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## Technical Support Contact Info

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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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Proof of Purchase  
The Simpsons™ Game  
1552805

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PRINTED IN U.S.A.

Wii™

# the SIMPSONS™ GAME



MATT  
GROENING



INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

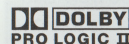
### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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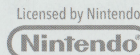


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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

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### **⚠ CAUTION: WRIST STRAP USE**

*Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.*

*Also remember the following:*

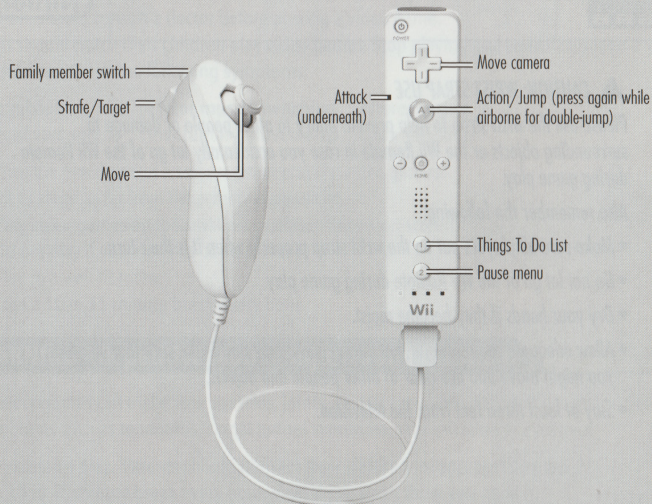
- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

# COMPLETE CONTROLS

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.



**Charged attack** Shake Wii Remote™ and Nunchuk in unison  
**Switch targets** Release then re-press **Z** Button, or keep **Z** Button held and press **+Control Pad**  
**Center camera** **Z** Button (tap)

- Want to really sock it to an enemy? Try this power combo: **B** Button, **B** Button, **A** 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 - Button  
 Dash Flick Wii Remote forward  
 Homer Slam **A** Button to jump, then flick Wii Remote downward

### GUMMI HOMER

Activate/exit Gummi Homer + Button  
 Shoot Gummi Grenades **B** Button  
 Gummi Blast Flick Wii Remote  
 Target Gummi Homer **Z** Button

### HELIUM HOMER

Activate Helium Homer Press **A** Button at helium tank when prompted  
 Exit Helium Homer - Button or + Button  
 Gain altitude **A** Button  
 Helium Burst Flick Wii Remote forward

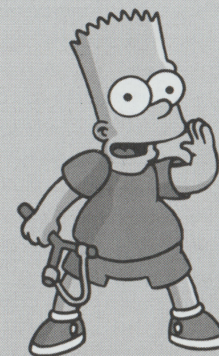
## BART

Shoot slingshot **B** Button  
 Target slingshot **Z** 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 **A** Button (hold) while airborne  
 Fire grapple Flick Wii Remote forward when icon appears

Move forward on wires Control Stick ↑  
 Turn around on wires Control Stick ←/→  
 Drop down from wires Control Stick ↓  
 Jump from wires Control Stick ←/→ plus **A** Button





## LISA

Play sax

Flick Wii Remote

### HAND OF BUDDHA

Enter/exit Hand of Buddha

**A** Button at Hand of Buddha port

Move Hand of Buddha

Control Stick

Pick up object

**B** Button (hold; release to drop object)

Buddha Smash/Lightning

Flick Wii Remote

## MARGE

Deploy Maggie  
(activate switches)

Press **A** Button at Maggie port when prompted

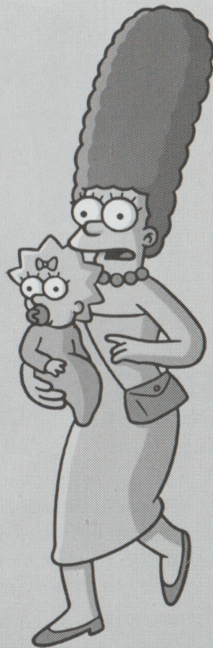
### MOB MARGE

Gather mob

Flick Wii Remote

Order mob

**Z** Button to target then flick Wii Remote to order (each flick orders one mob member)

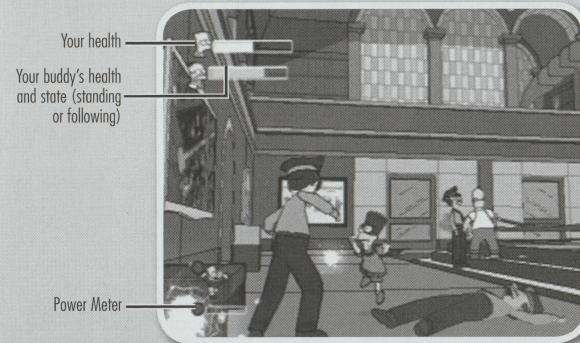


# PLAYING THE GAME

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 **1** Button to access Things To Do List then Button **2** to access map) 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 shaking the Wii Remote and Nunchuk in unison. Using the power charged-up attack or a power combo depletes the meter, so dispatch more baddies to collect more orbs and keep those powerful attacks coming!

	Power Charged-Up Attack	Effect
Homer	Power Burp	Powerful blast
Bart	Bat Swarm	Release a swarm of bats, damaging nearby enemies
Lisa	Saxophone Spin	Knocks enemies back
Marge	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 Wii system memory. 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.

## OTHER GAME MODES

### TWO-PLAYER

Call over a friend and take on all the game episodes together in two-player mode. You can only play the episodes as the designated family members.

**NOTE:** Two-player gameplay is only available in game episodes. It is not available in the Land of Chocolate tutorial episode.

### 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 and beat your score.

### Wii MOMENTS

As you progress through the game you can unlock exciting mini games that you can tackle on your own or with a friend. When you unlock one of these Wii Moments you'll be given the option of playing it straight away and then you can jump straight back in to the main story when you are done.

Alternatively you can play any Wii Moments that you've unlocked by selecting Wii MOMENTS from the Main menu.

- Look for the golden columns of light in episodes to unlock Wii Moments.

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"The Simpsons Theme"

Written by Danny Elfman

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