

ROCK & WRESTLE

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LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

Selecting Options

F1=Starts game

F3=Switch between 1 and 2 player game

F5=Stop current game

F7=Switch between joystick and keyboard modes

One Player Mode: Your wrestler, the one in the bottom right hand corner of the ring is the 5th ranked contender. Your task is to overcome all other contenders twice until you become World Champion. You must pin each opponent within a time limit, without being pinned yourself. If the time expires you will lose the match by default. The final bout for the title has no time limit. The game can be started by pressing your trigger or by hitting the F1 key.

Two Player Mode: The winner is the first player to pin his opponent twice within the given time limit. The game can be started by hitting the F3 key.

Keyboard Mode: The following keys are used:

Player 1 – Bottom Right

Up=W Down=X Left=A Right=D Trigger=S

Player 2 – Top Left

Up=@ Down=/ Left=: Right== Trigger=;

All moves are centred around the direction in which your wrestler is facing. For example whenever you press the trigger

and point in the direction in which you are facing you will make a grab for your opponent (your arms will extend out). Pointing in the opposite direction combined with the trigger would cause you to arch back and kick at your opponent.

When thinking of what move you can do just look at the situation you are in and try what looks and feels natural, e.g. headbutts, grabs, pins, and slams are in a forward direction. Kick and lifts are backwards. Arm movements such as forearm jolts, elbow drops and clothes lines are to the left or right.

Running and Bouncing off 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 and gain extra momentum by reversing your joystick direction as your wrestler lunges into the ropes.

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

Grabbing Your Opponent: Pressing the trigger and pushing the joystick forward will result in your wrestler extending his arms. You may then try to grab your opponent by pulling back on the joystick.

If you are in range and have timed your move correctly, you will get hold of your opponent. If you are facing him head on you will put a front headlock on him. If you grab him from behind you will put him in a full nelson or if you grab him from either side you will have him in an armlock. To release him and throw him into the ropes simply take your finger off the trigger.

Depending upon the strength of the spin he will go careering into the ropes and bounce off out of control. You can spin him faster by jiggling your joystick. Likewise he can counter and break free by out-jiggling you.

Pushing the joystick forward will launch you into a flying body press which, if successful, will see you pinning your opponent. Pull back and you will let loose with a very powerful drop kick. The clothes line is a very useful manoeuvre after your opponent has been bounced off the ropes. More often than not it knocks the air out of him and brings him to the canvas.

Front Headlock: Having grabbed your opponent whilst facing him, keep the trigger pressed. Pushing your joystick forward will stun your opponent with a head butt. Moving the joystick to either side will result in a reverse suplex, one of the best looking moves in wrestling. By pulling back on the joystick you can try to lift your opponent above your head. This will succeed if you have sufficient energy and your opponent is not resisting

too strongly. If you encounter resistance simply try again. You may catch your opponent off guard.

Power Lift: This is a very masterful position to be in; if played right your opponent is at your mercy. To aeroplane spin him move your joystick. You can increase the force of the spin by jiggling your joystick. Likewise your opponent can counter by out-jiggling you. Release your trigger anytime to dump your opponent rather unceremoniously onto the canvas. Pushing your joystick forward will body slam him onto the mat. Like the aeroplane spin this will produce a very stunned opponent. Pulling the joystick back will result in one of the most devastating but difficult moves in 'Rock & Wrestle', the pile driver. Though few opponents recover from this neck breaking manoeuvre it is very susceptible to resistance.

Full Nelson: After grabbing your opponent from behind, keep your finger on the trigger. A well executed suplex will have your opponent lying on the mat, gasping for breath. Pushing forward on the joystick will result in the atomic drop in which your opponent is driven feet first into the canvas. Even more devastating is the back breaker, a manoeuvre designed to rearrange your opponent's spine.

Opponent flat on the canvas: If your opponent is on the mat you may further attack him by stomping on him or delivering a well placed elbow drop. If he looks as if he's in trouble you might try a turnbuckle fly. If you think he's weak enough to pin, push the joystick forward to reinforce the pin.

Turnbuckle Fly: Standing in any of the four corners and pressing your trigger will initiate the turnbuckle fly, the most glamorous of all wrestling manoeuvres. You will see your wrestler climb up the turnbuckle and wait, arms stretched, ready to pounce. Release your trigger and he will launch himself into the air, flying toward the centre of the ring. If contact is made, whether your opponent be flat on the mat or standing upright, this can devastate your opponent, but if you miss you can really hurt yourself.

What to do in a Compromising Position (the joystick jiggle): Whenever you're caught in a hold such as a headlock you might jiggle your joystick to frustrate your opponent's dastardly intention. Simply move your joystick up and down or side to side as fast as you can.

Breaking a pin: To throw your opponent when he's pinning you, move your joystick forward and back (in other words try to get up).

Getting up from the mat: You may use the joystick jiggle to try to regain control but you must press the trigger to stand up. You may stay down as long as you like i.e. fake it, by not pressing your trigger.

ADVANCED PLAYERS TIPS

Power Moves: Power moves are those employing lifts such as body slams, suplexes and piledrives. In these moves maximum damage to your opponent can be achieved by releasing the trigger when it looks like your wrestler is letting go of his opponent.

LIST OF MOVES IN 'ROCK & WRESTLE'

Aeroplane Spin: Like the propeller of an aeroplane the helpless victim is spun around and around.

Armspin: Another spin but this time it takes place on the mat before the victim is flung onto the ropes.

Arm Twist: Designed to really get your opponent tangled up.

Atomic Drop: The victim is lifted up then driven feet first into the canvas.

Back Breaker: More devastating than the Atomic Drop. This time the victim's spine is rearranged by his attacker's knee.

Body Slam: From a great height your poor opponent is splattered onto the canvas.

Clothes Line: The hapless victim is hung out to dry by an extended forearm.

Drop Kick: This time the attacker mistakes his opponent's head for a football as he lets fly.

Elbow Drop: First a wind up then the attacker drops his elbow from a great height onto his victim.

Flying Body Press: The attacker catapults his body at the victim as if fired from a cannon.

Forearm Jolt: A forearm blow to the head.

Full Nelson: A strength move enforced from the rear.

Headbutt: A hard head is always a useful weapon against an unsuspecting opponent.

Headlock: Applied from the front this manoeuvre gives the attacker control over his victim.

Kick: A sneaky kick in the stomach can have the desired effect.

Knee Strike: This manoeuvre can double any opponent up.

Mad Charge: Simple but effective, just run straight at your opponent like a mad bull.

Pile Driver: A totally awesome move the poor victim is drilled head first into the canvas.

Pin: This is what its all about, keep that man covered for a count of three.

Reverse Suplex: A beautiful move, the victim is flipped right up and over like an inverted pendulum.

Stomp: Put the boot in while the man is down.

Suplex: A graceful way to help your opponent to the canvas.

Turnbuckle Fly: Like a falcon you hover ready to swoop on an unsuspecting prey.

THE WRESTLERS HALL OF FAME

Lord Toff: The most dangerous wrestler in the world today. Lord Toff traces his lineage back to an illegitimate son of James I. As far as he is concerned the British Empire will come again and he'll do his part when the time comes. Lord Toff is a scientific wrestler — he knows all the moves.

Vicious Vivian: Vivian is no cissy. With a name like that he quickly learned to take care of himself in any situation. He cut his teeth on the terraces of Whitehart Lane and has been laying the boot in ever since.

Missouri Breaker: This is one mean dude. His style is down and dirty. He gets his strength from throwing cows on his ranch back home in Texas. Watch out for his body slam.

Redneck McCoy: Redneck McCoy ('call me Red') has come to the big smoke to try his hand at 'wrassling'. Don't be fooled by his southern hospitality — when he applies the atomic drop you'll feel like a fence post planted in the south forty.

Gorgeous Greg: You are Gorgeous Greg, the blonde hero.



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COMMODORE 64/128