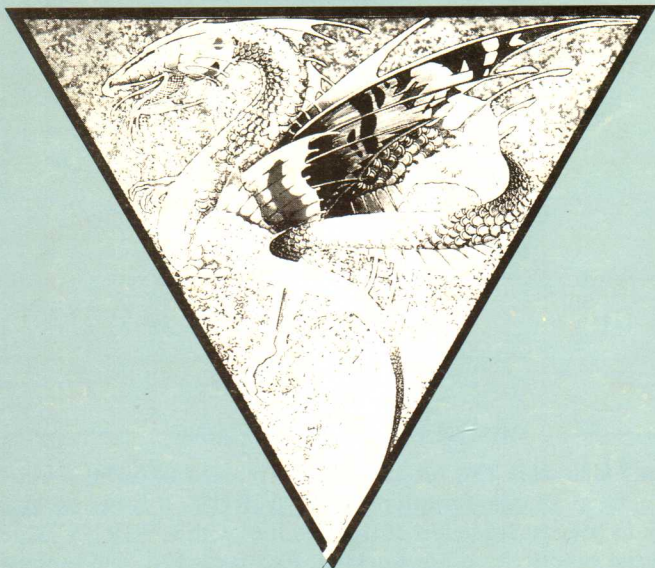


T'RIAD



VOLUME 2

TO AVOID VIRUS INFECTION ALWAYS ENSURE THAT YOUR
MACHINE IS SWITCHED OFF FOR AT LEAST 30 SECONDS
BEFORE TRYING TO LOAD THIS GAME.

World Wide Distribution by PSYGNOSIS LIMITED
122 Century Building, Tower St., Liverpool L3 4BJ

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T R I A D



TETRIS

5



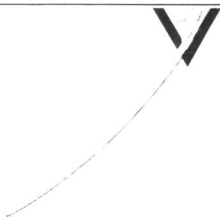
MENACE

10



BAAL

17



TETRIIS.

Design & Programming by Andromeda Software

MIRRORSOFT LTD

118 Southwark Street, London SE1 0SW 01-928 1454

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Getting started

After loading (see instructions below), select your starting level of difficulty. The higher the number, the greater the rewards, but the harder the task.

Playing Tetris

A variety of differently shaped blocks fall, one by one, from the top of the screen, or playfield. You can manipulate these shapes left/right and rotate them before they land at the bottom of the playfield.

The idea is to create complete horizontal lines of blocks across the playfield. When one of these unbroken lines is completed it disappears, and any blocks above fall into the now vacant area.

Objective

Your aim is to create as many complete lines as possible. If you leave gaps, the playfield will fill up rapidly, leaving you less room to manoeuvre. Should the pile of blocks reach the top of the screen, the game ends.

The show key displays the shape of the block that will fall after the current block has landed—useful for formulating your optimum strategy.

The rate at which the blocks fall speeds up automatically as your score increases.

Commodore 64 (and C128 in 64 mode)

Joystick only. Up = pause
Down = drop
Fire = rotate

ST & Amiga

Space/(4) Drop
(7) Left – Level down
(8) Rotate
(9) Right – Level up
(1) Draw Next
(6) Speed Up

IBM PC and Compatibles

Boot DOS

EGA Version:	Resolution	Command (Type:)	Memory Usage
	320×200	RTETRIS c0 n	86k
	640×200	RTETRIS e1 n	118k
	640×350	RTETRIS e2 n	182k
	Higher	RTETRIS e n	310k

N=0—9 (Background)

General: To remove memory resident versions Type: RTETRIS R
Note Tetris can only be removed if all other memory resident programs are removed first

To play press CNTRL-SHIFT-T keys together

To exit press ESC key

f1 = Help Screen

f2 = Statistics Screen

Multi Screen Version

Type TETRIS

IBM PC AND 100% COMPATIBLES

Boot Dos

Loading Instructions

STANDARD (MULTI-SCREEN) VERSION

At the A> prompt type the command that relates to your system and press <RETURN>

COMMAND	SYSTEM
ETETRIS	EGA

RAM RESIDENT VERSION

In the following instructions 'N' represents a number from 0-9 which is the background picture. At the A> prompt type the command that best relates to your system and press <RETURN>

COMMAND	SYSTEM	MEMORY USAGE
RTETRIS E0 n	EGA 320 × 200	86K

To play TETRIS <CTRL>+<SHIFT>+<T> keys together

To exit from TETRIS press the <ESC>

To remove TETRIS from memory type RTETRIS R

NOTE: TETRIS can only be removed if all other memory resident programs are removed first.

SELECTION SCREEN

To choose your selection on these menus use the cursor arrow keys on the numeric keypad.

Press <ENTER> or <SPACE> to confirm selection

Level

The speed at which the blocks fall from the top of the screen

Height

The number of partially filled layers that incnrease the height from the bottom of the screen.

The << symbol causes the last height pattern to be used again.

KEYS

NUMERIC KEYPAD	KEYS	EFFECT
4	J	MOVE LEFT
6	L	MOVE RIGHT
5	K	ROTATE
8	I	SPEED UP
1	M	SHOW NEXT
2	,	DROP
	SPACE	DROP

If you have a Joystick the fire button rotates the piece and drops it down.

OTHER KEYS

- F1 Display help menu
- F2 Display statistics (the number of shapes that have fallen)
- F3 Display present game level
- F4 Display description of current background

S Sound off
P Pause on/off

MULTI SCREEN VERSION KEYS ONLY

ESC Boss key (work simulation) on/off
R Reset high scores (selection screen only)
Q Quit game

STARTING TETRIS

FLOPPY DISK SYSTEMS:

Place disk in drive A; log on to drive A. Follow loading instructions.

HARD DISK SYSTEMS:

To install TETRIS on your hard disk, place disk in drive A; log on to drive A; and type "INSTALL (ENTER)." Follow the instructions that appear. This will create a directory called TETRIS on your hard disk which contains all the files from the floppy disk. The floppy disk is a "KEY DISK", and you will still need it to operate the game.

To play the game follow the instructions provided.

NOTE: You will need the "KEY DISK" to install the memory resident version but not to play it.

MENACE

Design & Programming by
Graphics by
Atari St Coding by
IMB PC Coding by
Commodore C64 Coding by

David Jones
Tony Smith
Brian Watson
Russel Kay
Mr. Micro Ltd.

PSYGNOSIS LIMITED

Century Building, Tower Street, Liverpool L3 4BJ, United Kingdom
Telephone: UK: 051-709 5755 INT: 44 51 709 5755 FAX: 051-709 6466

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HOW TO LOAD MENACE ON THE AMIGA:-

In order to play MENACE you require an Amiga with at least 512K of RAM and a colour monitor or television. MENACE works on the A500/A1000/A2000 and with the 68010 and 68020 microprocessors.

To load MENACE do the following:

- 1] Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual, Chapter 2 'Setting up the Amiga.
- 2] Switch on your monitor or television and then your Amiga. (It is important to re-boot your Amiga in this fashion because it guarantees that the machine will not be infected by a VIRUS which will destroy your program disk.)
- 3] If the display prompts for a Kick start disk insert one into the internal drive as usual.
- 4] When the display prompts for a Workbench Disk insert the MENACE disk into the internal drive.
- 5] MENACE will now start up automatically.
- 6] If the MENACE title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then please read page 2 'Warranty limitations' of this manual for replacement details.
- 7] Once MENACE has completed loading you will be prompted to choose a skill level.

THE MENACE DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY

HOW TO LOAD MENACE ON THE ATARI ST:-

In order to play MENACE you require an ST. with at least 512K of RAM and a colour monitor or television.

To load MENACE you do the following:

- 1] Set up your ST in the usual fashion. If this presents difficulties please refer to the section in your ST Owners Manual titled 'Hooking up your system'.
- 2] Insert MENACE 'Disk A' into your disk drive.
- 3] Switch on your monitor or television and then your ST. (It is important to re-boot your ST in this fashion because it guarantees that the machine will not be infected by a VIRUS which will destroy your program disk.)
- 4] MENACE will now start up automatically.
- 5] If the MENACE title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your ST system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then please read page 2 'Warranty limitations' of this manual for replacement details.
- 6] When 'Disk A' has completed loading the title sequence will commence. When the screen prompt appears insert 'Disk B'. Once you have inserted 'Disk B' loading will continue automatically.
- 7] Once MENACE has completed loading pressing any key on the keyboard or either mouse button will allow you to become the MENACE.

THE MENACE 'DISK B' MUST BE LEFT IN THE DISK DRIVE AT ALL TIMES DURING THE GAME PLAY.

HOW TO LOAD MENACE ON THE C64/128

C64 DISK

TYPE——→LOAD "*", 8, 1

The program will now autoloading and execute.

C64 CASSETTE

TYPE—→SHIFT + RUN

The program will now autoload and execute.

C128 DISK

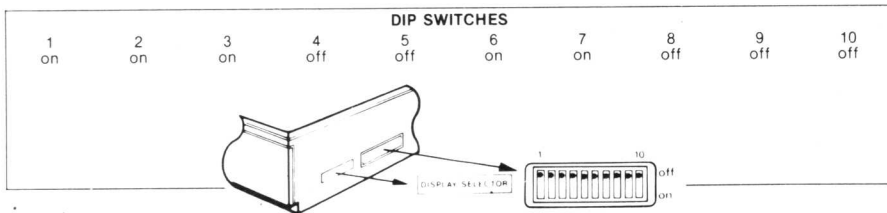
Insert the disk and switch the machine on. The program will autoload.

MUSIC/SOUND EFFECTS

F5 will toggle between music and sound effects.

HOW TO LOAD MENACE ON THE PC

For Amstrad 1640 PC-CD the following applies: please set the display switches at the back of the machine as follows:



Loading

Insert game disk into Drive A

Type A: (ENTER) ←

Type MENACE (ENTER) ←

Follow instructions on screen for loading subsequent disk (5¼" VERSION ONLY)

Copying to Hard Disk

- 1) Make sure you are in the root directory of your hard disk. At the prompt, type MKDIR MENACE and press ENTER ←
- 2) Type CD MENACE and press ENTER ←
- 3) Insert game disk into Drive A
- 4) Type A:INSTALL (ENTER)

You can control the craft with either the joystick or keyboard.

The following keys may be pressed at any time during play.

(ESC) — abort the game

E — toggle the sound effects on/off

The default key option

Q — Up

Space — Fire

A — Down

P — Right

Enter — Pause Game

Please note there is no music on the PC Version.

MENACE THE GAME

Your mission orders are simple, you must destroy the planet Draconia. In theory possible, in practice a little more difficult.

The planet Draconia, an unnatural planet, formed over many centuries by six of the most feared rulers that have ever existed. These rulers, exiled from their home galaxies, have ravaged and plundered space, using the worlds they have destroyed, and the lifeforms they have created to build this planet of fear and death.

Now an end must be put their region of terror. A large scale attack will prove too costly to our space fleets, Draconia has many orbiting defence systems, the cost may be in thousands of lives. A single fighter craft, undetected approaching the planet, may have a chance. You will have that chance.

Briefing

Draconia consists of six zones, each controlled by it's guardian. Destruction of a guardian will weaken Draconia's defence systems, destruction of all six of the guardians will leave the planet totally vulnerable to our attack. Be warned, as you progress so will the guardians know of your aims. they will counter your attack with more and more fearful weapons. All will have their weaknesses, destroy or be destroyed.

To get you onto the planet undetected we have captured and harnessed a giant space slug from the Aldabran galaxy. These creatures frequently roam near to Draconia. You will be placed inside the mouth of this creature in a standard short range fighter. The slug will then be remotely guided to the planet, and at a convenient location the mouth will be opened to allow your escape to the planet. From here on it will be up to you. We hope the slug is not used for target practice by the Draconians, as has been known to happen.

Weapons

To remain undetected for as long as possible you will be attempting your mission in a standard short range fighter, with one notable exception. You will have on board the latest matter converter weapons. These weapons allow you to change the molecular structure of space debris by continually bombarding it with high energy shots. By then picking up the debris when it is in a usable

form, you may build and replenish extra weapons. Your computer will generate images for you, showing you when to pick up the debris for specific weapons. Remember the more Draconians you destroy, the more debris, and the more weapons. The last page of this manual shows the computer images and their meanings.

It only remains for me to wish you luck. We will be waiting. . . .

Playing instructions

Select <F1> for the normal game. All collisions with the aliens and guardians will reduce your ships shield. Once your shield has gone and you are in a collision your ship will be destroyed. Remember you only have one chance.

Select <F2> for the expert game. Collisions with the scenery will reduce your shield, although not as much as a collision with an alien. If you have outriders attached they are not affected by the scenery.

If you fail in your mission, you will be given the option to restart on the level you were destroyed on. You will however be without any of the weapons systems you had collected and you will find this a very serious disadvantage.

Control the craft with either the mouse or joystick.

The following keys may be pressed at any time during play.

<Esc>	Abort the game.
<Space>	Pause the game, press fire to restart.
M	Toggle the music on/off.
E	Toggle the sound effects on/off.

If your disk is not write protected the high score table will be saved to it automatically.

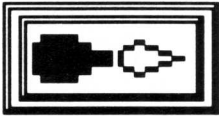
HOW TO COLLECT NEW WEAPONS

Destroying a complete attack wave will produce a bonus icon on the screen. The last alien of any wave that you destroy will turn into this bonus icon. Every five times you shoot this it will change into a different bonus feature. Collect the bonus you want by flying over the icon whilst it's pictorial representation depicts the feature you require.

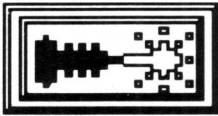
BONUS ICONS



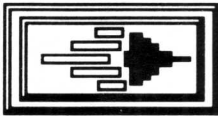
This icon adds 1000 points to your score.



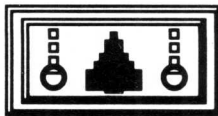
This icon attaches cannons to your ship. If cannons are already attached then this will fully arm them. Cannons are short range rapid fire weapons. They are best used in close range combat.



This icon attaches lasers to your ship. If lasers are already attached then this will fully arm them. Lasers are long range, high power weapons. They are ideal for destroying groups of aliens and for defeating the guardians.



This icon gives your ship a speedup. Each speedup will increase the speed of your ship by a factor of 1 up to a maximum of $\times 7$. Use speedups to achieve the speed and manoeuvrability which you prefer.



This icon attaches an outrider to your ship. You may attach a maximum of two. Outriders are inertia controlled combat droids. They are short range weapons but effective when your ship is surrounded. A good pilot can position them at any angle with a flick of the controls.



This icon will surround your ship with a high energy force field, making your ship impregnable for a short time.



This icon represents the most difficult bonus to obtain and is that of full shield recovery. It can be a life saver after some heavy combat has left your ship drained of energy.

BAAL

Design & Programming

Graphics

Title Graphics

Music

BAAL Painting ©

Design & Art Direction

Words

PC Coding

Commodore 64 Coding

by Wayne Smithson

by Chris Warren

by Jeff Bramfitt

by Paul & Mike

by Melvyn Grant

by Roger Dean

by Roy Barker

by Tim Ansell

by Probe Software Ltd

PSYGNOSIS LIMITED

Century Buildings, Tower Street, Liverpool L3 4BJ, United Kingdom

Telephone: UK: 051-709 5755 INT: 44 51 5755 FAX: 051-709 6466

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BAAL — THE HORROR BEGINS

Archaeology is a strange profession at the best of times, digging up human remains, picking through what is left of a civilisation after hundreds of years makes you feel you could be one of a pack of salivating wolves or a hooded vulture whose patience has been rewarded with a few maggotty remains and that's if you're lucky. But I shouldn't complain, the fact is I enjoy it immensely, or I did until we started our latest dig and I began receiving the letters. At first I put them down to some kind of crazy crank with nothing better to do. The lads on the dig thought them a great joke. They started putting chicken bones on my door and one of them gave me a Barbie doll stuck with pins. They pulled my leg about them coming from a jilted lover, but they weren't that type of letter. They looked like they'd been written by somebody (thing?) who was incredibly old. The writing, – no scrawl – was barely decipherable. What I was able to read warned of terrible destruction of the earth, or death, plague, and of man killing man just for the hell of it. There were comments about the dig too; I couldn't decide whether they were threats or warnings. Whoever it was knew a lot about the massive stone slab we had uncovered.

The stone came to light after we had removed yet more human remains from the site. The general consensus of opinion was that we had stumbled across an ancient burial ground but I didn't agree. The thing I couldn't understand was the grotesque mutilation of so many of the remains, of the look of abject terror on the faces. It was as if they had seen hell on earth and had died a hideous death in the process – but why?

The stone was covered with strange evil looking hieroglyphics depicting horned monsters, massive toothed demons, mutants of all shapes and sizes. In the centre of the stone was a single word “BAAL”, it stood out from the surrounding filth like a pus filled sore. I thought it looked like a massive door, but to what chamber? The mood of the team changed as a feeling of dread settled over us – in silence that night we all went home unsure of what tomorrow would bring. When I got home another letter was waiting. I suddenly felt very cold and afraid. My hands were clammy as I opened it to reveal a crudely composed rhyme written again by my poison pen friend.

Look at the date,
turn the last three around

remove the I
your screams won't make a sound.

This one had me totally lost; what was significant about today's date – 5th June 1999, three what? and for heaven's sake there's no 'I' in June to remove. But the last line brought back the images of those corpses all with their mouths open as if in silent scream, I shivered as if someone or something had walked over my grave.

I played with my food rather than eating it that night and as I looked at the steak on my plate I suddenly wished I'd become a vegetarian. The meat (flesh) just stuck in my throat. I decided to swop the solids for liquid refreshment and opened a can of beer. The bitterness of the beer matched my mood as I attempted to look at the problem logically. What had these letters, today's date, the poor tortured souls who had died to hideously all got in common? And then of course there was the massive stone with the carvings and BAAL, – who or what is BAAL? That feeling of dread returned, but I needed to know.

I programmed everything I knew into the computer in the hope that something relevant just might surface but it had no data on BAAL. So in desperation I rang my old university lecturer praying that he hadn't moved or (as I realised how old he must be) died. After what seemed like a lifetime the phone was answered by a woman and my heart sank thinking he must have gone but she explained that she was his housekeeper, that he was already in bed and hated being disturbed. I tried the old charm on her and soon had her eating out of my hand. In no time old Jonesy was growling down the phone at me, muttering about being woken in the middle of the night and who the blazes did I think I was. I just said one word – BAAL, silence – you could have heard a pin drop, and then a whisper.

“Don't move the stone”.

“How do you know about the stone?” I asked.

“It was foretold by an old scottish monk way back in the 12th century”, the old man replied.

“He wrote that a pictured stone would cause death and destruction to the world at a time when man was reaching for the stars. His contemporaries thought him crazy and locked him away, but it looks like he wasn't so daft after all”.

“But I don't understand, what have the stars got to do with it”?

He tutted down the phone, and I smiled to myself as he obviously hadn't changed a bit, he was still impatient Jonesy,

"Don't you see that's a reference to man's space flights"!

I realised as he spoke I'd not told him about my secret letter writer so I quickly went through everything that had happened. They didn't make sense to him either, he told me he needed to refer to some past notes and would ring me back. He left me with a chilling warning

"Move that stone at your peril".

I sat for a while trying to come to terms with the idea that behind that stone there lurked a beast, a creature so vile that to let it loose would mean man's destruction. I just couldn't believe it. It was like the beginning of a horror movie except this time it was for real and the film had a very reluctant leading man – Me!!

I was rudely woken by the shrill ringing of the phone.

"Where have you been?" barked Jonesy as I answered it "I've been ringing you for hours. You've not moved that stone have you?"

I apologised and assured him I'd not been near.

"While you've been in the land of nod I've been busy. I checked up on what our supposed mad monk had prophesied in case there was any reference to dates or times".

He asked me to read the verse again. When I had finished I thought the phone line had gone dead – then I heard a groan and before I could ask if he was okay he said in a fearful voice

"You received that last letter on the 5th – a day early".

"What do you mean?" I replied.

"That letter should have arrived today, the 6th".

"You could be right" I said "but there's still no I in June".

"Heavens you are stupid today", Jonesy said rudely "It's not an I it's a number 1, don't you see it says – just look at the date (it being now the 6th June 1999) turn the last three around – that turns the three nines into sixes, remove the one (not the I as you read it) leaving you with the date the 6th of the 6th-followed by 666 and you know what that is?"

I felt sick as I said "Oh my God, the sign of the devil".

As I answered him I noticed my watch on the table – I couldn't believe the time

– 7.50 a.m. I dropped the phone and ran as the lads would already be at the dig. I prayed I wouldn't be too late as I reached the brow of the hill overlooking the site.

They had enlisted the help of a large excavator to which they had attached thick wire strops connected to large eye bolts in the rock. My cries were lost to the digger as it took the strain and I watched in horror as the stone started to move. For what seemed like an eternity nothing happened as I started to run down the hill.

It began as a low rumble, and then stale foul air erupted from the uncovered hole. I was thrown to the ground by the roar that followed, the stench of death by now making me retch.

By this time panic had set in with the men and some started to run. They were the lucky few – others were frozen to the spot in absolute terror – they died where they stood as BAAL rose through the mayhem firing at anything in his sight. As the dust settled he seemed to survey the area like an evil general after a battle pleased at the carnage before him. My mind was working overtime on one thought – escape, but that idea flew right out of the window as he turned to the small hill where I lay transfixed with fear.

“Good of you to come and watch the side show”, BAAL sneered sarcastically. “I’m sorry it was all over rather quickly for you, but never mind, the Main Event will thrill you to death”. He paused then added “yes, literally to your death”.

“Why me?” I screamed (more in anger than in fear).

He gestured with his hand as if to dismiss me and replied “You just happen to be useful to me, but any of you pathetic humans would have satisfied my needs. By the way did you like my letters?”

The demon said this with a terrible evil grin on his face. His look said it all, he was revelling in the power that burst from his whole self. The fiend was just playing with me, the letters were all a game. He interrupted my train of thought by boasting that even now as he spoke, his army of undead were stealing the thing he'd come back for – a top secret War Machine with which he could rule or destroy the world. He sneered.

“When we meet again, I will be your master. At last the world will be mine”.

With that, he was gone, back to his stench filled lair, to await the return of the undead. Unfortunately I had a funny feeling that we would be meeting again very soon.

That all happened three days ago, events have moved fast since then. A war council has been set up and an elite squadron of men, code named the Time Warriors, have been formed – their mission to find and destroy BAAL and return with the War Machine.

MISSION INSTRUCTIONS

YOU are in charge of the Time Warriors and here are your Top Secret Mission Instructions. You must guide and control each Time Warrior in his quest. Although it is impossible to say what horrors you will encounter when you enter BAAL's lair, his enormous power coupled with his huge army of monstrous beasts make him an extremely dangerous enemy.

We pray you can do it, we know you can. Many lives will be lost in the numerous bloody battles ahead but BAAL must be defeated. It not we run the risk of being ruled by a power crazy demon at best, at worst the earth as we know it is doomed. OUR FATE IS IN YOUR HANDS. . . .

HOW TO LOAD BAAL ON THE ATARI ST:-

In order to play BAAL you require an ST. with at least 512K of RAM and a colour monitor or television.

To load BAAL you do the following:

- 1] Set up your ST in the usual fashion. If this presents difficulties please refer to the section in your ST Owners Manual titled 'Hooking up your system'.
- 2] Insert BAAL 'Disk A' into your disk drive.
- 3] Switch on your monitor or television and then your ST. (It is important to re-boot your ST in this fashion because it guarantees that the machine will not be infected by a VIRUS which will destroy your program disk).
- 4] BAAL will not start up automatically.
- 5] If the BAAL title screen has not appeared within 45 seconds there may be a problem with either the program disk or your ST system. Check that

your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then please read page 2 'Warranty limitations' of this manual for replacement details.

- 6] When 'Disk A' has completed loading the title sequence will commence. When the screen prompt appears insert 'Disk B'.

THE BAAL 'DISK B' MUST BE LEFT IN THE DISK DRIVE AT ALL TIMES DURING THE GAMEPLAY.

HOW TO LOAD BAAL ON THE AMIGA:-

In order to play BAAL you require an Amiga with at least 512K of RAM and a colour monitor or television. BAAL works on the A500/A1000/A2000 and with the 68010 and 68020 microprocessors.

To load BAAL do the following:

- 1] Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual, Chapter 2, 'Setting up the Amiga'.
- 2] Switch on your monitor or television and then your Amiga. (It is important to re-boot your Amiga in this fashion because it guarantees that the machine will not be infected by a VIRUS which will destroy your programme disk).
- 3] If the display prompts for a Kickstart disk insert one into the internal drive as usual.
- 4] When the display prompts for a Workbench Disk insert the BAAL disk into the internal drive.
- 5] BAAL will now start up automatically.
- 6] If the BAAL title screen has not appeared within 45 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading

difficulties are still being experienced then please read page 2 'Warranty limitations' of this manual for replacement details.

THE BAAL DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY.

Basic Playing Instructions For the Amiga and Atari St.

The joystick is used to control the Warrior as follows:

Without fire button pressed:

- j/s centre —Warrior is still and in firing position where appropriate.
- up/down —Warrior up or down ladders where appropriate.
- left/right —Warrior turn/move left or right where appropriate.

With fire button pressed:

- j/s centre —Warrior fires laser in direction faced where appropriate (including off the ladders!)
- up —Warrior jumps straight up where appropriate.
- down —same as j/s centre.
- left/right —Warrior stops and fires or transports where appropriate.
- j/s diagonal —Warrior somersaults forward in direction he is facing where appropriate.

(It says 'where appropriate', because depending on your situation you won't be able to carry out some actions, for instance, you can't somersault off a ladder!).

Where the title screen is being displayed and the music is playing the following keys can be used:

- S —Save high score table to disk
- F10 —Toggle high score table display
- <Space> —Start game

Keyboard Actions:

The keyboard is also used for some functions:

- F1 —set screen sync to 50hz.
- F2 —set screen sync to 60hz.
- '1' —select laser mode 1.

- '2' —select laser mode 2*.
- '3' —select laser mode 3*.
- '4' —select laser mode 4*.
- 'C' —toggle area co-ordinate display on/off.
- 'P' —pause game (any key to resume).
- 'R' —refuel laser (see note below).
- 'S' —Save current game position (see note below).
- 'L' —Load previously saved game (see note below).
- Esc —(with fire button pressed)—Abort current game.

*can only be used when corresponding cartridge has been collected. Numbers refer to ones on main keyboard (not numeric pad).

GENERAL GAME PLAY

REFUEL LASER: To refuel the lasers you have to first find one of the few refueling points and move up to it from the right hand side only, until you are in very close proximity to it (but not touching). If for some reason you can not refuel, the info console will tell you. For instance if you have blown the refueling point up you won't be able to refuel! It could be though, that you aren't close enough so move closer; or you could be too close (touching) in which case move back slightly and try again. To stop refueling just move your Warrior away.

SAVE GAME: Following the instruction for refueling but instead of pressing 'R' you press 'S' for save. This is only a limited save game facility and as such is only available in the underground cave world.

LOAD GAME: To load in a presaved game, you may do so by pressing 'L'. You will be asked to verify this, type 'Y' to go ahead or 'N' to abort. This option is only available in the underground cave world.

TRANSPORTING: There are 3 separate domains to Baal, 2 large, 1 small. Once all war machine pieces have been collected (they flash yellow), you need to find the transporter, enter it and press the fire button. You will then be transported to the next domain. If you do not have all the war machine pieces in that particular domain, you will not be able to transport (You require 10 components to travel from Domain 1 to Domain 2 and a further 8 from there to the final part of your mission. Each time a component is collected it turns

off one of the flashing L.E.Ds at the bottom of the screen). Once you are successfully transported, your squadron will be granted an extra Time Warrior. If you have 6 or more warriors, only 5 will be displayed in the "Active Warriors" box, but don't worry, they are still there.

THE LASER: Your laser has 4 weapon modes (you need the cartridges for 3 of them). The first is very weak and objects will need many hits before being destroyed, some more than others. Some objects can't be destroyed at all where as others need the more powerful weapon modes (4 is the most powerful). When you are low on laser energy (electrolite), the laserbolt will flash when it is fired.

ENERGY SHIELDS/SCANNER: You are equipped with a personal energy shield that will protect you from alien missiles only, for a limited number of hits. It can be topped-up at any re-fueling point. The scanner is equipped with an early warning system, a flashing red arrow in the top corners of the screen tell you of an approaching alien.

NOTE: An extra warrior will be designated to your squadron for every 5,000 personal status points you achieve.

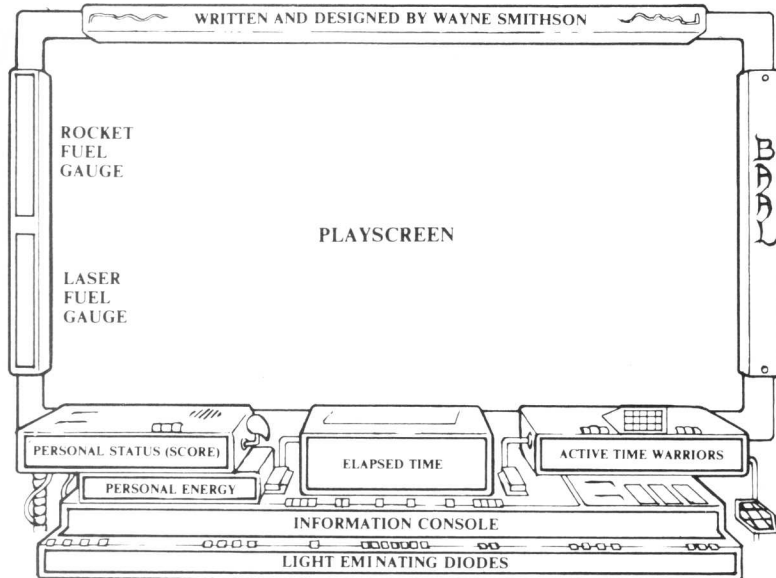
End of Game:

Once the game is over, and you have a high personal status, you will be requested to identify yourself. To do so just type in your name using the main keyboard. The numeric pad is used if you want to include special characters in your name. Each number of the numeric pad will produce the character above the numbers on the main keyboard (i.e. pressing 1 on the numeric pad will display a!). If you make a mistake, use the 'backspace' key to delete it. Press 'return' once you are finished.

To restart the game you press the spacebar or if you wish to go back to the title screen and music (all 11 minutes of it!) you can press the return key.

AMIGA, ATARI ST & PC BAAL GRAPHIC INFORMATION

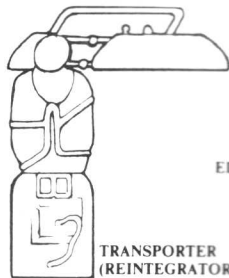
WRITTEN AND DESIGNED BY WAYNE SMITHSON



ROCKET FUEL POD



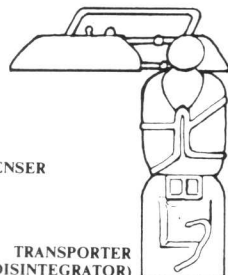
WEAPON CARTRIDGES



ELECTROLITE



FUEL DISPENSER



BAAL - PC LOADING INSTRUCTIONS

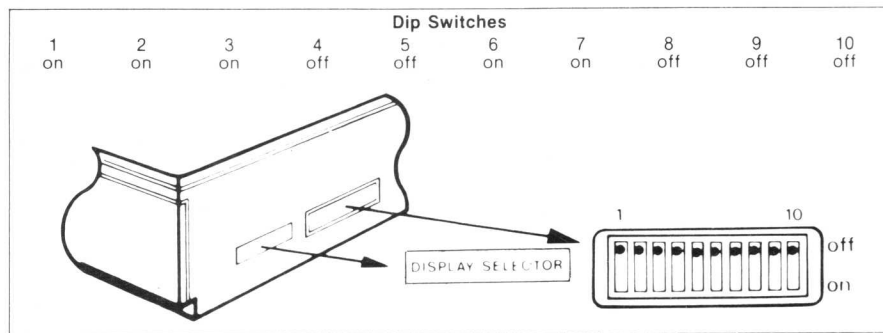
Refer to page 26 for general gameplay.

IMPORTANT

Please read before switching on.

For AMSTRAD 1640PC-CD the following applies:

Please set the display switches at the back of the machine as follows:



Loading

Insert 'Game Disk' into Drive A.

Type A: (Enter) ←

Type BAAL (Enter) ←

Follow instructions on screen for loading subsequent disks.

When prompted "Press (FIRE) to begin".

To select joystick control: Press fire button.

To select keyboard control: Press space bar.

Copying to Hard Disk

1. Make sure you are in the Root-Directory of your hard disk at the prompt, type MKDIR BAAL and press ENTER ←
2. Type CD BAAL and press Enter ←
3. Insert game disk into Drive A.
4. Type A: INSTALL and press ENTER ←

Basic playing instructions for the PC

The joystick or cursor keys are used to control the warrior as follows:

Without fire button pressed:

- * Joystick centre — Warrior is still and in firing position where appropriate.
- * up/down — Warrior up or down ladders where appropriate.
- * left/right — Warrior turn/move left or right where appropriate.

With fire button pressed:

- * Joystick centre — Warrior fires laser in direction faced where appropriate (including off the ladders!)
- * up — Warrior jumps straight up where appropriate.
- * down — same as joystick centre.
- * left/right — Warrior stops and fires or transports where appropriate.
- * Joystick diagonal — Warrior somersaults forward in direction he is facing where appropriate.

Further keyboard controls

F1	Toggle sound effects	On/Off
1	Select laser mode 1	On main
2	Select laser mode 2	keyboard
3	Select laser mode 3	not keypad.
4	Select laser mode 4	
C	Toggle area co-ordinate display	On/Off
P	Pause game (any key to restart)	
R	Refuel laser (see note in manual)	
S	Save current game position (see note in manual)	
L	Load previously saved game (see note in manual)	
F9	(with fire pressed) abort current game	
ESC	Exit back to DOS	

Where the title screen is being displayed the following keys can be used:

- S Save high score table to disk
- F10 Toggle high score table display
- FIRE Start Game

End of game:

Once the game is over, and you have a high personal status, you will be requested to identify yourself. To do so just type in your name using the main keyboard. To restart the game you press the spacebar or if you wish to go back to the title screen you can press the Enter key.

Please note: There is no music on the PC Version.

LOADING INSTRUCTIONS FOR THE C64

C64 Disk: Type → Load “*”, 8, 1 and press return.

C64 Cassette: Type → Shift + Run/Stop.

BASIC PLAYING INSTRUCTIONS

The joystick Port 2 is used to control the warrior as follows:

Without fire button pressed:

- | | | |
|-----------------|---|--|
| Joystick centre | — | Warrior is still and in firing position where appropriate. |
| Up/down | — | Warrior up or down ladders where appropriate. |
| Left/right | — | Warrior turn/move left or right where appropriate. |

With fire button pressed:

- | | | |
|-------------------|---|--|
| Joystick centre | — | Warrior fires laser in direction faced where appropriate (including off the ladders!). |
| Up | — | Warrior jumps straight up where appropriate. |
| Down | — | Same as joystick centre. |
| Left/right | — | Warrior stops and fires or transports where appropriate. |
| Joystick diagonal | — | Warrior somersaults forward in direction he is facing where appropriate. |

(It says ‘where appropriate’, because depending on your situation you won’t be able to carry out some actions, for instance, you can’t somersault off a ladder!).

KEYBOARD ACTIONS

The keyboard is also used for some functions:

- | | | | | | |
|-----|---|-----------------------|---------|---|--------------------------------|
| ‘1’ | — | select laser mode 1. | ‘P’ | — | pause game. |
| ‘2’ | — | select laser mode 2*. | ‘R’ | — | refuel laser (see note below). |
| ‘3’ | — | select laser mode 3*. | Restore | — | (with fire button pressed) |
| ‘4’ | — | select laser mode 4*. | | — | —abort current game. |

*Can only be used when corresponding cartridge has been collected.

REFUEL LASER: To refuel the lasers you have to first find one of the few refuelling points and move up to it from the right hand side only, until you are in very close proximity to it (but not touching). If for some reason you cannot refuel, the info console will tell you. For instance if you have blown the refuelling point up you won't be able to refuel. It could be though, that you aren't close enough so move closer; or you could be too close (touching) in which case move back slightly and try again. To stop refuelling just move your Warrior away.

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ENERGY SHIELDS: You are equipped with a personal energy shield that will protect you from alien missiles only, for a limited number of hits. It can be topped-up at any refuelling point.

END OF LEVEL: At the end of each level you will be given an 8 digit code to allow you access to next level without having to play previous level again.

NOTE: An extra warrior will be designated to your squadron for every 5,000 personal status points you achieve.

GRAPHIC DETAIL FOR C64.



ROCKET FUEL POD



2

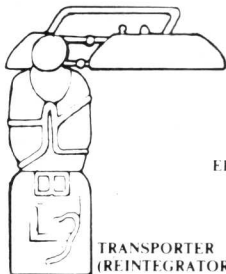


3



4

WEAPON CARTRIDGES

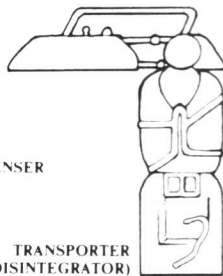


TRANSPORTER
(REINTEGRATOR)

ELECTROLITE



FUEL DISPENSER



TRANSPORTER
(DISINTEGRATOR)