



Evolve Help

Rules Summary

To complete a level in Evolve, move the ship to eliminate all of the evil creatures. Be quick! If you wait too long, the evil creatures will become faster and more aggressive. You will receive a chance to get a new ship every 10,000 points. The object is to get the highest possible score.

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Evolve Rules

Object of the game

The object of Evolve is to score as high as possible by shooting all the evil creatures.

Completing a Level

You can complete a level by eliminating all the evil creatures showing.

Scoring

You will receive 100 points for every evil green creature eliminated. This is an evil green creature. . .



If you wait long enough before eliminating the green creatures, they will evolve into evil red creatures. You will also receive 200 points for every evil red creature eliminated. This is an evil red creature. . .



You initially have 3 ships and can gain a new one at 10,000 points.

Game Over Conditions

The game is over when all your ships have been eliminated by the evil creatures.

Hints

Wait until all the green creatures have evolved into red creatures. You can get a higher score this way. Watch out, though. The red creatures are faster and harder to eliminate.

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Evolve Preferences

How to set Preferences

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed in the Preference dialog box, the current game being played will be abandoned. If you do not wish to abandon the current game, select the **Cancel** button and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to choose the background color and texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Player keys

The following keys control the movement of the ship. They are configurable. The default keystrokes are also listed.

- *Thrust* - Up Arrow Key - Moves the ship forward.
- *Thrust (Reverse)* - Down Arrow Key - Moves the ship backwards.
- *Rotate Left* - Left Arrow Key - Rotates the ship counter-clockwise.
- *Rotate Right* - Right Arrow Key - Rotates the ship clockwise.
- *Fire* - Space Bar Key - Shoots bullets.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background

The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds *on* or *off*. This option is checked *on* by default. Un-checking the box will turn the

game sounds *off*. If this option is turned *off*, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The ***Path...*** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The ***Test*** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

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Evolve Commands

How To Move Pieces

Move your ship by using the keyboard keys (see the Preferences tab in the Preferences dialog box). You can rotate the ship left and right. You also have forward and reverse thrusters.

Menu Commands

Game Menu

New

Starts a new game. This will abandon a game in progress.

Show High Scores...

Brings up the High Score dialog box.

Preferences...

Brings up the Preferences dialog box. Abandons any game currently in progress if any options are changed.

Exit

Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the ***Escape*** key on the keyboard.

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