

The Simpsons Wrestling FAQ/Move List

by SubSane

Updated to v0.9 on Apr 15, 2004

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The FAQ/MOVE LIST for THE SIMPSONS WRESTLING, v0.9

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

1.1 About the Guide

Hiya folks. You are now reading a guide to The Simpsons Wrestling, my 27th guide for a Simpsons game. It's been 2 years and I gotta say this is still as enjoyable as the day I started.

If you've read a FAQ for a fighting or wrestling game then you can probably navigate your way through this one. But as always, I'll include a Simpsons twist here 'n there. Enjoy!

1.2 About the Game

Pogs are over. Yoyos went the way of the dodo. The latest craze in Springfield is now wrestling! Unfortunately this wrestling craze is a result of an intergalactic challenge by two familiar green aliens: Kang and Kodos. They witnessed Jebediah Springfield wrestle the famous bear light years ago, and now they have arrived to find a wrestler as strong as Jebediah himself!

Springfield citizens have risen to the challenge, but only one person can go on to battle the aliens and prove that humans know how to lay the smackdown!

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

2.1 Game Start

- - - - -
This single player mode is available from the start. You get to choose a character and beat the circuit with that character, but if you wish to change character you will start over from the beginning.

Defender Circuit

- - - - -
Complete New Challenger Circuit to unlock this mode. It is like New Challenger, but more challenging.

Champion Circuit

- - - - -
Beat Defender Circuit to unlock this mode. It is the final and most challenging circuit.

Continue Tournament

- - - - -
You can select a saved circuit character from the memory card. This allows you to pick up where you left off.

Practice Game

- - - - -
Select this to play one match against a CPU opponent.

Vs. Match Game

- - - - -
The two player mode. Both players can select their wrestler and duke it out in a selected level.

Options

- - - - -
Here you can adjust various settings.

 Vs. Rounds: The number of rounds per match.

 Music Volume: The volume of the level music.

 Voice Volume: The volume of the character voices.

 Effects Volume: Volume of sounds other than music and voices.

 Vibration: Toggle the vibration of the controllers.

 Load Unlocked Data: Load unlocked data from the memory card.

Credits

- - - - -
View the production credits.

2.2 Saving/Loading

Saving

- - - - -

The game asks you to save after every match. You can choose not to save, but if you turn off the game afterward your data will be lost.

Loading

- - - -

The game automatically loads when the game begins. You can also select Continue Tournament to load a saved circuit, or go to Options and select Load Unlocked Data.

2.3 Status and Menu Screens

Status Screen

- - - - -

The various meters and indicators during a match.

Wins: Yellow trophies indicate number of wins.

Taunt: Collect letters from "!" marks or by executing combos and you will get a taunt. Press R1 or R2 to use the taunt and become invulnerable for a limited time.

Attacks: This is based on the energy meter. When an attack is available it will be highlighted.

Energy Meter: The energy meter is filled automatically, and each time you perform an attack it will decrease. Each type of attack requires a different amount of energy.

Health Meter: The health meter decreases after every hit, though it does also increase slightly during the game. You can also get health power-ups to replenish health.

Stun Meter: This appears when you have been knocked down or are being pinned down. Press X repeatedly to decrease the meter and wake up or get out of a pin.

Character Select

- - - - -

Press Left and Right to scroll through the characters and choose the one you want. Remember that two players can't select the same character in Vs. mode. Those "?" marks mean that certain characters have not been unlocked.

Pause Menu

- - - - -

There are various options to adjust in the pause menu.

Music: The volume of the level music.

Effects: Volume of sounds other than music and voices.

Voice: The volume of the character voices.
Vibrate: Toggle the vibration of the controllers.
Quit: Quit the match and return to the main menu.

2.4 Controls

Command	Character Action	Other
Cross	Move character	Navigate menus
L3	Move character	Navigate menus
R3	-	-
Square	Normal attack	-
Triangle	Strong attack	Exit menus
Circle	Special attack	-
X	Jump	Select in menus
L1	Hold or pin	-
L2	Hold or pin	-
R1	Taunt	-
R2	Taunt	-
Select	-	-
Start	Pause	-

2.5 Power-ups

"!" Mark

- - - - -

Popcorn

- - - - -

A small health boost.

Krusty Cereal

- - - - -

A big health boost.

Donut

- - -

A small energy boost.

Nuclear Atom

- - - - -

A big energy boost.

Assassins

- - - - -

These shoes give a speed boost for a limited time.

"?" Mark

- - - - -

A random power-up.

=====

==== 3.0 TECHNIQUES =====

3.1 Combos

Though normal attacks are usually pretty weak, pressing Square repeatedly will result in a combo attack. The speed of the combo varies from character to character, but if you can pull off a combo your opponent will be knocked to the ground and you will gain a Taunt letter.

3.2 Jump Attacks

By pressing X to jump, then Square or Triangle, you can perform a jump attack on your opponent's head. If you keep pressing Square you can continue jumping and cause more damage, but pressing Triangle will only work for one jump.

Jumping and pressing Square can be a big help with some of the tougher enemies.

3.3 Pinning

You can press L1 or L2 to pin an opponent, but only when he or she has been knocked down. After the pin you will have to the count of 3 to win the match, but if the opponent's stun meter goes back to zero you will be pushed off.

The stun meter usually vanishes quickly if the opponent has any health. So, beat the health away before attempting a pin.

3.4 Holding

If you press L1 or L2 near your opponent (and if he or she is not stunned), then you can perform a grab. Quickly press Square, Circle,

or Triangle after that to perform a hold attack.

3.5 The Ropes

If you run to the ropes on any side of the ring and then press Square, Triangle, or Circle you will perform a fast rope attack. This is an annoying and effective way to wear down your opponent, but watch out for projectiles or special attacks that follow you.

==== 4.0 CHARACTERS & STRATEGIES =====

4.1 Barney

Profile

- - - -

Barney's rise to the Springfield elite was ended when he met a good friend called Duff. Now Barney is known for sleeping in taverns and creating great films with horrible titles.

Attacks

- - - -

Normal Attack: A swipe with a beer mug. His combo is too slow to use effectively.

Strong Attack: Tosses his beer mug through the air. Must be thrown from a distance to work.

Special Attack: A cloud of burp gas floats in the air for a short time. Good for keeping away opponents or trapping them in corners.

Playing Vs. Barney

- - - - -

Barney likes to use his burp gas attack often, and occasionally he will throw a beer mug. Just stay far away until any burp clouds have disappeared, then go in with some jump attacks. He may try to counter your jumps with his own, but he's too slow to do any serious damage. Just stick to jump attacks and projectiles.

4.2 Krusty

Profile

- - - -

Krusty's life in the Jewish gutter instilled a great passion for success and the good things in life. Now Springfield's baddest clown blows thousands of those good things at the dog track.

Attacks

- - - -

Normal Attack: A simple punch with the hand. His combo is a bit slow, but it'll work against slow opponents.

Strong Attack: A pie toss. Works great, and it can hit at any range.

Special Attack: Krusty's hammer attack works good for the first hit, but hitting an opponent multiple times is not so easy. Just don't let them jump on you.

Playing Vs. Krusty

- - - - -

Staying far away isn't a good idea because of Krusty's pies, and if you're too close he'll definitely get you with his hammer special attack. AND, Krusty is fast enough to chase you down and pummel you with annoying normal attacks.

So, what's the best thing to do?

Jump attacks! Krusty will most often stand there and let you jump on his head a good eight or nine times, and this also works great during his special attack.

4.3 Apu

Profile

- - - -

Apu's studies in computer science landed him a sweet gig at the Springfield Kwik-E-Mart. Now he lives the American dream with his betrothed wife and nine children.

Attacks

- - - -

Normal Attack: Some Indian karate moves, but they're too slow to pull off effective combos.

Strong Attack: He'll throw out some red squishees. These can hit at any range, so go nuts!

Special Attack: Some sort of karate barrage. He will continually punch and kick, and if you get the opponent

trapped this can do some major damage. Definitely one of the better specials.

Playing Vs. Apu

- - - - -

For the love of all that is holy, STAY AWAY FROM HIS SPECIAL ATTACK! As soon as you see his arms blur jump up. Get some jump attacks on his head and stay up there because that special attack can bring the end of the match if he traps you.

Naturally he'll toss his squishees if you're far away, and he's also pretty fast. Use any projectiles you have and use the Triangle rope attacks if he's near you.

4.4 Willie

Profile

- - - - -

Willie was raised in merry ol' Scotland, where folks 'ate everyone and each other. Now Willie works as Springfield Elementary's buff and grease-hogging groundskeeper.

Attacks

- - - - -

Normal Attack: Strikes with his leaf rake. It's actually pretty fast, which means you can get a few combos from it.

Strong Attack: A twirl in the air using his rake. This is great for jabbing at opponents and wearing down their health.

Special Attack: He'll drop a bunch of traps and gardening tools on the arena floor. Great for hurting the opponent while running away.

Playing Vs. Willie

- - - - -

Willie will most likely litter the arena with his traps and tools, then he'll chase after you for a few combo attacks. Jump attacks work well against him if you see the opportunity, but other than that stick to projectile attacks.

4.5 Homer

Profile

- - - - -

Homer Jay Simpson had a motherless childhood, a head full of hair,

and a lean body. Now he found his mother, went bald, and gained about 100 pounds. He currently lives with his 3 kids and wife, Marge.

Attacks

- - - -

Normal Attack: Homer's fists and some kicks, but not good for combos. But if you do the special attack he will be fast enough for some sweet combo action.

Strong Attack: Several bowling balls can be sent rolling on the arena floor. Miniscule damage, but very bothersome.

Special Attack: He will eat a box of donuts and gain some extra speed and power (will also grow larger). Good for a limited time.

Playing Vs. Homer

- - - - -

Homer will undoubtedly use his bowling balls, but they don't do much damage. Other than that he may try to do some combos or grabs, but overall Homer isn't tough to beat at all. All the attacks will work just fine.

4.6 Lisa

Profile

- - - -

Lisa has endured much hardship in her short life, mainly due to her oblivious father and annoying brother. When she isn't studying Lisa likes to play jazz on her sax and create diagrams.

Attacks

- - - -

Normal Attack: Her little punch-kick combos are quite fast, so I recommend using them whenever possible.

Strong Attack: Make sure the energy meter is charged, then begin tapping Triangle. You have to pause for a nanosecond between each note, and if done correctly a song attack will hit the opponent anywhere in the arena.

Special Attack: You have to get near the opponent, then press Circle to bite the opponent. Doesn't do much damage.

Playing Vs. Lisa

- - - - -

Oy, quite annoying. Her saxophone attacks can hurt you from anywhere

in the arena, although they don't take much health. Her combos are also one of the quickest, so don't stay near her. Just use the strong and special attacks to get rid of Lisa.

4.7 Marge

Profile

- - - -

Marge dreamed of being the first woman in space and was on the debate team in high school. She graduated and got knocked up by Homer, then had two more kids. Marge enjoys rolling up socks and gambling.

Attacks

- - - -

Normal Attack: Some whacks with her frying pan. The combos are slow, but very strong.

Strong Attack: Uses her hair to lash out at the opponent. Very good reach and also takes a good chunk of damage.

Special Attack: Maggie will be released and slow down the opponent.

Playing Vs. Marge

- - - - -

She will always release Maggie, but if you're fast enough you can probably avoid it. Other than that she will probably try to follow you and hit you with the pan. Use the Trianlge rope attack to get rid of Marge, as well as projectiles.

4.8 Bart

Profile

- - - -

Bart was a troublemaker since his days in the womb. Although he showed intellectual promise early on, it didn't last. Bart now spends his time reading comics and nearly killing his friend Milhouse.

Attacks

- - - -

Normal Attack: Some pretty fast punches and kicks, which of course means some good combos.

Strong Attack: A slingshot. It's OK, but doesn't do much damage.

Special Attack: A ride around on his skateboard. Again,
doesn't do much damage and it's hard to aim.

Playing Vs. Bart

- - - - -

Don't panic when you see the skateboard because it doesn't do much. Bart will also use his slingshot (another weak move), and he will probably chase you around the whole time. The Triangle rope move should dispatch him quickly, along with whatever special attack you may have.

4.9 Bumblebee Man

* Must be unlocked in New Challenger Circuit *

Profile

- - - - -

El Bumblebee Man became a success on spanish television as his TV persona: Bumblebee Man. He eventually married Mrs. Bumblebee Man and they now live happily in Springfield. He also hates oranges.

Attacks

- - - - -

Normal Attack: Slow moves, and a slow combo. Not his best.

Strong Attack: A long yoyo. This thing is weak, but can hit from far away. Good for avoiding attacks.

Special Attack: He will release a chihuahua, which will run around and bite the opponent. Annoying and effective against opponents who like to follow.

Playing Vs. Bumblebee Man

- - - - -

This guy isn't tough to beat, but his attacks sure are annoying. The chihuahua is pretty fast but can be avoided, and his long yoyo attack has a pretty good reach. Use your projectiles and the Triangle rope attack to defeat him.

4.10 Moe

* Must be unlocked in New Challenger Circuit *

Profile

- - - - -

Moe was an ugly child, and his dreams of being an actor soon faded in favor of a less lucrative career as bartender. The loyal drunks keep Moe going in an otherwise pathetic life.

Attacks

- - - -

Normal Attack: Some very fast punches. This is probably the best combo attack in the game.

Strong Attack: He will toss some Flaming Moes into the air. Although they only go a set distance, the fire that remains is great for stopping opponents who like to follow.

Special Attack: Moe will spin around with his board and nail. This is very strong and works great at close range.

Playing Vs. Moe

- - - - -

Moe will toss his Flaming Moes if you're far, and the fire from them will last a while. If you're near you will probably get hit by a few combos and his very strong special attack. The best attacks are the jump attacks and the Triangle rope attack, and any specials that can follow him around or otherwise get in his way.

4.11 Frink

* Must be unlocked in Defender Circuit *

Profile

- - - -

Frink's father called him a disgrace to the nerdy name of Frink, but he still went on to invent various valuable inventions. Some notable ones include the hammer/screwdriver and high-tech dancing shoes.

Attacks

- - - -

Normal Attack: Some quick punches a kicks. Good combos.

Strong Attack: A ray gun. Doesn't take much damage but reloads quickly and has a good aim.

Special Attack: Will release either a toy robot or a land mine. The robot follows the opponent and blows up, but the mine must be stepped on to blow up.

Playing Vs. Frink

- - - - -

Frink likes his gun, and that's probably what he'll use for most of the match. If you're near he might also try for a combo. Just use whatever projectiles you may have, or the Triangle rope attack.

4.12 Flanders

* Must be unlocked in Defender Circuit *

Profile

- - - -

Flanders was a bad kid until psychology taught him to repress his anger. He then became a man of God, and when he's not exploding in fits of rage he likes going to church and blocking cable channels.

Special Feature: Back from the Dead!

- - - - -

Well, not so much dead. But any time you pin Flanders, he will get a second chance! Not kidding. The count will go to three, then a heavenly light will shine down and Flanders' health meter will completely refill. This is obviously good news if you are playing as Flanders, but sucks if you're fighting him.

Attacks

- - - -

Normal Attack: Fast punches and great for combos.

Strong Attack: Will toss a bible that can hit at any range.
Doesn't do much damage though.

Special Attack: The power of god. Literally. He will kneel and call forth some bolts of lightning from the sky that can cause major damage. It's possible to get hit before the attack is finished, so do it when far away or when the opponent is stunned.

Playing Vs. Flanders

- - - - -

First of all, do not let Flanders use his special attack. That thing is a killer, albeit easy to avoid. Other than that he will toss bibles every once in a while and go for combos. Use your projectiles and special attacks often, in addition to some jump attacks if you can trap him.

4.13 Smithers & Burns

* Only playable through Bonus Match Up *

Profile

- - - -

Mr. Burns and Smithers came together on the day that Smithers' father died (working at the power plant). Mr. Burns took Smithers on as his lacky, and they've been together ever since.

Attacks

- - - -

Normal Attack: Some fast punches. It isn't the fastest combo, but it's still pretty effective.

Strong Attack: Tosses a three-eyed fish out into the ring. The fish will follow the opponent for a while before disappearing.

Special Attack: I'm not certain, but I think Burns' nuclear bombs are the special attack. The thing is those bombs appear whether you press Circle or not, and pressing Circle will only make Smithers stand still for a second or two. Either way, those bombs cause massive damage.

Playing Vs. Smithers

- - - - -

Smithers alone is really no problem. His fish doesn't cause much damage and his combo tactics are weak. But then you have those bombs dropped by Burns. They are the real killer, and the best way to handle them is to stay at the opposite corner of the ring as much as possible. Use projectiles and special attacks to beat up Smithers and avoid the bombs.

4.14 Kang & Kodos

* Only playable through Bonus Match Up *

Profile

- - - -

Kang and his sister Kodos have visited Earth many times, and for various reasons. Although they originally seemed peaceful, then hostile, now they just float in space and laugh at the foolish humans.

Attacks

- - - -

Normal Attack: Very fast and very strong hits with the tentacles and club. Although it is hard to aim because of the size.

Strong Attack: A ray gun. Works great from any distance, but doesn't deal much damage.

Special Attack: A barrage of tentacle and club combos. Works pretty well, but it has the same aiming problems as the normal attacks.

Playing Vs. Kang

- - - - -

Oh boy, this one's a toughie. Kang (depending on the difficulty) will follow you around the whole time and try to wallop you with his stretching tentacles and club. And if you're far away he will go trigger-happy with his ray gun.

The number one thing to remember is USE THAT TAUNT. Every chance you get man, because this guy is no joke. Pick a character with one of those special attacks that keep going (like Apu or Flanders) and use it, AND keep packin' in the combo attacks. This should cause a fairly good amount of damage.

Jump attacks also work well, but only when you get an opportunity to reach his head. Most of the time he's too close to get up there.

4.15 Itchy

* Only available through Bonus Match Up *

Profile

- - - -

Itchy was the creation of cartoon genius (and father of cartoon violence) Chester J. Lampwick. But, the loveable psychotic mouse didn't become famous until Roger Meyers Sr. "borrowed" him.

Attacks

- - - -

Normal Attack: Some quick hits with a wooden club. This is a fast a damaging combo, one that I recommend using often.

Strong Attack: A tommy gun. This thing only needs a bit of energy, which means you can shoot multiple times in a row. And it also causes major damage.

Special Attack: Dude, the chainsaw! All you have to do is get near Scratchy and the thing will do it's job. Now if only they had blood in this...

Playing Vs. Scratchy

- - - - -

Oh man, what a joke. Use any of the button attacks (normal, strong, or special) and Scratchy is done for.

4.16 Scratchy

* Only available through Bonus Match Up *

Profile

- - - -

Scratchy was created (or possibly "borrowed") by Roger Meyers Sr. to star in a cartoon flop, but then he was partnered with Itchy. Scratchy's brutal deaths have since become a thing of cartoon legend.

Attacks

- - - -
Normal Attack: Swings of the ax and a few kicks. An average
combo at best.

Strong Attack: A rocket launcher. This thing can cause some
damage, but only if it is properly aimed.

Special Attack: The ax attack ain't bad, in fact it's similar
to Krusty's hammer attack. The only problem is
getting the opponent in the right spot to get
hit.

Playing Vs. Itchy

- - - - -
... which means you are playing as Scratchy. Much like the show,
Scratchy is much weaker. The best thing to do is use jump attacks.
Itchy will try to hit you, but if you keep pressing Square he'll
never touch you. Also remember to use the Anvil with R1.

=====
===== 5.0 THE CIRCUITS =====

5.1 New Challenger Circuit

New Challenger Circuit is the one you begin with. It's not too
difficult, and best person to use is either Apu or Krusty. They
both have strong special attacks that will come in useful.

5.2 Defender Circuit

This appears after completing New Challenger Circuit. Krusty isn't
as effective for this one, so stick with Apu and his special attack.

5.3 Champion Circuit

The final circuit. And now you have, drum roll please... FLANDERS!!!
Flanders has the best special attack in the game AND he can escape
from a pin, so he is the best choice to complete this last circuit
and finish the game.

=====

==== 6.0 CODES & SECRETS =====

6.1 Things to Unlock

Characters

- - - - -

Bumblebee Man and Moe are unlocked after you defeat them in New Challenger Circuit. Frink and Flanders are unlocked in Defender Circuit.

Bonus Match Up

- - - - -

After completing Champion Circuit you will unlock Bonus Match Up at the main menu. Here you can set up matches against any character, including the bosses and Itchy & Scratchy.

6.2 Codes

At the "Press Start" title screen.

Bonus Match Up

- - - - -

Circle, Up, Up, Down, Down, Left, Right, Left, Right

Bumblebee Man

- - - - -

Circle, Left, Up, Left, Down, R1

Moe

- - -

Circle, Left, Up, Left, Down, L1

Frink

- - -

Circle, Left, Up, Left, Down, R2

Flanders

- - - - -

Circle, Left, Up, Left, Down, L2

Infinite Health

- - - - -

Circle, R1, R1, R1, Down, Up

No Health = You Lose

- - - - -

Circle, R1, R1, R1, Right, Left

Bounce against ropes multiple times

- - - - -

Circle, R1, R1, R1, Up, Down

Big Heads

- - - - -

Circle, L1, L1, L1, Up, Down

Flat Characters

- - - - -

Circle, L1, L1, L1, Left, Right

No Black Outlines

- - - - -

Circle, Right, Up, Right, Down

Gag Credits

- - - - -

Circle, L1, Circle, L1, Circle, R1, Circle, R1

Big Ape (large arms)

- - - - -

Circle, L1, Circle, R1, Circle, L2, Circle, R2

Big Ape Arena

- - - - -

Circle, R2, R1, Circle, R2, R1

Date the game was finished

- - - - -

Square, Circle, L1, R1

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===== 7.0 LEGAL / MISC. =====

7.1 Version History

Stick in a fork in it son, cuz it's done. See ya!

7.2 Guide Credits

Thanks to:

1. Matt Groening. The man created The Simpsons, which has been on the air for 15 years and is still going strong. Shine on you crazy bearded bastard!
2. If I thank Matt Groening, then I also have to praise the hundreds of individuals who are involved with the show. To the writers, voice actors, animators, producers, gofers, and every other person involved... thank you!
3. Wilson Lau, whose 'Bart vs. the Space Mutants' guide inspired me to write FAQs.
4. Fox Interactive, Activision, and Big Ape Productions for creating the game. Can't have too many Simpsons games, no sir.
5. Tips & Tricks (X-mas 2002) for the codes. I LOVE those magazines.
6. Rama Yudhistira for the Itchy & Scratchy correction.
7. Thank YOU for reading. After all, I didn't write this for my own health...

7.3 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 'Simpsons Wrestling' or something similar in the subject line.

7.4 Legal Stuff

1. "The Simpsons Wrestling" is copyright © 2001 Fox Interactive and Activision, Inc. The Simpsons and any related Simpsons characters are property of Twentieth Century Fox Film Corporation.
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