

Nintendo

GAMEBOY COLOR

CGB-BOBE-USA

BobTM the Builder

Fix it Fun!



INSTRUCTION BOOKLET

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EVERYONE

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Introduction

Bob and his friends are planning a picnic in the countryside, but before they can go there are some jobs to be done around town. To speed things up they split the jobs between those that Bob will take care of and the ones that the machines—Scoop, Muck, Dizzy, Lofty and Roley—will look after.



Having completed nine of their ten jobs, Bob, Wendy, Spud and the machines prepare to head off to the countryside behind Scoop.

But mischievous Spud has hidden all of the picnic things, so Scoop sets off to gather them up!

CAN WE FIX IT?™
YES WE CAN!

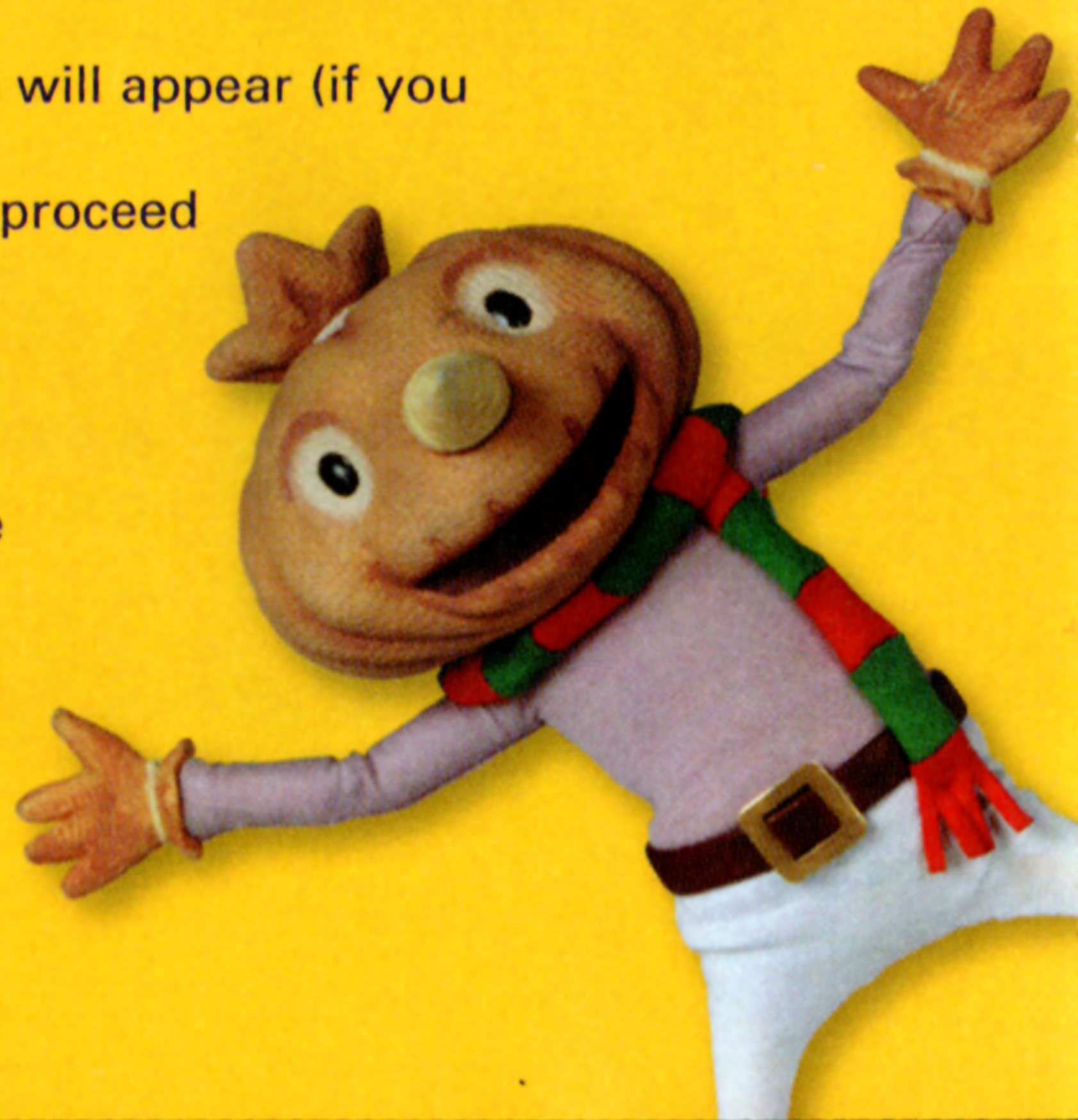
Getting Started

1. Turn OFF the power switch on your Game Boy® Color system. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Bob the Builder™ into the slot on the Game Boy Color. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

Choose a language in which to play the game.

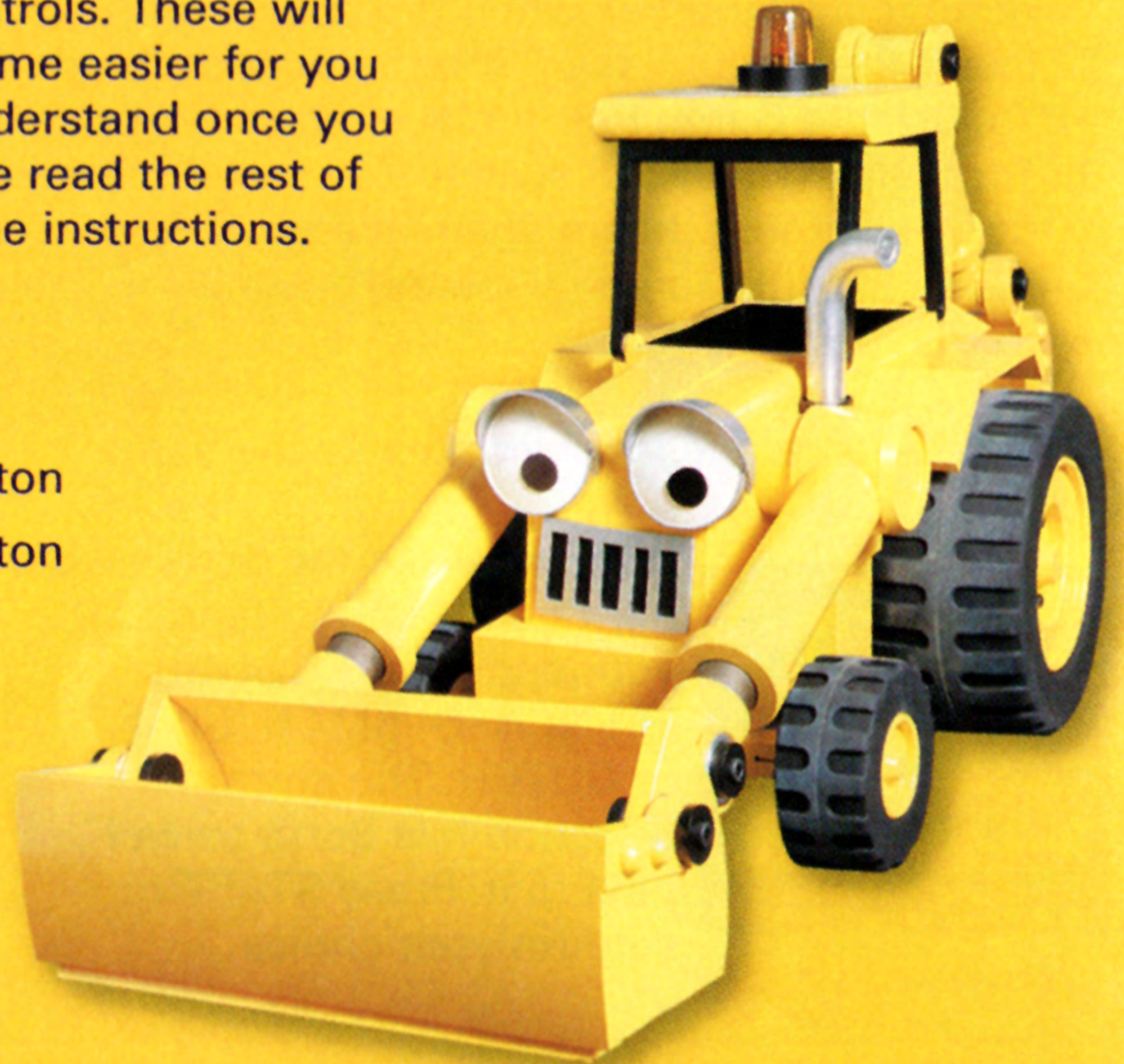


When you see the choices, use the Control Pad to highlight your choice of ENGLISH, FRENCH, GERMAN, SPANISH or DUTCH. The current selection has Bob's trowel next to it. Press START to confirm your choice.



Controls

Now let's look at the controls. These will become easier for you to understand once you have read the rest of the instructions.



Main Menu

The Main Menu enables you to START the game, set up OPTIONS, enter a PASSWORD or view the game CREDITS. Pressing up or down on the Control Pad moves the marker (Bob's trowel) to a particular item, which you can then select by pressing START.

For example, when START has the trowel marker beside it, pressing START begins the game.



Options Menu

The options menu enables you to switch the music and sound effects on and off and select the level of difficulty of the game—EASY, MEDIUM or HARD.

Use the the Control Pad to move the trowel marker next to an item, and the A Button or B Button to scroll through the options. To leave this screen, select EXIT and press the A Button, B Button or START. Pressing START at any point on this screen also returns you to the Main Menu.





Password

On this screen you can enter four letters and numbers that make up the password given to you when you complete a job. If you enter the password from the last job you completed, you will be able to resume the game from where you left off last time.

Use the Control Pad to

move the highlighted box around the screen and press the A Button or B Button to change the letters and numbers. Press START when you have finished.

Credits

This option will display a list of people who helped produce the game.



Starting the Game

The game begins in Bob's yard. As Bob approaches each of the machines they burst into a smile ready to help in any way they can. Pressing START or SELECT by each machine will take you to a job featuring that machine.

Bob can also enter the office through the opening door. Here he finds plenty of work to do! As he walks around, the filing cabinet opens, a file slides out from the shelf, the computer switches on, a notice pops out from the notice board and a fax rolls out from the fax machine. Each of these corresponds to a different job to do. Again, you press START or SELECT to go to a job.

At the beginning of each job, a screen will explain what you need to do. At the bottom left and right of this screen are two small arrows. Use the the Control Pad to highlight the left arrow and press START or SELECT if you want to return to the office or yard without playing the game.

Controls

When standing:

Control Pad left = walk left

Control Pad right = walk right

Control Pad up = enter or exit room via door

Control Pad down = duck

When standing, walking or running:

A Button = jump

When walking

B Button = run

The Jobs

Bob and the machines have to complete all their respective jobs before they head off to the picnic with Scoop. Their progress is recorded on Wendy's job sheet:





Scroll up and down the menu using the Control Pad to review the jobs that have been done and press START when you've finished.

You can access the Job Sheet at any time by selecting the notice board on the far right of Wendy's office.

Each of the jobs features a status bar along the top of the screen.



This shows you how much energy or time you have left and how many of the items required to complete the job have been collected. If there are any special items to find, such as a key to a secret room, this will be shown also.

Mrs. Potts' Fence

Mrs. Potts' garden fence has blown down. She has asked Bob to find the pieces so that it can be repaired—otherwise Farmer Pickles' dog, Scruffty, can sneak in and ruin her flower beds!



Bob must take care though, because Scruffty is running around and may knock him over.

Each time Bob collects a piece of fencing, it's indicated on the status bar. Bob must collect all eight pieces in order to finish the job.

Bob can also find a special key with which he can enter a secret room. In the secret room Bob may find a power-up lunch box or possibly even one of the missing items! When the key has been collected, it is also shown on the status bar.

If Scruffty bumps into Bob, Bob will lose energy. If Bob runs out of energy, you can try again or move on to a different job instead.

Hint: Collect lunch boxes to gain extra stamina!



Controls for Mrs. Potts' Fence

When standing:

Control Pad left = walk left

Control Pad right = walk right

Control Pad up = enter secret room (if you have the key)

Control Pad down = duck

When standing, walking or running:

A Button = jump

When walking:

Control Pad up = climb onto bottom of ladder

B Button = run

On ladder:

Control Pad up = climb up ladder

Control Pad down = climb down ladder

Control Pad left (at top or bottom of ladder) = get off ladder

Control Pad right (at top or bottom of ladder) = get off ladder

On bouncy things:

A Button = hold this down to gain extra height



The Town Hall Roof

The town hall is being repaired but some tiles have blown off the roof in the wind. Mr. Bentley, the building inspector, asks Bob to find them so that the roof can be fixed. Bob has to watch out though. Up on the scaffolding the wind is high, blowing all sorts of rubbish at Bob.



The controls work in the same way as in the 'Mrs. Potts' Fence' game.



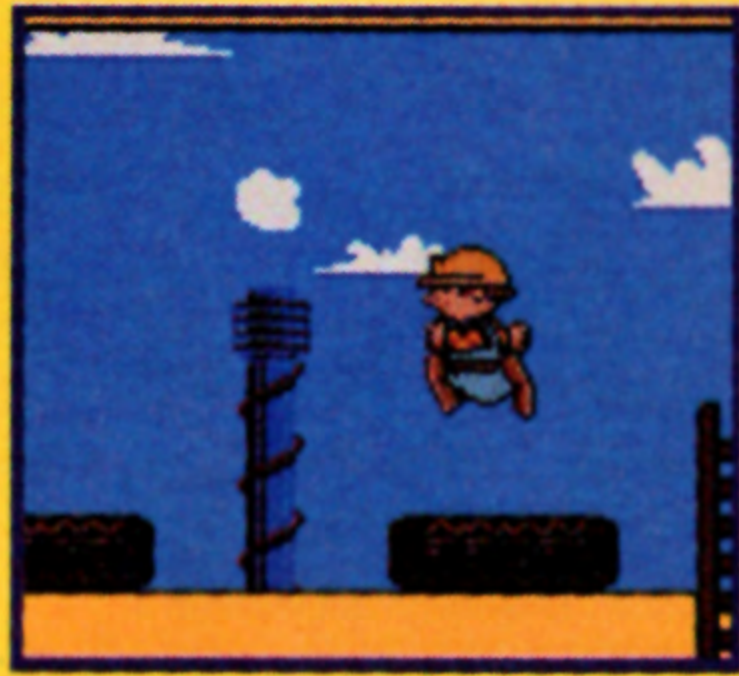
Missing Music

Bob has been building a bandstand for Farmer Pickles. Unfortunately, the band's music sheets have blown away and Spud has been using them to make paper airplanes! Help Bob find the sheet music for the band.

Avoid pesky Spud, who is throwing the paper planes at Bob.

The controls work in the same way as in the 'Mrs. Potts' Fence' game.

Mr. Dixon's Mail



Spud has tried to help with Mr. Dixon's mail delivery but accidentally put them in the wrong places. Bob has to find them. Meanwhile, Pilchard is running around chasing her clockwork mouse and getting in Bob's way.

The controls work in the same way as in the 'Mrs. Potts' Fence' game.

Feed Pilchard



Bob must collect all the herrings scattered around the woods in order to entice Pilchard down in time for the picnic.

Meanwhile, Squawk the crow is around and Bob has to duck to avoid him.

The controls work in the same way as in the 'Mrs. Potts' Fence' game.

Hint: After you have collected all the herrings don't forget to go and get Pilchard.

Muck Repairs a Wall



Muck is helping Farmer Pickles rebuild his wall. There are visible holes in the wall of different shapes. Along the road are pieces of wall that fit into the holes like a jigsaw. Muck has to find the right pieces, bring them back and fit them in the wall before time runs out.

Controls

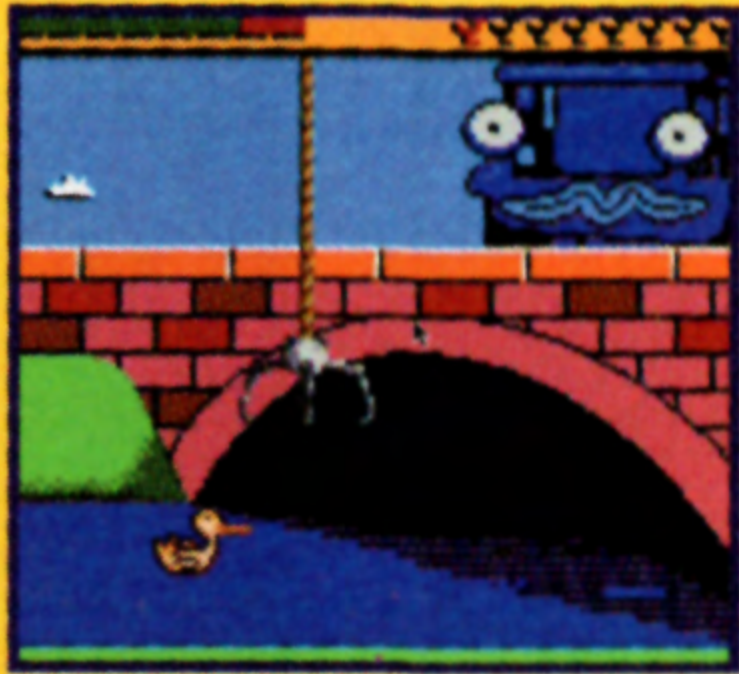
Control Pad left = move Muck left
Control Pad right = move Muck right
A Button = lower digger
B Button = raise digger



Note: To pick up a piece of wall you must lower Muck's digger and drive forward to collect it. To place the piece back in the wall, raise his digger to toss it into position. If you are in the wrong place the bricks will fall back to the ground and you must try a different location.

Collect a lunch box to get extra time.

Hint: If Muck can't find the next set of bricks, stay still and an arrow will show you the way to go.



Lofty's Duck Drama

It has been raining and the ducklings are being washed downstream. Lofty goes to the rescue and tries to save them using his grabber before time runs out.

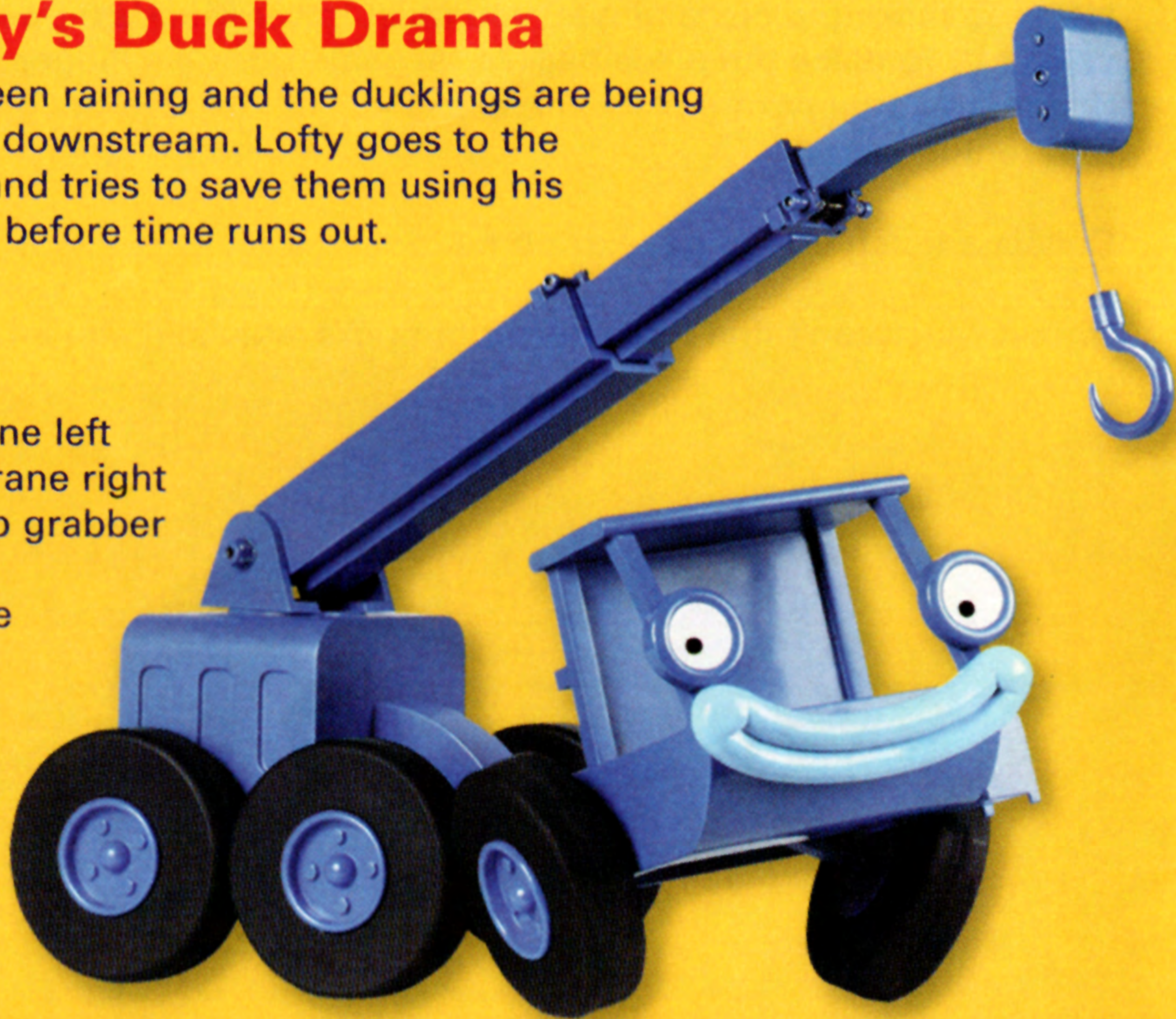
Controls

Control Pad left = move crane left

Control Pad right = move crane right

A Button or B Button = drop grabber

Hint: Try to anticipate where the duckling will be by the time the grabber drops to the water. Watch out for lunch boxes floating downstream, as these give you extra time.



Dizzy Plays Catch



The apples have all blown down in Farmer Pickles' orchard. Dizzy and Spud are working together to collect them up. Help Dizzy as she tries to catch the apples in her mixer while Spud lobs them over the fence.

Controls

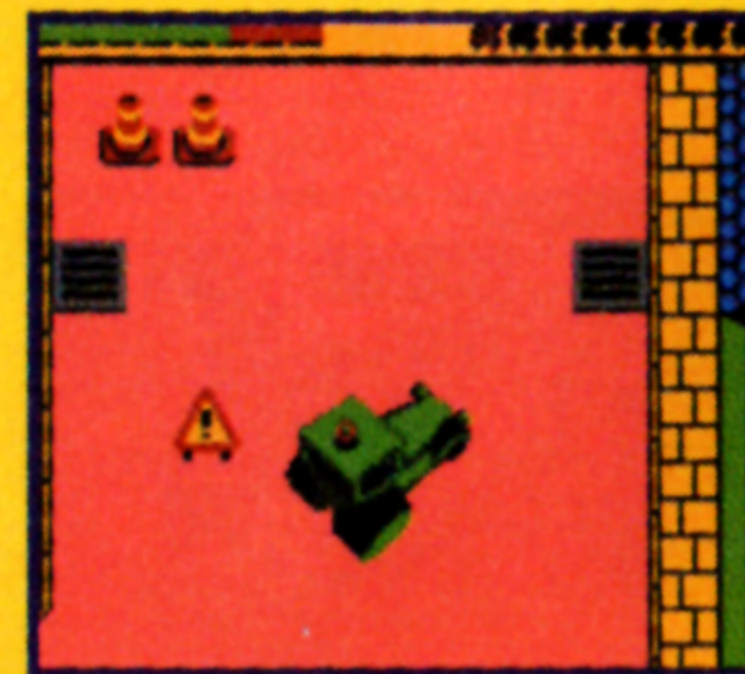
The controls for this game are very simple. Press Left or Right on the Control Pad to move Dizzy.

Hint: Collect Bird's lunchboxes to get extra time.



Roley's Roadworks

Muck has dumped gravel on a new road and Roley needs to flatten it out. Help Roley smooth out the road while avoiding hitting any obstacles.



Controls

Steer Roley by pressing left or right on the Control Pad. The A Button and B Button make Roley go forward and backward. When Roley finds a bump, he must drive backward and forward over it until it is flattened.

Hint: Lunch boxes give you extra time.

Scoop's Picnic



Scoop is leading the way to the picnic carrying all the sandwiches, lemonade, cake and other goodies, piled high in his scoop. But, unfortunately, Spud has been trying to help out, dropping some of the picnic items in the process.

Help Scoop negotiate the windy lanes without coming off the track or hitting obstacles as he gathers up the remaining items before going to the picnic.

Controls

Steer Scoop by pressing left or right on the Control Pad. The A Button and B Button make Scoop go forward and backward.

Hint: Lunch boxes give you extra time.

Note: This level is available only if all other levels have been completed successfully.

Notes

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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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Package and Manual Design: Michael Jacobs, Beeline Group

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