

COLECOVISION™

# CIRCUS CHARLIE™



Published by



## INSTRUCTION MANUAL

Thank you for selecting the Circus Charlie game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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## THE CIRCUS IS IN TOWN!

“The crazier the stunt, the more Charlie will want to do it!” That’s the reputation Charlie the Clown built for himself ever since he started working at the circus. And this infamous reputation is what has kept the crowds coming back to the big top for years.

Lately, however, the popularity of the circus has been on a steady decline, and Charlie decided to up the stakes with the most ludicrous lineup of circus acts he has ever devised! Jumping through flaming hoops on the back of a lion, jumping around on tightropes and balloons, riding a horse across a field of trampolines, swinging from trapeze to trapeze high above the ground without a safety net, Charlie really knows how to push the envelope!

Not only that, but Charlie also added a new feature to his performance: A scoring system! The more stunts Charlie successfully performs, the more points he accumulates, much to the pleasure of his adoring public! The publicity alone has brought back the masses to the circus, but now Charlie is getting a little worried. Has he gone too far with his death-defying acts? If Charlie fails, the circus will fire him, and he will be making newspaper headlines across the country for all the wrong reasons!

It looks like Charlie the Clown is going to need your help! He has a reputation to uphold, after all!



## GAME SETUP

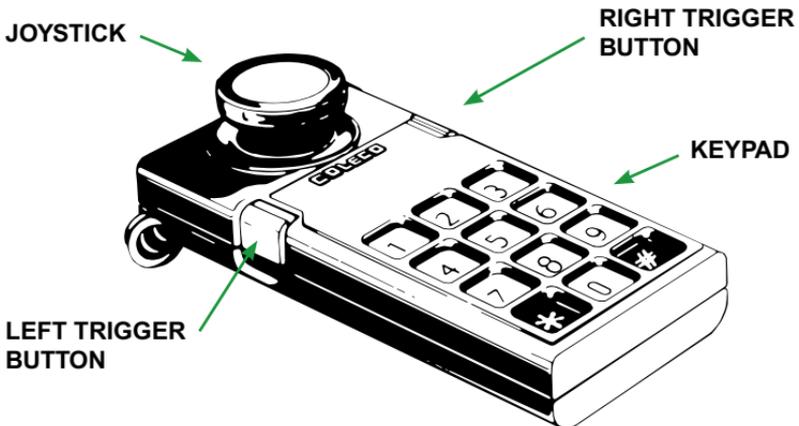
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Plug a compatible hand controller into joystick port #1. For a two-player gaming session, plug another hand controller into joystick port #2.

Any compatible controller should normally function with Circus Charlie, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play. You can, however, plug a standard ColecoVision controller into port #2, and use the numeric keypad on the second controller at any time.

Insert the Circus Charlie game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



## USING THE CONTROLLER

On the title screen, you can select between a one-player or two-player session. Using the joystick, move the on-screen finger cursor next to the desired option, and press either trigger buttons to confirm the selection. In the two-player game, players take turns controlling Charlie: When one player makes a mistake and loses a life, control is given to the other player.

In the **flaming hoops** act, you control the lion. Press RIGHT on the joystick to make the lion walk forward, or LEFT to make him backtrack to the left. Tap either trigger buttons to make the lion perform a small jump, or hold the button longer to make the lion do a higher jump. Press the joystick right or left while pressing a trigger button to make the lion leap forward or backward.

In the **tightrope** and **balloon-walking** acts, the joystick controls work exactly the same as in the first act, only this time you control Charlie himself.

In the **horse-riding** act, the controls are the same as before, with the exception that the horse can never stop running completely: Press RIGHT on the joystick to make the horse accelerate forward, or press LEFT to slow him down. Press either trigger buttons to make Charlie jump (small tap for a small jump, or a longer button press for a higher jump).

In the **trapeze** act, the control system is different: To let go of a trapeze, press either trigger buttons. If timed right, Charlie will either land on a trampoline, or catch the next trapeze. Charlie will keep jumping straight up on the trampoline until you move the joystick left or right to make him bounce forward or backward (jumping backward is not recommended, obviously). Control your bouncing jumps so that Charlie touches the next trapeze, and he will grab onto it automatically when he gets close enough. Be sure to land successfully on the platform at the end of the course, as you will lose a life if you miss it.

Press the [\*] key on the numeric keypad to pause the game at any time. Press the [\*] key again to resume play. This works on both controllers. Note that the music will keep playing while the game is paused.

## HOW TO PLAY

The goal of each circus act is always the same: You must help Charlie reach the end of the stage. The bonus timer at the top of the screen starts at 8000 points, and as Charlie works his way towards that end, the timer decrements steadily. If the timer reaches zero, you lose a life. The amount left on the bonus timer is added to your score when you finish a circus act successfully. When you lose a life, another life is taken from your reserves, and the bonus timer is reset to 5000 points.

In all the acts, distance markers are placed on the ground (“50m”, “40m”, etc.) to indicate how far you are from the end of the current stage. When you lose a life, you restart a short distance before the last distance marker you previously crossed.

Finish all five circus acts and you will be taken back to the first act, with an increased difficulty level.

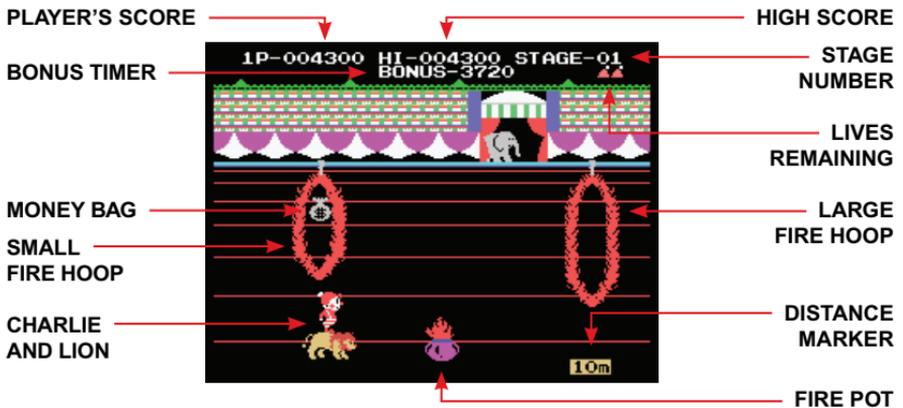
Once you’ve lost all your lives, the game ends, and the word “CONTINUE” is displayed. Press either trigger buttons to restart the game at the beginning of the act where you lost your last life, with the score reset to zero and three more lives. If you wish to restart the game from the very beginning, simply press the reset button on your ColecoVision console, but keep in mind that doing this will erase the recorded high score.

The five circus acts are described in greater detail in the following pages.

# HOW TO PLAY (continued)

## THE FLAMING HOOPS ACT

Charlie must navigate his lion through a series of flaming hoops mounted on a conveyor belt. As the hoops move slowly towards the left, Charlie and his lion must jump through them, one by one. If either the lion or Charlie himself touches the lower edge of a hoop, they will both catch fire and you will lose a life. You are not obligated to jump through the smaller hoops, but the money bags they carry are worth extra points.



Along the way, Charlie will also have to jump over fire pots on the ground. Do not allow Charlie or his lion to touch these pots, or you will lose a life.

Make the lion jump onto the platform at the end of the stage to finish the act successfully. Keep in mind that messing up that last jump will cost you a life.

# HOW TO PLAY (continued)

## THE TIGHTROPE ACT

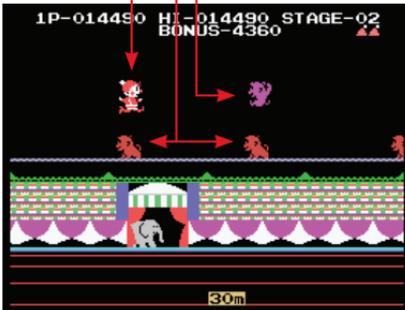
Charlie is a master at walking the tightrope, so to increase the challenge and make things more spectacular, a pack of wild monkeys has been added to this circus act. These monkeys have been trained to walk along the tightrope and push Charlie off if he comes in contact with them. Charlie must jump over them all and reach the suspended platform at the other end of the tightrope. Watch out for the purple monkeys who are more hyperactive than the others.

## THE BALLOON-WALKING ACT

In this circus act, Charlie must walk on balloons and reach the platform at the end of the stage without his feet ever touching the ground. So he must jump from one balloon to the next, and any missed jump will cost Charlie a life. He will also fall and lose a life if the balloon he's riding collides with another balloon. When a group of balloons are close enough to each other, it's possible to skip over a balloon and land on the next one, and earn extra points in the process.

CHARLIE      RED MONKEYS

PURPLE MONKEY



BALLOONS



# HOW TO PLAY (continued)

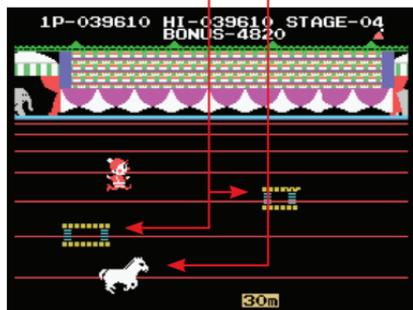
## THE HORSE-RIDING ACT

Charlie sets out to ride his trusty white horse through a field of suspended trampolines. As you control the speed of the horse with the joystick, you must make sure that Charlie doesn't hit the side or underside of a trampoline, or else he will fall to the ground and lose a life. With small and high jumps, make Charlie land on the trampolines for extra points. Your ultimate goal is to make Charlie jump onto the platform successfully at the end of the stage.

## THE TRAPEZE ACT

In what is by far the most spectacular circus act of all, Charlie has to swing high across the big top using a series of trapezes and reach the suspended platform at the other end of the stage. Placed on the ground between the swinging trapezes are strategically-placed trampolines, and Charlie can land on these trampolines and then jump onto the next trapeze. It's also possible (but much harder) to jump from one trapeze to another and skip a trampoline altogether. If Charlie messes up and falls to the ground, he loses a life. As in previous acts, Charlie must land on the final platform successfully.

**SUSPENDED TRAMPOLINES**



**TRAPEZES**

**TRAMPOLINE**



# SCORING

## FLAMING HOOPS ACT:

Jump through a flaming hoop	200 points
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Grab a money bag	300 points
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Jump over a fire pot	200 points
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## TIGHTROPE ACT:

Jump over a red monkey	200 points
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Jump over a purple monkey	300 points
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Jump over two monkeys with one jump	1000 points
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## BALLOON-WALKING ACT:

Land successfully on a balloon	200 points
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Skip over a balloon	300 points
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## HORSE-RIDING ACT:

Land on a trampoline	200 points
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Land on a second trampoline before landing on your horse	400 points
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## TRAPEZE ACT:

Grab onto a trapeze	500 points
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When you complete any of the five circus acts successfully, the points remaining on the bonus timer are added to your score.

You earn a bonus life every 20000 points.

## TIPS AND HINTS

You will quickly realize that each circus act requires a different strategy. For instance, small jumps are useless in the flaming hoops act, but mastering small jumps is essential in the tightrope act, in order to jump over the monkeys effectively. Find the best way to complete each act successfully!

In the tightrope act, be careful when walking backward, as those crafty monkeys like to accelerate their walking speed to mess up your approach.

In the horse-riding act, remember that you can slow the horse down to a crawl, which can be helpful, but the true key to completing this act is finding just the right running speed for your horse, together with some precise jumping. Use trial and error until you get it right.

In the trapeze act, knowing when to let go of a trapeze in order to fall properly onto a trampoline is the main trick you need to master. For a long trapeze, the best moment to let go is when it's a straight vertical line, perpendicular to the ground. For a short trapeze, the best moment to let go is when the trapeze is at the very end of its swing.

## TEAM PARTICIPANTS

- Eduardo Mello: Software port and beta-testing
- Luc Miron: Box design, game manual, cart label, software beta-testing
- Jean-François Dupuis: Software beta-testing
- Todd Scheele: Software beta-testing
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Oliver Puschatzki: Box printing services
- Fred Quimby: Cartridge PCB design
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Dan Hower, Albert Yarusso and all AtariAge members.

## **UNLIMITED WARRANTY INFORMATION**

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to [pixelboy@teampixelboy.com](mailto:pixelboy@teampixelboy.com). The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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