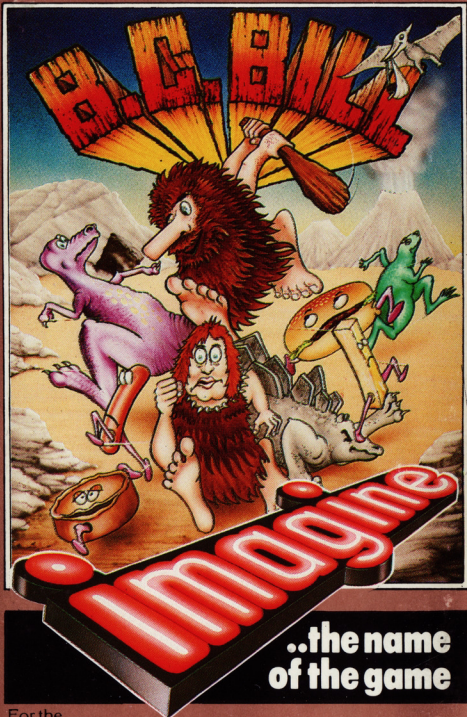




B.C. BILL

For the Commodore 64
Joystick Compatible



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At the dawn of time when men were chauvinists and women let them get away with it, B. C. Bill ruled his domain with a club of wood.

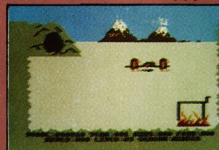
After leaving his tribe to seek his fortune, Bill has found himself a comfy cave in a desirable area and decided to start his own dynasty.

The first thing he needs are a few wives; and prehistoric courtship being pretty basic this doesn't prove very difficult – every time an unsuspecting lady wanders into his territory, Bill simply runs up behind her and then it's a clout on the head with his club, and a quick drag by the hair back to his cave.

One of the problems with accumulating wives is feeding them – so before long Bill is running around clubbing down food, and if that's not bad enough being a model husband invariably leads to children, and once they start arriving Bill's family feeding problems become more and more difficult.

You will be able to watch the seasons change and if Bill has kept his wives well fed and happy they will each produce one offspring at regular intervals.

The fight for survival gets tougher and tougher as the seasons change and the tribe grows. With so many people



Actual screen shots.

and so much food around it's hardly surprising that the predatory flesh eating variety of dinosaurs are attracted to Bill's clearing. Not only do they steal his food but will kill anyone who is not safely tucked away in the cave.

Before long his little kingdom is overflowing with wives, kids, food and dinosaurs, and Bill is having a frantic time trying to keep things organised – in fact, many historians believe Bill was the first human to suffer from ulcers.

Once you get to grips with Bill and his way of life you'll realise there's a lot to be said for female emancipation!

OBJECT OF THE GAME:

The object of the game is to collect as many wives as you can, and to then keep your ever growing family well fed until your kids reach maturity (after three years) and leave home to set up on their own. For each of your kids who reaches maturity you will gain bonus points. During the winter you will have to provide one unit of food for each wife and one unit of food for each kid. In the summer you will need to supply all wives and kids with a unit of food each plus another unit of food for each newly born child.

If you fail to supply enough food for your family your kids will begin to die – and if your wives are deprived of food they will simply leave home in search of someone who can look after them better, and you will die of a broken heart! You will be constantly under attack by predatory flesh eating dinosaurs who will eat your food, your wives and even you.

Points can be gained for each wife and kid you manage to keep fed, and for every dinosaur you kill.

To enter your name on the high score list at the end of the game move the white alphabet pointer in the same way as you move Bill left and right – 'Fire' will enter the letter indicated.

GOOD LUCK AND GOOD HUNTING!

LEFT: The keys to move left are all on the lowest keyboard row. Beginning with SHIFT every alternate key may be used, i.e. SHIFT, X, V, N, etc.

RIGHT: The remaining keys on the bottom row may be used to move right, i.e. Z, C, B, M, etc.

MOVE UP:

Use any key on the third row.

MOVE DOWN:

Use any key on the second row.

DIAGONAL:

With clever manipulation of either keyboard or joystick you will also be able to move in a diagonal fashion.

TO CLUB:

Use any key on the top row or the joystick 'fire' button.

Once you club a wife or some food and move away the wife or food will automatically be dragged behind you.

After clubbing food take it first to the spit at the bottom right of the screen and press 'fire' the food will then be cooked ready for you to take to your cave.

Once you arrive at the cave entrance with your cooked food or a wife – press 'fire' and your food or wife will disappear into the safety of your cave. Be careful not to cook a wife by mistake or she will become most irate – and if you get too close to the spit without any food you could get your fingers burned.

STATUS LINES:

As the game starts you will see two status lines at the bottom of the screen. The top line will give you information on score, year, kids and food. The bottom line will give you information on wives, lives and the season.

LOADING:

Connect the cassette recorder to your Commodore 64 and switch the computer on. Place the cassette into your tape recorder with the printed side facing upwards. Rewind the tape to the beginning. There is only one way to load B. C. BILL. Whilst holding down either of the two shift keys press the key marked "RUN/STOP". The message "PRESS PLAY ON TAPE" should appear on the screen. Press "PLAY" on the cassette recorder. The computer should print the word "SEARCHING". If you do not see this message switch off the computer and try again. If loading is successful a message will appear on the screen within 30 seconds. The process is entirely automatic from there on.

GAME IDEA by - Mark Butler
PROGRAM by - Marc E. H. Dawson
GRAPHICS by - Martin Santos
ILLUSTRATION by - Brian Wall
MUSIC by - Abdul Ibrahim and Fred Gray
COFFEE made by "BIANCA"
DATA CONVERSION by - Robbie Morgan

The Imagine Guarantee

Imagine offer you an unconditional world-wide guarantee. If this tape should ever fail to load into your Commodore 64 computer it will be replaced completely free of charge. This guarantee will only be honoured if your faulty tape is sent directly to IMAGINE in Liverpool. If the tape has been physically damaged please include £1.50 to cover replacement costs. This guarantee is in addition to your statutory rights.

Marc E. H. Dawson

Born in Heswall on the Wirral, Merseyside in 1964 Marc went on to attend Neston County Comprehensive. His original ambition was to become a Chef; but that was before he was introduced to computers at school.

Becoming fanatically interested in computers, but unable to afford one of his own Marc took to spending his weekends at a shop in Liverpool called Microdigital, which was then owned by Bruce Everiss who is now Imagines Operations Director.

Under the pretence of 'I'm thinking of buying a computer' Marc spent hours 'playing' with Microdigital's hardware. Concerning his weekends at Microdigital Marc says, 'I don't think Bruce was for one minute fooled by me, but he was kind enough to indulge my passion, and never once kicked me out'.

After obtaining an 'O' level in computer studies Marc went on to Carlett Park College of Technology to obtain his 'A' level in Computer Science, it was during this time that he first became interested in machine code.

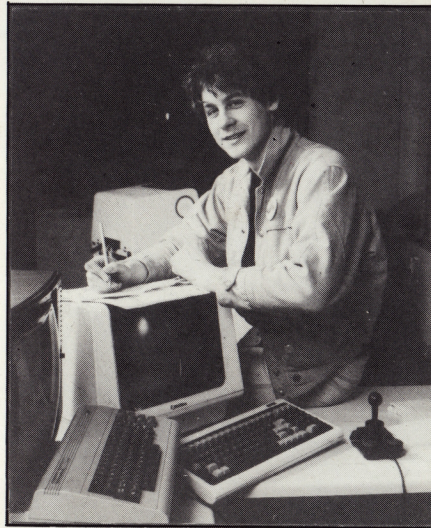
On leaving college Marc worked for C-Star computer services for a year, during which time he wrote a successful system for Bookmakers.

Marc soon found he needed to extend himself, and casting an experienced eye over the software industry he decided Imagine offered him the best opportunities.

A phone call, followed by an interview found Marc on the Imagine team of programmers.

Outside of programming his interests are Heavy Rock Music, Weight Training and Squash.

B. C. Bill for the Commodore 64 is his first major project for Imagine.



Marc E. H. Dawson

Company Profile

Imagine have brought together the most exciting team of programmers, artists, musicians and technicians on the third floor of 'Tithebarn House' in the heart of Liverpool. It is within this complex that Imagine are constantly pioneering new frontiers in computer software. From the initial conception to the final creation Imagine's products pass through the hands and minds of the most dynamic young innovators in the industry.

Also housed in the massive 15,000 square feet of 'Tithebarn House' is the other half of Imagine; our friendly and helpful sales department, the equally friendly accounts department and our teams of professional marketing and market research people.

Imagine are dedicated to providing you with the most exciting software ever produced, and our sales department constantly strive to ensure that you receive our products as quickly and efficiently as possible.

D. H. Lawson, Chairman.

Thank you for buying our product.

Imagine Software Limited

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