

B.A.T. Walkthrough

TIPS

- * You can buy a membership card for around 175 krells
- * 50 krells seems enough to loosen most tongues
- * When you leave your hotel room, hide your hotel key outside your room so you can't lose it and leave a place in your inventory.
- * If you hear a bleep, it probably means you've been stolen. Find out what you've lost, then look around the screen with the mouse for people to interpellate. If they try to sell something, steal it back and escape when they attack you or buy it.
- * A technician permit costs about 3000 krells
- * Carry food and drink, so you don't get hungry or thirsty at a crucial moment. Sushi is good
- * Three or four items are probably all you can eat in one go before you throw up. This also happens if you go above 3000 calories.
- * You can only handle one alcoholic drink at a time.
- * Sell something to a cop, then steal it back again. If he tells you to give it back let him have it, then steal it back. Repeat this operation until you eventually get it back. Don't try this with the same cop twice.
- * When you play the bizzy game and managed to get to shape 21, you will gain 12.000 credits !!!

SOME PROGRAM EXAMPLES FOR YOUR B.O.B.

You can use the following programs apart or together in one great program. If you link two or more programs together, use only one RESTART command and only one END command. Put these at the end of the new program.

```
The translate program
IF ROBOT
TRANSLATE ROBOT
END IF
IF ALIEN
TRANSLATE ALIEN
END IF
RESTART
END
```

```
Alarm program to detect Stickrob's near you
IF PURSUED
WARN
END IF
```

```
RESTART  
END
```

```
Health program  
IF HUNGRY  
DISPLAY "starving"  
END IF  
IF THIRSTY  
DISPLAY "thirsty"  
END IF  
IF TIRED  
DISPLAY "tired"  
END IF  
RESTART  
END
```

```
Pulse program manipulating your heart  
IF ROBOT  
RHYTHM ACCELERATION  
END IF  
IF ALIEN  
RHYTHM HIBERNATION  
END IF  
RESTART  
END
```

```
Detecting Merigo program  
IF MERIGO  
WARN  
RHYTHM ACCELERATION  
DISPLAY " MERIGO DANGER"  
END IF  
RESTART  
END
```

```
Detecting Vrangor program  
IF VRANGOR  
WARN  
RHYTHM ACCELERATION  
DISPLAY " VRANGOR DANGER"  
END IF  
RESTART  
END
```

```
Illness program  
IF ILLNESS  
WARN
```

```
DISPLAY "Illness"  
END IF  
RESTART  
END
```

```
Injured program  
IF INJURED  
WARN  
DISPLAY "Injured"  
END IF  
RESTART  
END
```

USE OF THE DRAG

=====

You can fly over the entire planet surveying Terrapolis in a 3D screen.

You pilot the direction with moving the mouse left-right, the speed by pressing left or right (speed up or down). The radar helps you to find the Vrangor Station. The red dot is Vrangor and the green dot is Selenia.

USE THE MOBYTRACK

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You will come across it when you visit the underground city. Simply use the left button on one of the four directions you want to travel.

EDITING YOUR SAVED FILE

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Look for the file F1.SAV and change your amount of Krells and Credits, your level and life potential. It's better not to change the other values (Experience, force,...) otherwise the game will lock up.

OFFSET MAXIMUM VALUE

```
34 2710 10.000 Krells  
38 03E8 1000 Credits  
47 60 Level code = 99  
55 60 Life potential = 99
```

WALKTHRU THE BAT GAME

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Start looking in the restrooms on the right. There you get your mission. Explore the city and make a map of the important places.

Buy your munition at the gun shop. The best is to get a HAAS

10 and a MOZ weapon. Buy some T02, E10 and E300 munition

Buy some force fields (number 7 or 8) in the force field shop.
Later in the game when you are ready to travel to Vrangor's Station, you may buy force field 8 as much as you can to survive to battle against the Station.

Buy some food at the Chin shopkeeper, get some drinks at any bar you find, or use the fountain in the park when you are thirsty.
Visit the doctor and buy some pills.

Steal from every alien you encounter until he say something. In this way you get some access cards to Xifo (Alien in the museum) and the technicians at the airlock. Otherwise you must buy them.

Go to the night bar at the approach road (opens at 19h.) and find the girl in a black zip suit. Ask here about Merigo. She refer to a Alien (a kradokid type). Search for that kind of alien around the town, and ask about Merigo when you find them. He tells you to go to the museum at a certain time... note it down.

Go to the museum in the park (dont be late) with Krells to give him and listen to the exact time you must be at the Xifo club to find Merigo. Use the fountain in the park if you are thirsty.

The xifo club is in the hot area at the N.E. side of the town.
Use the access card to get in here. Wait for Merigo at the time you've been told by the alien in the museum. Kill him and you get an electronic key. That key opens the door to the maze which you find in the derelict building.

In the Hot Area (at the start of the A-312 road) you find the Arcade. Play Bizzy game between 13h. and 15h. against Sloan to get credits . After winning from Sloan you gain his friendship and he will stay with you. You need him to get past the guard at the airlock. To win the game, you must copy the pattern of shapes onto a piece of paper and then as each one appears write next to them the number that the shape is.

At the opposite of the arcade is the club where you find Lydia.
Before you enter, first put your heart rate on accelerate. Pay the 50 krells to enter the club between 2h. and 4h. pm.. Dance with Lydia and get the love meter to the top. Now she will stay with you

If you don't have enough credits to rent a Drag, Lydia will tell you the phone number (52031) of her friend Kortakis. Make an appointment with him with a phone you find at the space port. Go with Lydia to

Kortakis. You find him in the hot area past the cinema and the N.E. part of the town. Get the credits to rent a Drag. She gets a jewel from Kortakis.

You can explore the maze with Lydia but it's not necessary to finish the game. Go to the derelict area and use the electronic key to enter to underground of the city. Find the control room with the use of Lydia's jewel who will lead you to a DOP card. This card helps you to find Vrangor's Station when you use the Drag.

Use the "technicians only" access card that you stole or buy, to get past the technicians at the Northern Airlock. Here you find information about the Station and the access code (LRRRRRRL) for Epsilon. You must have Sloan with you to get past the airlock. Here you can rent a Drag for 5500 credits.

Make sure you have enough munition and shields with you. Use the Drag and head for the orange dot which is Vrangor's Station. Fire at until it stops moving and firing to you. Fly into the dark area of the station

Put your heart beat on accelerate. Use the Epsilon code at the keypad on the right wall in Vrangor's station. Enter and keep firing at Vrangor until he dies. The objective of the game is completed, but you can still wander around the town and do everything you want to do.....

---THE END---