GAME DESCRIPTION

The action focuses mainly on the Planet Targ's major areas of habitation - the beautiful and mysterious cities and subterranean complexes conceived by the great architect, Walton. These are virtually deserted now following many years of war between the usurper Mechanoids, an alien race of robots, and Targs original occupants, the peace-loving Palyars. You will most likely become embroiled in this continuing conflict.

Your challenge is to escape the planet, having first discovered the means to do so. This can be achieved in differing ways, depending on the various approaches to the game that a player may take. As you gain experience in beating the system, you will wish to optimise your spoils of war. How and when you escape is entirely in your own hands.

For assistance, you can rely only on Benson, your in-helmet 9th generation PC. Benson displays your guidance systems and provides an interpretation for your view of events in stunning three-dimensional vectorgraphics. You are permitted an insight into the physical form of things that are beyond all prior human experience. In addition, Benson is able to take into your possession a number of objects that can be found and can identify some. Many of these will be useful to your eventual escape.

High in orbit above Targ, you will find the Palyar Colony Craft, where the vestiges of this once proud and peaceful race plot their revenge against the Mechanoid occupation.

How then to escape? You lack the communication range to call for help from your friends. And, in your business, friends cost money. You don't have much 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 here somewhere. But where ……?
And so you begin.

GAME LOAD INSTRUCTION

AMIGA: To Save out a Gameplay later, identify a blank disk now.
Connect joystick through port 2.
Switch on monitor and computer.
On the call for WORKBENCH, insert your Game Disk.
When invited by the screen display:
> Press 1 to load 'Escape From Targ' or
> Press 2 to load 'The Second City'.

ATARI ST: To Save out a Gameplay later, format a blank disk now.
Connect joystick through port 1.
Switch on monitor (and remote disk drive).
Place Game Disk in Drive A. Switch on Computer
Use mouse to load from Drive A, then to select:
> ESCAPE.TOS for 'Escape From Targ' or;
> SECOND. TOS for 'The Second City'

SAVE GAME FACILITY

You can save out a current gameplay status to pick up later from where you left off.
ENSURE THAT YOUR GAME DISK IS REMOVED FROM DRIVE. ALSO NOTE THAT A SAVE WILL WRITE TO ANY DISK AND WILL CORRUPT EXISTING DOS FILES. USE ONLY A 'SAVES' DISK THAT YOU IDENTIFY ACCORDINGLY.

At any point in the game, insert your 'Saves' disk.

AMIGA: Press <ESC>   **ST:** Press <CNTRL> and 'S' simultaneously.

> Benson Response: "SAVE NO. 0-9"
> Press required file number.
> Benson Response: "PRESS RETURN WHEN READY"
> Press <RETURN> – Any other key to abort.

Your current game can now be continued.

TO RE-LOAD GAMESAVE

At any point in a game (following completion of the opening 'crash' sequence), to re-load a previously saved gameplay:

AMIGA: Press <ENTER> **ST:** Press <CNTRL> and 'L' Simultaneously.

> Benson Response: "LOAD NO. 0-9"
> Press required file number.
> Benson Response: "PRESS RETURN WHEN READY"
> Press <RETURN> – Any other key to abort.

NOTE: Whilst you may use the same disk for files.
SAVES FROM 'ESCAPE FROM TARG' AND 'THE SECOND CITY' WILL NOT LOAD AND PLAY ONE FROM THE OTHER.

KEYBOARD SUMMARY

R/W Run/Walk	**0-9** Forward Power Level
B Board Vehicle	**F1-F10** Reverse Power Level
L Leave Vehicle	→ Increase Power (ST: '+')
E Operate Elevator	← Decrease Power (ST: '–')
↑ Take Object (ST: 'T')	**<SPACE BAR>** Stop
↓ Drop Object (ST: 'D')	**<HELP KEY>** Quit

NOVAGEN

MERCENARY I

by Paul Woakes

COMPENDIUM EDITION

INSTRUCTIONS

ESCAPE FROM TARG

Load the original game of Mercenary, in which you take the role of a 21st century soldier of fortune crash-landed on the strife-torn planet Targ. Your intergalactic craft, Prestinium, is beyond repair. But you are conveniently located within the Central City, which has been Targ's major area of habitation.

Your objective is ESCAPE!

THE SECOND CITY

After loading this additional data-set, you can crash-land again; but in the eerie red dusk of Targ's southern hemisphere's long winter. You're in the Second City: Here, every trick in the book has been used in a conspiracy to hinder your escape. You face a new degree of complexity. No hints, no clues, all records are destroyed. You're on your own.

CONTROLS

Benson's Panel

ELEVATION – Registers in flight your up-down attitude to the horizontal at 0 degrees. At 180 degrees you are horizontal but upside down. 1° – 179° (blue dial) is upwards elevation, with 90° being vertically up. 359° down to 181° (green dial) is downwards, with 270° vertically down.

COMPASS – Registers at all times your upright horizontal direction relative to

$$0 = \text{North}, \quad 90 = \text{East},$$
$$180 = \text{South}, \quad 270 = \text{West}.$$

ALTITUDE – Your in-flight height in metres.

SPEED – Your speed of motion on board any vehicle.

LOCATION – Whilst on or above the surface, Benson receives local LOCREF service providing your co-ordinate positioning relative to the nearest city – expressed in black figures as 00-99 (West to East) x 00-99 (North to South). Red figures indicate a negative co-ordinate and ** is out of range.
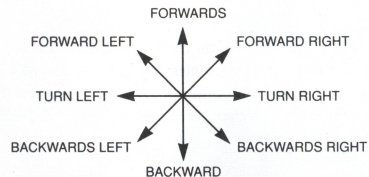
Benson provides information and relays incoming messages on the communication panel. There are also four status indicators which respond to various conditions.

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' is assumed.

Walking

Walking is initiated by use of the joystick as shown:

```
           FORWARDS
FORWARD LEFT      FORWARD RIGHT
   TURN LEFT         TURN RIGHT
BACKWARDS LEFT    BACKWARDS RIGHT
           BACKWARD
```

You are able to RUN by pressing 'R' when in 'walk mode': Press 'W' to return to walking pace. The 'run mode' being in effect is indicated by a white lamp showing on Benson's panel.
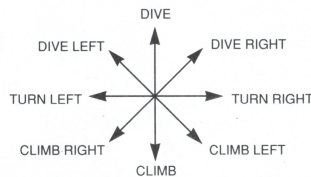
Transport

There are two types of ground-based vehicles (GBV's) and four types of flight craft – each with varying capabilities. There is also one intergalactic craft.

To BOARD a vehicle or craft – walk to its centre & press 'B'
To LEAVE parked transport (to walk away) – press 'L'

GBV's travel under power selected as below. 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. Landing too heavily will result in a crash. On the ground, they behave as GBV's but are controlled for direction in flight as shown:

```
              DIVE
DIVE LEFT           DIVE RIGHT
TURN LEFT             TURN RIGHT
CLIMB RIGHT         CLIMB LEFT
             CLIMB
```

POWER forward is selected by pressing a number key on main keyboard, (not key pad) from 1 (low) through 9 with 0 = maximum thrust. Reverse thrust is achieved by selecting a Function Key F1 through F10. Fine adjustment to the power level is achieved by pressing → key to increase and ← key to decrease. (ATARI ST: '+' and '-' keys). For zero forward thrust, which permits hover on certain craft, press <SPACE BAR>.

ELEVATORS: Underground Complexes are accessible from the surface. Locate a three-sided cage and position yourself, or your craft, on the surface within the cage. Press 'E' to operate the ELEVATOR. There is also an elevator entrance on the top surface of the 'sky city' Colony Craft. Position yourself on the square pad adjacent to the landing strip and press 'E' to gain entrance to the hangar below.

Combat

In any vehicle (outside of a hangar), depress the joystick 'fire' button to launch your missile. To destroy ground installations, fire at their base. If you are under attack, this is relentless. Unless you can knock out the enemy ship, it will ultimately find you and will home in for the kill.

Objects

A number of objects can be picked up and carried under Benson's control. Not all of these are useful. You can carry up to ten objects at any one time. Press ↑ to TAKE (pick-up) – ↓ to DROP. (ATARI ST: 'T' to TAKE – 'D' to DROP). Objects are dropped in reverse order; i.e. the last taken is the first dropped.

Quit Situation

Mercenary could possibly play for ever. You will never be 'killed', although there are penalties if your craft is hit by a missile. This, and other conditions, can leave you in a position of having to walk, possibly for hours, to regain a vehicle or reach an underground complex. And there can be other irretrievable conditions. Mercenary is full of surprises. But you can opt out of a situation; just press the <HELP KEY> to be transferred back to a city location in possession of a new craft. BUT there is a penalty… Any objects that you hold will be scattered around.

HELPFUL HINTS – 'ESCAPE FROM TARG'

Surface structures are identifiable from 500m altitude, but best appreciated from 100m. Note co-ordinates of useful locations. There are points of interest outside the city.

The Colony Craft can be seen as a 'dot' in the sky above Central City. You may need the power of your flight craft amplified to reach the required altitude of 65,000m.

UNHELPFUL HINT – 'THE SECOND CITY'

Triangular doorways which appear regularly at places of interest give access to the author's 'cheat-room',

Unfortunately, he has the key!