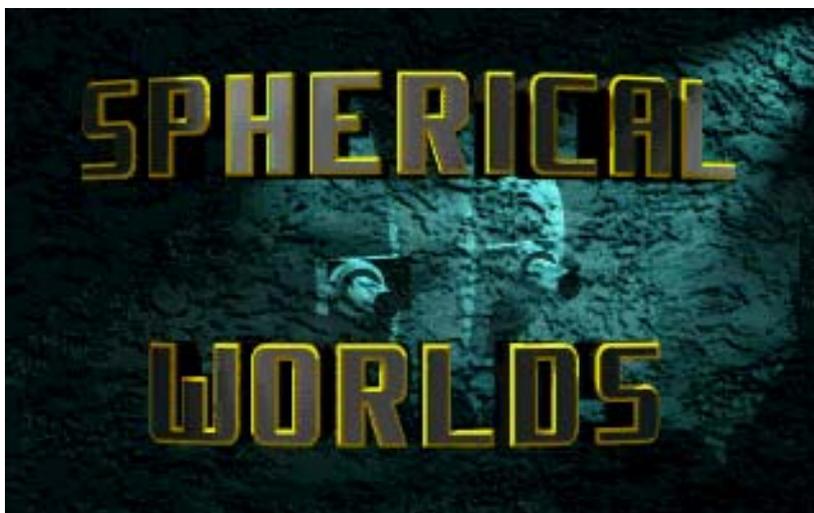


“Spherical Worlds” The Manual



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NEO Software GmbH

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2. INTRODUCTION

Greetings player!

In front of you now stands “Spherical Worlds”, a shooter game for Amiga which will, we hope, entertain you for a long time, with features like animated story introduction, smooth 8-way scrolling playfield, fast action, lots of explosions, lasers, missiles, weapons and similar tools, great sound effects and music, 3D tunnel flight, and much, much more. Blast them all, and have fun!

In this game you will experience one of the possible events that might happen in the future.

3. BACKGROUND STORY

In the distant future, the other planets colonized by Earth were on their remarkable way of growth in all the branches of science, culture, politics and economy. Ancient knowledge was understood and accepted. Human race has found a new energy resources, space travel was no longer a problem. They lived more or less happily for many years to come.

Then, one day, colony’s space communication systems started receiving strange readings on their instruments. Day and night, computers attached on special communication systems were trying to decode those readings. As the time passed, messages were more and more logical. So they found a pattern. Message was comprehensible. It was the message coming from an alien ship, containing information about its current position and heading. It was coming towards Earth. Intentions of those aliens were unknown. The Council of colonies decided that information is highly restricted for public for the time being. Enormous efforts were invested in course of establishing any form of communication with aliens. Decades have passed since. No reply messages were received.

Then suddenly all sensors, satellites, communication systems were overloaded with the same messages as before. But now the message coming from the alien spaceship was saying that they are a few light years away from the Earth. Communication was established on friendly basis. Those aliens were interested in planetary research in this sector of universe. Earth was also included. For many years they were helping human race to progress and develop in all society and science matters. Those days people were living happily and lively, many children were born to live and prosper.

On March 25th, 4530 all contact stopped. People and colony governments were confused. Last message in all colony planets, states, cities was:

“LARGE SPHERICAL OBJECTS ARE ENTERING EARTH ATMOSPHERE...”

4. HARDWARE REQUIREMENTS

“Spherical Worlds” is game designed for whole Amiga family computers (A500, A600, A1000, A1200, A2000, A3000 and A4000). Your Amiga must have at least 1 MB of memory for game to work. If you have exactly 1 MB of memory (mostly Amiga 500) it is possible that computer will warn you with “NOT ENOUGH MEMORY TO LOAD DATA” message. In this case, you must turn off all additional hardware e.g. floppy drives, hard disk, printer and similar devices, which may occupy memory of your computer. Also, you should not start any other program at the same time when you start the game.

If you have more than 1 MB of memory or faster Amiga, “Spherical Worlds” will use your additional hardware, such as turbo-boards, memory expansions, hard disk, extra floppy drives and so on and will display more enemies, more bullets and more special effects. For more information read the section 12 (troubleshooting).

If you’re running the game in an emulator such as WinUAE, we recommend you use an **A1200 configuration with 4 MB of Fast RAM** and install the game on hard disk for faster loading.

5. STARTING THE GAME FROM FLOPPY DISKS

If you are playing the game from floppy disks, boot the computer from disk one, when you wish to see the intro or boot from disk two when you want to play the game. If you have more than one floppy drives, you may insert game disks in them and you won’t have to swap disks. If you experience any problems during the use of extra floppy drives, read the section 4.

6. HARD DISK INSTALLATION

“Spherical Worlds” can be easily installed on hard disk. To be able to install the game on hard disk, you must have more than 1 MB of memory. This is because hard disk uses memory of your computer to function. Additional information can be found in section 4. Amiga Workbench must be fully installed on your hard disk, because installation of “Spherical Worlds” requires some libraries, and Amiga-DOS CLI commands. If you get any error during the installation of the game, it is likely you don’t have full version of Workbench. In this case, reinstall the Workbench, and repeat the procedure. So, here is the hard disk step-by-step installation procedure:

- Load the Workbench
- Insert DISK 3 of “Spherical Worlds” and double click on disk 3 icon
- Window will appear with install icon. Double click on “SWinstall” icon

Installation starts. Standard Amiga installer utility is used. If you already have installed some programs, you know the procedure.

If you are less experienced user, here follows a description for you:

After the installer loads, first click on **PROCEED WITH INSTALL** to continue with installation. After another question click again on **PROCEED** icon. After that, you will be asked to enter path where the game should be installed. Default destination is “Work:” if it

exists. When you select path, click again on PROCEED icon. New directory, named "SW" will be created, and you don't need to make it yourself.

For example, if you have selected "DH1:Games" game will appear as "DH1:Games/SW". After path selection, you will be asked to select your Workbench environment. This will create game icons designed for your Workbench. Use HELP option or "Read Me" file for more information, or just select "4" if you are not sure. The selection will not affect the game, just the Workbench icons. Now, the only thing you have to do is to insert disks when the program asks you. After you have finished with install you may remove floppy disks from drives, reboot and "Spherical Worlds" is ready for playing from hard disk. If you wish to see introduction, double click on "Intro" icon. If you wish to play the game double click on "Spherical Worlds" icon.

7. GAME OPTIONS

When the game starts you will hear music and a few pictures will be displayed. Pictures can be skipped by pressing fire on joystick or keyboard. When the menu appears, you can choose an option from it, or you can wait to see hi-score table and more pictures. You may press fire button to get back to menu anytime. Menu has the following options:

- START GAME
- ENTER TELEPORT CODE

First option speaks for itself. Second option gives you ability to skip levels you have passed previously playing the game. If you click on this option and if the code was displayed it will be erased and you may enter a new one. Use keyboard to enter code, press BACKSPACE key to correct errors and press RETURN key when finished. In the game you will get codes after every two levels. Read further in the manual how to get teleport code.

7.1. Cheat / Trainer Codes

If the game is too hard for you to play, you can use the following teleport (cheat) codes. These codes **include all weapons and map scanner** so you don't have to buy them. You can still buy extra lives and rockets in the weapon screen though.

Teleport/level codes with all weapons included

Level 01: HPPIAADD
Level 03: HPPOACJH
Level 05: HPPOAEJJ
Level 07: HPP0AGJL
Level 09: HPPFAIAC
Level 11: HPPOAKJP
Level 13: HPPOAMJB

Note: If you are using teleport codes you may not see some animation sequences, pictures and bonus 3D tunnel level – as they may appear between some levels. You may also miss the opportunity to earn up to 40000 credits in the 3D tunnel level by collecting orange energy balls. So complete each level to be sure to see them.

8. WEAPON SCREEN

You can enter WEAPON SCREEN every time between the levels of the game. On the weapon screen you can buy different weapons and tools, which will make your spherical droid more dangerous and you'll be able to blast the enemies easier, cut your way through the walls, see the map of the territory, etc. To buy a weapon you must collect credits (see the section 11) during the game. Every weapon/tool has a price. According to your credit amount it will display only weapons and tools which you can buy at the time. To choose weapon use joystick left and right or use keyboard cursor keys left and right.



First picture box represents cost of each weapon (e.g.12760 above). Move weapon-cursor to desired weapon and look at this box to see the price.

Second picture box has three smaller icons. First (top one) icon is used to buy chosen weapon. Second (middle one) icon is used to get some info about chosen weapon. Third (bottom one) icon is used to exit weapon screen.

Third picture represents the amount of your credits (e.g. 78450 above). To choose option use joystick up, down and fire button to confirm, or use keyboard cursor keys up, down and right shift to confirm option.

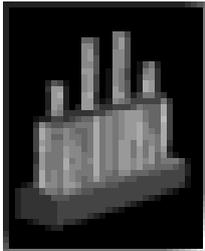
To complete all levels it is essential you buy the **Map Scanner**, **Laser Charger** and **Laser Cutter**. Other weapons are optional so buy them if you have extra credits to spare.

8.1. Brief Description of Each Weapon and Tool



GUIDED MISSILE

It will seek and destroy your enemies, which are not always the nearest but more powerful and dangerous to you. It will fly above walls and it is the only weapon that can destroy enemies on the other side of the wall. For the given price you will get 3 missiles. Press SPACE to launch it.



FAST RATE MACHINE GUN

This weapon is upgrade to standard machine gun. It provides faster and wider firing. It's more effective than the ordinary machine gun you start with. Press F2 to select it.



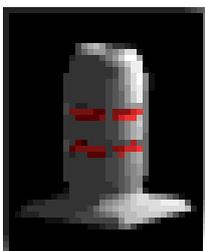
2-WAY FIRE

It will fire big bullets in front and behind you. It has slower firing rate but damages enemies more than the machine gun. Press F3 to select it.



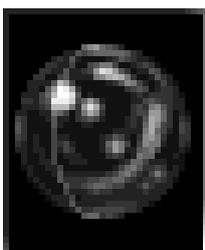
ROTATING LASER LAUNCHER

Big rotating bullets that bounce of walls and also spread when fired, with little bit slower firing rate but good damage to enemies. Press F4 to select it.



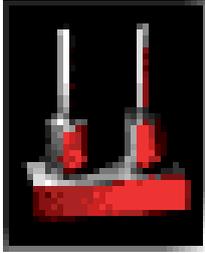
FLAME BULLET LAUNCHER

Launcher with wide spread fire. It has fast firing rate, good efficiency, but shorter range. Press F5 to select it.



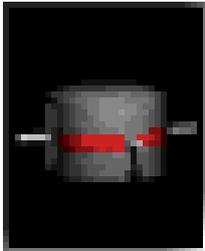
BOUNCING BALLS

Fast firing rate weapon which fires balls that bounce from walls and enemies and provides multiple damage. Press F6 to select it.



LASER CHARGER

Similar to bouncing balls except it fires laser beams and has longer lasting bouncing effect. Also, beams fly faster and therefore provide you with a protection from distance. It is probably the most effective general-purpose weapon you will use in this game so we recommend you get one as quick as possible. Press F7 to select it.



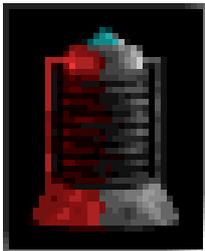
ROTATING SHIELD

Fires bullets in four directions and rotates around spherical droid, protecting it from lots of enemies. Press F8 to select it.



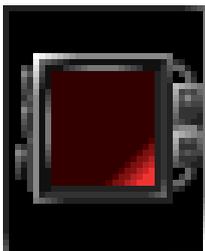
8-WAY PLASMA "STAR" SHIELD

It is similar weapon to rotating shield, but more efficient and more powerful. Press F9 to select it.



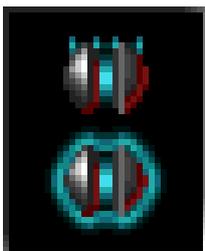
LASER CUTTER

Main purpose of laser cutter is to cut through damaged walls or walls left by enemies. This is essential on higher levels as you won't be able to complete them without this weapon. This should be one of priorities on your buy-list right after the laser charger. It can be used against enemies but generally is not good for anything except cutting walls. Press F10 to select it.



MAP SCANNER

This piece of equipment will show you the map of surrounding area. When used you'll get a screen where walls will be marked as black and doors as red. Flashing dot indicates your position. Blinking arrows show you directions in which the map continues. Our suggestion to you is to buy this first because without it you'll be lost on some levels. Press M to activate it.



EXTRA LIFE

The name speaks for itself. If you are in trouble and don't think that you can complete next level (and have enough credits), buy yourself an extra life. It will show in the game status bar.

9. GAME CONTROL

To control your spherical droid you can use joystick or keyboard. Keyboard controls are **cursor keys** (below DEL and HELP key) and **right Shift** key as FIRE. **We strongly recommend you to use joystick** if you wish to have better and reliable control of your droid.



To change weapons use function keys **F1** to **F10**. If the weapon is not installed you will hear “CLICK” sound. Weapons are sorted as in weapon screen, starting with key **F2** which activates FAST RATE MACHINE GUN. **F1** is default MACHINE GUN. To fire missile press **SPACE** key. If missile can’t lock on target “BEEP” sound will be played. If you fired all of your rockets this key will be ignored. Use **M** key to get the map. To exit map press **M** key again or you can exit by pressing **ESC**, **SPACE**, **M**, **right SHIFT** or **fire button** on your joystick. Use **HELP** key to activate nuke (this weapon can only be found in game itself, not in weapon screen). If you want to pause the game, press **P** key. Screen will become darker, and the game will stop. To return back to the game press **P** key again. Press **ESC** key to lose all lives (if you want to abort your playing and return to the main menu).

10. IN-GAME STATUS BAR

During the game you can monitor your score, number of keys, lives, energy, and other indicators which will provide you all necessary information about your spherical droid.



A blue horizontal bar represents your energy, and it will decrease every time you are hit by enemies or by enemy bullets. An orange horizontal bar represents temperature of your cannons. If you shoot too much a bar will increase to maximum and you’ll be unable to use the weapon for some time (until your cannons cool down). Release fire button to cool down your guns. Score is representing a number value of killed enemies.

Digits representing the number of door keys are separated by columns (:). First number represents number of “regular” keys. Second represents number of keys marked with “1”. Third goes for “2”, and fourth for “3”. Next follows the number of guided missiles which can be activated with SPACE BAR. Finally there is a number of your lives. It decreases every time your energy comes to minimum. Number of lives can be increased by picking up ‘EXTRA LIFE’ item, or by buying it in the weapon screen (you can find more information in other sections of this manual).

NOTE: If you see a “+” in the place where you should see the number of keys or the number of lives that means you have more than 9 of them. If you see a “++” in place where you should see the number of missiles that means you have more than 99 of them.

11. PLAYING THE GAME

When you choose START GAME a picture with mission description will appear. Wait until small joystick appears in upper left corner of the screen and press fire button when you are ready to start. In game you can press ESC key to choose between CONTINUE GAME or RETURN TO MAIN MENU. If you choose CONTINUE GAME the game will continue from the last saved position. Other option returns you to game menu. If you have a high score you’ll be asked to enter your name for the list of best players.

After you return to the main game menu screen take a look at TELEPORT CODE to see a level code. Remember this code (or write it down). This way you will be able to continue the game next time from the nearest position to the one where you were killed. Note that this code also contains information about weapons you bought so you can have them until the end of the game once you buy them. After every level you will be asked if you want to enter a weapon screen or CONTINUE. Before entering new level (if you are playing from floppy disk) sometimes you will be asked to change the disks. Then insert appropriate disk, and press fire button on your joystick.

11.1. Game Strategy Guide

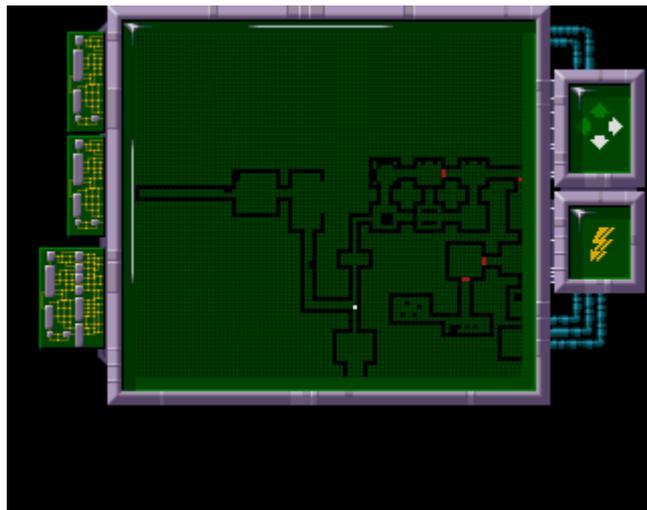
Here are a few tactics to help you complete the game easier.

First of all collect as many credits as possible. You will need them, especially in the first few levels to buy necessary weapons and tools. 3D tunnel between levels can give you up to 40000 credits if played properly so don’t miss that opportunity.

First tool you should buy is a **Map Scanner** to make sure you’re not lost on certain levels. Next you should get **Laser Charger** as it is one of the most effective weapons against enemies. Finally, you should buy **Laser Cutter**.

Map Scanner is useful mostly for maze-type levels where you can easily become lost or for previewing if one path is worth checking out and has no dead-ends.

Laser Charger can be used effectively by shooting it at the walls and then releasing the fire button and letting the laser bounce of the walls until it hits the enemy. If you are in a small room and the enemy is chasing you, then you may fire laser in front of you, release the fire button and let the laser bounce back to the enemy. If the enemy is behind the wall and there is a gap where you can fire the laser to, try to hit the enemy with bouncing laser beams.



Laser Cutter is generally not a good weapon against enemies. It is an essential tool without which you cannot cut through walls and therefore you cannot complete some levels. Such levels appear later in the game so you should plan to buy this tool at some point.

Be careful how you use your keys. Sometimes you will run out of them so, if possible, open doors behind which you will find more keys and don't open doors that obviously don't have anything useful behind. That way you'll ensure you never run out of keys. Some doors require keys with numbers and sometimes you will have to pass regular doors to get such keys.

On certain levels you may need to go to the other side of the wall where a lot of enemies are waiting for you. If you have enough rockets you may fire a few of them to clear the path before you go through. You may also use nuke if you have one.

Do not run into enemies. You can survive a few hits but they will drain your energy quickly. Rather, try a tactic to scroll a bit and shoot a few bullets so you have a "fire protection" in front of you all the time. Be careful when going "up" and "down" in open areas (without walls) because you have less display available due to screen proportions and enemy may jump on you faster. When you go "left" or "right" you have better visibility and therefore you will hit the enemy easier. Whenever you have a choice, rather choose to move left or right than up or down to stay safe at least until you clear the path.

On certain levels (e.g. level 1 and 2) your droid will slide due to "frozen" floor. Move carefully to avoid holes. Droid will also slide on oil spills on later levels.

Once you kill enemies in certain area they will not appear again (be careful - occasionally they may) so you may use that to clear the path you may have to go run through later.

Finally, if the game is too hard for you, try teleport codes and trainer version of the game.

11.2. 3D Tunnel Level



After you have completed one sector, you'll get into bonus level. The sectors usually last a few levels. In the tunnel you have to pick up orange balls, which will be converted to credits. If you collect 99 of them bonus level automatically ends (that means that you have collected maximum credits). Also, try to avoid large vertical metal bars, because they will drain your energy.

Tunnel is just a bonus level, so if you explode or press ESC you will continue the game on next level (but then there will be no bonus credits!).

11.3. Game Items

In the game you'll see a lot of different tiles on the background. Here are the important ones:

CREDITS



Credits are little plates that can be red, green or yellow and each has different value. With these credits (money) you can buy yourself weapons, lives, etc., on the weapon screen. Red plate is worth 10, green is worth 100 and blue is worth 1000 credits.

KEYS AND DOORS



key (the one without a number).

There are three types of keys. They can have value 1, 2 or 3 written underneath it, which represents a level of security doors. A key with no number underneath it is for the door with no number, a key with number 1 underneath it is for door 1, etc. If some door requires special key, the number of key required will be printed on the floor in front of the door. If there is no number then the door requires normal

ENERGY AND LIVES



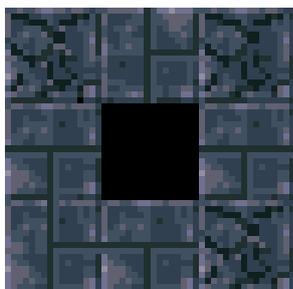
They can be collected on some levels. They can help you complete levels. If you have full energy you can spare the energy and return for it later.

TELEPORTS



They can teleport you to other part of the map. Note that on some levels there are one-way teleports, which means that you can't get back to place from which you have been teleported from with the same teleport. There are no special marks on one way teleports. You will have to discover them by experiment. Usually there is a pair of "connected" teleports which may be placed everywhere on a level.

HOLES



Beware! On some levels there are holes in which you can fall and lose your precious life.

CRACKED FLOOR



On some levels you'll see a cracked floor. Don't move on it too much because it will completely break and down you go, losing your life and leaving a hole. Observe the difference between cracked floor which will break under your droid and damaged floor which will be solid. In most cases you can avoid stepping on these tiles.

CRACKED WALLS



You can destroy those walls by using LASER CUTTER. Sometimes this will be the only way of finishing a level. Except cracked walls on some levels you'll see credits that you can't collect, because they are enclosed within walls. You'll have to find loose wall and destroy it using LASER CUTTER – it may not be visible at all so just go along the wall and shoot it.

LANDING PAD



Almost always at the end of the level you'll see a big "L" on the floor, which represents your destination. Sometimes you will not see L, but end of the level will be marked in some other way, for example with pointing arrows. These are points where you will meet your carrier to proceed to next level.

NUKE



On some levels you can pick up NUKE (HELP key) which when used eliminates everything on current screen except big enemies. It can be used only on same level where you picked it up (you can't transfer it to next level).

MINE



On some levels you will notice MINES. Do not step on them, because you'll instantly lose your life. Note that mines are dropped by special mine robots. They continue to drop mines until you destroy them - so destroy them as quick as possible to ensure a clear path.

12. TROUBLESHOOTING

Please read the section 4 (hardware requirements) before you read this section!

The following applies only to users with non-standard configurations. Please try to run the game on a standard (common) configuration. The recommended configuration is **A1200 with 4 MB Fast RAM**. The game will work best on that configuration. Also recommended is **A500 with 1.3 ROM, 512 KB Chip and 512 KB Slow RAM** but on that configuration game will have less features so the above one is more recommended. Those are also recommended configurations for WinUAE emulator as well.

If you don't have such a standard configuration, you may try some of the following tips.

Possible problem 1: If you have an Amiga with old ROM (1.2 or 1.3) and if you also have 68040 accelerator board installed you may experience problems running the game.

- On such a configuration the “CPU” command doesn't work as it is written for 3.0 ROM. The game calls file named “SW68040” which starts “c:CPU nodatacache” to turn off data cache on 68040 processor and to make sure the game works properly on 68040. This will not work if you don't have 68040 and 3.0 ROM (like for example in A4000).
- The problem can be solved by removing “SW68040” command from “startup-sequence” in “s” directory and adding something more appropriate to turn off data-caches or by running “Spherical Worlds” on a more standard configuration. In any case, data-cache on 68040 CPU must be turned off for the game to run properly. You may also install software-based 3.0 ROM (if you have it) on your Amiga and then “CPU” command will work.

Possible problem 2: If you experience a visual “bugs” on screen that may appear when the game is loading, please try this:

- In “startup-sequence” the game calls a file called “SWmemory” which launches “ADDM” which is in fact well known “ADD21K” command. It is required (and works) on A500, A500+, A600 and A2000. This adds some CHIP memory to configurations which are low on memory. Other models have enough memory so they don't require this.
- “SWmemory” will launch “ADDM” only if it detects that you have 2.0 ROM or lower and if you have only 1 MB of free memory. If you have more memory it will not run “ADDM”. For example on A1200 and A4000 it will not run as it is not needed.
- If you don't have a standard Amiga and the above commands runs but makes problems (visual errors on the screen) you may want to remove the “SWmemory” from “startup-sequence” and replace it with something more appropriate or adding more CHIP memory to your system.

As you can see, problems might be caused with those two commands so that's the main reason why we left them separated from game. The game itself makes no other troubles if it gets enough amount of memory and if data caches on 68040 are turned off.