

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 so 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 he 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".

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 now 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.

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.

WARRANTY LIMITATIONS

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'VIRUS'. It is the purchasers responsibility to prevent infection of this product with a 'VIRUS' which will always cause the product to cease working. Psygnosis Ltd. will replace free of charge any disks which have manufacturing or duplication defects. These disks should be returned to the place of purchase for immediate replacement.

Psygnosis Ltd. will in no way assume responsibility or liability for VIRUS damage which can always be avoided by the user switching off his or her computer for at least 30 seconds before trying to play this product. If disks have been destroyed by a VIRUS then please return the disks directly to Psygnosis and enclose £2.50 to cover replacement costs. When returning damaged product please return the DISKS ONLY to Psygnosis.

The Psygnosis warranty is in addition to and does not affect your statutory rights.

BAAL THE SOFTWARE

Design & Programming	by Wayne Smithson
Graphics	by Chris Warren
Title Graphics	by Jeff Bramfitt
Music	by Paul & Mike
BAAL Painting ©	by Melvyn Grant
Design & Art Direction	by Roger Dean
Words	by Roy Barker

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).

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: Follow the instructions 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

