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THE MANUAL FOR THE 3-D ACTION, ADVENTURE GAME

BLAKE STONE

ALIENS OF GOLD



CREATED BY JAM PRODUCTIONS • PUBLISHED BY APOGEE SOFTWARE

STONE, B

2100



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FILE MENU—BLAKE STONE

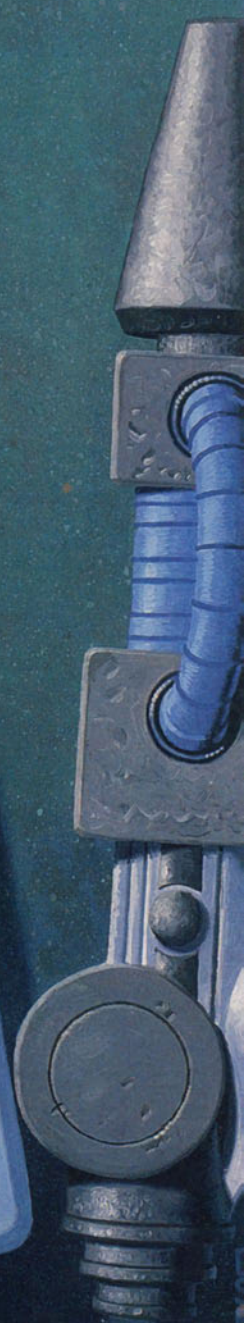
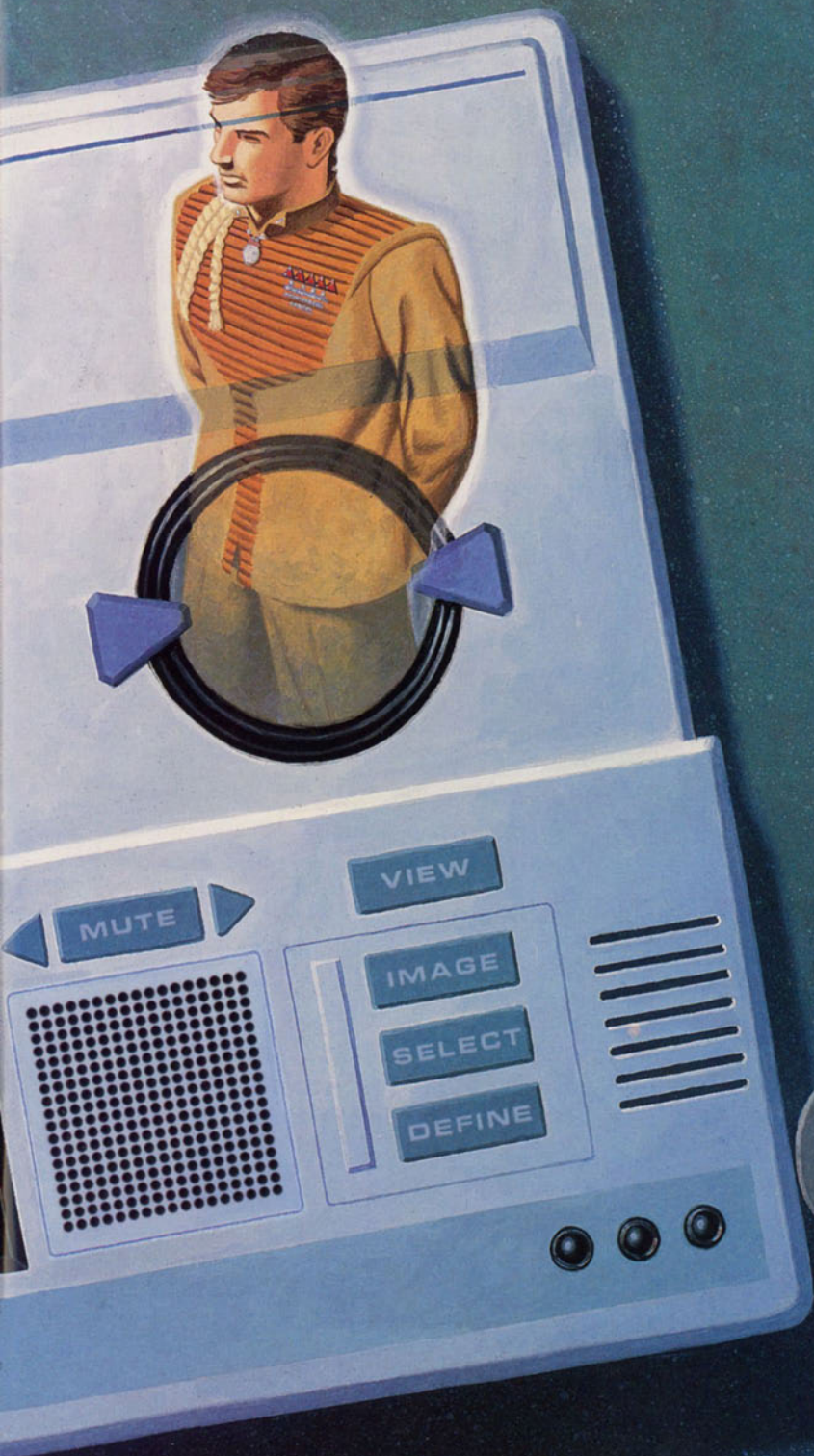
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RESUME

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MENU



BLAKE STONE: ALIENS OF GOLD

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SYSTEM REQUIREMENTS

Blake Stone requires an IBM™ or 100% compatible 386 or better computer with 640K RAM, a VGA graphics card and 8 MEG free space on a hard disk drive. Joystick and mouse are optional. A Sound Blaster™, Adlib™, or 100% compatible sound board is recommended.

THE 22ND CENTURY STORY...

As military agent *Blake Stone* you' ve proven your worth ten-fold to the Earth Directorate.

You' ve survived more 'conflicts' than you'd care to tally and, of course through each operation, you've been absolutely certain that what is 'right, good and just' will prevail. However...

...the Known Universe is growing rapidly. Earth-Space colonization and extra-planetary annexation is a daily occurrence. The Earth Directorate is continually met with the challenge of administration over this system-wide expansion. Martian Colony IV, Tlana, and System's End are examples of the most recent additions to Directorate control, as well as examples of its mounting burden.

At times, it would seem, this growth is beyond effective management. True, the directorate can be credited with a general rise in the standard of living and the increased amount of personal freedom and personal safety enjoyed by all in her population. **However...**

There' s that word again!

...evil can be found in the most unlikely of places!

BLAKE STONE

ALIENS OF GOLD

18

17

16

15

ON THE SELON ASTEROID—THE STORM DOME

SCRAPE...CRACK...BANG

CRASH!

IT'S COMING IN!!

NO...GET BACK!!
NO!! NO...O...O!!!

GET BACK!!

SCRIP...RIP...SNAP

SLORGLE...CHOMP, CHOMP

NO...O...O.....!!!

WARNING: ENTERING TEN SECOND ALERT
FOR FAILSAFE PROTECTION SYSTEM.

FINAL STORM DOME AUTO DESTRUCT
SEQUENCE HAS BEEN INITIATED AND
CANNOT BE TERMINATED.

INTER-LOC FACILITY DESTRUCTION IN

10

9

8

7

6

5

4

3

2

1

POW!!!!

MEANWHILE...EARTH: OLD LONDON

AGENT STONE WAS FIRST TO HEAR THE NEWS FROM SELON. IT WAS ODD THAT SUCH A PEACEFUL PLACE SHOULD SUDDENLY BECOME SO VIOLENT.

I...M QUITE FEARFUL ROBERT. I HAVE NOT HEARD FROM SARA IN TWO DAYS!
SCREECH!!!

POP!!
THAT IS N...T LIKE YOUR SISTER!



MOTHER, YOUR SIGNAL IS WEAK!

CAN YOU BOOST YOUR GAIN?



THERE HAS B...N A RASH ...F VIOLENT ATTACKS. THE PATROLS ARE AT A LOSS TO EX...N.

POP!!
...OBERT, I AM FRIGHTENED! IF SARA DOES NOT RET...N...



I'M SURE SHE'S FINE, MRS. STONE. DON'T WORRY.

ROBERT, WHAT SHOULD I DO?!!

MOTHER? MOTHER,
CAN YOU HEAR ME?

SHE'S GONE! I CAN'T GET HER BACK...
WHAT THE HELL IS GOING ON OUT THERE?!



BLAKE, I CAN'T BELIEVE
WE'VE NOT HEARD OF ANY
TROUBLE UP TO THIS POINT.

INTELLIGENCE REPORTS
FROM SELON, MA'AM.



THEY WERE MOLE-EXED
TO THE PAD SECONDS
AGO, I HAVEN'T YET...

OH... I'M SORRY MAGGIE, IT'S
JUST THAT WE RECEIVED A
LINC FROM SELON.

MRS. STONE IS FRANTIC, MAYBE...



BLAKE! IT'S
HORRIBLE!
OH... MY... G

WHAT
MEREDITH?
WHAT IS
IT?!



THE STAR INSTITUTE,
SIR. SOMEONE...OR
SOMETHING HAS...

SOME **THING** IS RIGHT, BLAKE. THE PATROLS
REPORT THE SITUATION AS DIRE. APPARENTLY
A GENETIC EXPERIMENT HAS GONE TERRIBLY
WRONG. IT'S ABSOLUTELY GRIZZLY.

THAT'S CRAZY; THE INSTITUTE
FAILSAFES ARE EXTRAORDINARY.
WHAT COULD BE SO WRONG IN
RODENT AND REPTILE STUDIES?!

SARA? SARA IS REGISTERED AT THE INSTITUTE. SHE
CONDUCTS HER EXPERIMENTS IN ONE OF THE LEASE LABS.

BLAKE, WHEN WE
WERE THERE IN
JUNE, SARA
SPOKE OF A
DOCTOR. SHE
SAID HE WAS
EXTREMELY
GIFTED; YET
SOMEHOW
"STRANGE".

GOLDFIRE. PAK INTELLIGENCE
HAS MENTIONED HIM MANY
TIMES. MAGI, GET ME THE LATEST
DATA-CHIP ON SELONI!

AS BLAKE SLOTTED THE CHIP, THE MECHANICALLY
CLEAR VOICE OF THE LINC INTERFACE SPOKE.

GOOD MORNING
AGENT STONE.

REBA, SCAN THIS CHIP AND GIVE ME YOUR
ASSESSMENT OF ITS CONTENTS. SPECIFICALLY
AS THEY RELATE TO...A...DR. GOLDFIRE.

COMPLETED, SIR.

WELL...WHAT DOES IT SAY?!

THE REPORT IS A CODED FILE WHICH OUTLINES THE SELON COLONY EVENTS OF THE PAST TWENTY FOUR HOURS.

DR. PYRUS GOLDFIRE, DIRECTOR OF THE STAR INSTITUTE, IS RESPONSIBLE FOR A BREAKTHROUGH PROCESS IN GENETIC REENGINEERING. THE DATA REVEALS EVIDENCE OF EXPERIMENTATION ON HUMAN SUBJECTS.

AND?!!!

REBA, DID YOU SAY... HUMAN?

CONFIRMED, MISS HANNAH. THE REPORT STATES THAT AN IMMENSE HUMANOID BEING HAS ACCIDENTLY ESCAPED THE INSTITUTE LOC TO TERRORIZE THE COLONY. TRANSMISSION SAMPLING REVEALS THE COLONISTS HAVE RETREATED TO SAFETY IN THE STORM DOME.

GULP!!

REBA, HAS THERE BEEN ANY LOSS OF LIFE DUE TO THIS... ACCIDENT?

ACCESSING. CONFIRMED SIR. THREE PAK MEMBERS HAVE BEEN REPORTED AS KILLED IN ACTION. NINETY THREE COLONISTS HAVE LIKEWISE LOST THEIR LIVES.

THUD!!!

OF COURSE! THE COLONISTS ARE UNARMED, BUT...

THE NAMES, REBA. HAVE THEY IDENTIFIED ANY OF THE CIVILIAN VICTIMS?

NEGATIVE, SIR. FATALITIES INFORMATION IS ONLY LISTED FOR THE PAK OFFICERS.



REBA... CAN WE AT LEAST TRANSMIT THROUGH TO THE STAR INSTITUTE ?



NEGATIVE, SIR. ALL COMMUNICATION TO THE INSTITUTE IS BEING BLOCKED.

SIR... AN URGENT MOL-EX TRANSMISSION REQUESTS THE IDLE OF THIS INQUIRY. DO YOU WISH TO ACCEPT IT?



CERTAINLY... IMMEDIATELY! REBA? A MOL-EX... FROM WHAT ORIGIN?

SIR, IT IS FROM... THE SELON STAR INSTITUTE.

IN FRONT OF AGENT STONE THE LINC DISPLAY PEAKED AND ROLLED AS THE OBSOLETE STILLSHOT SETTLED INTO VIEW. THE DISTORTED IMAGE SLOWLY CLEARED TO REVEAL AN INJURED FIGURE—OF SARA STONE.



AGENT STONE, THERE IS A DOX FILE WHICH ACCOMPANIES THIS STILL. WOULD YOU...

WHAT DO YOU BLOODY WELL THINK?!

SLOT THE AUDIO REBA.

SARA SPOKE SOFTLY. ALTHOUGH THE IMAGES WERE STATIC, HER TONE AND PACING BORE EVIDENCE TO A CRITICAL SITUATION. ONE DIDN'T NEED SURROUND TO DETAIL THE PROBABLE SETTING.



BLAKE, IT'S SUNDAY... ER... AUGUST 23. I DON'T KNOW HOW LONG I CAN CONTINUE RECORDING. IT'S CRAZY HERE.



GOLDFIRE HAS RELEASED AN EXPERIMENT WITHIN THE COMPLEX. HE SAYS IT IS A TEST. YES, THAT'S IT... A TEST OF HIS PLAN. HE SAYS HE'LL RELEASE A MUTANT ONTO THE COLONY, AND MERELY... MERELY TO TEST THE DAMAGE IT CAN INFLECT. HE PLANS TO DO THE SAME ON EARTH WITH AN ARMY OF MUTANTS, AS SOON AS HE'S COMPLE...

BLAKE, THEY'RE COMING. BLAKE, HELP US! PLEASE HELP US!



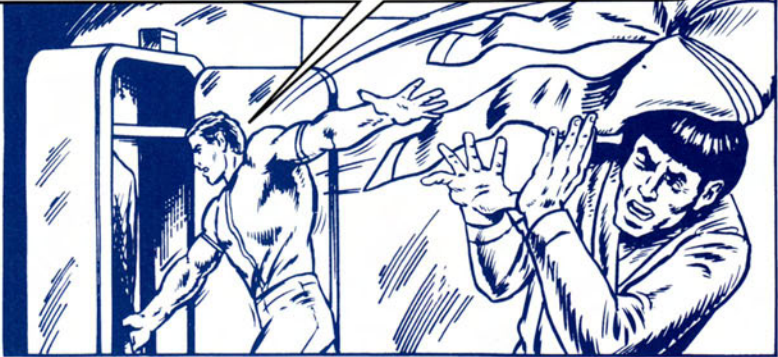
END TRANSMISSION, SIR. DO YOU WISH IT TO REVIEW?



WHAM!!!

THE AGENT BARKED COMMANDS AS HE TORE OPEN HIS LOCKER. HE BEGAN TOSSING ITEMS INTO THE CENTER OF THE ROOM—FIRST HIS FLIGHT SUIT AND BOOTS; THEN... AN ASSORTMENT OF AMMUNITION AND DEADLY WEAPONS.

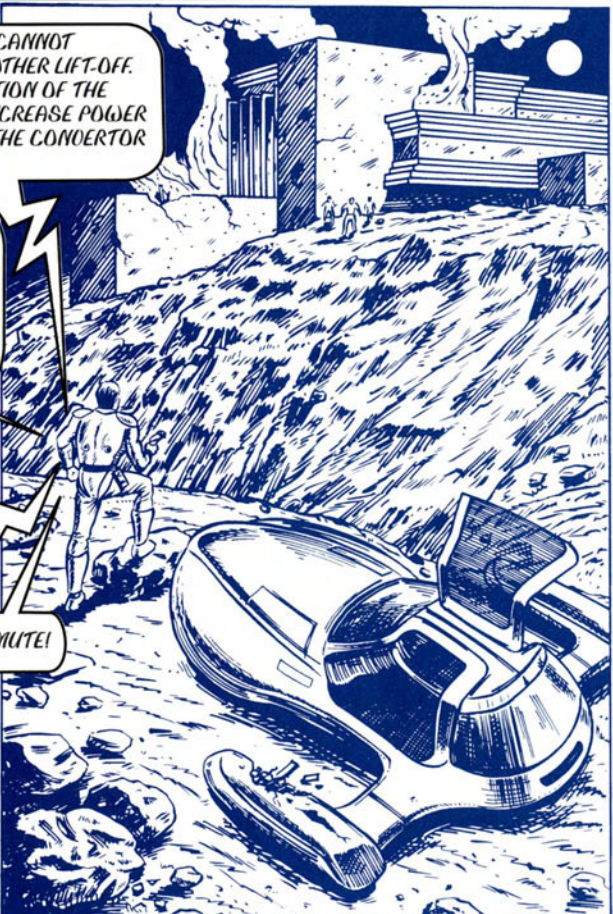
MAGI, PATCH REBA THROUGH TO MY COMSTAT... AND RAISE MY SHUTTLE! GET SOMEONE TO LOAD AND PREP IT. MEREDITH, GET HQ ON THE LINC!!





THE ODDOR OF BURNING CIRCUITS FLOODED THE CABIN AS BLAKE HIT THE SURFACE OF SELON. HE HAD HAD TO PUSH THE CRAFT BEYOND ITS LIMITS IN THE DESPERATE FLIGHT FROM OLD LONDON TO THE STAR INSTITUTE.

A COOL RUSH OF THIN SELON AIR REPLACED THE BLAZING HEAT AS HE POPPED THE HATCH TO STAND BESIDE THE CRAFT.



SIR... THE 4000 CANNOT WITHSTAND ANOTHER LIFT-OFF. YOUR DEACTIVATION OF THE SHIELDING TO INCREASE POWER HAS DAMAGED THE CONVERTOR PYLONS.

TELL ME REBA... IS THERE ANY OTHER OBVIOUS INFORMATION YOU MIGHT CARE TO OFFER?

ONLY SIR, THAT MY SENSORS INDICATE A PROBE BEAM EMANATING...

REBA, MUTE!



SIR?

UH...YES...REBA?

SIR, I WOULD LIKE TO TAKE THIS TIME...

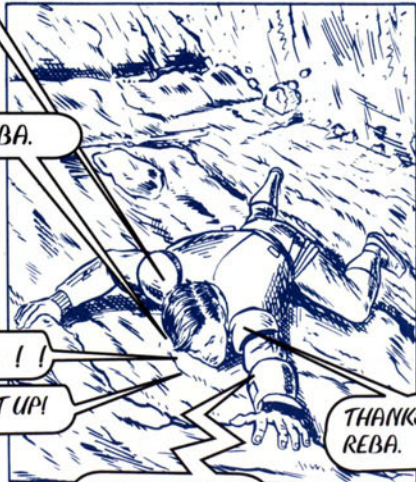
...TO REMIND YOU TO CLIMB CAREFULLY. EVEN THOUGH YOU ARE AN EXPERIENCED ROCK CLIMBER, I SOMETIMES 'FEEL'...SIR...THAT YOU TAKE TOO MANY RISKS, AND AS I AM ATTACHED TO YOUR ARM—IF YOU SHOULD FALL—THEN...

REBA?



...HEAVENS TO VACUUM TUBES, I WOULD BE ALL ALONE IN THIS ENIAC FORSAKEN WASTELAND AND, WELL, TO SAY THE LEAST, THE WORLD WOULD BE LOST AND...

REBA.



...I WOULD PROBABLY BE LYING DIEW-DOWN IN A BOG FOR ALL ETERNITY, WHILE SLIMY SELON RATTLEERS...UGH, MY CIRCUITS PEAK TO THINK OF IT... AND.....

REBA!!

SIR??

SHUT-T-T UP!

THANKS REBA.

GOOD LUCK, SIR.

EMERGING IN FRONT OF THE INSTITUTE
BLAKE TOOK A DEEP BREATH THEN...



IT HAD BEGUN. IF HE HAD ANY THOUGHTS OF RETREAT—ANY THOUGHTS THAT THERE WAS ANOTHER WAY TO PROCEED—THEY WOULD HAVE BEEN PUSHED ASIDE. ONCE AGAIN, EARTH'S VERY SURVIVAL DEPENDS ON HIS SUCCESS IN THIS ASSIGNMENT... THE SUCCESS OF AGENT BLAKE STONE!

INSTALLATION INSTRUCTIONS

To play as *Blake Stone*, you must install the game. The program's installation utility will place all the necessary files on your hard disk drive. To install the game follow these simple instructions.

Place Disk 1 of *Blake Stone* in the appropriate disk drive. Select that drive from the DOS prompt. Type "INSTALL" and press the ENTER key. The install program will prompt for the drive and then for the directory into which the software will be copied. Press ENTER to accept the defaults or type the destination of your choice. The installation program will prompt for additional disks as needed.

JUMPING INTO THE ACTION

When the installation is complete type BSTONE at the DOS prompt and press the ENTER key.

After the title sequence, the Main Options menu will display. Use the arrow keys, mouse, or joystick to highlight your selection. Press the ENTER key, left mouse button, or Fire button to activate your selection. From within the game, you can access the Main Options menu by pressing the ESC key. Press F1 for Help.

NEW MISSION

When you select a New Mission, the Choose a Mission selection screen appears. We recommend you begin with Mission 1: Star Institute. Other missions, depending on your purchase of the entire set, are also available from Apogee. Descriptions of these missions begin on page 25.

Next, choose from four skill levels. Each level differs in the amount of enemies you will battle and the damage the enemies can endure.

Level 1: Novice Agent—for non-gamers or younger players.

Level 2: Skilled Agent—for part-time gamers.

Level 3: Expert Agent—for experienced gamers.

Level 4: Veteran Agent—for the fearless only!

ORDERING INFO

This menu option gives you information on how to order more *Blake Stone* missions from Apogee.

INSTRUCTIONS-F1

This on-line section should answer any questions you may have. If you have difficulty playing *Blake Stone* press F1 during the game.

STORY

This menu option gives you more detailed information about military agent Blake Stone's universe *and* what motivates the agent to put his life on the line—time after time!



BLAKE STONE: ALIENS OF GOLD

GAME OPTIONS

The Game Options menu allows you to select the Sound device, modify Controls for game play and Change View.



SOUND (SUBMENU)-F4

Blake Stone contains three types of sounds—Sound Effects, Digitized Sound and Background Music. The program will automatically search to detect for the appropriate sound board.

To activate or deactivate a particular type of sound, highlight the appropriate sound board and press the ENTER key.

A sound board is not required to play *Blake Stone*, however, to hear the game's enhanced sounds you must have a compatible sound board. *Blake Stone* supports AdLib, Sound Blaster, and Disney Sound Source™ cards.

CONTROLS (SUBMENU)-F6

The keyboard can work in combination with a mouse, joystick or Gravis PC Gamepad. You can calibrate your mouse by selecting the Mouse Sensitivity option.

To modify the game controls choose the Customize Controls option from the menu. For example, instead of using the CTRL key to fire, you may prefer the SPACE BAR.

To customize a control, select a device and function to modify and press the ENTER key. The name of the key or control which currently activates that function will change to a "?". Press the key or button that you wish to activate that function. (Though both sets of arrow keys work in the game, use the keypad keys to set them as a control.)



CHANGE VIEW (SUBMENU)-F5

You may wish to reduce the size of the view space of *Blake Stone* in order to increase the speed of the game play. Use the arrow keys to change the size of the window. The program will scale everything to fit within the new window size. Also, another way game speed can be increased is to toggle off the display of the floors and ceilings. The <F> and <C> keys, respectively, control these functions.

HIGH SCORES

The high scores menu option allows you to view the current top ten scores. Press the ESC key to exit this menu.



LOAD MISSION-F3

From within the game, press F3 to load a saved mission.

SAVE MISSION-F2

The program's Save screen provides ten Save game fields. To save a game, select an empty field with the arrow keys or mouse (or use one you don't mind writing over) and enter a name. Press the ENTER key to accept the selection.

BLAKE STONE: ALIENS OF GOLD

BACK TO DEMO/MISSION

If you aren't currently playing a game, this option will be "Back to Demo." Once selected, you will see the title sequence. If you're playing a game, this option will be "Back to Mission."

LOGOFF

Selection of this menu option will exit the game to DOS.

QUIT-F10

Press F10 from within the game to quit to the DOS prompt.

BACK TO OPTIONS MENU-ESC

If at any time during the game you wish to return to the Main Options menu, press the ESC key.

THE MISSION BEGINS

If you've selected New Mission and Mission 1, you've just blasted the Loc with your Auto Charge Pistol and are standing within the Lobby of the Star Institute. You will be given a mission briefing which appears on the REBA display attached to your left wrist.

The following is a list of controls and commands for moving and fighting within the game. Remember, at any time you can press the F1 key to get on-line assistance.

CONTROLLING BLAKE STONE

Hey...it's grizzly in there! Guards, mutants, horrible genetic experiments—all running amok. There's hardly time to think, much less stand around. Here's a crash course in moving—quickly!



Walking – Use the up and down Arrow keys to walk through the complex.



Run – Hold down the right Shift key and an Arrow key to run.



Turning – Use the left and right Arrow keys to turn.



Fast Turn – Hold down the right Shift key and the left or right Arrow key for fast turns.



Strafe – Press the Alt key and the left or right Arrow key to slide side to side instead of turning left or right.



Quick 180° – press the ENTER key or the W and you'll turn 180° quickly.



Quick 90° (Left/Right) – Press Q to turn quickly left, E for quick right.

CALL TO ARMS

Right, it's a fight to the death! But you're not going in empty handed. You've got a wealth of weapons—an awesome arsenal! So...once you have more than one gun you'll want to choose between them for the most efficient use of force.

The numeric keys 1-5 can be used to select a particular weapon. A graphic representation of your firepower and the keyboard/numeric equivalents are shown on the following page.

BLAKE STONE: ALIENS OF GOLD



1 = Auto Charge Pistol



2 = Slow Fire Protector



3 = Rapid Assault Weapon



4 = Dual Neutron Disruptor



5 = Plasma Discharge Unit

You begin the mission with weapon #1. Until you discover other weapons, pressing 2-5 will have no effect. So, find more firepower!

If the current weapon you are using becomes depleted, you will revert to the base level weapon—the Auto Charge Pistol.

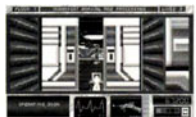


TAKE 'EM DOWN!

Aim your weapon at your target and press the CTRL key. That will blast 'em! This is assuming you're not out of charge power.

If you are using the (3) Rapid Assault Weapon, (4) Dual Neutron Disruptor, or the (5) Plasma Discharge Unit you can hold down the CTRL key for continuous fire. Bl...a...a...a...a...a...a...a...a...st 'em!!

The accuracy of a weapon decreases with the distance from your targeted enemy. It's fairly easy to detect a hit—*holes are punched in your enemy!* But if your blasts are not hitting the target, you may want to aim to the left or right of them.



OPENING DOORS AND ACTIVATING SWITCHES

To open doors and elevators, move in front of the door and press the SPACE BAR.

Some walls in the complex can be pushed back to reveal hidden areas. To search for the push walls, move close to a wall and press the SPACE BAR. When found, the wall will make a noise then slide backward. These walls are rare so be patient while searching.

There are hazards which can be activated and deactivated by switches located on the same levels as the hazard. The switches toggle off or on by use of the SPACE BAR.

Several of the doors in each of the facilities will require color coded access keys. The cards can be found somewhere on the same level as the locked door. Using an access card requires no additional commands other than the SPACE BAR to open a door.



GATHERING THE GOODS

There's loads o' goodies to pick up in the complex. Some you'll need, some you won't. To pick up an item simply walk over it. If you don't need it at the time, it will remain on the floor for the time you will need it.

For example, if you are carrying the maximum energy stored at 100%, you won't pick up a charge pack by walking over it.

BLAKE STONE: ALIENS OF GOLD



GOING UP! (TO THE NEXT LEVEL)

On each floor there is an elevator that can take you to another floor. There may also be a teleporter that can move you elsewhere in the level. Each floor in the current complex is locked and requires a RED access card before traveling to another floor. Once inside the elevator, face the control pad and press the SPACE BAR. This will display the floor selection screen. Select the floor number from the keyboard. All floors can be re-entered. You can go back to previously explored levels and pick up things you left behind!



JOYSTICK AND MOUSE CONTROL

When using the mouse or joystick, use button 1 to shoot, and button 2 to strafe. With a three-button mouse, use the third button to open doors. Gravis PC Gamepads have a fourth button, useful as a run button.



YOUR CURRENT STATUS

The *Blake Stone* game screen includes two status areas.

The status strip located at the top of the screen displays the current FLOOR number, the COMPLEX AREA name and the number of LIVES remaining.



FLOOR

There are 11 floors in each mission of *Blake Stone*. The current floor is shown at the left of the top status strip.



COMPLEX AREA

Where are you? This displays the area's name.



LIVES

You start each mission with three lives. If you die you will restart the level from the point at which you began. You'll lose weapons and points you obtained (on that level) before your death, but your health will be restored to the maximum. What a trade, huh?

The larger status area located at the bottom of the screen contains the REBA INTERFACE display area, the EKG MONITOR readout of your health, the SELECTED WEAPON DISPLAY, the CURRENT CHARGE STATE of your weapon, and the ACCESS CARD DISPLAY. These displays and their functions are explained more fully in the following section.

REBA INTERFACE

When enabled, the REBA INTERFACE displays information about the enemy, as well as food unit selections, the current food unit tokens inventory, and current items which are being picked up. Also, REBA relays information on the Access Cards needed to unlock specific doors, displays Bio-Tech conversations and other general information. She's strictly business in the midst of battle!



BLAKE STONE: ALIENS OF GOLD



EKG MONITOR

The EKG Heart Rate Monitor reveals the condition of your physical health during game play. Your mental health is your business! When you begin *Blake Stone* your Health is 100%. Each time your enemy inflicts you with damage your health is reduced. To restore your health, visit a food dispenser or find a first aid kit.



SELECTED WEAPON DISPLAY

This monitor displays the weapon currently being used. The lower right corner also displays the current percentage of charge remaining. Weapon selection is made from the keyboard by pressing 1-5.



CHARGE STATE MONITOR

The current Charge State shows how much charge remains in your charge pack. If you are using the Auto Charge Pistol, then it displays a WAIT message while recharging or a READY message once the ACP's internal pack has been fully charged.



SCORE DISPLAY

This display is top right on the lower status area. You can gain points by picking up treasure or by killing an opponent. Every 400,000 points provides an extra life. That means there's a bonus for picking up all the goodies you can find. Collect 'em!



ACCESS CARD DISPLAY

When you find an access card, a graphic representation of that card will be shown in one of the five small slots located to the right of the ammunition count. It will be held for your use at a later time.



FINISHING A LEVEL/AUTO-MAPPING DISPLAY (TAB)

Once you have the red access card and return to the elevator, your performance will be shown along with a map of the floor. Press TAB at any time from within the game to see the map. Below is a legend which will assist you in reading the map.



Flashing dot = you; Green dots = doors; Red dots = locked doors.

ITEMS YOU CAN PICK UP

Blake Stone has four types of items. You'll want *and* need to pick them up. ACCESS CARDS, WEAPONS & AMMUNITION, HEALTH sources, and BONUS ITEMS.



ACCESS CARDS

Access cards allow you to enter higher floors. They come in a variety of colors and have specific uses. Some may be easy to find, others may be more difficult. Red access cards are needed to exit any level. The yellow, green, blue, and gold cards have varying uses which are described as needed.

BLAKE STONE: ALIENS OF GOLD

WEAPONS & AMMUNITION:



AUTO CHARGE PISTOL (ACP)

The ACP does not require a charge pack; you'll have to wait for the unit to recharge. It's a silent attack weapon, so skulk around awhile—firing it won't announce your presence!



SLOW FIRE PROTECTOR (SFP)

This weapon requires a charge pack for use. There is a slight recharge period between shots fired. However, it does allow for more rapid fire than the ACP.



RAPID ASSAULT WEAPON (RAW)

A medium speed repeat-fire unit, the RAW requires a charge pack. Like the SFP it cannot recharge itself.



DUAL NEUTRON DISRUPTOR (DND)

This high speed repeat-fire unit is fitted with dual, oscillating barrels. It packs a wallop, but requires the stored energy of a charge pack.



PLASMA DISCHARGE UNIT (PDU)

If you want to dispatch some enemies P.D.Q.—use the PDU. With a wide range of detonation and repeat fire capabilities, this is a powerful weapon. It also requires an energy charge pack for operation.



FULL CHARGE PACK

These particular items can be found throughout the Complex. They increase your current charge by 8%.

PARTIAL CHARGE PACK

These charge packs can be picked off the bodies of dead enemies. They will increase your current charge level by whatever percentage charge remains in the pack. Hey...fry a hole in your enemy, then take his pack. He certainly won't need it anymore!

HEALTH ITEMS

These items will increase your health, that is, if you're not too far gone already. They are as follows:



FIRST AID KIT

This item increases your health by the largest percentage. Pick it up and you'll raise your health by 30%.



STEAK

It's there, and it's not refrigerated, but steak raises your health by 20%.



RAW MEAT

Who cares who dropped it! It's food, and food equals health. A 15% increase is gained from this item.

BLAKE STONE: ALIENS OF GOLD



SANDWICH

Hold the pickles, hold the lettuce? Having it your way is not always practical. Eat it—it gains you 10%.



CANDY BAR

Is there a hunger inside you? This bitelet will increase your health by 8%. But we all knew that anyway, didn't we?

BONUS ITEMS:



MONEY BAGS

Okay, so you say money can't buy you life, but these bags increase your score by 100.



LOOT

This item increases your score by 500. And it's just lying there? Wowser!



GOLD BARS

Somebody's got a hole in their pocket! In varying amounts these items are strewn throughout the complex. Take advantage of their misfortune—it's tax free and it increases your score in amounts ranging from 250 to 1000.



XYLAN ORB

Okay...so it's hard to pronounce—they're worth 5000 in added score points!

Remember with every 400,000 points you are awarded an extra life. What a deal!



ONE CREDIT TOKEN

You can use these at the Food Units. Pick 'em up; you never know when you'll need 'em! The name says it, these are worth one credit.



FIVE CREDIT TOKEN

Now we're talking *serious* prepackaged food items. Use these to buy food, thus health, at the food units. They are valued at 5 credits.



The Food Units dispense items which can add to your health. To use them, walk up to the Unit and press the SPACE BAR. No, you don't need exact change, but the Food Units do require a token in order to operate. The REBA interface will describe each item as it is dispensed.

FRIEND...OR FOE?

You can be sure that most of the others whose path you'll cross are out to blast you back to the British Isle. A few, however, are here to help you. Of course, all the opponents will vary in weapons, strength, speed, skill and intelligence. Stay on your toes; you'll need to size up the situations as they arise. A description of these 'friends or foes' is below.



BIO-TECHNICIANS

Many of these guys are loyal to Dr. Goldfire, which means they'll waste you if they get the chance. But some can actually help you survive. Valuable information, charge packs, or tokens can be gained from these Bio-Tech informants. Walk up close to them and use the SPACE BAR to gain the goods!



SECTOR PATROLS

The Sector Patrols aren't out to help anybody—especially you. This deadly pack packs the lethal Slow-Fire Protector. So...knock 'em out quickly.



STAR SENTINELS

"Professional" best describes these security guards. They are armed with auto-repeating rifles and they know how to use them. Oh yeah—they won't go down without a fight! Kill one and take his rifle. That's what we're here for isn't it?



STAR TROOPERS

The toughest of the tough. These guys are determined! With security vests to protect them, you might knock 'em down, but...they won't stay down! But then it couldn't hurt to keep trying, huh?

AND MORE...AND MORE...AND...

Surely, the future wouldn't be complete without a grouping of ghastly creatures to thwart your mission. Each mission of *Blake Stone* is packed with slobbering aliens, battle thirsty mutants, tech traps, guards and more. Be warned; they lurk at every turn!

But, if we told you any more we'd spoil 'the hunt'! The best way to find out what's in there is to get in there!

Go on...fight already—the Known Universe is counting on you!



THE MISSIONS

If there is one major objective to *Blake Stone*, it is to stop Dr. Pyrus Goldfire, Director of the Star Institute. He's the villain behind the villainous plan. Intelligence reports are sketchy, but one thing is certain; Dr. Goldfire is ruthless, relentless and out to rule to the Known Universe.



MISSION 1: Star Institute

Goldfire knows he's up against the Directorate's best agent—you—and he's ready. He's unleashed his terror to battle you from the start! Now...if the savage guards and sinister creatures weren't enough, Goldfire has set loose the hideous Spider Mutant to finish you off.



MISSION 2: Floating Fortress

Your search for Dr. Goldfire continues. But you'll find his scheming has become even more maniacal as the evil doctor turns out more of his twisted creations.

You might get past his first assault, but Goldfire is determined. He's serving up a 'caustic' creature—the Acid Dragon—to singe your a...ccess cards!



MISSION 3: Underground Network

You keep coming back for more! And more is what you'll get. The most dangerous mission yet places you in the depths of Goldfire's Underground Network.

This cavernous storage area holds the secrets of his failed experiments—and the results of tests gone terribly wrong! He's given full reign to his host of hostiles and the treacherous Breather Beast. Blast 'em (if you can) before they grasp you, then stop the Doctor!



MISSION 4: Star Port

This well-guarded base houses Goldfire's creations before their shipment throughout the Known Universe. You must knock out this vital supply facility before the evil Doctor 'delivers.'



MISSION 5: Habitat II

But...Goldfire has another plan. Teleportation! You must fight your way through an army of enemies to find the madman. But be warned, the Doctor has a surprise for you. The Bio-Mech Guardian is on the rampage!



MISSION 6: Satellite Defense

This is Goldfire's final battlefield *and* his most vicious assault. Your mission: survive and end the threat to the Known Universe from this evil sociopath! Watch out for the crowning achievement of Goldfire's warped research—the Reptilian Warrior!

KEY COMMANDS AND SHORTCUTS

The following is a list of default key commands used for game play.

HELP **PAUSE** **CONTROL PANEL**

F1 = Help/Instructions **P or Pause Key** = Pause **Esc** = Main Options

PROGRAM OPTIONS

F2 = Save **F3** = Load **F4** = Sound

F5 = Resize View **F6** = Controls **F7** = End Game

F8 = Quick Save **F9** = Quick Load **F10** = Quick Exit

WEAPON SELECTIONS

1 = Auto Charge Pistol **2** = Slow Fire Protector

3 = Rapid Assault Weapon **4** = Dual Neutron Disruptor

5 = Plasma Discharge Unit

MOVEMENT KEYS

Up Arrow = Move Forward

Down Arrow = Move Backward

Left Arrow = Turn Left

Right Arrow = Turn Right

Rt. Shift + Up Arrow = Run Fwd

Rt. Shift + Down Arrow = Run Bkwd

Alt + Left Arrow = Strafe Left

Alt + Right Arrow = Strafe Right

Q = Quick 90° Left

W or Enter = Quick 180° turn

E = Quick 90° Right

I = Toggle Attacker Info

H = Heartbeat On/Off

M = Music On/Off

C = Ceilings On/Off

F = Floors On/Off

Tab = Auto-map Status Window

S = Sound Effects On/Off

FIRING YOUR WEAPON

CTRL = Fires Your Weapon

ACTION KEY

Space Bar = Open Doors, Search for Secret Doors, Activate Switches,
Use Teleporters, Use Food Units, Interrogate Scientists

MISSION STRATEGIES, HINTS AND TIPS

Is *Blake Stone* too difficult to play? Or, do you just want to see everything in the game? Either way the following cheat mode will help you out. Using this cheat will give you full ammo, health all the weapons and all the access cards.

To activate the cheat mode, type (one letter at a time from within the game) “JAM” and then press the ENTER key. You may use this cheat as many times as you wish, but your score will be set to zero with each use.

Here are just a few tips to keep you blasting in *Blake Stone*. They may help save your life. At the very least they'll save your nervous system!

- Shoot PerScan Drones and Volatile Transports (VT's) from a distance. Their explosions can damage you!
- Use PerScan Drones and VT's to damage opponents near them.
- Do not destroy PerScan Drones or VT's around hibernating aliens. The explosions will release them.
- Shoot at the crates with the Slow Fire Protector—this will conserve ammunition.
- When entering rooms through opening doors, quickly enter the room and then back out. This will alert any potential ambusher and give you a chance to blast him first.
- Interrogate all Bio-Technicians at least three times. The first time he'll give you a clue; the second, ammunition; the third, a food token.
- Use the Plasma Discharge Unit to kill opponents around corners.
- When shooting an opponent with one of the larger weapons, back away while shooting. This will keep you at a safer distance to allow more hits to wear him down.
- When fighting opponents that shoot at you, keep moving side to side. In this way you can avoid some of the shots.
- Kill the shooting aliens—locked behind barriers—before deactivating the barriers.
- Try to destroy the ceiling turrets as quickly as possible when you see them, before they lock-on to you and begin firing. Use the RAW or DND to take 'em out.
- Use the save/load game feature often to get through areas.
- The Fluid Aliens can only take damage when they are standing.
- Don't loiter in rooms with electric sockets in the walls. The Plasma Aliens will emerge and attack—until you are dead!
- Don't shoot any informants and you will be well rewarded!
- Use the keyboard and mouse to play the game. The mouse provides better control for shooting and turning. Also, the Strafe mode is much easier using the second mouse button.
- Remember, you can always return to previously played floors to retrieve items you did not pick up. This might be a saving grace when low on health or ammunition.
- The closer you are to an enemy the more damage he takes with each shot.
- Find all the loot. High scores receive extra bonuses!
- Some push areas may require more than one push.

TROUBLESHOOTING

Having difficulty? See the BS-HELP.EXE file on the original disk for more detailed help.

MEMORY PROBLEMS?

If you run *Blake Stone* and get an “Out of Memory” message, there are a few things you can do.

REMOVE TSR (RESIDENT) PROGRAMS

If you change your AUTOEXEC.BAT to not load TSRs, they won't take up the memory that *Blake Stone* needs to run. We recommend temporarily renaming your AUTOEXEC.BAT to AUTO, and your CONFIG.SYS to CONFIG. Then reboot your computer and restart the game.

LOAD DOS HIGH

If you have at least a 386 computer and extended memory, plus DOS 5.0, you can load DOS into high memory. Simply place “DOS=HIGH” in your CONFIG.SYS file. Refer to your DOS Manual for further details.

GAME MOVEMENT TOO SLOW?

You can improve the speed of *Blake Stone* by shrinking the window view (F5) and/or toggling off the floor (F) and ceiling (C) displays.

MORE...

Blake Stone will use XMS (extended memory) and EMS (expanded memory) if available. If you have an EMS card or a 386 computer, check your system manual for information on how to make this available.

SOUND PROBLEMS?

A sound board is recommended for playing *Blake Stone*. If you are having sound problems here are a few ideas that may assist you.

SOUND BLASTER ADDRESS

When you installed your Sound Blaster or Sound Blaster Pro, you may have needed to change the default address in order to resolve possible hardware conflicts. *Blake Stone* can work with non-standard Sound Blaster and Sound Blaster Pro settings. However, *Blake Stone* needs to know these settings.

To allow *Blake Stone* to obtain these settings, set the “Blaster” environment variable to contain the appropriate information. To do this either include the following in your AUTOEXEC.BAT file or type it on the command-line before running *Blake Stone*: SET BLASTER=Axxx Ix Dx.

Axxx represents the address of the Sound Blaster/Sound Blaster Pro. For the Sound Blaster, it's either A210, A220, A230, A240, A250, or A260. For the Sound Blaster Pro, it's A220 or A240. The default is A220.

Ix represents the IRQ number used by the Sound Blaster/Sound Blaster Pro. For the Sound Blaster, it's either I2, I5, or I7. IRQ 10 (only available on a machine with AT BIOS and the Sound Blaster Pro) is not supported. The default is I7.

Dx represents the DMA channel used by the Sound Blaster/Sound Blaster Pro. D0, D1, or D3 are acceptable values. The default is D1.

Try the default values first. If one of the values is out of the acceptable range, the program will Quit, indicating which of the values wasn't acceptable. Refer to your Sound Blaster manual for details.

BLAKE STONE: UPGRADE OFFER!

Alert!!! Alert!!! Alert!!!

**If you are a registered user of Missions 1-3 only then...
The Earth Directorate need you!**

Only half the battle has been won! Pyrus Goldfire won't stop his insanity until all of humanity has been suppressed and he rules the Known Universe. It's going to take a seasoned veteran possessing exceptional battle skills and cunning intelligence to wipe Goldfire and his mutant infestation from the face of the universe—once and for all! Read on for details on how you can continue the adventure. The future of the universe is in your hands!

Players who have purchased Mission 1-3 of *Blake Stone: Aliens of Gold* can continue the excitement by upgrading to Mission 4-6. When you order the remaining three missions, you'll get:

- 33 new levels, including 6 hidden levels!
- Tons of new graphics!
- New boss opponents!
- An explosive ending sequence!
- A chance to finish the mission you started—defeating the madman, Dr. Goldfire!
- And much, much more!

Important: This offer is for players who have purchased Mission 1-3 only. If you already have Missions 1-6, this upgrade is not for you.

Here's how to order the remaining three action-packed missions:

1. Complete the order form on the reverse side of this page, tear at the perforation and fold.
2. Include your payment in the amount of \$29.95 plus shipping and handling.
3. Send your original Disk 1 for Missions 1-3 of *Blake Stone: Aliens of Gold*, the order form, and payment to the address below:

**Apogee Software
Blake Stone Upgrade Offer
PO Box 496389
Garland, TX 75049-6389**

Sorry, phone and fax orders for the *Blake Stone: Missions 4-6 Upgrade* will not be accepted.

Yes, I want to stomp that maniacal madman Dr. Goldfire! Please send me the Mission 4-6 upgrade so I can get down to business as soon as possible.

PURCHASER/PAYMENT INFORMATION (Please print clearly.)

Name: _____

Company: _____

Address: _____ Apt/Suite#: _____

City: _____ State/Province: _____

Zip/Postal Code: _____

Country: _____

Phone: (____) _____ Fax: (____) _____

Check one: Check* Money Order* Visa
 MasterCard Discover

*Payment must be made in U.S. funds and drawn against a U.S. bank. Please do not send cash.

Card Number: _____

Expiration Date: _____

Signature: _____

SYSTEM INFORMATION (Check the boxes which apply.)

Graphics: SVGA VGA

Disk Size: 3.5" HD (1.44M) 3.5" LD (720K) 5.25" HD (1.2M)

Computer Type: Pentium 486 386

ORDER SUBTOTAL

\$29.95

**TEXAS
TAX**

8.25%—Addison, Buckingham, Carrollton, Cockrell Hill, Dallas, Farmers Branch, Garland, Glenn Heights, Highland Park, Irving, Plano, Richardson, Rowlett, University Park
7.25%—All other Texas cities or towns

**SHIP &
HAND**

\$5-United States; **\$6**-Canada/Mexico; **\$8**-All others.

ORDER TOTAL

Important: The original Disk 1 for Missions 1-3 of *Blake Stone: Aliens of Gold* must accompany this form.

DO YOU REQUIRE FURTHER TECHNICAL ASSISTANCE?

As a registered user of *Blake Stone* you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by calling (214) 278-5655, Monday through Friday, between 8:00 a.m. and 6:00 p.m., Central Standard Time. Or fax us at (214) 278-4670, 24 hours a day. You may prefer to write. Send correspondence to:

Apogee Software
Technical Support/Game Hints Department
P.O. Box 469389
Garland, TX 75049-6389

To assist us in providing you with faster service, please have your order number ready and be at your computer system when you make the call. Written inquiries should include your order number, system type and accessories, and any "terminate and stay resident" (TSR) programs you are currently running.

Please do not call the 1-800 number for technical support or game hints as this information will not be provided on this line.

There is a file included with the *Blake Stone* game disks which contains some basic technical support information. This file is named BS-HELP.EXE. If you are having difficulty executing *Blake Stone* once it has been installed, consult this file before you call Apogee. The file contains solutions to the most commonly encountered problems of our customers.

THANKS FROM APOGEE!

All of us at Apogee would like to express our sincere appreciation for your purchase of this software package. Much time and effort goes into the development of our software, and your support ensures that we can continue to offer quality software entertainment.

APOGEE SOFTWARE

Apogee Software is the publisher of *Blake Stone* and other games and educational software for IBM and compatibles. For information about all the products available from Apogee, call **1-800-GAME-123**, and ask for a catalog.

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