

The Simpsons Game Endings Guide

by SubSane

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The ENDINGS GUIDE for "THE SIMPSONS" VIDEO GAMES, v0.95

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WARNING: SPOILERS UP THE WAZOO!

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TABLE OF CONTENTS

1.0 INTRODUCTION

- 1.1 About the Guide
- 1.2 About the Games

2.0 GAMES

- 2.01 Bart and the Beanstalk
- 2.02 Bart's House of Weirdness
- 2.03 Bartman Meets Radioactive Man
- 2.04 Bart's Nightmare
- 2.05 Bart Simpson's Escape from Camp Deadly
- 2.06 Bart vs. the Juggernauts
- 2.07 Bart vs. the Space Mutants
- 2.08 Bart vs. the World
- 2.09 Virtual Bart

- 2.10 The Itchy & Scratchy Game(s)
- 2.11 Itchy & Scratchy in Miniature Golf Madness

- 2.12 Krusty's Fun (and Super Fun) House

- 2.13 Simpsons Arcade
- 2.14 Simpsons Hit & Run
- 2.15 Simpsons Night of the Living Treehouse of Horror
- 2.16 Simpsons Road Rage
- 2.17 Simpsons Skateboarding
- 2.18 Simpsons Wrestling

- 2.19 Virtual Springfield

3.0 LEGAL / MISC.

- 3.1 Version History
- 3.2 Guide Credits
- 3.3 Contact Information
- 3.4 Legal Stuff

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===== 1.0 INTRODUCTION =====

1.1 About the Guide

Here goes yet another endings guide for yet another famous series. Games based on the Simpsons may not involve intricate plots, stunning gameplay, or fantastic endings, but, um... I forget my point.

Bah, it's just a bunch of stuff that happens. Enjoy!

1.2 About the Games

"The Simpsons" first appeared on television back in 1987 as animated shorts on "The Tracey Ullman Show", but it wasn't until December of 1989 that yellow fever hit. Mugs, backpacks, pencils, toys, towels, paper plates, and even toilet paper were just some of the items that sprung from the popularity of the hit TV show.

With so many types of Simpsons products already out in the stores, it was no surprise that FOX decided to license a Simpsons video game. That first game was The Simpsons Arcade by Konami, an instant favorite for both fans of the show and the average gamer. The success of the first video game led to dozens of games (mainly starring Bart) released for several systems. These attempts to cash in on the popularity of "The Simpsons" often failed, and the number of games being released soon dwindled to one or two every few years.

The trend continued on through until the PS2/GC/Xbox era (with one or two exceptions). FOX partnered up with Radical Entertainment in 2001 to create Simpsons Road Rage, the first success (both financially and with gamers) since 1990's Simpsons Arcade. FOX then partnered up with VU Games and Radical Entertainment to create the even more popular Simpsons Hit & Run.

Fox Interactive seems to be coming back with this new partnership with VU Games, but is the Simpsons "curse" truly broken? We'll find out when the next Simpsons game comes out.

cough Hit & Run 2 *cough*

2.0 GAMES

2.01 Bart and the Beanstalk

Ending:

Having found a money bag, harp, and golden goose, Bart quickly escaped from the Giant's castle. He made his way across the treacherous cloud field with the Giant right on his tail.

Bart finally reached the beanstalk, but it was a long way down. Using a wide piece of cloth to float, Bart weaved in and out of the beanstalk vines to return back to the ground below.

Bart immediately ran and picked up an ax from the ground and used it to chop down the beanstalk. The Giant was still climbing down when the beanstalk was cut, and the force of the fall knocked out the Giant for good.

Bart and his family kept the money bag, harp, and golden goose, and they lived out the rest of their lives in happiness (and with plenty of donuts). THE END.

Ending images:

<http://www.vgmuseum.com/end/gb/b/sbean.htm>

2.02 Bart's House of Weirdness

Ending:

Bart braved the dangers of Krustyland to finally confront Sideshow Bob in the humid jungle. With his mighty burp balls Bart fought the evil Bob until he fell, opening the path to save Krusty from his bamboo cage. Bart got a hardy handshake and a brand new skateboard from Krusty as thanks for saving him, while Sideshow Bob was sent back to prison where he belonged.

Ending images:

<http://www.simpsoncrazy.com/cbg/misc/weirdness/weirdness.html>

2.03 Bartman Meets Radioactive Man

Ending:

With Radioactive Man free and his powers restored, they could now go on to face the ultimate evil: Brain-O the Magnificent! This strange brain in a tank was a formidable opponent, but the combined forces of Radioactive Man and Bartman were more than he could handle.

With Bartman's help the world is safe once again... but for how long?

Ending images:

<http://www.vgmuseum.com/end/nes/a/simpradio.htm>

2.04 Bart's Nightmare

Ending:

Bart wakes up from his nightmare to find that he actually got a good grade on his homework. That baby gets posted on the refrigerator that very morning for the family to stare at until the cows come home (or until breakfast).

Ending images:

<http://www.vgmuseum.com/end/snes/a/bart.htm>

2.05 Bart Simpson's Escape from Camp Deadly

Ending:

Bart's heroic (and tiring) efforts pay off when he reaches the power station. One flick of the switch and the power to the camp is cut off, shutting it down for good. The Simpson family arrives to pick up their kids and they have a happy family moment in front of the now empty camp.

Ending images:

<http://www.vgmuseum.com/end/gb/b/scamp.htm>

2.06 Bart vs. the Juggernauts

Ending:

And they said it couldn't be done! Yes! Now Bart and his family will travel in style in their very own Truck-O-Saurus! Step over annoying traffic jams and ignore crowded parking lots. Driving was never this much fun!

Ending images:

<http://www.vgmuseum.com/end/gb/b/sjug.htm>

2.07 Bart vs. the Space Mutants

Ending:

Bart returns the rods to the basement with the help of his family. He saved the Earth! In fact, he did such a good job that the aliens felt they should honor his courage and luck somehow...

Six months later the Simpsons go on a trip to Mr. Rushmore to look at the famous faces of Roosevelt, Lincoln, Washington, Jefferson, and... Bart Simpson!

Ending images:

<http://www.vgmuseum.com/end/nes/b/simp.htm>

<http://www.vgmuseum.com/end/genesis/b/simp.htm>

2.08 Bart vs. the World

Ending:

Bart did it! He found all of Krusty's hidden treasures and defeated all of Burns' lackeys. What's his reward?

The generous sponsor of the treasure hunt -- Mr. Montgomery Burns -- and his boot-licking yes-man, Mr. Smithers, have stopped by to personally congratulate Bart! They gets what's coming to them when Bart tosses a couple of pies in their faces.

Ending images:

<http://www.vgmuseum.com/end/nes/a/bvw.htm>

2.09 Virtual Bart

Ending:

If Bart beats all six simulations he is able to escape the machine without a problem. But, Homer then decides to the give the Virtual Reality machine a whirl...

Ending images:

<http://www.vgmuseum.com/end/snes/a/virtual.htm>

2.10 The Itchy & Scratchy Game(s)

Ending:

Itchy defeats Scratchy amidst the gears and gizmos of the final level. He gets his congratulations for killing and mutilating a cat in more ways than anyone knew existed.

Ending images:

<http://www.vgmuseum.com/end/gamegear/a/itchy.htm>

2.11 Itchy & Scratchy in Miniature Golf Madness

Ending:

I forgot this one, but stay tuned.

Ending images:

Nothing here either. Check for updates.

2.12 Krusty's Fun (and Super Fun) House

Ending:

With all the rooms cleared of rats, Krusty returns to the entrance to the fun house and leaves. He drives by in his convertible and congratulates the player for a job well done, then drives away.

Ending images:

<http://www.vgmuseum.com/end/snes/a/supkrust.htm>

2.13 Simpsons Arcade

Ending:

Burns and his nuclear-bot are no match for a family out to save their baby! Burns' robot blows up, and he is left an unconscious

mess on the floor. Maggie, in a delicious ironic twist, puts her own pacifier in Burns' mouth before the whole family leaves the power plant to return home.

Ending images:

<http://www.vgmuseum.com/end/arcade/a/simp.htm>

2.14 Simpsons Hit & Run

Ending:

Grampa shows up in a super-powered rocket Jeep, and together he and Homer take the final crippling barrel to the ship. Grampa dies, but Homer comes away unscathed.

The alien ship malfunctions and crashes, killing the poor aliens who only wanted to destroy Earth so they could have a successful television show. The ratings go through the roof, and Homer becomes an interstellar sensation when hundreds of aliens visit his home in hopes of an autograph.

Ending images:

Not yet, I'm afraid. Stay tuned.

2.15 Simpsons Night of the Living Treehouse of Horror

Ending:

The Simpsons finally escape from the evil tree house... only to be abducted by aliens! Talk about a bitter-bitter ending.

Ending images:

<http://www.vgmuseum.com/end/gbc/b/simp.htm>

2.16 Simpsons Road Rage

Ending:

The citizens of Springfield run Burns off the road when they show up at his door step with the one million bucks to buy back the Transit Corporation. Although quite livid about it, Mr. Burns returns the buses and washes his hands of the whole deal.

The Game Boy Advance version is quite a bit more dramatic. Homer appears at the Transit Corporation with a crane and a big sack of money containing the \$1 million smackers. Burns gawks at the sack as Homer triumphantly returns home to show off for his family and fall asleep on the concrete. Later that day the Simpsons put on a concert for the people of Springfield, and they rock all night long.

Ending images:

<http://www.vgmuseum.com/end/gba/c/simp.htm>

2.17 Simpsons Skateboarding

Ending:

The lucky winner gets the \$99 Grand Prize and bragging rights as the greatest skater in Springfield history.

Ending images:

'fraid not. Check in later.

2.18 Simpsons Wrestling

Ending:

Kang and Kodos fly off in defeat. But they'll come back... they always do! Ha ha ha ha ha ha ha ha...

Ending images:

Nah, they aren't here yet.

2.19 Virtual Springfield

Ending:

Well... you can see the credits and a secret link if you collect all 74 cards. Ta-da!

Ending images:

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===== 3.0 LEGAL / MISC. =====

3.1 Version History

January 11th: Version 0.95

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Put in a more detailed ending for Bart's House of Weirdness and included the ending screenshots.

September 9th: Version 0.9

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Put in the ending screenshot for Virtual Springfield.

July 3rd: Version 0.8

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It's mostly complete, minus the ending for Miniature Golf Madness and some details that I'll be adding later on.

3.2 Guide Credits

Thanks to:

1. Matt Groening. The man created 'The Simpsons' and 'Futurama', two hilarious shows that can't be topped. 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. VG Museum (<http://www.vgmuseum.com>) for most of the ending images. They rock ass.
5. You, the reader, for reading this comprehensive guide about games that no one likes. You rock ass as well.

3.3 Contact Information

The address is: darksub01 (at) yahoo (dot) 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 'Simpsons endings guide' or something similar in the subject line.

3.4 Legal Stuff

1. All games based on "The Simpsons" are copyright 7 from 1990 to 2004, and are property of their respective publishers. The Simpsons and any related Simpsons characters are property of Twentieth Century Fox Film Corporation.

2. This guide copyright 7 2004-2005 SubSane. This guide may be distributed freely as long as it remains in it's ORIGINAL and UNALTERED form. It is only for private use and may not be reproduced for commercial purposes.

If I discover that this guide has been altered in any way and is being displayed publicly, I reserve the right to have the guide removed from that location.

3. The following sites will always have the latest version:

GameFAQs: <http://www.gamefaqs.com>

CBG's VGC: <http://www.simpsoncrazy.com/cbg>

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