

The Simpsons Road Rage FAQ/Walkthrough

by SubSane

Updated to v1.1 on Jan 7, 2004

=====
The FAQ/WALKTHROUGH for SIMPSONS ROAD RAGE, v1.1

Based on the Gameboy Advance version
Written and maintained by SubSane
Last Updated January 07, 2004
=====

TABLE OF CONTENTS

1.0 INTRODUCTION

- 1.1 Game Details
- 1.2 Burns Strikes Again
- 1.3 The Drivers

2.0 BASICS

- 2.1 Game Start
- 2.2 Password
- 2.3 Game Modes
- 2.4 Status Screen
- 2.5 Controls

3.0 MONEY MODES

- 3.1 Road Rage
- 3.2 Performance

4.0 MODES FOR FUN

- 4.1 Sunday Drive
- 4.2 Mission Mode
- 4.3 Head to Head

5.0 UNLOCKABLES

6.0 CODES & SECRETS

7.0 LEGAL / MISC.

- 7.1 Version History
- 7.2 Guide Credits
- 7.3 Contact Information
- 7.4 Legal Stuff

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

1.1 Game Details

[Canyonero]

This thing is SLOW, but it's a tank. It has good handling and can run through most road objects without a problem.

Acceleration...2
Top speed.....2
Handling.....4

+==+==+==+

Grampa

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

Grampa Abe Simpson might be the real patriarch of the Simpson family, but who cares? He's old. Now he spends his time dating older women and sitting at the staring window.

Vehicles:

[Cart]

Grampa's cart is definitely one of the best vehicles in the game. It has the speed and handling to get the big money.

Acceleration...3
Top speed.....4
Handling.....5

+==+==+==+==+==+==+==+

Groundskeeper Willie

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

Ay, it's one of Springfield's best grounds maintenance technicians (janitor). This laddy is your average Scottish man, who enjoys good beer, a good rake, and a good greasin'.

Vehicles:

[Tractor]

The tractor is slow, has ok handling, and it's not even a tank! There are better vehicles than this.

Acceleration...2
Top speed.....3
Handling.....3

+==+==+==+==+==+==+==+

Krusty the Clown

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

It's a laugh a minute with this clown, but only on camera. Off the camera he's a lonely, bitter drunk who enjoys cheap porn and betting.

Vehicles:

[Krusty's Clown Car]

The clown car is fairly average. If you've gone as far as Krusty it would be best to stick with Grampa.

Apu

+++++

Apu has been Springfield's reliable (and expensive) food supplier for years. Now that he's married and has eight children, he's learned to only work 18 hours a day.

Vehicles:

[Sports Car]

The sports car is the best vehicle, hands down. Although the acceleration is average, the perfect top speed and handling make Apu's vehicle the best.

Acceleration...3
Top speed.....5
Handling.....5

+++++

Mr. Burns

+++++

Mr. Burns is the most evil man in the evilest part of Springfield, and his latest scheme proves it. He enjoys sucking the blood of young boys and burning money.

Vehicles (only in Performance and Sunday Drive):

[Limousine]

Although the limousine is tied with Homer's family sedan as the second best vehicle, it's only available after you have earned 1 million dollars.

Acceleration...4
Top speed.....4
Handling.....4

=====

===== 2.0 BASICS =====

2.1 Game Start

Press Start to start the game.

Road Rage

Road Rage mode. This is where you pick up and drop off passengers.

Performance

Performance mode. Here you choose your passenger and cause random damage, depending on your passenger's preference.

Sunday Drive

Sunday Drive mode, which is where you can drive around the stages with no time limit.

Mission Mode

Mission Mode has ten missions starring different citizens of Springfield.

Head to Head

Head to Head mode is the multiplayer mode. Two players compete for the same passengers and the money.

Options

In Options mode you can access Get Password, Set Password, Game Difficulty, Sound Check, and Extras (Extras must be unlocked in Mission Mode).

2.2 Password

Every time you play a mode or beat a mission, you will be given a password. You can go to Options mode any time you like to see the password, and you can also go there to input the password. Always remember to get the password!

2.3 Game Modes

I said all this above, but...

Road Rage

Road Rage mode. This is where you pick up and drop off passengers. This mode will get you to the goal, which is 1 million dollars.

Performance

Performance mode. Here you choose your passenger and cause random damage, depending on your passenger's preference. You can also earn money in this mode.

Sunday Drive

Sunday Drive mode, which is where you can drive around the stages with no time limit.

Mission Mode

Mission Mode has ten missions starring different citizens of Springfield.

Head to Head

Head to Head mode is the multiplayer mode. Two players compete for the same passengers and the money.

2.4 Status Screen

Timer

get an idea of where they are by going to Options > Extras > Course Layout (must be unlocked in Mission Mode).

There are several bonuses when you reach a drop point.

Arrival speed

Fast.....\$100 and 3 seconds
Average...\$50 and 1 second
Slow.....\$25

Distance (from center)

Just!.....\$500 and 3 seconds
Near.....\$100 and 1 second
Average...\$50
Far.....\$25

+==+==+==+

Locations

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

Evergreen Terrace

It's Anytown USA, home to the Simpsons and wholesome family values. This area is the one you start with, but getting fares can be pretty tough. The drop points only have ONE entrance, so you have to make sure and follow the yellow path on the map. Keep your eyes open for the orange orbs that circle the drop points.

Entertainment District

This is the spot where Springfield's citizens go to enjoy themselves. Entertainment District is FLAT. There's not much else to say about it. All of the drop points are in open areas, so they aren't as difficult to reach as the drop points in Evergreen Terrace.

Springfield Dam

Ah, there's nothing like a little bit of nature mixed with cold concrete and steel. This place is like a total opposite of Entertainment District. There are huge hills, lots of curves, and varying terrain. Although the drop points will usually be far apart, the trip will get you loads of cash.

Down Town

Down town's the spot to find Springfield's bustling and busy businesses. This place is practically a clone of Entertainment District. It's flat, and the drop points are out in the open.

Country Road

It's Springfield's back country, where you can find the Springfield

power plant, the country, and the beach. This area reminds me a lot of Evergreen Terrace and Springfield Dam.

The upper and right sides are mostly flat, but have some hills. Some of the drop points are enclosed, so remember to follow the yellow paths on the map.

The lower area is like Springfield Dam, with different terrain and wide open drop points. Overall, this area is real profitable. The long trips will make for a lot of cash.

Springfield Mountains

It's... more of Springfield's natural wonders. This is also the home of Burns' mansion. This area is sort of like Springfield Dam or Country Road, but with less hills and more jumps. The only way to jump the gaps is with the yellow arrows on the ground. It's a good area for cash, but not as good Country Road or Springfield Dam.

3.2 Performance

Objective: Drive like mad to please your guest passenger.

+==+==+==+==+

Best Driver

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

The best driver in Performance mode is up to the player. In Performance mode you have to crash into stuff and jump over stuff, and different drivers have different advantages.

Apu's speed can help when going for the big jumps, or if you're trying to crash into as many things as possible. On the other end of the spectrum would be someone like Barney. His Plow King is massive, and you can literally plow through everything without a problem.

So it's up to you.

+==+==+==+==+

Passengers

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

You will get to choose a passenger out of 21 possible candidates. Each passenger will have his or her own preferences, and if you want to get as much cash as possible you'll have to remember those preferences.

There are 5 levels of preference for each passenger, and four different tasks.

Tasks

Jump.....Determines how well a passenger enjoys jumps.
Hit cars.....Shows if your passenger likes hitting cars.
Hit lifes.....Shows if a passenger likes hitting sidewalk stuff.
Hit objects...Shows if a passenger likes hitting objects.

Preferences

Loves it.....Loves doing that task.
Likes it.....Likes doing that task.
Indifferent.....Doesn't really care about the task.
Doesn't like it...Doesn't like the task.
Hates it.....Hates the task.

ALERT! ALERT! One more important thing. If you do something your passenger doesn't like the meter at the top will get depleted.

+==+==+==+==+

Road Bonuses

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

There will be three types of bonuses as you drive around the different stages.

Jump Bonus

Grab the wings to do a long jump. The lighter vehicles will go further than big vehicles.

Speed Bonus

The speed bonus looks like a blue gun. The faster you hit it, the more points you get.

Horn bonus

This thing is a horn with orange orbs circling around it.

+==+==+==+==+

Chain Bonuses

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

Chain bonuses are easy to get. You start a chain whenever you do any of the tricks for money. If you do another type of trick it will immediately start a chain bonus.

Chain bonuses can go on as long as there's tricks to do. The money will continue to multiply based on the length of the chain.

+==+==+==+

Locations

+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+==+

I COULD list every location like in the Road Rage section above, but why? This is just like the Best Driver category.

It doesn't matter what stage you choose, because they will all have plenty of bonuses and others things to crash into. It's a free for all, so GO NUTS!

across an old road in 1 minute and 45 seconds.

This one is simple, just a race across a long and twisting road. They give you plenty of time, so don't even try to speed on the tight turns. Slow and steady, man.

There will be a couple of shortcuts as well. After the first turn there will be three spots to make a left turn. The first left is a trap, but the second is the one to take. Use R1 to make a sharp turn and make the second left.

A bit further after that left turn there will be a dirt track and a bridge on the right. Take the bridge because it's shorter, but make sure to slow down and make the right turn at the end.

When you get to the three forks in the road, go down the center bridge.

And finally, the map in the corner can be a big help. Keep an eye on it.

+====+

Mission 6: Moe's Taxi

+====+

Homer hit the bottle pretty hard tonight, and now Moe has to be a pal and take him home before Marge finds out... in 1 minute and 50 seconds!

You are given plenty of time in this one, so don't worry about that. But there are many paths to take. The best rule I have is STICK TO THE RIGHT SIDE. The right paths will always lead you in the correct direction.

When you get to the part with the jumps, jump to the right. The platforms will lead you to the next road.

When you get to the neighborhood area, stick to the right side again. The path at the bottom of the map will lead you straight to the Simpson house.

+====+

Mission 7: Donuts Rain

+====+

A donut truck has been spotted at the top of a cliff, driving erratically. Donuts are flying all about, and Chief Wiggum must collect enough evidence in 30 seconds.

This mission is extremely easy. All you have to do is drive around and collect donuts, 3500 points of them. Each donut has a point value, and if you collect more than one in a row they are Chained together for bonus points.

Here is a breakdown of the points:

Dark chocolate sprinkles...200
Chocolate sprinkles.....180

Event 2 is a ball balancing course. Drive straight ahead and you'll be thrown onto a ball. Let go of A immediately and hold B (reverse). This is how you maneuver with the ball. Remember not to bump into anything, or you will fall off.

Turn left and go to the path on the right, then follow the path. Make the first right you see, then make the first left turn. Follow this path to reach the star, then turn around and follow that path to exit event 2.

Event 3 will be an obstacle involving slippery surfaces and fire rings. The best way to maneuver through the ice path is to use the R1 button. Hold it to make sharp turns, but be careful not to turn too far.

The fire rings don't really cause any damage, but they do disable you for a few seconds. Try not to get hit or you may fall off.

After grabbing the third star you can turn around to find the exit. Go back to the main path and take a left, and follow it to reach the end of the course.

+====+

Mission 10: Burns' Arena

+====+

Homer is sick of taking crap from Mr. Burns, so he has decided to break all 10 statues in his garden in 50 seconds.

What can I say? They give you 50 seconds to knock out 10 statues, which is a piece of cake. Burns' limo can get in the way, but it's no big deal.

4.3 Head to Head

Objective: Compete against a fellow player for the mad cash.

Oy, what's to say about this? You hook up two Gameboy Advance systems, put Road Rage into one of them, and choose Head to Head.

The two players then compete to drop off passengers, and can even steal passengers from one another. It's a nice way for the kids to let out aggression.

=====
===== 5.0 UNLOCKABLES =====

There are EXACTLY three types of things to unlock in Road Rage: drivers, locations, and extras. No more, no less.

Drivers unlocked in Road Rage:

Willie
Krusty
Snake
Frink
Otto
Barney
Moe
Wiggum
Apu
Mr. Burns (after completing the game)

Locations unlocked in Performance:

Entertainment District
Springfield Dam
Down Town
Country Road
Springfield Mountains

Extras unlocked in Mission Mode:

New extra option after mission 2 (selectable background)
New extra option after mission 5 (course layouts)
New extra option after mission 8 (color edit)
New vehicle after mission 10 (The Homer)
The ending for the game after getting \$1,000,000.

=====

===== 6.0 CODES & SECRETS =====

Let's face it, you just want the codes to unlock everything.
Don't you? DON'T YOU?!

Password to unlock everything:

Maggie-Willie-Bart-Chief Wiggum-Apu-Moe-Krusty-Barney

Code Breaker codes:

Enable Code
0000FA0B 000A
10040D80 0007

Unlock All Vehicles
83001C90 FFFF

Unlock All Locations
33001CEC 00FF

Unlock All Missions
33001CED 000A

Unlock All Extras
33001CFO 000F

Start With \$50,000
730038F0 0000
830038F0 C350

Press Select and Up to pause timer
74000130 03BB
33005000 0001
73005000 0001
330038F6 0032

Press Select and Down to resume timer
74000130 037B
33005000 0000

=====
===== 7.0 LEGAL / MISC. =====

7.1 Version History

January 7, 2004: Version 1.1
- - - - -
I missed a few of the extras. My bad.

July 22: Version 1.0
- - - - -
This FAQ is finally complete! Enjoy, damn it.

7.2 Guide Credits

Thanks to...

1. 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!
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. Fox Interactive, THQ, and Altron for making the game.

5. GameFAQs.com and CMGSCCC.com for the codes.

6. Thank YOU for reading. After all, I didn't write this for my own health...

7.3 Contact Information

The address is: subsane@gmail.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 Road Rage FAQ' or something similar in the subject line.

7.4 Legal Stuff

1. "The Simpsons Road Rage" is copyright © 2003 THQ Inc. The Simpsons and any related Simpsons characters are property of Twentieth Century Fox Film Corporation.

2. This guide copyright © 2003-2004 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.

This document is copyright SubSane and hosted by VGM with permission.