

# THE THREE STOOGES QUICK REFERENCE CARD

## LOADING INSTRUCTIONS:

Amiga 1000 owners should KICKSTART their machines with version 1.2. Insert the Stooges "REEL 1" disk into your main drive. If you have a second drive (recommended) insert Stooges "REEL 2". Plug a joystick into port #2 and away you go!

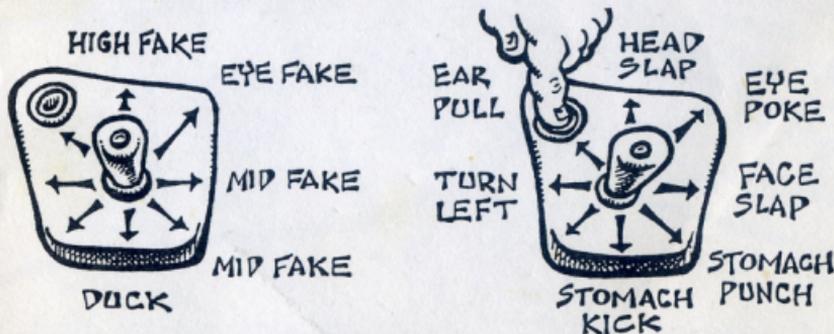
## WINNING THE GAME:

Can the Stooges help the poor widow save the orphanage from I. Fleecem, the evil banker? Moe, Larry, and Curly have only 30 days to earn enough money to stop Fleecem from foreclosing. To pay off the mortgage, they'll need \$5,000. With \$10,000 they can pay off the mortgage and repair the orphanage. But they'll need more than that to marry Ma's beautiful daughters!

## HOW TO PLAY:

Moe has a map of Stoogetown, but can't make up his mind where to go next. Press the fire button to stop the hand and go to that place, or wait until the timer runs out and go wherever Moe's hand stops. (You will have about 2 seconds to look at the map before the hand starts moving and the timer starts counting down, so pay attention!) There are 180 places to go in Stoogetown, all on a ONE WAY street. The first 30 "squares" are on the back of this card. The street never changes, so after you play several times, you'll really know your way around town! The different things along the road are:

**Slapping Game:** It's important to control the speed of Moe's hand. To slow it down you'll have to "knock" some sense into Larry and Curly. You control Moe, in the middle. Whenever you hit Larry or Curly the speed of the finger goes down. But if you miss them or they hit you, the speed increases. (The bar above their heads shows how much the speed has changed and the time remaining.) **FAKING IS CRITICAL TO MOE'S SUCCESS!**



(WHEN FACING LEFT, JOYSTICK POSITIONS ARE REVERSED)

**Mousetraps:** When Moe's hand stops on one of these, the trap will snap on his finger. The Stooges don't go anywhere when this happens, and they lose a day. If Moe gets snapped on his last finger, the Stooges will no longer be able to work, and their trip through Stoogetown will be over. (Watch the hand, it indicates the number of fingers remaining.)

**Pie Fight:** You control all three Stooges. Move the joystick up, down, or center it to make Moe, Larry, or Curly duck. To throw a pie, simply push the joystick while any of the Stooges are "ducking". Watch the lights in the upper right corner to tell how many times you've been hit—five "hits" and the Stooges are out of a job! If you throw ALL your pies, you double your money as a bonus! (NOTE: You only make money when you HIT a guest, not when you miss.)

**Hospital:** Move the joystick UP to accelerate, DOWN to brake, and LEFT or RIGHT to avoid the people in the hall. Make money for making it to the operating room with time left on the clock. Collect the items thrown from the nurses cart to make bonus money along the way! Moe makes FIVE dollars per item, Curly gets TEN and Larry scores FIFTEEN bucks!

**Cracker-eating:** Move the spoon over the cracker and push the fire button to scoop it up. You make TEN dollars for each cracker and FIFTY dollars per bowl.

**Boxing:** Move the joystick right to accelerate, left to slow down, and up or down to change lanes. Press the fire button to jump over things. Get back before the end of the last round for a bonus!

**Trivia:** Move and hold the joystick left for "A", up for "B" and right for "C", then press the fire button.

**Chance (?):** ?

**Money (\$):** Free money, or a reward for finding it.

**Evil Banker:** If you're lucky, you'll just lose a day...

#### NOTES:

1. If you have extra RAM or a hard disk, read the READ.ME file on REEL 2.
2. You may skip the introduction by pressing the ESC key. When the game finishes the current animation it will skip to the beginning of the game.
3. To pause the game or quit, hold the joystick UP just before the hand starts moving. Then make your selection with the joystick.
4. More money can be made further along the street, but the work is harder! As you get better at the game you may want to skip an odd job on square 1 to hit a money square on day 6, for example. Remember, you only have 30 days to raise the dough and there are 180 total squares on the street. (That's a 6 on every turn!)