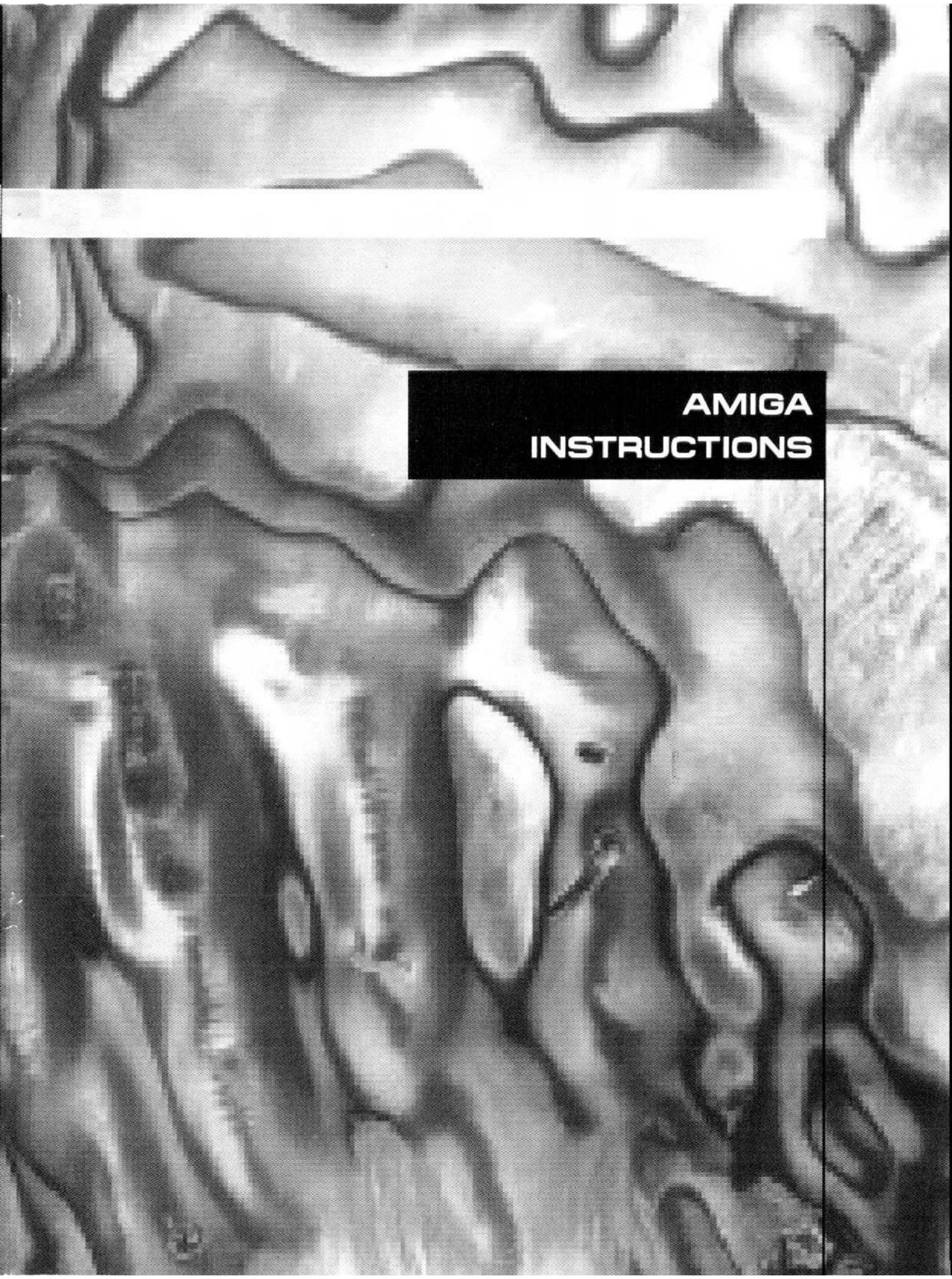

AMIGA
INSTRUCTIONS

CONTENTS

LOADING INSTRUCTIONS - AMIGA

- Installation -
- Making a backup -
- Extra memory enhancements -

DISK ACCESSING

MOVEMENT

- 1 Player, Mouse Controlled

USING THE VIEW WINDOWS

3D CHARACTER VIEW SCREEN

- Energy Bar
- 'Swipe' Mark - Being hit
- Compass
- Auto Leader Facility (See also Control section)

STORE SCREEN

- Item Information
- Pick up an Object
- Drop an Object
- Using an Object (see also Game Manual)

DTS SCREEN

STATS SCREEN

- Fitness
- Physique
- Agility
- Experience
- Carrying

CHARACTER CONTROLS

MULTIPLAYER GAMES

MOUSE 1 & 2 CONTROL

JOYSTICK CONTROL

- Joystick Control 1
- Joystick Control 2
- Joystick Control 3
- Joystick Control 4

KEYBOARD CONTROL

- Keyboard Control 1
- Keyboard Control 2
- Keyboard Control 3
- Keyboard Control 4

JOYPAD 1 & 2 CONTROL

OTHER KEYBOARD OPTIONS

CUSOMISABLE GRAPHICS PROCEDURE

LOADING INSTRUCTIONS

AMIGA

Running from floppy disk

1. Insert disk No.1 into the DF0: 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.

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.

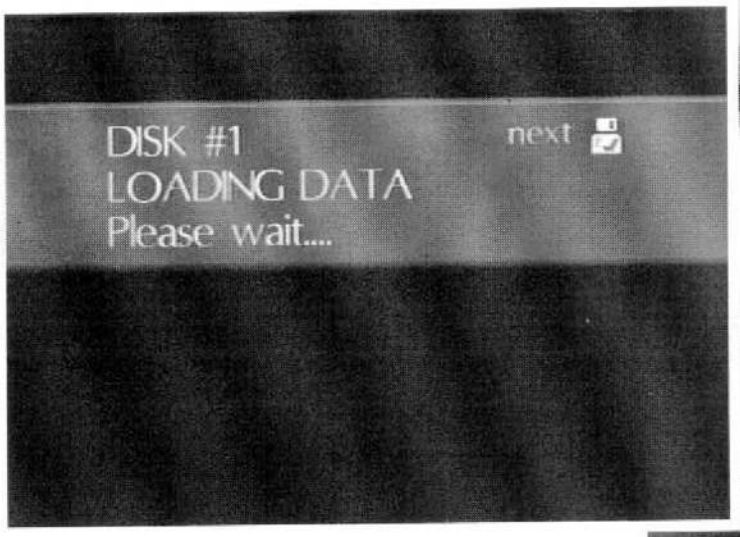
If you are playing Hired Guns from a hard disk and have 2MB of memory, then you may have problems getting the extra sound effects. Depending on your machine s configuration the Workbench will consume a varying amount of memory - possibly leaving

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.



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.

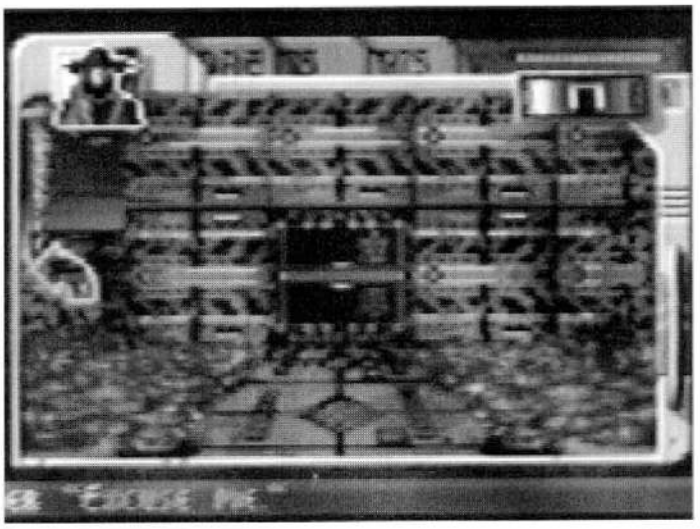
MOVEMENT

(1 PLAYER, MOUSE CONTROLLED)

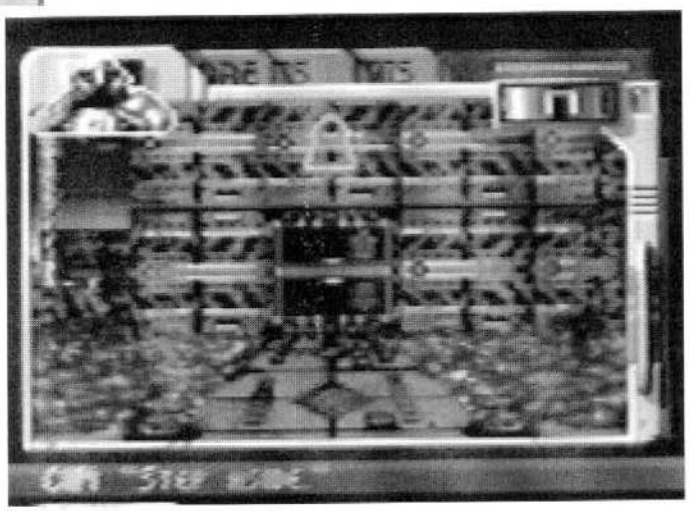
This section will give you an understanding of how to control all characters using a single mouse in port 1. Since the characters in Hired Guns can be controlled by up to 4 players using 1 computer, further control options are related in the section multiplayer control beginning page 18.

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.

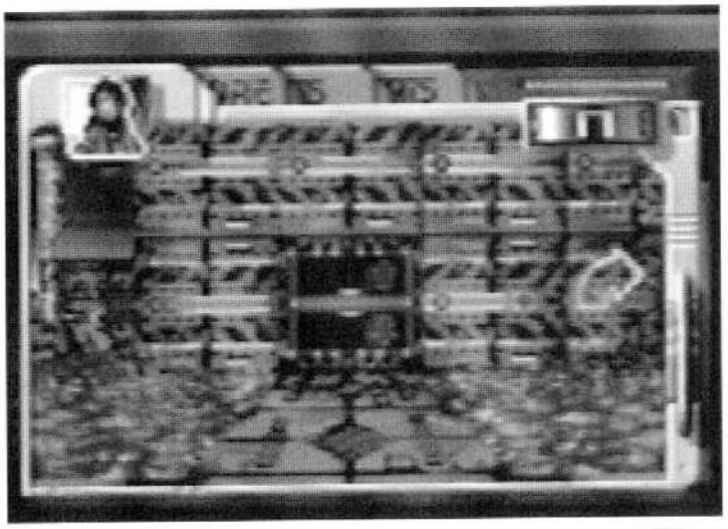
In Frame 1, the cursor is pointing to the left. When the cursor is in this form and the left mouse button is pressed, the character will turn through 90 degrees to the left.



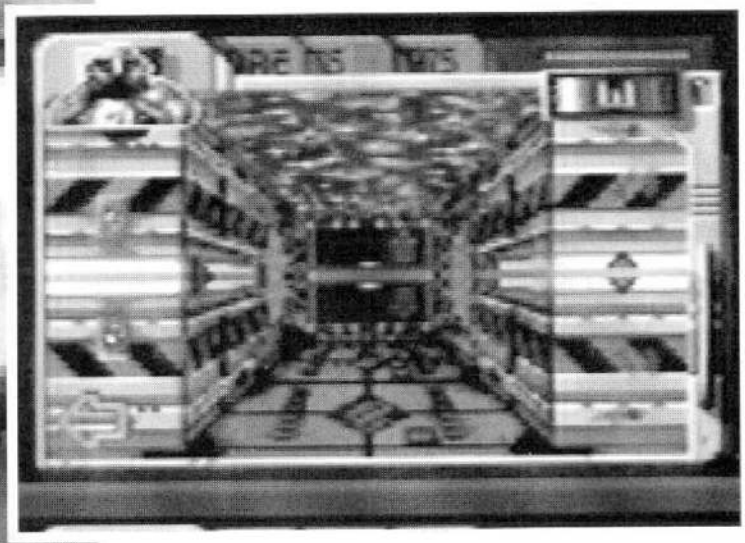
Frame 2 shows the straight ahead movement pointer. Place the cursor to the centre top position and press the left mouse button. The character will move forwards. Keep the mouse button held down with the pointer in this position and the character will continue to move forwards until either the mouse button is released or a solid object appears in front of your path.



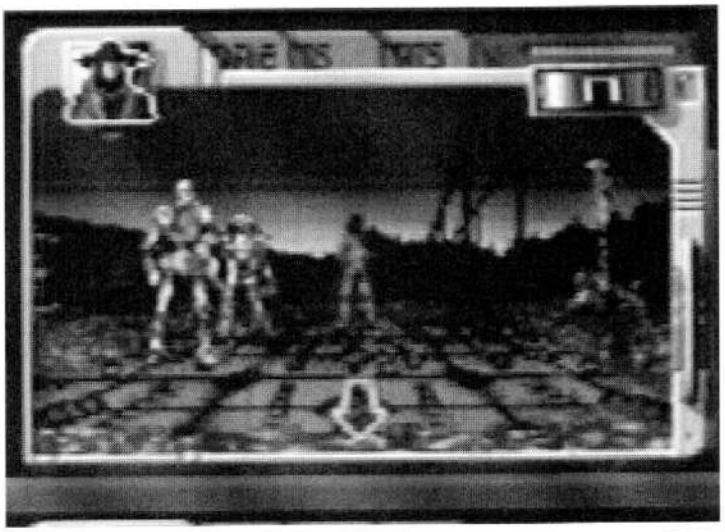
Frame 3 shows the equivalent of Frame 1 but this time moving to the right through 90 degrees. Note that the character simply turns on the spot and does not pace forwards at all.



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.



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:

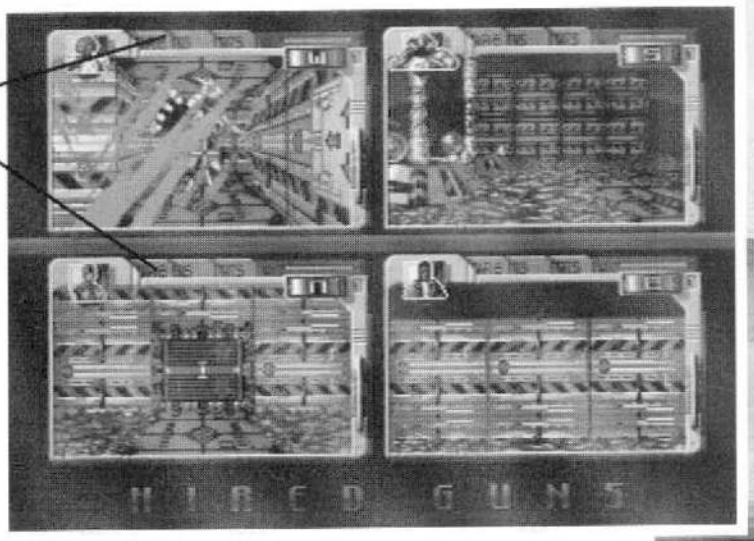
3D Character View Screen

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!!!

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 momentariy 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

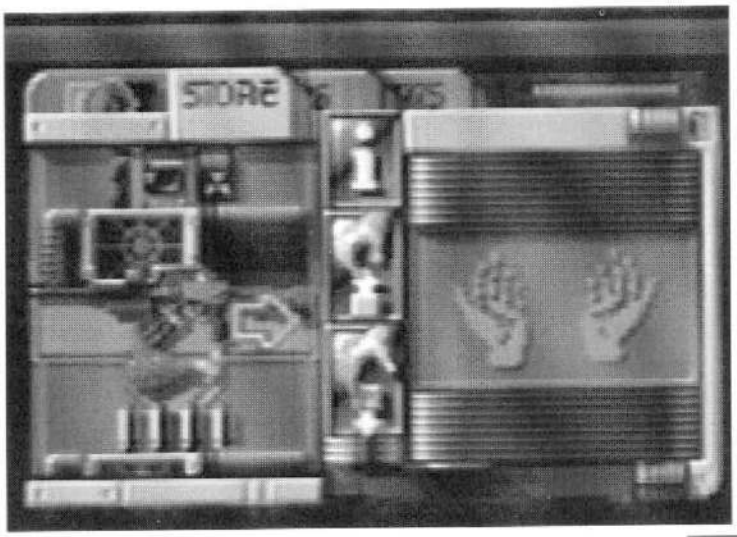
Towards the top left hand side of each 3D View screen is a small amber box. This is the Auto-leader facility which allows any character to become temporary leader of a group of 2-4 mercenaries. Realistically, it is only of use in 1&2 player games where a single or two players would like to control a 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.

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 currenly 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.

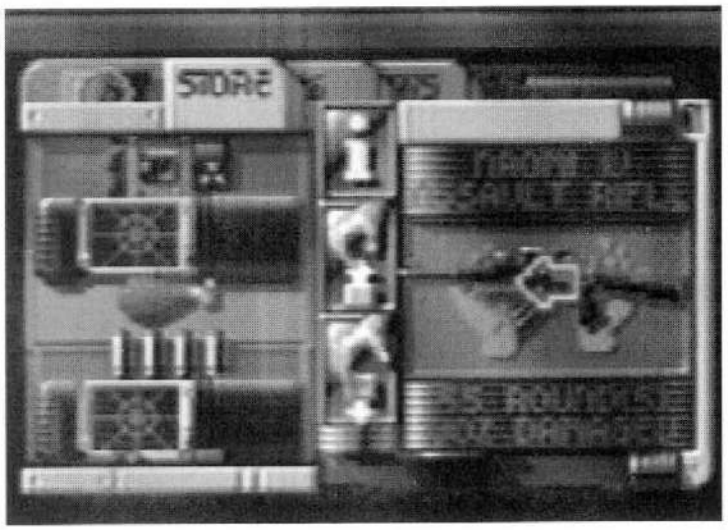


When the store screen has been selected, the items carried by that particular character are shown down the left hand side of the window and the currently selected item for the character to use is shown on the right. If no item is selected for a character to use, the background

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.

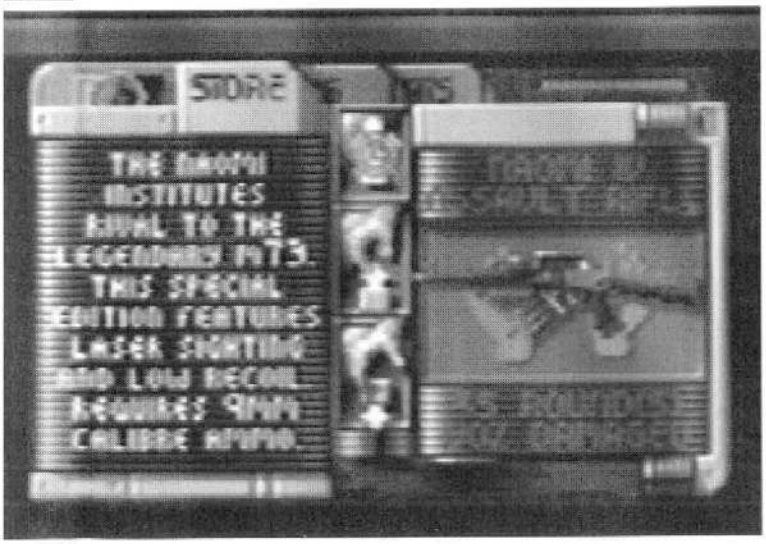
Next, scroll the inventory list until an item you wish to use, or gain further information about, appears over the light blue area in the centre of the inventory screen. Move the cursor over this area and it will become a right-facing arrow. Clicking the left mouse button here will move the item over to the right hand side of the screen and onto the item select screen. The player is now holding that item.



ITEM INFORMATION

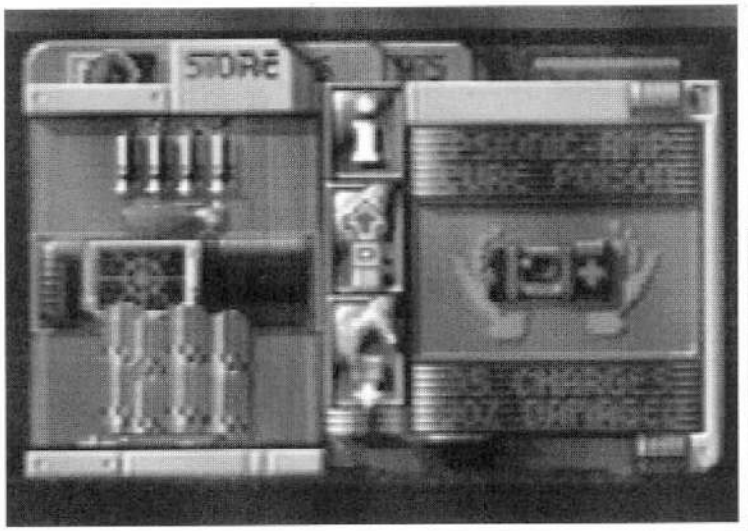
Once an item is selected for your character to use, you may access information about it. Click on the I icon in the centre of your character screen and information about that item will be displayed over the inventory screen. Once you have read the information, click the left mouse button to clear.

If there is no information available, the message will tell you so.



PICK UP AN OBJECT

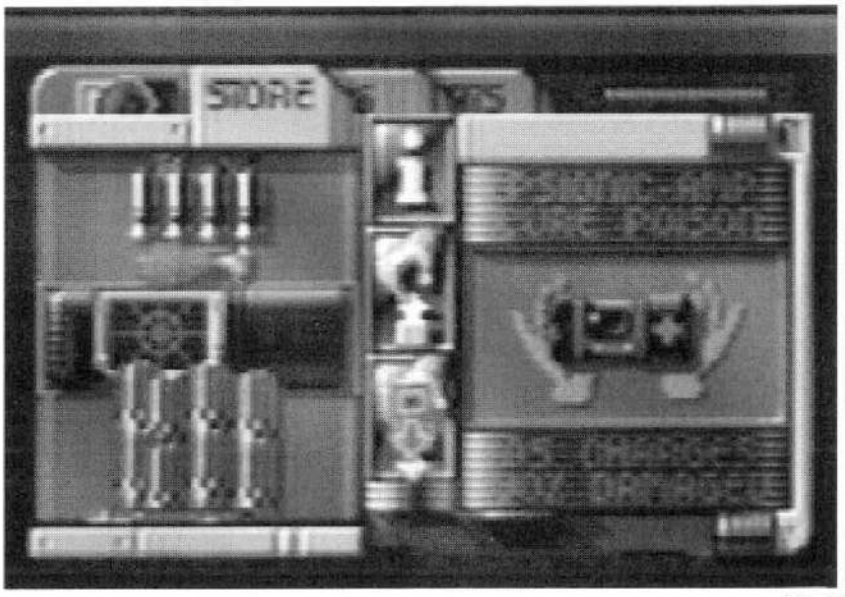
Throughout Hired Guns, you will discover new pieces of equipment that will help you in your mission. When you come across an object, there are two ways of picking it up. Firstly, your character must move into the area occupied by the object. The object will then appear in a window to the bottom left 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.



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 tegether.

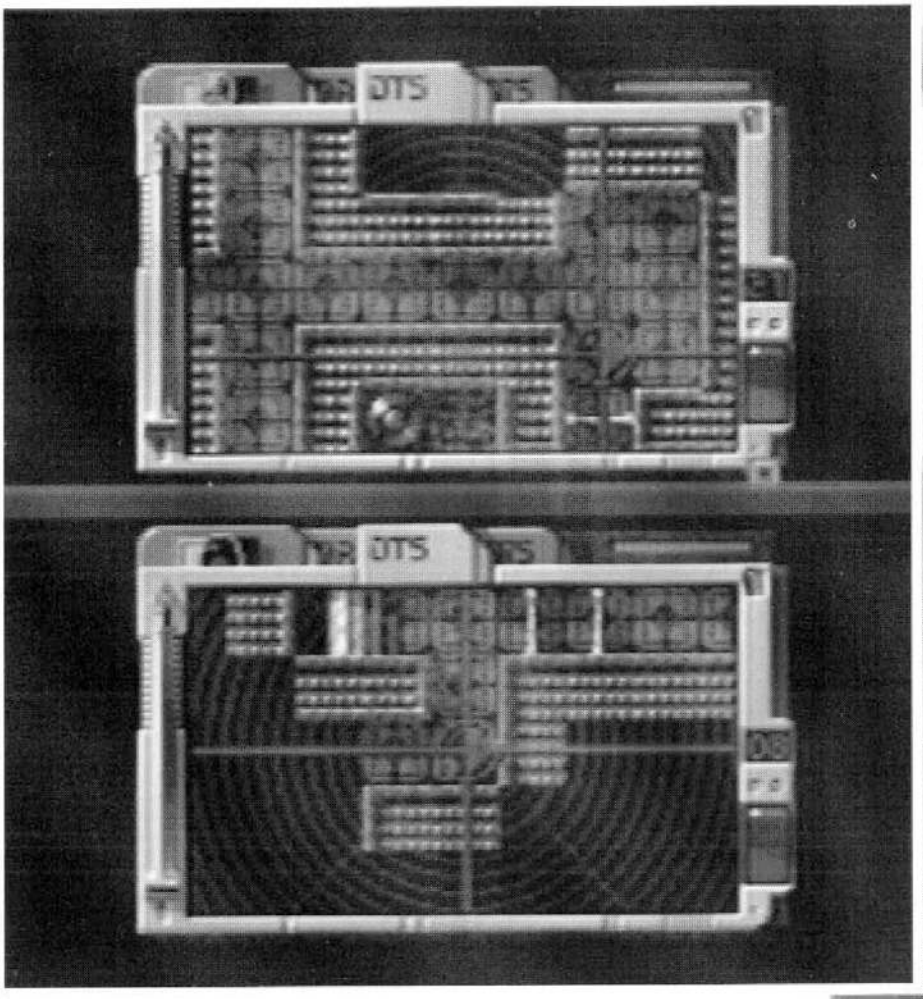


USING AN OBJECT

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.



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.

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).

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

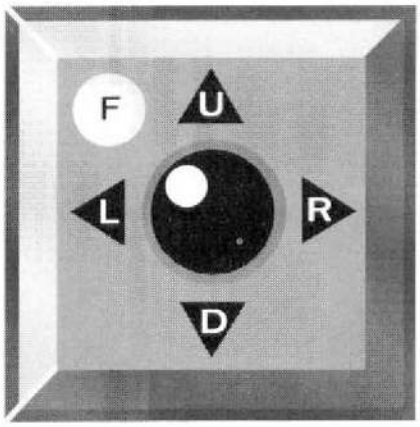
Note 1 or 2 player games automatically default so that both players are using mice in ports 1 and 2. When a 3 or 4 player game is chosen you must select the controls each player would like to use.

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

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.

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.

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

KEYBOARD CONTROL

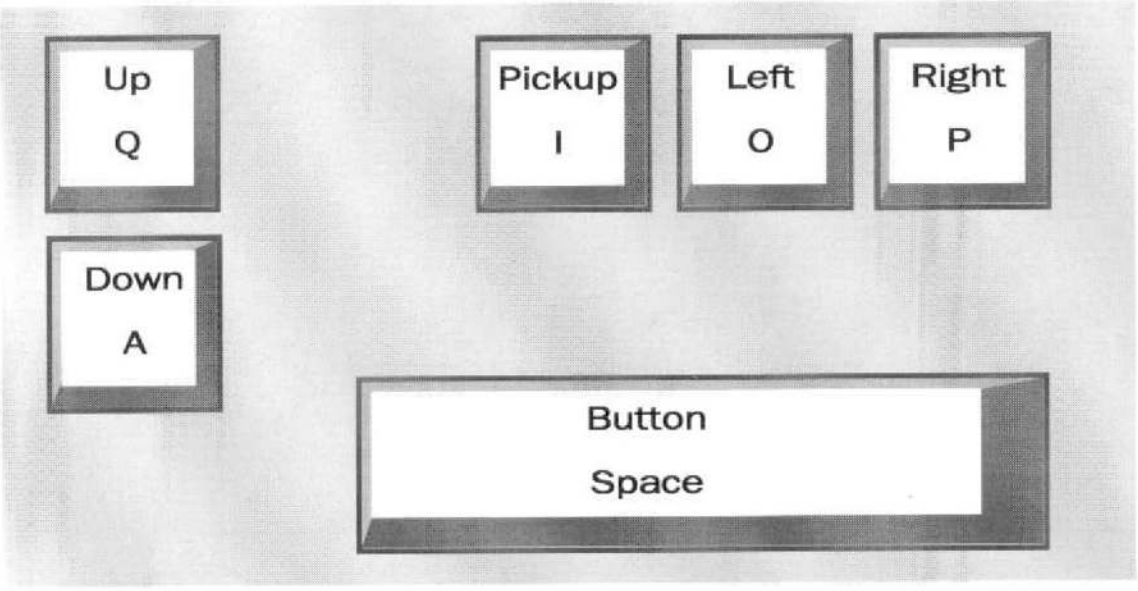
When using the keyboard there is no mouse pointer. So instead of clicking on 'hot spots , each key will do an action directly depending on which panel is selected.

Please refer to the 'Mouse Controls section of this document for more information on the purpose of each panel.

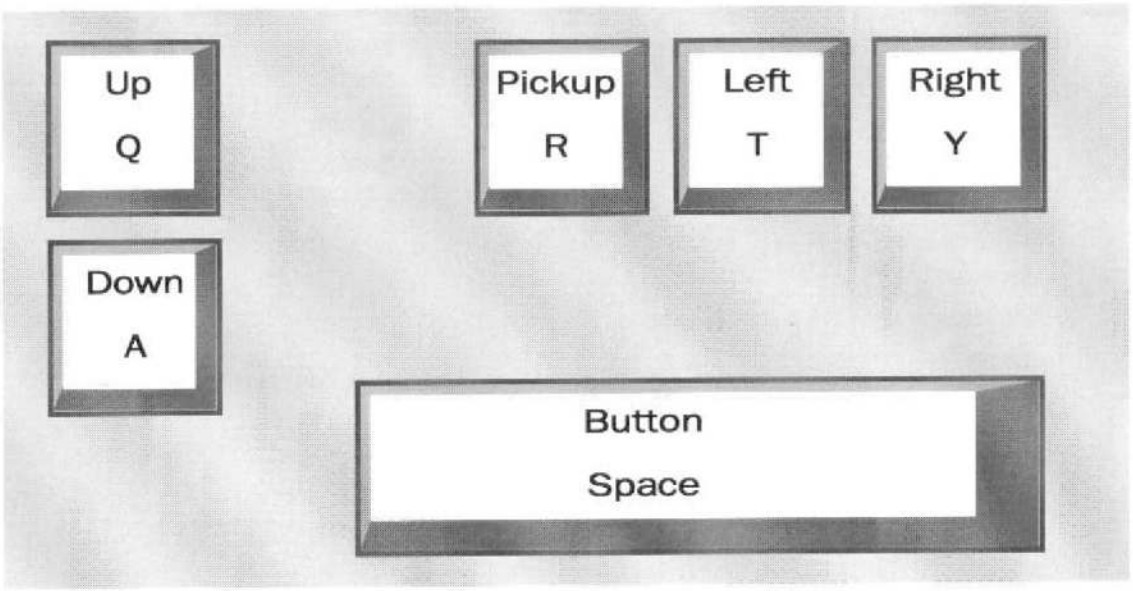
The keyboard control simulates a joystick with up, down, left, right and a fire button. Also note the handy pickup key.

There are four control layouts to choose from.

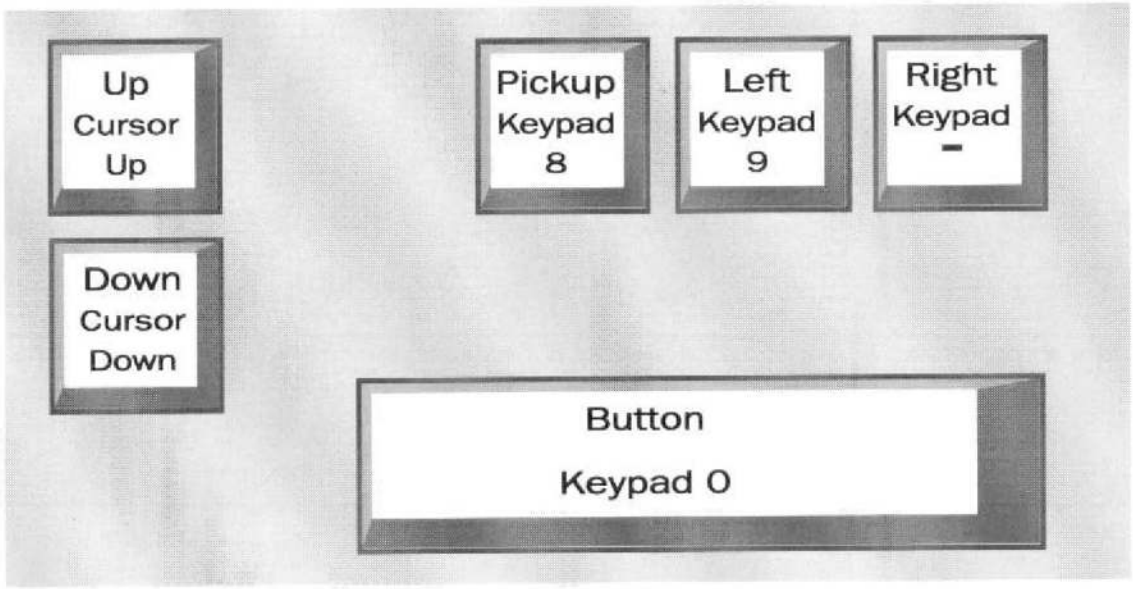
KEYBOARD 1



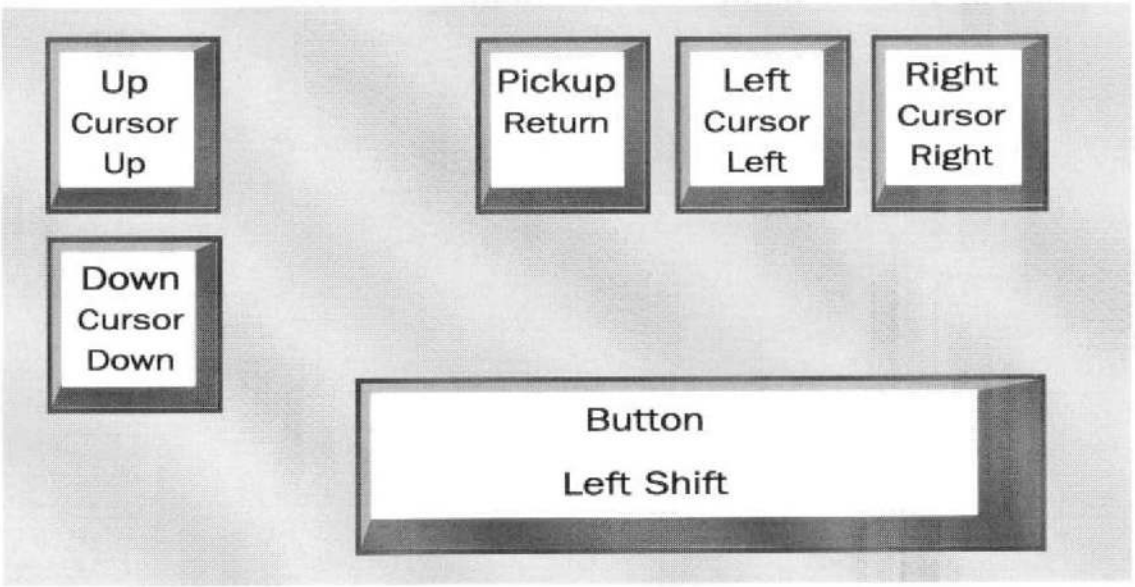
KEYBOARD 2



KEYBOARD 3



KEYBOARD 4



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

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

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)	
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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

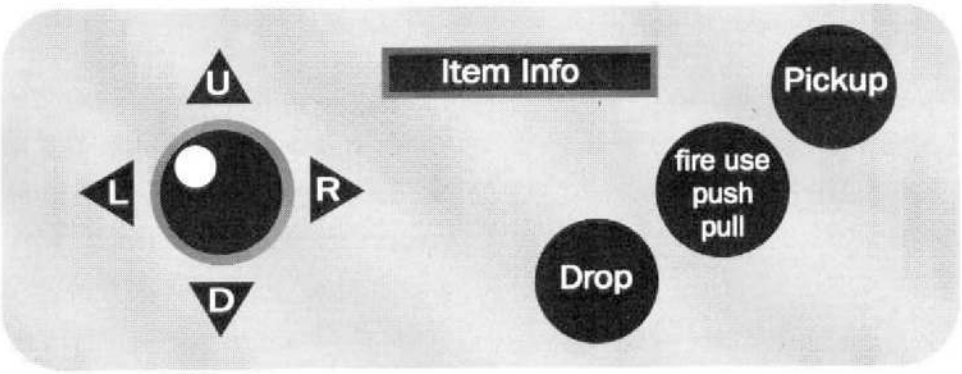
JOYPAD CONTROLS

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.



3D VIEW SCREEN

UP	Walk forward 2m.
DOWN	Walk backwards 2m.
LEFT	Turn left 90¾.
RIGHT	Turn right 90¾.
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.

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.

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).

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.

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.