

C64/128

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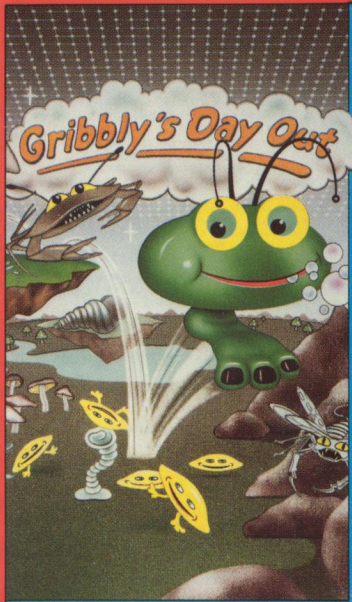


Gribbly's Day Out

Welcome to the planet Blagbor, home of Gribbly Gribbly, one of a race of creatures who have developed their brains to such an extent that they can move by thought power alone. In this exotic world the younger Blagborians, known as Gribblets, lead a carefree life and can be found playing behind the rocks, over the lakes and on the 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 Blagborian, is lurking in the psi web in the sky. Can you herd the Gribblets to the safety of the cave in time?

COMMODORE 64/128



RACK

HEWSON

THE AIM OF THE GAME

GRIBBLY'S DAY OUT For the Commodore 64 and 128

SCENARIO

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

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LOADING

You are advised to disconnect all hardware from the computer. Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer and press the PLAY key on the cassette player. The game takes a few minutes to load.

CONTROLS

Use a joystick in port 2 and move it left or right to pass through the introductory screens, or press fire to play. The second introductory screen gives instructions on setting the real time clock.

ACTION

On the ground:

Joystick left/right

Joystick up

Fire

Gribblet/Blow bubbles

In the air:

Joystick left/right/up/down

Fire

RESULT

Bounce left/right

Levitate

Pick up/drop

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 the first Gribblet. 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.

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HEWSON

THE AIM OF THE GAME

When you encounter an alien life form, bubble it by pressing the fire button. You will gain extra points for each one destroyed. Remember that if you allow the life forms to develop and mutate they will carry away your Gribblets. You can collect at most eight Gribblets from each screen. Sometimes some Gribblets will be carried off irretrievably. When you have saved the last but one Gribblet the psi web will power down and you must seek 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, providing 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 while levitating near controls, as you may put a web up in front of Gribbly.

HIGH SCORES

To enter your name in the Best Score window scroll the alphabet using your 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 and White Video

After F1:

F3/F4 Increase/Decrease Hours

F5/F6 Increase/Decrease Minutes

CREDITS

Designed and written by Andrew Braybrook

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LE JOUR DE SORTIE DE GRIBBLY
Pour Commodore 64 et 128

SCENARIO

Bienvenue à la planète Blagbor, refuge des Gribbly Grobbly, une des races de créatures qui ont tellement développé leur cerveau qu'elles peuvent se déplacer par la seule énergie mentale. Dans ce monde exotique, les Blagborians, plus jeunes, connus sous le nom de Gribblets, mènent une vie insouciant, ils jouent derrière les rochers, au-dessus des lacs et sur les mystérieuses îles flottantes.

Les collines environnantes sont infestées de créatures plus primitives dont l'intention est d'enlever les Gribblets et Seon, un Blagborien dément et rebelle, rôde dans la toile psi du ciel. Pouvez-vous rassembler et sauver les Gribblets à temps en les conduisant à la cave?

CHARGEMENT

Nous vous conseillons de débrancher tout hardware de votre ordinateur. Reliez le magnétophone à cassettes à l'ordinateur, mettez la cassette dans le magnétophone et réembobinez si nécessaire. Appuyez sur les touches SHIFT et RUN/STOP sur le clavier de l'ordinateur et appuyez sur la touche PLAY du magnétophone. Le jeu met quelques secondes pour se charger.

COMMANDES

Utilisez un manche à balai branché sur l'entrée 2 et bougez-le à gauche ou à droite pour passer à travers les écrans d'introduction ou appuyez sur Feu pour jouer. Le deuxième écran d'introduction donne des instructions sur le réglage de la montre à temps réel.

ACTION

Au sol:

Manche à balai gauche/droite

Manche à balai en haut

Feu

Gribblet/Faites des bulles

En l'air:

Manche à balai gauche/droite/

haute/bas

Feu

RESULTAT

Bondissez gauche/droite

Soulevez par lévitation

Ramassez/Lâchez

Soulevez par lévitation gauche/

droite/haute/bas.

Faites des bulles/Faites

permuter commandes de toile.

GENERIQUE

Conçu et écrit par Andrew Braybrook

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GRIBBLY'S DAY OUT
Für den Commodore 64 und 128

SCENARIO

Willkommen zum Planeten Blagbor, Heimat von Gribbly Grobbly, einer Kreatur, dessen Rasse das Gehirn soweit entwickelt hat, daß sie sich allein mit Hilfe der Gedankenkraft fortbewegen kann. In dieser exotischen Welt leben die jungen Blagborianer, auch als "Gribblets" bekannt, ein sorgenfreies Leben. Man findet Sie beim Spielen hinter den Felsen, über den Seen und auf den mysteriösen umhertreibenden Inseln.

Die Hügel ringsherum werden von primitiveren Kreaturen bewohnt, deren einziges Ziel es ist, die Gribblets zu einführen, und Seon, ein wahnsinniger und widerspenstiger Blagborianer, lauert hinter dem Psi-Netz im Himmel. Können Sie die Gribblets rechtzeitig in der Höhle zusammenbringen und damit in Sicherheit bringen?

LADEN

Es wird empfohlen, zuerst alle angeschlossene Hardware vom Computer zu entfernen. Schließen Sie wie gewöhnlich einen Kassetteneinleger an, schieben Sie die Kassette ein und spulen Sie, falls nötig, die Kassette zurück. Dann die Tasten SHIFT und RUN/STOP auf der Computertastatur drücken und schließlich die PLAY-Taste des Kassetteneinlegers drücken. Das Spiel benötigt einige Minuten für den Ladevorgang.

STEUERUNGEN

Den Joystick an Port 2 anschließen. Sie können sich dann auf den Einführungsbildschirmen mit Hilfe des Joysticks nach links oder rechts bewegen und durch Drücken von Feuer mit dem Spiel beginnen. Der zweite Einführungsbildschirm gibt Ihnen die Anweisungen für das Einstellen der Uhr.

ACTION

Auf dem Boden:

Joystick links/rechts

Joystick hoch

Feuer

RESULTAT

Hüpfen links/rechts

Schweben

Gribblets aufheben oder fallen lassen/Aufblasen

In der Luft:

Joystick links/rechts/hoch/

runter

Feuer

Schweben links/rechts/hoch/

runter

Aufblasen/Schalter für

Netzsteuerungen

ANERKENNUNGEN

Design und Programm geschrieben von Andrew Braybrook

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LA GITA DI GRIBBLY
Per Commodore 64 e 128

SCENARIO

Benvenuto sul pianeta Blagbor, abitato dai Gribbly Grobbly, una razza il cui cervello si è talmente sviluppato che essi possono spostarsi con la sola potenza del pensiero. In questo mondo esotico, i Blagboriani più piccoli, detti Gribblets, conducono una vita spensierata giocando tra le rocce, sui laghi e sulle mistiche isole galleggianti.

Le colline circostanti, però, sono infestate da creature primitive che cercano di razziare i piccoli Gribblets, e poi c'è Seon, un Blagboriano pazzo e ribelle che sta in agguato nella psico-tela nel cielo. Farai in tempo a portare i Gribblets al riparo nella grotta?

CARICAMENTO

Si consiglia di staccare tutte le macchine dal computer. Poi allaccia il registratore al computer, inserisci la cassetta e riavvolgila, se necessario. Premi i tasti SHIFT e RUN/STOP sul computer e poi PLAY sul registratore. Il gioco impiega alcuni minuti per caricarsi.

CONTROLLI

Usa un joystick nella porta 2 e muovilo a sinistra o a destra per passare tra le videate di introduzione, oppure premi fuoco per giocare. La seconda videata introduttiva fornisce istruzioni su come mettere su l'orologio a tempo reale.

AZIONE

A terra:

Joystick sinistra/destra

Joystick su

Fuoco

Gribblet/Fa le bolle

In aria:

Joystick sinistra/destra/su/giù

Fuoco

RISULTATO

Rimbalza sinistra/destra

Fluttua

Raccoglie/Lascia

Fluttua sinistra/destra/su/giù

Fa le bolle/Scambia i controlli della tela

TITOLI

Scritto e disegnato da Andrew Braybrook

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