



NTSC U/C

PlayStation™



SLUS-00101
SLUS-00175
SLUS-00176



FOX HUNT™

INTERACTIVE COMEDY
SPY
THRILLER



CAPCOM®



A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting FOX HUNT for the Sony PlayStation™. CAPCOM ENTERTAINMENT is proud to bring you this thrilling new addition to your video game library.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior 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 video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94086

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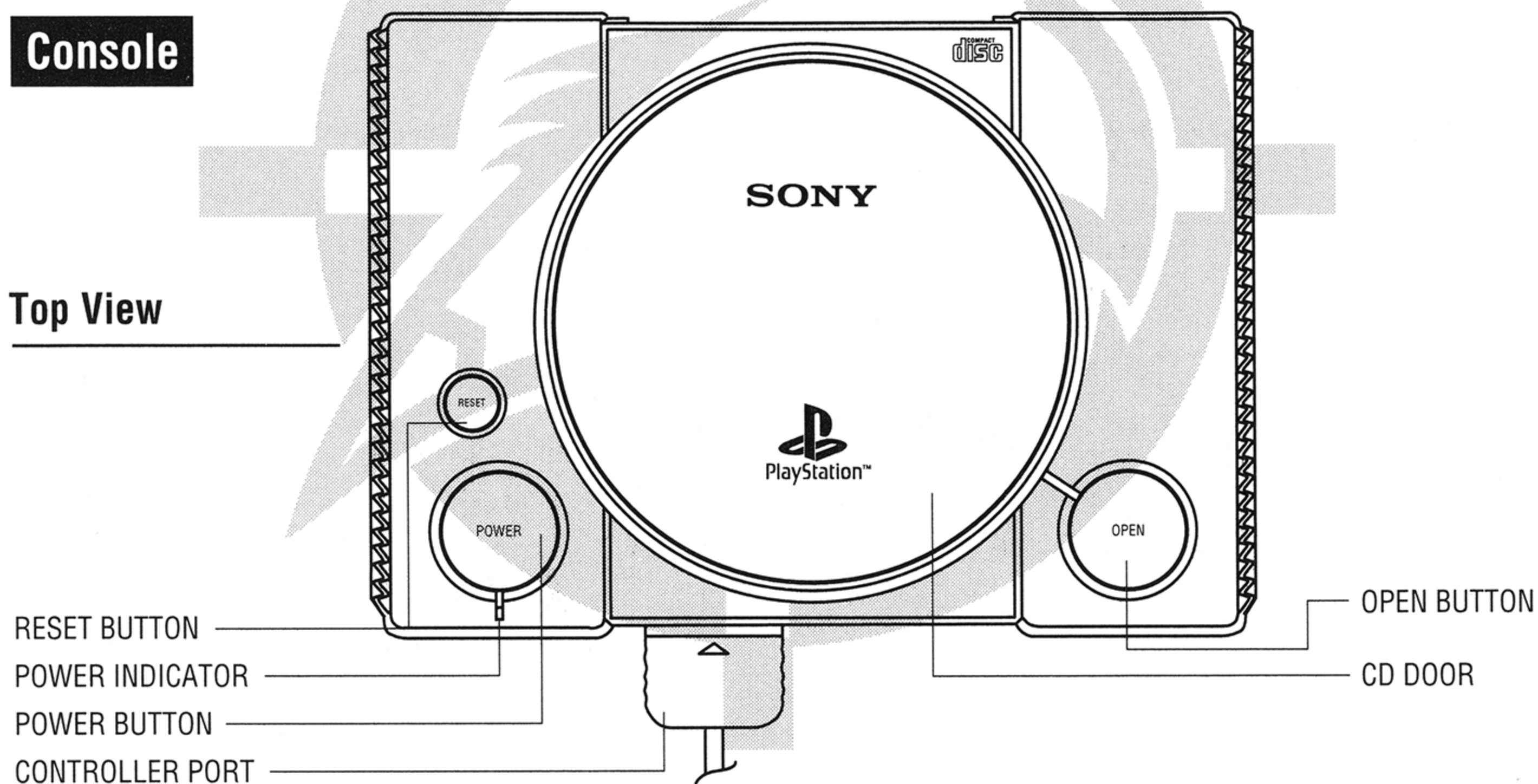
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Set-Up

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the FOX HUNT disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow the on-screen instructions to start the game.

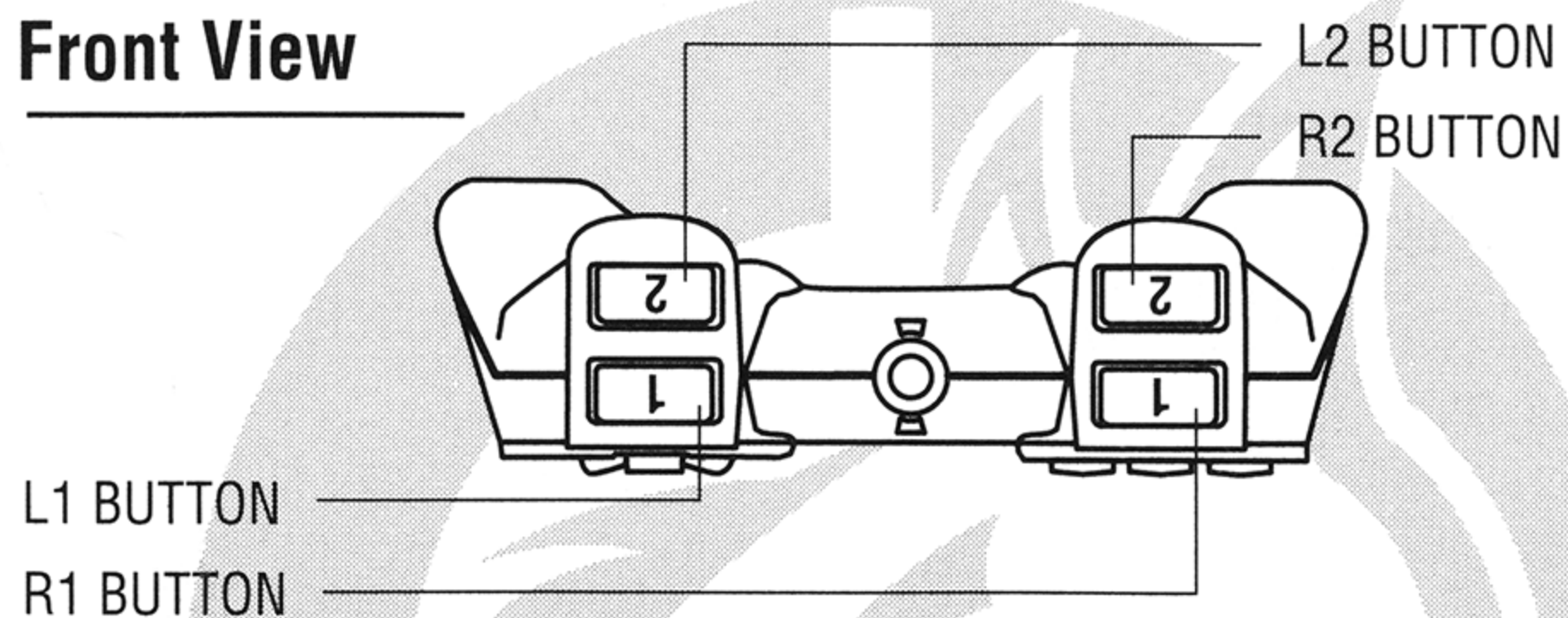
Console

Top View

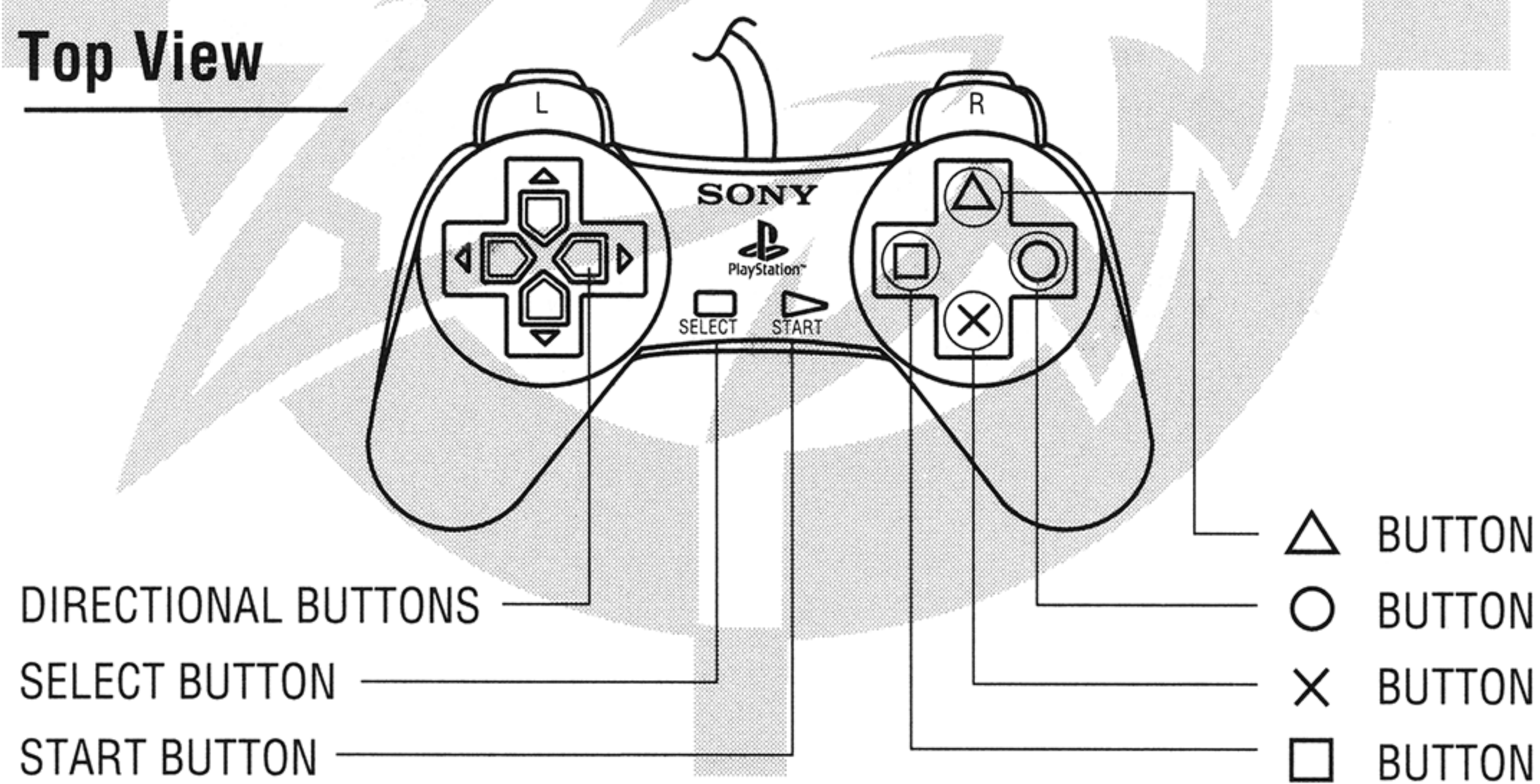


Controller

Front View



Top View



Game Controls Summary

ACTION

Change screen size

Step through “narrative” scenes you’ve already seen

Pause/unpause play

Pause game and go to the Central Services menu

PRESS

R2

L2

START

SELECT

Note: A red blinking cursor will appear in the upper right part of the screen to let the player know when the action needs to be taken.

Central Services Menu

ACTION

Highlight Menu Item

Activate Highlighted Item

PRESS

(Directional Button) ↑ or ↓

X

During Gameplay

EXPLORE MODES

ACTION

Turn Left

PRESS

Directional Button ←

Turn Right

Move Forward

Use Item -- pick it up,
examine it, and add it
to your inventory

Directional Button →

Directional Button ↑

X

FIGHT MODES

ACTION

Punch

Block

Kick

Turn Around

PRESS



Directional Button ← or →

MAZE/TUNNEL MODES

ACTION

Turn Left

Turn Right

Shoot

Look Back Spin

Spin (Tunnel)

Spin (Tunnel)

PRESS

Directional Button ←

Directional Button →

X

Directional Button ↓



X

SHOOTING MODES

ACTION

Move Crosshairs
Shoot

PRESS

Directional Button ↑, ↓, ← or →
X

CARD GAME

ACTION

"Hit"
"Stand"

PRESS

X
wait 3 seconds

Fox Hunt Central Services

This menu appears each time you start Fox Hunt. You can also go to it any time while playing by pressing **SELECT**. The Fox Hunt Central Services screen is where your options are located. It contains the following choices:

NEW GAME: This selection will start a new game of Fox Hunt. If you select this while using Disc 2 or 3 it will prompt you to insert Disc 1 and press Reset.

SAVE GAME: Select this to save your game to a Memory Card. Fox Hunt will allow you to save one game per Memory Card. If you have two Memory Cards inserted you will be asked which Memory Card you want to use. Fox Hunt uses 6 blocks of memory. You may need to erase files on your Memory Card to use it for Fox Hunt. Refer to the instructions packaged with your PlayStation™ for more information.

RESTORE GAME: This option will restore a saved game. If you have more than one Memory Card inserted, you will be asked which Memory Card you want to restore your game from.

CONTINUE: This will bring you back to the game after it has been paused or after selecting the Central Services menu.

INVENTORY: This is where you can see what items you have acquired during the game. (Your inventory will always be empty at the beginning of a game.)

START DISC 2 or 3: This will continue your game from the previous disc. You will be prompted on the previous disc to insert the next disc and press Reset.

OPTIONS: This will allow the player to choose from 3 different configurations for the controller.

USE A PASSWORD: This is available at the start of disc menu. This will carry a game over to the next disc when no Memory Card is present. A password is given at the end of Disc 1 and 2. If you do not have a Memory Card please make note of the password given and enter it after inserting the next disc.

Note: Although these passwords can allow you to finish the game, they will not contain the complete information a saved game on a Memory Card does.



Save the World. Get the Girl. And Return the Tux.

There's a missile aimed at LA ... the Russians are hatching a plot to hijack Hollywood ... and your landlord just left a message about the rent being way late. Besides, you're hungry.

So the CIA thinks you can save the world. Yeah, sure. They're not looking for a spy, just a regular guy. Uh huh. And they're offering 500 bucks in advance. All right.

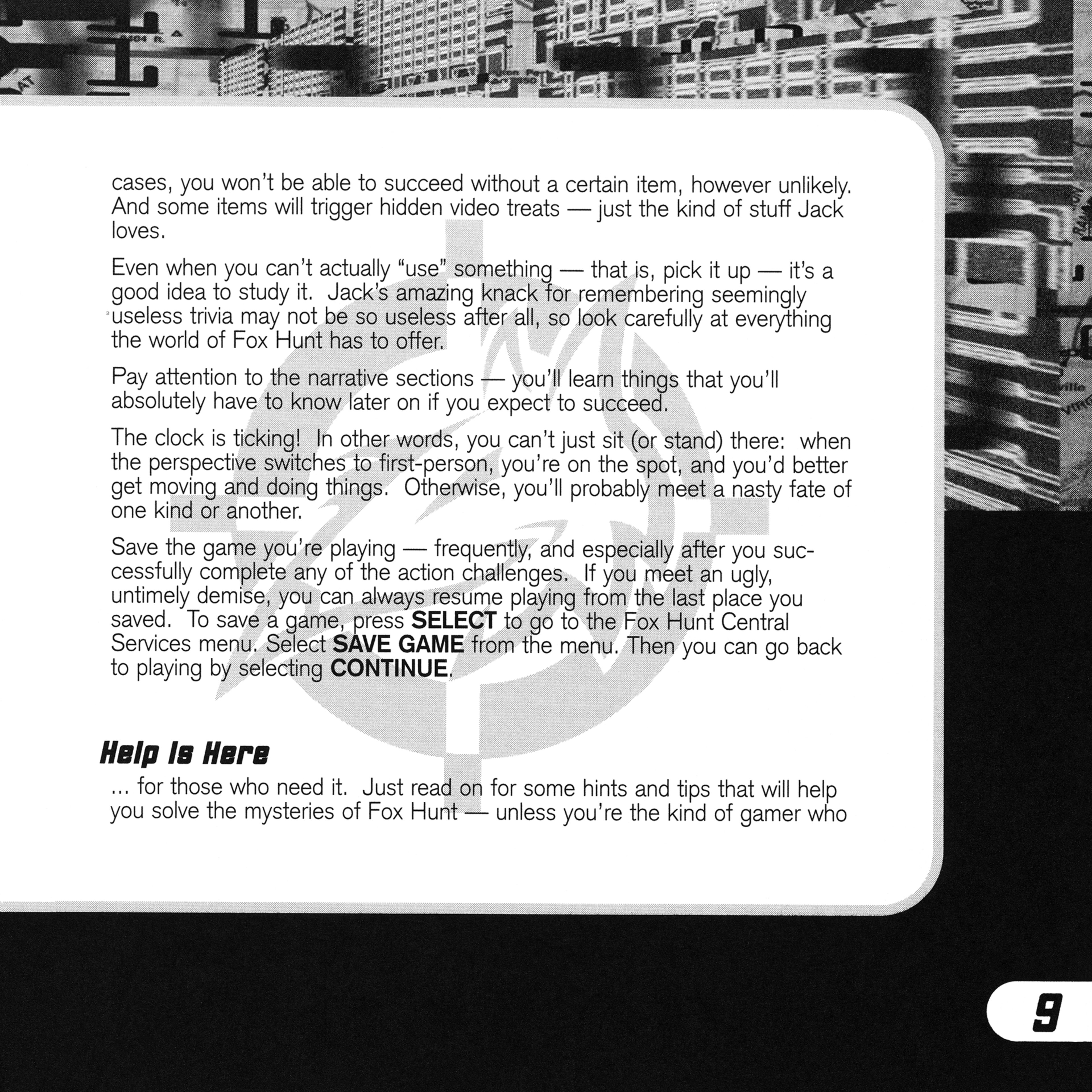
Get a move on, Jack Fremont. The Fox and the Wolf are playing for keeps ... the women are beautiful but deadly ... whacked-out Frank wants you dead in the worst way. And remember: everybody's got an agenda. Fox Hunt offers you nine different ways to win — and a lot more ways to lose. So you'd better get an agenda of your own, quick.

You Are Jack Fremont

Remember, Fox Hunt looks like a movie ... but when the perspective changes to the 1st-person point of view — in effect, when you see what Jack is looking at — it's your move. You're in control of Jack — when he's exploring, picking up and using things, and chasing and fighting (and maybe running away from) the bad guys who are out to get you.

Here are some basic guidelines for playing Fox Hunt -

Explore and examine everything you can — maybe even twice. In Fox Hunt, you never know when something might come in handy. You may find yourself in need of something you never thought you could use — and in some



cases, you won't be able to succeed without a certain item, however unlikely. And some items will trigger hidden video treats — just the kind of stuff Jack loves.

Even when you can't actually "use" something — that is, pick it up — it's a good idea to study it. Jack's amazing knack for remembering seemingly useless trivia may not be so useless after all, so look carefully at everything the world of Fox Hunt has to offer.

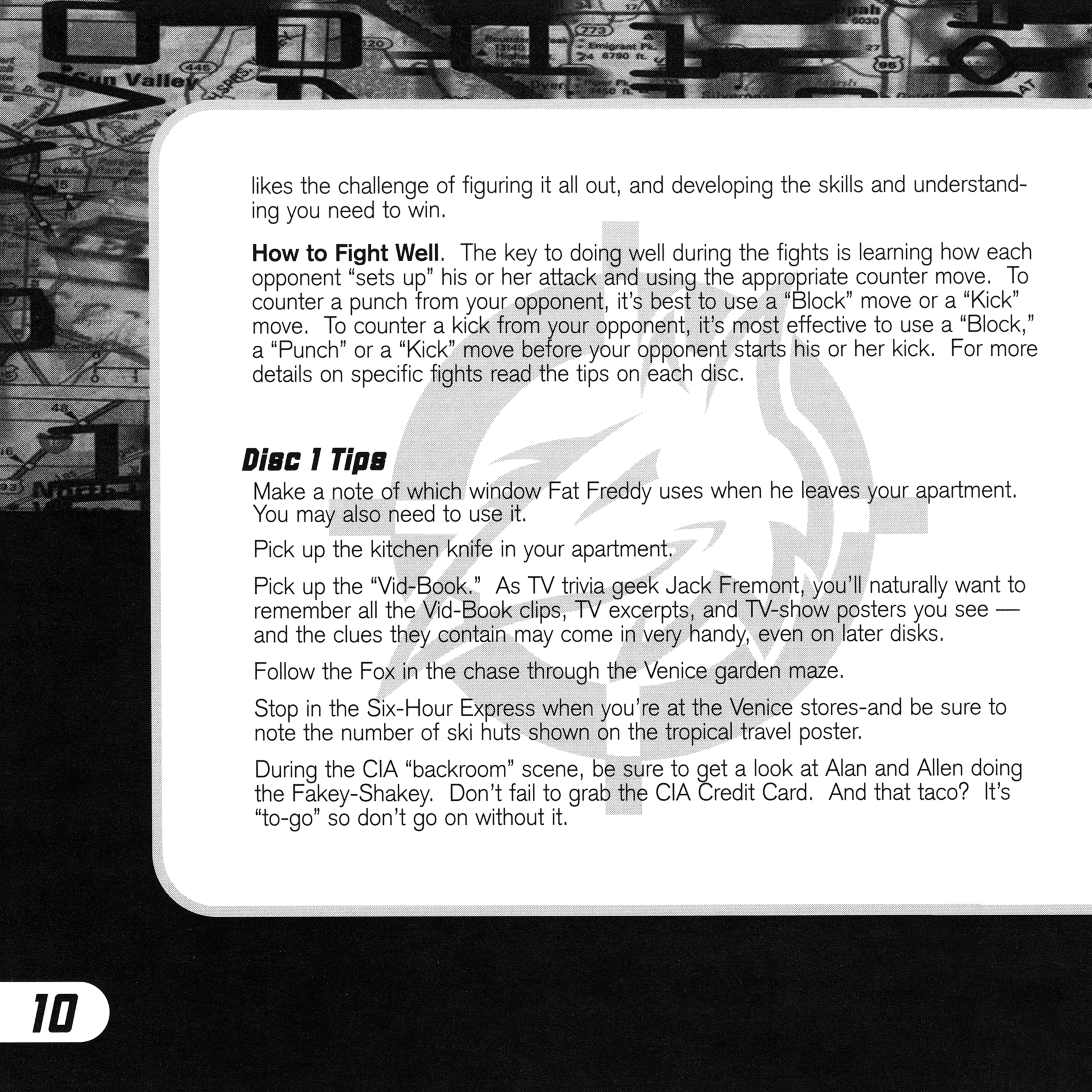
Pay attention to the narrative sections — you'll learn things that you'll absolutely have to know later on if you expect to succeed.

The clock is ticking! In other words, you can't just sit (or stand) there: when the perspective switches to first-person, you're on the spot, and you'd better get moving and doing things. Otherwise, you'll probably meet a nasty fate of one kind or another.

Save the game you're playing — frequently, and especially after you successfully complete any of the action challenges. If you meet an ugly, untimely demise, you can always resume playing from the last place you saved. To save a game, press **SELECT** to go to the Fox Hunt Central Services menu. Select **SAVE GAME** from the menu. Then you can go back to playing by selecting **CONTINUE**.

Help Is Here

... for those who need it. Just read on for some hints and tips that will help you solve the mysteries of Fox Hunt — unless you're the kind of gamer who



likes the challenge of figuring it all out, and developing the skills and understanding you need to win.

How to Fight Well. The key to doing well during the fights is learning how each opponent “sets up” his or her attack and using the appropriate counter move. To counter a punch from your opponent, it’s best to use a “Block” move or a “Kick” move. To counter a kick from your opponent, it’s most effective to use a “Block,” a “Punch” or a “Kick” move before your opponent starts his or her kick. For more details on specific fights read the tips on each disc.

Disc 1 Tips

Make a note of which window Fat Freddy uses when he leaves your apartment. You may also need to use it.

Pick up the kitchen knife in your apartment.

Pick up the “Vid-Book.” As TV trivia geek Jack Fremont, you’ll naturally want to remember all the Vid-Book clips, TV excerpts, and TV-show posters you see — and the clues they contain may come in very handy, even on later disks.

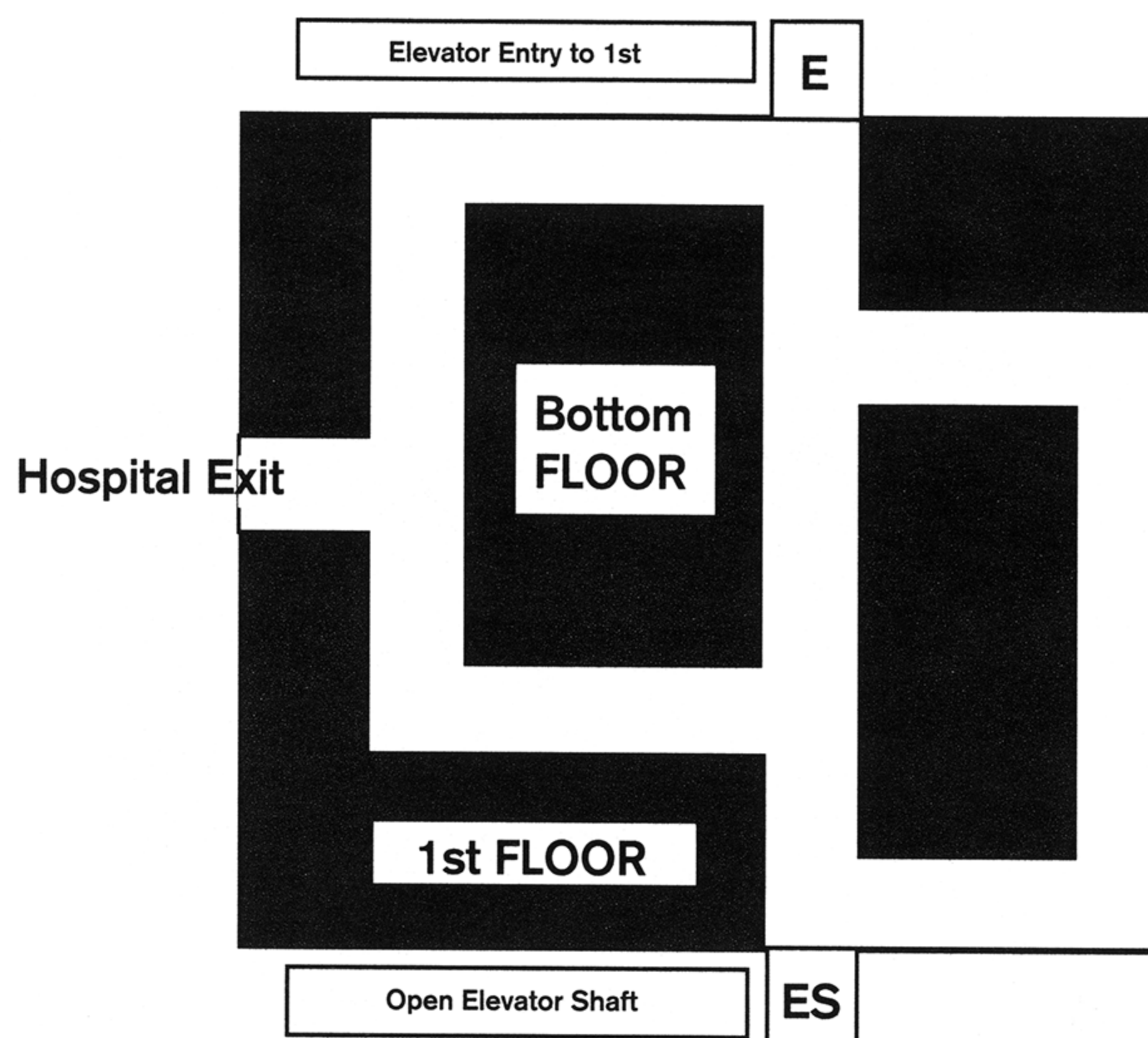
Follow the Fox in the chase through the Venice garden maze.

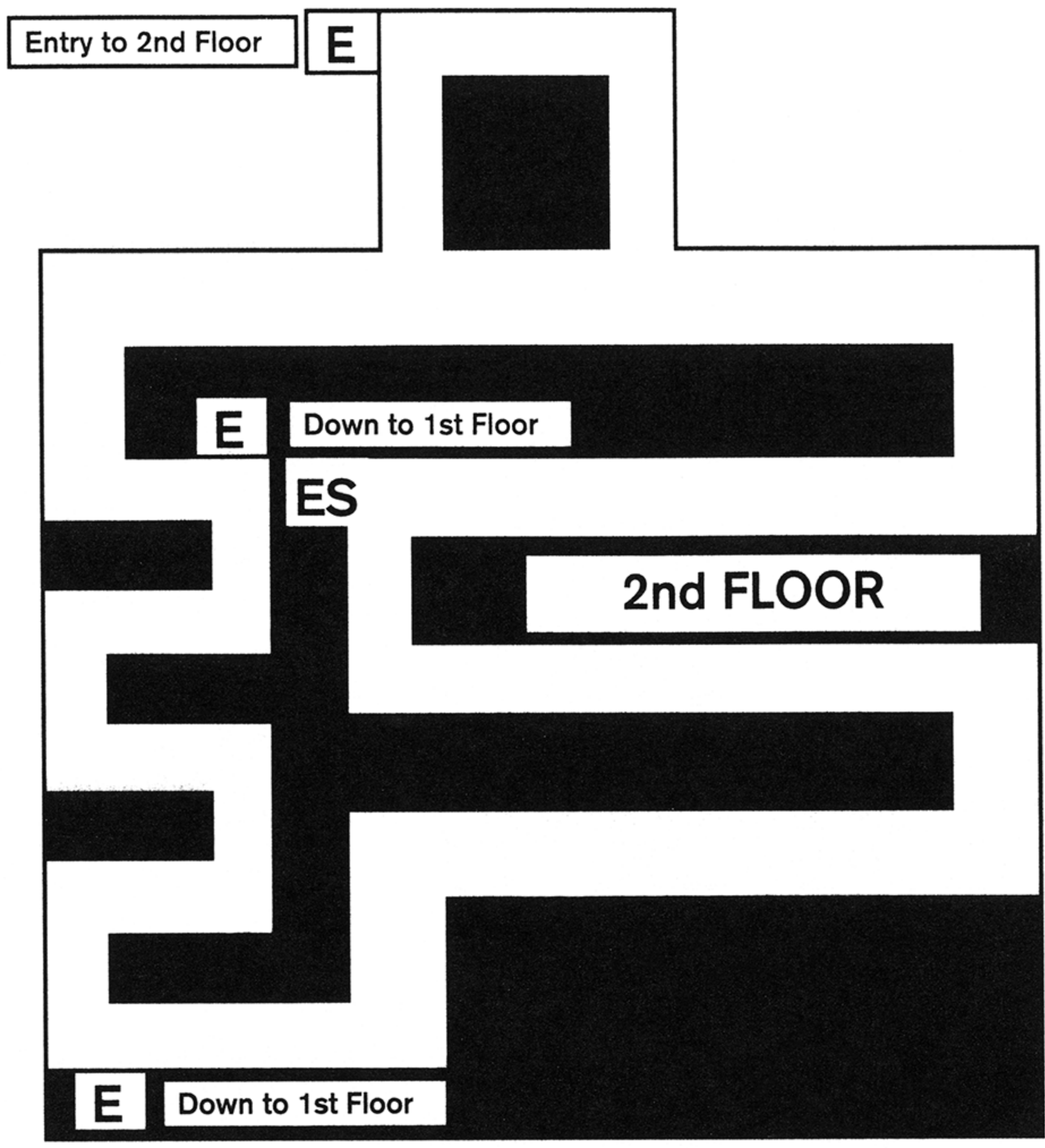
Stop in the Six-Hour Express when you’re at the Venice stores-and be sure to note the number of ski huts shown on the tropical travel poster.

During the CIA “backroom” scene, be sure to get a look at Alan and Allen doing the Fakey-Shakey. Don’t fail to grab the CIA Credit Card. And that taco? It’s “to-go” so don’t go on without it.

Use your computer during the second visit to your apartment.

When you're careening through the maze at the hospital, remember that you can successfully exit the hospital only on the first floor. There's an elevator on each floor that will take you to the next lower floor. To avoid scraping the walls, work on timing your moves left and right just a short beat after you see an upcoming turn or intersection.







3RD FLOOR

The diagram shows a floor plan layout. At the top is a large black rectangle labeled '3RD FLOOR'. Below it, on the left, is a smaller black rectangle. To the right of this rectangle is a larger black rectangle labeled 'Entry & Exit of Top Floor'. An arrow points from a box labeled 'START' to the left edge of the '3RD FLOOR' rectangle. Another arrow points from a box labeled 'E' to the bottom edge of the 'Entry & Exit of Top Floor' rectangle. A box labeled 'ES' is positioned to the right of the 'Entry & Exit of Top Floor' rectangle.

ES

Entry & Exit of Top Floor

START

E

Disc 2 Tips

To pick the correct ski hut, you'll need to remember some information from the tropical travel poster at Six Hour Express from Disc 1.

When negotiating the ski gates, execute left turns on blue flags and right turns on red flags. The key is to time your turn as you approach each gate.

When shooting on the ski slopes, your target is the skier's body. Shoot (press the "x" button) when the cursor changes colors (red).

When exploring the show girls dressing room, be sure to pick up the feather from the dressing table.

When fighting with the show girls, use "Block" moves right after the First Showgirl starts her attacks; against the Second Showgirl, start with "Block" moves, then proceed with "Punch" and "Kick" moves; against the Third Showgirl, use "Punch" and "Kick" moves.

Disc 3 Tips

When fighting Alan and Allen, upper body moves ("Punch" and "Block") work best on Alan; lower body moves work best on Allen.

When you're fighting in the "Web," "Punch" and "Kick" work best on Sven and the Body Builder; "Kick" moves work best on the Caveman.

When fighting Frank, quick reactions to his attacking and defending moves are crucial.

Capcom Entertainment, Inc.
Presents

FOX HUNT

FOR CAPCOM ENTERTAINMENT

Executive Producers

Associate Producer

Product Manager

Senior PR Manager

Creative Services

QA Manager

Test Supervisor

Lead Tester

Testers

Packaging/Art Direction

Manual Design

Creative & Strategic Management

Rich Moore

James Kucera

Steven Okano

Todd Thorson

Melinda Mongelluzzo

Lisa Benson Villaseñor

Corey Tresidder

James Kucera

Steven Okano

Stacy Patterson

Sam Newman

Steve Peck

Kiel Stock

Roman Pangilinan

13th Floor

Nimbus Design

AMPERSAND Words & Images

Stagnitto Marketing Partners

A 3vision Production In Association With Evolutionary Publishing, Inc.

Director and Designer
Producers

Michael Berns
Adam Berns
Matt Pyken

Writers

Michael Berns
Matt Pyken

Executive Producer

Richard Moore

Associate Producer

Berj Beramian

Music Supervisors

Jennifer Pyken
Michelle Kuznetsky
David Bertman

Editor

Sound Design/
Supervising Editor
Original Music Score

Glenn Auchinachie
Mark Mothersbaugh
Denis M. Hannigan

Director of Photography
Co-Producer

John Tarver
Roe Sharon

Unit Production Manager

Mark Cohen

1st Assistant Director

Greg Zekowski

2nd Assistant Director

Fred Mandel

Software Developed by

Phillip Wei
Limor Schafman
Peter Marx
Michael Abato

CAST

Jack Fremont
Lisa Gilroy
Frank
Chauncey
The Wolf
The Fox
Edison Pettibone
Fred Finkle
Croupier
Dealer
Alan

Andrew Bowen
Robia LaMorte
Timothy Bottoms
George Lazenby
Lewis Arquette
Don Morrow
Rob Lowe
Jerry Kernion
Dan Martin
Alex Kubik
Jeff Rector

Allen
Casino Dealer
Casino Manager
Police Captain
Vegas Bartender
Fernando/
Hernando/Rolando
Limo Driver
Elvis
Mrs. Fleckner
Mr. Fleckner

Jerry Rector
Barbara Moore
Bruce Fine
Loretta Fox
Evan R. Press

Buzz Belmondo
Scott Zacky
Jason Braly
Sherri Lubov
Larry Butler

Showgirl
Sunny
Danny
Biff
Venice Bartender
Stunt Showgirls

Jack's Stunt Doubles

Jack's Ski Double

Carrie Ann Westcott
Sandra Reinhardt
Vincent Bilancia
Jon Powell
David Holmes
Dana Hee
Laura Albert
Marjean Holden
Jeff Eith
Vince Deadrick, Jr.
Billy Zuikne

Cave Man
Huge Man
Muscle Man
Russians (Stunts)

Goons (Stunts)

Snowboarders

Gene Hartline
Sven-Ole Thorsen
Richard Piemonte
Brad Bovee
Doug Coleman
Diamond Farnsworth
George Ruge
Mike Adams
Ben Hinkley
Matt Swanson
Jason Girardi

CREW

1st Assistant Camera
2nd Assistant Camera
Sound Mixer
Boom Operator
Script Supervisor
Production Coordinator
Asst. Production
Coordinator
Production Assistant
Music Recording Engineer
Sound Effects Editors

James Dunn
David Woodruff
Itamar Ben-Yacov
Tommy Frimerman
Margaret Schnipper
Michelle McGuire

Sean Tippins
Matt Fields
Robert Casale
Scott Jennings
Bill Fox

Foley Editor
Foley Artist
ADR Mixer
Assistant Sound Editor
ADR group
Additional Voices

2nd Unit Director
2nd Unit Director
of Photography
2nd 2nd Assistant
Director

Jeff Yeyveld
Jim Bailey
Tom Ruff
Lynda Lane
L.A. Loopsters
Izzy "1000 Voices"
Yiskowitz
Lisa Close Nelson
Kris Lindquist

Jonathan Chinn

James Grayford

2nd Unit Key Grip
Set Production Assistants

Loader/A Unit 2nd
Steadicam Operator
Still Photographers

Gaffer
Best Boy Electric

Electricians

Key Grip
Best Boy Grip
Dolly Grip
Grips

Make-Up/Hair

Assistant Make-Up/Hair
Casting Directors

Marcelo Colacilli
Greg Borrud
Limor Schafman
Neil Apodaca
Jon Zarkos
Bess Halberg
Chad Wilson
Will McGarry
Eric Lasher
Mike Bauman
Josh Liberman
Matt Libatique
Brady Harris
Rob Schmidt
Kristy Tully
Domenic Sfreddo
Dean Campbell
Steve Carmer
Klaus Brodesser
Carlos de Palma
Rafeal Perigrina
Kimberly Fiallo
Saundra Jordon
Silvia Lecaei
Carolyn Long
Concetta DiMatteo

Extras Casting

Accountant
Asst. Accountant
Production Designer
Art Director
Set Decorators
On Set Decorator
Asst. Set Decorators

Leadman
Prop Master
Construction Coordinators

Lead Carpenter
Scenic Artists
Assistant Scenic Artists

Art Department PAs

Stunt Coordinator
Special Effects
Coordinator
Stand-in

Webster-Kolich Co.

Jordan Thau
Suzy Sherman
Antoine Bonsorte
Trae King
Lisa Robyn Deutsch
Geraldine Hofstatter
Gus Olafsson
Kirsten Bohman
Sabrina Bohn
Erik Beauchamp
Butch Kitchen
Bill McNamara
Thomas Krausz
John Hemsley
Susanna Eggli
Jack Steven Alameda
Paul Feyerabend
Kevin Kim
Kevin Sharpton
Attila Kucserka
Steve Lambert
Mike Tristano
Rodney Nixon

Transportation
Coordinator

Video Technition

Wardrobe Designer

Costume Assistant

Craft Service

Catering

Harnass Riggers/
Blue Screen

Fred Johnston

Aaron Wince

Zara Turgel

Carol Nathan

Shannon Manning

April Manning

Papa's Catering

Erick Brennan

Custodian

Medic

Security

Sophia Hollon

Maricella Mejia

David Spuehler

Sinne Mutsaers



ASPEN CREW

Cameraman

Cameraman/Assistant
Camera

Assistant Camera

Additional Editing

Assistant Editors

Edgar Boyles

Greg Poschman

Don McKinnon

Anthony Redman

Patti Gould

Paul Petschek

Paul Heiman

H.A. Arnarson

Steve Welch

Post Production
Coordinator

Cosa Effects

Product Placement

Mike Siegman

Brad Beesely

Steve Yamamoto

Scott Simmons

Bettina O'Mara

SONGS

Life Is An Adventure

Written by G. Gano
Performed by Violent Femmes
Courtesy of Violent Femmes

Ricochet

Written by M. Bordin, B. Gould, M. Patton,
A. Bottum
Performed by Faith No More
Courtesy of Reprise Records/Slash Records
by Arrangement with Warner Special Products

Shame, Shame, Shame

Written by S. Robinson
Performed by Shirley & Company
Courtesy of Rhino Records

Jeopardy

Written by G. Kihn and S. Wright
Performed by Greg Kihn
Courtesy of Beserkeley Records by
arrangement with Rhino Records

The Colored F.B.I. Guy

Written by Butthole Surfers
Performed by Butthole Surfers
Courtesy of Touch N'Go Records

Jungle Book

Written by S. Badillo, J. Haberman,
D. Olsen, J. Stewart
Performed by Redfish

You'll Burn

Written by Out of Order
Performed by Out of Order
Courtesy of Theologian Records

The Wedge

Written by D. Dale
Performed by Dick Dale & His Del-Tones

King For A Day

Written by R. Valentin, J. Valentin, A. Marshack,
H. Kantoff
Performed by Poster Children
Courtesy of Sire Records by arrangement
with Warner Special Products

Pick Up The Pieces

Written by O. McIntyre, A. Ball, M. Duncan,
A. Gorrie, H. Steward, A. McIntosh
Performed by Average White Band
Courtesy of Atlantic Recording Corp. by
arrangement with Warner Special Products
and Bug

All You Need

Written by Brad Knowell
Performed by Sublime
Courtesy of Skunk Records

Rappers Delight

Written by B. Edwards and
N. Rodgers
Performed by Sugarhill Gang
Bernard's Other Music and Song Songs, Inc.
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reserved.

Post Production Sound Provided by Audio Surround Design

Ski sequences shot on location in Aspen, Colorado at Aspen Highlands and Buttermilk Mountain, with additional ski scenes shot on location at Bear Mountain.

Lodging in Aspen was provided by Hotel Aspen and Aspen Bed and Breakfast

Ski Clothing provided by Snowmass Apparel

Stock Footage provided by Fabulous Footage

Additional footage provided courtesy of BBP, MNC Films, and Kris Lindquist Productions

Special Thanks to:

AT&T

Snowmass Apparel

Burton Snowboards

House of Seagram

Software Developed by EPI

A 3vision Production

NOTES



NOTES



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From Canada: 1-900-677-2272 (\$1.25 per minute)

\$.79 per minute for 24-hr. pre-recorded information

\$.99 per minute for live Game Counselor assistance

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Standard Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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Starring ANDREW BOWEN, ROBIA LA MORTE, GEORGE LAZENBY, TIMOTHY BOTTOMS,
LEWIS ARQUETTE, & DON MORROW. Director of photography JOHN TARVER.
Original score by MARK MOTHERSBAUGH & DENIS M. HANNIGAN.
Music supervisors JENNIFER PYKEN & MICHELLE KUZNETSKY.
Sound design/supervising editor GLENN AUCHINACHIE.
Editor DAVID BERTMAN. Software developed by PHILLIP WEI, LIMOR SCHAFMAN,
PETER MARK, & MICHAEL ABATO. Associate producer BERJ BERAMIAN.
Executive Producer RICH MOORE. Written by MICHAEL BERNS & MATT PYKEN.
Produced by ADAM BERNS & MATT PYKEN. Designed & directed by MICHAEL BERNS.

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