

# **HYDROFOOL**

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## **INTRODUCTION**

Fresh from his dismal triumph on Knutz Folly, Sweevo is thrust onto the watery world of DEATHBOWL, a planet which, for no good reason, has been converted into a gigantic aquarium.

Will Sweevo succeed in his mysterious mission – or will the Great Bowl-Keeper pull the plug on him?

HYDROFOOL is a fast, 3-D, seek, chase, puzzle and laugh game, featuring the fabulous but irrelevant HYDROMATION.

## **THE GAME**

"SWEevo" said the kindly old Robo-Master, gnashing his metallic teeth, "I didn't expect you back so soon . . . so, go and clean out the DEATHBOWL!" Warily, Sweevo reached for his copy of the GALACTIC ADUARIST and read:

"The gigantic planetary aquarium called DEATHBOWL is now so polluted that the only remedy is to completely empty it of water by pulling each of the four main plugs. Each plug is activated by special objects, indicated by the surrounding floor-plates. These objects may be just lying around, although guarded, or they may be part of one of the inhabitants, which must therefore be eliminated - luckily, weapons, with limited ammo, may be found in abundance. The Deathbowl is constructed of several levels - downward access is by whirlpools, upward access by bubbles - some bubbles burst early, which is useful!

**NOTE:** It is important that the plugs are pulled in the correct sequence, otherwise an inaccessible level will be created.

**SPECIAL NOTE:** For mechanical lifeforms: Rusting commences on contact with water – this can be reversed, temporarily, by an intake of oil."

## **HOW TO PLAY**

Joystick, or Keyboard as follows:

Q W E R T	- Up/left	Y U I O P	- Up/right
A S D F G	- Down/left	H J K L	- Down/right
SPACE	- Pick Up/Drop/Fire if carrying weapon		
0	- Freeze	1	- Abandon Game (Symbol - Shifted)

## **LOADING**

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

N.B. For 128K Spectrum use TAPE LOADER.

## **CREDITS**

Manufactured and Marketed by Faster Than Light

Music by Rob Hubbard