

COLD BLOOD

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RAM 8KB · 32KB ROM

MSX

MSXC05 ROM CARTRIDGE

REQUIRES SUPER GAME MODULE

**COLECO
VISION**

COLC05 ROM CARTRIDGE



REQUIREMENTS

MSX: Any MSX machine.



COLECO: A ColecoVision machine with Super Game Module.



Make sure that your MSX / COLECO* is switched OFF, then insert the Cold Blood cartridge and switch the machine ON.

* On COLECO, don't forget to plug your Super Game Module too.



MSX

- <MOVE> - Cursor Keys or Joystick in port 1.
- <FIRE1> - Space or Joystick button 1.
- <FIRE2> - CTRL, SHIFT, GRAPH or Joystick button 2.
- <F1> - Access to the transceiver.
- <F2> - Pause.

COLECO

- <MOVE> - Joystick in port 1.
- <FIRE1> - Joystick button 1.
- <FIRE2> - Joystick button 2.
- <0 Key> - Access to the transceiver.
- <* Key> - Pause.
- <1,2 and 3 Key> - Direct access to Items 1, 2 and 3.
- <5 Key> - Direct access to xblips.

MSX2 (or higher machine) **Only**

Press <SELECT> on the menu screen to switch between 50/60 hz mode, and use <FIRE2> to switch the colour palette (there are 2 different palettes).



YOUR MISSION

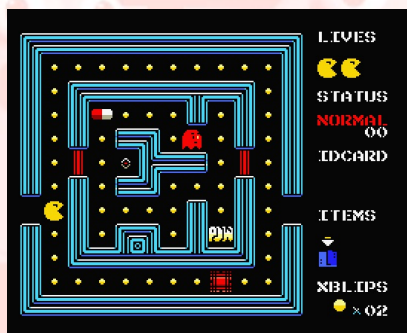
You're **PacSnake**, a first rank member of the glorious **PacHound** group, and you've been assigned to an important mission.

Your orders are to enter into the **Ghost Heaven** fortress, a high security area full of evil ghosts. Once there, you have to eat all the blips (the little yellow dots) that are on the area.

Try to avoid the enemy as much as possible, and use the items you'll find to advance in your mission. When all areas are clear, your mission will be complete.



THE SCREEN



The main part of the screen is the game area, where the maze with ghosts and all the actions is. On the right part of the screen you have some useful info, in this order:

- Lives left - Shows the lives you have left.
- Status indicator - Shows your current status, and the time until it will become **NORMAL** status again.
- ID Cards got - When you get ID Cards they show there.
- Items - Shows the items you got and an arrow over the selected one.
- Xblip indicator - Shows how many Xblips you got by eating normal blips.

HOW TO PLAY



Once you're inside the fortress, go for the blips trying to avoid the ghosts. If they catch you, they'll kill you, they make no prisoners!

You start the mission with 3 lives. Once they're all over, you can Continue or Exit. If you continue, you'll re-start the level, so you will have to eat all the Blips again. When you re-start a level, you get the number of lives you had when you entered that level.

It's really necessary to eat all the small blips. They're also important cause when you've got a good bunch of them, you'll get an XBLIP, a big powerful Blip that you can use to defeat the ghosts.

At some point you can find some Red Blips. Don't be scared, then won't hurt you, so you can eat them safely.

Use <**MOVE**> to move PacSnake around,

Use <**FIRE1**> to use an item or put a xblip on the maze.

Use <**FIRE2**> to change the selected item or to select xblip.

> XBLIPS

The XBLIPs you have are show on the lower part of the screen. You can have as many as you want. To use them, press FIRE2 until the arrow that indicates the selected item dissappears (on Coleco you can directly press the 5 Key).

Then you can put an XBLIP by using FIRE1, if there is a free place on the maze to put it. Then you can walk over it to eat it and you'll change to KILLER status, that way you'll be able to kill enemys... temporally.



HOW TO PLAY

> POWS

At some points of the area there are some **POWS**. They can give you some nice habilities that will help you in your mission, but also cause you strange effects and be a problem.

* There is no way to know what they do until you eat them! *

When you got one of them, your **STATUS** will change from **NORMAL** to the effect of the **POW** you ate. Don't panic, the effect is always limited and you will return to **NORMAL** after a while. If you have a **STATUS** you don't like and you can find and get another **POW**, you'll return automatically to **NORMAL**.

You can't eat **POWS** when you're on **KILLER** status. Learn about your different **STATUS**, and think twice if you really need to get a **POW** or not...

> ID CARDS

Some places are not accesible. There are some doors you can't open unless you have an **ID CARD** of the same colour. Find them around the maze.

When you get an **ID CARD** it shows at your **ID CARD** indicator.

HOW TO PLAY



> ITEMS

There are some items you can grab in order to get some advantages. Find them and use them properly. Learn its use and think which ones you need most, and when.

Once you get an ITEM it will show at your ITEM indicator. You can have up to 3 items on your inventory, and you can switch the one you want to use by pressing <**FIRE2**>. (On Coleco you can select directly each item by pressing <**1-3 Keys**>).

Some items you have to activate by pressing <**FIRE1**>, other ones do effect only by grabbing them.

Learn about them quickly! That's the job of a **PacHound** member.

Most of the items can't be activated unless you're in a **NORMAL** status.

There's a quick view of the ITEMS:

- **Diazepam** - Recovers your NORMAL status.
- **Boots** - Allows you to walk properly over some floors.
- **Card Box** - Check it :)
- **Thermal Goggles** - You can see the ghosts even if you have status BLIND.
- **Ration** - Gives you 5 Xblips.
- **Ghost Uniform** - To dress as your favourite ghost and fool them.
- **Compass** - Tells you where are the nearest blips, on a short range of screens.
- **Spray** - You can make ghosts fall asleep with it.



HOW TO PLAY

> USING THE RADIO

By pressing <F1> (MSX) or <0 Key> (COLECO) you can activate your **Transceiver** to contact **PacBoss**. Follow his orders and ask him about the mission if you need to.



> KNOW YOUR ENEMY

You could probably think... "Do those ghosts have a name?". Well, who knows and who cares, the important is that there is a lot of them and you better don't stop to ask them.

They patrol the fortress and you'll see there are different kind of ghosts. By learning the differences in their behaviour, you'll get a tactic advantage.

THAT'S ALL



That's all on this **PacHound Quick Guide**. If you need more info, you'll need to purchase the **PacHound Complete Guide**, edited by **Pactriots Ltd**.

Enjoy your mission, and good luck.

Important Note: If you miss some cigarretes on your inventory, don't be silly. Smoking is not good for health.

CREDITS

Coding & Design: MsxKun.

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