

the
SIMPSONS



HIT & RUN



The Simpsons: Hit & Run

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

A sinister conspiracy spreads its vile tentacles over Springfield! Wasp-shaped cameras and strange black vans have appeared around town. Over the next week, the Simpsons will get caught up in a series of increasingly bizarre events. The dead may even rise from their graves before all is said and done! Will you save Springfield? Doom it? Maybe just do your own thing? One thing's for sure, there will definitely be a lot of reckless driving involved.

You arrive in this world on the 25th of October, just as Homer busts his first Wasp Camera. You will be staying here for the next week.

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.

-Species-

You may choose to be either a human or a Rigelian. Post-jump, any species you choose here will be considered 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.

[Free] Human

While humans in this setting are equivalent in performance, they are visually distinct. They possess 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.

[200cp] Rigelian

An alien species, originating from the planet Rigel 7. They are approximately 7 feet tall, though there is some variation amongst the species, and their large and heavy bodies afford them more physical

strength than the average human. They are not humanoid; instead, they are predominately head and neck, sitting on a mass of squid-like tentacles. They possess great control over these tentacles, using them both to move around, and in place of hands.

The head consists of a single giant eye, larger than a human head, which is capable of vomiting (this can be mistaken for crying by the ignorant). They have pointed eyes, and their mouth has sharp teeth and is nearly always drooling.

Rigellians come in a variety of colours, a sickly green being the most common. You may freely choose which colour of Rigellian you are.

Rigellians seem to require a special space helmet to survive on Earth. You will receive one of these, and if lost or destroyed a replacement will appear in your Warehouse after 24 hours – though by that time it may be too late, so take care of it.

-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] The Simpsons House

Located at 742 Evergreen Terrace, in the suburban area of Springfield, this is the home of the Simpson family. Naturally, it often serves as a focal point for their wacky adventures.

[2] Nuclear Power Plant

The workplace of one Homer Simpson. Located in the suburban part of town, the Plant often struggles to properly dispose of its nuclear waste. Perhaps this may be a blessing in disguise?

[3] Springfield Elementary

This school, which is attended by both Bart and Lisa Simpson, can be found in the suburban section of Springfield. Should events proceed as normal, the grounds will serve as the climax to the Simpson's wild adventure.

[4] Statue of Jebediah Springfield

Located close to City Hall, in the urbanised area of Springfield, this is a statue of the purported founder of Springfield. An attached plaque reads 'A NOBLE SPIRIT EMBIGGENS THE SMALLEST MAN'.

[5] Sit -N- Rotate Room

At the top of this large tower sits a restaurant. It is located in the urbanised part of Springfield. Currently, large floats of Itchy and Scratchy, notable cartoon characters, can be found nearby.

[6] The Android's Dungeon & Baseball Card Shop

The local comic book shop, owned and ran by the man fittingly referred to as the Comic Book Guy. It is located in the beach-side portion of Springfield.

[7] Duff Brewery

Found in the beach-side area of Springfield, this facility produces Homer's favourite beverage. Should events proceed as normal, Kang and Kodos will hide their ship here for a time.

[8] Free Choice

Lucky you! You may choose to begin at any of the above seven 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

You have the knowledge and skills necessary to drive cars, trucks, and motorcycles.

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

[100cp] A Little Extra Push

You are able to perform a physics-defying "double jump", which allows you to jump whilst you are already in mid-air. You only get one mid-air jump out of this technique; you must land on solid ground before you can utilise it again.

Perhaps in a town like this one, such a feat isn't so strange.

[100cp] Navigation System

Need a little help getting around town? Here are a pair of visual aids to assist you.

The first is a “minimap”. It appears in the bottom right corner of your vision. You are positioned in the centre of this green-tinted circle as an arrow, with your facing direction matched by the arrow’s. If you are aware of your current objective’s location, or the location would be considered public knowledge (such as where a local convenience store is), it will also be indicated on the minimap. A lighter green segment of the map shows the direction you need to travel to the location, and if the location is close enough to you that it would be on the minimap, it appears as a blue dot. A “police siren”-like design appears at the top of the minimap, and will flare when you are aware you are being pursued by police or similar groups. Since this requires your awareness to work, this aspect of the minimap is little more than a novelty.

The second are “guidance arrows”. If you are aware of your current objective’s location, or the location would be considered public knowledge (such as where a local convenience store is), these arrows will begin to appear on the ground, directing you towards your destination. They are usually green, but will turn red if you start travelling in the wrong direction to alert you. These arrows guide you along roads and pathways, and won’t advise you to go anywhere that an ordinary person (perhaps in a car) is unable to travel. They also do not account for any possible off-road shortcuts; you’ll have to find those on your own. The arrows will not appear if they are unable to present a path to your destination.

Only you are able to see these visual aids. You can toggle each of them on or off individually, and can also toggle the siren part of the minimap on or off whenever the minimap is present.

[100cp] Casual “Wear”

Want to run around town in your underwear? Then this perk is for you.

From now on, it will always be considered both legal and socially acceptable for you to wear as little clothing as you like. This will not stop others from reacting to your appearance, be it with interest or with disgust, but these reactions will not result in long-term reputational damage.

You may still be advised to wear clothing in certain cases for your own safety, such as a hazmat suit in radioactive locations. In these cases, ignoring the advice will still not result in long-term reputational damage, though this perk will not protect you from the dangers of doing so.

[100cp] Hair Apparent

Whether you’re after the spiky hair style of the Simpson children, the distinctive blue beehive of Marge Simpson, or a look all your own, this perk is sure to come in handy.

Upon purchase of this perk, you must designate a preferred hair style. Anything from bald to a Marge level of extravagance is acceptable. Your hair will naturally grow into this style, won’t grow beyond the desired length, will be easy to maintain, and will never impede your movements (whether by getting caught on something or disrupting your balance).

You can toggle the effects of this perk on or off as you please, allowing you to move in and out of your chosen style as the mood strikes you.

[200cp] Street Racer

You have a great aptitude for car racing, particularly in urban environments. You can quickly adjust to changing road conditions, easily weave in and out of both incoming and outgoing traffic, and have a good eye for safe corners to cut on the track and potential shortcuts to make use of.

In addition to racing, such skill translates well to escaping pursuing vehicles, helpful should you catch the attention of the law.

[200cp] Vehicular Combat

Ramming a car into someone else's to destroy it might be recklessly dangerous for some, but for you it is indeed a valid tactic.

When you drive a vehicle into another, your vehicle will remain undamaged, as will its occupants (including yourself). This will not prevent your vehicle from being knocked off course, and does nothing when your vehicle is stationary or moving away from the other vehicle when the impact occurs. It will also do nothing when the opposing vehicle is many times the size of yours; an ordinary car won't be safe to ram into a cruise ship, or a UFO, for example.

[200cp] Jostle Jumper

Sometimes, you might not actually want to destroy the car you are ramming yours into. This perk will help you with this.

From now on, a vehicle you are driving will not cause damage to any other vehicles it comes into contact with. This effect will not prevent the opposing vehicle from being pushed away by the impact, making it useful when you are trying to force a vehicle off course, or cause it to drop its cargo. You can toggle this effect on and off as you please.

[200cp] Car-based Collection

Whether you are in a hurry, or just plain lazy, sometimes you really don't want to leave your vehicle in order to pick something up from outside it. With this perk, such a problem is a thing of the past.

From now on, when you drive a vehicle into an object, you may choose to teleport the object inside the vehicle instead of colliding with it. You may deliberately choose where in the vehicle the object appears; if you don't, storage spaces such as a car's trunk will be prioritised. This ability will not work if the object is unable to fit inside your vehicle.

This ability will even work on living creatures, but they can choose to resist it, provided they have sufficient intelligence to make such a decision.

[400cp] *Can you come and get me? I'll pay you in backrubs!*

Your attempts at hitchhiking are noticeably more successful than they would otherwise be, thanks to this perk.

Most people will be happy to drive you around town for a few hours if you hail them down; though convincing them to leave town or drive around longer than that may take some effort on your part. If you do a favour for someone, they'll likely be willing to provide this degree of transportation for you if you call them up.

Interestingly, those that chauffeur you around will somehow manage to make up most of that time in one way or another, so don't feel bad when taking advantage of their good nature.

[400cp] *That's the stuff, psycho!*

From now on, when you physically destroy objects, they will frequently release small amounts of the local currency. Oddly, objects advertising cola products provide noticeably more money than they would otherwise, and can produce a hefty sum of money.

The amount of money you receive from destroying an object will never be enough to replace the object you destroyed, no matter whether it is advertising cola or not. An object repaired after it has given you some currency already will not provide a second time; try smashing something else!

[400cp] Child Driver

While the Springfield Police Department might be lax enough to ignore a child behind the wheel, you'll find that most places won't ignore such behaviour. You have become an exception.

From now on, as long as you remain underage (or can present as such sufficiently to fool the legal system), you get all of the legal advantages of being underage, with none of the penalties. As an example, a US Citizen benefitting from this effect will be able to legally vote and drive, but will also have reduced liability for a number of crimes, and will be more likely to go to juvie than prison when they do break the law.

[400cp] Zom-Not To Be

If events unfold as expected, Springfield will be overrun by zombies! You now have a couple of advantages, which should help you survive under such conditions.

First, you are now personally immune to any unwanted zombification effects, and effects that would turn you into a functionally similar creature. Be it an undead curse, some viral outbreak, or evil cola, you can be assured that you won't be hankering for brains if you don't want to be.

Second, zombies, and functionally similar creatures, will not be drawn to attack you by instinct. They may still be commanded to, if they are under the control of another, and those with higher order thinking may still choose to do so for their own reasons, but for the most part you'll be able to ignore the zombies roaming the town. You'll even be able to barter with them, if they are capable of such thoughts – maybe there's a nice Zombie Car you've got your eye on?

[600cp] *Imagine that, scared of some harmless nuclear waste. So very harmless.*

It's no secret that Springfield has a nuclear waste problem (or, depending on how events progress, a nuclear waste solution). Trucks can be seen carrying it around at night. The Power Plant is notoriously unsafe. Mutated fish are being sold to local restaurants.

Fortunately, you are now immune to any unwanted or harmful effects of radiation. This protection will extend to any items you have on your person as well. Whether you just want to get by, or plan to utilise the town's waste against evil aliens, you can do so without the worry of growing a third arm.

[600cp] Treehouse of Jumper

Think Halloween is the best day of the year? Why not make it *every* day of the year, with this perk?

This strange power allows you to warp the world around you, causing it to take on a Halloween aesthetic. Tombstones, spider webs, jack-o-lanterns, and dead trees will be a common sight. Of course, this is more than mere decoration; various inhabitants of the world will take on 'spooky' forms, such as zombies, vampires, witches, and ghosts. The exact powers of these creatures will vary based on the 'power level' of the world you are changing, but these creatures are in fact the genuine article, even if they only have a minor level of supernatural power.

You are able to apply this power in two ways. The first, 'safe', way will ensure that the status quo is not overly impacted by this effect. A zombie might roam around town, but its existence will not snowball into a full-blown apocalypse until you go out of your way to make that happen. The second, 'unsafe', way does not carry this protection. An unchecked zombie can doom civilisation, aliens might lead an invasion of Earth (rather than just being the occasional towns person), and a witch or wizard meddling with things they don't understand might accidentally open a portal to Hell or unleash other unspeakable horrors. Be very careful when using this option.

Regardless which way you use this power, the effect is retroactive; as far as everyone else is concerned, things were always this way. If you like, you may exempt others from this effect on an individual basis, allowing them to recognise the changes for themselves. You can also reverse the effect whenever you like, though it will not undo the damage caused if you used this power unsafely.

Jumper, their companions, and their followers, will never gain new powers or abilities as a direct result of using this effect.

-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.

[50cp] The Simpsons: Hit & Run Console Game Bundle

Is this town driving you up the wall? Vent your frustrations by playing this game! This bundle contains:

- A 2003-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: Hit & Run for your chosen console.

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

[50cp] The Simpsons: Hit & Run PC Game Bundle

Prefer to play on the computer? This bundle contains:

- A 2003-era computer, with Microsoft Windows pre-installed.
- A copy of The Simpsons: Hit & Run for Microsoft Windows.

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

[50cp] Bonestorm II

The sequel to the notorious ultra-violent fighting game has made its way to Springfield! Unfortunately, supplies seem to be running out fast, so why not pick up a copy right now?

Your copy of Bonestorm II is somehow compatible with any computer or gaming device you possess, changing between disc, cartridge, or other medium, as required.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Collector Cards

You have a special collection of Buzz Cola-branded cards featuring various iconic objects from The Simpsons franchise. There are 49 of these cards in total, and they come in a special The Simpsons: Hit & Run-branded album for your viewing pleasure.

Post-jump, you will receive up to seven new cards for each new jump you visit, displaying important objects from those settings. This includes jumps you have already visited, other than this one.

The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any cards housed inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If the album is replaced, any cards that were stored within when it was lost or destroyed will also be replaced as they were.

[50cp] Foolish Jumper

Stored on your preferred form of physical media, this collection of videos features your worst, stupidest, and embarrassing moments from across your chain, as if you were being filmed the entire time. How much content there is will depend on how long your chain has been going, as well as how you have behaved, but it has already been expertly edited into a television series format.

At the end of each jump, you will receive additional videos based on your actions, again already edited for you.

Companions purchasing this item may choose whether their video collection covers Jumper, or themselves. This choice is made on purchase of this item, and cannot be changed later.

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

[100cp] Hit & Run Character Clothing Collection

You have a wardrobe that is magically bigger on the inside. It contains a copy of every outfit available to Homer, Bart, Lisa, Marge, and Apu, in The Simpsons: Hit & Run. It also comes with a special piece of headwear that makes the wearer's head appear to be a doughnut with a bite taken out of it. This headgear changes in colouration to match the wearer, making the effect more believable.

When someone attempts to open the wardrobe, all outfits inside (that come with this purchase) are resized to fit the opener perfectly. Should an item go missing, or be destroyed beyond repair, a new copy of it will appear in the wardrobe in 24 hours. Should the wardrobe be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[100cp] Buzz Cola Classic Vending Machine

This blue vending machine, emblazoned with a picture of Krusty the Clown, will dispense an endless supply of cans of Buzz Cola. The cola is not the 'new and improved' formula that has begun distribution, and is therefore safe for consumption. It's not exactly "healthy" though – it is soda, after all.

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

[200cp] Wrenches

Large, floating wrenches have appeared all over town! Should you touch one, it will vanish. Then, the most recent vehicle you have driven will instantly be completely repaired and restored to perfect condition. Driving a vehicle into the wrench will also count as you touching it.

These wrenches are capable of repairing any vehicle up to the size of a fire truck. If the last vehicle you drove (or are currently driving) is larger than this, the wrench will simply vanish and do nothing. A wrench that has vanished in this way, whether it did anything or not, will respawn in the same area after a few hours if possible.

These wrenches cannot be moved. Whilst their placement is sometimes odd, they do have a tendency to appear near places known for servicing vehicles, such as gas stations and car washes. They will continue to appear in each future world you visit, unless you decide against it. As a special consideration, one wrench may be placed in your Warehouse, or on a property you possess, in a position of your preference.

On purchase of this item, you must choose whether others can interact with these wrenches. If they cannot, they will not notice them at all. If they can, they won't consider them strange unless you specifically bring it to their attention.

At the start of each new jump, you may decide whether the wrenches will appear. Even if you choose for them not to, you can still have the specifically positioned one appear if you like. You will also be able to change your decision on whether others can interact with them. Post-chain, you can make these choices once every ten years.

[200cp] Vehicle Showroom

Want somewhere to store all the vehicles you plan on collecting? Look no further!

This space acts as an attachment to your Warehouse, but may alternatively be placed on any property you own. It will be able to store any and all vehicles you own, expanding internally in size to accommodate them. Any vehicles you own may be automatically sent here, where they will be placed on rotating platforms for your viewing pleasure. To retrieve one, simply access a phone booth, and you will find yourself able to summon them to your location.

As a special consideration, this item purchase will also come with a single phone booth, ensuring you will be able to retrieve your vehicles in any world. The phone booth may be placed in your Warehouse, on a property you possess, or somewhere close to your starting location. In worlds with established phone lines, you may elect for it to be hooked up to them if placed appropriately.

If either the showroom or phone booth is destroyed, a replacement will appear in the same location after 24 hours. If that location is no longer valid, it will instead be moved to your Warehouse.

At the start of each new jump, you will have an opportunity to change the placement of the showroom, the phone booth, or both. Post-chain, you will receive the same opportunity once every ten years.

[400cp] Truckasaurus

A giant robot, four storeys tall. It resembles a dinosaur made out of truck parts. You could cause a lot of havoc with something like this – perhaps you could even sell tickets to the event?

Your Truckasaurus is capable of easily crushing cars in its grip, and it can also breathe fire. It is remote controlled; unlike the model currently being worked on by Professor Frink, cell phone interference cannot cause it to go berserk.

Your Truckasaurus will not run out of fuel or energy, allowing it to move or breathe fire as much as you like. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] Swarm of Wasp Cameras

You have acquired a large number of flying camera drones, 150 in all.

These drones are disguised as very large wasps, though this disguise will easily fail under serious scrutiny. They can generate a weak energy shield around themselves; this shield can easily be disrupted by an ordinary human kicking it, and a similar kick is enough to destroy the drone. They can also fire weak energy shots from their “stinger”; these shots take a moment to charge, and the drone can fire just one, or a small burst of them. These shots are painful to an average human, but cause no lasting harm, making them more of a deterrent than a weapon.

The drones can be remote controlled if preferred, but are able to act autonomously. Once sent out into the world, they will seek any “interesting” behaviour within the local area. This includes acts of violence, crimes in progress, raunchy or lewd acts (including people changing clothes), and notably foolish behaviour. Their cameras are always on, capturing anything they see on video.

This item comes with a large computer and monitor bank, from which the Wasp Cameras can be controlled, and where the footage they capture is automatically sent and collated. The computer will automatically filter out “uninteresting” footage; though it is still preserved in case it is needed, and will helpfully tag footage so you can find the kind of content you are after.

Lastly, you also receive a set of blueprints to make more Wasp Cameras or monitor banks on your own, provided you have the materials.

With all this, turning a town into your own reality show will be a snap.

Should the computer or monitor bank be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. At the end of each jump, any Wasp Cameras that have been lost or destroyed will be replaced. Post-chain, they will be replaced after every ten years.

[600cp] DMV Sponsored Street Races

A special gateway has appeared either in your Warehouse, or on a property you own. By passing through it, you can access a series of special races, hosted by copies of Patty, Selma, Milhouse, Ralph, and Nelson.

Victory in these races will earn you cash prizes in the local currency of the world you are currently in as a reward for victory. Rarely, you may even win a brand-new car, though it will never be anything beyond what could be found on a mundane, modern Earth.

The races offered are time trials, multi-lap races on a smaller track, and single-lap races on a larger track. The tracks are derived from portions of Springfield, and will change every so often, so remember to check back in once in a while.

When participating in these races, you will regularly encounter friends and foes from past jumps as other racers. You will never be able to get anything out of them, barring some pleasant conversation, and racing them on the assigned course. This goes both ways; these guest racers will never attempt to harm anyone else (though they may try to run others off the road in the course of winning a race), and they will never get anything from you other than a nice talk or the fun they get out of racing you. Individuals known for racing are more likely to appear as competitors.

Should you lack an appropriate vehicle for these races, you will be offered a 'loaner' Family Sedan; you will be unable to take this outside of the gateway.

At the start of each new jump, you will have an opportunity to change the placement of the gateway (either moving it to the Warehouse or a property you own). Post-chain, you will receive this opportunity every ten years.

[600cp] 'New and Improved' Buzz Cola

This strange meteorite has an attached pump and tap. Using the tap, you can extract an endless supply of a strange liquid.

This liquid is in fact the same 'all-purpose evil cola' that Kang and Kodos are spreading across Springfield, and is capable of a large variety of effects.

While small doses of the cola produce no noticeable effects on the living, continued consumption will cause the imbiber to act irrationally, and without inhibitions. Excessive consumption will put a person into a mindless stupor, spouting gibberish and unable to control bodily functions.

As if this wasn't enough, the cola has effects on the dead as well. It is capable of animating skeletons, as well as turning corpses into brain-hungry zombies. Strangely, damage to the meteorite can undo some of these dead-influencing effects, and destruction of it will undo all of them, even going so far as to undo the knock-on zombification from those turned by the zombies created by the cola.

It is possible there are more effects of the cola to be discovered, though it may take experimentation on your part to discover them.

Despite all this, it is indistinguishable from regular cola by sight or taste, making it easy to distribute to modern populations without immediate suspicion. When trying to sell the cola as a legitimate

product, you will find the regulatory authorities are notably lax when reviewing it – though this won't prevent people from eventually noticing the effects of the cola.

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

-Vehicles-

There are no discounts in the section. Instead, you receive a **200cp stipend**, for use in this section only.

All vehicles in this section never run out of fuel (should they need it in the first place), and general upkeep of them is not necessary, allowing you to drive them around just about anywhere. Should they be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

Should you already possess any similar vehicles to the ones you purchase here, you may import these vehicles, giving them any advantages the purchases they are imported into offer.

[200cp] Standard

This option covers ordinary cars, vans, and small trucks. You may use it to acquire a copy of any vehicle found in The Simpsons: Hit & Run, as long as it fits into this classification. Alternatively, you may acquire a vehicle of your own custom design, provided it remains within the same level of performance as the canonical options.

[300cp] Heavy Hitter

This option is for those looking to do some real damage on the road, and covers the larger (but still ordinary) vehicles in Springfield. Limos, fire trucks, buses, armoured trucks, tractors, and even monster trucks all fall into this category. As with the Standard option, you can use this to acquire a copy of any vehicle within this category that appears in The Simpsons: Hit & Run, or acquire a custom vehicle that falls within the same level of performance as the canonical options.

[Free] Car Frame

At some point in the past, one of the cars in Springfield exploded, leaving behind this mess.

Despite being little more than a burnt-out frame attached to a steering wheel, it can in fact be driven, but only barely. It is extremely slow, handles poorly, and makes an awful noise as part of the frame scrapes along the road.

It is impossible to return this vehicle to its pre-exploded state under any circumstances, though building on top of what remains is possible. Why someone would choose to do so is another question entirely.

Are you sure you want this?

[Free] Monorail Car

A genuine, bona fide, electrified, monorail... that's certainly seen better days.

All that remains is the front car, which is somehow able to travel even without a rail. Unfortunately, the vehicle is slow, handles poorly, and naturally drifts to the side – requiring constant effort just to keep it going straight. It's a wonder that it works at all.

Do you really need this?

[100cp] ATV

If you are looking for something more compact, this quad bike may be for you. It can keep up with most of the cars around here in terms of speed, but suffers in the handling department.

[100cp] Redbrick Car

This odd vehicle appears to be made out of plastic bricks, though it is in fact a functional car.

While it performs around the level of most cars, it only seats one, and lacks dedicated storage space, which may cause issues for day-to-day use.

[200cp] Honor Roller

This is a copy of Bart's iconic soapbox car, which has been refitted with an engine, allowing it to compete with traditional cars. If you prefer, you can instead acquire a soapbox car of your preferred design, similarly refitted to serve as a normal car, but it cannot perform any better than the Honor Roller.

[300cp] Ghost Ship

Feeling a bit spooky? This strange ghostly rowboat can travel across land as easily as it can water. Optionally, the boat comes with two loyal ghost followers; one will stand at the front and light the way forward, whilst the other will sit in the back and row. These ghosts will not tire, but also cannot be made to leave the rowboat – even destroying it will simply cause them to vanish until it is repaired or replaced. You can elect not to have these ghosts come with the boat, though it means that you'll have to row yourself – or find someone else to do it for you.

Despite being a rowboat, the Ghost Ship is able to perform about as well as an ordinary car in terms of speed and handling. Importantly, its ghostly nature does not prevent it being damaged or destroyed, or grant it other abilities like invisibility or flight.

[300cp] R/C Buggy

This strange vehicle resembles a remote-controlled buggy. This is not the case; this is actually a functional buggy with spatial warping properties. Objects and people that are moved into the buggy will shrink down proportionally, allowing it to be driven as a normal car. Leaving the vehicle will restore them to their usual size.

While it performs very well compared to actual toy cars, it is not particularly fast amongst the real deal. Additionally, its small size makes it a fairly weak vehicle. On the other hand, it may be able to go places other cars simply won't fit.

[300cp] Speed Rocket

A rocket car, identical to the one owned by Chester J. Lampwick. Of all the cars you might find in Springfield, this is hands down the fastest, possessing the highest top speed and acceleration.

At the same time, it is brought down by its poor handling and extreme fragility, relative to other cars. These factors make it a poor choice for racing, and a better choice for being a fancy collectible.

[300cp] Witch Broom

A magic broom, that one can ride on. It is not capable of true flight; rather, it hovers along the ground. In practice, it is about as useful as a motorcycle, though it might take some training to get the hang of.

Optionally, this vehicle comes with a loyal witch follower. While she does not possess any magic as far as you can tell, she is an expert in riding this broom, and will happily chauffeur you anywhere you want to go.

[400cp] Hover Bike or Car

This option allows you to choose between one of Professor Frinks two inventions: the Hover Bike and the Hover Car.

Both of these vehicles have excellent speed and acceleration, so are not particularly sturdy. As they are hover vehicles, they have a tendency to slide greatly on turns, making them difficult to adjust to. The upside to being hover vehicles is that they can travel easily over many types of terrain. They utilise onboard computers – fortunately, you won't have to worry about these computers going haywire.

Besides one being a car and the other a motorbike, there are a couple of other important differences. The Hover Bike possesses superior speed, acceleration, and handling. The Hover Car, on the other hand, has some additional experimental technology, which will cause the car to become translucent at higher speeds. This is caused by refracting light around it, so the interior of the vehicles does not become visible. This technology is still in development; it requires a large energy expenditure that can be seen at the back of the vehicle even when translucent. Developing this technology might be something the scientifically-minded may be interested in.

[400cp] Knightboat

This high-tech speedboat, which was once the star of its own TV show, has been upgraded further, allowing it to easily travel on both land and sea. The boat comes with a loyal AI pre-installed; you may instead elect to import an AI you already possess into the boat, or to forgo the AI entirely.

[400cp] Open Wheel Race Car

This Formula One racing car is all yours! As you might expect, it has excellent top speed, acceleration, and handling, befitting a proper racing car.

Unfortunately, this vehicle is not the sturdiest, so keep that in mind when using it.

By default, this car comes in a white and red colouration, with Duff and Laramie branding all over it. If you prefer, it may instead have a custom paint design, chosen by you on its purchase.

[1000cp] Rigellian Spaceship

This spaceship, in the classic “flying saucer” design, is now yours to command. It is capable of reliably travelling across the galaxy.

The spaceship is roughly the size of a house, and has sufficient living space to accommodate a family, plus a few guests.

Whilst it is very sturdy, far sturdier than anything else in this section, it is not invincible. Multiple exploding barrels of nuclear waste are enough to cause it to crash. The spaceship lacks weaponry, but does possess two kinds of tractor beam to defend itself. The first is the standard green beam of light that can easily lift even large vehicles like fire trucks up into it. The second is a slower green “mist”, which descends on a vehicle and teleports the occupants into your ship, leaving the vehicle behind.

In addition to the vehicle, this purchase comes with two manuals, in a language of your preference. The first explains how to drive the thing. The second explains how ordinary cars can be refitted to serve as probes for the ship.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you, including the 200cp stipend. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[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, items, and their species, and are entitled to the same freebies and discounts as you, including the 200cp stipend. 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: Hit & Run 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.

-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] 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] *Must...never...run...again...*

You are decidedly unfit, Jumper. Even a short jog down the street is enough to severely tire you, and potentially cause chest pains. You won't be able to improve your level of fitness for the duration of the jump, either.

Perhaps a car would be a better way for you to get around town?

[+100cp] Falling With Style

Should you ever be even slightly tapped by a vehicle driven by someone else (directly; not them hitting your car, for example), you cannot help but be sent flying backwards at least a metre, arms flailing wildly as you do so. The same will occur if you are kicked or pushed.

This will not prevent any damage such impacts would normally cause you. The landings from such falls may in fact harm you further.

[+100cp] *Well at least we don't have to sit through the stupid video game credits...*

At least once a day, everything will seem to pause. You will then be forced to wait as the end-credits move across your field of vision. Occasionally, you might hear what seems to be Kang and Kodos complaining during these credits, but this is not actually them. Once the credits are done, time will resume.

These pauses are more likely to occur when they would be particularly annoying or inconvenient for you. No-one other than you will notice these pauses.

[+200cp] Drunk Driving

Did someone activate a cheat code?

Whilst you are not drunk, exactly, your vision has been rendered extremely blurry. Quick changes of your field of vision, such as those caused by rapidly turning your head, are dizzying and will sometimes make you nauseous. You will be stuck like this for the duration of the jump.

Getting behind the wheel in this state may not be the best idea.

[+200cp] Proper Policing

The Springfield Police Department are notoriously terrible at their jobs, but after taking this drawback this will no longer be the case when it comes to you.

Where the police would normally be slow to act, waiting until you have done significant damage, now they will begin pursuit as soon as they have caught you breaking the law. They will also enforce laws they would otherwise ignore, such as driving while under age or without a license, speeding, or breaking other traffic laws.

Additionally, where the police would normally give up and forget about your crimes if you avoided capture, they will no longer. Instead, they will maintain an active file on you, pursue you if you are spotted again, and attempt to track you down if you go into hiding.

Unfortunately, such diligence won't be extended beyond you, and attempts to get them to play a larger role in solving the problems that plague Springfield will likely fail.

[+200cp] Level 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 third of the town. These thirds are: the suburban area (including the trailer park and power plant), the urbanised area, and the beach-side area. The third you end up with will be the one that your starting location is found in.

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 Level 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. You will have to learn to quickly adapt to these changes if you want to get anywhere fast.

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.

[+300cp] S-M-R-T

Did you jam a crayon into your brain? Maybe you just have the stupid gene?

Whatever the cause, you are reduced to Homer Simpson's level of intelligence. This can vary moment to moment, anywhere from just being below average intelligence down to an outright disability. Needless to say, this drawback will never increase your intelligence above where it would normally be.

Unfortunately, your true intelligence cannot be restored until the end of the jump. Hopefully you won't cause too many problems.

[+300cp] Hit Jumper & Run

Despite any efforts you may make, you will be inevitably drawn into the reckless driving soon to take over this town.

A nice stroll in the park might be interrupted by some street racing hooligans. A trip to the Try-N-Save for some groceries may lead to some jerk trying to run you off the road for buying the last box of cereal. That kind of thing.

Attempts to hide away from this behaviour will invariably fail; a building you are hiding away in might be demolished by Truckasaurus or attacked by zombies, and if you leave town, you'll find that every other part of the world you visit has picked up the same kinds of problems.

Keep your head on a swivel Jumper, and consider investing in a sturdy vehicle.

[+300cp] MISSING COMPANION FOUND SAFE – MIND ERASED, PANTS SOILED

Oh no! One of your companions has been reduced to a mindless stupor, capable of little but spewing odd gibberish. You must restore them to a normal state of mind before the jump comes to an end; if you cannot, you fail your chain.

There is but one way to fix them; all other methods will fail. Fortunately, it is quite simple: you must ask them about the new Buzz Cola whilst showing them its new branding. Unfortunately, by taking this drawback, you, your companions, and your followers, will lose all pre-existing knowledge of the plot of The Simpsons: Hit & Run, and well as the solution to this drawback (you will still remember that you need to fix them, you just won't remember how). You'll have to figure it out yourself.

If you do not possess a companion, then a random 'generic' townspeople will be put in your care, with the same problem. If you can fix them, you can optionally take them as a companion for free.

-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:

Replay Level: You choose to remain in this world. Your chain ends here.

Next Level: You choose to continue your chain. Proceed to the next jump.

Quit Game: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

Which vehicles are covered by the 'Standard' option?

1936 Stutz Bearcat, 70s Sports Car, Ambulance (medical supplies not included), Bandit, Book Burning Van (books not included), Canyonero, Car Built For Homer, Cell Phone Car, Clown Car, Coffin Car, Compact Car, Curator, Donut Truck, El Carro Loco, Electaurus, Family Sedan, Ferrini – Black, Ferrini – Red, Fish Van, Glass Truck (glass panes not included) Globex Super Villain Car, Hallo Hearse, Hearse, Itchy and Scratchy Movie Truck, Kremlin, Longhorn, Malibu Stacy Car, Milk truck, Minivan, Moe's Sedan, Mr. Plow, Nerd Car, Nonuplets Minivan, Nuclear Waste Truck (nuclear waste not included), Pickup, Pickup Truck, Pizza Van, Planet Hype 50's Car, Plow King, Police Car, Sedan, Skinner's Sedan, Sports Car, Surveillance Van, SUV, Taxi, "Vote Quimby" Truck, WWII Vehicle (rocket not included), and Zombie Car (you can choose whether or not it runs on "Brain Power").

Which vehicles are covered by the 'Heavy Hitter' option?

Armored Truck, Bonestorm Truck (games not included), Burns Armored Truck, Cola Truck (cola not included), Duff Truck (beer not included), Fire Truck, Garbage Truck, Krusty's Limo, Limo, Mini School Bus, Mr. Burns' Limo, Obliteratron Big Wheel Truck, School Bus, and Tractor.

So, what exactly happens here, anyway?

On October 25, a swarm of Wasp Cameras descends on Springfield. One of them investigates the Simpsons House, and is promptly destroyed by Homer, who is distracted by a TV ad for 'new and improved' Buzz Cola. After a few errands, Homer realises that he is late for work, and today is his workplace evaluation with Smithers. Homer destroys his vehicle to protect his job, then destroys some power couplings at work so he can sleep – unfortunately his work day is over before he can do so. Returning home, he watches a news report about the Wasp Cameras, which also notes that strange black vans have been spotted around town. Believing a black van outside to be spying on him, Homer tails it to Mr. Burns' mansion. After helping Marge destroy copies of Bonestorm II, a new violent videogame that has arrived in Springfield, he confronts Mr. Burns – only to learn that the black vans are in fact a pizza delivery service.

On October 26, Bart is trying to get his hands on the new Bonestorm game. After escaping Principal Skinner to skip school, he finds that Jimbo has the last copy from the store. Kearney suggests Bart play with fireworks instead, as they are the current trend. After picking up some, and escaping Chief Wiggum, Bart seeks out the Comic Book Guy. After doing a favour for him, he is told that Professor Frink bought all remaining copies of the game. Bart asks Professor Frink for a copy, but he is harnessing the power of video game violence to power his newest invention – Truckasaurus. Bart assists Frink by collecting some items for him, then destroying some cell phone using drivers who are interfering with the signal. Bart finally gets to see Truckasaurus. Afterwards, he is abducted by aliens – disappearing in a bright light.

On October 27, Lisa is out looking for Bart. After helping out the Comic Book Guy, he points her in the direction of the Noiseland Arcade. She meets Milhouse, who leads Lisa around town for a bit, in

the hopes of getting a date. Eventually, Lisa moves on and finds Apu. After helping him out, Apu suggests she visit Professor Frink who tells her he saw Bart disappear in a bright light, but offers no further information. Lisa talks to Grampa Simpson, who saw Bart's lucky red hat fall out of a car. Lisa destroys some black sedans, but gets no further clues. After helping Chief Wiggum, he reveals he has seen some weird government types near the docks. She agrees to help the Sea Captain deliver mutated fish to restaurants in return for information, but instead frees them and lies about it. The Sea Captain tells Lisa he saw Bart in a long black limo, and points it out to her. She destroys it, and is distraught, thinking she killed Bart. The Sea Captain reveals that Bart managed to jump out of the car before it was destroyed. Lisa finds him, but he is in a mindless stupor and only spouts gibberish.

On October 28, a strange Bart-shaped crop circle appears in Springfield. Searching for a way to fix her son, Marge seeks out Chief Wiggum for the location of the crop circle. After a favour, he tells her that the crop circle is at Cletus' shack. After tracking him down and helping him out, Cletus suggests Marge look for an older person to help her work out the meaning of the crop circle. She finds Hans Molema, who points her to Abe (Grampa Simpson). Unfortunately, the town bullies stole his pills, so Marge has to hunt them down, then acquire some caffeine pills when he falls asleep. Grampa reveals that he has seen crop circles before, and Marge recognises that the ones he saw matches the new branding for Buzz Cola. Showing Bart the logo is enough to knock him out of his stupor. He explains that it is alien mind control cola, that he was given a large amount of, and that the aliens are using it to make the town go crazy. Marge confronts Apu about the cola, and he promises to look into it. Marge destroys some of the cola in town.

On October 29, Apu investigates the new Buzz Cola. He tails a delivery truck to the Springfield Mob's hideout. He asks them for information, but they don't know anything useful. After escaping the mob, and looking after his children, Apu asks Krusty the Clown for help in his investigation. Krusty suggests he find a criminal who might know more. Apu does a couple of favours for Snake, before Snake tells him that the delivery trucks are registered to the Museum. Apu and Bart head to the Museum. After tangling with a dinosaur skeleton come to life, they spy on Kang and Kodos. Kang and Kodos have been using Springfield to create a reality show, Foolish Earthlings. Unfortunately, ratings have been dropping, so they plan to dump their cola into the water supply, and distribute laser guns to the townspeople.

On October 30, Apu has decided not to get any further involved, leaving Bart to solve the problem. Bart tracks down Krusty and tries to warn him, but Krusty doesn't believe him. Bart finds Professor Frink, who says that the aliens are hiding the laser guns in Duff trucks. Bart finds a laser gun at the Duff Brewery, and after recovering it from Principal Skinner who confiscates it, he presents it to Krusty as evidence. He believes Bart, but laser gun stands have already been setup around the area. After destroying all the stands, Bart recruits Homer and they head to the Brewery. The aliens reveal that the evil cola has already begun spreading through the water supply, and it will raise the dead as brain hungry zombies.

On October 31, Springfield has been transformed. Zombie and ghosts roam about, and the town itself looks spookier. After getting some supplies to protect the family from zombies, Homer finds that the alien's spaceship has moved to Springfield Elementary's playground. Comic Book Guy tells Homer that the ship is using a tractor beam to destroy approaching vehicles, and that it is also using black cars as probes. Homer purchases a car of a zombie, and then follows the alien car to the Power Plant. Homer talks to Professor Frink, who informs Homer that the aliens' weakness is nuclear waste. Homer helps Frink drive his car, loaded with nuclear waste, to the ship, where the tractor beam pulls Frink and the car up into it and damaging the ship when the waste explodes. After sourcing some more nuclear waste from Mr. Burns, Homer repeats this again a few more times, first

sacrificing his own vehicle, then Snake and his vehicle, and then finally Grampa Simpson and his vehicle. This is enough to finally bring the ship down. Homer mocks them for being weak to “harmless” nuclear waste, before realizing he has grown a third arm (this arm is gone by the next scene). Kang and Kodos die.

The town is saved, with the final episode of Foolish Earthlings rating extremely well. Homer has a sea of Rigellian fans cheering him on from outside his house. In heaven, Kang saves at least their show rated well, and at least they didn’t end up sitting through the end credits. The end credits then roll, and the pair are forced to watch them.

-Changelog-

0.1

Created the jump.

1.0

(i) The protective effect of **Vehicular Combat** now extends to the occupants of your vehicle.

1.1

(i) Added blueprints to the **Swarm of Wasp Cameras** item.