

**COLLECTOR
VISION
Games**

Guide No. 099299

CARTRIDGE
INSTRUCTIONS

BOUNTY BOB STRIKES BACK!



POSS

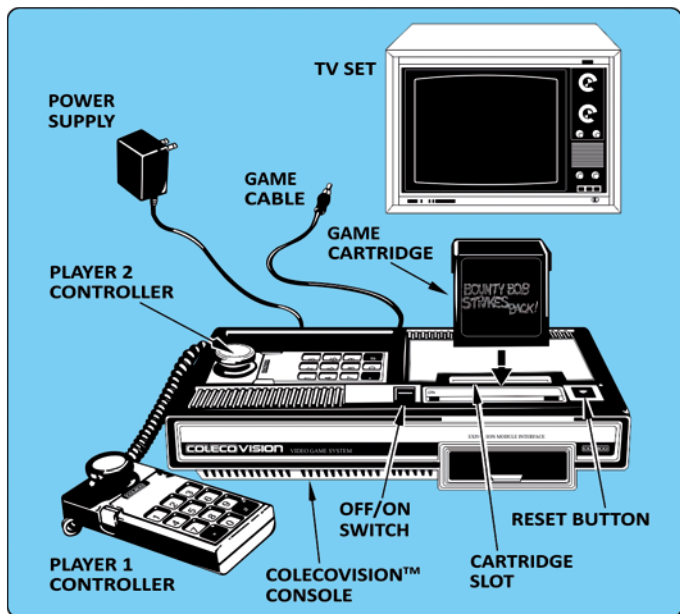
BIG FIVE
SOFTWARE

BOUNTY BOB STRIKES BACK!

GAME DESCRIPTION

Bounty Bob™ returns in this new and exciting follow-up adventure to Miner 2049er®. This time around it's even tougher than before and Bob needs your help more than ever to guide him through the mine. The mutant organisms have multiplied and over-run the mine entirely, making it extremely difficult to survive the hazards of the underground passageways. Using the high-powered special equipment in the twenty-five new caverns is Bob's only hope of achieving his objective of securing the mine and defeating the plans of the evil Yukon Yohan!™

GET READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

DEADLY
ACID RAIN

CAUTION!
GRAIN
ELEVATOR

SHORTCUT
MOVING
PIECES

DANGEROUS
SLIPPERIES

FIREWORKS

CAUTION!
SLIDE!

SUPER
ENERGY
FOOD
BAR

MORRIS

HORACE

MORRIS

CHUCK

JEFF
THE MULE

UTILITY
HOIST

TRANSPORTER

CANYON

HYDRAULIC
LIFT

BOUNTY BOB



HERE'S HOW TO PLAY

Move Bounty Bob left or right with your Controller. Move him over the ladders using up or down. To jump use the side buttons. To use teleporters move up or down. To use a slide, walk over the framework where it begins and 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.

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.

Press '*' on your keypad for pause. Press '#' to reset level.

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. The effects wear off quickly!

THE GRAVITY LIFT It goes down faster than it goes back up, so know where you want to get off before you get on!

HYDRAULIC LIFTS Hop on, then pushing up or down on the Control Stick gives you manual control of the lift.

SUCTION TUBES 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. 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.

MOBILE SUCTION UNIT This nifty contraption was the brain-child of Nuclear Ned. He had planned to get rich selling this as the vacuum cleaner of the 80's. It can be programmed to "search and suck"! Bounty Bob has reprogrammed it so that anytime he collects one of the mini-suction tubes it will search him out and suck him up!

THE ACID RAIN You must beware of this radioactive liquid that drips from the stalactites at the top of the mine (or are they stalagmites?) Bounty Bob who must avoid these droppings if he wishes to stay alive.

THE CANNON Never overload the cannon! It can handle a maximum of thirty tons of TNT. Use the suction tube to enter the cannon. Use Control Stick to move the cannon left and right. Press Side Button to ignite the TNT.

TRANSPORTERS After entering the chamber, an indicator will flash on another transporter. When the transporter you wish to go is flashing, push up or down your Control Stick to energize!

UTILITY HOIST Hop on to the hoist carefully and it will automatically engage. Move Control Stick to maneuver the hoist around. Press Side Button to turn off the hoist.

PULVERIZERS The pulverizers run rampant and present a constant threat to Bounty Bob. Move quickly through them or Bob will be squashed flatter than a mutated cockroach!

MOVING PIECES Some constantly move back and forth at varying rates of speed. Others stay parked at stopping areas until Bounty Bob jumps on them. They are useful and essential for getting around the mine. No special operations are required to use them other than simply jumping on and jumping off.

MUTANT ORGANISMS These mutants are extremely radioactive and any contact with them is fatal for Bounty Bob.

TREATS These items make Bounty Bob immune to the harmful effects of the mutants for a short span of time while mutants become vulnerable and can be destroyed.

TIP At title screen, enter numbers of level followed by '#' key to start playing in that level.

TRIVIA

Following the critical and financial success of his game **Miner 2049er**, programmer **Bill Hogue** began work on a game titled **Scraper Caper** which would have Bounty Bob become a fire fighter. Following a lot of advertising, the game was never released. Hogue would work on his next game **Bounty Bob Strikes Back**.

Miner 2049er was published on the ColecoVision in 1983 by Micro Fun. It was the first third-party title for the ColecoVision.

In 2001, Bill Hogue released these games for free online with an embedded Atari 8-bit computer emulator.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Bounty Bob Strikes Back™, but it is only the beginning! You will find that this cartridge is full of special features that make Bounty Bob Strikes Back™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Game concept by Bill Hogue,
©1984 Big Five Software, All Rights Reserved.
ColecoVision version by Mystery Man.
Box artwork by Kathy Swain.
Box & manual by Crapahute.