

# BLOOD CAPTAIN BLOOD

## Commodore 64™/128™ Reference Booklet

### GETTING STARTED

#### What You Need

- Commodore 64™ or 128™ (in 64 mode) computer
- Disk drive
- Monitor or TV (color recommended)
- Joystick (optional)
- Formatted disk for saving games (optional)

#### Loading Instructions

1. If you plan to use a joystick, plug one into Port 2.
2. Insert your **Captain Blood** disk, label side up, into the disk drive and close the drive door.
3. Turn on your monitor, disk drive, and computer.
4. Type **LOAD"\*\*,8,1** and press **Return**.
5. When the game has loaded into your computer's memory, follow the on-screen prompt to press the fire button (or space bar) to begin the game.

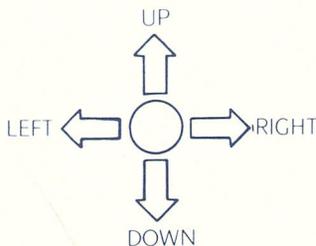
#### Game Control

##### *Joystick*

To move up, down, left, or right, move your joystick in the corresponding direction. Press the fire button to select an option. 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*

UP:	<b>A</b>
DOWN:	<b>Z</b>
LEFT:	<b>K</b>
RIGHT:	<b>L</b>
FIRE:	<b>SPACE BAR</b>
ACCELERATE:	<b>A + SPACE BAR</b>
DECELERATE:	<b>Z + SPACE BAR</b>



## 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 (joystick or keyboard) to move the arm around the screen. 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 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. Unless otherwise instructed, select an option by pointing your hand's index finger to it and pressing the fire button (or space bar).

### GeoPhoto Vision

To get a close-up view of the planet surface, activate the GeoPhoto Vision mode by selecting Button 6. 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: You may exit the Planet Destruction sequence at any point by simply pressing the INST/DEL key.*

## 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. To decrease speed, hold down the fire button (or space bar) and move your control **back**. To increase speed, hold down the fire button (or space bar) and move your control **forward**.

## 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.

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 the fire button (or space bar) 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. To scroll more quickly, point to the scroll bar located at the bottom of the window and press and hold the fire button (or space bar); then move your control left or right to move the icons in the corresponding direction.

To select an icon, simply point to it and press the fire button (or space bar). 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 the fire button (or space bar) 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.

## 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, select Button 2; select any inactive button to return to 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 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, 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. The horizontal and vertical 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 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 on the upper left side of the screen.

To select a destination planet, point to the vertical ("X") coordinate line and press and hold the fire button (or space bar); then move your control left or right to move the coordinate line in the corresponding direction. As the coordinate line moves, 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 fire button (or space bar) to lock in that coordinate number.

To select a new "Y" coordinate, point to the horizontal ("Y") coordinate line and press and hold the fire button (or space bar); then move your control up or down to move the coordinate line in the corresponding direction. As the coordinate line moves, 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 fire button (or space bar) 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 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: You may exit the Hyperspace sequence at any point by simply pressing the INST/DEL key.*

## 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). The saved file will be called BLOOD.CPT. 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. 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. **Be sure to replace your program disk in the disk drive before resuming play.**

### Loading a Saved Game

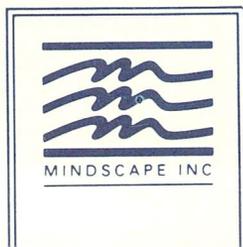
You may load a saved game *only during the first five minutes of game play*. To load a saved game, first begin a new game using your program disk. When the Planet Vision Screen appears, select any inactive button to proceed to the ship's interior. Then insert your data disk into the disk drive and select 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. **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...

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