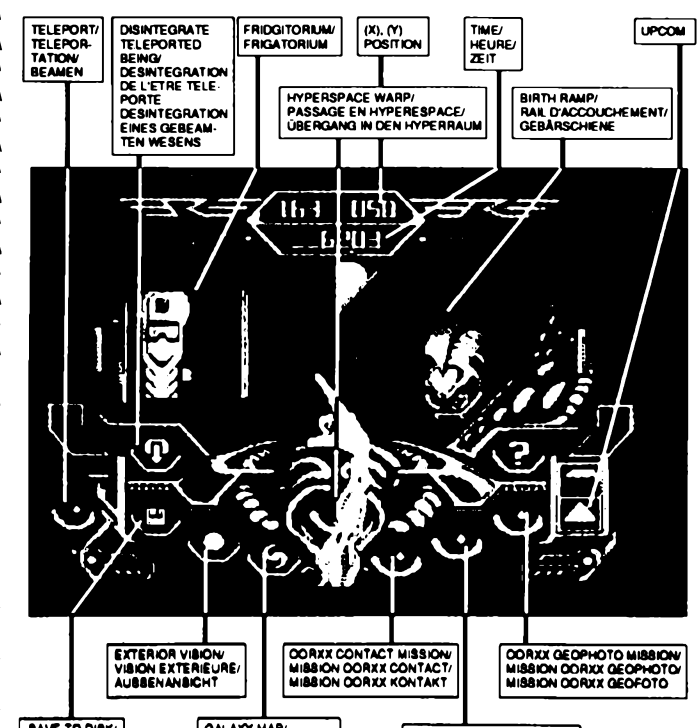


CAPTAIN BLOOD



having your OORXX destroyed in this way, dive as far as you can, until the arrows disappear.

Life-forms in the Hydra galaxy have a weird habit of living at the very end of canyons. You'll have to find the canyons. The OORXX is equipped with a life-form detector which is a red aim symbol. It will follow the mouse's movement on the screen. When the detector flashes, that means you're flying the OORXX in the right direction. If an arrow shows up beside the detector, that means you must turn in the direction the arrow is pointing to get onto the right heading.

There are two onscreen indicators during flight :

- The SPEED indicator at the bottom of the screen.
- The ALTITUDE indicator on each side of the screen.

When a life-form is found at the end of a canyon, the OORXX is programmed to land immediately. If the planet is deserted, the OORXX will land, extremely exhausted. If you are currently transporting a being in the Ark's fridgitorium, the TELEPORT icon will activate so that you can teleport the being onto the planet if you want. To do so, just click on the TELEPORT icon.

At any time during the flight, you can request a photo of the fractal scenery around the OORXX. Simply press the SPACE bar on your keyboard. The OORXX will stop. To restart flying, press the SPACE bar again.

OORXX DESTROY MISSION

(DESTRUCTION OF A PLANET)

In EXTERIOR VISION mode, you can teleport an OORXX onto a planet in order to destroy it. Just click on the OORXX DESTROY MISSION icon. The planet will be irretrievably zapped.

OORXX GEOPHOTO MISSION

(SURFACE SCAN)

In EXTERIOR VISION mode, you can teleport an OORXX into low orbit to collect aerial pictures of the planet. A special detector will indicate whether the planet is equipped with a defense system. To activate this mission, click on the OORXX GEOPHOTO MISSION icon, once for a medium altitude scan, and once again for a low altitude scan. To return to normal mode, click on the EXTERIOR VISION icon.

UPCOM MODULE

(UNIVERSAL PROTOCOL OF COMMUNICATION)

Once contact has been established with a sentient life-form in a canyon or when a being has been teleported from the Ark's fridgitorium, the UPCOM comes on automatically.

• The UPCOM is a system of communication using icons. The UPCOM uses a number of windows, which will each be described.

The dictionary window : at the bottom of the screen. This icon dictionary uses two sideways scrollings, one rapid (activated by clicking on a red elevator bar situated under the dictionary icon), the other slow (activated by placing Blood's finger over two red-striped boxes situated on either side of the dictionary icon).

By moving Blood's finger over the dictionary icon, you can read a simultaneous translation of the icon into human language. The translation window is just above the UPCOM.

The conversation windows : situated above the dictionary icon and separated by a central mouth.

a) The left-hand window : reserved for the life-form you're communicating with. To translate his (or its) messages, move Blood's finger over them. As long as the central mouth is moving, the being hasn't finished saying what it wants to say. Click on the central mouth to read the next sentence. When the mouth stops moving, you can start sending your message.

It is possible to understand the sentences spoken by the being, if you learn his language. Each icon represents a specific speech-sound.

b) The right-hand window : reserved for your use. You can enter your messages by clicking on the icons of your choice in the icon dictionary. A small cursor under that window may be moved in order to insert an icon. Simply click on it. A delete option is available: click on the arrow situated to the right under the window. To transmit your sentences, click on the central mouth.

You can teleport a being into the fridgitorium, if the being agrees. At that moment, the TELEPORT icon will be enabled. To teleport the life-form, click on the TELEPORT icon.

Your conversational partner can, for reasons best known to himself, break off the discussion at any time.

If you want to leave the UPCOM during a conversation, click on the triangle at the right of the screen, under the DELETE arrow.

TELEPORT

This icon is used to teleport a being from the planet into the Ark's fridgitorium. The icon will not be enabled until a being with whom you are in conversation consents to be teleported. If the icon is enabled and if you want to teleport the life-form, just click on the icon.

DISINTEGRATE THE TELEPORTED BEING

When a life-form is teleported to the fridgitorium, you can decide to destroy the life-form by disintegrating it. If it's one of the Numbers, Blood will recover some of his vital fluid and survive a little longer.

FRIDGITORIUM

It's a cryonization container where teleported beings are conserved. The beings in question must give their consent because the teleport system uses psychic energy generated by the being's will, a little like hypnosis. For security reasons, living beings cannot be teleported into the Ark, so they must be cryonized and stocked in the fridgitorium. The fridgitorium has a disintegrate crematorium feature which you can use if you feel like it. This feature recovers vital fluid, and so Blood can use it on the Numbers. All other forms of vital fluid are unfortunately incompatible with Blood's organism.

NOTE : Pacemakers are automatically extracted before cremation, so there is no risk of explosion during the disintegration phase.

THE OORXX BIRTH RAMP

The layer is incorporated into the Ark's structure, in the pram zone. This area is completely sterile, of course. The newly-laid baby OORXX are propelled onto the birth ramp immediately after a stress-free birth. The layer is able to lay endless numbers of babies.

TIME

Onboard time is displayed on the clock, in Earthling minutes and seconds. The UPCOM takes account of the minutes only. 60.45 means 60 minutes and 45 seconds, which comes to HOUR 60 for the UPCOM.

The game is limited to 45 realtime hours.

THE ? COMMAND

When an OORXX has already been placed on a planet, it may be reactivated, which saves you from having to pilot another through all those dangerous mountains.

When the Ark stops after a hyperspace jump, near a planet you've already visited, simply switch to CONTROL PANEL mode by clicking on a closed (disabled) button. The ? command is then available and enabled. Click on it to reactivate the OORXX. You will inevitably catch up with the character you talked to the last time.

PLAYING HINTS

CAPTAIN BLOOD'S Ark stops near an inhabited planet at the start of the game. The HYDRA galaxy is bigish, boasting 32,768 inhabitable planets noted on the map. Not all of them actually have thinking life-forms living on them, so it's easy to get very lost and see nobody for millions of years. That's why it's a damned good idea to note down the precise coordinates of inhabited planets before plunging into the immensity of unknown space. That way, you can always get back to a familiar place. Ask any space jock : trusting your luck is a non-viable survival option.

The program recreates the galaxy each time you begin a game. That means that coordinates of inhabited planets are not valid from one game to the next.

Bear in mind that Blood is degenerating. Don't be surprised if his hand gets the shakes from time to time ; it's normal. It's also a bad sign ! HE MUST GET HIS VITAL FLUID BACK. That's the only way he can regenerate.

To recover the vital fluid, Blood has to find the NUMBERS and disintegrate them in the Ark's fridgitorium.

This software explores a new concept, the BIOGAME. The characters can evolve, be born, die, trade information and generally get on with their own independent lives. Strange things can happen ; planets can appear or disappear overnight, the behaviour of matter is out of our control !

You can transport beings from one planet to another but you'll have to win their trust first. Study their behaviour closely, because knowing who you're dealing with can mean the difference between life and death.

LOADING

- Place the cassette in your recorder ensuring that it is fully rewound.
- Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
- If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The "" is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
- Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
- If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.
- If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

CONTROL NOTE

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

THE VINDICATOR

Invaders from a distant star have lain the Earth to waste; mankind has survived... but only just. Small pockets of humanity lie scattered across the desolate landscape and in one is a man, waiting to fight back, waiting to strike a blow for his world, his kind. HE IS "THE VINDICATOR".

Battle through tortuous mazes to infiltrate the alien computer system, and build a device capable of eliminating the star born invaders.

Take to the air against the mechanized legions, race across the planet's surface in your high-powered jeep, then face the Giant Guardian of the catacombs in his underground lair. Be quick, be skilful, be "The vindicator" !!

NOTE

The 48K version is split into three sections. The first is loaded as normal but the second and third sections will need to be loaded during the game. After each section has loaded stop the tape. There are on screen prompts to help you.

Progress onto Section Two and Three can only be achieved through Section One, however once you have obtained the access codes you can enter them and proceed onto Section Two and from there onto Section Three.

GENERAL CONTROLS

The game may be controlled by keyboard which is fully redefinable or the Joystick

SECTION ONE

THE COMPLEX

Having infiltrated the first enemy stronghold you must battle your way through the four levels of tortuous mazes to find the computer rooms which will give the locations of the hidden bomb components. But first you must kill the Alien Guardians who are carrying ammunition cartridges for your rifle. These creatures also guard rooms containing lift passes and colour-coded computer pass cards essential to your quest. Lift doors and computer rooms will not open without the correct cards.

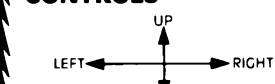
Each computer, once successfully accessed will set an anagrammatical puzzle. A correct answer is rewarded with a view of the map, showing the location of a bomb component, your position and any lifts on that floor.

Incorrect answering results in system shutdown and you must therefore try again. If you have a passcard.

Also, the atmosphere in the complex is of a toxic nature combatted only by the supplies of oxy-gum to be found within the many storerooms.

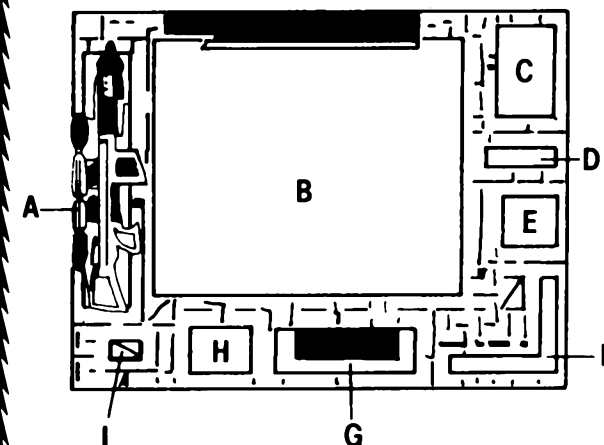
Keep an eye on your direction, conserve your oxy-gum and pass-cards and your trigger finger at the ready. . . . It's tough, but not that tough!

CONTROLS



STATUS AND SCORING

- K - Gun
- B - Gameplay area
- C - Bomb Components
- D - Floor and Lives
- E - Computer Cards
- F - Oxygen Level
- G - Score
- H - Direction
- I - Lift Cards



HINTS & TIPS

- Don't pick up oxy-gum every time you see it. Remember it's location for when your supply is low prove fatal.
- Making a map is imperative as the Alien complex is huge and losing your bearings could prove fatal.
- The first computer card is LEFT2, DOWN3, LEFT1.
- If you run past a door quickly, you needn't fight the Alien.

SECTION TWO

THE TORTURE LAND

Having blown up the Alien Vanguard and their base, you must now make your way across miles of enemy terrain to the final encounter with the Dark Overlord.

You have commandeered a fighter plane and must first launch a strafing run on your way to the catacombs location. Clear a path through some of the tighter parts of the map with your bombs, but don't waste them.

Having strafed the landscape you must then return to your jeep and blast your way through

Special Edition

SPECTRUM



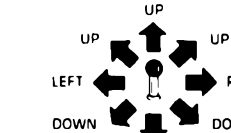
ENGLISH



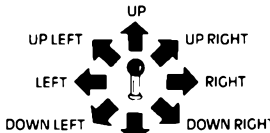
to the entrance to the catacombs. Legions of Robot tanks and helicopters await you and should you survive you must face the Mutoid Guardian of the underground headquarters. Be warned - this guy's no shrimp!

CONTROLS

JEOP



PLANE



STATUS AND SCORING

On screen scoring displays, your current score, number of lives, bullets, bombs and grenades remaining.

HINTS AND TIPS

- Try to bomb the enemy bunkers. These are the most lethal!
- Watch where the enemy appears from and learn to avoid him.

SECTION THREE

THE CATACOMBS

Deep in the bowels of the Earth, the evil Gog awaits, surrounded by his mutant hordes, each intent on your destruction.

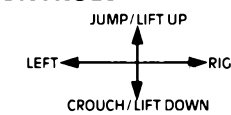
Torn and weary from your epic quest you must descend into Hades, your heart pounding as wave after wave of gibbering, howling horrors leap and bound from the shadows, guns blazing and fangs gnashing.

Use the lifts to descend where possible. Some lifts only move in one direction and some not at all. You will find levers to open trap doors which will aid your descent.

Gog has discovered your plot and is preparing to leave and destroy the Catacombs. You must hurry.

Survive their onslaught and you will reach Gog's lair at the Earth's core. He's big, he's bad and he's more than a little annoyed, so give this guy a hotfoot he'll never forget!!

CONTROLS



STATUS AND SCORING

On screen scoring displays the score and number of lives and time remaining.

HINTS & TIPS

- A map could prove useful.
- Watch your step.
- Do it to them before they do it to you!

THE VINDICATOR

Its program code, graphic representation and artwork are the copyright of Imagine Software and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software. All rights reserved worldwide.

CREDITS

Programmed by Paul Owens
Graphics by Mark Jones
Music by Jonathan Dunn
Produced by D.C. Ward
© 1988 Imagine Software



©ERE INFORMATIQUE 1988

