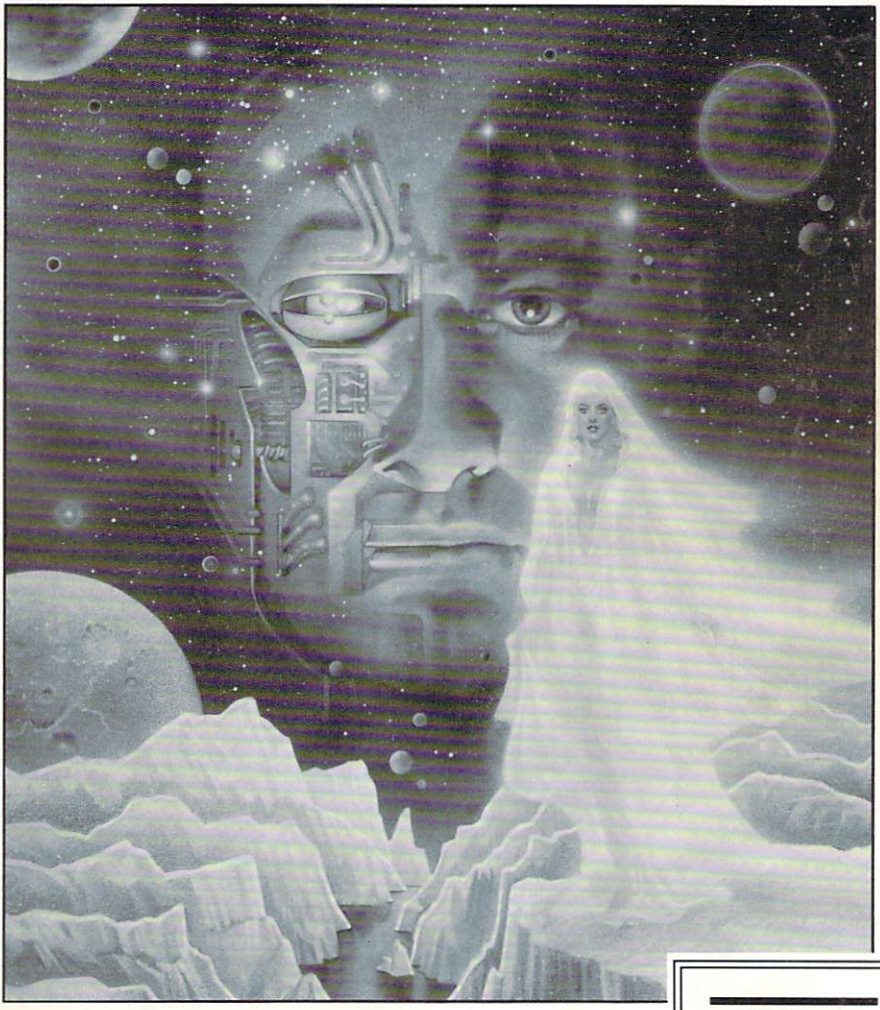
BLOOD CAPTAIN



Developed by
Philippe Ulrich and Didier Bouchon

INFOGRAMES

MINDSCAPE INC

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THE STORY

The computer game to end all computer games... that was Blood's goal. (No one knew his real name—he had always gone by the programming pseudonym "Captain Blood.") There were more than enough mindless shoot-em-ups out there, Blood decided. He was determined to create the ultimate science-fiction adventure, complete with incredible visual effects, a strange and complex story, and, most important of all, a life of its own...

Months went by, and Blood programmed on. A whole world came into being, lovingly created down to the last detail. The world was Hydra—a vast galaxy of innumerable planets, each one different. He created 14 unique alien races, complete with their own languages and complex social systems. To facilitate interplanetary communication Blood developed the UPCOM (Universal Protocol of Communication) Module—a sophisticated system of icons available to all aliens. For speedy travel between planets, Blood envisioned Hyperspace (a somewhat psychedelic spacewarp option). And, of course, he inserted an adventure-loving, intergalactic hero named (what else!) CAPTAIN BLOOD. Finally, it was done. The last routines were in place. Holding his breath, Blood gave the momentous commands: EDIT... COMPILE... RUN.

The monitor went blank for a moment, then began to glow with an eerie blue light that grew stronger—and stronger. Blood was mesmerized. He stared into the monitor, unable to look away. Stars and planets began approaching; slowly at first, then faster and faster. Blood felt himself being drawn into the screen, pulled by some incredibly powerful force. As the force intensified, he started losing consciousness...

The glow in the room began to fade, as the monitor dimmed—and then went black. Blood had disappeared.

He regained consciousness slowly. An intense pain shot through his head... and his right arm felt kind of funny, too. He looked around, unable to figure out what had happened. "Where the @#%$#!?# am I?" he mumbled to himself.

A computerized voice immediately responded, "Well, Captain, we *were* headed for Corpo 1, but something went wrong during the Hyperspace warp. I'm not sure, but I think—uh, that is, I'm afraid you've been..."

"Who are you?" barked Blood, as he tried to focus on his surroundings. "Whaddya mean, 'Corpo 1'? That's a planet in Hydra—the universe I created!!..."

"This is the Bio-Monitor speaking, Captain. You *are* travelling through the galaxy of Hydra. You'd heard about the Ondoyante, remember? Beautiful creatures, but very lonely. You thought perhaps you'd pay a visit, and..."

"Oh my god, it's true," groaned Blood, noticing for the first time the immense, blue-lit control panel in front of him. "I've been sucked into my own game—trapped... probably for good! Now what!!?"

"Don't get excited, Captain," the Bio-Monitor answered soothingly, "I'm sure you'll find a way out sooner or later. In the meantime, I'm afraid I've got some bad news for you. That malfunction during the last space warp...well, your genetic structure was fragmented, slightly. That is to say, you've been cloned. Five clones, to be precise. They're hiding somewhere in the galaxy, and you've got to find them—fast. It's the vital fluids, you see. The clones absorbed most of *your* vital fluids, and without them you're not going to survive much longer—not in human form, anyway. You may have noticed that the auto-bionic sensor has already started replacing some of your essential parts..."

Blood looked down at the wires and fuses that now comprised most of his right arm. "Great, just great," he snapped. "Not only do I get dragged into my own @#*&?#*! computer game, but I end up being cloned on top of it! Clones...the last time I wrote a game with clones was back in..."

"Captain," the Bio-Monitor interrupted, "we'd better get started. You've only got a couple of hours left before..."

"O.K., let's get on with it," sighed Blood. "What do you suggest?"

"I'm not sure of our location," came the reply, "Why don't you activate the viewing screen and see what's out there? Just press that button to your left...that's it."

Blood manipulated his partially bionized arm over the control panel and hit the indicated button. A revolving planet immediately appeared on the viewing screen.

"Yes, there's life down there all right," said the Bio-Monitor encouragingly, "Why don't you go in for a closer look—*someone* in this universe has got to know where your clones are hiding. Just activate one of the OORXX—you'll be able to guide it by simply..."

"I know, I know," Blood grumbled as he reached for the button, "I did create the game myself, remember?" Captain Blood activated the OORXX for a landing mission, thinking to himself, "Five of them—and I'm sure they can't wait to be found. Why did I have to create so many planets!?!! How many are there? 32,000!?"

"Almost, Captain. To be exact, 32,768..."

PLAYING THE GAME

As Captain Blood, you must find your five clones and disintegrate them in the ship's Fridgitorium to replenish the vital fluids you so desperately need. Because you lack these vital fluids, you are continually degenerating. The ship's auto-bionic sensors are gradually replacing your limbs and internal organs with mechanical gizmos. Unless you find your clones and restore your vital fluids, you will eventually become a completely bionic human substitute...a robot.

All game functions are directed from the control panel in front of you. The slightly mechanical arm you see is your own. Most options are selected by pointing the index finger of your mechanical hand to the appropriate control and pressing the selection button. See your Reference Booklet for complete instructions on how to select options.

An on-board clock keeps track of elapsed time in minutes and seconds. Because you are degenerating, your arm will start to shake as time goes by. 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.

Locating Aliens

When the game begins you will see the interior of your spaceship, followed immediately by a view of the nearest planet. The galaxy of Hydra contains a vast number of planets—32,768 to be exact—only a handful of which are inhabited. If you decide to search for life forms at random in the galaxy, you will almost certainly get lost and not see anyone for millions of years. Be forewarned: Don't go flying off without first getting the coordinates of an inhabited planet!

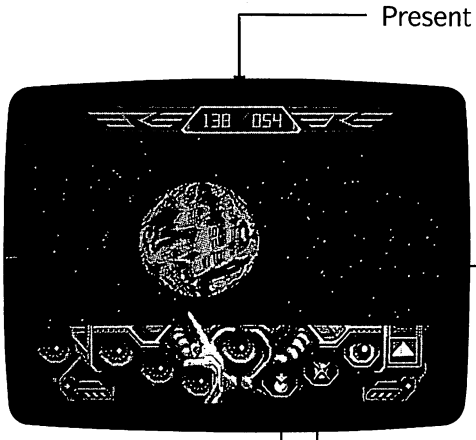
Fortunately, the first planet that comes into view each time you begin a new game will *always* be inhabited. To find out the coordinates of other inhabited planets (and hopefully the planets where your clones are hiding), you must fly an OORXX landing craft onto the first planet and speak to the alien there. With a little luck, the alien will eventually give you the coordinates of other inhabited planets. Follow up all leads, no matter how unlikely they seem—it's your only hope of getting the information you need before time runs out!

It's very important to keep track of planet coordinates as you play the game. Write down the coordinates of the first planet that appears, and the name or race of the alien on that planet (they should identify themselves for you). When you are given other planet coordinates by an alien, be sure to write them down immediately—the alien might not repeat them!

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.

THE CONTROL PANEL

The control panel remains visible at the bottom of the screen throughout the game. It 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.



(Atari® ST version shown)

The Planet Vision Screen

On the Planet Vision Screen, only three buttons are active: the OORXX Landing Activator (Button 4), the Planet Destruct Activator (Button 5), and the GeoPhoto Vision Activator (Button 6). See your Reference Booklet if you have difficulty selecting one of these options.

The GeoPhoto Vision Screen reveals the presence of enemy missiles on the planet surface. During GeoPhoto Vision, you may alternate between standard and magnified screens. Button 2 returns you to the Planet Vision Screen.

The Planet Destruct Activator will destroy the planet on the Vision Screen. Before you decide to vaporize a particular planet, however, make sure that you don't need anything (or anyone) on it! Once it's gone, it's gone for good.

The OORXX Landing Activator will eject an OORXX onto the planet surface for a reconnaissance mission—then get ready for the flight of your life as you guide its every move through steep mountains and narrow canyons!

THE OORXX

Your ship is equiped with an unlimited supply of OORXX—useful little creatures designed especially for reconnaissance (and destruction) missions on the planets of Hydra. You guide the OORXX by remote control, never leaving the control panel of your ship. Although the ship is itself far too large to land on a planet surface, you will be able to see and hear all that goes on down below through the eyes and ears of the OORXX.

To begin an OORXX landing mission, select the OORXX Landing Activator (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

The OORXX are very sensitively calibrated creatures that respond immediately to your every command. You can accelerate and decelerate, as well as move the OORXX up, down, left or right by using the proper controls. See your Reference Booklet for complete instructions on guiding the OORXX.

All planets have 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.

If enemy missiles are present, 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 the OORXX is destroyed by a missile, you will be returned to the ship's interior.

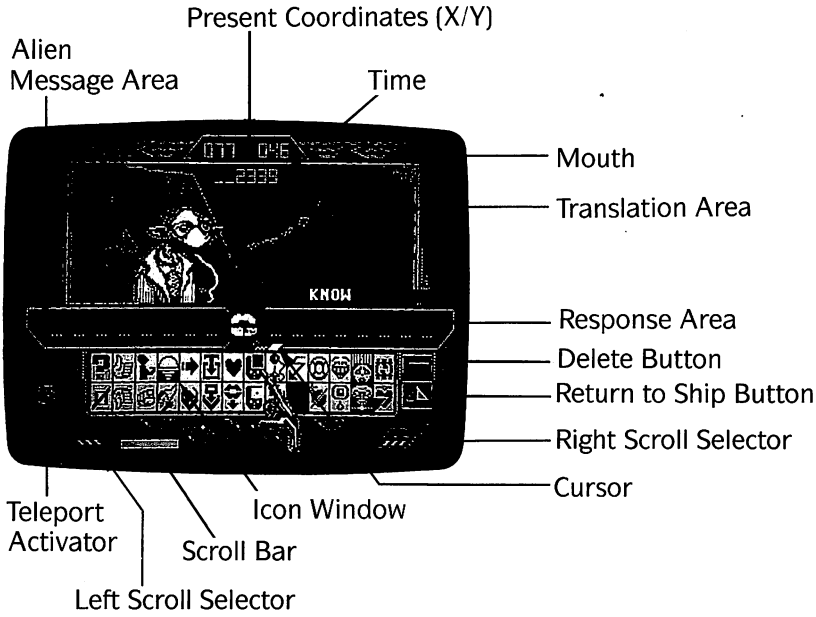
Although OORXX are hardy creatures, they're not indestructible...after seven or eight crashes, an OORXX will be damaged beyond repair and will disintegrate into a thousand little pieces. If this happens, you'll be returned to the interior of the ship and will have to start the flight over again—with a new OORXX.

Landing

Once you reach the narrow valley, you will no longer need to watch the direction arrows on the sight—simply follow the valley as it twists and turns. When you reach the landing site, the OORXX will land automatically and the resident alien (if there is one) will appear.

COMMUNICATING WITH ALIENS

The only way to discover the location of your clones is to question the alien inhabitants of Hydra. Some of them can provide useful information, if you're clever enough to get it out of them! Others will give you false leads or ask *you* for help instead—it's up to you to decide the best way to handle each situation.



(Atari® ST version shown)

The UPCOM Module

To communicate with aliens, you must use the UPCOM (Universal Protocol of Communication) icon system. This unique communication Module contains a dictionary of 120 icons that are meaningful to all races. If a planet is inhabited, the UPCOM Module will be displayed on the screen automatically once you land.

Receiving a Message

When the UPCOM appears the alien will speak first, after which you will generally be given a chance to respond. As the alien speaks, icons will appear on the left side of the UPCOM Module. To read the icons, simply point to them one at a time; the word for each icon will then be shown on the right side of screen.

If the "mouth" in the center of the UPCOM Module is still moving, it means that the alien has more to say. Point to the mouth and press your selection button to view the next set of icons. When the mouth stops moving, the alien is finished speaking.

The Icon Window

The icon window is located in the center of the UPCOM Module. You will notice that some icons are not highlighted when the UPCOM Module appears. This means that those icons are not part of the present alien's vocabulary, and are therefore unavailable for use.

Only a small portion of the available icons are displayed in the window at any given time. Point to the scroll selectors on the bottom left and right sides of the Module to view all the available icons. To scroll through the icons more quickly, point to the scroll bar at the bottom of the screen and press and hold your selection button; then move your control left or right to move the icons in the corresponding direction.

To see the meaning of a particular icon, simply point to that icon; the English translation will then appear on the right side of the screen. A complete list of all the icons and their meanings is given below in the section entitled ICON DICTIONARY.

Sending a Message

To respond to an alien, point to an icon in the icon window and press your selection button; that icon will now appear on the right side of the UPCOM Module. The response area can accommodate up to eight icons at a time. If you select a ninth icon, it will take the place of the eighth one. A small cursor located under the response area allows you to insert and delete icons anywhere in the sentence.

To insert an icon into an existing sentence, point to the icon *to the left of which* you wish to insert another icon and press your selection button; the cursor will now appear under that icon. Then point to the icon to be inserted and press your selection button again. The new icon will now appear to the left of the cursor.

To delete a selected icon, point to the icon *to the right* of the icon you wish to delete and press your selection button; the cursor 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 to the left of the cursor will now be deleted.

When your message is complete, point to the central "mouth" and press your selection button to transmit your message to the alien. To return to the ship, select the triangular-shaped button located on the right side of the Module.

Teleporting

To teleport an alien, you must first gain his confidence and convince him that he will not come to any harm. If he 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. If you have already teleported an alien onto the ship, this button will allow you to place him down on an uninhabited planet.

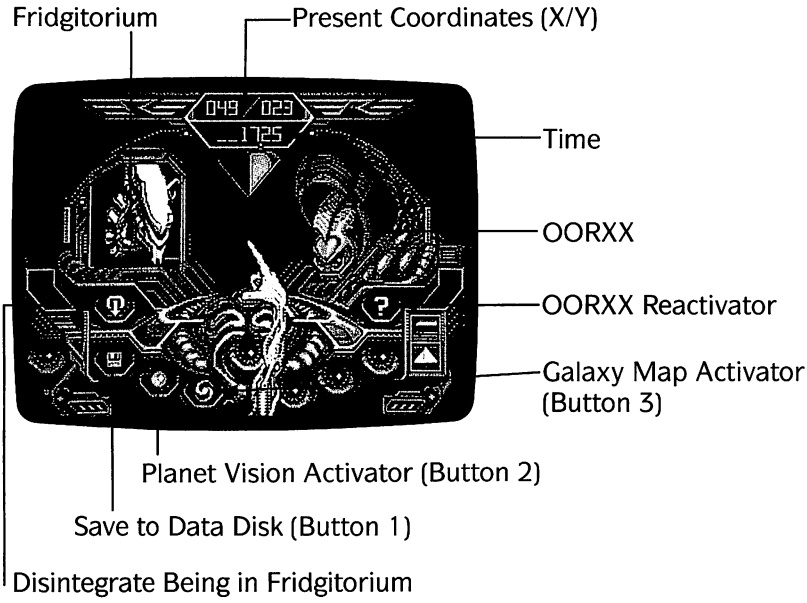
Getting Information

Each type of alien has its own vocabulary; some are quite talkative, others just say nonsense or speak in code. Some races are timid and peace-loving while others do nothing but insult and threaten—a large part of your strategy should be determining the best way to get information out of each type of alien. Bribes work with some, threats with others. If an uncooperative alien agrees to be teleported, try putting him down on an uninhabited planet and see if he changes his tune! Some aliens cannot survive on certain planets; if you put one down on a planet whose atmosphere is inhospitable, you may be unpleasantly surprised.

An alien can, for reasons best known to himself, break off a conversation at any time. If this happens, you will be returned to the interior of your ship. Select the triangular-shaped button located on the right side of the control panel to return to the ship of your own accord.

THE SHIP'S INTERIOR

As was mentioned above, the triangular-shaped button located on the right side of the control panel will return you to the ship's interior from a planet surface. To return to the ship's interior from the Galaxy Map or Planet Vision Screen, select any *inactive* button. In the ship's interior, the main control panel is again shown at the bottom of the screen—the creature to the right is an OORXX. Elapsed time is shown under the planet coordinates at the top of the screen.



(Atari® ST version shown)

The Fridgitorium

For safety reasons, a teleported alien will be placed in the Fridgitorium located on the left side of the ship's interior. The Fridgitorium is a cryonization cylinder which keeps the alien in a state of suspended animation until needed.

For your convenience, the Fridgitorium is also equipped with a disintegration feature. This is especially useful once you locate a clone—disintegrating your clones is the only way to assimilate their vital fluid and regain a portion of your strength. (Unfortunately, all other forms of vital fluid are

incompatible with your system.) The icon located directly below the Fridgitorium allows you to disintegrate the creature in the Fridgitorium. If you teleport an alien into the Fridgitorium while it is occupied, you will unfortunately disintegrate the alien already in there. In some cases, an alien will not agree to be teleported unless the Fridgitorium is empty.

OORXX Reactivation

Once you have guided an OORXX to a planet's landing site, the OORXX remains there and may be reactivated at any time. This feature lets you return to previously visited planets and quickly resume your conversation with the resident alien. If you have already landed on the planet whose coordinates appear at the top of the screen (i.e. the nearest planet), a question mark will appear on the right side of the ship's interior. Select the question mark to reactivate the OORXX on that planet's surface. Of course, if you *enjoy* flying the OORXX, you can always guide another one down—just for the fun of it!

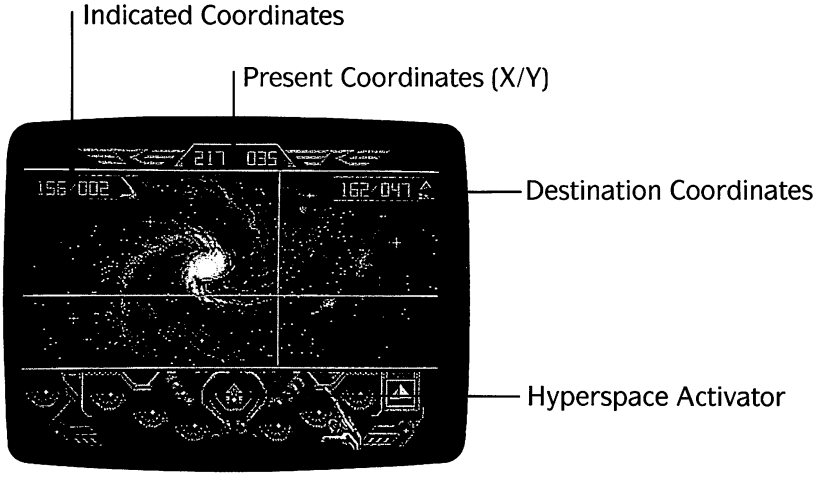
Interior Controls

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 in your Reference Booklet.

Button 2 activates the Planet Vision Screen for a view of the nearest planet. Button 3 (the one marked with a "nebula" shape) allows you to view the Galaxy Map. See your Reference Booklet if you need help selecting these options.

THE GALAXY MAP

Select Button 3 to activate the Galaxy Map. The location of each planet in the galaxy is expressed by a set of coordinate numbers separated by a slash (/). The first number is the "X" coordinate and the second number is the "Y" coordinate. The coordinates of the nearest planet are displayed at the top of the screen.



(Atari® ST version shown)

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 to the upper left of the screen. The box to the upper right of the screen shows your destination planet. See your Reference Booklet for instructions on selecting a destination planet.

Hyperspace

To travel to the destination planet, activate the Hyperspace option using the central control panel button (the one marked with an up-arrow). You will be hurled immediately into interplanetary travel at approximately twice the speed of light—so don't be surprised if you experience a few optical illusions! As you near the destination planet your speed will gradually decrease and normal vision will be restored. The new planet will materialize on the viewing screen and the Planet Vision controls will appear.

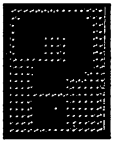
THE REWARD

If you manage to find and assimilate all five clones, you will have regained all your vital fluids and are no longer in danger of being robotized. Although that last clone may prove difficult to locate, once found he will provide you with some very valuable information...the location of the beautiful Ondoyante, Torka. I think she's looking for some company.

As for getting out of the game, well, you'll have to figure that one out for yourself. Still, being Captain Blood for the rest of your life isn't so bad—the Ondoyante are supposedly possessed of a very generous nature...

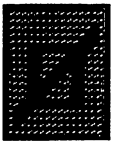
ICON DICTIONARY

Each icon represents a certain thought or idea; by connecting icons together to form sentences, you will be able to communicate a wide range of complex messages.



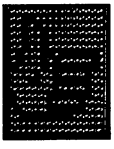
?

HOWDY

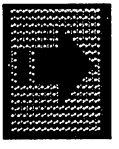


NOT

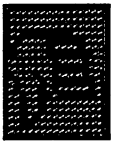
BYE



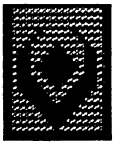
YES



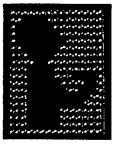
GO



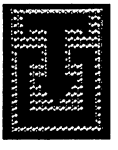
NO



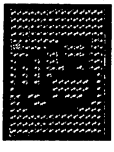
WANT



ME

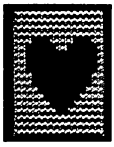


TELEPORT

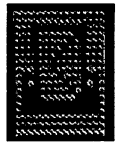


YOU

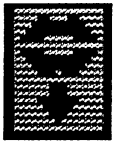
GIVE



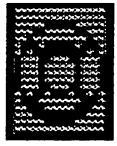
LIKE



VOTE

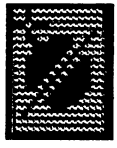


SAY

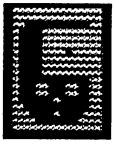


HELP

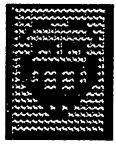
KNOW



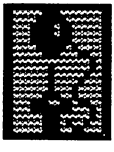
DISARM



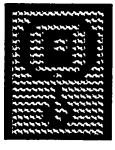
UNKNOWN
(STRANGER)



LAUGH

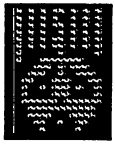


PLAY



SOB

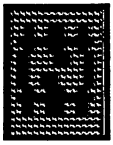
SEARCH



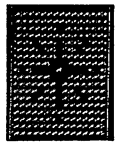
FEAR

RACE
(HURRY, TRAVEL)

DESTROY

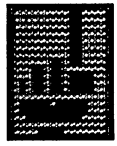


FREE

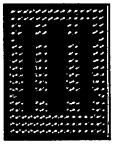


RADIOACTIVITY

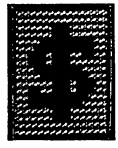
KILL



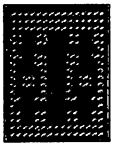
IMPOSSIBLE



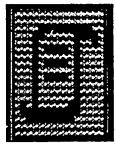
PRISON



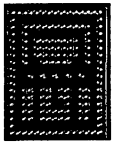
BOUNTY



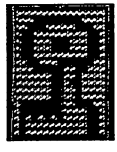
PRISONER



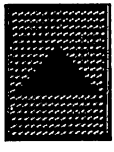
INFORMATION



TRAP

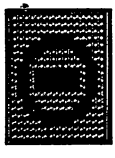


NONSENSE (JOKE)

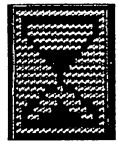


DANGER

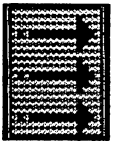
RENDEZ-VOUS
(MEETING)



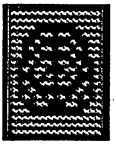
FORBIDDEN



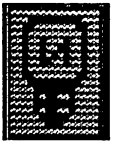
TIME



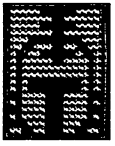
URGENT



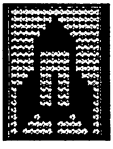
BRAIN



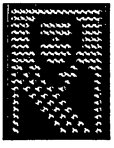
IDEA



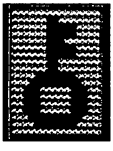
WARRIOR



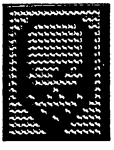
MISSILE



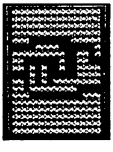
PRESIDENT



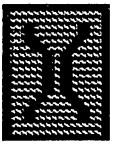
CODE



SCIENTIST



FRIEND

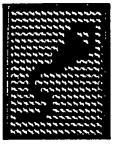


GENETIC

ENEMY

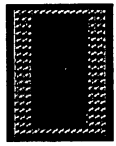
SEX

SPIRIT (MIND, THOUGHTS, PERSONALITY)

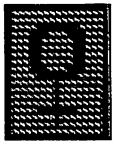


REPRODUCTION

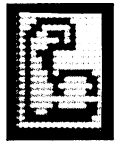
MALE



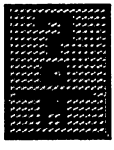
GREAT



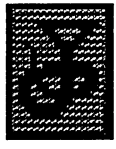
FEMALE



STRONG



IDENTITY



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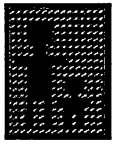
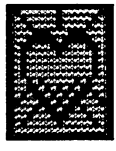
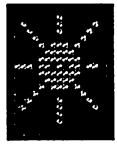


POP

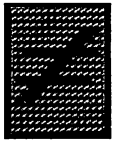


BRAVE

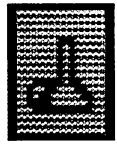
PEOPLE (RACE)



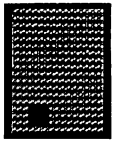
GOOD (HANDSOME, BEAUTIFUL, NICE)



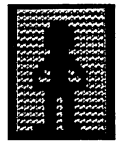
DIFFERENT



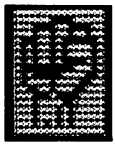
CRAZY



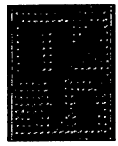
SMALL



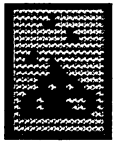
POOR



INSULT



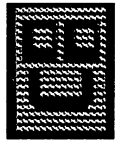
ROBHEAD



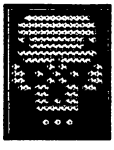
CURSE

CROOLIS-VAR

PEACE



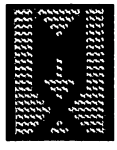
CROOLIS-ULV



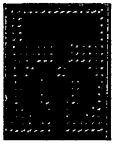
DEAD (DEATH)

IZWAL

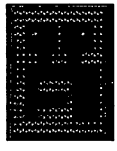
OORXX



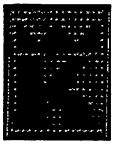
MIGRAX



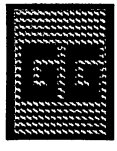
TROMP



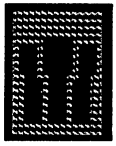
ANTENNA



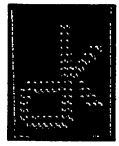
KINGPAK



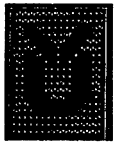
BUGGOL



TRICEPHAL

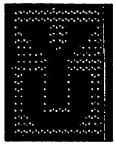


MORLOCK



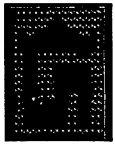
TUBULAR-BRAIN

YOKO

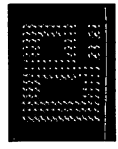


YUKAS

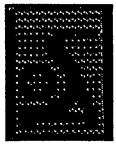
MAXON



SINOX

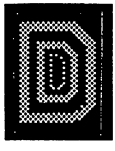


BLOOD



ONDOYANTE

TORKA



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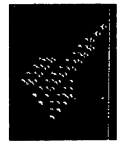
(NUMBER)



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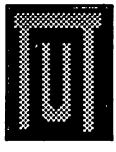

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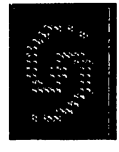
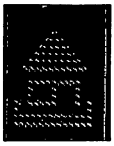


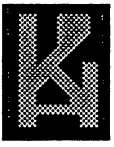
CONTACT



HOME

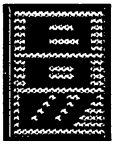
CORPO

PLANET



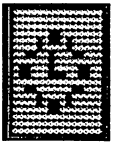
ULIKAN

TRAUMA

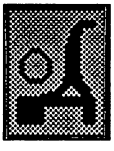


BOW-BOW

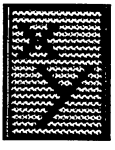
ENTRAX



HOUR



ONDOYA



COORDINATE

KRISTO

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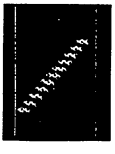
ROSKO



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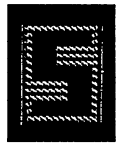
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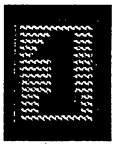
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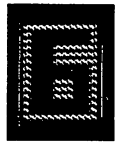
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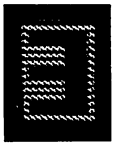
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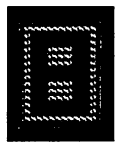
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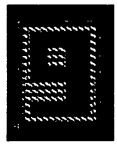
9

Using Icons

The icon language is very simple to use, once you get the hang of it. For instance, to say: "I'm Captain Blood, a friend, and I'm looking for some information," you would select: ME BLOOD FRIEND ME SEARCH INFORMATION.

To say: "I'll help you out if you give me the information I need," you would select: YOU GIVE INFORMATION ME HELP YOU.

To say: "If you don't help me, I'll blow you out of the solar system," you should select: YOU NOT HELP ME ME DESTROY PLANET.

Easy, right? Sometimes aliens might seem as if they're speaking nonsense. Once you become familiar with each race and its peculiarities, you'll be able to better understand what they're trying to communicate. Some, incidentally, do speak nonsense.

THE ALIENS

ANTENNA: Simple creatures, the Antennas are really very friendly. Maybe too friendly.

BUGGOL: Obsessively democratic beings. All belong to Yatanga, which is the only political party around. The President's term of office is not fixed. As soon as a Buggol attains a majority, he is elected. Since all are eligible for high office, Presidents tend to change very frequently—sometimes every five minutes. At the present time, the Buggol in line to be President of the planet Rosko can't be elected, due to a shortage of electors. He needs two more votes to become President. An imposter (a Yukas) who doesn't even live on Rosko has become President in a fixed election. Rosko is now in political upheaval.

CROOLIS-ULV: A warlike race, deadly enemies of the Croolis-Var.

CROOLIS-VAR: Another warlike race, deadly enemies of (you guessed it) the Croolis-Ulv.

DUPLICATES: Blood's clones. There are five of them: Number 1, Number 2, Number 3, Number 4, and that elusive Number 5.

IZWAL: Peaceful and generous beings that look almost human. Very cultured. Masters of science.

KINGPAK: Ridiculous creatures who smoke Tromp tails, which are supposedly an aphrodisiac. Not very smart.

MIGRAX: As their name suggests, they are great travellers. Highly intelligent, they carry the news around the galaxy. Excellent negotiators—their slyness is legendary.

ONDOYANTE: Dreamlike creatures originally from the planet Ondoya. They appear beautiful to those whom they like, and ghastly to those they detest. This way, everyone knows where he stands.

ROBHEAD: In a far off age, Hydra was invaded by bionic armies of android combat robots with orders to take charge for a few thousand years. When the Hydrans got fed up with them, things went badly for the robots. A few decapitated units managed to keep some systems functioning. They are the Robheads—robot heads with only a few memory zones still working. Completely harmless, they just lie there. They can't even reproduce, unless some passing geneticist...

SINOX: Hardworking and intelligent, the Sinox are the technological masters of the universe.

TRICEPHAL: Genetically interesting—each has three android heads which insist on speaking for themselves.

TROMP: Inoffensive creatures, if somewhat stubborn. Their hair is highly prized as snuff by the Sinox.

TUBULAR-BRAIN: The only race so far known to have tubular brains. Their intelligence is quite peculiar...and difficult to grasp.

YUKAS: Belligerent and underhanded creatures. No class at all. Little is known of their customs.

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