

**TOP
SECRET**

HOSTAGE: Rescue Mission
BRIEFING BOOKLET

“You have your orders, Lieutenant.

High-ranking diplomats are being held at gunpoint, and it's up to you and your men to get them out alive. As you prepare for the assault on the Embassy, take a moment to read through the enclosed Briefing Booklet. It will familiarize you with the exact maneuvers required of your team, and provides useful tips from a number of Assault Force veterans. First, make sure that all of your equipment is ready and in working order. Next, proceed to Command Headquarters, where you will direct this life-or-death operation.”

—*General Walter P. O'Donnell,
Special Forces*

IN STAGE



BRIEFING BOOKLET

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TABLE OF CONTENTS

WHAT YOU NEED	3
LOADING INSTRUCTIONS	3
TACTICAL UNIT BRIEFING BOOKLET ...	7
Your Rank	8
Choosing Your Mission	9
STAGE 1	11
The Map	12
Placing Your Marksmen	12
STAGE 2	15
The Roof	16
Using Your Marksmen	17
Rappelling	18
Breaking a Window	20
STAGE 3	21
Inside the Embassy	22
The Mini-map	22
Movement	23
Terrorists	23
Rescuing the Hostages	24
STAGE 4	27
The Outcome	28
Promotions	28

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WHAT YOU NEED

ATARI ST

- Atari® 520ST™, 1040ST™, or Mega™ computer; 512K minimum
- Disk drive
- Color monitor
- Joystick

AMIGA

- Amiga™ 500, 1000, or 2000 computer; 512K minimum
- Disk drive
- Color monitor or TV
- Joystick

COMMODORE

- Commodore 64™ or 128™ computer (in 64 mode); 64K minimum
- Disk drive
- Color monitor or TV
- Joystick (optional)

IBM

- IBM® PC/XT/AT, Tandy® 1000/3000 families, or 100% IBM compatible computer; 512K minimum
- One or two disk drives
- Color monitor or TV
- Color or enhanced graphics adaptor
- Joystick (optional)



LOADING INSTRUCTIONS

ATARI ST

1. Plug a joystick into Port 1.
2. Insert *Hostage* Disk 1 into the disk drive.
3. Turn on your monitor, disk drive, and computer.
4. The game will load automatically into your computer's memory and the introductory sequence will appear. When you have read the message at the top of the screen, press the fire button to continue.

AMIGA

1. Plug a joystick into Port 2.
2. Turn on your monitor and computer. If necessary, insert Kickstart version 1.2 into the disk drive.
3. When asked for a Workbench disk, insert your *Hostage* game disk into the disk drive. The game will load into your computer's memory and the introductory sequence will appear. When you have finished reading the message at the top of the screen, press the fire button to continue.

COMMODORE

1. If you plan to use a joystick, plug one into Port 2.
2. Insert your *Hostage* game disk, label side up, into the disk drive and close the drive door.
3. Turn on your monitor, disk drive, and computer.
4. Type **LOAD "*" ,8,1** and press **Return**.
5. The game will load into your computer's memory and the title screen will appear.

IBM

Loading the Game Using a DOS Disk

1. Insert a DOS disk (version 2.1 or higher) into Drive A.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. When an **A>** prompt appears on the screen, replace your DOS disk with *Hostage* Disk 1.
5. Type **HOSTAGE** and press **Enter**. Make your selections from the menu screen and then press **Enter** again. The game will load into your computer's memory and the title screen will appear.

Installing DOS on the Program Disk: One Disk Drive

1. Insert a DOS disk (version 2.1 or higher) into Drive A and close the drive door.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. At the **A>** prompt, type **SYS B:** and press **Enter**.
5. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and *Hostage* Disk 1 as the "diskette for Drive B."
6. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
7. Make sure your DOS disk is in Drive A. Then type **COPY COMMAND.COM B:** and press **Enter**.
8. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and *Hostage* Disk 1 as the "diskette for Drive B."
9. From now on when you want to play *Hostage*, just insert Disk 1 into Drive A, close the drive door, and turn on the monitor and computer. After the game loads, make your selections from the menu screen and press **Enter** to begin the game.

Installing DOS on the Program Disk: Two Disk Drives

1. Insert a DOS disk (version 2.1 or higher) into Drive A and *Hostage* Disk 1 into Drive B. Close the disk drive doors.

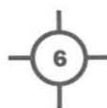
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. At the A> prompt, type **SYS B:** and press **Enter**.
5. You will see a message telling you that the system has been transferred. The message will be followed by another A> prompt.
6. At that A> prompt, type **COPY COMMAND.COM B:** and press **Enter**.
7. From now on when you want to play *Hostage*, just insert Disk 1 into Drive A, close the drive door, and turn on the monitor and computer. After the game loads, make your selections from the menu screen and press **Enter** to begin the game.

Installing Hostage on a Hard Drive

1. Boot the system, if necessary, and log-on to your hard drive (for example, C:). If you wish to install *Hostage* on a subdirectory, access that directory.
2. Insert *Hostage* Disk 1 into Drive A. At the DOS prompt for the directory on which you want to install *Hostage*, type **COPY A:*.*** and press **Enter**. Repeat this procedure for Disk 2. When you have finished, all of the game files will be copied to your hard drive.
3. To play *Hostage*, log-on to the hard-drive directory that contains the game files. At the DOS prompt, type **HOSTAGE** and press **Enter**.
4. To remove *Hostage* from your hard-drive, simply delete all of the game files.



NOTE: If you have the 3.5" IBM version, disregard any references to two disks—the entire program is contained on one 3.5" disk.



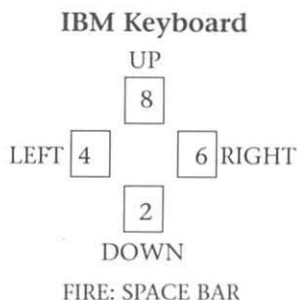
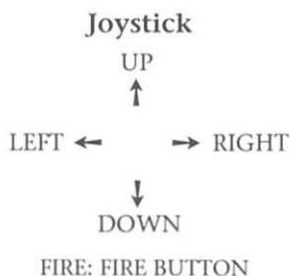
TACTICAL UNIT BRIEFING BOOKLET



It is your responsibility, **LIEUTENANT**, to direct the 6-member Assault Force team in a daring rescue attempt. Your objective is to bring all the hostages to safety and neutralize any terrorists who open fire. Time is crucial, so you will also be judged on how quickly your men complete the operation. You are given the choice of five missions; each one allows you less time than the last. To succeed, you must rescue all the hostages without losing any men...and complete your mission before time runs out.

After reading the message on your monitor, press the fire button (or fire key) to begin.

CONTROLS



YOUR RANK

You will be given the opportunity to attempt missions at three levels—Lieutenant, Captain, and Commander. Once you have successfully completed the most difficult mission (code name: ASSAULT) as Lieutenant, you will be promoted to the rank of **CAPTAIN**. When you have successfully completed the ASSAULT Mission as Captain, you will be promoted to the rank of **COMMANDER**. As Captain and Commander, you will attempt the same series of missions—but against progressively fiercer opponents.

With each promotion you will be given a secret access code that must be entered before you are allowed to select either the CAPTAIN or COMMANDER level. Unless you have been promoted, select LIEUTENANT by highlighting that option and pressing the fire button (or fire key).

CHOOSING YOUR MISSION

Next, you must choose a mission from among the five shown. Missions are listed from easiest (TRAINING) to most difficult (ASSAULT)—the harder the mission, the less time you have to complete it.

- TRAINING (without hostages)
- TARGET
- ULTIMATUM
- RESCUE
- ASSAULT

Move your control forward or back to highlight the mission you wish to choose, then press the fire button to select that mission.

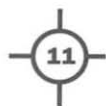
You will direct all operations from Command Headquarters. Surveillance cameras will allow you to see what is happening at all times, and you will be in constant contact with your men; their code names are DELTA, ECHO, MIKE, HOTEL, TANGO, and BRAVO. They are all skilled professionals, but will not act without your guidance. While you are directing one man, the others will remain in their current positions.



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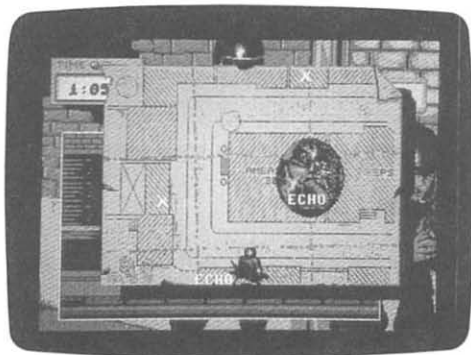


STAGE I



THE MAP

After selecting a mission, your Command Console will display a map of the Embassy and the surrounding area. A message detailing your first operation will scroll across the screen; when you have read the message, press the fire button to continue. Note the three locations that are marked on the map with an "X." Your first assignment is to place the team's three marksmen (DELTA, ECHO, and MIKE) in these strategic locations across the street from the Embassy. Once inside the selected building, they will make their way to the roof and set up sniper positions to provide cover for the Direct Intervention Team.



"Mad Dog" Mulligan, Assault Force Commander 1987-1988

"Don't be tempted to put two men at the same location—you want snipers on all three sides of the building. For maximum coverage, only one man should be placed at each target area. So what if the last guy takes a few hits—that'll teach him to stay out of the line of fire next time..."

PLACING YOUR MARKSMEN

To control each man in turn, press the corresponding function key:

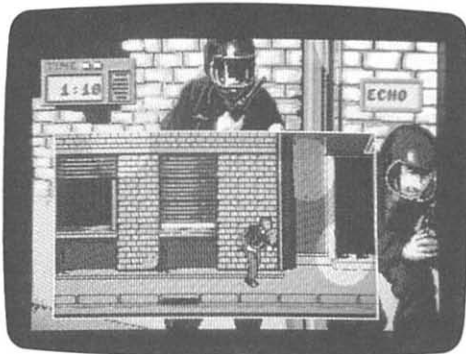
Delta: F1

Echo: F2

Mike: F3

An image of the man you are directing will appear on the map in his current location. To begin the maneuver, press the ESC key. A surveillance camera shows your marksman in his current hiding place across the street from the Embassy. Time remaining is shown on the upper left side of the Console (the game clock runs slower than real time); the name of the active man is shown on the upper right.

Commodore Users: Press "1" for Delta, "2" for Echo, and "3" for Mike. A map will appear at the top of your Console at all times, and you will be able to follow the progress of your man as he makes his way around the Embassy. Time remaining is shown on the upper right side of the Console. To begin the maneuver, press the fire button (or fire key).



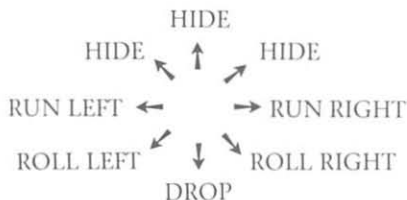
Terrorists sweep the area with spotlights, looking for Assault Force team members. Once the man you are directing leaves his hiding place, he runs the risk of being caught in the spotlights. If they spot him, the terrorists will immediately open fire and he will have to move quickly to avoid being gunned down. (Your marksmen are vulnerable when out in the open, since they have no protection and are not able to fire back.) The marksmen can drop, roll, duck into doorways, or dive through windows to avoid the gunfire.

ST, Amiga, and IBM Users: You may check your marksman's progress on the map by pressing the fire button (or ESC key) while he's hidden; he will then appear on the map in his current location. To return to the street view, press fire or ESC again.

CONTROLS

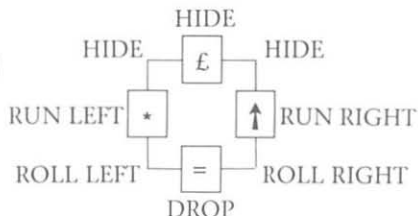
STANDING UP

Joystick



FIRE: FIRE BUTTON

C-64 Keyboard



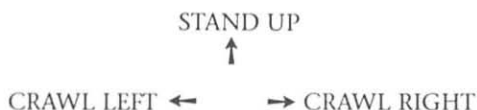
FIRE: SPACE BAR

IBM Keyboard

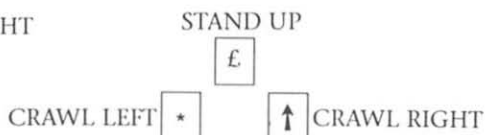


LYING DOWN

Joystick



C-64 Keyboard



IBM Keyboard



To PAUSE the game, press the "P" key; press any other key to resume play.

Move the joystick left, right, or back to leave your hiding place. (Commodore Users should hold down the fire button while moving the joystick left or right to make the man move faster.) (To perform these maneuvers with a keyboard, simply press the corresponding keys.) If your man is lying down and does not crawl in either direction, he will automatically stand back up. If you do not move your man, he will automatically hide in the nearest location after a few seconds.

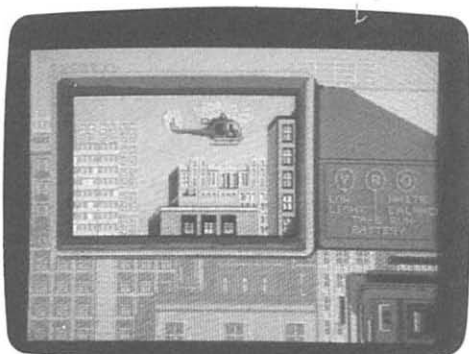
If one of your marksmen is gunned down on the street, you must return to the map and select another man (by pressing his function key). When your last man is in position, you are given the option of starting over or proceeding to the next stage. *NOTE: If all three marksmen have been killed, you must start over.*

STAGE II



THE ROOF

Once your marksmen are in place, a helicopter will carry the three-member Direct Intervention Team (HOTEL, TANGO, and BRAVO) to the roof of the Embassy.



*Atari ST and IBM Users: After the helicopter leaves, follow the on-screen instructions to insert **Hostage** Disk 2 and press **RETURN** (or **ENTER**).*

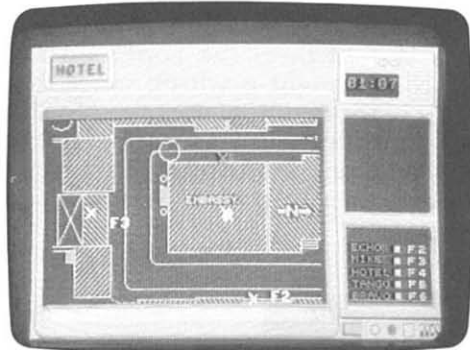
16

Once your men are on the roof, the Console screen will display a map of the Embassy and the surrounding buildings. An "X" shows the position of each man on the roof, as well as the locations of the men stationed across the street. The "X" of the active man is shown in red; the others are shown in white. The name of the man currently under control is shown on the upper left side of the Console. You may switch to a different team member at any time simply by pressing the corresponding function key:

Delta: F1	Hotel: F4
Echo: F2	Tango: F5
Mike: F3	Bravo: F6

Commodore Users: Press "1" for Delta, "2" for Echo, "3" for Mike, "4" for Hotel, "5" for Tango, and "6" for Bravo. Once a man is selected, his name will be highlighted on the right side of the screen and his "X" will begin to flash.

A control panel on the right side of the Console shows the time remaining and the names of surviving team members. If one of the team members is in immediate danger, his name will begin to flash. In this case, you should switch to that man and take whatever action is necessary to prevent him from being killed.



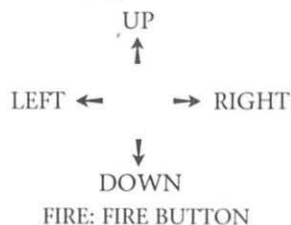
USING YOUR MARKSMEN

By selecting one of the marksmen across the street from the Embassy, you can survey the side of the Embassy in his field of vision. To view the Embassy from the vantage point of a marksman, select that man and press ESC. (Commodore Users should press the ← key in the upper left corner of the keyboard). The Console screen will show your marksman on the left, and a view of the Embassy as seen through his gunsight on the right. (Commodore Users will not see their marksmen on the screen).

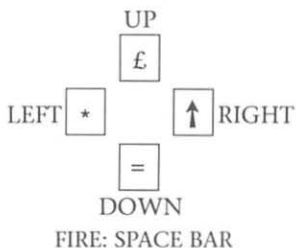
CONTROLS



Joystick



C-64 Keyboard



IBM Keyboard



Move the joystick to move the gunsight around the screen (keyboard users should press the corresponding direction keys). When the gunsight is within range of a window, a dot will appear in the middle of the cross hairs. To shoot, press the fire button while the dot is visible. Press the ESC key (← key for Commodore Users) to return to the map screen, or activate another man by pressing his function key.



R.J. Richter, Assault Force Captain 1980-1984

“Think twice before you order a marksman to shoot—the person in his gunsight may be a hostage, or even one of his own team. Be sure to scope out the situation using a man on the inside before you make your move.”

RAPPELLING

The Direct Intervention Team (HOTEL, TANGO, and BRAVO) must gain access to the Embassy by positioning themselves on the edge of the roof, rappelling down the side, and breaking in through a window. To select one of these men, press the corresponding function key. Next, you must position your man on the edge of the roof. Press the fire button to cycle through the available positions. (Commodore Users should move the joystick lever left or right to cycle through the positions.) When you have selected a position, press the ESC key (← key for Commodore Users) to view the man as he prepares for his descent. Follow the instructions below to direct your man as he descends from the roof.

CONTROLS

Joystick

CLIMB UP



STOP ← → DESCEND

PUSH AWAY: FIRE BUTTON

C-64 Keyboard

CLIMB UP



STOP * ↑ DESCEND

PUSH AWAY: SPACE BAR

IBM Keyboard

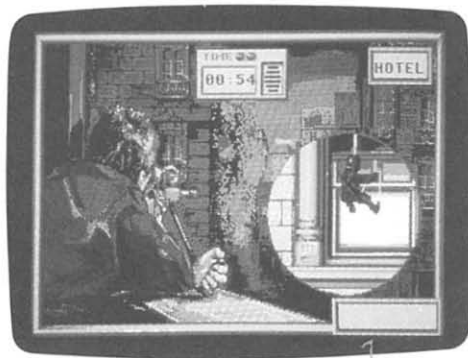
CLIMB UP



STOP 4 6 DESCEND

PUSH AWAY: SPACE BAR

First, **press fire** to have your man push away from the wall. (The longer you hold down the fire button, the further he will push himself away from the wall when the button is released.) Let go of the fire button and quickly **move the joystick right** to have the man begin his descent; **move the joystick left** to stop his descent. If your man descends too far and ends up below the first floor windows, you can have him climb up the rope by **pushing the joystick forward**. (To perform these maneuvers with a keyboard, simply press the corresponding keys.)



BREAKING A WINDOW

As he approaches a window, your man must stop his descent quickly and attempt to break the glass with his feet. (NOTE: Even if a window has already been broken by one of your men, the next man must still “break” through it.) Once the window is broken, your man will automatically enter the building. Watch out for terrorists inside the Embassy, who can shoot your men through the windows!

“Gunner” McGraw, Assault Force Lieutenant 1977-1980

“To hit a window with enough force to break it, you have to push as far away from the building as possible. Also, it’s a lot safer to descend in a series of short jumps. If you get moving too quickly, you may not be able to stop in time and you’ll hit the sidewalk like a ton of bricks—I lost a couple of rookies that way...”

STAGE III



INSIDE THE EMBASSY

Once inside the Embassy, a view of the room your man is in is displayed on the right side of the Console. Above this screen is the name of the man currently being controlled. A control panel on the left shows the time remaining, and surviving team members. If one of the team members is in immediate danger, his name will begin to flash. In this case, you should switch to that man and take whatever action is necessary to prevent him from being killed. A mini-map is shown in the center of the control panel.

Commodore Users: Your screen configuration varies from the above description—the view window is on the upper left, the mini-map is on the lower left, and the control panel is on the lower right side of your screen. The name of the active man is highlighted.

THE MINI-MAP

The mini-map shows the rooms and hallways of the floor that your man is on. By noting where he came in, you will be able to pinpoint his location on the map and then follow his progress as he moves from room to room. The floor number is shown in the lower right corner of the map. Use the stairways on the east side of the building to move to a different floor; the stairs to a higher floor are marked with an up-arrow, the stairs to a lower floor with a down-arrow.

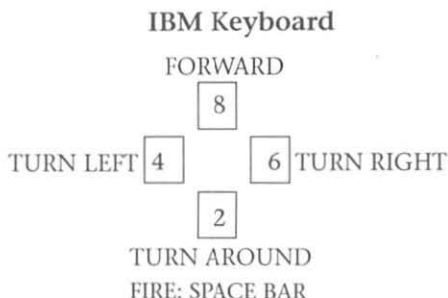
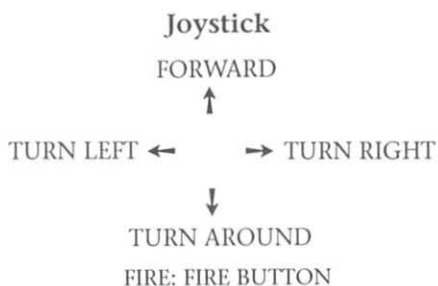
22

Additional Mini-Map Clues: As **LIEUTENANT**, you are given additional clues on the mini-map that show you the location of your men as well as that of the terrorists and hostages. The man you are directing is indicated by a small red arrow; other men are indicated by red dots; terrorists are indicated by yellow dots (black dots in the IBM CGA version and black circles in the C64 version), hostages by white dots. As **CAPTAIN**, you will see terrorists and hostages only while you are in same room with them.

Richard M. Lawrence, Assault Force Commander 1969-1977

"Pay attention to your surroundings and try to learn the layout of the Embassy like the back of your hand. Take advantage of the extra clues on the mini-map—once you're promoted, you won't have that luxury any more..."

CONTROLS



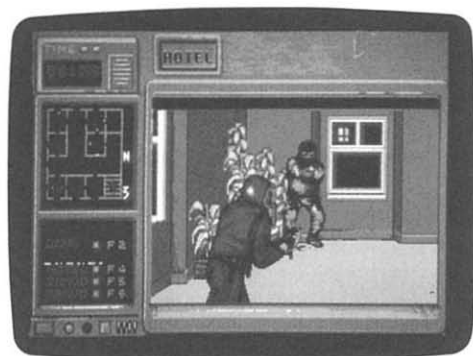
MOVEMENT

Move your man forward and turn left or right by moving the joystick in the corresponding direction. To turn completely around, pull the joystick back. Inside a room, your movements will always place you with your back to a wall (or doorway), facing the center of the room. Move the joystick left to face left; move the joystick right to face right. Push the joystick forward to move forward through a doorway. If you move forward toward a wall, you will automatically turn around so that your back is to the wall. If you are in a doorway, pull the joystick back to turn completely around; if your back is to a wall, you will not be able to turn around. (To perform these maneuvers with a keyboard, simply press the corresponding key.)

TERRORISTS

When you encounter a terrorist, be prepared to kill...or be killed! Press the fire button to shoot. (You have unlimited ammunition.) While the fire button is pressed, move the joystick left or right to move your weapon in the corresponding direction. Pull the joystick back to shoot

higher, and push it forward to shoot lower. (To perform these movements using a keyboard, simply press the corresponding keys.)



24 Terrorists move quickly from room to room, and may hide behind other terrorists or a hostage. Hostages will only move if they are accompanied by a team member or a terrorist; if you see a hostage moving, you can be sure that there is a terrorist behind him! If a terrorist is guarding a hostage, you must try to kill the terrorist without harming the hostage.

Vincent "Hit Man" Perelli, Assault Force Captain 1983-1986

"If you're in a room with a terrorist, you won't be able to move to the same side of the room as the terrorist. If a terrorist is behind a door, you won't be able to go through that door until he moves away."

RESCUING THE HOSTAGES

The hostages are scattered throughout the Embassy, and can be alone or guarded by terrorists. When you meet face-to-face with a hostage, he will automatically follow you (as long as another hostage is not already following you). In order to secure the hostages you must move them all, one by one, to the small room in the upper right corner of the third floor (the room without any windows). Once you lead a hostage into this room, he will remain there and will not follow you out.



As a Lieutenant, you will be able to locate the hostages and terrorists easily by using the clues on the mini-map. As a Captain or Commander, you will have to search each floor room by room to find all the hostages. Once you have placed hostages in the corner room on the third floor, keep an eye on the stairways—terrorists may go after them while you are searching other floors.

DON'T FORGET THAT YOU CAN CONTROL ANY (SURVIVING) TEAM MEMBER SIMPLY BY PRESSING THE KEY FOR THAT MAN—SUCCESS DEPENDS ON YOUR ABILITY TO COORDINATE THE EFFORTS OF THE ENTIRE TEAM.

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STAGE IV



THE OUTCOME

When your men have secured all the hostages, or killed all the terrorists (or if all three members of your Direct Intervention Team have been wiped out), the final screen will appear. Press the fire button to get an assessment of your performance.

Your mission is a success if you manage to kill all of the terrorists or regroup all of the hostages in the third-floor room, without losing any of your men. In this case, your triumph will be front-page news. If you have killed some of the hostages or lost any team members, the headlines will not be so kind!

When you have finished reading the assessment, press the fire button. If your mission was less than perfect, you will be given the option to start over from the beginning or to begin at Stage II (leaving your previous marksmen in place); follow the instructions on the screen to make your selection.

PROMOTIONS

Once you have successfully completed the ASSAULT Mission, you will be promoted to the next level and given the secret access code necessary to attempt a mission at that level. Good luck...we're counting on you!

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Mindscape Inc.
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Northbrook, IL 60062

INFOGRAMES



.....SPECIAL ALERT.....

ATTENTION ALL SPECIAL FORCES
PERSONNEL: URGENT.
HOSTAGE SITUATION. PREPARE
FOR IMMEDIATE ACTION.

TERRORISTS HAVE STORMED
OUR EMBASSY AND FORCED
THEIR WAY PAST THE SECURITY
GUARDS.

AN UNDETERMINED NUMBER OF
EMBASSY PERSONNEL ARE
BEING HELD HOSTAGE.
THE TERRORISTS' DEMANDS ARE
UNACCEPTABLE AND
NEGOTIATIONS HAVE BROKEN
DOWN.

THESE TERRORISTS ARE HEAVILY
ARMED AND CONSIDERED
EXTREMELY DANGEROUS.
AS FAR AS WE CAN DETERMINE,
THEY NOW CONTROL ALL THREE
FLOORS OF THE BUILDING.

A SIX-MEMBER ASSAULT FORCE
TEAM MUST INFILTRATE THE
EMBASSY, NEUTRALIZE THE
TERRORISTS, AND RESCUE THE
HOSTAGES BEFORE TIME RUNS
OUT. THE GOVERNMENT IS
COUNTING ON YOU TO AVERT A
DISASTER OF INTERNATIONAL
PROPORTIONS... GOOD LUCK!

.....SPECIAL ALERT.....

SECRET

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