Welcome to Sphericon X!

The Plot:

You are a PoliceSphere in Sphereland.   You have been sent to the dreaded moon of Sphericon X to seek out and destroy the criminal element.   It is a suicide mission, which is why they picked you.   As a PoliceSphere, you are able to regenerate after you have been destroyed.

The Controls:

Navigate with the arrow keys (you can move anywhere around the screen) and fire with the space bar.

System Requirements:

Sphericon X is a fat binary, so it will run on 68k and Power Macs.   It requires a minimum of 2 megs of RAM, preferably 3 megs of RAM.   Please note that when you launch Sphericon there will be a slight delay (about 10 seconds) as the graphics and sounds are loading.

The Cast:

You; a PoliceSphere

Your ammo; a Spherebullet

An Electrosphere; A quick enemy

A Spherestone; easy to kill, but they roam in packs

A Nightsphere; hard to kill

A Frazzlesphere; why worry?

Spherex; They're smart, quick and there's always too many of them.

Sphericon; these are the leaders of
Sphericon X and they
don't take kindly
to PoliceSpheres.

A Spherefruit; these show up every now and then.   They can

renew   your health, double your fire-power, and doube your
Sphereball production.   On Sphericon X, that can't hurt.

Shareware:

If you enjoy Sphericon X we'd ask that you register.   It only costs $5 and you'll receive
a number of benefits.   Registration for Sphericon X automatically registers you for all
other Spectral Design products, including the Spectral Design Backgrounds & Textures
Collection.   Registered users will also get special games written just for them, such as
Sphericon 2000.   Please send payment to:

Spectral Design

6431 Linway Terrace
McLean, VA 22101
e-mail: justin@csgi.com
www: http://www.digitalnation.com/sd

Be sure to include your e-mail address so we can contact you.   Thanks!

Legal Stuff:

Instead of the big long paragraph, just please be aware that Sphericon X is ©1995 Spectral Design.

Of interest to programmers: If you like the animation in this game, you should take a look at the Animation Class Library from Virtually Unlimited.   It is a suberb library for Symantec and Metrowerks C++ compilers.   Check it out at their ftp site: ftp://FTP.VIRTUALLY.MCNET.CH where you can download examples and find out how to buy ACL.   You might also want to check out their 3D Game Machine which is very impressive if you want to make a 3D type game.   The best thing about 3DGM is that it can run well even on an 030 Mac, as opposed to programming with Quickdraw3D which requires a Power Mac.