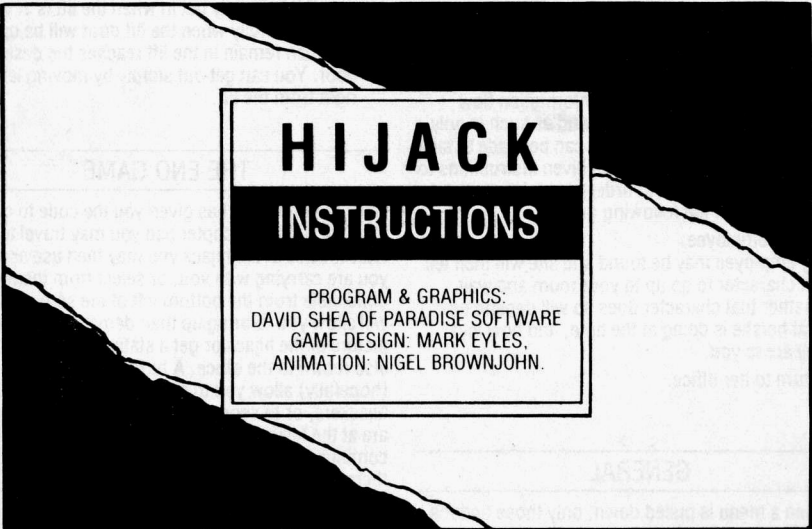




HIJACK

INSTRUCTIONS

PROGRAM & GRAPHICS:
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ANIMATION: NIGEL BROWNJOHN.

OBJECT OF THE GAME

The object of HIJACK is to defeat the terrorists who have hijacked a vehicle. (1) raise enough money to pay them off (2) raise enough political power to persuade them to give in or (3) raise a large enough military force to scare them into submission.

GAME PLAY

You have been placed in charge of the Hijack Division, a government department which is dedicated to stamping out terrorism by peaceful means.

Familiarise yourself with the layout of your offices and the people who are working for and with you, then you set about the task of directing them and finding out more about the terrorists, raising support and finance, keeping on good terms with the President and the press, and keeping ahead of the terrorists deadline which is slowly ticking down. There are many different strategies you can adopt when playing this game, both in your approach to the terrorists and your approach to your staff. Remember to keep an eye on the Washington Post and check

through your employee files to keep tabs on who is supporting you and who is trying to undermine your position. To succeed you will need to use every employee to their fullest potential and keep on top of the power struggle in the Division.

Once you think you are ready to defeat the terrorists then you will need to seek out the President to get permission to take the helicopter to the scene of the hijack to negotiate with the terrorists. If you are successful in your negotiations your future in the Division will be assured; that is until the next hijack. You may even be in line for a medal! However, if you fail, you will lose your job altogether and the game will end.

Hijack will run on the Amstrad CPC cassette and disc. Loading instructions for CASSETTE:
464 only: Press CTRL and small ENTER keys.
664/6128: Type I (shifted @) TAPE and press the ENTER key
DISC: Type RUN"DISC

CONTROLS

The program is controlled by the joystick in conjunction with the key 'P' for 'pick up'.

motives and weaknesses. You may order him to do the following:

1. Research hijackers:

You will be given a choice of a 3, 8 or 12 minute report. For the 3 minute report you will receive details of their demands, for an 8 minute report you will also receive details of other bargaining tactics which may work, and for the 12 minute report you will also find out who the hijackers are working for.

2. Return to his office.

3. Fire him.

THE MILITARY AND POLITICAL ADVISERS

These two employees are of equal status to you, but will always obey your orders. Both are very experienced in their own fields, and may be ordered to do the following:

1. Go to hijack:

You may select up to 2 people to travel to the hijack with you. Taking an employee with you will help in seeking the right solution to the hijack. Once the adviser has entered the helicopter you can no longer issue an order to him.

2. Help assistant:

Although the assistants do most of the work in each department, the advisers may be employed to help the assistants, in which case the relevant power will increase depending on the combined experiences of the 2 employees together.

3. Return to his/her office.

4. Fire him.

THE POLITICAL/MILITARY ASSISTANTS

These are the people who do most of the work in raising political and military power. They are always in competition with each other, and will each try to swing the support towards their own departments. The rate at which they raise power is determined both by their experience and by their loyalty to you. They are also in charge of sending troops or diplomats out to the hijack (under your control). The assistants will only carry out their work while they are not carrying out any other orders, and so by keeping them busy or not you can partially control both military and political power. You may order them to do the following:

1. Deploy military forces/diplomats:

You may use this to deploy diplomats to reason with the hijackers, or troops to frighten them into giving up the hijack.

2. Return to their offices.

3. Fire them.

THE PUBLICITY OFFICER

The publicity officer is responsible for giving information out to the press, arranging tv interviews etc. Good press is important to the president, and if it gets very bad he may fire you. The press reports are carried by the Washington Post, which is published regularly throughout the hijack. Through this paper will be headlines varying from the very good to the very bad. You may order the publicity officer to do the following:

1. Issue a press release:

This must be done periodically to ensure that the press will not start to print bad reports about the department (especially the president). There are 3 types of press release, each more effective than the last: (a) A press handout. The cheapest, and least effective. Best near the end of the deadline, when there will be little time for the press to become critical. (b) A press briefing. More expensive but more effective than (a). (c) A TV appearance. The most effective and most expensive. Good for a quick boost to flagging press relationships.

2. Return to her office.

3. Fire her.

THE FINANCIAL OFFICER

The financial officer is responsible for raising money from different sources both inside and outside the department. The money is needed not only for the bargaining with the hijackers, but also for departmental uses, such as press releases. You may give him the following orders:

1. Raise funds fast:

This order is useful in raising large amounts of cash very quickly, and can be useful when the deadline is short. The money however, is obtained by 'borrowing' money from both the military and political supporters, and so may damage both the loyalty and power of both departments.

2. Raise funds slowly:

This is more useful in producing a steady flow of money over a longer period of time. Although the money is still obtained from both the military and political departments, the sums are smaller and so less noticeable. This means you can (almost) keep everyone loyal to you.

3. Go to hijack. See military/political adviser.

3. Return to his office.
4. Fire him.

THE SECRETARY

The secretary is responsible for information flow between the various employees, and as such is only answerable to the president. She can be made to take people to your room, and will be given instructions to give to you. (Usually about orders completed etc.) She may be given the following orders:

1. Find an employee:
Any employee may be found and she will then tell that character to go up to your room and wait. Whether that character does so will depend on what he/she is doing at the time, and how loyal they are to you.
2. Return to her office.

GENERAL

1. When a menu is pulled down, only those options in **BOLD** type may be selected and acted on. The others (in shadow) cannot be selected at the present time.
2. Certain icons which appear in the bottom left hand box may be picked up using the pick up key. They will then be moved to the right hand window. 'Picking up' a bin will cause the contents on the right hand window to be thrown in the bin.
3. Other icons (esp. the terminals) need a 3 digit security code to be typed in on the keypad before the icon can be used. These codes can be found out by studying notice boards, papers on a desk, or may be given to you by certain characters.
4. Entering pause mode will allow you to do the following:
 - (a) QUIT the game. (restart)
 - (b) CONTInue with current game.
 - (c) Turn sound on or off. (tick=on, cross=off)
 - (d) Turn room names on or off.
 - (e) Alter the background colours of the rooms.
Select the number of the colour you wish to change (eg. to change red rooms select number 2 [2=red on keyboard]) and press the fire button until the desired colour appears next to the number. The colour change will become effective when you leave the current room.
 - (f) Reset the room colours to their original state.
Move the cursor over the word 'PALETTE' and press fire.

5. The lifts move up and down the floors automatically. No intervention is needed (or possible). Simply get in when the lift is at your floor (hopefully when the lift door will be open) and then remain in the lift reaches the desired floor. You can get out simply by moving left or right from the lift.

THE END GAME

Once the President has given you the code to open the door to the helicopter pad you may travel to the hijack. Once at the hijack you may then use anything you are carrying with you, or select from the menu obtainable from the bottom left of the screen. This will allow you to bring up their demands, look at a picture of the hijack or get a status report. You may also return to the office. A further menu will (hopefully) allow you to give money etc. to the hijackers, or to send in troops. Note that while you are at the hijack all the characters in the offices will continue to walk about, act on the orders you gave them etc.

The controls function as follows:

Left –Move your character left.

Right –Move your character right.

Up –Move pointer forward through employees/
icon windows.

Down –Move pointer backward through
employees/icon windows.

Fire –Pull down a menu relating to employee/
icon.

Pick up –Pick up icon from bottom left window.

Pause –Pause game.

If a pulled down menu contains a pointer then the up, down, left and right keys are used to guide the pointer around the menu, with fire used to select any highlighted option. With no pointer present the up, down and fire keys will cause the menus to disappear.

THE SCREEN LAYOUT

Starting from top left the information panel runs as follows:

1. Time left before the hijackers deadline. (And end of game.)
2. Below this are 2 arrows marked 'lift'. These indicate whether there is a lift waiting to the left or right of the screen. (They will flash white/cyan.)
3. Your staff. Running from left to right they are: The President, military adviser, political adviser, FBI agent, CIA agent, military assistant, political assistant, publicity officer, financial officer and secretary. They are normally coloured red, but light up white when the character is in the same room as you.
4. Bottom left displays anything you may use in the office as you walk past it, in the form of a small icon.
5. Bottom right displays the icon of anything you are carrying with you.
6. The 3 bar graphs in the bottom centre of the screen display your current military, financial and political power, and include a + or – indicator to effectively double the range of each graph.

THE CHARACTERS

The department is configured as follows (in order of importance) a character further up the 'tree' than another will always be able to order a lower ranking character to do a job for him/her.

The president – The secretary

The FBI agent – You – The military adviser – The political adviser

The CIA agent – The military assistant – The political assistant

The publicity officer – The financial officer

THE PRESIDENT

The president answers to no one, and may give orders to any other character. He is the only character in the game who may fire you. You may request the following from him:

1. Transport:
If he considers you ready he will give you permission for you and other characters to use the helicopter, by giving you the 3 digit code which will open the door leading to the helicopter pad.
2. Deadline extension:
The president will talk with the hijackers with the view to extending the hijackers deadline. This will normally result in a penalty of increased demands from them.
3. Support:
The president will give you his backing to either military, political or financial support. This may only be requested a few times, and the amount of support will be greater if you stick to one of the three departments for him to back.

THE FBI AGENT

The FBI agent is responsible for keeping an eye on what is happening to both the offices and to your employees. To aid both you and him he regularly compiles FBI reports on each employee, and allows you to access them. You may order him to do the following:

1. Question employee:
The FBI agent will seek out the selected employee and take him/her down to his office for questioning, during which time the character is effectively taken out of the game. However that character will then be far less loyal to you.
2. Return to his office.
3. Fire him.

THE CIA AGENT

The CIA agent is responsible for intelligence gathering, especially on the hijackers demands,