

what's new?

The *Galactic Adventures* expansion adds new elements to *Spore*. Here's a brief summary of all the various new components.

- **Quick Play Adventures:** Starting with Adventure Town, play through the seven Maxis-created adventures from the new Quick Play menu, which allows you to jump right into the action without accessing the Space Stage. All downloaded adventures are available through the Quick Play menu, too.
- **Space Stage Adventures:** If you prefer playing in the Space Stage, start or resume an existing space game and visit other empires to undertake the nine Maxis-created adventures. Adventures downloaded from the *Spore* community randomly appear in the galaxy too, ensuring your captain never runs out of tasks.
- **32 Captain Parts:** Access the Captain Outfitter to equip your captain with a variety of new weapons and accessories, each with a unique and powerful ability ideal for completing adventures.
- **The Adventure Creator:** Make your own adventures and share them with the *Spore* community. The Adventure Creator is the same tool Maxis used to create all the adventures in the expansion. Feel free to open their adventures and take a peek at how they implemented certain elements.
- **Leaderboards:** Compete with friends and other community members on the adventure leaderboards to see who can post the fastest completion times.
- **Community Participation:** Become an active participant in the *Spore* community to earn Spore Points. You can earn points by playing and rating downloaded adventures or having your own adventures rated and played.
- **New Achievements:** Earn a new set of 47 achievements for playing and creating adventures.

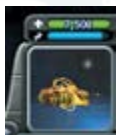
space stage refresher

Before jumping into your first adventure, review what it takes to become a successful space captain during the Space Stage. At the end of the Civilization Stage you've conquered the world and there's nowhere else to go—except to another one! In the Space Stage of *Spore*, you create a spaceworthy vessel and set about exploring the known and unknown universe. Seek out new life and new civilizations, and ally yourself with them or reduce them to cosmic dust. Your goal is up to you—conquer all other spacefaring races, form a galactic alliance, become a collector of rare artifacts, or journey to the mysterious center of the galaxy—but your adventure doesn't stop there. The Space Stage is open-ended, which means that your journey is never truly over! With the addition of *Galactic Adventures*, the Space Stage is more open than ever, finally allowing your captain to leave the confines of the spaceship and perform a variety of planetary adventures. In this section we take an in-depth look at the new and improved Space Stage, providing all the information necessary to become a legendary galactic explorer.

your spaceship

Because you're part of a spacefaring race, most of your interactions with other empires, creatures, and environments is done from the security of your spaceship—the exception being adventure-based missions, which allow your captain to step out onto planets and interact with other races face to face. Maintaining and upgrading your ship is a must if you want to have any success in your galactic explorations.

Health and Energy








The two most important things to keep an eye on are your spaceship's health and energy, represented by green and blue bars in the lower right corner of the screen.

Health

The green bar is your spaceship's health. It is reduced by enemy fire, environmental hazards like meteor showers and ice geysers, and traveling through a wormhole without a Wormhole Key. If the bar is completely depleted, your spaceship explodes. But thanks to advances in cloning technology, you reappear in an identical ship at the last colonized planet under your control that you visited. You don't lose any ship upgrades or items from your cargo hold, either.

Your spaceship's initial maximum health varies depending on the difficulty level that you've chosen. Four ship upgrades, in addition to the Basic Health upgrade that you start with, increase your maximum health capacity. Once you purchase a higher-level health upgrade, you can't go back to a lower-level one.

Health Upgrades






Icon	Name	Description	Badge Required
	Basic Health	Increases your spaceship's health capacity.	None (Initially Equipped)
	Small Health	Increases your spaceship's health capacity.	Conqueror 1 or Colonist 1
	Medium Health	Increases your spaceship's health capacity.	Conqueror 2 or Colonist 2
	Large Health	Increases your spaceship's health capacity.	Conqueror 3 or Colonist 3
	Extreme Health	Increases your spaceship's health to maximum capacity.	Conqueror 4 or Colonist 4

Energy

The blue bar is your spaceship's energy, which is consumed when you travel to another star system or use a weapon or tool that requires energy. If you run out of energy, you can no longer use weapons and tools that require energy to function. You can still travel between star systems, but each jump to another system consumes 200 health. If you don't have 200 health, your next jump will cause your spaceship to explode.

Like its health, your spaceship's initial maximum energy depends on the difficulty level of the game. You can upgrade your initial energy storage up to four times to increase its maximum storage capacity. Higher-level upgrades replace lower-level upgrades.

Energy Upgrades

Icon	Name	Description	Badge Required
	Basic Energy Storage	Increases your spaceship's energy capacity.	Missionista 1 or Colonist 1
	Small Energy Storage	Increases your spaceship's energy capacity.	Missionista 2 or Colonist 2
	Medium Energy Storage	Increases your spaceship's energy capacity.	Missionista 3 or Colonist 3
	Large Energy Storage	Increases your spaceship's energy capacity.	Missionista 4 or Colonist 4
	Extreme Energy Storage	Increases your spaceship's energy to maximum capacity.	Missionista 5 or Colonist 5

Refueling and Repairing

There are two ways to refuel and repair your spaceship: by visiting a neutral or friendly colony, or through the use of items.







To refuel and repair at a colony, simply contact the colony and click the *Repair* and *Recharge* buttons. Your spaceship will be repaired instantly and fully, but keep in mind that there is often a cost associated with this:

- Neutral colonies charge the most for refueling and repairs.
- Friendly colonies give you a better deal.
- Your own colonies will refuel and repair you on the cheap.
- Repairs and refueling are always free at your homeworld.

You can also buy four items to repair your spaceship and replenish its energy. These are stored on your Weapons tab and each is a single-use item, so once you use it, it's gone. If you have multiple items of the same type, the count in the upper right corner of its icon decreases by one when you use the item.

Repair and Refuel Items

Icon	Name	Description	Badge Required
	Repair Pack	Restores some of the health to your spaceship.	Missionista 2 or Trader 2
	Repair Mega Pack	Instantly repairs your spaceship to pristine condition.	Missionista 4 or Trader 4
	Energy Pack	Recharges a portion of your spaceship's energy.	Missionista 1 or Trader 1
	Energy Mega Pack	Recharges your spaceship's energy to full.	Missionista 3 or Trader 3

quick play adventures





Quick Play adventures allow you to jump right into the action without starting or resuming a Space Stage game. Selecting Quick Play from the *Galactic Adventures* menu launches the Sporepedia. Here you can select from a variety of Maxis and downloaded adventures. After selecting an adventure, you may have the opportunity to select a captain, assuming the adventure allows it. Some Quick Play adventures have preselected captains that you must play as. But if you're allowed to specify a captain of your own, you'll earn Spore Points upon the completion of the adventure. Earning Spore Points through Quick Play adventures is a fast way to level up your captain, allowing you to unlock new weapons and accessories. So what are you waiting for?

adventure town

Genre: Story

Difficulty: Easy

Description: Take a stroll through Adventure Town and meet some of its residents.



You must play this adventure first when choosing a Quick Play adventure for the first time. Once Adventure Town is completed other Quick Play adventures can be chosen from the Sporepedia. Playing this adventure is also required to unlock the Adventure Creator. Unlike the other Quick Play adventures, Adventure Town has an unlocked captain slot, allowing you to choose a captain of your own. So consider creating a captain or choosing an existing captain from the Space Stage before setting off on this first adventure. Completing Adventure Town earns your selected captain 100 Spore Points, enough to level up and unlock one of the new captain weapons or accessories.

Act I: Welcome to Adventure Town



Goal: Move to the Town's Main Gate

As the adventure begins, your captain beams down to the planet, materializing on a grassy hill overlooking Adventure Town. The narrow dirt path leads directly to Adventure Town's main gate, so follow it past the giant mushrooms and dancing bunnies. If you haven't already, set your captain's stance to Socialize to prevent inadvertent attacks on the residents. Even the two Adventure Town guards have broken out into a dancing routine as you near the main gate. Continue walking toward the gate until it opens, completing Act I.

Act II: Meet the Mayor



Goal: Talk to Mr. Mayor


As the town's gates swing open, continue forward along the stone path—Mr. Mayor (the green guy in the black top hat) is standing in the plaza just ahead, flanked by his two dancing assistants. Once you've taken in enough of the festive atmosphere, talk to Mr. Mayor. He welcomes you to Adventure Town and explains a little about how the goal system works. In the next act, he wants you to talk to three citizens. Work through Mr. Mayor's dialogue to advance to the next act.

Act III: Meet the Citizens



Goal: Talk to the Gallery Owner

As Mr. Mayor promised, the next act requires you to talk to three citizens of Adventure Town. While you can talk to these citizens in any order you choose, the Gallery Owner is near the plaza, making him the ideal first choice to visit. From the plaza, turn right to locate the gallery. Goal locations also show up as blue icons on the minimap in the bottom left corner of the screen. Your captain's location is represented by the green arrow icon. Use the minimap to help navigate from one goal to the next. Speak with the Gallery Owner to complete the first of three goals in this act. The Gallery Owner greets you and invites you to step inside the House of Stuff. He says it's filled with ancient art and antiquities.

While it's not mandatory, take a quick look inside the gallery by walking up to the red door. Once inside you can examine the Gallery Owner's artifacts, including (but not limited to) the Statue of Steve and the Golden Gnome. Each exhibit in the gallery is interactive. Left-click  on each item to learn more about it. When you're finished browsing, exit the gallery by walking through the red door.

NOTE Adventures can consist of up to eight acts with as many as three goals nested in each. When you encounter multiple goals in an act they can be completed in any order.



Goal: Talk to Ms. Spoffit

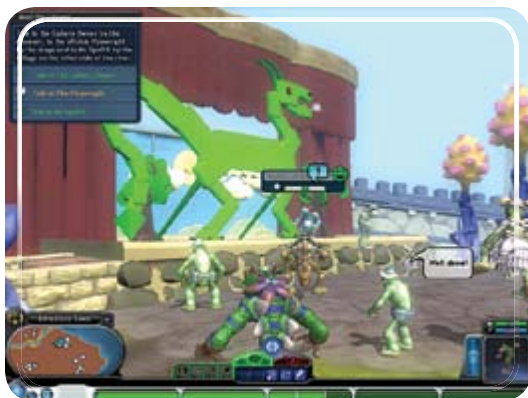


After visiting with the Gallery Owner and checking out his artifacts, move back toward the central plaza where Mr. Mayor is still dancing with his assistants. Continue moving past the plaza toward Ms. Spoffit's farm on the other side of town. Cross one of the two bridges leading to the farm and talk to Ms. Spoffit. She's happy to see you but is worried about her missing Spoffits. The missing sheep-like Spoffits can be found wandering outside the gallery. But that's not all of the Spoffits you'll encounter during your adventures. Spoffits appear in all the Maxis-created adventures, serving as hidden Easter eggs. Can you find them all?

Honey for Phyrus Farmers



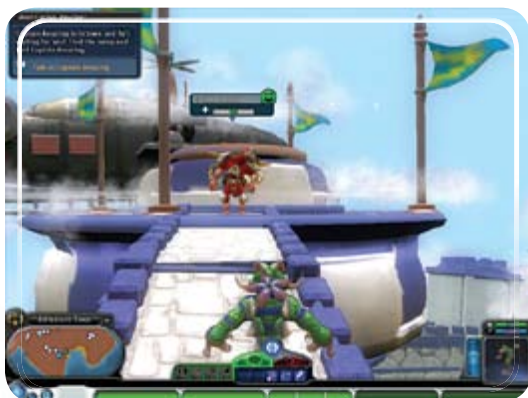
Before leaving Ms. Spoffit's farm, pick up one of the honey pots near the Beekeeper; you can carry one in each hand. Carry a honey pot to the town factory (near the town's rear wall) and give it to one of the four Phyrus Farmers moping around. Receiving this sweet gift alters their mood significantly, causing them to cheer and pass the honey pot around between themselves. This isn't a required goal but demonstrates the kind of nonessential gameplay elements that can be included within adventures.



Goal: Talk to the Playwright

Now that you've met Ms. Spoffit, exit the farm via the bridge by the Beekeeper and follow the adjoining path to the theater. The Playwright is busy here rehearsing a play featuring a large fake dragon on the stage. Talk to the Playwright to fulfill the last of the goals in this act. Although he's a bit preoccupied, the Playwright tells you that authors are free to tell any stories they want, hinting at the narrative openness when creating your own adventures. But the Playwright doesn't have time to talk all day and quickly dismisses you so he can get back to his work.

Act IV: Meet Captain Amazing!



Goal: Talk to Captain Amazing

After speaking with three citizens you can now talk to Captain Amazing. He has docked his airship on the roof of the gallery and is awaiting your visit. To reach the roof of the gallery locate the long curved ramp and climb it to initiate your chat with the captain. But watch your step. If you fall off the ramp you won't take fall damage, but you'll have to return to the start of the ramp and begin the climb all over. Once you make it to the rooftop, the captain seems to be a bit caught up in his own legendary status but still welcomes you to the International Order of Galactic Captains. He also tells you it's possible to update your wardrobe and gear by accessing the Captain Outfitter.

Act V: Leaving Town



Goal: Talk to Mr. Mayor

Your visit to Adventure Town is about over, but you don't have to leave just yet. Feel free to wander around and check out some of the sights you may have missed. If you didn't view the gallery, now's a good time to check it out. Or grab some honey pots from the Beekeeper and give them to Phyrus Farmers at the town factory. Plus, there's always the Carnie and Blasto the Clown near the base of the ramp leading to Captain Amazing. When you're finished exploring, return to the central plaza where you met Mr. Mayor. He's still dancing near the fountain. Talk to him to complete this act and the adventure. Like Captain Amazing, Mr. Mayor welcomes you to the International Order of Galactic Captains. He also mentions that the Adventure Creator is now unlocked, allowing you to create your own adventures.

At the conclusion of Mr. Mayor's monologue, the adventure is complete. Your captain earns 100 Spore Points at the end of the adventure, achieving the rank of captain and the ability to unlock one of the new weapons or accessories. But make your choice wisely. You can only unlock one item from the left column of this screen. Each row represents a different archetype, beginning with the Warrior archetype at the top and the Zealot archetype at the bottom. If you unlock all four items in an archetype's row you'll gain the space ship superweapon for the corresponding archetype. For example, if you unlock the Bladed Knuckles, Plasma Pulser, Lightning Striker, and Missile Flinger weapons in the Warrior row, you'll gain the Raider Rally superweapon when playing in the Space Stage. So plan your upgrades carefully, especially if seeking to augment your existing captain's capabilities in the Space Stage. New weapons and accessories aren't automatically outfitted, so make sure to visit the Captain Outfitter to deploy newly acquired equipment.



Behind the Scenes

In terms of gameplay, Adventure Town is one of the simplest and most straightforward adventures available. However, there are several advanced routines at work just beneath the surface, giving the adventure its own unique charm and atmosphere. By opening Adventure Town (and other adventures) in the Adventure Creator you can poke around and discover how the developers created the various elements. Here are a few of the more interesting features in this adventure.


Dancing Bunnies



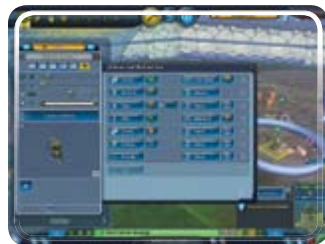
The three dancing, confetti-tossing bunnies encountered at the start of the adventure really add to the festive mood during the captain's arrival. The bunnies use advanced behaviors to remain idle and dance in place at all times—Mr. Mayor and his assistants utilize a similar routine. This keeps them in an endless dance loop near the path. So what about the confetti? The confetti is simply an effect added near the base of each bunny, making it look like each bunny is tossing confetti into the air. Like most effects, the confetti appears on an endless loop, launching skyward from its source. The Crowd Laughs sound effect is also positioned near each bunny, creating the cheering sound as your captain walks along the path. Together, the dancing bunnies, confetti, and cheering sound effect help create the party-like atmosphere intended for this story-based adventure.

The Gallery



So how did they create the interior of the gallery? This is one of the most useful tricks authors can use to transition from outdoor to indoor settings. The gallery's red door is actually a disguised teleporter, separate from the gallery structure. When your captain walks into the red door he or she is teleported to a new location on the other side of the planet. Think of this new location as a secondary set. The gallery interior consists of several walls and another teleporter disguised as a red door, serving as the exit. The artifacts inside the gallery have their own text, which appears when inspected by left-clicking . Most objects can have their own *Chatter* or *Talk to/Examine* text. This allows authors to relay story information without tying it to a specific goal, useful for providing hints or a simple backstory. The gallery is also an example of how you can display your own creations. Imagine creating an adventure that's little more than an interactive museum used to showcase your own creatures, vehicles, and buildings.

Phyrus Farmers



Like most of the inhabitants of Adventure Town, the Phyrus Farmers use advanced behaviors too. A quick glance at their routine shows that they're set to cheer at the first sight of a honey pot. They're also capable of receiving a honey pot as a gift, after which they will pass it around every 10 seconds. But if no honey pot is in sight, they'll remain sad, even after picking up their mallets. As you can see, the advanced behaviors can generate a very complex set of actions and reactions. Studying routines such as this one can help you develop your own advanced behaviors for your adventures.

Exploding Pies



The pies at the Carnie's game are actually grenades disguised as carnival pies, much in the same way the gallery's red door is a disguised teleporter. So your captain can not only pick up one of the pies but also throw it. The pie retains the same exact gameplay functionality as a grenade but just appears as a pie. Notice that the pies are set to respawn every five seconds, ensuring your captain has plenty of ammo to toss at Blasto the Clown. But since Blasto's health is infinite, the exploding pies cause no harm. Alternatively, the damage and damage radius of the pies can be adjusted so they're harmless. It's common practice to make key characters invincible to prevent them from being killed.

Since this is a story-based adventure, all characters are invincible.

SPORE™

galactic adventures

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David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64.

His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game *Steel Panthers*. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late '90s as a technical editor. After co-authoring a couple of guides with his brother Michael, David authored his first solo game guide in 2002 for *Rollercoaster Tycoon 2*. Since then, he's written more than a dozen guides for Prima Games, including books for *Battlefield 1942*, *Star Wars Battlefront*, and *SWAT 4*.

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