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Popeye to the Rescue!

The Characters

Popeye, Brutus, Olive Oyl, Swee' 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

Shipyards, 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.

Swee' Pea: Is crawling dangerously close to the edge of girders, platforms etc., unaware of the drop below. Popeye must stop him quickly. (Eeek! 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 Popeye'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!

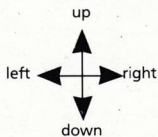
Loading Instructions

Amstrad

Insert rewound tape into player. Press CTRL and small ENTER together. Start the tape.

Controls

Amstrad and CBM64/128 – Joystick only.



Fire = Jump/punch
(in fight sequences)

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.



TRADE MARK

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SEND TO: The Evaluation Department, ALTERNATIVE SOFTWARE,
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