

The Hunting Season v1.21

The one and only elkhunt-simulator

- **Licence**
- **System requirements**
- **The goal of the game**
- **Quick start** (one player game)
- **The menu**
- **The Game** (one player game)
- **The Game** (two or more player game)
- **Options**
- **Hi-Score**
- **History**
- **Homepage**
- **Questions**

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System requirements

To play this game, you must have a computer with;
a 486 processor or better.
a harddrive with about 7 MB of free space.

65536 colors or more. (fewer colors may cause errors)
Windows 3.1 / 95 / NT
a mouse

The goal of the game

The goal of this game is to kill all the elks which appear in the forest. You will have four weeks to accomplish your mission.

If you miss to many elks, a lumberjack-elk will chop down your "hunting-tower", and you will fall down; the game is over.

Quick start (one player game)

1. Start the game by double-click on the elksign icon.
 2. After the music and the elksign, a menu appears.
 3. Press the button called "options".
 4. Choose your hunter by clicking on the picture under the text "Hunter 1" (at your extreme left).
 5. When you find a hunter you like, type in your name below the picture in the textbox, and press "OK".
 6. The menu appears again, and now you can press the "Go hunting" button.
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The menu

Go hunting - Starts the game.

Hi-Scores - Shows the 5 highest scores.

Options - Let you create and change player(s) etc.

About - Gives you some information.

Quit - Takes you back to the boring reality.

The Game (one player game)

After you have pressed the "Go hunting" button a "Loading..." dialogbox will appear, this means that your computer loads the game into its memory. Then a picture of a forest will appear on the screen, with a wooden list under it.



1. Click at this picture to pause the game.
2. Click at this to go back to the menu.
3. This shows your huntingtower's damage.
4. This shows the number of elks you have shot.
5. This shows the number of bullets you've got left.

As soon as the calendar disappears, the first elk will pop up. Use your mouse to place the "sight" on the elk. To shoot the elk, press your left mouse-button. You will now hear a "click sound", this means that you must load your "gun". Do this by pressing the right mouse-button.

After you have shot a number of elks, the "day" is over and you will get your results.

- In the uppermost textbox you can see how many elks you have shot during the "day". This amount will be multiplied with 100.
- In the box under this, you can see how many bullets you have left. This sum will be multiplied with 10.
- Below it, you can see how much of your tower that isn't damaged. This sum will be multiplied with 10.
- In the following two textboxes you see your present score, and your money.

From this point you can either continue, or go to the shop and purchase weapons and other things. If you choose to go to the shop, just press the "Shop" button.

Under the "Exit" button you will see the items that you already have, and next to it you will find another list that contains the things you can purchase. To purchase an item, simply click at the name of the item in the list (or choose it with the arrowkeys). Then press the button "Purchase". If you don't have enough money, you will hear a beep when you press it.

The things in the store

Minigun		\$25 000	Large hit-accuracy and no loading is necessary
AFS-30 (AutoFireSystem)		\$50 000	Mmm! Just point it on an elk and...SPLAT!
Auto MA-50		\$10 000	Auto-loading-mechanism.
MA-50		\$3 000	50 bullets in magazine.
Bullets	x100	\$1 000	Handy if you want to kill some elks.
Crazy bomb	x2	\$6 000	Kills every visible elk.

Elkwhistle	x3	\$3 000	Elks love the sound of it.
Hammer and nails		\$5 000	You can repair your tower with these.
Elk disguise		\$7 500	Makes the hunt easier for you.

When you're finished with your shopping, press "Exit", and you will return to the "result page". Look at your scores for a while, then press "Continue", you will now return to the forest for another round.

In the upper left corner of your screen you will see names of some items.

If an items name is black, you have the item but it isn't active.

If an items name is white, you haven't got the item.

If an items name is red, this is the active item.

If you want to use your purchased thing(s), press the key that match the number of the thing you want to use.

To help you with the hunt, it sometimes appear things up in the sky. To "take" these things, just shoot at them.

The things that can appear is:

- Arrow** - Brings you to the next "day".
- Bomb** - Kills every visible elk on the screen.
- Hammer** - Repairs your tower if it's damaged.
- x2** - Doubles your score.
- x2 Coin** - Doubles your amount of money.

The Game (two or more player game)

(See "Options" for more details about how to play more than one player.)

When you have pressed the "Go Hunting" button, a page with all selected players will appear.

Press the "Begin" button and wait until the computer has chosen a player.

Shoot as many elks as possible and wait until the rest of the players has finished their "huntingday".

To win the tournament you must win three rounds.

Options

When you press the "Option" button, a whole new page appears with a lot of "Check boxes" and some other stuff, we will explain all this to you now.

At the top of the page you'll find a line with four pictures. Each picture represents one player.



1. Click at a picture to choose a player, then write your name under it, you have now created a hunter. If it's more than one person that wants to play, just create a hunter for him, her or them too.
2. When no hunter is active, a cross will be shown instead of a hunter, and the text-string "Stays home" appears in the namebox.

At the right bottom of the screen you'll see information about the selected player.

1. Medals (Just to make sure your sight is ok.)
2. Under each medal there is a number that shows how many medals of that kind you've got.

Star medal-	Number of times you have completed a "one player game".
The other medals-	Number of times you have come on the first place, second place and so on...
3. Display your rank.
4. Display your hit-accuracy, how many elks you have totally killed and your total amount of used bullets.

5. Deletes the selected hunter.

At the middle-left of the page there is a column with some options;

Censored-	Check this box and you won't see any blood.
Use the reminder-	This gives you some help under the game.
Show options-	The "Options page" will automatically appear before the hunt begins.
Save Hi-scores-	Your score will be saved in the Hi-score list.
Save Options-	All settings will be saved.

Hi-Score

We have set up a competition (no prizes though) on our webpage, where the best/worse hunters is displayed. If you have achieved a great score and want to be in that highscore-list, please mail the file "sausage.elk" to Erik and he will put your name in the list.

History

The ideas to this game flew into our heads a Sunday evening in March, when we found a tape from the early eighties with songs about animals. When we listened to it for a while, and we found a funny song about some elks who protested against elk-hunting. We thought this song was so funny that we made a game about elk-hunting (Some reason to make a computer-game, huh? ;-).

v1.0 -September 1, 1997

First release.

v1.1 -September 6, 1997

Win95 bugs removed.

v1.2 -October 16, 1997

*Screen resolution problem fixed (you can now play HS in all screen-resolutions).
Multitasking problems, fixed.*

v1.21 -October 19, 1997

Some bugs removed.

Homepage

Please visit Hunting Season's homepage at:

<http://hem2.passagen.se/elkshit>

Questions

If you wonder about anything, please don't hesitate to contact us.
If it's about the graphics or the webpage, mail Anders.
Otherwise contact Erik.

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