DIE HARD

Player's Guide

ActiVision

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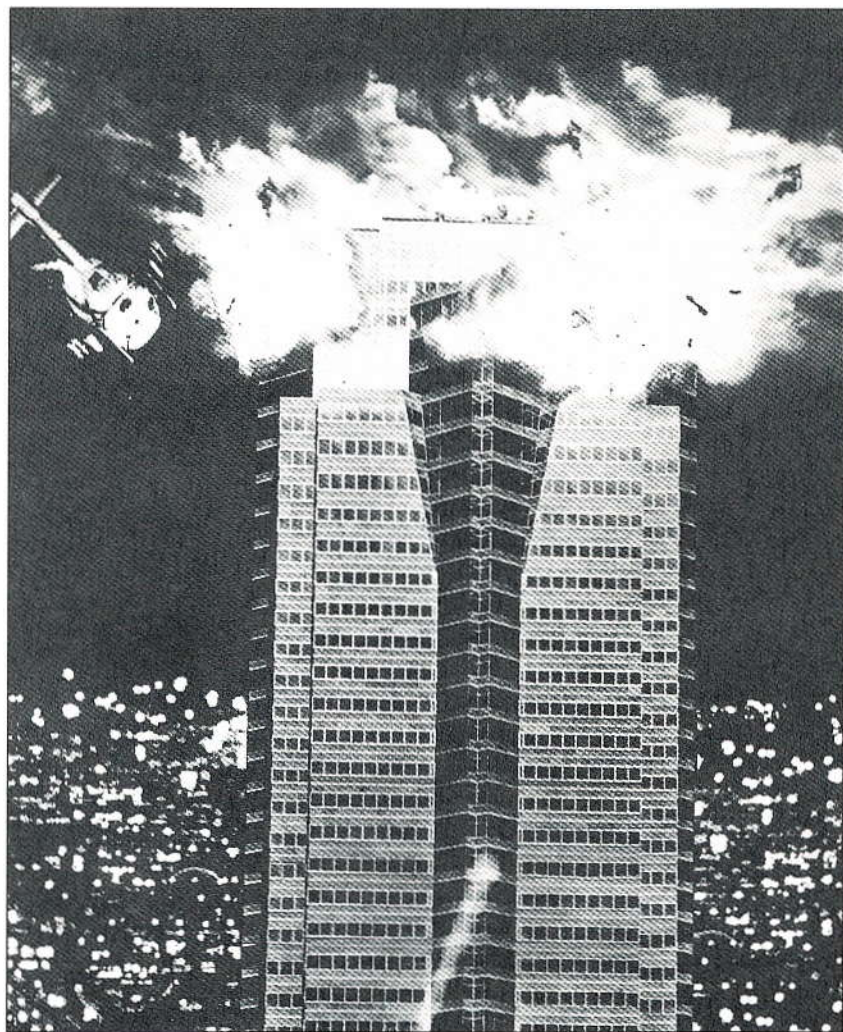## *Die Hard*

Programming by Nels Bruckner.

Direction and design by Jerry Luttrell.

3-D art by Cyrus Kanya.

Graphics by Tom Collie, Susan Greene, and Steve Snyder.

Music and sound effects by Bryce Morsello.

Produced by Steven Ackrich and John A. S. Skeel.

Technical support by David MaClurg.

Product management by Kelly Flock.

Playtesting by Steve Imes, Stew Perkins, Larry Weissenborn, Tom Bellamy, Jeff Glazier, and Kelly Zmak.

Player's Guide by Larry Hall and Hunter Cone.

For technical help, call Consumer Services between 8:00 a.m. and 5:00 p.m. Pacific time, Monday through Friday: 415 329-7630.

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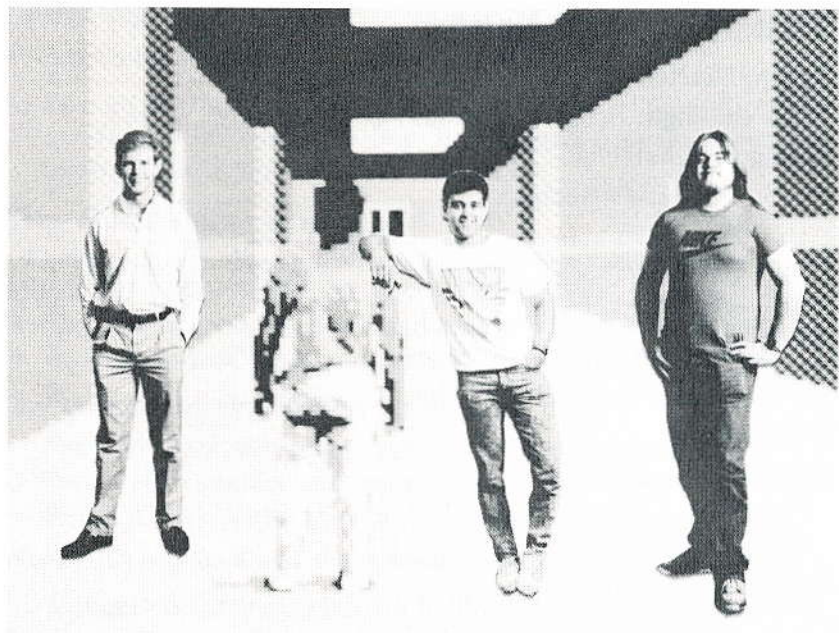
ACTIVISION

Table of Contents

Die Hard

Question: Who in their right minds would set out to develop an entirely new form of 3-dimensional technology, complete with animations, explosions, hallways, conference rooms, gigantic chasms and three-level rooftops? And then take on the challenge of developing an intelligence and hand-to-hand combat system capable of working in a 3-dimensional plane?

Answer: (From left to right in photo)
Jerry Luttrell: Designer.
Cyrus Kanga: 3-D modeling, shapes and animations.
Nels Bruckner: Programmer and interior 3Space™ pioneer.

Getting Started

It's a good idea to make back-up copies of your original *Die Hard* disks before playing, and to play the game from these back-up disks. You'll need two blank disks.

Making Copies on a Double Floppy System

1. Boot your system and load DOS.

2. At the **A>** prompt, type **diskcopy A: B:** and press **Enter**.

3. Follow the screen prompts—the source disk is your original *Die Hard* disk and the target disk is the blank disk.

4. Repeat this procedure for each original *Die Hard* disk.

Making Copies on a Single Floppy System

1. Boot your system and load DOS.

2. At the **A>** prompt, type **diskcopy A: A:** and press **Enter**.

3. Follow the screen prompts—the source disk is your original *Die Hard* disk and the target disk is a blank disk.

Loading Instructions

Floppy Disk Installation

1. Boot your system and load DOS.

2. Insert *Die Hard* disk 1 into the A drive.

3. If necessary, type **A:** to access your A drive.

4. At the **A>** prompt, type **Diehard**, press **Enter,** and wait for the program to load. You'll be prompted to swap disks as the game progresses.

Hard Drive Installation

1. Boot your system and load DOS.

2. Insert *Die Hard* disk 1 into the A drive.

3. If necessary, type **A:** to access your A drive.

4. Type **Install C:** (according to your hard drive's letter designation), and press **Enter**.

5. The program automatically creates a **Die Hard** directory on your hard drive, and copies the contents of both disks to this new directory.

6. You'll be prompted to replace disk 1 with disk 2. Press any key.

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7. After you install the game, you'll be placed in the **DieHard** directory.

8. Type **DieHard** and press **Enter** to load the program.

Die Hard automatically chooses the graphics mode that's best for your system. If you want to force your system to select a CGA or EGA graphics system, follow the directions below at step #8 of "Hard Drive Installation," step #4 of "Floppy Disk Installation," and step #3 from " Booting the Program From Your Hard Disk Once You've Installed It" (in the section immediately following).

To force your program into CGA, type DieHard CGA.

To force your program into EGA, type DieHard EGA.

To turn off the joystck and play strictly with your keyboard, type DieHard Joyoff.

To turn off the music, type DieHard NoMusic. **Note:** The *sound* will stay on. You can turn the sound off by pressing **T.**

You can combine these steps into one instruction. For example, DieHard CGA NoMusic.

Booting the Program From Your Hard Disk Once You've Installed It

1. Turn on your monitor and computer

2. At the hard drive prompt, type **CD DieHard** and press **Enter.**

3. Type **DieHard,** press **Enter,** and wait for the program to load.

You'll see a series of story screens, giving you background on the game. At the *Die Hard* title screen, press the **spacebar** so the game will begin loading. After the game has loaded, you go right into the action.

See "Security Panel" and "Strategy" on page 16 for some important tips on playing *DieHard.*

'Twas the Night Before Christmas

In the Nakatomi Corporation's new highrise headquarters in downtown Los Angeles, the staff is enjoying the company Christmas party, way up on the 32nd floor. . . A celebration that is about to become a nightmare.

Suddenly, a group of machine-gun toting men storm into the party. Sprays of automatic fire ricochet around the room. This gang of terrorists has seized the building, locking it from the inside and sealing off all entrances and exits. No one can get in or out.

Hans Gruber is the leader and mastermind of the operation. He and his gang are exploiting their terrorist cover to carry out the biggest heist of the century. They're after the $600 million in negotiable bearer bonds in the company's vault. All they have to do is break through the seven vaults, and the bonds are theirs.

It's a perfect plan.

Except for one small detail. John McClane, an off-duty New York City cop visiting his estranged wife, is loose somewhere in the building. He's the only one who can make a stand against Hans and his henchmen. It may be his last stand. . .

Facing the Challenge

Die Hard's action takes place on the upper floors and roof of the 40-floor high-rise. When the game opens, McClane is in a bathroom on the 32nd floor.

Each floor is a maze of rooms and hallways containing plants, desks, file cabinets, wall maps, vents, and other objects. Since the rooms and hallways resemble one another, it's a good idea to look at the floor maps scattered through the building and familiarize yourself quickly with the characteristics of each room and section of a floor.

To see a map of the floor, walk into the blue rectangle on the hallway walls. This turns into a map. Use the maps whenever you're unsure of McClane's location.

A																				
CODE	23	45	65	24	87	97	01	34	46	22	67	81	23	98	29	12	34	78	23	90
DISABLE	36	29	57	79	31	03	64	46	96	12	98	23	12	56	86	96	34	56	91	31

See "Security Panel" on page 16.

McClane's Health

The game begins with McClane at full health, represented by a green bar in the lower right corner. Each time he absorbs a blow or a bullet from a terrorist, his health declines. When the bar is red, he's most vulnerable to attack. When the bar disappears, his valiant stand against the terrorists is over. He can also build up his strength by finding the right items.

Terrorists

* Terrorist henchmen lurk at every turn. McClane has to polish them off, either by engaging in hand-to-hand combat or by blowing them away with his gun. After each confrontation, he can search their bodies for weapons and other valuable items that give him vital assistance in his desperate situation.

* McClane also has Karl, Han's second-in-command, to worry about. After McClane kills Karl's brother Tony, Karl is wild with rage and hunts him with a vengeance. If McClane meets Karl, he's going to have to summon every ounce of his strength to overpower him.

* It's the confrontation with Hans himself that will prove to be the ultimate challenge. Hans holds a hostage — Holly, McClane's wife. It'll take split-second timing and a fast finger on the trigger to save her. . . and eliminate Hans.

Beat the Clock

As you play, keep an eye on the digital clock at the top of the screen. McClane has 20 minutes — he must race against time as he fights his way toward the confrontation with Hans.

The Vaults

The status of the seven vaults is represented by the red blinking bar in the upper left corner of the screen. As each vault is broken, a line is removed from each side of the bar. When all the lines are gone, Hans will start the countdown to blow up the Roof.

Message Screen

If McClane gets a radio from a terrorist, he's able to eavesdrop on Han's communication with the his gang. These communications appear on the message screen in the upper right corner. Sometimes Hans has a few things to say to McClane himself.

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Inventory Panel

At the bottom of the screen is the inventory panel. As McClane
accumulates items, they appear in the panel. Use the <and> keys
to move the selection box through the inventory, and press **Enter**
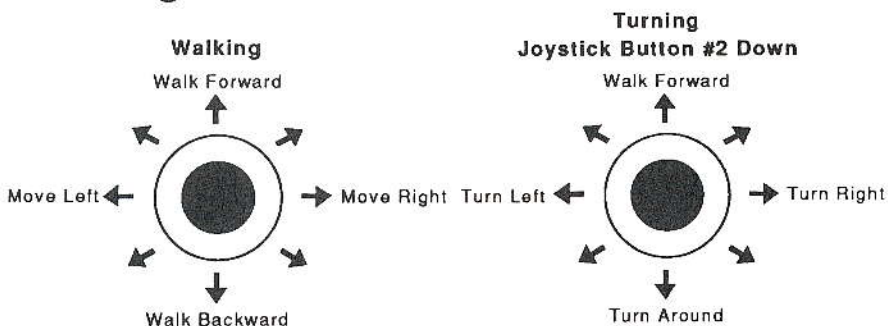to put that item in the active box at the left end of the panel.

The Controls

Play *Die Hard* using either a joystick (see below) or the numeric
keypad (see page 11).

Joystick Controls

You can use a joystick to control McClane's movements most of the
time. There will be times when you'll be using the Universal
Keyboard Commands (see page 14).

Walking

Walking	Turning Joystick Button #2 Down
Walk Forward	Walk Forward
Move Left ← ● → Move Right	Turn Left ← ● → Turn Right
Walk Backward	Turn Around

To make **McClane walk**, move the joystick in the direction you
want him to go.

To **turn him**, press joystick button #2, then move the joystick in
the desired direction.

CODE	16	23	45	87	05	07	37	69	26	86	38	42	58	12	41	84	90	23	65	21	
DISABLE	39	25	48	43	52	10	76	82	61	21	76	89	37	87	12	10	50	71	92	32	

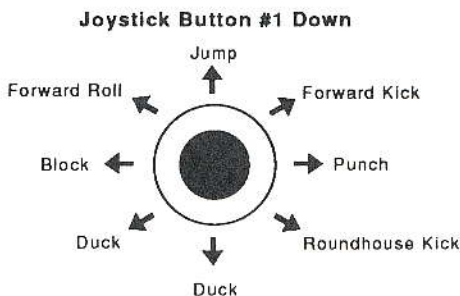See "Security Panel" on page 16.

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Fighting

Choose your combat style depending upon the situation.
If a terrorist is approaching you unarmed, you can prepare to
spring into hand-to-hand combat. It's best to use hand-to-hand
combat whenever possible, but if you can see a weapon in the
terrorist's hand, it's better to respond with a weapon. Don't waste
ammunition. Check the inventory panel to evaluate McClane's
ammunition supply and the type of weapons available.

Hand-to-Hand Combat

Joystick Button #1 Down

Jump

Forward Roll   Forward Kick

Block   Punch

Duck   Roundhouse Kick

Duck

Duck

To engage in hand-to-hand combat, first press joystick button
#1, then move the joystick in the direction of the desired move, as
shown in the diagram above.

Armed Combat

McClane starts off with his policeman's gun. He gets the rest of his
weapons from the terrorists he's killed and searched. As the game
goes on, look at the inventory panel at the bottom of the screen to
check your arsenal.

To get a gun, move the inventory panel selection box to the gun
you want by pressing the <and> keys. Press **Enter** to activate it.
The gun you selected moves to the active windows to the left (the
handgun is on top, the machine gun on bottom). You then see a
gun in McClane's hand and you're ready to go into aiming mode.

Aiming Mode

Forward Roll

Forward Roll   Forward Roll

Point Gun Left   Point Gun Right

Duck   Duck

Duck

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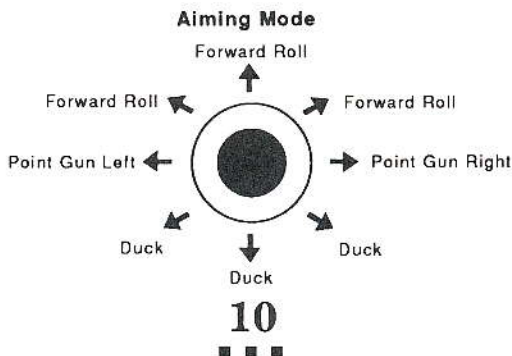
To activate the aiming mode when McClane is holding a gun, press and release button #1 — McClane will raise his gun. Aim by moving the joystick right or left, in the direction you want to shoot. **Note:** McClane can't walk while in the aiming mode.

To fire, press button #1 again.

To evade enemy fire while in aiming mode, duck by pulling the joystick back. As long as you pull the joystick back, he'll keep ducking. Release the joystick and he stands again with gun ready for action.

McClane can also execute a forward roll while in aiming mode to dodge the bullets—push the joystick forward. Press button #1 to return to aiming mode.
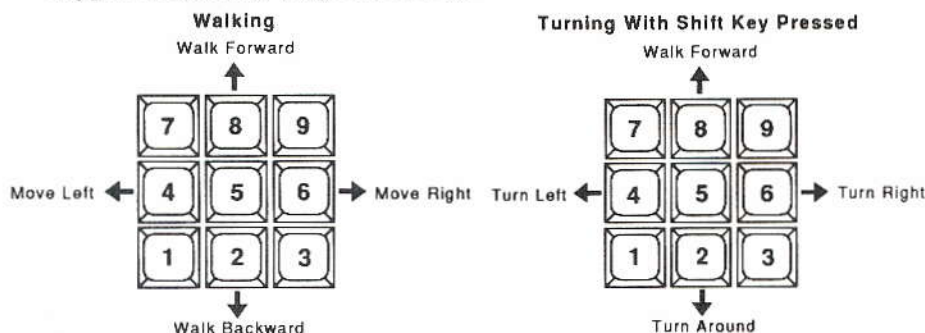
To deactive the aiming mode so he can walk around (while keeping the gun in McClane's hand), press button #2 .

To switch from hand-to-hand combat to fighting with a gun (once the gun has been chosen and is in the active window), press **G** (if you have a machine gun and want to use it, press **M**). To switch back to hand-to-hand combat, press **H**.

For more information on selecting items from the inventory panel, see "Selecting Items and Weapons" on page 14.

Keyboard Controls

If you're using the keyboard to play *Die Hard*, use the numeric keypad (check the diagram below).

	Walking				Turning With Shift Key Pressed

Walking — Walk Forward, Move Left, Move Right, Walk Backward
7 8 9 / 4 5 6 / 1 2 3

Turning With Shift Key Pressed — Walk Forward, Turn Left, Turn Right, Turn Around
7 8 9 / 4 5 6 / 1 2 3

C																				
CODE	76	23	32	65	59	93	74	05	08	11	25	84	23	69	43	45	87	02	12	34
DISABLE	34	65	05	62	39	58	36	27	59	48	63	69	89	13	03	51	86	94	99	05

See "Security Panel" on page 16.

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Walking

To maneuver McClane, press the appropriate numeric key to move him in the direction you want him to go (see diagram on page 11).

To turn McClane, press Shift while pressing the key that corresponds with the direction you want him to turn (see diagram on page 11).

Fighting

Choose your combat style depending upon the situation. If a terrorist is approaching you unarmed, you can prepare to spring into hand-to-hand combat. It's best to use hand-to-hand combat whenever possible, but if you can see a weapon in the terrorist's hand, it's obviously better to respond with a weapon. Don't waste ammunition. Check the inventory panel to evaluate McClane's ammunition supply and the type of weapons available.

Hand-to-Hand Combat

To engage in hand-to-hand combat, position McClane, then press the **spacebar** and one of the eight keypad keys to execute an individual move as shown below:

Hand to Hand Combat With Spacebar Pressed
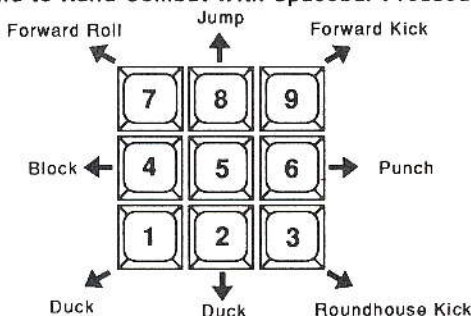
Forward Roll   Jump   Forward Kick

7	8	9
4	5	6
1	2	3

Block ←   → Punch

Duck   Duck   Roundhouse Kick

Armed Combat

McClane starts off with his policeman's gun. He gets the rest of his weapons from the terrorists he's killed and searched. As the game goes on, look at the inventory panel at the bottom of the screen.

To get a gun, press the <and> keys to select the gun you want and press **Enter** to activate it. The gun moves to the active windows to the left (the handgun is on top, the machine gun on bottom). You then see a gun in McClane's hand, and you're ready to go into aiming mode.

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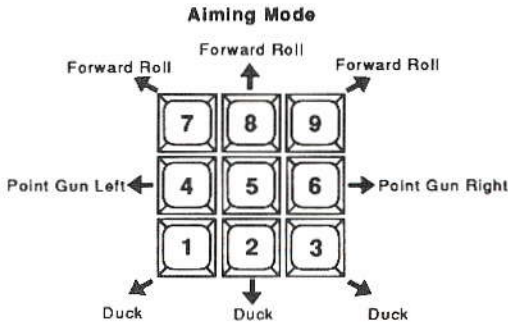
Aiming Mode

To activate the aiming mode when McClane is holding a gun, press and release the **spacebar**. McClane will raise his gun. Press 4 or **6** to aim. Press the **spacebar** again to fire. Press **Shift** to stop aiming. **Note:** McClane can't walk while in aiming mode.

To fire, press the **spacebar** again.

To evade enemy fire while in aiming mode, duck by pressing 2.

McClane can also execute a forward roll while in aiming mode to dodge the bullets—press **8**. Press the **spacebar** to return to aiming mode.

To deactive the aiming mode so he can walk around (while keeping the gun in his hand), press **Shift**.

To switch from hand-to-hand combat to fighting with a gun (once the gun has been chosen and is in the active window), press **G** (if you have a machine gun and want to use it, press **M**). To switch back to hand-to-hand combat, press **H**.

For more information on selecting items from the inventory panel, see "Selecting Items and Weapons" on page 14.

CODE	65	96	26	69	35	75	97	36	54	12	04	86	63	41	24	85	42	85	76	89
DISABLE	74	85	82	62	64	29	17	74	16	42	74	41	46	97	25	43	85	87	21	00

See "Security Panel" on page 16.

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Universal Keyboard Commands

<and>	Moves Selection Box in inventory panel left or right.
Return or A	Activates highlighted item from inventory panel.
G	Selects handgun when the weapon is in active inventory panel only.
M	Selects machine gun from active panel.
H	Returns McClane to hand-to-hand combat from weapons mode.
D	Drops highlighted inventory item from panel.
F	Finds objects on floor adjacent to McClane's location (including any he's dropped).
S	Searches terrorist for items and weapons.
P	Pauses play. Press again to resume play.
T	Turns sound on or off.
Alt + J	Centers joystick.
Ctrl + Esc.	Exits *Die Hard* to DOS.
Alt + Esc.	Exits *Die Hard* to the **Restart** screen.
1,2,3,4,5,6,7,8,9,0	Quickly highlights items in inventory panel from left to right.

Selecting Items and Weapons (for Both Control Methods)

Select items and weapons from the Inventory Panel at the bottom of the screen.

To select an item or weapon from the inventory panel, press the < and > keys to move the selection box. Press **Enter** to activate the item or weapon. The item selected moves to one of the active item windows to the left.

When you activate a weapon from the inventory panel, the handgun moves to the top active weapons window, and the machine gun moves into the bottom active window.

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The amount of available ammunition is the number to the left of the active window. The top number represents how much ammo is in the handgun, and the bottom number shows how much ammo is in the machine gun.

As a handgun runs out of ammunition, the game automatically looks for ammo to reload. If there isn't a bullet clip, and you have another handgun, that gun is automatically chosen from the inventory panel and put in McClane's hand. You'll see the old weapon on the floor.

To switch from a handgun to a machine gun, press **M**; to swap a machine gun for a handgun, press **G**. Press **H** to return to hand-to-hand combat.

If you want to discard items from a full inventory panel in order to add others, press **D** to drop a highlighted inventory item, and **F** to retrieve a dropped item. McClane can retrieve something only if he's in an area next to the item he dropped.

Searching the Bodies

McClane should search terrorists to find key items such as food and weapons that might be useful as the action develops. He should also look in the *rooms on each floor* to find terrorists or valuable items.

When engaged in hand-to-hand combat, McClane is given the option of searching the terrorist. Press button **#1** or **Enter** to select the highlighted option. Move the joystick or press **8** or **2** to select a different option.

To have McClane search a body after he kills a terrorist with a weapon, press **S**. Press button **#1** or **Enter** to select the highlighted option. Move the joystick or press **8** or **2** to select a different option.

E																				
CODE	10	65	99	73	44	98	28	75	33	75	62	46	54	22	87	28	58	66	83	13
DISABLE	28	84	47	22	85	90	04	83	74	23	84	99	63	61	15	95	27	32	47	65

See "Security Panel" on page 16.

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Security Panel

Once McClane gets to the room with the security panel, you have to deactivate the panel before the game can progress any further. If you don't come to the security panel room, he can't go to the Roof or any other level of the building. Walk McClane into the panel.

1. Look at the letter and number code at the top of the panel on the screen.

2. Find the letter of the table on odd numbered pages 7-17 in the player's guide that corresponds to the letter in the code.

3. On the first line of the table in the guide, find the two-digit number identical to the number on the screen.

4. On the second line of the table, find the number directly below this number.

5. Type this number and press **Enter** to deactivate the security panel.

> **Note:** Do **not** read the following sections if you want to face the challenge of *Die Hard* without relying on clues. Refer to them only if you're desperate!

Strategy
Combat Pointers

McClane must be able to rely on his fighting ability, both in hand-to-hand combat and in gun-slinging. To become accomplished at combat, keep these factors in mind:

- Terrorists vary in skill level and combat technique.

- Position McClane during battles, and select kicks and punches that deliver maximum effect. Your opponent may attempt to evade a blow, move away, or strike before you can hit him.

- Save ammunition by putting away opponents in hand-to-hand combat whenever possible.

- Don't attempt to foil a gun-toting terrorist with a punch or a kick.

- Know when to fight and when to run.

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McClane's Fight Plan

There's a basic plan McClane should follow to get through the building and exterminate the terrorists. Use the wall maps for quick orientation.

1. McClane must make his way to the room with the security panel, then find the stairwell to go to Roof 1.

2. From Roof 1, he heads to Roof 2. He ducks into a door that takes him to a different section of Roof 2. He shoots out the fan and jumps through to get to level 33.

3. At level 33, he must go through the Board Room to get to level 34.

4. At level 34, he faces Karl and goes up the staircase back to Roof 1.

5. He's not going to want to stay on Roof 1, so he heads to Roof 2.

6. He uses the fire hose to get to a room on a lower floor. Here, he eventually finds Hans

Floor-by-Floor and Room-by-Room

As McClane advances through the physical and human obstacles, he'll make some key discoveries and decisions.

Level 32

McClane meets terrorists here for the first time.

• Find the security room and deactivate the security panel as instructed in the "Security Panel" section on page 16.

• Search the rooms to get important items.

• Use the vents.

On Roof #1 and #2

• Watch for terrorists.

F																					
CODE	76	86	36	47	97	72	36	85	63	63	48	83	48	22	44	99	87	83	38	34
DISABLE	23	84	85	26	15	13	55	89	22	94	93	81	99	44	22	43	17	37	58	28

See "Security Panel" on page 16.

Level 33

- Search the rooms.

- Be sure McClane's carrying the appropriate items (such as the cord) to execute the bomb drop. If he doesn't drop the bomb, there will be terrorists to hunt him down.

The Encounter with Karl

- Karl appears in the equipment room and seizes McClane's gun and ammunition. He then throws it all down the air shaft. McClane switches to hand-to-hand combat. If he gets rid of Karl, he can acquire Karl's gun and ammunition.

On the Roof the Second Time

- The helicopter swooping down on McClane is stocked with firepower. The pilot and passengers have the mistaken notion that McClane is with the gang. Avoid the chopper's fire.

Note: It's impossible to shoot down the helicopter.

- McClane must jump with the firehose before the roof explodes.

Trashed Hall

- It's possible to do forward rolls in the Trashed Hall.

Finale

- Don't waste time!

- McClane should eliminate the terrorist to his right as he enters the room.

- If he dashes up to Hans, McClane's wife will push away; shoot Hans and he falls out the window to certain doom.

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1. Send only the defective medium and, for service under the 90-day warranty, a photocopy of your dated sales receipt.

2. If the initial 90-day warranty period has expired, please enclose a check or money order for $7.50 U.S. for the first diskette (includes postage and handling) plus $1.00 for each additional 5 1/4-inch diskette and $2.00 for each additional 3 1/2-inch diskette returned.

3. Enclose your return address, typed or printed clearly, *inside* the package.

4. Enclose a brief note describing the problem(s) you encountered with the software.

5. Write the name of the product and the type of computer system you have on the front of the package.

Send to:

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Activision Entertainment Software
P.O. Box 3047
Menlo Park, CA 94025

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