HARDLINE™

It's the thought that kills.
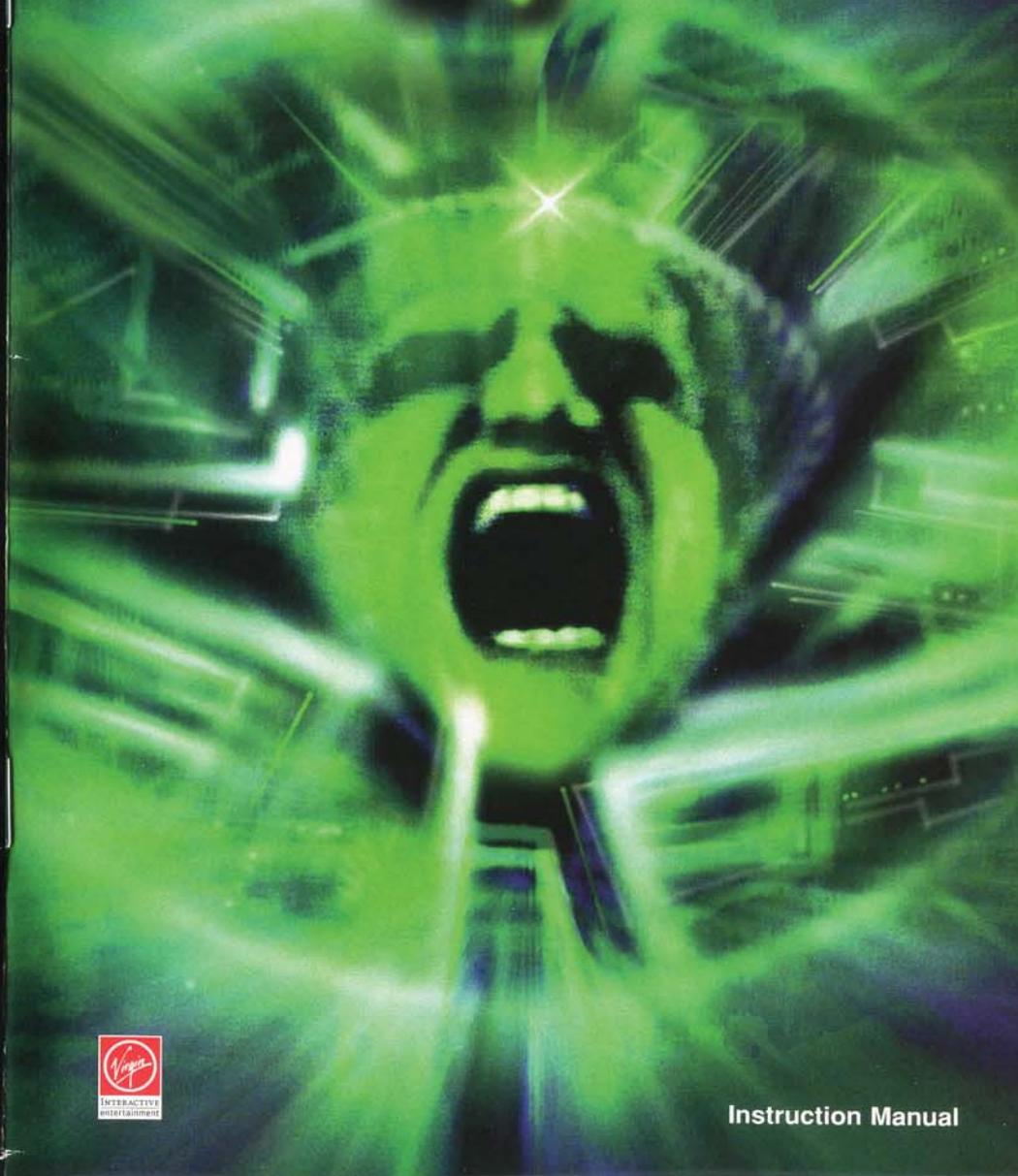
Instruction Manual

Virgin INTERACTIVE entertainment
www.vie.com

CRYO

MNL#83054

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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SYSTEM REQUIREMENTS

Before attempting to play, please ensure that your system meets the following requirements:

Computer: *Hardline* requires a 100% IBM PC-compatible computer, with a 486DX266 MHz processor or better. A P60 is the recommended specification.

Operating System: To run under DOS, MS-DOS version 5.0 or better must be present. *Hardline* can also be played under Windows® 95.

Memory: 8 MB of memory is the minimum RAM requirement. 12 MB of memory is recommended.

Drives: Ensure that you have at least 14 MB free on your hard disk, and that you are using a double-speed CD-ROM drive or faster. 40 MB of free hard disk space and a quad-speed CD-ROM drive are recommended.

Video: You will need a standard VGA graphics card to run *Hardline* in normal VGA resolution, or a VESA 2.0 and UNIVBE-compatible SVGA card to play the game in 640x400 display modes. A Pentium is recommended to run the game in SVGA.

Sound: *Hardline* supports all major sound cards.

Controller: A standard PC keyboard and 100% Microsoft-compatible mouse are required.

INSTALLING AND RUNNING UNDER WINDOWS® 95

From Windows® 95, insert *Hardline* disc #1 into the CD-ROM drive. An *Options* screen will appear allowing you to either *Install Hardline*, or *Cancel* the installation. Before you can play *Hardline* it must be installed and set up on your hard drive. Click on the *Install* button with the mouse cursor. (Note: If Auto insert notification is disabled, you will need to click on *My Computer*, click on the *CD-ROM* icon, and then click on the *Winhard.Exe* icon.) Now refer to Steps 4-10 under "Installing and Running under MS-DOS" on the next page. If you have already installed *Hardline* on your system the *Options* screen will allow you to choose *Play*, *Setup*, *Uninstall*, or *Cancel*. Click on *Play* to begin *Hardline*, or *Uninstall* to remove the game from your hard drive.

INSTALLING AND RUNNING UNDER MS-DOS

1) Insert *Hardline* disc #1 into your CD-ROM drive.

2) Change to your CD-ROM drive (typically drive D: or E:). For example, if your CD-ROM is D: you would type **D:** and press the **<enter>** key.

3) Now type **HARDLINE** and press the **<enter>** key to begin the installation.

4) Follow the on-screen instructions, clicking on the appropriate button with your mouse.

5) When you are prompted to select the installation size and directory name, keep in mind that the more files that are copied to your hard drive (the larger the install) the less time it takes to load between each level.

6) The program will now copy the necessary files to your hard drive. This may take a few minutes, and the progress bar will indicate how much is left to be copied.

7) You will now be prompted to select a video mode. (Note to Pentium users: It is recommended that you select one of the SVGA modes.)

8) Finally, you will be presented with the *Hardline Sound Setup* screen. Choose *Select and Configure Digital Audio Device*. Select the sound card that is installed in your computer from the list provided. Select *Attempt to Configure Device Automatically*, or *Configure Sound Device Manually*. Next click on the **Test** button. If you hear the sounds play, click *Yes*. Next click *Done* to accept the sound card. (Note: The sound card you chose will not be displayed on the *Hardline Sound Setup* selection screen.)

9) You will now be returned to DOS (or Windows® 95).

10) From MS-DOS type **HARD** and press the **<enter>** key to begin the game. From Windows® 95 click on *Play* to begin the game.

To run the game in the future from MS-DOS, place the disc in the CD-ROM drive, change to the correct directory on your hard drive by typing **CD\HARDLINE** (or the directory you specified during the installation) and press the **<enter>** key. Next, type **HARD** and press the **<enter>** key.

To run the game in the future from Windows® 95, insert the disc in the CD-ROM drive, and wait for the *Options* screen to appear. Choose *Play* from the menu selections. (Note: If Auto insert notification is disabled, you will need to click on *My Computer*, click on the *CD-ROM* icon, and then click on the *Winhard.Exe* icon.)

INTRODUCTION

Welcome to the future. Detroit is in pretty bad shape. As a helicopter pilot for hire, Ted Irvin is determined to remain alone, untarnished by the conflict between the psychotic Sectoids and the desperate Rebels. Fate, however, has other ideas.

Hardline's vision of a world gone bad is a unique one. But that's only half the story. Because *Hardline* also blends the best of action movies and interactive gaming with genuinely explosive results. Actors, sets, special effects and a complex script all come into play, but throughout this dazzling display of cinematic story-telling you will actually be in control. Not only will you be with Ted every step of the way as he gets closer to uncovering the secret of The Deck, you'll actually direct his every move, aim his every gunshot, help him overcome lethal obstacles and discover the dark secrets of his half-remembered past. His emotions will become your emotions, his victory will be your victory. Whatever games you've played, whatever movies you've seen, nothing has prepared you for this.

FIRST STEPS

IN PLAY

Ted Irvin is no dumb video game character; this guy has his own ideas, his own actions and plenty to say. But without your help, he's unlikely to get through this alive. There are two distinct ways in which you'll view the action of *Hardline*, determined by the current situation. When Ted is visible on-screen, sneaking through passageways or talking with the occasional person, sit back and watch the story unfold. During these cinematic moments, Ted will think for himself, leaving you to keep your eyes and ears open for useful information.
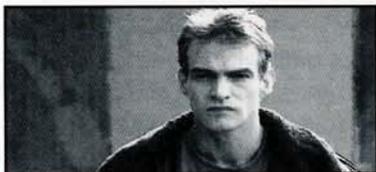
When the game view switches to show the surroundings as seen through Ted's eyes, this is your cue to take control. The images you see will be exactly as Ted sees them, with the addition of *Health and Weapon Status Indicators* displayed over to the right. It's also where the **control cursor** comes in—with it you direct Ted's every footstep and aim his every gunshot, helping him find weapons and uncover vital clues along the way. The control cursor is guided around the screen using the mouse, the **left mouse button** activating the current action. These actions are automatically selected for you—placing the control cursor over a doorway will prompt you to direct Ted in that direction, for instance, while moving it over a collectable object puts the control cursor in *Object Mode*. Confirming an action is then simply a matter of clicking the left mouse button.

The various control cursor states and their actions are described and shown below.

THE CURSOR

When the cursor looks like this, no action can be taken. Try moving the cursor to another area on the screen.

This indicates a possible exit. Click the left mouse button and Ted will attempt to leave by the designated route.

If the control cursor is placed over a usable or collectable object, this cursor image will appear. Click the left mouse button to instruct Ted to use the item or search and recover anything he can find.

If you want Ted to leave an area by the way he came in, move the control cursor to the bottom area of the screen. If the cursor changes to this image, then Ted can do an about-face. Again, clicking the left mouse button will confirm the action.

Once Ted has a weapon in his inventory, the crosshair will replace the blank cursor as the default. This makes it possible to switch between the various other controls listed above and *Combat Mode* very easily. When the crosshair is visible, clicking the left mouse button will fire one round at the target using Ted's primary weapon. If he has collected a secondary attachment for the weapon, then pressing the right mouse button will activate it.

ADVANCED WEAPONRY

As the game progresses, more ammo and better weapons can be located. Some of these weapons have a charge facility, giving the player control over the amount of power used in a single shot—the more power used when firing, the greater the damage to the enemy. To control these weapons, keep the left mouse button pressed to see an on-screen meter appear over the crosshair. The longer the button is pressed, the more the weapon charges up. Releasing the mouse button will fire it. For further information on selecting weapons see the "Inventory" section of this manual.

KEYBOARD CONTROLS

In addition to the mouse-controlled cursor, there are a number of keys which give access to other areas of control. They are:

The SPACE key - This temporarily halts gameplay and calls up the *Command Interface*. For more details see "The Command Interface" section in this manual.

The BACKSPACE key - Can be used when a non-interactive cinematic sequence is playing (i.e., the view isn't currently through Ted's eyes) to skip through to the next scene or interactive section.

Numeric keys 1 through 8 - These allow quick selection of weapons in Ted's inventory. Key <1> accesses the least powerful, <8> the most. Note that not all keys will have a function if Ted isn't holding all the possible weapon types.

Keys Q,W,E,R,T,Y - These keys give quick selection of the secondary items in Ted's inventory. Again, the keys will only have an effect if the items have been collected (i.e., if Ted is only holding the first two secondary weapons then only the <Q> and <W> keys will be active).

The I key - Brings up the *Inventory* screen without having to access the *Command Interface* first.

The L key - Calls up the *Load Game* screen.

The S key - Calls up the *Save Game* screen.

The ALT and Q keys - Press the two keys together to quit the game immediately. As with the *Quit* option in the *Command Interface*, you will be prompted to confirm your decision.

As you help Ted take on the Sectoids and uncover the importance of The Deck and his own childhood, controlling his movements and actions will become second nature. To help you in the first disorientating moments however, the following playing guide will lead you through the opening scenes, and give you a taste of what's in store.

1. As the game opens, Ted has just touched down his trusty helicopter outside a warehouse, having responded to an emergency call requesting an airlift. Initially, you'll see Ted survey the area. The view will then switch to show what he sees. Remember that whenever the view is through Ted's eyes, you have control.

2. Look around, and try moving the on-screen cursor around using the mouse. Notice that moving the cursor over the doorway ahead will change the shape inside the cursor. A pair of walking legs will be visible—this indicates an exit from the current location. As there are no other visible exits, let's guide Ted in this direction. To do this, click the left mouse button.

3. Again the view will switch to show Ted entering the building—when Ted is visible on-screen you can simply sit back and watch him as he performs the instructed task or moves to a new area. After a moment or two, the room will be visible through Ted's eyes again. Once again, it's time to take control. There are two doorways; let's instruct Ted to take the left one. To do this, place the cursor over the doorway—once again a pair of walking legs will appear inside the cursor. Click the left mouse button again to confirm the action.

4. Ted is now facing rows of boxes, with a closed door at the far end of the room. Place the cursor over the door and the walking legs image will appear again. Click the left mouse button and Ted will walk over to the door.

5. The door appears to be locked, so Ted will do an about-face, and face back the way he came in. Again, place the cursor over the doorway and click the left mouse button.

6. Back in the entry room, the entranceway can be seen to the right, with the unexplored doorway to the left. Move the cursor over this second exit, and click the mouse button.

7. Ted will now enter a darkened storeroom, where a body can be seen slumped on the floor. The view will once again switch back to Ted's view. It's probably worth checking for any useful items. To do this, sweep the cursor over the body until the grasping hand image appears inside the cursor. This indicates there's something there which can be used or collected. Click the left mouse button to proceed.

8. Ted checks the woman's body—she's dead. While he does this, voices can be heard in the next room. Ted finds a pistol and loads it, ready for use. You can simply watch as Ted reacts to the situation, keeping his gun at the ready as he edges back into the entrance room.


9. The view will now switch to show the activities of two evil-looking guys. There's no mistaking a pair of Sectoids, so Ted needs to act fast. He'll automatically get the pistol at the ready and the view will switch back to show the scene through Ted's eyes. The usual cursor has now been replaced by a pair of crosshairs. Clicking the left mouse button when in this mode will fire the weapon. If Ted is going to stay alive, you'd better try it out now. Place the crosshair over one of the Sectoids and fire. A couple of shots should be enough to bring him down, then try to eliminate the other one.

10. If your aim was true then there should now be two dead guys lying on the floor. Otherwise you've gotten Ted killed, and you'll have to start from the beginning again. Note that when the usual cursor has been replaced by a crosshair, it will still work in the same way when placed over doors, objects and the like. But now Ted is ready to fight at a moment's notice—and he'll soon need to be. For now, let's get Ted to check out the bodies of the two dead Sectoid guards. Place the cursor over one, then click the left mouse button. Do the same for the second—Ted will take anything useful.

11. Ted will have found a key on one of the guards—let's try this on that locked door. Click on the right-most exit to go back to the room with all the boxes.
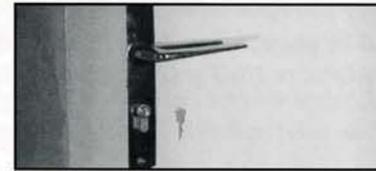
12. Now click on the far door again—note that this time the cursor changes to a hand rather than a pair of walking legs—this is because Ted realizes the doorway needs unlocking, and so it isn't a simple exit. Ted will try—and fail—to open the door again, but this view of the door handle will remain. Press the <space bar> on the keyboard to bring up the control panel, and move the cursor over the button marked *Inventory*. This brings up a visual list of items currently in Ted's possession. Click the cursor over the key. The view will return to the main game screen, with an image of the key in place of the cursor.

13. Move the key image over the door handle and click the left mouse button. Success! The door will open and Ted can move on, forward into the adventure, and further into deeper waters. His fate is now in your hands. Good luck!

THE COMMAND INTERFACE

The *Command Interface* can be called up at any point by pressing the <spacebar> key. You will see the screen pictured below:

This screen gives access to Ted's inventory, as well as offering options for loading and saving the current game positions, skipping past or repeating the current game sequence, or customizing the gameplay. To select an option, simply click on the appropriate on-screen button using the mouse to direct the cursor and the left mouse button to confirm your selection. The various option screens are detailed on the following pages.

BACK, PLAY AND SKIP

These three buttons give control over the current non-interactive video sequence. Click on *Back* to repeat the last cinematic scene, *Skip* to jump past the current scene (regardless of whether you have viewed it before), or *Play* to return to the game. In all cases, you will be prompted to confirm your selection. Left click the mouse cursor on *Yes* to confirm, or *No* if you've changed your mind.

INVENTORY

The inventory display is accessed by clicking the appropriate button on the *Command Panel*. It will bring up a full pictorial display of all items currently in Ted's possession. Note that game time freezes while the inventory is on-screen. For a shortcut to the inventory display, press the <I> key.

There are three main areas in the inventory, displaying Ted's arsenal of weapons, his accessories, and other objects. All primary weapons are displayed in the upper area. To select a weapon for Ted to use, simply place the cursor over the one you want and click the left mouse button.

Gameplay will then continue. The accessories area displays any gun attachments that Ted has amassed. Again, click on the desired item using the left mouse button. Finally, objects such as keys can be placed in Ted's hand, ready for use, by clicking the cursor over their image. Pressing the <esc> key will return you to the game at any time. Note that the inventory can also be accessed instantly by pressing the <I> key.

SYSTEM

Clicking on the button marked *System* will bring up another screen of controls. They are:

Load - A list of previously saved game positions will appear. Simply place the cursor over the one you wish to return to and press the left mouse button. You can access the *Load* screen at any time. For a shortcut to this screen, press the <L> key.

Save - Ted's current position can be saved to your hard disk at any time, enabling you to jump straight to an advanced point in the game at a later date. Click on an empty slot on the screen (or a previously saved game you wish to write over), and type the name you wish to remember the position by. When you're ready, press the <return> key on the keyboard and the position will be saved. For a shortcut to this screen, press the <S> key.

Options - The various buttons and sliders on this screen let you fine-tune the way *Hardline* looks and sounds. The controllable functions are:

SUBTITLES: Clicking on this button will toggle subtitles for all in-game speech on or off.

LIFE and AMMO: It's possible to have these two readouts displayed in numbers, as bars, or not at all. Simply click on the appropriate button to cycle through the options.

SOUND CHANNELS: If your sound card is having problems playing all of the sound channels, click on this button to select a reduced number of sound channels.

VIEW CREDITS: Clicking the cursor on this button will take you to the credits screen. Find out who created *Hardline*, who starred in it, and more.

ABOUT *HARDLINE*: Click on this for information about the version of the game you are currently playing.

MASTER VOLUME, CINEMATIC VOLUME, ARCADE EFFECTS VOLUME and INTERACTIVE MUSIC VOLUME: These four slider controls enable you to fine-tune the way *Hardline* sounds. To use the slider controls, place the cursor over the slider knob, press and hold the left mouse button and drag the knob to the desired position. Release the mouse button when you're finished.

BALANCE: This slider control enables you to place the stereo sound more prominently on your left or right speaker.

INVERT L/R CHANNELS: Click on this button to switch the left and right sound channels.

When you're happy with your changes, press the <esc> key to return to the game.

Quit - If you wish to give up the fight against the Sectoids for the time being, then click on this option. *Hardline* will ask for confirmation that you really wish to quit. Click on *Yes* to exit the game, or *No* if you've changed your mind.

1. Save your game regularly - It's all too easy to get Ted killed at first.

2. Learn to aim - Practice controlling the crosshair fast and accurately—shooting the Sectoids before they shoot Ted is the only way to survive.

3. Don't miss vital objects - Some pretty useful items are tucked away in the scenery or hidden areas of the game. Empty rooms aren't always quite what they seem.

4. Anticipate attacks - Repeated playing should give you a sense of the style of attack the Sectoids use. Learn to anticipate where they will spring from and how often.

5. Stay alert - A cinematic sequence is not a signal to relax. Ted could need your help at anytime, so keep a finger on the trigger.

6. Kill all Sectoids - It's the only way to make the world a better place.

CREDITS

CRYO INTERACTIVE ENTERTAINMENT

Hardline
A Clarke/Lefranc Production
A Nic Mathieu/Greg Glachant Game

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Music by
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Special Effects Supervisor
Nicolas Bonvalet

Game Artistic Director
Nic Mathieu

Game Manager & Main Programmer
Emmanuel Chriqui

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