MERCENARY

ESCAPE FROM TARG

NOVAGEN

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GAME DESCRIPTION

For Mercenary, author Paul Woakes, has created what can only be described as a world simulator. The first release using this technique is sub-titled "Escape From Targ".

The planet Targ, has one major area of habitation, surrounded by an vast wasteland. This 'city' area has a road network linking hundreds of fascinating structures. There are a number of subterranean complexes both beneath the city and beyond.

The formerly peaceful inhabitants of Targ, the Palyars, are now in continuing conflict with the usurper Mechanoids, an alien race of robots. The Palyar Council are housed in the comparative security of their Colony Craft - a defensive stronghold in orbit above the planet. Remnants of Palyar forces form pockets of resistance within the city.

The player takes the role of a 21st Century soldier of fortune whose intergalactic craft has crashed on the planet surface and is beyond repair. Benson, a ninth generation PC, is the players communications link and interface with the total environment. Benson has exceptional capabilities in the representation and even handling of objects, regardless of their mass.

The player can occupy various types of flying craft and ground-based vehicles and is able to walk about. This total 'freedom of movement' facility creates a very realistic experience given Benson's interpretation of events in three dimensional vector graphics of stunning perspective. Every player will enjoy the exploration of Targ.

Offers of gainful employment are made by both the Palyars and the Mechanoids. The combat element of the game features among the many tasks that can be undertaken. Our Mercenary will find these assignments very tempting, given the need to improve the bank balance and acquire the means to survive. The player may choose to retain independance and seek useful gains from the spoils of war. There are many objects that can be found that may have significance in the player's quest. These can be taken into Benson's possession. The ability to physically relocate such objects within the game is a particularly attractive feature.

Targ will provide the player with lots of interest and excitement. But the defined objective for the player is to acquire a craft capable of escape from Targ. This can be achieved in differing ways reflecting the various approaches to the game that a player may take.

Because Mercenary could conceivably play for ever, there is a save gameplay facility. A winning situation should also be saved, as this will give beneficial entry into "Mercenary II".

INTRODUCTION

In "Escape From Targ", you begin with your intergalactic craft crashed and beyond repair on the planet surface. Fortunately you are not hurt. You stand beside your wrecked craft, and are pleased to learn that your essential aid, Benson, had also survived intact.

Benson

Benson is your communications link and your interface with all that is around you. The total environment is represented on Benson's screen display. Your status and orientation are constantly monitored and reported. Through this interpretation, you are permitted an insight into the physical form of things that are beyond all prior human experience.

Your contribution to this partnership is flair and endeavour.

Game Start

Benson advises that you are on the surface of the planet Targ near to its major area of habitation. But who are the inhabitants? Benson's databank affords some knowledge. The formerly peaceful inhabitants of Targ, the Palyars, are in continuing conflict with the usurper Mechanoids, an alien race of robots. The Palyar Council are housed in the comparative security of their Colony Craft - a defensive stonghold in orbit above the planet. The remnants of their forces, who form pockets of resistance principally in the subterranean complexes below the planet surface, are pinned down by Mechanoid occupation.

Gameplay

Your intrusion as a Mercenary should initially be welcomed by both parties and could provide you with the opportunity to restore your fortunes. But your paid allegiance to one side will make you an enemy of the other. And, whilst retaining your independence may lead to some useful gains from the spoils of war, how long would it be before your presence becomes an annoyance to one or both of them?

A challenging situation! And you have to meet that challenge as you see fit. There are other worlds and greater freedom away from here. And whilst Targ should provide you with all of the excitement that you need, your life-style demands freedom. Your objective is to escape from Targ. But how?

You lack the communication range to call for help from your friends. And in your business, friends cost money - which you don't have at the moment. Maybe your achievements for one side or the other could gain you a suitable intergalactic craft through their gratitude. There must be such a craft available somewhere! But where. . .? And so you begin.

LOADING INSTRUCTIONS

COMMODORE 64

Plug the joystick into the connector closest to the rear of the computer. Turn on the cassette recorder or disk drive first, then turn on the computer.

Cassette

Insert the cassette in the recorder with label facing up. Hold down «SHIFT» key and press «RUN/STOP» key. Press the «PLAY» button as then directed. Mercenary will fast-load with NOVALOAD and autorun. The cassette has a duplicate copy recorded on the reverse.

Disk

If you are to save out the gameplay later, format a BLANK disk now in preparation. Insert the game diskette with the label facing up. Type LOAD"*",8,1 and press «RETURN». Following the load, Mercenary will autorun.

ATARI

Cassette

The 64K version for 800XL and 130XE computers is on the side with the label facing up. A 48K version (for expanded 400 and Atari 800 computers) is on the reverse side.
Insert the program cassette into the cassette recorder. Press the «PLAY» button on the cassette recorder until it locks in the down position. Hold down the «START» button on your computer and turn on the power switch. After you hear a 'Bleep' from the computer, press the «RETURN» key. The program will autorun on completion of the load.

Disk

If you are to save out the gameplay later, format a BLANK disk now in preparation. Turn on the disk drive and wait for the 'busy' light to go out. Insert the program diskette label side up and close drive 'door'. Turn on the power switch on the computer. The program will load and autorun.

INSTRUCTIONS

Much of the fun of Mercenary - Escape From Targ - is in your exploration. And ideally, not ot spoil the fun, we'd like to tell you nothing more about the game except that "you choose the action."
But you will need to know the controls. Check and find some clues to your own, and Benson's, capabilities.

CONTROLS

Control Panel

EL — Elevation   COMP — Compass
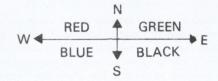SPEED — Speed of motion   ALT — Altitude in metres
LOC — Location: indicates your grid co-ordinates inside the city area ('reverse' numbers indicate negative).

ELEVATION (DIAL COLOUR)

DOWNWARDS — GREEN
UPWARDS — BLUE

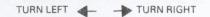### COMPASS (DIAL COLOUR INDICATION)

```
            N
      RED       GREEN
W ←                    → E
      BLUE      BLACK
            S
```

Walking

Movement is initiated by use of the joystick in the direction as shown:

```
             FORWARD
FORWARD LEFT  |  FORWARD RIGHT
TURN LEFT ←       → TURN RIGHT
BACKWARDS LEFT  |  BACKWARDS RIGHT
            BACKWARDS
```

Transport

There are two types of ground-based vehicles (GBV's) and four types of flight craft - each with varying capabilities (plus one other capable of intergalactic flight).
To BOARD a vehicle or craft: Walk to its centre, press B
To LEAVE a vehicle or craft (to walk away), press L

GBV's

Travel forward under POWER selected by pressing a number key from 1 (low) through 9 with 0= top power. BRAKES are applied by pressing the «SPACE BAR». Steering is by the joystick:

```
TURN LEFT ←    → TURN RIGHT
```

Flight Craft

need sufficient speed to take off (which is dependant on type characterstics). They are controlled for direction in flight by the joystick as shown:
Landing too heavily will result in a crash.

```
                CLIMB
CLIMB LEFT   |   CLIMB RIGHT
TURN LEFT ←       → TURN RIGHT
DIVE LEFT    |   DIVE RIGHT
                DIVE
```

POWER for forward flight is selected by pressing a number key from 1 (low) through 9 with 0= maximum thrust. Reverse thrust is selected by pressing the «SHIFT» key whilst pressing a number key.

FINE ADJUSTMENT TO POWER level is achieved by pressing + key to increase and - key to decrease (› and ‹ keys on Atari.
For ZERO FORWARD THRUST (which permits hover on certain craft) press « SPACE BAR».

Combat

Provided you are suitably equiped, depress the joystick 'fire' button to launch your missile.

Communication

With Benson in communication mode, you may be asked to respond, indicated by a question mark (?) following text. Press Y to respond YES otherwise 'no' will be assumed. Any other required keyboard entries will be detailed by Benson.

Elevators

To ENTER underground complexes accesible from the surface, find a three-sided 'cage' and locate yourself or your craft on the surface within the cage. Press E to operate the ELEVATOR. This also gains entry to the colony craft from the square landing pad on the top surface.

Objects

A number of objects can be picked up and carried under Benson's control. Only some of these will be useful. You can carry up to ten such objects at any one time. Press T to TAKE (pick-up) - Press D to DROP. Objects are dropped in reverse order, ie. the last picked up is the first dropped.

Game Pause

To PAUSE the game progress at any point, press the «CNTRL» and «RETURN» keys together. Press any key then to re-start.

Quit Situation

Mercenary could possibly play for ever. You will never be "Killed" although Benson could suffer from time to time. You may crash in the planet wasteland from where you would literally have to 'walk' for days (in real time) to find any action. And there could be other irretrievable situations - Mercenary is full of surprises. To opt out of a situation, Press «CNTRL» and Q. There are penalties. Whilst you are transferred back to a central city location, any objects that you hold will unfortunately become scattered around.

Game Save

You can SAVE out a current gameplay status to pick up later where you left off. IMPORTANT: Remove your copy of Mercenary before proceeding further and use a separate data cassette or previously formatted BLANK disk. Press «CNTRL» and S to save. Press «CNTRL» L to RE-LOAD a previously saved game.

ALWAYS SAVE OUT ANY WINNING (ESCAPE) STATUS AS THIS WILL GIVE YOU BENEFICIAL ENTRY TO "MERCENARY II"