KEY CODE

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SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

For Windows® 95/98/ME
Direct X™ 8.0 or higher
Processor equivalent to Pentium® II 400 MHZ or higher
64 MB RAM
660MB Hard Disk Space
SVGA, high-color (16-bit)
16-bit DirectX 8-compatible sound card
Direct 3D Compatible 3D Graphics Accelerator capable of multi-texturing and with at least 16 MB of video RAM
4x CD-ROM
Mouse
Keyboard

For Windows® 2000 or XP
Direct X™ 8.0 or higher
Processor equivalent to Pentium II 400 Mhz or higher
128 MB RAM
660MB Hard Disk Space
SVGA, high-color (16-bit)
16-bit DirectX 8-compatible sound card
Direct 3D Compatible 3D Graphics Accelerator capable of multi-texturing and with at least 16 MB of video RAM
4x CD-ROM
Mouse
Keyboard

STORY

The wrong place, at the wrong time.

Facing Christmas 3,000 miles from his estranged wife and two children, policeman John McClane flies to Los Angeles bearing presents and hoping to patch up his marriage. Stylish and cool Hans Gruber is in Los Angeles as well for the holiday season, but he's not there to give out presents. He's there to take more than six hundred and forty million dollars in negotiable bearer bonds from the multinational Nakatomi Corporation, where McClane's wife is an executive.

McClane arrives at his wife's office building and relaxes while she and her fellow employees are having a Christmas party celebrating the most successful year in the history of the company. Meanwhile, Gruber and a few dozen fellow terrorists are meticulously sealing off the building.

Since it's Christmas Eve, the building is virtually empty, so Gruber easily seizes control and takes the Nakatomi employees hostage. Then as the intruders start dissecting the elaborate safe holding more than $640 million in bonds, McClane, unseen and unknown to the terrorists, starts disrupting their finely laid plans.

The terrorists still have the upper hand, with an arsenal of weapons. McClane has only his service automatic, but he also has a 40-story building in which to use his courage, cunning and endurance in a deadly cat-and-mouse game. And as a few dozen terrorists are going to find out, John McClane is not about to go down without a fight.

INSTALLING THE GAME

To begin, insert the *Die Hard Nakatomi Plaza*™ CD into your CD-ROM drive. If AutoRun is enabled on your computer, a menu screen should appear within a few seconds that will provide you with the following options:

Install: This option will launch the setup utility. Follow the on screen prompts to navigate through the setup screens as follows:
There are two ways to install:
> **Minimal** (Min) install will require 660 MB of Hard Drive Space
> **Full** (Max) install will require 860 MB of Hard Drive Space

Uninstall: This option becomes available only after the game has been installed. It allows you to easily remove the game files from your hard drive. Please note that other programs may share certain installation files, so you may be prompted for confirmation before some of these files are removed.

Install DirectX™ 8.0: This option is required if you do not already have Microsoft's DirectX version 8.0 or higher installed on your computer.
Note: Nakatomi Plaza will not run if DirectX 8 is not installed.

Readme: Provides useful information on installing and starting the game, as well as last minute information that didn't make it into this manual.

MENU AND INTERFACE SYSTEM

MAIN MENU

The following options are available from the game's Main Menu:

New Game: Select this to enter the New Game Menu to begin a new *Die Hard Nakatomi Plaza* game.

Save Game: Select this to enter the Save Game Menu to save the current game.

Load Game: Select this to enter the Load Game Menu to load a previously saved game.

Options: Allows you to customise the settings for the display and the sound options in the game.

Exit: Allows you to quit the game and return to Windows.

NEW GAME MENU

Before you begin your new game you will be asked to select one of 3 difficulty settings.
The 3 levels of difficulty are:
> Die Hard (EASY)
> Die Harder (NORMAL)
> Die Hard with a Vengeance (HARD)

Once you have a selected a difficulty level, it will stay at that level until you begin a new game.

SAVE GAME MENU

You are given the option to save the game at any time during the game. Just press the **ESC** key to go to the Main Menu and then select the Save menu.

There are three different ways to save the game.

Auto Save: Automatically saves the last level loaded.

Quick Save: Allows the player to save at any time. The default hot key for "quick save" is **F6.**

Full Save: The player must pause the game action and save to a slot.
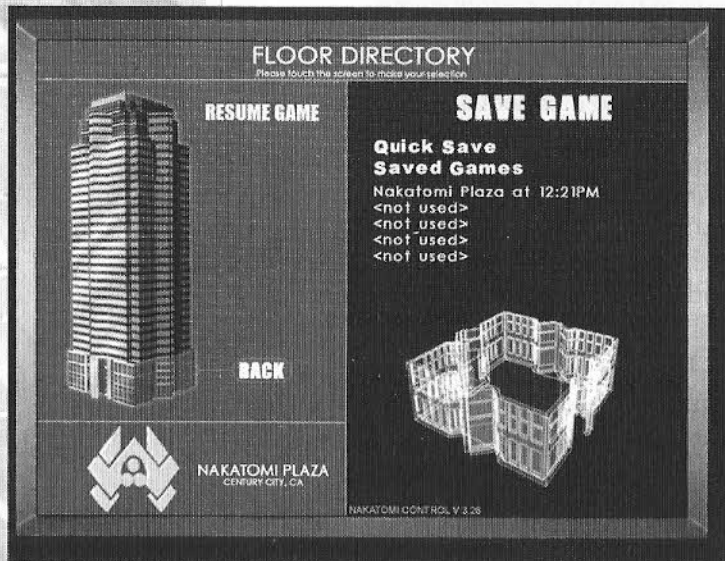
LOAD GAME MENU

This menu also allows you to view and load any previously saved games, including any "auto-save" and "quick-save" files. The default hot key for "quick load" is **F9.**
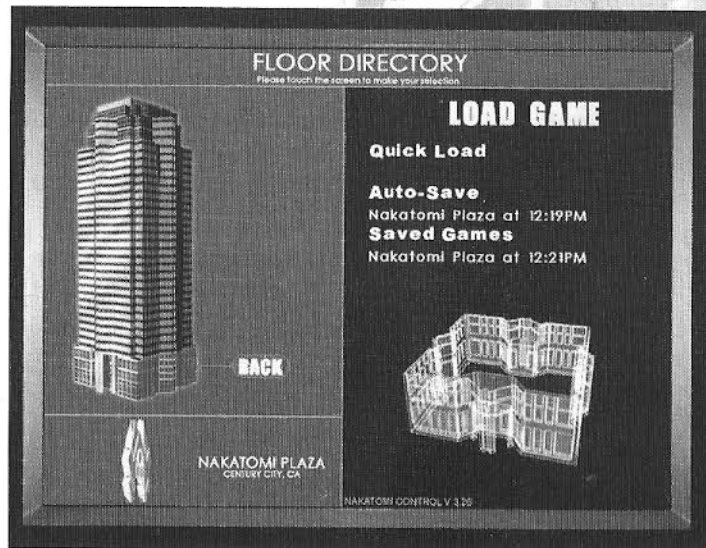
OPTIONS MENU

To change any options on this menu, highlight the option and use the up and down arrow keys to scroll to the setting you want.

Video: Allows you to customise the video settings of the game.

Audio: Allows you to customise the audio settings of the game.

Controls: Allows you to customise the controls of the game.

Gameplay: Allows you to customise the way you want to play.

FLOOR DIRECTORY
Please touch the screen to make your selection

RESUME GAME

VIDEO

AUDIO

CONTROLS

GAMEPLAY

BACK

NAKATOMI PLAZA
CENTURY CITY, CA

NAKATOMI CONTROL V 3.20
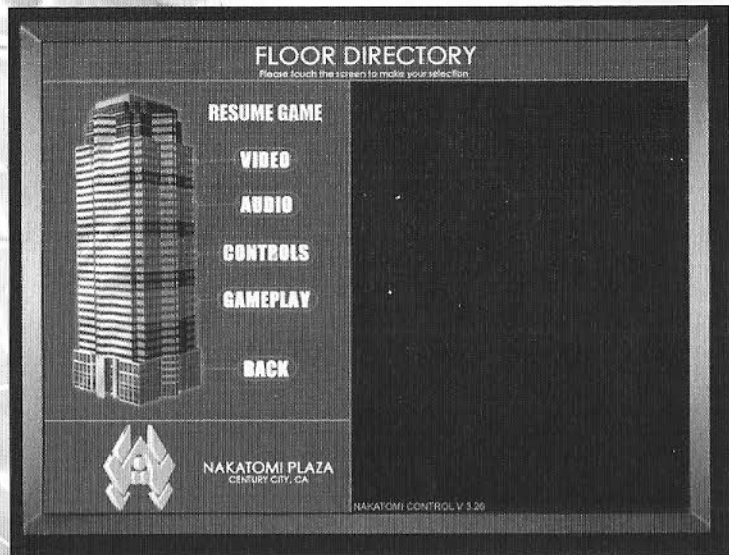
VIDEO MENU

Resolution: Move your mouse cursor to your desired resolution and click on it.
Note: Depending on video card and monitor, settings may vary

640 X 480 X 16
640 X 480 X 32
800 X 600 X 16
800 X 600 X 32
1024 X 768 X 16
1024 X 768 X 32
1280 X 1024 X 16
1280 X 1024 X 32

Resolution can be very important to game performance. If you value play speed over image quality, feel free to keep the default 640X480X16 setting. If you have a very powerful video card, processor and have a large amount of RAM (system memory), you can turn up the settings to your taste.

Texture Depth: Choose between either 16 bit or 32 bit textures.
Note: Depending on your video card and processor, this may vary your game performance.

Sub-Titles: Choose between Off or On.
Note: Default is on.

Advanced Gfx: Allows you to turn on or off Bilinear Filtering, Detail Textures, Mipmap Level and Decals.
Note: Depending on your video card and processor, this may vary your game performance.

AUDIO MENU

SFX Volume: Raise or lower the volume of all sound effects within the game.

Sound Filter: Sound effects such as special echo and underwater effects can be turned off and on.
Note: If you are experiencing low frame rate, turning this off will help your frame rate performance.

Music Volume: Raise or lower the volume of the game's music.

Performance note: If your game is running poorly, you may enable or disable a variety of features within the game. More information may be available in the Readme.txt on the CD of this game or the directory that *Die Hard: Nakatomi Plaza* is installed in.

FLOOR DIRECTORY
Please touch the screen to make your selection

AUDIO

SFX Volume ———————— 100
Music Volume ———————— 80
Sound Filtering No

BACK

NAKATOMI PLAZA
CENTURY CITY, CA

NAKATOMI CONTROL V 3.26
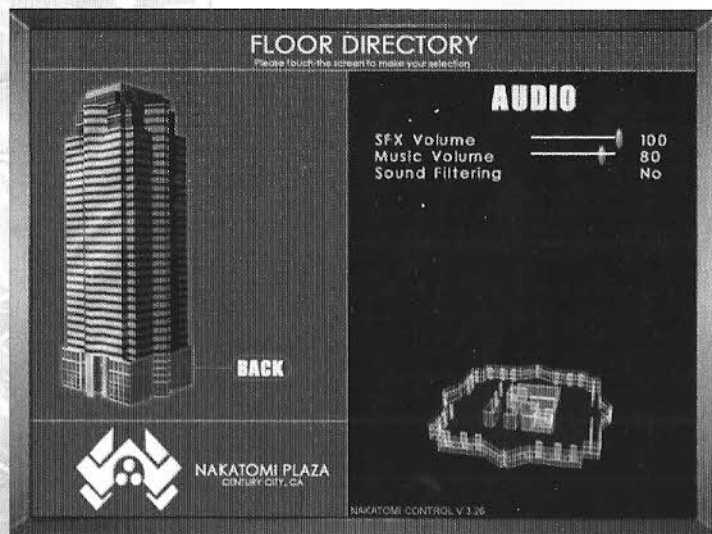
CONTROLS MENU

Use Joystick: Lets you enable or disable joystick support.
Note: This option will only appear if you have a joystick connected to your PC.

Configure Joystick: Lets you customise your joystick.

Configure Mouse: Lets you customise your mouse sensitivity and invert your mouse.

Configure Controls: This option will allow you to remap your keyboard/joystick/mouse to the various actions available in the game.

Restore Default Controls: Reverts all controls back to the original configuration.

FLOOR DIRECTORY
Please touch the screen to make your selection

CONTROLS

Use Joystick No
Configure Joystick
Configure Mouse
Configure Controls
Restore Default Controls

BACK

NAKATOMI PLAZA
CENTURY CITY, CA

NAKATOMI CONTROL V 3.26

DEFAULT KEY CONFIGURATION CHART

This section describes the default key mappings for *Die Hard Nakatomi Plaza*.

Game Controls:

Key	Function	Description
<Esc>	Menu	Exits to the menu / Skip Cutscene.

Movement Controls:

All key assignments listed here can be changed in the Options menu.

Key	Function	Description
W	Forward	Move Forward.
S	Backward	Move Backward.
Left Arrow	Turn Left	Turn to the Left.
Right Arrow	Turn Right	Turn to the Right.
Down Arrow	Look Down	Look Down.
Up Arrow	Look Up	Look Up.
A	Strafe Left	Strafe (sidestep) to the Left.
D	Strafe Right	Strafe (sidestep) to the Right.
Left Ctrl	Crouch	The key must be held to crouch down
Left Shift	Run	The key must be held in order for you to run.
Cap lock	Always Run	Press key once and this will trigger the always run mode. Press it again and it will deactivate the always run mode.
O	Objective Screen	Bring up a screen with a list of objectives to do.
Wheel down (mouse)	Next weapon	This will scroll forward through your weapons/items in your inventory.
Wheel up (mouse)	Previous Weapon	This will scroll backward through your weapons/items in your inventory.
L	Zippo® Lighter	Ignite your lighter. (once you have acquired it)

Key	Function	Description
B	Badge	Show your New York police badge.
X	Radio	Activates the Motorola TalkAbout® T6310 2-Way Radio. (once you have acquired it)
1	Primary Weapon	Bring up your primary weapon. (pressing it twice will bring up your Inventory screen)
2	Secondary Weapon	Bring up your secondary weapon. (pressing it twice will bring up your Inventory screen)
H	Holster	Put away weapon.
R	Reload	Reload bullet-based weapons that are in your hand.
F	Activate	Use/Pickup items, operate doors and buttons.
F6	Quick Save	Allows you to save current game without going to the SAVE MENU.
F9	Quick Load	Allow you to load a saved game without going to the LOAD MENU. *Note: this feature only loads "quick saved game" files.*
Q	Lean Left	The key must be held down for you to lean to the left.
E	Lean Right	The key must be help down for you to lean to the right.
Button 0 (mouse)	Fire Weapon	Fire/use weapon currently held in your hand.
Button 1 (mouse)	AltFire	Alternate way to fire/use weapon in your hand.

GAME SCREEN

HEADS-UP DISPLAY (HUD)

The *Die Hard Nakatomi Plaza* HUD is organised so cccyou can quickly and easily check your status anytime in the game.

LIGHTER

RADIO

BADGE

HEALTH

WEAPONS

HEADS-UP DISPLAY SCREEN
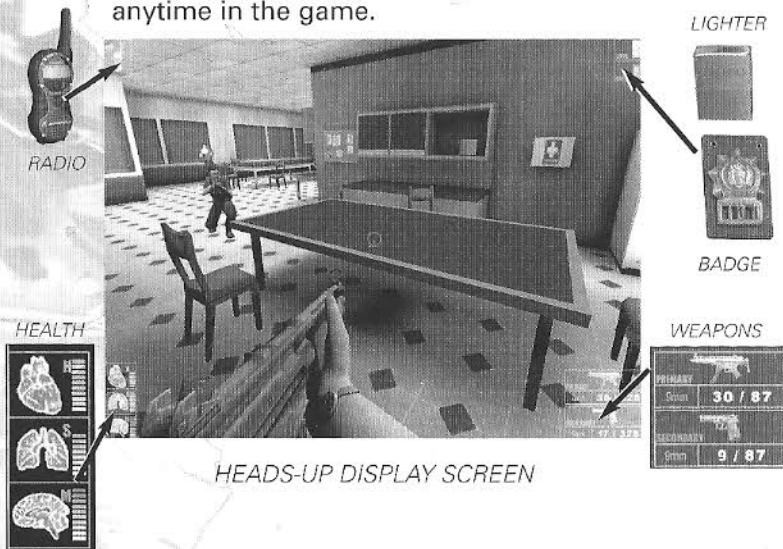
Current Weapon/Item (bottom right): This area will Display the current primary and secondary weapon. These two weapons can be interchanged quickly by pressing either the primary or secondary weapon keys. When you press the fire button, you will use the item currently in your hand.

Health Meter (Bottom left): The meter next to the "heart" icon indicates how much health you have. Your health can be replenished by picking up Medical kits throughout the game.

Stamina Meter (Bottom left): The meter next to the "lung" icon indicates how much stamina you have left. When the meter is at the maximum level, you can run very fast. As you run, the meter will lower. The lower the meter is, the slower you run, until there is nothing left on the meter. To replenish your stamina, just walk or stand still in one place. The stamina meter also affects your jumping ability. The distance you can jump will be determined by how full your stamina meter is. if the meter is full, you will be able to jump at your maximum height and distance, the lower your meter is, the smaller your jumps will be.

Morale Meter (Bottom left): The meter next to the "brain" icon indicates how much morale you have left. The terrorist's AI will be affected by the level of your morale.

Ammunition (Bottom right): The numbers appearing under the weapons in the inventory panel indicate how many rounds of ammunition remain in the clip and how many remainng rounds there are. In this example, there are 30 rounds in the clip, and 87 rounds left.

The firearms you take from the terrorists have limited ammunition. Search for their weapons to replenish ammo.

Badge and Zippo® Lighter (top right): You will start with your badge and it will appear in this area of the H.U.D. When you pick up the Zippo® lighter, it will appear above your badge.
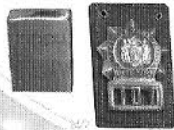
The Motorola TalkAbout® T6310 2-Way Radio (top left): When you pick up the Motorola TalkAbout® T6310 2-Way Radio, it will appear in this area of the H.U.D.

The Objective Screen: When you press the Objective Screen key (the default key is "O") a screen with a list of objectives will appear in the middle of the H.U.D. This screen will update as you complete each objective on that list.
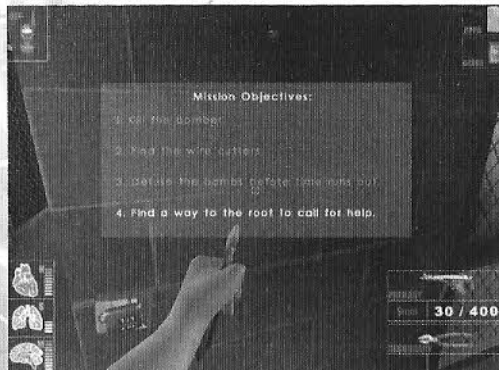
WEAPON SYSTEM

Almost all weapons in *Die Hard Nakatomi Plaza* have a primary and secondary fire mode. Use the left mouse button to fire the weapon in its primary mode and use the right mouse button to fire the secondary mode.

Note: Left click (default) primary.
Right click (default) secondary.
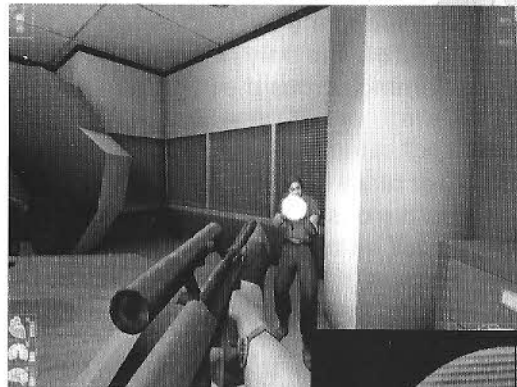
CONVERSATION SYSTEM

There are many characters McClane will meet in Nakatomi Plaza, some he will need to ask for directions, and others he will have to save from the terrorists. To start a conversation with someone use the activate key on the character (the default key is **F**).

Hint: Sometimes if the character is scared you'll have to show your badge to calm them down and convince them to listen to you.
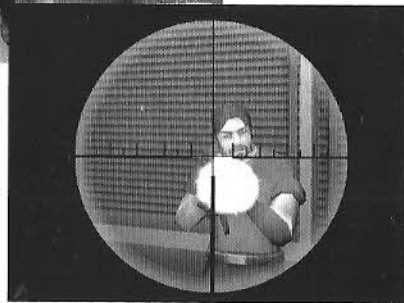
AI CLASSES

There are several types of characters you will meet in Nakatomi Plaza.

Hostage AI - First you will meet civilians that will soon become hostages. You will need to do all that you can to keep them safe.

Terrorist AI - There are many terrorists keeping the building under control. The only thing you can count on when coming across these guys is your side arm.

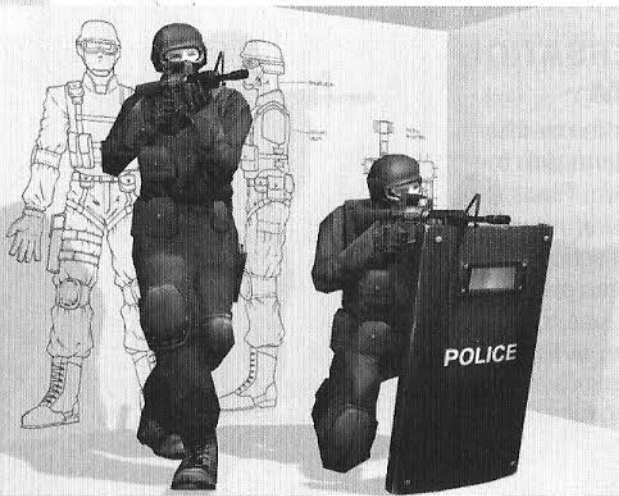Swat AI - The swat team has come into the building to combat the terrorists. Be careful though, these guys are quick on the trigger and might mistake you for a terrorist. If they do, remember they are fellow police officers and killing them will end your game.

USING WEAPONS AND INVENTORY ITEMS
INVENTORY SCREEN

In *Die Hard Nakatomi Plaza*, the inventory is a small screen located to the bottom right corner of the H.U.D.

To bring up your inventory hit either primary or secondary weapon keys once (the default keys are 1 and 2). A menu slides out from the right displaying a list of weapons in your inventory. You can use the mouse wheel or press the primary/secondary weapon key respectively to cycle through the weapon list. The selected weapon is highlighted red. When you have selected the weapon of choice hit the fire key to make that your current weapon.

WEAPONS AND ITEMS LIST:

In the beginning of the game, you will automatically start with a badge and your pistol that is lying on the counter in Ellis' bathroom. Make sure to grab it before you head out. Detailed descriptions of the weapons and items are located in the next page.
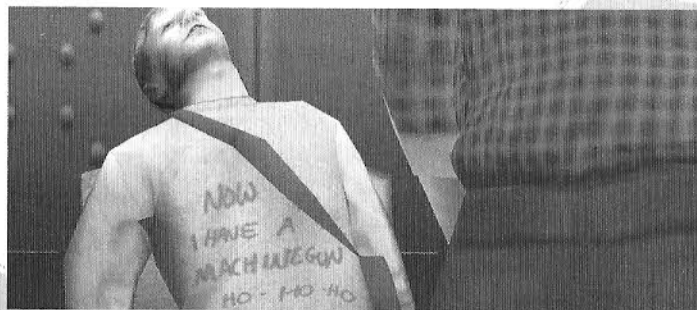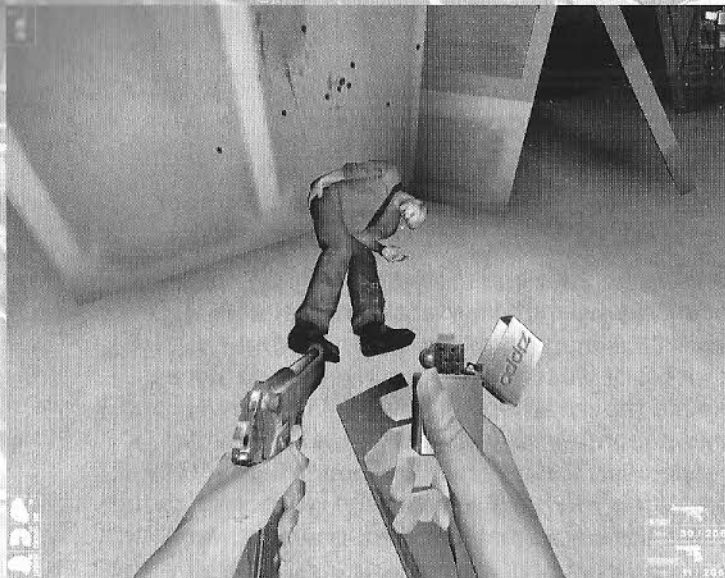
In most cases the lighter can only be brought up on its own; however, when you are holding the pistol you will be able to hold both objects.

WEAPONS (5 bullet based weapons)
9mm Pistol

The 9mm pistol is standard issue for law enforcement officers. This weapon is very accurate but only holds 17 rounds of 9mm ammo in each clip.

Submachine gun

This submachine gun can hold 30 rounds of 9mm ammo in each clip. You can pick up these submachine guns from fallen terrorists.

Hint: Use short controlled bursts to conserve ammo and increase accuracy.

Sniper Rifle

This is a modified sniper rifle that has two firing modes. The first mode is a semi-automatic rifle that can fire 30 rounds of 5.56mm ammo in each clip. The secondary mode uses the scope, but you can only shoot one bullet at a time.

M-16 Machine gun

The M-16 is a lightweight weapon capable of firing bursts of small caliber bullets, with a controlled dispersion pattern. This gun holds 20 rounds of 5.56mm ammo per clip.

M-60
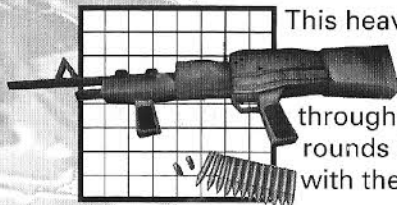
This heavy machine gun is very powerful but is not that accurate. This gun can go through your 7.62mm ammo rounds in seconds, so be careful with the trigger.

ITEMS

Along with weapons, the player will find different types of items throughout the game. Its up to you to figure out what the items are used for. The following are examples of various types of items you will encounter in the game.

Medical Kit
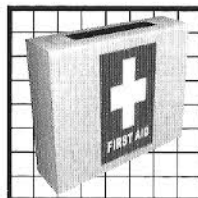
This medical kit will be very valuable when McClane gets injured. When used, it will restore a certain amount of health back to the player.

Motorola TalkAbout® T6310 2-Way Radio
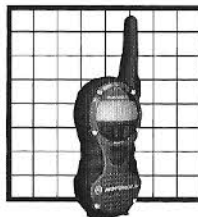
The Motorola TalkAbout® T6310 2-Way Radio will be a key element in the game. It will allow McClane to speak with the outside world namely the cops outside. Also, key moments will be triggered when McClane communicates with Hans the terrorist leader.

Zippo® Lighter
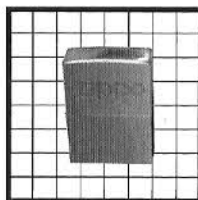
The Zippo® lighter will be very important for lighting dimly lit or completely dark areas.

Badge

McClane's shield may come in handy when you come across civilians, hostages, SWAT team members, and police officers in the game. Use it to let them know you're a cop so they will follow you or do as you say.

Fire Extinguisher

A fire extinguisher can be used to put out fires.

Wire Cutters
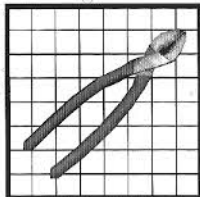
The Wire Cutter is used to cut wires and disarm bombs.

Axe
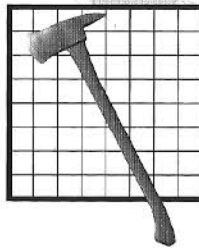
Although never intended as a weapon, this item has the potential to be a most gruesome one. Found among the floors of the Nakatomi Plaza, it could be used for breaking glass or chopping through obstacles.

Flashbang Grenades
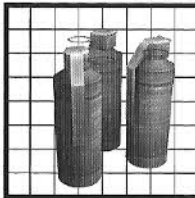
This item, is used to temporarily blind terrorists.

CHARACTERS

OTHER CHARACTER

Holly (Gennaro) McClane:

Holly is a successful executive with the Nakatomi Corporation. She invites John to her company Christmas party so she and the children can see him. She is a strong leader and is able to keep herself under control. Holly left New York to continue her career with Nakatomi. She uses a different name because of the nature of her corporation.

Sgt. Al Powell:

Powell is a seasoned cop in Los Angeles. He was on his way home getting a late night snack for his pregnant wife, when he gets the call to check out Nakatomi Plaza. Powell is a desk cop because of an incident that happened in his past. He shot a young child that was holding a toy gun, and hasn't been able to pull his gun on anybody since. He befriends and supports McClane, even though they have never met face to face.

Joseph Yoshinobu Takagi:

Joseph Takagi is the President of Nakatomi Trading and Vice Chairman of Nakatomi Investments. Born in Japan, he immigrated to the United States at a very young age, fighting through the adversity of being thrown into an internment camp, and eventually graduating from the top schools in the United States. He is a strong-willed businessman that is very personable and close to his employees.

Argyle:

Argyle is the fast-talking, overly friendly limo driver.

TERRORISTS

Hans Gruber:

Leader of the terrorist group that takes over the Nakatomi building. Hans is an educated man that is quite cultured. Hans is very confident, stubborn and meticulous, taking every possible detail into account. He leaves nothing to chance and has planned this crime to the very last detail.

Karl:

Karl is part of the terrorist group that takes over the Nakatomi building and is Hans' right hand man. Karl is very aggressive and is determined to get whatever he wants.

Tony:

Also part of the terrorist group is Tony who is Karl's brother. As brothers, these two share a strong emotional bond between each other.

Theo:

Being the only terrorist that does not carry a weapon, Theo is very good with computers and anything else electronic, making him the perfect choice for breaking into or hacking any system or lock. Theo is very witty and at times very cocky.

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Sonic Implants Sound Library, Courtesy of Sonic
Network, Inc. www.sonicimplants.com ©2002
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Special Thanks:

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Our thanks goes out to all those not mentioned here!

Until Next Time!

www.piranha-games.com

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2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z

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Notes

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