

This program was written and compiled on an Amiga. Original music, graphics, animation, Amos and Assembly programming by Lindsay Whipp, Animation FX, Brisbane, Australia. Helpful additional assembly coding by Richard Garde and Leo Flaw... thanks, guys.

Appreciations, too, for the sound advice from Steve Hovelroud, and a special thank-you to Dr. Greg Perry, of GP Software, Brisbane, for always wearing a white hat!

The IBM/Compatible version was translated May '92 -July '92 by Robert Crane and Tony Ball.

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BARON BALDRIC

A GRAVE ADVENTURE



GETTING STARTED

Baron Baldric - A Grave Adventure was developed for IBM or compatible computers with 286 or better processors, with VGA display, at least 640Kb RAM and 2Mb of free hard disk space. It runs under the MS-DOS™ operating system, versions 3.3 or later, and requires hard disk installation.

The game will use a standard PC speaker but also supports SoundBlaster , AdLib or compatible sound cards if present. The game can be played using either keyboard or joystick.

The program is supplied either on one disk (5 1/4") or two disks (3 1/2"), which hold compressed game files, plus the Hard Drive installation program, INSTALL.EXE. Baron Baldric - A Grave Adventure must be installed to your hard disk - the game will not run directly from floppy disk. Use the installation program supplied.

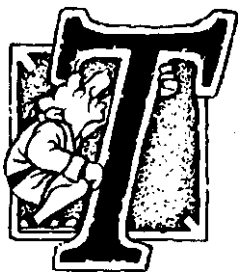


HARD DRIVE INSTALLATION:

To install Baron Baldric - A Grave Adventure to your hard disk, exit any other programs you may be running and return to the DOS prompt (usually C:\). Insert your copy of the game disk (5 1/4") or Disk 1 (3 1/2") in your floppy disk drive, type the drive letter (either A: or B:) at the DOS prompt and press Enter.
Next, type: INSTALL and press Enter.

The Install program will prompt you to select the hard disk where the game will be installed. If, for example, you type C:\ a new sub-directory called 'Baron' will be created on Drive C: ... entering C:Games will create 'Baron' in that directory. Pressing Enter without typing a pathname will default to C:\

After you have selected the installation destination, the program will report on progress, until all files have been copied to your hard disk. 3 1/2" disk users will be prompted to replace Disk 1 with Disk 2 during the installation procedure.



THE STORY (so far...):

As the last heir to Castle Pedabouche, you face the same problems faced by all others who have held the title since the infamous Baron Lazarus Pedabouche more than 200 years ago... you are a social outcast with no money, and have so far been unable to recover the family fortunes, known to have been hidden in the catacombs somewhere below the now derelict Castle by the maniacal Baron Lazarus.

Until now, you have led a mostly unproductive life as a Tomb Robber, developing some nasty and unsociable personal habits, but gaining some of the skills needed to solve the centuries-old family puzzle. Now, your persistence has finally been rewarded with the discovery of the long-hidden walking-cane once used by the crippled Baron Lazarus, and which still retains some of his Dark Magic. This has enabled you to open the long-abandoned Pedabouche Hallows, the family tombs cut into the rock below the castle in ten great caverns. Your advancing years will make this physically demanding adventure difficult, but the proceeds should finance your long-overdue retirement. An attractive proposition!

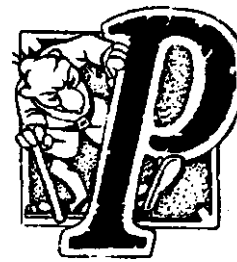
Tragically, the proud place your family once held was systematically destroyed by the cruel and greedy Lazarus. For years prior to his death he had been terrorising the countryside in the enchanted form of a wolf. Fabulous treasures were widely believed to have been secreted away in the tombs by this evil Necromancer, and powerful spells woven to guard them....

Local angers exploded one ancient Autumn day when a large grey wolf, which some witnesses swore walked upright like a man, appeared suddenly at a village Harvest Festival and abducted the Harvest Queen, the beautiful milk-maid Rosie Chiques. The villagers pursued the wolf and stoned it to death in the great courtyard of the castle, but to achieve the wolf's death, Rosie had to be sacrificed and was also killed. Although the Baron was never seen again, village gossips tell of the ghosts of Lazarus and Rosie haunting the castle to this day.



THE MISSION:

You must explore the catacombs in search of your rightful inheritance. Your family records indicate that ten levels of crypts lie beneath the castle, and you know, from a brief glimpse at the the first level when you discovered the entrance, that some food may be found and that lamps exist to light your way. Your aim is to work your way down to the deepest level below the castle, recover the treasures and stay alive!



LAYING THE GAME:

To play Baron Baldric - A Grave Adventure, change to the directory you specified in installation (...or the BARON directory) on your hard disk, type: **BALDRIC** and press Enter.

After starting the game you will be presented with a Configuration screen. Select from the options shown (boxes with crosses represent options not available) and then select "OK". If you selected the joystick option you will then see a joystick calibration screen. Follow the prompts. Next, an animated introduction to the game will commence - you may abort this by pressing any key if you wish - and following this a screen showing control instructions for the joystick/keyboard will appear. Of these, the top group of icons indicate joystick directions for Baldric's movements. Keyboard users will note that the keyboard cursor keys and the Alt key may substitute for joystick/firebutton combinations. Below, you will see various system options available from the keyboard. Press any key to complete loading the game, and your Adventure will begin.

If you wish to see a demonstration of the game in action, you may wait for a 5-second timeout at the start of the game, and at this point the words "Demo Mode" will appear and Baldric will start playing Level #1... end this by pressing Fire/Alt.

Explore each level and collect at least 10 treasures (...there are 11 or more on every level), then make your way to the 'EXIT' sign and strike on it with your cane. But remember, You will not be permitted to advance to the next level unless you have enough treasure and the lamps are still on! If you meet these requirements you will be positioned at the start of the next level and you will gain an extra life (2 extra lives after level #6).

If, after completing play, your score was among the five best recorded to date, you can enter your name on a High-score Table, and your score will be recorded. If you reach the end of level #10 to make that score, a yellow star will precede your name on the Table.

F1 key: Calls up a small map of the current level.
B key: "Boss Screen"... any key to resume game.
V key: Toggles Sound effects on/off.
M key: Toggles music on/off.
J key: Toggles between joystick and keyboard control.
P key: Toggles Pause Mode on/off... see separate information page.
1- 4 keys: Gamespeed from fast to slow.
F10 key: Toggles "Wide-Screen" mode on/off. This is provided to more closely resemble the square pixels of the original artwork, but some LCD screens will not support this. If successful, your screen display will be in "letterbox" format.



GAME STATUS DISPLAYS:

Around the outside of the gameplay window, there are several status displays of important information. These displays are as follows:

Food and Life-force Meters

At the top left, two bar meters indicate Food level and Life-force. The Food meter, at the far left, decreases steadily from the bottom until no food remains. The final segment of the bar is coloured orange to serve as a warning that food level is dangerously low. You will also hear a buzzer, and the Food meter will blink. When completely empty, the Life-force meter (Next to the beating heart) will decrease very rapidly until death occurs. This meter decreases from the top. Attack by any creature, such as Lazarus, also causes this meter to drop, as does coughing. Eating food increases Life-force in modest bursts. Normally, life-force increases v-e-r-y slowly, and remains full until Baldrick either sustains attack damage or runs out of food.

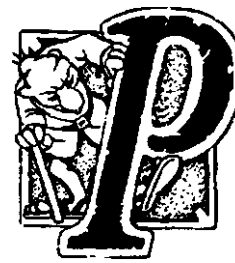
Flints and Lives

Also on the left of screen, below the Life-force meter, are two digital displays. The top display, below the small icons of flints, indicates the number of flints currently carried by Baldrick. You will need to collect flints to light lamps when they go out. Below this is a small picture of Baldrick with the remaining number of lives displayed. You start the game with 20 lives. On completion of each level, an extra life is awarded, although at levels deeper than #5, two extra lives are allowed.

Treasure, Bonus, Score and Level

At the right of screen, the top display box shows treasures collected for the current level. Progressing to the next level may not occur until this reaches at least 10. Below this, separated by a knight's sword, are (top) Bonus points and (bottom) current Score.

The box near the bottom of the screen displays the current crypt level.



AUSEMODE:

At any time you may press the 'P' key and pause the game. Pressing 'P' a second time will resume play. While in Pause mode, four further functions may be accessed. These are:

Alt + F3 *Display High Scores:* Displays the current High-Score Table, showing the five highest scores recorded.

Alt + F4 *Clear High Scores:* Resets the High Scores to zero and erases all names.

Alt + F5 *Save Game:* Saves the game at the state of entry to the current level. You will see a disk icon indicating Save Mode, and a box with 10 spaces awaiting name entry. Pressing Enter without typing a name will result in a default name of "Level - x". Use the cursor keys to scroll up/down.

Alt + F6 *Load Game:* Restores saved game. This works the same way as Save, shown above. Use the cursor keys to move to the required game and press Enter. You will be positioned at the start of the level from which that game was saved.



UE BAR:

Whenever Pause Mode is selected a shallow bar of icons will drop down into view. This bar serves to remind you of the key-strokes required to access Quit (which is available at any time) and the four options available only from Pause Mode, but is not a menu bar... you cannot click on the icons with a mouse. . The five icons represent, from left:

Quit; Save Game; Load Game; View High Scores; Erase High Scores.

WINDOWS USERS:

For those wishing to run this game from Windows, an icon file and a .PIF file is included, and will be found in your BARON directory after installation. Refer to your Windows manual for details on using these files.

Note, however, that a problem will be encountered when playing sound effects with PC speaker only... under Windows, the game will freeze for the duration of the SFX... it will be necessary to alter your configuration to disable this option.



ME TACTICS:

- Don't eat everything in sight! There is enough food to last through each level even at a slow, exploratory pace, provided you don't eat food simply because you find it. Wait for your food supply indicator (The vertical bar at the left of screen) to show diminishing reserves before picking up more food. Once all the food is gone, you will starve to death! You also lose Food points every time you cough. Keep an eye on the Life-force indicator beside the beating heart. As food is picked up, this will modestly rise, but when food has been used up it will fall rapidly until death occurs.
- Bonus points are set to 99 each time you collect a new treasure, but decrease steadily to zero. These points are shown in a box above your score on the right of screen. Maximum points can be obtained by spending the minimum time between collecting treasures... it pays to hurry!
- In most cases, explore striking with your cane at obvious "strike points" to open doors, build ladders or reveal secret objects. Sometimes a blue block may appear, indicating some action has occurred out of sight.
- To display a map of your current level (with yellow arrows indicating strike points), press Fl.. This map remains in view for only a few seconds but can be frozen for detailed inspection by using the 'P' key to pause the game.
- Some treasure disappears into your Booty Bag as soon as you touch it (...a lifetime of light-fingered exercises...), but others must be picked up. You will soon recognise which type from their shapes. All flints or food you desire must be picked up.
- The ghost of Rosie roams the vaults along with the deadly Lazarus, and it is possible to use this to your advantage by keeping the Angel between yourself and the Wolf. She will not harm you and will cause Lazarus to 'yelp' and reverse his current direction when they touch. However, on levels #6 to #10, furthest from the ancient castle above, Lazarus can control Rosie when the lamps go out... she becomes a second wolf! Collect plenty of flints and memorise the location of the nearest lamps so you can quickly re-light the level and restore Rosie to her Angelic form.
- As you move around, Lazarus will hear you and, on levels deeper than #2, may transport himself instantly to one of several points closer to your position. Rosie relocates, too. If you hear the wolf snarl or bark immediately after

you cough, you know that he has repositioned, and may now be close by. Try to memorise the relocation entry points as you observe them being used during exploration, and try not to linger there. Some of these positions are marked with a skull icon.

- The music is an indicator of where Lazarus or Rosie may be. You will soon recognise your theme, which plays most of the time, but when either Wolf or Angel approach to within about half a screen distance from you, part or all of the music will change to their themes. With practice, you can tell who to expect to encounter. Lazarus's theme overrides Rosie's theme if both are in the vicinity. Players without sound cards may obtain similar hints (...for Lazarus only!) by watching for the blinking of the gameplay window border in the direction of the threat.

- Lazarus and Rosie patrol the first few levels in a preset pattern, always following a wall and turning corners in a predictable manner (...unless they touch each other and reverse their direction and pattern...) so that it is quite possible to plan your own movements to avoid the wolf's dangerous touch. However, on levels #7 through #10, Lazarus will actively hunt you! You must develop tactics to cope with this threat.

- The dreaded wolf-form of Lazarus becomes more potent as you move deeper into the Hallows, so that while on the first level you may survive a full second of his grisly touch, almost instant death may be expected at the deepest levels. You should not develop the habit of risking close encounters, merely because you may have done so successfully near the surface. If all else fails, you can try using the cane...

- If you have a very low Life-force as a result of an encounter with Lazarus, or perhaps some other threat, you should eat additional food, even if your food meter shows full. This will steadily rebuild Life-force. Try not to let it fall too low, as coughing also decreases Life-force and may result in the coughin' becoming your coffin.