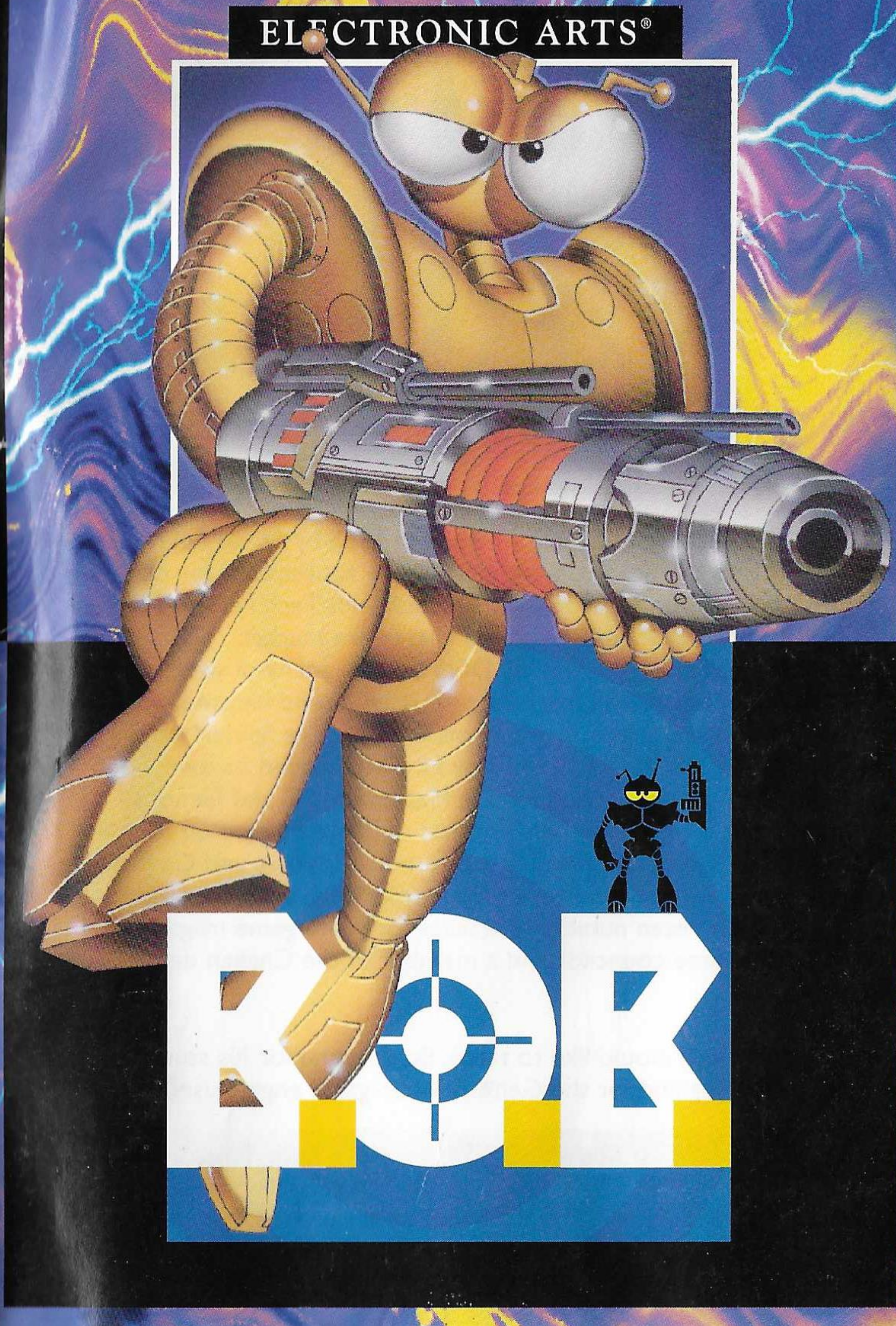
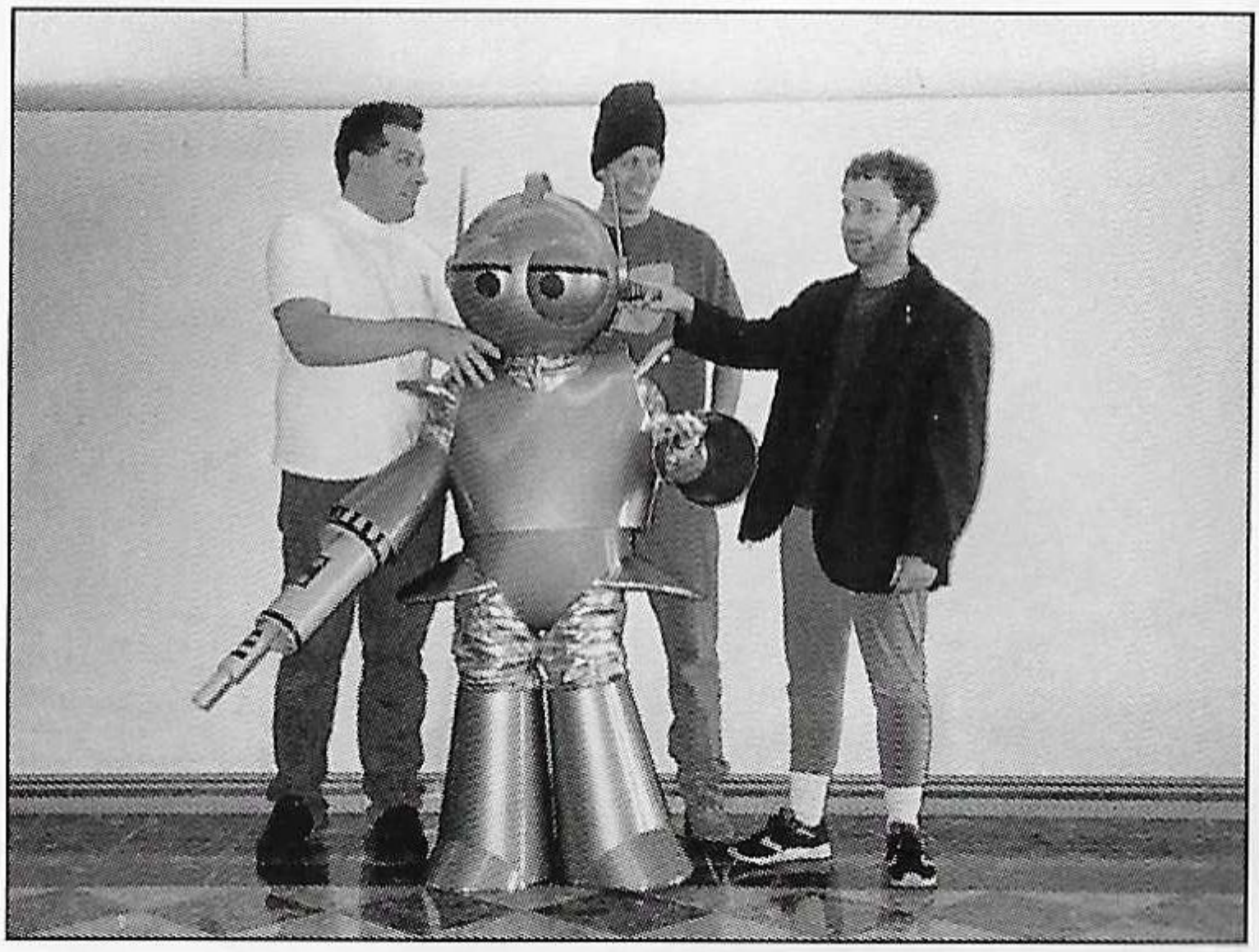
ELECTRONIC ARTS®





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.

CONTENTS

GET IT GOING 1
SUMMARY OF COMMANDS 3
MAKE THE DATE 5
SCORING 6
GUNS 'n' REMOTES 9
ENEMIES 14
RESTORING A GAME 19

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.

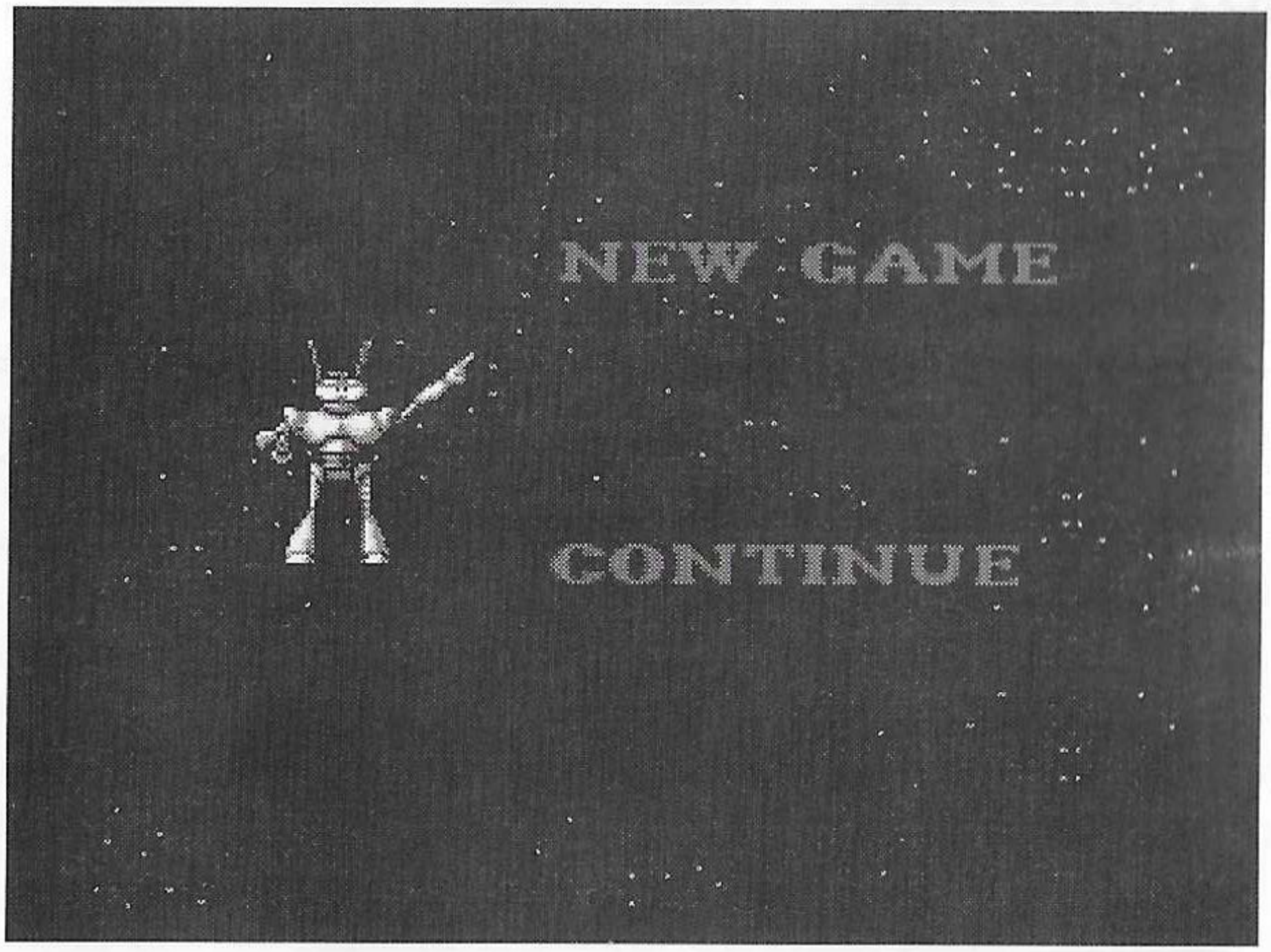
   Never insert or remove a cartridge when the power is on. Don't risk shredding your cartridge. Make sure a Controller is plugged into Control 1.

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.

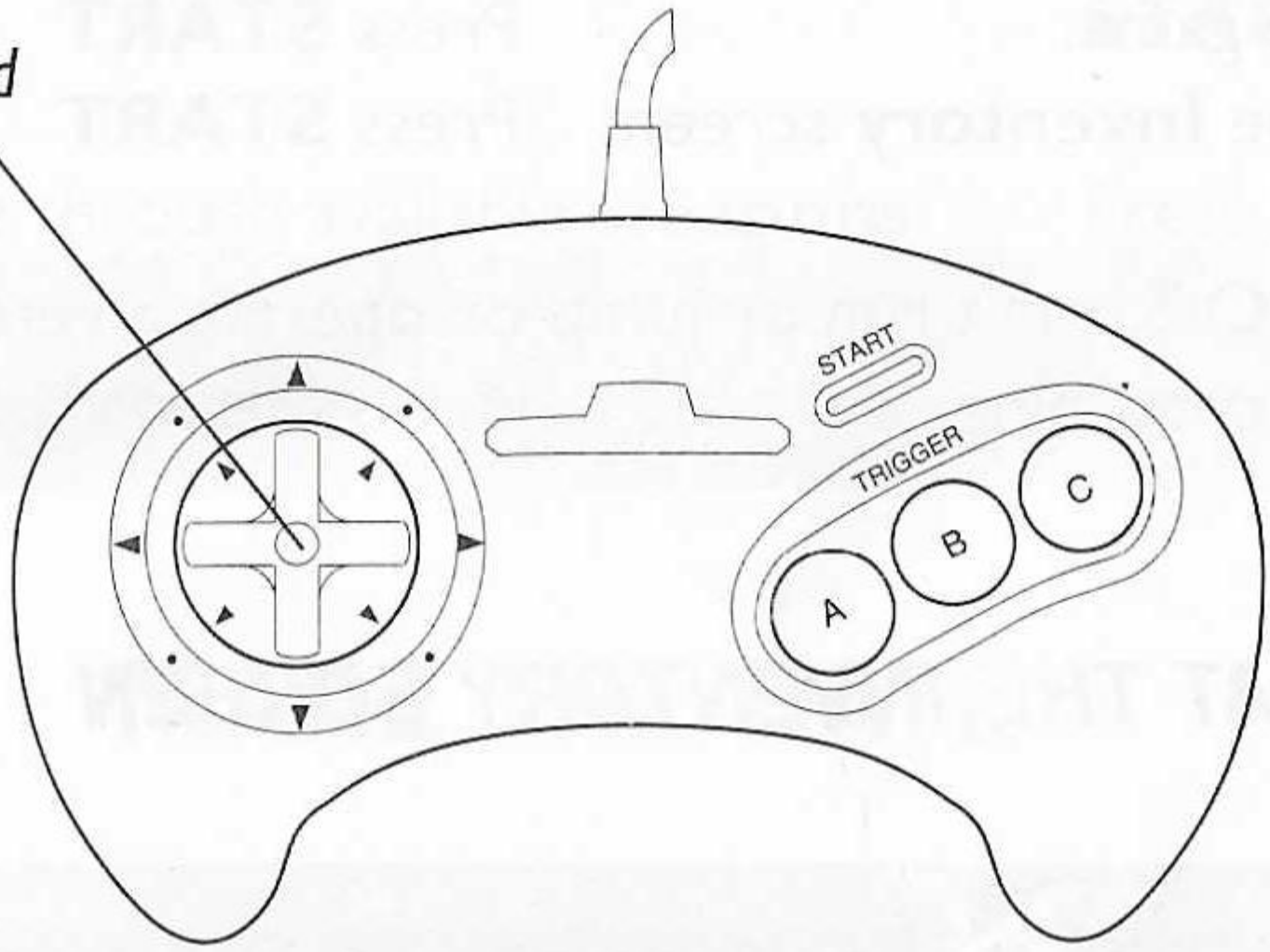
   The EA and Foley Hi-Tech logos appear. If the logos don't appear, begin again at step 1.

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



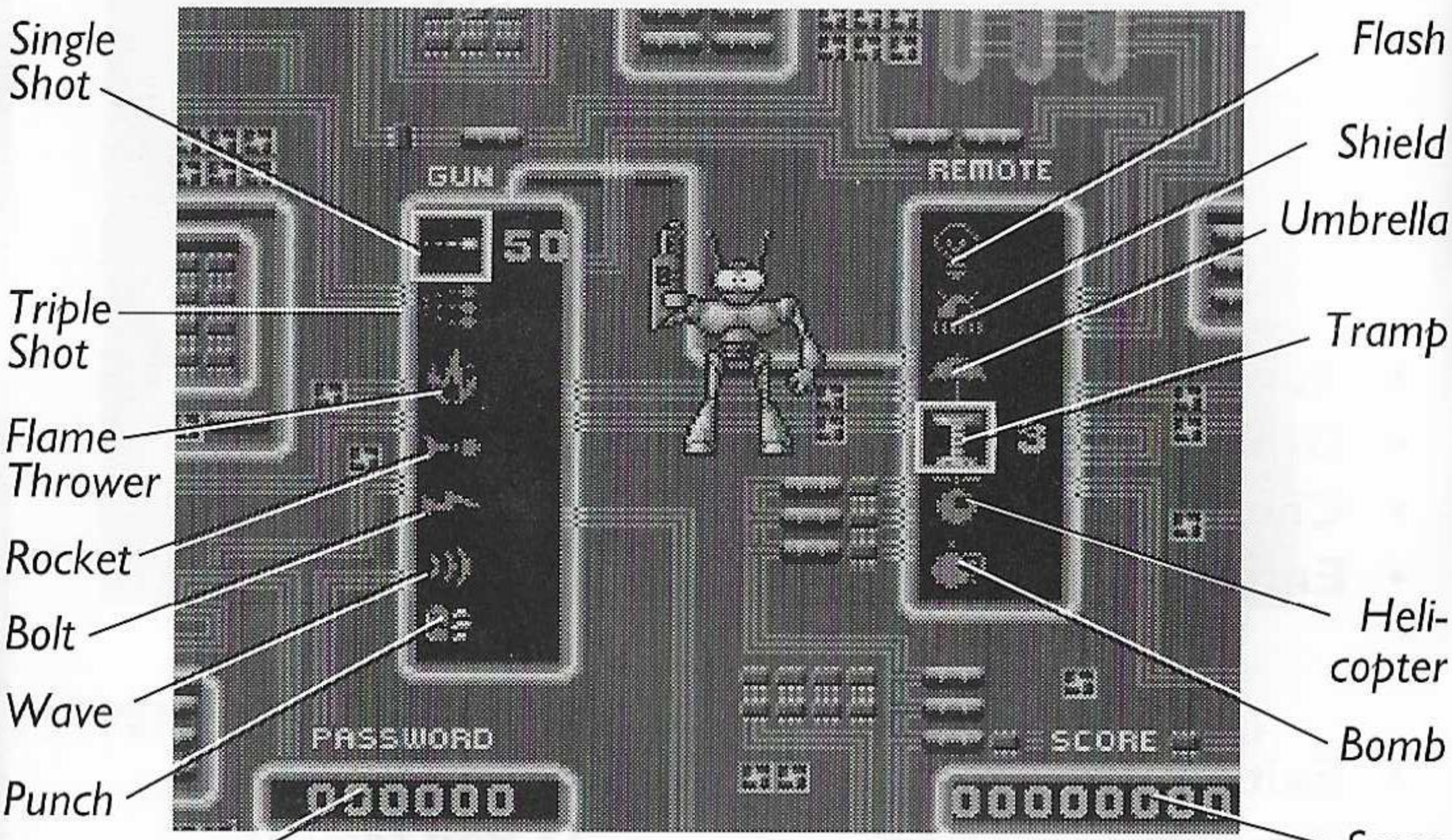
DURING PLAY

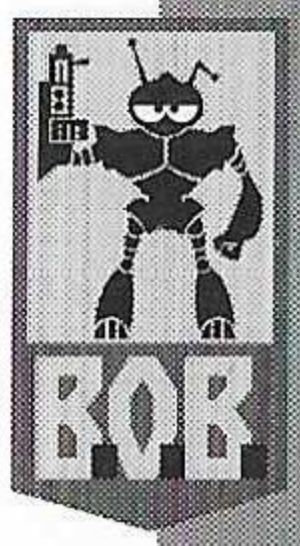
• **Run/Move:**	**D-Pad** (left/right)
• **Grab** overhead pipes and vines:	**D-Pad** (up)& **C**
• **Climb** up or down:	**D-Pad** (up/down)
• **Enter** a recharger:	**D-Pad** (up) when centered in front of the recharger
• **Exit** a recharger:	**D-Pad** (down)
• **Crouch:**	**D-Pad** (down)
• **Shoot 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

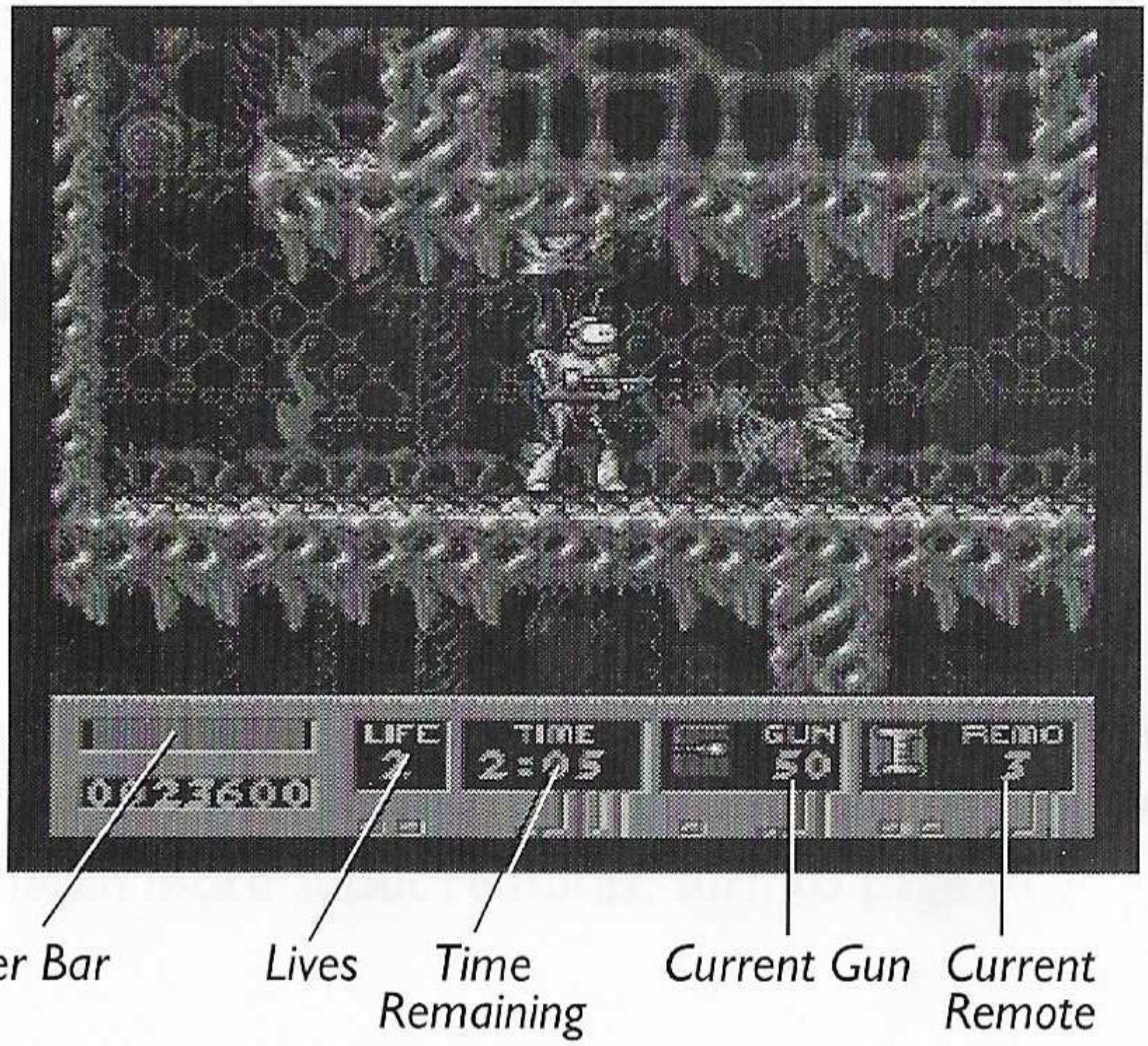




You can change weapons and remotes and get your password at the inventory screen.

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

MAKE THE DATE



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 straaaaannnnnge 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 you're time is down to zero, your power bar quickly runs out, and that's all folks!

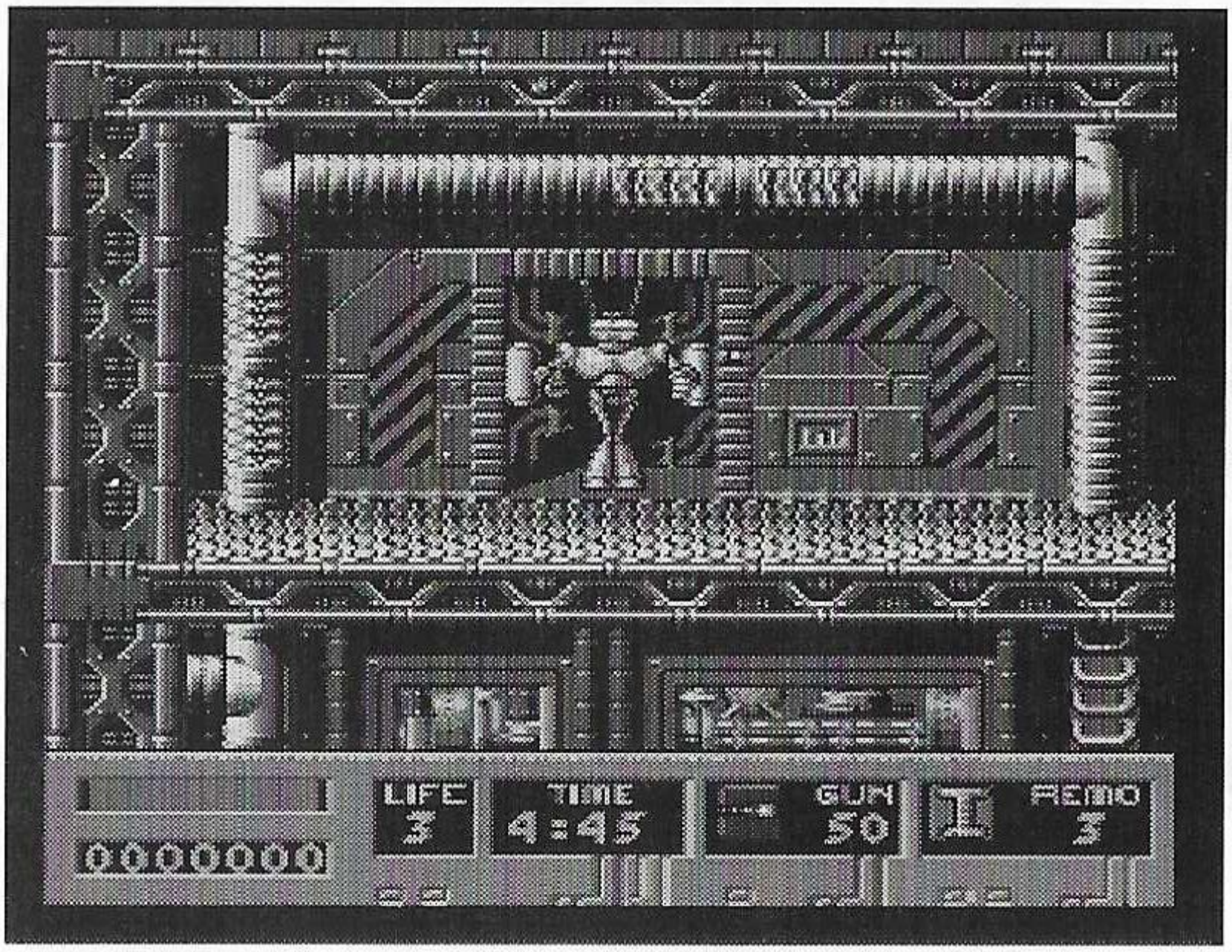
Wrenches, Energizers & 1-ups

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.

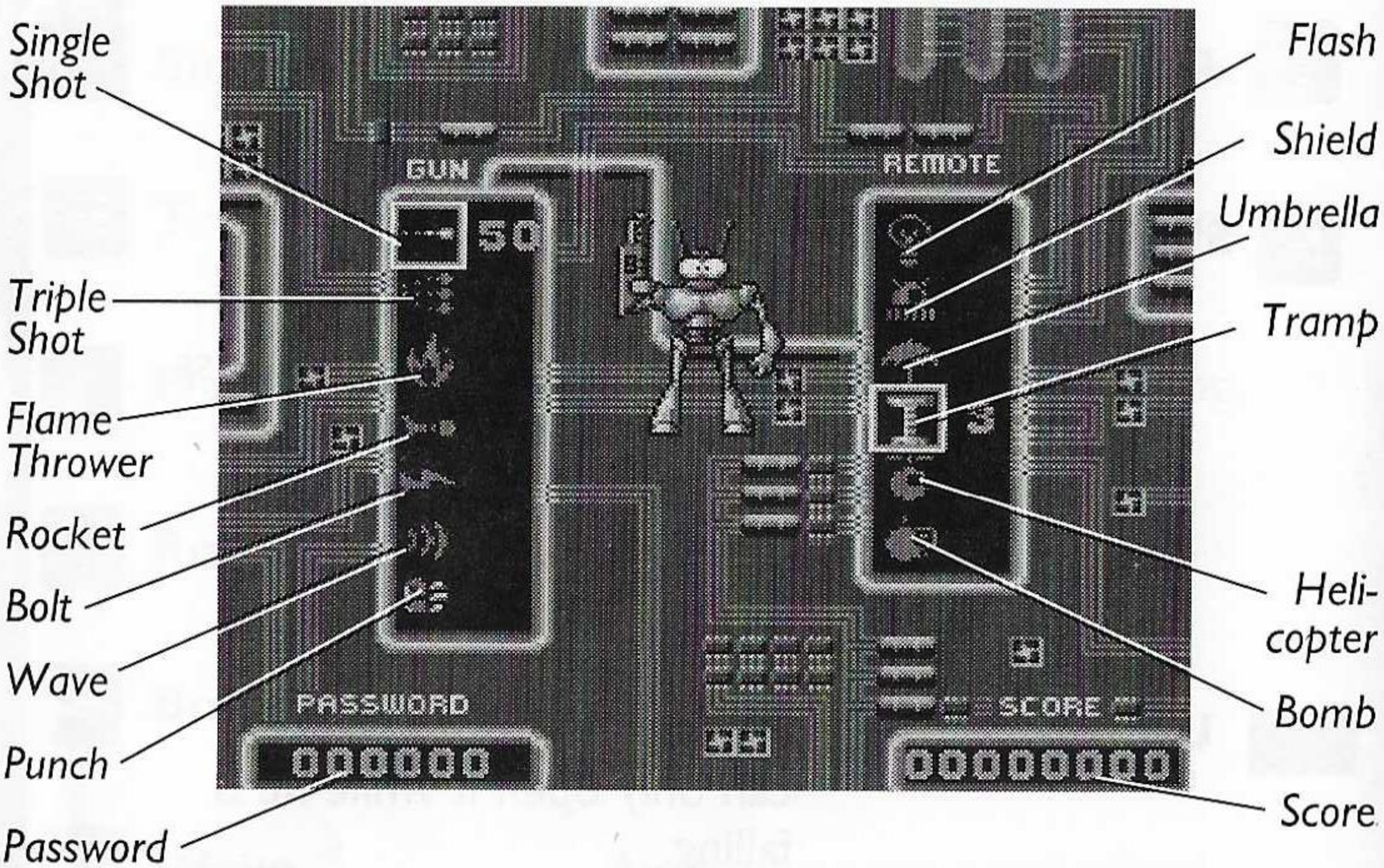
Helicopter Hat

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

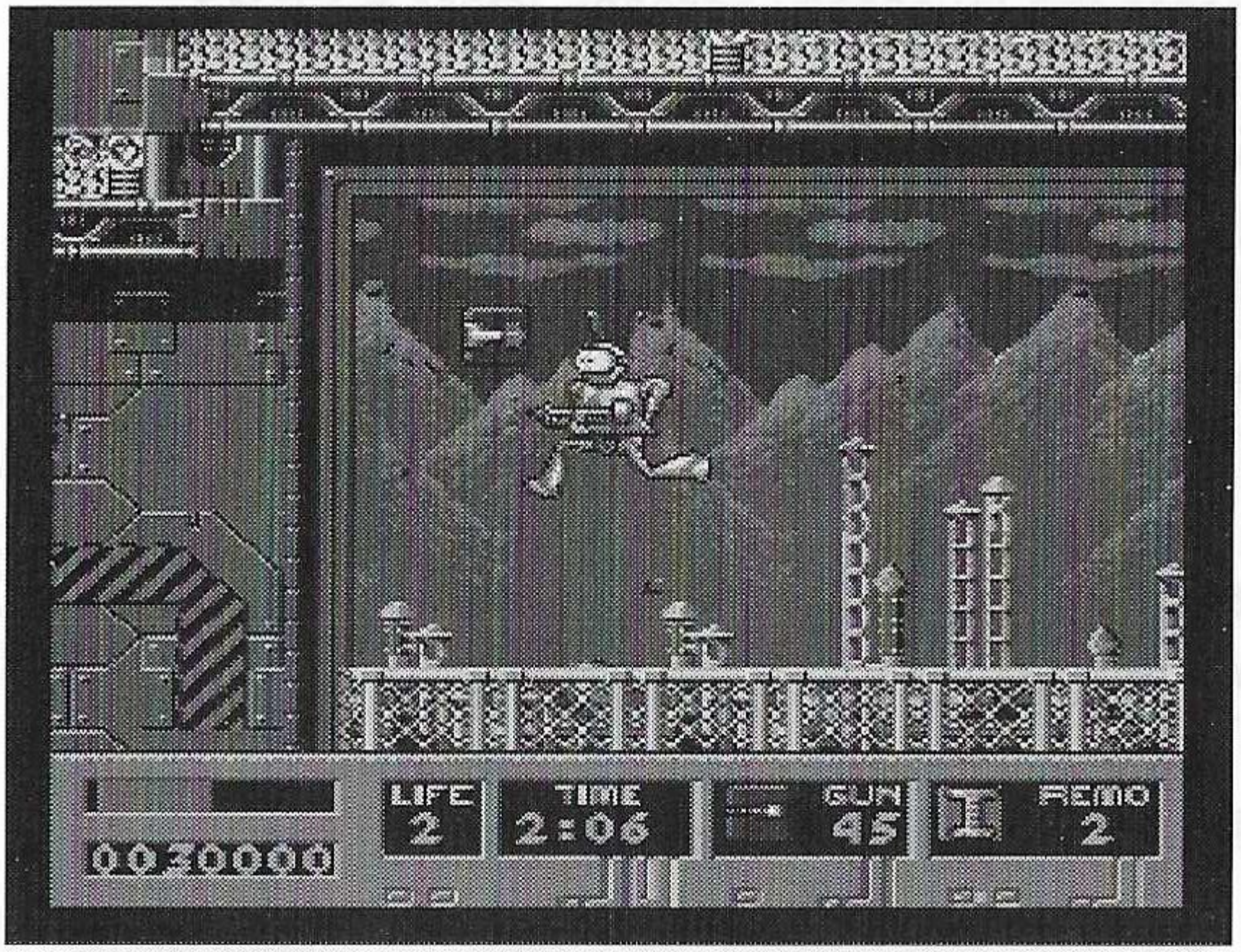
- Access the Inventory Screen: Press **START**. The game is paused, and B.O.B.'s circuit board appears. Available guns and remotes are brightly lit, while unavailable weapons are dimmed.

- 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



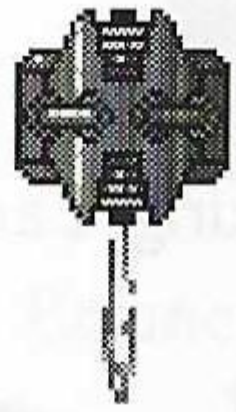
As B.O.B. is running to get through the world, he sees icons representing guns and remotes.

- 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

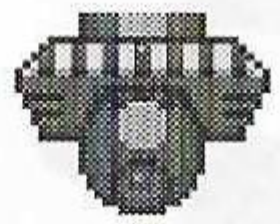
These are the gory dudes B.O.B. must battle on his quest for transport. They're categorized by the planet or planets they inhabit.

Floating Mines



Fire Launchers

Horseflies



Ceiling Cannons

Missiles

Snout Monsters

Bug Pods

Falling Pods

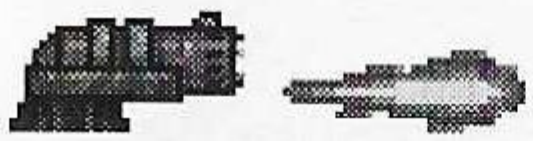
Crawling Bugs

Scorpions

Robots

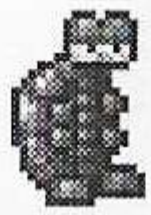
Flying Gnats

Small Walking Cannons

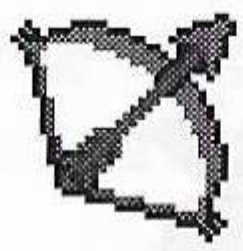


Hidden Laser Cannons

Crabs



Crash Turtles

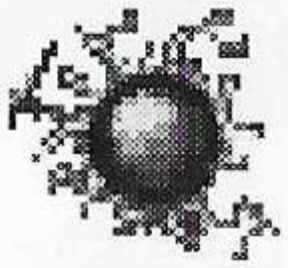


Large Bows

Cloaked Sages

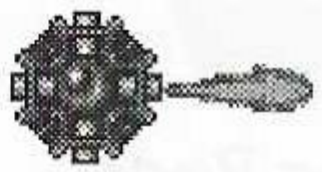
Spectres

Potato Heads

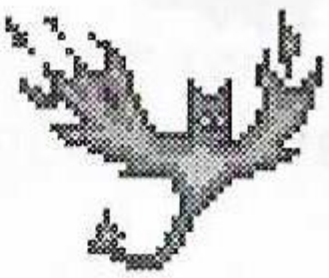


Suns

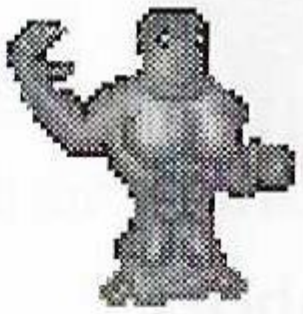
Planets



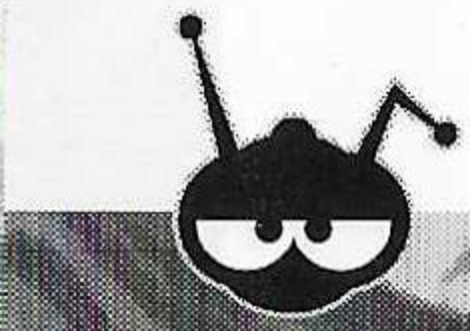
Fire Blasters



Firebirds



Lava men

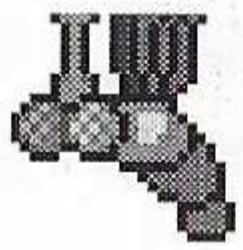


Skull

Mutant Hand

Meanies

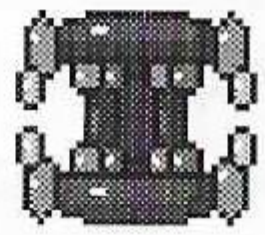
Hovering Blasters



Acid Hoses

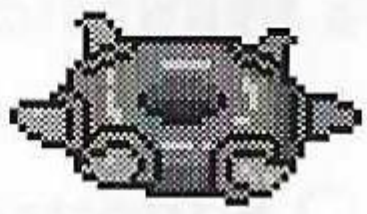
Jellyfish

Bouncing Bubbles

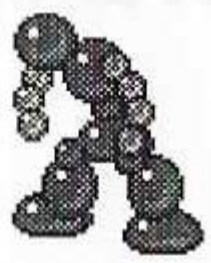


Ladder Monsters

Exploding 'Shrooms



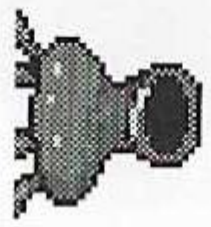
Link Snakes



Bubblemen

Tiger Fish

Swimming Pool Suckers



Erupting Pods

Flytraps

BOSSES

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 occassionally, 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**.

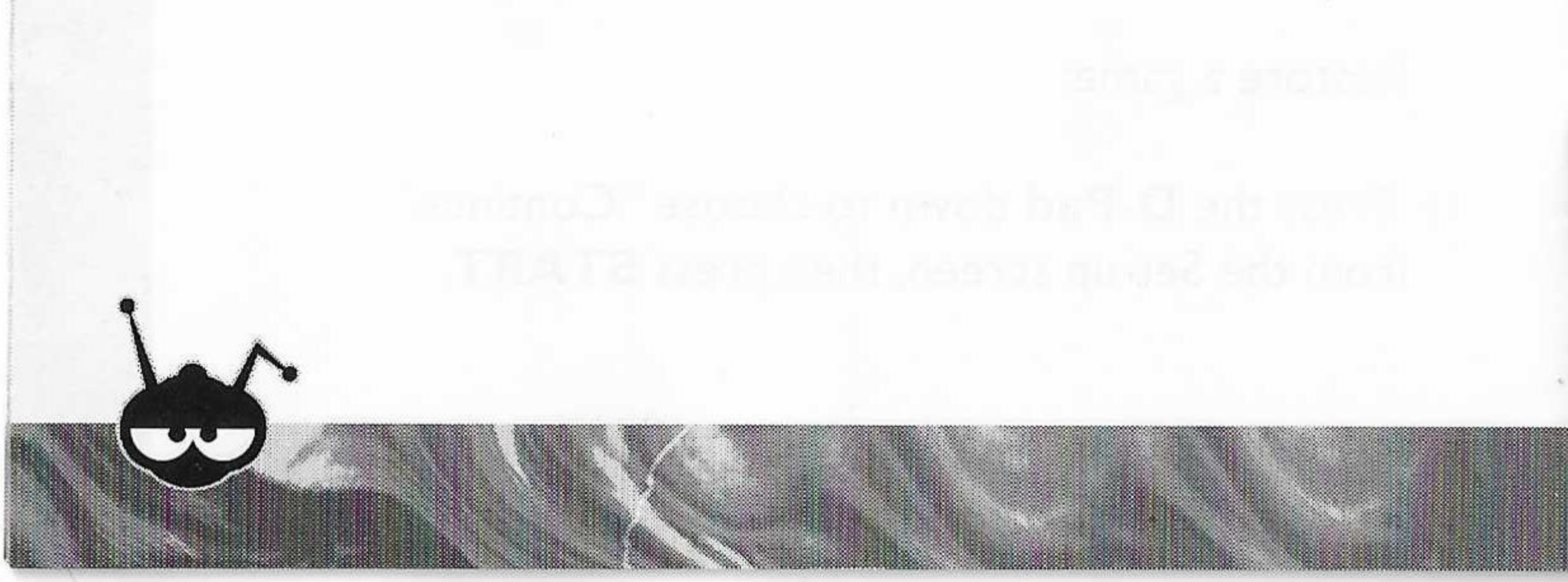
2) Press the **D-Pad** up/down to enter the first digit of your password.

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

Need a PASSWORD? CALL

1-900-288-HINT

1-900-288-4468

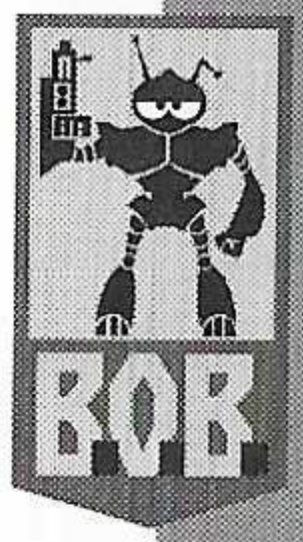
24 Hours a day, 7 days a week!

95¢ for the first minute, **75¢** for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; average length is four minutes. Messages subject to change without notice.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS — THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANT ABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.



Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY — To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $20.00 to

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

In Australia and New Zealand, contact: Electronic Arts Pty. Limited, P.O Box 539, Ashmore City, Queensland, 4214, Australia. Phone: (075) 911 388

This game is licensed by Sega for play on the Sega Genesis system. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

B.O.B. is © 1993 by Chris Gray Enterprises Inc. and Electronic Arts.

Documentation is © 1993 Electronic Arts. All Rights Reserved.

GENERAL CHAOS

COLOSSAL DESTRUCTION!

Annihilation is the name of the game in this hilariously brutal Sega game. Choose your troops then shoot, bomb, or bake the enemy on over 50 different battlefields.

Duke it out in hand-to-hand combat when you get too close on the battlefield.

Blast 'em with flame throwers, grenades, machine guns, bazookas and dynamite.

Choose your men from a total of 4 nasty squads.

For the weak there are a limited number of medics.

4-PLAYER PLAY AVAILABLE WITH THE EA SPORTS 4WAY PLAY ADAPTER

ELECTRONIC ARTS®

719205