KRUSTY'S FUN HOUSE

FLYING EDGE™
A Division of Acclaim Entertainment, Inc.

MATT GROENING

SEGA™

GAME GEAR™ INSTRUCTION MANUAL

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™ BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA™ GAME GEAR™ SYSTEM.

HANDLING THIS CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizures in these individuals. Certainly conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

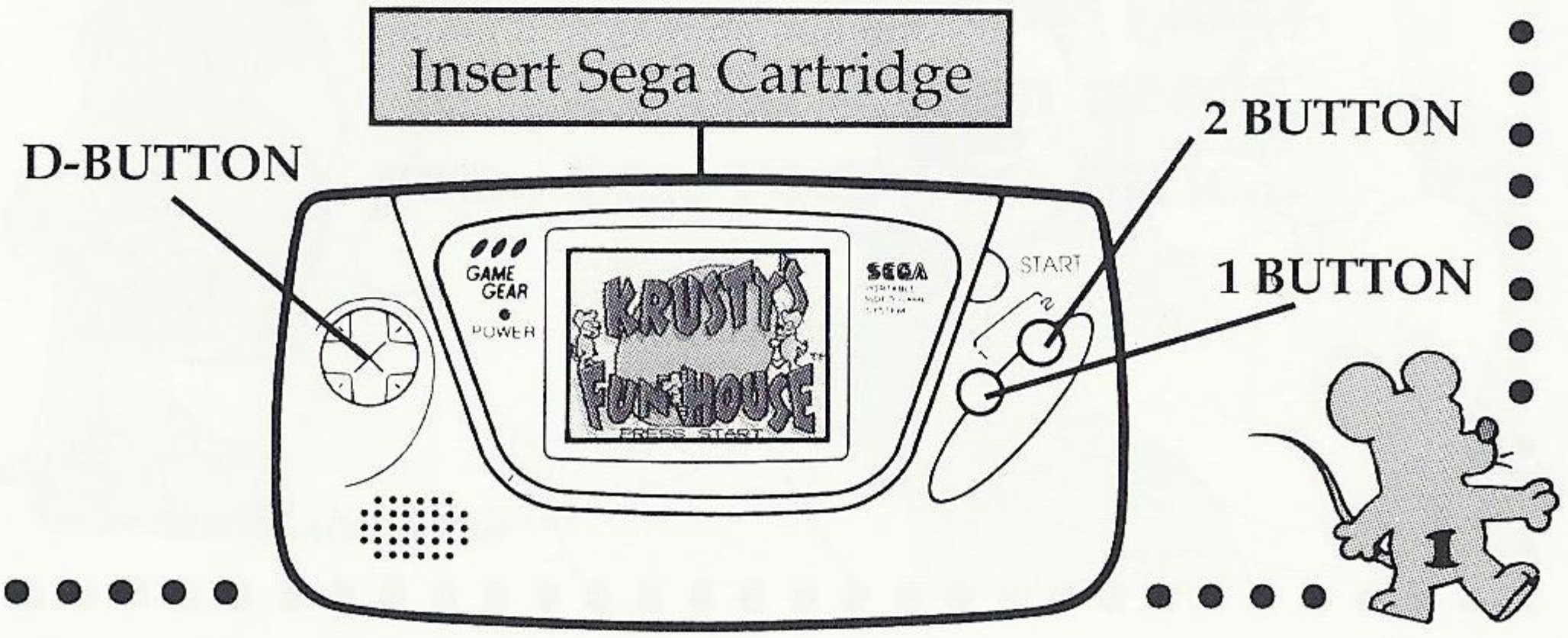


START UP FOR THE GAME GEAR

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the Krusty's Fun House cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the title screen will appear.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

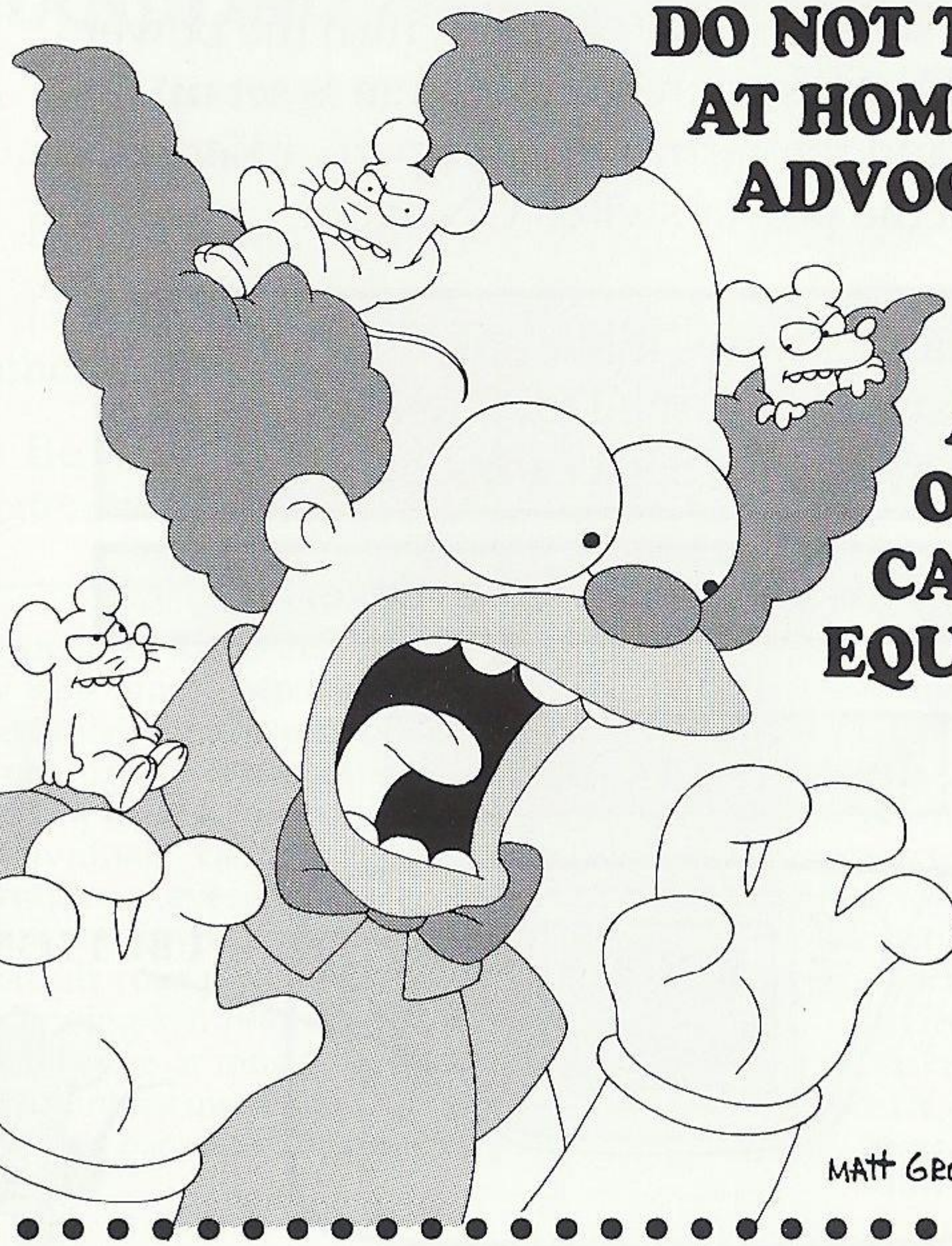
Important: Always make sure that the power switch is turned OFF when inserting or removing your Sega cartridge.

NOTE: This game is for one player.



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



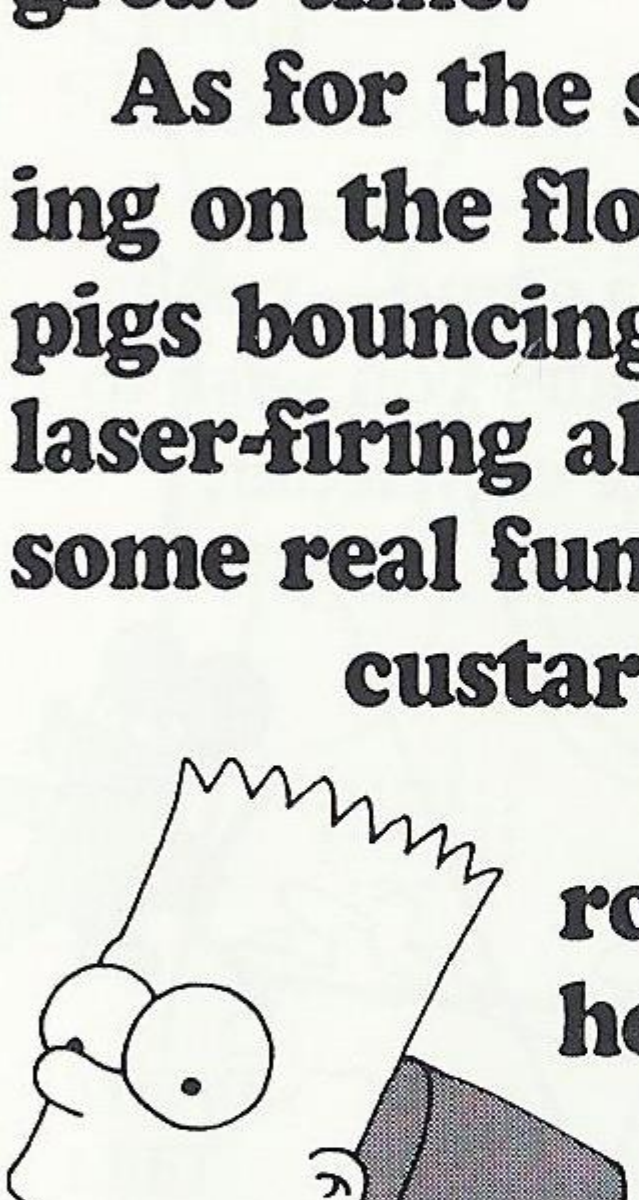
WARNING KIDS: DO NOT TRY THIS AT HOME. WE DON'T ADVOCATE CRUELTY TO REAL ANIMALS, ONLY THEIR CARTOON EQUIVALENTS.

MATT GROENING

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 rodents 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...

MATT GROENING





GETTING STARTED

LOADING —

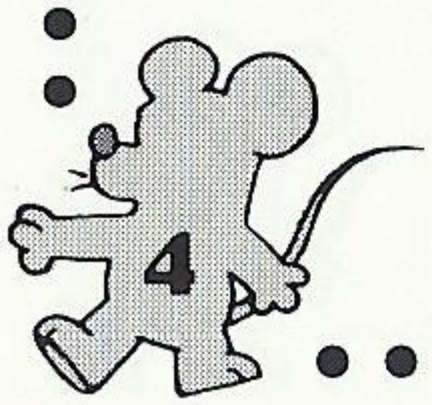
1. Make sure the power switch is OFF.
2. Insert the Krusty's Fun House cartridge as described in your Game Gear™ manual.
3. Turn the power ON.

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 left/right choose the letter you wish to change, then push up/down to change each letter. Press start when the password is complete.



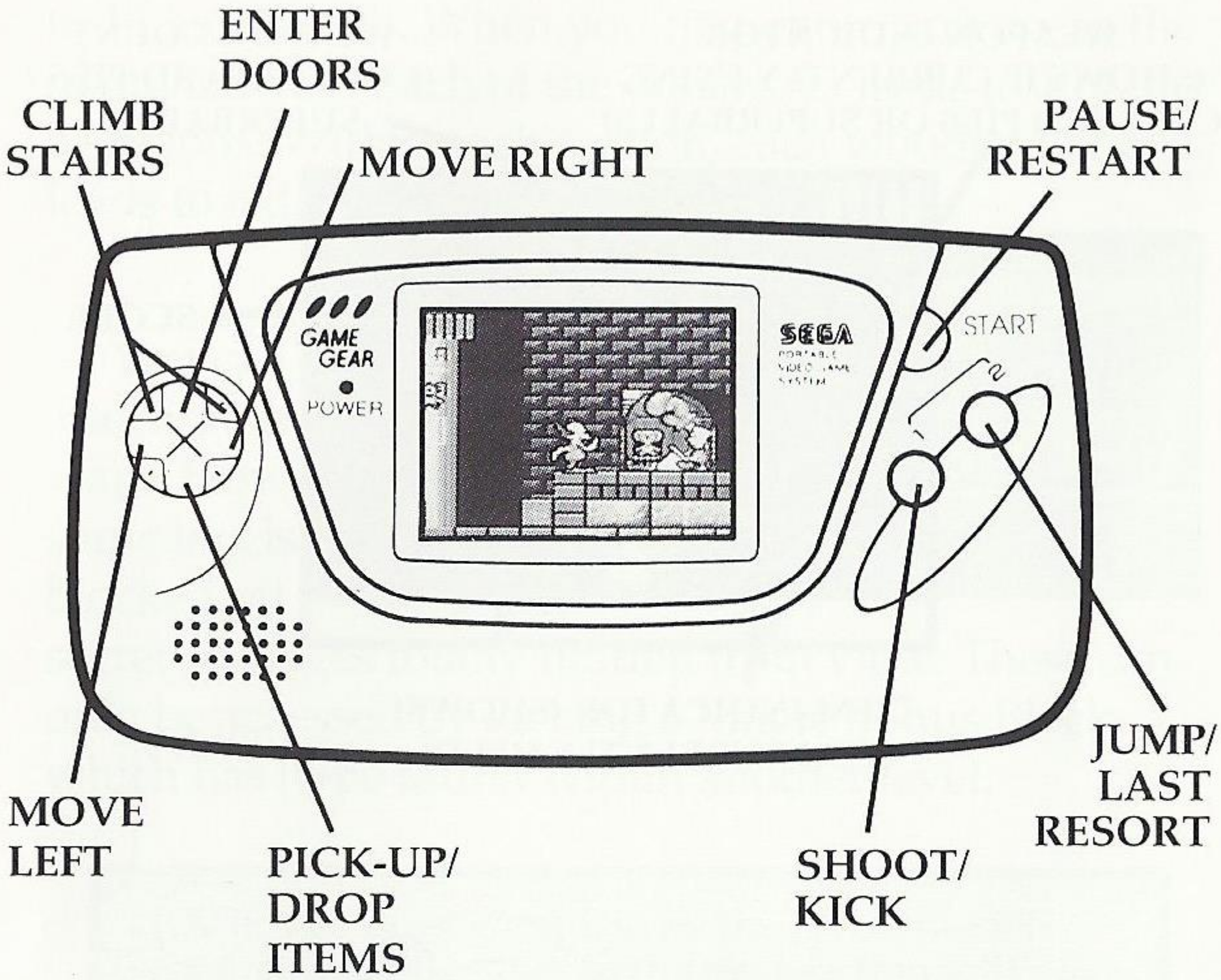
MATT GROENING



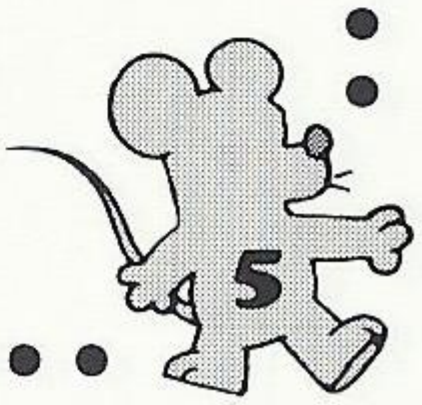


THE CONTROLS

The controls are as follows:



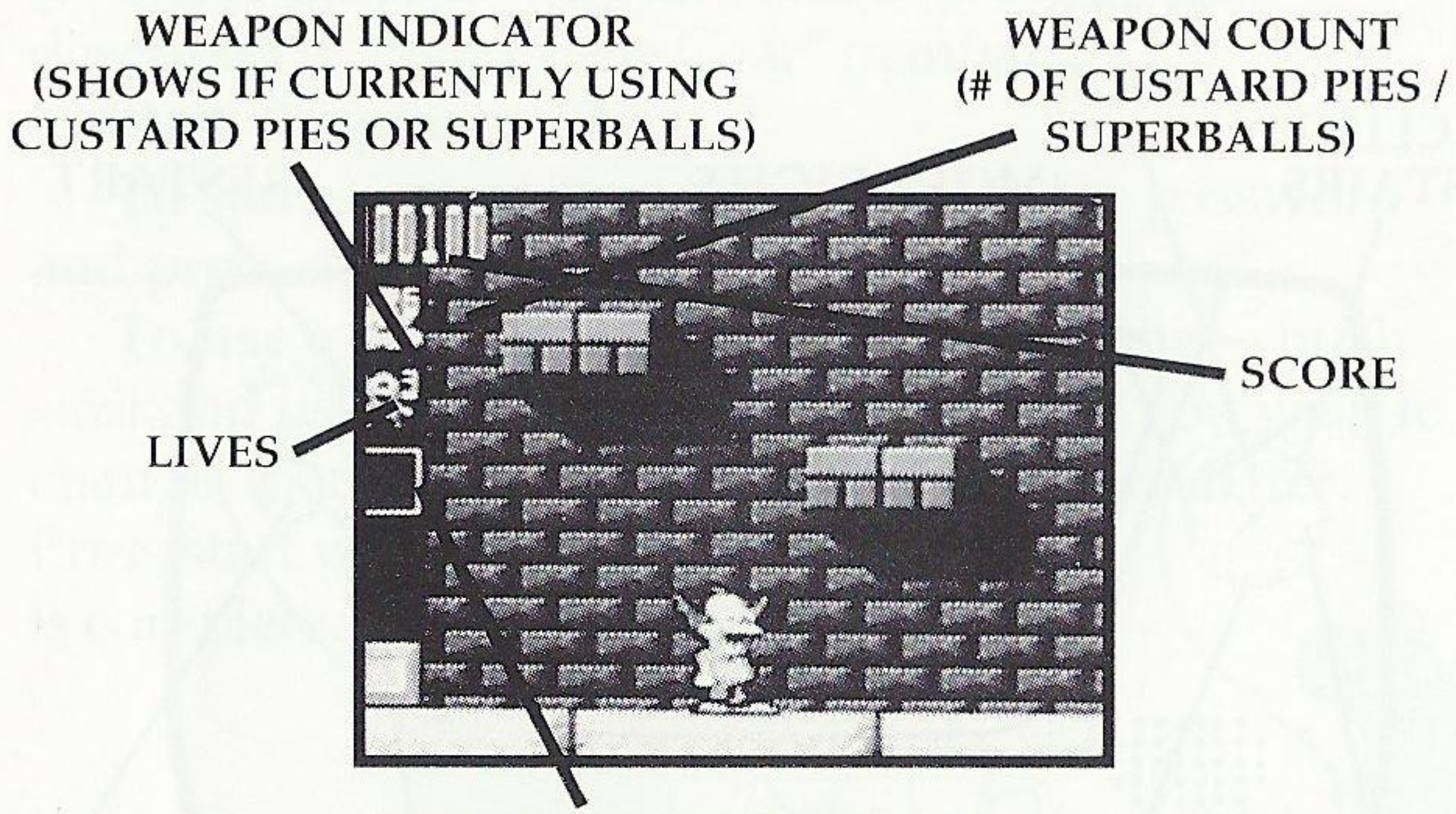
NOTE: The LAST RESORT can only be used when the game is paused. Using the LAST RESORT to get out of a level when you're stuck will cause you to lose 1 life.

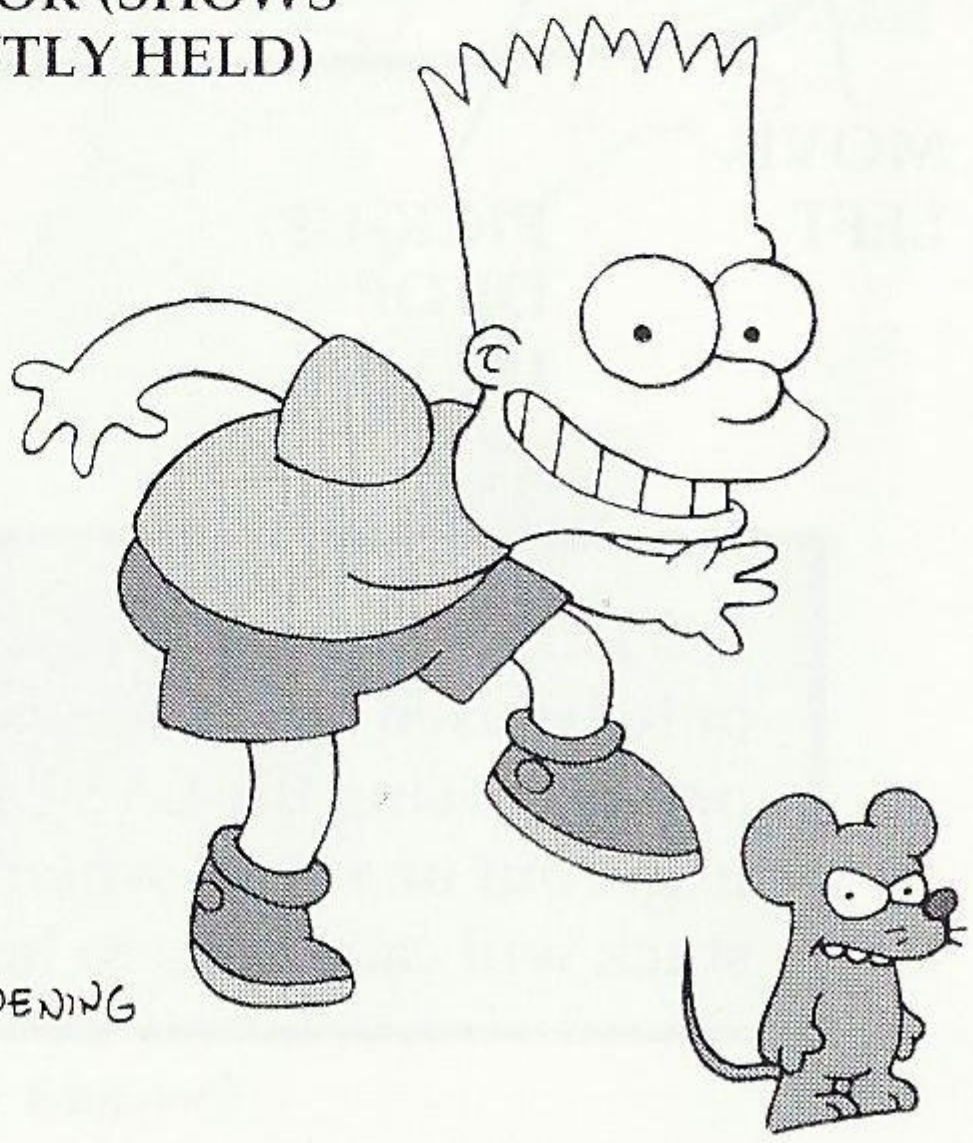




ON THE SCREEN

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





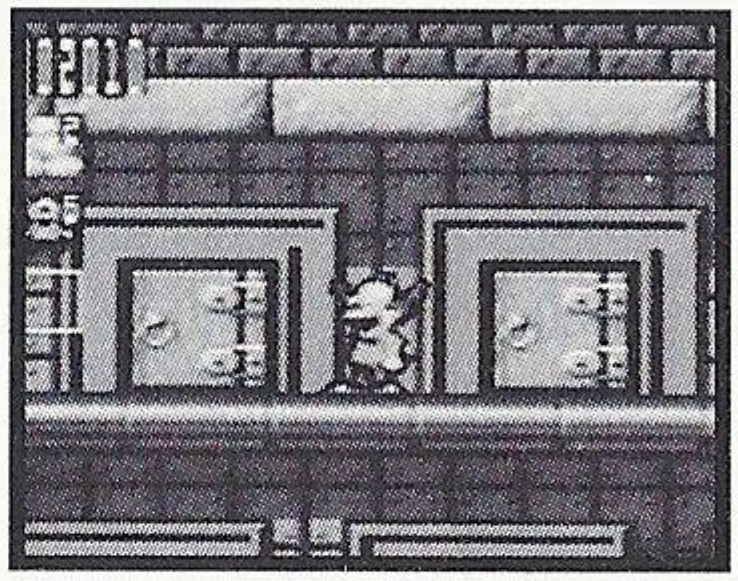
MATT GROENING



THE FUN HOUSE

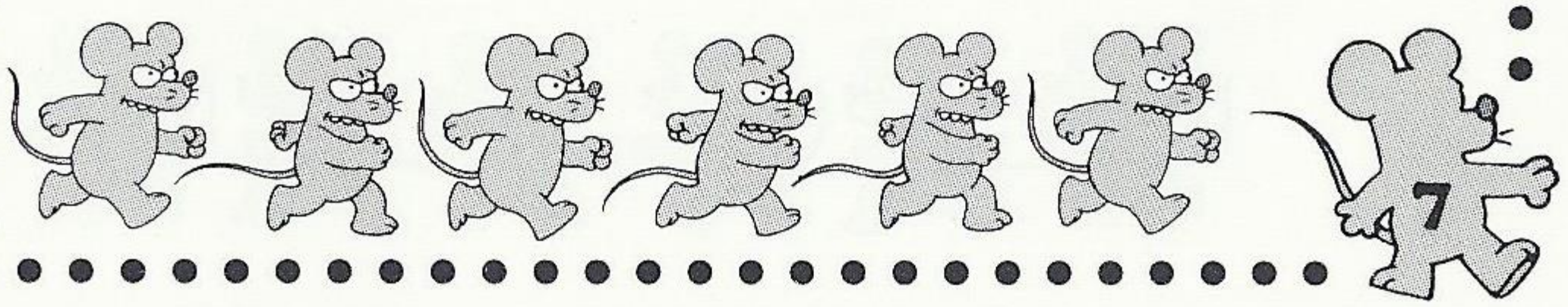
— IT'S BIG, MAN!

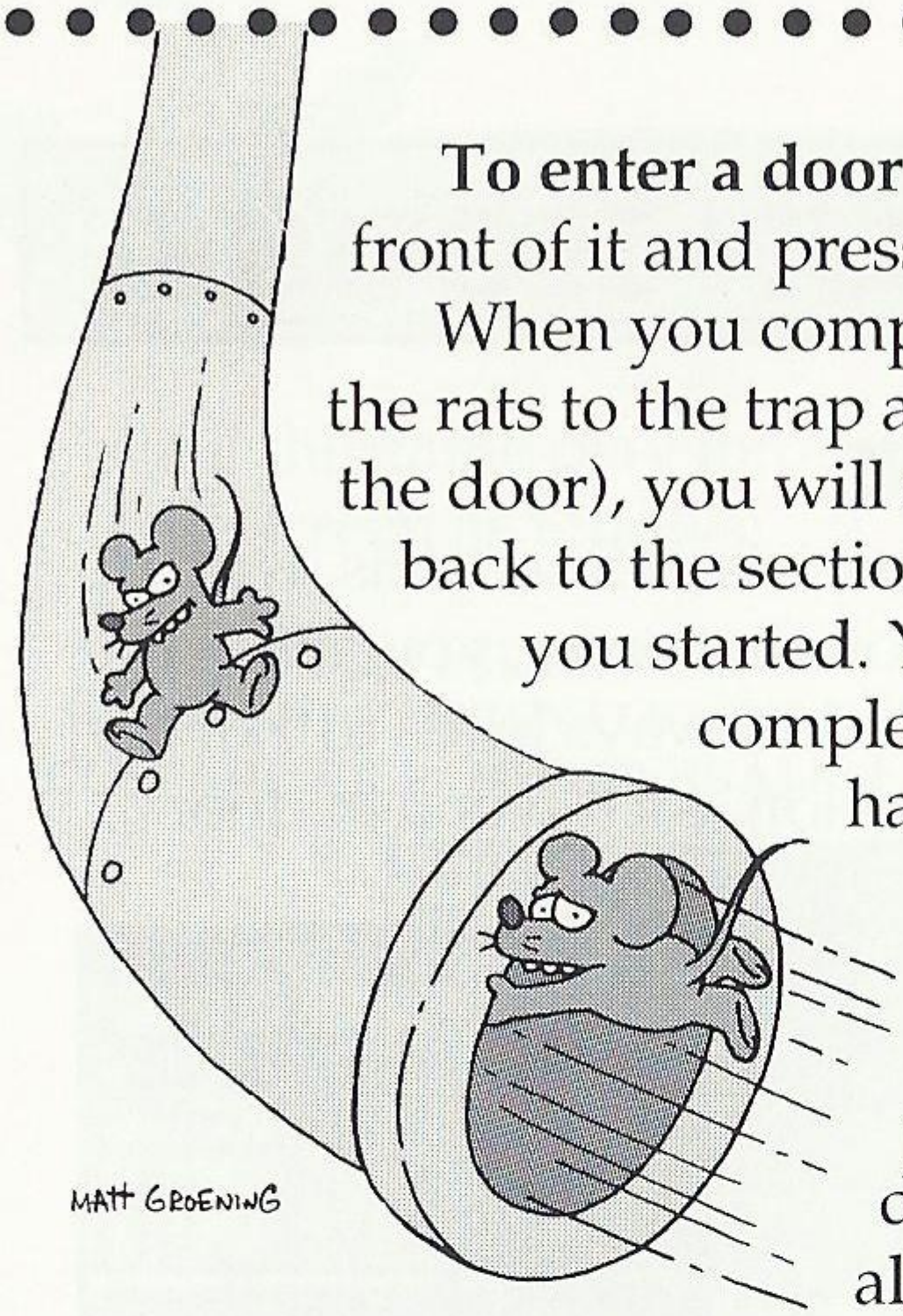
Krusty's Fun House consists of 5 sections, with up to 14 levels each. When you first enter, you are in the main hallway. Each of the doorways leads to 1 of the 5 sections. Within each section, each wooden door leads to a different level.



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.

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



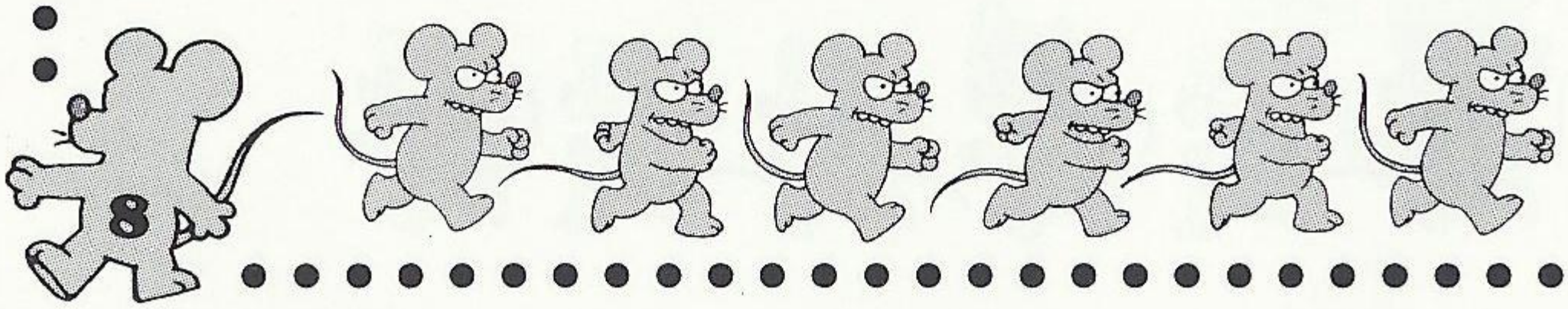


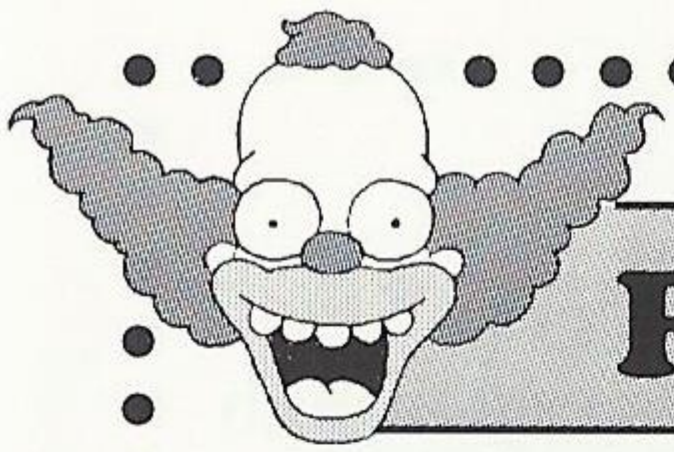
To enter a door or doorway — move in front of it and press the UP D-BUTTON.

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 padlock.

There is ONE door in the hall which is always locked with a 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 D-BUTTON. You will automatically return to the main hallway with the way to the next section now open.



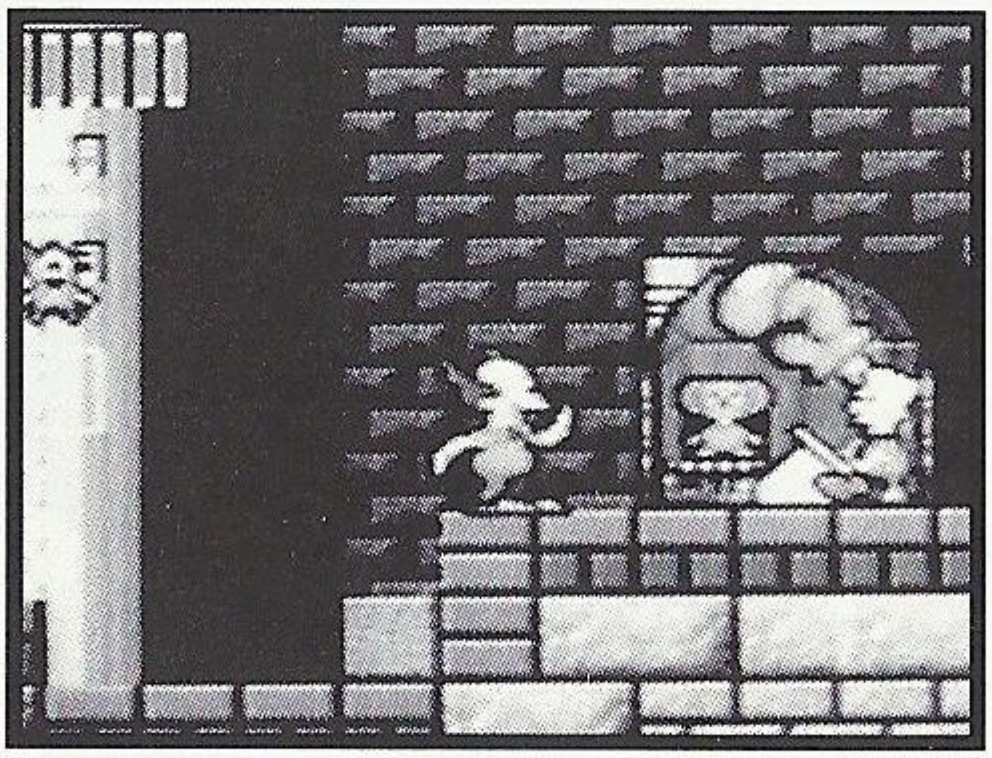


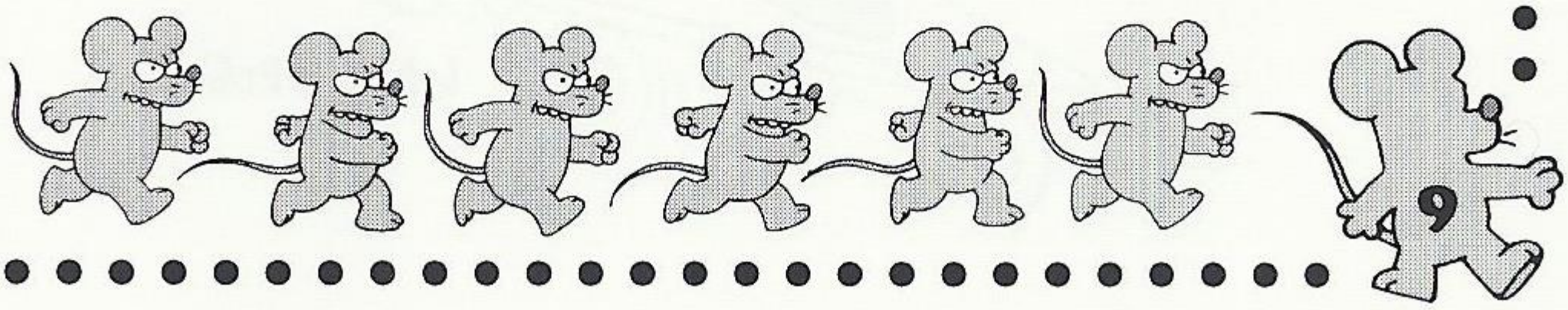
RAT TRAPPING

...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, and virtual strangers, like Homer.

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.





So, 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 D-BUTTON.

To drop any Item — press the DOWN D- BUTTON.



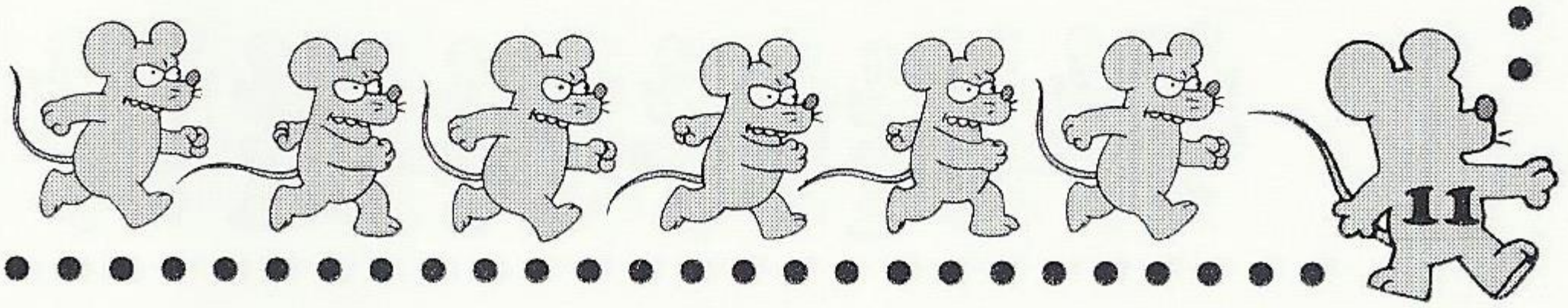
NOTE:

- 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 on the left side of the screen.

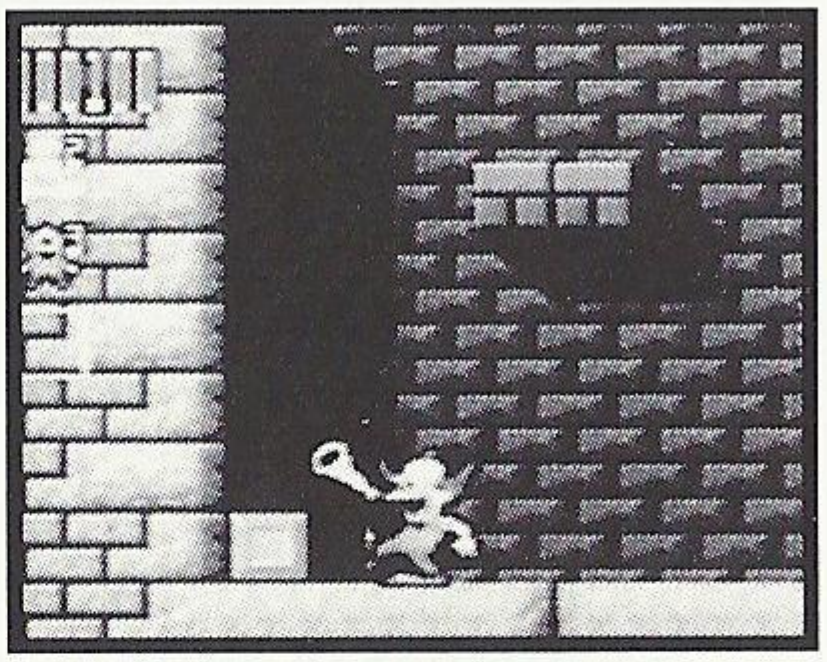
Once you have gotten the rats to the trap, get back to the door you entered to complete the level.

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 1 BUTTON.

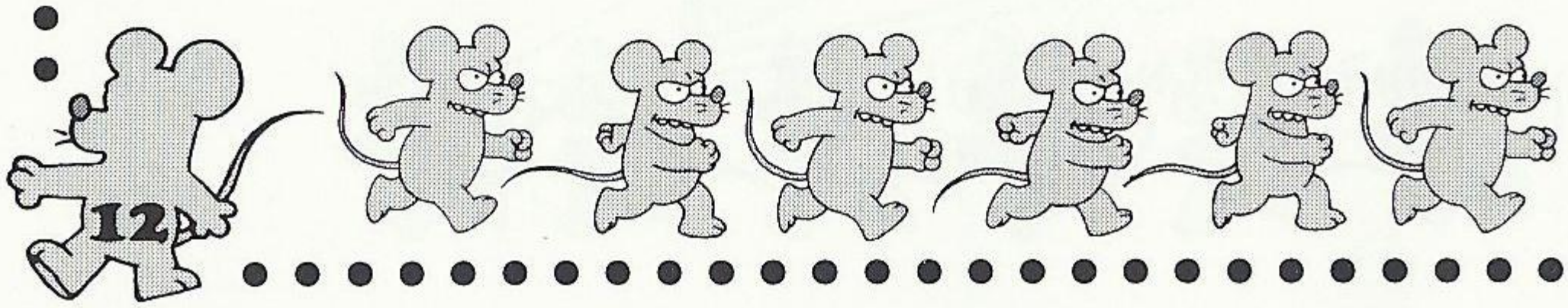
Once kicked, the block will disappear and a bonus will briefly flash on the screen. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

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.

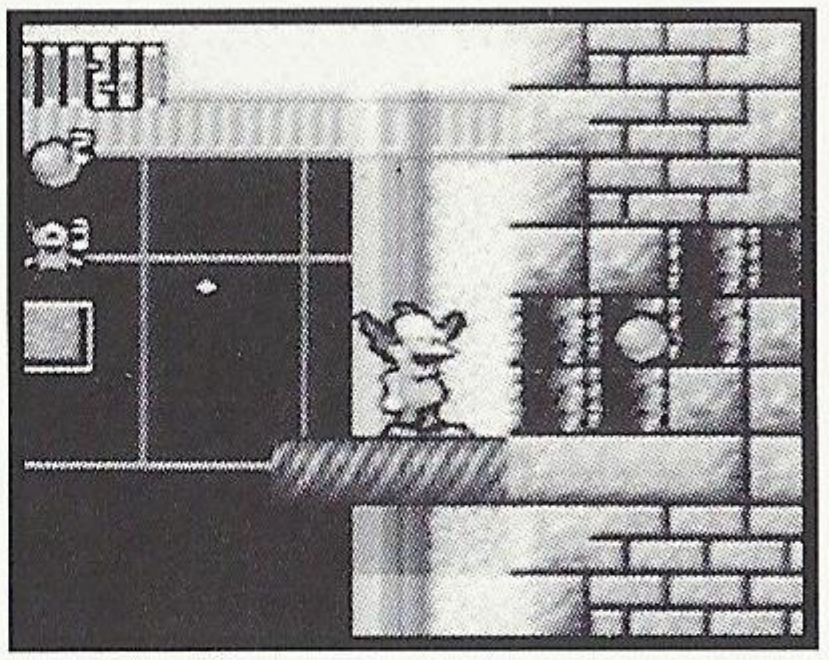
To throw a SuperBall — press the 1 BUTTON.

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

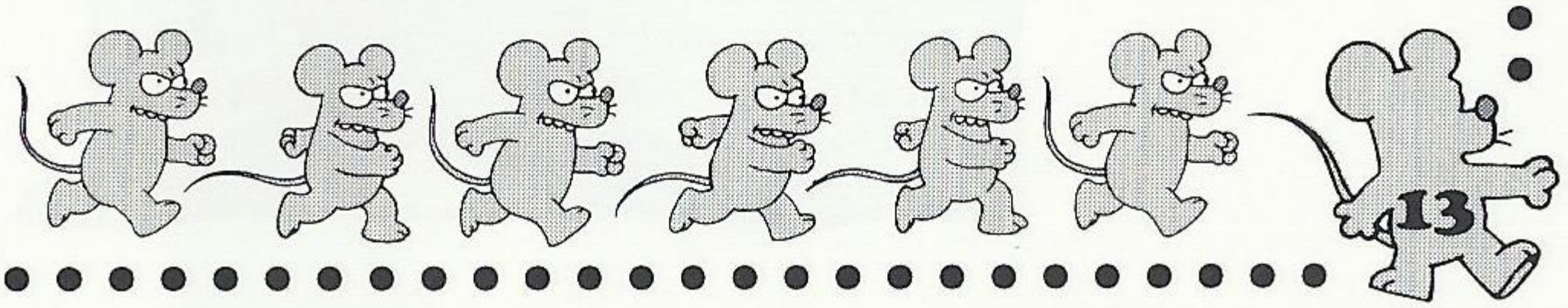


SECRET PASSAGE BONUSES

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.





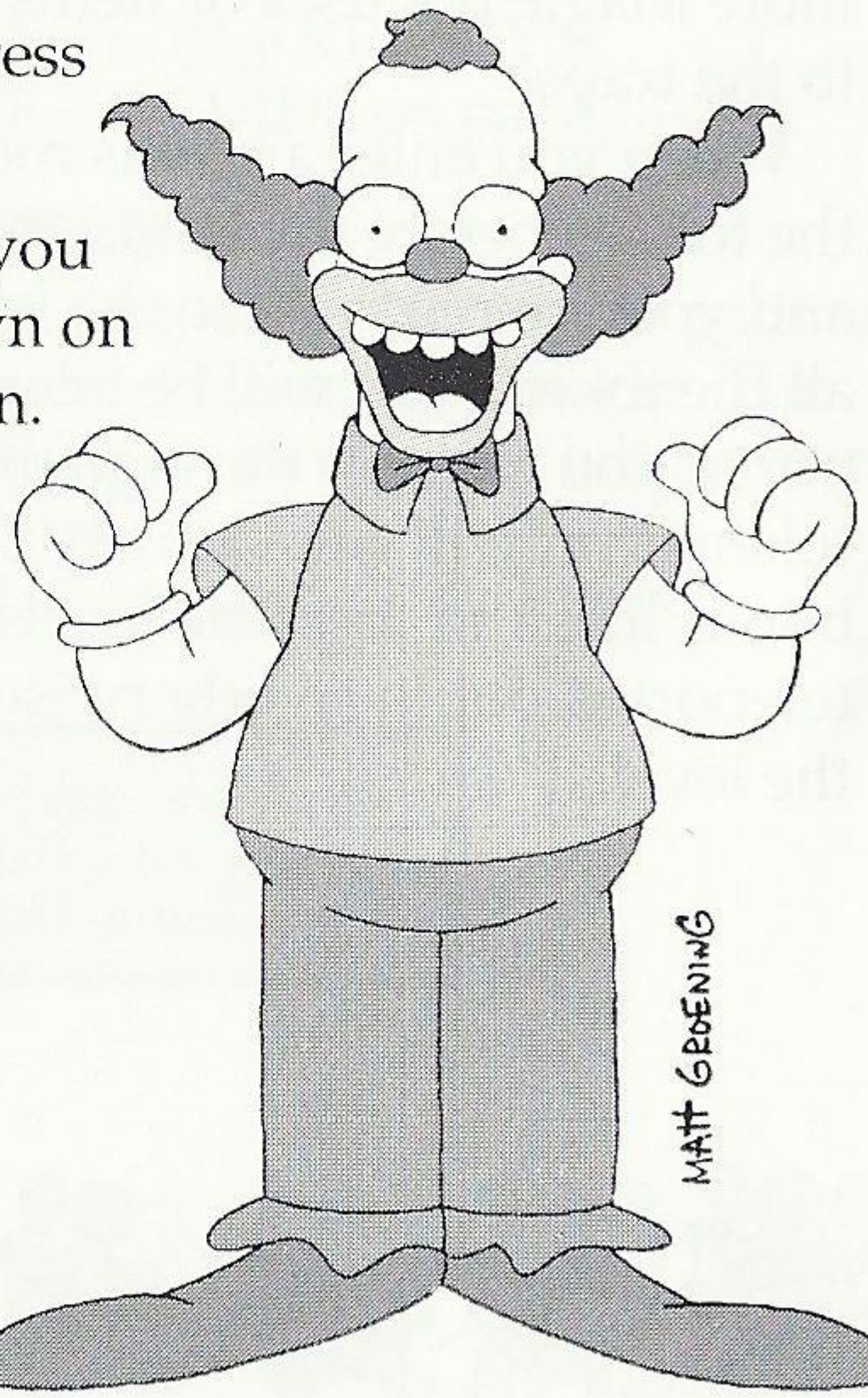
MAKING A CLOWN OUT OF KRUSTY... ENEMIES

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 1 BUTTON.

The number of pies you have remaining is shown on the left side of the screen.

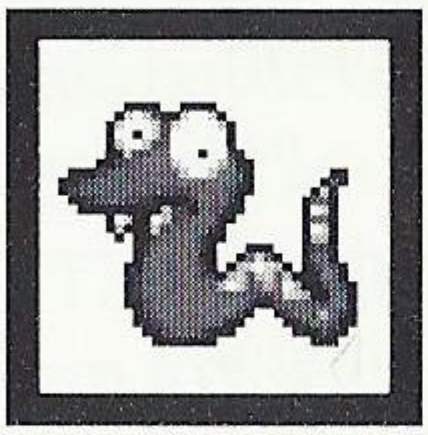






ENEMIES:

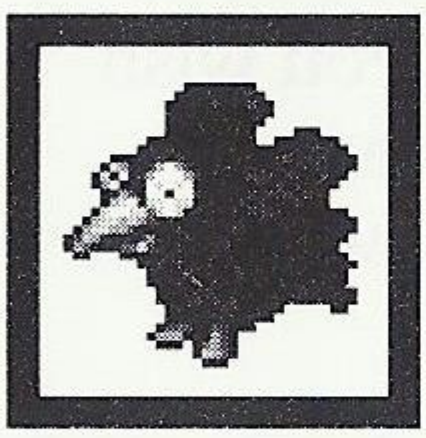
Enemy Point Values:
Section 1 100
Section 2,3 500
Section 4,5 1000



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

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





Giant Goofy Birds –
Fly around pecking at you.

Laser Aliens – Walk around shooting high powered laser beams.



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





PASSWORD...

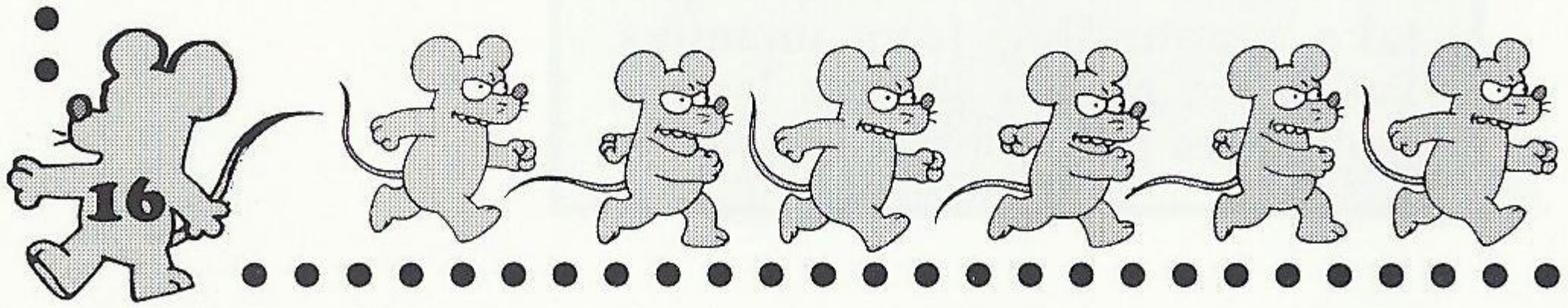
THE FUN KEEPS GOING

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 cartridge as described in GETTING STARTED on page 4.

When you see the KRUSTY'S FUN HOUSE title screen, press START to go to the password entry screen.

To enter your password — using the LEFT/RIGHT D-BUTTONS choose the letter you wish to change, then push UP/DOWN to change each letter. Press START when the password is complete.





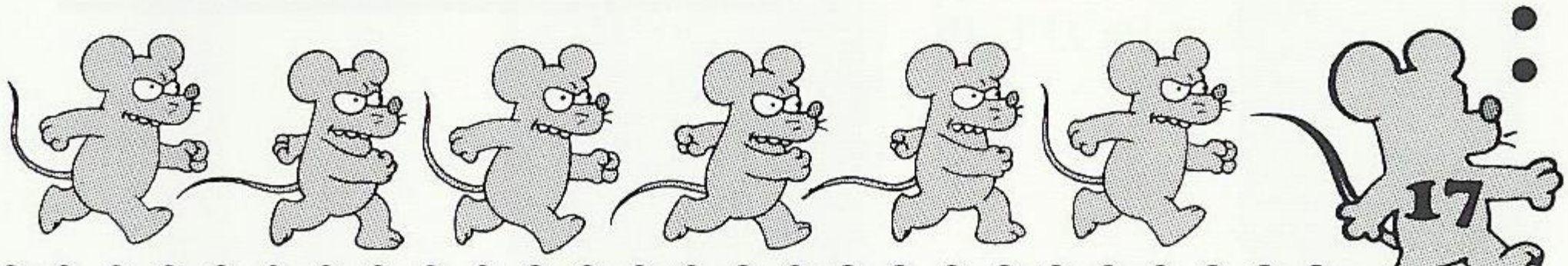
TIPS

❑ 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 2 BUTTON will throw a Custard Pie or a SuperBall.

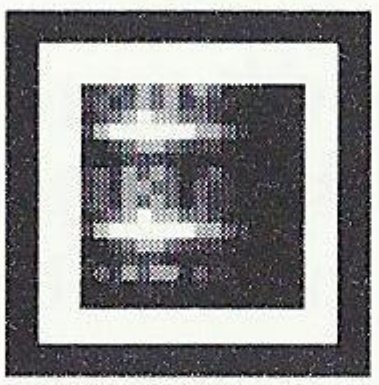
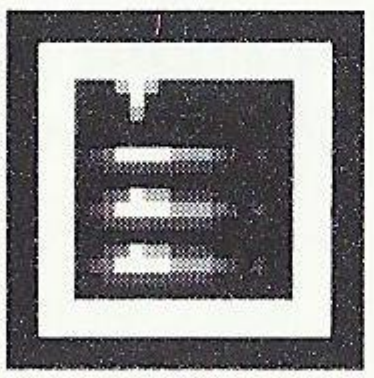
❑ The rats can get separated. Make sure you get *all* of them to the trap.

❑ 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.



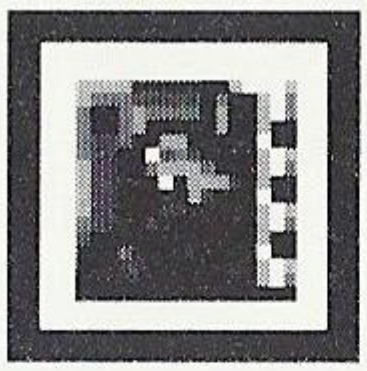
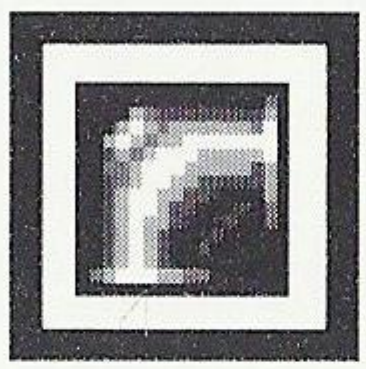
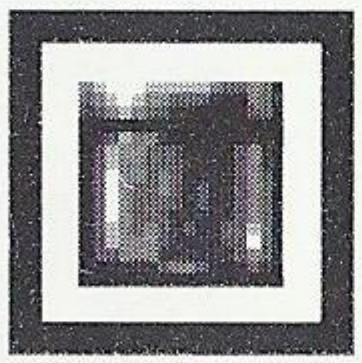


KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE:

	OBJECT	NAME	FUNCTION
ITEMS:		BLOCK	Step for rats or Krusty to climb on.
		KICKABLE BLOCK	Move it by standing next to it and pressing the 1 BUTTON.
		SUPER SPRING	Helps Krusty jump higher.

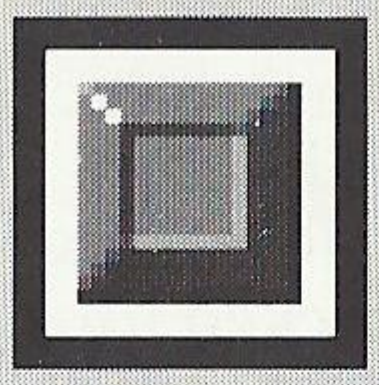
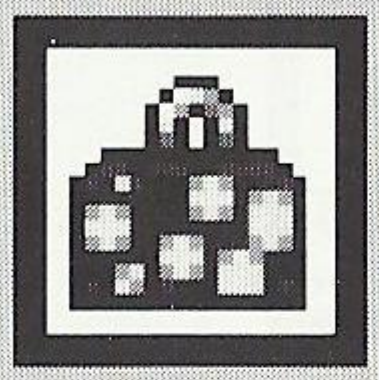
NOTE: Not all Super Springs can be picked up. Can only be picked up when you're standing still on it.



	OBJECT	NAME	FUNCTION
ITEMS:		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 1 BUTTON.

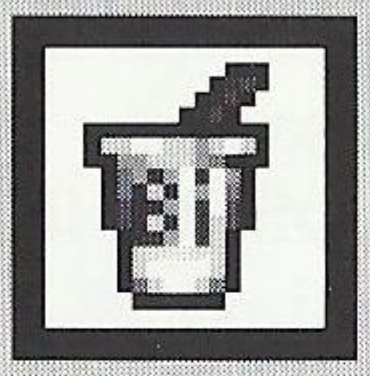


MAGIC BONUS BLOCKS:

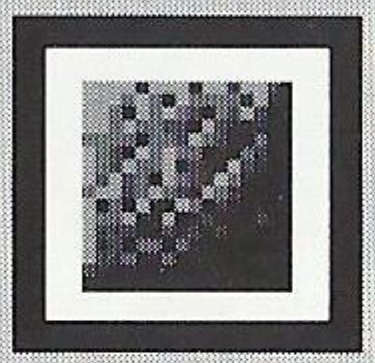
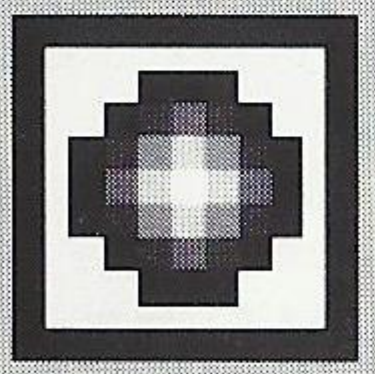
OBJECT	NAME	FUNCTION
	MAGIC BLOCK	Contains 1 of the 7 bonuses below, OR opens a secret passage.
	BAG OF TRICKS	10 Points
	KRUSTY MUG	20 Points
	KRUSTY HOOTER	50 Points
	KRUSTY DOLL	Free Life (Maximun of 9)
	KRUSTY BURGER	Bonus Health



MAGIC BONUS BLOCKS:

OBJECT	NAME	FUNCTION
	KRUSTY POTATO CHIPS	Bonus Health
	KRUSTY SHAKE	Bonus Health

OTHER STUFF:

	CRUMBLING BLOCK	Crumbles when stood on or hit by a SuperBall.
	PIES	Restores pies to 9.
	SUPERBALL	Gives you 5 SuperBalls to knock down crumbling block walls.
	RAT	The fur ball to be found, moved, and disposed of. 330 points for each rat Krusterized.



FLYING EDGE™

(A Division of Acclaim Entertainment, Inc.)

LIMITED WARRANTY

Flying Edge warrants to the original purchaser only of this Flying Edge software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Flying Edge software program is sold "as is," without express or implied warranty of any kind, and Flying Edge is not liable for any losses or damages of any kind resulting from use of this program. Flying Edge agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Flying Edge software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be preempted.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Flying Edge at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address, and a check or money order for $15.00.

Flying Edge Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771

Flying Edge Hotline (516) 624-9300

Distributed and marketed by Acclaim Entertainment, Inc.
71 Audrey Avenue, Oyster Bay, N.Y. 11771

The SimpsonsTM & © 1993 Twentieth Century Fox Film Corporation. All Rights Reserved. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Flying Edge™ is a trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights Reserved.

FLYING EDGE™ CARTRIDGE WARRANTY REGISTRATION CARD

Fill out and mail in this coupon to receive a FREE copy of the "Masters of the Game" magazine with information and tips on our hot new titles and products!

Name: _____

Phone: ( ) _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: KRUSTY'S FUN HOUSE GAME GEAR™
2. Who **purchased** this game? ❑ Male ❑ Female Age _____
3. Who **plays** this game the most? ❑ Male ❑ Female Age _____
4. Why was game purchased for **player**?
   ❑ Self-purchase ❑ Requested Gift ❑ Unrequested Gift
5. How did you hear about this game?
   ❑ Friend ❑ Radio ❑ TV ❑ Newspaper ❑ Magazine Ad ❑ Game Review
   ❑ In-Store Display ❑ Played Before Buying ❑ Arcade ❑ Salesperson
6. How would you rate the game play?
   1 2 3 4 5 6 7 8 9 10 (Best)
7. How would you rate the graphics?
   1 2 3 4 5 6 7 8 9 10 (Best)
8. Which kind of game do you like most?
   ❑ Action ❑ Role-Playing ❑ Sports ❑ Simulation ❑ Maze/Puzzle
9. How often do you play coin-op arcade games?
   ❑ Never ❑ Sometimes ❑ Frequently
10. What game/computer systems are in your household?
    ❑ NES ❑ Super NES ❑ Genesis ❑ Game Gear ❑ Game Boy
    ❑ PC (IBM or other)
11. How many times a month do you **rent** video games? _____
12. Which magazines and comic books do you read?

    _____

13. Comments: _____

    _____

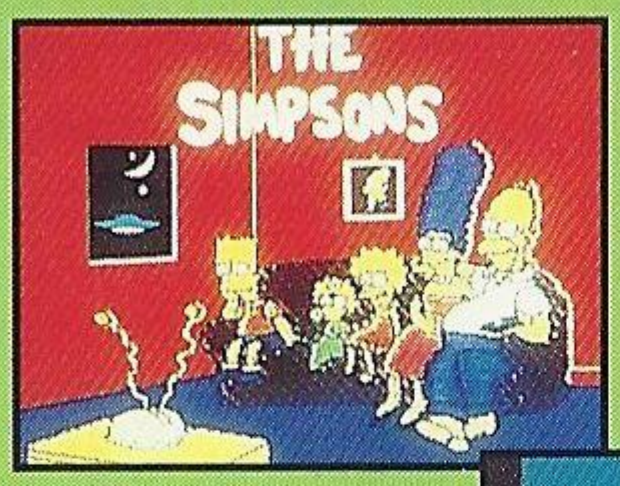
Send to: Flying Edge, P.O. Box 9003, Oyster Bay, NY 11771-9003

Cut along dotted line and send to Flying Edge

Made in Japan. Patents: U.S. Nos 4,442, 486/4, 454, 594/4, 462, 076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88 4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

GEAR UP WITH

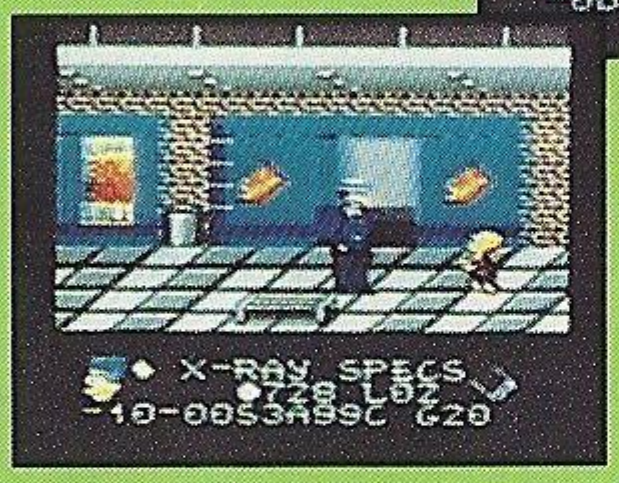
THE SIMPSONS™ BART VS. THE SPACE MUTANTS



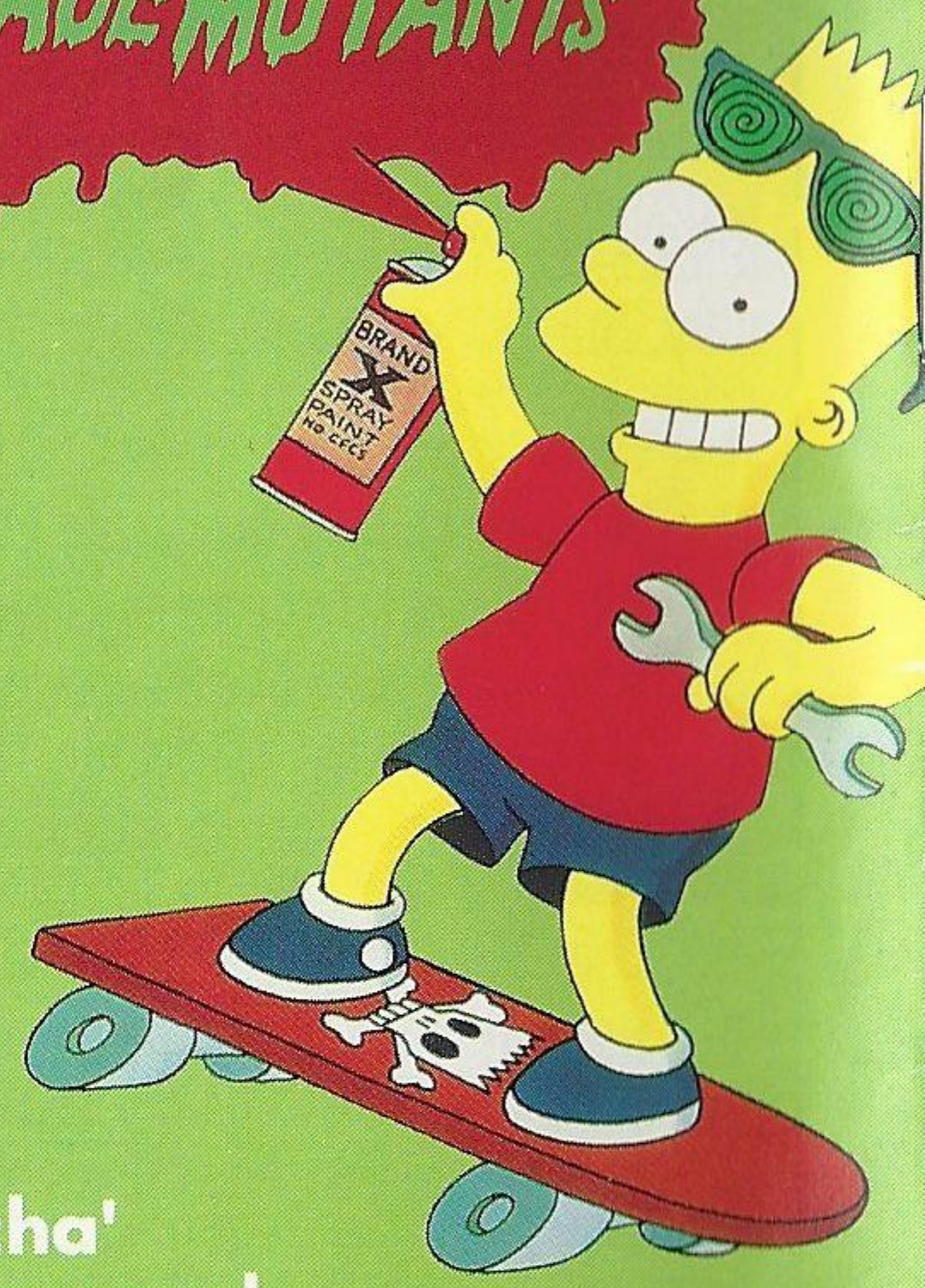
Featuring the whole Simpsons Gang!



No time to clown around with Side-show Bob.



Defend the mall from alien attack!



That's right, man! A buncha' slimy, horrible, totally gross and putrid monsters are invading Springfield. It's up to yours truly to stop 'em with my trusty slingshot, X-ray glasses and skateboard!

Do the right thing! Save the Earth! BUY THIS GAME! Thanks, man.

FLYING EDGE
A Division of Acclaim Entertainment, Inc.

SEGA™

1 PLAYER

FLYING EDGE A Division of Acclaim Entertainment, Inc., 71 Audrey Avenue, Oyster Bay, New York 11771. Licensed by Sega Enterprises Ltd. for Play on the Sega™ Game Gear™ System.

OFFICIAL SEGA SEAL OF QUALITY

Printed in Japan.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Sega and Game Gear are trademarks of Sega Enterprises Ltd.