

Introduction

The Simpsons are no strangers to video games, but now they're back in one of their zaniest yet. You'll play as Homer, Bart, Marge, Lisa, and yes, even Maggie, as you wade through parody after parody, in an effort save Springfield from an alien invasion.

But just because the Simpsons Game's humor is hilarious and widely appealing doesn't mean it's going to take it easy on you. Oh no, between some of the puzzles, boss battles, and crazy challenges, you'll be hard pressed to not yell "doh!" a time or two.

Here's what you'll find in our doh-free guide:

- **Basics:** Check out how to control the Simpsons family..
- **Walkthrough:** A step-by-step guide through all of Springfield.
- **Secrets:** Having trouble finding all the hidden crap? We're here to help.

Guide by: Andre Segers

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The Simpsons Game Basics

Throughout the Simpson's Game, you'll have to trade off between the four main characters. Each has their strengths and weakness, and most puzzles require on the specific skills of one or two of the family members. Here's a brief overview of what each character brings to the table.

Homer

Homer is the workhorse of the Simpson's family. What he lacks in brains, he makes up for in bulk. His gelatinous body allows him to assume several different forms, such as a rolling ball of lard, a candy spitting gummy, and a helium balloon.

Bart

Bart's slingshot is perhaps the most valuable offense tool you have at your disposal. Not only is it absurdly powerful, but it also has an impressive range. In addition, Bart's cape allows him to glide long distance, making him the ideal character when exploring unknown environments.

Marge

Marge is only used in a few missions, but she has some interesting powers. For one, she can use her mega-phone to recruit nearby citizens, then put them to task on specific projects, Pikmin style. Secondly, she can set Maggie free in small areas, such as air ducts, where she can find crucial objects that the other characters can't reach.

Lisa

What Lisa lacks in weaponry she makes up for with talent. She can use her saxophone to stun enemies, and later upgrade it to even turn foes against one another. Secondly, she can use the Buddha hand power to relocate large objects, and later, damage enemies.

The Simpsons Game Walkthrough

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Land of Chocolate

Level Walkthrough

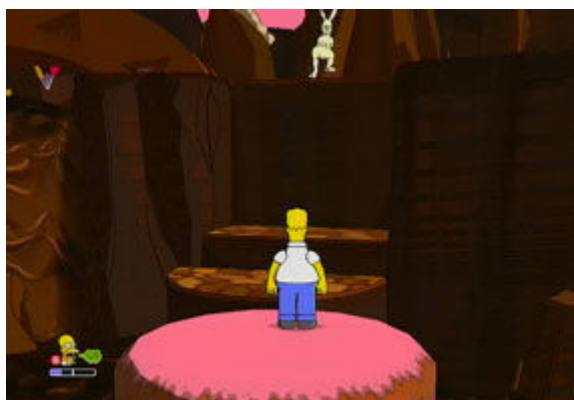
Collectibles

Tips from the Developer:

- If you're going for a good target time, run directly to the switch once you enter the cake area and hurry onto the chipwich's to avoid fighting all the bunnies.
- Look around the cake for a collectable Duff bottle cap.
- When inside the cake try using the camera stick to line up your homerball dash with the collectable Duff bottle cap.

Objective: Follow the White Rabbit through the village

Chase after the oh-so-delicious, white rabbit! Start off by leaping through the gap in the pretzel fence and bounce across the marshmallows to the chocolaty ledge. Perform a double-jump there (tap "jump" while mid-air) to leap up to the rabbit.



After pulling yourself up, a chocolate rabbit will attack! Give it a good punch and be ready for more coming up. Now cross the bridge and bust your way through the chocolate-cart barricade and continue through town.



Objective: Break the graham cracker gate

As you turn the corner, you'll come across a chocolaty Marge fountain - these are where the chocolate rabbits come from. As such, it's pointless to fight the rabbits until you take down the fountains, otherwise the rabbits will just keep coming back for more. Give the fountain a few good whacks to destroy it, then punch your way through a barricaded door in the corner of town.



Objective: Climb the cake and eat the white rabbit

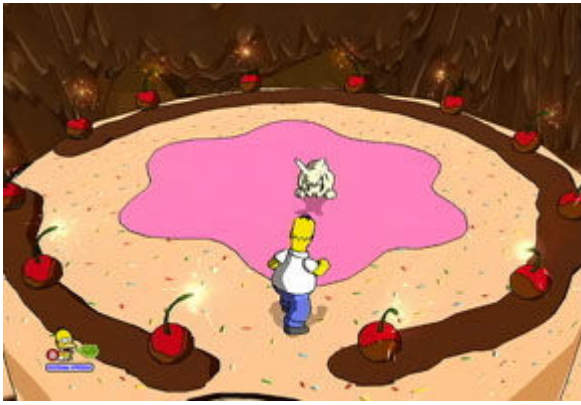
Ignore the chocolate rabbits and focus your energy on the three Marge-fountains. Once all three are destroyed, press the red button next to the arrow in the area's center to raise a pair of cookies in the moat.



Leap across the two cookies to the cake, then use the marshmallows to spring up to a ladder. Climb it up to a gap in the cake's layer and perform a double-jump along either edge to reach another ladder. Climb it up to the white rabbit.



Punch the white rabbit to take him down and collect his head, then transform into the Homer Ball to collapse through the floor, to the cake's core.



Objective: Eat the chocolate bunnies

Use the Homer Ball and destroy the central bunny head by boosting into it, then collect the Duff Cap left in its wake to complete the level.



The Simpsons Game Walkthrough

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Bartman Begins

Level Walkthrough

Collectibles

Tips from the Developer:

- You can shave seconds off your time by pressing forward and jump during Bart's wall climb.
- Look for a Bart collectable Krusty Coupon in the first cave. You can't go back and get this one after you leave the room.
- Save Bart's power supply in the last room for taking out Jimbo, he can put up a pretty serious fight while the guards are easily dispatched with melee.

Objective: Find the temple

Jump the gap, then destroy the box with your slingshot and jump up the wall to find a barricade made of boxes. While you can punch your way through, try out your powered slingshot by holding down the fire button (assuming you have enough energy).



Objective: Cross the Chasm

There are two buttons by the staircase ahead, one on either side. Step on the left one first to permanently reveal a pair of platforms along the wall. Skip the other switch for now, and instead jump across the platforms as **Bart** to a wooden structure.



Once there, switch to **Homer** and have him step onto the second switch, on the other side of the stairwell. This will reveal another series of platforms, but only while Homer stands on the switch - so let Homer sit there and switch back to Bart and cross them to another "platform."

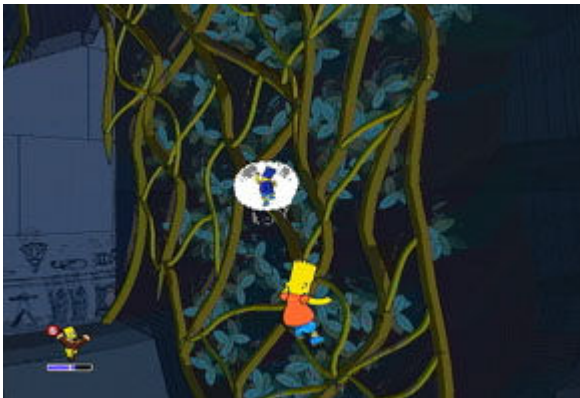


There's a platform below that's much too far to reach with a single jump, but thankfully, Bart's alter-ego comes to the rescue. Double-jump toward the platform and open Bart's cape at the apex of your jump to gently glide over to it. Stand on the switch to extend a bridge in either direction, allowing Homer to rejoin your group. Now cross the bridge to the other side.



Objective: Find the secret entrance to the museum

After the cut-scene, use Bart to climb the vine wall on the right. Now jump across a couple of platforms to a trampoline - kick it down so Homer can leap up. Now step on one of the nearby buttons, while Homer tackles the other. With both depressed, a secret passage will be revealed.



Objective: Drop the dinosaur bones on Dolph

The giant T-Rex is your ticket into the next room. Climb the nearby ladder up to its back, then have Homer stand on the skeleton, near the head, to weight it down (otherwise the back will bob up and down like a lever). Now use Bart to leap off the tail's tip and glide into the next room.



Activate the switch near the volcanoes to create a rising air current. Hop into the updraft as Bart and open your cape to soar real high. Now glide toward the glowing spot on the pterodactyl to bounce to a zipline - ride it forward to drop onto a tree.



Objective: Get into the History of Man Exhibit

Leap up the tree's branches to the highest point. Now whip out your slingshot and lock onto the target ahead (just above the dinosaur skeleton) and shoot it to open the way. Drop down and head on through the doorway.



Grab the RoboBart power-up from the kiosk on the right and shoot the control panel through the glass door to force it open. Now continue into the shooting gallery.



Objective: Frighten Kearney through the diorama

Look for a bully hiding behind the scenery in the shooting gallery. Grab the RoboBart power-up from the nearby kiosk and use it to shoot the targets within the display. The goal is to activate the targets near the bully, one at a time, to scare him into the next area. After the Bully escapes into the next room, the glass doors leading there will open.



The concept is the same in this second portion, but things here are a bit trickier due to a couple puzzles. Here's the order in which to shoot the targets:

- Right Target (lowers the bridge)
- Left Target (scares bully across bridge)
- Right Target again (scares bully into next section)



With the Bully scared into the final section, here's the order in which to shoot the targets.

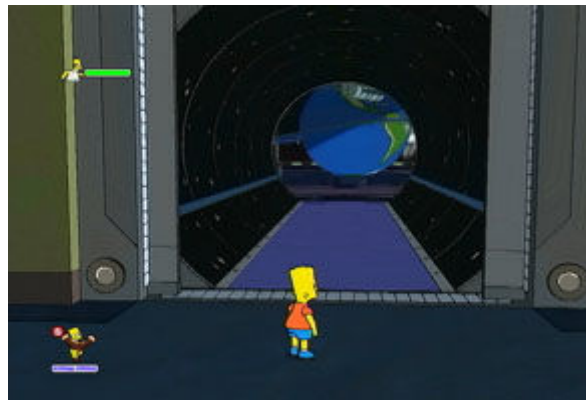
- Far left target (scares bully)
- Target by the donkey (scares bully)
- Target by the horseback rider (scares bully)

- Cannon target (scares bully into next room)



Objective: Get into the Planetarium

The Bully will now confront you face-to-face. Knock him out with a punch or two then proceed through the spinning star hallway that opens, leading into the planetarium.



Objective: Knock out Jimbo

Take down the guards, then use Bart to climb up the moon rocks on the left (by the moon Lander) and then leap off the far ledge into the air current created by the rocket engine. Use your cape to sail onto the second, inactive engine. Stay here, but switch to Homer and press the button on the lower part of that engine to temporarily turn it on, creating an updraft. Now quickly switch back to Bart and use your cape to glide over to the final engine, then to the space shuttle.



Cross to the tail end of the space shuttle and leap to the pole. Now spin around and jump across the planets and satellite to Earth.



Note:

After touching the pole, a barrier below will lower into the ground, allowing you to easily reach the pole if you fall off later on, thus letting you skip the moon rock and engine portion entirely.

Once at Earth, head left and jump up a series of UFOs to reach the spaceship above, containing Jimbo. Punch him repeatedly to knock him out and complete the level.



The Simpsons Game Walkthrough

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Around the World in Eighty Bites

Level Walkthrough

Collectibles

Tips from the Developer:

- Avoid combat and focus on the super foods for a really fast time.
- If you're playing single player, don't switch into Bart until after you destroyed the Super Taco.
- Look in the food court near the Golden Gate Bridge for a collectible.

Objective: Get Homer into Australia

Run up the ramp on the right side as Homer to the edge - once there, transform into a ball and use your burst ability to cross the gap into Australia.



Objective: Take Homer to Mexico

Head down the ramp (in the red wall) to enter Mexico.



Objective: Smash the Super Taco

After entering Mexico, turn left to find the Super Taco on the left side of the giant Duff Beer ad. Use Homer's Ball Boost to burst through it and land in Mexico.

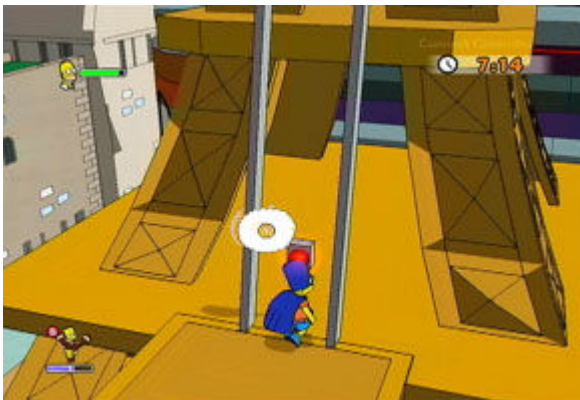


Objective: Open the gate and take Homer into Scotland

Proceed up the ramp ahead into France. Now use Bart and climb the ladder behind the Eiffel tower. From there, leap onto the umbrella on the right to bounce into an updraft - use your cape to sail up to the nearby rooftop.



Now grab hold of the zipline overhead and ride it over to the Eiffel tower. Press the button near the lift to ride it to the top. Once there, use your cape to glide to the large "X" below, on the wall bordering Scotland and France. Now run left along the wall and activate the switch to open the gate, allowing Homer to enter Scotland.



Objective: Open the gate and take Homer into Italy

As Homer, run up the grassy ramp (right by the gate you just opened) and ball boost into Stonehenge to knock it down, allowing you to get past. Now jump aboard the bagpipes and pound them into the ground to blow air out of the vents.

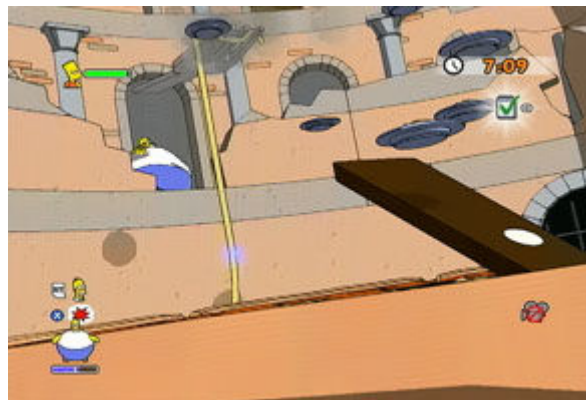
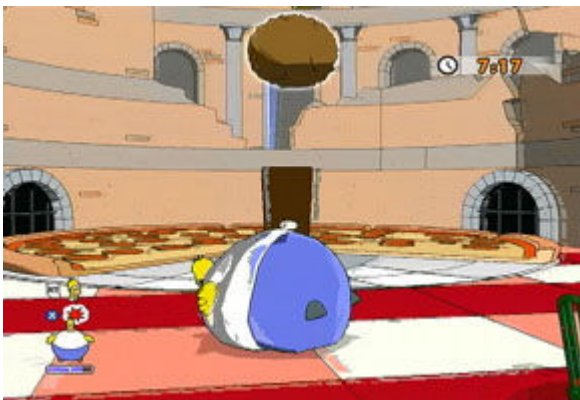


Now switch to Bart and hop into the bag's venting air. Use your cape to land on the wall ahead, separating Scotland from Italy.



Objective: Smash the super meatball

Use Homer to boost ball up the handle of the pizza cutter and bash into the meatball above to destroy it (this may take a couple of tries), revealing a rope that can be climbed.



Objective: Open the gate and take Homer into America

Climb the rope up the ledge and head right, up a couple of raised platforms to another ledge. From there, head left, then down a ramp onto the Golden Gate bridge.



Use Bart to climb up some ivy growing on the bridge's right side, and climb onto the top of the bridge. Use your cape to glide to a switch below, just right of the closed door. Activate it to open the way into America.



Objective: Destroy the Statue of Liberty and smash the super burger

As you enter America, the Statue of Liberty will rise from the ground, and she's holding the super burger you need to smash! Her front side is severely cracked; this is her weak point, but it's guarded by several dancers. Use Homer's Ball Bounce to stomp the nearby pedestal into the ground, temporarily lowering the dancers, exposing the Statue's weak point. Now use his Ball Boost to charge into the cracked section to deal some damage.



After a hit, the statue will begin to rotate. Just repeat the same thing noted above twice more to take her down, releasing the Super Burger. Just ball boost into it to complete the level.



The Simpsons Game Walkthrough

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Lisa the Tree Hugger

Level Walkthrough

Collectibles

Tips from the Developer:

- Use Clobber Girl in the early part of the level to take out the Porto o' Potties before entering Hand of Buddha
- There are two Lisa collectibles hidden in the Saw Blade section and one for Bart.
- If you time it right, you can actually double jump over an entire row in the Frogger section to improve your level finish times.

Objective: Enter the Auntie Nature logging operation

Kill the two loggers to open the door. This is a good time to try out Lisa's saxophone move, which will temporarily stun enemies.



Once through, take down the port-o-potty on the left side to prevent the loggers from spawning. Now use Lisa and interact with a Meditation Point on a tree stump on the right.



You are now in control of the "Hand of Buddha" - you can use this to pick up and move large objects. Look for two tree portions in the bottom-left corner; pick both up and drop them on the two center trees on the left of the same color to create a series of climbable platforms.



After moving the two logs, jump up the four tree stumps to a switch, which opens the gate leading to the next area.

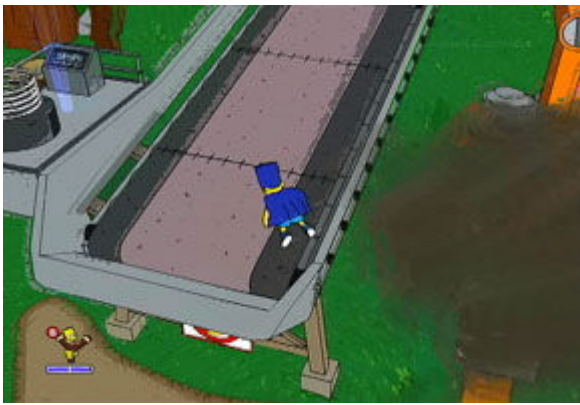


Objective: Disable the log conveyor system

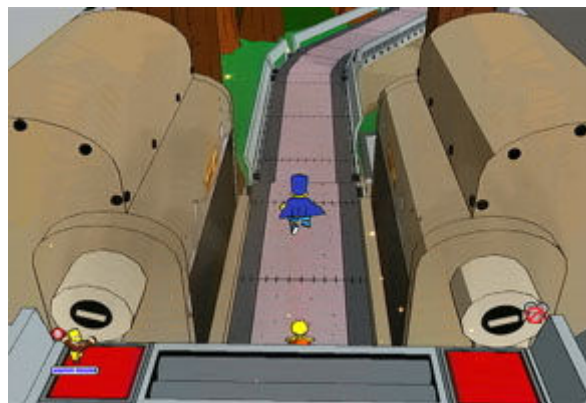
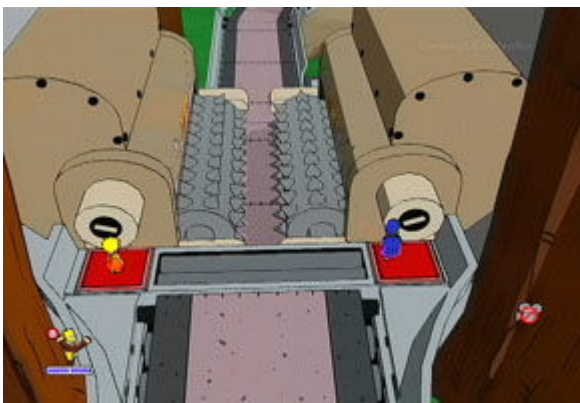
Take down another port-o-potty on the left, then use Lisa and climb up another tree stump to another meditation point. Use Buddha's hand to rip off the cover off the pipe in the upper-right corner, releasing a smoke stream.



Jump into the smoke as Bart and use his cape to glide to the conveyer belt above. Now leap to a control deck on the other side of the belt and kick down a spring, allowing Lisa to rejoin you.



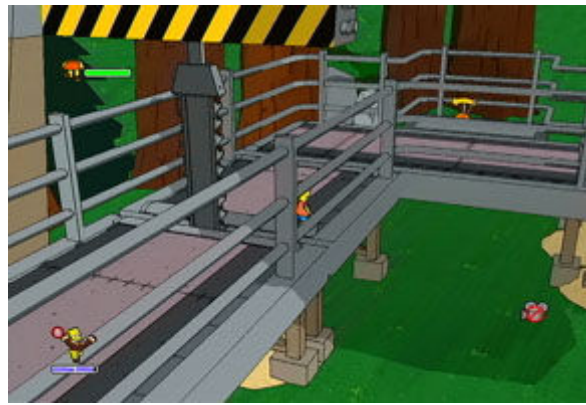
Continue along the conveyor belt up to two red switches - have Bart stand on one while Lisa takes the other. This will destroy the machinery ahead, allowing you to keep going.



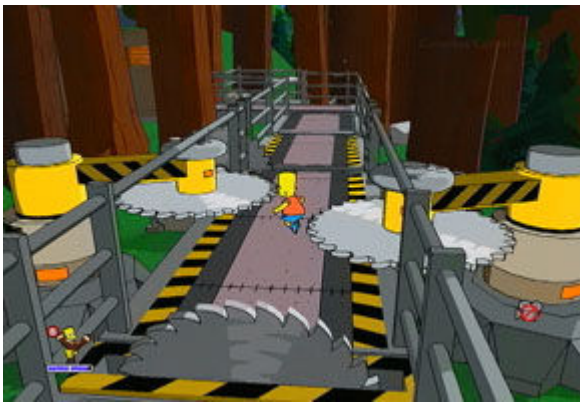
You'll soon come across a series of spinning saw blades. Wait for the large one attached to the mechanical arm to move away, then quickly have Bart jump over the two smaller ones, and climb the ladder up to a platform. Whip out your slingshot and lock-on to the target, on the machinery across the conveyer belt. This will knock down a stack of logs, clogging the saw blades.



With the saw blades defunct, continue along the conveyor belt, up the staircase-like portion, and carefully maneuver around three vertical saw blades to a switch in an alcove. Activate it to disable the three prior saw blades, allowing your teammate to join you.



Continue along the conveyer belt, maneuvering around a few more saw blades, to another switch in an alcove. Activating it will deactivate the saw blades you just ran past, in addition to lowering a gate right next to you.



Hop down into the field, then use Lisa to jump across the rocks and saw blades along the wall to reach a meditation point. Use Buddha's hand to pick up the portion of the conveyer belt by the acid pool, then drop it in that very pool to create a bridge you can cross.



Cross the bridge to witness Carl and Lenny fall onto a conveyer belt - you'll have to save them later. For now, grab the RoboBart power-up ahead, then take down the two port-o-potties further up the path. You'll encounter numerous enemies during this portion, so use Lisa's saxophone to stun them.



Once the area's clear, climb up the nearby rock to another meditation point. Use Buddha's hand to grab the two green canisters in the top-left and drop them onto the conveyer belt's top-half to knock it out of commission.



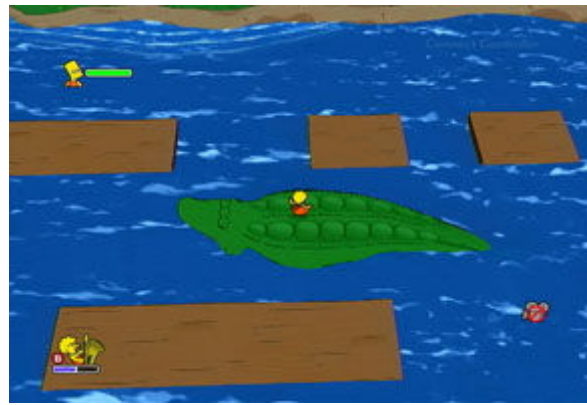
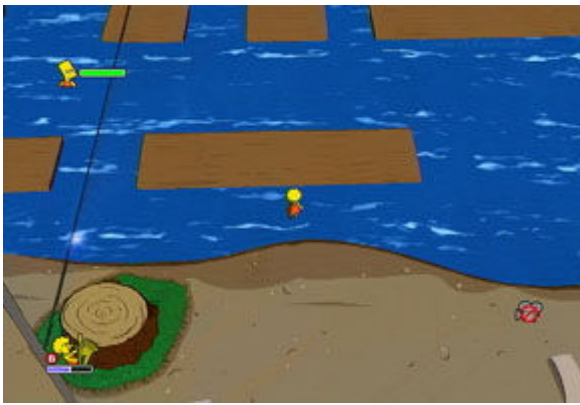
Objective: Open the floodgates

Jump onto the trampoline by the log wall to leap to the other side. As Bart, jump onto the tree trunk to bounce up to the zipline and ride it across to the other side. Take down the port-o-potty first, then activate the switch near the zipline drop off point. This will open the damn, unleashing a flood of objects in the river, which Lisa can use to cross.



Objective: Reconfigure the Factory Pipes

You've played Frogger, right? Well, this is Simpsons' version. As Lisa, carefully jump across the floating objects to reach Bart on the other side. You may have to wait a few seconds along the way for an object to float by.

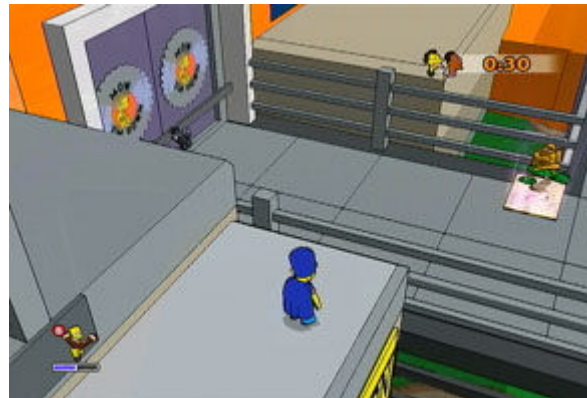


After rejoining Bart, destroy the attacking lumberjacks, then have Lisa climb up the ledges (near the zipline) to a meditation point. Use Buddha's hand to reposition the factory pipes, creating updrafts Bart can use to climb up. First, grab the right-most pipe and drop it somewhere to unleash a smoke stream. Now rip off the top of the nearby pipe, then drop the lower half on the smoke stream you just revealed to complete the puzzle.

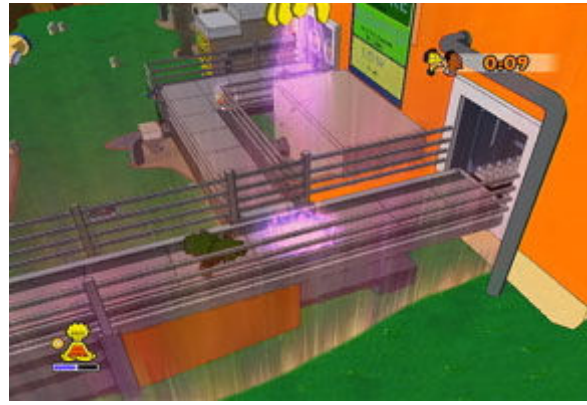
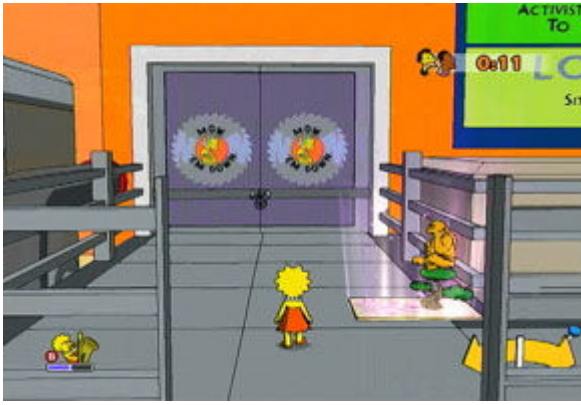


Objective: Save Lenny and Carl

Uh-oh, looks like Lenny and Carl are about to meet their maker, and you have less than a minute to save them. Quickly have Bart use his cape to glide up the smoke rising from the ground, up to a platform. Now leap into a second smoke stream on the right and ride it over the wall onto another platform.

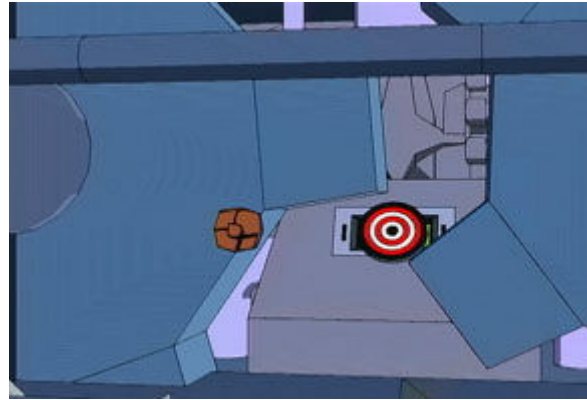
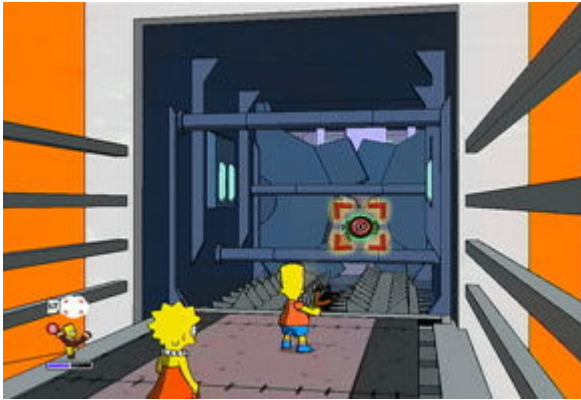


Leap to the walkway below and activate the switch, to lower the nearby wall. Quickly switch to Lisa and jump up through the opening, to the meditation point. Immediately use Buddha's hand to pick up the debris pinning Lenny and Carl down, saving them.



Objective: Destroy the factory

Continue along the conveyor belt and turn left at the path. Use Bart to shoot the target through the spinning gears when it comes into view to complete the level.



The Simpsons Game Walkthrough

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Mob Rules

Level Walkthrough

Collectibles

Tips from the Developer:

- Keep your Mob size as large as possible for the town square battle; you will need to keep some Mob Members tearing down the statue while you use the others for combat.
- Explore the parking garage lower level for a secret.

Objective: Destroy 3 Grand Theft Scratchy Floats

If you've played Pikmin, you'll feel right at home. Essentially, you'll have to use Marge's megaphone to recruit the wandering citizens and then assign them tasks - mostly destroying things.

Get started by recruiting Ned into your group, then have him attack the float by locking onto it and pressing the megaphone button - punch it as well to speed up the process.



With the float destroyed, continue on and recruit both citizens walking around, then use them to destroy the float ahead.



With the second float destroyed, a car will careen out of control and crash into a fire hydrant, releasing a torrent of water. You'll deal with it shortly. For now, recruit the wandering townsfolk, then attack the final float around the corner, thus revealing a trampoline.



Objective: Block the fire hydrant

Jump onto the tire as Lisa to bounce up to a mediation point, above Sequel Stop. Use Buddha's hand to pick up a black box (near the fire hydrant), then drop it in front of the hydrant to block the water flow.



Objective: Destroy 2 Grand Theft Scratchy Floats

After passing the hydrant, several police will attack - try out Marge's charged up Megaphone attack to take them down with ease. Now destroy the two nearby floats.



Objective: Find and destroy 2 billboards

Have Lisa climb up the nearby ladder to a mediation point. Use Buddha's hand to pick up the two billboard pieces and drop them at the gap in the road, creating a bridge.



After crossing, turn left and have your mob attack the cracked wall, creating an opening. Now take down the police here and recruit the citizens they were retaining.



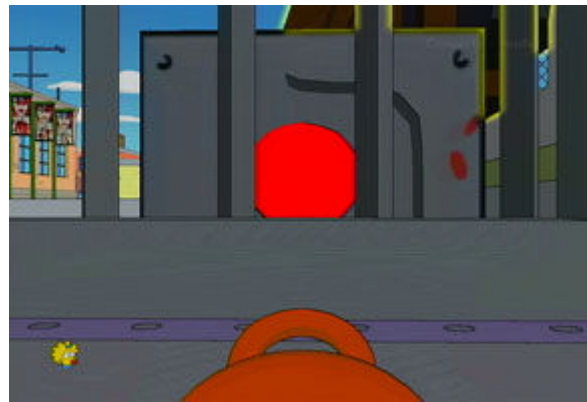
Have Lisa bounce off the tire to a meditation point above. Use Buddha's hand to move the cars blocking the path, allowing the mob to continue on.



Now have the Mob attack the nearby Itchy and Scratchy poster to knock it down, creating a bridge you can cross.



Around the corner, you'll find a second poster, but this one's electrified, so you'll have to turn off the current first. Interact with the crawspace along the wall to place Maggie inside. Steer Maggie through the duct and interact with the red button at the end to turn off the current. Now have the mob knock the poster down, creating another bridge you can cross.

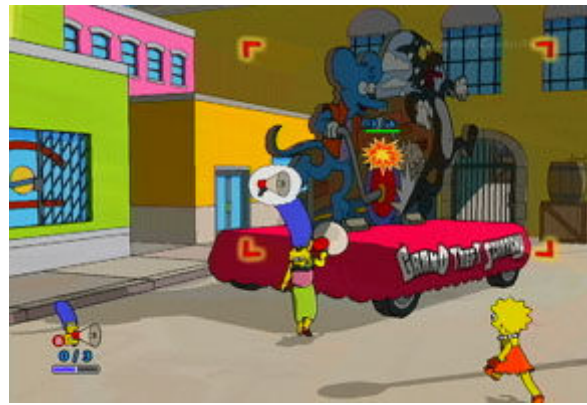


Objective: Destroy 3 Grand Theft Scratchy floats

Continue past the mediation point and direct your mob onto the lift. While the mob waits, have Lisa use the Mediation Point and grab the generator, near the lift. This will cut the lift's power, lowering the mob to the ground floor.



Join the mob below and use them to tackle the three floats: One on both the far right and left, and another in the center. Inside each one is a shape, but we'll come back to those later. As for the enemies: we strongly suggest grabbing the Police Marge power-up from the staircase, allowing you to kill the foes with one hit each.



Objective: Get to Town Square

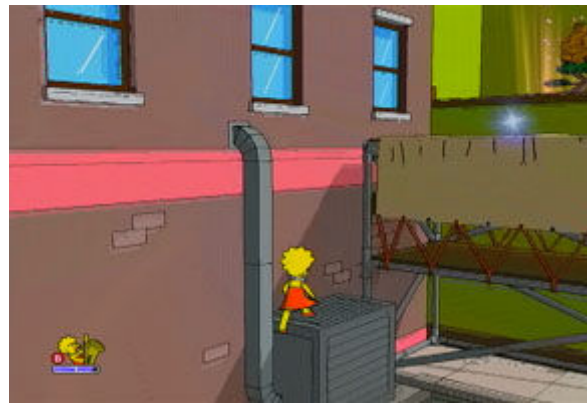
With the three floats destroyed, have Lisa bounce off a tire on the left side (near the cylinder) to reach a meditation point. Use Buddha's hand to collect the three shapes (where the floats were) and drop them into their respective slots in the center.



Once the three shapes are in place, put the mob to work on each one to produce a ramp, leading to the level above.



After climbing the ramp, look for a Meditation Point on ledge to the left which is too high to reach - but not for long. Put the mob to work on the object just below the meditation point to construct a second ledge that you can jump to; climb it to the meditation point.



Use Buddha's hand to grab the large box on the right-side and drop it by the fire hydrant near your current location to stop the water stream. Switch back to Marge and take down a couple of attacking enemies, then bust open the cracked jail wall ahead to add a prisoner to your posse.



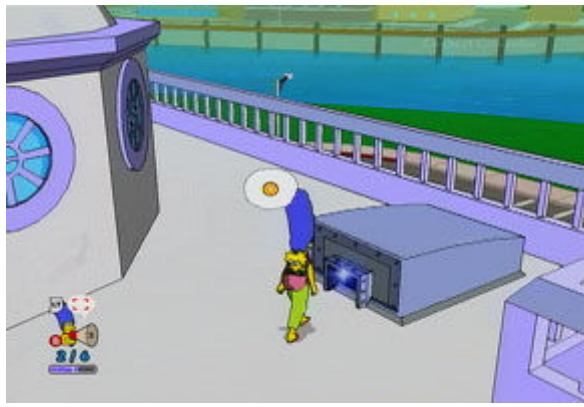
Objective: Destroy the Grand Theft Scratchy statue

The large Itchy and Scratchy statue in the town square is your next objective, but you'll want to take down the large amount of cops first. Assign members of your squad to the cops, one by one, then grab Lisa's power-up from in front of the Springfield Town Hall to KO the rest. Once clear, re-gather your mob and have them attack the statue until it's fully destroyed.

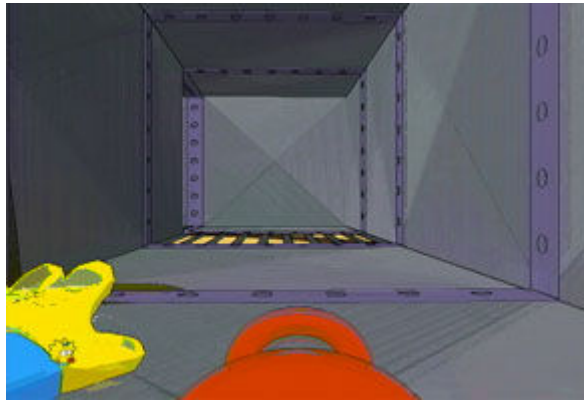


Objective: Turn up the heat on Quimby

With the statue down, it's now time to go after Quimby directly. Head to Town Hall and climb the rubble on the right side as Marge. When on the roof, place Maggie in the air duct.



Now just roam through the air duct and activate each of the three dials along the way to complete the level.



The Simpsons Game Walkthrough

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Enter the Cheatrix

Level Walkthrough

Collectibles

Tips from the Developer:

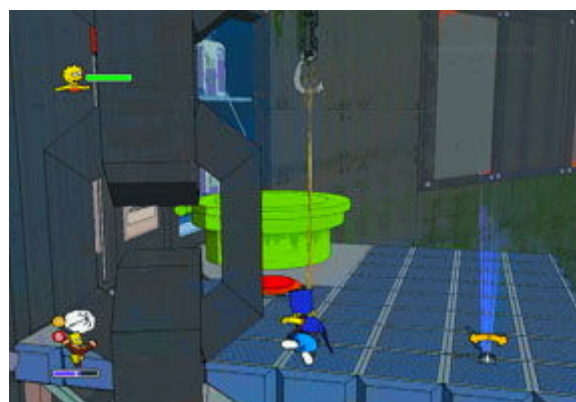
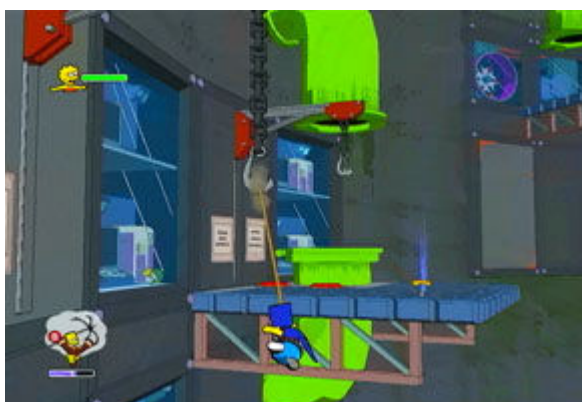
- Use lock strafing against the Football Players and make sure to shut down their spawners. They can get tricky if you let too many spawn.
- During the boss fight, always try and stay in Hand of Buddha. You'll clear the level much faster. I recommend destroying all the boxes in the room first.

Objective: Follow the Ape

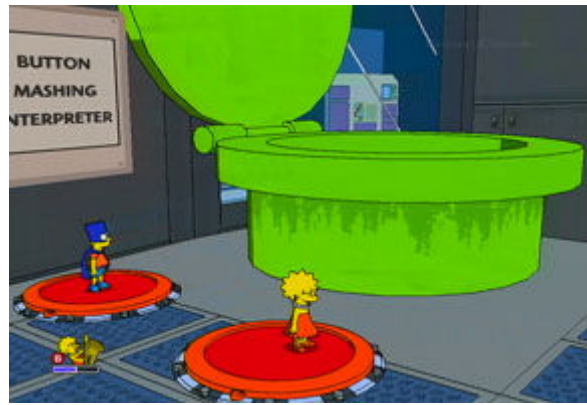
Have Bart grab the comic book page by the edge to learn how to perform the Bart Grapple. Try it out here to grapple to the platform ahead.



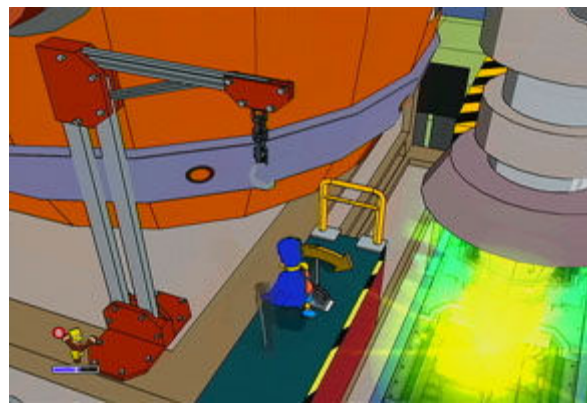
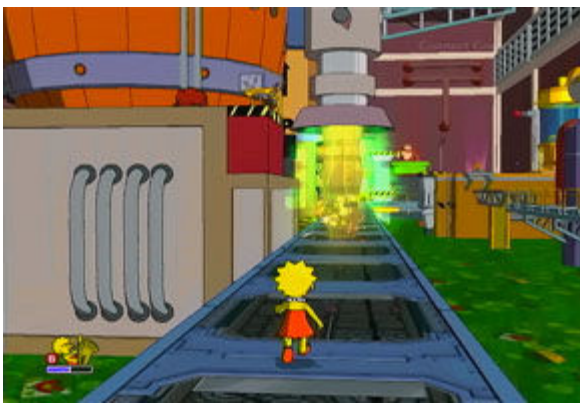
To cross to the next platform, you'll have to grapple twice. Immediately after latching onto the first grapple, quickly press the button again to latch onto the second, otherwise you'll fall to your doom.



Once on the far platform, activate the switch bordering the edge to open the warp pipe near Lisa. Switch to her and hop in to the pipe to warp to Bart. Now have both characters stand on the two red switches near the pipe to open it -- hop on in!



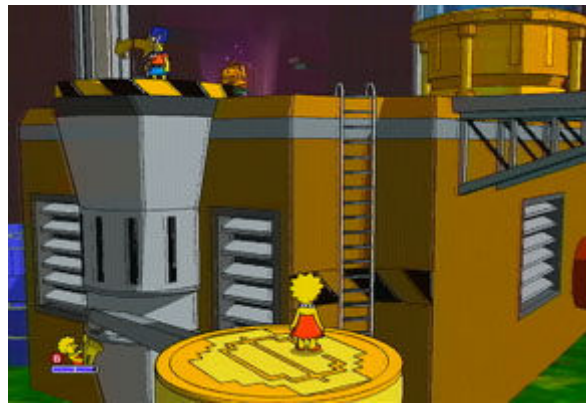
Drop to the conveyer belt below, but cut your ride short due to a stream of dropping barrels. As Bart, position yourself near the switch visible above and use your grapple to fly up to it. Pull the switch to turn off the barrels, allowing you to continue further up the belt.



The next section is blocked by a stream of barrels, but don't worry about that quite yet. You'll want to put an end to the Madden players that continually respawn via the "employees only" doors. While they're not so bad alone, they can be darn annoying in groups. Quickly press the button by the door on the left to prevent them from spawning. Now bounce on the nearby trampoline and activate the switch to put an end to the dropping boxes.



Proceed along the conveyer belt, shut down another door on the left, then look for another switch on a structure within the toxic waste, opposite the door. Get close and use your grapple to sail up to it. Pull the switch to activate a moving coin below. Switch to Lisa, jump to the coin, and ride it until you're within reach of the ladder. Climb it up to Bart, and a Meditation Point.



Use Buddha's hand to relocate the four stacked cogs onto the four bottom pegs. If positioned correctly, this will engage the final cog, causing a pair of platforms to move. Hop down to the conveyer belt and leap up the platforms to a pipe you should travel down.



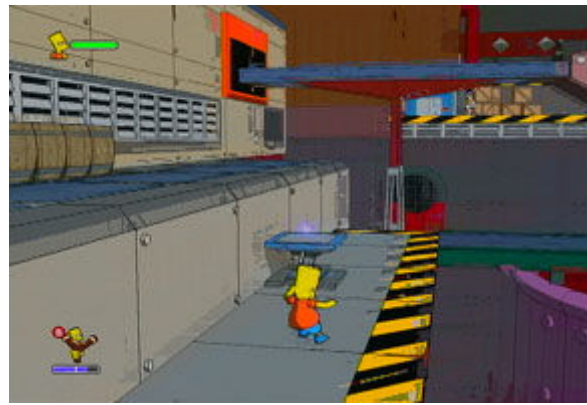
Objective: Get to the next teleport pipe

While it may seem there's no way to cross over to the pipe, you can actually climb over to it via a small ledge. Look for a glowing spot near a metallic air duct, and jump up. Now climb around it to the other side and position both characters on the two switches to open up another warp pipe.

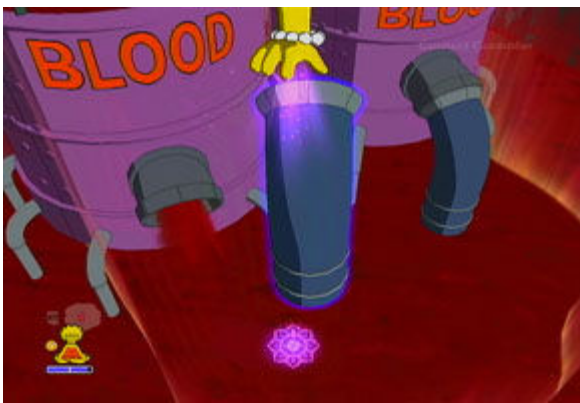


Objective: Find the exit pipe

Ride the conveyer belt to the wall, then leap to a nearby walkway and follow it to a trampoline. Bounce up a level, then deactivate the door to prevent more enemies from spawning. Now use Lisa and interact with the nearby Meditation Point.



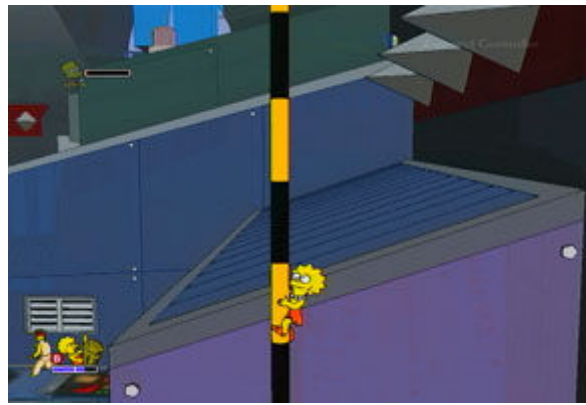
Maneuver the hand to the base of the large blood containers and pull off the pipes, lowering the blood level inside. This will expose a walkway piece inside each canister - pick up and drop them into their respective places in the walkway to make it whole.



With the walkway complete, run across it, past the enemies, and bounce up another trampoline. Quickly follow the wall and deactivate another door to prevent more enemies from spawning. Now have Lisa collect the comic book page in the corner (left of the door) to learn **Lisa's Super Saxophone** move. With this, enemies will attack each other if they hear Lisa's music. Try it out on the remaining baddies here.



After collecting Lisa's new move, a pole will rise out of the ground. Climb it to a slanted roof, then drop to the conveyer belt below.



The conveyer belt path is again blocked by another stream of dropping objects. But don't worry about it yet - instead, deactivate the door along the wall ahead to prevent more enemies from respawning. Now pull the switch near the belt to stop the objects from falling, allowing you to continue on.

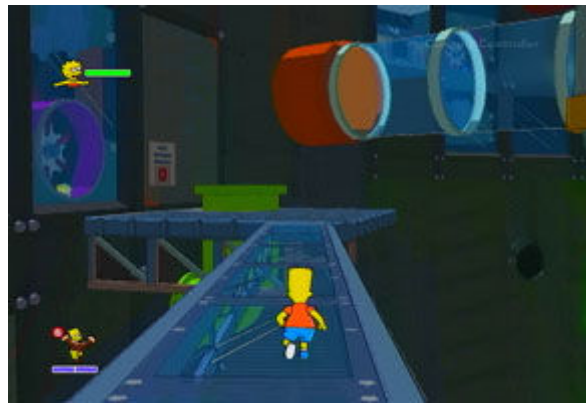


Deactivate yet another door ahead, then bounce off the trampoline up another level. Follow the conveyer belt up to another switch, which deactivates the usual falling obstacles ahead. Now push forward along the belt and continue down the warp pipe.



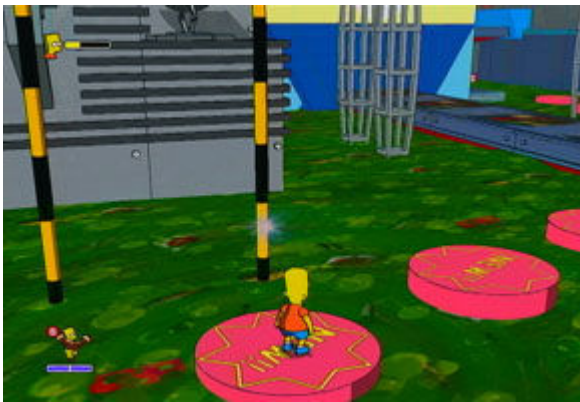
Objective: Get to the next teleport pipe

The walkway is currently blocked by some dripping gunk, so have Bart bounce off the trampoline to a platform above. Now whip out your slingshot and fire a coin at the blue Hedgehog (who of course, isn't Sonic) ahead to fling him off the treadmill, thus putting a stop to the dripping slime. Now cross the liberated walkway to the warp pipe.



Objective: Follow the Ape

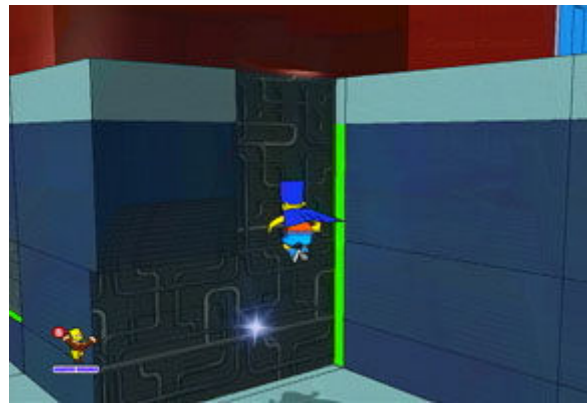
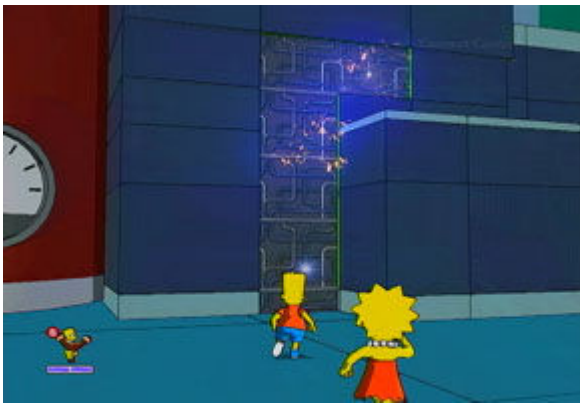
Work your way across the conveyer belt, and a couple of floating pink "new" caps to a pair of striped poles. Climb the one on the left (without the glowing spot) up to a rooftop. Now leap to a barely visible trampoline which will launch you up another level.



Follow the walkway and leap off the far platform. Now going any further will be very difficult unless you take down the horde of foes first. After dropping off, turn right and grab Bart's RoboBart power-up, then deactivate the nearby door. Now deactivate a second door further ahead, on the opposite side of the room. With both doors taken care of, kill any remaining foes.



With the room clear, approach the electrified wall portion, opposite the "Maddening" posters. Wait for the electricity to die down, then quickly double-jump onto the wall, then leap onto the right ledge (try to minimize the amount of actual climbing you do, as it's slow and wastes time). There's another electrified wall around the corner - jump up this as well, once the sparks go away.



Deactivate the door here, then run across the giant stamping machine, timing your movement to avoid the three stamps. Jump onto the gray platform, just past the final stamp and, then grapple onto the nearby crane to drop onto a platform.



There's a Buddha statue on top of the towers, closest to the blue "Maddening 09" poster. Climb up the attached ladder as Lisa and interact with the Buddha statue. Now use Buddha's hand to pick up the tile on the floor and drop it on the platform just ahead, causing it to move left and a crane to lower.



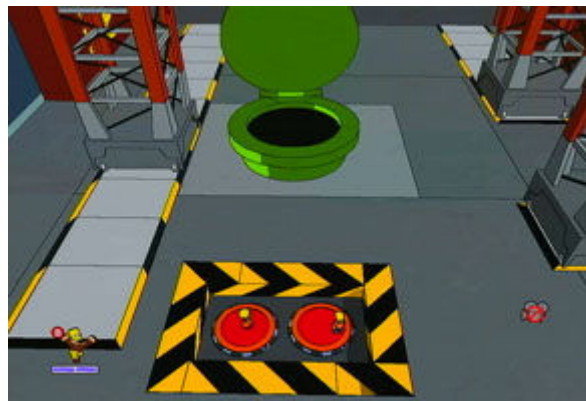
Switch back to Bart and grapple onto the just lowered crane to the platform. Now flip back to Lisa, and use Buddha's hand to pick up the platform atop the first tower (the one Bart just left) and drop it onto another tower directly across the room, to lower another crane.



Now have Bart grapple to that crane, to drop on another platform. Use Lisa again to pick up the tile from the second tower and relocate it to the final one. Switch back to Bart and grapple over to it, then use your cape to glide to a platform below, containing a switch.



Pull the switch to reveal two-buttons on the ground floor. Hop down and have both Bart and Lisa stand on each button to open the nearby Warp Pipe and head on down.



Objective: Drain the goo and confront the Ape

Have Bart leap onto the nearby trampoline and ride the zipline across to the other side. Once there, pull the switch along the ledge, which opens the warp pipe near Lisa. Switch to her and jump in to drop over to Bart.



Now have Lisa grab the comic book page in front of the Buddha statue to learn Lisa's Power Flick, just in time too! See the Field Goal? There's a button just behind it that you'll have to press by flicking an enemy into it. Use Buddha's hand and wait for an enemy to pop out of the door and stand in front of the field goal - now just give him a good flick to throw him into the switch. This will open up a nearby wrap pipe, amongst the goo - hop on in.



Objective: Defeat the Ape

Taking down the Ape isn't too difficult, but in order to attack him, you'll have to defeat his minions first. Grab the nearby power-ups for Lisa or Bart and use them to tackle the enemies. Once most are down, the Ape will step forward. When he does, have Lisa interact with the meditation point and use Buddha's hand to flick the ape. Repeat this twice more (killing the minions, then flicking the ape) to defeat him and complete the level.



The Simpsons Game Walkthrough

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The Day of the Dolphin

Level Walkthrough

Collectibles

Objective: Get past the boathouse

Don't bother fighting the dolphins (unless they attack you directly) as they respawn indefinitely. Instead, have Lisa bounce off the stacked inner tubes on the left up to a meditation point. Now use Buddha's hand to flick one of the wandering dolphins into the northern poster, thereby knocking it down and creating a walkway.



Climb up the fallen poster into the building, then drop off onto the wooden platform on the right side. Now knock down the suspended boat ahead by shooting the target above it. Bounce off of it, onto the pier ahead.



Objective: Build a bridge to the next pier

Follow the pier up to a meditation point on a low-building on the left. Now use Buddha's hand to flick the roaming dolphins into the three posters bordering the arena: The first is right behind you, another directly across from it, and the third dead-ahead. Once all three are knocked down, pick up the fallen posters and drop them on the pegs to the north (as shown in the picture below) to create a bridge you can cross.



Objective: Enter the aquarium through the hatch

After crossing the bridge, head straight and wrap around the walkway to another meditation point (make note of the closed pipe along the way - you'll be coming back to it later). Use Buddha's hand to flick the dolphins into the swinging ship - it'll fall down after three hits.



With the ship down, use Bart's grapple to cross the gap onto a billboard. Now ride the zipline on the right over to another platform and activate the switch there to open the pipe near the meditation point. Now switch to Lisa and hop down the pipe.



Objective: Dunk and defeat King Snorky

Who does that crown wearing dolphin think he is, the boss of this level or something? Fighting him is a bit different than most bosses, but we'll get to that in a moment. For now, you'll want to close both of the tanks on either side of the room, by pressing the red button on their front sides. This serves two purposes:

- 1) It prevents the dolphins from spawning.
- 2) You'll have to use the tops of the tanks as platforms to fight the boss.



Once both tanks are closed, it's time to get started on battling the boss. First, have Lisa climb up the ladder on the right tank, then up another to a meditation point, but don't touch it yet. For now, switch back to Bart.



Have Bart climb up the ladder on the left tank (across from Lisa), then up a second one from there. Now jump across a few platforms and climb along a few rope walls to a platform overlooking the dolphin king's tank. Now pull out your slingshot and lock-on to the target just below the king and let a rock fly. If you hit the target, the king will fall into the water - now's your chance to attack.



Quickly switch back to Lisa and interact with the meditation point. Now use Buddha's hand and move it to the tank on the exact opposite side of the room as the dolphin king. Pick up the purple thing there, then drop in the center tank to electrify it. Now quickly pick it up again and drop it into the king's tank to electrify him, dealing damage. Repeat this twice more to kill him for good (note: unfortunately, Bart will always run off the ledge after switching back to Lisa, so you'll have to have him climb back up to the platform overlooking the dolphin tank twice more.)



The Simpsons Game Walkthrough

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Shadow of the Colossal Donut

Level Walkthrough

Collectibles

Tips from the Developer:

- Use Homer as a distraction by switching back and forth between characters. Get Lard Lad's attention with Homer and then Switch to Bart to shoot open the hatches.
- Try and keep Lard Lad near the apartments for the second and third hatches. If he's down by the construction yard shoot his hatch, let it time out, and he'll run back down to the apartments making him much easier to destroy.

The donut wielding Lard Lad can be a tough nut to crack, but his weaknesses are easily exploitable once you learn how to reach them. There are three hatches on his back side: One on the butt, back, and head. However, since the hatches can only be opened progressively (one after the other) you have to work your way from the bottom up (excuse the pun). You'll have to fire a shot from Bart's slingshot to temporarily open the hatches, then find some way to jump to them, so you can destroy his internal circuitry.

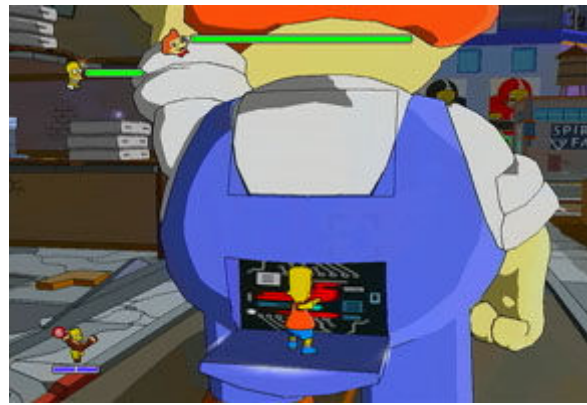


Lard Lad only has two attacks: Lasers that he shoots from his eyes, and the Krusty the Clown dolls he summons at will via the billboards. Neither are particularly worrisome, just keep on the move and attack any dolls that get in your way.

Tip If you need health, interact with the speaker box in Krusty's Burger's drivethrough to get some free hamburgers. Hmm, calories.

Objective: Open Lard Lad's first hatch and disable his wiring

Alright, so Lard Lad's first weak spot is marked by a giant target on his ass. Just run up behind him, pull out your slingshot, and lock-on to his bulbous butt and let a rock fly. The hatch should flop down, revealing his circuitry. Perform a double jump to jump onto the open hatch and interact with the circuitry to deal some damage.



Objective: Open Lard Lad's second hatch and disable his wiring

With the first hatch taken care of, it's time to target the second one on his backside. Unfortunately, this one requires a bit more planning as it's too high to reach with a simple jump, so you've got to get to climb to find some high ground.

Now you can't just shoot the target on his back willy-nilly - you must first lure him near some high-ground, otherwise you won't be able to reach the point on his back. We've found the easiest place to do this is by the Springfield Correction Center, right by Krusty Burger. Once there, use Homer's ball stomp attack to bust open the fire hydrant, revealing a stream of water Bart can sail up. Lure Lard Lad here, shoot the hatch on his back, then quickly sail up the water to a platform, then glide to the open hatch below and destroy his circuitry for the second time.



Objective: Open Lard Lad's third hatch and disable his wiring

The third hatch is located on the back of Lard Lad's head, and is by far the most difficult to reach. We suggest taking Bart to the very top of the construction site, just across the street from Krusty Burger. To get up there, trampoline off one of the garbage bins, then hop into the air stream and ride it to the top platform. Now switch to Homer and lure Lard Lad to Bart's location (just in front of Krusty Burger). Once the back of his head is within reach, switch back to Bart, fire a shot, then glide over to the panel and destroy the third set of circuitry to complete the level



The Simpsons Game Walkthrough

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Invasion of the Yokel Snatchers

Level Walkthrough

Collectibles

Tips from the Developer:

- Do not miss the RoboBart at the beginning of the level. We've front-loaded the level with enemy aliens and clearing them out will be easier with the power-up..
- Use Homer's Mega Burp during Space Invaders for massive damage!

Objective: Find the tractor beam

Grab the RoboBart power-up from the empty fountain and use it to tackle the space aliens here. Once clear, continue to the Sprwal-Mart truck ahead. Now you're going to have to get both Bart and Homer around this sucker - have Bart climb the cage portion to the top, then battle a few aliens that appear.



Once they're down, have Homer interact with the helium canister by the truck to become a floating ball. This will allow you to float over the truck, but it can be tricky getting enough height to do so. Essentially, it's not about flapping Homer's arms fast, but rhythmically. Try to begin each flap as soon as the previous one ends - so when you see Homer's arms drop, press the button then. If timed right, you should sail easily over the truck.



With both Bart and Homer past the truck, another horde of aliens will attack. Collect the RoboBart power-up from behind the boxes on the right to take them down. Now look for another helium canister along the far ledge. Become a Homer balloon, then zip across the span with the Helium Burst move. Once there, pull the nearby switch to create an updraft - switch to Bart and use his cape to glide over the gap and rejoin Homer.



Kill the aliens here (use the slingshot to take down the two on the truck ahead), then look for across the left gap to find a shining beacon on a small ledge. Use Homer's ball boost to cross over to it. Then hop on the tire to bounce up a level and activate the switch, creating another updraft. Switch back to Bart, like before, and use your cape to glide across to Homer.



Now walk up to the store's entrance and have both Homer and Bart stand on one of the pressure plates to head inside and prepare yourself to engage in a blast from the past: Space Invaders.

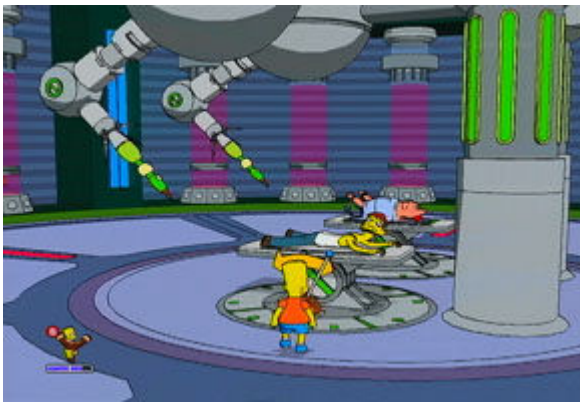


So a quick recap for those who've never played Space Invaders. Space aliens come in three waves, and the goal is to take them all down before they reach the bottom of the screen. Now here's the thing: the aliens actually get faster as more of them are destroyed. Because of this, it's best to tackle the lowest ones first, as they'll be the first to touch bottom. Use Bart's slingshot to tackle them from afar, but make sure to collect the orbs they drop to regain energy. Once all three waves are cleared, step into the tractor beam to board the ship.



Objective: Rescue Cletus

Just pull the lever by Cletus to free him. Easiest objective yet? We think so.



Objective: Disable the alien portals

After freeing Cletus, the floor will rise a level and several aliens will attack. Ignore them and instead focus on destroying the five portals. This is actually really easy - the five portals are each located above a ramp. Use Homer's ball boost to shoot up the ramp and hit the portal - each one takes two hits. Once all five are destroyed, a pink console will appear near the window. Interact with it to complete the level.



The Simpsons Game Walkthrough

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Bargain Bin

Level Walkthrough

Collectibles

Tips from the Developer:

- You can shave off seconds if you use Bart's cape to cut corners along the path.
- It's possible in this level to get all the collectibles and still complete the target time.

Objective: Shut down the cartridge incinerator

The pressure's on now - you have three minutes to shut down the cartridge incinerator, so get moving! Have Bart walk up to the striped ledge, on the right, and grapple to the other side. Pull the switch there to extend a bridge, allowing Homer to join you.



Now have Homer ball-boost into the cracked wall ahead to bust it open. Continue through and drop onto the walkway below. Have Bart walk up to the striped ledge ahead and use his slingshot to shoot the target on the right, extending a bridge.



Use Homer and roll up the ramp, then boost at the top to cross the long gap. Now quickly inhale the helium from the tank along the wall (near the gap ahead), then float across the chasm. Hop onto the trampoline there to bounce up to another walkway. Now boost across one more gap to a pair of buttons.



Leave Homer there for now and switch back to Bart. Follow the same path as Homer, except using the grapple to cross each gap to rejoin Homer. Stand on both buttons to open the door, then quickly run through and activate the switch beyond to complete the level.



The Simpsons Game Walkthrough

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Grand Theft Scratchy

Level Walkthrough

Collectibles

NeverQuest

Tips from the Developer:

- Gather mobs quickly at the level start and smash some barrels right away to get more battery power. You'll want to immediately direct your mob to the burning houses.
- Use Gummi Homer in the dungeon to take out the ranged Moe archers.
- Stay away from Otto. Use Marge's mobbitts as cannon fodder.

Objective: Stop the Dragon before she burns down 3 houses

Taking down the dragon is a two-step process, and requires careful usage of both Marge and Homer. Before we delve into the strategy though, you'll first want to use Marge to gather at least six or seven mob members.

So here's the deal: The dragon flies back and forth across the area, stopping at one of two bridges. She'll hover there momentarily (which is when she's vulnerable) before setting fire to one of the few houses. While she's hovering there, you'll have to ball-boost into her as Homer (from either side of the bridge) to knock her to the ground, stunned.



With the dragon stunned, immediately switch to Marge and have her mob of townsfolk attack the dragon. While the mob is attacking, you should actively be seeking out additional mob members - or if you're already maxed out at 20, help the mob by attacking the dragon itself. Repeat these steps to take her down for good.



However, there's one more factor to consider: the three flammable houses. If all three are destroyed, you'll fail the mission. As such, if the dragon manages to ignite a house on fire, immediately have Marge put the mob to work on the house in order to put out the fire, then refocus your efforts back on the dragon.

Once the dragon flees the scene, you'll be whisked away to part two of this level.

Objective: Find the entrance to the Dragon's lair

This part's pretty straight forward: seek out the kids trapped in coffins, while taking down the small brick houses that spawn enemies. You'll find one of each near the entrance, then follow the staircase up (left of the giant door) to find more kids trapped in coffins and enemy brick houses. You should soon have 8 kids in your posse - now pull the switch at the end of the walkway to open the giant door, and head on through.



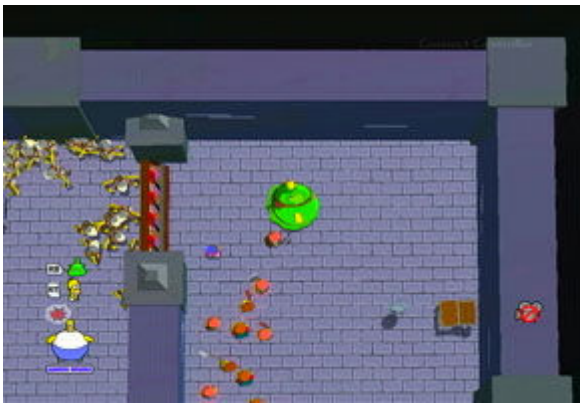
Destroy the bone stash to prevent ghost-Otto from spawning, then have both Marge and Homer step on the two buttons to open the door, leading to the next area.



It's an old-school, overhead, adventure game! This part's pretty simple: essentially you just have to seek out three keys hidden in the dungeon, which you'll use to get past the yellow electricity beams. You'll also be able to add additional children to your mob along the way, by busting open the coffins.

First Level

At the first intersection, head right and up to find a red barrier. Use Homer's ball boost to bust it open, then head inside for a key. Now return to the intersection and continue left to a yellow barrier - use the key to get rid of it, then fall through the hole into to drop down a level.



Second Level

Just follow the path up to a second key, and use it on the yellow barrier just beyond. Now head right at the intersection and follow the right wall up to a key - go back and continue along the bottom path through a second yellow barrier, then drop through another hole.



Destroy the two enemy spawn points, then have Marge and Homer step on the two buttons to open the door, leading to a dragon statue.

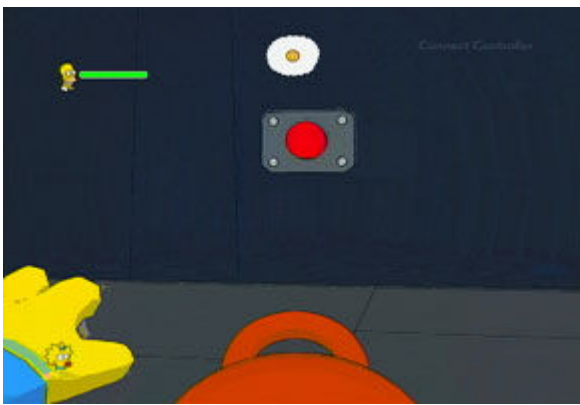


Objective: Open the Dragon's teeth and enter the lair

Clear out the room of enemies by destroying their spawn points, then direct four members of your mob into the slot below the dragon's left claw (if you're facing him, it's on the right). This sacrifice will cause gold platforms to rise - jump up them to reach the dragon's eye.



Now place Maggie inside the small hole underneath it and roam the tunnel up to a button. Press it to ride up a level, to another switch. Pressing that one opens the dragon's mouth, allowing you to head inside.



Objective: Slay the Dragon

What better way to slay the dragon than in a Joust/Balloon Fight spoof. The concept is simple: Inhale the helium from the canister to become a balloon. Now just fly up and boost right into the dragon. You have to do this three times, once per wave, to beat her. However, there is a sub-stage between waves 2 and 3 where you just need to fly around and collect the eggs.



The Simpsons Game Walkthrough

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Grand Thef Scratchy

Level Walkthrough

Collectibles

Tips from the Developer:

- I recommend playing this level in Co-op and extensively using Hand of Buddha ports in order to beat the target times. Lisa makes a great protector at this point in the game.
- Don't run ahead too far until you've cleared enemy spawners. If you let too many spawn you'll find yourself overwhelmed with enemies.

Objective: Clean up 7 buildings

Looks like Marge has taken upon herself to clean up the city, but she can't do it alone. You'll want to recruit the roaming dogs into your clean-up crew. Several can be found on the streets, but you'll have to free others out of the cages scattered about. You'll then use these guys to clean up the defaced property.

To get things started, have Marge use her Mega-phone to gather the two dogs roaming nearby, then have them bust open the cage in the center for a third. Now check the backyards of the two houses on the right for a cage each, bringing your posse up to 5.



Continue down the street up to another cage on the right. Bust it open for another dog, then take down the nearby van to destroy one of the enemy's spawn points. Afterward, stay on the right side for three more van & cage combos.



With all the local enemies (and their spawn points) taken care of, it's time to get to work on rebuilding the town. Take your clean-up crew to each of the seven vandalized buildings (they each have a blue beacon in front) and have them fix them up. Once all seven are up to code, a meditation point will appear near the hotdog store.



Objective: Destroy support wires on the suspended highway

With this portion of town cleaned up, have Marge and her clean-up posse step onto the lift in the back (near the hotdog store). Stand in the corner to make sure all 10 dogs climb aboard.



Now have Lisa interact with the Meditation Point and use Buddha's hand to collect a generator from the rooftop of the party store and drop it into either of the base of the lift, causing it to rise a floor. Switch back to Marge and have her dogs attack the support wires at the end of the suspended freeway.



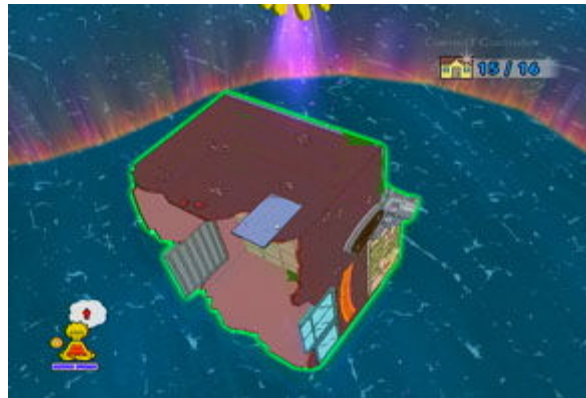
Objective: Clean up the next 9 structures

Now drop down and turn left into the next part of town. There are nine more buildings here that you'll have to clean up. Like before, go around and destroy the vans first, while opening the cages, then focus on the buildings.



The buildings you need to fix-up are pretty obvious (they have a blue beacon in front), but there are three somewhat tricky ones:

- **The "Tom Jackson" billboard:** This is the only non-building object you need to restore. Look for it along the side-road on the left.
- **The Radio Station:** Look for the radio station on the right side of the main road. Instead of fixing it up from the outside, you'll have to send Maggie on a mission indoors. Jump to the roof via the trampoline on the side of the building then place Maggie in the airduct. Have her follow the right wall to enter a room on the side and trigger the red/green meter along the wall.
- **The half-destroyed building:** Finally, there's a building on the south end of town that's missing its top half. Use the nearby Buddha statue to grab the top-half from the ocean just behind it, then drop it onto the lower half to complete it, allowing you to fix it up.



Objective: Create a path to the next island

With the town cleaned up, a mediation point will appear on a small dock. Now use Buddha's hand and look across the ocean to find a pair of respawning enemies. Use Lisa's freeze attack to turn them into ice cubes, then drop them into the ocean to solidify part of it. Repeat this until the entire section is frozen over, allowing you to cross over to the other side.



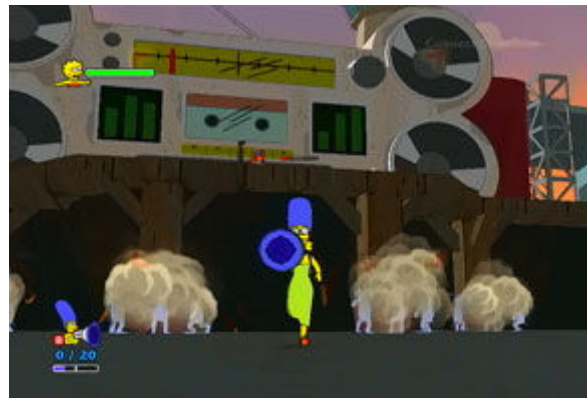
Objective: Clean up the island

After crossing to the far side, destroy the vans, then restore a few buildings here to complete this objective.



Objective: Protect the ice cream trucks

Yes! Another old-school game reference; this time Missile Command! In short, you have to protect the two ice cream trucks at the bottom of the screen from the attacking enemies. There are six barrels on either side of the screen - pick one up and drop it in front of the running enemies to take them down. Since the resulting explosions are quite lengthy, drop it well in advance of an enemy, and try to position it so it takes down several at once. After you destroy three waves, have your clean-up crew attack the stage to complete the level.



The Simpsons Game Walkthrough

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Medal of Homer

Level Walkthrough

Collectibles

Tips from the Developer:

- Look around the church for a hidden secret area.
- In Kassarine pass, use Homer Ball to roll ahead of the convoy and then switch to Gummi Homer to take out the Turrets and Tanks.

Objective: Rendezvous with Grampa Simpson and Private Burns

After gliding to the ground, step forward a few feet to meet with Grampa Simpson and Private Burns.



Objective: Collect all of the flags

With the French surrendering, you'll have to scout the town and collect all 24 flags. Most of them are hanging from windows, but some are being held by citizens, while others can be found in really weird places, like in a tree.

Note: Let there be Map!

To make things easier, the game provides you with a handy dandy map which shows all of the flag locations - press the Interact button on the pause screen to view it. It also displays your current location, relative to the flags. Unfortunately, it does not show what direction you're facing, so try using landmarks, or moving a few feet to determine which way is which.

Below you'll find a list of all 24. The pictures on the left shows the flags precise location on the map. The picture on the right shows the flag's location in the real world. Finally, the text above offers a brief description of how to grab it. Oh, and while Homer's on your team as well, stick to using Bart for this section, as only he can grab most of the flags.

Flag #1: The first flag is attached the house, right next to where you dropped in.



Flag #2: Bounce off the awning in front, then climb the ledges on the right, up to the flag sticking out the window.



Flag #3: Either cross over to this flag from flag #2s position, or jump up the ledge just below it.



Flag #4: Simply climb up the steps in front of the house to reach this flag.



Flag #5 Climb the flagpole near this building (in the courtyard where you dropped in) and jump to the balcony containing the flag.



Flag #6 Climb up the flagpole mentioned above to a second flag a bit higher up.



Flag #7 The seventh flag is on the back of the building which contained the sixth flag. To reach it, circle the top of the building (where the sixth flag was) to a tree in the back. Leap on top of it, then jump to the rear balcony for this flag.



Flag #8 Jump up to the right side of the building, and jump onto the balcony. Now jump to the nearby treetop, then leap to the flag.



Flag #9 To reach this flag, you'll have to use the smoke emitting from the house directly across from it. To get up to the chimney, use the awning on the front of the house to leap up to the balcony, then jump onto a second trampoline to the roof. Now use Bart's cape to gain altitude with the smoke, then glide to the flag across the way.



Flag #10 There's a couple of ways to grab this flag, but the easiest way is to use the awning (near the bridge) as a trampoline to jump to the section containing the flag.



Flag #11 Bounce off the awning, left of the flag up to a rooftop. Leap from there to the tree top, then to the flag.



Flag #12 To reach this flag, bounce off an awning on the right, cross the bridge, then bounce of a trampoline to a rooftop. Leap onto the chimney here, then glide to the flag.



Flag #13 From the rooftop mentioned in Flag #12, leap to the nearby tree to grab another flag.



Flags #14 & 15 From the treetop mentioned in Flag #13, leap to the house below to collect flags 14 and 15.



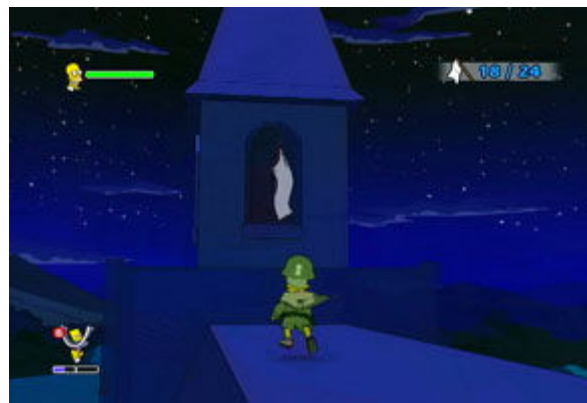
Flag 16 From the same house mentioned in Flag 12, drop off the opposite side to find another flag on a balcony.



Flag 17 Look for a flag attached to a door, near the giant waterwheel, along the waterfront.



Flag #18 Another flag is located at the very top of the waterwheel building. To get up there, grapple across the two hooks on the right side, then glide over to the walkway. Now leap up a couple of barrels and ledges to the small tower at the top, where you'll find the flag.



Flag #19 The 19th flag can be found behind the waterwheel. To grab it, simply drop off the far side of the waterwheel building (mentioned in Flag 18) to fall onto it.



Flags #20-24 The remaining five flags are all held by French citizens roaming the town. Unfortunately, they'll run away as soon as they see you, so peg them with your slingshot to make them drop the flag where they stand.



Objective: Protect and escort the truck through the canyon

Great, an escort mission. Thankfully, unlike most games, it doesn't completely suck! We actually suggest ignoring the truck that you have to protect for the most part, and instead simply tackle the obstacles that would otherwise get in the truck's way. Keep these tips in mind to complete the walkthrough with ease:

- Forget the truck - just run ahead of it, tackling any enemies as you see them.
- Use only the slingshot
- Stay on the main path; so ignore the trampolines, etc
- Don't bother with the explosive barrels; it's faster and more effective to just shoot the enemies with the slingshot.

Start off with by shooting the mines ahead with your slingshot to clear them out of the way. Next, follow the path up to a turret on the left - lock on and shoot pebbles at it quickly to take it down.



Do the same for another turret coming up on the left, then the mines immediately after. Continue under the rocky ledge, then destroy the green tank on the left.



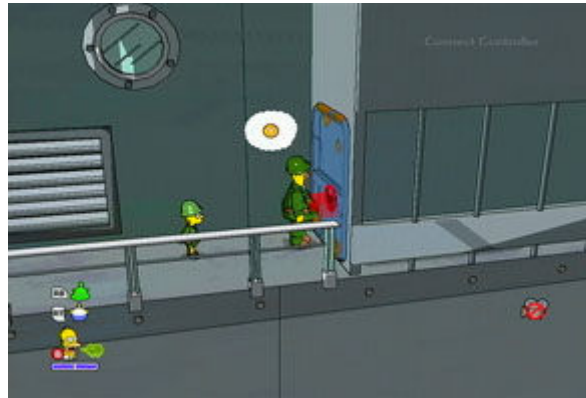
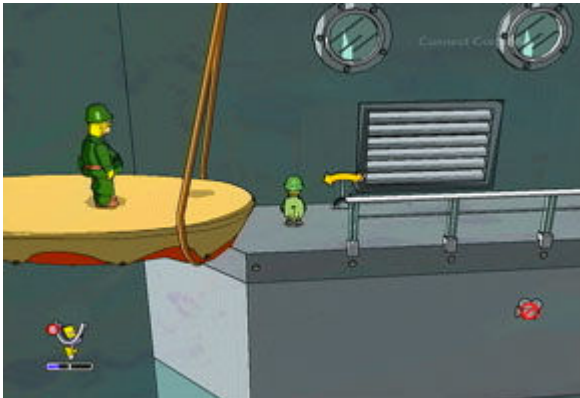
Stay on the ground and take down four more turrets coming up: The first on the right, then three more on the left. Kill the

mines afterward, then tackle two more green tanks on the left to complete the mission.

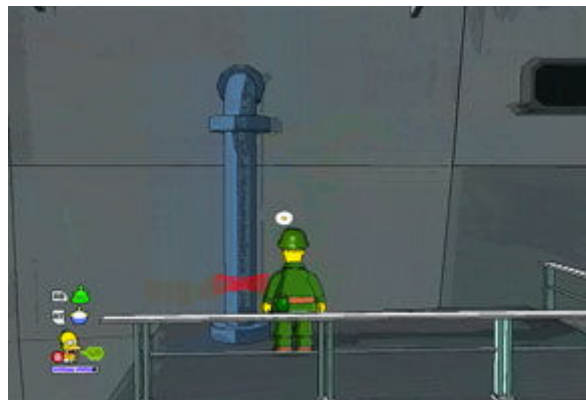


Objective: Knock out Private Burns

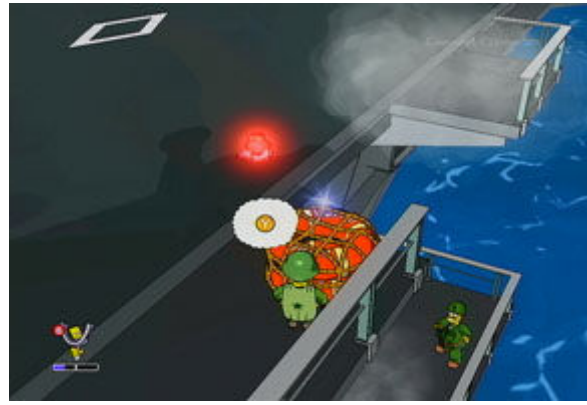
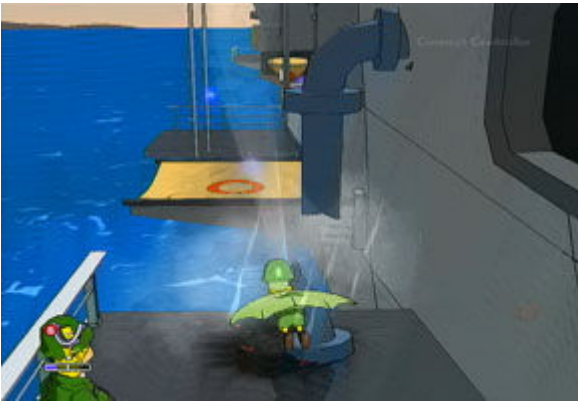
Follow the walkway and have Homer jump onto the suspended boat. While he waits there, have Bart grapple twice across the gap, then immediately use his cape to sail across to the other side. Flip the switch there to swing the boat to you, allowing Homer to rejoin Bart.



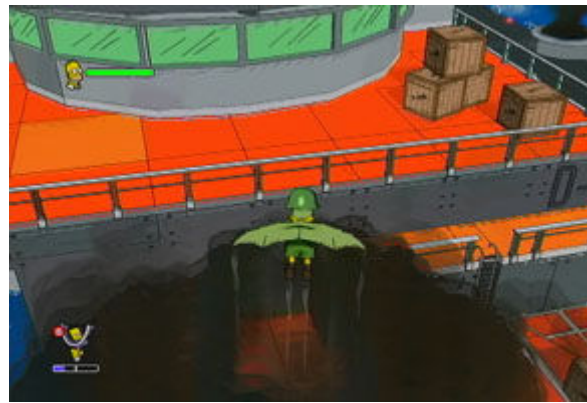
With Homer on your side, have him interact with the door ahead to plant a bomb, allowing you to pass by. Now pull the switch ahead to drop the lifeboats out of the way, then cross the ropes and the trampoline to a pipe - plant a bomb as Homer to blow it open, releasing an airstream.



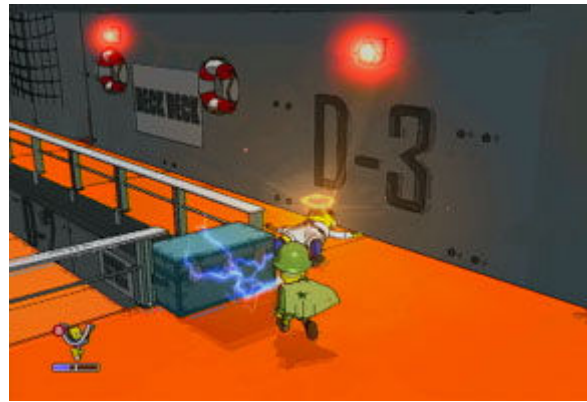
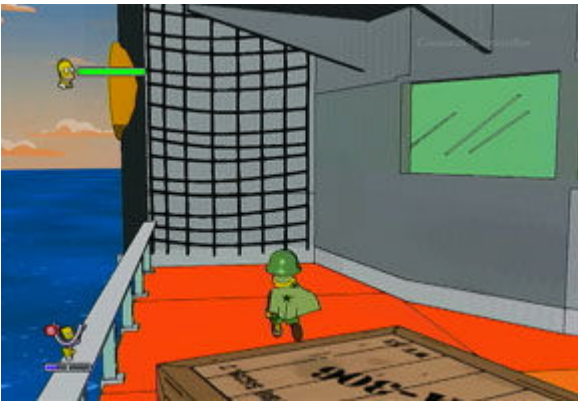
Ride the airstream up a level as Bartman, then knock down the pack of inner tubes, which Homer can use as a trampoline to rejoin Bart.



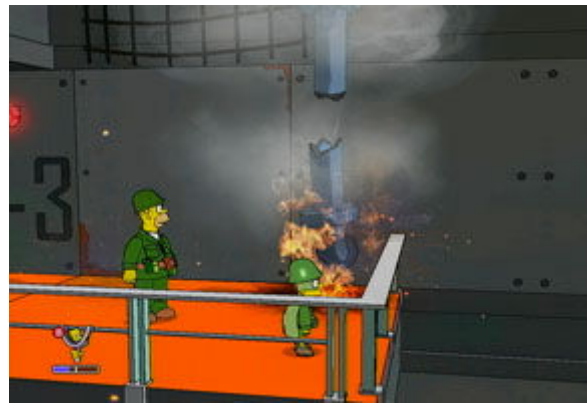
Continue down the ship deck, and climb up the crashed plane to the higher level. Have Homer plant a bomb on the turret here to explode it, then have Bart use the smoke rising from its wreckage to glide up two levels.



Climb the rope on the left up to a walkway, and follow it up a ladder. Now drop off the far side and follow the walkway up to a metallic block Bart can knock down, allowing Homer to join him.



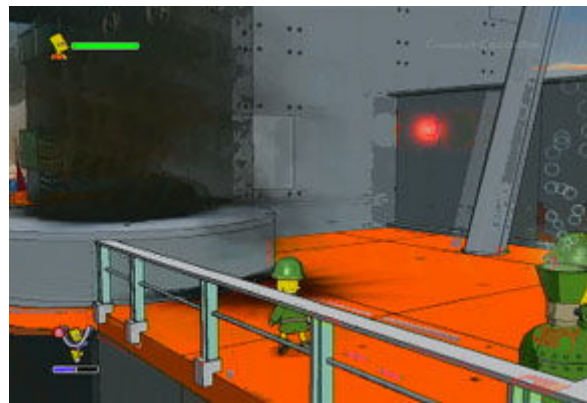
Have Homer plant a bomb on the nearby door, then head through after it's blown open. Plant another bomb on the pipe within, then have Bart sail up the released air current.



After floating to the walkway, kick down the inner tubes to allow Homer to bounce up. Now have Homer plant another explosive on the turret here, then have Bart ride the smoke stream up another level. Kick down another inner tube there, so Homer can rejoin you again.



Drop off the walkway to the far side, and continue up to another door you can destroy with a bomb. Punch your way through the box pile within, then destroy another turret. Now have Bart ride the steam up to the ship's top level.



Once here, climb the ladder up to the first smokestack, and use the smoke to rise up to a platform containing Private Burns. Punch him once to take him down, and complete the level.



The Simpsons Game Walkthrough

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Big Super Happy Fun Fun

Level Walkthrough

Collectibles

Tips from the Developer:

- To save time, quickly repair the Mr. Sparkle temple and avoid unnecessary combat. You can shave minutes off your time by going directly to the Hand of Buddha ports.
- Use Lisa's Saxophone extensively to cause the Sumos to attack each other. This will keep the Sumos off your rear the entire level.

Objective: Find Mr. Sparkle

Run up the hill and leap across the ropes to find Mr. Sparkle inside a giant toilet. He will provide you with your next task.



Objective: Find and place three lanterns to free Mr. Sparkle

To free Mr. Sparkles, you'll have to find the three lanterns hidden amongst the homes. You'll have to find all three and use Lisa's Buddha power to place them on the pillars that surround Mr. Sparkles to free him. However, you'll also have to fight your way through an ass-ton of sumo wrestlers as well. It's best to avoid them as much as you can, but use Lisa's saxophone move if things get dicey.

Lantern #1

Head left and interact with the nearby Meditation Point. Now use Buddha's hand to grab the large lantern to the left, behind the house, and drop it on the pillar in front of Mr. Sparkles.



Lantern #2

Continue left up to another meditation point up the hill. Pick up the house on the left to reveal the second lantern inside - place it on the nearby pillar as well.



Lantern #3

Continue left and climb up the wooden ramp to the final meditation point. Pick up the nearby middle house to reveal the third lantern. Place it on the final pillar to free Mr. Sparkles.



Objective: Find the Well of Fire

With Mr. Sparkles free, continue through the red-colored fence into the lava portion of the level. Jump across a few platforms and use the mushrooms to bounce up a level until you come across a meditation point.



Use Buddha's hand to pick up the three platforms along the left canyon wall and drop them onto the central pillars to create a walkway you can use to cross the lava.



Once across, have Homer ball-boost into the two pillars on the left, knocking them down. Afterward, climb up the nearby ledges as Lisa to a Meditation Point. Use Buddha's hand to pick up the columns that just fell and place them in the two circular holes. Now jump across those platforms up to a high ledge.



See the golden well in the distance? That's where you want to go. Jump across the platforms until a tall column (just before the statues bobbing up and down). Use Homer's ball-stomp attack here to lower the column into the lava, allowing you to pass by.



Continue across a few more platforms to another column that you need to knock down with homer's ball-stomp again.



Knock down three more coming up, then look for a white pillar across the lava. Enter Homer's gummy form and launch a gumball over at it to knock it down, creating a bridge you can cross via.



Use Lisa to climb the rocks on the left up to another mediation point. Freeze three enemies with Buddha's hand, then drop them into the three slots in the lava. Use them as platforms to jump across, then follow Jimbo down the hole in the shrine.



Objective: Defeat and capture Jimbo's Sparklemon

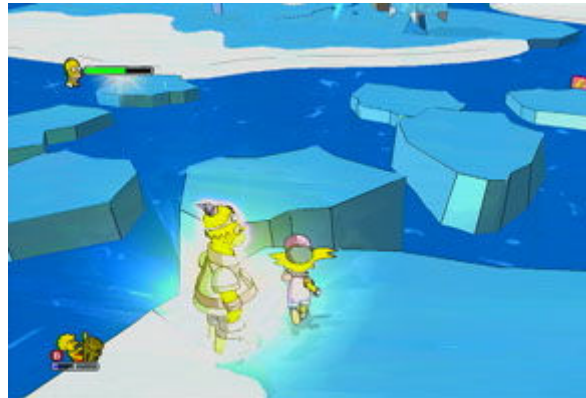
Fans of Pokemon should kick a kick out of this mock-battle. Like most RPGs, your health is now represented in numerical form. Also, you now choose your attacks from a menu. There is no limit to how many times you can use a particular attack.



Jimbo's Sparklemon is particular weak to Homer's Burp and Lisa's Freeze attacks, so just repeat using those two to take him down.

Objective: Find the Well of Ice

After the battle, work your way through the blue door, into the ice world. Once there, jump across the icebergs to the mainland.



Take a quick look around; do you see the three tall ice structures? You're going to have to use Homer to float to the top of all three and bust them up, revealing three structures you can use to continue through the level.

Ice Column #1

Head left and have Homer climb up the ridges to a helium canister. Breath it in to become a balloon, then flap your arms to gain height, then boost over to the top of the column. Once there, smash it with your ball-stomp attack to reveal a pillar within - but we'll come back to that later. For now, it's time to head to the second ice column.



Ice Column #2

Drop off the column and proceed to the large white ice-sheet ramp (right of the first helium canister, when facing it). Use

Homer's ball boost to roll up it to a ledge. Turn right, then boost off the ramp to another ledge containing the helium canister.

Inhale the helium then float/boost over to the ice structure and point it like the one before. Now it's time to tackle number 3.



Ice Column #3

Drop off the column and look for one more ice-sheet ramp near the final pillar. Roll up it with a ball-boost, then head right at the top to find the final helium canister. Float/boost over to the third ice column and smash it to reveal the final pillar.



Now switch to Lisa and direct her to the meditation point in the middle of the area. Use Buddha's hand to grab each of the three pillars and drop them into the three slots, directly behind the meditation point. Make sure to place them in order of tallest (in the back) to shortest (in the front).



With the pillars in place, use them to jump up to the ice well and follow Ralph down the hole to engage in battle.



Objective: Defeat and capture Ralph's Sparklemon

This fight is practically identical to the one with Jimbo. Ralph's Sparklemon is vulnerable to Homer's Gummy and Lisa's Lightning attacks. Just repeat those until the Sparklemon falls.



Objective: Board the Airship

Just run through the only open door to board the airship.



Objective: Prevent Sky Sumos from shutting down the airship

This airship is on a one-way trip to the final boss battle, or at least it would be if it weren't for those damn sumo wrestlers. They'll actively try to sabotage your ride by deactivating the five engines (the things with the propellers on top), which slows the ship's ascent. Even worse, if all five are disengaged, you'll fail the mission. A diagram on the right side of the screen shows which engines are active (green) and which are deactivated (red).

We found the easiest way to complete this part was to simply have Lisa run around the ship, from one engine to the

other, in a continuous circle. Don't ever turn around, just keep running, reactivating any engines that require it along the other. As for the Sumos, use your saxophone attack anytime one gets close so they'll keep the others at bay. Repeat this strategy until the ship reaches its destination.



Once the ship stops, hop onto the nearby cloud and follow Sherri and Terri into the well.



Objective: Defeat and capture Sherri and Terri's Sparklemon

S&T's Sparklemon is vulnerable to Homer's Burp and Lisa's Freeze attacks. Just repeat those until the Sparklemon falls, and you'll have completed the level.



The Simpsons Game Walkthrough

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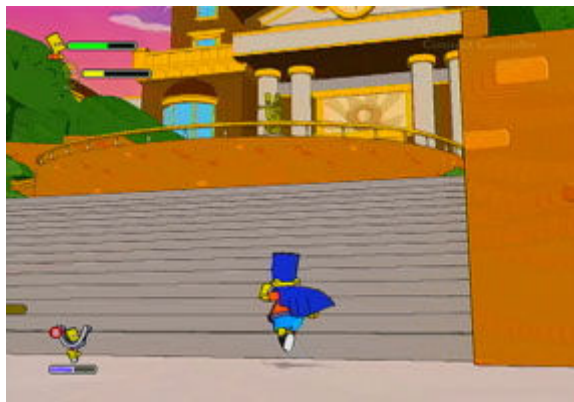
Five Characters in Search of an Author

Level Walkthrough

Collectibles

Objective: Destroy the limousines

The horde of lawyers can be quite devastating, which is why you need to take down the four limos that they spawn from ASAP. The best way to do this is to ignore the lawyers, and grab the RoboBart power-up from one of the nearby pedestals. To get to it, use your grapple to pull yourself to the grassy ledge on the right, then leap to the nearby pedestal containing the RoboBart power-up.



Now that you're RoboBart, it only takes a single shot to destroy each limo - all four can be found near the closed gate, on the right. Once all four are destroyed, proceed through the gate that opens.



Objective: Ring the 'front door bell'

Climb the stairs up to the Mansion's front door, where you'll have to play a game of Simon Says to get in. You'll have to step on the floor tiles in the same order that they light up as. While you can try memorizing it (hint: it's the Simpson's theme), you may want to consult the picture below, showing what order to step on the tiles in.



After successfully completing the game, enter the mansion through the door that opens.

Objective: Stop Matt Groening

To stop Matt Groening, you'll have to find some way to close the curtain at each of the five locations he appears at.

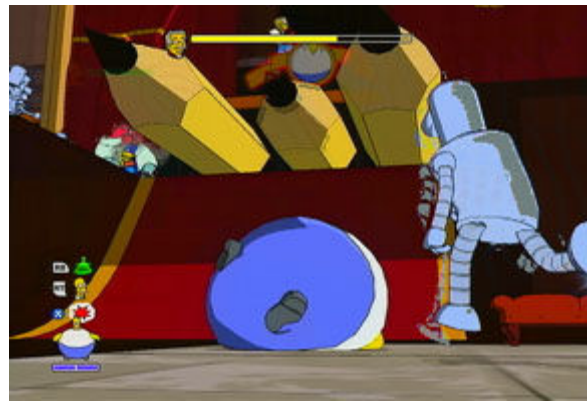
Matt's first location is on the far left ledge, just above the ramp. Destroy the money pile blocking the ramp with Homer's ball-pound, then boost up the ramp, into the button. The curtains will close, giving Matt a chance to relocate.



Matt will now appear on the ledge on the exact opposite side - this time you'll have to use Bart to reach him. Look for a couch on the same side of the room Matt's on that you can use to bounce up to a chandelier. Now grapple over to one near Matt, then glide to the switch to his left. Flip it to close the curtain, forcing him to move once again.



Groening will now appear on the only other ledge on the same side of the room, and there's another ramp just beneath him - you know what to do. Except this time, there are three pencils jutting out from the wall - wait for the middle one to recede, then boost up the ramp, and into the button, causing the curtain to close.



Groening fourth appearance is on a ledge, directly opposite the third. Have Bart bounce off the same couch used for point two, and then grapple to the second chandelier. Wait for it to rise, then glide over the room, to the chandelier near Matt. Then hop from here and glide once more to the switch left of Groening - flip it to close the curtain.



Matt's final appearance is on a high balcony, in the center of the far wall. Thankfully, a ramp just happens to rise from the ground at the same time. Roll up the ramp as Homer, then ball-boost when near the top to trigger the final button, and complete the level.



The Simpsons Game Walkthrough

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Game Over

Level Walkthrough

Collectibles

Objective: Defeat William Shakespeare

The best way to tackle Shakespeare is to use fire Bart's slingshot perpetually while strafing around Shakespeare to avoid his return fire. He'll fall to the ground after a few shots, stunned. Run up and punch him while you have the chance. Shakespeare will then appear on a different cloud - target him like before and repeat this until he's down for good.



With Shakespeare down, the gates leading into Heaven will open, and the remainder of the Simpsons family will join you - nice!

Objective: Open the side gates

There are two gates ahead which prevent most of the Simpsons from getting past, so you'll have to work your way across the clouds to a switch that Bart can flip.

Have Bart navigate around the fence by running through the house on the left, then drop to the walkway below and look for a platform extending from the walkway. From there, grapple to the cloud, then to a second one beyond. From here, jump to the nearby cloud moving up and down, then leap from it when it's at its highest point to the stationary cloud above. Grapple to one more cloud from here, then make a flying leap and glide to a switch visible on the far side - you should barely make it. Flip the switch to open the gates and reunite the Simpsons family.



Objective: Open the gates to the steam bath

Turn around to find a giant staircase with a closed fence at the top. Take down the space aliens that attack first, then have Homer ball-boost near the top of the staircase to sail over either side of the fence. Once over, turn around and pull the switch to open the gate, letting the other Simpsons through.



Objective: Get the Simpsons out of the steam baths

Have Lisa interact with the meditation statue and use Buddha's hand to freeze a dolphin, then drop the resulting ice cube on the burning coals in the center, creating an air current.



Use Bart's cape to ride the current up, then sail over the building on the right to a switch on the floor.



Now switch to Homer and have him inhale the helium from the canister on the right side of the steam baths and hover over the same wall and step on the second switch, opening the gate.



Objective: Build a Coffee Shop

Now that the Simpsons family has escaped the steam bath, switch to Marge and recruit the four citizens standing outside Skybucks. Put them to work on the nearby construction site, which leads into a boss battle with Benjamin Franklin.



Objective: Defeat Benjamin Franklin

Benjamin Franklin puts up quite a fight for an old guy. The best way to beat him is to attack him from afar - like really far, using Bart's slingshot. As you do so, alternate moving left and right to avoid his return fire.



After dealing enough damage. Franklin will split into two smaller ones - each of whom will split into two more. Just keep at a distance and target them all until dead. If you run low on ammo, run in and grab the energy dropped by some of the Benjamin's.

Objective: Find God

Continue through the gates and up the staircase to find God.



Objective: Win a Dance Dance Revelation dance-off with God

Okay, now this may be the best "boss fight" of all time - a dance off with God in a DDR parody playing to the Scorpion's "Rock You Like a Hurricane." This is really easy, but also really fun. Simply tap the corresponding button as they enemies scroll over them. Complete all 3 waves to best God at his own game.



The Simpsons Game Walkthrough

Episode #1: The Land of Chocolate

Episode #2: Bartman Begins

Episode #3: Around the World in 80 Bites

Episode #4: Lisa the Tree Hugger

Episode #5: Mob Rules

Episode #6: Enter the Cheatrix

Episode #7: The Day of the Dolphin

Episode #8: Shadow of the Colossal Donut

Episode #9: Invasion of the Yokel-Snatchers

Episode #10: Bargain Bin

Episode #11: NeverQuest

Episode #12: Grand Theft Scratchy

Episode #13: Medal of Homer

Episode #14: Big Super Happy Fun Fun Game

Episode #15: Five Characters in Search of an Author

Episode #16: Game Over

The Simpsons Game Secrets

Collectibles	Achievements
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Episode #1: The Land of Chocolate

Episode #2: Bartman Begins

Episode #3: Around the World in 80 Bites

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Episode #15: Five Characters in Search of an Author

Episode #16: Game Over

The Simpsons Game PDF

****Coming Soon****

The Simpsons Game PDF

****Coming Soon****

The Simpsons Game Secrets

Collectibles	Achievements	
Achievements	Pts	How to unlock
Press START to Play	5	Easiest achievement...ever
Chocolate Victory	10	Finish The Land of Chocolate
Heist Hijinx	10	Finish Bartman Begins
Burger Victory	10	Finish Around the World in 80 Bites
Burns Baby Burns	10	Finish Lisa the Tree Hugger
Fight the Power	10	Finish Mob Rules
Power Up!	15	Finish Enter the Cheatrix
The Alienator	15	Finish Invasion of the Yokel-Snatchers
A Passive Fish	15	Finish The Day of the Dolphin
Mmm Donut	15	Finish Shadow of the Colossal Donut
Save the Simpsons	15	Finish Bargain Bin
Victory at Sea!	25	Finish Medal of Homer
Dragon Slayer	25	Finish NeverQuest
Doggie Dazed	25	Finish Grand Theft Scratchy
Sparkling Defeat	25	Finish Big Super Happy Fun Fun Game
On the Matt	40	Finish Five Characters in Search of an Author
Cloud Nine	100	Finish Game Over
Goes to 11	30	Find all of the collectibles in Springfield
Dufftacular Finish	50	Find all of Homer's Duff Bottle Caps
Hairs to You	50	Find all of Marge's Try-n-Save Coupons
Doll Crazy	50	Find all of Lisa's Malibu Stacy Seals
Poster Paster	50	Find all of Bart's Krusty Collectible Koupons
Worst Click Ever	50	Find all of the Video Game Click Moments
Complete Package	150	Finish every episode, find every collectible, and discover every Video Game Click Moment
Fast Times	50	Beat every episode target time
Heavenly Score	20	Get a perfect score on the final Boss battle
Pwnd	0	Dude, need help? You've died, like, 10 times...
Challenger	50	Win every time challenge
Chocolate Heaven	5	Win time challenge for The Land of Chocolate
Up and Atom	5	Win time challenge for Bartman Begins
Table Smasher 2000	5	Win time challenge for Around the World in 80 Bites
Wood Chippin'	5	Win time challenge for Lisa the Tree Hugger
Steady Mobbin'	5	Win time challenge for Mob Rules
Engine Fun	5	Win time challenge for Enter the Cheatrix
Mall Rising	5	Win time challenge for Invasion of the Yokel-Snatchers
Clown Around	5	Win time challenge for Shadow of the Colossal Donut
Nice Cans!	5	Win time challenge for The Day of the Dolphin
Sim Sandwich	5	Win time challenge for Bargain Bin
My Precious	5	Win time challenge for NeverQuest
Shooters Rejoice	5	Win time challenge for Medal of Homer
Maki Roll Mania	5	Win time challenge for Big Super Happy Fun Fun Game

Hot Coffee	5	Win time challenge for Grand Theft Scratchy
Back to the Futurama	5	Win time challenge for Five Characters in Search of an Author
Heavenly Joy	5	Win time challenge for Game Over

The Simpsons Game Secrets

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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Land of Chocolate

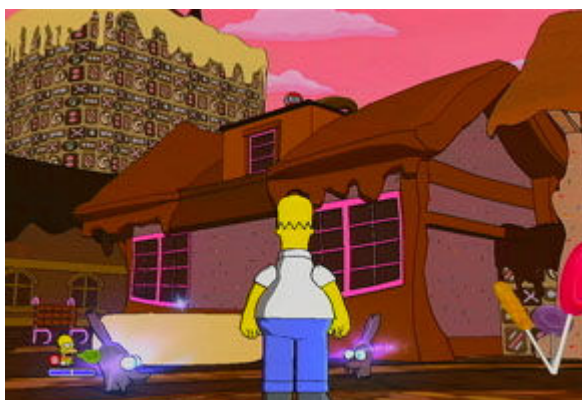
Level Walkthrough	Collectibles
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Double Jump
Leap across the marshmallows at the start.



After busting through the cart barricade, bounce off the marshmallow on the right up to a rooftop containing a bottle cap.



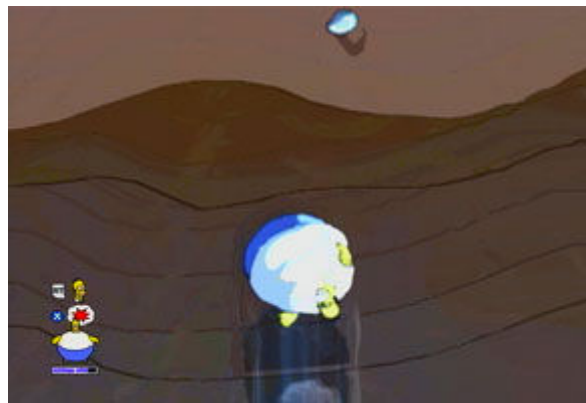
Bounce off the marshmallow left of the first fountain to land right on a bottle cap.



Check on the backside of the cake, on the second level.



After dropping into the cake, look for a bottle cap high up along the wall. Ball boost up the side to grab it (grab it quickly, before Homer's dream ends).



Inside the cake, destroy the chocolate bunny head for a bottle cap (grab it quickly, before Homer's dream ends).



The Simpsons Game Secrets

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Bartman Begins

Level Walkthrough	Collectibles
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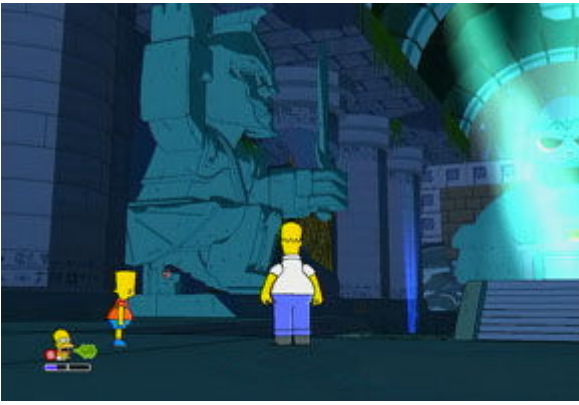
Wooden Crate
Bust open the first wooden crate.



Pressure Pads
Earned by stepping on both pressure pads after crossing the chasm.



Below the left statue in the chasm room.



After the chasm, have Bart step on the left button to open a secret passage in the nearby wall. Head inside as Homer for a cap.



After the chasm, climb the vines on the left side of the room to a coupon.



After the chasm, climb the vines on the right side of the room to a coupon, just before the pair of plates.



Head inside the hallway near the head of the T-Rex exhibit for a cap.



Head inside the shooting gallery via the hole in the wall at the end to find a cap on the left.



Climb the pole up to the Space Shuttle for another cap.



Circle the Earth for a Duff Cap.



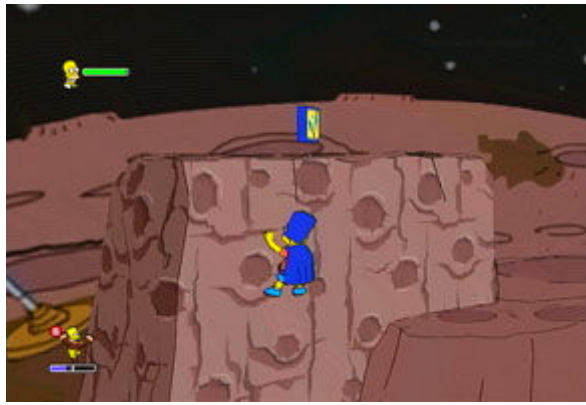
Look for a coupon past the volcano, near the trio of dinosaurs.



Check inside the circular desk, just before the planetarium.



Climb up the first moon rock on the left for another koupon.



Circle the Earth to find another koupon.



The Simpsons Game Secrets

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Around the World in Eighty Bites

Level Walkthrough

Collectibles



Combo Punch

Perform a combo punch, as Bart, on one of the nearby contestants. To perform a combo punch, press X, X, Y (or square, square, triangle on PS3).

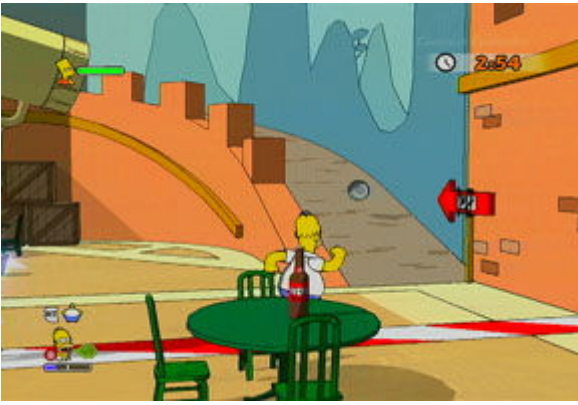


Temporary Power Up

In Mexico, destroy the Piñata on the ramp, then boost up the ramp to a roof. Jump from the roof to the nearby umbrella to bounce onto a Mexican plate of food, containing a Hot Tamale power-up



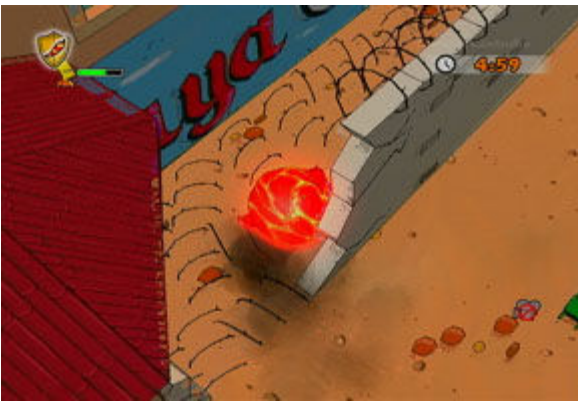
In the first area, check at the base of the ramp, which leads to Australia.



In Sweden, climb the striped pole near the mountain backdrop and follow the roofs to a cap.



In Mexico, destroy the Piñata on the ramp, then jump from it to the nearby umbrella, which will bounce you onto a Mexican plate of food, containing a Hot Tamale power-up. Grab it to turn invincible, then drop to the ground and run through the barbed wires behind the wall ahead to grab a cap.



Look for a cap along the diving wall between Paris and Germany.



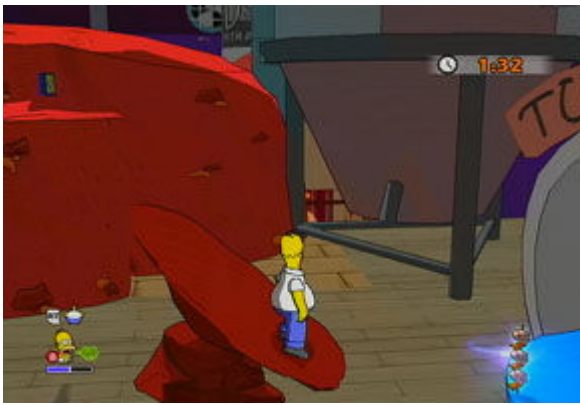
After entering Scotland, look inside an room on the left.



Look in the corner of the food court that's adjacent to the Golden Gate Bridge.



In Australia, have Homer stand on the tipped red rock to push it down like a lever, then have Bart leap from the raised end to a Koupon on the nearby rocky ledge.



On the wall dividing the first area from Australia. To get there, have Bart leap from the highest point of the ramp and land on a ledge, right below the bridge. Then jump up to the bridge.



In Mexico, have Bart float up the fan's current to a rooftop. From there, ride the zipline across, then jump across to a koupon.



Climb the blue and white pole in Scotland, then leap across the two flaming canisters as soon as the fire subsides to a ledge containing the koupon.



Climb to the top-right of the structure containing the meatball to find a coupon on a high wall. Glide over to the destroyed portion on the right to jump to it.



Climb to the top of the Golden Gate bridge and glide to a concrete walkway on the right to find a coupon at the end.



The Simpsons Game Secrets

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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Lisa the Tree Hugger

Level Walkthrough

Collectibles



Giant Saw Blades

You'll acquire this cliché simply by encountering the saw blades on the conveyer belt.



Explosive Barrel

Destroy one of the explosive barrels scattered about. You can find some after the first bridge.



At the first Meditation point, have Lisa use it to pick up the boulder from the bulldozer, causing it to raise its scooper. Leap from it to the nearby tree branch, containing a Koupon.



After stopping the first set of Saw blades, climb across the giant one to a Koupon.



After the first conveyer belt sequence, have Lisa use the Meditation Point to pick up the saw blade on the ground and reinsert it into the nearby tree. Now have Bart jump across the saw blades to a koupon.



After crossing the bridge you created across the acid, jump on a grassy ledge on the left.



Have Bart jump across the Frogger segment to a center island containing a Koupon.



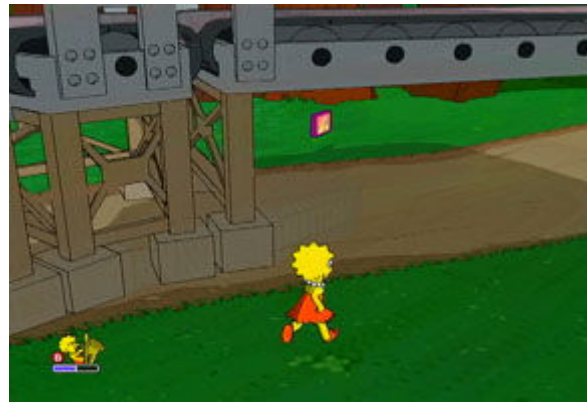
After crossing the Frogger portion, rearrange the pipes use Lisa's Buddha power so a vertical one is resting on both of the ground smoke vents. Then have Bart float up them to a Koupon on the left section.



Look for a Seal just off the main path in the second area - you can't miss it (even though we did somehow).



Check underneath the conveyer belt when you first come across it.



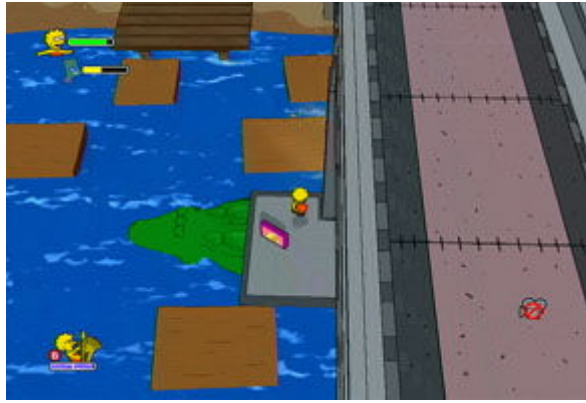
In the conveyer belt section with the giant saw blades, drop to the ground and check on the belt's left side.



Shortly after crossing the first bridge across the acid, bounce off a trampoline on the left to find a Stacey seal.



When at the Frogger sequence, work your way to the top-right corner for a Malibu seal.



The Simpsons Game Secrets

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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Mob Rules

Level Walkthrough	Collectibles
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Cracked Up

Have your gang destroy the cracked wall on the bottom floor of the parking garage.



Invisible Barrier

At the start of the level, approach the barricade blocking access to Sequel Stop to unlock this cliché.



After the first alley, turn left to spot a coupon atop Chub Med. Leap off the nearby stairwell to reach it.



Have your gang destroy the cracked wall on the bottom floor of the parking garage to reveal a coupon inside.



After placing Maggie inside the first vent, have her turn left at the intersection inside for this coupon.



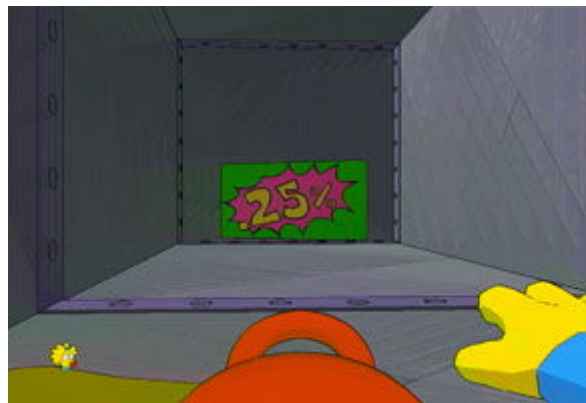
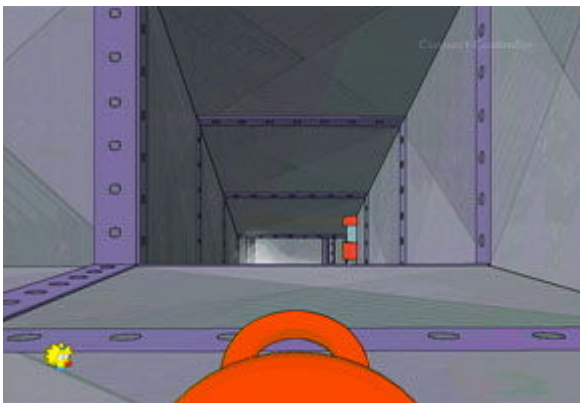
In the area where you create the ramp of the three-shaped blocks, bust open the boxes in an alcove on the left (just below the Meditation point) to find this coupon.



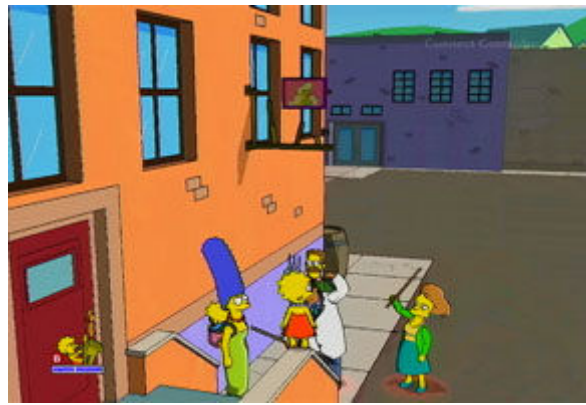
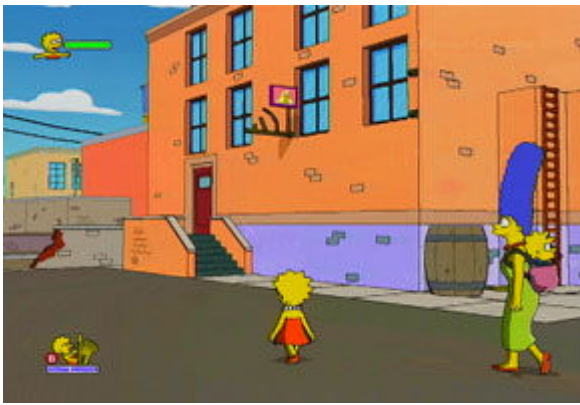
Bust open the cracked jailhouse (just before town square) to find a coupon inside.



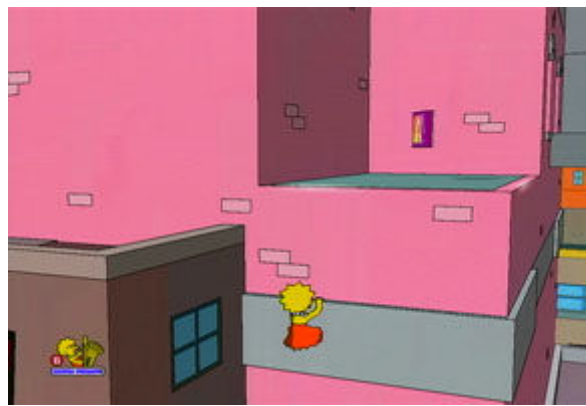
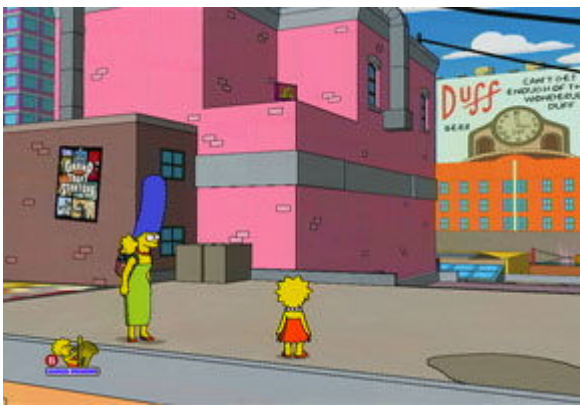
After putting Maggie inside the Town Hall vent, hang a left early on to find a coupon.



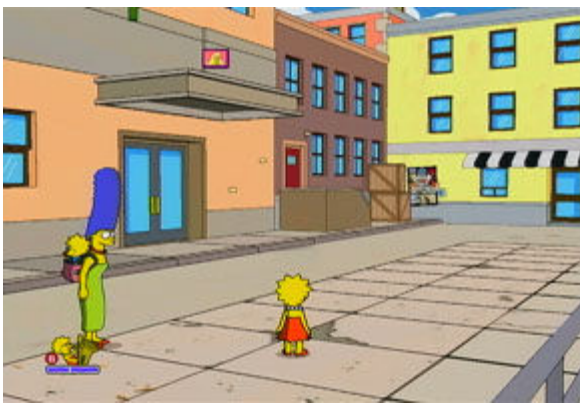
After blocking the first fire hydrant, turn left to spot a seal on the orange building. Leap from the stairs below to grab it.



Just before the area where you first place Maggie in the vent, have Lisa hop onto the concrete block, then grab the ledge above. Now jump to the rooftop above for a Seal.



After using Lisa's power to lower the platform Marge's mob was on, have Lisa grab onto the ledge along the wall near the lift, and follow it around to a pole you can jump to. Jump across a couple more to reach a seal on top of an awning.



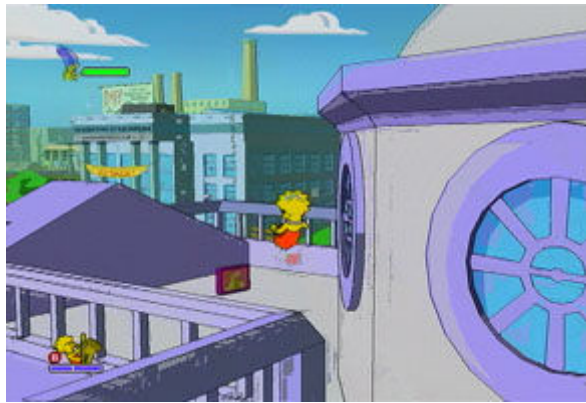
Look for a coupon in an alcove on the right side of the ramp you create of the three-shaped blocks.



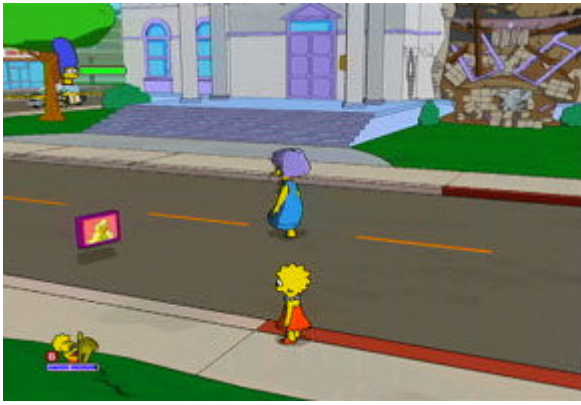
After building the ramp, use Lisa's Buddha power to block the water stream jetting from the fire hydrant and grab the Seal there.



Climb up the rubble outside Town Hall, then leap to the left part of the roof for a seal.



Destroy the jeep in front of town hall to reveal a seal.



The Simpsons Game Secrets

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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Enter the Cheatrix

Level Walkthrough

Collectibles



Rift Portal

Nothing to see here - you get this cliché just for watching the opening cutscene! Since there's nothing to show, enjoy the same screenshot twice!

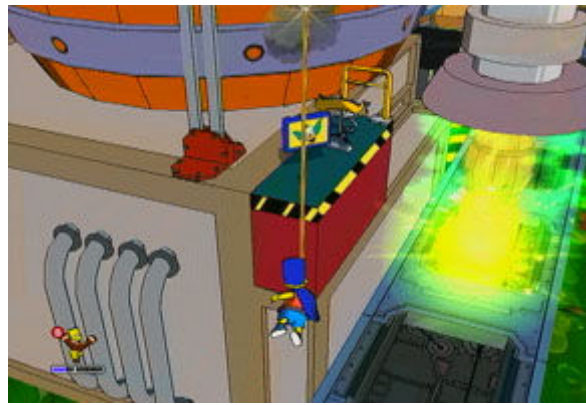
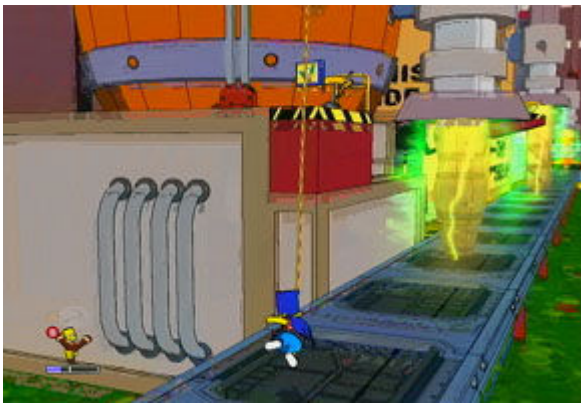


Switches and Levers

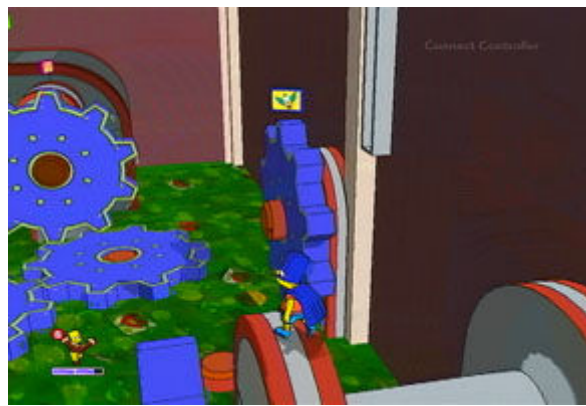
Activate the final switch which opens the exit pipe on the fifth objective for this cliché.



You can't miss this first koupon. In the conveyer belt room, grapple to the first switch to land right on it.



In the first conveyer belt room, climb up to where the Meditation Point is, then jump to the nearby gear, then glide over to another far one to grab a koupon resting on top.



In the first conveyer belt room, have Bart climb up to the warp pipe, then follow the path left to find a koupon at the end.



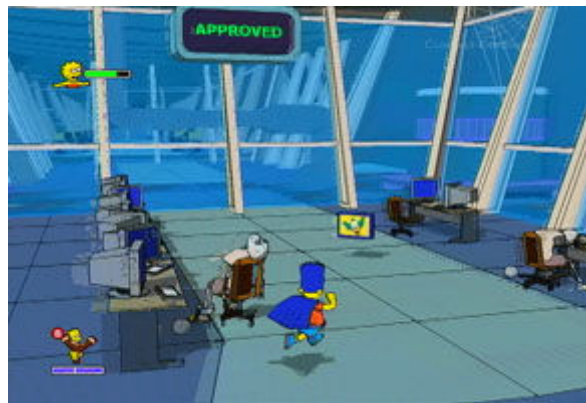
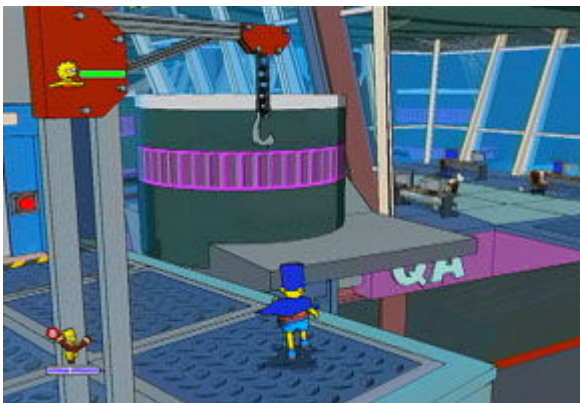
When on the third objective, climb the pole up to the slanted roof, then drop to a walkway below and follow it to a koupon.



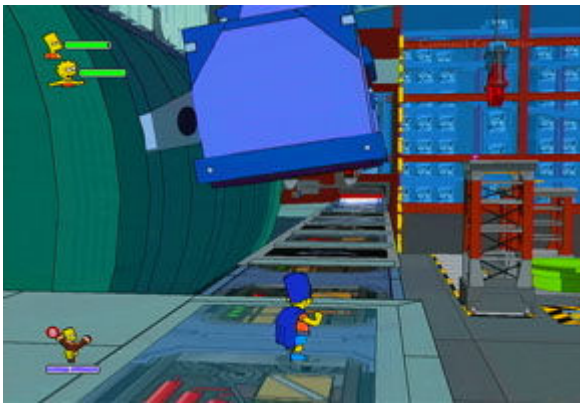
Near the end of the third objective (near the "Rampage" written on the wall), follow a pipe up to a slanted roof, where you'll find a koupon at the top.



Fifth objective: After climbing the first set of striped poles to a trampoline, use Bart's grapple to reach a far ledge and jump across a couple platforms to a Koupon.



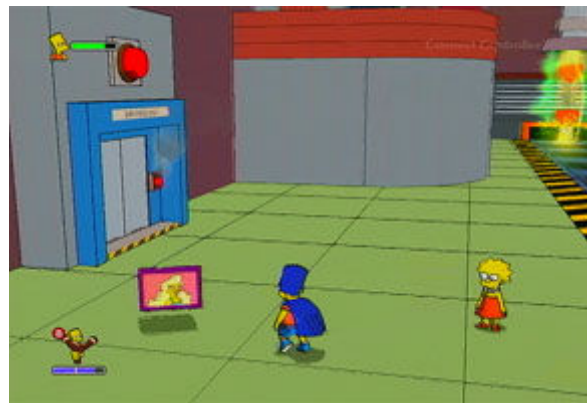
On the fifth objective, look for a Krusty Koupon just after the three EA Stamps.



During the battle with Donkey Kong, bust open a box on the right side of the arena for the final coupon.



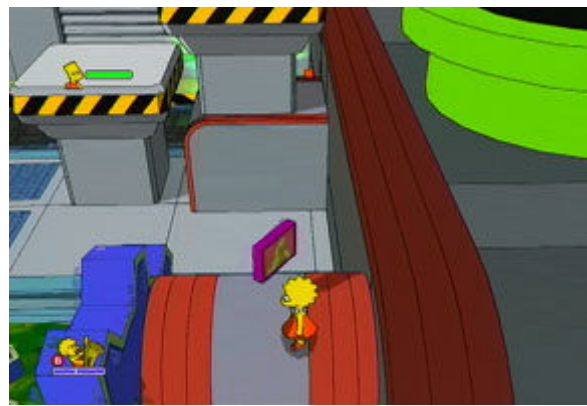
Bust open the wooden boxes in front of the second "employees only" door to reveal this seal.



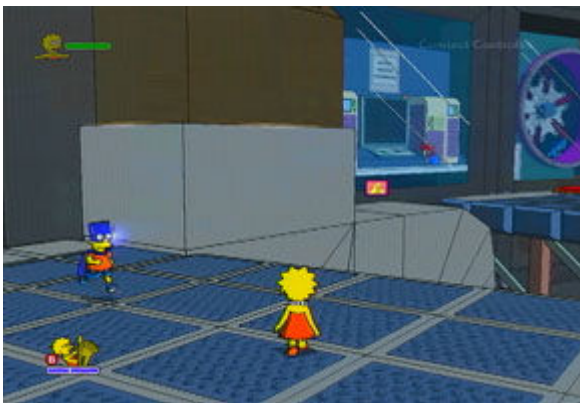
In the first conveyer belt room, climb up to where the Meditation Point is, in the center of the room and follow the blue ramp down to a seal.



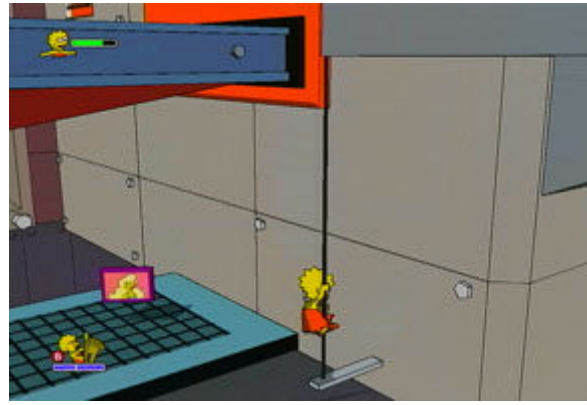
In the first conveyer belt room, look for a Seal next to the warp pipe exit, right above a gear.



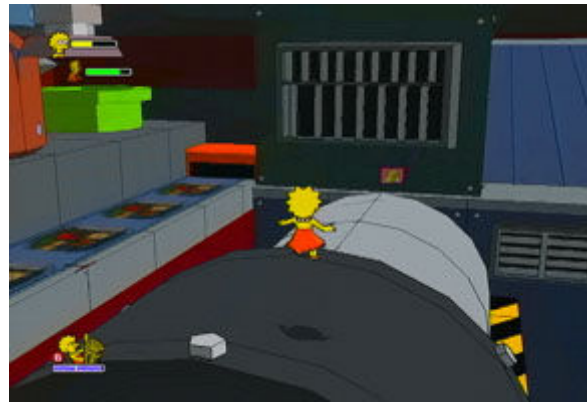
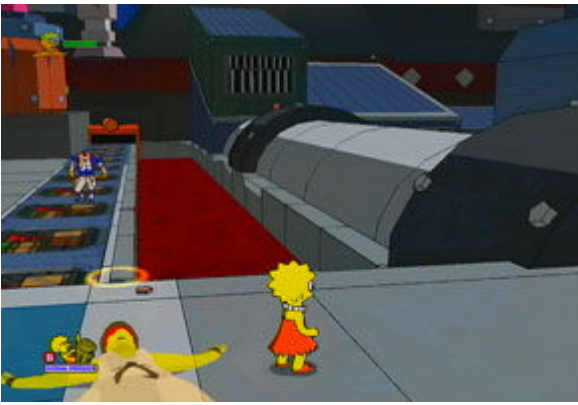
When on the second objective, have Lisa climb around this ledge to find a seal on the other side.



On the third objective, climb down the first rope to find a seal below.



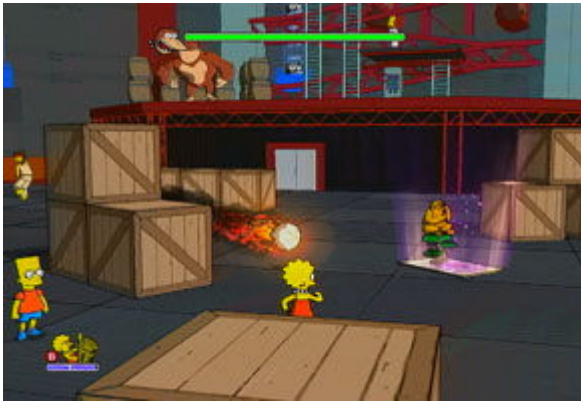
Near the end of the third objective (near the "Rampage" written on the wall), follow a pipe to find a seal.



On the fifth objective, after crossing the first series of "New!!" caps, jump across the conveyer belt to a second set, which leads to another seal.



During the battle with Donkey Kong, bust open a box on the left side of the arena for the final seal.



The Simpsons Game Secrets

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The Day of the Dolphin

Level Walkthrough

Collectibles



Can't Swim

Jump into the water for this cliché.



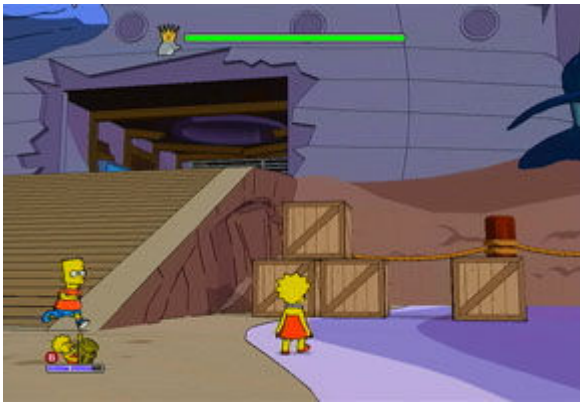
The first seal can be found on the left walkway of the first boathouse.



Another seal is located by the level's exit pipe. You can grab it as you pass by during the swinging ship portion (3rd objective).



Just after entering the boss room, jump off the staircase to the left to find a Seal behind some boxes.



In the boss room, bounce off the jellyfish near the "Shark Fest" statue to bounce to a Seal on a Blue Whale's back.



Knock over the three targets inside the Topsy Balls kiosk at the start of the level.



Climb the rope on the left side of the first boat house to a walkway, which leads to a Koupon on it's back side.



Just past the first boathouse, you'll come across an area with several midway games. Approach the first one on the left (Pop-n-Win) and use Bart's slingshot to pop the balloon within, revealing a koupon.



After crossing the gap where the swinging boat was, ride the zipline across then turn left and grapple across the wooden platforms to the far one containing a koupon.



A Koupon can be found on the left ledge near the boss tank (where you target him from).



Another Koupon can be found on a ledge right of the boss tank. Use the air current below to glide up to the rope, then climb to the ledge.



Look for a Koupon atop the blue whale, attached to the wall. To reach it, shoot a target under the second blue whale suspended from the ceiling to cause air to rise from its blowhole. Now jump on the Jellyfish near the "Shark Fest" statue to bounce up to that Blue Whale, then ride its air current up to glide to the second whale, with the Koupon.



The Simpsons Game Secrets

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Shadow of the Colossal Donut

Level Walkthrough

Collectibles



Obvious Weakness

Simply damage Lard Lad's first weakness to earn this cliché.



Look for a stack of three pipes near where you start, by the construction site. The Koupon is inside the top one.



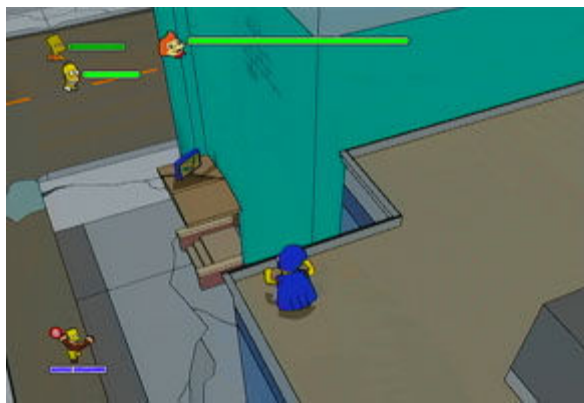
Look for a large cracked wall behind the "Home of the Colossal Donut" building. Climb it as Bart up to a ledge containing a koupon.



At the Nuclear Power Plant, grapple to a ledge via a point amongst the giant containers, then follow it to a Koupon.



A Koupon can be found on an awning attached to the green building, diagonally across from the Frying Dutchman. To get to it, bounce to the rooftop via the nearby trampoline garbage bin, then glide to the awning.



Another can be found on the roof of the large yellow building bordering the waterfront (near the Dutchman). Bounce to it via the dumpster and mattresses and check on its backside.



A Koupon is located on a ledge, high up the Grease Recycling Center, along the waterfront (right next to the yellow building mentioned above). Leap to the ledge via a trampoline below and look for the koupon the side facing the city.



Another Koupon can be found along the dock, on the ocean-side of the Grease Recycling Plant.



Look for a koupon above the entrance to the Ritz Hotel. To get to it, climb the cracked wall around the corner to the left, then grab hold of the thin ledge and follow it around to the koupon.



Have Homer bust open the fire hydrant outside the Springfield Correctional Facility to release a stream of water. Ride it up as Bart and glide into the prison. Now look in the far corner, near the basketball hoop, to claim your prize.



Look for this cap just above the Krusty Studios entrance, near your starting point. Leap to it by jumping from the green ledge below.



Another cap is on the rooftop of the "Home of the Colossal Donut" building. Jump to it via the dumper on the building's side.



Another cap is located above the spinning fish outside The Frying Dutchman restaurant. Thankfully, there's a helium container at its base; use it to float up as Homer.



Another Bottle Cap can be found resting on the rooftop of a green building, diagonally across from The Frying Dutchman building. Leap up there via a trampoline dumpster on the building's side.



Another Bottle Cap can be found along the dock, on the ocean-side of the Grease Recycling Plant. Use the wooden planks to leap to it.



Look for a cap on the back of the crane in the construction yard holding the pipe. Leap to it via the dumpster below.



A cap can be found inside the pipe suspended by the crane in the construction yard. Have Homer become a balloon via the helium canister by the base of the crane, then float up and boost through.



A cap can be found atop the tallest incomplete building in the construction site. Have Homer Boost Ball up the slanted, upside down car near the construction site to land on the back of the crane. Then boost up the back of the crane to launch off it to the top of the incomplete building and grab the cap. Alternatively, you can use a helium canister below to float up.



One of the hardest to find caps is in a small alcove, behind the donut shop. Look for a shiny ledge you can leap to, leading right to it.



The Simpsons Game Secrets

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Invasion of the Yokel Snatchers

Level Walkthrough	Collectibles
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Collectible Placement

Grapple to the first Krusty Koupon near the start of the level to unlock this cliché.



A Krusty Koupon is located on top of a "Fed UPS" van near the start of the level, along the wall. Grapple to the point above it, then glide into it.



Jump to a ledge from the top of the first Sprawl-Mart van to grab this Koupon.



Activate the switch near the Kwik-E-Mart to create an updraft leading to a pole. Glide to it, climb to the top, then glide to a nearby ledge containing the final coupon.



From atop the first Sprawl-Mart truck, ball boost to a far platform (where one of Bart's Krusty Koupons is located) and look for a bottle cap along a thin ledge in the back.



After crossing the long span using the helium boost, you'll spot a cap on a right ledge. Bounce off the tires near the destroyed semi to an I-beam, then leap to the ledge and follow it around.



Just after the bottle cap mentioned above, use the Ball Boost to shoot over to a ledge containing a light beacon for the second cap.



Grab the hot tamale power-up by the second cap to become invincible, then roll across the smoldering ground to a bottle cap on the far side.



The Simpsons Game Secrets

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Bargain Bin

Level Walkthrough

Collectibles



Chasm Death

Drop into the chasm at any point for this cliché.



Time Trial

Just flip the switch at the end of the level for this cliché. Oh, and since we're going for a good time writing the guide, you get the same snapshot twice. Deal.



After dropping off the ramp to the track below, follow the path toward the camera for a Duff Cap.



Use the helium container to float to a platform above, where you'll find the Duff Cap.



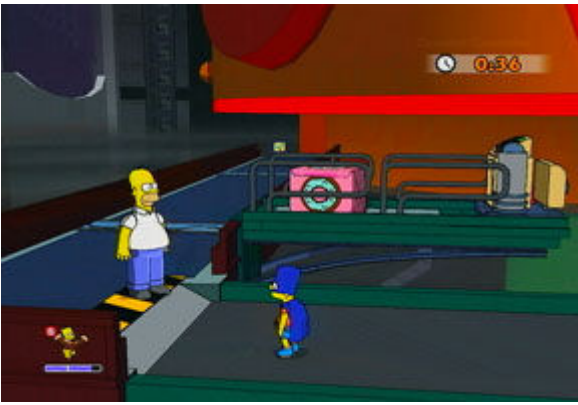
Use the nearby helium container to float across the gap where the first trampoline is to grab this duff cap.



After destroying the wall as Homer, have Bart grapple to a ledge just beyond and follow it to a Koupon.



After extending the second bridge (after the ramp drop-off), turn right to find a Koupon at the end of a walkway.



After climbing the spiraling ramp and grappling to the next platform, look for a koupon amongst some boxes in a corner to the right.



Grab this just after grappling to the first platform with the trampoline.



The Simpsons Game Walkthrough

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NeverQuest

Level Walkthrough	Collectibles
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Enemy Spawners

Destroy the first enemy spawn point you come across.



Gather 30 villagers and seat them at the three picnic tables outside the Health & Mana, on the outskirts of town to make a coupon appear. This can be tricky - just gather the villagers as fast as you can, then seat them quickly. (Outside)



Located on a windowsill of the grass hut. (Outside)



Open the treasure chest on the top floor of the first room.



At the bridge, turn right (by the Marge cop power-up) and jump across the platforms to a ticket.



After crossing the bridge, follow a thin ledge on the left to a coupon.



Open the coffin on the top floor of the fortress (near the caveman mural) for a ticket.



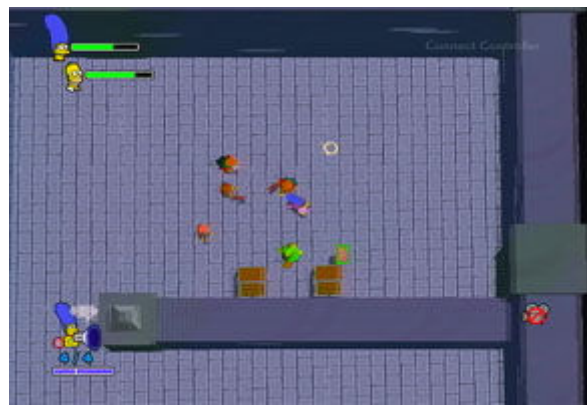
Look for a ticket out in the open on the top floor of the fortress (near the one mentioned above).



When in the dungeon sequence, open the chest right by the starting point for a coupon.



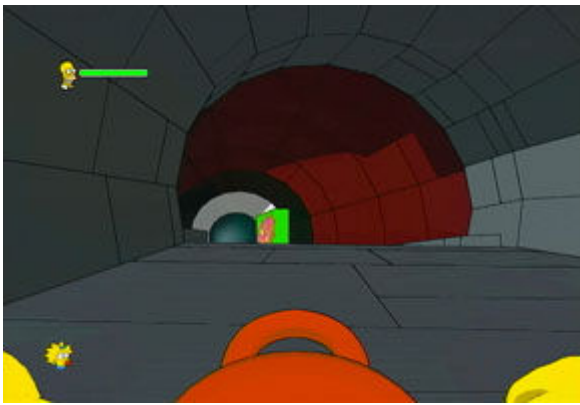
On the 2nd floor of the dungeon, bust open one of the red barricades to the north to find two chests, one of which has a coupon.



After raising the gold coins on the dragon's right side, climb them to a coupon on a ledge.



When crawling around as Maggie, follow the left wall to find a coupon.



When battling the dragon in the Joust spool, grab all the eggs during the "Egg Wave" to make a coupon appear near Marge.



Look for a cap on the center picnic table outside the Health & Mana. (Outside)



A tough to reach cap is on a tree, near the grass hut where you found one of Marge's tickets. To reach it, boost ball up the side of the hut and drop onto the tree (by deactivating the ball). (Outside)



Inside the temple, head down the staircase and turn right at the base. Punch your way through the barrels, then look for a cap you can leap to high up on the wall.



Inside the temple, head down the staircase and turn left into a side-hall. Open the coffin at the end for a Duff Cap.



Look high up on the left side of the bridge to spot a cap hovering in air. To grab it, boost ball up either one of the nearby pillars (there's a ramp at the base of each), then steer toward the cap.



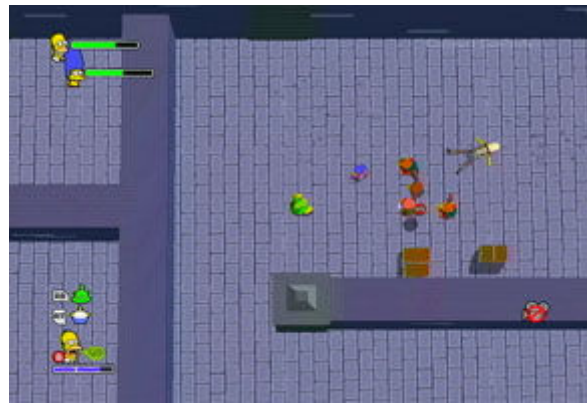
After crossing the bridge, look for a cap high up on the right pillar. Boost ball up the base to grab it.



When in the dungeon sequence, follow the right wall up to a chest containing a cap.



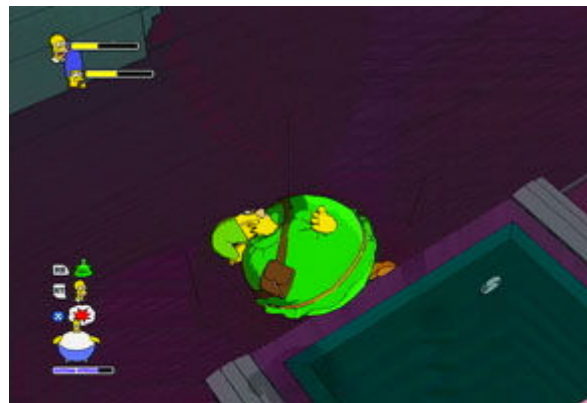
On the 2nd floor of the dungeon, bust open one of the red barricades to the north to find two chests, one of which has a cap.



After dropping out of the overhead dungeon, ball boost up the column ahead and grab the duff cap from on top.



When in the dragon room, boost up the left wall to land on a platform containing a Duff Cap.



In the dragon room, ball boost up the wall opposite the dragon's left claw. You'll land on a ledge containing a helium container - turn into a balloon, then float over to the Duff Cap above the dragon's left claw.



When battling the dragon in the Joust spoof, grab all the eggs during the "Egg Wave" to make a cap upper in the upper-left corner.



The Simpsons Game Secrets

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Grand Theft Scratchy

Level Walkthrough

Collectibles



Infinite Ledge Hang

Hang from a ledge in the construction site for several seconds.



Climb the palm tree behind the dark brown house (near the starting point) and leap to the seal.



Look behind the light brown house for a seal.



Check in the garage of the green house for another seal.



Find another seal by climbing to the top floor of the construction project.



Check behind the Happy Times store for a seal.



In the second area, have Lisa use the meditation point to grab a scaffolding piece from the roof of the nearby building. Now drop it on the right far right of the existing scaffolding, then jump up it as Lisa to reach a Seal.



In the second area, check behind the building closest to the mediation point for a seal.



In the second area, bounce off the dumpster behind the radio station to find a seal on the roof.



In the second area, look for a series of rocks behind a fence in the back of the gym. Leap across them to a seal.



Look for two car lifts by the "Shiny and Polish" emporium. You'll have to use these to reach the seal on top of that building. First, use the nearby Meditation point to move the off the higher platform. Now have Lisa stand on the lowered lift, while Marge presses the red button along the wall to raise it. Now have Lisa jump across the lifts to the rooftop.



Have Lisa climb the pole behind the "Tom Jackson" billboard and leap from pole to pole to find a seal at the end.



After crossing the ice bridge, look for a pipe on the right Lisa can follow to a seal.



At the first mediation point, have Lisa drop a nearby generator into the slot on the side of the house near the boat to open the garage. Head inside as Marge for a coupon.



Bounce to the top of the pink building via the dumpster to find a Coupon on the roof.



Destroy the wall near the construction side to find a coupon within.



Have Marge ride the lift to the top floor to find another coupon (to power the lift to the second floor, have Lisa place both generators in their respective slots).



In the second area, check behind the destroyed building near the 2nd meditation point.



Look for car two lifts by the "Shiny and Polish" emporium. You'll have to use these to reach the seal on top of that building. First, use the nearby Meditation point to move the off the higher platform. Now have Marge stand on the lowered lift, while Lisa presses the red button along the wall to raise it. Now have Marge jump across the lifts to the rooftop. Climb the ladder there up to a coupon.



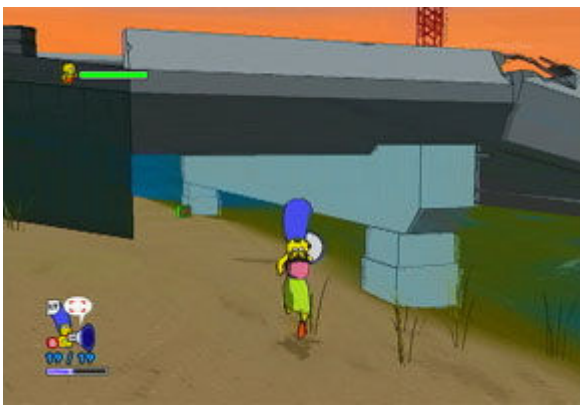
As Maggie inside the radio station, check out the corner of the office for a coupon.



After the ice bridge, have Marge follow the beach behind the candy shop and leap over the pipes to a coupon on the far end.



Check under the far side of the ice bridge for another coupon.



After the Missile Command spoof, look for the final coupon left of the stage.



Climb the ladder attached to the Knowledge Center to find a coupon on the roof.



While crossing the ice bridge you created, look for a coupon on a pipe to the right.



The Simpsons Game Walkthrough

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Medal of Homer

Level Walkthrough	Collectibles
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Trampolines
Bounce off one of the awnings to get this cliché.



Escort Mission
You'll unlock this cliché simply by making it to the escort part of the level.



Section 1: Bounce off the trampoline on the bridge to this rooftop.



Section 1: Bounce off the awning below and then leap to the balcony.



Section 1: This is a weird one. Have Homer boost ball across the wheel barrel ramps by the Waterwheel building to reach its backside. Interact with the door back there to enter a secret area, containing a Duff Cap (as well as one of Bart's Krusty Koupons.)



Section 1: Look for this above the waterwheel. Ball boost over the nearby wheel barrel to reach it.



Section 1: Look for a kupon right below the starting point, along the waterfront.



Section 1: A cap can be found on the building next to the pole, near the starting point. To reach it, jump off the nearby shed.



Section 1: Bust open a barrel in the corner shown on the map for a cap.



Section 1: Look for a hard to reach duff cap on the roof of the waterwheel building. To grab it, navigate to the rooftop's ledges via the ledges in the back, then ball boost up the side, right below the duff cap to grab it.



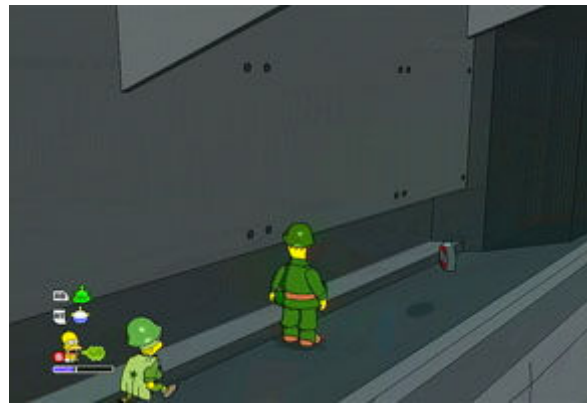
Section 1: From the house with the trampoline attached to the bridge, jump to the top of the nearby tree , then ball boost to the balcony.



Section 2: Look for a Duff Cap floating over the broken archway. Bounce off the trampoline on the left, then boost ball up that half of the arch to grab the cap floating in air.



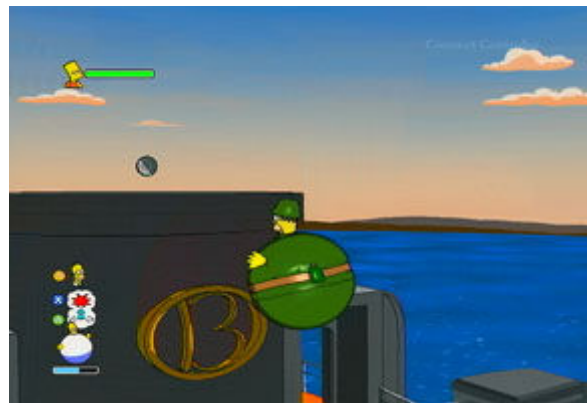
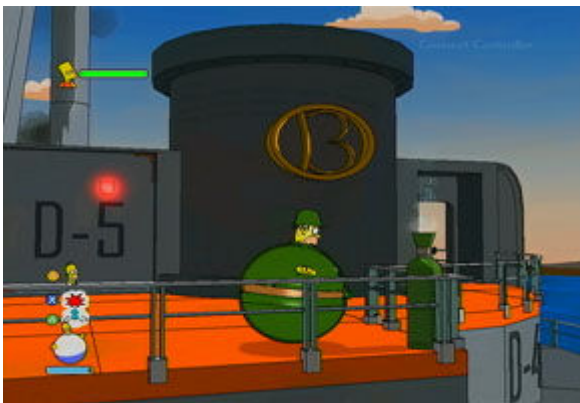
Section 3: Once on the main ship deck, have Homer head around the back of the ship and check out the far side for a cap.



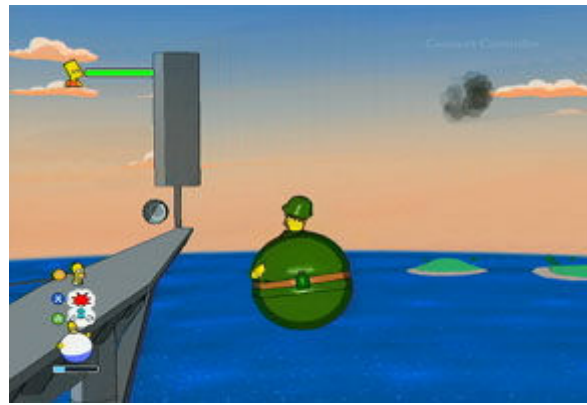
Section 3: Bust open one of the boxes on the ship's front side for a cap.



Section 3: Use the helium container near the smoke stack to float to a cap on top of it.



Section 3: When on the ship's top deck, have Homer inflate himself via the helium container near one of the smoke stacks and float up to a circular platform above. When there, inflate yourself again with a second canister and float up to a Duff Cap above.



Section 1: Bounce off the awning below and then leap to the balcony.



Section 1: This is a weird one. Have Bart grapple around to the back of the waterwheel building to reach its backside. Interact with the door back there to enter a secret area, containing a Koupon (as well as one of Homer's Duff Caps.)



Section 1: Climb to the top of the waterwheel building (via the vines in the back) and look for the koupon on the right edge of the roof.



Section 1: Climb to the top of the waterwheel building then glide all the way to the far island (near the level's start point) for a koupon.



Section 1: Follow the greenbelt up to this koupon on the side of a house.



Section 1: Look for this underneath a balcony.



Section 1: Leap to the nearby balcony first, then use it to glide to the ticket.



Section 2: This koupon is located on the far ledge of the second archway. To get to it, climb up to the first arch, glide across the gap, then run across the second to the koupon.



Section 2: Leap across the broken archway to the right ledge and follow it to a platform you can glide to, containing a koupon.



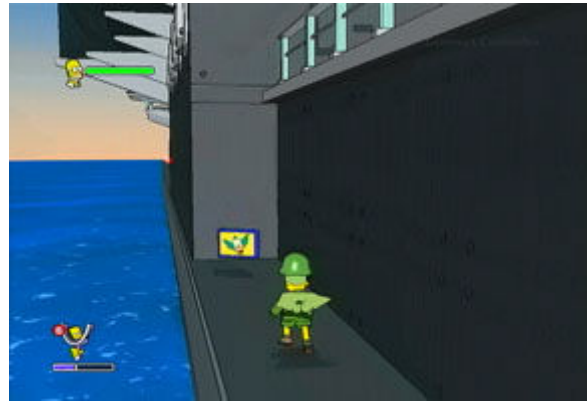
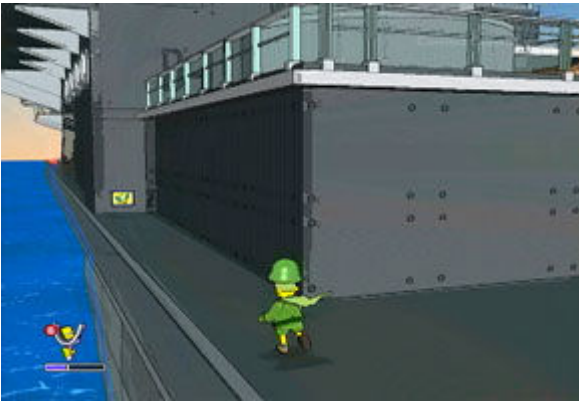
Section 2: The final coupon in this area is located behind the pillars of the ancient structure.



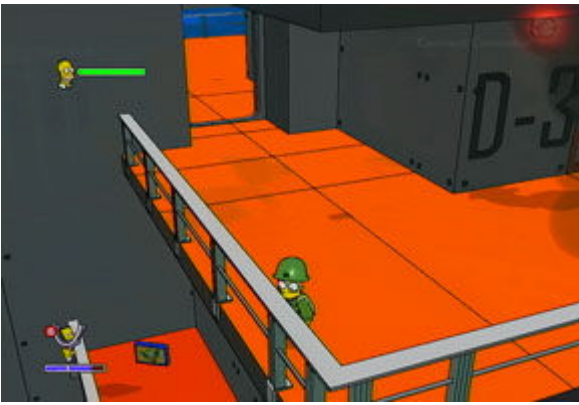
Section 3: Have Homer destroy the first turret and have Bart glide up the smoldering ashes to a coupon above.



Section 3: Check out the far side on the ship's front for a coupon.



Section 3: After destroying the door on the third floor, head through and drop off the side to a koupon on a walkway below.



Section 3: When on the top ship deck, glide up the smoke emitting from the stacks to a circular platform. Walk across the metal beam there for a koupon.



The Simpsons Game Walkthrough

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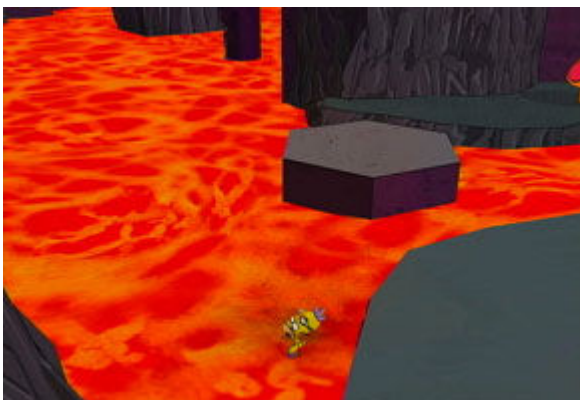
Big Super Happy Fun Fun

Level Walkthrough

Collectibles



Lava
Jump into the lava to get this cliché.



Elemental Enemies
You should get this simply by interacting with the frozen comic book guys.



Flying Boat
Just get to the flying boat segment for this cliché.



Main Area: Pick up the first house on the right to find a Duff Cap underneath.



Lava Area: At the first meditation point, ball boost over the incline to a ledge containing a cap.



Lava Area: Look for some ledges left of the glowing well you can drop to. Ahead you'll find a cap near a mushroom, however, there's no way to grab it without first bouncing off the mushroom. After you bounce off it, turn around and ball boost across the gap to the cap.



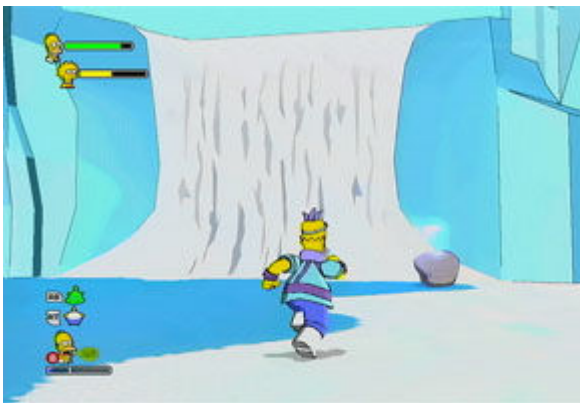
Lava Area: The final cap right by the glowing well can be tough to grab. The easiest way though is to stand on the golden pillar at the base, turn into a ball, then boost up the very slight angle to land on the ledge containing the cap.



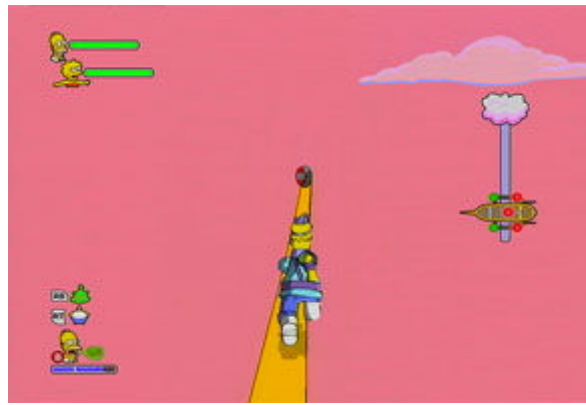
Ice Area: Heading left from the entrance, use the first helium canister to boost over to a cap on a nearby ledge.



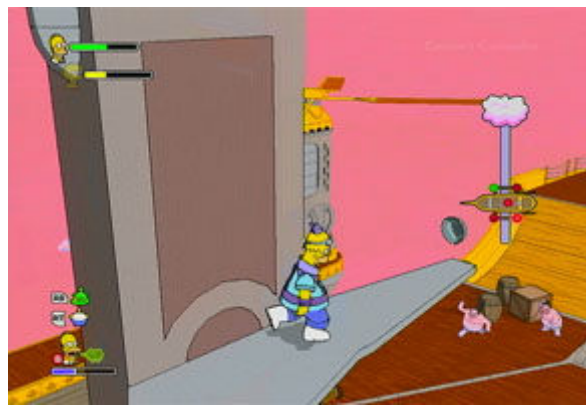
Ice Area: From the entrance, head right and boost up the first snowy ramp. Now head left and boost up the wall to a cap.



Flying Ship: Look for a Duff Cap on the tip of the ship's nose.



Flying Ship: Ball boost up the base of the center pole to land on a platform containing the cap.



Main Area: Lift up the torch by the meditation point on the right for this seal.



Lava Area: After climbing to the tiled floor area, jump up some platforms on the left to a seal.



Lava Area: When you reach the first column you have to bust as Homer in the tiled area, head left and jump across the platforms to a seal.



Lava Area: Before crossing the bridge you created by knocking down the tree, drop off to the ledges below to find a koupon.



Lava Area: After crossing the tree you knocked down, use the meditation point on the left to freeze two enemies, then drop the ice cubes in the two slots near a Stacey Seal opposite where you are now. Once set in place, leap across them to the seal.



Ice Area: From the start, jump across the ice bergs to the right for a koupon.



Ice Area: Look for a seal atop an ice ledge, almost directly opposite the large frozen lizard. Simply jump and climb up the ledges to reach it.



Flying Boat: Drop off the tail end of the boat (just past the mediation point) to land on a ledge holding the seal.



The Simpsons Game Walkthrough

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Five Characters in Search of an Author

Level Walkthrough

Collectibles



Evil Genius

You'll get this after meeting Matt in the mansion.



Ball boost up the large money pile in the center for the cap on top.



Ball boost up one of the small coin piles on the left side to land on the grassy ledge above, where you'll find another cap.



Turn left inside the mansion and check behind the cash pile for a cap.



Bounce off a couch in front of the vault door in the back of the room to bounce into a cap.



Inside the mansion, this cap can be found on a small island within the melted coins on the right side of the room.



Grapple up to the left grassy ledge, then leap to the Krusty Koupon above a column.



Inside the mansion, this koupon can be found on a small island within the melted coins on the left side of the room.



Ride the chandelier near the second switch as high as it'll go, then glide to the vines right of the entrance to climb to the koupon.



Ride the chandelier near the second switch as high as it'll go, then glide to the koupon directly above the switch.



The Simpsons Game Walkthrough

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Game Over

Level Walkthrough

Collectibles



Reused Enemies

After entering the gates of heaven, you'll earn this cliché when the aliens spawn in.



Look for a giant Atari 2600 joystick outside the arcade just inside the gates of heaven, on the right. Step on the giant red button to make a collectible appear for each of the Simpsons' family.



Another Duff Cap is on the roof of the "Reserved for Elvis" building. Boost ball up the staircase in front of the house to land on the roof, then check the backside.



Look for a cap on the third house past the church. Boost ball up the nearby wheel barrel to land on the roof, then seek out the cap on the peak.



Look behind the church-like building, left of the steambaths.



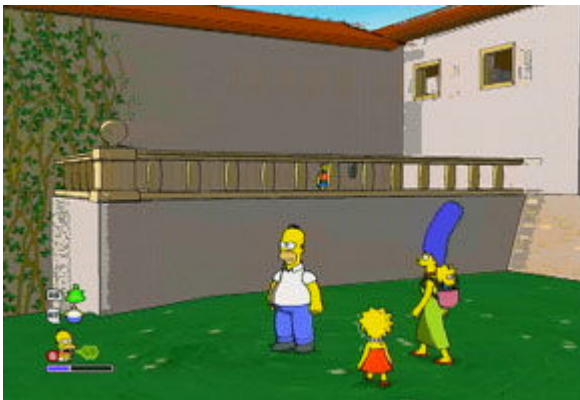
Inside the steam baths, become a balloon and float to the roof on the right and check inside the tower.



Another cap is inside a tower on the roof of the steam baths, on the left side. To get there, boost ball up the left side of the staircase (outside the steam bath) and aim for the roof.



Inside the final area with the Skybucks coffee stores, look for the final cap on a deck along the wall. To get to it, bounce off the cloud trampoline to the roof, then drop to the deck.



Look for a giant Atari 2600 joystick outside the arcade just inside the gates of heaven, on the right. Step on the giant red button to make a collectible appear for each of the Simpsons' family.



Grapple to the top of the arcade via the low cloud then check inside the nearby tower for a koupon.



Past the arcade, look for a koupon on the "House of Hendrix." Grapple to the roof via a nearby cloud, then glide.



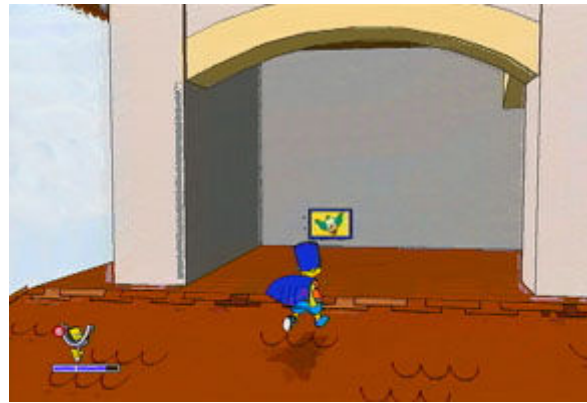
Look for a koupon on the second house, after the church. Grapple to a nearby cloud, then glide to the roof.



Look for a coupon on the third house, after the church. Grapple to a nearby cloud, then glide to the roof.



Left of the Steam Baths, grapple to the roof of the church-like building and check inside the tower.



Float to the roof of the Steam Baths via the thermal current, then run along the roof to the tower at the entrance for a coupon.



Inside the final area with the Skybucks coffee stores, climb up the vines along the wall to a deck containing the final koupon.



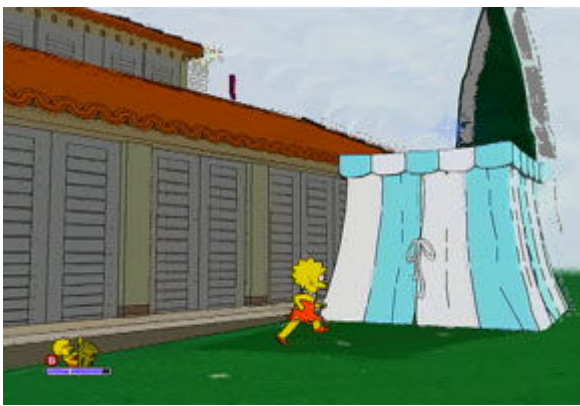
Look for a giant Atari 2600 joystick outside the arcade just inside the gates of heaven, on the right. Step on the giant red button to make a collectible appear for each of the Simpsons' family.



Two houses past the arcade, jump to the roof via the cloud trampoline below and check on the backside for a seal.



Bounce to the roof of the first building, past the church, via the tent to find a seal.



Find a Seal by checking the inside corner of the first gate on the church half of the level.



Left of the Steam Baths, look for a seal behind the trees.



Look for a giant Atari 2600 joystick outside the arcade just inside the gates of heaven, on the right. Step on the giant red button to make a collectible appear for each of the Simpsons' family.



Look for a coupon inside the arcade.



Look for a coupon behind the house just past the arcade.



Check the inside of the gate closest to the steam baths, on the arcade side, for a coupon.



Check the left wall outside the steam baths for a coupon.

