

Die Hard (1989 PC release)

Developed by Dynamix, Inc. / Published by Activision, Inc.

The Story

The setting is Christmas Eve and New York Police Detective John McLane (played by you) has been invited to attend his estranged wife's company celebration party at Nakatomi Plaza, a lavish high rise business complex. In the midst of the gala event, an uninvited group of thugs, posing a threat as terrorists, overtakes the guests at the party and holds them for ransom. At least that is what the "terrorists" want the authorities to believe. The real motivation behind the hostage takeover is to use this excuse as a cover while the real crime is being committed: To break into the high security vault within Nakatomi Plaza which holds over 600 million in bearer bonds. Your main objective as John McLane is to rescue your wife who is personally being held captive by the crime Boss' leader, one Hans Gruber. How you do this and who gets hurt along the way is up to you and anyone foolish enough to think they can stop you. You only have two choices: Die Easy or Die Hard ...Yippee Kai Yay!!

Game Controls



The game screen is divided into three main areas. Information about Gruber's criminals and their activity is shown at the top. The large area in the center of the screen is your view of McLane as he explores Nakatomi Plaza. Current health, inventory and weapon status are displayed at the bottom.

GAME VIEW

The game view displays your view of the world and its surroundings. Doorways can be entered by lining up the doorway and moving forward through it. Obstacles will block your movement but can also provide valuable cover from gunfire. Certain objects on walls can be manipulated by facing the object and pressing forward. A small menu will then appear listing possible options to be chosen or the object will react with no interaction requirements.

GRUBER

The top of the screen is divided into three sections, each containing information about the status and progress of Gruber and his men.

The section on the left shows the current status of the locks which keep the safe secure. Each pair of vertical blue bars represents one of the locks on the safe. Gruber's man, Theo, is attempting to crack the electronic locks using sophisticated software, and he is very good at his task.

The middle section of the screen is the game clock used to display time. The time normally shown reflects how much time has passed since McLane has become aware of the hostile situation and begun to take action. Only twenty minutes will pass before Gruber will release the final lock on the safe, order the roof blown and escape with 600 million. Time is of the essence.

Once Gruber has issued the directive to blow the roof, the clock serves as a countdown timer, counting backwards from the initial forty-five seconds before the fatal detonation occurs.

The top right section will begin filling with communication between Gruber and his men, if you are lucky enough to find a radio. These communications may be useful in giving you some inside information, as though you were a member of Gruber's group (just not a very talkative member).

INVENTORY

The bottom of the screen is also divided into three sections containing information about your weapon status, inventory and health.

On the left are two counters and two slots to hold weapons you may have armed. Each weapon has a maximum ammo capacity. Weapons in your inventory will not automatically be placed in a weapon slot until armed from inventory. To arm a weapon, select the item from inventory and press A (Activate) or ENTER to select. If you have more than one of the same type of weapon in your inventory and your ammunition is depleted, the weapon will automatically be refilled and the now empty weapon(s) will be disposed of. NOTE: This may still leave you with only armed weapon in your weapons slot, no similar weapons in inventory and no ammo! To switch between weapons in your weapons slots, select G for your hand Gun or M for the Uzi sub-Machine gun.

The middle inventory section displays the contents of your current items allowing only one item per slot. Use the < and > keys to navigate through your inventory. To select an item, press A (Activate) or ENTER. To drop an item from inventory, press D. Bullets are the only item that will be combined when selected.

To quickly navigate to an item in your inventory, press the appropriate *keyboard* number:

1	2	3	4	5
6	7	8	9	0

HEALTH STATUS

McLane's Health status is represented by a colored vertical bar in the lower right corner of the screen. When McLane receives an injury or something is negatively affecting his well being, the health bar will drop. As damage is taken, the color of the status bar will change from green to yellow to red. When the health bar is depleted, McLane is no longer alive.

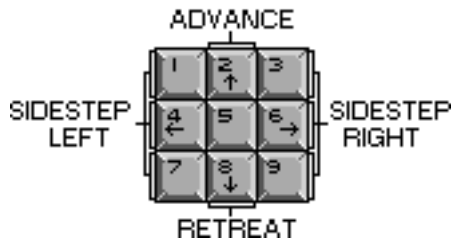
First aid will restore some of McLane's health, but the supply is not endless. McLane is resourceful though, and may find other items during his travels which will give him a boost.

MOVEMENT and COMBAT

Important: *The game controls will not function properly unless the NUM LOCK key is off.*

The layout for movement and combat controls is based upon the Numeric Keypad (1-9). Not all keys serve a function for all modes.

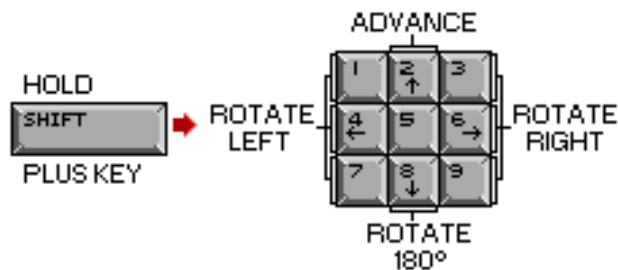
Movement (No action button depressed)



- Press forward to advance.
- Press right to sidestep right.
- Press left to sidestep left.
- Press back to retreat.

Movement – Rotating the Point of View

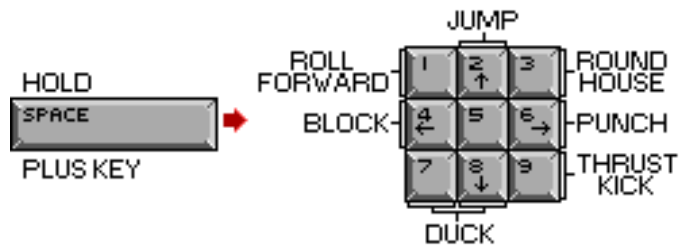
Button 2 = SHIFT (hold) + NUM PAD action



- Press forward to advance.
- Press right to rotate 90 degrees clockwise.
- Press left to rotate 90 degrees counterclockwise.
- Press back to rotate 180 degrees (quick turnaround).

For unarmed combat:(Complex controls, see diagram below)

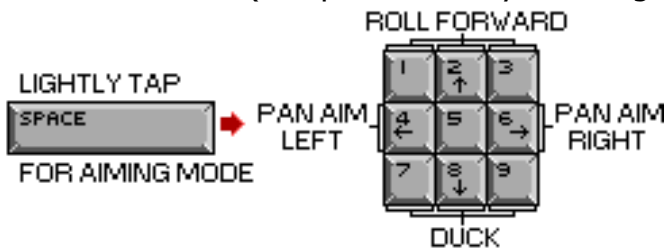
Button 1 = SPACE (hold) + NUM PAD action



- Press left forward (7) to roll forward
- Press forward (8) to jump
- Press right forward (9) to roundhouse kick
- Press right (6) to punch
- Press right back (3) to thrust kick
- Press back (1 & 2) to duck
- Press left (4) to block

Note: Not all actions require the same amount of time to execute.

For armed combat (Weapon armed by selecting G or M, if weapon is available):



- Lightly tap SPACE to enter aiming mode.
- Aim left or right using the left(4)/right(6) keys to cover eight possible firing positions.
- Press SPACE again to fire the weapon.
- To exit aiming mode, press SHIFT (weapon is still drawn) or H (holsters weapon).
- While aiming, movement to the left/right is unavailable unless McLane exits aiming mode or is shot or struck. Injuries interrupt the concentration required to aim accurately.
- Press forward to roll (exits aiming mode) and back to duck.

WORLD CONTROLS

A or ENTER – Activate selected item from Inventory.

< or > - Navigate inventory items.

Keyboard 1 thru 9 – Quick select inventory item.

F – Find items adjacent to McLane (dropped items only).

S – Search body of fallen enemy.

H – Holster weapon.

G or M – Choose weapon. If already selected, pressing G or M will draw the weapon.

P – Pause. Press any key to continue.

CTRL + ESC – Quit to DOS,

CTRL + ALT – Restart game from opening screens.

T – Toggle sound effects on/off.

INSTALLATION

Unpack the game files to a directory on your hard drive. Run DIEHARD.BAT to begin game play. To interrupt the opening intro, press SPACE twice. For future game play, it may be helpful to know that by pressing the SPACE key twice for each of the company logo screens (Activision/Dynamix), you can shortcut your way to game start.

Command line parameters

The following commands may be added to customize your game setup by editing the line 'die r %1 %2 %3' within DIEHARD.BAT. Just add one or more of the following commands to the line within the batch file, save, then execute DIEHARD.BAT (commands are not case sensitive).

EGA - EGA mode.

CGA - CGA mode.

JOYOFF – Joystick off.

NOMUSIC - Music off. Sound is toggled in-game by pressing T.