

CAPTAIN BLOOD

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 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: Izwalis (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 help from the Sinox called BRAIN RADIOACTIVITY--either DEAD GENETIC or TRICEPHAL can tell you his location.