

CIRCUS GAMES - AMSTRAD

LOADING: Cass: Type RUN* and press ENTER twice.

Disk: RUN*CG*

On loading press Fire Button or Space Bar to advance to main Option Screen.

Select 1 or 2 players using Space Bar. Then move finger pointer to keyboard or joystick option using Key A. Press Space Bar for Joystick Option or continue using keys Q and A to move pointer to next Option.

Options Screen 2.

Select individual events or compete in the Full International Competition. Enter players' names with Joystick selecting letter with Fire Button, or Keys O and P when on Keyboard Option.

ESC - Aborts a game at any time.

*** * * TIGER TRAINING * * ***

A large cage is placed in the centre of the Ring - the door opens and in bound three great Bengal tigers. You, as the Trainer, have to get all three big cats to perform a series of tricks without being devoured by the magnificent animals.

The game is split into three sub-Events:

1. Persuade the animals to lie down then turn your back on them for 9 seconds without being attacked.
2. In this trick coax the tigers to cross to the other side of the cage and remain in a sitting position.
3. The final trick is to get the three tigers in turn to pass through a large tube then sit on a stool. From the stool make the animals sit or lie down on the left hand side of the cage in a line - one behind each other.

CONTROLS:

Left & right	Moves Trainer left or right
Down	Makes Trainer turn his back to tigers
Up	Trainer threatens with chair
Fire	This makes the Trainer crack the whip in the direction of the other controls being pressed. If no direction is specified then the whip will go straight forward. The tiger being controlled will move in the direction of the whip, unless seated or lying down.
Whip Action	The whip and chair control the nearest tiger. If the tiger is standing up then the whip will make the tiger move in that direction. If no direction is given then the tiger will be warned and do nothing.
Chair Action	If a tiger is attacking, then the chair may be used to fend off the attack but this can only be used <u>twice</u> . If the chair is used without an attack in progress then a tiger in range will attack.

Attacks

A tiger will attack you if it hasn't been given a command for a fairly long time. Also, a tiger will be more likely to attack if given a whip command it cannot perform, such as a walk left when it is lying down.

* * * TRAPEZE * * *

The action takes place high up above the Ring, without a safety net. The crowd is captivated by the flyers every movements.

The game is split into three sub-events:

Trick 1 - You must catch the trapeze and gain enough height to be able to jump onto the other trapeze. Once on the trapeze furthest from the platform you must then swing and jump back to the first trapeze, and from there jump back onto the platform.

Trick 2 - This event is the same as Trick 1, but during the jumping from one trapeze to another, you must perform a somersault and a 360° spin. These can be done in one flight, or in separate jumps.

Trick 3 - As before you must jump from one trapeze to the other and perform a double somersault.

CONTROLS:

Left & Right Make you swing higher by using them in the following way: When swinging right you press right, this will extend your legs. When swinging backwards you must keep the left control pressed.

Fire When you are standing on the platform, this will let you grab the trapeze. If you are on the trapeze, then you will let go of it. If left control is being pressed then you will do a spin, or if right control is being held down then a somersault will be the result. The same will happen if you are in mid-air and fire is pressed with either left or right. To catch the trapeze you are heading for, you just have to make sure that the man's hands are in the right place at the right time.

* * * TIGHTROPE * * *

The high wire walker must perform a series of tricks, including somersaults, flips and riding a silver unicycle to conclude the performance.

The event is split into 3 sub events:

Trick 1 - The first trick you must attempt is to cross the high wire, doing a somersault in the centre. When the end is reached you must then walk backwards, again doing a somersault.

Trick 2 - In this event you must cross the wire on a unicycle to the end and then back again.

Trick 3 - Cross the tightrope, performing a forward flip in the centre. After reaching the end you must then walk backwards, again performing a flip.

CONTROLS:

- Left & Right** - These controls tilt you to either side respectively.
Up - Walk forward.
Down - Walk backwards.
Fire - Somersault or forward flip, depending upon which trick is being attempted.

NOTE: If you lean too far to either side during an attempt then you will lose your balance and fall. Straight after a somersault or forward flip, you can lose your balance very easily, this is made less so if fire is pressed upon landing.

*** * * TRICK HORSE RIDING * * ***

The rider must perform a series of tricks whilst mounted on the horse cantering around the ring.

The event is split into four sub-events:

Trick 1 - You must make the girl jump on the horse from the platform and get around the ring once, i.e. back to the start point. You must also avoid getting knocked off the horse by custard pies thrown by the clown.

Trick 2 - This trick involves grabbing a ball lying on top of a platform and throwing it into a hanging basket.

Trick 3 - In this event you must jump through each hoop around the ring. If you should miss one then you will have to keep on trying until it is conquered.

Trick 4 - To complete this last event you must grab the ball hanging from the post and knock the clown down by throwing the ball at him, also avoiding the custard pies being thrown by the clown.

CONTROLS:

- Left** - Speed up horse
Right - Slow down horse
Up - When girl isn't seated on the horse then she will reach upwards, or she will stand up if she is seated.
Down - If the girl is on the horse and standing then she will sit down. If the girl is off the horse and standing then she will reach downwards.
Fire - If the girl isn't seated on the horse then she will perform a somersault otherwise she will drop off the horse if already seated, unless she is carrying the ball and if so the ball will be thrown, it's speed and distance according to the horse's speed.

NOTE FOR ALL GAMES:

If fire is pressed during the display of a speech bubble, then the next part of the game or display is entered, cutting short the speech. The same applies to any short pieces of animation.

Having completed the International Competition rewind the tape to the beginning and press **PLAY** to load Menu section and see your High Score.