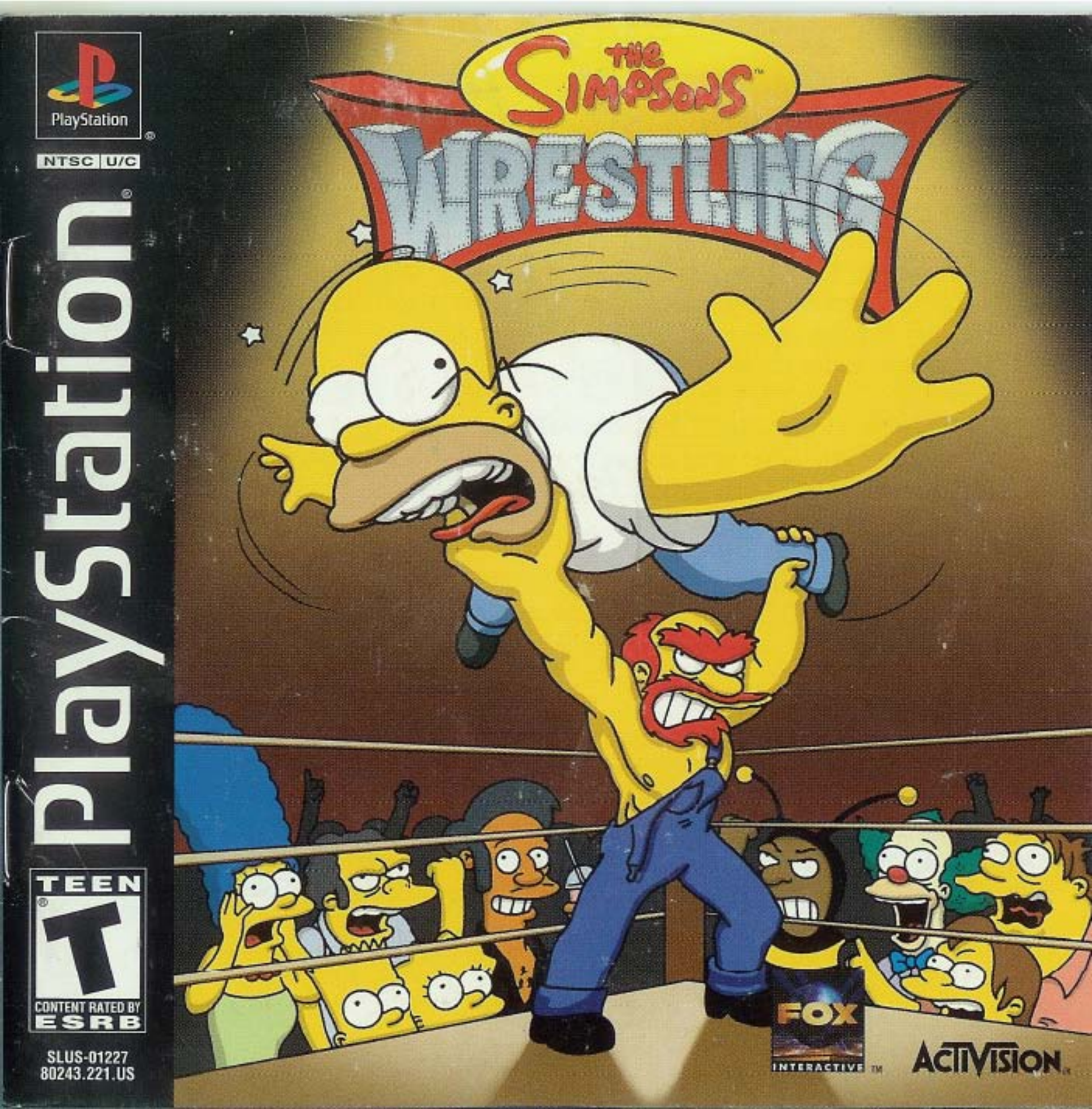

PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-01227
80243.221.US
THE SIMPSONS
WRESTLING
FOX INTERACTIVE
ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console waranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

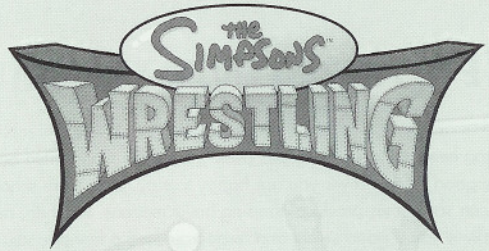


TABLE OF CONTENTS

GAME STORYLINE 2

GETTING STARTED 3

MEMORY CARD 3

CONTROLS 5

PLAYING THE GAME 5

- Game Modes 5
- Options 7
- In-Game Screen Display 9
- Moves and Special Features 10
- Power-ups 13
- Pause/Soft Reset 14
- Starting a New Tournament 15

CHARACTER BIOS 16

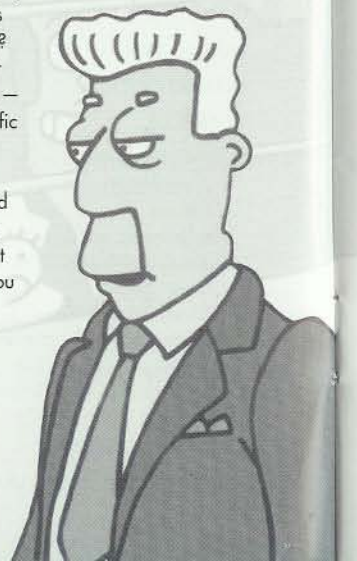
CREDITS 20

CUSTOMER SUPPORT 22

SOFTWARE LICENSE AND LIMITED WARRANTY 23

GAME STORYLINE

"Kent Brockman here at the Action News desk. Well folks, Springfield has a "Fever," but it's not the good kind of fever you are happy to stay home from school with, nor the kind that can sometimes produce amusing hallucinations, heh heh, no, not even the kind that gives you a good sweat and helps you shed a few pounds. This is "Wrestling Fever" and it was brought on by an alien force. Yes, believe it or not, we have been challenged by wrestling rivals from another planet...now just wait a minute, this is really un- believable, is this another story from I.P. Freely? No? Okay...well, unless we produce a challenger on par with our town's founder—renowned for wrestling a bear—we are in deep trouble. According to Springfield's scientific community it is entirely possible that this all came about when our alien challengers spied on Springfield back in the days of Jebediah Springfield and must have witnessed his famous bout with the bear. Traveling from light years away has not allowed them to reach us until now—aren't WE the lucky ones. Well, this reporter will be bringing you all the action LIVE from the various impromptu wrestling rings set up around town. Be sure to tune in."



GETTING STARTED

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *The Simpsons Wrestling* game disc securely and close the disc cover.
4. Insert a Controller into Controller port 1. To play a two-player VS Mode Match, please insert a Controller into Controller port 2 and turn ON the PlayStation® game console.
5. Follow the on-screen instructions to start a game.

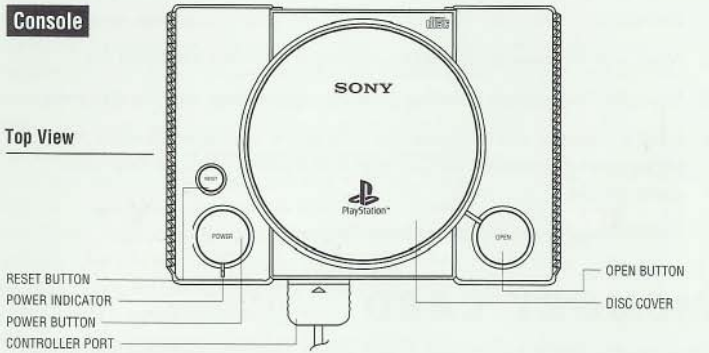
MEMORY CARD

The Simpsons Wrestling allows you to save games, unlocked characters and settings. To do this, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play.

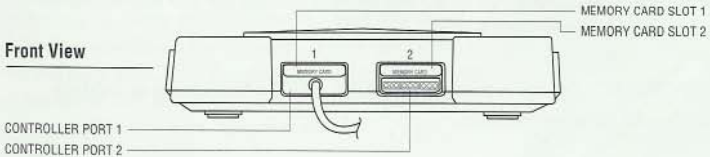
IMPORTANT: Do not remove a MEMORY CARD while saving or loading. This could damage the data.

Console

Top View

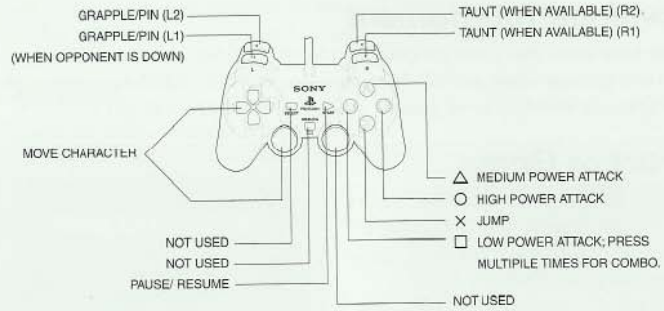


Front View



CONTROLS

DUALSHOCK™ analog controller



PLAYING THE GAME

From the Title Screen, press the **START** button on your Controller. This will take you to the Main Menu where you can choose from the following games:

New Challenger Circuit

This starts a brand new single player campaign.

Defender Circuit

When the New Challenger Circuit has been completed, you can then play the more challenging Defender Circuit.

Champion Circuit

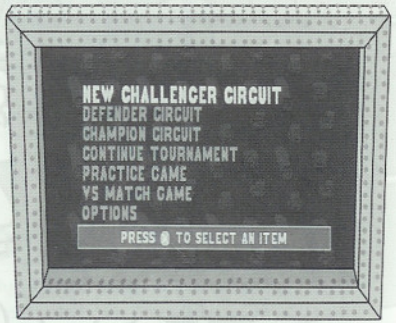
The most difficult of circuits, available only after completion of the Defender Circuit.

Continue Tournament

If you have saved your circuit progress on a MEMORY CARD, you can load the game here and continue where you left off. Make sure a MEMORY CARD that contains your *The Simpsons Wrestling* saved game is inserted in MEMORY CARD slot 1.

Practice Game

You can play a quick practice match to try out different characters vs. a computer controlled opponent in a one match game. Use the directional button to highlight PRACTICE GAME and press the X button. Use the directional button to move the red cursor onto the character you want to play and press the X button to Start.



VS Match Game

If only one Controller is plugged into Controller port 1, this menu item will be grayed out, indicating that it is not currently available. Once a Controller is plugged into Controller port 2, either player 1 or player 2 can choose this Menu item by pressing the X button.

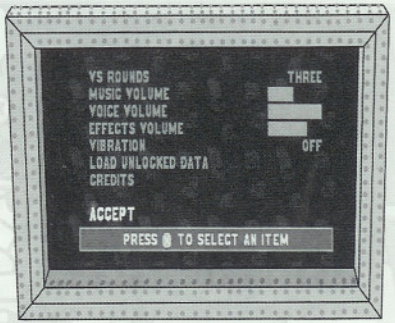
This will bring up the Character Selection screen. Player 1 is represented by the red selection cursor; player 2 is represented by the blue selection cursor. Use the directional button to highlight the desired character and press the X button to select this character.

Note: Player 1 and player 2 cannot be the same character. Both players are required to press the X button in order to start the match.

Options

Highlight the OPTIONS menu prompt and press the X button to enter the Options Menu.

The following is the list of options that appear in the Options Menu. Use the directional button to highlight the Option Menu prompt in the list that you would like to adjust.



VS Rounds: The VS Rounds Mode allows one to seven rounds. Press the **left** or **right directional button** to adjust the number of rounds.

Music Volume: Adjusts the volume level for the music. This setting can also be adjusted during a match from the PAUSE menu. Press the **left** or **right directional button** to adjust the volume.

Voice Volume: Adjusts the volume level for the dialogue of the characters. This setting can also be adjusted during a match from the PAUSE menu. Press the **left** or **right directional button** to adjust the volume.

Effects Volume: This adjusts the sound effects volume such as hits, power-ups and other general environment effects. This setting can also be adjusted during a match from the PAUSE menu. Press the **left** or **right directional button** to adjust the volume.

Vibration: Applicable only if you are using the DUALSHOCK™ analog controller. Press the **left** or **right directional button** to adjust the setting.

OFF: Vibration is turned OFF for both Controllers.
PLAYER 1 ONLY: Vibration is turned ON for Controller 1.
PLAYER 2 ONLY: Vibration is turned ON for Controller 2.
BOTH PLAYERS: Vibration is turned ON for Controller 1 and Controller 2.

Load Unlocked Data: You can load unlocked characters from an existing single player campaign by highlighting this menu item and pressing the X button.

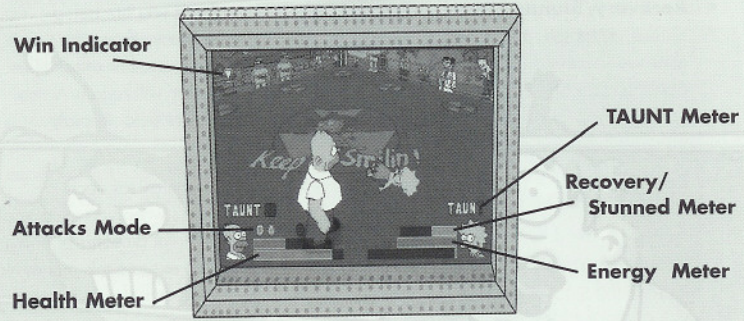
Credits: This option will play the *The Simpsons Wrestling* team credits. (You may press the **START** button at any time during the credits to return to the Options Menu.)

Accept: For any changes made in the Options Menu, highlight the ACCEPT menu prompt and press the X button to activate your changes.

Note: if you make any changes in the menu prompts on this screen and do not ACCEPT, your changes will not take effect for the game.

Note: You may also exit the Options Menu at any time without saving your changes by pressing the △ button to return to the MAIN MENU.

In-Game Screen Display



- **Win Indicator** – When highlighted, indicates how many rounds won in the match.
- **Attacks Mode** – The attacks available to each character are highlighted. Simply press the corresponding button to execute the attack.
- **Health Meter** – The Health Meter displays the health level of each character. Your health will decrease every time your opponent successfully executes an attack on you. The amount of damage that you receive depends on the maneuver the opponent used. Health slowly replenishes during gameplay.

- **TAUNT Meter** – This records the number of letters the player has acquired to form the word TAUNT. When the full word TAUNT is highlighted, press the R1 button to deliver the taunt and reap the benefits.
- **Recovery/Stunned Meter** – This blue meter will display if you are being pinned, grappled, or are held in some other way. It also appears when your character becomes "dizzy" or "stunned" as a result of a Taunt or other attack. This also indicates how much time is required before your character will regain consciousness or be able to kick out of being pinned or another hold. Rapidly pressing the X button speeds up recovery.
- **Energy Meter** – The Energy Meter displays the available energy for each character with which to perform moves. Your energy decreases when you execute a maneuver. The different maneuvers that you execute cost different amounts of energy. When the corresponding button is lit, this means that you can execute this maneuver by pressing the corresponding button on the Controller. Energy will slowly increase if you do not perform any maneuvers.

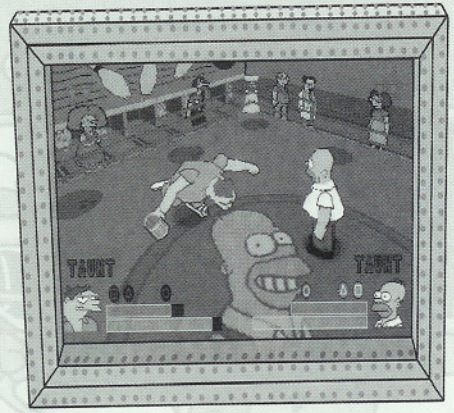
Moves and Special Features

For a town that was founded by a wrestler of bears, it's no surprise that a lot of its citizens know some moves. Some that may look familiar to you include:

Basic Attacks/Combo: Pressing the □, △ or ○ button will respectively attack your opponent with a low, medium or high energy attack. If you connect the first blow with the □ button, press it again quickly and connect again for a combo—you can link up to four hits in the combo if each connects successfully. The △ button attack is most often a projectile or projectile-like attack. The ○ button attack is a high powered move which is often quite unique for each particular character.

Grappling: You can grapple by facing your opponent and pressing the L1 button. Your character will lock arms around the opponent. Then, while you are attached to the opponent, press the □, △ or ○ button to perform a maneuver. The maneuvers will vary depending on which character you are using.

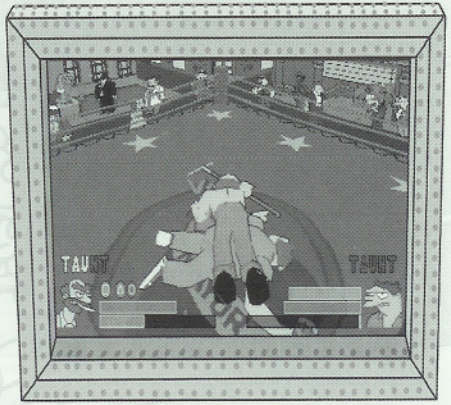
Rope Maneuvers: You can use the ropes to execute different maneuvers as well. Using the directional pad, move your character quickly toward the ropes and as soon as he or she bounces off the ropes, press the □, △ or ○ button to perform the maneuver. Again, the maneuvers will vary depending on the character.



Taunt: Taunt your opponents with insults and threats to gain a temporary state of invulnerability. Any of the characters can TAUNT an opponent, but you have to earn the taunt letters to spell out the full word TAUNT before the user can execute this special action. The Taunt Meter tells you which letters you need (see the In-Game Screen Display section).

Earning a Taunt is a simple process; it can be done in two ways:

1. Collect the Exclamation Mark power-ups that appear randomly in the ring during a bout. (See POWER-UPS section below).
2. If you successfully connect with a four-hit □ button combo against an opponent, then your character earns a letter.



After executing a TAUNT, the Taunt Meter resets to empty and you must earn the letters for the TAUNT again. If you execute a TAUNT when your opponent is standing still, they will be rendered temporarily DIZZY. There is no limit to the number of taunts you can acquire in a match and taunt letters carry over from round to round, but reset after each opponent.

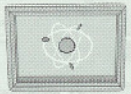
Pinning: To win a round, you must successfully pin and hold the opponent down for a 3 count, you have won the round. You can only pin an opponent when he or she is lying prone on the ground. To perform a pin, move in close to the prone opponent and press the L1 button. Your character will drop down in the "cover position" and proceed to count off. If the opponent 'kicks' you off (using the ✕ button), then he or she has recovered and the bout resumes. If your character is able to count through to "3" during this pin, then you have won the round.

POWER-UPS



Donut

Scarf these down for a minor energy boost.



Atom

Grabbing one of these will replenish your entire energy bar.



Popcorn

Popping these down offers a quick, small dose of health.



Krusty-O's

A serving of this "nutrious" cereal guarantees a big dose of healing goodness.



Assassins Sneakers

Built for speed, these will have you zipping around the ring as soon as you grab them.



Exclamation Mark

This will give you one letter for a TAUNT.



Question Mark

A random, mystery selection from the above power-ups.

Pause/Soft Reset

You may Pause game play during a round by pressing the **START** button. This will bring up the Pause Menu. From here you may quit the game (see below) and go back to the Title Screen or you may also adjust the various audio settings as described in the OPTIONS section above.

The Simpsons Wrestling also allows you to 'soft reset.' During gameplay, press the **START** button (to pause the game) and an options screen with "Continue," "Quit" and other options appears. If you then press and hold the **SELECT** button and then (while holding down the **SELECT** button) press and hold the **START** button, the game will reset to the Title Screen.

Starting A New Tournament

To begin a new campaign, enter the Main Menu by pressing the **START** button from the Title Screen. Then highlight **NEW CHALLENGER CIRCUIT** and press the X button.

Now you may choose a character to use throughout the circuit. The available characters' pictures are shown on the bar at the bottom of the screen.



The Question Mark picture boxes are characters that cannot be chosen at the present time and will be unlocked as you progress through the tournament.

To go back to the Main Menu press the Δ button.

Once you have selected your character press the X button to start the first match.

It's time to get rumblin' Simpsons style!

CHARACTER BIOS

***Simpsons Wrestling* Character Profiles**



Barney

Primary Attack: Exuding devastating odors.
Primary Defense: Exuding devastating odors.
Also known for: Sleeping curbside, drinking out of ashtrays, and making poignant films about all of the above.



Krusty

Primary Attack: Pie throwing and other shenanigans.
Primary Defense: Claiming it was part of "the act."
Also known for: Stealing someone's "bit," losing bets, and slapping his name on just about anything for a buck.



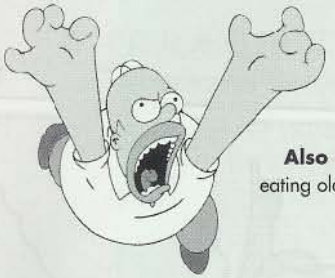
Apu

Primary Attack: Unlocking the power of vegetables.
Primary Defense: Taking on behavior of a hummingbird.
Also known for: Loving the "searing kiss of hot lead," praying to Vishnu on Tuesdays, and praying to Ganesha the rest of the week.



Willie

Primary Attack: Gardening.
Primary Defense: "Greasing up."
Also known for: Recipes for haggis, defending fellow immigrants, and wrestling with wolves.



Homer

Primary Attack: Eating, bowling.
Primary Defense: Whining, begging and "kicking some back."
Also known for: Speaking on behalf of donuts, eating old food, being more of a cologne man.



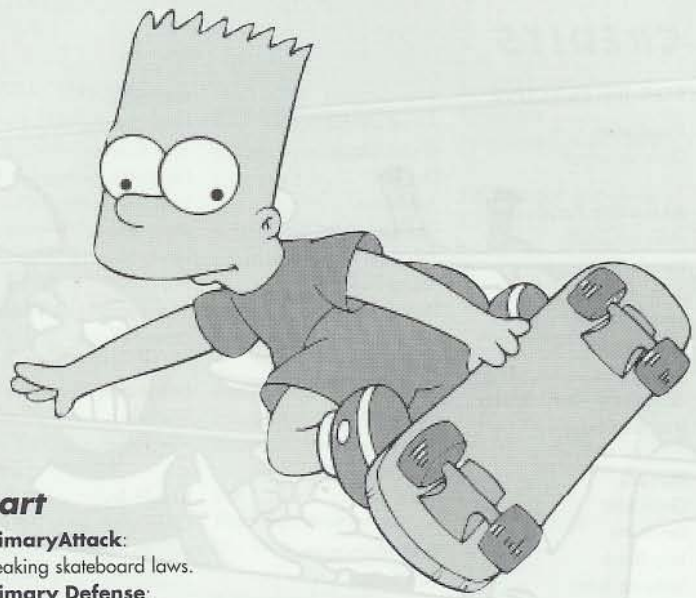
Lisa

Primary Attack: Painfully intelligent.
Primary Defense: Hair that resembles a starfish or pineapple.
Also known for: Jazz improvisation, a current member of the Mensa Society.



Marge

Primary Attack: Nagging.
Primary Defense: Blue Dye #56.
Also known for: More nagging.



Bart

PrimaryAttack:
Breaking skateboard laws.
Primary Defense:
"I didn't do it!"
Also known for: Destroying an entire continent's ecosystem, selling his soul for $5, and mischievous classroom antics.

CREDITS

FOX INTERACTIVE

Producer
Dave Wisehart

Associate Producers
Mike Schneider
Harish Rao

Lead Tester
Jeff Tatman

Assistant Lead Tester
Michael Dunn

Testers
Geoff Bent
Ben Borth
Tony Black
Terrance Brant
Seth Cantor
James Carone
Joe Castellano
Mike Graham
Anant Jiemjitpolchai
Shaun Kennedy
Duc Lai
Joe Lamas
Donald Lewis
Jonathan Masterson
Young Park
Denise Pater
James Robles
Alvaro Silva
Jeff Spierer
Nathan Sutter
Daan Wisehart
Hal Zabie
Brian Zenns

Test Manager
Don Sexton

Dialogue By
Jamie Angell

Starring
Dan Castellaneta
Julie Kavner
Nancy Cartwright
Yeardley Smith
Hank Azaria
Harry Shearer

The Simpsons Theme
Danny Elfman

Itchy and Scratchy Theme
Alf Clausen

Music by
Christopher Tyng

SPECIAL THANKS

Whitney Reed
Sandy Teles
Jamie Samson
Maria Hernandez
Tina Kowalewski
Luke Letizia
Tom Gastall
Tim Ramage
Danny Ruiz
Dave Shaw
Jack Van Leer
Rozita Tolouey
Karly Young
Dave Boyd
Eric Asevo
Sung Yoo
Erik Larson
Chris Miller
Victor Rodriguez
Gary Sheinwald
Pete Cesario
Priscilla Bourbonnais
Karen Mangon

BIG APE PRODUCTIONS

Senior Programmer
Robert Leyland

Senior Programmer
Tom Schenck

Technical Director
Dean Sharpe

Additional Programming
Steve Ash

3D Modeler/Animator
Ray West

Animator/Level Builder
Eric Wilder

Level Builder/AI Scripters
John Barnes, Mike Ebert

Additional Artwork
Dan Ross

Sound Effects
Clint Bajakian

Tools
Glen Volk, Robert Leyland

CUSTOMER SUPPORT

You must be at least the age of 13 years old in order for us to assist you when contacting Customer Support. Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

INTERNET: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-MAIL: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem. Note: Internet/e-mail support is handled in English only.

PHONE: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

The Simpsons™ and The Simpsons Wrestling™ & ©2001 Twentieth Century Fox Film Corporation. All Rights Reserved. Fox, Fox Interactive, The Simpsons and their associated logos are registered trademarks and/or trademarks of Twentieth Century Fox Film Corporation. Co-published and distributed under license by Activision, Inc. and its affiliates. All Rights Reserved. The Simpsons theme written by Danny Elfman. Published by Fox Film Music Corp. (BMI). The Itchy and Scratchy Theme written by Alf Clausen. Published by TCF Music Publishing, Inc. (ASCAP). PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc.

SOFTWARE LICENSE AND LIMITED WARRANTY

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC.("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and /or its licensors. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

•Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.

• Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.

• Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.

• Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

• Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION OR ITS LICENSORS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S AND ITS LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

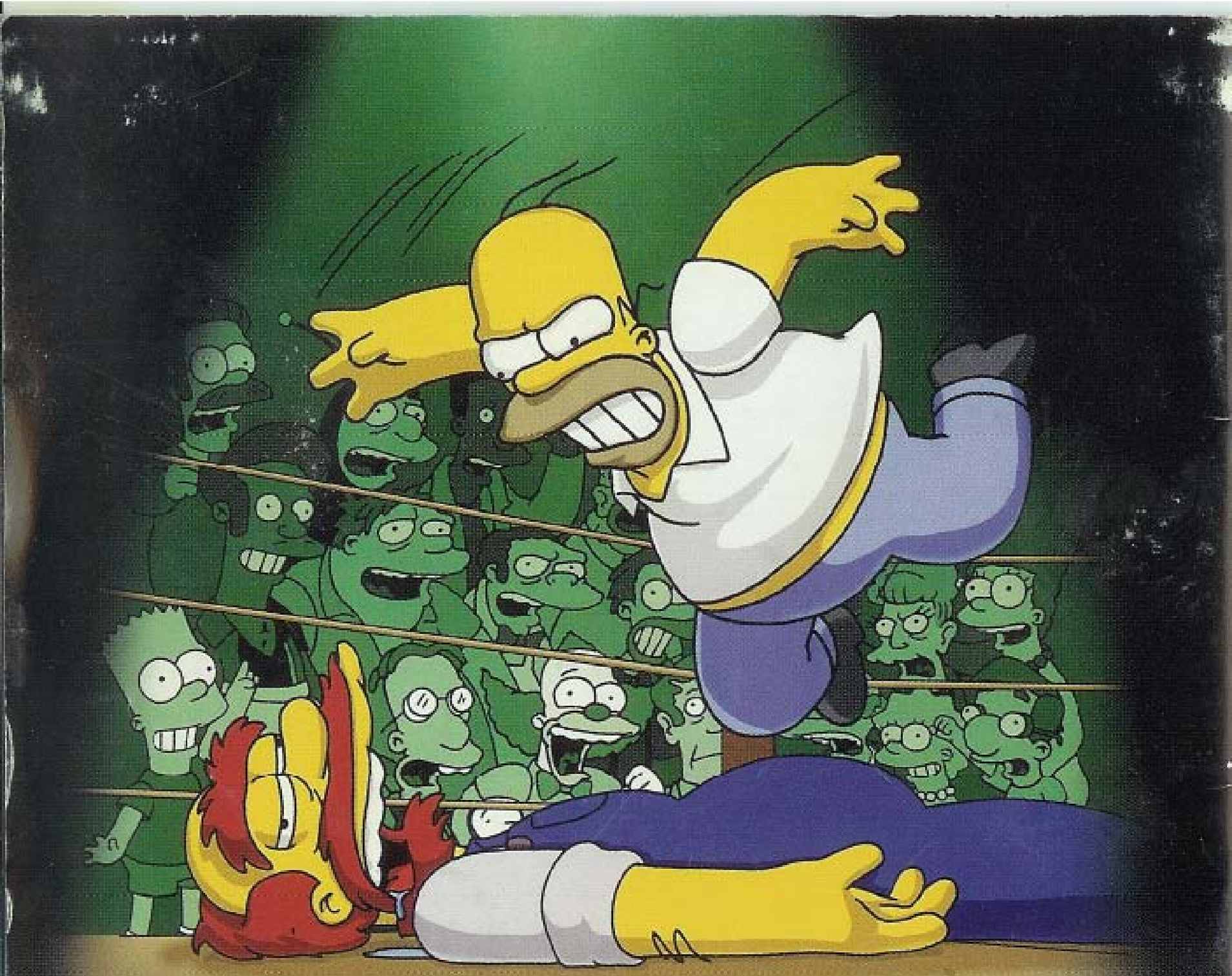
TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its licensors, partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.



Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067

© 2001 Twentieth Century Fox Film Corporation. The Simpsons, Fox Interactive and their associated logos are trademarks of Twentieth Century Fox Film Corporation. All rights reserved. Co-published and distributed under license by Activision, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

ACTIVISION.

activision.com

FOX INTERACTIVE™

BIG APE

PlayStation

TEEN

T

CONTENT RATED BY ESRB

Animated Violence
Comic Mischief
Suggestive Themes