KEYBOARD SUMMARY

B Board Vehicle	**0 - 9** Forward Speed
L Leave Vehicle	**SHIFT 0 - 9** Reverse Thrust
E Operate Elevator	**+ (>)** Increase Speed
T Take Object	**– (<)** Decrease Speed
D Drop Object	**SPACE BAR** Stop
Y Yes	**CTRL Q** Quit Situation
CTRL RET Pause Game	**CTRL S** Save Gameplay
RETURN Resume Play	**CTRL L** Load Game

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MERCENARY™
A Flight Simulator Adventure
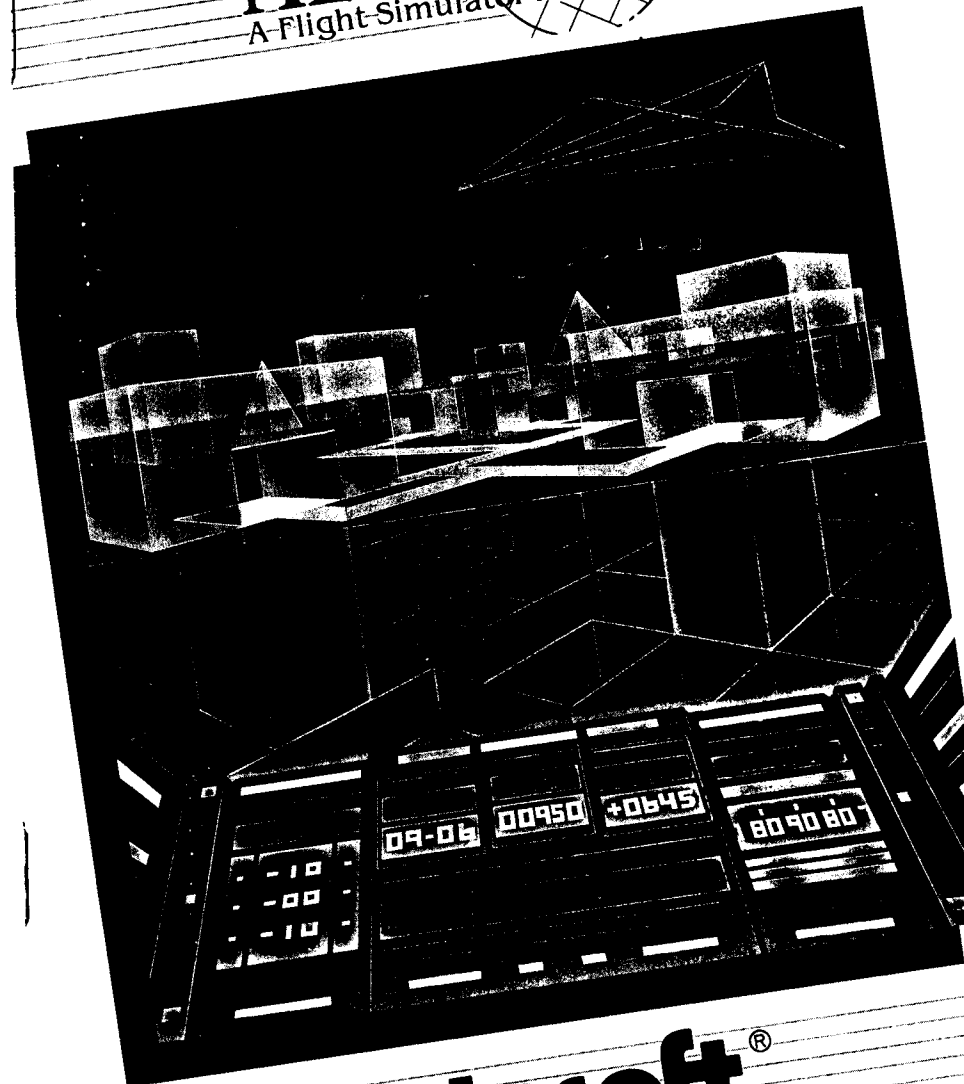
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ESCAPE FROM TARG

Game Author - Paul Woakes
Documentation by Kathi B. Tremblay and Amy R. Margowsky

Targ is a planet in trouble. The peaceful, native Palyars are fighting for their very existence against the invading Mechanoids, a race of robots who have siezed the planet.

In the militarily secure Colony Craft that orbits Targ, the Palyar Council plans and waits, while brave Palyar resistance-fighters oppose the Mechanoids in the Central City, Targ's one major area of habitation.

You are a 21st Century soldier of fortune whose intergalactic craft has crashed on Targ. The ship is beyond repair, so you must find another way off the planet. Your interface with the world around you is BENSON, an almost-human, ninth-generation, artificially intelligent portable computer. BENSON, who is always with you, monitors and reports your status, conducts communications between you and the aliens, and displays information on his control panel.

Almost as soon as you arrive, BENSON displays a message regarding a ship for sale. You can buy this ship or just take it. But keep in mind that stealing has consequences!

The next message you receive is from the Palyar resistance. They have work for you. If you're willing to be a Mercenary, meet them in the briefing room of their underground headquarters. Later, you also have an opportunity to meet the Mechanoid representatives, so don't make any hasty decisions.

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REQUIREMENTS-COMMODORE 64 / 128™

- Commodore 64 or Commodore 128 computer
- 1541 or 1571 disk drive
- TV or video monitor
- MERCENARY game disk
- Blank, formatted disk (save-game disk, optional)
- Joystick

GETTING STARTED

1. Turn off computer and disconnect all peripherals and cartridges. Connect joystick to Port Two.
2. Turn on power to TV or monitor and disk drive.
3. Turn on computer (with C-128, hold down Commodore key while turning on computer). **Note:** This is a good time to format a blank disk for saving games. Insert blank disk into drive and close door. When READY appears on the screen, type

    OPEN15,8,15,"N0:SAVE,XX":LOAD"$",8

    and press RETURN. Once the disk is formatted, READY appears again.
4. Remove save-game disk from drive, insert MERCENARY game disk, and close the door. Type LOAD"*",8,1 and press RETURN. The game loads and runs.

REQUIREMENTS-ATARI® 8-BIT HOME COMPUTERS

- Atari Home Computer (48K)
- Compatible disk drive
- TV or video monitor
- MERCENARY game disk
- Blank, formatted disk (save-game disk, optional)
- Joystick

GETTING STARTED

1. Turn off computer, remove all cartridges, and connect a joystick.
2. Turn on power to TV or monitor and disk drive.
3. Insert the MERCENARY game disk into drive and close the door (if you want to use a save-game disk, use Atari DOS to format a blank disk *before* you load the game).
4. Turn on computer. The game loads and runs.

CONTROL PANEL

Below is an explanation of BENSON's control panel. Colors mentioned may vary depending on your computer or monitor.

EL-Elevation indicates whether your airship is gaining altitude (Blue) or losing it (Green).

SPEED-Speed shows how fast you're going in any type of vehicle.

LOC-Location displays your co-ordinates on the planet. Negative co-ordinates let you know you're on the opposite hemisphere of the planet from the city.

ALT-Altitude gives your flying height in feet.

COMP-Compass helps you determine which direction you're going. Red and Green indicate North; Red is the Western quadrant and Green the Eastern. Black and Blue are South; Black is the Eastern quadrant and Blue the Western.

SAVING AND LOADING

Save a game by pressing CTRL S. Remove the game disk from the drive and insert the save-game disk. Choose a number from 0-9, as prompted, and press RETURN. **Caution:** *Never try to save a game on the Mercenary game disk!* You may leave the save-game disk in the drive for easier saving and loading as you play. Reusing a save-game number saves the new game and wipes out the one previously saved under that number (it's a good idea to keep a list of game numbers you don't want to lose).

Load a saved game during gameplay by pressing CTRL L. Be sure the save-game disk is in the drive, select the number of the game you want to load, and press RETURN.

Pause game by pressing CTRL RETURN. Press RETURN to resume play.

QUITTING A SITUATION

It's in the spirit of the game that your character is never killed. However, certain circumstances could leave you stranded in the wilderness or in a genuine no-win situation. To opt out of a tight spot without restarting the game, press **CTRL Q.** You are then transferred back to the Central City, but any objects in your possession are scattered around the planet (scattered objects are often visible as "dots" from a considerable distance away).

MAPS

Before you start play, make back-up photocopies of the maps included with the game. These maps give you *partial* information about the surface of Targ, the underground hangar complexes, and the Colony Craft (Orbital Complex). Make notes on the maps of places you've been, what you found there, and any other useful information.

CRUCIAL INFORMATION

Fly anywhere on Targ; there are no constraints or penalties, even if you crash! If * * shows on your location indicator, good luck! No one knows where you are. But there are a few places of interest, even in the wilderness; you only have to find them!

It's hard to resist zapping things! If you fire at the base of a structure and score a direct hit, the result is an awesome collapse! However, if someone owns the site you zapped, take cover. Unless you knock out the droid missile fired in retaliation, it WILL find you and WILL home in for the kill! Try rapid flight backwards to keep it in view while you aim and fire.

One of the things you notice from the surface of Targ is a dot in the sky above the planet. This is the Colony Craft and you need a special key to get into this stronghold. The key is *somewhere* on Targ.

The Colony Craft has three floors to explore. Any room you enter that BENSON names (other than Hangar, Bank, Briefing Rooms, and Communications Room) offers an "earning" opportunity. For example, Gold delivered to the Exchequer yields 100,000 credits.

You can build your credits on your visit to the Colony Craft; but, before committing yourself, consider that the Mechanoids have an interest in some of your goodies and may pay more than the Palyars.

As much fun as fighting and exploring may be, don't lose sight of your ultimate goal: Escape from Targ! There are three ways to accomplish this, but it's up to you to figure them out. Just before escaping, be sure to save the game. Any winning situation can be used as a starting point for MERCENARY II.

TRANSPORTATION

There are two types of ground-based vehicles (GBVs) and four varieties of aircraft, plus one ship capable of intergalactic flight.

Board a vehicle by walking to its center and pressing B.
Leave a vehicle by pressing L.
Forward speed is controlled by the number keys 1 (low) through 9 (0 is **top** speed). Adjust the power level by pressing the + key to increase and − key to decrease (> and < on the Atari).
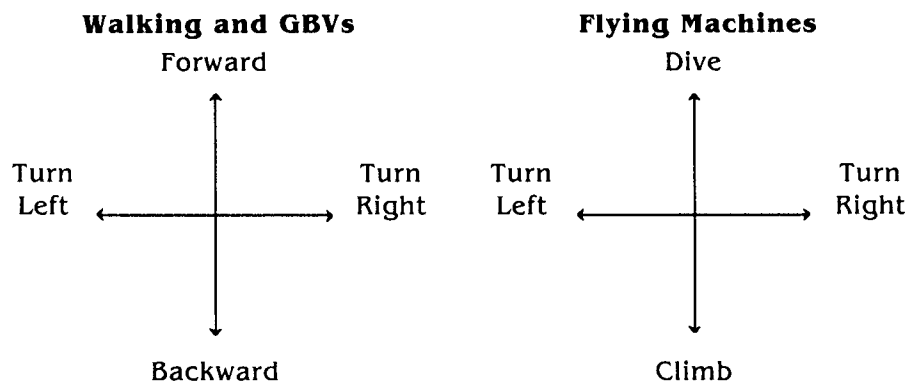
Brake by pressing the SPACE BAR (in flight, this lets you hover).
Flying an airship requires sufficient speed to take off. To gain altitude, pull back on the joystick. Dive by pushing forward. Landing too heavily results in a crash!
Reverse thrust (flight only) by holding down the SHIFT key while pressing a number key.
Weapons are provided on many vehicles. Press the fire button to shoot.
Steering is by use of the joystick. Steering in flight is slightly different than when walking or using GBVs.

JOYSTICK CONTROLS

Walking and GBVs	Flying Machines
Forward	Dive
Turn Left — Turn Right	Turn Left — Turn Right
Backward	Climb

ELEVATORS

In several locations on Targ's surface, there are three-sided cages (elevators) which provide access to underground complexes. An elevator is activated when you stand in its center and press E. Press E again to return to the surface.

OBJECTS

Most of the objects found on Targ are in the underground complexes. Certain objects enhance your capabilities or allow you to perform functions. Others have an obvious sales value and some may even seem useless. Objects are only identified when they are picked up (not all are identified). It's a good idea to keep a list of items in the order you pick them up. You can carry up to 10 objects at a time.

Take objects by pressing T.
Drop objects by pressing D (the last object taken will be the first object dropped). Dropping too many items in one area slows down the graphics.

SUBTLE HINTS

If you're the kind of rugged adventurer who likes to figure things out for yourself, skip this part!

• When first learning how to use aircraft or GBVs around Targ, it's easier to travel on the ground rather than in the air (walking isn't recommended if you want to get somewhere before the turn of the century). Flying is faster, but finding specific places from the air takes an aviator's skill and a lot of practice.

• When you crash-land, you're automatically on foot. Unless your ship is destroyed, press B to re-board.

• There are eight types of doors in the underground complexes. Some lead into darkness (but there is a way to see the light). Enter marked doors with caution — you may find yourself in totally unfamiliar territory when you emerge! With a little exploration, you can distinguish between the doors.

• Often, the names of objects you pick up give important clues to their use.

• Even when you discover one method of escaping from Targ, you haven't exhausted all the possibilities. You could conceivably play the game forever!

CRYPTIC CLUES

• You've found some cheese — utterly incredible!
  It's quite useful, but not very edible.

• There are no nasty spiders on Targ to see;
  But a curious web just could be the key.

• The Colony Craft is a wonderful place,
  And getting there takes an extremely fast pace;
  Once you are there, it's great fun if you let it,
  For here there are ways to earn heaps of credit.

• Go to the kitchen for much more than cleaning;
  Pick something up that gives objects more meaning.

• The friendly Palyars have a serious flaw:
  The Commander's unfriendly brother-in-law;
  He isn't pleased with your sudden arrival;
  Don't mess with him if your goal is survival!

• When leaving the planet, if there's one more "lock",
  You need to find something to turn back the clock.