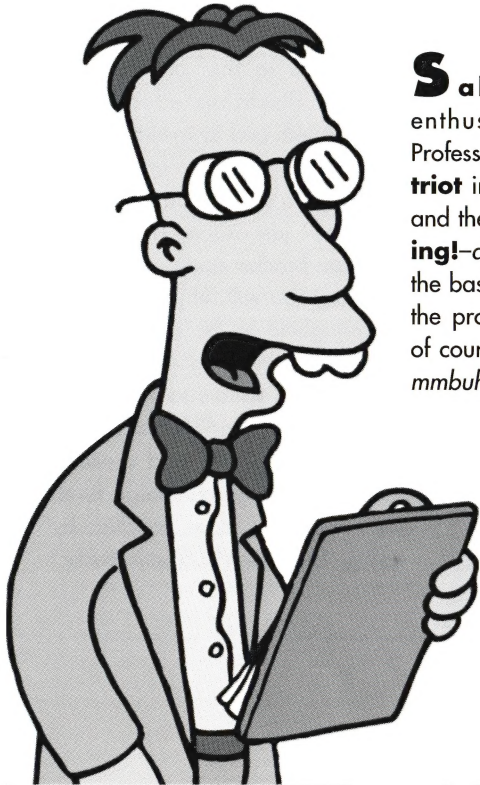I, er uh, welcome you to the, uh, town of Springfield. From our illustrious educational establishments, our Church and Town Hall, to our, er uh, purple mountains' majesty and fruited plains, I invite you to, uh, explore our town and make yourself at home - just as long as you are, er uh, from a high tax bracket and can pay the, er, Virtual Visitor tax. You will, uh, find the, er, citizenry of Springfield to be exceptionally well-mannered, cultured individuals. And in order for future visitors to enjoy their time in our town, I, er uh, encourage you to visit my office and make a donation to my, er, campaign fund. And I would like to, er, conclude by saying, *"Ich bin ein Virtual Springfielder."*

Salutations fellow computer enthusiast, *mmbleek!* My name is Professor John **Frink** and as a **compatriot** in **technology**, with the **coding** and the **hacking** and the **online dating!**–*a-hem*–I'm sure you're familiar with the basic **requirements** needed to run the program in question–*moohey!* That, of course, being **Virtual Springfield**, *mmbuhl mmbleek!*

Yes, yes, well, your system needs to meet the following requirements to run *Virtual Springfield*, *a-hum, moohey*, which, in order to make things as **clear** as possible, will be explained by my **latest** invention, *mmmloohey*: the Frink-a-Tone 2200 Computer Systems Voice Translator:

PC:

Pentium 75Mhz with 8mb RAM
(16mb recommended)
Windows® 95
DirectX compatible graphics
and sound cards
1mb free hard drive space
(6mb if DirectX is not already installed)
4x CD-ROM drive

Macintosh:

Power PC 66Mhz with 16mb RAM
System 7.0 or greater
1mb free hard drive space
4x CD-ROM drive

Frinkiac Systems:

6200ZdQ 731Mhz with 271mb RAM
(319.6 recommended)
FrinkOS 97bbx.0011d vers33w.94
33,798mb free hard drive space
56.3 x CD-ROM drive
(oscillation ratio of 14.9:6 recommended)

Now, concerning the process of **installation**, any **sesquipedalian** with a degree in Cyber-historical **Linguistics** could create **hundreds** of lengthy explanations concerning this **operation**, *mmbleek!* Therefore I will be **brief**, reducing the process to its most **simplistic** form containing a few **basic** steps - yes, with the **pointing** and the **copying** and the, **"What's this for?"**, **type, click**, *moohey!* The **Installation** works as follows, which will **again** be explained via the **expertise** of the Frink-a-Tone 2200 CSVT:

PC:

- *INSERT THE VIRTUAL SPRINGFIELD CD INTO THE CD-ROM DRIVE OF YOUR PC.*
- *IF AUTOPLAY IS ENABLED, WAIT FOR THE VIRTUAL SPRINGFIELD CD MENU TO APPEAR AND CLICK ON INSTALL. IF AUTOPLAY IS DISABLED, YOU WILL NEED TO DOUBLE-CLICK ON THE CD-ROM ICON INSIDE THE MY COMPUTER WINDOW ON YOUR DESKTOP AND DOUBLE-CLICK ON THE SETUP ICON*
- *THE INSTALL PROGRAMME WILL GUIDE YOU THROUGH THE NECESSARY STEPS TO INSTALL VIRTUAL SPRINGFIELD ON YOUR COMPUTER.*
- *WHEN INSTALLATION IS COMPLETE, DOUBLE-CLICK ON THE CD-ROM DRIVE ICON AND SELECT PLAY WHEN THE VIRTUAL SPRINGFIELD MENU APPEARS.*

MACINTOSH:

- *INSERT THE VIRTUAL SPRINGFIELD CD INTO THE CD-ROM DRIVE AND DOUBLE-CLICK ON THE VIRTUAL SPRINGFIELD CD ICON WHEN IT APPEARS ON YOUR DESKTOP.*
- *DOUBLE-CLICK ON THE VIRTUAL SPRINGFIELD PROGRAM TO START THE APPLICATION.*
- *THE APPLICATION WILL CHECK YOUR MACHINE TO MAKE SURE QUICKTIME IS PRESENT. IF IT IS NOT, YOU WILL BE ASKED IF YOU WISH TO INSTALL IT AT THIS POINT. VIRTUAL SPRINGFIELD REQUIRES QUICKTIME IN ORDER TO RUN.*
- *VIRTUAL SPRINGFIELD WILL CREATE A FOLDER FOR YOUR SAVED POSITIONS ON YOUR HARD DRIVE.*

FRINKIAC 6200ZoQ:

- *STEP INTO INSTALLATION CHAMBER (REMEMBERING TO WEAR THE LATEX-LINED ZERO-STATIC JUMPSUIT).*
- *SELECT REELS 7-18 FROM THE APPLICATIONS SHELF.*
- *INSERT REEL 14 INTO THE PROGRAMS SLOT.*
- *TURN THE ACTIVE/INACTIVE LEVER TO ACTIVE.*
- *ALLOW FOR FULL INTAKE; THIS WILL TAKE APPROXIMATELY 48 HOURS - DO NOT STEP ON THE CANCEL PEDAL DURING THIS PROCESS.*
- *THE REMAINING REELS SHOULD THEN BE INSERTED IN THE FOLLOWING ORDER: 12, 7, 16, 9, 11, 17, 8, 10, FOLLOWED BY A REPEAT INSERTION OF REEL 14.*
- *INSERT THE VIRTUAL SPRINGFIELD CD INTO THE CD-ROM TANK AND TURN THE NEUTRAL-FLUID KNOB THREE NOTCHES TO THE LEFT.*
- *TURN THE AUTOMATIC ARM 2.0 DIAL TO INSERT CD.*
- *THE CD SHOULD NOW BE MOUNTED IN YOUR CD-ROM DRIVE.*
- *STEP OUT OF THE INSTALLATION CHAMBER AND REMOVE THE ZERO-STATIC GARMENT.*
- *ATTACH THE RUN APPLICATION HANDLE TO THE PROGRAMS CRANKSHAFT.*
- *TURN THE HANDLE FIVE AND A QUARTER TURNS TO START THE PROGRAM (AS ALWAYS, BEWARE OF VAPOR RELEASE).*

DirectX (PC):
Of course, you need to know, *mmmhey*, that *Virtual Springfield* requires DirectX to run on the PC, *whoa-hey!* During the installation process, you will be asked if you would like to install the version of DirectX contained on the CD, *mmbleek!* If you have a newer version, then **obviously** you do not need to install DirectX from the CD if it is **indeed** newer, *mmmbuhl-mmloohey!*

Quicktime (Macintosh):
Quicktime **must** be on your Macintosh for *Virtual Springfield* to run, *mmmbleek.* The **application** on the CD will automatically detect if Quicktime is already on your machine. If it **is** not, you will then be asked to **install** it from the CD, in which case, you will be guided through the process by the installer, yes, well, that should do it *mmmhey.*

Unistall (PC):
Now! Should you wish to **remove** the program from your computer, *mmbleek a-hem!* you simply select the **Uninstall Virtual Springfield** program from the Fox Interactive program group or the **Uninstall** option from the Virtual Springfield front end, and the **application** will take care of the rest, yes, with the deleting and erasing and the zap, clear, beep, *mmglee!*
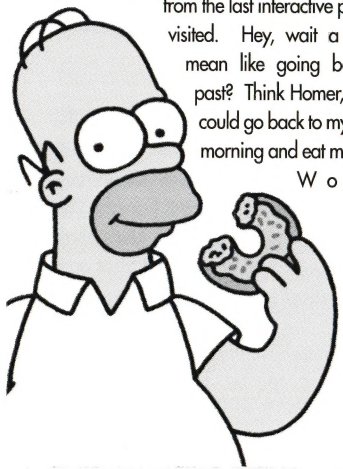
Hello, this is Homer Simpson, Springfield's Official Interface Tour Guide. Of course, it's not as good as being Ye Olde Town Crier...lousy no-good, rotten Mayor...I even had to return stupid Flanders' hat! Do I get a hat for this job?...Noooo! Hmmf, oh yeah, so I guess I'm s'pposed to tell you what each one of these thingamajigs does, so here goes....

OPEN

Open: This icon thingy lets you open previously saved positions from twelve different slots - it starts you from the last interactive place that you visited. Hey, wait a minute...you mean like going back into the past? Think Homer, that means I could go back to my house in the morning and eat more donuts....
W o o h o o !

SAVE

Save: This icon lets you save your position in up to twelve different slot-thingys at any interactive location in town, kinda like putting the rest of your donut with sprinkles back in the box to be enjoyed later after you eat your glazed donut. Mmm... saved sprinkles. Just click on the icon, and choose a slot, then click on **OKEY DOKE**. This is worth doing after you find new items and objects, so you don't have to start all over again the next time you visit *Virtual Springfield.* I wish there was a save feature at work to save my butt every time that reactor breaks down...lousy, no-good, foolproof technology....

CLOSE

Close: Use this icon to close things that are currently open... it's very easy, allow me to demonstrate. Ahem...look at me, I accidently clicked on **OPEN**, now how do I put it away? Well Brain, there are two choices, **OKEY DOKE** or **CANCEL**. If you click on **CLOSE** it will put the **OPEN** window away, but you probably didn't know that... heh, heh, heh!

MAP

Map: This icon brings up an overview map of our wonderful town. Everybody's favorite locations are there...Moe's Tavern, my house, Moe's Tavern, the Kwik-E-Mart, uh, that place with the TV people, and of course, Moe's Tavern. All this talk about going places is making me thirsty. I think I'll go to...err... that... place... where... you pay... to sit down... and... drink... beer. Oh, I almost forgot, there's one of those compass thingys with some letters on it. Apparently they stand for North, East, South, and West — in case you get confused like I did...stupid rotten alphabet. When you walk around the town, just look at the compass – it will show you which direction you are facing towards.

COLLECT

Collect: This feature is the best of all. It puts any collectable objects you might find into a magical box. The best part is, it's all free, hee, hee, hee! Here's how it works: When you find an object that turns your "pointy hand" pointer thingy into a "grabby hand" pointer, click on it and the object gets put into your collection box – better take it when you get the chance, because you'll probably need it somewhere else in town. Whenever you need to see what's in your collection box, just click on the **COLLECT** icon thingy.

QUIT

Quit: Ohhh, now I see how it is... you want to leave... we're not good enough for you, is that it? I no longer get to be the Interface Guide, and cash in on all those extra perks, like free donuts, glazed donuts, maple donuts. Mmmm... maple, now where was I? Oh yeah... Fine, just leave Springfield and go back to your own town. I shouldn't even tell you how to quit, then you'll be stuck here in this miserable hole with the rest of us! Oh, what's the use...to leave, just click on the **QUIT** icon and you will be given two choices, **OKEY DOKE** or **CANCEL**. To exit, just choose **OKEY DOKE**, and I hope you'll be happy. Just don't come crawling back to me later beggin' for forgiveness, 'cause it just ain't gonna happen, see!

STARTING POINT, NAVIGATION, MAP AND COMPASS

THE TALE OF THE STARTING POINT AND NAVIGATION:

Avast ye scurvy scalawags!
And listen to Captain McCallister's
shrewd shanty…

I stand before yer puzzled frown,
to steer ya through our briny town.
So wail ye not,
and read the words that here I plot.

Aye, all landlubbers begin their rounds
where Jebediah Springfield's likeness be found.
Arrr! I be talkin' of our Town Square,
of this, ye need to be aware.

'Tis in our town's centre
where ye begin yer venture.
In all directions may ye wander,
but leaving here, thee may flounder.

As ye move yer mousey pointer 'cross yer view,
take note of its change in brilliant hue.
When yer pointer turns a shade of yellow
in this direction ye may sail, me good fellow.

But when yer pointer turns a shade of red,
Arrr! Even Bligh himself could not there tread.
Ye be permitted to use yer arrow keys as well,
but ye must know the right direction
in which to travel.

Aye! And when ye gets a pointing hand,
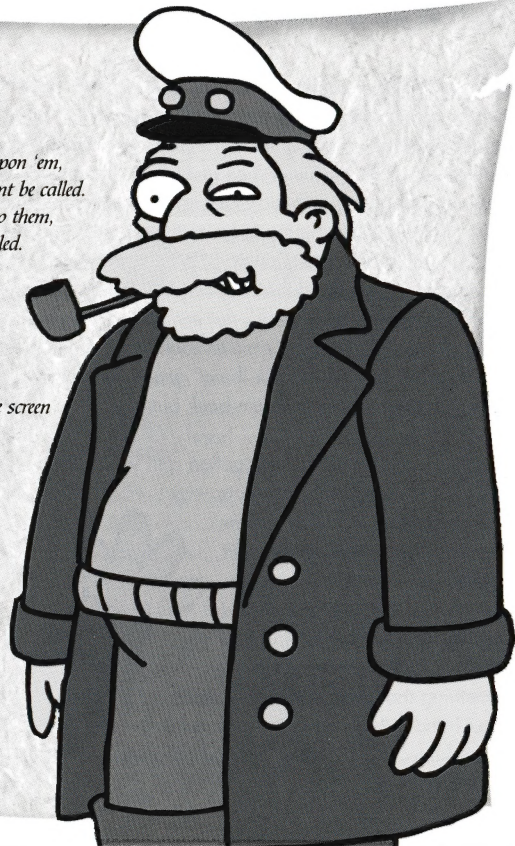*'tis a place yer ship may land.*

THE LEGEND OF THE MAP AND COMPASS:

Click on the MAP when thee be stranded,
lest ye be an aimless bottom-feeder branded.
This map contains all ye need to know.
Arrr! 'Tis to the points on the map
that ye may go.

Click yer mousey pointer upon 'em,
to see what name each point be called.
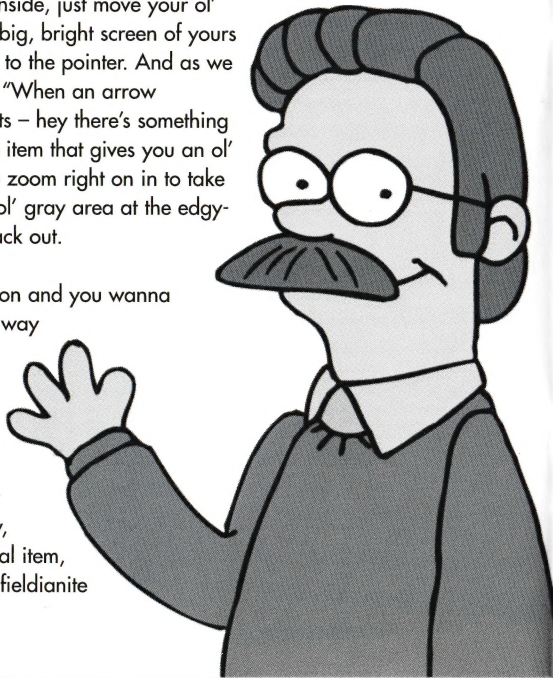*But solo must ye journey to them,*
or truly, you'll be keel-hauled.

Arrr! With a compass
be ye also endowed,
to tell ya which direction
faces yer briny bow.
'Tis at the top center of the screen
where he be found,
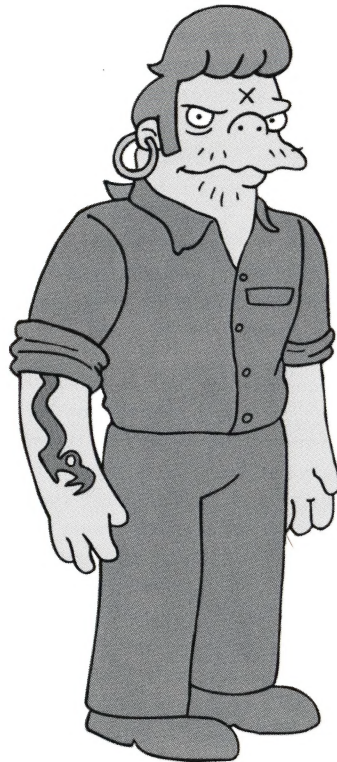*and the direction changes*
as ye move through town.

Hi-diddley-ho Virtual visitorinos! Ohh, ho, ho, ho! We've got a whopping number of **treats** for your **peeperinos** here in Springfield! So, when you're in the streets and you've found a place that turns the pointer into a friendly ol' hand, then it's time to take a look-see at what's inside. When inside, just move your ol' mouse pointerooney around that big, bright screen of yours and watch what happens to the pointer. And as we say in Flanders' Country, "When an arrow becomes a yellow hand that points – hey there's something special in this joint!" Just click the item that gives you an ol' hand-a-rino and you'll be able to zoom right on in to take a looksie-loo at it. Then click the ol' gray area at the edgy-wedgy of your screen to zoom back out.

If you're inside a location and you wanna skee-daddily-doo your way outta there, watch for the yellow arrow – it'll take your hide right outside...or into the next room-a-rooney, if there's one in that direction. Oh, and "FYI", if you move your mouse pointerino over something that gives you a yellow, open hand – that's an extra special item, as explained by my fellow Springfieldianite in the following section.
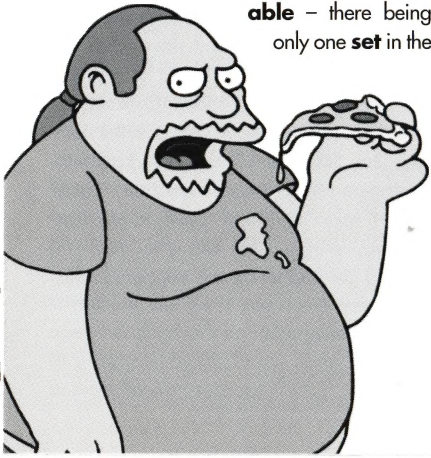
Dude, okay... Springfield is like a 24-hour convenience store just waiting to be robbed. I've already got the good stuff, but like, you'll need to find certain objects and keys to get into some places. Yar...if you go into a location and get a hand icon with a red slash through it, don't give up; like, just go somewhere else in the town to pick up keys and objects. Like, you will know if an object is yours for the taking when you pass your mouse pointer over it. The pointer will, like, turn into a yellow hand icon. When it does, click on the object or key and it will be added to your stash...er, I mean, Collect box. And whoa...once you have collected the necessary item, like, you will be able to get into its corresponding locked location. Later dude...I'm takin' my goods down to Mexico. Chief Piggy Wiggy is hot on my tail and I'm not gonna get busted by any coppers in this bogus town.

Collector Cards

Now, I'm only going to explain this **once**! So if your mental **capacity** is less than adequate, I suggest you take **notes**. Just do not scribble **loudly** or I shall have to ask you to leave. Let us commence: there is a set of collector **cards** dispersed in a random manner throughout the town of Springfield. You will have to find these yourself through keen observation and persistence; do not ask for help, because I will **refuse**. These cards are very **rare** and **valuable** – there being only one **set** in the entire town. If you do not understand why this makes them rare then you are in need of an education. Am I a university? I think not. Ergo, I recommend that you drag your **vacuous** mind onto the **Internet** and peruse several web sites concerning the subject of **collecting things of value**, and procure information on the basic principles of **supply and demand** – I suggest doing this right this **second** otherwise you will be wasting more of my precious time.

Now, you can view the cards in your possession by clicking your **mouse pointer** on the red switch in the upper right corner of the screen, and then click on the numbers printed on the cards to flip through them. When you are finished viewing the cards, click on the red switch and they will be put away. **So**, there are **seventy-four** of these cards total, including the **title** card, which you were **already** given upon your arrival to Springfield; consider this a divine gift and do not even think of asking me for another one for I shall say, "**No.**"

Noiseland Arcade Games

Hey man, Bart Simpson here, along with my trusty sidekick Milhouse Van Houten. Now, when you go to the Noiseland Arcade there are a number of video games there that are just soo-poib.
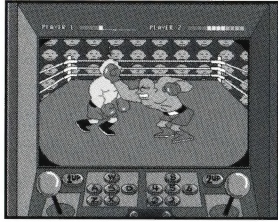
Let's begin with two words that say it all: *Super Slugfest*. The best boxing game around - you get to pound and smash the life out of your enemy...ha ha ha! I happen to be a world expert at this game, so if you need any pointers just come see me, babe! And if you find yourself fighting a certain bald-headed opponent, I have some fiendish combo moves for you.

But first of all, starting the game is easy: Choose One Player or Two Player by clicking on either the "1up" or "2up" buttons using your mouse. Whoa baby... to play, just press the keys on your keyboard that are pictured on the game console, or use your mouse to click directly on the keys on the game console itself. You're all set to go, so get ready for thrills, chills and spills, intense action and a splendid dash of vio-

lence that makes this my video game hit of the year!

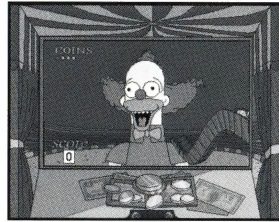(Psssst! ...as I mentioned, there are also some cool secret combinations for the more expert players like myself:)

For Player One (red trunks) to...
• throw an uppercut, press X, X, W.
• punch Player Two around the ring, press X, D, A.
• knock out Player Two by knocking off his head (when Player Two's health is down to the last 4 bars), press D (wait), D (wait) and then Z.

For Player Two (purple trunks) to...
• throw an uppercut, press 2, 2, 8.
• punch Player One around the ring, press 2, 6, 4.

• knock out Player One and dance on his coffin (when Player One's health is down to the last 4 bars), press 6 (wait), 6 (wait) and then 0.

Our next game, ladies and gentlemen, is the suave, sophisticated *Krusty's Carnival of Kash*. Just get all four coins into Krusty's mouth to win. To play, click on the button on the arcade console machine to launch a coin. It's Krusty-licious, just one more item in the quality product line that bears the Krusty Brand Seal of Approval. It just goes to show that television and merchandising go together like peanut butter and jelly. And talking of TV-star themed games, Milhouse...

Thanks Bart... Another must-see game is *Smite of the Bumblebee*: You get to throw tomatoes at that bumblebee guy from TV...and you can pretend that he is your dad, or that comic book store guy or Groundskeeper Willie or even Principal Skinner...or, or, or... *pant* *pant* Uhh... anyway... to play the game just use the mouse and click on the center button on the arcade console to throw the tomatoes. You can click on the Left and Right arrows to control the direction of your aim or use the Left and Right arrow keys on the keyboard and the space bar to throw. Cool!

Last, but definitely not least is the controversial *Larry the Looter* game. The controls are simple - move your mouse over the direction arrows on the joystick. Click on the Right arrow to run and the Up arrow to break the glass window of the storefront and steal stuff, like a TV or VCR. You can also use the arrow keys on the keyboard to work the game. Just watch out for the mean store owner, he's a real pain - because of him I can't get past level one, but maybe you can. Of course, if I had muscles like Larry's I'd be better than that. It's like I would get x-ray vision from the sun, and then I would fuse steel together, and of course brick dust would be my only weakness 'cause I'm allergic to it and... owww! Bart...! Quit it!

Greetings, fellow weekend warriors. Listed below are my own personal intelligence reports on the various battlegrounds you may encounter in your reconnaissance campaign throughout *Virtual Springfield*. Although my reports include instructions on using the arrow keys and space bar on your keyboard to play each game, you can also perform the same functions using the mouse by clicking on the control pad located at the right side of each "mission window."

BALLOON TOSS

Your objective on this mission is to carry out a surprise attack on your targets using the classic strategy of "saturation" bombing. The high ground of Bart's treehouse will provide adequate fortification without the chance of a retaliatory strike. Your unlimited ammunition consists of grenade-size projectiles, each one filled with highly concentrated H_2O, so handle with care. Simply select the correct firing position with the Left, Right, Up and Down arrow keys, and launch your projectiles with the space bar.

DONUT TOSS

Throughout history, the key to many military victories has been knowing how to toss donuts; Alexander the Great himself was an expert with the ancient date-sprinkled wheat-donuts, and Napoleon's troops experimented with a powdered garlic variant of "Daux Nut" at the Battle of Waterloo. In this case, your mission (should you decide to accept it) is to completely destroy a control console at the Springfield Nuclear Power Plant operated by one Homer J. Simpson, civilian. Use the arrow keys to select a firing position, and the space bar to fire your pulverizing pastry.

SLINGSHOT GAME

Although a crude weapon, in the right hands, a slingshot can be deadlier and more accurate than an MK-5 Series II warhead. This target practice simulator will provide more than enough realism to prepare you for any possible encounters with Sideshow Bob. Your objective is to shoot gooey ammo as close to the center of your target as possible – use the arrow keys to aim and the space bar to fire.

FLANDERS' BAR GAME

From the dawn of civilization, man's mastery of water has been critical to his survival and proliferation. In this case, however, it's a matter of spiritual transformation – Flanders style. Use your arrow keys to shake the water bottle, and press the space bar to douse your selected target. The more you shake, the more the water pressure builds up, and the higher the jet is squirted.
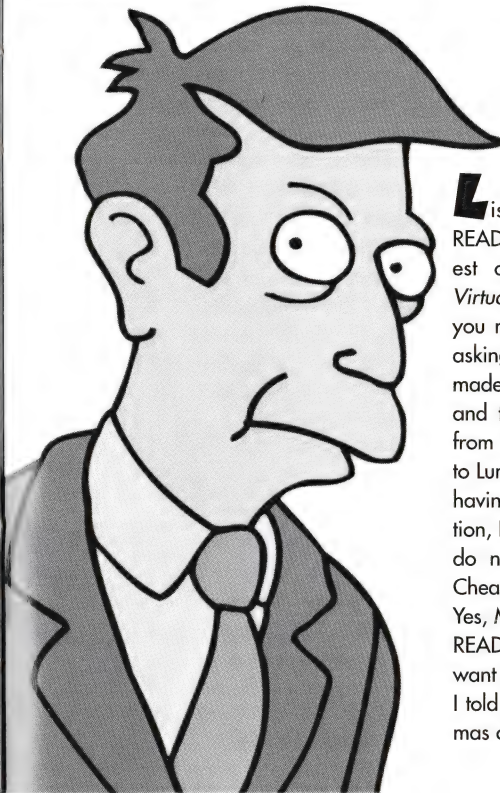
APOOM

The ultimate urban warfare simulation. Your battlefield is aisle two of the local Kwik-E-Mart. Wave after wave of society's most incorrigible bullies march towards you. But an extensive arsenal and years of experience in convenience store combat will work to your advantage. Use or click on the numeric keys to select the weapon of your choice, and press the space bar to fire or click on the KILL button.

And, yea, shouldst thou be downtrodden by the virtuality of Springfield, all ye shall need is the Lord...and the Help button which has been given unto humankind by His Grace. May the Help button be a beacon of enlightenment and peace in thy pilgrimage throughout our humble town; and shalt thou clicketh upon the Help button in all its glory. The Help button shall lower to thee a menu which is a unity of three parts, each of which contains inspirational verses which may help thee through thine travels and travails. Hallelujah... Use thy mouse and the goodness of the Lord to select from the trinity of sections: **General**, **Location** and **About**. Thou shalt then continue in the using of the mouse to page through each section; clicketh thine mouse upon the page and thou shalt be aided. When thou hast found what thou didst seek, click thee upon the '**CLOSE**' button and the Help Menu shall rise into the heavens from whence it came. Amen....

Listen carefully children...There is a README file on the CD which contains the latest cromulent information about getting *Virtual Springfield* up and running. I suggest you read this before raising your hand and asking your teacher for help – in 'Nam they made us memorize entire operations manuals and then eat them to keep the information from Charlie...which reminds me, I must talk to Lunchlady Doris about those tamales we're having today. Also, in order to avoid detention, I suggest you follow these directions and do not look at your neighbour's answers. Cheaters never get away with it. What's that? Yes, Mother, you can tuck me in and read the README file to me before bed...no, I don't want to wear my doggy pajamas tonight, I told you I always wear my spaceman pajamas on weeknights.

Has this got something to do with telephones? In my day, we didn't call them telephones, we called them electric shouters. And we didn't use our hands to dial numbers, we used our feet instead, 'cause the floor. "Toe me up!" n you wanted some- you, or "Gimme a 'd tell yer friend. And dn't have "customer pport" numbers, or omputers, or decent evening gowns – you were on your own. Which reminds me of the y back in the summer ?1 when I needed to into town for a new r of pliers, which re made out of pig trails at the time. low, there were four laces in town that sold swine clamps, as they were called...

... **S**hut yer trap, Abe. Here's the telephone number you can call if you get into real trouble, like the time I mailed my urine specimen to Agent Scully instead of the love note I meant to send.... Anyhoo, I wrote the number down so I wouldn't for- get - it's **0800 389 4687** or check out our Website at http://www.foxeu- rope.com. Now don't be callin' just to chat about the weather. And don't be callin' to find a psychic friend. Just tell whoever answers the phone about your problem, and they'll have your garbage disposal fixed in a jiffy...wait a minute...I mean, they'll answer your *Virtual Springfield* technical support question. Believe me, I know about supports...

My dad looked at the web site and he said the web site was neat and he told me to tell you about the web site because there were spiders in the web site and one of the spiders talked to him from the web site and told him things, but the web site is not for spiders, the web site is for customers and.... what's a web site?

Oh, my dad wrote this down for the web site:

http://www.foxinteractive.com

Credits

Producer
Gary Sheinwald

Associate Producer
Luke Letizia

Lead Tester
Mike Schneider

Testers
Eric Asevo
Michael Dunn
Jackson Hamiter
Jennifer Kelly
Erik Larson
Allyson Lund
Bruce Maksin
Paul Pawlicki
Harish Rao
Seth Roth
Elizabeth Strozewski

Manual Writers
Mike Schneider
Luke Letizia
Harish Rao

Dialogue
Neil Alsip
Michael R. Viner

Voice Director
Bonita Pietila

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

Featuring
Pamela Hayden
Russi Taylor
Tress Macneille
Maggie Roswell

Guest Starring
Phil Hartman

Simpsons Theme
Danny Elfman

Simpsons Music Composition
Alf Clausen

Creative Consultants
Mili Smythe
Matt Groening

Digital Evolution

Producer
Michael R. Viner

Executive Producers
Chris Takami
Rick Giolito
Fritz Bronner

Windows Programming
Morgan Roarty

Macintosh Programming
Tom Chamberlain

Technical Direction
Michael McCarty

Creative Direction
Sean Platter

Art Direction
Art Morales
Sue Bielenberg

3D Art Direction
Steve Levy

Computer Art Direction
Andy Wilson

Writer
Michael R. Viner

Design
Michael R. Viner &
Morgan Roarty

Music & Sound Effects
Brian Langsbard

Traditional Animation
Art Morales
Brenda Banks
Dimitri Rentzis
Ash Major
Gabi Payn
Tracy Wagner

Computer Animation
Tony Grillo
Roger Hardy
Andy Wilson
John Nunnemacher

3D Animation
Christopher A. Purcell
Tom Helmers

3D Modeling
Peter Belenger
Todd Perry
Steve Levy
Sean Platter
Jeff Alu
Doug Barnard
Peter Delgado
Nick Palahnuk
Dana Torrey
Jack Walsh
Dan Fowler
Michael Gallagher
Candace Galvin
Peter Shumar
Craig Hamor
Patrick Faustino

Animation Ink & Paint
Ann Marie McCarty
Candace Galvin
Alex Denkovski
Daniel Moses

Marcello Alvarez
Roz Gibson
Matthew Roddy
Mark Yarber
Joel Haggeman
Fernando Castillo
Karena Kliefoth
Gared Moses
Jennifer Cywka
Lynn Norris

Background Design
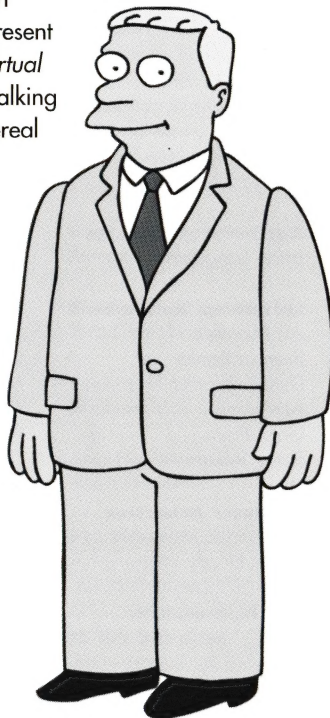Robert Soussana
Charles Garcia
John Gibson

Storyboards
Will Lee
Cole Short

Mini-Arcade Game Design
Roger Hardy
Sean Platter

Production Assistance
Karol Denning
Johnathan McKay

A Word From Our Legal Expert

Hello, I'm Lionel Hutz – Attorney at Law. I've been asked by the good people at Fox Interactive to present the warranty and copyright information about *Virtual Springfield*. I didn't really know what they were talking about, so I copied something off the back of a cereal box and changed a few of the words to make it sound more believable…