

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- ☞ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- ☞ Preferably play the game on a small screen.
- ☞ Avoid playing if you are tired or have not had much sleep.
- ☞ Make sure that the room in which you are playing is well lit.
- ☞ Rest for at least 10 to 15 minutes per hour while playing a video game.

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WWW.SPORE.COM

INSTALLING THE GAME

NOTE: For system requirements, see electronicarts.co.uk.

To install on a PC (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

To install on a PC (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

Launch the game (once it is installed) directly from the EA Download Manager.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install on a Macintosh:

1. Insert the game disc into your DVD-ROM drive. A DVD icon representing the game disc appears on your desktop. Double-click the icon to open the game's launcher.
2. Select the game's installer icon at the bottom of the launcher to prompt the installation menu.
3. Follow the on-screen instructions to complete the installation.

To install on a PC or Macintosh (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:

For PC:

Games on Windows Vista™ are located in the Start > Games menu and on earlier versions of Windows™ in the Start > Programs (or All Programs) menu.

NOTE: In Windows Vista Classic Start menu style, games are located in the Start > Programs > Games > Games Explorer menu.

For Macintosh:

Open a Finder window, select 'Applications,' and double-click the game's icon.

THE UNIVERSE IS YOUR PLAYGROUND

Embark on thrilling quests throughout the farthest reaches of the *Spore* universe or create your own adventures—anything from a simple one-act play to an epic eight-act space odyssey infused with your own intergalactic mythology.

ADVENTURE AWAITS

Spore™ *Galactic Adventures* installs with a series of original Maxis-made adventures. Archetype adventures must be unlocked through the space stage of *Spore*. You can also download additional adventures shared by friends on your buddy list. Access all available adventures seamlessly through the space stage of *Spore* or instantly through the Quick Play option of the *Spore Galactic Adventures* menu.

Completing adventures earns you Spore Points that automatically rank up your Captain and allow you to unlock special accessories and weapons to equip in the Captain Outfitter.

In addition, each adventure has its own ranking among players sorted by completion percentage and time. The top three players get a medal!

SPACE ADVENTURES

If you choose to accept missions through the space stage of *Spore*, established empires will assign adventures to you. To start an adventure, simply fly to the planet indicated by the empire that gave you the mission. Once ready, click ACCEPT and you will be beamed down to the planet surface. Once the adventure is complete, you must fly back to the empire's planet for your cash reward. If you earn enough Spore Points during your adventure, you'll also be able to choose a new weapon or accessory.



QUICK PLAY

Select QUICK PLAY from the *Spore Galactic Adventures* main menu to access the *Spore Galactic Adventures* edition of Sporepedia and browse all available adventures.



In addition to adventures, the left-hand navigation bar allows you to browse all your favorite *Spore* creations such as creatures, vehicles, and buildings. You can also access your MySpore page and publish your original adventures through your Sporecast. Share your own adventures with your friends and they too will be able to compete for the top spot.

Choose an Adventure to jump right in!

CREATE OR CHOOSE YOUR CAPTAIN

Every adventure needs a hero. Choose a member of any species from the Sporepedia to recruit your Captain.



By completing adventures and gaining Spore Points, your Captain rises through the ranks. With each new rank, you choose an accessory or weapon to unlock. These special items boost social and combat skills as well as add health and energy capacities.

CAPTAIN OUTFITTER

In the deepest reaches of space, your Captain should be equipped for anything and everything. Equip your Captain with unlocked weapons and accessories at any time in space by clicking on your Captain's log or as you're about to beam down to an adventure planet. You can also enter the Captain Outfitter by selecting the Captain's Sporepedia card.



When you unlock the last accessory in a row, your Captain will be bestowed with a title of virtue based on how many parts in that row are equipped.

WEAPONS

Adjust the power level in the Captain Outfitter. In general, the more energy you harness, the more powerful your weapons—and the more powerful your weapons, the more energy they will consume with each use.

Weapon Attacks	Damage	Recharge Rate	Energy
Energy Strike 1	30	1.44	55
Energy Strike 2	50	1.5	70
Energy Strike 3	90	1.75	90
Pulse Blast 1	20	1.55	80
Pulse Blast 2	35	1.9	100
Pulse Blast 3	55	2.5	125
Lightning Stun 1	35	1.5	80
Lightning Stun 2	70	1.75	110
Lightning Stun 3	115	2.1	135
Missile Launcher 1	35	3	150
Missile Launcher 2	60	3.5	180
Missile Launcher 3	90	4.5	220

In the *Spore* space stage, your Captain will also be awarded a super weapon for your spaceship. For example, unlocking all warrior accessories will give you the raider rally.

POWER HANDLES



Like other accessories, shape weapons to your liking. Specialized power handles not only make your weapons appear more formidable but also increase their power. Just remember that the more powerful a weapon, the more energy it uses.

ARMOR

Armor accessories fall into three different categories: those that simply reduce damage, those that reduce damage while using energy, and those that reduce damage and increase energy.

MOVEMENT

Movement accessories amplify sprinting, stealthiness, jumping, and hovering when those abilities are activated.

SOCIAL

Social ability accessories enhance singing, charm, dancing, and posing when those abilities are activated.

HEALTH

Certain health accessories increase the total amount of health while others help heal any damage. Low-level health accessories work slowly and give a minimal amount of health while high-level health accessories work quickly and give large amounts of health.

BATTERIES/GENERATORS

Even without batteries and generators, you can still use energy accessories. However, your maximum energy cap will be low and your recharge rate will be slow. Without upgrading your energy components, you will only be able to activate low-level accessories.

COMPLEXITY METER



Complexity is low.



When the complexity is at a maximum, the meter flashes and no more accessories can be added to the Captain.

Displayed in the upper right corner of the screen, the complexity meter reflects the overall complexity of your Captain's outfit. The more items you add to your outfit, the more complex your outfit becomes. You cannot exceed the complexity limit.

LET'S ROCK

Once outfitting is complete, beam your space-faring Captain down on exotic planets and gain universal acclaim by championing the weak and fending off malevolent foes. Explore alone or recruit a motley crew to help.

CREW

Depending on the adventure type and number of crew slots available, your Captain can tackle adventures alone or with up to three crewmembers.



Recruit your crew from allies made in the space stage of *Spore*. Crew selection can be saved from one adventure to the next. If you lose an ally between adventures, though, that crewmember is lost permanently. Don't forget to fill the vacancy before embarking on your next adventure.

YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT

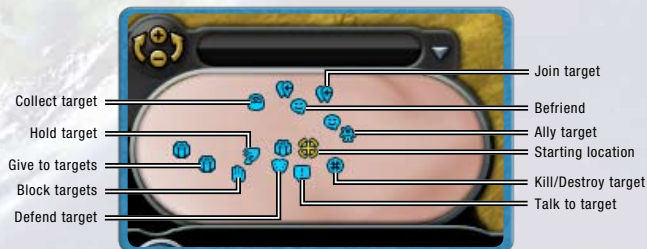
After you beam down, start your adventure by locating creatures in need of help. These key characters are designated with a dialogue bubble over their heads. Click a character to engage in dialogue and obtain an objective. Goals appear on the mini map as small icons. The status of certain objectives is displayed in the upper-left corner of the screen on the mission card.

CAPTAIN CONTROLS

Action	Control
Move forward	W/Up Arrow
Move backward	S/Down Arrow
Turn left	A/Left Arrow
Turn right	D/Right Arrow
Strafe left	Q
Strafe right	E
Jump pack/hover	SPACEBAR
Toggle stealth/invisibility	Z
Toggle sprint	SHIFT
Select/Target	Click
Target nearest creature	TAB
Toggle social/combat stance	F
Use Ability #1	1
Use Ability #2	2
Use Ability #3	3
Use Ability #4	4
Drop item	K
Camera zoom in/out	+/-
Camera rotate left/right	</>
Camera rotate/adjust pitch	Right-click (hold) and move mouse



PLANETARY MINI MAP



Use the mini map to track your location in relation to objectives.



FRIEND OR FOE

In every adventure, your Captain encounters all sorts of characters and creatures. Some are eager to help or may even need help—while others harbor only bad intentions. React accordingly.



COMBAT STANCE

Certain objectives and situations require you to attack or defend against hostile foes. Target enemies by clicking them with your combat stance active. Attack by double-clicking the enemy or by using the keyboard shortcuts 1 through 4 to correspond to the combat ability you wish to use.



SOCIAL STANCE

Many objectives require you to interact with friendly creatures and possibly even recruit them as part of your crew. Just like in the creature stage of Spore, befriend other creatures and characters through social interactions such as song, dance and charm.

MAINTAINING YOUR CAPTAIN

ENERGY

1,500

Captain weapons and accessories require energy to function. You must balance energy production and consumption to keep everything up and running.

ENERGY USAGE

Energy is expended from the meter when you activate an energy accessory (missile launcher, jump jets, etc.), but refills automatically over time. Though the initial refill rate is slow, you can accelerate it by adding recharge accessories.

ENERGY CAPACITY

Your Captain embarks on each adventure with a fully charged energy meter, but unlocking and equipping energy storage upgrades increases the maximum capacity.

HEALTH

104

To complete any given adventure, your Captain has to stay alive. Different types of armor reduce combat damage by varying degrees while certain accessories increase the Captain's health capacity or ensure that health is gradually restored.



CREATE ADVENTURE

From simple side quests to the next great interstellar saga, *Spore Galactic Adventures* gives you the power to conceive and create new and original deep space adventures. Challenge yourself and other *Spore* players across the world—and beyond. Your only limitation is imagination.

CREATE CONTROLS

Action	Control
Select	Click
Grab/Place	Click and drag
Move forward	Up Arrow
Move backward	Down Arrow
Strafe left	Left Arrow
Strafe right	Right Arrow
Zoom in/out	+/- or mouse wheel
Locate element/asset	Right-click in left panel to find the nearest; Click again to find the next copy
Resize asset	Shift and scroll mouse wheel
Locate Captain	Right-click in Captain panel
Move asset up or down in the world	CTRL + click and drag
Duplicate selected asset	ALT + click and drag
Open/close the active palette	G
Toggle FreeCam ON/OFF	CTRL + ALT + C

PICK A PLANET

Whether you're looking for a lush tropical retreat or desolate wasteland, location sets the tone of your adventure. Begin by selecting a blank starter planet model from the browser window.

TERRAFORM MODE

Terraform mode provides themes and tools for customizing your adventure planet. Choose the colors of living and dead terrain, water and even the very atmosphere. Carve valleys through mountains. Raise islands from oceans. Specify the types of flora and affect their abundance by changing the climate. Experimentation is encouraged!



PLANETARY THEMES

Completely overhaul the look of your planet with a simple click. Each pre-designated theme is comprised of color presets for living and dead terrain, flora distribution, water, and atmosphere.

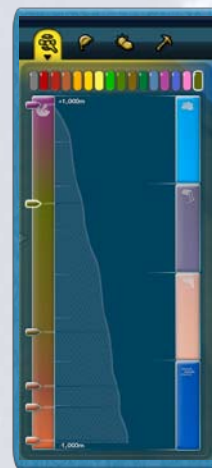


TERRAIN COLORS

Whether you prefer your sky to be green and your grass blue or vice versa, the terrain colors palette allows you to selectively adjust the color of the terrain, water, and atmosphere.

Choose a terrain elevation and apply a color.

Slide the elevation marker to a different level. You can add and remove elevation colors to create a stratified look and planetary aesthetic. Pick a category bar to set the colors for water, cliffs, beaches, and atmosphere.



FLORA

Select up to nine types of plants and watch as they automatically spawn throughout your world. Temperature and geography dictate where plants grow and how densely—flora thrives only on live terrain and only in hospitable climates. Choose the general type of grass cover, or select rocks for a rugged, barren look. Adjust the density slider for a lush or barren look—or anything in-between.



WEATHER

ATMOSPHERE DENSITY

The atmosphere is a layer of gases—including oxygen—that make life possible on a planet. Density determines how the atmosphere acts as a shield and as an influence on weather. A thin atmosphere allows meteors to pass through intact. A thick atmosphere produces heavy clouds and lightning.

GLOBAL TEMPERATURE

Extreme heat and cold create naturally desolate-looking terrain. However, the effect is purely aesthetic. You can still place creatures and plants in even the most extreme weather conditions.

GLOBAL WATER LEVEL

The global water level determines the size and scope of land masses in relation to bodies of water. Raise the water level to reduce continents to islands, or lower the water level to expand islands to continents.

TIME OF DAY

Time affects the tone of your adventure as much as any other environmental element. For a diplomatic mission, you may want the Captain to embark in broad daylight. Spooky or stealth missions might warrant a night-time setting. Of course, an adventure may require a Captain to travel around the planet closer to or further from the local sun.

TERRAIN



The meter turns yellow when it's over 50% full.

Sculpt your world from the ground up with intuitive terrain stamps. Select a geographic formation such as a mountain or valley, then drag the active terrain stamp over the planet's surface and click wherever you'd like to place it. Rotate and adjust the terrain handles to alter the facing, height, and size. Combine various stamps to see one formation affects another. Experimentation is encouraged! The complexity score is the only limit.

Remember, steep edges may be impassable by creatures on foot.

BASIC TOOLS

Raise, lower, or level terrain and convert sea to land or land to sea.

CONTINENTS & ISLANDS

Implement instant continental drift by placing land wherever you see fit.

MOUNTAIN & HILLS

Elevate surface areas by placing mesas, ridges, and other types of mountains.

VALLEYS & RIVERS

Separate and contrast vast peaks with deep depressions. Leave them dry or let rivers flow through.

OCEANS & LAKES

Create deep impressions on the surface to create large bodies of water.

SPECIAL BRUSHES

Fill the landscape with hazardous volcanoes and lava pits. Some tools apply changes globally, such as raising, leveling, or lowering all terrain.

ROADS

In addition to buildings and vehicles, roads are signs of civilization. Choose from dirt, cobbled, paved, and tech.

PLOT

You have your location, but what's your story? No matter the scope of your adventure, the heroic Captain is only as strong as the obstacles and adversaries faced along the way. Remember: the most memorable and fun missions are sufficiently challenging—but not frustratingly impossible.

TITLE

Name your adventure by clicking NAME YOUR GAME. This is the first thing other Spore players will see when browsing adventures to download, so make it pop!

INTRO

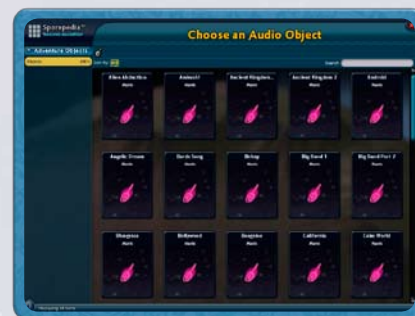
Click INTRO to open the text box and set up the premise and tone of your adventure.

ACTS

Stories are told in different acts, each one beginning with the introduction of at least one mission and ending when all missions are completed. Select Roman numeral I to describe the first act. Click + to continue your story through additional acts. You can have up to eight acts per adventure, each with three goals.

MUSICAL SCORE

Along with location, music sets the atmosphere. Select from existing compositions.



PLACE CREATIONS

Bring your world to life with a wide array of creatures, vehicles, buildings, and props. Click the Sporepedia browser icon to select specific creations or click the die icon to randomize. Click and hold to drag and release to drop onto the planet.



CREATURES

Populate your planet with an assortment of colorful characters and creatures. Once a creature is selected, click the yin-yang icon to set behaviors—personality, awareness, speed, damage, health, speech, team alignment, etc. (see *Yin-Yang* on p. 14).



VEHICLES

Many creatures prefer traveling by car, boat, or plane. Since all placed vehicles are manned by default, their behavior is set in the same way as creatures.



BUILDINGS

Whether standing together as a city or alone as a meager outpost, buildings are a sign of civilization.



GAMEPLAY OBJECTS

Place interactive objects such as exploding barrels and teleporters. You can choose for these objects to appear normal, invisible, or disguised. The latter two options are useful for setting traps or for giving a fixed object a different function. For instance, you can set a gate to be a teleporter.



FIXED OBJECTS

Place various other objects as landmarks or scenery for the player.



AUDIO SOURCES

Sound, or lack of, adds as much to an adventure as any visual component. Click and drag sound effects to their source. Specialized sound handles allow you to specify how far away each sound can be heard.



VISUAL EFFECTS

Visual effects add sparkle, surprise, or just the right ambience where needed.



CAST IN USE

Everything in your adventure world in one convenient place.

CHARACTER BEHAVIORS

Behaviors are assigned to creatures and vehicles to designate how they interact with each other as well as the Captain. Select a creature and click the yin-yang symbol to edit behaviors. Setting the behaviors on one cast member will apply to every copy of that creature or vehicle placed in the world.



DEEP EDIT SWITCH

Once you've established more than one act in your adventure, the deep edit switch appears above the character's name in the behavior editor. By default, creature behaviors persist throughout all acts. However, if you want the selected creature's behavior to change from act to act, click the deep edit switch to break the link. You can then set behaviors to change from act to act. This is particularly useful if a creature is befriended during the course of a story—or if an otherwise friendly creature is turned into an enemy.

PERSONALITY

Personality determines how creatures and vehicles react to the Captain and other characters.

PEACEFUL

Peaceful creatures would rather socialize than fight.

NEUTRAL

Neutral creatures simply want to mind their own business, but they can be socialized.

MINDLESS

This default behavior for creatures leaves them intent to go about their business even when attacked or socialized.

TERRITORIAL

Territorial creatures cannot be socialized and only growl when other characters draw near. If their warnings aren't heeded, they attack.

AGGRESSIVE

Though they're not necessarily bad guys, aggressive creatures would rather fight than socialize.

ADVANCED



CTRL-click any basic personality buttons to access the advanced behaviors panel for that creature. Advanced behaviors allow you to prioritize behaviors and set specific conditions under which a creature engages in a particular behavior. For example, you can set a creature's primary preference to WANDER and then set that creature to ATTACK ONLY WHEN ATTACKED BY ANYTHING.

Advanced behaviors are prioritized from

top to bottom. You may rearrange preferences by dragging behaviors up or down the list. Once you've set advanced behaviors for a creature, a yin-yang icon appears in the personality bar.

AWARENESS

Awareness determines how far creatures and vehicles can see.

SPEED

Speed determines how fast a creature or vehicle can travel.

DAMAGE BONUS

Damage bonus determines how powerful the attacks of a creature or vehicle are.

HEALTH

Health determines the hit points of a creature or vehicle.

TEAM

In an adventure, many characters are classified as being friend, foe, or neither.

NO TEAM

These creatures and vehicles simply mind their own business.

ALLIED TEAM

Allied creatures and vehicles never attack the Captain or other good guys.

ENEMY TEAM

Enemy creatures and vehicles are essentially the bad guys. They attack not only the Captain but also any other members of the allied team—or other enemy teams. You can have up to three enemy teams.

PICK UP

Determines what sorts of tools and objects creatures collect.

NONE

This default behavior assures that creatures ignore all tools and objects.

PICK UP ANY

While wandering, a creature will pick up any tool spotted unless already carrying a tool.

PICK UP TARGET

Creature will pick up only a specified tool.

GIVE

Determines what sorts of tools and objects creatures give, and to whom.

NONE

This default behavior assures that creatures will not give away any tools or objects.

GIVE TO ANY

While wandering, a creature will give a tool to any other creature, vehicle, or even a building.

GIVE TO TARGET

Creature will only give the tool to a specified creature, vehicle, or building.

MOVEMENT

Movement determines the way creatures and vehicles traverse the planet.

STATIONARY

Creature or vehicle remains in place—even if attacked.

WANDER

Creature or vehicle moves around randomly but stays within a specified distance of its initial position.

PATROL

Creature or vehicle travels back and forth between two specified points. It will fight or flee if attacked, and then return to the patrol route.

Use the Patrol markers to define the route the creature will try to take. **ALT**-drag the marker to add waypoints and define the path.

MOVE TO

Move to is like patrol, except the creature or vehicle will stop at the last marker in the route.

FOLLOW

Creature or vehicle moves toward a specified creature, vehicle, building, or object. Once the target is reached, the tracking creature or vehicle wanders closely.

RESPAWN

Respawn determines the rate creatures or vehicles of any kind, allied or enemy, respawn after being killed or destroyed. If you don't want creatures or vehicles to respawn at all, you can simply select NEVER.

CREW OPTIONS

Specify the number of crew the Captain is allowed and even assign specific characters to the crew.

NO CREW

The Captain must go it alone. No crew slots are open.

LOCKED CREW

The Captain begins the adventure with 1-3 predetermined crew. New crew cannot be recruited.

PLAYER CREW

Pick 1-3 allies to accompany the Captain. An open crew slot is visible for each crewmember you will be allowed to bring to the adventure.

MIXED CREW

A combination of the other options. For instance, you may begin with one assigned posse member but be able to add one or two others.

GOALS



To associate goals with a particular character or object, simply drag and drop the goal marker onto the creature or object to display a menu of available goals. The goal you select is applied to all instances of that asset in your current act. This is useful for missions in which a set of objects all need to be dealt with in the same way. You can place only one goal on a given type of creature or object in each act. If you wish the same goal to continue through multiple acts, you must apply the same goal within each mission. For each act, you can assign up to three goals.



MOVE TO

Reach the location of a specific creature, vehicle, building, tool, obstacle, or ground area.



KILL

Kill an enemy, dismantle a vehicle, or collapse a building. Destroy more than one target per goal.



BEFRIEND

Befriend a creature or, when applied to more than one member of a species, a group of creatures.



ALLY WITH

Befriend a creature or creatures, and then continue to socialize in order to recruit them into your crew.



TALK TO

Engage a particular character in conversation.



HOLD

Pick up a particular tool object.



GIVE

Deliver a particular tool object to a certain character.



COLLECT

Used for objects that don't need to be held in hand (or mouth) and given to anyone. Move near target object to collect.



BRING TO

Combine two objects by bringing them together.



BLOCK

Prevent a specific creature, vehicle or tool from getting near a target object.



DEFEND

Prevent a specific creature, vehicle or building from being killed or destroyed.

REMOVING GOALS

To remove a goal from a creature or object, simply click the delete button in the goals interface.

COMPLETING GOALS

A green checkmark next to the goal in the mission card indicates a completed goal. When every goal in any given mission is completed, the mission ends and the next mission begins. When the last mission is complete, the adventure is over.

EDIT ADVENTURE

A green checkmark next to the goal in the Mission Card indicates a completed goal. When every goal in any given act is completed, the act ends and the next act begins. When the last act is complete, the adventure is over.

SPORE COMMUNITY

ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. ACCESS TO ONLINE FEATURES AND/OR SERVICES REQUIRES AN EA ONLINE ACCOUNT AND REGISTRATION WITH THE ENCLOSED SERIAL CODE. REGISTRATION FOR ONLINE FEATURES IS LIMITED TO ONE EA ACCOUNT PER SERIAL CODE AND IS NON-TRANSFERABLE. EA ONLINE TERMS & CONDITIONS CAN BE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER FOR AN EA ONLINE ACCOUNT.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.



SHARING

Share your creations on Spore.com simply by using the Share button. Like any of your creations in Spore, be sure to tag your adventures so that players can find them easily.

DOWNLOADING

Browse and download adventures online either through Spore.com or through the Sporepedia search online. Downloaded adventures can be accessed through Quick Play or as shared adventures encountered in Space game.

FIND A BUDDY

Add online friends to your buddy list in order to directly access the creatures, vehicles, and buildings they create as well as their original adventures.

SPORECASTS

A Sporecast is a collection of creations provided by Maxis, you, or any other *Spore* player. Subscribe to someone else's Sporecast for direct access to their adventures.

SPORE POINTS

Spore Points are earned not only when you create, share, and play adventures but also when your creations are played and rated. To see how many points you've earned, check your My Spore page.

DIFFICULTY

As adventures are played across the world, the number of times a downloaded adventure is won and lost results in the difficulty rating of that adventure.

SCORING

When a Quick Play adventure is over, the player receives two scores: one based on the percentage of the adventure completed and the other based on time to complete.

PERCENTAGE SCORE

This score is calculated based on the number of completed acts divided by the total number of acts. An act that is partially completed adds in a percentage equal to the number of goals completed divided by the number of goals in the act.

TIME SCORE

This score is based simply on the amount of time taken to complete the adventure from beginning to end. Regardless of whether or not there is an actual timer in the act, this score is still tallied in order to determine rank on the *Spore Galactic Adventures* leaderboards.

LEADERBOARDS

When you complete an adventure, a summary at the end of the game will show you how well you did in comparison to other *Spore Galactic Adventures* players. You can compare your score against your Buddies or the rest of the world. You can also check your rank on Spore.com.

MEDALS

Earn gold, silver, and bronze medals for ranking in the top three scores of an adventure's Leader Board. These medals are taken away, however, when someone beats your score.

ACHIEVEMENTS

Review the various milestones you have achieved during *Spore Galactic Adventures* gameplay.

You can unlock achievements by playing Quick Play adventures or playing adventures in the space stage, and by bringing your Captains to their highest ranks.

You will also unlock achievements by creating adventures and sharing them with the *Spore* community.

PERFORMANCE TIPS

MACINTOSH SOFTWARE UPDATE

An outdated version of your MacOS X system software may lead to issues with game performance. To be sure that you have the latest version of MacOS X, choose 'Software Update...' from the Apple menu and follow the directions to update your system software.

PROBLEMS RUNNING THE GAME

- ☛ Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:

For NVIDIA video cards, visit www.nvidia.com to locate and download them.

For ATI video cards, visit www.ati.amd.com to locate and download them.

- ☛ For PC users, if you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- ☛ For PC users, if you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- ☛ If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- ☛ For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable).

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

CUSTOMER SUPPORT

If you have trouble with this game, EA Customer Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > European Help Files > Electronic_Arts_Technical_Support.htm** file.

To access the EA Help file on a Macintosh:

1. Insert the game disc into your DVD-ROM drive.
2. Click the Finder icon in the Dock.
3. Open a new Finder window by choosing 'New Finder Window' from the File menu.
4. Click the game disc icon in the Finder window.
5. Open the **Support > Electronic Arts Technical Support.html** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA CUSTOMER SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

<http://eusupport.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

SUPPORT CENTRE CONTACT INFO

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday):

Telephone: 0870 243 2435

NOTE: No hints or codes are available from the Support Centre.

Fax: 0870 2413231

Calls charged at national call rates; please consult your telecoms provider for details.

To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:

Click **Start > Run...** and type dxdiag. Click OK, then once the report is complete, Click **SAVE ALL INFORMATION...** and save the report to your Windows Desktop.

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