WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.
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WHAT'S HAPPENING ON KLOWN PLANET?

UH OH, BIG TROUBLE ON KLOWN PLANET! BLACKJACK, THE INFAMOUS SPACE PIRATE, HAS KIDNAPPED KING KLOWN’S BEAUTIFUL DAUGHTER, PRINCESS HONEY!

BJ PLANS TO HOLD HER CAPTIVE ON HIS PIRATE PLANET UNTIL KING KLOWN ABDICATES HIS THRONE AND CROWNS BLACKJACK AS KING OF KLOWN PLANET! WHAT A MESS!

THE FRANTIC KING KLOWN SENDS OUT A ROYAL DECREE TO THE BRAVEST, SMARTEST, STRONGEST, MOST COURAGEOUS HERO IN THE LAND TO SAVE HIS DAUGHTER.

UNFORTUNATELY, HE WAS BUSY, SO KID KLOWN ANSWERED THE PLEA FOR HELP. EVER SINCE KID KLOWN WAS A SCRAWNY, AWKWARD, UNCOORDINATED LITTLE BOY, HE WANTED TO BE A HERO. NOW THAT KID’S A SCRAWNY, AWKWARD, UNCOORDINATED YOUNG MAN, HE HAS HIS BIG CHANCE TO PROVE HIMSELF!

HELP KID SAVE THE DAY!
Insert your Crazy Chase game Pak into your Super Nintendo Entertainment System with the game Pak label facing forward.

Turn on the power, and the Kemco logo screen will appear. You'll see Kid Klown hoist himself atop the Kemco logo, but he's such a klutz he can't keep his balance!

Don't touch anything if you wish to see the Intro sequence and demo play.
PRESS THE START BUTTON ON CONTROLLER ONE TO GO ON TO THE INTRO SEQUENCE.

PRESS START AGAIN TO BRING UP THE CRAZY CHASE TITLE SCREEN.

PRESS START ONE MORE TIME TO BEGIN THE GAME!
CONTROL PAD (DEFAULT TYPE A)

UP
Slow Kid down to stop!

DOWN
Speed up Kid to run forward!

RIGHT & LEFT
Use these to steer Kid right and left to dodge obstacles as he stumbles down the path.

If you run into an obstacle or trap, quickly tap right and left repeatedly on the control pad to speed up his recovery!
## Controller Setup

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Button</td>
<td>Not Used</td>
</tr>
<tr>
<td>B Button</td>
<td>Jump!!!</td>
</tr>
<tr>
<td>X Button</td>
<td>Not Used</td>
</tr>
<tr>
<td>Y Button</td>
<td>Not Used</td>
</tr>
<tr>
<td>R Button</td>
<td>Not Used</td>
</tr>
<tr>
<td>L Button</td>
<td>Not Used</td>
</tr>
<tr>
<td>Start</td>
<td>Starts game, exits demo and cut-scenes, pauses game</td>
</tr>
<tr>
<td>Select</td>
<td>Not Used</td>
</tr>
</tbody>
</table>
CONTROL KID KLOWN THROUGH FIVE MADHOUSE STAGES TO SAVE PRINCESS HONEY KLOWN! IN EACH LEVEL, BLACKJACK'S DONE HIS DARNEST TO MAKE KID'S LIFE REALLY DIFFICULT. DODGE DAMAGING OBSTACLES AND AVOID BLACKJACK'S NUMEROUS NASTY BOOBY TRAPS! IN EACH LEVEL KID SHOULD KEEP THREE THINGS IN MIND:

Collect the **Items** out of the floating **Balloons** by jumping up and pulling on the balloon string. Most importantly, there are four **Special Items** (**the card symbols:** ♥ ♦ ♠ ♣) that **Kid** must collect to get the **key** for that level. Collect all four **Special Items** and beat the fuse to advance to the next stage. **If Kid** doesn’t collect all four, but he beats the fuse, he’ll run back to the beginning of the stage. Run the stage again to try and collect the remaining **Special Items**.
Find the **Hidden Stages**! In each stage there are several secret stages that Kid can find if he’s careful. These are not required to finish a stage, but the benefits and special **Power Up Items** can make it well worth his while!

Remember, avoid the **Obstacles**, because each misstep takes away some of Kid Klown’s HP (Health Points). If Kid’s HP runs out, it’s game over.
Score

HP Meter

Fuse & Klown Meter

Special Item Symbols
HP METER

**If this runs out, it's game over!** The gauge shrinks as **Kid** hits obstacles or falls into traps.

FUSE & KLOWN METER

This shows you how far you are ahead or behind the fuse, and how far the fuse has left to burn. **It's kind of like a timer.**

COIN COUNTER

This shows how many **Klown** coins **Kid**'s collected so far.

SPECIAL ITEM SYMBOLS

This shows how many of the four **Special Items** **Kid Klown** has collected.

SCORE

This shows your score!
Stage 1: Forest

What a beautiful, serene forest... that is if you don't count the gauntlet of booby traps and obstacles Blackjack has placed between Kid Klown and the only bridge across the canyon. Rolling logs will squash him, cannons will blast him, trees will trip him and banana peels will slip him, but Kid's got to make haste anyway, 'cause the bridge has a BIG BOMB on it waiting to explode! Hurry, Kid Klown!
Blackjack and Kid Klown have come to town and the town just ain't big enough for the two of them. Kid's got to watch out for falling flower pots, construction sites, and zooming traffic in this crazy town.

Blackjack's also got a big bomb on Main Street that'll cause Kid a world of hurt if it goes off. Move it, Kid Klown!
EVER RUN AN OBSTACLE COURSE ON AN ACTIVE VOLCANO? WELL, I HAVEN'T EITHER, BUT KID KLOWN'S GOTTA! WATCH FOR FALLING BOULDERS, FLOWING LAVA, AND BURSTS OF FLAME WHILE YOU RACE TO EXTINGUISH A BOMB THAT WILL DESTROY THE MOUNTAIN PATH! STEP ON IT, KID KLOWN!
Stage 4: Ice

Arriving at the peak of Ice Mountain, Kid's got a slippery trip down to the bottom. Boy, what he wouldn't give for a pair of skis! That's okay, though, his big Klown feet will work fine for a little snow stompin'. Watch for falling icicles, big blocks of ice, oh, and try to keep from sliding off the mountain looking for the quick way down! Hustle, Kid Klown!

Stage 5: Cave

Deep within the twisted catacombs beneath the volcano lies a shortcut that will get Kid closer to his goal! Beat the fuse to keep Blackjack's Big Bomb from bringing the cave ceiling crashing down! Be careful, though, they say these tunnels are haunted. You're really close to Princess Honey now, Kid! You can hear her yelling "Hurry, Kid Klown!"
Red Balloon

These balloons have things inside 'em. Jump up and pull the string to open them up! You might find klown coins, power-ups, traps, or important special items inside!

Blue Balloon

Jump up and grab the string to get a ride on these balloons.
As the name implies, this gives you back some HP that you lost.
Collect these and spend 'em on a try at the **Bonus Stages**!

In some **Bonus Stages**, you will get more time depending on how many of these **Coins** you have. **In other Bonus Stages**, **10 Coins = 1 Chance to Win Big!**

**Special Items**

These are the **most important items** in the game! Kid's got to grab all **four** of these **Special Items** in order to complete a stage.
Super Shoes

These awesome items increase KK’s abilities. You’ll only find them concealed in secret places. Find them and see what they do!

Slow Burn

This item slows down the speed that the fuse burns, giving Kid a bit more time to look for items.

Honey Hearts

Hmm... what do you suppose these do? Can you get all of them? You can find these... oops... sorry, that’s top secret information. You’ll have to find them on your own!
Extra Continues

If Kid loses all his HP or doesn’t run fast enough to beat the fuse, you may use a continue to restart the game at the beginning of the stage you were in. If you don’t have any continues, Kid must go all the way back to stage one! Bummer!
**Kid Klown (the GOOD GUY)**

Our intrepid hero... and an unlikely one, too. The klutziest klown anywhere. Help Kid evade all of the obstacles in his path to rescue Princess Honey from the clutches of Blackjack, the evil space pirate.

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**Princess Honey (our DAMSEL IN DISTRESS)**

Beautiful and headstrong, King Klown's precious daughter was raised in the lap of royal luxury. Because of this upbringing, Princess Honey is a little bit spoiled. However, Honey's in big trouble, and it's up to Kid to save her.
**King Klown (the Concerned Parent)**

King Klown is the King of Klown Planet. A happy and beloved ruler, King Klown’s greatest treasure is his daughter, Princess Honey.

**Blackjack (the Bad Guy)**

A dastardly Space Pirate, but almost as klutzy as Kid Klown. Sometimes BJ’s booby traps will backfire on him... Blackjack will go to great lengths to despatch our hero, and keep him from reaching Princess Honey.
**Whack-a-Blackjack**

Bop Blackjack when he pokes his head up and earn HP and extra continues! Careful, though, don’t bop honey or kid by mistake!

Use the control pad to move the fist over the hole you wish to bop, then press the B button to let ‘em have it!

Every coin you collect during the regular game stage will give you one second on the bonus game timer.
Air Hockey

Try to get the puck past Blackjack’s paddle and into his goal, while keeping it out of yours!

Use the Control Pad to move your paddle up and down. Press the B Button just as the puck hits your paddle to take a Hard Shot at Blackjack’s goal!

For every 10 coins you collect during regular play, you get one extra puck to play with!
**Hints and Tips**

- **If you have trouble controlling Kid as he runs down the path, try holding the controller at a 45-degree angle when using default controller Type A.** For example:

  ![Controller Illustration]

  **Then, up on the control pad would slow Kid down to stop, down would move Kid forward on the path, and left and right on the control pad would move Kid to his left and right. The B button would still make Kid jump. Keep practicing to master Kid’s control!** At the Crazy Chase title screen, use the control pad to move the tiny Kid Klown to "Options" to try other controller layouts. Press the **Start button**. Use the control pad to choose a controller layout. Press the **Start button** to select the desired controller layout and to return to the title screen.

- **Sometimes, if you’ve got lots of HP, jumping into a spike filled pit, or into the rushing waters of a river isn’t as bad an idea as it sounds!** Try it out to see what I mean...

- **Try completing all the levels on the first try...you may get something special!**
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