

**GAME
INSTRUCTIONS**



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INSTALLATION INSTRUCTIONS

1. Boot up your computer.
2. At the DOS prompt, insert game disk 1 into your floppy drive and select that drive by typing A: (or the relevant drive letter).
3. Type **SETUP**. This will take you into the installation program which will allow you to install the game onto your hard disk drive.
C:\HiredGun
4. Follow on-screen instructions to configure Hired Guns to make optimum use of your system hardware.
5. When installed, type **HG** to play.
6. If at any time you wish to reconfigure game setup options, type **SETUP** from the Hired Guns directory.

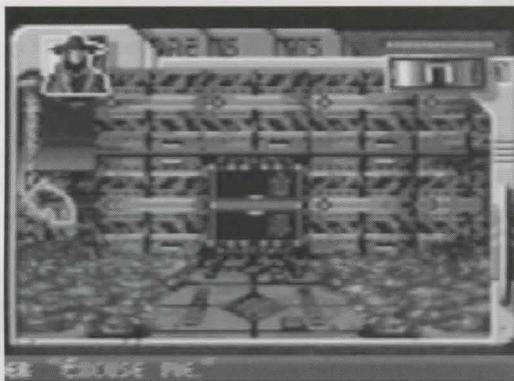
MOVEMENT

(1 PLAYER, MOUSE CONTROLLED)

This section will give you an understanding of how to control all characters using a single mouse. Since the characters in *Hired Guns* can be controlled by up to 4 players using 1 computer, further control options are related in the section 'character controls' beginning page 16.

All character movements in *Hired Guns* are controlled through the 3D Character View Screen. When using the Mouse, the cursor will change into a direction pointer and fire indicator when it reaches 'hot spots' around the view screen.

In Frame 1, the cursor is pointing to the left. When the cursor is in this form and the left mouse button is pressed, the character will turn through 90 degrees to the left.



Frame 2 shows the 'straight ahead' movement pointer. Place the cursor to the centre top position and press the left mouse button. The character will move forwards by one step. Press the mouse button several times and the character will move forward by several steps.



Frame 3 shows the equivalent of Frame 1 but this time moving to the right through 90 degrees. Note that the character simply turns on the spot and does not pace forwards at all.



In addition to the 90 degree turn, all characters can step to either the left or right. Frame 4 shows the cursor at the bottom left of the character view screen where a left facing arrow can be seen. Clicking the left mouse button will command the character to step to the left and can be an extremely useful method of walking through walled areas where the character will be facing any enemy at all times - probably with their weapon at the ready.



The final movement option can be seen in frame 5. Move the cursor to the bottom centre position of the screen until the backwards facing arrow appears and press the left button.

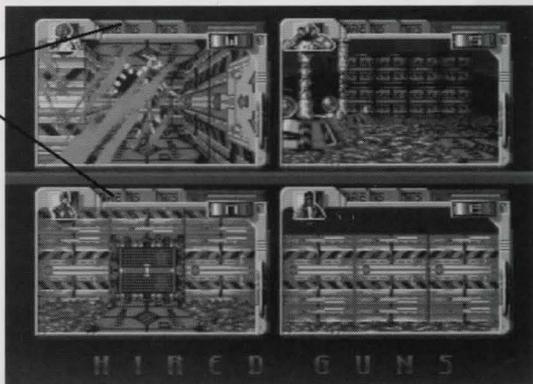


USING THE VIEW WINDOWS

Each Hired Guns player screen is composed of four overlapping screens. Each screen is accessed using the file tabs at the top of the screen. To access a screen, simply move the mouse pointer over the required tab and press the left mouse button to select. The tabs, in left to right order, show:

- 3D Character View Screen
- Store
- DTS (Digital Terrain Scanner)
- Stats

3D CHARACTER VIEW SCREEN



Hired Guns is played almost entirely on this screen. Here, the mercenaries can interact with the world and allow you to see exactly what they see in a first person perspective view. Basically then, you see the world from their eyes. Using the control guidelines above, you have all you need to survive in the hostile environments to be found on Graveyard. However, there are a number of further options on the 3D View Screen that makes a successful operation that much more attainable - and let's face it, you're gonna need all the help you can get on this one!!!

Energy Bar

The energy bar gives a vital energy check on each operational mercenary. To begin with, each character should have full energy levels and the bar should be entirely green. However, as a mercenary comes face-to-face with hostile inhabitants and is attacked, the energy bar will become reddened. When the bar is entirely red, that character has expired. When a character is attacked, the battle is carried out in real-time. Therefore, if a character comes upon you from behind, he will attack until you turn around and, hopefully, teach him a lesson or two. When you are hit, your energy bar momentarily flashed before reducing by the appropriate level (depending upon the type of the attacker).

'Swipe' Mark

In addition to the flashing of the Energy Bar, an attack and hit on your mercenary is indicated by a red 'swipe' mark flashing on your 3D View. If you see this and no enemy is in view, you know he's somewhere behind you so treat him to a taste of your steel!

Compass

The compass allows instant direction identification at any time

Auto-leader facility

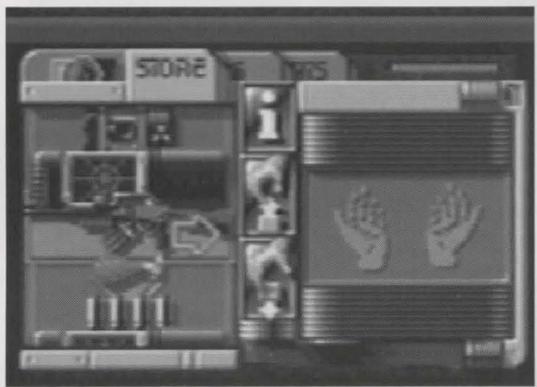
Towards the top left hand side of each 3D View screen is a small amber box. This is the Auto-leader facility which allows any character to become temporary leader of a group of 2-4 mercenaries. Realistically, it is only of use in 1&2 player games where a single or two players would like to control a full complement of mercenaries.

Click in the box (or use the appropriate Auto-leader instruction, outlined under each control section) and the box will illuminate. That character is now an Auto-leader. The chosen Auto-leader can only lead other characters with their Auto-leader facility illuminated. Once this is accomplished, the leader may now take control of the party using the following instructions which relate to a single player game taking control of all four characters.

Illuminate all Auto-leader facilities. Ensure all characters are in close proximity to each other. Choose a character to lead and control that character. If all characters were in touch with each other, they will all follow the leading character. Note that any character may take control of the party at any time by merely choosing to control a different character - the party will now follow their new leader.

STORE SCREEN

The Store screen allows each character to view all items they are currently carrying, to pick-up and drop items, to change the item a character is using and to gain information about any object. To select this screen, move the mouse pointer onto the STORE tab at the top of the character screen (the second tab along) and click with the left mouse button.

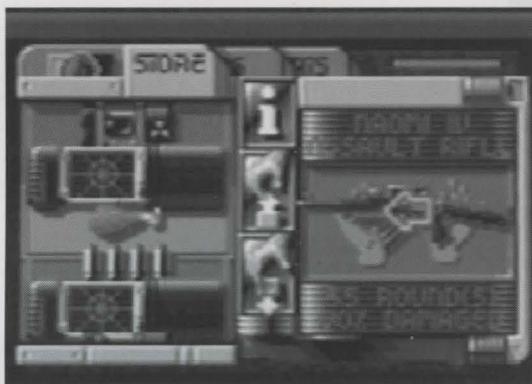


When the store screen has been selected, the items carried by that particular character are shown down the left hand side of the window and the currently selected item for the character to use is shown on the right. If no item is selected for a character to use, the background

shows two empty hands. The procedure to view an item, view item information, to drop, pick-up and finally to select that item for current use is detailed below.

Firstly, move the mouse pointer over the left hand side of the window (onto the inventory screen.) Move the cursor around the screen and you will notice that it can turn into any one of three arrow icons, pointing upwards, downwards or to the right. Move the cursor towards the bottom of the screen so it becomes a downwards pointing arrow and press the left mouse button. This will move the inventory screen down by one item. Click again to move down a further item. Movement in the opposite direction can be attained by using the up arrow.

Next, scroll the inventory list until an item you wish to use, or gain further information about, appears over the light blue area in the centre of the inventory screen. Move the cursor over this area and it will become a right-facing arrow. Clicking the left mouse button here will move the item over to the right hand side of the screen and onto the item select screen. The player is now holding that item.



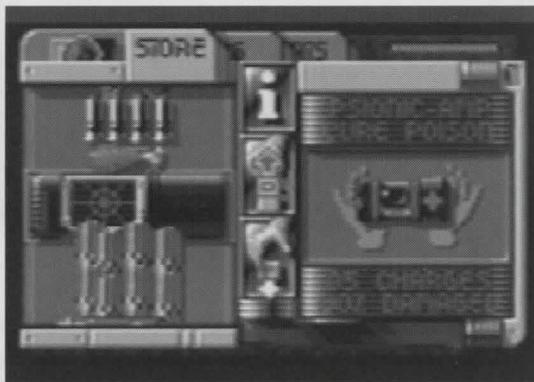
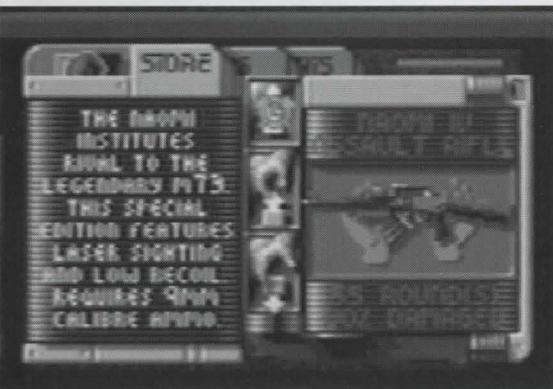
ITEM INFORMATION

Once an item is selected for your character to use, you may access information about it. Click on the 'I' icon in the centre of your character screen and information about that item will be displayed over the inventory screen. Once you have read the information, click the left mouse button to clear.

If there is no information available, the message will tell you so.

PICK UP AN OBJECT

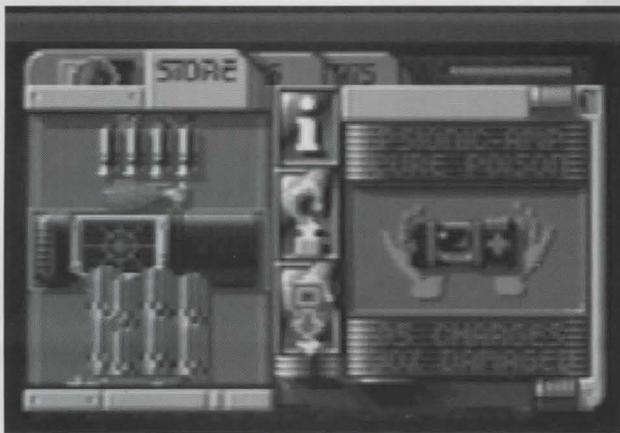
Throughout *Hired Guns*, you will discover new pieces of equipment that will help you in your mission. When you come across an object, there are two ways of picking it up. Firstly, your character must move into the area occupied by the object. The object will then appear in a window to the bottom left of your character window. Move the mouse pointer over the object and click the left mouse button. Your character will then add the object to his inventory. View the object through the store screen.



A second way to pick up an object is through the store screen. When a character is adjacent to an object (the object appears in a box to the bottom left of the screen) turn to that character's store screen and click on the pick-up icon. The object will now appear in the character's hands. If the area the character is standing in contains more than one object, use the pick-up icon to take further objects.

DROP AN OBJECT

A character can only drop an object that he is holding. Once an object is in the character's hands, click on the drop icon. This will place the item in the square currently occupied by the character. Note that only one item can be placed in any area. The only time multiple objects will be found in an area is if a character possessing several objects is killed. Then all the objects the character held will be found together.



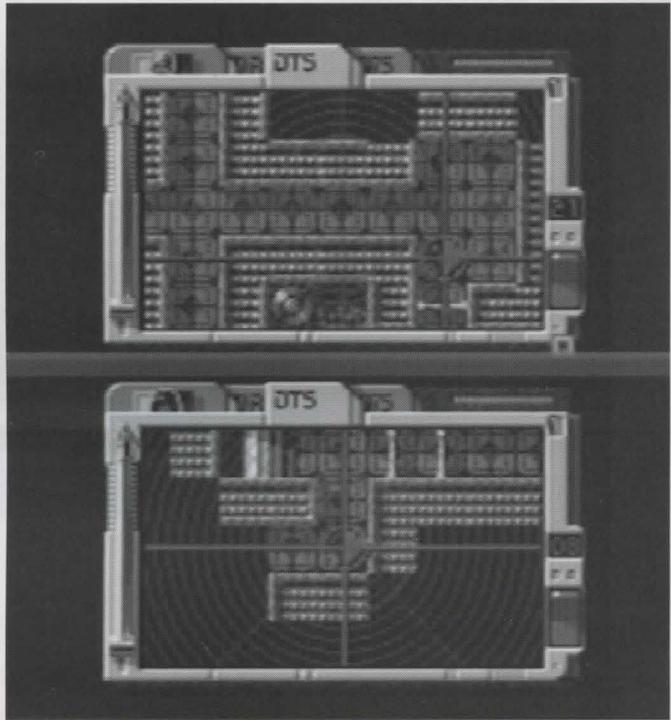
USING AN OBJECT

See the Game Manual to view some of the in-game objects together with a description of their operation and of how to use them.

Clicking on the an object in the characters hands with the right mouse button will also use/activate the item.

DTS

The Digital Terrain Scanning screen offers an auto-mapping facility for a character. This facility is available to any character who is carrying a Digital Terrain Scanner (viewed through the Store screen) and displays the area immediately surrounding your character and all areas already explored during any particular mission.



When this option is initially selected, the centre of the screen will contain a red circle with a direction arrow inside. The direction arrow shows the direction the character is facing. The area that is not available for viewing appears black with radial lines passing through it. To view any area that has been explored or is available for DT scanning, move the mouse cursor onto the area until it becomes a direction indicator. Once the arrow is pointing in the direction you wish to interrogate, pressing the left mouse button will move the map along one of the direction lines that radiate from the central point. Continue pressing the mouse button to view further away from your character and change direction at any time.

To return to your character's position on the DTS screen, press the right mouse button.

STATS SCREEN

Access your character statistics screen using the fourth tab along the top of the screen. This facility allows you to view a number of important figures relating to the fitness, overall abilities and strength of your character. It also shows the type of character & weight of equipment currently carried.

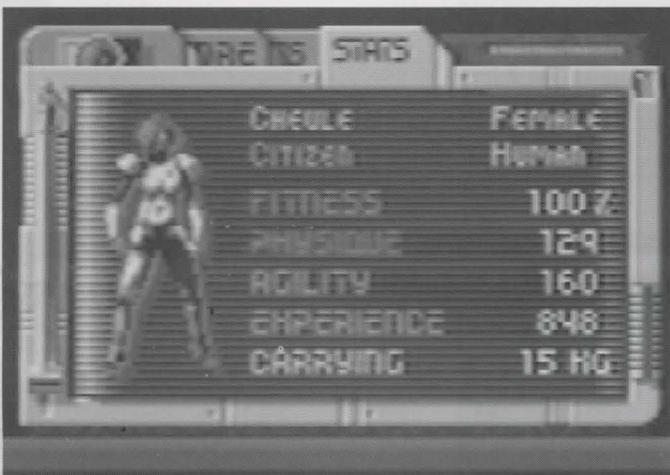
Fitness

This is the main indication on how well your character is. As he takes hits this value will fall. Once it

reaches 0% then the character is dead. Note that the green/red bar at the top right of each panel gives a quick reading of the fitness value.

Physique

A general measurement of how big and strong a character is. With a high physique, a character can withstand more damage and carry more items. However, it also means that their general bulk and weight will be greater - which can be a disadvantage when trying to survive falls (hint: drop as much of your inventory as possible to save weight).



Agility

Agile characters will suffer less damage from falls and generally be able to move about more quickly.

Experience

This reflects the wisdom and skills that a character accumulates throughout life. It is used in the game as a type of 'score'.

Carrying

This is a measurement, in kilograms, of the items that a character is carrying. Each character can carry up to a certain weight limit (dictated by their physique).

CHARACTER CONTROLS

Once the number of players has been entered into the computer by pressing keys 1 - 4, you will enter the control setup screen. When entering the options into the computer, you will be asked to do so in order - starting with player 1.

When entering the control option for player 1, note that the option you enter will remove other options from the screen because they are mutually exclusive. Therefore, entering the control options for player 1 will deny certain options for the other players. For example:

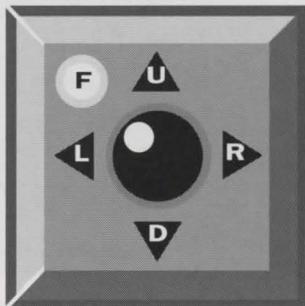
Select three players and press RETURN to enter the Control Option Screen.

The words **PLAYER ONE SELECT** will be displayed at the top of the screen indicating that you must enter the control method required for the first player. Press the appropriate key

from the keyboard - If player one would like to use keyboard 2 controls, then the option for keyboard 3 will disappear - indicating that this option is no longer available.

The control options available for players 1-4 are listed on the following pages.

JOYSTICK CONTROL



The joystick provides a flexible and responsive control option for mercenary control. Any standard PC joystick can be used in ports 1 and 2. A further joystick adapter allows the simultaneous use of an extra joystick.

When using the joystick there is no mouse pointer. So instead of clicking on 'hot spots', each button will do an action directly depending on which panel is selected.

Please refer the 'Mouse Controls' section of this document for more information on the purpose of each panel.

3D VIEW SCREEN

UP	Walk forward 2m.
DOWN	Walk backwards 2m.
LEFT	Turn left 90°
RIGHT	Turn right 90°
BUTTON + UP	Fire/use item in hands or push a block.
BUTTON + DOWN	Reload weapon or pull a block.
BUTTON + RIGHT	Selects the next panel to the right.

STORE

UP	Scroll up through contents of inventory.
DOWN	Scroll down through contents of inventory.
LEFT	Move item in hands into current position in inventory.
RIGHT	Move item at current position in inventory into hands.
BUTTON + RIGHT	Selects the next panel to the right.
BUTTON+ LEFT	Selects the next panel to the left.
BUTTON + UP	Pick up.
BUTTON+ DOWN	Drop.

D.T.S. (DIGITAL TERRAIN SCANNER)

UP	Scroll the display up.
DOWN	Scroll the display down.
LEFT	Scroll the display left.
RIGHT	Scroll the display right.
BUTTON + RIGHT	Selects the next panel to the right.
BUTTON+ LEFT	Selects the next panel to the left.

STATS

BUTTON + LEFT	Selects the next panel to the left.
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AUTO-LEADER FACILITY

To toggle the auto-leader option, the player(s) will have to use one of the following keyboard short-cuts:

Player leader	Toggle Auto-leader
1	F1
2	F2
3	F3
4	F4

KEYBOARD CONTROL

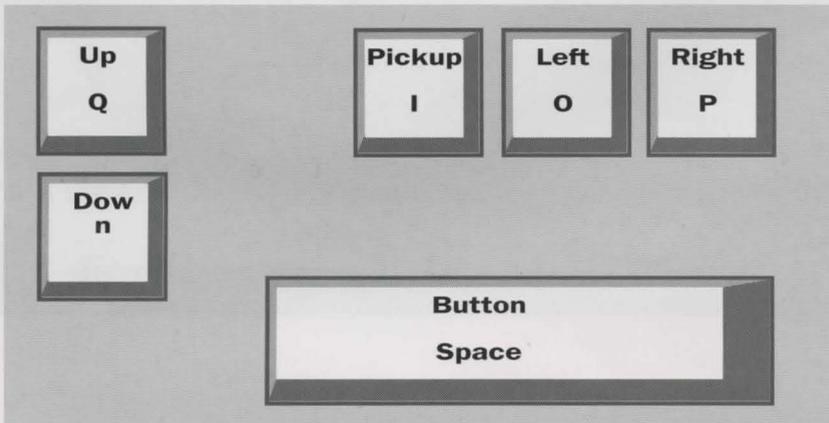
When using the keyboard there is no mouse pointer. So instead of clicking on 'hot spots', each key will do an action directly depending on which panel is selected.

Please refer to the 'Mouse Controls' section of this document for more information on the purpose of each panel.

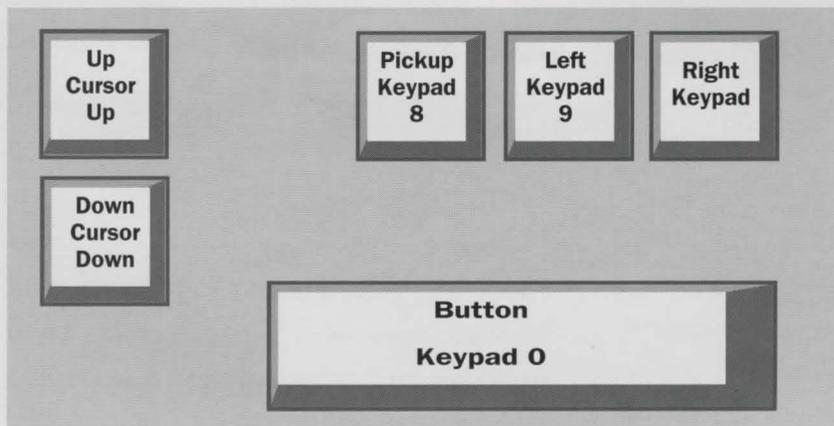
The keyboard control simulates a joystick with up, down, left, right and a fire button. Also note the handy 'pickup' key.

There are 3 control layouts to choose from.

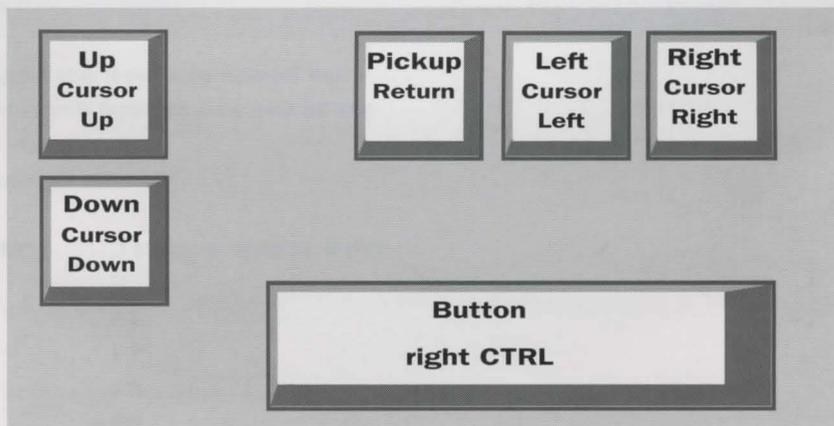
KEYBOARD 1



KEYBOARD 2



KEYBOARD 3



3D VIEW SCREEN

UP	Walk forward 2m.
DOWN	Walk backwards 2m.
LEFT	Turn left 90°
RIGHT	Turn right 90°
BUTTON + UP	Fire/use item in hands or push a block.
BUTTON + DOWN	Reload weapon or pull a block.
BUTTON + RIGHT	Selects the next panel to the right.
PICKUP	Pick up an item and put it into the current position in the inventory.

STORE

UP

Scroll up through contents of inventory.

DOWN

Scroll down through contents of inventory.

LEFT

Move item in hands into current position in inventory.

RIGHT

Move item at current position in inventory into hands.

BUTTON + RIGHT

Selects the next panel to the right.

BUTTON + LEFT

Selects the next panel to the left.

PICKUP

Pick up an item and put it into the current position in the inventory.

BUTTON + DOWN

Drops a currently held item.

To toggle the item info option the player(s) will have to use one of the following keyboard short-cuts....

Player	Toggle Item Info
1	F6
2	F7
3	F8
4	F9

D.T.S. (DIGITAL TERRAIN SCANNER)

- UP** Scroll the display up.
- DOWN** Scroll the display down.
- LEFT** Scroll the display left.
- RIGHT** Scroll the display right.
- BUTTON + RIGHT** Selects the next panel to the right.
- BUTTON+ LEFT** Selects the next panel to the left.

STATS

- BUTTON + LEFT** Selects the next panel to the left.

AUTO-LEADER FACILITY

To toggle the auto-leader option, the player(s) will have to use one of the following keyboard short-cuts:

Player leader	Toggle Auto-
1	F1
2	F2
3	F3
4	F4

OTHER KEYBOARD COMMANDS

Pressing **HELP** during the game will bring up an information screen reminding you of the following keys....

CTRL S

Saves current game to your hard disk. (Only during a campaign game).

CTRL L

Loads a saved game from your hard disk. (Only during a campaign game).

CTRL P

Freezes the entire display (only during the game).

ESC

Displays the Help screen.

CTRL R

Restarts the current map.

CTRL A

Abort current map and return to world map. (Only during a campaign game).

CTRL Q

Exits the current game and enters the Main Menu.

