

# MERCENARY

ESCAPE FROM TARG

AND *THE*  
**SECOND CITY**  
COMPENDIUM

TENSTAR  
**7**  
PACK

**NOVAGEN**

# MERCENARY COMPENDIUM

## LOADING

1. Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual, Chapter 2 'Setting up your Amiga'.
2. Switch on your monitor or television and then your Amiga.
3. When the display prompts for a Workbench Disk insert the MERCENARY disk.
4. Plug joystick into port 2 for control.
5. After a few seconds the drive light will come on and soon after the Mercenary menu will appear. From here you may select the game you require. Press 1 to play 'Escape from Targ' or 2 to play 'The Second City'.

**PROBLEMS:** If you experience any problems with this software, before returning it, please carry out the following procedures:

- a) Make sure you are following the loading instructions correctly.
- b) Some programs require external drives or memory upgrades to be removed. Please switch off your Amiga from the mains & disconnect any external drives or upgrades and try loading again.
- c) If problems persist, please try another piece of software, that you know to load and work. If this software still loads and runs, then return the faulty software to your dealer stating the exact problem(s) encountered.

**NOTE:** We suggest that you ensure that your disks are write protected. See section 3.2 of your Commodore manual for instructions.

## GAME DESCRIPTION

In Mercenary 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. The action focuses mainly on Planet Targ's major areas of habitation, which are virtually deserted now, following many years of war between the usurper Mechanolds, an alien race of robots and Targ's original occupants, the

peace-loving Palyars. You will most likely become embroiled in this continuing conflict. Your challenge is to escape from 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 you may take. How and when you escape is entirely in your own hands. But as you gain experience in beating the system, you may wish to optimise your spoils of war. For assistance, you can rely on Benson, your in-helmet ninth generation personal computer. Benson displays your guidance systems and provides an interpretation for your view of events in three-dimensional vector graphics. In addition, Benson is able to identify and take into your possession a number of the objects that can be found. Many of these will be useful to your eventual escape. High in orbit above Targ, you will find a Palyar Colony Craft, where the vestiges of this once proud and peaceful race have plotted their revenge against the Mechanical 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. And so you begin.....

## ESCAPE FROM TARG

On arrival, in this, the original Mercenary game, you are conveniently located within Central City. From here you set out to learn the mysteries of Targ. We would suggest that you gain a thorough understanding of this game before moving on to the second city.

## THE SECOND CITY

Definitely not the place for a beginner! This additional part is designed to present a really tough challenge for experienced Mercenary players. You crash-land again, but in the eerie red dusk of Targ's southern hemisphere. 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 where all is certainly not as it would seem.



## CONTROLS

Please see Keyboard Summary for operating instructions.

### BENSONS PANEL

**ELEVATION:** Registers your in-flight up/down altitude to the horizontal.

**COMPASS:** Registers at all times your up-right horizontal direction

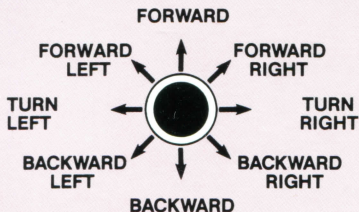
**ALTITUDE:** Gives your in-flight height in metres.

**SPEED:** Gives your speed of motion on board any vehicle.

**LOCATION:** Whilst on or above the surface of Targ, your co-ordinate position is given relative to a city as follows: Black figures 00-99 (West to East) × 00-99 (North to South). Red (or reversed) figures indicate a negative co-ordinate. \*\*Indicates that you are out of range.

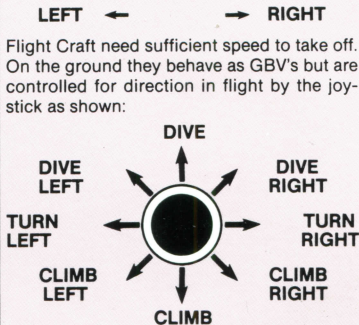
Benson provides information and relays incoming messages on the Communications Panel. With Benson in communication mode, you may be asked to respond. Press 'Y' to respond YES, otherwise 'no' is assumed. Various Benson models display additional status indicators.

**WALKING:** Walking is controlled by use of the joystick and directed as shown:



**TRANSPORT:** There are two types of ground based vehicles (GBV's) and three types of flight craft. All have varying capabilities. They operate with a range of speeds, including fine adjustment, both forwards and reverse. Flight craft can also hover. There is also one intergalactic craft. GBV's are directed

by use of the joystick as shown:



**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 before operating. (See Keyboard Summary). 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 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 craft, it will ultimately find you and 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. Objects are placed down in reverse order; the last taken is the first dropped.

**QUIT OPTION:** Mercenary could potentially be played 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 situations. But you can quit to opt out. (See Keyboard Summary). You will be returned to a city location in possession of a new craft. BUT there is a penalty: Any objects that you hold will be scattered around.

## HINTS

**WARNING: SKILLED ADVENTURERS  
MAY PREFER NOT TO READ  
THIS IMMEDIATELY**

## ESCAPE FROM TARG

Do read all instructions carefully as there are clues. The serious escapee will also take notes of relevant findings during exploration.

As a beginner, we suggest you buy the Dominion Dart so conveniently to hand. Fly anywhere without constraints and no penalty, even if you crash!

Surface structures are identifiable from below 500m altitude, but are best appreciated from below 100m. Learn to navigate using the compass and Benson's invaluable Location Indicator. The City area is located within co-ordinates 0-15 × 0-15. But do not overlook wasteland exploration as there are places of interest out there.

You're unlikely to resist zapping anything for too long. Fire at the base of ground objects to initiate a spectacular collapse. Later on, you may be able to 'put the clock back' and perform a repair job. But for now, it's too late. On this occasion, your aggression is detected. The respondent, Palyar or Mechanoïd depends on who is in possession of the site you have zapped. Worth noting? There is an alternative way of detecting site ownership.

You're ready to go underground via an elev-

ator cage. You choose the one at Location 09.06 as you were directed by the Palyars promising gainful employment. Leave your craft and walk off to explore the complex; an early objective: the Palyar Briefing Room.

In your exploration, you will come across locked doors. There are 'keys' of matching shapes, but these are rarely conveniently to hand. There are also doors with special cross-markings. These access Transporter Rooms, which are a good way to get around. Some (marked with one diagonal) go just one way. There are other links (apparently two-way) that seem quite unreliable. Transporter room types are colour coded, but only from the inside. These links provide a means of entry to all seven underground hangar complexes.

Are you ready now to go up to the Palyar Colony Craft, that 'dot' in the sky? If your ship lacks the extra power to reach it, you must have overlooked an important item. Otherwise on gaining an altitude of 65,000m, there it is!

So you beaver away to amass some wealth. It may be that you choose to pay for your escape from Targ. Good fun as an exercise -and with the Game Save facility to make things easy (before cash changes hands) why not? But a thorough exploration of Targ will yield a craft for free. Or what about that Palyar 'special gratitude'? The challenge is not just to escape, although that is an achievement. As a true Mercenary, you'll want to leave with all the wealth you can. 1,909,000CR is tops for Central City. 9,000,000 from the Second City!

## 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!

# KEYBOARD SUMMARY

Press key(s) as shown

If two, simultaneously

Respond YES

Board Vehicle

Forward Power Keys

Reverse Power Keys

Increase Power

Decrease Power

Stop

Leave Vehicle

Operate Elevator

Take Object

Drop Object

Quit Situation

Save Situation

Load Situation

Run

Walk

Y  
B  
1-9  
F4-F10  
→  
←  
<SPACE>  
L  
E

## Notes & Variations

Otherwise 'NO' is assumed  
Position at centre of vehicle  
0 = Maximum

For hover in flight

At centre of surface cage or  
Colony Craft pad or in hangar  
Pick up from centre

<HELP>  
<ESCAPE>S  
<ENTER>L  
R  
W

**NOTE 1:** Numbers 0-9 must be selected from the row of keys above letters Q-P. The number pad may not be used.

**NOTE 2:** If you do wish to load in a situation, you must use the enter key on the numeric keypad. To save a situation, the write protection on your disk must be removed.

# TARG SURVIVAL KIT

Enhance your game of 'Escape From Targ' with the Targ Survival Kit: A full colour Tourist Map guides you to places of interest on the surface in Central City. Plans from the Palyar archives map six of the underground complexes and provide a detailed layout of the Colony Craft above. There's a vehicle specification sheet and a host of hints and clues in the novelette 'Mercenary -Interlude on Targ'. Just send a note of your name and address and a cheque or postal order, payable to Novagen Software Ltd for £3.95 (includes post and packing within the UK).

Send to: **NOVAGEN SOFTWARE LTD.,**  
FREEPOST 142,  
Alcester Road,  
Birmingham, B13 8HS

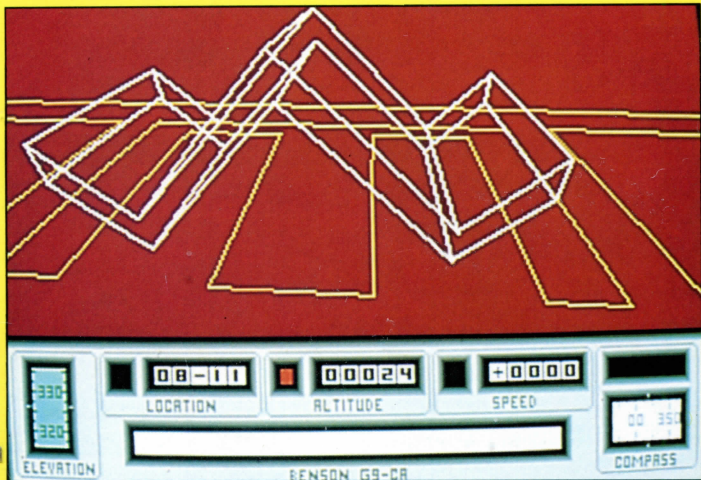
No stamp required in UK.

In mainland Europe: please send Eurocheque for £4.50.

Overseas: please send cheque for £5.00 to include air mail post.



# MERCENARY



On the planet Targ, the Palyars and the Mechanoids are locked in constant combat. Having crash-landed, your sole objective is to escape, by finding a ship capable of resisting Targs gravitational pull. The obvious plan is by acting as a Mercenary for one of the two alien forces. You realise the best way is to trade valuable objects to the side that pays the most. Most of the playing time is spent exploring the vast tunnel network beneath the city with the odd visit to the Palyar complex, hovering above the city to check out anything useful you may find there. The beauty of Mercenary is that you can play at your own pace with few restrictions imposed.