Circus Caper (Import) Game Script

by furb

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Game Script
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AIntroduction

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The NES library is filled with a wide assortment of games from RPG's to racing games. Platformers are particularly common. I assume this is due to the influence of Mario. With that in mind, Circus Caper follows in the line of great NES platformers. Circus Caper reminds me most of Hudson's Adventure Island series. The game features bright colors, large sprites, a large array of weapons, and tight controls. Best of all, this game breaks from NES platform tradition! This game DOES NOT have the dreaded knock back effect.

Although the game is short with rather easy boss fights, Circus Caper has a rather novel and possibly horrifying story. Those who fear clowns should not play this title alone! Anyway, a terrible magician and his circus minions kidnap Judy, a young girl. It's up to Tim, the older brother, to save her

from Mr. Magic's clutches. Circus Caper is a fun ride. Although I would recommend trying it, here's a helpful dialogue guide for those without the necessary hardware but the desire to still get the story. Enjoy the guide!

A Day at the Circus! (dg1)

1a--Prologue

A CITY WIDE CARNIVAL IS IN PROGRESS. ATTRACTIONS BEING A CIRCUS. A BOY AND HIS LITTLE SISTER STOP AT THE CIRCUS TENT.

BARKER:

THE BIGGEST CIRCUS AROUND! STEP RIGHT UP! SEE IT FOR YOURSELVES. THE GREATEST CIRCUS OF ALL TIME! ENJOY A ONCE-IN-A-LIFETIME CHANCE! THRILLS! SPILLS! COME ONE, COME ALL!

JUDY:

WOW! HOW WONDERFUL! BROTHER, CANE WE SEE IT?

TIME:

A CIRCUS? LOOKS INTERESTING. BUT I'M SHORT OF MONEY...

JUDY:

TOO BAD! BUT I WISH I COULD SEE IT.

-A MYSTERIOUS CLOWN SEATED AT THE ENTRANCE-

CLOWN:

YOU KIDS HAVEN'T GOT ANY TICKETS? COME HERE. ROLL THESE. IF YOU STRIKE IT LUCKY, I'LL GIVE YOU TICKETS.

JUDY:

REALLY? BROTHER, LET'S DO IT!

CLOWN:

GOOD! SAY A PRAYER THAT YOU'LL BE LUCKY. NO SECOND TRY.

TIM:

OKAY. LET'S TRY OUR LUCK.

Dice begin to roll

CLOWN:

WOW! YOU DID IT! YOU KIDS ARE SURE LUCKY, THE TICKETS ARE YOURS. OOPS, ONLY ONE TICKET LEFT. SORRY, BUT JUST ONE FOR YOU.

JUDY:

I'M SORRY, BROTHER.

TIM:

WILL YOU BE OKAY, ALL ALONE?

JUDY: SURE. BE SURE TO MEET ME AT THE EXIT AFTER THE SHOW.
TIM: YEAH.
-ENTRANCE OF TENT-
CLOWN AT GATE: WELCOME TO OUR CIRCUS, LITTLE GIRL. YOU'RE THE LAST CUSTOMER TODAY. IT'S A FULL HOUSE!
SHOW OVER. THE BOY COMES TO MEET HIS SISTER. BUT STRANGELY, ALL IS QUITE.
TIM: HOW SPOOKY! WHAT'S THE MATTER?
MR. MAGIC: CALL ME MR. MAGIC. I HAVE YOUR SISTER NOW, KID. YOU'D BETTER GIVE UP ON HER.
TIM: SHUCKS! YOU CAN'T HAVE HER! WAIT!
1bLevel 1 - The Big Top
TIM: TELL ME. WHERE'S MY SISTER?
CLOWN: I DON'T KNOW A THING. THE TIGHTROPE ARTIST TOOK HER AWAY.
TIM: YEAH? RIGHT!
1cLevel 2 - The Tightrope
TIGHTROPE DANCER: WHO'D EVER BELIEVE A BRAT LIKE THAT COULD BEAT ME? THE WHITE TIGER TOOK HER SOMWHERE A WHILE AGO.

1d--Level 3 - Hallway

WHITE TIGER:

I ADMIRE YOU FOR OCMING SO FAR. HERE WE'RE GOING TO FIGHT A TERIYAKI BATTLE.

LET ME EXPLAIN THE RULES. IF YOU GET THE MEAT, YOU'LL SOCRE A POINT. IF THE

BONE, YOU'LL LOSE IT. YOU HAVE ONE MINUTE.

------Commence Teriyaki Battle

WHITE TIGER:

YOU SURE ARE TOUGH. TO THE LL THE TRUTH, I SUSPECTED FROM THE START I WAS NO

MATCH FOR YOU. THE GIRL WAS JUST TAKEN AWAY BY THE LION TRAINER. HERE'S THE

KEY, TAKE IT.

1e--Level 4 - Animal Cages

LION TRAINER:

I'M SORRY. PLEASE DON'T HURT ME. WHAT? THE BEAR ON THE BALL - HE TOOK THE GIRL. JUST NOW.

1f--Level 5 - The Inferno

BEAR ON THE BALL: SORRY. I'M REALLY SORRY. I WON'T DO IT AGAIN. PLEASE FORGIVE ME. THE LITTLE GIRL WAS TAKEN BY MR. MAGIC. THAT'S ALL I KNOW. I MEAN IT.

1g--Level 6 - Magic Maze

Hidden Door

FAIRY: YOU'RE DOING GREAT. SO FAR SO GOOD. YOUR SISTER IS JUST AHEAD. BUT BEFORE YOU GO, WIN THIS GAME AND RESTORE THE LIFE YOU'VE SPENT. YOUR LAST ENEMEY, MR. MAGIC, USES MAGIC, SO BE CAREFUL. THE ENEMY CHARACTERS THAT HE SENDS ARE ALL VISIONS, SO YOU'LL BE ABLE TO BEAT THEM EASILY. SO TRY HARD!

-----Boxing Match Battle & Final Boss Guantlet

TIM:

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JUDY:

BROTHER!

TIM:

AREN'T YOU HURT?

JUDY:

NO. THEY USED ME AS A TARGET FOR KNIFE-THROWING. BUT I DIDN'T CRY. I WAS

SURE YOU'D COME TO RESCUE ME.
TIM: IT'S LATE. COME ON, LET'S GO HOME.
THE END

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