

# INSTRUCTION MANUAL

# tag team WRESTLING



## ***I. SYSTEM REQUIREMENTS***

For playing on a **COMMODORE 64™**, Tag Team Wrestling requires:

- Disk Drive
- Composite Color Monitor or TV (color preferred)
- 1 or 2 Joysticks

## ***II. GETTING STARTED***

If you are using a **COMMODORE 64™**:

- Turn on your monitor or TV
- Turn on the disk drive. Wait until the red light goes out.
- Insert your Tag Team Wrestling disk into the disk drive, label side up. Close the door.
- Turn on the computer.
- When you see the READY prompt on the screen, type: LOAD "TAG\*", 8, 1 [RETURN]
- The title screen will appear, followed by a computer-controlled demonstration game.
- You may watch the demo game (which will recycle itself in an endless loop), or you may proceed directly to the "Select Game Options" screen by pressing any key to begin.
- When the "Select Game Options" screen appears, select your game options.

## ***III. SELECTING GAME OPTIONS***

Use the function keys to select your game options.

**F1:** Select either one-player or two-player game.

**F2:** Start or quit – During game play, pressing **F3** will cause the game to stop and return to the title screen.

**F5:** Sound on/off – This affects the background music, not the sound effects. To turn off the sound, press **F5**, and to turn the sound back on, press **F5** again.

**Run/Stop:** Pause – To pause the game play, press the **Run/Stop** key. To resume play, press **Run/Stop** again.

## ***IV. OBJECTIVE***

You are challenged to match the awesome skills of your opponents . . . to gain the Title in the World Super Championships of Tag Team Wrestling! Teamwork and stamina are the keys, as you and your partner battle your way through the Title Matches on your quest for the Belt. Attack your opponents with Body Slams, Drop Kicks, Backbreakers, Flying Head Butts, or even throwing them out of the ring! To win, it's a pin for a count of three. Nothing can match the super excitement as the crowd cheers over this mania on the mat. Prepare yourself for Tag Team Wrestling!

## ***V. GAME PLAY***

Advance your way through the Title Matches.

- Win 3 matches to be the American Champion.
- Win 8 matches to be the European Champion.
- Win 15 matches to be the World Champion.
- Win 25 matches to be the Super Champion.

When a match is lost while progressing in rank, the next match begins one rank lower.

### **Pinning**

When a move is properly executed, and the opponent goes down on the mat, win by pinning him for a count of three.

## Defensive Tactics

Watch your **Energy Meter**, and if your energy is getting too low, run to the corner and tag your partner using the Fire button.

If you get caught in a hold that you cannot get out of, press the Fire button to have your partner's help.

Outside of the ring, weapons may appear that can be picked up to use against your opponent. Be careful not to be counted out of the ring for more than 20 seconds, or you'll be disqualified.

Win the match with a pin or when the opponent gives up.

### PLAYER ONE: Ricky's Fighters

These are the good guys. They perform wonders when working in pairs, but become weak when they work alone.



*Ricky*



*Ultramachine*

### PLAYER TWO: Strong & Bad

These are the bad guys. Great teamworkers, and they do better as the match goes on.



*Worly*

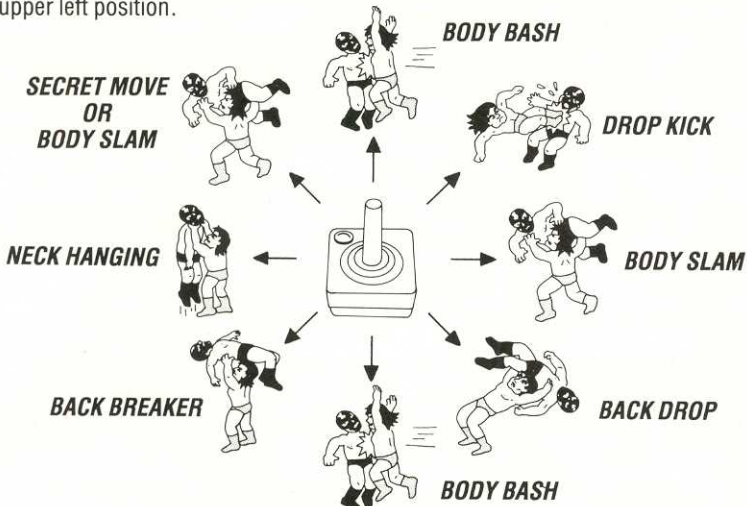


*Mascross*

## VI. THE CONTROL

Players move around the ring by pushing the joystick in the desired direction. They attack by moving close to the other player, hitting the fire button, moving the stick to select an attack, and releasing the button when they are done. The attack name is displayed on the screen as it is being selected.

Each player has his own Secret Move that is most effective against a particular opponent. In the event that the Secret Move is not usable, a Body Slam is made by moving the joystick to the upper left position.



*You are challenged to match the awesome  
skills of your opponents... to gain the Title  
in the World Super Championships of*

# tag team<sup>®</sup>

## WRESTLING



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### **LIMITED WARRANTY**

Data East USA warrants to be the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

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