

Magic Carousel.txt

MAGIC CAROUSEL (Unreleased)
Cartridge Instructions
(For 1 player)

Magic Carousel, designed for preschool children, was never released. Game play is simple: move an animal around to perform simple tasks. There is no score keeping and the game continues without end.

CAROUSEL SCREEN

On the title screen, tap the DISC. The voice will tell you which animal to stop.

Press the DISC when the correct animal is centered on the carousel.

If you stop the wrong animal, or don't stop it when it's centered, the carousel will start moving again in a few seconds. Try again.

When you stop the correct animal in the center of the carousel, you'll hear cheering. You automatically will go to the ACTIVITY SCREEN:

ACTIVITY SCREEN

The phone is ringing. Using the DISC, move the animal down to the phone and press the telephone picture on the hand controller. The receiver will lift and the voice will tell you what to do.

Using the DISC, move the animal to the task named by the voice. Press the appropriate picture on the controller. (The number in the upper left of the screen shows which number on the controller to press. This number was there for development, and would have been removed had the game been released.)

For most tasks, you only need to press the picture once. However, to blow up balloons or to honk the horn, you will need to repeatedly press the picture until the task is complete.

After you complete three tasks, the voice will say "Back to the Carousel!" You will automatically return to the CAROUSEL SCREEN to select another animal.

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