



Attaché Brief Case Computer Systems Inc™



MODELS COVERED BY THIS REFERENCE GUIDE:

ABCC 500XL/GT MKI,II,II revisions i to xiv
(includes 1000/2000XL/GT)™

Thank you for buying a new ABCCSI™ computer - built and fashioned by trained craftsmen and engineers from the finest materials. We hope it brings you many years of dedicated service. Please ensure you read this manual thoroughly before field testing your new Attaché Brief Case Computer™. You must also return the enclosed registration card to qualify for our two year on-sight holographic maintenance policy.

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WARRANTY:

ABCCSI AND ITS SUBSIDIARIES AND ASSOCIATED COMPANIES MAKE NO REPRESENTATION AS TO THE FITNESS OF THIS PRODUCT TO FULFIL ANY TASK OTHER THAN THAT WHICH IT WAS ORIGINALLY DESIGNED FOR. WARRANTY WILL BE DEEMED VOID IF THE SYSTEM IS USED IN AREAS OF EXTREME TEMPERATURE, HUMIDITY, WAR, EARTHQUAKE, VACUUM OR HIGH PRESSURE. KEEP +/- 100M FROM SEA LEVEL TO ENSURE CORRECT OPERATION OF CALIBRATION SYSTEMS AND HOLOGRAPHIC PROJECTION

SYSTEMS.

REQUIRES 12 9V NUCLEAR BATTERIES (NOT INCLUDED). ABCCSI RECOMMEND DURANUC CELLS FOR LONG LIFE AND POWER.

ABCCSI IS INCORPORATED IN THE STATE OF J12 - PLANET BUTRE (Co-ords 008W-072N). AGENTS GALAXY WIDE.

FOR YOUR NEAREST ABCCSI DEALER AND MAINTENANCE POINT, CONTACT:

MINDSCAPE
THE COACH HOUSE
HOOKLANDS ESTATE
LEWES ROAD
SCAYNES HILL
WEST SUSSEX RH17 7NG
ENGLAND
EARTH

TEL.(EARTH) 044 486 761
FAX.(EARTH) 044 486 688

INTRODUCTION

Welcome to the exciting world of Holographic Brief Case computers - a revolution in portable control and communications systems. Your ABCCSI™ machine will become an integral part of your control and comms. needs right through to the next decade. By careful use of the machine, it should provide trouble free service for many years. In the unlikely event of a fault occurring during use, please contact your nearest Maintenance point. Details of which should appear elsewhere in this document.

PART ONE - GENERAL OPERATIONAL CONCEPTS

ABCC 500XL/GT™ MKI,II,II revisions i to xiv
(includes 2000XL/GT)™

These machines are designed for connection to up to four independent intelligent control devices - ideally droid systems or mining installations. See your nearest dealer or store on site for details about purchasing droids, and spare parts. When Military Standard Droids are connected to this

system, then their full armement and weaponry skills can be manipulated from the control deck on the ABCCSI™ machine.

The 500XL™ machines have six independant monitoring and viewing systems.

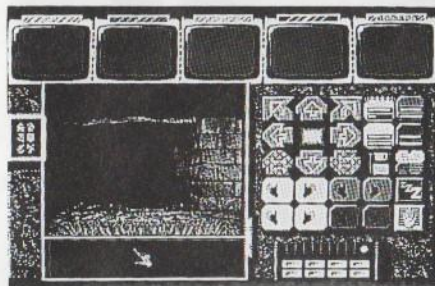
The main screen is usually linked to a sight module in one of your droids, often the leader - in most cases this will be a bi-focal 3D holographic simulation of the world as seen through your droids eyes. The latest version of this machine allows priority for viewing to be manually transfered between up to four droid systems (if operational).

There are five further monitoring systems on the machine - placed in a line along the top of the briefcase, for external monitoring devices. One monitor is allocated to each droid and a fifth allocated to a manual viewing source - usually a remote camera. Each of the 5 monitoring systems can be turned on and off using the remote control pad on the bottom right of the brief-case.

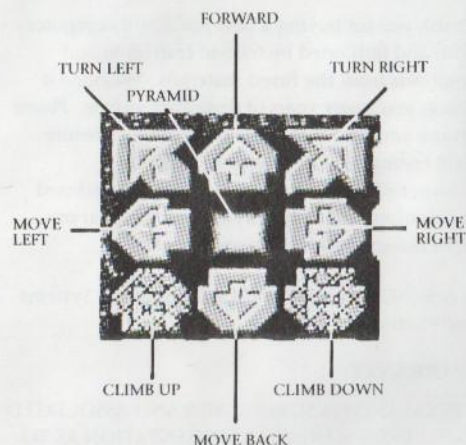
The new 500XL™ machines have useful features for monitoring of connected droid devices. It is now possible to see exactly what the status of each droid is and, through our patented BodyLink System™, actually repair damage to connected droids from the remote location. The BodyLink System™ also allows the user to swap body parts and objects carried between members of the party and the environment they are in - thus creating the first full remote, interactive virtual reality environment. Initial tests on this system proved its superlative power over rival systems and it's sheer ease of use was a big advantage for the user. One tester commented that it would even be possible for an jailed man to release himself from prison if he had an ABCC 500XL™ and four raw battle droids to play with - it would not take long to control the four droids in any situation and eventually break himself out of prison - proof of the power of your ABCC™ in any situation.

PART TWO - GETTING STARTED

As you can see from the photograph (see Fig. 1 below) your ABCCSI™ machine is ergonomically designed for ease of use. However, before you are familiar with it's operation, take a careful look at the layout of the control panel.



The Control Cluster



This is where movement commands are issued to the droids linked up to the ABCC™.

There are two different situations where droids can be commanded, the first is when they are in their space craft, the second is when they are on the ground. Because of this the movement clusters have a dual function:

In Space

Whilst in the space ship the control cluster works as follows:

- Turn Left: Fly the ship to the current cursor position on the holographic planet map.
- Forward: Move up the map.
- Turn Right: Commence the landing procedure at logged position.
- Move Left: Move left on the map.
- Pyramid: Move cursor to The Swan (your ship)
- Move Right: Move right on map.
- Climb Up: Zoom out from map
- Move Back: Move down the map
- Climb Down: Zoom in on map.

On The Planet

Whilst on (or in) a planet surface, the control cluster works as follows:

- Turn Left: Rotate the team of droids 90° to the right.
- Forward: Move the team forward. (or push forward if the right mouse button is used)
- Turn Right: Rotate the team 90° to the right.
- Move Left: Sidestep to the left.
- Pyramid: No Function - indicates which direction you are moving in.
- Move Right: Sidestep to the right.
- Climb Up: Climb up.
- Move Back: Move back.
- Climb Down: Climb down.

The up and down arrows only become functional in situations when you can actually direct the droids up or down.(see also section on Remote Control Keypad)

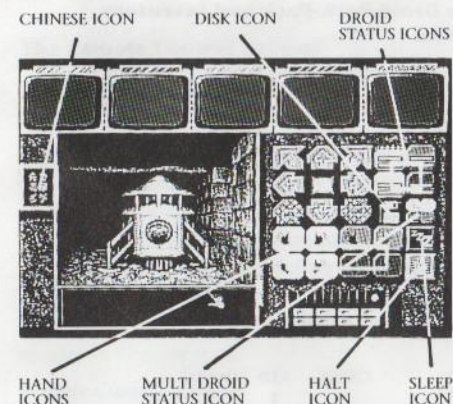


Fig. 3 above shows the position and name of each of the functional icons on the ABCC™

The Droid Status Icons

These are multi-purpose icons - different functions are accessed by using either left or right mouse button. The system is explained in full below:

There are four coloured icons in a square - red, blue, green and yellow. These colours are used throughout to denote which droid is which and where.

This group of four icons represents an at-a-glance look at how your droids are positioned within the battle group and a quick read out of their health and power.

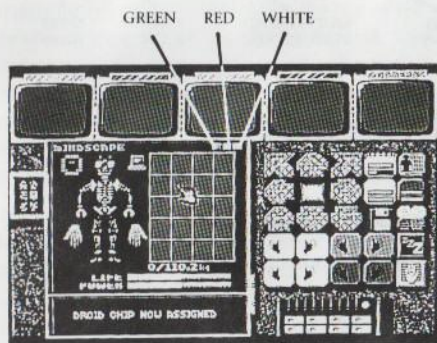
The icon with the crown on it is the leader - and it is its eyes that you see through in the main view. To promote any droid to leader, simply double-click with the left mouse button on its coloured icon.

To swap positions of droids within the group, you can click once on the first droid and again on the one you want it swap with. They will then

exchange places in the formation.

The Droid Back-Pack and Inventory System

To view the droid's back-pack and inventory and get a read-out of its stats, click with the right mouse button on the coloured icon relating to the droid you want to check out. The main view screen will now be replaced with the stats and back-pack relating to that droid. From here you can view and manipulate the objects that are being carried, as well as checking on other things like power, health, power drainage and skills. See fig. 4 for an example droid picture.



The three coloured buttons on the top right of the back-pack are used to display further information about the droid status:

- i) **Green Button** - this brings up a display of the working order of the various droid body parts. The higher the percentage, the healthier the component.
- ii) **Red Button** - this brings up a display of overall strength of each component - this is also known as Hit-Points on Military Standard Droids. The number displayed refers to the maximum hits allowed before the component becomes useless.
- iii) **White Button** - this button displays the power consumption of each component - the chest piece,

however, shows the recommended power rating in Watts. This is directly related to the amount of power left in the chest. A large power draining component will quickly reduce power available for the rest of the droid.

On the left side of the Droid's head is a Brain. This is where silicon rom-constructs are inserted which give the droid personality. On the right side is a computer which is the where devices have to be plugged - which are viewed through the monitors at the top of the brief-case.

Click on the droid icon with the right button to bring back the main view and quit from the droid stats screen.

This latest version of the ABCC 500XL™ incorporates real-time health status on the droid icons. If your remote units are injured or damaged, a figure flashes in this icon to show the extent of the trouble - along with a single read-out of remaining life power.

If the droid icon becomes shaded then one or more of the following could have occurred:

- i) no legs connected, or too damaged to walk
- ii) no power
- iii) no chest fitted
- iv) dead.

Disk Icon

The left mouse button will activate loading of a saved set of BodyLink System and Progress System events - However teams can only be regenerated once they are in the space ship.

The right mouse button will initiate the saving of the events at any time during the quest. Regenerated teams and event lines are only able to start from the beginning of that base.

The Multi-Droid Stats Icon

This icon allows a Holographic image of all four team members to be displayed at once - allowing

stats to be compared and objects to be manipulated and transferred between team members. The left mouse button will activate the read-out of their skills, the right button will activate the display of their back-packs and stats.

The Sleep Icon

This puts the party to sleep (which allows time to pass quickly). Click on it again to wake them up once more. If any thing occurs to the party whilst in this mode, they are automatically woken up.

The Halt Icon

This icon allows the user to put the team into suspended animation for as long as required.

Click on the mouse again to get on with the job.

Droid Hand Icons

The four droid's hands, denoted by their individual colour, are displayed in pairs in a grouping. The user can see at a glance what is in the hand, and activate and manipulate objects held by the droids.

If an icon is shaded it means that the hand or arm is damaged or missing. The icons will go shaded for a moment if the hand is busy - this happens whilst the droid is reloading his own weapon or is "recoiling" after a shot or punch.

The left button will pick up an object from the droid's hand and put into the user's hand. It can then be put in a back-pack or into another droid's hand.

The right button will activate the object in the hand. If it is a gun or weapon then this usually means pulling the trigger. If the hand is empty then the droid will punch.

If a weapon is put into a droid's hand and a little "s" appears next to it on the hand, then this means that the droid does not have the skill to use the item. Although the item can still be carried, it means that for the time being your droid is not experienced enough to operate it.

See the section on weapons and weapon skills for

information about handling armourment and reloading guns.

The Remote Control Keypad

The remote control has 8 buttons in two rows of four.

Droid monitor systems

The top row of buttons turn on and off the individual droid monitoring systems at the top of the brief-case. If a droid has devices or other silicon slices plugged into its ROM port, then the monitor will have to be turned on in order to view the effect. If no device is present, then the monitor will show static.

Remote Camera Control

The first button on the bottom row turns on the view from remote camera outfits that can be connected to the system. Multiple cameras can be connected - simply select the feed from the coloured buttons on the monitor screen. Connected cameras have a detonation facility which can be activated at any time.

Mini-Monitor view

When the user selects the stats screen of a connected droid remote, the main view screen is hidden. To allow the user to monitor events outside whilst checking the stats and back-packs of droids, then the miniature view can be turned on. This is done by pressing the second button from the left on the control keypad. This view creates additional holographic feeds of the main view, which are very costly in image process time. As a result it is not recommended that this view be left on for extended periods of time. There are certain times when the view must be turned off to perform a separate function - for example reloading weaponry.

TV text style

Certain external viewing devices such as televisions and poor quality monitor devices give sub-standard image projections of text. If this is the case with your system, then toggle the third

button from the left to change the style and typeface of the text used on screen.

Movement cluster shading toggle

During early beta-tests of the ABCC 500XL™ system software, it was noted that some users found the shading of the climb up and climb down movement icons to be obtrusive to the screen layout. The default setting is that the arrows will be shaded until available for use, however, the user can change this as personal taste dictates.

Chinese Icon

This icon takes the user into the preferences screen - where various settings of the systems software on your ABCC 500XL™ system can be changed to suit personal taste.

Once the user is happy with his/her chosen settings, then the USE button must be pressed to put them into practice. Press DEFAULT to go with the system designer's original settings.

PART THREE - ADJUSTING OPERATIONAL DROID CHARACTERISTICS.

Setting Characteristics

Any new droids connected via the BodyLink System™ to the ABCC console must be initialised with identifying name. This will instigate formation of operational droid characteristics that will be specific to the droid. The three integral parts of the droids character are:

- i) Vitality
- ii) Dexterity
- iii) Wisdom. Any new droids connected to the system will be given two skills to start with. These are Brawling and Robotics (all set to Grade 1).

As the droids become more experienced, new skills will become part of their Knowledge, and can be increased - allowing manipulation of new objects and technology as they get older. This prolongs the active life of the droid.

Increasing Skill Settings

Droids acquire Experience during their working life. This overall "power" can be exchanged for increased levels of skill in any of the ones available in the droids character.

For example, a droid who has acquired 23 experience points can increase his Brawling skills. This is done by clicking on the word Brawling on the stats screen for the relevant droid. This will then ask the user to confirm the increase of that particular skill.

PART FOUR - WEAPON USE (MILITARY STANDARD DROIDS ONLY)

This section relates to weapons use on Military Standard Droids which are connected to the system. However, since advances are made in military hardware at a daily rate, it is not possible to cover all types of weapons available for control on this system. Direct field experience will show which weapons are suitable in which situations. There is no limit on the number and type of weapons which MSD can acquire.

A weapon held in a droid's hand will become activated if the right mouse button is clicked over it. If it is a firing weapon and is loaded this will fire a shot or shots in the direction of travel.

By careful positioning of weapons within the team, an effective line of fire can be set up.

Weapons can be reloaded at any time in the following way:

The user must pick up the weapon from the droid's hand and the reload option icons will appear in the info screen area. The user must first turn off any systems which are functioning in the info screen area (for example the mini-screen view).

The four coloured icons relate to the members of the droid team. By clicking on the desired droid colour the BodyLink System™ will automatically search the back-packs for ammunition for that particular weapon.

PART FIVE - POWER CONSUMPTION

One of the key concepts in successful field operation of droids is careful management of their power. There are various systems and devices that are available to assist teams in power management (see local dealer for details).

Power can be gained from the most unlikely sources in any situation - keep an eye open for any opportunity to replenish valuable stocks of power.

The chest is the key to the power of any droid - keep an eye on power levels for the chests.

Hints

To get them dose-y droids out of bed in the morning you must plug in the rom-constructs into their brains. This instigates the set-up.

To get anywhere, make sure the droids collect anything they find, you never know what might come in handy.

If they are military stock then a bit of killing practise will not go amiss - doesn't matter who you hit 'cause the experience will be good for them - whatever the consequences.

Keep an eye on the power levels, these suckers drain faster than a bath with a bomb hole in it.

The audio on these decks is superb - use the stereo on the ABCC 500x1 to full effect in searching out anything that you want to kill (it will be trying to kill you too, so watch out)

Spare limbs always come in handy (pun intended) in giving you a leg-up (pun also intended).

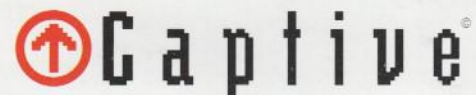
Buying stuff on some of the planets these days can cost you an arm or a leg (literally!).

Pillage anything, you can always trade it in for some useful gear later.

Visit ABCCSI HQ as soon as you get going - I'm told there is some whacky stuff going down on their planet.

Dancing on the ceiling is a great song.

If all else fails push it - you never know what will give way.



Manual

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