



**ENGLISH
DEUTSCH**



SUPER SKWEEK

SUPERSKWEEK, THE HERO

Hi ! Allow me to introduce myself : my name is **SUPER SKWEEK**.

You do know my cousin, SKWEEK, don't you ?

He's a funny guy, but he's certainly become quite egotistical lately.

Why ?

Well..., probably because he has become a hero after the enormous success of the software that bears his name, SKWEEK, his story that became a reality thanks to **LORICIEL**, a nice software publisher ; but perhaps **LORICIEL** should have chosen a better hero ?

Anyway, **LORICIEL** does sometimes do things right : they asked ME to tell my own story.

At the beginning, to tell you the truth, I refused. Deep inside, I am someone very humble. But you know how **LORICIEL** is : they insisted, and persisted. Finally, I gave up !!

ME, I am a real hero, unlike my cousin SKWEEK. They're sweet,

those people from **LORICIEL**, and to become famous around the world pleases me a lot, I must say. (Don't tell anyone I said so).

I was courageous. I said to **LORICIEL** (I imposed my conditions), that since **SKWEEK**, my cousin's software, won so many awards, I would accept the endorsement of my own software only under the condition that it would be far superior.

I wanted **LORICIEL** to see who the real hero is. Am I wrong ?

OK, so now I am going to tell you rapidly how we shall play together, but I will also give you very few hints so that you can discover things on your own.

You'll see, we will have fun.

At least if you don't have fun, I will !

Are you scared ?

Don't worry, keep cool and let's continue.

II. BEFORE ANYTHING ELSE, HOW TO LOAD YOUR GAME ?

Well yes, before anything else, you'll have to know how to load the game in the computer's memory. No problem, just follow the indications on the label of the first disk, or the tape.

FOR ATARI AND AMIGA, SWITCH OFF THE MACHINE, THEN INSERT THE DISK A IN THE INTERNAL DRIVE, AND SWITCH ON YOUR COMPUTER. YOUR GAME WILL AUTOMATICALLY LOAD AND START.

FOR PC, LOAD THE DOS AS USUAL AND TYPE : *SUPER*.

FOR THE AMSTRAD DISK, SWITCH ON YOUR COMPUTER AND TYPE : *RUN"SUPER*.

AND FINALLY, FOR THE AMSTRAD TAPE : REWIND THE TAPE, PRESS THE *CTRL + ENTER* KEYS AND PRESS THE *PLAY* KEY.

Keep cool, relax a little bit as loading time is long. You always have to wait for the stars !

III. OK. AND NOW, HOW TO PLAY :

It's quite easy with one or two players. I, **SUPER SKWEEK**, am fortunate to have my friend, **SKROUCH**, who can help me. Aren't you lucky there are not 3 of us !

You can play :

- alone with one Joystick or with the keyboard.

When playing on the keyboard : the keys are the arrows of the cursor, and use the space bar to shoot.

- Two players mode with two Joysticks or with the keyboard and the joystick (for CPC+, Keys are : *Q A X C* and *Z* to shoot).

III.A. WHAT ABOUT THE FUNCTION KEYS ?

III.A.1. : FOR THOSE AMONG YOU WHO OWN A PC, AN AMIGA OR AN ATARI, HERE ARE THE USEFULL FUNCTION KEYS AND THEIR USES :

F2 : sounds ON/OFF

F4 : To switch from 50/60 Hertz on ATARI ST

DURING THE GAME WHEN YOU DIRECT ME :

F1 : Pause

F3 : Rainbow ON/OFF

F5 : With the MAP bonus, you can see the map of the level.

F6 : The editor allows you to create your own level. You can only do so when in CONSTRUCTION KIT mode.

F8, F9, F10 : Suicide

By clicking simultaneously on the SHIFT and ESCAPE keys, you will end the game.

III.A.2. FOR THOSE OWNING AN AMSTRAD CPC OR CPC+ :

The function keys are on the numerical pad with the corresponding number.

F3 and **F5** are of no use.

IV. WITH ME, IT'S NOT BORING, THERE ARE MANY DIFFERENT TYPES OF GAMES.

IV.A. NORMAL GAME

The action starts, my dear friends, at the beginning of the game with a SUPER FLYING OBJECT, which is really a flying UFO. (except for CPC where there is a level menu)

We have, and when I say "we", I should in fact say YOU, have dangerous missions to accomplish in the different islands.

The Island which, being the super hero that you are, you will be able to decontaminate or set free, classical work for a hero !

The mission you will have to accomplish will be indicated at the beginning of each level. Then you will have to go, fly, run, and set them free.

May the force be with you !..

Then, decide whenever you wish to choose an island. Not all islands are accessible to an amateur ; the game would be too easy !

An island is composed of various levels of which you need to win all. Easy !

After passing the first accessible islands, the charm of the two other islands will get you !

There, music magic, Coconut trees, and dancers await you.

Where was I ?

Oh, yes. For your information, each island is composed of 45 different levels (except for CPC).

IV.B. RANDOM GAME (EXCEPT FOR CPC TAPE)

Here you don't choose any island, and the levels are mixed at random. This game is more difficult.

Moreover, from time to time, there is a BONUS STAGE, our program trick to make the game more exciting and complex.

IV.C. CONSTRUCTION KIT (EXCEPT FOR CPC TAPE)

Those crazy guys from **LORICIEL** have created lots of different levels in each island. But, more than that, if you want to be even crazier, design your own levels.

If you are just starting, don't try this option.

But if you insist on using this option, I can tell you that you have 10 different levels which you can modify and then save with the levels editor. You don't have any BONUS STAGE, saving option, nor high score in the construction kit. You can't have everything !

To use the levels you designed with the CONSTRUCTION KIT, choose from the menu CONSTRUCTION KIT. Then start the game (first option in the CPC menu) ; while playing press the **F6** Key.

* For AMSTRAD, here are more options for the CONSTRUCTION KIT mode :

- the **V** key allows you to jump from the first to the second floor.
 - the **X** key gives you the option to select the type of tiles and to validate the one you choose ; just press the FIRE button or the space bar.
 - the arrows of the joystick allow you to move the cursor (represented by SKWEEK) and **FIRE** to validate the position.
 - the **S** key fills the level with the selected tile
 - the keys **0**, **1** & **2** of the numerical pad allow you to position SKWEEK in the level where he will start (indicated by coloured balloons). One player mode is selected with **0** Key, 2 players with **1**, **2** for SKROUCH.
 - Keys **N** and **P** allow you to switch from the previous level to the next one and vice versa.
 - **ESCAPE** : To go back to the game.
 - **S** to save the level just designed.
 - **L** to load the previous designed level which thereby erases any modifications brought to that level since the last saving.
- * For PC/ST/AMIGA, here is more information on the CONSTRUCTION KIT mode :
- move the Joystick UP or DOWN to choose the level you wish to modify.

- by pressing the **SPACE BAR** you can modify the actual level.
- you can then move through the level and by pressing the keyboard keys, select the tiles .
- either the right button of the mouse or the **HELP** key are very convenient for additional help.
- keys **1, 2, 3** of the numerical pad allow you to place **SKWEEK** & **SKROUCH** on the starting point of the level.
- by pressing the two **SHIFT** keys simultaneously, the entire screen is filled with the selected tile.

In order to save the game, and the levels, it is necessary to do so on a formatted disk.

V. MISCELLANEOUS :

In the various modes described in chapters IV.A, IV.B, there is a bonus stage every 15 levels.

To make it harder, we have a big monster at the end of each island. (slightly different for CPC).

In the bonus stages, you can never loose points, you can only win.

At the beginning of one game, you have 8 lives ; when you "die", you may choose the way you wish to come back to life (except for CPC).

By doing nothing special, you come back where you finished when you died.

By pressing quickly the **FIRE** button, you come back to the starting position and you have the maximum **TIME**. Easy enough ?

When you're in a two players game, one can help the other ; if one of the two players doesn't have any more life points, the other one can give him some (except for CPC).

If his companion refuses, he's dead.

If he agrees, he gives his friend one more life for the rest of the game. Nice life !

VI. CONTROL PANEL :

Tiles represents the number of coloured tiles, and Time the time you have left.

Letters **LT** and **SP**, once they are switched on, show you that **SKWEEK** has the options below to shoot with :

L : laser

T : tiles

S : shoe

P : paint

For CPC those indications are shown only in the option **STATUS** of the **SHOP** where these bonuses appear on the screen.

The colour of the control panel is useful for the following (except for CPC) :

- If it is either violet or brown-beige, that means you are in a level without any mission. You then need to paint everything.
- if it's pink, it's a mission where you have to set free the SKWEEZETTES. Nice, isn't it ?
- if it's gray, it's a mission where you need to kill the monsters.
- if it's completely black, that means you accidentally switched off your computer...

VII. BONUSES :

There are tons of bonuses :

The DISK bonus, which you can easily access in the SHOP allows you to format (except for CPC), and to save a game, but be aware that you may save one game up to 4 times only.

To play with CPC, you have to insert a blank disk in the drive. Then go to the PLAY BACK option of the main menu. One side of the CPC Disk can only contain one game with eventually the 10 different sets of the construction kit.

There are plenty of bonuses to get : 30 different bonuses at the same time, but be aware, if you take EXIT, you get out of the level.

THE TILES :

All of the blue tiles must be painted except if your mission is to free Skweezettes or/and kill monsters.

The pivoting tile can't be painted unless all of the 8 surrounding tiles are pink.

On the keyboard, the keys are the cursor arrows and space bar allows you to shoot.

SUPER SKWEEK

ICH BIN SUPER SKWEEK - EIN WAHRER HELD

1. Ich bin Super Skweek

Guten Tag, darf ich mich vorstellen - **SUPER SKWEEK**.

Erinnerst DU DICH an meinen Cousin SKWEEK ?

An sich ein ganz lustiger Typ. Nur ist ihm sein Erfolg ein wenig zu Kopf gestiegen.

Welcher Erfolg ?

Ach, der der Software, die seinen Namen trägt. Ein Computerspiel der Firma **LORICIEL**. Kein schlechtes Unternehmen, doch manchmal könnten sie ihre Stars besser auswählen.

Andererseits kann **LORICIEL** auch viel Fingerspitzengefühl zeigen: immerhin haben sie mich persönlich beauftragt meine Geschichte zu erzählen.

Na ja, eigentlich wollte ich es nicht tun. Im Grunde bin ich ein sehr bescheidenes Wesen.

Aber es kam, wie es kommen mußte : sie haben einfach nicht locker gelassen und schließlich haben sie mich überzeugt.

Die Leute von **LORICIEL** sind sehr nett, und natürlich gefällt es mir auch, in der ganzen Welt berühmt zu werden. Aber psst, das bleibt natürlich unter uns.

Ich bin hart geblieben und habe bei **LORICIEL** meine Bedingungen durchgesetzt. Ich habe ihnen gesagt, daß wenn das Spiel SKWEEK so viele Fans gefunden hat, ich mich nicht mit einem x-beliebigen Titel zufriedengeben würde und, daß nur ein sehr viel besseres Spiel meinen Namen bekommen könnte.

Schließlich muß doch klargestellt werden, wer der echte Held ist, oder ? ?

Tja, und nun werde ich Dir kurz erklären, wie das Spiel geht, aber ich werde Dir auch eine Menge verschweigen, damit Du selbst noch einiges entdecken kannst. Du wirst sehen, wir werden viel zu lachen haben...

Bist Du bereit ? Dann können wir ja loslegen.

2. ZUERST MÜSSEN WIR DAS SPIEL LADEN

Dazu brauchst Du nur die Anweisungen auf dem Etikett der ersten Diskette oder Kassette zu lesen.

- Atari und Amiga : schalte bitte den Computer aus. Lege die Diskette in das Laufwerk und schalte anschließend den Computer wieder ein. Das Spiel wird automatisch geladen.

PC :

den Computer wie gewohnt starten, die Diskette in das Laufwerk A oder B legen und A: SUPER oder B: SUPER eingeben.

AMSTRAD Diskette :

den Computer einschalten, die Diskette in das Laufwerk legen und RUN"SUPER eingeben.

AMSTRAD KASSETTE :

bitte zuerst die Kasette zurückspulen, dann gleichzeitig CTRL und die kleine ENTER-Taste und anschließend die PLAY-Taste der Datasette drücken.

Nur keine Eile, der Ladevorgang kann etwas dauern - aber das kennt man ja, Stars lassen nun mal gerne auf sich warten !

3. NUN KÖNNEN WIR SPIELEN

Du kannst alleine oder mit einem Freund spielen, denn ich Super Skweek habe einen Kumpel der mir hilft : Skrouch.

Bei einem Spieler, kannst Du den Joystick oder die Tastatur (Pfeiltasten und Leertaste zum feuern) benutzen.

Zwei Spieler können entweder 2 Joysticks oder einen Joystick und die Tastatur benutzen. Bei CPC+ Computern, Q,A,X und C zum bewegen und Z zum feuern.

4. DIE FUNKTIONSTASTEN

F2 : Sound an/aus

F4 : Wechselt von 50 auf 60 Hertz bei Atari-ST

WÄHREND DES SPIELS :

F1 : Pause

F3 : Regenbogen an/aus

F5 : Hat man den MAP-Bonus, kann man mit die Karte des Levels sehen.

F6 : Ermöglicht die Erstellung von Tabellen
(nur im CONSTRUCTION KIT-Modus).

F8, F9, F10 : Shift und Escape gleichzeitig drücken
um das Spiel zu beenden.

5. DIE STATUSANZEIGE

Die Statusanzeige befindet sich am oberen Bildschirmrand.

Tiles = Anzahl an farbigen Platten

Time = Restliche Zeit

Wenn die Buchstaben LT und SP leuchten, besitzt Skweek folgende Gegenstände :

L = einen Laser-Schuß

T = einen Tiles-Schuß

S = einen Schuh

P = einen Paint-Schuß

Bei der CPC-Version befinden sich diese Angaben nur in der Statusoption des Shops, in Form von Boni.

Bitte auch die Farbe der Statusanzeige beachten (außer CPC) :

- wenn sie violett oder beige-braun ist,
bist Du in einem Level ohne Mission.
Du mußt also alles ausmalen.
- wenn sie rosa ist, mußt Du Skweezetten befreien.
- grau bedeutet, daß DU gegen Monster kämpfen mußt,
- tja, und wenn sie schwarz ist, ist der Computer ausgeschaltet !



81, RUE DE LA PROCESSION
92500 RUEIL - (1) 47 52 11 33
- FRANCE -