

# ***Action City***™

*Instruction Manual for*





## ***CAUTION!***

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Please read the instructions carefully before attempting to load this game. When changing between disks, turn off both the computer and disk drive units. This is necessary due to the unique fast load program being utilized.

## ***THE GAME***

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The circus has come to town and you're the star performer. Please the crowd as you do your Rings, Tightrope, Rolling Ball, Trampoline and Trapeze acts.

You can perform alone, or test your skill against another circus performer. Whether you choose the Easy or Hard level, the degree of difficulty increases each time you've completed the circuit.

So keep on your toes. You'll be rewarded for both accuracy and speed. And remember, practice makes perfect.

## ***LOADING***

Insert the disk into the disk drive with the Circus Charlie label facing up. Type LOAD\*★\*,8,1 then hit return. The game will load automatically.

## ***CONTROLS***

Connect your joysticks to Port 1 for one player game and to Ports 1 and 2 for two player game. For two player game, play alternates between player 1 and 2.

### ***JOYSTICK***

Moves

Charlie left



Moves  
Charlie right.

### ***FIRE BUTTON***

Makes Charlie jump.

## ***THE STUNTS***

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### ***RINGS OF FIRE***

Jump Charlie through the rings of fire and over the fire pots while he's riding on his lion. Collect bags of money for extra points.

Jumping through rings	—	100 points
Collecting money bags	—	200 points
Jumping over fire pots	—	100 points

## **TIGHT ROPE**

Balance Charlie on the high wire. Watch out for the monkeys, they will cause him to lose his balance. Jump over the monkeys for extra points.

- Jumping over Brown monkeys — 200 points
- Jumping over Pink monkeys — 300 points
- Jumping over Brown and Pink Monkeys — 1000 points

## **BALL WALK**

Balance Charlie on top of the rolling balls and jump from one to the next. Points are awarded for each successful jump. You'll receive bonus points for jumping from the first ball, over the middle ball, and landing successfully on the third.

- From ball to ball — 200 points
- Jumping over middle ball — 1000 points

**Hint:** Keep about 4 inches between balls when you are attempting a jump.

## **TRAMPOLINE JUMP**

Ride Charlie's lion through the maze of trampolines. You may steer Charlie under the trampolines that are higher up. You may also guide him over them. Points are awarded for bouncing Charlie on a trampoline and successfully landing him back on his lion.

- Bouncing on trampoline — 100 points

## **TRAPEZE**

Swing Charlie from one trapeze to the next. This one takes perfect timing.

- Trapeze to trapeze — 500 points

## **BONUS POINTS**

Located in the upper, center portion of the screen is a bonus point meter. This also acts as a time meter. If it runs down to -0- before you complete the stage, you lose Charlie. Points that remain at the completion of the stage will be added to your score. The timer/bonus setting begins with 8,000 points. If you lose a Charlie before completing a stage, the timer/bonus setting is reduced to 5,000 points. If you successfully complete a stage without losing a Charlie, 2,000 bonus points are awarded. A bonus Charlie is awarded after every 20,000 points.

After successfully completing all 4 stunts, the game play begins again with the first stunt, only this time it's more difficult. After the game is over, you have 5 seconds to decide if you want to continue or not. You will continue from the place where you lost your last Charlie.

**Action City™**



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