

Roll up! Roll up!
Ladies and Gentlemen!

The famous Circus Morelli offers you the biggest and best circus attractions in the world - tightrope walking, juggling, trapezining, clown jumping and knife throwing!

Circus Attractions brings the colourful world of the circus to your computer screen. Whether you perform alone or with a friend in the two player/team mode, the unique, detailed graphics and perfect game play will fascinate you and have you quivering on the edge of your seat for hours on end.

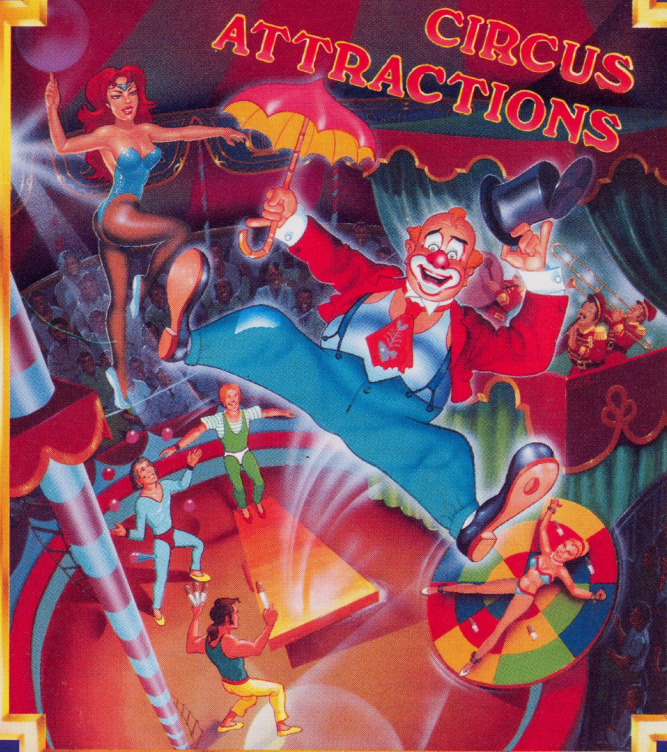
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Circus Attractions

**C 64
Cass.**



Trampolining

In order to gain height you have to use the joystick. Landing - joystick down. Jump - joystick up. Once in the air you may pull your legs up by joystick up, - very useful when attempting somersaults.

Joystick up/down: Bouncing on tampline, or in the air legs pulled up or stretched.

The circus visitors get bored by watching trampoline artists just jumping higher and higher. The visitor's interest is shown by column logo. Should their interest sink to null, the act will then be ended. In order to entertain them, it's important to build in somersaults etc. in your jump. A somersault left is started by joystick/left, in the air, fire-button pressed slows the somersault moment.

Obviously, one should slow the somersault so that one lands with feet down on the trampoline.

Joystick/left: Forward somersault start.

Fire-button: Slow somersault momento.

The backward somersault is slowed automatically after one cycle and is slower in momento as a forward somersault.

Joystick/right: Backward somersault start.

The two player modus:

Two trampoline artists are each controlled by one player. The jump movements are individually controlled, i.e. not synchronous, but if one player starts a somersault, the second artist follows. Therefore all artistic jumps should be announced in order to let the second player get ready.

Tightrope walking

The lady moves forward automatically on the rope, but she needs your help in balancing.

Joystick left/right: Balance using the arms.

In addition to this you may use the arms to achieve extreme balance in dangerous situations, but this does not result in gathering many points.

Joystick up/left/right: Extreme balance using arms.

The bonus objects may be collected by some artistic acts:

The scissorkick: When fire-button pressed, the lady will jump up. Should she land on the rope, she will need your help in

balancing out.

Fire-button pressed: Scissorkick start

Fire-button, Joystick up: Backward somersault start.

The handstand

This is the most difficult attraction and may only be attempted once in her act. During the handstand attempt the joystick left/right control is swapped. The handstand may be aborted at any time by pressing the fire-button.

Joystick down/fire-button: Handstand start.

Fire-button pressed: Handstand abort.

Joystick left/right: Balance out using arms.

Joystick up/left/right: extreme balance out using arms.

The two player mode:

One balancing woman stands on the shoulders of the other. Only the lady artist on top may attempt the artistic acts.

Juggling

Near the juggler stands a lady, handing you the various items in a certain sequence.

Press fire: Accept item from assistant.

If you don't accept any item out of this sequence, the assistant will toss you a tennis ball. The ball is caught with the left hand and then thrown into the right one. In order to throw it back to the left hand, push joystick to the left. You can juggle with a maximum of six balls.

Joystick left: Throw ball with right hand.

The balance ball is offered after the first ball. It is taken up with the foot and remains lying there until it is kicked up by moving joystick down. The balance ball is caught automatically and can be kicked up again. Of course, you can only take up one balance ball.

Joystick down: Kick up ball with left foot.

When having been selected a clown will pass by under your feet on his motor-bike. You have to jump up at the right moment in order not to lose balance. The clown has enough gas for three runs. Hint: It is difficult to jump over the clown, this gives you the advantage that you don't have to accept more items of the current bonus sequence.

Joystick up: Jump

The club is offered only once and can only be caught and thrown with the left hand. Balls and clubs may never be held or caught with the same hand.

Joystick right: Throw club with left hand.

You should try to collect as many bonus items as possible with balance ball and club.

The two player mode:

Both players throw the tennis ball at each other. Each of them may take one of the items, but should agree on which item, in order not to lose their rhythm.

Knife throwing

The circus doesn't use real knives, but rather blunt, magnetic knives which stick to the magnetic disc and refuse to pierce the girl. In spite of this, every "hit" on the girl will result a considerable reduction in score. With the joystick, you direct a crosshair showing you the point where the knife is going to hit.

Joystick in all directions: Direct crosshair. Your assistant gives you the knives. In order to take a knife, press fire; to throw it, let go fire button.

Your should hasten to take the knives, because if you don't, the assistant throws them backwards into the audience. After having thrown all knives, the disc rotation is stopped and the score announced. Attention! The assistant tries to hand you a stick of dynamite now and again. Be warned! Besides the rotating disc, there are some further targets, giving you the opportunity to increase your score, for example: the bonus items or the cowboy.

The two player mode:

In this mode, both players throw at the same disc at the same time.

Jumping clowns

The "Jumping Clowns" features three clowns and two seesaws. A clown jumps down from a platform onto one of the seesaws, hurling his partner up into the air, who then tries to fall onto the second seesaw in order to catapult the clown waiting there back to the first seesaw. This game is repeated until one of the clowns loses breath, balance, or enthusiasm. To increase the audience's delight, the clowns

collect bonus items during flight. When doing this, be careful about the fact that not all items are good for them. The clowns are joystick-controlled in the following fashion:

Launch: For the launch, you have to determine direction and trajectory:

Joystick left/up right: Clowns jump high into the air, in order to reach a high trajectory to the target seesaw.

Joystick left/right: Trajectory of a medium-high flight.

Joystick left/down right: Clown jumps to target seesaw in low flight.

During the flight, the trajectory may be slightly adjusted, a process that is very important for looking the clown onto the target.

Joystick left/right: Adjust trajectory during flight.

The fire button makes the clown waiting on the target seesaw change sides (only possible, when the other clown is actually to the other seesaw.

Press fire: The clown waiting on the target seesaw changes sides on the seesaw.

The two player mode

If two players play the game, they control a jumping clown each in turns, during the other player may change sides on the seesaw under the abovementioned conditions.

Scoring

The score is calculated after each event. The final score is average from all events. So you have to be good in every event to get a high score.

Loading

Insert the cassette on the side 1 and rewind the tape to the beginning. Press the SHIFT and RUN-STOP keys simultaneously. Then press PLAY on your tape recorder. The program starts automatically.

The disciplines are stored in the following order: Trampoline jumping, tightrope walking, juggling, knife throwing, clown jumping. To take part in a discipline which lies before the discipline in which you have most-recently taken part in, please rewind the tape to the beginning.