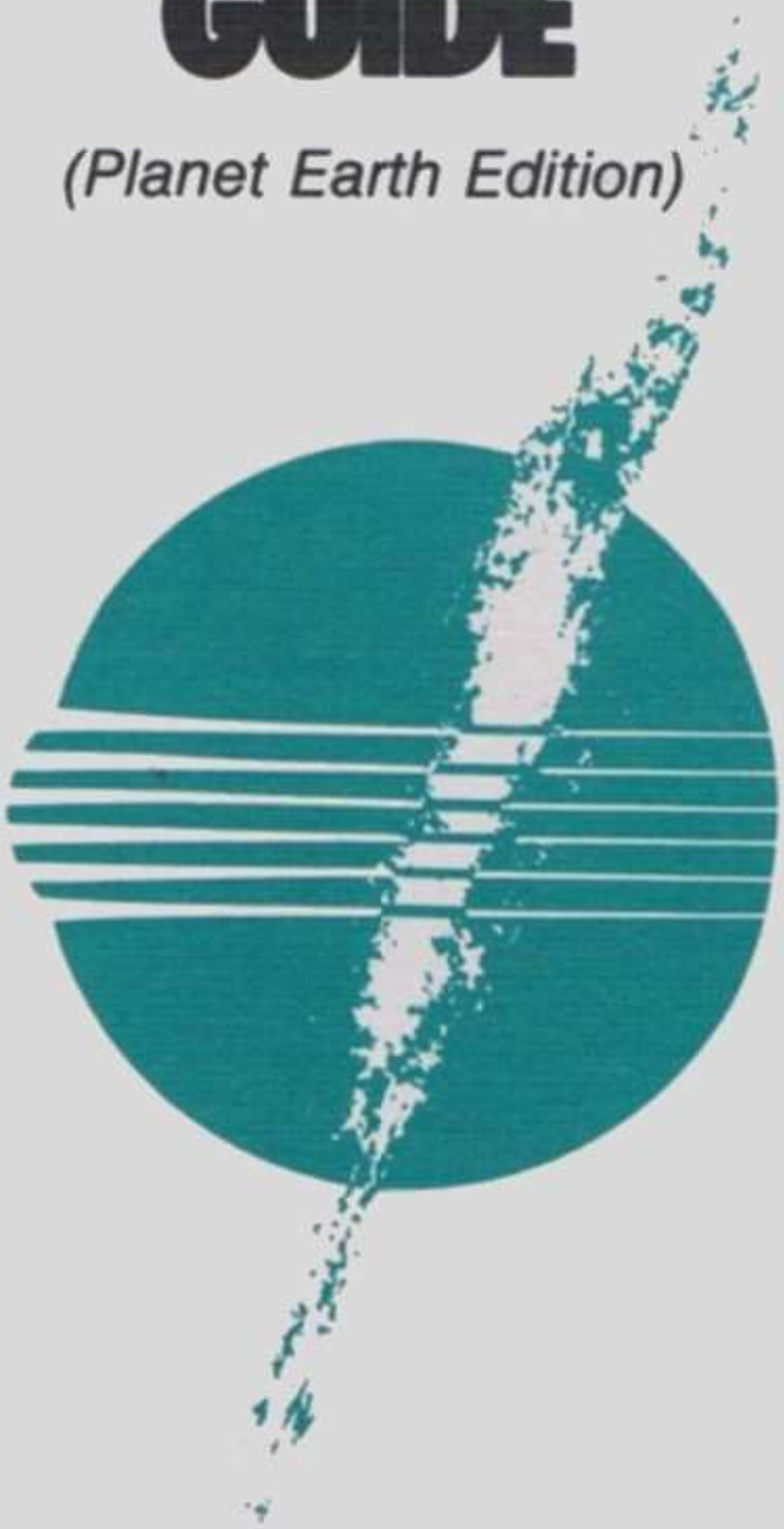
OFFICIAL

MANHUNTER'S™

FIELD GUIDE

(Planet Earth Edition)



by
The Order of the
ORB ALLIANCE

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Un site Abandonware France

Here I am in an alien ship that I can barely fly. It was just a few days ago that I was forced to become a manhunter for the Orbs in New York. Soon a trail of blood led me to a ruthless killer. I am now chasing him west as we descend into a new abyss. He has killed too many. I can't let him get away.

New York has been cut off from the rest of the world. What will I find when we land? Did the Orbs take over the whole world?

Life has been miserable in New York since the invasion. All humans were required to wear brown robes and keep our faces hidden as much as possible. We were also not allowed to talk to each other. The penalty for breaking any of these rules was death. But that is over now, at least for New York.

The Orbs cannot harm us. It is the robots that carry out the Orbs deadly bidding.

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These deadly machines are effective, many humans have met their end because of them.

I wonder if the tracking disks can track me clear out here.

The tracking disks were surgically implanted in the backs of our necks. But the Orbs have had problems with them.

Apparently the disks can only transmit the location, but not the identity of the user.

Thus, the need for Manhunters.

A select number of humans were chosen by the Orbs to become Manhunters. I have no idea how the selection was made, or how I was chosen, but I sure gave them hell the last few days.

We are getting close to the ground now, I had better concentrate on flying this bucket.

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MAN HUNTER 2™

SAN FRANCISCO

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CONGRATULATIONS

on being selected for the esteemed position of Manhunter. This guide will introduce you to all of the information you will find necessary to become an effective, loyal follower of the Orb Alliance. Manhunter is the highest position a human can hold under the Alliance, so be grateful.

Each day, you will be given an assignment by your sector's supervising Orb. The assignments will involve tracking down humans who, in some way, have wronged the Alliance. You will be given a 24 hour period to discover and report the human's identity so that he can be corrected.

Unlike Manhunter: New York, you are not immediately issued a Manhunter Assignment Device (MAD), but you will find it soon after crashing. MAD is your link to the Alliance computer. With MAD, you can access the tracking records associated with your current assignment as well as the Human Database Service. As Manhunter, you are allowed to travel to locations pertinent to your current assignment. DO NOT STRAY OR LOITER. Always conduct yourself in a manner suitable to your position. Treat your fellow earthlings with the indifference they deserve.

by

The Order of the

Orb Alliance

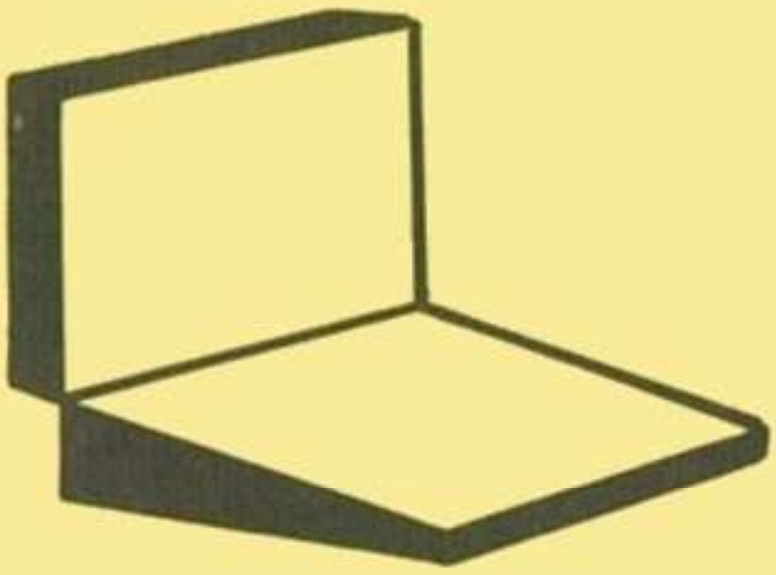
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MANHUNTER ASSIGNMENT DEVICE (MAD)

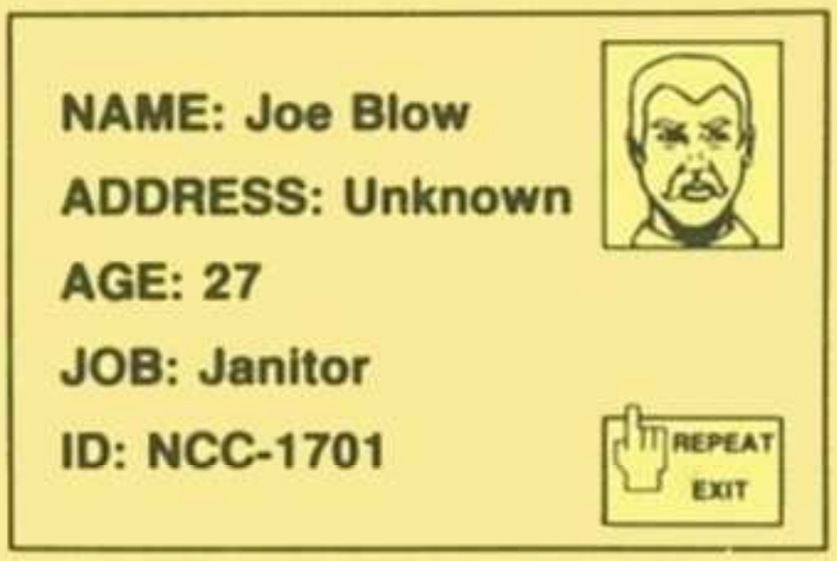
MAD is a small, portable terminal linked by radio transmission to the Alliance computer. MAD has two functions:

Info and Tracker

INFO: This function provides access to limited information on all humans currently residing in the Planet Earth city where you are located. After pressing the INFO button, type in the full name of the human. The Human Database Service will then provide your MAD with information (Address, ID numbers, etc.) of the selected human. After receiving information, you may select REPEAT to try another name or select EXIT to leave the program. If you accidentally type in the wrong name, you can try again or type BYE to leave the program.



MAD



INFO

NOTE: The Orb Alliance has authorized Manhunters to visit any address furnished by the Info system.

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TRACKER

All human movement is recorded in the Human Tracking Records database of the Alliance computer. Due to the low priority placed on these records, tracking information on each human is only available from shortly before the time of the alleged criminal activity to a time period not extending beyond the end of that day. Due to unforeseen difficulties with human tracking disks, the targeted human's identity is not recorded. Also, tracking of a target is cut off if the human should venture under earth soil. However, this practice is strictly forbidden and should not hamper your investigations.

One function of MAD is to tap into the appropriate human tracking records for your current assignment. When MAD first accesses tracking records, it will determine and then ''tag'' the most appropriate human target signal. A playback will then begin of that target's movements throughout the city. During playback, MAD will also display any other human targets that come in close contact with the tagged human target. You may tag any of these human subjects that you feel may be superficial to your investigation. To tag a new target, simply place your marker over the desired subject and press Enter. You may encounter a target represented by a large 'S'. This human has a special purpose and cannot be tagged. The yellow rotating target should change to the subject you have chosen. You may replay tracking records as often as you find necessary. Manhunters are authorized by the Orb Alliance to visit any location that a tagged target visits.

NOTE: Experienced Manhunters have found that the most efficient way to use the tracker is to watch it until it terminates transmission. Proceed to replay the transmission, closing MAD after the target leaves each location. Travel to the location shown and investigate.

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MANHUNTER OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is a Manhunter, an agent of the future who spies on fellow humans or an alien empire.

Each 3-D Animated Adventure Game has a main goal, and yours in Manhunter is to work undercover as a San Francisco manhunter, try to find the killer that you followed from New York, and discover why the orbs are so busy in San Francisco. You will need to move stealthfully and wisely, as time is quickly vanishing for America and its citizens.

TIPS ON PLAYING MANHUNTER

1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included in this manual and the reference cards enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual to help you get started.

2. KEEP YOUR FACE COVERED AND YOUR LIPS TIGHT

Due to the dangerous nature of this adventure game, you will want to save your game often. Follow the instructions on your Manhunter Quick Reference Card to SAVE GAME after you have made important progress in the game. SAVE GAME whenever you encounter a potentially dangerous situation.

If you do encounter danger, or fail to complete all the required tasks to get past a given obstacle, you can follow the instructions on your reference card to RESTORE GAME to the place you were at when you last saved your game. Intelligent use of this function has spared many a Manhunter from having his position terminated permanently.

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Note: Manhunter: San Francisco employs a convenient feature that automatically gives you a second chance after you have encountered the most grisly of situations (namely, a gruesome death!). This feature allows you to face the most unexpected of conclusions without requiring you to replay the entire game.

3. KEEP YOUR EYES OPEN

Look at and examine everything you can. Watch those around you closely. Pay attention to detail. There are many clues, both visual and symbolic, which will help you succeed in your quest.

4. TEAM UP AGAINST THE ENEMY

This orb-infested metropolis can be one mean place for a Manhunter to live. You may find it helpful to play Manhunter with a friend. Different humans come up with different ways to interpret clues, and besides, it makes life a lot more fun.

5. WAYS TO GET HELP

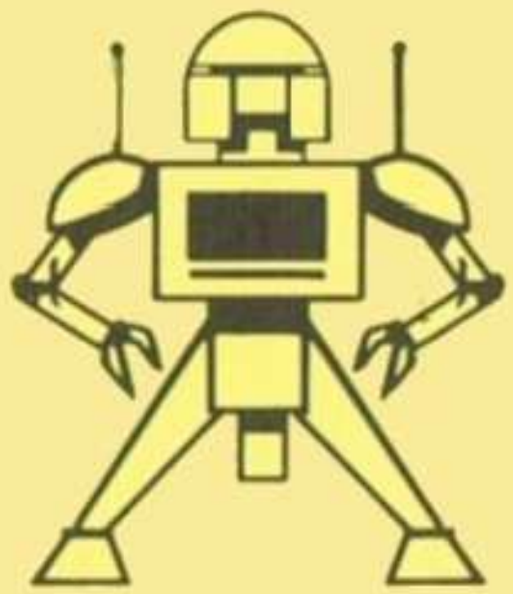
IF YOU NEED A HINT, after Sept. 1, 1989, dial Sierra's 24 hour a day automated Hint Line at:
1-900-370-KLUE
1-900-370-5113 (in California)
The charge for this service will be 75 cents for the first minute and 50 cents for each additional minute. Long distance charges are included in this fee. Callers under the age of 18 must get their parents' permission before calling the line. At this time, the system is only available within the United States.

HINT BOOKS are available for all of Sierra's 3-D Animated Adventure Games. You can order the hint book by using the order form in the package or by calling (800) 326-6654 during regular West Coast business hours.
If you have a modem have your computer call the Sierra Bulletin Board Service at (209) 683-4463.

IF YOU NEED TECHNICAL SUPPORT call (209) 683-8989.

Hours are from 8 a.m. to 5 p.m. West Coast time, Monday through Friday. No hints will be provided through our Customer Support lines!

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SOLDIER ROBOT - *These servants of the Alliance act as the orb's arms and legs. Do not in any way interfere with their activities. They have ultimate authority.*



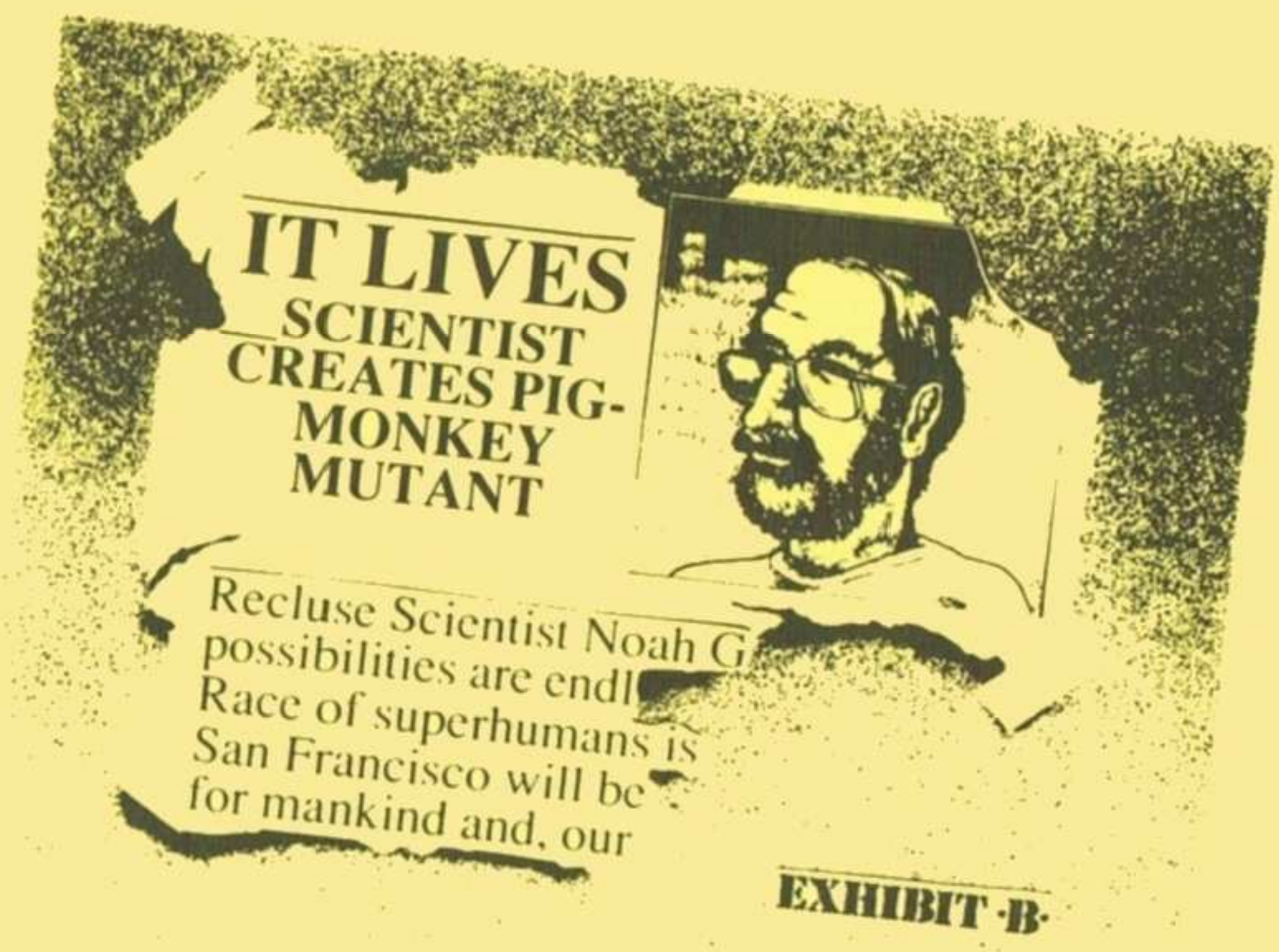
SHEPHERD ROBOT - *These servants of the Alliance maintain control over special humans. It is forbidden to interfere with them.*

Arcade difficulty is normally set to hard. If you want to change the difficulty level, it is under the "Action" menu selection. Difficulty will be reset to hard when you reach the next arcade sequence.

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MANHUNTER: SAN FRANCISCO

WALK- THRU



MANHUNTER IS A UNIQUE SIERRA 3-D ANIMATED ADVENTURE, USING AN OBJECT ORIENTED INTERFACE. THE FOLLOWING WALK-THRU IS PROVIDED TO FACILITATE YOUR UNDERSTANDING AND ENJOYMENT OF THIS NEW INTERFACE. THE CONTENTS OF THE WALK-THRU INCLUDES HELPFUL SUGGESTIONS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY PLAYING MANHUNTER.

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The game starts with two spaceships leaving New York. As a Manhunter you are chasing Phil, a dangerous killer and Orb ally, west across the United States. You follow Phil into San Francisco crossing over the Golden Gate Bridge, over Alcatraz Island, over the city, and down a city street. While zooming down the street you hit the side of a building and crash in the street. Phil hovers above in his spaceship laughing, then zooms off to land behind the ferry building. This introduction sequence repeats until you press ENTER.

Your adventure begins as you crash into a city street. When you stagger out of the ruined space ship you discover that you landed on someone. Two objects are lying next to the legs.

Place the marker over the green ID card. Press ENTER to pick it up. You landed on a manhunter. Now you can assume his identity while you try to figure out where Phil is.

Pick up the blue Manhunter Assignment Device (MAD), it automatically turns on. Its screen flashes "Awaiting Input". Let's see what this manhunter was up to.

Place the marker over the INFO option and press ENTER. Type in the name of the squished manhunter (Peter Brown) on the ID card. Press ENTER to input the name information into the computer. Type BYE or select the EXIT option in the right corner to return to the main screen.

Place the marker over the TRACKER option and press ENTER. The computer responds, "Tracker has locked on Target. Location: Bank of Canton". Press ENTER when you are ready to proceed. (Note: In most situations, the SPACEBAR will perform the same functions as ENTER.)

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The yellow target is the person you are currently tracking. Remember to always watch where the targets go and what they do. After the targets leave the bank, you will zoom out to see the targets as they travel on the city map. Then the computer zooms into the next location. If the targets split up, the computer will continue to track the yellow target. When the computer is finished tracking, you will receive the message "Target signal lost. Tracking terminated.". Press ENTER to continue.

Select TRACKER again. At each location you can tag another target if you want to follow it. Follow the first target again until he reaches the warehouse. Put the marker over the other target and press ENTER to tag it. The new target turns yellow. After following this target to the end, press C to close the computer. Now you can travel to several locations.

Press F3 to travel.

You are now viewing the travel map. Locations you are authorized to investigate are indicated by a blinking square. Your current location is indicated by an X. The blue/red circle is your marker. When the marker is square and has a 3 in it, you are seeing yourself onscreen (third person).

Follow the footsteps of the first two targets to investigate the locations they have visited. The Bank of Canton was their first stop. It is not on this section of the map. Move the marker to the right until it reaches the right edge of the screen. The screen will flip to reveal the next portion of the map. You will see the Bank of Canton, Embarcadero Fountain and the Ferry building blinking. Position the marker over the bank. Press ENTER to travel there.

Now you are standing in front of the Bank of Canton. Move your marker around the screen to reveal various messages.

Position the marker over the door of the building to the left of the bank until it changes into an up arrow. Press ENTER to go inside.

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Position the marker over the hole dug in the wall until it changes into an arrow pointing into the tunnel. Press ENTER.

You are now standing in a tunnel where the targets disappeared and reappeared under the bank. Move the marker onto the log to reveal a message. Position the marker over the end of the tunnel and it will change into an arrow pointing in the direction of the room at the end of the tunnel. Press ENTER to go into the room.

Next, position the arrow over the face of the dead man slumped over the desk. The arrow turns into a magnifying glass whenever an object can be looked at closer. Press ENTER to look closer. Press ENTER to back out of this view.

Position the arrow over the dead man's left hand and press ENTER to look closer. Press ENTER to back out of this view.

Position the arrow over the safe, notice the arrow changes to a question mark. Read the comment at the bottom of the screen.

Position the arrow over the piece of paper lying on top of the right side of the desk. Press ENTER to look at the paper. Read the note and press ENTER to put the note in your robe, which stores it in Inventory. Press the TAB key to display your inventory items, then ESC to go back to the game.

Position the arrow over the piece of paper on the floor by the garbage can. Press ENTER to look at the paper. Read the paper. There may be clues here that will help you later. Press ENTER to put it in your robe.

Note the words on the door in the back of the room. What could they mean?

If the arrow is not already pointing down, position the arrow towards the bottom of the screen. Press ENTER to leave. Press ENTER to back out of the tunnel. Press ENTER to go up the stairs.

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You are now outside the bank. Your marker is the blue/red circle again. Move it to the far left at the sidewalk and it will turn into a left arrow. Press ENTER to go to the left.

Now you are looking at someone lying on the sidewalk. Move the marker to the center of his body until it turns into a magnifying glass. Press ENTER to look closer.

Move the marker over his head. Press ENTER.

You will notice a large bite on his neck, take the fang lodged in his neck. Then pick up the laundry receipt lying on the ground next to him. These objects will go in your robe.

Press ENTER to back up.

Press F3 to travel.

Move the marker to the top of the map. The screen flips to reveal the next portion of the map. You will see the warehouse location blinking. Position the marker over the warehouse blinker. Press ENTER to travel there.

You are now standing in front of the warehouse. Move your marker around the screen for messages. Go into the front entrance of the warehouse and move your marker around again for messages. Go into the next room.

This scene is an arcade sequence with a top down view of the inside of the warehouse. Try to make it to the room in the lower left corner of the storage room. Remember, arcade sequences are set back to hard for each arcade game. You might want to set the mode to easy. Press ESC to bring up the menu selections. Move right until "Special" is selected. Move down until easy arcade is selected. Press ENTER to set this arcade sequence to easy.

Now you are on your own! Good luck on your adventure!

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SPECIAL NOTES

1. During your investigation, you *must* be sure to tag *all* possible targets. If you fail to tag and follow a suspect, you will miss valuable clues and be unable to complete the game.
2. At several points during the game, your cursor will appear as a numeral 3 in a box. This indicates that the viewpoint has changed from first person to third person perspective. When you see the # 3 on your screen, the character you are viewing is yourself as seen from the eyes of an imaginary observer.
3. In order to use the items you have acquired, you must place your cursor on the person or object on which you wish to use the item before accessing your inventory screen. If your cursor is not on an object or person, the item you choose from your inventory will simply be displayed. For example, if you wish to break down a door using an axe you have acquired, you must first place your cursor on the door, then press your TAB key to view your inventory. Now you can highlight the axe and press Enter. The object will be manipulated in the desired fashion.

MS-DOS USERS!

If you plan on installing this Sierra game on your hard disk, you need a CONFIG.SYS with files set to 30 or greater.

To find out if you already have a CONFIG.SYS, at the DOS prompt type CD\ then press Enter. Next, type DIR CONFIG.SYS and press Enter. If you get a "File Not Found" message you must create a CONFIG.SYS. If you already have this file, you must edit it. Follow these steps to create a CONFIG.SYS:

COPY CON CONFIG.SYS	(press Enter)
FILES = 30	(press Enter)
Press the ◄F6►	(press Enter)

You should see the message "1 File(s) copied". You will have to reboot your computer for the CONFIG.SYS to take effect.

If you already have a CONFIG.SYS, you must edit the file to include a Files = 30 (or greater) statement. Use your favorite word processor or the EDLIN program which comes with MS-DOS. Refer to your DOS manual for EDLIN commands.

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Any questions, comments or suggestions on *Manhunter: San Francisco* can be sent to EVRYWARE c/o:

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QUICK REFERENCE CARD

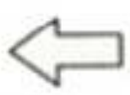
MANHUNTER

Manhunter is somewhat different from other 3-D Animated Adventure Games. Most of the game is presented in a first person perspective. This allows you to view your surroundings onscreen as if you are actually there. The perspective changes to third person several times during the game. When you are in third person perspective, you will see your character on the screen.

A marker on the screen is used to move through the game and to manipulate various objects. The marker will change shape when it is positioned over something that is important to the game. You can search a room by simply placing the marker over the various objects in the room. Watch the bottom of the screen for descriptions of what you can do. Press ENTER or the SPACEBAR to perform the actions described at the bottom of the screen. The various marker shapes are as follows:



Blue ball with red center - You cannot perform any special activities at this location on the screen.



Arrow - You can move in the direction that the arrow is pointing.



Magnifying glass - You can take a close-up look at the object.



Open hand - You can take or manipulate the object displayed.



Pointing hand - You can press (push) the object displayed.

? **Question** - Describes an object.

3 **3rd person** - You see yourself on the screen.

TRAVEL:
You will be doing much traveling around San Francisco. As a Manhunter, you have less travel restrictions than other humans, but you are restricted to locations pertinent to the course of your duties. You can usually travel from one location to any other authorized location at any time. Press F3 to travel. You will then be shown a map of the city. All of the authorized locations you can visit will flash on the map. The number of locations you can visit will increase as the game progresses. Only a section of the full map is shown on the screen at any given time. To move to another section of the map, move the marker off the edge of the screen in the direction you desire to travel. You cannot travel if you are in a situation that would not normally permit you to do so.

SKIP: The "Skip" command will occasionally appear at the bottom of the screen during the tracking sequences and at a few other spots in the game. You might want to use the skip function if you have already seen this part of the game and desire to speed things up.

The menu bar cannot be used at several locations during the game. If you are at one of these locations and want to use the menu bar, move to the next location.

On the flip side of this card are the function and control keys which can be used throughout the game.

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COMMAND AND CONTROL KEYS

	MS-DOS	Amiga	Atari ST	Macintosh	Apple IIe/IIc	Apple IIGS
HELP	F1	F1	F1	1	1	(Shift) 1
TOGGLE SOUND	F2	F2	F2	2	2	(Shift) 2
TRAVEL	F3	F3	F3	3	3	(Shift) 3
SAVE GAME	F5	F5	F5	5	5	(Shift) 5
RESTORE GAME	F7	F7	F7	7	7	(Shift) 7
RESTART GAME	F9	F9	F9	9	9	(Shift) 9
MENU	ESC	Mouse	Mouse	Mouse	____	Mouse
INVENTORY	TAB	TAB	TAB	TAB	TAB	TAB
QUIT GAME	Alt-Z	Alt-Z	Alt-Z	____	____	Opt-Z
JOYSTICK	Ctrl-J	____	Ctrl-J	____	____	Ctrl-J

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