



KRUSTY'S SUPER FUN HOUSE

Those dirty rats! They've invaded Krusty's Fun House and are going about their rodenty business of chewing it to bits. Unless the furry maniacs are quickly caught and summarily put to death, Krusty faces life in a cardboard box! While some might argue it serves him right for being so obnoxious, Bart, Homer, Sideshow Mel and Corporal Punishment are ready to lend a hand by manning the rat traps. Seems like an easy enough task? Well it would be if the traps weren't in such awkward places.

Fortunately for Krusty, there are a number of useful blocks, pipes, blowers, and super springs littered about the house, which, if picked up and organised properly, should send the pesky rodents to meet their maker. But rats aren't the only creatures making Krusty's life a misery - Venom Vipers, Pink Flying Pigs, Laser Aliens and Giant Goofy Birds harbour in every floor, waiting to jeopardise Krusty's rat-exterminating antics. Things are made more confusing by secret rooms and passages, some of which need locating before Krusty can graduate to the next level. As it stands, Krusty has got a lot of clowning around to do before he puts the fun back into his Fun House.



KRUSTY'S TOOLS

There are a whole range of objects to aid Krusty in his bid to rid the rooms of their furry inhabitants. Rats are only able to climb over things one block high. For this reason players have to keep their wits about them and act quickly, because things can go wrong in an instant. Knowing which apparatus to use and where is something that comes with practice.

BLOCK: This comes in handy as a step over which the rats can trundle. It is also useful for Krusty when there is something just too high for him to reach normally. Blocks can hang right on the edge of things, and by using a few of them to create steps - which are perfectly safe even though they blatantly defy gravity.

BARRELS: These can't be picked up. Instead Krusty kicks them. They come in useful for blocking pipes and preventing rats from going where they shouldn't.

BLOWER: The greatest advantage of a blower is that it sends rats flying up in the air. If positioned correctly, a whole series of blowers can direct the little rodents to otherwise unreachable platforms.

PIPE CORNER: Rats often find themselves travelling through pipes. A pipe corner is useful to fill a gap in a pipeline or in creating an entirely new route.





VERMIN DISPOSAL

Placing objects in the right place at the right time can be a tricky operation, and when things keep going wrong, hacking your head off seems like an appealing option! Realising the dangers of this, the programmers have ensured that when the rats finally find their way to the trap, their annihilation is a spectacular affair.

Watch with glee as 20,000 volts brings the furry monsters to a shocking end, or the knockout performance as they are squashed with a boxing glove, and the bubbling *piece de resistance*, being inflated to bursting point. Corporal punishment even pops up to eat the little blighters! Should Krusty make a mistake that can't be rectified it is possible to leave the room and try again, but this does cost a life so think before you fluff!

SE



▲ Sideshow Mel operates the cunning device that disposes of the rats during this colourful level.

COMMENT



This wasn't quite what I was expecting from a Krusty game, but I'm glad Acclaim have taken an original approach rather than go for a bog-standard platforms and ladders type game like many big-name games of recent months.

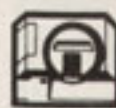
JULIAN

The puzzle action is totally absorbing and the gameplay is beautifully balanced to draw you in slowly and get you prepared for the cleverly designed, but horribly complicated puzzles that lie on later levels. The graphics and sound are both excellent, but they're really secondary to the gameplay. Puzzle games aren't usually very popular, but I urge you to give this a go. It'll have you scratching your head and yelling with frustration, then running around the room screaming with delight when you work out how to solve a puzzle. It'll also keep you entertained for weeks - which is more than your average "big name" platform game will do! Check it out!



ROB

I think I'm probably one of the last people on earth who hasn't seen an episode of The Simpsons, but if the quality of this game is anything to go by I'll make a concerted effort from now on. When I first slammed the cart into the machine this looked like a straightforward platform game - but it's not, it's also puzzle game, and a brilliant one at that. The graphics and the gameplay ensure that the ideas are carried off successfully. Sprites are well drawn and animated, and the controls are responsive, making it a very playable game. As you graduate through the levels, clearing the rooms of rats becomes progressively more difficult. It is this level of challenge that kept me donning my thinking cap and having another go. Watching the rats annihilated in all manner of ways is sweet satisfaction when you finally get it right. I suppose you could call Krusty's Super Fun House a pluzzle game, or a puzzform game... well, whatever you call it, it's a damn fine game!



BY: ACCLAIM

PRICE: £39.99

RELEASE DATE: IMPORT

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: NONE

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 85%

Krusty and those pesky rats introduce themselves on the title screen. The password system is invaluable.

GRAPHICS 88%

The animation of the characters, especially Krusty, is just like the cartoon. The backdrops enhance this effect.

SOUND 87%

The funfair style tunes are cheerful and suit the mood perfectly. Excellent sound effects as well.

PLAYABILITY 90%

Getting used to the controls doesn't take very long, and the control responsiveness is about perfect.

LASTABILITY 90%

While the early levels are pretty straightforward, the game quickly gets taxing

OVERALL 90%

A highly original game that's combines two genres perfectly. It's as Simpson as that.