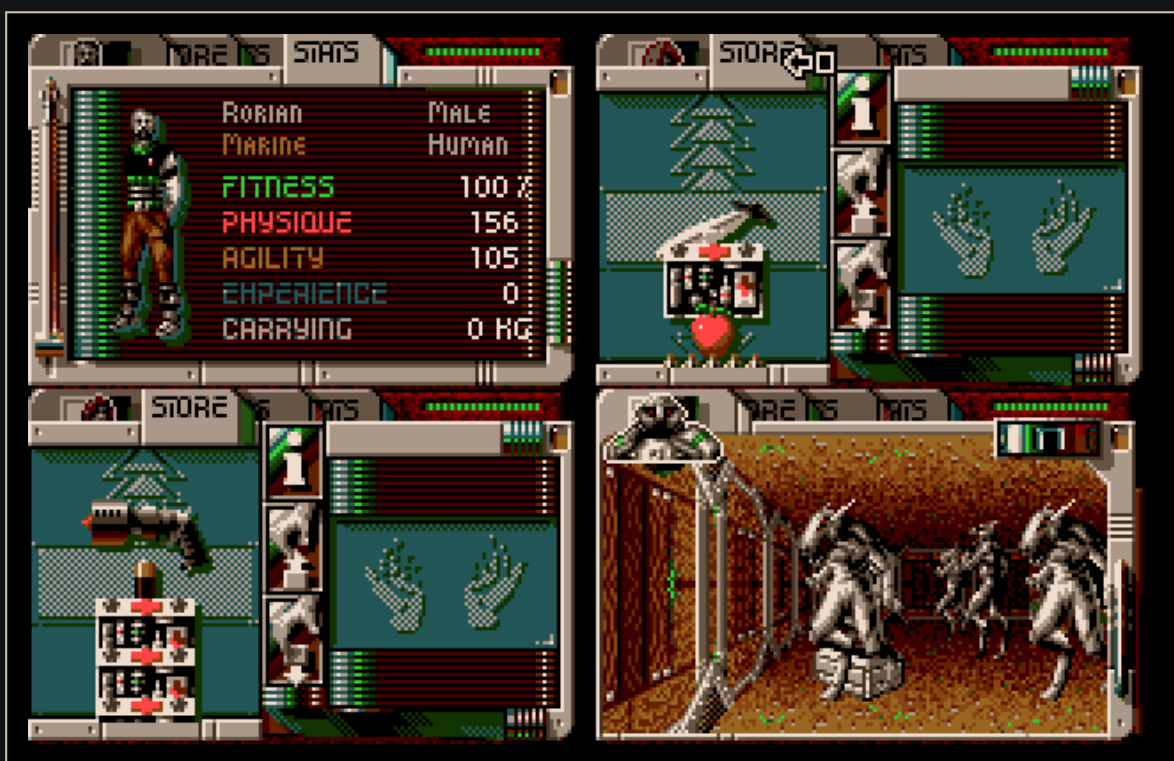


# HIRED GUNS

## DEMO WALKTHROUGH

Complete solution for both demo missions



Map 22 · Tesseract Military Training Centre

Map 23 · The 15-minute run

For HGVIEW build of 1 October 2026

# Before you start

Four mercenaries, one player. Most puzzles in the demo need two of them working together.

## The team

|                    |                                                                               |
|--------------------|-------------------------------------------------------------------------------|
| <b>P1 Rorian</b>   | Marine – carries the pistols, PSI INFERNO and does most of the job.           |
| <b>P2 Cheule</b>   | Swords only. In map 22 he runs the water lift, in map 23 he is the main hero. |
| <b>P3 Jenillee</b> | Sonic stunner, PSI HEAL. Operates the lift switch in map 22.                  |
| <b>P4 CIM</b>      | Mounted mini-gun – the heavy gun. Operates the first lift switch in map 23.   |

## Controls

|                                              |                                                                          |
|----------------------------------------------|--------------------------------------------------------------------------|
| <b>Arrows</b>                                | Step forward / back, turn left / right                                   |
| <b>Insert / Home</b>                         | Side step left / right (also , and .)                                    |
| <b>1 - 4</b>                                 | Select the active mercenary                                              |
| <b>Space / Return<br/>left click in view</b> | Use: push block · switch · item in hand (fire, eat, PSI) · pick up       |
| <b>P<br/>right click in view</b>             | Pull block · reload weapon from inventory · pick up                      |
| <b>Tab</b>                                   | Next panel: 3D view / STORE / DTS / STATS                                |
| <b>Alt+H</b>                                 | Debug line with the position of the active mercenary: x, y, z and facing |

## How to read the coordinates

Positions are given as **(x, y, z)**: x grows to the **east**, y grows to the **south**, z is the floor (higher number = higher floor). "Facing N" means looking towards smaller y. Press **Alt+H** to see where you are.

## Cheat codes (from the original game)

|                  |                                                          |
|------------------|----------------------------------------------------------|
| <b>APPLEGATE</b> | Doors open without keys, damage taken is divided by 4.   |
| <b>AMIGA</b>     | Everything above + invulnerability + endless ammunition. |

Just type the word on the keyboard during the game. The word appears in the view windows when it works.

## Tips

- Picking something up puts it in the hand – put your weapon back in the hand (STORE panel) before a fight.
- Empty gun: press **P** to reload from ammunition in the inventory.
- Food and medical packs heal. MEDICAL PACK heals completely.
- Mercenaries block each other in narrow corridors – move the helper out of the way.
- Security wafers and keys are used up when a door is opened.

# Map 22 · Tesseract Military Training Centre

Exit: (21, 8, 12) – reached across a gap with the PSI BRIDGE. You need three wafers type 4B.



Start of map 22 – the welcome message

|   |                          |                                                                                                                                                                                                                                                                                                               |
|---|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | P1 Rorian                | Pick up the <b>security wafer</b> at (14, 10, 15) and open the locked door (13, 9, 15) with it.                                                                                                                                                                                                               |
| 2 | P1 Rorian                | Walk down the corridor with the pressure plates to (11, 20, 10) and take the <b>PSI-AMP BRIDGE</b> (4 charges). The plates release monsters behind you.                                                                                                                                                       |
| 3 | P1 Rorian                | Go to (21, 11, 8), face <b>east</b> and use the switch (22, 11, 8). The lift at (21, 12) comes down and goes straight back up – step onto it (south) while it is at the bottom and ride to floor 12.                                                                                                          |
| 4 | P1 Rorian                | On floor 12 take the stairs at (7, 16, 12) down through the teleport room to (2, 6, 10). Face <b>north</b> , cast <b>BRIDGE</b> over the pit (2, 5, 10) and fetch the <b>2nd wafer</b> at (3, 2, 10).                                                                                                         |
| 5 | P1 Rorian<br>P2 Cheule   | Through the flooded stairs (8, 19, 8) dive down to floor 4. P1 stands on the lift platform (4, 12, 4), P2 stands at (4, 13, 4) facing <b>west</b> and uses the switch – P1 rides up into a sealed room and takes the <b>3rd wafer</b> at (2, 10, 8). P1 steps back on the platform, P2 uses the switch again. |
| 6 | P2 Cheule                | Move P2 out of the narrow passage, otherwise P1 cannot get out.                                                                                                                                                                                                                                               |
| 7 | P3 Jenillee<br>P1 Rorian | P3 goes to (13, 3, 10) facing <b>north</b> and uses the lift switch (13, 2, 10): the lift (13, 6) comes down to floor 8. P1 steps on at (13, 6, 8), P3 uses the switch again – P1 is back on floor 10. Then ride the lift (21, 12) up to floor 12 again (as in step 3).                                       |
| 8 | P1 Rorian                | Open the double door (17, 16, 12) and (17, 17, 12) – one wafer each. At (17, 20, 12) face <b>south</b> and use the switch: the wall (19, 5, 12) disappears.                                                                                                                                                   |
| 9 | P1 Rorian                | Through (19, 5, 12) into the hall – <b>it is full of monsters</b> ("Their wall-to-wall in there!"). Reach (21, 4, 12), face <b>south</b> , cast BRIDGE over the gap (21, 6, 12) and walk straight into the <b>exit</b> at (21, 8, 12).                                                                        |

## Map 23 · The 15-minute run

Exit: (11, 11, 4) – behind a door that needs a 4B wafer. You have **15 minutes** – messages at 10, 5, 2 and 1 minute left.



Start of map 23 – the clock is running

|           |                                   |                                                                                                                                                                                                                                                                         |
|-----------|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>1</b>  | <b>P2 Cheule</b><br><b>P4 CIM</b> | P2 steps on the lift platform (14, 9, 12). P4 goes to (12, 11, 12) facing <b>north</b> and uses the switch – P2 rides up to floor 14 and takes the <b>4C wafer</b> at (17, 13, 14). Back on the platform, face <b>west</b> and use the switch (13, 9, 14) to ride down. |
| <b>2</b>  | <b>P2 Cheule</b>                  | Stand at (11, 6, 11) facing <b>south</b> and <b>pull</b> (P) the middle metal block (11, 7, 11). Then from (10, 6, 11) facing <b>east</b> , <b>push</b> it (Space) aside.                                                                                               |
| <b>3</b>  | <b>P2 Cheule</b>                  | Step to (11, 7, 11) and open the door (11, 8, 11) with the 4C wafer – you are in the central shaft.                                                                                                                                                                     |
| <b>4</b>  | <b>P2 Cheule</b>                  | Stand on the lift platform (10, 10, 11) facing <b>west</b> and use the switch (9, 10, 11): the lift takes you down to floor 5. Floor 4 below is now open.                                                                                                               |
| <b>5</b>  | <b>P2 Cheule</b>                  | Pick up two <b>COMMON KEYS</b> in the flooded tunnel on floor 2, e.g. at (9, 7, 2) and (11, 7, 2).                                                                                                                                                                      |
| <b>6</b>  | <b>P2 Cheule</b>                  | In the corner stand at (3, 2, 4) facing <b>west</b> and <b>pull</b> the block off the lift (2, 2, 4). From (3, 1, 4) facing <b>south</b> , <b>push</b> it away to (3, 3, 4). The corner lift now runs by itself – step onto (2, 2, 4) when it is down.                  |
| <b>7</b>  | <b>P2 Cheule</b>                  | On floor 7 step off to the <b>north</b> (2, 1, 7). <b>Careful:</b> row 2 on this floor is a deep gap.                                                                                                                                                                   |
| <b>8</b>  | <b>P2 Cheule</b>                  | Go down column x = 1 to the door (1, 9, 7) – common key. Cross the small room, open the door (4, 9, 7) – second key, then walk up column x = 4 to row 3.                                                                                                                |
| <b>9</b>  | <b>P2 Cheule</b>                  | At (11, 3, 7) face <b>south</b> and pick up the <b>4B wafer</b> (11, 4, 7).                                                                                                                                                                                             |
| <b>10</b> | <b>P2 Cheule</b>                  | Jump into the gap at (11, 2, 7) – you land on floor 4. At (8, 11, 4) face <b>east</b> , open the door (9, 11, 4) with the wafer, walk on to (10, 11, 4) and into the <b>exit</b> (11, 11, 4).                                                                           |

**Congratulations – the demo is complete! After the closing message the game starts again from map 22.**