

BCI
SOFTWARE

**OPERATING
INSTRUCTIONS**

HYDRAX

Graphic Adventure Game

The game "Hydrax" is a new concept in Adventure Games. It seeks to combine the best features of an Adventure Game with the action and graphics of an Arcade Game. As an adventurer you will be required to solve puzzles and riddles while exploring a vast underground world in your quest to find and defeat Hydrax. As an arcader you will use a joystick to control the hero and to fight various unfriendly creatures which inhabit the cave.

The game is played in two ways, by means of the joystick, when fast action to defeat an enemy is required, and by typed commands if a more thoughtful solution is required.

Pressing the space bar on the computer will freeze all action and allow you to type in a command. Commands may be single words or sentences.

e.g. (i) LOOK - will tell you about the room
(ii) OFFER 10 GOLD PIECES TO WITCH

USEFUL COMMANDS

INVENTORY - tells what you are currently carrying and how many life points you have left.

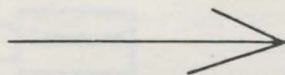
EXITS FROM CAVERN

The exits are left, right, back, front, up, and down. A cavern may have only one exit or any combination of six. All exits are normally visible on the screen except the front. The joystick can be used to walk through a left or right exit.

JOYSTICK

The joystick is used for walking, jumping, ducking, swimming and fighting. To fight you must carry a sword. Press fire button and direction of the joystick will point the sword.

Joystick left or right walks in that direction.



LOADING

Press: LOAD """,8 (return)

when READY appears type RUN, when Title Screen appears press F-7 to begin game. It should be noted there is the initial loading of many files and it takes some time.

Playing a NEW GAME (N) starts player from the first cavern.

Playing a SAVED GAME (S) continues the player from where he saved the game on a saved game disk.

SAVING GAME

The SAVE GAME command allows player to save game in most rooms. You must use your own disk as a SAVED GAME DISK. Any new disk used as a SAVED GAME DISK must be formatted before playing game using your HYDRAX program. To format the disk insert Hydrax disk in drive and press: LOAD "NEW.DISK",8 (return) - don't forget the . between NEW and DISK - you will be instructed to insert your Saved Game Disk to be formatted (this process will erase any programs on the Saved Game Disk). Your saved game disk is now ready for future use.

To save a game during play type command: SAVE GAME. You will be instructed to insert SAVED GAME DISK and press F-7. Your game will be saved for future use. A saved game may be played later by selecting SAVED GAME after HYDRAX program is loaded.

Player must save game at least once to play a SAVED GAME.

PLAYING A SAVED GAME

To play a Saved Game load Hydrax program as usual. When choice comes on screen select "S" for SAVED GAME. After a few seconds you will be instructed to insert SAVED GAME DISK in drive and press F-7. In a few more seconds you will be instructed to insert Hydrax program in disk drive and press F-7. After program is loaded you will appear in the room you were in when game was saved.

STORY

The scene opens with our hero travelling a long dusty trail and arriving at a dead-end canyon. The only way to continue is through an entrance to a large cave. On the ground, in front of the cave, is a metallic suit that does not seem to have suffered the ravages of time with a note etched on the metal.

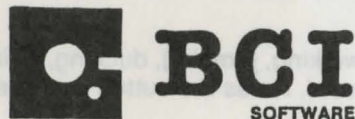
The note reads:

"With my last strength I am writing this note as a warning and a challenge to all who seek to follow the trail into the cave.

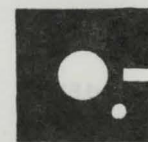
The cave is rumored to house a huge dragon which guards a vast treasure and rules the lower reaches of the kingdom. The caves are inhabited by many creatures some who will aid you in your quest and others who will seek to do the dragon's bidding and stop you. Heed the creatures who have proved to tell the truth and you will not suffer. The creatures who deceive you will do so always. I lost my nerve before reaching the final battle. To those who follow, good luck and be brave!"

NOTE:

After dying, if you wish to continue playing, wait a few seconds for choice of playing a new or saved game or quit. Most rooms will allow you to continue in this way rather than reloading entire program.



P.O. Box 730, Ringwood, NJ 07456



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South Pacific TASK FORCE

Real Time War Simulation Game

You are in command of the White Fleet. Your mission is to liberate a South Pacific island which has been invaded by the Black Fleet. To liberate the island and win the game you must land a number of LST (landing ships) on the island. The number of LST to land will depend on the level of difficulty you select.

Level 1 - land 1 LST

Level 2 - land 2 LST

Level 3 - land 3 LST

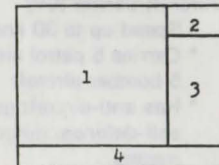
LOADING:

1. Press """,8 (press return)
2. Run (press return)
3. After title screen hit any key

MONITOR SCREEN:

During play your monitor screen is divided into 4 windows as shown.

1. Playfield - island in center with White and Black fleets positioned around island when game starts.
2. Identifier window - identifies ships selected by target
3. Status window - shows allies, status and command modes as selected
4. Message window - indicates hits, misses and special messages



CHOOSE DIFFICULTY LEVEL: (joystick port 2)

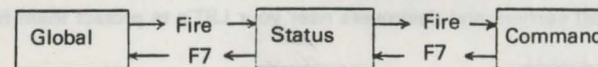
Use joystick to underline difficulty level by moving up or down and press fire button to select level desired.

SELECT STRATEGY:

Use numerical keys (1-4) to select strategy placement of your fleet. When desired strategy is on screen press F7.

SELECTING STAGES:

Use fire button or F7 to change stages



The play stages are as follows:

GLOBAL STAGE-

- * Shows allied ships remaining
- * Allows you to view global or close-up screen.

This is the only stage that allows scaling screen up or down. Use F3 to zoom and F1 to return to global (NOTE: You may only change scales when large square target is showing on screen).

STATUS-

* Shows course, speed and damage of ship identified at top. (This is your ship which is closest to the round target). You may move target by using joystick to identify your ships. When you wish to issue commands to a ship identified in status section press fire button to move to command stage. (NOTE: Press space bar on keyboard at any time during game to get status - remaining ships and aircraft - of allied and enemy fleets).

COMMAND-

- * Screen at right will show commands allowed for respective ship or aircraft.
- * Choose desired command by moving joystick up or down and press fire button to select.
- * To change course or speed, following joystick moves are needed:

IN SPEED MODE OR COURSE MODE:

1. To increase course or speed up by 10 degrees or knots, move joystick up
2. To increase course or speed up by 1 degree or knot, move joystick right
3. To decrease course or speed by 10 degrees or knots, move joystick down
4. To decrease course or speed down by 1 degree or knot, move joystick left

* To exit any of the command modes and return to command menu press F7

N (↑) = 360° E (→) = 90° S (↓) = 180° W (←) = 270°

NOTE: Command menu for aircraft offers the following:

"Home" - aircraft will stay close to carrier

"Search" - aircraft will search for enemy ships

ATTACK MODE- (shoot, launch etc.)

* Once command is chosen the player is ready to attack. To shoot or bomb place bulls-eye cursor close to target and press fire button.

VEHICLE CHARACTERISTICS:

Aircraft Carrier (CV)

- * Speed up to 30 knots
- * Carries 5 patrol aircraft, 5 bomber aircraft
- * Has anti-aircraft guns for self-defense, range 3000 meters.

Patrol Aircraft (PA)

- * Speed up to 150 knots
- * Can spot any ship within 30,000 meters

Bomber Aircraft (BA)

- * Speed up to 150 knots
- * Range up to 30,000 meters sighting

Destroyers (DD)

- * Speed up to 40 knots
- * Guns range up to 3000 meters

Patrol Ship (PT)

- * Speed up to 30 knots
- * Guns range to 1500 meters

Battleships (BB)

- * Speed to 30 knots
- * Guns range up to 3000 meters

LST

- * Speed up to 15 knots

A player is able to choose own strategy by placing White Fleet (Allied Fleet) on desired quadrant.

HINT: Keep aircraft carriers and destroyers near your LST's to protect them from the Black Fleet.

After winning reload game.