



Bob's Full House is a game for up to four players based on the television series hosted by Bob Monkhouse. There are four main sections to the game which is based upon Bingo. Only the overall winner of the first three rounds can go on to the fourth.

GETTING STARTED

When the game "loads in" you will be asked to select the number of players from one to four, and then to enter in the names of your players. The computer will add its own players, if necessary, to make the total number of contestants

up to four. These computer-driven players will participate in the game, though their answers will not be displayed for all to see. They can get it wrong too! Once all the players have been selected, the game begins.

ROUND ONE

The objective is to light up all the corners on your card and questions are open for all to answer. Once Bob has asked the question the first player to hit the buzzer gets to answer. Answers are typed in using the keyboard and the letters must fit the dashes. If you answer correctly, you will be asked to enter the number

of an unlit corner on your card. Get the question wrong and you'll be "walled", which means you will be unable to answer the next question, and the question will be thrown open to the other players. The first player to light all four corners of his/her card will be asked to select a "prize" for winning the round.

ROUND TWO

The next round is similar to the first. Bob will ask each player in turn to select a category of question by entering a number from their middle line corresponding to the subject. If you get it wrong, the question will be repeated and thrown open to the other players. The

first player to buzz gets the question, and if they get it wrong, they are "walled". Bob continues to ask each player in turn, swapping the categories around ("mixing the six") until one player has the entire middle row lit. That player is then asked to select a "prize" for winning the round.

ROUND THREE

This is the "Full House" round and the questions are open to all players. The objective is to light up every number on the card. The first player to do so wins

the whole game and goes on to the bonus round. As usual players can be "walled" if they get it wrong. Winning this round also wins a "prize".

THE FINAL

And now "Bob's Golden Card" and the chance to win a "holiday". A card is displayed, with its contents concealed. The player must answer as many questions as possible in 60 seconds. Press the space bar to answer. If in doubt, type "PASS" to go on to the next question. Get the question right and you'll be asked to select a number. Behind each number will be that number's value in cash or a letter. Uncovering all the letters on the card will

spell out the name of your holiday destination.

Every time you begin a new game, you will be asked to load in the questions to allow a greater variety of questions per game. Don't take too long answering as Bob soon moves onto the next question. Please note that the "prizes" are only to make the game more realistic and true to the TV show - you cannot really win the prizes.

CONTROLS

PLAYER 1: Q

PLAYER 2: P

PLAYER 3: Z

PLAYER 4: M

LOADING INSTRUCTIONS

Cassette:

After loading the main game on side 1 of the tape, turn the tape over to side 2 to load the questions

Disk:

Spectrum 48/128K:

Type LOAD"" and press ENTER (LOAD is obtained by pressing the j key). Then press play on tape.

Spectrum +2/+3:

Go into 48K mode and follow 48K instructions.

Commodore 64:

Type LOAD"" ,8,1 and press RETURN.

Commodore 64:

Hold down SHIFT and press RUN/STOP.

Amstrad CPC range:

Hold down CTRL and press the small ENTER key. If you have a disc drive attached then first type :TAPE (":" is obtained by pressing the shift and the "@" key together).

Amstrad CPC:

Type RUN" disc and press ENTER.



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