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).

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.
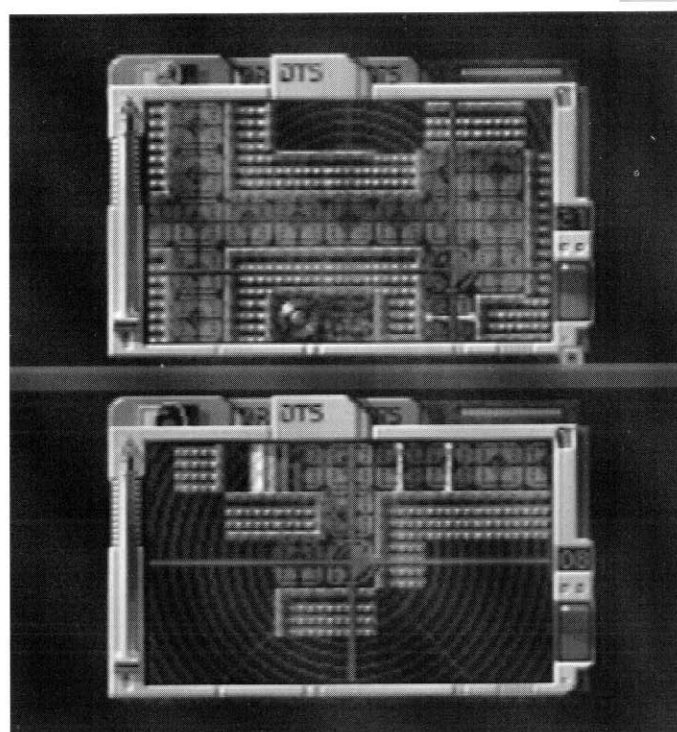
MOUSE 1 & 2

Use the above control guides. If the Mouse 2 option is to be used, this requires the second mouse to be inserted in port 2.

JOYSTICK CONTROL
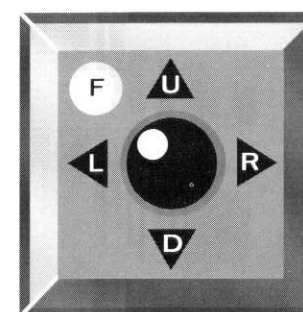
The joysick provides a flexible and responsive control option for mercenary control. Any standard Amiga joystick can be used in ports 1 and 2. A parrallel port joystick adaptor allows the simultaneous use of another two joysticks (refered to as ports 3 and 4).

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.

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.
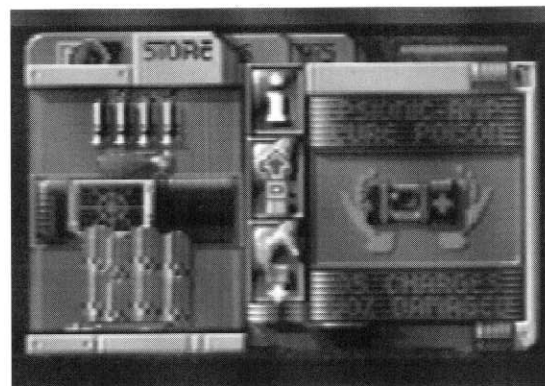
D.T.S. (DIGITAL TERRAIN SCANNER)

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

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.
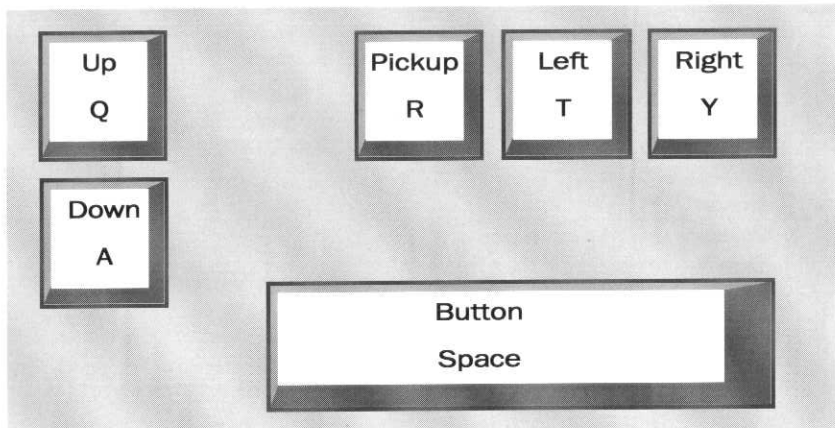
STORE SCREEN

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.
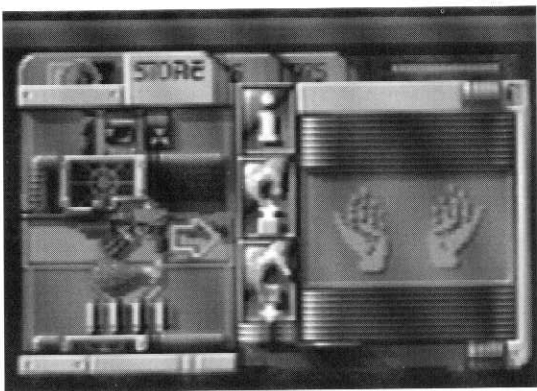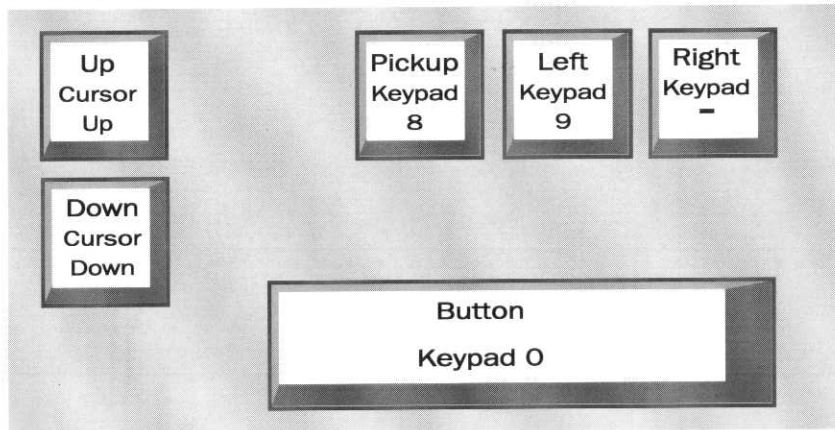

When the store screen has been selected, the items carried by that particular character are shown down the left hand side of the window and the currently selected item for the character to use is shown on the right. If no item is selected for a character to use, the background

KEYBOARD 2

Up		Pickup	Left	Right
Q		R	T	Y

Down	
A	

Button
Space

KEYBOARD 3

Up		Pickup	Left	Right
Cursor Up		Keypad 8	Keypad 9	Keypad –

Down	
Cursor Down	

Button
Keypad 0

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:
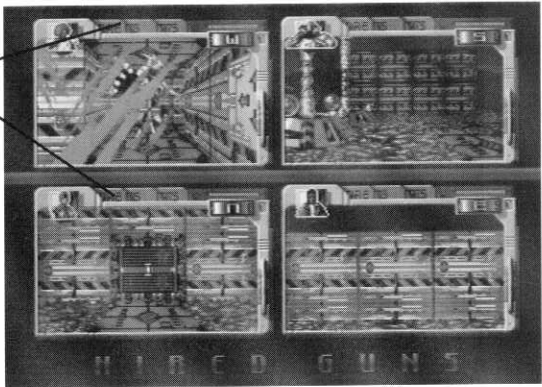
3D Character View Screen

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!!!

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

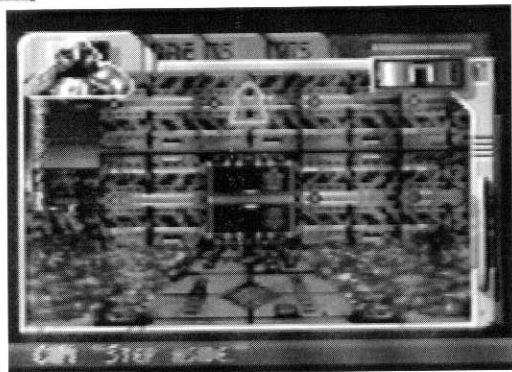To toggle the item info option the player(s) will have to use one of the following

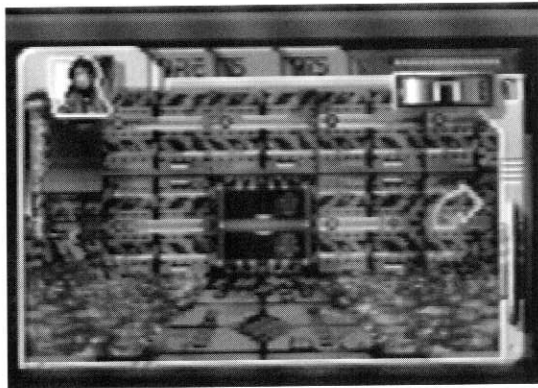keyboard short-cuts....

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

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. Keep the mouse button held down with the pointer in this position and the character will continue to move forwards until either the mouse button is released or a solid object appears in front of your path.

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.

AUTO-LEADER FACILITY

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

JOYPAD CONTROLS

The advantage of using the joypad over a joystick is that it gives the user three extra buttons. This makes it much more convenient for manipulating items.The drawback is that a Sega Megadrive joypad will have to modified internally for use with the Amiga. (Without the modification the pad will only function as a joystick with two buttons).

To make the modification simply swap lines 5 and 7 over. This is easily accomplished by opening up the joypad and desoldering the relevant lines to the circuit board then swapping them over. Please note however that a reasonable amount of soldering skill is required to perform this modification and that we cannot accept any responsibility for damage to any joypad damaged following these instructions

When using the joypad 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.

Hired Guns with too little.

To leave as much memory as possible for Hired Guns will require bypassing the hard disk boot sequence. To do this boot from disk 1. When the Workbench appears run the game from your hard drive as usual.

DISK ACCESSING

For users playing Hired Guns directly from floppy disk and with fewer than 4 external disk drives (!) there will be a need to swap disks during the course of the game. The data files have been placed in such a position as to absolutely minimise the need for swapping and there is no swapping during the course of actual gameplay.

DISK #1   next
LOADING DATA
Please wait....
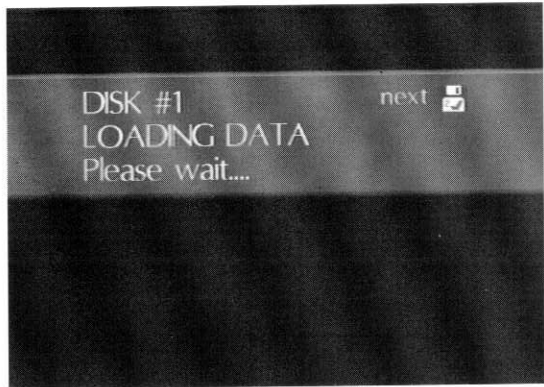
When a disk is required, you will see a screen similar to the shot above. Follow these on-screen commands to access the relevant game data. Note the prompt to the top right hand side of the panel indentifying the next disk that will be required. This allows disk access time to be optimised.

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.
B + RIGHT	Selects the next panel to the right.
B + LEFT	Selects the next panel to the left.
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.
SELECT	Display additional info on item in hands.

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.
B + RIGHT	Selects the next panel to the right.
B + LEFT	Selects the next panel to the left.

STATS

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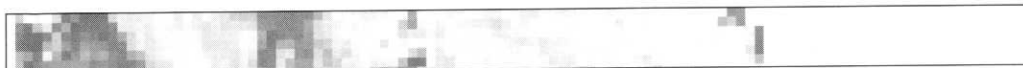
LOADING INSTRUCTIONS

AMIGA
Running from floppy disk

1. Insert disk No.1 into the DFO: internal disk drive.

2. Reset.

3. After a brief delay the disk will boot and the Workbench screen will be displayed.

4. Double-click with the left mouse button on the Hired Guns disk icon, then double-click with the left mouse button on the Hired Guns game icon itself. (For more information on using Workbench see your Amigas user guide).

3. The game data will now load.

4. Select the appropriate language.

4. After a short while, the game credits & notes will be displayed. Press the left mouse button or press a key to display the main menu.

Installing the game onto a hard drive

These instructions assume a working knowlegde of Amiga Workbench.

1. Boot from your hard drive and wait for the Workbench to load

2. Insert disk No.1 into any disk drive.

3. Drag the Install program from disk No.1 across to your hard drive where you want to install the game. (A new drawer containing Hired Guns will be created).

4. Run the COPY of the Install program.

5. The installation program allows a partial installation of the game. For most users however just stick with the deafult settings and click on the INSTALL button at the bottom left.

6. Insert each disk as requested.

7. Once the installation is finished the game is ready to run. You may need to update the Workbench display to show the new icons. Simply close the drawer containing Hired Guns on your hard drive then reopen it again.
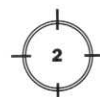
CTRL W

Pauses the current game and returns control to the Workbench screen. Click on the gadget in the Hired Guns window to go back into the game. (Only available to Amiga hard disk users).

CTRL ESC

Exits Hired Guns. (Only available to hard disk users).

CUSTOMISABLE GRAPHICS PROCEDURE

Hired Guns is unique in allowing the user to change the appearance of the characters inside the game.

AMIGA Floppy disk users :-

IMPORTANT - THIS FEATURE WILL NEED TO WRITE ONTO YOUR HIRED GUNS DISKS. IT IS THEREFORE RECOMMENDED THAT BACKUP COPIES OF THE GAME DISKS ARE USED.

Load one of the default character graphics into a paint package. The graphics for each of the characters exist in separate files on disk 5. To browse through the graphics, just double click on one of the icons. Fortunately for Amiga users the file format for the graphics is IFF ILBM. Every notable paint package will load this format.

Modify the graphics within the paint package. If you want to put your own figure into the game, that figure will need to be drawn facing 4 directions in four sizes. Also required is a cameo portrait of the figure. All this is evident when looking at one of the default characters.