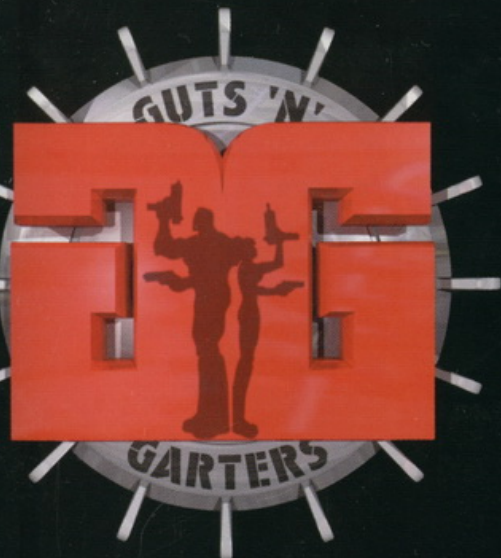


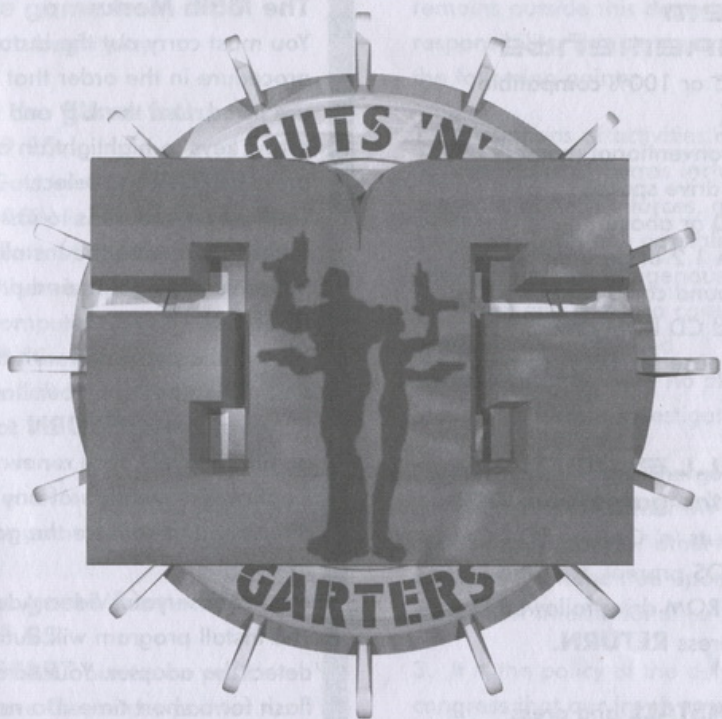
GUTS 'N' GARTERS



PC
CD
ROM

MAGIC
canvas

ocean



CONTENTS

ENGLISH

FRANÇAIS

DEUTSCH

2

10

18

SYSTEM REQUIREMENTS

Pentium P75 or 100% compatible
16 MB RAM
500K free conventional memory
80MB hard drive space
MS DOS 5.0 or above
SVGA (VESA 1.2 or greater)
All major sound cards supported
Quad Speed CD ROM drive
Microsoft mouse (or 100% compatible)

INSTALLATION

To install the game from DOS

Insert the Guts 'n' Garters CD-ROM.
From the DOS prompt, type the letter of your CD-ROM drive followed by a colon and press **RETURN**.

e.g. D:

Next type **INSTALL** and press **RETURN**. The install program will now load, presenting you with a choice of languages. Use the **UP** and **DOWN** arrow keys to select one and press **RETURN** to confirm.

The Main Menu

You must carry out the installation procedure in the order that the options are listed. Use the **UP** and **DOWN** arrow keys to highlight an option and press **RETURN** to select.

The first procedure is to install the game. Make sure the Install Game option is highlighted and press **RETURN**.

You will be presented with the default destination path on your hard drive (C:\guts). Press **RETURN** to use this or, alternatively, type a new one.

Confirm the creation of any new directory and wait for the game to install.

Next choose your Video Adapter.

The install program will automatically detect the adapter. Your screen will flash for a short time. Do not worry. This is normal.

Setup your Sound Card from the Choose Sound Card option. Select your card from the list provided on screen and press **RETURN**.

After this you must configure the card. Auto configure is the simplest way to do this.

Once your card has been configured, select **EXIT** to return to the Main Menu. From here you should now test the Sound and CD-ROM music using the relevant options.

Before **EXITing** the install program, we advise that you acquaint yourself with the License Agreement. Select **EXIT** to return to DOS.

To run the game from DOS

Type GUTS to begin play.

To install the game from Windows® 95

Insert the Guts 'n' Garters CD-ROM. If your CD-ROM is set to autorun, the install program will appear after a few seconds. Otherwise you should open your 'My Computer' (by moving the pointer to the icon and Double Clicking the Left Mouse Button). Double Click the CD-ROM icon in the same manner.

Follow the on screen instructions to install the game.

To run the game from Windows® 95

Select the **START** button on your desktop. Move the mouse pointer to the **PROGRAMS** folder and then move to the **GUTS 'N' GARTERS** folder. Click the Left Mouse Button on the Guts 'N' Garters icon.

The game will automatically run.

If you are playing this game for the first time, the startup procedure will automatically check and configure the Video Adapter. This means that the screen will flash for a short time.

Important Notice

We, the World Authority, deny all knowledge of, and involvement with, the captured individuals codenamed 'GUTS' and 'GARTERS'. Any assumed link to any (alleged) covert action being taken against Admiral Wort

remains outside this department's responsibility. This statement affects the following points:

1. Allegations of activities on the remote island of Ferros including the presence of hostile forces, genetic mutations (with any possible negative effects upon any indigenous life resulting) and a media conspiracy can categorically be termed 'unsubstantiated' with no plausible reason for further investigation.
2. Furthermore, the charge that any government may somehow be connected, fiscally or otherwise, cannot be commented upon for reasons of International co-operation.
3. It is the policy of the duly elected congress that our involvement in this matter might extend only to allow admission that this statement may be considered official except where it conflicts with International Security.

Attempts at extracting further statements from any member or affiliate of the Council will be deemed unofficial in transgression of International Law as detailed under article 5A of the Internal Security and Stability Act passed during the 37th sitting.

All persons involved will be dealt with.

Your statutory rights are not affected.

CONTROL

Character Control

Direction
Quick Status Bar Selection
Run Mode
Move Cursor
Move To Cursor
Fire
Exit Scene

WEAPONS

Pistol
Grenades
Mines
Gas Launcher
Flame Thrower
Machine Gun
Experimental Weapon
Bazooka
Rocket Launcher

ACCESSORIES

VU Mapper
Search
Use Item
Display Inventory
Display Weapons
Drop
Toggle Pause
Quit Game

ARROW KEYS

NUMERIC KEYPAD 1 to 9

hold down SHIFT

[MOUSE MOVEMENT]

[RIGHT MOUSE BUTTON]

[LEFT MOUSE BUTTON]

[DOUBLE CLICK RMB]

DIRECTION twice

F1

F2

F3

F4

F5

F6

F7

F8

F9

TAB

hold CTRL

RETURN

INS

DEL

PAGE DOWN

P

ESC

GAME PROTOCOL

On Screen Detail

- 1 lives remaining
- 2 health
- 3 armour strength
- 4 enemies killed
- 5 current key
- 6 weapon / inventory bar



Cursor Colour

- Green - no target
- Red - target acquired
- Flashing Red - out of range

Note: The accuracy of your weapon decreases considerably when the target is either Green or Flashing Red.

- Silver Arrows - free access to location
- Red Arrows - access to location requires an item to be found and used

The VU Mapper

Press **TAB** to open the VU Mapper. Press **ESC** to close the VU Mapper. This is the hub of all intelligence and information processing. Your mission parameters, your weapon and object inventories are all stored according to full K-Force specifications.

To access, press the **TAB** button to cycle through the icons.

Weapons

First you are shown the Weapon Parts screen which displays the number of parts needed to build the special weapon for that sector.

Press the **RIGHT ARROW** key to access a full weapon list. Press the corresponding **FUNCTION** key (**F1** to **F9**) to highlight a weapon. Press **RETURN** for full weapon details.

Press **RETURN** again to move back to the Weapon Parts screen.

Inventory

Selectable objects can be highlighted using the **FUNCTION KEYS**. Press **RETURN** for further information.

Map

Press **RETURN** enlarge the view of the map. The highlighted area represents your current position. Press **RETURN** again to return to the VU Mapper.

Briefing

Mission objectives printed here are for your eyes only. Use the **ARROW KEYS** to highlight an objective and press **RETURN** to view the full detail.

Press **ESC** to close the VU Mapper.

UP AND RUNNING

The Main Menu

Move the marker up or down using the **ARROW KEYS** and press

RETURN to select any one of the following options.

New Game

You know the risks. You know the rewards. Go in and ensure the outcome.

Load Game

You're mission is far from over. Your parameters remain a priority - select the stage using the **ARROW KEYS**. Press **RETURN** and come up fighting.

Save Game

We can only pull you out off the island at the end of a sector so use this time wisely and record your progress.

Options

It's up to you: select your operative for the mission - Guts or Garters?

Optimise the audio configuration settings or restore the default values.

It's your decision. Make it a good one.

About

Displays Control Key codes and essential contacts for who did what in our world of espionage.

Exit

Give up your rights as an International covert agent and return to the world of mundane citizenship.

Your oath of loyalty remains binding.

Objectives

The overall objective of Guts 'N' Garters is to overthrow Admiral Wort whose evil machinations and mindless entourage have put the world at the brink of destruction. In order to accomplish this, you must successfully negotiate each of the four main sectors by collecting the tools and equipment necessary to aid you in your fight.

Clues will be given as to what objects are needed and it will be down to you, as either Hank 'Guts' Carter or Stacy 'Garters' Pringle, to secure them and discover their proper use.

As each sector has been protected by Admiral Wort for a specific purpose, he will undoubtedly have placed his top security as a last means of defence. Advance Intelligence has indicated that this can be countered by building a series of weapons, each of which comprise eight parts. You are advised to be on the look out for these parts.

In short, look everywhere, collect everything.

Using Weapons

If you are as resourceful as your dossier indicates you will invariably collect additional weapons.

Access to these weapons is through their corresponding 'F' keys.

Press the DEL key to display your weapons list at the top of the screen.

Each collected weapon has been assigned an individual key.

Press this for rapid deployment.

An alternative weapon list (as dictated by K-Force inventory procedure) has been included at the start of this document.

Each weapon has its own specific range with the Handgun being the most limited to the Rocket Launcher reaching the furthest.

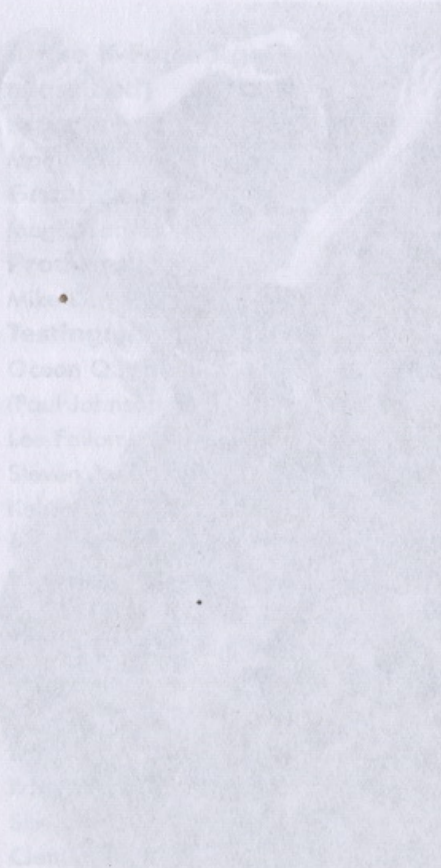
Using Objects

If K-Force training has taught you one thing it should have been the importance of improvisation.

Collecting items on the island may prove useful. Hold down the **CTRL** button and move the mouse cursor to perform detailed searches of the scene.

Some objects must be used in order to fulfill mission parameters. Follow the on screen clues, and your own initiative, in order to make best use of the objects.

To use an object you must have them displayed at the top of the screen (achieved by pressing the **INSERT** key). Each object is stored under its own 'F' key classification which must be pressed in order to hold the object. Press **RETURN** to use the item or **PAGE DOWN** to drop it.



WHO IS GUTS?

Name: Hank Carter
Codename: GUTS
Age: 44
Security Clearance: Delta One-Zero

Psychological Profile

This evaluation of Agent Carter follows the standard annual procedure for all active agents. Agent Carter has requested that his superiors be made aware of his complete co-operation in this matter.

To properly understand the subject, it should be noted that his is a man whose exemplary field record has placed him in a difficult, and paradoxical situation. For an agent to be of such use to any security force (and especially one of K-Force standards) at the age that Agent Carter is, he or she must have an unblemished record and an almost perfect success ratio. It is, perhaps, more of a criticism of K-Force procedure rather than of Carter, that I am forced to make the following observations and recommendations.

Hank Carter is, without doubt, a man who continually remains in the peak of physical fitness. His reflexes have been enhanced, rather than dulled, by the passing of the years whilst his mind is capable of complete focus on any given mission. The General's protection over the years has served this agency well. However, I would recommend that Agent Carter be fully evaluated following his current mission with the aim of assessing the impact of what appears to be over single-mindedness. Carter's lack of interest in normal social activity may lead to loss of self control at any time. It is, of course, for K-Force to decide whether this is desirable or not.

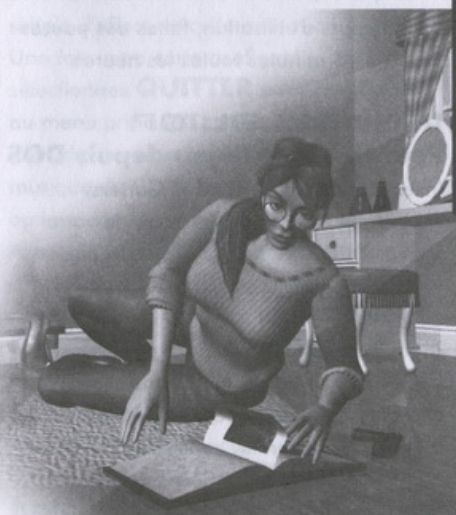


WHO IS GARTERS?

Name: Stacy Pringle
Codename: GARTERS
Age: 28
Security Clearance: Beta Two-One

Psychological Profile - routine addition

Agent Pringle's most recent activities for K-Force may well serve to place her far above any of her contemporaries. A corresponding rise in security clearance should be taken into account as we stringently evaluate her suitability.



Following the capture of code name 'Breathtaker', this Agent has been an invaluable resource for field analysis. It is hoped that teaming up with Agent Carter will hone her much under-employed physical skills to ensure her a prominent place in tomorrow's K-Force.

General Morris' acquisition of Stacy Pringle, though resulting in some tension between us and the F.B.I. has proved to be well advised. Her abilities in high tech computer surveillance and investigation systems are renowned placing her within K-Force's 'protected' status. Should we ever lose this agent much of what she has established - in terms of training and briefing protocols - will be lost to us. It is recommended, therefore, that action be taken to either ensure her survival or negate her usefulness.

Active K-Force Agents (classified)

Programmed:

Magic Canvas

Graphics:

Magic Canvas

Produced:

Mike Delves, Lee Edmondson

Testing:

Ocean Q.A

(Paul Johnson - team leader,
Lee Fallon, Lee Cummins,
Steven Aspinwall, John Brooks,
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Manual Design and Adverting:

Ocean Kreative

Emergency Translation Help from:

Rachida Chekaf, Raquel Garcia,
Silke B Miller, Raquel Smara G.
Clemente - many, many thanks!

