

BLOOD CAPTAIN BLOOD

IBM® PC Reference Booklet

GETTING STARTED

What You Need

- IBM® PC, XT, AT, Tandy® 1000/3000 families, or 100% IBM compatible computer (256K minimum)
- 5.25 inch disk drive
- Monitor or TV (color required)
- Color or Enhanced Graphics Adaptor
- Mouse (Microsoft or compatible), joystick or keyboard
- Formatted data disk for saving games (optional)

Loading Instructions

Loading the Game Using a DOS Disk

1. Insert a DOS disk (version 2.1 or higher) into Drive A.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. When an **A>** prompt appears on the screen, replace your DOS disk with **Captain Blood** Disk 1.
5. Type **BLOOD** and press **Enter**. Make your selections from the menu screen and then press **Enter** again. When the on-screen prompt appears, insert Disk 2 in Drive A and press fire to begin.

Installing DOS on the Program Disk: One Disk Drive

1. Insert a DOS disk (version 2.1 or higher) into Drive A and close the drive door.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. At the **A>** prompt, type **SYS B:** and press **Enter**.
5. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and **Captain Blood** Disk 1 as the "diskette for Drive B."
6. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
7. Make sure your DOS disk is in Drive A. Then type **COPY COMMAND.COM B:** and press **Enter**.
8. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and **Captain Blood** Disk 1 as the "diskette for Drive B."
9. From now on when you want to play **Captain Blood**, just insert Disk 1 into Drive A, close the drive door, and turn on the monitor and computer. After the game loads, make your selections from the menu screen and press **Enter**. When the on-screen prompt appears, insert Disk 2 in Drive A and press fire to begin.

Installing DOS on the Program Disk: Two Disk Drives

1. Insert a DOS disk (version 2.1 or higher) into Drive A and **Captain Blood** Disk 1 into Drive B. Close the disk drive doors.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. At the **A>** prompt, type **SYS B:** and press **Enter**.
5. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
6. At that **A>** prompt, type **COPY COMMAND.COM B:** and press **Enter**.
7. From now on when you want to play **Captain Blood**, just insert Disk 1 into Drive A, close the drive door, and turn on the monitor and computer. After the game loads, make your selections from the menu screen and press **Enter**. When the on-screen prompt appears, insert Disk 2 in Drive A and press fire to begin.

Installing Captain Blood on a Hard Disk Drive

After you complete the procedure outlined below, **Captain Blood** will run entirely from your hard disk; you will not need to use the floppy **Captain Blood** disks. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

NOTE: Once **Captain Blood** has been copied to a hard disk, your floppy disks won't generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disks from the hard disk by following the procedures given in the section entitled "Uninstalling **Captain Blood** from a Hard Disk Drive."

WARNING: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed **Captain Blood** on the hard disk, first make sure that you follow the instructions to uninstall **Captain Blood**. If you don't, **Captain Blood** will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert **Captain Blood** Disk 1, label side up, into the disk drive and close the disk drive door.
3. Type **A:SETFIXED NAME**, where **NAME** is the name you have chosen for the new directory. The name must not be longer than eight characters. When you press **Enter**, **Captain Blood** will install itself on the hard disk. Follow the on-screen instructions when prompted to switch disks.
4. When the installation is complete, the system must be rebooted. To reboot, press the **Ctrl**, **Alt**, and **Del** keys at the same time. To run **Captain Blood** from the hard disk after rebooting, type **CD \NAME**,

where **NAME** is the new directory name, and press **Enter**. Then type **BLOOD** and press **Enter**. After a few seconds the menu screen will appear. Make your selections, then press **Enter** again. When the on-screen prompt to insert Disk 2 appears, simply press the fire button or fire key to begin the game.

Uninstalling Captain Blood from a Hard Disk Drive

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert **Captain Blood** Disk 1 into Drive A and close the drive door.
3. At the **A>** prompt, type **UNINSTAL** and press **Enter**.
4. When the process is complete, **Captain Blood** will no longer be executable from the hard disk. To re-install **Captain Blood** on a hard disk, follow the hard disk installing instructions already given.

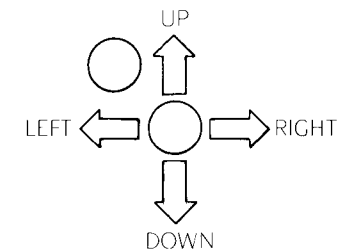
Game Control

Mouse

To move up, down, left, or right, move your mouse in the corresponding direction. The *left* mouse button is your selection button; unless otherwise instructed, press the left mouse button to select an option. To accelerate while flying, press the right mouse button; press the left mouse button to decelerate.

Joystick

To move up, down, left, or right, move your joystick in the corresponding direction. The fire button is your selection button. To accelerate while flying, hold down the fire button and move the joystick **forward**. To decelerate, hold down the fire button and move the joystick **back**.



Keyboard

Use the keys on the numeric keypad (the cursor keys) to control your movement:

7 =Up Left	8 =Up	9 =Up Right
4 =Left		6 =Right
1 =Down Left	2 =Down	3 =Down Right

Both the **SPACE BAR** and the **ENTER** key may be used as a Selection Button. (NOTE: To bypass the Hyperspace and Planet Destruction sequences, press the **ESC** key instead of the Space Bar or Enter key when selecting that option.)

To *accelerate* while flying the OORXX, press **CTRL**. To *decelerate* while flying the OORXX, press **ALT**.

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—use your control (mouse, joystick, or keyboard) to move the arm around the screen. Unless otherwise instructed, select an option by pointing your hand's index finger to it and pressing your selection button. Because you lack necessary 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 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.

GeoPhoto Vision

To get a close-up view of the planet surface, activate the GeoPhoto Vision mode by selecting Button 6 (point to it and press your selection button). Flashing points of light indicate enemy missiles on the planet surface. Select this button again to get an even closer view. Select Button 2 to return to the Planet Vision Screen.

Planet Destruction

To destroy the planet on the Vision Screen, select Button 5 (the one marked with an "X"). *NOTE: To bypass the Planet Destruction sequence, press the ESC key to select that option (mouse users may also click on the **right** mouse button).*

OORXX Landing Mission

To activate an OORXX landing mission, select 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—creatures designed for just such missions. You guide the OORXX as it flies across the planet surface. Use your control to move the OORXX up, down, left, or right.

The two horizontal markers on either side of the screen indicate your altitude above the planet surface. The horizontal dotted line along the bottom of the screen indicates your speed—the longer the line, the greater your speed. For instructions on controlling your speed, see the section above entitled "Game Control."

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. To avoid the missiles, you must fly as low as possible without crashing.

When a missile locks in on your position, 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. Point to the "mouth" and press your selection button to read the rest of the message.

Sending a Message

You may respond to the alien 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. You may use the scroll bar (located at the bottom of the window) to scroll more quickly. Point to the left or right of the scroll bar and press your selection button; the scroll bar will "jump" in that direction. When the scroll bar jumps, the icons will move in the corresponding direction.

NOTE: You may also click and hold on the scroll bar, then move left or right to move the icons in the corresponding direction.

To select an icon, simply point to it and press your selection button. That icon will then appear on the right side of the UPCOM Module. You may select up to eight icons for each sentence. When your message is complete, point to the "mouth" and press your selection button to transmit your message to the alien. The left-arrow shaped button on the right side of the UPCOM Module lets you delete an icon, and 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. Select this button to teleport the alien onto your ship. To teleport an alien from your ship onto a planet's surface, select the Teleport icon button once you land.

Returning to the Ship

Select 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, select the triangular-shaped button located on the right side of the screen. From the Galaxy Map or Planet Vision Screen, select 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 attempt to 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, select Button 2; select any inactive button to return the ship's interior. To view the Galaxy Map, select Button 3 (the one marked with a "nebula" shape); select any inactive button to return 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, select 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 have already landed on the planet whose coordinates are shown at the top of the screen (i.e. the nearest planet), a question mark will appear on the right side of the screen. Select the question mark to reactivate the OORXX on that planet's surface.

THE GALAXY MAP

To view the Galaxy Map, select Button 3 from the ship's interior. Follow the instructions below 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 line is the "X" coordinate line and the horizontal 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 in the upper left corner of the screen. When you press your selection button, the coordinate line *closest* to the hand will "jump" to that location.

To select a new "X" coordinate, use your control to move the hand left or right until the desired "X" coordinate appears in the box in the upper left corner of the screen. Make sure that the hand is closer to the vertical "X" coordinate line, then press your selection button; the "X" coordinate line will jump to that location and the new "X" coordinate number will appear in the box in the upper *right* corner of the screen. *NOTE: If the "X" coordinate line is too far away from the destination number, you will have to move it to the new location in a series of "jumps."* If the correct coordinate number does not appear on the left side of this box, repeat the selection process described above.

To select a new "Y" coordinate, use your control to move the hand up or down until the desired "Y" coordinate appears in the box in the upper left corner of the screen. Make sure that the hand is closer to the horizontal "Y" coordinate line, then press your selection button; the "Y" coordinate line will jump to that location and the new "Y" coordinate number will appear in the box in the upper *right* corner of the screen. *NOTE: If the "Y" coordinate line is too far away from the destination number, you will have to move it to the new location in a series of "jumps."* If the correct coordinate number does not appear on the right side of this box, repeat the selection process described above.

NOTE: You may also select a destination planet by first pointing to the vertical ("X") coordinate line and holding down the button. As you move 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 button to lock in that coordinate number. To select a new "Y" coordinate, point to the horizontal ("Y") coordinate line and hold down the button. As you move 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 button to lock in that coordinate number.

When the process is complete, the set of coordinates for the new destination planet will now appear in the box in the upper right corner of the screen.

Hyperspace

To travel to the new planet you have selected on the Galaxy Map, activate the Hyperspace option by selecting 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 the Hyperspace sequence, press the ESC key to select that option (mouse users may also click on the **right** mouse button).*

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 select Button 1 (the disk icon). 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. The saved file will be called BLOOD.GAM. Each time you save to the same data disk, the new saved game will replace the old saved game. 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. **If you removed Disk 2 from the disk drive, be sure to replace it 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, select any inactive button to proceed to the ship's interior. Then insert your data disk into the disk drive and select Button 1 (the disk icon). If the game did not load successfully, the disk icon will flash for several seconds; in this case, check your data disk and try again. Should you wish to load a saved game after five minutes have expired, you will have to reboot your computer. **If you removed Disk 2 from the disk drive, be sure to replace it before resuming play.**

THE END

To survive, you must find all five clones and disintegrate them in your ship's Frigiditorium. 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 Frigiditorium!), 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 *must* 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 *names* 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:

Alien Names: DEAD GENETIC, MISSILE BRAVE, INSULT 4, NO NO, GOOD UNKNOWN, HOWDY PRISON, GREAT BOUNTY, GOOD NONSENSE

Planet Names: 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: Izwal (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: **CROOLIS-VAR** GREAT PEOPLE GREAT WARRIOR
You: ME WANT KNOW IDENTITY **CROOLIS-VAR**
Alien: IDENTITY CROOLIS-VAR = **POOR GENETIC**
You: ME SEARCH PLANET **POOR GENETIC**
Alien: PLANET POOR GENETIC = **TRAP 1**
You: YOU SAY COORDINATE PLANET **TRAP 1**
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 *not* 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 the help from the Sinox called BRAIN RADIOACTIVITY—either DEAD GENETIC or TRICEPHAL can tell you his location.

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