CIRCUS CAPER

Licensed by Nintendo for play on the
ENTERTAINMENT SYSTEM®

PRINTED IN JAPAN
Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.

2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.

3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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A CIRCUS IN PROGRESS, ITS BARKER IS LOUDLY SHOUTING TO ROPE IN CUSTOMERS. "THE BIGGEST CIRCUS AROUND! STEP RIGHT UP! SEE FOR YOURSELVES! THE GREATEST CIRCUS OF ALL TIME! ENJOY A ONCE-IN-A-TIME CHANCE!" TIM AND HIS SISTER JUDY STOP AT THE CIRCUS TENT. "WOW! HOW WONDERFUL! BROTHER, CAN WE SEE IT?" "BUT I'M SHORT OF MONEY." "TOO BAD! I WISH I COULD SEE IT." A MYSTERIOUS CLOWN SEATED AT THE ENTRANCE SUDDENLY CALLS TO THEM. "YOU KIDS HAVEN'T GOT ANY TICKETS? COME HERE. ROLL THESE. IF YOU STRIKE IT LUCKY, I'LL GIVE YOU TICKETS." "REALLY? BROTHER, LET'S DO IT!" "GOOD! SAY A PRAYER THAT YOU'LL BE LUCKY. NO SECOND TRY."

THEY STRIKE LUCKY. "WOAH! YOU KIDS ARE SURE LUCKY. THE TICKETS ARE YOURS. OOPS, ONLY ONE TICKET LEFT." AFTER ALL TIM GIVES HER THE TICKET.

"BE SURE TO MEET AT THE EXIT AFTER THE SHOW." "Yeah."

THE SHOW IS OVER, HE COMES TO MEET HIS SISTER. STRANGELY, ALL IS QUIET. "WHAT IS THE MATTER?" A STRANGE MAN SUDDENLY APPEARS IN FRONT OF HIM. "CALL ME MR. MAGIC. I HAVE YOUR SISTER NOW. YOU'LL BETTER GIVE UP ON HER!"

"SHUCKS! YOU CAN'T HAVE HER! WAIT!" TIM PLUNGES INTO THE CIRCUS TENT.....
THE PLAYER MUST MOVE Tim so that he beats his opponents by punching and kicking them as he advances to the right. (In some scenes, he must go to the left.) Whenever he defeats the enemy group, he gets cake and hamburger to regain his power as well as 'items' to use as weapons.

Each time he is attacked and gets hurt, his power, shown in the picture as heart-shaped figures diminishes by half a heart. When all the hearts are gone, the game ends.

HOW TO PLAY
**SPECIAL OPERATION**

**SCENE-1:** When you advanceTim to the second area of this scene, you can fly by Jetforce. Press the button A, then you can fly into the air instead of jumping.

**SCENE-3:** This scene is like a labyrinth. When standing in front of a silk hat with flowers, press up-on the control pad+. You can warp to another area.

**SCENE-6:** This scene is like a labyrinth, too. When standing in front of a black door, press up-on the control pad+. Then you can warp to another area.
MARKS AND DESCRIPTIONS

HEART: Shows the remaining power of the player.

SCORE: Shows the points gained.

ITEM: Various weapons appear when the "SELECT" button is pressed. Use whichever you think best to fight your opponents. For more information, see "ITEMS/WEAPONS" (PAGE 10-11).

KEY: Shows the number of the keys taken from the enemy. (It equals the number of the scenes cleared.)

CARNIVAL GAMES: Inside the scrolling scenes are several types of "Carnival Games". You can score in them. Press up on the control pad in front of the secret entrance. Even if you lose, you won't die.

FAIRY: When hearts showing power diminish to the second half of the last heart, a fairy appears and lets you play a game to regain power. If you win, you get back all the power lost. But if you lose, or miss the fairy, your power cannot be restored. Also it is possible that the fairy will not appear even when power is reduced to the second half of the last heart.
WHEN WANTING TO USE AN ITEM, PRESS THE SELECT BUTTON, AND THE ITEM WILL APPEAR AT THE TOP OF THE SCREEN. BY PRESSING THE BUTTON B YOU CAN FIRE THE WEAPON. TO USE ANOTHER WEAPON, PRESS THE SELECT BUTTON AGAIN.

ITEMS & WEAPONS

HAMMER
WHEN FIRING THE HAMMER, YOU CAN DESTROY THE ENEMY IN FRONT OF YOU.

SOCCER BALL
IT RUNS FOLLOWING CONTOURS OF THE LAND. USE IT TO DESTROY THE ENEMY.

YO-YO
IT REVOLVES AROUND TIM AND DESTROYS THE ENEMY.

BOMB
THE BOMB CAN DESTROY ALL THE ENEMIES ON THE SCREEN, BUT IT'S OF NO USE AGAINST THE BOSS.

BLOCK
PRESS THE BUTTON B, AND THE BLOCK WILL APPEAR THE SAME HEIGHT AS TIM. YOU CAN STEP ONTO IT, BUT CAN'T DESTROY THE ENEMY WITH IT. FOR EXAMPLE, IT IS VERY USEFUL WHEN WANTING TO JUMP UP TO A PLACE HIGHER THAN YOU CAN REACH.
TIM...THE MASTER OF THE GAME. A BRAVE BOY WHO FIGHTS THROUGH AN ENEMY ONSLAUGHT TO SAVE HIS SISTER.

JUDY...TIM'S LITTLE SISTER WHO IS TAKEN AWAY INTO THE MYSTERIOUS CIRCUS.

MR. MAGIC...THE BOSS OF THE CIRCUS, THE MALICIOUS MAGICIAN WHO KIDNAPS JUDY.
CLOWNS' ASSAULT. UPSIDE-DOWN CLOWNS, WINGED CLOWN FACES AND OTHERS ATTACK TIM. THE LATTER HALF OF THE SCENE IS AN AIR BATTLE WITH FLYING HUMAN ROCKETS AND SHELLS. THE CHIEF ANTAGONIST OF THE SCENE IS ROLYPOLY, THE CLOWN.

SCENE-1

UPSIDE-DOWN CLOWN: CHAP
FACE CLOWN: ANGEL FAT
HUMAN ROCKET: CAPTAIN JOE
HUMAN SHELL: JOKER

SCENE-2

TIGHTROPE TIM ON THE TIGHTROPE FIGHTS TIGHTROPE ARTISTS AND MONKEYS. HE MUST WATCH OUT FOR EVIL TRAPEZE ARTISTS, TOO. THE CHIEF ANTAGONIST OF THE SCENE IS KING ROPY, THE TIGHTROPE ARTIST.

TIGHTROPE ARTIST: JULIUS
MONKEY: LEONARD
TRAPEZE ARTIST: LINO
BACKSTAGE OF THE CIRCUS-
A LABYRINTH, THE CHIEF
ANTAGONIST OF THE SCENE
IS GAMRAN, THE WHITE
TIGER.

SCENE-3
EGG WALKER.................. MATILD
SPRING CLOWN............... HUGHIE
HAMMER THROWER........... BRUNO

IN FRONT OF ANIMAL CAGES.
BABY ELEPHANTS, LIONS
AND VULTURES LEAP FROM
THE CAGES AND ATTACK
TIM, WHO DEFEATS THEM
ONE BY ONE AND ADVANCES.
THE CHIEF ANTAGONIST OF
THE SCENE IS IVANOV,
THE ANIMAL TRAINER.

SCENE-4
BABY ELEPHANT.............. TAMTAM
VULTURE.................... GAUCHO
LION......................... ARTHUR
THE BIG TOP IN FLAMES. UNICYCLE RIDERS AND CLOWNS RUN ABOUT, THEIR BUTTS ON FIRE. THE CHIEF ANTAGONIST OF THE SCENE IS SPANKY, THE BEAR ON THE BALL.


SCENE-5

SNAKE................................SPEEZY
UNICYCLE RIDER........................MELODY
CLOWN..................................HARPO

SCENE-6

MONKEY ON THE UNICYCLE...........ALEX
GHOST..................................CECILIA
SKELETON..............................CRACKER
MAGICIAN..............................JACOB
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Compliance with FCC Regulations

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- Reorient the receiving antennas
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

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