

THE THREE STOOGES QUICK REFERENCE CARD

LOADING INSTRUCTIONS:

Plug a joystick into port #2. Turn on your monitor, disk drive, and computer. Insert reel #1 into the disk drive with the label side up. Type load"*",8,1 and press the RETURN key. The screen will prompt you to switch disks several times during the game. Put the correct disk in your drive and push the button.

WINNING THE GAME:

Can the Stooges help the poor widow save the orphanage from I. Flecem, the evil banker? Moe, Larry, and Curly have only 30 days to earn enough money to stop Flecem from foreclosing. To pay off the mortgage, they'll need \$5,000. With \$7,500 they can pay off the mortgage and repair the orphanage. But they'll need more than that to marry Ma's beautiful daughters!

HOW TO PLAY:

Moe has a map of Stoogetown, but can't make up his mind where to go next. Press the fire button to stop the hand and go to that place, or wait until the timer runs out and go wherever Moe's hand stops. (You will have about 2 seconds to look at the map before the hand starts moving and the timer starts counting down, so pay attention!) There are 180 places to go in Stoogetown, all on a ONE WAY street. The first 30 "squares" are on the back of this card. The street never changes, so after you play several times, you'll really know your way around town! The different things along the road are:

Slapping Game: It's important to control the speed of Moe's hand. To slow it down you'll have to "knock" some sense into Larry and Curly. You control Moe, in the middle. Whenever you hit Larry or Curly the speed of the finger goes down. But if you miss them or they hit you, the speed increases. (The bar above their heads shows how much the speed has changed and the time remaining.) The more you FAKE the better your odds of a good "hit". And be sure to turn around often!

(WHEN FACING LEFT, JOYSTICK POSITIONS ARE REVERSED)

Mousetraps: When Moe's hand stops on one of these, the trap will snap on his finger. The Stooges don't go anywhere when this happens, and they lose a day. If Moe gets snapped on his last finger, the Stooges will no longer be able to work, and their trip through Stoogeville will be over. (Watch the hand, it indicates the number of fingers remaining.)

Pie Fight: You control all three Stooges. Move the joystick up, down, or center it to make Moe, Larry, or Curly duck. To throw a pie, simply push the joystick while any of the Stooges are "ducking". Watch the lights in the upper right corner to tell how many times you've been hit—five "hits" and the Stooges are out of a job! If you throw ALL your pies, you double your money as a bonus! (NOTE: You only make money when you HIT a guest, not when you miss.)

Hospital: Move the joystick UP to accelerate, DOWN to brake, and LEFT or RIGHT to avoid the people in the hall. You collect money for each hall you pass, and bonus money for making it to the operating room at hall 20. Collisions cost valuable time!

Cracker-eating: Move the spoon over the cracker and push the fire button to scoop it up. If an oyster grabs your spoon, wiggle the joystick to get free. If you get more than 25 crackers, you double your money as a bonus!

Boxing: Move the joystick right to accelerate, left to slow down, and up or down to avoid obstacles in Larry's path. Press the fire button to jump over things. Get back before the end of the last round for a bonus!

Trivia: Move and hold the joystick left for "A", up for "B" and right for "C", then press the fire button. You have three questions each time.

Chance (?): ?

Money (\$): Free money, or a reward for finding it.

Evil Banker: If you're lucky, you'll just lose a day...

NOTES:

1. You may skip the introduction by pressing the fire button.
2. To pause the game or quit, hold the joystick UP just before the hand starts moving. You can choose sidewalks or no sidewalks. With no sidewalks, there is less walking between scenes. Make your selection with the joystick.
3. More money can be made further along the street, but the work is harder! As you get better at the game you may want to skip an odd job on square 1 to hit a money square on day 6, for example. Remember, you only have 30 days to raise the cash and there are 180 squares on the street. (That's a 6 on every turn!)