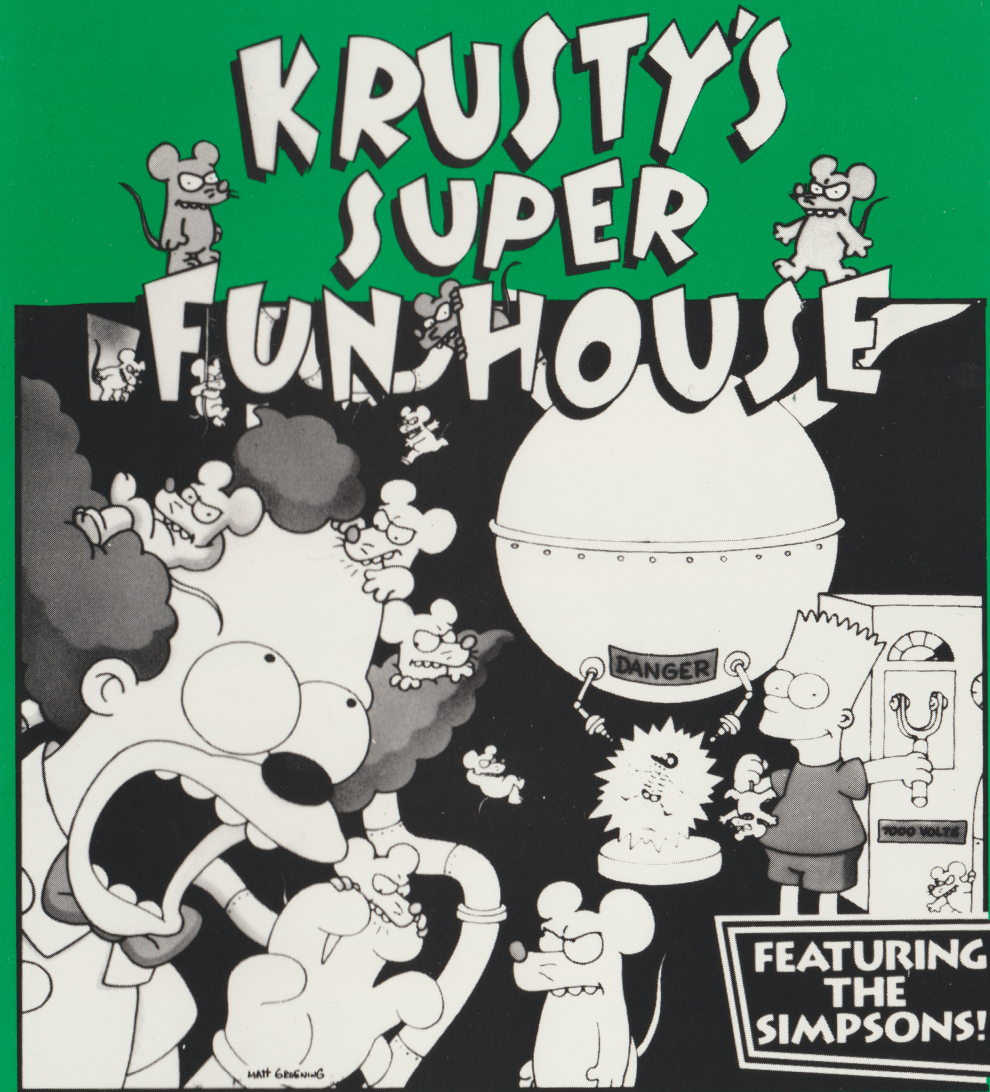


User's Guide



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Distributed by UltraTech

KRUSTY'S SUPER FUN HOUSE

Instruction Manual

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AYE CARAMBA!

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 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...***

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GETTING STARTED

To install **Krusty's Super Fun House** to your Hard Drive, just follow these steps:

1. Insert the diskette labeled **Krusty's Super Fun House** into your floppy drive.
2. Type **A:** or **B:** (the drive the Krusty disk is in).
3. Type **INSTALL** <ENTER>.
4. In the Installation Program, type in the drive letter and directory you wish to put Krusty in (Ex: C:\KRUSTY). Press <ENTER> when you are done.
5. Press <ENTER> to install. At this point, the computer will take over the installation process.

Once the installation process is done, you are ready to play **Krusty's Super Fun House**. To begin playing Krusty, go to the **KRUSTY** directory and type **KRUSTY** <ENTER>.

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THE CONTROLS


JOYSTICK


- Press Left or Right on the Controller to move Krusty.
- Press Down on the Controller to Pick Up and Drop Items.
- Press **Button 1** to **Jump**
- Press **Button 2** to **Shoot/Kick**

KEYBOARD


  Press the **Left Arrow** or **Right Arrow** to move Krusty

 Press the **Down Arrow** to **Pick Up** and **Drop Items**


 Press the **X Button** to **Jump**

 Press the **Z Button** to **Shoot/Kick**

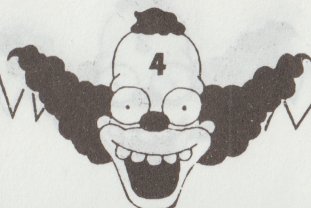
ADDITIONAL CONTROLS

 Quit to DOS

 Pause

 **Last Resort:** To get out of a level when you're stuck. Using the Last Resort will cause you to lose 1 life.

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ON THE SCREEN

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

- **Item Indicator:** Shows item currently held.
- **Weapon Indicator:** Shows if currently using custard pies or superballs.
- **Score:** Shows the current score of the player.
- **Weapon Count:** Shows the number of custard pies or superballs that you have left.

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 **UP**.

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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 **UP**. 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.

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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 11-13.)

To pick up any item, move onto the item and press **DOWN**.

To drop any item, press **DOWN**.

Note: *Not all items can be picked-up, you can only hold 1 item at a time and 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 **SHOOT/KICK Button**.

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Once kicked, the block will disappear and a bonus will briefly flash on the screen. (See **Krusty's Krustyland Fun House Guide** on page 11-13.)

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 **SHOOT/KICK 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.

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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 pets, you begin the game with 10 Custard Pies.

To throw a Pie, press **Button 1** on the Joystick or **X** on the Keyboard. The number of Pies you have remaining is shown at the bottom of the screen.

ENEMIES



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



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



Laser Aliens: 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 screen lengths, and you're pretty much history.

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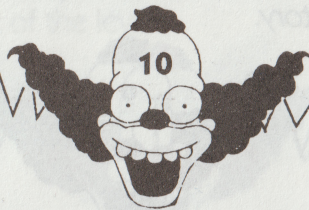
PASSWORD... THE FUN KEEPS GOING

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, start the game as described in **GETTING STARTED** on page 3. When you see the **KRUSTY'S SUPER FUN HOUSE** title screen, press <Enter> to go to the password entry screen.

To enter your password, use the Keyboard to select the letters, then press <Enter> when the password is complete.

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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 **SHOOT/KICK 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



BLOCK: Step for rats or Krusty to climb on.



KICKABLE BLOCK: Move it by standing next to it and pressing the **SHOOT/KICK Button**.



SUPER SPRING: Helps Krusty jump higher.
Note: Not all Super Springs can be picked up. They can only be picked up when you're standing still on it.

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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 JARS: First rat on it falls in, allowing you to pick it up and move jar and rat anywhere. Once 1 rat is inside, acts as step for other rats. To release a rat caught in the jar-stand next to the jar and press the **SHOOT/KICK Button**.

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

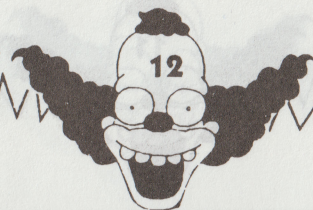


KRUSTY DOLL: Free Life (Maximum of 9)



KRUSTY BURGER: Bonus Health

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KRUSTY POTATO CHIPS: Bonus Health



KRUSTY SHAKE: Bonus Health



PIES: Gives you 10 Pies



SUPERBALL: 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 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.

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LIMITED WARRANTY

UltraTech warrants the physical diskette(s) furnished by UltraTech to be free from defects in material and workmanship under normal use for a period of 90 days from the date of delivery to the original purchaser as evidenced by a copy of the purchase receipt. UltraTech will replace any such defective diskette which is promptly returned to it free of charge.

The foregoing warranty is in lieu of all other warranties expressed or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose. In no event will UltraTech be liable for special or consequential damages even if UltraTech has been advised of the possibility of such damages.

Technical Support

If you are having difficulty installing or using this game, call UltraTech's Technical Support Staff at 1-305-581-4240 during these times:

Monday to Friday, 8:00 AM to 4:30 PM EST

No game playing hints will be given by the UltraTech's technical support staff.

Please do not return your software unless you receive an authorization number from a support technician.

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