MoonRock Software

presents

QBob

QBob is an action game, filled with strange space landscapes and bizarre, deadly alien creatures. Prepare to have your nerves jangled and your senses overloaded: the only sound you can hear is the beating of your own heart... until you hear your helmet cracking...

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Game Characters

QBob

You control the actions of QBob, a space surveyor, jumping around on asteroids in deep space, preparing them for demolition. A little nervous about his surroundings, and more than a little naive, QBob needs your help to successfully carry out his duties, despite the dangers around him.

Ufo
(a.k.a. Top Secret USAF Case XJ-605B5)

This alien lifeform is very curious, and not shy, so watch out! It may want to see what QBob looks like with his helmet off!

Probe
(a.k.a. Top Secret USAF Case FG-874C3)

Probe is quite an ingenious alien and has an affinity for mechanical gadgets. Don't get to close to it and its toys though, or you might be "shocked" by what you see!

Agent Roswell Coverup

A former FBI agent specializing in UFO reports, Roswell is devoted to his job. Unfortunately, his job is so top secret even he doesn't know what he's doing. Roswell emerges from nowhere and when intimidated, quickly vanishes without a trace. (NOTE: Roswell is the only enemy who won't hurt you if you touch him.)

Sideways Twins (a.k.a. Top Secret USAF Cases ZT-731K0 & ZT-731K1)

What can one say about two disgruntled alien twins who disregard all evidence of gravity and throw silent but lethal tantrums when anyone gets in their way? Not much more than that, really.

Meteor

Chance of showers today: 100% !   Meteor showers, that is. Be careful! One hit on that Plexiglas helmet and QBob is people pate!!

Sputnik

(Registered version only)
When it was launched in the late fifties, Sputnik became the first man-made object to be shot into space...if you're not careful it could be the last man-made object you see!

Crisis (a.k.a. Top Secret USAF Case XM-12TR25)

(Registered version only)
Never the socializing type, this alien prefers to hangout away from the bustling crowd. However, be assured that he knows how to handle a long-distance relationship... but watch out, or his C.O.D. "care" packages might make you D.O.A.!

XBob

(Registered version only)
A professional wrestler and "Heavyweight Helmet Cracking" champ hailing from Dimension X, XBob was brought into our universe through a teleporter mishap. He matches QBob in his ability to use telepads but far surpasses him in his capacity for evil. XBob's sole goal in life is to wrestle QBob into submission, which wouldn't be all that bad, except in

Hubcap
(a.k.a. Top Secret USAF Case ID-444444)

Dimension X professional wrestling is real!

(Registered version only)
Having run out of vagrants and untrustworthy loners to use in their experiments, the crew of this vessel have finally turned their efforts towards the governmental leadership of the Earth. Unfortunately, unable to match the "big budget light show" of the cheapest of B-movie flops, they've decided to start by kidnapping Space Surveyors and work their way up to the President when the loan comes through.

Game Environment

Cubes
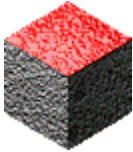
The asteroids QBob (and you) have been assigned to demolish are divided into small cube-shaped pieces. During your survey, QBob marks each cube one or more times. Once he has surveyed the entire asteroid, you may demolish it by pushing the Big Red Button. The cube in which the button is embedded indicates the goal marking color for the survey.

Big Red Button
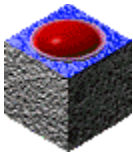
Push this button to destroy the asteroid. It is disabled until QBob completes his survey. The button will glow brighter when it is enabled. When QBob pushes the enabled button, he will have ten seconds to evacuate the area before the explosion. No dawdling!

Launchpad

This spinning platform will take QBob away from the demolition site and to the next asteroid for him to survey. The launchpad will not arrive in the area until he calls it by pushing the Big Red Button.

Telepads
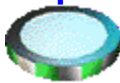
These glowing platforms have been placed among the asteroids to help QBob move around when surveying for demolition. Telepads will teleport QBob to another telepad of a like color.

Shield

Every once in a while, a care package from QBob's employers may appear on the asteroids. When picked up, this package will give QBob a life-saving portable force field which can protect him from the dangers surrounding him. In fact, many other characters will be intimidated by the glow: try to

scare them off the asteroid. Be careful, though; the energy pack for the shield doesn't last very long. Also, the shield can not help QBob if you make him fall off the asteroid! Grab this item when you see it, because it won't stay there for long!

Silver `Q'
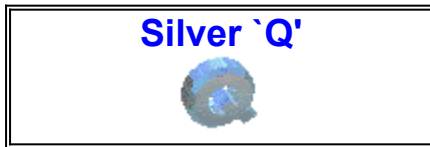
When QBob reaches certain levels of accomplishment, some unknown force sees fit to reward him with the opportunity for extended life! A mystical symbol will appear which will give QBob an extra life when collected. Grab these when you can!

Paintgun

(Registered version only)
QBob can use this item to help him survey the asteroids. When the gun is fired in some direction, all the cubes along the diagonal are painted. You can draw and holster the gun by pressing the "use" key (Spacebar is the default). Once QBob has drawn the gun, press the key corresponding to how you would normally jump, and QBob will fire the gun in that direction. Grab this item when you see it, because it won't stay there for long!

Grenade

(Registered version only)
After picking up these, QBob will pull the pins and throw two grenades when you press the "use" key. These grenades cause a harmless explosion when they collide with aliens, but it is enough to intimidate them into leaving. Grab this item when you see it, because it won't stay there for long!

Menu Items

Game

Start a new game by choosing **New**, which lets you select the number of players for the game.

Note that you can use the keys F1 through F4 as a short cut to begin a one, two, three, or four player game, respectively.

Pause (or the pause key) pauses the game.

End ends the current game.

Register allows you to unlock the full version of the game. When you purchase the full version of the game, you will be assigned a registration code. Once you select this menu item and type the registration code into a dialog box, the game will be registered and this menu item will go away.

Exit exits the game. Stop me if I'm getting too technical.

Options

Player brings up the player options dialog box.
Use the tabs at the top of the dialog box to select the options pages for Player 1, 2, 3, and 4.

On these pages, you may select the keys with which you will control the actions of QBob during the game. The arrows point in the direction of movement for each of the keys. To change the keys, click the mouse pointer in the box corresponding to the direction desired and then hit the key you wish to use. (If you plan to use the mouse or joystick to control QBob during the game, you do not need to use these keys.)

The action key will enable the telepads, so don't forget which key to "use"! (NOTE: The action key also controls firing the paintgun and throwing grenades! **Registered version only!**) If you are using the mouse, the left mouse button makes QBob jump, and the right mouse button acts as the action key.

These pages also have options to enable and disable mouse and joystick control. Mouse and joystick support may also be toggled on or off during a game by the keystrokes Ctrl+M and Ctrl+J respectively.

You may also toggle the appearance of mouse arrows on the screen during the game.   These arrows point in the direction QBob would jump if you were to press the left mouse button. The arrows will change orientation as you move the mouse pointer around QBob. The 'With Arrows' check box toggles this display.

Sound brings up the sound options dialog box.
This dialog box gives you the option to enable and disable the sounds for each of the characters in the game.

> **Enable All Sound Effects** -- This check-box allows you with one click to enable or disable ALL the bleeps and bloops and screams and explosions and oh, the humanity!!... ahem. But I digress... (NOTE: Turning off the 'Flying Sounds' may improve performance slightly on some computers, since these sounds are looped continually when characters are flying onto the screen.)

> **Enable Midi music** -- This check-box enables or disables the background music played during the game.

> **Mute** -- This check-box enables or disables ALL audio in the game -- both sound effects and music. You may also mute the sound by pressing Ctrl-S anytime during the game.

HighScore Posting enables posting of your high score to the

HighScore web site at the end of a game. See the HighScore section of this help file.

Background Anim toggles some moving space debris in the background of the game-playing area. This option is purely for ambiance, so if the game runs a little slowly on your computer, turn this option off.

Violence toggles the display of tasteless violence that, in the tradition of many modern video games, adds "nothing" to the game play, whatsoever. We put it in anyway, though. Just in case.

Full Screen allows the game to use the entire screen rather than play in a window. **NOTE**: When in full screen mode, you can use the Pause key on your keyboard to bring up the menu at the top of the screen. This menu selection automatically switches the resolution of the game to best fit the size of your screen. (See next item)

Resolution is a popup menu that allows you to choose the resolution (window size) of the gameboard and characters. (Especially useful for 640x480 displays.) 100% in this menu corresponds to a size of 800 x 600 pixels.

Difficulty

Easy sets the difficulty level of the game to its easiest setting. For example, when this item is selected, you will not be able to jump off the side of the asteroid, and the enemies will not be as smart. Be warned, though. You will get fewer points for your actions if you use this difficulty setting.

Normal sets the difficulty level of the game to the default setting. You can fall off the asteroid, but so can the enemies.

Hard sets the difficulty level of the game to its hardest setting. This setting brings higher difficulty but also the promise of higher scores as well. Enemies will be more relentless, and will reappear much more often.

You may not change the difficulty level of the game while you are playing. You must end the current game to change the difficulty settings.

Levels

Skip to level X starts a new game on level X, where X is a number such as 4, 7, 13, or 16. These menu items act as milestones and allow you to play later levels in the game without having to start from the beginning each time. After every third level during the game, you are treated to an intermission, starring characters from the game. When an intermission is over, you will be able to start a new game at the following level. All of the Levels menu choices are disabled until you reach one of the levels in a game.
NOTE: You will only be able to use this menu item to jump forward to a previously reached level from another game! For example, if you are playing the game, and are on level 8, you cannot use the menu to jump backwards to levels 4 or 7. You may use the menu to jump forward to levels 13 and 16, but only if you had gotten that far in a previous game. (If this is confusing, just play the game and you'll figure out how it works...)

View

High Scores brings up the list of the highest scores reached while playing QBob on your computer.

Demo starts the demonstration of typical game play. It will continue until you select this menu item again or start a new game.

QBob's Web Site will launch the default web browser on your computer and open QBob's home page on the Internet at http://www.moonrock.com/moonrock. (Assuming you have a web browser installed on your computer.) You may need to already be dialed in to your Internet service provider for this to work.

HighScore.Com's Web Site will launch the default web browser

on your computer and open the HighScore home page on the
Internet at http://www.highscore.com. (Assuming you have a web
browser installed on your computer.) You may need to already be
dialed in to your Internet service provider for this to work.

Help

About QBob displays the copyright information and version
number of this program. If you have purchased the full version of
the game, your name and registration code will also be displayed
here.

Instructions displays this help file.

Order Information displays a dialog box containing information
about registering your copy of QBob and obtaining the full version
of the game. This information is also contained in this help file.

Legal Information displays a dialog box containing a statement of
the Limited Use License Agreement and the Limited Distribution
License Agreement.

MoonRock Software Inc.

Legal Information

All text, graphics, and other materials displayed and available in the game and related documentation are copyright © 1996 MoonRock Software Inc. All rights reserved.

All product specifications, descriptions, pricing and availability are subject to change without notice.

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Contact Information

MoonRock Software Inc.
1315 Madison St.
Suite #191
Seattle, WA 98104

Fax: (206) 726-1724
E-mail: moonrock@moonrock.com
WWW: http://www.moonrock.com/moonrock

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Send any questions or problems regarding this software and documentation to moonrock@moonrock.com

Getting Started

The following is a VERY no-nonsense description of game play. For more plot, pictures, and details, see the <u>Characters</u> and <u>Environment</u> sections. This page is intended to give you enough information to play the game immediately, without reading all the documentation. (After you have played the game for a while and you get to know the characters, you may enjoy reading about them, so be sure to check back here.)

The goal of the game is to make all of the cubes on an asteroid the same color. You may have to jump on the cubes several times to get them to the goal color. You must then jump on the flashing **Big Red Button**. This will sound an alarm, and you will have approximately ten seconds to get to your rocket before the asteroid explodes. You will then attempt to complete this task on a different asteroid, except this time it will be more difficult.
(The shareware version of the game has six such levels; the full, registered version has twenty.)

While completing this task, various aliens will attack you or otherwise try to stop you. You must not touch these aliens unless you have a shield! One character, **Agent Roswell Coverup**, will attempt to reverse your coloring of the cubes. You may jump on him to send him away (even without the shield).

Every three levels or so, you will be shown an intermission animation. You may stop the animation prematurely by hitting the spacebar.

If you choose to purchase the full version of the game, you will not need to get another copy of the game. The full version is included in the file on your computer. When you purchase the full version, we will provide you with a code to unlock the rest of the game.

That's all you really need to know to get started!

Thanks for playing QBob!
MoonRock Software

HighScore Posting

With the release of QBob 1.2 we are proud to announce that QBob is HighScore Enabled! HighScore is an internet web page where you can post your best scores and compare against every other player in the entire world!   Can you be the best QBob player in the world? Put your money where your mouth is and post your score today!

When you achieve a high score playing QBob, after your game has ended, a box will come up on the screen asking you to enter your name.   When you enter you name and press OK, your score will be saved on your computer.   To post your score to the internet, do not press OK; simply press the Post to HighScore.Com button after you have entered your name.   You will enter your HighScore logon name and HighScore password before your score will be uploaded. Your computer will need to be connected to the internet for your score to be sent!   If you choose not to send in your high score when you earn it, it will be saved on your computer, but you will NOT be able to post that particular score at the HighScore web page at a later time.

After you post your high score, check out http://www.highscore.com to compare your scores to the rest of the world!

NOTE: You can post your high score even if you haven't purchased QBob yet.   But to get high on the list, you will need to purchase the password to unlock the full version of the game.   You can only play to level 6 on the shareware version; you can play all the way through level 20 after you purchase this password!

HighScore and the HighScore logo are trademarks of HighScore Software Inc.

Ordering Information

The full version of QBob may be ordered from MoonRock Software Inc.   Two full versions of QBob exist.   One for Microsoft Windows 95/NT and one for Microsoft Windows 3.1x.   Both full versions contain:

- more deadly enemies
- more challenging levels
- more kickin' music
- more bizarre sounds
- more exciting weapons
- more wild intermissions

The introductory cost of the full version of QBob is `$15.00 US` and may be purchased in a variety of ways:

1) Via a secure transaction over the Internet.   Visit QBob's website for more information.   To access QBob's website, select "Visit QBob's WebSite" from the QBob help menu, or by using your Internet browser and typing in the URL address:

`http://www.moonrock.com/moonrock/qbob.html`

2) Via email, mail, or fax.   Copy and complete the form below and send it to MoonRock Software by your most convenient method. Please make checks payable to MoonRock Software Inc.

email:
`qbob@moonrock.com`

mail:
`MoonRock Software Inc.`
`1315 Madison St.  Suite 191`
`Seattle, WA 98104`

fax:
            (206) 726-1724

=============== **order form** (cut here) =================

Name: _____

Mailing address:

            _____
            _____
            _____
            _____

E-mail: _____

Payment Type (check one):
__ Check
__ Money Order
__ Credit Card
        Credit Card Type (circle one): VISA / MasterCard

        Card Holder Name: _____

        Credit Card Number: _____

        Expiration Date: _____

Order Information
Diskette Type: __ 3.5"   __ 5.25" __ None (Internet**)

# of copies of QBob for Win95/NT: _____

# of copies of QBob for Win3.1x: _____
                                 =============
Total copies of QBob: _____

                              x $15.00 US
                                 =============
Sub Total: $_____ US

8.20% Sales Tax: + $_____ US
(WA Residents only)

Shipping / Handling**:   + $ 3.00 US
                                 =============

Total: **$_____ US**

*prices subject to change
**NOTE: The S&H charge of $3.00 US is only applicable in the event you need a copy of the game shipped to you on floppy diskettes. Otherwise, you may download the game over the Internet. If you already have a copy of QBob 1.1 or later, you will not need to download a new copy. With your approved purchase, we will send you a registration password to unlock the full version of the game already installed on your computer.