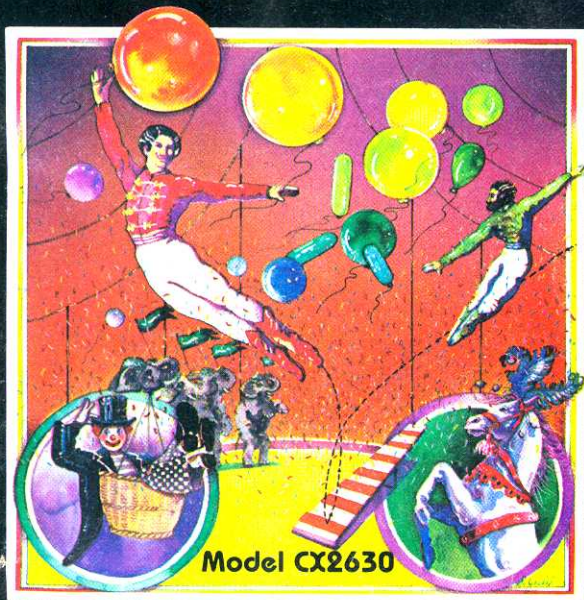


CIRCUS ATARI[®]

GAME PROGRAM[™]

INSTRUCTIONS



 A Warner Communications Company

ATARI, INC., Consumer Division
P.O. Box 427, Sunnyvale, CA 94086

Use your Standard Paddle Controllers with this ATARI® Game Program™. Be sure the Controller cable is firmly plugged into the jack at the rear of your ATARI Video Computer System™.

For one and two player games, plug the Paddle Controllers into the LEFT CONTROLLER jack.



Note: Always turn the console switch OFF when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

HOW TO PLAY

POP! POP! POP! Pop the balloons and score points. A wall of red, blue, and white balloons will appear at the top of the screen. You must pop balloons by catching a clown on the teeter-totter and bouncing him up to the balloons. Use the controller to move the teeter-totter across the screen to catch the clowns. Each time a clown pops a balloon, the balloon will disappear and you score points.

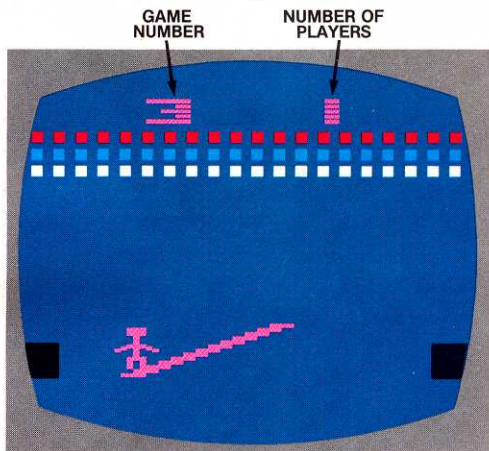
Each player receives five clowns or turns. If you fail to catch a clown on the teeter-totter he will crash and disappear from the playfield. Press the red controller button and another clown will bounce off the trampoline from the right or left corner of the playfield. After five clowns have crashed the game is over. The clowns may land on any point of the teeter-totter except where the other clown is sitting, which causes them to crash.

CONSOLE CONTROLS

To select a game depress the game **select switch**. There are 8 variations to this game. See **GAME VARIATIONS** for game play differences and explanations. The game and the number

of players is shown in the upper middle of the screen with the game number to the left and the number of players to the right.

To begin a game depress the **game reset** switch.



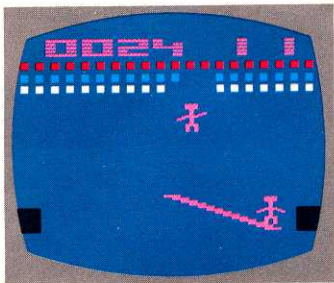
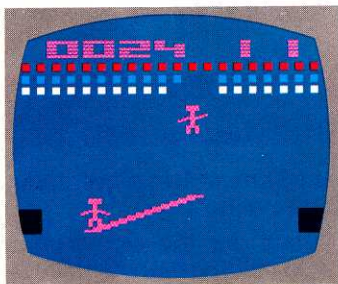
HANDICAP

Difficulty Switches

When the difficulty switch is in the **a** position the clowns bounce faster after contact with the balloons and the teeter-totter. In the **b** position you have better control of the clowns because they are not moving as fast. For one-player games use the **left difficulty** switch.

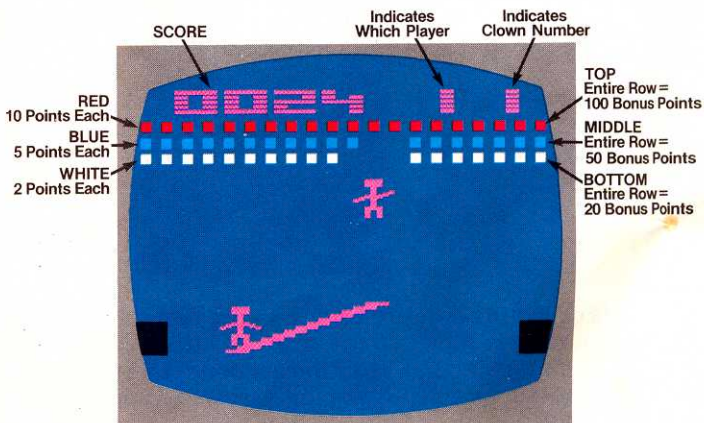
USING THE CONTROLLERS

Use your Paddle Controller to move the teeter-totter across the screen. Press the red button on the Paddle Controller to start a turn, or press the red button to start a clown bouncing from the trampoline. Pressing the red button while the clown is in the air changes the direction of the teeter-totter. This is helpful in preventing the airborne clown from crashing into the other clown on the teeter-totter.



SCORING

The first point is scored as the clown leaves the trampoline. Once the clown starts the bouncing motion, one point is scored each time he hits the trampoline or the teeter-totter. Additional points are scored as the clown pops the balloons. Remember, the higher the balloon he pops the more points you score, so it is best to catch him on the edge of the teeter-totter for the highest bounce.



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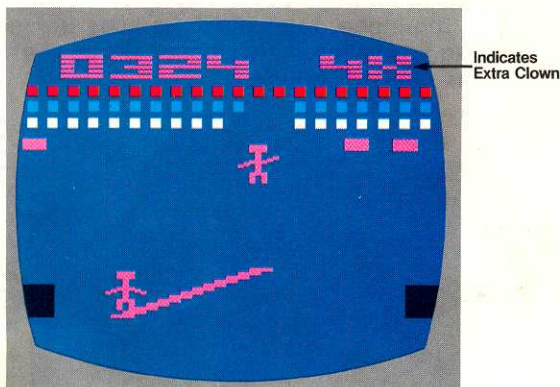
screen, so when you become a pro your score will read 0000 again as you pass 9999.

GAME VARIATIONS

GAMES 1 through 6 may be played by one or two players, but GAMES 7 and 8 are two-player games only.

GAME 1 is called Breakout™ Circus. As the clown pops balloons he rebounds from balloon to balloon both horizontally and vertically. Each time a full row of balloons is popped a new row appears and you receive bonus points. When the top row of red balloons are all popped you receive an extra clown. (See **SCORING** for a breakdown of points and bonus scoring.)

GAME 2 is like GAME 1, except the playfield has an additional wall of barriers added below the balloons, which makes the game more difficult.



GAME 3 is called Breakthru™ Circus. In Breakthru Circus the clown does not rebound off the balloons. He continues to move in a horizontal direction off the balloons. This version is somewhat easier for the beginning player. Scoring is the same as GAME 1.

GAME 4 is Breakthru Circus with a row of barriers added to the playfield below the balloons.

GAME 5 is similar to Breakout Circus, except the balloons do not "restore" after the full row is popped. All balloons on the

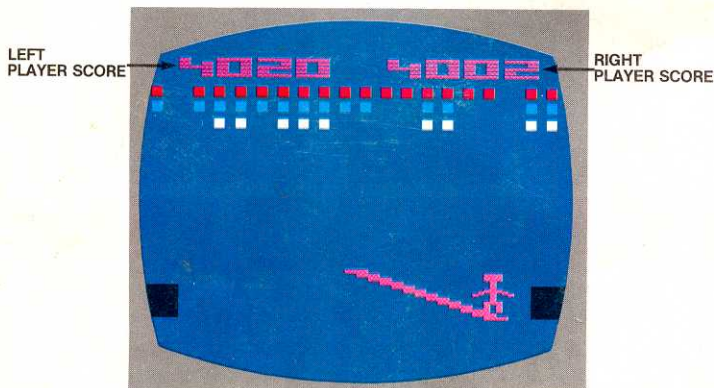
screen must be popped before you receive three new rows of balloons. At this time you receive 170 bonus points and an extra clown.

GAME 6 is the same as GAME 5, but with the additional row of barriers added below the balloons.

GAME 7 is for two players. Both players share the same wall of balloons. The computer tracks each players' score individually.

GAME 8 is the same as GAME 7, but has the addition of barriers below the balloons to make the game more challenging.

At the end of each game final scores will appear at the top of the screen, left player to the left and right player to the right in two-player games.



GAME MATRIX

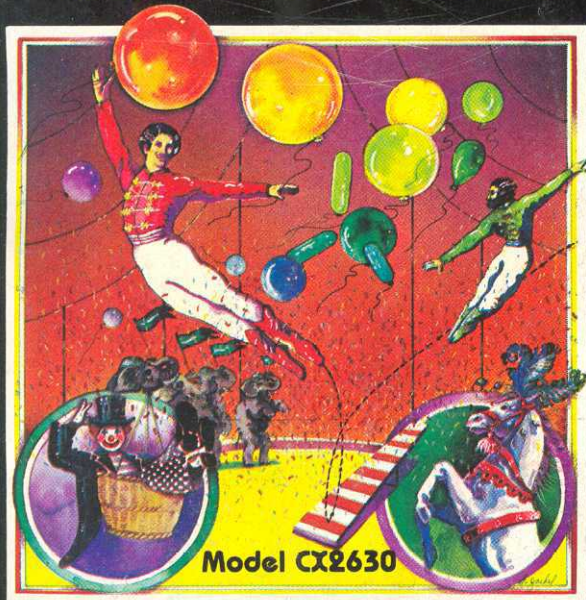
GAME NUMBER	1	2	3	4	5	6	7	8
ONE-PLAYER								
TWO-PLAYER								
BREAKOUT™								
BREAKTHRU™								

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CIRCUS ATARI[®]

GAME PROGRAM[™]

INSTRUCTIONS



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HOW TO PLAY

POP! POP! POP! Pop the balloons and score points. A wall of red, blue, and white balloons will appear at the top of the screen. You must pop balloons by catching a clown on the teeter-totter and bouncing him up to the balloons. Use the controller to move the teeter-totter across the screen to catch the clowns. Each time a clown pops a balloon, the balloon will disappear and you score points.

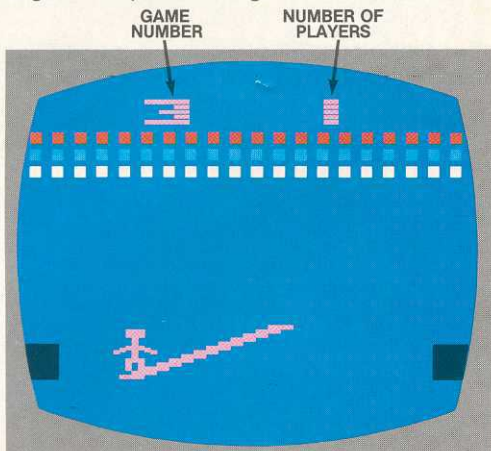
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CONSOLE CONTROLS

To select a game depress the game **select switch**. There are 8 variations to this game. See **GAME VARIATIONS** for game play differences and explanations. The game and the number

of players is shown in the upper middle of the screen with the game number to the left and the number of players to the right.

To begin a game depress the **game reset** switch.



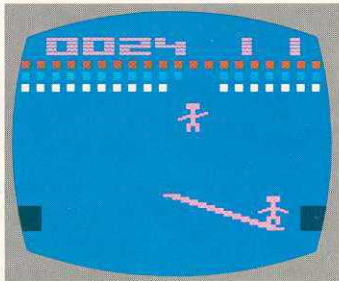
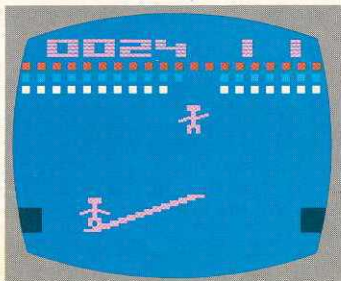
HANDICAP

Difficulty Switches

When the difficulty switch is in the **a** position the clowns bounce faster after contact with the balloons and the teeter-totter. In the **b** position you have better control of the clowns because they are not moving as fast. For one-player games use the **left difficulty** switch.

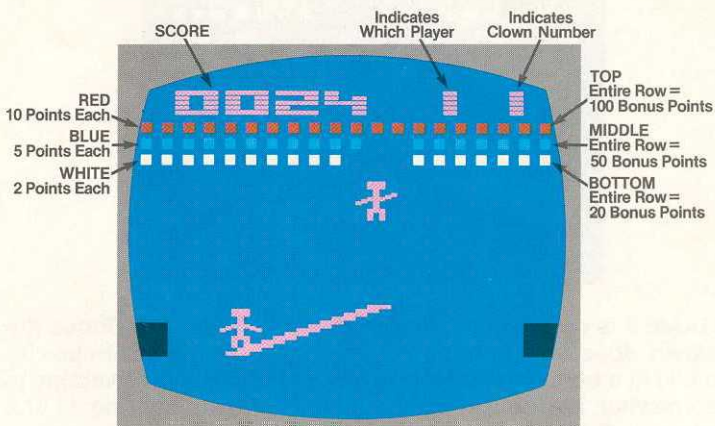
USING THE CONTROLLERS

Use your Paddle Controller to move the teeter-totter across the screen. Press the red button on the Paddle Controller to start a turn, or press the red button to start a clown bouncing from the trampoline. Pressing the red button while the clown is in the air changes the direction of the teeter-totter. This is helpful in preventing the airborne clown from crashing into the other clown on the teeter-totter.



SCORING

The first point is scored as the clown leaves the trampoline. Once the clown starts the bouncing motion, one point is scored each time he hits the trampoline or the teeter-totter. Additional points are scored as the clown pops the balloons. Remember, the higher the balloon he pops the more points you score, so it is best to catch him on the edge of the teeter-totter for the highest bounce.



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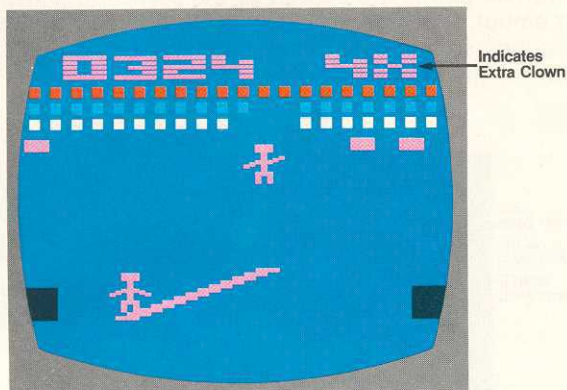
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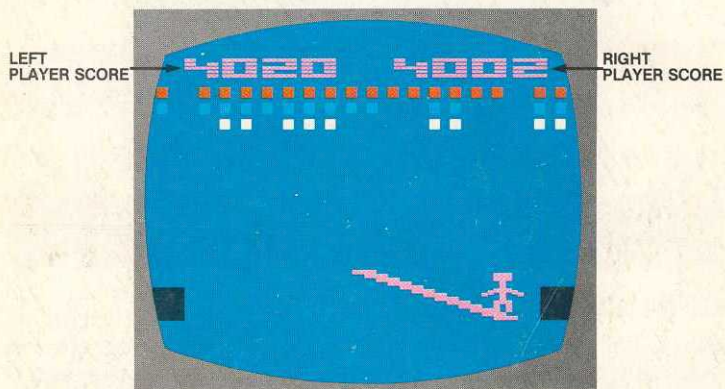
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GAME MATRIX

GAME NUMBER	1	2	3	4	5	6	7	8
ONE-PLAYER	Orange	Orange	Orange	Orange	Orange	Orange	White	White
TWO-PLAYER	Green	Green	Green	Green	Green	Green	Green	Green
BREAKOUT™	Blue	Blue	White	White	Blue	Blue	Blue	Blue
BREAKTHRU™	White	White	Red	Red	White	White	White	White

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CIRCUS ATARI®

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE GAME
PLAY INSTRUCTIONS

8 GAME
VARIATIONS

ONE AND TWO
PLAYER GAMES

NOTE: Always turn the console power switch off when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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4. GAME VARIATIONS	3
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1. OBJECT OF THE GAME

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2. USING THE CONTROLLERS

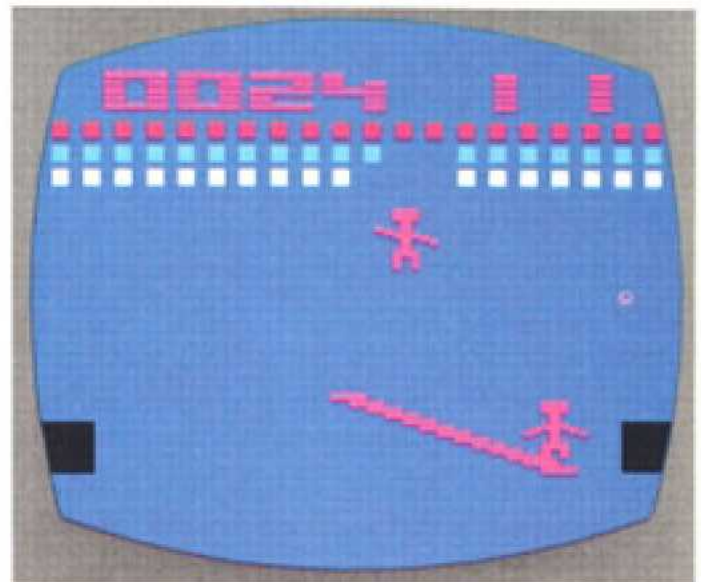
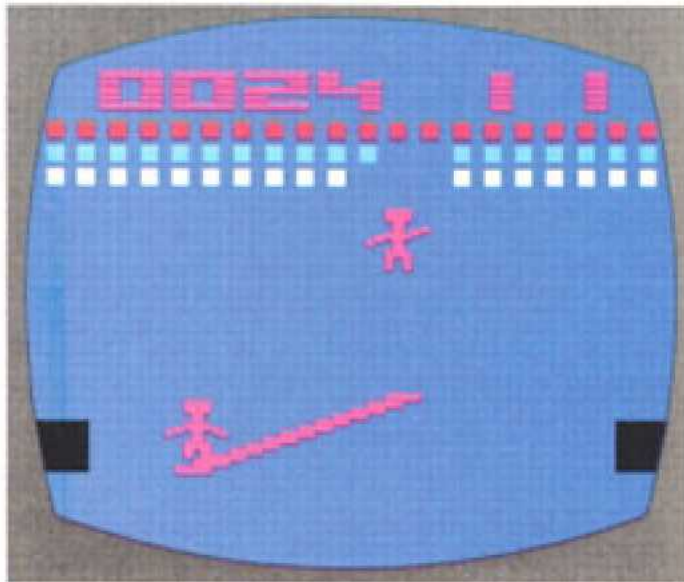


Use your Paddle Controllers with this ATARI® Game Program™ cartridge. Be sure the Paddle Controller cable is firmly plugged into the **LEFT CONTROLLER** jack at the back of your ATARI Video Computer System™ game. For one-player games, use the left controller. If unsure about which controller operates the teeter-totter, turn the knobs on the Paddle Controllers until one of them moves the teeter-totter.

Hold the Paddle Controller with the red button to your upper left, toward the television screen. See *Section 3 of your owner's manual for further details.*

Use your Paddle Controller to move the teeter-totter across the screen. Press the red button on the Paddle Controller to start a turn, or press the red button to start a clown bouncing from the trampoline. Pressing the red button while the clown is in the air changes the direction of the teeter-totter. This is helpful in preventing the airborne clown from crashing into the other clown on the teeter-totter.

ATARI® GAME PROGRAM™ INSTRUCTIONS



3. CONSOLE CONTROLS

GAME SELECT SWITCH

To select a game press down the game select switch. There are 8 variations to this game. See **GAME VARIATIONS** for game play differences and explanations. The game number and number of players is shown in the upper middle of the screen with the game number to the left and the number of players to the right.

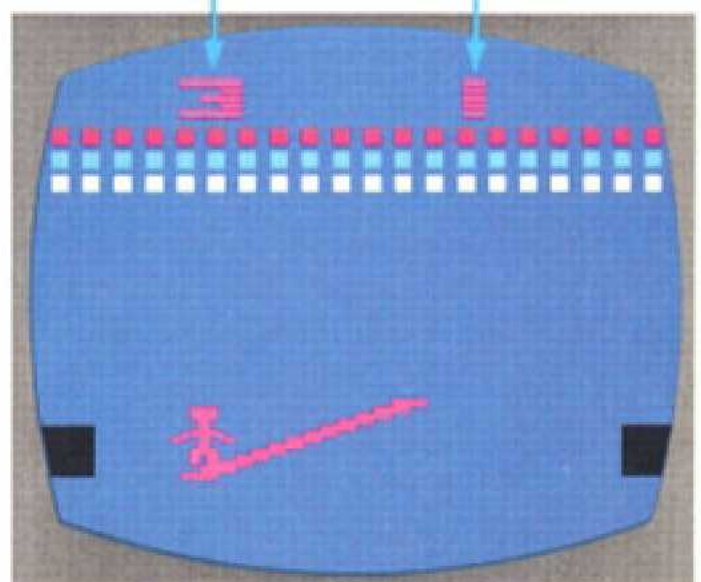
GAME RESET SWITCH

To begin a game press down the game reset switch.

DIFFICULTY SWITCHES

When the difficulty switch is in the **a** position the clowns bounce faster after contact with the balloons and the teeter-totter. In the **b** position you have better control of the clowns because they

Game Number Number of Players



are not moving as fast. For one-player games use the left difficulty switch.

TV TYPE SWITCH

Set this switch to **color** if you have a color television set. Set it to **b-w** to play the game in black and white.

4. GAME VARIATIONS

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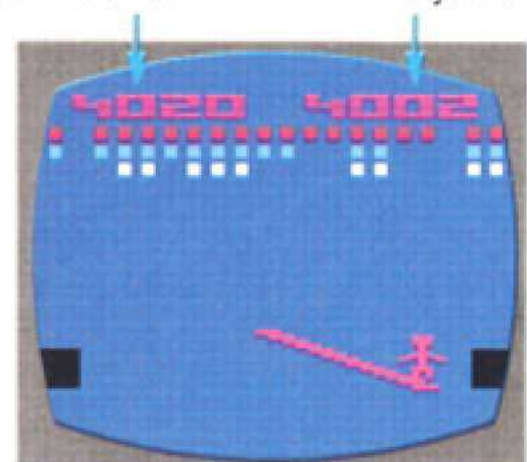
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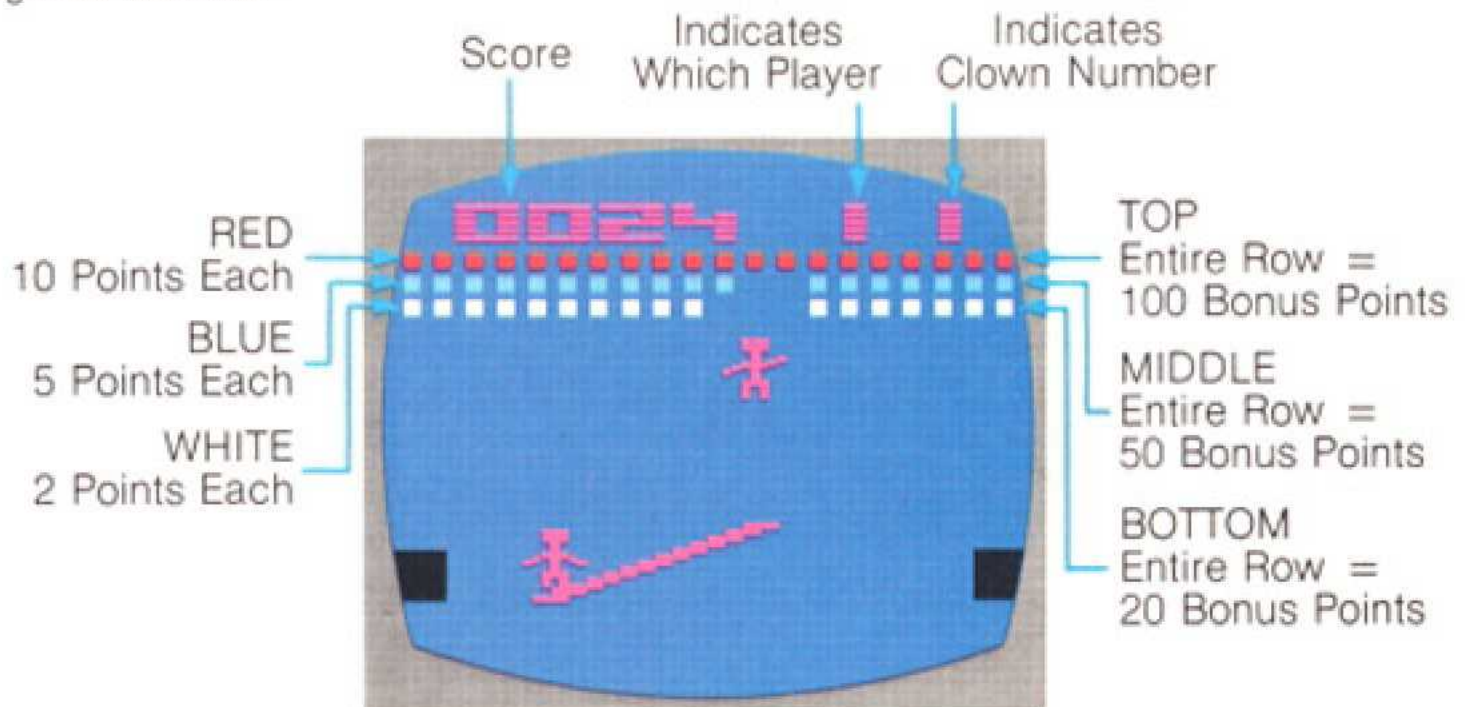
Left Player Score Right Player Score



5. SCORING

The first point is scored as the clown leaves the trampoline. Once the clown starts the bouncing motion, one point is scored each time he hits the trampoline or the teeter-totter. Additional points are scored as the clown pops the balloons. Remember, the higher the balloon he pops the more points you score, so it is best to catch him on the edge of the teeter-totter for the highest bounce.

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6. GAME SELECT MATRIX

Game Number	1	2	3	4	5	6	7	8
One-Player	Blue	Blue	Blue	Blue	Blue	Blue		
Two-Player	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
BREAKOUT®	Red	Red			Red	Red	Red	Red
BREAKTHRU™			Green	Green				

BREAKOUT® and BREAKTHRU™ are Trademarks of ATARI, INC.

GAME PROGRAM™ CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.
1312 Crossman Ave.
Sunnyvale, CA 94086

Atari, Inc.
5400 Newport Dr.
Suite 1
Rolling Meadows, IL 60008

Atari, Inc.
43 Belmont Dr.
Somerset, NJ 08873

Atari, Inc.
2109 East Division St.
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear; (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



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