

BIOSPHERES

© C. HOGG & J. DAVE ROGERS

THE GAME

The aliens are at it again. This time their plan to conquer earth is to hollow out distant asteroids, breed them full of nasty bugs and crash the lot on top of us. Bio-spheres to destroy our biosphere! Huge and heavily weaponed starfighters are useless against them simply because they are too big to get inside, which is of course where you and your relatively small but powerful podule come in . . . Inside each asteroid are: Accelerators (which the aliens use to accelerate the life cycle of the bugs; a Biobomb (set to explode the asteroid when it reaches Earth) and some Bioshields (to protect themselves). All of these items must be turned to your own advantage.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

Note: Full loading instructions can be found in your Amstrad Manual.

Once loaded do not rewind the tape during a game, since extra sections will be loaded if you progress beyond certain levels.

PLAYING THE GAME

Biospheres can be played using a joystick or the following keys:

Z/<=Left X/>=Right N/Q=Up J/A=Down Space=Fire

Common controls:

ENTER=Accelerator P=Pause ESC=Restart section

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If this program is faulty, or fails to load, please return it to the address below **CLEARLY MARKED 'RETURNS'** and it will be replaced free of charge. This offer does not affect your statutory consumer rights.

Look out for these exciting forthcoming Silverbird titles for your Amstrad computer*

Biospheres
Ninja Scooter Simulator
Pogostick Olympics
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* Correct at time of printing

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