LIBERATION

CAPTIVE II

MINDSCAPE

LIBERATI♦N

A Byte Engineers Game

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Liberation - Captive II

"Fiat justitia et ruant coeli."
("Let justice be done though the heaven's fall")
WILLIAM WATSON - 1602 A.D

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YOU'RE WELCOME TO THE 29TH CENTURY!

29th Century Earth is a dying world, ravaged by increasingly common adverse weather conditions and commercially exploited under the control of huge state corporations. These corporations have been abusing the planet's resources and forcing it into ruinous decay. One such corporation is Bio-Corp, who won the Imperial contract two decades ago to supply their sister organisation Securi-Corp with the latest technological advances in law enforcement. By diverting the Emperor's attention towards Imperial affairs in the Wolf 359 system, these corporations have risen unopposed to crush the spirit of the people of Earth...

SYSTEM REQUIREMENTS

Commodore Amiga

Liberation will run from any Amiga requiring Workbench 1.3 or above with a minimum of 1.5 megabytes of memory. It will automatically configure itself according to the processor, memory and graphic capabilities of your machine. Where possible, it will take advantage of any accelerator boards or other similar upgrades. AGA machine users will notice a vastly superior choice of colours in the game over those available on standard Amigas. This is due to the extended colour palette available on the more advanced machines.

NB: Owners of Amiga machines with only 1.5mb of memory won't hear any music during the game. The more memory you have above the minimum 1.5mb the better. Graphics will improve and in-game music will be available as a result of more memory. Various graphic options will default to the lower settings on older Amigas (68000) via the 'Video Preferences' device. You can change them, but this will force the game to run at a different speed. In contrast, more advanced Amigas will have the graphic levels set by default to the highest possible level of detail.

LOADING INSTRUCTIONS

Running from disk

Insert Liberation Disk 1 into drive DF0 and turn on your Amiga. Liberation will now start loading. Insert additional disks when required. If you have any external disk drives, Liberation will utilise them.

If you wish to skip the introduction sequence, boot directly from Disk 2 instead.

Installing to Hard Disk

Turn on your Amiga. When your hard disk has loaded Workbench insert the Boot Disk into drive DF0. You should now drag the Hard Disk Install icon from DF0 into the area on your hard disk where you wish the game to be installed. Now run the icon from your hard disk. (You will see an option for installing a WallMap Creator. See below for more details on this). Select the install button to begin installing and only swap over disks when prompted. The game will be installed into a new drawer named Liberation. Once completed, remove all disks and close all windows. Now open the new Liberation drawer and double click on the 'Liberation - The Game' icon to run the game.

The WallMap Creator

When you install the game, you can specify whether you want to install the WallMap Creator as well. This program allows hard disk users to have up to 71 different sets of wall graphics during the game, instead of the usual 4.

If you say yes, then the Creator is also installed. When you open the Liberation drawer after installation is complete, you will find the 'Install WallMaps' icon. If you run this, you will be presented with a new menu which contains two groups of three options each.

Firstly, you can choose to select how many wall sets to remap. This can range from 15 through 27 to the maximum of 71 different types. The higher the number, the higher the amount of hard disk space that is required and the longer it will take. The second group allows you to select the quality of the remap (how detailed the wall graphics will be). The higher the quality, the longer it will take to remap. Be warned that if you choose all 71 walls and decide to remap them 'Slow but nice', the process can take at least five hours to complete, depending on the speed of your Amiga's processor. By contrast, the lowest options ('15 walls' and 'Fast but crude') can take only 15 minutes!

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+++ EXTREMELY TOP SECRET +++
+++ SCARLET CLASS ACCESS ONLY +++
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To: J. Taverner
       Securi-Corp

Date: March 18th 2898

Re: Securi-Droid XVLI series

Jason,

Officer Gene Runciter (#26354) from the Delta Division has just uploaded a classified report to Internal Affairs which has been intercepted and passed on for my attention. Following is a copy of that report. I'm sure you will agree that it makes interesting reading. I assume you will be able to locate the source of the problem? After all, we don't want to have to scrap all the hard work and money that Bio-Corp have invested in the Securi-Droid series over the last fifteen years do we? This incident could seriously jeopardise our work contract with the Empire.

I also trust that you can instruct Lucas to deal with his internal problems quickly and efficiently?

I await your reply with interest.

Max Polokov
M.D of Law Enforcement, Securi-Corp (An ACRG Company, by Imperial Appointment)

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Securi-Corp DataFax Transmission #100867

Sender: Runciter, Gene (Officer 26354)
Division: Delta
Subject: Councillor Dran, case #996601

I was instructed by Sergeant Lucas to pick up Councillor Dran for routine questioning regarding possible funding violations related to the Fraud Act of 2893 at 14:00 on the afternoon of March 14th '98. I remember I had problems with my patrol vehicle's computer that day so I had to drive under manual control. On arrival, Councillor Dran insisted that he had done nothing wrong but he agreed to accompany me to the station if it helped to expose any possible fraud within the council.

We arrived back at the station at 15:10. New Securi-Droid model XLVI, serial #8673b was assigned to interview room 35 to conduct the routine questioning, along with Officer Luba Luft who would be observing. Councillor Dran was led in for questioning at 15:45. At 17:10 I noticed that the Securi-Droid had not yet concluded the interview. Upon entering the room I found the Councillor and Officer Luft lying dead on the floor, the Securi-Droid lying next to them. It had deactivated itself. I immediately went to report the incident to Sergeant Lucas, who disregarded standard procedure and had the bodies removed. A team of technicians arrived at 17:25 and took the Droid away. Standard Internal Investigation Procedures (8 through 16) were completely ignored by Sergeant Lucas and I was instructed to remove any record of Councillor Dran's presence from the station records. I was also instructed not to discuss this matter with anyone.

I tried to find out why video monitoring hadn't taken place during the interview and was informed by Officer Hickman that the entire video system had been down due to the severity of the magnetic interference that afternoon. He also suggested that a number of patrol vehicle auto routing systems had been affected in the same way.

The very next day on March 15th '98 Mark Leonard Jadva was accused of the murder of Councillor Dran and was imprisoned in the Alpha Detention Centre without trial. They found the body and the alleged murder weapon in his apartment that morning. Officer Luft's death was announced that evening as a victim of a brutal drug gang war in the Gamma Sector. No explanation was given for why she was in that area at the time, and no one in the division thought to ask either. That was the most worrying part because everyone in the division knew that she was strictly a desk bound officer. She had no reason to be in the Gamma Sector.

Upon bringing this matter up with Sergeant Lucas today I was instructed to remain "loyal" and was re-assigned to Desk duty.

I have been forced to bring this information to the attention of the I.A.D and hope that justice will prevail. I fear that there may be a conspiracy within the Division to try and cover up this 'droid problem. The Union has been opposed to the introduction of this new 'droid series for quite some time, and this incident might provoke a strike if it was proved that the XLVI series was flawed and a potential hazard to the safety of Securi-Corp agents and the general public.

Officer Gene Runciter.

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Date: March 19th 2898

Mr. Polokov,

Our small problem with Officer Runciter has been taken care of. I have the best technicians in the sector working through the Securi-Droid designs. I am sure that the problem will be rectified soon. In the meantime I believe it might be prudent to maintain Operation Liberty as a temporary emergency measure. We have more than enough room in the Detention Centres to cover any further 'accidents'. We have already discovered the possibility of disruption in the main circuits caused by magnetic interference, possibly from the magnetic storms. We are investigating this glitch further.

Operation Liberty should give us the breathing space we need to find out why the droid malfunctioned. Everything is being done to ensure that this doesn't happen again.

J. Taverner.

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ABOUT THIS MANUAL

Beginners should read the Quick Start Beginners Guide first. Once you are proficient at the basic skills needed to move, manipulate items, survive combat and talk, you should read the remainder of this manual. Liberation offers the most comprehensive game system yet devised in a Role Playing Adventure and whilst it might seem a little daunting at the start, it will soon become like second nature.

QUICK START BEGINNERS GUIDE

To control your four 'droids you need to learn the basic skills required for Movement, Item manipulation, Combat and Conversations. Movement can be achieved with either the mouse or the keyboard, but most other functions can only be performed with the mouse. They are all explained in the pages that follow.

Before we start, a few common phrases should be explained relating to mouse control.

Left click - Move the pointer with the mouse over a particular area or icon then click with the left mouse button. Quite often this is referred to as selecting.

Right click - The same as above except you use the right mouse button instead. Quite often you have to hold down the right mouse button for long periods of time.

left mouse button — right mouse button
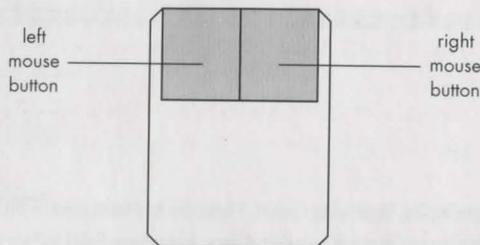
This guide assumes that you have loaded LIBERATION and have viewed the introduction and entered the game.

A three option menu will appear on screen. Select the option named Hard level. This will toggle between the Hard and Easy level each time you left-click on it. Set it to 'Easy level'. The second option should be left on 'Strategy'. Now left-click the final option 'Game on' to begin!

You are now viewing the main screen. There are a number of VDU's along the top of the screen, and a large text window at the bottom. In the middle you can see the main view. This is transmitted back to you by the current 'droid leader and is the view from his eyes. You can tell which of the droids is the leader by looking at the four 'droid panels (two either side of the main view). One of the panels has a small icon on it that looks like a pair of red eyes in the top left hand corner. This shows that the red droid is the current leader at the start.

The four droids are easily identified by the colour of their clipboards as shown on these panels, (green, yellow, red and blue).

MOVING 'DROIDS

You won't get very far unless you learn how to move the 'droids around. Movement is easy to master and can be done via mouse or keyboard.

Mouse movements
Move the mouse cursor over the main view. You will notice that it changes shape depending on where in the view it is positioned. If you move it around the outer edge of the main view you will see the following:

If you left-click with the cursor in any of these positions the 'droids will move in that direction. If you hold down the left mouse button they will walk continually in that direction until you let go (or until they bump into an obstacle!).

Notice that the diagonal cursor positions only turn the 'droids left or right when you left-click. The left and right cursor positions will make your 'droids side-step in the relevant direction without them having to turn first.
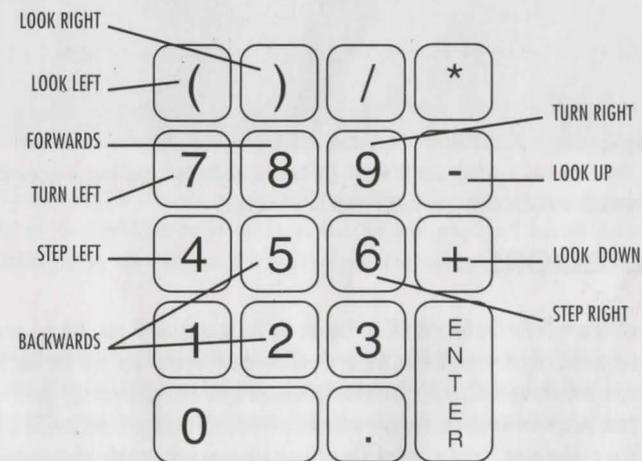
Another way of moving via the mouse is to use the Video Preferences device. Look at the VDU's lining the top of the screen. Now, select (left-click) the red button labelled '3' found on the VDU in the top left hand corner of the screen. Now select the red button labelled 'A' on the same device. The movement cluster will now appear in the lower right hand corner of the screen. By left-clicking the relevant icon on the cluster, the 'droids will move accordingly. The icons will flash each time they are selected to confirm the direction as they move.
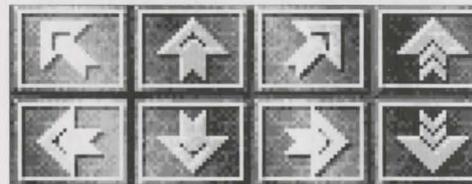
The cluster allows you to move the 'droids forward, backward, turn left and turn right. You can also make them climb up or down ladders or stairs.

Keyboard movements
You can use either the numeric keypad or the cursor keys on your keyboard to move the 'droids. Note that the numeric keypad is not available on the A600.

LOOK RIGHT
LOOK LEFT
FORWARDS
TURN LEFT
STEP LEFT
BACKWARDS
TURN RIGHT
LOOK UP
LOOK DOWN
STEP RIGHT

In the heat of a battle, don't turn your back on the enemy! Instead of turning before you move, try stepping left or right.

FORWARDS

TURN LEFT   BACKWARDS
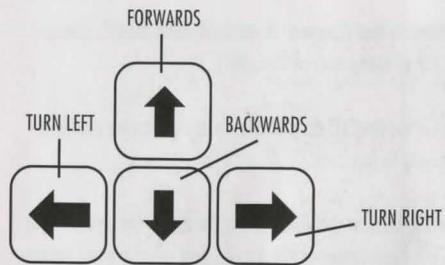
TURN RIGHT

In contrast, the cursor keys on their own only allow you to move forward, backward, turn left or turn right. With practice you will probably find movement quicker and easier to execute via the keyboard than with the mouse.

Looking up/down

If you place the cursor in the middle of the screen using the mouse you will see it change to a new design:

If you now move it slightly up or slightly down, the cursor changes and looks as if it is actually looking up or down. The same will happen if you move the cursor slightly left or slightly right. When it is in one of these positions left-click and hold it to 'look' up, down, left or right. Let go of the mouse button when you're finished.

These basic moves should see you through most situations and allow you to walk along streets and inside buildings.

ITEMS

You will need to learn how to pick up items, store items and use items if you are going to succeed in freeing the captives. There are many different types of item, including weapons, Cred Cards and 'droid devices. One of the most common item types you will discover are keycards. These are used to unlock specific doors. The number on the card must match the number on the door. Unlocking doors with keycards is explained in more detail in the main manual.

UNLOCKED DOORS

You start the game standing outside the City Records Office. You can see the door ahead of you, and the sign telling you what the building is. Walk forwards towards the door and keep going as if you are about to bump into it. At the last moment you will hear a hum and the door will open and allow you through. What actually happens is the door automatically scans the 'droids and checks for access permission. Once permission is verified, the door will open and let them through. Doors inside buildings do not use scanning techniques and are either open, closed or locked. Closed doors will open automatically when anything moving gets within a certain distance. Obviously, locked doors won't open unless unlocked first with the correct keycard.
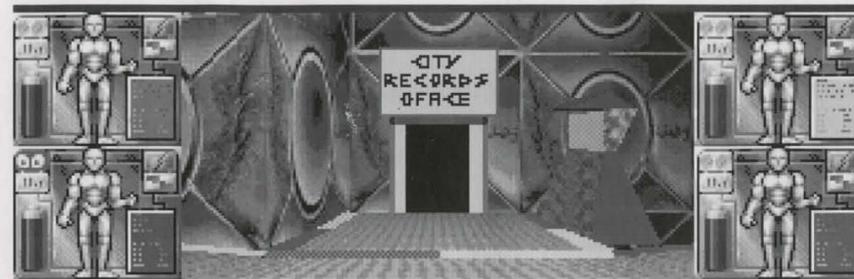
You are now just inside the City Records Office. However, we are going to cut short your visit and walk back outside for the moment, so turn around and walk towards the door. After a moments pause (for scanning) it will open once again and let you back outside.

USING FACILITIES

To your left you will see a computer terminal. Turn to face the terminal and stand as close to it as you can. Now, press and hold down the right mouse button. The cursor will change into the shape of an empty hand. (If it turns into a ?, you haven't positioned the cursor over the terminal correctly). Keep the right button pressed, then left-click once to access the terminal (which is a Navicom terminal. These are used for getting directions to specific locations).
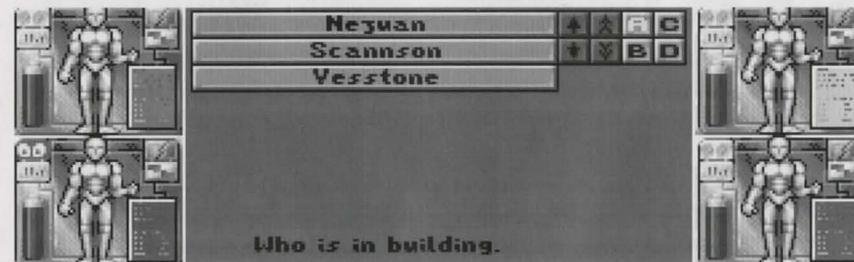
Here you can see a list of names on the left and a group of eight small icons in the top right corner. At the bottom of the screen it says "who is in building" and the small A icon is currently lit up. Move the cursor over icon B then left-click to select it. You are now shown the list of building types. Icon C will show you addresses and icon D will sort them into alphabetical order if they aren't already.

Select icon C again, then select the first address in the list. If the terminal is working correctly you will be given a list of directions on how to get there. If not, don't worry for now. You will come across many more of these terminals as you progress in the game. To stop accessing the terminal, press the right mouse button. You will now return to the normal view of the outside world.

DROPPING ITEMS

You now know that the right mouse button allows you to manipulate facilities (e.g terminals) in a location. It can also be used to pick up, store and drop items. There aren't many items lying around here so we are going to delve into the Backpack of one of your four 'droids and take an item out, drop it then place it back in the Backpack again.

Turn away from the terminal so that it is now to your left, and the door to the City Records Office is behind you. Now left-click on the yellow 'droids panel (which is the top right hand panel flanking the main view). This action will access the yellow 'droids Backpack screen.

Here you can see the 'droid's current inventory (what it is carrying). The items currently equipped on the 'droid are shown on the left hand diagram but only if you move the cursor over that area first. The items just being carried in the Backpack are always shown on the right of this screen.

We want to pick up an item, so move the cursor over any item and left-click. When you now move the cursor around, you drag the chosen item with it!

Once we have picked up the item, its name and other details will scroll along the bottom of the Backpack window. Now, move the cursor out of the Backpack area and place it over the yellow 'droid's panel. The item you have picked up will change its appearance: Don't worry about this for the moment. Left-click the mouse and you will switch back to the main view, but this time the item you picked up should have appeared in the yellow 'droids panel to the right of the main view. This means that the item is now waiting to be used or dropped. If the item hasn't appeared on the panel, then you should go back into the Backpack and try again. The reason that the item has not appeared is because it physically could not find a clear edge inside the Backpack to allow the item to be slid out. Rearrange the contents so that one edge has a large enough gap then go through the taking procedure again.
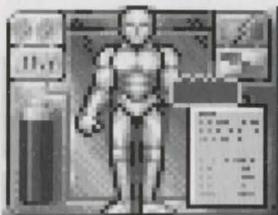
Now place the cursor in the main view and hold down the right mouse button again. You will see the hand as before, but this time it won't be empty. The item you placed on the panel a moment ago is now held in the hand. Place the hand cursor near to the floor then left-click once to drop the item. (You can throw it instead if you prefer by moving the cursor way above the floor before you left-click. This will only work if there is lots of room in front of you).

TAKING ITEMS

We are now going to take the item and place it back in the Backpack. Whilst in this example we are going to get the yellow 'droid to put the item back where it came from, we could just as easily use one of the other 'droids instead and store it in another Backpack.

With the item on the floor directly in front of your 'droids, press and hold down the right button once again. Move the hand over the item and left-click once, then let go of the right button as well. The item will now transfer itself back onto the yellow 'droid's panel and the cursor will change back to normal.

Left-click on the panel to take the item and switch back to the Backpack screen in one go. Now move the cursor back into the Backpack area and left-click to drop it again. You should notice that the items already in there will start to move around when they come in contact with the item! This is because the Backpack only has a certain amount of room inside it, and you have to make room to store it. You can push the other items around until everything fits in. (At this stage you shouldn't have any problems doing this as there should be plenty of empty space). Now left-click to drop it.

It is always harder to remove items from the middle of a Backpack, as you have to slide the item out by finding a clear route to the edge first. This will often mean having to push other items out of the way. Sometimes it isn't possible without dropping the item and picking up any that are blocking the way and dropping them somewhere else in the Backpack before continuing.

You should now realise that picking up and placing the item inside the Backpack is the same process as when we took the item out and dropped it, except in reverse order!

STORING AND USING ITEMS

Items placed inside Backpacks are just being stored and carried for future use. To actually utilise them they must be equipped on the 'droid or placed in the hands on the 'droids panel. For example, a gun can't be used until it is placed in the 'droids gun hand. This is found in the left hand diagram of the 'droid on the Backpack screen. Device upgrades are also fitted on this diagram. A good example of how to use an item in a location can be found in the main manual. See 'Opening doors with keycards' for further information.

STACKING ITEMS

Note that Cred cards and ammo can be stored on top of each other (stacked) to become one item. This saves you Backpack space and also allows to make larger individual bribes when using the Cred cards, or allows you to fit more ammo in one go into a weapon (although you still won't be able to exceed the guns maximum load).

COMBAT

Combat is quite straightforward for a beginner. From looking at the main view, place the cursor over your leader's panel (it should be the red 'droid at the moment) and right-click once. You should not only hear and see a gun shot, but you should also see a red arm in the main view shooting forwards. If you then do the same thing but over a different panel another 'droid will fire (except you won't see the arm - only the leader's arms will appear in the main view during combat).

If you expect to see a gun shooting but only see (and hear) an arm punching, then that 'droid's current weapon has run out of ammo and you don't have any more in the Backpack. This is a useful reminder to go and get some more!

When you shoot these weapons, you will notice the battery on the relevant 'droids panel flashes. This is because it uses up energy from the 'droid's own power supply. For this reason, try and spread the shooting around between the four 'droids.

During actual combat with an enemy, try to move around (side-stepping via the keyboard helps). Otherwise a still target becomes a (proverbial) sitting target!

CONVERSATIONS

There are two ways of entering a conversation. The first is you approach someone and try to talk to them. Take it for granted that anyone who starts attacking you isn't in the mood for a chat! If they don't start fighting then you should try and communicate. To do this, walk up to the person and right-click with the cursor over them. The cursor should change to look like an open hand.
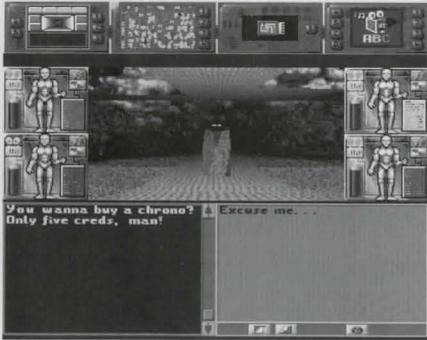
The text window below will split into two. The window on the left displays anything said by the character. The window on the right contains the first of the available responses your 'droids can make. You will also see some icons in this window. The first two allow you to step forward and back through all the available responses each time you left-click with the mouse. When you find one you like, move the cursor to over the last icon (the lips) then left-click to confirm your choice. The chosen response will then appear in the left window and will be said on screen.

"Move Forward/Backward through responses"

"Confirm choice and speak"

(Some responses have icons of their own, allowing you to choose from a list of addresses or names. They usually appear like left or right arrows. Simply select either icon to step forwards or backwards through the lists until you find a choice you want).

When a character has finished talking to you, the text window will revert to its normal size. When you want to finish the conversation prematurely, just turn or move away from the character. You can always return later and try talking to them again. If the character was expecting you to give them something at the end of a conversation, a pair of lips will appear in the top corner of the main view to remind you. If you walk away before the conversation is over, some characters may not appreciate your manners and so they might be less willing to talk to you next time.

The second way of entering a conversation is if a character approaches you and starts talking. Either way you can conduct the conversation in the same way as described above.

HOW TO QUIT

At any point in the game, pressing the Escape key will take you to a new menu with three options on it. Restart Game will take you back to the beginning. Exit to DOS will take you back to the Workbench environment and quit the game completely. Cancel Abort will take you back to whatever you were doing before you pressed Escape.

With these basic skills mastered, you should be able to survive for a while and begin to get some leads that should eventually lead you to the location of a captive. Good luck, and may your 'droid's circuits never blow!

THE MAIN MANUAL

THE MAIN SCREEN

Once you have loaded Liberation and have viewed the introduction you will be presented with a three option menu.

Hard/Easy level
This determines how complex the possible route leading to the captive will be for this particular mission.

Strategy/Action
If you want to have more shoot outs during the game, set this option to Action. If you want a more even balance between puzzles and combat, choose the Strategy option instead.

Game on
Once you've set the two previous options, select this option to start the adventure! After a few moments you will be presented with the main screen as shown below.

A - Main view ('droids viewpoint)
This is the view of the world as transmitted to your ABCCSI 5000XL/GTi Briefcase Computer from the optical sensors of your 'droids.

B - The 'droids panels
You can access each of the four 'droids Backpacks from these panels, allowing you to pick up, store, drop and use items. Information on the 'droids current status can also be gleaned from here. The battery shows the current power drain status. Extra devices and weapons put a drain on a 'droids battery, but you can recharge them if you can find a power outlet. If a battery runs flat, the 'droid is rendered useless until the battery is recharged.

The four icons found on these 'droid panels each have a different function:

Leader Eyes
Selecting this icon nominates this 'droid as the Leader. It also means that the main view is being transmitted from this 'droid. If the 'droid has been split from the main group, selecting this icon will switch the view from the main group to him.

Inventory
This Inventory icon will take you to the specific 'droid's Backpack screen. You can also left-click on the 'droid's panel to do the same thing.

Leave Group
This icon will split the 'droid from the main group. This allows him to move independently from the rest. To rejoin, just walk into the other 'droids and you become one group again. You can split up as many 'droids as you like, but under normal circumstances they should remain together.

Swap position
Select this icon then select the same icon with another 'droid and they will swap positions. At the start of the game, the green and yellow 'droids are at the front with the red and blue at the back. If the front two get badly damaged during combat, you may wish to swap them over.

C - Text Window
Text that appears here includes confirmation of the many actions performed by the 'droids, their conversations and other relevant events. The up/down arrows and the scroll bar to the right of this window can be selected to scroll forward and backward through any text shown here.

When you enter into conversations with other characters a number of options are displayed in a new text window. These conversations usually involve choosing from a selection of possible responses. To step forward and back through the available replies you should select the small arrow icons. To confirm your chosen response, you must select the last small icon that looks like a pair of lips.

To prematurely end a conversation (if you get attacked for example) simply turn away from the character you are talking to. You can always try talking to them again later. If the character is waiting for you to give them an item, a pair of lips will appear in the top corner to remind you about the unfinished business.

D - Device VDU's
As you advance you will be able to obtain new devices for your 'droids that give them a wide range of new capabilities (including scanners, video bug surveillance and much more besides). Once fitted, the devices appear on these VDU's. Each droid can have 2

fitted at once, so you can have up to 8 VDU's in use at the same time. The default number shown is 4, although this can be changed by using the Video Preferences device and altering the screen layout yourself.

The top left hand corner of each working VDU contains a small coloured marker which indicates the colour of the 'droid that owns the device.

To use any of the buttons on an active VDU and many of the icons elsewhere on the main screen, move the cursor over them and left-click to select them.
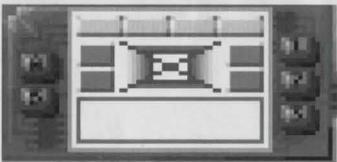
You can have four or eight device VDU's shown at once. Those that have no buttons or monitors are blank (i.e. they are not currently used by any devices).

You begin the mission with a few pre-equipped devices:

Video Preferences

This device allows to choose from a variety of customised screen layouts. Each of the buttons has a different function:

1. Position VDU's
You can have four or eight device VDU's displayed, regardless of whether you have enough devices to use them all or not. There are four possible configurations available.

2. Position main view
The main view can be in one of three positions. It can also be switched into a 'Wide angle' view by sacrificing the 'droid panels. The choice is yours.

3. Movement cluster on/off
This cluster of icons is of most use to those people using the Amiga mouse in preference to the keyboard for movement. You can left-click on the movement icons to indicate the direction that you wish to move in. The relevant icon will flash to indicate the movement of the 'droids. Turning the cluster on will reduce the size of the text window.

A. Do settings

This will activate the chosen Video Preferences and change the screen layout accordingly. Once done, you don't need to keep this device fitted anymore as it takes up valuable space that may be used by a more useful device later on.

Vector Preferences

This device allows you to adjust the level of detail used in the main view. The lower the detail, the faster the game will run, but this will be at the expense of the main view's visual appeal. The game always configures these settings appropriate to the capabilities of your Amiga. However, you can adjust them if you prefer by using the device as described below.
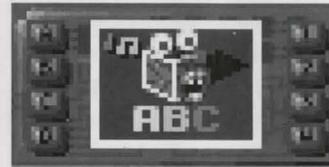
1. Reduce points
This will reduce the number of points used on the solid polygons that define the 3D shapes. If you reduce the points, the 3D objects become simpler in design. This will have the effect of speeding up the 3D world and is best suited for machines with slower processors. It won't look as good though as a result.

2. Reduce fill
A special textured fill is used on many 3D objects. This option will alter the way the fills are used.

3. Remove detail
This option will remove any extra details that are shown in 3D and leave the view with only the bare essentials.

4. Remove light source shading
This option is self explanatory. This kind of shading is influenced by the direction and intensity of light sources found in the 3D world.

A. Do settings
The A button is always used to execute the current settings and change the preferences set by this device accordingly.

B. Font size
The font size can be set to Big or Small. With the small setting you won't have to scroll back through text in the text window so often, but some televisions or monitors won't be able to read the text clearly. If this is the case, stick to the Big font which is chosen by default at the start of the game.

C. Music on/off

You can turn the in game music on or off with this option. (The availability of in-game music is dependent on the amount of memory available on your machine).

D. Speech on/off

Self explanatory really. The digitised speech can be toggled on or off using this option. (Speech is only available in the CD version).

City Mapper - Manual

This is a very useful device which allows you to navigate your way around the nine City Zones. It shows your current position, the roads and buildings, and other important features including the location of Taxis which make travelling around the City much easier. The manual version comes complete with its own keyboard for input, allowing other characters to program it easily. Each of the buttons found on this device serves a different function:
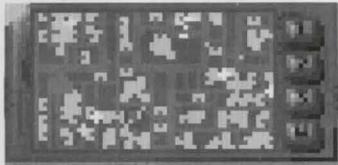
1. Zoom out

There are four levels of magnification available on the map. The Mapper starts by default at the lowest level. Zoom out can only be used once you have zoomed in.

2. Zoom in

This will increase the magnification level of the map each time you select it, until you are at the highest level.

3. Follow me

This will tell the Mapper to centre the display on the 'droids current location, which is displayed as a white arrow. The arrow points in the direction they are currently facing. When they move, the Mapper will then follow them.

4. Select route

This allows you to choose one of the four pre-programmed routes which may have been placed in the Mapper's memory by another character. Simply give the Mapper chip to any character who offers to program it for you. They will drop it on the floor when they have finished. Don't forget to plug the chip back in afterwards so that you can continue using the Mapper VDU as normal.

You can also get routes from terminals, located on the sides of many main roads. These will give you specific directions to locations requested by you, and you can then either walk of use a taxi to get there.

A list of the addresses already in memory can be displayed in the text window on the main screen by using the info icon from the Backpack screen and then clicking on the City Mapper's VDU. Addresses have to be programmed into the Mapper first.

City Mapper - Comms

This is similar to the manual device, but it can only be used for navigating a taxi to one of the two addresses it can store. The Comms Mapper only has a serial link and can therefore only be programmed and used by another computer. This device only has a single button, which is used to access the addresses currently held in its memory. Selecting an address is only useful if you are in a Taxi, which will then download the information and auto-pilot you to the destination. If you aren't in a Taxi, the Comms Mapper won't find anything to interface with or navigate.
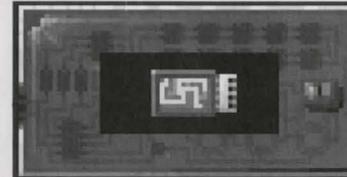
Mapper programming

(i) Manual Mapper

Firstly, you must find someone who knows how to get to an address, and who is willing to programme your manual mapper for you. If they ask you for a Mapper to programme, take it out of a 'droids head or remove it from a Backpack and then give it to them (following the usual procedure as though you were putting a keycard in a slot). They will then either:
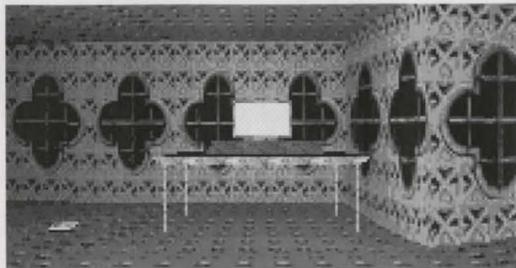
(a) Run away with it! (you get it back by catching and destroying them)

or

(b) They will place it on the floor after they have programmed it. You must then pick it up and put it back in the head slot to use it immediately or store it in the Backpack for later use.

(ii) Comms Mapper

Find a computer terminal. These are usually located in houses. Street terminals can't programme a Mapper, they can only give you directions. Access the terminal and look up City Census data.

You must firstly make the 'droid whose mapper is to be programmed the leader (by selecting the leader eyes icon found on the relevant 'droid's panel). Next, ensure that the mapper is fitted in one of the head slots, (and not just being carried in the Backpack). You then need to press and hold down the right mouse button and then left-click to access the terminal. If you are holding the Mapper in the 'droid's gun hand it will also programme it for you, otherwise it will report that it could not find a device to programme. The Mapper HAS to either be in use (fitted into a 'droid) or be in the 'droid's gun hand (i.e. swap a gun currently in use with the Mapper chip temporarily) if it is to be programmed this way.

Placing items in the gun hand is a general method employed for using any kind of computer devices with terminals.

If you try and program more addresses into a Manual or a Comms Mapper than they were designed to hold (four and two respectively) then the new addresses will simply over-write the older ones. The only way around this problem is to own more than one of each Mapper type!

You can also scroll around the city map by placing the mouse cursor over the map and left-clicking. The position of the cursor determines the direction the map will scroll. For example, placing the cursor on the left hand side will scroll the map over to the left as far as it can go. Scrolling around the map is essential for finding a Taxi when you start the game. It is represented as a spinning white marker on the map. Other important features are shown on the map as red markers.

Fitting devices
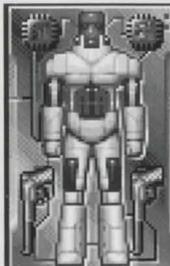
If you switch to one of the Backpack screens, you will see the chips placed either side of the 'droid's head on the 'droid diagram to the left of the Backpack window. These chips are treated like any other item, so they can be picked up and replaced easily.

When you fit new devices, use the Info icon next to the Backpack window to identify the device and discover its functions.

TAXI!
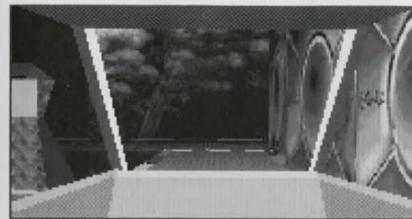
Once you have found a taxi, walk forward as if you are going to bump into it. You will enter the taxi automatically.

Manually driving a taxi

If you have no addresses in your City Mapper, you can try driving manually. Forward (up) will drive forward. Back (down) will stop. Left will turn left, and right will turn right but only if a junction is immediately ahead.

You are not allowed to drive the wrong way down one way streets. If the taxi comes to a stop line (e.g. at a T junction) it will stop and wait for further directions. The taxi will also stop at a roundabout and wait for directions. Pressing right or forward will make the taxi go round the roundabout. Only by pressing left when an exit is ahead on the left will the taxi leave the roundabout.

Using the Mapper in a Taxi

If you have a programmed City Mapper, select the fourth button on the device. This will produce a new head up display (H.U.D) in the Main View. Go through the available memories until you have the appropriate address. Now select the small icon which looks like a tick (check) mark. The Taxi will now drive you there, unless it gets lost on the way!

Using a mapper to auto-pilot a taxi is a much easier and more efficient method of travel than manual driving. This also helps to explain why most vehicles will push your 'droids off the road without much warning. Taxis under auto-pilot would stop to avoid a collision with a real person, but 'droids don't count and are considered fair game!

Back on foot

To stop the car, press back to bring it to a halt. To step out place the cursor to the left or right of the view then hold down the right mouse button. The cursor changes to an open hand. Now left-click and you will step out of the car and proceed on foot.

THE CITY

As you already know, cities are split into nine separate zones. Within each zone the city is further split into different levels. Street level is where you will find dwellings, other buildings and roads. The underworld is a dark and dangerous level where various shady characters live, whilst life on the roof tops can be equally dangerous out in the open.

The zones are laid out in the following formation:

Theta	Alpha	Beta
Eta	Kappa	Gamma
Zeta	Epsilon	Delta

The entrance into a new zone is easy to spot. The map won't scroll any further yet some roads seem to continue off the edge. If you follow these roads you will go through a tunnel and cross over into the next zone.

HOW TO WIN

The ultimate aim of each level is to locate and free each captive who has been unjustly arrested as part of the massive cover up operation initiated by Securi-Corp. To do this, the 'droids will have to talk to many people who might know important information, or at least know the location of people who do know what you need. Try to avoid attracting attention to your 'droids as they explore the various city zones. The path to justice is never straight. It has many twists and turns. A word of advice - be careful who your 'droids speak to and where they travel, because as the saying goes - there's more than one way to dismantle a 'droid! Try not to stay in one location for too long, as Securi-Corp are on constant alert for deviants and trouble makers. Just remember that this is a corrupt and dangerous world. All is not necessarily what it seems. Who knows who you can trust?

'DROID CONTROLS

The 5000 XL/GTi

Your view of the world is seen through the optical sensors of your four 'droids. Based in your H.Q. somewhere out in the mountains, you control each one through the wonders of the 5000 XL/GTi AttachÈ Brief Case Computer System. Since your release from captivity you have been able to upgrade from the 500 XL/GT machine that served you so well before. One of the many features of this latest model includes a much improved optical data relay, as you can see from the main view.

Movement

Moving the 'droids is achieved by using either mouse or keyboard controls. Please refer to the Quick Start Beginners Guide for further details. Remember that as long as the 'droids are not split up, they all move together as one group.

Moving inside

Moving around inside a building is simple. You can walk up and down staircases without any trouble. Doors that aren't locked will open automatically as you approach them. They can be closed again by using the door handle if required. A locked door requires the correct keycard to open it.

Moving outside

Moving around outside is a little more dangerous. The road system at street level is one way only, with cars and other forms of transport driving on the left hand side. Typically, City People are always in a hurry and they won't give you much of a warning before they hit your 'droids off the road! If you can find a way down, you can explore the more dangerous world below the roads. You can also reach the roof tops, but being out in the open could make your 'droids an easy target!

OPENING DOORS WITH KEYCARDS

Locked doors won't open when you walk up to them. You really need to know which keycard is required so you must face the relevant locked door and try the door handle which you will always see on the left of the door frame.

Whilst still facing the door, place the mouse cursor over the door handle and press and hold down the right mouse button. You will see the usual cursor change into a hand. Now left-click the mouse. A message will appear in the text window below telling you the number of the required keycard.
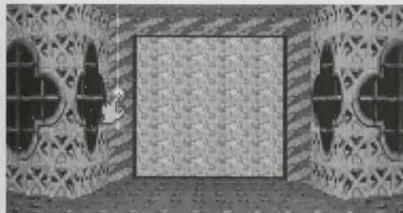
Now that you know the number, you should explore the rest of the current building to find the correct keycard. Once you have located the keycard you need to place it in the 'droid's hand so that you can use it on the door.

We assume that the keycard you want is in a Backpack waiting to be picked up and used. Left-click over the 'droid's panel to switch to the Backpack screen. Now left-click on the keycard to pick it up. Move it over the 'droid's panel and left-click again to return to the main view. The item is now on the 'droid's panel.

Walk up to the door and place the cursor over the door handle again. Now press and hold down the right mouse button. The hand cursor appears again, but this time it is holding the keycard. If you now left-click the door will unlock and a message will appear in the text window below. Now walk into the door and it will open!

Keycards can only be used once. They then disappear and cannot be recovered.

It's worth remembering that you can open and close unlocked doors by using the door handle. Closing a door behind you might give you those extra moments you need to think during combat! The door mechanisms are also quite powerful and they can cause damage to anything trying to walk through as they are closing.
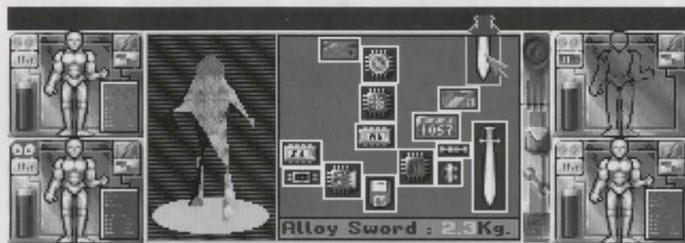
The Backpack

Each 'droid can carry as many items as they can physically fit into their Backpacks (also known as the inventory). Items are found either lying around on the floor or hidden under things or inside containers, (enemies often leave items behind once they have been defeated in combat). When you find an item, stand the 'droids as close as you can without losing sight of it in the main view.

Taking items

Place the cursor over the item you wish to pick up. Now press and hold down the right mouse button then left-click. The item is now in the cursor hand. There are now two ways of placing the item in a Backpack. Either way, you should always keep the right mouse button held down unless otherwise instructed.

(i) Move the cursor over the relevant 'droid's panel and left-click. The Backpack screen will appear. You don't have to hold down the right mouse button any more. Drag the item into the Backpack area and then left-click to place it.

Alloy Sword : 2.? Kg.

You should notice that when you move the item into the Backpack, any other items you make contact with are pushed around to make room for the new one. (You should also see details of the item and it's exact weight scroll along the bottom of the Backpack window as a text message. Once the item has been placed in the Backpack, the collective weight for all the items is shown here instead).

(ii) With cursor still holding the item in the main view, move it to the very top of the screen. The cursor will change to an open box with the item behind it. This is known as 'auto-packing' mode. If you now left-click, the item vanishes. It has been automatically placed in the Backpack of the currently designated leader 'droid.

Dropping items

To drop an item from a Backpack into a location, you need to perform the same routine for picking one up and placing it in your Backpack but in reverse. Firstly, left-click on a 'droid's panel or select its own inventory icon. On the Backpack screen, left-click on the item then place it over the panel and left-click again to place it there (in the 'droid's actual hands as opposed to the hand shaped cursor). You will automatically switch back to the main view. Some items have to be in a 'droid's hand to be used (e.g. a keycard) and under those circumstances you would leave the item where it is for now. However, if you want to drop the item simply move the cursor to where you wish to drop the item on the floor, then hold down the right mouse button and left-click to drop it there. The item will now appear on the floor in front of the 'droid.

Throwing items

You could always try throwing the item instead. Pick up the item and move the cursor holding it around the main view. When it is in the top third of the main view, left-click to release it. You won't be able to throw an item if there isn't enough room in front of the 'droid.

Extra Backpack functions

On the right hand side of the Backpack window you can see a vertical row of five icons.

Info

This icon allows you to examine in detail any item in the Backpack or any other device, button or icon on the main screen. It is particularly useful for discovering the functions of device upgrades (currently fitted or otherwise). Selecting this icon a second time will turn it off again.

Attributes

This icon allows you to view all of the attributes for the 'droid (head, chest, both arms and both legs). This information can be shown as text or, if you select this icon again, as bar graphs covering the entire 'droid body in one go. To select a different body area, move the cursor into the left side diagram of the 'droid, then left-click on a different area.

HEAD
Intelligence : 160%
Strength : 24%
Armour : 91%
Damage : 0%
Hit Points : 255
Power Drain : 9
Total Weight: 40.4
Loading : 31%

If you look at the information as text, you can see that at the bottom of this window are four buttons which correspond to the first four attributes in the text. The currently selected attribute is highlighted white in the text list. The rotating 3D 'droid on the left has numerous % figures appear on each limb as it moves. These are the % for ALL the limbs for the currently chosen attribute, (which effectively gives you an 'at a glance' summary for that attribute over the entire 'droid's body).

Backpack

This will switch you back to the normal Backpack mode so you can take out or put in items as before. This is the default mode when you first go to this screen.

Repair

This icon allows you to repair and replace individual components on the head, arms and legs of the 'droid. Simply pick up the damaged component and replace it with a new or repaired one. You can info each component using the info icon to learn what they are. By replacing components with better ones, you can upgrade the performance of each 'droid so that they are stronger, faster etc.

When taking chips off the circuit board, you should keep an eye on the bar graph to the right of the display. Each bar is colour coded and you can get a basic idea of what the chips do by seeing how they affect these bars when they are removed or plugged back in.

Green - Strength
Yellow - Attributes
Red - Armour
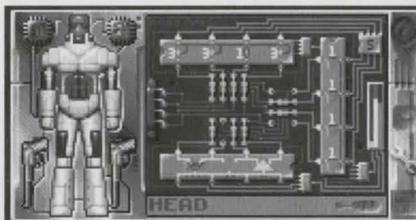
Only those who are confident in what they are doing should ever try to adjust the components. To help explain in detail what is possible, please refer to Appendix I at the back of this manual, which is an extract from the original Phi-Corp MSD 001899/XB Droid Tech Specs.

Disk functions

This icon allows you to load and save your game. Select Save and a new menu will appear, giving you the chance to save to a number of different devices. The number and type available depends on your current setup.

If you are running the game directly from the disks, ensure that you place a blank formatted disk into drive DF0 before you select

the disk functions icon. This will then allow you to save to disk.

If you have a hard disk available, then the following options will appear:

Lib-Saves: This will save the save game files into the special SaveGames drawer found in the data drawer of the Liberation directory installed on your hard disk.

Ram Disk: The save game files are saved into a Ram Disk. They are only retained for as long as your Amiga is switched on.

Hard Disk: Hard Disk users can use this option to save their game files to the root directory of their hard drive instead of the SaveGames drawer (see Lib-Saves).

When you save, a mini-keyboard will appear on screen. You can then either select each character with the cursor, or you can type in the name of your save game file directly from the keyboard. Either way, you must select or press the Enter key to confirm the name. The file will then be saved.

To load a save game back into memory, select Load from the menu and then select where the save game file is to be located (e.g Lib-Saves, Ram Disk, Hard Disk etc). Now select the slot containing the relevant save game file. It will now be loaded.

Combat

Shooting your way out of trouble is both quick and easy. Just right-click over the relevant 'droid's panel. To shoot and defeat an enemy, keep them in your sight at all times and keep firing! Moving around should make it harder for the enemy to hit you, but unfortunately it also works the other way round.

Each droid has a weapon ready and waiting to be used at the start of the game. You can upgrade or replace these weapons whenever you come across better ones. Some weapons can use more than one type of ammo clip (although not at once!), whilst

others are only good for hand to hand combat. Small weapons can be concealed if necessary, but they don't have the same fire power as the larger ones.

To change over a weapon, go to the 'droids Backpack screen. Move the cursor into the left window displaying the rotating 3D 'droid. This will change into the 'droid equipping window. This is where you can remove and replace device upgrade chips which are positioned either side of the 'droids head. You can also pick up the weapons here and place them in the Backpack, and do vice versa with the replacements.

To fit an ammo clip into a gun, pick up the ammo and place it over the gun in the 'droid equipping window. Now click once with the coloured button that corresponds with the 'droid. You should hear the ammo clip slot into place. If it doesn't then the ammo is incompatible with the weapon, or the weapon already has a clip in place. Thankfully, automatic re-loading comes into play during combat. If a weapon runs out of ammo, you will hear the click of an empty barrel when you try firing, followed by a short rummaging sound then another click as a new ammo clip is inserted. You may then continue firing as before. (The automatic re-loading feature will always select the most powerful ammo clips available from the 'droid's Backpack. If you run out of ammo completely, then the gun is useless until you can find some more).

Many of the weapons (and other device upgrades) use the 'droids own internal batteries for power, so keep an eye on the battery shown on the 'droid's panel. If power is running low and they are caught in a fight, try turning off any of the extra devices to reduce the power drain. The battery is located in the chest unit.

SHOPS

You can buy many different types of item from shops, and they are scattered all over the nine zones of each city. Buying from shops is easy. Approach the shop keeper and start a conversation. A list of items for sale will appear. You can step through them using the usual icons.

To pay for an item you must place your credcard in the hands of your 'droid on their 'droid panel first and then give them to the shop keeper. He will then deduct the money from the credcard and place the items on the floor in front of your 'droids. They can now pick them up and leave. If you don't have enough money, the transaction will not take place.

TIME

Now that you've played Liberation for a while (and if not, why not?) you should have noticed that the game is played in real time. What this means is that for every one minute of time that has passed in the game, one minute has passed in reality too (you do remember reality don't you?).

Time passes by in each City. Day and night comes and goes. Thanks mainly to the increased crime rate at night, most buildings are only open between certain hours. You might need to make a rendezvous at a particular time and location, so if you don't know what time it is try asking someone or finding a clock.

Sleeping
You might wonder why 'droids need to sleep. Strictly speaking they don't, but there are advantages and disadvantages to sleeping.

Advantages
(i) Time goes by quicker when you sleep. Approximately 10 seconds of sleeping equates to an hour of time gone by. If you're waiting for a shop to open, sleeping can give the impression of speeding things up.

(ii) Armour can repair itself given time. Sleeping will enable the repairing process to appear sped up.

Disadvantages
(iii) Muggers can steal items from your sleeping 'droids without waking them, so be careful where you choose to sleep!

(iv) You can be attacked whilst asleep. Obviously, the 'droids will wake up but the element of surprise will be with the enemy!

ZZZZZzzzz....

To sleep, switch to the Backpack screen and remove a 'droid's head. Underneath you will find a switch which can be turned off.

When off, sleep is induced. Right-click on your mouse to wake up. If your 'droids are woken by something, the switch will turn on automatically.

Don't forget to refit the 'droids head again once they are awake! (The phrase 'don't lose your head' has very different meanings between man and 'droid!)

Weight : 9.9Kg.

ABORT MENU

Pressing the Escape (Esc) key at any point in the game will take you to a new menu containing three options.

Restart Game

This allows you to go back to the start of the game and begin again. The Game Over sequence is played before you can restart.

Exit to DOS

If selected, this option will quit out of the game and take you back to the Amiga operating System. Remember to save your game position before you access the Abort menu and select this option! (Note that if you are playing directly from the disks, you will have to remove your Liberation disks and reset your Amiga once this option has been chosen).

Cancel Abort

This option will take you back to whatever you were doing before you pressed Escape with no harm done.

HINTS AND TIPS

If a 'droid is unfortunate enough to be destroyed, try and pick up all that is left of the various components and limbs and distribute them between the remaining 'droids Backpacks. You should then find out how and where you can initiate the necessary repairs and get the 'droid back on line.

Ensure that you don't leave important items just lying around. About the only efficient system that works in the cities are the cleaning 'droids whose only purpose in life is to keep all floors, walkways and roads free of obstacles. Any items belonging to your 'droids that go missing can usually be reclaimed later in the lost and found area within the local police station!

Try and turn off any devices when they aren't being used, otherwise they put an unnecessary drain on the 'droid's battery. To

recharge a battery, you must find a power outlet in a building and select it. You should see a powerful energy discharge which is automatically absorbed by the 'droid. Don't recharge for too long in one place, as power drains are detectable by the police.

Talk to people as often as possible. Some people know a lot of useful information, but remember that not everyone will tell the truth or try and help you. All the people who live in the cities have mood swings, so if they are unhelpful try coming back to them later on. Bribing or threatening them might also give you a result, but not necessarily the one you were after!

Liberation responds to the way you play it. If you go around shooting all the time, the police will summon up some serious fire power to neutralise your 'droids. All the noise from excessive gun fire is bound to attract attention either way. On the other hand, a stealthy approach should keep your 'droids out of trouble most of the time, but they will still have to resort to other methods on occasions if they are to successfully locate the captives.

Hanging around on the street level in the middle of a road is not a sensible idea. Most citizens won't even bother to hoot before they knock you out of their way! Your 'droids could get knocked off the road all together and get seriously damaged as a result.

If equipment is stolen from you by muggers, your best strategy is to chase after them a.s.a.p. and get it back before you lose sight of them. You will have to find and destroy the mugger to retrieve your stolen items.

APPENDIX I

PHI-CORP MSD 001899/XB DROID TECH SPECIFICATIONS.

1i) Overview:

The Phi-Corp MSD series droids maintain their AI capability via adistributive processing net spread throughout the main chassis, with the exception of the chest area. To simplify maintenance and part replacement all nodes of the MSDDPN(tm) utilise the same components, although their internal structures may be modified electronically by the ACNCE (Auto-Configuring Net Coherence Electronics) which are printed onto the node circuit boards at the factory and are not user serviceable.

II.i) Node Circuit Boards:

The user serviceable elements of the MSDDPN are mounted on acircuit board behind a blanking plate secured with 16 miniature crosshead screws. All node circuit boards are superficially similar but are configured dynamically by thin film electronics bonded to the reverse of the board. (N.B. The configuration electronics are not user serviceable and Phi-Corp accept no responsibility for any damage caused by unauthorised alteration thereto.) Please note that MSDDPN NCB's on the /XB series droids are fitted with LED activity meters for the three EAGAs (Electronically Alterable Gate Arrays) permitting at-a-glance assessment of the current configuration.

II.iia) AI configuration electronics:

The AI configuration circuitry, which on the MSD series droidsshares the NCB with the Shield Driver circuitry (q.v.) consists of 8 (eight) power jumpers, 2 (two) line driver EAGAs and an MCROM (Multiply Configurable Read Only Memory).

Note that Phi-Corp ACNCE allows MCROMs to be exchanged across the net, their functions being bound by their current resident node (CRN).

II.iib.1) User configuration of the AICE:

Configuration of the MSDDPN may be achieved either by direct replacement of components, or by reconfiguring the internal electronics of the EAGA's by use of the EAGA BEVA (BiPolar Electronics Validation Architecture).

II.iib.2) AICE configuration basics:

The MCROMS's are driven by eight lines internally multiplexed to drive the four AIFSs (Artificial Intelligence Function Slots) in which the ICs consist. Each AIFS may be occupied either by a discrete AI function, which function will depend upon the ACNCE installed upon the NCB, or by an AIFMS (Artificial Intelligence Function Multiplier Stage) the function of which is to multiply up the subsequent functions in the drive chain. Please note that the four lines originating in the strength augmentation EAGA are variously divided down by the MCROM multiplexing circuitry to prevent overloading of the MCROM, whereas the four lines originating within the attribute augmentation EAGA are buffered and hence may drive the MCROM at their full output capacity.The eight MCROM lines are driven by the augmentation stages of the two line driver EAGAs which are powered from the main bus via their respective power jumpers.

II.iib.3) EAGA configuration:

The two EAGAs which drive the MCROM are identical in their internal architecture, consisting in four discrete augmentation lines and a common augmentation bus driven by any or all of and driving each of the discrete lines.

Each of the augmentation stages within the EAGAs may be of one of 3 types:-

Type 1: Drives its discrete line at an output level of 1
Type 2: Drives its discrete line at an output level of 2
Type 3: Drives its discrete line at an output level of 2 and also adds an output level of 1 to the current level of the Common Augmentation Bus.

Use of the EAGA BEVA system will allow pairs of augmentation stages within the EAGAs to be swapped thus permitting the AIFSs to be driven at the level desired for the relevant function.

Note that the current output levels of the two EAGAs are indicated by the green (strength) and yellow (attribute) bars on the AAG meters.

IMPORTANT: Please not that the EAGAs are sensitive to excessive vibration and ionising radiation, which in extreme cases will cause augmentation stages to degrade irreparably.III.i) Shield Driver Circuitry:The shield driver circuitry consists of a single EAGA, and its associated power jumpers, which serves via Boolean gates to convert four non-biased input lines into the three binary biased output lines required by the shield driver electronics. This binary bias on the output effectively means that the leftmost line on the board has an output value of four, the central line two and the rightmost one. The four gates which may be found within the shield driver EAGA are presented below along with their associated truth tables.

AND (Green)	A 0 1	
		0 0 0
		1 0 1
OR (Yellow)	0 0 1	
		0 0 1
		1 1 1
XOR (Red)	X 0 1	
		0 0 1
		1 1 0
NULL	N 0 1	
		0 0 0
		1 0 0

Use of the EAGA BEVA system will again allow these gates to be swapped within the EAGA.

Note however that owing to the limited component count of these ICs some swaps may result in unexpected changes to the gate structure as the EAGA automatically configures itself to use its full component count.

IV.i) MCROM Function equivalence table.

FUNCTION NO.	CRD	FUNCTION	CRD	FUNCTION	CRD	FUNCTION
1	Head	Bribery	Arm	Brawling	Leg	Dodge
2	Head	Computing	Arm	Swordsman	Leg	Climb
3	Head	Electronics	Arm	Slug gun	Leg	Jump
4	Head	Mechanics	Arm	Energy gun	Leg	Hide
5	Head	Targeting	Arm	Throw	Leg	Run
6	Head	Streetwise	Arm	Missiles	Leg	React
7	Head	Interrogation	Arm	Sleight	Leg	Lift

(Extracted from Phi-Corp MSD 001899/XB MilSpec Droid Users Handbook (c) Phi-Corp 2/8/2897. Reproduced with permission)

TECHNICAL SUPPORT

Should you experience any technical problems with this game, such as it failing to operate, please contact our Technical Services Department.

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We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.

CAPTIVE II

"Fiat justitia et ruant coeli."
("Let justice be done though the heaven's fall")
WILLIAM WATSON - 1602 A.D

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