THE END

"Do not join another's hunt, or hunt in their territory, without their permission. All trophies taken by this manner are stolen trophies, and shall be dealt with by the rightful owner."Joining Another Hunt - Yautja Honor Code.

Authors

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"The Hunt" is inspired by Android game "Hoplite" by Magma Fortress.
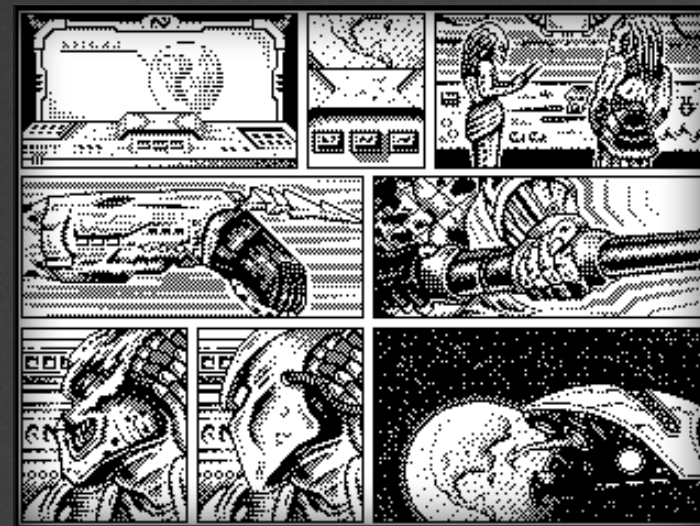We do not own copyrights nor trademarks to "Alien" and "Predator" themes.
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Yautja Honor Code is taken from http://www.angelfire.com/pa/CasteII/honor.html

THE HUNT

Turn based combat puzzle game
for 8bit Atari Computers

The Game

"The Hunt" is a turn based combat puzzle game for 8bit Atari computers. You control a young Predator on his first Hunt on the planet Earth.

The game requires at least 48KB of RAM and should work on all the versions of Atari OS. When placed on disk (standard DOS) achievements are preserved from game to game.

Game screen

There are five main areas of the game screen:

1. View on the map
2. Statistics: health and energy points
3. Special actions: Jump, Throw Spear, Cloak
4. Level number
5. Score

 Energy points are displayed in simplified Yautja numeral system in which the next "star" is started on the right when the previous "star" is full. Each full "star" means four energy points.

Moving

To move your character choose a destination by pressing the joystick handle and confirm it with the fire button. When a prey is around you can move only by one cell in one of six directions, otherwise the cursor freely moves on the map.

To skip your turn press "Esc" key. SELECT and OPTION keys disable sound effects and music.

Attacking

There are two close combat attacks that you can perform.

Thrust attack

 Thrust an enemy by moving directly toward it into a tile adjacent to it. Thrust attack works also when you jump into a tile adjacent to an enemy.
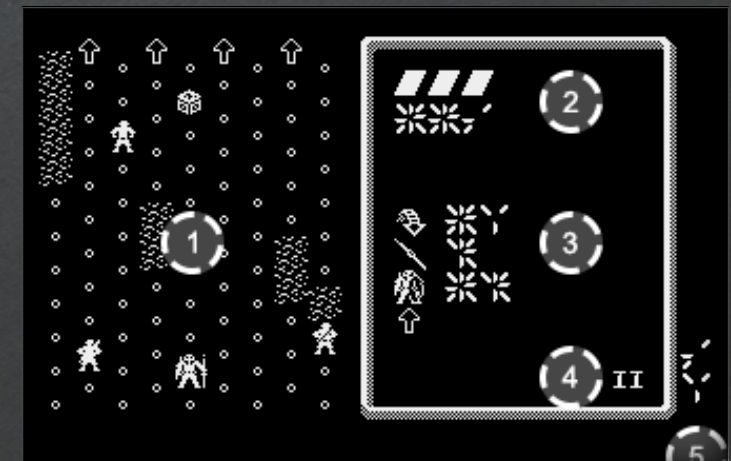
Slice attack

 Slice an adjacent enemy by moving to another tile adjacent 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 regenerate energy in amount depending on chosen bonuses.

THE HUNT IS A CONCEPT CONSIDERED SACRED TO THE MAJORITY OF THE YAUTJA.

"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

Special actions

Pressing the fire button when cursor is in "neutral position" on your character activates selection of special actions.

Each special action costs energy points and is available when you have enough of it. There are three special actions available:

- Jump - after jump close combat attacks are performed.
- Throw spear - spear can kill many enemies in line
- Activate cloaking device - makes you invisible for enemies. Still dog and knifer can attack you when you are near.

Scoring

+1 point for close combat kill increased with each kill this turn.
  Therefore killing 1 enemy gives 1 point, 2 enemies gives 1+2=3 points, killing 3 enemies gives 1+2+3=6 points.
+1 point for each enemy killed any other way.
+2 points for leaving the Bonus Box on the map multiplied by the current level number.
-1 point for each damage received. Your score cannot be lowered below 0.
+10 points for each achievement in current game.

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 enemies at once is additionally scored.

Bonus Box

On each map there is a Bonus Box. Each time you can take only one of available bonuses:

- Greater health - increases your maximum and current health by 1 up to 8 points.
- Grappling hook - jump distance - increases jump distance by 1 but energy cost of this action is also increased by 1.
- Spear throwing distance - increases spear throwing distance by 1 but energy cost of this action is also increased by 1.
- Reduce cloaking cost - reduces cloaking energy cost by 1 to minimum 3 points.
- More energy per kill - increases energy regeneration by 1 energy point per close combat kill.
- Greater energy - increases your maximum and current energy by 1 up to 18 points.
- Gain health on triple close kill - available on Level V - killing three enemies in close combat kill in a single turn gives you greater healt bonus.
- Attack does not disable cloak - available on Level X - attacking enemies in close combat does not disable Cloaking.

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[icon] SPEAR THROWING DISTANCE
       ========
[icon] REDUCE CLOAKING COST
       ======
[icon] GREATER ENERGY
       ========
[icon] GREATER HEALTH
       ====
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THE PREY

"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

Prey

In this Hunt you will meet Earth-living prey.

Soldier with knife

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

Soldier with rifle

Before shooting has to change to aiming position. To change to aiming position has to be on a straight line to you.
His attack range is 2 to 5 cells, therefore he cannot attack when you are standing by.
Can shoot through other enemies.
Poses a serious threat.

"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

Soldier with grenade

Can throw a grenade every 3 turns and does not care if the grenade will hurt anyone.
His attack range is 2-4 cells. The grenade damages everything around it.

Dog

Running speed is doubled.
Can attack instantly when you are near it.
Can attack you when you are Cloaked, but sees you only on adjacent cell.

Soldier with flame thrower

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

Achievements

To prove your skill and to get the highest score you can try to get some special achievements. Gained achievements are stored on the disk if available therefore you keep them from game to game. To clear collected achievements press Option key on the Title Screen.
List of available achievements:

- "First blood" - kill at least one enemy.
- "Young blood" - the "Young Blood" rank is given to anyone who reach level V.
- "Blooded" - the "Blooded" rank is given to anyone who reach level X.
- "Victorious" - win the game to get this achievement.
- "Brawler" - kill three enemies at single turn in close combat.
- "Veteran" - veterans do not need help so skip picking 8 bonuses during one game to receive this achievement.
- "Pacifist" - get to level 5 without killing an enemy.
- "No-Spear Win" - win the game never using your Spear.
- "No-Jump Win" - win the game never jumping.
- "No-Cloak Win" - win the game never disappearing with your Cloak.
- "Nain-Desintje-De" - You have to reach the last level never loosing your health!