



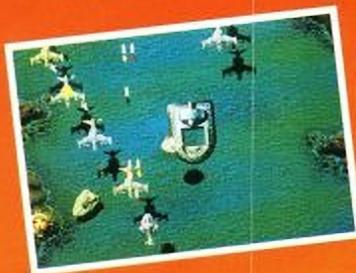
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Instructions for SWIV

S.W.I.V. - SECRET WEAPONS INSTALLATION VERIFICATION

Primary objective: Verify existence of the enemy's secret weapons installations and destroy them.

S.W.I.V. - SPECIAL WEAPONS INTERDICTION VEHICLES

Secondary objective: Interdiction mission: the destruction by military force of all enemy units.

S.W.I.V. - SILKWORM IV

Mission warning: Use extreme caution. Enemy units are armed with deadly weaponry, including the enhanced SILKWORM IV homing missile.

Loading instructions and controls

ST/Amiga

Insert the disc in drive and turn on your machine. The game will load and run.

Controls - SWIV can be played using Joystick or Keyboard. The standard settings are:

Helicopter: Joystick (Port 2 Amiga or Port 1 Atari ST).
Jeep: Keyboard.

To change the standard settings press the 'HELP' key to go to the control selection screen. Use F1 to F3 to change Helicopter controls. Use F6 to F8 to change Jeep controls.

Joystick - Move joystick to control vehicle, button to fire. Hold down fire to lock Jeep gun in the direction it is facing.

Keyboard - CURSOR keys to control vehicle, SHIFT - fire. Hold down fire to lock Jeep gun in the direction it is facing. ALT - Jump (Jeep only).

Additional Controls -

P - Pause/Unpause game.
ESC - Abort game.
HELP - Control selection screen.

Commodore 64/128 (in 64 mode)

Joystick only - Plug joystick in Port 1 for Jeep or Port 2 for Helicopter.

Disc - Insert disc in the drive. Type LOAD "",8,1. The game will load and run.

Tape - Press SHIFT AND RUN/STOP then press PLAY on your cassette deck.

Joystick - Move joystick to control vehicle, button to fire.

Additional controls -
H - Pause/Unpause game.
Q - Abort game.

Spectrum

128/+2 tape - Insert the tape in cassette player. Press ENTER then press PLAY on your cassette deck. Follow the on screen prompts.

Joystick - Move joystick to control vehicle button to fire. Hold down fire to lock Jeep gun in the direction it is facing.

Keyboard - Q/A - Up/Down.
P/ENTER - Left/Right.
SPACEBAR - Fire. Hold down fire to lock Jeep gun in the direction it is facing.

Additional controls -
H - Pause.
BREAK - Abort.

Credits

Produced and programmed by The Sales Curve Ltd.
Game designed by Ronald Piekiet Weeserik and Ned Langman
Package design by Artistix. Instructions by Dan Marchant
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Amiga/ST	Programmers	Artists
CBM64	Ronald Piekiet Weeserik	Ned Langman
Spectrum/Amstrad	Rob Henderson	Rob Whitaker
	Ken Murfitt	Tahir Rashid

Warranty

If by some quirk of fate your game fails to work please return it to:
STORM Customer Services, c/o The Sales Curve Ltd, 50 Lombard Road, London, SW11 3SU.
(To speed up processing please send only the disk/cassette.)

Instructions en Francais Pour SWIV

S.W.I.V. - SPECIAL WEAPONS INSTALLATION VERIFICATION

Objectif premier: vérifier l'existence des installations des armes secrètes ennemies en vue de les détruire.

S.W.I.V. - SPECIAL WEAPONS INTERDICTION VEHICLES

Objectif second: mission d'interception: la destruction par la force armée de toutes les unités ennemies.

S.W.I.V. - SILKWORM IV

Attention! Soyez extrêmement prudent. Les unités ennemies possèdent des armes mortelles, dont le missile à tête chercheuse, SILKWORM IV, dans sa version améliorée.

Les instructions de chargement et les controles:

Amiga/Atari St

Insérez la disquette dans le lecteur puis allumez votre ordinateur. Le jeu chargera automatiquement.

Les controles: vous pouvez jouer avec un joystick ou le clavier. Les modes de contrôle standards sont les suivants:
L'hélicoptère: le joystick (connecté au port 2 sur Amiga ou au port 1 sur Atari ST).
La jeep: le clavier.

Pour modifier ces contrôles, appuyez sur la touche "HELP" pour accéder à l'écran de sélection du mode de contrôle. Appuyez sur les touches F1 à F3 pour modifier les contrôles de l'hélicoptère. Appuyez sur les touches F6 à F8 pour modifier les contrôles de la jeep.

Le Genérique:

Produit et programmé par The Sales Curve Ltd.
Conçu par Ronald Piekiet Weeserik et Ned Langman
Boîtier conçu par Artistix. Instructions de Dan Marchant
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Amiga/ST	Programmeurs	Artistes
CBM64	Ronald Piekiet Weeserik	Ned Langman
Spectrum/Amstrad	Rob Henderson	Rob Whitaker
	Ken Murfitt	Tahir Rashid

La Garantie

Si votre jeu refuse obstinément de fonctionner, veuillez le retourner à:
STORM Customer Services,
c/o The Sales Curve Ltd, 50 Lombard Road, London, SW11 3SU, Grande-Bretagne.
(Pour que votre jeu défectueux vous soit renvoyé dans les meilleurs délais, ne retournez que la cassette ou la disquette en question.)

Die Anleitung Zu SWIV

S.W.I.V. - SPECIAL WEAPONS INSTALLATION VERIFICATION

Erstes Operationsziel: Feststellung, ob und welche geheimen Waffensysteme der Feind installiert hat, sowie die Vernichtung dieser Waffen.

S.W.I.V. - SPECIAL WEAPONS INTERDICTION VEHICLES

Zweites Operationsziel: Die verbotene Mission: Die Vernichtung aller Feindeinheiten durch militärische Kräfte.

S.W.I.V. - SILKWORM IV

Selbstschutz-Hinweise: Sei außerordentlich umsichtig. Die feindlichen Einheiten sind mit tödlichen Waffen bestückt, inklusive der verbesserten Zielschrakete SILKWORM IV.

Ladeanweisungen & Kontrollen

ST/Amiga

Legen Sie die Diskette in das Laufwerk A:/DFO: ein und schalten den Rechner an. Das Spiel wird geladen und gestartet.

Kontrollen - SWIV kann mit einem Joystick oder mit der Tastatur gespielt werden. Die Standard-Einstellungen sind:

Helikopter: Joystick (ST Port 1/Amiga Port 2)
Jeep: Tastatur

Um die Standard-Einstellungen zu ändern, drücken Sie <Help> um in das Kontroll-Auswahlmenü zu gelangen. Mit <F1> bis <F3> stellen Sie die Helikopter-Kontrollen ein, mit <F6> bis <F8> die Jeep-Kontrollen.

Joystick - Du steuerst das Fahrzeug mit dem Stick. Mit dem Feuerknopf löst Du die Waffe aus. Halte den Feuerknopf, wenn das Gewehr des Jeeps in Schußrichtung arretiert werden soll.

Tastatur - Du steuerst das Fahrzeug mit den Cursor-Tasten. Mit <Shift> wird die Waffe ausgelöst. Halte den Feuerknopf, wenn das

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Spiel-Entwurf von Ronald Piekiet Weeserik und Ned Langman
Verpackungsentwurf von Artistix. Anleitung von Dan Marchant
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Amiga/ST	Programmiere	Graphiker
CBM64	Ronald Piekiet Weeserik	Ned Langman
Spectrum/Amstrad	Rob Henderson	Rob Whitaker
	Ken Murfitt	Tahir Rashid

Garantie

Wenn das Spiel durch irgendwelche Einflüsse oder Produktionsschäden nicht funktioniert, sende es bitte an:
STORM Customer Services, c/o The Sales Curve Ltd, 50 Lombard Road, London, SW11 3SU.
(Für eine schnelle Abwicklung schicken Sie bitte nur die Diskette/Cassette.)

Instruzioni per 'SWIV'

S.W.I.V. - SPECIAL WEAPONS INSTALLATION VERIFICATION

Obiettivo primario: verificare esistenza armi segrete nemiche effettivamente installate e distruggerle.

S.W.I.V. - SPECIAL WEAPONS INTERDICTION VEHICLES

Obiettivo secondario: missione proibita - distruzione di tutte le unità nemiche.

S.W.I.V. - SILKWORM IV

La missione si sta scaldando: si richiede la massima cautela. Unità nemiche sono armate con strumenti bellici mortali, incluso lo straordinario missile SILKWORM IV, che ritorna automaticamente alla base una volta lanciato.

Istruzioni di caricamento & controllo

Amiga/Atari ST

Inserisci il disco nel drive ed accendi il computer. Il gioco caricherà e girerà.

Controlli - SWIV può essere giocato usando il Joystick o la tastiera. Le modalità d'uso standard sono:

Elicottero: Joystick (porta 2)
Jeep: Tastiera

Per cambiare le modalità d'uso standardizzate, premi il tasto 'HELP' per poter accedere al controllo per la selezione. Usa da F1 a F3 per cambiare i controlli dell'elicottero. Usa da F6 a F8 per cambiare i controlli della Jeep.

Joystick - Muovi il Joystick per controllare il veicolo ed il bottone per sparare. Tieni basso il fuoco per otturare il cannone della Jeep in caso di conversione.

Tastiera - CURSORE per controllare il veicolo, SHIFT - fuoco. Tieni basso il fuoco per otturare

il cannone della Jeep in caso di conversione. ALT - Salta (Solo la Jeep).

Controlli supplementari -
P - Pausa/Fine pausa del gioco.
ESC - Gioco interrotto.
HELP - Schermo di controllo selezione.

Commodore 64/128

Solo Joystick - Inserisci il Joystick nella Porta 1 per la Jeep o nella Porta 2 per l'elicottero.

Disco - Inserisci il disco nel drive. Scrivi LOAD "",8,1. Il gioco si caricherà e girerà.

Tape - Premi SHIFT e RUN/STOP poi premi PLAY sul tuo registratore.

Joystick - Muovi il Joystick per controllare il veicolo, premi il bottone per fare fuoco.

Controlli supplementari -
H - Pausa/Fine pausa del gioco.
Q - gioco interrotto.

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