B.H.A. Files Mission Manual

B.H.A. Fleet Command, 44° 31' 12" N., 104° 35' 43" W.

Command Crew and Officers Eyes Only

B.H.A. Missions-

1.00 Mission Outline

Report From B.H.A. Fleet Command, August 1, 2061

Here is the present situation. The outpost on Defcon 2 has reported explosions in the area we sent space probes to. The probes are not responding to transmissions, and we've just received word that Akirov space carriers have been seen in that area. Nuclear trails from the engines of the Akirov battle fleet are now being monitored by our defense satellite (B.H.A. Comsat), and the word is that the fleet is moving in the direction of the Solar System.

If the Akirovs are planning an attack on the Earth, they couldn't have picked a better time. As you know, resources here on Earth are dwindling at a rapid rate. The probes we sent out had orders to search for new planets or planetoids with the resources we need down here. The Akirovs probably know this, and have decided to take advantage of our vulnerability. We defeated them in the Akirovian War almost 40 years ago, but they seem to thrive on warfare. It was just a matter of time.

This manual and the accompanying software has been created to familiarize you with the functions of the C.A.M. (Cybernetic Anthropomorphic Machine) equipment and enemy warbot specs, as well as the conditions on the various planets, moons and asteroids you'll be fighting on. The C.A.M. team is being sent out to defend earth's outposts, and we need you on the team. Now, let's get started.

2.00 Basic Control Functions

These are the button controls for the option screens. To find out about button controls for battle situations, see Heading 4.11: "Manual."

① Directional Button (D-Button)

- Moves the cursor in options screens.
- Moves the percentage meter in the Probability Chart.
- Scans through C.A.M. options when making C.A.M. selections.
- Scans through Battle Field options when making Battle Field selections.
- Changes the game speed when the battle is paused.

② Start Button

- Selects choices in options screens.
- Pauses the game/returns to the battle when paused.

③, ④, ⑤ Buttons A, B and C

- Select choices in options screens.

2

3.00 Powering Up

Once you power up your Sega CD, the SEGA and Bignet logos will appear, followed by the Black Hole Assault Story screen. Press the Start Button to see the Title Screen, and again to see the Main Menu, or wait to see the Black Hole Assault story and a demo. To return to the Title screen, press any button.

4.00 The Main Menu

The Main Menu is where you select options. Selecting an option is done by placing the cursor on the option of your choice and pressing any button. To leave any screen (except the Configuration screen), position the cursor on the box on the top left side of the screen and press any button to return to the Main Menu. When you want to leave the Configuration screen, press the Start Button to return to the Title Screen, and again to see the Main Menu.

4.10 Pre-Battle Options

The C.A.M. team has the best battle record in the force because all its soldiers are highly trained, so before you join Operation B.H.A. and take on the Akirov menace, you must familiarize yourself with the Control Pad. Select the Manual option from the Main Menu, and review the Controls section. Next, you must register your name in the C.A.M. computer data bank. Select the Name Entry option from the Main Menu and enter your name as explained under Heading 4.12: "Name Entry." Finally, take a look at the Configuration option if you want to change the button functions or adjust some of the battle conditions.

4.11 Manual: Select this option to see a demo of your Control Pad's functions, take a look at the enemy's machines, or read the story of Black Hole Assault. Before you take on the enemy in Operation B.H.A., you should become familiar with the controls and options you have in the game. To see any option place the cursor on your choice with the D-Button and press any button to select it. You must wait until the explanations for the Story and Control options to finish before returning to the Manual screen. In the Machines option, press the D-Button left or right to cycle through the C.A.M. specs. Press any button when you're through to return to the Manual screen.

Note: The control functions shown in the demo are the default settings of the game.

4.12 Name Entry: The fleet requires you to enter a name before you enter the battle modes. You can put up to 16 names in the memory. Entry is done as follows: place the cursor on any name or blank space in the Name Entry screen that you wish to enter your name in, press a button, and a keyboard will appear. Place the cursor on the character you wish to select, press a button, and you will see the character displayed above the keyboard. When you've finished, place the cursor on the Return key (the downward-pointing arrow with the left turn in it) and press a button. To delete a name, select the name, open the keyboard and press the Return key without entering any characters.

4.13 Configuration: This option allows you to change some of the game's characteristics. Your options here are as follows:

Rank: You have two choices: Easy and Normal. The Easy setting allows you to practice battling the Akirovian enemies on the first 3 planets of Operation B.H.A. Choose the Normal setting when you're ready to go all the way through the 8 levels of Operation B.H.A.

F.Trap: Each planet and moon has it's own atmospheric conditions and terrain, which will affect the movement and fighting ability of your C.A.M. Set this option to "Off" if you want to fight in standardized conditions, or "On" if you prefer more realistic conditions. For more about terrain, see Heading 5.00: "Terrain."

Animation: There are several animated sequences in Operation B.H.A. You can choose to skip them by selecting "Off," or leave them in by selecting "On."

Music: Listen to any of the music tracks by placing the cursor on the directional arrows to the right or left of the two zeros, then press any button to advance through the track numbers. Place the cursor on the number and press any button to listen to the music.

Sound: This option allows you to listen to any of the sound effects used in the game. Track selection is done the same way as in the Music option.

Control: Change the control function for either Operator by placing the cursor on either "1P" or "2P," and pressing any button until you find the settings you wish to use.

CONFIGURATION

RANK	~~EASY~~	NORMAL
F.TRAP	ON	~~OFF~~
ANIMATION	ON	~~OFF~~
MUSIC	← 00 →	
SOUND	← 00 →	
CONTROL		

	1P	2P
A	PUNCH	PUNCH
B	KICK	KICK
C	THROW	THROW

4.20 Battle Options

Now that you've taken a look at the pre-battle options, it's time to go on-line. Starting with the Exhibition Mode will give you valuable experience in C.A.M. battle techniques, as well as vital knowledge on the fighting strategies of the Akirov warbots. When you're ready, advance to Operation B.H.A. and meet the Akirovs in real battle situations. First, take a look at the Battle screen.

① **Special Attack Indicator:** The first time a Special Attack is used successfully, a readout appears, showing the type of weapon or maneuver used in the attack on the C.A.M.

② **Operator 1 Energy Meter:** Displays the amount of energy the C.A.M. has remaining. When this meter reaches the last bar, Special Attacks can't be used.

③ **Operator 1 Name:** The name or the computer type the Operator has picked for the C.A.M.

④ **Operator 1 Special Attack Meter:** Use this meter to know when to use your Special Attack. Once the meter reaches 30.0, you can use the Special Attack. Keep in mind that it costs one energy bar each time you use the Special Attack.

Note: You don't recover energy as long as you remain crouched.

⑤ **Time Remaining:** This shows the amount of time left before the Fleet C.A.M.'s I.P.S. (Internal Power System) goes dead. The Counter will give you a warning when it reads 10, and when it reaches 00, the C.A.M.'s emergency batteries kick in. In Operation B.H.A. You'll have about 30 seconds of full power, but after that, the Energy meter will slowly fade. If you haven't taken out the enemy warbot by that time, your C.A.M. will be just a bunch of scrap metal. In the other battle modes, both Energy Meters will slowly fade, until one energy bar is left. Whichever player makes a successful hit wins the match.

⑥ **Operator 2 Name:** The name or the computer type the Operator has picked for the C.A.M.

⑦ **Operator 2 Energy Meter:**
Displays the amount of energy the C.A.M. has remaining. When this meter reaches the last bar, Special Attacks can't be used.

⑧ **Operator 2 Special Attack Meter:** Use this meter to know when to use your Special Attack. Once the meter reaches 30.0, you can use the Special Attack. Keep in mind that it costs one energy bar each time you use the Special Attack.

4.21 Exhibition Mode: This option allows you to practice fighting the enemy's warbots. The Akirovs lost the last war with earth almost 40 years ago, and we were able to gain valuable data on their C.A.M. weaponry. Our intelligence sources have obtained specifications on all of the currently used Akirov warbots (See Heading 4.11: "Manual" for enemy specs), which give us a definite advantage in the forthcoming battle.

After selecting Exhibition Mode from the Main Menu, you'll see the Exhibition Mode screen. Here are the options you can set:

Battle Field: Place the cursor on this line, and a blue highlighter will appear on the name of the planet, moon or asteroid that was last in the memory (the default setting is Defcon 2). Changing battle locations is done by pressing any button to see the location choices, and pressing the D-Button left or right until you find the location you want to fight on. Then, just press any button to enter the selection. See Heading 5.00: "Terrain" for information on planets, moons and asteroids.

Operator: This option allows you to test your skills against a computer-operated C.A.M., another player, or watch two computer-operated C.A.M.s battle while you take notes. Operator 1 uses Control Pad 1, and Operator 2 uses Control Pad 2. To change the Operators from the default settings, select the one you wish to change with the cursor, and press a button. You may now choose between Player and Computer. If you decide the C.A.M. will be computer-operated, select Computer.

The next screen is the Edit screen. Choose between the Standard (default) setting for the computer's movements, pick one of your previously customized settings, or make a new customized program. Customizing is an invaluable tool for honing your skills against the Akirov warbots. If you wish to customize a program, place the cursor on the "Edit" box on the top left of the Edit screen and press a button. Choose the memory bank to put the information in by placing the cursor on one of the "COM-" boxes, and press any button. This opens the Probability Chart.

The Probability Chart allows you to adjust 11 computer C.A.M. attack and defense moves. You assign percentage points to each move to increase the percent chance that the enemy warbot will make that move. You have 550 percentage points to work with, which gives you an average of 50 points per move. Naturally, you'll want to assign more or less points to some moves to give you a chance to improve your own techniques. Setting the points to 0 means the warbot will never make this move, no matter what the distance, and 100 percent means every time your C.A.M. reaches the proper distance, the programmed warbot will make that move.

You must also program the distance that the warbot will make a move at. Distance is essential in making sure that the programmed warbot can make the move effectively. For example, if you set the distance to 00.0 meters, your C.A.M. can get close enough to attack too easily. If you set the distance to 24.0 meters (the maximum distance), the warbot might make the move too often, and not be of much value in practice. Work with various settings on different warbots to find the best sparring partner.

PROBABILITY (%)		DISTANCE
PUNCH	48	02.4m
KICK	100	06.0m
THROWS	0	00.2m
JUMP ATTACK	74	08.0m
CROUCH ATTACK	22	00.5m
SPECIAL MOVES	90	24.0m
HOVER	0	00.0m
WALK	16	24.0m
JUMP	100	24.0m
CROUCH	0	00.0m
DEFENSE ABLTY	100	
TOTAL	550/550	

To set the percentages in the Probability screen, position the cursor in the box next to the appropriate move, then press any button and drag the meter to the desired level using the D-Button. Alternately, place the cursor on the percentage number (the numbers to the right of the meter), and press any button, then press the D-Button left or right until you reach the desired level. Do this until you have set all the moves at the level you want them. Setting the distance for each move is done by placing the cursor on the distance meter (on the right side of the screen), and pressing a button, then pressing the D-Button left or right until you reach the desired distance.

Place the cursor on the box at the top left of the screen, and press a button. Now select a setting with the cursor and press a button to return to the Exhibition screen.

Computer Level: Choose the computer's level of agressiveness by placing the cursor on the number to the right of "Computer Level" and press a button to open the Setting window. Then press the D-Button left or right to adjust the setting. The higher the number, the more agressive your opponent will be. Press any button again to close the Setting window.

1P/2P: The pictures displayed at the bottom of the Exhibition screen are the two default warbots. Place the cursor on either C.A.M., press a button, and a red arrow will appear on either side of the warbot. To change the C.A.M. type, press the D-Button left or right until you find the C.A.M. you want to use, then press any button to select the C.A.M. For more information, See Heading 4.11: "Manual."

Start: When you're finished setting up, place the cursor on the "Start" box on the top right side of the screen and press any button to start your training.

4.22 Operation B.H.A.: The main mission. You will receive assignments to defend various planets and moons, battling the enemy to win victory and salvation for Earth. An explanation of the areas you'll be fighting on can be found under Heading 5.00: "Terrain," and to take a look at the specs for the enemies you'll be fighting against, check under Heading 4.11: "Manual."

The first screen you see in Operation B.H.A. is a map of the Solar System, and a list of the planets. The area you will travel to will appear in flashing letters. Then, a more detailed map of that planet, asteroid or moon will appear, and the field of battle will be shown in flashing letters. Finally, a picture of the battleground itself will appear at the top right of the screen, and the enemy warbot will appear below that. At the bottom left of the screen, you'll make your choice of warbots from one of the two B.H.A. Fleet C.A.M.s.

Press the D-Button left or right to see the two C.A.M.s available to you, and when you have decided which one to use, press a button to start Operation B.H.A. After each area is cleared, a screen will appear, showing you the time it took to defeat the enemy. Remember the stakes and take out the Akirov warbots, or you won't have a home to return to after the war.

4.23 Tournament Mode: Take on the Solar System's best warriors in a series of elimination matches to determine the ultimate champion. The championship takes place on a variety of planetoids picked at random by the computer. After you select Tournament from the Main Menu, you will see the Tournament screen. There are 8 spaces for Operators, but you can also choose to have tournaments with only 4 or 6 Operators.

Setting up the tournament is done as follows: If you already have a Tournament set up, place the cursor on the "Load" box at the top of the screen and press a button. If you are starting a new game, you must first enter the names of the C.A.M. Operators underneath "Name." You must enter names in as many spaces as warriors you want to have in the Tournament (4, 6 or 8).

Next, under the "Operator" section, choose whether the C.A.M. will be player- or computer-operated. Just as in the Exhibition Mode, you can also choose one of the 10 custom-designed programs you've placed in the memory, or stick with the standard battle-type warbot (the type you'll be up against in Operation B.H.A.). Selection is done as in the Exhibition Mode.

Finally, choose the type of C.A.M. each Operator will be using. The default setting for the C.A.M.s are Type-A. Place the cursor on the C.A.M. you want to change, and press a button. A screen will appear, showing the C.A.M. currently selected. Press the D-Button left or right to cycle through the C.A.M. choices. When you find the right one, press any button to select it. Once you're finished, press the "Start" Box at the top right side of the screen.

A diagram will appear, showing the names of the competing Operators on the right side of the screen, and on top of that, two windows. The top window shows the names of the C.A.M.s that will be competing next, and the bottom is an Option window, that allows you to either open the Save window, or close both windows to see the diagram. Saving the game means that even if you turn off the game you can continue later on by selecting the "Load" box in the Tournament screen.

Select "Save Game" to open the Save Game window, and select "Save" to save the game, or "Cancel" to close the window. After you save the game, select the "Start" box to start the competition, or if you decide not to battle, select the box with a slash in it to exit the Tournament mode.

After each battle, you return to the Tournament screen, where you will see a red line proceeding to an intersection with the next challenger. To the left of that, the winner's name will appear again. The Tournament continues until the last remaining two competitors meet, and the last battle is fought.

4.24 League Mode: As in the Tournament mode, 4, 6 or 8 Operators battle against all other Operators to determine their rankings in battle prowess and time spent in battle. Setting up the Operators' names is done the same way as in the Tournament mode.

Once you've picked the names of the Operators, you will see the League screen, with an option window displayed. Select "Save Game" to open the Save window. Save the current game and rankings in the League memory, and press a button. Next, select the player you'll be using.

Place the cursor on "Player Select" and press a button. A blue highlighter will appear on the top name of the League chart. Move the cursor to the name you wish to use and press a button. A "1" will appear next to the name of the C.A.M. you've selected. Then, place the cursor on the C.A.M. you'll battle, press a button, and a "2" will appear next to your opponent's name. Place the cursor on the "Start" box to start the competition, or if you decide to call it off, place the cursor on the box with the slash in it and press any button.

After each battle, you return to the League screen, where you will see an "X" appear in the loser's column, opposite the winner's letter, and an circle appear in the winner's row, below the loser's letter. The current ranking appears on the left side of the screen. When all battles have been completed, the final League standings are shown on the left of the screen.

5.00 Terrain

There are 10 Battlefields in this Black Hole Assault package. The first two, Defcon 2 and the Moon, are used in the training mission of Operation B.H.A. (the easy setting in the Configuration screen), as well as in the Exhibition mode and the competitions. The other 8 are used in the normal setting of Operation B.H.A., as well as the Exhibition and competition modes. Here is a little about each type of terrain:

Defcon 2: There is no atmosphere to slow you down here, but the gravity is Earth Normal, so don't expect any high jump awards. Footing is solid, and there's no volcanic activity. There aren't any surprises in the terrain here.

The Moon: At .37 of Earth's gravity, you can make the most of your lightweight condition by making yourself a moving target. Footing is fairly steady, but you'll move a bit slowly here.

Venus: Venus is 90% Earth Normal, which will slow you down a bit, but the real problem here is the climate. Venus' atmosphere is made up of a violent mix of gases, and the surface temperature is about 300 degrees Centigrade. Lightning, when it strikes you, will cause a loss in your Special Attack power, so keep a special lookout.
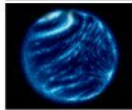
Phobos: We don't have the specs on Phobos' gravity, but judging by the size and density, your C.A.M. will be pretty light there. The satellite is heavily industrialized, so your C.A.M. will have man-made roads to stand on. Don't worry about footing here.

Mars: Mars is somewhat smaller than the Earth, thus you'll be fairly light on your feet. The real trick here is the footing itself. Mars' fine surface is really slippery. You'll find yourself sliding around some.

Asteroid: This unnamed rock in the Solar System's Asteroid Belt (between Mars and Jupiter) is small and not very dense. You will be virtually weightless, and should be able to jump quite far. A light touch is essential in not overshooting your target.
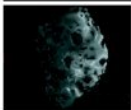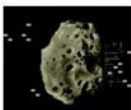
Leda: The 9th moon of the Gas Giant Jupiter, this small body has a very low gravity. You should have a clear view of the planet Jupiter from where you are (but keep your mind on the mission). The footing is solid, and no volcanic activity has been reported.

Io: This moon is pretty close to Jupiter, thus it's rather unstable. Volcanic activity is evident, which will give you some trouble. It's a rather dense moon, so we guess the gravity to be relatively high.

Rhea: The 13th satellite of Saturn, this heavy moon travels on a line with Saturn's rings. Its rotation is fairly fast, so you may very well see Saturn rise before you see your opponent fall. Footing is solid, and the gravity should be close to Earth Normal.
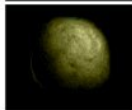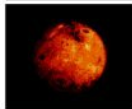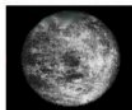
Titan: From Titan, Rhea should be visible as a moon of Saturn. Gravity is relatively low, but not as light as Phobos. There seem to be buildings of some kind there, so the footing should be solid.

6.00 Battle Outcomes

In Operation B.H.A., when your C.A.M. is overpowered by the enemy, a window will appear, asking if you wish to continue. If you want to try again, press a button, and you will start the battle from the same planet, moon or asteroid you were previously on. If you decide that more training is in order, select no, and you will return to the Bignet Logo.

7.00 C.A.M. Operator Briefing Excerpts

7.01: "The customizing program ir the Exhibition mode is one of the most valuable ways of training for real C.A.M. combat. Set up one warbot as a practice dummy to determine the optimum striking distance, another that just kicks for defense practice, etc. Try as many customized programs as you want to get a feel for your C.A.M."

7.02: "Take special note of the terrains on the planets, moons and asteroids. Each battlefield has different conditions, thus you will use different attack and defense techniques to beat the Akirovs. Keep in mind that they will be sending the C.A.M. which is best-suited for that terrain."

7.03: "B.H.A. Files on the Akirov warbots should be looked at carefully. The weight of the warbot will determine how far and high it can jump, a real danger in low-gravity conditions. You should also pay attention to the type of Special Attack each C.A.M. can make. If the warbots Special Attack is a ground move, you can plan to defend yourself by jumping, and vice-versa. Also make note of the length of the enemy's arms and legs, to have an idea about what a safe distance from it is."