

The Ren & Stimpy Show: Buckaroo\$ FAQ/Walkthrough

by SubSane

Updated to v0.9 on Jul 8, 2004

=====
The FAQ/WALKTHROUGH for THE REN & STIMPY SHOW: BUCKAROO\$, v0.9

Based on the Nintendo version
Written and maintained by Torro (aka SubSane)
Last Updated July 8, 2004
=====

TABLE OF CONTENTS

1.0 INTRODUCTION

- 1.1 Game Details
- 1.2 Story

2.0 BASICS

- 2.1 Game Start
- 2.2 Status and Menu Screens
- 2.3 Controls
- 2.4 Items

3.0 WALKTHROUGH

- 3.01 Space Madness
- 3.02 Out West
- 3.03 Robin Hoek
- 3.04 Madness II, Part 1
- 3.05 Madness II, Part 2
- 3.06 Salad-Bar-Room-Brawl
- 3.07 Rescue the Maiden
- 3.08 Madness III, Part 1
- 3.09 Madness III, Part 2
- 3.10 Madness III, Part 3
- 3.11 Horse Play
- 3.12 Horse Play 2
- 3.13 Madness IV, Part 1
- 3.14 Madness IV, Part 2
- 3.15 Madness IV, Part 3
- 3.16 Sick Bay

4.0 CODES & SECRETS

5.0 LEGAL / MISC.

- 5.1 Version History
 - 5.2 Guide Credits
 - 5.3 Contact Information
 - 5.4 Legal Stuff
- =====

===== 1.0 INTRODUCTION =====

1.1 Game Details

This game was released in 1993 for the NES, and later on for the SNES. It was one of the many mediocre games based on Nickelodeon's Ren & Stimpy Show (well, except for Stimpy's Invention on the Sega Genesis. That game rocked.)

Developed by THQ and Imagineering Inc.

1.2 Story

It was late in the evening, and Stimpy was working on his latest invention. A few tweaks here and there and... eureka! The Gametron 5000 Moneymaker is now fully operational. It's the first video game machine in the world that rewards the player with big bucks.

Ren snatches the machine from Stimpy and they get to playing.

===== 2.0 BASICS =====

2.1 Game Start

Press Start

Press start to begin the game. You will then get to choose a control configuration before the game starts.

2.2 Status and Menu Screens

Health

The red bar on the left represents the character's health. Each hit takes away a portion of the bar until there is no health left.

Item

Press Select and items will appear under the health bar. Keep pressing Select to scroll through the items.

Points

Press Start to see the number of lives in the top-left corner.

Lives

The lives appear under the points.

Sacks of cash

Your sacks of cash will be under the lives.

2.3 Controls

Command	Character Action	Other
Start	Pause	-
Select	Change item	-
Left	Walk or jump left	-
Right	Walk or jump right	-
Up	Climb up ropes / Pipes	-
Down	Duck / Climb down ropes	-
B button	Varies based on configuration	-
A button	Varies based on configuration	-

2.4 Items

Item	Purpose of item
Money bags	Cash that has to be collected in every level
Springs	Spring Ren up in Madness levels
Dirty socks	Keep Ren still in Madness levels
Litter box	Turn Ren around in Madness levels
Decoder ring	Used as radar to locate Ren
Beaver	Used to cut holes in the floor
Laser remote	An extra weapon for Stimpy in Madness levels
Wantid Poster	Swap between Ren and Stimpy in Western levels
Ham	Ren's health
Apples	Ren's weapon
Chicken/Eggs	Ren's weapon
Dumbell	Ren's temporary invincibility
Pies	Health
Baster/turkeys	Ammo for Rescue the Maiden level
Kitty treats	Stimpy's health
Socks	Stimpy's weapon
Bubble gum	Stimpy floats around for a while
Burrito	Stimpy's temporary invincibility
Mouse	Temporary speed boost

3.0 WALKTHROUGH

3.01 Space Madness

Mission: Spring Ren past the transporter and get him to the Exit.

The first level isn't all that bad. The goal here is to use the springs to get Ren over the transporter and electric pole on the right, and into the door.

Start by jumping up and collecting the socks, litter box, and springs near the table at the beginning. You can use Stimpy's hair balls to get rid of that jumping thing near the transporter. Now set a spring near the transporter and wait for Ren to approach from the left. He will bounce up over the transporter and to the right.

It's not as easy for Stimpy. When you jump into the transporter you'll be sent to a space mission much like the old shooter games. Use the A button to shoot through the fish, baseballs, and even toilets floating around in outer space. Be careful what you shoot near the end because a lot of money bags will start to appear.

Once you return you'll have to spring Ren over an electric pole using another spring. That'll get Ren into the door area, but you still have to fight through some announcer dude. Grab the laser remote near the electric pole and use it to kill the announcer and get to the door.

3.02 Out West

Mission: Collect lots of cash and avoid the cutthroat cowboys.

The level begins in front of the sheriff's office. Make your way to the right and grab the money bag and ham from the roof of the office. That bird on the right will then begin attacking.

Unfortunately, Ren has no hair balls or other projectile like Stimpy does. All he has is his patented slap. Slap the bird if you like, but I recommend jumping over it to the ledge of the next building. You'll spot a Wantid poster with a picture of Stimpy on it. Grab it!

You will then take control of Stimpy and his amazing super hair balls, which are way better than Ren's cheap slaps. Also keep in mind that you can switch back to the other character later on, complete with refilled health.

Continue on to the green building and destroy the bull skull at the bottom. There's also a poster at the top, but I recommend you stick with Stimpy until you start to run low on health. Run over water trough and jump up to avoid the shark in the water.

Jump over the broken lumber and grab the money bag, then destroy the next skull when you reach the brown building. Run along to the right and switch character with one of the posters at the top if you're low on health. You can reach the roofs by jumping on the small windows of the green building.

The next empty stretch of land will involve many air attacks from some cacti and, for some reason, a giant piggy bank. Ren really sucks for this part, so I must once again suggest using Stimpy.

Go to the right until you reach the large wooden structure.

There are several health items, a few money bags, and various other small items that you can get here. Unfortunately, there are also plenty of tumbleweeds and floating hats to get in the way. I suggest sticking to the very left side. I mean FAR left, on the small pieces of timber that jut out. You'll avoid most of the stuff until you reach the top. From there make your way to the right, and remember to hold Down to look down and clear the way. Keep going right until you reach the brown roof.

On to the right as always until you see the next wooden structure. Go ahead and jump your way up to the top by jumping up from the left side, then jump down to the ground again. If you're Ren I think you should have enough apples or eggs to kill the few cacti ahead, and Stimpy should have no problem. Just keep going along until you see the building, and by now you should be able to handle the skull and bird flying around.

The next building will involve a bout with a cowboy and his rope. He'll really just hop around and should be no problem to kill off, but the blue boots falling from the sky could be annoying. Move around to avoid those.

The next cowboy in red will use his rope, so I suggest switching character if you're low on health. It's only about five hits to kill him off. Collect as many of the falling money bags as you can to complete the level.

3.03 Robin Hoek

Mission: Storm the castle and defeat the evil Sheriff.

You'll start off in a quaint hamlet. The pink chicks don't really do anything, but those knights in blue armor are up to no good. You can kill the first knight by jumping and slapping him a few times, then you can collect the apples for ammo. Jump up on the window to get the ham ahead.

Use the apples to kill off any knights ahead. Get to the wheel barrow and pitch fork and you should spot a pitchfork sticking out of the hay. That pitchfork can bounce you up to the two hams above, but it will also take away a health point. I say do it since you'll come out with an extra health point anyway. Slap the barrel ahead for yet another ham.

Grab those apples and use one to kill the squirting hamster, then grab the chicken for some eggs ammo. Slap the next barrel ahead for the money bag inside. Look out for the falling anvils and the fat lady's flower pots and continue on to the right. Grab that money bag from the wheel barrow and use it to jump onto the ledge of the building you just passed.

Jump to the top and use the clothesline to reach the roofs and the many money bags above. If you fall down to the top level of the building and go left you can also find a pie for some extra health.

Get to the clothesline and remember not to EVERY stand still on it. Keep moving right to make it to the next building and a bunch of money bags above those roofs. Watch out for the red things falling from the sky, and there's a chicken and a pie along the top floor if you want some more ammo and health.

Fall to the bottom and head to the right. Definitely grab the money bag above the hamster, but the one below it is optional. Climb up the pole when you reach it and use it to reach the tent to the right and grab the two hams from above.

Slap any and all barrels to the right for the sweet money bags inside, then use that pitchfork for the hams and money bag above it. Remember you lose a health point, but will gain two.

The next set of buildings will be tough to navigate. See, you have to use the awnings to bounce up, but you can only go up two floors. So if you're bouncing and can't reach the awning above, you probably have to bounce over to an awning on the adjacent building.

Before you do that, run along to the bottom to find a money bag, ham, and a ham inside the barrel at the end. Once you have that stuff (or skipped it) return to the left and use the flag poles to jump up to the first building and use the first two awnings to bounce up.

Now high-bounce to the right onto the window ledges, then jump as far as you can to the next building on the right. Bounce to the roof of this building to find a few goodies and rest for a minute. Then, jump to the left and get on highest window ledges you can reach. Head to the left and bounce on the highest awning you can reach to eventually bounce to the roof.

Grab the many money bags and apples at the top and head to the right along the roofs. Remember to keep moving left and right at the clothesline or you'll fall. While crossing the clothesline you'll run into a guy dressed in red. Use 2 apples or eggs to kill him off, and continue to the right.

Slide down the poles carefully while avoiding the spikes along the way. There are three poles to jump around on, so it should be pretty easy.

Head to the right when you hit the ground and use the flag pole to get the dumbbell above the tent. That thing gives Ren temporary invincibility, so use it and run! Slap the barrels for some cash, and use the pitchforks to get the goodies in the air.

Use apples or eggs to kill the knights along the way until you get to another pond. You'll need to use the pitchfork to jump over the pond, but remember to hold your Speed button (which you chose at the beginning of the game) to get some serious air. Otherwise you'll fall short and die.

The evil sheriff will be there to meet you when you land. All it takes is 2 hits with the apples or eggs to take him out. Jump up along the window ledges (and watch for falling objects) to reach the window at the top.

3.04 Madness II, Part 1

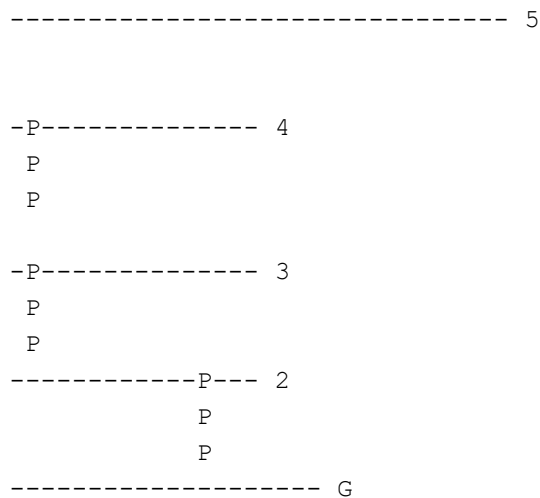
Mission: Use springs, hole-cutting beavers, stay-put socks, and direction-reversing stinky litter boxes to get Ren out of the button room.

A few things about this level. There are several buttons all over the place that Ren can push to screw with you. The two main ones are the reversal button and history eraser. The reversal button will reverse the cross commands (Left, Right, Up, Down), which mean everything is opposite. I suggest you work with it and continue playing to avoid wasting time. The history eraser is located in the middle of the room and is used to erase all the points you've acquired so far. It's pretty difficult for Ren to reach it, so I wouldn't worry too much about it.

Also, remember that you can only use ONE item at a time. So if you put down another item, the first item will disappear.

Right... you don't actually need all that stuff in the mission description. I found a pretty short way to beat the level. Here's a general map of the area you'll be working in:

G = Ground, 2-5 = Floor numbers



Start by allowing Ren to run his course to the right. Grab the litter box near the pipe and use it to turn him to the left.

Put a litter box at the right edge of the third floor in case he heads in that direction, then go up to the fourth floor and get the springs. Wait for Ren to head up to the fourth floor and put a spring in front of Ren when he pops up. This will send him up to the fifth floor.

Now head to the right and kill that announcer guy. Go up that pipe next to the announcer to go up to the fifth floor. Put a spring on the left side of the pipe and wait for Ren to bounce over.

Then just run to the door on the right to end the level.

3.05 Madness II, Part 2

Mission: Get the bowl of hot water. It's part of Ren's cure.

This one is too easy to beat. Grab the springs from the air and use one of them to bounce Ren up to the bowl.

Bada bing, you're done!

3.06 Salad-Bar-Room-Brawl

Mission: Survive the salad bar!

It's a brawl in a good ol' fashioned salad bar! Begin by quickly moving to the right to avoid those things from the jar. Grab the Wantid poster above the door if you want to play as the superior Stimp.

So, this one's real simple. Just make your way to the right and use the green wheels and mounted horns to grab the items along the top. Jump along the mirror when you get to the bars or the fish will hit you, and NEVER run across the salad bar unless you want to get hit by the vegetables.

Use the many socks you've collected to beat the fat cowboy at the end and you'll be good to go.

3.07 Rescue the Maiden

Mission: Save the fair Maid Moron from the evil sheriff.

This one isn't that bad. The mission is to kill the sheriff and save Maid Moron. The weapon of choice is the baster, and the ammo are big greasy turkeys.

First grab the baster above the table at the beginning, and the turkey. From there you will have to jump around the room and grab turkeys to get more baster ammo. The turkeys will always be found on window ledges. Also watch for the hats that drop down from above.

Once you have about nine shots you're good to go. It only takes eight hits to kill the sheriff, and his weak hat toss is nothing. Get down there and kill him off as quickly as you can.

A white rope will then fall from above. Grab on and start to climb up, but every time you pass by a platform you should jump on it. It usually means that a hat is going to fall. A bit further and some birds will appear, but don't slow down. Keep jumping past them until you reach the "fair" Maid Moron at the top.

3.08 Madness III, Part 1

Mission: Spring Ren to the laboratory.

Grab the kitty snacks from the left and litter box and springs that are above the door. Head to the right, and watch out for that Air Lock button next to the green door. If Ren pushes the button a count-down will begin, giving you 30 seconds to push the button and close the Air Lock.

Kill the flying alien and bouncing red thing and head to the right. Put down a spring next to the transporter to get Ren to the other side, then jump in. Shoot your way through the space debris and collect any money bags until you return to the inside of the ship.

Head to the right and down the pipe to find Ren and another bouncing red thing. Get to the door to complete the level.

3.09 Madness III, Part 2

Mission: Get Ren out of the laboratory. Don't let Ren smash rat cages, mutant fly jars, and alien containers. The beaver will dig you out of a tough spot.

Well, a couple of basic things about this level. The rat cages are these stacked purple boxes, and if Ren hits one a small pink rat will come out. They are easy to jump over. The alien containers are yellow, and if they are hit a green tentacle will appear. Use a weapon to lower the tentacle and jump over. The mutant fly jars can be annoying. Just avoid the flies to move on.

There are also some yellow electric balls scattered all over the place. Wait for the electric sparks to be at the top and quickly run under to get past them.

Now then, this one seems tough, but it's quite easy with a little patience. The main item you'll need is the beaver, but make sure to pick up everything else along the way. Head to the right and go up the first pipe. Keep going up the pipes until you get to the top floor. Go down the next pipe on the left and head left to another pipe. Go up and right to find the beaver above a table.

Head right and up the next pipe, then left and up one more pipe to return to the top floor. Go all the way to the right on the top floor and wait on the far right side, next to an alien container.

Use your decoder ring (the eyeball in the items) to keep track of Ren. He will eventually head up the three long pipes to the top floor. Throw a beaver on the right side somewhere and let it chew a hole in the ground, then wait for Ren to make sure he's going to fall in.

Fall in after him and quickly put another beaver on the right side, and use your hair balls to make sure Ren stays on the right side as well. Shoot him and keep him stuck on the right.

Continue putting down beavers and shooting Ren to keep him on the right and you will eventually reach the door at the bottom. Fall in and meet Ren at the door to complete the level.

3.10 Madness III, Part 3

Mission: Get the chicken to make Ren's cure... chicken soup.

Simple. Let Ren hit the 2X button and jump onto the circles on the left. Use the speed to get the chicken on the right.

3.11 Horse Play

Mission: Defeat the sheriff and his deputy.

This is almost an EXACT copy of Out West. Just make your way to the right while shooting what you need to and collecting all the items.

When you reach the second piggy bank and two health items you're ready to face the sheriff and his deputy. Use any socks you may have to kill them both with relative ease, then collect the shower of money bags.

3.12 Horse Play 2

Mission: Tame Mr. Horse!

This level is actually pretty fun (for a change). See that bucket attached to a rope? If you get on that thing it will force Mr. Horse's tail up from the stable. Go and shoot it a few times before the stables closes, then do it all again. The flies will really become annoying when you go to jump on the bucket, so kill them before they hit you.

Once you've destroyed the tail (ouch) open the stable again and jump onto Mr. Horse's back to ride off into the sunset.

3.13 Madness IV, Part 1

Mission: Get Ren to the space diner.

Collect all the items and head to the right. Close the Air Lock if Ren opens it, then put a spring to launch Ren over the transporter. Jump in and have another go at the same ol' space shooting fun.

Head down the next pipe and put a spring under it so Ren will jump

around to the door. Head inside to end the level.

3.14 Madness IV, Part 2

Mission: Help Ren get through the space diner safely.

Let's cover the stuff that Ren shouldn't touch. First are the green vending machines that spill out blue sodas, then the orange cabbage cookers that spit out mutant cabbages, and finally the juke boxes that shoot out records. Watch out for all that stuff.

Now then, head to the right. Collect anything you like and kill any obstacle you can't avoid, but make sure to have some springs on you. Wait for Ren to go up the first pipe up to the second floor. Wait for him to pass by you to the right (toward an orange cabbage cooker) and drop a spring on the right side of the pipe. When he turns left again the spring should launch him over the pipe and to the left.

Run to the next pipe at the left side of the second floor and go up. Drop a spring on the left side of the pipe and wait for Ren to bounce on it, then run to the right where the next gap is. Put a spring on the edge and jump over the gap, then wait for Ren to jump over.

Go down the pipe as soon as he makes it over and drop a spring on the right edge of the platform. Ren will come down the pipe and spring to the exit door on the other side.

3.15 Madness IV, Part 3

Mission: Grab the spoon at the top.

Grab the springs from air, but keep in mind that if the reversal button is pressed you'll need to do everything backwards. Still, not too tough.

Use the springs to get Ren up to the spoon at the top.

3.16 Sick Bay

Mission: Feed Ren three spoonfuls of chicken soup!

Look for the floating bowl of soup to grab a spoonful of soup, then find the floating Ren and hit him with the spoon. His soaps and the various drops throughout the level may get in the way, but it's not at all difficult.

Three spoonfuls of soup and Ren will FINALLY be cured of space madness.

Enjoy the ending, and thanks for playing!

=====
===== 4.0 CODES & SECRETS =====

Sorry, but I don't know of any codes for this thing. Email me if anybody has anything.

=====
===== 5.0 LEGAL / MISC. =====

5.1 Version History

July 8: Version 0.9

- - - - -

Another old NES game gets the FAQ treatment. Enjoy!

5.2 Guide Credits

Thanks to...

1. Wilson Lau gets mad props for his kick ass 'Bart vs. the Space Mutants' guide. It was the inspiration for this waste of time I call FAQ writing. :)
2. THQ and Imagineering Inc. for creating the game.
3. Nickelodeon for one of the many cartoons I enjoyed as a kid.
4. Thank YOU for reading. After all, I didn't write this for my own health...

5.3 Contact Information

The address is: subsane@gmail.com

The issue of too many e-mails isn't a problem, so I'll most likely respond to any questions (for now). But, I do delete e-mails without a subject. Put 'Ren and Stimpy FAQ' or something similar in the subject line.

5.4 Legal Stuff

1. "The Ren & Stimpy Show" is copyright © 1993 Nickelodeon/THQ. Ren & Stimpy and all related characters are trademarks owned and licensed for use by Nickelodeon.
2. This guide copyright © 2004 Torro (AKA SubSane). This guide may be distributed freely as long as it remains in it's ORIGINAL and UNALTERED form. It is only for private use and may not be reproduced for commercial purposes.

If I discover that this guide has been altered in any way and is being displayed publicly, I reserve the right to have the guide removed from that location.

This document is copyright SubSane and hosted by VGM with permission.