

# Ren & Stimpy: Stimpy's Invention FAQ/Walkthrough

by Apathetic Aardvark

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## Ren & Stimpy: Stimpy's Invention

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Version 1.00  
1/16/04

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### i) Disclaimer (Legal stuff)

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### ii) Version History

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1/16/04 - Started & Finished O\_o

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### iii) Ren's Special Attacks

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Both Ren & Stimpy can use each other as special attacks when they are in very close proximity to each other. I find Ren's attacks to be better than Stimpy's even though they're supposed about the same.

Special Attack: Horse Play

How to do: Press the A button when near Stimpy and not moving.

What it does: Ren will hop onto Stimpy's back and Stimpy will take a huge horse like jump into the direction he is facing. This is a very useful way to get over many jumps you would not normally be able to do.

Special Attack: Slap Happy

How to do: A + Up

What it does: This isn't really an attack, instead, Ren just slaps Stimpy. This does not cause damage, which would be pointless since both heroes share one life bar.

Special Attack: Hard Hat

How to do: Hold A + Down

What it does: Ren picks up Stimpy, turns him over and uses him as a jack hammer into the ground. This is the only way Ren has of removing barriers on the ground. It also seems to be a bit faster than Stimpy's digger move.

Special Attack: Paramedic

How to do: Press the B button when Stimpy is near by.

What it does: Ren does the Heimlich maneuver to Stimpy, causing him to project a hairball in the direction it is facing.

Special Attack: Pitcher

How to do: B + Up

What it does: Ren whacks Stimpy's nose off of him, sending it high into the air and slightly to the direction in which they are standing. This is a great way to get rid of annoying enemies above you, especially in the city stage.

Special Attack: Bowler

How to do: B + Down

What it does: Ren crumbles Stimpy up into a ball and shoots him off into the direction in which they are facing. Once reaching the range limit of this attack, Stimpy will bounce somewhat back to Ren.

Special Attack: Airman

How to do: C + UP

What it does: I'll leave it to you to decide what Stimpy is doing after Ren squeezes him. But either way this attack, actually a jump as it does no damage sends both of them high into the air. This is one of the ways to reach very out of reach ledges.

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iv) Stimpy's Special Attacks  
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Stimpy's special attacks are more or less mirror attacks of Ren's. I find they are less effective as some of them seem to have a slight time delay whereas the ones Ren has, do not.

Special Attack: Pole-vaulter

How to do: Press A

What it does: Stimpy uses Ren as a long pole to vault over dangerous objects which may lurk nearby. It doesn't get as much range as horseplay, but does get a bit more height.

Special Attack: Bear Hug

How to do: A + Up

What it does: another joke move, Stimpy just grabs Ren, gives him a hug which

causes Ren to belch. This does no damage.

Special Attack: Digger

How to do: Hold A + Down

What it does: Stimpy grabs Ren and digs him like a shovel into the ground.

Special Attack: Boomerang Chucker

How to do: Press B

What it does: Stimpy grabs Ren and throws him in front of him. When Ren reaches maximum distance, he'll return to the ground near Stimpy.

Special Attack: Ball Toss

How to do: B + Up

What it does: Stimpy throws Ren into the air to hit objects above. This attack does not have the added left/right range of Ren's similar one.

Special Attack: Croquet Player

How to do: B + Down

What it does: Very similar to bowler, Stimpy clubs Ren to the left/right in hopes of disabling any enemies there.

Special Attack: Chopper Pilot

How to do: C + Up

What it does: Stimpy spins Ren's head from the rest of his body. The recoil sends them into the air like a helicopter.

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v) Walkthrough  
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Stimpy's invention, the Mutate-o-matic has blown up. He and Ren need to recover all of the parts which scattered across the city and turn the machine off. The machine has caused the entire town to become warped into various things, which all seem to hate poor Ren & Stimpy ;\_;

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Neighborhood  
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Start heading to your right. You'll get some kitty litter before having to do anything. Kill the lawn mower and get the jar of spit. Make your way over the flamingos, while trying to avoid the bird from above. When you make it across get the money and kill the two lawnmowers. Jump the hole in the ground and get the album. Kill the lawnmower and jump across another hole, getting ice cream.

You'll jump over a few more holes and get some ham followed by another bag of money. As you can see, getting items for points isn't very hard. Kill the next lawnmower and jump over the hole, kill the lawn mower, get the ice cream and jump over the next hole. Jump over the next two holes and get the powered toast. Now enter the house!

You'll end up in the kitchen. There is, of course, food everywhere which you may get for points. The only enemies you'll find here are bouncing heads of cabbage. The food/items you can pick up, from left to right are:

Jar of Spit, Ham [counter], Kitty litter, Ice Cream [counter], Jar of Spit, Ham [counter]. Jump into the freezer at the end of this area.

There are bouncing eyeballs and chickens to deal with. Head up, mostly using an C + Up jump so you get enough elevation. Collect the ice cream cone to the

top left. Now head right and slide down a few frozen over ramps.

At the end of the first ramp is some ham. At the bottom of the third is an Ice Cream Cone. Kill the check below, head right and kill the eyeball. Head up a bit and get another more Ice Cream. Kill the eyeball, super jump up to the next area, kill the check and grab the ham. Kill the chicken above and head right down the ramp. This is perhaps the only semi difficult thing in the level. You'll need to drill the ice cubes using A + down. You probably won't be able to drill them all while avoiding the walrus. So run out of the way if you feel you're going to be squashed and finish it when the walrus moves.

You'll get Beaver Power at the bottom one. Escape and it's time for the Zoo.

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The Zoo  
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Head right of course. Before trying to jump onto the hippos mouth, hit it with some form of long ranged attack. Once it is holding still, it will be safe to jump. Dodge the bird and leap across the hippo mouths. There is an Ice Cream Cone above the third one. After a few more you'll have to work across another large hippo, you'll get kitty litter for doing so.

Time to jump across hippo heads again. This time they'll dive under water and back up a bit faster. There's a Jar of Spit over the third hippo. They'll get spaced out more after a few hippos. You'll need to use horseplay to get across them without falling into the water. There's another Ice Cream Cone above the third longer spaced hippo as well.

Time to work your magic on another large hippo. Pick up the ham too. You'll see another large hippo right after this one. He's a bit harder to hit with an attack, but not very. Jump across and get the ham. Now leave the hippo pen. Horseplay won't quite clear it, so you're bound to take damage. Now, see those cute giraffes? They don't like you, if you get near they'll bite down. Run through them, ONE head at a time, otherwise you'll get very hurt. Pick up an album after the third pair of them and powdered toast after the last pair.

You'll now be in monkey cages. This is a rather annoying place. Little monkeys try to slap you while big monkeys throw bananas at you. Get the ham under the first pipe and then hit the big monkey on the other side. Jump on him and go through the nearby pipe. There are a couple of kitty litter bags up above, but they're a bit out of the way and you may just want to avoid them.

Hit the next large monkey and pick up the album. Continue to the right along the bottom. There are a lot of large monkeys here. Stun as many as you can and climb up them. There's a can of powdered toast in the upper right of this room. There's money and an album in the next room. Get to the lower of the two ledges and up + C jump towards the cage. Only one of you needs to make it inside to go to the next area.

Head to the air pump and pump yourselves up! Now, all three buttons will propel you in the direction you aim it. I'll list items in the area, but only give the main direction to head, since you should be able to see all the items. There only enemies are birds, which is annoying as you can not fight back.

Head down from the ledge: Ice cream, Jar of Spit, Ice cream, kitty litter, Jar of spit.

Start heading right. You'll find along the way, ham, kitty litter and album.

Now head up, you'll find a Jar of Spit and some ham. Head right under the pooping birds. Get the money and jar of spit nearby. As you begin to head down, you can get kitty litter, ice cream, ham, money and another jar of spit and more ham. Head right, get the ice cream and Jar of spit. Make the final upward turn, getting the Ice cream, ham, powered toast and the gauge. Dodge the pooping bird and you'll be done with this level!

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### The City

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Get the ham and ice cream. Beware of the dangerous mail box though. Hop over it and you'll see a fire man. He takes three shots to kill and he'll try to hit you with his hose. When he is defeated, jump onto the fire hydrant and it will send you into the air. Jump onto the ledge. Avoid logs and dropping statues for the most part. While up here you can get: ham, ice cream, ice cream, album. There's also some birds and fire fighters lurking around, but you'll have the ability to hit them from below. Jump down below, if you land on the clothesline, climb across and then up the building under construction.

Beware of the jack hammers. Get the first ice cream cone. Jump up for money and again for ice cream. Fall all the way down to the right and get on the first moving platform. Get the ice cream and ham a floor below. Head down to the moving platform, jump right onto the next building and then fall off to its right. Kill the fire fighter and take his hydrant up.

This building is shaped like the first one you climbed, with items in the same place. when you fall from the right, kill fire fighter and avoid the mail box.

You'll find Ren and Stimpy on a bike, being chased by the dog catcher! You'll need to avoid cars by jumping them while he chases you. After a long time the road will slope down. Now you need to avoid potholes while trying to get as many goodies as you can along the way. At the very bottom you'll get thingy.

The timing on this section is quite difficult compared to anything else in the entire game, so don't get frustrated if you actually die once.

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### The Pound

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Head right, get the ham and ice cream. Avoid the falling ceiling and jump over the hot pits. Kill the pound dog and get the ham. Avoid more blocks and another pit, get the ham and money bag. Kill the two dogs, the dog catcher and get the money. Head right and get the album and then dig through the obviously weak floor.

You'll slide down some slopes. Get the money between the second and the third. There are spikes between the third and fourth, an album between the fourth and the fifth. Spikes between the fifth and sixth, money between the sixth and the seventh. Get the ice cream, kill the dog, jump the gap, get more ice cream and jump the next two gaps. Now, climb up the poison dropping pipe, though try to avoid the poison!

Work your way up beyond the iron chained balls. Just duck them when they come near you. You can get some goodies around here too. Once you're too the top you'll see some powdered toast. Get that and then dig through the floor, but beware of the 1 Ton anvil which can konk you in the head.

It's now a wrestling match to the death between Lump and Loaf! But, you can

not hurt them! See the clock though? Once it reaches the one minute mark, you will win. Simply run under Lump when he is in the air so he misses when he comes crashing down. Run as far as you can, so it takes him longer to get to you thus eating up more and more time. You'll get a TV for winning!

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The Outdoors [seems more like Stimpys Mind]  
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This level is a bit... odd... Head right as usual, avoiding or killing the insects and teeth tentacles. You'll see some eyeball trees. Nearby may be some fingers. Stand on them and they'll hit you upward, often for some goodies and when you fall back towards them jump just as they hit you again, to get an even higher thrust.

The next screen is even stranger, make your way right and then up on the nose hairs. Now head down the stairs, but don't get hit by the boulders. There are plenty of Stimpys noses, fingers and other things here. Just keep working to the right and you'll eventually see some mouths on the ground. Get into the vehicle nearby and pilot your way to the top right of this mess.

The mouths will shoot goodies as well as boulders. The last mouth shoots up the final part of the machine, Gizmo! This is a great place to pick up some points if you're near a 1-up as well.

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The Mutate-O-Matic  
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The final stage. Get on a green bubble, but instead of standing on it, just C + up jump in place. If you stay on the bubble too long, it will pop, which will send you back to the bottom. Alternatively, you could find three bubbles right next to each other and jump back and forth. Now, the hard part. You need to fall between electrical conductors, trying to get zapped as little as possible.

When you reach the bottom, climb up the Christmas lights. You'll be shocked to death slowly but surely if they are powered at the time. When you reach the top of them, you'll almost be done. Jump on the air pushers, which will blow out the cupcake candles for a while. The duration decreases as you work your way closer to the bottom.

You'll now be at the off switch to the mutate-o-matic. But wait! There are four switches. All you need to do is get all four to be 'off' at the same time. After a few seconds they will pop back up though. Just to make your life hard, there is electricity which moves around as well.

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ON 1 ON 2 ON 3 ON |  
OFF 6 OFF 5 OFF 4 OFF |  
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It can hit at any of the locations 1-6, and it goes in that order as well. It is rather easy to dodge so this should not be very hard. One you shut the machine off, you will have beaten the game. Enjoy the 'ending' for lack of a better word.

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vi) FAQs

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1) How many points do I get for picking up food and other items?

Ice Cream - 250  
Jar of Spit - 250  
Glazed Ham - 500  
Gritty Kitty Litter - 500  
Money Bag - 1000  
Happy Happy Joy Joy Album - 1000  
Powdered Toast Jar - 2000

2) Level passwords?

8B20000 0DJF2WY - Zoo  
8C00003 7JJJ2WF - City  
8510009 VGJ82W2 - Pound  
872000F 87072WN - Outdoors

3) How do I gain more lives?  
every 50,000 points you'll get a life

4) Can I regenerate life?  
Yes, by getting many goodies your life bar will replenish.

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vii) Credits

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CJayC - for creating GameFAQs.com, the best site on the Internet!

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Apathetic Aardvark - 2004 |

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