

With a name like his, you might be forgiven for thinking Krusty the Clown spent his days living in a squat wearing a leather biker jacket, drinking cider and not bathing, but he is in fact a jolly children's TV presenter.

Krusty also owns Springfield's main tourist attraction (apart from the temperamental nuclear power plant), his very own Super Fun House. Sadly, there are a number of visitors who have chosen to make their stay more permanent, namely a colony of rats and Krusty wants rid of them before they ruin business. He has enlisted the help of the Simpsons family and some of his own hapless employees, and situated each one at the controls of one of his hi-tech rat traps. Now it's Krusty's job to lure the rats to their doom.

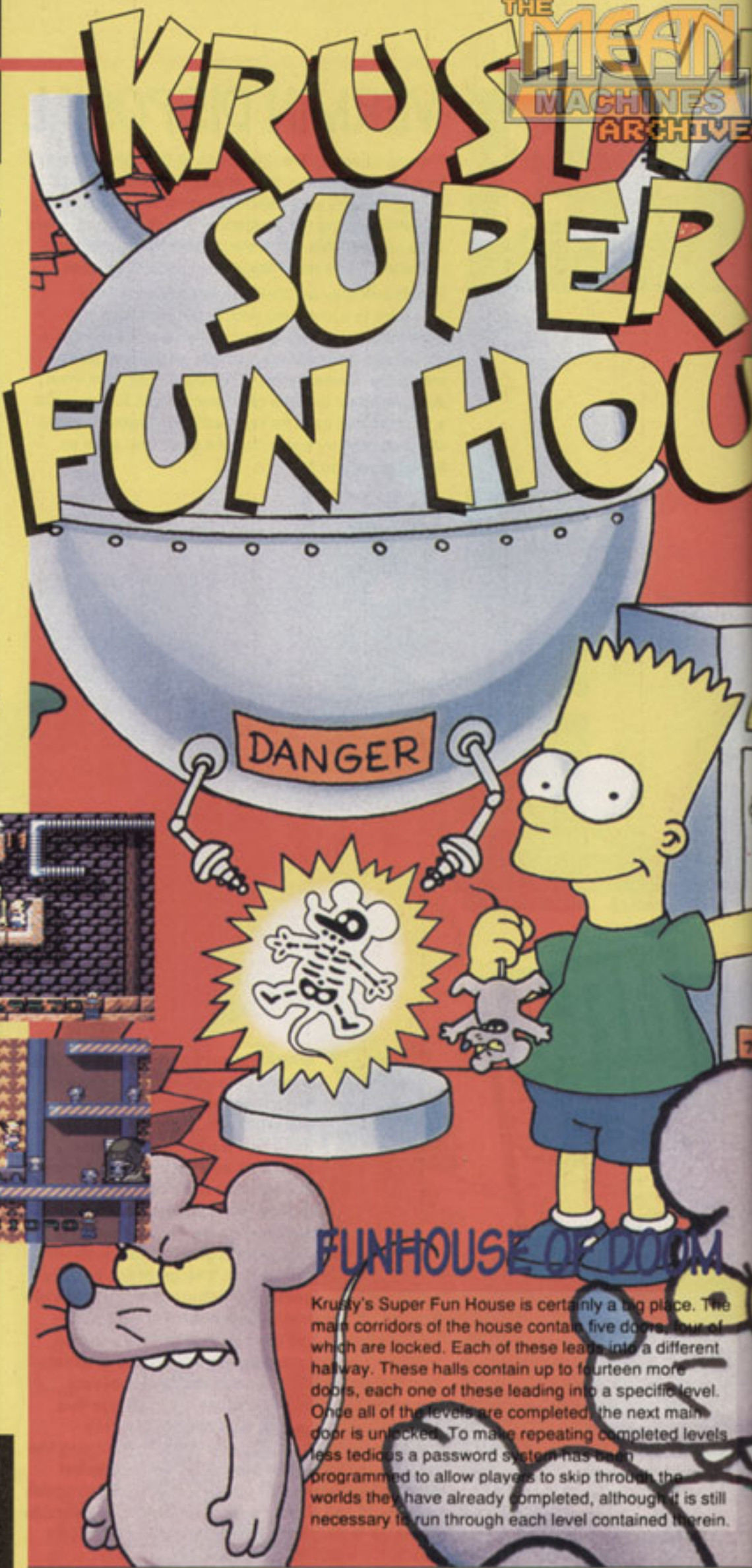
This is not as simple as it sounds, being a Fun House. Krusty's pad is composed of many platforms, pipes which suck rats through to the other end of their length, aliens, flying pigs and other hazards, all of which conspire to stop the rats meeting their maker. The thing is that the rats can only climb anything which is their height or lower, so Krusty must position blocks to help them on their way. Being stupid, the rats obediently plod along in one direction until they hit a solid or tall object, upon which they about face. Kill every rat in each room of the Funhouse and Krusty's financial future is assured, fail and the lovable funster will probably end up back in the slammer.



▲ Your task is simple! Guide the rats from the start location around the maze, negotiating the many hazards. Then herd them into the Machine of Doom and that's the level complete!

THANKS TO...

Thanks to the guys at Console Concepts of Stoke for sending us Krusty's Funhouse so promptly. If you desire information about this, or any other game, why not give them a call on 0782 712759?



FUNHOUSE OF DOOM

Krusty's Super Fun House is certainly a big place. The main corridors of the house contain five doors, four of which are locked. Each of these leads into a different hallway. These halls contain up to fourteen more doors, each one of these leading into a specific level. Once all of the levels are completed, the next main door is unlocked. To make repeating completed levels less tedious a password system has been programmed to allow players to skip through the worlds they have already completed, although it is still necessary to run through each level contained therein.



VIVA LA DIFFERENCE

There are virtually no differences between the Megadrive and SNES versions of Krusty. The only thing we can spot is that the Megadrive version moves ever so slightly slower than its SNES counterpart.



▲ A fine reward from the man himself!

COMMENT



RAD

From the screenshots, Krusty's Super Fun House looks like yet another SNES platform game, but in reality it has a lot more going for it. The graphics are detailed and colourful and move very smoothly and the number of fittingly cheesy soundtracks accompany the game perfectly. All the work that has gone into the presentation pales in comparison to the game itself, however. Krusty works as a sort of Lemmings in reverse, with the on-screen Krusty acting as guide to the rats. The difficulty level is beautifully graded, so each level gets progressively harder, ranging from really obvious to if-I-don't-complete-this-level-soon-I'm-going-to-go-mad, although the frustration level is surprisingly low, probably thanks to the jolly comedy theme of the game and hilarious background details. Running just a little faster than the still-excellent Megadrive game, Krusty's Super Fun House is a truly essential purchase which should take pride of place in your shopping list over the usual tired shoot 'em ups.



COMMENT



JULIAN

Like the Megadrive version, Krusty is a superb puzzle/platform game. The gameplay is horribly addictive, the graphics are full of neat touches and the very jolly tunes and effects suit the offbeat atmosphere perfectly. It's one of those games that really makes time fly - you sit down and start playing and then the next time you look away from the screen, you suddenly realise you've been playing for hours. There's little more I can add to what I said in the Megadrive review, except that this is a puzzle game that no self respecting Super NES owner should be without.



BY: ACCLAIM

PRICE: £39.99

RELEASE DATE: IMPORT

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: NONE

SKILL LEVELS: 1

RESPONSIVENESS: GREAT



PRESENTATION 85%

Well presented password option and loads of cartoon intros. In-game presentation is tops.

GRAPHICS 88%

Small but detailed sprites, loads of colour, gorgeous shading and very smooth animation.

SOUND 87%

Cheesy tunes and good quality effects, although they're a little sparse.

PLAYABILITY 90%

Pinpoint controls make getting into the game easy, and it's instantly addictive. So there.

LASTABILITY 90%

There are five long worlds full of levels, and some of the puzzles will have you going for ages.

OVERALL 90%

An original and inspiring title which shows you can teach an old genre new tricks.