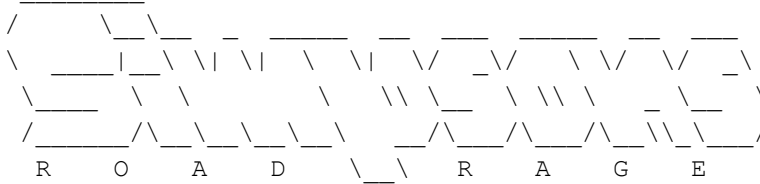


# The Simpsons Road Rage FAQ

by hand\_of\_g0d

Updated to v1.3 on Jan 28, 2002

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.



FAQ/Walkthrough written by hand of g0da

Platform: Nintendo Gamecube

01/28/02

vers 1.3

## \_/Contents\

---

- I. Disclaimer
- II. Version History
- III. Introduction
- IV. Controls & Story
- V. The Cast
- VI. Drivers & Vehicles
- VII. Passengers
- VIII. Modes of Play
- IX. Road Rage
  - A. Hints
  - B. Road Rage/Safe Trips
  - C. Rating System
  - D. Trip Timer
  - E. Progress
- X. Mission Walkthrough
- XI. Routes & Shortcuts
- XII. Extras & Goodies
- XIII. FAQs
- XIV. Credits

## \_/Disclaimer\

---

Please note that this FAQ was written by a Simpsons fan. Let that be your warning. The contents of this file are original material of the author, hand of g0da. This file may not be altered, plagerized, or modified in any way. It may not be reproduced, or published for profitable gains. It may only be printed for personal use. It may not be used in part, or whole, on any website which will do so for profit. Webmasters, you MUST have my permission PRIOR to posting this guide on your website. Plagerism is a crime! Thank you.

## \_/Version History\

---

I began work on this on 12/07/01, even though the release date for the game is late December here in North America. I began work so early because of my unsettling anticipation for the game. Well, thanks to that I got most all of the

not so important stuff out of the way so that on release day I was able to write the core walkthrough with little distraction. I had gotten a lot of the information from the Playstation 2 version such as the playable characters list.

- 12/07/01 - Pre-release version, worked out the ASCII contents listing, design, and cast list. Later added Drivers and Vehicles list as well as some passengers.
- 01/07/02 - Added introduction, FAQs, modes, extras, some tips, missions, and some other small changes. Finally released it.
- 01/11/02 - Added sub-sections to the Road Rage chapter. Also added some information on the missions. Hopefully next update will have a walkthrough for each one, or at least some. Oh yeah, I also added in a bit about the Head to Head mode of play, I can't believe I forgot that!
- 01/14/02 - Huge breakthrough this weekend. Me and my friends discovered 12 new cheat codes this weekend! We heard a rumor about one code for the PS2 version and we tried about a million things and finally found some, then some more, then some more! Look in chapter XII. Extras & Goodies for the complete list.
- 01/28/02 - Added another 2 codes, as well as some more information on the missions. New chapter added as well, Chapter XI. is for Routes and Shortcuts. I will try to be as in depth as I can. This guide is still nowhere near where I want it to be.

---

## /Introduction\

It seems throughout the years The Simpsons license has been attached to some pretty bad games. In the early days on the NES we had some fun with Bart Vs. The Space Mutants, but then Bart Meets Radioactive Man was terribly disappointing. Bart Vs. The World wasn't so bad, but it just didn't seem to fill up my expectations cup. The Nintendo Gameboy had many uncomfortable Simpsons ventures as well, that I'd rather not go into, it's just too painful. When other systems came out, so did the games, such as Virtual Bart, and Bart's Nightmare. I think it would be safe to say that 'Nightmare' would be fitting for both titles, which are nothing more than a collection of near impossible mini-games. There was one beautiful ray of light that burst through the cloud of bad games, and that was simply titled The Simpsons. It was an arcade release, and sadly, it was never ported. Still, with the splendor of this game, I grew new hope for America's Favorite Family in the world of video games. A hope that I wouldn't let be burst by the fun, yet horribly short romp through Simpson's Wrestling. I knew The Simpsons would prevail, and unleash an entertaining hit for a console, and with this title, I am glad to report I will be enjoying my Simpsons gaming desires at home, not at the arcade!

---

## /Controls & Story\

Analog Stick: Steering	X: Stop/Reverse
D. Pad: Steering	Y: Hand Brake
Start: Pause	Z: Reset Vehicle
A: Accelerate	L: Rear View
B: Hand Brake	R: Horn
C Stick: (Up) Accelerate, (Down) Stop/Reverse	

Mr. Burns has taken over the public transportation system and is using nuclear buses. The citizens of Springfield must now taxi each other around to raise the \$1,000,000 needed to buy it back! Good luck!

---

      
\_/\_The Cast\\_\_\_\_\_

No, they're not all playable, just those who appear in the game, full names included.

Homer Jay Simpson	Charles Montgomery Burns
Marjorie 'Marge' Bouvier Simpson	Waylon J. Smithers Jr.
Bartholomew 'Bart' Jo-Jo Simpson	Capitol City Goofball
Lisa Marie Simpson	Principal Seymour Skinner
Apu Nahasapeemapetilon	Dr. Nick Riviera
Herschel Shmoikel Krustofsky aka	Krusty the Clown
Police Chief Clancy Wiggum	Hyman Krustofsky
Bernard 'Barney' Gumble	Crazy Old Man
Nedward 'Ned' Flanders	Gil
Abraham J. 'Grampa' Simpson	Lurleen Lumpkin
Snake	Jasper
Professor John Frink	Pimple-Faced Teen
Moe Szyslak	Hans Moleman
Groundskeeper Willie	Ralph Wiggum
Otto Mann	Nelson Muntz
Reverend Timothy Lovejoy	Milhouse VanHouten
Captain Horatio McAllister	Comic Book Guy
Pedro Bumblebee Man	Mayor "Diamond" Joe Quimby
Edna Krabappel	Duff Beer Mascot
Hans	Mrs. Glick

---

      
\_/\_Drivers\\_\_\_\_\_

      
\_/\_Vehicles\\_\_\_\_\_

Homer	Family Sedan
Marge	Canyonero
Bart	Honor Roller
Lisa	Electric Car
Apu	Sports Car
Krusty	Clown Car
Cheif Wiggum	Police Cruiser
Barney	Plow King Truck
Homer	Mr. Plow Truck
Ned Flanders	Family Stationwagon
Grampa	Shriners Car
Snake	Li'l Bandit
Prof. Frink	Hover Car
Moe	Hippie Daisy Car
Willie	Tractor
Otto	Schoolbus
Rev. Lovejoy	Book Burning Mobile

---

      
\_/\_Passengers\\_\_\_\_\_

Homer	Grandpa	Willie	McAllister	Jasper
Bart	Marge	Lovejoy	Dr. Nick	
Krusty	Lisa	Krabappel	Milhouse	
Apu	Barney	Skinner	Nelson	
Wiggum	Snake	Quimby	Ralph	
Flanders	Frink	Comicbook Guy	Hans	
Otto	Moe	Bumblebee Man	Geeky Teen	

---

/Modes of Play\

---

ROAD RAGE:

Mmm... road rage. Here we have our main course. The mission, raise one million dollars to buy the public transportation system back from C.M. Burns. Taxi people around to make the money, but don't worry... it will take you plenty of time to do this. You also get to unlock more areas and drivers.

SUNDAY DRIVE:

You cannot earn money, or unlock areas in this mode. But you can drive around and learn the areas finding shortcuts, hidden routes, and the such. Doing this may help you out significantly in Road Rage mode. You know what they say... practice makes perfect.

CHALLENGE MODE:

10 missions, with different drivers. Once you complete them all you get the reward of The Homer. See "Extras & Goodies" section for more on this vehicle.

HEAD TO HEAD:

Set the goal of \$5,000, \$10,000, or \$15,000 in this split screen race for fares. You and a friend will race for a passenger. Passengers can be stolen from one another by ramming your opponent. He who delivers the passenger gets the full fare.

---

/Road Rage\

---

[A. Hints]

There's more than meets the eye. Look for paths not shown on the map for some handy short cuts that will raise your fares and help with the time.

Take out Burns' bus stop vestibules to add 2 seconds to your time.

Learn your pickups. More often then not, passengers at the same location want to go to the same destination. Learn where they want to go for some big money fares.

Although it's fun to try out the new characters, don't forget that unlocking new locations can mean bigger fares.

Use the handbrake with the gas while turning to make fast, sharp turns, or to turn around 180 degrees in a rush. Or get Homer and have some fun making donuts on Flanders lawn.

Tire marks on the grass (not left by you) usually indicate a shortcut!

[B. Road Rage/Safe Trips]

Occasionally a passenger will request one of two things: "Avoid traffic for bonus" (Safe Trip) or "Destroy stuff for bonus" (Road Rage)

Safe Trip:

Make it to the destination hitting no more than 2 cars and you will get a \$250 bonus plus 5 seconds, regardless of your trip timer!

Road Rage:

Destroy 16 things (mail boxes, trees, lamp posts, etc) before the destination to get a \$1,000 bonus plus 5 seconds, regardless of your trip timer!

[C. Rating System]

After each round you are rated by how much money you earned. The rating system is based on the following chart:

\$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

[D. Trip Timer]

Each passenger has a set amount of time to get to his/her location. This is indicated in the Trip Timer. You will receive a rating and possibly a tip depending on how much time is left on the trip timer.

SLOW 0% to 20% of the trip timer left, No reward  
NORMAL From 21% up to 35% of the trip timer left, Reward of 1 second  
FAST 36% or better left on the trip timer, Reward of 3 seconds

[E. Progress]

Throughout the game, you have goals set. When you reach each goal you can unlock your choice of another driver, or another location. You start off with 5 of 17 drivers, and 1 of 6 locations. To unlock your reward you must meet your goal.

Goals are set at:

\$1K, \$10K, \$30K, \$50K, \$75K, \$100K, \$125K, \$150K, \$200K, \$250K, \$300K, then in \$100K increments until you reach the final goal of \$1,000,000.

---

/Mission Walkthrough\

01: Willies Paper Shredder

Guide Willie through the streets of Springfield to take out all of the 'Springfield Shopper' Newspaper stands you can find.

Driver: Groundskepper Willie

Time:

Targets: 12

02: Homer On The Run

Drive as Bart, sneaking Homer back to work at the Power Plant. But you must avoid Mr. Burns at all costs.

Driver: Bart Simpson

Time:

Targets: 0, Passenger

03: Barney's Rage

Barney is drunk... again. For some reason, unknown to the sober, he has to run over 12 Capital City Goofballs before time runs out.

Driver: Barney Gumble

Time:

Targets: 12

04: Otto's Driving Test

Put the pedal to the metal, because Otto needs to pass his driving test. Knock over the light posts at the mini-mall before times up.

Driver: Otto Mann

Time:

Targets: 15

05: Snake's Day Off

Oh joyous parole. Snake's out again, and this time he's helping out.  
Take out nuclear waste barrels that serve as bus fuel!

Driver: Snake

Time:

Targets: 20

06: They'll Never Take Me Alive

As time takes its toll on old Abe Simpson, senility sets in. Help him take out trash cans, before they take him out.

Driver: Abe Simpson

Time:

Targets: 12

07: Save The Hovercar

Help Prof. Frink prove how efficient his hovercar is to Mayor Quimby by racing him to City Hall before Burns gets there.

Driver: Professor Frink

Time:

Targets: 0, Passenger

08: Not The Trees

Join Lisa in her crusade against the loggers by ramming their log piles with her electric car before time runs out.

Driver: Lisa Marie Simpson

Time:

Targets: 24 (Each pile (8) counts as 3 logs)

09: Krusty's Escape

Help Krusty outrun the tourists by knocking down street signs that direct them to his house.

Driver: Krusty The Clown

Time:

Targets: 15

10: Burns' Arena

The final showdown, in which Homer infiltrates Burns' backyard to take out as many statues as he can before Burns can stop him!

Driver: Homer Jay Simpson

Time:

Targets: 20 (Each statue is at least 2 pieces)

---

\_/Routes & Shortcuts\

In this area I will try to list all of the shortcuts for each level, as well as routes, which you can go in a sort of loop, getting the same pickups over and over for huge scores. I will try to be as in depth as I can.

Evergreen Terrace:

Information coming soon.

Entertainment District:

Information coming soon.

Springfield Dam:

ROUTE: At the start of the level, drive over to the far right and make your first pickup. They should want to go the Jittery Joes, otherwise you got the

wrong one. Now, go up the road a bit and make cut left underneath the billboard to go up a hill. At the top you will want to go left to the dropoff. Pickup the nearest passenger (if you stopped right they should just get in.) They will either want to go to the dam (cont. A), the home for the interesting (cont. B), or kamp krusty (cont. C.) So head up the hill from Jittery Joe's and then cut right at the fork and... GOTO CONT. A, B, or C.

CONT. A: After you stop at the dam, pick up the nearest passenger, they will want to go to Rancho Relaxo, so turn left off of the dam and into the water. Now go up the hill on the left and into the dropoff, make sure to spin out so you are facing the exit. GOTO CONT. D.

CONT. B: Drive to the end of the dam, and make the dropoff. Pick up the person standing on the corner, they will want to go the Builders Shack, so make a fast U-turn and head back across the dam, and make sure to go RIGHT at the fork, up the hill and to the dropoff. Pick up the nearest passenger who will want to go to Rancho Relaxo. So back down the hill and once on the dam, drive off to the left, and into the water. Now take the hill on the left up and into the dropoff, make sure to spin out so you are facing the exit. GOTO CONT. D.

CONT. C: Drive across the dam and make a sharp right and pull up to the dropoff. Now make a quick U-turn and pick up the person on the corner near the dam. They will want to go to the Builders Shack, so go across the dam, and make sure to go RIGHT at the fork, up the hill and to the dropoff. Pick up the nearest passenger who will want to go to Rancho Relaxo. So back down the hill and once on the dam, drive off to the left, and into the water. Now take the hill on the left up and into the dropoff, make sure to spin out so you are facing the exit. GOTO CONT. D.

CONT. D: Drive out and pickup the passenger on your RIGHT. They will want to go to TNT Storage, so now, turn a sharp left and back into the water. Drive UP the dam, diagonally toward the right, when on top, make sure to take the LEFT fork for the dropoff. The next passenger should just get right in. They will want to go to the Stonecutters Lodge, so from here continue up the road and it will merge into another road at the top of the hill. Go around a few turns and after you pass Jittery Joes (on your left) you will make a right, but just keep going straight heading toward the billboard and you will probably take a huge drop (unless you go slow enough to go down the hill) now just continue down the road 'til you get to the lodge. Pull into the driveway so it's easier to pickup your next passenger, who is the same one as the first. Now just continue with this route until you run out of time.

Nuclear Power Plant:  
Information coming soon.

Downtown:  
Information coming soon.

Springfield Mountains:  
Information coming soon.

---

/Extras & Goodies\  
Holiday Characters: Set your Game Cube's internal clock to the following dates to unlock Holiday Characters!

Date:	Character:
01/01	Happy New Year Krusty
10/31	Happy Halloween Bart
	Bart dressed as Frankienstien, Honor Roller painted

w/ jack-o-lanterns, Horn: Witch Laugh

11/2\* Happy Thanksgiving Marge  
Marge dressed as pilgrim, Canyonero painted w/  
turkeys, Horn: Gobble

12/25 Merry Christmas Apu

\*Note- Since Thanksgiving falls on a different numbered day each year you'll have to set it accordingly. For the year 2001 set it for 11/22.

Bonus Vehicle: Complete all 10 challenges to unlock The Homer: The Car built for the Average Man! The car is playable in any mode, simply click on Homer's picture in the car selection screen.

Wimp Challenge Mode: If you want to be a wimp, you can skip any of the first 9 missions by losing them 5 times. Doing this will not stop you from unlocking The Homer.

CHEATS: Go to the options menu and hold in the L and R buttons and press the following button combinations for the desired results. If done correct then you will hear a sort of honking noise, if not you will hear a bird call. All codes are compatible with each other except the 'drive as' codes, which it only accepts the first one you enter (or was it the last?) Also when using the new car codes just choose any driver, your car will be replaced as the one for the code entered.

X,X,X,X - 2D or 'flat' characters who sort of wobble around.  
Y,Y,Y,Y - Earn lots of extra money.  
Y,B,B,X - Turn off the map.  
A,A,A,A - Enter nighttime mode.  
B,B,B,B - Get new camera angles (selectable when paused.)  
B,B,A,A - Enter a sort of debug mode.  
B,B,X,X - Use Thanksgiving Marge, no matter what the date.  
B,B,X,Y - Use New Years Krusty, no matter what the date.  
B,B,X,A - Use Halloween Bart, no matter what the date.  
B,B,X,B - Use Christmas Apu, no matter what the date.  
B,B,Y,Y - Use Burns' car, drive as Smithers.  
B,B,Y,X - Use 'box' car. Burns uses it when you drive as Smithers.  
B,B,Y,A - Use the Nuclear Bus!  
A,B,B,A - I have no clue.

---

    
/FAQs\  

---

Q:Is \_\_\_\_\_ a playable character?

A:Check the drivers list.

Q:Is \_\_\_\_\_ in the game?

A:Check the cast list. Most of them are also passengers, but not all so, compare the cast list to the passenger list to see who you can't pick up.

Q:How do I unlock the "?" character?

A:See Extras & Goodies section- Holiday Characters.

Q:What is the difference between the easy/medium/hard settings?

A:The easier the setting, the more time you get. BUT, the harder the setting, the more money you earn per person.



Q:I'm stuck on \_\_\_\_\_ mission, can you help me?

A:See the mission walkthrough section.

Q:Are there any cheat codes?

A:YES! 13 to be exact. These were actually discovered by me and my friends. I heard a rumor about a camera angle cheat for the ps2 version, that had something to do with the shoulder buttons, so I figured we could mess around with that and we started getting sounds. Just took a while before some things started happening such as nighttime mode, and driving as Smithers.

---

\_\_\_\_\_  
\_/\_Credits\\_\_\_\_\_

All names, companies, and products are trademark and/or copywritten property of their parent companies. This file is in no way endorsed or sponsored by any company. Written by a fan for the fans. Enjoy.

I would like to thank my friends Dave and Frank for helping me discover the cheat codes. Without them I probably would've only found 2 or 3.

I would like to thank CJayC of [www.gamefaqs.com](http://www.gamefaqs.com) for hosting my and many others helpful FAQs, Walkthroughs, Tips, Tricks, Cheats and Reviews.

Another big thanks goes out to Keyz of [gamefaqs.com](http://gamefaqs.com) messageboards for all of his help.

I would also like to thank all of those from [gamefaqs.com](http://gamefaqs.com) message boards who helped me out with any info.

---

\_\_\_\_\_End\_of\_file.\_\_\_\_\_