

= Kid Klown in Crazy Chase =

Kid Klown in Crazy Chase (?????????????????? , Kiddo Kuraun no Kureij? Cheisu) is a platform video game developed and published by Kemco for the Super Nintendo Entertainment System . It was released in North America in September 1994 , Japan on October 21 , 1994 and in Europe in 1994 . The game features the Kid Klown , the player character who is tasked with rescuing the Princess Honey from the villain Black Jack . Players view gameplay from an isometric perspective as Kid Klown pursues a lit fuse in order to stop it from reaching a spade bomb . The game was re @-@ released for the Game Boy Advance and features 11 new levels , four mini @-@ games , and a multi @-@ player mode . The re @-@ release was released in Europe and North America in October 2002 , while a release in Japan was planned but ultimately canceled . It was met with mixed reception from critics , who found it to be inferior to other games of its type .

= = Gameplay = =

Players control the player character Kid Klown as he attempts to rescue Princess Honey from the villain Black Jack . The game 's graphics are presented in an isometric view as Kid Klown automatically moves down a path to thwart Black Jack 's plans of blowing up one of his spade bombs in each level . Various obstacles cause Kid Klown to slow down if they collide with him ; if Kid Klown does not make it to the bomb in time or if he is hit too many times , the level is lost . The game consists of 5 stages . In each stage , Kid Klown must find all 4 card suit orbs and stop the bomb to complete the level . At the end of each stage Kid Klown gets a key which in turn at the ending could be of use to unlock Honey 's cage. if the player gets all 4 orbs in the very first turn , Kid Klown also gets a Honey heart . After the fifth stage Kid Klown must find the correct lock out of the 10 locks to unlock Honey 's Cage .

There are 3 endings to the game :

Good Ending : The player has collected all five Honey hearts and saved Honey from the cage .

Average Ending : The player saved Honey , but did not get all five Honey hearts .

Bad Ending : The player failed to save Honey .

In the Game Boy Advance re @-@ release , the developers added 11 new levels and four unlockable mini @-@ games , as well as a multi @-@ player mode .

= = Development and release = =

Kid Klown in Crazy Chase was developed and published by Kemco for the Super NES and Game Boy Advance platforms . While the Super NES version was first released in Europe in 1994 , in North America in September 1994 , and in Japan on October 21 , 1994 , the Game Boy Advance re @-@ release was released in October 21 and 23 , 2002 in Europe and North America , respectively . The Game Boy Advance version was first revealed at E3 2001 , where Kemco commented that the current build was 60 % complete and would be released in Summer 2001 for Japan and November 2001 for North America . Both releases were delayed several times and the Japanese version ultimately canceled . Before release , it was featured at both E3 2002 and the 2002 Tokyo Game Show .

= = Reception = =

Kid Klown in Krazy Chase received mixed reception . It holds an aggregate score of 64 @.@ 17 % on Game Rankings based on three reviews . Author Andy Slaven wrote that the only problem with the game was its " strange " three @-@ quarter perspective . Nintendo Power gave it a 3 @.@ 375 out of 5 . Electronic Gaming Monthly gave it a 7 @.@ 6 out of 10 , summarizing that " this one requires a lot of skill and technique , but the various antics and animations (especially on Kidd 's enemy) are incredibly lifelike and make this one of the better games around . " IGN called the Super NES version overlooked and described it as a " zany " game that " boasts stellar colors and some

really frantic animation " . Eurogamer 's Tom Bramwell described the video game J.J. & Jeff as a " poor man 's Plok / Kid Klown in Crazy Chase / Putty Quest / etc " . Edge compared Let 's Tap to Kid Klown due to the similar challenges found in Let 's Tap 's multi @-@ player mode . Nintendo Life 's Andrew Donaldson commented that while not a bad game , there 's no reason to play it due to a lack of levels and an abundance of games that do what it does better .

The Game Boy Advance version was met with similar reception . Nintendo Power gave it a 3 @.@ 2 out of 5 , lower than the Super NES version 's score . IGN noted that the Game Boy Advance version " gave both good and bad impressions about Kemco 's abilities to port SNES to the handheld " and that the multi @-@ player mode will get it its " dues " . They gave specific criticism to the early build of Crazy Chase due to the stiff controls and delayed jump . They also criticized the animation for being less fluid than the Super NES version 's . GamePro 's Fennec Fox called the Super NES game " semi @-@ obscure " , while fellow GamePro writer DJ Dinobot criticized the Game Boy Advance 's preview build for Crazy Chase for its controls were " harder to steer than a 1976 Pinto with a flat tire " .