
Spherical Reference Guide

Commodore C-64/128

System Requirements:

Minimum 64K Ram and Joystick required.

Making Backup Copies:

1. To make a backup copy of Spherical, you must copy Side 2 of the original disk onto a blank, formatted disk.

Note: Load the game from the original disk as explained in the loading instructions on this sheet. When you are instructed to insert the second side of the disk, insert the new prepared backup copy into your disk drive. The high score table will be saved to the backup copy. Do not write protect the backup disk.

Loading Instructions:

1. Plug your joystick into Port 2 of your computer. When playing with two players, plug in both joysticks before starting your computer.

2. Insert the Spherical Disk Side 1 into your disk drive, Side 1 label up, and turn on your computer.

3. Type: Load "S",1 and press Enter.

Note: The C-64/128 uses double-sided disks. When the screen prompt asks you to insert Disk Side 2, just flip your disk over, blank side up, and insert it into your disk drive. Press the Spacebar to continue.

Summary of Controls

Moving and Jumping - To move your wizard around the screen, simply move the joystick to the left or right. Move the joystick up and your wizard leaps straight up in the air. Move the joystick up and to the left or right and your wizard jumps in that direction. You can use your jumping powers to leap across the open spaces between blocks and to avoid enemies who threaten your life. Don't worry about falling in Spherical, since your magic powers shield you from harm.

Creating and Destroying Stone Blocks - To guide the Starball to a new level, use your magic wand to create and destroy stone blocks and form a path for the ball. Press the joystick button to create or destroy a stone. 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. You can create or destroy blocks in six different locations to the left and right of the wizard. (See Creating and Destroying Stone Blocks on Page 10 of the manual).

Function Keys and Numeric Keypad Controls

F1 - Press to select one player game.

F2 - Press to select two player game.

F3 - Press to select movement training.

F4 - Press to show the various magic tools.

F5 - Press to display program information.

F6 - Press to enter a code word from a scroll.

F7 - Press to toggle the music on and off.

F8 - Press to show the high score table.

Commodore Key - Press to use a "red" potion and wipe your enemies from the screen.

Run-Stop - Press to begin the current level again.

Q Key - Press to pause the game.

Restore - Quit the current game and return to the main menu.
