

BAAL

VIRUS WARNING

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

THIS GAME IS TOUGH !

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 on 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.

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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. If 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

Basic Playing Instructions:

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

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.

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 and 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".

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.