

THE SECOND CITY

Supplement to MERCENARY™ - ESCAPE FROM TARG

Game Author - Paul Woakes

Documentation by Kathi B. Tremblay and Amy R. Margowsky

You've been all over Targ's Central City and you're ready for another challenge. In The Second City (on Targ's southern hemisphere), the Palyars and Mechanoids still battle for control of the planet. The Palyar Commander's brother-in-law is here, more ill-tempered than ever. He's now the Prison Governor and, remember, none too fond of you!

This *is* Targ, but not the Targ you remember. The Second City's underground complex makes Central City look like Disneyland! Commodity prices are way up, a real advantage for any red-blooded mercenary. Although the tactics for the ultimate ESCAPE remain the same, the obstacles are far more difficult; it seems there are evil forces at work. Is it your imagination, or are there invisible doors and walls? Are the transporters reliable at all? Do certain hangars *change* on you? There is an abundance of triangular doors, but where's the key? One more thing, all records have been destroyed - that means no hints, no clues, and no maps (the ultimate challenge for a true Mercenary)! Prepare to unravel some of the most fascinating and complex mysteries of Targ. There are no "rules" to live by in The Second City; *nothing* is out of the ordinary here!

- THE SECOND CITY is a supplement to ESCAPE FROM TARG. It is an extension of the first game, with its own unique solutions.
- Games saved in ESCAPE FROM TARG cannot be used in THE SECOND CITY (and vice-versa). Use separate save-game disks.
- Winning games saved in THE SECOND CITY can be used in MERCENARY II (as can winning games saved in ESCAPE FROM TARG).

GETTING STARTED

1. Load MERCENARY - ESCAPE FROM TARG according to the instructions that came with that disk.
2. After the opening sequence, when you've crash-landed on Targ, remove the game disk from the drive and insert THE SECOND CITY disk. Press CTRL L.
3. When you see BENSON's prompt *LOAD NUMBER 0 - 9?*, type 0 and press RETURN. THE SECOND CITY loads and runs.
4. Once THE SECOND CITY is loaded, remove the game disk from the drive and insert your save-game disk. *Never attempt to save or load a game with THE SECOND CITY disk in the drive.*

See ESCAPE FROM TARG instructions for game controls.

CAUTION: Do not notch THE SECOND CITY game disk! Doing so voids the warranty!

ATTENTION ATARI OWNERS: A saved game on the 64K version will only load on the 64K version. The same goes for the 48K version. To avoid confusion, it's best to either keep a list of the games saved from each version or have a separate save-game disk for each version.

The logo for Datasoft, featuring the word "Datasoft" in a bold, stylized, sans-serif font. The "D" is particularly large and has a unique shape. A registered trademark symbol (®) is located to the upper right of the "t".

19808 Nordhoff Place, Chatsworth, CA 91311 / (818) 886-5922

Mercenary is a trademark of Novagen Software Ltd.

Datasoft is a registered trademark of IntelliCreations, Inc.

©1986 IntelliCreations, Inc. All rights reserved. Printed in USA.