

HOW TO LOAD BAAL ON THE AMIGA:-

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).

If the display prompts for a Kickstart disk insert one into the internal drive as usual.

When the display prompts for a Workbench Disk insert the BAAL disk into the internal drive.

BAAL will now start up automatically.

THE BAAL DISK MUST BE LEFT IN THE INTERNAL DRIVE AT ALL TIMES DURING GAME PLAY.

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

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*.
- '%' — 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 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. To restart press space bar. For title screen and music press return key.

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 directly to Psygnosis 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.

CREDITS

Original Design and Programming by Wayne Smithson.

Original Graphics by Chris Warren.

Psygnosis® and associated logos are registered trademarks of Psygnosis Limited.

Psychapse® and associated logos are registered trademarks of Psygnosis Limited.

BAAL™ and associated logo is a trademark of Psygnosis Ltd.

BAAL cover illustration is Copyright © 1988 Psygnosis Ltd./Melvyn Grant.

Amiga™, AmigaDOS™, and Kickstart™ are trademarks of Commodore-Amiga Inc.

PSYGNOSIS LTD., SOUTH HARRINGTON BUILDING, SEFTON STREET, LIVERPOOL L3 4BQ

Telephone: 051-709 5755 Fax: 051-709 6466

© PSYGNOSIS LTD. 1989. ALL RIGHTS RESERVED