Bob Winner

**BOB WINNER
USER MANUAL**

... AFTER HAVING PRESSED THE "P" KEY OF HIS INTERNAL
COMPUTER, BOB WINNER, ANDROID Nº 0 CAN
AT LAST BREATHE AGAIN ...

... NEW-YORK ...
"THE DOCKS"
ARE DESERTED.

OR ARE THEY ?

NO
THE "OTHER ONE"
WAS THERE !

THE "OTHER ONE"
...
THIS WAS THE
FINAL OUTCOME
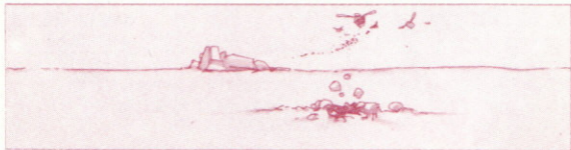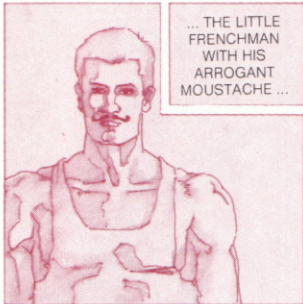OF ALL THE
TRICKS AND
TRAPS LAID
FOR HIM.

THE "OTHER ONE"
...
ONE OF THE
MEN SENT
TO DESTROY
HIM.
...

HE KNEW THEM WELL NOW; THEM AND THEIR DEVIOUS DEVICES ... THE GIANT WASPS, THE SINKING QUICKSAND; BUT IT WAS HERE HE HAD DISCOVERED THE WEAPONS HE NEEDED TO WIN ...

... AND HE HAD WON ...

... THE LITTLE FRENCHMAN WITH HIS ARROGANT MOUSTACHE ...

... AND THE ENGLISHMAN WITH HIS SOLID BOXING GLOVES ..

... BUT HE HAD KNOCKED THEM OUT, AND CRUSHED THEM, TWO LIVES FOR TWO KEYS ... THE PRICE OF VICTORY. JUST ONE MORE KEY AND THE TEMPLE WOULD OPEN BEFORE HIM... HE COULD AT LAST DISCOVER THE SECRET...

... BUT THERE WAS NO ROOM FOR MISTAKES... OF THE NINE LIVES OF AN ANDROID, HE WAS DOWN TO HIS LAST. LAST LIFE, LAST CHANCE, AND WITH ONLY ONE ALTERNATIVE: EITHER TO WIN, OR END UP IN A REASSEMBLY PLANT — THE FINAL DESTINY OF FAILED ANDROIDS...

...

AND HIS ENEMY WAS THERE ...

HE HAD ONLY ONE SOLUTION

...

TO TAKE ON THE PHYSICAL APPEARANCE OF HIS OPPONENT BY PRESSING THE SPECIAL KEY*.

* SPACE BAR

... AND SO NEAR
TO THE GOAL ...

BOB WINNER

FOR :

- AMSTRAD CPC
- ATARI ST
- COMMODORE 64

JOYSTICK OR KEYBOARD :

`A` corresponds to joystick UP `↑`

`Z` corresponds to joystick DOWN `↓`

`<` corresponds to joystick to the LEFT `←`

`>` corresponds to joystick to the RIGHT `→`

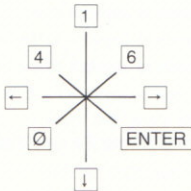`SHIFT` corresponds to FIRE on the joystick

/.../ over to you ! /.../

BOB WINNER

FOR :

AMSTRAD PCW

As the pcw has no audible synthesizer, this version of BOB WINNER is not musical.

KEYBOARD :

```
            1
   4                6
        ↖  ↑  ↗
   ←  ← ─── → →
        ↙  ↓  ↘
   Ø              ENTER
            ↓
```

2 or SHIFT corresponds to fire.

/.../ over to you ! /.../

BOB WINNER

FOR :

IBM PC AND COMPATIBLE MACHINE

JOYSTICK OR KEYBOARD :

8 corresponds to Joystick up

2 corresponds to Joystick down

4 corresponds to Joystick to the left

6 corresponds to Joystick to the right

5 corresponds to Joystick FIRE button or SHIFT

S stops and starts the music
   (Music only during the demonstration)

The game under DOS : BOBW.
To start the automatic demonstration under DOS : DEMOW K (with the option K it is impossible to stop the demo).

If you wish to change the colours (especially with the monochrome screens where it is necessary to modify the order of colour ranges), it is possible to indicate in the program the order of the colours, the background colour, and the palette to be used.

- Colours

  C followed by four digits from 0 to 3
  Example C 3120 (default value).

- Background

  F followed by a number from 00 to 15
  Example F 15 (default value)

- Palette

  P followed by 0 or 1
  Example P0

- Example BOBW C 3120 F 15 P0

- Monochrome

  M
  Example BOBW M (640 × 200 mode).

- E.G.A. card

  E
  Example BOBW E
  (Compatible E.G.A. type graphic card).

Start of the game

press on the space bar

During the game

pause = P

exit from game = ESC
or RUN/STOP

transform into
combattant = space bar

WALK fire off

take object

↑ ↗ take object

rest → walk

↓ ↘ kick

kick

Joystick controls

Only the controls on the right are shown on the diagrams. The same effects are obtained with the character situated to the left.
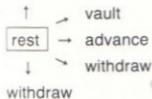
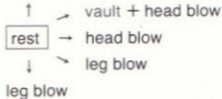**WALK** fire on

jump on spot

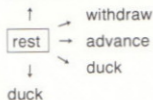↑ ↗ low jump

∅ → high jump

↓ ↘ duck

duck

FRENCH BOXING fire off

vault

   ↑   ↗ vault
 rest → advance
   ↓   ↘ withdraw

withdraw

FRENCH BOXING fire on

vault + head blow

   ↑   ↗ vault + head blow
 rest → head blow
   ↓   ↘ leg blow

leg blow

BOXING fire off

withdraw

   ↑   ↗ withdraw
 rest → advance
   ↓   ↘ duck

duck

BOXING fire on

straight left

   ↑   ↗ straight left
 rest → straight right
   ↓   ↘ right hook

right hook
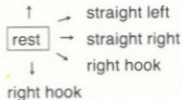
FIRE (UPRIGHT) fire off

jump on spot

   ↑   ↗ fire up
 rest → fire up
   ↓   ↘ fire down

fire down
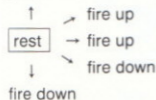
FIRE (DUCK) fire on

jump on spot

   ↑   ↗ fire up
 rest → fire up
   ↓   ↘ fire down

fire down

Author : B. Aure — **Graphics** : B. Masson — **Music** : M.W.

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