

ER*BERT

Move **ER*BERT** around his cubic domain, changing the cube tops to match the 'CHANGE TO' indicator. Avoid **BORIS**, **COILY**, the **MOVING HOLE** and **CASCADING BALLS** - or you will lose a life.

TRANSPORTER DISCS take **ER*BERT** to the top of the cubes, a **ROTA HAT** lifts or lowers **ER*BERT** by two rows of cubes. Use these to escape from, or to lure **BORIS** and **COILY** to their doom!

Score **DOUBLE POINTS** by taking **BORIS'S BANANA** - but when **BORIS** comes along you can drop it and run!

TEN levels of play - each with **FOUR** different screen displays.

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Press '**SPACE**' to continue

JOYSTICK AND CONTROL KEYS

↗	ER*BERT UP RIGHT	; KEY
↖	ER*BERT UP LEFT	S KEY
↘	ER*BERT DOWN RIGHT	C KEY
↙	ER*BERT DOWN LEFT	. KEY
↑	ROTA HAT UP	A KEY
↓	ROTA HAT DOWN	J KEY

DROP BANANA SPACE KEY
 OR
 FIRE BUTTON

Press 'SPACE' to continue

E R * B E R T



MOVE ERBERT ON
HIS CUBIC DOMAIN
AS YOU CHANGE IN
CUBE COLOUR TO THE
THAT INDICATED

BEWARE OF :-



CASCADING BALLS



BORIS THE GORILLA



COILY THE SNAKE

ANY KEY TO CONTINUE

E R * B E R T



AVOID THE BLACK
CUBE



COLLECT ROTAHAT
AND USE IT TO ESCAPE
ONTO ANOTHER CUBE
LEVEL



PICK UP BANANA
FOR DOUBLE POINTS
BUT WATCH OUT FOR
BORIS!!!

ANY KEY TO CONTINUE

E R * B E R T



USE THE TRANSPORT
DISC AND ATTEMPT
TO CLURE COILY OR
BORIS OVER THE
EDGE AND SCORE: -



COILY -500 POINTS



BORIS -300 POINTS

ANY KEY TO CONTINUE