

## Atari 8-bit – Lindasoft – 1987



*Programmed by Andrea Cucchetto in LM using BBK Monitor*

**White Circus** is a multi-event sport game, it runs on all Atari 8-bit systems and it gives you the opportunity to compete with your friends in 5 different winter disciplines.

You can play alone, trying to improve your results which are saved on disk, or you can challenge up to three players for the gold medal.

It is possible to compete in all events or to select only some of them. In any case it will be proposed a final classification to assign the first place in the medal table.

In order to be able to reach good results, you will need a bit of practice... Just to help you, after the game instructions, there is a short appendix with some good tips and tricks, very useful to get your best records.

And now, some words about me and the game...

When I bought my first Atari 800XL, in 1984, I immediately realized to have in my hands not only a good “game machine” but also a powerful ‘didactic’ instrument to learn.

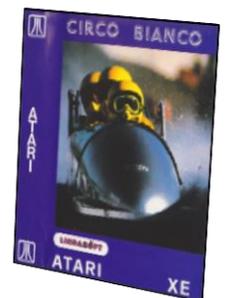
I enjoyed myself with several good games published in the first half of the 80’s and then, I started to program with the excellent Basic available on the Atari 8 bit trying to explore and exploit the graphic and the sound of my machine.

Italian books or magazines were almost not existing and, obviously, Internet was far to be a solution... I didn’t stop in my passion and, with many difficulties, I was able to get some documents in English from the USA.

With these info and billions of hours awake in the night, I made the jump from Basic to the ‘mystic’ Machine Language...

In those years it was very popular “Winter Games” by Epyx but, unfortunately, it didn’t exist an Atari version. For this reason I decided to try to convert the Ski Jump event and to show my creation to Lindasoft, a mythical Italian software house supporting the 8-bit world.

The meeting was very positive and they asked me to complete an ‘Atarian’ version of winter games. I finished the game and it was published (obviously without the Ski Jump event, too similar to the original from Epyx) but, due to the Italian Atari market, based mainly on systems connected with cassette recorders, Lindasoft decided to sell it only on tape... a multi-event game is conceptually made to be run by diskette and the cassette version was not a good idea.



A last note:

White Circus has been my very first game... currently my English is not perfect, but it was absolutely terrible when I was a boy, so I beg your pardon for any text error in the game.

I programmed the code in Machine Language, I created the graphics, the music and the sounds effects. I assembled it in about 10 months in 1987, using BBK Monitor, not a real and comfortable Assembler tool...

It’s normal that White Circus is not perfect and that the playability is not always at the top. I know that it is not a masterpiece but it’s a my creature and I will always love it :)

It’s a great joy for me to have finally the opportunity to share it with all you, Atari fans.

# Instructions

## Loading

---

Using a real Atari system you can insert the diskette and switch on the computer while, with an emulator (I suggest the excellent Altirra - <http://www.virtualdub.org/altirra.html>) you can simply load the ATR image of the game.

**Attention...** In any case it's necessary to have the Basic **disabled**. After a few seconds the title image will be loaded:



Now it's necessary to press any key to proceed with the loading of the program. After a while you'll get this image:



As you can see, you have now to flip the disk to proceed. On a real Atari system you can flip the disk and insert it.

If you are using an emulator you must load the file ATR with the image of the B side (with Altirra click on "File" -> "Disk drives..." or press the key combination ALT+MAIUSC+D). Finally, pressing the fire on the Joystick, we'll get the main Menu of the game.

## Main Menu

The main Menu of the game contains 5 commands that you can activate pressing the fire of the Joystick. The selected voice of the Menu is marked in light blue and you can change your selection simply moving the Joystick in any direction.



It shows a screen with some information about the program. Pressing fire you go back to the main Menu.



Pressing fire you change the number of players.

Start the game for all the events.

You can choose to play with only some of the available events.

It shows the best record of all disciplines. Pressing fire you go back to the main Menu.

WORLD RECORDS		
SKI JUMP	ANDREA	219.00
BOB	ANNA	79.00
SPEED SKATING	ANDREA	42.00
DOWNHILL	ANDREA	65.20
SLALOM	ANNA	58.00



As we have already specified, you can choose to compete only in some of the events.

In this case you can 'switch on' or 'switch off' the different disciplines selecting them and pressing fire.

You can then confirm your selection with the proper voice of the menu.



After your decision to compete in all events or just in some of them, you have now to insert the name of the participant and confirm your input before starting the game. This is the screen for the name input.

You can use the keyboard to insert the name of the selected player e confirm it using Return key. And, finally, you have to decide if confirm and start the game with the first selected event or cancel with ESC and go back to the main Menu.

## Ski Jumping

In the Ski Jumping event you have 3 attempts to get the best result. The score is calculated as a sort of sum of the length of the jump and the style voted by the judges.

To have a good jump you must keep the right position during the fly and, obviously, in the landing phase.



Press fire on the Joystick to begin the jump.



At the end of the trampoline you must press fire on the Joystick before the jump to avoid a fall.



During the fly it's necessary to react quickly moving the Joystick as soon as the skier loses the correct position and he is off balance in different directions.

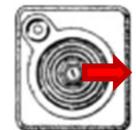
These are the possible positions and the necessary movements to correct them:



This is the correct position – No action required



Off balance back – Move Joystick right



Off balance forward – Move Joystick left



Off balance down – Move Joystick up



Crossed skis – Move Joystick down right



If the position during the landing phase will be correct, the skier will receive the ovation of the public and he will get a good score.

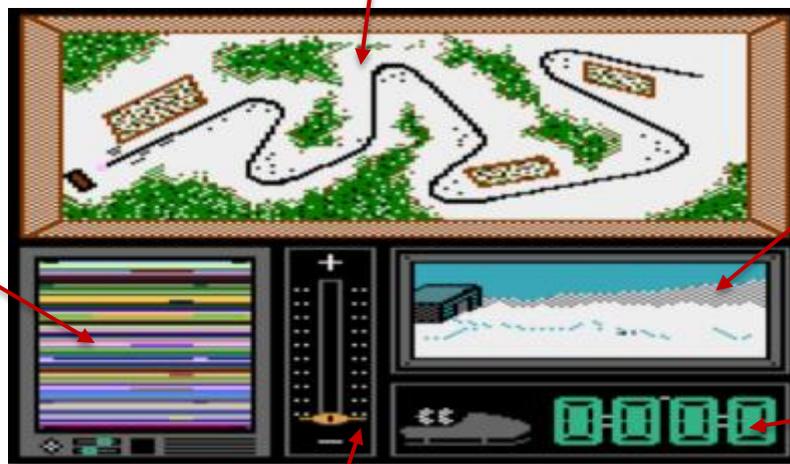


### Bob

Also in the Bobsled event, you have 3 runs to try to get the best result. To complete the race in a good time, you have to increase the speed of the bob keeping it high during the curves (but not too much in order to avoid to turn it upside down) and keeping it in the center of the track in the straight. In the initial pushing phase, it's important don't waste time and enter the track as soon as possible, pressing quickly the fire on the Joystick.

In the map, viewed from up, you can see the position of the bob. It can help to understand if the next curve will be to the right or to the left.

In the small monitor you can see the bob during the race and you can decide when and how much move it to the sides of the track.



The window above the chronometer is used during the pushing phase.

The chronometer

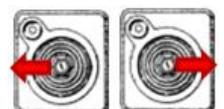
This is the sliding speed meter



During the initial pushing phase, you must 'throw' the bob out of the pushing zone as soon as possible. To do it, press and release quickly the fire on the Joystick.



During the race you can control the position of the bob moving the Joystick to the right or to the left. The goal is to keep the bob in the middle of the track when it's in straight, and to let it go high in the curves but avoiding that the bob turns upside down.



### Speed Skating

One lap of the track to run at the maximum speed, without a breath and paying attention to the mandatory change of the lane, after the first half... a good challenge ! If you will start before or if you will invade the other lane, you will be disqualified and you can't finish the race.

The windows with the track, shows you the skater and lets you perfectly control him during the race and the change of the lane.

The map viewed from up, shows the position of the skater and it's helpful when you must change the lane.



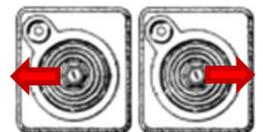
This is the speed indicator and you have to keep it always as high as possible.

The chronometer

It's important to understand how to control the skating of our athlete, in order to let him go fast... The speed will be increased moving the Joystick to the left and to the right. But pay attention ! You don't have to move it as quick as possible... You must give a regular movement, just like the real skater's movement.



You must keep the Joystick in the selected left or right direction until the skater has completely finished his left or right step. Only when the step is completed, you can successfully change direction.



In order to avoid to be disqualified, you have to change the lane after the first half of the lap. As soon as the middle dotted line disappear, use the Joystick and move it up to position your skater in the other lane. Pay attention! To successfully change the lane, your skater must have a good speed...



## Downhill

Throw yourself down in the track and try to keep the ‘egg’ position to increase the speed. Obviously during the curves you will have to turn in order to avoid to go out of track... If you touch the edge your speed will be lowered to the minimum. You have just one attempt to get your best result, so give a look at the arrows that show you the direction of the next curve and keep the right position in the straights.

The upper windows shows the track in foreground and lets you control better the skier in the straight and in the curves.

The view of the mountain shows you the position of the skier on the track in order to know before the direction of the next curve.



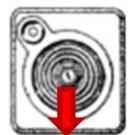
The speed could be increased keeping the right position both in the straight and in the curves.

The chronometer

The arrows show the direction of the track. While the pink arrow is always present on the screen, the light blue one appears on the right or on the left just a bit before the next curve.



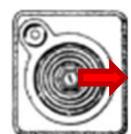
The ‘egg’ position, with the skier crouch down, gives you the maximum speed in the straights. However you must pay attention to the curves because you can’t control your direction in this position!



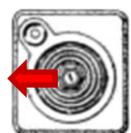
When the skier stands up, his speed on the track decreases. This can be useful only if you want to slow the speed of your skier before the curves.



In order to avoid the contact with the edge of the track and a loss of speed during the curves, move the Joystick to the left or to the right and keep the position till to the next straight.



The arrows on the sides of the track and the view of the position of the skier on the mountain, are very useful to understand when you have to turn.



## Slalom

Remember... the most important thing in the slalom is to finish both the two runs. If you touch a pole, if you go out of the track or if you skip more than 5 gates, you will not finish the race and you'll be disqualified. For this reason it's not always convenient to risk and it's better to go slower or to skip some pole (there are 3 seconds of penalty for each skipped gate) than to be disqualified.

In the upper area of the screen you have a view of the track with your skier ready to go at the starting gate. After the start, you will begin skiing to the right of the first pole and you'll go on to 'zig-zag' with the next gates.



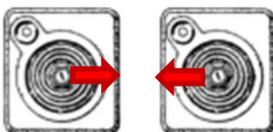
Below, you can find all the necessary info about the time of the run and the skipped gates.

This is the images in the bottom area of the screen:



This is the counter of the skipped gates (max 5).

This is the chronometer.



You can 'drive' your skier among the poles moving the Joystick to the left and to the right.



The fire button of the Joystick is very important because it lets you to brake your skier... It's interesting to note that, just as in the real slalom event, sometime it's crucial to try to avoid any risk. It's better to lose a bit of time than to fail a run... A little brake, better when you're close to a pole, could be very useful.

# Tips and Tricks

---

## SKI JUMPING

- You know that you must press the fire button of the Joystick at the end of the trampoline, but, just to avoid a mistake, you can already keep it pressed before.
- It's convenient to keep the Joystick up during the 'fly', also if the skier is already in the right position. Doing so, you will get an instant solution in case the skier is off balance down.

## BOB

- It's not convenient to take risks in the last curves because the speed is high and it's difficult to control the bob. Take risks in the first curves, also because they are most important to gain acceleration.

## SPEED SKATING

- The change of the lane after the first half of the race is a critical step... You don't have so much time to do it and, if your speed is not high enough, you could fail the change and you will be disqualified.  
I suggest you to move the skater close to the dotted line before... When you will reach the half of the track you will be able to change the lane quickly.

## DOWNHILL

- To have more time to get the right position for the next curve, try to crouch down in the opposite side in the track. When you will turn, you will be able to successfully position your skier before to be pushed out of the track and lower your speed.
- The arrows show you the direction of the next curve but, if you want to know the right moment to begin to turn, it's absolutely better to use the cursor that shows your position on the track. Try to remember some reference for the different curves and, after a little time, you will know exactly when to turn left or right.

## SLALOM

- The only and important suggestions for the slalom is to be cautious, to prefer a skip of a gate than to be disqualified and to use a lot of brake, especially in the first attempts... Remember that you have to go to the right in the first gate.