SABRE TEAM

English Instructions

FOR THE
IBM PC & AMIGA 1200

KRISALIS
SOFTWARE LTD.

IMPORTANT

1) NO MORE GAMES

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

All *Sabre Team* disks are guaranteed to be in working order and virus free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the *disk(s)* only to **Krisalis Software Ltd. Krisalis** always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to prevent subsequent virus infection. Additionally, it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus-killers. Any disks which have become damaged in these ways will be replaced at a cost of £3.00. Return the **disk(s) only** enclosing a **SAE.**

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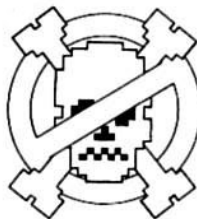
STARTING THE GAME

Now that Sabre Team has loaded and you have gone past the Overview text and a few intro screens, the GAME SETUP MENU will now appear as shown by Figure 1 below:
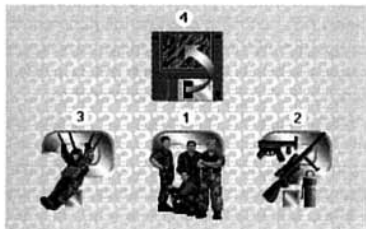
GAME SETUP MENU

Figure 1.

If this is the first time you have played SABRE TEAM, there are two possible choices for starting the game from the GAME SETUP MENU:

QUICKSTART - Choose the DISK icon as shown by Figure 1 (4).
Please refer to your SABRE TEAM REFERENCE GUIDE for further instructions.

NORMAL START - Please refer to the instructions outlined below.

The following SECTION explains how to SELECT, ARM and DEPLOY your own individual SABRE TEAM prior to beginning a mission.

SELECT TEAM MEMBERS

Figure 1 (1)
Allows selection of up to four Sabre Team members, from a choice of eight.

Position the mouse pointer on this icon and press left mouse button, this will display a screen showing the faces of eight Sabre Team members.
Below each face is a box containing a CROSS.
Clicking on a box will toggle the selection between a CROSS or TICK.

> **CROSS -** Team member has not been SELECTED.
> **TICK** - Team member has been SELECTED.

A minimum of one or a maximum of four team members can be selected for a mission, but if a face is covered by a cross bearing R.I.P, that team member has been killed in action and cannot be selected.

Clicking on a face, will display another screen, showing that team member's particular statistics.

Click on each face prior to selection, to view each individual team member's statistics, this will help in selecting the best overall team.

TEAM MEMBER STATISTICS

After clicking on a player's face a screen will appear showing a graphic representation of a soldier on the left hand side and a text report on the right. Height is shown to the left of the soldier, strength on the arm, perception by the head, marksmanship by the gun, health under the heart and action points between the feet. The text report on the right gives a brief description and general history of the current team member being viewed.

SELECT TEAM EQUIPMENT

Figure 1 (2)
Allows selection of up to eight items of equipment for each team member.

Move the mouse pointer over the EQUIPMENT icon and press the left mouse button to select. The EQUIPMENT screen will appear as shown in Figure 2 below:

EQUIPMENT SCREEN

Figure 2.

CHOOSE EQUIPMENT

Figure 2 (1)
The EQUIPMENT window, contains a list of all available equipment for your team members to use. To scroll through the equipment list, use the drag bars to the right of and below the window, position the mouse pointer over the arrows at the edge of each bar and press the left mouse button to scroll the list up or down on the vertical bar and left or right on the horizontal bar. Alternatively you can position the mouse pointer onto the bar itself, then press and hold down the left mouse button and move the bar quickly in the appropriate direction.

To display the description of any equipment, position the mouse pointer over that particular item and press the left mouse button. Details of that item of equipment selected will appear in the SELECTION window (as shown by Figure 2 (2)).

EQUIPMENT SELECTION

Figure 2 (2)
The SELECTION window, displays a picture and gives a more detailed description of the item chosen from the EQUIPMENT window. To add this to the team member's INVENTORY window (Figure 2 (3)), position the mouse pointer over the equipment picture in the SELECTION window and press the left mouse button. That item of equipment will now appear in the INVENTORY window, in an available slot numbered 1 to 8. Once you have selected the equipment required, select the next team member to be equipped by placing the mouse pointer over the TEAM MEMBER icon at the bottom right of the EQUIPMENT screen (Figure 2 (4)), then press the left mouse button. Repeat the equipment selection for each subsequent team member, when the last team member has been equipped and the TEAM MEMBER icon is clicked on, the GAME SETUP MENU will reappear.

INVENTORY

Figure 2 (3)
The INVENTORY window, displays the name, statistics, weapons and other equipment currently selected by that particular team member. Every item of equipment in the inventory will weigh that team member down by decreasing the number of action points (AP) in relation to the strength percentage. The marksmanship percentage helps when choosing weapons, low marksmanship skills will require an accurate weapon, whereas high marksmanship skills only require a less accurate weapon. This window is also scrollable using the drag bar to the right.

NOTE: GUNS must be used with the correct type of AMMUNITION. When ammunition is chosen that may fit more than one particular type of gun currently held in your inventory, the mouse pointer will change into a question mark (?). Select which gun the ammunition will be used with by positioning the mouse pointer over the appropriate gun picture in the SELECTION window and then press the left mouse button.

TEAM MEMBER

Figure 2 (4)

Picture of a Sabre Team member, click on this to choose the next selected team member. Once all team members have been advanced through, you will be returned to the GAME SETUP MENU again.

If at this point you would like to reselect or remove any of your current equipment, simply reselect the EQUIPMENT icon, when the EQUIPMENT screen appears examine the INVENTORY window to find out which items of equipment need removing. To remove an item from the INVENTORY, position the mouse pointer over it and press the right mouse button, that item will then be removed from the INVENTORY window and will be returned to the EQUIPMENT window. To reselect another item of equipment to replace the one removed please refer back to the CHOOSE EQUIPMENT section. Advance through all the team members until you are satisfied with your equipment selection. Once back to the GAME SETUP MENU you may now DEPLOY your Sabre Team.

DEPLOY TEAM MEMBERS

Figure 1 (3)

Allows selected team members, who have been armed, to be positioned on a grid, within the game zone, prior to starting the game.

Move the mouse pointer over the DEPLOY icon and press the left mouse button to select. After a few seconds a white square grid will appear within the game zone window. Position the mouse pointer over the square you wish to place a team member onto and press the left mouse button.

A team member will appear in that square, now simply repeat this for each team member, until all are deployed on the grid.

Note that not all of the grid will appear on screen at once, to scroll the grid, place the mouse pointer at the edge of the screen and press the right mouse button.

Once all team members are deployed, the GAME TURN MENU will appear.

LOAD A GAME

Figure 1 (4)

Allows selection of a QUICKSTART game or previously SAVED game. Please refer to the REFERENCE GUIDE, for further explanation.

GAME TURN MENU

This screen will appear at the beginning of a mission and after every game turn taken.

GAME TURN MENU

Figure 3.

STATUS REPORT

Figure 3 (1)

Shows current mission, list of all team members (on mission, not selected or dead) and their individual scores and total game score to date, and number of hostages rescued or targets destroyed, depending on the mission.

SAVE CURRENT GAME

Figure 3 (2)

Saves the game in progress.
Please refer to the REFERENCE GUIDE for further explanation.

LOAD GAME

Figure 3 (3)

Loads a previously SAVED game.
Please refer to the REFERENCE GUIDE for further explanation.

TEAM MEMBERS

Figure 3 (4)

Team members selected for the current mission.
Selecting a face, will bring up that team member's STATISTICS screen.

START/CONTINUE GAME

Figure 3 (5)

Selecting this icon will either start the current mission or continue the next game turn during a mission.

ENEMY TURN SCREENS

These screens (variable, depending on the mission) will be shown after ending your game turn, whilst the enemy decides and executes its movement and attack actions. If the enemy is visible, then all actions will be shown, as viewed by the team member who can see them.

THE GAMEPLAY AREA

The top window represents the main GAMEPLAY area.
The bottom window contains the MAIN GAME icons.
The COMPASS to the right of the MAIN GAME icons, is the DIRECTIONAL CONTROL icon.

MAIN GAME ICONS

The means by which all in game functions are selected and used.
These are positioned within the control bar below the GAMEPLAY window and may be SELECTED by positioning the mouse pointer over the one desired and then press the left mouse button.

The ICONS starting top row (left to right) are as described below:

(1) NEXT PLAYER:
Advances through the members of your Sabre Team, this also includes any hostages currently being led to safety.

(2) PLAYER STATISTICS:
Shows the current team member's STATISTICS, as described earlier under the heading TEAM MEMBER STATISTICS.

(3) BLUEPRINT SCREEN:

Displays a BLUEPRINT MAP view of the game area and its contents.

The middle window represents the MAP view of the gameplay area, the MAP co-ordinates are shown directly above this window.

To the left of the MAP window are the directional control arrows, use these to scroll the MAP up, down, left or right. Each single step of movement, will use one action point. The number of currently available action points, are shown directly below the MAP window.

To the right of the MAP window are the faces of all current team members, selecting one of the faces with the mouse pointer, will move the MAP to centre on the appropriate player. The name of the currently selected player is displayed below the MAP window, directly to the left of the action point figure. All SABRE TEAM members, HOSTAGES and ENEMIES visible on the blueprint MAP, are represented by a letter within a small circle.

SABRE TEAM member (S), HOSTAGE (H) and ENEMY (E).

On some missions however, the target may be a MACHINE, these are shown as a normal outline drawing.

To EXIT from the BLUEPRINT screen, place the mouse pointer over the switch containing two arrows facing left, situated at the top of the screen, directly left of the MAP co-ordinates and press left mouse button.

(4) PICKUP SCREEN:

Displays a screen similar to the EQUIPMENT screen seen earlier.

Allows an item of equipment, under the current team member's feet, to be picked up and used. Pick-up-able items are represented by rucksacks. Dead bodies can also be searched for items of equipment, whether it be an enemy or team member. To pick up an item, place the mouse pointer over the item in the EQUIPMENT window (as shown by Figure 2 (1)), and press left mouse button. Then select the picture of the item in the SELECTION window (as shown by Figure 2 (2)) with the mouse pointer, and press the left mouse

button again. The item picked up will appear in the INVENTORY window (as shown by Figure 2 (3)).

To EXIT the PICKUP screen, place the mouse pointer over the ARROW picture in the bottom right hand corner and press left mouse button.

(5) DROP SCREEN:

Displays the same screen as PICKUP.

Allows an item or items of equipment being held in the current team member's inventory, to be dropped at his feet. To drop an item, select the item in the INVENTORY window, by placing the mouse pointer over it and press the right mouse button. The item selected for dropping will appear in the EQUIPMENT window. EXIT the DROP screen the same way as PICKUP.

NOTE: When picking up equipment, only the items which were originally available for pick up, can be deselected.

(6) WALK TO:

Allows AUTOMATIC movement of a team member to a selected location.

When selected, the mouse pointer will change into a large ICON. Place the mouse pointer (ICON) anywhere in the GAMEPLAY AREA window, and press the left mouse button. The current team member will then automatically move to that location, providing however, that there are enough action points available and the destination is a valid (not a wall or any other solid object) location. After the move is completed the mouse pointer will change back to normal (hand).

(7) OPEN\CLOSE DOOR:

Allows the opening and closing of a door.

When selected, the door must be one movement space away from the current team member and in the direction he is facing.

The ICONS on the bottom row (left to right) are as described below:

(8) CHANGE WEAPON:

Allows a team member to select an alternative weapon to the one he is currently using, providing he has one available. This also includes any grenades.

The weapon currently in use has a large arrow to the left of it, to change to another weapon (from those available), place the mouse pointer over the picture of the desired weapon and press the left mouse button.
The large arrow will now appear next to the newly selected weapon.
If more than two weapons are available for selection, use the drag bar at the right of the screen to scroll through them.
To EXIT this screen, press left mouse button anywhere, but not while the mouse pointer is on a picture or the drag bar.

(9) PRIME GRENADE:

Allows current team member to prime a grenade, ready for throwing.
A grenade must be thrown before changing control to another team member or ending the game turn, otherwise it will detonate in the hands of that particular team member.

(10) LOAD WEAPON:

Loads currently held weapon, providing there is available ammunition.
The MAIN GAME icon bar will be replaced with the image of a sniper, the weapon will be automatically loaded and the MAIN GAME icon bar will then reappear. A gun must be loaded before it can be fired.

(11) THROW GRENADE:

Allows a team member to throw a primed grenade.

Grenades may be thrown through windows or bounced off walls. However, the grenade may not reach its target, as the distance it can be thrown, is limited by the strength of that team member.
The effects of a grenade last for one game turn.
Once selected the mouse pointer will change into a gun sight, position this over the target spot and press the left mouse button to initiate the throw.

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

(12) AIM SHOT:

Allows a team member to take an accurate shot at an enemy or target.
The outcome of this type of shot, is influenced by that team member's particular marksmanship percentage of accuracy and the current weapon's effective range.

(13) SNAPSHOT:

Allows a team member to take aim and fire quickly, thus using a minimal amount of action points, however this results in a relatively poor hit ratio, depending on the marksmanship of the team member and the distance of the shot.

(14) END GAME TURN:

Ends the current game turn for all Sabre Team members and goes straight to the enemy turn. This icon also ends an opportunity move.

FIRING GUNS

Once SNAPSHOT or AIM SHOT has been selected, the mouse pointer will change to a single or triple sight accordingly and an image of a sniper appears at the bottom of the screen, replacing the control bar. Aim your shot by moving the sight with the mouse, until the sight is positioned over the centre of the target. Press the left mouse button to confirm selected target. Please note that the target selected must be in the line of fire (in the direction the gun is currently pointing). If the target is off screen, it is possible to scroll round the game zone, by moving the sight to the edge of the screen and press the right mouse button. The screen will now centre around the point the sight was placed.

Once a target has been selected, you must choose the number of rounds to fire. This is done by pressing the left mouse button over the arrows (left arrow '<' decrease number of rounds or right arrow '>' increase number of rounds), surrounding the number box below the snipers gun, and then pressing left mouse button while the mouse pointer is positioned over the box. Firing will now automatically commence.

The number of rounds selectable is limited by the number of action points available for firing or by 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 that before a gun can be fired, it must be loaded with ammunition.

WEAPON INFORMATION

The noise level when a gun is fired radiates over a certain distance, depending on the weapon type. The radiated noise distance figure, represents the number of movement spaces that the shot can be heard, from the position where the team member fired his weapon. The damage a bullet can do, decreases with the distance it has to travel.

A 100% damage distance figure, represents the number of move spaces that a bullet could possibly do 100% damage, given an accurate shot at the target.

Weapon Used	Radiated Noise Distance	100% Damage Distance
MP5A3	12	3
MP5SD	8	3
MP5K	12	3
ACCURACY INTERNATIONAL PM	6	5
SELF LOADING RIFLE (SLR)	6	4
M16A2	12	7
L2A3 STERLING	10	3
SA-80	6	4
L7A2	14	7
G3	6	4
STUN GRENADE	12	0
CS GAS	2	0

DIRECTIONAL CONTROL ICON

Controls the direction a player faces or moves to and indicates possible enemy sightings or suspicious noises heard. To move a team member, place the mouse pointer over the arrow in the direction you want to go and move by clicking on it once or hold down the left mouse button for continuous movement.

AUDIO/VISUAL STATUS

During a game turn, the compass (DIRECTIONAL CONTROL) arrows, may light up either RED or BLUE. This is a WARNING that there is someone within a close proximity to that current team member. A red highlighted arrow, indicates they are in visual range, in the direction indicated by the arrow, but may not yet be visible on the game screen area shown.
A blue highlighted arrow, indicates a noise has been heard in the general direction of that arrow.

OPPORTUNITY MOVE

If enough action points are saved before ending a turn, then during the enemies turn an opportunity move may be awarded to a team member.
An opportunity move occurs if a team member has more than five action points and is in visual range of and can be seen by the enemy.
The number of action points available, determines the chance of being awarded an opportunity move. For example. saving twenty or more action points, gives a 100% chance, decreasing to a 0% chance, as less action points are available.
During an opportunity move, control is taken away from the enemy and the team member concerned is given the chance to use all of the action points remaining, either for weapons or moving.
Ending the opportunity move turn, gives full control back to the enemy, for the remainder of the enemy turn.
Note that only one opportunity move may be awarded per game turn.

HEALING WOUNDED PLAYERS

Medical Kit - Any team member carrying this piece of equipment during a mission, will regain 5% of total health per game turn.

Resting - If a wounded team member 'sits out' a mission, he will be fully healed when selected for the next mission.

PASSING ITEMS

To pass items of equipment from one team member to another, drop the required item(s) on the ground, using the DROP icon, select the required team member and then walk over the dropped item(s), then select the PICK UP icon and choose the items you wish to collect.
Note that any dead bodies, be they a team member or an enemy, can be searched by using the PICK UP icon and any equipment found can be used.

ACTION POINTS

Two sets of numbers are shown on the GAMEPLAY screen, these represent the number of action points remaining, followed by the number of action points required to perform the currently selected option, as determined by the mouse pointer position.

ACTION POINT TABLE

Action Performed	Action Points Used
Movement (Left,Right,Up,Down)	4
Movement (Diagonally)	5
Rotation	1 (per step)
View Player Statistics	0
View Blueprint Map	0
Scroll Blueprint Map	1 (per step)
Open\Close Door	3
Walk To	Variable
Change Weapon	5
Load Weapon	4
Aim Shot	6
Snap Shot	3
Prime Grenade	3
Throw Grenade	3
Pick Up\Drop	2

MISSION DESCRIPTIONS

Mission 1: Embassy Siege

Terrorists have taken control of the American Embassy in London and are holding four hostages. Find the rooms where they are being held and guide them to safety. To rescue a hostage, move a Sabre Team member to a space directly next to and facing that particular hostage, you will now gain control of the hostage as if he were a member of your team.

To successfully complete this mission, either guide all the hostages out to safety or kill all of the terrorists, leaving the Metropolitan police to collect them.

Mission 2: Jungle POW Camp

Imprisoned within the prisoner of war camp are four hostages, find the cells where they are being held and guide them to safety.

Hostages are then air-lifted to safety once outside the POW camp.

To successfully complete this mission, guide all four hostages to safety outside the POW camp. Once all hostages have been rescued, you must guide the remaining members of your team out of the camp to safety.

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.

To successfully complete this mission, all four machines must be totally destroyed. Surviving Sabre Team members must then 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, they are holding innocent passengers and crew members hostage.

To successfully complete this mission, all of the terrorists onboard must be killed, thus allowing the liner to resume its original course.

The mission is automatically completed on killing the last terrorist.

Mission 5: Missile Guidance

Four machines used for programming missile guidance systems, are held within a missile manufacturing plant.

To successfully complete this mission, all four machines must be totally destroyed (as in mission 3). Surviving Sabre Team members must then make their way out of the base, to be air-lifted to safety.

MISSION NOTE

If all Sabre Team members are killed within a mission, then that mission is deemed failed, unless however all mission objectives have already been successfully achieved and one team member is available to participate in the next mission. Hostages cannot be collected or controlled, during an opportunity move.

NOTES