

AMSTRAD/  
SCHNEIDER

# AMERICAN TAG-TEAM

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AMERICAN  
TAG-TEAM

American Tag Team Wrestling consists of three, two minute rounds of fantastic ring action, packed full of the following features:

One or two player options, full American Tag Team Wrestling rules, keyboard/joystick control, multi-star team selection, ALL of the official wrestling moves, realistic ring action, World Champion Tournament options, enjoyable gameplay based on skilful use of Wrestler energy, multiple rounds, grudge bouts, and lots more!!

Program: Brian Cross  
Graphics: David Taylor  
Made in UK

AMSTRAD LOADING  
INSTRUCTIONS  
Type RUN".  
Press PLAY on the  
tape.

"Yesssss!!! Laydeez an' Gennelmen..lttttssss the fight o'the century between teams of brawn, muscle 'n' brains. Getta ringside seat and flip to the bellyflops, groan at the thud of jaw against canvas, and holler to the mystery maske....urk.." -  
"Ere gimme the mike. Lissen up you chicken livered, yella cowardly custards ya wuddn't last ten seconds in the ring wit' me. Cos ahm the champ and ah aim to stay champ. Whatever it takes..Grrrrr!!!!"

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## AMERICAN TAG TEAM WRESTLING

The Zeppelin American Tag Team World Wrestling Championship is an awesome display of talent, gymnastics and - judging by the size of the leotards hanging in the changing room - belly. One such behemoth is Combine Harvester, title holder, and full time man mountain. He is currently squeezed uncomfortably into a normal size sofa. The guy is huge! Imagine two body builders superglued together and you have Combine Harvester.

Feeling more like a mouse than a hardened reporter I begin the interview, using all the tact and sensitivity they teach you at journalist school. So Mr Harvester just what is your real name? Larry Tractor? Reggy Lawnmower? Or even Percy EdgeTrimmer? It takes a couple of seconds for my quips to register, but then my man mountain turns into a volcano. He grabs me in a Strangle Hold, follows it up with a Half Nelson, spins me round the room and then like a character in a cartoon short, throws me through the unopened door leaving my perfect outline behind.

Before slipping into unconsciousness, I make a mental note never to upset a Tag Team Wrestler ever again...

### OPTIONS

- 1 One Player
- 2 Two Player
- 3 Select Controls
- 0 Start Game

### CONTROLS

Both players are able to select their control method from the following options:

- 1 Joystick Port One
- 2 Joystick Port Two
- 3 Keyboard Control with Define Keys
- 0 Return to Options Menu

### GAMEPLAY

Competition can either be:

1. Single Match
2. Tournament

Once the type of bout play has been decided, the list of American Tag Teams complete with their pictures are given for player selection. Moving the hand down the lists of Wrestlers and pressing Fire picks the Tag Team you wish to control.

All matches take place over three, two minute rounds, with a Fall deciding the winners. Both members of the Tag Team have their own energy bars, shown beside theirs faces at the bottom of the screen. When the Wrestler is low on energy he flashes, and this means that he is weak enough to be held down for a Fall.

When a Wrestler is out of the ring, he is allowed to recover some of his lost energy, even though he will be encouraging his team mate by offering him help and advice.

### TAGGING

The swapping of Wrestlers in the ring is known as Tagging. Tagging allows a Team to swap Wrestlers to make use of a particular Wrestler's skill, or to allow energy recovery. To tag a Wrestler, move back to your corner, face your partner, and press the Fire Button.

### OFFICIAL MOVES

PUNCH -  
CHOP -

Fire Button  
Upwards Diagonal Forward Move with Fire Button Pressed  
Press Joystick twice in the direction that you wish to head to the ropes

ROPE TO ROPE RUN -

FLYING KICK -

Press FIRE whilst running from rope to rope  
Position your Wrestler facing the corner they wish to climb. Pressing FIRE makes the Wrestler climb the ropes and turn ready to jump. Pressing FIRE initiates a Falling Forehand Smash on a near opponent.

CORNER ROPE CLIMB -

ELBOW DROP -

When your opponent is on the canvas, pressing FIRE whilst standing above the Wrestler starts an Elbow Drop manoeuvre.

SHOULDER PRESS -

When the opponent is low on energy and flashing, he will not be able to withstand a Fall, where the shoulders are held on the canvas for 3 seconds. Moving your Wrestler across his body will Pin the opponent and the bout will be won.

PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACK-UP  
THIS COMPUTER TAPE

### FREE MEMBERSHIP PACKS!!

- Q. What is The Aircrew?  
A. The Aircrew is a market-leading computer games club, run by Zeppelin Games.
- Q. What are the benefits of Aircrew Membership?  
A. The Aircrew gives you an article-packed bi-monthly newsletter, gold credit-style membership card, personalised member's certificate, £5 off an Aircrew T-Shirt (RRP £10.99) and a choice of free software.
- Q. What is in the Aircrew Newsletter?  
A. Members Reviews and Letters, Insider hints and tips, Big prize competitions, Release schedules, exclusive information on forthcoming products, free trade wall posters, Human interest articles, and lots, lots, more!!
- Q. How can I get more information on The Aircrew without obligation to join?  
A. Write to The Aircrew at the office below, giving your full name and address, and we will send you a full information pack completely free of charge:

The Aircrew, Dept F, PO Box 17, Houghton-le-Spring,  
Durham DH4 6JP

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