

The Simpsons Road Rage FAQ/Walkthrough

by SubSane

Updated to v1.0 on Sep 15, 2003

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.

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*   System..... Gamecube           *
*   Guide Type... FAQ/Walkthrough   *
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*   Version..... 1.0                *
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*   Author..... SubSane              *
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The patriarch of the Simpson family. When he's not sleeping during nuclear meltdowns he likes to knock back a few cold ones at Moe's Tavern.

Vehicles:

Family Sedan

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

The Car Built For Homer

- - - - -
Acceleration...4
Top speed.....4
Handling.....3

Mr. Plow

- - - - -
Acceleration...3
Top speed.....4
Handling.....3

+==+==+

Bart

+==+==+
The little hellion, known as "boy" to Homer. Together they start most of the Simpson family's adventures. Bart likes to skateboard and make fun of Principal "Big Butt" Skinner.

Vehicles:

Soap Box Racer

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

+==+==+

Marge

+==+==+
The voice of reason and calm within the family. Though Marge is a rational woman, she often gets caught up in crazy situations. She likes to spend her time folding.

Vehicles:

Canyonero

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

+==+==+

Lisa

+++++

Lisa, Springfield's answer to a question no one asked. You'll hear her opinions whether you like it or not. Lisa likes to do homework and play the saxophone.

Vehicles:

Elec-Taurus

- - - - -

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

+++++

Grampa

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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:

Shriner's Cart

- - - - -

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

+++++

Groundskeeper Willie

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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

- - - - -

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

+++++

Krusty the Klown

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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:

Klown Car

- - - - -

Acceleration...3
Top speed.....3

Handling.....4

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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

- - - - -

Acceleration...3

Top speed.....5

Handling.....5

+==+=

Barney

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Hey, who said drunks don't contribute to society? Barney has been around for 40 years, and in that time he has streaked, drunk beer, and... oh, he was the Plow King!

Vehicles:

Plow King

- - - - -

Acceleration...2

Top speed.....4

Handling.....2

+==+=

Moe

+++++

Oh, Moe. All he has going for him is a dank old tavern and his filthy sedan. Sure he can't get a woman, but who needs a woman when you have drunks to watch over every night.

Vehicles:

Sedan

- - -

Acceleration...3

Top speed.....3

Handling.....3

+==+=

Otto

+++++

"Uh, Otto's not here man." Yup, Otto's way out there. He digs 80s speed metal, he drives a school bus, and he sleeps in abandoned houses.

Vehicles:

School Bus

- - - - -

Acceleration...1

Top speed.....3

Handling.....2

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Chief Wiggum

+==+

Constable Wiggum, the short and pudgy arm of the law in Springfield. Sitting is a good thing with this guy. Sitting, and enjoying a large box of donuts.

Vehicles:

Cop Car

- - - - -

Acceleration...3

Top speed.....4

Handling.....3

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

Flanders

+==+

Praise the lord, Flanders is on the road! His harmony and good will toward men is bound to make other people drive responsibly... right?

Vehicles:

Station Wagon

- - - - -

Acceleration...4

Top speed.....4

Handling.....3

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Reverend Lovejoy

+==+

The heavenly reverend shall lead the flock to God's green pastures. All he has to do is burn a few books and save a few heathans along the way.

Vehicles:

Book Burning Mobile

- - - - -

Acceleration...2

Top speed.....3

Handling.....3

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Snake

+==+

Need some crime committed? Snake is your man. He'll burn down orphanages, blow up buses full of nuns, and even smoke inside

a Kwik-E-Mart. What a psycho...

Vehicles:

Lil Bandit

- - - - -

Acceleration...4

Top speed.....5

Handling.....3

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Professor Frink

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The good professor is Springfield's resident genius. Aside from inventing all kinds of crazy things, Frink is into Xena and other "nerdy" ventures.

Vehicles:

Flying Car

- - - - -

Acceleration...4

Top speed.....5

Handling.....5

+++++

Mr. Burns

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

Vehicles: (only available through codes)

Limousine

- - - - -

Acceleration...3

Top speed.....3

Handling.....3

Nuclear Bus

- - - - -

Acceleration...1

Top speed.....3

Handling.....2

+++++

Toy Car

+++++

Toy Car. Toy Car? Toy Car! Toy Car...

Vehicles: (only available through codes)

Toy Car

- - - - -

Acceleration...4

Top speed.....5

* II. THE BASICS *

- A. Game Start -

Road Rage

- - - - -

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

Sunday Drive

- - - - -

Sunday Drive mode, which is where you can drive around the levels with no time limit. It's a good way to get used to the levels.

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 Load, Controls, Game Difficulty, Sound Settings, High Scores, Movies, and the Game Credits.

- B. Saving/Loading -

Saving

- - -

The game will automatically save every time you play in Road Rage or Mission Mode.

Loading

- - - - -

The game will allow you to choose a file to load at the beginning. If you want to load a different file, go to Options and select Load.

- C. Game Modes -

Road Rage

- - - - -

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

Sunday Drive

- - - - -

Sunday Drive mode, which is where you can drive around the levels 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.

- D. Status Screen -

Timer

- - -

The timer for the level will be in the upper left corner. The top timer is the level timer, and when you pick up a passenger you will get a small clock for the passenger.

Money

- - -

Shows how much cash you have collected so far.

Level map

- - - - -

There will be a mini map of the level in the bottom left corner. In Road Rage mode, it will point out the location of the destination.

Big hand

- - - -

The big hand at the top will always point to the passenger destination.

- E. Controls -

Passengers can be found all over the place, and they will always have blue lines circling around them. Very hard to miss.

Here are the people you can expect to pick up:

- Homer
- Marge
- Bart
- Lisa
- Grampa
- Professor Frink
- Chief Wiggum
- Flanders
- Krusty the clown
- Otto
- Willie
- Barney
- Snake
- Apu
- Moe
- Jasper
- Nelson
- Ralph
- Mayor Quimby
- Kent Brockman
- Principal Skinner
- Ms. Krabappel
- The sea captain
- Hans Moleman
- Squeaky-voiced teen
- Milhouse
- Comic Book Guy
- Dr. Nick Riviera
- Bumblebee Man

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Fare Bonuses

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After you pick up a passenger you may get a bonus objective.

Destroy Objects

- - - - -

For this bonus you will have to hit a certain amount of cars or objects as you drive to the destination. It's not too difficult, but hitting stuff can waste a lot of time.

Road Rage... \$1000 + 5 seconds

Avoid Traffic

- - - - -

This bonus requires that you not hit any more than three vehicles. If you do hit more than three cars, you won't get the bonus.

Safe Trip... \$250 + 5 seconds

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Destination Bonuses

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Once you drop off the passnger, you will get one of three bonuses.

Fast..... \$100 + 3 seconds

Average..... \$50 + 1 second

Slow..... \$25

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Other Bonuses

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The only other bonus you can get are the Burns Transit bus stops. Knock them over for 2 seconds a piece.

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Destinations

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The passenger destinations are all over the levels, but after you've played a level enough times you'll see they don't vary.

Play Sunday Drive mode to get used to the levels and destinations without the pressure of a time limit.

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Locations

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Evergreen Terrace

- - - - -

It's Anytown USA, home to the Simpsons and most of Springfield's popular residents. It is full of hills and dips and it's pretty hard to find steady fares in this area. Stay in the area near the beginning for some passengers who like to go far (which means more \$\$\$ for you).

Entertainment District

- - - - -

This is the spot where Springfield's citizens go to enjoy themselves. Because of the many tall buildings and curves in the road, it can be difficult to find shortcuts here. The best area to search for fares is near the Duff Brewery in the beginning.

Springfield Dam

- - - - -

Ah, there's nothing like a little bit of nature mixed with cold concrete and steel. There are huge hills, lots of curves, and varying terrain. Although the destinations will

It's fairly simple, as long as you follow the newspaper boxes. They will all be lit up by blue circles, so start by going straight ahead and knocking out the first one.

Keep going straight and knock over the next eight boxes, then take a left at the split in the road (in front of the Buzz Cola building). This will lead onto a curved street, and if you stay on this street you'll find the rest of the newspaper boxes.

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Mission 2: Homer on the Run

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Mr. Burns found out that Homer ditched work to see a baseball game. Now Homer needs Bart's help to get back to work in 24 seconds without being hit by Mr. Burns.

Just look at your map and burn rubber to get to the power plant as fast as possible. Mr. Burns will be roaming around, but it shouldn't be a problem.

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Mission 3: Barney's Rage

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Barney is at it again, and now he's totally wasted. He feels like taking out his drunken rage on the town mascots.

This mission is just like the Willie mission, so all you have to do is drive around and knock over at least 12 mascots in 45 seconds.

Drive up and hit the first mascot, then cross through the grassy square to find another one. Follow this street to get a total of five.

Make a right turn after the fifth mascot and hit the next one, then make another right and go up this street. Stick to the left side to keep hitting mascots and end up at the Springfield arena.

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Mission 4: Otto's Driving Test

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Otto is taking his annual driving test, and he has to knock over 15 out of 20 street lights to keep his license.

This one's easy. Start off on the left side because there are more flags to hit in a row. Once you have those nine, cross the street and get some more on the right side.

The handling on Otto's bus isn't that great, so hold B to make the tight turns.

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Mission 5: Snake's Day Off

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Snake is on the parole, and he's decided to wreak havoc at the power plant as part of his community service. He plans on knocking over 20 barrels of nuclear waste so Burns won't have any fuel for the buses.

This is another mission where you just knock over stuff, so just follow the path.

Start by hitting the first four in the bushes straight ahead, then make a tight left turn and hit up to number seven, then make a tight right turn and hit the next bunch up to the cooling tower.

Follow the barrels around the side of the cooling tower and through the back until you hit the barrel near the power lines. Make a left turn and follow this last path of barrels to get all twenty.

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Mission 6: They'll Never Take Me Alive

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Grampa forgot to take his medication, and now he thinks the trash cans along the side of the road are out to get him! He needs to knock over at least 12 trash cans before time runs out.

Oy, so simple! Just cross the dam while hitting all the trash cans, then make a left turn at the intersection on the other side. Follow this road and jump over the dam to easily get all twelve.

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Mission 7: Save The Hovercar

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Professor Frink has just invented a fuel-efficient hovercar that can solve Springfield's pollution and vehicle problems. But Mr. Burns isn't on the eco-bandwagon. Hurry and get to City Hall to patent the invention before Burns runs Frink off the road.

Get on the freeway straight ahead and make a left. Just accelerate all the way to City Hall at the end, but get ready to swerve when Mr. Burns appears.

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Mission 8: Not The Trees

+++++

Logging companies have been chopping down trees in Redwood Forest, and Lisa won't stand for it. She has decided that knocking over 24 piles of wood will disrupt their operations.

To actually get the twenty four piles, you will need to follow a specific path. Start by hitting the first pile, then take the right side of the branch ahead.

Hit the next two piles in the road, then make a very sharp right turn into a side road on the left (just before the big toilet). Get that pile and return to the main road.

Follow the road and keep hitting wood piles, then take the right branch in the road that goes up a steep hill. Hit those last two piles to have them all.

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Mission 9: Krusty's Escape

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Krusty is sick of the tourists who follow the road signs that lead to his house. At least 15 knocked out signs should throw the tourists off the track.

This one isn't that tough. Hit the first few signs, then make a right turn and head straight up the street. Cut through the park, and follow the road at the end straight to the grassy square and the last signs.

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Mission 10: Burns' Arena

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Homer is sick of taking crap from Mr. Burns, so he has decided to break at least 20 statue pieces from Mr. Burns' garden.

What can I say? They give you 50 seconds to break at least twenty pieces from the statues, but there are a few problems.

For one, Burns' limo is VERY annoying. He will constantly be on your ass, and any statues he knocks over won't count for you. Avoid him by driving fast and using the hand brake (B button) to make sharp turns and dodge him.

Hitting the statues is an easy task (except maybe the ones at the back).

Finish up the statue breaking to complete Mission Mode, and unlock a special prize.

- D. Head to Head -

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

Oy, what's to say about this? You hook up two controllers to

the Gamecube and choose your drivers.

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.

* IV. INFINITE ROUTES *

If you REALLY want to make some money, try out the infinite routes that are in some of the levels. These routes involve driving in an endless loop, picking up the same passengers and dropping them off at the right destinations to get an endless source of money.

Below you will find what I consider to be the BEST infinite route. If you want to know about other infinite routes, check out my Infinite Routes Guide (for Gamecube) at:

- GameFAQs: <http://www.gamefaqs.com>
- IGN FAQs: <http://faqs.ign.com>
- CBG's Video Game Collection: <http://cbg.ohgo.com>

Now, on to the infinite route...

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Infinite Route Tips

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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 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.

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Springfield Dam Infinite Route

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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.

* V. UNLOCKABLES *

The unlockables below are unlocked by getting money in Road Rage mode (except The Car Built for Homer).

Vehicles

- - - -

Groundskeeper Willie
Krusty the Clown
Apu
Barney
Moe
Otto
Chief Wiggum
Flanders
Homer (Mr. Plow)
Reverend Lovejoy
Snake
Professor Frink
Homer (The Car Built for Homer)

Locations

- - - - -

Entertainment District
Springfield Dam
Nuclear Power Plant
Downtown
Springfield Mountains

* VI. CODES AND SECRETS *

(Note: all the following codes require you to hold L and R at the Options screen while putting in the code, and you will hear a sound if done correctly.)

Flat Townspeople

- - - - -

X, X, X, X

This will turn all the people that are on the ground into flat 2-D versions.

Weird Lines

- - - - -

B, B, A, A

Extra Camera Angles

- - - - -

B, B, B, B

Press Start and go to the third option to change the camera angles around.

Drive At Night

- - - - -

A, A, A, A

Slow Motion

- - - - -

A, X, B, Y

No Map

- - -

Y, B, B, X

Drive As A Toy Car

- - - - -

B, B, Y, X

Drive As Smithers In Burns' Limo

- - - - -

B, B, Y, Y

With this code pick whoever and but you'll still be Smithers when the stage starts. This applies to any other secret vehicle codes too.

Drive As Christmas Apu

- - - - -

B, B, X, B

You can also set the GameCube date to December 25.

Drive As Halloween Bart

- - - - -

B, B, X, A

You can also set the GameCube date to October 31.

Drive As New Years Eve Krusty

- - - - -

B, B, X, Y

You can also set the GameCube date to January 1.

Drive As Thanksgiving Marge

- - - - -

B, B, X, X

You can also set the GameCube date to November 22.

Drive As The Nuclear Bus

- - - - -

B, B, Y, A

Drive As The Homer

- - - - -

Complete all 10 missions on Mission Mode to unlock The Car Built For Homer. Then select Homer to use it.

* VII. GUIDE INFORMATION *

- A. Version History -

- - - - -

Well, here goes another FAQ I finally finished. Enjoy!

- B. Contact Information -

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 'Simpsons Road Rage FAQ' or something similar in the subject line.

- C. 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, Electronic Arts, and Radical Entertainment for making the game.
5. GameFAQs and the code contributors for Road Rage get credit for the codes.
6. Thank YOU for reading. After all, I didn't write this for my own health...

- D. Legal Stuff -

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

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

IGN FAQs: <http://faqs.ign.com>

CBG's Video Game Collection: <http://cbg.ohgo.com>

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