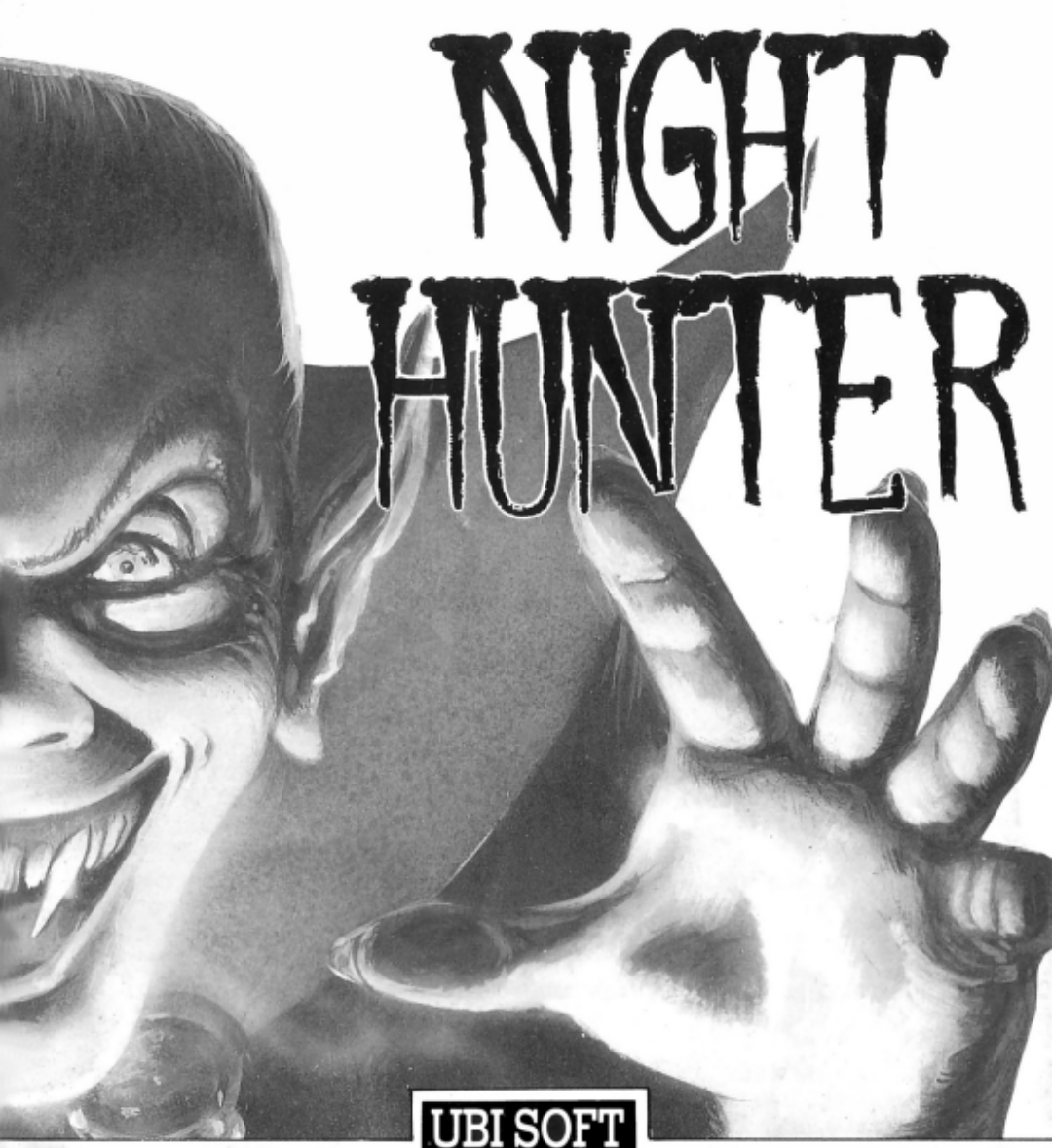
NIGHT HUNTER



UBI SOFT

Entertainment Software

NIGHT HUNTER
COMMAND CARD

COMMAND CARD FOR THE IBM

This card tells you how to use NIGHT HUNTER on your PC.

I) TO PLAY NIGHT HUNTER, YOU NEED:

- IBM PC, XT, AT compatibles in mode CGA, EGA, VGA, or a Tandy in mode Tandy 16 colors.
- joystick adapter, optional

II) LOADING INSTRUCTIONS

1) SWITCH OFF YOUR COMPUTER

2) Insert your DOS disk in disk drive A and switch on your computer.

3) If your computer has a hard disk with auto boot, you do not have to put the DOS disk in the disk drive A. After the booting process, you can access disk drive A.

4) Insert disk 1 of NIGHT HUNTER in disk drive A. To play the game, you must know in which graphic mode you are going to play (CGA,EGA,VGA, or TANDY).

5) To gain access to the game, you must make the following command: A> NIGHT then press RETURN.

6) Choose the graphic mode (CGA,EGA/VGA,TDY). You can select the graphic mode by using the arrow keys on the numerical part of the keyboard. The game will ask that you change disks. Insert the disk demanded and press RETURN.

7) A message will ask you if you are using a joystick. If this is the case, press RETURN. Another message will ask you to move the joystick up, down, Ieft, right, and center, then the game will continue loading.

8) A presentation page will appear. accompanied by music. Press any key to proceed. If you would like to load a saved game, press L then choose the game number (0-9), otherwise press any other key.

9) If you have a hard disk, it is possible to install the game on it. To install the game, you must make the following command: C> A:INSTALL A then press RETURN. C> is the part of the disk where you want to install the game. A is the drive where you find disk 1 of NIGHT HUNTER, also the data to copy. After having made this command, the game is copied on the hard disk. FoIlow the instructions of the installation program during the changing of the disks. Once the installation process is finished, you can begin the game by typing C> NIGHT and then RETURN.

Note:

1) It is not possible to exit the program and return to DOS without rebooting the machine.

2) If using the keyboard, unplug the joystick (the joystick interfers with the keyboard controls).

3) The game does not support the Adlib card, therefore there is no introductory music.

4) If you want to save the high score, you must save your game each time that you pass a level.

COMMAND CARD FOR THE AMIGA

This card tells you how to use NIGHT HUNTER on your AMIGA.

I) TO PLAY NIGHT HUNTER, YOU NEED:

- AMIGA 500, 1000, or 2000
- Color monitor
- 1 joystick

II) LOADING INSTRUCTIONS

1) SWITCH OFF YOUR COMPUTER.
2) Plug your joystick into port 2 on your computer.
3) Insert disk 1 in disk drive DF0: and switch on your computer
4) The game will load automatically. After a few seconds you will see a presentation of the game, accompanied by music.
5) To play, press the fire button of your joystick.
6) Before saving a game, make sure that the disk is not write protected.

III) COMMANDS

1) NIGHT HUNTER is played only with the joystick (see manual).
2) To pause the game, press the space bar.
3) It is not possible to play the AMIGA version of NIGHT HUNTER by using the keyboard.

COMMAND CARD FOR THE ATARI ST

This card tells you how to use NIGHT HUNTER on your ATARI.

I) TO PLAY NIGHT HUNTER, YOU NEED:

- ATARI 520, 1040 ST, or the STE.
- Color monitor
- 1 Joystick

II) LOADING INSTRUCTIONS

1) SWITCH OFF YOUR COMPUTER
2) Insert disk 1 in disk drive A of your computer and switch it on.
3) The game will load automatically. After a few seconds you will see a presentation of the game, accompanied by music.
4) When the message "INSERT DISK 2" appears on the screen, insert disk 2 in the disk drive and press any key. The game will load automatically.

VAMPIRE:

A dead being coming out of a tomb to suck the living's blood. He can change into a hat or a werewolf in order to hunt down his victims. The vampire only comes out at night; sunlight would be lethal for him. He fears holy water and can not bear the sight of a crucifix. The only way to kill him is to pierce his heart with a wooden stake. The most famous vampire is the Count

DRACULA

Until recently, humanity has been saved from the vampire's reign, thanks to several holy medallions which were used to restore a balance between good and evil on earth.

The problem now is that Dracula has decided to appropriate these medallions to create chaos and become master of the planet.

The Professor Von Helsing, a gallant vampire hunter, has heard about the horrible plans of Dracula. He has sent his army of vampire killers, set traps, and warned the population so that the vampire will not gather the medallions.

OBJECT OF THE GAME

The game is made up of different levels, each one including 20 panels. To go from one level to the next, Dracula must collect 8 objects and find a magic door (a blue or red door). The 8 objects are made up of 1 scroll, 1 red bottle, 1 cross, and 5 keys. Each key enables you to open a door that leads you to other panels of the level (in CGA mode the objects will appear as scrolls numbered 1,2, and 3; keys will remain the same).

Each time Dracula has gone through 5 levels (when you reach a town), he has to collect these 8 objects and find the medallion in order to pass to the next level. Once the medallion is found, you pass directly to the next level. You are not obliged to go through one of the doors as in preceding levels.

I. COMMANDS

A) Joystick

- Use the joystick to move Dracula (plug it in port 0).
- To turn and walk in the desired direction, move the joystick to the right or left.
- To bend down, pull the lever down.
- To collect an object, pull the lever down if the object is on the ground, or press the fire button if it is elevated.
- To use the stairs, pull the lever diagonally (up if you want to climb, down if you want to go down) when you are facing the stairs.

B) Keyboard controls

SPACE BAR : pause on/off
ESC : background sound on/off (ONLY ATARI ST)
Arrow Keys : moves the characters in eight directions
- To change from Dracula into the bat, press the right-down, diagonal arrow key while pressing the fire key.
- To change from Dracula into the werewolf, press the left-down, diagonal arrow key while pressing the fire key.
TAB KEY : Fire

II. FEATURES OF THE CHARACTERS

- If you want to enter a place, stand in the middle of the door or thoroughfare and press the fire button while pulling the lever up.
- To catch an enemy and suck his blood, press the fire button at just the right time to catch his throat. Keep the button pressed to drain his blood.
- To change into a bat, pull the lever diagonally down on the right hand side and press the fire button. You can then fly where you want. To change back into the Vampire, start the same procedure again.
- To change into a werewolf, pull the lever diagonally down on the left hand side and press the fire button. The werewolf moves like the vampire but he can neither collect objects nor enter houses. On the other hand, you can hit your enemies (press the fire button to strike a blow). To change back into the vampire, start the procedure again.

III. THE ENEMIES

• All the characters you meet will attempt to kill you.

1) The vampire hunters are armed with wooden stakes.
They can kill Dracula by hitting him only once.
2) The priests throw holy water.
3) The archers shoot arrows and if they hit Dracula, they take away many energy points.
4) The witches are invincible.
5) The vultures can not be killed. Be careful not to be caught.
6) The policemen are armed with silver bullets.
7) Professor Von Helsing throws stakes, and he is invincible. He only appears at the end of each level after you have collected the 8 objects. If he touches you, you will instantly die.

• You will meet other characters, as well, who are armed to wound you.

IV. PANEL

The panel at the bottom of the screen shows you, from left to right:

• your score and the high score
• your power level (orange bar). It decreases each time you receive a blow from an enemy. When Dracula's power level has reached 0, he dies.
• your time to change into someone else (blue bar). When Dracula changes into someone else, this bar starts to decrease. When it has disappeared, you become a vampire again.
• the number of lives (an additional life each time you have scored 50,000 points).
•the collected objects

V. HINTS

•The werewolf and the bat change into the vampire when they are wounded.
•Each character according to his aspect has a certain rate of aggressiveness

and courage in front of the werewolf and the bat. He also possesses an initial energy and a bonus when he is hit by the werewolf.

- Strange marks on the ground may indicate the location of a trap, which will lead to Dracula's death.
- Day breaks when the moon has reached the right hand side of the screen. To protect Dracula from the sunlight, go in a crypt (they only open in the morning).
- The hat can only land on the ground.
- Von Helsing is your most dangerous enemy, so when he appears, avoid him!
- The objects are not always easily visible on the panels, so look at each panel carefully.
- If you are hit by an enemy while you are a bat or werewolf, you change into the vampire again.
- Some doors can be opened without keys.
- You can not open closed doors bearing a crucifix.
- The bat and the werewolf are not bothered by some weapons, however, the werewolf is killed instantaneously with silver bullets.
- When you are a bat, do not change into a vampire again while you are above water.
- When you are going through a town, it is possible to go down some streets that are located between buildings. These work in the same manner as the doors. Position Dracula in front of the street, pull up on the joystick, and press the fire button. You will then enter into another part of town.
- You can only gather objects when you are in the form of Dracula.
- After you have found the 8 objects on the fifth level, take the street that runs down the middle of the screen to the other part of town, then go as far as possible to the right and enter the room. If the professor is on the second floor, leave the room and then return immediately. If he is on the first floor, change into the bat and fly to the bottom of the stairs. Here, you must transform into Dracula, climb the stairs, and go through the door. Immediately transform into the bat and fly to the first floor. The medallion is here. Position Dracula in front of it and carry out the same action as you would with a door.
- Save your game after each level.

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