



Cold Contract

QUICK START GUIDE

Version 1.1.4.

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Introduction

The main objective of Cold Contract is to conquer the location named « Bastion » where the opposing force leads all the activities in the region. In order to do this task, you need to recruit several mercenaries. These guys will help you to take control of locations and to open a secured path to the enemy HQ. But beware of enemy answer: they will not let you in peace.

Opening screen



Return to the current game session



Create a new game environment



Save and load a game

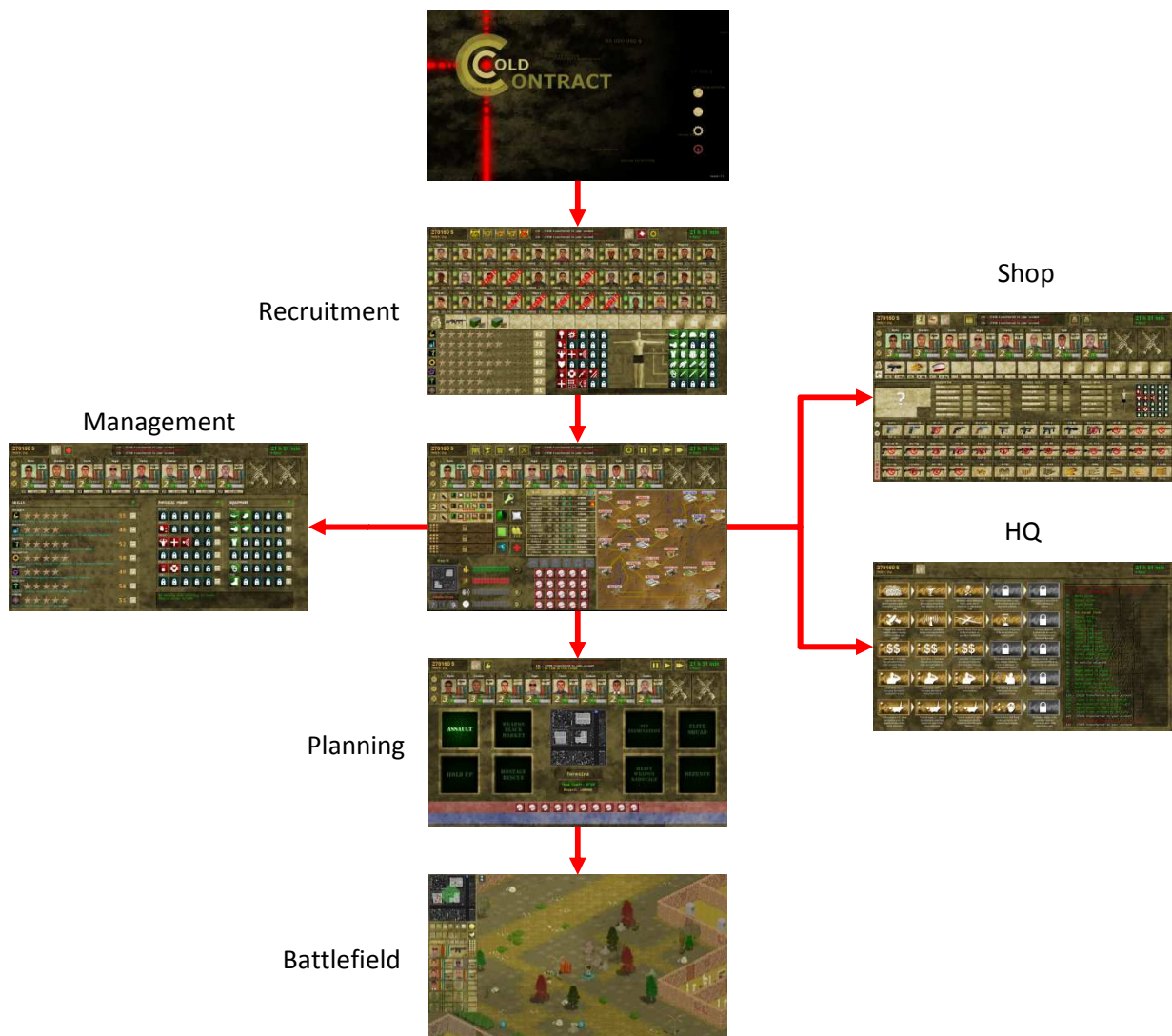


Options



Exit game

Navigation



Recruitment screen

At the beginning of a game, all mercenaries are generated from scratch by a random algorithm. This element defines their level, skills, perks and equipment. Each mercenary can be hired, the only limit is the funds you have.

All prices are directly linked to the level of the mercenary. If he gains a level, his price will increase. A good solution is to invest very early in mercenaries and to increase their initial contract in order to benefit of the low price at start.

If a mercenary is severely wounded, he will be moved to the base camp after the battle. It will take a certain amount of time before he can be ready again. A mercenary will be lost definitively if you don't control the base camp at this moment.



Hire a mercenary (click on his head and click on the button)



Add X days to the contract period



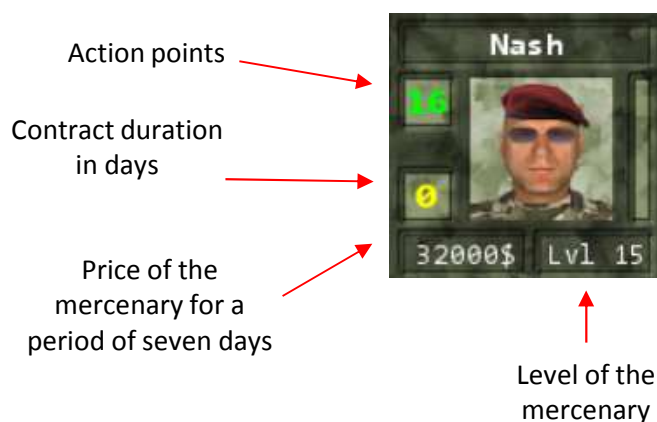
Fire a mercenary



Access to regional map (one mercenary must be hired)



Surrender (Game over)














Current inventory of the selected mercenary



Recruitment screen

Skills of the selected mercenary

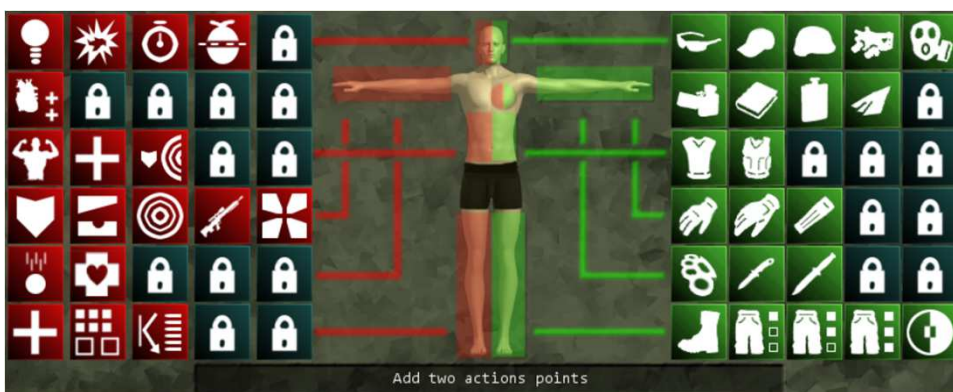
	☆☆☆☆☆☆☆☆	82
	☆☆☆☆☆☆☆☆	80
	☆☆☆☆☆☆☆☆	60
	☆☆☆☆☆☆☆☆	95
	☆☆☆☆☆☆☆☆	65
	☆☆☆☆☆☆☆☆	66
	☆☆☆☆☆☆☆☆	97

-  **Strength**
Used for: inventory space, max load weight, shockwave resistance, throwing distance...
-  **Dexterity**
Used for: aiming, hit probability, weapon type, critical damages, throwing...
-  **Agility**
Used for: action points, discretion, avoiding critical damage...
-  **Perception**
Used for: vision field, aiming, hit probability, trap detection, interruption...
-  **Intellect**
Used for: experience gained, weapon usage, militia training...
-  **Medicine**
Used for: healing success, level of healing, limit of use...
-  **Aiming**
Used for: hit probability, critical damage...

Perks and equipment

Perks unlockable with XP

Equipment levels unlockable with XP



Move mouse pointer over a green or red item in order to see the description

Main screen



Recruitment screen



Upgrade screen



Shop screen



Headquarters screen



Engagement screen



Pause mode



Normal time



Accelerated time

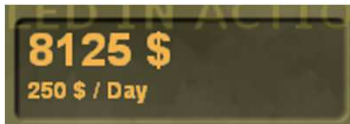


Faster accelerated time



Options screen

Current funds and money gains per day



Current game time



List of events



List of mercenaries

Navigation buttons →

Suppress the selected mercenary from the squad →

Selected mercenary →

Current weapon in hands →

No squad

In squad 1

Location on regional map

Current weight and limit of inventory

Empty slot

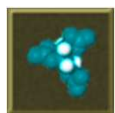
Red indicator: health
Grey indicator: contract duration
Blue indicator: tiredness

Mercenary	Count	Health	Contract Duration	Tiredness	Weight / Limit
Juichi	0	Full	Full	Full	1.37 / 1.35
Nadir	3	1	Full	Full	1.8 / 10.75
Kyle	12	Full	Full	Full	6.3 / 17.8

Squad panel

How to add a mercenary in a squad?

Click on the mercenary and click on the number of the desired squad in this panel



Faster squad



Intercept enemies



Faster healing



Add four new seats



Travel is less tiring



Take less damage

> Squad damage during movements:

If a squad goes across an objective owned by enemy, each member of the squad will take a certain amount of damage.

> How to move a squad to an objective:


Step 1:

Select a mercenary and hit the squad number button.

Step 2:

Click on the  button of the desired squad.

Step 3:

Once the  button is green, the squad is visible on the regional map.

Move the mouse cursor to the objective on the regional map and click on it.

The squad will move to the objective.

The squad can not be contacted when in movement.

> Interception action:

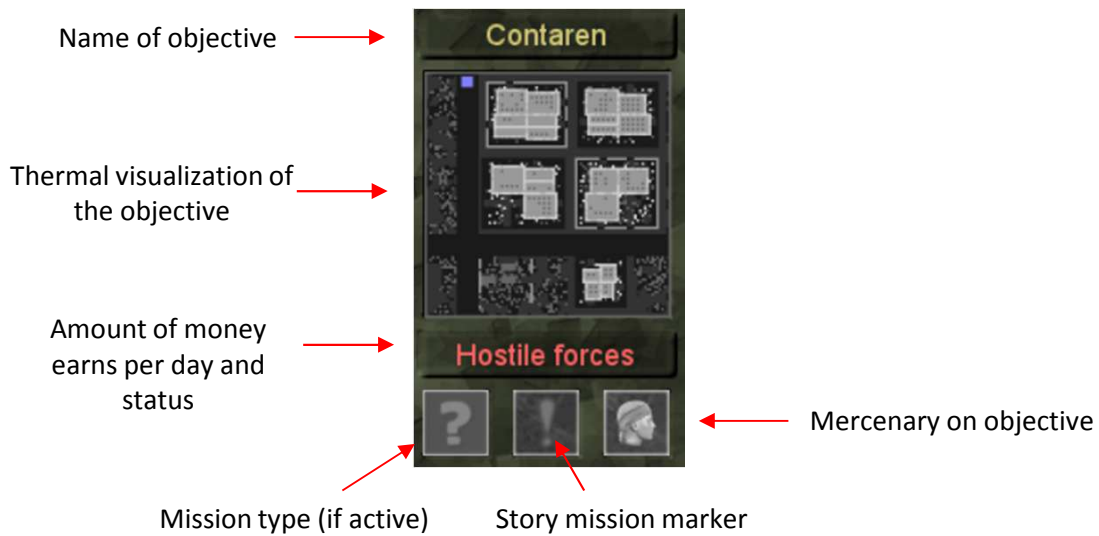
If a squad has got the Interception upgrade, this squad, when moving near any other hostile squad, can offer an option to intercept the enemy. A random map will be generated and the battle begins.

List of objectives

Name	H	Lvl.	M	Lvl.	\$	↑	↓
Area-8	?	?	0	0	0/11000		
Alagon	?	?	0	0	0/5000		
Redonde	?	?	0	0	0/7500		
Angharan	?	?	0	0	0/3500		
Santa Ina	?	?	0	0	0/4500		

Name of objective →
 Number and level of hostiles →
 Amount of money generated →
 Number and level of militia ↑
 Conflict marker ↑

Objective panel



Objective panel

Protection of objectives:

A conquered objective can be and should be protected.
Militia is here to do this task.

Six levels of militia are available. Twenty defenders can be trained.
They gain experience during fights against hostile forces.

Six buttons for militia training

Number of defenders
(red number = level)

Free slots



> How to gain money from the controlled objectives:

You need to have a militia in order to start to gain money.
If there is no militia on the objective, a marker is shown on the panel.

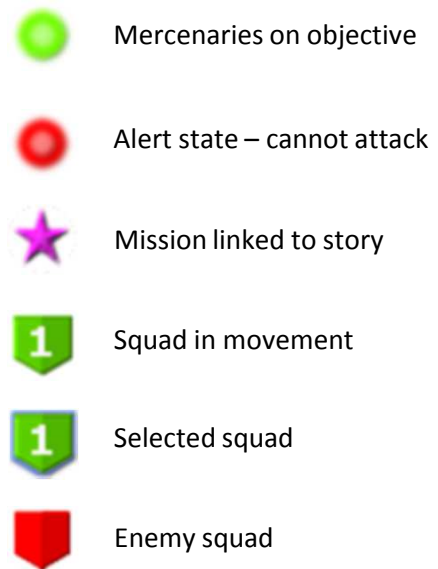


Information

> How to defend the controlled objectives:

The enemies will begin to attack your positions after few days.
You need to train militia in order to reinforce your positions so that you don't need to engage your mercenaries every time in the battle.

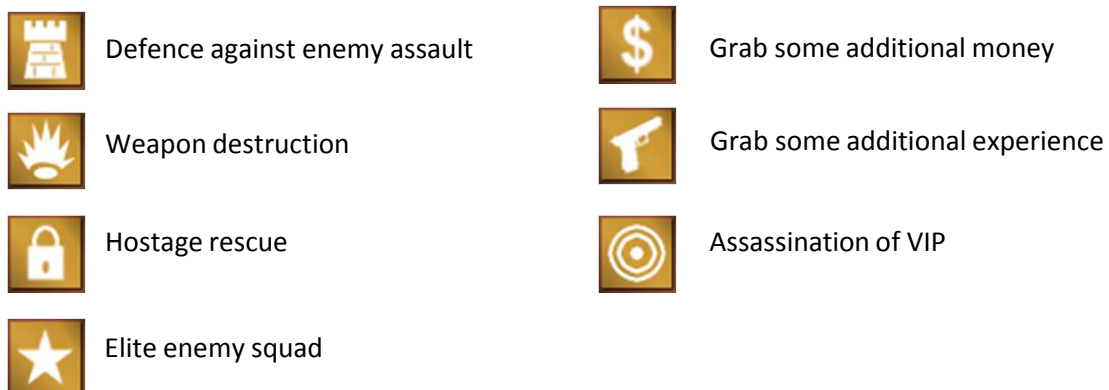
Regional map



> Reward of the first control:

The first time you are victorious on an objective, you gain a amount of money, which helps you to increase your power. You can hire more mercenaries, upgrade the base camp or buy some new weapons.

Flags of mission:



Missions

> Defence

Your squad is dropped on the center of the map and you have very few seconds to move to defensive positions. The enemy force is all around and will chase all of your guys. You must eliminate all hostiles in order to win.

> Stealing money

Your squad must grab some suitcases, which contain a small amount of money. These funds can help you to buy an upgrade. All suitcases are defended by enemy soldiers, but they don't know that you are here until you attack.

> Weapon destruction

For this mission, you MUST have bought enough explosive packs. Weapons can be only destroyed by a heavy explosion. You must locate and destroy these elements. Enemy soldiers are patrolling around.

> Stealing weapons

Your squad must grab some crates, which contain some informations on special weapons. This knowledge helps all mercenaries to improve their experience. All crates are defended by enemy soldiers, but they don't know that you are here until you attack.

> Hostage rescue

Several hostages are prisoners on the map. You must move carefully near them and deliver them. They will stay until the area is secured. If a hostage is killed, the mission will fail.

> VIP

Enemy soldiers are protecting some VIP. These guys are waiting a transport in order to go back to their HQ. You must kill all of them in order to take the control of the map. If a VIP sees one of your guy, he will flee and call his guard.

> Elite squad

A small squad of elite soldiers is patrolling in the area. They are assisted by common soldiers. The elite soldiers are a bit better than the best mercenary that you could hire. You should take care of your guys in this battle.

Shop

All weapons have different statistics, which are visible by clicking on their picture.

DESCRIPTION		WEAPON DETAIL	
Price	900	Clip	10
Single shot	1	Damage	10
Action points	2	Deviation	10%
Distance	900	Healing	0
Weight	0.9	Concussion	0
Burst fire	0	Area	0



The ammo linked to the weapon



Buy the selected item



Sell the selected item (shop and warehouse)



Move item in the warehouse



Reload the selected weapon in inventory



Move item in the inventory



Make the selected item the current weapon

Shop / warehouse buttons for navigation



Retta 800 \$	Spenson 92 1000 \$	HM-27 900 \$
Bellum 38 5400 \$	Derring 6000 \$	Suppressor 8500 \$
Perring 15000 \$	Alendra 17500 \$	PKV-90T 16000 \$

Selected item



Click on this button to get the shop view




Unavailable item for purchase (need more skills)




Click on this button to get the warehouse view



Shop

All weapons need specific skills and/or perks. If the selected mercenary can't use a weapon, the  symbol is shown over the weapon.



The screenshot shows a mercenary's profile with two main sections: 'REQUIRED SKILLS' and 'PHYSICAL NEED'. The 'REQUIRED SKILLS' section lists Intellect (0), Strength (60), Dexterity (0), Perception (0), and Level (15). The 'PHYSICAL NEED' section lists Brain, Heart, Torso, Right arm, Left arm, and Legs, each with a corresponding icon. A grid of 12 icons represents various perks, with some locked (lock icon) and some active (lightbulb icon). A central figure of a mercenary is shown. Annotations with red arrows point to specific elements: 'Required level of skill' points to the Intellect value; 'Current level of skill of the selected mercenary' points to the Strength value; 'Required perks for the current weapon' points to the Brain icon; and 'Required perk in order to use the current weapon' points to the top-right icon in the perk grid.

REQUIRED SKILLS	Current level	Required level
Intellect	0	53
Strength	60	33
Dexterity	0	69
Perception	0	57
Level	15	7

PHYSICAL NEED	Required perks
Brain	Lightbulb icon
Heart	Heart icon
Torso	Torso icon
Right arm	Right arm icon
Left arm	Left arm icon
Legs	Legs icon

> Some details of weapon mechanisms:

Damage: this is the base damage, which is corrected by the protection of the target.

Deviation: this is the random ratio linked to the precision of the weapon. A weapon with a deviation of 10% has a factor of 10% to miss the target for each bullet.

Distance: this is the accuracy distance range. Beyond this distance, the weapon can hit a target but damages are drastically reduced.

Behavior of bullets: each bullet has its own trajectory and hit probability.

When a mercenary shoots at an enemy, he can get several « miss » and « damage » indicators because of this mechanism.

Covering: each bullet is influenced by the covering of a target. For example, if a target is behind a rock, the hit factor is corrected by the corresponding value.

> Automated recovery to the warehouse:

When the team leaves a sector, all dropped items are added in the warehouse.

HQ

The HQ gives several options to modify the experience of the game. You can buy upgrades to rise the limit of deployed mercenaries, detect enemies on the regional map and/or on the battlefield, increase your firepower,...

The only limit to buy an upgrade is to have the amount of funds needed and to unlocked the previous required upgrade.



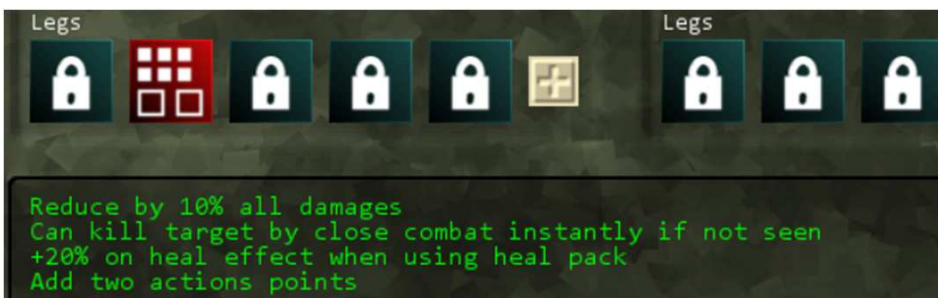
Mercenary upgrades

Each time a mercenary reaches a new level, a star appears on his face. This indicates that you can spend some points to improve the character.

New level reached



Move the mouse cursor on a perk in order to see the detailed benefit.



Detail of the last shown perk

Battlefield: quick action menu

To select a mercenary, click on him with the left button of the mouse.
Click a second time on him to show the action menu (or press SPACE bar).
Click with the right button to undo a selection.



Crouch position



Walk position



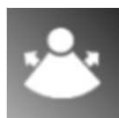
Run position



Single shot



Burst shot



Change side of sight



Move



Forced shot



Throw



Reload



Drop current object



Guard mode
(opportunity shot)

Sneaking mode allows to move without emit any sound.
Guard mode allows to reserve some action points in order to make a shot during the enemy turn if there is an opportunity.

Battlefield: command buttons



Next turn: click on the button when you want to finish your turn

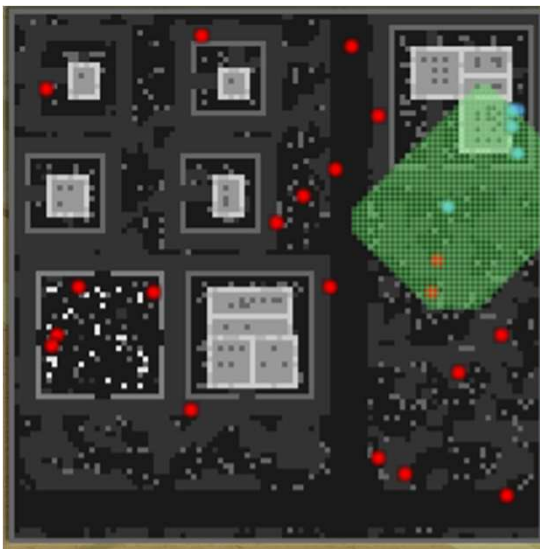


Flee: you can quit the battlefield at any time but you will be defeated



Save the current battle: you can only save one time on a battlefield

Battlefield: map



-  Militia
-  Mission objective
-  Mercenaries
-  Hostiles
-  Locator

If the tactical drone upgrade is not activated, a locator is shown randomly on the minimap to help to locate an enemy.

Battlefield: special options

These options can be used to improve the action of the selected mercenary.





You must spend some action points in order to activate an option by clicking on it. When the chosen option is selected, you can shoot the enemy or make the action with the linked improvement. This is very useful during a fight.



← The second part can be unlocked with an upgrade in the HQ

Battlefield: list of mercenaries



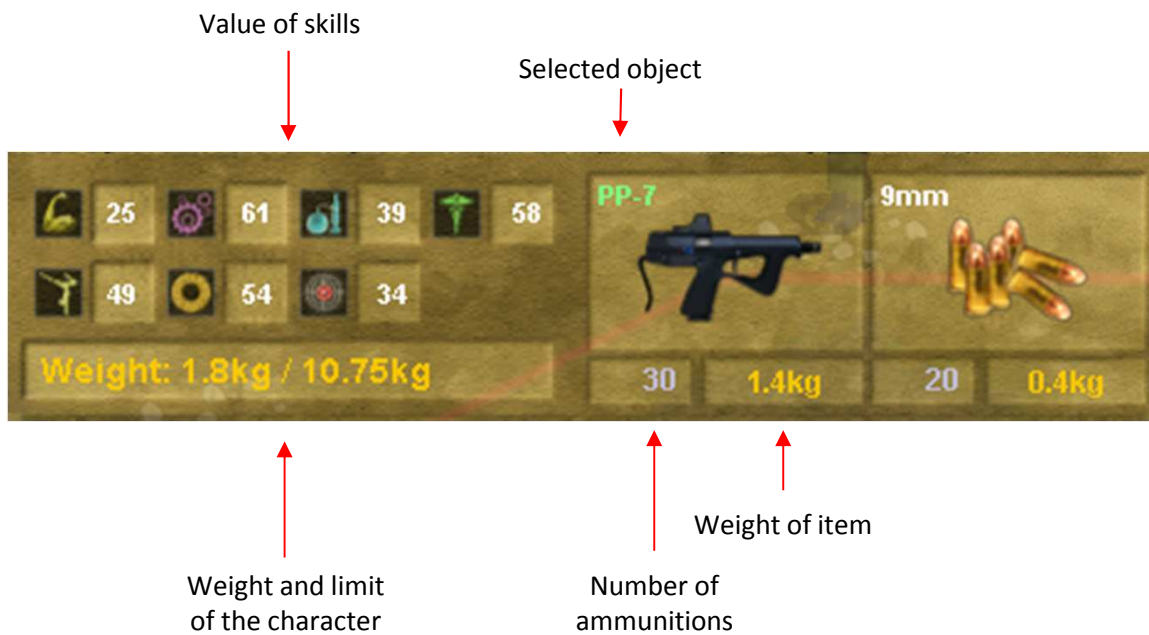
-  Action point used
-  Action point unavailable
-  Action point available
-  Min. number of AP to shoot

Red bar:
health

Orange bar:
ammunitions

Blue bar:
energy


Click on the mercenary face to show the inventory.
Click on a item to select it.
Click with the right mouse button to close the inventory.



If a character is under a special effect, a small icon is shown on the left of his face, and if selected on the right of his name on the main card.

- | | | | | | |
|---|--------------|---|------------|---|-----------------------|
|  | Bleeding |  | Deaf |  | Bad physical effect |
|  | No more ammo |  | Burning |  | Stressed / Bad health |
|  | Blinded |  | Enemy seen | | |

Battlefield: line of sight

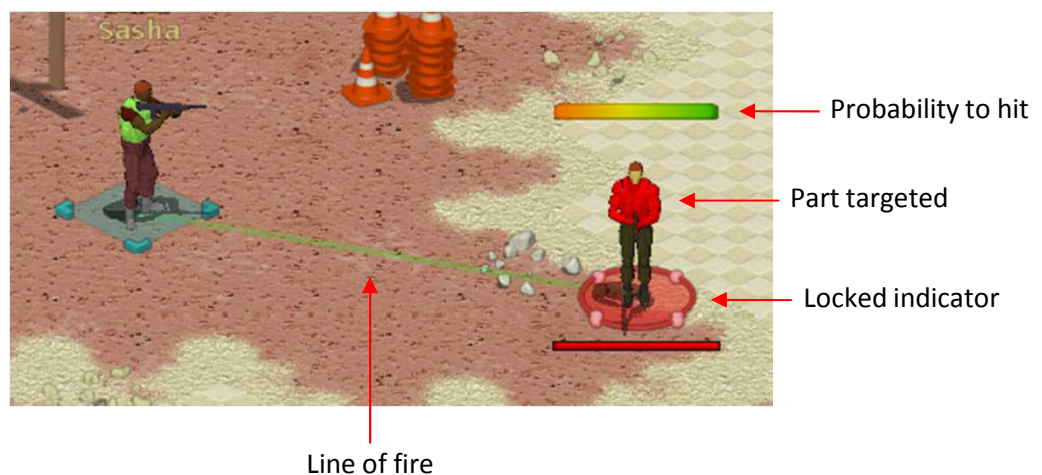
By clicking on  in the mercenary menu, the line of sight of the character is shown as a blue surface. The same thing can be obtained for enemies by moving the mouse pointer over them.



Additional data are also shown like health, action points, and the general level of the three main parameters (skills, aiming, guard).

Battlefield: enemy selection for shooting

In order to shoot at an enemy, first select a mercenary and after click on the enemy to lock him. Over his head, a special bar appears, which shows the probability to hit him.



When an enemy is locked, it is possible to choose the part body, which will be hit between head, torso and legs. Just move the mouse over one of them to select it.

A line of fire is also shown on the floor to indicate if there is an available line of fire.

Red line = NO / green line = YES

If the mercenary is out of range of his weapon, the bar becomes completely red. He can shoot but damages will be drastically reduced.

Battlefield: indicators

When an enemy is locked, an area is shown on the ground. The orange area locates where the inflicted damages are critics. The red area locates all locations where the weapon can fire at its optimal damage value.



The mouse cursor can be moved on the ground in order to identify the cover level and direction of all objects. A green square indicates a high cover, an orange indicates a low cover or a dangerous position. This indicator is also linked to the penetration factor of the object. The mouse cursor can also be moved on objects in order to identify special objects.



When a mercenary is ready to move, an indicator appears at the end of the path. This value shows the cost of the movement and the remaining action points.



Battlefield: special tiles

Some tiles will react if they are hit by a bullet or by a shockwave from an explosion. All of these tiles generate an area of effect, which modifies the behavior and the skills of soldiers.



Create an area of poison
Reduce accuracy



Create a surface of oil
Reduce actions points



Create a simple explosion



Create an area of fire
Reduce life, accuracy, ...



Create a cloud of smoke
Reduce vision

All tiles are reactive between each other and it is possible to create a chain reaction. All tiles around like walls, crates, trees for example, will be destroyed by the wave of the explosion.

Battlefield: civilians

All maps contain an amount of civilians linked to the type of the map. There will be more civilians on urban maps than on military maps. Civilians are unarmed and can be identified easily. The hit factor doesn't appear on their head if you target them.



They can be wounded and killed without penalty. During the turn-based part they move in order to flee the mercenaries.

Battlefield: enemies and level

The behavior of enemy soldiers is directly linked to their level. The enemies only see the map with their vision. They can detect other threats by hearing sounds. If the mercenaries move without emitting sounds, they can neutralize an enemy without send an alert to others.

For example, the first objectives near the base camp are protected by a hostile militia, which is not well-trained. The enemies don't share informations and does not have any night vision equipments. If a team of mercenaries attacks during night, there is an opportunity to eliminate easily the opposition.

After the first objectives, enemy soldiers are better and offer a greater challenge. They exchange informations, follow some patrol paths, hide behind walls, call for reinforcements and can move in group in order to neutralize an attack.