Hunter Hunted

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- Play as human or beast.
- Pursue your enemy through booby-trapped tunnels.
- Use guns, grenades, knives, ninja-stars, fists and claws.
- Battle your way through 100 levels in single-player or split-screen, 2 player death matches.

Engage in a single-player or two player demo. Time limit is 5 minutes for each level.

This demo contains just a fraction of Hunter Hunted, available everywhere in October, 1996.

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| Default keyboard controls: | | Default joystick controls: | |
|----------------------------|----------------|----------------------------|---------------|
| Default Reyboard Controls. | | Default joystick controls. | |
| Ζ | - Punch | Button 1 | - Jump |
| Shift | - Jump | Button 2 | - Shoot |
| Ctrl | - Shoot | ₽+⇔+Button 1 | - Prev Weapon |
| Х | - Stealth | ↓+⇒+Button 1 | - Next Weapon |
| PageUp | - Prev. Weapon | 仓 | - Up |
| PageDown | - Next Weapon | $\hat{\Gamma}$ | - Down |
| 仓 | - Up | \Diamond | - Left |
| Û | - Down | \Rightarrow | - Right |
| \Diamond | - Left | | |
| ⇒ | - Right | | |
| | | | |

Other controls:

| 仓 | - To move in through a passage way. |
|----------------|--------------------------------------|
| $\hat{\Gamma}$ | - To move out through a passage way. |
| Û | - To open doors. |