

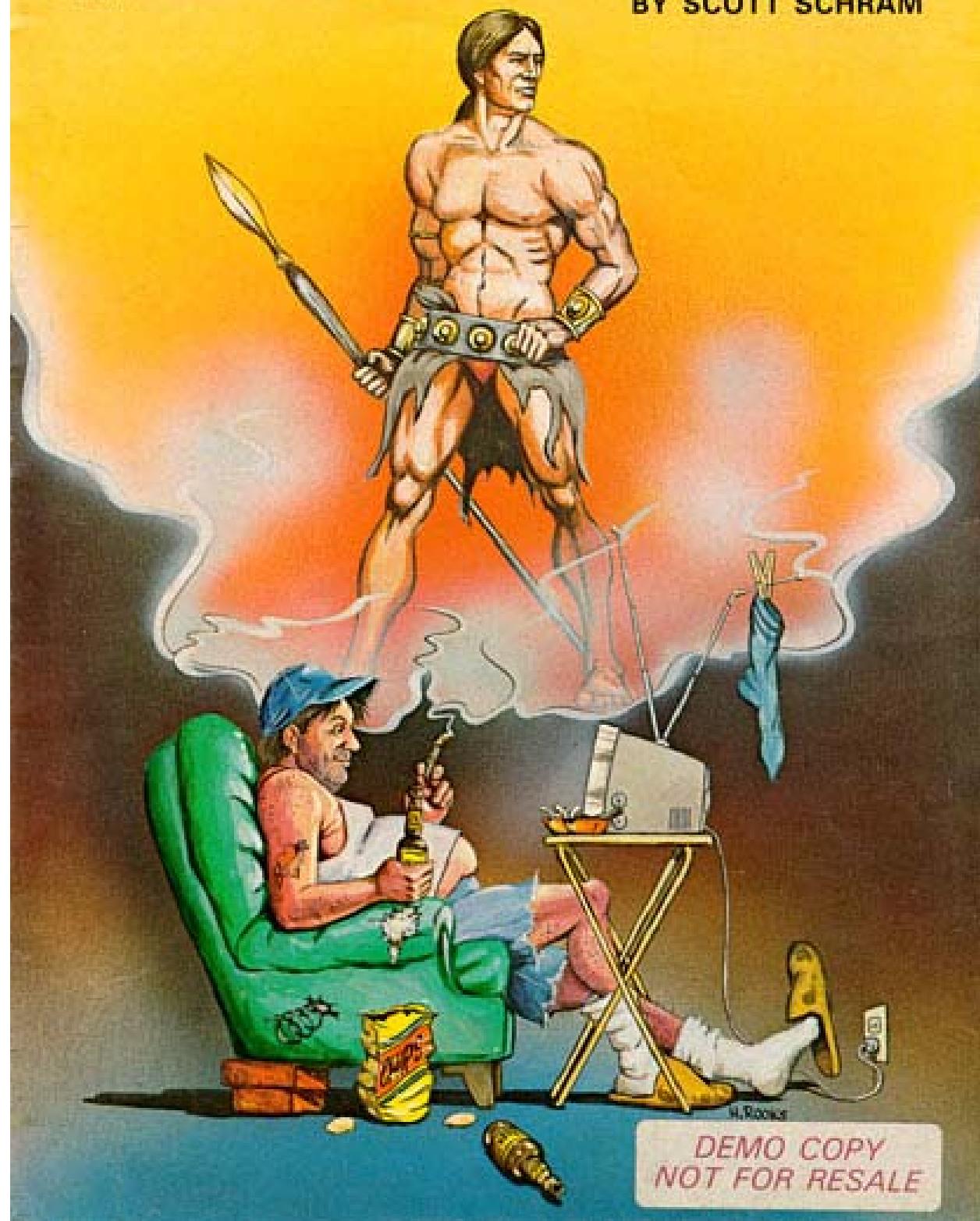


Brøderbund Software

GENETIC DRIFT

© 1981

BY SCOTT SCHRAM



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Genetic Drift for the][e

Observations on Modern Man

by Scott Schram

<http://schram.net/>

Evolutionary theorists have bombarded us with prophecies of doom ever since Charlie Darwin first mentioned the idea that species might be unstable, back before the advent of the microcomputer. Mankind, according to its critics, will fail to adapt to a world undergoing accelerated change which Man himself is bringing about. The world of several hundred years hence may be ruled by sharks, beetles, seagulls and other adaptable species.

This game takes a more optimistic view.

With all the advances currently taking place in genetic engineering there is good cause to believe that Man can manipulate his genetic future, and thus increase the likelihood that he will be represented in the future biological order. This game is an exercise in controlling genetic drift, for the purpose of assuring that we continue to be surrounded by friendly life forms.

You are assigned a central role in the game, in the middle, surrounded at all points of the compass by unfriendly life forms. These other species are quite unstable and are constantly slinging their genetic material at you, which results in termination of your vital functions (i.e. death). Your mission is to cause these beings to mutate into the next age. After extensive research on California teenagers we have concluded that what the species Man will most need by his side in the future is the television set.

For this reason, whenever you succeed in turning all four objects on a given side into televisions, that side becomes more or less friendly to you. You will be able to discern their friendliness by the little hearts they toss your way. Don't shoot the hearts unless they are upsidedown. Shooting hearts will destabilize the side and you will have to mutate them all over again. Upsidedown hearts need to be shot or the side destabilizes itself.

When all four sides have been turned into TVs, you will get a short break before proceeding to the next level.

You may fire in any of the four directions. Your aim is directed by "Y" as up, "G" as left, "J" as right, and Space bar as down. You fire by pressing the "ESC" key. Simultaneous firing in all four directions can be achieved by pressing the "A" key. This feature may only be used a limited number of times at each level. Begin playing by pressing the "RETURN" key.

Don't take your time. Things get harder with time. At advanced levels you will see radioactive hunks of critical mass whirling around you. These must be disposed of or they will do you in. They are exceedingly difficult to destroy, sometimes requiring as many as six hits before they evolve into a less virulent form. This form may need to be struck five times, and then four, and three, etc. before the menace is completely removed.

A free Broderbund T-shirt will be awarded to the first person in each state who WRITES us with a description of what happens when you win. Phoned entries are not accepted. T-shirts are also awarded to the first Canadian and foreign winners.

This program requires a 48K Apple][Integer or Plus and will boot on either DOS 3.2 or DOS 3.3. This program and instructions are Copyright (C) 1981 by Broderbund Software.

*N.B. The above was typed in from the game's box by Mike "Moose" O'Malley.
This box was scanned into the computer by Scott Schram (this game's author).* <http://move.to/moose> <http://schram.net/>

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Each game is fully guaranteed. If it ever fails to boot, for any reason whatever, return the disk to Brøderbund Software for a free replacement. If the disk has been physically damaged, you will be charged the cost of a replacement disk.