

Operating Guidelines of Mercenary 3

Introduction:

Mercenary 3 is an online battle game produced by Chengdu Kukr Digital Technology Co., Ltd. for KAT universal treadmill. The story occurs under the background of the outbreak of New York War at the time of financial crisis. The player can choose to be a soldier of the Red or the Blue. In the devastated New York City, mercenaries become the leading role in the war. They represent different forces and start fierce battle in the debris.

Game background:

When the financial crisis sweeps the world, the world's biggest economic body also suffers biggest shock. However, no one can have expected that the U.S., the world's biggest economic body, is so fragile. Without any emergency plan and buffer mechanism, the economic base of this country carrying the hopes of human beings falls apart in an instant. And New York, as the economic center of the country, suffers the first wave of complete collapse. Turbulence, revolt and violence start to spread across New York. Objects that suffer a serious defeat are various groups that represent economy. A series of domino-like collapses begin to move from ideology to real world.

After the turbulence event lasts for three weeks, the New York war outbreaks. But, in the urban battle, the fainthearted style of the military and unstable morale cause that the military can't give full play to its battle effectiveness. Entire New York is at the edge of collapse. Infrastructures break down one by one, the society enters into a state of loss of control immediately and all things are in a mess. The government begins to consider recruiting mercenary, the last straw. At the same time, the resistance group also begins to recruit mercenaries with massive funds after occupying the economic center of the U.S.

In the devastated New York City, mercenaries become the leading role in the war. They represent different forces and start fierce battle in the debris. In the accurately reconstructed New York business center, feel the passion on the battlefield, be immersed in the tense and stimulating war, experience the emotional appeal brought by long range shooting and close-distance fighting. You will be immersed in high-speed offence-defense conversion and furthest kill warfighters of enemy side through tactical cooperation with your teammates.

Lace up your shoes, stretch your body, you are drenched with sweat and your waist and legs ache in the long time running and combat, now get your gun, choose the force you'll represent and fight for your dream.

Red team

Red team is a mercenary organization named "the shield of freedom" and employed by current tottering U.S. government. The organization mainly deals with various violent rebel activities in the city. Team members mainly come from original Delta Force. They are experienced and good at street battle.

Blue team

There are very few details about Blue team. People even don't know the name of this mercenary organization. But, apparently, these mercenaries are employed by a huge financial group. They attack some financial centers and rob certain information before collapse of these institutions in the U.S. Its members are multifarious and include former FBI agent, former drug lord, and political refugees from other countries and so on.

Instructions of keys:

Mercenary 3 is a VIVE-based game. The operating controller adopts VIVE standard controller.



扳机键	Trigger key
握把键	Grip key
APP 键	APP key
触控板	Trackpad
菜单键	Menu key

Trigger key: shooting

Trackpad: The upper-half circle of the trackpad is the button for menu call-out during the game.

APP key: calibration of forwards direction. After entering the game, the direction ahead can be calibrated by pressing the app key when facing the front.

Grip key: 1. cartridge change. The player can use the grip key to change the cartridge independently.

2. When the controller model turns into hand shape, the player can use the grip key to pick up large guns.



Basic operations:

All operations of *Mercenary 3* are integrated to one controller. The controller in use will emit orange laser.

Pull the **trigger** to make selection.



There are LOGO of KAT and Kukr Digital. Pull the **trigger** to go to the next step.
Tips: The player can't walk around in this room.



There are two options, i.e., [start game] and [quit game], on the interface.
Click [quit game] to quit the game.
Click [start game] to go to [height measurement].



Keep pressing the **trigger** key for about 5s to measure the height.



Then the system will prompt the player that the measurement is completed. Now click [continue]→[enter your name].



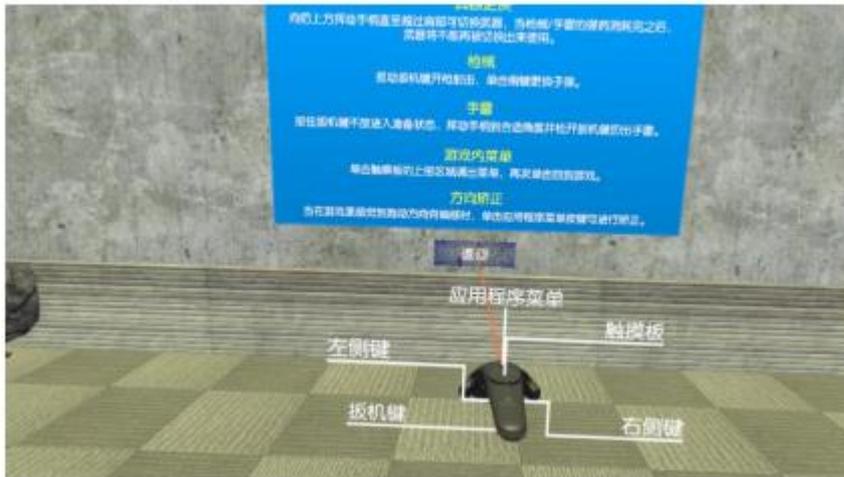
After entering your nickname, click [confirm].
Go to [main menu]



Operating instructions



After clicking [**operating instructions**], instruction text appears on the wall and the controller model shows instructions in three-dimensional pattern.



Height setting

Click [height setting] to go to [height measurement].

Keep pressing the **trigger** key for about 5s to measure the height.

Create a single-player game





Click [create game] to go to the [preparation interface].

The [camp] includes two teams i.e., [the shield of freedom] and [anonymity].

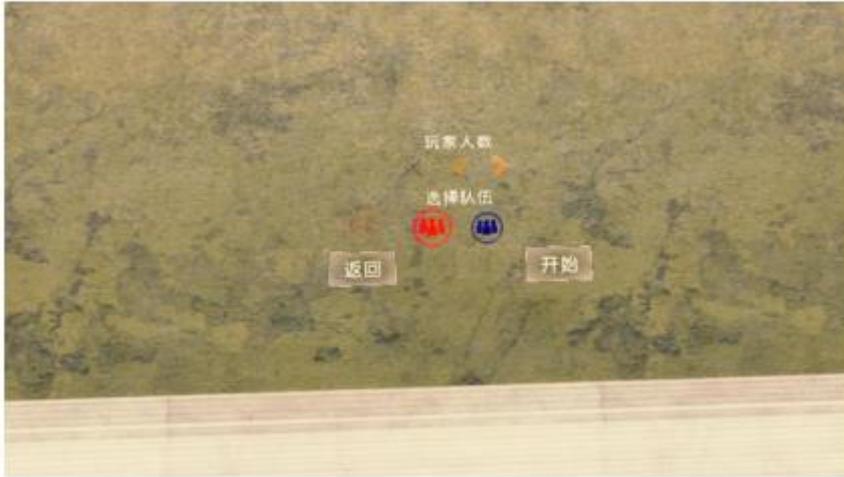
The [player number] shall not be less than 2 and not be greater than 8.

Tips:

1. The game has the mechanism of automatic adjustment of the number of team members. Difference in the player number of each team will not exceed 1.
2. If the player number selected is more than the number of real players, the game will use AI robots to make up the difference.

Create a multiplayer game

1. Create the host



Click [create game] to go to the [preparation interface].

The [camp] includes two teams i.e., [the shield of freedom] and [anonymity].

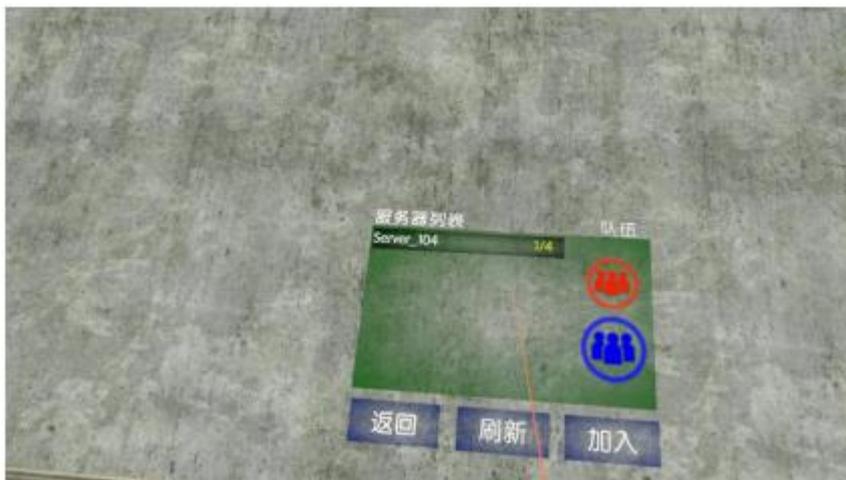
The [player number] shall not be less than 2 and not be greater than 8.

Tips:

1. The game has the mechanism of automatic adjustment of the number of team members. Difference in the player number of each team will not exceed 1.
2. If the player number selected is more than the number of real players, the game will use AI robots to make up the difference.
3. Search for the host



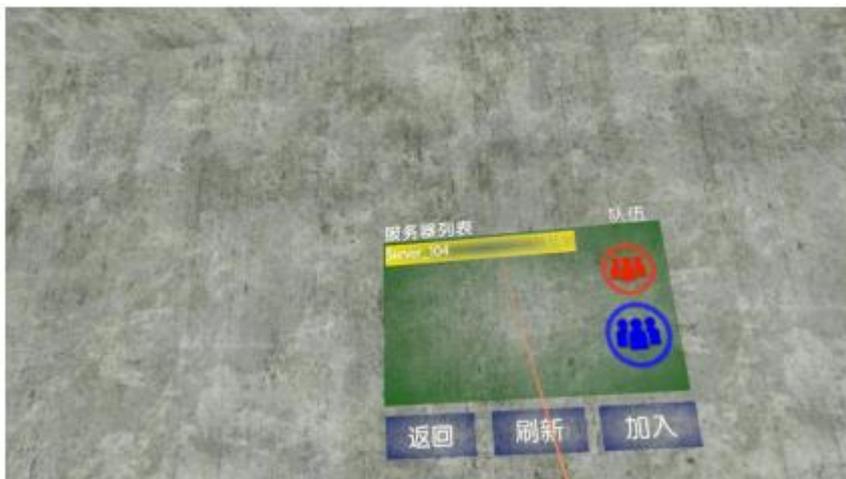
Select [search for the host] to go to [search list].

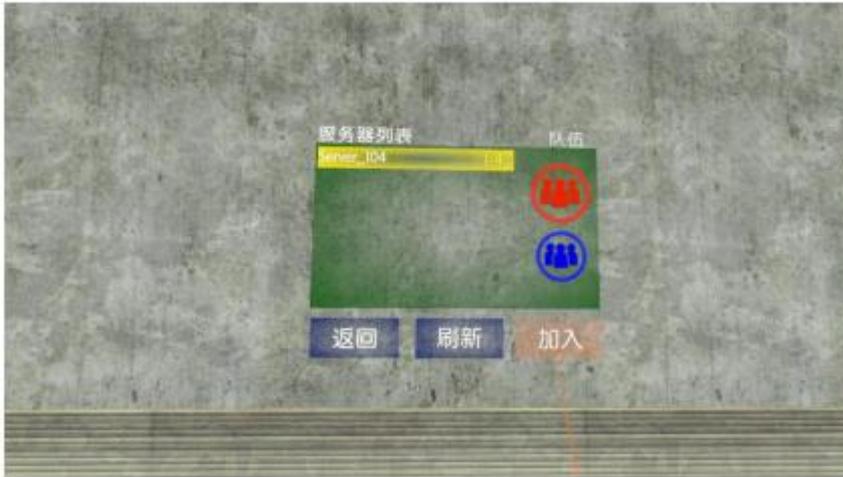


[Server list] Existing hosts are displayed in the server list.
The [camp] includes two teams i.e., [the shield of freedom] and [anonymity].



[Refresh] Refresh the list to show the latest batch of hosts.





Click [host name], select a [camp] and click [join] to join the game.

Tips:

1. The game has the mechanism of automatic adjustment of the number of team members. Difference in the player number of each team will not exceed 1.



Strategies and tips

After starting the game, there is a large weapon spawn at each team's spawn. Picking up new weapons can better give play to your capability. Not only there is a weapon spawn at the team's spawn, but also there are such weapons at various positions of the battlefield.

On the wall of the spawn, there are the standings. The player can see the rank on the standings clearly. There are also team kills, player kills and deaths, team wins and total time on the standings. Meanwhile, the player can see which one is AI robot and which one is an opposite player clearly from the standings.



Meanwhile, you can see many scoreboards at various positions of the battlefield.



When the player is hurt during the game, the view turns to red. Then, the red turns darker and a sound of accelerated heart rate appears

When you kill other opposite player or AI, the system will give a prompt and a cool skull will show up in the view. The name of the player who is killed by you will be displayed under the skull.



When the player is dead due to heavy injury, the player will see a prompt of respawning after X seconds. Then the player turns to see the information on the scoreboard, including total time, Blue team kills and Red team kills.

Grenade thrown by the player is provided with a long white smear through which the player can see the whereabouts of the grenade clearly.



During the game, the player can use the upper-half circle of the **trackpad** to call out the menu. There are two options, i.e., "return to battle" and "give up the game", in the mean. Shoot "return to battle" to continue your battle or shoot "give up the game" to return to the main menu.



During the game, after we touch a large gun, the controller model turns into hand shape, now the player can use the **grip key** to pick up the large gun.



