

The Ren & Stimpy Show: Fire Dogs FAQ/Walkthrough

by celljr89

Updated on May 23, 2017

The Ren & Stimpy Show: Fire Dogs
Super Nintendo Entertainment System
Copyright: December 20, 2011

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1. Introduction
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Ok this game was released in June of 1994. This game was a rental exclusive to Blockbuster Video only, which means you could have only purchased it through Blockbuster Video. It being a rental exclusive makes it collectible, especially complete in box. CIB it is worth anywhere between \$37-54. One note if you are looking for a CIB copy it is hard to find without Blockbuster Video stickers on the front of the box, back of the box, cartridge, & manual. If you manage to find one those go for a bit more on Ebay. Also there was a handheld LCD video game of it made in 1993 by Toy Headquarters (T.H.Q) same company that makes the console version. Ok enough of the boring stuff let痴 get stared shall we. One more thing this game is a 1 player game.

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2. Controls
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Control Pad - Moves

A Button - Uses Fire Extinguisher, Beaver, & Parachute
(Parachute only used on "On the Job" Levels)

B Button - Jumps

X Button - Picks up Items

Y Button - Run (you must hold Y to run)

L & R Buttons - Cycle through key items

Start Button - Pauses the game

Select Button - Does Nothing

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3. Game Interface

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Timer - Top-middle of the screen

Water Meter/Paint Meter Top-Left of
the screen

\$ - Below the Water/Paint Meter. This is the points in the game just so you know, so it is nothing real important

Number of Lives - Picture of Stimpy on the
top-right of the screen (you start with 4
lives)

Life Bar - Meter right below Number of Lives has
a Heart by it.

Item Selected - Bottom-Left of the screen

Catch Rate Meter (On the Job levels only) - Right
below the Number of Lives

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4. Story

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Based on an episode of the popular Nickelodeon TV show, THE REN & STIMPY SHOW: Fire Dogs, casts you in the role of Stimpy the hare-brained tailless cat as you try to become the top dog (err, cat) in the firehouse. You'll have to make your way through the station in order to collect seven objects needed to fight a fire: a uniform, a helmet, a hose, a pair of socks, a trampoline, a rope, and a beaver. If you're able to find all the items, you'll team up with Ren at the scene of a fire as you attempt to catch all the appliances that are being thrown from the building. Once you catch all the items, it's back to the firehouse to prepare for the next disaster. Who knows, if you're good enough, you might just earn the Sacred Golden Fire Hydrant Helmet!

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5. Items/Key Items

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Usable Items:

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Fire Extinguisher - Sprays water to put out walking fireballs, fire buckets, and stuns the fireman roaming around the fire station. There is a water meter to show you how much water is left.

Paint Bucket (Dalmatian Paint Polka-Doted) - This keeps the fireman that are roaming the fire station from pounding your head (1 pound on the head and you lose a life.) You lose the paint by going through a sprinkler when the water is flowing out of it, but you can find other paint cans scattered throughout the fire station.

Gritty Kitty Litter Bag - Gives you health back if you are harmed by fire in the fire station level. It also gives you health in the "On the Job" levels of the game if you are hit by the giant log, 16 ton anvil, bowling ball, or walrus. They also give you money in both the "Fire Station" & and "On the Job" levels

Coins ("On the Job" levels only) - Gives you money and a little extra bit of the Catch Rate Meter

Parachute ("On the Job" levels only) - gives you invulnerability for a short period of time from hazards, and it slows down falling objects on later levels.

Powdered Toast Man Cereal Box ("On the Job levels only") - Increases running speed

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Key Items:
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Rope

Beaver (Can be used on weak/cracked section of wall to get on the other side of it)

Red Fire Bucket (Has FIRE written across it)

Socks

Boots (Select this and you will not slip on the ice on the floors of the fire station, which appear in later levels.)

Trampoline

Firefighter Helmet

Firefighter Jacket

NOTE: You place these items on the fire truck that is at the start of every fire station level before time runs out in the level.

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6. Characters/Enemies
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Stimpson J. Cat - Who you play as

Ren Hoek - Can be seen on one of the beds in the fire station levels, as well as under the bed in the bonus stage of the fire station levels. He also assists you on the "On the Job" levels carrying the trampoline.

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Enemies
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Fire Station Enemies:

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Fireman - He roams the fire station levels, he won't harm you as long as you have Dalmatian Paint. If you don't he will chase after you to pound you on the head, be careful one pound and you lose a life. He can be stunned by using the fire extinguisher.

Walking Fireball - Roams the fire station, if you run into it you will get hurt. It can be destroyed by using the fire extinguisher or getting it under a sprinkler when water is flowing from it.

Grey Bucket of Fire - Run into it and you will get hurt. You can destroy it by using the fire extinguisher.

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Hazards

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Sprinkler - Decreases your Dalmatian Paint meter if you walk under it when water is flowing.

Icy Floor - Causes you to slip & slide if you walk across it, but you can walk across it without slipping by selecting the Boots.

Smoke Cloud - Slows you down for a short period of time. You can get out of it faster by going under a sprinkler when water is flowing.

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On the Job Hazards

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NOTE: The following appear in later levels (Tuesday-Friday) not on Monday. All of these hazards do cause you to lose health.

- Bowling Ball
- Giant Log
- 1 Ton Anvil
- Walrus

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7. Walkthrough

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Monday - Fire Station:

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Enemies & Hazards for this level are:

- Fireman
- Walk Fireball
- Sprinklers
- Grey Bucket of Fire

Level Time: 2:14 (2 minutes and 14 seconds)

Ok start running forward and pick up the Dalmatian Paint can, then run up the stairs and grab the ROPE on the couch. Keep going right until you reach the fire escape pole and climb up it, then go left and climb up another fire escape pole and run left and pick up the BOOTS. After grabbing the boots, keep going left and grab the FIREFIGHTER HELMET by the fire escape pole. Climb the pole right where the helmet was and grab the RED FIRE BUCKET, then run right until you reach a flight of stairs climb them and grab the SOCKS and go all the way right and grab the fire extinguisher if you want.

After you get the fire extinguisher and socks go back and climb another flight of stairs and grab the TRAMPOLINE, then go back down the stairs and run all the way to the left and climb the fire escape pole and run right and grab the FIREFIGHTER JACKET. Lastly, go back climb down the fire escape pole, then turn right and climb down a second pole. Go left and climb down yet another pole, then run all the way to the end of the hall passing Ren laying on the bed. Climb the stairs on the left then grab the BEAVER. Make your way back to the fire truck (at the start of the level) and press X until all the KEY ITEMS are on the truck the bell will ring!

END OF LEVEL

BONUS LEVEL 1 - FIND REN & GRAB GRITTY KITTY LITTER BAGS:

Go find Ren underneath the bed he was laying on (you can see his eyes blinking from under the bed). After you find him he insults you and tells you to grab the Gritty Kitty Litter bags... So grab as many as you can before time runs out. Every 5 Gritty Kitty Litter Bags you get you earn an extra life!

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Monday - On The Job
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Hazards for this level are:

NONE

Power-up items for this level are:

NONE

Level Time: 4:50 (4 minutes and 50 seconds)

All I can say for the "On the Job" levels are these pointers:

1. BE ALERT (Watch the Map of the city below the timer.)
Make sure you try to catch everything that is thrown out the window. White dots on the map indicate where items are going to be falling, and blue dots indicates items that are falling
2. BE FAST (Utilize running and jumping by hold Y to run and B to jump.
3. WATCH THE TIMER
4. WATCH CATCH RATE METER (Below number of lives)

The level ends when the catch rate meter is full
(meter below the number of lives)

BONUS LEVEL 2: GET GRITTY KITTY BAGS ONTO THE TRUCK

All I can say here is get as many as you can before
time runs out, but every time one hits the ground you
lose a bag that you have successfully gotten to the
truck.

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Tuesday - Fire Station
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Enemies & Hazards for this level are:

- Fireman
- Walk Fireball
- Sprinklers
- Grey Bucket of Fire
- Icy Floors

Level Time: 3:20 (3 minutes 20 seconds)

Start off by running to the left and picking up the Dalmatian Paint under
the sprinkler (try to pick it up when water isn't flowing.) Then run until
you reach some stairs, go up them then go left until you reach the fire
escape pole and go up it, you can pick up the fire extinguisher if you
want. Go up the fire escape pole and then up the stairs then go to the
left and pick up the TRAMPOLINE. Turn back to the right and go to the
fire escape pole at the end of the hall, go down it and pick up the RED
FIRE BUCKET. Then go back to the fire truck and climb the pole closest
to the truck, then go left jump over the grey bucket of fire and grab
the ROPE. Go all the way right sliding across the ice and go up the pole
them go left and slide across more ice and climb the stairs (get the fire
extinguisher behind the stairs if you want.) After climbing the stairs go
slide across more ice and go to the end of the hall and get the BOOTS.

After getting the boots, select them by pressing L or R until they are
highlighted at the bottom left of the screen. Anyway, after getting them
go up the stairs and left and pick up the SOCKS by the grey bucket of fire.
Then go back a little ways until you reach a pole to climb up, go up it and
go left and get the FIREFIGHTER JACKET. Turn around and go up the stairs then
go left until you get to the end of the hall then pick up the BEAVER. Also
there is some Dalmatian Paint when you first went up the stairs to the right.
Now, from the beaver go down the stairs and past the icy floor and bucket of
fire (make sure the BOOTS are selected so you don't slide on the ice and use
the fire extinguisher to get rid of the fire if you want to.) Anyway, go down
the pole and up the stairs with the ice by the foot of them. Don't forget you
need to select the BOOTS, so go up those stairs and to the left and get the
FIRE HELMET. Now you can go place the items on the fire truck!

END OF LEVEL

BONUS LEVEL 3 - See Fire Station Monday for help!!!

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Tuesday - On the Job
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Hazards for this level are:

16 Ton Anvil/Weight
Bowling Ball

Power-up items for this level are:

Gritty Kitty Litter (Health, but I recommend picking them up because they give you more catch rate meter.)

Level Time: 5:25 (5 minutes 25 seconds)

BONUS LEVEL 4: GET GRITTY KITTY BAGS ONTO THE TRUCK

For details on this level see Monday - On the Job!!!

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Wednesday - Fire Station
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Enemies & Hazards for this level are:

Fireman
Walk Fireball
Sprinklers
Grey Bucket of Fire
Icy Floors
Smoke Cloud

Level Time: 4:00 (4 minutes and 00 seconds)

At the start of the level go left and pick up the Dalmatian Paint and then go up the pole. Once at the top turn left and pick up the FIRE HELMET. After that turn back to the right and go up the stairs at the end of the hall and get the ROPE. After getting that go all the way to the left until you reach the RED FIRE BUCKET, then go back to the set of stairs by the icy floor. Slide across and go up the stairs and turn right to get the SOCKS by the couch. Next go up the pole and turn left and go all the way to the end of the hall (there is a fire extinguisher you can get if you want.) Anyway go all the way down and get the FIREFIGHTER JACKET.

Turn around and go back until you reach a flight of stairs, go up them (you may need to extinguish the bucket of fire) then go all the way left until you reach the cracked wall. Go up the pole by it and go all the left until you reach a pole, climb down it and turn right and get the BOOTS. Select the boots once you get them then head back up the pole and then down the next one you come to (has a cracked wall to the left of it when you go down it.) Go right until you reach a pole to go up. Go up it and go left until you reach a pole go up it and go right until you reach stairs with some ice by the foot of them. Climb up the stairs and get the BEAVER. Make your way back to the place where the fire helmet was and go down the pole (has a cracked wall behind it) turn left and get the TRAMPOLINE. Now hurry back to the fire truck.
NOTE: YOU CAN GET THE TRAMPOLINE EARLIER I JUST FORGOT TO ADD IT.

END OF LEVEL

BONUS LEVEL 5 - See Fire Station Monday for help!!!

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Wednesday - On the Job

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Hazards for this level are:

16 Ton Anvil/Weight
Bowling Ball
Walrus
Giant Log
Piano

Power-up items for this level are:

Gritty Kitty Litter (Health, but I recommend picking them up because they give you more catch rate meter.)

BONUS LEVEL 6: GET GRITTY KITTY BAGS ONTO THE TRUCK

For details on this level see Monday - On the Job!!!

Level Time: 5:00 (5 minutes and 00 seconds)

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Thursday - Fire Station
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Enemies & Hazards for this level are:

Fireman
Walk Fireball
Sprinklers
Grey Bucket of Fire
Icy Floors
Smoke Cloud

Level Time: 5:30 (5 minutes and 30 seconds)

Start off by going left and grabbing the Dalmatian Paint then go up the pole and to the right until you reach the TRAMPOLINE and pick it up. After picking it up turn around and go up the stairs to the left, keep going until you reach a pole to go up. Climb up and go right and grab the ROPE by the couch. From there go right until you reach stairs, go up them and then go up the pole and then turn left and get the RED FIRE BUCKET. After getting it, go up the next pole and keep going right until you see the FIRE HELMET and pick it up. From there go left until you see stairs to go down them and to the right to get the SOCKS by the couch.

Now, from the socks go down the pole and go down the next pole to the left past the icy floor. Once you reach the bottom go past another icy floor and go down some stairs (there is a fire extinguisher at the foot of them), then go left until you find yet another flight of stairs, go down those (there is Dalmatian Paint along the way get it if you are low on paint). Go down the pole (near the Dalmatian Paint) and then to the right and down some stairs. Keep going left and jump over a bucket of fire or destroy it and get the BOOTS. Work your way back up the many stairs and poles you climbed until you reach a flight of stairs to the left by a group of beds (Ren is laying on one of them), climb up the stairs then go right and up a pole, then go left until you get to the FIREFIGHTER JACKET. Select the boots after getting the jacket and go all the way to the right and down the stairs and walk over the icy floor to get the

BEAVER. Now just make your way back to the fire truck and place the items!!!

END OF LEVEL

BONUS LEVEL 7 - See Fire Station Monday for help!!!

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Thursday - On the Job
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Hazards for this level are:

16 Ton Anvil/Weight
Bowling Ball
Walrus
Giant Log
Piano

Power-up items for this level are:

Gritty Kitty Litter (Health, but I recommend picking them up because they give you more catch rate meter.)

Powdered Toast Box (Increases running speed)

Parachute (Slows down falling objects)

BONUS LEVEL 8: GET GRITTY KITTY BAGS ONTO THE TRUCK

For details on this level see Monday - On the Job!!!

Level Time: 7:40 (7 minutes and 40 seconds)

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Friday - Fire Station
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Enemies & Hazards for this level are:

Fireman
Walk Fireball
Sprinklers
Grey Bucket of Fire
Icy Floors
Smoke Cloud

Level Time: 6:10 (6 minutes and 10 seconds)

Ok first off this level is pretty difficult so be prepared. Anyway run to the left and get the Dalmatian Paint, then up the pole. Go right until you get to a pole to go up, do so and turn left and slide across the icy floor and get the ROPE, then go back down the pole. Now this part is kind of confusing, go up multiple flights of stairs (6 to be exact.) You'll know if you're at the right spot because once you get to the top of the last set of stairs to your left there will be a flight of stairs with ice. But don't do that yet, instead go right until you see the SOCKS near the couch, then turn left and go down the stairs and down the pole and to the left to get

the BOOTS. The boots are very important in this level so keep them selected at all times!

Go back up the pole and stairs you came from, then go down the next two flights of stairs you come to (Ren will be laying on one of the beds.) keep going left and go up the pole to the right and get the TRAMPOLINE by the couch. From there turn around and go left until you see stairs to go down then go down the next set of stairs to find the FIRE HELMET. From the helmet go back to the stairs with the ice by them. Go up those and go left until you see the FIREFIGHTER JACKET. Go almost back to the beginning of the level and you'll see a pole to climb up, climb it and go left and pick up the RED FIRE BUCKET on the patch of ice. From the bucket, go up the 3 flights of stairs then go left some and find a flight of stairs to go down. Do that and go left until you see a pole to go down, go down it and down the next pole then go right down the stairs and to the left and get the BEAVER. Now get back to the fire truck and place the items on it!!!

END OF LEVEL

BONUS LEVEL 9 - See Fire Station Monday for help!!!

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Friday - On the Job
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Hazards for this level are:

16 Ton Anvil/Weight
Bowling Ball
Walrus
Giant Log
Piano

Power-up items for this level are:

Gritty Kitty Litter (Health, but I recommend picking them up because they give you more catch rate meter.)

Powdered Toast Box (Increases running speed)

Parachute (Slows down falling objects)

BONUS LEVEL 10: GET GRITTY KITTY BAGS ONTO THE TRUCK

For details on this level see Monday - On the Job!!!

Level Time: 8:35 (8 minutes and 35 seconds)

THIS LEVEL IS VERY DIFFICULT!!!

I have not beaten it yet, but I cheated to get to the ending. Here's what happens. Ren & Stimpy getting awarded with the Sacred Golden Fire Hydrant, then Stimpy expresses how happy he is. That's all it is folks totally not worth getting frustrated over the last level.

END OF GAME

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8. Passwords
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I will state what the log should look like below

Monday - On the Job:

Fire Hat, Spiky Hair, Ren Eyes, Elephant Nose, and Wide Smile

Tuesday - Fire Station:

Black Hair with screws on the side, Blood-Shot Eyes, No Nose, and Wide Smile

Tuesday - On the Job:

Top Hat, No Hair, Sunglasses, Elephant Nose, and Beard

Wednesday - Fire Station:

Red Hat, No Hair, Blue Eyes, Clown Nose, and Pointy-Teeth Smile

Wednesday - On the Job:

Fire Hat, No Hair, Blood-Shot Eyes, Big Nose, and Beard

Thursday - Fire Station:

No Hat, Afro Hair, Ren Eyes, Moustache, and No Smile

Thursday - On the Job:

Cowboy Hat, No Hair, Weird Wood looking Eyes (not sure how else to describe it), Big Nose, and No Smile

Friday - Fire Station:

Hat with spin blades, No Hair, Sunglasses, Stimp's Nose (Big Blue Nose), and Stimp's Smile (has tongue sticking out)

Friday - On the Job:

No Hat, Bald Head, Weird Wood looking Eyes (not sure how else to describe it), Moustache, and Lips

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9. Game Genie Codes/Pro Action Replay Codes
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Infinite Lives (Lives go up instead of down)

31C8-C46B

Infinite Dalmatian Paint On Pick-Up

6D6C-3466

Infinite Health (All Levels - Fireman can still kill you)

3730-3D68

Infinite Time (All Levels)

6DE1-4F06

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PAR CODES:

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NOTE: I DID NOT MAKE THESE CODES CREDIT GOES TO THE GUYS AT
<http://www.gscentral.org/> Thanks for these great codes!!!

Infinite Lives
82A6BAE6

Dalmatian Paint Never Decreases
8283AA80

Infinte Energy
82EF42E3

Infinite Time
82F06580

Fire Extinguisher Meter Is Always Full
7E0059EE

Dalmatian Paint Meter Is Always Full
7E0055EE

Set Extinguisher In Inventory
7E259001

Set Coat In Inventory
7E258E01

Set Socks In Inventory
7E258A01

Set Hat In Inventory
7E258C01

Set Trampoline In Inventory
7E258801

Set Pail In Inventory
7E258601

Set Boots In Inventory
7E258401

Set Rope In Inventory
7E258201

Set Beaver In Inventory
7E258001

Set Inventory Modifier
7E006D??

00 - Beaver

02 - Rope

04 - Boots

06 - Pail

08 - Trampoline

0A - Socks

0C - Hat
0E - Coat
10 - Extinguisher

Infinite Ammo For Extinguisher
7E0059D0

Infinite Paint
7E0055D0

Invincibility
7E257EFF

Start Game With \$7.68
7E000503

Infinite Time (Minutes)
7E00F704

Infinite Time (Seconds)
7E00F509

Infinite Health
7E00E348

Infinite Lives
7E000004

Stage Modifier
7E0000??

01 - Fire Station: Monday
02 - On The Job: Monday
03 - Fire Station: Tuesday
04 - On The Job: Tuesday
05 - Fire Station: Wednesday
06 - On The Job: Wednesday
07 - Fire Station: Thursday
08 - On The Job: Thursday
09 - Fire Station: Friday
0A - On The Job: Friday

Turn this off once the Fire Station/On The Job ____day screen appears. If left on past it when jumping to the Fire Station stages, the game will mess up.

Max Money
7E0004E7
7E000503

Infinite Lives
7E000209

Skip To The Bonus Level
7E07AE93
7E07AF20

Have 99 Sacks of Gritty Kitty
7E255063

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10. Disclaimer
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Do not sell this guide to anyone if you do I will take legal action upon you. Also do not make any corrections without my permission or else you will be violating my copyright and I will take legal action if you do. Also you are not allowed to put this guide up on your website without my permission.

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11. Copyright
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All the characters, items, and enemy descriptions were taken from the official instructions booklet and are a trademark of Toy Headquarters (T.H.Q.) and Nickelodeon Studios.

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12. Contact Information
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If you have any comments, contributions, or questions about the game or my FAQ e-mail at kevbbach@fuse.net. Thank you and I hope you enjoy this game! Also please like my official facebook page where you can ask questions that you may have.

<https://www.facebook.com/pages/The-Ren-Stimpy-Show-Fire-Dogs/220166014726096>