



BCI
SOFTWARE

**OPERATING
INSTRUCTIONS**

HYDRAX

Graphic Adventure Game

The game "Hydrax" is a new concept in Adventure Games. It seeks to combine the best features of an Adventure Game with the action and graphics of an Arcade Game. As an adventurer you will be required to solve puzzles and riddles while exploring a vast underground world in your quest to find and defeat Hydrax. As an arcader you will use a joystick to control the hero and to fight various unfriendly creatures which inhabit the cave.

The game is played in two ways, by means of the joystick, when fast action to defeat an enemy is required, and by typed commands if a more thoughtful solution is required.

Pressing the space bar on the computer will freeze all action and allow you to type in a command. Commands may be single words or sentences.

- e.g. (i) LOOK - will tell you about the room
(ii) OFFER 10 GOLD PIECES TO WITCH

SOME USEFUL COMMANDS

INVENTORY - tells what you are currently carrying and how many life points you have left.

SAVE GAME - saves game to disk (see note).

EXITS FROM CAVERN

The exits are left, right, back, front, up, and down. A cavern may have only one exit or any combination of six. All exits are normally visible on the screen except the front. The joystick can be used to walk through a left or right exit.

JOYSTICK

The joystick is used for walking, jumping, ducking, swimming and fighting. To fight you must carry a sword. Press fire button and direction of the joystick will point the sword.

Joystick left or right walks in that direction.



LOADING

Load "BOOT" and type in "RUN."

It should be noted there is the initial loading of many files and it takes some time.

Playing a NEW GAME (N) starts player from the first cavern.

Playing a SAVED GAME (S) continues the player from where he saved the game.

SAVING GAME

The SAVE GAME command allows player to save game in most rooms. You must use your own disk as a SAVED GAME DISK. Any new disk used as a SAVED GAME DISK must be formatted using the program New Disk. To format the disk load program NEW DISK and RUN. This may be done only once for any new disk. Any previous program on this disk will be erased.

Player must save game at least once to play a SAVED GAME.

The scene opens with our hero travelling a long dusty trail and arriving at a dead-end canyon. The only way to continue is through an entrance to a large cave. On the ground, in front of the cave, is a metallic suit that does not seem to have suffered the ravages of time with a note etched on the metal.

The note reads:

"With my last strength I am writing this note as a warning and a challenge to all who seek to follow the trail into the cave.

The cave is rumored to house a huge dragon which guards a vast treasure and rules the lower reaches of the kingdom. The caves are inhabited by many creatures some who will aid you in your quest and others who will seek to do the dragon's bidding and stop you. Heed the creatures who have proved to tell the truth and you will not suffer. The creatures who deceive you will do so always.

I lost my nerve before reaching the final battle. To those who follow good luck and be brave!"