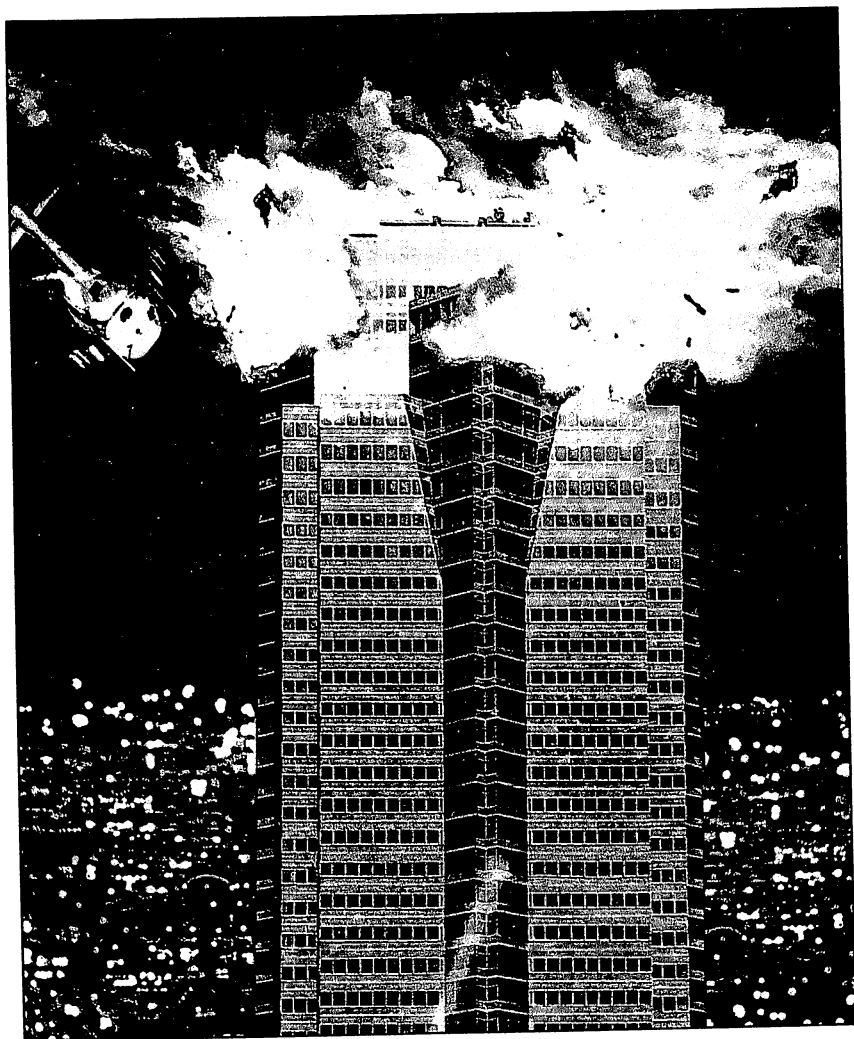


DIE HARD™



Player's Guide

ACTIVISION

Table of Contents

Getting Started	7
About this Player's Guide	9
'Twas the Night Before Christmas	9
Facing the Challenge	10
The Maps	10
McClane's Health	10
Terrorists	10
Beat the Clock	11
The Vaults	11
Message Screen	11
Inventory Panel	11
The Controls	12
Joystick Controls	12
Walking	12
Fighting	13
Hand-to-Hand Combat	13
Armed Combat	14
Aiming Mode—MS-DOS Only	14
Keyboard Controls—MS-DOS Only	15
Walking	15
Fighting	15
Hand-to-Hand Combat	16
Armed Combat	16
Universal Keyboard Commands	18
Selecting Items and Weapons (for Both Control Methods)	18
Searching the Bodies	19
Security Panel	20
Strategy	20
Combat Pointers	20
McClane's Fight Plan	21
Floor-by-Floor and Room-by-Room	21



Die Hard—MS-DOS

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.



Die Hard—Commodore

Scott T. Etherton (programmer, bottom) is a native Virginian. By trade a professional musician, he took an interest in computers as a hobby. Today he programs on several different kinds of computers in addition to composing original scores for computer games.

James J. Host (programmer, middle) is a Caltech graduate who started writing free-lance for *Run*, *Uptime*, and *Gazette*. When not programming computers, James enjoys riding his motorcycles.

Baron Reichart K. Von Wolfsheild (director, top) did special effects and art direction for music videos. In 1986 he started Silent Software, Inc. with the goal of bringing higher-quality imagery to computer games. In his spare time, he collects classic cars.



Getting Started

If You're Playing with a Commodore 64/128 System

1. Turn on your disk drive and place your *Die Hard* game disk in the drive, label side up.
2. Plug a joystick into controller port 2.
3. Turn on your computer and monitor.
4. If you have a C64, type **LOAD " * ", 8, 1** and press **RETURN**.

If You're Playing with a MS-DOS System

The rest of the Getting Started Section applies only to the MS-DOS System. 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.

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 20 for some important tips on playing *Die Hard*.

About This Player's Guide

This guide is written for players of both MS-DOS and Commodore systems. Instructions exclusively for Commodore players are shaded and are labeled **Commodore Only**. Instructions exclusively for MS-DOS players are labeled *MS-DOS Only*.

All other instructions apply to both systems.

'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...

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 20.

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.

Commodore Only: Follow the arrows to go through doors and into a new room or hallway.

The Map

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.

Commodore Only: The green square on the map is the security room, the red square is the entrance to the stairway. The red cross represents the bathroom containing the first aid kit.

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.
- **Commodore Only:** Each Terrorist has a health bar, to the left of McClane's. It's activated as soon as a terrorist appears. When the bar disappears the terrorist is no longer a threat.
- After each confrontation, he can search their bodies for weapons and other valuable items that give him vital assistance in his desperate situation.

The Controls

Play *Die Hard* using either a joystick (see below) or the numeric keypad (see page 15).

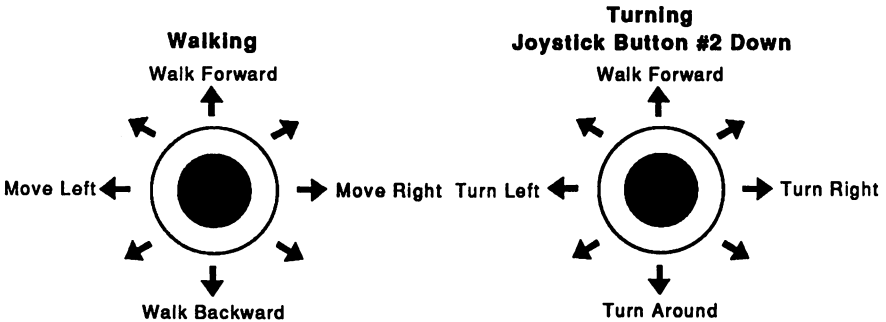
Commodore players use joystick only.

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 18).

Walking

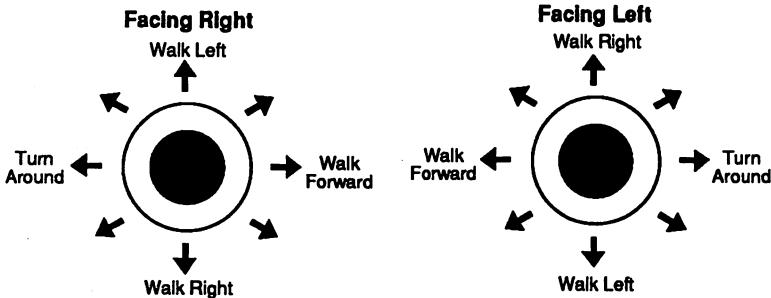
MS-DOS Only



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

MS-DOS Only: To turn him, press joystick button #2, then move the joystick in the desired direction.

Commodore Only



Fighting

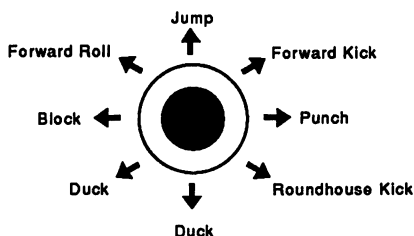
Choose your combat style depending upon the situation.

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

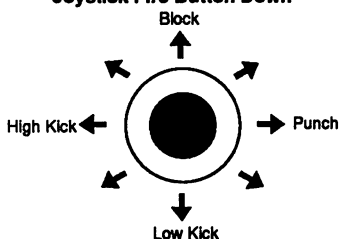
MS-DOS Only

Joystick Button #1 Down

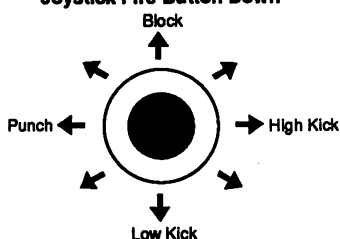


Commodore Only

Facing Right
Joystick Fire Button Down



Facing Left
Joystick Fire Button Down



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.

Commodore players use fire button.



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 20.



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 deactivate 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 18.

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 20.

Universal Keyboard Commands

- < and > Moves Selection Box in inventory panel left or right.
- A*** or **Return** 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.
- **Shift Q** Quit Game.

*MS-DOS Only

**Commodore Only

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 (Return on Commodore)** to activate the item or weapon.

- 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.
- Don't attempt to foil a gun-toting terrorist with a punch or a kick.
- Know when to fight and when to run.

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!

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 begins on level 32 and he must make his way to the room with the security panel, deactivate it, then find the stairwell to go to Roof 1.
2. From Roof 1, he heads toward 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 rooms on lower floors. 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 20.

-
- Search the rooms to get important items.
 - Use the vents.

On Roof #1 and #2

- Watch for terrorists.

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 ammo. *He then throws it all down the air shaft (MS-DOS Only)*. McClane switches to hand-to-hand combat. If he gets rid of Karl, he can acquire Karl's gun and ammo.

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.
- ** • Avoid the the pieces of falling ceiling and burning debris.

Finale

- Don't waste time!
- * • McClane should eliminate the terrorist to his right as he enters the room.
- ** • McClane should eliminate the terrorist in the hallway.
- If he dashes up to Hans, McClane's wife will push away; shoot Hans and he falls out the window to certain doom.

*MS-DOS Only

**Commodore Only

Activision Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the program is still being manufactured by Activision. In the event that the program is no longer available, Activision retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

To receive a replacement, you should enclose *all* the original product disks and the manual in the original product package or other protective packaging accompanied by

- a brief statement describing the defect
- your name and return address
- a photocopy of your dated sales receipt

Please see the special "RETURNS" information for further instructions.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

RETURNS

Certified mail is recommended for returns. For best service, please be sure to—

1. Send *all* the original product disks and the manual in the original packaging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name or model number of your computer on the *front* of the package.

Send to:

WARRANTY REPLACEMENTS
Activision
P.O. Box 3047
Menlo Park, CA 94025

ACTIVISION

GD-209-03