

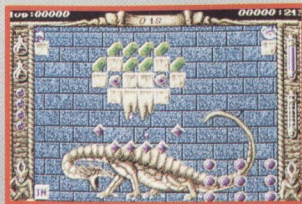
Spherical

Magic and logic;
skill and intelligence:
Spherical is a game of
opposites.

Your cleverness and
joystick skills are tested
to their limits, when the
wizard with his magical
powers overrides the law
of gravity to guide a
sphere into the goal.

Breathtaking graphics,
over 200 different levels,
a two player-team-mode,
dozens of hidden extras
and ten big, fully
animated Guardian-
Monsters.

Spherical will show you,
what your computer can
really do.



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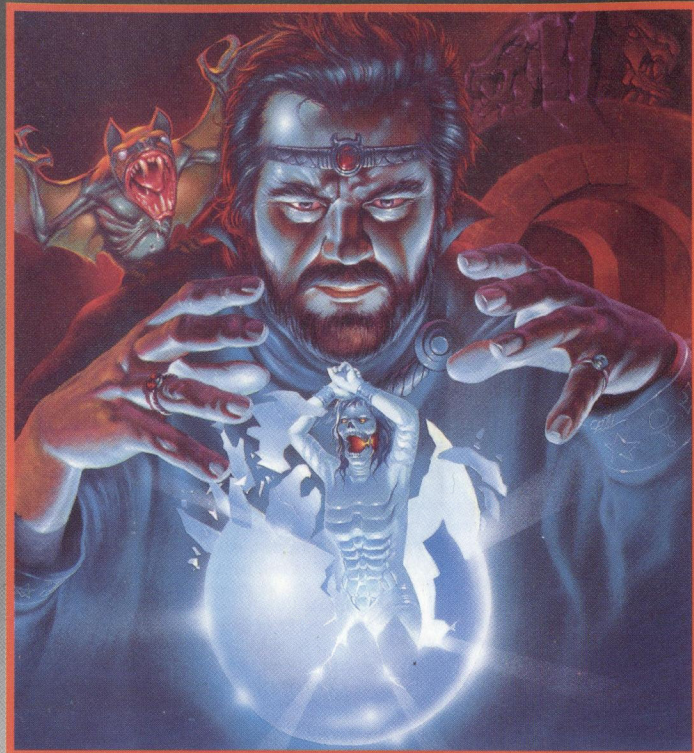
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**Rainbow
Arts**



Spherical

**Rainbow
Arts**



Spherical

C 64
Cass.

Spherical - Description

In this game you have to accompany a magic starball through the rooms of the dragon's castle. You do this by preparing the ball's passage magically, thus directing it onto a certain field. Only then may you enter the next room. There are some important displays around the playscreen, which will be of help to you:

A) These two bottles show you the amount of magic power that keeps the starball on this plane of existence. In case there is no power left, the ball will return into your parallel dimension.

B) These stones show you the number of time doors still remaining. If you should find yourself in a hopeless situation, you only have to press ESC in order to be put back into the time when you entered the room.

C) This display shows you your current wealth. On the opposite side you will make out - in case you look - an identical display for the second hero.

D) This display gives you the number of the room in which you currently are. Rumour has it, that there are more than a hundred rooms, each changing completely according to the number of people entering, be that one or two.

E) This is the clock giving you the exact time when the starball is set in motion. This time can be affected by an hour-glass.

G) These test-tubes show you the amount of energy the hero is left with - in the upper display for the first hero and in the lower display for the second hero. You lose energy when touching monsters or stepping in acid. You must leave the castle when having lost all energy.

G) These small bottles show the number of red bottles which you have collected. You will find out exactly what initiates the effects of the bottles under "magic aids".

When entering the dragon's castle, you find yourself in the entrance hall. There you will discover eight switches of a rather

magic sort...

F1: One player: If you want to go on the adventure simply as a wizard, this is the right key for you! Be sure that a magic device called "joystick" is plugged into your computer.

F2: Two players: If you should need a helping hand, you can take your best friend with you by pressing this key. In this case two magic sticks are needed.

F3: Training: This key gives you the opportunity to practise wizardry.

F4: Magic aids: In case you are not familiar with the magic devices in the castle, you will find some important explanations here.

F5: Programm information: By pressing this key you will be informed about all the other keys that you will need during the game.

F6: Give password: There are old and legendary documents, on which powerful spells are written. These should prove useful in teleporting into the hall in the castle in which the magic scroll was found. With this key you are able to activate one of the magic words, taking you immediately into the desired hall.

F7: Music menu: By pressing this key you will be able to influence lovely tunes in the castle

F8: Start demo: With this key you may take a look into halls you might perhaps enter some time in the future. Learn from the information this magic artifact gives you.

The Magic Sticks:

Stick left/right takes the wizard in the corresponding direction. By pressing stick upwards, he jumps! You may combine that with the left/right-movement, thus making it possible to jump across wide chasms. When pressing the stick button, the magic is called to life, after which a stone appears. The stone will appear on the same height as the wizard. Only when pushing the stick downwards at the same time as pressing, will it appear below the wizard.

Experienced magic stick wielders may bewitch a stone onto the screen even while jumping or falling.

When using sparklers in the later course of the game, you can let the sparkler drift about on the screen by pressing the stick button for longer periods. If you repeat that action, the sparkler will return to you.

The Stones:

There are stones of various sorts in the castle. Some are solid and will stubbornly refuse to be bewitched away; others are weaker and will disappear when magic is used. Another sort of stone produces acid that you shouldn't touch.

Doors and amulets:

These doors are no ordinary doors. In every one of them you will find a magic diamond of one or the other colour. If you find an amulet of the same colour, all doors of the corresponding colour will be opened in the course of time. Rumour has it, that some rooms in the castle should be opened at the correct moment, otherwise they will be of no use for you.

Diamonds:

The value of each diamond is determined by its colour and shape. Some diamonds are not worth being collected. Magic is needed in order to determine the true value of a gemstone.

Hour-glass:

The magic which is necessary to keep the starball steady decreases in the course of time. You can strengthen the magic power by use of the hour-glass, which will give you more time to prepare a certain room for carrying the starball into the next one.

Decanter:

Together with his energy a wizard loses his life. With the draught in the decanter you can revitalize yourself and encounter the dangers of the castle with new strength.

Scroll:

These ancient scrolls contain an ancient magic which will give you the strength to jump further than ever before. Rumour has it, that these scrolls always have their

purpose.

Document:

This actually is one of the powerful documents containing the most powerful magic of all! Remember the word of power very well; you find it on the yellowed page. This word is very useful indeed for new efforts to master this castle.

Gravitation:

When moving one of these switches with magic, gravitation changes, but only for the starball! Rumour has it, that some switches change gravitation in only one direction, where as others switch it this way and that by turns.

Wand:

A wand makes it possible to go directly into the next room by using its magic.

Helping hand:

This red bottle really has it! When drinking the liquid in it, you will, for a short time have the power to destroy all evil things in a room.

Timestop:

A green liquid - contained in a small bottle - makes the impossible possible: Time stands still (Gosh!). Even though this effect remains for only a short "time", it has helped many a hero!

Magic lantern:

When you rub this lantern, you will be surprised to learn that NO genie arrives! On the contrary, you will be, for a short time, invulnerable.

Sparkler:

This strange artifact is of unknown origin. When using the sparkler, a ball from another plane of existence suddenly appears, then circles around you and destroys all monsters trying to get near you. When the sparkler is burned down, the ball vanishes. When using two sparklers, the ball is able to drift around to its heart's delight.

Now you have all knowledge collected by generations. Make use of it in order to defeat the dragon, thus putting an end to the threat of evil.

