

Mercenary—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 Mechanoids, 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 can find the Palyar Colony Craft, where the vestiges of this once proud and peaceful race have plotted 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. 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.

The Second City

Definitely not the place for a beginner! This additional dataset for the original game 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.

GOOD LUCK!

WARNING: SKILLED ADVENTURERS MAY PREFER NOT TO READ THIS IMMEDIATELY

Helpful Hints—Escape from Targ

To begin by stating the obvious: Do read all instructions carefully as there are clues. The serious escapee will also take notes of relevant findings during exploration.

So, where to start? As a beginner, we suggest you follow Benson's prompt and 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 x 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 Mechanoid, 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 elevator cage. You choose the one at Location 09.06 as you were directed there 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 that you can. 1,909,000CR is tops for Central City; 9,000,000 from the Second City!

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!