Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo Entertainment System Popeye - Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Popeye and Brutus are at it again in this video contest for Olive Oyl's affection. As Popeye, you must battle the likes of Brutus and the Sea Hag while you race to collect all of the floating hearts that Olive tosses to you. Once you have spinach power, Popeye can conquer all, but without it, watch out!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.

2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.

3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 - For playing alone.
Controller 2 - For second player in 2 player games.
Controller 1/Controller 2

- Control Pad
  - Control Pad
    - Control Pad
  - Select Button
    - Select Button
  - Start Button
    - Start Button

A button
  - A button
  - A button
He Punches.

B button
  - B button
  - B button
Not Used.

- Moves Popeye
  - Moves Popeye
    - Moves Popeye
    - Moves Popeye

* Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on Controller 1 ONLY.

SELECT button
Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the asterisk (*) to the game you wish to select:
1. Player game A - Beginner
2. Player game B - Expert
3. 2-Player game A - Beginners
4. 2-Player game B - Experts
The Select button will not work once the game has begun.

START button
Press this button to begin.
Pause:
If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.
* The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games.
* Use Controller 1 and 2 for 2 Player games.
3. HOW TO PLAY

Olive throws things and Popeye has to pick them up while avoiding the attacks of Brutus, Seahag and Bernard. In round I, Olive throws hearts (♥); in round II, musical notes (♩); and in round III, letters of the alphabet. Try to pick them all up before they sink in the water.

**Popeye’s purpose:** To collect everything thrown by Olive.

- **Round I**
  - Collect the hearts (♥)

- **Round II**
  - Collect the musical notes (♩)

- **Round III**
  - Collect the letters (H, E, L and P)

**Tricks:**

- Use the ladder.
- Popeye can take a shortcut by running through the side of the TV screen at the places shown below.
• Press the punch button to punch bottles, skulls and Bernard. If Popeye punches spinach, he will gain extra power for a while.

Scoring

Points for hearts, musical notes, and letters differ depending on which floor they are picked up on. Popeye scores double when he is powered up by spinach.

When Popeye is powered up by spinach, he can knock out Brutus (13,000 pts.). Popeye also scores for punching bottles, skulls or Bernard (100 pts. for bottles and skulls, 1,000 pts. for Bernard).

In round II, avoid attacks from Brutus and the others by using the jump board.

Bonus
If your score exceeds 20,000 pts., you get one extra Popeye and a fanfare.

Beware!
The following are deadly to Popeye:
1. Popeye is bumped by Brutus or Bernard.
2. Popeye is hit by an up/down attack from Brutus.
3. A bottle thrown by Brutus hits Popeye.
5. A heart, musical note, or letter sinks in the water.
When any of these occur, one Popeye is lost. The game is over when all Popeyes have been lost.

Rounds
After you pick up everything, you proceed to the next round. The higher the round, the more often Popeye gets attacked. Compete to see who gets the highest score or who lasts the most rounds.

• You also get points when you cover Brutus with the tub. You gain more points on the lower floors.
  3rd floor 1,000 pts.
  2nd floor 2,000 pts.
  1st floor 4,000 pts.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.


90-DAY LIMITED WARRANTY: NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America, Inc. ("Nintendo") warrants to the original purchaser that this Nintendo Game Pak ("Pak") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If the Pak is deemed by this warranty to be defective during the 90-day warranty period, Nintendo will repair or replace the Pak at its option. Fees for shipping are not covered.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem by calling 1-800-255-3700.
3. Send the Pak, complete with accessories, in the original carton, postage prepaid and insured, to Nintendo Consumer Service Department, 10166 West Little York Road, Houston, Texas 77042. Include a letter stating your name, address, telephone number, and a description of the problem.
4. If the Pak is repaired, an advance replacement Pak will be sent to you together with your repaired Pak. If the Pak is replaced, your defective Pak will be returned to you.

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