

## OTHER ITEMS

Certain areas are locked behind colored doors. You can open these doors by picking up ID Cards of the same color elsewhere in the maze. When you acquire an ID Card, it is added to the status area on the right side of the screen.

Aside from ID Cards, PacSnake can find other various items, some of which are vital to the success of his mission. When PacSnake grabs them, they are added to his item inventory on the right side of the screen. Try to learn what these items do and when you should use them. PacBoss can give you clues about that via your transceiver!

You can have up to 3 items in your inventory, and you can use them by moving the item cursor over them with the right trigger button. Some items are activated by pressing the left trigger button, while others are active while the item cursor is located above them. It's part of your job as a PacHound member to figure out how these items can help you!

Here's a quick list of the items:

**Diazepam** - Returns PacSnake to NORMAL status.  
**Boots** - Allows you to walk properly over some special terrain that normally slows you down.  
**Card Box** - Can you figure out what this does?  
**Thermal Goggles** - You can see the ghosts even if your status is "BLIND".  
**Ration** - Gives you 5 Xblips.  
**Ghost Uniform** - PacSnake disguises himself as a ghost to fool them.  
**Compass** - Informs you of the locations of the nearest blips, in nearby screens.  
**Spray** - Makes ghosts fall asleep temporarily.

Note that most of these items cannot be activated unless you're in NORMAL status, and that you lose all collected items (including XBLIPS) when you move on to the next level.

## TIPS AND HINTS

You will find each ghost has its own patrol behavior, so learn these behaviors to gain a tactical advantage. Later into the game, you will encounter red blips which need to be eaten twice. When the ghosts are getting a little too close for comfort, keep in mind that PacSnake doesn't make 180-degree turns easily. You are not required to eat an XBLIP immediately after dropping it in the maze. In fact, it can be a valid strategy to leave an XBLIP in the maze and eat it much later, when you really need it. PacBoss can offer interesting advice, so contact him via the transceiver regularly. It is not necessary to eat all the POW icons and/or collect all the items to finish a level, you only need to eat all the blips.

## TEAMS PARTICIPANTS

MSXKun : Designer and programmer of original MSX version, ColecoVision port

Joe Blenkle : Beta-testing

Luc Miron : Box design, game manual, cartridge label

Harvey deKleine : Electronics sourcing and assemblies

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## INSTRUCTION MANUAL

You are PacSnake, a first-rank member of the glorious PacHound group, and you've been assigned to an important mission. Your orders are to break into the Ghost Heaven fortress, a high security area full of evil ghosts. Once inside, you have to eat all the blips (i.e. the yellow dots) scattered across the area. Try to avoid the patrolling ghosts, as they take no prisoners! Gobble up power icons that give you special powers for a limited time. Find keycards and other items to advance in your mission. Contact your superior over the radio at any time to get clues and intel. When all areas are clear, your mission will be complete. Good luck, soldier!

## GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet. This game cartridge requires the Super Game Module to function properly on the ColecoVision so make sure the SGM is firmly connected into the expansion port. The SGM is not required if this game is played on the ADAM computer.

This is a game for one player only, so plug a compatible hand controller into joystick port #1. It is recommended to use a compatible controller equipped with a 12-key keypad, or else certain features of the game will be inaccessible. Insert the Cold Blood game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or ADAM's) power switch to the ON position to begin playing. Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.

## USING THE CONTROLLER

Press the left trigger button at the title screen to start the game. During the game, you can guide PacSnake around the maze with the joystick. Press the left trigger button to use the item currently selected in your inventory, or to deposit an XBLIP behind you in the maze. Press the right trigger button to move the item selection cursor from one position to the next in the status area (on the right side of the screen) or to put PacSnake in "XBLIP dropping" mode.

Press [\*] on the keypad to toggle the game's pause feature on and off. Press [1], [2] or [3] on the keypad to move the item selection cursor directly above the first, second or third item respectively. Press [5] on the keypad to put PacSnake in "XBLIP dropping" mode.

Press [0] on the keypad at any time to use the transceiver to contact PacBoss. While using the transceiver, you can skip the current paragraph of text by pressing the left trigger button.

When the game is over, you can select between "CONTINUE" and "EXIT" by moving the cursor with the joystick and selecting the desired option with the left trigger button.

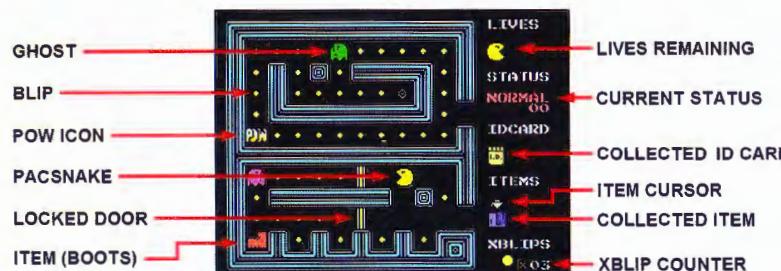
## HOW TO PLAY

Your main objective in each level is to eat all the blips. Levels are segmented into groups of screens, and each passageway along the edges of a screen leads to another screen. You are not required to eat all the blips in a screen before moving on to another screen, but in order to complete the level, you'll have to come back to eat any blips you previously missed.

Explore the levels completely while evading the patrolling ghosts. If they catch you, you'll be PacMeat, as the ghosts take no prisoners! Also try to avoid traps and certain types of terrain that slow your progress. Once you have eaten all the blips, PacSnake will move on to the next level.

You start the mission with 3 lives. Once they have all been expended, you can choose to continue or to exit. Exiting means returning to the game's title screen, while continuing means restarting the level you last played (and eating all the blips again). When you restart a level, you get the number of lives you had when you previously entered that level.

Remember that you can contact your superior, PacBoss, at any time via the transceiver (by pressing [0] on the keypad). Sometimes PacBoss will call PacSnake if he has any immediate intel to share.



On the right side of the screen, some useful info is displayed:

**LIVES LEFT:** Shows the lives you have left.

**STATUS INDICATOR:** Shows PacSnake's current status. If it's not NORMAL, a timer will indicate the duration of the special status, and when this timer hits zero, PacSnake will revert back to NORMAL status.

**ID CARDS:** When you pick up ID Cards, they are shown there.

**ITEMS ACQUIRED:** Shows the usable items you found.

**ITEM CURSOR:** Arrow over the currently selected item.

**XBLIP COUNTER:** Shows how many XBLIPS you collected, by eating normal blips.

## POWER-UPS AND ITEMS

### XBLIPS

After eating a certain number of blips, you will earn an XBLIP, and the XBLIP counter at the bottom right corner of the screen will be increased by one. XBLIPS allow PacSnake to go from "NORMAL" to "KILLER" status, and in this state, PacSnake can eat the ghosts! But the effect of an XBLIP only lasts for a certain number of seconds, and the ghosts will respawn soon after being eaten, so don't stick around for too long!

To use an XBLIP, you must first drop it in the maze. To do this, tap the right trigger button repeatedly until the item cursor disappears from the status area, or press [5] on the keypad. Then, tap the left trigger button to release an XBLIP on a space not already taken by a blip. Once the XBLIP is dropped, PacSnake can eat it and achieve "KILLER" status.

NOTE: You earn an extra life after collecting 10 XBLIPS.

### POW ICONS

As you explore the mazes, you will come across POW icons. Eating these icons will produce effects that affect PacSnake, the ghosts or the maze, and PacSnake's status will change accordingly. Beware: While some effects are beneficial, some of the possible effects of POW icons are strange and can actually be detrimental to your mission. Fortunately, the effect only lasts for a few seconds, and PacSnake will return to NORMAL status after the timer hits zero.

There is no way to know what effect a POW icon will produce until PacSnake eats it. If you don't like the effect, have PacSnake eat another POW icon to cancel the effect and return to NORMAL status immediately. Note that you cannot eat POW icons while you are in KILLER status.