

PREDATOR

The first section of PREDATOR will now load into your computer memory. Cassette versions will load in stages, and you will see a variety of flashing colours around the screen as loading occurs. You will see on screen prompts if you need to START, STOP or TURN the cassette over at specific points.

Further sections of PREDATOR will be loaded automatically as you successfully guide Shaefer through the first section.

JOYSTICK AND KEYBOARD CONTROL NOTES...

You control Major Shaefer using a combination of joystick with keyboard, or keyboard only controls. (C64 players note that there is not a keyboard only option on the C64 version of Predator.)

Commodore 64 owners may use any C64 compatible joystick, with the joystick inserted into Port 2.

THE HUNT IS ON...

"A straightforward mission they said - 'top secret' - ha! Aren't they always!..."

But not this time.

"We gotta' rescue three Presidential allies and any surviving crew of a crashed chopper. That's easy enough. Those pen pushers could never get by in that jungle. Out there it's a fight for survival! And anyway, what were those stiff necks from Capitol Hill doin' in that neck of the woods anyhow? 'Top Secret' I'll bet!..."

But this time it's different.

"...They reckon some local guerilla force is gonna' make the rescue tough. Ha! At least it gives a bit more of a challenge to a mercenary like me. Me? I'm the meanest predator in the universe. I'll hunt'em high and low - I've got bullets stamped with their name and zip code!..."

But this time it's you that's hunted.

You play the part of Major Alan Schaefer, a seasoned military man heading up a crew on yet another straightforward, 'top secret'

mission. You've got to get your team in and out fast. You watch as your soul mates Dillon, Ramirez, Mac, Hawkins, Billy and Blain leap from the hovering helicopter and vanish into dense jungle. You take the rear guard. You soon find the crashed chopper with no sign of life. That's not surprising, but...something is odd here. Not quite sure what. No sign of your team either...

You find Hawkins first - or at least, what is left of him...what on earth could have done that to him?

At least his weapon is nearby - that might come in useful. Those guerillas put up sudden and hard ambushes, but with your reflexes they are easily beaten.

A swarm of vultures attack - they've been preying on something just ahead. You can't believe your eyes - Green berets strung up from trees, stripped of skin!

Something is definitely wrong out here. No guerilla force has done this, that's for sure. Where the hell have your team got to?

A cool bead of sweat trickles down the side of your head.

It's sinister - and all the time, as you cautiously creep deeper into this jungle...you get the feeling....the feeling that you're being watched...

It's gonna' take all of your survival skills to outwit whatever it is that's lurking out there...and perhaps a small nuclear device.

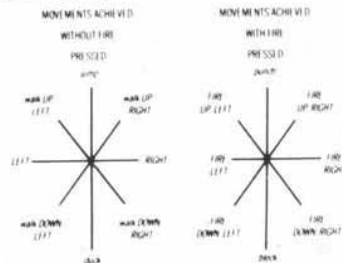
PREDATOR OPTIONS...

Once Predator is loaded, you'll see a menu page listing your available gameplay options.

You may now select from your options, described below, which vary depending upon the version of Predator that you are playing. Start Game

When you select this option, the game will begin. Pressing the FIRE BUTTON on a selected joystick has the same effect.

Joystick Controls



Keyboard Function Keys

May be used in conjunction with keyboard or joystick controls

Throw GRENADE (short throw) (SPACE BAR)

Throw GRENADE (long throw) (SHIFT)

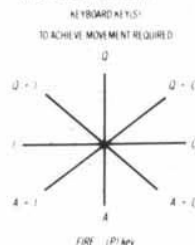
Pick up/drop ITEM (RETURN) or (ENTER)

Keyboard Control Keys

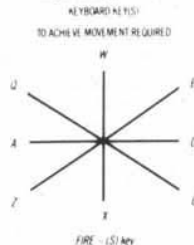
You may select one of two layouts when the game begins. These are shown below. Refer to the Joystick Controls for details of the movements available.

(Note: Two letters separated by a + symbol indicates that these keys must be pressed simultaneously).

Keyboard (1) OPTION:



Keyboard (2) OPTION:



PREDATOR - HINTS ON PLAYING

When you select START GAME, the helicopter will hover, giving your team mates enough time to slide down a rope and dash into the jungle. Soon you'll appear, as Major Alan Schaefer, dressed in combat gear and ready for action. From here on, it's up to you.

Take each step with great caution, remembering you're in uncharted jungle, where anything can happen. And it will!

At the top of the screen, a display shows the number of lives you have remaining, with an energy level beneath. When the display shows no lives and no energy...it's over for you!

The weapon you currently have is shown in the centre at the top of the screen, together with its ammunition level. You may drop this weapon and pick up another if you find one on your mission. Several different arms may be found, together with spare ammunition. Choose and use your weaponry with great caution.

You'll find more of your team as your progress further into the jungle - nearly all horribly mutilated. Remember, survival is the name of the game, so look at any weapons you may find of theirs and decide if you'll need to swap for your current one.

If you manage to survive longer than your team mates obviously have, you'll need to make the best use of the jungle elements in order to outsmart your enemy. Bullets won't solve all of your problems in this neck of the woods!

Grenades, which are also shown at the top of the screen, are bound to come in useful if you find yourself helplessly ambushed. You start the game armed with three of them.

Remember that strange rustle in the bushes? You hear it every now and again but can see nothing. Well, there is something out there and it is most definitely after you. It can track you, using its heat detecting eye sight, and every now and again, the screen will change colour, and you will appear to glow. This is the creature's viewpoint of you running through the jungle. Beware, it's on to you! A triangle will form on the screen - this is the crosshairs of the creature's weapon. If you get caught within this triangle, you'll be killed...unless you can outwit the creature, of course...

An overall score is shown in the display at the top of the screen together with a clock. Your objective is to try to complete your

mission within the allocated time, that is, before the clock reads 00:00!

This is no mission for the faint hearted. The chances of survival are pitiful, even for you. We strongly recommend that you don't do it.

Predator

presented by

Activision (UK) Limited

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Game designed by System 3

C64 Graphics by Hugh Riley

Coding, Music and all other Graphics by Source

Players Guide by E.M. Dean