

SPRING INTO ACTION

ON *Gribbly's Day Out*



Gribbly's Day Out

For the Commodore 64



FOR CBM 64

HEWSON CONSULTANTS

GRIBBLY'S DAY OUT
for the Commodore 64



Gribbly Gribbly sits among the trees on a floating island whilst the young Gribblets frolic in the sunshine.

Welcome to the planet Blabgor, home of Gribbly Grobby, one of a race of creatures who have developed their brain to such an extent that they can move by thought power alone. In this exotic world the younger Blabgorians, known as Gribblets, lead a carefree life and can be found playing behind rocks, over the lakes and on mystical floating islands.

The hills around are infested with more primitive creatures who are out to carry off the Gribblets, and Seon, an insane and wayward Blabgorian, is lurking in the psi web in the sky. Can you herd the Gribblets to the safety of the cave in time?

LOADING THE TAPE

Connect your Commodore 64 to your television and cassette player in the usual way. Rewind the tape if necessary and press Shift and Run/Stop simultaneously. Press play on the cassette player as indicated on the screen and wait for a few minutes until the first title screen appears.

CONTROLS

Plug your joystick into the rear port (port 2) and move it to left or right to pass through the introductory screens, or press the fire button to start the game. The second introductory screen gives instructions on setting the real time clock.

Action

On the Ground:

Joystick left/right

Joystick up

Fire

In the Air:

Joystick left/right/

up/down

Fire

Result

Bounce left/right

Levitate

Pick up/Drop Gribblet/

Blow bubbles

Levitate left/right/

up/down

Blow bubbles/
Switch web controls

GETTING STARTED

Gribbly materialises beneath the cave where you must hide the Gribblets. Let him float to the ground and then bounce left to find your first Gribblet playing in the sunshine. You may also encounter a pulsating psi-grub to boost your psi energy. Settle on the Gribblet, and press the fire button. Bounce back to the cave, levitate to a ledge and deposit the Gribblet by pressing the fire button. The music will play if you have found a safe ledge.

When you encounter an alien life form, bubble it by pressing the fire button. You will gain extra points for each life form destroyed. Remember that if you allow the life forms to develop and mutate they will carry off your Gribblets. You can collect at most eight Gribblets from each screen. Sometimes some Gribblets will be

- Help Gribbly Grobby outwit the Seed Pods, Topsies etc. and escape the clutches of the insane Seon.
- * Fully joystick compatible
- * Ultra smooth multi speed multi directional scrolling
- * Action linked sound effects
- * Hardware and software sprites

carried off irretrievably. When you have saved the last but one Gribblet the psi web will power down and you must seek out and collect the final youngster before Seon gets to you. New screens are selected partly in relation to your previous performance.

CONTROLLING THE WEB

When levitating it is possible for Gribbly to alter the status of any part of the psi web, provided a control is available. The web is arranged in triangles, and within most triangles is a cluster of three cross-shaped controls. A web section can be activated or de-activated by hovering Gribbly over the requisite control and pressing the fire button.

Do not try to bubble whilst levitating near controls, as you may put a web up in front of Gribbly.

SCORING

Item	Points gained
Seed Pod	20
Green Topsy	40
Chrysalis	60
Stomper	no effect
Winged Creature	100
Pick up Gribblet	20
Drop Gribblet	—20
Place Gribblet in cave	100
Excess energy	bonus points
Catch falling Gribblet	100
Switch web off	—10
Switch web on	10
Collision in flight	—5 per event
Collision with Seon	—10 per event
Bubbling Seon	no effect

To enter your name in the Best Score window scroll the alphabet using joystick up or down and press the fire button to select the letter required.

EQUIPMENT ADJUSTMENTS

- f1/f2 Set/Start Clock
- f5/f6 Increase/Decrease Music Volume
- f7/f8 Colour/Black & White Video
- After f1:-
- f3/f4 Increase/Decrease Hours
- f5/f6 Increase/Decrease Minutes
- f7/f8 50 Hertz (UK)/60 Hertz (USA)

TECHNICAL SPECIFICATION

- * Smooth multi-directional, multi-speed scrolling.
- * Synchronisation of interrupts to support dynamic mixing of hi-res and character screens.
- * Action linked triple voiced sound effects.
- * Real-time and game clocks, mains frequency selectable.
- * Monochrome video option.
- * Very high cycle time for ultra-smooth graphics
- * Full facial animation.
- * Fully integrated hardware and software sprites.

Other products for the Commodore 64 from Hewson Consultants include:

3D Lunattack	£7.95
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Get them from your local dealer or by mail order from:	

Hewson Consultants Ltd.,
Hewson House, 56B Milton Trading Estate,
Milton, Abingdon, Oxon OX14 4RX
Tel: 0235 832939

FURTHER INSTRUCTIONS

Convenience Controls

During play it is possible to pause the game by pressing RUN/STOP.

While in pause mode:-

f7 freezes the animation —

f8 returns to pause mode

CLEAR/HOME — abandons the game

f1 — allows the clock to be reset

RUN/STOP or fire — restarts the game

Best Score Table

Having entered your name or initials select 'END' to complete the entry.

Some of the equipment adjustments are possible only while the Gribbly theme tune is playing.

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