



NTSC U/C

PlayStation™

# IN THE HUNT™



KIDS TO ADULTS



SLUS-00172

XING ENTERTAINMENT

KOKOPELI™ digital studios™



**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**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

**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.



# CONTENTS

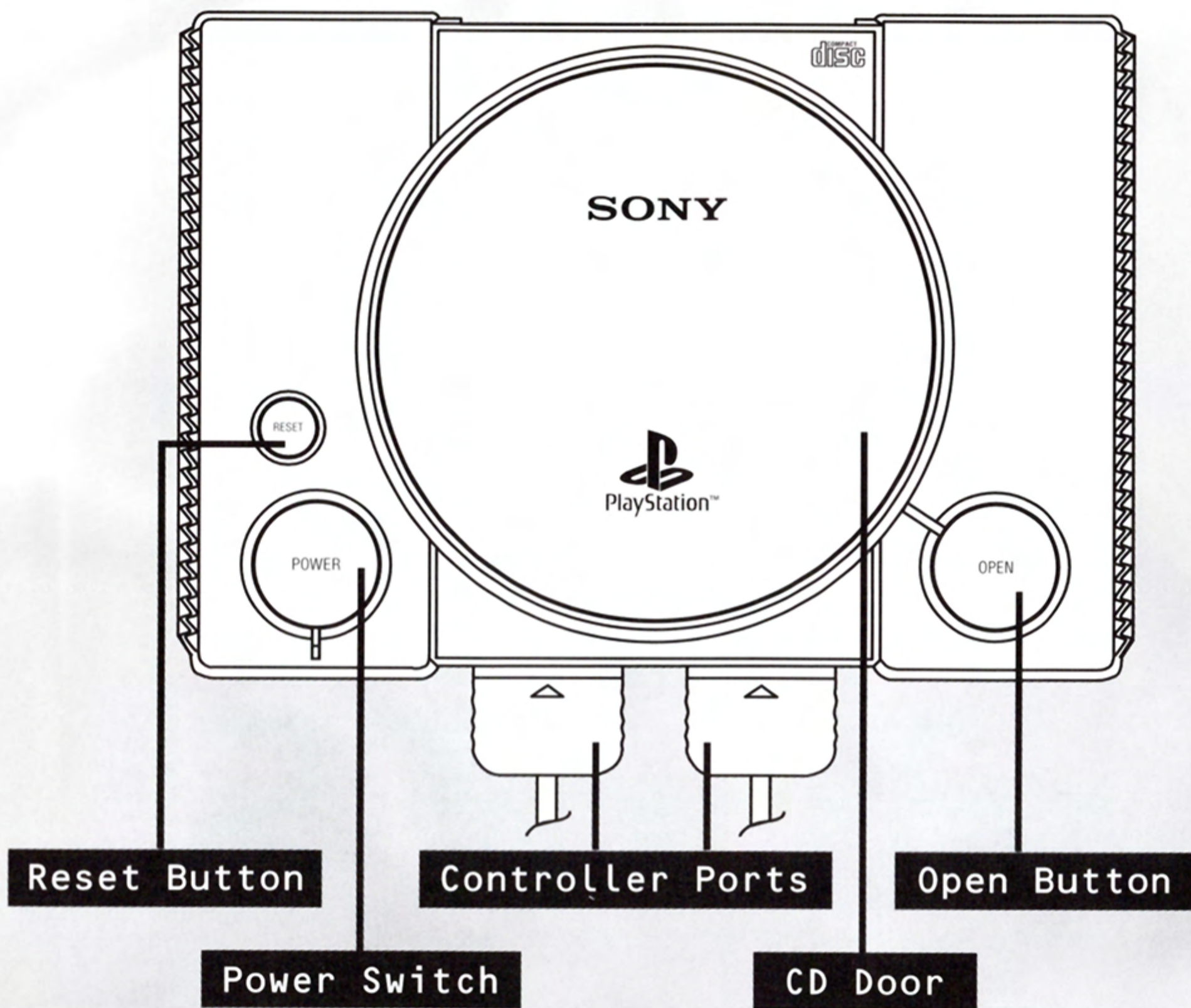


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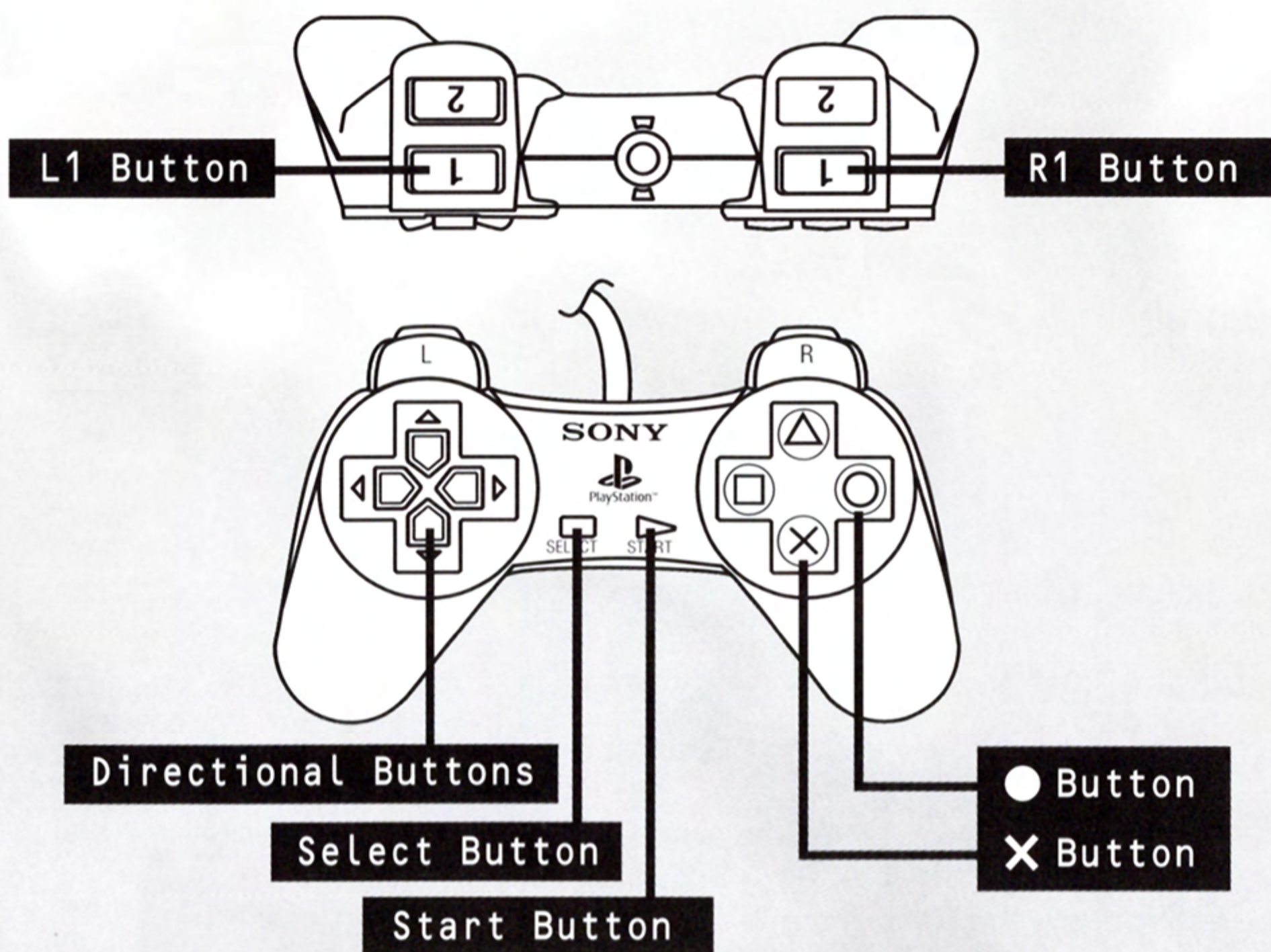




1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Insert the **IN THE HUNT™** disc and close the CD Door. **NOTE:** Make sure that the power is OFF before inserting or removing a compact disc.
3. Plug in one or two game controllers and turn the PlayStation game console ON. The opening titles will begin.
4. Press the **START** Button at any time during the opening titles to begin the game.







## DIRECTIONAL BUTTONS

Direct your attack submarine.  
(If in menu, they direct cursor)

## L1 BUTTON/R1 BUTTON

Adjusts screen up/down.

## SELECT BUTTON

Pauses game.

## ○ BUTTON

Launches missiles or exploding mines.  
(If in menu, confirms selection)

## × BUTTON

Launches torpedoes.  
(If in menu, cancels selection)

## START BUTTON

Begins the game.

## L2 BUTTON, R2 BUTTON □ BUTTON, △ BUTTON

Not used.



Select from the following Setup options:

**LEVEL:** Very Easy, Easy, Normal, and Hard.

**REST:** Set number of remaining subs to 3, 4, or 5.

**SOUND MODE:** Select either PlayStation mode or Arcade mode.

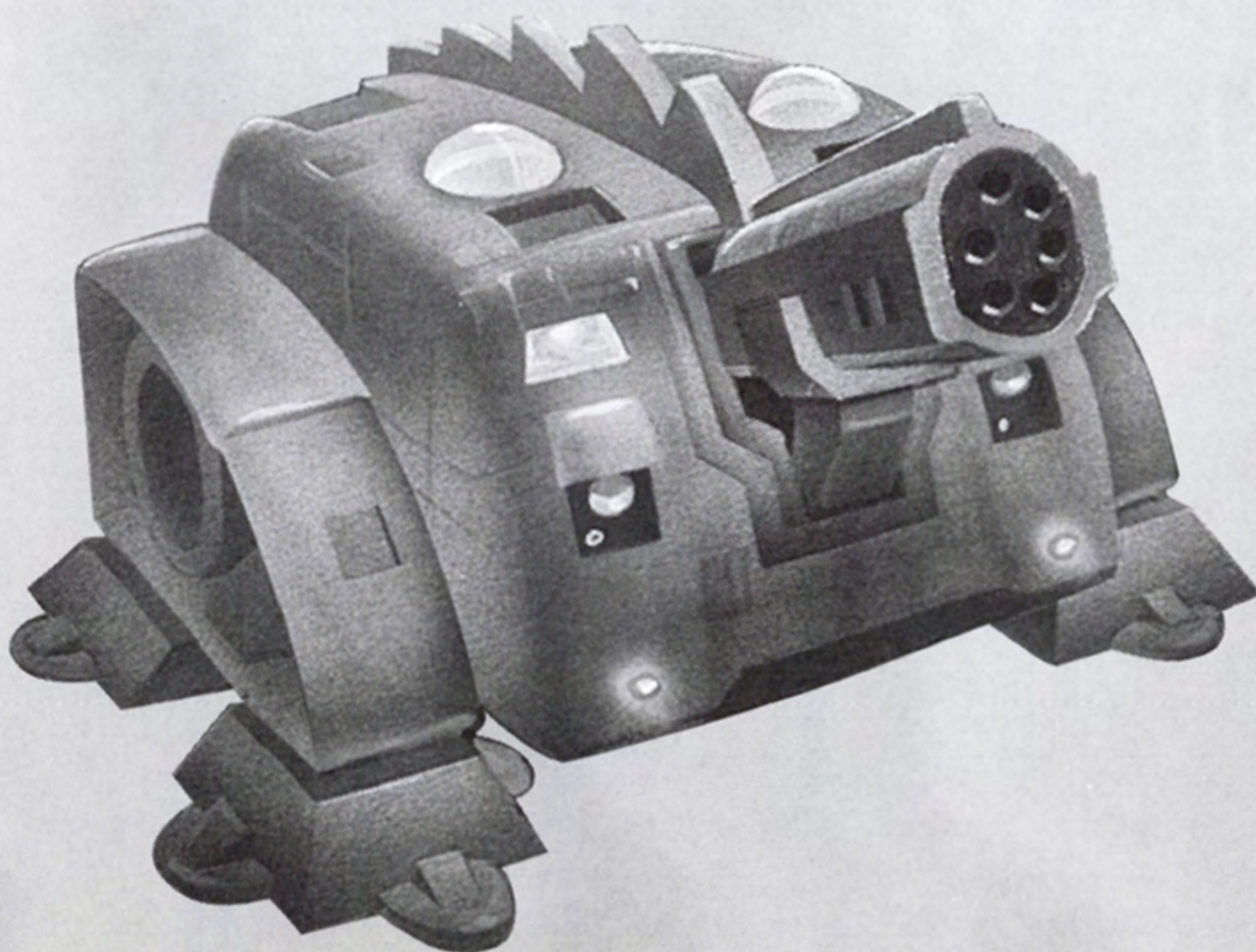
**MEMORY CARD:** Select the Memory Card slot for IN THE HUNT. NOTE: If you wish to Save the game, place your Memory Card into either Memory Card slot and from the Option screen, set the Memory Card to Card 1 or Card 2. At both Game End and Time Over, your highest score will automatically be saved to the Memory Card.

**GAME MODE:** Select either PlayStation mode or Arcade mode.

**SOUND TEST:** Listen to test of either PlayStation or Arcade mode.

**RAPID FIRE:** Select On/Off for continuous firing of weapons.

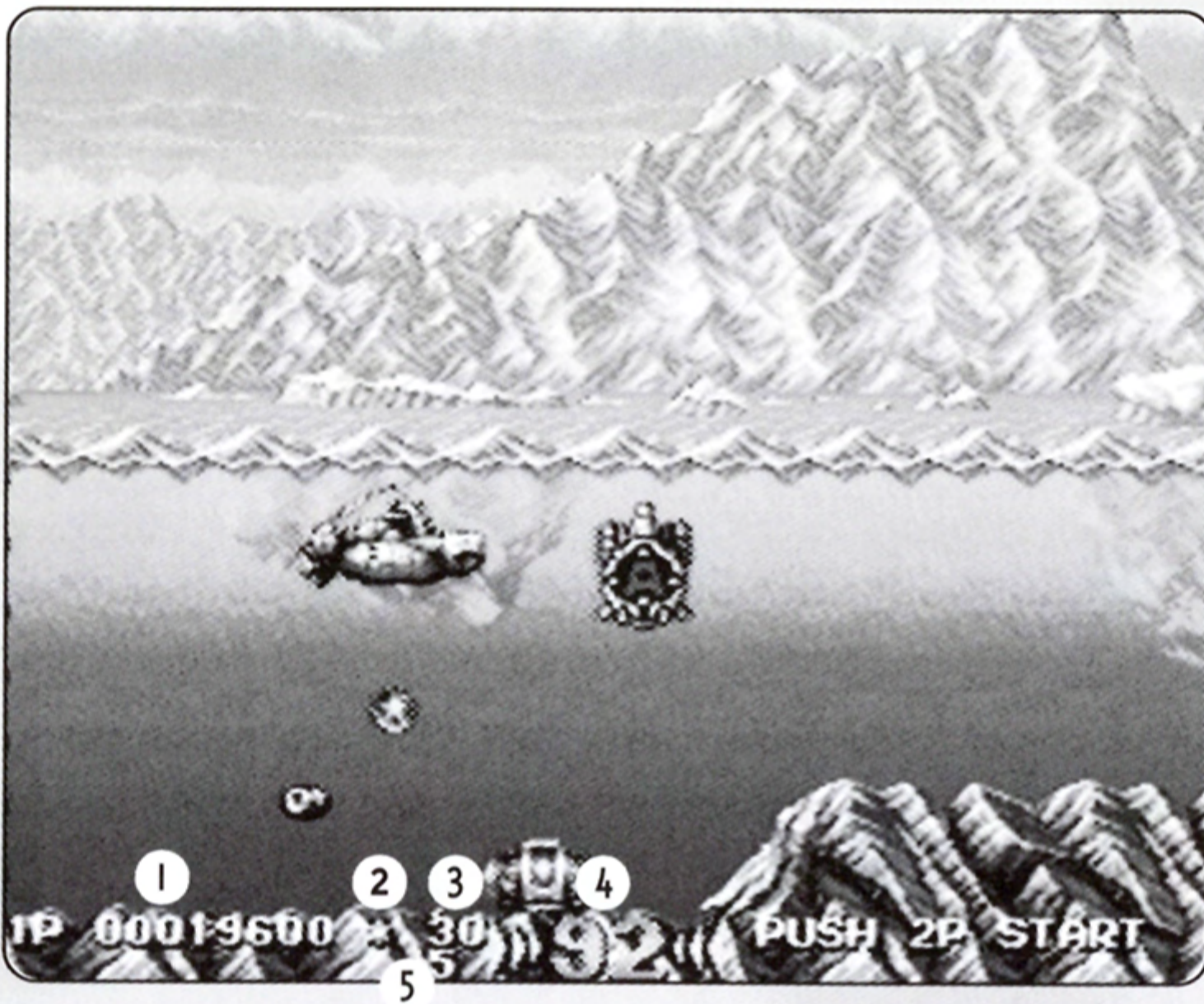
**NOTE:** CONTINUE allows up to five replays.





# SCREEN DISPLAY

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- 1) **SCORE:** Shows player's score.
- 2) **REMAINING ATTACK SUBS:** Shows number of remaining Attack Subs.
- 3) **TREASURE BALL:** Shows number of stars in the Treasure Ball. When you collect 100, you gain one more Attack Sub.
- 4) **REMAINING TIME:** Shows remaining time. When it gets to 0, you lose one Attack Sub.
- 5) **CONTINUES:** Shows number of Continues remaining.



# INTRODUCTION

Prepare to enter a world on the brink of war and chaos. The Dark Anarchy Society (D.A.S.) already controls one half of the world and is maneuvering to overtake the rest! Finding a way to stop D.A.S., and the deadly array of weaponry that has reduced many of our cities to rubble will be a dangerous mission indeed!

Break off training exercises in the South Atlantic and set course and coordinates for the Antarctic Circle.

As the captain of an Attack Sub, your mission is to find and destroy the D.A.S.'s underwater headquarters, located somewhere in the desolate and unforgiving climes of the Antarctic Sea.

A second sub is currently being outfitted and if you join forces, you'll have a better chance of survival.



**BEWARE:** We've lost the element of surprise and D.A.S. will be watching and waiting for you. Outgunning them will be your only hope as you try to fight your way into the Society's headquarters and put an end to their ability to wage war. The very existence of our civilization rests on your leadership and the courage of your crew!





# ATTACK SUBS

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Player 1 commands the U.S. (Underwater Ship) Azure Scourge (blue). It's twin attack sub, the U.S. Crimson Fire (red) is commanded by Player 2. Both are equipped with the latest self-contained, ultra-magnetic, strategic systems. (You will need them against the weaponry the enemy has at its disposal!)

## LAUNCH HATCH

For vertical attack. Normal mode is a machine gun, but can be upgraded to a surface-to-air missile, smart missile or floating mine launcher. (See page 8)

## LAUNCH TUBES

For horizontal attack. Normal mode is a torpedo launch site, but can be upgraded to Hyper Torpedoes, Supersonic Torpedoes, or Crackers. (See page 8)

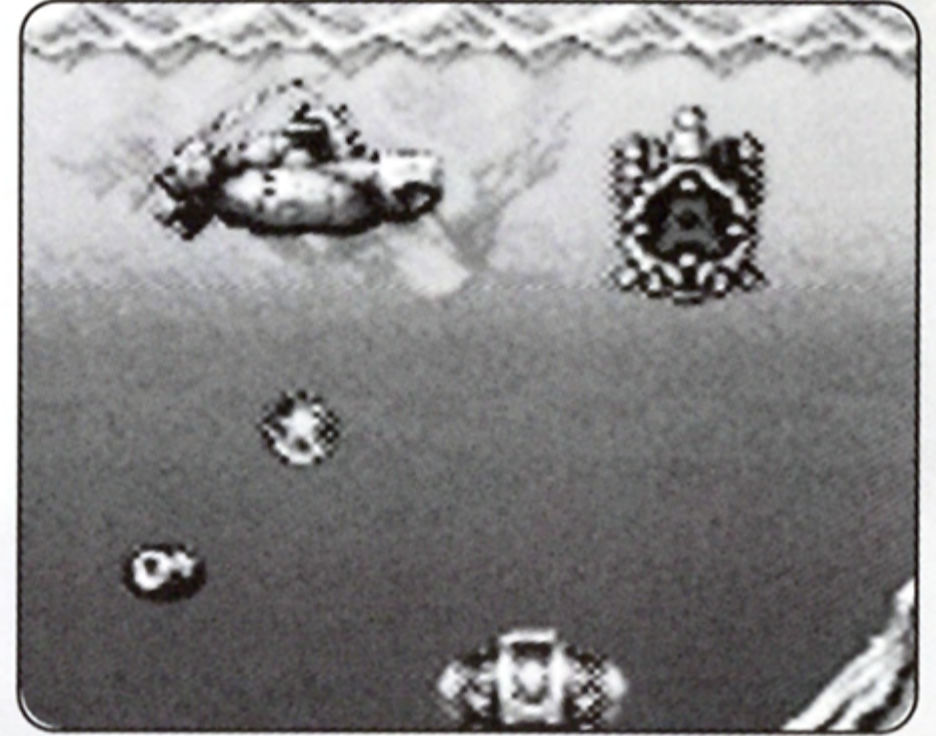




**TREASURE BALL:** Collect 100 stars for an extra Attack Sub.



**LARGE TREASURE:** Large treasures are worth 5 stars and the smaller ones are worth 1 star. You will find them floating beneath the surface.



**TREASURE BOX:** Contains Treasure Balls.

## • ITEMS

### UNDERWATER



**ITEM CARRIERS:** Destroy these and take their weapons to use for your sub.

### AIRBORNE

**SPECIAL:** In the PlayStation Mode only, certain Item Carriers contain a protective force field that can help you get through some of the most difficult defenses.

**MISSILE ITEM:** When it appears, it cycles from A to M to A (from Floating Mine to Missile to Floating Mine).

"M" Water Surface	Tracking missile
"M" In Water	Missile
"A" Water Surface	Machine Gun
"A" In Water	Floating Mine

**TORPEDO ITEM:** When it appears, it cycles from Red to Blue to Green to Red.  
 Green = Hyper Torpedo  
 Blue = Supersonic Wave Torpedo  
 Red = Cracker

**HYPER TORPEDO:** After clearing the launch area, it bursts into clusters, causing severe damage.

**SUPERSONIC WAVE TORPEDO:** Generates a powerful wake, sucking up enemies nearby.

**CRACKER:** For direct attacks on an enemy. Flies unerringly at anything you aim at.



# ENEMY VESSELS

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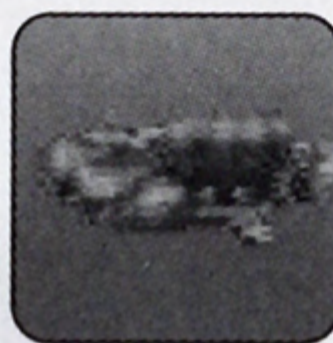
**FIGHTER PLANE:** Flies at high speed and drops bombs.



**SMALL HELICOPTER:** Flies at high speed and drops bombs. Also equipped with a Vulcan gun.



**UNDERWATER SCOUT:** Underwater torpedo launcher.



**WALKER:** Underwater missile launcher.

**UNDERWATER ARTILLERY BATTERY:** Fires at anything nearby.



**SUBMARINE:** Armed with torpedoes.



**GUIDED MINE:** Chase torpedo guided by automated tracking systems.

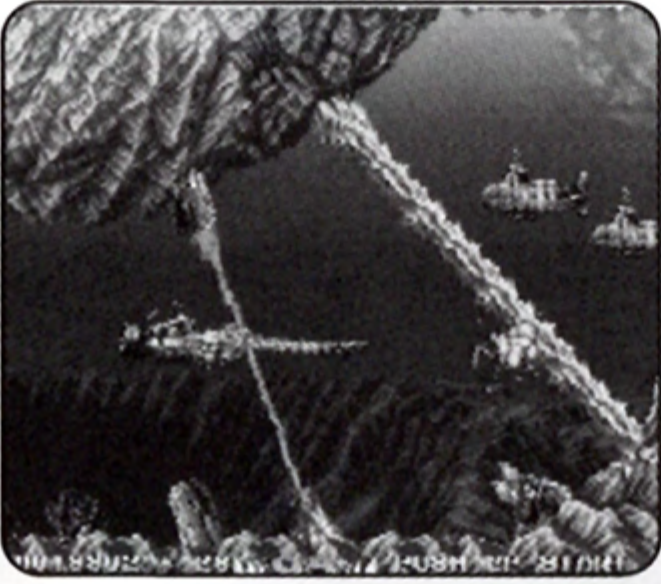


**MOORING MINE:** Explodes when enemy is in the vicinity. Also capable of launching torpedoes.

**ICE BEAM:** Freezes all vessels within range.





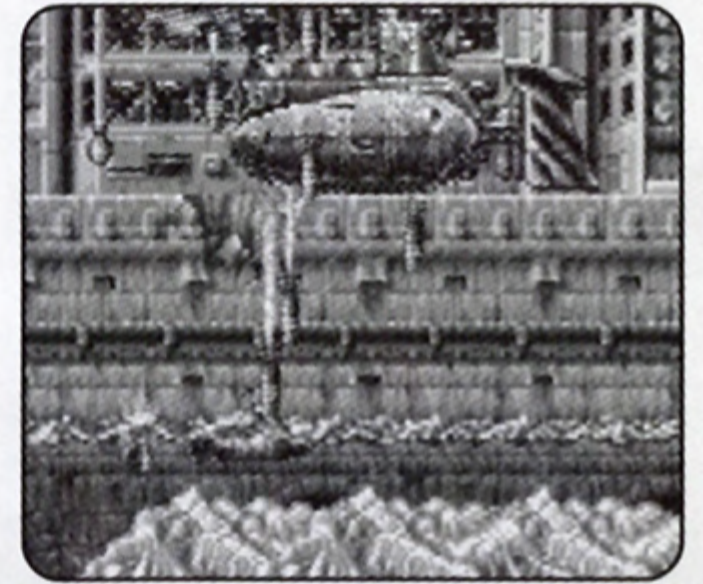


## • THE SOUTH POLE

Begin in the freezing waters beneath the South Pole. Be prepared for an all out counterattack from the D.A.S. Submarine fleet. Satellite recon also indicates extensive underwater mine fields. If you get past those, we have heard of a mysterious Ice Beam that freezes all who try to pass. Also, beware of extremely strong currents near the Pole.

## • THE CHANNEL

After defeating their submarine defenders, proceed to the D.A.S. staging area now under construction. The docklands area is heavily defended by squadrons of fighter-bombers and attack helicopters. You must get past them and destroy their ability to manufacture and deliver their armaments.

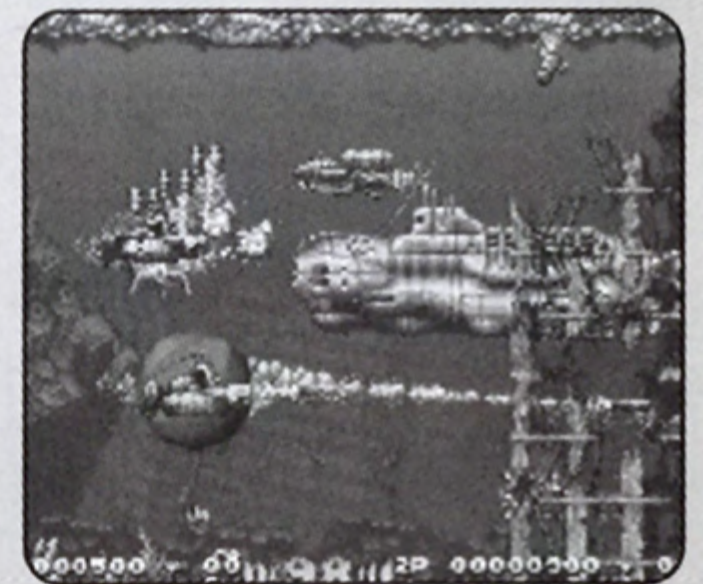


## • SEABED RUINS

You are getting close now. Our spies have reported a mysterious guardian with supernatural powers that blocks your way to the surface. It's probably just superstition born out of hysteria, but be careful!

## • SUNKEN TOWN

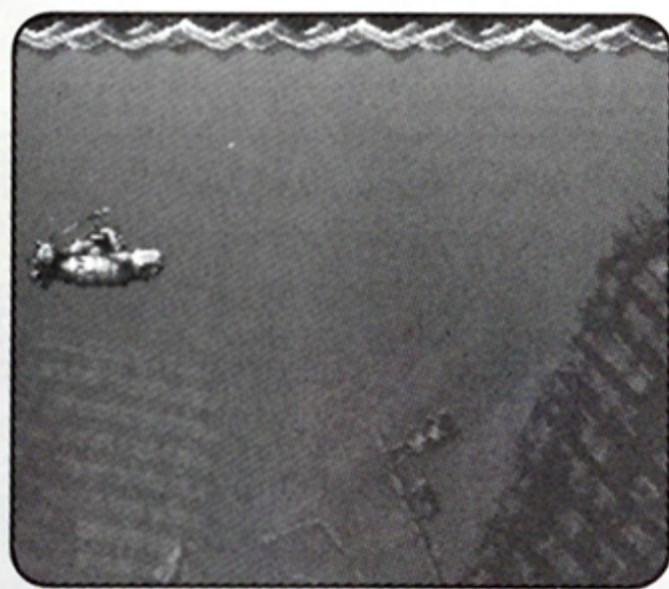
When you break through, you will find yourself amongst the ruins of our former city. The Society undermined it and it sank into the sea. Recon suggests it is now being used as the main base for their newest classes of underwater attack subs. Be prepared!





# MISSION STAGES

II



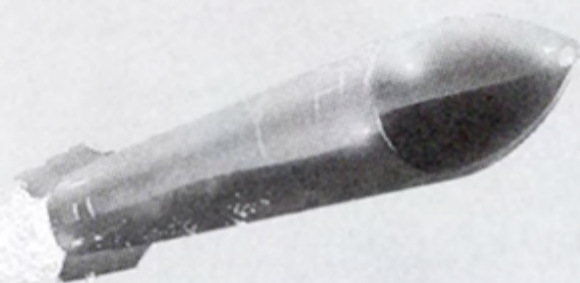
## • DEEP DARK SEA

Their final line of defense is not manmade. Natural disaster guards the D.A.S. lair. Your sub has been retrofitted to resist the inferno of the magma caverns, but there may be forces there never before encountered by man. Push on! You must not fail.

## • ENEMY BASE

We have no reconnaissance at all from this area. It will take all of your skills as Captain. Know that the Free World is depending on you. Good Luck!

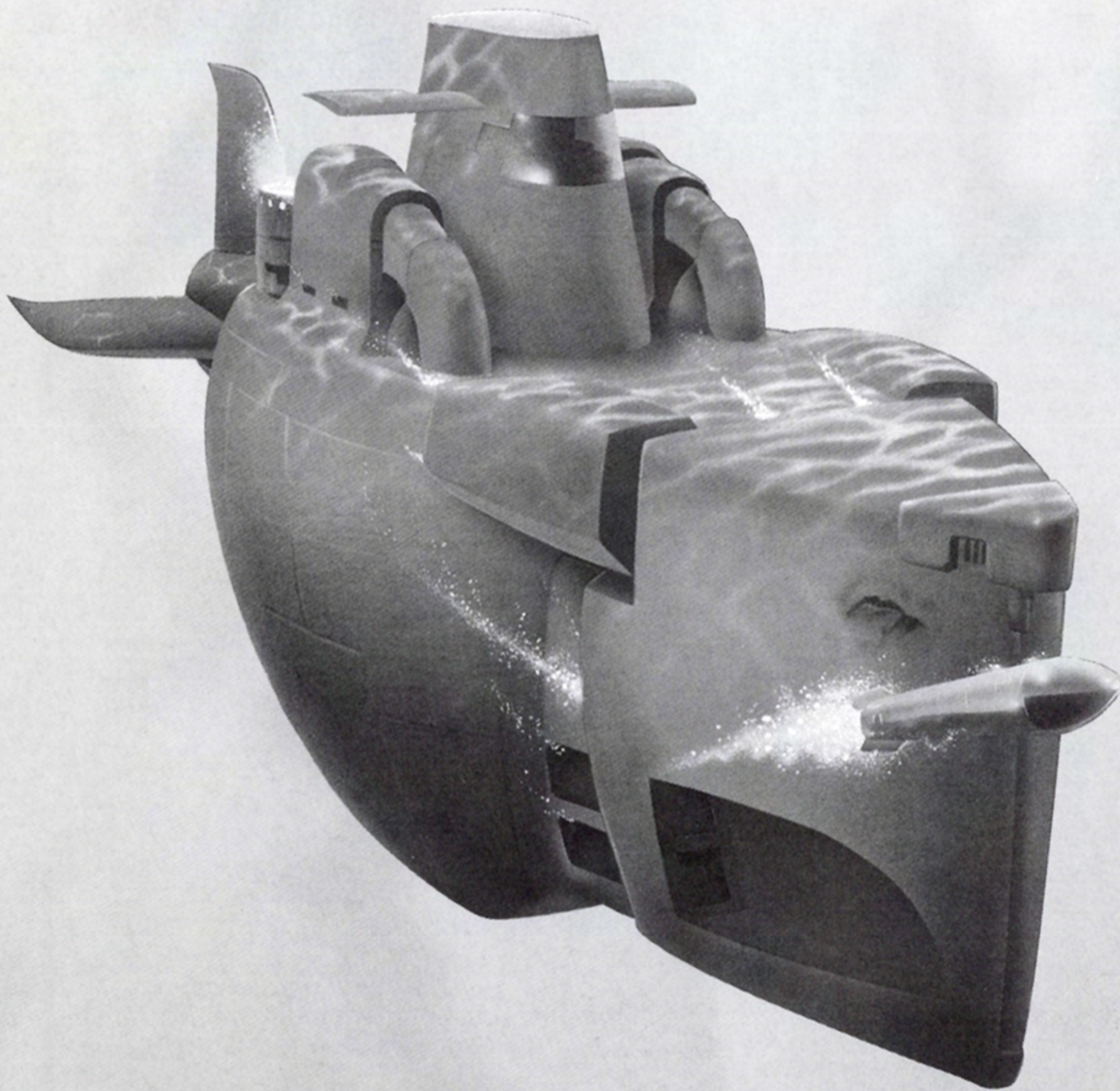
**NO DATA  
AVAILABLE**





PlayStation Edition: In The Hunt Production Staff

<b>Producer:</b>	Yoshio Kimura
<b>Programmer:</b>	Tsuhiro Nakata/Yoshihisa Segawa
<b>Illustration:</b>	Yohji Kurachi
<b>Music:</b>	Taro Tokiwa
<b>Localization:</b>	Michael Haller
<b>Assistant:</b>	Kenji Ueno
<b>Marketing:</b>	Germaine Gioia
<b>Liaison:</b>	Steve Ryno
<b>Package &amp; Manual:</b>	Beeline Group, Inc.
<b>Production:</b>	XING





# LIMITED WARRANTY

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KOKOPELI DIGITAL STUDIOS warrants to the original consumer purchaser that this Disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOKOPELI DIGITAL STUDIOS will repair or replace the Disc, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Disc to the retailer.
2. Notify the KOKOPELI DIGITAL STUDIOS Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the KOKOPELI DIGITAL STUDIOS service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Disc, and return your Disc freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

KOKOPELI DIGITAL STUDIOS Consumer Service Department,  
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

**REPAIRS AFTER EXPIRATION OF WARRANTY:** If the Disc develops a problem after the 90 day warranty period, you may contact the KOKOPELI DIGITAL STUDIOS Consumer Service Department at the phone number noted. If the KOKOPELI DIGITAL STUDIOS service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Disc. Send the defective disc, along with \$10.00, freight prepaid to KOKOPELI DIGITAL STUDIOS. If replacement Discs are not available, the defective Disc will be returned and the \$10.00 payment refundable.

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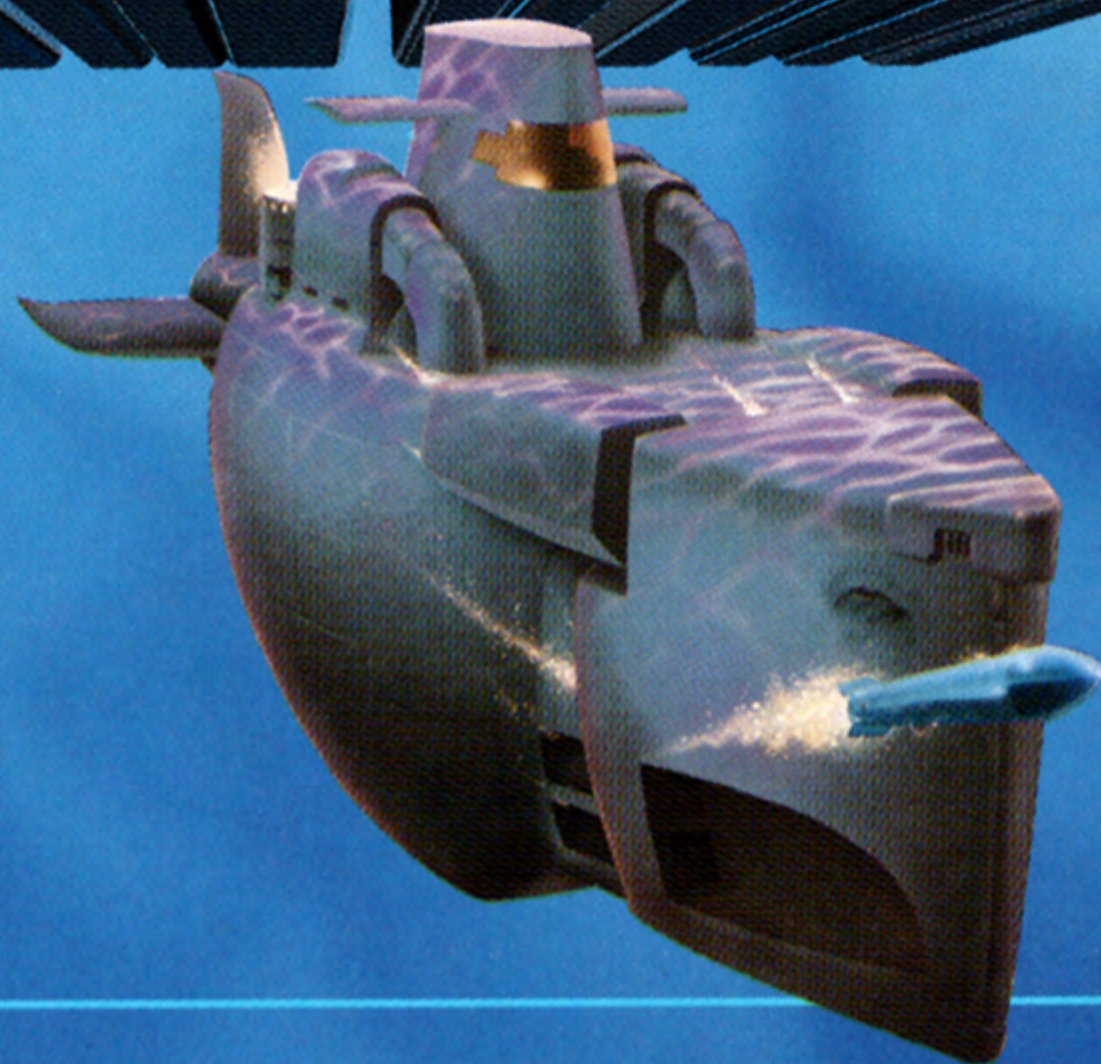
The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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