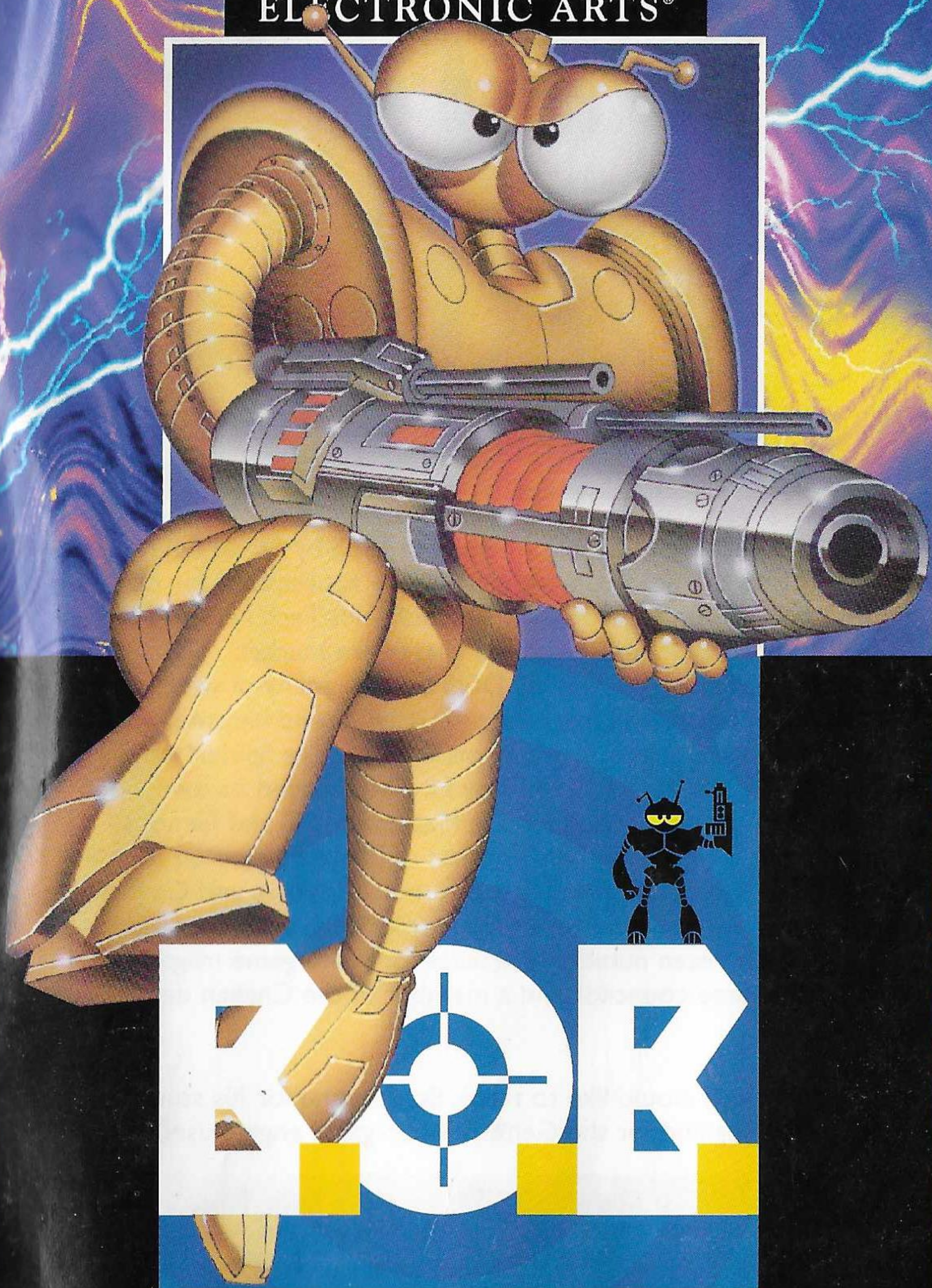
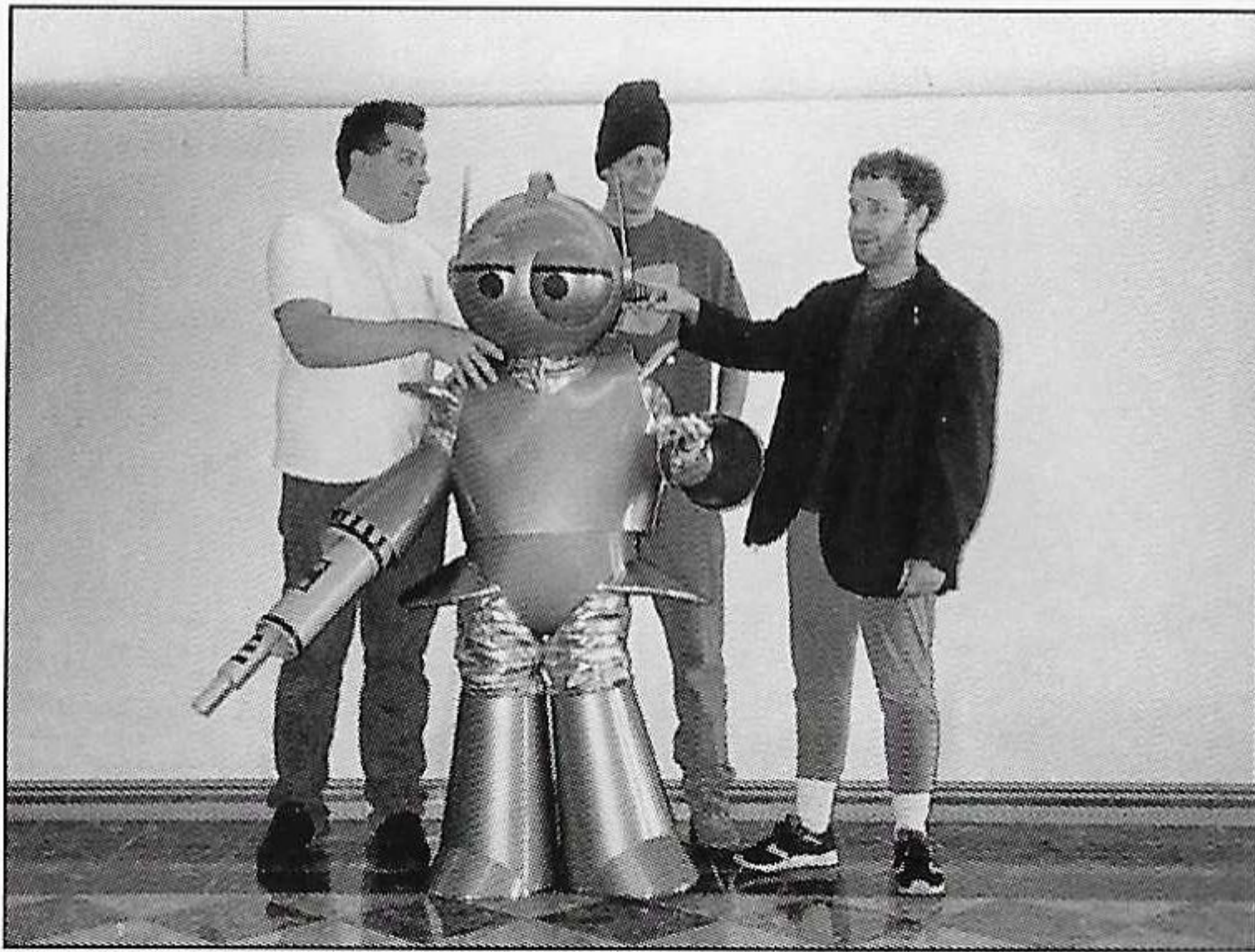


ELECTRONIC ARTS®



ROPER



Foley Hi-Tech Systems was founded in 1985 by David Foley primarily to focus on the development of software applications for managing professional sports teams. In 1987 Foley Hi-Tech released its first collection of DOS utilities to the shareware market. To date Foley Hi-Tech has released over 50 DOS utilities, many of which have been featured in books and magazines. In 1990 David became involved with the Sega Genesis, working on titles such as SpiderMan, Taz-Mania and Chakan. In 1992 Foley Hi-Tech started its own video game development group for the Macintosh, PC and Genesis machines. The B.O.B. team consists of David Foley, Bob Rummell and Dean Sitton. Rummell is the author of Worm and CoverUp for Windows and the inventor of the Book Bench shelving system. Sitton has written numerous articles for video game magazines. He is a former game councilor and a member of the Chakan development team.

Foley Hi-Tech would like to thank Burt Sloane for his stunt programming and for the Genesis video game engine used in B.O.B.

!WARNING To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.



B.O.B.

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GET IT GOING	1
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GET IT GOING

Follow the steps below to start jamming with B.O.B. on your Genesis™.

1. Flip OFF the power switch on the Genesis.

Never insert or remove a cartridge when the power is on. Don't risk shredding your cartridge. Make sure a Controller is plugged into Control 1.

2. Insert **B.O.B.** into the slot on the Genesis. To lock the cartridge in place, press firmly, but don't force it.

3. Turn ON the power switch.

The EA and Foley Hi-Tech logos appear. If the logos don't appear, begin again at step 1.

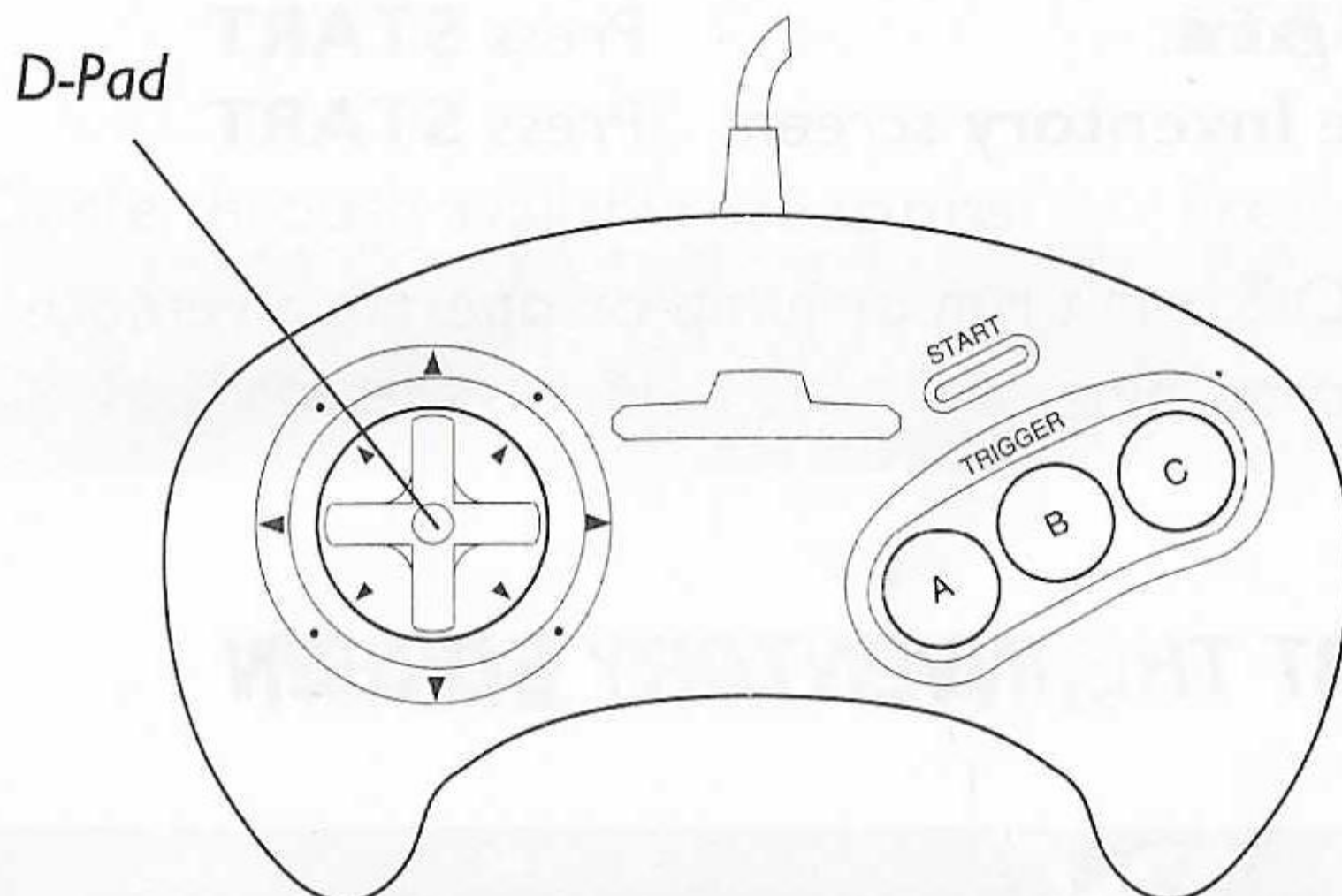
4. When the **B.O.B.** title screen appears, you can watch the game credits and a brief animation. Press **START** at any time to go to the Set-up screen.



5. When the Set-up screen appears. Press **START** to select "New Game." You begin at the first level.



SUMMARY OF COMMANDS



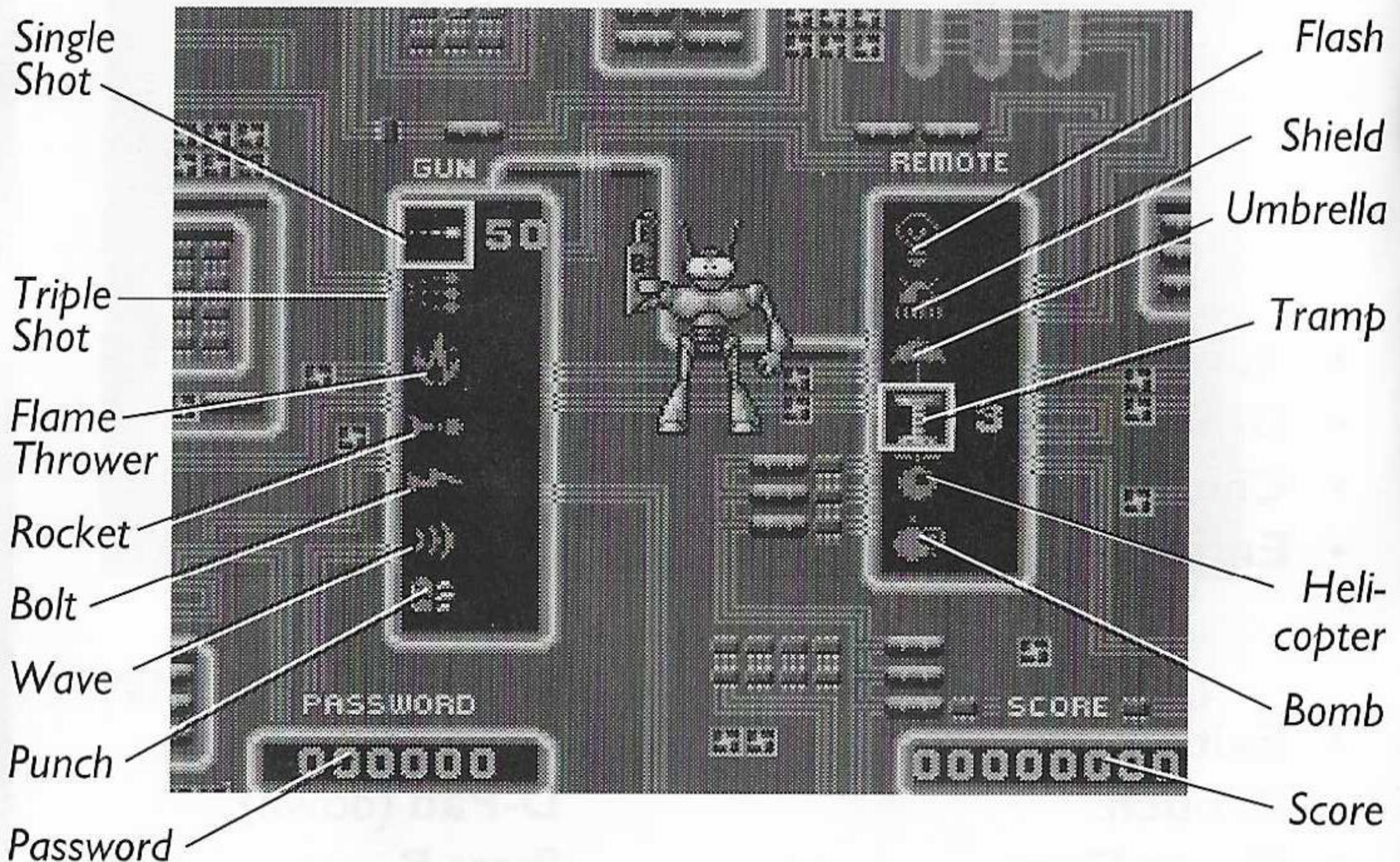
DURING PLAY

- **Run/Move:** D-Pad (left/right)
- **Grab** overhead pipes and vines: D-Pad (up)& C
- **Climb** up or down: D-Pad (up/down)
- **Enter** a recharger: D-Pad (up) when centered in front of the recharger
- **Exit** a recharger: D-Pad (down)
- **Crouch:** D-Pad (down)
- **Shoot Gun:** Press B
- **Activate** current remote: Press & Release A

- **Jump:** Press **C** (Keep holding to jump higher)
- **Cycle through available guns:** Hold **A** & Press **B**
- **Cycle through available remotes:** Hold **A** & Press **C**
- **Pause the game:** Press **START**
- **Access the Inventory screen:** Press **START**

NOTE: B.O.B. can't run or jump or operate a remote while he's crouching.

AT THE INVENTORY SCREEN

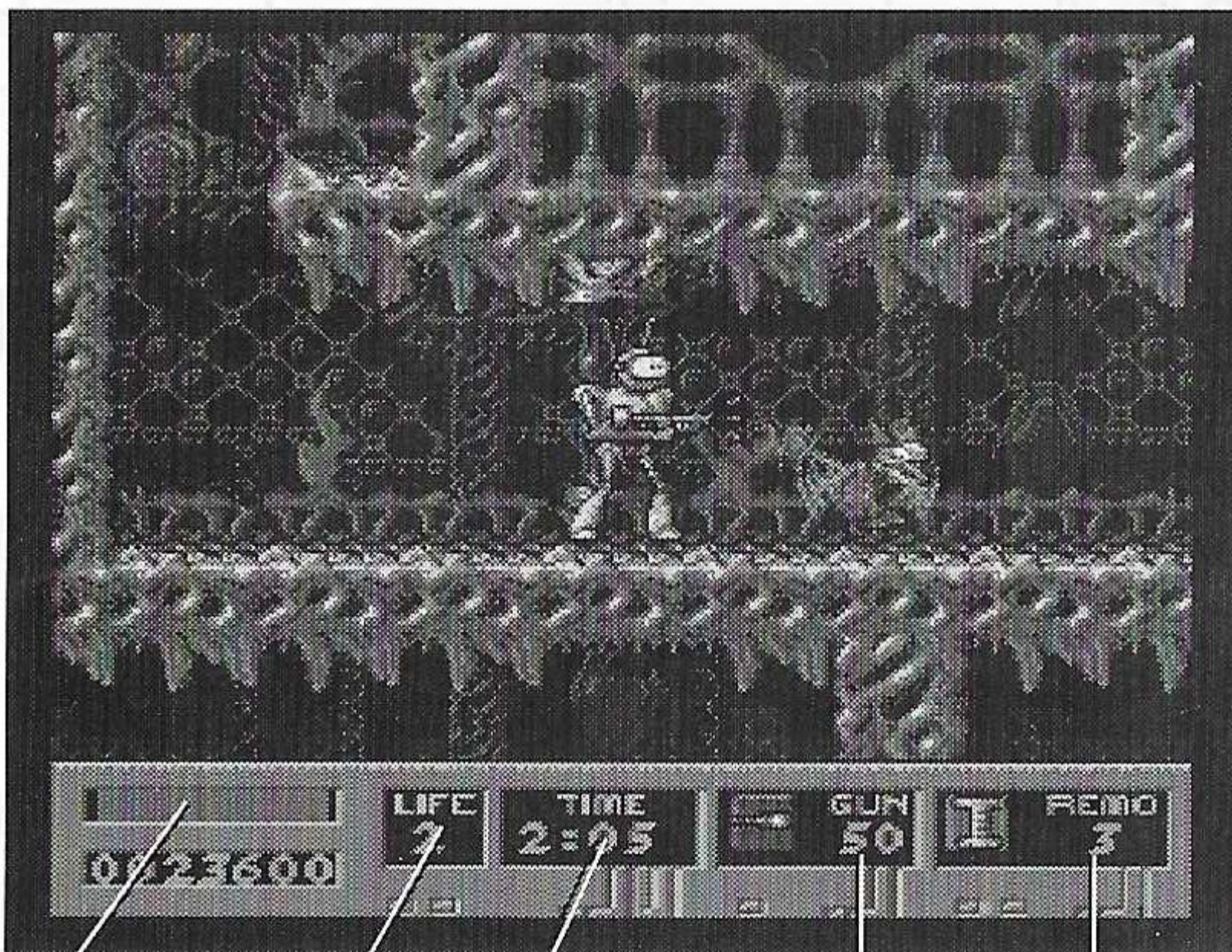


You can change weapons and remotes and get your password at the inventory screen.



- **Resume gameplay:** Press **START**
- **Cycle through available weapons:** Press **B**
- **Cycle through available remotes:** Press **A**

MAKE THE DATE



Power Bar

Lives

Time
Remaining

Current Gun

Current
Remote

Our hero's car has crashed on Planet Goth, and he has to score another set of wheels lest he keep his blind

date waiting. Lo! The denizens are unfriendly! And it's no cakewalk for our android son, who must dispose of the hostile natives before they run him out of town.

You must use your wit and B.O.B.'s firepower to get out of Dodge and onward to the date. Begin on Planet Goth with three lives, a single-shot gun (50 rounds) and a trampoline remote (3 charges). You have to make your way through the level until you reach the swirling orange teleporter. Along the way, B.O.B. must deal with a slew of enemies and obstacles. And he has to use strategy and agility in order to upgrade his weapons, remotes and energy level.

When B.O.B. finally reaches a swirling orange teleporter, he is transported to the surface of Goth, and he enters the next level. Sooner or later B.O.B. is bound to find a car he can drive to pick up his date. In any case, be prepared to visit two other worlds, Anciena and Ultraland. And be prepared to encounter some straaaaaannnnge creatures!

SCORING

B.O.B. scores big when he offs his enemies! When he nets 100,000 points he gets another life!



Lives

You begin the game with three lives. Whenever B.O.B.'s Power Bar (see page 8) disappears, he loses a life. The game is over when he loses all of his lives.



The Clock

This tells you how much time you have to complete the level. It runs backwards. When your time is down to zero, your power bar quickly runs out, and that's all folks!

Wrenches, Energizers & 1-ups



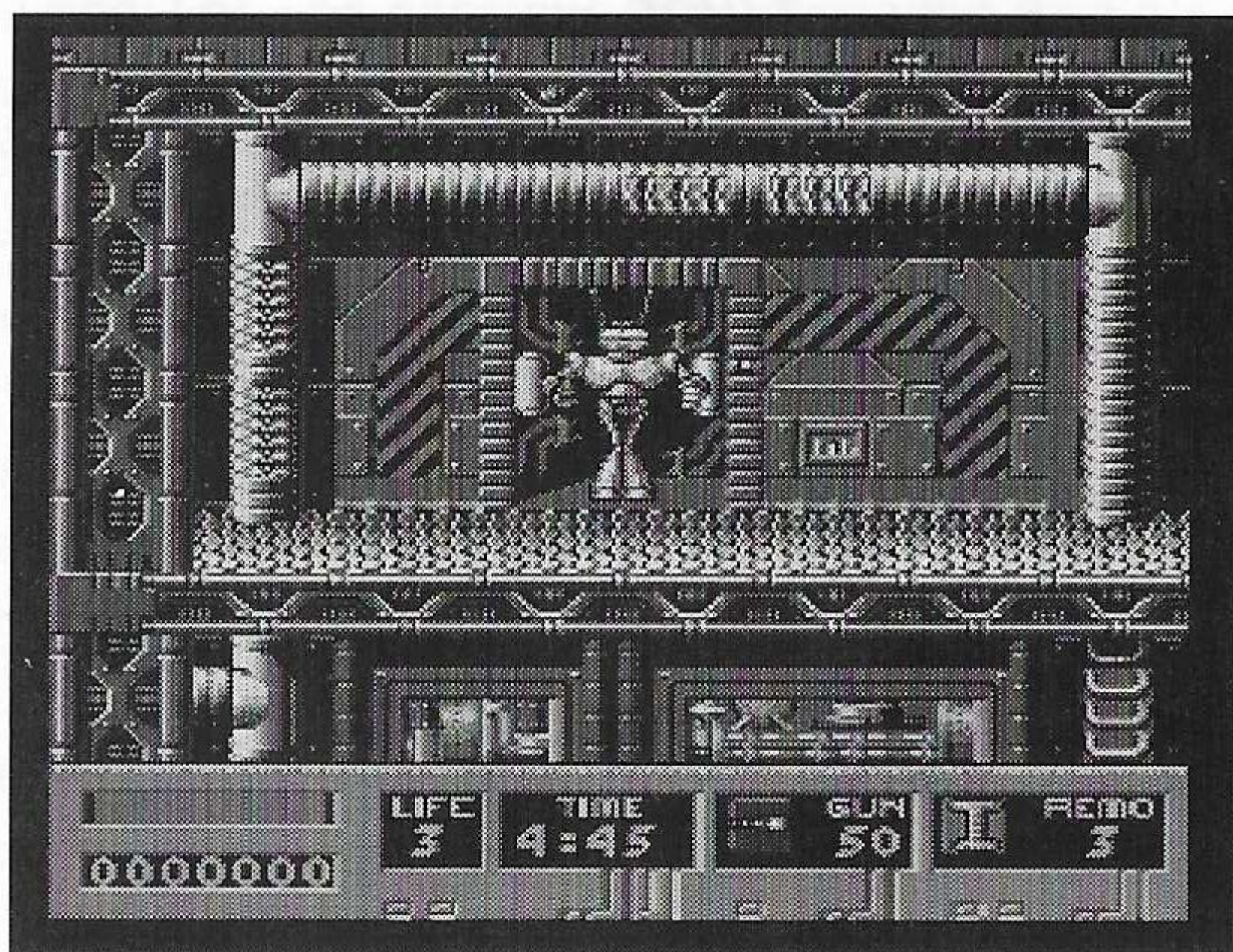
Wrenches revitalize B.O.B.'s 'Power'. Look for these and be sure to grab them.



A 1-up icon gives B.O.B. another life.

- Pick up a wrench or a 1-up: Pass over them. If the items are out of reach, jump or use a remote.

(To learn more about remotes, turn to page 11.)



B.O.B. can be revitalized by entering a recharger.

- Enter a recharger: Position B.O.B. in front of it and press the **D-Pad** up.
- Exit a recharger: **D-Pad** down.

B.O.B. can enhance his arsenal by picking up extra ammunition and remotes while on the run.

- Pick up guns and remotes while on the run: Pass over them. If the items are out of reach, jump or use a remote.



Power Bar

This is not candy! It shows how much energy B.O.B. has left. When the Power Bar disappears B.O.B. disappears!

Boss Energy Bar

The Boss Bar shows the energy level of a Boss, which is an unusually wicked monster B.O.B. encounters now and then. When the Boss Bar disappears the Boss disappears. At levels without a Boss the meter shows your score.

GUNS 'n' REMOTES








This is *not* a rock band. B.O.B. can shoot six kinds of ammunition from his gun arm. Remotes are the tricked out gadgets he pulls out in crisis situations.

NOTE: Remotes may not always function when B.O.B. is crouching or hanging onto a ladder, pipe or vine. Likewise, B.O.B. cannot punch when he's hanging on to something else.

Remember to conserve ammunition. When fully charged, B.O.B. has a maximum 99 shots per gun. And he can have a maximum of nine remotes.



Guns

- | | | |
|---|----------------------|--|
|  | Single-shot | The weakest of the weapons. |
|  | Triple-shot | Moderate power, wide effect. |
|  | Flame-thrower | Toast! For long range sizzling, press button repeatedly. |
|  | Rocket | Finds target all by itself. |
|  | Bolt | Good power. |
|  | Wave | Awesome power and effect! |
|  | Punch | Hand-to-Hand combat. And what a hand! |

NOTE: If a gun runs out of ammo, B.O.B. chooses the next loaded gun down the line. If B.O.B. runs out of all types of ammo, the weapon selector automatically defaults to the punch. If B.O.B. picks up some ammo on the fly, the weapon selector automatically defaults back to the weapon that fires that type of ammo.



Remotes



Flash

Temporarily freezes the enemy in place.



Shield

Temporarily surrounds B.O.B. in a force field. No enemies can hurt him (unless he walks through them). When the shield starts flashing you know it's about to wear off.



Umbrella

Saves B.O.B. from falls. He can only open it while he is falling.



Trampoline

Hurls B.O.B. upward. He doesn't have to be on the ground to use one.



Helicopter Hat

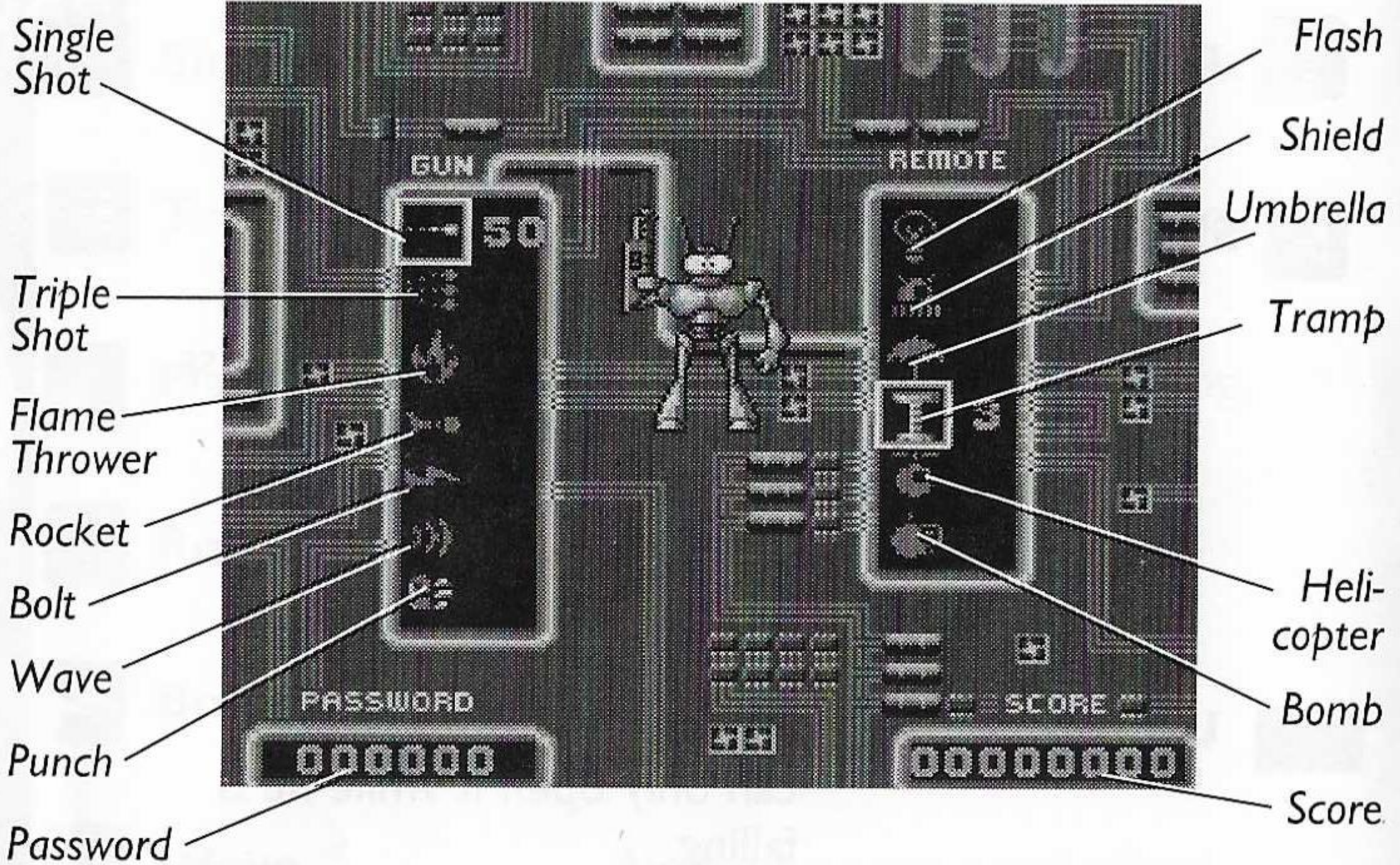
B.O.B. flies! Stay away from the ceiling!



Floating Bomb

Floats, counts down and blows! B.O.B. can unleash them in rapid succession.

Changing Guns & Remotes



From Play Screen

- Select a gun: Hold **A** and press **B** to cycle through the available ammunition.
The Gun Indicator Window shows the gun B.O.B. is ready to fire.
- Select a remote: Hold **A** and press **C** to cycle through the available remotes.
The Remote Indicator shows the remote B.O.B. is ready to use.

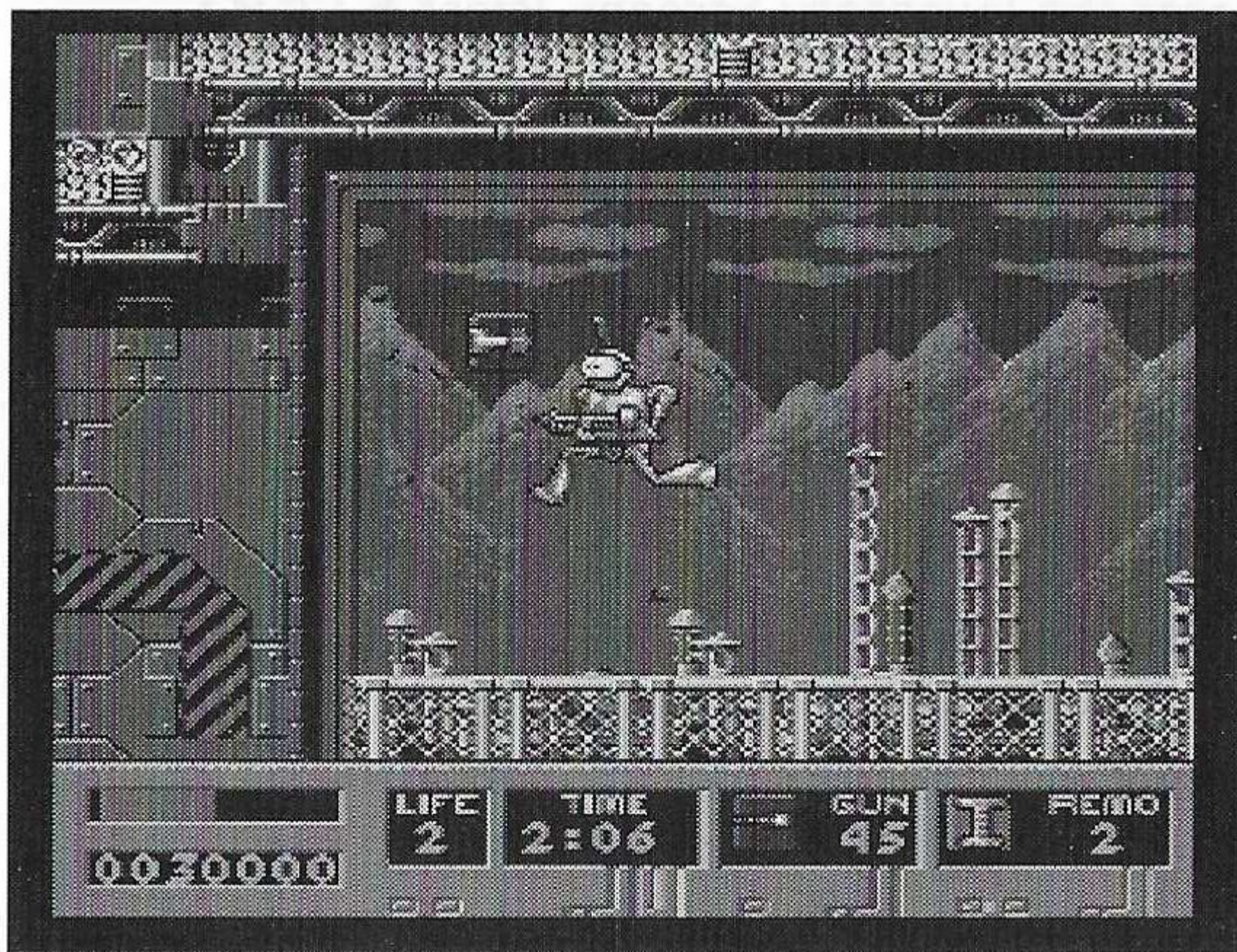




From the Inventory Screen

- Access the Inventory Screen: Press **START**.
The game is paused, and B.O.B.'s circuit board appears. Available guns and remotes are brightly lit, while unavailable weapons are dimmed.
- Select a gun: Press **B** to move the white box over the gun you want to use.
- Select a remote: Press **A** to move the white box over the remote you want to use.
- Return to play: Press **START**.

On the Run



As B.O.B. is running to get through the world, he sees icons representing guns and remotes.

- Pick up guns and remotes while on the run: Pass over them. If the icons are out of reach, jump or use a remote to pick up the weapon.

ENEMIES

These are the gory dudes B.O.B. must battle on his quest for transport. They're categorized by the planet or planets they inhabit.





Floating Mines



Horseflies



Missiles



Bug Pods



Crawling Bugs



Robots



Fire Launchers



Ceiling Cannons



Snout Monsters



Falling Pods



Scorpions



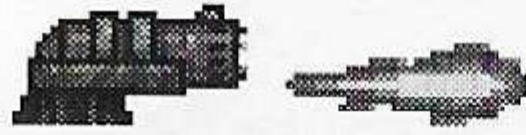
Flying Gnats



Small Walking Cannons



Potato Heads



Hidden Laser Cannons



Suns



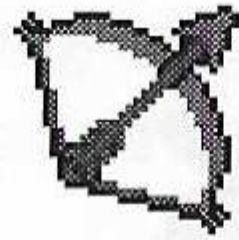
Crabs



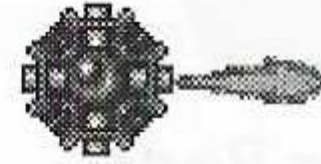
Planets



Crash Turtles



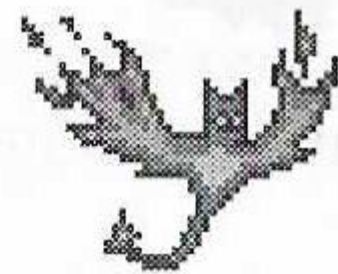
Large Bows



Fire Blasters



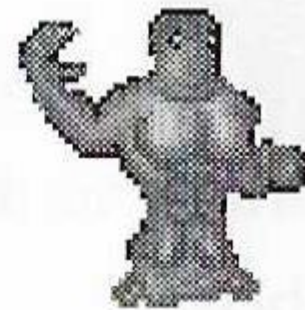
Cloaked Sages



Firebirds

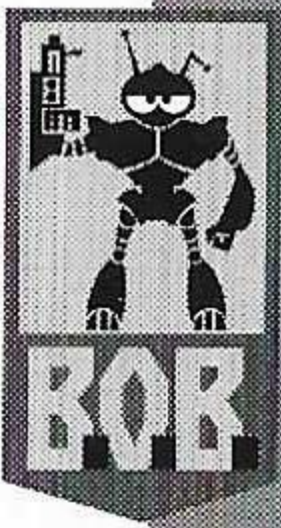


Spectres



Lava men





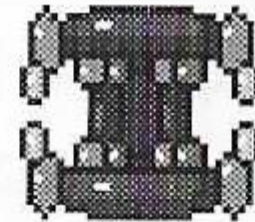
Skull



Bouncing Bubbles



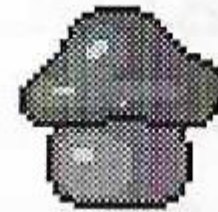
Mutant Hand



Ladder Monsters



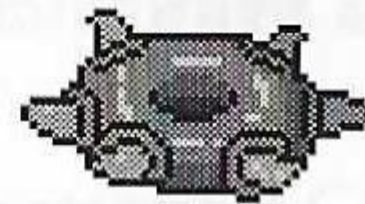
Meanies



Exploding 'Shrooms



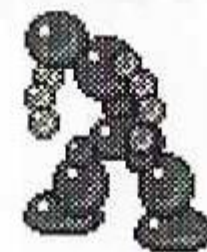
Hovering Blasters



Link Snakes



Acid Hoses



Bubblemen



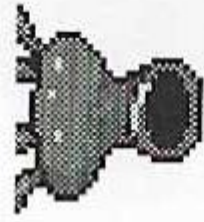
Jellyfish



Tiger Fish



Swimming Pool Suckers



Erupting Pods



Flytraps

BOSSSES

Every so often B.O.B. encounters a *real* monster. These Bosses are so brutal and ruthless that B.O.B. has to take it to the max. Some even send scouts to test B.O.B.'s limits. B.O.B. can shoot until the scout flees, in which case the Boss gives B.O.B. a fighting chance.

NOTE: If B.O.B. destroys a scout the Boss has no mercy. Watch your back! Or better yet, just fire enough ammo to scare the scout away.



RESTORING A GAME

Getting the Password:

You receive the first password at the end of the third level. Subsequent passwords appear occasionally, depending on the level. Copy them when they appear, or Press **START** to view the Inventory screen, where the current password is always displayed.

- Save a game:
 - 1) Press **START** to go to the Inventory screen.
 - 2) Copy the six-digit password that appears in red directly below B.O.B. **WRITE IT DOWN AND KEEP IT IN A SAFE PLACE.** You won't be able to restore the game without the password.

You may now turn off your Genesis safely.

Restoring a Game

Start B.O.B. as instructed in GET IT GOING. After the title and credit screens appear, the Set-up screen appears.

- Restore a game:
 - 1) Press the **D-Pad** down to choose "Continue" from the Set-up screen, then press **START**.



- 2) Press the **D-Pad** up/down to enter the first digit of your password.
- 3) Press the **D-Pad** right until the digit is flashing.
- 4) Repeat steps 2 and 3 until the entire password is entered.
- 5) Press **START** to restore the game.

When you resume a game with a password, you begin at the approximate level you left, but you lose any extra ammunition and remotes you may have accumulated.



Credits



Original Design: Chris Gray, Ed Zolniervk & Dennis Turner

Additional Design: Greg Bick & Greg Bobier

Programming: Dave Foley, Bob Rummell, Dean Sitton & Burt Sloane

Animation & Art Direction: Dennis Turner

Art Conversion: David Foley & Alan Murphy

Additional Animation: Greg Bick, Bryce Cochran, Mike D'Agnillo, Ian House, Peter King, Sean Sullivan & Christine Turner

Music: Lx Rudis

Technical Direction: Tim Brengle

Maps: Adam Mock & Ed Zolniervk

Producers: Roland Kippenhan

Assistant Producer: Robert Zalot

Assistant: Tony Iuppa

Testing Direction: Randy Delucchi

Product Testing: Robert Zalot & Tony Iuppa

Product Manager: Rick Lucas

Assistant Product Manager: Lisa Higgins

Public Relations: Fiona Murphy & Rachel Hassard

Package Design: Dave Parmley

Art Director: Nancy Fong

Documentation: JPoolos

Documentation Layout: Emily Favors

Quality Assurance: Walter Ianneo & Paul Armatta

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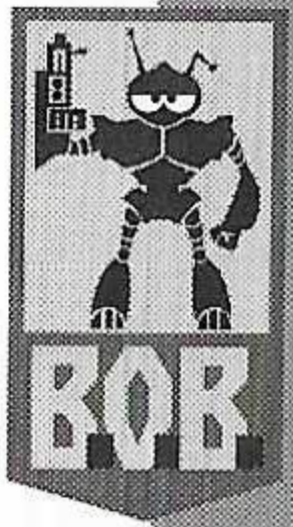
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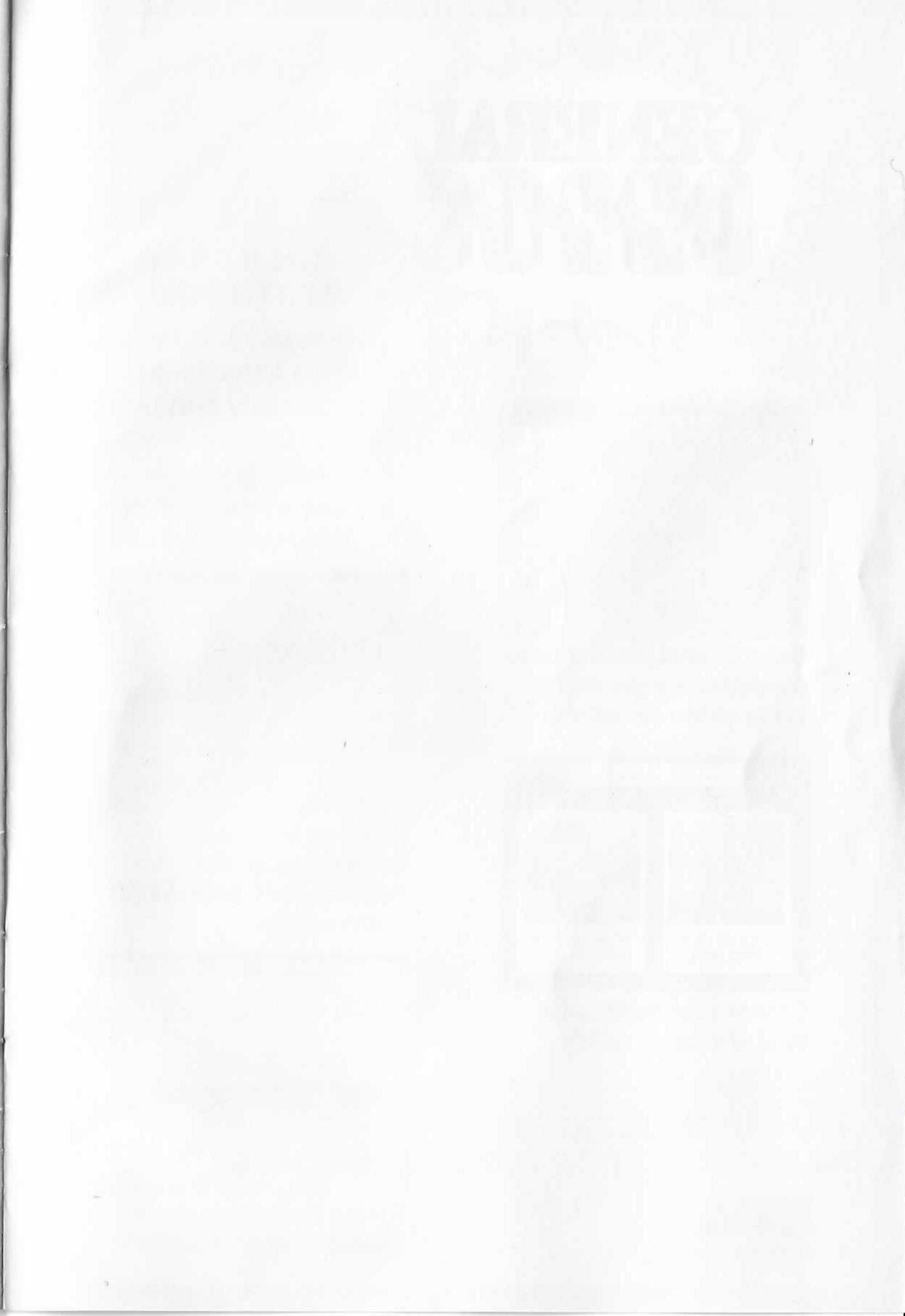


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Section of faint text, possibly containing a date or a specific reference.

Large block of faint text in the middle of the page, likely the main body of the document.

Final section of faint text at the bottom of the page, possibly a conclusion or signature area.



GENERAL CHAOS

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