

THE
SIMPSONS



HIT & RUN



TEEN
T
CONTENT RATED BY
ESRB

EmuMovies

VIVENDI
UNIVERSAL
games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Table of Contents

⊙	<i>Getting Started</i>	2
⊙	<i>Game Controls</i>	4
⊙	<i>Starting a Game</i>	7
⊙	<i>How to Play</i>	10
⊙	<i>Tips and Tricks</i>	16
⊙	<i>Customer Support</i>	18
⊙	<i>Credits</i>	19
⊙	<i>License Agreement</i>	INSIDE BACK COVER

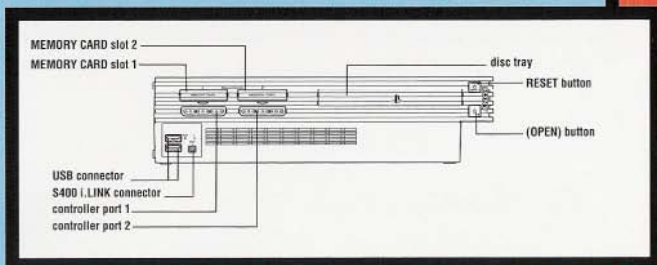


The Simpsons™ Hit & Run TM & © 2003 Twentieth Century Fox Film Corporation. All rights reserved. The Simpsons™ characters, artwork and distinctive lettering are protected under the copyright and trademark laws of the United States and other countries. The Simpsons, The Simpsons Hit and Run, Fox Interactive, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. All other trademarks are property of their respective owners.



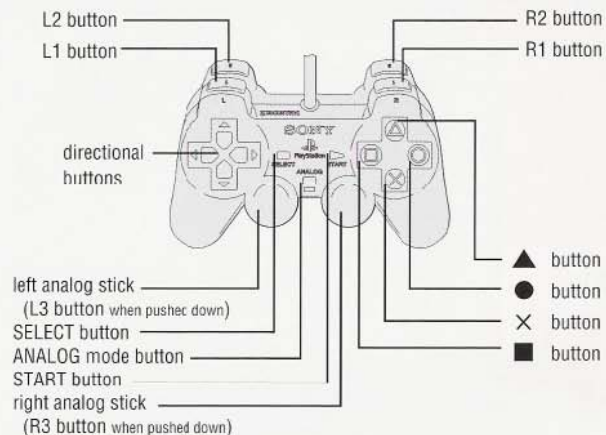
Getting Started

PlayStation® 2 setup



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place *The Simpsons Hit & Run* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using *The Simpsons Hit & Run*.

DUALSHOCK®2 ANALOG CONTROLLER



Memory card (8MB) (for PlayStation®2)

The Simpsons Hit & Run lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

Game Controls

On Foot



JUMPING

- Jump Button = **X** 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.

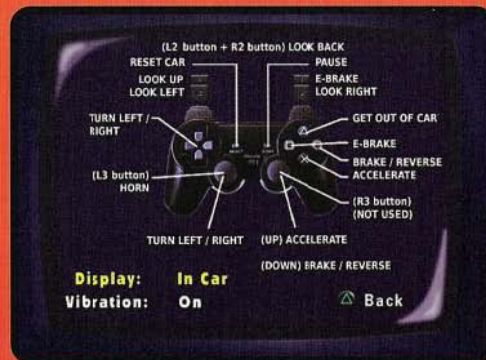
ATTACKING

- Attack Button = **□** 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 Stamp 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 = **△** 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.

Driving




BRAKING

- Brake / Reverse Button =  button
- E-brake Button (Emergency Brake) =  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 =  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.



MATT GROENING



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**

Controller
View the controller layouts for both on-foot and vehicle controls. The vibration mode can also be toggled on or off.

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

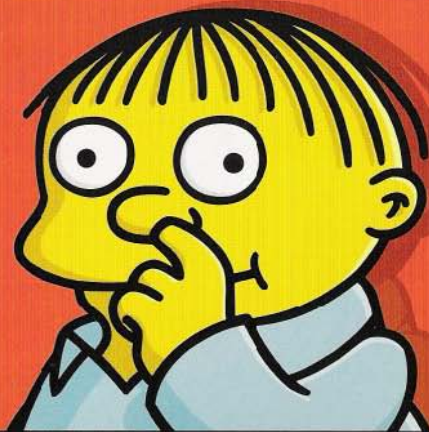
View Movies
Watch the in-game movies that have been unlocked.

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.



MATT
GROENING

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.

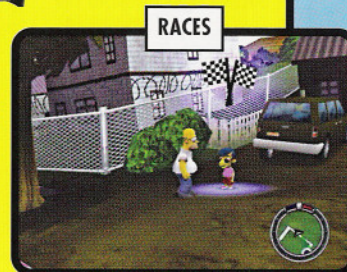
T

o 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.



B

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

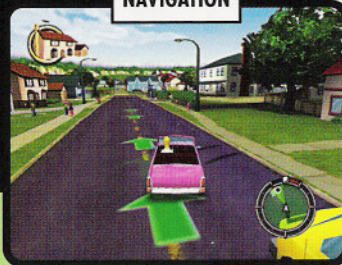


THE SIMPSONS
HIT & RUN

A

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.

NAVIGATION



R

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



C

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.

COINS



T

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



MATT GROENING

C Chase, 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 = SELECT button



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.

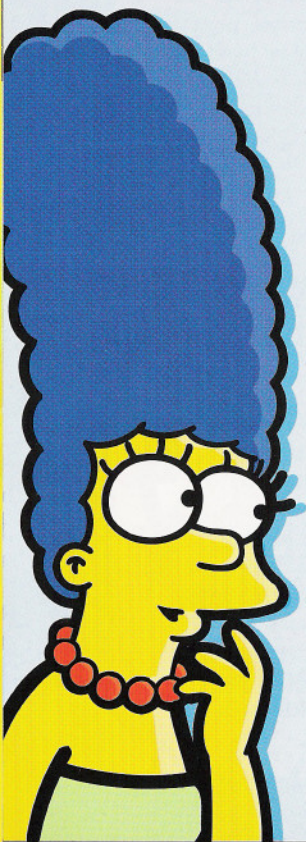
If your vehicle gets stuck, you can reset it by hitting the SELECT button.

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 "\$" 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.

MATT
GROENING





Customer Support

T echnical Support

Phone: 310 649-8030, M-F, 8 am-4:45 pm, PST

Fax: 310 258-0755

Internet: <http://support.vugames.com>

C ustomer Service

Phone: 310 649-8031, M-F, 8 am-4:30 pm, PST

Fax: 310 258-0744

M ail

Vivendi Universal Games

4247 South Minnewawa Ave., Fresno, CA 93725

R egister Online

Go to www.thesimpsons-hitandrun.com to register your game and get a chance to win \$1,000 worth of software!

Benefits:

- Free technical & customer support
- Exclusive Tips & Tricks
- Stay informed with the latest in news, product information, and special offers
- Discounts & offers designed just for you

Credits

Published by Vivendi Universal Games

PRODUCER

John Melchior

ASSOCIATE PRODUCERS

Mike Schneider

Timothy Ramage

VICE PRESIDENT

OF TECHNOLOGY

Michael Heilemann

PUBLISHING

Suzan Rude

Julie Uhrman

Cathy Truong

Jason Nicol

VICE PRESIDENT

OF MARKETING

Ed Zobrist

MARKETING DIRECTORS

Al Simone

Ivo Gerscovich

ASSISTANT MARKETING

MANAGER

Jack Van Leer

DIRECTOR OF PUBLIC

RELATIONS

Sarita Churchill

CREATIVE SERVICES

DIRECTOR

Michael Bannon

CREATIVE SERVICES

MANAGER

Marcela Cabrera

SENIOR DESIGNER

Debi Laezman

ACCOUNT MANAGER

Maggie Storm Gardner

MANUAL LAYOUT

Lauren Azeltine

VIVENDI UNIVERSAL GAMES SPECIAL THANKS (MARKETING)

Jennifer Belardinelli

Amy Chen

Eric Culqui

Lindsey Fischer

Kevin Fremon

Adrian Garza

Linda Howard

Raymond Kim

Cheryl Kramp

Steven Parker

Ambra Roth

Glen Rane

Emilia Serrano

Sasha Stearns

Kristin Sutter

Julie Thomas

Yok Watanabe

Cathy Weiss

Guy Welch

Irene Woticky

SENIOR VICE PRESIDENT,

GENERAL MANAGER

Michael Pole

VICE PRESIDENT OF QA,

CUSTOMER SERVICE &

TECHNICAL SUPPORT

Rod Shean

QA MANAGER

James Galloway

QA BRAND MANAGER

Igor Krinitskiy

QA SUPERVISOR

Michael Gonzales

VUPC DIRECTOR

Randy Linch

QA PROJECT LEAD

Michael Graham

QA ASSOCIATE

PROJECT LEAD

Geoff Bent

QA TESTERS

Jonathan Backer

Tony Black

Terrance Brant

Mathew Byward

Brian Douglass

Glenn Dphrepaulezz

Bob Eatmon

Paul Edwards

Ulysses Foroson

Nathan Gary

Tim Harrison

Ben Hines

Jen Johnson

Brian Kang

Cris Lee

Jonathan Masterson

Joaquin Meza

Arabian Nazel

Joe Olivas

Michael Palomino

William Pamier

Daniel Quesada

Ali Raza

Jason Reis

Jaime Saxon

Luke Thai

Elen Williams

Calvin Wong

Donna Woo

Jacob Zabie



Credits

SPECIAL THANKS

Steven Bersch
Peter Byrne
Alex Duke
Tom Gastall
Greg Goodrich
Tim Hall
Gail Harrison
Claudia Katz
Luke Letizia
Dan Mackechnie
Bill Morrison
Rich Moore
Philip O'Neil
Stacey Robinson
Jamie Samson
Feza Sanigok
Mark Vu
Jim Wilson
Chris Wilson
Matt Wolf

CREATIVE CONSULTANTS

James L. Brooks
Matt Groening
Denise Sirkot
Mili Smythe

VOICE TALENT

Dan Castelloneta
Julie Kavner
Nancy Cartwright
Yeardley Smith
Hank Azaria
Harry Shearer

ADDITIONAL VOICES

Pamela Hayden
Tress MacNeille
Kari Wiederholt

STORY & DIALOGUE

Matt Selman
Tim Long
Matt Warburton

VOICE RECORDING

Larina Jean Adamson

THE SIMPSONS THEME SONG

Danny Elfman

Developed by Radical Entertainment

PRODUCER

Vlad Ceraldi

ASSOCIATE PRODUCER

Steve Bocska

ART DIRECTOR

Yayoi Maruno-Chorney

TECHNICAL DIRECTOR

Joel DeYoung

SOUND DIRECTOR/LEAD COMPOSER

Marc Baril

PROJECT MANAGER/MANAGER SOUND DEPARTMENT

Wolfgang Hamann

PRE-PRODUCTION PROJECT MANAGER

Allister Jones

SENIOR GAME DESIGNER

Joe McGinn

GAME DESIGNERS

Darren Evenson
Chris Mitchell
Joshua Mitchell
Jeff Plumley
Sheik Sahib

SENIOR DESIGN CONSULTANT

Galen Akin

ADDITIONAL DESIGN

Earl Berkeley
Jason Elliott
Brian Smedley

LEAD ANIMATOR

Jeremy Mesana

LEAD WORLD MODELERS

Sarah Meagher
Jeffrey Pidsadny

3D ARTISTS

Vincent Chin
Jaroslav Chorny
Anshin Chu
Dustin Condie
Brad Dixon
Kevin Fink
Aryan Hanbeck
Eric Madill
Mike Marraffa
Sanala Mickovic
Robert Peet
John Zhongyi Wang
Ross Young

Credits

ANIMATORS

Trevor Lim
Yusuf Mapara
Ron Sombilon

GRAPHIC ARTISTS

Dallas Bolton
Ting Ting Chen

LEAD PROGRAMMERS

Cory Brisebois
Nigel Brooke
Darren Esau

PROGRAMMERS

Chuck Chow
Tony Chu
Jesse Cluff
Dusit Eakkachaichanvet
Ian Gipson
James Harrison
Greg Mayer
Davin Murnane
Michael Riegger

LEAD TESTER

Mark Ng

TESTERS

Alan Cheung
Chris Dellinger
Matthew Miller

LEAD SOUND EFFECTS DESIGNER

Cory Hawthorne

ENGINE SOUND DESIGNER

Marc L'Esperance

ADDITIONAL MUSIC COMPOSITION

Allan Levy
Jeff Tymoschuk

AUDIO ASSISTANT

Roman Tomazin

DIALOGUE EDITING/MASTERING

James Meyer

MUSIC/FMV MIXING

Jeff Young

MUSICIANS

Derry Byrne
Pepe Danza
Chris Gestrin
Ross Gregory
James Hamilton
Rob Hamilton
Miles Hill
Jamie Kaufmann
Harish Kumar
Andre Lachance
Brad Muirhead
Rod Murray
Jim Pinchin
John Reichmann
Phil Robertson
Bill Runge
Mike Sanyshyn
Chris Stevens
Jim Woodyard

SPECIAL THANKS

Jason Bone, David Chandler,
Peter De Tina, Earl Fast, Jared
Fry, Chris Glenat, Julian Green,
Cliff Haman, Shannon Hancock,
Jeff Harkness, Shamus Horak,
Wade Howard, Shawn Knapp,
Shawn Lee, Eric Legaspi, Lester
Li, Jonathan Lim, Colin Lorimer,
Jen MacDougall, Brandon
McGuigan, Craig McPherson,
Scott Morgan, Jonathan Moyes,
Richard Mul, Wilkin Ng,
Propellerheads Software, RAD
Games Tools (Bink Video
Software), Geoff Richardson,
Dave Roberts—Moto, Elliott
Roessler, Tascam/Teac Canada
(Bob Simpson, Reid King),
Ziemek Trzesicki, Shawn Walsh



This game is built with
Copperhead Technology:
www.touchdownentertainment.com

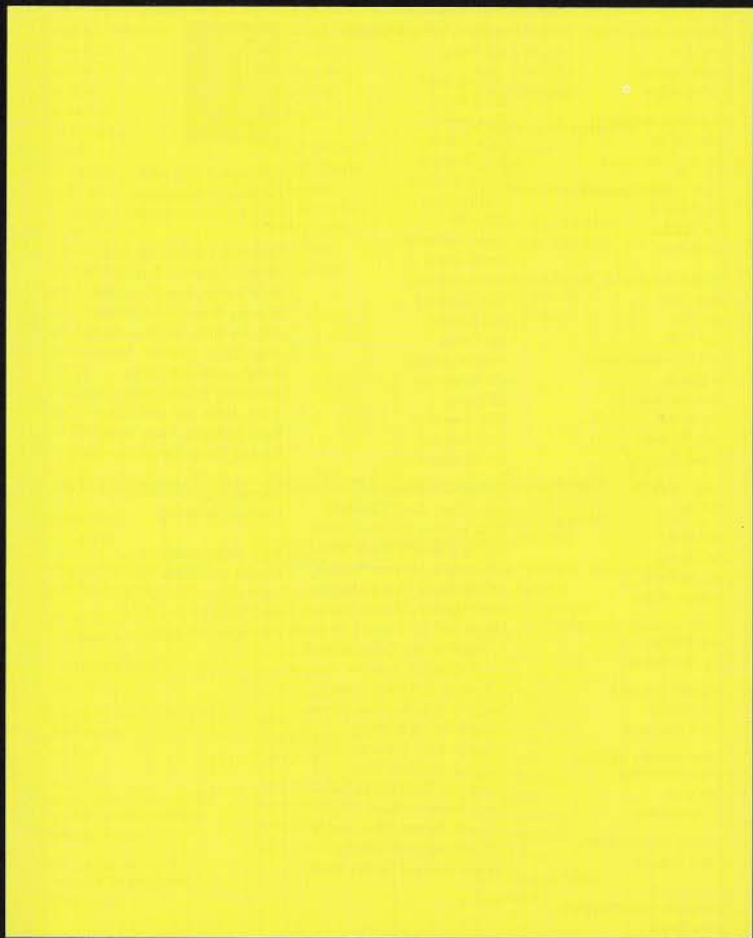
Copperhead Technology Team
Michael Anderson, Amit Bakshi,
Nigel Brooke, Pam Chow, Rod
Davison, Bryan Ewert, Rustle
Hill, Tim Hinds, Eric Honsch, Stan
Jang, Adrian Johnston, Senta
Kaiser, Justin Lam, Peter
Mielcarski, Robert Sparks, Paul
Stark, James Tan, Jodi Tilley,
Neall Verheyde, Kevin Voon,
Hongzhi Wang, Harold Westlund

Includes Logitech® Force
Feedback Technology

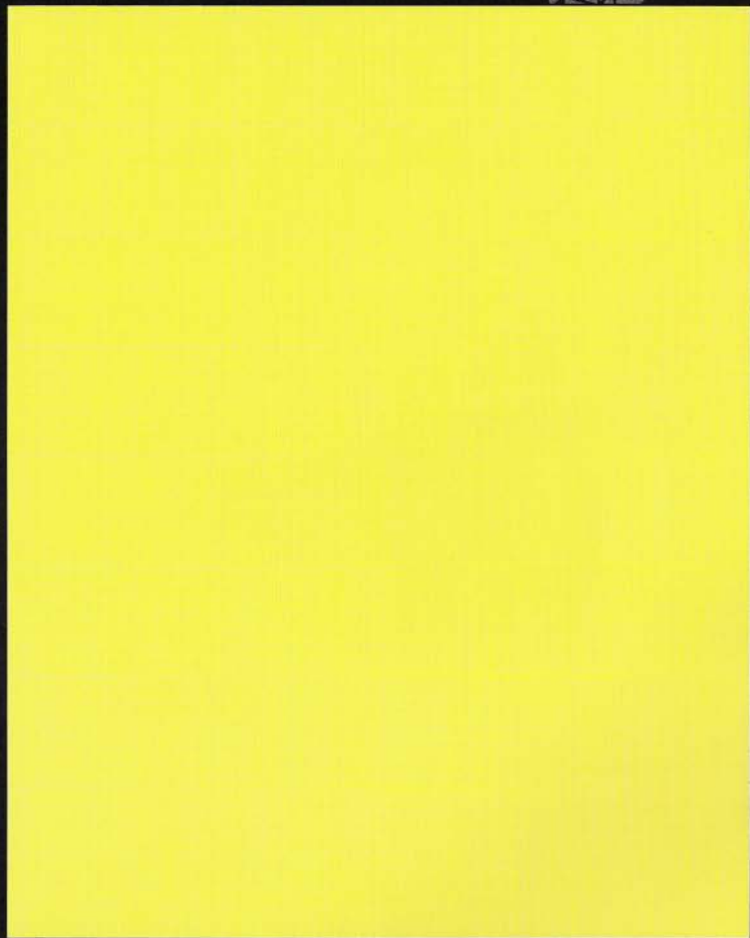
Very special thanks to our
families and friends for
supporting us through the
challenging process of
developing this game.



Notes



Notes





Notes

LICENSE AGREEMENT

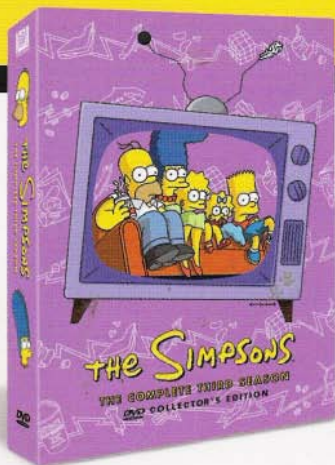
This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Vivendi Universal Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

- Limited Use License.** Vivendi Universal Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation®2 computer entertainment system.
- Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
- Responsibilities of End User.**
 - Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
- Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supercedes any prior oral or written agreements.

THE SIMPSONS™

SEASON 3 ON DVD!



Seasons 1 & 2
Collect Them All!

4-DISC DVD SET

You know
you want it!

Vivendi Universal Games
4247 S. Miramonte Ave., Fresno, CA 93725

The Simpsons © & TM 2003 Twentieth Century Fox Film Corporation. All Rights Reserved. The Simpsons, The Simpsons Hit and Run, Fox Interactive and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC-U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC-U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. U.S. AND FOREIGN PATENTS PENDING.



©2003 Twentieth Century Fox Home Entertainment, Inc. "The Simpsons"™ & ©2003 Twentieth Century Fox Film Corporation. All Rights Reserved. "Twentieth Century Fox," "Fox" and their associated logos and "The Simpsons" and "The Simpsons" characters are the property of Twentieth Century Fox Film Corporation.

www.the-simpsons.com

MATT GROENING

7211110