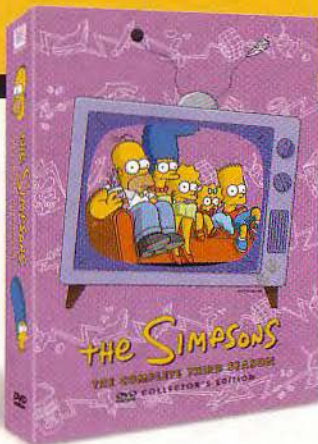


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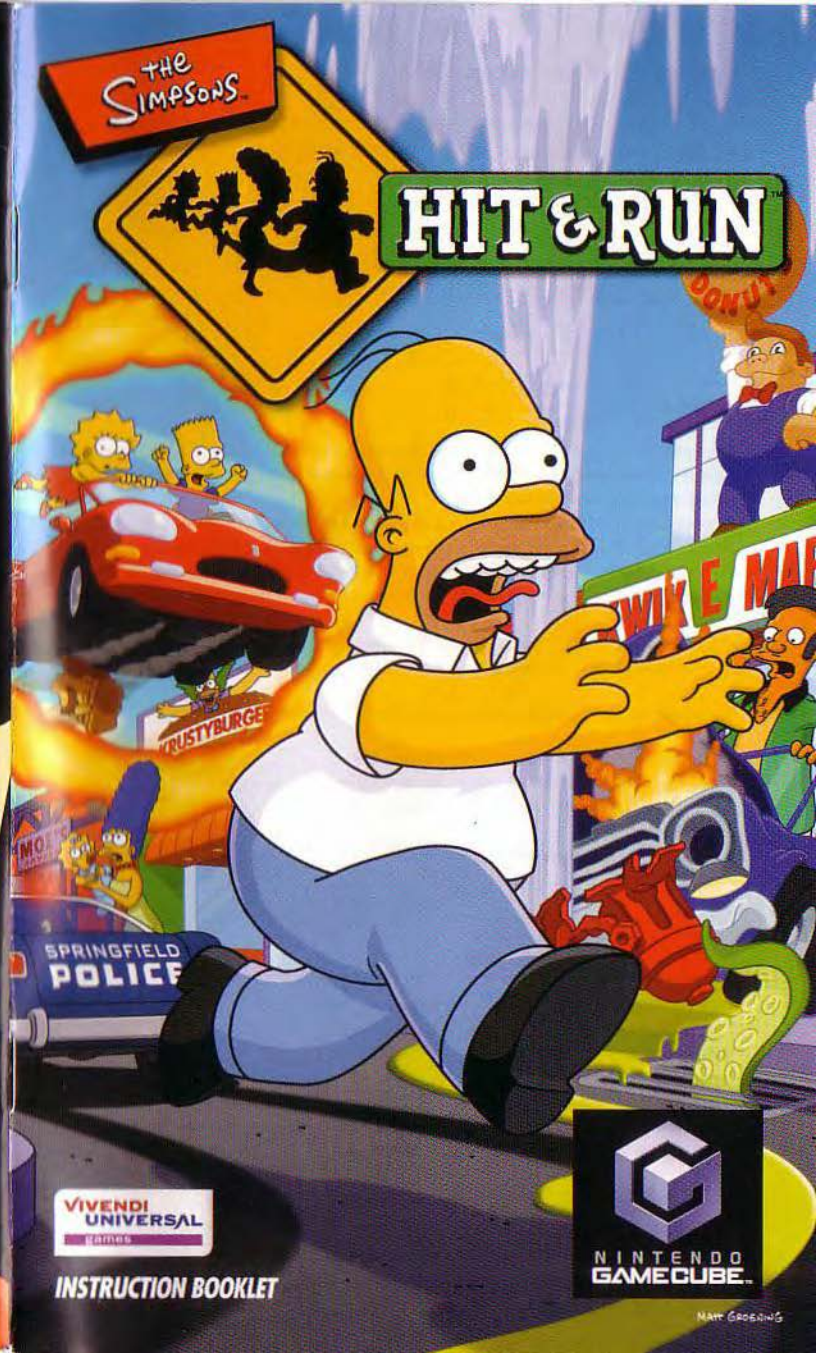
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INSTRUCTION BOOKLET



NINTENDO
GAMECUBE

MATT GROENING

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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 blackouts 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 Tendinitis, 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

The Nintendo GameCube 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.



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



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



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TEEN

Comic Mischief

Mild Language

Violence

LICENSED BY



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Getting Started

Using the Nintendo GameCube™ System

1. Set up your Nintendo GameCube™ by following the instructions in the Nintendo GameCube™ Instruction Manual.
2. Press the POWER Button and the status indicator light will light up.
3. Press the Open Button and the Nintendo GameCube™ Game Disc tray will open.
4. Place *The Simpsons Hit & Run* Game Disc onto the Optical Disc Drive with the label facing up and close the Game Disc cover.
5. Follow on-screen instructions and refer to this manual for more information about playing *The Simpsons Hit & Run*.

Avoiding Damage to Game Discs or the Optical Disc Drive

To avoid damage to Game Discs or the Game Disc drive:

1. Insert only Nintendo GameCube™ Game Discs into the Optical Disc Drive.
2. Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
3. Do not leave a Nintendo GameCube™ Game Disc in the Nintendo GameCube™ Console for extended periods when not in use.
4. Do not move the Nintendo GameCube™ Console while the power is on and a Nintendo GameCube™ Game Disc is inserted.
5. Do not apply labels, stickers, or other foreign objects to Nintendo GameCube™ Game Discs.

The Nintendo GameCube™ Controller



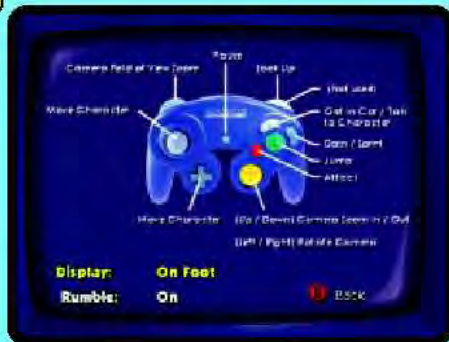
Connect the Nintendo GameCube™ Controller to any Controller Socket on the front of the Nintendo GameCube™ Console. For multiple players, connect additional Controllers to available Controller Sockets.

Follow on-screen instructions and refer to this manual for more information about using the Nintendo GameCube™ Controller to play *The Simpsons Hit & Run*.

- START/PAUSE or A Button • Start Game/Begin Play
- START/PAUSE • Pause
- Control Stick or +Control Pad • Select Options

Game Controls

O n Foot



JUMPING

- Jump Button = A Button
Use the jump button to jump.
- To perform a double-jump, hit the jump button, then while in mid-air, hit the jump button again.

ATTACKING

- Attack Button = B Button
Use the attack button to perform a basic attack on obstacles in the game.
- To attack enemies, perform a Jump Kick by hitting the attack button while in the air after pressing the jump button.
- To perform the special Stomp Attack, hit the attack button while performing a double-jump (see "Jumping").

ENTERING A VEHICLE OR INTERIOR AND ACTIVATING ITEMS

- Enter/Exit Vehicle or Interior/Activate Button = Y Button.
- Use the Enter/Exit Vehicle or Interior/Activate Button when you are close to a vehicle and wish to get in or when you are close to an interior that you can go into and want to check it out. You may enter any vehicle you see on the street, but the better rides must be called from a phone booth. (See *Phone Booths*, pg. 15.)
- Interiors that you can explore will have the Enter/Exit Vehicle or Interior/Activate Button prompt appearing above the entrance when you are near it.
- This button prompt will also appear around interactive items and the various citizens of Springfield for various interaction.

D riving



BRAKING

- Brake / Reverse Button = X Button
 - E-brake Button (Emergency Brake) = B Button
- Hit the brake button to slow your vehicle down. Once stopped, continuing to hold the brake button will allow you to drive in reverse.

You can perform special driving techniques using the e-brake button.

- To perform a quick 180-degree turn, hold the e-brake button while steering left or right.
- To powerslide around a corner, tap the e-brake button while briefly steering left or right.

EXITING THE VEHICLE

- Exit Vehicle Button = Y Button
- You can exit the vehicle at any time by pressing the exit vehicle button. To enter the vehicle, stand near it and press the exit vehicle button again.

Starting A Game

New Game
Select "New Game" to begin a new game.

Resume Game
Returns to the most recently played level in the game.



Load Game
Select "Load Game" to load a previously saved game file.



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S **crapbook**

The Scrapbook tracks your progress throughout the game. It keeps track of statistics such as number of missions completed, cards collected, clothes bought, vehicles unlocked, races won, etc. The Scrapbook also tracks your overall completion progress, so try to collect and complete everything!



O **ptions**

Nintendo GameCube™ Controller
View the Controller layouts for both on-foot and vehicle controls. The Rumble Feature can also be toggled on or off.

Sound
Adjust volume sliders for in-game Music, Effects, Vehicle, and Voice.

View Movies
Watch the in-game movies that have been unlocked.

View Credits
View the credits for *The Simpsons Hit & Run*.



B **onus Game**

NOTE: The Bonus Game is not available until you find all the Collector Cards in at least one level of the main game. Race against computer opponents on these mini-tracks, or go head-to-head with up to 3 of your friends in a 4-player multiplayer game.



How to Play



Story

The citizens of Springfield are growing suspicious over the sudden appearance of mysterious black vans and video cameras throughout the town. Where did they come from? Who is behind it all? And what's all the "buzz" about *New and Improved* Buzz Cola?

Object of the Game

Take turns playing as Homer, Bart, Marge, Lisa, and Apu throughout various levels and missions as you work to unravel the strange mystery plaguing Springfield.

To begin a story mission, talk to any character with an exclamation mark "!" over it—this character will give you your first task. Missions are grouped into a series of smaller tasks that all need to be performed for the mission to be completed.



Bonus races are scattered throughout levels. To begin a bonus race, find a character with a checkered flag or a pair of dice over its head. If you win all three checkered flag races in the level, you will unlock a bonus vehicle!



HIT & RUN

NAVIGATION



Arrows will often appear on the streets to guide you to your next mission objective. A navigation radar is also located at the bottom right corner of the screen to help you identify items, characters, and key geographic features nearby. A directional cone will also sometimes appear on the radar to give you guidance on which way you should be heading.



Reckless driving will attract the attention of the police. Every object or pedestrian you hit will increase the Hit & Run meter around the radar in the bottom right corner of the screen. If you allow your meter to get too high, police will be dispatched to chase you. If they catch you, they will stop you and take away some of your coins. You can gradually reduce your Hit & Run meter by steering clear of obstacles. To reduce it even faster, try switching vehicles at phone booths or walking inside an interior.

HIT & RUN



COINS



Coins will appear scattered throughout the levels and as rewards for breaking various objects. Coins can be collected to purchase bonus vehicles and special character costumes. To buy bonus vehicles, find a character with a dollar sign "\$" above its head and talk to it. Special character costumes can be purchased inside landmarks like the Simpsons' house and the Kwik-E-Mart.



Throughout the game, you'll find Collector Cards of items from various episodes of The Simpsons. After finding all seven cards in a level, a new track will be unlocked in the Bonus Game. If you find all 49 cards in the game, you will unlock a very special bonus reward!

COLLECTOR CARDS



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C **hase, Evade, and Damage Missions**



During selected missions, you may be required to chase or evade another vehicle. In these instances, a special Chase/Evade meter will appear at the top of the screen to help you judge your proximity to the enemy vehicle. A full meter indicates that your opponent is nearby.

Some missions require you to "damage-out" another vehicle for successful completion. In these instances, the meter will display the damaged state of the opposing vehicle. The meter will fill as you inflict increasing damage on your opponent.



V **ehicle Damage**

Vehicle Reset = +Control Pad



Hitting obstacles and traffic cars will cause your vehicle to take damage. If you take too much damage, your vehicle will be destroyed. Wrenches are hidden throughout levels and can be used to fix damage to your vehicle. New vehicles can also be obtained by visiting phone booths.

If your vehicle gets stuck, you can reset it by hitting the +Control Pad.

P **hone Booths**



Phone booths are scattered throughout each of the levels. They allow you to restore the condition of your current vehicle or switch to a different one. You can select from any of the cars you have previously used or unlocked. Bonus vehicles can be purchased throughout Springfield from characters with dollar signs "S" above them.



Tips and Tricks



Keep your eye on your Hit & Run meter. Striking too many obstacles and pedestrians will attract the attention of the police.

Don't worry about collecting coins when you're in the middle of a mission. You can take your time later and roam freely without the added pressure of completing a task.

Wager Races can be a great way to earn coins quickly.

The best way to destroy a wasp is with the Jump Kick attack.

Use the camera controls to look around the world for Collector Cards.

Practice using the E-Brake to slide around corners at high speeds.

Different vehicles have different speed and handling characteristics. Make sure you're using the best vehicle for the situation.

Collect all the special Collector Cards to unlock special bonuses.

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