

CBM 64/128 CASSETTE

64/128

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CHAMPIONSHIP WRESTLING™

And now we proudly present the Sultans of Slam, the Champs of Chokes, the meanest, nastiest, foulest fighters the canvas has ever seen. We bring you the guy's who use every dirty trick known to man - and a few that aren't! Use leg drops, spin kicks, body slams, rope bouncing, a flying drop kick, a suplex, an airspin, even the famous atomic drop to mangle those dudes.



"The best beat 'em up around. There is nothing more fans of mindless violence could want" CU SCREENSTAR (CBM 64/128)



"The action is fast, fun and very, very realistic" C&VG HIT (CBM64/128)

"Undoubtedly one of the best of it's kind... A must for grapple fans everywhere!!" COMMODORE USER

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CHAMPIONSHIP WRESTLING™

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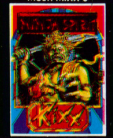
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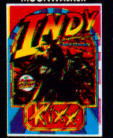
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CHAMPIONSHIP WRESTLING

OBJECTIVES

Championship Wrestling™ 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 eight 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.

LOADING INSTRUCTIONS

Cassette:

Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette player. Follow any on screen prompts.

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 the permanent high score 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 organise 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 -

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specification.



KIXX Units 2/3,
Holford Way, Holford,
Birmingham. B6 7AX.

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including the player's name, the wrestler, and current high scores. Records are automatically updated after each match. Press the **FIRE BUTTON** to return to the Option Screen.

THE CARD

Once you have 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 colourful personality and his own custom move.

If you're playing alone, type in your name and 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**.

If you're playing with more than one player, each player will enter his name and select a wrestler in the same way.

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: 275lbs.

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: 295lbs.

MOTTO: "Yo old lady wrassles 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: 285lbs.

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

Prince Vicious



If looks could kill, this purple-haired bruiser would be doing time. Rumour 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: 315lbs.

MOTTO: "Oooh! You look good enough to smash!"

Zantoklaw



Who - or what - lurks behind that hoods and mask? No-one knows for sure. The only emotion this automation 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: Claw Hammer (Holding his opponent with a claw-like grip, he delivers a punch that stops 'em dead in their tracks.)

HOMETOWN: Unknown

WEIGHT: 255lbs

MOTTO: "Mmmph Flaph mmmmm phuff flupmm!!"

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 favourite 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: Block and Tackle (A triple treat: punch, hook to the neck, and flip.)

HOMETOWN: Cowpens, Alabama.

WEIGHT: 310lbs.

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

The Beserker



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: 308lbs

MOTTO: "Haaargh! Oooorawrrr....KILL!!"

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: 255lbs

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

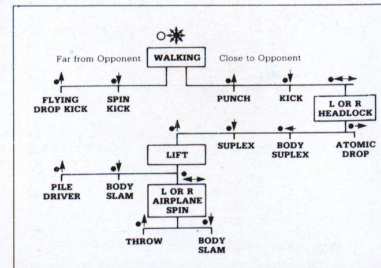
LEARNING THE ROPES

Strength

Each wrestler enters the ring with the same strength level represented in the chevron 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 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** depressed.

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.

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.

Flying Drop Kick: Take a flying leap and land with 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 in 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.

Spin Kick: Spin around and give your opponent a well-placed kick - the surprise should bowl him over.

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: Using 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
Close to opponent	Back	Kick	10
Close to opponent	Left	Attempt Left Headlock	20
Close to opponent	Right	Attempt Right Headlock	20

Your strength/high opponent's low	Right	Custom Move	300
Far from opponent	Forward	Flying Drop Kick	20
Far from opponent	Back	Spin Kick	20
Headlock	Forward	Lift	5
Headlock	Back	Suplex	20
Headlock	Left	Body Suplex	20
Headlock	Right	Atomic Drop	20
Lift	Forward	Pile Driver	25
Lift	Back	Body Slam	25
Lift	Left	Left Airplane Spin	10
Lift	Right	Right Airplane Spin	10
Airplane Spin	Forward	Throw Wrestler	30
Airplane Spin	Back	Body Slam	30
On Turnbuckle	Forward	Turnbuckle Punch	45
On Turnbuckle	Back	Turnbuckle Kick	45
Opponent on Mat	Forward	Leg Drop	10
Opponent on Mat	Back	Pin	250

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