

B. A. T.

Type: Role-Playing Adventure
Difficulty: Novice-Intermediate
Systems: C64 (joystick required), Amiga (512K), MSDOS (640K and VGA required, mouse recommended; Ad Lib)
Company: UBIsoft/Electronic Arts

B. A. T., the Bureau of Astral Troubleshooters, has a job for you: eliminate the mad scientist threatening to destroy Terrapolis if the city isn't turned over to him. You must do so before his ten-day deadline expires, or he'll blow it up. The time element is integral to the game's design. Certain crucial characters appear only at specific times and places, so it's possible to wander aimlessly for days until you figure this out. A programmable computer called B.O.B. assists in translating alien speech and other tasks, but you must first program the thing.

Imported from Europe, *B. A. T.* displays an original graphics style featuring numerous split screens and other visual effects. Its interface is similar to the one used in *Future Wars* and *Stealth Affair*. Click on a person or object, and a menu appears on the spot, listing possible actions and possibly leading to a sub-menu of further options. The "smart cursor" changes shape when placed over an object, reflecting the way you can interact with the item. Hover it over a door, and the cursor becomes an arrow, for example. The designers included a space ship simulator, role-playing style combat, experience points, levels and character creation. However, finding the right people, acquiring the correct codes and similar puzzles are the focus of the game. Sound effects are fair, animation minimal. A visually refreshing presentation and smooth interface are good reasons to check this one out.

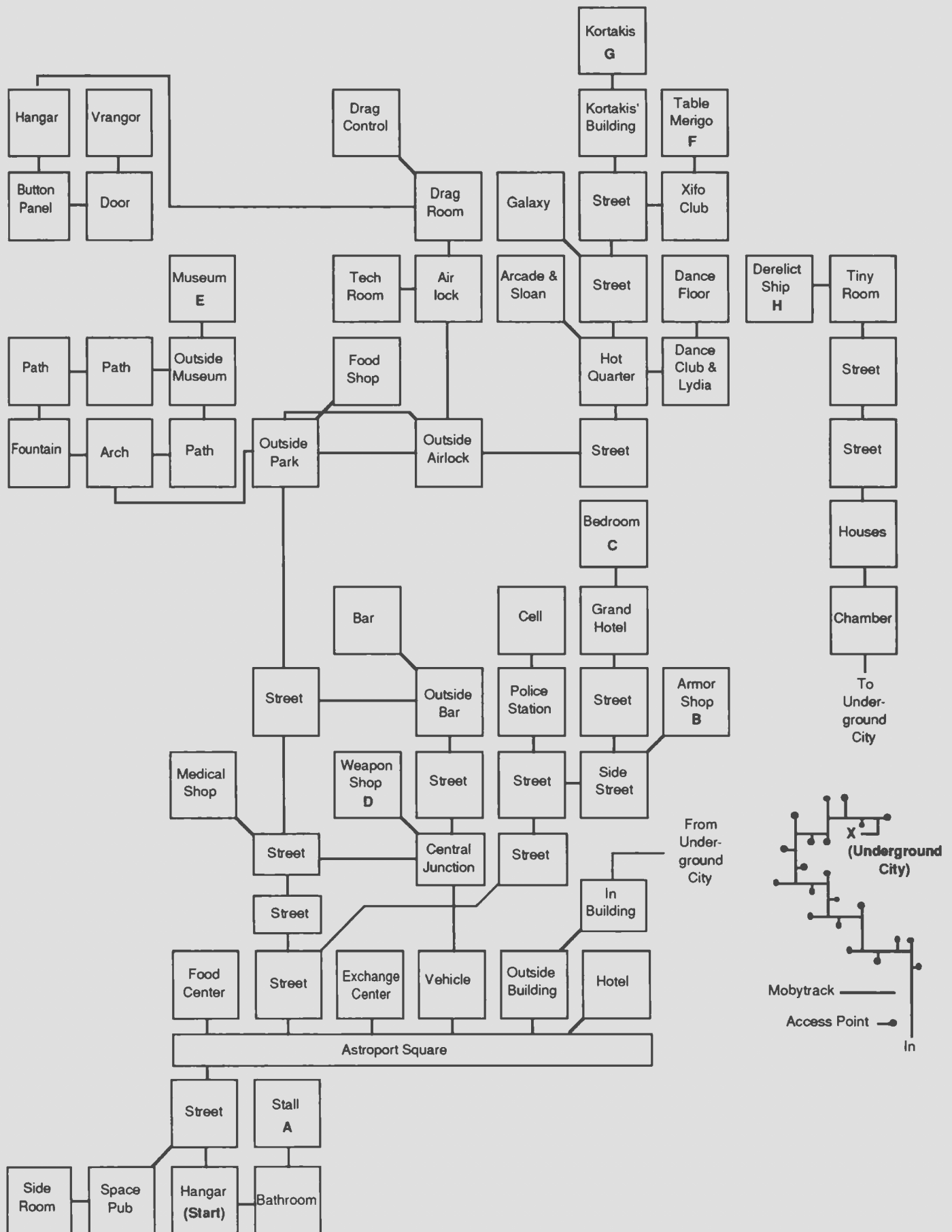
General Tips

Program your B.O.B. to translate right away. Talk to everyone you meet and show the hologram of Merigo for occasional clues. Buy food and drink as needed. Use fountain in park if low on krells. Don't overindulge. Some NPCs have cheap food and drink. All attacks are random (except for Merigo and Vrangor) and can be avoided by saving before the encounter and reloading. Save often, especially after accomplishing something. Sleep anywhere to advance time. An effective fighting sequence (you may need a mouse to succeed at this) is: Force Field, Weapon, Target.



Map Key

- A Hologram of Merigo, leaflet, Haas 10, Voktrasof
- B Force field
- C Technician's card
- D Ammo
- E Xifo club pass
- F Electronic key
- G Money, gem
- H Radar decoding device
- X Underground city



Walkthrough

Start

Go E and N to stall. Get all. Return to starting point.

Astroport Square

Go N twice to Astroport Square. There are seven exits, named in clockwise order here: Street (back out), Food Center, Street, Exchange Center, Vehicle, Outside Building and Hotel.

Food and Stuff

Go to Exchange Center and convert credits into krells. Go to Food Center and buy food. Back out and down to Space Pub to buy drinks. Return to Astroport Square.

Setting Out

Exit to Street. NE N E. Enter Armor Shop. Buy Force Field #8. Exit.

Grand Hotel

N. Enter Hotel. Talk. Get electronic key and go to room. **9217ch**. Get Technician's Security Permit (Access Card). Exit. Return key. Exit. Return to Street off of Astroport Square.

Moving On

N N E. Enter Weapons/Armor Shop. Buy TO2 ammo for your Haas 10. Exit. N N. Enter Bar.

The Xifo Club Pass

Talk to woman at bar. Pay for information. Exit. Locate Glockmup (try outside the Galaxy). Go to park and at 2000 enter the **M5925m**. Buy the Xifo Club pass.

The Dance Club and the Electronic Key

At 0100, set B.O.B. to accelerate, then enter the Dance Club. Dance with Lydia until she joins you. Return to Normal Heart rate. At 0700, go outside the Xifo Club. Set B.O.B. to accelerate. Save game. Enter Club and proceed N to tables. **K3ll M273g4. 9217ch**. Get electronic key.

Sloan

At 1300 enter the Arcade. Access the Bizzy-Game machine. Play Sloan until you beat him and he joins your party. Go to Airlock, then N to Drag Room. Talk to Drag controller. Say no. Write down phone number (randomized). Go to phone south of Astroport Square and dial number. Ask for appointment.

The Kortakis Building and Underground City

Talk to Miss Kortakis, who will give you money and gem. Go to entrance to Underground City. Enter and take Mobytrack to Derelict Ship (see map). Insert gem. Search. Get radar decoding device.

Escaping the Underground City

Return to Evaporation Chamber. Exit. Door. Door. L. Door. Door. Turn 180. Door. R. R. R. L. L. Door. Turn 180. R. R. Door. Turn 180. Door. Door. Out. Exit.

Countdown and the Drag

Convert credits to krells. Buy another Force Field #8 and ammo if needed. Go to Airlock. W. Access computer. Note Epsilon Access Code (RRRLLLLRR). Go to Drag controller and pay for Drag. Leave and enter Drag.

Vrangor's Station

Accelerate Drag and look for pink dot on radar screen. Land at station. S. Enter Epsilon code on pad with Left and Right buttons. Hit down arrow. Move pointer east. Save game. Go N and kill Vrangor.

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			