

TONIGHT'S CARD

BOP'N WRESTLE



Lord Toff



L.A. Bob



Bad Barney
Trouble



Featuring:

Gorgeous Greg



Angry Abdul



Flying Eagle



Molotov Mike



Vicious Vivian



Missouri Breaker



Redneck McCoy

Copyright © 1986 by Beam Software
All Rights Reserved.
Licensed in conjunction with International Computer Group.
Manufactured in the U.S.A.

BOP'N WRESTLE

Entering the Ring

Follow the instructions on the enclosed reference card to set up your computer and load the game.

Once the game has loaded, you will see the 3-dimensional ring with you — **Gorgeous Greg** — standing in the lower right-hand corner. Your opponent will be in the far corner. The numbers at the top of the screen are a count-down timer which shows the time remaining in a match. To the left and right of the timer are the scores for you and your opponent. These are based on the thoroughness with which you devastate your opponent using the various holds and throws available to you.

Game Options:

See the enclosed Quick Reference Card for the specific keys used to select game options.

One-Player Mode

You are Gorgeous Greg, the blond-headed wrestler in the corner closest to you and the tenth-ranked contender for the World Championship Belt. Can you wrestle your way to the top? Your job is to overcome all nine of the other contenders and become world champion.

To defeat an opponent, you must pin him within the time limit without being pinned yourself. If time expires before you can pin the other wrestler, you will lose the match by default. The final title match has no time limit.

Two-Player Mode

Control methods vary from machine to machine. See the enclosed Quick Reference Card for specific instructions on the two-player mode.

Each player controls one wrestler. The specific wrestler each player controls can be chosen from any of the 10 contenders.

The winner is the first player to pin his opponent twice within the given time limit.

Playing BOP'N WRESTLE

Although BOP'N WRESTLE is a game of many complex moves, care has been taken to make control of your wrestler as easy and "intuitive" as possible.

The simple rule to follow in BOP'N WRESTLE is to pay attention to which way your wrestler is facing. Movement around the ring is straightforward and corresponds to the equivalent movements of the joystick (for specific keyboard alternatives, see the enclosed Quick Reference Card).

All of the professional wrestling moves available to you are centered around the direction you are facing. For example, whenever you press the fire button and move the joystick in the direction your wrestler is facing, you will attempt a grab for your opponent. Moving in the opposite direction while pressing the fire button causes your wrestler to arch his back and kick.

When trying to figure out what to do in a situation, try whatever feels and looks natural.

In general, the following is true: Head butts, grabs, pins, and slams are done in a forward direction. Kicks and lifts are backwards. Arm movements such as forearm jolts, elbow drops, and clotheslines, are done by moving to the left or right.

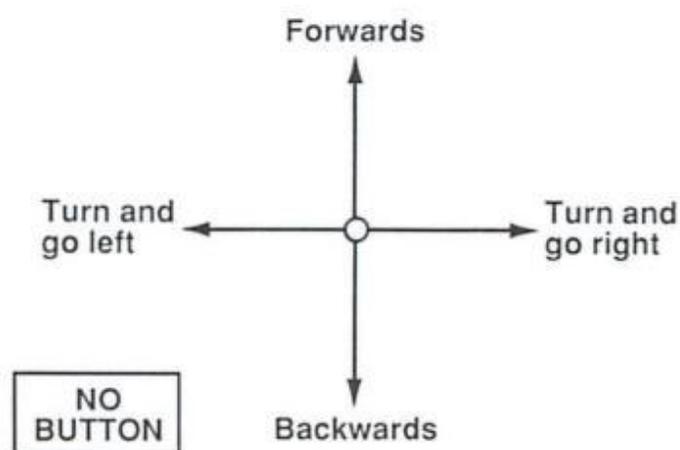
Practice

The easiest way to get a feel for BOP'N WRESTLE is to enter two-player mode without a second player. Your opponent will do nothing against you, while you are free to beat him senseless. This will give you a chance to perfect a move.

Detailed Control

This section describes in detail the various moves available to a bop'n wrestler. In all of the following, it is assumed that your wrestler is facing away from you and that you are using a joystick. For keyboard equivalents, see the enclosed Quick Reference Card.

1. Movement

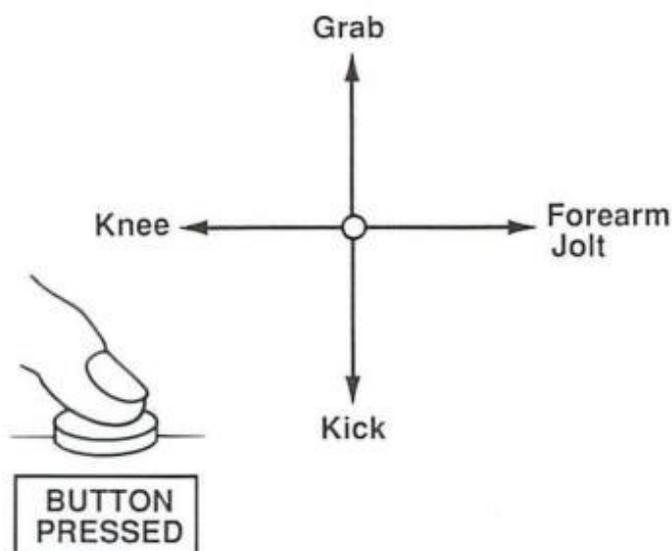


To do an about face, turn left or right twice in succession.

2. Running and bouncing off the ropes

If you continue to walk in the same direction for a few steps, you will begin to run. If you run into the ropes, you can bounce off them and gain extra momentum by reversing your joystick direction as soon as you see the ropes bend outward.

3. Softening up the opponent



The lifted knee, the forearm jolt, and the kick are softening up moves designed to sap your opponent's strength and provide an opening for a grab.

4. Grabbing the opponent

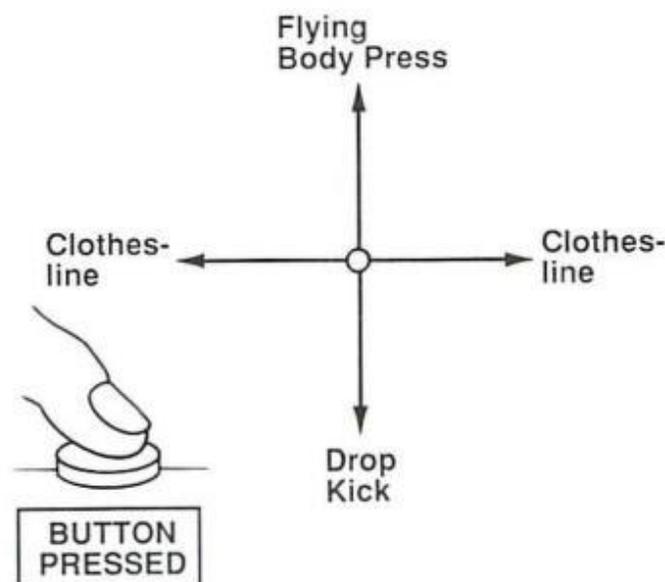
Press the fire button and push the joystick forward to extend your wrestler's arms. If your opponent is within reach, you can grab him by pulling quickly back on the joystick.

If you time it just right, you will grab hold of the opponent in one of several holds. If you are behind him, you will put him in a full nelson (explained in detail later). If you are facing him, you will have him in a headlock, and if you are on either side of him, you will have placed an armlock on him.

5. Armlock and spin

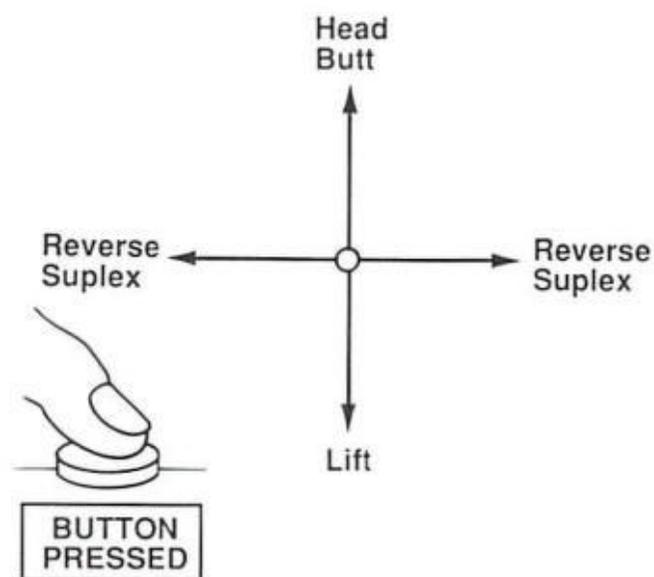
Having grabbed your opponent in an armlock, you can spin him by holding down the fire button and moving the joystick in a circular motion. To release him (and thus throw him into the ropes), just let up on the fire button. You can spin even faster by "jiggling" your joystick back and forth quickly. It is possible for an opponent to escape from a spin by "out-jiggling" you.

6. After throwing an opponent into the ropes



While your opponent is out of control, push forward on the joystick to launch into a flying body press which will, if successful, pin your opponent. If you like, pulling back on the stick will execute a very nasty drop kick. One of the most devastating moves to try in this situation is the clothesline. More often than not, it will knock the air out of his lungs and bring him to the canvas.

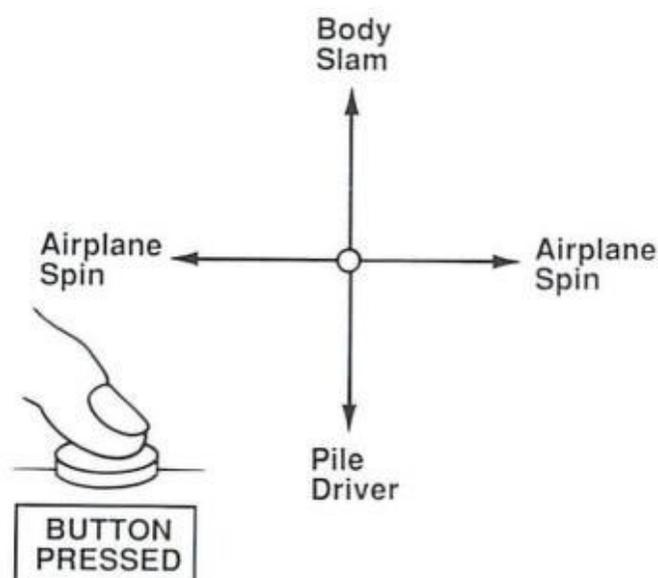
7. Front headlock



Having grabbed your opponent while facing him, keep the button pressed. Push the stick forward to stagger your opponent with a head butt. Move the stick to the left or right to pick him up in a reverse suplex, one of the most impressive-looking moves in wrestling. Pull back on the joystick to lift your opponent over your head. This will work only if you have enough energy and your opponent does not resist too strongly. If he resists, try again. You have a good chance of catching him off guard.

8. Power lift

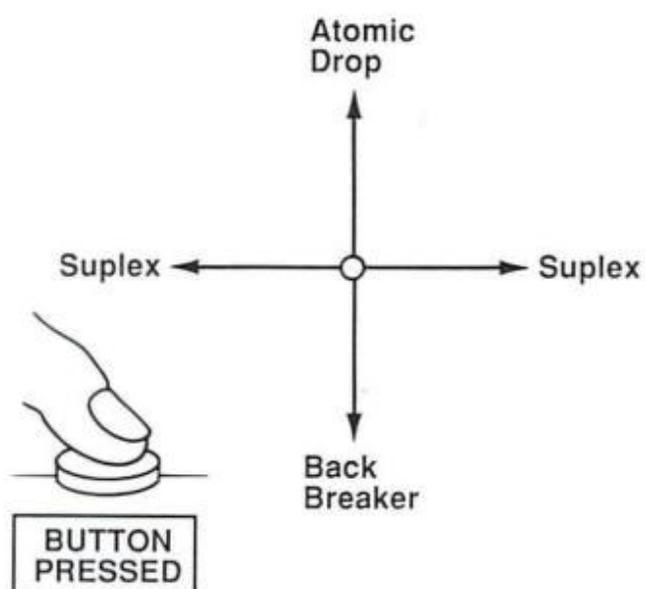
(Having lifted an opponent from a front headlock)



This is a masterful position to be in. If played right, your opponent is totally at your mercy. To airplane spin him, move your joystick in a circular motion. You can increase the speed of your spin by jiggling your joystick. Likewise, your opponent can resist by out-jiggling you. Releasing the fire button will dump your opponent unceremoniously onto the canvas. Pushing the joystick forward will body slam him onto the mat. Both the airplane spin and the body slam will stun your opponent.

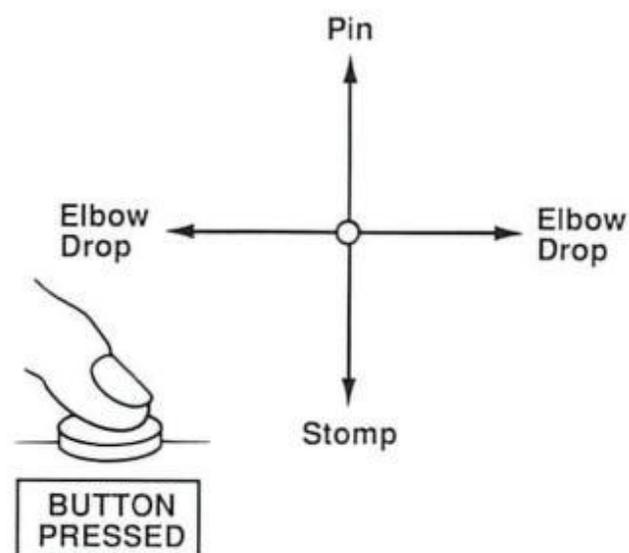
One of the most devastating and difficult moves in BOP'N WRESTLE is the pile driver. Pull back on the stick while you have your opponent in the air to slam him head first into the canvas. Although few opponents will recover from this neck-breaker, it is very susceptible to resistance.

9. Full nelson



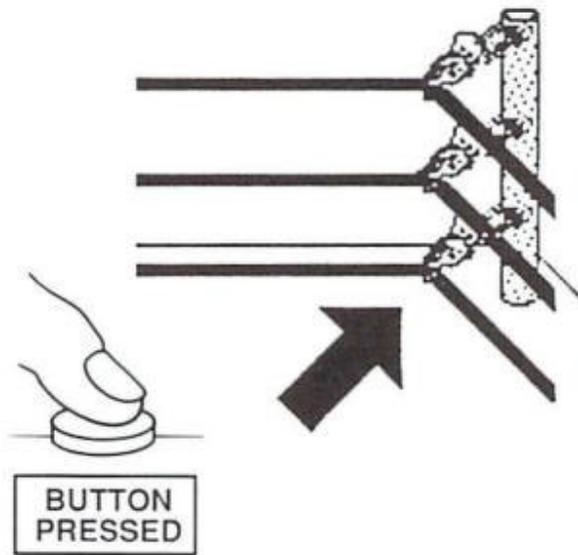
Having grabbed an opponent from behind, hold down the fire button. A well-done suplex will leave your opponent lying on the mat gasping for breath. Push forward on the stick to execute the atomic drop, which drives your foe feet first into the canvas. The most devastating of all these rear moves is the back breaker, which is designed to rearrange your opponent's spine.

10. Opponent is flat on the canvas



Once your opponent is on the mat, you may do further damage by stomping on him or delivering a well-placed elbow drop. If he looks like he's really in trouble, put the pin on him by pushing forward on the stick. You need to keep him pinned for a three-count to win the match.

11. Turnbuckle fly



To execute the turnbuckle fly, one of the most glamorous moves in professional wrestling, stand in one of the corners of the ring and press the button. You will see your wrestler climb the turnbuckle and wait, arms outstretched, ready to swoop down upon your opponent. When you release the button he will launch himself into a graceful swan dive into the middle of the ring. If contact is made, whether your opponent is on the mat or on his feet, the opponent will be devastated. BUT DON'T MISS! You can really get hurt slamming full force into the canvas.

12. Getting out of a tough spot

Whenever you are caught in a hold (a headlock, for instance), you can try to frustrate your opponent's intentions by jiggling the joystick rapidly back and forth and up and down.

13. Breaking a pin

To throw off an opponent when he has you pinned, move your joystick forward and back (in other words, try to stand up).

14. Getting up

You can use the "joystick jiggle" to try and regain control once you're down, but you need to press the button to stand up. You can stay on the mat as long as you like before trying to stand.

15. Power Moves

Power moves employ lifts, throws, and slams such as the body slam, the pile driver, and the suplex. You can maximize the damage these moves do by releasing the fire button as soon as you see your wrestler begin to let go of your opponent.

The Moves

Airplane Spin

The helpless victim is spun like the propellor of an airplane.

Armspin

Another spin, this time on the mat. The victim ends up flying headlong into the ropes.

Arm Twist

Designed to get your opponent all tied up.

Atomic Drop

The victim is lifted and driven feet-first into the canvas.

Back Breaker

Similar to the atomic drop, but this time the opponent meets your knee on the way down.

Body Slam

Your poor opponent is splattered onto the canvas from a great height.

Clothesline

Your opponent is hung out to dry on your extended forearm.

Drop Kick

This time the attacker mistakes his opponent's head for a football.

Elbow Drop

First you wind up, then you let your elbow drop — preferably into your opponent's body.

Flying Body Press

The attacker shoots like a cannonball straight at his victim.

Forearm Jolt

A delicate forearm smash to the head.

Full Nelson

A strength move enforced from behind.

Head Butt

A hard-headed move used to stun an unsuspecting opponent.

Headlock

Control your opponent from the front.

Kick

A sneaky kick to the stomach can have a subtly disabling effect.

Knee Strike

Doubles up the toughest opponent.

Mad Charge

Simple, but effective: A driving bull-like rush straight at your opponent.

Pile Driver

An awesome move that drills the opponent head-first into the canvas.

Pin

This is the whole point of the game. Keep him pinned for a count of three.

Reverse Suplex

A beautiful move in which the victim is flipped up and over like a giant pendulum.

Stomp

A light tap from a well-shod foot can relax a tense opponent.

Suplex

Gracefully help your opponent to the floor.

Turnbuckle Fly

Like a falcon you swoop from the turnbuckle onto your helpless prey.



Mindscape, Inc.
3444 Dundee Road
Northbrook, Illinois 60062

Software that challenges the mind.

01283