

# HOVERBOD

## Introduction

Hoverbod, a yellow spherical droid from the planet Zingle, has been banished for a crime against his kingdom that he did not commit. He was given a conditional sentence which could be lifted at any time. To regain favour Hoverbod tootled off to the far quadrants of the galaxy in search of some treasure which had been stolen by the evil Barriuss Stearneruss. The courageous Hoverbod knew that his task would be perilous and dangerous. On his way he met with fearless and outrageous life forms, such as the Ibbles and Squibbles whose only desire was to destroy all who crossed their path.

We join our hero, Hoverbod, on the planet Orb, where, after many years of searching he has finally found some of the 'red diamonds'. But beware, as he follows the trail for the diamonds some of the horrid beasties start to materialise . . .

## Your Objectives

By some strange twist of fate little Hoverbod has lost control of his centralising gravity pack. Being spherical, his little arms and legs are totally useless so you must assist and guide him around the eight planets of the far solar system.

As you complete each of the levels you will be given a password which will give you a speedy entry to the level which you reached in the previous game. If you complete all eight of the levels you will be teleported into the Castle of Gribb. Having completed your initial task of collecting the diamonds you now have to collect some 500 feathers to build two giant wings so that you can fly home.

The previous planets were inhabited by the Ibbles and Squibbles but now you are confronted by the ultimate nasties . . . the Gribbles. The Gribbles are two types of fungus which grow in the depths of the castle and multiply uncontrollably, spreading throughout the many rooms of the level.

## Controls

The following keys will enable you to control Hoverbod:-

Z	=	Roll left
X	=	Roll right
<RETURN>	=	Hover (amount of hover displayed in the top left)
<SHIFT>	=	Fire (works when the GUN icon is lit)

## NOTE:

You may only destroy the 'green' blastable blocks if the icons on the left show that they can be blown up from that side. (See icons 4 and 5 on the chart.)

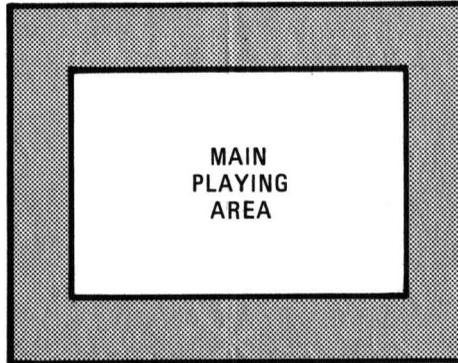
All nasties will kill Hoverbod on contact, except the Green Gribble who will merely restrict his movement. Hoverbod may walk through both the Red and Green Gribbles if he possesses the spray-can, but note that this only lasts for 60 seconds.

Good Luck !!

# HOVERBOD (C) 1988

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MAXIMUM HOVER	ON = LIT OFF = DIM	
MEDIUM HOVER	ON = LIT OFF = DIM	
NO HOVER	ON = LIT OFF = DIM	
FIRE FROM LEFT	ON = LIT OFF = DIM	
FIRE FROM RIGHT	ON = LIT OFF = DIM	
PAUSE	ON = LIT OFF = DIM	



	PORTCULLIS	ON = LIT OFF = DIM
	SPIKES	ON = LIT OFF = UPSIDE-DOWN
	MONSTERS & DRIPS	ON = LIT OFF = DIM
	GUN	ON = LIT OFF = DIM
	DRIPS	ON = LIT OFF = DIM
	GRIBBLE 'FUNGUS'	ON = LIT OFF = DIM

**HOVERBOD**

OXYGEN LEFT (RED LINE IN CENTRE DECREASES)	NUMBER OF 'BOOS' REMAINING	FALLING FLOORBOARDS	SPRAY ON = LIT OFF = DIM

## COLLECTABLES

- missile - allowing you to fire
- zero hover - not of any use
- medium hover
- maximum hover
- reverses the effect of the spikes (on/off etc)
- turns portcullis on/off
- knocks monsters off
- tap - turns drips on/off
- spray can for Gribble
- extra oxygen
- pressing 'P' will pause the game