

Boy, Stimpy, we sure had fun today, didn't we? So long, kids.  
C'mon, Stimpy, say goodbye.

**Uh, where are we going, Ren?**

It's the end of the manual, man.

**What'll we do now?**

You could organize your mold collection... iron your houseplants...  
or you could just stand there and look stupid.

**Oh, joy!**

**T•HQ, Inc.**  
TOY HEADQUARTERS

T.HQ International LTD.  
19 West Street, Epsom  
Surrey KT18 7RL UK.



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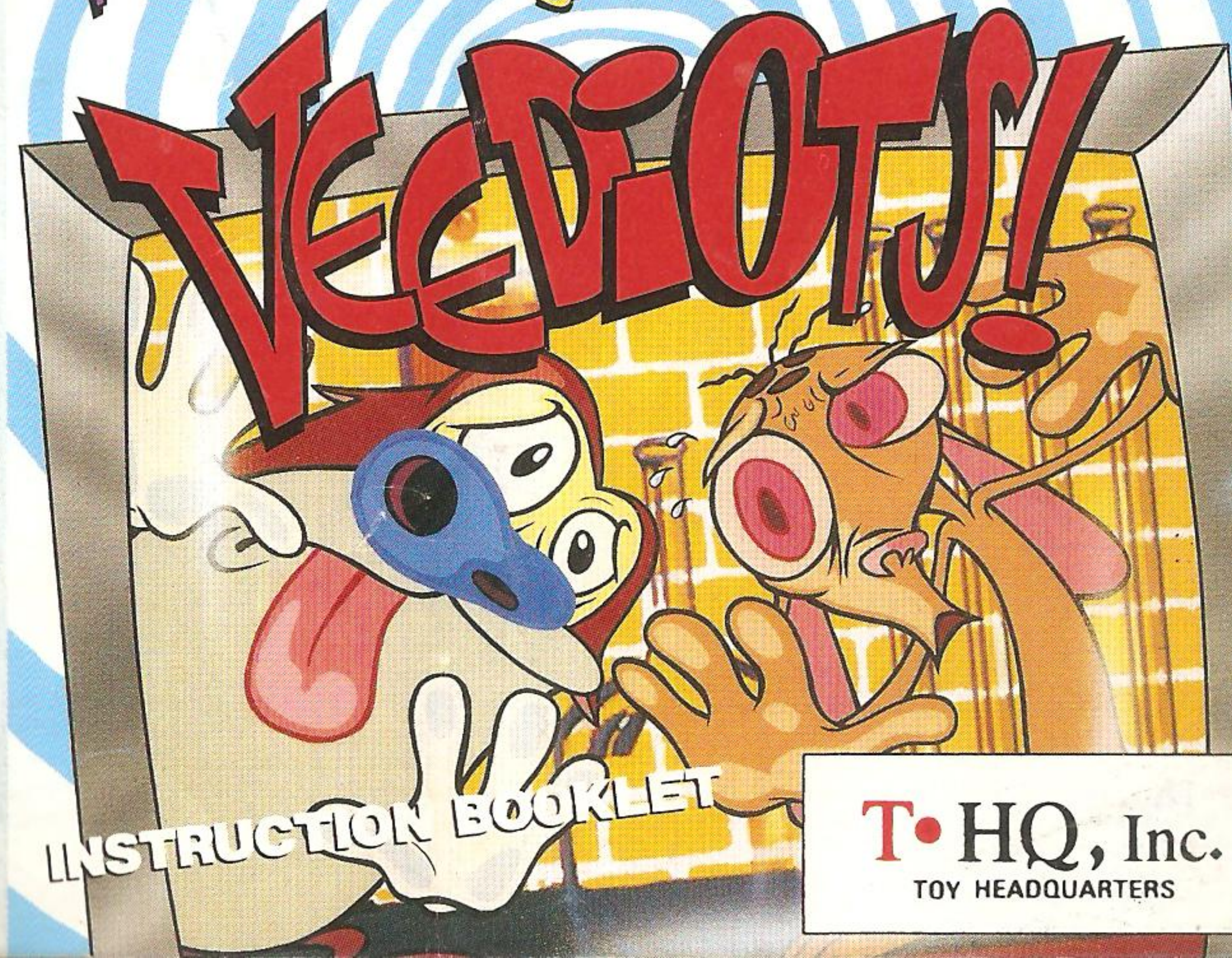
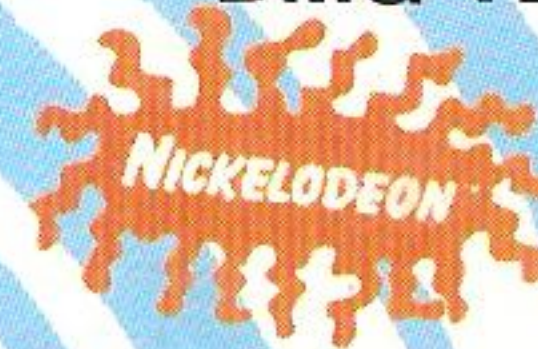
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Nintendo

GAMEBOY™

The  
**REN & STIMPY**  
SHOW™

DMG-VD-UKV



INSTRUCTION BOOKLET

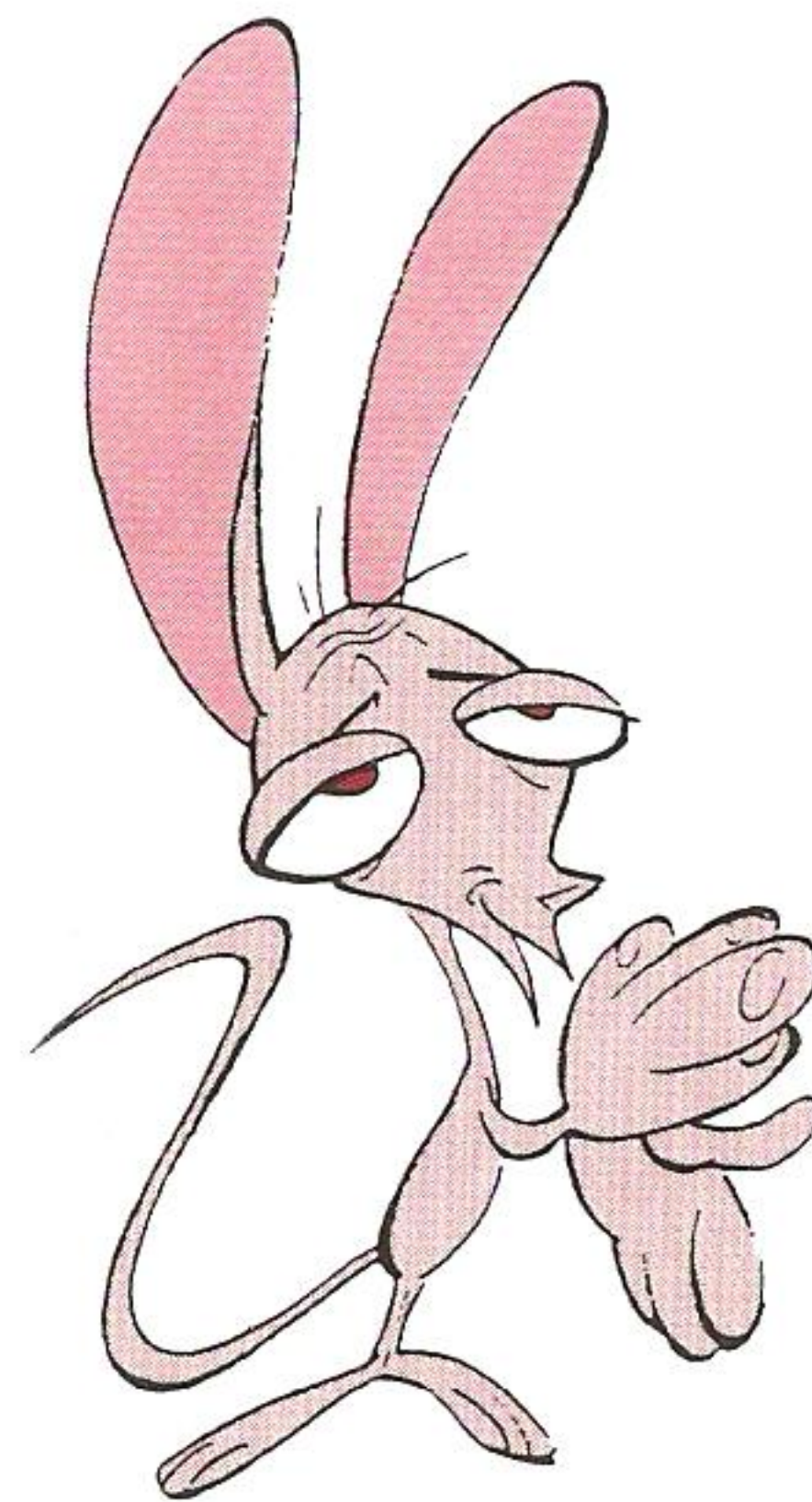
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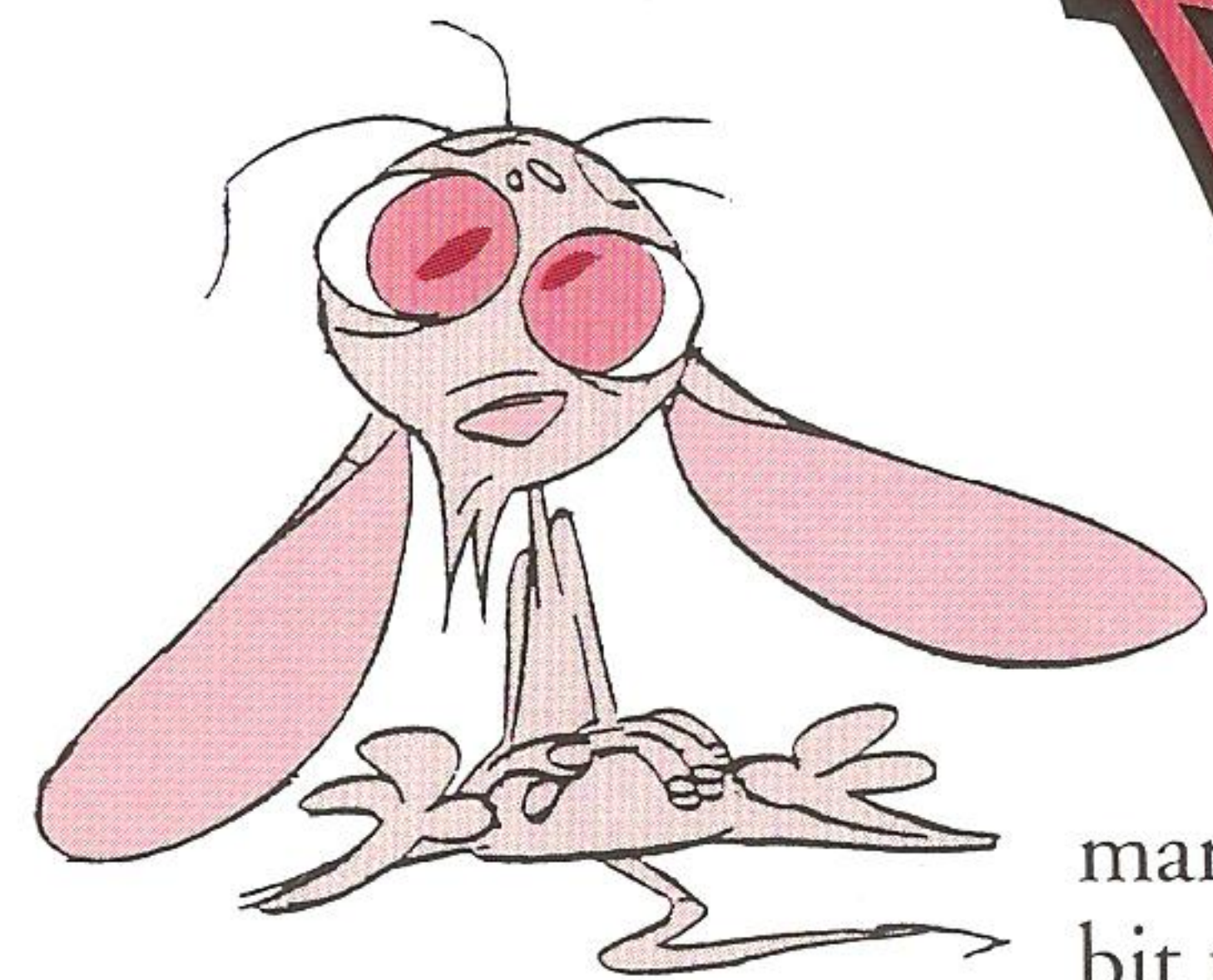
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# VEEDIOTS!

Hey kids, we're trapped in our own T.V. show!

Stimpy and I, we can't take it anymore, man! We've decided to bust out of this two-bit tube and into the real world of fresh air and pizza delivery, but we need your help!

It goes like this...

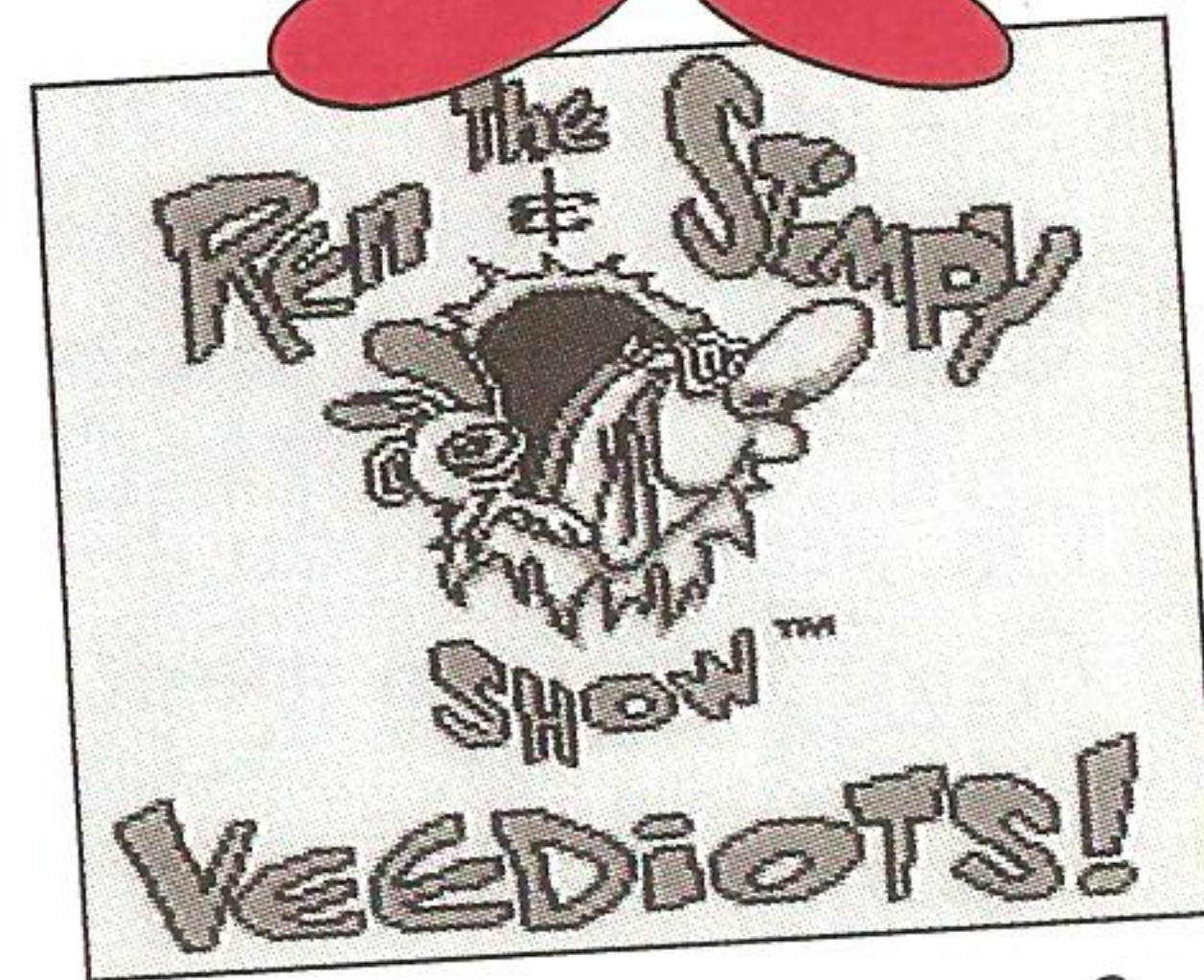
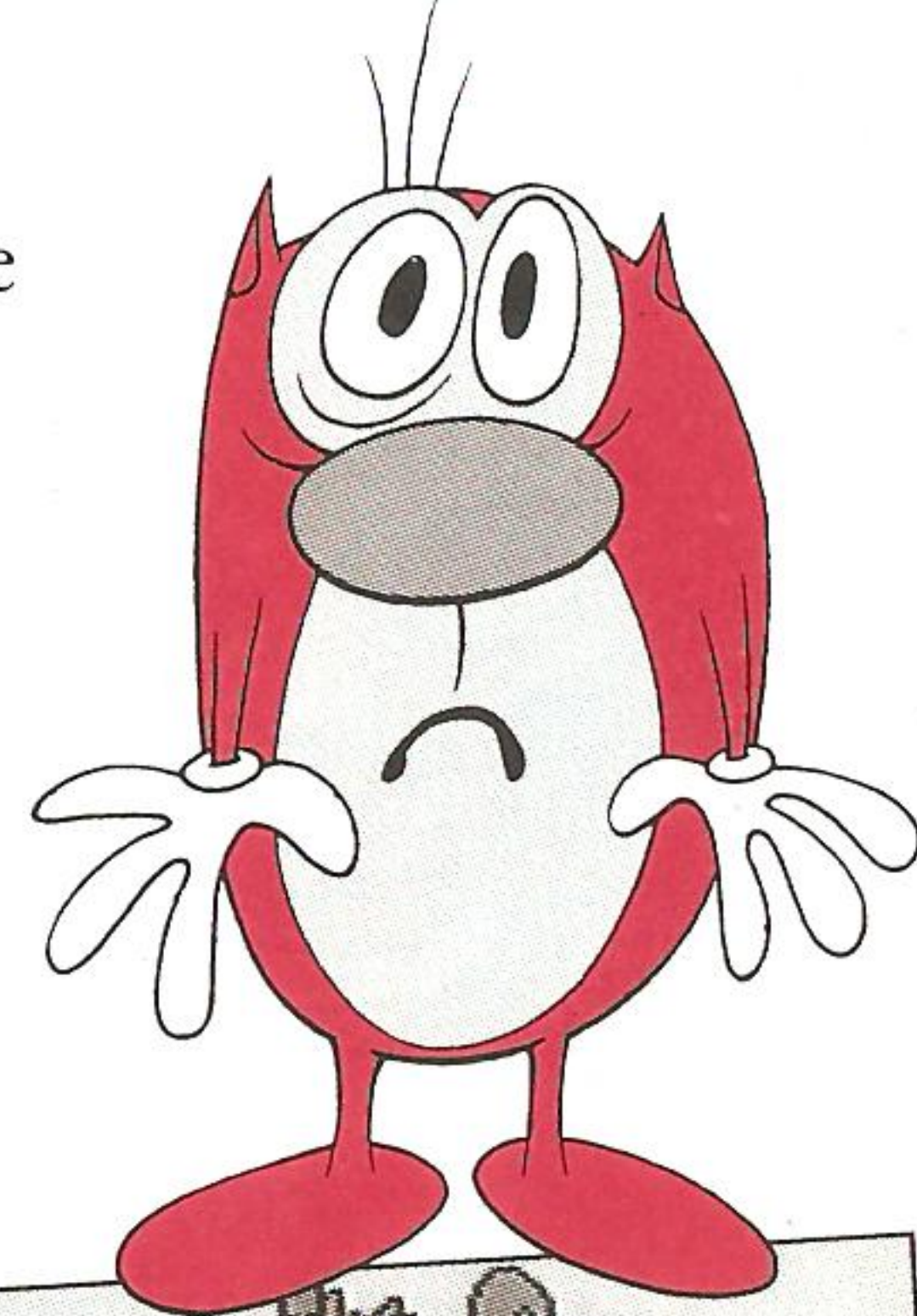
First, in *The Boy Who Cried Rat!*, Stimpy is trying his hand at being a mousecatcher — and the mouse, of course, it is I in disguise! Man, I just hope that eediot doesn't eat me by mistake!

In *Stimpy's Invention*, that feline friend of mine is putting together something in his crazy laboratory. Hmmm... looks like a hat...

Finally, In *The Army*, I'm behind enemy lines and up to my earbones in all sorts of bad guys! *Jeez!* Who wrote this episode, anyway?

Are we going to get out of this crazy show? Beats me. I just want out so I can pick up some real food.

So grab those controls and get us out of here, man!





# GETTING STARTED

First thing you do — get a big envelope — a big one, you hear me? All right, now write my address on the outside, and into the envelope, I want you to put 47 million dollars. Write that down, it's important — 47 million dollars. Got it?

Oh, yeah, after you do that, you can put the Game Pak into your Game Boy, turn it on, and press START.

It's time for **Ask Dr. Stupid**, with your host, Dr. Stupid.

Doctor, here's a letter from Janie:

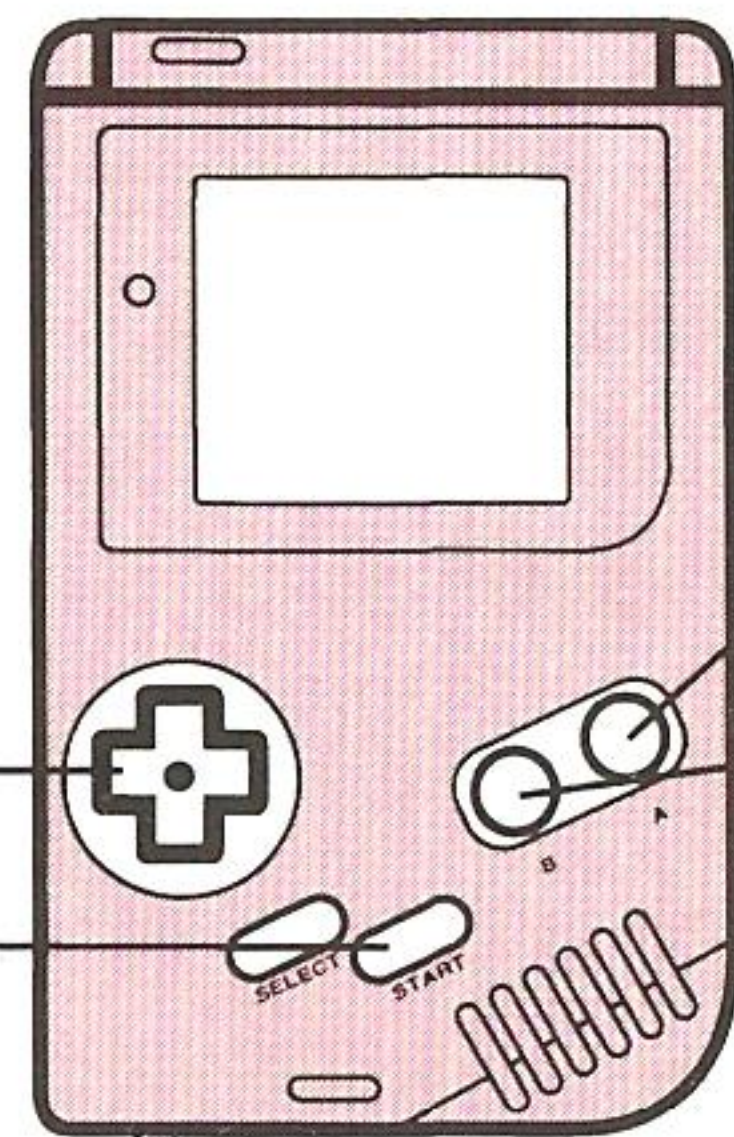
Dear Dr. Stupid,  
how do I use  
the controls  
properly on my  
Game Boy Sytem?



**That's a very good question, Jim. I use them to hold my gum when I go to bed at night, or you could...**

*You eediot!*  
Just show her the controls, man!

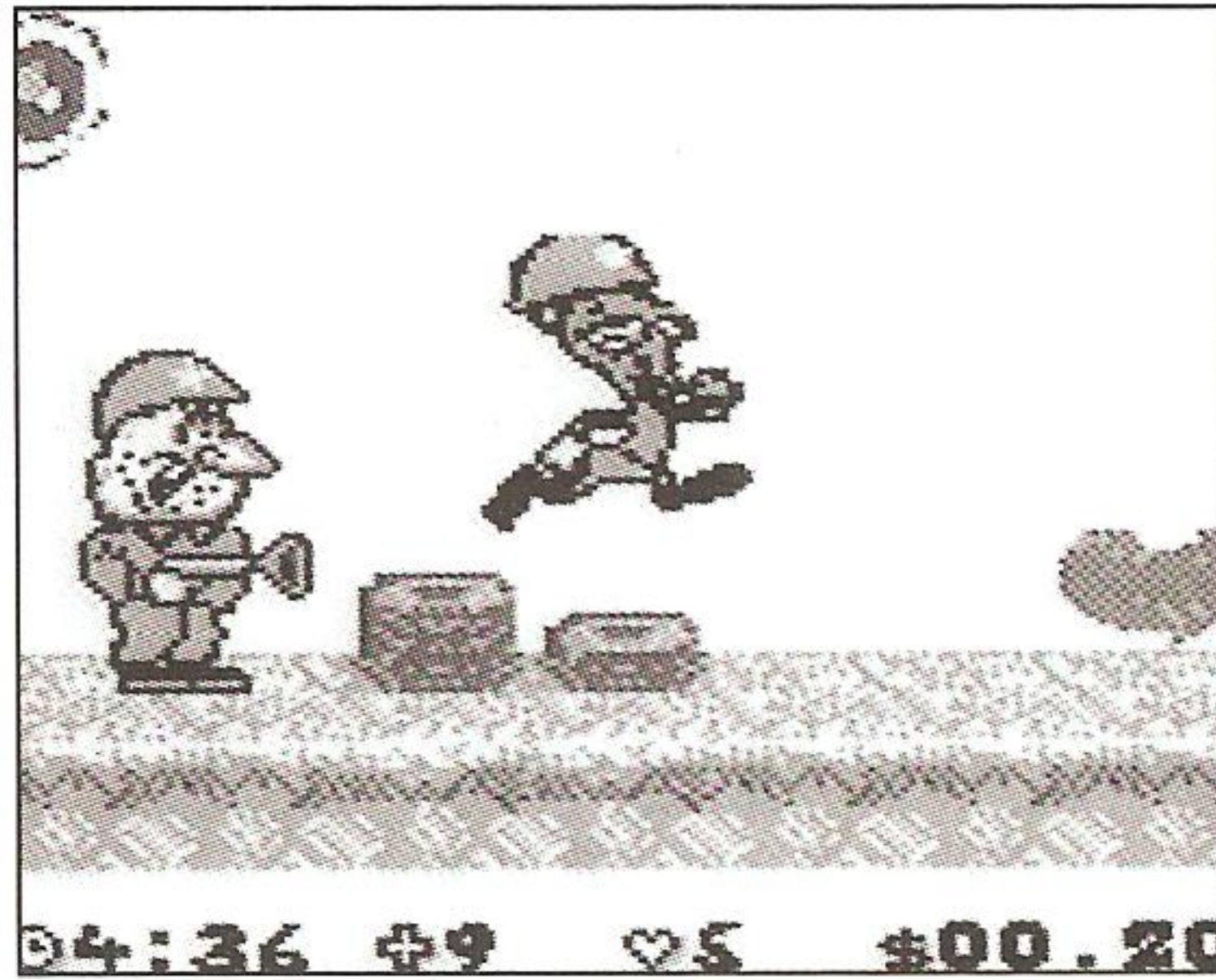
Move Character  
Start/Pause



Jump

Attack  
(Ren slaps,  
Stimpy licks)  
press to pick up  
and carry an object,  
release to throw

# Status Display



Okay, man, this is what the screen looks like when you're playing — except yours is on your Game Boy. *What!* You need an explanation?! Jeez, man, where have you been? Okay, okay, pay attention:

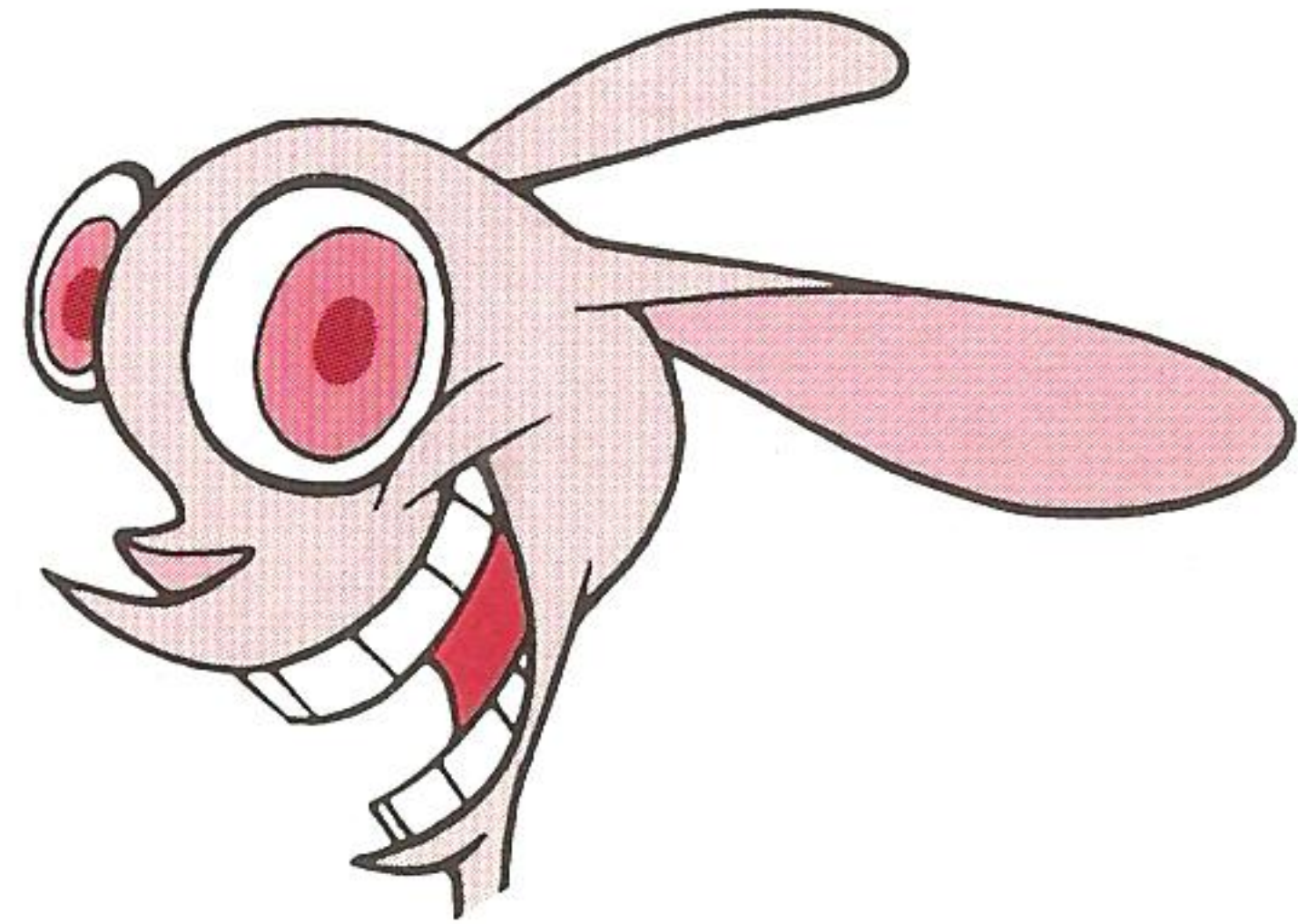
**Lives** (hearts) go down when you run out of time or health.

**Health** (crosses) goes down when you get hit by an enemy.

**Time**, well, time just goes down, man!

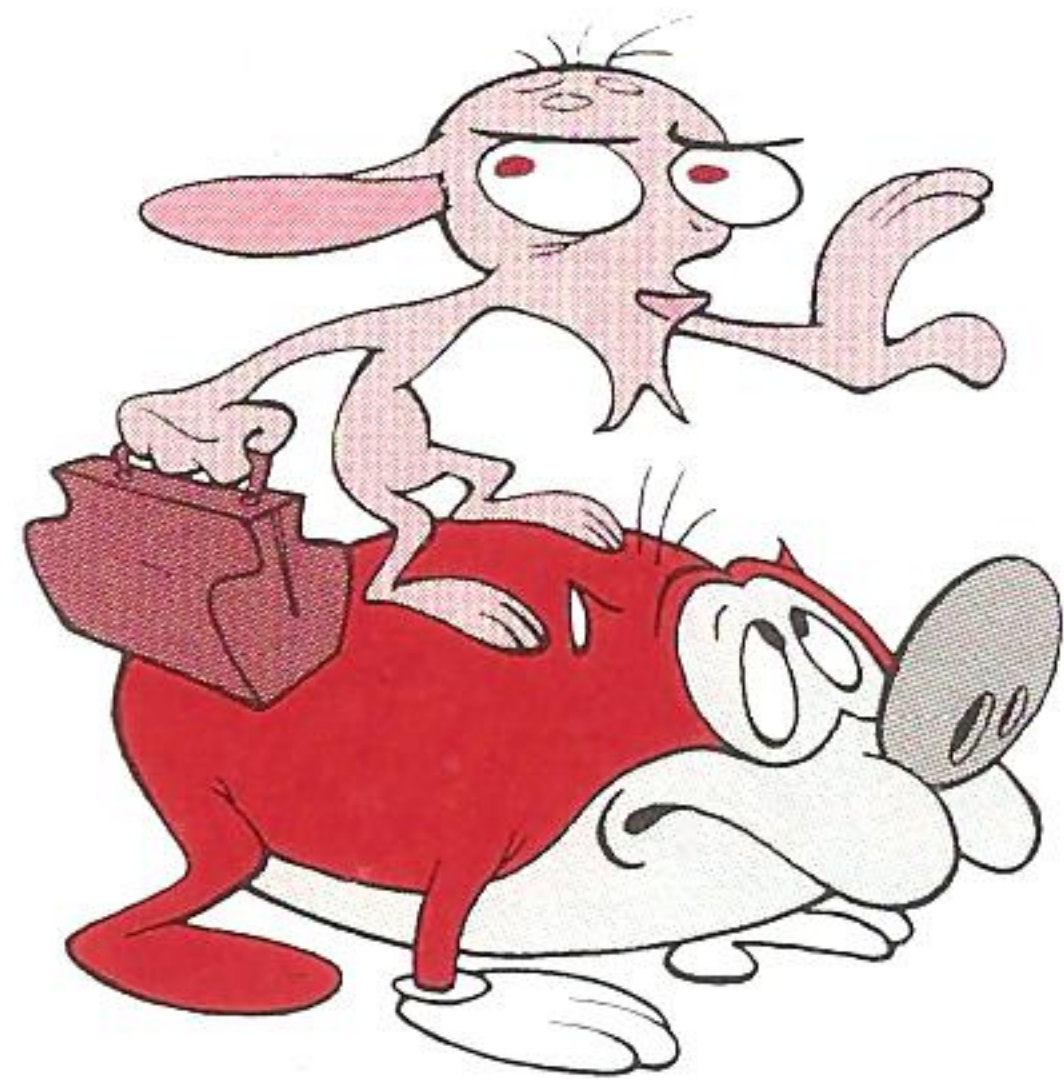
The good thing is, **Money** goes up, but only when you find it!

# POWER-UPS & GOOD STUFF



Power-Ups appear as hearts which will increase your health by one unit.

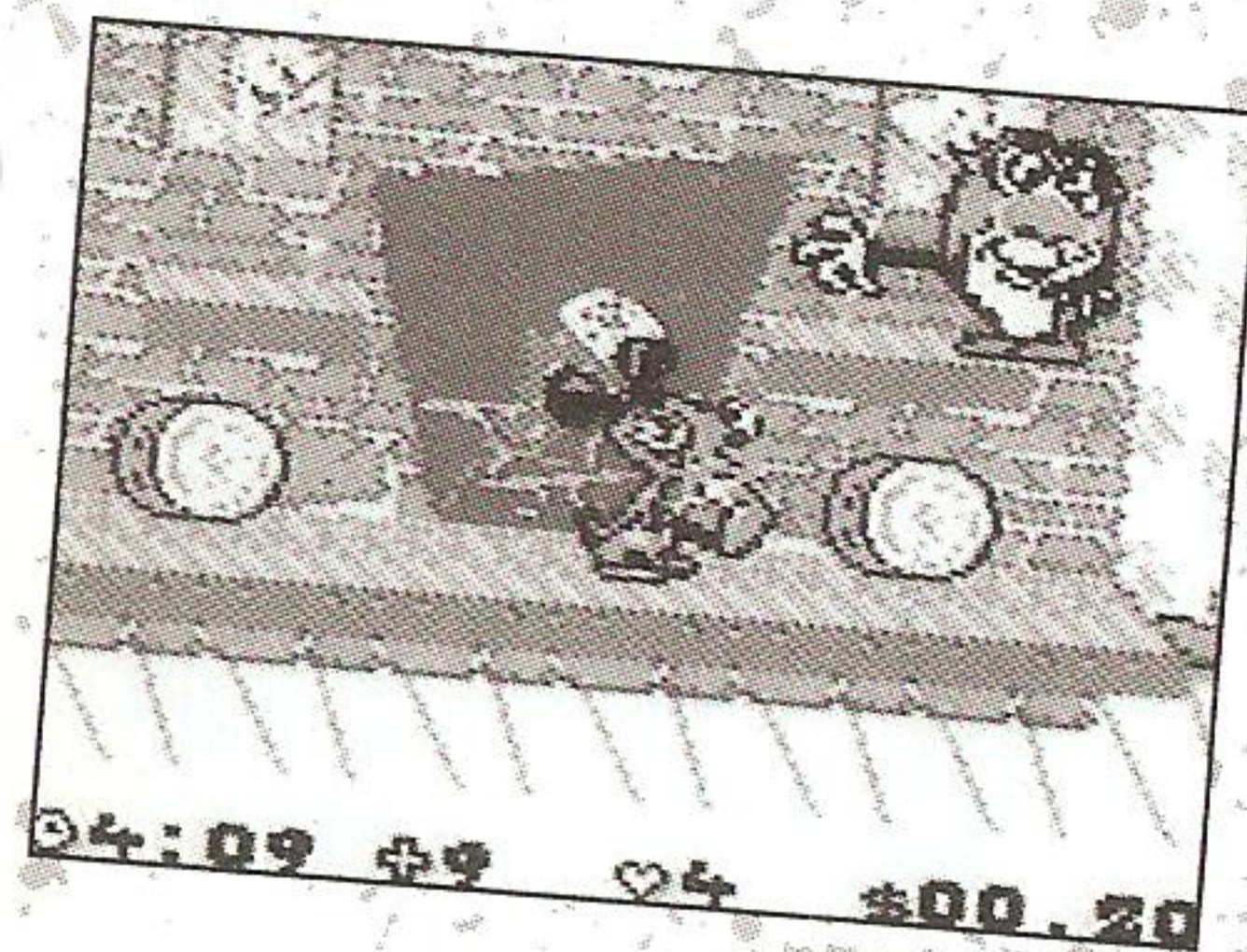
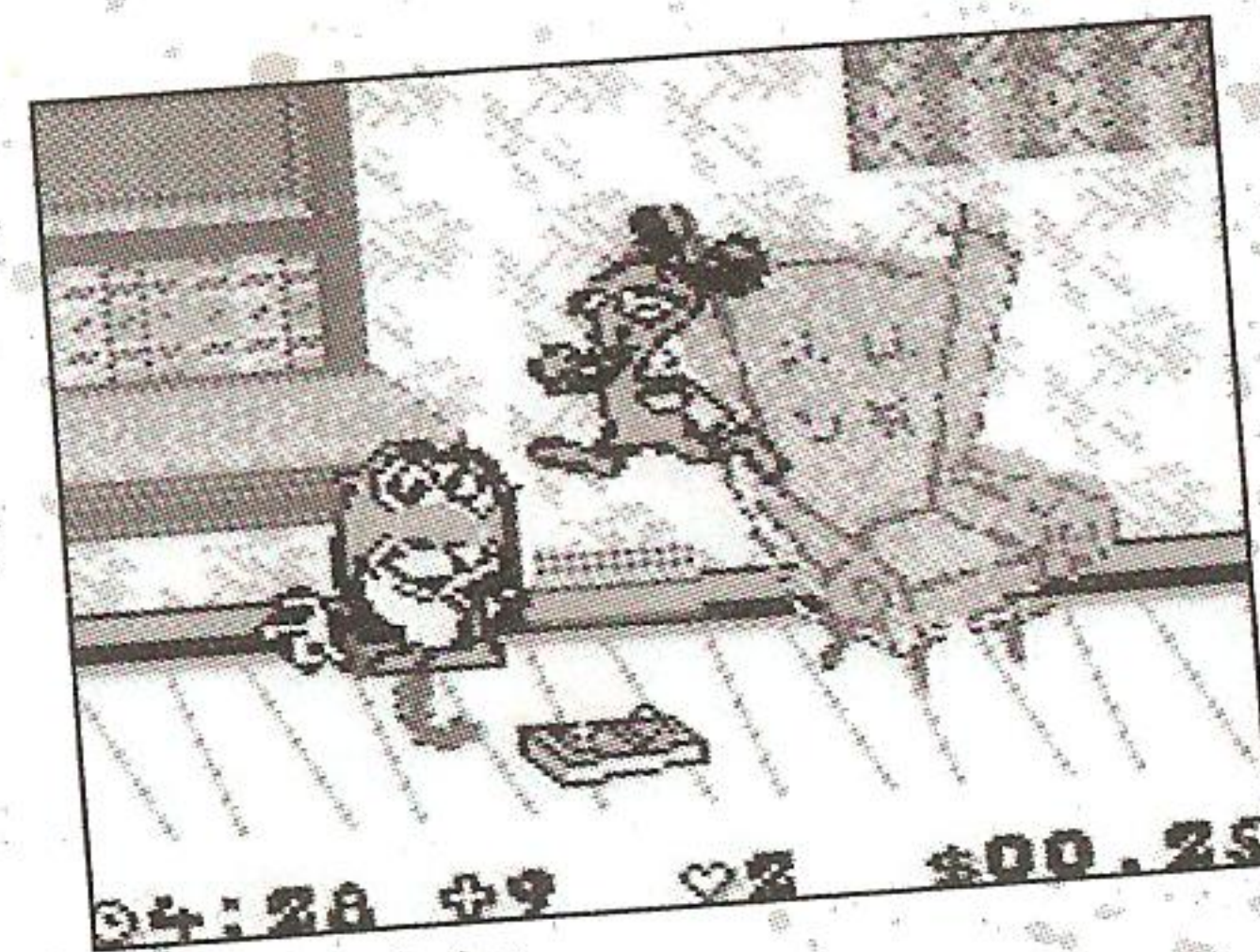
Press the **B Button** to pick things up and carry them. Release the B button to throw the item. Some things may help you while you carry them, other things can be thrown at enemies or used in other ways to get you out of trouble. Me, I'm not afraid of trouble, *nosiree*, trouble is my maiden name!

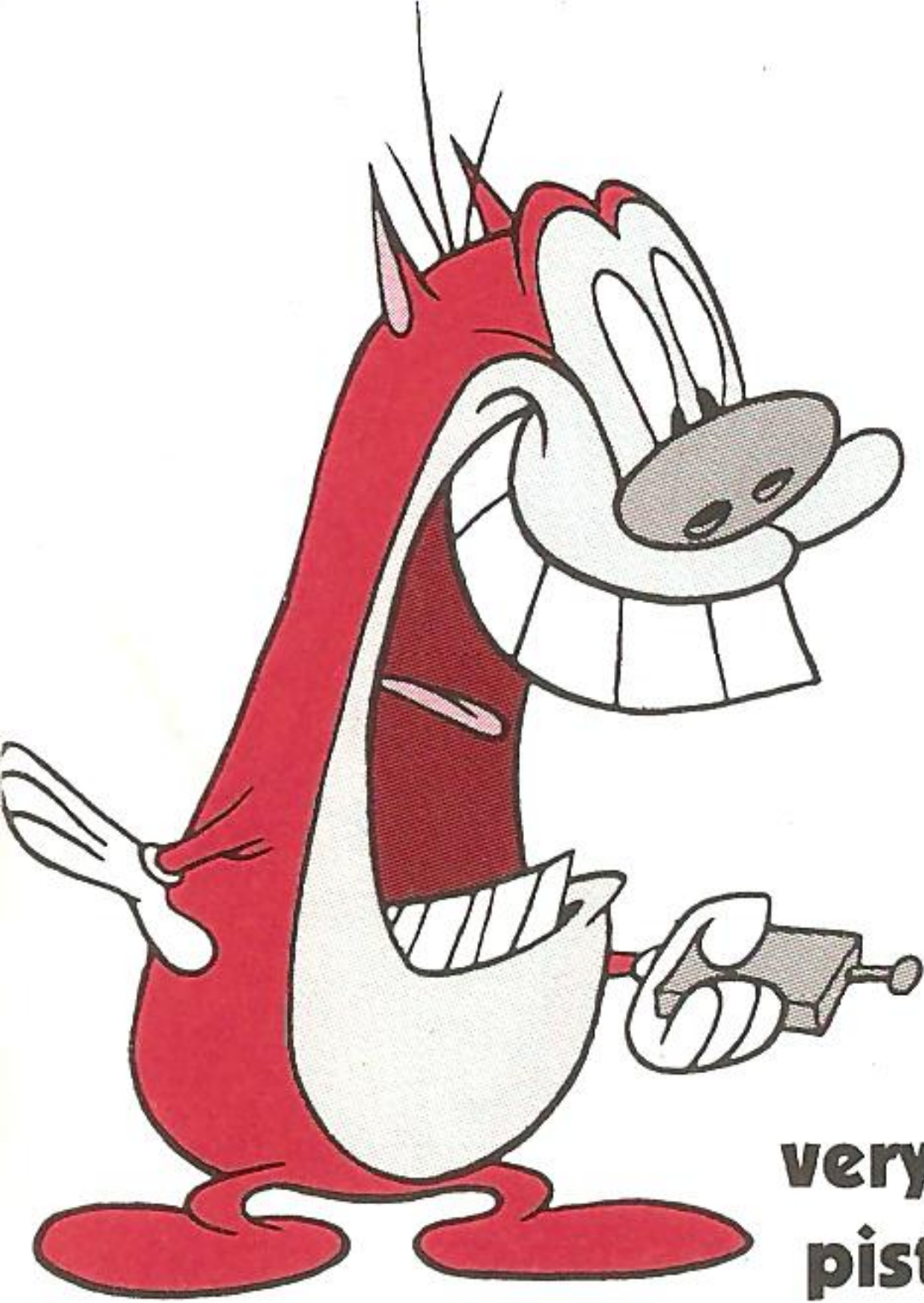


# THE BOY WHO CRIED RAT!

Jeez, man! This seemed like a good idea at the time! Get this: Stimpy, he hired himself out as a mouse catcher, and I dressed up as a

mouse. He gets paid to chase me, and all I have to do is run around and squeak. Brilliant, yes? Yes, except for one thing: my friend Stimpy. I think he's gotten into his role too well. He's put mousetraps all over the place, and he's even got stinky catfish oil! Fortunately, there are vases and logs to defend my person with — and my wits, of course. I tell you, man, there's more than one way to spin a cat — and more than one way to get around. If I can only make it safely to my mousehole...

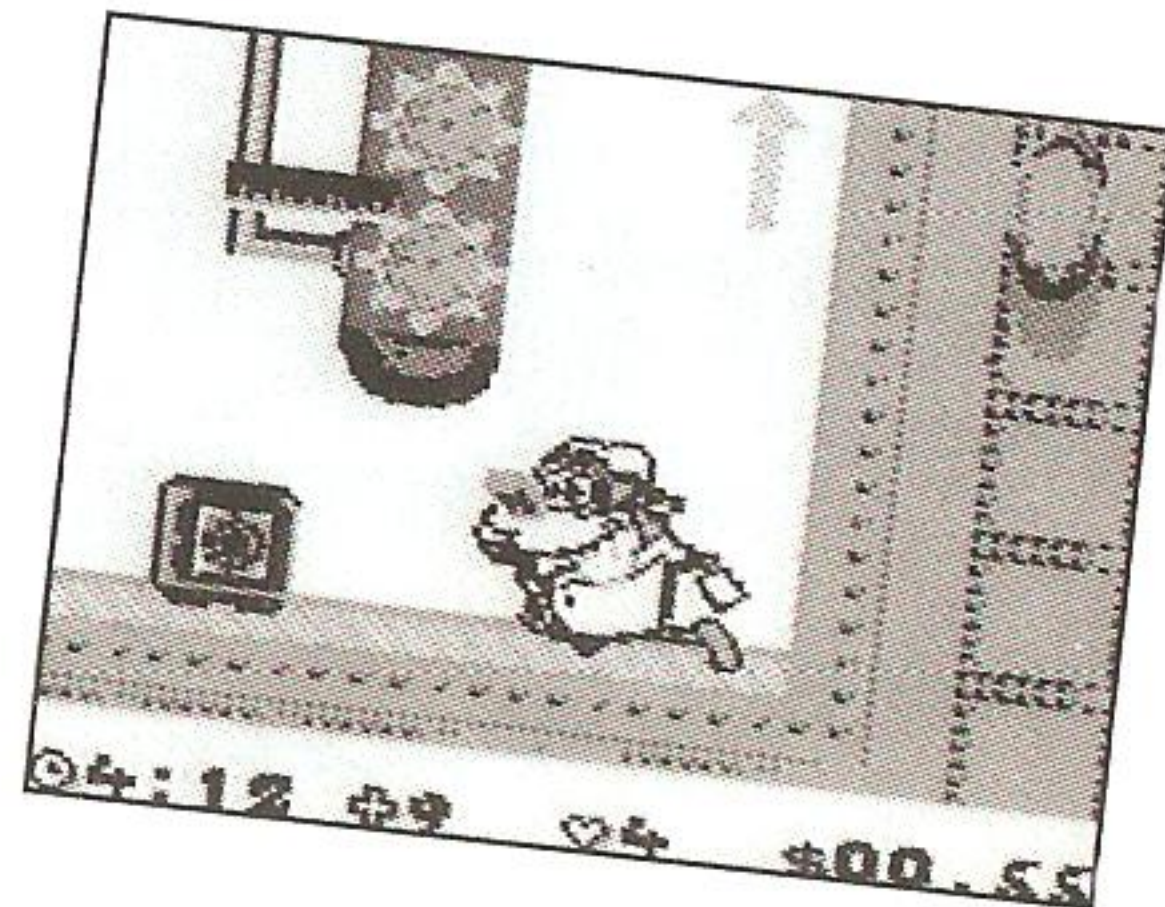




# STIMPY'S INVENTION

Oh, hello there, kids. I'm hard at work in my laboratory, working on something very important. It's a pistachio... no, that's not it... what the Hoëk was

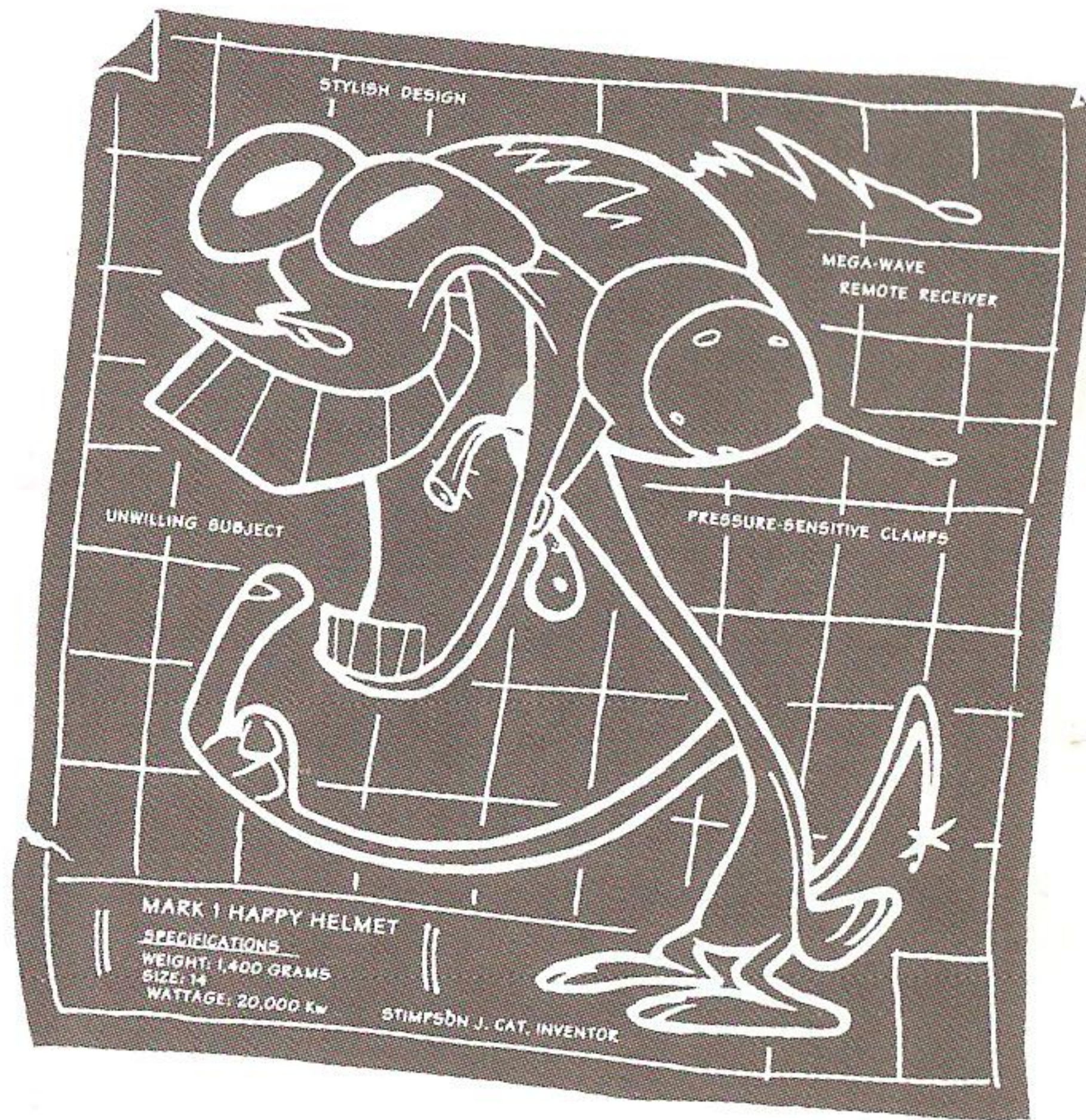
it? Oh, yeah, it's for Ren. You see, Ren is my friend, but he's not happy, especially when he's trapped in our T.V. show, so I'm going to build something that will **make him happy!** Oh, joy!

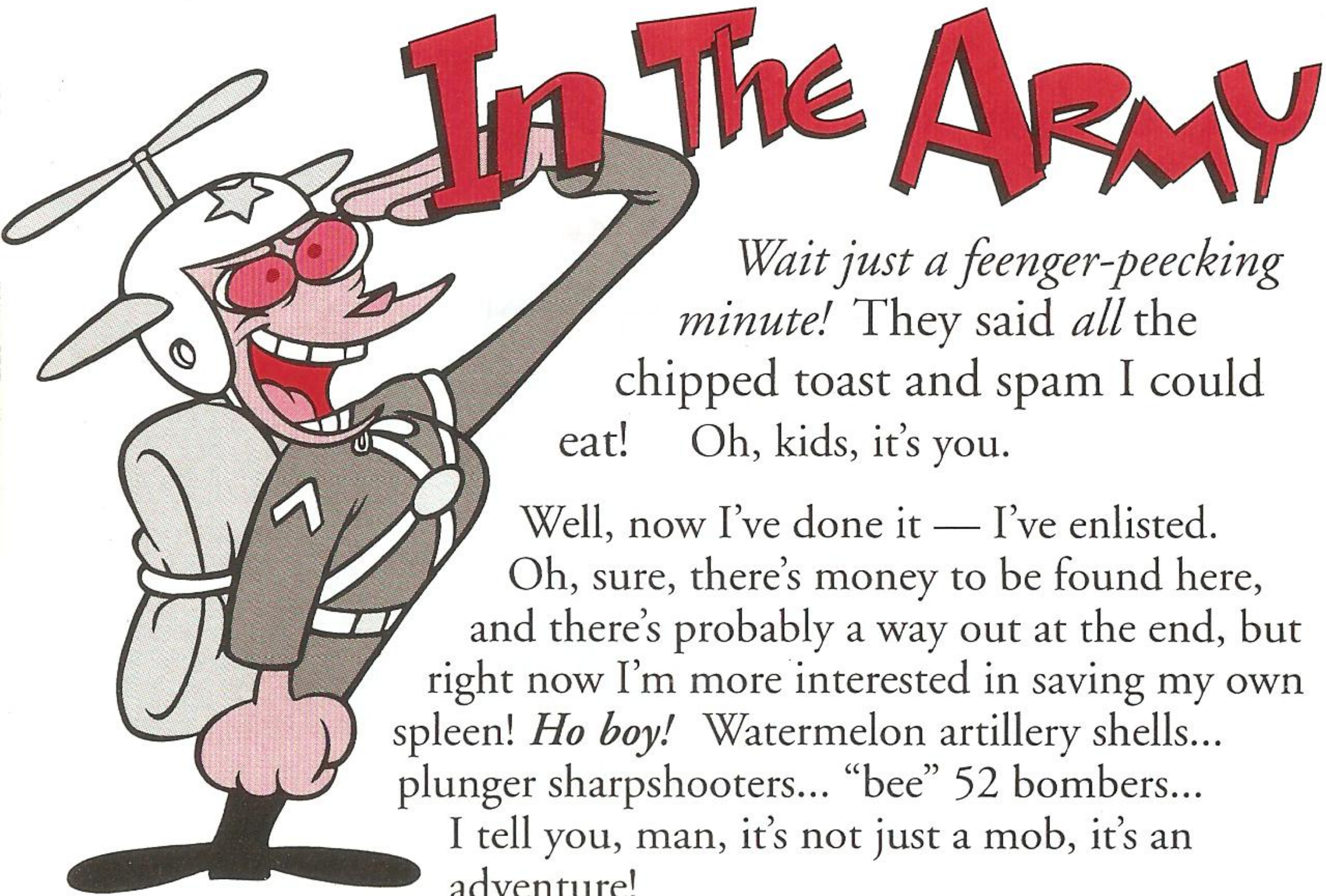


## Observe:

I call it the "Happy Helmet", and the pieces I need to put it together are somewhere in my lab, but I may need some help finding my way around on the conveyor belts between the weird equipment and bubbling chemical vats. As I find each of the helmet pieces, I'll eat it, of course. And when the helmet is complete, I can force it on Ren's unhappy little head. Oh, won't he be delighted and surprised? I can hardly wait!

Oh Reeennn...



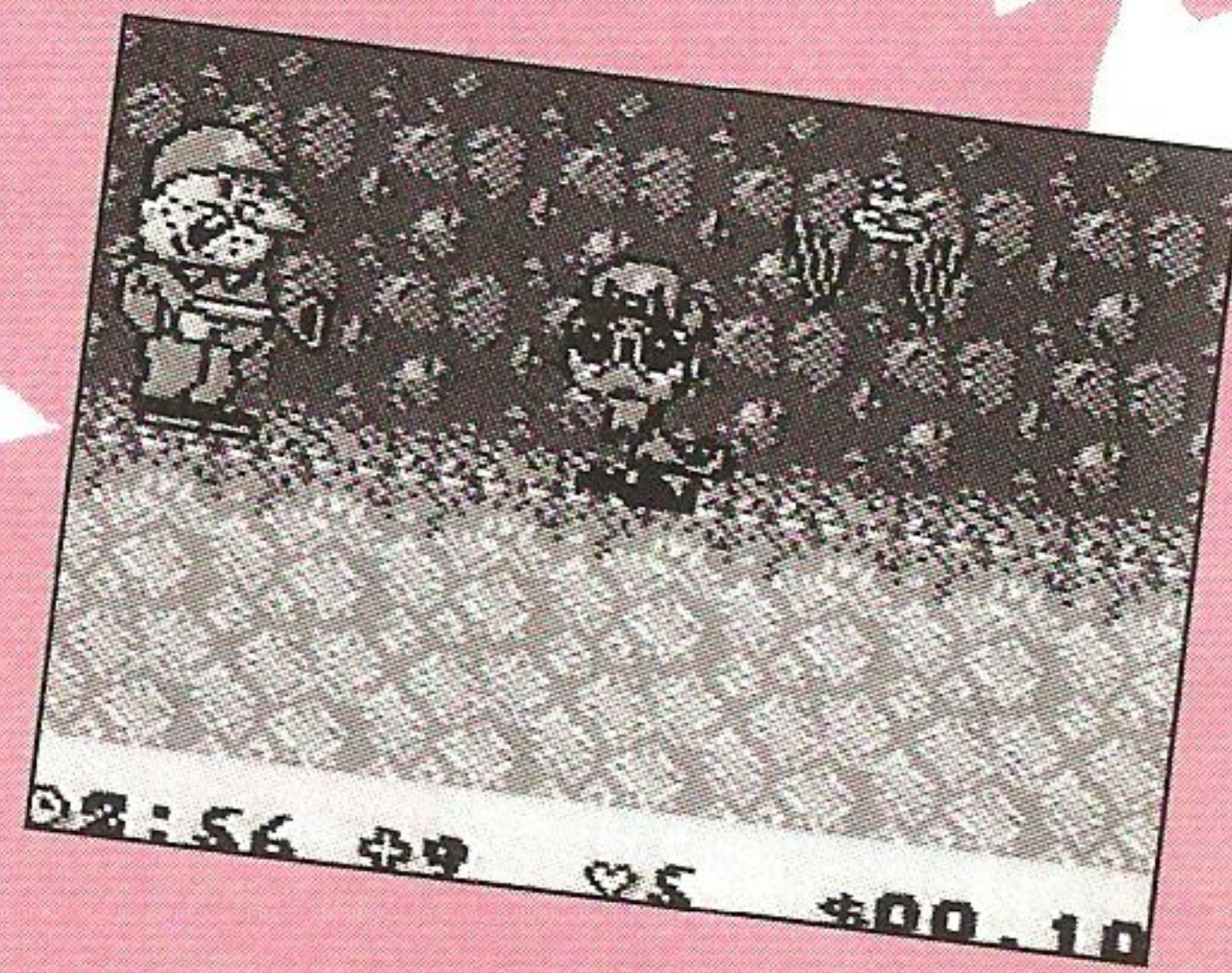
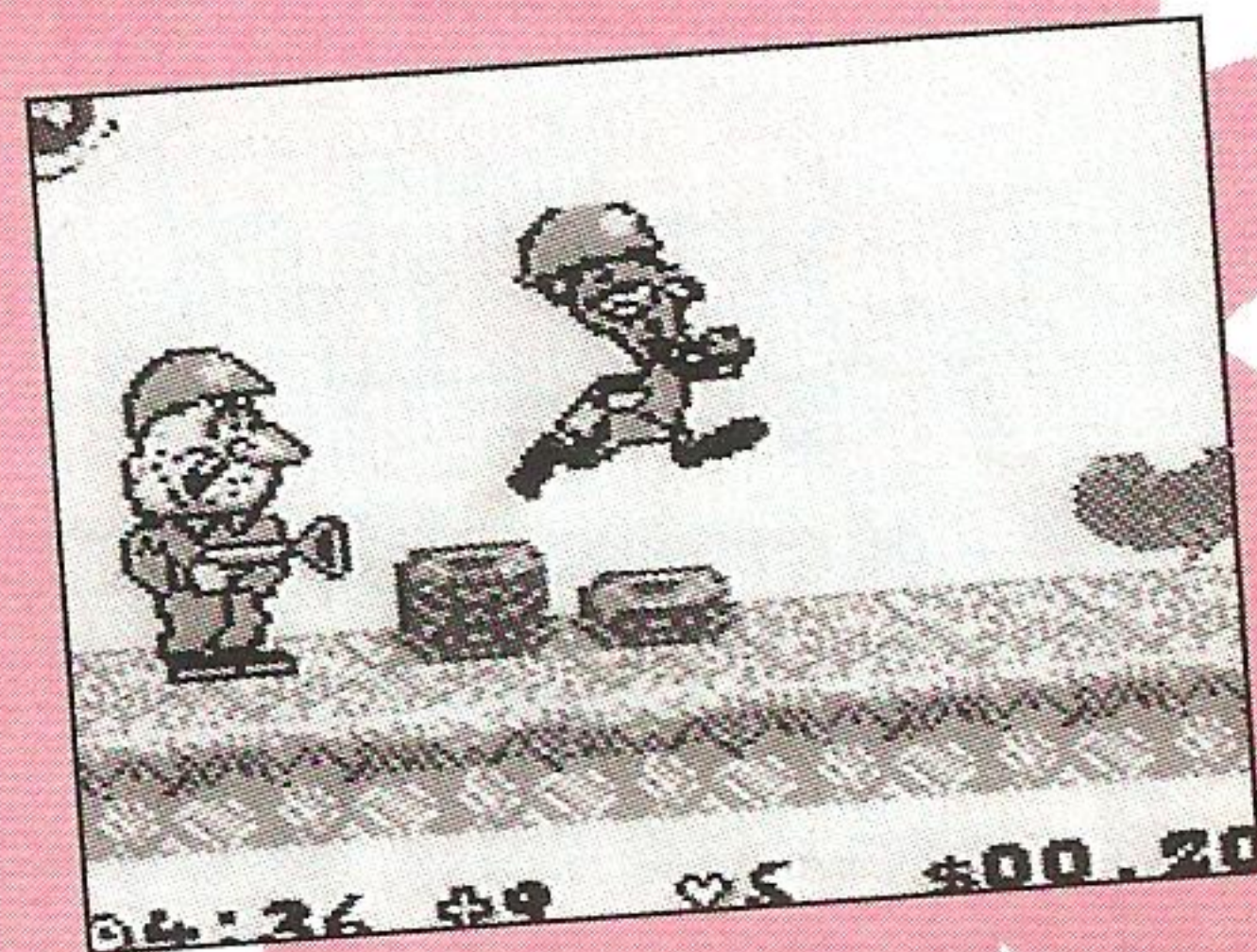


Wait just a feenger-peecking minute! They said *all* the chipped toast and spam I could eat! Oh, kids, it's you.

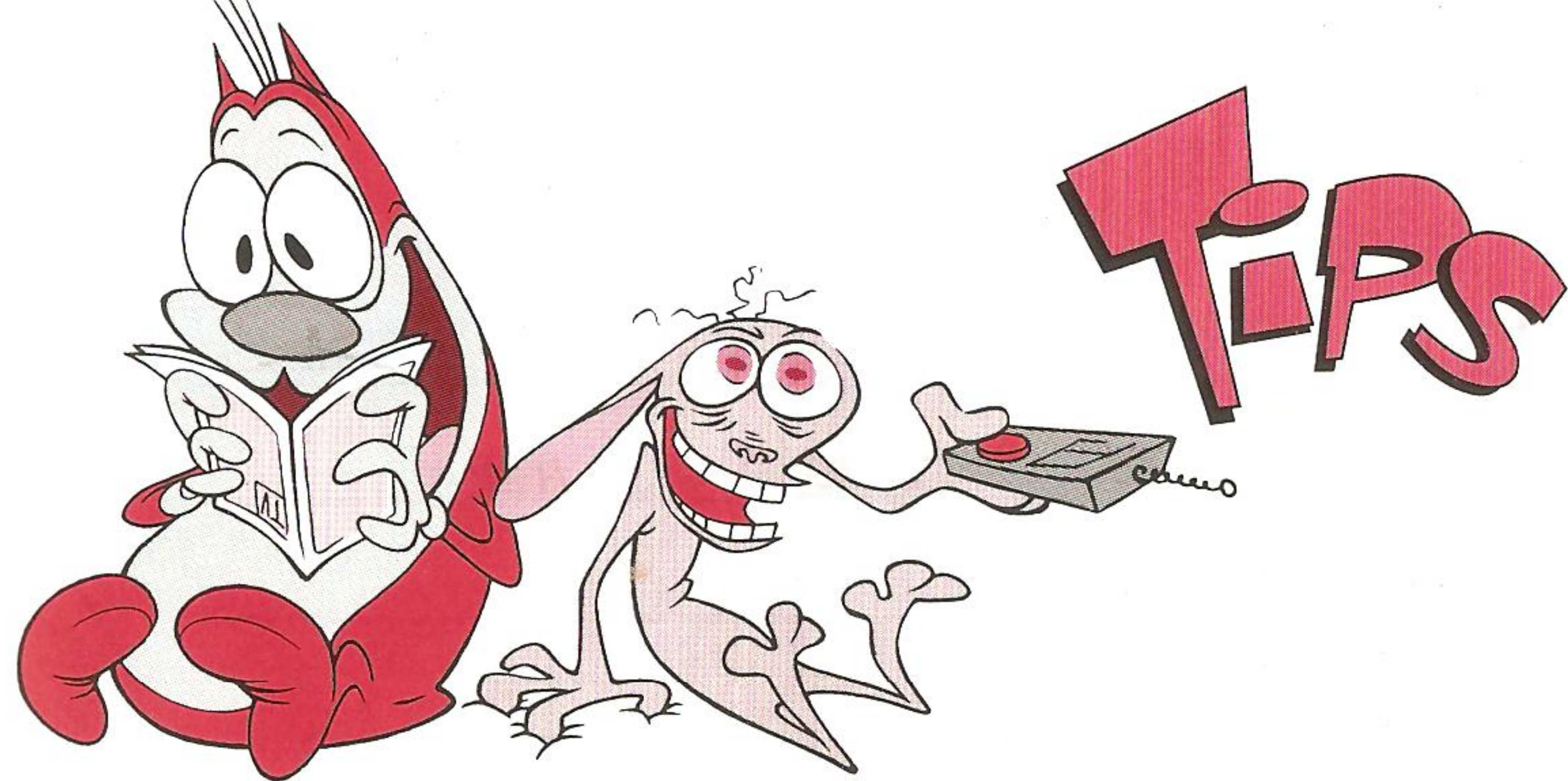
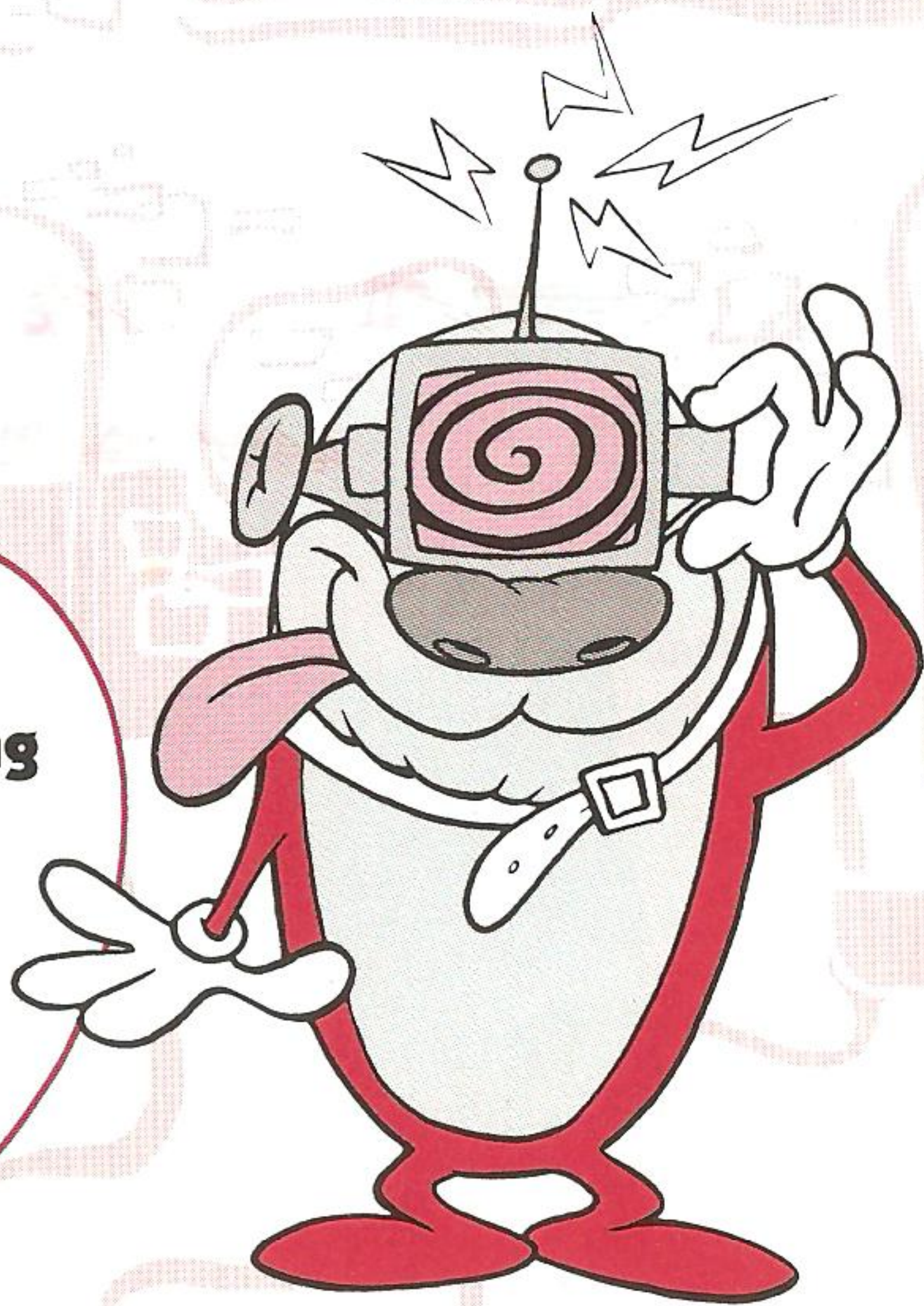
Well, now I've done it — I've enlisted. Oh, sure, there's money to be found here, and there's probably a way out at the end, but right now I'm more interested in saving my own spleen! *Ho boy!* Watermelon artillery shells... plunger sharpshooters... "bee" 52 bombers... I tell you, man, it's not just a mob, it's an adventure!

I need you to help guide me carefully through this hazardous battlefield, avoiding all sorts of nasties, as well as obstacles like bombs, rivers and fire.

Excuse me, mister — how do I get to somewhere safe?



**Secret  
Membership Oath:**  
I do hereby  
promise only to watch  
**The Ren and Stimpy Show.**  
To make underleg noises during  
the good scenes. To wear  
unwashed lederhosen every  
single day of the rest of  
my life.



Money may be hidden behind curtains or in other unlikely places.

Catch the time to get ahead.

If you jump into a cannon, you will be shot out, possibly over some nasty obstacles.

Mixing chemicals may have an explosive effect.

Don't run out of Powdered Toast in your home – stock up today.

# WARRANTY STUFF

## NOTES:

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T•HQ in the UK offer a warranty of quality on the product for a period of 90 days following purchase. If you should experience a problem during this time, please follow this procedure:

- 1 First, telephone T•HQ after-sales service in the UK on 0372 745222 and describe the fault.
- 2 If the fault is not due to operator error or a similar cause, you will be given a return approval number. Send the T•HQ product in its original box with the receipt to:

**T.HQ International LTD.  
19 West Street, Epsom  
Surrey KT18 7RL UK.**

- 3 The guarantee is limited to rectification of the defect or supply of a fault-free replacement, at the discretion of T•HQ. No further claims will be admitted.
- 4 The guarantee is invalid if the fault has arisen from incorrect handling and/or unauthorised attempts at repair and/or damage after purchase.
- 5 After the guarantee has expired, please address all your questions and requests for repairs by telephone to T•HQ after-sales service (Tel. UK 0372 745222).