

AMSTRAD CPC 464 · 664 · 6128

SPECTRUM 128 · 128+2

AMSTRAD

SPECTRUM



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## THE AIM OF THE GAME

### LOADING

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

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

Spectrum 128K; select TAPE LOADER and press ENTER; press PLAY on recorder.

### CONTROLS

QWERT ↗

YUIOP ↖

ASDFG ↘

HJKL - enter ↙

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.

AMSTRAD: To FREEZE the game: Press 0 on the numeric block.

SPECTRUM: To FREEZE the game: Press 0 on the numeric block.

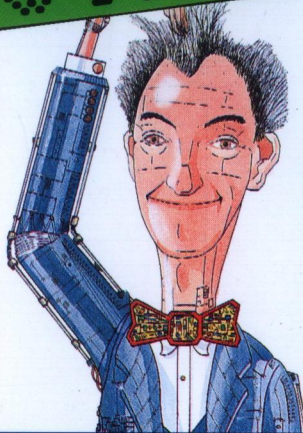
Can our Hero overcome the absurd dangers that face him and reach Active Status?

Your main task is the extermination of an organism originally design to look after the Folly and keep it clean - The creatures built to guard the place are very dangerous and will attack at every opportunity ...



Sweevo's  
WORLD

# Sweevo's WORLD



SCREEN SHOTS FROM  
THE SPECTRUM VERSION

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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 are not really dangerous but are extremely irritating. On the other hand, the creatures built to guard the place are very dangerous and will attack at every opportunity.

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!

#### CREDITS

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**SWEevo's WORLD**  
**AMSTRAD CPC, 464, 664, 6128**

#### GERMAN

##### LADEN

Drücken Sie die CTRL und ENTER-Tasten gleichzeitig.  
Drücken Sie PLAY und dann eine beliebige Taste.

Anm. Falls Sie einen 6128 benutzen, geben Sie zuerst den Tape-Befehl ein.

#### FRENCH

##### CHARGEMENT

Appuyez sur les touches CTRL et ENTER en même temps.  
Appuyez sur PLAY puis sur une touche quelconque du clavier.

N.B. Si vous utilisez un 6128, entrez d'abord la commande pour la bande.

#### ITALIAN

##### CARICAMENTO

Premere contemporaneamente i tasti CTRL ed ENTER.  
Premere PLAY e quindi un tasto qualsiasi sulla tastiera.

NB. Se si usa un 6128, mettere prima il comando per il nastro.

**SWEevo's WORLD**  
**SPECTRUM 128, 128 + 2**

#### GERMAN

##### LADEN

Geben Sie LOAD " " ein, drücken Sie ENTER und dann PLAY auf dem Kassettenrekorder.

#### FRENCH

##### CHARGEMENT

Tapez LOAD " " et appuyez sur ENTER puis appuyez sur PLAY sur votre enregistreur à cassettes.

#### ITALIAN

##### CARICAMENTO

Battere LOAD " " e premere ENTER, quindi premere PLAY sul registratore.

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