



Gilbert is feeling very pleased with himself. A jolly spiffing summer zipping about all over the Earth has left him feeling like a Super Hero. Unfortunately, the rest of the fellow Drillians are not quite as happy. In fact, they are green (and slimy) with envy.

Talk, talk, talk. Rabbit, rabbit, rabbit. Will Gilbert never shut up about his time on Earth? Luckily, even Gilbert has to stop for breath and just as things are getting back to normal a telly-gram (!) arrives from earth to invite Gilbert back to do a new series. That's done it. The Drillians can take no more. They decide that the only way to avoid another winter of Gilbert's bragging is to stop him from getting to the Tune Tees Television Studios and signing his contract.

The Millenium Dustbin has certain important parts removed (well wouldn't you class the toilet as important?) and spread about the planet of Drill. The Drillians remain tight lipped about it (not easy when you have a mouth the size of Gilbert's!) but being jolly sporting types, they give him a chance of finding some clues to the whereabouts of the missing pieces. All Drillians love a good video game so they decide that if Gilbert can beat them at their favourite arcade game they will give him a clue.

It all sounds very easy to a being with a brainbox the size of Gilbert's until he realises that he must reach Earth within 24 hours otherwise the contract will be given to another "Superstar."

PLAYING THE GAME

You are in control of Gilbert (most unusual, you had better make th most of it!)

He can walk, jump, float and swim around Drill (but not all at the same time, I hasten to add) and can protect himself from the various weirdo creatures that will try to stop him by "snorting" at them (YUK!).

(NOTE: snorting has no effect underwater).

If he snots away enough creatures on one screen he will see the HOVERJELLY which may drop an item of food when snotted which can be picked up by running Gilbert over it. These food items are:

TINS OF BEANS - used by Gilbert to give himself a bad attack of wind so that he can float over the landscape.

PIECE OF CAKE - eating this while floating will cancel the effect of the floating (how, we will leave to your imagination).

He can carry up to 4 items and use them by pressing keys 1-4. Gilberts supply of snot is limited but can be replenished by entering a Milk Bar in the city.

In the corner of every Milk Bar you will find one of the video machines which he can play by walking over to it. Once he has attempted a game he must find and play another before returning to the previous game.

THE GAMES ARE:

BRAIN DRAIN - play against a Drillian opponent in a test of memory. Select two tiles with the cursor and try to match them.

SPROUT WARS - save the sweet, innocent little sprouts against the big bad buggy boo that has attacked them. Shoot him with your leek!

GREED - collect the bags of dosh in the correct order but don't cross you path.

SNOT FIGHT AT THE OK CORRAL - snot them varmits, partner old bean.

EARTH INVADERS - the aliens revenge.

Winning an arcade game will give a clue to where Gilbert can find the missing piece of Millenium Dustbin.

LOADING INSTRUCTIONS

SPECTRUM - 128K users should switch on machine and press ENTER then start the tape.

48K users should type LOAD "" (enter) and start the tape.

SPECTRUM/AMSTRAD/MSX

Q	-UP
A	-DOWN
O	-LEFT
P	-RIGHT
SPACE	-FIRE
K	-ABORT
S	-PAUSE

(SNOT FIGHT AT THE OK CORRAL is not on the SPECTRUM/AMSTRAD versions due to limitation of memory).

Gilbert character © Tyne Tees TV Plc.

Gilbert - Escape from Drill.

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