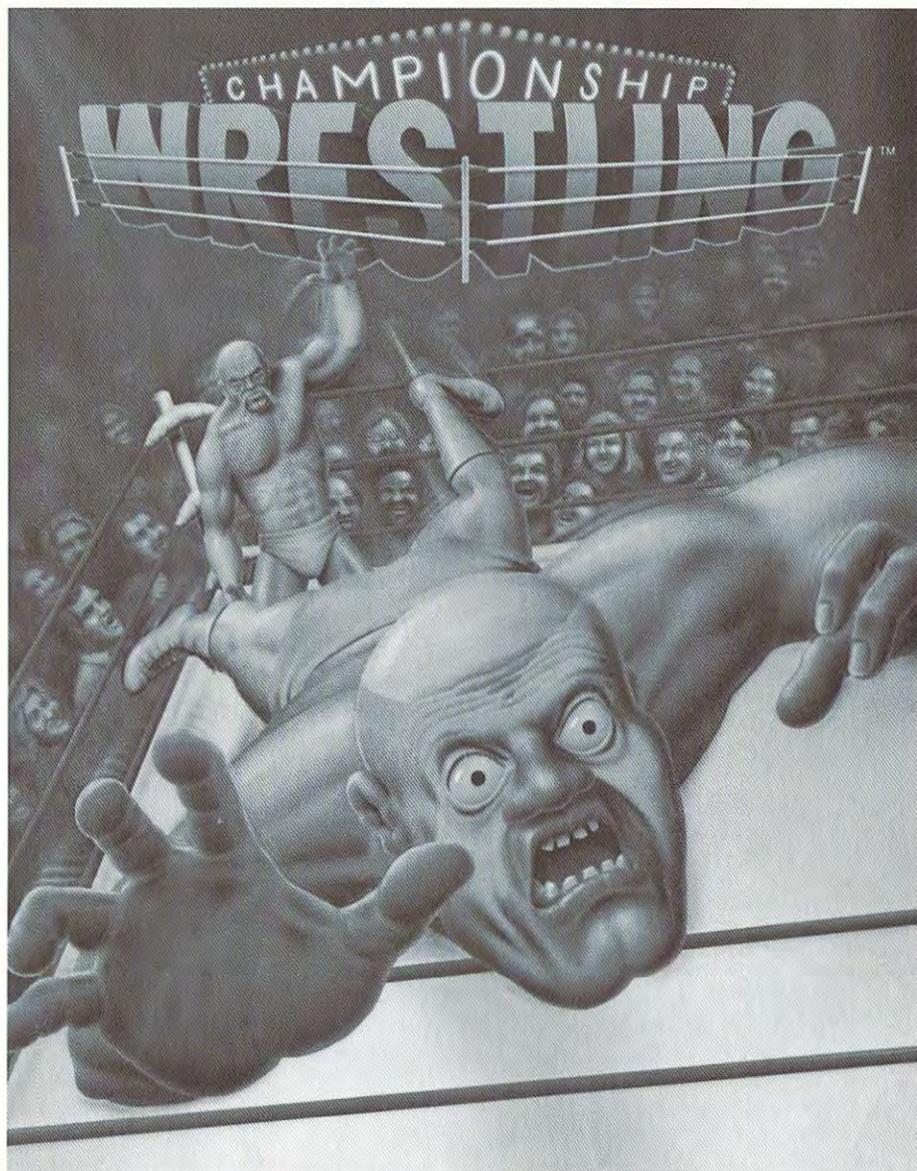


**EPYX™**



**INSTRUCTION MANUAL**

For the Commodore 64®/128™ and the Atari ST™

Game Program by FRS

## INTRODUCTION

---

It's clobbering time at the Coliseum.

In their dressing rooms, eight of the biggest, baddest bruisers in all of professional wrestling await their shot at the World Wrestling Title. The crowd is already getting rowdy. Just look at the signs they're waving. "Kill!" "Mangle!" "Crunch!"

Well, no one's going to be disappointed tonight. Because when these sultans of slam take to the mat, they're out for blood. K.C. Colossus, the All-American boy, has declared war on his Russian rival, Colonel Rooski. The Berserker, robbed of the title last year, wants it back from arch-rival Zeke Weasel—and nothing's going to stop him. Indian brave Howling Manslayer is on the warpath again, and he won't leave the ring tonight without a scalp under his belt. These monsters of the mat know all the classic moves, and a few new ones, too—from the bone-crunching "Pop-Top" to the face-mangling "Klaw Hammer."

So take your seat at ringside. It's Championship Wrestling at its most thrilling, and the first round is about to begin.

## OBJECTIVES

---

*CHAMPIONSHIP WRESTLING*<sup>™</sup> challenges your competitive skills in the wrestling ring. You choose who you want to be—from the flashy K.C. Colossus to the baddest of the bad, Prince Vicious. Or take on all seven of these sultans of slam in a single elimination tournament. You can play alone against the computer. Or invite up to seven of your friends over for a bruising battle of brawn.

With over 25 classic wrestling moves at your command—and a few special tricks up your sleeve—you may want to practice first. Then look over tonight's wrestling card and decide which wrestler you want to be. And come out swinging.

*CHAMPIONSHIP WRESTLING* automatically keeps score. It displays how much strength you and your opponent have left. The crowd roars as these bruisers pound the mats. At the end lies the most coveted prize of *CHAMPIONSHIP WRESTLING*: the World Wrestling Belt.

## GETTING STARTED

---

### For the Commodore 64® /128™:

- Set up your Commodore 64/128 as shown in the Owner's Manual. (For Commodore 128, set system to C64 mode.)
- Remove all disks from the drives.
- Plug your joystick into **Port #2**. If you are using two joysticks, plug the second into **Port #1**.
- Turn the computer and the disk drive **ON**.
- Insert the *CHAMPIONSHIP WRESTLING* disk into the disk drive, with the label facing UP, and the oval cutout pointing towards the back.
- Type **LOAD''''',8,1** and press the **RETURN** key.

### With the EPYX FAST LOAD CARTRIDGE™:

- Set up your Commodore 64/128 as shown in the Owner's Manual.
- Insert the **FAST LOAD CARTRIDGE** into the cartridge slot of your computer.
- Insert the *CHAMPIONSHIP WRESTLING* disk into the disk drive, with the label facing UP, and the oval cutout pointing toward the back.
- Press the **C =** (Commodore) key and the **RUN/STOP** key to load the program.

### For the Atari ST™:

- Set up your Atari ST as shown in the Owner's Manual.
- Plug the joystick into **Port #1** as shown in the Owner's Manual. If you are playing with two players, remove the mouse cable and insert the second joystick.
- Insert the *CHAMPIONSHIP WRESTLING* disk into drive A.
- Turn **ON** the computer. The program will **AUTOBOOT**. If your computer is already on, press the **RESET** button on the back of the computer to restart.
- In a short while, the title screen will appear: press the **FIRE BUTTON** to continue.

## BEFORE THE STARTING BELL

---

Before the action gets underway, a menu screen offers you a choice of three options for today's heavyweight bouts. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE BUTTON**.

---

## OPTION 1: Practice

The action's going to be fast and furious. So before meeting the likes of The Berserker or Purple Hays, you may want to warm up and practice your moves. In this option, choose the wrestler you want to be. Then choose your opponent. (Your opponent's moves will be controlled by the computer.) After you've made your selections, the Wrestling Arena will appear. Now get the feel of the ring and practice your moves.

The next time you face off in the ring it will be for keeps.

## OPTION 2: Competition

In the competition option, a single player or up to 8 players can compete for the title belt. When playing alone, choose the wrestler you want to be. Then, one after another, you'll face the other seven heavies (controlled by the computer). After tangling with the last titan—or going down to defeat—check out the permanent world records list to see where you stand.

With more than one player, each player will be asked to enter his name and select a wrestler. Then the computer will organize a single elimination tournament. The computer will pair the wrestlers and prompt each player when it's time for his wrestler to enter the ring. After the last match is over, the tournament results will be posted.

## OPTION 3: See World Records

The world records option allows you to see the permanent record for all competitors—including the player's name, the wrestler, and the current high scores. Records are automatically updated after each single player match. Press the **FIRE BUTTON** to return to the Option Screen.

**Note:** This option will not function until World Records have been set.

---

## THE CARD

Once you've chosen one of the three play options, it's time to meet the eight contenders. Each of these rowdies of the ring has his own colorful personality and his own custom move.

If you're playing alone, type in your name and press **RETURN**. Then choose which wrestler you want to be. Using the joystick, move the cursor to the wrestler you've selected and press the **FIRE BUTTON**. When asked for the second player, press **RETURN** again to begin the game.

In single player competition, you will wrestle the other seven computer controlled wrestlers in order of increasing difficulty. Howling Manslayer is the easiest, and K.C. Colossus is the most difficult to beat.

If you're playing with more than one player, each player will enter his name and select a wrestler in the same way. Press **RETURN** when all names have been entered.

## UP CLOSE AND PERSONAL

---



### K.C. Colossus

This bruiser comes out of the corner like a bolt of lightning with his flashing blond hair and yellow trunks. Lean and mean, he zaps opponents with an electrifying combo of strength and agility.

**CUSTOM MOVE:** Trash Compactor (His elbows do the compacting, trashing his opponent's face.)

**HOMETOWN:** Kansas City, Mo.

**WEIGHT:** 275 lbs.

**MOTTO:** "I'll rip off your ears and feed 'em to ya!"



### Purple Hays

Wearing black trunks and black leather wrist bands, this street-fighting man is one mean dude. He learned his stuff in the school of hardknocks, and he's been knocking 'em around ever since.

**CUSTOM MOVE:** Ghetto Blaster (A stomach kick and flip combination that tunes his opponents right out.)

**HOMETOWN:** Canton, Ohio

**WEIGHT:** 295 lbs.

**MOTTO:** "Yo old lady tussles better than you!"



## Colonel Rooski

Get ready for World War III with this Siberian superman. Strains of the Russian national anthem play as he proudly displays the red hammer and sickle on his chest. With a full arsenal of nasty tricks, he's ready for the ultimate showdown.

**CUSTOM MOVE:** Great Bear (Only an animal would perform this grizzly move—a double blow that lays 'em out on the mat.)

**HOMETOWN:** Moscow, U.S.S.R.

**WEIGHT:** 285 lbs.

**MOTTO:** "Bury you? We squash like turnip!"



## Prince Vicious

If looks could kill, this purple-haired bruiser would be doing time. Rumor has it he arrives early just to admire himself in the dressing room mirror. But don't let that pretty face fool you. He's not called Vicious for doing good deeds.

**CUSTOM MOVE:** Vicious Circle (An airplane spin followed by an atomic drop that lowers the boom.)

**HOMETOWN:** Sunnyvale, California

**WEIGHT:** 315 lbs.

**MOTTO:** "Ooooh! You look good enough to smash!"



## Zantoklaw

Who—or what—lurks behind that hood and mask? No one knows for sure. The only emotion this automaton possesses is the killer instinct. Programmed to destroy, he's got an iron will, a steel-like grip, and a gaze that's cold as ice.

**CUSTOM MOVE:** Klaw Hammer (Holding his opponent with a claw-like grip, he delivers a punch that stops 'em dead in their tracks.)

**HOMETOWN:** Unknown

**WEIGHT:** 255 lbs.

**MOTTO:** "Mmmmmph Fffaph mmmmm phuff ffupmm!!"



## Zeke Weasel

What this boy lacks in brains he makes up for in brawn. In his tattered jeans and long beard, he's a hillbilly heavyweight whose favorite recreation is a barroom brawl. Shucks, if it weren't for a good fight back in Cowpens, what would you do on a Saturday night?

**CUSTOM MOVE:** The Stomp (Clothesline to the mat and stomp all over him.)

**HOMETOWN:** Cowpens, Alabama

**WEIGHT:** 310 lbs.

**MOTTO:** "When ah'm dun, yer face'll be hog slop."



## The Berserker

Crazy as a cat and twice as sly, this half-man, half-beast prowls the ring like the king of the jungle. And the law of the jungle is the only rule he knows. Survival. That's why the fight is tooth and claw when the green-faced madman enters the ring.

**CUSTOM MOVE:** Pop-Top (A powerful head butt that brings down even the fiercest beast.)

**HOMETOWN:** Hobart, Tasmania

**WEIGHT:** 306 lbs.

**MOTTO:** "Haaarggh! Ooorowrrr...KILLL!"



## Howling Manslayer

The white headdress and white buckskins mean only one thing: this ferocious brave is on the warpath. Intent on restoring pride to the Indian Nation, he's out for vengeance, and there will be no peace pipe this time around.

**CUSTOM MOVE:** Bow and Arrow (An arm-twist and kick that stakes his opponent to the mat.)

**HOMETOWN:** Indianapolis, Indiana

**WEIGHT:** 255

**MOTTO:** "Scalps? I'm talking heads!"

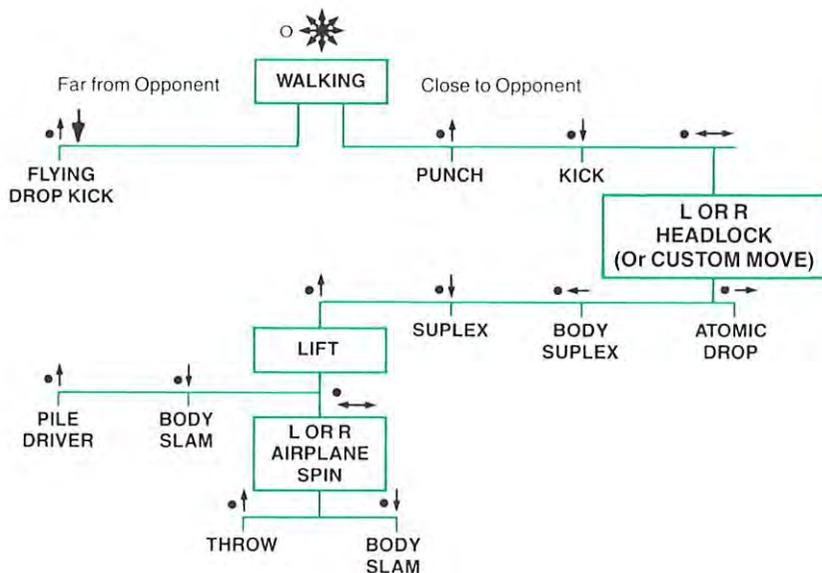
# LEARNING THE ROPES

## Strength

Each wrestler enters the ring with the same strength level represented in the bars just below the fighter's name on the screen.

Every move you make saps your strength. Some moves, like the Airplane Spin, take more strength than others. So choose your moves carefully. If you attempt a tough move at a weak moment, you may find yourself down for the count. You can buy a little time by dodging and your strength level will rise again. And you can wear your opponent's strength down with punches and kicks before you attempt your best moves on him.

A word of advice: let your strength level slip too far and it won't take much to knock you down. If your strength level drops to 2, your wrestler will drop to the mat.



**Note:** There are certain key moves which must be made in order to get to the next move. The diagram above shows the flow of movements needed for the most points and the joystick directions required with the **FIRE BUTTON** pressed.

## 1. Getting Around the Ring

To move your wrestler around the ring, move the joystick in any of the eight directions you want to go. You can circle the ring, get into position for a move, or dodge your opponent.

---

Sound easy? Maybe so. But it won't seem so easy when you're dodging two tons of mad mauler and the crowd is going wild. When the action heats up, just remember—all movement around the ring is made only with the joystick.

## 2. Using the Ropes

If you're good, you'll know how to use the ropes to full advantage. Run full tilt into them and you'll bounce back into the ring with enough speed and momentum for your next move. Reverse your joystick direction as soon as you hit the ropes to get maximum rebound.

## 3. The Flying Drop Kick

You don't necessarily have to move in close to your opponent to deliver a body-bashing blow. With the **Flying Drop Kick** you can inflict your damage long distance.

- For a **Flying Drop Kick**, hold down the **FIRE BUTTON** and push the joystick **FORWARD** or pull **BACK**.

## 4. Making the Next Move

If you've moved in close to your opponent, you can strike with one of four basic moves—**Punch**, **Kick**, **Left Headlock**, or **Right Headlock**. Press and hold the **FIRE BUTTON**:

- To **Punch**, push the joystick **FORWARD**.
- To **Kick**, pull the joystick **BACK**.
- To attempt a **Left Head Lock**, move the joystick **LEFT**.
- To attempt a **Right Head Lock**, move the joystick **RIGHT**.

## 5. Taking Your Opponent Down From a Head Lock

You've got your opponent squirming in a headlock. The advantage is yours. Now what? You've got three ways to bring him to the mat—**Suplex**, **Body Suplex**, or **Atomic Drop**. Or you can give your opponent a **Lift** and get him ready for another set of moves.

To make any of these moves, your strength level must be higher than your opponent's. The **Lift** requires the most strength. The **Body Suplex** requires less strength. So choose your moves carefully. You don't want to find yourself face down on the mat. All four moves are made with the **FIRE BUTTON** pressed.

- For the **Lift**, push the joystick **FORWARD**.
- For the **Suplex**, pull the joystick **BACK**.
- For the **Body Suplex**, move the joystick **LEFT**.
- For the **Atomic Drop**, move the joystick **RIGHT**. Bombs away!

---

## 6. Heave Ho With a Lift

You've managed to take your opponent from a **Headlock** to a **Lift**. Not bad. Now that he's up in the air, why not let him down hard—with one of these high scoring moves. Press and hold the **FIRE BUTTON**.

- For a **Pile Driver**, push the joystick **FORWARD**.
- For a **Body Slam**, pull **BACK**.
- For a **Left Airplane Spin**, move the joystick to the **LEFT**.
- For a **Right Airplane Spin**, move the joystick to the **RIGHT**.

## 7. Coming in For a Landing from an Airplane Spin

If you got in a few dizzying **Airplane Spins** after the lift, then your opponent will be more than ready to leave the Unfriendly Skies. Two destinations will make this one trip he'll never forget—the **Throw** or the **Body Slam**. Throwing your opponent into the crowd is a little like feeding him to the lions. But it won't be easy. You've got to maneuver your opponent toward the middle of the ropes on either of the two front sides of the ring. Then let 'er rip. And listen to the crowd go wild!

After completing an **Airplane Spin**, press the **FIRE BUTTON**:

- To **Throw** your opponent, push the joystick **FORWARD**.
- To deliver a shuddering **Body Slam**, pull the joystick **BACK**.

## 8. Getting Back into the Ring

So now you know how to throw your opponent out of the ring. There's one more thing you need to know—what to do when you find yourself on the receiving end of a throw. That crowd can be downright rude. To get back into the ring, move the joystick in any direction to walk over to either side turnbuckle and climb back in.

## 9. Fly off the Turnbuckle

You can also take to the air yourself and smash your opponent with a **Turnbuckle Punch** or **Kick**. To get up on the turnbuckle, maneuver close to any one of the side corners, face the turnbuckle, and press the **FIRE BUTTON** while pushing the joystick **FORWARD**. There are two ways down:

- **Turnbuckle Punch**, push **FORWARD** with the joystick.
- **Turnbuckle Kick**, pull **BACK** with the joystick.

(A word of warning: if you miss, you'll end up flat out on the mat—with a jeering crowd ready to add insult to injury.)

---

## 10. Delivering the Final Blow

Nice work. Your opponent's down on the mat and the crowd is on their feet. Now is not the time to get cocky. Your opponent may be down but not out. Two moves can help make sure he doesn't get up for more—the **Leg Drop** and a **Pin**.

These moves can only be made when your opponent is on the mat. Press and hold the **FIRE BUTTON**:

- For a **Leg Drop**, push the joystick **FORWARD**.
- For a **Pin**, pull the joystick **BACK**.

## 11. Fighting Back

If all this sounds easy, remember—there's a bruiser in the other corner who's got all the same moves, and then some. You've got two ways to keep his paws off when he attempts a head lock—**Punch** and **Kick**. Press and hold the **FIRE BUTTON**.

- To **Punch** your way out of a head lock, push the joystick **FORWARD**.
- To **Kick** your way out, pull the joystick **BACK**.

## 12. Custom Moves

Every wrestler's got one—his own personal move, guaranteed to bring his opponent to the mat. Each wrestler makes his special move in the same way. If your strength is very high and your opponent's is very low, an attempted **Headlock** (**FIRE BUTTON** pressed and joystick to the **LEFT** or **RIGHT**) will result in your wrestler's custom move. The custom move, if you can pull it off, will *usually* bring your opponent down for the count. And it earns big points.

## 13. Getting Back On Your Feet Again

Sooner or later it happens to the best of 'em—you find yourself staring face down at the mat. A count of three is all that's between you and humiliating defeat. What do you do?

If your strength has slipped too low, there may be no way out but through the back door of the Coliseum. But if you've got enough strength, you may be able to fight your way back up by pressing and holding the **FIRE BUTTON** and then pushing the joystick **FORWARD** to try and stand up again.

---

## SCORING

---

*CHAMPIONSHIP WRESTLING* automatically keeps score of the fight. Scoring is based on the complexity of moves and each fighter's strength. Look for your score above your wrestler's name on the scoreboard. Check out the summary sheet for the points you earn for individual moves.

## CONTINUING PLAY

---

**For Commodore 64/128:**

Press and hold the **RUN/STOP** and **RESTORE** keys at any time during play to begin again.

**For Atari ST:**

Press the **RESET** button any time during play to begin again.

## THE MOVES

---

**Airplane Spin:** Take your opponent for a spin in the air with this dizzying move, which can be performed to the left or right.

**Atomic Drop:** Declare war on your opponent by picking him up and dropping him on your knee.

**Body Slam:** Pick up your opponent and let him down nice and hard onto the mat.

**Body Suplex:** Throw your opponent off balance and down to the mat with this quick side step.

**Bounce off Ropes:** Use the ropes to pack a wallop when you connect with your opponent.

**Custom Moves:** Wow 'em with your own custom move, guaranteed to bring the crowd to its feet—and your opponent to the mat. (Refer to the UP CLOSE AND PERSONAL section.)

**Flying Drop Kick:** Take a flying leap and land your boots smack dab in the middle of your opponent's face.

**Headlock:** Wrap your arm around your opponent's neck to keep him in his place—a move you can perform from the right or left.

- 
- Kick:** A good whack to the stomach and you'll bring your opponent to his knees.
- Leg Drop:** Take a leap and plant your leg down nice and hard in your opponent's face.
- Lift:** With a heave ho, lift your opponent up and over your head.
- Pile Driver:** Perform some heavy demolition work using your opponent's head against the mat.
- Pin:** Hold your opponent down in a pin for the count of three and the match is yours.
- Punch:** Deliver a good solid punch to the chest and you'll knock the wind out of 'em.
- Suplex:** Bring your opponent down by holding him and falling back onto the mat.
- Throw:** Give your opponent the toss—out of the ring and into the jeering crowd.
- Turnbuckle Kick:** Take a flying leap from the turnbuckle and land with a clobbering kick.
- Turnbuckle Punch:** Use the same take-off, only this time wrap up the move with a powerhouse punch.

# WRESTLING REVIEW

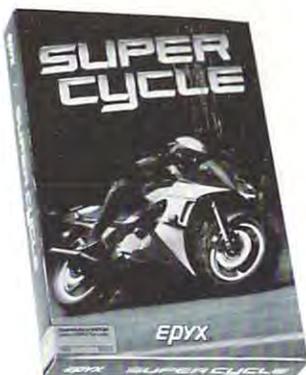
## NO FIRE BUTTON:

Position	Joystick	Move	Score
Standing	In all 8 directions	Walk in 8 directions	0

## WITH FIRE BUTTON DEPRESSED:

Mode	Joystick	Move	Score
CLOSE TO OPPONENT	Forward	Punch	10
"	Back	Kick	10
"	Left or Right	Attempt Headlock	20
YOUR STRENGTH HIGH/ OPPONENT'S LOW	Left or Right	Custom Move (no pin) Custom Move (with pin)	50 300
FAR FROM OPPONENT	Forward or Back	Flying Drop Kick	20
HEADLOCK	Forward	Lift	5
"	Back	Suplex	20
"	Left	Body Suplex	20
"	Right	Atomic Drop	20
LIFT	Forward	Pile Driver	25
"	Back	Body Slam	25
"	Left	Left Airplane Spin	10
"	Right	Right Airplane Spin	10
AIRPLANE SPIN	Forward	Throw Wrestler	30
"	Back	Body Slam	30
ON TURNBUCKLE	Forward	Turnbuckle Punch	45
"	Back	Turnbuckle Kick	45
OPPONENT ON MAT	Forward	Leg Drop	10
"	Back	Pin	250

## DO A KNEE-DRAGGING, GUT WRENCHING RACE AT 180 MPH. WITHOUT GETTING BUGS IN YOUR TEETH



With **SUPERCYCLE**, you're sitting on 750 cc's of screaming machine. It's you and your cycle against the road, the curves, the other motorcycles, and the clock. Accelerate up through the gears, steer through the pack, lean into the corners. Keep an eye on the instruments—don't push your machine too far. **SUPERCYCLE**. If it were any more realistic, you'd need insurance to ride it.

Only From Epyx

### LIMITED WARRANTY

EPYX, Inc. warrants to the original purchaser of this EPYX software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EPYX software program is sold "as is," without express or implied warranty of any kind, and EPYX is not liable for any losses or damages of any kind resulting from use of this program. EPYX agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EPYX software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the EPYX software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EPYX. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EPYX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EPYX SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Commodore 128 is a trademark, and Commodore 64 is a registered trademark of Commodore Electronics Limited.  
Atari ST is a trademark of Atari Corp.  
Championship Wrestling, Super Cycle, and Fast Load Cartridge are trademarks of Epyx, Inc.

**EPYX**

P.O. Box 8020  
600 Galveston Drive  
Redwood City CA 94063

© Epyx, Inc.

Part No. 18232D-60

PROOF-OF-PURCHASE  
**EPYX**  
PRODUCT No. 18232D