



MERCENARY: *Escape from Targ*

This British program is reserved for those who enjoy flying flight simulators as much as solving puzzles. It begins when your space ship crashes on the planet Targ and you learn the Mechanoids (the villains) and the Palyars (the good guys) are at war. While exploring Targ's underground bases you will receive offers from both sides to assist each by collecting various objects and destroying enemy installations. You can accept either offer or work independently, but the ultimate goal is to find an Interstellar ship and leave it all behind.

VECTOR GRAPHICS like those seen in the *Star Wars* arcade game show 3-D views of buildings, rooms and objects as you walk around or fly one of several kinds of low-flying craft. The elementary flight simulator is much easier to master than dedicated programs, and each type of ship handles differently. You can blast other ships and buildings with your laser, or avoid them. There is no parser, for all you can do is take and drop objects. This limits the puzzle-solving aspects of the game to finding things and delivering them to a Colony Craft that orbits Targ. But after completing the adventure you still have a flight simulator to play with, so *Mercenary* provides extra replay value. A sequel scenario that requires this program is also available.

The Walkthrough

There are three possible solutions, and this one will net you 554,000 credits by working for the Palyars. Before consulting it, check the map to find objects needed to complete your mission. You may need to use it to confront situations that involve the Colony Craft and to reach the end game, however.

Precise commands, such as "type B" for "board craft," are not stated here. Since few locations have names, this solution uses bold-faced numbers on the map as guideposts instead of explicit directions here.

Flying Tips

After buying the Dominion Dart, stick with it unless you want to learn how to fly a different kind of ship. Shooting down any buildings will incur the wrath of the Palyar Commander's brother-in-law, who can easily outmaneuver and outshoot you. You and your ship can easily survive crashes as long as they aren't from extremely high distances.

The easiest way to get to a specific location is to fly to an altitude of 500 units. Hit the brakes and turn your ship directly due west or east, depending on the destination's first coordinate. Jet along at speed nine until the gauge matches the first coordinate. Brake and turn directly either north or south, according to the second coordinate. Fly at speed nine until you reach this coordinate, then brake and point straight down. Rocket toward the surface and brake at an altitude of 50. Hit speed four and cruise down, decelerating as you near the surface. This isn't exactly beautiful flying, but it will work until you learn to fly normally.

In Your Ship

Wait until you crash on the surface. Buy Dominion Dart when Benson asks. Go to Ebsu and board. Take off and fly to 03-00, land and coast onto **fmfwbups**. Take elevator down.

Hangar at 03-00

Go to (1). [Mechanoid Briefing Room] Take **nfdibopje**. Return to hangar, board Dart and fly to coordinates 09-06, land and coast to elevator.

Elevator at 09-06

Go to (2). Take **tjhiut**. Go to (3). Take **Fofshz dsztubm**. Go to (4). Take Catering Provisions. Go to (5).

Palyar Briefing Room

Read briefing. Go to (6). Take Medical Supplies. Enter **usbotqpsufs** (marked X). Turn around and leave **usbotqpsufs**. Take Photon Emitter at (7). Enter transporter (marked X). Turn around and leave transporter. Go to (8). Take **Lfz**. Go to (9). Take Power Amp. Return to hangar and fly to elevator at coordinates 81-35. (Make sure both are positive coordinates; that means with a brown background, not white.)

Elevator at 81-35

Elevate down. Go to (9). Take **Lfz** (to Colony Craft). Go to (10). Take Gold. Return to hangar. Take off straight up at speed 9 until you see the dot in the sky. **Gvmnz csblf**. (The dot is the orbiting Colony Craft, base of the Palyars. You are going to land on top of it.) Get dots between your sights. Accelerate to maximum speed. Brake at altitude of **tjyuz gpvs** thousand. Resume slow speed until you fly a little past the Colony Craft. Brake, turn around and slowly approach it from above. (You should touch down at 64,997. Use this altitude to determine your proximity to the top.) Maneuver at speed **pof** until Dart is fully on the square that is on top of the Craft. Elevate down. Leave Dart.

On the Colony Craft

Use the Hangar for inventory storage: **espq fwfszuijoh** you've collected. **Qjdl** them **vq** in this **psefs**. 1) the two Keys, in any **psefs** 2) Sights 3) Power Amp 4) Photon Emitter 5) Catering Provisions 6) Gold 7) Mechanoid 8) Energy Crystal 9) Medical Supplies. Enter single door on wall. **Uvso mfgu**.

Enter down elevator at end of hall (marked with a down arrow). Turn around and leave elevator. Enter down elevator at end of hall. Turn around and leave elevator. Turn left. Enter **gpvsui** door on **mfgu**.

Infirmary

Drop **Nfejdbm tvqqmjft**. Exit same door. Turn right. Enter door on left. Enter **tfdpoe** door on left. Enter door on right.

Power Room

Drop **Fofshz dsztubm**. Exit **tbnf** door. Enter door on left wall. Turn right. Enter door at end of hall. Enter up elevator across hall. Turn around and exit elevator. Enter **gjstu** door on left. Enter **tfdpoe** door on right. Turn left. Enter door at end of hall.

Interview Room

Drop **Nfdibopje**. Exit same door. Enter **gjstu** door on left. Go through door across **sppn**. Go through door across **ibmm**.

Exchequer

Drop **hpme**. Exit same door. Turn left. Enter **puifs** door on left.

Kitchen

Drop **Dbufs joh qspwjtjpot**. Take **ljudiof tjol**. (This little joke enables you to lift and carry **bozuijoh**—including what's coming up.) Exit same door. Turn left. Enter door at end of hall. Take up elevator on left. Enter door on right.

In Hangar

Do not **cpbse**, but **ublf Ebsu**. Elevate up. Walk off edge of Colony Craft. Fall for awhile. (You should land at the airport.) Drop Dart. Board Dart. Fly onto elevator at coordinates 09-06.

At Base 09-06

Go to (11). Take **dpcxfc**. (This is a skeleton key whose mere possession opens certain doors.) Turn around and enter the **gjstu** door on the right.

In Hangar

Enter door on **opsui** wall. Turn right. Enter door at end of hall. Turn left. Enter **mbtu** door on left wall. Enter transporter on right wall. Turn around and leave transporter. Enter the **usjbohm** door on the left.

In Hanger (A Different one)

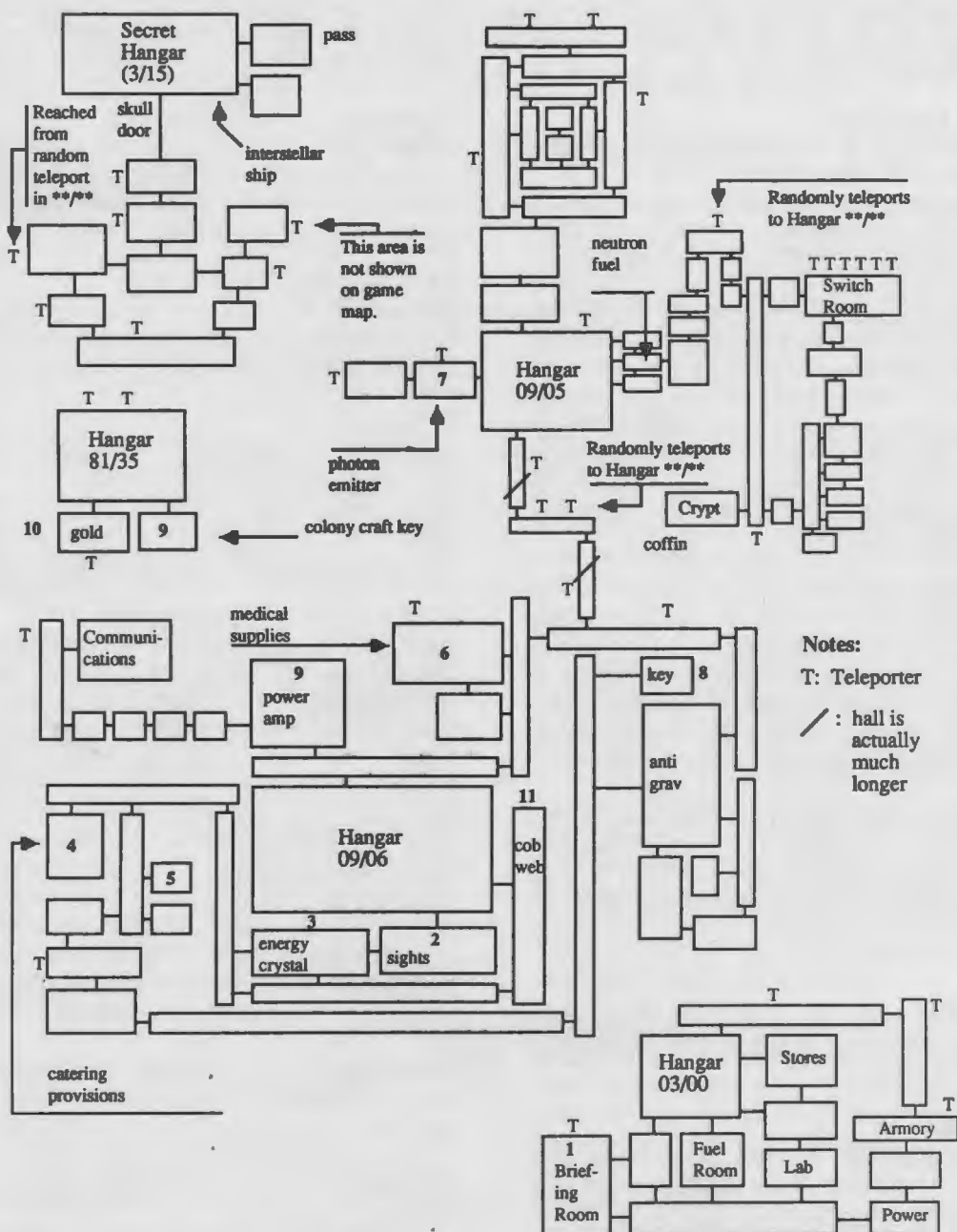
Face **fbtu** and go through the middle door. Go straight through the door facing you. Turn left at the Neutron Fuel and go north through the next **gpvs** doors. [Save] (Now you must get to the building at 3-15, where the Interstellar Ship is located—but there is no direct route. Instead, you must keep entering teleport doors that have random destinations until you arrive in the correct place. This might happen the first time you try, or you may have to teleport 40 times before you get lucky. It is sometimes easier if you save the game at such a door, then reload it if your first attempt was unsuccessful. You can do this with several of the teleport doors in this building.)

Keep entering the transporter, leaving it and examining the wall until you end up in a **ibmm** with **uisff** doors on **pof** wall only, and you've exited out of the transporter in the **njeemf**. (This area is not on the map included with the game.) Face wall across from doors, then turn right. Enter last door on right. Go through door across room. Enter transporter on left. Turn around and leave transporter. [You're now in complex at ****.] Turn right. Enter

door at end of hall. Turn right. Enter last door on right. Go through door across room. Go through door across room. Ublf Opwb Esjwf. Exit same door. Go through door across room. Go through door across room. Turn left. Enter last door on left. Take middle transporter on left. Turn around and leave transporter. Enter door at end of hall. Enter door on left wall. Go through door across room. Go through door across room, marked with skull & crossbones.

In Secret Hangar

Enter mbtu door on right. Ublf qbtt. Exit same door. Board Interstellar ship.
Elevate up. Press "Y" to launch. Save your status.



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)