



THE HUNT



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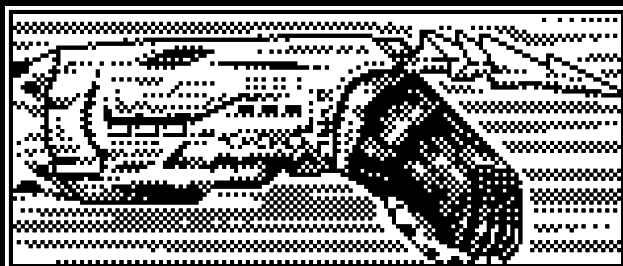


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To take the trophy of another Yautja,
living or dead, is considered to be
a great insult.

Claiming the Kill of Another Hunter - Yautja
Honor Code





If the Hunter fails in his Hunt he usually takes his own life, preferring to die than to live in shame. However, some cowards prefer to live in obscurity rather than die. This is considered to be dishonorable and suicide is then "assisted" by an Arbitrator.

Failing in the Hunt - Yautja Honor Code

When hunting, the Hunter must be sure that his prey is considered game, and lawful to kill. Worthy game must fill the following criteria: can defend itself and/or is able to kill the hunter himself, not linked to other lives, unwilling to be hunted.

Hunting Worthy Game - Yautja Honor Code

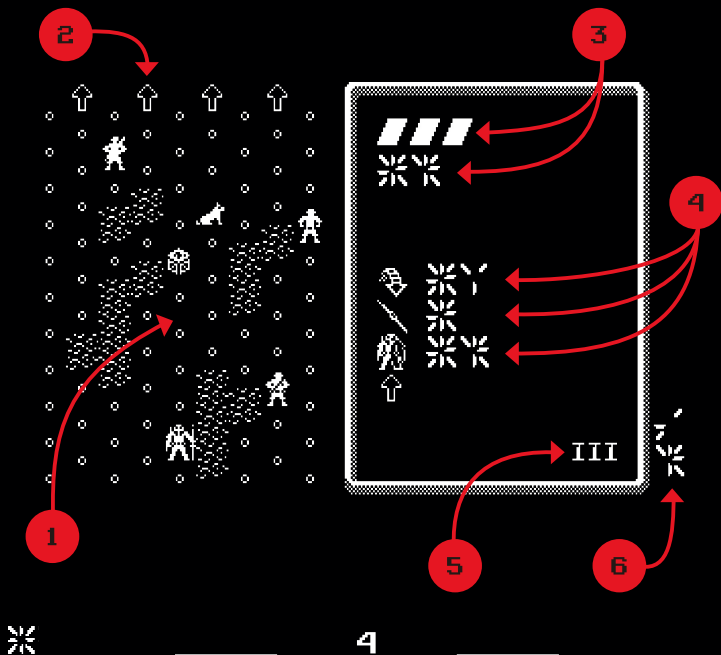


The Game

"The Hunt" is a turn based combat puzzle game. You control a young Predator on his first Hunt on the planet Earth. Fight your way through 16 randomly generated, and progressively harder, levels to claim your ultimate trophy.

Game Screen

1. Map of the current level
2. Move to here to exit to next level
3. Health and energy points
4. Special actions
5. Level number
6. Score



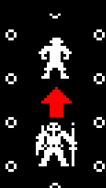
Moving

Choose a destination by pressing the in the direction you wish to go on the D-Pad, then confirm your move with the B button.

When there are prey still alive, you can only move by one cell in one of six directions. Otherwise, the cursor freely moves on the map. You can skip your turn by pressing the Option button.

Attacking

There are two close combat attacks that you can perform.



Thrust Attack

Thrust attack an enemy when approaching directly towards the enemy, and moving onto an adjacent tile. Thrust attack works also when you jump into a tile adjacent to an enemy.



Slice Attack

Slice an adjacent enemy by moving diagonally to another tile next to that enemy. You can attack two enemies at the same time when they are on adjacent tile.

It is not possible to attack enemy by moving your character on it! When you kill an enemy in close combat you will regenerate energy. The amount of energy regenerated depends on the type of attack.

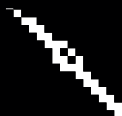
Special Actions

Pressing the B button when the cursor is in the "neutral position" (on your character) will allow you to select a special action. Scroll up and down with the D-Pad, select an action by pressing the A button, cancel/return the cursor to the map by pressing the C button. Each special action costs energy points and is available when you have enough of it. There are three special actions available:



Jump

Jump your character to another point on the map. After a jump, close combat attacks are performed.



Throw Spear

Throw your spear to another point on the map. When thrown, it can kill many enemies in it's path.



Activate Cloaking Device

Makes you invisible to enemies. Dogs and knifers can still attack you if you are near them. Does not cost a turn to activate. Disables when you attack.

Yautja Numerical System



Energy points are displayed using the simplified Yautja numerical system. This numerical system is used for your energy, cost of special actions, and scoring. The stars count from left to right. Each full star is equal to four energy points.



Scoring

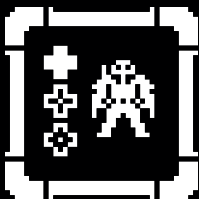
Action	Point Result
Close Combat Kill	<p>Add 1 to the total enemies killed. Then, starting at 1, sequentially add each number, up to the total enemies killed.</p> <p>For example, if 4 enemies in a level are killed, the points earned for that level are calculated like this:</p> $1 + 2 + 3 + 4 = 10$
Death by Special Attack or Explosion	Add 1 point.
Abandoning the Bonus Box	Add 2 points then multiply by the current level number.
Damage From Enemies	Minus 1 point. (Total points can't go lower than 0).
Earning an Achievement	Add 10 points for each achievement earned.

For the highest score, you have to kill all enemies on each map without taking Bonus Boxes and without receiving damage. Close combat, where you kill more than on enemy at once, recieve additional points as well.



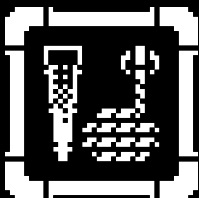
Bonus Box

On each map there is a Bonus Box. When you character lands on a bonus box, you can chose from one of several bonuses that will improve your ability to hunt your prey.



Greater Health

Increases your maximum and current health by 1. Health maxes out at 8 points.



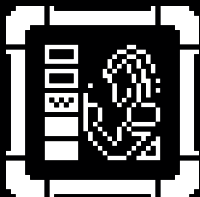
Grappling Hook

Increases jump distance by 1, but energy cost of this action is also increased by 1.



Spear Throwing

Increases spear throwing distance by 1, but energy cost of this action is increased by 1.



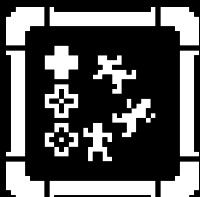
Reduce Cloaking Cost

Increases energy regeneration by 1 energy point per close combat kill.



Greater Energy

Increases your maximum and current energy by 1. Energy maxes out at 18 points.



Gain Health On Triple Close Kill

Available on Level V. Killing three enemies at once in a close combat kill will increase your current health, and your maximum health by 1.



Attack Does Not Disable Cloak

Available on Level X. Attacking enemies in close combat does not disable Cloaking.

Your Prey

In this hunt you will meet a host of different living prey.



Soldier With Knife

The weakest enemy that you can meet. He can attack you instantly when you are near him. He can attack you when you are cloaked, but sees you only on adjacent cell.



Soldier With Rifle

Before shooting he has to change to an aiming position. In order to change to aiming position he has to be on a straight line in relation to you. His attack range is 2 to 5 cells, therefore he cannot attack when you are standing by him. He can shoot over other enemies. Him and others like him working tandem pose a serious threat.



Soldier With Grenade

Can throw a grenade every 3 turns and does not care if the grenade will hurt anyone. His attack range is 24 cells. The grenade damages everything around it.



Dog

Can move twice as fast as other prey. They can attack instantly when you are near them. They can attack you when you are cloaked, but only when you are standing on an adjacent cell.

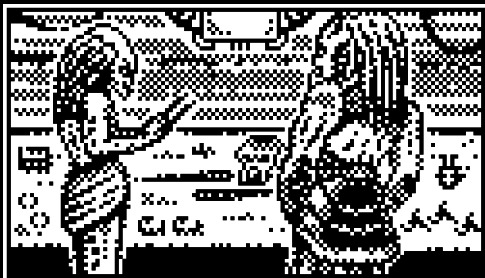


Soldier With Flamethrower

Fires a burst of flames when on a straight line in relation to you. His attack range is 1 to 4 cells. He does not fire when other soldiers are in his way, but he does not care about dogs.

Pause

Press Pause during gameplay to access options to adjust the single color of the game, and toggle music on or off.



Achievements

To prove your skill, and to get the highest score you can, unlock all the achievements listed below. Unlocked achievements are stored on the cart, and are restored each time the game is booted. To clear collected achievements from the cart's memory press * + # on the number pad during the game's title screen.

First Blood - Kill at least one enemy.

Young Blood - Unlocked when you reach level V.

Blooded - Unlocked when you reach level X.

Victorious - Given when you win the game.

Brawler - Kill three enemies at once in close combat.

Veteran - Skip picking up 8 bonus boxes during one game.

Pacifist - Get to level 5 without killing an enemy.

No Spear Win - Win the game without using your spear.

No Jump Win - Win the game without using jumping.

No Cloak Win - Win the game without using your cloak.

Nain Desintje De - Get to the last level without losing any health.



Credits

Music

Michal 'stRing' Radecki

Testing

Michal 'GiM' Spadlinski

Graphics

Pawel 'ripek' Szewczyk

Code

Jakub 'Ilmenit' Debski

Atari Jaguar Port

William Thorup

The Atari Jaguar port is based on the 2013 ABBUC Software Competition release of "The Hunt" for Atari 8-bit computers.

"The Hunt" is inspired by the Android game, "Hoplite" by Magma Fortress.

We do not own copyrights nor trademarks related to "Alien" and "Predator". The game is a fan game, made under "Fair Use" terms.

Yautja Honor Code is taken from <http://www.angelfire.com/pa/Castell/honor.html>



