IBM PC*

I. SYSTEM REQUIREMENTS

For playing on an IBM PC/XT/AT/PC jr or 100% compatible, Tag Team requires:

- 128K RAM (Tandy 1000 or similar machines require 192K RAM)
- Disk Drive
- Composite Monitor (monochrome or color), OR RGB color monitor, OR Television with RF Modulator. (Standard monochrome monitor will not work; Hercules graphics not supported.)
- Joystick (optional for one-player game; REQUIRED for two-player game). It is possible for both players to use joysticks.

(Note: this game should operate with any "Turbo" versions of IBM computers. Sound effects will not be speeded up. The game may play at a slightly faster speed, but not significantly so.)

II. GETTING STARTED

- Turn on monitor.
- Insert disk, label side up.
- Turn on computer.
- Title screen will appear within approximately 20 seconds. A demo game will begin to play automatically after a short delay.
- Press the F3 key when in the demo to return to the title screen.

III. SELECTING GAME OPTIONS

Most option keys are shown on the screen.
F1 (Toggle): Select either one-player or two-player game.
F2: Select number of joysticks.
F5 (Toggle): Turns sound effects and music on or off.
Pressing space bar starts the game.
During the game, the following keys apply:

- Letter ESC pauses the game. Press ESC again to resume. (The game will not pause during the end of round or trophy screens.)
- F3 key aborts the game in progress and returns to the title screen.

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, 8 matches to be the European Champion, 15 matches to be the World Champion, and 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.

Le Vieux Manuel

*IBM AND IBM PC/XT/AT/PC jr ARE REGISTERED TRADEMARKS OF IBM.

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.

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.

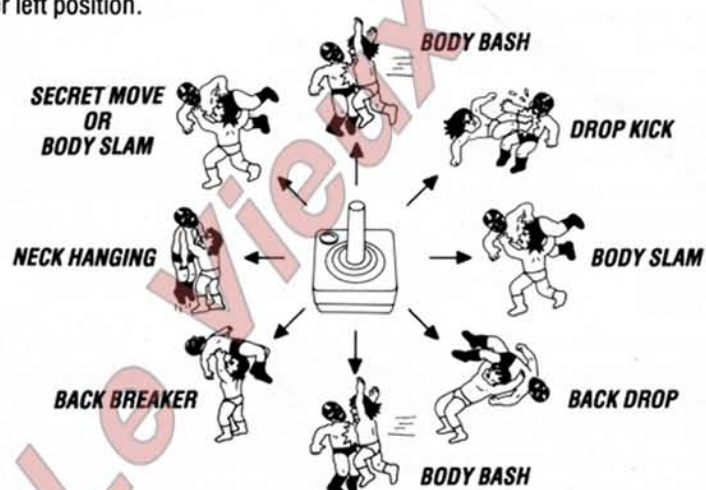

Worly


Mascross

VI. THE CONTROL

JOYSTICK
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.



KEYBOARD
The following directions are recognized:

NUMBER ON KEYBOARD	DIRECTION	
1	Down and left	
2	Down	
3	Down and right	
4	Left	
5	No direction (corresponds to centered joystick)	
6	Right	
7	Up and left	
8	Up	NOTE: Numeric keypad will
9	Up and right	not work if NUM LOCK is on!

To choose an attack, use the SPACE BAR as a fire button. Press once to FIRE, release, then choose an attack with the keys on the numeric keypad.

Le vieux Manuel

APPLE II® Series*

I. SYSTEM REQUIREMENTS

For playing on an Apple II+, IIe, IIc, or IIGS, Tag Team requires:

- 16K RAMCard (64K total RAM)
- Disk Drive
- Composite Color or Monochrome Monitor (Color preferred), OR Television with RF Modulator.
- Joystick (optional for one-player game; REQUIRED for two-player game). It is not possible for both players to use joysticks.

(Note: This game should operate with any accelerator card for Apple computers, except that sound effects will be speeded up. The game will not play at a faster speed, though.)

II. GETTING STARTED

- Turn on monitor.
- Insert disk, label side up.
- Turn on computer.
- Title screen will appear within approximately ten seconds. A demo game will begin to play automatically after a short delay.
- Press the RETURN key when in the demo to return to the title screen.

III. SELECTING GAME OPTIONS

Most option keys are shown on the screen.

1: Selects a one-player game.
2: Selects a two-player game.
S: Turns sound effects and music on or off.
C: Alternates between keyboard and joystick for Player 1. In a two-player game, Player 2 gets the opposite type of controller than Player 1.

Pressing RETURN or either joystick fire button starts the game.

During the game, the following keys apply:

- ESC pauses the game. Press ESC again to resume. The game will not pause during the end of round or trophy screens.
- RETURN aborts the game in progress and returns to the title screen.

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, 8 matches to be the European Champion, 15 matches to be the World Champion, and 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

Atari Vault Manuel

*APPLE, APPLE II+, APPLE IIe, APPLE IIc, AND APPLE IIGS ARE REGISTERED TRADEMARKS OF APPLE COMPUTERS, INC.

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.

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.

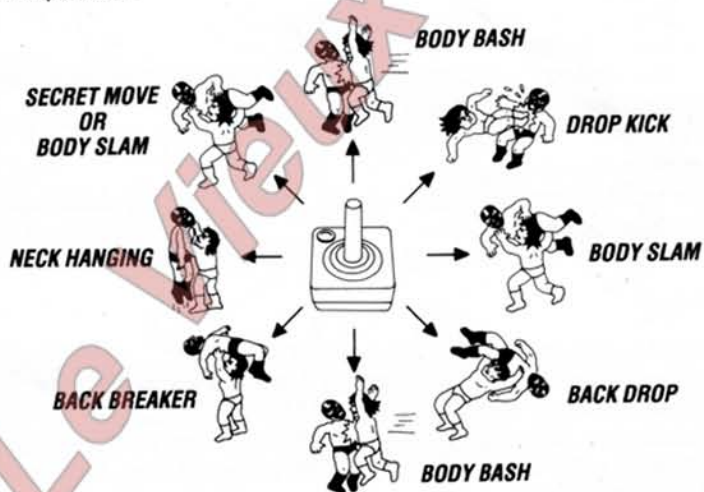

Worly


Mascross

VI. THE CONTROL

JOYSTICK
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.



KEYBOARD
"I/J/K/L" for UP, LEFT, DOWN, RIGHT.
These keys "turn" the player toward a given direction. If he is moving to the right, for example, pressing "I" for UP makes him turn to go diagonally up and right. Pressing again makes him move UP.

To choose an attack, use the SPACE BAR as a fire button. Press once to FIRE, release, then choose an attack with the I/J/K/L keys (the same as moving: to select upper right, press "L" twice to point right and the "I" to turn upward). Now press the SPACE BAR again to start the attack.

When the computer player gets angry, he will run faster and attack more aggressively, but will not blink as he does in the Commodore 64™ version.

NOTE: There is no background music during the game because of the limitations of the Apple II sound generation hardware. Music will play on the end of round and trophy screens, however.

Le Vieux Manuel