BOBBY BEARING

THE EDGE

BY ROBERT AND TREVOR FIGGINS

Loading Bobby Bearing

To load this game simply ensure that the tape is fully rewound and then type Load" " and press enter. Press Play on your recorder and the game will automatically start when loading is completed.

The Game

Bobby's family live in Technofear, a land of the future made of steel, and inhabitated 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 you 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/Joystick
You can play this game using either the keyboard or a joystick.
The opening screen has a selector for you to choose either keyboard or one of a number of joystick options — press keys 6 and 7 to select your choice. Key 'O' will then start the game.

Keyboard: Keys Y — P   Up and Right
                   Keys H — Enter   Down and Left
                   Alternate keys on bottom row for Up/Left and
                   Down/Right

This game was programmed and designed by Robert and Trevor Figgins.

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