

FIENDISH FREDDY'S

* BIG TOP O' FUN MANUAL *



Amstrad CPC 464/6128
Commodore 64/128
Spectrum 128K (+2, +3)

A WONDERFUL WIN OR A LOATHESOME LOSS

If any one player has accumulated \$10,000 or more, then your big top is saved from certain demise and it's curtains for Freddy. However, if no one person raised the needed \$10,000, Freddy will take up permanent residence in the area and your circus will be nothing but a memory.

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Conversions for Amstrad, Commodore, and
Spectrum versions by Imagitec Design Ltd
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WHAT YOU NEED

Amstrad CPC 464/6128

- A monitor – either Colour or Monochrome.
- A joystick (or play the game with the keyboard using the cursor keys and space bar as fire).

Commodore 64/128

- A Commodore 64 computer or a 128 in 64 mode.
- A disk drive or a cassette player.
- A joystick connected to port two.
- A suitable television or monitor.

Spectrum 128K (+2 or +3)

- A Spectrum +2 or +3 computer.
- A suitable television or monitor.
- A joystick.

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LUMINOUS LOADING INSTRUCTIONS

Amstrad CPC 464/6128

Disk Version

1. Insert the disk with side one facing upwards.
2. Type I CPM and press return.

Cassette Version

1. Insert the Introduction Side of the cassette and rewind it fully.
2. Type "RUN" and press return.
3. If you want to skip the introduction, then insert the Game Side of the cassette and type "RUN" and then press return.

Commodore 64/128

Disk Version

1. Insert the disk label side up
2. Type Load "", 8, 1 and press return.

Cassette Version

1. Insert the cassette label side up.
2. Hold down shift and press Run/Stop together.
3. If you want to skip the introduction, then insert and rewind side two of the cassette, hold down shift and press Run/Stop together.

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Spectrum 128 K (+2, +3)

Disk and Cassette version.

1. Select "Loader" from the menu when you turn on the machine. This will load and run the game automatically.

Note: The practice option is not available to cassette users.

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THE GLORIOUS GAME

Blasted Big Bank! Your small, struggling circus is about to be seized by a sinister scumbag, to whom you owe the sum of 10,000 smackeroos. Your Big Top will be blacktop if you don't bag the bucks needed to banish the barbarous banker from your beloved business. To make matters more miserable, he's sent Fiendish Freddy to foil your fragile finances and prevent your people from performing at their peak. Your objective is to obliterate this financial obligation by perfectly performing the precarious perils of the Big Top. Thus you will thrill the throng of spectators while also earning the megabucks needed to expand your arena.

THE MAGNIFICENT MENU

After the opening sequence, the carnival hawker and the Main Menu will come on the screen. This menu allows you to choose Game or Practice Mode. Practice Mode lets you practice any particular event as many times as you like. Game Mode takes you through all six events (in order) and will give a score to each player.

Practice Mode

To select practice Mode, use the joystick to move the pointer to the bottom of the menu where it says PRACTICE and press the fire button. The menu changes to a list of the six events. Now move the pointer until it is over the event you want to practice and press the fire button. If necessary, you'll be instructed to insert a different disk.

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Once the event has loaded, the following message appears on the screen:

PRESS "Q" TO QUIT
OR
PRESS FIRE TO CONTINUE

Whenever the fire button is pressed you'll go to the beginning of the event. Each event has either three or four levels. You'll begin your practice at the first level and advance to the subsequent levels only as you successfully complete each level. Whenever you "fail" at an event, or make it through all of the event's levels, the "Quit or Continue" message reappears. When you are finished practicing, press Q and you will be returned to the hawker and the Main Menu.

Game Mode

To select Game Mode, use the joystick to move the pointer to the number of players that will be playing the game. There may be anywhere from one to five players. Keep in mind that the \$10,000 must be earned by a single player, not accumulated from what several players earn. Thus, in a multiplayer game, you're trying to raise the money, but you're also trying to earn more than the other players. Once the pointer is over the desired number of players, press the fire button.

Next, each player will select an animal character to represent the player in the game. Each of the five characters is displayed one at a time. To scroll through the different characters, move the pointer over the words "Next Beast" and press the fire button. When the beast that you want appears, move the pointer to the words "Take this beast" and press the fire button again. When each player has selected his/her character, the ringmaster appears and the game begins.

As each event begins, the character whose turn it is appears on the screen along with the level he/she is performing and the message "Now Appearing". The player then presses the fire button to begin the event.

After all of the players have completed an event, the distinguished panel of judges will come on the screen and "score" each player by awarding him/her a certain amount of money. After the amount of the event is given, the player will see what his/her total is at that point. Once each player has been scored, the Ticket Tally appears and shows the totals for all of the players.

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THE EXPLOSIVE EVENTS

Phenomenal Feats of Diving Daring

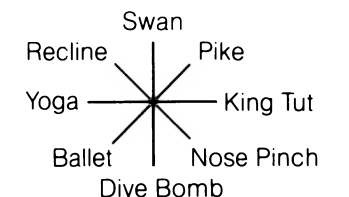
(High Diving)

To begin our Big Top O'Fun we bring you an act involving horrendous heights and terrifying targets (especially Level 3). Only the sturdiest of souls (and heads) will survive this stupendous spectacle.

In this event you take on the persona of Horace the High Diver. First Horace climbs up the ladder and moves out to the end of the diving platform. On the right side of the screen is a scale model of the diving platform. An arrow points to the level where Horace is standing. In the upper left corner of the screen is the name of the pose that Horace should perform first. In the lower left corner is a picture of the diver's target.

Press the fire button to begin Horace's dive. Once Horace is airborne, begin to quickly move the joystick from side to side, but keep Horace over the target. This gets Horace spinning around so that he can gain enough momentum to go into a pose. Once he is going fast enough, a bell rings and the name of the pose flashes, indicating it's time to go into a pose.

To perform a pose, move the joystick to the appropriate position and then press the fire button. The joystick positions for each diving pose are as follows.



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