

Amstrad —  
SPACE Bar

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  
press 0 on the numeric block on the Amstrad.

## **Acknowledgements:**

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The Music was arranged and produced by "MARK TIME".

The Fruit was provided by Sams Hyper Mart, Alpha Centauri.

SWEEVO'S WORLD is manufactured and marketed by Gargoyle Games Ltd., 74 King St. Dudley, West Midlands.

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## **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. ...

## 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 widders)— they are not really dangerous but are extremely irritating and deserve everything 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 Load

Spectrum: Type LOAD"" and ENTER; press PLAY on recorder.

Amstrad: Press CONTROL and ENTER together; Press PLAY on recorder then press any computer key.

## How to Play

KEYBOARD CONTROLS:

Spectrum and Amstrad —

QWERT



YUIOP



ASDFG



HJKL — enter



Spectrum —

Bottom Row

Pick Up, Drop, BOO