

BEAR BOVVER

by J. RITMAN

Bear Bovver features the most amazing multicoloured cartoon-quality graphics with animation and explosive effects as you've never seen before plus those bad, bad bover bears along with a special mysterious guest.

ZX Spectrum 48K

Wasn't Ted pleased when his brand new Sinclair electric truck arrived! He had already bought a set of batteries, so no sooner had the delivery man left, than a very proud Ted climbed in for his first drive.

All was going well until Ted notices his truck slowing down. "Oh dear," thinks Ted, "these batteries don't seem to last very long.

Ted takes a look around - he has ended up parked outside a building being rennovated.

Suddenly he notices something glint in the sunshine at the top of the scaffolding. "Is that really a battery up there?".

Jumping out of his car he climbs the nearest ladder.

Thirsty work this, thinks Ted as he climbs the next ladder. But then, Ted realises he has more to worry about than a dry throat...!

General Loading and Running Instructions

1. Set up your Spectrum as described in the 'Introduction to Basic' manual provided with the computer.
2. Insert the cassette in your tape recorder. Ensure it is fully rewound.
3. Connect the EAR socket at the rear of your Spectrum to the EAR, EX.SP. or LOUDSPEAKER socket on your recorder.
4. Adjust the volume on your recorder to approximately 3/4 of maximum and set the tone control to maximum (i.e. maximum treble, minimum bass).
5. Type in LOAD"". LOAD is obtained by depressing the J key once. "" is obtained by depressing the P key twice WHILST HOLDING DOWN THE SYMBOL SHIFT KEY.
6. Now press ENTER and press PLAY on your recorder.

The program will run automatically on successfully loading in.

At anytime before the game starts you can select Baby Bear Mode by pressing the I key. Use Baby Bear Mode to practise moving Ted around the screen without worrying about being bovered.

Game Controls

Can you help Ted climb up the scaffolding and collect the batteries for his electric car before the bovver bears capture him!

All Ted has to help him is the small number of time bombs he has found scattered around the building site.

To help you, use the following controls:

ENTER,P,7 = Move Ted to the RIGHT

L,O,6 = Move Ted to the LEFT

Q,W,E,R,T,9 = Move Ted UP

A,S,D,F,G,S = Move Ted DOWN

Bottom Row, 0 =DROP TIME BOMBS

Other game controls are included in the program. You can also use the Sinclair, Kempston and Fuller joysticks.

The scoring system is unbearably complex - try to work it out as you go along!

Good Luck!!

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Written by Jon Ritman
with thanks to Guy Stevens

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(Transcribed by Robin Stuart)