ACTIVISION.

ACTIVISION, INC.
P.O. BOX 67001
LOS ANGELES, CA 90067

Printed in Japan

Nintendo®

GAME BOY®

INSTRUCTION BOOKLET

DMG-PG-USA

# POPEYE® 2



ACTIVISION.



**WARNING:** PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Licensed by Nintendo
© 1993 King Features Syndicate, Inc.
™ The Hearst Corp.
™ King Features Syndicate, Inc.
Licensed to Activision, Inc.
© Sigma, Inc.

ACTIVISION®

Official Nintendo Seal of Quality

LICENSED BY

Nintendo®

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

## STORYLINE

One day, as Olive Oyl was cleaning out the attic, she came across an ancient-looking map which revealed the location of Treasure Island, the secret hiding place of stolen pirate treasure. When Popeye heard the news, he rounded up a crew and they set sail for Treasure Island immediately. As luck would have it, during the voyage a storm washed Popeye's spinach overboard. All the while, unbeknownst to them, Popeye's arch-enemy, Bluto, had been following them in hopes of discovering the location of Treasure Island for his own sinister purposes. When Bluto saw that Popeye had lost his spinich, he boarded the ship, threw Popeye overboard and kidnapped his friends. Lucky for Popeye, a fishing boat found him before the sharks did and took him the remainder of the way. Its now up to Popeye to save Olive, Sweet Pea and the whole gang and find the treasure.

Insert the GAME BOY Game Pak correctly into the GAME BOY and turn the power ON. First "Nintendo®" will be displayed, followed by the Popeye2 license screen and then the title screen.

When the title screen has appeared, select a 1-player or 2-player game using the ✣ Control Pad and then press the START button.

You can only select a 2-player game when the exclusive Game Link™ cable is connected to another GAME BOY with Popeye2.



**1 PLAYER**

Bring the cursor to 1-PLAYER and press the START Button.

**2 PLAYERS**

You need 2 GAME BOY units, 2 Popeye2 Game Paks, and 1 Game Link™ cable to play a 2-player game.

(1) Connect the Game Link™ cable to both of the GAME BOY units, and check that the Game Paks have been inserted correctly in place. Then, turn the power switches ON.

(2) First check that the title screens are displayed on both GAME BOY units. Then select 2-PLAYER on both of the GAME BOY units.

## 1 PLAYER

In this game you are always Popeye and the object is to make it through each board while racking up as many points as possible in the process. Find items and hidden doors along the way to help you out in your quest. You'd better hurry though, or time will run out and you'll lose a player. Fight the big bosses at the end of each level to save your friends and move on to the next stage.



## 2 PLAYERS

You and a friend can connect your GAME BOY units together and play head-to-head as Popeye and Bluto. The player finishing each board first wins that level, gains a bonus item, and gets first shot at opening treasure chests for bonus points. Whichever one of you has the highest score after 4 rounds wins the game.

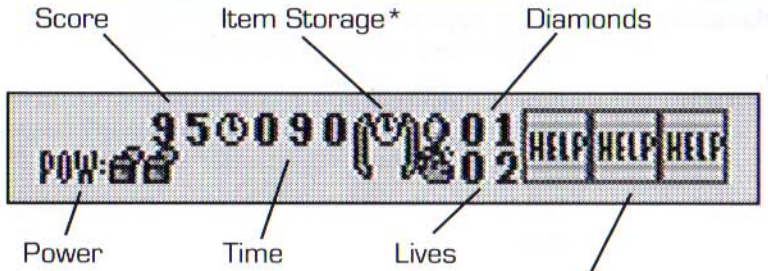
## HOW TO CONTROL THE PLAYERS

| | |
|---|---|
| Walk | ← or → |
| Run | ← or → and B button |
| Jump | A button |
| SuperJump* | A and B and ← or → |
| Punch | B button |
| Climb up/down rope | ↑ / ↓ |
| Squat | ↓ |
| Pause | START button |

* SuperJump can be used by holding down the B Button and pressing the A Button while moving either right or left. This won't make you jump any higher, only farther.



## THE SCREEN EXPLAINED




* To use an item from storage press the UP and DOWN arrows and then the SELECT Button, depending on wheither the item is located at the top or the bottom of storage.

## ITEMS YOU'LL FIND ALONG THE WAY

**Diamonds** These appear everywhere. You get an extra life for every hundred you collect.

**Spinach** This is hidden in some of the blocks. Destroy the blocks and catch the spinach to increase Popeye's power.

**Rocks** These increase Bluto's power in 2 person mode.

**Magic Stars** These are also found in some blocks. Catch one and you'll be invincible for a short while.

**1UP** Catch one and you'll get an extra life.

**Clocks** Clocks make time stand still when you use them from storage. Everything else will freeze for a few seconds.

**Super Spinach** Use this item from storage to bring Popeye back to full health.

**Hearts** Same as Super Spinach, only for Bluto.

## Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user. However, to the original purchaser of a game prepared by Activision, Activision warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Activision, Inc. or to an authorized Activision dealer, and Activison will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF ACTIVISION. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL ACTIVISION OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

ACTIVISION®

P.O. Box 67001
Los Angeles, CA 90067
(310) 207-4500