BLOOD
C A P T A I N
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Apple® IIGS Reference Booklet

GETTING STARTED

What You Need
- Apple® IIGS computer; 512K minimum
- 3.5 inch disk drive
- Monitor or TV (color recommended)
- Mouse
- Formatted disk for saving games (optional)

Loading Instructions
1. Place the **Captain Blood** game disk into the disk drive.
2. Turn on your monitor and computer.
3. After the title screen appears, follow the on-screen prompt to press fire (the mouse button) to begin.

The Story
Trapped in a universe of your own creation—a world populated by strange creatures in unlikely scenarios, extensions of your own over-active imagination—but it's only a game, right? Wrong. It's every hacker's worst nightmare...and you're living it!

As the erstwhile programmer who calls himself Captain Blood, you're in one heck of a predicament. The hyperspace warp that sucked you into the game also fragmented your genetic structure, creating five exact duplicates of yourself that are now hiding somewhere in the galaxy of Hydra. You must find your clones and assimilate them to replenish the vital fluids you so desperately need.

Playing the Game
When the game begins you will see the interior of your spaceship, followed immediately by a view of the nearest planet. The arm you see on the screen is your own—move the mouse to move your arm around the screen. Because you lack vital fluids, you are continually degenerating. As you degenerate, your arm will start to shake, making it difficult to select options from the control panel.

An on-board clock keeps track of elapsed time in hours, minutes, and seconds. You have approximately 2½ real-time hours to find a clone and get back some vital fluid before your arm becomes completely uncontrollable. If you do find a clone, you gain another 2½ hours of playing time.

The first planet that comes into view each time you begin a new game will *always* be inhabited. After that, you're on your own.

NOTE: The program recreates the galaxy each time you begin a game. This means that coordinates of inhabited planets are not valid from one game to the next.

PLANET VISION SCREEN

The Planet Vision Screen is the first screen that appears when you begin a new game. The planet that you see is the one nearest to your present location. Several options are available to you on the Planet Vision Screen: GeoPhoto Vision, Planet Destruction, and OORXX Landing Mission. These options are described individually below.

The Control Panel

The control panel in front of you contains various buttons, only a few of which are active at any one time. Six control buttons are positioned diagonally on either side of a large central button. These buttons will be referred to (from left to right) as Buttons 1-6. Use the mouse to move your hand around the control panel. Unless otherwise instructed, select an option by pointing your hand's index finger to it and clicking the mouse button.

GeoPhoto Vision

To get a close-up view of the planet surface, activate the GeoPhoto Vision mode by clicking on Button 6. Flashing points of light indicate enemy missiles on the planet surface. Click on this button again to get an even closer view. Click on Button 2 to return to the Planet Vision Screen.

Planet Destruction

To destroy the planet on the Vision Screen, click on Button 5 (the one marked with an "X"). *NOTE: To bypass viewing the Planet Destruction sequence, click the mouse button a second time on Button 5 once the Destruction sequence has begun.*

OORXX Landing Mission

To activate an OORXX landing mission, click on Button 4 (the one marked with a down arrow) from the Planet Vision Screen. An OORXX will be transported immediately to the planet surface and a vector image of the landscape will appear on your viewing screen.

FLYING THE OORXX

Because your ship is too large to land on a planet, you must view the planet's surface through the eyes of an OORXX—a creature designed for just such missions. You guide the OORXX as it flies across the planet surface.

Move the mouse left, right, up or down to guide the OORXX in the corresponding direction.

The two orange markers on either side of the screen indicate your altitude above the planet surface. The horizontal, orange dotted line along the bottom of the screen indicates your speed—the longer the line, the greater your speed. Press the Option key to decrease speed, and the Apple key to increase speed.

Landing Sites

Each planet has a designated landing site, located at the end of a long, narrow valley. As you fly, an on-screen sight indicates your current position. If you are headed in the right direction, the sight will appear as a flashing diamond shape. If you are off target, an arrow on the left or right side of the sight will point you in the direction you should turn. When you reach the landing site, the OORXX will land automatically and the resident alien (if there is one) will appear.

Avoiding Missiles

If enemy missiles are present on the planet surface, they will immediately begin homing in on the OORXX; a continuous beeping noise lets you know that you've been sighted. To avoid the missiles, you must fly as low as possible without crashing. If you *do* lose control while flying and crash the OORXX into the side of a mountain, it will tell you what it thinks of your flying ability in no uncertain terms!

When a missile locks in on your position, orange arrows appear on either side of the screen and begin moving toward each other. The closer the arrows get to one another, the closer the missile is to the OORXX; if the arrows meet in the center of the screen, the OORXX will be destroyed and you will be returned to the ship's interior.

THE UPCOM

To communicate with aliens, you must use the UPCOM (Universal Protocol of Communication) icon system. Once you land, the UPCOM Module appears automatically on the screen if an alien is present.

Receiving a Message

As the alien speaks, icons will appear on the left side of the UPCOM Module. To receive a translation of a certain icon, simply point to the icon in question; the translation will appear on the right side of the screen. See your Game Manual for a complete list of all icons and their meanings. If the central "mouth" is still moving, it means the alien has more to say. Click on the "mouth" to read the rest of the message.

Sending a Message

You may respond to the alien by using any of the highlighted icons shown in the UPCOM window. The window shows only a small portion of the available icons. To scroll left or right, simply point to one of the scroll selectors located on either side of the icon window. To scroll more quickly, click and hold on the scroll bar located at the bottom of the window, then move the mouse left or right to move the icons in the corresponding direction.

To select an icon, simply point to it and click the mouse button. That icon will then appear on the right side of the UPCOM Module. You may select up to eight icons for each sentence. To delete a selected icon, point to the

icon you wish to delete and press your selection button; the cursor under-neath the message area will now appear under that icon. Then point to the left-arrow-shaped delete button located on the right side of the module and press your selection button again. The icon above the cursor will now be deleted. You may also insert an icon into an existing sentence—see your Game Manual for complete instructions.

Teleporting

If an alien agrees to be teleported, the Teleport icon will appear on the bottom left of the screen. Click on this button to teleport the alien onto your ship. To teleport an alien from your ship onto a planet's surface, click on the Teleport icon button once you land.

Returning to the Ship

Click on the triangular-shaped button on the right side of the module to return to the ship.

THE SHIP'S INTERIOR

To return to the ship's interior from a planet surface, click on the triangular-shaped button located on the right side of the screen. From the Galaxy Map or Planet Vision Screen, click on any *inactive* button to return to the ship's interior. The main control panel is shown at the bottom of the screen—the creature to the right is an OORXX.

Interior Controls

Button 1 is used to save your game to a formatted data disk—**do not save to your program disk!** Complete instructions for saving and loading games are given below. To activate the Planet Vision Screen for a view of the nearest planet, click on Button 2; click on any inactive button to return to the ship's interior. To view the Galaxy Map, click on Button 3 (the one marked with a "nebula" shape); click on any inactive button to return to the ship's interior.

The Fridgitorium

If you have teleported an alien (or clone) onto the ship, it will appear in the Fridgitorium on the left side of the screen. While in the Fridgitorium, the alien will not be able to communicate. To disintegrate a creature in the Fridgitorium, click on the button directly below the Fridgitorium. When a creature is disintegrated, you recover its vital fluids. However, only the clones' vital fluids are compatible with your system.

OORXX Reactivation

Once you guide an OORXX to a planet's landing site, the OORXX remains there and may be reactivated at any time. If you reach a planet you have already landed on (the planet coordinates are shown at the top of the screen), click on any inactive button to get to the interior of your ship. Then you will see a question mark on the right side of the screen. Click on the question mark to reactivate the OORXX on that planet's surface.

THE GALAXY MAP

To view the Galaxy Map, click on Button 3 from the ship's interior. The horizontal and vertical orange lines superimposed on the Galaxy Map allow you to select a specific planet from among the 32,768 possible choices.

Coordinates

The location of each planet in the galaxy is expressed by a set of coordinate numbers, X/Y. The vertical orange line is the "X" coordinate line and the horizontal orange line is the "Y" coordinate line. The nearest planet is the one located at the intersection of the two lines. The coordinates of this planet are displayed at the top of the screen.

Selecting a Planet

As you move your hand around on the Map, the coordinates of the planet you are pointing to *at any given moment* are shown in the box on the upper left side of the screen.

To select a destination planet, first point to the vertical ("X") coordinate line and hold down the mouse button. As you move the mouse right or left, the value for the "X" coordinate will change accordingly in the box on the upper right side of the screen. When the desired "X" coordinate appears in this box, release the mouse button to lock in that coordinate number.

To select a new "Y" coordinate, point to the horizontal ("Y") coordinate line and hold down the mouse button. As you move the mouse up or down, the value for the "Y" coordinate will change accordingly in the box on the upper right side of the screen. When the desired "Y" coordinate appears in this box, release the mouse button to lock in that coordinate number.

Hyperspace

To travel to the new planet you have selected on the Galaxy Map, activate the Hyperspace option by clicking on the central control panel button (the one marked with an up-arrow). When the Hyperspace sequence is over, the new planet will appear on the viewing screen. *NOTE: To bypass Hyperspace, click the mouse button on the central control panel button during Hyperspace.*

SAVING A GAME

You may save your game to a formatted data disk at any time *after* five minutes of play. To save a game, insert a formatted data disk into the disk drive. Return to the ship's interior and click on Button 1 (the disk icon). You will be asked to name the file for the saved game. (Use only the letter keys **A** through **Z**). Type in the file name and press **Return**. If the game was not successfully saved, the disk icon will flash for several seconds; in this case, check your data disk and try again. Although you cannot pause the game during play, you may save your progress at any point and return to your game at a later time. **Be sure to replace your program disk in the disk drive before resuming play**.

Loading a Saved Game

You may load a saved game *only during the first five minutes of game play.* To load a saved game, first begin a new game using your program disk. When the Planet Vision Screen appears, click on any inactive button to proceed to the ship's interior. Then insert your data disk into the disk drive and click on Button 1 (the disk icon). Enter the name of the file containing the saved game you wish to load and press **Return**. If the game did not load successfully, the disk icon will flash for several seconds; in this case, check the data disk or the file name and try again. Should you wish to load a saved game after five minutes have expired, you will have to reboot your computer. **Be sure to replace your program disk in the disk drive before resuming play**.

THE END

To survive, you must find all five clones and disintegrate them in your ship's Fridgitorium. The last clone should give you the coordinates of the planet where Torka—the beautiful alien Ondoyante—is waiting. Once you go there and teleport her onto your ship (note that she does *not* stay in the Fridgitorium!), you've won. Now all you have to do is figure out how to get yourself out of the game…

TIPS & HINTS

1. Whatever you do, don't blow up the first planet without going down and speaking to the alien there— you <u>must</u> get him to give you the coordinates of another inhabited planet. (The chances of finding one on your own are about 1 in 500!)
2. Be persistent! It almost always pays off to keep talking to an alien, even if it seems like you're not getting anywhere at first.
3. Keep going back to planets you've already visited, even if you didn't get any information there the last time—aliens often change their minds and decide to talk.
4. Some aliens will not give you information until you tell them what they want to know, or perform a certain task.
5. Don't be too quick to kill aliens, even if other aliens ask you to; your intended victim may have the information you're looking for.
6. If you transport certain aliens to a strange planet, they may provide helpful information. Keep track of where you leave them—you may need to bring them back!
7. Be sure to keep track of planet and character <u>names</u> as well as planet coordinates; other aliens may ask you for them.
8. Because people and place names are translated from alien languages, they often don't sound like names at all—here are a few examples:
   <u>Alien Names:</u> DEAD GENETIC, MISSILE BRAVE, INSULT 4, NO NO, GOOD UNKNOWN, HOWDY PRISON, GREAT BOUNTY, GOOD NONSENSE
   <u>Planet Names:</u> TRAP 4, SMALL HOME, IDEA 762, KILL YOU, INSULT 80, GREAT FEAR, BOW BOW, REPRODUCTION 14, BAD TRAP

9. Aliens use a variety of icons to identify themselves and their planets. Some variations: Me _____, Identity _____, Identity Me = _____; Planet _____, Planet Me _____, Planet = _____, Identity Planet _____. For example, a Buggol might say: "IDENTITY ME = POP UNKNOWN" and "PLANET = MIND 137"

10. Some important aliens to look out for: Izwals (especially YOKO and NO NO), Buggols (especially GOOD UNKNOWN), Croolis-Ulvs, Croolis-Vars, Migrax (GREAT BOUNTY and MISSILE BRAVE), Sinox (GOOD MIND and BRAIN RADIOACTIVITY), Antennas and Robheads.

11. If you're having trouble getting information, try asking questions based on what an alien says to **you**. For instance:
Alien: <u>CROOLIS-VAR</u> GREAT PEOPLE GREAT WARRIOR
You: ME WANT KNOW IDENTITY <u>CROOLIS-VAR</u>
Alien: IDENTITY CROOLIS-VAR = <u>POOR GENETIC</u>
You: ME SEARCH PLANET <u>POOR GENETIC</u>
Alien: PLANET POOR GENETIC = <u>TRAP 1</u>
You: YOU SAY COORDINATE PLANET <u>TRAP 1</u>
Alien: COORDINATE 178/102

12. Only YOKO (an Izwal) knows the location of the Croolis-Ulv DEAD GENETIC; be sure to get the coordinates of his planet before moving YOKO to a strange planet, or you're sunk!

13. Only the Croolis-Ulv DEAD GENETIC knows where to find the Croolis-Vars; be sure to talk to them before doing anything drastic. DEAD GENETIC can also tell you where to find YOKO.

14. The Buggol POP UNKNOWN can tell you where GOOD UNKNOWN (another Buggol) is—after voting for MORLOCK, ask POP UNKNOWN for the coordinates of other Buggol planets.

15. GOOD UNKNOWN can give you a lot of useful coordinates, if asked. (Tell him that Blood and the Duplicates are one and the same.)

16. If you teleport the Migrax GREAT BOUNTY to a strange planet, he will tell you where to find the Migrax MISSILE BRAVE.

17. Only MISSILE BRAVE knows where to find the Sinox GOOD MIND. To be able to speak to GOOD MIND, you must tell him the Sinox code which was given to you by MISSILE BRAVE.

18. It is **imperative** that you talk to the Izwal called NO NO (he's actually YOKO's alter ego). The only aliens who know where to find NO NO are one of the Croolis-Vars and the Sinox GOOD MIND; however, if GOOD MIND has told you the coordinates of BOW-BOW (YOKO's planet), he will <u>not</u> tell you where to find NO NO. *Note: Neither of them will give you NO NO's location until you move YOKO to a strange planet.*

19. The Robheads are the real masters of Hydra—once they start talking, you'd better do what they say! Their friends the Antennas can tell you where to find them. The Robheads will not be able to speak to you without help from the Sinox called BRAIN RADIOACTIVITY—either DEAD GENETIC or TRICEPHAL can tell you his location.