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For more information, please see our Cookie Notice and our Privacy Policy. Definitive Simpsons: Tapped Out guide: How to get more donuts, more cash, and more XP faster!Simpsons: Tapped Out can take over your life and replace it with a Homer Simpson and donut filled cartoon replica faster than you can say "D'oh!" But if you're going to spend all your waking - and some sleeping - hours helping rebuild Springfield, we're want to help you do it as fast, as easily, and as cheaply as possible. So, I've collected some of the very best tips, hints, and flat out cheats I could find, and loaded them up here. So, keep reading, and get ready to take your Simpsons: Tapped Out gaming from "haha!" to "woohoo!"This is a rather easy one and doesn't require any skill. Tap on Homer so his task list comes up next to him. Now tap on Homer 10 times quickly. Doing this will unlock 10 donuts and a Jebediah Statue.2. Choosing tasksWhen choosing tasks for your characters to perform, it's good to be mindful of how long they take and what the reward is. Typically longer tasks come with a higher dollar and/or donut amount attached to them. It's good to choose these tasks before you're about to put the game down in order to let your characters achieve these while you're away.If you're actively playing the game and building things out, it's good to assign your characters to perform shorter tasks. The monetary amount may not be as much but you'll get to interact with your character a lot more. Those little tasks can sometimes add up to decent amounts of cash or donuts rather fast too.If you're tired of seeing all the XP and dollar signs floating around the screen but don't want to tap on each individual one, there's an easier way to collect all of it. Simply tap on one stack to expand it and then close or open your task book. After about five to ten seconds you'll see all your XP and money whisk into your account without the need for you to tap on any more of it.4. Choose your buildings carefullyWhen it comes to adding on to Springfield, it's good to choose what you'd like to build carefully. Each property has the potential to earn you money and XP but how much?Commercial spaces such as the Kwik-E-Mart and others have the ability to earn you higher income but it comes at the cost of time. While you can trigger more tasks at once, they'll most likely take longer. These are good ones to have as a steady stream of income. I typically trigger tasks when I can and definitely always have tasks running while I'm away from the game. That way I come back to a nice pile of cash the next time I play.iMore offers spot-on advice and guidance from our team of experts, with decades of Apple device experience to lean on. Learn more with iMore!Residential properties will earn you income tax on a pretty regular basis but it isn't a ton of cash. You can supplement this by checking on the houses and making sure there aren't any other tasks you can perform. For example, at the Flanders you can send Lisa to babysit. These kinds of residential tasks take longer but earn more cash.5. Level up fasterItems such as trees will earn you XP, which you'll need in order to level up and unlock other items. While these items don't earn you cash or donuts, it's important not to forget about them. Certain characters, buildings, and other items can only be unlocked when you reach a certain level.In order to level up, you've got to collect XP. Adding trees, landscaping, and other items are cheap ways of earning XP faster.6. Consult with the Conform-O-MeterBy tapping on the star rating in your left bottom detail view you'll be shown the Conform-O-Meter. There are many different areas that are dictated by star ratings. The higher the star rating you have in each category, the faster you'll rake in bonuses on top of the XP and money that is paid out for each task. For example, planting more trees will cause the tree hugger portion of your conformity score to climb, therefore increasing the bonuses you can collect for performing tasks in that category.7. Buying donuts vs buying cashTapped Out gives you the option to buy donuts and cash via in-app purchase in order to accelerate how fast you can beat and unlock new objectives and items. When it comes to buying cash or buying donuts the better option is normally buying donuts.The reason I recommend buying donuts over cash is that donuts allow you to finish objectives faster by rushing them. This in turn gives you cash quicker. In essence, you're really accumulating both faster in turn giving you more money to buy items faster and increase your XP by rushing tasks.8. Your tips and tricks!If you play Tapped Out regularly, what tips and tricks have you found that either help you accumulate more items or clear objectives faster? Let us know either in the comments or through our forums. There's already a Tapped Out tips and tricks thread going so if you know anything you think other iMore readers and forum browsers would find useful, be sure to add it in!Angry Birds Go!: Top 10 tips, tricks, and cheats!Bejeweled Blitz: Top 8 tips, hints, and cheats to get your highest scores ever!Boom Beach: Top 10 tips and tricks to defeating the Blackguards without spending tons of real cash!Candy Crush: Top 10 tips, tricks, and cheats!Candy Crush Saga: Another 10 killer help, hints, and guide to extra lives!Card Wars - Adventure Time: 5 tips, hints, and cheats to be the cool guyClash of Clans: Top 6 tips, hints, and cheats!Clumsy Ninja: Top 10 tips, tricks, and cheats to train harder and level up faster!Cut the Rope 2: Top 10 tips, tricks, and cheats to help Om Nom beat levels and find his candy faster!Despicable Me: Minion Rush tips, tricks, and cheatsDisco Zoo: Top 10 tips and tricks to help you grow your zoo as fast as possible!Duet Game: Top 10 tips and tricks!Dwarven Den: Top 10 tips, hints, and cheats to blazing a path to buried treasure!Family Guy: The Quest for Stuff: Top 10 tips and tricks you need to know!Farm Heroes Saga: Top 10 tips, hints, and cheatsFarmVille 2 Country Escape: Top 10 tips, hints, and cheats!Flappy Bird: Top 5 tips, hints, and cheatsHay day: Top 6 tips, tricks, and cheats to save cash and grow your farm fast!The Hobbit: Kingdoms of Middle Earth: Top 5 tips and tricks for building an empire and forging alliancesMinecraft Pocket Edition: Top 10 tips, hints, and cheats!Mini Ninjas: Top 10 tips, hints, and cheats to getting your best run possible!Monument Valley: Top 10 tips and tricks to help guide Ida on her journeyPet Rescue Saga: Top 10 tips, hints, and cheats!Plants vs. Zombies 2: Top 10 tips, hints, and cheats to pass levels fasterPlague Inc.: Top 5 tips, tricks and cheatsReal Racing 3: Top 10 tips, hints, and cheats for better cars and faster upgrades!The Simpsons: Tapped Out: Top 8 tips, hints, and cheats for donuts, cash, and XP!Slayin: Top 5 tips, tricks, and cheatsSmash Hit: Top 10 tips, hints, and cheats to help you achieve your best distance yet!Tiny Death Star: Top 10 tips, hints, and cheats to crush the rebellion faster!Tiny Wings: Top 10 tips, hints, and cheats to help you fly higher and nest up faster!2048: Top 7 tips, hints, and cheats to stack your way to a higher score! Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Wikisimpsons - The Simpsons Wiki This page is intended to be mainspaced. Anyone can edit it and get it mainspace worthy. Once it is complete, or complete enough, you can move it to the mainspace.The following is a list of well-known glitches in The Simpsons: Tapped Out.Note: Some glitches reported may or may not be fixed. Major glitches[edit]The Launch[edit]It is near impossible, most likely impossible to name and list all glitches in this section. We have listed the ones that we have found. The town in this picture has pavements, roads and rivers; their intersections scattered around this player's Springfield.To most players when the game was officially launched on February 17, 2012 (March 1, for all) the game was heavily buggy and glitchy. Towns were lost and reset to level 1. Roads, pavements and river sections and intersections spread out over towns (reported happening after visiting a friend's town and after logging in again, the game crashing) and unable to place them in obvious places.After the launch of the game, the official Tapped Out forum was inundated with users reporting problems, calling one of them the ""DC [disconnected] while loading friends city bug"", a major problem which encompassed when trying to visit a friend that is a lower level than you and being disconnected, your town is reset to look like theirs, losing buildings, characters, decorations, land expansions, cash and donuts in the process. Houses and buildings in the game that players have placed are somehow placed 'outside the land', and when you click to buy a land expansion, the land in which the buildings are on show up with a price[1][2]. There was also a glitch with towns also mixed together and buildings and decorations laid on top of each other.[3] There was also a friends glitch which made available to the player the ability to control the characters in that town.[4] Players also reported not being able to access friends' towns because they were on a different update, and the game offered the option to install a new update, but when opting in to do so, there was no update. This glitch/problem began occuring after the game had been removed from the App Store[5] So it appeared the bulk of the problems were to do with visiting friends.Some of the problems also conveyed were duplicated buildings[6], missing buildings[7][8] and having been given game-halting quests to build a building they have already built, meaning players couldn't build anything[9][10] Quest statuses were also affected, with some going to "-2/1" (an example).[11] During February, EA posted a survey for users that experienced problems with the game.[12]On March 3, the game was removed from the App Store, citing "positively overwhelming"[13] and unprecedented numbers of downloads having a detrimental impact on the servers, causing connectivity problems and criticism EA didn't even expect the number and improved server capacity. On March 6, the game had periodic outages to make fixes, as well as reporting on that day it had made fixes to lag and connectivity issues.[14] On March 7, it was announced that most connectivity problems had been fixed, but were working on a solution to player's characters or buildings that have disappeared and jumbled-up Springfields[15][13] Since March 9, no updates were made on the game's Facebook page, no updates from EA, apart from a post on the EA Game forums in April which showed an email reply from EA, saying that the company was STILL trying to fix the bugs.On March 11, 2012, reports began of an error with player's Origin accounts. The error somehow made multiple Springfields on the user account, and in some cases, supposedly made the game wipe all the player's progress, and when they log in again afterwards, goes back to the player's former Springfield which progress was supposedly wiped.[16] This was supposedly fixed in May 2012.[17]Other glitches reported during March-June 2012 include:The game crashing trying to play cutscenes.[18][19]Not being able to use the "Select/Move" tool.[20]Conformity Bonus being negative [13]In mid-June 2012, EA took the game offline to fix the server, and to fix the Springfields which experienced problems.[21] When the game was put back on the server, a mini-update was released, with, as compensation, the player receiving 60, and some towns that experienced problems were replaced with preset towns designed around the level and development stage in the game the players were at. Players' donut balances were also restored to the correct amount, adding the 60 Donuts also.[22] Players still reported problems with the servers, however[23] On June 20, 2012, the game's Facebook announced it was "actively working on a solution" for the being reset to Level 1 glitch.[24]Some players even accused EA of making them "beta-testers". [25][26] It has been stated that the quickly-abandoned aspect of the game to steal a friend's Lemon Tree was one of the main problems of the glitches, where you can steal a lemon tree from one of your friend's Springfield, and if you plant it in your town within 24 hours, it will start to generate XP and cash; but when your friend visits your Springfield, they can steal it back.The game was finally reinstated across all App Stores in the August of that year, the majority, and nearly all the glitches fixed."The Harp of Death"[edit]Also colloquially known as "Harpies", this glitch was found in the Valentine's Day 2013 event. The glitch is when the game freezes up and crashes, before continuously playing a 'harp sound' through the loading menu when the game is opened again. This glitch was reportedly fixed sometime after the event's end, but isolated cases still exist today.[27]EA responded to the complaints at the beginning of February 2013, saying that there would be a patch released soon:"This is being investigated and the Simpsons Tapped Out team is working as quickly as possible to resolve it."@OriginInsider, February 21, 2013"Attention Springfield citizens! The #TSTO team are aware/investigating a resolution for harpofdeath' issue. Thanks for your patience."@AskEASupport, February 22, 2013EA also informed affected players of a fix. At the time, many players suggested the completion of a quest or a building had prompted the game to crash and the bug to start. Springfield General Hospital[edit]The Springfield General Hospital was implemented with the Christmas 2012 event on December 3, 2012. Ever since then, players have reported difficulties in trying to purchase the item, especially trying to trigger the Mr. Burns quest "Medical Industry Corruption" in the Hibbert Family Practice questline. This glitch was reportedly fixed with the November 27, 2014 update. The glitch was apparently partly due to Chester's quests involving the building when it might not be built.[28]Disappearing Characters[edit]Players have since the beginning of the game reported characters vanishing from the game, especially during the launch where some important characters to complete quests disappeared, as well as Homer and Lisa, who due to their inability to be stored (as well as the Simpson House), caused the player to be stuck.Springfields[edit]Town Resetting[edit][29]Wrong Springfields[edit]There was an apparent recorded glitch in January 2014 concerning players accessing the incorrect Springfields. It was fixed on January 31, 2014.[30]Rollback[edit]On November 12, 2013, an issue with towns being rolled back to previous revisions and back-ups was reported to be widespread.[31]It was reportedly fixed on November 14, 2013.[32][33][34]Nuking Springfields[edit]There have been many reports of characters, buildings and decorations vanishing after nuking, and there being no presence of them in the Inventory, where everything (apart from the Simpson House, Homer and Lisa, and any building used primarily in an event) go after a town being nuked. The cases of loss seem to be more focused on limited-time premium items[citationneeded], but can encompass a variety of items.[35][36] Also said was that some items were locked and unable to be placed after nuking.[37]Android[edit] Other[edit]Items disappearing.[38][39]The amount of Cash being changed to a negative number.[40][41]Quests stalling.[42][43]Friend Point levels going up or down.[44]Halting downloading updates by failing to recognize Internet connection.[45]Tapped Out installation struggling to install on certain devices, such as a hudl2.[46][47]Event glitches[edit]Treehouse of Horror XXIII - Some players reported receiving the same pieces of the Mayan Calendar, therefore not being able to complete the construction of the item.[48] Server maintenance was taken out on October 6, 2012.[49]Thanksgiving 2012 - Some players ended up receiving the balloons before others, with countries receiving updates at different times, and one reported occurence of a player not paying donuts, but cash instead for the premium balloons.[50] There were also numerous reports of game crashes upon installing the update, which was fixed with an update on November 20, 2012[51].Christmas 2012 - Likely not related, but from December 9, 2012, players reported receiving "intermittent technical difficulties"[52], and EA was aware of a widespread problem amongst their games, mostly to do with Origin[53], which was attempted to be rectified with server maintenance over the following days[54]. On December 19, 2012, 2-hour server maintenance took place to try and fix the inability to connect to the server, the game crashing, the friends list disappearing and being unable to log back in after getting logged out of your Origin account.[55]There was also a glitch where the animation of Kang flying in his UFO and attacking the Ray Gun from the Halloween event was played while visiting friends' towns.[56]Valentine's Day 2013 - See above ("Harp of Death")Treehouse of Horror XXIV - A ghost permanently possessing a character, enabling the player to farm GOO, until that character was put into storage, or until the event ended.Characters, when "Go Trick-or-Treating", would glitch out of the bought area of Springfield and remain there. This was particularly a problem for those with Lisa, as Lisa was unlocked with the Simpson House, which cannot be stored.[57]There were also reports of characters disappearing.[58]Christmas 2013 - After completing quests, the count (the number that appears on the right side of the quest screen), for example 3/3, would remain and the quest would not disappear and give you the reward screen.[59] Even though this is an actual ongoing problem in the game, it seemed to be more prevalently reported during this event.Stonecutters - Number 1's task menu after tapping appeared and then disappeared almost immediately.[60]Clash of Clones - Players not receiving certain items. After completing the "Rolling With It!" quest, it would not complete in the taskbook. This was purportedly fixed, altohugh cases were still reported, in an update on August 27, 2014.[61]Wizard Marge not appearing in the Barbarian Castle menu.[62]The quest "99 Luft Word Balloons Pt. 1" has a task of "Make Springfielders Tap Away Their Thoughts" in a Brown House. This quest comes with the Level 44 update, and since this was released during "Clash of Clones", if the Brown House that Springfielders were in was attacked to the extent that it needed re-building, there would be a glitch where the "repair" icon and the "thumbs up" icon were invisible.[63]Treehouse of Horror XXV - See here.Thanksgiving 2014/"Covercraft" episode tie-in - Players reported not receiving the November 28 quests and tasks being removed, due to a mistake in the game script, reading "Thanksgiving 2014 Deprecate Quests" being activated on November 28.Winter 2014 - Extreme server problems were experienced more heavily towards the end of December.[64][65]Gil's Holiday Donut Sale and the combination of the server issues at the time resulted in donuts not being received but being billed for.[66]After Part 2 began on December 24, 2014, players reported problems getting into the game, as whenever they tapped the screen after the Origin "Tap to continue" notice popped up, the game's loading screen remained until it crashed.[67][68]Pressing the button in the top-right corner of the screen or tapping the Elf Cave sometimes wouldn't make Santa's Daily Tasks appear after first logging on after a new Tunnel was unlocked. Visiting Krustyland or the friends menu then returning seems to fix this glitch, which seems to have appeared after the "Patch 1"/"Patch 2" update.[69][70][71]Elves received from completing the tunnels not appearing.[72]After sending characters on tasks at the Toy Workshop, there appear to be clones of characters, allowing two tasks for characters in the Toy Workshop but with different timers.[73]Prizes not being received.[74]Players not receiving Zutroy[75], and his quests stalling.[76] This glitch was fixed in a "Promos_Patch1" update on December 23, 2014."Jingle Bell Wreck Pt. 14" quest not clearing from taskbook for most players, and showing "1/1" and "Done".[77][78][79][80][81] This glitch was fixed in a "Promos_Patch1" update on December 23, 2014, however, it did not trigger a quest reward screen (100 and 10).After Part 2 began on December 24, 2014, players reported problems getting into the game, as whenever they tapped the screen after the Origin "Tap to continue" notice popped up, the game's loading screen remained until it crashed.[82][83]In the friends screen, only the friend's Elf Bell count displays and not the Elf-in-a-Bottle or Cogwheel number.Elf Cannon cooldown countdown resetting[84]Not receiving the Duff Beer Tree, the free gift on Christmas Day.[85]Part 2 not starting[86]The Ice Palace having a glitch where it has a faade menu with both faades the same.[87]Minor glitches[edit]After the 4.8.1 update, players reported frame-rate issues.[88]. This was purportedly fixed with an update on May 16, 2014.Donuts not being awarded to players after purchasing them, which can lead to complaints and refunds.A Krustyland task, when displayed from the taskbook in Springfield, displays a huge number of donuts to rush and complete.[89][90] This was reportedly fixed with the December 9, 2014 update.[91]Daily Play Combos resetting.[92]Players receiving multiples of one item.[93]In some cases, where multiples of the same item cannot be placed when trying to "Use" from the inventory, a notice pops up reading "*Already built!".[94]It has also been stated that if you unlock a premium character, like the Squeaky Voice Teen, from a Mystery Box in Springfield while the character you unlock is already in the game and in Krustyland (or vice versa), you will get a second version of that character, instead of receiving Cash or Donuts in place of that prize. This glitch of not receiving the Cash/Donuts alternate seems to have originated upon the Krustyland content update.[95]The game thinking a player has signed up to Origin.[96]Task completed thumbs-ups floating no-where near a character completing a task.[97]Fat Tony disappearing in Level 49 quests. [98]Minor, innocuous glitches[edit] An example of a texture glitch.EA had released different versions of Tapped Out in different countries. Players who added a friend who was playing on a different version of Tapped Out, couldn't visit them. EA said that once they re-released the app, they would standardize versions across countries so people on different versions to each other can visit each others towns. The app was re-released in August 2012, and presumably this glitch was fixed.This "glitch" is still around today, but in actual fact requires you to update further into app version for the "glitch" to disappear.[99]Texture glitches are almost ubiquitous, and are extremely common. That is when another building/object appears instead of another building. For example, Moe's Tavern may appear where a Blue House should be.Players receiving a notification that someone has visited their Springfield when no-one actually has with no handshakes.Players receiving a notice upon logging in that the progress wasn't saved on their other device. This can appear when the player doesn't even have the game on another device, or logged in and played on it.Players with modded items' friends not being able to see a modded building in their town due to the friend not having the added, modded building in their game files. When in a friend's town that you can't do your three Daily Actions yet, the timer will count down to 0s in the corner but will not allow you to do the Daily Actions until you go to the friends menu and back into that town or go to another friend's town and back.When you tap the Mop icon on buildings in friends' towns such as Springfield Elementary and Town Hall, there is a slight delay that still shows the mop on other buildings that need to be cleaned if that is your last daily action. The rest of them disappear and the mops do not, enabling further daily actions.[100] It is probable this glitch has been fixed since it was first reported in 2013.Timers for duel tasks (e.g. "Exercise for Mr. Burns", with Mr. Burns and Smithers) not counting down properly, for example, being at 45 minutes when in a matter of fact it should be finished.Fixable "glitches"[edit]Towns Resetting[edit]Players have since the beginning of the game said their towns have been reset to level 1 or a lower level than what they were. During early-mid 2012, this glitch was commonplace and not fixable, but since then players who have reported this glitch have been told to check if they are logged into Origin or not.One problem akin to this was a glitch where after logged in on an Android device, when logging onto the game on an iOS device shows a lower level Springfield.[101]Exploitable glitches[edit]Boardwalk/Handshake glitch - where someone can receive multiple free Boardwalk Tiles with friend actions and handshakes.[102] This was reportedly fixed as of Christmas 2013, however it has also been reported to have worked since then.[103] This glitch was also reported, shortly after the Boardwalk Tile variant discovery, to affect the Open Air Stage, Cletus' Farm and Channel 6.[104]Springfield Downs/Scratch-R glitch[105][106]Spooky House/Rigellian Tribal Hut/Portal to Rigel 7 money glitch - after the Level 47 update, the jobs for the Spooky House, Rigellian Tribal Hut and Portal to Rigel 7 changed and with that game a glitch whereby every time you exited the game and logged back in, the timers on the cash rewards on the three buildings/decorations would reset, offering their respective cash rewards every time. This also worked when going into Krustyland and back, and by going to the friends menu and back. This was fixed the following day, October 13, 2014, in an in-game update.Writers Building money glitch - in a similar glitch to the above, after the Level 48 update, the Writers Building's task name changed, and with that came a glitch where upon exiting, going to Krustyland, or going to the friends menu and back, the cash timer would reset and offer cash each time.[107] This exploit was disabled in the December 22, 2014 update.[edit]The Kwik-E-Mart "Marking up Prices" task reward disappearing.The Sideshow You mini-game being removed.[108]References[edit]Apologies, due to the fact some glitches are years old and now fixed, it would be near impossible to retrieve the references for them all. Tinypic EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "Landarea [sic] and Streets disapear" Tinypic EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "It's been like a month and still can't log in" EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "Game Upgrade" Tinypic.com - Tapped Out Glitch image: Duplicated Simpson House EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "Kwik-E-Mart + Simpsons House disappeared - Game stucked [sic] EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "Missing Simpson House, Lisa and cant build anything" Photobucket (View whole album) EA Forums - The Simpsons: Tapped Out - Bugs & Issues - ""Not now... Try building the Simpson House"" Tinypic Sgiz.mobi - Simpsons Server Feedback 13.0 13.1 13.2 EA.com - The Simpsons: Tapped Out Connection Issues (dead link) (via the Wayback Machine; information may be outdated) Facebook.com - The Simpsons: Tapped Out - 6 March 2012 Facebook - The Simpsons: Tapped Out - 7 March 2012 EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "Multiple Springfields?" EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "Multiple Springfields issue looks to be fixed?" 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Facebook.com - The Simpsons: Tapped Out - 20 November 2012 Facebook.com - The Simpsons: Tapped Out - 9 December 2012 Facebook.com - The Simpsons: Tapped Out - 10 December 2012 Facebook.com - The Simpsons: Tapped Out - 12 December 2012 Facebook.com - The Simpsons: Tapped Out - 19 December 2012 EA Forums - The Simpsons: Tapped Out - Game Discussion - "Is there a second alien invasion?" Reddit - Tapped Out - "Lisa got lost off the map while Trick-or-Treating - HELPPPPPPPPP!!!!!" Reddit - Tapped Out - "Kang gone?!" Reddit - Tapped Out - "Christmas GLITCH: Character Tasks "Done!" But Do Not Disappear/Advance Quests" Reddit - Tapped Out - "Weird bug concerning Number 1..." Reddit - Tapped Out - "Minor update today (Medieval patch 2)" Reddit - Tapped Out - "Wizard Marge glitch?" Reddit - Tapped Out - "My brown house broke, with everyone inside!" Reddit - Tapped Out - "Is this happening to everyone else? I've been trying to play for the last two hours" EA Forums - The Simpsons: Tapped Out - Game Discussion - "Server issues again! *important info*" Reddit - Tapped Out - "Paid for Gil's donuts, got nothing." Reddit - Tapped Out - "Part 2 crashing" TSTOForum - General Game Discussion - "Town Won't Load" TSTO Forum - General Game Discussion - "Can't Access Tunnel Glitch" Reddit - Tapped Out - "Does anyone else have a broken tunnel?" EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "Santa's Daily Task Bug" TSTO Addicts - "Missing Elves From Tunnels" Reddit - Tapped Out - "Clones!!!" Reddit - Tapped Out - "Yet another glitch: I'm missing my nativity scene" Reddit - Tapped Out - "Had a frustrating chat with EA support about the missing Zutroy bug. He promised to just give me Zutroy, but never did." Reddit - Tapped Out - "Anyone else freezing up with the Zutroy quests?" Reddit - Tapped Out - "Help" Reddit - Tapped Out - "What happens after Homer tries to fly the sleigh?" Reddit - Tapped Out - "Quest Not Completing (Jingle Bell Wreck Pt. 14)" EA - Answers HQ - "Unable to complete Jingle Bell Wreck 14" EA Forums - The Simpsons: Tapped Out - General Game Discussion - "Homer flying on the sleigh" Reddit - Tapped Out - "Part 2 crashing" TSTOForum - General Game Discussion - "Town Won't Load" Reddit - Tapped Out - "Did Anyone Elses Elf Cannon Restart It's Cool down after 3hrs and NOT Let you activate it?" Reddit - Tapped Out - "Duff Beer Tree?" Reddit - Tapped Out - "Winter 2014 part 2 not starting for me!" Instagram - tappedoutgram EA Help - The Simpsons: Tapped Out - "TSTO decreased frame rate (lag) issue after 4.8.1 update" EA Forums - The Simpsons: Tapped Out - Bugs & Issues - "16551442?? Donutes needed" Reddit.com - Tapped Out - "Yeah, I think I'll just wait it out" Reddit - Tapped Out - "Tapped Out XMAS 2014 Patch 2 released...No Ice Palace, but Santa can now get drunk at Moe's" Reddit - Tapped Out - "Hello, fair-weather friend." Reddit - Tapped Out - "Glitch left me with 250 Lard lands[sic]." Reddit - Tapped Out - "YSK: Only ONE Natural Faberge Egg!" (third image listed) Reddit - Tapped Out - "What to do with a second Lemon Tree" Reddit - Tapped Out - "Possible glitch/error - Game may have signed me up for Origin without me doing anything" Imgur - Floating Thumbs-up TSTOForum - "DLC Update - 27th Jan 2015 - 4.12 Level 49 - Michael D'Amico" - Page 4 Reddit - Tapped Out - "Possible glitch? I can't get into other towns because they've updated but as far I know I'm up to date with lvl 47 content." Reddit - Tapped Out - "Mop cleaning glitch (while visiting a friend's town)" EA Help - The Simpsons: Tapped Out - "My Apple iOS device shows a lower level Springfield and asks Is this your Springfield?after I played while logged in on Android. Why?" TSTOGame - "Squidport Empire" (via the Wayback Machine, November 17, 2013) TSTOAddicts - "Squidport Tile Bores: A New Hope (A MUST READ)" TSTOGame - "The Stacking Glitch" (via the Wayback Machine, November 16, 2013) Reddit - Tapped Out - "Well, it was fun while it lasted" Reddit - Tapped Out - Search Results: "springfield downs scratch-r" Reddit - Tapped Out - "Cash exploit: Writers Building glitch" Reddit - Tapped Out - "Sideshow Yo (Balloon Pop) Not Working?" Hey Howdy Hey Tappers!Yesterday Level 52 hit our Tapping Devices and with it arrived a permanent mini event involving Mr. Burns and his Money Mountain.The Money Mountain is meant to be a long term project for you to work on over time in Springfield. Its massive and expensive, so breaking it up over time will help lessen the blow to your in game cash bank account.We coveredthe basics in our rundown post, but now its time to get into the specifics of the Money Mountain and just what happens when you start the quest in your Springfield*Note: There is a glitch going on currently with Mr. Burns and the Money Mountain. Details on it are below. First upGLITCH/BUG ALERTUpdate 5.8.15 9:18 PM EDT: Patch hit our games tonight and the Burns glitch is now fixed! So if you couldnt see the task before try hard closing and restarting your game and ensure the update downloads (its in game so nothing to get from the app store) and it should now be working for you.There is a KNOWN bug going around that will make Mr. Burns task to empty his pockets disappear somewhere between $6,000 and $8,000 when youre on Level 2.It will not impact everyone. Ive got it in my game but Bunnys been able to get past level 2 onto Level 3 without an issue.This is a known issue and EA is working to resolve it. Hopefully a patch will hit soon. Unfortunately, there is no quick fix for this that we can offer. It will take a patch to resolve. If youd like you can add your me too to this thread started over on the EA Help forums: let EA know youre impacted by the bug too. But they wont be able to resolve the issue until a patch hits the game (in other words calling/chatting EA support wont help your game individually this time. All theyll be able to do is add your ID to the impacted list)So sit tight. Hopefully the patch will hit soon. So, as we always do, lets start with the basicsWhats the Requirement for Money Mountain? Do I Have to Be On Level 52?Nope,the Money Mountain doesnt just apply to players at Level 52, despite it arriving with the Level 52 update. The Money Mountain applies to all players Level 25 and above. So many of you are seeing this quest popup in your gamedespite not being at Level 52.How Does the Money Mountain Quest Start?A ! will popup over Mr. Burns starting theRolling In It task for Mr. Burns and Homer. That kicks off the mini event.Im At Level _____ (something higher than 25)and I Havent Had This Task Trigger For Me. What Do I Do?First, dont panic. Its not a big deal. You probably just have too many tasks open/lined up in your game. Eventually the Money Mountain will trigger for you, so dont worry. Againits not timed. When Does the Money Mountain Quest End?Currently, there is no end date. Its meant to be a long term goal, so take your time with it. Theres no rush to finish.Whats the Purpose of Money Mountain? What do I Get If I Complete it?There are 11 Levels to Money Mountain if you complete all 11 Levels youll unlock the Monty Moneybags skin for Mr. Burns.What Happens When Mr. Burns Throws Money Into The Money Mountain?Its costing YOU money every time Mr. Burns throws money into Money Mountain. So YOUR in game cash will disappear each time you send Mr. Burns to empty his pockets. So again..take your time with it. Its meant to be a long term goal.How Much Of My In-Game Cash Will Be Needed to Complete the Whole Event?The total through all 11 Level is $5,500,000.Do I Have to Do This Event?No. Its not a requirement for anything, except to get the Monty Moneybags Skin. So you do not have to complete it to move onto any level/event in Springfield. Itll just remain in your task bar.Does Monty Moneybags (the Skin you earn) Have a Questline?Yes, hell have a full 4 part questline (which well cover later in this post).Does Monty Moneybags (the Skin you Earn) Earn at a Premium Rate?No. He earns at a SUPER premium rate. Hell earn even more than a premium character would. (well break his tasks down later in this post)How Big is Money Mountain? Do I Have to Keep it In my Springfield?Its 1111, so pretty big. And no you dont have to keep it in your Springfield. You can store it at any time in your inventory.What Will Money Mountain Do? Does It Earn Anything?Itll change appearances with each level increase, itll grow in height and more stuff will be added (well have images later in this post). It will not earn you in game cash/xp. Its basically a giant decoration and will earn you450 Vanity points for your Conform-O-Meter. So nowlets get into more specifics about the Aint No Mountain High mini event and breakdown each level.As mentioned above, as long as youre on Level 25 Mr. Burns will start this quest for you. Itll kick off withRolling in It. Which will give you a task to complete for Homer and Mr. Burns.Rolling in ItMr. Burns startsMake Homer Enjoy His Day Off-4hrs, Earns $175, 45xpMake Mr. Burns Peruse the Latest Issue of Snobby Hobbies- 4hrs, Earns $175, 45xpTHIS will start the Aint No Mountain High Enough task. And youll see the levels popup on your screenHere are the requirements for each Levelas well as what the Money Mountain will look like after each levelLevel 1Make Lisa Sulk 1hr, Earns $70, 17xpPlace Mr. Burns Money Mountain Costs $5,000. Requires Level 25. 1111 in size.Level 2Make Mr. Burns Spend 10,000 Money This Requires $1,000 of your own money and 10 minutes each time. Youll have to complete it 10 times to finish this level. (Instant Upgrade 40 Donuts)Level 3Make Mr. Burns Spend 15,000 Money-This Requires $1,500 of your own money and 30minutes each time. Youll have to complete it 10 times to finish this level. (Instant Upgrade 60 Donuts)Level 4Make Mr. Burns Spend $25,000 Money-This Requires $2,500 of your own money and 30 minutes each time. Youll have to complete it 10times to finish this level. (Instant Upgrade 100 Donuts)Level 5Make Mr. Burns Spend $50,000 Money-This Requires $5,000 of your own money and 30 minutes each time. Youll have to complete it 10times to finish this level. (Instant Upgrade 200Donuts)Level 6Make Mr. Burns Spend $100,000 Money- At this point, youll have a couple of different ways you can do this. Here are the options:$5,000 each time @ 30min. Youll have to complete 20times to finish. (10 total hrs)$10,000 each time @ 6hrs. Youll have to complete 10 times to finish. (60 total hours)(Instant Upgrade 250Donuts)Level 7Make Mr. Burns Spend $300,000 Money-At this point, youll have a couple of different ways you can do this. Here are the options:$15,000 each time @ 30min. Youll have to complete 20 times to finish. (10 total hrs)$30,000 each time @ 6hrs. Youll have to complete 10 times to finish. (60 total hrs)(Instant Upgrade 300Donuts)Level 8Make Mr. Burns Spend $500,000 Money-At this point, youll have a couple of different ways you can do this. Here are the options:$25,000 each time @ 2hrs. Youll have to complete 20 times to finish. (40 total hrs)$50,000 each time @ 10hrs. Youll have to complete 10 times to finish. (100 total hrs)(Instant Upgrade 350Donuts)Level 9Make Mr. Burns Spend $750,000 Money-At this point, youll have a couple of different ways you can do this. Here are the options:$37,500 each time @ 2hrs. Youll have to complete 20 times to finish. (40 total hrs)$75,000 each time @ 10hrs. Youll have to complete 10 times to finish. (100 total hrs)$150,000each time @ 16hrs. Youll have to complete 5 times to finish (80total hrs)(Instant Upgrade 412Donuts/400 if you do Smithers task