

Loading Instructions:

1. Turn your computer on.
2. Insert the SPROG disc in drive 0 (drive A)
3. Press the RESET button on the back of the computer.
4. The game will load in around 5 seconds.
5. It is then ready to play.

P.S It is VERY useful to read this instruction sheet.

YOUR MISSION...

You have been hired by the Intergalactic Mining Federation to capture a giant creature causing havoc amongst the mining communities of planet Triacle. This creature, A SQUERGLY, hides somewhere in the underground mining labyrinth. Your mission will be absolutely TOP SECRET, the Federation and Military Police will deny all knowledge of your existence and will treat you as a common criminal if you commit any crimes. The various mine zones may have been boobytrapped by the inhabiting life forms to fend off the SQUERGLY.

If you choose to take this mission you will require this additional information:

You start your mission with 50000 Dosh. (Dosh is the unit of currency on TRIACLE.) With this and any extra that you earn, you are able to purchase special weapons from the shop in the upper docks. This is also used to buy extra SPROG SHIPS (nicknamed bubbleships), these are your 'lives'. When you run out of these ships the mission terminates.

All mine zones are connected by link tunnels at the top and bottom, though these may be blocked by force fields.

All mine zones are inhabited by various life forms, each of these life forms may be stunned by laser fire, to stop them attacking you, and draining your shields, eventually killing you. Some life forms carry their own lasers and will retaliate when shot at.

On most mine zones force fields block access through the link tunnel. The force field is weakened each time a life form strays into it. This process may be speeded up by stunning the life forms then pushing them into the force fields.

Some zones may be guarded by powerful gun turrets you cannot shoot these to destroy them.

Some zones may have contagious viruses in them. Contact with these will result in instant destruction of yourself or any of the life forms. Nothing can defend you against these.

Special weapons and other items which may be purchased in the shop are listed below:

1. ENERGY BOMB (EB) this will stun any life form it touches.
2. TRACKER MISSILE (TM) this is an intelligent version of the energy bomb. It will chase the life forms and stun them.
3. ROBOTIC ROUNDER (RR) this is an intelligent robot which will push any stunned life forms into the force fields. This cannot be deployed in mine zones with no force fields.
4. EXTRA LASER ENERGY this is necessary after using your lasers a lot.
5. EXTRA SHIELD ENERGY this is necessary after prolonged contact with life forms and anything else which may drain your shields.
6. EXTRA BUBBLESIPS, this is effectively buying extra lives to make the game last longer. But they do cost a lot of Dosh.
7. NITRO INJECTORS (NI) these enable the SPROG ship to move three times as fast. But it also has other uses . . .

In mine zones with no force fields, stunned life forms will spontaneously explode, why, who knows, it may be some strange property they possess. Scientists believe it to be something in TRIACLE's atmosphere which is normally absorbed by the force fields.

Some life forms carry PERSONAL NUCLEAR DEVICES and stunning these life forms will trigger the device. You then have only a couple of seconds to escape from the zone, or be killed. Escape can be aided by using NITRO INJECTORS which make you move faster.

Proficient play is rewarded with ELECTRO-SHIELD (completely separate from normal SHIELD ENERGY). ELECTRO-SHIELDS enable you to electrify any life forms that you touch, thus stunning them. You are also totally defended for a period of time until the ELECTRO-SHIELDS stop. The ELECTRO-SHIELDS do NOT defend you against the viruses. Proficient play is defined as keeping the MULTIPLIER (MUL) on 50 whilst stunning lots of life forms, not being killed or changing zones.

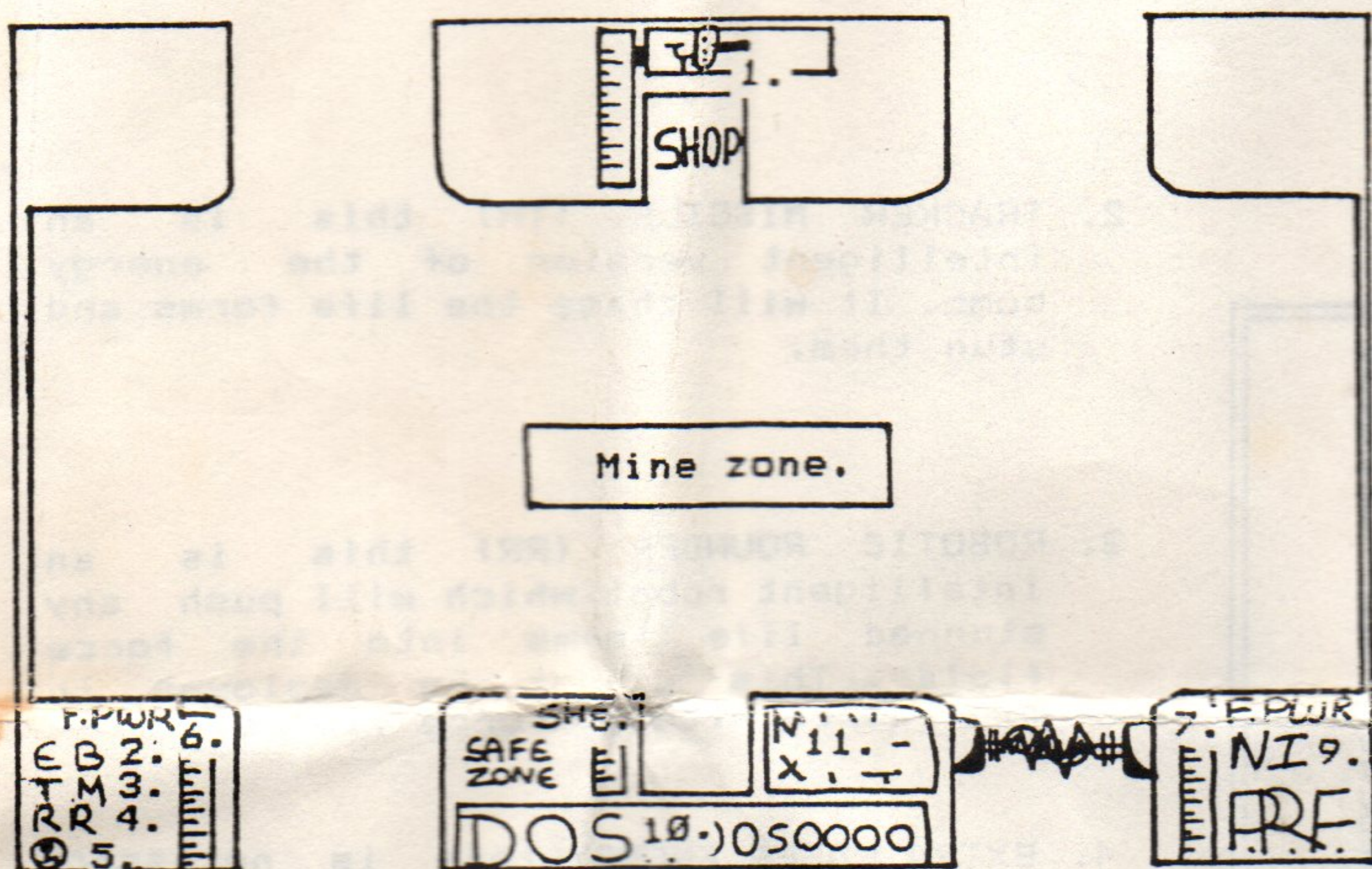
If at anytime the SPROG ship is destroyed (killed) all cargo on board is also destroyed and lost. You can then use one of your reserve SPROG ships. If you do not have any in reserve then the game ends.

Special weapons are not effective if a SQUERGLY is in the zone.

If and when you find the SQUERGLY it can be captured by shooting it several times in . . .

You are well advised to keep stocked up, because the shop is not always open.

Gauges Counters and Indicators.



KEY.

1. Laser energy.
2. Energy bombs carried.
3. Tracker missiles carried.
4. Robotic rounders carried.
5. Bubbleships remaining
6. Left force-field power.
7. Right force-field power.
8. Shield energy.
9. Nitro injectors carried.
10. Score.
11. Score multiplier.

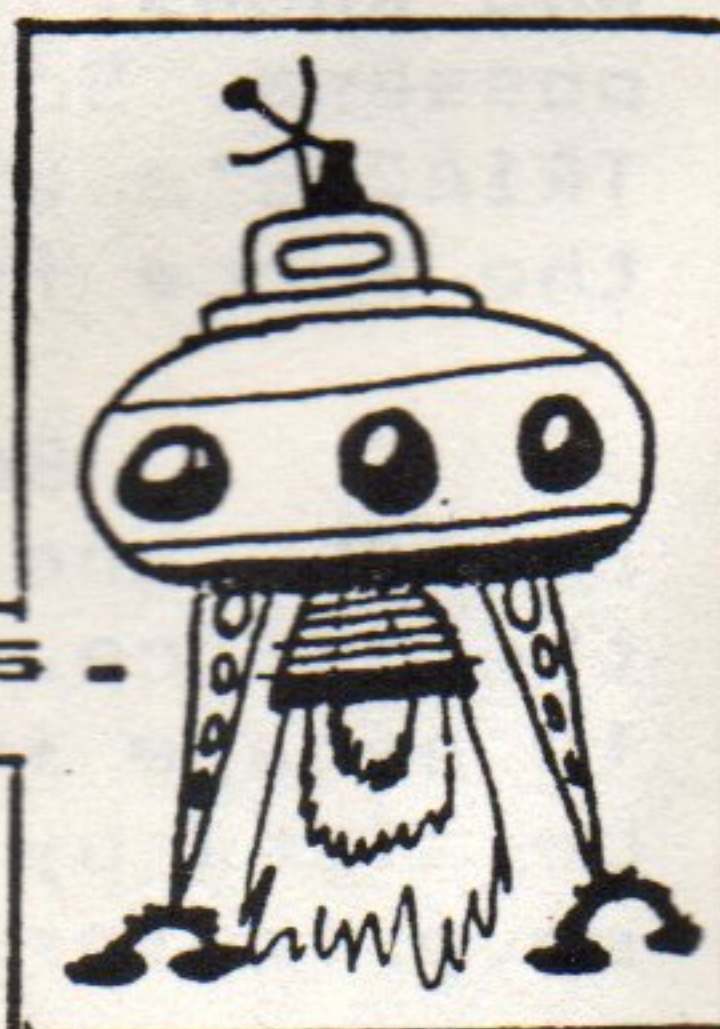
Bubbleship.



Nuclear Device.



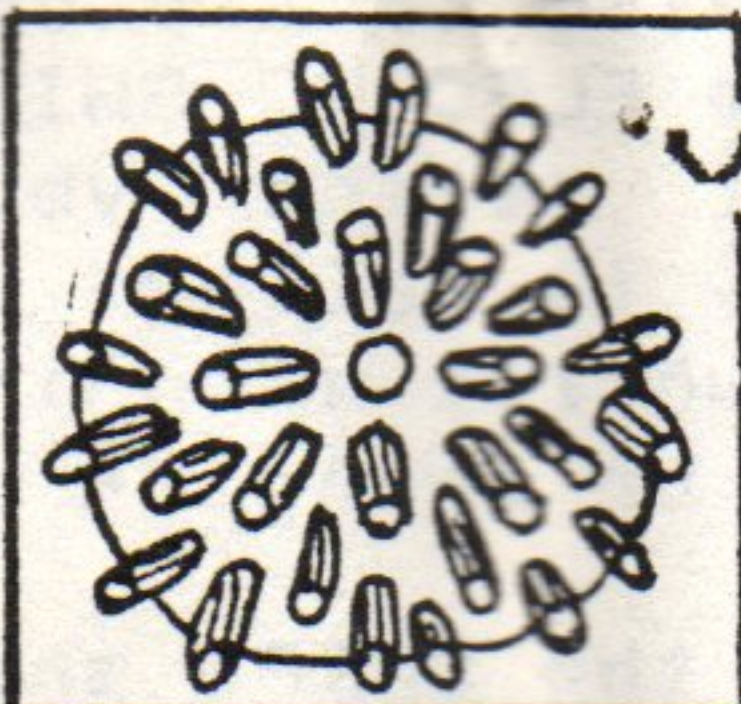
Tracker missiles.



Robotic rounder.



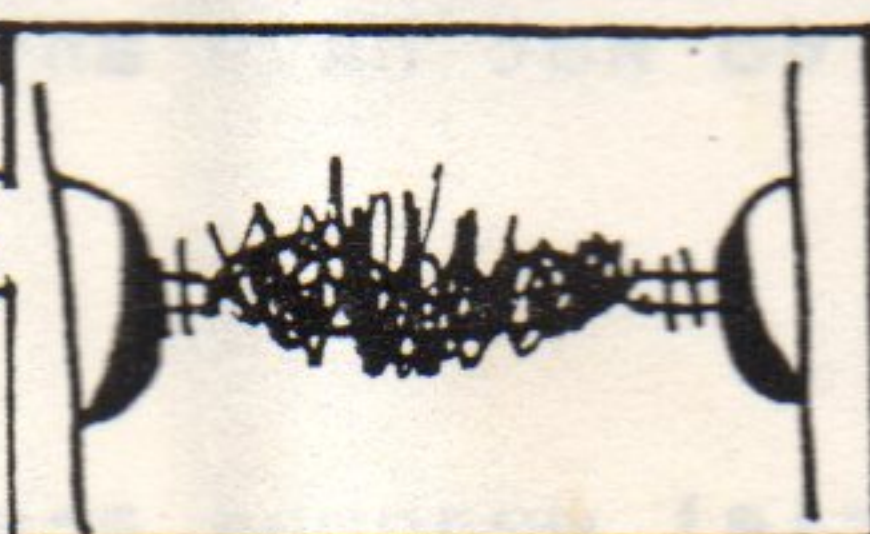
Virus.



Energy bomb.



Force field.



Gun Turret.



Life forms.



Controls:

Joystick Ø or

Q	W	K	L	move up
A	S	M	,	move down
O	E	Z	U	move left
P	R	X	I	move right
Space bar				fire laser

H	hold game
H	continue

Special weapons:-

N	f6	f7	trigger nitro injectors
f0	f1		launch energy bomb cannot be used
f2	f3		launch tracker missile simultaneously
f4	f5		activate robotic rounder

You may find the function key list useful.
Clip it into the holder above the function keys.

SPROG
was originally designed
for the AMSTRAD CPC
by P.R.Fowler.

EINSTEIN conversion by W.J.Nicklin
and P.R.Fowler.

Sound by W.J.Nicklin and P.R.Fowler.
Squergly motion by S.Tillson.

Graphics by P.R.Fowler.

Anti Copy Disc locking by P.R.Fowler
and W.J.Nicklin.

SPROG the GAME. EINSTEIN

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