

BOUNTY BOB
STRIKES BACK!

AMSTRAD

ONE GREAT IDEA AFTER ANOTHER



BIG FIVE
SOFTWARE

LOADING

Amstrad (cassette) Press CNTL and ENTER key simultaneously. Press PLAY on cassette unit and program will load and run automatically.

Amstrad (disk) Insert disk in drive and type RUN "BOB" and then press RETURN. Program will load and run automatically.

SLIDES, LADDERS AND FRAMEWORK Bob's main goal in the mine is to "claim" every section of the framework in each mine cavern. He does this by simply walking over each framework piece. As he walks over a piece, it will turn solid. To get around the mine there are many slides and ladders placed throughout. When all framework sections have been claimed, Bob advances to the next cavern. Make sure that he claims all the sections as the pieces where a slide begins are sometimes overlooked.

CONTROLLING BOUNTY BOB The joystick controls the direction of movement for Bounty Bob. The trigger button controls his jumping. After pressing the trigger button to begin a jump the joystick may be pushed either left or right for the desired jump direction. Extremely long or short jumps may be made by varying the delay between pressing the trigger button and moving the joystick. To climb ladders simply stop directly in front of the ladder and push up or down to climb or descend the ladder. You may only exit a ladder from either the very top or very bottom. The only action required to use a slide is to walk over the framework where the slide begins. Gravity will do the rest!

If Bounty Bob walks off the edge of a piece of framework he will fall until he hits something. He can only survive short falls, however. Longer falls will cause death.

SPECIAL KEYS

Function	Amstrad
Begin Game	Any Key
Freeze/Unfreeze play (must be enabled)	Escape

WARNING! Once pause is activated it will remain until it is deactivated. Burns on your television may result if pause is left on for an extended period of time. If pause is intended to be left on for a while, shut off your television until the game is ready to be resumed.

GRAIN ELEVATOR It'll take you up, but getting down will be up to you! Jumping onto the middle, and off from the edges will insure a safe trip.

SUPER ENERGY FOOD BARS These little delicious goodies will pep you up for those extra long leaps and bounds. Better move fast after chomping one 'cause the effects wear off quickly!

THE GRAVITY LIFT What goes down must come up—after Bounty Bob gets off, of course! This piece of equipment goes down faster than it goes back up, so know where you want to get off before you get on!

HYDRAULIC LIFTS Just hop on and you are instantly promoted to "Lift Commander." Pushing up or down on the joystick gives you manual control of the lift while you're on it. But once you get off, the lift's automatic circuits take over and return it to ground level leaving you to figure out how to get back on.

SUCTION TUBES Since these tubes were originally designed to carry mail and memos it's hard to imagine that good ol' Bounty Bob has found a way to use them as shortcuts through the mine. The air in some of the tubes travels in only one direction. Other tubes have diverter valves to channel the air either left, right, or off. To operate the valves simply jump up in front of the control box whose number corresponds to the tube you wish to adjust. An indicator needle on each tube shows the direction of air flow. Some tubes are powerful enough to suck you up from where you stand; other tubes you'll have to jump directly in.

TRANSPORTERS Another one of Nuclear Ned's creations, these devices have the capability to move Bob's molecules from one location to another. These are only low power transporters and they have no ability to beam Bounty Bob up to any passing Starships. (Good thing too: imagine what would happen if Yukon Yohan overtook a Starship!) After entering the chamber, an indicator will flash on another transporter. When the indicator on the transporter you wish to go to is flashing, push up or down on the joystick to energize!

UTILITY HOIST The utility hoist is one of the few pieces of special equipment that Nuclear Ned did not make. He bought this from a travelling hoist salesman as a birthday present for his young son, Knucklehead Ned. Unfortunately, Knucklehead is no longer with us, at least in that form. You see, he fell off the hoist one day and landed in a bunny's carrot stockpile. He instinctively gnawed on some of the contaminated carrots and poof! He's now "Chuck" the mutant! Make sure that you don't repeat Knucklehead's—er, Chuck's mistake. Hop on to the hoist carefully and it will automatically engage. Move the joystick to manoeuvre the hoist around. Press the trigger button to turn off the hoist. To restart the hoist, press the spacebar.

MOVING PIECES There are many different varieties of moving pieces in Ned's mine. Ned ordered all of them through the Speedy Elevator and Escalator mail order catalogue. Ned was fascinated by the wide assortment so he ordered one of each. Some constantly move back and forth at varying rates of speed. Others stay parked at stopping areas until Bounty Bob jumps on them. All of them are very useful and are essential for getting around the mine. No special operations are required to use them other than simply jumping on and jumping off.

MUTANT ORGANISMS Back in the early days of the mine a variety of small, furry creatures such as rabbits, gophers and weasels burrowed throughout storing food for the cold months. When the waste from Yukon Yohan's dumping began to seep into the mine, all the

stored food became contaminated. As the unsuspecting little furry creatures began to eat their winter food supplies they slowly started to mutate into hideous forms that no pet store would ever display. Since these mutants are extremely radioactive any contact with them is fatal for Bounty Bob.

TREATS Scattered throughout the mine are many of Nuclear Ned's worldly possessions that he had acquired over the years. All of them absorbed a minute level of radioactivity. As Bounty Bob collects these items the low-level radioactivity enters his body. This makes him immune to the harmful effects of the mutants for a short span of time. Additionally during this period the mutants become vulnerable to contact with Bounty Bob, enabling him to destroy them by touch. The mutants sense this and turn into a pleasant form in the hope that Bounty Bob will ignore them.

BONUS TIMER This four digit timer is located at the top of every level. It indicates how much time is left for Bounty Bob to complete the level. When the timer reaches zero Bounty Bob will be out of air and he will implode!



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