

SQIJ'D! INSTRUCTIONS



SQI'D

Game by John Blythe
with Graz Richards

Thanks also to Jason Kendall

Cover-art by Mike Tenebrae



Published by MONUMENT MICROGAMES

Loading your cassette.

**Sqjld loads in just over 8 minutes.
(But don't worry, it's worth it!)**

48k ZX Spectrum

Type LOAD "" press ENTER and start the tape.

Note: LOAD is obtained by pressing the J key after turning on your computer, or while the K cursor is flashing.

The " " are obtained by holding symbol shift and pressing the P key twice. There is no space between the "" marks.

128k ZX Spectrum

Please select TapeLoader option from the main menu and press Enter. The cassette should auto load.

Loading should be error free, though if the tape fails at any time during the LOADING process, then please rewind the tape and try again. If failure persists then please try the other side of the tape.

If for any reason the game fails to load after all efforts, then please contact Monument Microgames at: Microgames2000@yahoo.co.uk

Use the subject header: "Tape clinic"

THE STORY

SQIJ is angry. Very angry! All he wants, is to live his selfish life within the UnderCave Kingdom, eating his fill of Dovelets™. But the all-powerful ENER TREE, SQIJ's own creation, now gorges on everything.

After 30 years, the roots of this vile tree have finally infiltrated the entire UnderCave Kingdom, draining the life from the planet, poisoning its inhabitants. So the time has come for SQIJ to do something about it.

The plan is simple. No one can resist the Dovelets™ so SQIJ has decided to feed them to the ENER tree to gain its trust. Gratefully the wicked tree will produce some Lifeforce from one of its roots. SQIJ can then find this Lifeforce and store it up.

If SQIJ keeps feeding the tree with Dovelets™ then it may be possible to achieve a critical mass of Lifeforce. Let the ENER Tree gorge on that and see what happens.

Gameplay:

Sqij can carry 2 Dovelets at a time. They appear in many Dove Caves. There is no way of knowing which cave a new Dovelet has hatched in. So you're going to have to search them all! To collect them, shoot them down and collect the Roast Dovelet.

Once you have two Dovelets take them to the centre of the ENER Tree. It will take them and produce a ball of Lifeforce in one of the Dove Caves. Go find it and store it in the Lifeforce meter on the right of the screen.

Once full, go to the centre of the ENER Tree and unleash its power!

You can shoot almost anything, but be wary of the RED caves, as they ONLY produce RED SKULLS! Pass through quickly if you can, as RED SKULLS are impervious to your Stomach Acid Bolts. Avoid if possible. If an enemy touches you, you will lose a unit of life! You have 100 units only!

Run out and it's all over for poor Sqij!

CONTROLS

O - Left P - Right Q - Up
A - Down SPACE - Fire

Don't like that? Well, keep the tape running
as there's another option to load.



Z - Left X - Right K - UP
M - Down L - FIRE
S - Music On/Off - In-game only

**NO CHANCE OF FALLING ASLEEP WHEN YOU
HAVE MONUMENT GAMES TO PLAY.**

JOSE B VILLARROYA'S

WAKE ME Up!



128k ZX Spectrum

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gaming!

If you've written a game for an 8-bit micro,
and you'd like to see it given the Monument
treatment, then please get in touch.

microgames2000@yahoo.co.uk