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**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

**Mailing Address:** Electronic Arts Technical Support  
P.O. Box 9025  
Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

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Phone (0870) 2432435

**In Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10am to 8pm. If you are under 18 years of age parental consent required.

Proof of Purchase  
The Simpsons™ Game  
1549305



# THE SIMPSONS GAME™



MATT  
GROENING



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

### **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

#### **Use and handling of video games to reduce the likelihood of a seizure**

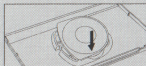
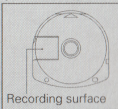
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness, discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

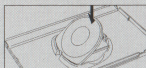
#### **Use and handling of UMD™**

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



#### **Ejecting the disc**

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



#### **Storing the disc**

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

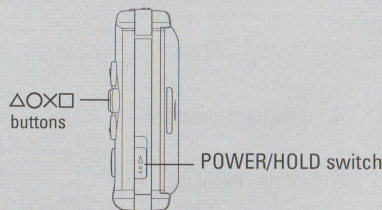
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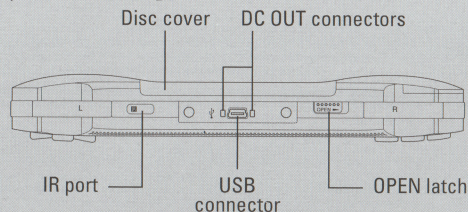
WWW.EA.COM

# GETTING STARTED

## RIGHT SIDE VIEW



## FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *The Simpsons™ Game* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **⊗** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

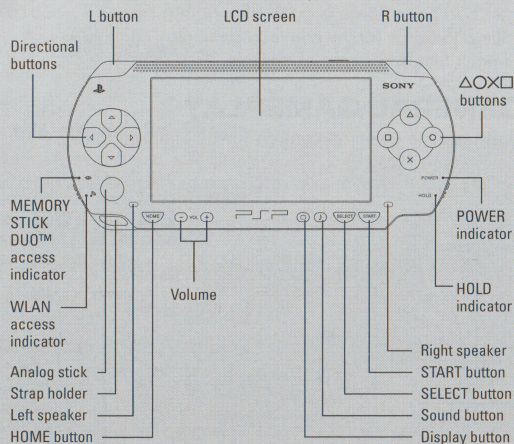
## MEMORY STICK DUO™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

# STARTING THE GAME

## PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION

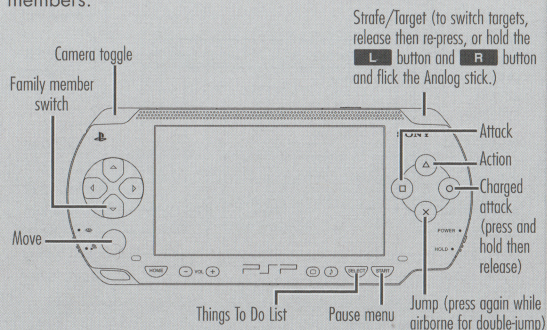


# COMMAND REFERENCE

When the Simpsons realize they are living in a video game, each member of the family discovers their own unique video game power. Lisa is very spiritual. Bart unleashes his alter ego, Bartman. Marge is good at nagging. Homer is good at eating. Read on for the common gameplay controls as well as each Simpson's special abilities.

## GENERAL GAMEPLAY

These are the common controls for all Simpson family members.



- Want to really sock it to an enemy? Try this power combo: **□** button, **■** button, **×** button!

**NOTE:** You cannot switch Simpson characters when either your current character or your buddy are in certain states, like climbing or gliding.

## HOMER

### HOMER BALL

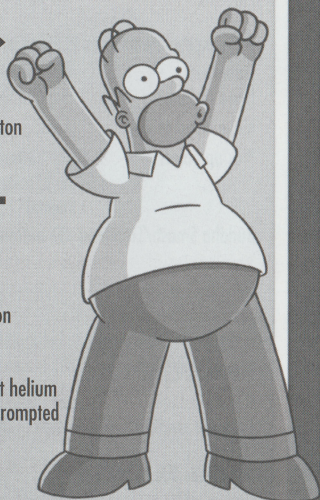
- Activate/exit Homer Ball **D**-button →
- Dash **□** button
- Homer Slam **×** button then **□** button

### GUMMI HOMER

- Activate/exit Gummi Homer **D**-button ←
- Shoot Gummi Grenades **○** button
- Gummi Blast **□** button
- Target Gummi Homer **R** button

### HELIUM HOMER

- Activate Helium Homer **△** button at helium tank when prompted
- Exit Helium Homer **△** button
- Gain altitude **×** button
- Helium Burst **□** button



## BART


- Shoot slingshot **○** button
- Target slingshot **R** button

- Bart can also collect special ammo for his slingshot. The special ammo is different in different episodes. From crystals to tuna cans to pinecones, Bart will use whatever's handy to take down bad guys.

- Bartman cape glide **×** button (hold) while airborne
- Fire grapple **△** button
- Move forward on wires Analog stick ↑
- Turn around on wires Analog stick ←/→
- Drop down from wires Analog stick ↓
- Jump from wires Analog Stick ←/→ plus **×** Button



## LISA

Play sax  button

## HAND OF BUDDHA

Enter/exit  button at Hand of Buddha port

Move Hand of Buddha Analog stick

Pick up object  button (press and hold; release to drop object)


Buddha Smash/Lightning  button



## MARGE

Deploy Maggie  button at Maggie port when prompted

## MOB MARGE


Gather mob  button

Order mob  button to target then  button to order



# PLAYING THE GAME

Get ready for a Simpsons video game adventure like no other! When the Simpsons find out they live inside a video game, they'll need all their skills to discover the evil genius who stuck them there! They'll even need special power-up video game skills to complete their existential quest!



- The map (press the **SELECT** button then press the  button) can come in really handy in Medal of Homer where it shows you the location of all the white flags.

# GAME SCREEN



## POWER METER

The Simpsons have special charged-up attacks. Eliminating enemies releases glowing orbs, and collecting these orbs fills the Power Meter.

Once you have enough charge in your meter, the charged attack becomes available by pressing and holding the  button. Release the  button to fire. Using the power charged-up attack or a power combo depletes a large amount of power, so dispatch more baddies to collect more orbs and keep those powerful attacks coming!

	Power Charged-Up Attack	Effect
<b>Homer</b>	Power Burp	Powerful blast
<b>Bart</b>	Bat Swarm	Release a swarm of bats, damaging nearby enemies
<b>Lisa</b>	Saxophone Spin	Knocks enemies back
<b>Marge</b>	Megaphone Blowback	Powerful megaphone blast

# COLLECTIBLES

## FAMILY MEMBER COLLECTIBLES

Each Simpson family member has certain things only they collect. For Marge, it's Try-n-Save coupons. For Homer, it's Duff bottle caps. Lisa collects Malibu Stacy coupons, while Bart gathers Krusty the Clown Koupons. If a family member finds all of his or her collectibles in an episode, you get a trophy.

## CLICHÉS

Ah, video game clichés. Double-jumps, pressure pads, breakable crates—where would the history of gaming be without them? Comic Book Guy alerts you each time you uncover a new one. Collect them all to unlock a secret surprise.

## SAVING AND LOADING

The *Simpsons Game* uses a profile system that allows multiple people to play the game at their own pace by automatically saving your progress to your Memory Stick Duo™. When you boot up the game you can either load a previously saved game, select an empty save slot to start a new game profile, or start a game without saving (autosave disabled).

After completing an episode your progress is automatically saved to the currently active profile. Progress inside each episode is monitored by an automatic checkpoint system. If you wish to exit the current game, you are given the option to save the last checkpoint.

To return to the last checkpoint you passed, access the Main menu and choose CONTINUE STORY.

**NOTE:** If you select EPISODE REPLAY from the Main menu, it writes over the currently saved checkpoint. Subsequently choosing CONTINUE STORY returns you to the start of whichever episode you had progressed to in the story.

## EPISODE CHALLENGES

After you complete an episode (you must have autosave enabled), you can choose EPISODE REPLAY from the Main menu and then choose to replay that episode. There are five challenges to complete in each episode.

When you select an episode you can see exactly which of these challenges you have completed. You can then choose to replay it to try to beat your score.

YOU PLAYED THE GAME. NOW  
PLAY THE MUSIC.



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If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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"The Simpsons Theme"

Written by Danny Elfman

Published by Fox Film Music Corp. (BMI)

Courtesy of Twentieth Century Fox Film Corp.

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