

SNS-YK-USA

the ADVENTURES OF
KID KLEATS™



INSTRUCTION MANUAL

ocean

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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KID KLEETS™

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THE STORY SO FAR...

It's the day of the U.S. World Cup Final. A capacity crowd eagerly waits for the match to begin. Just as eager is Kid Kleets, thousands of miles away in England, watching the match on T.V.

Unfortunately, someone else has other plans... from a high Earth orbit, the alien pirate Scab scans the globe for a prize to add to his enormous collection. Scab's scanner locks onto the World Cup, the most prestigious reward on Earth, and the pirate quickly brings the trophy aboard.

Scab is so busy admiring his new prize that he pilots his ship into a meteor shower and is destroyed. Shattered into pieces, the World Cup falls back to Earth, each piece landing in a different part of the globe.

Never being one to just sit around (and having nothing to watch on television), Kid Kleets grabs his trusty soccer ball and sets out on an incredible journey. His mission: to recover the five pieces of the World Cup. His only ally: his soccer ball.

GETTING STARTED



Make sure that the power to your Super NES is switched off. Insert the Kid Kneets Game Pak, then switch the power on.

If you are playing for the first time, press the START button to start. If you wait, a demonstration will run. The demo will show which buttons to press to perform certain moves. Press START to return to the title screen.

● OPERATING THE MENU SCREENS

On menu screens, push UP or DOWN on the control pad to move the soccer ball between the options. Push LEFT or RIGHT on the control pad to change the current option. If the option cannot be changed press the START button to select it.





THE TITLE SCREEN

Hey! There's Kid Kleets, ready to roll. Three options are presented: 'START', 'OPTIONS' and 'PASSWORD'. Push up or down on the control pad to move the soccer ball marker between the options and press START to select an option.

● UNIFORM DESIGN

If Kid Kleets' red and yellow outfit is not to your liking, change the colors of his shorts and shirt to those of your favorite team. Push the 'L' button to change his shirt color, and the 'R' button to change the color of his shorts.

● START

Select this option when you are ready to play.

● OPTIONS

Three options are presented: "DIFFICULTY", "LANGUAGE" and "EXIT". Push up or down on the control pad to select an option. The "DIFFICULTY" option can be changed by pushing LEFT or RIGHT on the control pad. On "LANGUAGE", push left or right to select English, Spanish, or French. Select "EXIT" to return to the title screen.



● PASSCODES

Passwords are given to the player upon reaching various points in the game, they allow the player to restart the game from this point.

The middle option represents the current password. Each password is made up of ten characters. Pressing left and right on the control pad allows the player to select a character. Use the 'L' and 'R' buttons to change the selected character.

When you have set the password choose "START" to begin from this point.

Selecting "EXIT" will return you to the Title Screen.



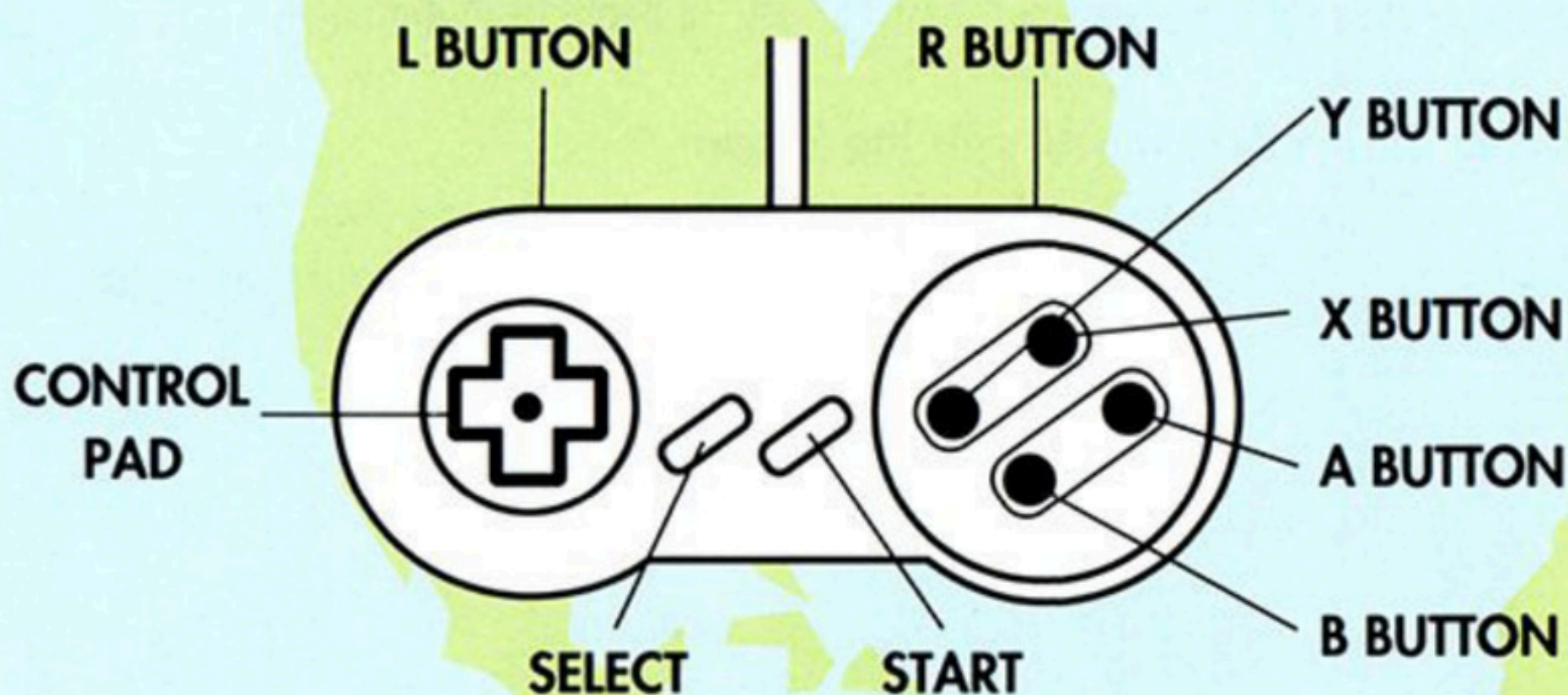


CONTROLLING KID KLEETS

Kid Kleets is one talented individual, no doubt about it. He's an athletic fellow but his real talent shines through when he has a ball at his feet. Kid Kleets gains possession of the ball as soon as he touches it, and he can also use the ball to remove adversaries from play and collect items otherwise out of reach.

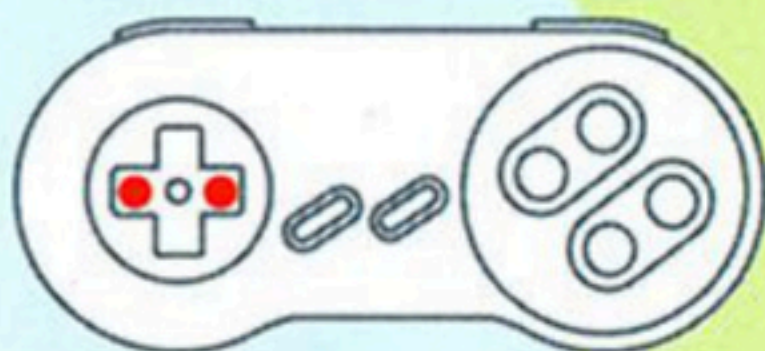
CONTROLLER PARTS

The following pages show all the things Kid Kleets can do.



HE CAN RUN!

Push LEFT or RIGHT on the control pad to make Kid Kleets move in those directions, whether he's in possession of the ball or not.

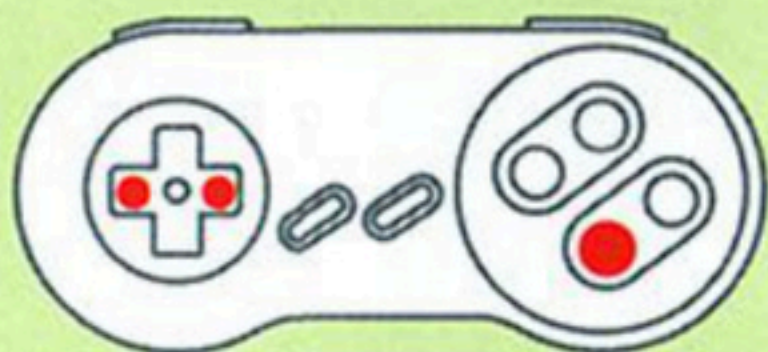


CONTROLLING KID KLEETS



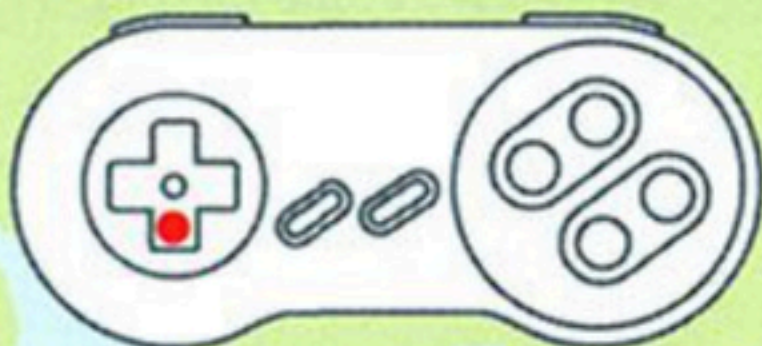
● HE CAN JUMP!

Push the 'B' button to make Kid Kleets jump. The longer the button is pressed, the higher Kid Kleets will leap. Kid Kleets can be guided in the air by pressing LEFT or RIGHT on the control pad. Note that Kid Kleets will not take the ball with him.



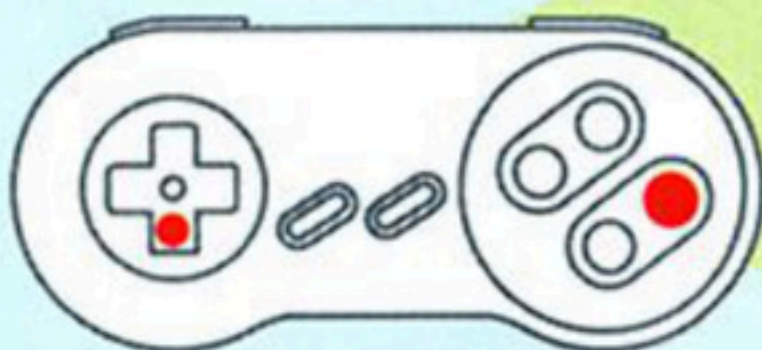
● HE CAN DUCK!

Push DOWN on the control pad to make Kid Kleets duck on the ground. This move also allows you to see what's below Kid Kleets.



● HE CAN FALL THROUGH THIN PLATFORMS!

While pushing DOWN on the control pad, press the 'A' button to make Kid Kleets fall through a thin platform. Note that Kid Kleets will not take the ball with him if he has it.

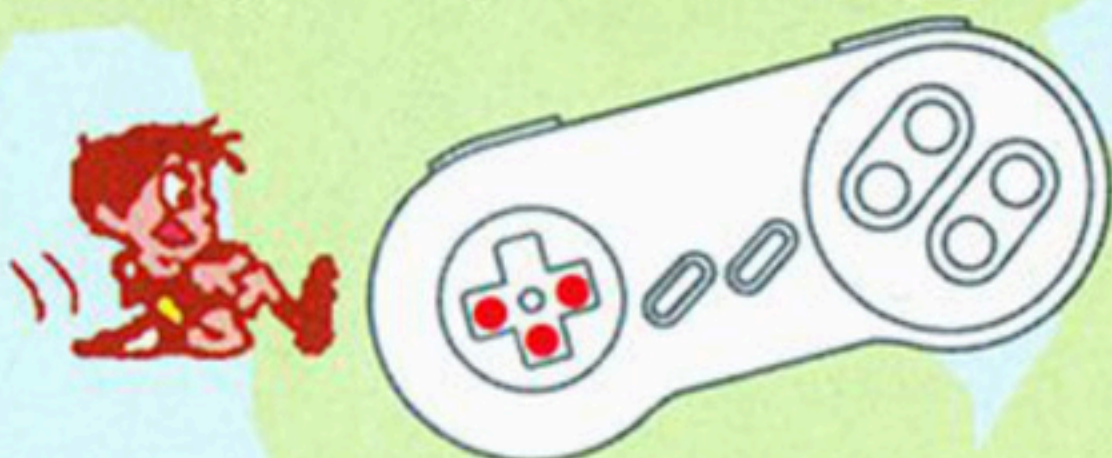




CONTROLLING KID KLEETS

● HE CAN DO SLIDING TACKLES!

Push **DOWN** and **LEFT** or **RIGHT** on the control pad when Kid Kleets is running. Kid Kleets will perform a sliding tackle, whether or not he's in possession of the ball. This move is particularly useful for sliding under low gaps.



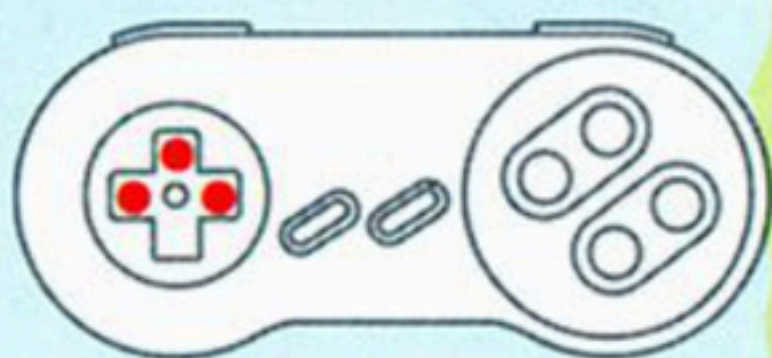
● HE CAN LAND ON AND ROLL THE BALL!

When Kid Kleets is in the air, move him over the ball and he will land on it. Press and hold the 'A' button, then push **LEFT** or **RIGHT** on the control pad to make Kid Kleets roll the ball in those directions. To make Kid Kleets step off the ball push left, right or down on the control pad.



● HE CAN BOUNCE OFF THE BALL!

Here's a handy move for when Kid Kleets can't quite reach a platform above him. Push **UP** on the control pad when Kid Kleets is standing on the ball to make him jump high. Push **LEFT** or **RIGHT** on the control pad to guide Kid Kleets in the air.

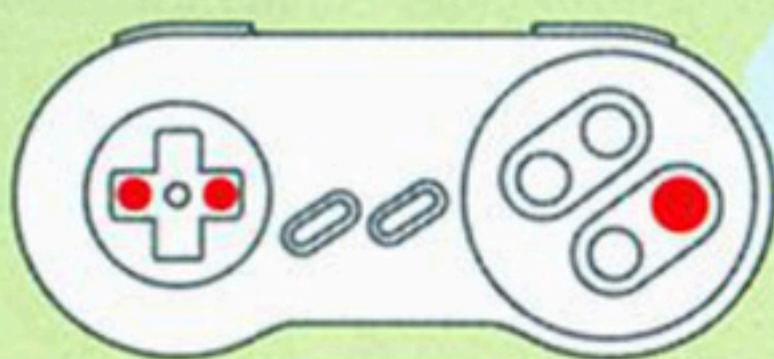


CONTROLLING KID KLEETS



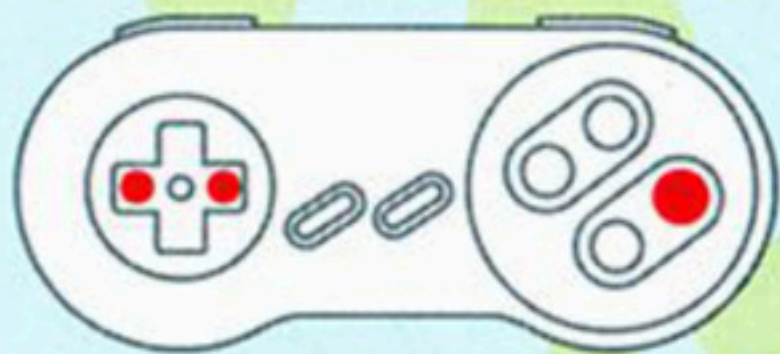
● HE CAN KICK THE BALL!

Kid Kleets can kick the ball in many different directions. Push LEFT or RIGHT on the control pad then push the 'A' button and Kid Kleets will kick the ball in those directions. Note that the ball can be kicked straight across small gaps.



● HE CAN DO TRICK KICKS!

Press the 'A' button to make Kid Kleets tap the ball on his foot. From here Kid Kleets can perform many tricks. To make Kid Kleets drop the ball, release the 'A' button and push DOWN on the control pad. A bonus of 100 points is given for every adversary removed from play with a Trick Kick.





CONTROLLING KID KLEETS

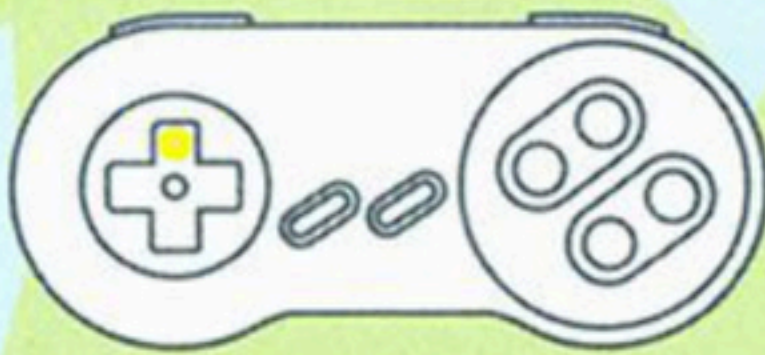
- When Kid Kleets is tapping the ball on his foot you can perform any of the following trick kicks...



- HE CAN KICK THE BALL HIGH!



Push UP on the control pad to make Kid Kleets kick the ball straight up.




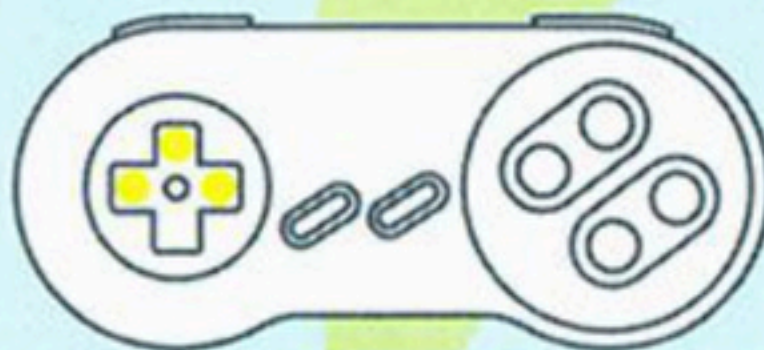
- HE CAN KICK THE BALL LONG AND HARD!

Push the direction on the control pad that Kid Kleets is facing (Left or Right) to make him kick the ball long and hard.



- HE CAN PLAY A HIGH CHIP!

Press UP  and the direction Kid Kleets is facing to make him chip the ball.

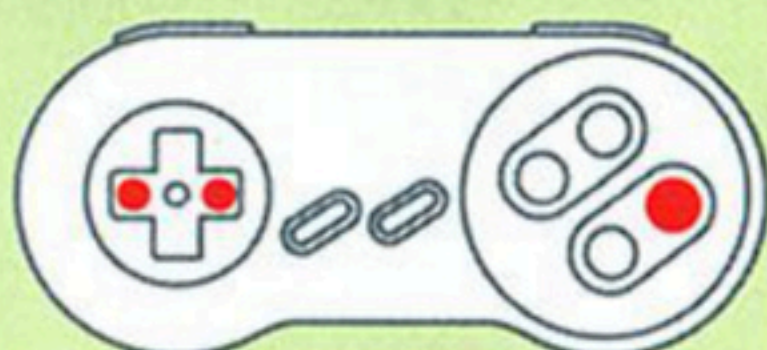


CONTROLLING KID KLEETS



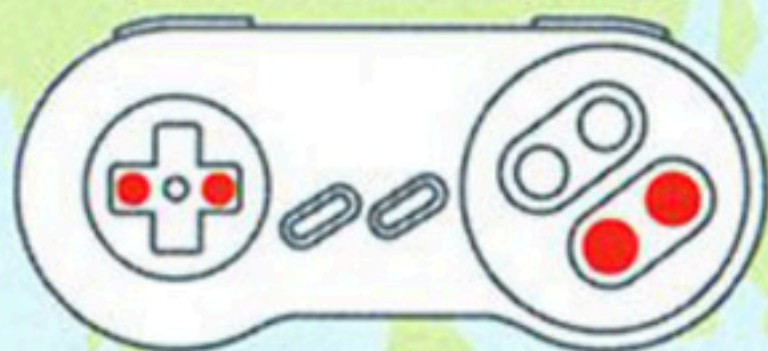
HE CAN USE BOTH FEET!

Press and hold the 'A' button then push the control pad away from the direction Kid Kleets is facing to swap feet.



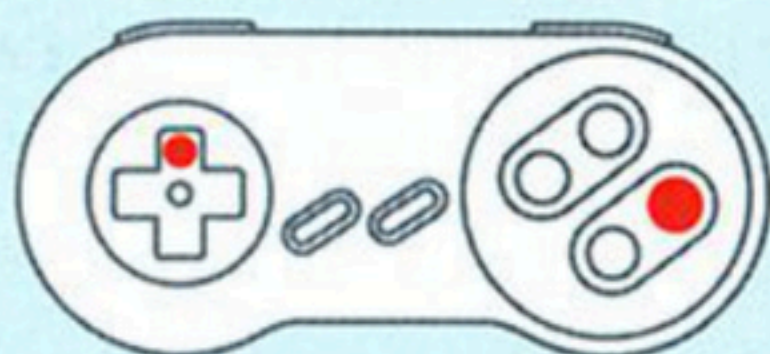
HE CAN DO FLYING HEADERS!

This move will take a little more practice than most. Kick the ball straight up then jump, press and hold the 'A' to make him head the ball in the air - but only if the ball is near his head. A bonus of 400 points is given for every adversary removed from play with a Flying Header.



HE CAN HEAD THE BALL!

Press and hold the 'A' button, then push UP on the control pad to make Kid Kleets flip the ball onto his head. To make Kid Kleets drop the ball, release the 'A' button and push the control pad in any direction except away from the direction he's facing.

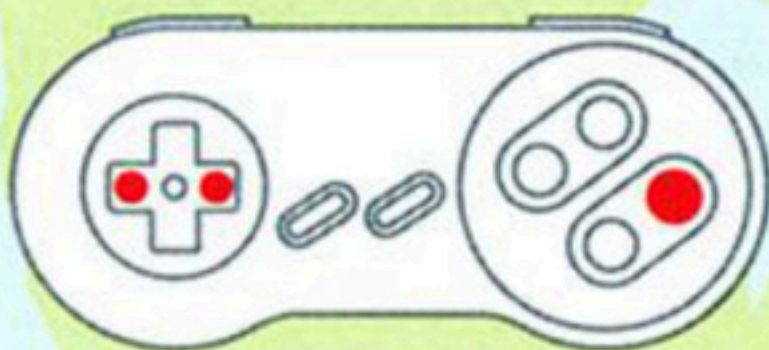




CONTROLLING KID KLEETS

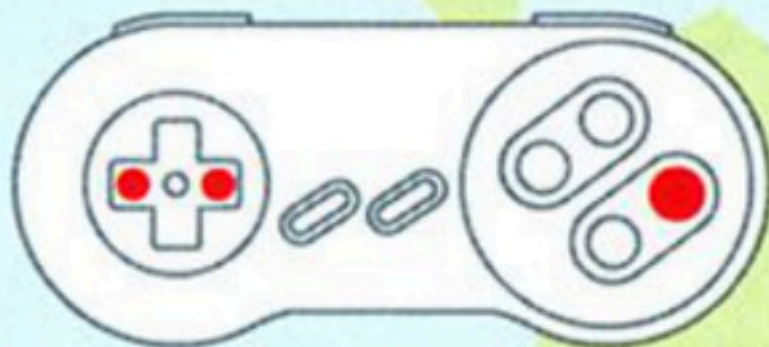
● HE CAN PLAY OVERHEAD KICKS!

When Kid Kleets has the ball on his head, push the control pad away from the direction Kid Kleets is facing to make him perform an overhead kick. A bonus of 800 points is given for every adversary removed from play with an Overhead Kick.



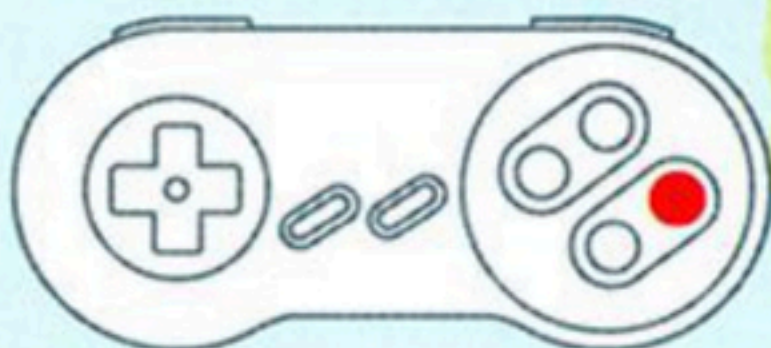
● HE'S A TRUE SWINGER!

In some sections Kid Kleets needs to use ropes to swing across chasms. To make Kid Kleets jump onto a rope, simply time his leap so that he will collide with the end of the swinging cord. Push the control pad in the direction of the swing to speed it up. Push the control pad in the opposite direction to the swing to slow it down. Press the 'A' button to make Kid Kleets jump off the rope.

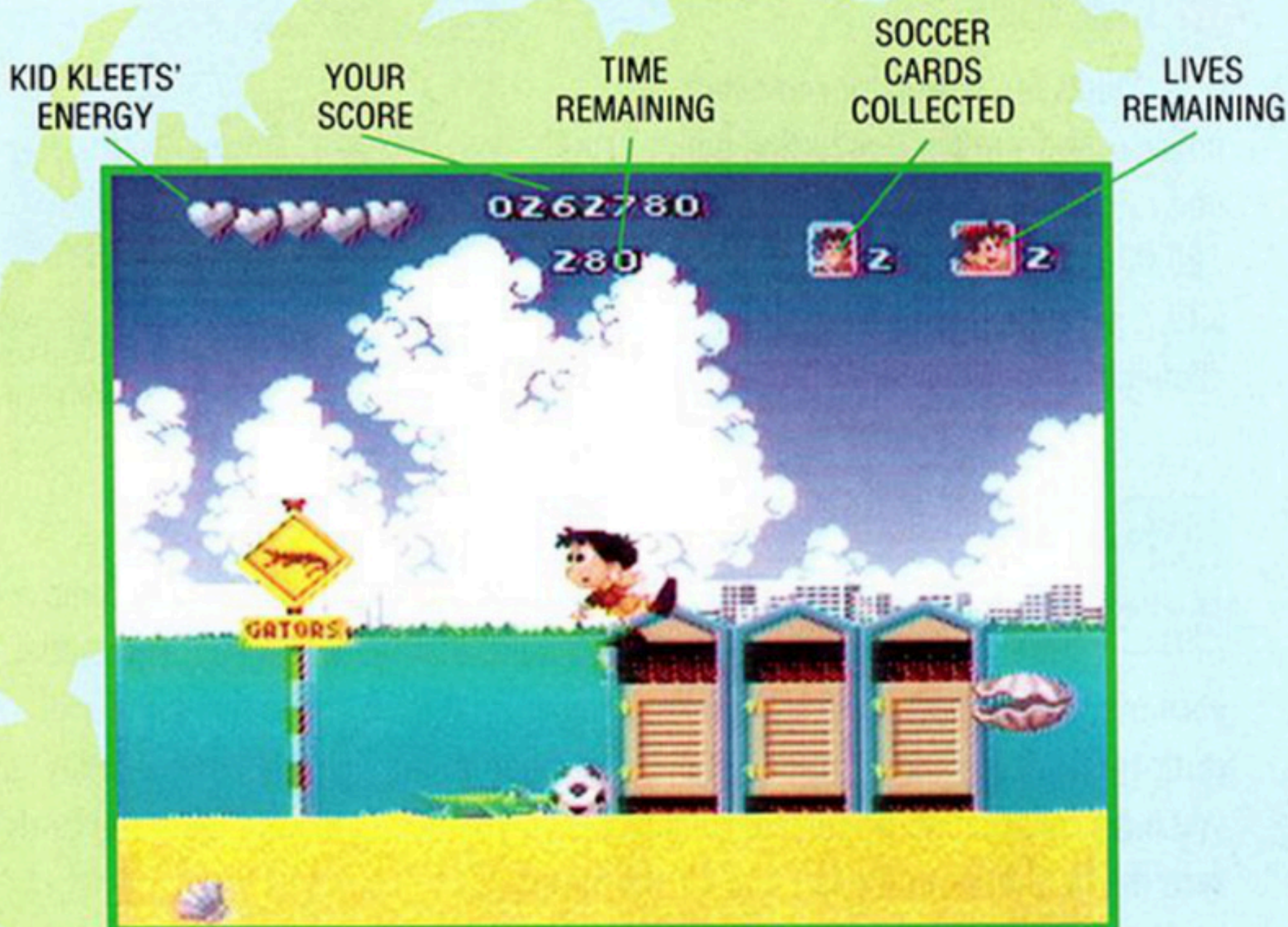


● NEW BALL, PLEASE

It's not uncommon to lose Kid Kleets's ball. But don't despair! When Kid Kleets is standing still, press and hold the 'A' button for approximately a second to bring a new ball into play. Note that if you complete a scene using less than ten balls you will get a bonus at the end.



THE PLAY AREA



KID KLEETS' ENERGY

Kid Kleets starts with two hearts, but if he bumps into an adversary or obstacle, he loses one of these hearts. Extra energy and even extra hearts can be collected (see PICK 'EM UP!).

A life is lost when no more hearts are remaining. Kid Kleets' energy is returned to full when a scene is completed.

TIME REMAINING

Kid Kleets has to complete each scene within a time limit. Bonus points are awarded for any time remaining at the end of a scene. On the Normal level of play Kid Kleets will also lose a life if time runs out. On practice level he can continue without losing a life even if the time limit runs out.



THE PLAY AREA


YOUR SCORE

Points are scored for removing adversaries from play, collecting bonus items and so on. One Extra Life is awarded for every 100,000 points scored. But only one hit per kick is permitted when using the ball to eliminate enemies, open chests, etc.



SOCGER CARDS COLLECTED

You need to collect all 11 Soccer Cards to qualify for the Bonus Game where you can attempt to retrieve a piece of the World Cup. Remember, each country contains three scenes. The number on the left shows the number of cards remaining on the current scene, the number on the right shows how many cards you have collected in the current country. When you have collected all of the cards zero will be shown on the left and 11 will be shown on the right.

Note:- The number of cards in the current scene is not shown until you have found this information. **Hint:** look for the  symbols.

Don't forget: get the set!



LIVES

You start with three lives but extra ones can be picked up along the way. When no more lives remain, the game's over... until next time.



INFORMATION

Kick the ball into this symbol for information about the current scene.



RESTART POST

If Kid Kleets passes one of these posts, he will return to this point instead of the beginning of a scene if a life is lost.



SPECIAL CHEST

Kick the ball at the chest until it explodes. Inside every Special Chest you will find some type of power-up. For further details see PICK 'EM UP!



THE SCORE BOARD

Once you have completed a scene you are given bonus points for the number of Soccer Cards collected, the number of balls you didn't lose, and time remaining. You are also awarded points for the number of trick kicks used to remove adversaries from play or to collect bonus items.



THE BONUS GAME

If you collect all 11 Soccer Cards from a country, you can play the Bonus Game in an attempt to pick up a piece of the World Cup. In each Bonus Game there are 50 items to collect (the number remaining is shown in the top left-hand corner of the screen) before a piece of the World Cup will appear below the large flashing arrow. Watch the clock!



THE PLAY AREA

● THE MAP

The Map shows the progress Kid Kleets has made between countries and which pieces of the World Cup have been recovered.



● HOLD IT!

If you and Kid Kleets need to take a break, press the "START" button to freeze the action. The word 'PAUSE' will be shown. To resume play, press "START" again. Soccer is a demanding sport, even when you're not travelling all over the world — be sure to get a little down time once in a while



COUNTRIES AND THEIR INHABITANTS



There are five countries to visit. Each country features three scenes to explore and complete. Among the obstacles you will find are pits, moving platforms, crumbling platforms, and spikes which not only hurt Kid Kleets but also burst his soccer ball. Watch for secret passages where bonus items can be found... and Soccer Cards!

ENGLAND



LONDON EAST END



Kid Kleets' journey begins in the East End of London. Beware of Clarence the Construction Worker, Stoo's Psychotic Skateboarders and the Rats in the underground.



OLD TOWN



Things are a little more peaceful here, but it's still no walk in the park. Watch out for Simon's Silly Cyclists and Deranged Dogs roaming the streets.



LONDON WEST END

Back to the hustle and bustle of the city. When you reach the end, look out for Gareth, a rogue rugby player.





COUNTRIES AND THEIR INHABITANTS

ITALY



THE RIVIERA

It's hard to miss the Moped Maniacs riding up and down the beach. If you do, you just may be swallowed by a giant clam.



ROMAN RUINS

Among the ancient crumbling masonry you will find swinging demolition balls, deadly darts, Poisonous Snakes and (GULP) ghosts.



THE VENICE LIDO

A beautiful beach and a rare performance by the world famous opera singer Paverelli. What a voice! Too bad he doesn't like soccer — or kids!





RUSSIA



MOSCOW



Heavy snow is forecast, but there's plenty here to keep you warm. Don't bump into the Slav Sledgers or the squirrels.



THE BATTLESHIP



Beware the big guns - especially the ones in the hands of crazy sailors! You probably want to avoid sharp comebacks from swordfish while you're at it.



RED SQUARE

The snow is falling and the Russian 'Gymnasty' Assassins are out in force. Don't get cold feet now!





COUNTRIES AND THEIR INHABITANTS

JAPAN



NAGOYA



Kid Kleet's must really take care here – not all of the robots are friendly. There's also the Mad Professor armed with his latest invention.



BULLET EXPRESS



Prepare yourself for a high-speed train trip you won't ever forget. Avoid the coal-throwing moles and the restless robots. And mind the signposts - you will be warned, so prepare to duck!



TOKYO

Don't let the fireballs, sparks, and crushers make their mark. Watch out for the secret tunnels and Sarky the sumo wrestler.





USA



NEW YORK



Kid Kleets definitely has street smarts, but can you prove it? Beware of falling Bricks, Workmen on the streets and Ricky's 'High Rollers'.



CALIFORNIA



Falling coconuts and bouncing beach balls are should be avoided, as well as the jumping clams and the alligators.



CHICAGO

It's not safe here. Rats scurry around the sewers, and deranged dogs run wild in the streets. But to top it all there's Chuck, the Football player.





PICK 'EM UP!

Run or jump into any of the following - or kick your ball into them to collect them.



EXTRA TIME

Collect extra units of time to help Kid Kleets complete the scene.



EXTRA STAMINA

Have a heart... Kid Kleets can have a maximum of five, which means he can take extra hits from something bad.



EXTRA ENERGY

Brings Kid Kleets's energy level to the maximum.



INVINCIBILITY

The effect is temporary. Kid Kleets flashes while he is invulnerable. Actually, he's not quite invincible: he is still hurt by spikes.



EXTRA LIVES


Collect one for an extra life.




SPEED CLEATS


When Kid Kleets has these he runs twice as fast and is invulnerable - but he should still avoid spikes!





 Before you play, take time to learn all of Kid Kleets' controls and skills. Watch the demo mode at the beginning of the game for a quick rundown of some cool moves.




 A scene may contain more than one information symbol. Hit them with the ball whenever you see them.

 Kick the ball over spike pits – it could save your life!

 Kick the ball ahead of you – you may hit an off-screen adversary!

 Look down before dropping into a gap – there may be danger below!

 Keep an eye on what's going on overhead – lots of bonuses can be found!





CREDITS

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