

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.

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The INFINITE ROUTES GUIDE for SIMPSONS ROAD RAGE, v1.3

Written and maintained by SubSane
Last Updated on April 21, 2005

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

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 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.

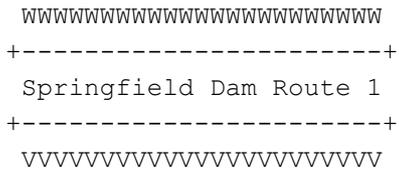
5. While on the road, try and knock over any Burns Transit bus stops. You will get an extra 2 seconds for each one knocked over.

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.

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



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.

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WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
+-----+
Springfield Dam Route 2
+-----+
VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV

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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.

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

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WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
+-----+
Nuclear Power Plant Route 1
+-----+
VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV

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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.

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

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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 VGC: <http://www.simpsoncrazy.com/cbg>

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