

# Krusty's Super Fun House FAQ/Walkthrough (w/ SubSane)

by winnie the poop

Updated to v1.0 on Sep 4, 2005

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KRUSTY'S SUPER FUN HOUSE  
FAQ/WALKTHROUGH v0.9

Based on the Super NES version  
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Last updated September 04, 2005

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==== 1.0 INTRODUCTION =====

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## 1.1 Game Details

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The Super NES version of Krusty's Super Fun House was actually a change from the versions that came out for the NES, Master System, and Gameboy. However, it is the same as the Genesis version.

Released by Flying Edge Inc. in 1992 and developed by Fox Williams and Audiogenic.

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## 1.2 Story

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Message from Krusty the Clown:

H-h-hi kids!

Some pesky rats have infested my lovely fun house up in the Springfield hills and I need your help to get rid of them!

These rats are real dumb, they just walk around climbing over anything that isn't bigger than they are. If they reach a wall or barrier that is higher than them, they'll just turn around and go the other way...

Use the blocks and items that you find lying around to move the rats around the level to those wacky traps where Bart, Homer and my faithful helpers Sideshow Mel and Corporal Punishment are ready to help us get rid of those rats!

Good luck...!

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## ==== 2.0 THE BASICS =====

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### 2.1 Game Start

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Push Start

You'll be sent straight to a password screen, but if you don't have a password just press Start to begin.

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### 2.2 Status Screen

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Block box

The dotted line box in the top-left corner is where your blocks are held.

## Points

The six digits in the top-center represent your points. Points grant extra lives, but this game is too easy to lose any lives in.

## Weapon

The item second from the right is your current weapon. The weapons will always be either pies or marbles.

## Lives

The Krusty icon in the top-right is the number of lives you have.

## Health

This is something I should mention. This is NOT in the HUD, but you only have ten hits before you lose a life. You can replenish health with burgers, chips, and squishees.

You can tell when Krusty is low on health because he will start to breathe heavily.

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## 2.3 Controls

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Command	Character Action	Other
Left	Move Krusty	Navigate menus
Right	Move Krusty	Navigate menus
Up	Enter the doors	Navigate menus
Down	Pick up/drop blocks	Navigate menus
B button	Jump	-
Y button	Throw pies, kick blocks	-
A button	-	-
X button	-	-
Select	Quit and exit a door	-
Start	Pause	Select in the menus

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## 2.4 Blocks

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Block type	Purpose of block
Blue	Basic block, used for climbing
Pipe	Both vertical and L-shaped, used for pipes
Fan	Blows rats up, left, or right
Spring	Used to bounce up
Jar	Holds one rat, kick to bust open
Barrel	Can be kicked to the side
Purple	Kick to reveal items, open new areas, reveal new purple blocks, or reveal platforms
Brown	Can be broken by standing on or using marbles

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## 2.5 Items

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Item	Purpose of item
Pies	Weapons
Marbles	Weapons
Krusty icon	Extra life
Burgers	Replenish health
Squishee	Replenish health
Chips	Replenish health
Spotted bag	10 points
Mug	20 points
Horn	50 points

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## 2.6 Points

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Points are good for extra lives, but there are plenty of extra lives in the game anyway. So, points are optional.

Action/Item	Points
Spotted bag	10
Mug	20
Horn	50
Room 1 enemy	100
Room 2 enemy	100
Room 3 enemy	500
Room 4 enemy	500
Room 5 enemy	1000

You can also get points from beating timed stages before time runs out. Timed stages give you plenty of time, so it shouldn't be a problem.

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## ===== 3.0 QUICK TIPS =====

### Grouping

- - - - -  
 Try to group the rats as often as possible. You can do this by trapping the rats in a small space so that they all become a very tight group.

There are three ways:

(B=Block, F=Fan)

```
| B
|_BB__
```

```
| B
|__B__
```

|  
|\_F\_\_\_\_\_

The top one is for three available blocks, the bottom one is best when only two blocks are available. They both make it easier to manage large groups.

The third method involves using a fan that is facing a wall or another block. Remember, the fan has to face TOWARD the wall or block.

They may not always be mentioned in the guide, but keep these methods in mind.

#### Thinking Ahead

- - - - -

Always go through an entire door before starting to trap the rats. It's best to know what's ahead so you can plan out the best possible method to trap the rats.

#### Don't Kill

- - - - -

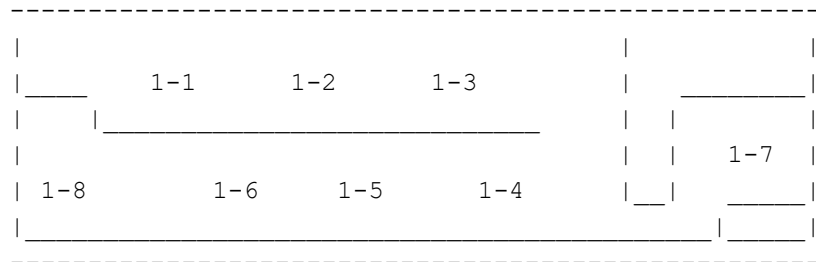
Sometimes it's best to avoid an enemy, if possible. You can conserve precious ammo, especially the marbles since they are sometimes needed to access areas in a door.

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===== 4.0 WALKTHROUGH =====

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4.1 World #1  
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#### Door locations for World #1

- - - - -



(Door 1-7 cannot be accessed until you kick the special magic block in Door 1-4. Door 1-8 will open once you have beaten Doors 1-1 through 1-7.)

Enemies in World #1 are: Snakes  
Trap assistant will be: Bart and the Smash-O-Matic

Door 1-1  
- - - - -

Very simple first door. Go to the right and grab the basic block that is on the small platform by pressing Down while on top of it. Don't use the block for the mice yet. Take it to the right and place it next to the wall to get in the tunnel.

Go through and you'll find a room with a snake in it. One pie will kill the snake. Press B to kick the magic block and get some point items.

Go back to the hole where the mice fell into and place the block on the right edge of the hole. The mice will now climb up and go into Bart's trap. Go back to complete the first door.

#### Door 1-2

- - - - -

Jump onto the platform to the right and hop to the left to get onto the moving platform. You might miss it, but try again and get on it. Once there, step onto the next platform to the right and pick up the block (down while on it) and drop to the base level with the mice.

Place the block on the base of the double-stacked platform on the ground to let the mice climb over it. When all 4 have crossed the platform, pick it up and put it on the right-most area (against the wall). The mice will climb to the next pipe and toward Bart's machine. You're done with the mice now!

Scale the wall to the right and go down to the 'tunnel' and continue to the right. Once you see a path underneath, take the right fork to find a snake. Bang him (her?) away with a burger. Return to the fork and take the left path to find several platform under a moving platform. Take it to return to the area with the door. (You can find a 1-UP in the left-most block in the left-most alcove.)

#### Door 1-3

- - - - -

This door looks complicated, but it's easy. The rats will walk themselves right next to the trap, so don't worry about them. Run to the right (grab the block) until you see the first pipe. Place the block over that pipe in the ground to block it and ensure that the rats walk over it. But if a rat falls in all you have to do is wait for it to return. You'll need that same basic block make a staircase in the hole that is next to the trap and kill all the rats.

Now climb up to the upper levels from the right side. On the top you'll have to kill some snakes, but there are also magic blocks containing pies, and point items.

All done, let's get to the next door.

#### Door 1-4

- - - - -

Go to the right and climb up the stairs to enter a large greenhouse of sorts. Jump along the tops of the palm trees and get the marbles from the block at the top of a tree, then pick up the block on the platform just below. Use a marble or two to break open the cracked wall that is to the upper right.

Go inside and you'll see some breakable blocks with point items, then at the

very top you'll find another block. Kick this block to unlock the opening to Door 1-7.

Go back down and avoid or kill the snake, because now they fire spit from their mouths. The mice should be near the trap already, so just get yourself to the right.

There are two separate groups of rats, so go to the upper right corner of the room. Step on the left block of the platform that those rats are on, and it will break. The rats will fall through and eventually join the other group of rats on the ground.

Once the rats are together, place the block you have in your hands next to the pots to have the rats climb over. After all the rats have gone over, quickly take the blue block and place it on the very left edge of the platform between the pipes. Here's how it should look:

(P=Pipe, B=Block)

```
P
P
PPPP          PPPP
  B_____  P
                P
```

The rats will come out of the pipe on the right and climb up to the other pipe using the block. That pipe will then drop them off in front of the trap.

Memorize that block strategy because in the later stages you will be using it.

All done here, let's go to 1-5.

Door 1-5  
- - - - -

This door is left of Door 1-4. Go inside and to the right. Make your way down the stairs to find a snake (kill it off if you can) and a pipe block, a new type of block that you will start to see.

Pick it up and place it under the stairway so you can jump up there again, then continue to the right. Kick that single magic block and use the moving platform to reach the basic block at the top. Pick that up and go all the way back to the entrance.

So, now you can reach the magic block in mid air, which will give up some marbles. Use them to bust through the weak blocks on the left, where you will find more magic blocks with point items, as well as some pies. Make sure to pick up the basic block again.

When you reach the bottom and go right you will find more magic blocks. Kick them to get more stuff, then kill the snake and kick the magic block at the end of the path. That will take you to a bonus room where, if you collected all the items, you will get an extra life.

Leave and go up the other new area to find yourself back in the main hall. Go to the right this time and ride the platform to the top. Jump on the platform under the trap and stand on the dark blocks to break them. Keep doing this until you reach the bottom.

Now that the rats are in position you will need that pipe block. Go back and get it, then jump under the trap and jump into the gap on the right. You should see that there is a gap between the vertical and horizontal pipes. Place the pipe into the gap to connect the two.

Now go back and pick up the basic block from where ever you dropped it. Go back down to the bottom and to the right, where you'll find a small gap between a pipe and the ground. Your job is to place the block between the ground and the pipe so it's in mid-air. Check section 3.0 for the details, in case you already forgot.

So, the block goes between the pipe and the edge, creating a step for the rats. You may not get all the rats at once, but keep doing it until they all get up to the trap.

We're done, let's move on.

Door 1-6

- - - - -

Go left and pick the lone block to open up a path to the right. Go through the narrow passage to a wide open area. Scale the platforms to the upper right, and get on the center platform with all of the mice. Ignore them and continue to the left and grab the block on the way.

You may want to place the block on the left indent sticking out under the hole in the ceiling. (Watch out for debris [eggs?] coming from above) Jump from it to propel yourself to the top-most platform to find some blocks for you, including some burgers and a 1-UP. Then, go back to the mice pit and put the block on the right side, allowing the mice to jump off to the side. That will lead them straight to Bart's machine and their death sentence.

Simply go back to the left of the room for the door to leave.

Door 1-7

- - - - -

The access to this door will open when you kick the special magic block in Door 1-4.

This door requires you to be very fast in order to trap the rats. Fall into the hole just ahead, then you will find three more gaps to fall into. Fall into the middle hole.

The path will lead you through a tunnel. You may run into drops and snakes, but they shouldn't be a problem. On the way, you'll see a basic block. Pick it up, of course. Once you see the trap find the hole in front and place the basic block over the hole. By blocking that hole the rats will climb over and go into the trap.

Now go all the way to the left and you'll find a platform and some magic blocks. You'll get point items, health items, and an extra life.

That wasn't too difficult, now let's go to the final door.

Door 1-8



- - - - -  
You cannot access this door until you beat the first seven doors.

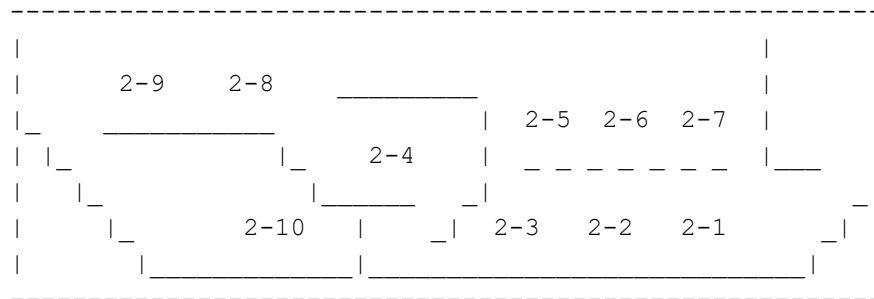
Drop down levels and kill the snakes as they come (6 total) with your weapon. Keep going until you reach a room via a right corridor. Break the block on the lower right corner to unlock World 2. Break all of the others for some more goodies (weapons, burgers, etc.) Pick up the basic block, too.

When going back up to the door, use the block to propel yourself up an unreachable level.

Go back to the entrance to close Room #1 and gain access to Room #2.

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4.2 World #2  
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Door locations for Room #2.



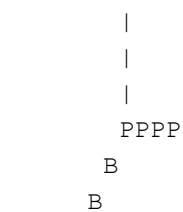
(You cannot access Doors 2-5 through 2-7 until you kick the special purple block in Door 2-2. Door 2-10 will open once you defeat all the other doors.)

Enemies in World #2 are: Aliens  
Trap assistant will be: Homer and the Zap-O-Matic

Door 2-1  
- - - - -

Start off by going up and finding three blue blocks. Pick one up and fall down next to the pipe. Place it under the pipe, then go back up and grab another block. Place the next block at the base, so that you build steps.

Example: (P=Pipe, B=Block)



Keep this method in mind because you will have to use it again. Anyway, go to the top and pick up the third blue block, then go to the right. You will reach a wall you can't jump over, so drop the block next to it. Go back and get the block that you dropped on the floor and put it on top of the one next to the wall. Now you can jump over the wall.

When you see the moving platforms, climb on them. They will lead you to a long line of brown blocks. These break away, so what you have to do is walk to the left and don't stop. When you get to the end of this path you'll find some purple blocks containing point items, pies, and a burger.

Fall back down and kill the alien. He shoots beams, so watch out for those. Next, break through the brown blocks on the ground. Go to the left end of the tunnel to find a blue block, then go all the way to the right. Bust open the purple block to get an extra life.

Get yourself to the top and use the blue block to get the three rats into the trap. Once they're in, pick up the blue block again and go back toward the door. Place the block on the last step next to that wall to get back over it.

Get to the door to exit.

Door 2-2

- - - - -

Move forward and kick the barrel forward to have it fall down. Keep kicking it down the tunnels, but NEVER kick it to the wall. It'll get stuck. Keep kicking the barrel until it lands on the ground, next to the trap.

Before we proceed, go back near the top and jump through the thin pipes near the door. Make your way through the pipe maze, keeping in mind that you can only jump up through horizontal pipes. When you get to the laser gun, avoid it's shots. Go through the tunnel and kill the aliens. When you get to the open space go up, kicking any purple blocks you see.

The purple block that is surrounded by thick pipes leads to a secret area.

You will get an extra life if you beat it, plus a VERY, VERY IMPORTANT THING!  
VERY IMPORTANT THING! VERY IMPORTANT THING!

Sorry, I had to make sure you realize that the secret area in here is very important. You must get all of the items in a short amount of time. One tip: when you get the first mug, jump into the hole and then back up to get the bag on the right side. Now I mean it, you have to beat this secret area no matter what!!! If you mess up, Pause and press C to exit and come back in.

When you beat it you'll get the extra life like I mentioned, but you'll appear at a different door. Next to this door is the VERY IMPORTANT thing. A purple block. Kick it to gain access to doors 2-5 through 2-7.

Go up and kick the purple block, then make your way back to the tunnels you came from. Walk right and you'll end up in a room with an alien and the rats. Kill the alien and make your way up to the rat platforms.

Kick the first barrel to the left, then hop up to the next platform and kick the other barrel to the right. Kick the purple block to get some marbles.

Fall down and go all the way to the left until you see some brown blocks. Use your marbles to break them all, then kick the barrel from the beginning all the way to the right. You need that barrel to fall into that gap where the rats can't climb over.

Once the rats climb up that'll be it, so let's move on.

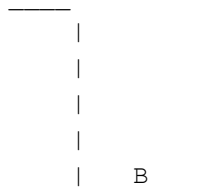
Door 2-3

- - - - -

Start off by going to the left. Go past the trap and enter the first tunnel you see. You'll find a blue block. Take this blue block to the ledge beside the trap.

Now, there is a bit of creative thinking when trying to get the rats into this trap. Place this first block four spaces from the edge at the bottom.

Example: (B=Block)



The block at the bottom is that first block, placed four spaces from the edge. Now go left, but hop up the platforms to the next tunnel you see. The moving laser guns in the middle will be firing laser bolts, so look out.

This next tunnel will lead to a large room that has silver platforms leading to the bottom. Get to the bottom and kill the alien, then get the point items and pick up the blue block. Take the blue block back to the trap.

Place the block directly on top of the first one. This is temporary, and make sure none of the rats get stuck. Now go all the way back to the tunnel entrance. Hop up the platforms again to reach a third tunnel at the top. There will be two aliens in here, so kill them off easily. Pick up the blue block and take it back to the trap. Place it anywhere you like for now. We'll fix it later.

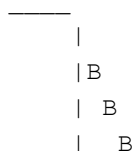
Now it's time to handle the right side. Go to the right and hop up to the second tunnel you see. Kick that purple block to get some marbles. Go up to the next tunnel and use the marbles to break through the brown block barrier. You'll find a blue block in there. There's nothing in the very top tunnel, so don't worry about it.

Go drop off the block next to the others, but don't do anything yet. Go to the right again and go inside the pipe tunnel.

There will be an alien on those red blocks, so use whatever weapon you have to kill it. Kick the purple blocks on the right edge to get some point items.

Now use the brown blocks to climb to the top. These blocks break away, so DO NOT stay on them. Just quickly hop from one to the next. When you get to the row on top keep going left because these break away much quicker. The purple block will contain some chips. Jump onto the brown blocks that are just below to get some pies from the purple block.

All right, we can finally get the rats into the trap! Go and set the blocks up according to this diagram:



|\_\_B\_\_

The block at the bottom is that first one, so just set up the other three to build the steps. Make sure none of the rats get trapped.

The rats will then climb to their doom, so this door is done.

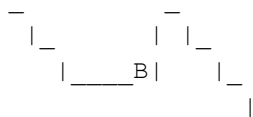
Door 2-4

- - - - -

One of the easiest stages in the first 2 worlds.

Quickly head to the right and pick the block by the pipe and jump right. You will see another block blocking the other side of the pipe. Leave the block you have right now RIGHT NEXT to it and pick the one blocking the pipe up. Now, do not step on any of the weak blocks. Wait for all three mice to pass through the pipe and walk over the blocks. Now, as soon the third mice leaves your screen to the right, RUN over the weak blocks and place the basic block by the gap to the right. If you are quick enough, all three should make it to the trap. If at least one miss, you'll have to jump down to the bottom area.

Now, there are three alien 'ships' around here. Don't mind them, just dodge their 'lasers' or whatever. Place the block under the first alien ship's metal thingy, it should look like this:



Wait for the mice to come (they should come if you unclogged the pipes quickly enough!). When they goes across the block, pick it up again and move to the next two-layer wall (like the above picture) and place the block in its intended position. After that, fast-forward to the end of the wall to the right and place the block against the wall there. The mice will climb up to the 'fan'/'blower' and go up to Homer J. Simpson and his Zap-O-Matic.

To return to the door, follow the path west of the three alien ships and go up the platforms.

Door 2-5

- - - - -

This door can't be accessed until you kick the special purple block in Door 2-2.

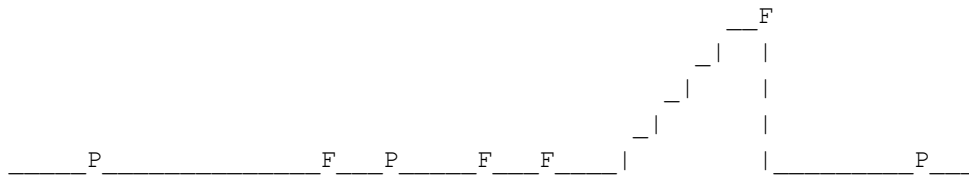
This one has only one rat, but it's quite difficult when trying to figure it out. Of course you don't have to if you're reading this guide.

Let's take care of everything else first. Ignore all rats and blocks and fall down to the bottom. Kill those two aliens. Keep walking to the right and kill the third alien you come across.

Hop up to the upper level (near the trap), and ride that moving platform to the right. Kick the purple block to get some marbles. Ride the platform back to the left and hop up to the level with the brown blocks. Use the marbles to break through and kick the purple blocks to get some chips, pies, and point items.

All right, let's trap the rat. Pick up a blue block and fall into the hole left of the door. Now you have to block a series of fans and pipes. Let me illustrate:

(P=Pipe, F=Fan, B=Block)



This is a diagram showing all of the pipes and fans that you need to block using the three blue blocks near the door.

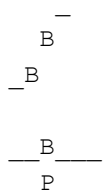
Start by blocking the first pipe, then place another block on the fan that follows. Grab the third block and use it to get the rat out of it's spot. Pick up the block again when the rat is out and place it on the next pipe.

Once the rat has passed over the first pipe, pick up that block and cover the next fan in the way. Once the rat has passed over the first fan, pick up the block and cover the third fan in the way. When the rat has passed over the second pipe, take that block and cover the fan at the top of the steps. When the rat has passed over the fan at the top of the steps, take that block and cover the last pipe in the way.

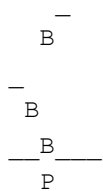
This is the more complicated way. If you're quick enough all you really need is one block.

Whew, that was a whole lot of moving. Unfortunately, we're only half done. Now we have to get the rats up some platforms and onto the level with the trap. It's time to whip out the ol' step method.

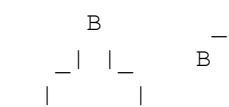
So, leave the block that is covering the pipe alone. Go back and pick up the two blocks we left behind and bring them here. Hop onto the first pyramid platform and place a block out on the right edge. Grab another block and place it on the right edge of the first block. It should look like this:

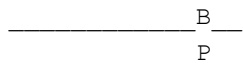


Now, take away the first block and place it on the left edge of the block that is covering the pipe. Like this:

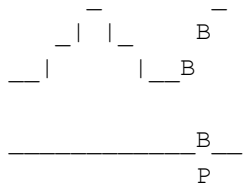


The rat has to be on the right side of the steps so it can climb up. The absolute SECOND the rat gets onto the pyramid, take away the top block and place it at the top of the pyramid. Like this:





Again, the absolute SECOND the rat turns around, take that block from the top of the pyramid and make a step, like this:



The rat will climb up the steps and over onto the next pyramid platform. Take another block and trap the rat between the top of the pyramid and the wall.

Now take the block at the very bottom and the one in mid air and make steps that lead to the third platform. Quickly take away the block that has the rat trapped and place it at the edge of the third platform. Once the rat has gone over one of the other blocks, pick one up and place it at the left edge of the other block to build steps up to the next level.

Once the rat has climbed over one of the blocks, take it and quickly cover the hole that is between two pyramid platforms on this level. The rat will walk itself the rest of the way and get zapped.

Man, was that not A LOT OF HELL? Seriously, it's not too tough. It just takes an understanding of the step method. I hope by now you got it.

That's finally done, let us go on.

Door 2-6  
 - - - - -

This door can only be accessed after kicking the special purple block in Door 2-2.

Well, we're back to the step method in this door. There is only one rat, and you have to build steps to platforms using blue blocks.

But first, let's take care of the extras. Go to the right and fall into the first hole you see. There will be two aliens in this bottom area, so kill them and get the marbles from the purple block.

Now go up to the top and use the moving platforms to reach the brown blocks in the top-left corner. Bust through with some marbles and you'll get access to a whole bunch of point items. Remember to kick the purple blocks on top first, then the ones at the bottom.

Go back down and jump across the platforms until you see a purple block. Kick it to get some pies.

Now it's time to trap the rat. Leave the blue block that is covering the pipe, and pick up one of the others. Place it at the base of the thick pipes to the right. Pick up another block and place it on the right half of the highest pipe next to the platform. Pick up two more block and use them to build steps up to the platform. Like this:

(P=Pipe, B=Block)

```

  —
  B
  B
  B
  PP
PPPPPPP

```

As soon as the rat climbs over that first block at the base of the pipes, pick it up and place it on the small pipe that's on the platform. Like this:

```

  B
_P_P_

```

When the rat has passed over the first step, take that block. Wait for the rat to be between the two small pipes on the platform, then block him in like this:

```

  B B
_P_P_

```

Take the other two blocks and build some steps to the next platform. Now, the next platform has two more small pipes. Grab the right block from the first platform, and place it on the right pipe of the second platform. When the rat is between the pipes of the second platform, trap him.

```

      B  B
     _P_P_
    B
_P_P_B

```

Take the two step blocks and build some steps to the third platform. Take the right block from the second platform and place it on the single pipe of the third platform. Then take the left block from the second platform and place it on the right pipe.

```

      B
     _P_
    B B
_P_P_B

```

Now, go all the way back and pick up the fan block that is facing up. Take it and jump to the top-left platform, the one with a pipe hanging over it. Place the fan directly under the pipe.

Now, wait for the rat to start walking to the right and pick up the block that was on the left pipe. Place it on the left edge of the left pipe.

Once the rat starts walking left, pick up the block that was on the right and use it to complete the steps that lead up to the fan. The rat will then just walk into the fan, and the pipe will lead it to the trap. A quick reminder: DO NOT jump into the trap area. You'll get stuck.

Let's move on to the next door.

```

Door 2-7
- - - - -

```

This door can only be accessed after kicking the special purple block in Door 2-2.

Well, it's about time we get a break. This door may seem complicated, but it's very easy. First go to the right and make your way through the pipes. Remember that you can only jump through horizontal pipes. Along the way you'll find a purple block with some pies.

If you go to the top-right of the pipes you'll come out on the other side. Fall to the bottom and you'll face two aliens, and find a blue block at the bottom.

Grab the block and go back into the pipes. Make your way to the top-left of the pipes now and jump to the left side of the room. Avoid the laser gun. On the far left side you'll find some point items and a burger.

Now fall down near the trap and place the block to build a step to the pipe. See, here you have to make a rat go into the pipe, then pick up the block and place it in the hole between the trap platform and the pipes. You'll see what I mean.

It might take a couple of times to get all the rats, but it's still extremely easy. Let's move on to the next door.

#### Door 2-8

- - - - -

Hey all right, another easy one! Fall straight to the bottom-left corner. There are two laser guns going up and down, so watch out for them. Kick those purple blocks starting with the top ones to get some pies, chips, and point items.

Now jump up through the pipes on the right side. At the top you'll find a blue block, so pick it up. Go over the top and to the rat hole on the left. Place the block as a step so any rats that come out will fall over. Wait for all of the rats to go over, then jump over yourself.

Now the final simple part is to use the block to create a step to the steps that are already on the right side of the trap. It may take a couple of times to get all the rats, but it's still way easy.

To get back to the door, go around the right side and over the top. Go into the spot where the rats were and fall over, but fall to the left. You will land on a piece of pipe. Now just jump up to the door.

Great, another simple door defeated. On to the next door.

#### Door 2-9

- - - - -

This door is huge, but not that hard to beat. Start off by falling down the hole to the left and killing the alien along the way. Pick up the block when you see it, then jump up through the small tunnel to get back to the door. Go to the left again and use the block to get over the high wall.

Kill the alien in the first hole, then kill the next alien you see. Go through the tunnel and fall down. Find the rat and pick up the block next to it, then go up to the platform near a laser gun. Place the block on the left edge of the platform and jump onto the small ledges on the left.



Jump up and kick any purple blocks to get some pies, a squishee, and point items. Kill the alien as well. Fall back to the bottom and pick up the blue block again.

Jump over the thick pipe next to the rat and you'll find the trap. Don't worry about it yet, and keep going to the right. Place the blue block over the lower purple block you see to create a step. You can now kick the higher purple block to get an extra life. Take away the blue block and get bag from the other purple block. Don't go on the right side yet.

That's it for the extras, let's trap the rat. Fall into the hole that is left of the rat area and pick up the fan block on the left. You can drop the block here for now. Fall in the hole and place the fan right under the trap platform, but not directly under. Place it under and one space to the left.

(F=Fan, P=Pipe, B=Block)

\_\_Trap\_\_

F  
PPP  
P

Now go back to where the three blocks are gathered. Take one block and cover the pipe that is on the ground. Take another block and cover one of the pipes on the left, then take the third block and cover the other pipe.

PP  
BPPP  
BPPPP BPP

Go back around all the way to where you dropped the first block you had and pick it up. Use this block to build a step for the rat to get out. Now rush to the spot where you placed all the blocks and place this block to complete the steps.

BPP  
BPPP  
BPPPP BPP

Wait for the rat to walk over, then grab those three blocks and build some steps up to the thick pipes.

BPP  
B PP  
B PP  
PPPPPP

This next part must be done quickly. As soon as the rat walks over the block that is covering the pipe on the ground, pick up that pipe and run all the way to the trap. Stand on the left edge of the platform as if you were going to place the block on the edge, but wait.

After the rat flies up in the air place the block on the edge. The rat will then land on the block and walk into the trap.

See, not too tough. Go to the right and kick the purple block along the way to get a burger, then follow the tunnel at the top to go back to the door and





marbles. Take these marbles and break through the brown blocks that are down the hole.

The new area has some springs, a flying pig, purple blocks, and a secret area. First use the spring to fly over the wall, then kick those purple blocks. As always, start with the top block first. You'll get a bag, squishee, and pies.

Use this next spring to get to the top. Jump on the right side of the purple block to make a red block appear. Kick the purple block to open a secret area.

Go inside and use the springs to get all the items along the way, then an extra life. You are timed, but it isn't too tough. Once you're done get back to the rats.

Let's go ahead and trap the rats. Grab a block from the top steps and cover up the hole on the far right. The one you fell in before. It should create a step that leads up to a pipe. Now go back and get the fan block.

Jump up the platforms and keep jumping up until you see a fan on the left side, stuck in the wall. Jump onto the platform directly below it and put the fan block down on the left side next to the wall.

Now go get another block and jump up to the uneven platforms. It's the spot with a hole in the middle. Use the block to cover that hole. Go back and get another block and place it at the left edge of the uneven platforms, then get another block and place it at the left edge of the first one. Grab the first block back and put it at the left edge of the block in mid air. So after all that it should look like this:

(B=Block, F=Fan)

```
F____
  B
   B
    _____
     _____B
```

Go get the last block. There is a small platform on the ground that will block the rats, so build a step and wait for all four rats to climb over.

Quickly pick up the block and jump up through the hole in the blocks to the next platform. Use the block to cover the hole, and you're done. The rats will climb up and get pushed into the trap by the fans.

Jump up and kick the purple block at the top to get pies and kill flying pigs. Go to the door to exit.

Door 3-4

- - - - -

This room is fairly small, so go around the outside kicking all the purple blocks and killing flying pigs. You'll get point items, health items, and pies.

Once all this is done, go inside the structure. There are no blocks to pick up, just a lot of barrels to kick. Go to the bottom of the first column of barrels and kick ONE barrel.

Go through the new hole and to the next column of barrels. Kick TWO barrels, then break through the brown blocks you just opened.

For this last column of barrels kick THREE barrels. Go and break through the brown blocks to fall to the bottom.

Go to the left side of the three barrels and kick two barrels to the RIGHT.

Go back to the top and kick three more barrels down to the bottom. Go to the bottom again and kick two of these barrels to the LEFT.

Go up again and kick down the last two barrels. Kick ONE of these barrels to the right, then kick the other barrel to the left.

The rats will then climb into the trap, so go back to the door.

Door 3-5

- - - - -

The rats in this room are easy to trap, but they aren't the main thing. There is a special purple block in here.

Go to the left and pick up the blue block, then place it next to the purple block between the trees. Kick the purple block to get some marbles.

Jump up to the top and ride the platform to the left, then jump in the gap. Try to only use two marbles, because you'll need the rest of them elsewhere.

Once you're through, go left and jump onto the moving platform. There is another path in the left wall, but there is also a flying pig flying around. Avoid the pig and jump into the gap to the path.

If you have three marbles hold Left and just shoot three marbles out to get through. If you have less than three, good luck getting through. There are only point items, health items, and pies in there anyway.

Now let's trap the rats. Fall down and go to the right. Do you see the pipe on the ground before the steps? Place the blue block next to the pipe opening to cover it.

Keep going to the right to find the rats. Pick up the blue block that is covering a hole on the right and the rats will fall in. Since you covered the other end of the pipe down there, the rats will turn around and walk straight into the trap.

Once they're all popped, it's time to get the last things in this door. Go back to where you placed the first block. See those steps? Place a block at the right edge of the top step. Like so:

(B=Block)

```
B _  
| |
```

Grab the other block and put it at the left edge of the first block, as if you were building steps. But, now go back and get the first block, and put it at the left edge of the other one. Keep stacking the blocks up to reach the platforms at the top, but make sure you have a block with you when you get up there.

DO NOT kick that first purple block. Place the blue block on it and use that to jump up to the top. You'll get a Krusty mug from the first one, and the

second purple block will open up Door 3-7. So... MAKE SURE TO KICK THIS BLOCK!!!

Fall down and kick that last purple block to get another point item.

It seems that's it for this door, so let us exit.

Door 3-6

- - - - -

Another easy door. Start by jumping onto the springs on the right. Be careful because there will be a flying pig flying around.

If you jump in the center, some red platforms will appear. Jump up and right from the platforms to make two more appear. Jump up and toward the center again to make another group of platforms appear. There will be two more on the left, then two more near the center. Jump up and to the left one more time to get two more platforms.

Go inside the tunnel to find the trap and a purple block. Kick the purple block to open some secret platforms. Go back to the red platforms and jump to the far right to make four new red platforms appear.

This area has a lot of purple blocks. Kick them all to get point items, health items, and pies. Pick up the blue block and go back to the trap. Place the blue block next to the little wall that is next to the trap. To build a step, ya know.

Go get the fan block, then fall down and into the rat area. Put down the fan block on the left side, and you're done. The series of fans in this room will push the rats straight into the trap.

Like I said, easy. Get to the door to leave.

Door 3-7

- - - - -

This one is fairly simple as well. Start by using the blue blocks and build some steps starting on the right purple block. Like so:

(P=Purple block, B=Block)

```
  |
  |_
  |
  B|
  B |
  B |
  PP |
```

Now take the fourth block on the left and place it on the small platform on the right side of the wall. Get the two blocks that make up the first two steps and put them all on the right side of the wall.

Now use these blocks to create steps that go into the air on the left. Once you have three steps that go to the left, pick up the first block and place it at the left edge to create another step.

```
B
  B
    B

    |
    |_
    |
  B|
    |
    |
PP |
```

Keep doing this until you can barely manage to jump onto the steps. Leave the bottom of the three blocks alone, so you'll still be able to jump onto it.

Now keep building steps using the two upper blocks. When you reach the edge of the black window, near the fan block, STOP! You want the last step to be on the border of the black window and blue trim.

Get the other block and place it on top of the first to reach the platform and fan. I would also kill the flying pig right now. Grab the fan block and fall down to the bottom.

Place the fan on the blue trim of the window. You want to put the fan so it will blow the rats up, then the fan at the top will blow the rats to the right. They will land directly on the trap.

If you want an extra life, keep reading. Take the fan block and get to the top again. Put the fan block back on the platform, then get the top block of the two you stacked and place it on the left edge, over the blue trim. Take the block under it and hop up to the platform.

Use the blue block and fan block and build steps to the right. There will be a tunnel with a purple block, containing an extra life.

Fall to the bottom and get the health items in the purple blocks, then leave.

Door 3-8

- - - - -

This one is another barrel-kicking door. Start by kicking three barrels in the column to the left. Now go around the top, kicking all of the purple blocks along the way. You'll get point items, chips, and pies.

Now, kick one of the two remaining barrels to the right, then go back around and kick the last barrel to the left.

Go to the bottom and kick one barrel to the left, then go around and kick that barrel all the way to the left. Go and kick one more barrel all the way to the left. Leave the last barrel alone.

There are two barrels left on the upper platform. Kick the left barrel all the way to the left to create some steps for the rats. They will then go up in a pipe that leads to the trap area.

Jump up to the top and hop on the barrels to reach a room at the very top. Kick the special purple block to gain access to Door 3-10.

Go back down and kick the bottom barrel of the two that are stacked. Go down

and kick that barrel all the way to the right. Go back up and do the same to the other barrel on the left.

Now kick the last barrel once to the left so it lands on the middle platform, then kick it once to the right. With the steps now complete the rats will climb up and into the trap.

So far it's been fairly simple. Let's move on.

Door 3-9

- - - - -

Start off by killing the flying pig because it can get really annoying. Now we have to set up a few things. Pick up the spring in the center and use it to get up through the red platforms on the left and right.

There are fans that blow the rats up to the top platform, as well as fan blocks. Take each of the fan blocks and go up to the top platform. Use each fan to cover the spots where the rats fly up through, keeping them stuck in their little areas.

Now pick up the blue block and go inside one of the areas. Since the rats are now blocked in, they are constantly being blown up, but they then come straight down. You have to wait for the rats to get blown up AND face the pipe on the platforms in the middle.

So, stand on the edge of the platforms while holding the blue block. When a rat facing the pipe gets blown up, quickly place the block on the edge so the rat will land and start walking toward the pipe. Pick up the pipe again and make a step that leads up to the pipe. This pipe will lead to another pipe that will lead to the trap.

Repeat this process to finish off the rats. Now let's get the purple blocks on the right.

Use the blue block and two fan blocks and stack two of them on top of each other. Place the third one on the right edge. Like so:

(B=Block, F=Fan, P=Purple block)

```
| P
| -
|
| B
|F
|F
|-
```

Now take the two bottom blocks and stack them on the one that was on the right edge. Do this to reach all the purple blocks and get point items, a squishee, and pies.

We're all done, so go ahead and leave.

Door 3-10

- - - - -

Pick up the fan block and get to the top using the moving platform. There are



some flying pigs at the top floating near some platforms, so go ahead and kill them to save some frustration.

Trapping the rats requires a couple or simple steps. First pick up the fan block the faces to the left. Place it at the left edge of the small platform that is nearest to the bottom. Now get the right-facing fan and place it at the left edge of the first fan. Finally, get the first fan and move it on top of the right-facing fan. Like this:

(LF=Left-facing fan, RF=Right-facing fan)

```
LF
RF
-----
```

Use the fan blocks to get to the upper platforms. Ignore the fan block for now and go to the right. Jump to the far right and you'll find another room.

There are plenty of purple blocks in here, as well as snakes and a flying pig. Kill the enemies if you like. Kick all of the purple blocks to get point items, health items, and pies.

Now let's trap the rats. Go back and get the fan that faces up, and fall down to the bottom. There are two flower pots and a pipe down here. Place the fan next to the flower pot on the right. The rats will then come out of the pipe and get pushed up by the fan. The other fans will take care of the rest.

All right, let's get out of here.

```
Door 3-11
- - - - -
```

Go straight to the right and jump onto the first platform you see. Now jump onto the spring on the right, but DO NOT hold the jump button. Just hold Right and you will automatically jump onto another spring on the right. If you fall there are three snakes at the bottom, so try not to fall.

When you come across a third spring, stop! Hold the jump button and get up through the tunnel at the top. Kill then flying pig, then kick all the purple blocks to get point items, health items, and pies. The single block on the right opens access to Doors 3-12 and 3-13.

Fall back down and keep bouncing to the right to find a whole bunch of different blocks. Pick up and drop off all of these blocks over by the door.

First grab the fan block. Jump onto the first spring and go up to where the trap is. Place the fan on the left side of the hole that is on the left.

Now go back and get the L pipe that opens on the left and place it under the blue steps, and one space to the left. Next you have to get three of the vertical pipes and place them over the L pipe. Make sure the rats are on the left, then put the pipes in. The rats will go in and get sucked up to the steps. Here's the visual:

(L=L-shaped pipe, V=Vertical pipe)

```
  _l
 _l
V
```

V

V

L

Now get that same L pipe and two vertical pipes and take them to the next platform on top. Now all you have to do is put the L pipe in the right corner and stack two vertical pipes on it.

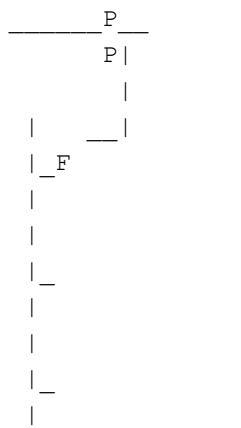
The rats will go through the pipes, and the fan you put next to the trap will finish the job. Get to the door to leave.

Door 3-12

- - - - -

Trapping the rats is actually pretty easy. Go over the first wall and move the block from the right fan to the left fan. Go over the next wall and do the same thing. Finally, go all the way to the right. Kill the flying pig, then pick up the fan block. Place the fan according to the this picture:

(F=Fan, P=Pipe)



It's the spot at the top, near a pipe. Now just go back and pick up the blue block that is covering the fan. The rats will make their way to the fan and get blown into the trap.

Gather all the blocks now and make some steps in mid air to get to the trap. Kick the purple block at the top to open a new area near the door. Pick up a block on the way there.

Make sure to JUMP OVER THE DOOR. We don't want to exit yet. Fall in the hole, then kill the flying pig. Kick all of the purple blocks, starting with the TOP ones. Just place a block to get the ones on top, then take away the block to get the ones underneath. You'll get point items, a burger, and pies.

Use the spring to get back to the top and exit.

Door 3-13

- - - - -

Start off by going to the very top and kicking the purple blocks for point items, health items, and pies. NEVER go to the left, because you will get stuck down there.

Get the fan block and fall down to the bottom, near the door. Put the fan block over the spot where the rats fly up on the right. This will force the

rats into the loop on the left, grouping all the rats together.

Pick up the fan and go up again, and place it on the right edge of the platform in front of the pipe. Like this:

(F=Fan, P=Pipe)

PP\_\_F \_\_  
|\_\_Trap

Now go to the top and kick the left barrel to the left, then again to the left, then to the right, then one more time to the left.

Wait for all of the rats to blow up, then you can leave.

Door 3-14  
- - - - -

Fall down and jump on the first spring. Don't hold the jump button, just bounce normally. Make your way to the right, but obviously you want to avoid hitting any of the flying pigs.

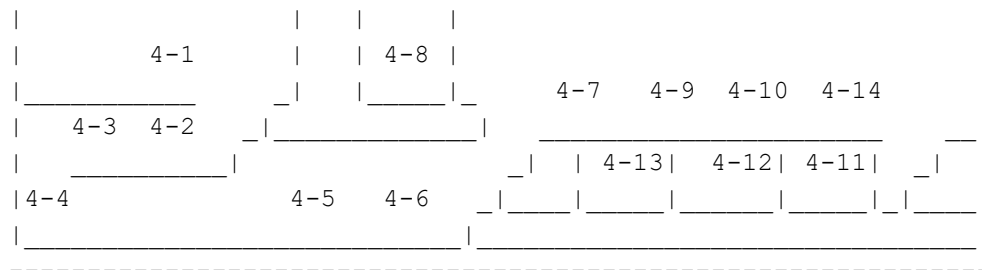
It's not tough at all. When you get to the end you'll get a whole bunch of purple blocks. Kick 'em all to get point items, health items, pies, and an extra life.

The single purple block at the bottom is a special block that will close Room #3 and grant you access to Room #4. Go all the way back and hop up through the tunnel on the far left to exit.

Let's finally get out of here!

-----  
4.4 World #4  
-----

Door locations for Room #4.



(You can reach Door 4-8 after kicking the special purple block in Door 4-7. Door 4-11 opens after kicking the special purple block in Door 4-10. Door 4-12 opens after kicking the special purple block in Door 4-11, and 4-13 opens after kicking the special purple block in 4-12. 4-14 opens after closing all the other doors.)

Enemies in World #4 are: Birds  
Trap assistant will be: Corporal Punishment and the Eat-O-Matic

Door 4-1

- - - - -

Start by jumping on the spring to the right and kicking the purple block. You'll get some marbles. Fall down and pick up the spring. Put it on the left side.

Jump up and break through the brown blocks by using your marbles. The rats will then climb out and fall to the ground below.

Do you see those jar blocks? Each of those holds one rat, but once the jar has a rat you can use it as a block. Pick up the spring and put it at the right corner below the trap, then use the jars as blocks to build steps. The two rats that aren't in jars will climb up the steps into the trap.

Now pick up one of the jars and get over to the right side of the trap using the spring. Drop the jar and kick it to free the rat, then do the same with the other jar.

As always the first door was easy. Let's move on.

Door 4-2

- - - - -

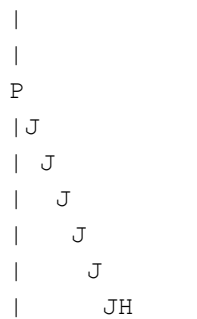
Get on the moving platform to the left and ride up to the top. Try to avoid the two birds. Once you're at the top go to the right to find a whole bunch of jars.

The jars are obviously for the rats, but first let's get up to the room to the right. Use the jars as blocks to build steps up the tunnel on the right.

You'll find some purple blocks at the top. Kick them all starting with top one to get point items, health items, and pies.

Fall back down and carry each of the jars to the bottom, where the rats are. There are six jars, but seven rats... No problem. Just build some steps up to the pipe that is in the left wall. Start the steps next to the rat hole.

(J=Jar, H=hole, P=pipe)



The pipe will lead the rat straight to the trap. Now just take each of the jars and drop them on the RIGHT side of the trap and kick them to get the rest of the rats into the trap.

A bit tough, but not bad. On to the next door!

Door 4-3

- - - - -

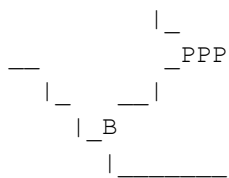
I'll say this now: this door just looks complicated. Like many of the other rooms, trapping the rats is a very easy task. Fall straight down and go to the right. You don't have to touch the barrel along the way.

You will eventually run into a moving platform. Ride up on it then go to the left. Get the blue block and then go to the top of the trap. Stand on the edge of the platform so that you can break the single brown block that is at the top. DO NOT fall in.

Now go back to the moving platform and jump into the middle area on the left. There should be some breakable brown blocks. Stand on the brown blocks and break through until you land in a rocky area.

Get through the birds as best as you can until you see the pipe. Break through the three brown blocks then place the blue block to cover the gap. Like this:

(B=Block, P=Pipe)



The rats will walk over the block and into the pipe. That pipe will then drop them right into trap, so that's all done.

Now it's time for the extras. Pick up the blue block and go into the area on the right. Kick all of the purple blocks in this area to get pies and point items. Go back to the rocky tunnel and jump up the tunnel to find yourself back near the trap. Kick the purple block to get some Krusty chips.

Jump up to the top platforms and go left to get back to the door and exit.

Door 4-4

- - - - -

Go left to find the rats and a whole bunch of jars. Trap all the rats in the jars. Also, kill that damn bird.

Now, you may notice that there are some breakable brown blocks in the upper left corner. But, you have no marbles. Use the jar blocks to build some steps starting on the right edge. You're trying to reach the small platforms up near the ceiling.

Kick the purple block to get some marbles, then pick up the blue block. Fall down again and use the jars again to build some steps that lead up to the brown blocks. Use your marbles to break through.

Go all the way to the left and kick the two lone purple blocks to get some horns, then kick the other purple blocks starting with the top one. Point items and pies will be your reward.

Let's finally trap the rats. You have to build steps again, but you also have to put the blue block in a certain spot. I'll just draw it out:

(B=Block, J=Jar)

```

      |
      |__Trap__
    J|
    B |
    J |
    J |
    J |
    J |

```

Now just carry all the jars up to the trap, and use the block to jump back up after all the jars are gone.

Kick the jars to release the rats and finish this door.

Door 4-5  
 - - - - -

Go to the right and kick the barrel, then go into the area on the right.

This area is drenched in water drops, so avoid them as best as possible. Go up to the upper left platforms and you'll see three barrels. Kick a barrel to the right, then kick it left off the middle platform.

Fall to the bottom and kick the barrel to the right. Now just go back up and do the same to the other two barrels so that all three are on the bottom right.

Now go up to the barrels on the upper right platforms. Kick the two barrels that are at the top so that they land on the platform in the middle. Then kick them down to the right, then go down and kick the bottom barrel once more. See the steps forming?

Go to the top and kick the last barrel to the left to complete the steps and get the rats trapped.

Go back near the entrance and fall down on the left side of the thick brown pipes. Kick all of those purple blocks starting with the top one to get point items, a squishee, and pies. Go to the door to exit.

Door 4-6  
 - - - - -

Hmmmm... all right. This door is huge, and there are various ways to go. But as always, trapping the rats is a very basic thing.

Go to the far right and you'll see the trap. Jump up through the red platform above it and step on the brown block to break it. Now fall into the hole to the left and go through the tunnel.

There are some birds in the tunnel, but just avoid them by jumping up into the small gap in the ceiling. Pick up a blue block as well while you're in there.

Go to the right to find some of the rats. Start off by breaking through the brown blocks at the bottom, then use the two blue blocks from the tunnel and the one at the bottom to build steps up to the top platforms. Kick the purple blocks to get point items and pies, then grab the blue block at the top.

Since you have more pies I suggest killing the two birds right now. Then, break

the brown blocks on each platform to get the rats down to the bottom.

Now we want to get the rats to the tunnel on the left. Use a blue block as a step to get the rats out of the bottom and on the surface. If you go to the far left of the tunnel you'll see that there are a couple of platforms and a pipe that goes around and ends right over the trap.

Once the rats are in that area, just use the four blue blocks to make steps and get the rats into the pipe. Here is the visual:

(B=Block, P=Pipe)

```
P
PPP__
  B
    B_____
    B
____B_____
```

When the rats get to the trap they need to be enclosed, or else they will just fall down to the lower area again. As soon as the rats enter the pipe take a block and place it on top of the raised brown block to cover their exit. Like this:

```
  P
  PPP

B
|___Trap___
```

So, think we're done? Nope, there are still more rats to trap. Go all the way back to the area on the right and use the blue blocks to get to the top platforms. Once you have the steps set up, take all three blocks except the one that is between the lower and upper platforms.

You need three blocks at the top, so you can only leave one to jump up to the platforms. Use the three blocks to reach the tunnel at the top.

Walk straight to the right and DO NOT stop. There is a row of breakable blocks and you don't want to break them.

At the end of this tunnel you'll find the last two rats and a whole bunch of other stuff. Start by riding the moving platform that is on the right. On the way down you'll see a vertical pipe block, so pick it up.

Go up to the rats and put the pipe block next to the long pipe on the left. Next, go up and kick the barrel to the left, then one more time. Go back down the moving platform.

Jump into the first tunnel and go left. Pick up the fan block, then jump down and kick the purple block to get some chips.

Go back to the rats and put the fan block down in the center of the platform above. With that the rats will get blown into the tunnel at the top.

The rats will go through the pipe, but when they come out they will be walking to the right. Quickly pick up the fan block and place it at the right side of this tunnel to create a barrier and make the rats turn the other way.

Pick up the fan again and run to the left. Ignore the bird and keep going

until you reach some tangled pipes and purple blocks. Don't kick the purple blocks yet.

Put the fan block under the THIRD pipe from the left. The right pipe out of the three above. What you want is for the rats to get blown into that pipe.

Remember way back in the beginning when you broke that block over the trap? Well, now you'll see why. The rats will fall down on the pipe below and then fall through that broken block, straight into the trap.

Now it's time to leave. Go back the way you came, and remember to kick the purple blocks for point items and pies. Also remember not to stop when you cross that row of brown blocks, or you'll get stuck if you don't have a block.

Right, so go back to the door and finally leave.

Door 4-7

- - - - -

Start by going to the far right and falling down to find a purple block. Kick it to get some marbles, then jump back to the top. Now pick up the jar block, then jump up to the highest platform in the middle. Place the jar block on the very left edge and then jump into the tunnel on the left.

Ride the moving platform down to the bottom and kick the two purple blocks to get a squishee and mug. Go back to the moving platform and enter the tunnel all the way at the top.

There will be a moving platform going from left to right at the top, but there is also a bird. Feel free to use one or two marbles to try and kill the bird, but you must keep at least three marbles.

Break through the brown blocks and kick the purple blocks to get a spotted bag and to open a secret area. Go back to the moving platform you just used and jump down about halfway to the other side. You'll see the top of the doorway below.

THIS SECRET AREA IS EXTREMELY IMPORTANT!!! You absolutely have to beat this secret area to gain access to Door 4-8. Quickly go left and break through the brown blocks, sticking to the right side. When you reach the bottom use the springs to quickly hop up and grab the last two horns, and get an extra life.

You will then appear next to a purple block, so kick it to open up Door 4-8. Hop up the springs to get back to the top, then go down to the rats.

There are several gaps on the door level, and you have to put down the fan in the second gap from the left. This gap lines up with the center of the rat platform.

Now go up and move the jar from the left edge of this platform to the right edge. Go down and pick up the left blue block. Take it and place it on the edge of the jar to create a step, then take one more blue block and finish the steps up to the trap.

Do you see how the rats keep falling in the first gap on the door level? Use the last blue block and cover that gap, and the rats will walk into the fan and get blown up. After all the rats have climbed up, pick up the jar with the rat and kick it on the right side of the trap to get the last rat into the trap.



Well, that's it. Let's get out of here.

Door 4-8

- - - - -

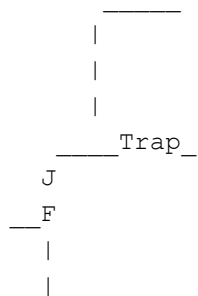
RUN TO THE LEFT AND PICK UP THE FAN BLOCK, RIGHT NOW!!! If you let the rats get blown up they'll be stuck and you'll be forced to quit.

After you've picked up the fan, kick the purple block to get some marbles. Go to the top of the pipes and drop the fan, then break through those brown blocks in the ceiling by using the marbles. You'll get pies and point items.

So, let's trap the rats. There are five jars, and five rats. Trap each rat in one jar, then drop off all of the jars on the pipe above.

Set up the fan and a jar according to this picture:

(F=Fan, J=Jar)



Now take the rest of the jars and kick them next to the trap one at a time. When all the rats have been trapped, take the last jar and break it to the left. The rat will walk towards the fan and get blown up, then land and go into the trap.

Well, that one was a bit easier. On to Door 4-9

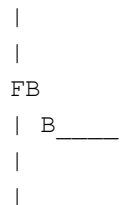
Door 4-9

- - - - -

The first thing to do is kill that annoying bird. Now go to the left tunnel and kick all of the purple blocks starting with the top ones to get point items and pies.

Go to the right tunnel and pick up a blue block to release the rats. Now go to the top-left platform of the four small ones and place the block on the left edge. Go back for the other blue block and put it on the left edge as if building steps, but what will happen is the rats will crash into this block.

(B=Block, F=Fan)



Quickly pick up the lower block and the rats will fall onto another fan that

will blow them up to another set of fans at the top.

Go up to the trap platform and place the blue block on the right edge so that you build a step between the trap platform and the small one on the right. Go down and get the other blue block.

Go up to the very top platform and use the blue block to stop the rats. Try and wait for the rats to be going to the right. The rats will then start walking and they'll make their way to the trap.

That was fairly easy, so let's go back to the door and exit.

Door 4-10

- - - - -

Start by going to the right and going down the long steps. Eventually you'll see a column of brown blocks in the ground, so stand on them to break through.

Grab the blue block, then kick all of the purple blocks on the left to find point items, a burger, pies, and a special purple block that opens Door 4-11. Use the spring to get out of here.

If you go up the steps you'll see a small green platform up in the air. Jump on this platform. Now jump onto the spring on the right. DO NOT hold the jump button. Just jump on it then jump to the next three by just hold Right. Once you get to a spring with a high ceiling, hold the jump button.

Go over the wall and land in the middle to hit another spring, then jump over the next wall and aim for the same distance as the last spring. From here jump up to the platforms and drop off the blue block somewhere on top. Also, kill this bird right now because you'll be returning.

Go all the way to the rats by using the springs again (you really don't want to mess with the birds at the bottom), and jump into the tunnel with some jars in it. Take the jars and get all the rats trapped in them, then pick up the fan block.

Go drop the fan block over where you dropped the blue block, then do the same with all the jars. This will take a while.

Once everything is over there, set it up like this:

(B=Block, F=Fan)

```
F
  B_____
  |
  |
  |
  |
```

Kick all the jars on the right side to send the rats walking to the left. They'll all be blown straight into the trap. DO NOT fall into the big hole that is to the left of the fan and block. You will get stuck.

Only four doors to go! Let's move on.

Door 4-11

- - - - -

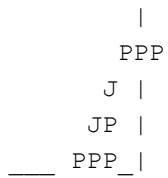
Trapping the rats is a bit complicated, so let's get all of the extras first. Kill the bird that is flying around the trap, then jump up all the way to the top-left corner of the room. Kick the purple block to get some marbles.

Walk to the left and you'll notice some rows of brown blocks in the wall. Break the blocks using the marbles to open a tunnel. Watch out for all the drops and kick the purple blocks starting with the top one. You'll get more marbles and gain access to Door 4-12.

Now go all the way to the far right, near some jar blocks and pipe blocks. Break through the brown blocks with the marbles and go through the tunnel to find more purple blocks. You'll get point items, chips, and marbles.

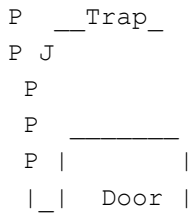
Now it's time to trap the rats. Pick up two pipe blocks from the pipes near the door and take them over to the right. Set up the pipes and blocks according to this picture:

(J=Jar, P=Pipe)



The rats will climb up the steps and go into the pipe. The pipe will then lead them to the left area with the other rats.

Now take all the pipes and jars that are here and drop them somewhere on the trap platform. Set everything up according to this picture:



So the rats will travel up the pipe and end up right there next to the trap platform, but they are blocked in so the rats will just go back down the pipe.

What you have to do is grab the other jar and stand on top of the pipe. The second a rat pops up, drop the jar. If you timed it right the rat will get pushed up and walk straight into the trap. Repeat this for every other rat that comes up the pipe.

After that is done, set the two jars on the left side of the trap. Kick the jars on the left side to make the rats walk into the trap.

All done, let's get out of here.

Door 4-12

- - - - -

Kill the bird that is flying around, then walk to the right. There's a jar there, but also a wall.

In this door there are several invisible platforms. The first ones are near the blue wall on the right. These platforms are between a column of grey-green bricks and a column of blue bricks with a design. The space between has a pitch black shadow.

Jump onto this area from the door platform to find the first invisible platform, then jump up once to find the second one. Now hold Left and jump far to the left to find another invisible platform, then jump up once more and walk right to get over the blue wall.

Fall down and kill the bird, then kick the purple blocks at the bottom to get some pies and to gain access to Door 4-13. Also pick up the jar.

Stand next to the blue wall and jump up four times. Once you're on the fourth invisible step, jump as far to the right as you can. You will land on another invisible platform.

Walk to the right to find a room full of purple blocks. Each purple block has an invisible platform, so start with the top purple blocks. Remember to kick the top blocks before kicking the ones underneath. Kick the singles blocks last.

Now go back and place the jar block under the trap platform, to build a step. All of the rats will then climb up into the trap, except for the rat that gets trapped in the jar.

Once all the rats are trapped, pick up the jar. Go back up the invisible platforms, but don't jump up to the top platform that goes to the wall. Stay on the one just below and jump to the far left.

There is a small platform high above the trap, so once you're on it put down the jar and kick it to free the rat. The rat will fall straight down into the trap.

I know it's a bit tough, but once you find all the invisible platforms it's a breeze.

Door 4-13

- - - - -

Start by using the moving platforms to get to the top and go into the tunnel. Look out for the drops and go to the right, but don't kick the purple blocks. There are some invisible platforms that go up into the tunnel.

Kick the purple block at the top to get a horn, then kick the purple blocks below to get point items, health items, and pies. That's it for the extras, so go down to the main room.

This is basically a maze of fans, but you just have to know where to put the blocks. Go down to the bottom and pick up a blue block, then jump onto the platform above the trap.

There is a rusted column to the right of this platform, and it has an left-facing fan on it. Put the blue block on top of the fan.

Now go down and pick up another block and cover the fan that is on the immediate left of the door. The rats will then walk over to the left and into another fan.

This will put all of the rats into a loop in the middle of the room. Now pick up the block at the bottom and place it on the left edge of the trap platform.

(B=Block)

\_\_\_\_\_

B\_\_Trap\_

Grab the other blue block and stand on the top platform. If you put down the block it will cause the rats to start walking to the left. After about three rats have been stopped, quickly pick up the fan and put it on top of the other block. The rats will walk straight into the trap.

Keep repeating the process until all the rats have been trapped. If some rats fall out of the loop, just use the blocks to get them back in.

Well, that's it for this door. One more to go.

Door 4-14

- - - - -

Go up one level and kill the bird, then go to the right and kick the purple block to get a spotted bag. Pick up the spring block and use it to go up TWO levels. Don't go into the second level yet, so go into the third. Also try and avoid any drops that fall down.

Go right and kick the two purple blocks to get some horns, then pick up the spring and go back to the left by using the red platforms hidden in the blue bricks. Use the spring to go up to the fourth level.

Kick all of the purple blocks in this area to get an extra life, marbles, squishee, and to close Room #4. Go back down to level three and go to the right.

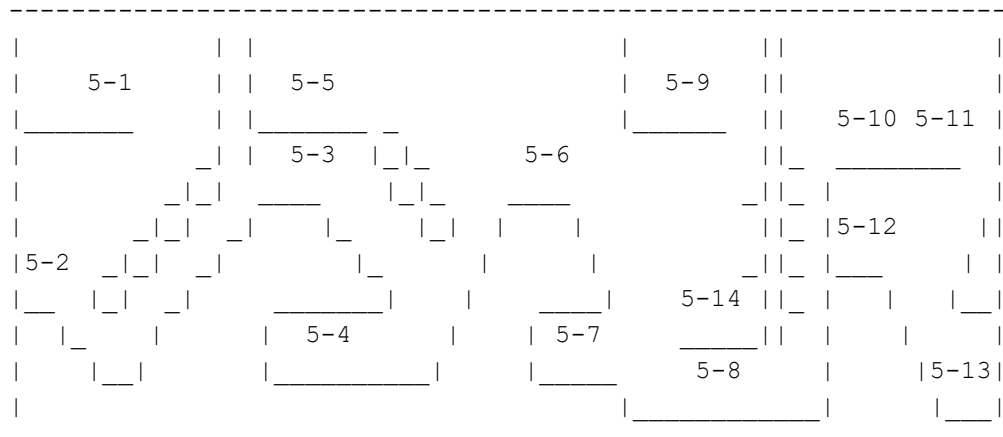
Fall down to the tunnel and you'll come out on level two. Kick those two purple blocks to get more point items, then go back to the door to exit and finally finish Room #4.

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4.5 World #5

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Door locations for Room #5.



(Door 5-10 will appear after kicking the special purple block in Door 5-8.  
Door 5-11 can only be accessed after kicking the special block in Door 5-10,  
and Doors 5-12 and 5-13 will open once the special block in Door 5-11 is  
kicked.

Door 5-14 will open once you have closed all other doors.)

Enemies in World #5 are: Snakes, aliens, flying pigs, birds

Trap assistant will be: Bart and the Slice-O-Matic

Door 5-1

- - - - -

There is a snake and some flying pigs in here, so kill them from the get go.  
Then grab the fan block on the left. Run to the right and place the fan block  
on the lower branch of the second tree, so that the rats will get blown up,  
then get blown to the left by the other fan.

Now kick the barrel block to the right five times. Use the blue blocks on the  
left to build steps up to the lower branch of the tree. Now just make sure the  
rats are on the left side of the steps and they will climb to their doom.

That was simple, let's move on.

Door 5-2

- - - - -

Grab two of the blue blocks on the left and stack them next to the three purple  
blocks on the right. Use the blocks to kick the purple blocks and get point  
items and marbles.

Use only one marble to kill that bird, then use the four blue blocks to build  
some steps. Start two spaces from the right of the pipe in the ground, and the  
last step should hang right over the trap.

(B=Block, P=Pipe)

```
      B
     B Trap
    B  Trap
   _P_B__Trap__
```

Use some marbles to break through the brown blocks above and get up there. Kick  
the purple blocks to get some point items. Then, kill the bird if you can.

Jump to the left against the wall to land on an invisible platform, then jump  
up to the top and walk right. You will walk through the wall and into another  
room full of purple blocks and jars.

Kick the purple blocks to get health items and pies, then pick up a jar. Go  
all the way back to the beginning, near the rats.

Jump into the rat area and put down the jar in the middle, never on the left.  
Take the trapped rat and put down the jar on the right side of the pipe that  
is in the ground. Make sure it is on the RIGHT side of the pipe. The rats will  
then climb up the blocks and fall in the trap.

Repeat this with the other five rats to trap them all and close this door.

Door 5-3

- - - - -

Go to the left and kill the bird flying over the trap room, then kill the flying pig flying overhead. Jump to the other roof on the left and kick the purple blocks to get more pies and a burger.

Now get the jars and build steps that go to the upper-right ledge. You will need to grab some of the lower jars to keep extending the steps. Kill the alien once you get up there.

Kick the purple blocks to get chips, a horn, and open a secret area on the right. Enter and get all of the items to get an extra life.

After that's finished, it's time to trap the rats. Get the jars and trap all of the rats inside them. Now take the jars and go into the little room on the far left. Stack some jars to kick the purple blocks and get a squishee and a mug.

Now take the jars one at a time and stand on the fan in the little room. Place the jar on the left edge of the fan, then kick it to release the rat and have it blown into the pipe. Make sure there is nothing blocking the pipe.

The rats will all go into the trap room you can leave.

Door 5-4

- - - - -

Before I begin, let me warn you that the drops will become an extreme annoyance in this door. Just wanted to make sure ya know.

Start by going to the bottom and picking up one of the blue blocks. Place it next to the purple blocks on the left so that the rats fall into the gap between the purple blocks and get trapped.

Now get a block and jump onto the third ice platform on the right. Put down the block on the right side of the platform. Go back for another block and put it on the right edge of the first block to build steps up to the fourth ice platform. Pick up the bottom block, but leave the top one in mid air.

Go to the right and fall into the spring area. Keep going right and hold the jump button to fly up into the trap area. Put down the block you have on the right side of the ice platform to create a step over the barrier.

Go back near the door and jump into the small area in the top left corner. Put down the fourth block in the middle of this platform, right under the pipe. Pick up the block that is next to the purple blocks and put it on the right edge of the block at the top, then pick up the bottom block and leave the other in mid air.

Now it's time to trap the rats. Go to the bottom and put the block next to the purple blocks again, then kick the purple block. The rats will start to walk out, so quickly pick up the block and kick the other purple block. You'll get some point items.

Rush up to the top platform and put the block next to the other one to build

some steps. Once the rats have gone over the first step, pick up that block and go to the first ice platform. Put down the block on the right side to build a step.

Once the rats have passed over this step, pick up the block and put it on the right side of the second platform to build another step.

After the rats have gone over this step, get the block again and put it next to the other block on the third ice platform. As soon as they pass over the first step, pick up the block and put it on the right edge of the fourth ice platform to build a step into the pipe.

This next part must be done QUICKLY. The absolute microsecond after the rats have entered the pipe, pick up the block and enter the spring area. Hold the jump button and you go to the right to go further, then get onto the ice platform near the trap. Quickly go into the gap on the other side of the blue barrier and put down the block at the bottom.

If all was successful, the rats will climb over the barrier and get trapped in the gap. Pick up the blue block from the platform and put it on the block inside the gap to push up the rats and lead them to the trap.

If you mess up any of this, don't worry. Just let the rats get back to the area in the upper left corner of the room and start over.

After all that mess you deserve some extras. Jump into the wall right of the trap to find a secret tunnel. Go through and then kick the purple blocks starting with the top ones. You'll get point and health items.

Go back to the area with the big ice platforms and fall down on the left side of the fourth platform. Kick the purple block near the fan to get more pies.

Go to the door to leave.

Door 5-5

- - - - -

Start off by going to the left and killing that flying pig, then jump up the trees and kill the bird. Kick the purple blocks near the trap to get point and health items. Go to the far left and kick those two purple blocks to get pies and a horn.

Pick up the blue block on the ground, then go down the tunnel next to it. Drop the blue block near the Krusty Burgers sign, then kill the two aliens along the way. You'll find the rats in a room on the right.

Pick up the three blocks to release the rats, then use the three blocks to build steps that go up to the tunnel on the left. Now, pick up a block and quickly run to the left. Put the block down on the third space from the left wall, then put another block on the left edge of the first block.

(B=Block)

```
|      ____  
|  
| B  
|_B_____
```

The rats will walk in and get trapped. Now take the other two blocks and build



some steps that go to the next platform on the right.

```
|
|
|  _____
| B      B
|  _B_B_
```

Grab a block from mini trap and put in on the platform, on the third space from the right. Grab the other block and put it down on the right edge of the block to build another one of those traps.

```
| _____ |
|           B |
|           _B_|
|           B
| _____B_____
```

Use the other two blocks to build steps up to the left platform, then build another trap to enclose the rats again. Repeat this until the rats reach the platform at the top, then use two blocks to keep the rats on the left platform.

Now, to get the rats up to the grass requires some speed and quick reflexes. Get the two blocks that make up the trap and set them up like this:

```
| _____| |
|           B|
|           B |
|           _____|
|           B   |
| _____B   |
```

The absolute SECOND that the rats pass over the first step block, pick it up and put it at the bottom of the steps that go up to the grass. If any rats fall then you'll have to go through all the platforms again, so don't mess up!

Once the rats get up to the grass, take two blocks and trap them on the grass. Pick up the other two blocks and go to the right, over that blue barrier. Cover the pipe in the ground with one block, then put the other block in front of the pipe on the right.

Now go back and wait for the rats to walk to the right, then take one of the blocks from the left and put it next to the small bush that is on the left side of the blue barrier.

The rats will now climb over the blue barrier and make their way to the right. Pick up a block again and rush over to the right, and put down the block next to the other block that you had on the right to create steps.

The rats will climb up the steps and get blown across several fans until they get stuck between two fans at the top. Take two blocks to the top of the tree and put them as if you were building steps to the platform over the trap. Wait for the rats to be on the LEFT side before putting the second block.

Once you put that second block the rats will stop and walk over the platform and into the trap.

After all this you can finally leave.

- - - - -

Kill the snake in front of you, then hop up the wooden fence and kick the first purple blocks you see. You will get some pies and a squishee.

Kill the snake on the other side of the gap, then go to the right and kill that last snake near the trap. Go back to that crumbling blue platform near the gap on top.

Stand in the middle and jump straight up. You'll land on an invisible platform. Keep going up and avoid the bird to find some more purple blocks. Kick them all starting with the top one to get point and health items. Jump back down and go inside the gap.

It's time to trap the rats. Go down to the bottom left corner to find four blue blocks. Take the two blocks that are stacked on the left to leave a gap between the wall and the two other blocks, then put one of the blue blocks next to the two that are stacked. The rats will then fall into that gap and get grouped together very nicely.

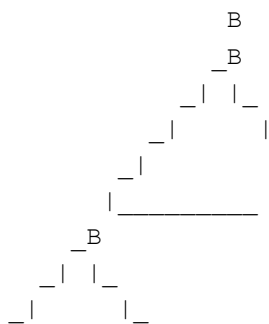
Take the blue block that was used as a step and go to the first pyramid in the middle of the room. Put the block between the bottom pyramid and the one on the right to create a step between the two pyramids.

Get another block and put it on the tip of the right pyramid, creating a wall. Now the rats will be stuck on the left side of the room.

Grab another block and go to the right pyramid. Wait for the rats to be heading back down, then pick up the block on the tip of the pyramid and put it on the right edge of the tip. Get the other block and put it on top of the first one to create another wall.

Here's what you have so far:

(B=Block)



Grab the last unused block and put it on the left edge of the tip of the top pyramid to create a step out of this place.

Now wait for the rats. As soon as the group passes over the very first block (the one on the bottom pyramid), grab that block and build a step between the right pyramid and top pyramid. If you made it in time the rats will climb up the top pyramid and go to the left.

Now just stand by and watch the rats make their way into the trap. You should know that the rats can go either way from the top of the roof and they will still end up in the trap.

All done here, so go back to the door and exit.

Door 5-7

- - - - -

Go to the left and break through the three brown blocks, then kick the purple blocks starting with the top ones to get point and health items. Pick up the jar on the left.

Go back to the top, near the barrels. There are four barrels, numbered 1 through 4 starting from the top. Put the jar on the left edge of barrel 2.

(J=Jar)

J 1  
2  
3  
\_\_4

Now go and kick barrel 1 to the left. Pick up the jar again and put it on the left edge of barrel 4.

1  
2  
J 3  
\_\_4

Go and kick barrel 2 to the left, then kick barrel 1 to the left twice.

J23  
\_1\_4

So barrel 1 is now free. Pick up the jar, then kick this barrel to the left and it will fall over the edge. Put the jar two spaces to the left of the barrel, so there must be two spaces between the jar and barrel.

\_J\_1\_

Kick the barrel to the left and it will stop at the jar. Now pick up the jar again and kick the barrel to the left five times. It will stop one space from the left wall.

Now use the jar to cover that pipe in the ground and get the rats to the left. After they have all passed over the pipe, pick up the jar and complete the steps up to the trap.

Once all the rats have been destroyed, take the jar and put it on the trap platform. Kick it from the right side to release the rat and finally complete this door.

This one was easier than the last few doors, so let's move on.

Door 5-8

- - - - -

Start by going to the far right and killing the two flying pigs near the moving platform. Then kick the row of purple blocks at the bottom to get point items, health items, and some marbles.

Hop on the moving platform and jump onto the first platform on the right. Pick up one of the fans that face up. Take that fan to the hole where the rats are trapped.

Do you see the three pipes that hang over the rat hole? Put down the fan so that the rats will get blown up into the left pipe. They will end up in the area on the right, near the moving platform.

Drop the fan somewhere on the top platforms and pick up one of the blue blocks. Use this block to cover the pipe on the bottom left and keep the rats here in the right area.

Go pick up the other blue block and go up to the top right corner. Make sure you have the marbles before going in here. Put the blue block next to the pipe, then use two marbles to break through the brown blocks.

Keep going left, over all the mess of pipes, and you'll find an area near the trap. Stand on the brown blocks to break through to the bottom, then use a marble to bust through the blocks over the trap.

Go back to the fan blocks and pick up the fan that faces to the left. Hop up to the top and put the fan block on the third space from the left.

(B=Block, F=Fan, P=Pipe)

```
  |
___F_BPPP
  | P
```

Go get a fan that faces up and fall to the ground where the rats are. Put this fan down on the second space from the right wall.

```
  |
  |
___F_|
```

Now the rats will get blown up, the left, then they will fall right into the trap.

Well, that's done. Let's go kick the last purple block. Grab any two blocks and use them to reach the purple block to the left, near the big hole. This is a special purple block, and after you kick this one go in the hole to find another purple block.

Kick this block to gain access to Door 5-10, then leave.

IMPORTANT NOTE: I don't know why, but after you defeat this door it will not close. You have to close every other door then come back and beat this one again to finally close it.

Door 5-9  
- - - - -

All right, start by killing the two flying pigs and the snake under the mushroom platforms. Then, go to the right and fall to find some purple blocks. Kick 'em all to get point and health items, and pies.

There are some hidden bushes under the tall mushroom, so just jump around to make them appear. Go back to the left and kick that barrel down to the left,

then pick up the two blue blocks and go under the tall mushrooms.

The rats will be walking around in this area. Set the blue blocks according to this picture to group the rats together:

(B=Block)

```
|
| B
|__B__
```

Now, the next part requires some speed. You need to build some steps up to the first low platform using the two blocks. Here's an illustration:

```
|
|           _____
|           B |
|_____B_|_____
```

As soon as the rats walk over the first block, pick it up and quickly get to the top of the mushrooms. There is an invisible bush next to the wall that you can use.

So quickly go into the spot where the rats entered and use the block to cover the entrance they used. This will keep them in this area between the mushrooms. Now grab the other block and put it on the right side of the first block to create some steps that go to the left.

After the rats have entered the left side, take the two blocks and quickly stack them up on top of the right platform of this part. Here's the visual:

```
           _____
           B
_____B
_____
```

After the rats have climbed up the steps, take the two blocks and build steps that go to the higher platform on the left.

```
_____
  B
  B_____
```

Wait for the rats to walk up these steps, then pick up a block and go to the left. There are two mushrooms on the far left, and under them to the right is a gap that the rats can fall through you have to put the block in that gap to cover it.

```
_____
|
|  _____
|  |
|  |_B_
|
```

Once that hole is covered the rats will walk over the wall and fall to the left, and go into the trap.

Go to the door to exit.

Door 5-10  
- - - - -

Walk across the bush blocks that appear. Now, there are some invisible blocks

on the left side of the shaft that goes up. They aren't next to the left wall, but a bit closer to the center. Hop up the invisible platforms to find some purple blocks. You'll get a mug, burger, pies, and you'll also open access to Door 5-11.

Now go to the bottom and pick up the blue block, then enter the area on the left. DO NOT fall into the first gap, instead jump over to the left side. There are some mini platforms on the left, and there is a hidden tunnel in the wall under it. Go inside and kick all the purple blocks (starting with the top ones), to get a whole bunch of horns.

Go back outside and fall to the bottom, where there is a ledge and a small gap. Put the blue block on the edge of the ledge, like this:

(B=Block, R=Barrel)

```
|           R__
|_         |
|         |
|         |
|_____ B |
         | |
         |_____Trap__
```

Now go to the hole under the bush blocks on the right and pick up the blue block that is down there. Take it back to the first block and put it on the right edge, then pick up the first block. The other block will be left in mid air.

```
|           R__
|_         |
|         |
|         B|
|_____  |
         | |
         |_____Trap__
```

Go around to the right side of the barrels. Kick three of the barrels to the left, then go back to the rat area. Get onto the solid platform (the one just above the ground), and put the block down on the right edge. This will let the rats climb up to the next platform.

Now, as soon as a rat climbs over the block, pick it up and put it next to the pipe. You will need to repeat this several times to get all of the rats into the pipe.

A fan will blow the rats to the left, and they will walk themselves into the trap.

Time to move on.

Door 5-11

- - - - -

Start by going up the tree and grabbing the fan block that is facing up. Take this block and fall into the hole on the right. There is a tunnel that goes left, and one that goes right. DO NOT enter these tunnels yet.

Fall to the bottom and you'll find yourself in a room full of drops. Kill the







get the L-Shaped pipe.

Go down to the platform where the rats are blowing around. Drop the pipe to have the rats climb onto the right, then quickly pick up the pipe and jump up to the jar above. Wait on the right edge for the rats to go up, and drop the pipe on the right edge immediately after.

Once all the rats have been trapped, take the two jars and bust them on the trap platform to get those last two rats in. Go back to the door to exit.

Door 5-13

- - - - -

Pick up one of the two jars and trap a rat in each one, then break the brown blocks near the rats to have the rats fall into a hole on the right. Place the jar in the left gap of that brown barrier on the right side to have a perfect square.

There are two barrels on the top platform. Kick the left barrel down, then kick it again to make it fall in the rat hole.

Now take the other jar and place it on the right edge of the bottom square, then kick the barrel to the left. Once the barrel is on the square kick it to the right and the jar will stop it. Pick up the jar and put it on the right edge of the barrel. After all that you should see this picture:

(J=Jar, R=Barrel)

```

      J
     _R
    J |
     | |
    __R| |__

```

Wait for the rats to be walking to the left, then pick up the lower jar and quickly put it at the right edge of the top jar. The completed steps will let the rats walk into the next area.

Pick up a jar and go into the next area. Break brown blocks to let the rats go into the lower area, then drop the jar anywhere. Now we have to get the other jar. Use the jar you have to jump over the wall and get the other jar.

Do you see that little dip in the ground that is two spaces wide? Take a jar and place it according to this picture:

```

  _ J _
  |__|

```

Go to the top and kick the barrel to the right and it will fall to the ground. Kick it to the right again and the jar will stop it next to the dip.

```

  _RJ _
  |__|

```

The next part should be obvious. You have to take the two jars and build steps starting at the right edge of the barrel. Make sure the rats are on the left of the barrel before you put the jars.

J

J  
\_R\_ \_  
|\_|

Pick up the two jars and go into the next area. Place one jar on the pipe, then kick the upper barrel of the two on the left. Once that barrel is on the ground, kick it to the right and it will stop next to the pipe.

Now kick the lower barrel of the two on the left. One time to the right is all it takes.

After the lower barrel has been kicked down, use the two jars to build steps that lead to the trap. The rats will then climb up and get sliced. Move the two jars back to the left side, away from the trap.

Now go up to the top right and kick those three barrels down to the left. The three barrels will stack up on top of each other. Put the last two jars near the trap and stand on the stacked barrels to slice up the last two rats.

The rats are done, so let's get the extras. Kick the purple block at the top to get some marbles, then shoot a marble straight into the wall on the right. You will break into a hidden tunnel.

Kick all of the purple blocks in this tunnel to get point and health items. Break through the brown blocks in the hole, then go to the door to exit.

Door 5-14

- - - - -

Just avoid the laser gun and go to the right. Pick up that first spring and move one space over so the drops don't hit you, then kick the blocks at the top to get pies and a mug.

Go down and pick up the spring again. Use the other spring to jump up and get the mug in the purple block, then use the spring again and go to the right.

Kill the alien, then kick the two blocks to get a horn and to kick the special block that closes Room #5.

There is more stuff on top, but you're pretty much done with the game already. Anyway, go up and kill the snakes if you have to, then kick the block on the left to get a mug.

Put down the spring and jump up to the left to get a spotted bag, then jump on the tree for a horn. Jump to the right one more time for a squishee and an extra life.

All done, so go to the door to exit and finally be done with Room #5.

---

#### 4.6 Conclusion

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After you leave Room #5 you will get a message:

GET TO THE MAIN DOOR

So, go ALL the way back to the beginning and enter the door to finally beat this game.

Thanks for playing, and...

CONGRATULATIONS!!!

=====  
===== 5.0 CODES & SECRETS =====

NORTH AMERICAN VERSION

Password		Password effect
BARTMAN		Room 1 defeated
SMITHERS		Rooms 1 and 2 defeated
SNOWBALL		Rooms 1, 2, and 3 defeated
JEBEDIAH		Rooms 1, 2, 3, and 4 defeated
_JOSHUA_		Every room unlocked, unlimited lives, ammo refills (L+R)

EUROPEAN VERSION

Password		Password effect
SKINNER		Room 1 defeated
SCRATCHY		Rooms 1 and 2 defeated
BARTDUDE		Rooms 1, 2, and 3 defeated
BOUVIER		Rooms 1, 2, 3, and 4 defeated

=====  
===== 6.0 LEGAL / MISC. =====

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6.1 Version History  
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September 4: Version 0.9

- - - - -  
Another Krusty game down the chute. Huzzah!

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6.2 Guide Credits  
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Thanks to...

1. Martin for taking an interest and redesigning this guide for the SNES. The edits were all him.
2. Matt Groening. The man created 'The Simpsons', which has been on the air for 14 years and is still going strong. Shine on you crazy bearded bastard!
3. If I thank Matt Groening, then I also have to praise the hundreds of individuals who are involved with the show. To the writers, voice actors, animators, producers, gofers, and every other person involved... thank you!
4. Wilson Lau gets mad props for his kick ass 'Bart vs. the Space Mutants' guide. It inspired me to write guides for Simpsons video games.
5. Flying Edge, Fox Williams, and Audiogenic for this game.
6. Thank YOU for reading. After all, I didn't write this for my own health...

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### 6.3 Contact Information

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The address is: [subsane@gmail.com](mailto:subsane@gmail.com)

The issue of too many e-mails isn't a problem, so we'll most likely respond to any questions (for now). But, I do delete e-mails without a subject. Put 'Krusty's Super Fun House FAQ' or something similar in the subject line.

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### 6.4 Legal Stuff

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