

THE OPTIONS

The (START or F7) button begins the game. To restart, press (R).

The (OPTION or F3) button will put you into the option select mode. You can then press the (SELECT or F5) button to choose either NOVICE, TOUGH, or SUPER Drelb level of difficulty.

The (SELECT or F5) button allows you to start from a greater difficulty level.

The (SPACE BAR) pauses the game. Moving the joystick restarts play.

There really isn't any more to say, only Drelbish valour can save the day.

All Drelbs, everywhere, are counting on you.



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Drelbs

by Kelly Jones

LOADING

Atari (Cassette)

Turn on computer whilst holding down the START key (START AND OPTION on XL Models). A beep will be heard. Press PLAY on the cassette unit and then press RETURN. Program will load and run automatically.

Atari (Disk)

Insert disk and then turn on computer (on XL Models hold down OPTION key whilst turning on). The program will load and run automatically.

Commodore 64 (Cassette)

Press SHIFT and RUN/STOP key simultaneously. Press PLAY on cassette unit and program will load and run automatically.

Commodore 64 (Disk)

Insert disk in drive and type LOAD "*" , 8,1 and then press RETURN. Program will load and run automatically.

Joystick

On Commodore 64 connect your joystick to Port 2.
On Atari connect your joystick to Port 1.

INTRODUCTION

In the many ages since the beginning of all things, in the time of sorcerers and unicorns, magic rules all kingdoms. Drelbs happily came and went as they pleased and hardly a cloud passed through their unhurried lives.

Then the Trollaboars came. They brought with them evil schemes and sought to enslave all men and Drelbs, and to rule the worlds of love and light.

One by one they caught the hapless Drelbs and trapped them in worlds where the light never came. It is into these dark places that you, as the last of the Drelbs, must venture in order to save your comrades and restore love to its rightful place.

HOW TO PLAY

You first appear on the atomic flip grid in the centre of the Drelbish kingdom. You will notice that as you hop around the grid your movement causes gates to shift position 90 degrees.

Your object is to close off as many of the squares as possible by flipping shut gates of $\frac{3}{4}$ completed squares (this may sound far more complicated than it really is). When a $\frac{3}{4}$ sealed box is closed by a gate flip it will turn into a pulsing square. In each round you must secure all of the squares possible on the grid.

The Trollaboars also can flip gates, however they cannot complete squares of their own (the Trollaboars are not builders—they are mean and nasty destroyers).

You can also trap the evil Trollaboars inside of the squares that you complete. This immobilizes them only for a short time, whereupon they break free and escape. When you have completed all squares possible on the grid, the squares will begin to fill up with Grogolytes and Drelbish windows (see below). Wait patiently and jump through the drelbish window into the dark corridor.

There are eight rounds to complete the game. They are as follows: Sapphire, Ruby, Emerald, Topaz, Peridot, Agate, Amethyst.

DRELBIISH WINDOWS TO THE DARK CORRIDOR

When this window opens you must hurry as quickly as your Drelbish legs can hop you there, and leap through the window into the land of the Gorgolytes, cousins of the Trollaboars, and slavemasters to the Drelbs.

Then quickly, ever so quickly, you can free every Drelb that you touch. But go carefully into that dark place for the Gorgolytes will perceive your presence and hunt you relentlessly until you are tossed back onto the grid.

If, however, you are successful in freeing all of the enslaved Drelbs then you will be transported to the bonus screen, and there your bonus points will be entered towards the goal of freeing all Drelbs from their awful fate.

HEARTS

After a certain time hearts will appear along the corridors of the flip grid. You must pursue these for they are magical indeed.

When you run over a heart it will freeze the Trollaboars for five seconds during which you can hop quickly and trap them in a square.

BONUS SCREEN

You will enter the bonus screen either by kissing the lady that appears in the Gargolyte boxes or by completing a round of the dark corridor. You will be awarded a bonus equivalent of 250 times the number of completed squares on the atomic flip grid. Then, automatically, you will be transported back to the flip grid to begin the next round.

THE GORGOLYTES

The Gorgolytes will try to pop into the flip grid. You will see their ugly faces haunting you. Don't let them intimidate you. While they are dead in the dark corridor they cannot harm you on the grid. However, they will destroy the boxes in which they appear, and be a general nuisance.

THE MYSTERY LADY

Whenever this beautiful face appears in one of the Gorgolyte squares, hop quickly to the square and steal a kiss from this fair damsel for she is sad and confused in a Gorgolyte prison. If you are successful in stealing a kiss, you will jump to the bonus screen. After all the enslaved Drelbs are freed, you will discover the secret of the mystery lady!

DIAMONDS

Occasionally, a magical diamond will appear somewhere on the flip grid. Hurry, hop quickly to the diamond, (for it will quickly disappear) and pass over it. This will open a Drelbish window into the dark corridor.

THE SCREWHEAD TANKS

The screwhead tanks control the perimeter of the atomic flip grid. They fire dreadful bullets that ricochet off the gates of the grid. Be careful to avoid both the tanks and their bullets, otherwise it's goodbye Drelb.

TROLLABOARS

These ugly square heads hunt Drelbs just for fun. Stay far away from them if you know what is good for you.

LIVES

You have five (5) Drelbish lives to complete your mission.