

# SKWEEK



Have you ever wanted to paint the town red? Well with SKWEEK you can, except that the object of the game is to paint the town pink! Once upon a time, on a faraway planet, lived the harmonious people of SKWEEZ. But one day, the vile Pitark with his hordes of Schnoreuls attacked Skweezland, quickly defeating the defenceless Skweezettes. You have to guide SKWEEK, Skweezland's last hope, through the 99 continents of Skweezland killing and subduing the fierce hordes of Schnoreuls who have taken over SKWEEK'S precious planet and contaminated it, turning the once pink countryside blue! Your job is to kill the aggressive Schnoreuls and decontaminate all 99 levels of Skweezland.

©1989 Loriciels and US Gold

TENSTAR GAMES

SKWEEK  
By US Gold

FOR THE  
9  
ATARI ST

# SKWEEK



TENSTAR  
FOR THE  
ATARI ST 9

US GOLD®



# SKWEEK

## LOADING INSTRUCTIONS

- Set up your ATARI ST in the usual way. Refer to your Owner's Manual if required.
- Switch on your monitor or TV, then your ST. Place the program disk in the drive. After a brief period the game will begin to load.

## PROBLEMS

If you experience any problems with this software, please carry out the following procedures:

- Make sure you are following the loading instructions correctly.
- Some programs require external drives or memory upgrades to be removed. Please switch off your ST from the mains and disconnect any external drives or upgrades and try loading it again.
- If problems persist, try another piece of software that you know to load and work. If this software still loads and runs, then return the faulty software to your dealer, stating the exact problem(s) encountered.

**NOTE:** We suggest that you ensure the disks are write protected. Refer to your Owner's Manual, if required.

This product requires a television or colour monitor. It will not work on the Atari high resolution mono monitor.

## SCENARIO

Once upon a time, on a faraway planet, lived the harmonious people of 'Skweez'. One day the vile Pitark, with his hordes of Schnoreuls, attacked Skweezland, and quickly defeated the defenceless Skweezettes. As a last humiliation, Pitark had Skweezland contaminated with a blue Skweeticide, forcing the Skweezettes to flee to the planet Refuznoid.

Many years later, Pitark died and the Skweezettes decided it was time to decontaminate the 99 continents of Skweezland returning them to their original colour, pink.

Skweek volunteered to attempt this difficult mission; indeed, the Schnoreuls are very aggressive and Skweezland is a strange and dangerous planet.

If Skweek succeeds in restoring all of the continents, the Skweezettes will return and Skweezland will become a free and prosperous planet once again.

## MENU SCREEN

MENU SCREEN	
One/Two	Player(s) Mode
Explanations	This is the history of 'Skweez'
Keyboard	This shows the various keys for music on/off, pause etc.
Hi-scores	Previous champion 'Skweekers'
Thanks	This is a screen of information on the people involved in making Skweek

## OBJECT OF THE GAME

The object of the game is to guide Skweek through the 99 levels of Skweezland. Each of the 99 continents of Skweezland consists of different layouts. To turn the blue areas pink, all Skweek has to do is to walk over the infected tiles/squares within the time limit.

This would be easy if it were not for the arrangement of the tiles. The tiles can drag you only in certain directions; they may be made of ice and can cause Skweek to slip; they may crack and disintegrate when stepped upon; others may explode on contact, taking the surrounding tiles with them.

Every now and then, bonus items appear before briefly dematerialising again. The bonuses include extra points, warps to the next level, extra time, invincibility, bonus lives, anti-slip shoes and improved fire.

# SKWEEK

By US Gold

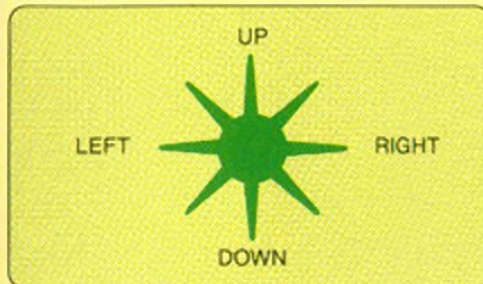
Gift boxes are unpredictable - you might get anything from extra points to reversed controls. Their are four different coloured teddy bears. Collect all of them and you get five more lives plus a warp to the next level.

There are four different ways to complete a level:

- Decontaminate all of the blue steps
- Freeze the 6 monsters
- Take the 'Exit' bonus
- Collect the 4 Teddy Bears

## JOYSTICK CONTROLS

The player uses the joystick for game control.



**Note 1:** To shoot monsters, point Skweek in their direction before pressing the FIRE button.

**Note 2:** There are no keyboard or mouse controls. Skweek can only be played using a joystick.

## BONUSES

ITEM	MEANING
'Baby Skweek'	One extra life.
The Freeze	Stop the monster from moving for a while. To kill it, you need to push it, otherwise he will free himself and go crazy.
Invincibility	Allows you to kill monsters by touching them.
Hamburger	Gives you 8000 points.
Ice Cream	Gives you points.
Door	Advance to the next level.
Laser Fire	Allows you to destroy some of the walls.
Teddy Bears	Collecting 4 Teddy Bears gives 5 lives & moves you to the next level. But if you pick up one you already have, you lose it.
Yellow Egg Timer	Adds 100 seconds.
Green Egg Timer	Adds 30 seconds.
Red Egg Timer	Adds 15 seconds.
The Gift	Contains many different things; some good, some not so good.
Shoe	Stops you from sliding.
Turbo	Allows you to run faster.

