

OBJECTIVE

In 1983, Bobby had to get home. In 2007, Bobby is going home, AGAIN!

Navigate Bobby through 40 levels of fierce rivals and tempting powerups to get Bobby home!

HOW TO PLAY

Move - Arrow Keys

Jump - Control/Command

SCORING

BONUS MULTIPLIER - All points earned are multiplied by a Bonus Multiplier. The Bonus Multiplier can be increased by advancing to the next level without losing a life, or by collecting certain powerups.

Advancing to the next level - 100 pts


Collecting a powerup - 50 pts

Destroying a rival - 10 pts


Collecting a Bonus powerup - 500 pts


Defeat Killdozer - ??? pts

POWERUPS

 Speed Up - Bobby earns superhuman 'quicks' to run faster and jump farther!

 Shield - A protective field envelops Bobby in safety and will repel rivals!

 Double Jump - Tap 'Jump' at the peak of Bobby's jump or simply hold the 'Jump' key down to gain an extra boost!

 Extra Life - Give Bobby another shot at going home!

 Bonus Points - Earn an additional 500 points. Combine this powerup with the BONUS MULTIPLIER to earn more points!

 Ancient Relic - The purpose of this ancient idol is uncertain!



1983



2007

RIVALS



Crazy Bat - Kooky pests that flutter around, but won't approach Bobby directly.



Flame Geyser - Insidious traps placed by Killdozer to impede your progress!



Bizarro Bobby - A devious and deranged clone of Bobby hellbent on destruction. Oh, and he has a jetpack!



Torpedo - A high-tech jet-powered missile, with its sights set on Bobby!



Cosmic Fish - Don't F with this chilled out fish. Don't get in his way, and he won't get in yours.



Seeker - Move quickly when you spot this ruthless rival; he'll zero in on Bobby with deadly efficiency.



Red Seeker - Similar sinister motives as the Seeker, but with upgraded speed and accuracy.



Killdozer - Pure evil incarnate. A vile and unrelenting killing machine. Determined to keep Bobby from going home at all costs, and for reasons unknown!

TIPS AND STRATEGY

Get a running start to jump over large gaps!

Slow down before advancing a stage! You might find the resulting momentum will catapult you straight into trouble!

Be patient! Sometimes it may be advantageous to let rivals pass before moving forward!