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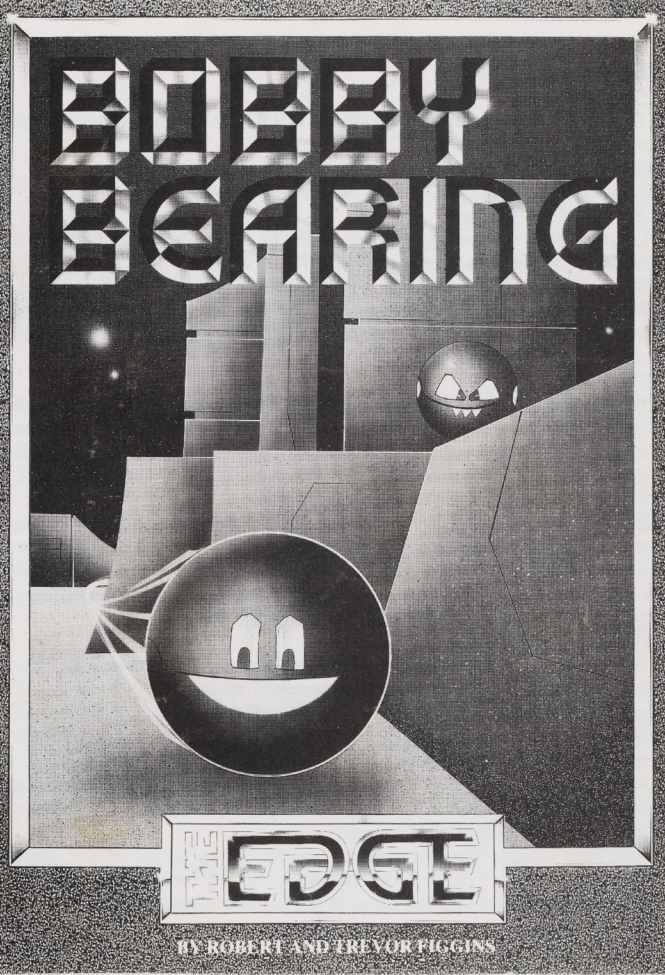

Loading Bobby Bearing

Commodore 64

To load the tape simply press SHIFT/RUN STOP. Loading the disc copy is done by entering: LOAD"*",8,1.

Spectrum 48/128

Load by entering LOAD"" and pressing ENTER.

Amstrad CPC Micros

Load the tape version by entering: RUN"FL". This instruction will also load the disc version if your are in DISC.IN mode.

In all cases the game will start automatically when loading is complete. Please ensure with tape versions that the tape is fully rewound before loading commences, and please ensure that your tape heads are regularly cleaned and demagnetised.

The Game

Bobby's family live in Technofear, a land of the future made of steel, and inhabited by things of steel. Bobby and his brothers had been warned on many, many occasions not to venture into the Metaplanes outside their home, and to give them credit they'd been pretty good about it. Good, that is, until their rogue cousin came to visit . . .

Bobby's cousin has led his brothers astray into the Metaplanes where he and the brothers have been caught and stunned by the evil Bearings that inhabit the Planes. Bobby's task is to find his 4 brothers one-by-one and bring them back to their home, and having got all his brothers back home, perhaps then he'll consider rescuing his cousin too . . .

Playing Bobby Bearing

Bobby Bearing is the first example of 'Curvispace 3D' — this new technique allows you to actually experience curvature in 3D space on your home micro. The Bearings actually roll over uneven surfaces just like, say, the balls in a pin-ball machine. You control Bobby, and go off in search of the brothers and cousin — but beware, many of the puzzles you'll have to solve to find your way around the many, many screens of the Metaplanes are not half so easy when you're pushing your brother Bearing back along the same path!

You start outside the home where you are trying to get all the other Bearings back to. Features you'll meet on the way include magnets that can be switched on and off, areas of the surfaces change when you pass over hidden switches, and there are air-ducts too. You'll find that hidden switches also often start and stop lifts here and there around the maze as well. Good luck and remember you have only so much time to complete your task, and each time you hit a problem your clock will speed up!

Controls

All three versions:

In all cases the following keys have these functions:

Keys Y — P	Up and Right
Keys H — Enter/Return	Down and Left

Additional keys:

Spectrum:

BREAK	Pause
Keys 1, 2, 3 when paused	Re-start game
Key Q	Cheat

Commodore

ESC	Pause
RESTORE	Re-start game
Top Keys	Cheat

Amstrad:

Cursor keys also control Bobby's Movements	
ESC	Pause
CONTROL/DEL	Re-start Game
Key 1-5	Cheat

Joystick control:

For the Commodore please use PORT 1. The Spectrum version offers a number of joystick options which you chose using keys 6 and 7 in the initial screen. You make your choice by pressing the 0 (zero) key.

Acknowledgements:

Bobby Bearing was designed by Robert and Trevor Figgins, who also created the Spectrum and Amstrad versions. Thanks are due to Trevor Inns for the translation of the Commodore version.

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