



IN COLD
BLOOD™

MANUAL

CONTENTS

Objectives.....	2
Story background.....	3
Controls.....	4
In game menus.....	10
Character backgrounds.....	13

OBJECTIVES

...a hand grips John Cord by the hair and pulls his head from the trough of water. The shadow of a man falls across Cord's dazed face. Cord's eyes are open, bloodshot and glassy. Blood and water run down his face. He is breathless and terrified. The dazzling light hides the face of his interrogator. All Cord can hear is his breathing.

The interrogators rasping voice rings in Cord's mind again.

In Cold Blood is an adventure set in the memory of MI6 agent John Cord. Captured and tortured by enemy agents, he is weak and fighting for his sanity. All he knows for sure is that he was betrayed - if only he could remember by whom or why. Your adventure begins as Cord tries to piece together the fragments of his memory. You must reconstruct the events that led to Cord's capture and use the information to make sense of his current situation as he languishes in a cell somewhere behind enemy lines. But if you're going to help Cord, you'll have to start acting like an MI6 agent; think like one, fight like one and above all, survive. Use stealth wherever possible to avoid raising the alarm.

You're no use to us dead.

STORY BACKGROUND

VOLGIA: THE STATE OF TERROR

Volgia is a state on the east coast of the former USSR. Natural mineral reserves have made the area wealthy. The region is ethnically diverse, and racial conflicts have regularly flared. During the Soviet era, any trouble was quickly suppressed. With the break up of the Soviet Union, and the loss of strong state control, racial violence has exploded. Dmitri Nagarov was the chief of intelligence/security working for the state of Volgia. Backed by popular support, he took the opportunity to overthrow the state control and declared independence. Volgia became aggressively expansionist and invaded its neighbors. Moscow sent troops to regain control but met unexpectedly fierce resistance.

The Russians called on the support of the UN. The UN authorized China to send troops to help the Russians and an uneasy standoff has continued to exist on the borders of Volgia. Meanwhile, trouble is brewing between China and Taiwan. In reaction to the build up of Chinese weapons on the mainland, American troops are pouring into Taiwan to act as a deterrent. Both sides continue to build their forces as they approach an inevitable flashpoint.

Both sides accuse the other of being deliberately provocative. China is claiming that they have identified American Los Angeles—class submarine acoustic signatures in their territorial waters. The US is counter-claiming that Chinese spy planes have been detected encroaching Alaskan airspace. Both sides deny the accusations of the other. There is every likelihood of the war going hot.

There is a resistance movement in Volgia — the VFF, run by a man named Gregor Kostov. Gregor is in contact with the Americans who covertly finance his operation. The VFF got wind that the Volgians had some special technology and reported this to the Americans who sent a spy named Kiefer to investigate. Now Kiefer has disappeared. More interested with the conflict that is brewing in China, the Americans ask the British for help. Alpha is given the responsibility and Cord, a friend of Kiefer, is sent to investigate.

CONTROLS

Directional Keys:

Turn Left - **[Left Cursor]**

Turn Right - **[Right Cursor]**

Forwards - **[Up Cursor]**

Backwards - **[Down Cursor]**

Other Control Keys:

Interact with Object/Character Control - **[CTRL]**

Run - **[Z]**

Inventory - **[Enter]**

Draw Gun - **[Alt]**

Attack (Punch/Fire Gun) - **[Space]**

Sidestep - **[Left Shift]**

Crouch - **[X]**

Remora - **[Delete]**

These are the default controls. You can reconfigure the controls to your preferred settings via the CONFIGURE CONTROLS option in the OPTIONS menu.

There are two different 'modes' of movement in this adventure: CHARACTER RELATIVE, in which the directions are relative to the direction the character is facing and SCREEN RELATIVE, in which the directions are relative to the screen. SCREEN RELATIVE control is only available with a joystick device selected.

BASIC ACTIONS

INTERACT (Press CTRL key)

- Interact with objects
- Confirm / Accept menu selections
- Examine objects
- Use the Remora on computer consoles
- Talk to people

Use the Interact key to find out about the environment. Useful items might be concealed inside crates, on shelves or obscured in some way. Cord can also explore the bodies of terminated enemies. Simply crouch (hold down X key) , then press Interact to search.

INVENTORY (Press ENTER key)

- Opens / Closes the inventory in the bottom left corner of the screen.
- Exits in-game menus

PAUSE (Press ESCAPE key)

Pauses the game and opens the PAUSE menu (see later on in this manual for more information)

MOVEMENT AND STEALTH

Cord has three ways of moving around: his usual walk, which gives him time to respond to threats; running, which is swift but noisy; crouching, which is slow but stealthy. Evaluate the situation and choose the most appropriate.

CROUCH (Press X key)

Pressing the Crouch key together with the directional keys will cause Cord to creep. This is useful when sneaking up on guards.

RUN (Press Z key)

Pressing the Run key together with the directional keys (← →) will steer Cord as he runs.

SIDE STEP (Press LEFT SHIFT key)

Pressing the side step key and then the left / right directional keys (← →) will cause Cord to side step.

COMBAT

Cord should try to avoid combat where possible — he may be a trained agent but he isn't bullet proof and he is only one man. Sometimes, however, it is unavoidable. His two methods of dealing with threats are silent, short ranged unarmed combat attacks and using his sidearm where stealth isn't important or is not appropriate. Deliver a knockout martial arts blow by pressing the Attack key [space bar]; use the gun by first arming [pressing the Alt key] and fire by pressing the Attack key. Cord's gun has limited ammunition so remember to check guards bodies for reloads and medical boost packs. To search a body, position Cord next to the guard, crouch [press X key] and then press the interact key [Ctrl key]. Provided he Has additional clips, Cord will automatically reload his gun when he runs out of bullets. Reloading

takes time and you should consider whether it is better to reload from the inventory by selecting the clip icon and pressing the interact key, although this wastes any bullets in the current cartridge. Note that Cord can carry a maximum of five clips and will not be able to take more from dead guards. In this case it is worth considering returning to the guard when ammunition runs low later in the mission.

ATTACK [SPACE bar]

To fire Cord's gun, arm Cord [press the Alt key] and press Attack key [Space bar] - provided enough ammo is available. To punch press Attack [Space bar].

ARM / DISARM [ALT key]

To get Cord to take out his weapon, press the Arm key [Alt]. Cord will replace his weapon when the key is released.

While in armed mode, the following is displayed : Health bar. This shows how much damage Cord has sustained. Using a medical boost pack can restore health. This is done by selecting the boost pack in the inventory and pressing the interact key. Number of bullets in the gun. Each time a clip is changed, nine bullets are loaded into the breach. Number of spare clips. Each clip holds nine bullets.

If Cord is speaking to someone and is not getting the desired answer he can threaten him or her by talking to them while armed. Just remember not to fire, or getting an answer may be difficult... impossible, even.

THE REMORA [DELETE key]

The REMORA is Cord's wrist mounted communications and data storage device.

Press the Delete key to activate the REMORA device. The default display is the motion scanner. This displays the area around Cord specifically tracking humans and robots. The motion scanner detects:

People - displayed in blue (dark blue when dead).

Robots — displayed in orange (dark orange when destroyed).

Recharge points — displayed in dark green (light green when the EMP mine inserted).

Doors - displayed in green.

Once the REMORA is active, the following options can be selected by pressing the interact key : Infra red link: This prompts the REMORA to search for a computer with an IR device with which to interface. If a computer is in range then it will be interrogated by the REMORA, and the available options displayed. If Cord interacts with a computer console then the IR link will be automatically triggered. Enemy computers can provide information that is vital to success in the mission. Database : The database holds the mission objective and information that Cord has about a range of subjects. As more information is discovered, so the database is automatically updated. Don't confuse the Volgian database which is accessed through the IR link [shows the communications symbol in the right corner] and the REMORA's own database [shows the heart beat symbol in the right corner]. REMORA communications: This prompts the REMORA to search for compatible REMORA units. It can only communicate with REMORA systems that are in range and turned on.

The REMORA .

"I really need my REMORA right now. When the scientists first showed them to us we all laughed. it's like a big, fat watch", one of the guys joked. 'The REMORA', the scientist noted, somewhat sternly, 'is your lifeline. This wrist-mounted gadget acts as both a database and hacking device, the name being an acronym for Remote Entry Mainframe Override and Recall

Assistant:He went on to show us how we could use it to hack into 'Secure' computer, terminals or any electronic device with an infra-red interface port. That way we could download information, steal data, track enemy operatives or just get a fix on our location. He also demonstrated how it can be used to communicate with fellow operatives; pass on information, call for back up, that sort of thing. Back then I never thought I'd ever use one. Now I'm lost without it"

INTERACTION

CONVERSATIONS

During IN COLD BLOOD there will be plenty of occasions when Cord will need to obtain information from other characters In these instances, walk Cord over to the character and press Interact [Ctrl key]. When it's Cord's turn to speak, a selection of discussion topics will appear at the bottom of the screen. Some of these might be specific people or they might be regarding objects or other events going on in the game, such as a football match. When selecting the discussion topic, it's worth remembering that some of the characters Cord will be talking to will be strangers. It's often much better to ease into conversation gently before asking them directly about your mission. The subtlety with which you handle strangers can often make the difference between success and failure - ever thought of pointing your gun at someone to get them co-operate ?

USING THE INVENTORY

Pressing the ENTER key will display the inventory. As with conversations, Cord's inventory is displayed at the bottom of the screen. Inventory objects can be used on background objects by standing next to the background object, displaying the inventory [enter key] and pressing Interact [Ctrl key]. Think laterally as some objects might seem useless, but are far from it. However, be resourceful; Cord only has limited storage space in his pockets so keep a check on what he's carrying.

THE BRIEFING

Above all, avoid conflict unless absolutely necessary'. That was the last thing they warned me. This wasn't an assault mission, I was to use stealth as much as possible. That meant that if there were enemies in my path I had to eliminate them as quietly as possible [a swift punch to the base of the neck usually did the trick]. Only in the rarest of situations was I to use my gun; for one thing the sound might alert enemy agents nearby and then things would get really difficult. No, if I was to get anywhere I was to use my brain, not my gun.

Also, if at all possible I should try to get to know people. Just asking the right questions to the right people can often get me information that might prove crucial to my mission. Again, they warned me that only if a subject was proving particularly uncooperative should I resort to violence. We were, after all, supposed to be a peace-keeping operation.

IN GAME MENUS

MAIN MENU

Use the directional keys [] to move around the options and ENTER to select. Press ESC to jump back to the previous menu.

NEW GAME: Start your adventure from the beginning.

LOAD GAME: Load a previously saved game.

OPTIONS: Here you have the chance to modify the video and audio settings as well as to configure the controls. [See the OPTIONS section below for more information]

EXTRAS: On this screen you can access to a range of movie sequences and other cool information. [See the EXTRAS section later in this manual for more information]

OPTIONS

Use the directional keys to select one of the following submenus, or select Exit to return to main menu .

VIDEO SETTINGS

Subtitles: Use the directional keys to change the in-game subtitle setting. [Cycle ON-OFF].

Semi transparency: Use the directional keys to change the background semi-transparency switch. [Cycle ON—OFF].

CONTROLLER CONFIGURATION

On this screen you will see the current control configuration. To change the configuration, use the directional keys to highlight a button operation, then` press the Enter key. Now press the button you wish to assign the operation to [for instance, the Ctrl key is the default Interact key, but you could reassign this operation to the Alt key if you wished]. To return to the GAME OPTIONS menu select BACK or press Esc.

AUDIO SETTINGS

Music volume: Use the directional keys A to move the slider and increase / decrease the volume of the in-game music and movies.

Speech volume: Use the directional keys to move the slider and increase / decrease the volume of the in-game speech.

SFX volume: Use the directional keys to move the slider and increase / decrease the volume of the in-game sound effects.

EXTRAS

Use the directional keys to select one of the following items. To return to the previous menu select BACK or press Esc.

NOTE: Menus SLIDESHOW, PLAY MISSION and CHARACTER PROFILES are only available after completion of the game.

MOVIES: Select MOVIES to view any movie sequence you have already seen to that point in the game. This serves as a handy reminder for the story so far. Highlight the 'thumbnail' image, then press the Enter key to view the movie ; press the Esc key to quit and return to the movie menu. As you progress further through the game, you can use the directional keys to scroll through each page of thumbnail images and select the movie you wish to view.

CREDITS: Here you have access to all the credits of the game.

SLIDESHOW: Select SLIDESHOW to view gallery of design and promotional artwork.

PLAY MISSION: Select PLAY MISSION to play one of the missions of the game you have successfully passed.

CHARACTER PROFILES: Select CHARACTER PROFILES to access background information of the characters.

PAUSE MENU

Press the ESC key during gameplay to pause the game and open up the Pause Menu. Press the directional keys to highlight an option on the menu.

CONTINUE: Unpause the current game and continue with the mission.

SAVE GAME: At certain points in the game you will be able to use this option to save your current . position. Select SAVE from the Pause Menu. Press the Enter key to save. Once the save is completed you will be returned to the Pause- Menu.

LOAD GAME: Load in a previously saved game.

OPTIONS: Opportunity to access the game options menu.

QUIT: Quit the current Title Screen / Main Menu.

CHARACTER BACKGROUNDS

John Cord

Age; 36 /6'4" / 180 Lbs

Born to a wealthy border county family, John Cord's father was a British Army officer. His mother, Emily, died when he was very young. His father brutalised John all his life under the guise of making a man of him, but he secretly blamed the boy for the death of his wife. John was regularly beaten, made to sleep rough, and pushed to excel at outdoor pursuits such as horse riding, shooting, and mountaineering. When Cord was eighteen he escaped his father and went into the army. Equipped with an intense sense of authority and with finely honed survival skills, he excelled. Fiercely patriotic, he was perfect army material. Noticed by the intelligence services, he was later recruited into MI6 by Alpha. His sense of discipline combined with his need for a mother figure made him absolutely loyal to his new boss. Alpha relishes the relationship and they have made an unbeatable team.

Alpha

Age: 48 / 5'8" / 120 Lbs

Alpha is a high-ranking officer in MI6. She is tall, gaunt, intelligent, witty, a power dresser, and hungry to climb above the top rung of the ladder Alpha is very much in charge in her relationship with Cord, and he respects her for this. She is a very strong woman, and although she likes John, she believes in keeping her subordinates in their proper place. Alpha and Cord have clearly known each other for some time, trust and rely on each other. She is the closest thing to a mother that John has ever had.

Dmitri Nagarov

Age: 60 /5'10"/130 Lbs

Nagarov is a thin, gaunt man, whose power is in his presence of personality. He is tall and angular; his face is gaunt, his cheeks sunken. His head is crested by a shock of silver and white hair, and he views the world through a pair of piercing, grey eyes. He has a cold strength, like an iceberg. Solid and imperturbable. He is a brilliant man, a master manipulator, and keen politician. He has enormous charisma which has been used to build huge popular support. By fanning the flames of racial hatred the country has divided along ethnic lines - with the minority suffering terrible oppression . He is cold and ruthless and not swayed by pleas for clemency. Nagarov leaves nothing to chance; his superior intellect allows him to foresee almost all eventualities at every turn along the road he travels. This makes him a formidable enemy.

Lukyan

Age: A2 /7'1"/250lbs

Lukyan is a huge, muscle-bound psychopath who enjoys hurting people. Lukyan guards Nagarov . like a faithful dog - their relationship has gone back over many years and Nagarov has always counted on his absolute loyalty.'

Chi-ling Cheung

Age: 25/5'6" / 110 Lbs

She was born and brought up in Hong Kong. She considers herself wholly Chinese, but her parents were deeply divided on their loyalty - her mother was pro-British but felt that they were betrayed by their former rulers, her father pro-China. This has left her with mixed loyalties between the culture of the East and West. The building conflict between the US and China made her very anti—American. She views Cord with suspicion. After all, Britain is in league with America and is the nation, according . ' to her mother, that betrayed their people. Chi is a secret agent working for the External Security Section of The People's Republic of China. She was sent by the Chinese to work, as a double agent, for Nagarov.

Gregor Kostov

Age: 48 / 6'6" / 220 Lbs ·

Gregor is a huge bear of a man, broad and strong with a voice like dry whisky. He is the leader of the V.F.F [Volgian Freedom Fighters], and has the respect and loyalty of many good men. Gregor is well informed and has contacts in interesting places. He is well organised and a highly motivated individual. He has lots of charisma and can charm the birds out of the trees, but Gregor also has a strength that has inspired many to take up arms against Nagarov. His personality is as big as his physique.

Scot Kiefer

Age: 38 / J6_ '0" / 160 lbs

A capable American CIA agent and long time friend of John Cord who failed to report in when on a spying mission in Volgia. The American government believe him to be alive and need help in getting him out. Last communications yield some clues to his last known actions although few details are certain.