



COMMODORE 64K

Herbert's DUMMY RUN

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MIKRO-GEN

199 RANGE

Herbert, the baby is now a toddler and has gone shopping with Wally and Wilma to the department store. As they enter the store, he wanders off and becomes lost getting into all sorts of bother. Wally and Wilma are waiting in the lost and found which Herbert must reach for the family to be re-united. Help him overcome the many perils that each department has in store

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HERBERT'S DUMMY RUN

by Mikro-Gen

Herbert, the baby who first made such a nuisance of himself in "Everyone's A Wally" is now a toddler and has gone shopping with Wally and Wilma to the department store. Unfortunately the older he gets the more of a nuisance he becomes. As they enter the store, he wanders off and becomes lost getting into all sorts of bother.

Wally and Wilma are waiting in the lost and found which Herbert must reach for the family to be re-united. Help him overcome the many perils that each department has in store, many of which take the form of enjoyable and addictive arcade games.

"Herbert's Dummy Run appeals to both arcade and arcade adventurers alike by being infinitely playable right from the very start". -Wally Week.



THE GAME PLAY

The game begins with Herbert in the Toy Department. At the top of the screen you will see a clock which is set at 1 P.M. You must get Herbert back to his parents in the "LOST AND FOUND" by closing time, 5.30 P.M. To achieve this you must solve the adventure as well as completing the many and varied arcade sequences. These games are also playable in their own right, though you will find that you will require certain items to play some of them. To hit a tennis ball, for instance, you would normally use a TENNIS RACQUET and to bomb buildings you would need a BOMB.

Using the lift is an easy way of moving around the store but only if it's on your floor. If it's not you will get a sinking feeling. Climbing ropes could be handy but you may come across a jumbo sized problem. In order to reduce your tears you will need to find and eat various goodies.

Herbert's progress is rewarded by his greatest love — JELLY BABIES. The closer he gets to being re-united the more he will get.

Don't start crying yet. Show us what a BIG BOY you can be.

GETTING STARTED

- 1 Place the cassette in the recorder and rewind to the beginning.
- 2 Press SHIFT and RUN/STOP keys together.
- 3 Press PLAY on the tape recorder and then any key.

Upon loading, the computer will play the title theme, press space bar to start game.

CONTROLS

You may control Herbert using either a joystick or the keyboard. The joystick must be in Port 2. Keyboard control:

O = Left

P = Right

Space Bar = Jump/Fire

TO CLIMB Press right + left alternately. The faster you do it the faster you climb.

PAUSE To pause the game press Key 1. To continue press any key.

TO QUIT & return to menu, press RESTORE.

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