

CREDITS

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**PIRACY
IS THEFT**

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IMPORTANT

1) No More Guess

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of **Sabre Team** becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

Any fool can copy software...

It takes a little more intelligence not to

2) Virus

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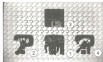
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Copy Protection Screen

A screen showing a picture of a gun together with all statistics is displayed. Use the mouse to identify the correct statistics for the gun shown and then click on the gun to proceed. The game will fail to load, with the screen turning red, if incorrect statistics are entered.

GAME INITIALISATION SCREEN



1. Select team members; allows selection of a four man team from a choice of eight. Selecting this icon will display a screen with all eight Sabre Team members

above crosses. Clicking on the cross will toggle whether a player is selected or not. Clicking on the players head will show their statistics.

2. Deploy members; allows players to be positioned within the game zone, prior to starting the game.

3. Load a saved game off disk.

4. Select equipment for players. Selecting this icon will display

a screen with all eight Sabre Team members, as with 1. Player statistics can be viewed by clicking on their heads. Members of the team which are selected, as shown with a tick, can be equipped by clicking on the tick.

SELECT WEAPONS SCREEN



1. Weapons held window; shows player statistics, and lists weapons held. Every item held weighs the player down, decreasing the players loaded action points in

relation to his strength. The marksmanship percentage helps when choosing guns, players with low marksmanship skills will need an accurate weapon. The window is scrollable by the drag bar to its right.

2. Weapons to choose window; a list of all the weapons available for the player, and his team, to use. The list is scrollable by the drag bars to the right and bottom of the window. To display the statistics/description of any item, click with the left mouse button over the desired item. Details of the item selected will appear in window 3.

3. Selection/Description window; displays a picture and describes the item selected from window 2. To add this item to the player's inventory click with the left mouse button over the picture.

4. Exit select loop.

To remove items from a player's inventory click the right mouse button over the description, in window 1.

Guns must be used with the correct type of ammunition. When ammunition is chosen that may fit more than one gun currently held, the mouse pointer will change into a question mark. Select which gun the ammunition will be used with by clicking the left mouse button over the gun description in window 1.

Extra Weapon Info

The noise level when a gun is fired radiates over a certain distance depending on the gun type. The radiated noise distance figure represents the number of move spaces that the noise can be heard over. As a bullet travels, the damage it can do decreases with the distance it travels. 100% damage distance represents the number of move spaces that a bullet could possibly do 100% damage given an accurate hit.

	Radiated Noise Distance	100% Damage Distance
MPSA3	12	3
MPSG0	8	3
MPSK	12	3
Accuracy International Pkl	8	5
Self Loading Rifle (SLR)	5	4
M16A2	12	7
L3A3 Steering	10	3
SA-80	5	4
L7A2	14	7
GG	8	4
Stun Grenade	12	0
CS Gas	2	0

Choosing Player Start Positions

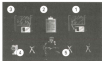
Players are deployed, one at a time, into the game zone. Any position marked on the ground with a white cross is a valid drop-off point. Click with the left mouse button, over the drop-off point, to deploy a player. To scroll around the game zone move the mouse pointer to the edge of the screen and click with the right mouse button. The screen will now be centred around the position the mouse pointer was placed. When all players are deployed the game begins.

ACTION POINT TABLE

Action Performed	Action Points Taken
Move (Left/Right/Up/Down)	4
Move (Diagonal)	6
Rotate	1 (per step)
View Player Statistics	0
View Blue-Print - Scroll Blue-Print	0 1 (per step)
Open/Close Door	3
Turn Stealth Mode On/Off	2
Change Weapon	3
Load Weapon	4
Snapshot	3
Aim Shot	6
Prime Grenade	3
Throw Grenade	3
Pick Up / Drop	2

NOTE : When stealth mode is operative, moving, rotating, opening / closing doors, and pickup / drop all take one extra action point.

GAME TURN SCREEN



At the start of the game, and after every game turn, this screen will be shown.

1. Save game to disk.
2. Status report; shows targets

destroyed, enemies killed, player statistics, and game score.

3. Load game from disk.

4. Faces of members in team. Clicking with the left mouse button produces player statistics.

5. Return To game; continues with next game turn.

Action Points

Two sets of numbers are shown on the game play screen (Antiga) or to the right of the direction control panel (ST). These are the number of action points remaining followed by the number of action points required to perform the current task as determined by the cursor position.

In Game Icons
Top Row (Left To Right)

Next Player
Swaps between the different members of your team.

Player Statistics
Shows the current players statistics, such as health, strength, marksmanship and perception, as well as his experience and specialties.

PLAYER STATISTICS SCREEN



1. Player statistics; height shown at the far left, strength on the arm, perception by the head, marksmanship by the gun, health under the heart, and action points between the feet.

2. A brief description and history of the player.

Blue-Print
Displays a plan view of the game area, and its contents, allowing routes to be planned.

BLUE PRINT SCREEN



1. Direction arrows, used to scroll the blue-print.

2. Quit from blue-print icon.

3. Move to next player icon; shows the position and surroundings of different players. The players name will be shown in the box below the blue-print window.

4. Blue-Print window; displays a plan view of the game zone. Map co-ordinates are shown above the blue-print.

5. Faces of the players in your team. Clicking, with the left mouse button, over one of these pictures will move the blue-print to the appropriate player.

Pick Up
Allows an object, under the current players feet, to be picked up and used. Pick-up-able objects are shown as backpacks. Dead bodies can also be searched for objects to pick up. To pick up an object, click on left mouse button on any item in screen 2. Then click left button on object that appears in screen 3.

Drop

Allows any objects the current player is carrying to be dropped. Click right button on item window 1 to drop.

PICK DROP SCREEN



1. Weapons held window; see select weapons screen (C).

2. Weapons to pick up / drop ; see select weapons screen (C).

3. Selection/Description window; see select weapons screen (C).

4. Exit Pick up/Drop icon.

NOTE : When picking up items only the items which were originally available for pick up can be de-selected.

Stealth On/Off

Enables/Disables stealth mode. Stealth allows a player to move around almost silently, therefore escaping detection, but at a cost of more action points per move.

Open/Close Door

Alters the state of a door. The door must be one space away from the current player and in the direction he is facing.

Bottom Row (Left To Right)

Change Weapons

Enables a player to select a weapon, for use, from those available to him.

CHOOSE WEAPON SCREEN



To choose a weapon to use (out of those being carried by the current player) click with the left mouse button over the picture of the weapon desired.

To avoid selection, click mouse away from pictures. The screen is scrollable by the drag bar at the right if more than two weapons are being carried. An arrow indicates the weapon currently in use.

Prime Grenade

Readies a grenade for throwing. A grenade must be thrown before swapping control to another player.

Load Weapon

Loads current weapon. A gun must be loaded before it can be fired.

Throw Grenade

Allows a player to throw a primed grenade. Grenades may be thrown through windows, and bounced off walls.

How To Throw Grenades

Once throw has been selected, the timing of the grenade takes place similarly to the firing of a gun. However, the grenade may not reach its target as the distance it can be thrown is limited by the strength of the player throwing it. Grenades may be bounced off walls and thrown through windows. The effects of a grenade last for one game turn.

NOTE : A grenade must be primed before it can be thrown, and must be thrown before switching control to another player, or ending the game turn, otherwise it will explode.

Aim Shot

Allows a player to take an accurate shot at a target. The outcome of a shot is influenced by the player's marksmanship and the weapon's effective range.

Snapshot

Allows a player to take aim and fire quickly, using minimal action points, resulting in a relatively poor hit ratio.

How To Fire Guns

Once snapshot or aim shot have been selected the mouse pointer is joined by sights, and an image of a sniper appears at the bottom of the screen. Aim your shot by moving the sights with the mouse pointer until the sights encompass the base of the target. Click the left mouse button to confirm the target. Note, the target must be in the line of fire (i.e. the direction the gun is pointing in). If the target is off the visible screen, it is possible to scroll around the game zone by moving the sights to the edge of the screen and pressing the right mouse button. The screen will now centre around the point the sights were placed.

Once a target has been selected, you must select the number of rounds to fire. This is done by clicking the left mouse button over the arrows (< = decrease number of rounds, > = increase number of rounds), surrounding the number box below the sniper's gun, and then clicking on the number in the box. Firing will now commence. The number of rounds selectable is limited by the action points needed to fire, or the number of rounds remaining in the gun. Single-shot weapons can only fire one shot before reloading is required. Selecting zero rounds cancels the shot.

NOTE: Before a gun can be fired it must be loaded with ammunition.

End Game Turn

Ends the current game turn for SAS players and allows the computer to take its turn. Also ends opportunity move.

Direction Control Icons

Controls the direction a player moves in, and shows sightings (in red) and noises heard (in blue). To move player click on direction arrows.

Opportunity Move

If some action points are saved before ending a player's turn, during the enemy's turn an opportunity move may be awarded. An opportunity move occurs if a player has more than five action points, and can see and be seen by the opposition. The number of action points saved determines the chance of being awarded an opportunity move: saving 20 or more action points gives a 100% chance, decreasing towards 0% as less action points are saved. During an opportunity move control is taken from the enemy and the player concerned is given the chance to use his remaining action points. Ending his turn gives control back to the enemy. Only one opportunity move may be awarded per game turn.

Healing Wounded Players

The Medical Kit - The player who carries this item during the game will regain 5% of his health per game turn.

Resting Players - if a wounded player 'sits out' a mission he will be fully healed, ready for the next mission.

Passing Items From One Player To Another

To pass items from one player to another, drop the required items on the ground, swap to the other player and then walk over the items and select pick up. Note: dead bodies can be searched and any weapons found can be used.

ENEMY TURN SCREEN



1. Open/Close door indicator; flashes when an enemy performs this action.

2. Shout for help indicator.

3. Pick/Drop indicator.

4. Fire/throw indicator.

5. Look behind/locate noise indicator.

6. Movement direction indicators.

7. State of enemies health, represented as a percentage.

8. Enemy's remaining action points.

9. Enemy's name.

10. Run away/hide indicator.

11. Panic indicator.

This screen will be shown whilst the enemy takes its turn (and cannot be seen by any Sabre Team members. If the enemy is visible then all actions will be shown as viewed by the person who can see them.

Speeding Up The Enemy's Turn

To reduce the time taken by the enemy's move, hold down the left mouse button.

How To Complete Each Mission

Mission 1 : Jungle POW Camp

Situated within the prisoner of war camps are four hostages, which need to be collected and guided to safety. When a hostage is collected, by walking within one space of him, he can be controlled as a member of your team. Hostages are air-lifted to safety once outside the POW camp. All surviving hostages must be rescued, with a minimum of three required to complete the mission. Once all the hostages have been rescued you must guide the remaining members of your team out of the camp to safety.

Mission 2 : Embassy Siege

Terrorists have taken control of the American Embassy in London and are holding four hostages. To complete this mission either guide the hostages out to safety (as with mission 1) or kill all the terrorists, leaving the metropolitan police to collect them. All surviving hostages must be rescued, with a minimum of three required to complete the mission.

Mission 3 : War Games

Four machines containing missile launch codes are located within an underground military base. These machines must be completely destroyed by shooting them at least three times. All machines must be destroyed to complete the mission. Surviving Sabre Team members must make their way out of the base to be air-lifted to safety.

Mission 4 : Liner Hijack

Terrorists have hijacked an ocean liner, and have altered its destination, holding innocent passengers and crew members hostage. All terrorists must be killed, allowing the boat to resume its original course. The mission is completed on killing the last terrorist.

Mission 5 : Missile Guidance

Four machines which program missile guidance systems are held within a missile manufacturing plant. All four machines must be destroyed (as with mission 3) to complete the mission. Surviving Sabre Team members must make their way out of the base to be air-lifted to safety.

NOTE : Should you lose all the members of your Sabre Team, the mission is failed unless the objective has already been achieved and at least one man is available to participate in the next mission. Hostages cannot be collected on an opportunity move.

Audio/Visual Status

During a game turn the direction control arrows may light up red or blue. This is a warning. A red arrow indicates a person is visible to the current character, in the direction the arrow is pointing. This provides warning when the person concerned is not close enough to be shown on the screen. A blue arrow indicates a noise has been heard in the direction of the arrow.

Turning The Music On/Off

To turn the music on or off during the game press F10. Sound effects will remain on at all times.

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