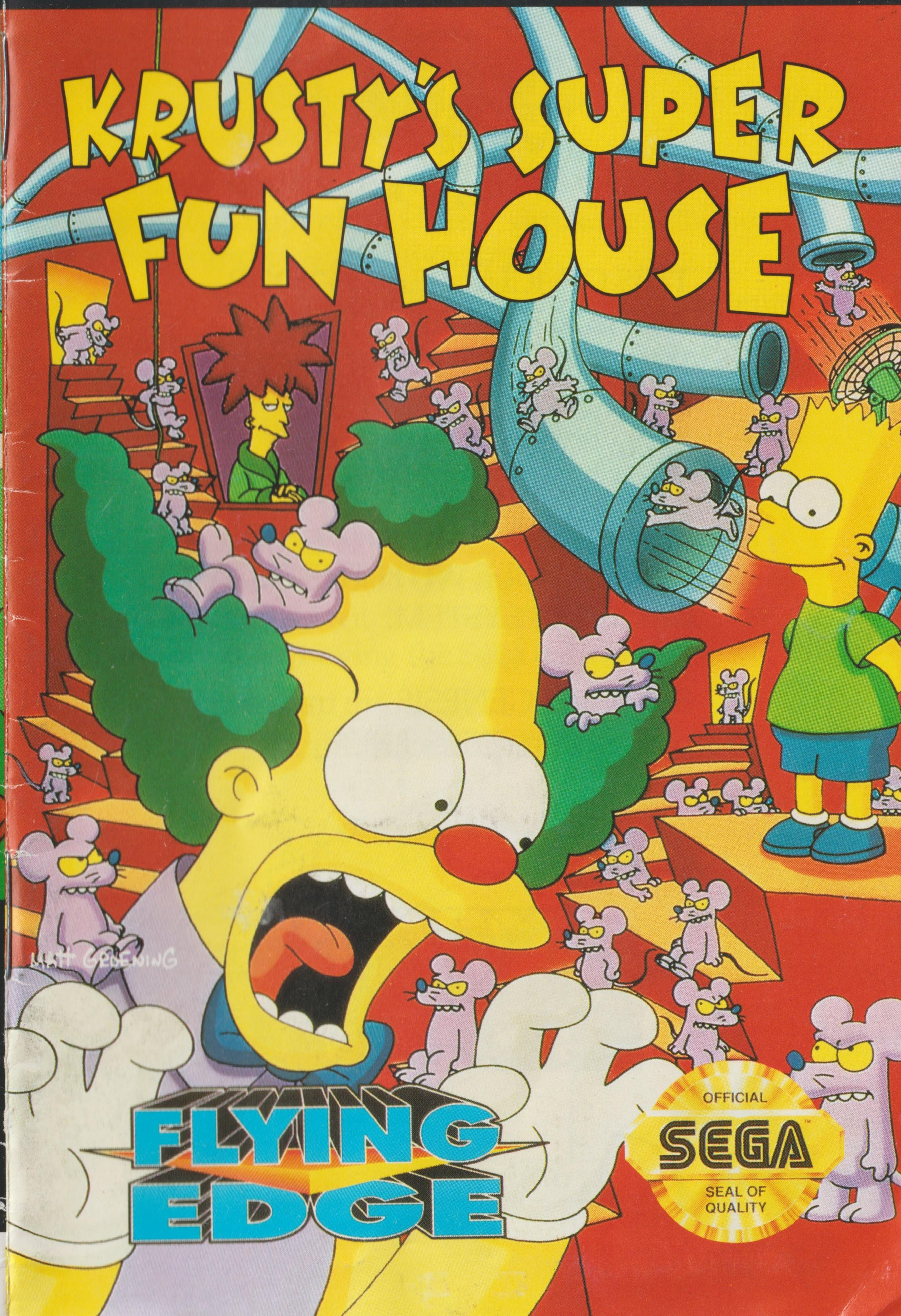




GENESIS INSTRUCTION MANUAL

KRUSTY'S SUPER FUN HOUSE



MATT GROENING

**FLYING
EDGE**

OFFICIAL

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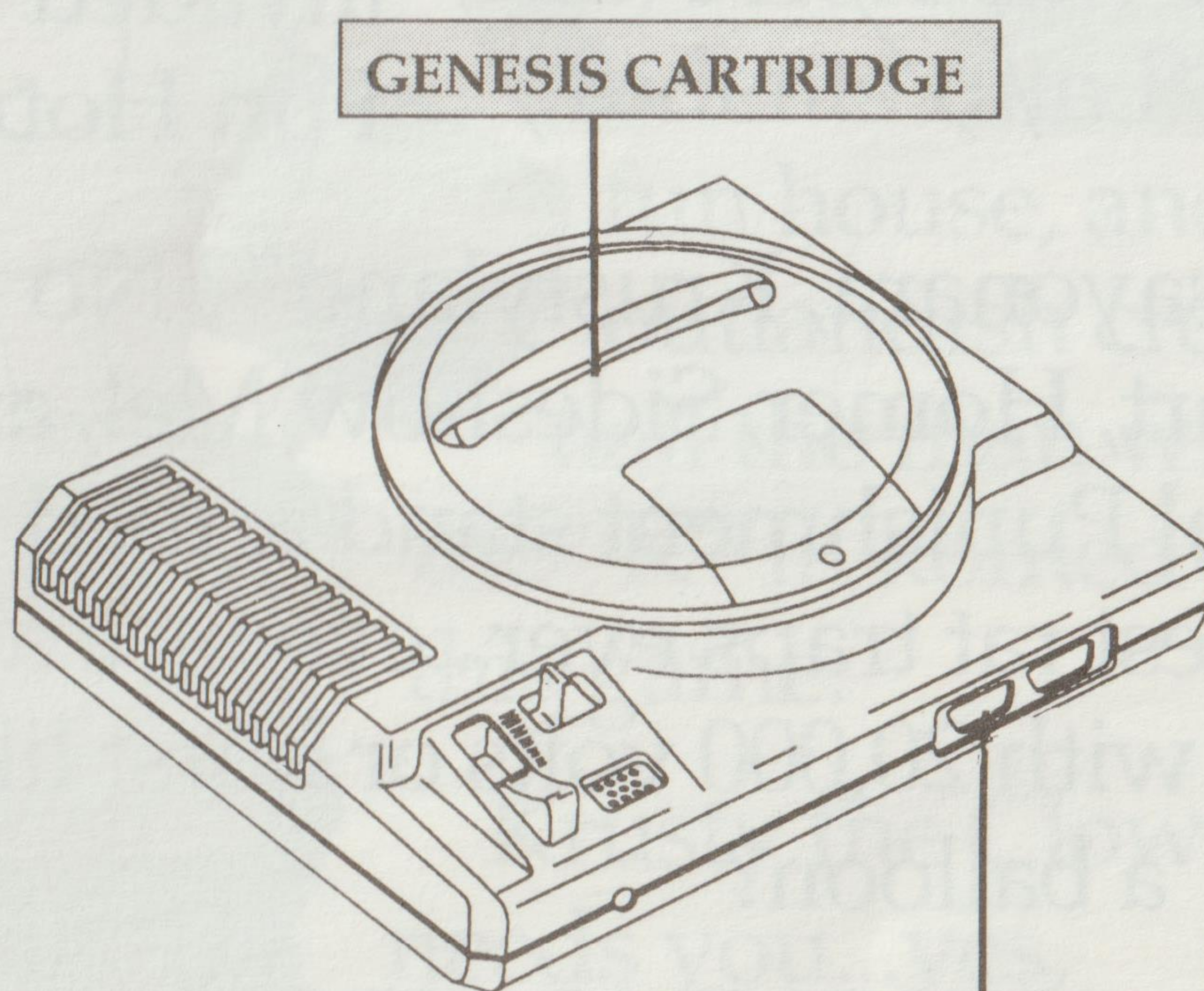




STARTING UP

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. (*Krusty's Super Fun House is for one player only*).
2. Make sure the power switch is OFF. Then insert the rusty's Super Fun House cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. Press Start when the Title screen appears.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.





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
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

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

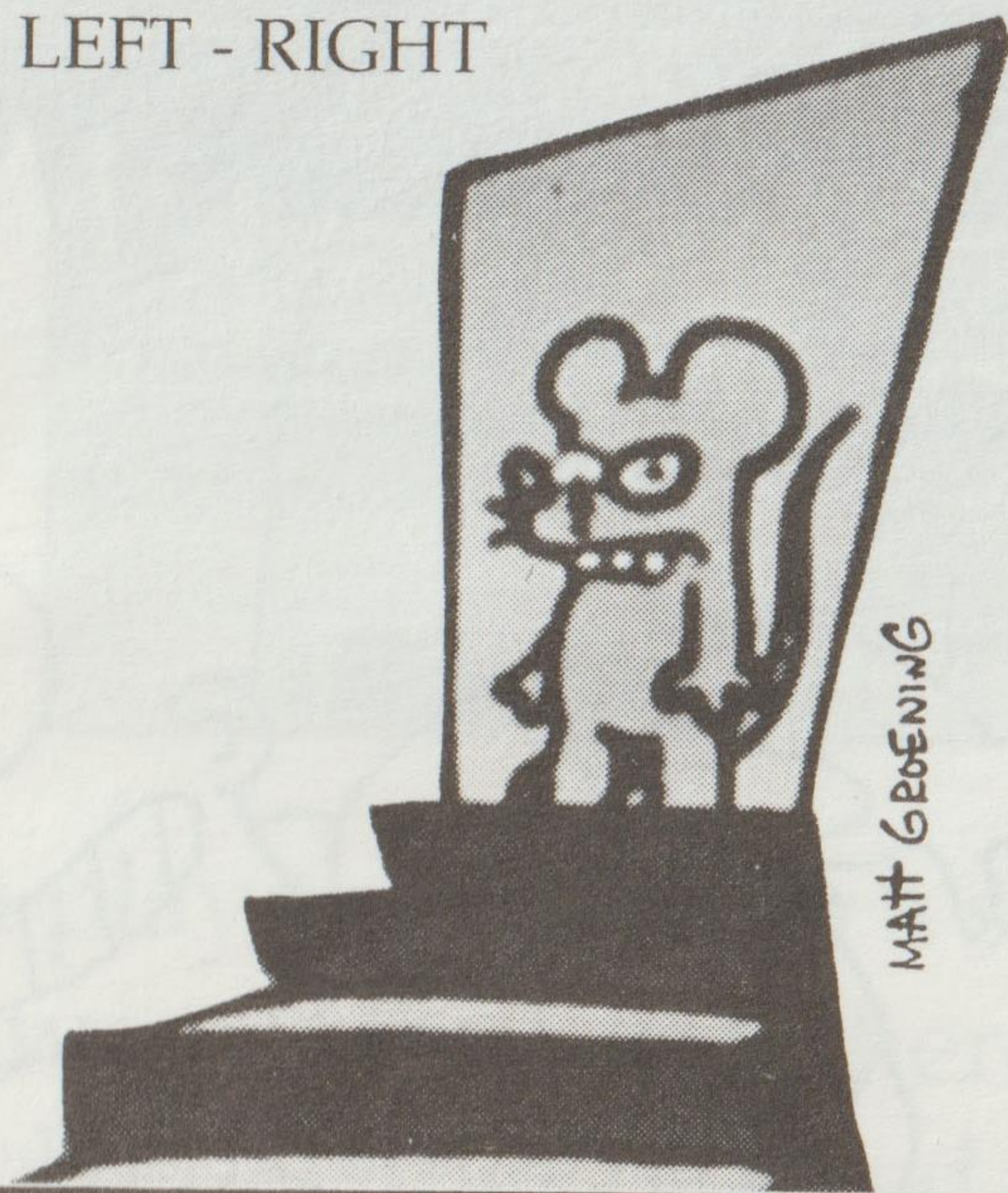
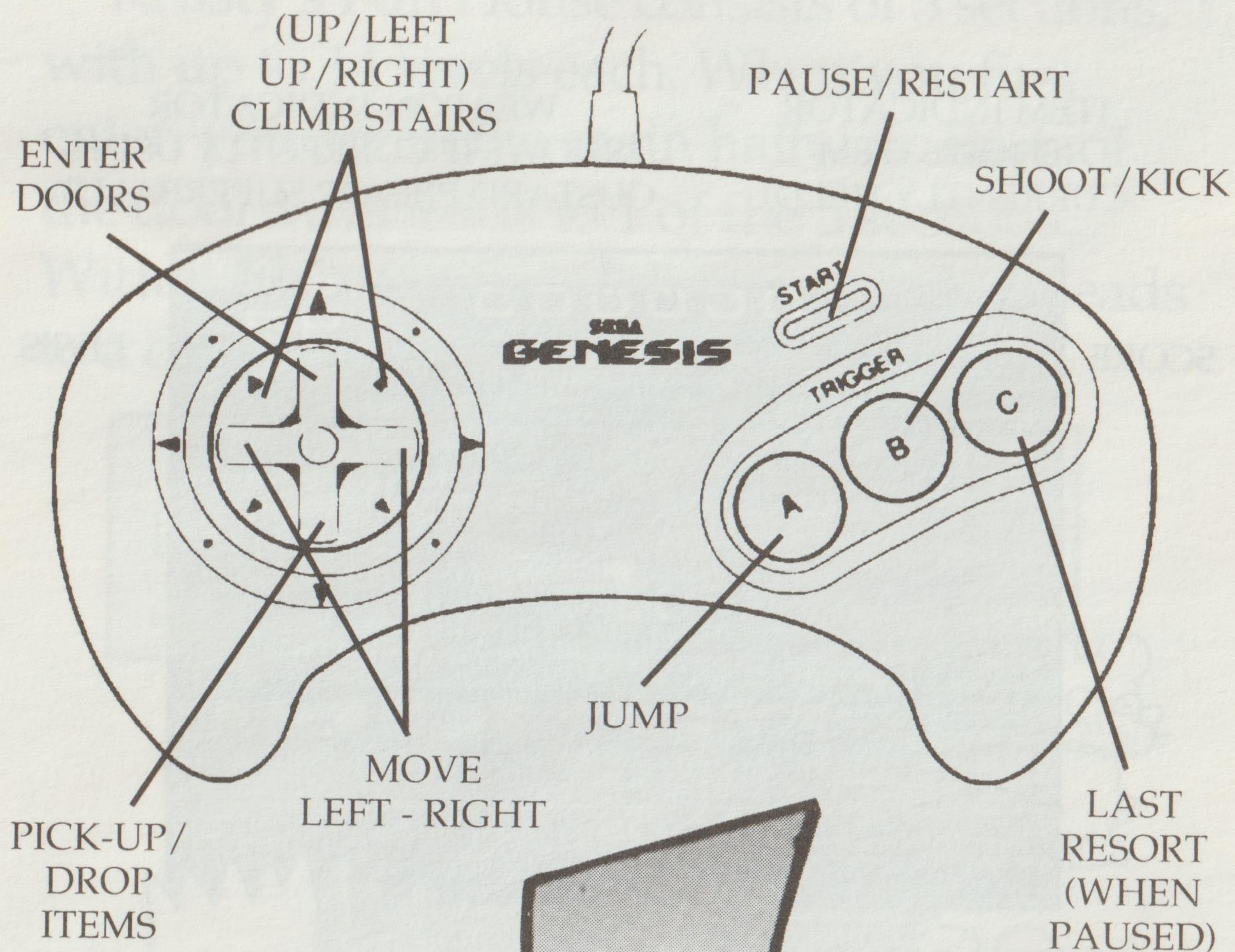
To use a password and continue a game— Push start and using left/right choose the letter you wish to change, then push up/down to change each letter. Press start when the password is complete.





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.





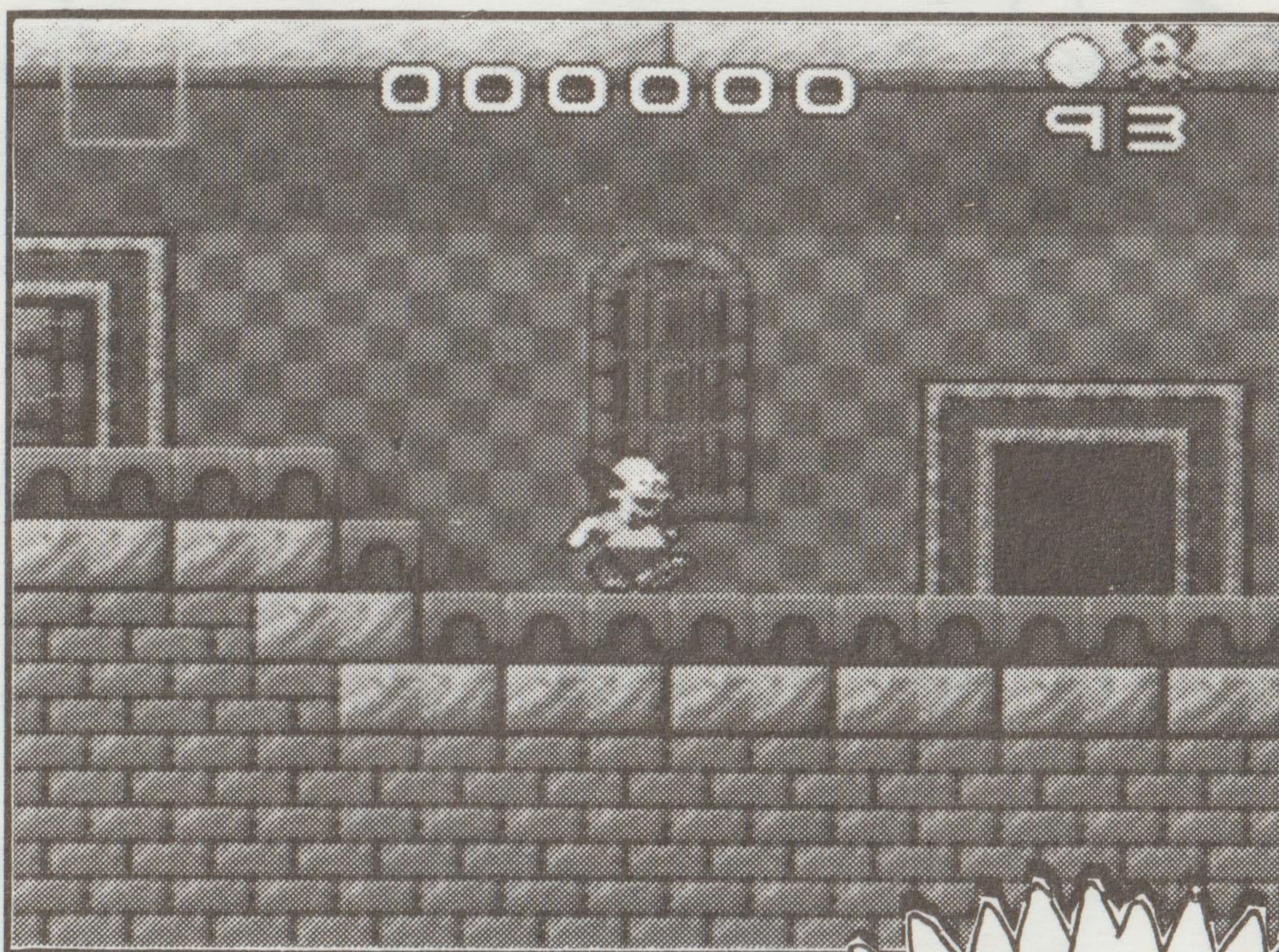
ON THE SCREEN

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

ITEM INDICATOR
(SHOWS ITEM
CURRENTLY HELD)

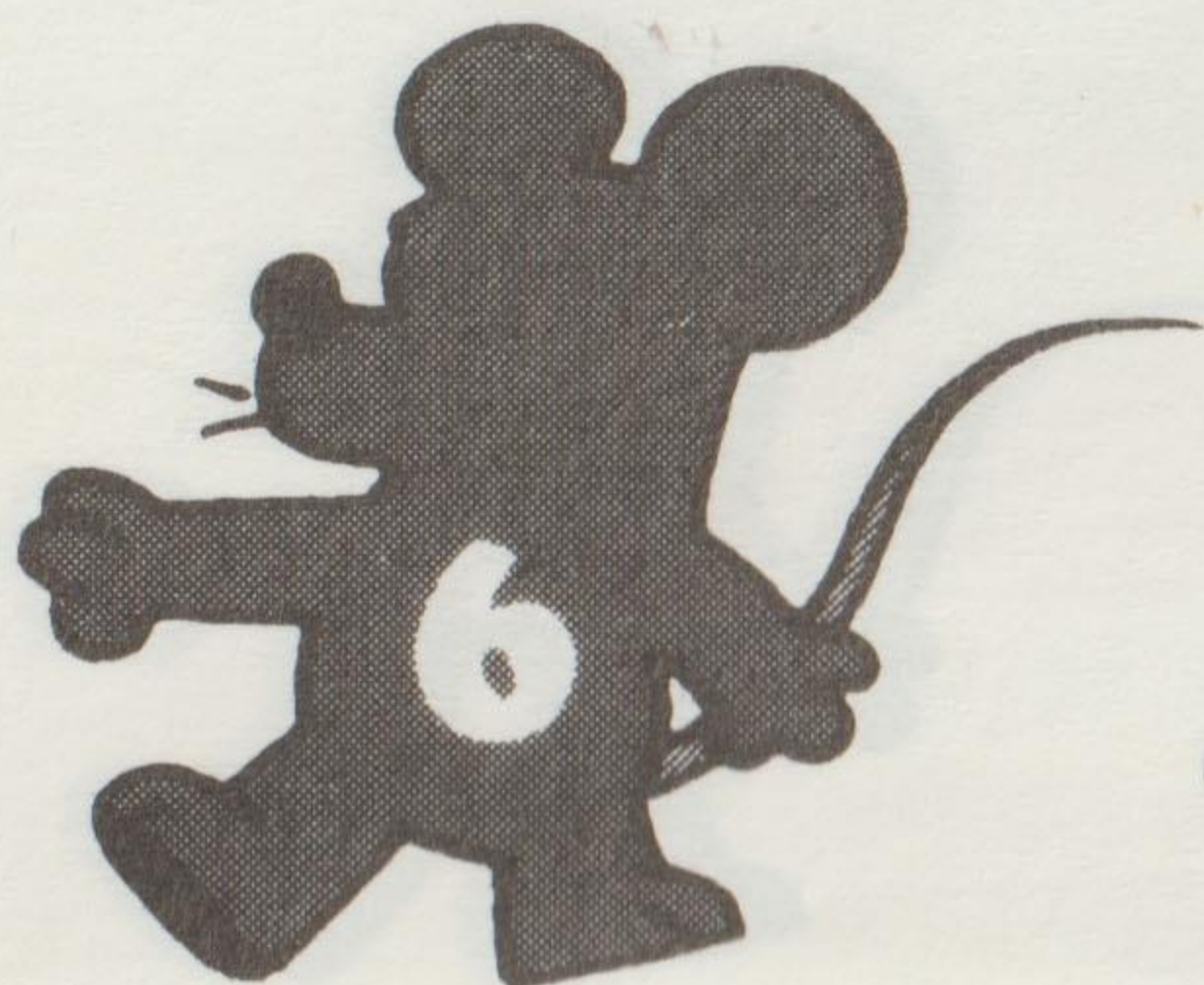
WEAPON INDICATOR
(SHOWS IF CURRENTLY USING
CUSTARD PIES OR SUPERBALLS)

SCORE

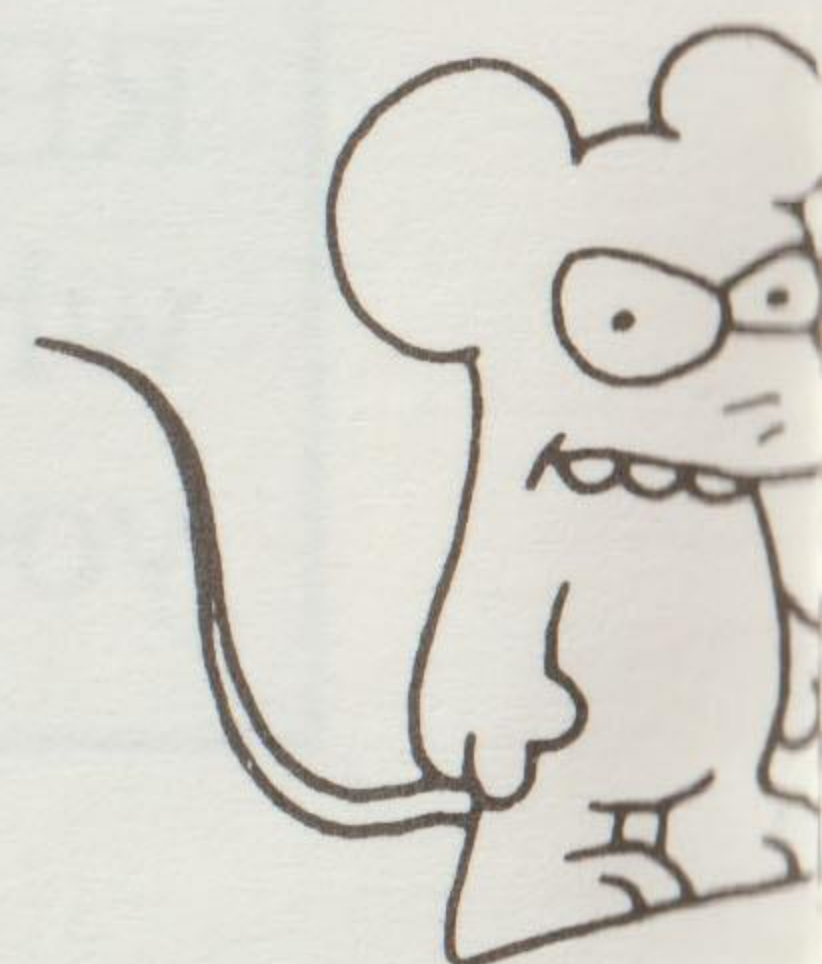


LIVES

WEAPON COUNT (# OF
CUSTARD PIES / SUPERBALLS)



MATT GROENING



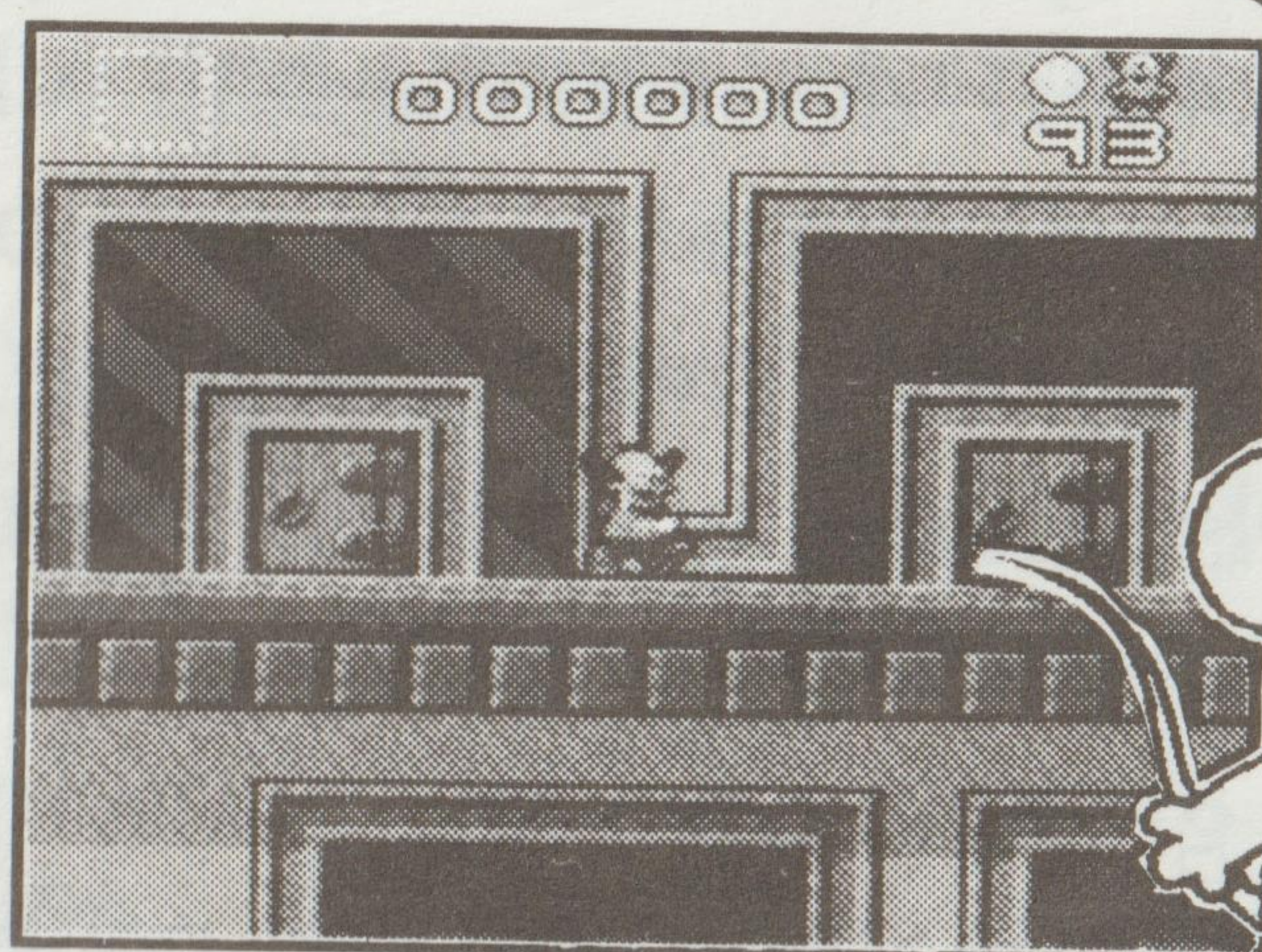


THE FUN HOUSE

— IT'S BIG, MAN!

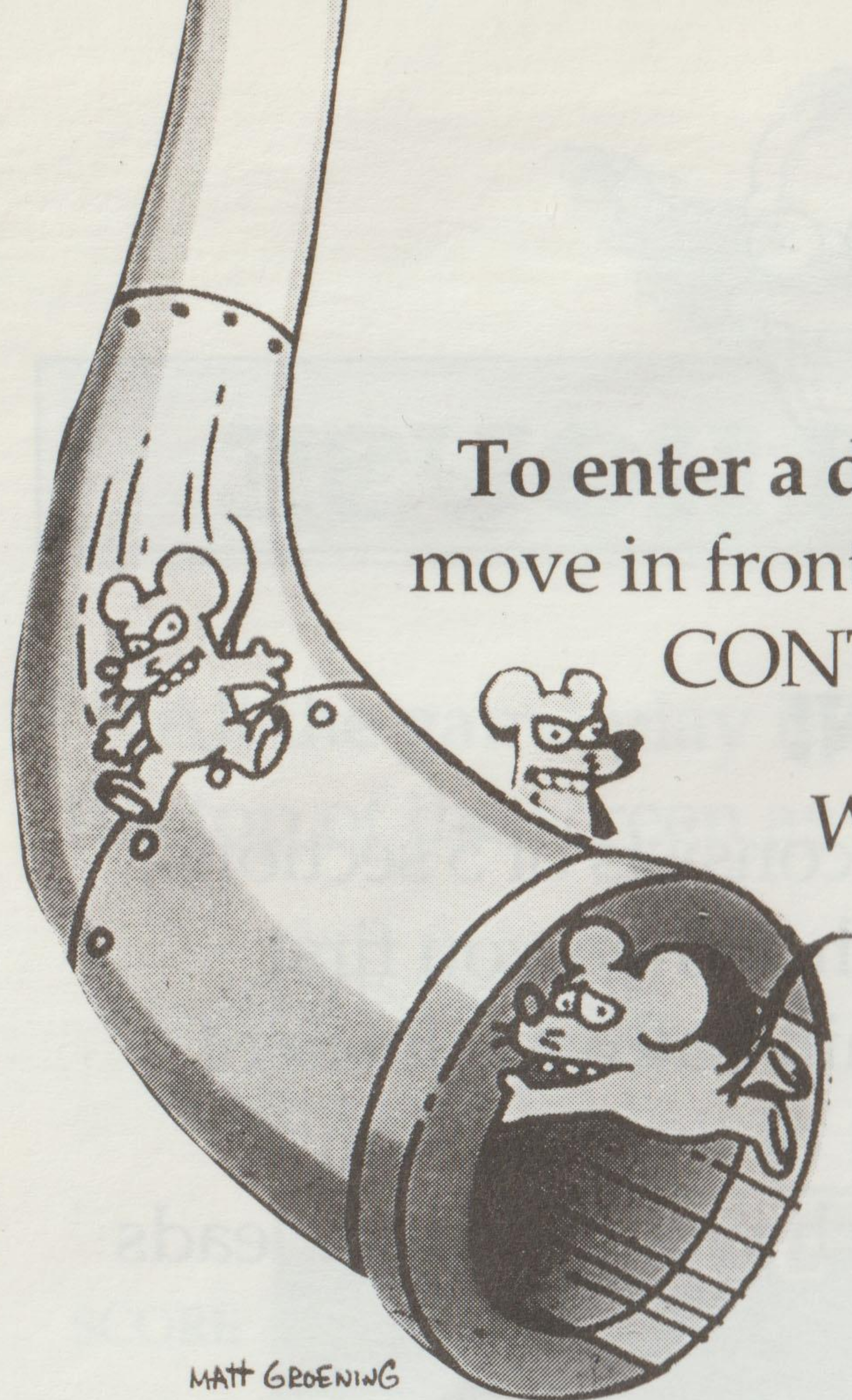
Krusty's Fun House consists of 5 sections, with up to 14 levels each. When you first enter, you are in the main hallway. Each of the doorways leads to 1 of the 5 sections. Within each section, each wooden door leads to a different level.

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.





MATT GROENING

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.



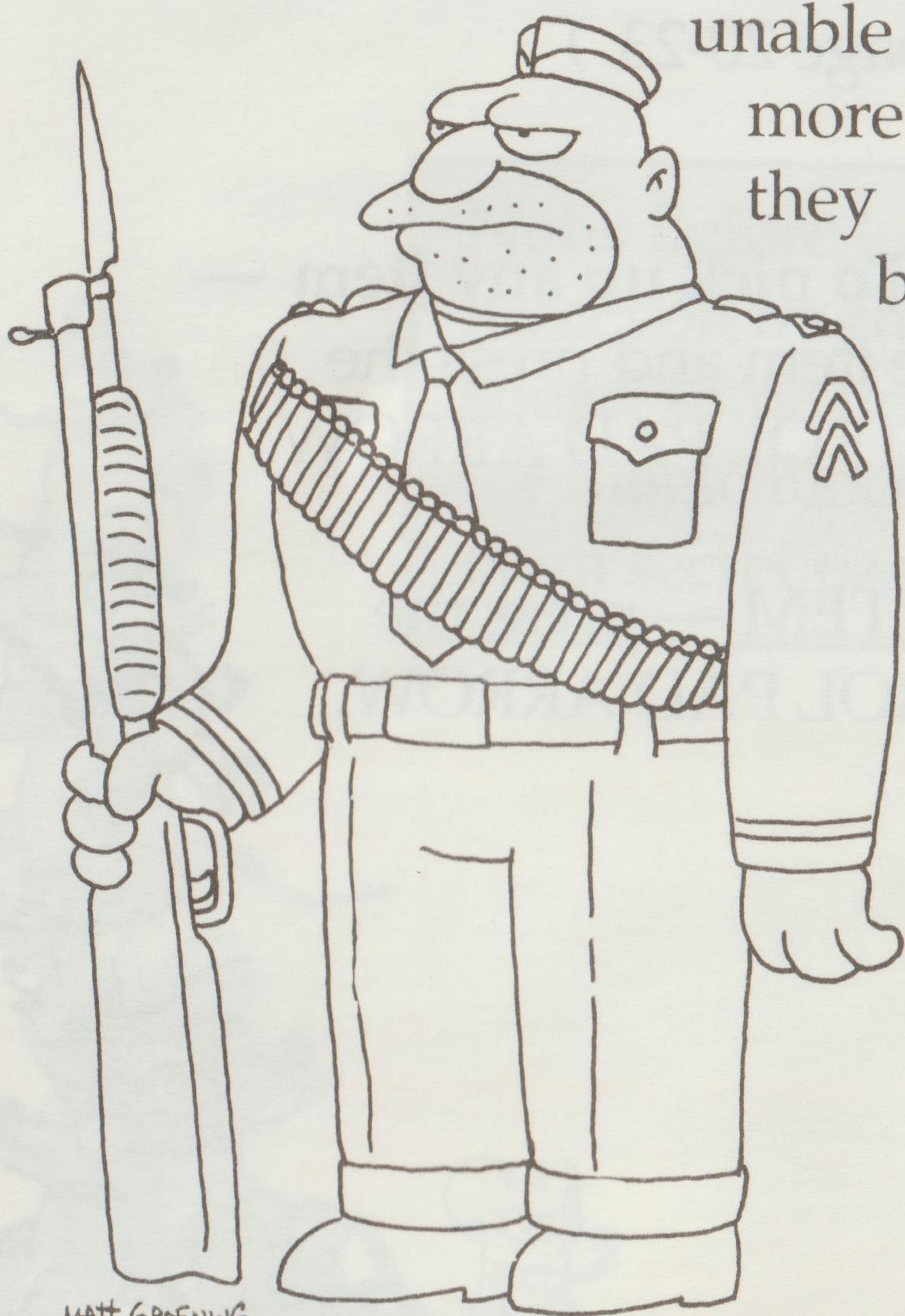


RAT TRAPPING

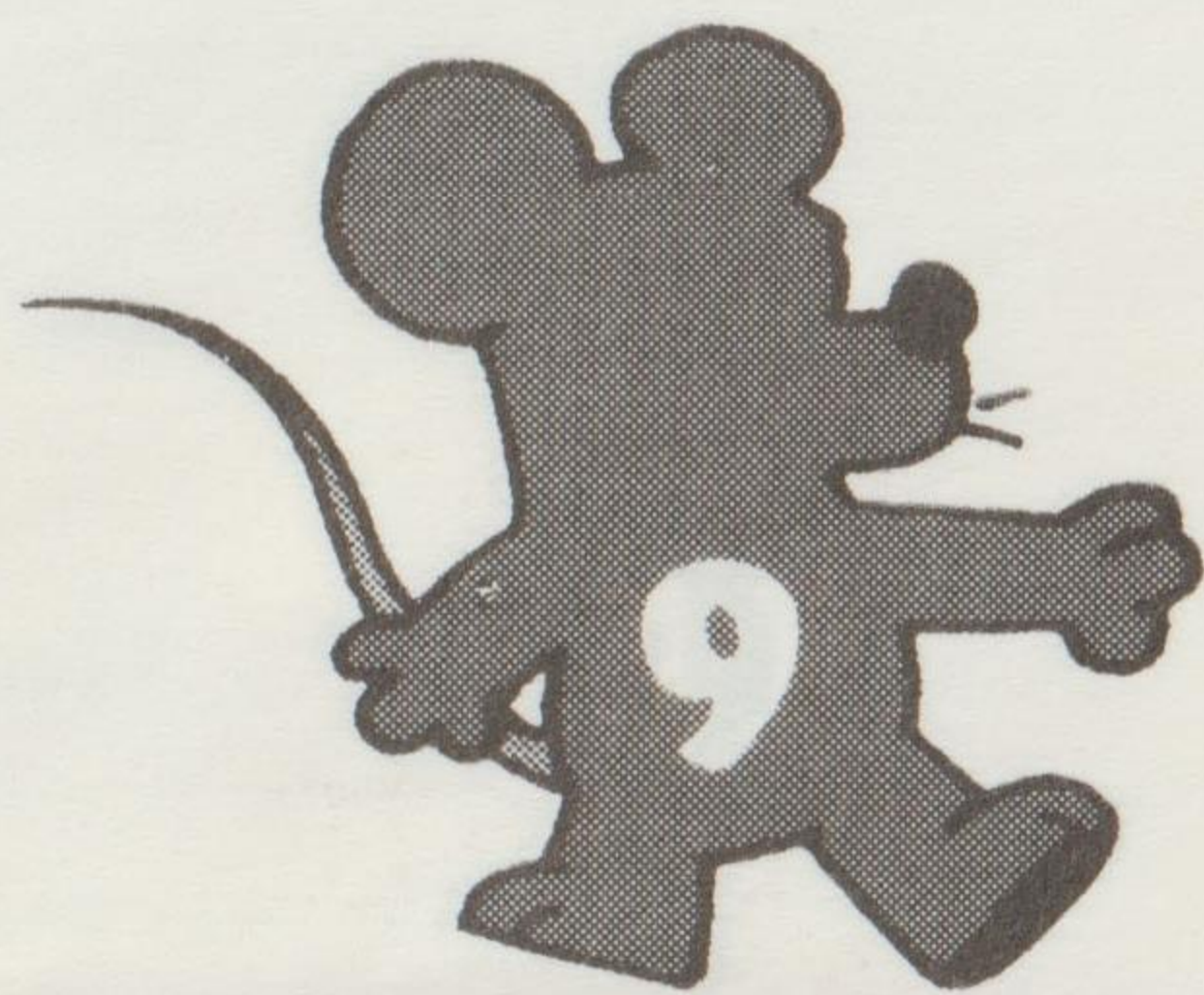
...GO FOR IT, KRUSTY!

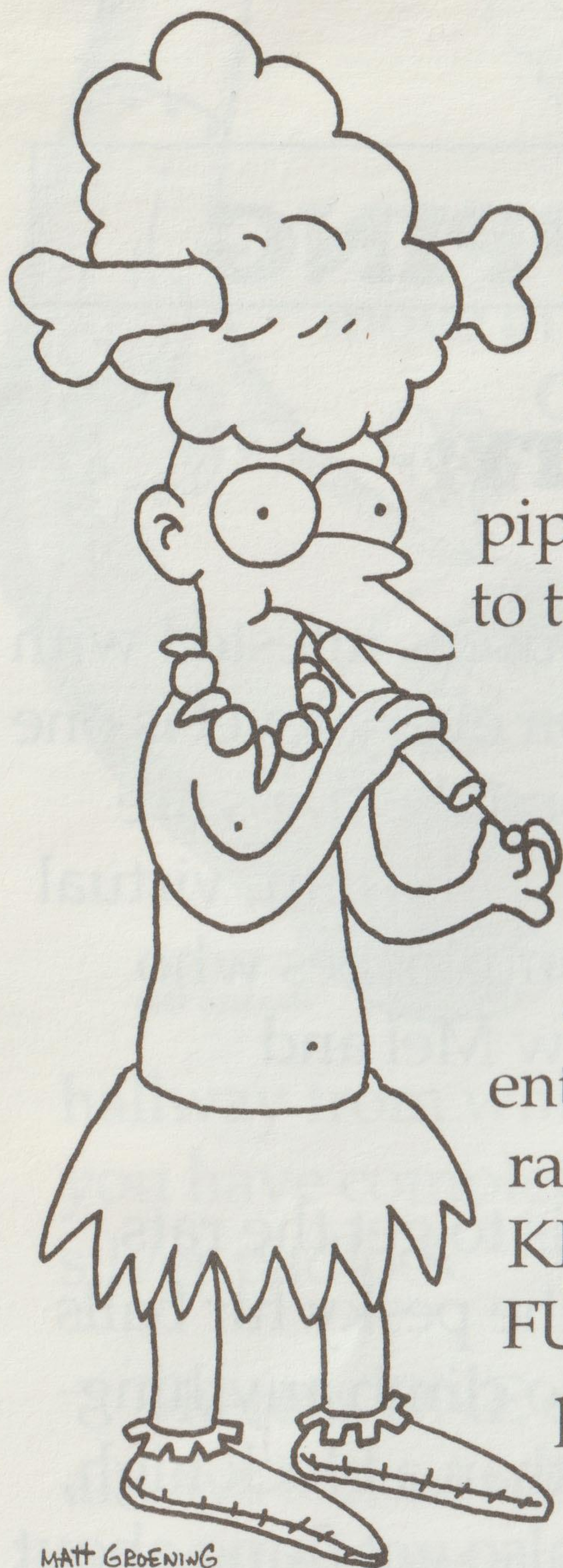
Every level of the Fun House is infested with rats. Fortunately, though, on every level is one rat-decimating trap. Operating the traps are Krusty's most loyal followers, like Bart, virtual strangers, like Homer, and employees who have no choice, like Sideshow Mel and Corporal Punishment.

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





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 the 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 20-23.)

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:

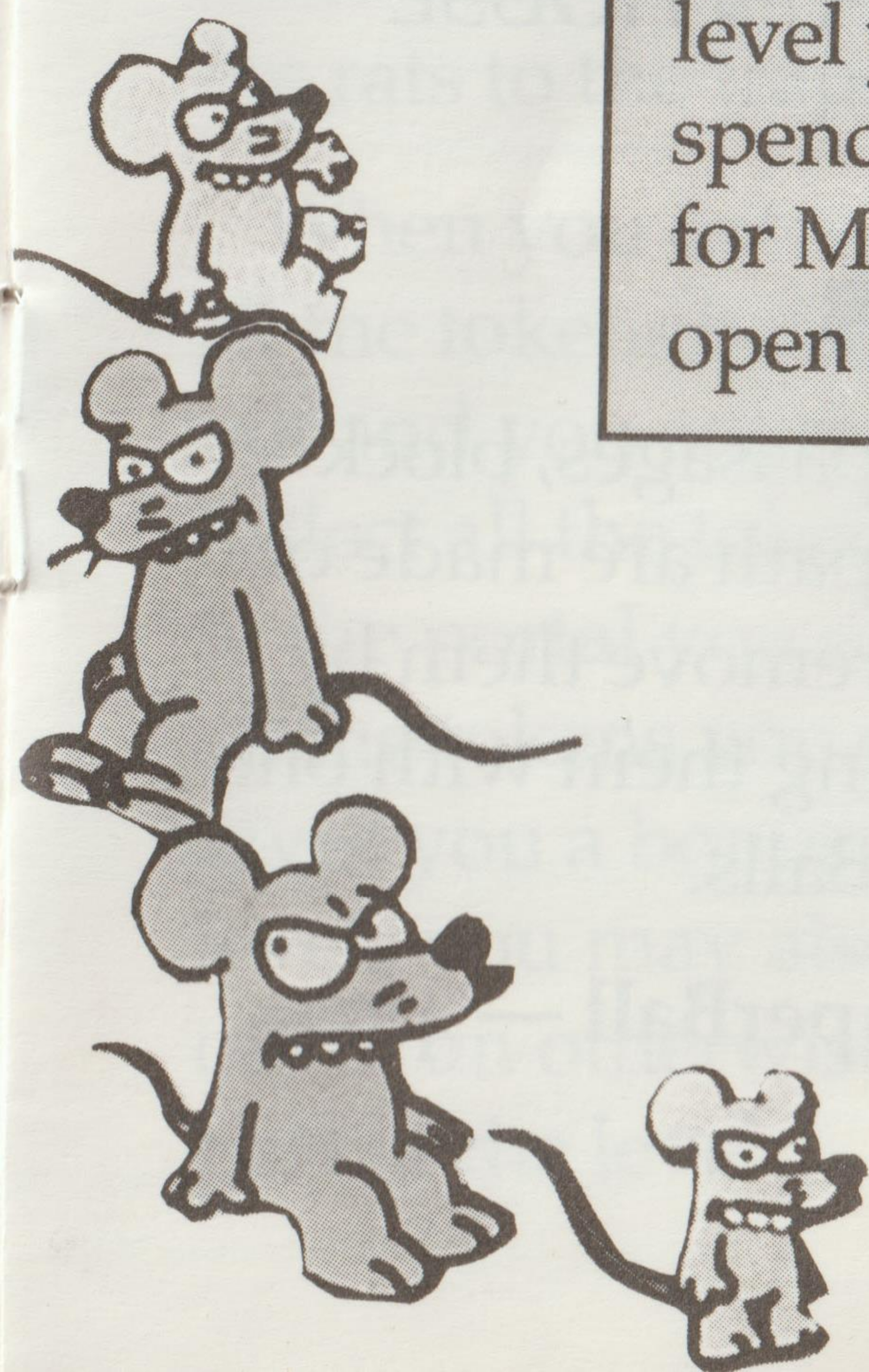
- Not all items can be picked-up.
- You can only hold 1 Item at a time.
- All items can be stacked one on top of another or corner to corner to create a staircase.

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

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



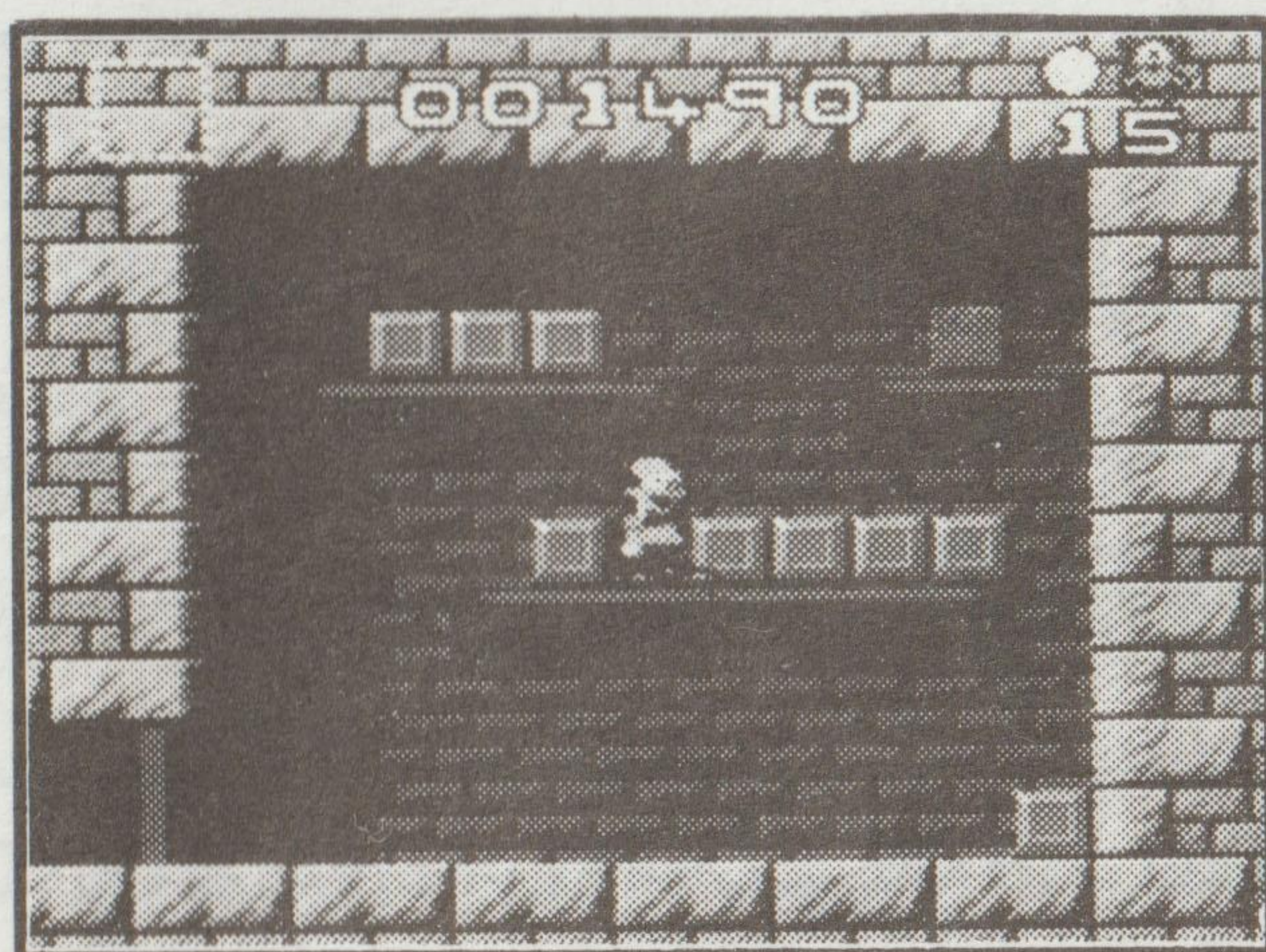
Note: Before leaving the level you might want to spend some time looking for Magic Blocks that might open secret passages.





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 B 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 20-23.)

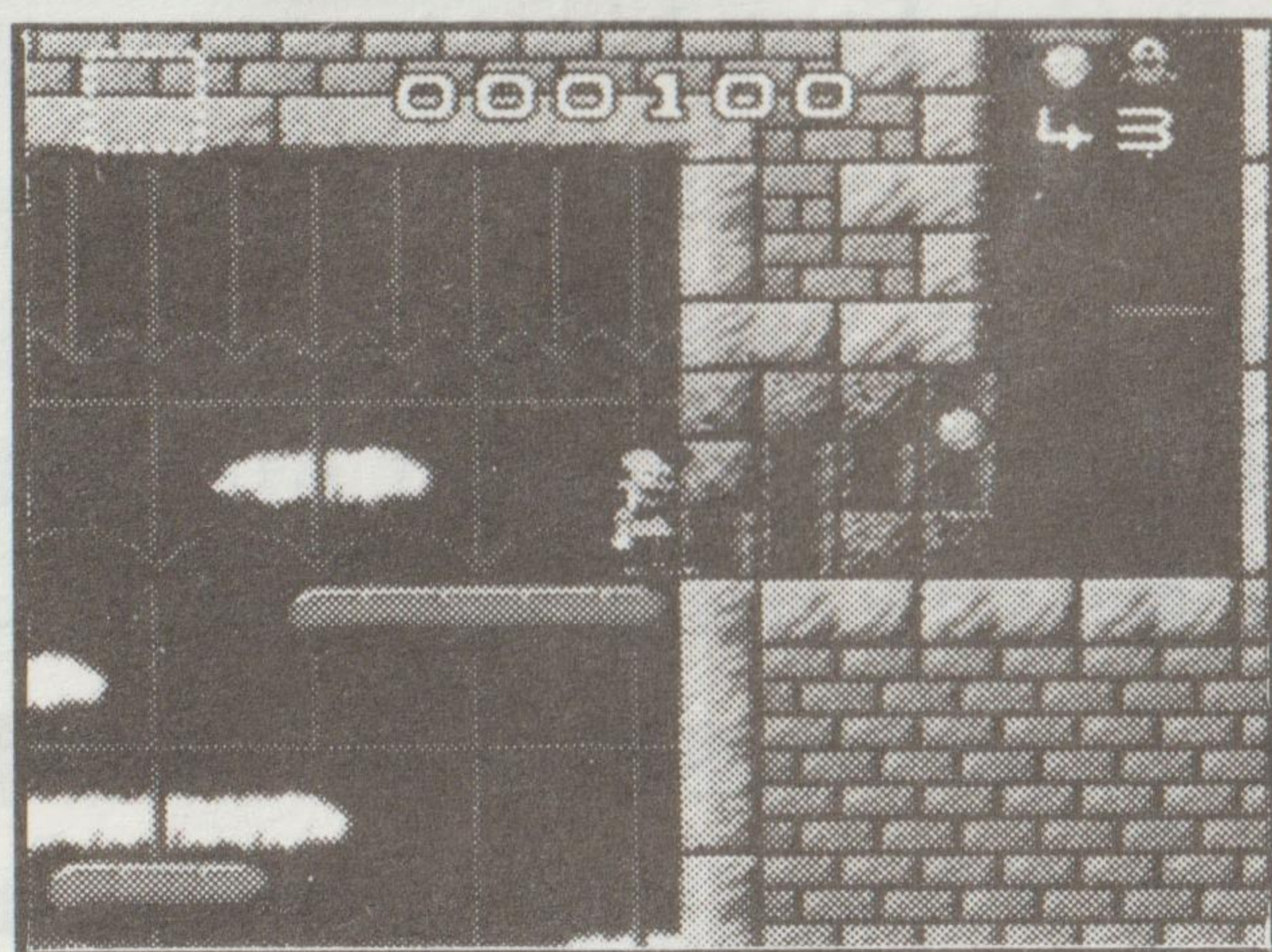
SUPERBALL BONUS

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 B 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.





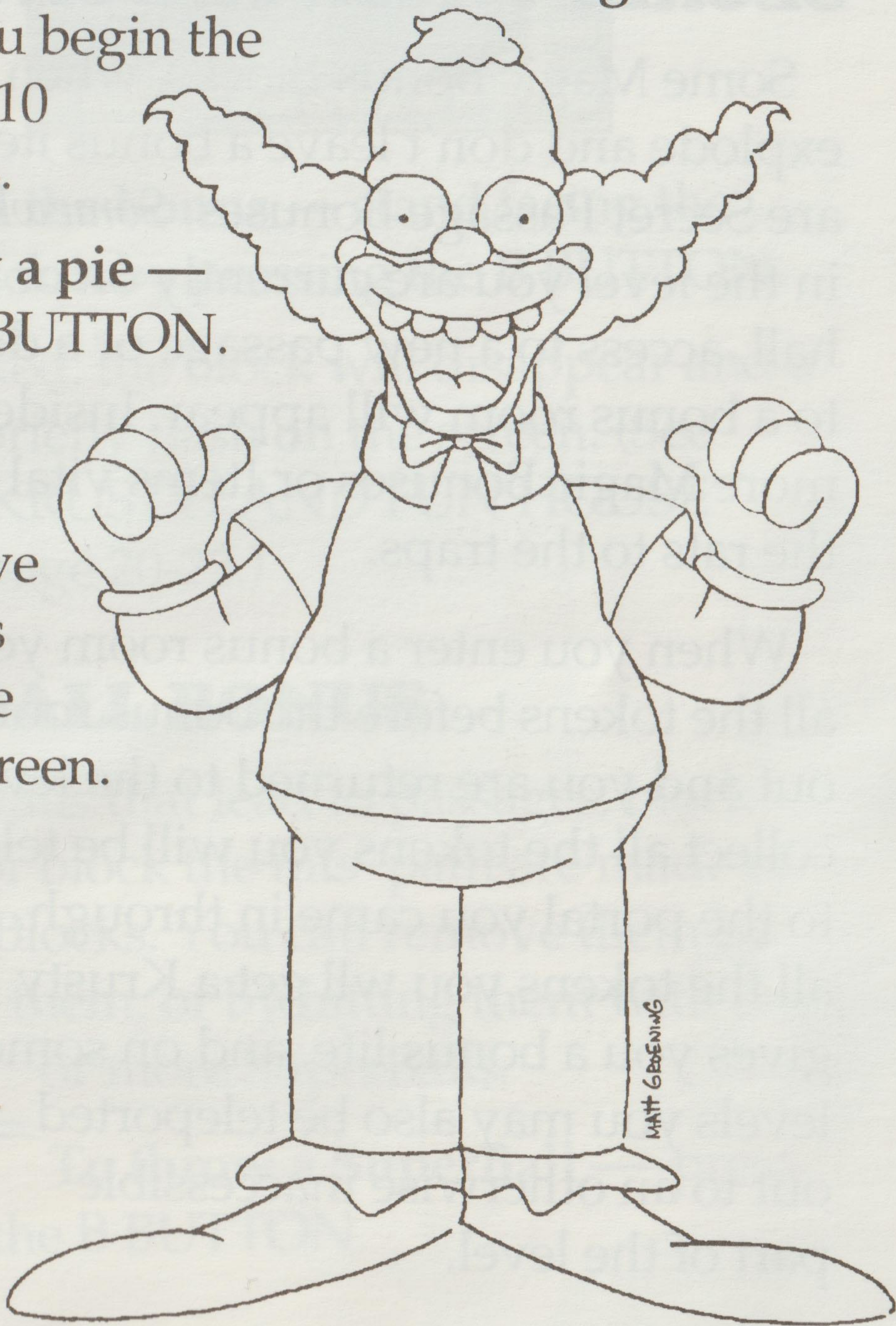
MAKING A CLOWN OUT OF KRUSTY... ENEMIES

Not only is the Fun House overrun with rats, there's also a whole bunch of weird creatures intent on pushing Krusty's pace-maker 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 B BUTTON.

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



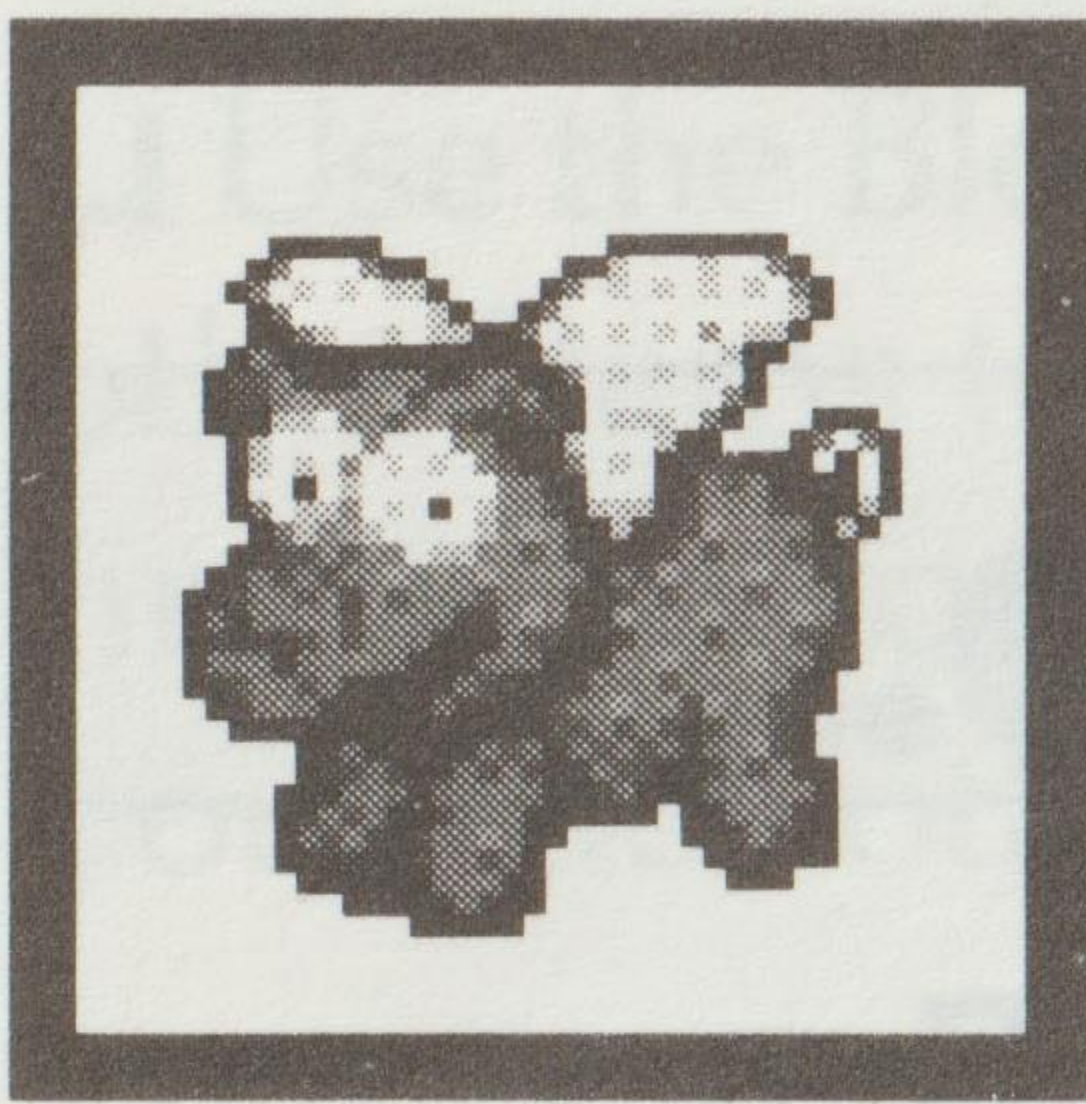
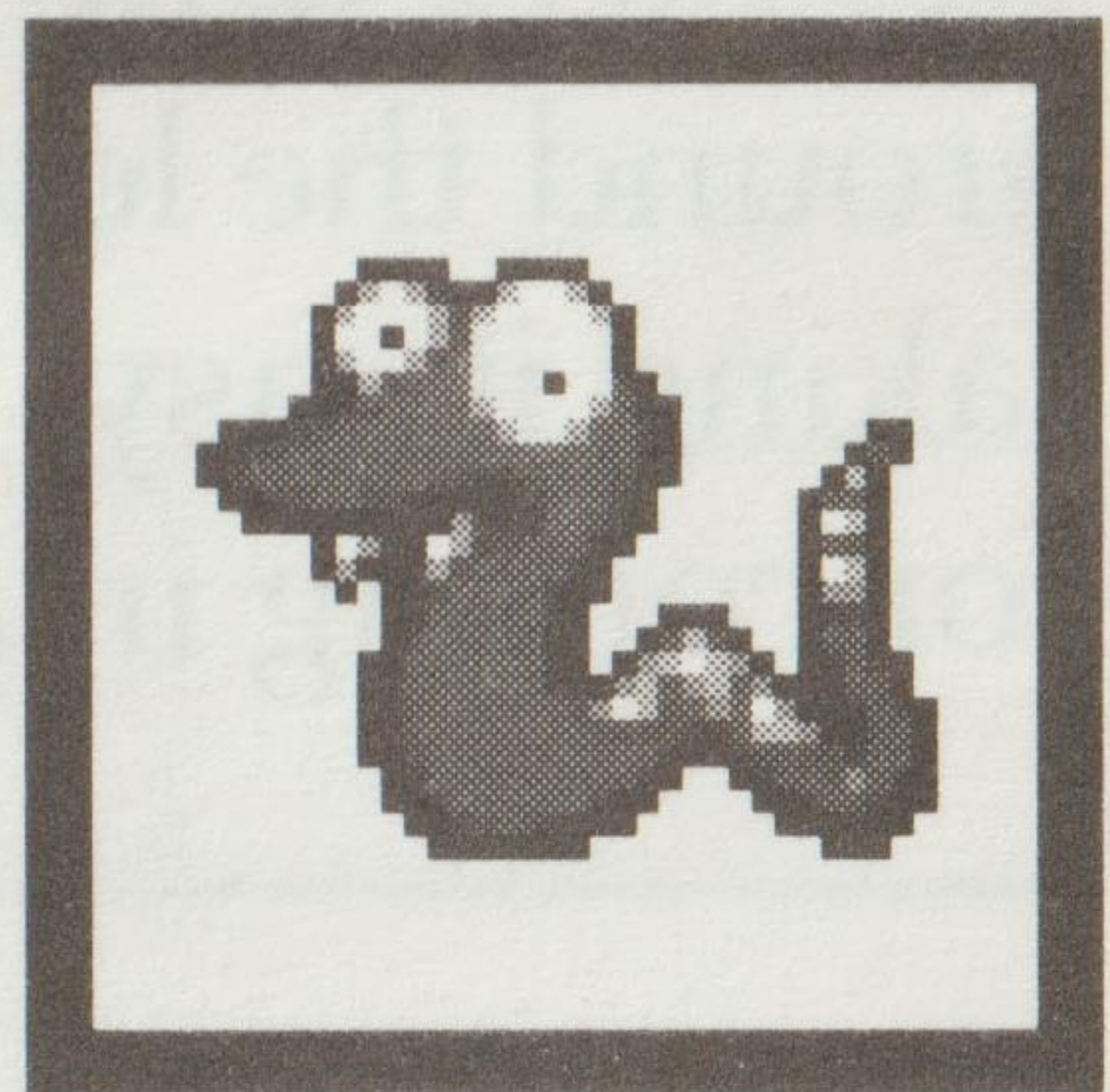


ENEMIES:

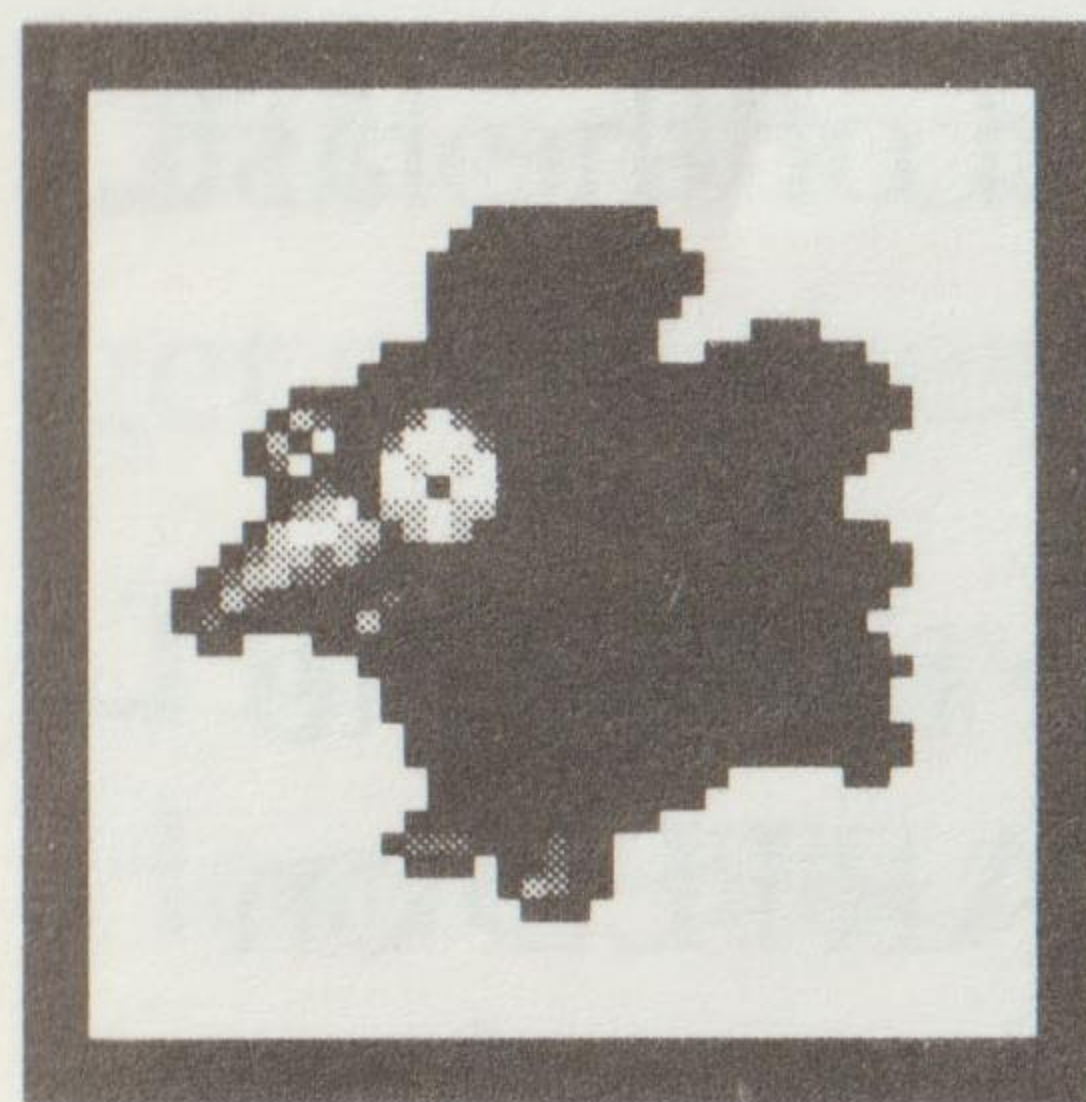
Enemy Point Values:

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

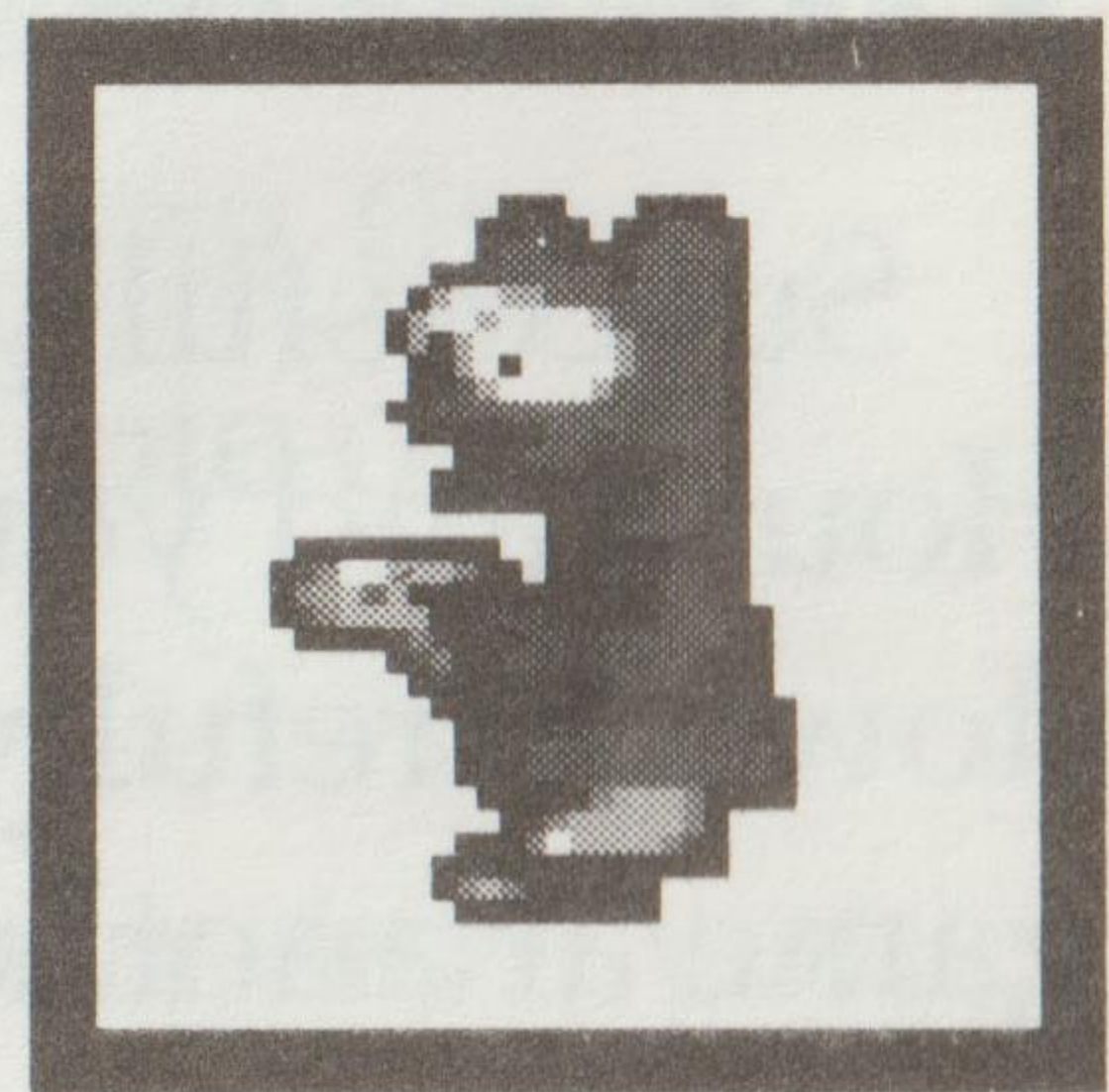
Venom Vipers — Slither along the ground spitting poisonous Venom Balls.



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.

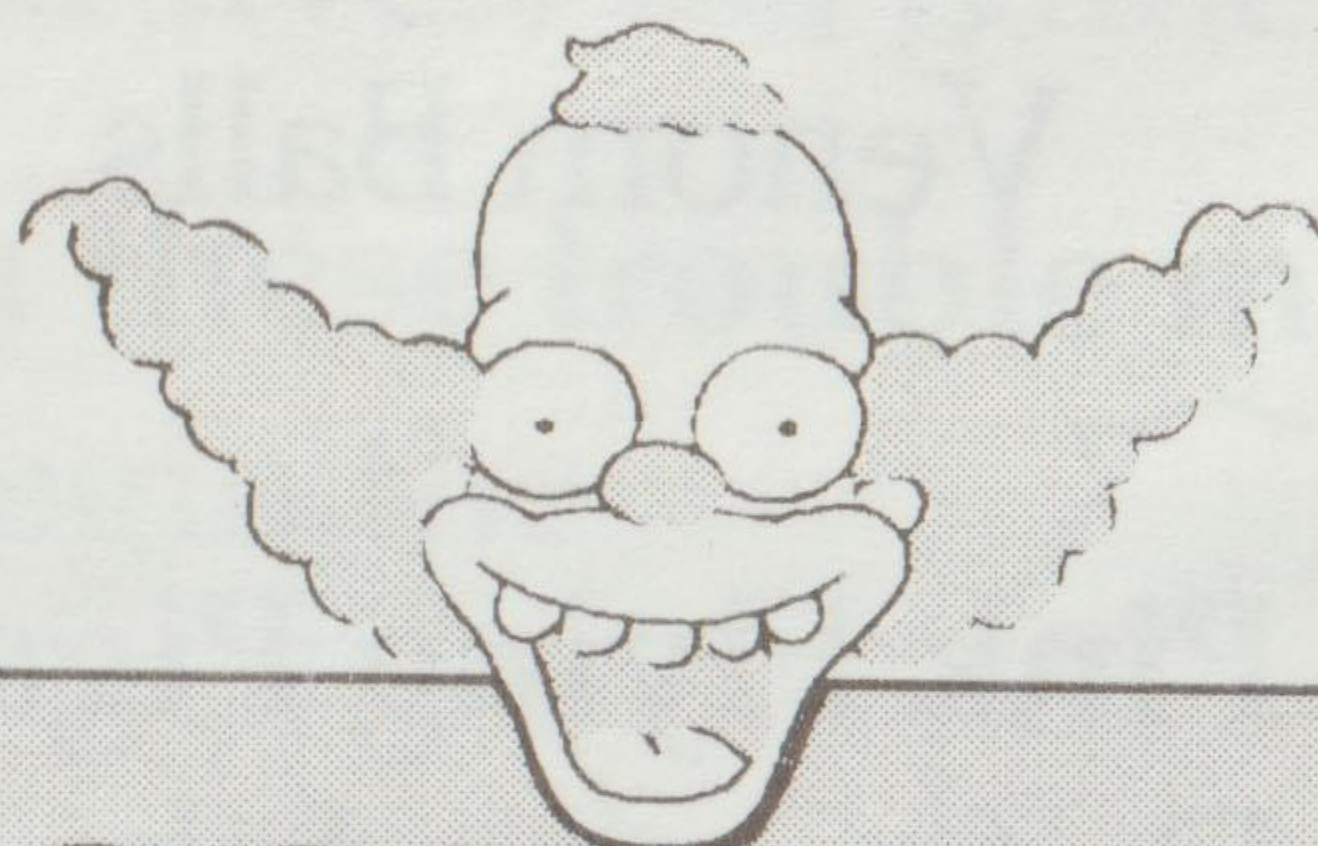




TIME BONUS...

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 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.

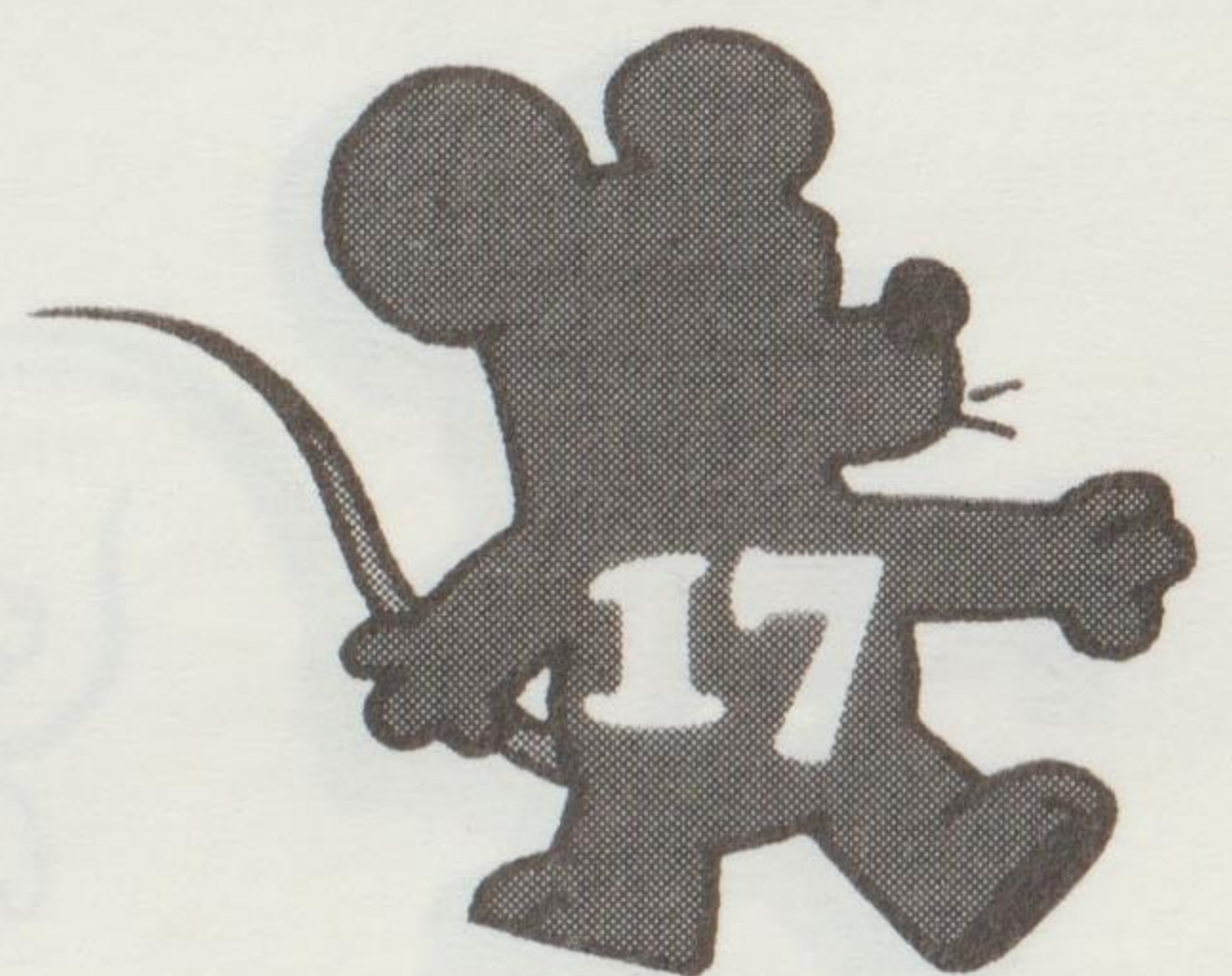


To enter your password — using left/right choose the letter you wish to change, then push up/down to change each letter. Press start when the password is complete.



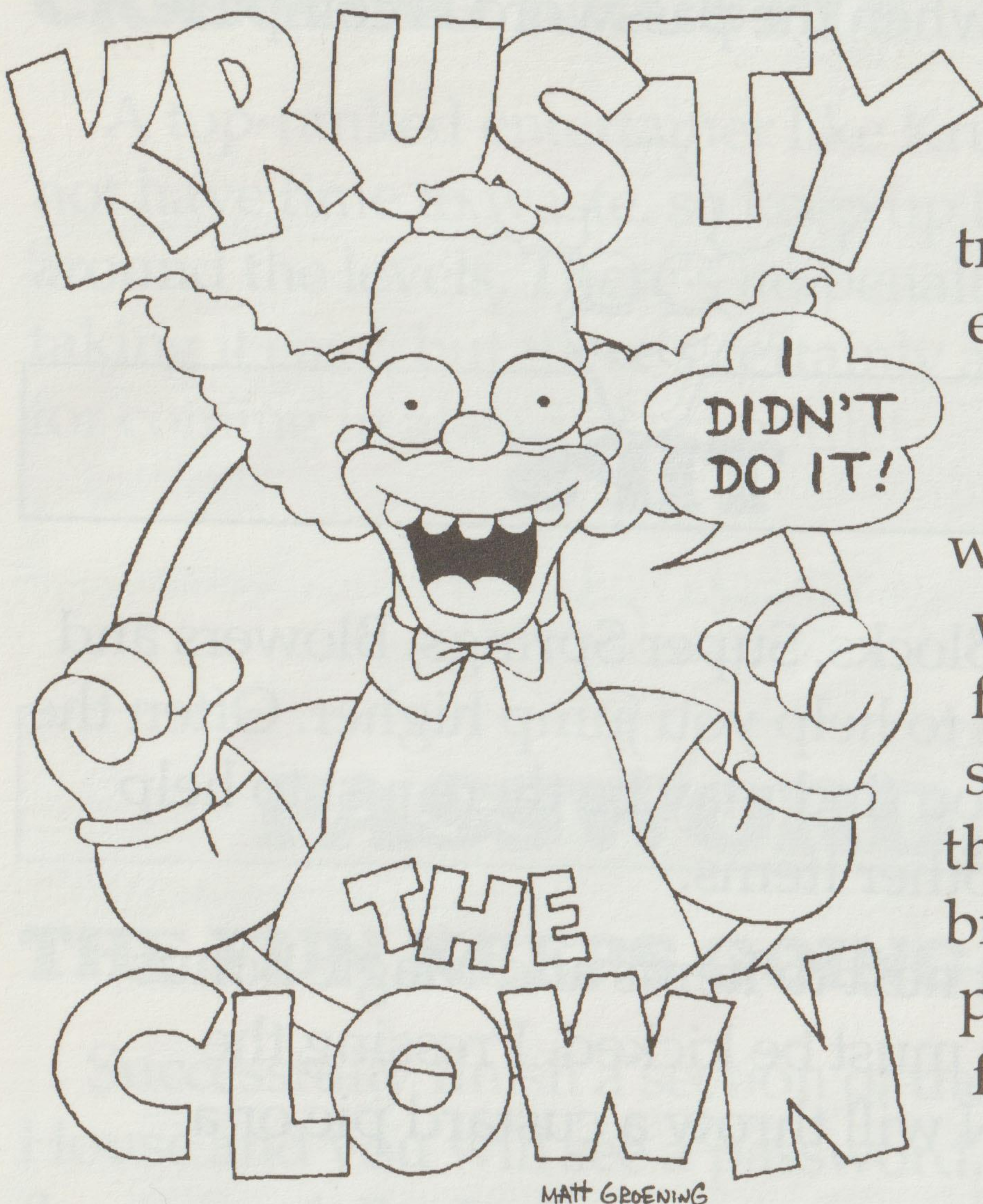
TIPS

- ❑ 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 B 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.



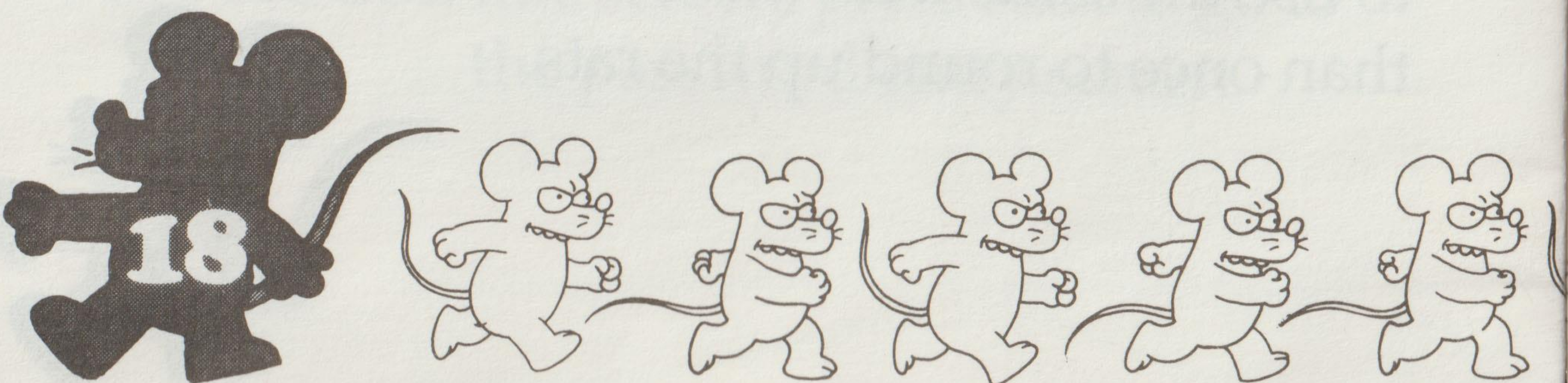


CHAOS IN KRUSTYLAND



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 goodbye, Krusty. So long Krustyland... and no chance to see a rat turned to goop in the neatest, grossest rat traps ever.

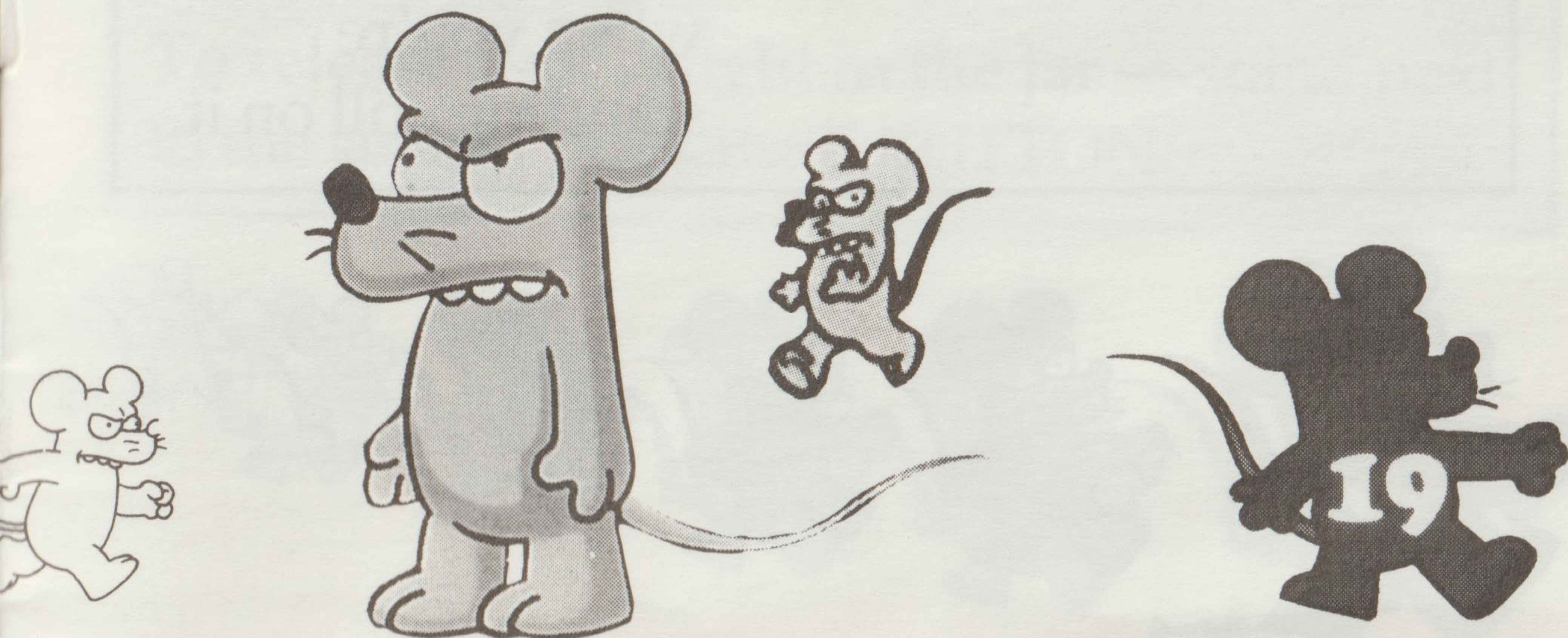


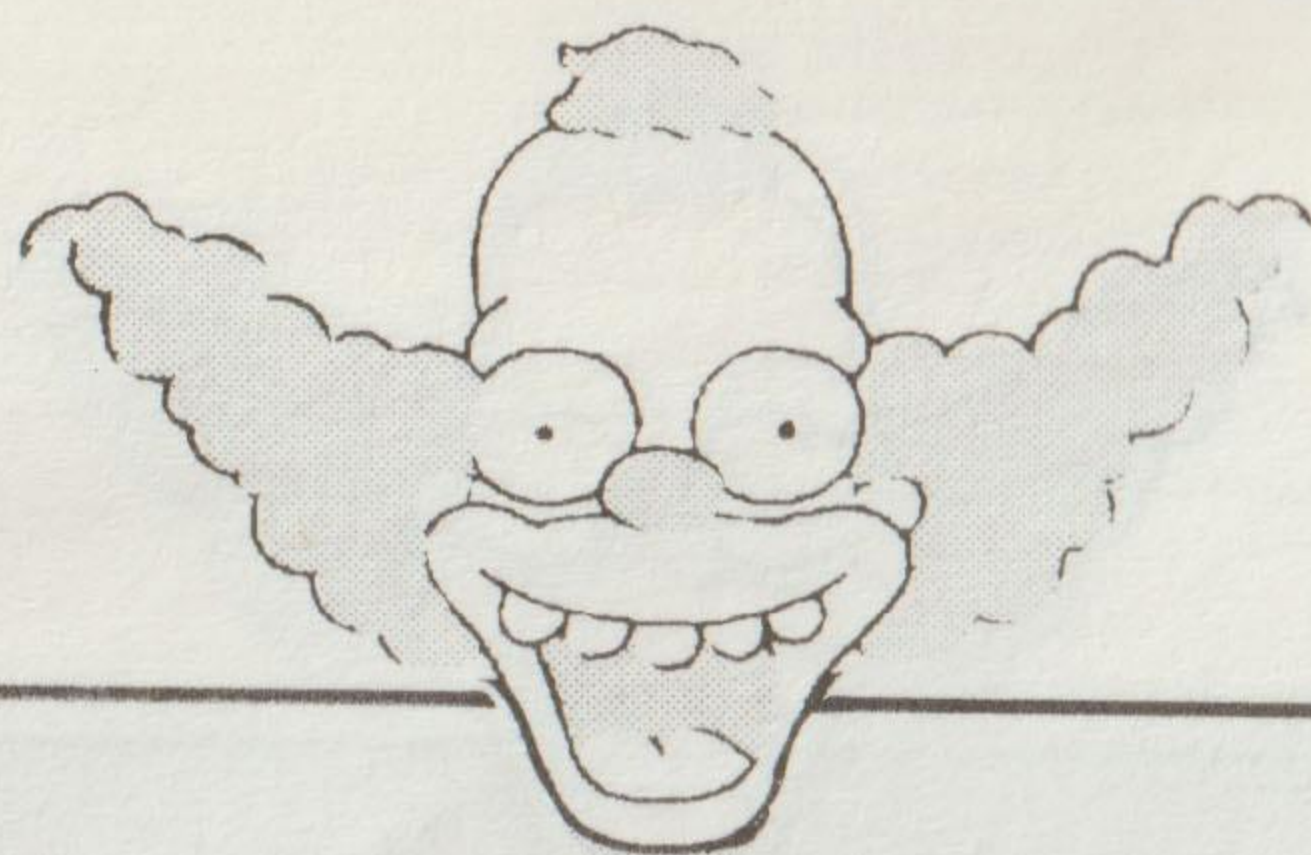


HANDLING YOUR CARTRIDGE

- ❑ The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- ❑ Do not bend it, crush it, or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

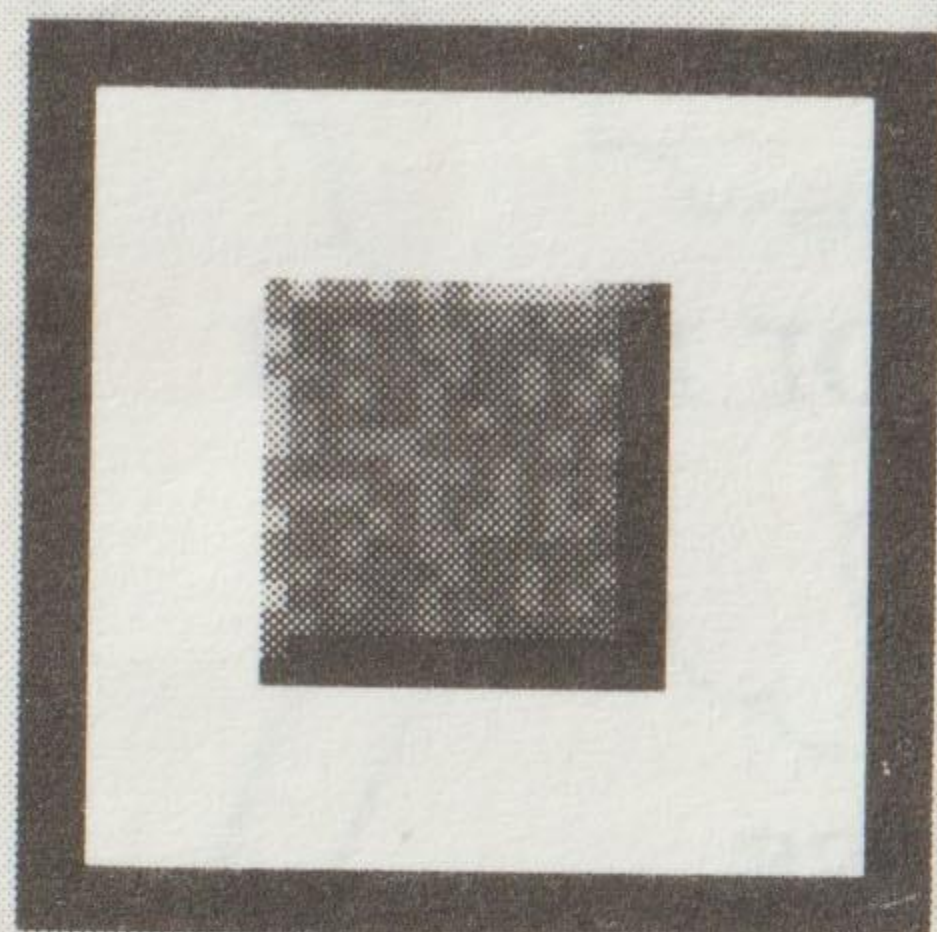




KRUSTY'S KRUSTYLAND FUN HOUSE GUIDE:

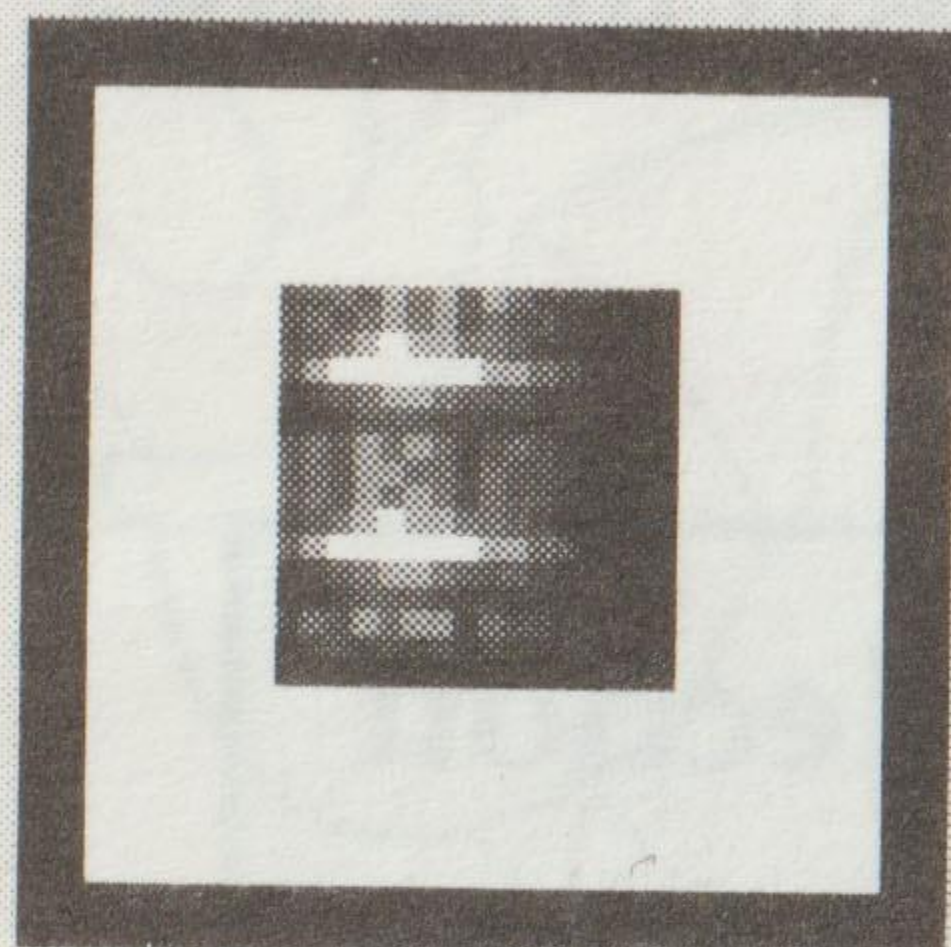
OBJECT NAME FUNCTION

ITEMS:



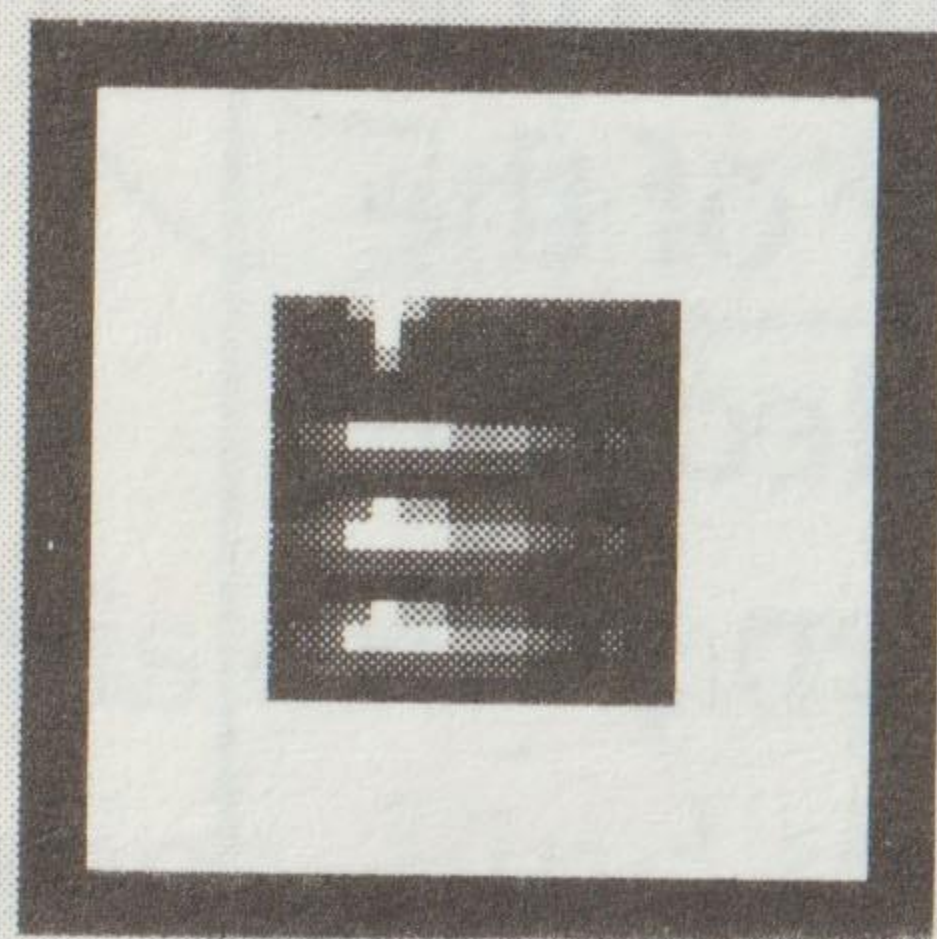
BLOCK

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.

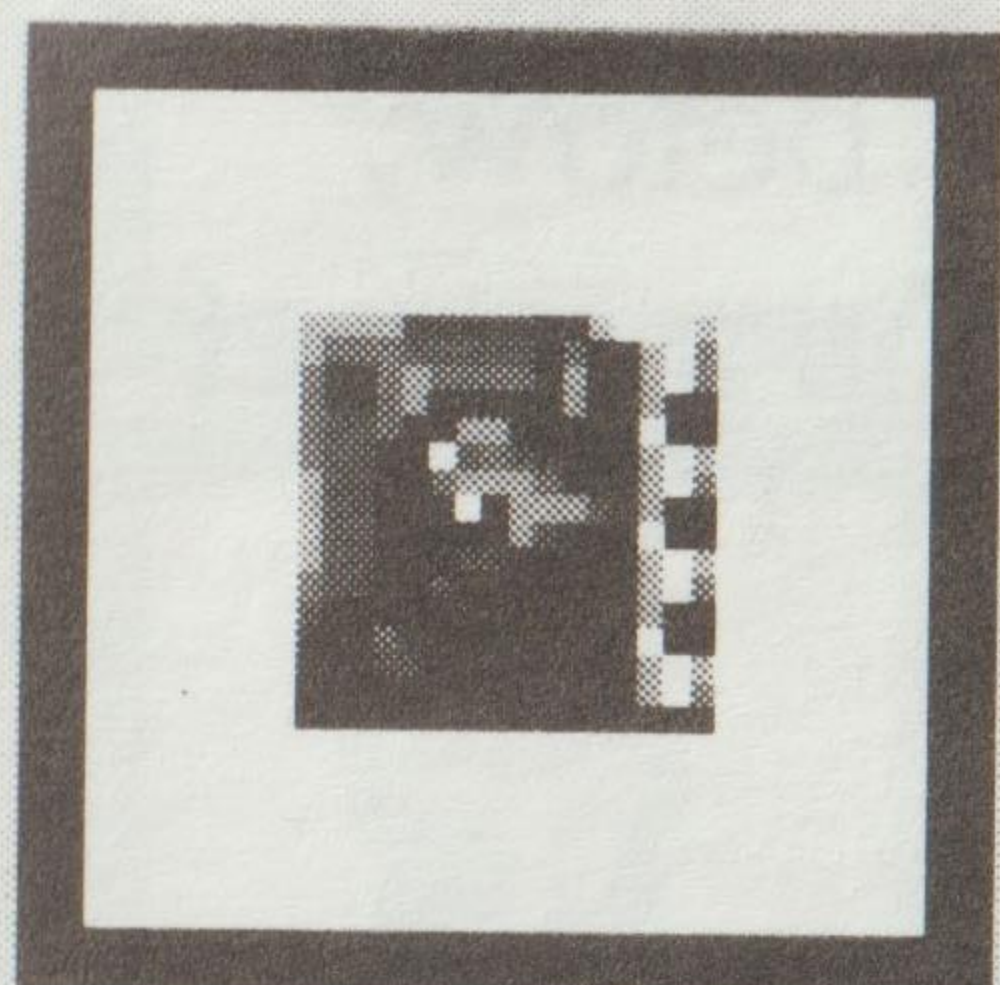


MATT GROENING



OBJECT NAME FUNCTION

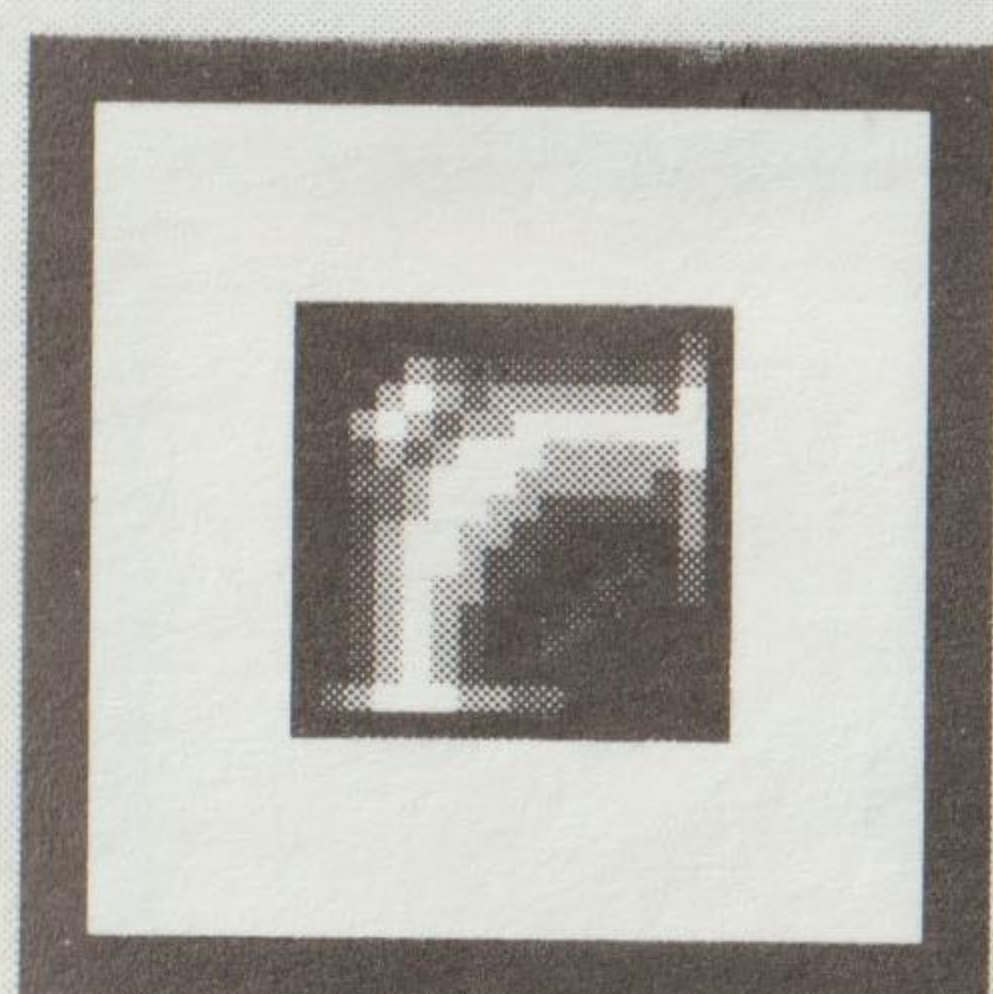
ITEMS:



BLOWER

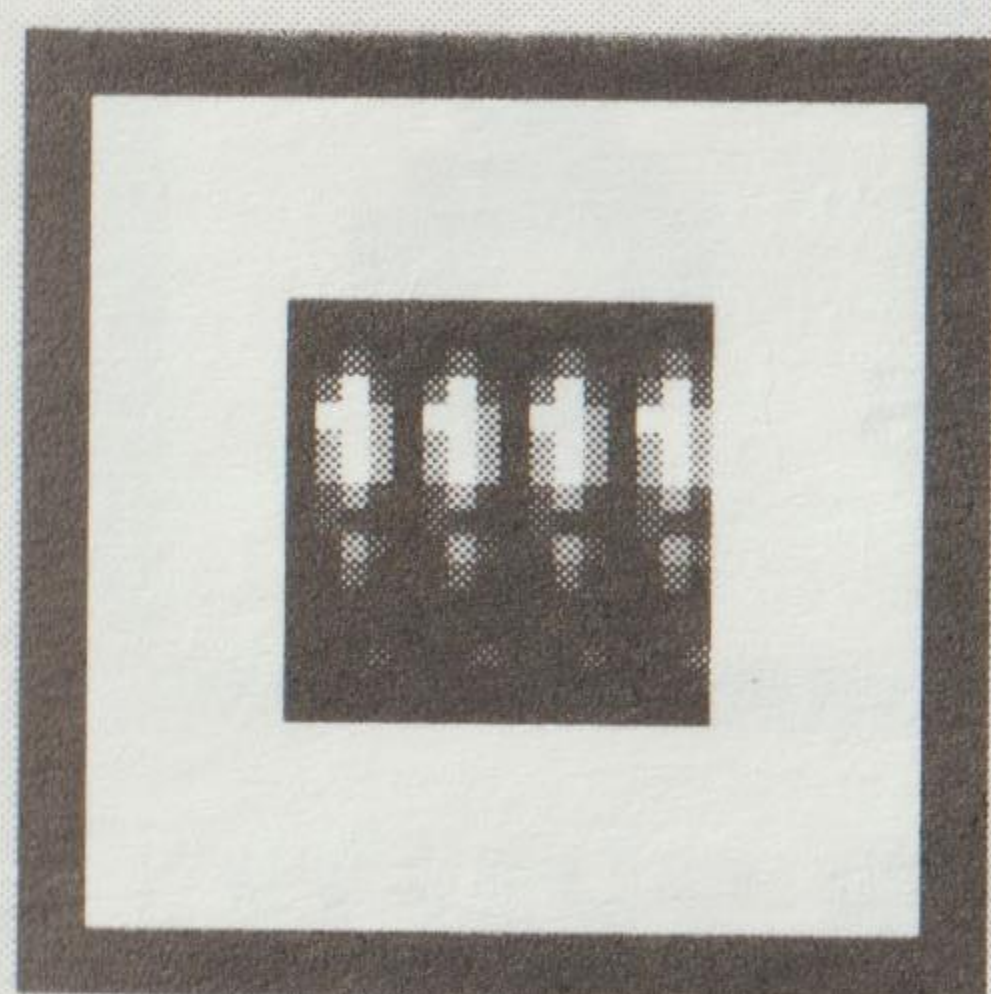
Blows rats in whichever direction it faces.

Note: Not all Blowers can be picked up.



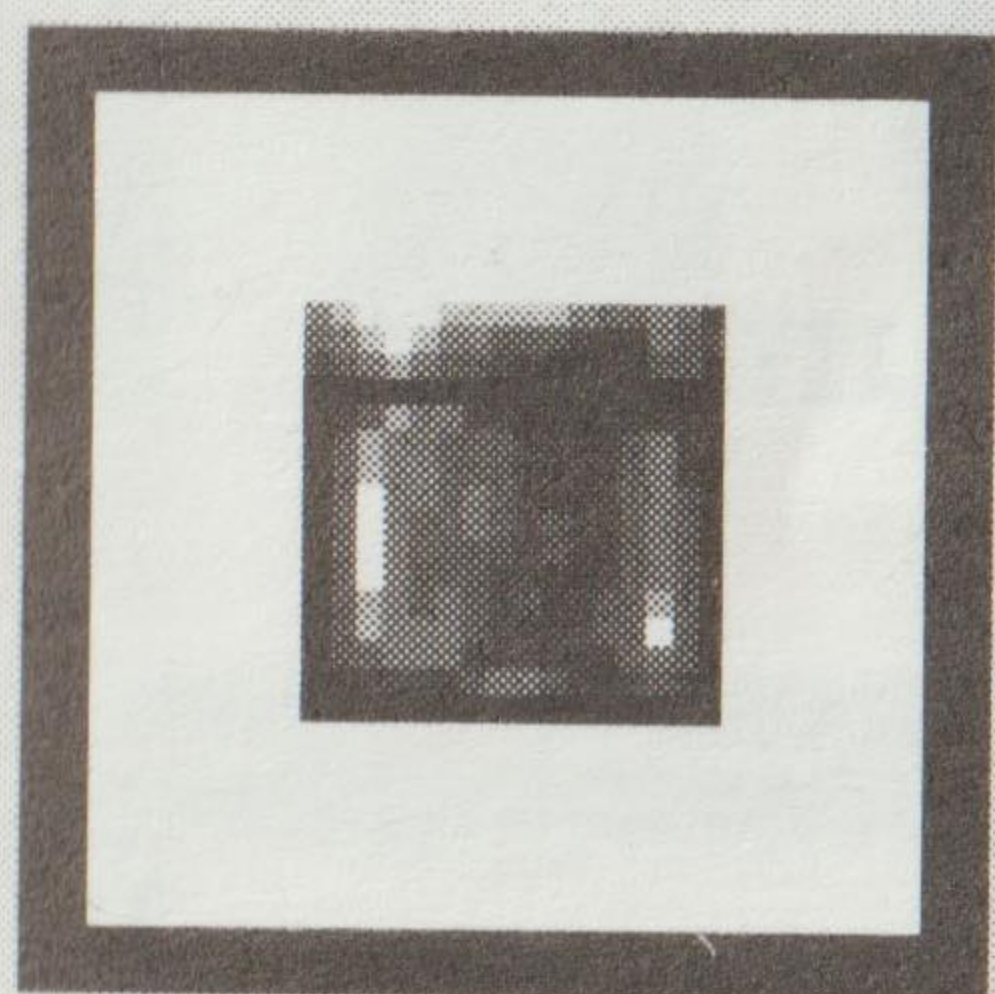
PIPE CORNER

Joins 2 pipes at right angles to each other.



STRAIGHT PIPE

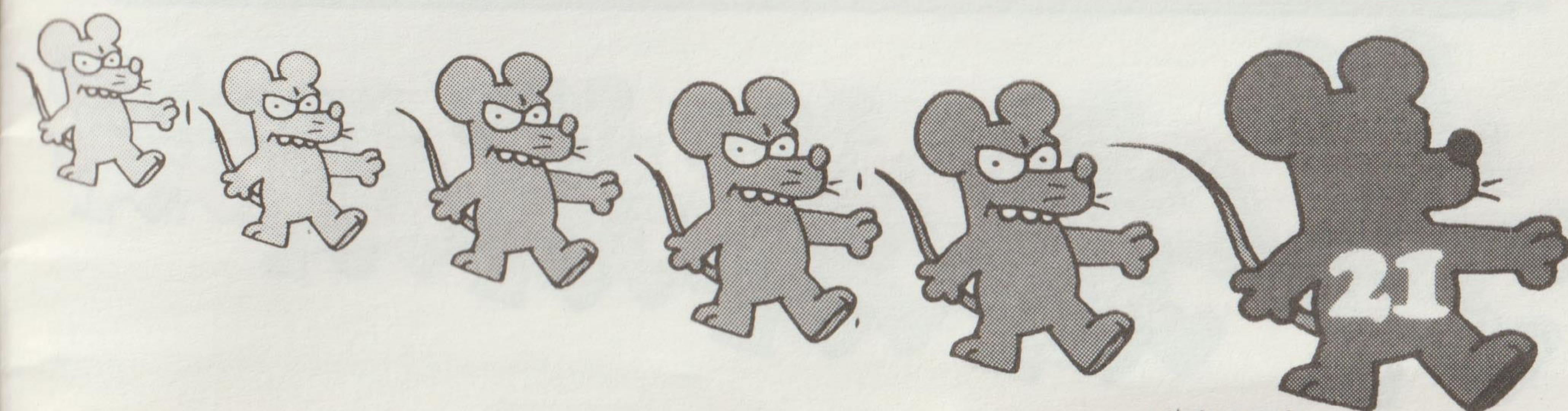
Fills missing pipe pieces. Extends pipe length.



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.

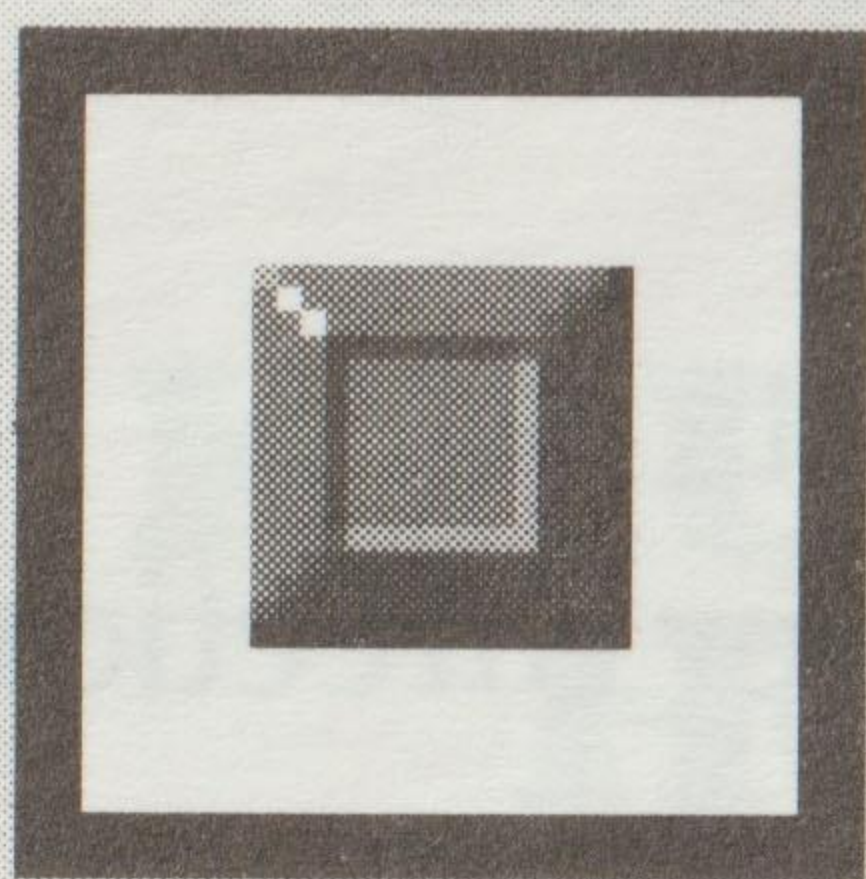
To release a rat caught in the jar — stand next to the jar and press the B BUTTON.



OBJECT NAME

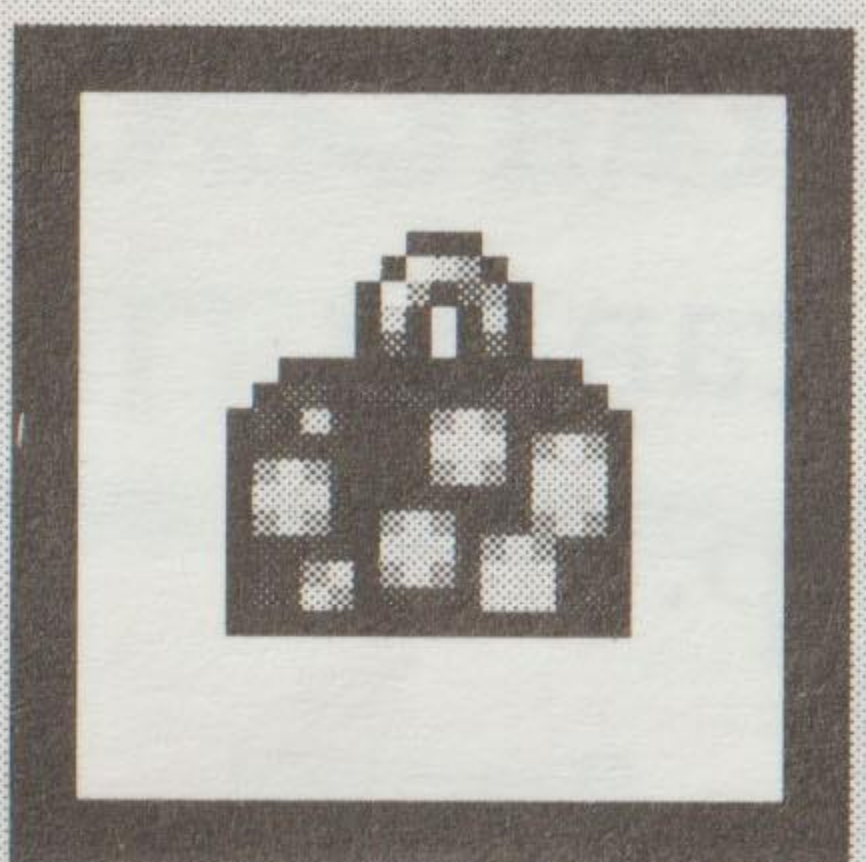
FUNCTION

MAGIC BONUS BLOCKS:



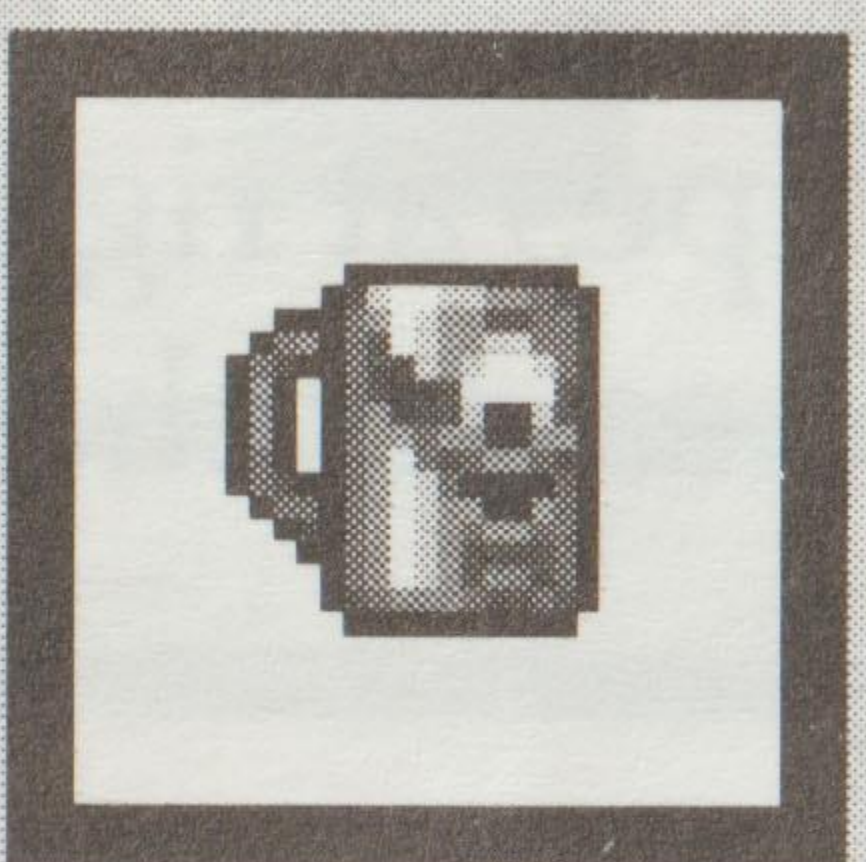
MAGIC
BLOCK

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



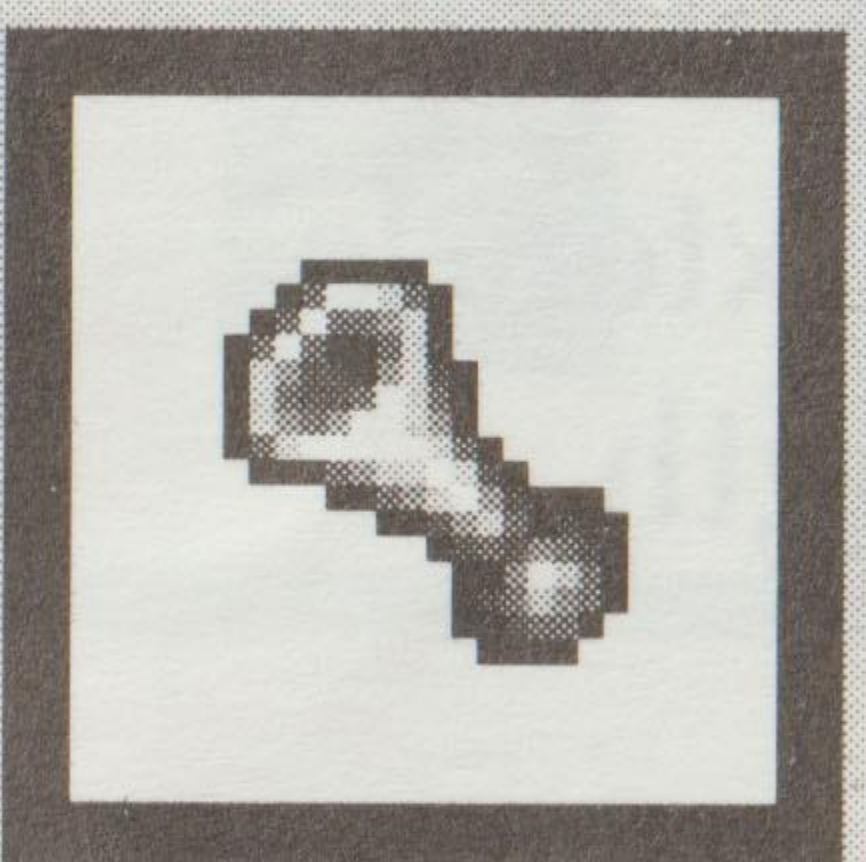
KRUSTY'S
BAG OF
TRICKS

10 Points



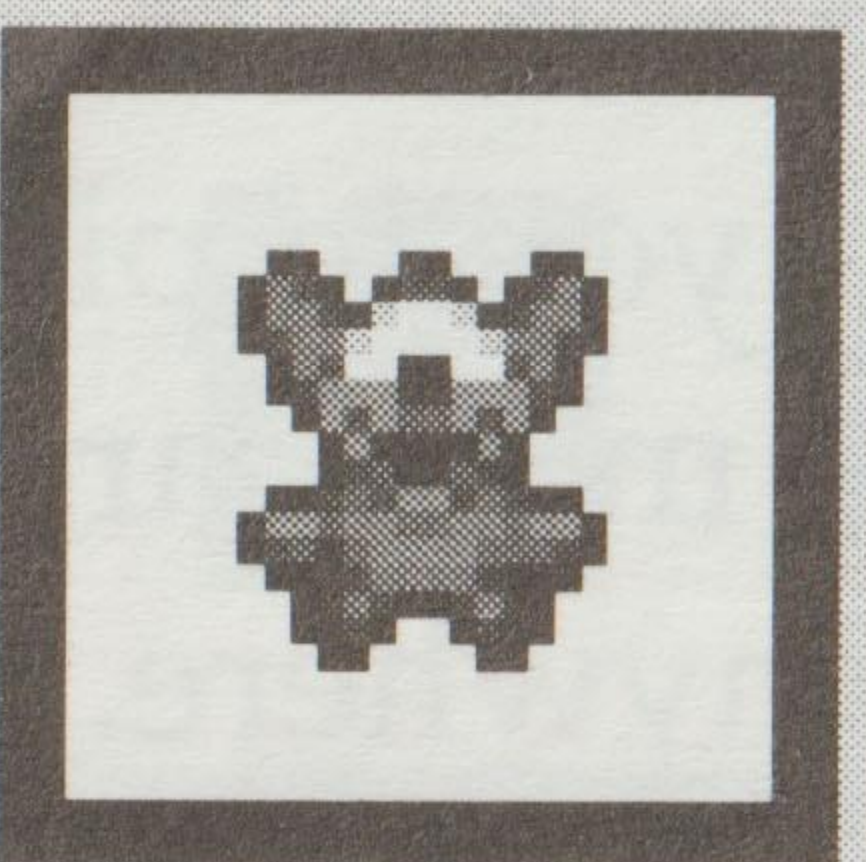
KRUSTY
MUG

20 Points



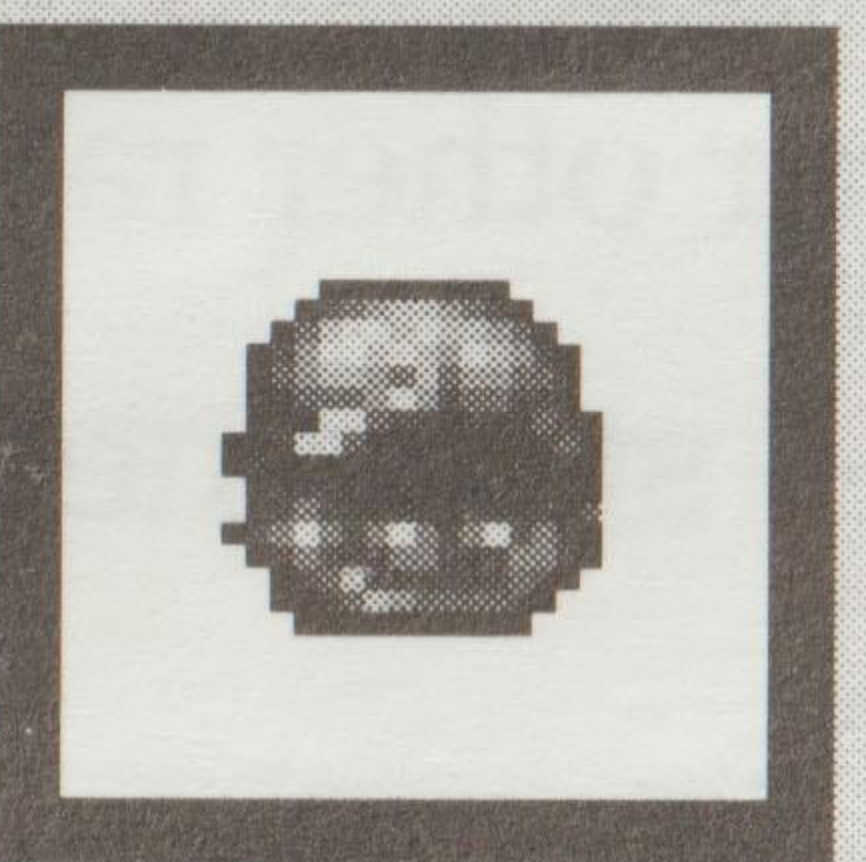
KRUSTY
HOOTER

50 Points



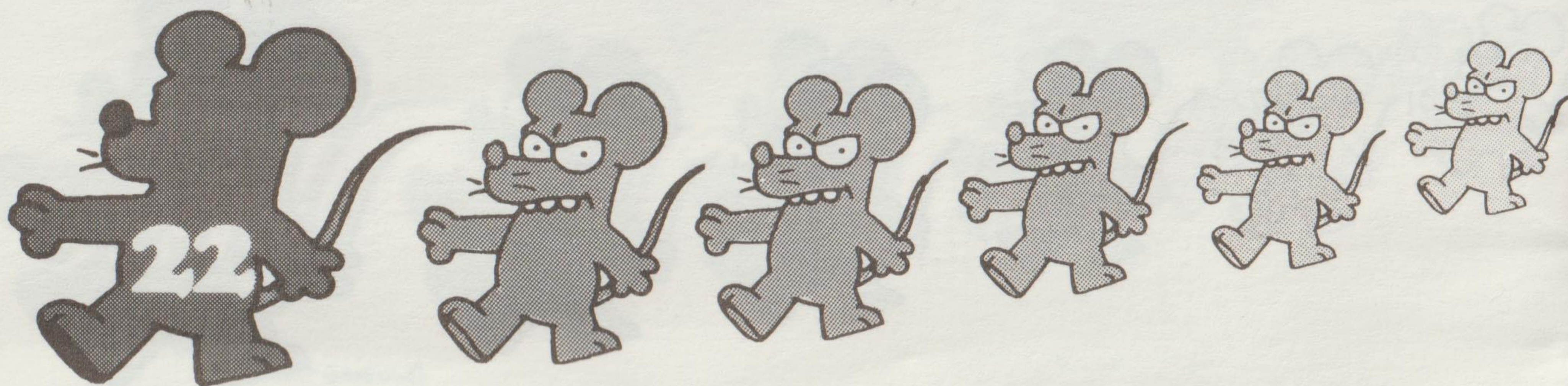
KRUSTY
DOLL

Free Life
(Maximum of 9)



KRUSTY
BURGER

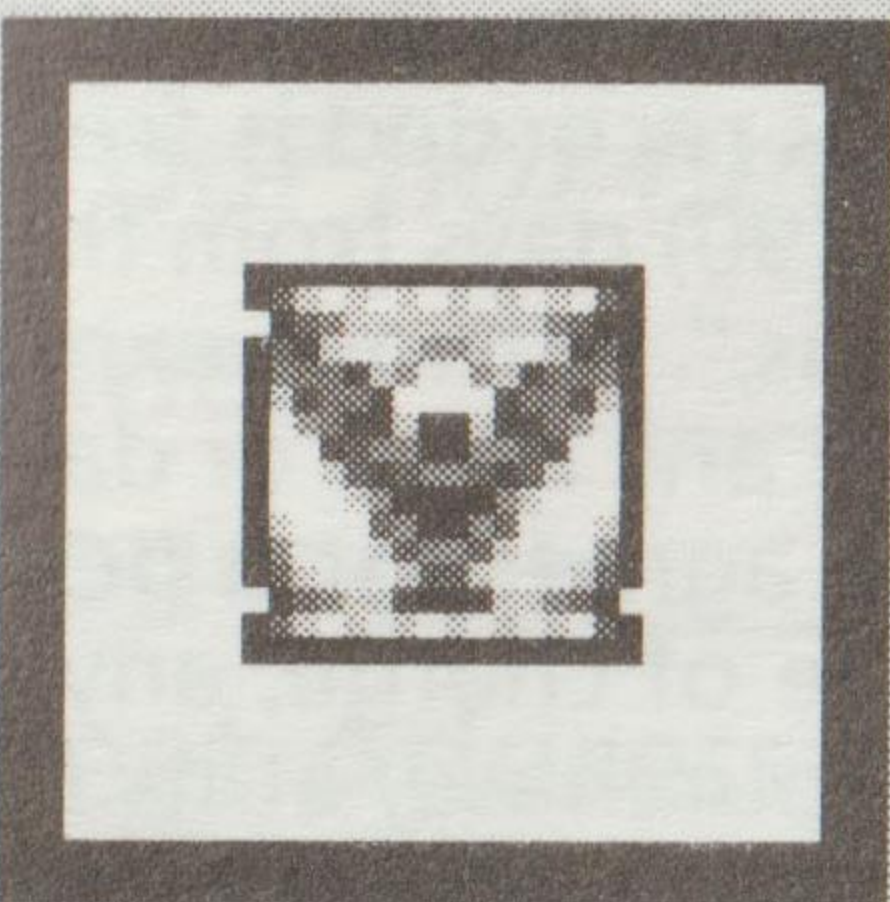
Bonus Health



MATT GROENING

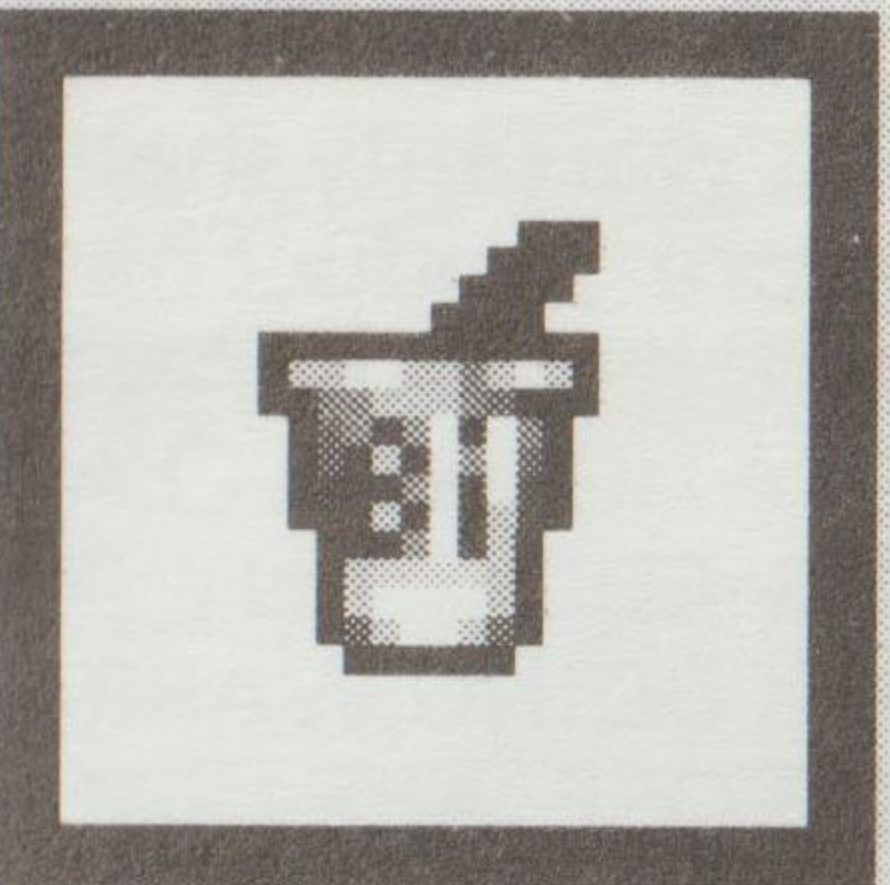
OBJECT NAME

FUNCTION



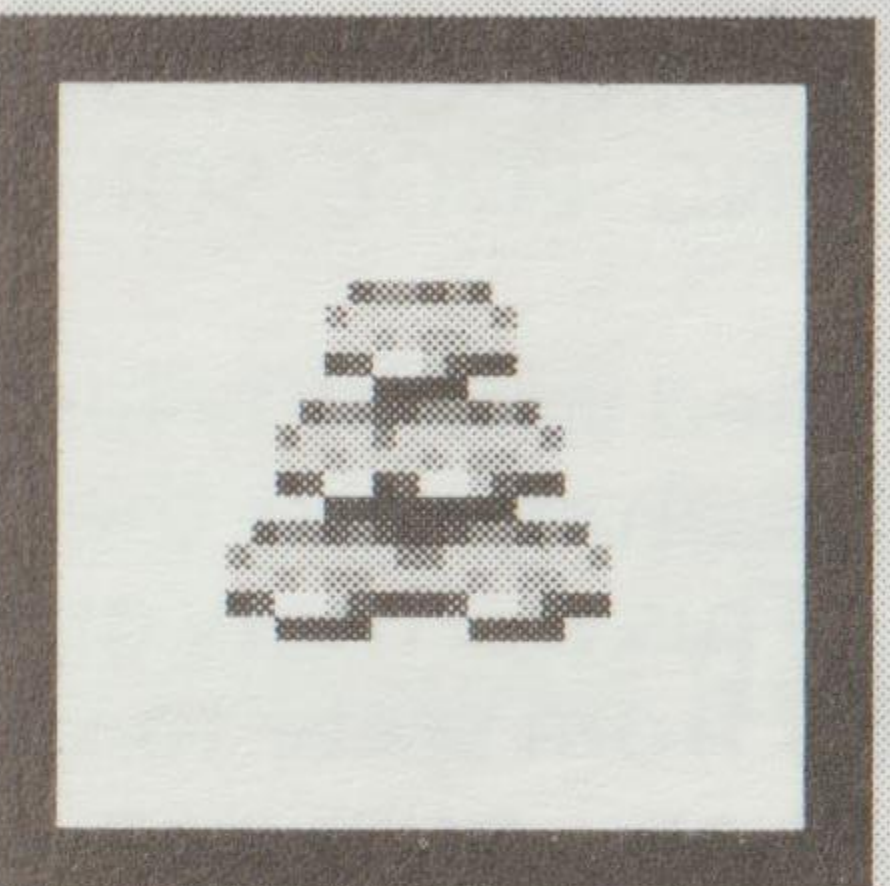
KRUSTY
POTATO
CHIPS

Bonus Health



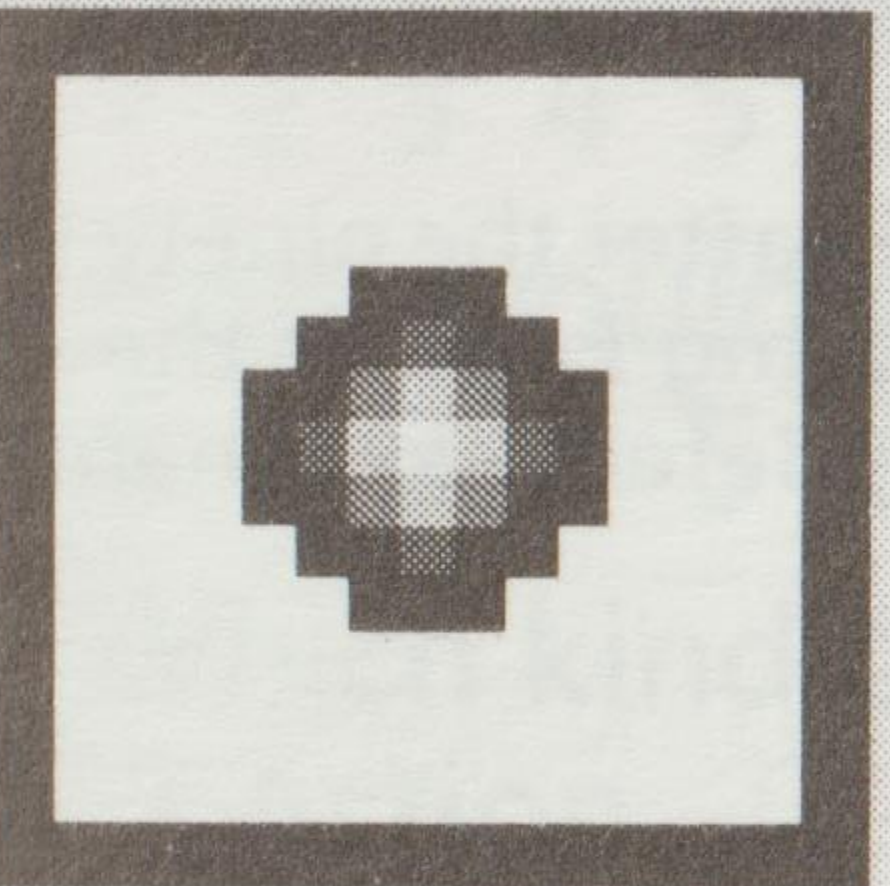
KRUSTY
SHAKE

Bonus Health



PIES

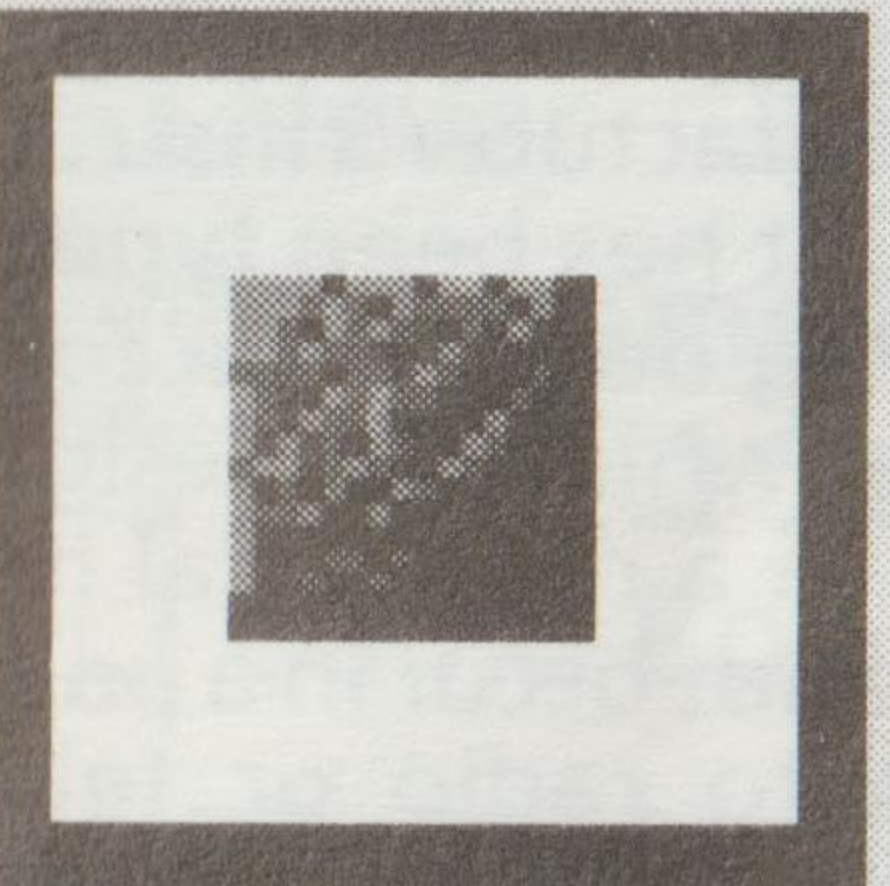
Gives you 10 pies.



SUPER-
BALL

Gives you 5
SuperBalls to knock
down crumbling
block walls.

OTHER STUFF:



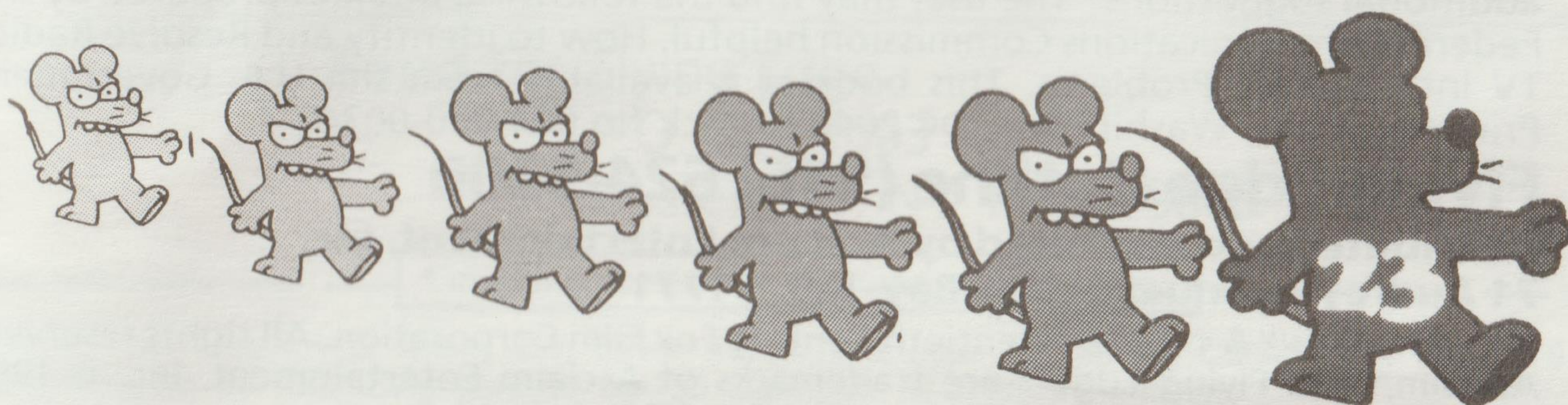
CRUMBLING
BLOCK

Crumbles when
stood on or hit by
a SuperBall.



RAT

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



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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 pre-empted.

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 \$20.00.

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

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No.004-000-00345-4.

Flying Edge Hotline (516) 624-9300

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Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: _____

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 ☐ Sales Person

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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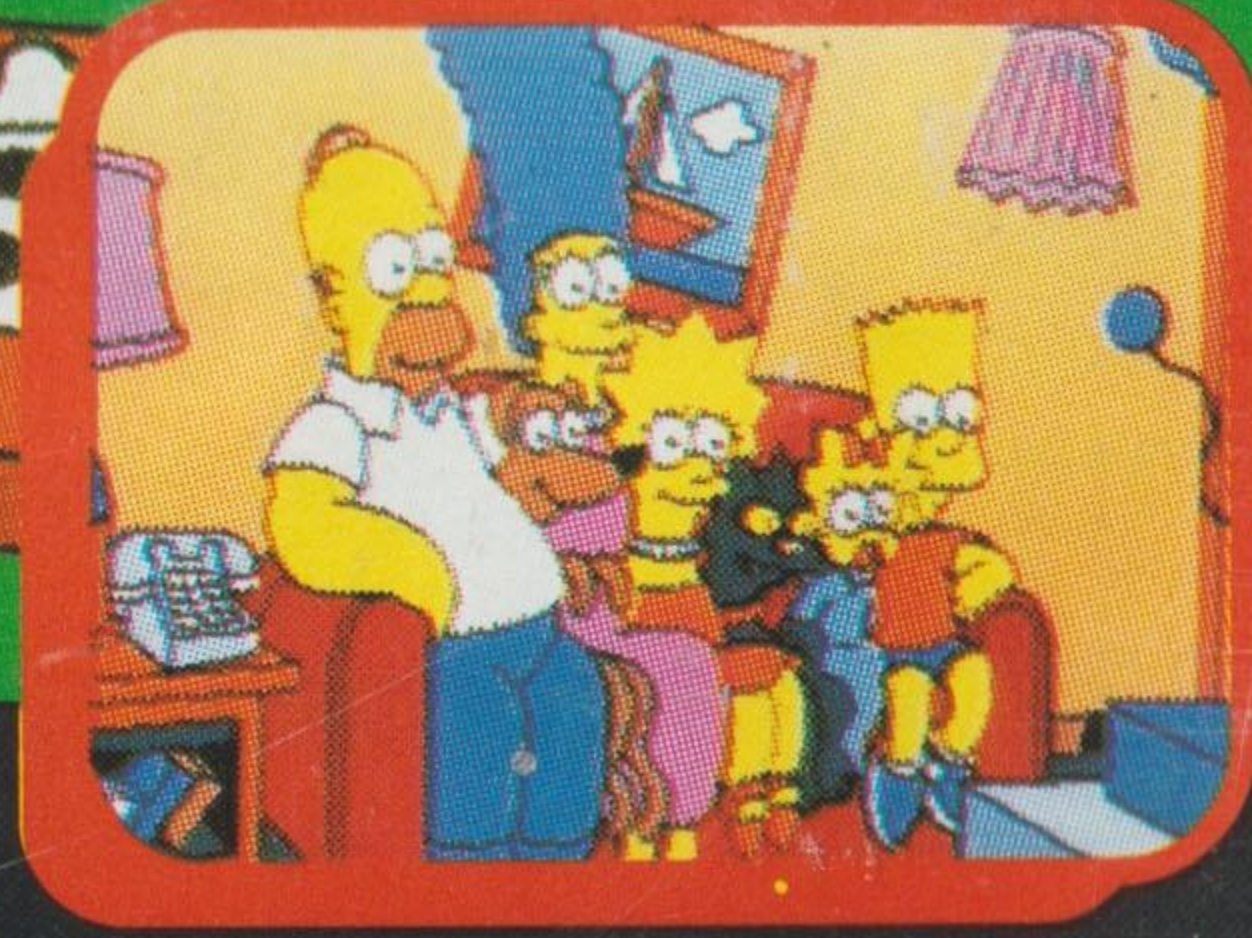
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