AMIGA
INSTRUCTIONS

Using a paint package (such as
Deluxe Paint) load in one of the
figures. Next, just draw over the
existing graphics to change it to what
you want. NOTE: It is important that
you only use the bottom 16 colours
for your drawing.

Save this graphic over the default
one.

Run a conversion program. All the
graphics on disk five exist purely in
IFF form. This format needs to be
converted for use in the game itself.
A small program is provided to
achieve this task. On disk 5 is a
program called Convert . This will
convert ONE character graphic for use
in the game. Click once on the
Covert program s icon (to highlight
it) then double click on the icon of the
character to convert. From then on
just follow the on screen prompts.

CONTENTS

AUTO-LEADER

To toggle the auto-leader option the player(s) will have to use one of the following

keyboard short-cuts....

Player	Toggle Auto-leader
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 RAM:, DF0: or hard disk.
(Only during a campaign game).

CTRL L

Loads a saved game from RAM:, DF0: or hard disk.
(Only during a campaign game).

CTRL F

Freezes the entire display (only during the game).
This is handy for grabbing screen-shots.

CTRL R

Restarts the current map.

CTRL A

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

Making backup copies of your disks

Simply copy the disks with the DISKCOPY command or any 3rd party disk copier. (See your Amiga users manual for more information on how to use Diskcopy).
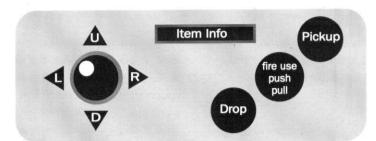
EXTRA MEMORY ENHANCEMENTS

AMIGA

If your Amiga has at least 1.5 MB of memory and if 1MB of this is graphics memory then Hired Guns will feature greatly enhanced sound effects. An extra 410K of data will be loaded from disk 5 when you boot the game. The monsters will now make noises, thunder will rumble in the distance and there will be a far greater variety of gunfire effects.

If you still have additional memory left over Hired Guns will allow you to snapshot a saved game to memory. This snapshot will be lost if you reset the Amiga or exit a level so be sure to save anything important to disk.

If you are playing Hired Guns from a hard disk and have 2MB of memory, then you may have problems getting the extra sound effects. Depending on your machine s configuration the Workbench will consume a varying amount of memory - possibly leaving

3D VIEW SCREEN

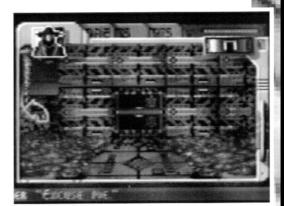|	
UP	Walk forward 2m.
DOWN	Walk backwards 2m.
LEFT	Turn left 90°.
RIGHT	Turn right 90°.
B + UP	Fire/use item in hands or push a block.
B + DOWN	Reload weapon or pull a block.
B + RIGHT	Selects the next panel to the right.
C	Pick up an item and put it into the current position in the inventory.
A	Drop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

MOVEMENT

(1 PLAYER, MOUSE CONTROLLED)

This section will give you an understanding of how to control all characters using a single mouse in port 1. 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 multiplayer control beginning page 18.

All character movements in Hired Guns are controlled through the 3D Character View Screen. When using Mouse 1, 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.

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.

D.T.S. (DIGITAL TERRAIN SCANNER)

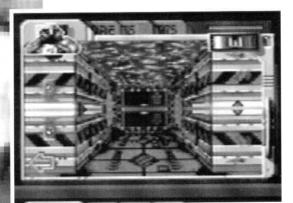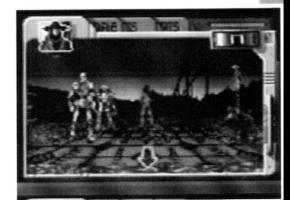|	
UP	Scroll the display up.
DOWN	Scroll the display down.
LEFT	Scroll the display left.
RIGHT	Scroll the display right.
BUTTON + RIGHT	Selects the next panel to the right.
BUTTON+ LEFT	Selects the next panel to the left.

STATS

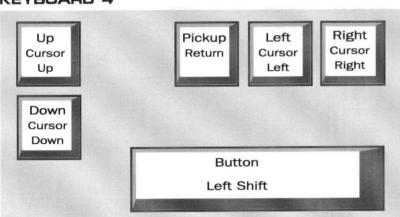|	
BUTTON + LEFT	Selects the next panel to the left.

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.

KEYBOARD 4

Up Cursor Up		Pickup Return	Left Cursor Left	Right Cursor Right
Down Cursor Down				

Button
Left Shift

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.

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.
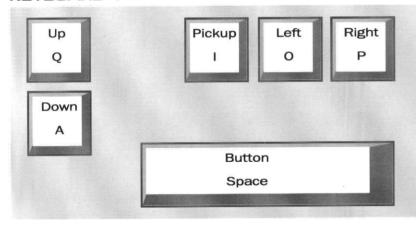
KEYBOARD CONTROL

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.
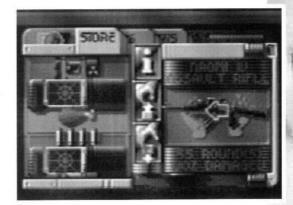
There are four control layouts to choose from.

KEYBOARD 1

| Up Q | | Pickup I | Left O | Right P |

| Down A |

| Button Space |

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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.

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

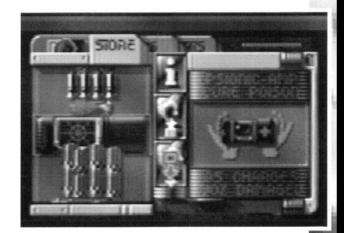|	
UP	Scroll up through contents of inventory.
DOWN	Scroll down through contents of inventory.
LEFT	Move item in hands into current position in inventory.
RIGHT	Move item at current position in inventory into hands.
BUTTON + RIGHT	Selects the next panel to the right.
BUTTON+ LEFT	Selects the next panel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

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.

CHARACTER CONTROLS

Once the number of players has been entered into the computer by pressing keys F1-F4, 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 shade other options 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 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 a mouse control, press E. The option for Joystick 1 and Joypad 1 will then become shaded - indicating that these options are no longer available.

MULTI-PLAYER GAMES

Note 1 or 2 player games automatically default so that both players are using mice in ports 1 and 2. When a 3 or 4 player game is chosen you must select the controls each player would like to use.

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

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.