
the SIMPSONS™
ROAD RAGE

The Simpsons: Road Rage

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Springfield. City on the move. Or is it? This once-bustling burb has been brought to a stand-still by the malignant magnate, C. Montgomery Burns. The man who owns the nuclear power plant has bought out the Springfield Transit Corporation and is sapping the billfold of every Johnny Commuter and Kanie Buspass in this fair town. The dastardly devil has even converted the buses to nuclear power and given his drivers free reign to wreak havoc on this hamlet's otherwise sleepy streets.

But look out, Mr Burns – the good people of Springfield are rising up to take on your transportation tyranny. They're arming themselves with their cars and braving the bumper-to-bumper mayhem to provide shuttle service for the stranded citizenry. Will these chivalrous chauffeurs, these vigilante valets bring down Montgomery's mass transit monopoly? Or will evil keep its grip on the wheel? Only time will tell…

You arrive in this world shortly before Mr. Burns unveils his nuclear powered buses at City Hall. You will be staying here for the next few weeks.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Form-

You will be arriving in this world as a Simpsons-style human. Compared to the humans of other worlds, those have a "cartoonish" look to them, and typically have four fingers on each hand instead of five. Caucasians, instead of possessing a white or light tan skin colour, possess a bright yellow one. If you like, you may choose for your human form granted by this purchase to be one of these yellow Caucasians, even if you typically are of a different skin colour.

Post-jump, this becomes an alt-form, which you can switch to and from at will. Additionally, post-jump, you will become able to "Simpsons-ify" any of your humanoid alt-forms, bringing them in line with The Simpsons' aesthetic (four fingers per hand instead of five, having a distinct "cartoonish" look, Caucasians possessing a yellow skin tone, etc.). This effect can be toggled on or off as you please.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

-Location-

Roll 1d8, or pay 50cp to choose.

[1] Evergreen Terrace

Homer calls Evergreen Terrace "the swankiest street in the classiest part of the Pressboard Estates," and it'd be hard to argue with him. It has all the ingredients for good, wholesome family living: Springfield Elementary School, Springfield Community College, Springfield Retirement Castle. Stop in for a quick bit at Krusty Burger, or pick up supplies at the Kwik-E-Mart for a savory home-cooked meal. This is what small-town living's all about.

[2] Entertainment District

Located on a seedy side-street just a couple blocks from the heart of the Entertainment District, Moe's Tavern has everything a local watering hole should have: beer and barstools. If food is what you're after, stop in for all-you-can-eat seafood at the nearby Rusty Barnacle, or go up-scale at Planet Hype. Then catch a movie at the Springfield Googolplex or the Aztec theater. But the entertainment doesn't end there! Take a tour of the Duff Brewery, get in some hot mini-golf action at Sir Putt-A-Lots, or play ten frames at Barney's Bowl-A-Rama. Yes, Springfield has it all.

[3] Springfield Dam

The original Springfield Dam was just a shoddy, hollow thing, constructed by the evil Cecil Terwillinger, who wanted to blow it up and drown the city. Thanks to Bart, Lisa, and his own brother, Sideshow Bob, he failed, but the flimsy dam collapsed anyway. The hearty people of Springfield rallied, and the new dam stands as a symbol of the town's pride and resiliency. Take some time to explore it and its scenic environs, including Mayor Quimby's Mansion, Kamp Krusty, and Rancho Relaxo. Steer clear of the Stonecutter's Lodge, though – there always seems to be strange things afoot around there.

[4] Nuclear Power Plant

Can you feel it? That tingling in your bones? Well, yes, that's partly because of the radiation, but mainly it's because you're in Burns territory now! The Springfield Nuclear Power Plant dominates the landscape here, from its main office to its giant turbines to the cut-off valve that Homer plugged with his ample frame, thus averting a nuclear melt down. And then, there's the fuel rod and nuclear waste

storage areas. Is it me, or does the Springfield Isotopes baseball field (property of C. Montgomery Burns) seem to be just a bit too green? Don't linger in this area too long, or you could end up with a genetic "enhancement" like good ol' Blinky the three-eyed fish.

[5] Downtown

Perhaps no song has captured the spirit of downtown Springfield better than "Springfield, Springfield" by Bart Simpson and Milhouse Van Houten: "Springfield, Springfield, it's a hell of a town: The schoolyard's up and the shopping mall's down. The stray dogs go to the animal pound." Besides the security of having the Police station nearby – stop by the Android's Dungeon for the latest issue of Radioactive Man, or get some genuine WWII-era weaponry at Herman's Military Antiques. Look out, 5th Avenue!

[6] Springfield Mountains

Have you had it up to here with all the crazy hustle and bustle of the city? Then head for the beauty and serenity of the Springfield Mountains! Take in sweeping, panoramic views of downtown Springfield while cruising with your sweetie to Inspiration Point. The air is crisper and cleaner up here, although you may notice a foul stench when you get to the peak – that's where Mr. Burns has his mansion. From there, it's all downhill to the Springfield Gorge. Better get up some speed if you're going to try to jump it!

[7-8] Free Choice

Lucky you! You may choose to begin in any of the above six locations for free.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[Free] Basic Driving Skills

Driving is a major focus of events here, so let's make sure you can take part.

Thanks to this perk, you now possess the knowledge and skills necessary to drive cars, trucks, and buses, if you did not do so already. This is mere basic competence, so you won't be pulling off crazy driving on the back of this perk alone.

Strangely, you will find that you are (somehow) able to reach the pedals of these vehicles, even whilst possessing a child-sized body.

[100cp] Homer 4 Hire

So, you've decided to get into the taxi service business. That seems to be going around. This perk will help you in such an endeavour.

From now on, whenever you are driving around while meaning to act as a taxi service, those around you will be able to tell that's what you are up to – even if you are driving around in an unusual vehicle like a tractor or a soap box racer.

In addition, it will always be legal for you to act as a taxi service, without going through additional loops and processes beyond a typical driver's license or equivalent.

[100cp] On The Clock

When acting as a taxi service (or in a similar role), you maintain a good sense of time: how long you have left in your shift, have long an individual trip has been taking you, that sort of thing.

You also have a strong intuitive sense of how long a given passenger will take to lose patience with you and demand to be let out then and there (or even throw themselves out of the car!). In this world in particular, such a thing is more common than you might think.

[100cp] Sunday Driver

Just because a bunch of Springfieldians have taken to reckless driving, doesn't mean you have to do so.

In fact, thanks to this perk, you'll now find safe, steady driving to be a relaxing, comfortable experience. This perk will never cause you to fall asleep at the wheel, though it won't prevent that occurring if it otherwise would. Even so, you may toggle its effects on and off as you like.

Why not take a drive around town, see the sights, and enjoy yourself?

[100cp] Being Pointed in the Right Direction

A pair of visual aids for those who get easily lost.

At the top of your field of vision you'll find a yellow hand. If you are aware of your current objective's location, or the location would be considered public knowledge (such as the location of a notable building), the hand will point in the direction of that location, and will flash when you draw close. The downside of this assistance, beyond cases where it would not be applicable, is that it only ever points directly to your destination, not accounting for the road you might actually need to take to get there.

At the bottom left corner of your vision, you'll see a "minimap". This map is largely blue, with roads highlighted in yellow, and you positioned as a red arrow in the centre that indicates the direction you are facing. Whenever you are being pointed towards a location via the above effect, that would be present on this minimap, it will be marked by a red star.

You'll never find these aids distracting, but can toggle either on and off as you like should you tire of them.

[200cp] FAST Bonus

As you might expect, passengers appreciate arriving at their destination quickly. Thanks to this perk, so will you.

When acting as a taxi service (or in a similar role), you'll receive small bonus payments when arriving at your destination significantly faster than would normally be expected. Not only that, but you'll notice that pulling this feat off will somehow result in you getting a bit more time out of your shifts, beyond that which could be explained by the time you saved on the trip.

Bonus payments gained via this perk somehow won't inconvenience your passengers, but attempts to exploit this perk to trigger bonus payments off of free or essentially free trips (like having your passenger pay you then paying them back) will invariably fail.

[200cp] Road Rage Trip

While Springfieldians might be okay with their taxis smashing through object after object on the way to their destination, others might not be so pleased. At least, without this perk.

Now, you'll find that anyone you are transporting will be comfortable with reckless driving and smashing into objects, so long as it doesn't meaningfully delay the trip, harm them or those they care about, or damage their property or the property of those they care about.

In addition, when acting as a taxi service (or in a similar role), you'll occasionally receive a bonus objective known as a Road Rage Trip objective. If you can smash a specified number of objects with your vehicle on the way to your destination, you'll receive a hefty bonus payment for your trouble. These bonus payments somehow won't inconvenience your passengers, but attempts to exploit this perk to trigger bonus payments off of free or essentially free trips (like having your passenger pay you then paying them back) will invariably fail.

[200cp] Safe Trip

Most passengers aren't exactly thrilled by the prospect of crashing into other cars, something you'll encounter even in this mania of reckless driving that Springfield has been swept up in.

To that end, you have become quite adept at weaving in and out of traffic while driving, better enabling you to take calculated risks to get to your destination faster and more efficiently, without running headlong into other cars on the road.

In addition, when acting as a taxi service (or in a similar role), you'll occasionally receive a bonus objective known as a Safe Trip objective. If you can arrive at your destination while minimising the amount of other cars you crash into, you'll receive a small bonus payment for your trouble. These bonus payments somehow won't inconvenience your passengers, but attempts to exploit this perk to trigger bonus payments off of free or essentially free trips (like having your passenger pay you then paying them back) will invariably fail.

[200cp] Otto's Driving Test

For some reason, Otto's driving test consists of him being tasked with running into a certain number of streetlights in a set amount of time. This bizarre circumstance can now benefit you whenever you wish it.

Now, whenever you are tested on your ability to operate vehicles, you now have a large amount of freedom to set the terms for your test, so long as the basic skillset required to operate the vehicle is being tested. In Otto's case, for example, being able to hit the streetlights proves that not only can he drive, but he can drive quickly and at least somewhat accurately. This does allow you to bypass some of the typical knowledge checks employed in such tests, like knowledge of the road rules.

Additionally, age is no longer a restriction when it comes to your right to obtain a license for your vehicles. This will be very helpful should you still wish to drive about as a kid in other worlds – most police departments aren't as lax as Springfield's, after all.

[400cp] Crazy Taxi

Wow, you're good at this! You might even say you were born to be a crazy taxi driver – though, mind how *loudly* you say that, lest you be paid a visit by Sega's lawyers!

Thanks to this perk, you have become a phenomenally talented driver. You are able to reliably make impressive jumps with your vehicle – very helpful if you are planning on driving around Springfield Dam!

What's more, you are great at making optimal decisions when driving, choosing routes that allow you to shave precious time off of your trips, and quickly identifying potential passengers and pulling up right next to them.

Finally, when acting as a taxi service (or in a similar role), the acting of driving through and smashing up bus stops will somehow allow you to get additional time out of your shifts, which cannot be otherwise explained. So long as you aren't harming anyone, you'll never face consequences for doing this.

[400cp] Bumper Cars

If you're going to be driving around smashing into things, it pays to ensure your vehicle can actually take such a beating. This perk will help you with that.

From now on, vehicles you are driving no longer take incidental damage from smashing into walls, objects, or other vehicles. Unless you or another party are actually intending to damage your vehicle, it will get away scratch free, and occupants of your vehicle will remain unharmed.

Next, when driving into other vehicles, you can choose to provide a similar protection to them as well, causing their vehicle to bounce off harmless, and leaving the occupants unharmed.

Further, in the case where another vehicle is intentionally rammed into the vehicle you are driving, you can still choose to protect your vehicle; however, in this case, the ramming vehicle always benefits from the same protection.

You can toggle the effects of this perk on and off as you like.

[400cp] ***Hey the law says you're not supposed to drive that fast, but ah what the heck!***

Law enforcement in Springfield is notoriously lax and unevenly applied, and with the Chief of Police himself getting in on the efforts to disrupt Mr. Burns' scheme, it is unlikely your crazy driving will get you in any real trouble in these parts. For those looking for an extra guarantee, or who want to keep this lax treatment in other worlds, there's this perk.

From now on, you'll never be held legally accountable for any speeding or reckless driving you commit while driving a car or similar vehicle. This protection will extend to incidental property damage done at these times, but does not extend to the use of a vehicle to intentionally harm others.

Do note that this protection does not make what you are doing legal – it merely prevents the powers that be acting on these otherwise criminal acts for one reason or another. How others may feel about your behaviour is not influenced by this perk.

[400cp] Uncivil Disobedience

Acts of overt and direct, but ultimately petty sabotage undertaken by you are somehow significantly more effective at undermining and disrupting the operations of your opponents than they really have any right to be.

For example, you could seriously hinder a logging operation by driving into piles of logs with your car and scattering them, or you could cause a local newspaper to give up on a propaganda campaign by smashing newspaper boxes placed around the town.

Mr. Burns will be furious!

[600cp] Moleman's Miracle

As a town host to a nuclear power plant known for cutting corners, and a notoriously stupid nuclear safety inspector, it's no surprise Springfield has its issues with nuclear waste. And that was *before* Mr. Burns decide to use it to power the buses that service the town!

Fortunately, this perk will protect you from unwanted or harmful effects of radiation. In most cases, this protection is complete, and extends to any items you have on your person as well. However, exposure to significant amounts of radiation in a short time can cause you to experience a temporary phenomenon where you take on a green glow and suffer immense pain. As unwelcome as this might be, it is temporary, and leaves no lasting detrimental effects on you.

[600cp] He Makes You Laugh, He Makes You Think

Wow, are you some kind of genius or something!?

Thanks to this perk, you understand the science and technology that goes into Professor Frink's brand-new fuel-efficient hovercar. With time and the appropriate materials, you'd be able to make one of your own.

You might be able to make a boatload of money off of this, provided you can get to City Hall to patent your ideas before Frink does. And with time and effort, who knows what your new understanding of the principles at play here can lead you to develop?

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free/200cp/300cp] Your Car

This item cannot be discounted.

If you mean to act as a taxi service, or simply want to drive around town, you'll need a vehicle to do so. Here is yours.

For Free, your vehicle can be any playable vehicle present in The Simpsons: Road Rage, with the exception of Professor Frink's Hovercar. See the Notes section for more information. Alternatively, you may acquire a vehicle of your own custom design, provided it remains within the same level of performance as these options. You may acquire additional vehicles of this type for 200cp each.

For 300cp, you can acquire a copy of Professor Frink's hovercar, a vehicle that makes use of advanced technology that allows it to hover, and also happens to make it highly fuel-efficient. The scientifically minded may wish to investigate this technology. By giving up your free vehicle, you can make one purchase of this hovercar 200cp.

In any case, your vehicle(s) never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. Should your vehicle(s) be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[50cp] The Simpsons: Road Rage Game Bundle

Does this game hold a special places your heart, or do you just want to avoid the vehicular carnage outside? This bundle contains:

- A 2001-era television.
- Either a Nintendo GameCube, a PlayStation 2, or an Xbox.
- A single memory card for your chosen console.
- Two controllers for your chosen console.
- A copy of The Simpsons: Road Rage for your chosen console.
- A Game Boy Advance.

- A copy of The Simpsons: Road Rage for the Game Boy Advance.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Stupid Video Games

A collection of unspecified video games. To play them, you have a television that is identical to the one sitting in the Simpsons family living room, and a generic looking console that supports them.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] The Ultimate Game

A version of Pong, considered by Kang and Kodos to be the ultimate game.

You'll find that this game is somehow installed on just about any system you feel like playing it on, be it a form of game console, or something more out there like an alien spaceship's onboard computer.

[50cp] ***Hey hey, your rating is [INSERT RATING HERE]!***

At the end of each shift where you acted as a taxi service (or in a similar role), you'll receive a short message from Krusty the Clown, where he will give you a rating based on your performance (the money you made), ranging from Loser to Madman.

You are free to choose for this message to appear on any nearby television or screen; if no such screen is available, it can be deferred until such a time a suitable screen is nearby. Of course, you can always opt out of receiving this message if you like.

Post-jump, you'll also be able to apply this to other driving-based professions. Performance for these professions is dependent on the profession in question; a racer, for example, might be judged on the position they take during each of their races.

[100cp] Springfield News

A collection of newspapers, each representing one of the missions present in Mission Mode in The Simpsons: Road Rage.

At the end of each jump, you'll receive a new set of newspapers, the headlines reflecting major events you got up to during your time in the jump.

To store all of these, you'll also receive a newspaper box that somehow manages to store any number of newspapers, and always allows you to retrieve the newspaper you are seeking.

Should the newspaper box be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours. Should any of the newspapers be lost or destroyed, a replacement will appear in the newspaper box after 24 hours (or as soon as possible after that if the box is not available at that time).

[100cp] Holiday Paintjob

On purchase of this item, choose a holiday, such as Halloween, Thanksgiving, Christmas, or New Year's.

You can now apply a special paintjob to any truck-sized or smaller vehicle you own. You can only apply this paintjob to any one vehicle at a time, however you can return the painted vehicle to its prior state whenever you like.

What a fun way to celebrate the holidays!

[200cp] Unlimited Taxi Fare

Prefer to be a passenger, rather than a driver? Maybe this is the item for you?

From now on, any time you make use of a taxi service, this item will take care of the payment for you, with the specifics depending on the setting in question. Perhaps you'll find some extra cash in your wallet, or maybe you have a special plan set up with the taxi company?

In any case, attempts to exploit this item to give money to yourself, or to supply allies with funds well beyond their work, will invariably fail. You can always choose to not make use of this item, if for some reason you wish to rip off your driver.

Due to the nature of this item, you cannot import into it.

[200cp] Thanksgiving Parade Balloons

A set of giant balloons, depicting you and some of the people closest to you. They'd look great at a Thanksgiving Day parade!

Should any of these balloons be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Family Home

A comfortable two-storey family home, along the lines of the one lived in by the Simpsons family. You are free to decide the details of its layout and design, so long as it falls within this general scope. All bills associated with the property will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp] Congratulations! Crane

Whether you have some construction work planned, or want to drop off one million dollars as a large sack of cash for effect, this crane has you covered. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Buyback Money

Don't feel too comfortable about the nuclear-powered buses driving around town? Maybe you'd like to do something about it?

This is one million dollars in cold, hard, cash. It's enough for you to buy Springfield Transit Corporation from a sufficiently aggrieved C. Montgomery Burns, and you don't have to pick up a single passenger to get it!

At the start of each new jump, you will receive an equivalent amount of the local currency. Post-chain, you will instead receive it every ten years.

[600cp] Transit Corporation

Maybe you'd like to get into the bus business yourself?

This item provides you with a transit corporation, on par with Springfield Transit Corporation. It includes a headquarters, a fleet of buses, and sufficient staff to run the company and drive the buses on your behalf.

On purchase, you may decide whether the buses included in this item are ordinary buses, or nuclear-powered buses that are faster, and possibly cheaper to run, but decidedly unsafe for the general population. Should any of the buses be lost or destroyed, a replacement will appear at the headquarters after 24 hours (or soon as possible after that if the headquarters are not present at that time.

Staff included in this item are Simpsons-style humans. They are considered followers, and should any perish, replacements will appear at the start of the next jump (post-chain, after ten years). In future worlds, their odd appearance will go unnoticed by others unless you specifically bring it to their attention.

In future worlds, you may choose for the headquarters to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. Placing the headquarters out in the world will allow it to function as a business, allowing you to collect a tidy profit.

Should the headquarters be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a perks and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases. Just as you do, they gain a Simpsons-style human form, and its post-jump benefits as described in the Form section.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks and items, and are entitled to the same freebies and discounts as you, including the Simpsons-style human form, and its post-jump benefits as described in the Form section. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in The Simpsons: Road Rage along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

Recruited companions gain the ability to "Simpsons-ify" their humanoid alt-forms, as described in the form section.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Have you been to the Simpsons world before? Well with this toggle, you can import the events of any previous jumps involving The Simpsons that you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Same Name, Different Game

With this toggle, you can instead visit the Game Boy Advance version of this setting, which features some minor differences.

[0cp] Full Stay

Can't get enough of Springfield? Taking this toggle will extend your stay in this world up to a full ten years. Be warned, Springfield can be a crazy place – who knows what will happen next?

[+100cp] Picky Passengers

For a group struggling to find transit after their buses were turned into nuclear nightmares, these Springfieldians sure are entitled, huh?

While acting as a taxi service (or in a similar role), your passengers will be extremely impatient. You'll need to actively break road rules and speed limits if you want to deliver them to their destination on time, and will jump out of your vehicle mid-trip without paying if you take too long – even if you are almost there or such a thing would obviously inconvenience them more than simply arriving a bit late.

[+100cp] Impatient

Ah, but maybe it is *you* that is entitled?

For the duration of the jump, you suffer from a severe lack of patience. If you need to get somewhere, you need to get there *now*. Others taking you to your destination never seem to be taking you there fast enough, even when they are breaking the road rules to do so. And if you drive, you'll find it very difficult to resist breaking these same rules to get where you want to go.

[+100cp] Worst Jumper Ever

Comic Book Guy has learned of you, and has opinions. Expect to see him around frequently, heckling you for one reason or another. He'll share these opinions on the internet too, though in this case you'd have to go out of your way to come across them.

Unfortunately, this nerd cannot be persuaded you are anything other than the worst Jumper ever, and disposing of him never sticks – he'll be back a short while later to complain about your failures in that regard as well.

[+200cp] Neighbourhood Locked

Can't be taken with Springfield Town Planning.

For the duration of the jump, not only are you unable to leave Springfield, you are limited to only a specific portion of the town – the part of town indicated by your starting position in the Locations section.

You will find it impossible to leave this area by any means, and you will also encounter an invisible wall should you travel high in the air or burrow underground. This drawback will also affect your companions and followers, but others will be able to come and go as they please.

[+200cp] Springfield Town Planning

Can't be taken with Neighbourhood Locked.

Every few hours, the entire layout of Springfield will change, causing key locations to move around the town, and roads and pathways to change to adjust. While most buildings can end up just about anywhere, Evergreen Terrace will always move as a set – ensuring that the Simpsons and the Flanders will remain neighbours every time.

If you are planning on acting as a taxi service, these changes are likely to be highly disruptive to your efforts.

Strangely, only you, your companions, and your followers, will notice this change; everyone else will automatically adjust to the layout change, as if it was that way all along.

[+200cp] Time Limit Trouble

During this jump, whenever you undertake an important task or "mission", while driving, you'll be given an arbitrary time limit to complete it. These time limits are often very short, rarely giving you even a full minute. While these time limits will never be truly impossible, they may require an exceptional amount of driving skill, and maybe a bit of luck, in order to manage them.

Should you fail to complete the task within the time limit, you'll fail to complete the task altogether – even if ordinarily there would be nothing stopping you from completing the task at your own pace.

[+200cp] Starting From Scratch

Planning to skip right to the end, huh? I don't think so!

As a result of taking this drawback, you lose access to any form of money you are bringing in with you from outside this jump, as well as any money you gain via item purchases here.

You'll have to earn your money the old-fashioned way. Perhaps a new job as a taxi service is in order?

[+300cp] They'll Never Take Me Alive

Have you gone senile in your old age, Jumper? Maybe, you have forgotten to take your meds?

Whatever the case, you'll be plagued with bouts of delusion and paranoia during your time here. For example, you might become convinced that garbage cans along the road are out to get you, and won't be satisfied until you've smashed all of them.

Left unchecked, this could be disastrous for you and those around you.

[+300cp] ***Please kill me.***

Oh dear, you have been horribly irradiated!

The good news is that this radiation will not result in your death, or in other severe health complications. The bad news is that it somehow keeps you in a state of serious pain, severe enough that you might long for death. Your time here is going to be very unpleasant.

[+300cp] ***Get him Smithers!***

Deserved or otherwise, you've drawn the ire of Mr. Burns. During your time here, he and/or his personal assistant Smithers will attempt to crash into you with their car whenever either get the opportunity to do so, and will often go out of their way to line up opportunities. Fortunately, they'll generally choose to target you when you are driving unless you simply aren't doing so frequently enough.

Despite their dangerous antics, this destructive driving will never cause harm to them or damage their vehicle, and they will never face legal consequences for this behaviour either – it's simply something you'll have to put up with.

Should you happen to dispose of this threat, a new and equally motivated enemy will begin targeting you in the same way the following day.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

***But don't think for a moment that you've seen the last of Monty Burns!*:** You choose to remain in this world. Your chain ends here.

***Insert the ultimate game disc!*:** You choose to continue your chain. Proceed to the next jump.

***This game has become tiresome!*:** You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Playable Vehicles:

Here are the playable vehicles in The Simpsons: Road Rage:

- Homer – Family Sedan, The Car Built For Homer, Mr. Plow
- Bart – Soap Box Racer, Happy Halloween (Halloween paint Soap Box Racer)
- Marge – Canyonero, Happy Thanksgiving (Thanksgiving paint Canyonero)
- Lisa – Elec-Taurus
- Grampa – Shriner's Cart
- Groundskeeper Willie – Tractor
- Krusty the Clown – Klown Kar, Happy New Year (New Year paint Klown Kar)
- Apu – Sports Car, Merry Christmas (Christmas paint Sports Car)
- Barney – Plow King
- Moe – Sedan
- Otto – School Bus
- Chief Wiggum – Cop Car
- Flanders – Station Wagon
- Reverend Lovejoy – Book Burning Mobile
- Snake – Li'l Bandit
- Professor Frink – Hovercar
- Cheat Code Vehicles (yes these are valid to purchase) – Red Brick Car, Burns' Limo, Burns Transit Bus

On the nature of this world:

At the end of the game, it is revealed that everything has been a game being played by Kang and Kodos. You are free to treat this as a mere gag, or as a more serious statement of the nature of the world.

In the latter case, you don't have to worry about being deleted or the world ending via the game being shut off, and you are also free to determine whether any abilities you have that can take advantage of a 'digital world' or the like are applicable here.

So, what exactly happens here, anyway?

Mr. Burns buys up the Springfield Transit Corporation and converts the buses to run on nuclear power. In response, a variety of Springfieldians begin operating as a makeshift taxi service.

In addition to this overarching plot, individual Springfieldians undertake "missions" of their own, which take place during these events. After Mr. Burns buys up the Springfield Shopper in order to run pro-transit propaganda, Willie destroys newspaper boxes around town. Homer leaves work to watch the baseball game, and Bart helps him get back to work while avoiding the car of an angry Mr. Burns. Barney decides to vent his anger by running over many mascots. Otto takes his annual driving test,

knocking over many street lights, and somehow retaining his license by doing so. Snake runs over barrels of nuclear waste in order to prevent Mr. Burns using them as fuel for his buses. Grampa Simpson forgets to take his medication, and runs over garbage cans thinking they are out to get him. Professor Frink develops a fuel-efficient hovercar and drives with Mayor Quimby to City Hall to patent it while avoiding Mr. Burns trying to destroy it. Lisa disrupts the plans of a logging company by running over their piles of wood. Krusty the Clown knocks down street signs in order to make tour buses lose their way when driving by his house. Finally, Homer gets back at Mr. Burns by smashing up the statues in his garden.

After the Springfieldians raise one million dollars and disrupt Mr. Burns in various ways, he agrees to sell the transit company back to the town, but promises they haven't seen the last of him. The whole thing is revealed to be a game being played by Kang and Kodos, who get bored and decide to play the 'ultimate game' – a version of Pong.

The GBA version of the game follows the same basic plot, but excludes the Kang and Kodos scene, and Homer delivers the money directly to Mr. Burns by crane.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor rewrite to **Sunday Driver** for ease of reading.