aUDaciTY
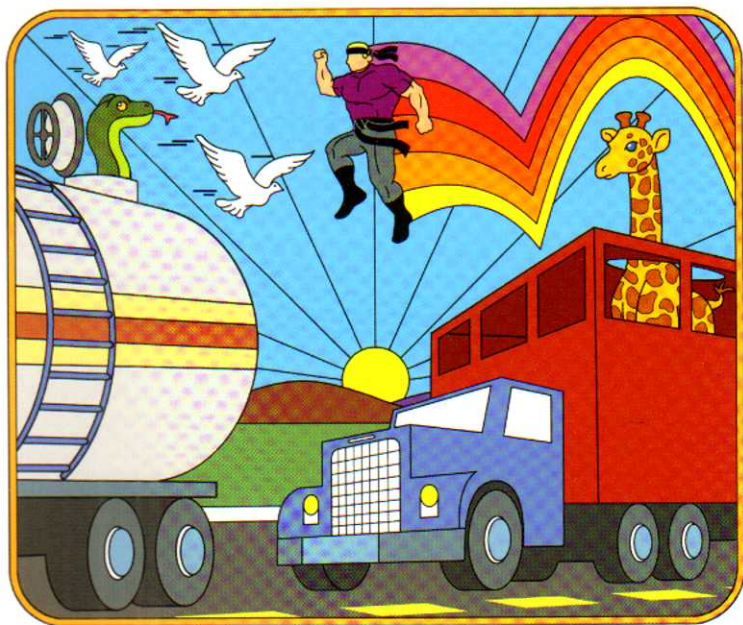## games™

CIRCUS
CONVOY™
INSTRUCTIONS

By David Crane & Garry Kitchen
For your Atari® Video Computer System™

Welcome to CIRCUS CONVOY™, the first Atari® 2600™ game brought to you by David Crane and Garry Kitchen in over 30 years!

In CIRCUS CONVOY™, you play as Andre the Magnificent, A.K.A "The Chameleon", a circus strongman traveling in The Heartland Traveling Circus. As the circus convoy barrels down the blacktop, Andre has learned that a rival circus has sabotaged their gear, all but guaranteeing cancellation of their next show! In the process, the saboteur has scattered an array of Circus Props throughout the convoy for you to use. But be careful! Many dangerous items were also left behind.

Now it's up to you and Andre to collect every Circus Prop and check out all the Sideshows to make sure every target and skill work perfectly. Good luck!

SO, WHO IS OUR HERO?

The circus' Strong Man. Sometimes a Swami, or a clown, or ???. What we do know is that he travels the world with the Heartland Traveling Circus, a mobile carnival circus show. And, he's a master of disguise. He has learned the art of incognito, how to blend into a crowd in such a way that you might look directly at him, and not even notice him. He is known as "The Chameleon", but today, he appears to us simply as "Andre the Magnificent".
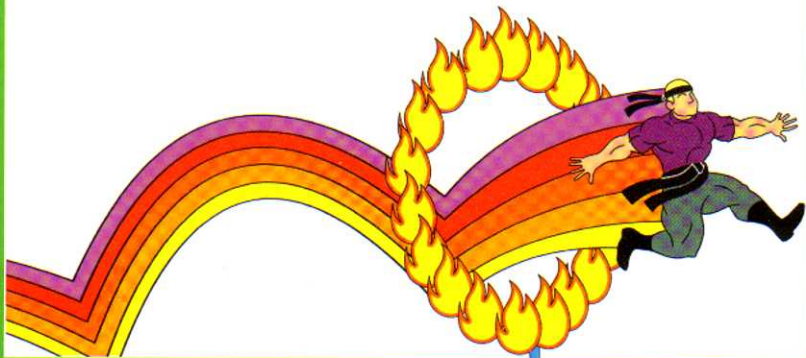
CIRCUS BASICS

1. Insert the CIRCUS CONVOY™ game cartridge into your Atari® 2600™ Video Computer System™ with the power OFF. Then turn the power ON.

2. Plug the **JOYSTICK CONTROLLER** into the LEFT Joystick Port.

3. The difficulty switches are not used.

4. The **JOYSTICK CONTROLLER** is held with the **RED BUTTON** in the upper left position.

5. Andre will run left or right when you move the **JOYSTICK** LEFT or RIGHT, respectively.

   • Press the **RED BUTTON** to make Andre jump. For a long running jump, press the **RED BUTTON** while moving the **JOYSTICK** LEFT or RIGHT.

   • To make Andre crouch, pull the **JOYSTICK** DOWN.

   • To climb up or down a ladder, push the **JOYSTICK** UP or DOWN, respectively when Andre is standing near a ladder.

Note: The JOYSTICK will operate with minor variations in certain Circus Sideshows.

GAME REGISTRATION

From the Game Title Screen, you can choose to REGISTER your game cartridge or START your game. Every game cartridge contains a unique serial number in addition to other cryptographic features that ensure the authenticity of each game copy. You must register your game to access the exclusive features of the Audacity Games™ Web Portal including high score submission and management of your game catalog.

To register your game cartridge, push the **JOYSTICK** LEFT to display the registration QR Code. Point your smartphone's camera at the QR Code and follow the link to Audacity Games™ Registration Page. Once there, create an account to register your game copy. You'll only need to do this once for each copy of CIRCUS CONVOY™ that you own.

From the Title Screen, push the **JOYSTICK** RIGHT to start playing the game.

OLD SCHOOL PLAY, STATE-OF-THE-ART TECHNOLOGY

To capture that Old School retro feel and stay true to the Atari 2600 console, David and Garry designed CIRCUS CONVOY™ using the same technology that was available in the early 1980's when they created such Activision classics as PITFALL!™ and KEYSTONE KAPERS™. In addition, the game utilizes State-of-the-Art dynamic QR Code Technology that allows you to access online help guides and submit your game scores. No more taking photos of your game screen to submit your high score! With your mobile device, simply submit your high scores directly to Audacity's Global Leader Board.

ONLINE GUIDES

To view the Online Guides during the game:

1. Toggle GAME SELECT to display a QR Code. The specific guide will change based upon where you are in the game.

2. Point your smartphone's camera at the screen to access and view the online context-specific guide on your mobile device.

As you unlock and enter each Circus Sideshow, you can access sideshow-specific guides with details on how to play each one! The game will be paused anytime a QR code is displayed.

At the start of the game you'll find yourself atop Andre's dressing trailer, ready for action! Run around the trailer flattops to get a feel for Andre's acrobatic skills. Not only can he jump over enemies and obstacles, but he can jump between the semis that make up the convoy! And check out his running slide maneuver. Simply pull DOWN on the **JOYSTICK** while running to slide to a perfectly controlled stop. This can help you get through some pretty tight spots!

Explore the massive convoy while collecting all the Circus Props you can find. When you think you can't go any further, experiment with the Props you've collected at different locations along the convoy. But remember, sometimes you can use one Prop to get into a place, but may require a different one to get out! So, think carefully before jumping into anything!

When you need help, check out the online Game Guides for a few useful tips. Just toggle GAME SELECT and point your smartphone's camera at the QR Code.

DRONE

BIRD

AIRPLANE

ANDRE

GIRAFFE

INVENTORY
PANEL

Audacity

CIRCUS PROP

QUANTITY
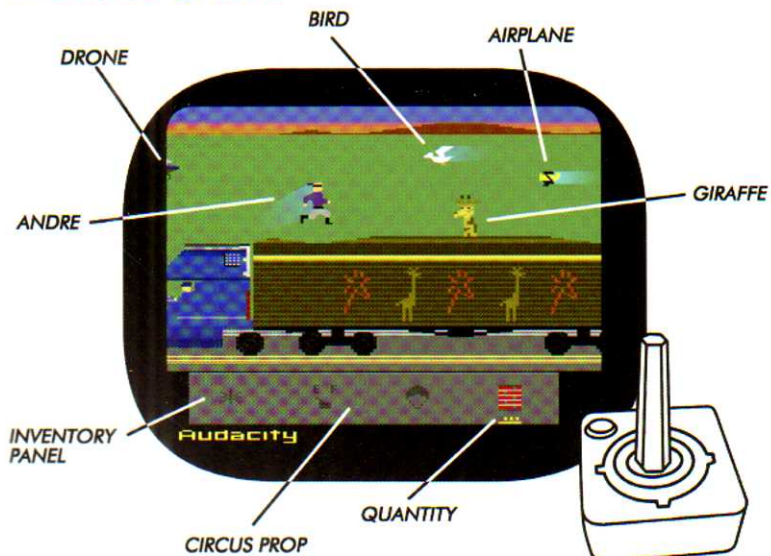
CIRCUS PROPS

To help you in your quest to fix the sabotaged Sideshows, you'll come across the following Circus Props while maneuvering atop the convoy:
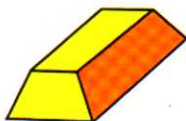
Parachute

Bomb

Black Key

Gold Key

Ruby Key

Crystal Key

Jade Key
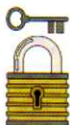
Burger

Star

Gold Bar

Gas Can

1UP

Padlock

Brick Wall

Toy Gun

Ammo

If the Prop you've selected doesn't work where you are, select another or keep searching for the right place to use it!

While maneuvering from one trailer to another, watch out for the following enemies or Andre will lose a life!

Airplane

Bunny in Hat

Flaming Skull

Toy Teeth

Rattlesnake

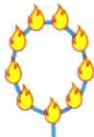**Cobra**

Electric Spark

Open Flame

Alien

Propane

Flaming Hoop

Unicycle

Scorpion

Clown

Giraffe

If Andre loses a life during play, he'll re-spawn somewhere along the same truck he was on before he was hurt. But be careful, Andre only has 5 lives with which to complete the game - unless you pick up extra lives along the way!

Scoring is based upon finding and using every Circus Prop in addition to collecting every Star. To view your score progress, pull DOWN on the **JOYSTICK** while simultaneously pressing the **RED BUTTON** to display the Inventory Panel. Move the **JOYSTICK** to select the Star Prop and once again press the **RED BUTTON** to display the Status Screen.

On the Status Screen you can view the following:

• Your total elapsed time

• The number of Stars collected

• The number of Sideshows completed

• The number of Lives remaining

• The number of Keys collected

Pressing the **RED BUTTON** will return you to the Game Screen.

Tip: The maximum score possible in each Sideshow is 5 Stars. You may have to play each one many times to earn the perfect score! And remember, you're awarded Stars from a sideshow when you successfully navigate back outside. If you die in a sideshow, any Stars that you collected during that play are lost.

STATUS:
Elapsed:
0:00:39
Stars:
0-OF-80
Sideshows:
0-OF-6
Lives:
5-OF-7
Key Colors:
0-OF-5

All of the Circus Props you collect are stored in your Inventory Panel. To display your Inventory Panel, pull DOWN on the **JOYSTICK** while simultaneously pressing the **RED BUTTON**. Your inventory panel will automatically scroll up from the bottom of the screen.
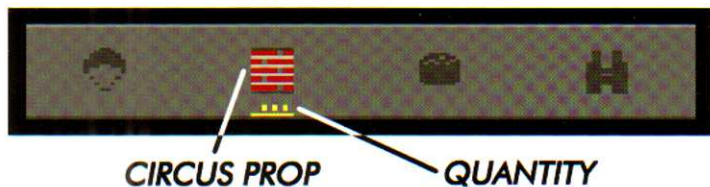
Your Inventory Panel shows four Circus Props at a time and displays an underline cursor below the Prop that is currently highlighted. Move the **JOYSTICK** LEFT or RIGHT to highlight each Prop. To view all the Props in your Inventory, move the cursor all the way to the left or right edge of the Inventory Panel until each Prop scrolls into view.

The quantity of each highlighted Circus Prop you have collected is shown at the top of the screen, as well as graphically below the Prop's icon with a dot or bar graph. For most Props, once you use the last one it disappears from your Inventory.

To select a Circus Prop, press the **RED BUTTON** when the cursor is below it. You can only select a Prop if you have at least one in Inventory. Once you've selected a Prop, the Inventory Panel will automatically scroll off the bottom of the screen and the Prop will appear in the upper left corner of the Game Screen.

At this point you're ready to use a Prop, but you haven't actually used it yet. If you change your mind, you can return it to the Inventory by pushing UP on the **JOYSTICK** while simultaneously pressing the **RED BUTTON**.

INVENTORY PANEL

CIRCUS PROP   QUANTITY

The Circus Prop you've selected from your Inventory Panel will appear in the upper left corner of the Game Screen. To use the Prop, simply press the **RED BUTTON**. Once used, the Prop will disappear from the top of the screen. If the Prop you've selected can't be used on the current screen, keep trying!

While playing the game you will learn which inventory items can be used for travel between trucks. If you run out of all of those, and find you can't leave the truck you're on, don't waste time. Submit that score and play again - next time trying to be more frugal with your inventory!

Tip: Circus Props are sometimes used in combination. For example, you might use one to get into a place, then another to get out! So, choose carefully!
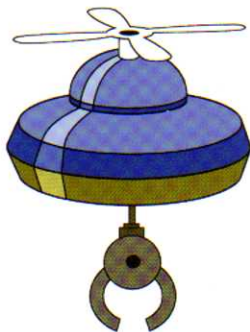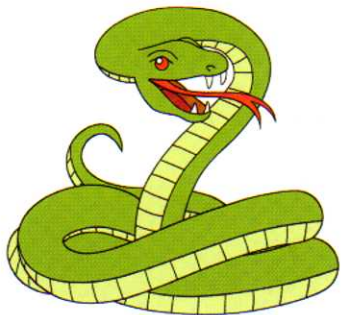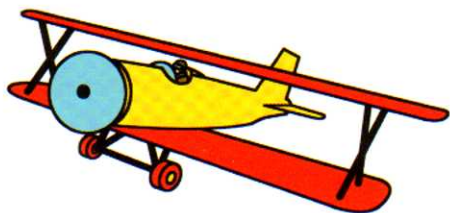
While on the Status Screen you can quit the game and submit your score to the Global Leader Board by doing the following:

1. Push UP on the **JOYSTICK** to display the question prompt.

2. To cancel and return to the game, move the **JOYSTICK** to the LEFT until "NO" is displayed and press the **RED BUTTON**.

3. To quit and submit your score, move the **JOYSTICK** to the RIGHT until "YES" is displayed and press the **RED BUTTON** to display your final stats.

4. With your final stats showing, move the **JOYSTICK** to the RIGHT to display the first of two QR Codes.

5. Point your smartphone's camera at the screen and tap your browser prompt to access the Audacity Games website and login to your account.

6. Once you're logged in on your device, move the **JOYSTICK** to the RIGHT to display the second QR Code.

7. Once again, point your smartphone's camera at the screen to submit your score.

1. Login

Audacity

David Crane is one of the most experienced creators of video games in the world, with over 40 years of experience in video game creation, development, and publishing. As an early Atari employee and co-founder of Activision, David was instrumental in launching the multi-billion dollar third-party video game software industry.

David is best known for his whimsical game play: finding amusing and compelling ways for the game player in all of us to interact with on-screen characters from Pitfall Harry in PITFALL!™ and the chicken who crossed the road in FREEWAY™, to the shape-changing, jellybean-eating blob from the vitamin-deficient planet of Blobolonia in A BOY AND HIS BLOB™.

David has published nearly 100 commercial video game products. In 2010 he was the inaugural recipient of the Academy of Interactive Arts and Sciences Pioneer Award. He was also awarded the 2009 IGN.COM "Top 100 Game Creators of All Time", the 2003 Game Developers Choice "First Penguin Award", and the 1990 Parent's Choice Award for A BOY AND HIS BLOB™.

"Yes, there is an Easter Egg in the game, and you need it to get a perfect game. No, I'm not going to give you a hint about where it is or how to earn it. If you find it, be sure to drop me a note at davidcrane@audacitygames.com. Good luck!"

Garry Kitchen is an accomplished video game designer, software developer and business executive with a career that spans over 40 years, as a toy designer, inventor, and pioneer of the video game industry.

Garry has personally designed and programmed a multitude of games, and as an executive oversaw the development and publishing of more than 300 titles. Retro game lovers remember his Atari® 2600™ version of DONKEY KONG™, the hit game KEYSTONE KAPERS™, and such groundbreaking computer products as DESIGNER'S PENCIL™ and GARRY KITCHEN'S GAMEMAKER™.

Garry's games have earned numerous awards and nominations, including Best Simulation Game from Game Informer Magazine for SUPER BATTLETANK™, Best Creativity Product from SPA Excellence in Software for GARRY KITCHEN'S GAMEMAKER™, and Video Game of the Year - Certificate of Merit from Electronic Games Magazine for KEYSTONE KAPERS™.

His personal awards and honors include Video Game Designer of the Year from Computer Entertainer Magazine, Lifetime Achievement Award in Video Games from Classic Gaming Expo, and nomination by Inc. Magazine as New Jersey Entrepreneur of the Year.

"Watch the eyes of the evil clown to get an idea what he is thinking. But be careful, he's an excellent shot! If you get by him, shoot me an email at garrykitchen@audacitygames.com and let me know how you did!"

When "The Chameleon" isn't using his high wire skills to undo the work of circus saboteurs, he spends much of his time performing feats of great strength as the circus' Strong Man. He even performs as a mentalist - reading minds and performing sleight-of-hand magic. But above all, he's a master at disguise, and you never know where or in what game he'll show up next... so stay tuned!

In the meantime, if you collect 40 or more Stars, you'll gain entry to the prestigious "CIRCUS CONVOY CLUB" founded by Andre himself! Just upload your qualifying score to the Audacity Games™ Global Leader Board using your smartphone and we'll send you a membership patch!


If you achieve a perfect score, not only will Andre be impressed, but you'll be rewarded with an additional PERFECT GAME Patch!

When you're done helping "The Chameleon" get The Heartland Traveling Circus ready for its next show, check out Audacity Games™ newest title by legendary game designer Dan Kitchen - CASEY'S GOLD™ for the Atari® 2600™ Video Computer System™, available Spring 2021.

The Gold Rush Gulch Railroad has been assigned to move tons of gold across the open desert to destinations unknown, but someone has tried to steal the gold! Now, it's up to you and Conductor Casey O'Kelly to search every train car for the missing treasure! From caboose to engine and every railcar in-between, Casey must look high and low to find each gold bar and coin. Can you do it before time runs out? Find out when you climb aboard the Gold Rush Gulch Railroad in CASEY'S GOLD™!
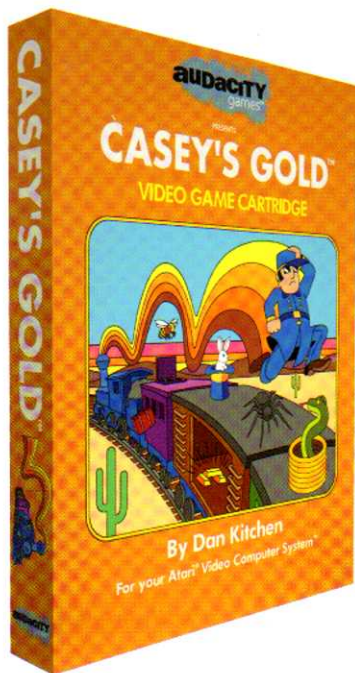
CIRCUS CONVOY™ CREDITS

Game Design, Programming, Tools, and New Technologies
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Game Design, Backgrounds, and Character Animations
Garry Kitchen

Marketing Services
Dan Kitchen

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John Lin

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Leonard Herman

Beta Testers
John Hardie   Sean Kelly
James Earl O'Brian   Ryan Edwards
Sean Barstow   Blake Barstow
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Special Thanks
Robert Jimenez
The National Videogame Museum

NATIONAL **VIDEOGAME** MUSEUM

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To find out more, visit www.nvmusa.org/seal