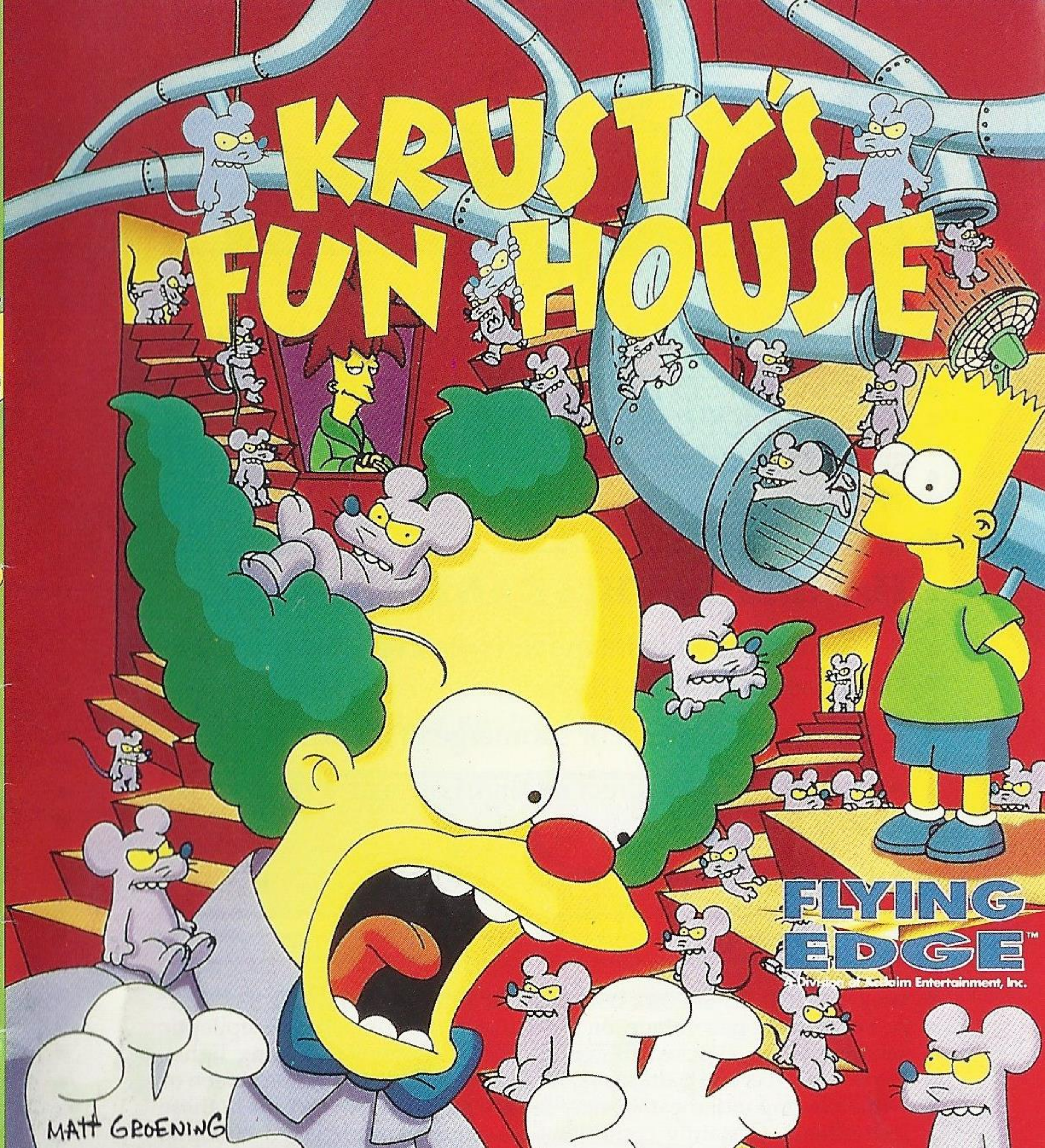


KRUSTY'S FUN HOUSE



MATT GROENING

**FLYING
EDGE™**
A Division of Acclaim Entertainment, Inc.

SEGA™

**GAME GEAR™
INSTRUCTION MANUAL**

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM





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.

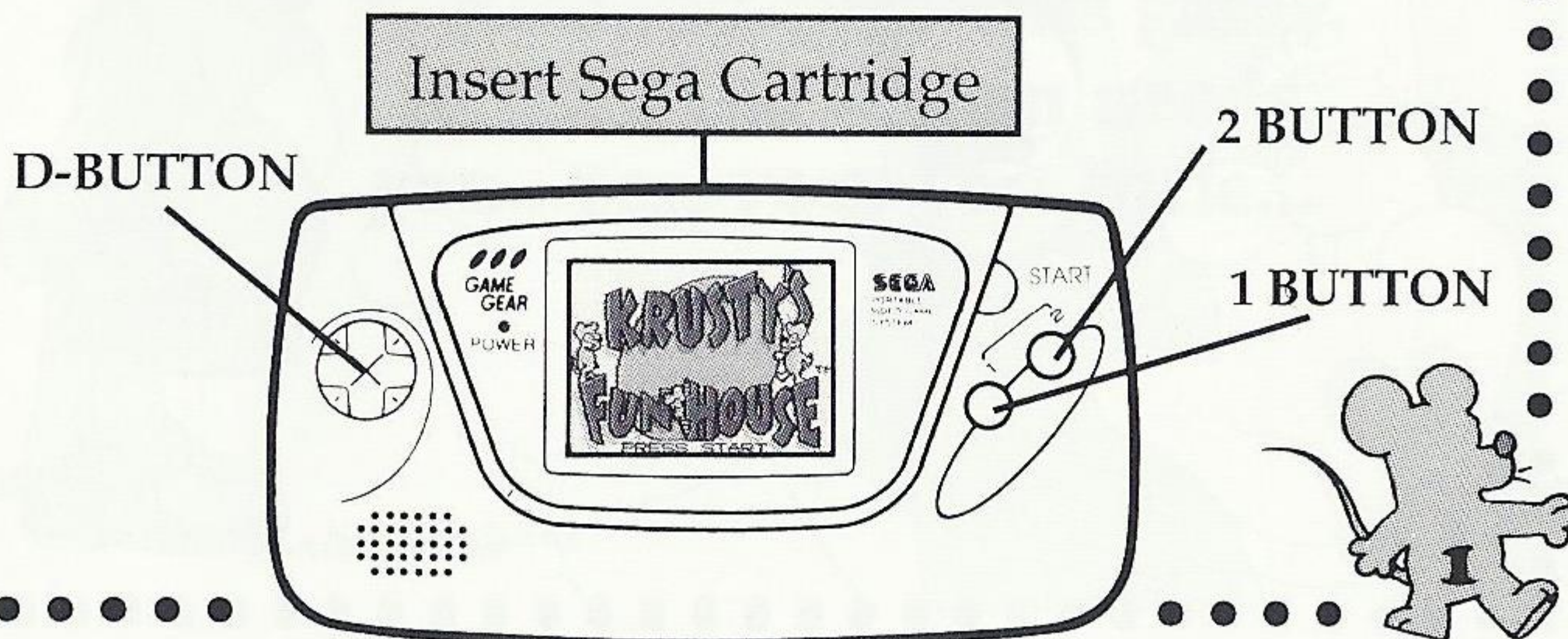


START UP FOR THE GAME GEAR

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.

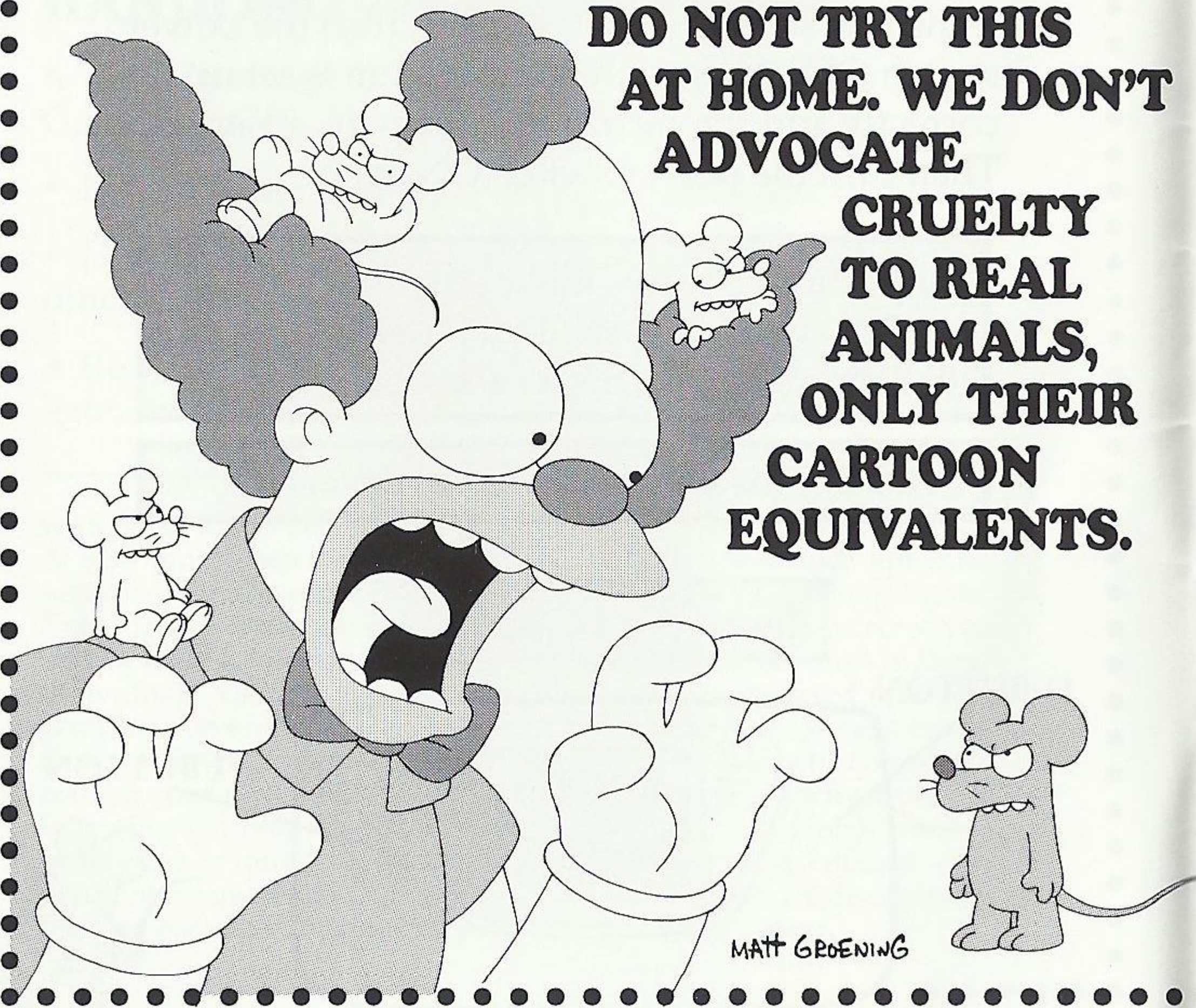
NOTE: This game is for one player.



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?

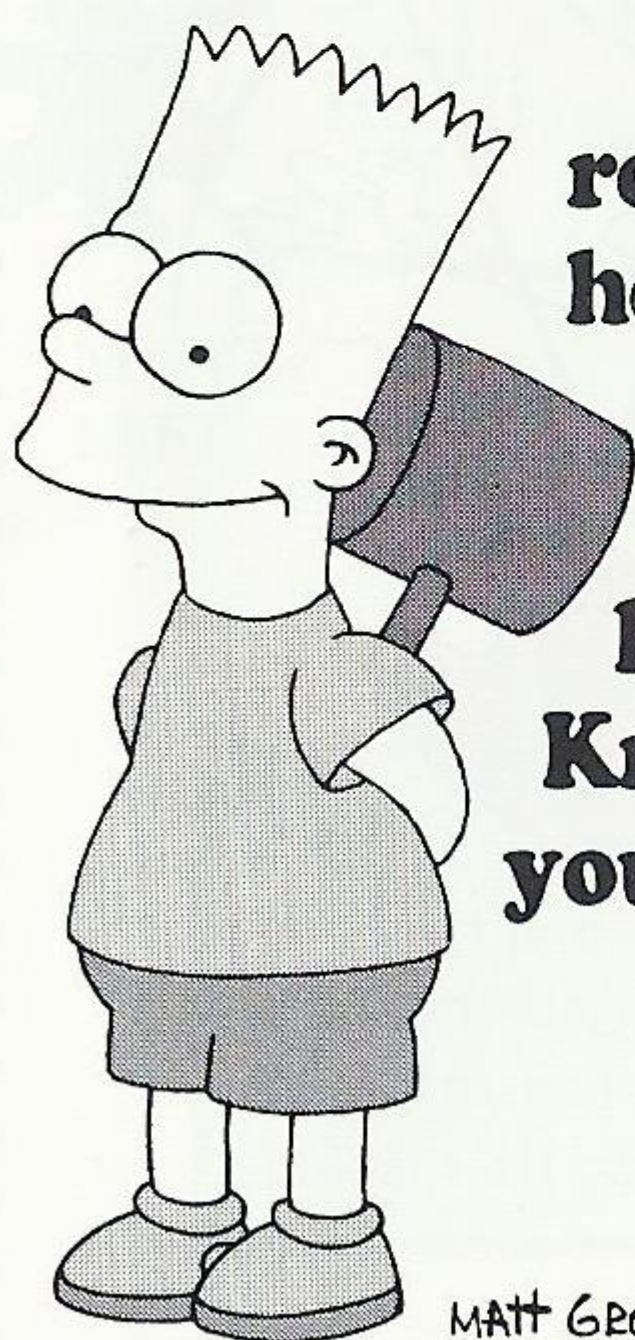
**WARNING KIDS:
DO NOT TRY THIS
AT HOME. WE DON'T
ADVOCATE
CRUELTY
TO REAL
ANIMALS,
ONLY THEIR
CARTOON
EQUIVALENTS.**



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.

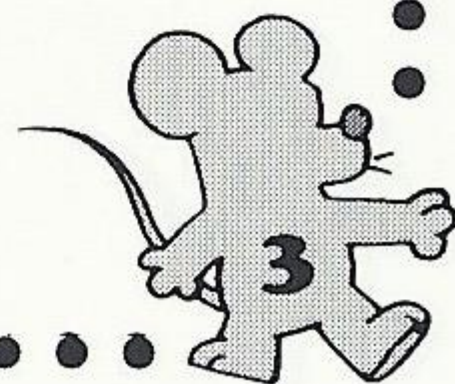


As for the slimy snakes slithering on the floors, the pink flying pigs bouncing around the sky, and the laser-firing aliens, Krusty'll show them some real fun with a barrage of custard pies.



MATT GROENING

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...





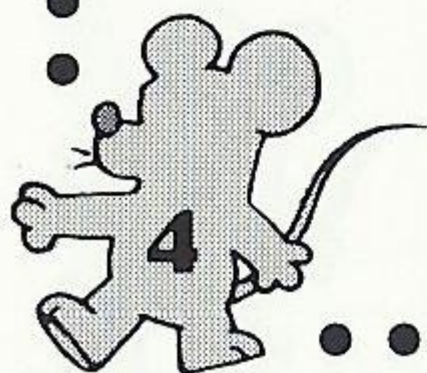
GETTING STARTED

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.

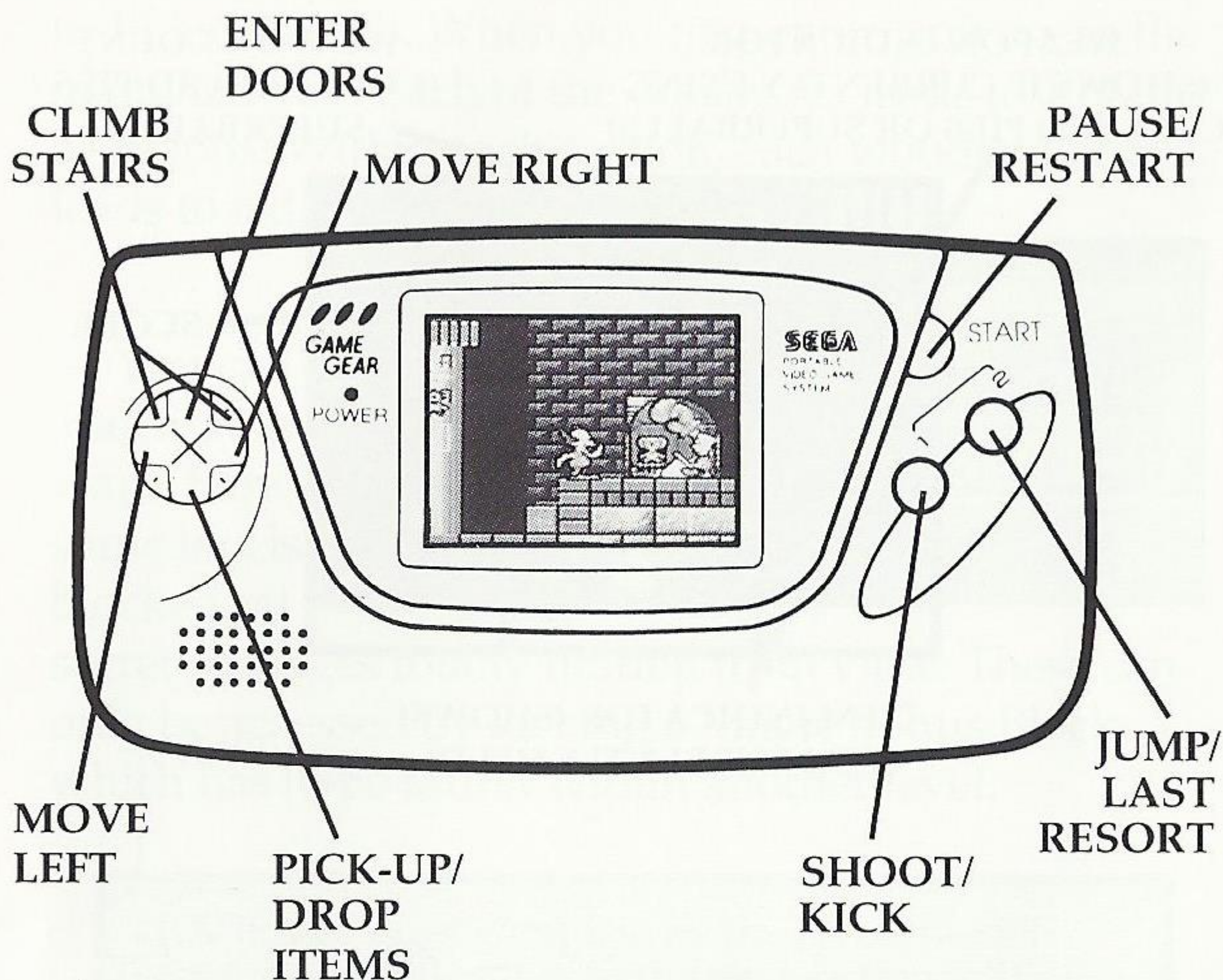


MATT GROENING



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

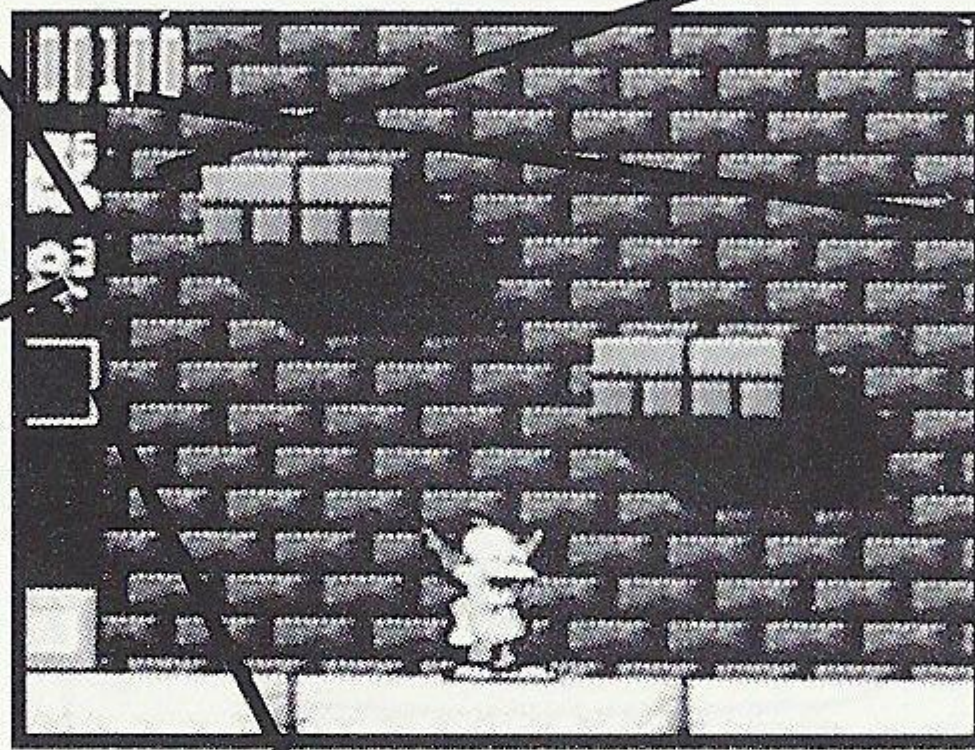
All the game play information appears at the top of the screen as follows:

WEAPON INDICATOR
(SHOWS IF CURRENTLY USING
CUSTARD PIES OR SUPERBALLS)

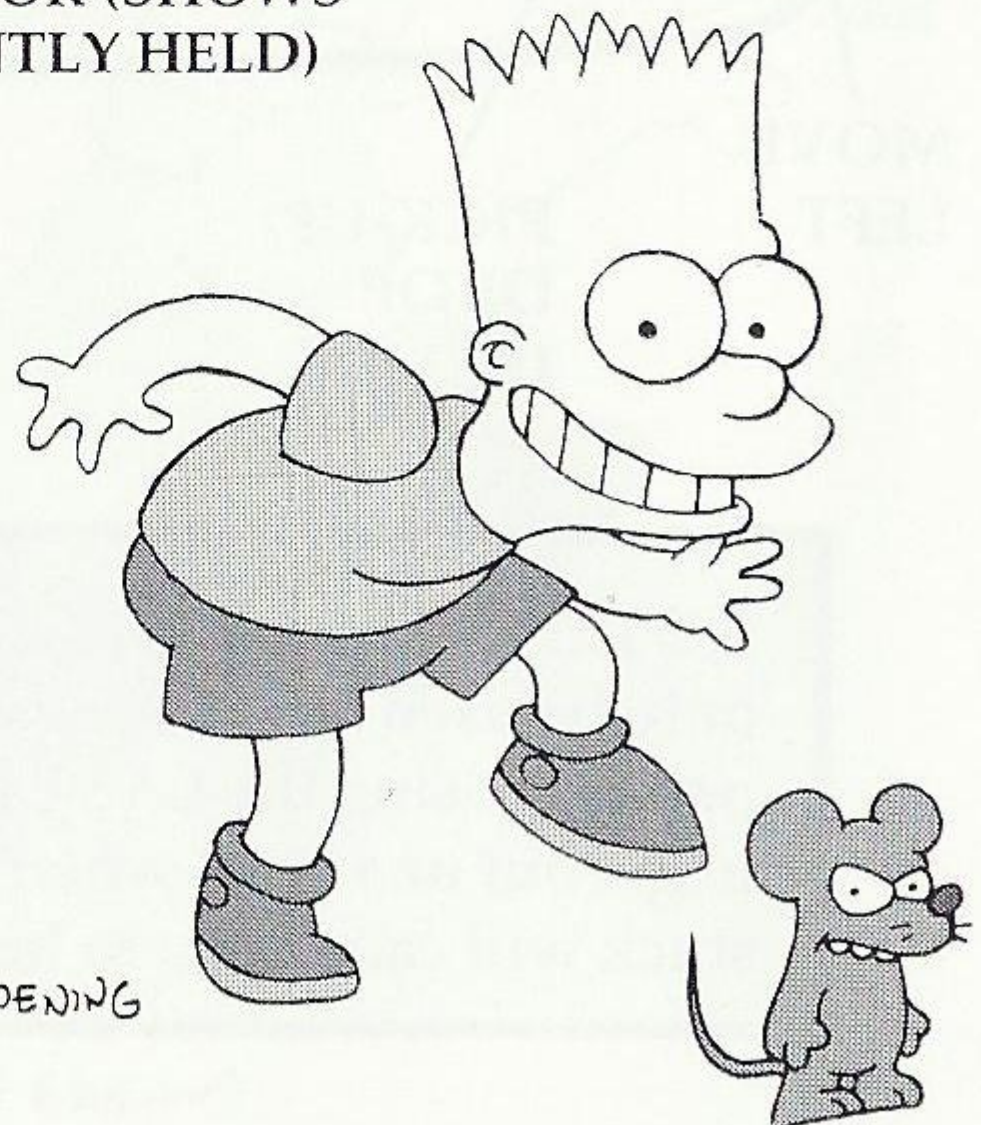
WEAPON COUNT
(# OF CUSTARD PIES /
SUPERBALLS)

LIVES

SCORE



ITEM INDICATOR (SHOWS
ITEM CURRENTLY HELD)



MATT GROENING



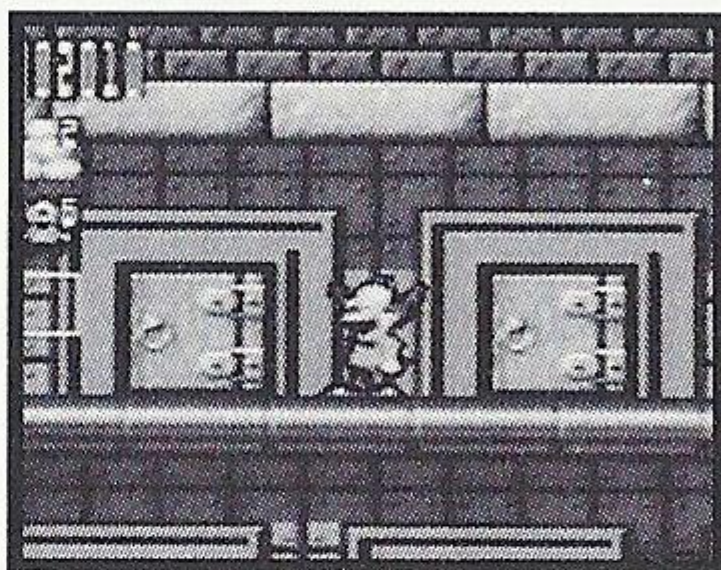


THE FUN HOUSE

— IT'S BIG, MAN!

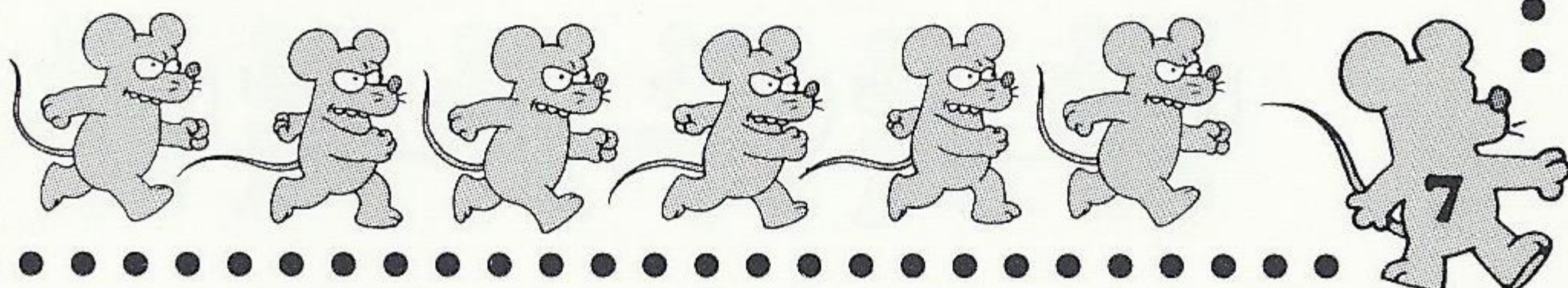
Krusty's Fun House consists of 5 sections, with up to 14 levels each. When you first enter, you are in the main hallway. Each of the doorways leads to 1 of the 5 sections. Within each section, each wooden door leads to a different level.

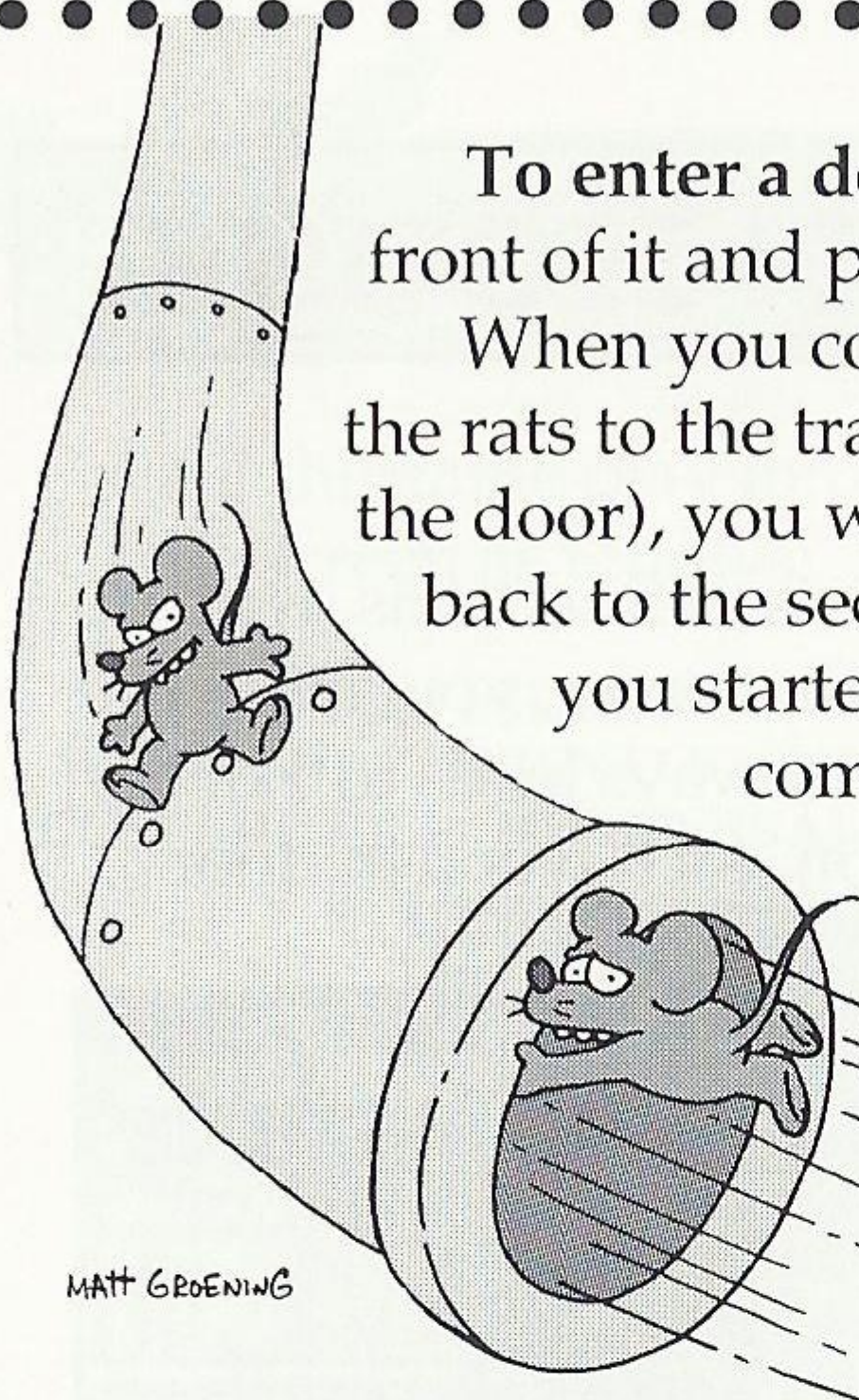
You can play the levels in a section in any order you want. However, there are some levels which are either blocked off or are down



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.





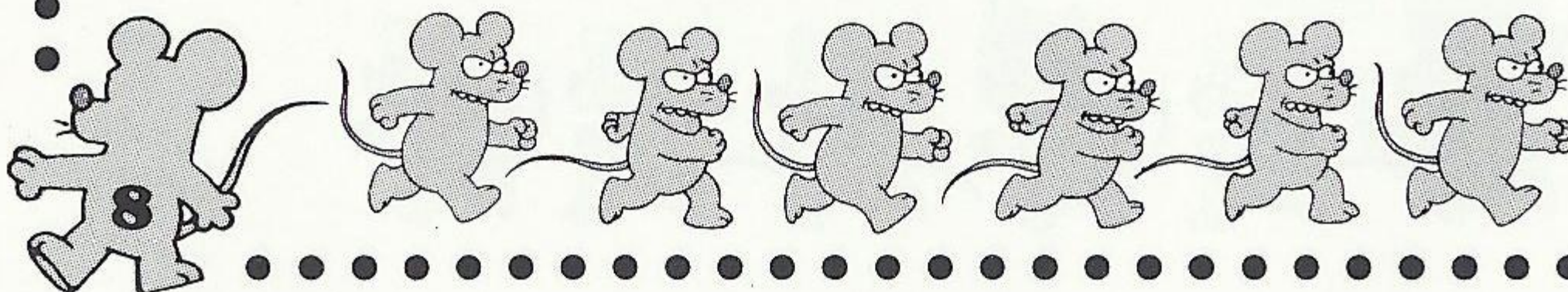
To enter a door or doorway — move in front of it and press the UP D-BUTTON.

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.



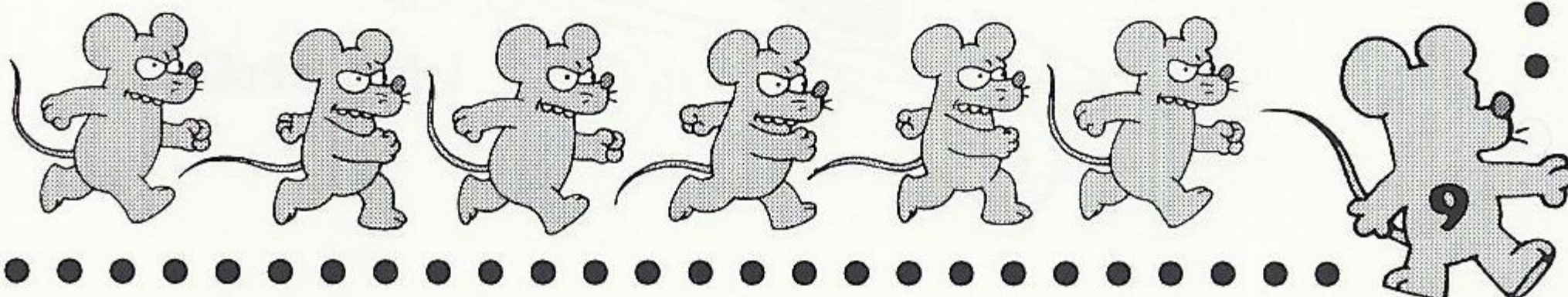
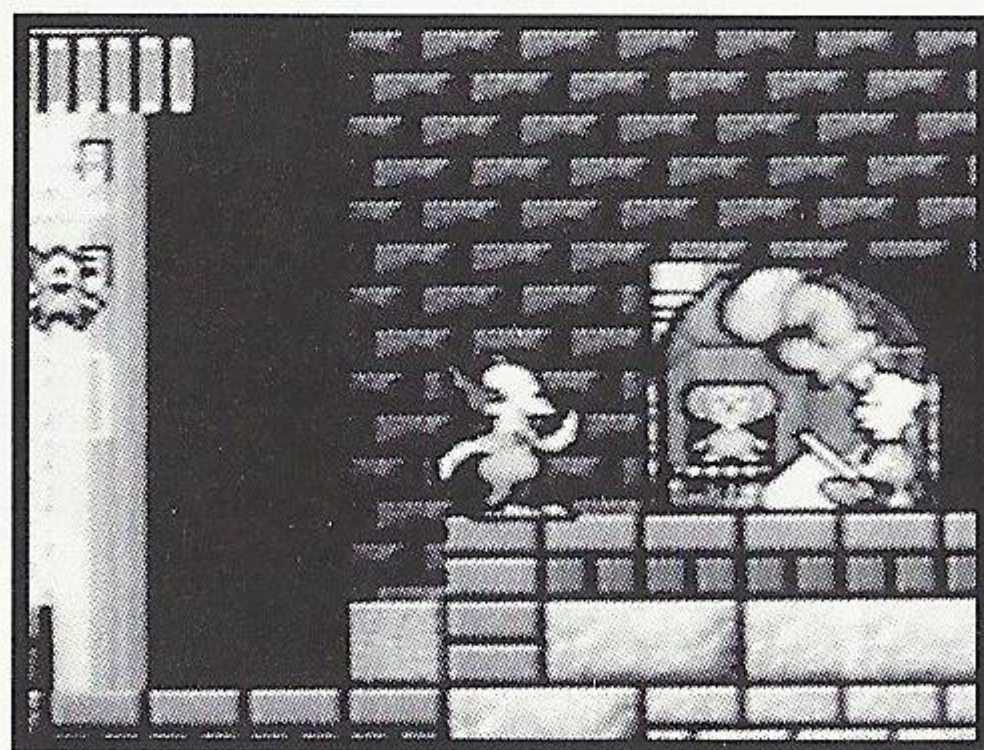


RAT TRAPPING

...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.



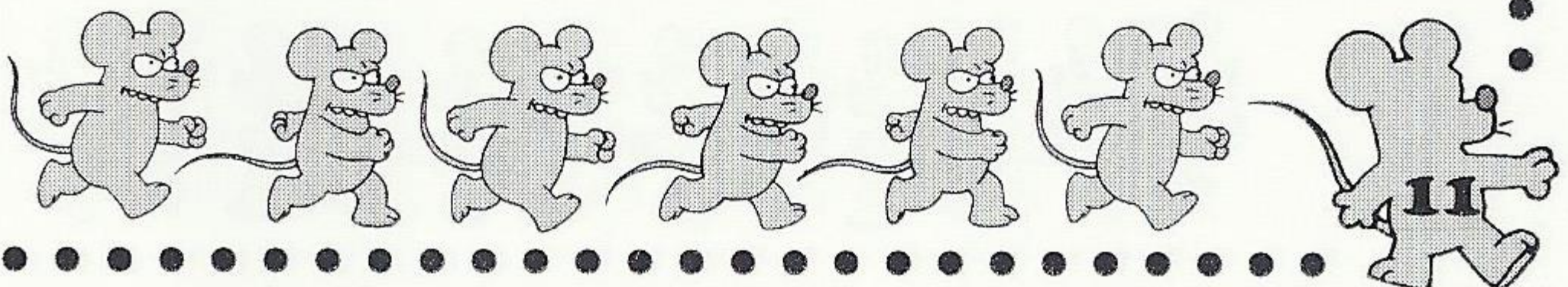
NOTE:

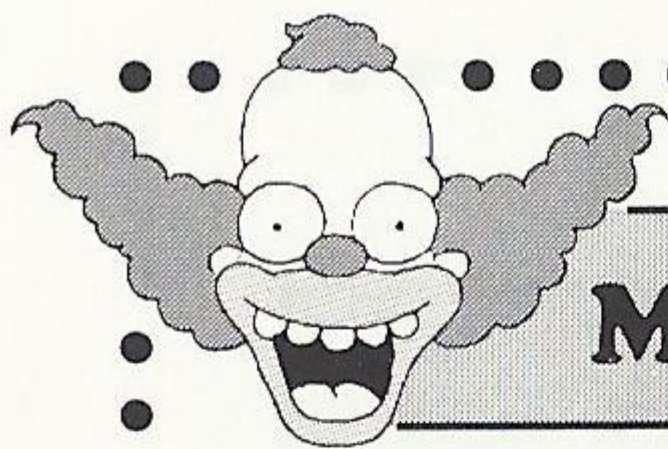
- Not all items can be picked-up.
- You can only hold 1 item at a time.
- All items can be stacked one on top of another or corner to corner to create a staircase.

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.

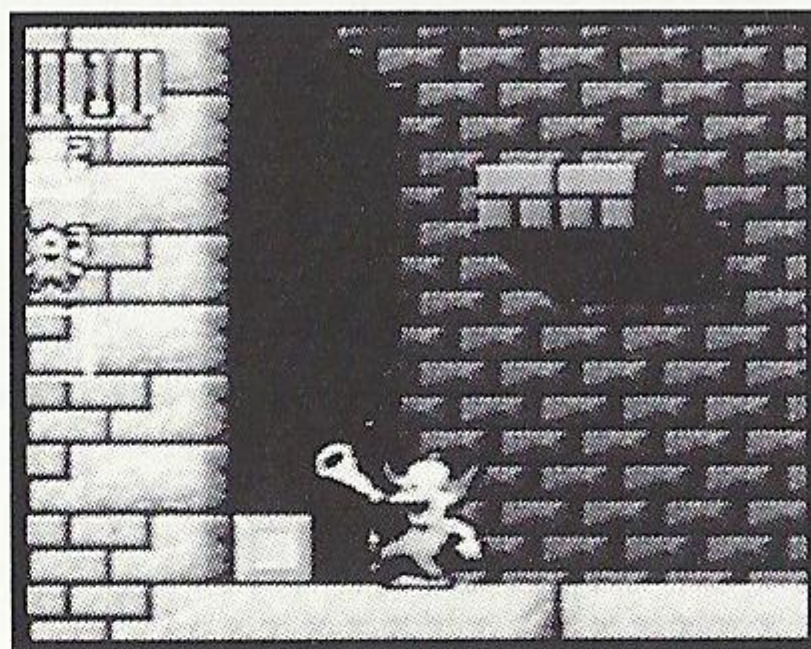




MAGIC BONUS BLOCKS

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.



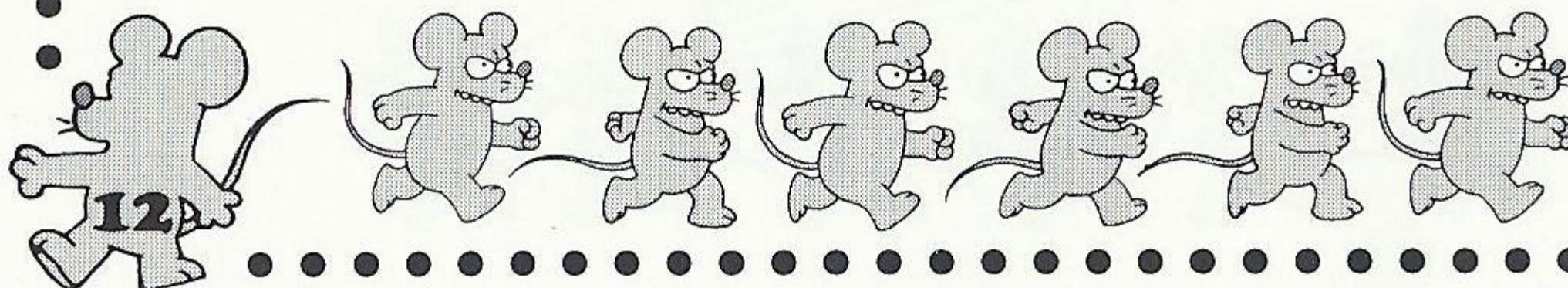
Once kicked, the block will disappear and a bonus will briefly flash on the screen. (See KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE on page 18-21.)

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.

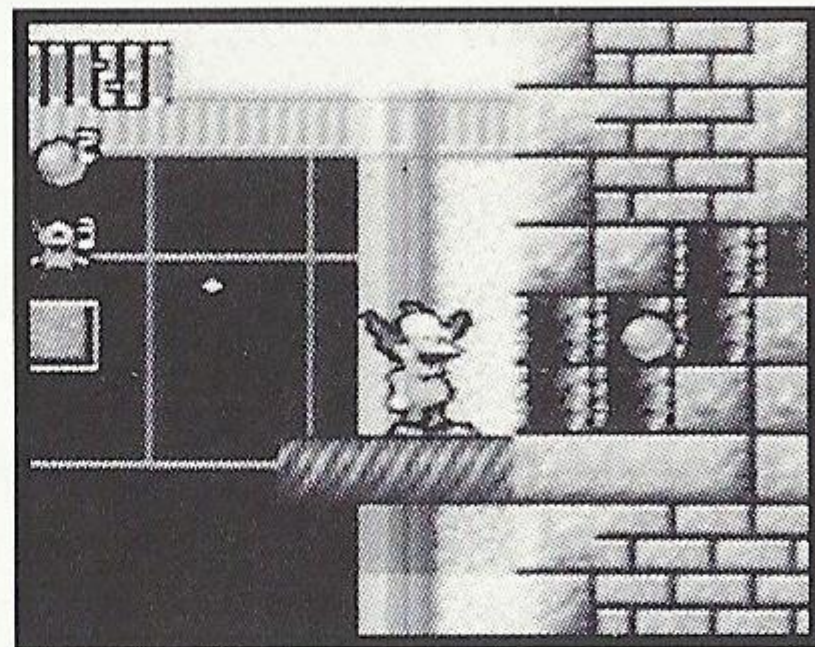
To throw a SuperBall — press the 1 BUTTON.

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

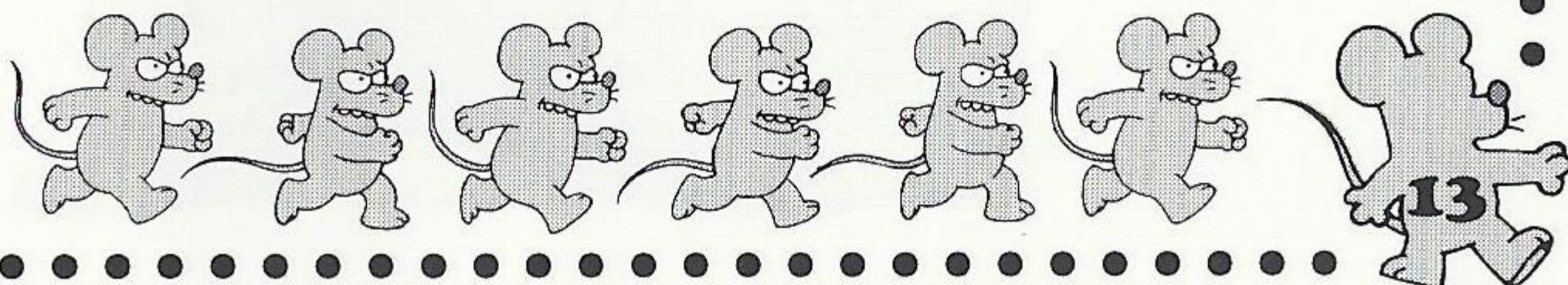


SECRET PASSAGE BONUSES

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.





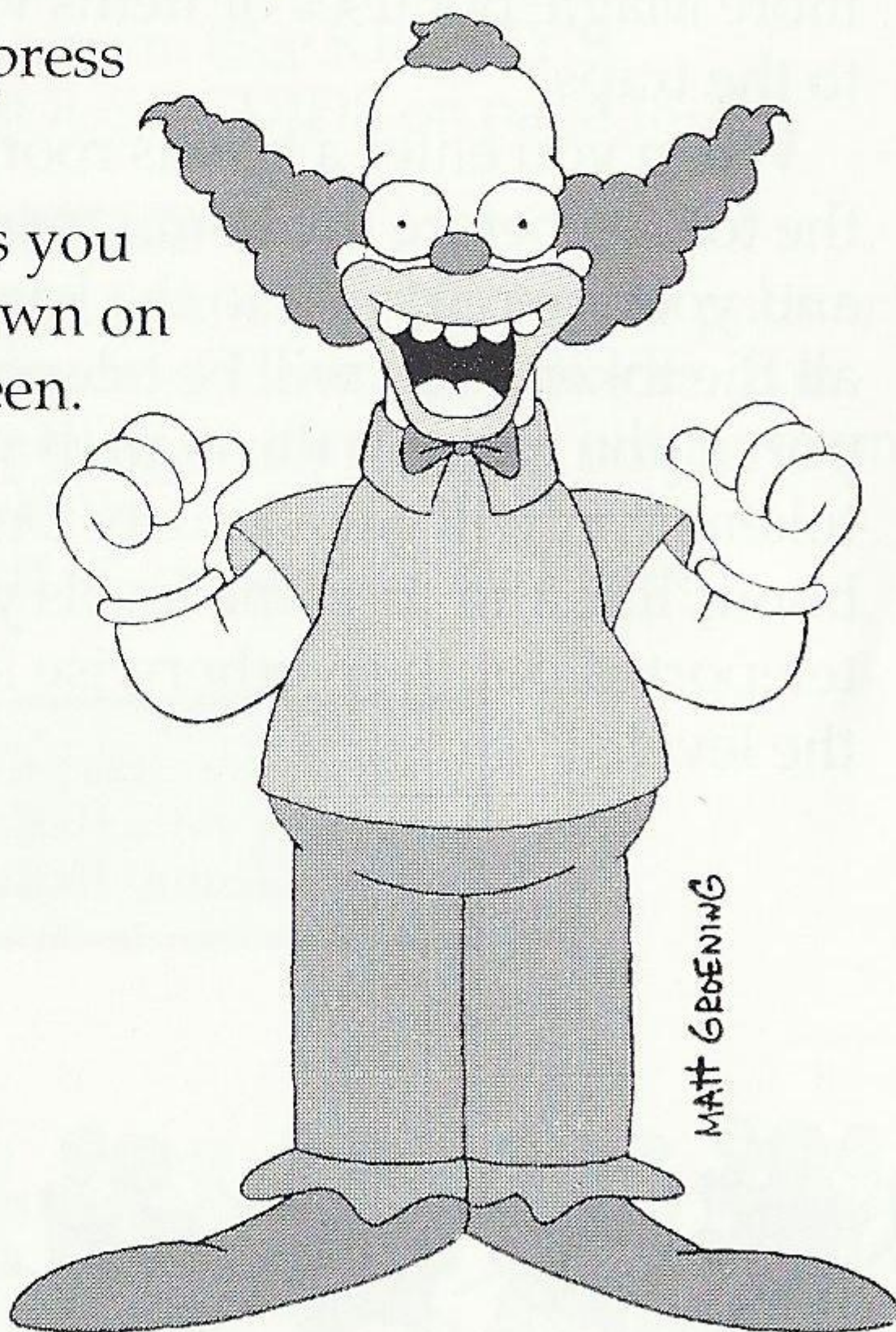
MAKING A CLOWN OUT OF KRUSTY... ENEMIES

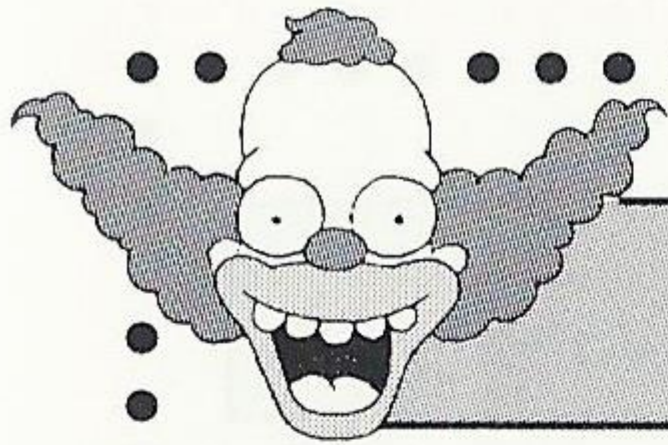
Not only is the Fun House overrun with rats, there's also a whole bunch of weird creatures intent on pushing Krusty's pacemaker to the limit. If they hit him enough, Krusty tires, finally collapses exhausted, and you lose a life and must re-start the level. If you lose all your lives, the game is over.

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:

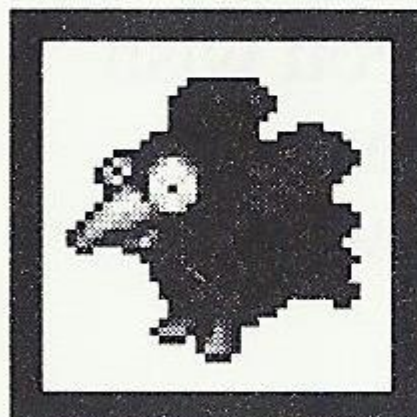
Section 1	100
Section 2,3	500
Section 4,5	1000



Venom Vipers –

Slither along the ground spitting poisonous Venom Balls.

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



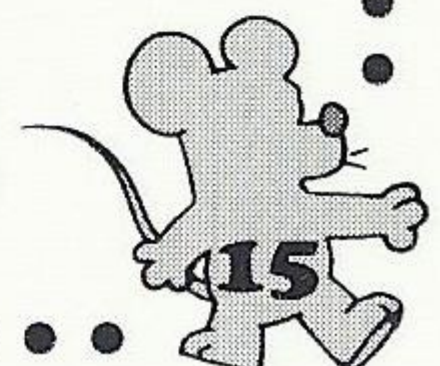
Giant Goofy Birds –

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...

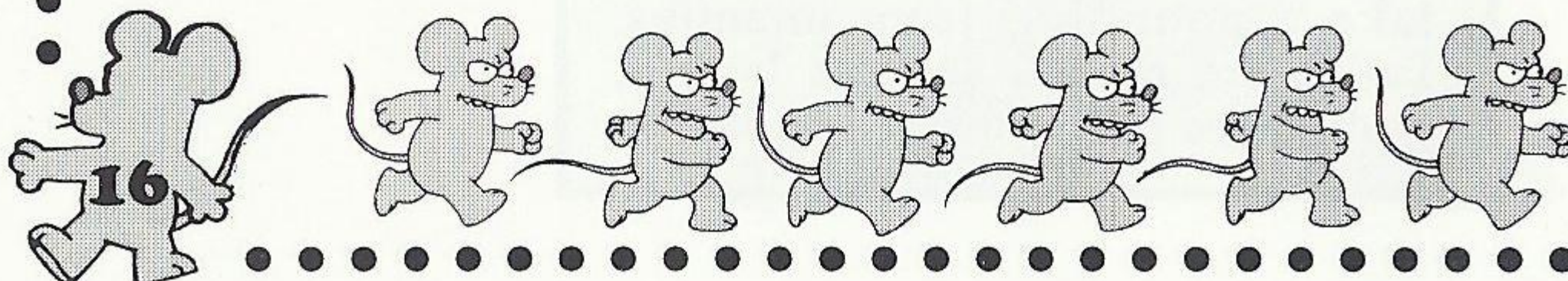
THE FUN KEEPS GOING

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.

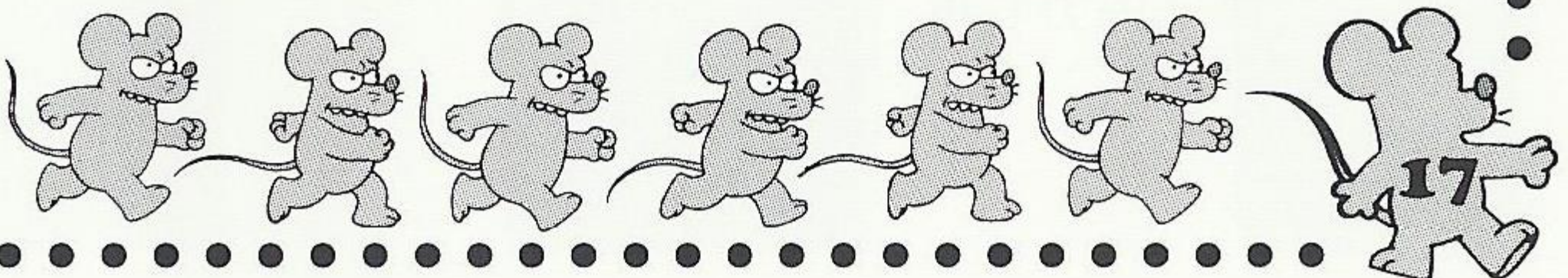
To enter your password — using the LEFT/RIGHT D-BUTTONS choose the letter you wish to change, then push UP/DOWN to change each letter. Press START when the password is complete.





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.





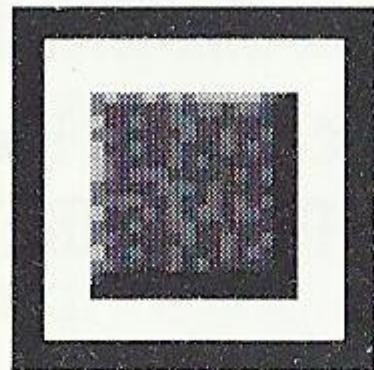
KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE:

ITEMS:

OBJECT

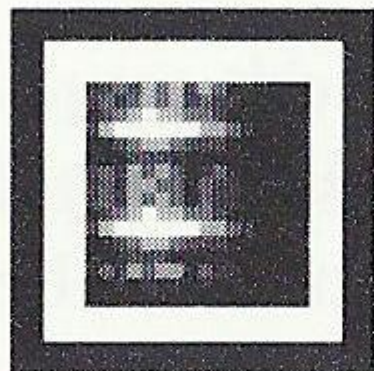
NAME

FUNCTION



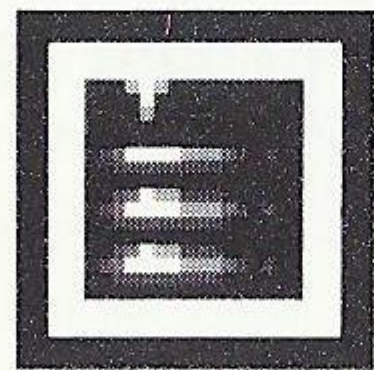
BLOCK

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.

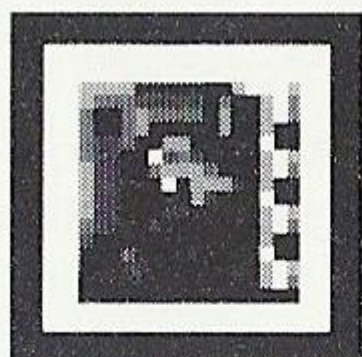


ITEMS:

OBJECT

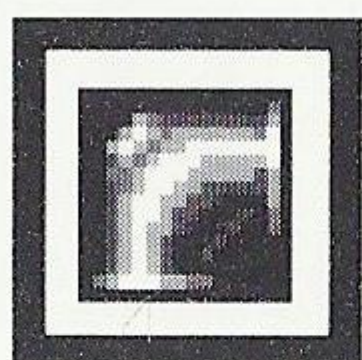
NAME

FUNCTION



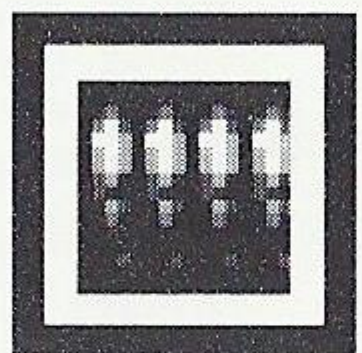
BLOWER

Blows rats in whichever direction it faces.
NOTE: Not all blowers can be picked up.



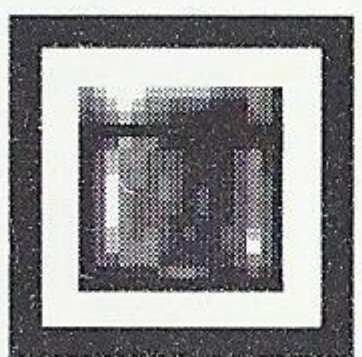
PIPE
CORNER

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 1 **BUTTON.**

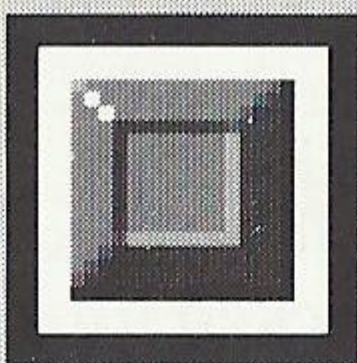


MAGIC BONUS BLOCKS:

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
(Maximum of 9)



KRUSTY
BURGER

Bonus
Health



MAGIC BONUS BLOCKS:

OBJECT

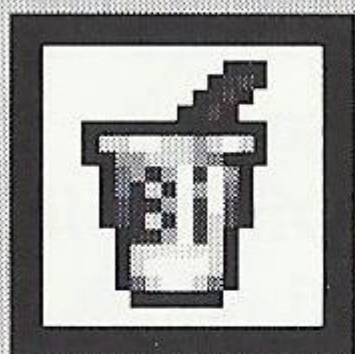
NAME

FUNCTION



KRUSTY
POTATO
CHIPS

Bonus Health



KRUSTY
SHAKE

Bonus Health

OTHER STUFF:



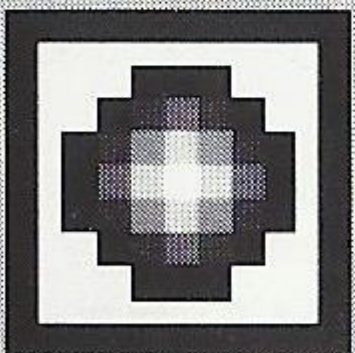
CRUMBLING
BLOCK

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™

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

Flying Edge Hotline (516) 624-9300

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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?

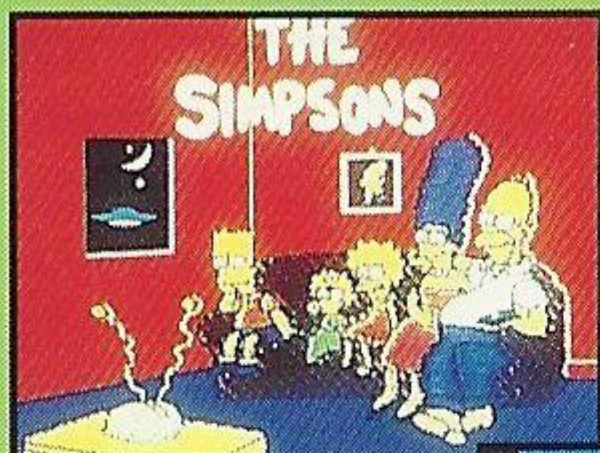
13. Comments: _____

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the whole
Simpsons
Gang!

No time to
clown around
with Side-
show Bob.

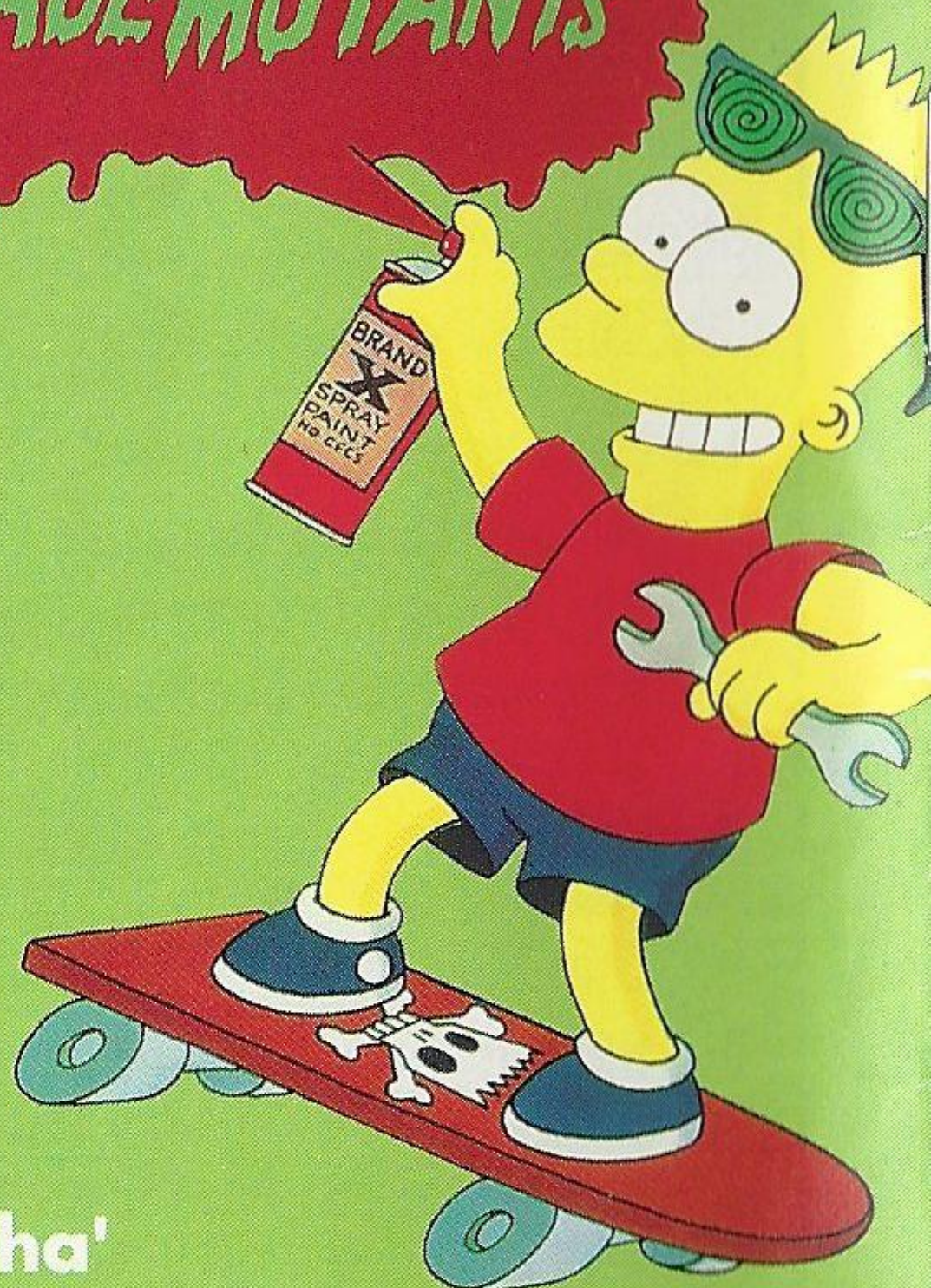


X-RAY SPECS
#148 L02
-0D-1353A985 G20



X-RAY SPECS
#148 L02
-10-0053A99C G20

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.

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SEGA™



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COLOR PORTABLE VIDEO GAME SYSTEM

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