



TRADE MARK
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Syndicate, Inc.

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Syndicate Inc. Software 1992

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THE COLLECTION

CONTROLS: KEYS REDIFINABLE - DEFAULT KEYS

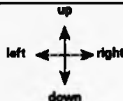
A=Down • Z=Left • X=Right • Q=Up • S=Start Game •

H=Hold • R=Redefine Keys • Or Joystick

POPEYE



Life's not all a bowl of spinach for Popeye as he hunts for hearts to win the love of Olive Oyl. His rival, the macho Bluto, is not amused. He thumps around making pulp of Popeye. Olive Oyl demands a never ending supply of love! Keep her sweet by collecting 25 scattered hearts and handing them over. Take care to check Olive's loveometer. When her love level starts to fade you must restore it by delivering some of the hearts you have collected. The task is not easy. Hearts can be anywhere - up the lighthouse, on board the ship, under the ocean, locked in the house, on the roof, inside the fruit machine... It's not just the right door keys that Popeye needs to collect on his way. The coin is for the fruit machine - but what's the lucky combination you must 'hold'? And why is there an explosive fuse below the lighthouse? It could have something to do with Popeye firing the cannon - but don't let him jump onto a red flame! Don't get bowled over by the flying saucer as it passes the roof, but hop on and see where it takes you. The sailor man is not the only one seeking Olive Oyl's love. Bluto his rival is pacing up and down outside Olive's house. Avoid Bluto and all the other moving objects -giant birds, flying witches, snoring dragons and gnashing sharks - as they have a habit of knocking Popeye for six. He'll survive if you have a tin of spinach in store for him, of course, but you can only carry 8 things around with you - including hearts and keys as well as tins of the life giving green stuff. Remember, that as well as climbing up and down the stairs and ropes, Popeye can move backwards and forwards. He can step into doorways out of harms way, go in and out of buildings and explore behind objects. This takes care of most of his problems, but watch out for Bluto who switches from layer to layer on his patrol. You score 1000 for each heart delivered, with a time bonus for delivering them all - and a special reward from Olive!



CONTROLS Amstrad and CBM64/128
Joystick only.
Fire = Jump/punch (in fight sequences)



CONTROLS Spectrum
(Sinclair/Kempston Joystick)
Space = Jump/punch (in fight sequences)

POPEYE



Popeye to the rescue! **The Characters:** Popeye, Brutus, Olive Oyl, Sweet Pea, Wimpy, Eugene the Jeep and Goons. **Dangers:** Bombs, unsafe rigging, rotten rope bridges, fireballs, blowlamps, coconut throwing monkeys, bouncing springs, falling anvils, collapsing masonry and falling weights. **Features:** Spinach, hamburgers, muscle power meter, bonus points feature, beat em up sequences, cartoon-style animation, music and sound effects. **Locations:** Shipyard, jungle, the Biff Spinach Factory and building site.

PHEW! A REAL MEGA GAME.

The Gameplay: Popeye must free **Olive Oyl** who has been captured by **Brutus**, in a desperate bid to win her affection. Armed with muscle and courage, fortified with spinach, **Popeye** must pursue **Brutus** through many hazardous locations, battling with numerous foes and dangers. On his way **Popeye** will meet several of his friends who will either help him or hinder him.

Wimpy will stop **Popeye**. He has lost his hamburgers. Can **Popeye** help him collect them all. **Sweet Pea** is crawling dangerously close to the edge of girders, platforms etc., unaware of the drop below. **Popeye** must stop him quickly. (Eek! That was close!) **Eugene the Jeep** will help **Popeye** with extra points when **Popeye** passes him. **Bombs:** **Popeye** must defuse these nasties, otherwise there will be an almighty explosion! **Goons:** Watch out! They are spoiling for a fight, don't let them knock out Popey's lights. Help **Popeye** catch the cans of spinach in order to get past. **Brutus:** When **Popeye** reaches **Olive Oyl** he will have to fight it out with **Brutus**. He will need all the spinach he can get. Be warned, **Brutus** is a tough cookie and doesn't fight fair, he also carries a dirty great big club!

Scoring and lives etc...

Points are scored for defusing bombs, collecting hamburgers, collecting spinach, and rescuing Olive. If **Popeye** manages to rescue Olive before the 'Bonus' timer reaches zero, the Bonus amount will be added to the score. On the score panel at the bottom of the screen, the lives are displayed as three hearts. The beating heart will gradually decrease in size until it disappears, indicating the loss of one life. Also shown on the score panel is a box containing an arm. This will increase in size to a real 'he-man' muscular arm when **Popeye** is at full strength, and shrink down to weedy proportions gradually. When **Popeye** is knocked down, he will become invincible for a few seconds after he has recovered. This is shown by **Popeye** flickering.

CONTROLS

C64: 1 or 2 Joysticks only **Spectrum/Spectrum** or Kempston joystick or keys as follows:

Q = UP • A = DOWN • O = LEFT • P = RIGHT • SPACE = FIRE

IBM: Keys can be redefined. Two player mode supports any combination of joysticks or keyboard.

Amstrad: Joystick or keys as for Spectrum.

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 5 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 five 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 marauding **KRAGGS!**

THE ALIEN OPPONENTS



TORQUOS from the volcanic planet of **CZYKEL**



VANTARGA from the planet **SZYGY**, renowned for his turbo tail spin.



PLASMATIC SHADOW MAN the shadow of fear from the distant planet of **PIREXIS**.



FLUG DURCH with lightning reflexes and manoeuvrability from the distant **ZARKAB VALLEY**.



ANDREK 5 the destroyer, assembled and transported from a distant corner of the galaxy.

THE GAME (1 OR 2* PLAYER)

After a brief introduction by the android announcer, **DZ LIN M**, the wrestling ring and an information panel will appear. This panel shows **Popeye** and his opponent with their energy and power meters and a central green display linked directly to the wrestling 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 well 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. Spinach also gives **Popeye** "Super Spinach Power", enabling him to use his **Turbo Typhoon Technique**. **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 opponent onto the bombs.

*There is a special two player option selected at the start of the game. **POPEYE'S MOVES (1 OR 2 PLAYER MODE)**

Grapple: Walk up to your opponent and waggle the joystick left and right to hold onto him. The power meter will show how well you are doing. If your power meter reaches the top before your opponent's, you will then go into the headlock. **Headlock:** Waggle the joystick left and right. If your power meter reaches the top before your opponent's, pressing fire will take you into the piledrive. **Piledrive:** Controlled automatically. At the end your opponent will be flat on the floor. You can then try for the pin. **Kick:** Move in the direction **Popeye** is facing and press fire. **Jump:** Up and fire. **Jump off the ropes:** Walk to either back corner of the ring and press up and fire. **Pin:** Walk over to your opponent when he is flat on the floor, stand over his midsection and press down and fire. You will land on top of your opponent. If his energy level is low enough, you will be able to hold him down for a count of three, otherwise he will get up. **Turbo Typhoon:** If you have collected the spinach, a flashing spinach icon will appear on the panel, next to **Popeye**. This will enable **Popeye** to muster his strength to devastating effect for a short time. **Popeye** will automatically go into this move from a successful grapple after spinach is collected.

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 a 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** is pinned, or has beaten all the opponents.

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

You may perform all **Popeye's** moves in the same way, except the **Turbo Typhoon** and **Piledrive**.

END OF TWO PLAYER GAME The game ends when either wrestler is pinned.

POPEYE

