

Cold Blood 64: User Manual

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COLD BLOOD

For the Commodore 64. Joystick in port 2.

The story

Kestrel Station, Antarctica, 1983. Seven crew, week thirty-one, and a dog found wandering on the ice. That night the storm cut the radio.

One of the crew is not human any more. Something came in with the ice, and it can become anyone it gets alone. It looks like them, talks like them and works like them, until it's ready to take the next one.

You have from 18:00 until the relief plane lands at dawn, 06:00. Find it and burn it before it becomes all of them. If it is still among the crew when the plane comes, it leaves with them.

Loading the game

Insert the disk (or attach `coldblood.d64` in your emulator or SD/USB device) and type:

```
LOAD"*",8,1  
RUN
```

The fast loader takes over and the loading picture appears with **LOADING** underneath. When the game is in, the prompt changes to **1:INTRO 2:START GAME**.

- **1** plays the intro: nine scenes from the station's last ordinary evening, loaded from disk one at a time. Fire, space or **1** skips the rest.
- **2** or fire starts the game straight away.

The title screen follows. Press fire to begin the night.

If your drive can't run the fast loader (some SD2IEC devices), use `LOAD"CB",8` and `RUN` instead. This loads the game the slow way, without the loading picture or the intro.

At the end of each night the disk is used again to load the ending picture and reload the station, so leave it in the drive.

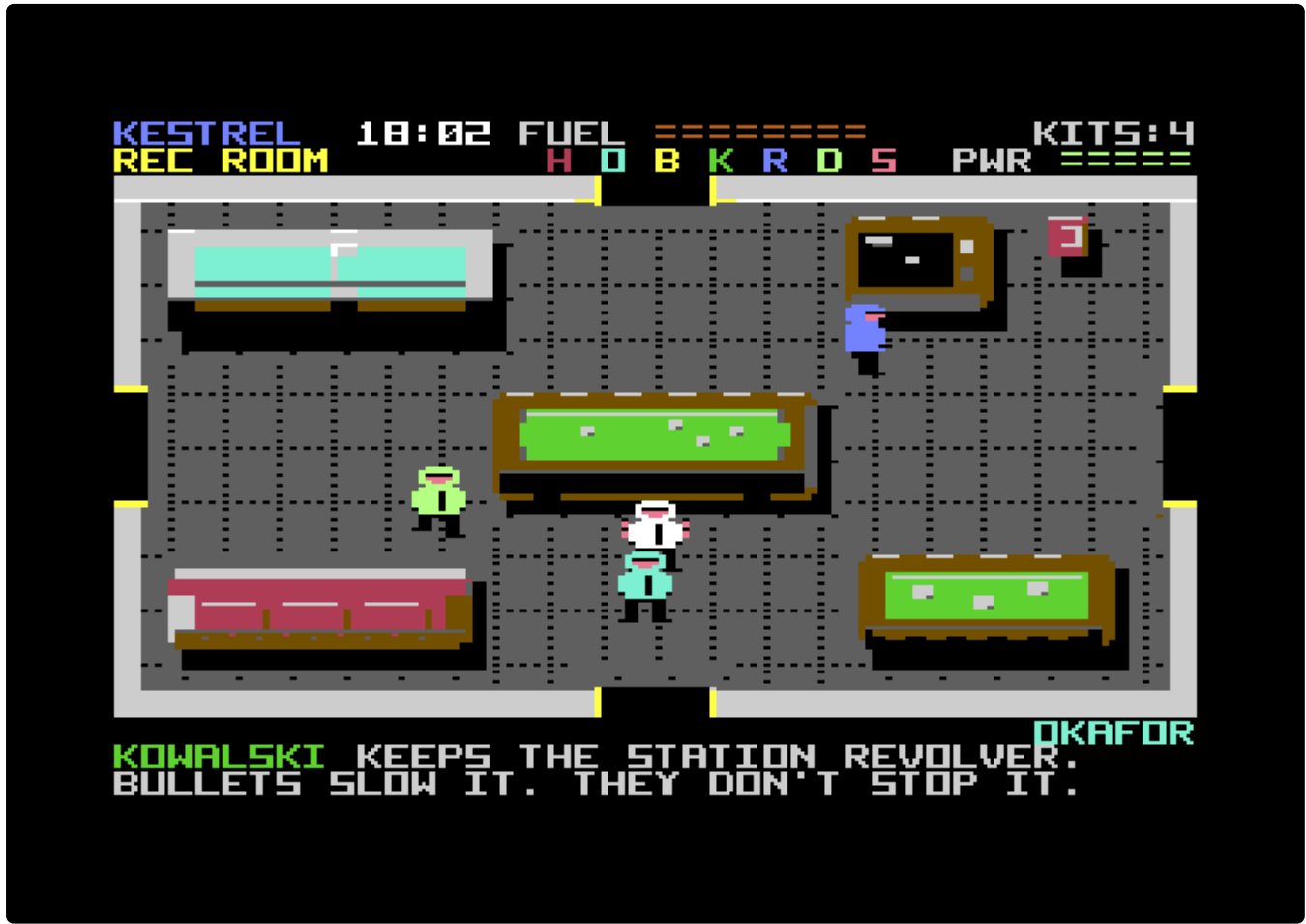
Controls

Everything is played with a joystick in port 2 and a few keys.

Control	What it does
Joystick	Walk. Walk into a doorway to go through to the next room.
Fire, tapped next to someone	Opens the talk menu. Left and right choose, fire picks.
Fire, tapped at a piece of equipment	Uses it: the sensor log, test kits, fuel drums, radio, computer, fire alarm, dynamite crate or shed bolt.
Fire, held	Fires the flamethrower.
T	Once you carry dynamite, swaps between the flamethrower and the dynamite. The one in your hands shows white on the status line.
Fire, tapped with nothing near	With the dynamite in hand, asks whether to set a charge here. Tap again to set it, or move away to keep it.
M	Opens or closes the station map. Outside, it shows a map of the path and the shed.
P or RUN/STOP	Pauses and resumes. The wind keeps blowing.

The name of whatever you are standing next to (a person or a piece of equipment) shows at the bottom right of the screen. That tells you what fire will do.

The screen



The two lines at the top are your status. The room fills the middle, and messages appear in the two lines at the bottom.

Where	What it shows
KESTREL and the clock	The time. The night runs from 18:00 to 06:00.
FUEL	Flamethrower fuel, about seven seconds of flame when full.
TNT	Dynamite charges you are carrying (only shown when you have some).
KITS	Blood test kits left in the Infirmary. Four to start with.
Room name	The room you are in.
H O B K R D S	The crew by initial, in their own colours. An initial goes dark when that person dies.
PWR	Generator power.

Where	What it shows
Bottom lines	What people say, what you hear from elsewhere, and replies. Early in the evening, tips appear in cyan.
Bottom right	The name of the person or thing you are standing next to.

The crew

You are in white. Each of the other seven has a colour and a post, where they spend most of the night when they are not eating, playing cards or asleep.

Initial	Name	Colour	Post
H	Halversen	Red	Stores, with the fuel drums
O	Okafor	Cyan	Lab
B	Brandt	Yellow	Generator Room
K	Kowalski	Green	Radio Room
R	Reyes, the doctor	Light blue	Infirmary
D	Dubois, the cook	Light green	Galley
S	Sato	Light red	Kennel

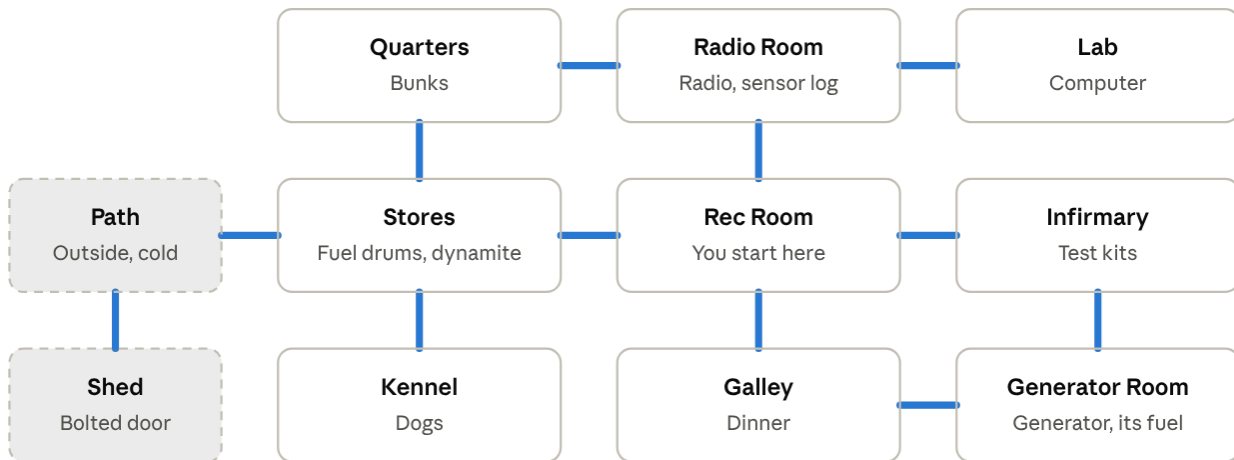
One of the crew keeps the station revolver, and the game tells you who early in the evening. A shot pins a creature in place for a moment, but bullets don't kill it.

The station

Kestrel is nine rooms in a three by three block. Walk into a doorway and the next room appears. Not every pair of neighbouring rooms has a door: the Lab can only be reached from the Radio Room, and the Kennel only from Stores.

A door in the Stores' left wall leads out onto a lit path through the snow, and the path leads down to a small shed. The crew never go outside on their own.

Kestrel Station: nine rooms and one door outside



Thick lines are doors. Dashed boxes are outside, where you get cold.

station plan · 9 rooms, the path and the shed

Room	What's there
Quarters	The bunks. The crew sleep here later in the night.
Radio Room	The radio, the door sensor console, a fire alarm.
Lab	The computer that models the blood work.
Stores	The fuel drums for the flamethrower, the dynamite crate, the door outside.
Rec Room	Pool and card tables, a fire alarm. You start here.
Infirmary	The blood test kits.
Kennel	The dogs, a fire alarm.
Galley	Dinner, 18:00 to 20:00.
Generator Room	The generator and its fuel, a fire alarm.
Outside	The path from Stores, and the shed with a bolt on its door.

How the thing works

Two of the crew carry it from the start. One is where it began. The other is someone it got to in the Kennel at 17:40, before you arrived. They are chosen when you first move, so every night is different.

It spreads when two people are alone. If a carrier is alone with one other person, in a room you are not in, for about eight seconds, that person becomes a copy. The thing then needs a couple of minutes before it can spread again. Nothing ever spreads in the room you are in.

Copies leave no bodies. When it takes someone out of your sight you may hear a scream from that room, then nothing. They carry on as before, as a copy. Copies skip dinner and don't sleep.

It makes chances for itself. A copy that is ready to spread and finds nobody alone will lead someone off to an empty room ("REYES, COME WITH ME. I NEED A HAND IN THE REC ROOM."). Follow them and it never gets its chance.

It lies. Ask a copy who it was last alone with and half the time it says nobody. It sticks to its story.

It sabotages. From 21:00, a copy left alone long enough in the right room will smash the sensor console, destroy half the test kits, empty the fuel drums or tamper with the generator. You hear it happen.

When it shows itself, the creature hunts you in your room. It is a little slower than you, and a touch kills you. Everyone else in the room runs for a door. Early in the night it only attacks people who are alone, and slips up into the roof space if there are witnesses. From 02:00, or once only two of the crew are left human, it stops caring who sees.

It is hard to kill. Fire drives it back, but it only really burns when you corner it or it charges into the flame. Badly burnt, it may escape through the ceiling, floor or a wall, heal for 20 to 40 seconds, and come back. It may also split: a small spider-like piece tears off and runs. The piece hides, moves from room to room, and takes the first person it finds alone. Walk into its room and it shows itself. The station isn't clean until every piece is dead.

The last human. If you are the only human left, every copy still walking merges into one giant thing and comes for you. Fire holds it back but can't kill it. Only dynamite can.

What you can do

Talk

Tap fire next to someone to open the menu, choose with left and right, and press fire.

Option	What happens
ASK	They tell you the last time they were alone with anyone, who with, and where. A copy may lie.

Option	What happens
FOLLOW	They follow you from room to room for a minute or so. Two people at most at once.
STAY	Tells a follower to stay where they are.
TEST	In the Infirmary only: tests their blood.
ARM / DISARM	Hands them the spare flamethrower, or takes it back.
LEAVE	Closes the menu.

People who don't trust you refuse. Burning a human, or ringing a false alarm, costs you their trust.

From 20:00 the crew start coming over to you about each other: "KEEP YOUR EYE ON...", later "I DON'T TRUST...". The humans name whoever they have really seen go off alone. The copies name a human.

The sensor log

Tap fire at the console in the Radio Room. It lists the last 16 times two people were alone together (you included), newest first. It catches about three meetings in four, and goes offline when power is low. A copy may smash it.

Blood tests

The test kits are in the Infirmary, four of them. Get someone to follow you there and choose TEST. A copy's blood splits and crawls, and the copy shows itself. You can also tap fire at the cabinet to test yourself in front of someone, which makes them trust you again.

The flamethrower

Hold fire. A full tank gives about seven seconds of flame. Refill it at the fuel drums in Stores. A hidden copy caught in the flame shows itself. A human caught in it dies, and the crew stop trusting you.

You can hand the spare flamethrower to someone you trust with ARM. They will burn any creature they see in their room. A copy never uses it.

The radio

The radio is at the top right of the Radio Room. The storm drops for the first quarter of 20:00, 22:00, 00:00 and 02:00, and clears for good at 04:00. The game tells you when. McMurdo base has the weather and the plane. From 02:00 you can tell them to keep the plane away: then, at dawn, there is no plane for the thing to board.

The lab computer

At the top right of the Lab. It models the blood work: how many of you may be infected, give or take one, and at this rate when it will have all of you.

Fire alarms

Red call points in the Radio Room, Rec Room, Kennel and Generator Room. Tap fire to ring one and everyone gathers there for about 50 seconds. A false alarm costs you their trust, more each time.

The dogs

The Kennel dogs go wild at anything infected in there, and you can hear them from Stores. A copy left alone with them silences them.

Dynamite

Take up to three charges from the TNT crate in Stores. Press T to put the flamethrower away and take a charge in hand, then tap fire with nothing near you. The game asks first: tap fire again to set the charge, or move away to keep it in your pack. Twelve seconds later, counting down at the bottom left, the room comes down on everyone in it and is sealed for good. Get out first. Press T again for the flamethrower. In the finale, a tap throws a charge into the giant thing straight away.

The shed

The shed is a cell for someone you suspect. Ask them to FOLLOW you out through the Stores door and down the path. Tell them to STAY inside the shed, step out, and tap fire at the bottom of the path to bolt the door. Tap fire again to draw the bolt back.

- A human freezes to death after 25 minutes in a bolted shed.
- A copy breaks out first, at some point between 8 and 23 minutes. It smashes the door and goes back in among the crew.
- If you don't bolt it, they walk out after 6 minutes.

Outside, the cold gets to you fast. From fully warm, it kills you in about 35 seconds standing still, 70 seconds if you keep walking, or two minutes inside the shed. Back indoors with the heating on, you warm up again quickly.

The night

The clock runs from 18:00 to 06:00, and things get worse as it goes.

Time	What happens
18:00	You start in the Rec Room. Dinner in the Galley until 20:00, cards in the Rec Room, everyone else at their posts.
Until 19:30	A quiet opening. The crew keep to their routines and nobody wanders. Nothing gets broken.
From 19:00	Blackouts. A room's lights cut out every minute or so for 20 to 40 seconds. In the dark everyone but you is a grey shape.
20:00	The first radio window. The crew start to talk about each other. Tension rises.
From 21:00	Copies left alone start to sabotage.
From 23:00	The crew go to bed in Quarters. Copies don't sleep.
02:00	The last short radio window, and the first chance to warn the plane away. The creature stops caring who sees it.
04:00	The storm clears and the radio works until dawn.
06:00	Dawn. The plane lands, unless you warned it away.

Power. The generator powers the lights, the heating and the sensor console. PWR drains slowly. Refuel it at the fuel in the Generator Room. Below a quarter the door sensors go offline, and blackouts come more often once it is below half. At nothing the lights go out and the heating stops: the walls frost over, and about four minutes later the cold takes you. A copy left alone with the generator tampers with it, and the third time it is wrecked for good.

Trapped crew. Dynamite blocks a room for good. Anyone trapped behind it screams, then goes quiet. A creature trapped there tears its way out into the snow, and later smashes back in through an outside wall. That room stays cold.

How the night ends

You win by burning every carrier and every loose piece before dawn. Each ending has its own picture, loaded from disk, with the outcome underneath.

Ending	How you get there	Result
THE STATION IS CLEAN	Every copy and every piece is burned. You walk out to the plane at dawn. If anyone alive was never tested, it asks: DID YOU GET THEM ALL?	Win
THE BLAST TEARS IT APART	You were the last human, and you blew up the giant thing with a charge and got out of the room in time.	Win
DAWN. NO PLANE. YOU SAW TO THAT.	You warned the plane away by radio. It's still here, but it isn't leaving.	Stalemate
DAWN. THE PLANE IS LANDING.	A copy was still among the crew at 06:00. One of those boarding it isn't human.	Loss
IT HAS YOU.	The creature caught you.	Loss
THE COLD TOOK YOU.	You froze: outside, or after the power failed.	Loss
YOU WERE STILL INSIDE.	You were in the room when your own charge went off.	Loss

Press fire after the picture to see the crew list: who was human and who was a thing, who is alive, burned, killed or TAKEN, and how many things you burned, humans you burned and test kits you used. Press fire again for another night. The station reloads from disk, so leave it in the drive.

Tips for surviving the night

- Don't leave anyone alone with anyone else for long. Nothing spreads in the room you are in.
- Check the sensor log early and often, before something smashes it.
- ASK two people about the same meeting. If their stories don't match, one of them is lying.
- Save the test kits for people the log and the stories point at. There are only four.
- Test yourself in front of the crew when their trust runs low.

- Keep the flamethrower topped up at the Stores drums, and keep an eye on PWR.
- Not sure about someone, and no kits left? Bolt them in the shed and watch the clock.
- If you can't find the last copy, the radio at 02:00 or later is your way to stop it leaving.

Credits

Design and music by Graham. Code and graphics with Claude.