B.Hunter

B HUNTER

MIDAS

OPERATING PRECAUTIONS FOR CD-ROM

EPILEPSY WARNING: PLEASE READ BEFORE USING ANY COMPUTER OR ALLOWING YOUR CHILDREN TO USE IT.

A VERY SMALL PERCENTAGE OF INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES WHEN EXPOSED TO CERTAIN LIGHT PATTERNS AND BACKGROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING COMPUTER GAMES, THIS MAY INDUCE EPILEPTIC SEIZURE IN THESE INDIVIDUALS. CERTAIN CONDITIONS MAY INDUCE UNDETECTED EPILEPTIC SYMPTOMS EVEN IN PERSONS WHO HAVE NO PREVIOUS HISTORY OF SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A COMPUTER GAME- DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, DISORIENTATION, LOSS OF AWARENESS, ANY INVOLUNTARY MOVEMENT OR CONVULSIONS - IMMEDIATELY DISCONTINUE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

DO NOT DAMAGE OR SOIL THE CD ROM, BE CAREFUL NOT TO SCRATCH THE CD ROM.

DO NOT WRITE OR ATTACH STICKERS TO THE CD ROM.

WHEN STORING, PUT THE CD ROM BACK IN THE ORIGINAL CASE AND KEEP IT AWAY FROM PLACES OF HIGH TEMPERATURE OR HIGH HUMIDITY.

WHEN CLEANING BECOMES NECESSARY, USE A SOFT CLOTH SUCH AS A LENS CLEANING CLOTH AND WIPE GENTLY. DO NOT USE THINNERS, BENZINE OR OTHER PETROLEUM BASED PRODUCTS.

THIS CD ROM IS INTENDED FOR COMPUTER SOFTWARE USE ONLY. DO NOT ATTEMPT TO PLAY ON CONVENTIONAL AUDIO CD PLAYERS AS IT MAY DAMAGE SPEAKERS OR HEADPHONES.

PLEASE READ ANY README.TXT DOCUMENTS PRESENT ON THE CD ROM. THESE DOCUMENTS CONTAIN IMPORTANT INFORMATION.

WARRANTY LIMITATIONS

THE CD ROM(S) INCLUDED WITH THIS PRODUCT ARE GUARANTEED TO BE IN CORRECT WORKING ORDER. IT IS THE PURCHASERS RESPONSIBILITY TO PREVENT INFECTION OF THIS PRODUCT WITH A VIRUS. MIDAS INTERACTIVE ENTERTAINMENT BV WILL REPLACE, FREE OF CHARGE, ANY CD ROM(S) WHICH HAVE MANUFACTURING OR DUPLICATION DEFECTS. THESE CD ROM(S) SHOULD BE RETURNED TO MIDAS FOR IMMEDIATE REPLACEMENT.

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ALL LICENSING ENQUIRIES SHOULD BE DIRECTED VIA E-MAIL TO MIDAS@GAMESARENA.COM OR CHECK OUR WEBSITE WWW.GAMESARENA.COM FOR OTHER CONTACT INFORMATION.

QUICK START INSTRUCTIONS

INSTALLATION

INSERT THE CD-ROM INTO YOUR DRIVE. THE AUTORUN MENU BOX SHOULD APPEAR WITHIN A FEW SECONDS. IF NOT DOUBLE CLICK ON YOUR CD-ROM ICON OR OPEN YOUR CD-ROM (IN THE MY COMPUTER FOLDER) AND DOUBLE CLICK ON THE AUTORUN.EXE PROGRAM.

IF YOU HAVE NOT ALREADY INSTALLED THE GAME, CLICK ON THE INSTALL GAME BUTTON AND THEN FOLLOW THE ON SCREEN INSTRUCTIONS TO INSTALL BHUNTER. TO INSTALL AND TO RUN THIS GAME, YOU ALWAYS NEED TO PLACE THE CD IN YOUR CD DRIVE.

WHEN YOU INSTALL THE GAME ON HARD DISK, YOU ARE ASKED FOR A LOCATION TO PUT THE INSTALL FILE, WHICH IS APPROXIMATELY 12 MB IN SIZE. IF YOUR C: DRIVE IS RUNNING FULL YOU SHOULD EITHER INSTALL ON ANOTHER DRIVE OR FREE UP SOME SPACE - THE OPERATING SYSTEM USUALLY USES THE C: DRIVE FOR MEMORY SWAPPING AND SHOULD HAVE AT LEAST 50 MB FREE THERE.

THE GAME COMMUNICATES WITH ALL HARDWARE THROUGH THE MICROSOFT DIRECTX DRIVERS. FOR CONFIGURING YOUR HARDWARE, YOU SHOULD SIMPLY USE THE STANDARD WINDOWS CONTROL PANEL (TYPICALLY JOYSTICK, MOUSE AND SOUND CARD CONFIGURATION) OR THE DESKTOP'S DISPLAY PROPERTIES (TYPICALLY VIDEO CARD CONFIGURATION). CERTAIN TYPES OF HARDWARE (E.G. FORCE FEED BACK JOYSTICKS MAY COME WITH A CUSTOM CONFIGURATION PROGRAM).

TO RUN THE GAME CLICK ON THE PLAY GAME BUTTON.

YOU WILL NEED TO HAVE DIRECT X VERSION 6.1 OR HIGHER INSTALLED - IF NOT CLICK ON THE INSTALL DIRECT X BUTTON. ALSO ENSURE THAT YOU HAVE THE LATEST DRIVERS

FOR YOUR VIDEO CARD. IF YOU HAVE ACCESS TO THE INTERNET THEN GO TO THE WEBSITE OF YOUR CARD'S MANUFACTURER. IF YOU DO NOT HAVE THE LATEST DRIVERS YOU WILL TYPICALLY GET A BLACK SCREEN OR GRAPHICAL CORRUPTION ON SCREEN WHEN TRYING TO PLAY THE GAME. IF THIS HAPPENS, YOU NEED NEW DRIVERS.

SOME MACHINES MAY BE SET UP WITH MORE THAN ONE VIDEO CARD (E.G. A STANDARD 2D/3D VIDEO CARD PLUS A 3DFX VOODOO CARD). IN THIS CASE, EACH CARD CAN BE SEPARATELY CONFIGURED FROM WINDOWS, AND YOU CAN SELECT THE CARD YOU WISH TO USE WHEN STARTING THE GAME. SOME 3D VIDEO CARDS (E.G. RIVA CARDS) MAY HAVE CERTAIN OPTIONS TO ENABLE OR DISABLE FEATURES LIKE AUTOMATIC MIP-MAPPING AND TEXTURE FORMATS. YOU SHOULD ADJUST THESE SETTINGS TO ACQUIRE YOUR PREFERRED SETUP.

- CONFIDENTIAL -

LOG ENTRY 15679, PERSONAL, C-TIME: 12/9/45, LOCATION: DOWNTOWN.
IT WAS JUST ONE OF THOSE NIGHTS. NO GOOD INCOMING BOUNTY REPORTS, AND THE VENTS IN THE JET ALL CLOGGED WITH SMOG. THE FLICKERING OF THE NAVIGATION DISPLAY SHOWS NOTHING OF INTEREST, AND ONLY THE RADIO, WITH ITS MODERN EL-TRECK TONES BREAKS THE MONOTONOUS SILENCE! OCCASIONALLY A NEWS FLASH POPS UP ON THE COMMUNICATOR, WITH REPORTS OF MORE POLICE VIOLENCE. THE CITY IS NOT AS IT USED TO BE. TOWN HALL OFFICIALS BLAME IT ON THE NATIONAL GOVERNMENT. MAYBE THEY SHOULD START SEARCHING THEIR OWN BACK YARD FIRST. WEEDING OUT THE BAD SEEDS SPAWNED BY HYPOCRISY AND CORRUPTION. BUT THAT'S JUST MY HUMBLE OPINION, AND WHAT DO I KNOW.

LOG ENTRY 15680, INCOMING, C-TIME: 12/9/57, LOCATION: DOWNTOWN
ATTENTION ALL B-HUNTERS:
A SERIOUS BREACH IN SECURITY HAS RESULTED IN THE ESCAPE OF THE CRIMINAL GENE BROCK. THE REWARD FOR HUNTING THIS SCUMBAG DOWN IS 20.000.
MSG: OUT

LOG ENTRY 15681, PERSONAL, C-TIME: 12/10/08, LOCATION: DOWNTOWN.
IT SEEMS LIKE THE EVENING WILL SEE SOME ACTION AFTERALL. LETS SEE IF THIS HOVERJET CAN PLAY THE OLD GAME ONCE MORE. THIS BOUNTY WOULD REALLY HIT A DRY SPOT, AND DARN IF I AM GOING TO LET OLD TY SLIMSWING GET AWAY WITH THIS ONE.
THAT POLICE WOMAN HAS REALLY FOUND A GREAT WAY TO SAVE MONEY. LETTING THE B-HUNTERS FIGHT EACH OTHER FOR THE KILL. SOMETIMES YOU COULD THINK THAT SHE HAD A HIDDEN AGENDA, BUT WHO KNOWS. AT LEAST SHE ALWAYS PAYS. THAT'S MORE THAN WHAT CAN BE SAID FOR LUCIANO. HIS GANGSTER METHODS HAVE NEVER BEEN ENTIRELY SAFE, AND HIS BOUNTIES NEVER ENTIRELY RELIABLE. BUT THEN HE SEEMS TO BE GAINING MORE AND MORE POWER IN THE CITY. WHOEVER WINS WILL BE A DANGEROUS ENEMY. BUT THE WAR IS NOT OVER YET, NO ONE CAN TELL THE OUTCOME.

We will know when the Fat Lady sings!

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THE YEAR IS 2098. THE POPULATION RATE HAS REACHED INSANE HEIGHTS. THE CITIES ARE EXPANDING UPWARDS AS WELL AS UNDER GROUND. THE STREETS, NOW COMPLETELY ABANDONED BY PEDESTRIANS, HAVE BEEN TURNED INTO AIR CORRIDORS BETWEEN ENORMOUS BUILDING COMPLEXES.

TRAFFIC HAS EVOLVED INTO AN ALL-OVER, HIGH-SPEED CHAOS THROUGH THE INVENTION OF THE HOVERJET CAR IN THE LATE FIFTIES, A VEHICLE WITH GREAT MANEUVERING AND ACCELERATION CAPABILITIES.

GOVERNMENT IS SLOWLY BUT SURELY LOOSING CONTROL OVER MORE AND MORE PARTS OF THE CITY AS VARIOUS GANGSTER COMMUNITIES ARE TAKING OVER. TO KEEP CONTROL, SECTORS OF THE CITY HAVE BEEN EFFECTIVELY SEALED OFF LIKE HUGE FORTRESSES. THE HUGE CITY GATES KEEP THE CITY'S CONTROL CENTERS PROTECTED FROM THE GROWING ANARCHY ON THE OUTSIDE.

AS POLICE AND GOVERNMENT, BOTH EQUALLY CORRUPT, STRUGGLE TO KEEP CRIME AWAY FROM THEIR DOORSTEPS, MORE AND MORE OF THE LAW ENFORCEMENT IS DELEGATED TO BOUNTY HUNTERS. THE BOUNTY MARKET HAS BECOME A TOUGH ENTERPRISE WHERE BOUNTY HUNTERS USE JUST AS MUCH TIME FIGHTING EACH OTHER AS COLLECTING BOUNTIES. MOST HUNTERS USE THEIR EARNINGS TO IMPROVE THEIR VEHICLES AND INCREASE THEIR ARSENAL OF WEAPONS AND AMMUNITION, RESULTING IN A RAPIDLY ESCALATING LEVEL OF VIOLENCE.

HOWEVER, THE BASE OF POWER SEEMS TO BE SHIFTING GRADUALLY FROM THE GOVERNMENT OVER TO THE CRIMINAL CIRCLES OF THE SOCIETY. THESE ANARCHISTIC POWERS STRUGGLE TO BREAK DOWN THE BARRIERS PUT UP BY THE ESTABLISHED SOCIETY, SPREADING CHAOS AND ALLOWING ACCESS TO MORE AND MORE PARTS OF THE CITY.

THE GOVERNMENT IS TRYING TO FIGHT BACK BUT IN THE ATTEMPT, IT REVEALS MORE OF ITS CORRUPT AND RUTHLESS NATURE. THE CRIMINAL FORCES HAVE EVEN STARTED PUTTING OUT BOUNTIES ON POLICE CARS AND GOVERNMENT INDIVIDUALS, AND AS THE LAW IS DICTATED BY THE HIGHEST BIDDER, IT WILL SOON ESCALATE INTO A CHAOTIC WAR BETWEEN BOUNTY HUNTERS, POLICE AND CRIMINALS.

STARTING THE GAME

WHEN YOU HAVE STARTED B-HUNTER YOU WILL SEE THE "OPTIONS ROLLER". THIS IS A 3D SELECTION UTILITY THAT OFFERS YOU ACCESS TO NETWORK AND SETUP OPTIONS. IT WILL OF COURSE ALSO LET YOU START PLAYING. YOU SCROLL THE "OPTIONS ROLLER" BY USING THE ARROW UP/ DOWN KEYS, AND SELECT BY PRESSING RETURN. YOU CAN ACCESS THE FOLLOWING SUB MENUS: GAME, NETWORK AND SETUP. FINALLY, YOU CAN EXIT THE GAME BY SELECTING QUIT AT THE BOTTOM OF THE ROLLER.

Game

Here you start playing the game. The automatic flying camera will take you to the car selection garage, where you can choose your desired vehicle. Each vehicle has its own unique steering qualities, and they have been categorised into levels of difficulty.

Select the one you want, and then you will be off earning your B-Hunter badge.

Network

Here you can get connected with other B-Hunter players over different networks. Just choose the network type you and your friends are using, and the program will find the other players automatically. For connecting to players on remote networks (e.g. over the Internet) or via a modem, you may have to specify an IP-address or a telephone number to call.

Setup

This roller lets you customise different control options in the game. You can set the volume of music and sound effects under "Audio". You can change the resolution and display driver to enhance performance speed under "Video". Finally you are able to change the control keys and mouse functions for playing the game. In the "Input" roller you have the option of setting up your own set of control keys, to match your preferred settings.

In the input setup menu, the first button allows you to select between various preset input configurations. You may also create, modify or delete your own custom input configurations.

Instruments

Know your vehicle! That is the first and best advice any veteran will give you. It is all-important that you know how your hover craft operates, as it will be put into more extreme situations than other normal crafts.

The car is balanced and propelled by 4 powerful hover jet rockets, which in turn are controlled by the internal onboard computer. All you have to do is tell the car in which direction to go, and the computer will translate your command into thrust. The few instruments you have at your disposal may seem simple, but they are effective and extremely important if you want to survive in the city. Let's have a look at them now:

Shield and engine

When the hover jets were invented, it soon became clear they would need some kind of protection from all the smaller collisions that they would encounter with obstacles and other cars. A professor named Tom Gjop soon invented an effective defensive lightweight shield that would protect the car.

Unfortunately, it is not able to withstand heavy damage or collision impact.

THE TWO BARS SHOWN ON THE RIGHT SIDE OF THE SCREEN DISPLAY INFORMATION ON THE CONDITION OF THE CAR. THE SHIELD BAR SHOWS HOW MUCH ENERGY THE SHIELD HAS. EVERY HIT OR COLLISION WILL TAB THIS ENERGY, BUT IT WILL SLOWLY RECHARGE ITSELF GIVEN THE TIME.

DAMAGE TO THE ENGINE HAPPENS IF THE SHIELD IS AT ZERO ENERGY. THEN ALL HITS AND COLLISIONS WILL IMPACT THE ENGINE, AND THE RESULT IS AN ENGINE FAILURE AND SHUT-DOWN. DURING THE SHUTDOWN THE SHIELD WILL MOST LIKELY RECHARGE, AND BE ABLE TO PROTECT THE CAR AGAIN. DAMAGE ON THE ENGINE DOES NOT AFFECT THE CAR IN THE LONG RUN, UNLESS YOU RUN OUT OF ENGINE POWER COMPLETELY. THEN YOU WILL BE OUT OF BUSINESS FOR GOOD, AND THE GAME IS OVER!

RADAR

THIS IS THE MOST IMPORTANT NAVIGATIONAL INSTRUMENT IN THE CAR (UPPER RIGHT COR-NER). HERE YOU WILL SEE PATHWAYS AND ROADS ILLUSTRATED AS GLOWING LINES. IT WILL DISPLAY OTHER B-HUNTER CARS AS GREEN DOTS, IDENTIFY CRIMINAL SUSPECTS AS RED DOTS AND MISSION TARGETS AS WHITE BLINKING DOTS.

THE RADAR ALSO DISPLAYS THE LOCATION OF LOST WEAPONS (POWER UPS), AND LOCA-TIONS SUCH AS BAILS OFFICES AND REPAIR SHOPS. THESE ARE ALL IDENTIFIED WITH A YEL-LOW DOT.

WEAPONS

THE CAR CAN CARRY A HUGE ARSENAL OF WEAPONS, BUT IT ONLY HAS TWO SLOTS TO MOUNT THESE IN. THE WEAPON MOUNTED IN THE PRIMARY SLOT IS SHOWN IN THE LOWER LEFT CORNER OF THE SCREEN. THE SECONDARY HEAVY WEAPON IS DISPLAYED ON THE RIGHT. BOTH DISPLAYS ALSO LIST THE AMOUNT OF AMMO LEFT FOR THE WEAPON.

IN THE DEFAULT KEYBOARD SETUP THE PRIMARY WEAPON IS SELECTED WITH KEYS 1-5 AND FIRED WITH THE CTRL KEY, AND THE SECONDARY WEAPON IS SELECTED WITH KEYS 6-0 AND FIRES WITH THE SPACE BAR.

BOUNTIES AND FINES

ONE PRIMARY GOAL AS A B-HUNTER IS TO EARN AS MUCH MONEY AS POSSIBLE. THIS IS DONE BY COLLECTING THE BOUNTIES ON THE MISSIONS YOU GET THROUGH THE GAME. IT IS NOT AS EASY AS IT SEEMS THOUGH, BECAUSE IF YOU SHOOT THE WRONG CARS YOU WILL BE FINED. YOUR MONEY AND UNPAID FINES ARE SHOWN AT THE BOTTOM MIDDLE OF THE SCREEN. (SEE BAIL OFFICES BELOW FOR PAYING OF FINES).

THE COMMUNICATOR

THIS IS A SMALL AUDIO VISUAL DEVICE MOUNTED AS A HUD (HEAD UP DISPLAY) IN THE

CAR. IT DISPLAYS ALL INCOMING MESSAGES AND T-MAIL. YOU WILL GET BOTH PERSONAL AND PUBLIC MESSAGES, WHERE SOME WILL BE OF BOUNTIES TO COLLECT AND OTHERS JUST NEWS FROM THE LOCAL T-MAIL STATION. YOU WILL HAVE TO SORT THROUGH THE STREAM OF MAILS YOURSELF, AND READ WHAT YOU FIND IMPORTANT. REMEMBER THAT THE COMPUTER HAS A MESSAGE MEMORY SYSTEM THAT ALLOWS YOU TO READ OLD MESSAGES AGAIN, AS IT CAN SOMETIMES BE HARD TO FOLLOW THE MESSAGE WHILE ENGAGED IN HEAVY FIGHTING. YOU SIMPLY PRESS THE TAB KEY ONE OR SEVERAL TIMES TO REPLAY OLD MESSAGES.

First time B-Hunter

WHEN YOU FIRST ENTER THE CITY AS A ROOKIE B-HUNTER YOU WILL BE GREETED BY THE MAYOR AND THEN GUIDED BY A VETERAN B-HUNTER. HIS JOB IS TO MAKE SURE YOU KNOW THE BASICS. BUT HE WILL NOT TELL YOU EVERYTHING AND WHEN THESE FIRST FEW TRAINING MISSIONS ARE OVER, YOU WILL BE ON YOUR OWN. HERE ARE A FEW TIPS TO TAKE WITH YOU INTO THE CHAOS OF THE CITY.

Missions

WHEN YOU START THE GAME, YOU WILL BE GIVEN MISSIONS THAT ARE FAIRLY EASY, WITH ONLY ONE OR TWO TARGETS. LATER ON YOU MUST LEARN TO HANDLE MANY TARGETS, AND SOMETIMES AT DIFFERENT LOCATIONS. UNFORTUNATELY YOU CANNOT ABORT A MISSION WHEN IT HAS FIRST BEEN READ INTO YOU COMPUTERS MEMORY. YOU MUST COMPLETE THE MISSION BEFORE ANYONE WILL GRANT YOU A NEW ONE. THESE ARE THE HARD FACTS THAT ONE HAS TO ACCEPT IN THE HIGHLY COMPETITIVE BOUNTY BUSINESS.

Suspects

THE CITY IS FILLED WITH CRIMINALS OF ALL KIND, BUT NOT ALL OF THESE HAVE HUGE BOUNTIES ON THEIR HEADS. MOST OF THESE PETTY THIEVES ONLY REGISTER AS "SUSPECTS". THESE INDIVIDUALS ARE ALL SOUGHT BY THE POLICE AND CITY OFFICIALS, AND THEY HAVE PUT A SMALL FEE OUT TO ANYONE CATCHING A SUSPECT. YOUR COMPUTER HAS BEEN MODIFIED TO IDENTIFY THESE, AS THEY ARE AN EASY SOURCE OF INCOME IF YOU NEED FAST CASH TO BUY WEAPONS OR PAY BACK FINES. BUT WATCH OUT, SOME OF THEM MIGHT TURN OUT TO BE REAL NASTY OPPONENTS IN A FIGHT.

Over Fined

THE CITY OFFICIALS AND POLICE HAVE DECIDED THAT 50.000 IS THE FINE LIMIT ALLOWED. WHEN YOU GET ABOVE THE 50.000 LIMIT YOU WILL BE OUTLAWED, AND A BOUNTY WILL BE PUT ON YOUR HEAD. THIS IS EXTREMELY DANGEROUS, AS ALL OTHER B-HUNTERS ARE NOW CHASING YOU FOR THE BOUNTY ON YOUR HEAD. I THEREFORE SUGGEST THAT YOU PAY OFF YOUR FINES IN TIME BEFORE REACHING THE CRITICAL LIMIT. AFTER BEING OUTLAWED, YOU HAVE TO PAY BACK THE FULL AMOUNT OF FINES TO REGAIN YOUR CIVIL RIGHTS!

POWER UPS

OBJECT, WEAPONS AND EQUIPMENT DROPPED BY OTHER CARS AND LEFT FOR THE FINDER ARE CALLED "POWER UPS". THEY CAN BE LOCATED ON THE RADAR AS SMALL YELLOW DOTS. WHEN YOU SEE A POWER-UP IT LOOKS LIKE A SMALL GLOWING ORB WITH AN OBJECT INSIDE. THE OBJECT WILL DEPEND ON WHAT KIND OF POWER-UP YOU HAVE FOUND. YOU CAN PICK UP POWER-UP BY COLLIDING WITH THEM.

LOCATIONS

THROUGHOUT THE CITY THERE ARE LOCATIONS IMPORTANT TO YOUR PROSPERITY AND SURVIVAL. EACH OF THESE LOCATION HAVE HUGE SIGNS OUTSIDE TO ADVERTISE THEIR LOCATION. THE RADAR CAN ONLY SEE THEM IF THEY CONTAIN POWER-UPS.

MR. LEE'S SHOP

MR. LEE IS AN OLD ESTABLISHED WEAPONS AND EQUIPMENT DEALER BASED IN CHINATOWN. HE HAS MANAGED TO TAKE ALMOST THE ENTIRE MARKET IN THE CITY, AND HE HAS STORES IN NEARLY ALL CITY PARTS. HIS PRICES VARY FROM STORE TO STORE AS DOES THE SELECTION, BUT HE SEEMS TO BE A FAIR MAN.

AL'S REPAIR JOINT

AL IS A FORMER B-HUNTER WHO GOT TIRED OF THE CONSTANT COMPETITION FOR THE BOUNTIES. TODAY HE RUNS THE MOST SUCCESSFUL CHAIN OF REPAIR SHOPS IN THE CITY, WITH BUSINESSES ALL OVER TOWN. HIS REPAIRS ARE ALL HIGH QUALITY AND THERE IS NO WAIT TO GET THE CAR RETURNED FROM THE SHOP!
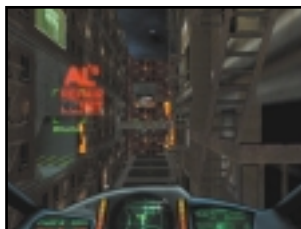
Bail offices
Owned by the city, these offices take care of collecting fines from trigger happy people. Be aware that they will take all the money you have if that is what it takes to pay your fine, even if that leaves you dead broke.

Weapons
Your arsenal of weapons is all important if you want to survive as a B-Hunter. You basic armament is the standard Ion gun, but late on in the game you will gain access to more serious and deadly fire power. Use your weapons wisely, they are expensive and sometimes irreplaceable.

Ion Gun
This gun utilises the internal power supply of your car. It has a built in energy cell with 200 shots, which will recharge slowly over time. Additional ammo can be acquired, but you cannot enhance the internal rechargeable battery beyond 200 shots.

The Ion gun fires electrical bolts at a high pace. The impact damage is relatively small but the shots have a tendency to bounce off walls, making it possible to shoot around corners.

This is your basic, easy to use weapon. Learn it well and you will live longer.

Lead Buster
The conventional, high velocity chain gun. Administers a lot of damage but has a very hard kick-back that makes it difficult to aim and stay on course.

The lead buster is best used in confined tunnels, where a careful aim with short controlled bursts makes it ideal for the job.

Magnetic Plasma
This was a revolution within weapons technology when first discovered. Small intelligent liquid chips charged with information on the targets energy signature are fired with the plasma blast. The blast is then directed towards the intended target by the chip, in the same way as a missile would home on the heat source.

The magnetic plasma gun fires contained energy charges with a heavy impact. The fire rate is slow, but the homing ability of the shots make them a deadly choice. They are best used in open quarters where the homing mechanism of the shots have time to fix on the target.

Nitro Crackers

These are small, cheap cluster rockets, originally intended for military surface attacks. They are unguided and fairly inaccurate, but the cheap price means you can fire many at a time. Unfortunately their inaccuracy often results in civilian casualties, and there has been much talk about banning them from the market.

Nitros are best used fired into groups of enemies, or in tunnels where the blast from the rocket will damage as much as a direct impact.

Stun Ray

This is the original B-Hunter weapon issued by the police many years ago. It is designed to stun and capture a target without destroying it. Unfortunately the escalation of violence in the city and among criminals has forced the hunters to take equal countermeasures, but the old weapon is still a useable tool.

The Stun ray creates an electric bridge to a target and sends out a high voltage impulse along the established link. The impulse paralyses the enemy's engines and systems, and makes him completely immobile. It is best used on very fast enemies, or enemies who make sharp repeated turns. Immobilise them and then hit them with another weapon.

Homie

This is an improved version of the original heat guided missile. It has a long range, and a precise laser guiding technology that make it ideal for slower targets. It is a classical fire-and-forget missile, which is very difficult to shake off. A real killer.

The Homie does require some training to use. It is based on a computer guidance system which does take some time to lock on to the target. But if you are patient it is a must in your weapons collection

Sonic Blast

This was initially inspired by the sound wave that some fish use to stun their prey with before attack. The sonic shock wave is induced by synchronised imploding charges, and is extremely effective against any kind of target. The echo bounces off walls, and through tunnels. You should be careful not to get caught in your own echo blast. This especially happens if the Blast is used in open city areas, with buildings square on to eachother.

TNT Mine

This is a high-explosive shell containing its own hover mechanism. Its mercury sensor reacts to release from the car, and the detonation sequence begins.

The TNT mine is a flexible weapon which can be used defensively or as an attack weapon. It can be 'delivered' down corridors using its own momentum or dropped as a defensive weapon against pursuers.

A WORD OF CAUTION THOUGH: GET AWAY BEFORE IT BLOWS. IT CAN INFLICT SOME SERIOUS DAMAGE.

FAT LADY

THIS WEAPON IS MOST OFTEN USED BY TERRORISTS AND CRIMINALS LOOKING FOR A REPUTATION. IT IS A VERY HEAVY DEMOLITION BOMB, MOUNTED ON A ROCKET. THE RESULTING BLAST EASILY KILLS SEVERAL CARS. DON'T BE AROUND WHEN IT SINGS.
THE FAT LADY IS BEST USED AGAINST HUGE NUMBERS OF ENEMIES, OR AGAINST STATIONARY TARGETS. BUT BE PREPARED TO GET SOME FINES FOR KILLING THE INNOCENT.

STATIC COATING

THIS IS NOT A WEAPON, BUT RATHER A DEFENSIVE SHIELD. IT ENGULFS THE VEHICLE IN A STATIC ENERGY FIELD THAT EFFECTIVELY PROTECTS FROM OUTSIDE DAMAGE. EACH CHARGE HAS A LIMITED EFFECT TIME, SO THEY SHOULD BE USED WISELY, AND ONLY WHERE MOST NEEDED. ADDITIONALLY THE STATIC COATING CAN BE VERY HARMFUL TO OTHER CARS IF YOU CRASH INTO THEM.

PRESET CONTROL KEYS.

THESE ARE THE KEYS YOU CAN USE IMMEDIATELY AFTER INSTALLING B-HUNTER. YOU CAN OF COURSE CHANGE THESE TO SUIT YOUR OWN STYLE OF PLAY IN THE SETUP MENU AT THE START OF THE GAME.

CONTROLS:	CURSOR KEYS	MOUSE	JOYSTICK 1
ACCELERATE:	A		
BRAKES:	Z		
FIRE PRIMARY WEAPON:	CONTROL	LEFT MOUSE BUTTON	JOYSTICK 1 BUTTON 1
FIRE SECONDARY WEAPON:	SPACE BAR	RIGHT MOUSE BUTTON	JOYSTICK 1 BUTTON 2
SELECT PRIMARY WEAPON:	1,2,3,4,5	JOYSTICK 1 BUTTON 3	
SELECT SECONDARY WEAPON:	6,7,8,9,0	JOYSTICK 1 BUTTON 4	
COCKPIT VIEW:	F1		
TAIL CAMERA:	F2		
FOLLOW CAMERA:	F3		
FLY-BY CAMERA:	F4		
CIRCLE CAMERA:	F5		
SIDE VIEW:	F6		
LOOK-AROUND:	NUMPAD		JOYSTICK 2 / VR-GEAR
SCREENDUMP TO C:\	F12		
REPLAY MESSAGES:	TAB		
QUIT:	ESC		

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