Super Spectre is a little utility that gives your Spectre™ super powers!   Spectre is the awesome tank battle game from Velocity™ Development.   Ever try to play above levels 30 or so??   Ever get by those levels with the best tank you can muster?   Fret no more!   Super Spectre allows you to customize your own tank beyond the limits imposed by the Spectre game.

In the game, you are given 15 points to divvy up between your shields, ammo capacity and speed. However, you cannot give one category all the points.   Super Spectre lets you set any category to any level between 0 and 127!   Just giving each category 10 points will let you master the game while still making you vulnerable.

Since you cannot modify the custom settings of Spectre once you use Super Spectre to set outrageous values, you have to use Super Spectre to alter the custom settings - even to return them to normal.

How it Works:

Click the Cheat button below and you will be asked to select the Spectre settings to modify (usually in the System Folder).   You may want to make a backup copy of your settings in case you want to preserve your honest   high scores.

After selecting the spectre settings file, a window will appear with the settings for shields, ammo capacity, speed and coasting amount.   Either type in the values you want where indicated or click on the small arrows to increase/decrease the values.

Click the Save button to save your changes or Cancel to chicken out.

Super Spectre Tips:

•   When beginning higher levels, move to an area with ammo dumps when the level starts so you can quickly refuel when attacked by a barrage of Mean Spectres.

•   You may notice when shooting Spectres in the higher levels that they fire off shells out of each side of the tank.   This can cause a domino effect and aid in killing tanks that are side-by-side.   Note that there will also be a shell fired back at you.   So if six tanks explode at once, you might be hit by up to six shells!   Since this can take a toll on the shield, quickly move left or right after firing.

•   To be fair, don't set the category settings above 10 points.   But for kicks, try setting the speed to 127.   It only takes a second to go across the entire playing field!   Set the coasting high and it's like a tank pinball machine…

•   Using a high level of shields can cause the game to crash in higher levels.   Don't use settings above 10-20 points!

•   When settings large amounts of ammo, the display can get funky.

•   The shields are proportional to the level you begin at.   So using a high amount of shields won't help until playing the higher levels.

•   Never stop moving!

•   The computer tanks move relative to your speed.   So the higher your speed setting, the faster the computer tanks will travel too.   Fortunately, they won't travel as fast as you though.   And don't use too high of a speed setting, because you can travel faster than the ammo rounds, causing them to explode in your turret!

•   It may be easier to aim and fire when moving backwards.   The only drawback is that you might run into an obstacle and the tanks in pursuit can catch up.

- Type "GOD" for an overhead view.

- Don't use your Super Spectre in network play.   It gets boring real fast when you can't kill each other…   (unless you don't tell your opponents, meany!)

- To fire faster, fire with both the Shift key and space bar at the same time!   Works great in network play if the opponents don't find out…

- Hey, hey, hey.   Let's be careful out there!

Bugs:

I've experienced a problem when using vector draw mode on a Mac IIci.   After setting a new high score in this mode, the Mac freezes after entering name for high score.   Filled mode doesn't have this problem…

Distribution Restrictions:

Super Spectre can be distributed as long as no fees are charged for it directly and no modifications are made to it.   (Nominal on-line usage fees or as a part of a collection of utilities on disk are acceptable.)

Send your Super Spectre Tips and comments to:

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From the creators of Turbo View, Gizmo, DAfx, Mug Shot Lite™, Mug Shot II and the soon to be released Mug Shot III!