

KEYBOARD SUMMARY

Press Key/(s) as shown
If two, simultaneously

Respond YES

Y

Otherwise 'NO' is assumed

Board Vehicle

B

Position at centre of vehicle

Forward Power Keys

1-9

0 = Maximum: Spectrum 1-4

Reverse Power Keys

<SHIFT> 0-9

Spectrum **<SYMB SHIFT> 1-4**

Increase Power

+

Amstrad → : Atari >

Decrease Power

-

Amstrad ← : Atari <

Stop

<SPACE>

For hover in flight

Leave Vehicle

L

Operate Elevator

E

At centre of surface cage or
Colony Craft pad or in hangar

Take Object

T

Pick up from centre

Drop Object

D

Quit Situation

<CNTRL> Q

Spectrum **<CAPS SHIFT> Q**
Amstrad **<CNTRL> <ESC>**

Save Gameplay

<CNTRL> S

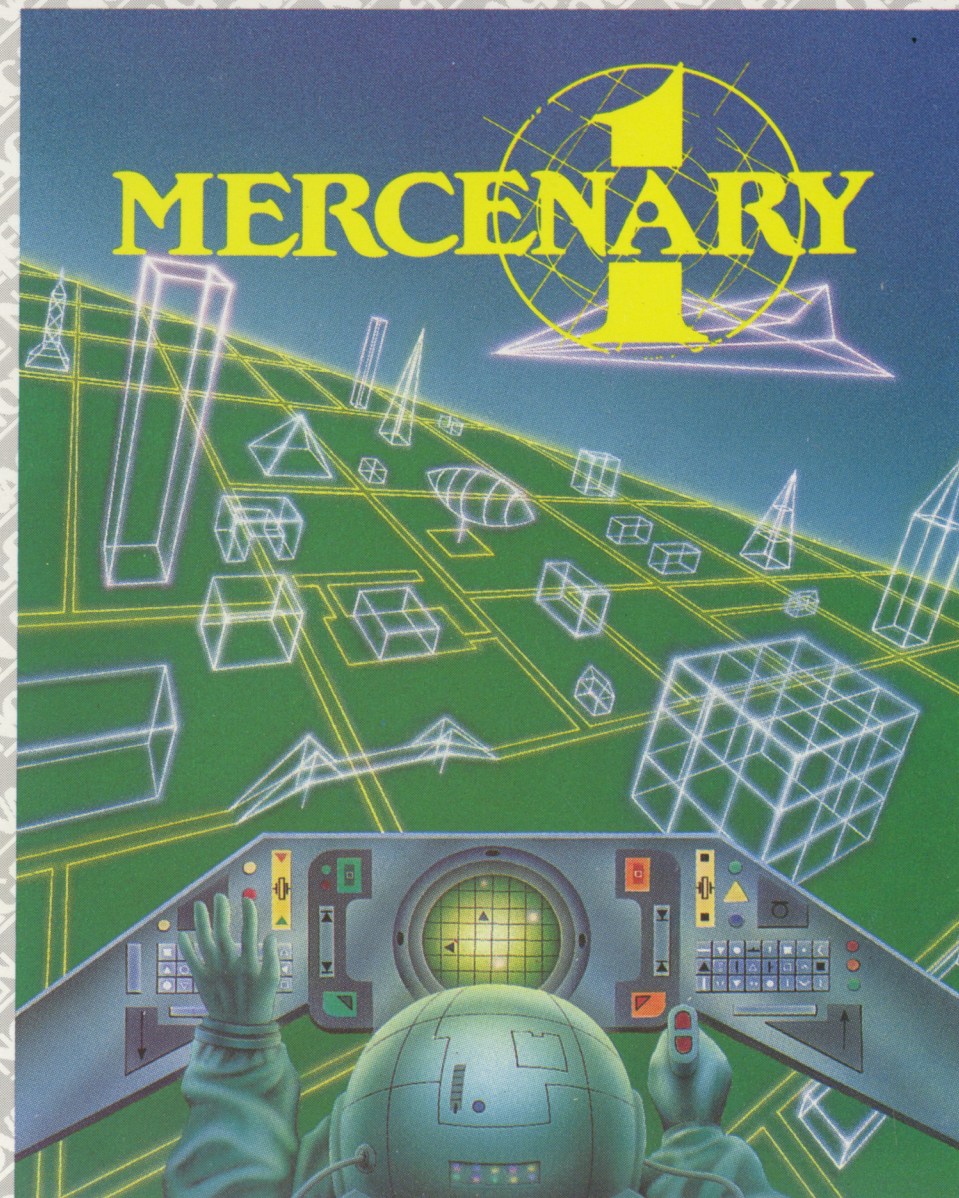
Spectrum **<CAPS SHIFT> S**

Load Gameplay

<CNTRL> L

Spectrum **<CAPS SHIFT> L**

Notes & Variations



MERCENARY LOADING INSTRUCTIONS

For C64 and Atari computers use joystick port 2, Plus/4, port 0. Check cassette for multi-formats and insert in recorder with the label for required format facing up. Rewind fully.

C64/128 Press <**SHIFT**> and <**RUN/STOP**> keys simultaneously. (Plus/4 type LOAD and press <**RETURN**> key.)

Press <**PLAY**> button on recorder as then directed. Mercenary will fast-load with NOVALOAD and autorun.

Atari Press recorder <**PLAY**> button to lock in down position; Hold down computer <**START**> button and turn on power switch. Following 'bleep' sound, press <**RETURN**> key.

Amstrad (With disk drive present, type : TAPE (Note : = <**SHIFT**> @)

Spectrum Type J followed by SYMBOL SHIFT P twice. (ie LOAD ") Press ENTER and press PLAY on recorder.

On completion of load, you are asked to select Joystick or Keyboard options. You are not able to change the option once the game is commenced. Press required number from screen menu selection to begin the game.

Spectrum Keyboard Controls

To fire, 0. Keys 5-8 select direction for walking (and flight). 5 = Left, 6 = Forwards (Climb), 7 = Backwards (Dive), 8 = Right. Use also 5 & 6, 5 & 7, 6 & 8, and 7 & 8 for intermediate directions.

GAME SAVE

In both 'Escape From Targ' and 'The Second City', you can save out a current gameplay to pick up later from where you left off.

Remove your copy of Mercenary before proceeding further, and use a separate data cassette that is write-enabled.

Press <**CNTRL**> and <**S**> simultaneously. (Spectrum <**CAPS SHIFT**> S)

Benson Response: SAVE NO. 0-9? (Spectrum 1-4)

Enter a number in this range to identify saved file.

Benson Response: PRESS RETURN WHEN READY (Spectrum <**ENTER**>)

Check that your saves tape is correctly positioned.

(For Atari, Benson Response: GAME SAVE? Press Y then as follows)

Press <**PLAY**> and <**RECORD**> together on your cassette recorder.

Press <**RETURN**> to save your gameplay. (Spectrum <**ENTER**>)

Other keys pressed will abort save, or a procedure error will 'time out', and return you to the game.

Notes: Saves from disk and cassette formats of the game, or from other computer versions or other language versions are incompatible.

Saves from 'Escape From Targ' and 'The Second City' will not load and play one from the other.

TO RE-LOAD GAMESAVE

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

Press <**CNTRL**> and <**L**> simultaneously. (Spectrum <**CAPS SHIFT**> L)

Benson Response: LOAD NO. 0-9? (Spectrum 1-4)

Press your required save file number.

Benson Response: PRESS RETURN WHEN READY

Check that the tape is correctly positioned.

(For Atari, Benson Response: GAME LOAD? PRESS Y then as follows)

Press <**PLAY**> on recorder and <**RETURN**> to load. (Spectrum <**ENTER**>)

Notes: Difficulty can be experienced with 'remote' cassette recorders. Trial and error may be required to establish a suitable volume setting for your equipment. To abort a load failing to find a required file, Spectrum owners should press <**SPACE KEY**>, otherwise, and on other formats, a failed load will 'time out' and return you to the original gameplay.

LOADING THE SECOND CITY

Your Second City Cassette is constructed as a 'Game Save'.

First load your 'Escape From Targ' cassette.

Following the opening 'crash' sequence, place your Second City cassette in recorder, with label for required format facing up. Rewind fully.

Follow the procedure for loading a Game Save as above:

On Benson Response: SAVE NO. 0-9? Press 0. (Spectrum, 1 Atari, Y)

Targ Survival Kit For Central City

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 * (inclusive of Postage and Packing in the UK).

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