



2 Characters

3 Game Operations

4 Starting the Game/Game Over

5 Game Screen

Basic Rules

Game Items

Bonus Games

The Game Stages

# Good luck, Kid Klown! Don't fall for Dirty Joe's evil tricks!

As ruler of Planet Klown, King Klown must confront the toughest political issue of his entire clown career: His daughter insists on being anything but a traditional princess.

Then one day Professor Popquizz of the Royal Academy visited the troubled King.
"Sire, perhaps the Princess needs a little enlightenment in manners. Why not disguise her identity and enroll her at Our Lady of Perpetual Study?"

"An excellent idea!" the delighted king exclaimed. "That's exactly what we'll do!"

Of course, the Princess had her own ideas. "No way! I'm outta here! I'm ditching this crummy castle and I'm going to find an intelligent and emotionally secure boyfriend!"

# The galactic chase begins! It's up to you to help Kid Klown.

# Princess Honey

Subjects refer to Princess
Honey as the "Beautiful Flower
of Planet Klown." Of course,
nobody ever tells her this to her
face. They're afraid that she'll
punch them.



Kid Klown is the hero of our story.
Energetic in a bungling sort of
way, Kid Klown believes in justice.
An innocent Klown from a tiny
town, he arrived to work at
the royal castle with big
dreams and plenty of
optimism. Of course, he's a
little too shy to tell folks about
those dreams ...

# Dirty Joe

Even the barking seals on Ice Planet shiver when they hear the name Dirty Joe. As the leader of the legendary space pirates, Joe redefines the meaning of despicable scum. He's tough, but probably not as tough as Princess Honey.



# Game Operations



Control Pad - Move Kid Klown.

Up - Slow down

Down - Speed up

A Button - Jump

B Button Press rapidly to escape from traps.

START — Pause game.

SELECT — Not used.

L and R Buttons - Not used.



# Starting the Game

Insert the Game Pak into your Game Boy
Advance™ and turn it on. Wait for the title screen
and then press the A Button to access the menu
selection screen. Choose "NEW GAME" to start a
new game. If you want to continue from where
you last left off, select "CONTINUE". Your game
progress is automatically saved whenever you
complete a stage.

Chaosing "NEW GAME" delates the progress
seved for a previously seved journ.





Your game ends whenever Kid's HP drops to O or if you fail to reach the stage goal before time runs out. To restart from the beginning of the current stage, select "YES" at the "Continue Game?" prompt.







### Cards

Displays cards collected by Kid Klown.

### Coins

The total number of coins collected in the stage.

Kid's power level. The game ends if it drops to 0.

HP

### Fuse

The length of fuse left before time runs out. Kid always moves in one direction—from the top left on the screen to the bottom right. If you see something you want, grab it. There's no way to return to pick up an item.

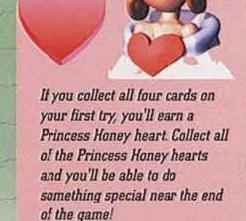
# Basic Rules

Move fast or the fuse will reach the bomb at the end of the stage and explode!

Dirty Joe left a big bomb at the end of the stage! Run ahead of the burning fuse and beat the flame to the finish. If you don't get there first, the bomb will explode and the game will end!

### Collect the Four Cards.

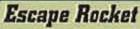
Your first priority in every area is to reach the goal and avoid Joe's traps. Collect all four types of cards (club, heart, diamond and spade) along the way so you can escape in your rocket ship. At the end of a stage you'll receive a key used to reach Princess Honey. If you arrive at the goal without one or more of the four cards, you'll end up back at the beginning of the stage. You can't leave in your rocket until you have all four cards!



## Game Items

### Red Balloons

You'll usually find cards or coins hidden in balloons, but sometimes you'll find a booby trap! Be careful!



You can blast off after you find all four cards. This recket will take you to the next exciting planet!



### Coins



Collect as many coins as you can and you'll earn a chance to play a bonus game. The more you collect, the more chances you'll have to play and win!

### Big Bomb

This is the Big Bomb at the end of the stage. If it goes off, the game is over!











You can find four types of cards in every stage: Clubs, hearts, diamonds and spades.

## HP Balls



These balls replenish Kid's HP power.



### Key

Collect all four types of cards to earn this special key.





Collect the target number of coins in each stage to earn a chance to play a bonus game! If you earn a good bonus game score, you can replenish your HP.

### There are four kinds of bonus games:









Joe Slapping Game Air Hockey

Kick the Bomb Game

Darts Game

### You can also collect coins in mini-games!

Finding Princess Honey is easier if you collect as many coins as possible. Never miss the chance to play a mini-game. Random events and hidden surprises may transport you to these short contests. The more you play, the more chances you'll have to earn coins.





# The Game Stages



Stage 1 The Forest

Rolling logs, flying axes... keep moving or you'll make your own environmental impact statement!



2 The Volcano

Run from the rolling boulders! The volcano is about to erupt! Dodge the flowing lava and blazing fireballs.



Stage 3 The Trolley

It's a runaway ride down the mountain! You can jump, but you'll need to stay on the tracks to finish this trip.



Stage 4 GB

It's almost impossible to stop anything that moves in this chilly world of smooth, slippery ice. Step carefully and watch out for sliding blocks!





### The Game Stages



Stage 5 The Gave

Sunlight never reached the interior of this dark cave. It's so eerie and dark you might think that there is something behind you... like a ghost!



Stage 7

The City

This bright cheerful city might look like an urban paradise, but you'll need to dodge hazards like flowerpots and manholes.



Stage 8 The Castle

Enjoy the red carpet treatment in the Castle! Too bad your host couldn't do anything to stop the flying spears and rolling balls!



Stage 6 Snow

Hop on the sled and fly down these snow-covered slopes! Soar off ski jumps and catch incredible air!





KOTOBUKI SYSTEM CO., LTD

2-6-3 HONDORI, KURE-SHI, HIROSHIMA, 737-0045 JAPAN

© 1994-2002 KEMCO/TONG KING SHOW/Directed by Kenji Terada