

P O P E Y E 3

WRESTLE CRAZY

LOADING INSTRUCTIONS

IBM PC To load, first type **INSTALL** at the prompt.

AMIGA Insert disk at disc prompt screen.

1 OR 2 PLAYER GAME

Our Hero **Popeye** has been kidnapped by the evil **KRAGGS** who wish to conquer the universe. To find out which planets are vulnerable, an **intergalactic** wrestling contest has been arranged. Popeye has been chosen to represent Earth, and must wrestle against 9 different vicious aliens to save our world from the **KRAGGS!**

The wrestling match is on a desolate asteroid at the edge of the galaxy. **Popeye** faces his first of many unearthly opponents in front of a hostile alien crowd. Can you help **Popeye** beat his wrestling opponents and save the Earth, or will our world be over run by the maurauding **KRAGGS!?**

THE GAME (1 OR 2* PLAYER)

The wrestling ring and an information panel will appear. The panel shows Popeye and his opponent with their energy and power meters and a referee's master computer so that pin counts can be viewed as they happen.

The aim of each bout is to beat the opponent by pinning him (or it) to the floor for a count of three. To do this successfully, your opponent must be weakened using a variety of holds and moves. A variety of tactics should be employed, as each alien has unique abilities and strengths. Only by playing will you discover what these are.

In the crowd are Olive Oyl and Wimpy, who try to help Popeye by throwing spinach and hamburgers into the ring. When Popeye collects these, it boosts his energy. Spinich also gives Popeye 'Super Spinach Power'. Popeye's opponents will realise the value of hamburgers and may try to collect them too.

Also in the crowd is nasty old Brutus, who throws bombs into the ring in an attempt to blow up Popeye. However, Popeye can turn this to his own advantage by attempting to steer his opponents onto the bombs.

** There is a special two player option selected at the start of the game.*

NOTES ON PLAY

By making the power meter reach the top first, you will either break out of the hold, or perform a hold on your opponent without losing energy. You will lose energy if you are unsuccessful in your attempt at a hold or if your opponent successfully performs a hold.

Each successful hold will diminish your opponent's energy.

When your opponent's energy is very low, only then is it worth trying to pin.

If your energy is low, try to keep out of trouble and collect hamburgers and spinach to build up your energy again.

END OF GAME

The game ends when Popeye has beaten all the opponents.

SECOND PLAYER MOVES (2 PLAYER MODE, POPEYE'S OPPONENT)

You can only perform certain moves but you have other strengths!

END OF TWO PLAYER GAME

The game ends when either wrestler is pinned.

Joystick or keyboards keys:

PC & Amiga (except 1200) **Amiga 1200**

UP	Cursor up	Numpad 8
DOWN	Cursor down	Numpad 2
LEFT	Cursor left	Numpad 4
RIGHT	Cursor right	Numpad 6
FIRE	Space	Space

Moves - Popeye and Alien

Punch	- FIRE and move towards opponent
Kick	- FIRE and move away from opponent
Grapple	- when close to opponent, FIRE & DOWN - when grappling, press FIRE repeatedly
Throw	- FIRE
Spin throw	- FIRE and UP, FIRE again to throw
Pin	- when behind or in front of opponent laid out, FIRE and DOWN - when pinning, press FIRE repeatedly to decrease opponents energy

Moves - Popeye only

Jump kick	- FIRE and UP
Dropkick	- run at ropes to bounce off and then FIRE & UP
Climb ropes	- when in corner of ring, FIRE & UP
Jump off ropes	- FIRE
Dropkick off ropes	- FIRE & UP

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