

BATMAN

A detailed illustration of Batman in a futuristic, industrial city. Batman, wearing his iconic black leather suit and cowl, is in the foreground, looking towards a group of characters. In the center, a man in a white suit with a red sash and a mask with horns and a wide, toothy grin stands with his hands raised. Behind him is a character in a purple hooded cloak. To the right, a blue robot with two antennae and a glowing eye is visible. The background is filled with tall, dark buildings and glowing orange and yellow lights, suggesting a night scene in a dystopian city.

A
THRILLING
ROLE PLAYING
ADVENTURE
BY

UBI SOFT

Entertainment Software

B.A.T.

Extract from the "Galactica Encyclopaedia," new edition:

SELENIA

Temporal bridge JERICO VII (B15)

Distance from the bridge	: 0,96 AL (8 months)
Planet information	:
diameter	: 19 143 miles
mass	: 9 (Earth = 1)
temperature	: 165 °C average
atmospheric pressure	: 10000 mb
time	: 23h 42' 44"
atmosphere	: carbon dioxide
etc...	

Selenia was not the first planet to be coveted in the B15 solar system. In fact, the millionaire Gordon Berghaz, who had taken this temporal passageway, first entered into contact with the population of Josephine 6, a neighboring planet. The Tetrabucs, as they were called, did not authorize Berghaz to land on their planet, and he had to resign himself to landing on Selenia...

Selenia is part of a vast solar system made up of six planets (Miriez, Selenia, Josephine 6, Pretorius, Irma, Irma II) all rotating around Borea, a dwarf star more than 10 million years old.

On the whole surface of Selenia, the same climate prevails: very hot, barren...

The surface is varied, but not exciting. There are many mountains, arid plains and immense plateaus like that of the area of Svorkoff, where Terrapolis, the only town on the whole planet, was built. The intensive exploitation of the Selenian subsurface (pumping of dytroxyne and extraction of licox, a material used for the

composition of Khergol (1)) transformed Terrapolis into a vast industrial complex, defying the extreme surface conditions...

Gordon Berghaz died in 2163 and his son, Stan, took control of Terrapolis.

Relations with the Tetrabucs have improved a lot since the first meeting and a colony has been established on Josephine 6, Zartrop 1. Stan Berghaz and an elite group live in Zartrop, while the administration of the city of Terrapolis has been left to a governor...

This governor is assisted in his task by advisors in charge of various sectors of activity in the city.

Thanks to its policies of low tax and other favorable measures, Terrapolis has become a large commercial center, and that's why you find an incredible variety of alien races here. The dominant population is human but extremely eccentric (notably in its amazing style of dress). It lives mainly by night in total decadence, and the Terranean police forces sometimes have difficulty in maintaining law and order.

The general ambiance of the city is fairly industrial, especially since the Great Fire of 2150 when a whole area of old buildings dating from the beginning of the XXIst century was destroyed. The visitor will therefore find few tourist attractions. Nevertheless, there are some remarkable Post-Rythjuian constructions (2) and even, in a more classical style, the magnificent governor's palace and the Museum of Natural History. The visitor can also take a walk around the marvelous gardens of the artificial park, created to soothe the mind but also stocked with innumerable species of rare animals.

* * *

Milton Finley was proud of his work. Sure, he wasn't at the top of the hierarchical ladder, but millions of lives might depend on his every action. At least he wasn't one of those cursed robots that B.A.T. (3) used to obtain information. The SAAR (4), as they are known, are equipped with the most sophisticated equipment for data acquisition and communication, yet he was not the only person to wonder just how far these tin cans could be trusted...

Finley was a "bloodhound," one of the best, and his job consisted mainly of collecting information about particular affairs, to put the B.A.T. agents on the right track. He was used to sticky cases, but this one didn't appeal to him in the least: collecting information about a certain Merigo, escaped two months ago from the "Saint Yver of the Angels" penal colony. People had told Finley that Merigo was nothing but a small-time crook. Yet the unusual silence of Finley's informers and above all the two henchmen that he had bumped off last night in a dark alley of Terrapolis suggested to him that this affair was not as simple as he had first thought...

In any case, perhaps he would soon know what it was about, as he had received an anonymous message this morning, telling him to be at the "Izus Hebdo" bar at 11.30 pm and to wait. He had now been waiting for at least twenty minutes, sitting at a table, a glass of metallurc in his hand, and still nothing...

Milton was starting to lose patience. He tapped the floor with his foot to avoid getting annoyed. He had always been nervous, and this had caused him a few problems in his youth, obliging him to join the army. Tonight he had twice as many reasons to be annoyed, especially when the man came into the bar...

The man was large, and balding. He seemed to be a tough guy, like those characters in old films who have nothing left to learn. His glance was somehow menacing and his swinging gait made him completely unlikable. What you noticed most about him was his strange trousers. It looked like he had always worn them since his childhood or rather that they formed a second skin. But what Milton himself remarked was the small disk on his forehead. It was an EMC cerebral transducer (5) and the tiny beep transmitted by its detector confirmed the fact that it was Merigo standing in front of him...

Milton observed the man for a few minutes, in order to see how he acted. Merigo was sitting at a table. A gorgeous girl came to keep him company. He ordered a double splatz and talked to her for a few minutes, then he got up and talked to a creature sitting at the bar. He came back to the table and returned to his discussion with his stunning companion. Milton looked the creature up and down. Its eye and brain were endowed with an optomemoriser. Later he would find out who it was.

Extract from the Selenian magazine "B.I.S. Hebdo," interview of the designer Mira Ellcher: "At the beginning of the XXIIInd century, the inhabitants of Selenia aren't all wild...! Earthlings, robots and aliens take good care of their appearance! The Terranean way of life allows for all sorts of eccentric clothing. However, my role as a fashion designer is to create clothes adapted to the polluted atmosphere and the violence of this planet... Selenian industries have made real progress: cloth is made of minerals, animal or synthetic material, which is then treated chemically so that it is protected against dirt (my models are therefore self-cleaning and self-deodorizing). Their thermodynamism (ability to adapt to the pervading atmosphere) is obtained thanks to prolix hair (an animal native of the Arpion desert, a planet subject to important climatic variations)... My combat clothing conserves the trends of the 1st millennium of our era... However, the abdorax based on licox is rigid. Force fields work on the belts and my fastenings are magnetic... As for my evening wear, beautiful Selenians adore it! The Xifo-club is, I might add, a perpetual fashion show!..."

His mission had begun. He had to warn B.A.T. that he was on Merigo's trail and ask what procedure to follow, but first of all, there was a more pressing matter at hand. Milton got up and went into the room reserved for the personnel. He put a waiter to sleep and took his clothes, then went back into the room with a tray and a double splatz. He approached Merigo, his heart pounding. When he reached Merigo, he pretended to stumble and poured the drink all over him. Merigo got annoyed and tried to wipe his clothes. Milton had just enough time to hide a small long-wave transmitter in his pocket, then he left after apologizing and promising Merigo a free drink. Milton had to get away as quickly as possible, since the sleeping waiter had just been found and the police wouldn't take long to get on the case. He quietly went out and made for one of the numerous little streets of

Terrapolis...

He stopped a little further on and hid in a doorway. He took a small transmitter out of his pocket and pressed the top button. Some noises could be heard and then a red light appeared, indicating that he was connected to the circuit that he had installed in his hotel room. Thanks to this advanced equipment, he could be rapidly in communication with B.A.T. Another series of beeps and then a message appeared on the tiny screen, telling him that he was in liaison with B.A.T.'s headquarters and that he could start transmitting.

"This is Bloodhound 34 on duty on Selenia, access code Ignace 45B63 waiting to transmit..."

"This is headquarters, we're waiting for your transmission..."

"This is Bloodhound 34, suspect found and tracked down, here is the frequency wave: mil..."

Suddenly, Milton felt an agonizing pain in his arm. He fell to the ground and saw blood on the wall that he was leaning on. The footsteps he heard made him turn around, and he took out his voktrasof and fired. A man cried and fell to the ground, while another took cover and started firing again.

Milton rolled on the ground to dodge the shooting. He got up as best he could and ran towards the other end of the alley. He ran so much that he became breathless. The other man didn't seem to be following him. "Too easy," he thought to himself. He arrived at the end of the alleyway and stumbled over something. He had just the time to get up again before hearing a voice that he now had no problem in recognizing...

"You seriously thought you could pull a fast one on me, vile kradokid," said Merigo, waving an enormous Huxley 44 directly at Milton's head.

"You've made a mistake, you're dead...", he continued, laughing.

Milton didn't know what to do, it had all happened so quickly. He felt another insupportable pain in his leg. Merigo had just disintegrated it. One more blast and then nothing.

Merigo left as mysteriously as he had come, leaving behind him nothing but silence and a horribly deformed corpse...

* * *

Chapter

Cutting from "Earthly Chronicles," by Jane Equest:

"Contemporary history still tends to prove the periodicity of time..."

"In fact, the end of the XXth century was also marked, as in the Middle Ages, by the fear of a new century. In a world of 7 million human beings, fear but also occultism eroded the considerable scientific advances of a population which hadn't stopped asking questions..."

"So emotion was running high when the new century arrived, while time continued its progress tirelessly."

"Relieved but also drunk with life, the human race experienced a new upsurge, a new trend, a new way of thinking called "Worldism"..."

"The Worldists favored a return to the planet's surface, thanks to modernism but also to a better division of exploitations. They were the precursors of the important humanist movement characterizing the beginning of the XXIst century..."

"This growing ideology was crushed, sometimes with bloodshed, by the assassination of their leader, Joseph Milewski, on the 2nd of June, 2006, in Mexico, but above all by the setting up of immense financial machinery."

"A monster, a beast, that is the image we will keep of the economic liberalism that followed. The world went mad, money re-established its power."

"The destabilization of governing bodies, human exploitation, excessive productivity, but above all scientific meddling (meteorology, genetic engineering) were the new earthly jewels."

"Gigantic dinosaurs, that's what these new companies were, fed endlessly with new supplies. Fearsome carnivores, that's what their managers became."

"The press, duly disgusted by what it nicknamed "the red economy" or "recolonisation," fell victim to this system where growth followed a mathematical law called "Exponentialism"..."

"The threat menacing political equilibrium obliged the governments to put a brake on the audaciousness of these trusts. New taxes were imposed, as well as systematic control of stocks by governmental commissions."

"By creating new public companies, some bodies even managed to compete with the private sector, significantly increasing the already considerable tension."

"To battle against these governmental measures, those that were now called "millionaires" decided to start economic and legal war..."

"Overproduction, law breaking, those were the rich men's tactics. Prohibition of sales, fixing of quotas were the government's reactions. The crisis was reaching a peak. Earth's population, crushed by these relations of force, could only react and yet the outcome was so unexpected!"

"On the night of January 23rd, 2065, 122 of them departed (the control screens of the seismic detection centers registered tremors surpassing 8 on the Richter scale). Powerful thermal variations were also registered at the epicenter, even serious seismic activity..."

"People were astonished when it was discovered that the 122 recently formed craters corresponded with the sites of megacities built over the years by the millionaires...

"What motivated these millionaires to undertake such madness? Thirst for conquest, megalomania, fear? Why did they exile themselves in galactic infinity? So many questions still remain unanswered.

"During these ten years of economic war, they had carefully concealed what they were up to, engaging the best specialists in the fields of mechanical engineering, dietetics, biochemistry and aeronautics.

"In silence, they constructed fake antipollution domes and developed an amazing way of transporting their gigantic cities light years into space.

"Their action, dominated by a technology extremely advanced for the period, composed principally of the element Konchovski (6) and by the process Eckerman-Rolf (7), was the driving force behind a new era for the human race, a new era which would nevertheless begin rather badly..."

* * *

Jeff Sohansen was a typical ambitious young inspector. 32 years old, of average height, and with a well-proportioned, but cold face. His apparent youth in fact concealed a solid experience in criminology, which had gained him the high post of inspector for B.A.T. It was now two months since he had taken charge of the file EP1 N° 3406 (Priority Escapes), and two months since he had slept properly.

He was in charge of the spectacular escape of Vrangor, a mentally-ill psychopath, but also a remarkable genius. The latter had escaped about two months ago with a certain Merigo and there was no doubt that he would try something. It should be said that this was Vrangor's third escape and each time he had attempted a criminal exploit. For example, nine years ago, he had planted sixteen pulsoneutronic nuclear

warheads in Stockholm (8), and demanded the death of the nine decision-making masters of the C.F.G. (9).

The B.A.T. had arrested him just in time. Jeff reflected that because Vrangor was an explosives expert, he had wisely put his bloodhounds on the alert and placed his SAAR in the most strategic areas of the land, as Vrangor hated the C.F.G.

Yet he still didn't really have much to go on, and this situation annoyed him more than anything. So he hoped that Bon Topic, his superior, would give him a better lead.

Topic had asked him to come urgently. This business must therefore be of capital importance, but for the moment Jeff was walking around in circles in front of the large bay window of the waiting-room. He looked at the constellations and the stars. He never tired of this magnificent spectacle and yet, in this swarm of luminous dots, a dangerous madman was quietly going about his evil plans. Furious, he turned around and went towards the secretary to ask her to announce his arrival yet again. The latter did so with a casualness unlikely to calm Jeff down, but he told himself that she was very attractive with her little blond curls, and that it was no use getting annoyed...

At last Topic's familiar voice could be heard :

"Please send in Mr. Sohansen, Peggy."

"Yes sir."

The secretary got up and opened the office door. She signaled to Jeff that he could go in. He entered...

The office was spacious and remarkably decorated. Topic liked to say that it was his wife who had done it. On the right you could see magnificent paintings, perfect reproductions of old masters. As for the wall on the left, it was decorated with various holograms and trophies from Topic's school days at the A.M.E. (10)

Topic was sitting in the middle of the room, behind a large desk covered with huge files, and paperwork which indicated an important post. The man was small and extremely thin. His eyes, although hidden behind his filtering glasses (11), suggested a very vivacious mind. Although he was aware of the immense intellectual capacities of Experts with a level higher than 75, Jeff had always been impressed by the fact that Topic could carry out several tasks at the same time without any problem. Thus he could simultaneously talk to you and compile one or several important files. This remarkable aptitude nevertheless irritated Jeff, who didn't find the attention that he needed to see in his superior's expression.

For the moment, Topic was typing on a keyboard and didn't seem too interested by Jeff's arrival.

"Come in, my dear Sohansen, excuse me for keeping you waiting a bit, but you know what it's like; it's difficult keeping a schedule..."

Topic continued typing on the terminal, and then stopped :

"All right, that's finished. I'm all yours now. I called you because there's something new in the Vrangor case. We're on the trail of his accomplice, Merigo, who according to our information, is to be found on Selenia, a planet of the B15 system."

"It's incredible that I haven't been informed. Have you forgotten, sir, that it's up to me to centralize all the information of the bloodhounds and all the findings of the SAAR!!!"

"Indeed, I understand that you're surprised by this, but several things are worrying me..."

"And what are they, sir?"

"Well first of all, the fact that it was me and not you who received the information

from the bloodhound on duty on Selenia. In fact, our agent's network system didn't work. It must have been destroyed!

"The information was transmitted to me by an indirect telecommunication coming, according to the boss, from the governor of Selenia. We had a lot of difficulty explaining what one of our agents was doing there..."

"From the transmission, it was obvious that our bloodhound had been killed, therefore I sent our agent to Selenia. He found nothing more than a charred corpse. But what intrigued me the most was that the murderer had taken the trouble to disintegrate the head of our man, thus making it impossible to analyze his optomemorizer..."

"Certainly, all that is very upsetting, but you have to admit that it could be a coincidence..."

"Of course, but now listen to this, we received a message this morning on a frequency reserved exclusively for B.A.T., which is only known by a small number of people :"

"This is Vrangor. I hope that you're not getting too tired trying to find me, because you'll have to get a move on now. I have a new game to propose to you. I have planted sixteen nucturobiogenic bombs in a very well-frequented place which is extremely important to the bunch of puppets called the C.F.G. I have chosen Terrapolis on Selenia, and I leave you and your little cretins ten days to evacuate Selenia and draw up an act of property for the area in my name. Otherwise, I will eliminate all life in Terrapolis, and in any case I will control the town... Arrange it with Selenia's authorities. You have ten days, no more."

Topic stopped the machine.

"Of course, Vrangor took care to change the expansion factor of the transmission, so we couldn't locate the exact source of the message.

“You must be aware that Selenia is one of the major producers of dytroxyne and licox, the base materials for producing khergol. It would be a catastrophe for the U.M.R. (12) if we were to lose Terrapolis...”

“In any case, the fact that we found Merigo in Terrapolis proves that these aren’t just idle threats...”

“The facts are there, and we have to consider the possibility that there’s a leak in our organization. We have already analyzed the files of our most important executives, without any luck, and that’s why I’m talking to you now.

“Obviously, it’s out of the question to warn the authorities of Terrapolis. We must act under cover and first eliminate Vrangor. Then we can discover the traitor.

“You are therefore going to contact a new agent and send him to Terrapolis to resolve this affair. Luckily I think we have someone on Josephine 6. Contact him and give him the mission of eliminating Vrangor.

“There, do you have any questions to ask me about this case?”

“Will my agent have a contact on Terrapolis?”

“Upon his arrival, your agent must get in contact with the person already on duty. He will provide him with the information necessary for his free circulation and will fill him in on the details. Choose him well, he must not fail...”

“Yes sir, I will organize it right away.”

“Don’t forget, it is essential that your man succeeds in his mission. Remember that under no circumstances will he be helped by Selenia’s authorities. He will be considered as a stranger and therefore likely to be watched by the Terranean police.”

“Yes sir. Is that all?”

“You can leave now, good luck.”

Jeff went out and headed for his office to organize the intervention of his new agent. The die was cast, his decision would be all important...

GLOSSARY

(1) Khergol: This is the most frequently-used fuel for low-speed flights (way above the speed of light). It is obtained in two stages. First, a chemical reaction is provoked between dytroxine and licox, obtaining lactakher. Secondly, lactakher undergoes an accelerated biodegradation, giving it its qualities as a fuel. Finally, before its use, khergol undergoes various treatments designed to make it perfectly efficient.

(2) Post-Rythjuian: Ozar Rythj (1993-2062) was a remarkable architect. He proposed a whole methodology of constructing buildings and managed to find a compromise between aestheticism, functionality and security. His works are based more on modernized gothicism than on a pure and simple search for a new architectural style, resulting in subtle constructions, elegant and appropriate for their surroundings. The Post-Rythjuian architecture takes as a reference the very functional constructions that one can see in many over-industrialized towns (extremely high human density). One notices some constructions of the Carero style in Terrapolis. These are buildings giving priority to functionality, communication and mobility.

(3) B.A.T.: The Bureau of Astral Troubleshooters was created in 2126 by a delegation of the N.T.C. (New Terrestrial Confederation). Originally, this organization was only to be an action unit with the right to intervene in all colonized worlds. Constructed in 2128 on a moon base, the B.A.T. was developing into a true coordinator of the police of every galaxy. In 2165, following their first major case and their first major failure, B.A.T. was officially dissolved and became an ultra-secret organization in orbit around Earth, masquerading as a medical center. Since then, several cases have been solved successfully. The B.A.T. makes use of an important information network. This information is collected throughout the known Universe by bloodhounds and the SAAR. The latter have no direct right of intervention in a case, this being reserved for specialized agents. These agents are trained to undergo all sorts of physical and moral tests. They can face the most dangerous situations and emerge victorious. Moreover, they are endowed with a personal computer, model B.O.B. (Bio-directional Organic Bioputer), implanted

in their right forearm. This is designed to assist the agent in his mission, by taking charge of his physical faculties and by supplying him with useful information. Since 2173, more than 200 agents have been posted in the Universe.

(4) SAAR: These are small robots capable of storing all kinds of information. Their systems of acquisition and communication have been perfectly designed for their missions. The SAAR are always used in areas inaccessible to human beings. They are equipped with a very effective artificial intelligence system (survival instinct, deduction) measuring over 0,7 on the ODAB scale (the organization for the defense of artificial beings created in 2134). The SAAR, continuously perfected, are destined to be used more often.

(5) EMC: In the largest penal colonies (notably that of "Saint Yver of the Angels"), EMC cerebral transducers are implanted in the prisoners' foreheads. These instruments take the form of a small disk and emit a modulated frequency in the brain, different for each individual. It is impossible to remove this device (a process of gradual addiction makes it indispensable for the correct functioning of the brain). If by chance, it was extracted from the forehead, the individual deprived of his transducer would immediately be reduced to a vegetative state. The EMC transducer does however have one disadvantage, it only emits at very short distances.

(6) Konchovski: Nikita Konchovski (2027-2112) was one of the major physicists at the beginning of the XXIst century. He perfected an ingenious method of overcoming what he termed "mass quantity." Using classical propulsion methods, even with the most sophisticated technology, no spacecraft could get anywhere near the speed of light: it would have had to carry millions of times its own weight in fuel. He therefore invented a sort of spatial vacuum cleaner which swallowed up and used the particles of interstellar hydrogen as fuel. The method, however ingenious it might have been, didn't enable you to reach the speed of light (7% maximum) but it was a great step forward for the astronautics of the day. This method was used, among others, by the millionaires to gather the stellar material which they needed for their project of space travel.

(7) Eckerman-Rolf: Eckerman and Rolf are the two scientists responsible for the perfection of the type of space travel used by the millionaires (cf the article published in INTERWORLD n° 3127).

(8) Stockholm: Stockholm is now the international capital of the Universe. The Guereid Palace, where the parliament assembles, is located here.

(9) C.F.G.: The Confederation of the Galaxies (C.F.G.) is in charge of all the interior and exterior affairs of the Universe. It in fact forms an international government responsible for the smooth running of all the organizations forming the main framework of society. The C.F.G. meets in Parliament. This is composed of two chambers, that of the decision-makers and that of the masters. The nine decision-makers are all honorary masters (see A.M.E.) and form the real Universal decision-making power. The chamber of masters, consisting of 8 members, is only there to outline eventual problems. It is in fact the direct link with the organizations in charge of various different sectors (social, leisure and education, defense and interior order, science and technology, interior affairs, exploration and transport, environment, communication, and internal logistics).

(10): A.M.E.: The Academy of Masters and Experts (A.M.E.) is a college aiming to form the elite of Terranean society. It recruits through competition (of a very high standard). The curriculum offered is totally multi-disciplinary and therefore extremely demanding. The degree of instruction is split into various levels. Thus each student climbs a sort of ladder at the end of which he will possibly become an honorary master. Students from levels 0 to 50 are designated "virgin" (70% of new recruits will never advance beyond this level), from 50 to 75 they become "confirmed," from 75 to 95 they become "expert." Once he has reached level 99, the expert must spend five years in the monastery of the Khyriadyne Sisters to acquire the art of controlling vital and cerebral essences. If he passes these difficult tests, the student becomes a "master" and maybe later an "honorary master," on the instigation of other members of the C.F.G. (notably following the death of a member).

(11) Filtering glasses: These glasses are composed of a kind of luminous, anti-

radiation filter, designed to protect the eyes from a wide variety of situations and from many kinds of radiation. Very garish, and not very aesthetic, they are used above all by those whose fragile eyes necessitate such a device.

(12) U.M.R.: The Union of World Assembly (Union des Mondes pour le Rassemblement) is certainly the largest and most important organization ever created by Man. Founded in 2126, this organization is composed of 155 members, and decides the laws and orders concerning "assembly," in other words, all the known planetary governments that have agreed to join together to form a single Universe. Each year, a major conference is held by video transmission, the most serious problems are discussed and resolved where possible. The U.M.R. draws up articles concerning the "code of the planets," the "collection of universal decisions" and the "collection of universal laws." Obviously, the C.F.G. is a member of this organization, as are the various millionaires inhabiting the colonized galaxies.

THE EINSTEIN-ROSEN BRIDGE

Hiding behind the name, the Einstein-Rosen bridge, is probably the most incredible phenomenon in the Universe, the most unusual in any case!

In the 20th century, the two physicists Einstein and Rosen expressed for the first time the notion that a parallel warp of space-time could exist (the "BLACK HOLE").

They first studied a model designated "static black hole" (Fig. 1). A spacecraft entering into the black hole situated on the upper surface of space-time would reappear in the lower surface.

They presumed that the space-time of our Universe was curved (Fig. 2). The spacecraft would therefore appear in a different place and in a different time.

Later, the physicist Rolf demonstrated that on the contrary, space-time is (almost)

flat, thus the Einstein-Rosen bridge would take the form of a "worm hole," linking different areas of our Universe (Fig. 3).

And so when it was necessary to leave for other galaxies (the project launched by the millionaires), the two physicists Eckerman and Rolf imagined using these shortenings of space: in fact, it was the only way, especially as the nearest "natural" black hole was only 6000 light years away from Earth. At this time, the most rapid spacecraft could only surpass the speed of light by 7%!!!

FROM THEORY INTO PRACTICE...

Once the problem had been posed, it was still necessary to find a solution.

In a beam of one light year around our sun, the arm of Orion consists of a cosmic dustbelt composed mainly of iron and nickel particles. Millions of years ago, our sun was formed from such matter. These particles are also ideal for constructing black holes.

One simply has to transport the iron and nickel over large distances, by means of a gigantic magnetic field, and to transform this raw material into a magnetizable object. In order to do so, one needs access to interstellar hydrogen, which is heated until it transforms into plasma: the fourth state of matter after the solid state, liquidity and the gaseous states. The minimum heat needed to arrive at such a state is 22000 °C. Thus it would be necessary to use enormous lasers.

A fleet of spaceships could then travel over the arm of Orion to "comb" for iron, nickel, hydrogenic plasma and ionized materials. In fact, the magnetic fields would be used as bulldozers...

However, Eckerman and Rolf, aware of the problem, had another brilliant idea. Between the orbits of Jupiter and Mars, there is a ring of miniature planets: the belt of Asteroids. These 5000 fragments vary in size from several yards to several hundred miles. Some of them, of medium size, could be used as "magnetic collectors". And so thousands of asteroids were transformed into automatic

spaceships, following a strict mathematical program and travelling out of the solar system towards a precise point in the galaxy: the future site of the bridge. Each one of them would be capable of creating a magnetic field 150 000 miles wide, where nickel, iron and hydrogenic plasma would be united.

It was estimated that it would take 20 years to collect enough material. Afterwards, the ionized material would ionize the new material in its turn and favor its collection in the moving eddies. This process of accumulation would double the quantity of material collected every 70 days, so the creation of the black hole would take 15 years.

TOWARDS INSTANTANEOUS TRAVELLING...

Crossing the bridge would be instantaneous, and a spacecraft that had entered the bridge would leave space immediately to appear very far away, an instant later. How could that happen? What went on between the two horizons? This phenomenon reduced distances by an amazing amount. It made the word distance lose all its meaning.

By crossing the interior horizon, the spacecraft would take the Einstein-Rosen bridge, thereby passing in the immeasurable space of a second into another part of the Universe. What does distance signify in reality? It is in fact the time travelled: the average speed of travel multiplied by the time taken to travel. When a distance is reduced to zero, you travel across it in no time: zero divided by zero...

Therefore, by crossing the black hole, you move forward into space in order to simultaneously go backwards in time. The Einstein-Rosen bridge is thus a real time-machine (theoretical machine to go back in time).

In fact, the temporal bridge is not one-way. It is composed of two black holes and two white holes (Fig. 4). These white holes, following the same laws as the black holes, spit back instead of swallow, and explode instead of implode.

Interworld, N° 3127



TECHNICAL MANUAL

I) LOADING B.A.T. :

A) OPERATING MODE :

*** Installing on hard disk:** Insert the 3" 1/2 or 5" 1/4 disk into the disk drive (A or B). Start with disk 1. Install the program on your hard disk (C: or D: or E:) using the following command for each disk:

A>INSTALL C: then Return

The program will create a directory on your hard disk and it will copy the files on it.

To run the program use the following instructions:

1. Type C: and press Return. (If your hard disk isn't C:, enter the correct letter.)
2. Type CD/BATVGA and press Return.
3. Type BAT and press Return.

After a few seconds, you will see the presentation page accompanied by music. You can then begin the game.

*** Playing from floppy disks:** Insert the 3" 1/2 or 5" 1/4 disk into the disk drive (A or B). To run the program use the following instructions:

A>BAT then Return

After a few seconds, you will see the presentation page accompanied by music. You can then begin the game.

NOTE: If you don't have a mouse, you can play B.A.T. with your keyboard.

The keyboard commands are:

UP: Q
DOWN: A
LEFT: O
RIGHT: P
RIGHT BUTTON: N
LEFT BUTTON: M

If you want to move your pointer more quickly, press the SHIFT key at the same time.

NOTE: KEEP A DATA DISK FOR YOUR GAME SAVES.

B) PRESENTATION OF THE GAME :

Where to begin? That's quite a question, and one that we had to face when writing this manual. In fact, we wanted to make the novice understand the scope of the game that he has just bought...

Our aim was never to create a computer game as such. As a writer we would have written a novel, as a film-maker we would have made a film...

Our idea was rather to provide a huge amount of information for the player, to confront him with critical situations, to awaken his curiosity, while leaving him a certain freedom of action.

No one can describe the type of game that B.A.T. is. We have incorporated the necessary elements for an adventure, with its dose of action, strategy and mystery that, we expect, will delight you.

As an introduction to the game, we have decided to speak first of the world you'll be in and about the system of creation that we have adopted: the dynorama.

1) The World of B.A.T.

* The universe :

The B.A.T. is an ultrasecret organization, originally earth-based, of which you are an agent. The action takes place at the beginning of the XXIIInd century. Earth, disrupted by various events, reformed a world government, the C.F.G. (Confederation of the Galaxies), directed by nine savants. The known Universe is scattered with worlds having no, or virtually no, topological concentration. This phenomenon, essentially due to the type of propulsion used for very long distance voyages (artificial black holes), resulted in the extreme political development of the independent worlds, despite themselves. Spatial colonization currently extends to the solar system and its suburbs (less than twenty light years away, like Alpha of Centaur) belonging to the Terrian district and the hundreds of other worlds colonized by the millionaires (or aliens!) scattered in space and linked uniquely by temporal bridges.

To coordinate the action of the hundreds of different worlds, an organization has been created, the U.M.R. (Union of Worlds for Assembly). However, significant problems remain and the measures taken by the U.M.R. are often stifled by the veto of one government or another.

That's why the C.F.G. prefers to use its personal action organization, the B.A.T., to resolve problems in utter secrecy...

As a B.A.T. agent, you will travel around various worlds, all different from each other, meeting strange or frightening characters. You will have to achieve perilous missions but you will have the fabulous chance to visit an integral world and to discover mysteries throughout the adventures that we offer you.

At the beginning of the game, you create your own character. Don't neglect this task, as your character will evolve during your adventures. Whether this is for better or for worse, it is a reflection of you...

Your adventure will take place on Selenia, a very cosmopolitan planet, a crossroads of civilization...

* The world of Selenia :

The climatic conditions of this planet are very severe. No flora or fauna exist (you may get the chance to fly over the plateaus and dunes of the desert in a DRAG!). A Terrian colony has been set up in a town protected by an enormous dome: TERRAPOLIS.

The very industrial nature of this city has made it extremely lively. A large number of different beings meet night and day (Appendix 1 describes the main creatures). You will notice the heavy atmosphere, resulting from this world which influences its inhabitants and where violence is common. We advise you to blend in with the surroundings and not to disturb the equilibrium that makes the city tick, as aggressiveness is not always the best solution...

Don't forget that this is a real world in which you'll evolve. Don't hesitate to go for a drink or have some fun; adventure isn't the only attraction of the game, and you'll rarely be at a dead end. Once you've reached your goal, you can still carry on playing.

2) The Dynorama:

So that the player feels free, so that he can totally immerse himself in the adventure without any restrictions, we have conceived a system where appearance, interaction and even the very framework of the game have been rethought.

The structure of the game is based on what we call a "distributed adventure." The player can reach a solution in various ways, enabling him to be blocked only rarely in the adventure. The adventure is therefore resumed by a "main backbone" composed of branches and knots. The branches can be parallel or concurrent, they

converge towards the knots which lead to the next step in the adventure by logical relations.

Moreover, we needed an interactive system of high quality to communicate with the player. As far as the graphics were concerned, we opted for a completely free screen where images take shape and follow each other freely. In consequence, some screens are entirely graphical, in a "cartoon" style, destined to make the game come alive.

Interaction also occurs through the "dynamic icons," by using the mouse to move around on the image and change depending on the possible action. Thus the information circulates in a direct, immediate manner, without interfering with the player's concentration.

So there you are, you now know the essentials about B.A.T.'s world. The rest of this manual will describe in greater detail exactly how the game works. We hope that the game will please you and that you'll continue later, like we have, to live out incredible adventures with your character.

C) APPENDIX I: THE CHARACTERS IN B.A.T.

* **THE SKUNKS:** totally antisocial, aggressive, rebellious individuals. They like to attack people and steal from them. They gather together very easily.

* **THE TERRANEAN GUARDS:** These are the police of Terrapolis. They walk numerous beats in the town and will seek you out if you break the law. You will then be imprisoned and judged. These over trained, heavily armed guards will attack you without warning if you have been condemned to death.

* **THE GLOKMUPS:** Travelers native to MIGA, not very intelligent but very proud, they are often destined to carry out dirty jobs and are reduced to being

robbers or assassins. They measure around 9 feet high, and are generally extremely skilled robbers. Don't place too much confidence in them.

* **THE KRADOKIDS:** One of the races populating the planet Sabellius. They resemble lizards and their distinctive feature is that they are a Cyclops. Dressed like monks, these are very intelligent creatures, sometimes even wise men. They never let anyone take advantage of them and are linked by a powerful sense of fraternity. They are very numerous and never mix with other races. Another race of kradokids exist who are much less intelligent, but they are not present on Selenia.

* **STICKROBS:** These are ultra-perfected robots, slightly less intelligent than the human race. Theoretically used to perform various services, they sometimes wander around, when out of order, in the streets. They can be dangerous and are very well-armed.

* **KILLERS:** Giant mercenaries, they have no feelings. You will never meet them in Terrapolis because they are used by Vrangor as his bodyguards. They think they are invisible and are kamikazes. They count on the element of surprise when they fight.

* **VRANGOR'S GUARDS:** They are extra-terrestrials grouped together in a paramilitary organization. Of human size, they are well-trained and only serve to kill.

* **MERIGO:** A petty crook arrested while trying to traffic magnetic cards, he escaped with Vrangor during their transfer to Zorg. Since then, it seems that Vrangor has been exerting a strange sort of influence over him.

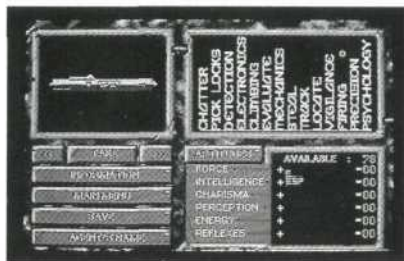
* **VRANGOR:** A veritable evil genius, he has been arrested 14 times for various crimes. Escaped or freed due to lack of evidence, he doesn't hesitate to kill if his position is threatened. His cruelty and total lack of pity make him a fearsome man. It's because of him that the B.A.T. has sent you to Selenia.

II) CREATING A CHARACTER :

To play B.A.T., you can choose the predefined character by clicking on the left mouse button, or you can define the characteristics of your personage yourself by pressing the right mouse button. In fact, the game takes on a lot more depth when it is your own character, a part of you, who evolves in this world.

A) GENERAL OPTIONS :

These are situated in the bottom left-hand part of the creation screen (Fig. 1) in the form of a column of keys (Information, Main menu, Save, Agent's name).



- * **Information:** This option gives you information on the weapons.
- * **Main menu :** This option enables you to exit to the main menu with your character.
- * **Save:** Click on this option to save your character.
- * **Agent's name:** This option allows you to name your character.

B) COMPETENCES :

1) Basic competences: These competences cannot be modified. They don't appear on the creation screen, but nevertheless form part of your character.

These competences are :

- **Life potential:** (99-0%) This is your general state, from 99% at the beginning, it should never reach 0% or you'll be dead.
- **Level:** (1-99) This level is your degree of knowledge, your experience. The higher it is, the easier it will be for you to resolve certain problems or even to avoid them.
- **Experience:** (0-99 points). Experience points enable you to change levels (at 100 they go back to 0 but your level increases by 1). During the adventure you'll gain these points in an irregular fashion (theoretically it is impossible to lose them, but panic and obvious phobias are considered as a loss of experience points).
- **Calorie level:** (kcal). It is calculated in function of the competences selected. Your consumption is also controlled during your adventure. Too few calories can cause bad reflexes, fatigue, feelings of discomfort and later, after a ravenous hunger, a long and painful death. So remember to feed yourself, don't neglect this factor.
- **Hydration level:** (%). Like the calorie level, it manages the hydration of your body. A long absence of hydration could be fatal (moreover, you'll last less time without drinking than without eating).
- **Credits:** (Cds). You are provided with 1000 credits at the beginning. In Terrapolis, you can change this virtual money (you only have one card) into small change, the Krell. The rate of exchange varies depending on the state of the

market's exchanges, so be careful, find a change machine and exchange at the best rate. In general, one credit is worth around two Krells.

2) Modifiable competences: You can modify them on the creation page. You possess a total of 78 points that you must spread between your different characteristics (Force, Intelligence, Charisma, Perception, Vitality, Reflexes). All the competences are displayed in the bottom right-hand part of the screen (see figure n°1). Their value is represented in the form of a bar graph and a number. To increase a characteristic, click with the left mouse button on the "+" or "-" opposite each of these competences. The total available points is displayed above the bar graphs. The available points diminish as points are assigned to each competence.

Here is the detailed list of the modifiable competences :

- **Force:** (0-20). This characteristic is the physical potential of your character. The figure chosen during the creation is the maximum level that your force can reach (when you're in very good physical condition). A minimum of 15 is advised.

- **Intelligence:** (0-20). This competence reflects your mental capacities. It enables you to resolve complex problems or, for example, to take the lead in a conversation with a less intelligent individual. You could class as a genius by attaining 20 in intelligence, while the minimum is fatal (clinically dead).

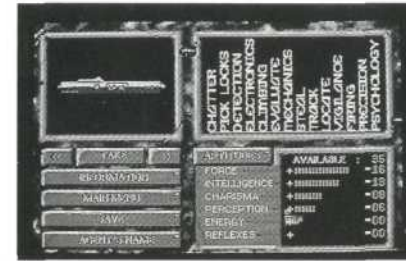
- **Charisma:** (0-20). Charisma constitutes your main attractive power, whether physical or mental. This competence could be very useful during bargaining, or during friendly meetings. The maximum could be to the point of pure and simple hypnotism, whereas a minimum would be a consequence of ugliness and other peoples' indifference to your character.

- **Perception:** (0-20). Perception is the development of your principle senses (hearing, touch, sight, smell, taste). It is obviously important, as a high level of perception enables you to avoid the effect of surprise, to anticipate an attack, to

rapidly detect a fatal poison. With a level of 20 your character will be an exceptionally perceptive individual. It will be very difficult to surprise him. With a minimum level your character will have a considerable deficiency of the senses (blind, deaf...).

- **Energy:** (0-20). Vitality also includes your willpower. It is an energy potential reflecting not only your vivacity but also the speed of your intervention when faced with an action. A lifeless person has hardly any energy, whereas a lively and nervous character has considerable energy.

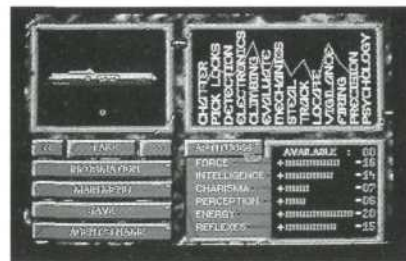
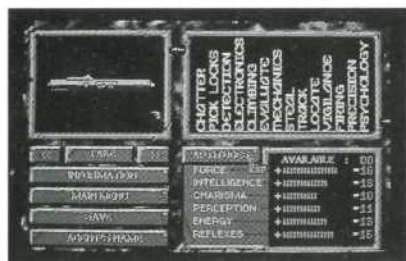
- **Reflexes:** (0-20). This competence is your capacity to react to an event without letting your deductive competences intervene. Very useful during fights, your character would be desperately slow on the draw with a low level. On the other hand, if you have a high level, not even a killer robot will be able to surprise you.



3) Aptitudes :

Aptitudes are calculated depending on your competences and other parameters too numerous to describe. They reflect your capacity to carry out certain actions. Resulting from your personal talents but also from the training that you've received, these will enable you to carry out certain actions with greater ease. Thus, your aptitudes will determine your character's disposition (scientific, manual, calculative, instinctive, etc...). They are expressed as a percentage (from 0 to 100%).

Here are the necessary characteristics for this adventure:



- **Chatter:** Very useful for confusing or convincing a seller or to obtain information from an indicator. This aptitude is frequently found in resourceful, vicious individuals.

- **Pick locks:** This capacity reveals whether you are talented at understanding and picking all kinds of locks (from simple locks to the most complex electronic system).

- **Detection:** To detect a trap, find the invisible clue that will uncover the workings of a Machiavellian plan, an essential characteristic of all major detectives.

- **Electronics:** Above 70% you can consider yourself to be a very good electrician. This aptitude could get you out of tricky situations.

- **Climbing:** To cross all heights without equipment. If your percentage is low, don't attempt the impossible, take the elevator...

- **Evaluate:** Do you have a realistic attitude? This aptitude will enable you, among other things, to avoid buying a replica of a Kar-had vase at the same price as an original.

- **Mechanics:** To avoid having to take public transport. Below 10%, we advise you not to touch any machine, otherwise we won't be responsible for the consequences.

- **Steal:** Speaks for itself.

- **Track:** If you think you're Davy Crockett, you should have a good percentage of this aptitude. It will enable you to follow your prey and even react in the same way as he does.

- **Locate:** This capacity will enable you to discover hidden objects.

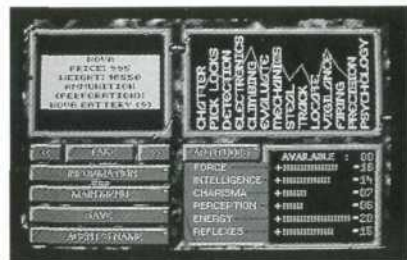
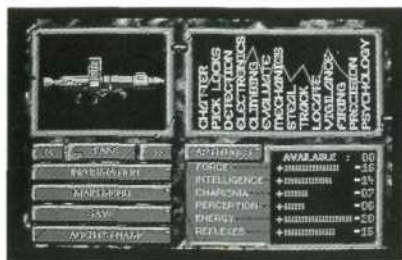
- **Vigilance:** In this violent, cowardly world, it's useful to be on your guard. A high percentage of this aptitude will keep you from finding yourself without a credit card, whereas with a low percentage, you will be ideal prey for all bandits and robbers.

- **Firing:** In case of attack and with a high percentage you can send a band of vicious skunks packing, without even aiming. Below 20%, you should ask all those around you to go several miles away before firing (if you have a Nova, we're not responsible for the holes in the disk...).

- **Precision:** Above 80%, you're a marksman of considerable talent. Below 20%, buy yourself some glasses...

- **Psychology:** To carefully apprehend a fragile creature (and not rush at him wildly), we advise you not to neglect this aptitude. It could be useful to know about certain civilizations and not to provoke them. Below 10%, you're a brute...

4) **Choosing your weapons:** Before setting out on the adventure, it would be advisable to stock upon one or two weapons. In fact, the number of weapons is a function of your constitution. You can take two small weapons or a large one.



A diagram of the weapon is displayed in the upper left-hand corner of the creation screen. Below this diagram, you can see 3 keys: a left arrow, a “TAKE/LEAVE” key, and a right arrow.

To see the next weapon on the screen, click on the right arrow with the left mouse button; to see the preceding weapon, click on the left arrow with the left mouse button.

To take the weapon, click on the “TAKE” option with the left mouse button; the “LEAVE” option will then appear on the screen. Thus you can leave this weapon if you decide that you no longer want it. If you click on the “TAKE” option and it does not change to “LEAVE,” it means that you have already chosen one or two weapons.

Each weapon possesses its distinctive features as well as its own ammunition (by the way, the ammunition is not provided with the weapons, you’ll have to try and get hold of it in town). Your weapon will be issued to you when you make contact with your agent.

C) APPENDIX II: THE DIFFERENT WEAPONS:

Types of weapon: The choice of a weapon is crucial for the rest of the game. We’ll therefore present the type of weapons that you can use :

- **Voktrasof:** A light weapon, like a pen which you keep in your pocket. Not very powerful but easy to hide.

- **Beckman:** It’s a classic photonic beam of medium power. Weighing around 2 kg, it’s the preferred weapon of the Skunks.

- **Hacker 30:** The butcher’s weapon, it projects several thousand needles simultaneously. You can regulate the dispersion level of the needles as well as the pressure of the propulsion gas. In short, it’s a little gem for acupuncture experts!

- **Haas 10:** It consists of a type of pistol launch-missile. Two types of missiles can be used:

- **N 29:** Missile with non-controllable trajectory

- **T 02:** Missile tele-guided by body wave

- **MOZ:** The moz is a very powerful and devastating infrasonic cannon, extremely useful for destroying completely any type of conventional engine. The Terranean police possess a weapon of this kind.

- **NOVA:** The most powerful weapon offered, its cannon is in fact a genuine photon accelerator. It is carried on the shoulder and is equipped with multiple shock-absorption systems. In short, it’s not to be used in a very busy public place...

* **Characteristics of a weapon:** The weapons have several characteristics (perforation coefficient, munition, price).

In more detail:

- **Perforation coefficient (CP):** (0-9). In contrast with the equipment coefficient (a built-in resistance factor of your clothing, also from 0-9). Ammunition pierces through any clothing with an equipment coefficient lower than its CP (the NOVA cuts straight through virtually everything).

- **Ammunition:** There are one or several types of ammunition corresponding with each weapon. When you buy weapons, choose the right ammunition. Remember that there is a particular perforation coefficient corresponding with each weapon.

- **Price:** As an indication only, we give you an evaluation of the value that a weapon could have on Terrapolis. This will prevent you from paying too much for a weapon.

TABLE OF FEATURES FOR EACH WEAPON

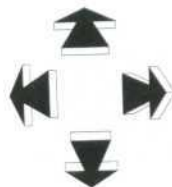
NAME OF WEAPON	PRICE	PERFORATION COEFFICIENT	AMMUNITION
VOKTRASOF	150	4	LP-12
BECKMANN	390	5	LP-57
HACKER 30	440	6	AG-10-80
HAAS 10	560	5	N 29
		7	T 02
MOZ	812	7	E-10
		8	E 300
NOVA	995	9	NOVA BATTERY

III) THE GAME

A) THE DYNAMIC ICONS :



1) B.A.T.'s logo (the eye of the falcon): This icon tells you that there is nothing in this part of the picture. However, if you click on the right button of the mouse, a main menu will appear. If you click on the left mouse button, you will access B.O.B.



2) Directions: When one of these icons appears on the screen, it indicates the direction that you can take. To confirm this direction, you have to press the left button of the mouse.

NOTE: The directions are given in relation to the drawing in which you find yourself, and have nothing to do with the points of the compass.



3) Bubble: This icon tells you that you can engage in conversation with a stationary character or simply ask him for information. To confirm this option, you have to click on the left button of the mouse. A menu will appear enabling you to converse with the character (see Conversation Menu, Section III, B, 2).



4) Bottle: This icon tells you that you can buy something to drink. You'll come across it in the bars. To validate this option, you must click on the left button of the mouse. A scrolling menu appears, listing the various drinks that you can buy. You can select one of them by placing the pointer of the mouse on the chosen drink. Click on the left button of the mouse and your choice will be confirmed (a black rectangle will appear surrounding the chosen drink).

WATCH OUT! The fact that you take a drink doesn't mean that you have consumed it! If you want to drink it, use the health option in the main menu (see Health Menu, Section III, B, 1).



5) Interpellation: This icon gives you the opportunity of conversing with one or two active characters in the game. When this icon appears, click on the left button of the mouse, and you can then converse with the selected character (see Interpellation Menu, Section III, B, 3).



6) Question mark: This icon tells you that you're lacking in something or someone to accomplish the required action.



7) **Target:** This icon appears during combat phases once you have chosen your weapon. You can use it as a viewfinder (see Fighting, Section III, B, 6).



8) **Purchase:** This icon appears when you can buy something (in a shop, for example), or for any action obliging you to pay another person. To validate this option, click on the left button of your mouse (see Purchase Menu, Section III, B, 4).



9) **Heart:** You'll come across this icon in the red-light area of Terrapolis, when a charming young lady will offer to show you some smooth moves on the dance floor. To validate this option, click on the left button of your mouse and follow her to dance the night away (see Love Meter).



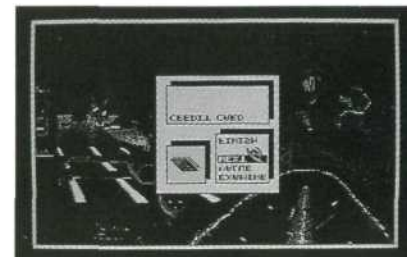
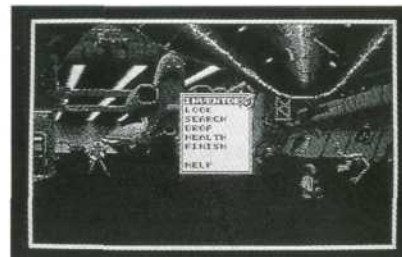
10) **Usage icon:** You come across it when you have to use a machine or accomplish a specific action (simulator, etc...). When this icon appears on the screen, click on the left button of the mouse. The machine will then appear in the center of the screen, ready for use.

B) THE MENUS:

1) MAIN MENU:

Access: you can gain access to it each time that you click on the right button of your mouse and while the BAT logo icon is present on the screen.

NOTE: When you have the main menu on the screen, you can choose one of the options by moving the cursor with the mouse (the chosen option is highlighted in black). To validate your choice, click on the left button of your mouse.



Below are the choices involved when you select one of the menu's options. A new choice is then proposed to you following the option chosen. To validate your choice, click on the left mouse button.

MENU	SUB-MENU
INVENTORY	EXAMINE VALUE NEXT FINISH
LOOK SEARCH DROP	NEXT DROP HIDE CONCEAL FINISH
HEALTH	EAT NEXT EAT EXAMINE FINISH
	DRINK NEXT DRINK EXAMINE FINISH

HELP

SLEEP
FINISH

PAUSE
MUSIC ON/OFF

SAVE SAVE GAME 1
SAVE GAME 2
SAVE GAME 3
SAVE GAME 4
SAVE GAME 5
SAVE GAME 6
SAVE GAME 7
SAVE GAME 8
FINISH

LOAD LOAD GAME 1
LOAD GAME 2
LOAD GAME 3
LOAD GAME 4
LOAD GAME 5
LOAD GAME 6
LOAD GAME 7
LOAD GAME 8
FINISH

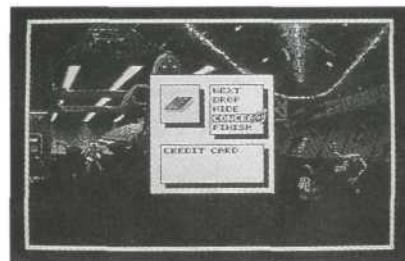
ABORT GAME

FINISH

FINISH

INVENTORY :

- * EXAMINE: look at the appearance and the contents of your possessions.
- * VALUE: give a value to this object (this is only an approximate evaluation).
- * NEXT: pass to the next object in your inventory.
- * FINISH: return to the main menu.



LOOK: look at the area where you are. If there's an object in the place where you are, you will see it appear in the inventory window.

SEARCH: the same action as looking, but more precise.

DROP :

- * NEXT: see the next item in your inventory that you want to leave.
- * DROP : drop the item in question.
- * HIDE: hide the item in question.
- * CONCEAL: conceal the item in question.
- * FINISH: return to the main menu.

HEALTH :

* **EAT:** if you possess something you can eat, now's the time to do so. If you possess more than one thing to eat, click on the NEXT function.

* **DRINK:** the same goes for drinking.

* **SLEEP:** you will go to sleep immediately. To wake up, click on the left button of the mouse.

CAREFUL! Don't let other characters steal from you or kill you while you're asleep.

CAREFUL! There's a risk of indigestion if there is not a need to eat or drink.

HELP:

* **PAUSE:** Pause the game.

* **MUSIC ON/OFF:** Play with or without sound.

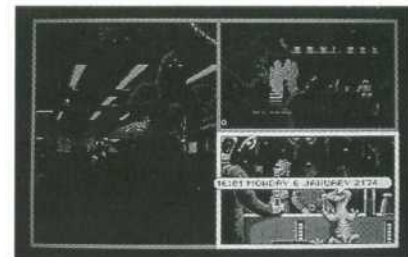
* **SAVE:** Save the current game.

NOTE: When you save a game, the programs of B.O.B. are not saved. You must use the option SAVE B.O.B (Program 4 function).

* **LOAD:** Load a previously saved game.

* **ABORT:** If you want to exit this game, choose this option.

* **FINISH:** Return to the game.



2) CONVERSATION MENU (static characters):

The static characters are represented by the bubble icon.

MENU

SUB-MENU

HELLO

QUESTION**ABOUT VRANGOR**
ABOUT MERIGO
ABOUT THE CITY
FINISH

ASK THE TIME
FINISH

* **HELLO:** you greet the person with whom you want to discuss.

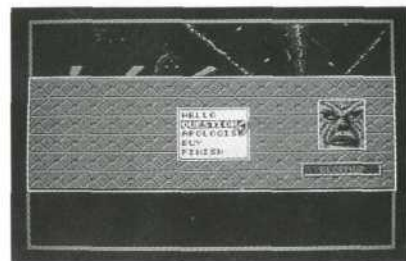
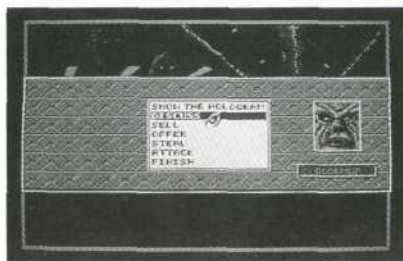
* **QUESTION:** you ask for information concerning one of the three subjects proposed to you (VRANGOR, MERIGO, or THE CITY).

* **ASK THE TIME:** the person will give you the time and the date.

* **FINISH:** return to the game.

3) INTERPELLATION MENU (mobile characters):

The characters moving around in the game are located by the interpellation icon. Press the left mouse button to access the menu.



MENU

SUB-MENU

SHOW THE HOLOGRAM

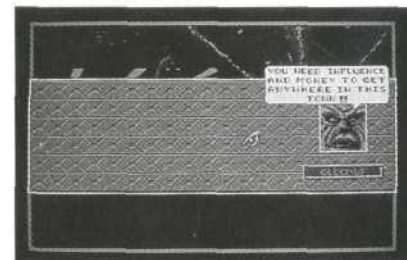
DISCUSSHELLO

QUESTIONABOUT VRANGOR
ABOUT MERIGO
ABOUT THE CITY
FINISH

APOLOGIZE
BUY
FINISH

SELL -----NEXT
SELL
FINISH

OFFER-----AN OBJECT — NEXT
OFFER
FINISH
KRELLS
FINISH
STEAL
ATTACK
FINISH

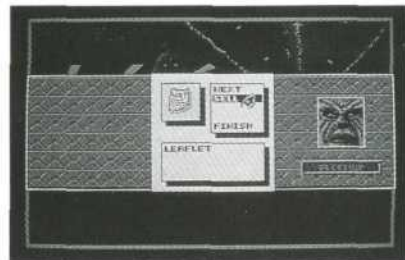
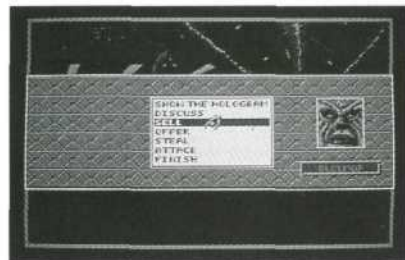


SHOW HOLOGRAM: you show the hologram that has been handed to you in the briefcase upon your arrival in Terrapolis.

DISCUSS:

- * **HELLO:** you greet the person who has spoken to you.
- * **APOLOGIZE:** you apologize to him, perhaps you jostled him.
- * **BUY:** you want to buy something from him. It's up to him to make you an offer.
- * **QUESTION:** you ask this character for information (see CONVERSATION menu, Section III, B, 2).

SELL: you want to sell one of your possessions to this person. A menu lists the different objects that you can sell.



OFFER: you can offer one of your objects.

- **KRELLS:** You can choose to give a sum of money to the person to whom you are speaking. To choose the amount that you wish to give, click on the "+" and "-" symbols accordingly.

STEAL: you try to steal one of his possessions from him. Good luck...

ATTACK: you find yourself in combat phase (See Fighting, Section III, B, 6).

4) PURCHASE MENU

BUY.....Objects that can be bought (depending on the place).

SELL.....You can sell one of your objects.

STEAL.....Objects that can be stolen (depending on the place).



BUY: you can buy an item in a shop. A menu proposing various purchases to you appears on the screen. Choose, and the salesperson will tell you the price. Do you agree to it?.

SELL: you can sell one of your objects. The Inventory menu appears on the screen. Choose one of your objects and sell it.

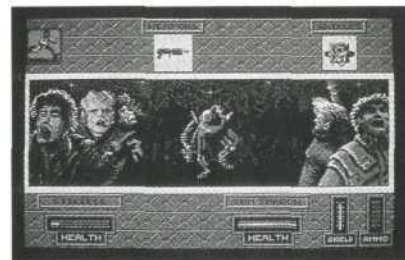
STEAL: you try to steal an object from a shopkeeper. Watch out for the Terranean police!

5) FIGHTING

There are two ways in which you might find yourself in the combat phase:

* If you are the **ASSAILANT**, you have provoked a fight, you know your adversary, you must know what you're getting yourself into.

* If you are **ATTACKED** for some reason by one or two enemies:



You will then find yourself on a full-screen image.

You must then arm yourself by clicking the left button of the mouse in the square where the weapon is displayed. This square is situated at the top of the screen.

If you have a force field, you can connect it using the same method. Position the target icon on your adversary and click several times on the left button of the mouse to kill him. If you have no ammunition, you can only flee (so click on the escape icon at the top of the screen) and be better prepared next time.

NOTE: Your opponent could also take flight. The more aggressive you are towards the characters in the game, the more violent they'll be in return. Moreover, the death of one character automatically results in the birth of another.

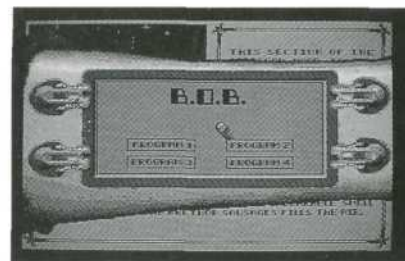
IV) USING B.O.B. :

B.O.B.: BIO-DIRECTIONAL ORGANIC BIOPUTER

A) GAINING ACCESS TO B.O.B. :

Like any self-respecting member of B.A.T., you have a computer, the B.O.B., implanted in your arm. Based on electro-organic technology, it is an entirely separate organ of your body. Powered by four fibro-veins, it electronically analyses and controls your blood flow in order to supply you with all kinds of information about your body. Its particular method of operating enables you to modify some of your physical and psychological characteristics.

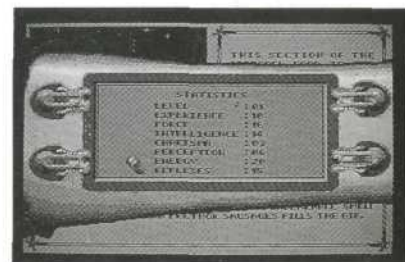
B.O.B. is therefore not a gadget but a work tool that will help you in your mission and could even save your life. It's up to you to put the 4 functions to their best possible use to profit from B.O.B.'s extraordinary capacities.



B) B.O.B.'S DIFFERENT FUNCTIONS :

The main screen of B.O.B. gives you access to 4 functions: Program 1, Program 2, Program 3, and Program 4.

1) Program 1: Reminder of your characteristics.

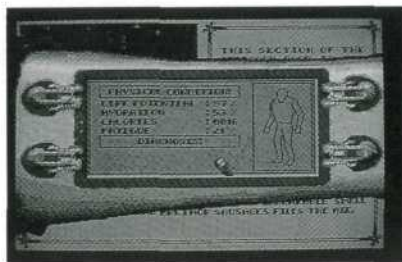


LEVEL: increases each time your experience reaches 99.

EXPERIENCE: some of your actions during your mission will increase or reduce your experience. It varies from 0 to 99 between each level.

FORCE, INTELLIGENCE, CHARISMA, PERCEPTION, ENERGY, REFLEXES: these values were defined before the mission during character creation.

2) Program 2: Physical condition:



This function indicates the state of your health.

- **LIFE POTENTIAL:** The LIFE POTENTIAL informs you on the state of your health. At the beginning of the game, you're in great shape, and your life potential is therefore at a maximum: 99%. But the hostile world of Selenia seems fairly likely to make you weaker: illness, wounds, hunger, etc...are the parameters which will diminish your life potential. When your LIFE POTENTIAL reaches 0%, you're dead (ask the pharmacist...).

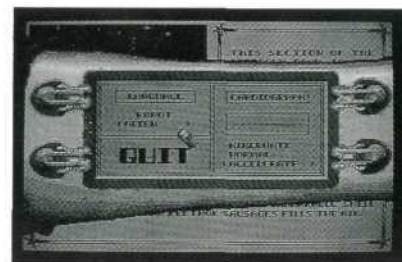
B.O.B. continuously analyses your blood in order to detect any weakness likely to endanger your mission.

- **HYDRATION:** Your body dehydrates during physical effort. B.O.B. keeps an eye on the dehydration level and indicates in its diagnosis if you need to drink.

- **CALORIES:** Your body consumes energy: calories. At the beginning of the game, your energy potential is 2000 calories. Your physical activity uses up energy, so your calories will slowly diminish. Only a regular nutritious intake can conserve the balance between the energy consumed and the energy intake. B.O.B. will indicate in its diagnosis if you need to eat, but watch out for indigestion...

- **SILHOUETTE OF YOUR CHARACTER:** Thanks to its diagram of a body, B.O.B. indicates the injured parts of your body after fighting. The injured part of the body is in red.

3) Program 3: Translate language and electrocardiogram:



- **LANGUAGE TRANSLATED :**

B.O.B. controls your mental capacities, notably your ability to understand and speak a foreign language.

On Selenia, there are three main ethnic groups: robots, aliens, and humans.

To understand the aliens, click on "Alien," the arrows ">.....<" position themselves and thus indicate the language being spoken.

- **CARDIOGRAM :**

This option enables you to control your heart beat.

- **NORMAL:** is in use unless you change it (the arrows ">.....<" are positioned on either side of "NORMAL"). Your heart beats at a normal rate.

- **HIBERNATION:** this option enables you to slow down your heart beat. Your reactions to an enemy will be slower, but if you are injured, for example, you will become less tired and above all will lose less blood.

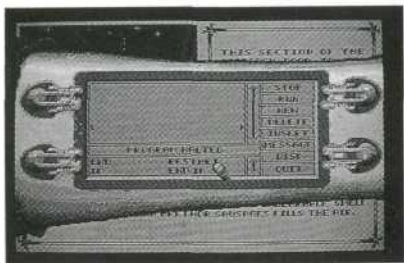
- **ACCELERATION:** this option enables you to accelerate your heart beat. It is useful during fighting, for example, your vitality, foresight and speed are increased

(all important physical effort is increased by this function, ask the ...).

- **QUIT**: enables you to return to the main menu.

4) Program 4: Programming B.O.B.:

In order to automate the preceding functions and to avoid repetitive manipulations, B.O.B. possesses original and revolutionary programming in the computer games field.



COMMANDS

- **DIR**: displays the files available for B.O.B. to load.
- **LOAD**: loads the selected file in the memory. To select a file, click on it with the mouse. It will turn red.
- **SAVE**: saves the current program. Check that your disk is not write protected.
- **ERASE**: erases the selected file on the disk.
- **EDIT**: edits the programs.
- **RUN**: executes the program present in the memory.

- **QUIT**: quits the Program 4 function.

- At the top of the screen is the zone where the names of files on the disk, etc. will be displayed.

- At the bottom is a dialogue zone: for example, to enter the name of a file to save.

Now let's take a look at the PROGRAMMING part.

To program, a powerful editor has been specially conceived. You gain access to this editor by clicking on the left button of your mouse on the edit option.

At the top left of the screen is the editing area: the cursor ">" indicates the line on which you are working. The two vertical arrows on the right enable you to move the cursor ">" up and down in your listing.

At the bottom to the left, 4 functions can be found:

- **INSERT**: a line is inserted where the cursor is positioned ">".
- **DELETE**: erases the line where the cursor ">" is positioned.
- **QUIT**: enables you to quit the edit mode.
- **NEW**: erases the program in the memory and clears the editing area.

At the bottom to the right, you'll find the instructions and the necessary parameters for the programming. Two vertical arrows surround the zone for these commands and enable you to make them scroll before selecting them.

To write a line of a program, click on one of the three types of information found below which should then appear in the listing zone.

You gain access to 3 types of information :

COMMANDS :

**IF
END IF
DISPLAY
TRANSLATE
RHYTHM
WARN
RESTART
END**

PARAMETERS :

**PURSUED
ROBOT
ALIEN
MERIGO
VRANGOR
HUNGRY
TIRED
INJURED
ILLNESS
HIBERNATION
NORMAL
ACCELERATION**

MESSAGES :

**MESSAGE 1
MESSAGE 2
MESSAGE 3
MESSAGE 4
MESSAGE 5**

Certain commands need a parameter in order to complete a line of program, IF, DISPLAY, TRANSLATE, RHYTHM.

ex: IF

Select a parameter :

ex: IF INJURED

The command DISPLAY only accepts the MESSAGE parameter. In this case, the editor asks you to type this message on the keyboard. Type up to 10 letters then press RETURN. Watch out! The messages will appear on the B.O.B. screen once the program is launched by choosing Program 4.

The command WARN does not need a parameter. This command emits a sonar signal during the game.

If a parameter is not suitable for an instruction, B.O.B. will refuse it.

IMPORTANT: Any program must finish with the RESTART command followed by END, so that the program can re-loop. Therefore, if you link two or more programs together from the examples below, use only one RESTART command and only one END command. RESTART and END will always be the last two commands of a program.

EXAMPLE OF A PROGRAM :

During the game, you can use B.O.B. for help. Below you will find some examples of B.O.B.

Translate program: this program will help you to discuss with everybody during the game (alien, robot, human - your first language is human).

IF ROBOT

```
TRANSLATE ROBOT
END IF
IF ALIEN
TRANSLATE ALIEN
END IF
RESTART
END
```

To launch this program, click on "RUN". When "PROGRAM RUNNING" appears, the program is activated.

To stop it, click on "STOP".

To return to the game, click on "QUIT".

Alarm program: This program will ring an alarm if there is a Stickrob near you.

```
IF PURSUED
WARN
END IF
RESTART
END
```

Health program:

```
IF HUNGRY
DISPLAY "STARVING"
END IF
IF THIRSTY
DISPLAY "THIRSTY"
END IF
IF TIRED
DISPLAY "TIRED"
END IF
RESTART
END
```

Pulse program: if there is a robot near you, B.O.B. will accelerate your pulse. If the robot tries to kill you during the combat mode, you can kill him more easily.

IF ROBOT

```
RHYTHM ACCELERATION
END IF
IF ALIEN
RHYTHM HIBERNATION
END IF
RESTART
END
```


V) THE MACHINES, THEIR USE :

During your adventure in Terrapolis, you'll come across and have to use various machines.

They will enable you to:

- change any existing credits into Krells
- telephone
- sleep
- eat
- play (see Bizzy Game)

a) Use of the machines

When the  icon appears on the screen, click on the left button on the mouse. The machine will then appear in the center of the screen (for the explanations that follow, consult the diagram below).

Insert your credit card into the machine and use it by clicking on the keys shown on the screen, using the left button on the mouse. Once you have finished, click on your card to quit. Don't forget to take your credit card with you after using a machine.

*** Change machine or telephone:**

- enter amount or telephone number
- hit C to cancel or RETURN to enter

*** Food Machine:**

- enter choice by selecting the number; you cannot cancel your choice

*** Sleep machine:**

- **NOTE:** you must have the appropriate amount of credits
- use plus or minus keys to adjust amount of sleep
- press "V" key to start sleep

b) The Bizzy Game:

The most popular game on Terrapolis. Invented by Segmour BIZZY, it gives every player the chance to win money or lose it.

This game has caused rivalry between the best players of the BIZZY game, who meet in the game rooms to compete against each other.

The principle of the game is simple: after having made your bet, the BIZZY game shows you a series of geometric figures. To win your stake twice over, reproduce the sequence of figures in the right order, using the keys situated to the right of the BIZZY screen game.

To start the Bizzy Game: after inserting your credit card, start the game by pressing the square shape on the top row of keys.

c) The Love Meter:

The love meter is a machine that will test your romantic performance. It will calculate your capacities while you're on cloud nine.

The success of your mission might depend on its verdict. How can you succeed during this test?

When you find yourself on the dance floor with the person destined to boogie down with you, look for the love meter on the right side of the screen. To dance, alternate between the left and right buttons as quickly as possible. Attempt to reach the top of the meter.

A graph will show your results.

Good luck.

VI) THE DRAG :

1) Presentation

Extract from an article published in "Life of the Planets" (literal translation) n° 456:

"The DRAG is a vehicle specially designed for the difficult climatic conditions on Selenia. Moreover, it has never been exported and is only used on this planet. The first model (Monopropulsor T1) was constructed in 2171 and, in spite of the first catastrophic tests, was rapidly adopted by mining companies. Since then, five other models followed it. The last of these, the T4-B8 (biopropulsor), is the most frequently used at present.

“The DRAG does not have a very good reputation among Selenian pilots. In fact, piloting it is extremely difficult because of the imposing lateral stabilizers fitted to combat the immense atmospheric instability. Some would even go so far as to say that controlling them is like piloting those ancient contraptions, chariots.

“A flying chariot, that’s perhaps the best definition that can be given of the DRAG...”

In this part of the game, you’ll find yourself behind the controls of a flying machine named DRAG. In fact, you’ll be using a genuine flight simulator. It is shown in 3D, and you’ll be able to go wherever you like and to see objects in all possible positions. You can thus fly over the entire planet surveying Terrapolis.

2) Piloting :

a) Direction: By moving the mouse left or right you can change the direction of the DRAG (right, and left).

The lateral movements of the mouse control the left and right directions.

b) Speed: Speed is controlled by pressing the left and right mouse buttons separately. The left button is to speed up and the right button is to slow down.

c) Radar: The radar helps you to find Vrangor’s station. Your drag is the one always in the center of the radar screen. The other dots represent:

Vrangor’s station: red dot.

Selenia: green dot.

If you want to go to Vrangor’s station, move your drag left or right; move forward when the red dot is on top of the radar screen. When you see Vrangor’s station, fly into it. You will automatically land.

You are now inside of Vrangor’s station!

VII) THE MOBYTRACK :

The Mobytrack is one of the numerous transport methods to be found on Terrapolis. You will come across it when you visit the underground city (it will be your only way of getting around). It is very simple to use and easy to understand.

To get around in the underground, use the mouse and select one of the four directions by pressing the left button of the mouse.

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