

Here's how to keep Bluto spinning around the screen while you catch notes on screen 2 of **Popeye** for the ColecoVision.

First, set up a situation where you're right in front of the spinach. Wait until Bluto crouches down to jump on you. Grab the spinach. If all goes well, he'll jump and you'll be right on his tail. Don't touch him — just follow him to the jumping board with Wimpy on it. Just as Bluto jumps on the board, hit him by jumping on it too. If your timing was right, Bluto will hit Wimpy while he bounces up. He'll then keep spinning across the screen while you get the notes!

It lasts until Popeye collects all the notes or dies from being hit by a bottle.