

SCORING

The number of points for each heart, note, or X (smooch) 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 50 points.

HEARTS, NOTES, & Xs

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
Knocking Brutus Overboard	3000 points

Bonus Popeye

You'll receive a bonus Popeye after the first 20,000 points accumulated.

Double Points

Remember: You'll receive double the point value of a token if Popeye catches it while the "POPEYE THEME" is playing (after Popeye picks up his spinach).

A VIDEO GAME CARTRIDGE FROM
 PARKER BROTHERS

POPEYE®

FOR ATARI 2600™, SEARS VIDEO ARCADE™
AND OTHER COMPATIBLE SYSTEMS

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OBJECT

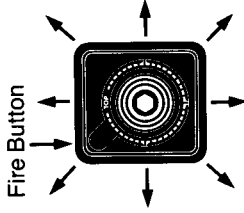
In this game, you're POPEYE! And your goal is to catch all of Olive's hearts, notes, and "Xs" (smooches!) before they hit the water and sink—or before Brutus or the Sea Hag's bottles knock you overboard. Each time you complete a round, you'll automatically proceed to the next—and more difficult one.

SETTING THE CONSOLE CONTROLS

1. Since this is a one-player game, plug the joystick controller firmly into the **LEFT** controller jack.
2. Turn the power ON.
3. Press down the "FIRE" button on the joystick, or the **GAME RESET** switch and you're ready to start the action.

THE JOYSTICK

Hold the joystick in your hand so that the red "FIRE" button is in the top, left-hand corner. The joystick moves left, right, up, down, and diagonally. These are the directions in which you may move POPEYE.



THE "FIRE" BUTTON

Press the "FIRE" button whenever you want Popeye to punch the Sea Hag's bottles 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.

PLAYING

You'll start the game with 4 Popeyes. The first Popeye will appear on the left, topmost ledge as soon as you hit the "FIRE" button or the **RESET** switch. The remaining Popeyes are briefly displayed, at the top of the screen and are then replaced by your score.

In each round, Popeye must win Olive Oyl's affection by catching all of her hearts, notes, or Xs, depending on which round you're playing. To do this, you must guide Popeye up and down stairs, off ledges—even bounce him on a trampoline—to reach these tender tokens. But

Brutus and the Sea Hag do their best to knock Popeye overboard—Brutus with his fists, and the Sea Hag with her fast-flying bottles! When either one hits Popeye—or if any of Olive's tokens fall into the water and are not pulled out in time—you lose him and the next Popeye appears on the left, topmost ledge ready to try again.

Brutus

In each round, Brutus chases Popeye from platform to platform trying to knock him overboard. (Brutus can even reach up or down between platforms and knock Popeye over!) If Brutus catches up with him, Popeye turns light blue and disappears. If you have a remaining Popeye, he will appear at the top ledge, ready to try again!

The Sea Hag

Although you never see this nasty ol' biddy—she's there, hiding on the sides and ready to pelt Popeye with a bottle. But she'll only let one fly 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, Popeye turns light blue and disappears. If you have a remaining Popeye, he will appear at the top of the ledge.

Spinach

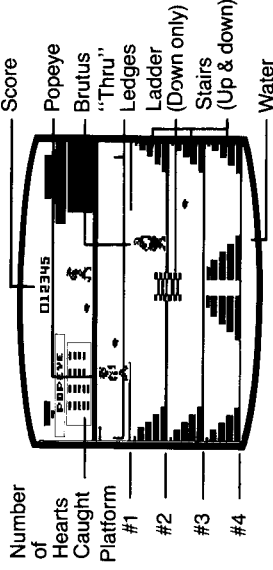
Throughout the rounds, Popeye's spinach will randomly flash in specific places on the screen (See "Spinach" section under each round). When it does, move Popeye over to it and press down the "FIRE" button. If you reach the spinach in time, Popeye will turn red and you'll hear the "POPEYE THEME." This means it's your chance to knock Brutus overboard. If

you do, Brutus disappears and 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 in any of the rounds, it will not appear during that same round again.**

SWEET HEARTS • ROUND #1

Hearts

In this round, you must catch all 20 hearts before they fall into the water and sink—and without being knocked into the water by Brutus or the Sea Hag. Each time you catch a heart, a "brick" will appear on the side of Popeye's house, located at the top of the screen. Once there are 20 "bricks," you'll automatically begin the next round.



“Thru” Ledges

When 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 will travel around to the other ledge. You may move Popeye back and forth between ledges or off either side and onto the next platform at any time. Brutus cannot walk on either of these ledges, **but he can jump up and knock Popeye into the water!** Popeye turns blue and disappears.

Stairs

On each platform, there are sets of stairs which Popeye and Brutus must use to move from one platform to the next. Use your joystick to guide Popeye up and down any of 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 down from the 2nd platform to the 3rd platform.** However, Brutus can reach up or down this ladder and knock Popeye overboard.

LOVE NOTES - ROUND #2

Notes

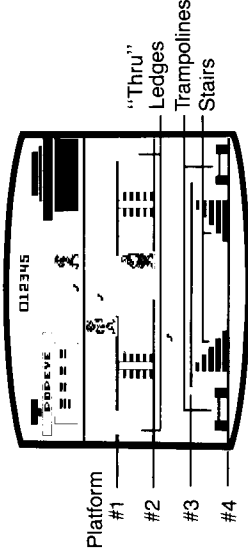
Similar to **Round #1**, you must catch all 20 love notes before they sink into the water, and without being knocked overboard. Each time you catch a note, a “brick” will appear on the side of Popeye's house, and when you've caught all 20, you'll begin the next round.

“Thru” Ledges

In this round, the “thru” ledges are located on platform #2. Again, Popeye can move off the ledge and land safely onto the platform below, or he can travel around to the opposite ledge. Brutus can also move about on these ledges, **but not to travel around to the opposite ledge like Popeye.**

Trampoline

At the bottom of the screen, there are two trampolines, one on either side. When Popeye is on the 3rd platform, he can jump off either one of the ledges and onto the trampoline. When he hits it, he'll bounce up and land on either the 2nd or 1st platform! Brutus can only bounce to the 2nd platform.



Spinach

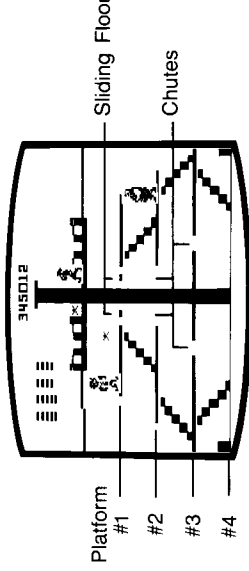
Popeye's spinach will randomly appear on one of the trampolines during this round. He cannot pick up the spinach, however, while bouncing. Popeye must be on platform #4 in order to do so.

Xs, Xs, AND MORE Xs! - ROUND #3

This time, Olive Oyl is blowing Popeye 20 smooches (Xs) and he has to catch them all! Each time you catch an X, a **DASH** will appear up in the upper, left-hand corner of the screen. When you've caught all 20 Xs, you automatically return to Round #1, at a greater level of difficulty.

Sliding Platform

In the center of platform #1, just on either side of the ship's mast, there is a sliding floor. When Popeye steps onto it, he'll be whisked to the other side of the mast. This sliding floor moves in both directions, and Popeye is the only one who can use it. If Popeye misses the sliding floor, he falls to the next platform.



Chutes

You'll notice that there are two openings in the floors of platform #2 and #3; one on either side of the ship's mast. If Popeye jumps through one of the openings on the 2nd platform, he will "slide" down through the opening on the 3rd platform and safely land onto the bottom of platform (#4). **Only Popeye can "slide" down through these chutes.**

Spinach

In this round, Popeye's spinach will randomly appear at the bottom of the screen—on either the extreme left-hand or right-hand sides.

END OF ROUND

The round ends when you successfully collect all of Olive's tokens. As long as you have a remaining Popeye, you will automatically advance to the next round.

DIFFICULTY LEVEL PROGRESSION

When you complete all of the first three rounds, you will begin again at round #1, but at a greater level of difficulty.

- The following things will happen as you advance from level to level.
- The speed at which Olive's tokens fall will increase.
 - The Sea Hag's bottles will fly across the screen more often and at a faster rate.
 - Brutus will chase Popeye more closely and at a faster pace.

END OF GAME

The game ends when you run out of Popeyes. To play again, press down the "FIRE" button or the game **RESET** switch. The game will begin again at Round #1, the beginning level.

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.
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