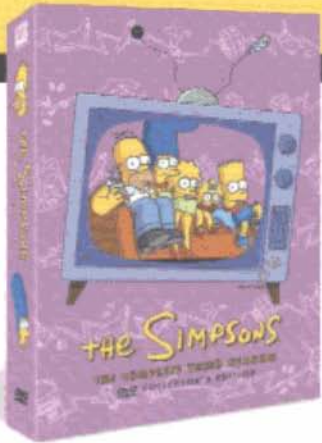


# THE SIMPSONS

## SEASON 3 ON DVD!



Seasons 1 & 2  
Collect Them All!

4-DISC DVD SET

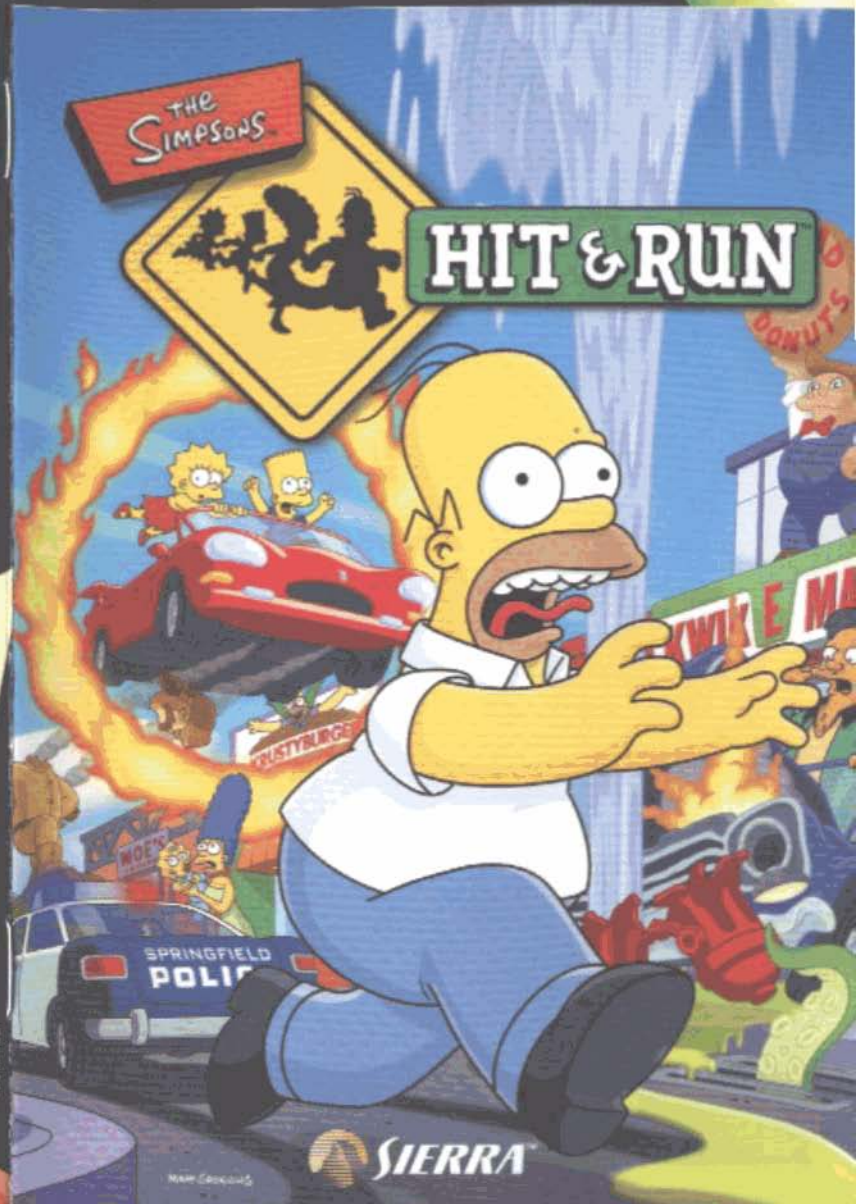
You know  
You want it!

©2003-2004 Twentieth Century Fox Home Entertainment, Inc. "The Simpsons"™ & ©2003-2004 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.

NEW  
SERIES

XBOX

<http://www.replacementdocs.com>



NEW  
SERIES

SIERRA

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.



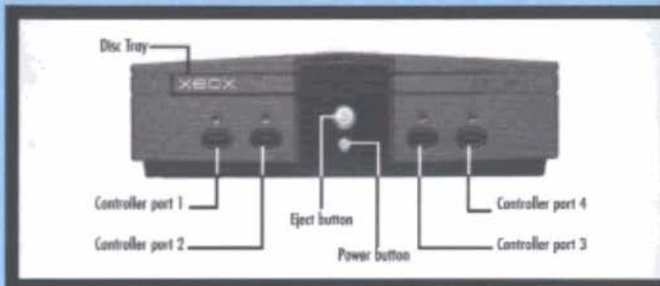
## Table of Contents

Getting Started . . . . .	4
Game Controls . . . . .	6
Starting a Game . . . . .	9
How to Play . . . . .	12
Tips and Tricks . . . . .	18
Credits . . . . .	20
Limited Warranty . . . . .	26
Customer Support . . . . .	27

MATT  
GROENING

## Getting Started

### Using the Xbox™ Video Game System



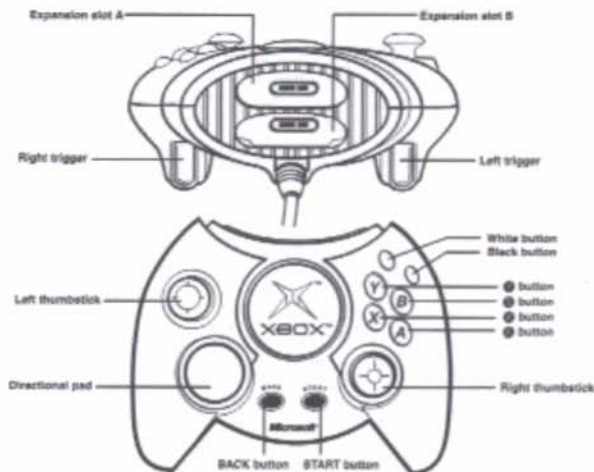
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place *The Simpsons Hit & Run* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *The Simpsons Hit & Run*.

### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods of time when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

### Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox memory unit) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *The Simpsons Hit & Run*.

# Game Controls



## On 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 = **X** 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 box. (See *phone boxes*, 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



Matt Groening

**BRAKING**

- Brake / Reverse Button = **B** button
- H-brake Button (Handbrake) = **X** 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 H-brake button.

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

**N**ew Game  
Select "New Game" to begin a new game.

**R**esume Game  
Returns to the most recently played level in the game.



**L**oad 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 the 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!



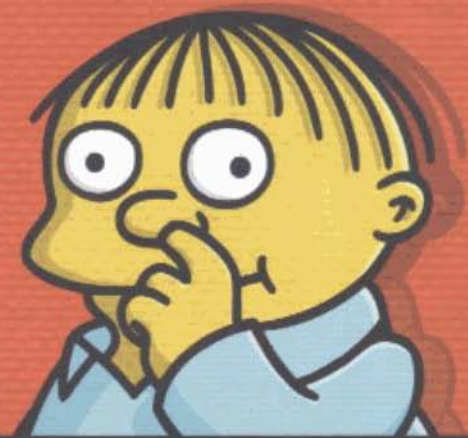
**O**ptions

- 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.



MAW GREENING

## How to Play



**S**tory  
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?

**O**bject 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 its head. If you win all three checkered flag races in the level, you will unlock a bonus vehicle!

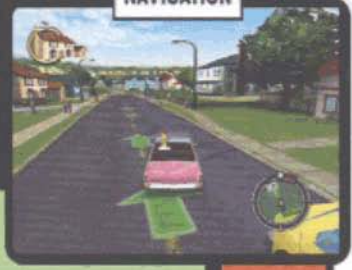


# HIT & RUN

**A**

rows 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 boxes or walking inside an interior.

## HIT & RUN



**C**

oins 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**

hroughout 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 Vehicle Damage

Vehicle Reset = 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 boxes.

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

## P Phone Booths



Phone boxes 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 H-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



## Credits

### Published by Vivendi Universal Games

**PRODUCER**

John Milder

**ASSOCIATE PRODUCERS**

Mike Scholder  
Timothy Ramage

**VICE PRESIDENT  
OF TECHNOLOGY**

Michael Hollmann

**PUBLISHING**

Suzan Rudo  
Julie Uhrman  
Cathy Truong  
Jason Nicol

**VICE PRESIDENT  
OF MARKETING**

Ed Zahrist

**MARKETING DIRECTORS**

Al Simons  
Ivo Gerscovich

**ASSISTANT MARKETING  
MANAGER**

Jack Van Leer

**DIRECTOR OF PUBLIC  
RELATIONS**

Sarita Churchill

**CREATIVE SERVICES  
DIRECTOR**

Michael Bannan

**CREATIVE SERVICES  
MANAGER**

Marcelo Cabrera

**SENIOR DESIGNER**

Dubl Lauzman

**ACCOUNT MANAGER**

Maggie Stern Gardner

**MANUAL LAYOUT**

Lauren Azeltine

**VIVENDI UNIVERSAL  
GAMES SPECIAL THANKS  
(MARKETING)**

Jennifer Belardinelli  
Amy Chen  
Eric Colqui  
Lindsey Fischer  
Kevin Freeman  
Adrian Garza  
Linda Howard  
Raymond Kim  
Cheryl Kramp  
Steven Parker  
Andrea Rath  
Glen Rane  
Emilia Serrano  
Sasha Stearns  
Kristin Sutter  
Julie Thomas  
Yoh Watanabe  
Cathy Weiss  
Guy Welch  
Irene Woticky

**SENIOR VICE PRESIDENT,  
GENERAL MANAGER**

Michael Pale

**VICE PRESIDENT OF QA,  
CUSTOMER SERVICE &  
TECHNICAL SUPPORT**

Rod Shean

**QA MANAGER**

James Galloway

**QA BRAND MANAGER**

Igor Krinitskiy

**QA SUPERVISOR**

Michael Gonzalez

**VUPC DIRECTOR**

Randy Litch

**QA PROJECT LEAD**

Michael Graham

**QA ASSOCIATE  
PROJECT LEAD**

Geoff Best

**QA TESTERS**

Jonathan Backer  
Tony Black  
Terrance Brant  
Matthew Byward  
Brian Douglass  
Glenn Dylrepaulezz  
Bob Ertman  
Paul Edwards  
Ulysses Foreman  
Herhan Gary  
Tim Harrison  
Ben Hines  
Jon Johnson  
Brian Kang  
Cris Lee  
Jonathan Masterson  
Joquin Meza  
Arubian Nazal  
Joe Olivas  
Michael Palomino  
William Pomier  
Daniel Quesada  
Al Raso  
Jason Reis  
Jaime Saxon  
Luke Thai  
Eliot Williams  
Calvin Wong  
Donna Woo  
Jacob Zolbe

## Credits

**SPECIAL THANKS**

Steven Bersch  
Peter Byrne  
Alex Duke  
Tom Gestall  
Greg Goodrich  
Tim Hall  
Gull Harrison  
Claudia Katz  
Luka Letzla  
Dan Mackochnie  
Bill Morrison  
Rich Moore  
Philip O'Neill  
Stacey Robbinson  
Juno Sanson  
Fero Senigak  
Mark Vu  
Jim Wilson  
Chris Wilson  
Matt Wolf

**CREATIVE CONSULTANTS**

James L. Brooks  
Matt Groening  
Dwaine Stokel  
Mili Smythe

**VOICE TALENT**

Dan Castellano  
Julie Kavner  
Nancy Cartwright  
Yeardley Smith  
Mark Azarian  
Harry Shearer

**ADDITIONAL VOICES**

Patricia Hayden  
Tress MacNelle  
Karl Wiedergott

**STORY & DIALOGUE**

Matt Selman  
Tim Long  
Matt Warburton

**VOICE RECORDING**

Larino Jean Adamson

**THE SIMPSONS  
THEME SONG**

Danny Elfman

### Developed by Radical Entertainment

**PRODUCER**

Vlad Caraldi

**ASSOCIATE PRODUCER**

Steve Boccia

**ART DIRECTOR**

Yeyol Marano-Cherney

**TECHNICAL DIRECTOR**

Joel DeYoung

**SOUND DIRECTOR/LEAD**

COMPOSER

Marc Baril

**PROJECT  
MANAGER/MANAGER**

SOUND DEPARTMENT

Wolfgang Hanann

**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**

Galax Akkin

**ADDITIONAL DESIGN**

Earl Berkeley  
Jason Elliott  
Brian Smedley

**LEAD ANIMATOR**

Jeremy Mevans

**LEAD WORLD MODELERS**

Sarah Meagher  
Jeffrey Pilsadsky

**3D ARTISTS**

Vincent Chin  
Jaroslav Cherny  
Arshin Chu

**GAME DESIGNERS**

Dustin Candie  
Brad Dixon  
Kevin Fink  
Aryan Hanbeck  
Eric Madill  
Mike Marraffa  
Sanela Mickovic  
Robert Post  
John Zhongyi Wang  
Ross Young

**ANIMATORS**

Trevor Lim  
Yusef Mappara  
Ron Sambian

**GRAPHIC ARTISTS**

Dallas Baltun  
Ting Ting Chen

**LEAD PROGRAMMERS**

Cary Brisebois  
Nigel Brooke  
Darren Esau

**PROGRAMMERS**

Chuck Chow