

The ultimate multi-stage game has arrived!

Commodore Format quotes on The Bod Squad:-

"A brilliant platform game!"

"The way that Bod seems to have real weight and momentum is astounding"

"The Bod Squad takes platform games into a new age"

Join Bod the Alien in a fast moving search through THREE massively testing levels, and experience the game of a lifetime!

Program, Graphics & Design:
Kent Murray
Music & Design: Kevin Bruce
"Bod Squad" Title:
James Leach & Cathy Parnham,
Commodore Format
Made in UK

COMMODORE
64/128

BOD SQUAD



COMMODORE
64/128

ZEPELIN GAMES

COMMODORE LOADING INSTRUCTIONS

Press SHIFT and
RUNSTOP together. Press
PLAY on the tape.

Walk like an Egyptian the Bod Squad way!!

Bod's children are lost. Caught in a freak time eddy they have been hurled to the far end of the thread that binds space and time together.

So what's a Bod to do?

Call the Bod Squad that's what!! Join Bod and his Squad in the most Bodacious adventure a Bod can ever have.



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THE BOD SQUAD

Bod the Alien has to rescue a Mini-Bod from each of the time zones visited in his time machine. In order to rescue each Mini-Bod, a series of intricate puzzles must be overcome, and deadly enemies eliminated. Both characters must then return to the time machine to travel to the next time zone to rescue another member of The Squad.

The three time zones are:

**Egyptian Pyramid
Eighteenth Century Castle
Victorian Haunted House**

There are various enemies at every location, and these are out to ensure that Bod does not succeed in his mission.

Bod the Alien is well equipped to defeat his opponents. He can Walk, Squash, Jump, Fly, Run and Swim his way to the Mini-Bods. Bod will even play with his Yo-Yo when he is getting bored!!

Pushing moveable blocks helps Bod to reach those out-of-the-way places that at first look just too difficult to get to. There are also switches on the walls which are activated by Bod facing them and pressing **FIRE**. These switches open doors all over the time zone, so use them wisely!

EXTRA FEATURES

Whilst on his travels, Bod will also be tested by the following extra features:

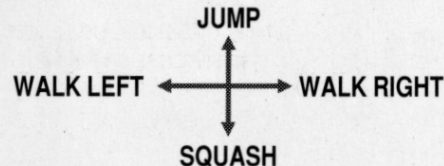
**Springs
Hidden Walls
Masks
Ice
Wind
Teleports
Hidden Ladders
Spinning Blocks
Plus Lots More!!**

GAMESPLAY

Bod the Alien is controlled via a **JOYSTICK** connected to the relevant port on the Commodore 64.

As well as a score panel and a lives indicator, Bod only has a set amount of time allocated by the Time Machine in each time zone. The clock ticks away as Bod goes about his rescue mission. If the time falls to zero, Bod loses a life in return for having an extra **10 seconds** with which to finish the rescue of the Mini-Bod.

JOYSTICK CONTROLS



FIRE.THROW BOD BOMB

**Moving the Joystick DOWN and then UP makes
Bod Super Jump**

PLEASE NOTE: IT IS ILLEGAL TO COPY OR BACK-UP
THIS COMPUTER TAPE

FREE MEMBERSHIP PACKS!!

- Q.** What is The Aircrew?
A. The Aircrew is a market-leading computer games club, run by Zeppelin Games.
- Q.** What are the benefits of Aircrew Membership?
A. The Aircrew gives you an article-packed bi-monthly newsletter, gold credit-style membership card, personalised member's certificate, £5 off an Aircrew T-Shirt (RRP £10.99) and a choice of free software.
- Q.** What is in the Aircrew Newsletter?
A. Members Reviews and Letters, Insider hints and tips, Big prize competitions, Release schedules, exclusive information on forthcoming products, free trade wall posters, Human interest articles, and lots, lots, more!!
- Q.** How can I get more information on The Aircrew without obligation to join?
A. Write to The Aircrew at the office below, giving your full name and address, and we will send you a full information pack **completely free of charge**:

**The Aircrew, Dept F, PO Box 17, Houghton-le-Spring,
Durham DH4 6JP**

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