

Simple Hostage Tutorial

By Dragonsbrethren

I decided to write a hostage tutorial for anyone else interested in adding them to their mission. This tutorial provides simplified copies of the same action blocks I'm using in my Silo mission. Before reading this tutorial it is suggested you read both of SubDrag's action block tutorials available at [Goldeneye Vault](#), this tutorial assumes basic knowledge of action blocks.

Let's begin. Open the setup editor and select a level you'd like to edit, for this tutorial I'm using Runway. After opening it go to *Tools* → *Make Level Bare-Bones* to remove everything from the level.

Open the visual editor and place two different guards in the level a small distance away from each other. Make sure they are not visible from the start point or that will cause problems later. Give one guard a gun; he will end up holding the other hostage. From this point on I will refer to the guard with the gun as the terrorist and the guard without as the hostage.

Go to *Edit Setup* → *Edit Intro Block* and select *01 Start Weapon*. Add a weapon, and select *PP7* as the right gun. Now select *02 Start Ammo*, add ammo, select *9mm ammo*, and give yourself 50 rounds. You'll need a gun later when you're playtesting.

Now go to *Edit Setup* → *Edit Action Blocks* and add action block *0401*. Add the following actions:

51001000	Set Closest Guard Within Units As Guard ID FC...
0200	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
14002400FC01	Guard Targets Guard, Return Value Loop (Writable...
0100	Go To Beginning, Then Return Value Loop

- **51001000**: This sets the guard within 10 units of the terrorist as writable actor ID *FC*. This allows us to reuse this same block for multiple terrorists instead of having to write separate blocks for each one.
- **14002400FC01**: This tells the terrorist to target *FC* (the hostage) in style 24 and return value loop to 0201. Style 24 is the "holding at gunpoint" pose.

0201	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
30FC05	Detect If Guard Killed, Return Value Loop If So...
3202	If Bond In Sight, Return Value Loop
0101	Go To Beginning, Then Return Value Loop

- [30FC05](#): Checks if *FC* is dead, and if so return value loop to *0205*. Just a precaution in case Bond killed the hostage by mistake.
- [3202](#): Return value loop to *0202* when Bond is in the terrorist's sight.

0202	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
B1	Enable Cycle Counter
B4009003	If Cycle Counter > Value, Return Value Loop B4...
0102	Go To Beginning, Then Return Value Loop

- [B1](#): Enables the cycle counter. We are going to use it to determine when the terrorist should shoot the hostage.
- [B4009004](#): In this example I'm using *90* cycles, when the cycle counter is higher than that it'll return value loop to *0203*.

0203	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
16000400FD04	Standing Guard Targets Guard, Return Value Loop...
0103	Go To Beginning, Then Return Value Loop

- [16000400FD04](#): Changes the targeting to style *04*. If you omit this there won't be a visible muzzle flash when the terrorist shoots the hostage.

0204	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
30FC05	Detect If Guard Killed, Return Value Loop If So...
19FDFC08	Guard ID1 Shoots Guard ID2 In Style (Guard...
0104	Go To Beginning, Then Return Value Loop

- 30FC05: Just another check to make sure the hostage isn't already dead. This is also used after the terrorist shoots the hostage to return value loop to *0205*.
- 19FDFC08: Guard ID *FD* (the terrorist) shoots guard ID *FC* (the hostage) in style *08* (a headshot).

0205	Resume If Return Value Loop Met
060002	Set Return Subroutine From JAL (JAL TO: 0002)
05FD0008	JAL To Function (Guard [whatever called it])...
04	Terminator

- 06002: I don't think this was covered in either tutorial. Some action blocks work as subroutines and can JAL to another action block once they are completed. This will JAL to *0002* (random animations until detection) once the next action completes.
- 05FD0008: Guard ID *FD* will JAL to *0008* (jog to Bond). Paired with the above action it will result in the terrorist jogging to Bond and then acting like a normal guard.

Here is everything put together as one action block:

51001000	Set Closest Guard Within Units As Guard ID FC...
0200	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
14002400FC01	Guard Targets Guard, Return Value Loop (Writable...
0100	Go To Beginning, Then Return Value Loop
0201	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
30FC05	Detect If Guard Killed, Return Value Loop If So...
3202	If Bond In Sight, Return Value Loop
0101	Go To Beginning, Then Return Value Loop
0202	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
B1	Enable Cycle Counter
B4009003	If Cycle Counter > Value, Return Value Loop B4...
0102	Go To Beginning, Then Return Value Loop
0203	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
16000400FD04	Standing Guard Targets Guard, Return Value Loop...
0103	Go To Beginning, Then Return Value Loop
0204	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
30FC05	Detect If Guard Killed, Return Value Loop If So...
19FDFC08	Guard ID1 Shoots Guard ID2 In Style (Guard...
0104	Go To Beginning, Then Return Value Loop
0205	Resume If Return Value Loop Met
060002	Set Return Subroutine From JAL (JAL TO: 0002)
05FD0008	JAL To Function (Guard [whatever called it])...
04	Terminator

Now return to the visual editor and assign this block to the terrorist. Hit *F5* to quick convert your ROM and playtest it. When you get in terrorist's line of sight he should shoot the hostage after a short time. Now we'll need to make the hostage act more like a hostage.

Go back into the action block editor and add block *0402*:

```
51001000      Set Closest Guard Within Units As Guard ID FC...
0200          Resume If Return Value Loop Met
03           Leave The Routine, But When Return Continue From...
21           Guard Surrenders
30FC01       Detect If Guard Killed, Return Value Loop If So...
0100        Go To Beginning, Then Return Value Loop
```

- [51001000](#): This works the exact same way it did in block *0401*, except here *FC* is set as the terrorist, not the hostage.
- [21](#): Self-explanatory, the guard surrenders. If you give him something to hold, be it a gun, object, or key, he'll drop it.
- [30FC01](#): Check if the terrorist is dead, return value loop to *0201* if so.

```
0201          Resume If Return Value Loop Met
03           Leave The Routine, But When Return Continue From...
1C000C       Guard Jogs To Preset (Preset: 000C)
4DFD0010000C02  When Guard Within Proximity Of Preset, Return...
0101        Go To Beginning, Then Return Value Loop
```

- [1C000C](#): Hostage jogs to preset *000C*. Make sure you change the preset to one near your hostage or he might have a hard time finding his way to the preset.
- [4DFD0010000C02](#): Return value loop to *0202* when *FD* is within *10* units of preset *000C*. Remember to change the preset here too. If your hostage is having a really hard time finding the preset you can change the *10* units to a higher value.

```
0202          Resume If Return Value Loop Met
22           Guard Set To Move Fades And Disappear
05FD0001     JAL To Function (Guard [whatever called it]) (JAL...
04           Terminator
```

- [22](#): You should be familiar with this from the other tutorials; this makes the hostage fade out.
- [05FD0001](#): You should be familiar with this as well, it ends the routine.

Here is everything put together as one action block:

51001000	Set Closest Guard Within Units As Guard ID FC...
0200	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
21	Guard Surrenders
30FC01	Detect If Guard Killed, Return Value Loop If So...
0100	Go To Beginning, Then Return Value Loop
0201	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
1C000C	Guard Jogs To Preset (Preset: 000C)
4DFD0010000C02	When Guard Within Proximity Of Preset, Return...
0101	Go To Beginning, Then Return Value Loop
0202	Resume If Return Value Loop Met
22	Guard Set To Move Fades And Disappear
05FD0001	JAL To Function (Guard [whatever called it]) (JAL...
04	Terminator

Assign this block to your hostage, hit *F5* to quick convert, and playtest again. If you don't interfere the terrorist should shoot the hostage and then turn to attack you. If you kill the terrorist the hostage will run off.

Anyway, now you have a functioning terrorist and hostage pair but what about an objective? Making your hostages count as hostages is very simple, first go to *Edit Setup* → *Edit Objectives* and add an objective. Change the text string to one that appears in the level you're editing so the game doesn't crash when it tries to display text that isn't loaded. Now add a *1A Condition True* sub component to your objective and change the data to *00000001*. Add a *1B Condition False* sub component and change the data to *00000002*. We're now ready to start writing our next action block.

Go back to the action block editor and add block *1000*:

A00100100000	Set Guard ID Bits (Scientist #1 (Male))
0200	Resume If Return Value Loop Met
03	Leave The Routine, But When Return Continue From...
F70001	If Number Of Hostages/Scientists Killed, Return...
0100	Go To Beginning, Then Return Value Loop

- A00100100000: The byte you set as *10* tells the game that this guy is a hostage and/or scientist. Make sure you select the right ID for your hostage it will either be *00* or *01* depending on which order you inserted your guards in.
- F70001: The *00* byte determines how many hostages/scientists can die before it return value loops to *0201*. The byte is always one less than the number, so in this case *00* is equal to one hostage.

```

0201          Resume If Return Value Loop Met
9A00000002   Set Objective Bits (If False: Objective #1)...
05FD0001     JAL To Function (Guard [whatever called it]) (JAL...
04           Terminator

```

- 9A00000002: This sets the objective bits to *00000002*. This was the value we used for the condition false sub component in our objective, when this is set the objective is failed.

Here is everything put together as one action block:

```

A00100100000 Set Guard ID Bits (Scientist #1 (Male))
0200          Resume If Return Value Loop Met
03           Leave The Routine, But When Return Continue From...
F70001       If Number Of Hostages/Scientists Killed, Return...
0100         Go To Beginning, Then Return Value Loop
0201          Resume If Return Value Loop Met
9A00000002   Set Objective Bits (If False: Objective #1)...
05FD0001     JAL To Function (Guard [whatever called it]) (JAL...
04           Terminator

```

You could playtest this now but let's make it so you can complete the objective as well as fail it. Go back to this loop in *0402*:

```

0202          Resume If Return Value Loop Met
22           Guard Set To Move Fades And Disappear
05FD0001     JAL To Function (Guard [whatever called it]) (JAL...
04           Terminator

```

And add this to it:

```

0202          Resume If Return Value Loop Met
22           Guard Set To Move Fades And Disappear
9A00000001   Set Objective Bits (If True: Objective #1)...
05FD0001     JAL To Function (Guard [whatever called it]) (JAL...
04           Terminator

```

- 9A00000001: After fading out the hostage will set the objective bits to *00000001* before the routine ends. This will complete the objective.

Now hit *F5* to quick convert and playtest again. If all went well you should fail the objective when the hostage is killed and complete it when he escapes. As I mentioned at the beginning of this tutorial this is a simplified copy of the action blocks I use, here are some suggested things to add to these blocks:

- Multiple hostage and terrorist pairs in the level. You'd usually want more than one pair in a level; you will need to add an additional *Condition True* sub component with different bits to your objective for each hostage that you must save to pass the objective. You need to check which bits have already been written and write the next one in your escape block.
- Additional ways to alert the terrorist. Right now they're only alerted if they see you. Adding more ways for them to be alerted will make it harder to save the hostages.
- Difficulty-based cycle count. If someone is playing on Agent they're more than likely not familiar with your level or the game as a whole, you can check the difficulty and change the number of cycles before the terrorist shoots the hostage.
- Different hostage actions. Other than just surrendering hostages may do different things, they may even try to escape from the terrorist themselves. Adding a bit of randomness will make your level more interesting.

Don't be afraid to experiment with action blocks, it's the easiest way to learn how to do something. Rare's blocks can be a good reference if you're completely stumped as to how to do something but many times I've found what they do in their blocks can be accomplished by different, easier to follow means. I plan on writing additional tutorials in the future explaining how to make other simple action blocks that you can build on. If you have any questions about this tutorial or action blocks in general feel free to post questions at the Goldeneye Hacking board at [Shooters Forever](#). Someone there will be able to help you.