A VIDEO GAME CARTRIDGE FROM

PARKER BROTHERS

POPEYE®

FOR THE COLECOVISION™ GAME SYSTEM

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OBJECT

In this game, you're POPEYE! And your goal is to catch all of Olive's hearts, notes, and cries for H-E-L-P before they hit the water and sink—or before Brutus, the Sea Hag, or some vulture knocks you overboard. Each time you complete a round, you'll automatically proceed to the next—and more difficult one.

SETTING THE CONSOLE CONTROLS

1. Make sure that the cartridge is placed firmly into the cartridge slot.
2. Turn the ON/OFF switch to ON. In the center of the screen you'll see "SELECT GAME 1-6."
3. Press the number of the game you wish to play (see GAME SELECTION box) and you're ready to start the action.

THE JOYSTICK

Make sure that the joysticks are plugged firmly into the jacks at the top of the unit. For a one-player game, use the LEFT JOYSTICK.

Hold the joystick in your hand so that the controller is at the top and the number pad is below it.

The joystick moves in all four directions shown. These are the directions in which you may move Popeye.



THE FIRE BUTTONS

Press either one of the two "FIRE" buttons (located on either side of the controller), whenever you want Popeye to punch Brutus' or the Sea Hag's bottles, knock out vultures, hit the punching bag, or grab his spinach. With each press of the "FIRE" button, Popeye will swing his fist once. NOTE: holding down the "FIRE" button will not repeat this action.

PROOF OF PURCHASE

POPEYE®

PLAYING

You will begin each round with 4 Popeyes. The first Popeye will appear on the left, topmost ledge as soon as you press the GAME number. The remaining number of Popeyes is indicated at the top, right-hand side of the screen (except in ROUND #3, where the number of remaining Popeyes is indicated at the left-hand side of the screen).

In each round, Popeye must win Olive's affection by catching all of her hearts, notes, or cries for H-E-L-P, depending upon which round you're playing. But Brutus, the Sea Hag, and the vultures all do their best to knock Popeye overboard—Brutus with his fists and bottles, the Sea Hag with her fast-flying bottles, and the vultures with their good aim! When any of them hit Popeye—or if any of Olive's tokens fall into the water and are not pulled out in time—you lose Popeye. If you have a remaining Popeye, he will appear on the top ledge, ready to try again!

Spinach

Throughout the rounds, Popeye's spinach will randomly appear in specific places on the screen (see "SPINACH" section under each round). Whenever you see it, you may move Popeye over to the spinach and press the "FIRE" button. If you reach it in time, you'll hear the "Popeye Theme." This is your chance to catch up with Brutus and knock him overboard. When you do, you gain **3000 points!** In addition, if you catch any of Olive's tokens while the tune is playing, you receive **double the score for each.** Once Popeye uses his spinach, it will not appear in that same round again.

The Sea Hag

You never know when this nasty ol' biddy is going to jump out from the side lines and pelt Popeye with a bottle. But she'll only let one fly (sometimes more!) when she's on the same platform as Popeye. If Popeye's not fast enough with his fists to punch the bottle, and it hits him, you lose that Popeye. If you have a remaining Popeye, he will appear on the top ledge.

SWEET HEARTS · ROUND #1

Hearts

In this round, you must catch all 24 hearts before they fall into the water and sink—and without being knocked over by Brutus or the Sea Hag. Each time you catch a heart, one will appear on the side of Popeye's house, located at the top of the screen. Once there are 24 hearts you'll automatically begin the next round.



"Thru" Ledges

As the round begins, Popeye appears on the left, topmost ledge. You may move Popeye off this ledge and land him safely onto the platform below. Or you may move him in the opposite direction and he'll travel around to the other ledge. You may move Popeye back and forth between ledges, or off either side and onto the platform below at any time. Brutus cannot walk on these ledges, **but he can jump up and knock Popeye overboard!**

Stairs

On each platform, there are sets of stairs which Popeye and Brutus must use to move from platform to platform. Use your joystick to guide Popeye up and down these sets of stairs.

Spinach

Popeye's spinach will randomly appear on the stairs to the left, either on platform #2 or platform #3.

"Down" Ladder

In the center of the screen, there is a ladder which connects platform #2 and platform #3. Popeye is the only one who can use this ladder, and only to move downward. However, Brutus can reach up or down this ladder and knock Popeye over.

Punching Bag and Bucket

You'll notice a punching bag located near the center, topmost part of the screen. Whenever Popeye is on the right "Thru" ledge, he may punch the bag, causing the bucket to fall. If Brutus is directly below the bucket,

it will stop him in his tracks and **you gain extra points depending upon what level Brutus is on** (see SCORING section). NOTE: Brutus cannot knock Popeye over while the bucket is on top of him.

LOVE NOTES · ROUND #2

Notes

Similar to Round #1, you must catch all 16 love notes before they sink into the water, and without being knocked overboard. Once you've caught all 16 notes, you'll automatically begin the next round.

"Thru" Ledges

In this round, the "Thru" ledges are located on platform #2. Again, Popeye can move off these ledges and land safely onto the platform below, or he can move around to the opposite ledge. Brutus can also move about on the ledges, however, he cannot travel around to the opposite ledge.

See-Saw

At the bottom, left-hand side of the screen there is a see-saw. Whenever Popeye is on the 3rd platform, he can jump off the ledge, land on the see-saw, and bounce upwards. If he catches Swee'Pea on the way up, Popeye will land on platform #1 and you'll gain **500 points.** If not, he'll land on platform #2. Whenever Brutus bounces on the platform, he'll always land on platform #2.

Spinach

Popeye's spinach will appear to the right on the stairs of the 3rd platform.

HELP · ROUND #3

This time, Olive Oyl is crying for H-E-L-P and Popeye must catch all 24 letters. Each time you catch a letter, another rung is added to the ladder located in the center of the screen. When you've caught all 24 letters, you automatically return to Round #1, but at a greater difficulty level.

Sliding Platform

In the center of platform #1, there is a sliding platform. When Popeye steps onto it, he'll be whisked across to the other side. If Popeye misses the sliding platform, he falls to the next platform.

Vultures

In this round, vultures may appear and swoop down at Popeye. If you're quick enough, Popeye can punch these vultures, and **you gain 1000 points for each one he knocks out.** But if you miss, the vultures can knock Popeye overboard and you lose that Popeye. If you have a remaining Popeye, he will appear on the top, left-hand side of the screen.

Spinach

In this round, Popeye's spinach will randomly appear at the right, either on platform #2 or platform #3.

END OF ROUND

The round ends once you've collected all of Olive's tokens. As long as you have a remaining Popeye, you'll automatically advance to the next round.

GAME SELECTION AND DIFFICULTY LEVELS

Game #	Number of Players	Difficulty Level
1	1	Easiest. Brutus throws 2 bottles at a time.
2	1	More difficult. Speed of game is increased. Brutus throws 3 bottles at a time.
3	1	More difficult. Speed of game is increased from GAME 2. Brutus throws 4 bottles at a time.
4	2	Same as GAME #1.
5	2	Same as GAME #2.
6	2	Same as GAME #3.

NOTE: Once you complete **Round #3** in any of the games, you will automatically begin the next game at a higher difficulty level.

END OF GAME

The game ends when you run out of Popeyes. To play again, simply press down the **Reset** button, and then the number of the game you wish to play.

TWO-PLAYER GAMES

In a two-player game, players alternate as Popeye. The LEFT player goes first. Each player's score is displayed during his or her turn.

- In a two-player game, when one player loses all his or her remaining Popeyes, he or she is out of the game. The opponent, however, may continue to play as long as he or she has a remaining Popeye.

If you should have any difficulty operating or playing POPEYE, call our Electronic Service Department at these toll-free numbers:

In Massachusetts 1-800-892-0297
All other states 1-800-225-0540
(not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

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SCORING

The number of points for each heart, note, or letter caught depends upon which platform Popeye is on when he catches it.

EXAMPLE: If Popeye is on platform #2 when he catches any kind of token from Olive, you gain 300 points. If he is on platform #4, the token is worth 100 points.

Hearts, Notes, & Letters

Platform #1	500 points
Platform #2	300 points
Platform #3	100 points
Platform #4	50 points
Tokens in Water	50 points
Punching Bottles	100 points
Punching Vultures	1000 points
Hitting Punching Bag	30 points
Hitting Brutus with Bucket	
Platform #2	1000 points
Platform #3	2000 points
Platform #4	4000 points
Knocking Brutus Overboard	3000 points
Catching Swee'Pea	500 points

Bonus Popeye

You'll receive a bonus Popeye after the first 40,000 points accumulated in the game.

Double Points

Remember: You receive double the point value if Popeye catches a token or Swee'Pea while the "Popeye Theme" is playing.