A Covert Bitops production in 2016

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 such as IDE64 will 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's 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 difficulty level as well as to turn music or sound effects on / off.

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

```
Jump left  Climb / Enter / 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.

To select the currently active weapon or item, hold FIRE for about half a second until the item name and selection arrows appear on the text window in 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.

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

To attack while ducking, it's easiest to use the following sequence: first press DOWN to duck, then hold down FIRE while also still holding DOWN. Now you can release DOWN (Kim will not stand up until FIRE is also released) and push the joystick to the attack direction.

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

When Kim stands next to an object that can be operated, an arrow will flash at her feet. Examples of these include doors, equipment closets, switches and computer terminals. Press UP to operate (entering a door needs holding UP for roughly half a second.)

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.

Dialogue with other characters is shown in the text window. During these scenes, press FIRE to read the next line of text.

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 difficulty 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 difficulty level is not carried in the game saves, but can be adjusted from the OPTIONS sub-menu separately. A high difficulty level used throughout the game gives a higher victory bonus at the conclusion of the mission compared to lower difficulty levels.

Use the RETRY option in the pause menu to restart from the last entered room.

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.

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 also don't require ammunition (though hitting drains more battery than firing.)

In the beginning only 3 weapons can be carried simultaneously, which requires constant tactical judgement for the best weapon load-out. Certain nano-technological upgrades increase the amount of weapons and ammunition that can be carried, but 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 success in your mission.

Good luck!

CREDITS

Design, programming, 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

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

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