APPENDIX 1

EQUIPMENT
Use of / Descriptions of

FIRING/USING EQUIPMENT

The Following section outlines exactly how some pieces of in-game equipment can be used. The descriptions used on the following pages refer to the mouse 1 method of control. If Joystick, joypad or keyboard controls are used, refer to the Control Options section for the equivalent use commands.

Hired Guns contains over 110 different items, what follows is a brief overview of the main categories of item you may find.

GUNS/RIFLES/MACHINE GUNS/FLAMERS/ROCKET LAUNCHERS

Providing a character is currently carrying a weapon with ammunition, centre the cursor and press the left mouse to fire (or equivalent fire option). If firing only results in a single click, the weapon is out of ammunition. Pressing the right mouse button will reload the weapon providing spare ammunition is being carried by the character.
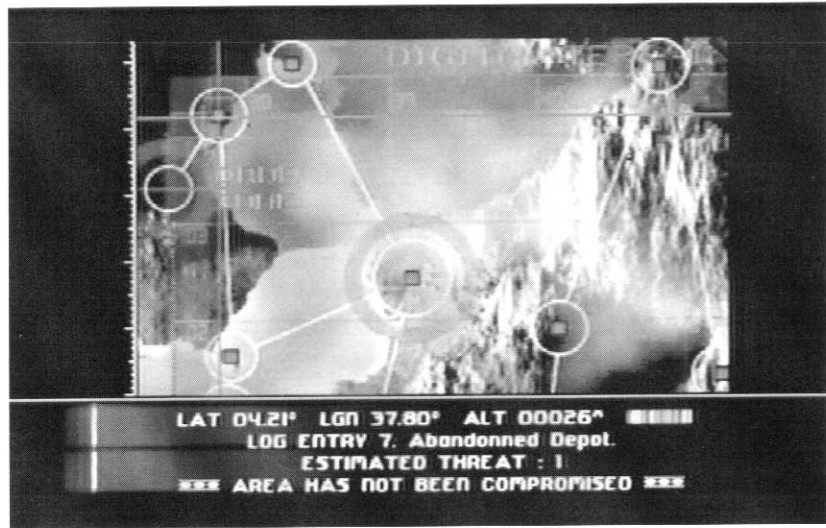
RELOADING

Each magazine loaded into a weapon will eventually run out. When this happens, you will normally hear a click and the weapon will not fire. To reload, simply press the right mouse button (or equivalent) and the weapon will once again be ready for action (provided spare ammo is available in the character s inventory). Look at the information screen available on the strore panel for compatible ammuntions types for a gun.

See also relevent instruction in Character Control Manual.

REFILLS/AMMUNITION

These essential items are to be found throughout Graveyard. Once a mercenary has an item of ammunition in his possesion it is ready to be loaded into the appropriate weapon.

```
LAT 04.21°  LGN 37.80°  ALT 00026^  ▮▮▮▮▮
        LOG ENTRY 7. Abandonned Depot.
            ESTIMATED THREAT : 1
    *** AREA HAS NOT BEEN COMPROMISED ***
```

This information panel offers vital information as to the current mission status of the area:

Lat. Lgn. Alt - Displays Latitude, Longitude and Altitude of area.
Area has not been compromised - Uninvestigated area.
Area compromised - Investigated and cleansed .
Log Entry - Guild VII ref, No.

Estimated threat - From initial Guild VII electronic scanning, the threat to rescue forces has been estimated. Scale 1 is a low threat, with minimal enemy activity. Scale 9 is a large threat with a high level of enemy activity.

Your initial position will be indicated by a large flashing icon labelled DROP ZONE. This position was chosen as the most suitable landing area for the drop ship and is the point from which your mission will begin.

Your initial action is therefore to choose your course - not much of a selection at first. Move the vector point across to the complex to the North East of the drop zone using the cursor keys. Press RETURN to order forces to enter that level.

SONIC STUNNER/1,3,6 KILOJOULE CELLS

The stunner provides an effective close range clean method of destruction. It is less potent than many weapons and a character may need to be a little more active on the trigger. The stunner uses electric cells as a power source. A 1 kKJoule Uni-cell will provide enough power for around 50 stuns. A 6 KJoule cell will provide six times the number of stuns rather than a stun of six times the power.

MEDI/DROID REPAIR KITS

Carry the object and use the kit to repair damage to either humans or droids by pressing the left mouse button in the same manner as firing a weapon. Each kit will repair a substantial amount of damage to any appropriate character and may only be used once.
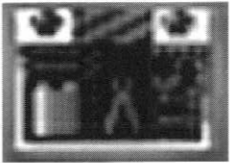
HIRED GUNS. THE GAME, THE CAMPAIGN

MISSION OBJECTIVE

Mission dossier to be presented to mercenary team during planetfall, 15 minutes before dropship touchdown.

PRIMARY OBJECTIVE

TERMINATE PRODUCTION AND DISTRIBUTION OF illegally bio-engineered ORGANISMS ON SURFACE OF Luyten L-7896 3.1 (Graveyard).

Terminate existence of distribution point (and its surrounding enclave).

Target : Graveyard Central Spaceport. (lat 3.99 lgn 43.22)

This point and its surrounding installations are fortified and heavily guarded.

Method of termination : FUSION INDUCED THERMONUCLEAR EXPLOSION.

Locate and recover four fusion power core rings from shielded storage at....

1. Fusion Reactor Plant. (lat 2.45 lgn 39.19)

2. Satellite Uplink Tower. (lat 5.00 lgn 40.73)

3. Laboratory. (lat -1.21 lgn 42.61)

4. Operations Centre. (lat -0.82 lgn 43.47)

Insert these devices into corresponding field coil generator at target site, detonation will be automatic after evacuating the site.
Mission Duration : 13 LOCAL days + 4 hours.
Team extraction impossible after mission time expires.
Ground Support : NONE.
Air Support : NONE.
Orbital Support : NONE.

SECONDARY OBJECTIVE

Reconnoitre ground installations indicated on D.T.S. This information will be used for future ground based clean-up operations.

WARNING : The majority of ground installations are overrun with mutated bio-engineered organisms, proceed with extreme caution. Note estimated threat level provided by master Digital Terrain Scanner. Terminate hostiles with extreme prejudice. All available fire-power WILL be required.

FOOD/RATIONS

Food can be found in many forms throughout Hired Guns. Consuming food will restore a small amount of energy in humanoid characters.

To use food, ensure a character is holding the piece of food, return to the character view screen and use in a similar manner to any other piece of equipment.

SYRINGE ANTI-TOXIN

Cures poison wounds on humanoid characters. Standard use method.
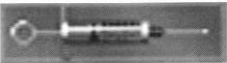
NEW GAME PROCEDURES

NUMBER OF PLAYERS

Hired Guns has been painstakingly developed to allow four players to enter Graveyard simultaneously using the same machine. A number of player interfaces are available to facilitate this and are listed in the Character Control manual. Select by pressing the appropriate function key.

CHARACTER SELECTION

The character selection screen (pictured below) allows you to select four characters from the existing database of 12. At the top of the screen is a visual impression of the character. To the bottom left is a character description and to the bottom right are four character selecton boxes.

00-98CC Earth
Siygess, Cheule
Female Human, 27 years
Earth citizen
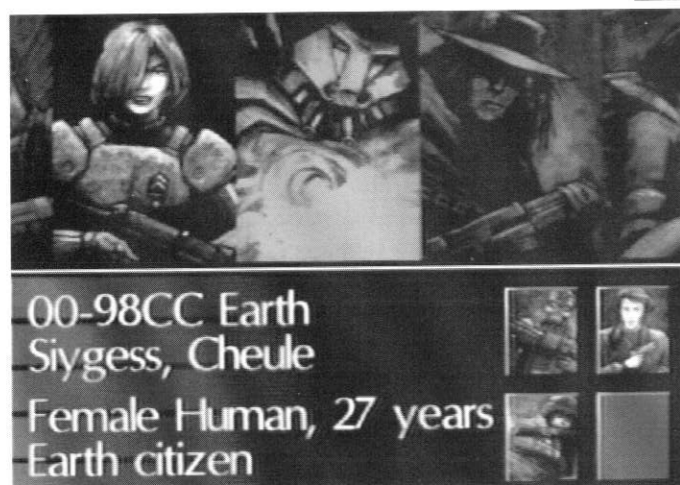
Choose your character by using the cursor keys. Use the left/right keys to scroll the characters across the screen. To view a character s credentials, move a character to the left of the screen where it will become highlighted. Once a character is highlighted, his/her credentials will

DTS

The Digital Terrain Scanner allows the DTS screen to be activated. To use the DTS, view the section 'Amiga Instructions'.
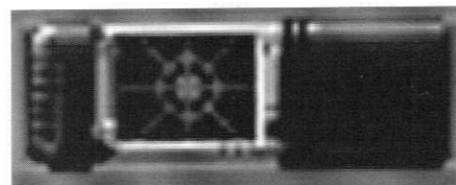
'Sentry Duty'

Find out how useful the auti-sentries can be.

Find the exit to complete the level.

F2 - FULL CAMPAIGN

Game (see section Hired Guns, The Game, The Campaign for detailed analysis)

Enter your main mission on Graveyard. Ready your weapons and remember the saying:

A slow trigger finger leads to a fast death!

TELEPORT FIELDS

These look similar to force fields. They provide instantaneous travel to a fixed destination. If the desination is blocked, the would-be traveller will be notified.

PUSHABLE BLOCKS

These large metal cubes are prefabricated building blocks. They can be used to build walls, block passages or fill in large gaps. Note that they have frictionless traction field which allows that to be manoeuvred with only a light push or pull. Also note that they still have their original mass and momentum, thus being extremely hazardous to all if they fall from above.

GUNS FOR HIRE

Numerous events have led up to this point. From the time he was released from military service - five years and an entire star system away - Rorian Deevergh has amassed a group of people, some of whom he can even call friends, who are collectively hunted by the authorities. And in a world where all transactions are relayed to a central authority which automatically logs and IDs everything from the purchase of a fuel stick to the destruction of a planetary system, that can create problems.

As for Rorian s gang of fugitives, they found just one way around the problem. Killing for a price and without recourse was a job in which they all excelled and one that allowed them to retain at least a comfortable style of living. Payment in rare metals. No questions. If you live, that s your business.

On the surface, this was just a normal job. The patron funding the current operation will probably remain unknown, but the mission brief suggested that this particular mission would be a piece of cake. The political implications of the mission were glossed over - they were motivated by money, not politics. The payment, half up front, half on completion, was regular. Nothing seemed out of the ordinary.

The only thing that aroused curiosity was the destination. A backwater planet called Graveyard. The name aroused some faint disturbance in Rorian s memory. But what the hell, so did most names he heard nowadays.

CREDITS

Game Design, Programming, Hard Work and a million other things
Scott Johnston

Graphics
Graeme Anderson, Scott, David Osborne

Original Music
Brian Johnston

Map Design
Scott, Graeme, Steve, Martin Good, David Hally, Mike Clarke, Ian Dunlop, Mike Dailly

Story and other fantastic words
Steve Hammond

Character Illustrations
Jamie Grant

Development Software
Brian Watson

Quality control
Phil, Tony, Paul, Jason, Joshua, Mark, Chris, Gary, Paul, Scott, Derrick, Jeff, Jed, Paul, Paul & er, Paul

Bits & Pieces
Richard Biltcliffe

Graphics Tools
Russel Kay

Med V3.00 Module Player
Teijo Kinunnen

Thanks to
Mike Dailly

Produced by
Grahame Stafford