The Simpsons Road Rage Infinite Routes Guide

by SubSane

Updated to v1.3 on Apr 21, 2005

This walkthrough was originally written for The Simpsons Road Rage on the GC, but the walkthrough is still applicable to the PS2 version of the game.

The INFINITE ROUTES GUIDE for SIMPSONS ROAD RAGE, v1.3
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==== 1.0 INTRODUCTION ====================================
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1.1 Introduction
I was reading through FAQs and guides out there and I realized there
isn't much text devoted to the infinite routes in Simpsons Road Rage.
Although there are some routes in the general FAQs and guides, they
are few and are scattered all over.

What is an infinite route, you ask? Well, it's just the best thing since fried Twinkies. An infinite route is a source of money that

never runs out. You can drive around in a constantly repeating path and never run out of time, thereby gaining insane amounts of cash.

So, here it is. All known infinite routes are in this guide, and anybody who discovered the route is credited.

You should know that this guide is for the Gamecube version of Simpsons Road Rage. The infinite routes in this guide may not work with the PS2 and Xbox versions.

1.2 Importance of Infinite Routes

The objective of Simpsons Road Rage is to obtain one million dollars and buy the Transit Corporation from Mr. Burns. One million dollars is a lot of cash, and if you just drive around aimlessly and pick up anybody, you will be playing for a LONG time.

To avoid the years it will take to get the cash normally, we use infinite routes. You can average around eight thousand to ten thousand dollars without infinite routes. Some people have been known to get from two hundred thousand dollars to the whole million with infinite routes.

'Nuff said.

1.3 Infinite Route Tips

- 1. Whenever you make a tight turn, always hold the B or Y button as you make the turn. The technique takes some time to master, but once you do you'll be making the turns like some guy who, uh, makes turns real good...
- 2. The Z button can be used whenever you accidentally flip over. Press ${\tt Z}$ to have the car right-side up again.
- 3. Another good tip is to use the best possible car, meaning the fastest. I like to use Professor Frink because he is, in my opinion, fast and has excellent turns.

Other good candidates are Apu, Snake, and Grampa.

- 4. Practice in the Sunday Drive mode if you want to get experience without running out of time.
- 5. While on the road, try and knock over any Burns Transit bus stops. You will get an extra 2 seconds for each one knocked over.
- 6. Sometimes you may get a Road Rage or Safe Trip bonus after picking someone up. Don't try the Road Rage bonuses because they are a major waste of time. The Safe Trip bonuses are easy to accomplish, so go for those.

===== 2.0 INFINITE ROUTES ====================================	
2.0 INTINITE NOOTES	
2.1 Evergreen Terrace	

Evergreen Terrace Route 1	
++ VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV	
Drive ahead and pick up the first person in front of ywant to go to the Kwik-E-Mart. Drive straight up the hthe street, then go down the next hill. The Kwik-E-Marright in front.	ill and follow
Drive down the hill and don't pick up anybody. Take the when you reach the intersection and pick up the first see on the right. They will be waiting on the corner.	
This person will want to go to either the Simpsons' ho house, or the President's house. All three of these lo back where you started, so drive back up the hill and neighborhood again.	cations are
After you have dropped the person at their destination first person you picked up to go back to the Kwik-E-Mathe route.	
WWWWWWWWWWWWWWWWW	
++	
Evergreen Terrace Route 2	
*+ VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV	
Evergreen Terrace: starting with Kwik-E-Mart, then the Willie's Shack, Church, Lovejoy's house, then pick any get 2 Grocery store, Wiggum or Ralph, Simpson/Flanders home. Rinse, repeat.	one until you
2.2 Entertainment District	

+----+ Entertainment District Route 1 +----+

You start next to Moe's Tavern, so pick up the person on your right that is across the street from Moe's. This person will want to go to the She-She Lounge, Duff Brewery, or Rusty Barnacle.

If you dropped the person at the Rusty Barnacle, bust a U-turn and go back near the Duff Brewery. Now, from here go down the street and you'll see a green banner with a person standing under it. This person will want to go back to Moe's Tavern or King Toot's Music Store. Cut through the alley across the street from the person to get there quickly.

So, that's it. Pick up the person in front of Moe's again to use the infinite route. Eventually you may not be able to make it to the Rusty Barnacle, so you can stop going there.

2.3 Springfield Dam

WWWWWWWWWWWWWWWWWW

When you start off you'll see three people on your right. Pick up the person farthest away from you, standing on the corner of that little grass island. The person will want to go to Kamp Krusty.

As you go up the street, remember there's a shortcut up the hill under that Burns Transit billboard. When you get to the area with the outhouse and K-Radio buildings, take the right branch down the hill, then at the bottom take a sharp right so you end up driving in the water. Drive all the way across and drop off the person at Kamp Krusty.

Next up will be someone wanting to go to the Builder's Shack. To go there just take the road on top of the dam and take the right branch at the end, up the hill. This part is VERY important. You must finish this part as quickly as possible to get the most money. You may not see it at first, but after you're around 20,000, you'll see what I mean.

Someone will want to go to Rancho Relaxo now. Drive back down the hill and when you get to the bottom, make a U-turn to the right, so you end up going down the path on the right. On the right side of the cliff there's a cave covered by hanging moss. Drive through the cave, then make a left down the street. Go straight through the grassy area with no fence to drop and take shortcut down the hill. Drop the person off at Rancho Relaxo.

Next up pick up the person on the right of the road. They'll be wanting to go to the TNT Storage. Drive back up the hill and go back through the cave to drop the person off.

The next person will want to go all the way back to the Stonecutters' Lodge. Drive straight up the hill ahead of the TNT Storage and follow the street back to the Stonecutters' Lodge, then pick up the person from the same spot you started at. Repeat the steps again to have the infinite route.

When you start off you'll see three people on your right. Pick up the person farthest away from you, standing on the corner of that little grass island. The person will want to go to Kamp Krusty.

As you go up the street, remember there's a shortcut up the hill under that Burns Transit billboard. When you get to the area with the outhouse and K-Radio buildings, take the right branch down the hill, then at the bottom take a sharp right so you end up driving in the water. Drive all the way across and drop off the person at Kamp Krusty.

Drive back into the lake and pick up the person on that little island.

Someone will want to go to Rancho Relaxo now. Drive across the dam and take the path on the left. On the right side of the cliff there's a cave covered by hanging moss. Drive through the cave, then make a left down the street. Go straight through the grassy area with no fence to drop and take shortcut down the hill. Drop the person off at Rancho Relaxo.

Next up pick up the person on the left of the road, near the flipped truck. They'll be wanting to go to the Mayor Quimby's house. Drive back up the hill and go back through the cave to drop the person off.

The next person will want to go all the way back to the Stonecutters' Lodge. Drive straight up the hill ahead of the TNT Storage and follow the street back to the Stonecutters' Lodge, then pick up the person from the same spot you started at. Repeat the steps again to have the infinite route.

2.4 Nuclear Power Plant

A route from Phil Rosenbaum:

Though it takes some time cause the routes are so close, you actually increase your game time! I got about 6 mins added from this route. Anyway, here it is.

As soon as you start, pick up the first person on the right, they will want to go to the main gate at the plant. Pick up the person right in front of the gate, they will want to go to the Turbines or the Fuel Rod Storage.

I'm splitting up the guide, cause each route is different.

Turbine Route. Pick up the person in front of the turbines, they will want to go to the Cutoff Valve or the Parking lot. If you take them to the cutoff valve, DO NOT pick up anybody there, instead drive back around and pick up the person from that same spot. If you know the person is going to the valve again, turn around as you approach so you face the valve route. Reverend Lovejoy will go to both places so watch out. If they go to the parking lot, just pick up the person from the front gate.

Fuel Rod route. Pick up the person in between the pipe mesh. They will want to go to the Generators, the Office, or the Mall. If you go to the Generators of the Office, just go to the gate and pick up that person and repeat. If they go to the Mall, pick up the person to the left of the entrance. They will want to go to the Baseball Diamond or the Community Center. Then drive back to the gate and repeat the process.

2.5 Downtown

WWWWWWWWWWWWW

Drive to the Hospital. Pick up the person standing in front. This person will want to go to either City Hall or the County Courthouse. Both of these destinations are very close by, with the City Hall being just right across the street. Once you've dropped off your passenger at either one of these locations, quickly drive back up the Hospital's driveway and pick up the person waiting there to repeat the loop.

2.6 Springfield Mountains

WWWWWWWWWWWWWWWWWWWWWWWW

First pick up the person right in front of you who wants to go to the Tire Fire. Drive up the hill and you'll quickly see the spot.

Next up is someone who might want to stop at Inspiration Point before you proceed to the Gold House. Just follow the hand down the street and you'll see it easily. Then pick up the next person to go to the Gold House.

Someone will then be standing next to a bus stop, the person closest to you. Take the person back up the road to the World's Largest Toilet.

Pick up the person standing next to the "WORLD'S LARGEST TOILET"

sign and take him back down the street and up a hill road on the right to the Cemetery.

At this point someone may want to go up to Burns' Mansion before you go to Springfield Gorge. Drive up the hill and pick up the next person.

Drive down the right side and through the tunnel. After you pass the tunnel you have to make a big leap across the gorge, so make sure you have someone fast and have enough speed to make it over.

Pick up anyone in this area to go to the Gas Station. Take the dirt road on the left of the parking lot and follow it back to the main road. Take the tunnel on the right to find the place.

Someone here may want to stop at KBBL radio first, so follow the hand up the street and take a left at Inspiration Point to drop him off at KBBL.

From here just go back to the Tire Fire and repeat the process.

Follow the street and take the right branch at the Tire Fire. Go straight down this road until you reach the gorge. Pick up the person at the end of the tunnel.

This person will want to go to the other side of the gorge. Make the jump across and drop off the person, then press ${\tt Z}$ to return to the other side.

Back up and pick up that person again to repeat the process and have the infinite route.

You go forward till you can see the Largest Toilet through the arch, and pick up the person on the right side of the road before you do. They will wanna go to the Gold House. Take them there and pick up the person that would be on the right side of the road if you didnt turn around. They will wanna go the the Toilet. Repeat.

3.1 Version History
April 21, 2005: Version 1.3
Added new routes for Downtown,
October 22, 2004: Version 1.2
It took more than a year, but here's that update: a new route for Nuclear Power Plant. Thanks, Phil.
July 3: Version 1.1
Just updated the format. I'll have some content with the next update.
April 12: Version 1.0
Added all the infinite routes that have been discovered so far.
3.2 Guide Credits
Thanks to
1. IHateFrasierCrane, kazykd16, Phil Rosenbaum, Zeikier, and Aj for their infinite routes.
2. Thanks to the Road Rage (Gamecube) message board at GameFAQs.
3. Matt Groening. The man created 'The Simpsons', which has been on the air for 14 years and is still going strong. Shine on you crazy bearded bastard!
4. 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!
5. 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.
6. Fox Interactive, Electronic Arts, Radical Entertainment, and Nintendo for creating the game.
7. Thank YOU for reading. After all, I didn't write this for my own health

3.3 Contact Information

So, the address is: darksub01@yahoo.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 something like 'Road Rage guide' to be sure I read it.

3.4 Legal Stuff

- 1. "The Simpsons Road Rage" is copyright † 2001 Electronic Arts and Fox Interactive. The Simpsons and any related Simpsons characters are property of Twentieth Century Fox Film Corporation.
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Cheat Code Central (www.cheatcc.com), IS NOT ALLOWED TO HOST ANY OF MY FAQS!!!

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

GameFAQs: http://www.gamefaqs.com
IGN FAQs: http://faqs.ign.com

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

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