SWEEVO'S WORLD

"...The funniest cartoon adventure you'll ever take part in..."

For an intelligent robot, Sweevo is not very bright — he's clumsy, accident-prone and fond of fruit, but not bright. So that when he encounters the Great Dictator, the Horrid Little Girl and the Goose that lays the Golden Erg, his strange faith in apples is shaken to the core...

Confused? You will be, when you enter the outrageous bizarre and hilarious SWEEVO'S WORLD.

LIFE OF SWEEVO

For a self-willed robot, purpose-built to ease Man's burdens, seek out extreme environments and, generally, boldly go, SWEEVO was bit of a flop. So far, during Robot-Android Training School (RATS), he had failed the Memory Test (forgot to turn up), failed the Intelligence Test (forgot his name) and had been disqualified from Coordination Classes when, while trying to scratch his knee, he had accidentally turned himself off. All in all, a complete disaster...

But the kindly old Robo-Master had decided to give poor SWEEVO a final chance, mainly in hope of getting rid of him forever!

Each self-willed extreme environment vocational organism was allocated a problem planet to clean up before it was allowed to enter Active service. Such worlds abounded in the Grand Empire of Man (who tended to get pretty messy, what with a Galaxy to run and all); Odoreta 5, for example, the home for Old Training Shoes in the Sirian Sector, or Riglis, which for some reason known only to the Space Angling Guild, was entirely populated by worms.

Lucky old SWEEVO was dropped onto an artificial planetoid shown on the star-maps as Knutz Folly. Built by the mad baron Knutz, for his wife Hazel, an almond-eyed beauty from Brazil, the folly was the most bizarre planet in the Empire. Long deserted by humans, it was now populated by a host of genetic experiments created by Knutz before he went completely screwy and finally lost his thread...

Can our Hero overcome the absurd dangers that face him and reach Active Status? Is the kindly old Robo-Master due for a shock when SWEEVO returns from his mission? Will Knutz Folly be renamed SWEEVO'S WORLD? Probably not...

MONTY ON THE RUN

Super fit and desperate for freedom, Monty makes his daring escape from Scudmore Prison. Hounded by the bastions of law and order, our frightened hero finds refuge with the criminal underworld who offer him his chance to breath fresh air and bask in the sunlight once again. Moving from safe house to hideout to underground lair, Monty must select the correct five elements of his freedom kit from many he's offered and not miss out on the hidden gold coins that will make him a mole of leisure.

At last he's free but can he make the cross-channel ferry on time?

INSTRUCTIONS TO PLAY
GAMEPLAN

Monty, having escaped from prison and now superfit so that he can somersault, must make his way to freedom through many hideouts and secret locations. To successfully complete his journey he has been offered a freedom kit with 21 items in it, only the correct five will get him through. In addition, there are gold coins to collect on the way, plus some other objects that will help or hinder (you'll only find out if you try them!)

THE FREEDOM KIT

1. Compass	2. Jet Pack	3. Disguise
4. Rope	5. Generator	6. Laser Gun
7. Watch	8. Ladder	9. Hand Grenade
10. Gun	11. Floppy Disk	12. Passport
13. Gas Mask	14. Telescopic	15. Tank
16. Bottle of Rum	17. Axe	18. Kit Bag
19. Map	20. Hammer	21. Torch

GENERAL TIPS FOR OBJECT SELECTION

Don't worry too much about selecting the freedom kit. There will come a point in the game where you can go no further but it looks as if you should. At that point take careful note of where you are, restart the game and select the item from the freedom kit that will help you on your way!

SELECTING INITIAL OPTIONS

Use Up and Down to position the stars at the side of the desired option, then press Jump/Fire to select it.

FREEDOM KIT SELECTION

Use the Left and Right to move arrow and press Jump/Fire to select an object. The object numbers will correspond with the freedom kit list on the inlay card.

HOW TO MOVE
KEYBOARD

Q Left	W Right
Y-P Up	ENTER-H Down
B-SPACE Jump/Fire	

Joystick:
compatible with Kempston and Interface II.
These will be selected automatically if present.

THE POINT OF IT ALL

The results of the Baron's strange genetic experiments have completely overrun the artificial planetoid and must in some manner be eliminated. The main task would seem to be the extermination of an organism originally designed to look after the Folly and keep it clean – the Waste Ingestion and Janitor Units (known commonly as widgers) – they are not really dangerous but are extremely irritating and deserve everthing they get! On the other hand, the creatures built to guard the place are very dangerous and will attack at every opportunity; luckily, due to a deprived childhood in the breeding vats, they each have a special weakness which can be used to attract them...

SWEEVO's energy level can be judged by the expression on the face of the large dial; the Goose that lays the Golden Erg, however, will provide extra energy if he is startled from behind!

The Selector Pulse shows the position to be occupied if an object is picked up or the object to go if it is dropped.

Scoring is very complex and largely irrelevant, but, remember that for SWEEVO to reach full Active Status, all other organisms must be eliminated.

Oh, and Beware of the Fruit!

HOW TO PLAY
Keyboard Controls

QWERT Up Left	**YUIOP** Up Right
ASDFG Down Left	**HJKL** and **ENTER** Down Right
Bottom Row Pick Up, Drop, BOO	

JOYSTICKS supported are Kempston, Interface 2 and Cursor types; in all cases, the Fire Button takes on the functions of Pick Up, Drop and BOO.

To FREEZE the game:
press **Symbol Shift** and **0** on the Spectrum

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BOUNDER

INSTRUCTIONS FOR PLAY

Move Bounder (tennis ball) around screen, bouncing on hexagonal slabs only. If you miss, you fall to your death. Be sure to identify mountains and walls as you can't go over them, you must go around. Any collision means you lose a life.

As a rule: IF IT ISN'T HEXAGONAL, THEN AVOID IT!

These aliens destroy you:
BINOCULOIDS STICKITS MOSCITA BIRDS CHOMPER DOMES PTERRIES COINS EXOCETS etc.

Useful aliens are:
TELEPORTS JUMP BONUSES BONUS BUGS COPYRIGHT CANS MOVING PLATFORMS

Trial and error will help you identify which ones are which.

Slabs with arrows give you just over twice the time in the air. This allows you to make longer jumps, and if you feel inclined, a few fancy aerobatics! (Not recommended for beginners).

Slabs with question marks give you a mystery bonus, some good, some fair, but most of 'em bad. Careful planning and the use of a map are essential. Use the pause control to help you map the screens. After each level, there is a bonus stage. Bounce on as many question marks as possible, clearing all question marks will earn you a bonus. Each jump unused adds to your bonus score.

ADDITIONAL INFORMATION
Keyboard controls:

Q Left	**W** Right
M Pause On/Off	**L** Up
P Down	**Break** Return to title page.

Joystick **Kempston or Sinclair Interface II** auto-selects when interface attached.

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STARQUAKE

Message has just reached Earth of an unstable planet emerging from a black hole somewhere at the edge of the galaxy. If the core of this planet is not rebuilt it will implode causing the whole universe to go 'Ka Boom!' – Strewth, a Starquake...

The **Bio-logically operated being** is chosen for this ultra-dangerous mission – but why Blob? 'Cause of his mind blowing hybrid capabilities? Or the artificial intellect of his anti-brain? Nope – 'Cause all the other guys have pranged their spaceships. So **Blob** sets off for outer-space in his trusty ship with just a flightboard computer and a galaxy A–Z for company – Gulp, is he gonna succeed? – Will he even get there? – Or will the universe and Blob go blip?...

– Gosharooties who knows? But all these and many more answers must be questioned before it's too late!!!

CONTROLLING BLOB
Keyboard:

O Left	**P** Right
A Down or lay bridging platform	**Q** Up or pick up an object
M Fire	Also user definable key option

Joystick:
Use Sinclair Interface 2, Kempston or Cursor Joystick.
Pause game with **BREAK/SPACE** key any key or joystick action to restart.
Abort by pressing keys **ASDFG** simultaneously.

GALAXY A – Z

Blob	Teleports
Walking	Plants
Flying	Spikes
Dropping	Lunar Undergrowth
Pause Key	Platform Packs
Anti-Gray-Lifts	Key Code Cards
Stars	Pieces of Core
Weapon Zapping	High Density Cloud
Planet's Core	Rocky Lunarscape
Electrons	Molecular Structures
Zap Rays	Impalers
Energy Packs	Space Hopper Pads
Abort Option	Antimatter Objects
Flexible Thingydoo	Space Locks
Cheops Pyramids	Joystick Options
Olly	Superb Sound
Space Hopper	Key
Bridging Platform	Game Tunes
Weapon Packs	User Defined Keys
Bonus Lives	Spaceship
Re-Equip Packs	Skeletonauts
Secret Passages	Smash Traps
Flowers	Mushrooms
Signpost	

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LOADING INSTRUCTIONS

CASSETTE:
Type LOAD"" and press ENTER. Press PLAY on the cassette recorder.