

WARNING BIOHAZARD

NO ADMITTANCE TO UNAUTHORISED PERSONNEL

The experiment is a failure, the base has been overrun by genetically altered spores. They must be contained. Unfortunately the only pesticide that will kill them was stored inside the base, for use in containing local releases. You must collect the pesticide, without being absorbed by the spores!

One Player Only. Joystick Only. Contains Screen Editor Package.

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"The Best of British"

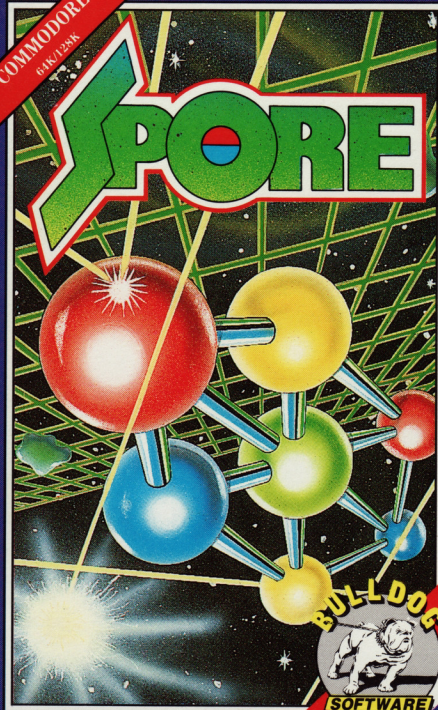


Made in Great Britain

COMMODORE
64K/128K

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SPORE



TOP SECRET FOR THE EYES OF CONTROL OPERATIVES ONLY.

You have been selected to recover the antidote from the infected laboratory. It is stored in barrels throughout the building; this was to allow it to be used to contain localised outbreaks. Unfortunately due to the contamination of one batch with double the prescribed dose of radiation, the spores have a limited immunity to the antidote. All the antidote will be required to contain the outbreak.

You must collect all the barrels in a sector before progressing to the next. Be careful – due to the contamination the spores are dangerous and will rapidly sap your energy if you allow them to remain in contact with you.

Warning

In the interest of maintaining order and avoiding panic:

Do not let any information regarding this mission be released to the general public. Any unauthorised leaking of any information will result in Court Martial proceedings.

What you will see on the screen.

- | | |
|------------|---|
| Spores | Glowing, pulsating spheres of destruction. They will come at you in droves as soon as they can see you, unless you can destroy them first. They sap your energy whenever they are in contact with you; do not let them surround you. |
| Generators | Solid dark red squares. They act as a barrier to movement, both for you and for the spores, until you shoot them. However they continually create more spores, though the rate at which they do so varies depending on the state of the screen. |
| Walls | Unshootable barriers to movement; even the spores cannot destroy these. |
| Earth | This is the solid light blue mass, it disintegrates and crumbles when you shoot at it though it needs several shots before it is destroyed completely. But be careful, the spores can chew through it as well. |
| Barrels | The pale blue barrels contain the pesticide, you need to collect all the barrels on a level before you can continue on to the next. |

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Be careful, they have a habit of merging in with the earth.
Flasks The round bottomed black flasks contain hypergas, and will recharge your energy. Just move over them to use them, but be careful; they are fragile and are destroyed if you shoot them.

Pills The white rotating hexagonal pills are collected by moving over them. This is displayed at the bottom of the screen. Pressing the space bar activates the pill, which then gives off a pheromone that causes the spores to run away for a short while. Use these only in dire emergencies.

Barriers The flashing yellow barriers are impenetrable. They are created by the pale squares at either end – shoot these to render them inoperative and destroy the barrier, though you do not destroy the square.

Mirrors The yellow mirrors reflect the barriers through right angles. They can be rotated by shooting at them, which will cause them to deflect the barrier the other way. They cannot be destroyed.

At the bottom of the screen, reading from left to right there is your energy, the pills you have collected and your score.

Controls

Plug the joystick into Port Two. Without the fire button pressed, joystick controls movement. With the fire button pressed, joystick controls aim. You will fire continuously as long as the fire button remains pressed and the joystick is pushed in any direction and not left in the central position. You cannot move and fire.

Loading Instructions

Hold down SHIFT key and press RUN/STOP.

You will then be offered an options menu. Move between these using the joystick, press Fire to select.

User screens are the screens created by the screen editor; there is a base set of screens to be edited loaded when you load the game.

On the Edit screen follow the instructions to create your own sectors. Move between the options along the bottom line using the £ key, select options using the RETURN key. Move the ship about the screen using the cursor control keys, new objects are inserted at the ship's current position using A-X and space.

Change the selected colours using the @ key to cycle through the available options.



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