

TABLE OF CONTENTS

HOW TO INSTAL THE GAME.....	2
SHORT HISTORY	3
THE AIM OF THE GAME.....	4
THE RACES	5
THE GAME SCREEN.....	7
SPECIALISTS	9
BUILDINGS	11
FLORA.....	21
CREATURES	24
ZONES.....	29
NIGHT OF THE EARTHLINGS.....	31
WALKTHROUGH.....	32
CHEAT CODES.....	38

HOW TO INSTAL THE GAME

What do you need?

1. Game image and crack
2. Deamon Tools to open image
3. DOSBOX

Now that you've got all the required files, let's get to installing the game and get it to work. Install all the programs if you haven't already.

1. Create a folder where you want Genewars to be installed (and any other future DOS games you might play). For example C:\DOS
2. Mount "Genewars.cue" in Daemon Tools, remember what letter your virtual drive is. You can check this when clicking 'Computer' in the start menu. Let's say it's G:

3. Open DOSBox. Type the following lines (without the quotes), hit ENTER at the end of each line:

"mount C X:(install directory)" so in our case we type "mount C C:\DOS"

"mount D X:(virtual drive letter)" so in our case we type "mount D G:"

"D:\" this accesses the virtual drive, as if you had a CD in your computer

"INSTALL" this will start up the installation of Genewars, go through the installation as you want it setup

When the installation is finished go to the folder where you installed Genewars in windows, but leave DOSBox open. So we should go to C:\DOS\GENEWARS you should see all the files in it.

4. Now copy/paste "CRACK.COM" to that folder.

5. Go back to DOSBox and type the following lines, hit ENTER at the end of each line:

"C:\"

"cd GENEWARS"

"CRACK.COM" It should now crack the game and tell you it was succesful.

"GENEWARS"

The game should start now and you can enjoy your nostalgic adventures in the universe of Genewars, enjoy!

Q: What do I do when I exit my first session and want to play again later?

A: It's a bit tedious, but once you get the hang of it, it will only take a minute to start up Genewars.

Make sure "Genewars.cue" is mounted in Daemon Tools (remember the drive letter)

6. Start up Dosbox

Type the following lines, hit ENTER at the end of each line:

"mount C X:(install directory)" so in our case we type "mount C C:\DOS"

"mount D X:(virtual drive letter)" so in our case we type "mount D G:"

"C:\"

"cd GENEWARS"

"GENEWARS"

Enjoy!

SHORT HISTORY

War. What is it good for? One thing it's certainly not good for is being nice to planets, especially when it's the kind of war that involves vast engines of destruction showering plasma rain onto fragile ecosystems, simply because a Star Frigate Commander doesn't like the look of that bush. Unfortunately, this is exactly the kind of war that the galaxy found itself embroiled in. Once the inhabitants of Planet Earth finally got it together enough space travel-wise to explore outside the solar system, they discovered that there were three other races doing exactly the same: the sneaky, reptilian Saurians, the understandably uptight, nasally gifted Schnozzoids, and the curiously laid-back Bohemians. Each of these races being just as self-important, aggressive (except for the Bohemians) and intolerant as the Earthlings, it wasn't long before an intergalactic pagga of quite exceptional proportions kicked off. Advanced technologies previously used in the fast-food, mail-order gizmo and executive leisure industries were swiftly adapted into weaponry of astoundingly destructive properties, and the suzerainty of many hundred previously quiet, green planets was disputed in a most antisocial manner. Thousands of different species of previously unencountered flora and fauna were rapidly made extinct, which would have caused the scientists involved huge amounts of tears and distress, were they not already too busy grinning savagely at the particularly unpleasant application of the electric corkscrew they had just invented. Still the wars raged on and on, each race so outraged by the others' destruction of an especially beautiful planet with great potential as a tourist attraction that they redoubled their systematic annihilation of every other location that their enemies might usefully inhabit and exploit. Before too long, there were so many charred, blackened planets around that the galaxy was starting to look like a particularly complicated game of monochrome billiards. The casualty list numbered several billion, and four previously proud, advanced and cultured civilisations were rapidly blasting each other back into the stone age. Eventually, things came to a head when the Bohemian Commander Jean-Luc Pontiac decided that a huge, black monolith he'd just found hiding behind the ninth sun of the Colcombet system was probably hiding Saurian saboteurs. Setting his Lithium Dilator to 'Seriously Upset', he channelled a coruscating beam of incredible power at the object. According to his ship records, he was 'mildly perturbed' when the monolith reflected the beam back at his ship, destroying the crew quarters and killing 40,000 of his friends and colleagues. The log then went on to reveal how he was 'somewhat surprised' when the monolith began emitting a shrill, keening sound, audible even through the Bohemian Cruiser's triple shielding. Unfortunately, the report was too damaged to reveal how Commander Pontiac felt when a gigantic, glowing alien spacecraft materialised out of nowhere, just like they do in Science Fiction movies with really large budgets, crushing the Cruiser like a particularly small, easily crushed bug. This rather dramatic event heralded the return to this dimension of the mysterious Ethereals, incredibly advanced beings who'd got rather bored with this somewhat mundane Universe several billion years ago, and so legged it to somewhere altogether more conducive to their peaceful, ordered and highly sophisticated temperaments. However, considering themselves intergalactic guardians of no small order, they had left a number of suitably photogenic warning devices behind, of which the monolith was one of the more mundane. The Ethereals really weren't too impressed by the havoc the warring races had inflicted on what had previously been a rather picturesque part of the multiverse, and quickly started setting matters to right. Suddenly, all the different races found themselves divested of all their weaponry quicker than they could say 'Hey, haven't I seen you on a T-shirt somewhere', leaving them with not so much as a rusty penknife. Then, in a psychic communication audible to every (surviving) member of the four races, the

Ethereals clearly and calmly dictated what was going to happen now. A court session was convened and the often quirky Ethereals appointed a particularly evolved kangaroo as judge. The surviving members of the four warring races were in the dock for their crimes against the multiverse. Lawyers were not an option that the defendants had; since this lifeform was now extinct owing to the advent of far cheaper, more logical and better dressed computer alternatives. The marsupial Law Giver meted out a heavy sentence (he had not enjoyed his enforced emigration from the Antipodean sector of the planet Earth), and the upshot was that these sworn enemies would work together in their inter-galactic community service, the crux of which would revolve around the re-colonisation of planets affected by their vandalistic antics. However, as the Ethereals really don't trust any of these races to act in a mature and enlightened manner on completion of their task, they decided that every surviving member of the formerly warring races will be subject to the infamous Adami Process, a technique pioneered by the Ethereals which removes all the subjects negative traits and renders them harmless, mindlessly happy and puppy-like. Because the Ethereals like a good competition, the best colonisation team will forgo the Adami Process and be given a second chance using the wisdom and awesome powers of the Ethereals. This is the meal ticket that every colonisation team is after so don't expect it to be easy, weapons or no, these generals-turned-creators are conducting a war the likes of which has never been seen in this galaxy or any other!

THE AIM OF THE GAME

The Ethereals have supplied each colonisation team with appropriate technology to allow them to address the rather weighty task of repopulating an entire planet from scratch. Most significant of these is the recipe for GOOP, an extremely concentrated carbon-based substance which can be used as a highly versatile building material or, more importantly, to synthesise life-forms from genetic blueprints. Essentially this is the "currency" that you will be working with; buildings and creatures all require a certain number of GOOP units to be constructed. With this material and the Ethereals' technology, you have all the resources necessary for this laborious penance. You should bear in mind that your orders, given at the beginning of each mission by the Ethereals, should be followed rigorously, since transgressions will be punished summarily by the all-powerful grey guardians. A record of your progress is shown on the game screen at all times with a red and green "*Bad-o-meter*" showing how the Ethereals view your efforts. You are alerted when the Ethereals are about to arrive and should ensure that you're keeping your nose clean; they are notoriously bad tempered if you are not working in a manner they find acceptable. If they are pleased with your efforts they may reward you, but equally they will punish you royally if they think you aren't up to the job. You should always ensure that you busy yourself in your capacity as a creator of life on the planets and minimise the number of Bad acts you commit. When you have completed your mission the Ethereals will contact you and give you your next mission. Listen to their orders carefully since your survival as a free-thinking biped as opposed to a pulp-headed puppy-like slave depends upon it.

THE RACES

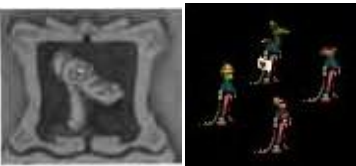
As you already know the Earthlings are not alone; they have grudgingly shared the galaxy with three other races for thousands of years. The other races are: the Saurians, a subservient but sly race of reptilian rascallions; the Bohemians, a laid-back and chilled out group of cats; and the Schnozzoids, the shy, uptight Barry Manilows of the humanoid world. The only other race, which you won't be able to control, is the Ethereals – a group of beings who really are too highly evolved to answer to a mere Earthling like yourself. It is these Ethereals who have brought the four warring races together to clean up the galaxy. Each of the races have a maximum ability level and these are detailed below.

EARTHLINGS:



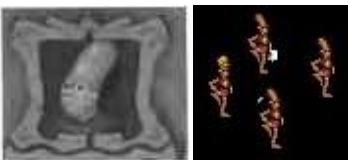
As highly evolved humanoids the Earthling characters are fast on their feet, have good eyesight and as they are, by nature, inquisitive their research capabilities are high. Of course they are not renowned as the most caring masters of nature after their self-destructive antics on planet Earth and are therefore highly regarded as a food source by the numerous creatures of the quickly evolving new planets. Finally, using **Monolith** upgrades the human specialists' maximum ability is 100% and maximum strength is 70%.

SAURIANS:



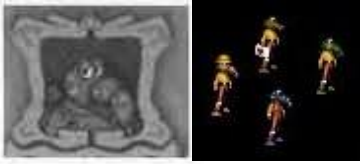
The Saurians are a very hardy and tough race who can handle a lot of abuse at the hands (or claws) of other lifeforms. However, their bulkiness means that quick, sprightly or nimble are not in their vocabulary; basically they're real slow-coaches. The Saurians, like Earthlings, are not known for their love of nature and unluckily for them Nature knows it. They, too, will come in for a lot of stick from the creatures they meet. Finally, using **Monolith** upgrades the Saurian specialists' maximum ability is 75% and maximum strength is 100%.

BOHEMIANS:



These humanoids are distantly related to Earthlings but they have evolved in a far more cosmos-friendly manner. Easily mistaken for Techno-hippies, they really are in tune with both nature and their cosmic rays. This affinity with nature puts them a lot further down a creature's lunch menu and thus allows them to travel around (relatively) unmolested. When they do get injured their knowledge of crystals and ley lines allow them to heal quicker than the other races. They may have small strength, but they are the fastest runners of all races. The Bohemians can achieve a maximum ability of 75% and a maximum strength of 65% using **Monolith** upgrades.

SCHNOZZOIDS:



The Schnozzoids are renowned throughout the known galaxies (and the unknown galaxies for that matter) for their prodigious facial protuberances (large hooters!). This has resulted in the publication of huge volumes of joke books and much general ridicule. The constant embarrassment has caused them to evolve a hi-tech paper bag to hide from derision, this takes the form of a cloaking device (actually, they tried real paper bags first but they used to get soggy and fitting in their noses was a constant problem). While this means people don't laugh at them so much it also allows them to move around more freely. By the same token, though, watch out for attacks by shadowy figures with large noses from enemy bases. Or they might even be totally invisible. The Schnozzoid specialists' maximum ability is 75% and maximum strength is 90% using Monolith upgrades.

THE ETHEREALS:



You are subject to the rule of the Ethereals and they will spend a lot of time observing your intergalactic community service. When they are happy, sparkles will emanate from whatever it is that they are pleased with, and skulls will be emitted if you are doing something Bad. The colours of these skulls and sparkles depends who the subject belongs to. On the status bar there is a Good (green)/Bad (red) monitor called the 'Bad-o-meter' (see *Bad-o-meter*, surprisingly) and this will give you an idea of how the all-powerful beings view your efforts. If the monitor is fully green then they will be Happy enough to give you a gift of great power. They may reward you by placing a Monolith in your base area, you'll know it by its hi-tech black appearance (picture on the left). Allowing a lifeform to interact with (i.e. touch) the Monolith will give that individual extra powers, and in the case of creatures will give the whole species a *special power...* Conversely if you move into the red section of the Bad-o-meter then the Ethereals will do something nasty to you. Even though they are extremely evolved they do enjoy doling out acts of wrath and will readily subject failed commanders to the Adami Process! Above all you should remember the sad story of Commander Jean-Luc Pontiac and the results when he upset the Ethereals (see *Introduction*), they really don't think in terms of fair and unfair, they merely decide whether you are succeeding or failing and they will act accordingly. The more Bad you are, the more the Ethereals will smite you – either until you are dead, or the Bad-o-meter registers neutral.



THE GAME SCREEN



1. BASE POWER DISPLAY:

At the top of the status bar is the base power display. Initially this will be blank, but as the base is powered up this will give an idea of your power needs.

2. SCORE-O-RAMA:

The pink bar here shows how much of the current mission you have completed. Later, you may build a Tech Facility which will show you how your opponent colonisation teams are doing. In any case a flashing marker will appear above whichever crew is doing the best (i.e. a flashing pink marker above your pink bar on the Score-o-rama means you are winning!). The other team colours are green, purple and orange.

3. BAD-O-METER:

This displays Ethereals view of your efforts. Any red and you're in for trouble, all green and they might be kind to you.

4. INDIVIDUAL SPECIALIST MONITORS:

There are five monitors and each of your team (up to a maximum of five) will be shown here. The specialist in the action circle will be highlighted. **Left-click** on a monitor to select him, **right-click** to zoom in. A static effect on a monitor means that specialist is talking to you; if the static is red then he is taking damage and needs help. Usually this will be accompanied by frenzied screaming, just in case you're in any doubt.

5. ACTIVATE/DEACTIVATE ACTION TOGGLE:

Left-click this to halt a building or specialist in progress, or start it going again. Also, click deactivate to make otherwise diligent and dutiful creatures under your command follow their own instincts.

6. ACTION SCREEN:

This screen shows the item/lifeform last selected. **Left-click** on the screen to zoom in on the action.

7. HELP TOGGLE:

Left-click to activate help prompts, which will appear every time you select anything. Very useful when you first start playing.

8. STRENGTH LEVEL:

Indicates the current strength of the lifeform/structure in the Action Screen. Point the cursor at the bar to find the numerical reading.

9. HEALTH LEVEL:

Indicates the current health of the lifeform/structure in the Action Screen. Point the cursor at the bar to find the numerical reading.

10. MULTI LEVEL:

This bar has two uses: if a creature is in the Action Screen then this will display its level of genetic evolution. If the Botanist is in the Action Screen then this will indicate the number of seeds he has. For other specialists, this bar will remain empty.

11. OVER-VIEW MAP:

Shows a small scale view of the planet. Allows you to zoom in on a particular point quickly.

12. GOOP METER:

The figure to the right shows your current level of GOOP. The circular indicator shows the status of your GOOP storage vats – as it fills up, so do your vats.

13. SPECIALIST ABILITIES:

This displays abilities for specialists. For engineer all buildings will be shown, for botanist all plants and for ranger creature-demand ability.

SPECIALISTS

These are the guys you are relying on to help you bring life to the devastated biospheres. Their training at the hands of the Ethereals has given them the tools and techniques necessary for success. Their expertise will allow you to build, research, plant, harvest and herd in your own Garden of Eden. Remember, they are still learning and, if you decide, then letting them interact with *The Monolith* (see *The Ethereals* section earlier) will augment and improve their skills. The more skilful they are the better they will perform, so look after them!

ENGINEER:



Hold on to your hard-hats, this guy has got a large tool-box! He builds and repairs structures. He can also carry out structure upgrades. To build: Left-click on one of the building options that appear on the status bar when he is selected. As the game progresses the choice will grow so don't neglect the scroll arrows above the building menu. To repair or carry out upgrades: If the cursor is pointed at a building that needs repairing or upgrading, a revolving tool icon will appear. Left-click to commence repair/upgrade. (See the Upgrading section below.) To destroy buildings: Control + left-click and a dynamite icon will appear. Place this over a building you wish to destroy. Bear in mind that the Ethereals don't like Humanoids who act in such a destructive way, especially against other team's bases!

Note: This is not considered a bad act if you wish to destroy your own building.

GENETICIST:



Studies new creature types, enabling their genetic engineering at the *Gene Pod*. He can also act as a surgeon-in-situ effectively healing lifeforms under your control. He possesses a stun-gun-cum-invasive surgery tool and a medicine box. To research a creature: Placing the cursor over a creature which is relatively unknown will turn the cursor into a magnifying glass. Left-click to commence research. A % reading will appear above the geneticist's head. A 50% knowledge reading is enough to build creatures in a Gene Pod but of course you could try with less! The extra 50% will affect its size, strength, stamina and intelligence. Remember: a research level above 50% is not possible with a *Gene Pod*. To do more research a *Gene Machine* or *Gene Lab* is required. To heal a specialist or creature: Any specialist or creature with less than full health can be Healed. A revolving red cross will appear over any specialist or creature so affected. *Left-click* to send the Geneticist to heal them. To stun a creature: The Geneticist can also use his research equipment to stun creatures he has already researched. In this case blue cross hairs will appear over the targeted creature. Left-click to select a creature for the attentions of the stun-gun.

BOTANIST:



Pure David Bellamy. He plants flowers and trees, collects seeds and studies the needs of different plant species for more efficient farming and colonisation. Remember that without plant matter and a diversity of flora (see *Flora* section) you will find difficulty in pleasing the Ethereals. Don't let him stand idle for long. To plant seeds: Select a plant from the botanists plant bar and left-click. Then the area to be planted should be selected on the game screen. An area will be highlighted with a growing plant graphic at its centre. Left-click will put the botanist to work planting this area. To harvest seeds: Left-click on a plant to put the Botanist to work harvesting seeds, a highlighted area with a plant being plucked from the soil graphic in its centre will appear on the plant. Remember: If his seed pack is full then he can't harvest any more. To cut down plants: Hit Control + left-click and he will get out a chainsaw for some serious deforestation. Watch out for the Ethereals, who are likely to frown upon such Bad actions.

RANGER:



Essentially a shepherd brought bang up to date with a variety of techno-tools at his disposal. He controls feeding, fighting and mating tendencies of creatures, as well as maintaining population levels by culling. When you select a ranger a choice of icons will appear on the status bar and you should choose the task from the list below: **To encourage feeding:** Left-click on the feeding icon (indicated by a knife and fork), and then move the cursor over to the creatures you wish to feed. A revolving crook will appear along with a circle marking the range of the Ranger's influence. Make sure all your required creatures are within this range, then left-click to initiate feeding. **To encourage fighting:** Left-click on the fighting icon (crossed swords), and then move the cursor over to the creatures you want to shepherd. A revolving crook will appear at the centre of a highlighted area, which marks the zone in which your animals will fight. A simple left-click will initiate enhanced fighting, and the creatures within the zone will become more aggressive and powerful. Of course, your creatures will have a good go at trouncing the enemy anyway, Ranger or not, but this way you can give your creatures an unfair advantage. **To encourage mating:** Unlike fighting or feeding enhancements, however, it is necessary for your Ranger to be around in order for your creatures to mate. They are inherently scared of each other in this way, you see – and you probably would be too, given some of the bizarre creatures you're likely to be making in this game. Left-click the mating icon and a revolving crook will appear instead of your cursor. Surround those creatures in mating season, indicated by a red heart above their bodies, and left-click to become a futuristic Cupid! **To stun creatures:** Left-click on a creature, and your Ranger will attempt to stun the creature. A blue crosshair will appear before you left-click and the creature will turn white while stunned. Note: the stun shot only lasts for a few moments. **To kill or cull creatures:** Control + left-click will let him shoot enemy creatures with his ray-gun and allow him to cull your own creatures. Watch out for the Ethereals when doing this; they are likely to get upset!.

BUILDINGS

The missions cannot be completed without the construction of buildings allowing the efficient running of the burgeoning biospheres. Your engineer is essential for the construction of any building.

Note: The Ethereals may provide certain structures initially on some missions.

UPGRADING

Several of the buildings can be upgraded. This is an involved process that requires an Engineer, a Pulper and sufficient power for the Pulper, at least one mule, and at least one crab. The process works as follows: the mule will ferry plant material that it has harvested to the Pulper, the Pulper will then use this to produce upgrade mouldings, the crab will ferry the upgrade mouldings to the Engineer and will also assist the Engineer in construction. Note: The higher the Engineer's skill, the faster the Upgrade process will go.

EXTRACTOR:



Mines raw minerals and converts it to GOOP. You can build it only on ground with minerals (see picture beneath). This then allows you to build other buildings as well as creating creatures in the **Gene Pod**. The amount of GOOP that you have will be displayed on the status bar. But remember, minerals will end eventually! When it happens, you can get rid of this building, because it won't work any more. If you don't have enough ground with minerals, you can create it on your own. Let your botanist plant many flowers in one place. If you get rid of them, you'll see new source of minerals. The longer plants grow, the more minerals you get. This building must be constructed before any other buildings may be built.

When available: Level 1

Upgrade: This building can't be upgraded.

Ground with minerals:





FIRST STAGE POWER DISTRIBUTOR:

Channels power from generators to nearby structures (within power range marked by lightening bolts). Integral fissile material provides just enough power to operate itself and one **Extractor**. When you build other structure ensure they fall within the boundaries marked by little lightning bolt icons. If you want to build more structures within one power distributor, you'll have to build photon processors or rotators. They will help with sending energy to other buildings, because power distributor alone can't handle more than one structure.

When available: level 1

Upgrade:



SECOND STAGE DISTRIBUTOR:

Channels power to widely separated structures.

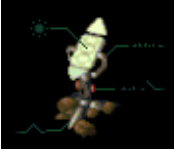
When available: level 8



THIRD STAGE DISTRIBUTOR:

Provides power to structures separated by considerable distances.

When available: level 17



PHOTON PROCESSOR:

Absorbs certain wavelengths of stellar energy reaching the planets surface and converts it into electrical power essential to the operation of a base. It helps power distributor to send energy to other structures. You must build a First Stage Power Distributor before you can build Photon Processors.

When available: level 1

Upgrade:

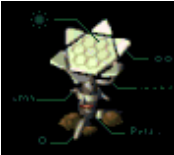
SPECTRAL SPONGE:



Soaks up a wide range of wavelengths of light and converts it all into energy.

When available: level 6

EM TRAP:



Captures all electromagnetic emanations regardless of wavelength, even those of distant stars, to generate electricity.

When available: level 10



GENE POD:

Enables the breeding of basic drone creatures from GOOP. To begin building a creature **left-click** on the **gene pod**, then **left-click** on the red initiation button on the status bar. The creature will appear in gene pod only, when geneticist does research on the animal. allows research levels of up to 50%, but you can't grow breed hybrids. The Gene Pod control screen will display the attributes of the clones you are creating. The list of attributes is as follows:

Cost: How many units of GOOP to create one creature.

Str: The creature's relative strength.

Def: The creature's relative defensive skill.

Spd: The creature's relative speed.

Aware: The creature's relative awareness.

Note: You must build a Gene Pod before you can build any of the next buildings.

When available: level 2

Upgrade:

GENE MACHINE:



Uses GOOP to grow drone creatures and breed hybrids, allows research levels of up to 75%.

When available: level 5

GENE LAB:



Efficiently breeds drone creatures and bred hybrids from GOOP. Allows full research creatures, which is 100%.

When available: 15



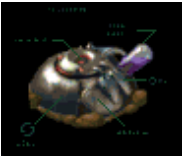
RECYCLING PLANT:

Prevents the waste of dead flora and fauna by converting them back into GOOP. You should let the mules do the donkey work. Buy mule, left click on animal, then left click on plant or dead creature. The Ethereals will look kindly on you if you go green, because converting gives you points, and that fills green bar. In some levels your enemy won't attack you, until you build recycling plant. So be careful! Make sure your base is well guarded before you build this structure.

When available: level 3

Upgrade:

RECYCLOTRON:



Bio-pattern re-processor converts large quantities of organic matter into GOOP. If plant is near, recyclotron sends little part, which cuts and brings plant to this structure. It needs two moves to do that.

When available: level 6

GOOP FACTORY:



Provides large-scale recycling of biomass into GOOP. If plant is near, goop factory sends little part, which cuts and brings plant to this structure. It needs one move to do that.

When available: level 13



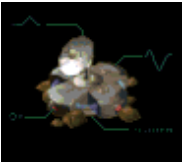
GOOP VAT:

Stores excess GOOP until needed allowing efficient operation of the base. So, if you have for example 800 GOOP, which is 100%, extractor and mules won't provide you with any more of GOOP. If you build GOOP Vat, 800 will become 60% and extractor or mules will make it up to 100%. You must build a Recycling Plant before you can build GOOP Vats.

When available: level 3

Upgrade: This building can't be upgraded.

LANDING PAD:



Enables crew transfers both to and from orbit via rocketship. Left-click on Radar component of the Pad and you can select crew for the continuing colonisation of the planet from the status bar. Left-click on the red Action button at the bottom of the window and they will be whisked to your landing pad ready for you to give them jobs.

When available: level 4

Upgrade: This building can't be upgraded.

TECH FACILITY:



Enables construction of advanced facilities, such as fusion generator, shield generator and turret. Also thanks to this structure Schnozzoids can become invisible.

When available: level 6

Upgrade: This building can't be upgraded.



PULPER:

Extracts cellulose from wood to produce upgrade mouldings. Use them in conjunction with the Crab lifeform to upgrade your buildings. Make sure there is wood in your Pulper before you attempt to upgrade. To get wood to pulper you need mule. Buy mule, left click on animal, then left click on plant. Now buy crab or two. Next step is to click on engineer and then on building, which you want to upgrade. Crabs will start their job (if not, click on crab then on building to upgrade).

When available: level 5

Upgrade:

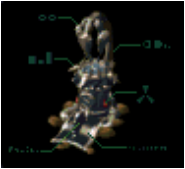


PULVERISER:

Extract cellulose from logs: useful for more efficient upgrade mouldings. If plant is near, pulveriser sends little part, which cuts and brings plant to this structure. It needs two moves to do that.

When available: level 9

MASS PULVERISER:



Provides efficient conversion of large quantities of lumber into cellulose for upgrade mouldings. If plant is near, mass pulveriser sends little part, which cuts and brings plant to this structure. It needs one move to do that.

When available: level 13



STUNER TURRET:

Automated stun cannon to protect a base from hostile creatures.

When available: level 10

Upgrade:

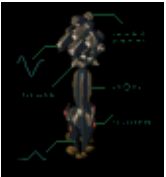
ZAP TURRET:



Automated explosive charge-firing turret structure for protection from seriously hostile creatures. Don't build it near any of your structures, because it can make damage! Also remember that when zap turret fires, you'll get negative points.

When available: Level 17

BLASTER TURRET:



Automated multi blaster for protection from positively xenocidal creatures. Don't build it near any of your structures, because it can make a lot of damage! Also remember that when blaster turret fires, you'll get many negative points.

When available: Level 24



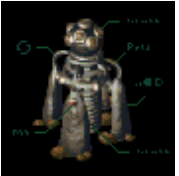
SHIELD GENERATOR:

Produces a protective energy field capable of surrounding small settlements.

When available: level 8

Upgrade:

SANCTUARY GENERATOR:



Produces wide area energy shield for the protection of medium-sized settlements.

When available: level 13

DENIAL DOME:



Generates and supports a hemispherical energy shield capable of enclosing an extremely wide area.

When available: level 20



ETHEREAL DETECTOR:

Monitors orbital space for the arrival of the ethereals.

When available: Level 11

Upgrade:

ETHEREAL SCOPE:



Monitors planetary space for the arrival of the ethereals, a structure designed to appeal to their sense of aesthetics. It gives small number of good points.

When available: Level 15



ETHEREAL OBSERVATORY:

Detects ethereals as they re-emerge from hyperspace and sends their ship ingratiating communications to placate them during their approach. It gives more good points than ethereal scope.

When available: Only with cheat codes (unavailable level 25)

FLORA

Without plants your Edenic efforts will come to nought. You will rely on the skills of your Botanists to find new plant life to cultivate, harvest and of course re-plant. Only sustainable methods of farming will be tolerated by the Ethereals. The variety of plants that you will encounter will have different climatic requirements and you should try to find the best plant for each area. Some plants are better providers of GOOP while others may offer good protection from would-be attackers. Thankfully, there is a way of you checking this information before you begin planting:

PLANT INFORMATION:

After your Botanist has harvested a crop of seeds from a new species of plant, an icon representing that species will appear in the Botanists panel. Underneath it you will see a coloured disc, representing the type of planetary surface which this plant will revel in. Further information can be gained from these mysterious symbols to the bottom-right of the icon:

SQUARE: Food value of plant. The size of the square is proportional to how much energy a creature can get from eating it.

TRIANGLE: Wood value of plant. The size of the triangle is proportional to the quantity of wood which can be milled from the individual plant.

DOT: Number of seeds required to create each individual plant.



TERRINIUM BULB:

Good for planting on grassy surfaces, the bulb is ideal for the early Botanist. That's the only plant you'll have on the beginning. Unfortunately it doesn't spread quickly, also food value and wood value are small. The only good think about this plant is that you need only one seed to plant it.

Grows in level: 1, 2, 3, 4, 5, 7, 10, 15, 16, 24

PHYLAX ROOT:



It's hard to miss this plant. You can find it in almost all levels. Grows nicely on grassy surfaces, a fast grower that offers good nutritional value to creatures and good amount of wood. Worth planting, it takes only two seeds.

Grows in level: 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 22, 24

WAXX LEAF:



One of the best plants. A very good grower, particularly fond of grass. It can reproduce very quickly given the right conditions. It gives great food value and big amount of wood.

Unfortunately, it needs three seeds to plant.

Grows in level: 10, 12, 16, 17, 18, 19, 21, 22, 23, 24

ARRID BLOOM:

The bloom is a hardy plant, that prefers dry, arid growing conditions. Not the best plant, dies faster than spreads, gives tiny food value and amount of wood. It needs one seed to grow, but won't last long.

Grows in level: 1, 2, 3, 6, 8, 9, 11, 16, 17, 18

BRALM:

The same like phylax root, grows in many levels, so you can't miss it. Where there's little water, the descending botanists might choose this cocky little fellow. Spreads ok, but gives small food value and amount of wood. It needs two seeds to grow.

Grows in level: 5, 6, 7, 8, 9, 10, 11, 12, 13, 15, 16, 17, 18, 24

DUNE PALM:

Very rare plant. For desert landscapes there's nothing better than the standard palm. Likely to reseed quickly. Gives average food value and good amount of wood. Needs only two seeds to grow.

Grows in level: 18, 24

PELID SNOWDROP:

Like arrid bloom, not the best plant, which can grow well but is more likely to wither quickly. Grows in cold areas. Gives tiny food value and amount of wood. It needs one seed to grow, but won't last long.

Grows in level: 1, 4, 7, 22, 23

KELPIE:

Grows and spreads nicely in cold weather, but has limited food value due to surrounding conditions. Gives average amount of wood. To grow it you need two seeds.

Grows in level: 6, 7, 14, 19, 21, 22, 23

HEXILIAN SPIKEY:

One of the best plants. Grows supremely well in very cold conditions, but not only. It's long lifespan makes the spikey good for recycling, and it's branches offer good defence against enemies. Only the food value is average, and it needs three seeds to grow.

Grows in level: 12, 20, 22, 23

ZARNIAN FUNGUS:

Zarnian fungus is an unusual plant, which is likely to spread quickly, but not travel far and dies quickly. Zarnian likes drier areas. It has small nutrition value and amount of wood, but it needs only one seed to grow.

Grows in level: 8, 11, 13, 19

VENULAR SPIRAL:

Very rare plant. Like the zarnian fungus, this tree will grow well and spread easily in drier areas of landscape. Prefers busy terrain, near lots of other trees. Gives very good nutrition value and average amount of wood. Venular needs two seeds to grow.

Grows in level: 20

CONE:

Very rare plant. They don't come better than this for defence. Close range, but grows heavily providing a hefty barrier just where you need it. Gives average nutrition value and good amount of wood. Cone needs two seeds to grow.

Grows in level: 22, 23

CREATURES

For the first levels of the game you need only concern yourself with producing pure-breed, natural creatures. However, later on you might get to crossbreed these creatures, but first you must gain an understanding of the naturally occurring species on the various biospheres the Ethereals will send you to.

Note: as described earlier, if you are lucky enough to get a Monolith as a gift from the Ethereals, you can use it to upgrade your creature species and give that creature a *special power*.

CONTROLLING CREATURES:

Creatures are controlled in the same way as the *specialists* but to select a group of creatures when there are *specialists* in the same area Alt+left-click+drag will select only creatures. To give a selected creature (or group of creatures) a task move the cursor to the relevant item (i.e. a field of *Terrinium Bulbs*) and an action prompt will appear depending upon what that creature's particular skill is (in the case of the mule an axe icon will appear and the mule will collect plant matter for the recycling plant). Left-click when this icon is showing to initiate the task.

All information beneath are about creatures in 100%

MULE:



The work-horse. An improbably strong, sometimes docile creature especially useful for dragging dead plant and animal matter back to the Recycling Plant, so can provide you with a lot of GOOP (and it's very cheap so it's worth buying). The special power they receive is a kick like... well... a mule! Mule's lifespan is very big, so he can be very helpful for a long time, before he dies.

Cost: 75

Health: 95

Energy: 191

Lifespan: 18000

Strength: 10

Defense: 6

Speed: 11

Avare: 2

Appears in level: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 19, 20

**CRAB:**

A tough builder drone, especially adept at structure upgrading. It is at home on land or in water but is indigenous to deserts. This creature's special power is a heavily armored carapace which will deflect shots fired at it. Cool! Because of their high defence, they are great to attack enemies base. Unfortunately crab is very slow and costs a lot, but can help with upgrading buildings.

Cost: 175

Health: 45

Energy: 330

Lifespan: 14000

Strength: 15

Defense: 30

Speed: 9

Avare: 1

Appears in level: 5, 6, 7, 8, 9, 11, 13, 15, 24

**FROG:**

An amphibian creature which is an ideal scout, though not very tough or strong, but it can jump out of trouble. Its special power is the ability to quickly damage creatures, specialists and objects with its noxious spit shots, which are very strong. Unfortunately frog's lifespan is very small, so this creature will die quickly.

Cost: 100

Health: 65

Energy: 121

Lifespan: 8000

Strength: 16

Defense: 3

Speed: 14

Avare: 3

Appears in level: 11, 12, 13, 14, 16, 23, 24

BIRD:



This avian creature is very mobile, having the gift of flight. Its speed is second to none and it is very useful as a scout over all terrain. When equipped with a special power, it inflicts damage on other creatures and specialists with a vicious dive attack, which is very useful, if you want to defend your base. Because of high aware, bird can quickly detect, if enemy is near. It's really hard to run from this creature, because it has great speed. The only disadvantages are it's defence and cost, but it's worth the price.

Cost: 200

Health: 45

Energy: 141

Lifespan: 8600

Strength: 18

Defense: 2

Speed: 30

Avare: 4

Appears in level: 7, 9, 10, 11, 13, 14, 16, 18, 19, 23, 24

DINO:



A huge reptilian capable of mass destruction. However, they are rather temperamental and will turn on their creator if provoked. Be careful. If you choose to give the Dino a special power it will gain an awesome fire-breath, in which case you should be especially careful. Don't let them loose near trees, unless they belong to an enemy. They don't like other creatures, so they will attack them, even when they belong to you. They have incridible strength and very high health, so it's hard to kill them. Because of that they are very expensive creatures.

Cost: 220

Health: 215

Energy: 91

Lifespan: 9400

Strength: 40

Defense: 10










Speed: 16












Avare: 1

Appears in level: 15, 16, 17, 19, 23, 24

HYBRID CREATURES:

When two other different creatures mate, the offspring of these creatures may be a hybrid. For example, a mule and a crab can mate to produce a crabomule. The hybrid creatures have the normal abilities of both parents. Thus a crabomule could assist the Engineer in upgrading or it may harvest trees for recycling or pulping. Each type of hybrid creature is considered its own species. Hybrids do not automatically get a special power, even if the parents' species were upgraded. Thus to upgrade crabomules with a special power, you must walk a crabomule through a monolith.

Hybrid	Name	Cost	Health	Energy	Lifespan	Strength	Defense	Speed	Aware	Ability
	Dinocrab	300	145	310	11800	50	20	13	1	Cutting Repairing Fire-breath
	Dinofrog	200	145	101	8900	30	10	15	2	Spits with fire
	Dinobird	250	115	121	9300	35	7	25	3	Fire-breath
	Dinomule	150	155	131	14000	25	8	13	1	Cutting Dragging Fire-breath
	Crabbofrog	145	52	281	8400	15	16	11	3	Cutting Repairing
	Crabbobird	225	43	350	11700	16	14	14	3	Cutting Repairing
	Crabbomule	125	60	380	18700	13	24	10	3	Cutting Dragging Repairing
	Froggobird	150	53	171	8400	14	1	20	5	Spit shots
	Froggomule	90	75	141	12200	9	7	13	4	Cutting Dragging Spit shots

	Birddomule	150	60	211	13600	7	3	27	5	Cutting Dragging Dive attack Moving specialists
	Crabbosaur	250	95	231	11700	25	25	12	2	Cutting Repairing
	Froggosaur	150	125	111	8400	20	6	15	3	-
	Froggocrab	145	60	206	11200	16	14	13	3	Cutting Spit shots
	Birddosaur	250	90	131	8900	20	7	35	4	Dive attack
	Birddocrab	225	45	350	9800	11	12	22	4	Cutting Repairing Dive attack
	Birddofrog	150	47	151	8500	10	3	26	6	Spit shots
	Muleosaur	190	135	161	16800	21	9	12	2	Cutting Dragging Kick
	Muleocrab	150	80	360	17800	15	18	11	3	Cutting Dragging Repairing
	Muleofrog	125	84	163	15000	12	6	12	3	Cutting Dragging
	Muleobird	150	75	179	15900	16	5	20	4	Cutting Dragging

ZONES

In some levels you will find zones, which are very important to win and go further. You will find



them quickly, they look like ethereals space ships with light and stars under them:

All you have to do is to place there what ethereals require (the more the better), and wait for them to arrive, then watch the score-o-rama increase! This is the best way to get quickly a lot of good points! But do it before your enemy gets there.

Here are all types of zones, which you will find in the game:

Mule zone



Under this zone place as many mules or their hybrids as possible.

Crab zone



Under this zone place as many crabs or their hybrids as possible.



Frog zone:

Under this zone place as many frogs or their hybrids as possible.

Bird zone:



Under this zone place as many birds or their hybrids as possible.

Dino zone:



Under this zone place as many dinos or their hybrids as possible.

Biomass zone:



Under this zone plant trees or place any creature.

Temple zone:



Under this zone build ethereal detectors. But remember! They have to work, so build power distributor as well.

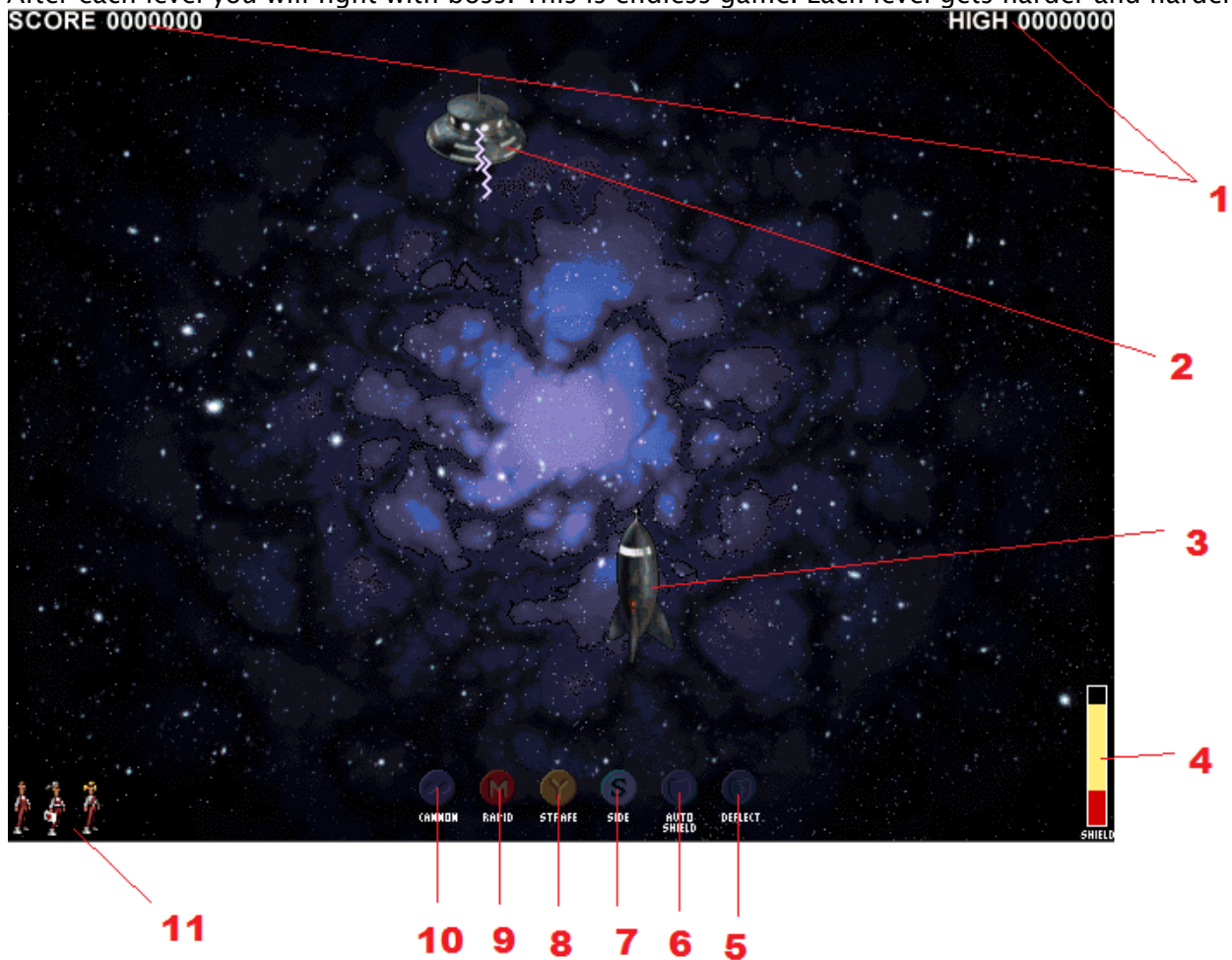
NIGHT OF THE EARTHLINGS

You can play a special minigame called night of the earthlings. To do it go to the credits and press SPACE, or win all 24 levels. Beneath is short explanation how to play:

Move with arrows, fire with right CTRL, use special abilities by pressing SPACE, but only when you catch ethereal.

You have to shoot space ships and catch ethereals, when they fall down to get special abilities.

After each level you will fight with boss. This is endless game. Each level gets harder and harder.



1. Shows points you get for destroying ethereals. If you get a lot of them, you will get extra life
2. Ethereals' space ship, which you have to destroy. Be careful! They can shoot at you too
3. Your ship. You move it and fire with it
4. Your health points.
5. Special ability. If you collect 6 ethereals you can activate barrier, which will absorb all attacks for few seconds
6. Special ability. If you collect 5 ethereals you can activate shield, which will give you additional health points
7. Special ability. If you collect 4 ethereals you can activate side shooting
8. Special ability. If you collect 3 ethereals you can activate shooting like Y shape
9. Special ability. If you collect 2 ethereals you can activate shooting rapidly with just holding CTRL
10. Special ability. If you collect 1 ethereal you can activate double shoot
11. Number of specialists represents your number of life

WALKTHROUGH

In this walkthrough I will give basic information, what to do to get to next level, but you are the one who is going to choose strategy. In additional notes you will find things, which you don't have to do, but just makes this game a little easier.

GRASS WORLDS:

Level 1 – Exceland:

Number of enemies – 0

In this level your team is very small – engineer and geneticist. All you have to do is to build extractor, power distributor and three photon processors. As you can see it's easy to finish this level in one minute.

Additional notes: on left side of this level you can find one mule. Let your geneticist do the research.

Level 2 – Krell:

Number of enemies – 0

First level with zone and botanist. In this level you have two possible ways to get to next level:

1. Complete zone. First of all build extractor, power distributor, photon processor and new building – gene pod. Buy about 10 mules and place them in the mule zone. Wait for ethereals.

When mule zone is completed, you can enter to the next level.

2. Collect 1000 points. Let your botanist plant trees for the whole time, till you get 1000 points.

Additional notes: you can do some more research on mules with your geneticist. Also let your botanist plant trees. Get new seeds from arid bloom, which you will find on arrival place. But do it quickly, because this plant disappears very fast.

Level 3 – Madami:

Number of enemies – 1

In this level you won't get ground with minerals. You have to get 1400 GOOP with mule's help.

When you get to your base you'll see some buildings are already waiting for you. Also this is first level when your enemy appears, but don't worry. He's not going to attack you. First of all buy few mules and let your botanist plant trees near base. Let mules cut and drag plants to recycling plant. When you get 100% GOOP build GOOP vat. Repeat this action until you get information to go to the next level.

Additional notes: get new seeds from phylax root, this is a good growing plant.

Level 4 – Roach:

Number of enemies – 1

Here again you have zones, and one is new – biomass zone. For the first time you have to defend your base, because your enemy is going to attack you. In this level you have two possible ways to get to next level:

1. Complete zones. When you start this level immediately put your botanist under biomass zone and let him plant. At this time build gene pod quickly and buy about 15 mules. Put them under mule zone. When all two zones are completed, you win.

2. Collect 5000 points. That's little harder, because you can't allow your enemy complete zones. So let your botanist plant the best growing plant he has, and try to destroy enemy's base quickly. Now build new machine – landing pad and get more botanists. Let them all plant for the whole time, till you get 5000 points.

Additional notes: new plant is available for botanist – pelid snowdrop. You will find it in cold area of the map.

Level 5 – Brown:

Number of enemies – 1

For the first time you will have to choose your team. Also for the first time you can see and do research on crabs. So do it, because you will need them in next levels. The rest is the same like in previous level – two zones – mule and biomass. Here are also two possible ways to win:

1. Complete zones. When you start this level immediately build gene pod, buy about 10 mules and put them under mule zone. When it's done, next biomass zone will appear. Let your botanist plant there trees. When it's completed, you can go to the next level.

2. Collect 5500 points. That's little harder, because you can't allow your enemy complete zones. So let your botanists plant the best growing plant they have, and try to destroy enemy's base quickly. Let them all plant for the whole time, till you get 5500 points.

Additional notes: new plant is available for botanist – bralm. Also for the first time you can upgrade gene pod, which can rise creature's % up to 75%. Also for the first time you can choose ranger. He can help you create hybrids for your gene pod.

Level 6 – Lunacon:

Number of enemies – 1

Here you will have to complete two zones – mule and new crab zone. Like in previous levels you have two possible ways to win:

1. Complete zones. When you start this level immediately build gene pod, buy about 10 mules and put them under mule zone. When it's done, next crab zone will appear. Buy about 10 crabs and put them there. When it's completed, you can go to the next level.

2. Collect 6700 points. That's little harder, because you can't allow your enemy complete zones. So let your botanists plant the best growing plant they have, and try to destroy enemy's base quickly. Let them all plant for the whole time, till you get 6700 points.

Additional notes: new plant is available for botanist – kelpie.

Level 7 – Oid:

Number of enemies – 0

This one is different. You have to act quickly and choose only botanists and rangers. When you arrive on the planet, you will already have two mules and two crabs. Start planting with botanist and use ranger's mating ability. Here you've got 2 possible ways to finish this level:

1. You have to complete two zones – first one is mule zone. When you finish that one, another crab zone will appear. But here be careful! It's on cold environment, so your creatures can change into ice cube! When you finish crab zone you can go to next level.

2. Complete 9000 points. Let all your botanists do planting till you get 9000 points, but at this time make sure your creatures don't die, so use ranger's mating ability from time to time.

Level 8 – Fushon:

Number of enemies – 1

Here you have to collect 2200 GOOP. You have plenty of ground with minerals here, so you can get this GOOP only by building these structures: 4 extractors, power distributor and photon processors. Your enemy has two birds in the beginning. Do research with your geneticist. You will need birds later.

Additional notes: new plant is available for botanist – zarnian fungus.

Level 9 – Vergon:

Number of enemies – 1

All you have to do is to destroy your enemy. You can do it immediately, by using your engineer – but beware of ethereals! You will get many bad points if you do that! So wait till they are gone, and do it. You can do it also in way ethereals want to. Buy as many strong creatures as possible and attack your enemy.

Level 10 – Pylon:

Number of enemies – 1

Here you have to destroy your enemy like in previous level. But you have to act quickly! He's going to attack you from the beginning. When you land on the surface, you will notice, that you already have some buildings and three crabs – that's something! So, remember to destroy your enemy. You can do it immediately, by using your engineer – but beware of ethereals! You will get many bad points if you do that! So wait till they are gone, and do it. You can do it also in way ethereals want to. Buy as many strong creatures as possible and attack your enemy.

Additional notes: new plant available for your botanist – waxx leaf. Get this one! It's great!

Level 11 – Zed:

Number of enemies – 2

For the first time you will have to face two enemies. So make sure your base is well guarded. In this level you have three zones – one crab zone and two biomass zones. Also frog appears here for the first time, so do research with your geneticist. You will need this creature later. You have two possible ways to win:

1. Complete zones. When you start this level immediately put your three crabs under crab zone, go with one of your botanists to biomass zone and plant there. When another biomass zone appears, put there another botanist and plant. Now build gene pod, buy some crabs and finish crab zone.
2. Collect 7500 points. That's little harder, because you can't allow your enemy complete zones. So let your botanists plant the best growing plant they have, and try to destroy enemy's base quickly. Let them all plant for the whole time, till you get 7500 points.

Level 12 – Thyroid:

Number of enemies – 2

You have two possible ways to win:

1. Wait wof the rescue. That's easier, you don't have to do a thing. Just find point, where you have to wait for the space ship – looks like purple fire. Up, on the right side of the screen you have how much time is left before the rescue ship will come.
2. Destroy enemy. You can grow plants and next to it use ranger's mating ability to have big army of creatures. When you are ready, go and destroy all enemies.

Additional notes: new plant available for botanist – hexilian spikey. Take this one! It's great!

DESERT WORLDS:**Level 13 – Jenner:**

Number of enemies – 1

All you have to do is to destroy your enemy, but now it won't be possible to do it quickly with engineer, because your enemy is on different island. So build your base, buy as many strong creatures as possible and attack your enemy.

Level 14 – Petri:

Number of enemies – 1

Here you will have to complete four zones – crab, two biomass and new bird zone. You have two possible ways to win:

1. Complete zones. When you start this level immediately put your botanist under biomass zone and let him plant. Build gene pod quickly and buy about 10 birds. Put them under bird zone. Buy about 20 crabs and put them under vrab zone. You can put them also under biomass zone later, which is near crab zone.
2. Collect 5950 points. That's little harder, because you can't allow your enemy complete zones. So let your botanists plant the best growing trees they have, and try to destroy enemy's base quickly. Let them all plant for the whole time, till you get 5950 points.

Level 15 – Mikron:

Number of enemies – 1

Now you can choose only engineers and rangers. All you have to do is to destroy your enemy. You can do it immediately, by using your engineer – but beware of ethereals! You will get many bad points if you do that! So wait till they are gone, and do it. You can do it also in way ethereals want to. Buy as many strong creatures as possible and attack your enemy.

Additional notes: you can upgrade your gene pod to gene lab. It will allow you to have creatures with 100%.

Level 16 – Kruush:

Number of enemies – 1

Now only rangers are available. In this level the best way to win is to attack your enemy immediately. Take all crabs near enemy base, and attack it by taking one crab each time the one before died. You can also hide behind the machine and zap turret will try to fire at you, but it will make damage to other buildings.

Level 17 – Ape:

Number of enemies – 2

In the beginning you will have two birds, three birddocrabs, three mules and few buildings. Get to your base quickly. Once again you have to deal with two enemies. Green has few dinos, so go there with geneticist and do some research. You will need them later. Now all you have to do is to collect 3000 GOOP. Build gene pod, recycling plant, few GOOP vats and buy mules to recycle plants.

Level 18 – Forte:

Number of enemies – 3

For the first time you have to stand against three enemies. In this level you have to destroy all of them. The one on the same island – brown – you can destroy him quickly with engineers help, or like the rest of enemies, by buying many strong creatures and attacking.

Additional notes: new plant available for botanist – dune palm.

ICE WORLDS:**Level 19 – Huth:**

Number of enemies – 1

In this level you have to collect 3000 GOOP. Build quickly few extractors, power distributor, photon processors, gene pod, recycling plant and GOOP vats. Buy some mules as well and let them bring plants to recycling plant. But be careful! There's a lot of birds on the left!

Level 20 – Voss:

Number of enemies – 2

Again you have to complete zones. Three zones are in this level – two biomass and new frog zone. You have two possible ways to win:

1. Complete zones. When you start this level immediately put your botanist under biomass zone and let him plant. When another biomass zone appears, plant there. At this time build quickly gene pod and when frog zone appears put there about 20 frogs.
2. Collect 5850 points. That's little harder, because you can't allow your enemy complete zones. So let your botanists plant the best growing trees they have, and try to destroy enemy's base quickly. Let them all plant for the whole time, till you get 5850 points.

Additional notes: new plant available for botanist – venular spiral.

Level 21 – Shnorden:

Number of enemies – 1

All you have to do is to destroy your enemy, but you have to act very fast. Some buildings you will have on the beginning. You can destroy enemy in two ways. You can do it immediately, by using your engineer – but beware of ethereals! You will get many bad points if you do that! So wait till they are gone, and do it. You can do it also in way ethereals want to. Buy as many strong creatures as possible and attack your enemy.

Level 22 – Natismad:

Number of enemies – 2

In this level you have to complete six zones – frog, bird, dino, two biomass and one new teple zone. You have two possible ways to win:

1. Complete zones. Build gene pod as quick as possible and give frogs, dinos and birds to their zones. When biomass zones appear, send there botanists to plant. Build ethereal detector in temple zone and power distributor.
2. Collect 8000 points. That's little harder, because you can't allow your enemy complete zones. So let your botanists plant the best growing trees they have, and try to destroy enemy's base quickly. Let them all plant for the whole time, till you get 8000 points.

Additional notes: new plant available for your botanist – cone.

Level 23 – Kaminski:

Number of enemies – 2

This level is almost the same like level 12. You will start with geneticist and ranger near your base. You have two possible ways to finish this level:

1. Wait for the rescue team. Take them to the point, where rescue team will come. Unfortunately you can't do nothing here, because you may get some bad points. While you are waiting for the ship, buy birddomules and do recycling. It will help you keep ethereals happy.
2. Destroy enemy. You have gene pod, so you can buy a lot of creatures and attack your enemy.

Level 24 – Biosphere:

Number of enemies – 3

In the last level you have to complete three zones – biomass, mule and temple zone. You have two possible ways to win:

1. Complete zones. Put quickly botanist under biomass zone and let him plant. Now build gene pod. When mule zone appears, send there about 20 mules. The last zone which will appear is temple zone. Build there ethereal detector and power distributor.
2. Collect 8000 points. That's little harder, because you can't allow your enemy complete zones. So let your botanists plant the best growing trees they have, and try to destroy enemy's base quickly. Let them all plant for the whole time, till you get 8000 points.

CHEAT CODES

To activate cheats type SALMONAXE. Now you can press these keys for effects:

Shift + Z – shows whole map

W – win immediately

L – creates monolith

C – access all plants and creatures (remember that your enemy will get them as well)

B – let your engenieer upgrade building, and then pres B to upgrade it immediately

T – transparent buildings and plants

S – on planet information screen skips to next planet, while playing changes to further levels when you win and gives new buildings

F5 – grows terrinium bulb

F6 – throws little bomb, which explodes after 4 seconds

F7 – throws frog's spit shots – to use it click on building, creature or specialist to give direction, where these spit shots should go, and they will destroy everything on their way what belongs to your enemy

F9 – calls ethereals

F10 – gives 100 GOOP