A Covert Bitops production in 2018 - Version 1.2

Commodore 64/128 + disk drive

1. LOADING

C128 must be in C64 mode. Insert disk into drive with label up and type

LOAD":*",8,1

Replace 8 with your device number if necessary. The game will start automatically.

Some OS configurations and devices may not support autostarting. In this case type instead:

LOAD"HESSIAN",8
RUN

The game's inbuilt fastloader supports 1541, 1571, 1581, CMD FD, CMD HD and IDE64 devices. The VICE emulator can be used with "True drive emulation" either on or off; off is recommended for fastest loading speed.

In case the game fails to load, hold down SPACE or FIRE after the load command until the screen turns blue (fallback mode without fastloader.) For the best experience, it is recommended to play Hessian from a fastloader compatible device.

2. SCENARIO

Take the role of Kim, a low-clearance security guard working a permanent night shift (on her request) at the Throne Group Science Complex. One night, she wakes up inside a cargo container converted to an improvised emergency operating room. All she remembers are multiple unknown hostiles firing at the staff, heavy rounds hammering into her chest and everything going black, then finally the shouted words filtering into her consciousness: "Massive trauma.. Need artificial circulation.. Prepare the nanobot injection now!"

3. CONTROLS

Use joystick in port 2. Once the game has loaded, press FIRE to enter the main menu. Press UP & DOWN to move and FIRE to select. The OPTIONS sub-menu allows to choose the skill level as well as to turn music or sound effects on / off.

In intro and dialogue scenes, press FIRE to proceed to next page or line.

In game, controls without FIRE pressed are used for movement:

```
Jump left      Climb / Operate      Jump right

                    \|/
Move left           -+-              Move right
                    /|\

Roll left   Duck / Climb / Pick up  Roll right
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To attack, press FIRE and direction. Note that all weapons (for example a heavy minigun) may not be able to attack into all directions. If you press FIRE + DOWN while ducked, Kim will fire forward instead of down.

To select the current weapon or item, hold FIRE for about half a second until the item name and selection arrows appear on the text window at the screen bottom. While holding FIRE, press now LEFT or RIGHT to select, or DOWN to use item or reload weapon.

(Items that can be used: medkit, battery, and other tools encountered later in the game.)

To enter pause menu, hold FIRE for more than one second.

When you stand next to an object that can be operated, an arrow will flash. These include doors, equipment closets, switches and computer terminals. Press UP to operate. Entering a door needs holding UP for roughly half a second.

Some objects present an interaction menu either in the text window (press DOWN to exit) or a fullscreen display (follow onscreen instructions.)

When you have reached your weapon capacity (initially max. 3) and pick up another, the one in your hands will be dropped.

To go up stairs, hold UP first before moving LEFT or RIGHT. You can also jump onto stairs.

To perform a "wall-flip" jump, first jump toward a wall, then push the joystick diagonally UP to the opposite direction (e.g. UP+LEFT when the wall is on the right) at the moment of hitting the wall.

The following keyboard shortcut controls can also be used.

, .	Select item
R	Reload weapon or use item
H	Heal (use medkit)
B	Use battery
RUN/STOP	Enter pause menu

4. STATUS

The status bar is always displayed at the bottom of the screen.

The upper row from left to right: score – text window – current item and ammunition left. For firearms, the ammunition display is divided into rounds in magazine, and amount of spare magazines.

The lower row contains health and battery meters. The space in the bottom center is used to display oxygen and armor status when necessary.

Due to the nanotechnological emergency surgery performed on her, Kim has gained the ability to regenerate health automatically. This (as well as any actions except standing still) drains battery power. Health regeneration shuts down at 25% battery power. At 0% her circulation will shut down!

The skill level affects how much enemy attacks will deplete health & armor.

When the screen flashes black, you have entered a poisonous or too hot room, and health will constantly deplete. Do not stay longer than necessary!

5. SAVING & CONTINUING

By selecting SAVE & END in the pause menu, the game will return to the title screen and prompt you to choose a save slot out of five available. After saving, use the CONTINUE GAME option in the main menu to choose the slot to continue from.

Note that the skill level is not carried in the game saves, but can be adjusted from the OPTIONS sub-menu separately. A high skill level used throughout the

game gives a higher victory bonus at the conclusion of the mission compared to a lower skill level.

Use the RETRY option in the pause menu to restart from the last entered room. This can be used both when alive and after being defeated.

6. HINTS & TIPS

Do not let the battery power fall low! Extra batteries can be collected from equipment closets, and destroyed enemies might also drop them.

Expect a certain degree of realism – falling from high places can hurt.

Enemies have a certain distance range in which they will fire at you. Either surprise them from far away, or close the distance so that they are unable to target you. The latter approach works best with melee weapons, which do not require ammunition (though hitting drains more battery than firing.)

Certain nanotechnological upgrades increase the amount of weapons and ammunition that can be carried, but all upgrades have the cost of increased battery drain.

Pay attention to what the friendly characters tell you, and to their well-being, as this may be vital for the success of your mission.

Good luck!

CREDITS

Design, code, graphics and sound effects by Lasse Öörni
Music by Lasse Öörni and Péter Nagy-Miklós
Additional loader code by Per Olofsson, Wolfram Sang & Christoph Thelen
Exomizer compressor by Magnus Lind

Covert Bitops homepage:
http://cadaver.homeftp.net

GitHub project:
https://github.com/cadaver/hessian