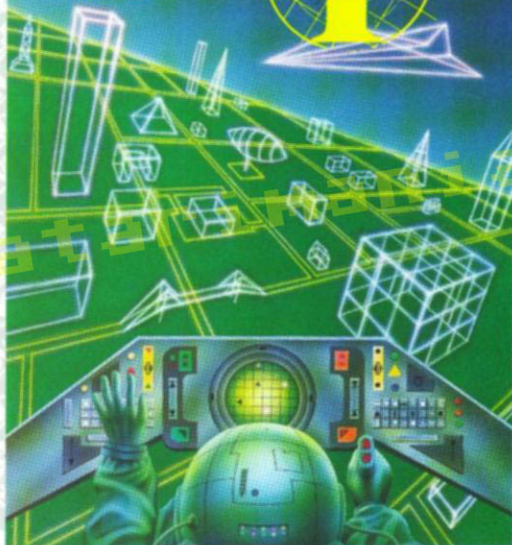


# MERCENARY



## MERCENARY LOADING INSTRUCTIONS

IMPORTANT: IF YOU ARE TO SAVE OUT A GAMEPLAY LATER, FORMAT A BLANK DISK NOW IN PREPARATION. (Amstrad owners should use standard Amstrad format NOT Data or IBM).

For C64 and Atari computers use joystick port 2, Plus/4, port 0. Check 5¼" game disks for multi-formats and insert in drive with the label for required format/title facing up.

### **C64/128 &**

**Plus/4** Type LOAD "\*" , 8, 1 and Press <RETURN>

### **Atari**

Turn on disk drive. When 'busy' light goes out, insert game disk. Turn on power switch on computer for autoloading.

### **Amstrad**

Type RUN "M" Press <RETURN>.  
With title screen displayed,  
Press 1 to select 'Escape From Targ' or  
Press 2 to select 'The Second City'.

## 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 previously formatted BLANK disk that is write-enabled.

Press <CNTRL> and 'S' simultaneously.

Benson Response: SAVE NO. 0-9?

Enter a number in this range to identify saved file.

Benson Response: PRESS RETURN WHEN READY

Check that your saves disk is in the drive.

Press <RETURN> to save your gameplay.

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

Your current game can now be continued.

**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.

Benson Response: LOAD NO. 0-9?

Press your required save file number.

Benson Response: PRESS RETURN WHEN READY

Check that the your saves disk is in the drive.

Press <**RETURN**> to load the previous gameplay and continue.

## LOADING THE SECOND CITY

Amstrad owners: Please see Mercenary Loading Instructions.

On Commodore and Atari, the Second City is constructed as a gamesave:

First load your 'Escape From Targ' game as usual.

Following the opening 'crash' sequence, proceed as with loading a game save as above;

On Benson Response: SAVE NO. 0-9? Press 0.

The Second City will load and be ready for play.

## 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).

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 for air-mail post.

## KEYBOARD SUMMARY

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

### Notes & Variations

Respond YES	<b>Y</b>	Otherwise 'NO' is assumed
Board Vehicle	<b>B</b>	Position at centre of vehicle
Forward Power Keys	<b>1-9</b>	<b>0</b> = Maximum
Reverse Power Keys	<b>&lt;SHIFT&gt; 0-9</b>	
Increase Power	<b>+</b>	Amstrad → : Atari >
Decrease Power	<b>-</b>	Amstrad ← : Atari <
Stop	<b>&lt;SPACE&gt;</b>	For hover in flight
Leave Vehicle	<b>L</b>	
Operate Elevator	<b>E</b>	At centre of surface cage or Colony Craft pad or in hangar
Take Object	<b>T</b>	Pick up from centre
Drop Object	<b>D</b>	
Quit Situation	<b>&lt;CNTRL&gt; Q</b>	Amstrad <b>&lt;CNTRL&gt; &lt;ESC&gt;</b>
Save Gameplay	<b>&lt;CNTRL&gt; S</b>	
Load Gameplay	<b>&lt;CNTRL&gt; L</b>	

## 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.