

Level 1 Mission Breakdown - Suburbs1 Daytime

Story Point: Homer's daily routine turns into suspicion of Burns

End Result: Mr. Burns is innocent

Loading Screen:

Story Point: Just another day in Springfield.

Headline 1: First Day of Spring – Ants, Picnickers reach last minute accord *(Copy screen from show (CABF14))*

MISSION	DESCRIPTION	DRIVER
Mission 1: Lisa's Science Project COLLECTION	Drive to the school using the HUD map. Get out of the car, go inside the school and give Lisa her Science project. Teaches HUD navigation, getting in and out of car, talking to characters.	Player's Choice
Mission 2: Flanders Stuff COLLECTION+LOSE THE TAIL	Find all the stuff Homer borrowed from Flanders before the cops catch you. Teaches Different ways of collecting items: driving over, getting out of car, jumping, using switches, and talking to characters. Also introduces easy "Lose the Tail" segment.	Player's Choice
Mission 3 Job Review CHASE AND DESTROY	Find Smithers and run him off the road before he can deliver Homer's job review to the power plant.	Player's Choice
Mission 4 Destroy Power Couplings COLLECTION (ON FOOT)	Destroy all the power couplings in the power plant to disable the surveillance camera in Homer's office. Use the action button to destroy each power coupling. Introduces extended platforming section with all major platforming elements.	Player's Choice
Level 1 FMV (Homer watches TV)	First Story FMV. News story reveals that surveillance cameras are popping up all over town and people are upset about the invasion of privacy. Link is made to Black surveillance vans, one of which is seen right outside the Simpsons' home.	N/A
Mission 5 Follow the Black Van CHASE	Chase the black van to find out where it's coming from. It ends up in front of Burns mansion, leading Homer to suspect Burns is behind the surveillance cameras.	Player's Choice
Mission 6 Destroy Video games DESTROY OBJECTS	Talk to Marge, who insists instead of following Burns, Homer must help her destroy "evil" video games that are littering the streets.	MARGE
Mission 7 Race to the Estates RACE	Catch up with Smithers limo in front of the plant. It is parked next to the black van. Race Smithers back to Burns' mansion. If you get there before Smithers, jump over the fence and talk to Mr. Burns to discover that the black vans are just pizza delivery vehicles and Burns is innocent.	Player's Choice

Level 2 Mission Breakdown

Story Point: Starts with mission where Bart wants new video game. He learns Frink bought the last of an accessory which Bart needs to play the game. Bart investigates; Frink is building Truckasaurus with remote control device. Frink and Bart join in quest to build Truckasaurus with remote.

Result: Bart gets abducted by unseen entity (aliens).

Loading Screen: Security cam photo of Homer on Burns' Mansion grounds

Headline 1: Nameless Assailant Harasses Burns – Says Burns

Or

Local Man Chased by Dogs – Mistakes Harmless Pizza Van for Sinister Surveillance Van

Headline 2: Bonestorm II Out Today – Record Truancy Rate Expected

Note: We took the collecting video game component mission out and collapsed the story points into other missions.

MISSION	DESCRIPTION	DRIVER
Mission 1: Skippin' School ESCAPE	Bart finds out from Jimbo that all the copies of Bonestorm are sold out. Then Skinner shows up. Bart must escape from Skinner and the cops.	Player's Choice
Mission 2: Fireworks! COLLECTION+LOSE THE TAIL	From Kearney Bart learns of a new shipment of illegal fireworks. He sets out to buy fireworks from various characters and must get away from Wiggum at the end.	Player's Choice
Mission 3 CBG Internet Review RACE	Bart meets up with the Comic Book Guy, who must race home after a bad movie to be the first to "register his disgust on the internet" Bart tags along and learns that Frink has bought up all the Bonestorm II bundle packs in town.	Comic Book Guy
Mission 4 Quest for Truckasaurus I COLLECTION Note new placement	Bart talks to Frink and learns that he is building a Truckasaurus. Bart abandons his quest for Bonestorm II in order to help Frink find the remaining components he needs: Hemorrhoid cream and a toilet plunger. Bart asks Grampa if he can have his Hemorrhoid cream, but must first get blood from various locations before Grampa passes out.	Player's Choice
Mission 5 (New Placement) Quest for Truckasaurus II COLLECTION	He tries to get a Plunger from Cletus but must first help Cletus pick up road kill and deliver it to Krusty Burger.	Cletus
Mission 6 Quest for Truckasaurus III COLLECTION	Bart needs to get a blender from Dr. Nick. First he must collect Dr. Nick's escaped monkeys, who do not run away from Bart. Requires Monkeys	Player's Choice
Mission 7 Cell Phone Interference CHASE AND DESTROY	Frink complains that cell phone users are interfering with his project. Bart (or Bart as a passenger in Frink's car?) must chase down the cell phone users and run them off the road.	Players Choice Or: (Frink)?
Mission 8 Truckasaurus Unleashed! ARENA BOSS ENCOUNTER	Bart finally gets to see the Truckasaurus, which immediately goes berserk and attacks Bart. Bart must escape from the arena, activating a series of switches to access his vehicle and then driving around the Truckasaurus and jumping to safety.	Bart Ferrini (Forced)
Level 2 FMV Bart is Abducted	Just as he thinks he's safe, an ominous sound and a bright light appear overhead. A huge cloud of dust obscures everything and when it lifts Bart is gone and only his car remains.	N/A

Level 3 Mission Breakdown – Seaside 1 - Sunset

Story Point: Lisa Scours Squidport and the seaside level looking for her missing brother. She goes to some of his usual haunts – Krusty's studios, the comic shop, Noiseland arcade, etc but keeps on running into false leads. The appearance of sinister black sedans lead Lisa to suspect a government conspiracy **(Note: do we need dialogue to indicate Lisa suspects a government conspiracy?) We will need some mention of it.**

Result: Lisa finds Bart at the end of the level but it isn't clear what happened to him.

Loading Screen:

Story point: Bart has gone missing. Lisa is looking for him (in Squidport, around his favorite haunts)

Headline 1: Slow News Day Grips Springfield

Headline 2: Local Truant Gone Truant – Honor Student Searches for Dumber Brother

Note: We need to make sure the situation between Bart and Lisa is clear.

MISSION	DESCRIPTION	DRIVER
Mission 1: CBG and the Sci Fi Novel RACE	Lisa helps the Comic Book Guy Race other nerds to the latest fad Sci Fi Novel signing. After victory the Comic Book Guy mistakenly tells her he saw Bart at Noiseland Arcade.	Comic Book Guy
Mission 2 Milhouse the Stalker COLLECTION	Lisa gets to Noiseland only to find Milhouse (general note, please make a note of the proper spelling of Milhouse—only one L) instead of Bart. Milhouse gives her a bunch of false leads, showing up ahead of her at each location. Lisa finally loses her temper and yell at him to stop following her.	Player's Choice
Mission 3 Cletus' Road Kill CHASE AND DESTROY	Lisa runs into Apu, who is horrified that Cletus is collecting road kill and selling it to Krusty Burger. Lisa helps Apu run Cletus off the road and puts an end to his evil and unsanitary business. Because we don't know where this mission will end, we may need to make Lisa the driver, and have her just talk to Apu at the beginning Not sure what you mean here?	Apu
Mission 4 Helping Skinner COLLECTION	Lisa asks Skinner for help in finding Bart. He agrees, only to lead her on a wild goose chase as he gets her to help him with errands, picking up food, his laundry, and hemorrhoid cream for his mother.	Skinner
Mission 5 Chasing Snake CHASE AND COLLECTION	Lisa asks Wiggum for help. He agrees, but first he needs help catching Snake under the "Three Strikes" law. Lisa helps Wiggum pick up evidence that Snake leaves behind. Once Wiggum has three pieces of evidence, he gives Lisa a clue that leads her to the Sea Captain.	Wiggum
Mission 6 Sea Captain's Fish COLLECTION	The Sea Captain agrees to help Lisa if she will deliver his fish to restaurants. Lisa agrees but instead sets the fish free at various watery locations around the level. Requires Special Case Functionality	Player's Choice
Mission 7 Destroy the Black Limo CHASE AND DESTROY	The Sea Captain tells Lisa that he saw Bart in a nearby black Limo. Lisa chases it down and destroys it, then returns to the Sea Captain, who finishes telling her that the limo left Bart on the big ship. Lisa jumps around on the crates on the ship and finds Bart	Players Choice

Level 4 Mission Breakdown

Story Point: Marge wants to find out what happened to Bart. She gathers information. Her quest leads her to uncover a strange cola that has become overwhelmingly popular around town.

End Result: Marge tells Apu that he has been selling evil cola

Loading Screen:

Headline 1: Mysterious Shape Found in Farmer's Field – Scientists Perplexed; Some Say Sign of Rapture – Flights Booked (photo of Crop circle shaped like Bart's head) [we can probably shorten this](#)

Headline 2: Missing Boy Found Safe – Has No Memory of Abduction (Photo of Bart in identical pose)

MISSION	DESCRIPTION	DRIVER
Mission 1: Donuts for Wiggum CHASE AND DESTROY	Marge asks Wiggum for help in finding out what happened to Bart, but he is preoccupied with the fact that the donut store is closed. Marge runs a donut truck off the road and brings the donuts to Wiggum, who then tells her the location of the crop circle	Player's Choice
Mission 2: Catch Cletus CHASE	Marge arrives at the crop circle and sees Cletus. She tries to ask him questions but he runs away. She chases after him.	Player's Choice
Mission 3 Helping Cletus COLLECTION	Cletus agrees to help if Marge will help him gather ketchup packets for the winter. She does and Cletus tells her about a crop circle his "Gran Pappy" saw. He suggests she should ask around the Retirement Castle	Cletus (Forced)
Mission 4 Race to the Retirement Castle RACE	Marge has to get to the Retirement Castle. Grampa tells her that if she gets there after he does it will be "lights out". She has to race Grampa to the retirement. When she beats him she finds Jasper on the front porch.	Player's Choice
Mission 5 Get Jasper's Medication CHASE AND DESTROY AND COLLECT	Unfortunately Jasper is incoherent because his medication has been stolen by bullies. Marge confronts the bullies and finds out they traded the medication for nudie mags to a mysterious black sedan. Marge runs the sedan off the road and gets the medication. She then goes back to talk to Jasper, who becomes drowsy from the medication. She goes and gets a package of Truckers' Choice Stay Alert Tablets and returns to Jasper to hear his story.	Player's Choice
Level 4 FMV Jasper's Story	Jasper tells of a crop circle he saw. It closely resembles a logo on some cola Marge saw at the Kwik-E-Mart. She decides to ask Bart about it.	Player's Choice
Mission 6 Destroy Cola Shipment DESTROY OBJECTS	Bart tells Marge that he remembers drinking the cola while abducted. Marge decides that the cola is evil. She destroys cases of it lying around the level.	Player's Choice
Mission 7 Destroy the Van CHASE AND DESTROY AND EVADE	Marge asks Apu where the cola is coming from. Apu points to the delivery van and Marge takes after it and destroys it.	Player's Choice

Level 5 Mission Breakdown

Story Point: Apu tries to track down where the evil cola is coming from, starting with the invoice.

End Result: Apu and Bart discover that the cola is coming from a meteor in the museum and that Kang and Kodos have flooded the water supply with colain an effort to make people go crazy and boost the ratings on the reality TV show they are shooting.

Loading Screen:

Headline 1: Exciting New Cola Gets Popular (Picture of Cola)

Or

Springfield Goes Crazy for Crazy New Cola

Headline 2: Boring Housewife Unpopular – Marge Simpson Attacks Another Fun Fad

Or

Annoying Housewife Claims Cola “Evil” (Picture of Marge)

MISSION	DESCRIPTION	DRIVER
Mission 1: Follow the cola Truck CHASE + EVADE SEDANS	Apu uses his invoice to track down where the cola trucks are coming from, but all he finds is the abandoned Monorail station. He follows the Cola Truck to the Mob headquarters, while avoiding Black Sedans.	Player's Choice
Mission 2: Race to the Octuplets RACE	Apu questions the Mobsters, only to remember that he is late in picking up the octuplets from Hibert's office. He races to the medical centre.	Player's Choice
Mission 3 Eight Tiny Diapers COLLECTION	Manjula will take the octuplets home, but Hibert informs Apu that diapers are not covered by his insurance and there is a rather urgent emergency brewing. Apu must quickly collect 8 packages of diapers.	Player's Choice
Mission 4 Get the registration CHASE AND DESTROY	Apu goes back to the mobsters, then decides if he can get the vehicle's registration, perhaps he can find out where the cola is coming from. He chases after the truck and runs it off the road.	Player's Choice
Mission 5 Help Snake COLLECTION	Apu gets the registration but needs help from Snake to get the information from the DMV. He agrees to help Snake with his community service (picking up litter) He goes into the DMV and finds a folder with the information he needs.	Player's Choice
Mission 6 Snake's Heist CHASE AND DESTROY	It turns out the folder is empty. Snake says he needs a little more help, then proceeds to get Apu to help him run an armored Truck off the road. The player must then lose Wiggum before getting the final piece of information that he needs.	Player's Choice
Mission 7 Race to the Museum RACE	Apu determines from the folder that the cola is coming from the museum. He runs into Bart who tells him the museum is about to close. They have to race the museum curator to the museum to get there before it closes.	Bart's Car (Forced) *Or we might want to have Apu and Bart in separate vehicles)
Mission 8 Destroy the T-rex ARENA BOSS ENCOUNTER	Apu and Bart discover a large meteor display that is clearly the source of the alien cola. Large pipes and pumps are attached to it, and it is dripping cola onto a t-rex skeleton displayed below it. Suddenly the T-rex comes to life. Apu manages to hit the switches to unlock the gate and get access to Bart in his car. They both then drive into the pipes while avoiding the T-rex attacks, causing the meteor to fall and destroy the T-rex.	Bart's Car (Forced)
Level 5 FMV The Alien Plot	Apu and Bart discover the alien lair, where Kang and Kodos are discussing their plot to improve ratings on their Springfield Reality TV show. The aliens are planning on distributing free lasers to the cola-crazed populace to create mayhem and boost ratings.	N/A

Level 6 Mission Breakdown

Story Point: Bart tries to warn Krusty of the alien laser plot.

End Result: Bart destroys the “Free Laser” stands. Bart and Homer discover a huge shipment of lasers, cola, and remote controlled black sedans hidden in the Duff Brewery. It is guarded by the Truckasaurus, which they manage to destroy. Kand and Kodos take off in their spaceship, warning that their multi-purpose cola will make the dead rise from the grave.

Loading Screen:

Headline 1: Krusty at Squidport today for “Cola-Bration” (Picture of Krusty holding bottle of alien Cola)

Headline 2: Local Crackpots Warn of “Alien Cola Plot” (Picture of Bart and Apu looking freaked out)

MISSION	DESCRIPTION	DRIVER
Mission 1: Get to Krustylu EVADE BLACK SEDANS	Bart must evade the black sedans and try to get to Krustylu to warn Krusty	Player's Choice
Mission 2 Race Krusty's Limo RACE	Bart gets to Krustylu, but Krusty isn't there. Milhouse tells Bart that Krusty'd limo is leaving to pick him up right now. Bart races to get to Krusty before the limo.	Player's Choice
Mission 3 Chase Frink CHASE	Bart tries to warn Krusty, who doesn't believe him. Bart sees Frink drive by and decides he might know what to do. He chases Frink to the observatory	Player's Choice
Mission 4 To the Brewery EVADE AND COLLECT	Frink says that he's intercepted an alien transmission revealing that the shipment of lasers is being hidden in the Duff Brewery. Bart hurries off to get there in time, evading numerous black sedans on the way. When he gets there he gets a laser to use as proof.	Player's Choice
Mission 5 Destroy Skinner CHASE AND DESTROY	On the way, Bart tries to warn Skinner, who confiscates the pistol. Bart has to run him off the road to get it back.	Player's Choice
Mission 6 Destroy the Laser Stands DESTROY OBJECTS	Bart takes the laser to Krusty, who tells him there's lots of those around – stands have been set up to distribute them for free. Bart has to race around running into the laser stands to destroy them.	Bart's Car (Forced)
Mission 7 Duff Truckasaurus ARENA BOSS ENCOUNTER	Bart runs into Homer. Together they go back to the brewery to find the shipment. This time it's guarded by the Truckasaurus. They drop crates on its head to stun it and then destroy it with their car.	Bart's Car (Forced)
Level 6 FMV The Plot Thickens	Kang and Kodos take off with their spaceship, laughing at Bart and Homer; the cola has mad zombies rise from the grave.	N/A

Level 7 Mission Breakdown

Story Point: Back home, Homer must prepare for the zombie invasion and figure out how to defeat Kang and Kodos

End Result: Homer discovers that the aliens are vulnerable to radioactivity. He gets barrels of waste from the plant and tricks the aliens into sucking it into their spaceship. The spaceship crashes and burns and Springfield is saved from the zombies. Two weeks later there is a booming space tourism business in town as alien fans from around the galaxy travel to see Homer.

Loading Screen:

Headline 1: Aliens Invade Springfield!! – Evil Cola Causes Dead to Rise From Grave (Picture of Kang and Kodos or UFO with zombies in foreground)

Headline 2: Local Housewife Says “I Told You So” (Picture of Marge)

MISSION	DESCRIPTION	DRIVER
Mission 1: Zombie-Proof the House COLLECTION	Homer must collect survival gear to prepare the house for zombies.	Player's Choice
Mission 2: Follow the evil Ferrini CHASE	Homer finds that the Aliens have blocked off Evergreen Terrace from the rest of the suburbs. The UFO dispatches an evil-looking black Ferrini, and Homer decides to chase it to see where it goes. He follows it to the Power Plant, where he sees Professor Frink.	Player's Choice
Mission 3 Protect Frink PROTECTION	Frink tells Homer that the aliens are vulnerable to nuclear waste. He has found a barrel, but it will take 3 more. Homer must escort Frink to the UFO and stop the zombie vehicles from damaging out Frink (or Homer's vehicle). When he gets there, Frink inadvertently gets sucked up by the UFO's tractor beam.	Frink (?)
Mission 4 Talk to Burns COLLECT (JUMPING PUZZLE)	Homer tries to find more Nuclear waste. He has to get to Burns office, at the top of an improbably circuitous jumping puzzle. When he gets there Burns tells Homer that he just sold all the waste in the plant to the "fellow in the black sports car" Homer despairs and Burns then tells him that there are three barrels left lying around the suburbs – of course the black car knows where they are, too.	Player's Choice
Mission 5 Lure Kang and Kodos to their Doom EVADE AND COLLECT	Homer must race the Black car to the first barrel of waste while zombie vehicles try to damage him out. If he gets to the barrel first, he must race to the UFO while the black ferrini and the zombie chase vehicles try to damage him out. Once there he must park under the UFO and get out quickly before the tractor beam hits him, letting the vehicle get sucked into the UFO (causing it to sputter and list). He must then repeat this process twice, causing two more vehicles laden with nuclear waste to get sucked up by the tractor beam. The other two vehicles are the Comic Book Guy (?) and Grampa (?) The UFO crashes and burns and Springfield is saved.	Barracuda CBG Grampa
Level 7 FMV:	We see the burning space ship. The trap door of the ship opens and a single tentacle flops out, then shrivels up. Homer says: "And to think everybody thought that Nuclear power was a Danger to the world – in your face, Lisa!" Dissolve to Brockman interviewing Homer, asking what the big hero plans to do next. Homer replies he has big plans. 2 weeks later we see Homer asleep and drooling on the couch, same as the opening sequence. Pan out of window to where crowds of alien tourists are covering the Simpsons lawn, some taking pictures, others taking "souvenirs" such as the Simpsons mailbox. Fade out.	