



SKWEEK for TurboGrafx 16/PC ENGINE

NOTE: this is an adhoc manual put together by playing the game and getting screen shots..I cannot find a manual for the game anywhere so any help is appreciated

Once upon a time, on a very distant planet, lived the people of Skweek, quietly and contentedly. But one day their enemy, the evil Pitark, attacked with his many hordes, leaving the Skweek defenseless. Many years later Pitark died and the Skweek decided the time had finally come to decontaminate the 99 continents of Skweekland, thus reverting themselves to their original color of pink. It is Skweek who now has to accomplish this difficult and dangerous mission. If Skweek can succeed in painting all of the continents pink, then Skweekland will once again become a free and prosperous planet. So help him out, he needs you!

Playing the Game:

Controls

D-Pad - moves Skweek in all eight directions

Run - Starts and Pause game

Button I -

Button II - Fires weapon in direction Skweek is facing (unless multi directional fire has been collected)

Select - Give up

Object of Game - to turn all the blue tiles to pink by walking over them..(there are some grey tiles as well and they need to be turned pink by walking over them)

There are 99 levels to this game

Collect all four teddy bears to skip current level..collect one already collected and you lose that teddy bear. Collecting all 4 rewards 5 lives as well.

There are several enemies in this game and I will update this document as soon as I know all of them and what they do in the game.

The enemies do not fire at you but touching any enemy cost a life. (exception is the freeze bonus and shield bonus..see bonus section for explanation)

Getting Started:

At the titles screen press the RUN button or Button II to get to the Section Screen



Choices are:

1 Player = for single player

2 Player = for 2 players simultaneously..player 2 is green

Highscores = brings up the high scores screen

Option = brings up the option screen



Music = turns background Music on or off

Sound = turns the sound effects of the game on or off

Rainbow = Turns the rainbow on or off (this runs in the background)

Exit = Return to Selection screen

The Playing Field: The playing field extends above and below your starting point depending on the level



1. Current collected teddy bears (collect all 4 to skip current level)
2. Player 1 Score
3. Lives Remaining
4. Time and Tiles Remaining
5. Bonus - Center tells you what the bonus is..arrows indicate above or below your current position on the screen
6. Player 2 Score
7. Current Highscore

Tiles in the game



Blue Tile..what need to turn pink



Pink Tile...what happens when you walk over blue and grey tiles



Raised yellow tile..cannot be turned pink but can be destroyed by Enemies and the laser fire bonus or the boom tile. Absorbs weapon fire



Same as yellow tile but rebounds weapons fire except laser fire



Fractured tiles...disappear when Skweek walks over them



Arrow tiles...Skweek walks faster in the same direction slower against



When Skweek stands on this tile press ButtonII to transport to a corresponding tile elsewhere on the screen. Skweek is invincible for a second when transporting



ICE tiles..Skweek slides the length of the tiles in the direction he Is going. Cannot change direction on these tiles.



Invisible tile..Skweek can walk over these tiles unless the enemy generator (name?) is active



Blue Boom tile...destroys all adjacent tiles



Green Boom tile..kills all onscreen enemies

Food Bonus:



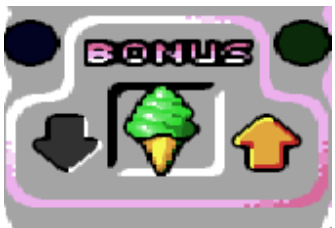
Collect for 800 points



Collect for 1000 points



Collect for 3000 points



Collect for 5000 points



Collect for 8000 points

Weapons Bonuses

Weapons that are picked up stay with Skweek until he picks up another weapon bonus or dies.



Multifire bonus..allows Skweek to fire more than one shot of the default weapon



Crossfire bonus... allows Skweek to fire up down left right simultaneously



Diagonal Fire...Allows Skweek to fire in four diagonal directions simultaneously



Eightway fire bonus..allows Skweel to fire in all eight directions simultaneously



Freeze bonus..allows Skweek to freeze enemies..once frozen touch them to eliminate them...note: if you leave the enemies frozen they will not re generate..also if you freeze all the enemies on the level you skip to the next level. Also be aware that if the enemy frees itself from being frozen..it will go crazy.



Shoe bonus..when collected Skweek will not slide on ICE tiles or Arrow tiles

Timer Bonuses...these bonuses add time to your remaining time



Yellow timer adds 100 seconds to your time

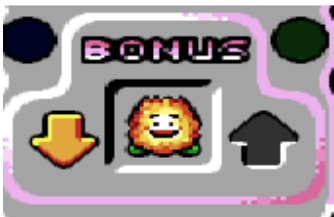
Green timer adds 30 seconds to your time

Red timer adds 15 seconds to your timer

Other Bonuses



Turbo bonus..makes Skweek walk very fast



Life bonus..awards an extra life (maximum is 6)



Exit bonus..collect this to skip the current level

This is all I have ..if I get any more information for this version I will update this document and redistribute it.

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