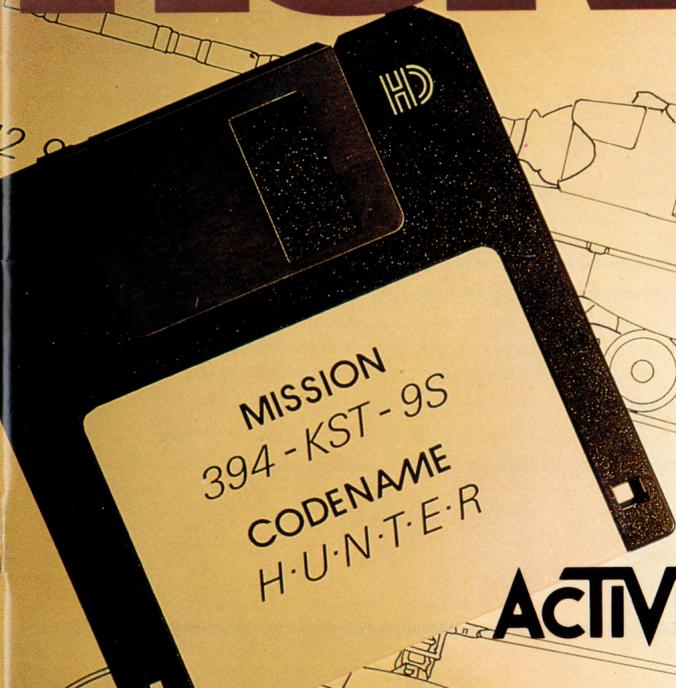
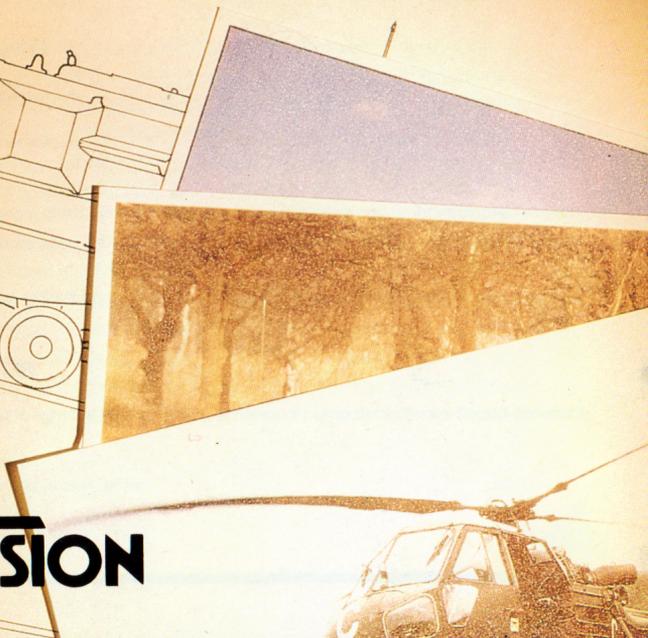


# HUNTER



**ACTIVISION**



---

# H U N T E R

Programming: Paul Holmes

Music and sound effects: Martin Walker

Bit map: Christian Roux

Manual author: Laurent Poujois

Product Manager: Dominique Biehler

Box design: Inline Design Services

© September 1991 ACTIVISION

For information about our products, write to:

ACTIVISION EUROPE  
BP 40  
92101 Boulogne-Billancourt  
FRANCE

For the best service, be sure to note the subject of your inquiry on the outside of the envelope.

## **PLEASE DO NOT MAKE ILLEGAL COPIES OF THIS SOFTWARE**

The software you are using was produced through the efforts of many people: designers, artists, programmers, distributors, retailers and other dedicated workers.

The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of personal computer software raises the cost to all legitimate users.

This software is protected by federal copyright law. Copying software for any reason other than to make a backup is a violation of law. Individuals who make unauthorized copies of software may be subject to civil and criminal penalties.

**ACTIVISION**

as a member of the Software Publishers Association (SPA), supports the industry's effort to fight the illegal copying of personal computer software. Report copyright violations to:

SPA Europe,  
2, Place de la Défense / World Trade Center  
CNIT BP 416  
92053 Paris La Défense France

---

---

# TABLE OF CONTENTS

HISTORY .....	3
LOADING THE GAME .....	6
MAIN OPTIONS .....	6
1 - VIEW SOLDIER .....	6
2 - START NEW GAME .....	7
3 - DISK OPTIONS .....	8
4 - DEMO .....	9
BEGINNING A MISSION .....	10
1 - PRESENTATION OF THE MISSION .....	10
2 - DESCRIPTION OF THE SCREEN .....	11
3 - USING THE MOUSE .....	18
4 - USING THE JOYSTICK .....	19
5 - USING THE KEYBOARD .....	21
APPENDICES .....	22
1 - NIGHT AND DAY .....	22
2 - RANK .....	22
3 - VEHICLES .....	22
4 - ANIMALS .....	23
5 - ADVICE .....	23

---

# THE ARCHIPELAGO

"LAND HO!!!!" was the cry from the crow's nest of the *Escurial*, which woke the crew of the continental navy at dawn on June 3rd 1773. A few hours later, the first pale-skinned humans trod the sands of the Archipelago. The first was the young skipper Captain FAREWELL, followed by Lord Hampstead, representing the Crown, Sir Humphrey, the expedition's official cartographer, and half a dozen crewmen.

They first discovered a magnificent beach of almost unbearably white sand, fringed by tropical vegetation. Brightly-coloured flowers, hidden birds singing in the treetops, and an omnipresent sun. This island rich in fresh, pure springs and rivers, they named Felicity.

They then visited all the islands in the Archipelago one after the other. On the main island, they came across a peaceful race of fisherfolk, who welcomed them with laughter, song and feasting. These were the people of the Archipelago, smiling, friendly and generous. The sailors of the *Escurial* stayed several months in this paradise before, heavy-hearted, they set off for a long voyage across the seas. This initial expedition was followed by many others, and a permanent colony was established in the Archipelago in 1785, becoming an important staging post for mariners.

Many years later, captain FAREWELL, now a retired admiral, came to live there. He used all his influence on the mainland to lay the foundations of an independent state. But a further half-century of violence, massacres and bloodshed was necessary before the Archipelago finally obtained its independence. We are the heirs of these men and women who fought for freedom and for peace. One day perhaps, future "Alexanders" or "Napoleons" on the mainland will again look at us as a province ripe for conquest. But on that day, I know that the people of the Archipelago will rise up as one to defend these islands, our homeland.

Preface to "*The Archipelago*" by John Spring. August 1984. (C) Ed. Humphrey

**Subject:** Creation of an elite HUNTER corps  
**Commanding officer:** General DARTUS.

The elite HUNTER corps was specifically created to counter the military threat taking shape on the mainland. The most recent reports to reach us indicate renewed activity in the naval shipyards opposite our cities. All the information in our possession would seem to point to an massive and imminent invasion of our country.

The Archipelago military HQ, with the agreement of the President, have for a number of years now allocated considerable funding to the "HUNTER" programme and given full powers to General Dartus regarding the choice of his men and the training techniques.

We consider that this option is the only choice left to us and gives us a chance in the face of the massive resources deployed by the mainland forces. **To fight the enemy on his own terms would be unthinkable**, and this is why we decided to create the elite corps.

The task successfully completed by General Dartus was indeed a formidable one. In a very short time, he selected the best men from the Archipelago army and subjected them to intensive training. These men have been operational for just a few weeks. They are perfectly familiar with the terrain on which they will have to fight. They are able to survive behind enemy lines, take advantage of all available cover, use all possible means of transport and, of course, exploit any flaw in the enemy defenses to strike a decisive blow.

These elite troops are tireless, intensively trained, invincible, and able to destroy anything or anybody with any weapon. They can immediately fulfill any mission HQ entrusts to them.

---

**— Dispatch from John Martins, freelance reporter on the Archipelago when the invasion occurred —**

"The invasion of the Archipelago by the mainland armies is currently halted, but nearly half of the islands are under the control of the occupying army.

In a radio broadcast this morning, the President announced that there would be no rest until the enemy had been completely chased from our shores. This speech was applauded by the entire population of the Archipelago, which has already mobilized to repel the invader by all means at its disposal. In certain circles, the word "Hunter" can also be heard. These soldiers, who nobody had previously heard about, are apparently to a large extent responsible for halting the mainland armies.

Who are they? Where do they come from? Are they as dangerous as it is believed?

To obtain the answers to these questions, one would probably have to ask the mainland soldiers who have had to fight them. And when one considers the forces deployed for this invasion, and their no more than limited success, one can be forgiven for beginning to believe that the Hunters really do merit their growing reputation.

---

# LOADING THE GAME

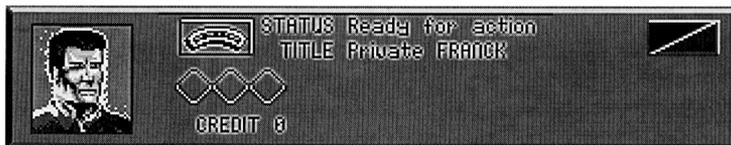
Insert the disk into the drive, then switch on your computer. A few moments later you will be in the Archipelago. You will see a picture of a Hunter, one of those soldiers trained in all forms of combat, from head-on assault to guerilla operations behind enemy lines. You will be one of them. Pressing the space bar will give you a choice of several options...



## MAIN OPTIONS

### 1 - VIEW SOLDIER

This command will give you a view of the character proposed to you. You will discover his face and his rank and status.



---

## 2 - START NEW GAME

This command will give you access to a choice of missions. These fall into three main categories, each of which has its own characteristics and its own dangers...but all of which are limited to a specific period of time.



### 2.1 - HUNTER

Once again, HQ has given you a strategic mission of the highest importance. Your intelligence, your training and your adaptability will all be needed. These missions require stealth, efficiency and perseverance. You will have to cross the vast distances of the Archipelago, on both land and sea, from East to West and from North to South. You will have to penetrate the very heart of enemy-held territory in search of informers and items vital to the defense of your homeland. You will often have to confront the enemy in order to complete your mission.

### 2.2 - MISSIONS

The country needs you. The missions entrusted to you by the senior command are specific commando operations which have to be completed as quickly as possible. Whether attacking a building, a radar antenna or a hostile advanced post, all these targets are part of the overall plan for retaking the Archipelago. In this case, time is against you. You will need to be fast, accurate and efficient in all circumstances.

---

## 2.3 - ACTION

Hunter... the fate of the free world rests on your shoulders. The last great battle against the occupier began a few hours ago. You have been trained for years in anticipation of this day. You are the cornerstone of a system which will sow confusion among the ranks of the enemy. They will do everything to stop you since they know that you are the grain of sand which can cause their entire strategic machinery to seize up. The free people of the whole Archipelago are counting on you. Do not disappoint them!

## 2.4 - CANCEL

This command enables you to return to the previous choice if you wish. You will return to "Main options" where you can choose one or other of the items.

## 3 - DISK OPTIONS

This command will give you access to other commands for loading or saving games in progress. This will enable you to modify your character from simple soldier to officer and keep the objects you have discovered. Saving your games as you go along will also enable you to keep the credits accumulated after each decisive blow struck against the enemy and, of course, after each successful mission. These credits can be used to purchase equipment from your side's stores. Be careful however, since it is also possible to lose credits by killing animals or innocent civilians, or destroying monuments.



---

You can enter this menu at any time by striking the ESC key. Before saving anything, you must initialize a data disk by activating option 3.3 - INIT DISK. The number of times you can save and the size of the names given are limited.

### **3.1 - LOAD GAME**

Loading a game which had already been started. Simply click on the name of the game you wish to continue.

### **3.2 - SAVE GAME**

Saving a game in progress. Enter the name under which you want to save your game, and then hit Enter.

### **3.3 - INIT DISK**

Initialization of backup disk.

### **3.4 - END**

This command is used to return to the main menu (Main options) in order to make a new choice.

## **4 - DEMO**

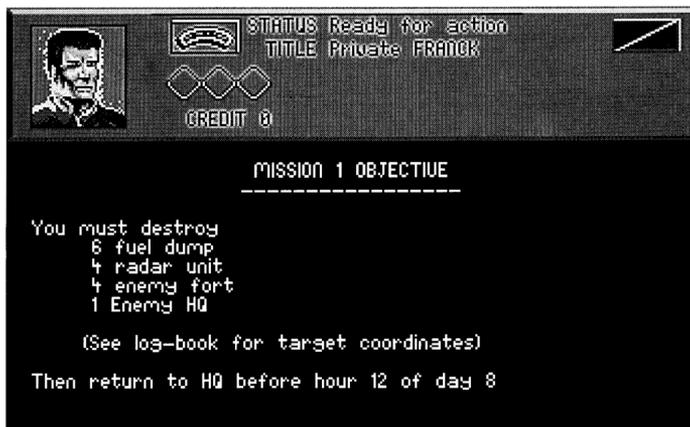
Demonstration..... This will give an animated presentation of the entire game.

# BEGINNING A MISSION

## 1 - PRESENTATION OF THE MISSION

You have now made your choice... Whatever the type of mission chosen, the process is always the same. When you have clicked on the corresponding item, the computer will ask you to enter your name. You can choose any name you like, but do not forget that this will be the name you use to save your character. After typing this name in on the keyboard, click the mouse again and your character and the title of your first mission will appear. Whatever the mission given to you, it must be accomplished within the time allotted to you along with the mission itself. HQ has decided that you are one of the soldiers best qualified to conduct this operation.. but you must complete it and return to base before the date and time specified. Otherwise....

Click once more, and you will enter the world of HUNTER...



---

## 2 - DESCRIPTION OF THE SCREEN

Here you are in the world of the Archipelago. You are at the entrance to the HQ. Around you is a 3-D universe which you will be able to move around easily... as soon as you have learned the instructions given in this manual!

### 2.1 - THE BORDER

At the bottom of the screen, a border gives you a certain amount of information, from left to right:

- **COORDINATES:** These enable you to locate yourself within this universe. X represents the horizontal coordinates, ascending from left to right. Y represents the vertical coordinates, ascending from bottom to top.



- **CLOCK:** This will inform you of the date and the time. You will not be given this item at the beginning, and will have to find it during one of the missions entrusted to you and then activate it (see equipment table). The clock is vital in that it tells you how much time you have left to complete your mission.....



- **RADAR SCREEN:** When you have a "portable radar unit" and it is active (see equipment table), you will see a central cross-hair which represents you. Around you, points of light correspond to all items liable to move; other soldiers, civilians, but also animals and vehicles.
- **LIFE POINTS:** This vertical bar is completely red when you create your character. But if you are wounded or tired, this bar will gradually but relentlessly fade away.
- **WEAPONS AND EQUIPMENT:** The weapon you have IN HAND at any one time is permanently displayed in an icon located to the right of the life points. By clicking this icon with the mouse, you can call up the various weapons in your possession. To the left of this icon, and according to the weapon selected, a figure appears in the small box

---

informing you of the number of rounds available. Display of the pistol with figure 73 means that you are holding a pistol with 73 rounds left. Similarly, display of a grenade and the figure 4 means that you have a total of 4 grenades (including the one you are holding).

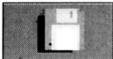
You can also call up your equipment reserves in this icon. This time, the left-hand figure represents the number of equipment units you are carrying. For example, you will have 1 clock, 2 medical kits, etc. (see 2.2 - "Equipment Table" for more details on the equipment and how to use it).

- **CREDITS:** At the beginning of the first mission, you have exactly 0000 credits. You can increase this number by successfully completing a mission, by destroying enemy targets, whether or not planned for your missions, or by killing enemy soldiers... But be careful, since credits can also be negative if you kill an innocent civilian or animal (even if accidentally), but also if you destroy civilian buildings or allied vehicles.
- **SPEAK:** By clicking this word with the mouse, it is possible to question a person (soldier or civilian) encountered during a mission. You will thus be able to obtain important information.
- **GIVE:** By clicking this word, you will automatically activate the equipment table, from which you will then be able to choose the object you wish to give. By then clicking this object, you will give it to the person, who will be free to either accept it or refuse it.
- **QUIT:** By clicking this word, you can stop the game. You will then have several options, described under the general title "Game options":
- **Return to game:** by clicking this option, you will return to the mission, at the point you left off.

- 
- **Briefing:** By clicking this one, you can again read the description of your mission. By clicking a second time, you will return to the game.
  - **Disk option:** (Similar to that described in A3, except for the END option, which this time will return you to “Game options”, and not to “Main options”).
  - **Quit game:** If you click this option, and after confirming, you will return to “Main options” (See A - Loading the game).



- **FUEL TANK:** When you use a motorized vehicle, this gauge marked “Fuel” will give you a permanent reading of the fuel level in the tank. This gauge comprises two parts: the main tank and the reserve. When you go onto reserve, the corresponding gauge will start flashing to warn you that you are close to running out of fuel!



- **DISK:** This item is located to the right of the “Fuel” gauge and will enable you to save the game in progress without having to stop playing. This means that you can resume a game at the point you saved it.
- **TEXT BOX:** It is in this box that all information you discover during the mission will be written, as will all information concerning the equipment you use. This box can also be used for dialogue, for warnings or to display the credits obtained. Always keep an eye on it!

## 2.2 - EQUIPMENT TABLE

You can use the mouse to find out what equipment you are carrying. Raising the cursor (small arrow) above the lower border will call up a series of icons representing your possessions. You will see that “time” stands still as soon as you access this table. This gives you the time to make an unhurried choice of the object you wish to use.

---

By clicking one of these icons, you will see it appear in the border window in the bottom left-hand corner. To the left of this window, the figure gives the number of units of this "object" that you are carrying (not forgetting that the number is limited, for example, you cannot carry more than two units of fuel, etc.). By clicking a second time, you will use this object according to its specific characteristics. A weapon will be fired or explosives will be laid using the "fire" button on the joystick (see the chapter on "Using the joystick").

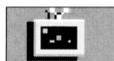
Here are a few examples of the objects you will be able to find.



- **FUEL:** Jerricans of fuel. These jerricans (you will be able to carry no more than 2) will enable you to fill the tanks of the vehicles you use.



- **CLOCK:** This clock will give you the date and the time. By clicking this icon a first time, you will activate the clock. Click it a second time to deactivate it.



- **PORTABLE RADAR UNIT:** This will enable you to activate the radar screen (see 2.1 - THE BORDER). Activate it by clicking this icon once, deactivate by clicking a second time.



- **LOG BOOK:** This item is vital. By clicking this icon once (small red book marked "log"), you will call up a plan of part of the Archipelago. On this plan, a white dot corresponds to your position. To the right of this plan, you will be able to choose between several items. Whatever the mission, you will always see the "Allied HQ" and "Allied Stores" items.

Depending on the mission entrusted to you, you will have other items (e.g. "Fuel tanker") to help you complete it. By for example clicking the "Allied stores" item, you will see a dot light up on the left-hand map. This light dot corresponds to the exact location of the stores. When another item is clicked, the first dot disappears, and another appears somewhere on the map.

---

You will then be able to find out where you are at all times. This Log-book will also allow you to add any items that you have yourself encountered. To do this, two options are proposed on the left of the screen.

- **Add items:** If you click this proposal, you can add a new item under the existing ones (for example: "enemy fort"). You need then simply give the corresponding X and Y coordinates to see a new dot light up on the map when you click "enemy fort" (still using the same example).
- **Remove items:** The reverse operation is self-explanatory. Finally, the "Return to game" option will return you to the main game phase.



- **MAP:** By clicking this icon, you will call up a map of the Archipelago overlaid on the main game phase. On this map there are two points - your position and the last item requested on the log-book. This map can remain displayed on the screen while you play. To erase it however, click this icon a second time.



- **MEDICAL KIT:** This medical kit will be useful when, for whatever reason, your character has lost life points. By clicking this item, you will automatically use a medical kit unit and recuperate a certain number of life points. Be careful, as you can only carry a certain number of medical kits! You will sometimes find large quantities of them in a hospital and this will be one of the interesting items which are worth recording in the log-book.

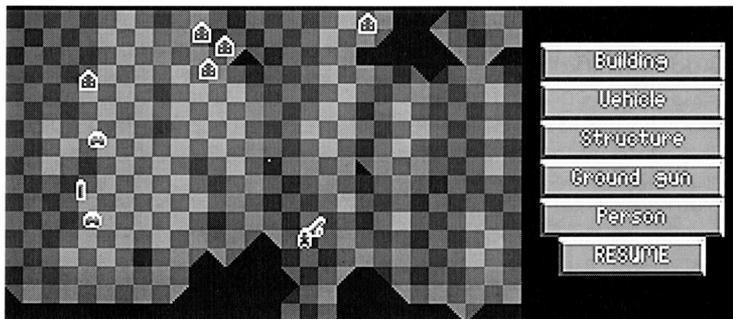


- **FLARES:** At night, flares will enable you to see around you for a short time. By clicking the corresponding icon, you will fire a flare. Here again, you can only carry so many of them.



- **AERIAL OBSERVATION DRONES:** By clicking this icon (picture of a satellite antenna) you will launch one of these drones and discover a more detailed plan of the region around you. Several items are proposed to the right. By clicking one of them, the other items shown on the map will be erased to give a clearer representation of those you have requested.

When you release the pressure, all the items return. The options are as follows:



**Building:** By clicking this item, you will only see houses, forts and other habitable buildings.

**Vehicle:** You will only see vehicles, although you will be unable to tell whether they are tanks, boats, or others. Nor will you know whether or not they are occupied.

**Structure:** You will only see uninhabitable buildings, such as monuments.

**Ground gun:** You will only see these items, ranging from anti-aircraft batteries to missile launchers.

**Person:** All human beings will show up on your map, but you won't know if they are Allied, Enemy or Civilians.

Finally, the "**Resume**" item enables you to return to the main phase.

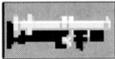


- **PARACHUTE:** The parachute will enable you to jump from a helicopter or aeroplane in flight. To do this, click the picture of the parachute and you will automatically jump from the aircraft carrying you.

Now here are some examples of the weapons you can find, or acquire from "Allied Stores". It should be noted that unlike non-combat equipment, weapons remain displayed in the border icon, indicating the type of weapon you have in hand. Selection is either with the mouse directly in the Border, or by pressing the Enter key on the keyboard.



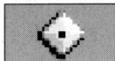
- **PISTOL:** This is the standard issue, 89 modified mark WW83 pistol. You two will be inseparable. This 9mm calibre weapon is a powerful arm at close quarters and you will be able to use it either by clicking the "pistol" icon on the equipment table, or by directly clicking on the icon in the border until this weapon appears. Firing is then controlled from the joystick.



- **BAZOOKA:** This is a formidable weapon, in particular for destroying an enemy tank, house or radar antenna. This bazooka is a fairly short, one-shot, disposable tube containing a high-penetration rocket. To use it, the method is exactly the same: click the image and then fire with the button on the joystick.



- **TIME BOMBS:** Two blocks of Super-Detonite connected to a timer fuze can be used to blow up a house or building by placing the charge along a wall. To place one of these charges, simply click this image and then press the fire button on the joystick. You will thus lay a primed charge which will explode a few seconds later (giving you just enough time to reach a safe distance).



- **LANDMINES:** These will explode as soon as someone or something touches them. You can place them at strategic points using a procedure similar to that used for the timed explosives. Click the image and place your mine at your present location.



- **SAM** (Surface-to-Air Missile): The SAM is the pilot's nightmare. It is fired from the ground at a flying target and leaves the helicopter or airplane no chance. Lightweight and deadly, it can be carried easily.. Click this image... Aim carefully (by pointing your character towards the target).. And fire!

### **2.3 - MAIN TABLE**

This table offers you a 3-D external view, which means that you can see your character as well as everything around it.

## **3 - USING THE MOUSE**

### **3.1 - CONSULTING THE EQUIPMENT TABLE**

The mouse enables you to consult the equipment table and use the objects you have discovered during the course of your mission.

To do this, refer to the description of these objects in chapter 2.

### **3.2 - EQUIPMENT TABLE**

This list is intentionally incomplete but does contain the more important items. Nonetheless, to use a simple object, simply click on the corresponding image in the "Equipment table". If a weapon, the mouse only enables you to select it, or in other words pick it up. You will need to use the joystick to fire it.

### **3.3 - IN THE BORDER**

The mouse enables you to select weapons from the border window. It will also enable you to SPEAK, GIVE or QUIT. For more details, see chapter 2.1 - THE BORDER.

---

### **3.4 - IN THE STORES**

The stores in fact only contain weapons. The following table represents all the choices open to you. Each weapon is accompanied by a number corresponding to the stocks of this weapon in the stores.

If you click one of these icons, you will return a unit of this weapon to the stores.

At the bottom of the screen, you will find the same icons, but this time representing your own possessions. The figure corresponds to the units of each weapon you possess. By clicking one of these icons, you will take a unit of this weapon from the stocks, up to the maximum allowed to you.

Finally, the last three choices, "CLEAR" which returns everything to stores and cancels out all your possessions, "AUTO" which will automatically give you a certain quantity of each weapon, and "END" which will take you out of the stores. Click on the one of these choices.

## **4 - USING THE JOYSTICK**

### **4.1 - MOVING ON FOOT**

The joystick will enable you to move your character around this three-dimensional world. Push the joystick forwards to move towards the back of the screen. Pull back to move towards the front of the screen. The sideways positions will enable you to move to one side or other of the screen. By pushing the joystick to the right, the character on foot will always move to the right of the screen. When he encounters an object, generally indoors, but sometimes outdoors, he need simply move over it to include it in his "equipment table". If he cannot take this object because he has already reached the maximum number allowed, the object will be considered an obstacle.

But, as its name implies, the Archipelago to a large extent consists of water. If you wish, you can swim across sea channels by simply continuing to walk forwards when you reach the shoreline of an island... but watch out for fatigue... and for the sharks who are never far away!

---

## 4.2 - OTHER TYPES OF MOVEMENT

You can use the various vehicles you find, provided of course that they are unoccupied. To do this, nothing could be simpler. Simply touch the vehicle to find yourself automatically at the controls.

With one notable exception, which will be presented later on, all the vehicles obey the same laws of movement. By pushing the joystick forwards, you startup and accelerate. Pull back to slow down and stop. The sideways positions can be used to turn to one side or the other, but still with the vehicle as the reference point. Thus, when you push the joystick to the right, the vehicle will always turn to its right (unlike foot movement which depends on the screen). Finally, the space bar is used to get out of the vehicle.

The one exception is the helicopter. To start the rotors, push the joystick forwards and press the button at the same time. Keep this position to gain altitude. But a helicopter cannot be controlled like a simple tank... A shade too much to one side or the other means a certain crash! When you have managed to take off, the angle of forward tilt will control the acceleration. Landing is by pulling back the joystick with the button pressed.

Good luck, since landing is easily as dangerous as take-off. When driving a motorized vehicle, you can choose to jump out with the vehicle in motion. To do this, press the space bar without stopping the vehicle first. The vehicle will continue in a straight line until it hits an obstacle. When the vehicle is a helicopter however, it is better to use the parachute.

All motorized vehicles need fuel to operate. You will therefore need to fill the tank regularly. To do this, activate the "equipment table" and click once on the icon representing your fuel reserves. You can repeat this operation until the tank is completely filled. But be careful of waste, since you will often have to change transports, either for simple reasons (changing terrain) or when forced (vehicle destroyed by enemy defenses). But in any case, the fuel in the tank cannot be recovered and is therefore lost.

In the APPENDICES, you will find more details on the main types of vehicles.

---

### 4.3 - USING WEAPONS

Weapons are easy to use. After selecting your weapon with the mouse, or with the Enter key on the keyboard, pressing the button on the joystick will fire a projectile straight ahead.... Be accurate.... If you have chosen to lay an explosive charge, pressing the button on the joystick will place a unit of this explosive charge next to you.

For more details on these weapons, refer to 2.2 - Equipment table.

## 5 - USING THE KEYBOARD

The keyboard can replace the mouse to a certain extent. You can in particular use the various items you have discovered. For example:

- **ESCAPE:** This key returns you to "Game options" (see the QUIT option in chapter 2.1 - THE BORDER).
- **R:** Activation of the portable radar unit. By pressing a second time, it is deactivated.
- **P:** Pause.... Press again to return to game.
- **RETURN:** With this key you can select weapons one after the other.
- **A:** This key will launch an aerial observation drone.
- **F:** This key will fire a flare.
- **L:** Consult log-book.
- **C:** Clock. Press once to activate clock, press again to deactivate.
- **?:** Overlaid map. Activate. Deactivate.
- **SPACE BAR:** To get out of a vehicle.
- **ARROW UP:** Rear zoom.
- **ARROW DOWN:** Forward zoom.

---

# APPENDICES

## 1 - NIGHT AND DAY

Your missions will often last several days. You will quickly find out that nights on the Archipelago are dark indeed. Light begins to fade in early evening and complete nightfall occurs around midnight. Without flares you will have difficulty in distinguishing land, water, buildings and even the time and your coordinates.... So don't waste them.

## 2 - RANK

If you are fast and effective, HQ will reward you accordingly. You can be promoted to sergeant, lieutenant, captain.... or why not higher.

## 3 - VEHICLES

- **TRUCK:** Military type with reinforced chassis but no armour. Four wheel drive and power steering.
- **CAR:** Civilian car. No weapons and no armour.
- **AMBULANCE:** Generally close to a hospital. No special armour. But don't delude yourself as to the protection offered by the red cross. As far as the enemy is concerned, it is more a clearly visible target than anything else.
- **TANK 1:** Sheridan type. Lightweight, fast tank designed for surprise attack. Armed with an 80 mm gun, it has considerable power. Its light weight and powerful engines will enable you to turn on a sixpence.
- **TANK 2:** Angus type. Heavy tank designed for a frontal assault. Its top speed and handling qualities

---

are far inferior to those of the Sheridan, but its combination of weight, armour and 80 mm gun make it a highly dissuasive weapon, in particular when fighting in open country.

- **LAUNCH:** Equipped with two 200 HP outboard motors, this launch only has one enemy: the homing torpedo.
- **HOVERCRAFT:** This air cushion vehicle will carry you over both land and sea. Its advantages are clear, as it will do away with interminable footslogging between two vehicles.
- **WINDSURFER:** This means of transport has the distinct advantage of requiring no fuel. Jump onto the board and let the wind fill your sail. The crossing will of course be longer than in the launch.... but your favourite sport is worth any sacrifice if the wind is there!
- **ROWING BOAT:** Grab the oars and row.... you might even be able to pass for an innocent fisherman!
- AND MANY OTHERS THAT YOU WILL DISCOVER AS YOU GO ALONG...

## 4 - ANIMALS

On land and at sea, you may meet many animals, innocent yet sometimes aggressive. Some may be used for food, but be careful. If for example you kill a gull, even accidentally, you will lose credits. Others, such as sharks or bulls, can injure you, sometimes seriously.

## 5 - ADVICE

- Never forget that you must complete your mission within the given time.
- When you take an object for the first time, check the equipment table to familiarize yourself with its symbol. That way you will be able to recognize it more quickly when you need it.
- Don't waste ammunition.

- 
- Don't worry... flying a helicopter needs training!
  - Don't sail too close to the shoreline.
  - Respect civilians but have no mercy on the enemy!
  - Good luck Hunter.... The future of the Archipelago is in your hands!!!



*THANKS:*

Programming: Paul Holmes

Music and sound effects: Martin Walker

Manual author: Laurent Poujois

Product Manager: Dominique Biehler

Box design: Inline Design Services

*Special thanks:*

Eric Lux

Philippe Villain

Laurent Plu

Thalia Stanley

Véronique Gardy

Gilles Mautret

Tech. Support Dept.

© ACTIVISION September 1991

---

## Activision Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the program is still being manufactured by Activision. In the event that the program is no longer available, Activision retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

To receive a replacement, you should enclose all the original product disks and the manual in the original product package or other protective packaging accompanied by

- a brief statement describing the defect,
- your name and return address, and
- a photocopy of your dated sales receipt.

Please see the special "RETURNS" information for further instructions. If you have any questions, you may call Activision Consumer Services at the number shown in the front of this manual.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

---

## RETURNS

Certified mail is recommended for returns. For best service, please be sure to—

1. Send all the original product disks and the manual in the original packaging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, inside the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name or model number of your computer on the front of the package.

Send to:

WARRANTY REPLACEMENTS  
ACTIVISION EUROPE  
BP 40  
92101 Boulogne-Billancourt, France

---

# NOTES

---

**ACTIVISION**