GAME BOY ADVANCE

AGB-A4AE-USA

# THE SIMPSONS™ ROAD RAGE™




INSTRUCTION BOOKLET

THQ®

***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 - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.




EVERYONE

For more information on this product's rating, call **1-800-771-3772** or visit http://www.esrb.org

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**THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.**

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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# GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of *The Simpsons™ Road Rage* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

4. When the title screen appears, press START to proceed to the Main Menu.



# CONTROL SUMMARY

## MENU CONTROLS

| BUTTON | EFFECTS |
|---|---|
| **START** | Game Start |
| **Control Pad UP or DOWN** | Moves cursor Up or Down |
| **Control Pad LEFT or RIGHT** | Moves cursor Left or Right |
| **A Button** | Choose |
| **B Button** | Cancel/Back |



# DRIVING CONTROLS

| BUTTON | EFFECTS |
|---|---|
| **START** | Pause game |
| **Control Pad UP** | Horn |
| **Control Pad LEFT or RIGHT** | Steering |
| **A Button** | Forward (Acceleration) |
| **B Button** | Brake / Reverse |
| **L Button** | Drop passenger forcefully (Road Rage Mode only) |
| **R Button** | Hand Brake (Parking Brake) |
| **R Button + Control Pad RIGHT** | Drift |
| **R Button + Control Pad LEFT** | Drift |

# PUT THE PEDAL TO THE MEDAL, MAN!

Need a little bit of a boost when you are cruising the road? When you press the A Button exactly at the moment the Signal Lamp disappears, the car will take off like a shot with an extra boost of speed. The vehicle will go from zero to top speed instantly. You can do the same thing if you press the A Button at the exact moment a passenger finishes boarding the car.



# MAIN MENU




From the title screen, press **START** to bring up the main menu. There you can select from one of the five gameplay modes. Use the Control Pad to change your selection and press the A Button to enter the game mode.



**ROAD RAGE** Beat the clock to deliver passengers, make money, and earn rewards. See page 7 for more details.

**PERFORMANCE** Drive as mad as you can and make your passenger happy. See page 14 for more details.

**SUNDAY DRIVE** Explore Springfield at your own pace. See page 18 for more details.

**MISSION MODE** Help your favorite characters achieve their goals before time runs out. See page 19 for more details.

**HEAD TO HEAD** Use the Game Boy® Advance Game Link® Cable to go head to head with another player. See page 22 for more details.

# GAME MODES

## ROAD RAGE

In Road Rage mode, getting your passengers to their destination as soon as possible is the name of the game. You have to beat the clock, and avoid the other cars on the road to earn more and more money.




Once you select Road Rage from the main menu, you will be prompted to choose your character. You start out the game with the ability to choose from 5 characters: Homer, Marge, Bart, Lisa, or Grampa. As you play the game and earn more money, you will start to unlock more of the characters (15 in all) as found in mission mode.



# ROAD RAGE



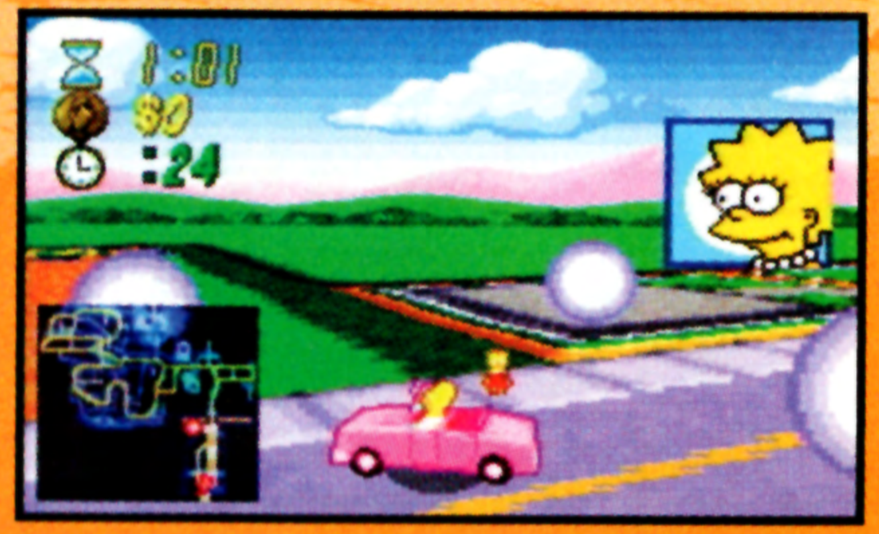

You can compete on six different tracks in Road Rage mode. You will start the game with only one track available – Evergreen Terrace. As you earn more money, you will unlock the additional courses.

**Courses Available**

- Evergreen Terrace
- Entertainment District
- Springfield Dam
- Down Town
- Country Road
- Springfield Mountains

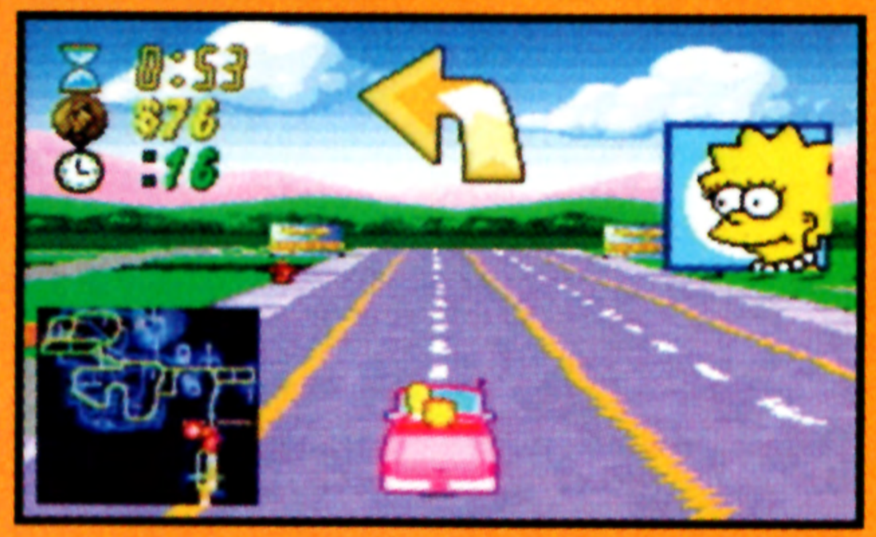


# PICKING UP PASSENGERS AND DROPPING THEM OFF




The object of the game is to pick up and drop off passengers at their destinations in as little time as possible. But, where are the passengers? As you drive around the courses in Springfield, find the passengers. When you stop by them, they will jump into your car.

Now that you have a passenger in your car, you need to get them to their destination as soon as possible.



# BONUSES

When you drop off your passenger at the correct destination, you will earn one of the following bonuses.

## DRIVING BONUS

For every third passenger dropped off, you will be rewarded with one of the following bonuses:

- "Avoid Traffic For Bonus" –For driving without hitting other cars. You will earn a SAFE TRIP!, $250, and an extra 5 seconds.
- "Destroy Stuff For Bonus" –If you hit a lot of objects, you will earn a ROAD RAGE!, an extra $1000, and an additional 5 seconds on the game clock.
- "Hit Cars For Bonus" –For hitting a ton of other cars, you will earn a MAD TRIP!, an extra $300, and 5 more seconds.

## TRIP TIMER BONUS

Depending on how fast you reach your passenger's destination, you will earn one of the following bonuses:

- If the remaining time is less than 21% of the Trip Timer, you will earn a SLOW and only gain an additional $25.



- If the remaining time is more than 21%, the reward is AVERAGE and you will get an extra $50 as well as gain an additional +1 second.
- If you really know your stuff and the remaining time is more than 36% of the starting value, you will earn a FAST bonus, an extra $100, and an additional 3 seconds.

## DROPPING POINT BONUS

You earn this bonus based upon where you drop your passenger off.

- If you are very far from the center of the destination drop-off point, you will earn a FAR bonus and an additional $25.
- Drop-off your passenger a little bit closer to the center of the destination point to earn the Average bonus and an additional $50.
- As you get closer and closer to the center, you can earn the NEAR bonus, an additional $100, and 1 second.
- If you can stop the car exactly in the center of the drop-off point, you will earn a JUST, a $500 bonus, and an additional 3 seconds.



MATT GROENING

# UNLOCKING ADDITIONAL CHARACTERS

Remember that you only start the game with five of the 15 characters unlocked. To unlock the additional characters, you need to earn more and more money in Road Rage and Performance mode.



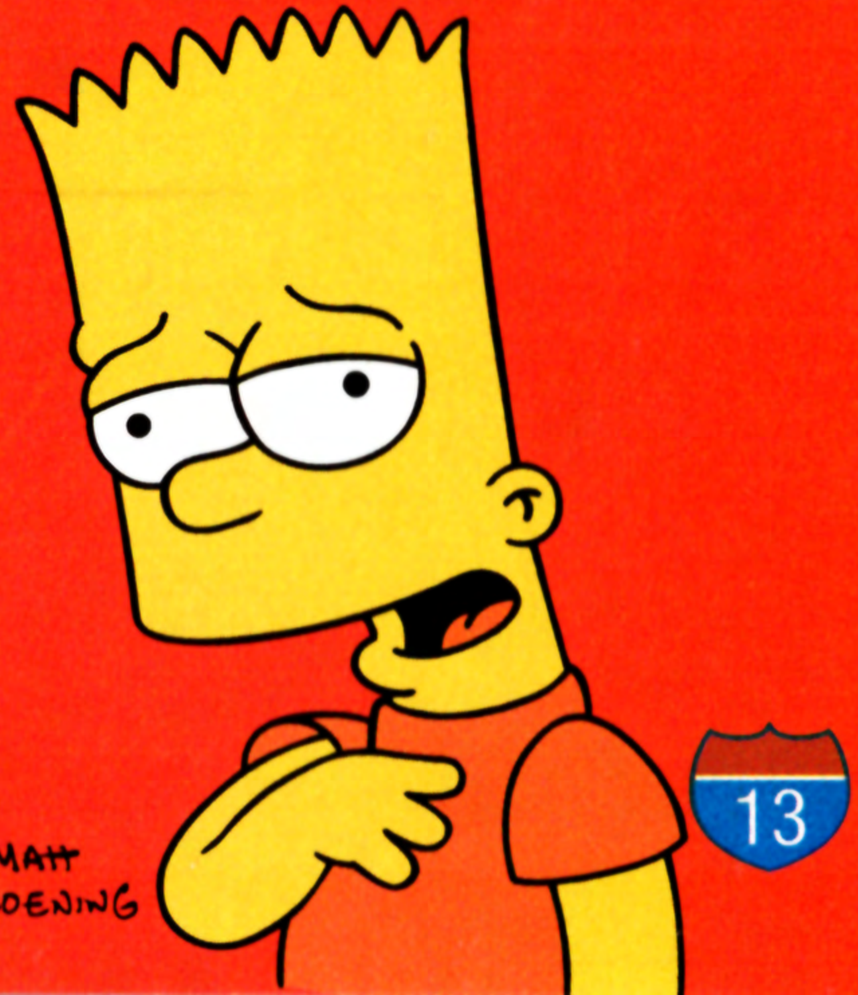



MATT GROENING

## UNLOCKING ADDITIONAL COURSES

You start out with only one track available in the game, but there are five others you can unlock by playing Road Rage and Performance mode. Here is the list of the other tracks, and what dollar amount is needed to unlock the track.

| | |
|---|---|
| ENTERTAINMENT DISTRICT | $50,000 |
| SPRINGFIELD DAM | $150,000 |
| DOWN TOWN | $250,000 |
| COUNTRY ROAD | $350,000 |
| SPRINGFIELD MOUNTAINS | $500,000 |



# PERFORMANCE

Performance mode starts with the passenger in the car. The driver's task is to make his passenger happy by earning bonuses and rewards. Keep your passenger happy as long as you can until the time on the clock reaches zero. After the game is over, a rating screen will appear to tell the player how they did.




## BONUSES

There are several bonuses available in Performance Mode. Here is a breakdown of what they are.

## HITTING OBJECTS

The reward for hitting objects differs according to the object you hit. No reward will be earned if the player hits the same object with the same passenger in the car.

## HITTING OTHER CARS

Head-on Collisions will cause the other car to bounce up. The amount of your reward will depend on how high the other car bounced.

When you hit a car from behind, you will turn the other car into a ramp, sending your car high into the air. The amount of your reward will depend on the type of car you hit.

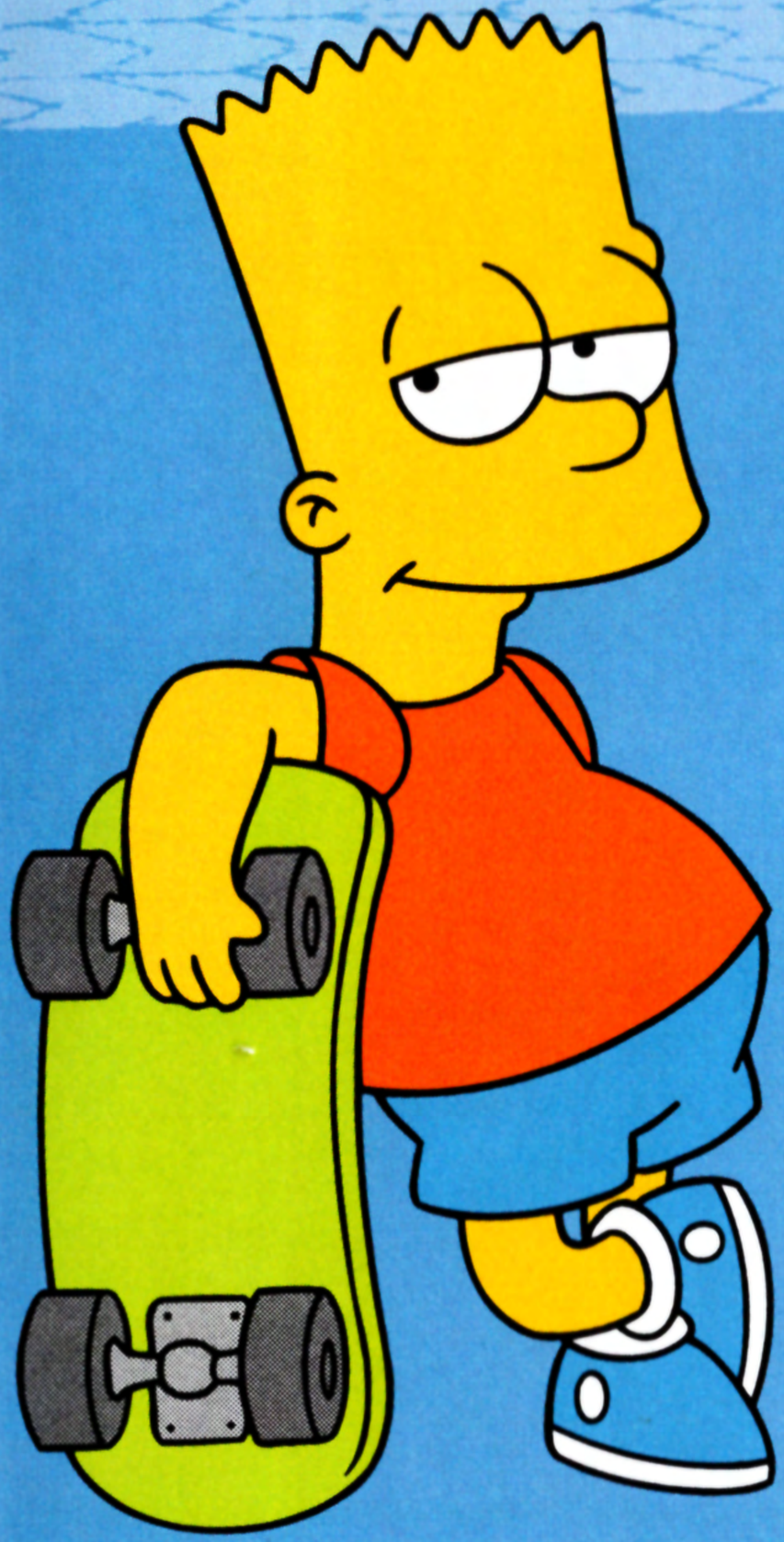


## JUMP

When the player's car jumps, the player gets a reward depending on how far he/she jumps. The farther you jump, the more points you earn. Look for Jump platforms scattered throughout the course. You can find them by looking for the circling green icons above them. Once used, a Jump Platform will disappear until you pick up a new passenger.

## SPEED DETECTOR

Chief Wiggum and the Springfield police have speed detectors scattered throughout the courses (you can see them by looking for the circling blue icons above them). You earn points based on how fast you are going when you pass through the speed detector.




**HORN**

Look for the circling yellow icons scattered throughout the course. These are Horn zones. If you blow your horn while you are in one of these zones, you will earn an additional 10 seconds. The Horn zone will disappear until you pick up a new passenger.

**CHAIN REACTION**

If the player can perform the first five bonus actions (listed above) more than twice in succession, you will earn a Chain Reaction Bonus.

## SATISFACTION METER

The passenger you are carrying has a Satisfaction Meter on screen. Each of your actions in the game will affect the passenger's satisfaction level. Each passenger has a different personality, so the things that will make one passenger happy won't necessarily have the same effect on the next passenger. Go for Chain Reactions, as they will have the biggest impact on your passenger's satisfaction level. If you can get the meter to fill up completely, the screen will fade out, the remaining time limit will be greatly increased, and a new random passenger will be placed into your car. You will be able to select a new character by using the Slot Machine feature.

# SUNDAY DRIVE

Need a little practice? Sunday Drive is your chance to learn all of the courses without the pressure of the time clock. You won't earn any bonus points or unlock any characters, but you will get the chance to learn the courses and find the short cuts.

# MISSION MODE




Want an extra challenge? Then why don't you try out Mission Mode. In this special game play mode, you will be given different challenges to complete in and around Springfield. Complete the objectives to earn rewards and unlock special features. See the table below for the secrets Mission Mode can unlock.

**MISSION 1: WILLIE'S NEWSPAPER SHREDDER**

Mr. Burns has bought out the Springfield Shopper and filled the paper with pro-transit propaganda. Willie won't stand for it. He needs to seek out and destroy 12 newspaper boxes before time runs out.

**MISSION 2: PROFESSOR'S CHALLENGE**

Professor Frink is trying to make his Hovercraft fly. He must use the clouds as jumping boards and float in the air for more than the time limit.

## MISSION 3: BARNEY'S RAGE

Barney had a rough night and he's going to take it out on the town's various mascots. He needs to find and knock over at least 12 mascots before time runs out.

## MISSION 4: OTTO'S DRIVING TEST

Today is the day for Otto to take his driving test. He must obtain 20 flags and must reach the goal within the time limit to receive his driver's license.

## MISSION 5: SNAKE ESCAPES!

Chief Wiggum is chasing Snake. In order to escape, Snake takes a risk by crossing a dangerous bridge. To avoid Chief Wiggum, Snake must successfully cross the bridge within the time limit.

## MISSION 6: MOE'S TAXI

Homer was hanging out really late at Moe's Tavern and fell asleep. Moe was unable to wake Homer up so now he must drive him home before Marge finds out.



## MISSION 7: DONUTS RAIN

A Donut truck is driving near a cliff with its door open. All of the donuts are falling down the cliff. Cheif Wiggum, who is patrolling near the bottom of the cliff, must gather as many of the donuts as possible.

## MISSION 8: NOT THE TREES

Lisa just found out a logging company is chopping down trees in Redwood Forest. She is going to disrupt their plans by knocking over 8 of their neatly placed piles of wood.

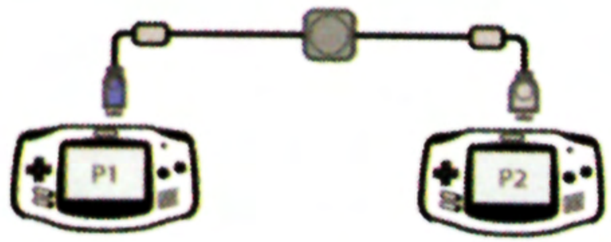
## MISSION 9: CIRCUS TRAINING

Krusty is training himself to be a member of a circus team. He needs to learn to Rope Walk, balance himself on a ball, jump through fire rings, and collect a star item at the end of each event.

## MISSION 10: BURNS' ARENA

Homer is going to get Mr. Burns once and for all by destroying the statues in Mr. Burns' garden. Homer needs to break 10 statues before time runs out.

# HEAD TO HEAD

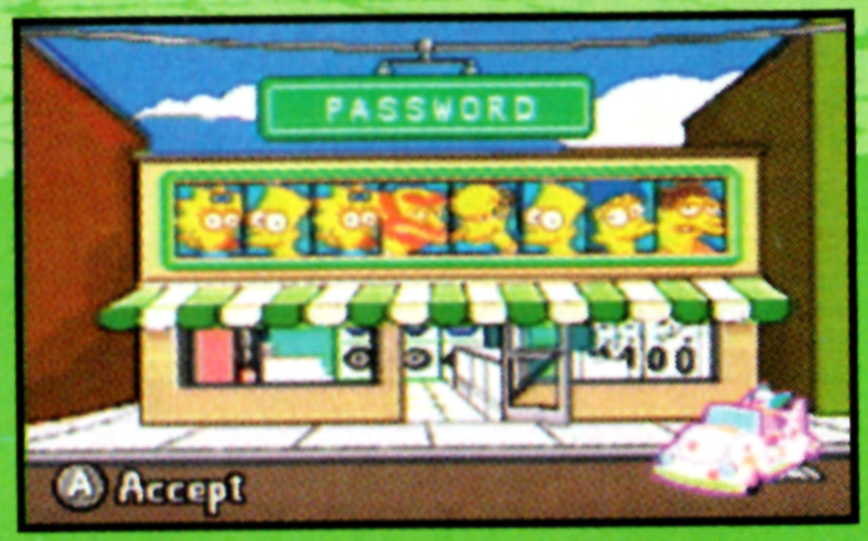



**2-PLAYER GAME**

Using the Game Boy® Advance Game Link® Cable, you can challenge your friends in an exciting 2 player game. The player who manages to carry the passenger to the destination wins. The courses in Head to Head mode are the same as in Road Rage. You can also select from all the characters that are found in Road Rage Mode, including Mr. Burns.

To play a Head to Head game, connect the two Game Boy® Advance systems with the Game Link® Cable and insert one Game Pak into each Game Boy® Advance system. Turn both systems on and select Head to Head from the Main Menu. Once the two Game Boy® Advance systems have been configured properly, a message will appear on screen. Player 1 must decide the length of the game by selecting the number of drop offs (1-99) that both players will compete for. Press the A Button to advance to the next screen. Like all of the other game modes, you must first select your character and course for the game.

# OPTIONS







- **GET PASSWORD** - The player can see the password for the game that has been cleared.
- **SET PASSWORD** - The player can enter the password and load the previously finished game.
- **GAME DIFFICULTY** - The player can set the degree of difficulty for ROAD RAGE, PERFORMANCE mode and Mission mode. There are 3 available settings: EASY, NORMAL, and HARD.
- **SOUND CHECK** - The player can listen to the Background music. Select the music with the Control Pad LEFT or RIGHT and press the A Button to play.
- **EXTRAS** - Bonus features can be accessed through here.
- **BACKGROUND PICTURES** - Select the background graphics for the Main Menu. For example, choose to view Mr. Burns' House, The Simpsons' House, or The School. This reward is given after mission 2 is cleared.
- **COURSE LAYOUT** - View the layouts for all of the courses. This will be very useful to learn the road and short cuts. This reward is given after mission 5 is cleared.
- **COLOR EDIT** - Change the color of your car. The new colors will be reflected in the Road Rage, Performance, Mission Mode, Sunday Drive and Head to Head modes. This reward is given after mission 8 is cleared.
- **ENDING** - View the ending scene of the game after collecting $1,000,000.

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