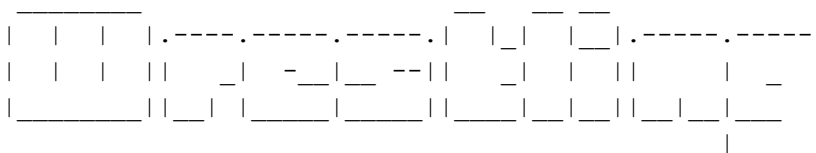
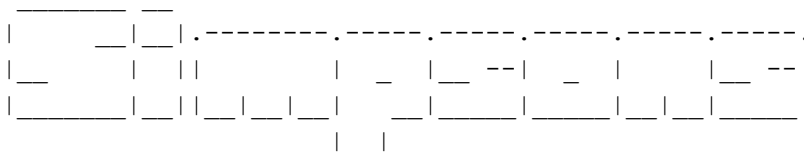


Simpsons Wrestling FAQ/Strategy Guide

by TrulyDexterous

Updated to v1.2 on May 17, 2008



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|
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|~1~
|              REVISION HISTORY
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VERSION 1.0 (25/01/2007)
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So the guide is finished. The only updates there are likely to be are if I find any spelling mistakes or if I can get some ASCII art up. The Simpsons Wrestling logo is too difficult for me to make an ASCII image but hopefully I can find someone up to the task. The file size is around 54kb.

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Version 1.1 (25/02/2008)
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manual.

"Kent Brockman here at the Action News desk. Well folks, Springfield has a "Fever", but it's not the good kind of fever you are happy to stay home from school with, nor the kind that can sometimes produce amusing hallucinations, heh heh, no, not even the kind that gives you a good sweat and helps you shed a few pounds. This is "Wrestling Fever" and it was brought on by an alien force. Yes, believe it or not, we have been challenged by wrestling rivals from another planet...now just wait a minute, this is really unbelievable, is this another story from I.P. Freely? No? Okay..well, unless we produce a challenger on par with our town's founder- renowned for wrestling a bear- we are in deep trouble. According to Springfield's scientific community it is entirely possible that this all came about when our alien challengers spied on Springfield back in the days of Jedediah Springfield and must have witnessed his famous bout with the bear. Travelling from light years away has not allowed them to reach us until now- aren't WE the lucky ones. Well, this reporter will be bringing you all the action, LIVE from the various impromptu wrestling rings set up around town. Be sure to tune in."

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|~5~                GAME BASICS                |  
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=====
GAME MODES
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~::~::~~
NEW CHALLENGER CIRCUIT
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Select this to start a new single player campaign.

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~::~::~~
DEFENDER CIRCUIT
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When you have reached the end of the New Challenger circuit you can try the more difficult defender circuit.

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CHAMPION CIRCUIT
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This is the most challenging circuit. Unlocked once you have reached the end of the Defender Circuit.

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CONTINUE TOURNAMENT
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Continue the last game that you played, as long as it is saved on your memory cards.

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PRACTICE GAME
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You can play a quick practice match to try out different characters against the computer.

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VS MATCH
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Two Player VS mode. Self-explanatory really.

=====
CONTROLS
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D-Pad.....Move Character
Left Analog Stick.....Move Character
Square.....Combo Attack
X.....Jump
Circle.....High-Power Attack
Triangle.....Projectile Attack
R1.....Taunt
R2.....Taunt
L1.....Grapple/Pin
L2.....Grapple/Pin

=====
IN GAME DISPLAY
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Starting on the top left of the game screen here are the different markers and indicators that you will see.

=====
WIN INDICATOR
=====

This indicates how many rounds that you have won in the match.

=====
ATTACKS BUTTONS
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The attacks available to each character are highlighted. Simply press the corresponding button to execute the attack.

=====
HEALTH METER
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The Health Meter displays the health level of each character. Your health will decrease the more your enemy attacks you. The amount of damage you sustain depends on the attack that your opponent uses. Health slowly replenishes during gameplay.

=====
TAUNT METER
=====

This records the number of letters a player has acquired to form the word TAUNT. Once the meter is full press R1 and you will be invulnerable for a brief time. Letters can be collected as a pickup or by knocking your opponent to the ground with a combo.

=====
STUN METER
=====

This meter will appear if you are being pinned, grappled or held in some way. It will also appear if you have been stunned. This meter indicates how much time is left before your character regains consciousness or will kick out of a pin. Rapidly pressing X speeds up recovery.

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ENERGY METER

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This shows the energy available for each character to perform moves. Your energy decreases when you perform moves. Different moves cost different amounts of energy. When the corresponding button is lit up you can use that attack. Energy will slowly increase if you do not use any moves.

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BASIC MOVES

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BASIC ATTACKS/COMBO

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The basic moves are performed by pressing square, triangle and circle. These relate to a low, medium or high power attack. Pressing and releasing square repeatedly will allow your character to use their combo. Triangle will use a projectile or projectile-like attack. Circle will perform your characters unique high-power attack.

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GRAPPLE ATTACKS

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You can grapple by facing your opponent and pressing L1. Your character will grab your opponent. Pressing square, triangle or circle will perform an attack.

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ROPE MANOEUVRES

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Bounce off the ropes and you can perform an attack. Whilst your character is on the ropes press square, triangle or circle and you will use an attack. Different characters will have different attacks.

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TAUNT

~==~==

Spell out the word "TAUNT" on the game screen and you will be able to taunt your opponent. Using taunt will stun your enemy and make you invincible for a short period. To gain a letter either collect it in a pickup or successfully execute a combo on your opponent.

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PINNING

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Pin your opponent successfully to win a round. If you can hold your opponent for a 3 count you have won the round. You can only pin an opponent when they are lying on the ground. Use L1 to use the pin. If your opponents Stun Meter is emptied before you reach 3 they will kick out. It is advisable to drain all of your opponent's health before pinning them, as this will make the job easier. Use X to kick out of a pin quicker.

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AERIAL ATTACKS

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To use an aerial attack you must first jump. Whilst in the air use square, triangle or circle to use an attack. Square is generally a stomp attack whilst circle will be a body slam.

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|~6~ PICKUPS |
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=====
DONUT
=====

Munch these for a minor energy boost. This will fill your energy bar up part way. This are just small donuts with pink icing.

=====
ATOM
=====

This will fill your energy bar. This is a greenish ball of energy will blue swirls around it.

=====
POPCORN
=====

This will fill your health bar up part way. A small box of popcorn with red and white stripes.

=====
KRUSTY-O'S
=====

This will give your health bar a large boost. A square green box.

=====
ASSASSINS SNEAKERS
=====

You will now be able to move around the ring quicker. Small white pair of sneakers.

=====
EXCLAMATION MARK
=====

This will give you one letter for a TAUNT. This is a blue exclamation mark in a speech bubble.

=====
QUESTION MARK
=====

A random item will be selected. A semi-transparent yellow figure.

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|~7~ BASIC TIPS |
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* Circle button rope and aerial attacks are moves which all characters have. These are generally strong so if you are struggling these attacks can help.

* Make sure you drain all of your enemy's life before attempting a pin.

* Only use your enemy's most effective attacks, don't waste time using weak attacks.

* If your energy is low run from your enemy until it replenishes.

- * Your favourite character is not always going to have the best moves.
- * Try and use a character with a strong high-power attack. This is the quickest way of taking down your opponents health.
- * Grapple attacks are a waste of time in my opinion.
- * Try and trap your enemy in a corner and keep attacking them.
- * When grappling, circle will always throw your opponent to the mat, whilst square will throw them against the ropes. Triangle will be a unique move for each character.

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|~8~                CHARACTER INFORMATION                |
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This section covers the advantages and disadvantages of each character, their attacks and special moves and how to defeat them.

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HOMER
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Homer is a dad of three married to Marge. He lost all of his hair (minus the two) when Marge told him about each of her pregnancies. Serial idiot and clot Homer blags his way through life. Her currently works at the power plant. Can often be found at Moe's Tavern.

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ATTACKS
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COMBO ATTACK: Slap, shove, kick and then headbutt. This is not the fastest combo but it will work okay against slower opponents. Take average damage.

PROJECTILE ATTACK: Bowls a bowling bowl at the opponent. You can only use 2 of these at a time. Once bowled it will bounce off the ropes and stay in play. It is fairly weak but if you can hit the opponent numerous times it will improve.

HIGH-POWER ATTACK: Homer will eat donuts. This will increase Homer's size. He will become quicker and more powerful. This will occur for a short period of time.

ROPE MANOEUVRES: Press square and Homer will use a double-handed clothesline attack. Triangle will perform a "flail" attack. Neither of these is very effective. The charge attack is best (circle). This will stun your opponent and cause maximum damage.

AERIAL ATTACKS: Square is a stomp attack, triangle is a "bomb" attack. Circle will perform the full body-slam, which will stun your opponent.

GRAPPLE ATTACKS: Use Square to throw your opponent against the ropes. This will take minimal health away. The triangle button will strangle your opponent (a la Bart). If your press circle you will throw your opponent to the ground. This is better than the other two attacks as you would expect.

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PLAYING AS HOMER

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Homer's combo is pretty slow so it can only be used against slow opponents effectively. The bowling ball isn't must use either. The "heal" move which Homer can use is useful but won't take any damage from your opponent. Use this when your health is running low. The best idea when playing as Homer is to use the rope and aerial attacks. This will bring your enemies health down quickly.

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PLAYING AGAINST HOMER

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Homer seems to enjoy bouncing on your head more than doing any actual fighting. To counter this you should use rope moves. Homer is a bit of an all-rounder and will use all of his attacks. Just avoid the balling balls and keep hitting him with the rope attacks.

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KRUSTY THE KLOWN

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Krusty the KlowN is a down and out once-upon-a-time success story. He is a failure in the eyes of his father who expected him to become a rabbi. Currently appears on the Krusty the KlowN show. Likes: Endorsements, gambling, alcohol.

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ATTACKS

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COMBO ATTACK: The first hit of Krusty's combo is a slap. Then next part is a push. This is followed by a kick and then a whack with the hammer. This is quite effective but by no means the best in the game. Krusty is mediumly quick so you will get these in against slower characters.

PROJECTILE ATTACK: Cream pie launch. Use this anywhere on the canvass as it as it will hit the enemy from any range.

HIGH-POWER ATTACK: Repeated hammer whacks. This is a very effective attack especially if you can hit the opponent numerous times. The best way to do this is to trap them in a corner.

ROPE MANOEUVRES: Press square and Krusty will perform a clothesline-like attack. This isn't very effective so it is one to be avoided. Press triangle to perform a more effective method of this attack. If you press circle Krusty will perform a kick attack from the ropes. This is an effective attack.

AERIAL ATTACKS: Square will perform a stomping attack, which is really useless. Use triangle and Krusty will use a spinning attack and stand on your head. This isn't a very strong attack. Press circle to use the full body slam. This will result in you and your opponent being stunned. Having said this you should recover quicker than they do. This attack is especially useful if you are behind and need to attack without backlash.

GRAPPLE ATTACKS: The usual circle and square attacks. Triangle will pick up your opponent and smash them into the mat.

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PLAYING AS KRUSTY

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When you start a fight you need to get some combo attacks in. Hopefully you should be quick enough to get them in. Once you have put your opponent to the mat or in a corner use the high-power attack to deal some damage. Your opponent won't be able to escape if you are in a corner meaning they will take more hits. Obviously if an opponent moves away from you throw a cream pie at them.

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PLAYING AGAINST KRUSTY

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Krusty is rather pie-happy in my experience so try and stay close to him. His combo attack isn't the quickest so try and get a few of your own off as well as any high-power attacks that are useful. Having said this if he uses his hammer attack get out of there quickly. This can cause mass damage so either run or stomp on his head when he uses it.

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BART

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Homer's mischievous son. The original prankster. Behind every practical joke and prank in Springfield. By his own admission all he wants to be is a "petty thug". Very shrewd at times. Likes: Krusty the Klown, graffiti (el barto?), skateboarding.

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ATTACKS

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COMBO ATTACK: Punch, Kick, Punch and then a kind of backflip-roundhouse kick. Bart is very quick so this combo is very effective particularly against slower enemies.

PROJECTILE ATTACK: Bart uses his slingshot.

HIGH-POWER ATTACK: Gets on his skateboard and skates around the ring. This can be effective if you hit your opponent a number of times. However it is hard to control. Try bouncing off the ropes and changing direction.

ROPE MANOEUVRES: Square will perform a clothesline type move. Triangle will make Bart roll and spin. These are non-too effective. The best rope attack is when you use circle. This will perform a kick attack which is effective if inaccurate.

AERIAL ATTACKS: Square will perform a stomp attack and triangle will use a spinning attack. Again both of these are ineffective. Use the body-slam attack (circle) for maximum effect.

GRAPPLE ATTACKS: The usual circle and square attacks. Triangle will headbutt the opponent in the face.

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PLAYING AS BART

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Unless you are skilled at using the skateboard I would give it a miss. If you are going to use a "circle" attack use either a body-slam or kick attack. The slingshot isn't very effective either but use it if an enemy moves too far

away from you. Combos are a real bonus for Bart. He is quick and small and can get those combos off quickly and effectively. Try and corner an opponent and use combos.

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PLAYING AGAINST BART

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Bart can potentially be a real nightmare. What you really need to look out for is high rope attacks. These are very strong and will take your health down very quickly. Combos aren't generally effective against Bart as he is quick and will hit you before you hit him. High-power attacks are very handy against Bart as are the body-slam techniques. Try not to get too far away from him as his skateboard is another effective attack. If he does use his skateboard try to jump out of his way. My preference here is to use body-slam attacks.

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WILLIE

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Groundskeeper Willie lives in a shack at Springfield Elementary. He hails from Scotland and is a bit on the eccentric side. Likes: Kilts, Scotland, Nessie. Dislikes: Skateboards, Bart.

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ATTACKS

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COMBO ATTACK: A useful attack. Repeated hits with the rake ending in an overhead smash.

PROJECTILE ATTACK: Not really projectile. Willie will swing around his rake and kick the opponent. This is very effective if you are fighting your opponent toe-to-toe.

HIGH-POWER ATTACK: Willie will drop some sort of trap. Either a rake, a bear-trap or a set of shears. Damage is caused when walking into the said traps. This can be effective if large quantities of traps are used.

ROPE MANOEUVRES: Square will charge at the enemy with a rake. Use triangle and Willie will use another charge attack. Circle will make Willie dive head first and spin his rake at the opponent.

AERIAL ATTACKS: Square will be a stomp attack. Use Triangle and Willie will use his rake as a pogo-stick. Circle is the full body-slam.

GRAPPLE ATTACKS: The usual circle and square attacks. Use Triangle and Willie will attach you to the end of his rake and smash you into the canvass.

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PLAYING AS WILLIE

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You can sort out a pretty good strategy using Willie. You need to drop as many traps as you can. Absolutely litter the ring with them. Your enemy will walk into them wherever they go. You can now attack the opponent with a combo or a rope attack.

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PLAYING AGAINST WILLIE

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Willie is relatively slow so try and get a few good combos in against him. Having said this beware when you are attacking him, his triangle attack where he spins around his rake will stop you in your tracks. He will probably drop a fair few traps around the ring so make sure you avoid them. His grapple attack can also be very strong. He will get you on the end of his rake and smash you into the floor numerous times. As well as combos rope and aerial attacks will be effective against Willie.

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APU

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Proprietor of the Kwik-E-Mart. An Indian-American who immigrated when he was young. Gets shot so often the penalty is now reduced to a \$100 fine. Lives with his wife Manjula and his octuplet kids.

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ATTACKS

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COMBO ATTACK: A series of martial-arts type attacks ending in a scissor kick. Quite quick and effective especially if the enemy is in a corner.

PROJECTILE ATTACK: Throws a Squishee. This has a good range.

HIGH-POWER ATTACK: Will perform a prolong karate-type attack. This is an effective combo, especially if you can trap the enemy in a corner.

ROPE MANOEUVRES: With square Apu will use a two-handed clothesline. With triangle he will use a shoulder barge attack. With circle he will use a spin attack.

AERIAL ATTACKS: Square will use a stomp attack. Triangle is a kind of seat drop move. Circle is the full body slam.

GRAPPLE ATTACKS: The usual circle and square attacks. Triangle will use a fireman's spinning lift.

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PLAYING AS APU

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Use combos to start. Apu has a mediumly-quick combo so you should get a couple in. Use the high-power attack whenever possible it is strong and will quickly take away your enemies health. Squishees can also be used if your enemy moves too far from you.

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PLAYING AGAINST APU

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Apu WILL use his Squishees a lot if you stay too far away from him. Added to this his high-power attack is very strong. You need to avoid getting trapped in a corner by this attack. The best way to avoid being hit by it is to continuously use the square aerial attack to bounce on top of him. Once his attack has stopped drop back down to the mat. Combo attacks will work against him as long as they are not too slow. High-power attacks can also be useful as long as your character has an effective one. Falling this some rope attacks should save the day.

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LISA

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The brains of the Simpson family. Straight A student. Complete geek. Likes: Saxophone, Bleeding Gums Murphy, eco-friendliness. Dislikes: Tire Fire, people who are un-PC.

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ATTACKS

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COMBO ATTACK: A series of kicks and punches ending in an "overhead kick". This is a medium to quick combo in terms of speed.

PROJECTILE ATTACK: Lisa will use her saxophone. Make sure you press triangle at the end of every note and the entire tune will be played. This will stun your opponent as well as causing damage. This attack will hit the opponent anywhere in the ring.

HIGH-POWER ATTACK: Lisa latches on the opponent's arm and bites. The stun bar will appear. Lisa will carry on her attack until it is empty.

ROPE MANOEUVRES: Square will perform a forward roll. Triangle will use a "rolling kick". With circle Lisa will whip out her saxophone and hit the opponent with it.

AERIAL ATTACKS: Square will use a stomp attack. Triangle will perform a somersault. Use circle for the full body-slam.

GRAPPLE ATTACKS: The usual circle and square attacks. Triangle will hit the opponent with the saxophone.

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PLAYING AS LISA

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Lisa's combos are a strong point so get them in. The high-power attack can also be useful but isn't particularly strong. The saxophone can use useful but it is hard to use. If you really want to win with Lisa, stick with the rope attacks.

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PLAYING AGAINST LISA

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Lisa is quick so avoid staying too close. She will counter your combos unless you have a quick character. High-power attacks will also have to be quick for this reason. If you stray too far Lisa will play her saxophone which will harm you anywhere in the ring. The good news is this isn't a strong attack. Lisa is extremely vulnerable to rope attacks so whack away! Watch out for Lisa's bite attack. She will latch onto your arm and the stun bar will appear. The quicker you drain it the quicker she will let go.

=====

MARGE

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Marge holds the Simpson family together. She cooks, cleans, irons, and washes. With her the Simpsons would live in a cave. Briefly gave up her time as a

housewife to become a policewoman. Currently a housewife.

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ATTACKS

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COMBO ATTACK: Marge has a slowish combo so don't use it unless you use the high-power attack in conjunction with it. Marge will attack twice with her frying pan and then once with her hair. She will finish the combo with an overhead smash from the frying pan.

PROJECTILE ATTACK: Marge will "butt" you with her hair. Can only be used at short range.

HIGH-POWER ATTACK: Marge will release Maggie. Maggie will hold onto you and slow you down. No health will be lost however.

ROPE MANOEUVRES: Use square and Marge will execute a barge attack with her hair. Press triangle and she will forward roll. With circle she will perform a spinning attack with the frying pan, which is her strongest rope attack.

AERIAL ATTACKS: Square will use a stomp attack. With triangle Marge will use a somersault stomp attack. Circle will perform a full body-slam.

GRAPPLE ATTACKS: The usual circle and square attacks. Use triangle and Marge will attack her opponent with her hair.

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PLAYING AS MARGE

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Marge doesn't really have any strong attacks. The best idea is to use Maggie to slow your opponent down. You can then either use your combo attacks or use rope attacks. Your opponents movement will be hindered making them easier to hit with rope attacks.

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PLAYING AGAINST MARGE

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Marge's combo is quite slow so you should be able to get a few combos of your own in. Marge will mostly release Maggie and then use combos against you. If you stand in one place Maggie's effect will be wiped out. Just stand and use your combo attack. Occasionally Marge will use her hair to attack you but this isn't a drama. In addition to all this you should be able to get a few high-powered attacks in against Marge.

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BARNEY

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Barney Gumble is Homer's friend. He is also the town drunk. If there's beer, there's Barney. Notable achievements include putting Homer out of business after becoming the Snow King and narrowly losing to "Man Being Hit By Football" in the Springfield Film Festival.

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ATTACKS

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COMBO ATTACK: A slow combo that consists of a number of hits with a beer

glass.

PROJECTILE ATTACK: Barney will throw a beer glass at his opponent. This is another slow move but it has good range.

HIGH-POWER ATTACK: Burps a cloud of Duff onto the air. This will linger and should you walk into it, you will lose health.

ROPE MANOEUVRES: With square Barney will use a charge attack. Triangle will produce a stronger charge attack. Finally the circle attack will be a spinning attack. Obviously circle is the most damaging attack.

AERIAL ATTACKS: Square is the expected stomp attack. With triangle Barney will use a surprisingly agile somersault. Use circle to perform the body-slam.

GRAPPLE ATTACKS: The usual circle and square attacks. Use triangle and Barney will deliver 3 slaps to his opponent.

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PLAYING AS BARNEY

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Barney has no real advantages. His moves are slow and he moves slow around the ring. His high-power attack can be effective. Try and trap the opponent in the corner and use it. Other than that I would stick the circle rope attack to cause the most damage.

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PLAYING AGAINST BARNEY

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Barney will mostly try to use his combo attack. The good news for you is this combo is slow. Get some of your own combos and high-power attacks in against him. Occasionally he will burp a cloud of Duff into the air. Just make sure that you stay away from it.

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BUMBLEBEE MAN

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Bumblebee Man is star of his own television show. Rather eccentric, he often provides entertainment to Homer.

Bumblebee Man is unlocked in the New Challenger Circuit.

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ATTACKS

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COMBO ATTACK: Quite a slow combo. Uses a combination of punches, kicks and yoyos.

PROJECTILE ATTACK: Uses his yoyo to hit you with. Not very effective but will hold your enemy back.

HIGH-POWER ATTACK: Bumblebee Man will release a Chihuahua. This will run around the ring and bite the opponent. It is quite effective if you can hit the enemy numerous times. Having said this it can be outrun.

ROPE MANOEUVRES: Square will use a double handed clothesline. With triangle

Bumblebee Man will fly at his opponent. Circle make him fly again but this time it will be more powerful.

AERIAL ATTACKS: Square= Stomp. Triangle= Spinning attack. You know the drill. Circle will use the full body slam.

GRAPPLE ATTACKS: The usual circle and square attacks. Use Triangle and Bumblebee Man will kick his enemy in the face.

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PLAYING AS BUMBLEBEE MAN

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The first thing you need to do is release that Chihuahua. This will cause your enemy at least some addition damage. You can try the combo attack but I doubt it will be effective on its own. Same goes for the yoyo. Make sure you have the Chihuahua on the loose at all times. If you are still struggling, the best bet here is to use aerial or rope attacks at the same time as the Chihuahua.

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PLAYING AGAINST BUMBLEBEE MAN

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The Bumblebee man can be quite annoying. His attacks aren't especially strong but they help to defend him. His combo is relatively weak and slow and he will try to use that often. Counter it with your own combos. He will use his yoyo along with his combo attacks. This will knock you back and stop you from attacking him. Again your own combos should sort this out. When he releases the Chihuahua it will run and the ring and bite you. It doesn't take much health but it is annoying. You can only wait for the dog to disappear so run away from it to avoid it. Combos are basically the order of the day here, but rope attacks are also useful.

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MOE

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Moe Syzlaak owns the local drinking constabulary- Moe's Tavern. Not exactly the classiest place in town but it does have the essentials- beer and barstools. Moe had a failed boxing career so has experience in the ring- however bad.

Moe will be unlocked on the New Challenger Circuit.

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ATTACKS

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COMBO ATTACK: The strongest combo on the game. A flurry of strong punches is finished off with an uppercut. Very strong.

PROJECTILE ATTACK: Will throw a Flaming Moe at the opponent. Good range but accuracy can be a little wayward.

HIGH-POWER ATTACK: Attacks you with Kang and Kudos' nemesis. A plank of wood with a nail through it. If an opponent is trapped in a corner this can be a effective attack.

ROPE MANOEUVRES: Square will perform a two handed clothesline. Triangle sets Moe off in a flurry of punches. Circle will send Moe into a spinning double

clothesline.

AERIAL ATTACKS: Square will perform the stop attack. Triangle will hit the opponent over the head with a plank of wood. Circle is the flip into body slam.

GRAPPLE ATTACKS: Square sends the opponent onto the ropes. Triangle will the the opponent with a plank of wood. Circle will throw the enemy onto the mat.

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PLAYING AS MOE

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One word. COMBO. Use it and use it and use it. I suppose if your opponent moves far away you could throw a Flaming Moe at them. If you trap them in the corner you could use the high-power attack. Sometimes you might find that the combo is too slow. If this is the case use special attacks or rope moves.

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PLAYING AGAINST MOE

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Moe has a very strong combo attack as well as a strong high-power attack. This means you don't want to get too close to him. If you move too far away he'll throw Flaming Moe's at you. So you can't win right? Wrong. Rope attacks are what you need here and lots of them. Obviously use your high-power attack if you get the chance but the rope attacks will take away a big chunk of his health.

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FRINK

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Professor Frink is the town's smart bloke. Notably creates the matter transporter which Bart uses to merge himself with a fly. Part of the Mensa society. Likes: Gadgets, Light-Sabre! (add comic voice) Dislikes: Idiots, selling his inventions for cents.

Frink will be unlocked on the Defender Circuit.

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ATTACKS

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COMBO ATTACK: Barrage of punches and kicks ending in a double footed kick. Surprisingly quick, you should get a few of these in.

PROJECTILE ATTACK: Ray gun. This is an accurate projectile if not all that effective but are any of the projectile attacks?

HIGH-POWER ATTACK: Frink will put a box on the ground. Out of this box will come one of three things; a mine, a robot or a rocket. The robot and rocket will automatically seek the opponent but the mine must be stepped on. A good strong high-power attack.

ROPE MANOEUVRES: Square will produce a "push" attack. Triangle will use a charge attack. Circle will allow Frink to jump on his rocket skates. With these you will be able to get from rope-to-rope 3 times instead of the usual 1.

AERIAL ATTACKS: Square is stomp. Triangle will use a spinning attack. Circle

will make Frink shoot his rocket skates in the air and then he will land on your head.

GRAPPLE ATTACKS: The usual circle and square attacks. Use triangle and Frink will slap the opponent.

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PLAYING AS FRINK

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Use the combo if it pleases you as it is relatively quick. The main show here is the high-power attack. Use this as often as possible to cause as much damage as possible. The ray gun can be quite effective and accurate if need be.

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PLAYING AGAINST FRINK

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Frink is another one who likes to bounce on your head. If you avoid this no doubt you will meet one of his inventions. His high-power attacks are hard to avoid if a rocket or robot appears. Too many of these and a large chunk of your health will be gone. Make sure you don't step on the mine if it appears. His combos are quite quick and his ray gun is moderately effective. The best way to beat Frink is to use rope and aerial attacks.

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FLANDERS

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Flanders is the bible-basher next door. He does everything in the name of God. Owns the Leftorium at the mall- the left handed shop. Occasionally erupts in fits of rage but is generally passive.

Flanders will be unlocked on the Defender Circuit.

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ATTACKS

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COMBO ATTACK: Punch, punch, double axe handle and uppercut. This is a mediumly quick combo. Useful against slower opponents.

PROJECTILE ATTACK: Throw a bible in any direction and it will home in and hit your opponent.

HIGH-POWER ATTACK: Flanders will kneel down and pray. A tirade of thunderbolts will now rain down upon your enemy. The most damaging weapon in the game. If you pin someone whilst using this move they have no chance of escape.

ROPE MANOEUVRES: Square will use a barge attack. Triangle will do much the same. Circle will give Ned "helicopter" legs.

AERIAL ATTACKS: Square will seat-drop onto the opponents head. Triangle is more of a stomp attack. Circle will be the usual full-body slam.

GRAPPLE ATTACKS: Square will throw onto the ropes, whilst circle will throw onto the mat. Press triangle and Ned will repeatedly slap the opponent.

SPECIAL NOTES: Flanders has an extremely useful additional move. Once all

Flanders' health is drained, he will be restored to full health! This effectively means he can be used twice in each round.

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PLAYING AS FLANDERS

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When your playing as Ned you need to use the high-power attack. This will be enough to take anyone out. You can use two of these at once to make it even more effective! Hold the opponent in place with a grapple or trap them in a corner for maximum effect. Don't forget if you get pinned once you will rise again and have full health!

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PLAYING AGAINST FLANDERS

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OMG! Do not let him use his high-power attack. This will make thunderbolts come down and strike you. You can avoid these by running but if you get hit by a few in a row your history. Flanders will mostly use his combo attack which isn't that fast. Use your combos and high-power attacks to overcome him. Just don't get hit by thunderbolts!

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SMITHERS

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Waylon Smithers is Mr. Burn's lucky. A hidden homosexual and owner of the largest Malibu Stacy collection in Springfield. Enjoys: Mr Burns, Malibu Stacy, work.

Note that Smithers can only be used as a playable character in Bonus Matchup. In addition to this Smithers may only be used by the 2nd player in a two player matchup.

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ATTACKS

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COMBO ATTACK: A very strong combo attack. Smithers is very quick and his combo can deal out a good deal of damage. It is a martial-arts-type combo.

PROJECTILE ATTACK: His projectile attack is also a very good one. He will throw a 3 eyed fish and it will leap around the ring tripping you up. This is very annoying as when it does so you will be stunned.

HIGH-POWER ATTACK: This high-powered attack comes from Mr. Burns. He will throw a nuclear bomb onto the ring and if you get caught in the blast you will take damage.

ROPE MANOEUVRES: Both square and triangle will prompt Smithers to perform a charge attack. Obviously the triangle attack is stronger.

AERIAL ATTACKS: Square will perform a stomp attack. Triangle will perform a seat-drop attack. Lastly, if you press circle, Smithers will do a full body-slam.

GRAPPLE ATTACKS: The usual circle and square attacks.

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PLAYING AS SMITHERS

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When you start release the 3 eyed fish straight away. Now bomb the hell out of the opponent with Mr. Burns' nuclear bombs. Whenever the fish goes back, let it out again and carry on the bombing.

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PLAYING AGAINST SMITHERS

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First of all you need to avoid getting trapped in a corner as those combo attacks can be deadly. Just try a few projectile attacks to get things moving. I would follow this up with a couple of body slams to take his health down some more. Wait until he is in an opportune place and use your high-power attack against him. If this is not working just stick to rope attacks which are a sure way to bring his health down. Whilst you are fighting beware of the 3 eyed fish that is jumping around. It can be very frustrating when you are caught by it. The most significant thing you have to do is avoid those nuclear bombs. If you take too many hits from those you will be dead. You will see Burns throw them into the ring so make sure your out of the way!

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KANG AND KUDOS

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Kang and Kudos are brother and sister. They also happen to be space aliens. In this game they seek to challenge one as strong as Jebadiah Springfield. They occasionally make visits to Earth such as to pose as Presidential candidates.

Note that Kang and Kudos can only be used as a playable character in Bonus Matchup.

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ATTACKS

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COMBO ATTACK: This is a barrage of tentacles and the baseball bat. Hard to tell how quick it is but it is certainly effective.

PROJECTILE ATTACK: Ray gun. Moderately effective and certainly accurate.

HIGH-POWER ATTACK: Whack with baseball ball. This is hard to avoid being hit with if you are at any range except long.

ROPE MANOEUVRES: N/A

AERIAL ATTACKS: N/A

GRAPPLE ATTACKS: N/A

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PLAYING AS KANG AND KUDOS

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This is pretty simple. Kang is so large that it is hard to get strong attacks in against him. Trap the enemy in a corner and just keep using the combo on them. They'll soon be knocked out.

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PLAYING AGAINST KANG AND KUDOS

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If you stray even the slightest bit away from Kang you will be on the receiving end of a laser gun. Just sidestep this to avoid being hit. Get in

close and you are vulnerable to Kang's bat and tentacles. The absolute ideal way to do this is to use rope attack after rope attack. Do not get conned into fighting with your combos, if you do this you will take a lot of damage. If you are getting really hammered by those combos use an aerial attack to put a stop to them. If you manage to hit Kang to the floor quickly move in with some combo attacks.

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ITCHY
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Itchy was the original cartoon violence character. He proceeded Itchy. Since then he has been united with his long suffering accomplice. Itchy generally comes out on top during the meeting of the two.

Note that Itchy can only be used as a playable character in Bonus Matchup.

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ATTACKS
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COMBO ATTACK: Numerous hits with baseball bat.

PROJECTILE ATTACK: Machine gun fire.

HIGH-POWER ATTACK: Fires up the chainsaw. Walk into Scratchy with it to cause serious damage.

ROPE MANOEUVRES: Square will perform a forward roll. Triangle will charge with the baseball bat. Circle is a spinning baseball bat attack.

AERIAL ATTACKS: Both triangle and circle are the expected stomp attacks. Circle will use the full body-slam.

GRAPPLE ATTACKS: Press triangle and Itchy will hit Scratchy with the bat. Press circle and he will shoot bullets in Scratchy's head. Square will just spin Scratchy around.

SPECIAL NOTES: When playing as Itchy and Scratchy you will not collect letters that say TAUNT. You will collect letters to spell ANVIL. Once you collect the letters use them and an anvil will drop on your opponents head. In addition to this at random points during the fight bombs will appear in the ring and explode. Watch out.

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PLAYING AS ITCHY
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See Below "Playing Against Scratchy".

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PLAYING AGAINST ITCHY
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If you stay away from Itchy too long he will definitely use the machine gun to good effect. Try and come closer and discourage him from using it. Scratchy has got to be one of the most useless characters on the game. His combo is slow, his rocket launcher is slow, his high-power attack is inaccurate. The only way that you can easily win with Scratchy is to use rope attacks. Watch out for Itchy's chainsaw as well if he uses it run from him on keep stomping on his head.

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SCRATCHY
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The victim of Itchy's violent streak. This is one tough moggy. Week in week out he takes punishment for the benefit of young children everywhere.

Note that Smithers can only be used as a playable character in Bonus Matchup.

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ATTACKS
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COMBO ATTACK: A barrage of axe attacks. This is a lot slower than Itchy's combo so you will have it hard to get one of these in.

PROJECTILE ATTACK: Fire a rocket from a rocket launcher. An effective attack but it is slow. It is likely that Itchy will hit you before you can use this.

HIGH-POWER ATTACK: A repeating axe-chop attack. This is similar to Krusty's high power attack. If you can hit your enemy and keep on them it is effective, if you can't then it isn't. Not very accurate.

ROPE MANOEUVRES: Scratchy will charge with the axe in his hand if you press square. Use triangle and he will swing the axe. With circle he will go on a rampage and hit the ground repeatedly with his axe. This is a similar move to his high-power attack.

AERIAL ATTACKS: Square will produce a seat drop attack. Triangle will use a stomp attack. press circle and Scratchy will do a body slam.

GRAPPLE ATTACKS: Square will throw Itchy against the ropes. Circle will throw him to the mat. Press triangle and Scratchy will swing at Itchy with his axe.

SPECIAL NOTES: When playing as Itchy and Scratchy you will not collect letters that say TAUNT. You will collect letters to spell ANVIL. Once you collect the letters use them and an anvil will drop on your opponents head. In addition to this at random points during the fight bombs will appear in the ring and explode. Watch out.

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PLAYING AS SCRATCHY
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See above "Playing Against Itchy"

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PLAYING AGAINST SCRATCHY
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This means that you will be Itchy (excuse the pun). Scratchy will generally use his combo attack but yours will be quicker. Use the chainsaw as often as you can to inflict as much damage as possible. If he uses his high-power attack jump on his head using the square aerial attack until he stops. Failing that run around Scratchy (stop touching him) in a circle.

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NEW CHALLENGER CIRCUIT
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This is where you will begin the game. This is the easiest circuit. It isn't the most difficult circuit meaning you can probably get through it using your character of choice. Having said this I personally would use Krusty, as he has a strong high-power attack. You will unlock the Bumblebee Man and Moe during the course of this circuit.

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DEFENDER CIRCUIT
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Moe is a must-have on this circuit. His strong combo attack and good high-power attack should get you through most tight spots. Frink and Ned Flanders will be unlocked on this circuit.

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CHAMPION CIRCUIT
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This circuit is unlocked once you have completed the Defender Circuit. This is the most challenging circuit of all. Ned Flanders is the character that you MUST use on this circuit. His high-power attack is unstoppable. In addition to this you get to die twice! Once you have completed this circuit you will unlock the Bonus Matchup. Here you can play as Itchy and Scratchy or any of the bosses.

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|~10~ CHEATS |
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In this section I will list all the unlockable characters and modes as well as all cheat codes.

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UNLOCKABLES
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These are things that can be unlocked in the game without cheating.

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BUMBLEBEE MAN
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Beat Bumblebee Man in your matchup with him on the New Challenger Circuit and he will become a playable character.

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MOE SYZLAK
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Beat Moe in your matchup with him on the New Challenger Circuit and he will become a playable character.

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FRINK
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Beat Frink in your matchup with him on the New Defender Circuit and he will become a playable character.

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FLANDERS
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Beat Flanders in your matchup with him on the Defender Circuit and he will become a playable character.

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BONUS MATCHUP
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Finish the Champion Circuit and you will unlock the Bonus Matchup mode.

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CHEATS
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These are codes that you will have to enter, and do not normally appear in the game.

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UNLOCK CHARACTERS
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To enter any of these codes press START at the title screen.

- Unlock Bumblebee Man.....Circle, Left, Up, Left, Down, R1
Unlock Moe.....Circle, Left, Up, Left, Down, L1
Unlock Frink.....Circle, Left, Up, Left, Down, R2
Unlock Flanders.....Circle, Left, Up, Left, Down, L2

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TITLE SCREEN CODES
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To enter any of these codes press START at the title screen.

- Bonus Games.....Circle, Up, Up, Down, Down, Left, Right, Left, Right
Multiple Rope Bounce.....Circle, R1, R1, R1, Up, Down

