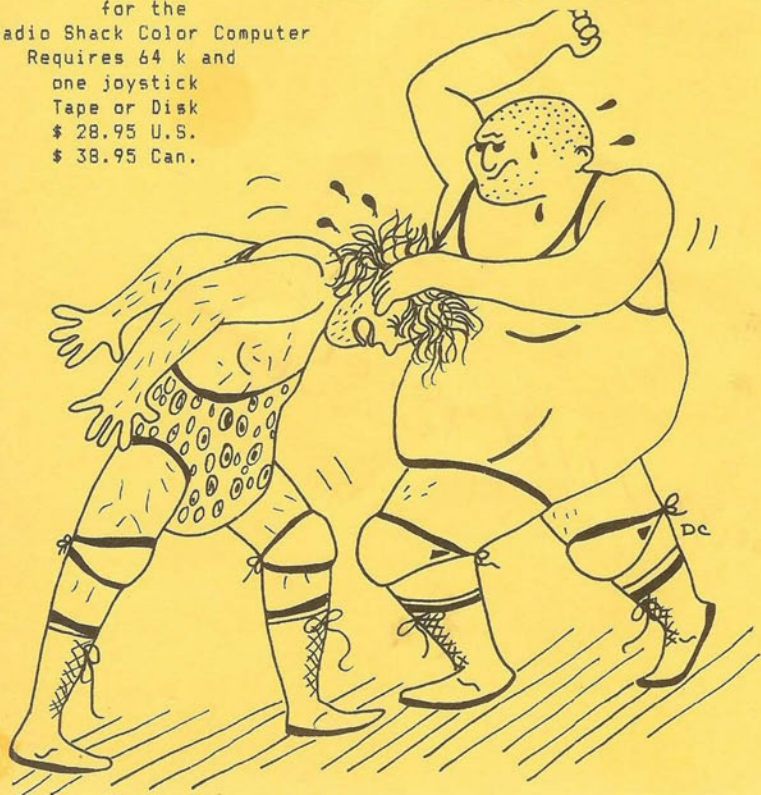


NEWMAN PRODUCTS INC

PRESENTS

WRESTLE MANIAC

for the
Radio Shack Color Computer
Requires 64 k and
one joystick
Tape or Disk
\$ 28.95 U.S.
\$ 38.95 Can.



WRESTLE MANIAC

BY KEVIN HOARE

SYSTEM REQUIREMENTS:

WRESTLE MANIAC requires a 64 k color computer with one joystick.

LOADING INSTRUCTIONS

DISK:

1. Place disk in drive 0
2. Type LOADM"WRESTLE" <ENTER>
3. The game will load and execute automatically

CASSETTE:

1. Place cassette in tape recorder
2. Type CLOADM <ENTER>
3. The game will load and execute automatically

note: If the game does not load properly there is a second copy of the game after the first one.

STARTING THE GAME:

1. Press the <ENTER> key to select options
2. Press <S> for 'SINGLE PLAYERS' or <T> for 'TEAMS'.
 - If 'SINGLE PLAYERS' was selected then press <C> for a computer opponent or <P> for a second player.
 - If 'TEAMS' was selected then select the team make up for both the 1st and 2nd teams.
 - <1> for 1 computer & 1 player
 - <2> for 2 players
 - <3> for 2 computer players

GAME FEATURES:

This game features multiple players where up to 4 people may participate in the same match! When 4 players participate in a tag team match you must switch the joystick with your partner when you make a tag. You may select a single player match where either 2 players compete or 1 player competes against the computer. You may also select a Tag Team match where up to 4 players can compete in teams of 2 with any combination of human and computer players!

THE OBJECT OF THE GAME:

The object of Wrestle Maniac is to try to pin your opponent(s) for the 3 count in order to win the match.

PLAYER CONTROL:

You have full control over your wrestler. You can move anywhere within the ring and choose from the following moves:

Wrestler Movement:

Joystick Up Moves wrestler up
Joystick Down Moves wrestler down
Joystick Left Moves wrestler left
Joystick Right Moves wrestler right
(Your wrestler also moves on diagonals)

Wrestling Moves & Actions:

(These moves are accomplished by pushing the joystick button and then moving the joystick to the desired move.)

Joystick Up Body Slam
Joystick Down Pin Opponent
Joystick Left Throw Opponent into ropes
Joystick Right Punch Opponent
Joystick Up/Left Climb Corner Post
Joystick Up/Right Kick Opponent
Joystick Down/Left Back Breaker
Joystick Down/Right Pile Driver

Additional Moves in Special Situations:

-You are thrown into the Ropes. If you have enough energy you can jump into the air and land on your opponent
(hold button & joystick UP)

-You throw your opponent into the Ropes. You can shoulder him when he rebounds.
(hold button & joystick RIGHT)

-You throw your opponent into the Ropes. You can "Clothes line" him when he rebounds.
(hold button & joystick LEFT)

During a Tag Team match you can tag your partner by going to your corner of the ring (Either bottom left or bottom right) face into the corner, push the joystick button and then move the joystick to the UP/LEFT position.

When doing moves you must be facing your opponent in the following manner:

Body Slam Facing opponent horizontally
Pin Facing down while above opponent on screen
Throw Opponent ... Facing down while above opponent on screen
Punch Facing opponent horizontally
Climb Corner post. Facing diagonally into either back corners of the ring
Kick Facing opponent horizontally
Back Breaker Facing opponent horizontally
Pile Driver Facing opponent horizontally
(Face to Face)
Rebounding Jump .. No conditions
Shoulder Smash ... Facing down
Clothes line Facing right
Tag partner (Tag Team match) Facing diagonally into your corner (One of the bottom corners)

METHOD OF PLAY:

Many moves can only be performed when your opponent is stunned. Moves such as the Body Slam, and Pile Driver fall into this category. To perform these moves you will first have to wear down your opponent's energy by either Punching, Kicking, Throwing him into the ropes, or Jumping off the corner post. When he slouches and is unable to move (is stunned) you may perform one of the special moves.

THE ENERGY DISPLAY BARS:

Directly below the title are 4 energy bars, one for each player. The longer the bar, the more energy that wrestler has. When the bar falls into the RED zone, that player will either be knocked down onto the mat or be slouching (stunned). The use of this display allows you to decide which move would be appropriate in different situations.

PAUSE:

You may pause the game by pressing the <P> key. To restart the game press <P> again.

COMPANY POLICY AND WARRANTY

Our products are copy protected. All of our products are guaranteed to load for one year and we will replace any defective copies free of charge during this period.