

"To say the least, I've never seen anything like it . . ."

"Animation is wonderful." *Crash**

Life's not all a bowl of spinach for Popeye as he hunts for hearts to win the love of Olive Oyl. His rival, the macho Bluto, is not amused. He thumps around making pulp of Popeye.

The sailor man's quest for love takes him deep-sea diving, soaring on a flying saucer, deceiving dragons – he even becomes a human cannonball!

A stunning game with giant-sized Popeye and friends in dazzling colour and detail.

The clever 'multidimensional' effect takes the adventure in and out of scenery, with characters moving in front of and behind each other as well as from screen to screen.

* *Crash* review of Spectrum version.



Macmillan
Software

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POPEYE



CBM 64/128K

POPEYE



"Brilliant!
Buy it
to
believe
it." *Crash*



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Thanks to Five Ways Software.

To load press SHIFT and RUN/STOP simultaneously, then release.

Olive Oyl demands a never-ending supply of love! Keep her sweet by collecting 25 scattered hearts and handing them over. Take care to check Olive's loveometer. When her love level starts to fade you must restore it by delivering some of the hearts you have collected.

The task is not easy. Hearts can be anywhere — up the lighthouse, on board the ship, under the ocean, locked in the house, on the roof, inside the fruit machine . . .

It's not just the right door keys that Popeye needs to collect on his way.

The coin is for the fruit machine — but what's the lucky combination you must 'hold'?

And why is there an explosive fuse below the lighthouse? It could have something to do with Popeye firing the cannon — but don't let him jump on to a red flame!

Don't get bowled over by the flying saucer as it passes the roof, but hop on and see where it takes you.

The sailor man is not the only one seeking Olive Oyl's love. Bluto is his rival, pacing up and down

outside Olive's house. Avoid Bluto and all other moving objects — giant birds, flying witches, snoring dragons and gnashing sharks — as they have a habit of knocking Popeye for six. He'll survive if you have a tin of spinach in store for him, of course, but you can only carry 8 things around with you — including hearts and keys as well as tins of the life-giving green stuff.

Remember that as well as climbing up and down the stairs and ropes, Popeye can move backwards and forwards. He can step into doorways out of harm's way, go in and out of buildings and explore behind objects. This takes care of most of his problems, but watch out for Bluto who switches from layer to layer on his patrol.

You score 1000 for each heart delivered, with a time bonus for delivering them all — and a *special* reward from Olive!

Popeye characters © King Features Syndicate, Inc. 1984
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