

# NEURO HUNTER Instruction Manual

## Epilepsy Warning

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game. Parental guidance is always suggested when children are using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, TURN IT OFF IMMEDIATELY AND CONSULT YOUR DOCTOR BEFORE PLAYING AGAIN.

Precautions during Use:

Do not sit too close to the monitor. Sit as far as comfortably possible.

Use as small a monitor as possible.

Do not play when tired or short on sleep.

Take care that there is sufficient lighting in the room.

Be sure to take a break of 10-15 minutes every hour.

## Contents

1) System Requirements.....	2
2) Installation.....	2
3) Background to the story .....	2
4) Main menu	
4.1 New game	
4.2 Load game	
4.3 Save game	
4.4 Continue	
4.5 Options	
4.5.1 General settings	
4.5.2 Audio settings	
4.5.3 Video settings	
4.5.4 Keyboard settings	
4.6 Credits	
4.7 Exit	
5) Introduction	
6) Main interface (HUD)	
7) Further Functions	
7.1 Inventory	

- 7.2 Files
- 7.3 Designing
- 7.4 Programs
- 7.5 Notebook
- 7.6 Character development
  - 7.6.1 Constitution
  - 7.6.2 Stealing
  - 7.6.3 Programming
  - 7.6.4 Intuition
  - 7.6.5 Weapon
  - 7.6.6 Designing
  - 7.6.7 Lock picking
- 7.7 Minimap
- 7.8 Map
- 8) Player actions
  - 8.1 Dialogs with other characters
  - 8.2 Buying and selling objects
  - 8.3 Lock picking
  - 8.4 Stealing
  - 8.5 Cyber stealing
  - 8.6 Cyber games
  - 8.7 Cyber battles
    - 8.7.1 Virtual battle units
    - 8.7.2 Towers
    - 8.7.3 Regeneration fields
    - 8.7.4 Tactical strategy
- 9) Battle system
  - 9.1 General
  - 9.2 Weapons
  - 9.3 Monsters
- 10) End User License Agreement (EULA)
- 11) Technical Support
- 12) Credits

## **1) System Requirements**

### **Minimum system requirements:**

Pentium III 1 GHz  
512 MB RAM  
approx. 1.4 GB unpacked free space on hard disk  
100% DirectX 9.0c compatible 3D-accelerator with 64 MB  
Microsoft Windows 2000/XP  
DirectX 9.0c

### **Recommended system requirements:**

Pentium IV 2 GHz

1024 MB RAM  
approx. 1.4 GB unpacked free space on hard disk  
ATI Radeon 9700 with 256 MB  
Microsoft Windows XP  
DirectX 9.0c

## 2) Installation

To install *Neuro Hunter*, insert the DVD into your DVD drive and follow the instructions on the screen.

If the installation menu does not start automatically after the DVD has been inserted into the drive, please proceed as follows: Click on the "Workplace" symbol on your desktop and subsequently on the symbol for your DVD drive. Then double-click on the symbol for the "Setup.exe" file. Follow the instructions given by the installation program.

**Please note:** You must already have DirectX 9.0c or a higher version installed on your computer in order to be able to start the game without problems. If you are not sure which DirectX version you have, select the "Install DirectX" option in the installation program.

After installation has been successfully completed, you can start the game in the following ways:

- Double click with the left mouse button on the "Neuro Hunter" symbol on your desktop
- The start menu should appear automatically after the "Neuro Hunter" DVD has been inserted into your DVD drive (if the "Autoplay" function is activated).
- Click on "Start", then select "Programs", "Neuro Hunter" and then click on "Play Neuro Hunter".

**Please note:** This product is technically copy protected. The current version of our StarForce copy protection however no longer requires the entry of a code key. If none of the programs installed up to now on your system uses StarForce, you will be notified that your system will have to be rebooted after the installation of the copy protection driver.

## 3) Background to the story

*Neuro Hunter* is a first person role playing game with action elements and is set in a technologically oriented world in future dominated by multinational companies in which profit and progress gnaw at the pillars of moral principles – a development which is of course also evident in the geo-biological research company Johnston Biotech (referred to as the "Corporation" in the game).

If you don't play along with the game, you'll be crushed under the wheels of society.

"I thus received a financially tempting offer from Johnston Biotech on this rainy day which not only brought inclement weather but also an equally uncomfortable discussion with my bank. The conditions suggested seemed sensible and I would have been able to carry out the tasks involved many years ago back when my programming knowledge was just about sufficient to operate a pocket calculator. It was in fact a lucrative offer. Too lucrative to turn it down in the

face of the blustery, cold and wet wind which blew past the windscreen of the company limousine as it drove towards the agreed rendezvous with its headlights on full. Too lucrative to have any doubts even when the limousine window rolled down and a shady character peered out and explained even shadier details. I was aware of the risks but I didn't want to listen to my inner voice. I couldn't listen to it as I could only hear the bailiff knocking at my front door if something in my life didn't change quickly.

Some hours later I found myself in a disused mineshaft which should have been electronically sealed shut until mining work would someday be recommenced.

I know that I could have done the job but someone was trying to stop me. Unfortunately I didn't have the opportunity to find out who ..."

#### 4) Main menu

The main menu appears after you have started *Neuro Hunter*. You can also activate the main menu whilst playing the game by pressing the "Esc" key.



##### 4.1 New game

Click on "New game" to start a new game.

##### 4.2 Load game

You can load or delete a game previously saved by clicking on "Load game".

Click on a saved game with the left mouse key in order to select it from the list. Then click on the

"Load" button (1) in order to load a previously saved game or "Delete" (2) button in order to delete the selected game.



### 4.3 Save game

Click on "Save game" in order to save your current game or to delete a previously saved game.



The current date is given as the game name in the save field (1). If you want to enter your own game name, delete the text in the field and enter the name you want. Then press the "Save" button (2) in order to save the game.

In order to overwrite an existing game, click on the desired game name in the list with the left

mouse key in order to select it and then subsequently press the "Save" button.

In order to delete a game which has already been saved, click on the desired game name in the list with the left mouse key in order to select it and then subsequently press the "Delete" button (3).

#### 4.4 Continue

Click on "Continue" in order to leave the main menu again and continue with the current game.

#### 4.5 Options

You can adjust the following settings via "Options":



##### 4.5.1 General settings (1)

*Hardware cursor:* Activates the Windows mouse pointer which can slightly improve performance for slower systems.

*Allow blood:* Activates blood letting if a hit has been successful.

*Display enemy's health:* Shows the current health points of the opponent in the form of a bar.

*Display damage points:* Shows the number of the opponent's health points as a figure deducted as a result of a successful hit.

*Autosave every (minutes):* Saves the game automatically at the minute interval set (5). In order to load the Autosave game, select the game named "Autosave" from the "Load game" menu.

*Difficulty:* Offers you a choice between the difficulty levels "Normal" and "Hard"

##### 4.5.2 Audio settings (2)

*Sound FX volume:* Volume of the noises in the game

*Music volume:* Volume of the background music

*Speech volume:* Volume of speech



### 4.5.3 Video settings (3)

*Fullscreen mode:* The game is run in a window if this option is deactivated.

*Display shadows:* Switches the shadow display mode in the game on/off. The performance of slower systems can thus be improved.

*Vertical synchronization:* Activate or deactivate this option in case of small graphic display errors.

### 4.5.4 Keyboard settings (4)

You can view or configure the keyboard shortcuts in this window.



*Clear (1):* Deletes the marked keyboard shortcut.

*Assign (2):* Assigns a new shortcut to an action. Press the key you would like to assign as a new shortcut in the window displayed (3) and subsequently press the "Yes" button (4) or cancel the assignment by clicking on the "No" button (5).

*Defaults (6):* Resets all manually assigned keyboard shortcuts back to standard default.

#### Standard keyboard shortcuts:

*W/Up arrow* - Move forward

*S/Down arrow* - Move backward

*A* - Move left

*D* - Move right

*P* - Pause

*Left arrow* - Rotate left

*Right arrow* - Rotate right

*CTRL right/Mouse 1* - Attack

*CTRL left* - Crouch

*RETURN/Mouse 2* - Action  
*E* - Next weapon  
*Q* - Previous weapon  
*F* - Hide weapon  
*R* - Reload  
*CAPS LOCK* - Run/Walk (permanent)  
*SHIFT LEFT* - Run/Walk (only when pressed)  
*F1* - Help window  
*F2* - Saving screen  
*F3* - Loading screen  
*F4* - Options screen  
*F5* - Files  
*F6* - Designing  
*F7* - Programs  
*F8* - Notebook  
*F9* - Quicksave  
*F12* - Quickload  
*I* - Inventory  
*TAB/M* - Gameworld map  
*C* - Character development  
*X* - Cyberstealing  
*Z* - Stealing  
*SPACE* - Jump  
*Mouse 3/Mouse 4* - To be assigned in the hotkey options  
*0-9* - To be assigned in the inventory

**Keyboard shortcuts , that cannot be assigned by the player:**

*F1* - Help screen  
*F2* - Quicksave in the regular game  
*F5* - Quickload in the regular game  
*F6* - Quicksave in cyber-battles  
*F9* - Quickload in cyber-battles

#### **4.6 Credits**

Here you will find the names of the people who were involved in the development of *Neuro Hunter*.

#### **4.7 Exit**

By clicking "Exit" you will leave *Neuro Hunter* and return to Windows.

### **5) Introduction**

It is not without reason that the existence of the underground world of *Neuro Hunter* is one of the



Corporation's best kept secrets: a real parallel world was created in which there is a lot to be discovered in addition to terrible, genetically-mutated creatures.

First take a look around the cave in which you regained consciousness after a massive explosion. Either use the arrow keys on your keyboard to walk or the "W", "A", "S" and "D" keys. Press the space bar to jump.

**Tip:** You can display help texts containing the most important information concerning *Neuro Hunter* by pressing the "F1" key.

Start searching for weapons, food and other objects. In order to pick an object, approach it until it is surrounded by a green outline. You can add this item to your inventory by pressing the right mouse key. You can access the inventory screen by pressing the shortcut for the inventory (default = "I"), which is split up into two areas: the character figure and the backpack.

In order to equip the player with a weapon, a helmet or other objects, drag the respective object from the backpack onto the character figure.

Also look for objects in containers. Approach a container until a green outline appears around the container and press the right mouse key. Then find out the correct key-code using the four symbol buttons.

Opportunities for sleeping are an important part of the game world as long as you have selected the "Normal" degree of difficulty. Use sleeping opportunities by right clicking on them in order to rejuvenate yourself.

**Tip:** Mark the locations of sleeping opportunities on the map (standard shortcut "M") by right clicking on the position to be marked, so that you can find them again quickly if you need them. The map also gives you a general overview of the current game world section and is thus an important aid for your orientation.

You must speak to the other characters in order to find out more about the underground world of *Neuro Hunter* and to barter. Approach the character until he or she is surrounded by a green outline and then press the right mouse key.

Don't be put off if you are rejected at first. Trusting your instincts may well find you a trading partner or even an ally!

Try to act inconspicuously – as far as possible. Even if you may not feel observed in the world of caves deep under the earth, the watchful eyes of drones and alarm turrets will not just stand by and watch if you should attack or steal from other characters or if you should sneak around in guarded areas...

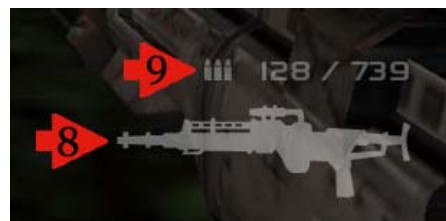


And be careful: Even if this is a highly technological world – or perhaps because it is – extraordinary creatures may appear in places you would not normally think of. In case of a conflict you can use the weapon currently selected with the left mouse key. The right mouse key additionally executes an alternative attack for some weapons.

You will find terminals where important data is stored and which even offer you the opportunity, due to successful hacker attacks (cyber battles and cyber games), of opening complicated lift and door locks and controlling alarm turrets.

Successful battles as well as solved quests increase your experience which means you can subsequently improve your skills (standard shortcut "B"). Decide yourself which skills you want to improve in order to survive successfully in the world of *Neuro Hunter*. Every path leads to the goal even if it is a very long and dark way through endless mine tunnels...

## 6) Main interface (HUD)



*Health points (1):* A full bar corresponds to the maximum number of possible health points and therefore 100% good health.

*Armour (2)*: Displays the current protective value provided by the armour and helmet. A full display means that the helmet and armour are undamaged.

*Maximum carried weight (3)*: Specifies the maximum weight of the objects that can be carried by a player (backpack and character figure) in kilograms. A full display indicates that the maximum carrying load has been reached or exceeded. If this is the case you can only move slowly and cannot run.

*Minimap (4)*: The minimap shows the portion of the map in which the player is currently located (see 7.7).

*Quests (5)*: This display lights up as soon as you have received a new quest or if a quest has changed (see 7.5).

*Files (6)*: If this display blinks, you have received a new file (e.g. a scheme) (see 7.2).

*Character development (7)*: The symbol shows you when you have enough experience in order to improve a skill (see 7.6).

*Weapon (8)*: This shows an outline of the weapon currently used. If the outline is filled in, this means that the weapon is loaded and can be used. An outline that has not been filled in means that the weapon is currently being reloaded.

*Ammunition (9)*: The left value indicates the amount of ammunition currently loaded and the right value shows the remaining ammunition available in the player's backpack.

## **7) Further Functions**

### **7.1 Inventory**



Pressing the inventory shortcut (default set to "I") brings you to the inventory screen. The character figure (1) shows your current equipment, which can consist of a weapon, a piece of armour, a helmet and up to two implants. The backpack (2) contains all objects which you additionally carry with you. The amount of cash you have is shown underneath the character figure (3).

Keep the left mouse key pressed and drag the object to the character figure in order to equip yourself with a weapon, an implant or a piece of armour.

In order to use an object, mark it with a left click and subsequently press the "Use" button (4).

If you want to remove an object from the backpack, mark the desired object with a left click and then press the "Drop" button (5).

The object is now located at the position in the game world where you dropped it and can be picked up again at any time if it is clicked with the right mouse key.

Information on an object is displayed if you position the mouse pointer over it. The text window (6) displayed contains varying specifications depending on the type of object. You are generally shown the weight and name of the object and for food and medicines you can see how many health points they yield when they are used; for weapons you can see the damage they inflict for primary weapon attacks (left value) and secondary attacks (right value), and/or the type of ammunition and the required and current skill level; for helmets and chest armouring in contrast the current and maximum armour points are specified.

Use the sliding bar (7) in order to scroll the backpack up or down. Sliding bars of this type can also be found in other windows.

You can leave the inventory by pressing "Close" (8).

By assigning a keyboard shortcut, you can use objects without having to call up the inventory. Open the inventory, left click on an object in order to select it and then press a key between 0 and 9.

Pressing this respective key during the game activates the usage of the assigned object.

**Tip:** Assign a keyboard shortcut for food and medicines in order to be able to use them quickly in the heat of battle.

Objects can be split up into the following categories:

*Armour:* Armour and helmets reduce the damage inflicted by a blow or shot in battle situations.

**Tip:** Hits received can damage and completely destroy the helmet and armour. Therefore always keep an eye on the condition of your armour and helmet and make sure replacements are carried out in time.

*Weapons:* All types of close combat and long-range weapons.

**Please note:** Some weapons have an alternative attack which is executed with the right mouse key by default.

*Ammunition:* Objects which are necessary in order to use a weapon (bolts, shells etc.).

*Objects for increasing the health points:* Food, drinks and medicine objects increase the character's health points. Mark the desired object with a left click and then press the "Use" button.

**Tip:** Only use weaker food directly in emergencies; it may be used more effectively as an ingredient for schemes (see 7.3).

*Implants:* Implants and superimplants increase a skill by one level.

As usual implants are antiquated and thus not technically fully developed, they have side-effects which make themselves noticeable by the loss of another skill level. Superimplants on the other hand have no side-effects, but are more difficult to find.

**Please note:** You can use one implant and one superimplant at the same time but not two implants or two superimplants.

*Credit cards:* You may find credit cards in the game world or steal them from other characters. Mark the credit card in your backpack with the left mouse key so that the amount is credited to your inventory account and then click on the "Use" button.

*Disk with information:* Disks can contain information in the form of texts, programs, schemes and keycodes. Mark it in your backpack with the left mouse key in order to read the contents of a

disk with information and then click on the "Use" button. The information received is saved under "Files" (see 7.2).

*Schemes:* Some objects can be used as components or ingredients for schemes and recipes in order e.g. to build a weapon or make food from them. (see 7.3).

## 7.2 Files



The schemes, keycodes, programs (virtual battle units) and documents which you have previously obtained by copying terminals, using disks with information, cyber-stealing or via dialogs are collected in the "Files" window (standard shortcut "F5").

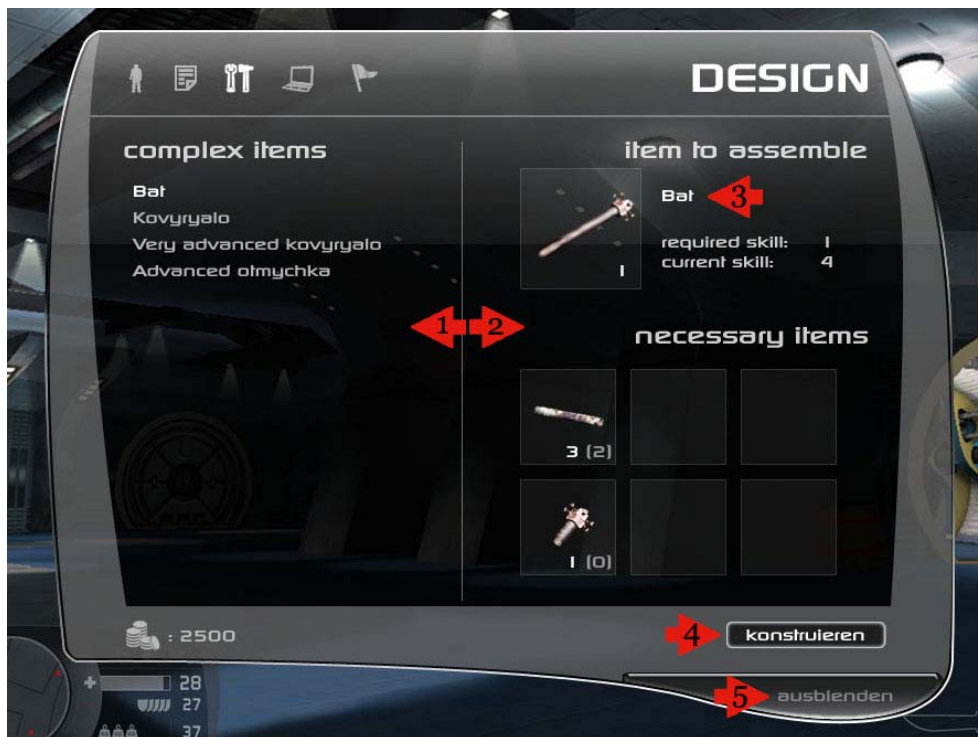
Click on a file in the list (1), in order to show the contents of the file or get more information (2).

In order to delete a file from the list mark the file to be deleted and click on the "Delete" button (3).

Press the "Close" button (4) to leave the files window.

**Tip:** Read the documents carefully so that you don't miss any important information.

## 7.3 Designing



You can construct new objects from individual parts by using schemes. Press the shortcut for designing (default shortcut setting is "F6") in order to display a list (1) of your schemes. Click on a scheme in the list in order to display an overview of the individual parts required (2) and the current and required level of the skill "Designing" (3).

Once you have all the required individual parts in your backpack and you have the required level of skill in "Designing", you can assemble the object by pressing the "Assemble" button (4). The new object will be subsequently placed in your backpack.

Press the "Close" button (5) in order to leave the "Designing" area.

## 7.4 Programs

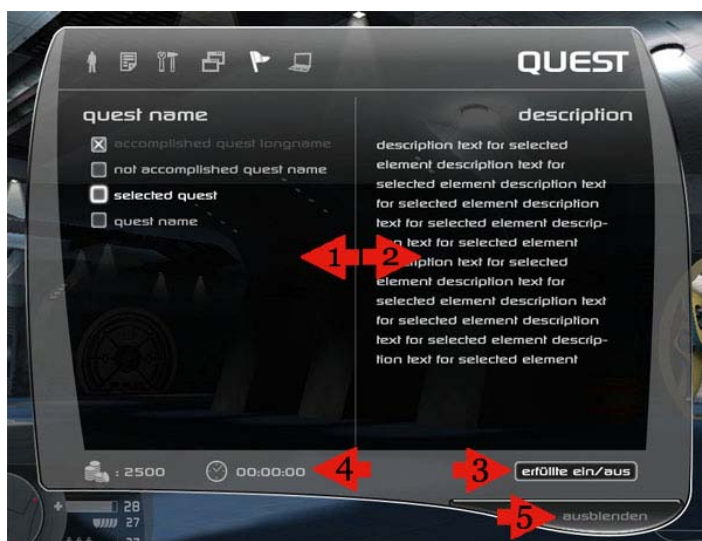




Press the shortcut for programs (default shortcut setting is "F7") in order to display a list of your virtual battle units that you require for hacker attacks on terminals (cyber battles) and for unlocking complicated electronic mechanisms (cyber games). Clicking on a program in the list (1) will give you information (2) on your virtual battle units such as their health points, attack points etc. (further details can be found under 8.6 and 8.7).

Press the "Close" button (3) in order to leave the window for "Programs".

## 7.5 Notebook



This area (standard shortcut "F8") serves as your notebook in which solved and unsolved quests are listed in chronological order (1). Detailed information (2) is displayed with a left click on a quest (2).

Quests that have been fulfilled are marked with a checked box. Press the "Solved on/off" button

(3) to display only unsolved quests.

You can see the game time (4) that you have already spent in the dark tunnels of the underground world displayed below the quest window.

Press the "Close" button (5) in order to leave the "quests" area.

## 7.6 Character development

There are many possibilities to triumph in the dangerous cave world of Neuro Hunter and you can decide how to proceed. You can place more emphasis on the skills of "weapon" and "designing" in order to design and then use extraordinary weapons. Or you can bank more on your programming capabilities and lock picking in order to access valuable information and open important containers, lifts and rooms. Perhaps you might prefer to train your body and sharpen your senses or you may just decide to generally improve your character without specifically concentrating on one certain area.

You can get an overview of your skills as well as having the possibility to improve them by pressing the keyboard shortcut for character development (default setting is "C").



Killed creatures, solved quests and successful cyber battles or cyber games give you added experience, which is collected in the neuro collector (1) and converted to a neuroaxon (2) as soon as the neuro collector is full. Each neuroaxon used improves one of your skills. For this click on the "+" button (3) at the right of the progress bar of one of your skills. The improvement does not affect your character until the bar is full and the improvement is confirmed by pressing the "v"

button (4). The "v" button replaces the "+" button once a bar is full.

Once skill improvement has been completed, a skill point is displayed in the bar of the improved skill (5).

You can reclaim a previously invested neuroaxon if you should decide to invest it later or in another way by pressing the "-" button (6) to the left of the progress bar. This is however only possible as long as a skill improvement is not completely finished and you have not yet left the skill screen.

**Please note:** Blinking skill points in the capability bar (5) indicate that an implant is influencing this skill.

**Tip:** You can only store a limited number of neuroaxons without investing them in a skill. Each newly received neuroaxon that exceeds the maximum number will be lost. In order to prevent this click on the "Turn on/off automatic skill improvement" (7) checkbox of the desired skills.

Press the "Close" button (8) in order to leave the skill development screen.

The following skills can be improved:

*7.6.1 Constitution:* Increases the maximum number of health points as well as the maximum carried weight of the character.

*7.6.2 Stealing:* Increases the probability of a successful stealing attempt.

*7.6.3 Programming:* Improves the chances of a successful cyber stealing attempt and also increases the health points of the virtual battle unit Instiller.

*7.6.4 Intuition:* You can detect objects, containers, alarm turrets, drones, creatures and other characters within a certain radius on the minimap (see 7.7). The intuition radius increases with a higher level of the skill "Intuition".

*7.6.5 Weapon:* Some weapons cannot be used if the current level of the "weapon" capability is not yet high enough.

*7.6.6 Designing:* A certain level of the skill "Designing" is required for assembling objects according to the complexity of the scheme.

*7.6.7 Lock picking:* Only the keycodes that have a complexity which is not higher than the level of the skill "Lock picking" can be picked.

## **7.7 Minimap**

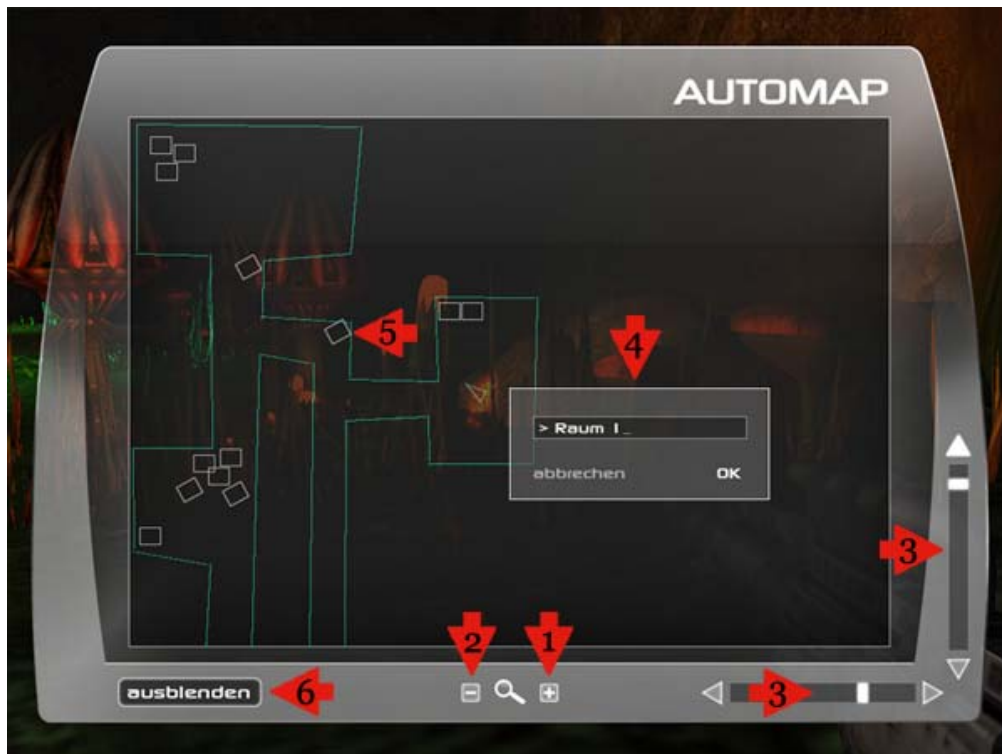
The minimap shows a selected section of the map of the area where the player is currently located.



The minimap display can be switched on or off by pressing the keyboard shortcut for the minimap (default setting is "J"). The grey intuition radius shows positions where objects, containers, drones, alarm turrets, characters and monsters are located. Locked doors are displayed in red on the minimap and unlocked doors are marked in green. Monsters and alarm turrets which are not controlled by the player can be recognised as red dots. Characters, objects, terminals, containers as well as alarm turrets that are controlled by the player are shown in green. Drones that patrol the game world are marked in yellow.

## 7.8 Map

An overview of the game world section in which you are currently located can be displayed by pressing the shortcut for the map (default setting is "M" or "TAB").



Click on the button "Zoom in" (1) in order to enlarge the view. Click on the button "Zoom out" (2) in order to reduce the view. Alternatively you can also zoom using the mouse wheel.

Use the sliding bar (3) to move the section of the map shown.

You can mark points in order to be able to find them again at this location easily at a later date. Right click on the spot that you would like to mark and enter a descriptive designation in the text field (4).

If you now move the mouse pointer to the marking (5) created, a text field is displayed which displays the description of the position.

In order to delete a marking, right click on it, delete the text contents of the text window and press on "Ok".

Press the "Close" button (6) in order to leave the overview map and return to the game.

## 8) Player actions

### 8.1 Dialogs with other characters



In order to speak to a character, approach it until a green marking outline (1) appears around the character; you can see the name of the character at the top of this outline. Then press the right mouse key in order to start the dialog.

Continue the dialog via a left click in the dialog window (2).

Player texts are shown in white and the texts of the person you are talking to are shown in green.

### 8.2 Buying and selling objects

Some characters offer you objects to buy or sell in dialogs.





You can see the articles the person you are talking to (1) has to offer in his inventory. Your backpack is shown in the right window section (2). The amount of cash available is shown under his inventory (3).

In order to get information on an object, move the mouse pointer over the desired object. If the object is in the sellers inventory the selling price as well as information on the object is shown in the text window (4) that is displayed, if the item is in your backpack you can see the price that the person you are talking to will have to pay if you sell the object.

In order to buy an object, left click on the desired object in the inventory of the person you are talking to and keep the mouse key pressed. Then drag the object to your backpack.

In order to sell an object, left click on the desired object in your backpack and keep the mouse key depressed. Then drag the object to the inventory of the person you are talking to.

Press the "Close" button (5) in order to leave this area.

If you would like to sell or buy a larger quantity, another window is opened:



You can determine the quantity you would like to buy or sell using the sliding bar (1). The quantity is displayed on the left (2) and the money that it will cost on the right (3). Complete trading by pressing "Agree" or leave the window by clicking on "Refuse".

### 8.3 Lock picking

If you open a container or want to gain access to rooms and lifts without being in possession of the respective keycodes, you must crack the locking code.



If your "lock picking" skill is sufficient for the complexity of the lock, an input field with symbols (1) is displayed via a right click on the lock. Find out the combination in order to pick the lock. Correctly pressed symbols are shown in the combination field (2). If you press a wrong symbol, the combination sequence is deleted and you have to start all over again.

Click on the "Exit" button (3) in order to abort the process.

Once you have successfully picked a lock, the respective keycode is stored in the "Files" area (see 7.2) and the door/lift is now open for you or the container can be opened without entering a keycode.

If your "lock picking" skill is not good enough to pick a lock, a message specifying the required level for the skill "lock picking" is displayed instead of the combination field with the letters.

**Please note:** Some container locks cannot even be picked by experts. In this case the player must hack his way into the security system of the container lock using cyber games (see 8.6) in order to be subsequently able to open the container.

### 8.4 Stealing

In order to steal an object from another character approach it until a green outline appears around the character. Please note that your chances greatly increase if your victim has his back turned to you.

Press the shortcut for stealing (default setting is "Z").





A window opens in which you see the object (1) to be stolen, a percentage indication of the probability of a successful theft (2) as well as a progress bar (3) which also shows the chances of success.

If you were to try to steal something whilst the character is watching you, your chances of being successful would be lower.

The individual objects of a character can be inspected by pressing the right mouse key or rotating the mouse wheel. You can try to steal the currently displayed object with just a click on the left mouse key.

**Tip:** Do not try the patience of other characters. If you are caught stealing, your life could be made difficult by summoned drones.

## 8.5 Cyber stealing

You can get keycodes or important information as a result of the successful stealing of data. Approach the character until a green marking outline is shown around the character and then press the keyboard shortcut for cyber stealing (default setting is "X").



In the following window you can see the file or keycode (1) which you can steal from this character as well as the file size (2). The larger the file the more difficult it is to carry out the theft.

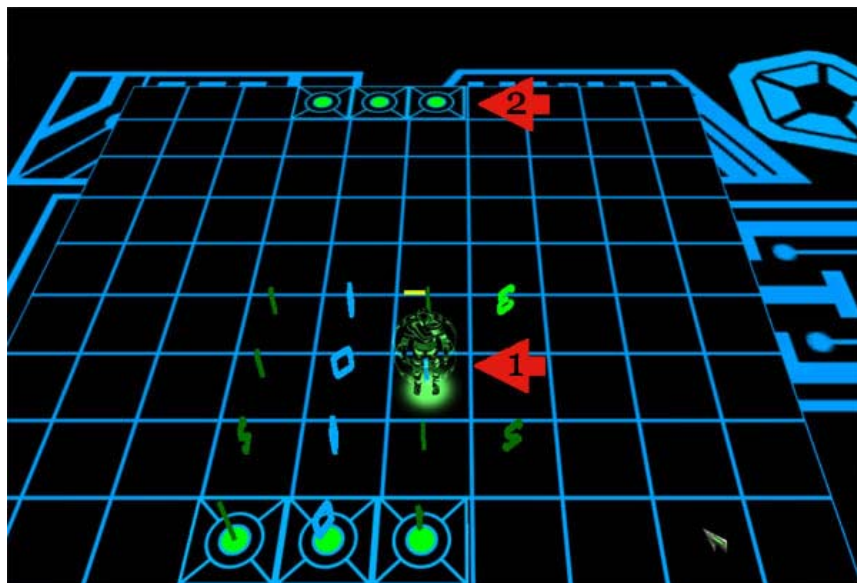
The individual files or keycodes can be scrolled through by pressing the right mouse key or rotating the mouse wheel. In the end you can try to steal the currently displayed file or keycode by clicking on the left mouse key.

Cyber stealing is successful if the action bar (4) is full before the time bar (3) is empty.

## 8.6 Cyber games

Complicated protective mechanisms that both lock containers as well as block passages must be rendered inactive in the game world of *Neuro Hunter*.

You must hack directly into the system using a cyber game in order to deactivate these electronic locks.



Once you reach the opposite platform (2) with your virtual battle unit Instiller (1), there is a short circuit in the system and the protection mechanism is interrupted. In order to do this you must cross a minefield and thereby find a way to reach the other platform in one piece if possible.

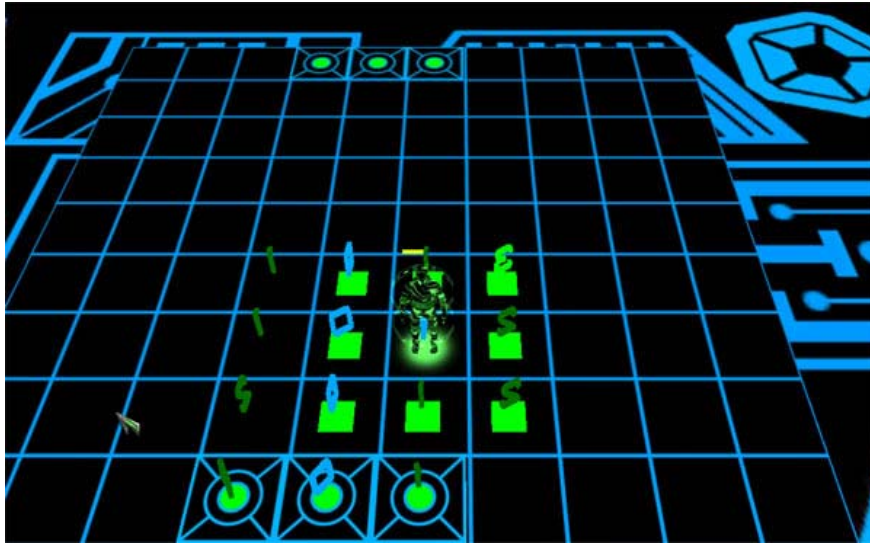
The picture section displayed can be shifted by moving the mouse pointer to the edge of the screen or using the arrow keys on your keyboard.

If you move to a field, numbers are displayed on it and on all neighbouring fields which specify how many mines are hidden within or in the direct vicinity of the respective field. Find out where these mines may be located via the numbers displayed and avoid these fields.

Example:

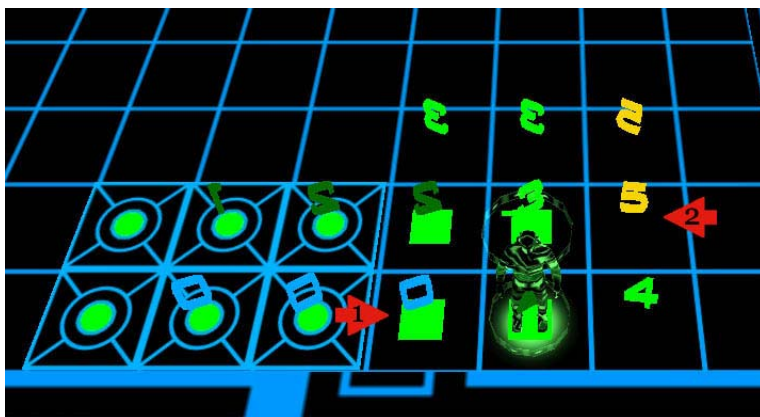
If a field has the number 0 (in this case the field on which the Instiller is positioned), there are neither mines hidden in the field nor in any neighbouring fields. You can thus enter this fields without suffering any damage.

You now have the possibility of marking these fields with a right click:



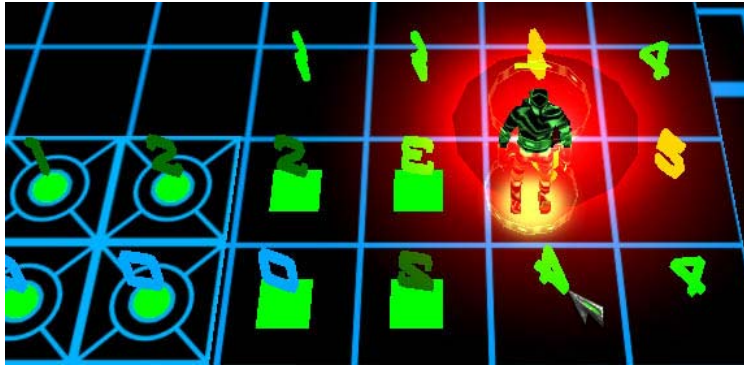
A right click marks the field green and means "not mined", a second right click marks the field red and means "mined", a further right click removes the marking. These markings can be used to prompt your memory for recording the mine positions. You can thus track your way through the minefield.

A further example:



The fields in the direct vicinity of the 0 field (1) are marked in green. The field with the number 5 (2) tells us that 5 of the 6 neighbouring fields (and the field itself) which has not yet been marked green, may contain a mine. You should therefore avoid this region.

If the unit makes contact with a mine, it explodes and the unit loses life points.



**Tip:** Not all fields can be accurately evaluated using this system. In this case you should try to take a predictable path if many mines are to be expected or to try pot luck if the numbers in the fields do not seem safe enough for you.

## 8.7 Cyber battles

Cyber battles serve to hack into terminals that administer important electronic locks and control alarm turrets in the game world. All processors of the terminal must thereby be taken over using the special unit Instiller.

If Instiller is destroyed, the cyber battle is lost.

Right click on the terminal of a cyber cabin or a cyber sector in order to start a cyber battle.



A unit selection is displayed in which you have to make preparations for the cyber battle.





The number of different types of units (1) depends on the number of different programs that you have saved in the area of "Programs" (see 7.4). The maximum number of units allowed for the cyber battle can be found at the lower edge of the screen (2). Left click on the desired unit in the unit list (1) and then press the upper arrow button (3). The unit now appears in the unit listing (4) in which the main unit "Instiller" is contained. In order to remove a unit from the unit listing, mark it with a left click and press the lower arrow button (5).

You can add several units of one type to your unit listing as long as you do not exceed the maximum number of units. You can find the number per unit type underneath the picture of the unit (6).

More information on the currently marked unit can be seen in the parameter window (7).

Click on the button "start battle" (8) in order to start a cyber.

If you want to leave the window without starting a cyber battle, press the "Close" button (9).

**Please note:** The unit type "Instiller" cannot be removed from the unit listing and you cannot take on more than one Instiller in your unit listing.

### 8.7.1 Virtual battle units



*Instiller:* The most important virtual battle unit. Takes on towers and processors. Many health points, high attack points, but slow fire rate. The higher the level in the skill of "programming" the more the number of health points increases.



*Warrior*: Offensive battle unit. Few health points but higher attack points and quicker fire rate.

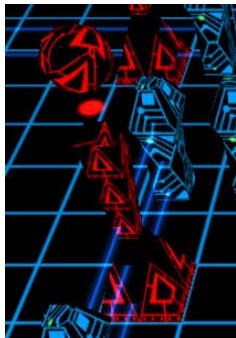


*Guard*: Defensive battle unit. Many health points, average attack points and average fire rate.



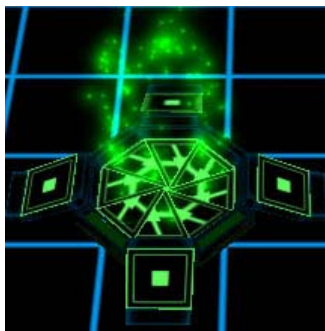
*Radar*: Exploratory unit for detecting mines. Few health points, low attack points, low fire rate but high movement speed.

### 8.7.2 Towers



Enemy towers secure strategically important positions and shoot at the battle units of the player if they come within range of a tower. Enemy towers are red, neutral towers are blue and towers taken over by the player are green. Towers can be taken over or destroyed (see 8.7.4).

### 8.7.3 Regeneration fields



Green smoking regeneration fields top up the health points of a unit as soon as it is located directly on a regeneration field. Use regeneration fields carefully as their healing powers are not endless.

### 8.7.4 Tactical strategy

Get a good overview of the layout of the battlefield and the strategic position of important objects

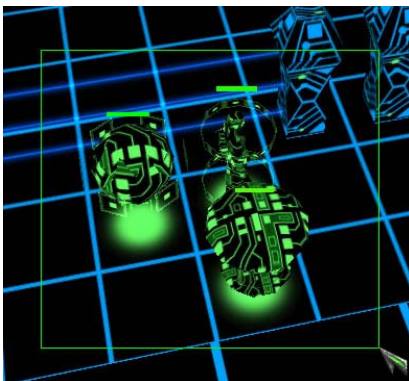
such as regeneration fields and processors.

In order to shift the section of screen displayed, move the mouse to the edge of the screen or use the arrow keys. You can rotate the section of the screen displayed by keeping the right mouse key depressed whilst moving the mouse up or down.

Search for an effective way to the processors and regeneration fields before you give your units their marching orders. Usually a marching route with as few enemy towers as possible is the most effective path. It is recommended to first bring a regeneration field under your control in order to be able to use it as a retreating point for healing battle units in case an offensive does not go as well as was expected.



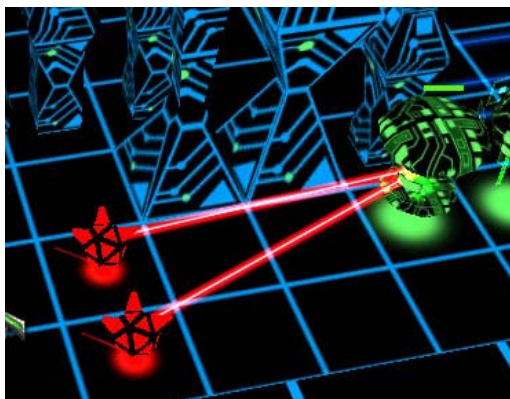
Click on a battle unit with the left mouse key in order to mark it.



In order to mark a unit group, left click on a free location in the vicinity of the units to be marked and drag a frame around those units you want to mark.

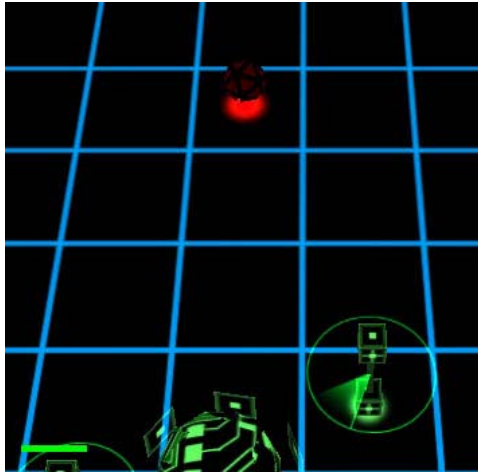
You can recognise marked units by their activated health bar.

In order to move a marked unit or unit group, left click on the field which you have selected as your target point.



Your units may encounter resistance or be shot at on their way to the processor or regeneration field. Mark the unit or unit group and aim at the opposing unit by moving the mouse pointer to the attacking generic unit. Press the left mouse key in order to fire.

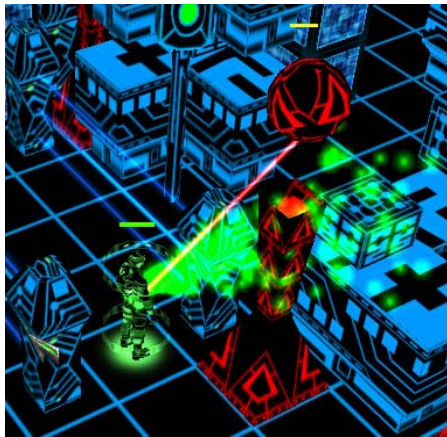




Use the radar units in order to detect mines from a safe distance or to be able to identify enemy units earlier than they can identify you.

**Tip:** If you do not have radar units or have already lost them in battle, only enter new territory with one unit and not with an entire group. Too many units would suffer damage if one unit were to step on a mine.

If you are approaching an enemy tower, consider whether it is necessary to destroy it or to take it over. It might make more sense to avoid the tower and not risk any losses.



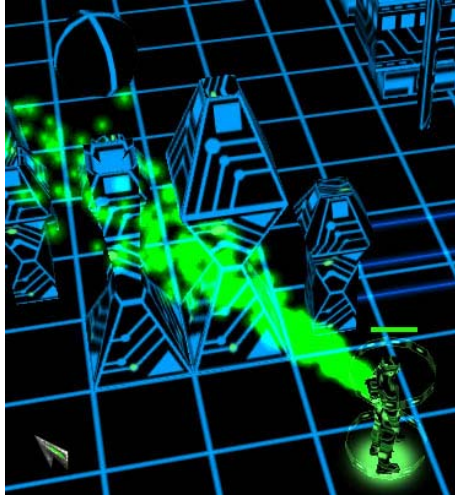
If you do decide to take over the tower, select the Instiller and left click on the tower in order to start the conquering process. If you succeed in taking over the tower, it will open fire on enemy units.

The more the progress bar above the enemy tower grows, the further the take-over process has advanced.

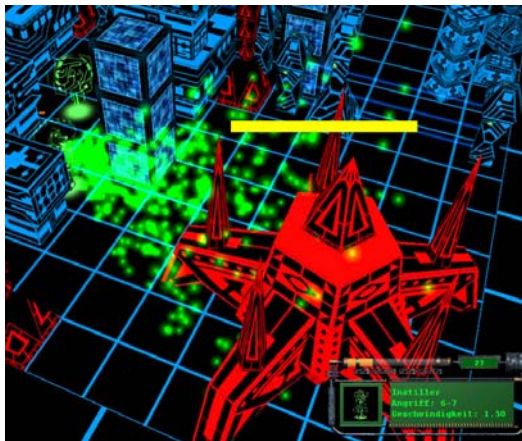


In order to destroy a tower, select guard or warrior and left click on the tower in order to open fire on it.

Destruction is necessary if e.g. the Instiller has few health points and thus enemy fire from the tower or opposing units during a conquering attempt would be too risky. Usually a take-over is however more effective as the opponent can be fired upon subsequently without suffering own losses.



Use every opportunity to take-over neutral towers with your Instiller.



In order to take-over a processor, select the Instiller and left click on the processor in order to start the conquering attempt. Processors which have been taken over are shown in green. Once all processors on the battlefield have been conquered, the cyber battle is won.

During a cyber battle you can save it quickly (shortcut "F6") or load it quickly (shortcut "F9"). As only one slot is available for quick saving, the cyber battle previously saved will be deleted during every saving action. The game status is also deleted in case of a defeat or if you quit the cyber battle and you will have to start from the beginning again.



**Tip:** If alarm turrets are located in the area of the hacked terminal, you can use these alarm turrets for shooting at enemy creatures after you have won a cyber battle.

## 9. Battle system

### 9.1 General

You will certainly make the odd unpleasant acquaintance during your journey of discovery.

Some creatures are very dangerous in close combat, others give you a hard time with poisonous projectile attacks.

So therefore try – if you are in the possession of an effective long-range weapon such as the elite crossbow or the laser – to keep close combat units far away from you for as long as possible and to inflict as much damage as possible before the belligerent creature gets into a threatening range. Therefore open fire on these creatures from long range.



The crosshairs (1) show the target of your attack. The ammunition bar (2) shows you how much ammunition there is in the weapon.

The weapon currently used is symbolised by the weapon outline (3). If this outline is filled in, the weapon is loaded and can be used. An empty outline shows that the weapon is being currently reloaded. In the case of long-range weapons, the window shows weapon in question (3), how much ammunition (4) is loaded in the weapon (left value) and how much ammunition is available in your backpack (right value).

You should aim to engage direct confrontation with good long-range units as long as you have suitable close combat weapons such as a commando knife or a drift.



The health bar (1) shows the health of the enemy creatures. If the bar is empty, the creature dies and you gain experience.

The value (2) symbolises the damage (health points deducted) that your last attack inflicted.

**Tip:** Look for useful objects amongst mortal remains. The meat of some creatures is edible – even if it is not really a delicacy. Perhaps you can manufacture useful objects from the remains, or you might even find something that the monster had prised from another character.

## 9.2 Weapons



Knives do not require any ammunition and are flexible and quick to use because of their small size. This rusty knife however is just about suitable for scratching the dirt from the mine floor from the soles of shoes.



The robust hunting knife is suitable for close combat against weaker creatures but is not much use against stronger monsters.



The commando knife is characterised by its especially sharp blade and is an alternative to more effective but awkwardly usable close combat weapons even for serious clashes.



The bat consists of a pipe and an attached nut block. The bat is an awkward weapon because of its size but can however cause considerable damage due to the sharp. The player can build this weapon himself if he is in possession of a pipe, a nut block and a scheme.



Equipped with a drift balloon, the front part of the drift drills into the opponent and causes serious injuries. The usage of compressed air however means a long reloading time.

Many individual parts are required in order to build this weapon using a relatively easy instruction manual.



Only expert fighters can successfully wield the circular saw. It requires a battery and causes medium to high damage but is quite handy and therefore can be used quickly.



The electric shocker is part of the basic equipment of security personnel due to its simple handling and is suitable for quick attacks. It causes average damage, and its complex components make self-assembly very difficult using a very complex scheme. You require a battery to operate the electric shocker.



The crossbow is loaded with a bolt and is a simple and easy-to-use long range weapon which however only keeps weak monsters at bay from a long way away. A timber, a flat bar of steel and a tool kit however suffice in order to build this weapon with a relatively easy scheme.



The hunting crossbow is a suitable all-round weapon for long range fighting due to its easy handling and average firing power. The scheme of the hunting crossbow is not much more complex than that of the normal crossbow and the individual parts should not be difficult to find.



The elite crossbow gives the loaded bolt an incredible firing power due to the complex firing mechanism but is not easy to operate or to build.



Rifles are loaded with shells and are an effective weapon against quickly charging enemies due to their high firing rate. Accurate aiming however does require a high weapon skill.



Very adept players can make this three barrel rifle from three rifles that can fire a shell from each of the three barrels at the same time and thus cause great damage.





The laser is a complex weapon which cannot be constructed by a player and is therefore difficult to find. The laser beam is bundled using a battery. This virtually delay-free process guarantees a high fire rate and makes this laser an important long range weapon inflicting a high level of damage.



This plasmagun is the latest development from the secret service. The player can build this weapon himself using a very complex scheme and intricate components. The battery-driven plasma accelerator ensures an incredibly high firing power and fire rate.

### 9.3 Monsters



Biomutants are lizard creatures that spit sensitive poisonous clouds and can thus attack the opponent from long range. They creep slowly through dark caves and passageways and should be neutralised by quick close combat attacks in order to escape their poison attacks and to get away with just a few small scratches.



The sprightly hopping Cancerus should not be underestimated. He may not be dangerous from a distance, but if he gets to within attacking distance with his powerful jumps, things can get quite uncomfortable for you. Therefore Cancerus should be attacked with long range weapons and targeted accurately. Whilst the meat of the Cancerus may not be a delicacy, it would still satisfy your appetite in an emergency.



The Pliers is a dangerous spider creature that can seriously injure the player with just one jump attack. Even strong armour is only a partial protection against the sharp limbs of the Pliers which is why it should only be attacked from a distance. You can salvage chitin from slaughtered Pliers, it may be useful for making chitinous armour and chitinous helmets.



An Intruder may be hiding in any dark corner many mineworkers have been attacked out of the dark by this dangerous beetle on their way through the mines. Try to escape the sharp pincers of the Intruder.



The poison of wasp maggots is neutralised when immersed in synthetic milk and makes for a nourishing meal even if it costs a great deal of willpower to eat this meal. However before you start search through hives for maggots, you should first destroy the hive to avoid becoming the target of an angry swarm of wasps.



Whoever thought of the charming name of Popeyed— probably after a few glasses of mushroom liquor in the miners colony bar – certainly had never come face to face with these ugly creatures. It runs towards anything that moves with giant steps and if looks could kill then Popeyed's would. Only approach this creature if you are armed with a powerful close combat weapon. Shooting from an ambush will not stop it from attacking you immediately.



The Mutamudacus seems to be the last witness of a past life form deep underground and far from human civilisation. Even if this giant leaves you expecting the worst due to his immense size he can be defeated by experienced hunters both in close combat as well as with long range weapons.



The Expectorater was created by a military research team as a battle unit and fights its opponents with lightning quick and precise shooting attacks which are difficult to escape. The damage caused is thankfully limited but there is still hardly any way to rid oneself of this creature without suffering damage.



This ugly hybrid of man and spider has been seldom seen and probably lives in remote caves. Beam-like projectiles and humanoid gripping arms make this shy but belligerent creature a mortally dangerous threat.





Blipers should always be attacked from a distance, as they can only rely on their strong claws and thus have no possibility for shooting. However always keep a close combat weapon handy as when the Bliper has identified you, it will approach with giant leaps – and an empty stomach...



This unit is a man-made battle hybrid. The Rezector patrols strategic key positions and will show no mercy if you should cross its path. It is very quick due to its mechanical limbs, its sharp razor arms make it an extremely dangerous close combat unit. If however you should still seek direct confrontation and kill it, its valuable precision biosensor is your reward.



These ghostly apparitions were caused by failed quantum experiments. The bodies of some research scientists thereby took on a molecular quantum form and have been haunting various laboratory complexes since then. Luckily Quants do not harm the player and one can escape with just a shock and glazed eyes. If you should however still like to rid yourself of this plague, you should carry an electric shocker.



These watchtowers camouflaged as plants are equipped with an infrared sensor and a strong battery. If the player gets within range, the device emits aimed and unpleasant electric shocks. Therefore always keep you distance and do not pass important passageways until these alarm devices have been disarmed.



Christened lovingly "Born Again" by Hacker himself, these creatures which were created by him, send out a deadly circular beam which kills every living thing in range. A crystal implant serves as the energy source and only its destruction with a particularly powerful gun can eliminate it.

## **10) End User License Agreement (EULA)**

KOCH Media Ltd  
END USER LICENSE AGREEMENT (EULA)

### **LICENSE**

This is the KOCH Media Ltd License Agreement. ("The Agreement") will govern your use of all KOCH Media products contained in this package. Deep Silver is a division of KOCH Media.

### **GRANT OF LICENSE**

KOCH MEDIA hereby grants you, and you accept, a limited license subject to the terms and conditions contained herein to use the software recorded on the CDROM.

You may only use the product on a single computer or its temporary replacement, or on a subsequent computer. If you wish to use the product on more than one computer, you must purchase an additional copy of the product. You may not either temporarily or permanently transfer sublicense your rights to use the product under this Agreement without the prior written consent of KOCH Media Ltd.

The Manual and the Software are copyright and are the property of KOCH MEDIA Limited with ALL RIGHTS RESERVED.

You may NOT copy or reproduce all or any part of the Manual, Documentation or Software for any reasons whatsoever. You may not transfer the Software over a network. You may not distribute the Software or the Manuals or the Documentation or any part thereof. You may not use, copy, modify, enhance, retouch, transfer, merge part or portion, sublicense, rent, lease, convey, translate, convert to programming language or header file or format or de-compile or disassemble the software or any copy modification or merged part or section in whole or in part except as expressly provided for in this license at any time.

You may not load to any BBS, Internet Site or Online Information Service Provider any Part, Merged Part or Section or Subsection for any reasons whatsoever without the permission in writing from KOCH MEDIA Limited.

### **Koch Media rights**

You acknowledge the rights that the Software and the User Manuals and the Documentation and other related materials are the sole and exclusive property of KOCH MEDIA Limited.

By accepting this agreement, you do not become the owner of the product in accordance with the Agreement. You agree to use your best efforts and to take all steps to protect the product from unauthorised use, illegal production or reproduction or illicit distribution.

### **LIMITED WARRANTY**

KOCH MEDIA Limited warrants for a period of thirty days (30) from the effective date of this Agreement that, under normal use, the materials of the CDROM and the User Manuals and

Documentation will not prove defective; that the program is properly recorded on the CDROM and that the User Manual and Documentation is substantially complete and contains all the information which KOCH MEDIA Limited considers necessary for the use of the product.

Your sole right with respect to a defect in the Software is replacement of the product.

EXCEPT FOR THE LIMITED WARRANTY PROVIDED FOR IN THIS PARAGRAPH, THERE ARE NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EITHER EXPRESS OR IMPLIED BY STATUTE, COMMON LAW OR OTHERWISE AND ALL SUCH WARRANTIES CONDITIONS AND REPRESENTATIONS ARE EXPRESSLY DISCLAIMED.

#### LIABILITY

You agree that regardless of the form of any claim you may have that KOCH MEDIA Limited's liability for any damages to you or any other party shall not exceed the license fee paid for the Software.

KOCH MEDIA LIMITED WILL NOT BE RESPONSIBLE FOR ANY DIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES SUCH AS BUT NOT LIMITED TO LOSS OF PROFITS RESULTING FROM THE USE OF THIS SOFTWARE OR ARISING OUT OF ANY BREACH OF THE WARRANTY EVEN IF KOCH MEDIA LIMITED HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

#### TERMINATION OF THE AGREEMENT

If any terms and conditions of this Agreement are broken KOCH MEDIA Limited has the immediate right to terminate in writing the Agreement and demand that you return the product to Koch Media. At that time, you must also certify in writing that you have not retained any copies of the product.

#### GOVERNING LAW

This Agreement is to be governed by and interpreted by and in accordance with the Laws of England.

Any terms and conditions of this Agreement found to be unenforceable will be considered for deletion, but will not affect the remaining terms and conditions of this Agreement.

## **11) Technical Support**

If you have any problems installing this software please log on to our online technical support website at:

[www.softwarehelpdesk.co.uk](http://www.softwarehelpdesk.co.uk)

Here you will be able to either browse through our Frequently Asked Questions (FAQs) section where the most common problems are usually identified. Or alternatively contact us directly from this site.

Before you do so please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault via our helpdesk please include the following information.....

- . Exact error message if any.
- . Steps taken to reproduce the error/fault.
- . Details of programs running at time of fault, including . Anti-Virus and firewall applications.
- . Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the "Save All Information" button at the bottom. This will save a text file called "DxDiag", which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible.

## 12) Credits

### **Media Art, Inc.**

[www.mdart.com](http://www.mdart.com)

#### *MANAGEMENT*

Stanislav Sapunov

#### *PR MANAGER*

Marina Sapunova

#### *PROJECT MANAGER*

Aleksey Daty

Andrey Zuenkov

#### *GAME DESIGNER*

Vyacheslav Nemiro

#### *PROGRAMMING MANAGER*

Andrey Zuenkov

#### *PROGRAMMERS*

#### *SCREENPLAY*

Andery Terekhov

Vyacheslav Nemiro

Sergey Serov

Aleksey Daty

#### *DIALOGS*

Roman Rahman

Andery Terekhov

Sergey Serov

Alexander Voloshin

#### *SCRIPTING*

Alexander Voloshin

Roman Rahman

Vyacheslav Nemiro

Sergey Serov

Sergey Serov  
Alexander Yuraga  
Vladimir Goncharov  
Aleksey Datiy  
Andrey Zuenkov  
Andrey Terekhov

*3D ARTISTS*

Vyacheslav Nemiro  
Sergey Karpenko  
Pavel Bykov  
Evgeniy Pozdnyakov  
Natalia Primak  
Sergey Subach  
Anastasiya Pavlovskaya

*USER INTERFACE*

Vyacheslav Nemiro  
Anastasiya Pavlovskaya

**Deep Silver / KOCH Media**

<http://www.kochmedia.de>

*EXECUTIVE PRODUCER*

Joe Nettelbeck

*PRODUCT MANAGER*

Joe Nettelbeck  
Stefan Hertrich

*PR*

Ute Palmer  
Susanna Mittermaier

*MARKETING*

Mario Gerhold  
Georg Larch

*COMMUNITY MANAGER*

Daniel Oberlerchner

*HEAD OF DEVELOPMENT*

Juri Vaisman

*QUALITY ASSURANCE*

Stefan Hertrich

Alexander Yuraga  
Aleksey Datiy

*MUSIC*

Anatoliy Shuch  
Tatiana Nemiro  
Alexander Voloshin  
Konstantin Galinskiy

*SOUND FX*

Konstantin Galinskiy

*QUALITY ASSURANCE*

Alexander Voloshin  
Stas Markevich

Güven Altun

*VIDEO ARTIST*

Igor Posavec

*ADDITIONAL GRAPHICS*

Alexey Zerkalnikov

Andreas Adamek

*VOICE RECORDING*

Violetmedia, Munich

*SPEAKERS*

Andi Pohl

Frank Lenart

David Williamson

Eric Hansen

Heather Delisle

Daryl Jackson

Jean-Luc Julian

Jeffrey Mittleman

Rene Ifrah

Clayton Nemrow

Bonnie Gordon

Debby van Dooren

Ricky Watson

Shawn Lawton

Nick Lloyd

**Deep Silver UK**

*DIRECTORS*

Craig McNicol

Paul Nicholls

*HEAD OF PUBLISHING*

Stuart Chiplin

*PUBLISHING*

Adam McGowan

Deane Punter

Rachel Phillips

Chris Reynolds

James Harrod



*MARKETING*

Jon Bailey

*GRAPHIC DESIGN*

Rob Pace

Michael Stevens

*PRESS RELATIONS*

David Blundell

Rachel Ventress

Neil Pullman