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## **NEW GAME PROCEDURES**

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HIRED GUNS - THE GAME, THE CAMPAIGN

Mission Progress Map

APPENDIX 1 -EQUIPMENT/USE OF/ DESCRIPTIONS OF

> Firing/Using equipment Reloading Guns/Rifles/Machine

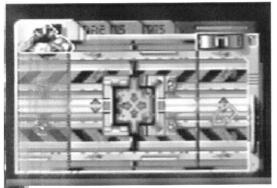
**Guns/Flamers** Disruptor Charge Anti-APC Rocket Disruptor Cannon Refills/Ammunition Grenades/Grenade Launcher Sonic Stunner/1,3,6 Kilojoule Cells Medi/Droid Repair Kits **Fusion Power Core Ring** Auto Sentry Kit **Proximity Mine** Food/Rations Syringe Anti-Toxin Keys/Access Wafers **Psionic Amplifiers** DTS

## IN-GAME OBSTACLES

Entrances Force Fields Push Panels Lifts

## **PUSH PANELS**

These are usually found on a wall and can have several uses, apart from operating lifts. Pushing a push panel will usually have an affect, somewhere. This could be moving a hidden panel, deactivating a force field, to name but two although the effect may not be immediately obvious.



## LIFTS

Underground locations throughout Graveyard may be accessed using lifts. The lift is unlike more conventional lifts as they are purely functional - allowing access from any direction (unless walled-in) and alighting whenever the person using the lift decides. It is thus possible to alight a lift fifteen floors up and without a floor between them and the ground floor. This is not however recommended but is worth bearing in mind.

Lifts are usually operated by using a push panel.

# MAIN MENU

Allows the crew the option to enter a new scenario, to commence a previously saved scenario or exit to the Workbench/DOS screen. Press the appropriate function key for your selection. Control-Q will return you to the main menu screen at any time.

## F1 - START NEW GAME

Begin an entire new campaign mission or individual missions.

# F2 - CONTINUE A SAVED GAME

Load a previously saved mission from either a RAM disk, hard disk or floppy disk. Follow on-screen messages to load game from disk or to abort the procedure.

## F3 - RETURN TO WORKBENCH/DOS

Quit Hired Guns.

## START NEW GAME MENU F1 - TRAINING

All crew members should enter training section for weaponry familiarisation and utility training. Training mission profiles range through....

#### 'Exploration'

A simple building - no enemies - no danger.

Get used to the controls.

Find the exit to complete the level.

#### 'Obstacles'

Minimal danger - no enemies.

Practice using lifts.

Find the exit to complete the level.

## 'Fire Fight'

You first taste of combat. Find the exit to complete the level.

## 'Throwing Range'

An ideal oppurtunity to practice using grenades.

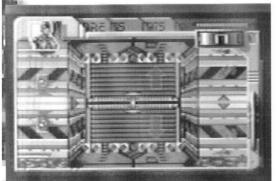
Find the exit to complete the level.

# IN-GAME OBSTACLES

## **ENTRANCES**

Entrances are often covered by sliding panels which automatically slide open when approached using movement sensors. However, security requirements on Graveyard means that a large number of doors require security access wafers (or in some circumstances, keys) to gain access.

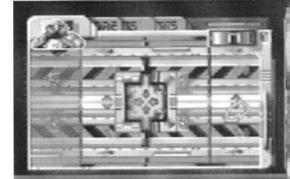
The mercenary will usually find the required wafer somewhere in the current location. To use the wafer, the mercenary who requires access simply needs the wafer in their inventory panel where it will be recognised and allow access.



#### **FORCE FIELDS**

Forecefields are useful devices for a)Containing something behind b)Temporarily denying access to an area where a permanent wall is not desirable.

Forcefields are used throughout Graveyard and are impassible. They may however, in some instances, be deactivated. How this can be achieved is dependent upon each situation.



## F3 - SHORT ACTION GAME

Once training has been undertaken, skills need to be fine tuned. This option will offer a mercenary crew access to a hostile environment in which to do this. All creatures are active and, depending upon scenario, liable to attack immediately upon contact with crew.

Tesseract Battle Systems excel in simulating lethal close combat theatres. We are fortunate to have a varied selection to sample. Each theatre is designed for a specific number od players.

Single player scenarios generally require the four characters to work together.

Two player scenarios a designed for two opposing teams of two.

Three and four player scenarios are designed for free for all missions.

Although any scenario can be played with any number of players!

## **MISSION PROFILES:**

#### Single player

Animal Enclosure Reactor Penitentiary Staying Alive

#### Two player:

Garden of Jarrys Lemming Wars No.1 Power Generator The Asylum

#### Three player:

Big Cheese Escape to Death Bat Mobile Buckminster Park

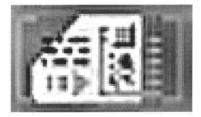
#### Four player:

Leisure Centre Skeletal Hall Urban Development Shopping Mall Lemming Wars No.2

## **KEYS/ACCESS WAFERS**

Allow access to indestructable entrance panels. If a panel is impassable or locked, the appropriate key or wafer must be found before it may be passed through.

To use, a mercenary will simply need to have the appropriate item in his/her possession. The card/key will be automatically used when the character approaches the entrance panel.







## **PSIONIC AMPLIFIERS**

A Psi-amp offers the user a variety of effects depending upon the individual Psi-amp. Each Psi-amp may be used a number of times and a description of each can be found in the section 'Psionic Amplifier Glossary'.

To activate a Psi-amp, the character must be holding the item and use in the usual manner described at the beginning of this section. The effect may last up to 4 minutes, depending upon the Psi-amp used.



be displayed beneath. Further character details are to be found in the section 'Countdown to Graveyard'.

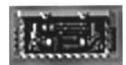
To select a character, firstly highlight the required character and press RETURN to enter the character into the character selection box. Repeat the procedure three further times to create the full mercenary crew. Note that you must use the full complement of four characters each time Hired Guns is played (unless a character has been killed in combat).

You may use the DEL key at any time to deselect the last character. Once the full complement has been selected, press return to view the Mission Progress Map.

## **AUTO SENTRY KIT**

The Auto Sentry kit can be placed by a character where it will self assemble and provide a sentry facility for friendly forces. Thus, it will fire upon any enemy but will allow friendly forces to pass unhindered. Two models of sentry kit exist - unidirectional and multidirectional. The operational difference of these units is crucial in order to provide effective cover for a party: multidirectional units are fully articulated and can face a target in any direction, unidirectional units

To use the sentry kit, place it in a clear area infront of a player.



## PROXIMITY MINE

When primed and placed, a proximity mine will detonate if any character, friendly or unfriendly, enters the area. The mine will usually wipe-out the character entirely.

To prime the mine, the mercenary must be holding it. Change to the character view screen and use the mine in the same way you would with any weapon. This will prime the mine, ready for action. Next, place the mine in a clear area and do not re-enter the area under any circumstances.

Intense heat will trigger an armed mine. With this in mind, a player can use a flamer to clear a path through a minefield.

The following section provides all the necessary gameplay information to successfully complete the Graveyard mission. Training missions and single action missions are covered in more depth to the rear of this document. The only thing which cannot be provided is the ingenuity and reflexes of the participants...

#### MISSION PROGRESS MAP

Guild VII - lo den. 459vfn I.R. Penetration 7.

The progress of your mission can be monitored on this screen. View the extent of the terrain by using the cursor keys to move the cross vector point around the map. Doing so will allow you to see the area surrounding all mission complexes.

On the map, you will see a number of circled areas linked by lines. The circles surround identified complexes - any of which may house the hostages. The lines indicate routes of (relatively) safe passage between them. From this map, you may see your possible routes from each complex and will be able to determine exploration strategies. You will also be given specific information about each complex as the vector point passes over it.

## GRENADES/GRENADE LAUNCHER

Grenades are used to obliterate enemies when the odds faced by a character are great. Grenades must be used with extreme care because they have a substantial spread of destruction. If they are used in an enclosed space, the grenade-throwing character has a considerable chance of destroying himself, not just the enemy target. Therefore, a grenade launcher, which can propel the grenade away from the character provides a better method of delivering the charge. However, even at longrange, the blast will most likely hit the player.





To use a grenade, select a cluster of grenades and fire in the same way all other objects are used. The fire cursor allows a character to hurl a grenade one of four distances. These distances are illustrated below.

The top cursor form allows a character to throw a grenade a short distance. To attain this, move the cursor towards the bottom of the screen.

The bottom filled cursor instructs the mercenary to hurl the grenade a long distance and can be attained by moving the cursor towards the top of the screen.

Using mouse 1, centre the pointer and press fire. To use a grenade launcher, hold the launcher and fire. Note: You can only travel to zones linked to your present position with an isoterra clearance line indicating suitable terrain for pedestrian movement. If your party moves to an area that has already been compromised (searched and explored) you will be given the opportunity to further explore it or pass through the area to a noncompromised zone.

Note the red circles highlighting six of the zones. As well as the dropzone, these mark Graveyard Central Spaceport (Primary Objective) and the locations of four fusion power core rings.