



CIRCUS GAMES

Instruction Manual



RINGLING BROTHERS BARNUM & BAILEY
CIRCUS GAMES

Game Instructions

LOADING:

PC:

Insert disk into Drive A and type GAME then press RETURN/ENTER. Once the Opening Screen has loaded press FIRE (SPACE BAR) to advance to the Options Screen.

Select Number of Players by using UP/DOWN - RIGHT/LEFT keys. This will be highlighted during selection. Select Human, Computer, or None Players. Select skill level of computer player from Star, Veteran, Student or Hopeless. Type in Name and City then proceed to next Option Screen.

Default Controls: Space Bar to Fire keys on numeric keypad:
8 - UP 2 - DOWN 4 - LEFT 6 - RIGHT

Press FIRE to continue.

Select:	PLAY GAME	CONFIGURE KEYS
	LOAD HI-SCORE	SET UP JOYSTICK
	SAVE HI-SCORE	

The Event Screen is set on Full International Competition if you wish to practice or play only specific Events after selection.

F1/F2 - Sound ON/OFF	F7/F8 - Pause ON/OFF
F3/F4 - Music ON/OFF	F9/F10 - Low/High Screen Intensity
F5/F6 - Keyboard/Analogue Joystick	

Commodore 64

Cass: SHIFT + RUN/STOP
Disk: Type LOAD"*",8,1

ST/Amiga

Insert Disk 1 into drive and switch ON the computer.

Once the Opening Screen has loaded press the Fire Button to advance to the Options Screen.

Select Number of Players by moving joystick left or right over the number of players required. This will then be highlighted. Follow the same procedure for Players 1-4.

Select human or computer players.

When completed press Fire Button on "Done" and type in name, then press Return, then the same for City. Once the names and cities have been selected highlight "Done" or you may change your selected players by highlighting "Reselect". This will take you back to the start of the Options Screen.

Commodore and ST/Amiga

Events Screen - Move joystick backwards or forwards to select events. You can compete or practice the four major events individually or enter the International Competition where the judges will assess your performances to go into the prestigious "Hall of Fame".

* * * TIGHTROPE * * *

The walker must perform a series of tricks on the high wire, including handstands, 180 degree spin cartwheels and flips before mounting the silver unicycle to conclude the performance.

The performer commences walk automatically, press Up key to continue walk whilst at the same time keeping the walker's balance with his pole by moving right or left keys. There are two views of the action - one overhead, the other from the side. The Event is split into three sub-events.

Event 1 - The walker must cross the wire performing a somersault or can do more tricks if so desired.

Event 2 - The walker crosses the wire performing a handstand and cartwheel - again can perform more if desired.

Event 3 - Ride Unicycle both across the wire and back again.

CONTROLS:

To perform:	A Somersault	- Forward and Fire
	A Handstand	- Left and Fire
	A Cartwheel	- Down and Fire
	A 180 degree spin	- Right and Fire

When landing on the wire after performing a trick, press Fire instantly otherwise a loss of balance will occur and result in a fall to the sawdust below.

PC SCORING:

You start with 5 points.
You gain .5 points for Event 1.
You gain 1 point for Event 2.
You gain 2 points for crossing on the unicycle on Event 3.
Minus .2 points for losing balance.
Minus 1.5 points for a fall.

C64 & ST/AMIGA

SCORING:

You start with 50 points.
You gain 10 points for each trick.
You gain 25 points for crossing on the unicycle.
15 Bonus Points for returning to Start Platforms unaided.
Minus 2 points for losing balance.
No points for a fall.

* * * TRICK HORSE RIDING * * *

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

The display at the top of the screen shows the rider's balance. To stay on the horse keep the arrows in the center of the display. The display at the bottom of the screen depicts the position of the horse as it circles the Ring.

When the rider walks on, press Fire to commence the jump onto the back of the horse.

The event is split into three sub-events of competition:

Event 1 - From the saddle position jump either side of the horse and stand on saddle.

Event 2 - Perform a handstand and a somersault.

Event 3 - Whilst standing perform a 180 degree spin in both directions and a handstand.

PC CONTROLS: To keep your balance move Left and Right in line with Balance Display Meter.

UP	- To Stand
DOWN	- To Sit
DOWN + FIRE whilst seated	- Handstand
LEFT + RIGHT whilst seated	- Jump to Left
RIGHT + FIRE whilst seated	- Jump to Right
UP + FIRE whilst standing	- Somersault
LEFT + FIRE whilst standing	- Left Spin
RIGHT + FIRE whilst standing	- Right Spin

PC SCORING: You start Event with 5 points
Event 1 - 1.1 points
Event 2 - 1.7 points
Event 3 - 2.2 points
Minus 1.5 points in a sub-event if you fall off the horse.

C64 & ST/AMIGA CONTROLS: To keep your balance move joystick left and right in line with Balance Display Meter.

Joystick UP	- To Stand
Joystick DOWN	- To Sit
Joystick DOWN + FIRE BUTTON whilst standing	- Handstand
Joystick LEFT + FIRE BUTTON whilst seated	- Jump to Left
Joystick RIGHT + FIRE BUTTON whilst seated	- Jump to Right
Joystick UP + FIRE BUTTON whilst standing	- Somersault
Joystick LEFT + FIRE BUTTON whilst standing	- Left Spin
Joystick RIGHT + FIRE BUTTON whilst standing	- Right Spin

C64 & ST/AMIGA

SCORING: You start Event with 50 points.
Events 1 & 2 - 15 points for each correct trick performed in correct Event.
10 points if correct trick is performed in the wrong sub-event
Minus 1 point for balancing problems.
No score in a sub-event if you fall off the horse.

* * * TRAPEZE * * *

The action takes place high up above the ring without a safety net. The crowd is captivated by their every action.

The flyer has to perform crosses and recrosses across the Arena before being joined by another flyer as the catcher.

A sequence of tricks, double or triple somersaults, mid-air somersaults and corkscrews have to be carried out under the watchful eye of the Judges, for a good score.

After the flyer has climbed the ladder to the platform, he will automatically catch the trapeze as it passes the platform. Moving the Left or Right speeds up the flyer giving him more height. Press Fire to release the flyer from the trapeze.

The event is split into 3 sub-events:

Event 1 - Swing back and forth between the two platforms.

Event 2 - Whilst flying from the trapeze perform a corkscrew and a single somersault.

Event 3 - Flying from trapeze perform a double or triple somersault whilst being caught on the other trapeze by a fellow flyer.

PC CONTROLS:

Left	- Moves flyer's legs back
Right	- Moves flyer's legs forward
Fire	- Release from Trapeze
To perform Somersault	- Right and Fire
To perform Corkscrew	- Left and Fire

PC SCORING: You start with 5 points.

Gain 1 point	- Completing Event 1
Gain 1.5 points	- Completing Event 2
Gain 1.5 points	- Completing a double somersault
Gain 2.5 points	- Completing a triple somersault
Lose 1.5 points	- Each fall

A flyer can only be credited with either a double or a triple somersault but not both.

C64 CONTROLS:

Joystick Left	- Swings Trapeze left
Joystick Right	- Swings Trapeze right
Fire Button	- Release from Trapeze
To perform Somersault	- Joystick Up and Fire Button
To perform Corkscrew	- Joystick Down and Fire Button

ST/AMIGA CONTROLS:

Joystick Left	- Moves flyer's legs back
Joystick Right	- Moves flyer's legs forward
Fire Button	- Release from Trapeze
To perform Somersault	- Joystick Right and Fire Button
To perform Corkscrew	- Joystick Left and Fire Button

C64 & ST/AMIGA

SCORING: You start with 50 points.

Gain 10 points	- Completing Sub Event 1
Gain 15 points	- Completing Sub Event 2
Gain 15 points	- Completing a Double Somersault
Gain 25 points	- Completing a Triple Somersault
Lose 6 points	- First fall from trapeze
Lose 11 points	- Each additional fall
Lose 3 points	- A bad platform landing.

A flyer can only be credited with either a double or a triple somersault but not both.

* * * 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, jump through a flamping hoop, jump onto a podium and walk through a tube on the obstacle course without being devoured by the magnificent animals.

PC Controls

The Trainer holds a chair in his left hand to defend himself and calm the tiger if he is put under threat. The chair is operated by left and Fire.

In the Trainer's right hand is a whip, this is used to move the animals to your selected position. The whip is controlled by right and Fire.

The Tiger Head Cursor is controlled with Left/Right, Up/Down. This is used to show the direction that the whip is directed. If the Tiger's Head Cursor enlarges it indicates a direct hit on the animal. This is dangerous and unnecessary as it will only annoy the big cat and cause a threat or major threat and eventually an attack.

To direct Tigers, place tiger's head in direction you want the animal to turn then crack the whip, until it is fully extended.

C64 Controls:

Only human players can compete in Tiger Training not computer players.

Pressing Fire Button opens the door to the tigers and starts the performance. The Trainer holds a chair in his left hand to defend himself and calm the tiger if he is put under threat. The chair is operated by Space Bar. In the Trainer's right hand is a whip, this is used to move the animals to your selected position. The whip is controlled by Joystick Fire Button.

The Tiger Head Cursor is controlled with Joystick movement. This is used to show the direction that the whip is directed. If the Tiger's Head Cursor enlarges it indicates a direct hit on the animal. This is dangerous and unnecessary as it will only annoy the big cat and cause a threat or major threat and eventually an attack.

ST/Amiga & Controls:

Only humans can compete in Tiger Training not computer players.

Select Mouse 'M' or Joystick 'J'.

Pressing Fire Button opens the door to the tigers and starts the performance. The Trainer holds a chair in his left hand to defend himself and calm the tiger if he is put under threat. The chair is operated by left hand mouse button or Space Bar. In the Trainer's right hand is a whip, this is used to move the animals to your selected position. The whip is controlled by right mouse button or Joystick Fire Button.

The Tiger Head Cursor is controlled with Joystick or Mouse movement. This is used to show the direction that the whip is directed. If the Tiger's Head Cursor enlarges it indicates a direct hit on the animal. This is dangerous and unnecessary as it will only annoy the big cat and cause a threat or major threat and eventually an attack.

DISPLAY METERS:

At the bottom of the screen are three rectangular Threat Meters, one for each tiger.

Half filled meter	- Threat
Full meter	- Major Threat

The 'Threat' can be reduced by correctly using the chair, otherwise an attack will take place.

C64 & ST/Amiga: A two minute timer is displayed at Top of the screen.

TO GAIN MAXIMUM SCORE:

To achieve the maximum score get all three tigers to independently complete the full obstacle course in obstacle order without incurring penalty points (Commodore and ST/Amiga are given two minutes to complete course).

PC SCORING: You start with 5 points base score.
Then 1.5 points for the first two tigers that complete the full obstacle course.
2.0 points for the third tiger.
Minus .1 point for an ineffective whip command.
Minus .4 points for hitting the tiger with the whip.
Minus .5 points if a tiger makes a major threat.
Minus 1.5 points if you are attacked by a tigers.

C64 & ST/Amiga

SCORING: You start with 50 points base score.
Then 10 points for each tiger that completes the full obstacle course.
Minus 1 point for an ineffective whip command.
Minus 4 points for hitting the tiger with the whip.
Minus 5 points if a tiger threatens you.
Minus 10 points if a major threat occurs.
A bonus is awarded if all the tricks are completed within full time

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PC Players:

Once you have completed the International Competition and your final score is greater than one of the existing High Scores, then the Ringmaster will announce your inclusion in the High Score Table.

ST/Amiga Players:

Once you have completed the International Competition and your High Scores are higher than the present scores in the Hall of Fame, you will be honoured by a rendition of "He's a Very Good Fellow". To save this High Score, press Fire Button on Joystick and wait a few moments for saving to be completed to the disk.

