

NOVAGEN

MERCENARY

by PAUL WOAKES

ESCAPE FROM TARG

CONVERSION TO SPECTRUM BY DR. DAVID AUBREY-JONES

MERCENARY is a unique combination of flight simulation, adventure and arcade fun in stunning high-speed three-dimensional vector graphics.

You take the role of a 21st century soldier of fortune crash-landed on the strife-torn planet Targ. You use your wits to acquire the means to survive and prosper.

Fly above the planet in a variety of craft, search the mysterious subterranean complexes and become embroiled in the continuing conflict between the Palyars and the usurper Mechanoids.

A complete new world has been created for you to explore where all is not as it seems! Many objects can be moved under your control and relocated at will.

You only have one true friend: the ever-reliable Benson, an almost human PC, who guides you in this absorbing quest.

Your objective in this most challenging of games is
ESCAPE!

YOU CHOOSE THE ACTION!

Illustration by Peter Gudynas

Copyright © 1988 Novagen Software Ltd

SINGLE CASSETTE PACK



5 013755 021089

MADE IN ENGLAND

NOVAGEN

MERCENARY



COMMODORE 64/128

CONTROLS

Please see **Keyboard Summary** for operating instructions

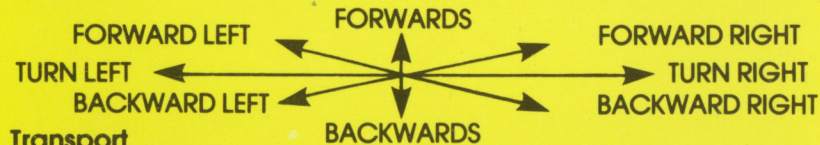
Bensons Panel

ELEVATION	Registers your in-flight up/down attitude to the horizontal.
COMPASS	Registers at all times your upright 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) x 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.

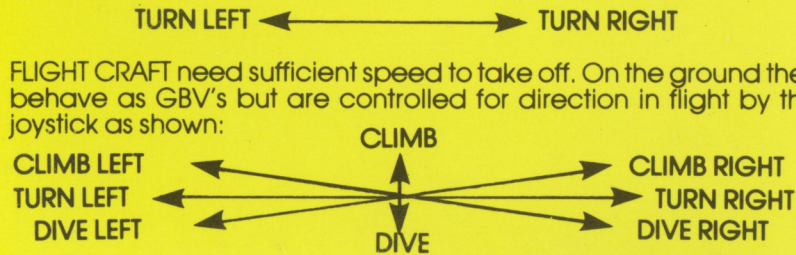
Walking

Walking is initiated 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:



FLIGHT CRAFT need sufficient speed to take off. On the ground they behave as GBV's but are controlled for direction in flight by 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 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 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.