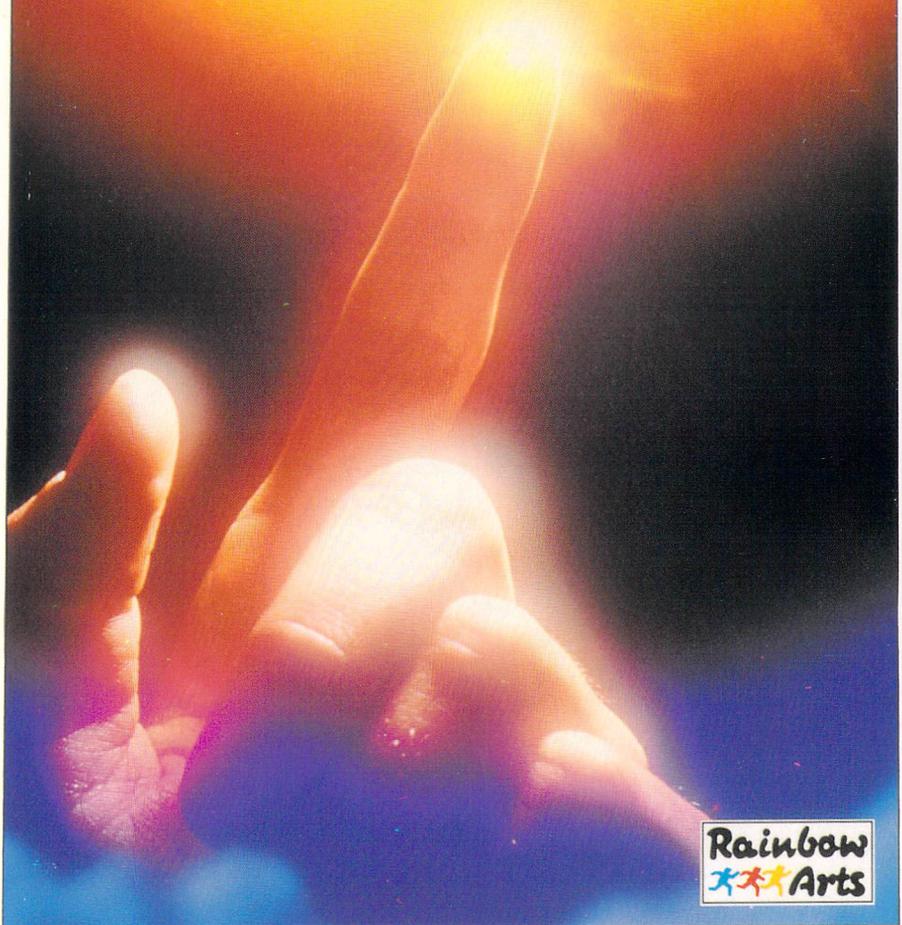


SPHERICAL™



Rainbow
Arts

Wizard's Guide

Electronic Zoo Searching for Escaped Entertainment!

The Electronic Zoo has started a global search for the quality programs that have managed to escape the entertainment industry. The head zoo keeper said the company is looking for finished software, partially completed titles or novel ideas that stand up and demand attention. If you have a program that combines breakthrough graphics and stand-out sound with a fresh approach to entertainment, contact the zoo keeper at the address below.

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The Electronic Zoo is looking for experienced entertainment software professionals to join their development team. If you have a background in programming, computer graphics or game design, we may have a project for you. Send your resume to:

THE ELECTRONIC ZOO

3431-A Benson Avenue

Baltimore, MD 21227

Spherical

The Electronic Zoo
Baltimore, Maryland

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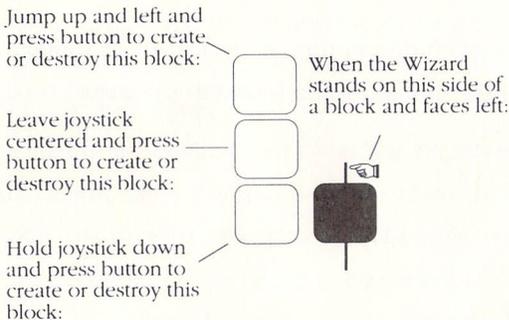
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QUICK START TUTORIAL

If you want to start playing Spherical right away, follow these simple instructions:

1. Load Spherical (see reference card for loading instructions)
2. When the Options Screen appears, press either F1 or F2 for a one-player or two-player game. **Note:** Select Movement Training if you want to practice your skills before attempting the first level. Then return to this step to start a game.
3. The first level appears on the screen. Use your joystick to move your wizard around the screen. On the right side of the screen a twenty-second timer begins the countdown. When it reaches zero, the mystical Starball begins rolling. It is your task to set up a path that guides the Starball through each level and makes it collide with the block marked "IN".
4. To guide the Starball through each level, use your magic wand to create and destroy the stone blocks. Press the joystick button to create a stone block or destroy an existing one in the direction the wizard faces. The location of the block you create or destroy is determined by your position on the stone block and the position of the joystick when you press the button.



Jump up and left and press button to create or destroy this block:

Leave joystick centered and press button to create or destroy this block:

Hold joystick down and press button to create or destroy this block:



When the Wizard stands on this side of a block and faces left:

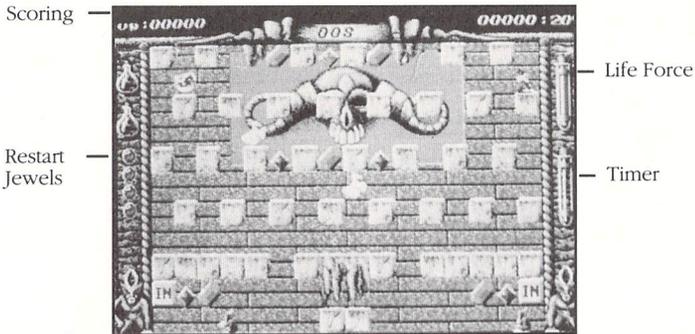


Beware! Not all stone blocks can be destroyed by your magic. The darker-colored stones can be destroyed, but the lighter-colored stones are immune to the effects of your wand. There are even some stone blocks that drip a caustic acid that burns you as you pass. Watch Out!

5. Keep a sharp eye out for the monsters lurking about each level. The slightest contact with any of them drains some of your life-force! Use your magic to trap them behind stone walls where they cannot bother you or interfere with your quest.
6. Pick up any magical artifacts you may find. Magic potions, scrolls, lanterns, decanters... most will aid in your quest.

For a more detailed description of your magical abilities and the powers of the artifacts to be found in the castle, read on...

THE SPHERICAL SCREEN



The scoring for each player appears on the top right and left side of the screen. On the upper right-hand side of the screen, below the scoring indicator, is a test tube filled with purple liquid. This liquid represents your life-force. When it runs out, you die. When it gets low, look for a magical Decanter (see *The Magical Artifacts*) to renew your life-force.

On the right side of the screen is the countdown timer that tells you when the Starball will begin rolling. If you need more time, look for a magical hour glass to reset the timer, or a Green Potion to stop time altogether!

As you collect Red Potions, tiny bottles appear at the bottom of the screen, the left for player one and the right for player two. As you use up your potions, the bottles disappear. (See Page 13).

On the left-hand side of the screen are four purple jewels. If you are in a hopeless situation, you can use the magic of the Starball to begin a level over again. Press ESC to start a level over. There is only enough magic for four re-starts. When you re-start a level, one of the jewels burns out. Use this magic wisely!

PLAYING SPHERICAL

THE OPTIONS SCREEN

Once you load Spherical , the Options Screen is displayed. It offers the following game play options: One Player Game, Two Player Game, Movement Training, Show Magic Tools, Program Info, Enter Code Word, Toggle Music, and Start Demo.

One Player Game - Select One Player Game from the Options Screen to begin your quest through Dragon's Castle. Good Luck!

Two Player Game - Select Two Player Game from the Options Screen to start you and a friend on your quest. The Two-Player game contains 100 new and different levels.

Movement Training - Selecting Movement Training puts you in an empty level of the castle. Here you practice your magic without distraction, creating and destroying blocks of stone. Press ESC to clear the screen and begin again, or press F10 to return to the Options Screen.

Show Magic Tools - Selecting Show Magic Tools lets you see all the magical artifacts you can find in the halls of Dragon's Castle. Move the joystick up and down to see each item. Press F10 to return to the Options Screen.

Program Info - Select Program Info to get information on the creators of Spherical, as well as some helpful game tips. Press the Space Bar to return to the Options Screen.

Enter Code Word - When you have explored the deeper levels of Dragon's Castle, you will come across ancient documents. If you learn the magic words inscribed upon these documents, you can use them to travel to far-off parts of the

castle. When you select Enter Code Word from the Options Screen, you will be asked to enter one of these mystical words. If you correctly enter a code word, you are transported to that level of the castle. Entering an incorrect code word sends you back to the Options Screen.

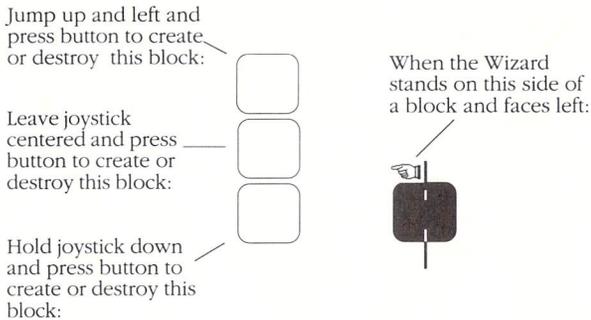
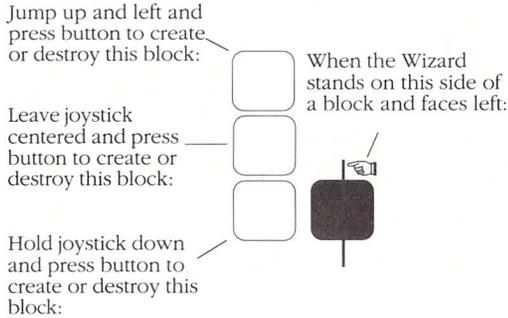
Toggle Music - Selecting Toggle Music lets you choose which of Spherical's six soundtracks you would like to hear. Press F1-F6 to hear each selection. Press F9 to toggle between Enjoy Game Sound and Enjoy the Music. Enjoy Game Sound lets you hear Spherical's sound effects as you play. Enjoy the Music lets you hear the music you select as you play. Press F10 to return to the Options Screen.

Start Demo - By selecting Start Demo you find a preview of the different rooms you will encounter in the Dragon's Castle. Spherical will automatically go into demo mode if no selection is made from the Options Screen. Press the joystick button to return to the Options Screen.

USING YOUR MAGIC

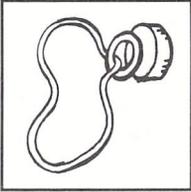
Moving and Jumping - Your powers allow you to move quickly through the rooms in the castle and jump great distances. Move the joystick left or right to move in that direction. Move the joystick up to leap straight in the air. Move the joystick up and to the left or right to leap in that direction. Have no fear about falling, your magic shields you from harm.

Creating and Destroying Stone Blocks - Press the joystick button to create or destroy blocks. The position of the joystick and your position on the stone block determine where a block is created or destroyed.

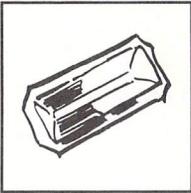


THE MAGICAL ARTIFACTS

There are an abundance of strange, magical treasures to be found within the walls of the Dragon's Castle. Learn what they do and you'll be able to collect the tools you need to master the worlds of Spherical.



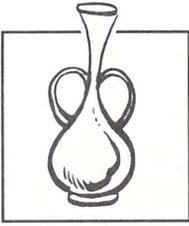
Doors and Keys - Doors and Keys are scattered throughout the castle. You cannot pass through a Door without first retrieving its key. There are three different types of Doors and Keys: Red, Green and Violet.



Diamonds - There is an abundance of treasure lying around in the Dragon's Castle. While it may not help you on your quest, it adds points to your score.



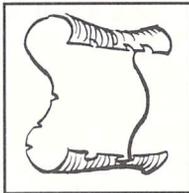
Hour Glass - Grabbing one of these magical hourglasses restarts the timer at the twenty second mark, giving you more time to complete your task.



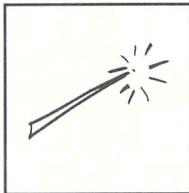
Decanter - Picking up one of these decanters renews your strength and the life-force meter in the upper right-hand corner of the screen is reset to full-strength.



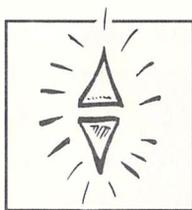
Scroll - Grabbing a scroll gives your jumping ability a magical boost. For a while, you can jump further and higher than ever before.



Document - These documents contain the secret, magical code words. Remember these words and use them at the beginning of a game to be magically teleported through the castle.



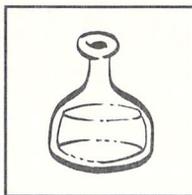
Wand - Grabbing the Magic Wand automatically sends you to the next level of the castle.



Gravity Switches - There are gravity switches scattered throughout the castle. Some toggle between regular and reverse gravity, while others work only one way. Sometimes you have to use these switches to guide the starball to the next level.



Red Potion - When you collect these Potions, they appear in the lower corners of the screen. When you press the "9" key on your numeric keypad, all enemies on the screen are magically obliterated!



Green Potion - Grabbing a Green Potion stops time. The clock stops counting down, and the monsters are frozen in their tracks. The effect only lasts for a short while, so use it wisely.



Magic Lantern - When you pick up a Magic Lantern, your wizard begins to flash. While he flashes, he is invulnerable and no enemy can harm him.



Sparkler - When you pick up a sparkler, a magical globe appears and spins around your wizard. If the globe touches a monster, it will destroy it. In the more advanced levels of the castle, you can send the globe spinning around the screen to destroy monsters. Press the joystick button down and hold it. Soon, you will control the ball directly with the joystick. Keep holding the button down and direct the ball anywhere on the screen to kill the evil monsters. After a short time, the magic of the sparkler wears off and it disappears. When two sparklers are collected, one globe automatically drifts around the screen, cutting a swath of death and destruction.

THE LEGEND...



In the beginning, there were the great dragons: Akarom and Selene. And there was the Starball. Using the incalculable power contained within the Starball, Selene fashioned the heavens and the

Earth. Together with Akarom, she molded the mountains and the valleys. They created birds and beasts to live upon the Earth. Foremost among the beasts of the Earth, they took pleasure in the four races:

To the North were the elves, the favorites of Selene. Subtle in their ways, they lived in elegant splendor in the forests and glens.

To the East were the trolls. They lived in their eyries high in the mountains. There, they raised their trollkins and filled the chasms of their homeland with laughter.

To the South lived the dwarves. Deep in the Earth they delved, retrieving rare metals and gems which they fashioned into treasures of rare beauty.

To the West lived the tribes of man. They used their cunning to please Akarom, their master.

For millennia, the four races lived in harmony with each other. Every ten years, the wisest sages of each race met and discussed at length the issues concerning all the people of Earth. The races prospered, each respecting the ways of the others, and reveling in its own heritage.

Secretly, Akarom yearned for power, yet he feared the wrath of his mate, Selene. He knew that only she possessed the secret of the Starball; the mystical orb whose limitless power created the universe and everything in it. Without the power of the Starball, he knew that he could never defeat Selene and rule the world.

For eons and eons, Akarom looked for a way to lord over the Earth and its people. Finally, he crafted a plan that would send the race of men to war against the other races. With his help, man would rule over elf, troll and dwarf...and he would rule over all.

Akarom instructed the tribes of men in the making of weapons, and the training of warriors. He taught them to distrust the other races. He showed them how they could rule over all the races of Earth. For years, the men kept their knowledge hidden, all the while plotting their assault on the others.

Five years later, the wisest men and women from all the races gathered together to discuss their plans. During this gathering, the men put their plans into action. Mercilessly, they slew the elders of the elves, trolls and dwarves. Their armies poured out of the West, savagely murdering defenseless townsfolk and villagers. The other races knew nothing of weapons or warfare and were unable to resist the ferocity of the human armies. The dwarves and elves fled their caves and forests. The high passes of the trollish cities served as havens for the refugees. The armies of men encamped around the mountains and waited for Akarom to strike down the survivors and win the war, as he had promised. They waited and waited, but nothing happened.

From her celestial throne, Selene watched the happenings on Earth with great distress. She knew that the source of such great evil could only be Akarom. She knew that she could use the power of the Starball to destroy Akarom and his evil, but it would not be easy. The result might be the destruction of the universe itself. Gathering her might, Selene called for Akarom to come before her. Akarom appeared. Selene accused Akarom of spread-

ing his evil among the men of Earth. Akarom left in a rage, and the battle ensued.

Akarom had grown more and more powerful through the ages. They were evenly matched. Selene knew that she had to call upon the powers of the Starball to banish Akarom from the universe for eternity.

To the people on Earth, it seemed as if the world was at war with itself. The sky grew dark, and there were great upheavals throughout the lands. The elves, trolls, and dwarves shook in their mountain retreats, while below them, the armies of men knew that the help that Akarom had promised was not coming.

After three days, the mystical struggle ceased. The sun rose, sending its shafts through the mountain spires. The allied legions of elves, trolls and dwarves surged out of their crags to fight back. Avalanches were started, raining tons of rock down on the attacking hordes of men. Wounded and famished, but not defeated, the allies swept through the dazed and confused men. By sundown, the human armies were no more.

Years and years passed. Entire generations came and went. The three races; elves, trolls and dwarves, slowly recovered. The race of men hid in their holes in the West, ever wary of the others.

All believed Akarom and Selene to be dead. The prophets of the elves claimed that in her battle to destroy Akarom, Selene herself had been killed also. Some said that they were not dead, but simply banished from the universe by the power of the Starball. Without the guidance of Selene, the people of Earth seemed disconnected with their mother Earth. The peace and contentment of the early years was lost.

Yet all was not forgotten. Three wise sages strived to bring back the glory of the past. Findar, the elf, Karl of the trolls, and Deece of the dwarves sought to reunite the peoples of Earth and recreate the splendor of the lost ages. For years, they researched the old arts, becoming masters of forgotten crafts. They spread their knowledge freely among their people. Soon, the Earth was once more filled with hope and joy. The harmony and happiness of the past was taking root in the present.

But a dark cloud was growing in the West. Bands of men were once again venturing forth on the Earth. They had not learned from the past, they were as evil and brutal as before. Findar, Karl and Deece studied the problems facing their people. They knew that they had to find out what was driving the race of men to evil. Had not the dreaded Akarom been banished from the Earth? Together they cast their spells, and read ominous portents. They believed that the sudden re-appearance of men was a harbinger of greater evil to come. They set out on a quest to find the source of the evil.

For many months they searched in secret. Their mission was a costly one; in the dark forests of the West, the great dwarven wizard, Deece, was captured and killed by a band of renegade humans. Findar and Karl barely escaped. When the two saddened companions returned to the East, they had gathered much information.

An evil, human wizard named Grimslade had managed to breach the barrier of the universe and bring the despicable dragon, Akarom, back to the Earth. The two wizards knew that they had to somehow defeat this evil if the Earth was to survive. For months they consulted the wisest wizards and sages of all the

racers. Their plan was to call the legendary Starball and use its might to stop the evil growing in the West.

The magic of the ages was enough to call forth the Starball, but only Selene could harness its true might. Findar and Karl hoped that the mere presence of the Starball would be enough to send Akarom back into exile. Together, they went back into the West in search of the evil Grimslade's keep, now named the Dragon's Castle. Carefully, they crept into the castle. They invoked their ancient magic, summoning the Starball to their side. Then they began making their way throughout the castle; room by room. They knew that they must either reach Akarom and destroy him, or die trying...

Spherical Credits

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Music & Sound:

Stefan Jeworski

Manual Illustrations:

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