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The Project 64 etext of the ~Bazooka Bill instructions~, converted to etext by Russell Reed <rreed@cei.net>.

BAZOOB10, August 1997, etext #268#

Readapted for the Spectrum in 2001 AD by Alessandro Grussu  
<http://www.ag-online.da.ru>

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## BAZOOKA BILL

### OBJECTIVE

Soldier-of-Fortune and one-man fighting machine, Bazooka Bill has been sent by the Pentagon to Clark Air Base in a desperate attempt to rescue General MacArthur. MacArthur is believed held by a revolutionary faction that has seized control of some South Pacific islands. His exact location is unknown, but thought to be in the sub-tropical Atoll Archipelago, comprised of Leyte, Mindano, and Corregidor Island. Little is known about Bazooka Bill, named for exploits in the North African desert and Middle East, where reports surfaced of a mysterious bazooka-wielding soldier appearing in times of crisis. His fighting prowess achieved mythic stature after he allegedly attacked and defeated a rebel gun emplacement with only his fists! However, this mission is unlikely to succeed. Intelligence reports that the revolutionaries have been supplied with formidable weaponry, armoured trucks, tanks, helicopters and jet fighters, and Bazooka Bill is unarmed. Military advisors are relying on him to acquire sufficient weapons en route.

### PLAYING THE GAME

At the start of the game, Bazooka Bill is standing in front of a small building in the city. Try the following test for yourself:

1. Run along, staying on ground level. You will see that after a few seconds of play that you are going around the same building where you started out.
2. Start game again (press F to exit current game) and go up first set of stairs. It should be apparent that you are making your way further into the city.

Finding Your Way Around: Exploring the islands isn't easy, so an innovative way is used to go from screen to screen. The various ladders in the game will take Bazooka Bill up and down levels and around corners. This ability to go around corners does not occur with every level change. You must explore the game and determine where pathways lead.

### Controls For Ground Combat:

Joystick controls with fire button NOT pressed:

### Jump/Climb

Backwards jump                      Forward jump

Change direction                      Run right

Climb down

### Joystick controls with fire button PRESSED:

#### Jump/Climb up

Backwards jump                      Forward jump

Change direction                      Attack with  
current weapon

Select next weapon

If fire button is pressed when Bazooka Bill is stationary, he will attack in the direction he last faced.

#### Function Keys Operate as Follows:

H - Pause the game [(press any key to continue)]

F - Abort current game (returns to start of game)

Flying Sequences: To travel between islands, Bazooka Bill must locate the airfields and steal an enemy jet. On boarding, Bill will be advised of the destination, and can thus map his progress. There are more than 100 screens of mappable territory.

Obtaining Weapons: It is expected that Bill finds weapons abandoned by fleeing enemies, such as knives, machine guns, flame-throwers and bazookas. However, these may be deficient in trying to attack trucks and tanks. In such instances, judgement is needed as to the appropriate weapon to use. All of these weapons have limited ammunition, and even Bowie knives are easily blunted. As Bill runs out of ammunition for his current weapon, he will automatically revert to his previous available weapon. If there is none, he must rely on his fists. As many as 15 attackers may appear on any one screen. Selection of the next available weapon is made by pulling the joystick down and pressing the fire button.

Obtaining Additional Lives: If Bazooka Bill can find enough food, energy and weapons to kill 100 of the enemy he will get an additional life. Bazooka Bill will not have more than the initial five lives he had when he started off.

Continue Function: When Bazooka Bill loses all his lives, the game allows you to continue from the point where Bill was last killed. This option is only available for a very short countdown as shown on the

screen. While there is still time left, pressing C will allow you to continue. Your score will be reset.

Please Note: At some points in the game, Bazooka Bill may eliminate all of his attackers, and they will stop appearing. Once Bazooka Bill progresses to the next secret pathway in the game, the attackers will reappear.

THE CITY

LEYTE ISLAND

MINDANO ISLAND

CORREGIDOR  
ISLAND

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End of Project 64 etext Bazooka Bill instructions.

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