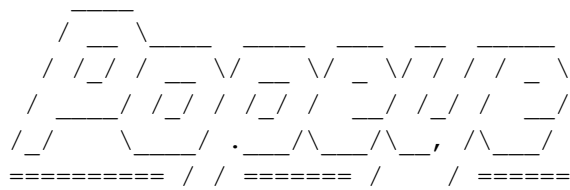


# Popeye FAQ/Walkthrough

by Beautiful Affair

Updated to v1.00 on Jun 26, 2014



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## Popeye (NES) FAQ

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Version: 1.00  
Last Updated: 20 May 2013  
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### Version History

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Version 1.00 | 20 May 2013  
\* The first, complete posted version of this FAQ.

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### Table of Contents

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NAVIGATING THIS FAQ: For ease of browsing through this FAQ, all major sections have a search code listed on the right-hand side of the ToC. Press Ctrl + F on your keyboard and this will bring up a search box in your web browser. Type or copy in the search code for the section you wish to navigate to, press Enter, and this will take you to the beginning of that section.

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#### i. Introduction

1. STORY .....	[0100]
2. GAME OVERVIEW .....	[0200]
2.1. Controls .....	[0201]
2.2. Basics .....	[0202]
3. ITEMS .....	[0300]

#### ii. Credits

#### iii. Legal Disclaimer/Contacting Me

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## i. Introduction

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Hello and welcome to my FAQ for Popeye. This FAQ will outline and cover the NES port of the classic arcade game, which was one of the launch titles when the NES made its way here to Europe in September of 1986. I will include level diagrams, hints and tips for each of the three game stages, in addition to any other little tidbits that are worth knowing about the game. Popeye is an old-school arcade-style action game that takes place over three different stages, in which you as Popeye must collect the tokens dropped down to you by Olive Oyl while avoiding Brutus (more commonly known as Bluto from the comics and cartoon series) and other enemies. You can grab the Spinach to take Brutus out momentarily and boost your score when collecting items. While a short and by most counts average game, if you like the old-school Nintendo arcade classics like Donkey Kong and Mario Bros., this one should be right up your alley. If you have 20 minutes to spare, check it out!

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### 1. STORY [0100]

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Popeye and Brutus are at it again in this video contest for Olive Oyl's affection. As Popeye, you must battle the likes of Brutus and the Sea Hag while you race to collect all of the floating hearts that Olive tosses to you. Once you have spinach power, Popeye can conquer all, but without it, watch out!

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### 2. GAME OVERVIEW [0200]

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#### 2.1. Controls [0201]

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D-Pad: Down: Make Popeye descend ladder  
Hop down stairs

Left/Right: Hold to walk in either direction (when you walk to the edge of a gap between platforms Popeye will jump down to the level below)

Up: Make Popeye ascend ladder  
Hop up stairs

Select: Move the cursor on the title screen to select between game types

Start: Begin highlighted game from the title screen  
Pause the game during play; resume when paused

A: Punch (can break rum bottles hurled at Popeye by Brutus & defeat Bernard)  
Grab Spinach when next to it

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o-----o
| Title Screen |
o-----o

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Upon starting the game, you will firstly be taken to the Title Screen, where you can select one of the four available game modes to play. Here's a diagram of what the Title Screen looks like, and a rundown of each game mode:

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|
|      *  1  P L A Y E R  G A M E  A
|
|          1  P L A Y E R  G A M E  B
|
|          2  P L A Y E R  G A M E  A
|
|          2  P L A Y E R  G A M E  B
|
|      (C)1 9 8 2  K I N G  F E A T U R E S
|                S Y N D I C A T E , I N C .
|
|      (C)1 9 8 2  N I N T E N D O  C O . , L T D .
|
|                M A D E  I N  J A P A N
|
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```

- 1 PLAYER GAME A: This mode lets you play the standard arcade-style version of Popeye. You take control of the sailor man as you play through the game's three levels, aiming to collect all the tokens dropped down to you by Olive Oyl. You start out with three lives, and after beating all three stages, start over again at the first stage, with the difficulty level notched up along with some extra hazards to avoid in the form of bouncing skulls sent after you by the Sea Hag. Play continues on indefinitely until you've lost all your lives.
- 1 PLAYER GAME B: Choosing this mode will start you out on a slightly more advanced difficulty setting. All stages retain the same layout as they did in Game A, although the Sea Hag also appears in the first two levels to attack you with skulls, and spinach power lasts shorter in the third level. Brutus and other enemies will also be smarter in the way they try to catch you, as well as tougher to catch when you do get spinach! If you find the original Game A mode a little too easy for your liking, then this setting is for you!
- 2 PLAYER GAME A: If you have two NES controllers plugged into your system, then you and a second player can take it in turns controlling Popeye as you play through the game. Each player starts out

with three lives, and play alternates whenever one player beats a stage, or loses a life. If one player loses all their lives, the other player will carry on playing alone, until they too lose all their remaining lives, at which point the game is over.

2 PLAYER GAME B: Same as 2 Player Game A, only starting out on a more advanced difficulty setting (see 1 Player Game B above for details, play alternating between players when a stage is beaten or a life is lost - game over when both players lose all lives).

o-----o  
| General Gameplay |  
o-----o

The aim in Popeye is to grab all the items dropped down by Olive Oyl before they land in the water at the bottom of each area. To grab an item, you simply have to touch (i.e. walk into) it. The items Olive drops differ between stages; in Level 1, she drops Hearts, and you have to collect 24 of them to fill in the 6x4 grid in the upper-left corner of the screen. In Level 2, you need to get 16 Musical Notes to colour the white notes at the top of the screen into pink. Finally, in Level 3, Olive drops the letters 'H', 'E', 'L' and 'P' - collect 24 in all to build a ladder leading up to the top of the mast where Olive is so that you can rescue her.

If an item falls into the water, the background music will change to a warning tone, and you must collect it within roughly 10 to 15 seconds (on further skill levels this time decreases), or Popeye will lose a life. If you collect a token at a higher height in the area, you'll get more points than you would collecting it at a lower height.

Popeye has a single attack; the punch - performed with the A button. This attack can break rum bottles Brutus throws towards Popeye when he's within eyeshot; Brutus always throws four rum bottles in a row at a time. He doesn't move while he's throwing them, but he can after he has thrown them. Also note that your punch CANNOT defeat Brutus; the only way you can temporarily knock him out is by touching him while under the influence of Spinach (see below). You can, however, punch the joist on the line in the first level to knock down the barrel to land on Brutus' head, which will also stun him temporarily. Popeye's punch can also defeat Bernard or skulls sent after you by the Sea Hag, regardless of whether or not you have Spinach.

Each stage has ladders or steps that Popeye can go up or down, which will help him scour the stage to collect items floating about, as well as to get away from Brutus if he starts to get near. To go up or down a ladder, simply stand in front of it and press Up/Down on the D-Pad accordingly. To climb/descend stairs, stand at the foot of the top/bottom of the staircase and press Up/Down to make Popeye hop onto the stairs. By pressing or holding Up/Down, Popeye hops up or down the staircase one step at a time, which is helpful if you need to suddenly change directions for any reason.

Besides collecting items, another important thing to do is keep out of Brutus' reach at all times. You can easily outrun him, but also beware that he can make a quick swipe upwards if you're on the ledge directly above him. He looks upwards about a second before he tries to punch, so this is a quick warning to make sure you're not right above him! He can also jump straight down to the ledge below or reach downwards. In later difficulty levels, he sometimes makes two downward jumps in quick succession, so he can end up going straight from the third floor to the first floor very quickly, making position awareness even

more vital as you get further on into the game.

When you've rescued Olive at the end of the third stage of the game, the game is over and begins from the start again, with the difficulty slightly increased. From there on you basically just keep playing and see how far you can get before you lose all your lives; the game repeats forever until you do so.

## Spinach

-----

You can find the Spinach (the green stuff in a red tin) in every stage, located on a small platform either at the very left or very right side of the screen, and its appearance switches between floors every few seconds in Levels 1 and 3. To collect the Spinach, Popeye has to punch it. His complexion will turn a dark pink colour, and the classic 'Popeye the Sailor Man' theme plays in the background twice, before the effect wears off. While under the influence of Spinach, any items Olive has dropped will freeze in their current locations on the screen, and collecting them will double their normal points value. Most other scoring methods (e.g. using the seesaw to touch Swee'Pea in the second level) will also have their points value temporarily doubled while you have Spinach.

Merely touching an enemy when you have Spinach Power defeats them. This is also the only way you can defeat Brutus; when you touch him, Popeye will deck him and send him crashing into the briny deep below for 3000 points. Brutus stays in the water until the Spinach effect wears off, after which he'll reappear at the bottom of the area and will then return to chasing after you as normal. However, when you do get Spinach, Brutus will try to run away, so you'll have to look around to see if there's a gap you can drop down to try and catch him from above, or see if you can catch him on a staircase (as these are usually the best ways you can catch him).

Finally, you only get one chance to use the Spinach per level, although it reappears if you lose a life (and have at least another one remaining, of course).

## Characters

-----

As you only control the one guy there's little need to include an in-depth Characters section, but just so you know who's who in the game, here's a quick rundown.

**Bernard:** He's the black vulture who takes Olive to the top of the mast in Level 3, and occasionally swoops in to try and attack Popeye throughout that particular level. A swift punch to the beak will defeat him and take him out for a few moments.

**Brutus:** Popeye's arch-rival, perhaps better known as 'Bluto' from the cartoons (renamed in this game, I believe, for copyright reasons). Wearing differently-coloured clothing between levels although behaving in the same manner in each one, you must keep away from your chunky, bearded rival at all times - go for him only when you've got Spinach power!

**Olive:** She's trapped at the top of each area, and Popeye and Brutus are, as usual, competing to win her love! Get all the items she throws down for you to beat each level and eventually rescue her in the last level.

Popeye: The white-clad, pipe-smokin', Spinach-lovin' sailor man; the hero and titular character of the game, and of course, the guy you play as! Control him to get all the items and rescue Olive.

Sea Hag: In Game B or after beating Game A the first time round, she appears to throw skulls down, which land on various ledges before bouncing along or dropping to the next floor down. You can't reach the Sea Hag to attack her, although it is possible to make her stop throwing skulls (temporarily) if you stand directly underneath her.

```
o-----o
| Game Screen |
o-----o
```

Here's what you'll see on the screen, and what each thing means:

```
+-----+
| I:000000  TOP:000000  II:000000 |
|                                     |
| :)=                                 |
|  R=                                 |
|                                     |
|                                     |
|                                     |
|                                     |
+-----+
```

High Score: The score counter beside the word 'TOP' at the top-centre of the screen. This is the highest score that has been achieved in the current sitting of Popeye (i.e. since the power has been switched on).

Score: Seen in the top-left corner of the screen, for Player 1 (marked by 'I') or Player 2's (marked by 'II') score in the game of Popeye they are currently playing. Increase this by collecting items, decking Brutus with Spinach power, and a few other means (see the Scoring table below).

Remaining Lives: Shown to the right of the miniature Popeye head near the top of the screen, this number is for how many lives Popeye has remaining. You can earn an extra life when you get 20,000 points.

Stage: Shown to the right of the letter 'R' (for 'Round') wherever it appears on the screen. This starts at 1 and goes up by one every time you beat the game's three stages. The game gets more and more challenging as your Stage number increases.

```
o-----o
| Scoring |
o-----o
```

There are a variety of ways to increase your score in the game, and different point amounts awarded for each method. See the table below for how many points you are awarded for each means of scoring in the game:

```
-----
| METHOD OF SCORING | POINTS |
```

```

:=====+:
| Collect Heart/Musical Note/Letter | 50 (1st floor); 100 (w/Spinach) | |
| | | 100 (2nd floor); 200 (w/Spinach) |
| | | 300 (3rd floor); 600 (w/Spinach) |
| | | 500 (4th floor); 1000 (w/Spinach) |
-----|
| Drop Barrel onto Brutus' head (Level 1) | 4000 (1st floor) |
| | | 2000 (2nd floor) |
| | | 1000 (3rd floor) |
-----|
| Knock out Brutus with Spinach | 3000 |
-----|
| Punch Bernard (Level 3) | 1000 |
-----|
| Punch joist (Level 1) | 30 |
-----|
| Punch rum bottles/skulls | 100 |
-----|
| Touch Swee'Pea (Level 2) | 500; 1000 (w/Spinach) |
'-----'

```

NOTE: You get an extra life when you achieve 20,000 points.

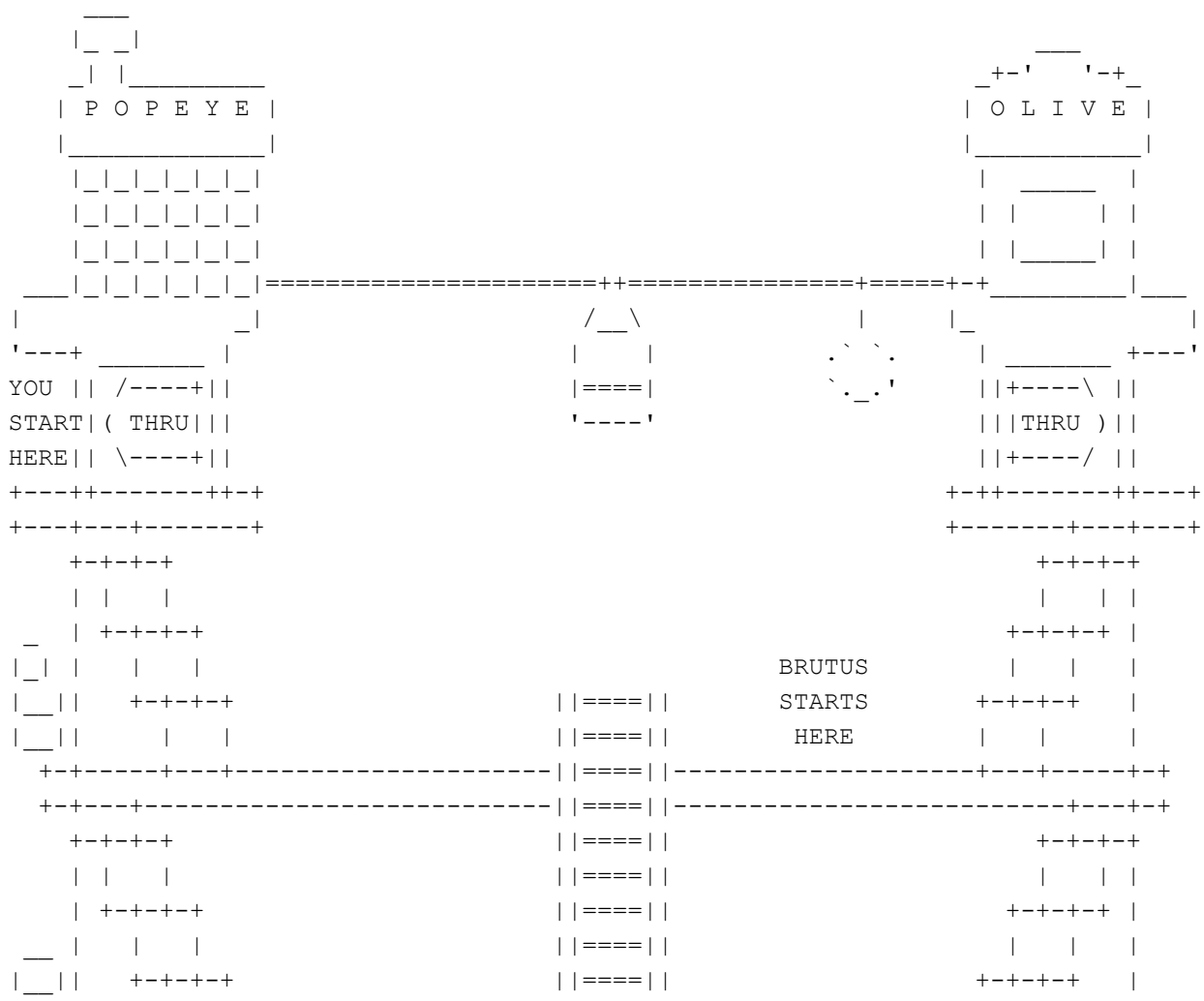
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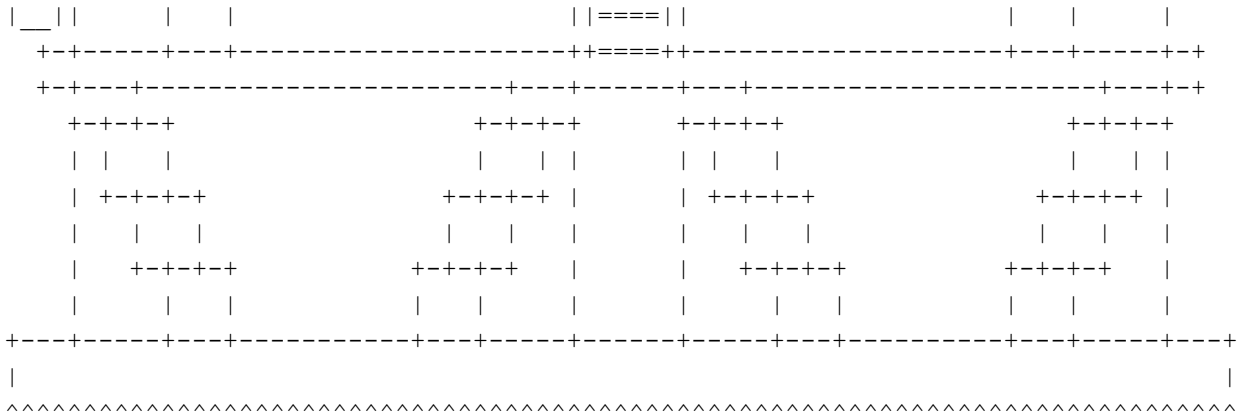
o-----o
| Level Screens/Hints & Tips |
o-----o

```

Level 1: Dock Stage

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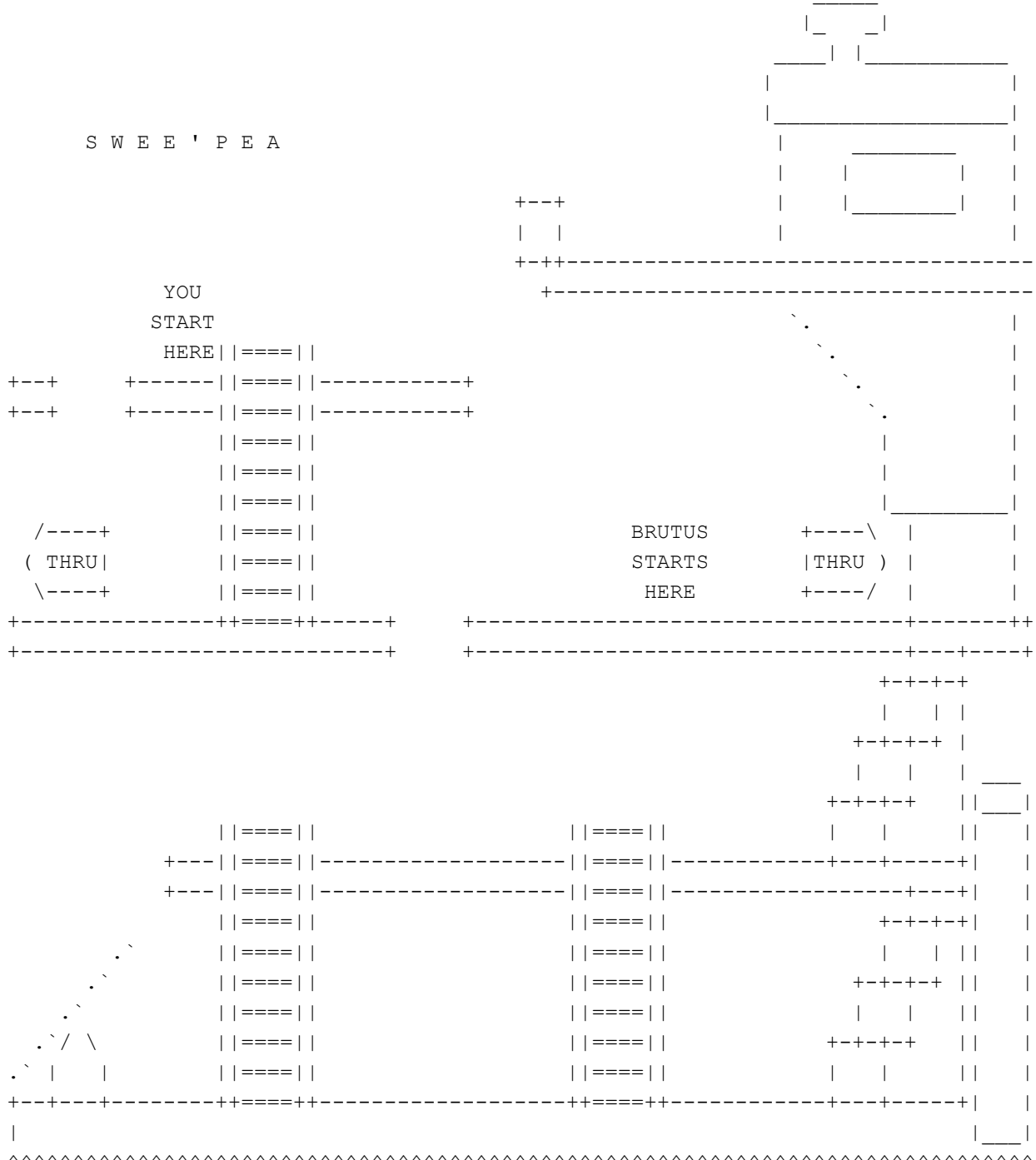
- \* You start out on the upper-left ledge on this screen. As a means of keeping your distance from Brutus, remember you can hop up and down the steps with the D-Pad's Up/Down buttons, and you can also quickly scale up/down the ladder in the middle of the area, but remember, Popeye can't stop or change directions in the middle of moving along the ladder.
- \* Brutus scours the stage. He can attack Popeye in four ways - touching him when not under the spinach influence or if the barrel is not on Brutus' head will cause you to lose a life. He also throws rum bottles that move in a straight line at Popeye when you're on the same ledge (you can punch these bottles to break them), if you're on the ledge above him, he can jump up to take a swipe at you as he passes underneath Popeye (he looks up before doing this), and he can also leap down a ledge, trying to take a swipe down when he lands.
- \* You'll notice the 'THRU' signs on the top ledges on either side. There, you can walk past the edge of the screen and appear at the opposite end. This also helps you get away from Brutus quicker, especially as he does not go any higher than the 3rd floor.
- \* Spinach appears on the ledges at the left side of the screen, alternating between the 2nd and 3rd floors every few seconds. Don't go for it straight away, though; wait until Olive has dropped down several Hearts so that when you do get the Spinach and deck Brutus, you can roam freely and collect as many of the Hearts as you can for tons of points.
- \* You'll notice the orange-coloured barrel attached to the line at the top of the area, and to its right is a blue joist. By going to the upper-right platform and walking left off the edge, Popeye will jump towards the joist, and if you quickly press the A button, Popeye punches the joist into the barrel, knocking it down. If Brutus is passing underneath the barrel and it lands on his head, you'll get extra points, and can walk past him without fear of being harmed. The barrel stays on his head for a few seconds.
- \* You only get one chance to knock the barrel down, but should you lose a life and restart the level, it will be back there.
- \* The number of points you get for knocking the barrel onto Brutus' head depends on the floor he is on. The further the barrel drops down, the more points you get. If you hit him on the 3rd floor, you score 1000, on the 2nd floor you get 2000, on the 1st floor you get 4000.
- \* In Game B, the Sea Hag appears in the top-right corner of the screen, dropping skulls down that bounce along ledges to try and catch Popeye, as well as dropping to the floor below. You can punch skulls to destroy them and



get 100 points a pop.

Level 2: Street Stage

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\* In much the same fashion as the Hearts in Level 1, Olive will play her harp to release Musical Notes down to you, which flutter from left to right at differing speeds. While you've get less room to manoeuvre around, you only have to collect 16 Musical Notes in this level.

\* Again, you can walk past the edge of the screen to wrap round to the other side on the floors with the 'THRU' signs.

\* Popeye's adopted child, Swee'Pea, appears floating on a balloon in the upper-left corner of the screen. If you can touch Swee'Pea by jumping from the left edge of the 2nd floor ledge to land on the seesaw and thrusting you up



- 
- \* The level begins with Bernard the Vulture carrying Olive to the top of the ship mast, and Popeye must collect the letters she drops down that spell 'HELP' (24 in total) to build a ladder up to rescue her. Remember that you cannot climb the ladder that is built with the letters, only the staircases on either side of the ship to go up and down between platforms.
  - \* On the 4th floor, you'll notice a blue girder platform that floats left and right across the long gap there. When Popeye walks onto it, it quickly moves over to the opposite side of the gap, so this can be handy in collecting the Letters quickly. Beware, if you step over to the gap when the platform isn't on your side, Popeye will drop down to the floor below!
  - \* Bernard occasionally swoops in, trying to catch Popeye on the floor he is on. A punch to the beak will defeat him and take him out for a few moments until he reappears. He always comes in from the left hand side, moving horizontally along a floor, before exiting via the upper-right (if you don't hit him).
  - \* Spinach alternates its location between the 2nd and 3rd floors at the right-hand side of the screen. Also note that in Game B mode, the Spinach power effect wears off in a shorter amount of time (due to the speed of the background music speeding up).
  - \* You can quickly get away from Brutus if he's on the same level by jumping down the gaps between the ledges on each floor. Brutus tends to walk over the narrow gaps, but beware that he does have the ability to drop down a floor at any point on the 2nd and 3rd floors.

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### 3. ITEMS

[0300]

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Heart: Olive drops these down to you in Level 1: Dock Stage. They slowly flutter downwards while moving from left to right at differing speeds. You must collect a total of 24 of these to beat the level.

Letter: Olive drops these down to you in Level 3: Ship Stage. These letters all spell the word 'HELP' - as you collect each ladder, you build a rung of a ladder leading to the ledge where Olive is held captive on the ship mast. Get 24 of them to beat the level and win the game.

Musical Note: Olive drops these down to you in Level 2: Ship Stage. Like the Hearts and Letters, they flutter downwards while going left to right at varying speeds. You need to grab 16 to beat the level.

Spinach: Popeye's favourite tinned vegetable randomly appears on a ledge at the left or right side of an area, changing its location between floors every few seconds. Grab it to gain invincibility for about 15 seconds; during this time touching enemies will instantly defeat them, and you can also touch Brutus to send him flying into the water! He'll stay there for the remainder of the time you have Spinach power; so in the meantime you can grab any of Olive's items (which stay frozen in place) and gain double points!

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ii. Credits  
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Gamesdbase | <http://www.gamesdbase.com/>

- \* For their scanned copy of the Popeye instruction manual, where I obtained the game's story extract used in this FAQ.

StrategyWiki Popeye Guide | <http://http://strategywiki.org/wiki/Popeye>

- \* For level names and some useful tips.

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iii. Legal Disclaimer/Contacting Me  
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Legal Disclaimer  
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Contacting Me

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For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

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