

HUNTER



HUNTED™

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SIERRA®

k.a.a.



HUNTER HUNTED SURVIVAL GUIDE

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INSTALLING THE GAME

1. Start Windows 95.
2. Put the *Hunter Hunted* CD into the drive.
3. Follow the on-screen instructions.
4. Pray to the computer gods that nothing bad happens!

Note: To use On-Line help if you are not running the game, you can double-click on the HUNTHELP.HLP file in the HELP folder on the *Hunter Hunted* CD.

"The world will not end in a blinding flash of light or a virulent pestilence. It will end with me choking the life out of it with my bare hands."

— Anonymous Hunter, 2014, just moments before the club of a beast crushed his skull.

Late in the 20th century, Earth was invaded by a technically superior race of brutal alien warriors. Five billion humans lost their lives in a matter of days. Humankind was all but exterminated. Those unlucky enough to survive were enslaved. Only the strongest, fastest and smartest of the slaves learned to endure. For entertainment, The Masters forced chosen slave fighters, satirically called "Hunters," to kill or be killed in dark, lethal arenas deep in the guts of decimated cities.

Earth was not the only civilization overrun by The Masters. The planet Kullrathe, home of a savage species of beasts, also fell under their dominion. Beast soldiers were captured and held in concentration camps where they, too, were forced to play The Masters' "Hunter Hunted" game.

The date is now 2015. The Masters could have easily annihilated both species. Instead they've chosen to toy with the survivors. Champion "Hunters" from each planet have been matched to the death. Whether you choose to be beast or human, your only hope is through escape. Scattered throughout the Hunt Arcnas are remnants of the civilizations The Masters destroyed. If you can survive long enough to gather necessary pieces of technology, there's a slim chance you can assemble a vehicle capable of escaping.

Make no mistake. Each "Hunter" mission is double jeopardy. You could easily die during The Hunt. But The Masters will certainly destroy you if you refuse to participate. Your only way out, your only chance to exact revenge, is by escaping. Good luck. Good hunting.

BEGINNING THE HUNT

1. Start Windows 95.
2. Put the *Hunter Hunted* CD into the drive.
3. Click on PLAY HUNTER.
4. Load your automatic pistol and get ready to rock!

ABOUT THE MISSIONS

There are 100 missions in *Hunter Hunted*. The first 8 are tutorials which are small and fun and give you a feel for the controls. The next 22 are introductory missions. These introduce a majority of the characters and objects you will encounter during your subterranean journey, and are slightly more difficult than the first set.

After the introductory missions, there are 35 Hunter/Hunted missions. These missions place you in the world as either the Hunter or the Hunted. These are the most difficult single player missions.

Finally, there are 35 multiplayer missions: 15 cooperative, and 20 head-to-head (deathmatch) missions.

MULTIPLAYER

With two players, you can choose to go head to head, or play cooperatively. Click on *Multiplayer*. The Choose Mission menu will appear. This is where you decide which mission to load. If you choose a head-to-head mission,

then each player chooses a character, Jake or Garathe Den, and a character color. Both players may choose the same character and the same color to make things a little more interesting. (You do not have the option of selecting your character in cooperative play.) After selections are made, the first mission description is displayed and you are ready to do battle.

There are 15 missions specifically designed for cooperative play and 20 missions specifically designed for head-to-head play. In the cooperative missions, the mission will determine whether both players are the Hunters or the Hunted. In head-to-head, it is a simple deathmatch – winner takes all.

In cooperative play, believe it or not, you're buddies, with the same goal in mind: survive the degenerate onslaught. In cooperative play, your character roles are chosen for you by the mission. You may have to move through the missions to pick-up specific items, or you may simply have to outlast the enemies and their technology. You're not invincible to friendly fire either, so be careful where you aim. Along the way, each player will only be able to access specific items. You'll have to help each other accomplish tasks. If you've never owed your life to someone before, you will now.

In head-to-head play, it's you against the mutant world plus one more thinking enemy: you're so-called "friend." You'll not only have to repel enemy attack, but you'll have to pound your opponent into oblivion as well.

HOW TO PLAY HUNTER HUNTED

If you call a screaming, intense, all-out-bloody fight for survival “playing,” well then here’s how you do it. You don’t hesitate to kill the first thing that moves or even looks like it might move. At any moment. Because you’re just a breathing target for a world filled with nothing but genetic mutants and engineered tin cans all programmed to convert you into organic aerosol. Try to stay alive.

Pay attention to the goal of each mission. Watch the clock. Pick up all the “friendly” objects you come across. It’ll take all of your best moves, mastery of each weapon, and a cunning tactical mind to prevent some punk Chaos Creeper from using your body fluids for a graffiti mural. Just use your brain.

In all single player and cooperative missions there is an exit door which you *must* get to in order to finish the mission. To pass a mission, you will have to satisfy all the mission objectives. Each mission is preceded by a description that tells you whether you are the Hunter or the Hunted. As the Hunter, your goal will be to kill selectively or wantonly. You’ll have to track down all available weapons and use them to their fullest advantage.

As the Hunted, your goals will vary. You may be required to survive for a certain length of time, reach a special destination, or collect certain objects, all while avoiding your own slaughter. The fun part comes when you see what few weapons you have to work with.

Remember to exit a mission, you must get to the exit door *after* you have achieved all mission objectives.

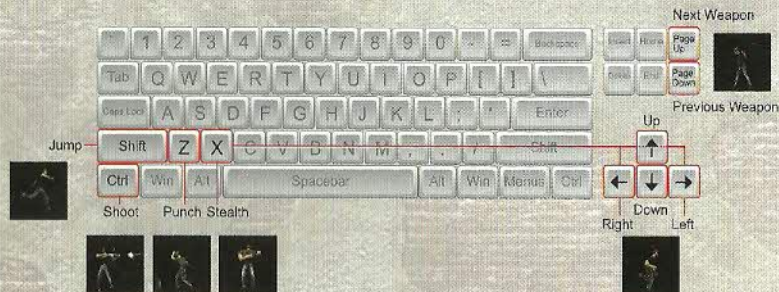
If you’ve chosen to play cooperatively with a friend, at least there’s one other wretched soul in the world to cling to during each desperate, seemingly hopeless battle. Unless, of course, he happens to turn on you, as is the case with head-to-head missions. Then you’re completely on your own.

The ultimate goal is to find a means of escape from this subterranean skunk hole. As you progress through the missions, you’ll collect the parts necessary to build the most incredibly sophisticated travel machine ever conjured by the human mind: The Specially Converted Utility Retrofit Vehicle (S.C.U.R.Ve). Okay, it’s all that is available after planet Earth got pummeled, but, hey, nobody else has one in the year 2015.

DEFAULT CONTROLS

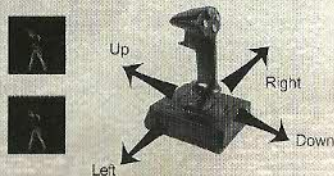
The action and motion commands for individual controllers are illustrated on the following pages.

KEYBOARD



JOYSTICK

- Button 1: Shoot
- Button 2: Jump
- Button 2 + Down + Left: Previous Weapon
- Button 2 + Down + Right: Next Weapon



CH Flightstick Pro shown

GAME PADS

Gravis™ GrIP™:



ThrustMaster® Phazer:



Microsoft® Sidewinder™:



COMBINATION MOVES

JUMPS

Jump Grab: JUMP + UP

This jump is used to grab onto the ceiling. It can also be used to grab hard to reach ladders and objects.

Jump Long: JUMP + UP + (LEFT or RIGHT)

This jump is used to force a long jump. Especially useful for jumping over tall obstacles or wide expanses.

DOORS

Open Door: Push LEFT or RIGHT

Close Door: Doors will close automatically

Doors can be locked. If a door is locked, a voice will tell you either it won't move or to get a key. You will need to find the correct key and/or activate the correct switch combinations to unlock the door. Often the key you need is indicated on the door.

SWITCHES

Activate/Deactivate Switches: Stand near switch + UP

Jake and Garathe Den both pivot when activating a switch. Activating switches can be both a good thing and a bad thing. A door may become unlocked by activating a switch — this is a good thing. A heinous monster may likewise be released — this is a bad thing.

INTERPLANAL TRAVEL (Z-PLANE MOVEMENT)

Moving into the plane: UP

Moving out from the plane: DOWN

A player can travel into the plane whenever a passageway reveals the next plane. A player can travel out from the plane whenever a platform reveals a passageway out.

HIDING:

Hide: Press and hold UP while in front of any wall

Hide Return: Stop pressing UP

The player cannot hide while in front of doors, switches, or interplanal passages into the plane. Once hidden, the player is difficult to see and even more difficult to hit.

CRAWLING:

Crouch: Press and hold DOWN

Crawl: Press and hold DOWN, then press LEFT or RIGHT

Crawl Return: Stop pressing DOWN

While crawling, the player can squeeze down narrow hallways. Bullets often miss.

HIDDEN PASSAGEWAYS:

Open Hidden Passages: Push LEFT or RIGHT

Hidden passages can take the form of any wall. To open one, push against it. It may close automatically.

THE GAME SCREEN

Once you select a game mode and mission, the game screen opens. Along the bottom edge of the screen are icons that show you how each player is doing.



This icon shows your player's health. It will turn from green to red as your health decreases. If the heart turns green you have been poisoned. You will need to find an anti-venom pack to cure yourself.



This icon indicates the amount of armor your player has. As with your health, it will turn from green to red as your armor strength decreases.



These six icons are the weapons you potentially have at your disposal and the amount of ammo remaining for each one. You may have to first locate and pick up a weapon to have it available. Once it's in your arsenal, the icon will be partially lit. Only the currently selected weapon is fully lit. It is possible to pick up ammo before you have the weapon. In this case, the ammo count is displayed without a weapon icon.



This counter indicates the amount of time you have left to complete the mission. Not all missions are timed. When the time elapses, you die. It's that simple.



The row of "windows" above the icons display the items you have gathered during the mission. As an item is picked up, such as a key or a crystal, it appears in one of these windows. These items are crucial to the successful completion of mission objectives. It pays to keep an eye on them.

THE PLAYERS



JAKE:

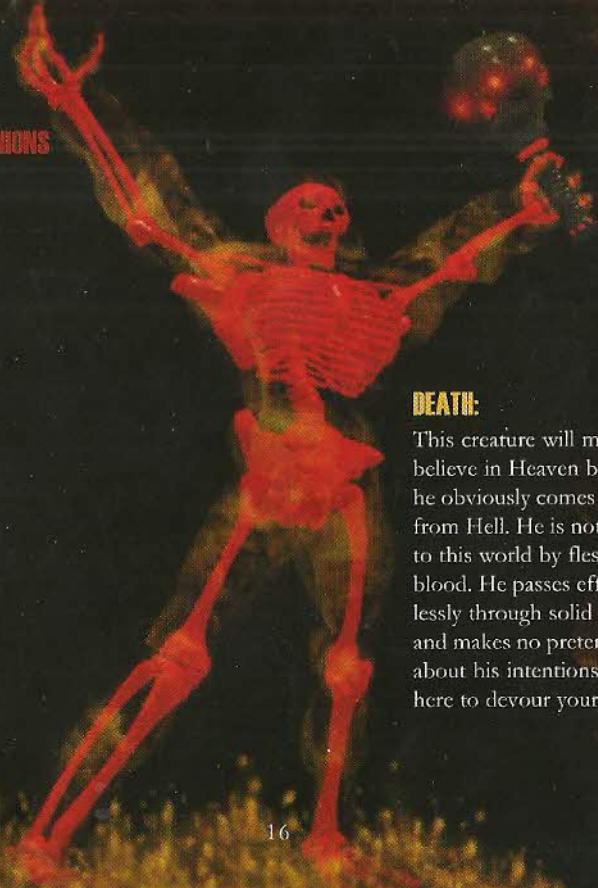
This human's records were lost during The Attack. He was about 13 when The Masters came. He is strong for a human, and quick. He is an excellent marksman and has learned explosives by reading the few remaining books. His real weapon is his brain.



GARATHE DEN:

One of the stronger beasts that have been brought here by The Masters. A human Hunter once claimed to have heard him speak. Garathe Den spoke only one word – "Pain." Beasts are faster and stronger than humans. Never underestimate their intelligence.

THE MAJOR MINIONS



DEATH:


This creature will make you believe in Heaven because he obviously comes straight from Hell. He is not bound to this world by flesh and blood. He passes effortlessly through solid walls and makes no pretense about his intentions. He's here to devour your soul.

BRUISER:

EARTHQUAKE!! Regain your balance and kill this heavy robot before you become road kill. Bruiser carries large weapons and is shielded by thick armor. He may be slow, but when he jumps, the Earth shakes! He is difficult to kill.




THE MINOR MINIONS




SECURITY ROBOTS: Tirelessly looking for intruders, when they find one, they have an arsenal of firepower. Security Robots are fairly easy to kill and cause minimal damage. There are four different robots, and each will cause a different level of damage.

MANTA RAY: A demented twist of evolution and genetic science has spawned this oxygen-breathing cross between a manta ray and a bottom fish. They are deathly quick and enjoy the occasional large hunk of flesh—both human and beast.




CHAMELEON: Quick as a snake and a 100 times as deadly, this female hellcat spawns offspring to help bring down her prey. The Chameleon has the ability to become virtually invisible. Walk by this organism and she'll quickly attack you from behind. She tends to be jumpy and attaches herself to ceilings and walls. She has some nasty claws, but very little firepower although this doesn't make her any easier to kill.



CHAOS CREEPERS: A cybergenetic cross between an amphibian and a grenade, these creatures are analogous to dolphins, as used by the militaries in WWII. Like a nuclear warhead, their only purpose is to detonate.

MOLOTOV CACTUS:



These techno-organisms "flower" and discharge their pollen when approached. The host's DNA (yours) is combined with the Cactus' to form a new species. Unfortunately, the "host" dies in the process and becomes food for the developing hybrid organism. Yeah, this is a match made in Heaven!



HOVERING MINES: If touched, a hovering mine will explode. They can be lured to strategic locations to serve your own devious ends. Their Generators can also be destroyed.

FIREPOWER & EQUIPMENT

CLUB: Only Garathe Den can use this weapon, which he does to bash the living daylight out of Jake. This club is solid as a rock and if that's not enough to make you run for your life, the eight five-inch spikes will.

NINJA STAR: By appearance, this silver Ninja Star looks like any other. But the difference lies below the domed center of this special little star which is filled with highly unstable explosives.

PISTOL: It's small footprint and decent firepower are what make this Jake's (and only Jake) most practical weapon.

WHIP: This mean piece of equipment belongs to Garathe Den and emits a bolt of plasma that breaks apart over distance until it nails something or someone.

SHOTGUN: Used by Jake only, the shotgun has medium firepower.

KNIFE: Manufactured with a unique and effective solid steel blade. This is a throwing weapon but, sorry Jake, it's for Garathe Den only.

GRENADE: Pull the pin, throw, and step back to avoid serious injury. This puppy creates a huge explosion.

ROCKET LAUNCHER: Jake's most powerful weapon, the 400-JTP rocket launcher will take care of almost anything he will encounter.



FOOD: Canned ham, yummy.
It beats Spam. This is super
health, worth 99 points.

HEALTH: Pick this up to increase
your health by 25 points.



ANTI-VENOM: Instructions: In case of poisoning,
inject into carotid artery.

GLOVES, BOOTS, HELMET, BREASTPLATE:
These protect your body and reduce the
amount of damage you take to health.

U.S. TECHNICAL SUPPORT

If you need additional help installing or using your Sierra product, and can't find the answer in this guide or in the HUNTHELP.HLP file, try our Automated Technical Support line at (206) 644-4343 which is available 24 hours a day, and provides recorded answers to the most frequently asked questions. Follow the recorded instructions to find your specific topic.

Sierra On-Line
Technical Support
P.O. Box 85006

Call (206) 644-4343
Fax (206) 644-7697

Bellevue, WA 98015-8506

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Salinas, CA 93912

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Fax (408) 644-2018



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