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.

TRAVEL:
You will be doing much traveling around New York City. 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.

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	4	TAB
QUIT GAME	Alt-Z	Alt-Z	Alt-Z	____	____	Opt-Z
JOYSTICK	Ctrl-J	Ctrl-J	Ctrl-J	____	____	Ctrl-J