

# HUNTER



# HUNTED™

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# 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.

