## Starting the Game

At the beginning of the game, you will land at the Shedishan spaceport. You must contact Sylvia Hadford as soon as possible at the "Mantoue Manoir".

First, move the mouse cursor until you see a "forward" arrow, then click on the left mouse button.

After a few seconds, you will find yourself in a street. Move the mouse to the left until you see a left arrow. Click again on the left mouse button.

In this new street, click on the "forward" arrow to walk to the hotel, then click on the "left" arrow to enter.

You are now at the front desk. Click on the receptionist, then on the "Take/Leave Key" menu to get your room key. The door on the left leads to the elevator and to the first floor and Sylvia's room. To move there, click on the forward arrow.

Sylvia's room is at the end of the corridor. Select the right forward arrow to reach the room.

As soon as you enter the room, Sylvia will welcome you and give you further information concerning your mission.

Good luck...

# QUICK REFERENCE CARD

# **Loading Instructions**

You must follow these instructions to load
BAT II:

IMPORTANT: PREPARE A BLANK FORMATTED DISK FOR SAVING YOUR GAMES.

## **ATARI** systems:

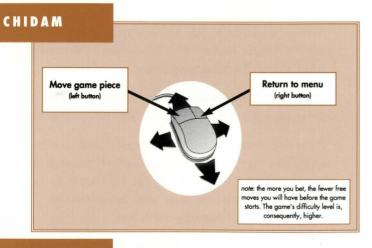
- 1. TURN OFF your computer.
- 2. INSERT THE BLUE PROTECTION KEY in the serial port (modern port).
- 3. INSERT THE SOUND CARD (if you have one) in the cartridge port.
- 4. INSERT DISK N° 1 in your internal drive (A).
- TURN ON YOUR COMPUTER. The game will load automatically.

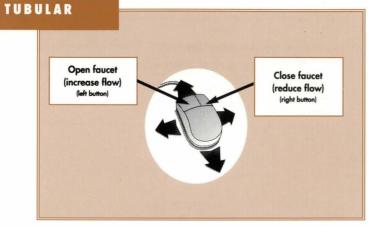
### **AMIGA** systems:

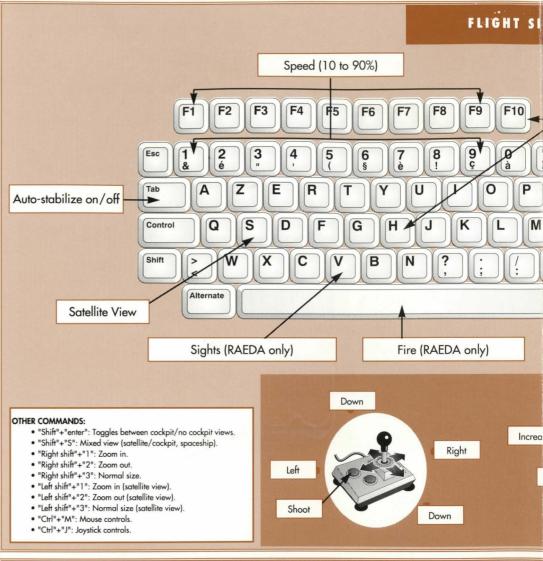
- 1. TURN OFF your computer.
- 2. INSERT THE BLUE PROTECTION KEY in the serial port.
- 3. INSERT DISK 1 in your internal drive (DFO:).
- 4. TURN ON YOUR COMPUTER. The game will load automatically.

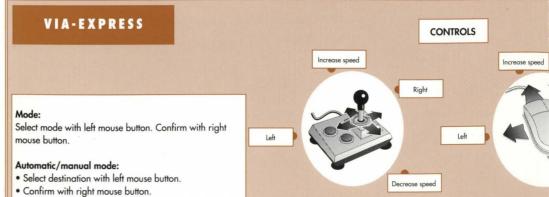
Note: This version is not hard disk installable (on any system).

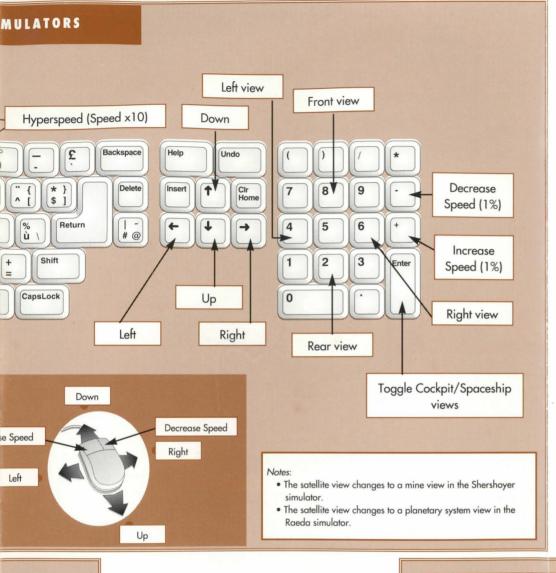
#### QUATTRO LP and RP up (XY mode) Shoot (only when (mouse up) shooting option is available) Right TP and BP (left button) (XY mode) Bottom RP, Top LP, Left Left TP and BP TP, Right BP (XY mode) (X mode) . Top RP, Bottom LP, (mouse to the right) Right TP, Left BP (X mode) (mouse to the left) • RB = Right paddle • LB = Left paddle • TB = Top paddle RP and LP down (XY mode) • BB = Bottom paddle (mouse down)

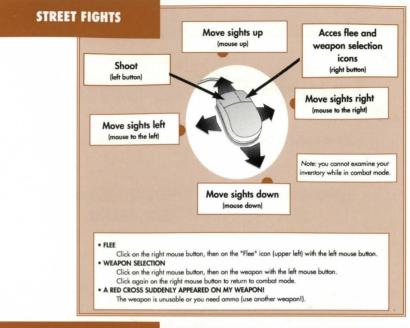


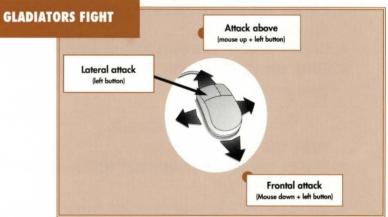














#### MOVEMENT

Click on the left button when the mouse pointer changes to an arrow.

#### . EATING AND DRINKING:

Click on the left mouse button when the BAT icon is displayed to return to the main menu.

Select the "Inventory" option, click on the desired item (the mouse pointer changes to a reduced image of the item), and click on the mouth icon in the inventory.

#### · SEE GROUP

Click on the right mouse button, then on the EVI window with the left mouse button (upper left corner of the screen).

#### B.O.B. COMPUTER:

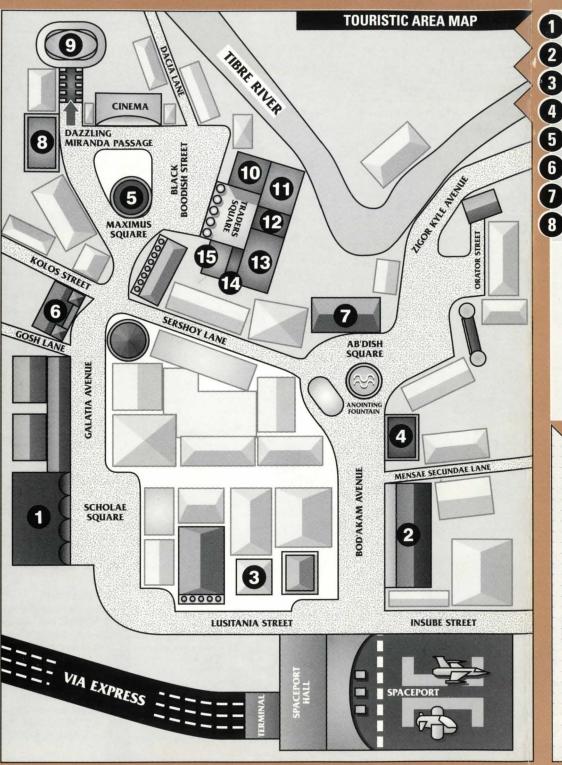
Click on the right mouse button, then on the BOB window with the left button (upper right corner of the screen).

#### • WEAPONS AND COMBAT EQUIPMENT:

Select the "Inventory" option in the main menu. Place your most powerful weapons in both hands, and any protection on your body.







- **FORUM BAR**
- **2** THE GANASH BAR
- 3 SALLUST PYRAMID
- 4 BOD'AKAM MECA FOOD
- **5** MAXIMUS MECA FOOD
- 6 MANTOUE MANOIR
- **1** URBANAE VILLA
  - HOUSEHOLD ELECTRONICS STORE

- 9 APOLLO NIGHT CLUB
- 10 DRUGSTORE
- OFF THE RACK STORE
- 12 OPTICIAN
- 13 GAME HALL
- 4 GROCERY STORE
- TRAVEL AGENCY
- TA: West Ashan Area
- TA1: North Area
- TA2: East Ashan Area
- TB: North West B City Terminal
- TB1: North East B1 City Terminal
- TC: West Industrial Area
- TC1: Central Industrial Area
- TD: East Industrial Area
- TE1 : South West E City Terminal
- TE2 : North "Southern Area"

- TA3: West "Southern Area"
- TF1 : East "Southern Area"
- TF : South East City Terminal
- VA : A Line
- VB : B Line
- VC : C Line
- VD : D Line
- VE : E Line
- VE : E Line
- VF : F Line
- etc...

