BailOutBob Help Table of Contents

Below is a list of the available Help topics for BailOutBob (BoB for short).
Click on any topic to see more information.
If you dont know how to use the Help system, and would like to learn, press F1 now.

How to Play

BoB Overview

Playing BoB

BoB Rules

Commands

File Menu Commands

Options Menu Commands

Registration

How To Register BoB

Playing BoB

BoB has one goal: freedom.   To get there he must pass through many levels of his prison.   Each level has an Exit through which BoB must pass.   Your job is to lead BoB around each level and to the Exit.

The BoB play screen has two sections: A prison section and an information/control section.   The prison section is where BoB moves.   The information/control section has:

- **Switch Mode Toggle Button:** This button shows the current Switch Mode.   If the Switch Mode is ON and the switches are blue, switches will rotate one-way passages by 180 degrees.   If the Switch Mode is OFF and the switches are dark gray, switches have no effect on the one-way passages.   Click on this button to toggle the Switch Mode.   ***NOTE:***   The Switch Mode may also be toggled by pressing the **O** key.

- **Level:** The current level that BoB is on.

- **Restart Button:** If BoB is stuck and cannot escape (escape?) a level, hit the Restart Button.   BoB will then restart the current level.   ***NOTE:***   You may also Restart by pressing the **R** key.

To Move BoB

Use the keypad arrows to move BoB (with or without NumLock on.)   BoB can only move one square at a time, and can only move up, down, left or right.

See Also

BoB Rules

BoB Overview

BoB

This is BoB.

BoB Overview

Welcome to BailOutBob (BoB for short)!

BoB has made bail and he needs your help to find his way out of prison.

BoB starts out in the deepest recesses of a very large, very secure prison.   Unfortunately, BoB has forgotten his way out.   You must lead BoB to freedom by helping him escape (escape?) from many different levels of his prison.

Along the way BoB will face many obstacles.   Walls, holes, and one-way passages will all block his way.   But with bombs, switches, and a little luck BoB will find his way to freedom!

And oh yes, some unexpected surprises await BoB on his journey...

See Also

Playing BoB

BoB Rules

BoB Rules

You must lead BoB to the Exit on each level and get BoB to freedom.   Sounds simple, doesnt it?   Remember, this is a very secure prison.   And for a guy that has made bail, BoB has a tough road ahead.   Below is a list of the obstacles BoB will face, along with the tools that will help BoB out.

The Objective on each Level

EXIT

Reach the Exit square to advance to the next Level.

Obstacles

WALL

Walls are impassable.   However, BoB can blow up a wall by placing a *bomb* on the wall.

ONE-WAY PASSAGEWAY

BoB cannot go the wrong way over these passages.   However, a *switch* can rotate the passageway direction by 180 degrees (if Switch Mode is ON).

HOLE

BoB dies if he falls in a hole (they are deeper than they look!)   However, BoB can create a bridge over a hole by pushing a *board* over the hole.

FOUR-WAY CAMERA

If a camera spots BoB, its curtains.   (I thought he said he made bail?)   The camera can see along a straight line in four directions: up, down, left and right.   The camera can see OVER *arrows* and *holes,* and will notice when a *board* has been moved.   Everything else will block BoB from the sights of the camera.

BoB can fool the camera by pushing a *sneaky fake empty hallway* block in front of the camera.   This allows BoB to walk around without fear of detection.

NOTE: The camera is fooled by the *sneaky fake empty hallway,* but it will notice if BoB pushes a *board* in front of the camera.   Be careful!

Tools

BOMB

When placed on a *wall,* the *wall* and the bomb will disintegrate.

SWITCH (With Switch Mode ON)
SWITCH (With Switch Mode OFF)

If Switch Mode is ON a switch will rotate a *one-way passageway* by 180 degrees.   If Switch Mode is OFF a switch will have no effect on anything.

NOTE: BoB can carry only one Bomb or Switch!

SNEAKY FAKE EMPTY HALLWAY

When placed in front of a *camera,* that *camera* cannot see behind the hallway.

HORIZONTAL BOARD

VERTICAL BOARD

When placed on top of a *hole,* these boards will form a bridge over the *hole.*   BoB can walk over and push any object over these bridges.   But watch out - these bridges are narrow. Walking up to them or off of them in the wrong direction can be deadly!

BONUS SQUARE

JUMP SQUARE

These are two of the unexpected surprises that await BoB on his journey.

See Also

BoB Overview

Playing BoB

File Menu Commands

This section describes the File menu commands in BoB.

GoTo Level

You can jump ahead to another level (if you know the Password) or re-play a previous level by going directly to that level.   (If you want to re-play a previous level, you do not need the password.   The game will remember what level you have advanced to and will allow you to return.)   **Note:**   This feature is allowed ONLY if the game is registered.

Exit

Quit BoB.   The game will remember your progress and automatically return you to your current level the next time you play.   Nice, isnt it?

Options Menu Commands

This section describes the Options menu commands in BoB.

Note: Only one of these options may be enabled at a time.
Also Note: If an option is enabled, a check mark is displayed next to the option.
Also Also Note: To make BoB run silent, disable all 3 options.

Beeps
The only sound BoB makes is a beep.   (This is the default option.)
Use this option if your computer does not have a sound card and a MIDI driver.

Sound Effects   (only allowed if the game is registered.)
Enables sound effects for BoB.
Note: Your computer MUST have a sound card and a MIDI driver for this to work!

Comedic Sounds   (only allowed if the game is registered.)
Sound bytes from various sources add a light-hearted twist to the actions BoB makes.
Again Note: Your computer MUST have a sound card and a MIDI driver for this to work!

How to Play BailOutBob

This section lists all the help topics for How to Play BailOutBob (BoB for short).

BoB Overview
Playing BoB
BoB Rules

BailOutBob Commands

This section lists all the menu command topics for BailOutBob (BoB for short).

File Menu Commands
Options Menu Commands

How To Register BoB

Just follow these quick and easy steps:

1.   Mail me a note telling me what you think of BailOutBob.   (E or US Mail).
2.   Include enough money to cover the cost of a floppy and postage, or provide an e-mail address that can receive EXE files.
3.   Sit back and enjoy the benefits of registering!

I can be found at:

John W. Sawyer
10822 Timber Springs Drive
Fishers, IN   46038

e-mail: john.w.sawyer@att.com