


☐

I'm not robot


reCAPTCHA

Continue

Aquapure 1400 error code 121

I was shocked at how much I loved this game, usually The Simpsons games are the worst, that's easily their best. that's great because I was shocked at how much I loved this game, usually The Simpsons games are the worst, it's easily their best. that's great because I'm a big fan of the show, I've played so many hours. Never beat the last level though.... Expand © 1996-2014, Amazon.com, Inc. or its affiliates Summary Finally, The Simpsons are captured in the quality game The GoodWhile it is a rip-off of the whole game Grand Theft Auto, Hit and Run is an amazing take on the maniac driving game. Voice acting, delivered by the complete Simpson cast, makes the play. Numerous lines are taken from current episodes, while new lines provide very funny moments throughout the game. The game dominates well too. Basically, all terrain is a fair game for rampage driving sprees. There is also a well programmed recognition of the 'stuck' situation – that is, if you flip the car, the game reset will be right-side-up. The ability to play as 5 characters from the series provides a nice sense of varied play. In addition, the use of a huge number of detachable vehicles (such as 'Homer', car Homer built, or Mr. Burns' Limo), each of their own controls and capabilities keeps things interesting. The missions themselves are increasing in difficulty, but never beyond the point of fun. And even if you are not terribly skilled, you can play through the whole game, because you have the opportunity to skip the mission if you fail too many times. Probably the funniest of all is to see the entirely rendered Springfield. If it was in an episode, it's probably in play. KrustyLu Studios, Duff Brewery, Android Dungeon, Burns' Human Chess Board, Moe, Try 'n' Save... They're all here. BadWhile voice acting is amazing, some lines are repeated to excess. If I heard Homer scream Ow, my ass one more time, i'd lose him. Bottom LineA game to own for all Simpsons fans. Unlike any other Simpsons game, this is a satisfying experience. Hey, hey, kids! Find out if Simpsons Hit & Run is a smash success! Over the years, many games have tried to take advantage of the lucrative Simpsons franchise without much success. Eventually Radical Entertainment created a game that truly captures the essence of a hit TV show. Lending heavily from the GTA series and adding a healthy dose of humor, The Simpsons: Hit & Run drives straight into the city of Springfield at top speed. The story begins with the appearance of hidden cameras and mysterious black vans spying on the good citizens of Springfield. In an effort to uncover the secrets behind these sinister signs, players take control of Homer, Bart, Lisa, Marge and Apu over the course of seven levels. The game is ripped straight out of Grand Theft Auto, allowing players to hop in every car on the street, beat up passers-by, and police after causing too much unwanted destruction. Each level contains seven primary missions that include racing other characters, collecting and delivering goods, and even destroying other vehicles on the road. In addition, there is a mission bonus in each level, three additional races and a plethora of good to discover and collect. The mission structure is completely linear and almost identical from level to level. Of course, you can bounce back on your own at any time, but the amount of hell you can raise is greatly limited. If the cops come for you, they'll give you a simple \$50 fine and send you on the road. There will be no epic chase in this game. While each mission is fun in itself, they quickly become repetitive. The camera works well when driving around the city, but becomes a problem when traveling on foot, especially near buildings or other obstacles. It's not terrible, but it's annoying. In addition, there are some problems with frame rates, but they are rarely significant. Other than these issues, the game plays very well and looks good at the start. The graphics are done in a style reminiscent of a homer in a 3-D universe and complement gta-style play well. A truly remarkable feature of Hit & Run is its ability to bring Springfield to life. Unlike Road Rage, you won't be constantly challenged with the same cheap one-liners (although there are a few). The play was actually written by the show's writers and all the voice-work is authentic. This high level of care shines through. Even if you get a little bored with having to run yet another race, the elegant dialogue and constant influx of characters will keep you driving merrily along your way. Each playable character starts with its own vehicle, from Marge's Canyonero to Bart's Honor Roller. There are several vehicles, each with specific statistics, to collect in each level in addition to generic cars you can pick up from the street. Instead of a garage to store your cars, there are phone booths strewn across the levels. One quick call and you have access to your entire stock of cars. Each character also has several different clothes for sale. Occasionally the mission will require the purchase of a specific vehicle or set of clothes that keeps the game fresh. In each level there are several gags and collectible cards as well. Gags are little jokes found along the way, such as Jasper in the frozen food section of Apu or playing slot machine on Moe's. Collector cards feature episode specific links such as Jebidiah's head or angel skeleton. Even if these are not needed to complete the game, they will keep treasure hunters happy and make you laugh for yourself. The game is legitimately funny and it's the trademark Simpsons humor that drives the game forward. Hit & Run is the best and most accurate Simpsons game made to date. Although, some game elements wear thin after a while, you won't have time to notice through all the giggles you'll do. It's worth buying on any Simpsons fan and at least renting it for someone else. It's been more than 14 years since the Simpsons' weekly TV debut, and over that period, more than a dozen video games have been licensed to the seemingly untouchable Simpsons franchise. However, with perhaps the only exception to Konami's 1991 arcade action game, The Simpsons, none of these games have ever really managed to capture the sharp humour and unique personalities of the Springfield universe, and no one has really even turned out to be much in the way of fun either. Fortunately, this trend is finally over. The latest name to use the name Simpsons is The Simpsons: Hit & Run, an action adventure game that borrows heavily from the game style and design of recent records in the Grand Theft Auto series, and in doing so finally manages to bring the Simpsons world to life with proper justice. The Simpsons: Hit & Run allows you to play as Homer, Bart, Lisa, Marge, and even Apu. The story of The Simpsons: Hit & Run is perhaps a little convoluted in its design, but seemingly deliberate. At the start of the game, Springfield is inundated with mechanized bees, mysterious black vans and cars, and insidious cola that is controlling the minds of the city's residents. In the game, you will have control over four key members of the Simpsons family (Homer, Bart, Lisa, and Marge), as well as the resident Kwik-E-Mart owner, Apu, to explore the origins and motives for all these strange events. Since the game follows the same structure as the GTA items, much of the Hit & Run involves a linear series of missions, with a number of reconnaissance elements to boot. The game uses a basic level structure, with seven total levels, each with seven primary missions. Each level in the game is assigned to one specific character. There's one for Lisa, Marge and Apu, while Bart and Homer get two apiece. Missions are assigned interactions with different city characters. They generally involve collecting and delivering items to other people or places, racing other characters, and even getting into full-on car combat situations. In fact, virtually every mission in the game is a direct clone of one of the GTA driving missions. However, the lack of originality in the game's mission structuring is more than the remnancy of a decidedly original style of Simpsons humor. The end result is actually very fun. Each level also has one bonus mission and three non-story-related racing missions. Complete both bonus missions and racing missions to help you unlock new and unique cars in the game. This is key because vehicles are an important aspect of the game Hit & Run. Hit & Run has a choice of different cars, from more general and standard looking cars, to a number of different, episode-specific cars that fans of the show are required to recognize. Each character in the game begins with his own car. Marge has his road-rage-inspiring Canyonero, Homer drives a family sedan, and Bart drives Martin Prince's entry into the Springfield soap box derby, the Honor Roller. These aren't the only cars that each character can drive, however, as some missions will require them to purchase new cars from car dealers located around Springfield. For example, one early mission requires Homer to destroy Mr. Smithers' car before he can get to the power plant to conduct a Homer staff review. So, to do that, Homer buys the massive Phoeper King from his good friend Barney. In a pinch, characters can also borrow cars from passing motorists, although these cars are pretty generic. However, if you can find one of the many phone cases strewn about the city, you can access some of the different cars in the game. There is a seemingly endless number of different cars to unlock and buy in the game, from Homer's self-designed car (apty titled Homer) to Comic Book Guy's beaten-down jalops to Professor Frink's futuristic hovercar. All in all, choosing cars should entertain you a lot as you stroll through the streets of Springfield. The game's plot uncovers a plot that involves mysterious vans, mind-controlling cola, and robotic bees with cameras in their heads. The game mapping system is marked with a GTA-esque circular map that appears in the corner of the screen. It shows where you are in relation to where you need to be. In addition, there is also a system that works by the fact that the arrows appear on the street, pointing to the path you need to follow. In many ways it's actually a better arrow system than it is used in GTA games, and it keeps you from ever really getting confused while driving. Driving isn't the only way to bypass Springfield, as you can only choose to run and jump around the city sans vehicle whenever you please. Each character has basic functions of jump, attack and jump attack. Each can be used to destroy enemies and objects or explore hidden areas. You can even kick passersby. Each character can also double-jump, and each also has a unique jumping slam attack. Homer, for example, can land a pretty hefty butt-stomp when it takes an opportunity. The game also uses an action button that can be used to activate various objects such as moving platforms and the like. Outside the story line of games and missions there are many things that you can discover and explore in Hit & Run. Items, money and hidden gags can be found throughout the city of Springfield. Money comes in Coins that can be obtained by destroying various pieces of scenery such as soda machines, street signs and lampposts, as well as bad mechanical bees that appear everywhere. Wanton destruction, however, is simply not allowed. Not for long. Cause too much chaos, and eventually you end up with cops on your tail. Your rampage level is monitored by a meter that appears in the bottom corner of the screen. When it fills up, the police will chase you. If you get caught, it's a fine 50 coins, which isn't that bad. But if you are careful enough, you should be able to collect coins easily enough without having to constantly deal with the police. You can drive bevy different cars in the game, from the Simpsons base sedan to Professor Frink's futuristic hovercar. Once you have the money, you can of course buy cars from different characters; but that's not all. Each character also has a different set of clothes that can be purchased at different locations around the city. Some of these outfits come right into the game with the plot of the game and are needed to complete the missions. Others are simply there for fun out of it. All the different outfits are throwbacks on episodes of the show, including Muumuu Homer's brief flirtation with morbid obesity, Marge's cop uniform from her days as a member of Springfield's best, and Apu's American attire, complete with baseball jersey and oversized cowboy hat. There are also a few gags and collectibles strewn about the city. Gags vary from place to place and can be interactive or simply in the background. For example, walking to Kwik-E-Mart contains several different gags. Walk backwards, and you'll find Jasper, or Frosillicus, encapsulated in the freezer. Interacting with it causes it to start shaking, and he throws you one of the few different one-liners. On the other hand, if you're simply standing near one part of the shelf, one of the few different gags unfolds in front of you – including Hais Moleman's Ambush Snake Convicted or Krusty the Clown's ogling of an adult magazine. You can also find several collectibles around the city, such as keys that repair damage to your car and trading cards that refer to various items from different episodes of the show. These cards cover a pretty wide range of links. They range from Mr. Sparkle's box (which coincidentally carries Homer's footing) to the evil doll Krusty, who tried to kill Homer in one of the infamous Treehouse of Horror episodes. Each tab also contains information about the episode in which the item appears and the citation associated with it. All told, The Simpsons: Hit & Run does a really great job of making the world of Springfield an incredible backdrop for an entertaining gameplay experience. If there's one knock against him that keeps it from being really experience, though, is that the game just isn't as polished as it could be. One of the less-common, but still quite remarkable, problems in the game is that at times mistakes pop up that break the mission. Occasionally, AI-driven cars find themselves in stranded situations where they are absolutely unable to get to the desired destinations in allotted time. For example, in one case, a CPU car actually went off a cliff, and the game respawned the car in a place where it wasn't possible to get back on the highway. Fortunately, the game allows you to restart the mission at any time by simply selecting the restart option from the pause menu (another feature that, actually, would be really nice to have in the GTA series). Always start right back at the beginning of the mission without having to steer all the way back to the starting point, so this issue is rescheduled for regular harassment rather than a serious problem. All your favorite characters are along for a ride in Hit & Run, including such popular Springfieldians as Krusty the Clown, Major Skinner, Dr. Hibbart, Comic Book Guy, and everyone's favorite crazy neighbor, Ned Flanders. The bulk of the game's Polish problems lie in its graphics - especially the game's somewhat sloppy camera system. When you drive around, the Hit & Run camera actually works just fine in all three available camera views. However, when you go around town, the camera has a pretty hard tendency to bug out randomly. This is especially prevalent in any situation where you get too close to the building or find yourself near any piece of scenery that might get in the way of the cameras setting the path. You can move the camera with a right analog stick, but in some situations it just can't be moved to a better angle. Hit & Run is also not immune to some problems with the basic images, especially when you drive a heavily damaged car, because the smoke effects used to indicate damage to the car largely wreck the frame rate to a fairly significant degree. Trimming is also a problem in many areas – especially whenever you get too close to a destructible object. However, with the bad comes a lot of good as well. While the game may be missing polish, it still looks pretty good overall. Hit & Run uses a simple, but effective, 3D design that actually makes all the characters look a bit like Homer from his brush with the third dimension (in another Treehouse of Horror episode). Character models are not very detailed, but they look very close to their TV counterparts and animate quite nicely. Hit & Run includes a wonderfully detailed version of Springfield with all the primary sights and locations- and a few less obvious. Significantly more impressive is the amount of detail in the design of Springfield itself. Different levels of the game are divided three specific parts of Springfield, each with its own separate identity. One is the suburban area where the Simpsons home is located, the other is an urban area in the city centre and the last is in and around the port area of the city. In addition to the obvious sights, Hit & Run also hosts tons of slightly less obvious locales such as Chester Lampwick's solid gold house, the gigantic Lard Lad Donut statue, and even the now-extinct monolocosal station. In terms of performance, all three console versions of the game actually run similarly. The Xbox version nod to a slightly smoother look and a better overall image. Both the PS2 and GameCube versions look virtually identical, although the GameCube version is just a tad less jaggy. The last and best part of The Simpsons: Hit & Run is its sound, which is truly spectacularly done. All of the show's primary voice talents repeat their roles for the game, and the result is an excellent atmosphere created in the game dialogue. It is also thanks, in no small part, to Hit & Run writing, as the story was actually written by writers from the TV show. Cutsscenes, in-game dialogue, and even wacky one-liners are very elegant and surprisingly topical. Overall, perhaps, every aspect of the game dialogue does its job brilliantly. Hit & Run music is also very well done. Most of the main scores feel like they've been ripped out of some of the show's best seasons, and the remaining musical tracks are very nice. In addition, each of the playable characters has its own style of background music. For example, when Lisa walks around town, you hear regular saxophone music, and when Apu is driving, the soundtrack mimics a Bollywood-esque chase sequence, with sitars and electric guitars dueling it. The only possible complaint to mount against the game's audio presentation is that in some cases – not while driving – one-liners tend to repeat a little too often. Hearing Homer scream Outta my way, jerkass! is really hilarious, but hear him scream that on a constant basis he can wear a little thin. This is a very small complaint in a large system of things though, and indeed, it's hard to find much wrong with Hit & Run audio. In virtually every way you can think, Hit & Run is really the best video game representation of the Simpsons universe ever created. In every way that matters, The Simpsons: Hit & Run is a game that Simpsons fans have been pinning since Bart vs. The Space Mutants. It creates the most accurate representation of the world Springfield has ever put into play, and it manages to make the game around him quite a lot of fun. In addition, the game's overall sense of humor is wonderfully self-referential, and every hardcore Simpsons enthusiast should have a blast exploring different levels and pointing to numerous obscure places and that pop-up. It's a bit of a shame that the game has a few bugs and graphics problems that it does, but ultimately, these few problems shouldn't deter you from checking what is easily the best Simpsons game released to date. If you're a fan of the show, you owe it to yourself to The Simpsons: Hit & Run look, look, look.

