



NTSC U/C

PlayStation™



SLUS-00470
115894

MACHINE HUNTER™



EUROCOM
ENTERTAINMENT SOFTWARE



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, 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.



- With the PlayStation switched off, press the **OPEN** button and insert the **MACHINE HUNTER CD**.
- Close the disk cover and press the **POWER** button.
- After a few seconds the PlayStation logo should appear on screen, followed by the intro sequence.
- Do not insert or remove peripherals or Memory cards once power is turned on.

Note: Press the **START** button to skip the intro sequence.



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OPTIONS

1 PLAYER - Starts a single player game and enters briefing

2 PLAYER - Starts a two player game and enters briefing

OPTIONS - Accesses the options menu

OPTIONS SCREEN

MUSIC VOLUME - Sets the Music Volume

SFX VOLUME - Sets Sound FX volume

DIFFICULTY - Sets the in-game difficulty

CAMERA - Changes the view type

PLAYER FIRE - Toggles between friendly and non-friendly fire

CONTROL CONFIGURE - Accesses Control Configure menu

PASSWORD - Accesses the password input screen

PASSWORD SCREEN - Left/right selects letter.

X selects the letter that you are choosing

VIEW BIO - Accesses the FMV sequences and

statistics of the different robots 1-9


VIEW BIO-SCREEN - Left/right skips through FMV sequences

To reset to title screen during gameplay, press the Start button (to pause the game); Press the Select button, and an options screen with 'Continue' and 'Quit' options appears. (This options screen can contain other game options.) 'Continue' continues gameplay from the same point at which the user paused and must be the default selection. Selecting 'Quit' brings up the message 'Quit game?', with 'Yes' and 'No' options, with 'No' being the default selection. If you select 'Yes', the game is reset to the title screen.

CONTROLLING THE MACHINE HUNTER

BUTTON	ACTION
↑	MOVE UP
↑ →	MOVE UP AND RIGHT
→	MOVE RIGHT
→ ↓	MOVE RIGHT AND DOWN
↓	MOVE DOWN
↓ ←	MOVE DOWN AND LEFT
←	MOVE LEFT
↑ ←	MOVE LEFT AND UP
△	PRIMARY WEAPON FIRE UP
△ ○	PRIMARY WEAPON FIRE UP AND RIGHT
○	PRIMARY WEAPON FIRE RIGHT
× ○	PRIMARY WEAPON FIRE RIGHT AND DOWN
×	PRIMARY WEAPON FIRE DOWN
× □	PRIMARY WEAPON FIRE DOWN AND LEFT
□	PRIMARY WEAPON FIRE LEFT
□ △	PRIMARY WEAPON FIRE LEFT AND UP
Start	PAUSE GAME
L1	STRAFE
L2	ACTIVATE SECONDARY WEAPON
R1	PRIMARY WEAPON SELECT
R2	SECONDARY WEAPON SELECT
Select	MAP ON/OFF





To calibrate and use an analog controller, you must first start the game.

Then, press the Start button on the controller to pause the game.

Select the Calibrate Analog Controller menu item by highlighting it and pressing the X button.

Follow the on-screen instructions.

When you are done, you will be prompted to return to the game by pressing the X button.

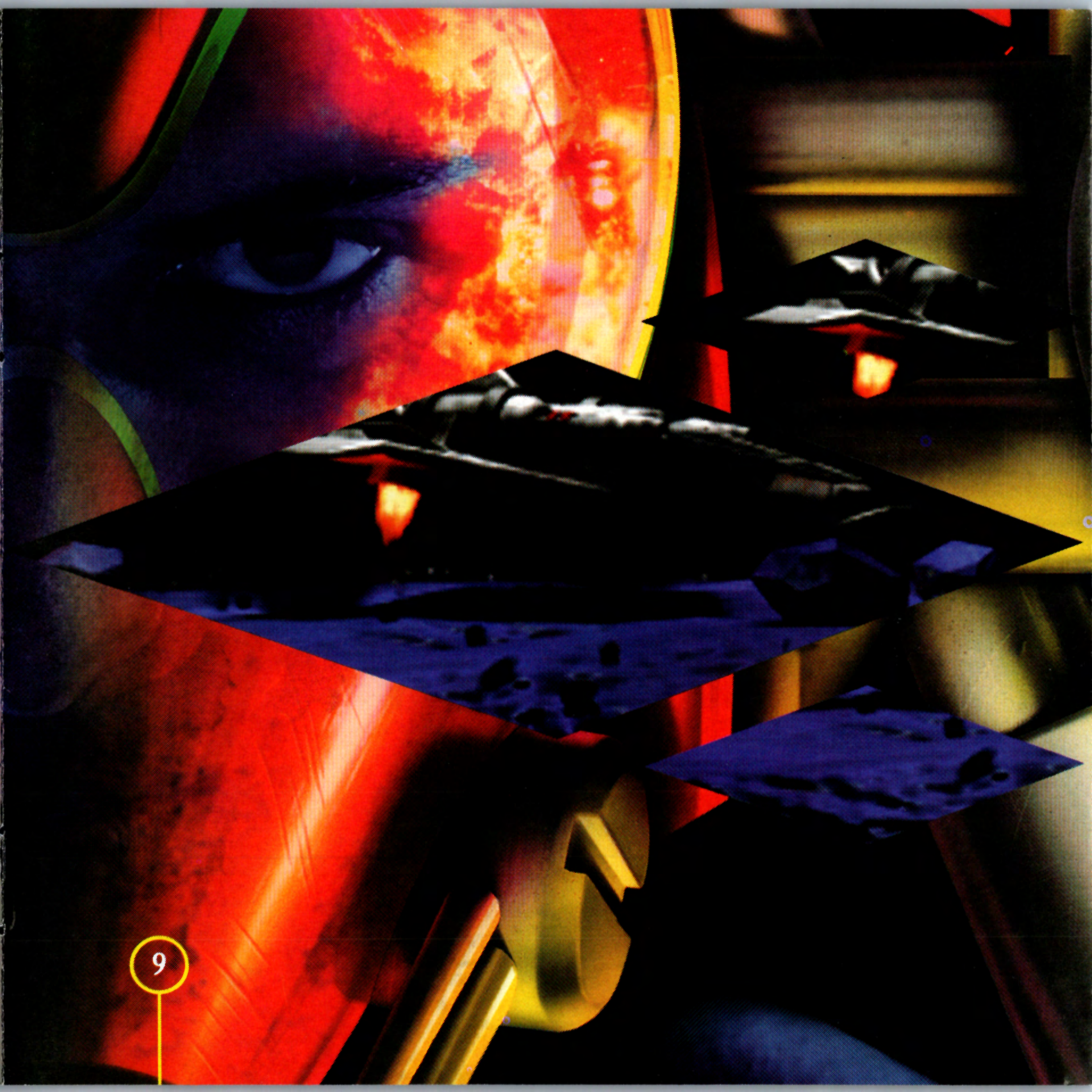
NOTE: There must be an analog controller attached to your PlayStation to calibrate it.

STORY

The year is 2034 and the Earth is now all but drained of resources. After a series of discoveries in the late 20th Century about Mars being inhabitable, mining colonies have been set up on the red planet. Fleets of robots have been created to perform labor intensive tasks normally performed by humans. The robots are given a primitive AI using a synthetic brain and programmed to perform their duties intelligently.

Aliens invade the mining colony on Mars and reprogram the robots, giving them new instructions. The aliens then set up their own robot factory on Mars to begin mass producing their newly programmed murderous robots.

Meanwhile, back on Earth, fearing a possible invasion, a special task force known as the 'Machine Hunters' has been set up. They have created a suit, that if worn by a human, allows the user to mentally and physically inhabit a robot just by touching it after it has been powered down. However, the transport ship carrying the task force has been shot down and you are the only survivor. Now you are solely responsible for defeating the invasion, rescuing the hostages and destroying the renegade robots.



PLAYING THE GAME

Machine Hunter is a classic shooter viewed from a rotating 3/4 perspective. The game is made up of 16 different worlds and to complete each world you must complete the tasks given in the mission briefing screen at the start of each world.

You begin the game as a human with only limited abilities. The key to success in the game is learning to take control of the 9 different robots you will find throughout the game. The robots have powerful shields and weapons, and can be powered up. To take over a robot you must defeat it in battle, at which point it will start to pulse red, showing it has powered down. To take control you simply have to run into the powered-down robot.

Throughout the game, you will find red, blue and green power-ups. The green and blue power-ups will upgrade your weapon to Grade II and Grade III respectively. The red power-ups give you a secondary weapon, such as drone, cyber-mace or mines. You can also find pick-ups which give extra energy or a limited period of invulnerability.

Many of the worlds are giant, and a map is provided to help you find your way around. Some areas can only be accessed by activating switches, finding keys or blasting walls. All of the worlds contain many secret areas and the map gives clues to where they are if you look carefully. All of the worlds have teleporters which will instantly move you to a different area of the map, or even to an entirely new map. You will also find recharge points which will boost your robot's energy.



POWER-UPS

Each robot has a primary weapon which can be enhanced by picking up the green and blue power-ups.

A secondary weapon can also be attached to the robot by picking up the red power-ups. The secondary weapons include the spinning robo-mace, the drone and mines.

GAMEPLAY TIPS

Use the directional firing on your robot to defeat enemies. By shooting and moving in different directions you can fight more easily.

Try the Rotating or Tilted camera options. You can use the strafe feature to lock the camera and fire.

Shoot everything. Most ground objects and some of the walls can be blown up and some will reveal power-ups or hidden areas of the map. You can also use the explosions to trap and destroy enemies.

MISSIONS

1

ALIEN EXCAVATIONS: WHEN YOU LAND AT THE DIG, YOU NEED TO RESCUE THE HOSTAGE. THERE IS A HIDDEN LIFT TO THE MINES WHICH CAN ONLY BE REACHED BY TELEPORTER.

2

THE MINES: THE INVADERS HAVE TAKEN CONTROL OF THE PLANET'S ORE MINING OPERATION. YOU MUST COLLECT EXPLOSIVE DEVICES FROM THE TWO MINE SUB-WORLDS. LOCATE THE FURNACE ON SUB-WORLD 2 AND PLANT THE EXPLOSIVES. YOU NEED TO FIND THE EXIT LIFT ON SUB-WORLD 1 BEFORE DETONATION.

3

MILITARY COMPOUND: BACK ON THE PLANET'S SURFACE, OUR ATTACKS ARE FAILING. OUR FIGHTERS ARE BEING DESTROYED BY HEAVY ARTILLERY. DESTROY THE GUN EMPLACEMENTS SITUATED AROUND THE COMPOUND AND PROCEED INTO THE BARRACKS.

4

MILITARY BARRACKS: HOSTAGES ARE BEING HELD CAPTIVE IN THE SECURITY CELLS. FIND THE SWITCHES WHICH DEACTIVATE THE FORCE FIELDS AND RESCUE THEM FROM THE CELLS.

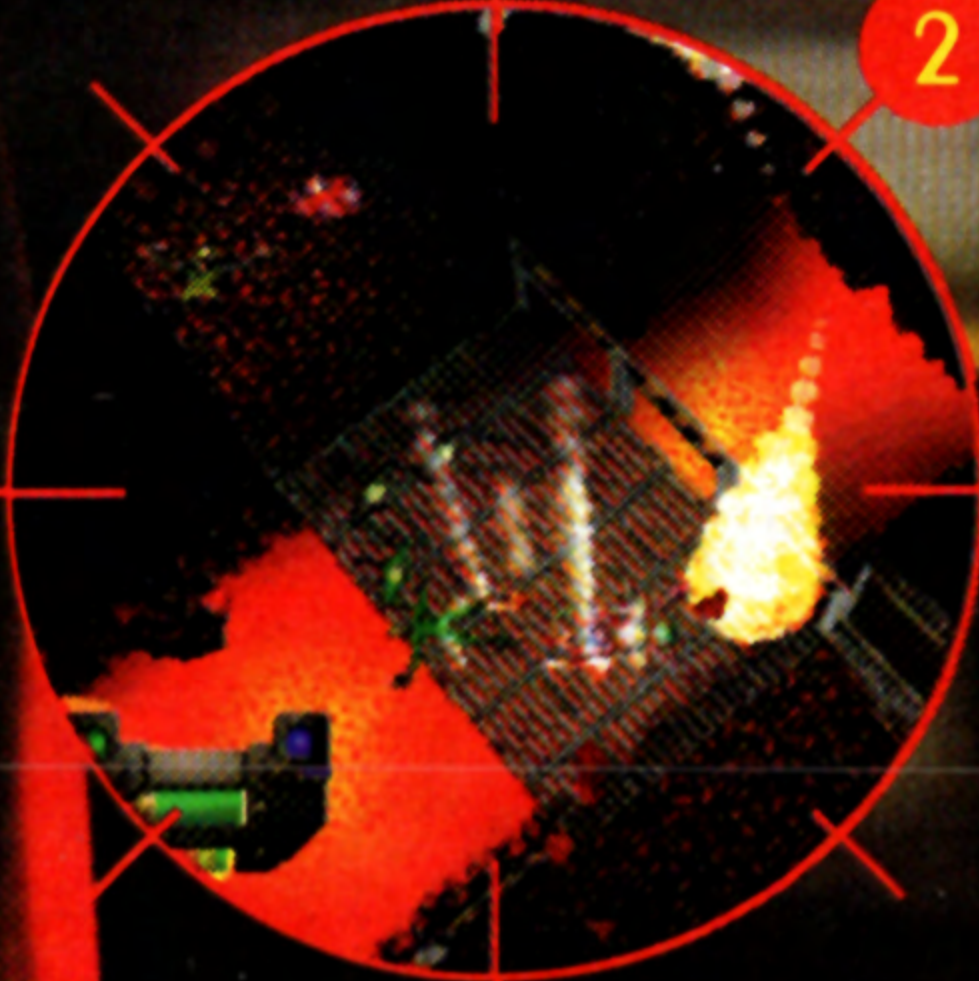
5

ROBOY FACTORY: THE ALIENS HAVE INFECTED ALL THE CLASS 3 ROBOTS WITH A DEADLY VIRUS. DESTROY ALL CLASS 3 ROBOTS. WARNING: DO NOT ATTEMPT TO TRANSFER INTO ANY CLASS 3 ROBOTS. THERE IS NO CURE FOR THE VIRUS.

1



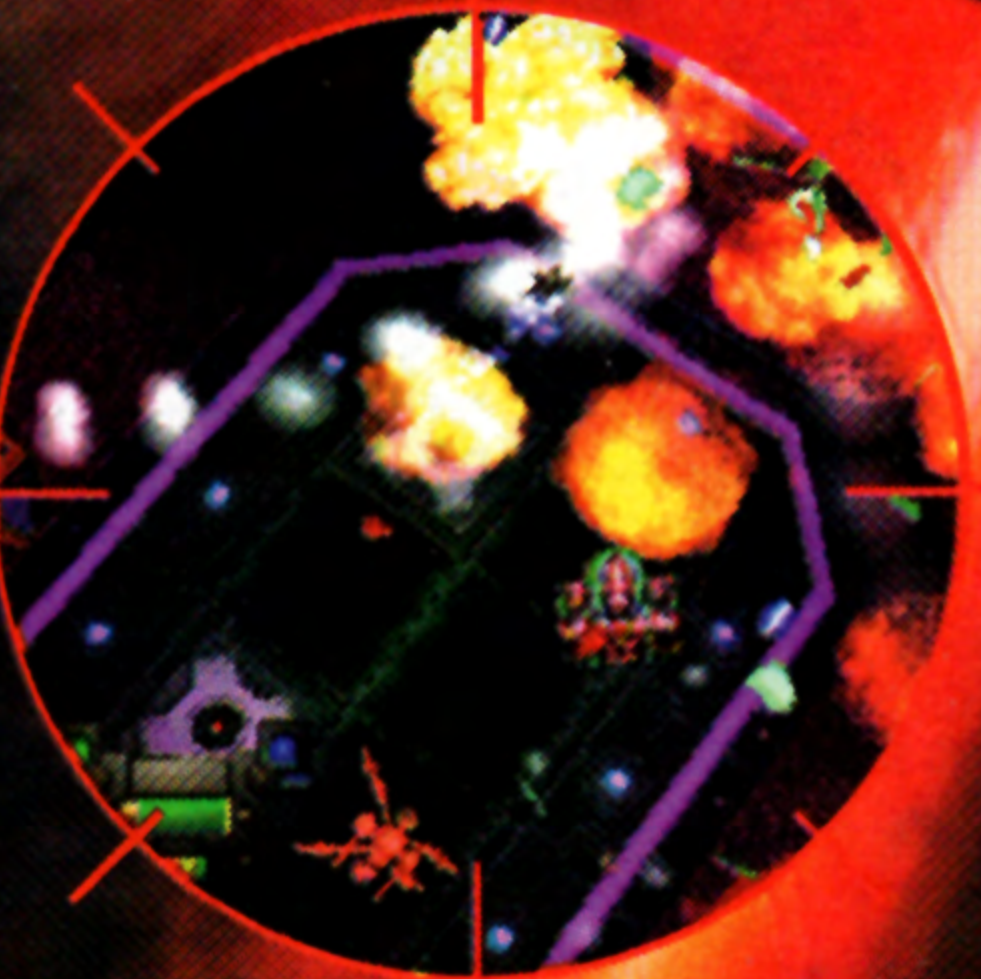
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3



4



5



13



MISSIONS

6

POWER STATION: TO SHUT DOWN ALL REMAINING POWER TO THE MARTIAN COLONY AND PREVENT THE INVADERS FROM POWERING THEIR FORCES, YOU NEED TO KNOCK OUT THE GENERATORS ON ALL 3 SUB-WORLDS IN SEQUENCE.

7

ALIEN CITY: WITH THE REACTOR SHUT DOWN, THE INVADERS STRONGHOLD IS NOW PENETRABLE. FIGHT YOUR WAY THROUGH THE CITY AND FIND A MEANS TO LOWER THE BRIDGE. YOU CAN THEN RETURN TO YOUR SHIP.

8

THE DOCKING BAY: THE INVASION OF MARS WAS A DIVERSION. THE MAIN ALIEN ATTACK IS HAPPENING BACK ON EARTH. A SHUTTLE TAKEN BY THE INVADERS HAS BEEN SHOT DOWN AT THE DOCKING BAY. IT WAS ON ROUTE TO THE LABORATORY. YOU WILL NEED THE ALIEN ID PASS FROM THE SHUTTLE TO REACH THE LABS.

9

THE LABS: THE GENETIC LABORATORIES ARE BEING USED BY THE ALIENS TO BREED MUTANT HUMANS. RESCUE THE HOSTAGES BEFORE THEY ARE MUTATED AND TURN AGAINST US.

10

SWAMP: THE ALIENS ARE TOO STRONG FOR US TO APPROACH THEIR CITY STRONGHOLD. FIND THE SEWER OUTLET IN THE SWAMP. BE WARNED. IT WILL BE WELL GUARDED.

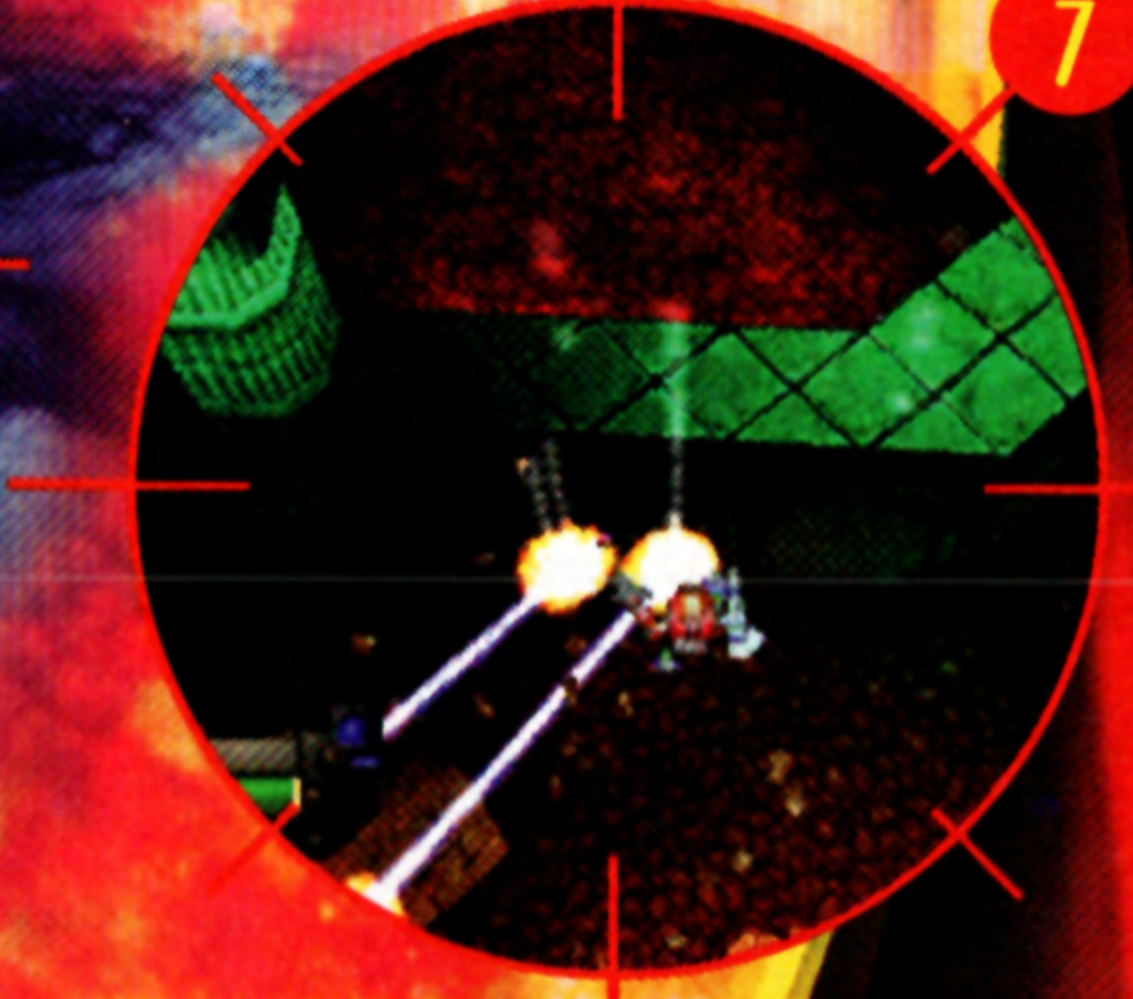
11

UNDER CITY SEWERS: THE ALIENS HAVE DISCOVERED OUR PLAN AND HAVE FLOODED ALL CITY ACCESS FROM THE SEWERS. YOU MUST DRAIN THE FLOODWATER TO OPEN UP THE ACCESS POINTS.

6



7



9



8



11



15

10



THE MISSIONS

12

HOSPITAL: WITH THE LABS DESTROYED, THE ALIENS ARE INCUBATING THE REMAINING MUTANT EMBRYOS IN THE HOSPITAL. YOU MUST DESTROY THE INCUBATORS BEFORE THE MUTANTS GROW AND ESCAPE.

13

CITY STREETS: WITH THE MUTANTS DEAD, YOU LEAVE THE HOSPITAL INTO THE DESERTED CITY. THE ALIEN GROUND TROOPS ARE ASSEMBLING HERE USING TANKS AND CARRIERS TO TRANSPORT TROOPS. DESTROY ALL GROUND FORCES IN THE CITY.

14

ROOFTOPS: THEIR TROOPS DECIMATED, THE ALIENS TRANSMIT DISTRESS MESSAGES TO THE MOTHERSHIP ORBITING THE EARTH. DESTROY THE COMMUNICATION TOWERS WHILE THE SPACE FLEET ENGAGES THE MOTHERSHIP.

15

INSIDE THE ASTEROID: WITH THE EARTH FREE, THE MOTHERSHIP HAS BEGUN TO RETREAT. YOU TRACK THE SHIP TO THE ALIEN BASE OUT IN THE ASTEROID BELT. THEY HAVE TAKEN A NUMBER OF HUMAN HOSTAGES WITH THEM. THEY MUST BE RESCUED AND THE BASE DESTROYED.

16

ALIEN NEST: AS YOU LEAVE THE ALIEN BASE, YOU DISCOVER THE NEST AREA. DESTROY THE EGGS TO PREVENT A FUTURE ATTACK.

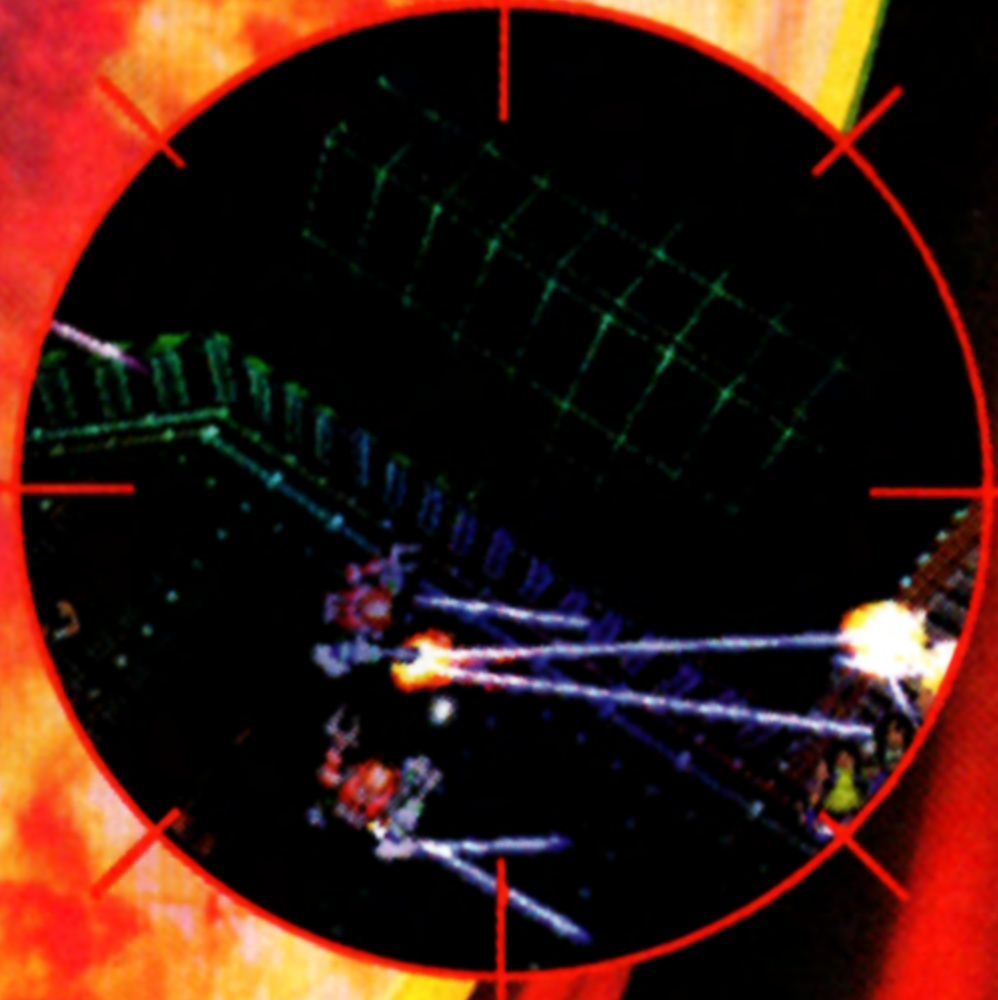
12



13



14



15



16



17



THE ROBOTS

1

MEADOWS ELECTRONICS / ME EXTERMINATION UNIT 363
"FOUR FOOT" / CLASS: 1 / WEAPON: 15MM ASSAULT GUNS
BRAIN: CORTEX / USE: PEST CONTROL

2

BIOTECHNOLOGIES / RO-VAC
"LOCKJAW" / CLASS: 2 / WEAPON: GRENADE LAUNCHERS
BRAIN: GREY MATTER / USE: INDUSTRIAL CLEANER

3

THOMAS WATERMAN / CHILDS PLAY SERIES III
"LAUGHING CAVALIER" / CLASS: 3 / WEAPON: 9MM MACHINE GUN
BRAIN: NEURO-TECH / USE: CHILD ENTERTAINER

4

WAGNER INDUSTRIES / WI-1500 MK II
"FIX-IT" / CLASS: 4 / WEAPON: CLUSTER GRENADES
BRAIN: GREY MATTER / USE: MAINTAINANCE

5

LINDHURST AND PRIME / VANGUARD SECURITY
"LONG ARM" / CLASS: 5 / WEAPON: HIGH ENERGY BEAM
BRAIN: CORTEX / USE: LAW ENFORCEMENT

6

TRITEK / DM/WM 117-D
"CLAW FINGER" / CLASS: 6 / WEAPON: HARD LIGHT CUTTER
BRAIN: CORTEX / USE: HEAVY LOADER

7

BIOTECHNOLOGIES / GOLLIATH MK I
"FIRE STARTER" / CLASS: 7 / WEAPON: QUAD INCINERATORS
BRAIN: GREY MATTER / USE: HEAVY DUTY WRECKER

8

AXEL-BRYANT CORP / CENTURIAN VT-200
"GREEN BACK" / CLASS: 8 / WEAPON: TWIN 50MM CANNON
BRAIN: BATTLE BRAINS / USE: LONG RANGE ATTACK

9

LINDHURST AND PRIME / IRON CLAD SERIES III
"JOHNNY FIST" / CLASS: 9 / WEAPON: ROCKET LAUNCHER
BRAIN: BATTLE BRAINS / USE: CLOSE COMBAT



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HINT LINE

For hints, call our automated Hint Line. This service costs 95 cents per minute, and requires a touch tone phone. You must be at least 18 years old or have your parents' permission to call. The number is 1-900-884-HINT. The option to speak with a live Hint Operator is also available from this number.

Patent# (U.S. AND FOREIGN PATENTS PENDING)

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