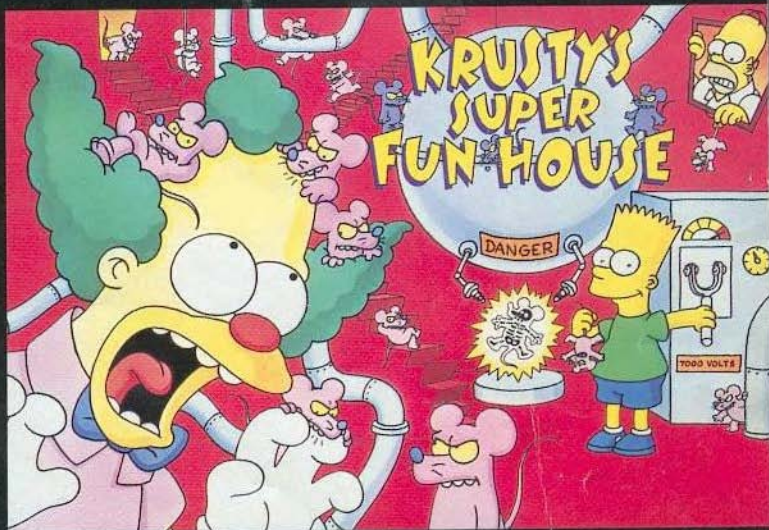


<http://www.replacementdocs.com>

SNSP-FH-UKV



INSTRUCTION BOOKLET



Acclaim
entertainment, inc.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

NINTENDO® SUPER NINTENDO
ENTERTAINMENT SYSTEM™
THE NINTENDO PRODUCT
SEALS AND OTHER MARKS
DESIGNATED AS "TM" ARE
TRADEMARKS OF NINTENDO.

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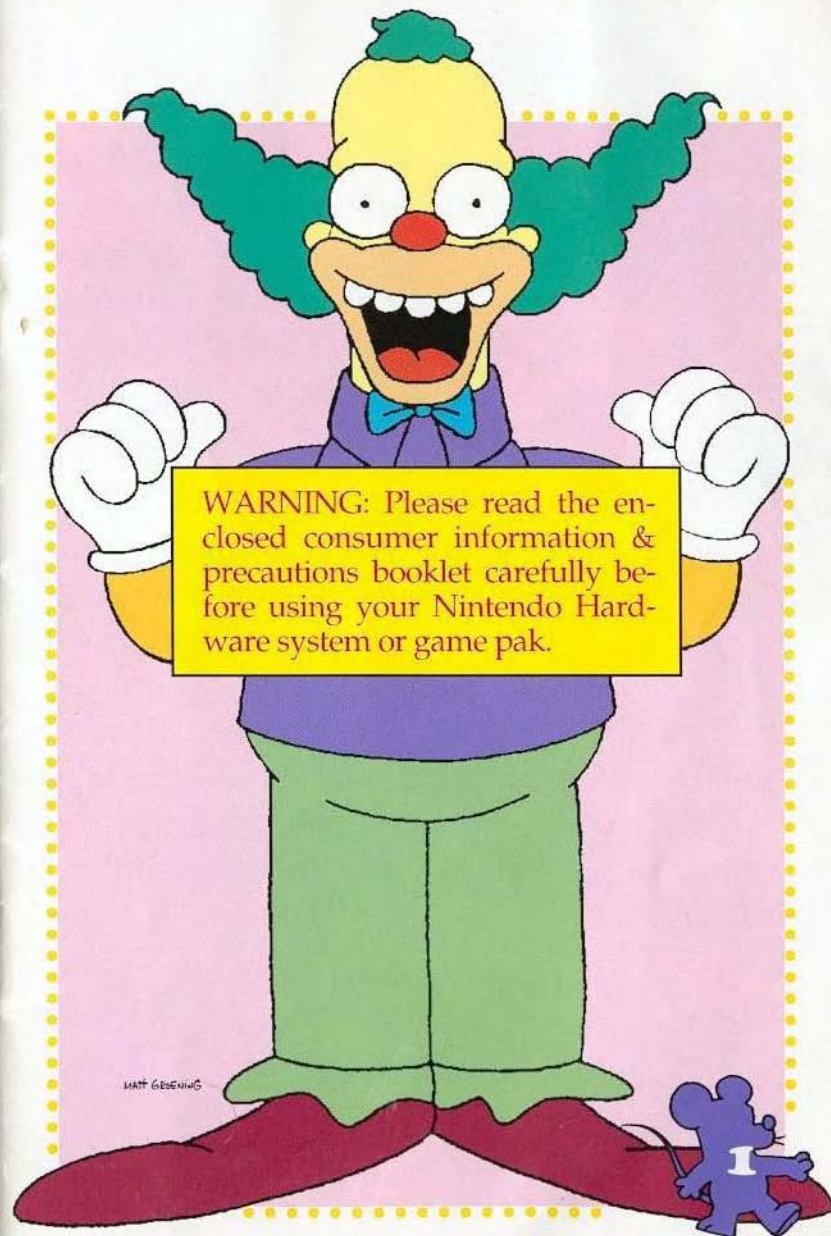
Nintendo

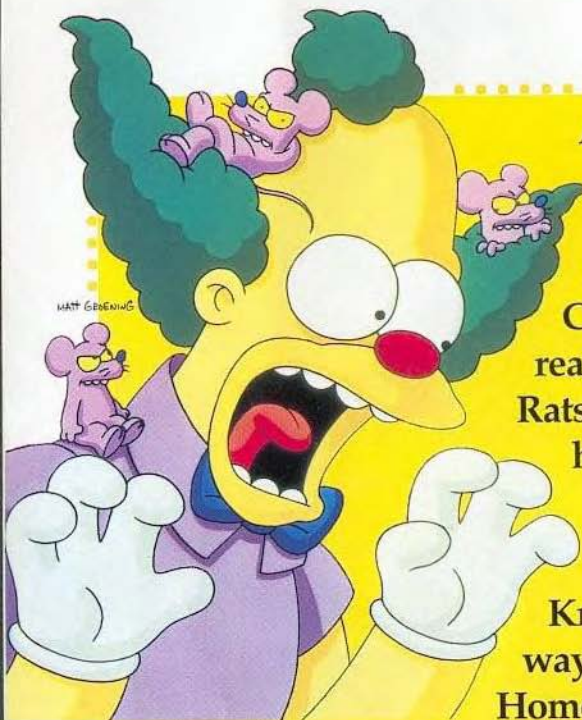
THIS SEAL IS YOUR ASSURANCE THAT
NINTENDO HAS APPROVED THE QUALITY
OF THIS PRODUCT. ALWAYS LOOK FOR
THIS SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR SUPER
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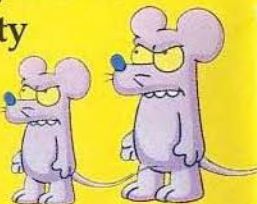


Aye
carumba!
Bart's super
hero, Krusty the
Clown, is in
really bad trouble.
Rats have invaded
his Fun House.

Is it
"sayonara,
Krustyland"? No
way, man! Bart,
Homer, Sideshow

Mel, and Corporal Punishment stand armed
with the coolest rat traps ever... ever see
a rat zapped with 20,000 volts or burst like
a balloon?

WARNING KIDS: Do not try this at
home. We don't advocate cruelty
to real animals, only
their cartoon
equivalents.

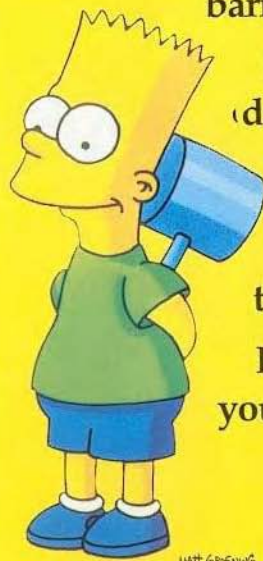


All Krusty has to do is get
the rats to the traps by moving
blocks, connecting pipes, finding
secret passageways, wrecking the
floors and walls, and generally having a
great time.

As for the slimy snakes slithering on the
floors, the pink flying pigs bouncing
around the sky, and the laser-firing aliens,
Krusty'll show them some real fun with a
barrage of custard pies.

So, before saw-toothed ro-
dents ruin Bart's #1 fun house,
and frankly outlandish
creatures nail the man who
put the "K" in komedy, play
this game.

Krusty the Clown needs
you... yes, you, you little...





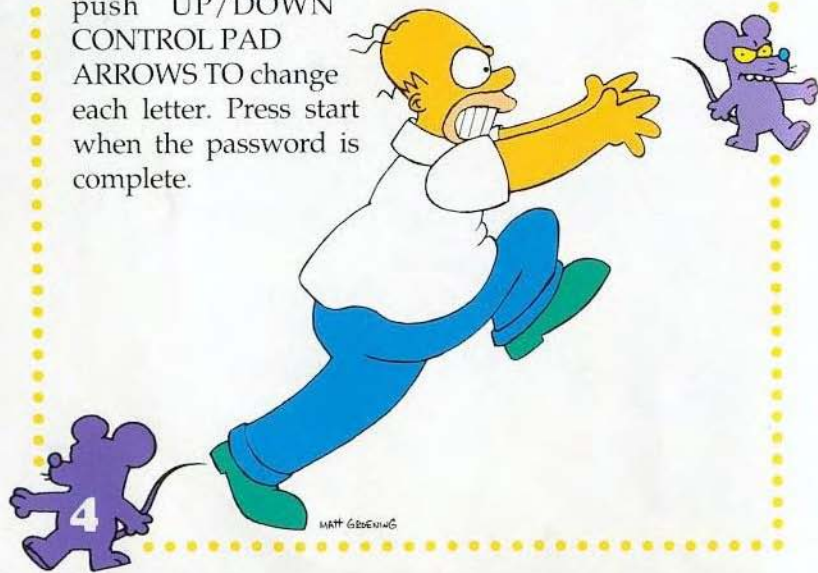
GETTING STARTED

LOADING

1. Make sure the power switch is OFF.
2. Insert KRUSTY'S SUPER FUN HOUSE game pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.

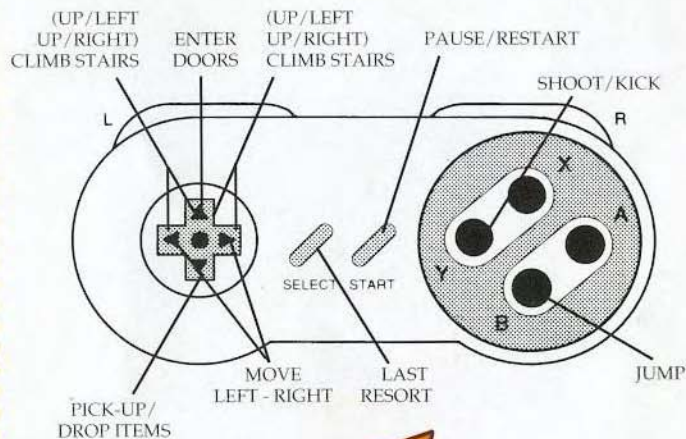
To start — push start once to get to the password and press start again.

To use a password and continue a game— Push start and using the LEFT/RIGHT CONTROL PAD ARROWS choose the letter you wish to change, then push UP/DOWN CONTROL PAD ARROWS TO change each letter. Press start when the password is complete.



THE CONTROLS

The controls are as follows:



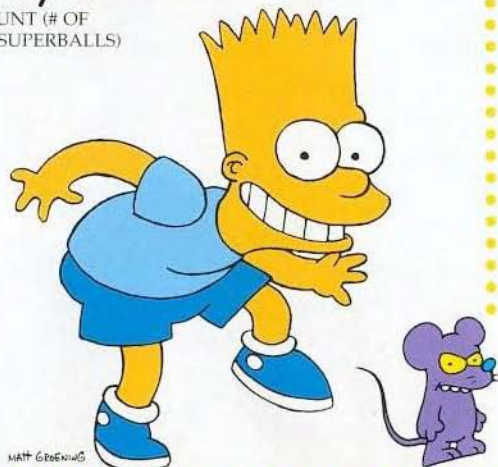
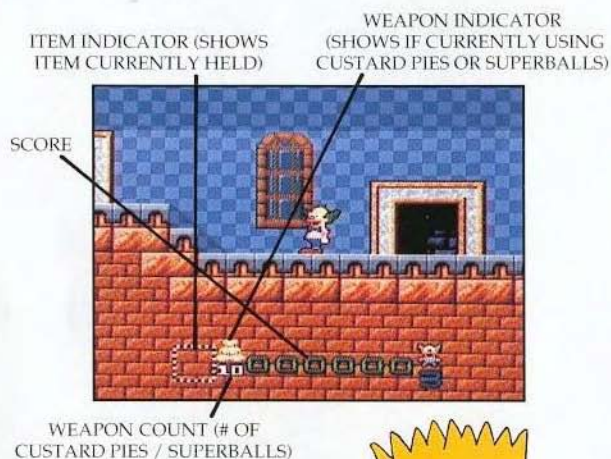
Note: Using the LAST RESORT to get out of a level when you're stuck will cause you to lose 1 life.





ON THE SCREEN

All the game play information appears at the bottom of the screen as follows:



MATT GREENING



THE FUN HOUSE

— IT'S BIG, MAN!

Krusty's Fun House consists of 5 sections, with up to 14 levels each. When you first enter, you are in the main hallway. Each of the doorways leads to 1 of the 5 sections. Within each section, each wooden door leads to a different level.

Note: You must complete all the levels in each section before the door to the next section will open.



You can play the levels in a section in any order you want. However, there are some levels which are either blocked off or are down secret passages totally hidden from view. These can only be accessed by kicking a Magic Bonus Block which has to be found within another level.



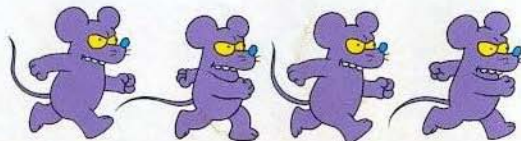


To enter a door or doorway — move in front of it and press the UP CONTROL PAD ARROW.

When you complete a level (by getting the rats to the trap and safely returning to the door), you will automatically come back to the section hallway from which you started. You know you have completed the level if the door has a silver padlock.

There is ONE door in the hall which is always locked with a golden padlock. To open this door you must complete all the other levels. This special level has no rats. All you have to do is find the Magic Block which opens the grate in the Hall, allowing you out into the Main Hall so you can progress to the next section.

Once you have finished all the bonus levels, return to the section doorway and press the UP CONTROL PAD ARROW. You will automatically return to the main hallway with the way to the next section now open.



RAT TRAPPING

...GO FOR IT, KRUSTY!

Every level of the Fun House is infested with rats. Fortunately, though, on every level is one rat-decimating trap. Operating the traps are Krusty's most loyal followers, like Bart, virtual strangers, like Homer, and employees who have no choice, like Sideshow Mel and Corporal Punishment.

The challenge for Krusty is to get the rats into the traps. Not only are the pesky fur balls unable to climb anything more than a block high, they also get flung about by high powered blowers, fall into pipes, and drop through holes in the floor.



MATT GROENING





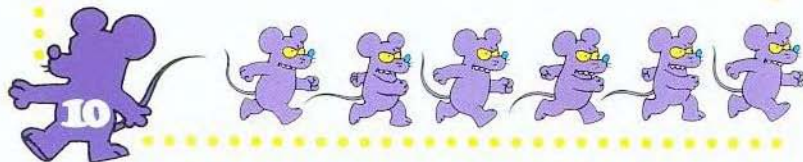
MATT GROENING

The only way to ensure a rat-free Fun House is to find items that help the rats over obstacles, through pipes, across holes, and safely to their total elimination.

Blocks, Super Springs, Blowers, Pipe Sections, and Glass Jars can be used to cover holes, blowers, or pipe entrances and as a step up for rats and Krusty. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

To pick up any Item — move onto the item and press the DOWN CONTROL PAD ARROW.

To drop any ITEM — press the DOWN CONTROL PAD ARROW.



Note:

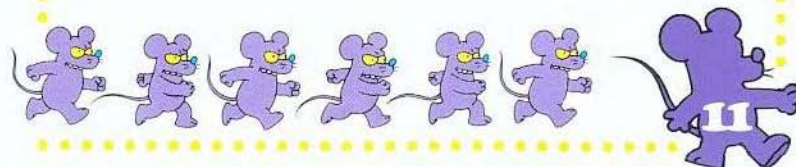
- Not all items can be picked-up.
- You can only hold 1 Item at a time.
- All items can be stacked one on top of another or corner to corner to create a staircase.

You can always tell which item you have, because it is shown on the item indicator at the bottom of the screen.

Once you have gotten the rats to the trap, get back to the door you entered to complete the level.



Note: Before leaving the level you might want to spend some time looking for Magic Blocks that might open secret passages.





MAGIC BONUS BLOCKS

To help you get the rats to the traps, increase your energy and points, Magic Bonus Blocks are scattered throughout the Fun House.



To obtain the bonus — stand facing the block and kick it by pressing the Y BUTTON.

Once kicked, the block will disappear and a bonus will briefly flash on the screen. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

SUPERBALL BONUS

Certain walls that lead to passages, block your path, or block the rats' path are made of Crumbling Blocks. You can remove them by stepping on them, or by hitting them with one or more SuperBalls.

To throw a SuperBall — press the Y BUTTON.



Note: You can only throw a SuperBall after you get a SuperBall bonus.



SECRET PASSAGE BONUSES

Some Magic Bonus Blocks, when kicked, explode and don't leave a bonus item. These are Secret Passage Bonuses. *Somewhere*, either in the level you are currently on or in the section hall, access to a new passage or a door leading to a bonus room will appear. Inside may be more Magic Bonuses or Items vital to getting the rats to the traps.

When you enter a bonus room you must collect all the tokens before the bonus room magic runs out and you are returned to the level. If you don't collect all the tokens you will be teleported back to the portal you came in through. If you collect all the tokens you will get a Krusty Doll, which gives you a bonus life, and on some levels you may also be teleported out to an otherwise inaccessible part of the level.





MAKING A CLOWN OUT OF KRUSTY... ENEMIES

Not only is the Fun House overrun with rats, there's also a whole bunch of weird creatures intent on pushing Krusty's pacemaker to the limit. If they hit him enough, Krusty tires, finally collapses exhausted, and you lose a life and must re-start the level. If you lose all your lives, the game is over.

To deal with these trouble making pests — you begin the game with 10 custard pies.

To throw a pie — press the Y BUTTON.

The number of pies you have remaining is shown at the bottom of the screen.



ENEMIES:

Enemy Point Values:

Section 1	100
Section 2,3	500
Section 4,5	1000

Venom Vipers — Slither along the ground spitting poisonous Venom Balls.



Pink Flying Pigs — Drift around the air trying to sit on you.

LaserAliens — Walk around shooting high-powered laser beams.



Giant Goofy Birds — Fly around pecking at you.

Note: Krusty's heart doesn't just take a pounding from enemies. Fall more than 2 screens length, and you're pretty much history.





TIME BONUS...

CRANKING KRUSTYS

A top-ranked entertainer like Krusty does not have time to waste, so keep up the pace around the levels. There's no penalty for taking it easy, but there's certainly a big bonus for coming in ahead of schedule!



PASSWORD...

THE FUN KEEPS GOING

Successfully finish a section of the Fun House and you will see a password. Copy it down carefully. It allows you to re-start the game at another time from the end of the last section completed.

To use your password, load the game pak as described in GETTING STARTED on page 4. When you see the KRUSTY'S SUPER FUN HOUSE title screen, press start to go to the password entry screen.



MATT GOSWOLD



To enter your password — using the LEFT / RIGHT CONTROL PAD ARROWS choose the letter you wish to change, then push up / down to change each letter. Press start when the password is complete.



TIPS

❑ Use the Blocks, Super Springs, Blowers and other Items to help you jump higher. Often the first Item you find may be there just to help you reach other Items.

❑ Get right next to Items and Magic Bonus Blocks that must be kicked. Pressing the Y BUTTON will throw a custard pie or a SuperBall.

❑ The rats can get separated. Make sure you get *all* of them to the trap.

❑ It's a close call, but in athletic prowess even Homer has the edge on Krusty. However, speed is the key on levels where you may have to use the same item more than once to round up the rats.



MATT GOSWOLD





KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE:

OBJECT ITEMS:	NAME	FUNCTION
	BLOCK	Step for rats or Krusty to climb on.
	KICKABLE BLOCK	Moved it by standing next to it and pressing the B BUTTON.
	SUPER SPRING	Helps Krusty jump higher. Note: Not all Super Springs can be picked up. Can only be picked up when you're standing still on it.



OBJECT ITEMS:	NAME	FUNCTION
------------------	------	----------



BLOWER

Blows rats in whichever direction it faces.

Note: Not all Blowers can be picked up.



PIPE
CORNER

Joins 2 pipes at right angles to each other.



STRAIGHT
PIPE

Fills missing pipe pieces. Extends pipe length.



GLASS
JAR

First rat on it falls in, allowing you to pick it up and move jar and rat anywhere. Once 1 rat inside, acts as step for other rats.

To release a rat caught in the jar — stand next to the jar and press the B BUTTON.



OBJECT NAME FUNCTION

MAGIC BONUS BLOCKS:



MAGIC
BLOCK

Contains 1 of the 7
bonuses below,
OR opens a secret
passage.



KRUSTY'S
BAG OF
TRICKS

10 Points



KRUSTY
MUG

20 Points



KRUSTY
HOOTER

50 Points



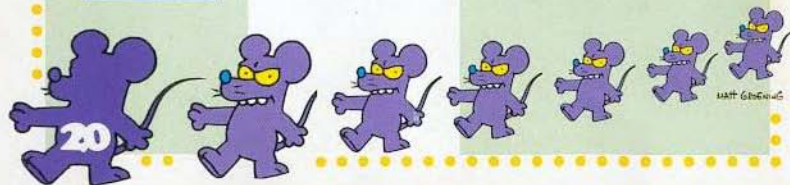
KRUSTY
DOLL

Free Life
(Maximum of 9)



KRUSTY
BURGER

Bonus Health



OBJECT NAME FUNCTION



KRUSTY
POTATO
CHIPS

Bonus Health



KRUSTY
SHAKE

Bonus Health



PIES

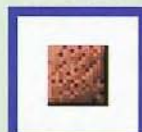
Gives you 10 pies.



SUPER-
BALL

Gives you 5
SuperBalls to knock
down crumbling
block walls.

OTHER STUFF:



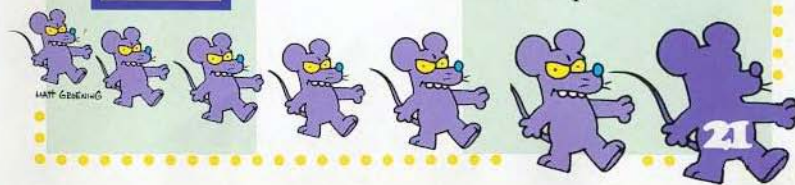
CRUMBLING
BLOCK

Crumbles when
stood on or hit by
a SuperBall.



RAT

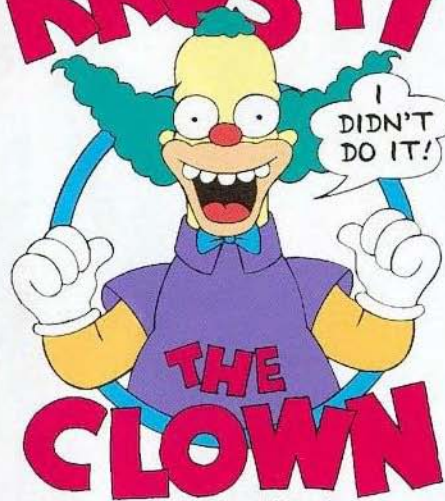
The fur ball to be
found, moved,
and disposed of.





CHAOS IN KRUSTYLAND

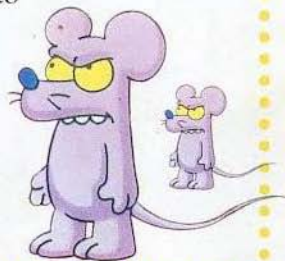
KRUSTY



I
DIDN'T
DO IT!

Krusty the Clown is in worse trouble than ever before — except maybe when he was headed for the slammer, or that time he broke his poor father's heart — and you're his only hope. Get rid of the rats. Sling some pies. Find the secret

passages. Save Springfield's premier tourist attraction. Or it's good-bye, Krusty. So long Krustyland... and no chance to see a rat turned to goop in the neatest, grossest rat traps ever.



NOTES:

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. In the bottom right corner, there is a small, stylized purple mouse illustration. The mouse has large ears and a long tail, facing towards the left. The paper appears slightly aged or off-white.



NOTES:

[illegible]

90-DAY LIMITED WARRANTY

Super Nintendo Entertainment System GAME PAKS

ACCLAIM ENTERTAINMENT, LTD. ("Acclaim") warrants to the original consumer purchaser that the Super Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, Acclaim will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

ACCLAIM ENTERTAINMENT, LTD.

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Winchester, Hants.
SO23 9AP England
Tel: (0962) 877788

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