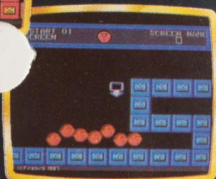




Screen pictures shown
may be different machine
versions of game.



Hyperblobs – less intelligent than a bucket of sand, more frustrating than chicken pox.
'Hyperlobettes' – moins intelligentes qu'un âne, plus frustrantes que le loto.

Hyperblobs – dümmer als ein Eimer Sand, frustrierender als Windpocken.

Hyperblobs – meno intelligenti di un sacchetto di sabbia, più frustranti della varicella.

Hyperblob – más tonto que un nabo, y más l'irritante que las quinielas.

Hyperblobs – minder intelligent dan een emmer zand, maar frustrender dan mazenien.

Hyperblobber er mindre intelligente end spand sand, men mere frusterende end skoldkopper.



CBM
64/128K

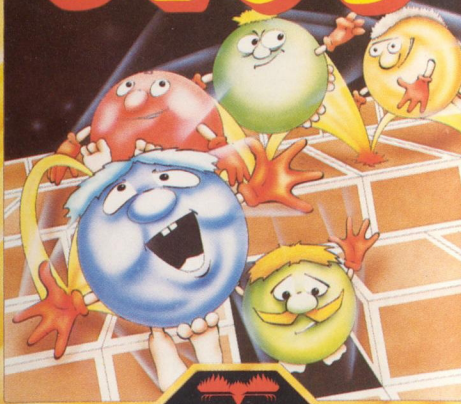
H
Y
B
E
R

B
L
O
B



COMMODORE 64/128K

H Y B E R
B L O B



Look out for these exciting titles in the
Firebird 199 Silver Range for your
Commodore 64/128 computer*

- | | |
|-------------------------------|--------------------|
| Booty | Mermaid Madness |
| Caverns of Eriban | Microrhythm |
| Chickin Chase | Ninja Master |
| Decathlon | Olli and Lissa |
| Denarius | Park Patrol |
| Force One | Pneumatic Hammers |
| Freak Factory | Raging Beast |
| Galaxibirds | Realm |
| Gerry the Germ | Spiky Harold |
| GoGo the Ghost | The Prince |
| Gunstar | Thrust |
| Happiest Days of
Your Life | Twinky Goes Hiking |
| Harvey Headbanger | UFO |
| Hero | Warhawk |
| I-Ball | Willow Pattern |
| Imagination | Zolyx |
| Mad Nurse | Zone Ranger |

*Correct at time of printing

MAIL ORDER

If you are having problems obtaining any of our other games from the exciting Silver Range you can order them directly from our Mail Order department. Please state the name of the game, machine and quantity required. All enclosed crossed cheques/P.O.s should be made payable to FIREBIRD SOFTWARE. All orders are subject to availability. Games will be despatched promptly. All prices are inclusive of VAT and postage.

MAIL ORDER TO:

**AUNTIE KAY
FIREBIRD SOFTWARE
64/76 NEW OXFORD STREET
LONDON WC1A 1PS**

A free catalogue of all Telecomsofts products together with posters is available on request.

Firebird Software,
64/76 New Oxford Street, London WC1A 1PS.
Firebird and the Firebird logo are registered trademarks of British Telecommunications plc.

HYBERBLOB

© SAM MANTHORPE

THE GAME

The blobpods are on a podschool holiday to explore the deserted square planet of Cubos in the 27½th dimension. These blobpods, however, have the intellectual capacity of a bag of oven chips, you've got as much chance of guiding them around Cubos as directing lemmings through heavy traffic in a rush hour. As the pod minder it's up to you to get them through, because nobody else will do it!

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the re wound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

Cubos is paved with squares that form the planet's surface. There are 100 squarescapes to be explored. You start each squarescape with your blobpods at the 'lefthand side of the screen bouncing to the right. They will continue on until they are either obstructed or dropped through a gap in the squarescape surface.

It is your job to remove obstructing squares or replace squares to fill in gaps to make the blobpods journey as continuous as possible. To remove a square use the normal joystick controls. Move your supervising arrow onto a square, then press FIRE. The square will be stored and indicated in the small box above the arrow (you may store up to 4 squares at one time). To drop a square, place the cursor on the space you wish to be filled and press FIRE again, the square will drop into place.

For every four squarescapes you complete you will be shown a blob pen from which you can take more blobs to add to the class by getting as many as possible to bounce off the right hand side of the squarescape. Be warned, on higher level some blobpods will turn mutant and start eating the squares away. Every squarescape has a time limit, to complete it all your pods have to be moved off the right hand side of the screen. Your reserved time is added to your total time on the next level.

Keyboard Controls

Normal joystick controls only (Use joystick in port 2)

F1=1 or 2 players F3/F5=Select Screens 1 to 14 * F7=Pause

FIRE=Pick up or drop a square

To select screens higher than 14 type in the first 10 letters of the screen name and press return.

WARNING: Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired or lent without the express permission of the publisher.

If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.