

BIGTOP BARNEY

Joystick in Port 2

LOADING: Hold down shift and tap RUN/STOP to load game.

Instructions

Barney is the circus clown, and he must perform in four death-defying acts to win the applause of the crowd. The acts range from easy to difficult, and the player may choose any one at the start of a game.

Selection Screen

There are four small pictures in boxes, depicting the four acts available. Using left and right, move Barney into the appropriate box and press "Fire". The act will now start.

Act Number 1 - Easy

Barney must walk 100 metres along a tightrope. Use the fire-button to make Barney somersault over the chimps. He must also jump through blazing hoops of fire - one slip and Barney fries. Barney can also jump up and collect the occasional money bag for bonus points.

On higher difficulty levels, the money bag is replaced by a golden egg. This is worth more points, but if the bird hatches out, it can knock Barney off the tightrope and there's no safety net! The number of points awarded depends on how spectacularly Barney jumps.

Continued on reverse side

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**INTERCEPTOR
MICRO'S**

Lindon House, The Green, Tadley, Hants.

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Bigtop Barney

64

**INTERCEPTOR
SOFTWARE**

Bigtop Barney



SUITABLE FOR THE
commodore 64

Bigtop Barney

Act 2 - Okay

Barney must collect ten balloons arranged on a network of platforms, but the circus strongman 'OTTO' does his best to foil Barney. Barney can run left and right, and fall a maximum of one level. He can also go upstairs by standing in front of them, and pressing "Up".

He can also jump straight up onto the next level, but this uses up a lot of stamina and watch out for those spikes!

(Jump up by pressing "Down" and then releasing the joystick).

Barney can also run at double speed if you keep the fire-button pressed down, but again this uses up more stamina. Be careful to avoid the beach-ball used by the mischievous seals.

There is also one special balloon, and if this is collected, you earn double points each time. The sixth special balloon collected would score 1500 points! (Special balloon flashes).

Act 3 - Hard

Barney rides a unicycle over a 100 metre long assault course of wooden platforms. If Barney hits the front of a platform, he falls off. He also loses a life if he jumps, and fails to bounce on a platform. The more bounces per jump, the more points scored. Barney can go underneath the tallest platforms, but watch out for the retracting platforms.

Barney bounces on platforms by landing on top of them. The finishing platform is preceded by a large "Home" sign. Do not miss the platform, as you get only one chance.

Act 4 - Hardest

Barney's acrobatic skills are stretched to the limit as he bounces from trampoline to trampoline, making sure to avoid the fiery produce of the fireaters.

One of the platforms, CHESTER the lion-cub is locked in a cage. Barney must collect six keys, one after the other, and go to the cage to free CHESTER

Barney can use the vertical conveyor belts at the sides of the screen, and step off onto a platform.

Above the top platforms, two trapezes swing to and fro. These can be mounted only at the precise moment by moving onto a trapeze and pressing the fire-button. Fall off the trapeze by moving the joystick in the correct direction and pressing the fire-button.

The keys can either be stationary or on one of the conveyor belts.

The number of keys already collected is shown by a large key forming at the top right-hand corner of the screen. This flashes when you should go to the cage.

Barney dies if he touches fire, falls to the ground off a conveyor belt or hits the spikes at the top of the screen.