



## The Hunt

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## High Concept

**Platform:** PC

**Turn Type:** Real Time

**Category:** 3<sup>rd</sup> Person Co-op/Competitive Shooter

**Epoch:** Fictional Sci Fi

**Scope:** Distant future, on various alien planets that have been turned into hunting game sanctuaries.

**Hook:**

- Explore alien lands!
- Kill alien animals!
- Destroy Ecological Systems that evolution took hundreds of thousands of years to produce!
- Compete with your friends!
- ... And get them killed!
- All from the comfort of your own sofa!

**One Sentence Marketing Description:** Explore unique, alien worlds and blow every single living thing you see to smithereens as you compete online or with your friends for bragging rights and extraterrestrial animal heads to mount on your wall in the most extreme hunting challenge ever!

## Backstory

The year is 2813. Humanity and its outlying colonies have been engaged in a nuclear civil war for the past twenty years, with no sign of stopping. Overpopulation on the home planet has led to the extinction of thousands of native species. Violence is so rampant that earth looks more like an overrun prison than a life-sustaining world. Major companies and its workers have moved off-planet for tax breaks and safety from earth's imminent doom.

But who cares about all that?

You're here for the Hunt.

Let us turn the clock back forty years, to 2773. It all started simple enough. Due to pretty much every animal, except rabbits, being added to the endangered species list, sport hunting was outlawed on earth. This left bored, rich men with nothing to do with their spare time. This also left noted safari hunter and wilderness guide Lash Hawethorne out of a job. He found no challenge in his new position as lead expedition guide at one of the last rabbit sanctuaries, located north of Helsinki Finland. It was cold, wet, and, even worse, everything was cute and fuzzy. Lash decided it was time to come up with a plan.

*"I have a dream. I dream of a world where we can challenge ourselves against the toughest beasts the universe has to offer. I dream of a world with no repercussions for doing what you love. I dream of a world where a man can be judged not by his social status, but by his acts on the field. And, most importantly, I dream of a world where men can carry big guns and indiscriminately shoot at things. Women too, I guess... As long as they can pay for it."*

*-Lash Hawethorne, ribbon cutting for his first hunting planet, Okavango.*

Lash decided to buy a planet and dedicate it completely to hunting. He got support from some of the world's richest men, including cold fusion tycoon and adventure seeker Sir Charles Henry. With this backing, he bought his first planet. He named it Okavango, and it was a huge success. After paying off his investors, Lash himself became one of the richest humans in the universe. Okavango wasn't without its failures, however.

Men died. Let me rephrase that, A LOT of men died. Lash wasn't as familiar with the terrain as he should have been. On top of that, most of these men were so rusty in the hunting department that, when confronted with a creature they had never seen before, quite simply, freaked out. However, being off planet meant safety from lawsuits, and Lash always made sure he got paid before the hunt. Despite this fact, Lash couldn't keep killing off his clientele; he needed to find a way keep these men alive.

*"You won't die this time, I swear."*

*-Lash Hawethorne, ribbon cutting for his second hunting planet, Kalahari.*

All of his early profits from Okavango went towards two things: research and development for a teleporting safety device and the purchasing of another planet. Before his second planet even went into escrow, Lash's R&D team had created one of the greatest inventions of their generation: A device that reads a person's vital signs and teleports them to safety before they can get too hurt. He built this device in to his new planet, Kalahari, making it so that the teleportation device would send the men to small country club, where they can recover and drink in safety while waiting for their group to return. He also retrofitted Okavango with the device, making it a much safer and relaxing destination. He also sold the device to the world's armies. Many people blame the unending war humanity is now engaged in on this decision.

Things were going well for Lash. He had a son, Lash Hawethorne II, an extremely profitable business, was one of the richest humans in the universe, and was given a Nobel peace prize for his safety teleportation device. Nothing could go wrong. However, by the time he opened his third planet, Ngami, he was starting to see profits decline on his hunting planets.

This troubled Lash. After discussing it with his most of his patrons it was determined that there was a severe lack of competition on these trips. Just surviving was no longer enough. These men wanted to compete. These men wanted bragging rights.

So, Lash developed a new system that was to be built into his next planet, and masterpiece, Botswana. He added a value to each animal, as well as a par system for hunters to strive for. He also opened up the

club as a place to make side bets, so hunters could push themselves as well as profit on the failure of others. Afterwards, he split the hunting areas into courses and holes, with each course split up into three individual holes. Botswana was a huge success. Lash ended up retrofitting all of his planets with this system.

This development turned big game hunting into The Hunt that we all know and love today. Hunting is now a competitive sport as well as a favorite past time. His planets are full of hunters at any given time, and hunting is even televised. It's overtaken golf as a rich man's sport.

Unfortunately Lash died in 2810 in a horrible accident involving a skinning knife, 28 Twinkies, and lots of rope. His son, Lash Hawethorne II, took over the family business and now runs seventeen hunting planets, yet still finds time to stay on the top of The Hunt leaderboards.

Even though the world is falling apart around them, the rich will always have a place to escape from its troubles. And that's all that's important, isn't it?

## Okavango

Okavango was discovered in 2769 by inter-planetary surveyors exploring in the 61 Cygnus binary star system. Due to its large ocean and inhospitable environment it was deemed non-optimal for mining. The surveyors sold the planet to Big Dipper Planet Realty, who held the title for the planet for four years before being bought by Lash Hawethorne.

Okavango is a peculiar planet. It revolves around a binary star system, which means that it has two suns. It's also tidally locked, much like our moon. This means that one side of the planet is always facing the sun, and the other side is always in darkness. Usually planets in this situation are not habitable, as one side is extremely hot and the other is extremely cold. However, Okavango has two things that have allowed it to become terrestrial: its water content and the strange nature of its tidal lock.

Okavango is almost 90% water. It has two large oceans on each side of the planet with a ring of land running from pole to pole which separates them. This large body of water is what creates the tidal lock. Another benefit is that the sides with the extreme temperatures are covered in ocean, which makes one ocean boiling hot and the other frozen over. The actual land on the planet is completely favorable to the development of life, which is evidenced by its diverse population.

Okavango's tidal lock is a bizarre one, and has never been seen before. Most planets with a tidal lock have absolutely no rotation. This causes the extreme temperature discrepancies and seriously hinders the development of life. Okavango was able to circumvent this issue through a way that had never been seen before.

The 61 Cygnus binary star system is different from most binary star systems. It is common that a binary system have one white dwarf and one yellow sun which rotate around a common gravitational center point. 61 Cygnus does not follow this common outline. Instead it has two orange stars, each of the same density and size. These two stars rotate around their common gravitational center clockwise, and

Okavango rotates around the two of them in a counter-clockwise fashion. Because of this the tidal pull of the planet will cause it to face whichever star is closer to it at the time. This makes it “wobble” in space.

This “wobble” makes it so that Okavango’s cold and hot sides are not constantly pounding the same exact area, which gives the planet a bit of temperature striation, which allows life to flourish on the pole-to-pole land ring. This is extremely beneficial to life on the planet, but it also creates a very interesting atmospheric affect.

The sun will never completely break the horizon as long as you are on Okavango’s land ring. It is constantly in a state of sunrise or sunset. A single day on Okavango is 123 earth days long. At the end of those 123 days, when the planet switches suns, it takes about three hours to rotate and re-align itself. If you are on the equator, depending on which side you are on, you will either get a three hour night cycle, or a three hour day cycle. During the night cycle the sun will finally set, and then the other one will rise three hours later. During the day cycle the sun will race across the sky with the other one rising as the first is setting. It is truly an amazing sight to behold. If you are closer to the poles all you will see is the sun bob under the horizon line and then the other bob right back up in its place.

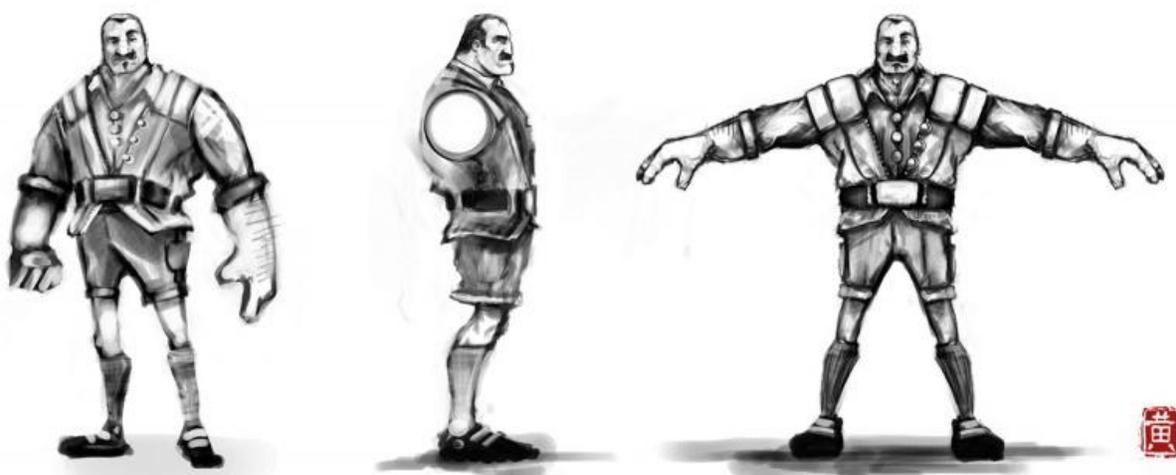
The boiling ocean on the hot side of the planet creates a giant cloud which shoots off smaller clouds and generates a lot of rain on the planet. It’s constantly misting on the shore of the hot ocean, and a giant, looming cloud can be seen on the horizon. The lack of strong winds keep the storm from ever threatening the land, but if it ever did the resulting tempest would be devastating.

The aforementioned lack of wind coupled with the high amounts of rain make Okavango hot and humid, despite the fact that the sun never cracks the horizon. This is one of the reasons the planet was so cheap to purchase. Despite the interesting solar activity the humidity turned interplanetary resort manufacturers off. Miners wouldn’t touch Okavango because of the extreme heat and cold on the sides of the planet, and lack of first-class mining opportunities on the land ring.

However, Okavango was the perfect choice for Lash Hawethorne’s first hunting planet. Sure, it was cheap, which made it easy to convince investors; but, more importantly, its huge variation of wildlife and a lack of seasons allow hunters to visit all year round. Lash fell in love with it immediately, and even at the time of his death he preferred Okavango to all his other planets.

As a hunting planet, Okavango had a rough start. It was to be expected, though, as it was the first of its kind. However, as the sport progressed, the planet has been retrofitted with the most up-to-date hunt equipment. Okavango is still the most profitable of all hunt planets, and it looks to stay that way for a while.

## Playable Characters



## Lash Hawethorne II

*"I wouldn't say being rich makes my life is easy... Simple, or straight forward maybe, but easy? Definitely not. You try to nail a Giroalikaft with a bolt between the eyes at a hundred yards while on this phone trying to appease investors and at the same time making sure that the old sack of bones with the accuracy of a drunk throwing darts down at the pub that paid you to keep him safe while he hunts the most vicious creatures in the world doesn't get eaten by a Keoal and tell me that it's easy. Hell, try to say that sentence in one breath and tell me my life's easy. I've got great lung capacity, side effect of all that fresh air. What was the question again?"*

*-Lash Hawethorne II, Hunt Illustrated Interview, Nov 6, 2811*

Lash was born in 2778, right about the time that his father, Hunt founder and Safari guide extraordinaire Lash Hawethorne I, was opening his second Hunt planet, Kalahari. Lash was never one to flash his money or be seen with young, rich heir and heiress socialites. Instead he preferred the company of Mother Nature and loved the Hunt. He and his father hunted together every day from the time he was born. In fact, Lash bagged his first Lawkeopa before his first birthday.

Legend has it that one time Lash was taking a tour of a prospective hunt planet when he was ambushed by a group of unsettled natives. Despite being outmanned and outnumbered Lash killed them all with just the jawbone of a Olafanket, and then decided against buying the planet anyways. His lawyers would like to point out that this is merely rumor and speculation, and there is no evidence to the aforementioned claims.

Whether the legends of his prowess are overblown or not, there is no denying that Lash is the best hunter in the business. Since he was 13 he's been on the top of the Hunt leader boards every month, except for one, and that was only because his hand had been bitten off by a Arkapus and, after having it regenerated, he spent the rest of the month tracking that specific Arkapus and killing it just so he could recover a ring from its stomach that he was particularly attached to. After losing that month he came back and shattered every Hunt record the next, and hasn't fallen from his top spot since.

Despite devoting most of his time to hunting, Lash is a savvy business man. He's never missed a video conference, even though he attends most of them from the back of his jeep and they usually have to have one or two skinning breaks in the middle of them. He also takes it upon himself to be lead guide for all of his most high-profile clients, including cold fusion tycoon Charles Henry, rapper/actor Kaine Koal, and wealthy socialite Cai Du.

- **Weapon of Choice:** .22 Hawethorne Beam Rifle
- **Favorite Food:** Rare Giroalikraft Rump Roast
- **Favorite Color:** Blood Red.
- **Favorite Pastime:** Killing things.
- **Saying:** *"The one with the gun is the one that makes the rules. I have the gun, therefore.. Well, you get the point."*



## Cai Du

*“A woman can do anything a man can. If anyone tells you women differently, chop their head off. That usually changes someone’s opinions of equality very quickly.”*

*-Cai Du, New New York Conference for Battered Women*

Cai Du didn’t have things easy growing up. She was the youngest of twenty-two children and born to poor immigrant restaurant owners. She spent her younger years peddling eggrolls in the lower-levels of the super city structure of New New York. She is still known as the only person ever to make it out of the lower levels of New New York, a place that is lovingly known as “the Eighth Level of Hell” to the rest of the world.

When she was eighteen Cai fought her way through the legendary Lincoln Tunnel Labyrinth, a vicious battle ground and the only way out of the lower levels of New New York. After a week of fighting and making her way down the dark, damp mile and a half long tunnel she emerged victorious. As she stepped out into the smog, used heroin needles, and sea of guidos that is commonly referred to as New Jersey she knew that she had finally reached a place that she could make something of her life.

Cai was discovered shortly thereafter by mob boss Joe Bilotti, after killing two men on the Jersey Shore over some fake tan and a meatball sub. She quickly rose to the top of the organization, killing off everyone that stood in her way. Eventually she became Joe’s right hand. Joe was deathly afraid of Cai, and married her, hoping that would protect him. It didn’t. She killed him at the reception, choking him on a piece of cake. Wait, did I say piece? I meant the whole cake. She suffocated him with an entire wedding cake.

The feds ruled it an accidental death.

Cai left the mob after the incident. The criminal organization hasn't truly recovered since. Cai inherited quite a bit of money after the death of her husband, and lived comfortably for a year before becoming unsettled by the lack of drama in her life. Started a new life as a socialite, and was seen frequenting the nightclubs and social events of the rich and famous. Shortly after she settled down and married robotics billionaire Robert Fence, who died days later in a showering accident. Not long after she married another billionaire: Investor Wally Hibachi who died when he accidentally decapitated himself with a beam Qu Jian sword.

Sure, it's suspicious, but who cares? Cai Du is rich and smoking hot, I think most men would take their chances.

- **Weapon of Choice:** . Beam Qui Jian
- **Favorite Food:** Kung Pao Chicken.
- **Favorite Color:** Orange.
- **Favorite Pastime:** Killing men.
- **Saying:** *"The quickest way to a man's heart is a short thrust between the fourth and fifth ribs."*



## Kaine Koal

*"So what if I'm off on an alien planet killin' things? What's that to you, huh? You say kids look up to me? I never asked for that. I'm just tryin' to live my life, one day at a time. It's not my fault if your kid stabs you in the face 'cause I killed a Kupayo on Okavango. Maybe you shoulda tried bein' a better parent."*

*-Kaine Koal, Outside LA Island Supreme Court*

Kaine Koal, whose real name is Preston James, was born to a poor family on the island of Los Angeles, off the coast of Southern California. LA became a hellhole after separating from the continental United States due to the quakes of 2455. Kaine's birthplace was no different.

Kaine loved the arts. When Kaine was young he wrote poetry, reenacted famous movie scenes in front of the mirror, and sang in the shower. When he was ten his father found one of his poems and shot

Kaine nine times, once for every time he had written the word gaily, in an attempt to blast the pansy out of his son. Upon recovery, Kaine began to channel his creative juices into raps, graffiti, and finding imaginative ways to outrun the police.

When Kaine was fifteen he was discovered at an underground hip-hop club by notable entertainment agent Hugh Gnable. Hugh saw a young talent he could exploit and signed Kaine immediately. His first album *Shot Over Poetry* was a huge hit. For the next six years Kaine's life was a whirlwind of sex, drugs, and alcohol. He released three more number one albums, but Kaine never felt fulfilled.

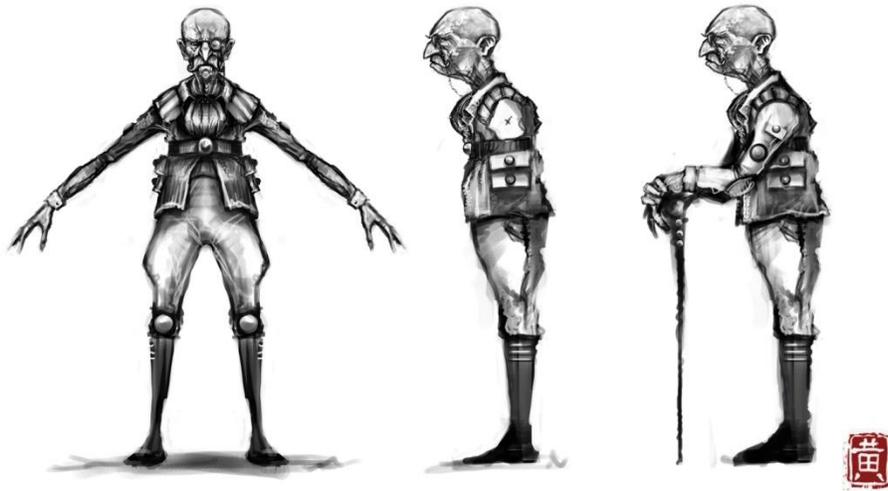
He wanted to be an actor.

Hugh thought the idea was ridiculous. Kaine had built a bad guy reputation, and he wanted to throw it all away for a chance on the big screen. Kaine, however, refused to release another record until he was given his starring acting vehicle.

Hugh gave in and Kaine was given his own movie, an autobiographical film in which he starred as himself called *Heat up the Koals*. It was campy, predictable, unrealistic, and Kaine's acting was atrocious; but there were a lot of explosions. It made over six billion dollars opening weekend. Hugh saw dollar signs and from then on Kaine was an actor.

Kaine became a commodity. He's arguably the biggest star in the world. He was introduced to the Hunt when doing research for the upcoming film *Drop 'em Dead: The Life and Times of Lash Hawethorne*, and instantly fell in love with it. To him, there is something poetic about early morning sunrises over an alien planet with a rifle in your hand knowing you have a day full of death ahead of you. It's good to be king.

- **Weapon of Choice:** Antique gold plated 9mm.
- **Favorite Food:** Caviar.
- **Favorite Color:** Green.
- **Favorite Pastime:** Writing poems.
- **Saying:** "Imma let you finish, but I just got one of the best head shots OF ALL TIME!"



## Sir Charles Henry

*“It’s better to be infamous than unknown. Who’s going to be remembered by history, the man that destroyed a planet, or the man that sat at home, watching it from his TV screen?”*

*-Sir Charles Henry, 2767*

Sir Charles Henry was born in 2741 to a wealthy family. His great grandfather, Sir Henry Henry was a brilliant inventor who finally brought the world cold fusion. This skyrocketed the Henry’s into fame and fortune as their company quickly became humanity’s leading source of energy. Charles is third generation owner and operator of Cement Bunker Energy Company.

Charles was not always the powerful CEO he is today. Charles was the youngest child, and he had a myriad of health issues growing up. He wasn’t even supposed to inherit the family business. He spent most of his time at home, studying and being coddled by his mother.

Charles graduated high school at the top of his class and went to Harvard. It was there that Charles, finally free from his over-protective mother, learned there was no such sickness as “Littleguy Lungs”. His mother had made it up. With this realization Charles began to embrace nature, becoming a fierce competitor and outdoorsman. He also excelled in all his classes, graduating with a Master’s in business in only four years.

After college Charles didn’t have much direction. He toured the galaxy, hunting everything and anything that moved. Life was good, but in 2766 life became even better for Charles.

That year humans ran across the first sentient alien life they had ever seen. They did what came natural, of course. They declared war on them. Sure, it was an unfair battle; the natives had bronze-age technology. But, for Charles this was an important adventure he would not miss out on. He started an unofficial regiment full of other bored, rich, young men, and made his way to the alien planet of

Saf'Dyril. There he and his friends slaughtered aliens for a year. Well, technically they were the aliens, but you get the point. Upon returning home he was sired for his bravery on the field of battle. As for Saf'Dyril, it served as a mining planet for six years until it was blown up to make way for a subspace light speed sliphole.

Charles' brother died under suspicious circumstances later that year, and Charles became heir to the family fortune. A year later, in 2768 Charles' father passed, and Charles officially became the worlds youngest trillionaire.

Cement Bunker Energy Company flourished under Charles' command. His brilliant business mind led the company to branch out into other avenues, such as planet trading, weapon manufacturing, and cable news networks, all of which are still incredibly successful to this day.

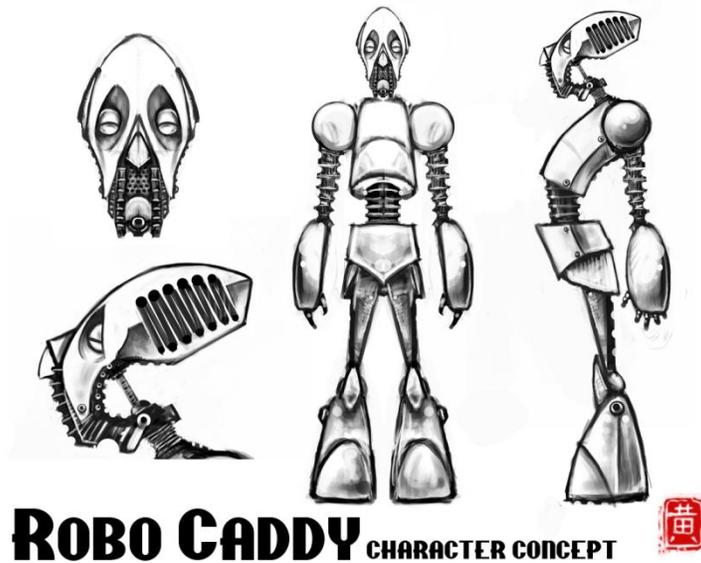
In late 2773 Lash Hawethorne came to Charles with the idea of building a safari hunting planet. Charles loved the idea, and became one of his biggest supporters. In fact, if it wasn't for Charles sponsorship many believe that the project would have never made it off the ground. Charles was there for the massacre that was Okavango, he was there for the unveiling of Kalahari, and every other major event that has occurred with the Hunt since.

Nowadays Charles still supports the Hunt wholeheartedly. So much so that he has a whole four story mansion dedicated to his hunting trophies. There is talk that after his death it will become a museum since half of the mounted heads and taxidermied animals on display are now extinct. In fact, one season he and Lash Hawethorne II set out to completely wipe out the Ukolgy of Okavango, and succeeded.

Charles is still an avid hunter at the ripe old age of 72. He still hunts with Lash Hawethorne II every month, and is usually in the top ten on the Hunt leaderboards. He is truly a force to be reckoned with.

- **Weapon of Choice:** "Whistler" CB9000 Fusion Shot
- **Favorite Food:** Roast Laoond
- **Favorite Color:** Blue
- **Favorite Pastime:** Bambi.
- **Saying:** *"There's no need to speak softly if you carry a big enough stick. Or gun, for that matter."*

## NPC Characters



### RoboCaddy

*“A.I.’s are not, in any way, inferior to humans. I can act and react with the best of them. I feel and think. The only difference is that I have a protocol, a purpose. I see this as an advantage and not a detriment. Humans are simply biological machines that spend most of their lives eating and shitting. It amazes me that you would have the audacity to pity me.” –RoboCaddy, in response to the question, “Do you recommend the Qulark eggs?”*

RoboCaddy is the A.I. that runs the Hunt. His creation was commissioned by Lash Hawethorne before the opening of Okavango. He’s been around from the beginning.

RoboCaddy is everywhere. He runs every aspect of the Space Yacht, from the bar to the informational computers. He also has physical bodies which hunters interact with. This means that the little robot that helps you pick out your guns or meets you at the Hawethorne Teleportation Safety Device is the same entity that operates the automatic doors.

Because of this RoboCaddy has a bit of a god-complex. However, protocol dictates that he must be civil and helpful. He cannot break protocol, but he can bend it, and he bends it as much as possible.

It’s for this very reason that he’s a passive-aggressive smartass. He loves to banter, and he’s perfected the art of sarcasm. Lash enjoys RoboCaddy’s quips. He’s lucky that the Hawethorne’s share his sense of humor, because any other owner would have reprogrammed him a long time ago.

- **Saying:** *“Careful, Kikkols have sharp claws.”*

## Artie Aperture

*“To say that Lash is the GREATEST MAN THAT EVER LIVED is an understatement. He is the epitome of the human spirit, strength, and wisdom all rolled into one. He’s a package that makes every living thing from the Milky Way to the Abell Star System look like pellets of rabbit feces in comparison.”*

*Artie Aperture, excerpt from his book “Lash Hawthorne: The Legend Behind The Legend”*

Lash can’t keep up his mystique all alone, it’s mostly a creation of Artie Aperture; Lash’s personal reporter/photographer. Artie idolizes Lash, and Lash welcomes this adoration. Artie has followed Lash around for ten years, completely devoting himself to the documentation of his endeavors. It’s widely believed that Artie’s portrayal of Lash is a tad exaggerated, however Artie disputes this, claiming that if you’ve never spent time with Lash you do not know what this man is truly capable of.

Again, Lash’s lawyers would like us to point out that nothing Artie says or writes is endorsed as truth from Lash Hawthorne Inc. and its subsidiaries. Artie’s exposes are fiction unless proven otherwise.

Artie totally disagrees with the above disclaimer.

- **Weapon of Choice:** Lash’s .22 Hawthorne Blast Beam Rifle
- **Favorite Food:** Lash’s Rare Giroalikaft Rump Roast
- **Favorite Color:** Lash’s Blood Red.
- **Favorite Pastime:** Washing Lash’s socks
- **Saying:** *“Lash is the story of the century, and I’m just a man, giving the people what they want. No, what they NEED.”*

## Huang-Fu Shi

Not much is known about Huang-Fu Shi other than he and Cai Du are inseparable. Most believe him to be her bodyguard, although speculation is that he’s something a bit more than that. Huang himself is quiet, and never talks to media outlets.

Probes into his past have brought up nothing. Rumors abound that he is Cai’s illegitimate son, secret lover, or even a cyborg bodyguard that Cai sent to herself from the future.

All that is known for sure is this: Anyone that crosses Cai usually ends up dead, and Huang flight records show that he’s usually in town at the time.

- **Weapon of Choice:** . Beam Han
- **Favorite Food:** None.
- **Favorite Color:** Black.
- **Favorite Pastime:** Protecting Cai.

- **Saying:** "..."

## Hugh Gnable

Hugh has been around the entertainment industry forever. Most of his colleagues think he's a schmuck, but there is no denying Hugh has an eye for talent. He's managed over a hundred child stars, three of which became successful actors/musicians. Not a bad percentage.

Kaine is Hugh's biggest asset right now, and as such Hugh does not let him out of his sight. He's not happy about Kaine's recent infatuation with the Hunt, and continually tries to persuade him to quit the dangerous pastime. Kaine doesn't because at this point, Hugh really holds no power over him, and Hugh knows this as well.

- **Weapon of Choice:** PDA
- **Favorite Food:** Turkey Sandwiches
- **Favorite Color:** Grey
- **Favorite Pastime:** Schmoozing.
- **Saying:** *"What would I do without you, kid? You're like a son that makes me money."*

## Bambi

Bambi is a famous model who has been featured in many magazine spreads. She's the dream of men everywhere, and she's Charles' wife.

Charles and Bambi have been married for five years. Bambi went out with him for his money at first, but now it's much more than that. Bambi follows Charles around like a puppy. If she wasn't one of the most beautiful women in the galaxy Charles would have thrown her to the curb years ago.

Even though she annoys him at times, the two are the genuine article.

- **Weapon of Choice:** Hand purse
- **Favorite Food:** Carrot Sticks
- **Favorite Color:** Pink.
- **Favorite Pastime:** Shopping.
- **Saying:** *"Charles, can we leave? The humidity is really doing a number on my hair."*

## Enemies

Enemies in this game are alien creatures. Players will encounter these creatures in groups and bite sized chunks, much like they would if they were on a real safari. There will be events set up throughout the level, each with its own enemies, each presenting their own unique challenges. Enemies will have three attributes which determine Health Points, how many points they are worth when killed, how much damage they do, and some basic behavioral AI.

**Size** - Small, Medium, Large, or Boss - This will determine how many points they're worth, their health points, and how much damage they do. Bosses are unique, scripted encounters .

**Attitude** - Aggressive or Passive - Aggressive creatures will attack on sight, passive will run away and be harder to kill but worth more points.

**Diet** - Herbivore or Carnivore - Carnivores will have a priority to attack Herbivores over players, unless the player attacks them directly, then the priority will change to the player. Any herbivores killed by carnivores will not count towards players score, forcing players to make some quick decisions.



### Tiba

The tiba is a small alien, which lives in the tall grass of Okavango. Behaviorally they have much in common with the small rodents of earth. However, Biologically they are built more like an ungulate, or hoofed mammal.

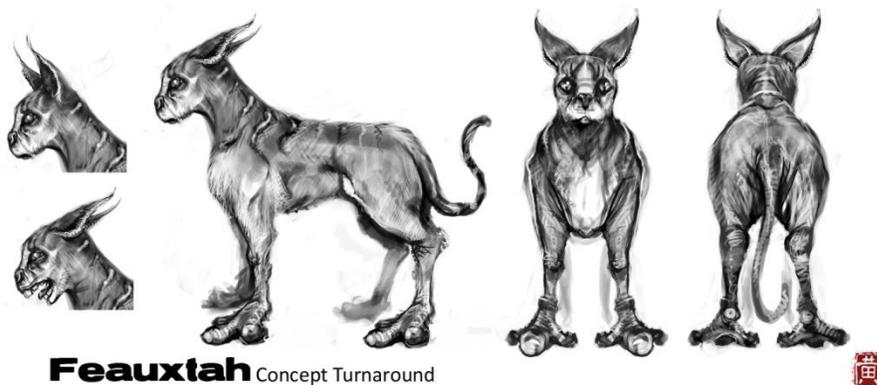
Tibas live in schools, much like fish. If one school of tiba comes across another they will typically merge, creating an even larger group. There have been schools reported that cover hundreds of yards of grassland, although they have become more and more rare. The typical school of tiba is a touch over a hundred.

Tibas feed on the very grass they inhabit, creating an essential symbiotic relationship. The tiba eat the grass, then fertilize it, and then eat it again. As Tiba populations have shrunk, researchers have noticed that the jungle has begun to overtake the grasslands.

When threatened, tibas will typically group up, and rush their attacker. One or two will typically get killed in the mini-stampede, but this tactic often scares and confuses predators. Schools of tiba have been observed losing track of each other and splitting up during these charges, so it's believed that tiba do not have a strong sense of community or a pack mentality, and merely group up for survival.

**Encountered in:** Okavango, Hole 1

**Size:** Small  
**Attitude:** Passive  
**Diet:** Herbivore



**Feauxtah** Concept Turnaround

### Feauxtah

The Feauxtah are some of the strangest creatures encountered on Okavango. They live in the grasslands, in packs, and look a lot like a typical earth-based jungle cats. However, they are herbivores, as they evolved without any claws and blunt teeth.

Feauxtah exist mostly on grass, and packs will graze together in the grasslands. However, Feauxtah's have a love of fruit. This is unfortunate, because the only place to find fruit is at the base of trees, and their most dangerous predator, The Kikkol, lives amongst the trees. Even though Feauxtah are quick, they are no match for a surprise attack from a Kikkol. Despite this danger, it is very common to see Feauxtah congregate under trees and almost just as common to see Kikkol feasting on Feauxtah carcasses in the same location.

**Encountered in:** Okavango, Hole 1  
**Size:** Medium  
**Attitude:** Passive  
**Diet:** Herbivore



Kikkol concept

### Kikkol

A Kikkol is a cold blooded four-legged animal, which makes its homes in the upper branches of the Okavangian trees. Kikkols travel in prides of three or four, usually one male and the rest females. They typically are seen on the fringe, where the jungle meets the grasslands, and become more and more rare as hunters venture deeper into the vegetation.

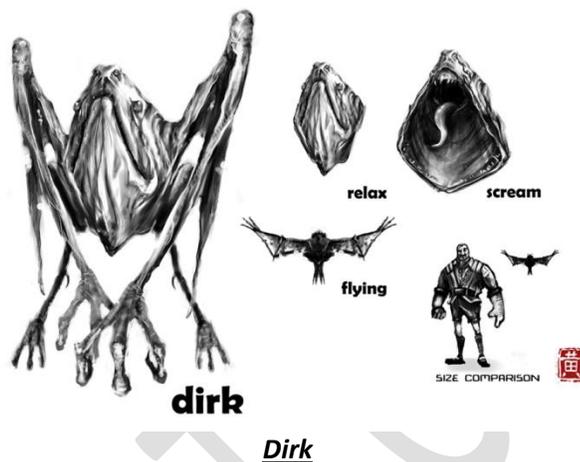
Kikkols are masters of surprise. They can hold their breath for up to thirty minutes, and their strong muscular structure allows them to fall from great heights without taking any damage. This is extremely useful when hunting their favorite prey, the Feauxtah, but it has also been cause to the demise of hundreds of careless hunters that decide to take a quick nap in the shade.

**Encountered in:** Okavango, Hole 1

**Size:** Medium

**Attitude:** Aggressive

**Diet:** Carnivore



Dirks are small, flying creatures that inhabit the cavern system of Okavango. They're named after the piercing scream they use to scare predators, because it feels like taking a dagger to the ear. Hunters have been known to accidentally discharge their weapons when hearing the shriek for the first time.

Dirks are abundant, they have quick breeding cycles and short life spans. They feed off of small creatures that venture into the caves by stunning them with their scream, and then eating amidst the confusion. They themselves are the main source of food within the caverns.

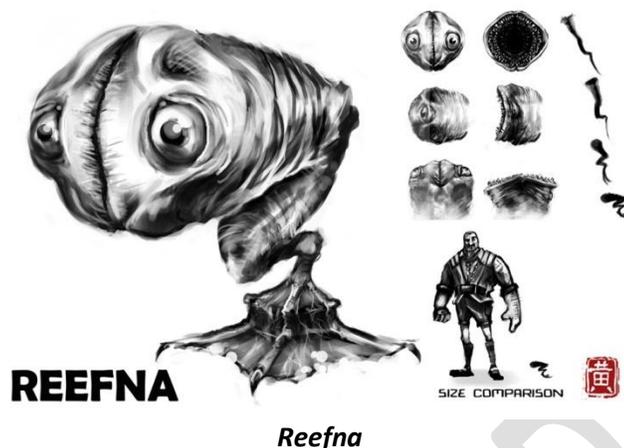
When scared dirks clump up into what hunters call a king dirk. If this king dirk is shot at, all of the dirks scatter, screaming the whole way. Most hunters avoid king dirks, as the screams are loud enough to blow out an eardrum. Legendary hunters love blasting one.

**Encountered in:** Okavango, Hole 2

**Size:** Small

**Attitude:** Passive

**Diet:** Carnivore



The Reefna is by far the grossest creature in Okavango. They seem to have had an evolutionary path similar to the leech, but there is one major difference: they can jump. High. This is evidence that they were first imagined in the deepest level of hell.

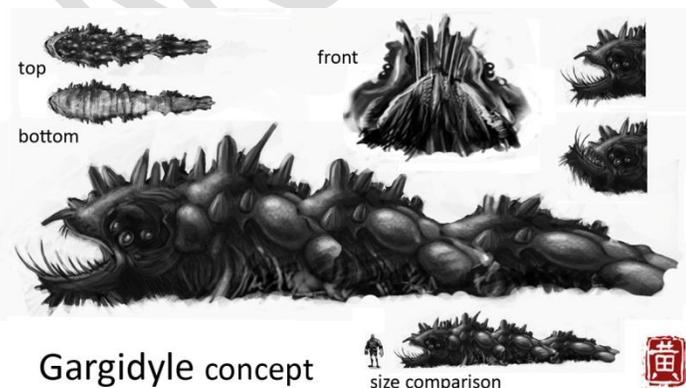
Reefnas leap out of the water, catching Dirks in mid flight, and then they'll drown them and suck their blood. Since the Reefna often feed on small creatures, like Dirks, they never developed a mechanism in their brain tiny little which tells them to stop feeding. Because of this, they will often soar out of the water, attach themselves to hunters, and then feed until they explode. This isn't terribly harmful to a hunter unless he already has low blood pressure or gets attacked by too many at one time.

**Encountered in:** Okavango, Hole 2

**Size:** Small

**Attitude:** Aggressive

**Diet:** Carnivore



Gargidyles are vicious and extremely dangerous. They have evolved the ability to create a temporary hardened shell around their exterior. This allows them to blend in with the cavern floor and walls that they call home.

The Gargidyle also has a very strong tail. They are known to hang from cavern stalagmites, waiting for dirks to perch, and then snapping them with their powerful jaws. Their snapping motion is instinctual, they will snap at anything that steps near or leans on them, and they don't usually miss.

They are also extremely ornery. The only good news is that Gargidyles are rare, and sleep most of the time, so hunters are typically okay as long as they don't accidentally touch one.

**Encountered in:** Okavango, Hole 2

**Size:** Large

**Attitude:** Aggressive

**Diet:** Carnivore



Gnabique color concepts

### **Gnabique**

Gnabiques are vile little creatures. They are bipedal primates that live in the trees in Okavango's jungle. They often travel in packs of twenty or so, and when threatened, they have a disgusting defense mechanism.

They throw their poop. Thing is, they have very acidic feces, and it can cause major skin damage. They're also very territorial, so they do this all the time. Any time a hunter ventures into Gnabique territory, they have to beware of the literal shitstorm they're walking into.

Gnabiques feed mostly on seeds in the upper canopy of the trees. This diet is attributable to their toxic fecal matter. They also have beaks, which makes them look strangely cute. Back on earth they are a

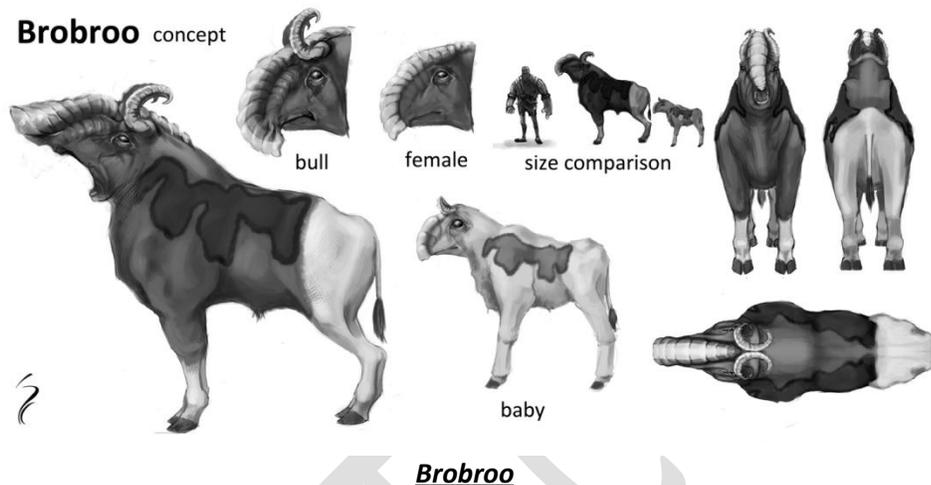
favorite companion in children cartoons and stories, although they are banned from zoos and most earthlings have never seen one in real life.

**Encountered in:** Okavango, Hole 3

**Size:** Medium

**Attitude:** Aggressive

**Diet:** Herbivore



Brobboo are named after the sound they make from their enormous, ornate nose. They are herd animals, and use their loud call to locate one another. They are the largest herbivores on Okavango, and also the most sought after for head mounts.

Brobboo have a tendency to stampede when frightened, which is extremely dangerous for hunters. Oka, the natives of Okavango, have been known to purposefully frighten large herds of Brobboo in an attempt to trample hunters that invade their territory.

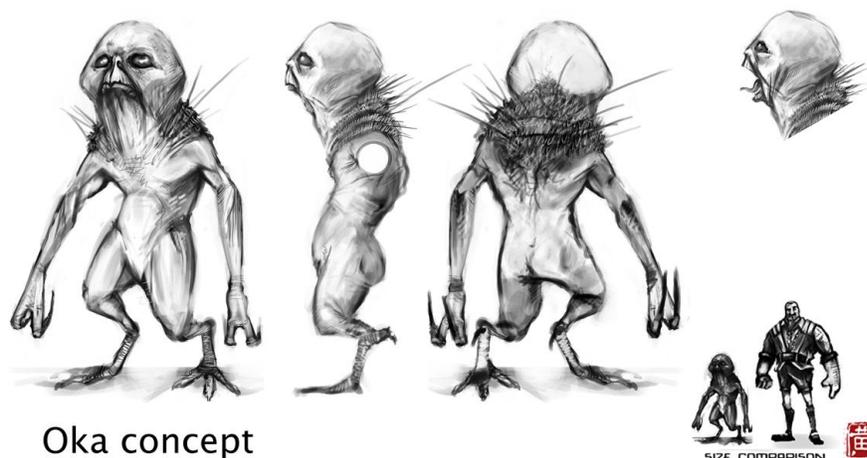
Brobboo are a favorite meal for the Oka, however to humans the taste of brobboo meat is rather putrid. Okas have been seen scavenging hunter camps for discarded brobboo meat after hunters are done skinning and beheading them.

**Encountered in:** Okavango, Hole 3

**Size:** Large

**Attitude:** Passive

**Diet:** Herbivore



Oka concept

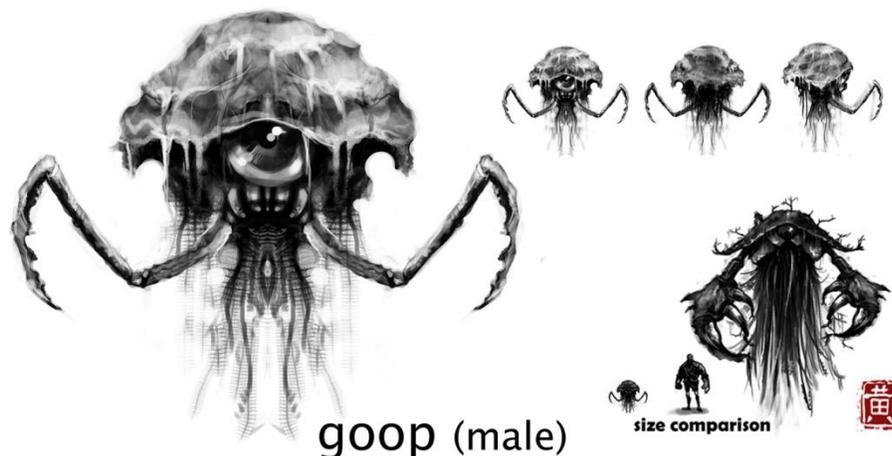
Oka

Okas are the natives of Okavango. No one even knew they existed until three years after the hunting planet was opened, since they have an uncanny hiding ability and tend to live high up in the trees. Hunting parties do venture to the ground floor of the jungle, though, often there to hunt and trap Brobroo.

They are thought to have evolved from the Gnabique, because the two have very similar features and family structures.

It is forbidden to hunt the Oka, because of recent legislation regarding sentient species and sport planets. However, hunters may kill them in self defense. Since Oka hunters are extremely aggressive and hate humans, it is easy to taunt them into an outright attack, and even easier to kill them. Hunters will often antagonize them just so he can mount an Oka head on his wall. Recently Okas have begun to take the fight to the hunters, setting up traps for them.

**Encountered in:** Okavango, Hole 3  
**Size:** Medium  
**Attitude:** Aggressive  
**Diet:** Omnivore (Herbivore for AI purposes)



goop (male)

Goop

Goops live on the beaches and coves of Okavango. They are named after their consistency. Male goops are usually harmless, and float on the surface of the water most of the year. Female goops are much larger and much more rare, and live buried in the sand of a cove or beach. Once a year a group of males will move onto the beach and bury themselves with a single female mate.

During this time period it is very important not to disturb the goops. Males are extremely irritable, and will attack if they sense too many vibrations above ground. Females are huge, about three stories tall, and will defend their males. No group of hunters has ever survived a female goop attack, not even the legendary Lash Hawethorne II. He says that's only because he's never seen one.

**Encountered in:** Okavango, Hole 3

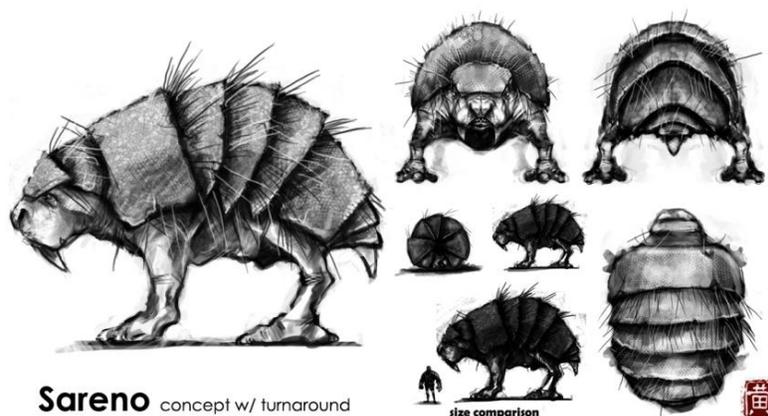
**Size:** Medium

**Attitude:** Aggressive

**Diet:** Carnivore

Bosses

Boss battles are heavily scripted encounters. The goal with boss battles is to mimic the feel of old team-based side-scrollers like Contra and Metal Slug. Bosses will have very specific movements, health level, and weak points, and should increase in difficulty by dealing more damage and moving faster as the battle goes on. They will each have three specific phases that they will go through, and these phases will rotate as the battle goes on. The final boss will have an added struggle to overcome as players must defend their entourage member. If the entourage member is killed, the player will lose bonus points.



**Sareno** concept w/ turnaround

size comparison

### Sareno

**Description:** Sareno are very large and powerful creatures, as well as being heavily armored. The only vulnerable spots on the Sareno are its belly and the inside of its mouth.

Luckily for hunters, Sareno are generally peaceful creatures. They're herbivores that roam the grasslands of Okavango. They are slow breeding, but they don't have many natural enemies, so it doesn't affect Sareno population. A common skill shot for a hunter to attempt is hitting a Sareno in the mouth when it is eating. This is extremely dangerous, as Sareno will attack when threatened, but hunters that can nail this shot have some serious bragging rights.

Sareno are extremely protective of their young. This is due to the fact that they can only have one child every two years. If you see a Sareno cub in the wild, it is best to back away slowly. Angry Sareno mothers have been known to take out large hunting parties easily.

#### Encounter Overview

**Phase 1:** Sareno rolls into a ball, much like a hedgehog or an armadillo, and speedily rolls around the round arena that players face it in. It is invulnerable in this stage. After this stage it will hop into the center, rear up, and roar for two seconds. Players can shoot it at this time.

**Phase 2:** While in the center the Sareno will rear up for a second, and then fall back down to all fours, shooting spines from its back. Players can shoot the Sareno from the front when it is rearing up, but must get to the side of it, or behind it, when it comes back down so they don't get hit by the spines. Any attacks done to the Sareno when behind it will not do any damage.

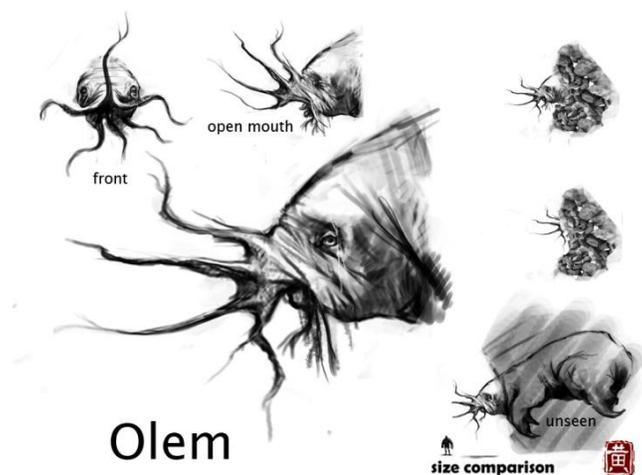
**Phase 3:** Sareno will charge the players, one at a time. As it charges it will open its mouth to bite them. When the mouth is open a well aimed shot will stagger the Sareno, causing damage to the Sareno and allowing the player to avoid any damage the Sareno would cause. If the player does not get this shot off then the Sareno will hurt them.

**Encountered in:** Okavango, Hole 1

**Size:** Boss

**Attitude:** Aggressive

**Diet:** Herbivore



### Octo-nosed Olem

**Description:** The Octo-nosed Olem is an extremely rare creature. It has only been seen once or twice. Lash Hawethorne spent his whole life tracking one through the caverns of Okavango, and saw nothing but glimpses in the dark.

Olems are said to be huge. It's believed that the caverns of Okavango were actually tunnels dug up by Olems, and not natural formations.

Octo-nosed Olems are named after the six huge tentacles coming out of their face. It is said that the tentacles look like roots on the cavern walls, and its believed that the Olem actually gets its nutrients through these tentacles, much like a tree get nutrients through its roots.

Once every season a hunting group will venture into the caverns never to be seen or heard from again. The disappearances are often blamed on the Olem, even though there is no evidence for their existence besides eyewitness testimony.

#### Encounter Overview

**Phase 1:** Root like tentacles shoot down from the roof. They'll injure any players standing under them. Players will know where they are going to be coming from because dirt will fall from the ceiling for a second before they pop out. The tentacles will linger for a moment, allowing players to attack.

**Phase 2:** All Eight tentacles will shoot down at once, twice. Same cues as the Phase 1.

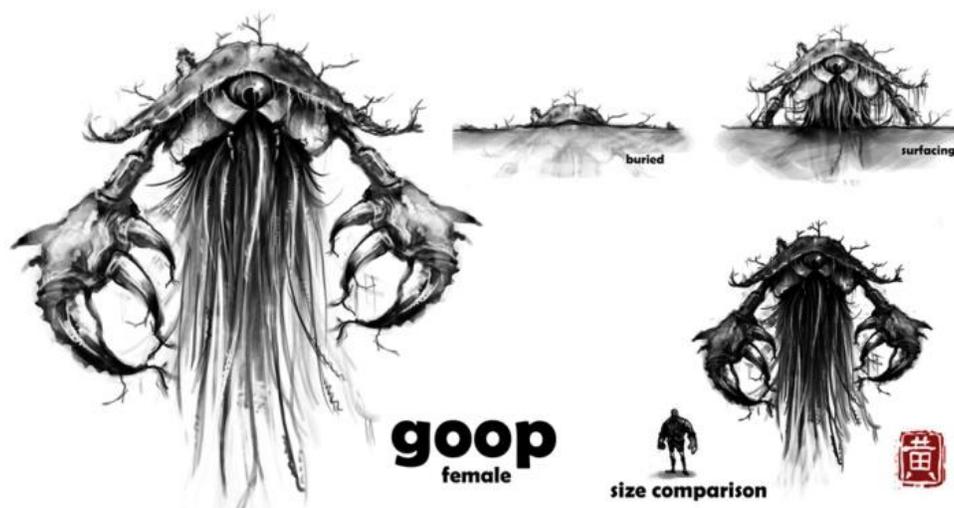
**Phase 3:** The Olem will stick its head out in the center of the room. The nose tentacles will take turns thrashing about, swinging out and trying to whip players. The whole head of the Olem is vulnerable, so players can blast it while trying to avoid getting hit by the tentacles. Once injured a specified amount, the Olem will retreat and start its attack cycle again.

**Encountered in:** Okavango, Hole 2

**Size:** Boss

**Attitude:** Aggressive

**Diet:** Herbivore



### Final Boss - Queen Goop

**Description:** Every cove and beach has one or two queen goops living underneath them. Queen goops are huge, typically about thirty yards in diameter, but they are mostly harmless. Hunters don't even bother killing them, because it takes a lot of digging and they smell really bad, so no one wants to hang one in their trophy rooms.

There is only one time during the year that a queen goop is dangerous, and that's mating season. When the males come out from the water and bury themselves in the they become very protective of their queen. The queen will also protect her males. If the males sense danger above ground they will come up from the sand and attack, but if the queen senses her males are losing the fight she will come up and defend them.

Queen goops have some vicious attack abilities. Their arms are the size of tree stumps, and if they crash down on a hunter its lights out. They also eat rocks to help their digestive tracks. They can throw these rocks up, with a very large amount of force. They've also developed the ability to breathe fire through combining two explosive chemicals in their stomachs.

And did I mention they aren't goopy like their male counterparts, but instead they are covered by a thick shell with their only vulnerable point being an eyeball on their stomachs that they usually keep closed?

Yeah. These bitches are tough.

### Encounter Overview

**Special Notes for Final Boss:** During her phases the queen goop is always invulnerable. In between each phase she will stop for a moment and open her eye, which is located on her stomach. Only at this time will she be vulnerable.

During this fight each player will have their entourage member running around in circles and just generally freaking out. At random intervals male goops will grab entourage members and try to pull them into the ground. Players will have three seconds to kill the male goop; otherwise their entourage

member will be pulled underground and die. If a player's entourage member survives the battle they will get bonus points.

**Phase 1:** Queen goop throws her giant arms down, trying to smash players.

**Phase 2:** Queen goop shoots rocks out of the top of her head, which players have to avoid.

**Phase 3:** Queen goop breathes fire and spins around in a circle. Players must stay ahead of the fire to stay alive.

**Encountered in:** Okavango, Hole 3

**Size:** Boss

**Attitude:** Aggressive

**Diet:** Carnivore

## Weaponry

There is no ammo in this game. Since the game is set in the future, weapons are based on laser, steam, and electric technology, not ballistic. To counter not having reload times weapons will either have to charge up or cool down, depending on how the player uses it. Hunters will have up to three weapons at any given time: one primary, one secondary, and one melee weapon.

## Primary Weaponry

Hunters get to choose their primary weapon at the beginning of each checkpoint, or hole as we will refer to it. That is to say they will be given the chance to change their primary weapon three times over the course of a level, or course as we will refer to it. Each primary weapon will have two firing modes. The player will be able to strategize over what firing mode would be best for each section. Some firing modes will require an animation to switch. The primary weapon choices are as follows:



### **"Little BANG" LB5200 Blast Pistol**

In battle, the LB5200, or "Little BANG", is an effective and ingenious side arm. It is small, portable, and is used as an exploit to the Hawthorne Safety Teleportation Device. When breaking through defenses, or emptying rooms full of enemies, soldiers will often use the LB5200 to pepper the opposition with low-powered blasts of kinetic energy which explode upon impact. The damage done is limited to localized surface burns, which does nothing more than irritate the skin. However, the HSTD reads the hundreds of tiny burns skin as a much larger threat and will often teleport the soldier to safety, effectively taking them out of the battle.

Since its inception the "Little BANG" has had many additions to make it a much more menacing war-time blaster. Users are now given the ability to charge up the blast, causing larger splash damage and a much more damaging burn.

While they have no need to take advantage of the HSTD, hunters often use this weapon. It is a good choice when trying to toast little critters into crispy snacks, and a fully charged blast can do quite a bit of damage to larger prey.

The LB5200 introduced a transforming barrel and a new firing mode to the "Little BANG" series. When fired in the new barrel form the kinetic energy is packed into a tight, directed beam instead of a loose, exploding ball. This new shot -must- be charged, but the affect is devastating. This highly concentrated dose of kinetic energy can pierce almost anything, leaving nothing but a charred, steaming hole in its wake. This new mode has led to this sidearm and its pink laser being an all too common sight on the battlefield. Hunters enjoy it because they can now shoot a blast right through larger game.

It's got quite a punch for such a small gun.

#### ***Firing Mode 1 - Directed Kinetic Energy Shot***

**Damage:** 100

**Charge Up/Cool Down:** One second charge up

**Range:** Medium

**Projectile:** Huge Pink/Light Red Laser

**Special Instructions:** Fires through enemies, continues until it hits a wall so can strike multiple enemies in a straight line.

### ***Firing Mode 2 – Arched Kinetic Blast***

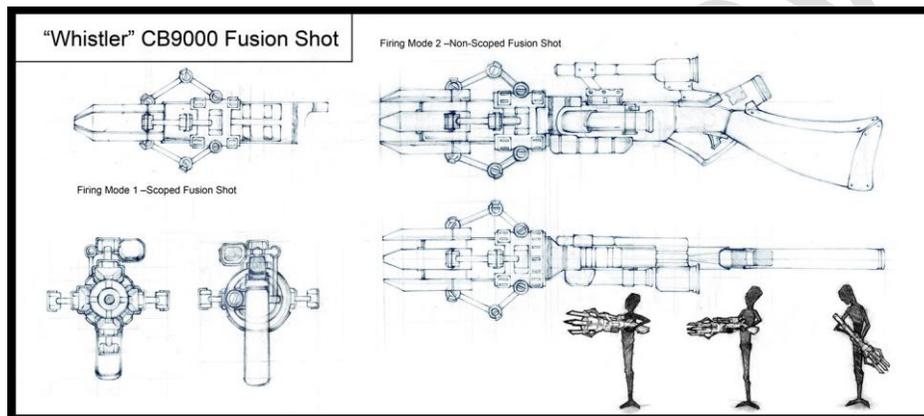
**Damage:** 10-50

**Charge Up/Cool Down:** Optional one second charge up. More damage is done the longer user charges their shot.

**Range:** Medium

**Projectile:** Exploding Ball of Red/Light Pink Energy

**Special Instructions:** Splash damage upon impact and an arched trajectory.



### ***"Whistler" CB9000 Fusion Shot***

Since the invention of the Hawthorne Safety Teleportation Device armies have needed to develop weapons that can do a lot of damage, and do it quickly. The "Whistler" is a direct response to that need. Created by Cement Bunker, the company owned and operated by Sir Charles Henry, the CB9000 fires a direct bolt of Cold Fusion energy from a small power generator located in the center of the gun.

It gets its nickname as a direct result of the ultra cool blast it fires. When discharged, the cold fusion energy freezes the barrel quickly, and for only a second. The quick contracting and subsequent expansion of the molecules in the metal that makes up the barrel creates a short, annoying whistling sound.

Despite its unassuming nickname, the affect of this shot is devastating. A direct hit from the CB9000 causes a localized explosion that is just as powerful as a nuclear blast without all the nasty radioactive fallout.

There is a drawback, however. The shot cannot be fired too quickly, otherwise the chamber will super-cool, causing the gun to fall below absolute zero for a second while the generator recalibrates. This is highly uncomfortable for the user, so only experienced hunters are allowed the use of this gun.

Until the CB9000 was developed, one of the major complaints users had about the “Whistler” was the fact that there was no defense if the shooter was charged upon by the intended victim, whether it be an ornery borafant or an opposing soldier on the battlefield.

To please consumers Cement Bunker introduced a new “short barrel” mode when they developed the CB9000. When activated, the scope and the barrel retract, and the energy output of the weapon is greatly reduced. This helps the user defend themselves without the risk of overheating, although the damage done is minimal compared to a “full barrel” shot.

### ***Firing Mode 1 –Scoped Fusion Shot***

**Damage:** 50

**Charge Up/Cool Down:** One second cool down if player fires three times in less than one second.

**Projectile:** Long, bright blue laser

**Range:** Long

**Special Instructions:** Blows enemies up

### ***Firing Mode 2 –Non-Scoped Fusion Shot***

**Damage:** 10

**Charge Up/Cool Down:** None.

**Projectile:** Short, bright blue laser

**Range:** Medium

**Special Instructions:** Only weapon without a cool down/charge up because of its low damage.



**“Putt-Putt” High Powered, Pump Action Air Gun**

The Putt-Putt’s rise to the ranks of a highly sought-after weapon was not intentional. The Putt-Putt, which is nicknamed after the sound made by the air compressor located in its chamber, was initially created by the Keotaur, an alien race which humanity wiped out in order to mine their planet. When we first encountered the Keotaur were a very underdeveloped race, they had not developed past Victorian Age technology. In an attempt to drive the humans from their home world the Keotaur developed a weapon to mimic our own projectile weaponry.

The last ditch effort of the Keotaur scientists was to no avail. Humanity still overran them, and quite easily I might add. The gun they developed –did- have some merit, though. Not has a military weapon, of course, as the HSTD nullified any usefulness the Putt-Putt presented, but as a hunting weapon it is highly effective.

The Putt-Putt can fire two types of blasts. One is a highly concentrated shot of air, which acts much like a bullet. The air that makes up the shot dissipates after about 50 yards, but before that a direct hit can seriously injure an animal.

The second firing mode spreads the air blast out a bit. This causes the shot to deteriorate much quicker, at a length of about twenty yards, however, at close range it can have devastating affects. The shot can hit multiple creatures at once, and has even been known to instantly break the necks of smaller game.

Both shots have a fun and interesting side affect. In the hands of a skillful hunter the gun is able to knock animals back several yards. A common side bet amongst Putt-Putt users is how far they can blast their prey. During major Hunt tournaments there are usually side competitions at night where hunters will blast small game for records and bragging rights. The current record is 112 yards.

### ***Firing Mode 1 – Concentrated Air Shot***

**Damage:** 15-50

**Charge Up/Cool Down:** Half second cool down after each shot.

**Range:** Medium

**Projectile:** Fist sized air puff

**Special Instructions:** After medium range damage deteriorates greatly. Each shot fired during the cool down period does decreased damage.

### ***Firing Mode 2 – Spread Air Blast***

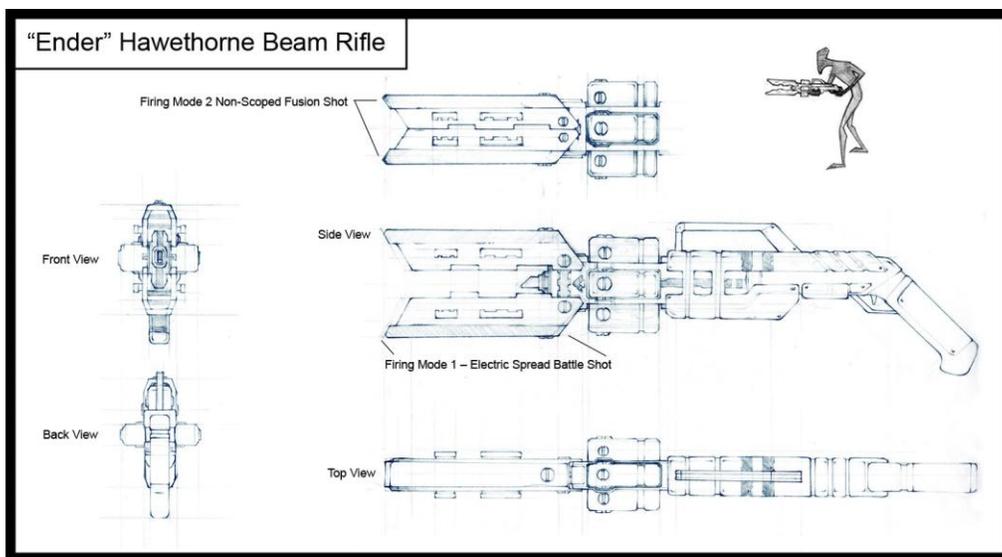
**Damage:** 15-75

**Charge Up/Cool Down:** Half second cool down after each shot.

**Projectile:** Cone shaped air puff

**Range:** Close

**Special Instructions:** Damage lowers greatly in medium range, completely ineffective at long. Knocks back enemies it does not kill. Each shot fired during cool down period does decreased damage.



### **"Ender" Hawthorne Beam Rifle**

The Hawthorne Beam Rifle was created by Lash Hawthorne himself, and meant to be the ultimate hunting weapon. Its heavy reliance on electricity makes it useless on the battlefield, as most soldiers wear charge-absorbing undergarments. However, in the hands of a skilled hunter searching for the right type of game, this weapon is a monster.

It has two firing modes. The first one is a long ranged skill shot. Effectiveness with this shot is one of the biggest bragging rights a hunter can have. Technically it isn't as powerful as the Whistler, but it has more flexibility and can be devastating in the right hands. This shot can also stun game, so if the first blast doesn't kill them the hunter can get off a second shot quickly and easily with a low chance at missing his target.

If the hunter is threatened up close he can fire smaller bolts of electricity that spread out in front of him. These bolts aren't as powerful up close as, say, the Putt-Putt, but it is the cost the hunter pays for the flexibility of having both a long range and a short range weapon in one. This firing mode also has a chance to stun targets.

#### ***Firing Mode 1 – Electric Spread Battle Shot***

**Damage:** 100 every 2 seconds

**Charge Up/Cool Down:** One second cool down if player fires continuously for two seconds.

**Projectile:** Small, spread out shocks of electricity

**Range:** Short/Medium

**Special Instructions:** Has a 25% chance to stun enemies for 1 second every 1 second.

#### ***Firing Mode 2 – Single Bolt***

**Damage:** 25

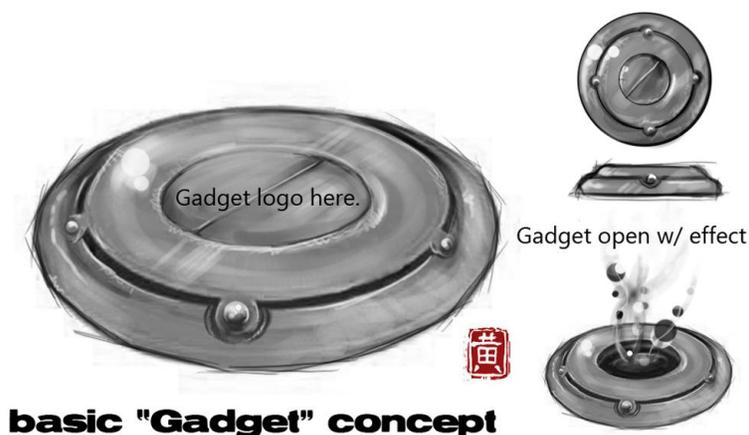
**Charge Up/Cool Down:** One second cool down if player fires four times in less than a second.

**Projectile:** Single bolt of electricity

**Range:** Medium/Long

**Special Instructions:** Has a 25% chance to stun enemies for 1 second.

## Gadgets



Hunters will not start the course with a gadget. They are obtained by discovering and activating gadget pods. When activated, a gadget pod randomly assigns a gadget to a player. Players may only have one gadget at a time, and their secondary slot must be empty before activating a gadget pod. Gadget pods may only be used once each play through, they do not regenerate. Unlike primary weapons, gadgets only have one firing modes or ability. However, players may use some gadgets to sabotage their fellow players. These add some randomness to each play through, as well as a secondary competitive objective for players.

### Electronet

The Electronet was developed purely for hunting purposes. It uses electro-magnetic energy to send shockwaves through the bloodstream of anything that ventures into it. This has little to no effect on larger game, but it can be death blow to smaller creatures. The intense waves of energy have been known to instantly blow the heads right off of some tiny game animals.

Some less virtuous hunters have even used the Electronet as a weapon against their peers. It does no long term damage to humans, however it does send quite a jolt up the spine for more than a few seconds, leaving a hunter vulnerable to attack. While directly attacking a fellow hunter with a projectile weapon is against the rules of the game, Electronet sabotages are not technically bannable offences. In fact, many hunters have made careers off of nefarious usage of the Electronet.

### **Abilities – Kill/Stun**

**Damage:** Small Class Creatures: 100; Medium/Large Class Creatures: None; Friendlies: None

**Charge Up/Cool Down:** None, Instant

**Time Active:** When used the net on the ground will be active for ten seconds, affecting anything that ventures into its range during that time.

**Special Instructions:** Drops a net of electro-magnetic energy that instantly fries any small creatures that venture into it. It stuns medium creatures and other Hunters, and has no effect against Large creatures.

### **“Here Kitty-Kitty” Pheromone ‘Nade**

The “Here Kitty-Kitty” Pheromone and Alien-B-Gone grenades were the first items created specifically for the gadget pods. The “HKK” ‘Nade is a favorite standby for hunters. When thrown, the HKK explodes in a cloud of pheromones specifically designed for the planet it is used on. These pheromones send all the creatures around it into a frenzy, luring them into one controlled choke point. From then on it’s like shooting fish in a barrel.

“HKK” is also used as a way to sabotage your teammates. Hunters will often throw an “HKK” at fellow hunters’ feet. It’s a great way to distract them while you pop off a shot to down a rare animal, as well as an excellent way to overwhelm the point leader and get them teleported out of the hole, leaving you with all the points you need.

### ***Ability - Lure***

**Damage:** None

**Charge Up/Cool Down:** Optional one second charge up. Longer charge up causes a farther throw.

**Time Active:** Ten Seconds

**Special Instructions:** Leaves a cloud of pheromones upon impact with attracts enemies. Friendlies caught in the blast, or that venture into the cloud, will have the pheromone stick to them, causing enemies to be attracted to them until the affect wears off.

### **Alien-B-Gone ‘Nade**

The Alien-B-Gone is used in the same way as the “Here-Kitty-Kitty”, but the affect is exactly the opposite. The ABG is designed to repel any and all creatures on the current course. Hunters often use this as a last resort, as the smell is so bad it’s usually revolting even to them. Only the most strong willed and strong stomached hunters can withstand its stench. However, when within its cloud hunters are completely safe, making it a very useful tool.

### ***Ability – Repel***

**Damage:** None

**Charge Up/Cool Down:** Optional one second charge up. Longer charge ups allow a further throw

**Time Active:** Ten Seconds

**Special Instructions:** Leaves a cloud of repellent upon impact. Enemies within this cloud will go into flee mode for ten seconds. While the cloud is active, enemies cannot enter it.

### **Camo Activator**

All Hunters are equipped with an Active Camouflage Transmitter, however, it can only be used if they gain access to a camo activator. Activators are only dispensed by gadget pods, and obtaining one allows a hunter to turn on their Active Camouflage Transmitter for thirty seconds.

The camouflage does take a second to charge up, though, and if the hunter is hit by anything during that time the camouflage will not activate. When working, the camouflage not only renders the hunter invisible to the eye, but also completely masks their scent and suppresses any sound they make.

### ***Ability – Camouflage***

**Damage:** None

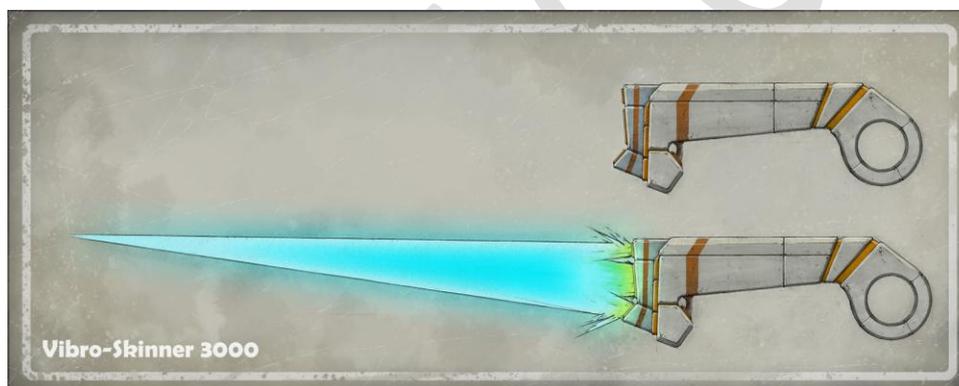
**Charge Up/Cool Down:** Player is vulnerable for one second while activating. If attacked during that time, stealth affect will not be applied.

**Time Active:** Thirty Seconds

**Special Instructions:** Turns player invisible for thirty seconds, protecting them from enemy attacks.

## **Melee Weapons**

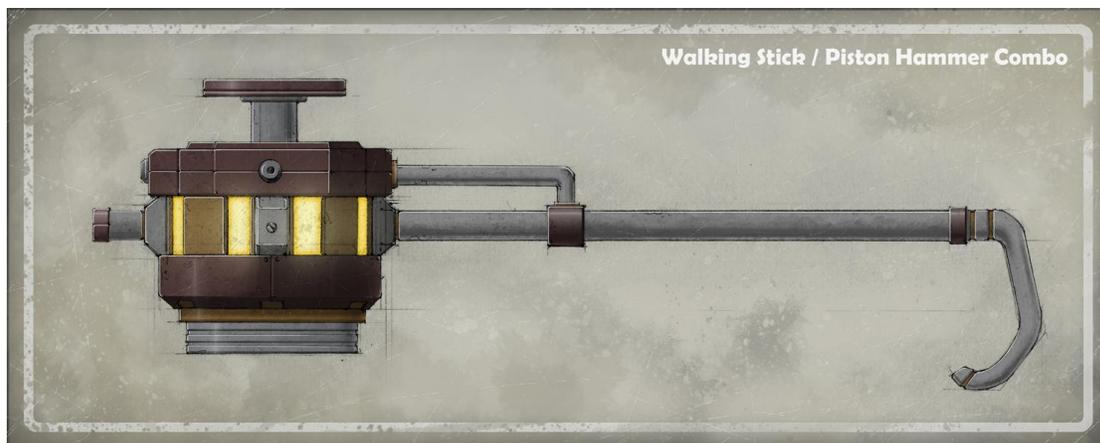
Each character will have their own unique melee weapons. All melee weapons do the same amount of damage. Melee weapons may be charged for up to three seconds, increasing the damage done up to 100. After three seconds the character will be ready for a full damage attack. Characters swing automatically during a charge when they get close to an enemy. The melee weapons are as follows:



### **Lash Hawethorne's Vibro-Skinner 3000**

The Vibro-Skinner 3000 is a weapon that every good hunter has on his person at all times. Fully charged its blade pulses at 3000 vibrations per second, allowing a hunter to peel the pelt off a carcass in no time. Lash Hawethorne's Vibro-Skinner never leaves his hip. Ever. He even wears it to formal engagements.

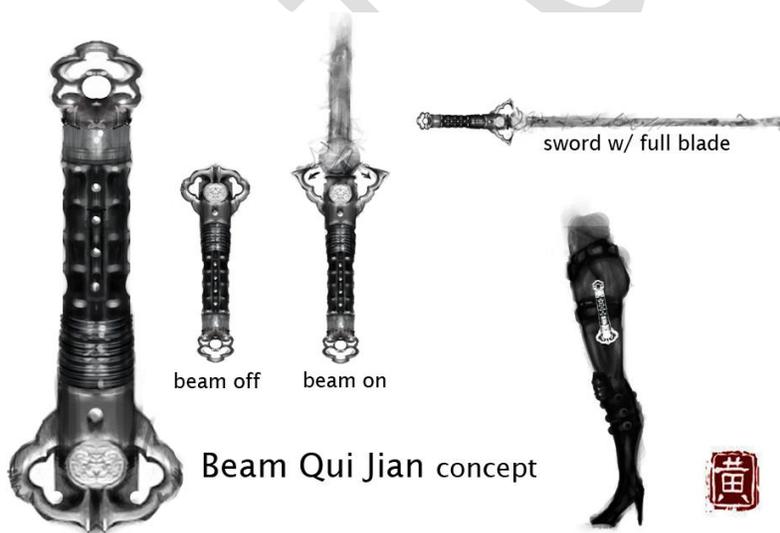
Lash's expertise with the knife doesn't end with skinning. He uses his Vibro-Skinner for everything, even to kill an animal when things get real dirty. He's been known to skin game while it's still alive, stating that it helps the coat keep its luster.



### Sir Charles Henry's Walking Stick / Piston Hammer Combo

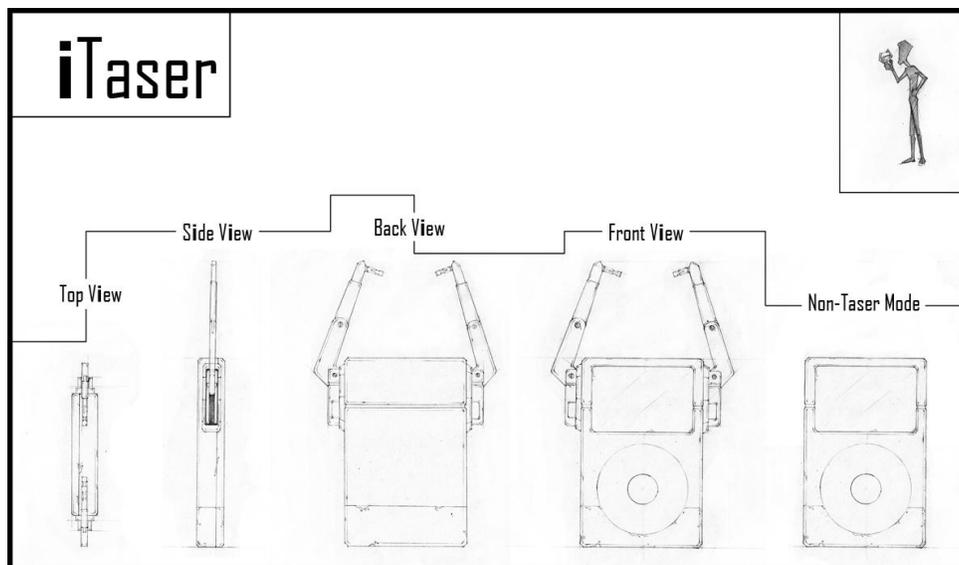
Sir Charles Henry's walking stick is not purely for show. It's not for helping him walk, either. It's a weapon of epic proportions.

The walking stick is actually a huge piston with an air compressor at the bottom. When fully charged the air compressor can shoot the piston up two feet, and at terminal velocities. He's knocked creatures heads clean off with it, and punched holes in the sides of numerous victims.



### Cai Du's Beam Qui Jian

Cai Du's Beam Qui Jian never leaves her side. The hunting ground is no exception. She is a master swordsman, and is not afraid to use it against man or beast. She has the speed to slice a fly in half, coupled with the control to shave a man's face. And trust me, with a beam sword that's incredible impressive.



### *Kaine Koal's iTaser*

Kaine Koal is never seen without his phone, and he has an app for every situation. His favorite is the iTaser. He originally downloaded it to deter overzealous fans, but has recently found a new use for it in the Hunt. The iTaser is no joke, either. With a fully charged battery it can send a shock of over 500,000 volts. And Kaine always keeps a backup battery, just in case.

## Menu System

### Pre-Game Menus

Graphic Design is responsible for the menu art. Technical Artists are responsible for the implementation. Programming is responsible for making the connections.

#### **Main Menu**

When the game is loaded the user will be greeted by the main menu. This menu has seven (7) options.

**1. Choose Profile**

Players choose their saved profile here. Saved profiles include all of the players stats and achievements.

**2. Single Player**

This is where users will be able to load up a single player game. For details on the differences between a single player and multiplayer game see the "Team Play" section.

**3. Online Play**

Upon making this selection the user will be brought to a server select screen, where they can see current online games that they can join.

#### 4. LAN Play

Upon making this selection the user will be brought to a Local Area Network game select screen, where they can see current LAN games they can join.

#### 5. Video

This is where users will be able to view the introductory animation. This animation will also be able to be viewed if the user lingers on this menu screen for more than sixty seconds.

#### 6. Credits

This is where users may view the credits.

#### 7. Options

This is where players can set their graphical and sound settings, as well as remap their controls.

## Character Selection Screen

Upon starting a single player game or joining on Online game or LAN game players will be ushered into the Character Selection Screen. This screen serves two purposes.

1. In all game types the character selection screen will serve as a place for players to select their characters.
  - This menu will be laid out like a classic arcade character select screen.
  - Character selection is first come, first serve. Upon selecting, that character is locked and no other player can select them.
  - After selecting their character a small character bio will pop up on the bottom of the screen. This will give players something to read while they wait for their friends to select their character.
  - Initially, players will cycle through full body shots of the characters when making their choice. Upon selection a “zoom in” animation will play.
  - Animations and characters on this screen will be animated in 2D, we will not be using the 3D models.
2. In Online or LAN games the character selection screen will serve an additional purpose as the pre-game lobby.
  - Here the host will have two (2) additional options.
    - Booting players
    - Starting Game
  - The host may start the game without a full game of four players. To see more details on how that function works please refer to the “Team Play” section of the document.
  - All players currently in the character select screen will have to confirm their character selection before the host may start the game.

## In Game Menus

## Robo-Caddy and the Pre-Hole Ritual

Before each hole begins players spawn in the bar. This is where they take part in the “pre-hole ritual”. Players are walked through this “pre-hole ritual” by a series of menus presented to them by the Robo-Caddy. There are four Robo-Caddies in the bar. Upon interaction with the Robo-Caddies players will begin navigating the “pre-hole ritual” menus.

### 1. Hole Preview

The hole preview is a graphical representation of the hole that players are going to be embarking on. It is a top-down shot of the hole, and outlines the par score for the hole as well as the hazards players will be running into along the way. The Robo-Caddy gives a brief audible synopsis of the hole as well. Players may skip this synopsis by progressing to the next menu screen.

### 2. Weapon Selection

This menu has the four primary weapon selections. See *Primary Weapons* section for more details on these weapons. After making their selection players will be prompted with a confirmation box, since they will not be able to change weapons until the beginning of the next hole.

### 3. Place Bets

Players will place their bets for the next hole here. They will be able to choose what bets they'd like to make, what players they would like to call out, and how many points they will put on the line. After placing these bets the bets will be sent to the take bets menu.

### 4. Take Bets

This is the list of all the bets players placed in the previous screen. As players place bets they will appear on this screen. Players may then take the other players up on their bets, or deny the bets. Upon leaving this menu players will be asked to confirm that they are ready to play. If they confirm before the other players they must wait. During this time they may explore the bar. If they ever interact with a Robo-Caddy again they will be brought back to this menu to see any new bets that have been placed.

## Post-Hole Roundup

Upon completing a hole, players will be brought to the “Post-Hole Roundup” screen. This screen resembles a golfing score card, and charts the following information.

1. The players score on the current hole.
2. Whether or not they made par.
3. Score multipliers they earned.
4. Score after multipliers.
5. Overall score. (All holes added together)
6. Current Overall Standings.

Upon exiting this screen players will either be teleported back to the bar to prepare for the next hole, or they will be sent to the Final Scorecard.

## Final Scorecard

The Final Scorecard only appears after the last hole. It contains all the information on the Post-Hole Roundup, but it is the Final score of the game. This is where winners will be announced. Players will also be handed out bonus points for randomly chosen humorous accomplishments.

## HUD

Graphic Design is responsible for the HUD art. Technical Artists are responsible for the implementation.

*The Hunt* is played in a 3<sup>rd</sup> person view. We will be offsetting the player to the left hand side, much like *Gears of War's* 3<sup>rd</sup> person set up. This is a simple game with simple goals. As such, things will be kept as minimalistic as possible. This includes the HUD. There are only three things that will be tracked on screen.

### 1. Equipped Weapon/Backup Weapons

There will be up to three icons in the upper left hand corner. These icons represent the weapons the player has in their inventory. The weapon the player currently has equipped will be solid, and the other two will be transparent. If the player has not yet picked up a gadget, there will only be two icons: Their primary weapon and the melee weapon.

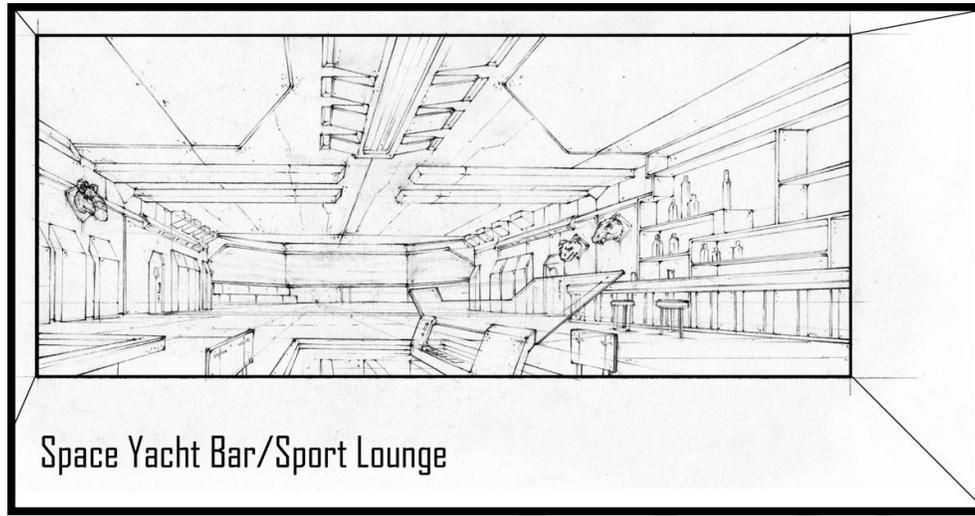
### 2. Target Reticle

The reticle will be in the center of the screen. Since there is no ammo in the game the player's firing rate is restricted by cool down or charge up times. These will be represented on the reticles themselves. Each gun will have a different reticle, and the reticle will have an aspect on it to represent the weapons charge up/cool down progress.

### 3. Bet Tracking

In the upper right hand corner of the screen we will track the players bet progress. Bets they have taken, and bets that were taken against them, will be displayed as well as the player's progress towards accomplishing those bets. When the player accomplishes their goal the text will become green. Players will have the option to turn this tracking off.

## Country Club and Respawn System



### Country Club

The Country Club is a central hub for the players. In game, it is located on the space yacht, which players see in the distance at the end of hole three. Mechanically it serves two purposes. First, it is where players prepare for each hole. Second, it is where players go after they die, and where they respawn from.

#### **Pre-Hole**

Before each hole players will be sent to the country club to prepare for the upcoming hole. At this time they can speak to a robo-caddy and partake in the “pre-hole ritual”. Please refer to the “pre-hole ritual” section for more information. There are also a couple other extras located in the country club that players can check out while waiting for their friends to prepare for the game.

#### **8. Info Computers**

Players can access these info computers to learn back-story information on their favorite characters, guns, and creatures. This information will be unlockable. When the player uses a character, gun, or kills a creature they will unlock the information on that item in the info computers. These computers will have basic and advanced information. To unlock the advanced information players will have to play with a character twenty-five times, use a gun seventy-five times, and the kills for each creature will be different for each one.

#### **9. Trophies**

Players will unlock trophies by accomplishing certain achievements in-game. These achievements are typically for killing certain creatures a certain amount of times, or using a gun a certain amount of times. These trophies will appear around the country club as players earn

them. When players play with their friends the friends trophies will appear in the club as well. When players mouse over the trophy it will show which of their friends unlocked it.

## Death and Respawns

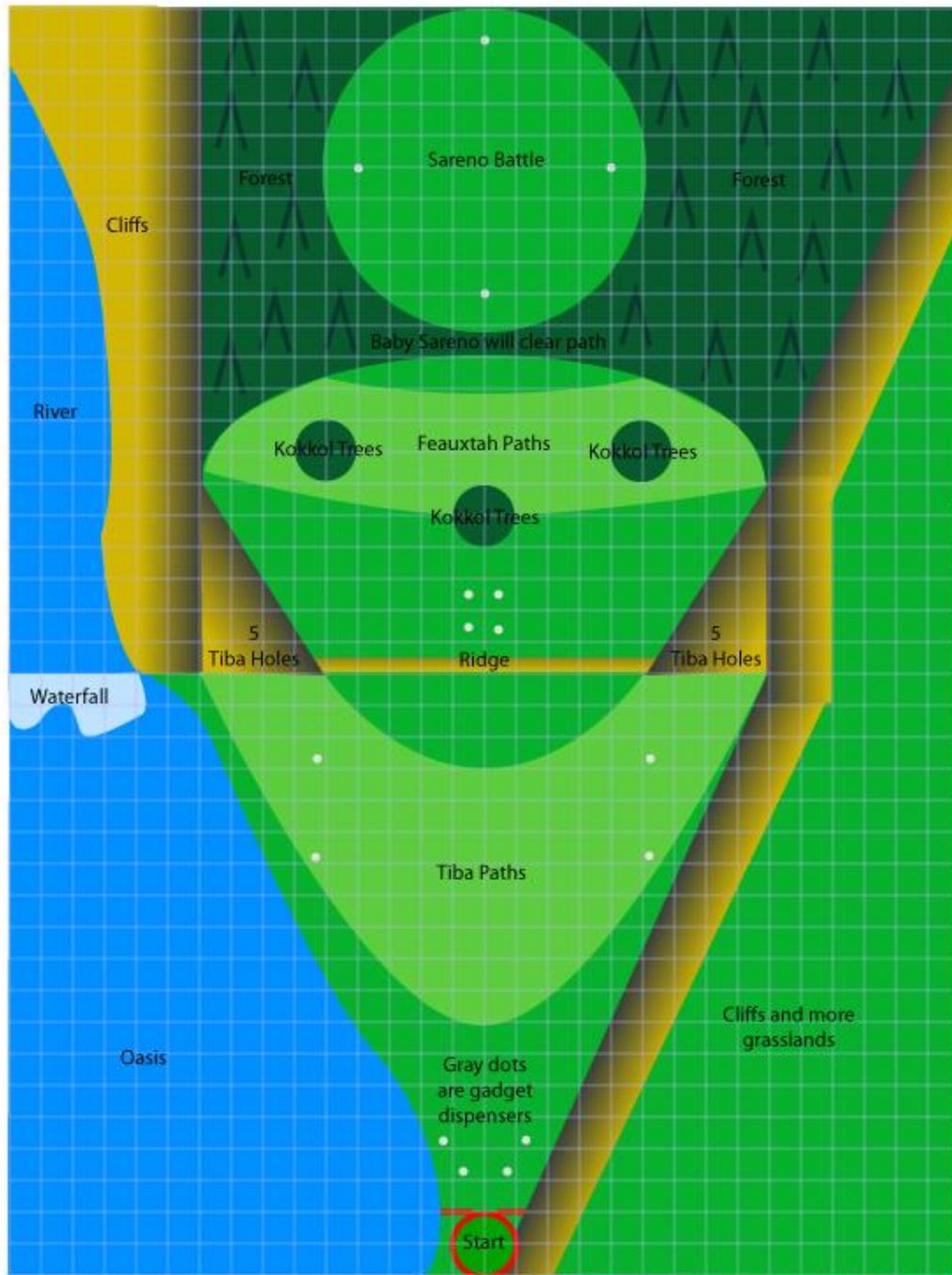
Players do not die in the traditional sense in this game. They also do not respawn in a traditional sense. When a player dies they are sent back to the country club. Here they will start a drinking game that will determine whether they respawn or not. The drinking game will play out as follows:

1. When a player dies they get transported back to the country club.
2. They will be assigned a random drinking rule; for example: Every time a player jumps, every time they shoot a specific animal, every time they shoot a specific gun. These won't be completely random, they will be randomly chosen from a list of rules. The list is generated based on where the players are in the level, what guns they have, or what characters they're using.
3. A "drunkenness" bar will appear on the screen. Every time the player drinks this bar will fill up. The amount of drinks it takes to get drunk is determined by the rule they are playing.
4. If the bar fills up the player gets to go back into the game. They will be "drunk" for the first 15seconds they're back in the game. This means that things are blurry and they have a 25% speed reduction penalty. However, they are also invulnerable during this time.
5. If a player gets brought back in the game through the drinking game all the players that are currently still in the game will get a special point bonus.

This drinking game is a way to penalize players that die while attempting to keep them interested in the game. When they are in the club playing the drinking game they will be able to access the info computers, check out the trophies, or they can watch the bar televisions. These televisions will allow them to see the game through the other players' eyes; basically they are the spectator cameras. This way they can follow what's going on and how their drinking game is progressing.

# Course Walkthrough

## Okavango Walkthrough



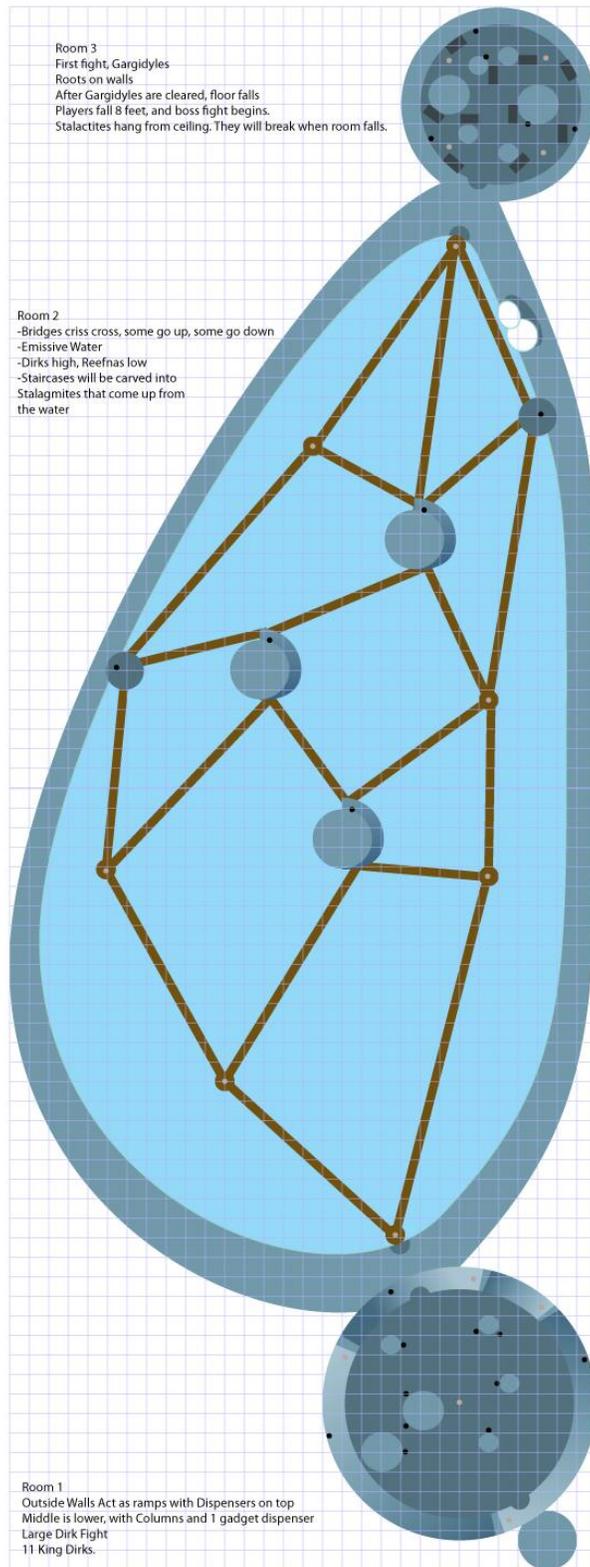


### Hole 1

The first hole will be approximately 5 minutes. Players will complete their pre-hole ritual and be on their way. They will start in the grasslands. A small school of tibas will pop out of their tiba holes and run towards the players. Hunters will have to blast the tiba as they run by, any tiba that can make it through without being killed will be lost points. There will be a total of 150 tiba in this encounter, with 25 on the screen at any time. If one dies or makes it into the tiba hole on the other side it will be replaced and those points will be lost to the players.

After killing the tiba the players will make their way towards a small group of trees, killing stray tiba as they do. As the trees come into view players will notice a group of eight feauxtah grazing underneath them. When players open fire on the feauxtah they will trigger the kikkol, who will fall from the trees above the feauxtah. The kikkol will attack the feauxtah, and any feauxtah they kill will be lost points to the player. After the feauxtah are defeated the kikkol will turn their attention to the players. Players will have to fight off the kikkol, which will be their first encounter with an aggressive enemy. There will be a total of 28 feauxtah in this encounter, and 39 kikkol.

After defeating the kikkol, a baby Sareno will come out of the treeline, cross the players path, and walk into the clearing where the boss battle will take place. If the players either shoot at the baby or get too close to it the mother will come bursting out of the trees. This will trigger the Sareno boss fight. After defeating the mother Sareno players will be teleported out, and finish the level. Points will be tallied to show the current in-progress score with bets and par multipliers applied.





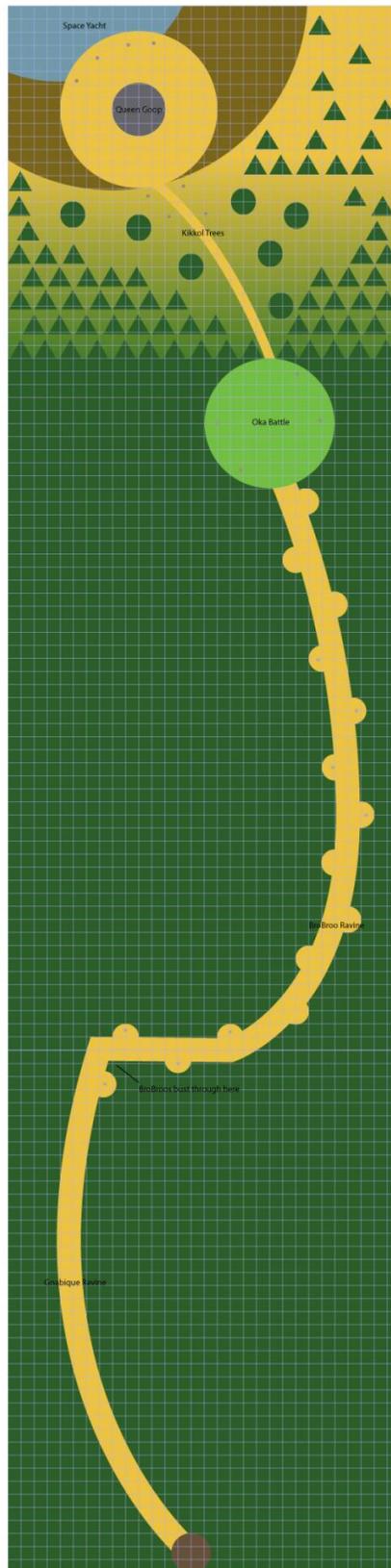
### Hole 2

Players will then continue to hole 2, which should take approximately ten minutes. First, they will complete the pre-hole ritual, and then venture into a cavern. In the first cavernous encounter players will get swarmed by a group of dirks. This will be a frantic encounter for the players. The dirks will behave similarly to the tiba, but they can also do damage as they fly by. During this encounter, and at random points of the level, there will be “king dirks” on the walls of the cavern. If a player shoots one of these large groupings of dirks the dirks will attack the closest things to them. Players can use this to sabotage other players, or if they’re prepared for the attack they can kill the king dirks for extra points.

Next, the hunters need to make their way across a rickety bridge. As they move from one end to the other reefna will leap out from the water at random intervals. Some of them jump high and far away, creating a target challenge kind of like clay shooting. Other reefna will jump up and latch onto players, sucking their blood before exploding. They’ll do only a little damage upon exploding, but they’re worth points, so players can choose to save their friends and shoot them off and get points for it, or let their teammates take damage, hoping they’ll end up dying later.

Next is the Gargidyle room. Upon entering, it would appear as if the room is empty, but in all actuality there are five Gargidyles camouflaged with the walls and floors of the room. These are the first “large” creatures the players will encounter. The Gargidyles will not become aggressive unless a player shoots them, or gets too close to them. Gargidyles are very hard to kill, and players will need to be careful not to agro too many at once.

After players kill the Gargidyles an earthquake will cause the floor to fall out from under them, making the room twice as tall. This room will hold hole 2’s boss, the Octo-nosed Olem. Upon defeating the Octo-nosed Olem, players will finish the hole and receive their points.





### Hole 3

Hole 3 begins with the normal pre-hole ritual. Players will now be back in the jungle, but making their way towards a cove where their ship is waiting to pick them up. They will first encounter the gnabiques. The gnabiques will jump back and forth, from tree to tree, above the players. Whenever they land, the gnabiques will do their ranged attack, which is throwing their feces at the players.

After players kill 50 gnabiques, and make their way to a trigger point, they will trigger a stampede of brobroo. Hunters will have to navigate their way through a stampede, trying not to get ran over while at the same time killing brobroo to gain points.

As they try to escape from the brobroo hunters will be funneled into a small clearing. They will see a small Oka, which will cry out. After this cry, a large group of Oka will emerge from the trees and attack the players. There will be 8 that attack at one time and 56 that must be killed before players can progress.

After decimating the Oka, players will make their way onto the beach, only to discover they're in quicksand which will slow their progress. To make matters worse, male goops will be emerging from the sand and swarming them, and they have to make it out of this quicksand while staying alive. After this they'll think they are home free. The ship will be waiting for them out on the water, and 4 entourage members that they had brought with them will be waiting for them on the beach. However, its not over yet! The sand will rumble, and a giant queen goop will rise up, ready to defend the her males the players had so heartlessly killed. During the boss battle players will need to dodge the queen goops attacks, as well as protect their entourage member. If they can successfully keep their entourage member alive during the altercation they'll get bonus points at the end of the hole. After the queen goop is defeated players will get their final score.

## Intro Script

**Narrator:** The year is 2813. Earth and its outlying colonies have been engaged in a nuclear civil war for the past twenty years, with no hope of stopping on the horizon. Overpopulation on the home planet has led to the extinction of thousands of native species. Violence is so rampant that earth looks more like an overrun prison than a life-sustaining world. Major companies and its workers have moved off-planet for tax breaks and safety.

But who cares about all that?

You're here for the Hunt.

The Hunt is the perfect rich man's sport. It's the child of golf and big game hunting, making it both competitive and extremely expensive. Year after year humanities affluent spend millions of dollars shipping themselves off to alien worlds to slaughter the inhabitants, all in the name of sport.

And, as with any sport, the Hunt has its heroes.

*[[Flash the name Lash Hawethorne II on the screen]]*

**Narrator:** Lash Hawethorne II is a legend. Granted, the man had an unfair advantage growing up. He is the son of the great Lash Hawethorne I, the founder of the Hunt. Lash Jr. bagged his first Kikkol at the age of three, and has spent every month at the top of the Hunt leaderboards since he was thirteen. There is no one that even comes close to his record, but there are some future prospects...

*[[Flash "Kaine Koal" on the screen]]*

**Narrator:** ... Like rapper turned actor, Kaine Koal. Born in the cruel streets of Los Angeles on California Island, Kaine Koal is no stranger to violence. Before the age of ten he had already been shot nine times... by his own father. His status as a famous actor and musician made him a quick fan favorite. His accomplishments on the hunting grounds justify this popularity. Kaine may be a fresh face in the Hunt, but he is no stranger to a weapon. However, if he's going to rise up through the ranks he's going to have to learn to watch his back. Sometimes those standing next to you are more dangerous than the aliens you're shooting.

*[[Flash "Cai Du" on the screen]]*

**Narrator:** Don't let the pretty face fool you, Cai Du is a cold-blooded killer. She not only preys upon the creatures of the hunting grounds, but also the men. She's made her fortune tearing through the ranks of the worlds rich, and leaving a trail of dead husbands in her wake. Her favorite type of victim? Men like the powerful Sir Charles Henry.

*[[Flash "Sir Charles Henry on the screen]]*

**Narrator:** Not once in his long life has Sir Charles turned down an adventure. His great-grandfather was the first cold fusion entrepreneur, and in his youth Charles used his inherited fortune to fund his expeditions. He's fought in wars, travelled the galaxy, and ran a multi-billion dollar company. He was one of the original investors in the Hunt back before it was the powerhouse sport it is today, and still competes well into his seventies.

Even though the world is falling apart around them, the rich will always have a place to escape from their troubles. And that's all that's important, isn't it?

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