The Story

Returning from a victorious mission on the planet Tambi, Captain Comic set forth for the planet Omsoc, to return the three priceless treasures plundered by Tambian thugs.

Suddenly, Comic receives a weak distress call from an uncharted planet. A research station on the planet has been attacked by unknown forces, and the science team needs help. Delaying his triumphant return to Omsoc, the Captain sets course for the troubled planet.

On entering orbit, Captain Comic learns that the station has been sealed with the occupants trapped inside! Captain Comic sets his teleporter to beam him nearby, and armed with only his courage, he enters the teleport chamber...

Installation
Here is what you need to run *Captain Comic II:Fractured Reality:*

* IBM XT,AT,PS or 100% compatible

* DOS 3.0 or higher

* 640K RAM memory

* EGA/VGA graphics card with 256K of video memory and an EGA/VGA monitor

* Single floppy disk drive or hard drive

NOTE: *Captain Comic II:Fractured Reality* requires an IBM compatible computer with an EGA card with Enhanced Graphics Adapter display (sometimes called an EGA monitor), or VGA card and VGA monitor. The EGA or VGA card must have 256K memory on the card (most cards, except for very old cards, have 256K memory). Some IBM computers such as the PS/2 Model 25 and Model 30, and most Tandy 1000 computers do not come with EGA monitors.

STOP! Before proceeding with the installation instructions, make a backup copy of your disk(s). If you purchased *Captain Comic II:Fractured Reality* in the 5¼" format you will have two disks to back up. If you purchased *Captain Comic II:Fractured Reality* in the 3½" format you will have one disk to back up.

Playing From The Floppy Disk

If you do not have a hard drive, you may play Captain Comic from your floppy disk drive. To play *Captain Comic II:Fractured Reality*, simply boot up your computer as you normally would. Remove the DOS disk from the disk drive and insert DISK1. Type in the command FR, and press the <Enter> key. The game will prompt you for the second disk when it is needed.

Installing To A Hard Disk

To install *Captain Comic II:Fractured Reality* on to your hard drive, please follow the directions below.

1. Place the Disk 1 in either Drive A: or B: and make sure that the drive you are using is the default drive (i.e. if you are using Drive A:, you need an "A-prompt (A:>)" or if using Drive B: a "B- prompt (B:>)".

2. Type INSTALL A: C: and press the ENTER key. If you want to install *Captain Comic II:Fractured Reality* to a hard drive other than "C:" simply replace the "C:" with the letter of the drive you wish to use.

3. When finished, the installation program will tell you how to access and run *Captain Comic II:Fractured Reality* from the hard drive.

Getting Started

To begin *Captain Comic II:Fractured Reality*, type in FR at the DOS prompt and press the Enter key. After a few seconds (longer for floppy users) the ComputerEasy logo will appear followed by a short cartoon that will bring you up to date on Captain Comic's adventures and introduce you to his latest mission. If desired, you may press any key to skip through the introduction cartoon.

Joystick or Keyboard

Captain Comic II:Fractured Reality can be played either by joystick or keyboard control. If you are using a joystick, press the <J> key when the title screen appears. Otherwise you may press any other key for keyboard play.

Using The Joystick

If you wish to play *Captain Comic II:Fractured Reality* with a joystick, press the <J> key when the title screen appears. When using the joystick, button 1 is used as the trigger, and button 2 is used to jump. Even when Captain Comic II:Fractured Reality is played with a joystick, the keyboard must still be used to control some of Comic's functions. These functions include Tool Selection <PgUp> and <PgDn>,Dropping sn object <Home>, and Pause Game <ESC>. For more detailed information on how to use these keys, please refer to the 'Using The Keyboard' section on the next page.

Using The Keyboard

The keyboard controls for Captain Comic are as follows:

Up   = <Up arrow> or the number 8 on your numeric keypad
Down   = <Down arrow> or the number 2 on your numeric keypad
Left   = <Left arrow> or the number 4 on your numeric keypad
Right   = <Right arrow> or the number 6 on your numeric keypad
Fire   = <Ins> or the number 0 on you numeric keypad
Jump   = <Spacebar>

Select Tool   = <PgUp> to move the selection light up
                         <PgDn> to move the selection light down
Drop Item   = <Home>
Sound On   = <F1>
Sound Off   = <F2>
Pause Game = <ESC>

If desired, you may redefine the movement keys, the jump key and the fire key. To redefine these keys, press <K> when the Captain Comic II: title screen appears. Once you are finished, you will be asked if you want your redefinition saved to disk. Press either the <Y> key for yes or the <N> key for no.

The Secret Code Screen

The first time *Captain Comic II:Fractured Reality* is executed, a 'secret code' entry screen will appear immediately after the main title screen. The computer will supply a column letter and a row number, and will prompt you to enter the appropriate secret code.

Use your Captain Comic Code Sheet to find the correct secret code. YOU WILL ONLY HAVE TO ENTER THE SECRET CODE THE <u>FIRST TIME</u> THAT *Captain Comic II:Fractured Reality* IS EXECUTED ON YOUR COMPUTER. Once entered correctly, the program will save the code and load it automatically in future games.

Game Selection Screen

The next screen you will see is Game Selection Screen. The Game Selection Screen allows you to: (1) Enter a new player (2) Retire a player, and (3) Start a game.

Entering A New Player

When you play *Captain Comic II:Fractured Reality* for the first time, you will have to enter a new player. To do this, position the cursor (miniature Captain Comic) in front of the statement "Enter a new player" and press the Enter key. You will then be prompted to type in a name. A player's name can be any combination of numbers and letters up to 15 characters in length. When you are finished typing in the new player's name, press the Enter key and it will be added to the playing roster.

Retire A Player

To remove a name from the playing roster, position the cursor in front of the statement "Retire a player" and press the Enter key. A pick axe will appear as the cursor and the message "Erase Which Player?" will appear at the bottom of the screen. Move the pick axe to the name of the player you wish to remove and press the Enter key.

Starting A Game

Once you have entered a player, you are ready to start the game. To start the game, make sure that the cursor is in front of the player that you wish to start the game with (or continue the game with) and press the Enter key.

Ending A Game

During play, you may press the <ESC> key any time to pause the game. A dialogue box with the message "Press <ESC> to continue or <Q> to quit" will appear on the screen. Pressing the <ESC> key will release the game from its paused state. Pressing the <Q> key will return the player to the game selection screen and ask if they wish the game to be saved (for more detailed information on this, please see the section titled "Save Progress Feature). Once the player has made a selection, the original game selection screen will appear with a list of all saved games.

Save Progress Feature

To quit the game you are currently playing, press the <ESC> key and then press the <Q> key. When you end a game, the computer will tell you how many medals you have earned and ask you whether you want the game's progress to be saved. It should be noted that expendable objects, such as shields and extra lives can only be collected once per mission. All items consumed during a game are gone for good if the game is saved. The user must make a value judgement as to whether to save a particular game. In general, the game should only be saved if a non-consumable object is acquired during play (such as a special object or useful tool) or if a medal is awarded.

When the saved game is resumed, the score will be reset to zero, and the number of lives will be reset to five, regardless of what their values were when the game was saved.

NOTE: The cursor must be in front of a player's name in order to begin playing the game. If no player's are listed, then you must enter a new player before you can begin playing Captain

Hints and Tips

The following are some hints and tips that will make *Captain Comic II:Fractured Reality* a little easier and (for some people) a lot more enjoyable. .

<1> Captain Comic doesn't know what all the trouble is about when he first beams down, but he knows the first thing he needs to do is to gain access to the research station, *right?* Talk to the scientists to discover the nature of their problem.

<2> Captain Comic will have to travel through many different areas of the planet. What he will find and the enemies he will encounter varies from place to place. If one approach seems impossible, try another. Once you discover the best way to traverse on that part of the planet, Captain Comic's job will be much easier.

<3> In the early stages of the game, Captain Comic will have a very low offensive capability, and thus firing should be constrained to short range. Captain Comic will not be able to fire at all until he finds his first can of cola.

<4> As Captain Comic gains in offensive capability, the most effective way to fire will be in short bursts by pressing down the trigger key. Captain Comic will not fire any faster by continuously holding the trigger key. In fact, holding down the trigger key will result in reducing your weapons energy bar to zero, and you will not be able to fire until the bar has recharged.

<5> As your firing ability grows, try pressing the trigger key and jump keys simultaneously when you wish to jump. This will destroy most of the enemies that are 'waiting in the wings'.

<6> Learn to how to control your jump. Some of the gaps in the ground can be crossed only by leaping, but there are a large number of places where COMIC can cross by simply walking over the gap. Unfortunately, this can only be learned

through trial and error. As a general rule however, for short gaps, COMIC can walk over a one step gap for every step down his destination.

<7> Try leaving every screen by pressing against all open edges (including up and down). You don't want to miss anything.

<8> Remember that you enter a screen at the same relative height than you left. Leaving a screen while on a cliff will put you on a cliff on the next screen.

<9> Some blocks are invisible and form when you hit them from below. Others will crumble when hit. If you find yourself at a dead end, experiment a little.

<10> When jumping out of the mine car, be sure to jump not only up, but also in the direction of the movement of the mine car. Keeping Captain Comic above the car will ensure he lands safely inside it. If you fall out of the mine car, another will come by shortly. Also remember that Captain Comic cannot cross the mine car track bridges on foot.

Hint Book Available

Having trouble getting past a particular point in the game? Can't seem to survive a certain world from beginning to end? *Mending the world of Fractured Reality* is a complete, highly detailed booklet of hints, tricks and other facts that will help keep the game Captain Comic II:Fractured Reality exciting to play. Learn where to find hidden rooms with bonus treasures. Use special tricks to score additional points and find extra objects. Discover what the final secret solution really is! See everything that Captain Comic II:Fractured Reality has to offer!

Only $9.95 plus $1.00 shipping and handling!

Ask your local software dealer or call ComputerEasy to order.