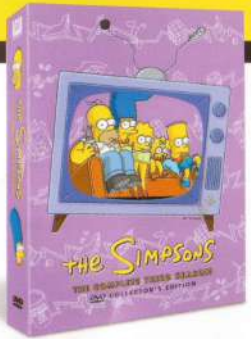
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GRACIE FILMS

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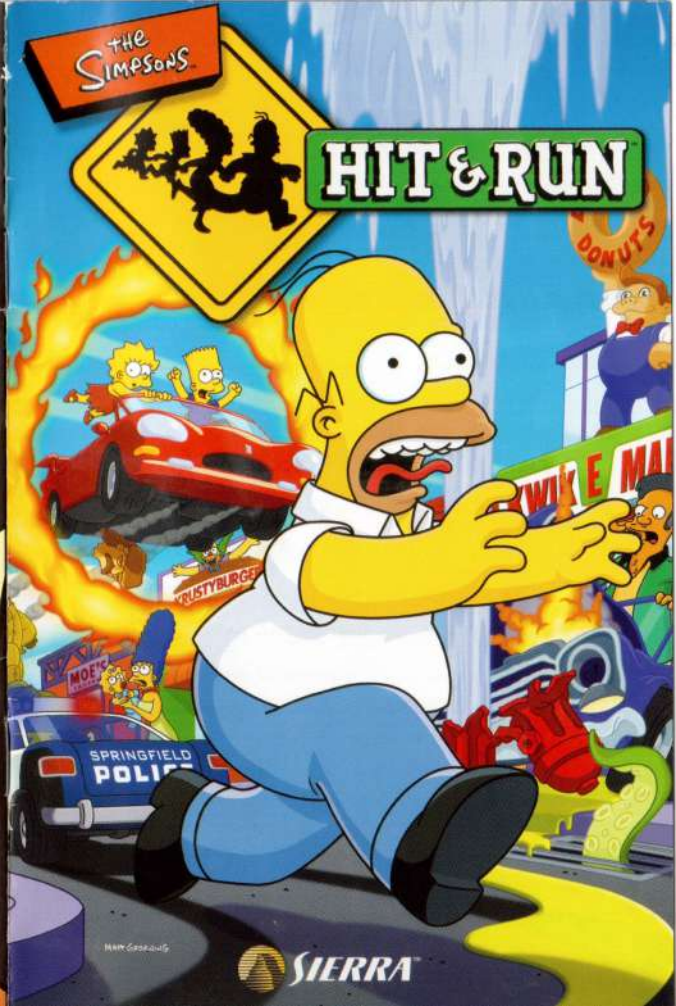




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BINK VIDEO

Getting Started

System Requirements

Minimum Specification

- 100% DirectX®-compliant 3-D video card with 32 MB T&L support
- Microsoft® Windows® 98/ME/2000/XP operating system
- Pentium® III 700 MHz processor or Athlon™ processor
- 192 MB RAM
- 1.5 GB of uncompressed hard disk space for game files
- DirectX® 8.1 (included)
- 100% DirectX® 8.1 or higher compatible sound card and drivers
- Quad Speed CD-ROM drive
- 100% Microsoft®-compatible mouse, keyboard

Recommended Specification

The recommended specification is exactly the same as the minimum specification with the following changes:

- Pentium® III 1 GHz processor or Athlon™ processor
- 256 MB RAM
- 1.9 GB of uncompressed hard disk space for game files
- 100% Windows® 98/ME/2000/XP-compatible 12-button dual-stick analog Gamepad, Joystick, or Steering Wheel (optional)

Installation Instructions

- Insert *The Simpsons Hit & Run™ Disc1* into your CD-ROM drive.
- If Autoplay is enabled, the splash screen should launch. Click *Install* and follow the displayed instructions.
- If Autoplay is not enabled, double-click on the *My Computer* icon on your desktop. Find your CD-ROM drive, right-click on the CD-ROM drive icon, then left-click on OPEN. You should then see the contents of *The Simpsons Hit & Run™* CD-ROM. To enter the splash screen, double-click on the *launch.exe* icon. Click Install and follow the displayed instructions. Alternatively, if you do not wish to view the splash screen, double-click on the *setup.exe* icon to go straight to installation and follow the displayed instructions.
- Verify that you have the required amount of disk space.
- DirectX® 8.1 or higher is required to run *The Simpsons Hit & Run™*. Installation will automatically install DirectX® 8.1 unless you choose otherwise. Please note, however, that if you do not have DirectX® 8.1 or higher installed, and you choose not to install DirectX® 8.1, *The Simpsons Hit & Run™* game will not run.

Troubleshooting

Please view the *Help* documentation on the CD-ROM for troubleshooting information.

Basic Controls *(at a glance)*

The Simpsons Hit & Run™ keyboard controls default to the following mapping and are custom configurable via the Options ➤ Controller ➤ Character Controls or Vehicle Controls screens.

On Foot



Running [LEFT SHIFT] Press the sprint key while pressing the movement keys to run instead of walk.

Jumping [SPACEBAR] Perform a jump. To perform a double-jump, press the jump key, then while in mid-air, press the jump key again.

Attacking [RIGHT MOUSE] Perform a basic attack on obstacles in the game. Perform a Jump Kick by pressing the jump key and then pressing the kick key while still in the air. To perform the special Stomp Attack, press the attack key while performing a double-jump (see "Jumping").

Action Key [LEFT MOUSE] To enter a vehicle, stand near it and press the enter vehicle key. You can exit the vehicle at any time by pressing the enter vehicle key again. (The enter vehicle key also serves as an action key for entering buildings and action key for entering buildings and talking to characters.)



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Driving



E-Brake [RIGHT-MOUSE] Perform special driving techniques by pressing the emergency brake key. To perform a quick 180-degree turn, hold the key while steering left or right. To powerslide around a corner, tap the key while briefly steering left or right. To get an added acceleration boost while the vehicle is stopped, press and hold the e-brake, brake and acceleration keys at the same time. Once the tires start smoking, release the e-brake and brake keys for a powerful boost.

Reset Car [SPACEBAR] If your vehicle gets stuck or flips over, press the reset key to be placed on the nearest road.

Horn [LEFT SHIFT] Honk the vehicle's horn. Pedestrians may jump out of the way if they hear your horn in time.

Starting a Game

Use the mouse to navigate through the menu items. Left-click to select a menu item and right-click to go back. (*The Simpsons Hit & Run™* only supports steering wheels during gameplay, not when navigating through menu screens.)



N*ew Game*
Begin a new game.



L*oad Game*
Select and load a previously saved game file.

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

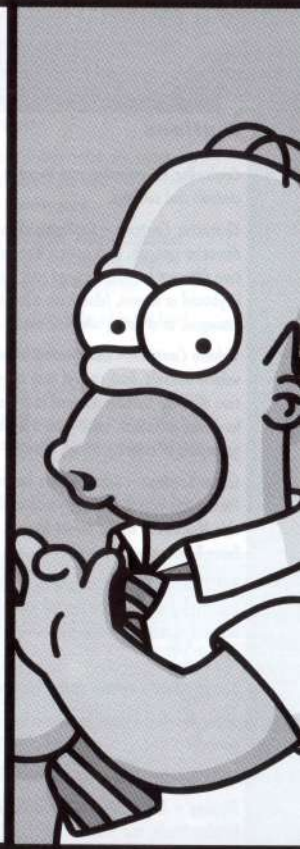
S*crapbook*

The Scrapbook tracks the statistics and collectibles of the game in progress.



Open Book
Here, you can view all of your completed missions and all collected clothing, vehicles, and cards. Selecting a specific mission will allow you to load and play it.

Game Stats
Game statistics are tracked with running totals of overall game completion. Try to collect and complete everything!



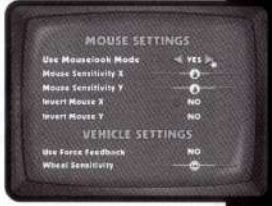
Options



Controller – Customize your in-game controls and settings.

Character Controls – Configure all in-game character controls. Each control item may have two different buttons mapped to it from the keyboard or mouse, (also from a joystick, gamepad, or steering wheel, if used).

Vehicle Controls – Configure all in-game vehicle controls. Each control item may have two different buttons mapped to it from the keyboard or mouse, (also from a joystick, gamepad, or steering wheel, if used).



Game Settings – Adjust sliders for in-game Mouse and Wheel sensitivity and enable/disable Mouselook Mode, Invert Mouse, and Force Feedback.

NOTE: When Mouselook Mode is on, the player controls the direction of the camera by moving the mouse up and down, left and right; also, the character is rotated left and right by moving the mouse. (Mouselook Mode is on by default.)

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

View Movies – View your unlocked movies from *The Simpsons Hit & Run™* game.

View Credits – View the credits of *The Simpsons Hit & Run™* production team.

Display – Adjust *The Simpsons Hit & Run™* game's Resolution, Color Depth, Display Mode, and Brightness.

The Pause Menu

The Pause Menu lets you review your current mission objective or perform a variety of other tasks. Press the [ESC] key during gameplay to bring up *The Simpsons Hit & Run™* Pause Menu.



Continue – Select "Continue" to dismiss the Pause Menu and resume play.

Mission Select – You can select any completed mission and jump straight to its starting point.

Level Progress – Game statistics are tracked with running totals of the overall level completion.

View Cards – You can view your collection of cards found in the level.

Options – Adjust your Display, Controller, Sound, and Settings.

Save Game – Save your current progress to a saved game file.

Quit to Main Menu – Return to the Main Menu screen. (Selecting "Resume Game" from the Main Menu screen will allow you to return to your current game.)

Quit Game – Exit *The Simpsons Hit & Run™* game and return to your desktop.

Bonus 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 on one of seven mini-tracks, each one separately unlockable.



How to Play



Story

The citizens of Springfield are growing suspicious over the sudden appearance of giant wasps, 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?

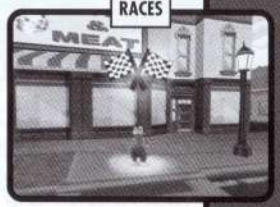
Object of the Game

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.

To begin a story mission, talk to any character with an exclamation mark "!" over its head —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.



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





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NAVIGATION



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 sometimes appear on the radar to give you guidance on which way you should be heading.



HIT & RUN



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 a building.



COINS



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.



COLLECTOR CARDS



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!





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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.



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Vehicle Damage

Vehicle Reset = SPACEBAR



Hitting obstacles and traffic cars will damage your vehicle. If you take too much damage, your vehicle will be destroyed. Wrenches, hidden throughout levels, can be used to repair 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 SPACEBAR.

Phone Booths

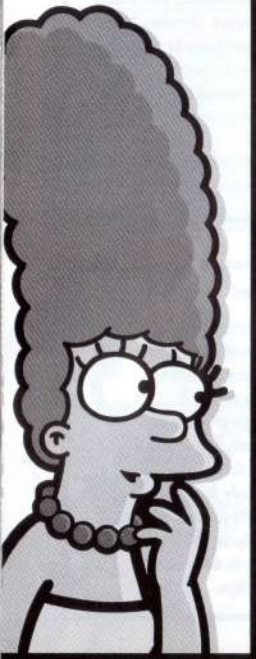




Phone booths are scattered throughout each of the levels. They allow you to restore the condition of your current vehicle or switch to a different one. You can select from any of the cars you have previously used or unlocked. Bonus vehicles can be purchased throughout Springfield from characters with 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.

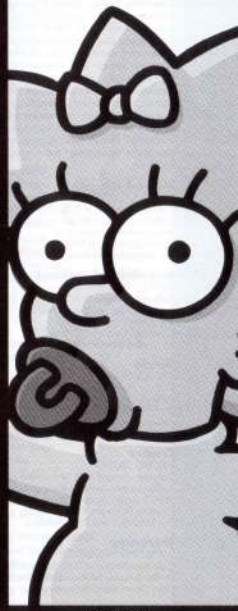
The best way to destroy a wasp is with the Jump Kick attack.

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



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