

INSTRUCTION MANUAL

HUNT DOWN



EASY TRIGGER

*Coffee
Stain*

2017-2021 HUNT DOWN IS A TRADEMARK
OF EASY TRIGGER GAMES.
2021 COFFEE STAIN PUBLISHING.



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CRIME DOESN'T PAY... UNLESS YOU'RE A BOUNTY HUNTER

In the mayhem-filled streets of the future where criminal gangs rule and cops fear to tread, only the bounty hunters can free the city from the corrupt fist of felony. Lay waste to the criminal underworld and make a killing in this hard boiled action comedy arcade shooter.



JOHN SAWYER

CLASS: *Cyborg*

AGE: *148 years*

ORIGIN: *Iridium Mines*

DATA: Special forces cop who left the law behind. This scarred veteran has lost so many limbs in combat he's practically half robot.



ANNA CONDA

CLASS: *Human*

AGE: *32 years*

ORIGIN: *Earthborn*

DATA: Firearms expert and ex-commando. A loose-cannon trained to assassinate without question or mercy.



MOW MAN

CLASS: *Recon Droid (Modified)*

AGE: *7 years*

ORIGIN: *Lunar Complex*

DATA: Modified recon droid, stolen and empowered with banned software. He is now independently trading bodies for cold hard cash.

MOVEMENT



RUN AND JUMP

Run left or right to move and jump to reach higher ground.



DROP DOWN

Press both jump and duck buttons to drop through certain platforms.



SLIDING

Run and duck to slide in order to evade enemy fire.



DUCKING BEHIND OBJECTS

Duck next to a crate or barrel to evade enemy fire.



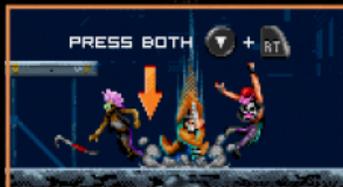
TAKE COVER IN GAPS

Go for cover in dark openings to evade enemy fire.



DASH

Press Dash button for fast leaps to evade dangers.



DASH DOWN

Press both Dash and Duck buttons while jumping to dash down.



PICK UP WEAPON

Press activate button to pick up different weapons.



SWAP WEAPON

Swap between weapons or hold to drop current weapon.



SHOOT

Press fire button to shoot, your main gun have unlimited ammo.



PUSH KICK

When close to an enemy press fire button to kick.



THROW SECONDARY WEAPON

Your throwable weapon needs time to recharge.

WEAPONS



GRENADE

Damage: 100



MOLOTOV

Damage: 30/sec



**ANNA CONDA'S
MACHINE PISTOL**

*Damage: 3 x 10
138 RPM*



**JOHN SAWYER'S
HAND CANNON**

*Damage: 35
120 RPM*



**MOW MAN'S
SEMI-AUTOMATIC**

*Damage: 10
450 RPM*



CLUSTER BOMB

Damage: 10 x 100



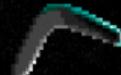
SENTRY TURRET

*Damage: 10
600 RPM*



**ANNA CONDA'S
TOMAHAWK**

Damage: 100



**JOHN SAWYER'S
BOOMERANG**

Damage: 40



**MOW MAN'S
THROWING KNIVES**

Damage: 3 x 25



SHURIKEN

Damage: 110



REMOTE CHARGE

Damage: 200



HOCKEY STICK

Damage: 50



KATANA

Damage: 100



BASEBALL BAT

Damage: 40



WRENCH

Damage: 80



MONO KATANA

Damage: 110



CROWBAR

Damage: 70



STRATDISASTER

Damage: 70



SUBGUN

Damage: 5
900 RPM



SAWED-OFF

Damage: ~100
55 RPM



TOASTER

Damage: ~25
515 RPM



THUMPER

Damage: ~120
40 RPM



SNAKE'S TACTICAL

Damage: 5
720 RPM



SHOTGUN

Damage: ~84
55 RPM



BLASTER

Damage: 20
450 RPM



GRENADE LAUNCHER

Damage: ~120
120 RPM



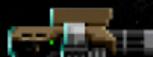
AUTOMATIC RIFLE

Damage: 10
450 RPM



AUTOMATIC SHOTGUN

Damage: ~60
180 RPM



ASTEROID DEMOLISHER

Damage: 15
3600 RPM



ROCKET LAUNCHER

Damage: 180
40 RPM



ASSAULT CARBINE

Damage: 14
515 RPM



OL' PAINLESS

Damage: 5
4800 RPM



LIL' POUNDER

Damage: 170
40 RPM



PORTABLE HOWITZER

Damage: ~200
60 RPM



MACHINE GUN

Damage: 15
450 RPM



OL' FIFTY

Damage: 30
300 RPM



ANCIENT WALL-GUN

Damage: 170
40 RPM

HOODLUM DOLLS

THE SUBURBS SECTOR



SID HANDSOME

LOCATION: *The Backstreets*
CRIMES: *Hit jobs, assault and battery, resisting arrest*

INTEL: Don't let the good looks of Sid Handsome fool you. This iron knuckle brawler is fierce and always ready to hand-some whoop ass.



PSYCHONAUGHT

LOCATION: *The Burning Plaza*
CRIMES: *Mass murder, arson, public intoxication*

INTEL: When Psychonaught is unleashed, the streets go hot. Pumped with hallucinogenic drugs, this twisted psycho will deliver insanity that is no laughing matter.



SWEETHEART ANGEL

LOCATION: *The Riot*
CRIMES: *Assault, vandalism, drug trafficking*

INTEL: Angel knows what pain is because he inflicts it. Armed with chains and knives, this devious lawbreaker won't be spreading any love. Approach with caution.



BAD BOY BOB

LOCATION: *The Ring*
CRIMES: *Murder, assault and battery*

INTEL: Bob is earning reputation amongst the hoodlum dolls from pit fighting. Rumor says that bob has never lost a fair fight, because no fight with bob is fair.



TROY LAWMAN

LOCATION: *The Mall*
CRIMES: *Murder, corruption, bribery, disturbing the peace*

INTEL: Far from his vow to protect and serve, Troy Lawman is the Hoodlum Doll's top dog. Unpredictable and deadly, he patrols the area enforcing hoodlum law.

THE MISCONDUCTS

THE UNDERGROUND ZONE



NADJA DRAGO

LOCATION: *The Maintenance Shaft*

CRIMES: *Hit jobs, assault, extortion, conspiracy*

INTEL: Permanently suspended from the infamous violent CCCHL for unsportsmanlike conduct. Nadja now serves the Misconducts as a disreputable enforcer, playing dirty full time.



TEDDY TAXMAN

LOCATION: *The Abandoned Tunnels*

CRIMES: *Robbery, debt collection, conspiracy*

INTEL: This psychopath is Unholy Goalie's right hand man and accountant. His short temper and high body count, proves this taxman doesn't just crunch numbers.



TNT RANDY

LOCATION: *The Subway Station*

CRIMES: *Murder, robbery, conspiracy, destruction of property*

INTEL: TNT Randy remains at large, not because of enforcements lack of effort. But, because of his outrageous weaponry and signature use of TNT. Don't blow this one.



HARD-KNOCK MURDOCH

LOCATION: *The Sewers*

CRIMES: *Murder, robbery, crimes against humanity*

INTEL: When the Misconducts are out of options, they rely on highly decorated WW3 elite forces veteran, Murdoch. He's sure to be maniacal, unbalanced and heavily armed.



UNHOLY GOALIE

LOCATION: *The Arena*

CRIMES: *Mass murder, robbery, conspiracy, disturbing the peace*

INTEL: Unholy has reached legendary reputation since uniting the Misconducts charters. Rumors say he grew up in the wasteland with looters and mutants. Approach with extreme caution.

THE HEATSEEKERS

THE INDUSTRIAL COMPLEX



SUKI THE SNIPER

LOCATION: *The Construction Site*
CRIMES: *Murder, arms trafficking, arms dealing*

INTEL: A smuggling expert. She is resourceful at finding weak links for running weapons between city sectors and relentlessly using those weapons towards whoever she wants to kill next.



SONNY ROOSTER

LOCATION: *The Refinery*
CRIMES: *Murder, vehicular manslaughter, assault and battery*

INTEL: This Heatseeker is an original core member, evades authorities and goes to any stretch of the road to terrorize. Once this rooster crows, crime is on the rise.



DEAN DANDY

LOCATION: *The Highways*
CRIMES: *Vehicular manslaughter, robbery, auto theft, speeding*

INTEL: A bold highway robber who is usually scorching the streets on his hover bike looking for trouble. He has two speeds. Run and gun.



THE OVERSEER

LOCATION: *The Scrap Yard*
CRIMES: *Murder, vehicular manslaughter, kidnapping*

INTEL: A ruthless killer and human trafficker. Overseers inhumane treatment of those around him makes even fellow gang members fear him. His hunger for havoc cannot be satisfied.



RINGO ROAD RAGE

LOCATION: *The Warehouse*
CRIMES: *Mass murder, arms trafficking,*

INTEL: The king of the gun trade is personally responsible for arming up numerous gangs with advanced weaponry. Take out Ringo and the Heatseekers organization will be crippled.

THE NO.1 SUSPECTS

THE DOWNTOWN AREA



MARLO THE MUTANT

LOCATION: *The Skyscrapers*

CRIMES: *Murder, bribery, political corruption, conspiracy*

INTEL: Marlo is a smooth talker and the fastest gunslinger in town. He is responsible for keeping the police force in check by inconceivable bribes that are hard to refuse.



CYRA RHODES

LOCATION: *The Casinos*

CRIMES: *Murder, money laundering, bribery*

INTEL: Cyra controls the night clubs and casinos in the city core. Answering only to the Shogun, this clean and deadly contract killer will use your blood to sign the dotted line.



THE DUDSON TWINS

LOCATION: *The City Core*

CRIMES: *Murder, assault, extortion, conspiracy*

INTEL: These unbeatable twins fight side by side. The Dudson Twins are twice the challenge and with two blades, they are double the threat, double the fury and double the pain.



GRANDMASTER YUUDAI

LOCATION: *The Old Town*

CRIMES: *Murder, conspiracy*

INTEL: Grandmaster Yuudai, is the most respected of the NO.1's founders. Fearsome, furious and fast, this old man will knick knack, patty whack... that ass.



THE SHOGUN

LOCATION: *The Tower*

CRIMES: *Mass murder, loan-sharking, political corruption, conspiracy*

INTEL: Shogun's influence reaches from the streets to government seats. His grip on the sector is tight, and he never lost a fight. Armed with big guns, loyal goons and a heavy sword... Allies and foes know that shogun is lord.

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