

*For nearly forty years this story has given faithful
service to the Young at Heart, and time has been
powerless to put its kind philosophy out of fashion.
To those of you who have been faithful to it in return
... and to those who are Young at Heart
... we dedicate this software.*

SIDESHOW

ATTENTION
IF ALL ELSE FAILS, READ THIS MANUAL
YOU'LL BE GLAD YOU DID.

INSTRUCTION MANUAL
AMIGA

SIDESHOW

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Keyboard Quick References

Complete descriptions of the following keys are referenced in this manual, they are repeated here as a quick reference.

ESCToggle Pause on / off.

F 1At Ticket Select screen select phaser gun for AMIGA 1000

F 2At Ticket Select screen select phaser gun for AMIGA 500 / 2000

F 9Toggle intermission music on / off .

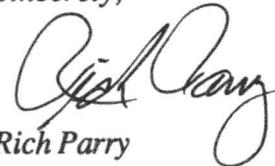
F 10At Booth Select screen will return you to Ticket Select screen to start a new game or end. If in DEMO mode, this key will also return you to the Ticket Select screen.

Hi,

Our previous phaser gun games, CAPONE and P.O.W., were met with great success and enthusiasm by almost everyone. However, some thought shooting Chicago gangsters in CAPONE and shooting the enemy soldiers in P.O.W. was a little violent, especially since using the Actionware Phaser gun may have made the experience too real.

To those we apologize and bring you SideShow. What could be more good old fun than the SideShow at a carnival? We hope you enjoy our efforts.

Sincerely,



Rich Parry

Rich Parry

Important Notices

MEMORY REQUIREMENTS

SIDESHOW requires an AMIGA computer with at least 512K of memory.

Additional sound effects are automatically available in 1 meg AMIGA machines.

DISK DRIVES and MEMORY

Each disk drive or hard disk you have requires some of the computer's memory.

Sideshow will work in a 512K AMIGA with up to two drives connected. If you have 3 or more drives you may find you need to remove the additional drives.

DEMO MODE

A continuous demo starts any time no input is sensed for approximately 30 seconds.

If the demo mode begins, you may press the F10 key to start the game after the booth being displayed finishes.

PAUSE

To pause the game, just hit the "ESC" key on the keyboard. To start, just hit the "ESC" key again.

GUN USERS

The Actionware Phaser gun makes games very unique. Capone and POW are perfect examples. Sideshow also makes use of the gun. However, the sizes of the targets in Sideshow are small which requires an accurate hit and a steady hand. We therefore suggest that some booths be played using the mouse rather than the gun.

SOUND EFFECTS

The sound effects used are real. For best results connect your AMIGA to a Stereo System with good bass response and pump up the volume.

POPCORN DISCLAIMER

If your version of Sideshow includes a bag of popcorn, please note that it is a gift and is not for resale. The weight printed on the popcorn bag may not be correct.

AMIGA Loading Instructions

- 1) Turn on your AMIGA and monitor in the normal manner and insert SideShow TICKET 1 into the internal drive (df0:), AMIGA 1000 users will insert their KickStart disk first.

- 2) **USING THE MOUSE**

If you are using a mouse to play the game, there are no special instructions. Skip steps 3 and 4 below.

- 3) **USING THE PHASER GUN**

*This section is only important if you are using the Actionware Phaser Gun.
SideShow does not support the Dual Gun Interface.*

Because of hardware differences in the 500/2000 and the 1000, the gun is connected to different ports of the AMIGA. See diagrams for connection.

If you have both a gun and a mouse, you may wish to insert both and switch back and forth between the two during game play as you may find that some booths are more fun with the gun and some are better with the mouse.

After the program begins, a ticket selection screen will appear showing a man selling tickets for Children and Adults. In the lower left hand corner, a sign post indicates which AMIGA the phaser gun player is using. The selection can be changed as follows:

Keyboard key F1 AMIGA 1000 phaser gun.

Keyboard key F2 AMIGA 500/2000 phaser gun.

- 4) **AIMING (GUNSIGHT CALIBRATION)**

You will also find that the gun is accurate and should not require calibration. However, if you wish to customize the gunsights, when the ticket booth screen appears, hit the sign in the lower left-hand corner which reads "Calibrate Light Gun." The aiming screen will appear, merely aim your gun at the center of the crosshairs and hit the target 4 times. We suggest you calibrate the gun at the distance that you will be using the gun for most accuracy.

The program will automatically continue. If you wish to calibrate the gun again, return to this booth.

HARD DISK INSTALLATION

SideShow is not copy protected. You can make as many backups as you like for your own personal use. You may also install SideShow on a hard disk by using the following instructions:

Read all instructions before beginning.

1. Create a directory on your hard disk in which to place SideShow. In this example, we'll put the game into "DH0:SideShow". If you decide to put SideShow somewhere else, replace all references to "DH0:SideShow" with the desired path. You'll need about 3500 free blocks.

MAKEDIR DH0:SIDESHOW

2. Copy each of the three SideShow disks, Ticket1, Ticket2, and Ticket3 to this directory. Of course, you'll have to insert each disk before performing the command.

```
COPY TICKET1: TO DH0:SIDESHOW ALL CLONE  
COPY TICKET2: TO DH0:SIDESHOW ALL CLONE  
COPY TICKET3: TO DH0:SIDESHOW ALL CLONE
```

3. Since SideShow looks for information by disk name, and all the files are now on the hard disk, you'll need to use the ASSIGN command to tell SideShow where everything is. It will be best to create a batch file which will do these ASSIGNS for you. Run your favorite text editor (such as ED or EDIT) and make a text file with these commands. Save this file as DH0:SideShow/SS-Batch. These commands can also be put into your S:Startup-Sequence, since you'll be playing SideShow often. (Right?)

```
ASSIGN TICKET1: DH0:SIDESHOW  
ASSIGN TICKET2: DH0:SIDESHOW  
ASSIGN TICKET3: DH0:SIDESHOW  
STACK 25000
```

4. Every time you want to play SideShow, execute the ASSIGN commands in the batch file you made (skip this if they're in your Startup-Sequence), then run SideShow itself.

```
CD DH0:SIDESHOW  
EXECUTE S/SS-BATCH  
SS
```

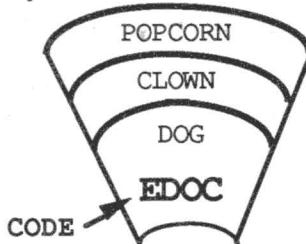
5. That's it!. If you're going to install SideShow just as above, we've supplied a script which will do Steps 1-3 for you. It's on SideShow Ticket 3 in a directory called "S".

```
EXECUTE TICKET3:S/INSTALL-HD
```

CODEWHEEL INSTRUCTIONS

At various points in the game you may be asked to consult your codewheel. There are 3 wheels. One wheel contains FOOD, another PEOPLE, and the last ANIMALS that you would find at a SideShow. The program will supply you with one item from each category. Line up the three items. Type in the 4 letter code found under the three categories and hit the "return" key. If

you make an error, use the "backspace" key.



HIGHScore TABLE

Sideshow lets you save the top players. If the disk is write protected, the top players will be saved only for the playing session. If the disk is write enabled, the top players are saved to disk.

YOUR GOAL

Your goal is to win each of the 8 booths 3 times and spend as little time in each booth as possible. You have won a booth when you have gained the same or more tokens than the number of tokens used to enter the booth. You should try to finish the booths quickly since the more time you take, the hungrier you get.

TICKET BOOTH

Running to the circus's entrance, you are stopped by the ticker seller. You must purchase a ticket before entering, either the child or the adult ticket. You make your selection by striking the appropriate sign. Purchasing a child's ticket will give you more tokens and your hunger will increase at a slower pace, but you will not be able to enter all booths.

You should also find that the child's ticket will not require the 3rd disk. This will decrease disk swapping. Note also that disk 1 is used the most, therefore if you have only 2 disk drives when the request to insert disk 3 for examples comes up, we suggest you insert it into the drive where you have disk 2.

<u>Child Ticket</u>	<u>Additional booths for Adult Ticket</u>
Balloons	Haunted Hill
Balls	Dunk Tank
Potpourri	Knives
Strength	
Clock Shoppe	

BOOTH SELECTION

The game begins with an overview of the fair grounds. Each of the tents contains a game booth that you must win to gain tokens which in turn allows you to buy food at the concession stand and stay at the SideShow to play more booths.

Shoot first at the desired booth, the ticket in the left-hand corner displays the name of the booth and the number of tokens needed to play. The Record Sheet in the right-hand corner indicates the number of tokens you have and your hunger level. Remember, you can only play the games for which you have enough tokens. Once you have decided which game you wish to play, shoot the admission ticket to indicate your choice.

The Booth Selection screen shows an overview (map) of the SideShow. On top of each of the booths is a waving flag.

Green Flag Indicates the booth is open.

Blue Flag Indicates the booth has been won once.

Yellow Flag Indicates the booth has been won twice.

Red Flag Indicates the booth has been won three times and is now closed (Congratulations!). Note a booth may be closed because either you have won it three times or you have a child's ticket.

BALLOONS

This game is more tricky than just shooting at balloons. Your goal is to find a tile pattern that the balloons hide. Underneath each balloon is a numbered tile, either black or red. The black numbers form a simple pattern, such as a square or a cross, and will add points to your score. The red numbers are not part of the pattern, so they will subtract points from your score. There are also special bonus tiles: a red star will decrease your hunger and a gold star will increase your total number of tokens. Hitting floating balloons will subtract from your score so try not to hit them!

BALLS

In this booth you must hit the green balls as they pop out of the milk pails to gain points. However, you must avoid the red balls as they will subtract from your score.

	<u>Green balls</u>	<u>Red balls</u>
Row 1	10 pt.	-10 pt.
Row 2	20 pts.	-20 pts.
Row 3	50 pts.	-50 pts.
Row 4	100 pts.	-100 pts.

POTPOURRI

In this circus classic, hit the moving targets as they cross the screen. There are four levels of action: air, land, swamp, and underwater. Each level has various targets that are worth varying points. Note some objects flash and change into another object, you must hit these objects when they flash for a positive score, otherwise you will be penalized.

1 hit items (i.e. kite, roller skate, worm etc)	10 pts.
2 hit items (i.e. clam, black duck, red car, red plane)	20 pts.
3 hit items (i.e. bull dozer, helicopter, sunglass duck, submarine etc.)	50 pts.
When they flash (i.e. blimp, black car with dynamite, egg, mermaid)	100 pts.
Normal (i.e. blimp, black car with dynamite, egg, mermaid)	-100 pts.

STRENGTH

Fire at the weights at the base of each of the three posts to make the weight go up toward the bell. However, your timing must be right because the circus' monkeys like to tease you by running up the post and taking the bells!

Hitting Bell	10 pts.
Monkeys	-20 pts.
Balloons	-10pts.

KNIVES

A quick and steady hand is a must to win this game. Hit the apple or happy face as the doors open, but be aware of surprise targets. Happy faces are a bonus, but the sad faces are not. Also be careful not to hit our poor clown, for hitting him will cost you!

Apple	50 pts.
Happy face	100 pts.
Sad face	-100 pts.
Clown	-200 pts.

CLOCK SHOPPE

You need to have a pretty good aim to do well here. Do not hit the face of the clock. Fire only at the clock pendulums and weights. Hitting them at their apex will give you points and advance the clock hands one hour. When the clock strikes 12:00, the cuckoo bird will pop out as a not-so-easy target. Hit the bird for even more points. We suggest the mouse rather than the phaser gun for this high accuracy booth.

Pendulums (at apex)	100 pts.
Pendulums (not at apex)	-10 pts.
Cuckoo Birds	300 pts.
Clock Face	-200 pts.

HAUNTED HILL

Your marksmanship is really tested here as assorted spookies appear and disappear like ghosts. Shoot at anything that moves to earn points and save your life!

Skulls	1 pt.	Ghost train	1 pt.
Rat	1 pt.	Tombstone	2 pts.
Bucket o' Blood	2 pts.	Burning Trees	2 pts.
Arm in tree	2 pts.	Monster on Road	3 pts.
Evil Pumpkin	3 pts.	Raven	3 pts.
Lightning	3 pts.		

DUNK TANK

Dunk poor Willy into the tank three times by aiming at the white targets and "throwing" when the target turns red and white. You'll have to be fast because Willy wants to stay dry just as much as you want to get him wet, and he moves faster than his name suggests. Score 100 points for each dunk.

FOOD STAND

Don't get too carried away playing games that you forget to feed yourself! The game will end if you have to go home because you got too hungry. So stop by the concession stand and use your tokens to get popcorn, soda pop, hot dogs, or cotton candy. Choose your snacks carefully because you must have enough tokens to cover the cost of the food item. Make your selection by hitting the food item(s) and then hit the cash register to return to the games.

RANDOM EVENTS

Every so often you may encounter someone trying to sell you something or you may have a chance to find a token. A magician, a strongman, and a ringmaster, will ask if you wish to exchange tokens for something that might interest you. Is it a hoax? You take the risk because it may or may not work! Another chance to win something comes if you are lucky enough to come across some garbage lying in the grass. (Huh? Lucky?) Yes! Because underneath one of the items lies a token, but you only have one chance to guess where it is. Shoot at one of the items to try your luck.

Hints

1. Read this manual, it contains important information to win.
2. Don't waste bullets.
3. Don't waste time, you'll get more hungry the more time you take.
4. Be careful at what you are shooting at. There are both good and bad objects to hit.
5. If you have 2 disk drives, you can reduce disk swapping by exchanging Ticket 3 with Ticket2 when requested. Ticket1 is used most often and should remain in a drive.
6. When your hunger is over 70%, we suggest you consider a trip to the food stand, you might lose if you wait too long to get something to eat.

Easter Eggs

To make things a little more interesting, we have placed a few things (easter eggs) into SideShow. For example, there is a way to get tokens for free as well as a way to lose tokens. You can also force a random event and maybe a few more. GOOD LUCK!

Putting Yourself in the Dunk Tank

We have done something unique to the Dunk Tank. We have made it possible for you to actually put yourself or a friend (or enemy) into the Dunk Tank. It requires you to paint or digitize yourself using a paint program or a digitizer/camera. It also requires some skill. Here's how:

Before making any changes, be sure to back up your disks!

SideShow is not copy protected so you can use any normal copy program, such a DiskCopy from your Workbench disk to copy the disk. If you copy a SideShow disk from Workbench be sure to remember to rename the copied disk to the correct disk name. **The name of the disk must be "Ticket3" not "copy of Ticket3".** From Workbench use "RENAME" to accomplish this. From the CLI use the INFO and RELABEL commands to check and change the disk name, respectively.

- 1) Use your paint program to load in the FACE TEMPLATE screen from SideShow disk 3. It's called "Template.ILBM". The template contains the colors you can use for the face as well as its proper size.
- 2) Draw the image you want into the indicated area in the template. The image can be anything you want as long as it fits within the boundaries.
- 3) **IMPORTANT !!! Save only the image you've just painted (not the entire picture) as a brush (not a picture) with the name "Face.ILBM".** In Deluxe Paint™ for example, you would capture the image using the BRUSH SELECTOR gadget in the toolbox then save it as a brush.

NOTE: If the graphics file you saved is not exactly the same size as the area in the template, SideShow will not load it and will use the default graphics instead. If you accidentally change or delete the face template, there is another copy of it on SideShow Disk 3 in the directory called "Images".

If you do not wish to paint your own image but yet wish to try another face, there is a file on disk 3 in the IMAGES directory called FACE0.ILBM. All you have to do is copy this file to the root directory.

From the WORKBENCH copy the FACE0.ILMB icon out of the IMAGES drawer and rename it FACE.ILBM.

Assuming Ticket3 disk is in DF0: from the CLI or Shell,

CD DF0:

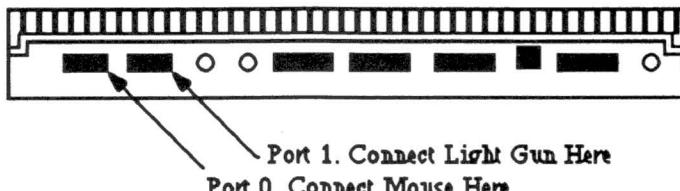
COPY IMAGES/FACE0.ILBM TO FACE.ILBM.

IMPORTANT: We at Actionware think we are breaking new ground in offering this unique ability. We suggest that only users familiar with a paint program and manipulating disk files should try this. If you have difficulty, we regret we are not equipped to supply support beyond the instructions provided above. We suggest you consult your dealer whom we rely on to support our products.

AMIGA 500 Light Gun Users

This version of the AMIGA requires the light gun be connected to the second game port which is port 1. Port 0 is reserved for the mouse.

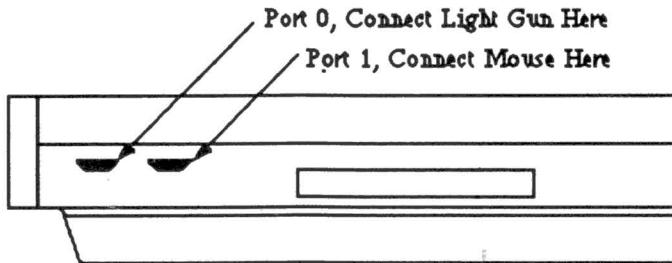
Note that during the game the user can easily switch between the gun and the mouse.



AMIGA 1000 Light Gun Users

This version of the AMIGA requires the light gun to be connected to port 0 which is normally used by the mouse. Therefore, you will have to remove your mouse and insert the light gun into the mouse port.

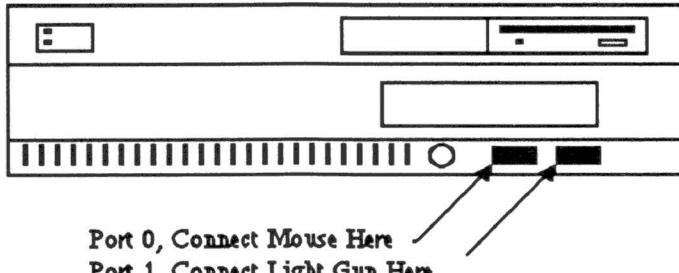
Note that during the game the user can switch between the gun and the mouse, but pausing the game and connecting and disconnecting the mouse and gun will be required.



AMIGA 2000 Light Gun Users

This version of the AMIGA requires the light gun be connected to the second game port which is port 1. Port 0 is reserved for the mouse.

Note that during the game the user can easily switch between the gun and the mouse.



FREE SUPER DEMO. We have put on TICKET 3, real working versions of most of our currently available titles. It includes working programs from CAPONE, P.O.W., CREATURE, and SIDESHOW. Note that it may require 1 Meg of memory. The demo on Disk 3 is self booting.

It is our hope that you will enjoy these small samples and that you spread the word.

Thank you.

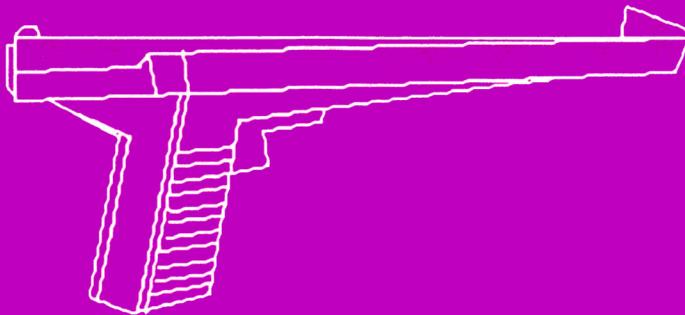
CAPONE. As you cross the street in old Chicago a gunshot rings out. The pain in your leg tells you where the bullet hit. Every member of the mob is there to get you. You hurl yourself to a parked car for protection and start giving them a taste of their own medicine.

P.O.W. Every red blooded American is sickened by our enemy's injustice toward our men who gave so much for their country. Many of our boys are still over there. With your M14, you adventure behind enemy lines to bring'em home if you can.

CREATURE. Distress calls received from deep space report hostile alien life forms, and you are the only space security captain within range. Rumors describe an unstoppable beast that lurks within the walls of the space station. This may turn out to be your worst nightmare, for it is . . . *Creature*.

PRISON. The year is 3033 AD. Criminals are no longer sent to jail, they are sent to the abandoned planet, Altrax. You have been wrongfully convicted of a crime and sent there. You must be the first to find the escape pod and make the first escape from the prison that has claimed so many lives.

Actionware Phaser Gun



If you thought SideShow was fun with a mouse, try the Phaser Gun.

See your dealer, if he doesn't have it, tell him to get it. If you still can't get it, you may use your Visa or Master Card charge card to order the gun for \$39.95 (\$10 off regular \$49.95 price). There is a \$3.00 P&H charge. Sorry no COD's.

(800) 447-4862

Orders Only Please