



Bob's

Bad

Day



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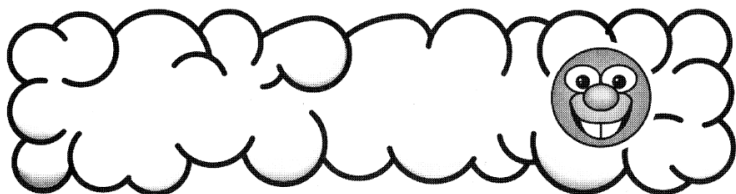
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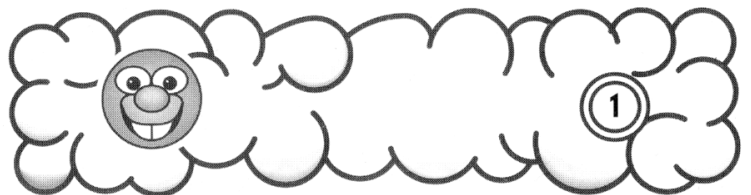
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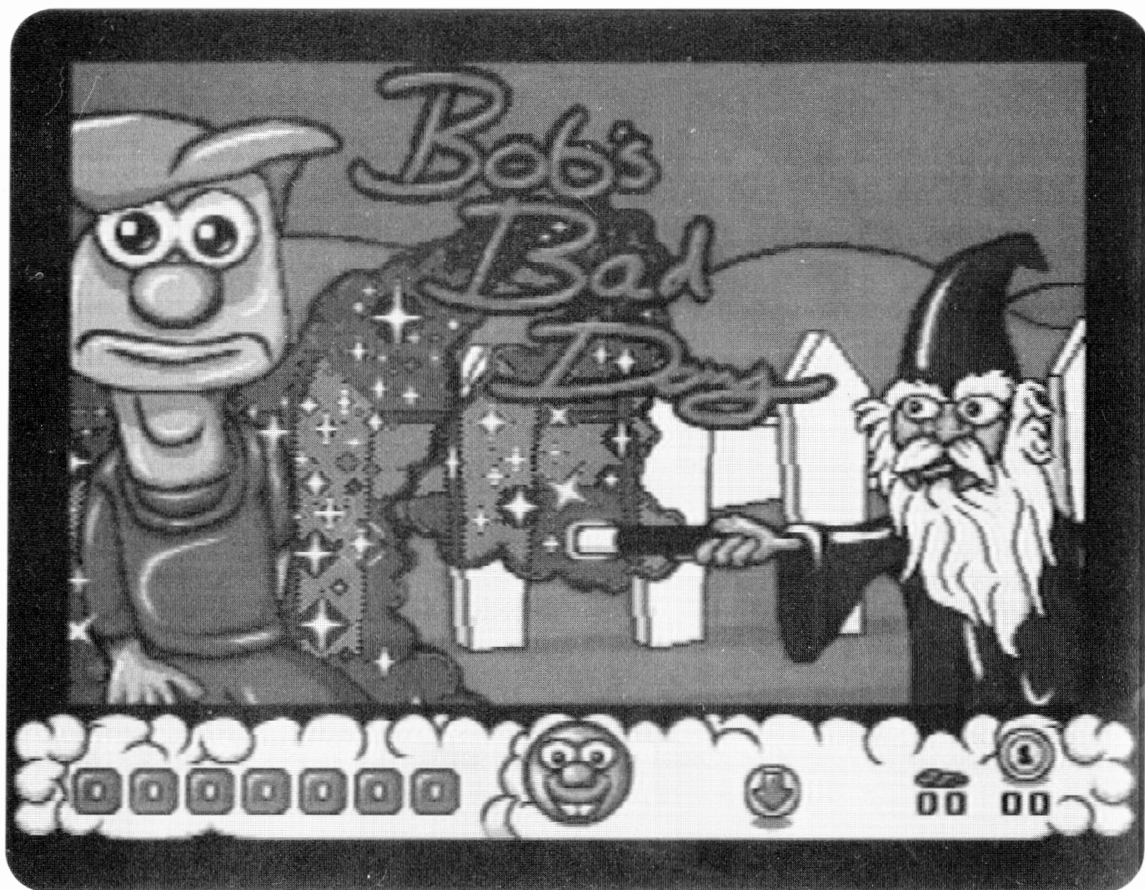
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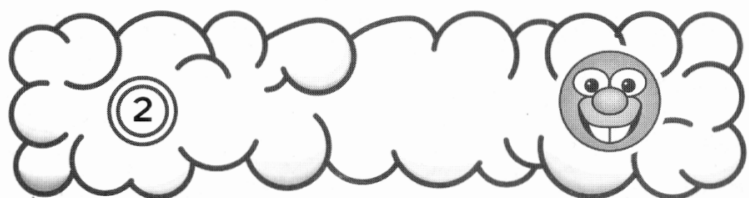
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LOADING INSTRUCTIONS

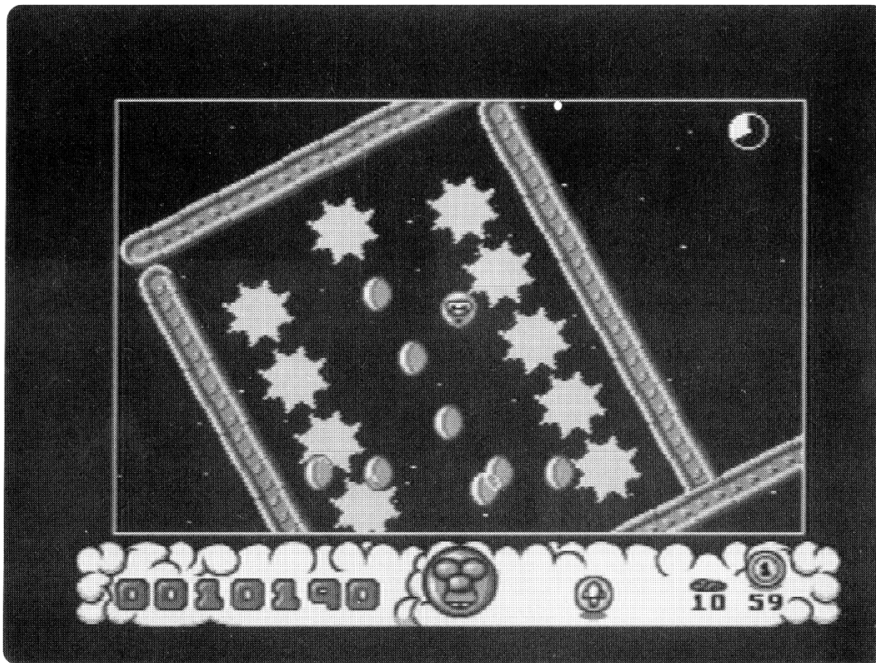
1. Insert disk 1 into the Amiga's internal disk drive and switch on the computer.
2. Put disk 2 into the external disk drive if you have one.
3. If you do not have an external disk drive, insert disk 2 when prompted and then press the fire button on your joystick to load the game.



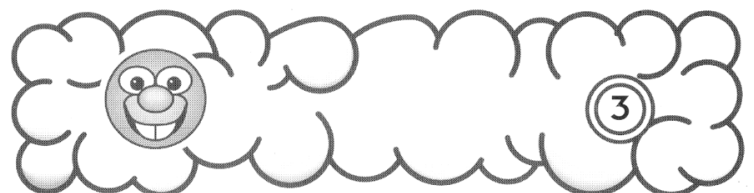
BOB'S BAD DAY

By now you will already have met our friend Bob and seen his relatively good day turned into a very bad one indeed. Not only has he been turned into a bouncing head but also transported into an incredible world where sanity and gravity seem to have taken a back seat. Looks like you've done it this time, Bob!

It seems Bob's only chance of escape is to play the wizard's crazy game. Unfortunately, he has made Bob's task extremely difficult by interfering with the gravity pull in this strange maze-like world.

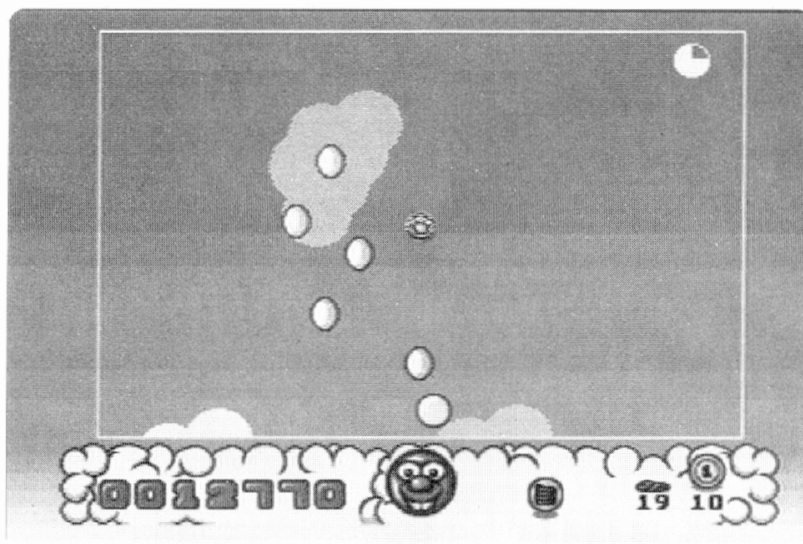


Playing the part of Bob, it is your task to roll and bounce around each level, of which there are 100, collecting the precious coins that will allow you the chance to escape. This is made more difficult by the constantly changing gravity and the nasties that inhabit this world.

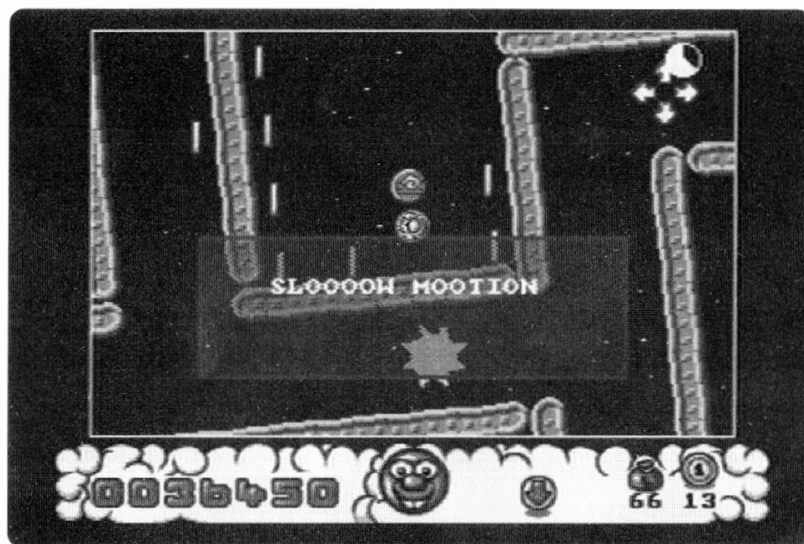


PLAYING THE GAME

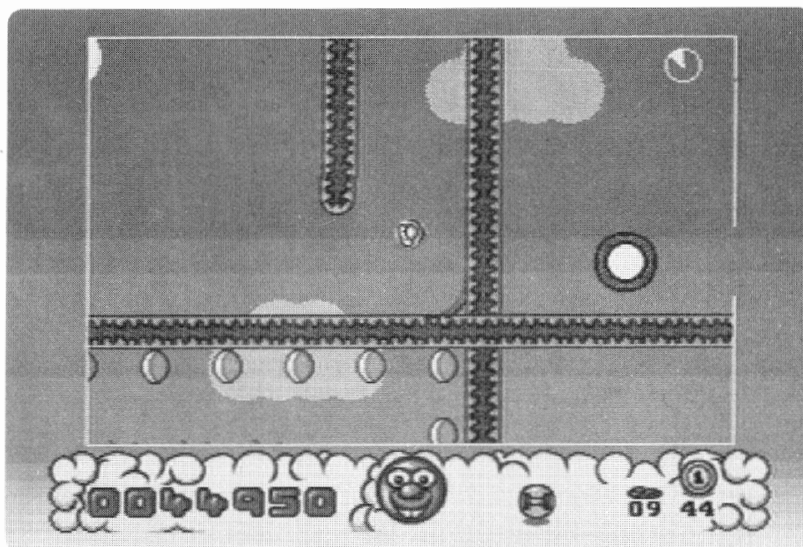
Before entering the level you will be presented with a map showing the maze, the locations and the position of all the coins. Press fire to play the level.



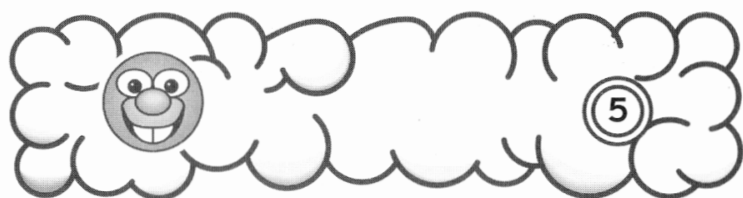
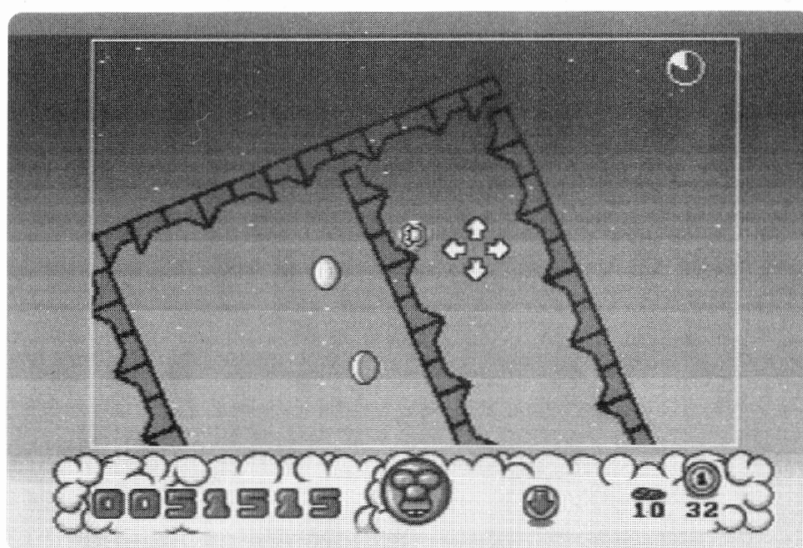
At the bottom of the screen is the status panel which shows information about your progress. The displays indicate your score, time remaining (indicated by Bob's head which turns from



pink to green as time elapses), gravity direction, the amount of coins remaining in the level and the amount of coins collected indicated by a money bag which grows in size accordingly. Once all the coins have been collected you must guide Bob

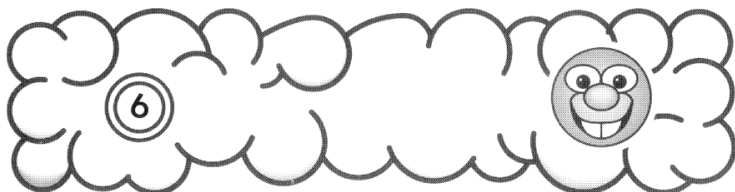


over to the exit which turns into a solid circle. If the timer reaches zero before Bob has collected all the coins his head at the bottom will throw up and Bob will die.



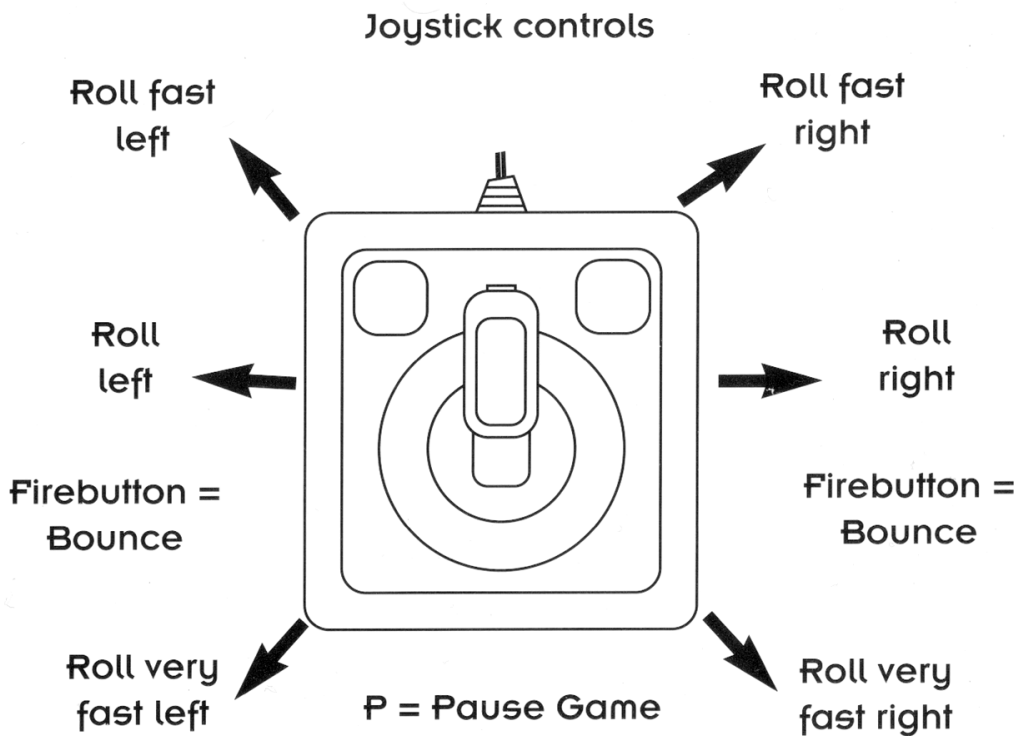
The wizard has filled each level with plenty of obstacles and nasties which will hinder your progress. These include gravity swappers, fans, springs, breakable wall blocks and other fiendish objects. Nasties include Killer Balls, Plungers and SpinnyThings which will kill Bob if he touches them! Some of the objects, such as the rotating spikes will also reduce Bob's coin. If Bob's coins reach zero, Bob will, snivel, die.

Fortunately, the wizard has also complemented each level with bonus icons which you can collect by rolling Bob over them. These will enhance or hinder Bob's movements in several different ways and are explained further on, along with the nasties and objects.

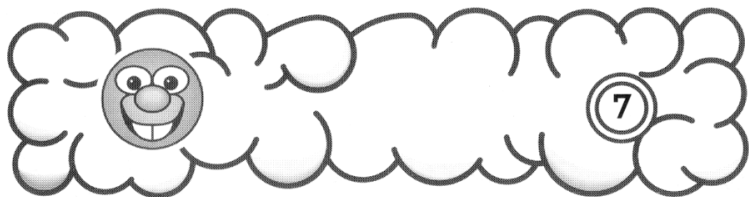


CONTROLLING BOB

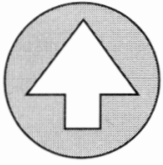
Control of Bob is through the joystick. Left and right rotate the play area accordingly allowing Bob to roll and fire bounces Bob giving him the ability to negotiate passageways and nasties. Pushing up and left or right rotates the play field slightly faster in the appropriate direction and pulling down with left or right rotates the play field at break neck speed. Pressing the P key pauses the game at any time.



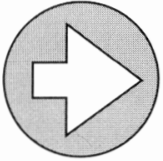
The first 25 levels of the game are trainer levels which will allow you to become accustomed to controlling Bob and the effects of the various collectable icons. The nasties will appear later on. As you progress, the levels will become increasingly harder and you will eventually be joined by Bob's body - the Body Ball which you will also have to guide through the exit along with Bob.



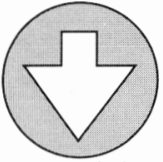
ICONS



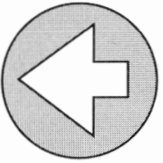
Upwards gravity



Right gravity



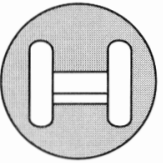
Downwards gravity



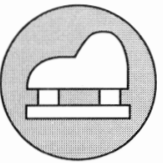
Left gravity



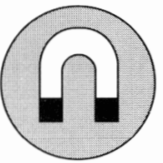
Springy mode
Bob bounces everywhere and gravity turns downwards



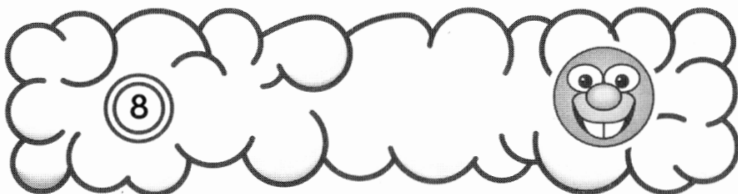
Heavy
Slightly less bouncing but Bob can destroy the breakable blocks by rolling on them

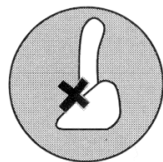


Hardly any bounce
Negotiating the passageways becomes easier

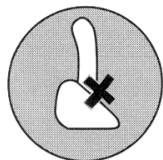


Stick to walls

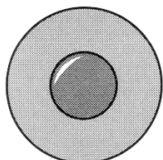




Joystick left disabled



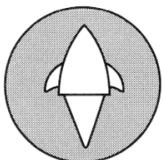
Joystick right disabled



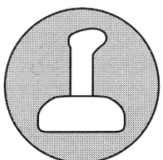
Nasty mode
Bob can kill spikes



Slow motion



Thruster mode
Pressing the firebutton causes Bob to propel upwards



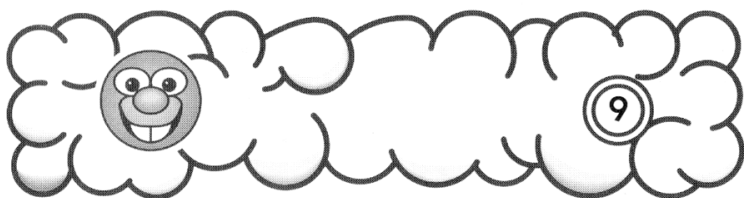
Joystick bars disabled



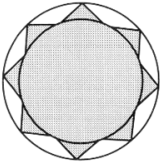
Joystick's left and right is reversed



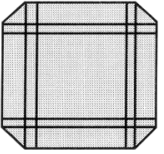
Toggles Pips 1 & 2 on or off
Allows Bob to continue at that level if he dies



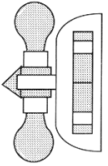
OBJECTS



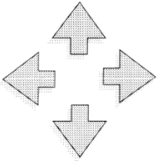
Pips - There are two identical sets of Pips which are toggled by an on/off switch. The Pips allow access to the level if Bob dies



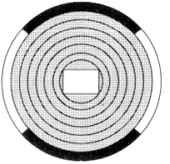
Breakable wall block - Bob can destroy these by bouncing into them at great speed or rolling over them when the heavy ball icon has been picked up



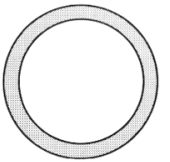
Fans - These blow Bob in the appropriate direction



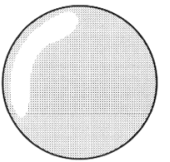
Closed exit - You need more coins, Bob!



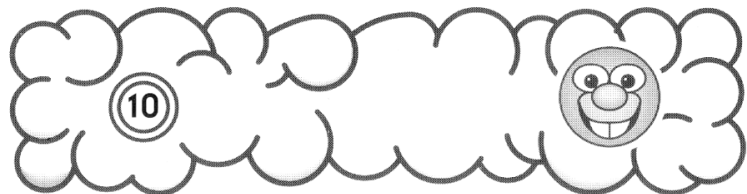
Open exit - Well done, Bob!

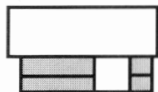


Pinball bumper - These will bounce Bob all over the place

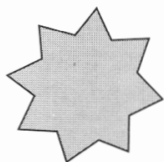


Coin - The key to escape

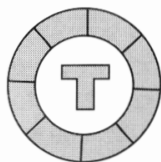




Springs - These will spring Bob in the appropriate direction



Rotating spikes - Do not touch, Bob!



Teleport

Transport Bob and the Body Ball from one area of the level to another. Beware, the Killer Ball can also use them. Teleports will not work if there is an object covering the other end

NASTIES

Each contact with a Nasty will cause Bob to lose coins.



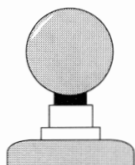
Killer Ball - Bob's arch enemy



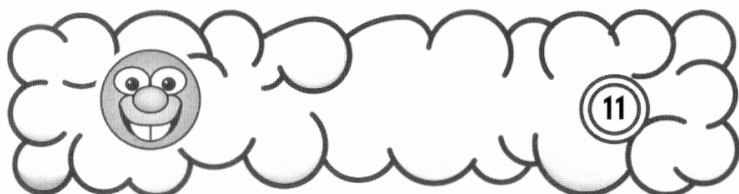
Abacus - These slide either horizontally or vertically and are deadly



SpinnYThing - Flip flops around the platforms



Plunger - Jumps along horizontal platforms



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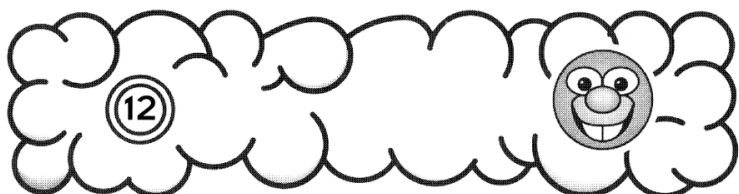
Game Design	Jon Court & The Dome Team
Coding	Jon Court
Graphics	Mike Clayton & Roy Stuart
Music	James Teather
Producer	Nick Court
Executive Producer	Steve Riding of Psygnosis
Manual	Steve White
Manual Graphics	Richard Clayton
Assisted by	Daniel, James, Danny
Quality control & testing	Mark O'Connor, Paul Jones

Special thanks

Anita for the 'Where have you been until this time of night' and 'Your dinner's in the bin' and other helpful comments.

A note from The Dome

We would like to thank Psygnosis for their invaluable help in producing Bob's Bad Day.



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BBD ENG-8/93