a limited amount of time in which to complete it. They're all different, but they all have one thing in common—they require some serious Road Rage!

WILLIE'S PAPER SHREDDER

The *Springfield Shopper* published one anti-Burns piece too many. So what does Mr. Burns do? He buys the newspaper and turns it into a pro-transit pulpit. Groundskeeper Willie won't let this stand. He's out to destroy every *Springfield Shopper* box he can. Can he get twelve of them before time runs out?

HOMER ON THE RUN

It's a great day for a ballgame. The lure of baking in the sun, drinking beer and eating hotdogs is too much for Homer to pass up, so he decides to play hooky from the Nuclear Power Plant. Unfortunately for him, some snitch tells Mr. Burns, and now Bart has to sneak Homer back to work before Mr. Burns spots them. If Burns manages to hit the Honor Roller, it's game over for Homer.

BARNEY'S RAGE

Barney, that usually loveable lush, is flying off the handle for no apparent reason. The hapless targets of his temper are Capital City's cute and cuddly mascots. The only thing that will pacify Barney's fury is knocking over twelve mascots, and knocking them over fast.

OTTO'S DRIVING TEST

"The only thing I was ever good at was driving a bus, and now 'the Man' says I need a piece of paper to do that!" To get that paper, Otto has to pass his driving test. But this is no ordinary driving test. To pass this one, Otto has to knock over fifteen light posts at the mini-mall before time runs out. Fire it up, Otto!

SNAKE'S DAY OFF

Snake has served his time and is out on parole (again). Eager to show he can be a contributing member of society, he sets out to wreak havoc at the Nuclear Power Plant. His target is the nuclear waste that Mr. Burns is using to fuel his bus fleet. If Snake can topple twenty cans of waste before time runs out, who knows, maybe they'll give him the key to the city!

THEY'LL NEVER TAKE ME ALIVE

Getting old is tough on poor Grampa. Sometimes he can't even remember his own first name, and has to give himself a reminder: "Whenever I'm confused, I just check my underwear." Once he thought there were wolves after him. Now it's garbage cans. But times like these bring out the Flying Hellfish in him. He'll take out twelve of those dastardly cans in no time flat or his name isn't—um, hold on...Abe Simpson!

SAVE THE HOVERCAR

The ingenious Professor Frink has done it again! His ultra-fuel-efficient hovercar could prove the greatest boon to mankind since the easy-squeeze toothpaste tube. Of course, Mr. Burns can't let that happen. He's out to stop Professor Frink by hook or by crook. If Frink and Mayor Quimby can outrun the clock and Mr. Burns to reach City Hall, they're home free.

NOT THE TREES

If you want to tick off Lisa Simpson, mess with the environment. Just be prepared to pay the consequences. The logging company that is clear-cutting Redwood Forest is about to find that out the hard way. Lisa is giving a hoot—by trying to ram 24 cut logs (conveniently stacked in three-log piles) before time expires.

KRUSTY'S ESCAPE

Being a clown isn't all fun and games, especially when you're Springfield's biggest TV star. The tourists are hounding Krusty relentlessly, and it's your job to get him to the sanctuary of his home. To throw the vultures off his trail, you must hit fifteen street signs that point the way to Krusty's house. That should give 'em something else to gawk at!

BURNS' ARENA

David vs. Goliath. Godzilla vs. Rodan. Simpson vs. Burns. Homer and Monty square off in Mr. Burns' garden. Homer is a man with a mission: to destroy twenty pieces of Mr. Burns' precious statues (each statue consists of at least two pieces). Mr. Burns has a simpler mission: to stop Homer. Only one of them can succeed. Ho-mer! Ho-mer! Ho-mer!

HEAD TO HEAD

Call your friend out for a game of duelin' Road Ragers. Two players compete for $1,000 fares mano-a-mano until one player reaches the target money total. Stealing passengers is allowed, so watch your back when playing Head to Head!

To play a Head to Head game:

1. From the Main menu, select HEAD TO HEAD. The Game Length screen appears.
2. Select **$5,000**, $10,000, or $15,000 (this is your target earnings level for the game). The Starting Location screen appears.
3. Choose from four Starting Locations. The game begins.

- As in Road Rage mode, the only starting location initially available is Evergreen Terrace. You must unlock the others (➤ *Locations* on p. 20 and *Progress Screen* on p. 14).

4. Both you and your opponent start from the same location and compete for a single passenger, represented by a green circle on the Area Map (➤ *Area Map* on p. 11).

- Even if your opponent gets to the passenger before you, fret not! Just give your nemesis a good bump and the passenger is now yours!

Note: There are no partial fares in Head to Head mode. The player who delivers the passenger to his/her destination gets the whole $1,000 fare.

5. Once you or your opponent drops off the passenger, a new passenger appears somewhere in the area and the race is on again!
6. The game continues until somebody reaches the target earnings level.

OPTIONS

You want options? *The Simpsons™ Road Rage* has more options than the Comic Book Guy has chins. More options than Apu's laundry has poopy diapers. More options than a Kwik-E-Mart hotdog has hairs. More options than—well, you get the picture.

LOAD GAME	Load your masterpiece-in-progress (➤ *Saving and Loading* on p. 26).
CONTROLS	Choose between two different controller configurations. For default controls, ➤ *Complete Controls* on p. 6.
GAME DIFFICULTY	Choose between **EASY**, MEDIUM, and HARD difficulty levels. Your timer starts at 75 seconds at Easy difficulty level, 50 seconds at Medium, and 40 at Hard. However, the harder the difficulty, the more money you earn for time left on your clock at the end of your trip.
SOUND SETTINGS	Change the volume levels for Music, Sound Effects, and Voice.
VIEW HIGH SCORES	Check out a list of Springfield's finest and their performances in Road Rage mode. Keep on going until your initials are at the top of the list!
VIEW MOVIES	Kick back once you've earned your $1,000,000 and watch the closing movie.
GAME CREDITS	See just who's responsible for all this madness.

LOCATIONS

Shelbyville thinks it's so hot. Well you know what? It's not. Springfield has everything that Shelbyville does, and a whole lot more. Well, OK, Springfield doesn't have yellow fire hydrants like Shelbyville. And Shelbyville Falls is pretty cool. But Springfield still rules! If you don't believe me, drive around and have a look for yourself.

- The only starting location initially available is Evergreen Terrace. You must unlock the others (➤ *Progress Screen* on p. 14).

EVERGREEN TERRACE

Homer calls Evergreen Terrace "the swankiest street in the classiest part of Pressboard Estates," and it'd be hard to argue with him. It has all the ingredients for good, wholesome family living: Springfield Elementary School, Springfield Community Church, Springfield Retirement Castle. Stop in for a quick bite at Krusty Burger, or pick up some supplies at the Kwik-E-Mart for a savory home-cooked meal. This is what small-town living's all about.

ENTERTAINMENT DISTRICT

Located on a seedy side-street just a couple blocks from the heart of the Entertainment District, Moe's Tavern has everything a local watering hole should have: beer and barstools. If food is what you're after, stop in for all-you-can-eat seafood at the nearby Rusty Barnacle, or go up-scale at Planet Hype. Then catch a movie at the Springfield Googolplex or the Aztec theater. But the entertainment doesn't end there! Take a tour of the Duff Brewery, get in some hot mini-golf action at Sir Putt-A-Lots, or play ten frames at Barney's Bowl-A-Rama. Yes, Springfield has it all.

MATT GROENING

SPRINGFIELD DAM

The original Springfield Dam was just a shoddy, hollow thing, constructed by the evil Cecil Terwilliger, who wanted to blow it up and drown the city. Thanks to Bart, Lisa, and his own brother, Sideshow Bob, he failed, but the flimsy dam collapsed anyway. The hearty people of Springfield rallied, and the new dam stands as a symbol of the town's pride and resiliency. Take some time to explore it and its scenic environs, including Mayor Quimby's Mansion, Kamp Krusty, and Rancho Relaxo. Steer clear of the Stonecutter's Lodge, though—there always seems to be strange things afoot around there.

NUCLEAR POWER PLANT

Can you feel it? That tingling in your bones? Well, yes, that's partly because of the radiation, but mainly it's because you're in Burns territory now! The Springfield Nuclear Power Plant dominates the landscape here, from its main office to its giant turbines to the cut-off valve that Homer plugged with his ample frame, thus averting a nuclear melt down. And then there's the fuel rod and nuclear waste storage areas. Is it me, or does the Springfield Isotopes baseball field (property of C. Montgomery Burns) seem to be just a bit too green? Don't linger in this area too long, or you could end up with a genetic "enhancement" like good ol' Blinky the three-eyed fish.

DOWNTOWN

Perhaps no song has captured the spirit of downtown Springfield better than "Springfield, Springfield" by Bart Simpson and Milhouse Van Houten: "Springfield, Springfield, it's a hell of a town: The schoolyard's up and the shopping mall's down. The stray dogs go to the animal pound." Besides the security of having the Police station nearby, downtown Springfield also has some good shopping—stop by the Android's Dungeon for the latest issue of *Radioactive Man*, or get some genuine WWII-era weaponry at Herman's Military Antiques. Look out, 5th Avenue!

SPRINGFIELD MOUNTAINS

Have you had it up to here with all the crazy hustle and bustle of the city? Then head for the beauty and serenity of the Springfield Mountains! Take in sweeping, panoramic views of downtown Springfield while cruising with your sweetie to Inspiration Point. The air is crisper and cleaner up here, although you may notice a foul stench when you get to the peak—that's where Mr. Burns has his mansion. From there, it's all downhill to the Springfield Gorge. Better get up some good speed if you're going to try to jump it!

MATT GROENING

SAVING AND LOADING

When you start up *The Simpsons™ Road Rage*, the Load Game screen lists all previously saved games detected on your memory card.

Note: Never insert or remove a Memory Card when loading or saving files.

- At the Load Game screen, highlight a game to load or select START A NEW GAME, then press the **A** Button.
- You may also access the Load Game screen after the game begins by choosing LOAD GAME at the Options screen.

When your game is over and the Save Game screen appears (➤ p. 14), you can choose to save your game to the Memory Card in Memory Card slot A or Memory Card slot B (provided you have Memory Cards in those Memory Card slots), or you may choose not to save your game.

- Highlight the Memory Card slot where you want to save your game and press the **A** Button, or press the **X** Button to choose DON'T SAVE.
- If you choose to save your game, you must enter the name of your saved game. Press the **A** Button to enter letters and press the **A** Button when you are done.

CREDITS

ELECTRONIC ARTS

Producer: Matt McKnight

Associate Producer: Jeff Hasson

Int'l Production Director: Atsuko Matsumoto

Int'l Production Specialists: Jonathan Silverman, Daryl Humdy

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Product Manager: Jennifer Miller, Don Mesa

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Assistant Leads: David Choe, David Constantino, Jeff Cushenberry

Core Testers: Marc Abraham, Bill Berzin, Ira Blas, Kevin Fugate, Edward Han, Kevin Howell, Jeff Hunt, Marcus Lo, Kevin Luis, Paul Mollinedo, Dang Nguyen, Tony Pehanich, Matthew Trudell, Johnathan Wong, Emerson Yu, D.J. Jimenez, Jeremy Huddleston, Rene Fromhold-Treu, Chris Kassabian

Special Thanks: Edwin Caparaz, Phil Engstrom, Kathy Frazier, Tom Frisina, Andi Gotard, Harald Seeley

FOX INTERACTIVE

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Product Manager: Jack Van Leer

Director of Promotions: Ivo Gerscovich

Promotions Coordinator: Lindsey Fischer

Senior Vice President Product Development: Michael Pole

President Fox Interactive: Steven Bersch

Localization Manager: Kristian Davila

Director of Operations: Luke Letizia

Special thanks (Fox Interactive): Tom Gastall, Steve Goldstein, Blake McCallister, Amy, Sage, & Maegan Melchior, Megan O'Brien, Tim Ramage, Whitney Reed, Jamie Samson, Kirk Scott, Kristin Sutter, Rozita Tolouey, Karly Young

Test Manager: Don Sexton

Test Lead: Nathan Sutter

Test Co-Lead: Michael Graham

Testers: Geoff Bent, Tony Black, Terrance Brant, Seth Cantor, Michael Dunn, Anant Jiemjitpolchai, Donald Lewis, Linda Ngo, Denise Pater, James Robles, Kaycee Vardaman, Hal Zabie

Creative Consultants: Matt Groening, Mili Smythe

Gracie Films: Denise Sirkot

Starring: Dan Castellaneta, Julie Kavner, Nancy Cartwright, Yeardley Smith, Hank Azaria, Harry Shearer, Pamela Hayden, Marcia Wallace

Dialogue Written by: Tim Long and Matt Selman

Voice Direction: Larina Adamson

The Simpsons Theme Song by: Danny Elfman

Original Music Composed by: Christopher Tyng

Special thanks (FOX): Sandra Ortiz, Stacey Robinson

MATT GROENING

RADICAL ENTERTAINMENT

Producer: Cam Weber

Technical Director: James (Vlad) Ceraldi

Art Directors: Yayoi Maruno-Chorney, Glen Schulz

Project Managers: Allister Jones, Kim McLeod

Lead Game Designer: Carey Du Gray

Game Designers: Joe McGinn, Jeff Plumley

Lead Programmers: Joel DeYoung, Darren Esau

Programmers: Josh Blommestein, Cary Brisebois, Travis Brown-John, Darwin Chau, Darryl Long, Greg Mayer, Devin Murnane, David Perrin

Animators: Jeff Harkness, Danny Ho, Jeremy McCarron

Character Modeler: John Wang

World Builders: Sophie Gagnon, Jeff Pidsadny, Wallace Robinson

Texture Artists: Kevin Fink, Bill Ramsey, Brian Roche

FE Artists: Dallas Bolton, Ting Ting Chen

Additional Artists: Vincent Chin, Aryan Hanbeck, Daina Klassen, Trevor Lim

Lead Tester: Mark Ng

Technical Tester: Chuck Chow

Game Testers: Kalika Blancard, Darren Evenson, Jonathan Lim

Sound Director: Marc Baril

Engine Sounds: Marc L'Esperance

Movies and Additional Sound Design: Adam Gejdos

Sound Programmer: Donnie Gossett

VP of Production: Jeffrey Kearney

VP of Technology: Tim Bennison

QA Director: Lester Li

Global Creative Director: Stephen Van Der Mescht

Global Art Director: Liezel Sinclair

Global Art: Tony daRoza, Novy Dhillon, Rustle Hill, Fernando Medrano, Geoff Richardson, Kent Wilson

Sound/FTT Project Manager: Wolfgang Hamann

Global Library Project Manager: Jodi Tilley

Global Library Technical Director: Neall Verheyde

Global Library Support: Amit Bakshi, Nigel Brooke, Martin Courchesne, Dave Forsey, Ian Gipson , Tim Hinds, Eric Honsch, Mark James, Senta Kaiser, Alex Kew, Aaron Koenig , Peter Mielcarski, Richard O'Grady, Mike Perzel, Brad Reimer, James Tan, Kevin Voon, Liberty Walker, Hongzhi Wang

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