

ALIENS VERSUS PREDATOR™ PRIMAL HUNT

EXPANSION
PACK



ALIENS VERSUS PREDATOR™ 2: PRIMAL HUNT

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SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

- *Aliens versus Predator*™ 2
- Windows® 98/Me/2000/XP
- DirectX® 8 or higher
- Pentium® III 450MHz
- 128 MB RAM (Win98/Me/2000/XP)
- 16 MB 3D hardware accelerator card with Direct3D® support
- 4x CD-ROM
- Mouse
- Keyboard
- 56K modem or Local Area Network (LAN) for multiplayer
- 600 MB free hard drive space
- DirectX® compatible 16-bit sound card

RECOMMENDED:

- Pentium® III 600MHz
- 256 MB RAM (Win98/Me/2000/XP)
- 32 MB 3D hardware accelerator card with Direct3D™ support

INSTALLING THE GAME

To begin, insert the *Aliens versus Predator*™ 2: *Primal Hunt* CD into your CD-ROM drive. If AutoRun is enabled on your computer, the Launcher should appear within a few seconds.

Note: If nothing happens, AutoRun has been disabled. If this is the case, you can start the Launcher by clicking on the **START** button on the Windows taskbar, then click **RUN...** In the Run dialog box, type **D:\PRIMALHUNT.EXE** (where D: is the letter assigned to your CD-ROM drive), and then click the **OK** button. You can also go to "My Computer," and double-click on "D:" (where D: is the letter assigned to the CD-ROM drive containing the *Aliens versus Predator* 2: *Primal Hunt* CD).

Click **INSTALL** on the Launcher. Follow the on-screen prompts to navigate through the setup screens as follows:

- At the first screen of the install a prompt will indicate that you are installing *Aliens versus Predator 2: Primal Hunt* on your computer; click **Next** to continue with the install.
- The next screen will be the **License Agreement**. If you agree to the terms listed in this window, select the **Yes** option to continue with the install.
- In the **Choose Destination Location** screen, click **Next** to install to the default folder (C:\Program Files\Fox\Aliens versus Predator 2-Primal Hunt), or click **Browse** to install to a different folder on your hard drive.
- In the **Select Program Folder** screen, click **Next** to install to the default directory (Fox Interactive\Aliens versus Predator 2-Primal Hunt). You may also type a new folder name, or select one from the Existing Folders list.
- In the **Setup Type** screen, you may choose from only one possible installation method: The **Typical** installation requires 600 megabytes of free hard disk space and will copy both the game and all game data to the installation directory that you chose during the **Choose Destination Location** screen. Select the **Next** option to begin the installation.

INSTALLING DIRECTX 8.0:

Upon selecting the **Next** option in the previous step, you will receive a prompt asking if you would like to install DirectX 8.0. If you have a version of DirectX lower than the version specified during the installation, select the **Yes** option. If you have a version of DirectX equivalent to the specified version or higher, then feel free to select the **No** option. If you are unsure, select the **Yes** option.

INSTALLING GAMESPY ARCADE

Once the actual installation is complete, you will receive another prompt asking if you would like to install *Gamespy Arcade*. If you wish to install this program, select the **Yes** option. Otherwise, select the **No** option.

Note: Due to the in-game multiplayer browser, it is not mandatory that this program be installed to enjoy the multiplayer portion of *Aliens versus Predator 2: Primal Hunt*.

ONLINE REGISTRATION

Next you will receive a prompt asking if you would like to register your version of *Aliens versus Predator 2: Primal Hunt*. If you would like to register your copy select the **Yes** option. If you do not wish to register at this time, select the **No** option. But please note that you will be able to go back and register later, via a shortcut that can be accessed through the start menu.

FINAL OPTIONS

In the **Final Options** screen, you will have the option to check two check boxes, one asking whether or not you would like to view the *Aliens versus Predator 2: Primal Hunt* readme, and the other asking whether you would like to place an *Aliens versus Predator 2: Primal Hunt* shortcut on your desktop. If you would like to view the readme, mark the check box under the first question. If you would like to place a shortcut on your desktop, mark the check box under the second (and final) question. When you have made your selection, select the **Next** option to go to the final screen.

Note: The readme provides useful information on installing and starting the game, as well as last minute information that didn't make it into this manual. You may also read this file later by selecting its shortcut from the *Aliens versus Predator 2: Primal Hunt* folder on the START menu.

Once Setup is complete, click **Finish** to exit the installer.

LAUNCHER

This part of the game hasn't been modified since *Aliens versus Predator 2*. Please refer to the *Aliens versus Predator 2* manual to learn more about the launcher.

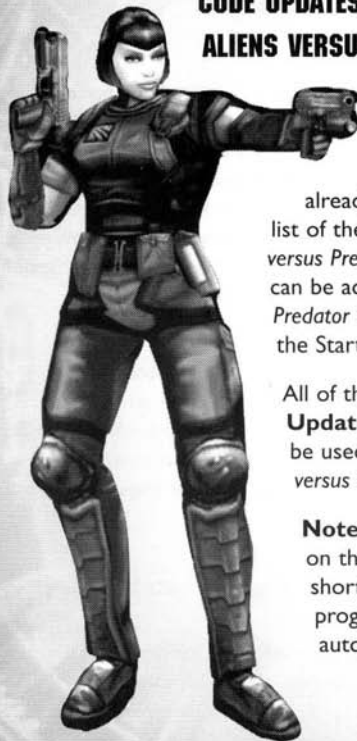
Note: The uninstall option will not be available from the Launcher as is stated in the manual for *Aliens versus Predator 2*.



UNINSTALLING

To uninstall *Aliens versus Predator 2: Primal Hunt*, click on the *Start Menu* and go to the *Aliens versus Predator 2: Primal Hunt* folder found in the Fox Interactive folder. Select the *Uninstall Aliens versus Predator 2: Primal Hunt* shortcut and follow the on screen prompts. Alternatively, you can uninstall the game by using the **Add/Remove Programs** applet found in the Windows Control Panel.

CODE UPDATES SINCE ALIENS VERSUS PREDATOR 2



There have been several updates released via the Internet since the release of *Aliens versus Predator 2*.

Aliens versus Predator 2: Primal Hunt already incorporates these updates. For a list of the changes, please refer to the *Aliens versus Predator 2: Primal Hunt* Readme, which can be accessed through the *Aliens versus Predator 2: Primal Hunt* program group on the Start Menu.

All of these updates can be found in the **Updates** folder on the game CD and can be used to bring your version of *Aliens versus Predator 2* up to date.

Note: If you play *Aliens versus Predator 2* on the Internet or use the Sierra Updater shortcut in the *Aliens versus Predator 2* program group, then you should have automatically received these updates.

MENUS AND INTERFACE SYSTEM

This section of the *Aliens versus Predator 2: Primal Hunt* manual only contains additions that have been made to the expansion pack. Please refer to the *Aliens versus Predator 2* manual if you wish to learn about any features that aren't mentioned in the section below.

WEAPONS, TOOLS, AND ABILITIES



CORPORATE

The Corporate mercenary character class is essentially equivalent to the Marine character class from *Aliens versus Predator 2*. All of the basic functionalities apply, with a few exceptions. The Corporate will not have access to the Hacking Tool or Welding Torch; however, Dual M-4A4 Pistols and a 360-degree Motion Tracker have been added.

DUAL PISTOLS



The M-4A4, an updated version of the trusty M-4A3 Pistol, offers Marines a choice of lethal stopping power or armor-piercing destruction. Now in the hands of Corporate-affiliated Iron Bear, Dunya, they have twice the stopping power. If you attain an additional pistol, they can be used simultaneously, giving the Corporate player another arsenal advantage.

Alt-Fire: Change ammo type.

Ammo Types: Antipersonnel or armor piercing, each with 12 rounds per magazine.

Antipersonnel: Fires a light, extremely high-velocity, prefragmented bullet that splits apart on impact and causes an almost explosive energy dump into soft targets.

Armor Piercing: Fires a heavy, high-velocity bullet that consists of a nonferrous jacket, lead shield layer, and tungsten alloy core. Upon impact the jacket and lead layers peel away and allow the needle-sharp tungsten core to penetrate all soft armor layers and most common hard armor layers.



REMOTE SENTRY GUN

The Sentry Gun is a portable, automatic perimeter-defense system that uses a pulse-action machine gun atop of a snap-open tripod mounting. In *Aliens versus Predator 2: Primal Hunt* the Sentry Gun can be picked up and deployed, aiding the Corporate player in defending and securing a particular area.

When a Sentry Gun has been picked up, an Icon will be shown in the lower right portion of the HUD.



Ammo Counter: The number of rounds currently loaded into the Sentry Gun's ammunition chamber.

Heat Meter: The current temperature of the Sentry Gun's firing mechanism. Higher temperatures will cause the weapon to cease firing, making it necessary for the player to wait for the temperature to return to its functional state.

TURRET GUN

The Turret Gun is a stationary, high caliber, rapid-firing minigun. This weapon can be used as a last line of defense if the Pods are being overrun by Alien contaminants. It is recommended that the weapon be fired in short bursts to make the best use of its limited ammunition. Stand behind this weapon and press the **Use** key to activate it.



MOTION TRACKER

The Motion Tracker is a tool that is used to detect motion in your general vicinity. When playing as the Corporate, you receive a Motion Tracker that is slightly different than the Marine version. The standard-issue Marine Motion Tracker only keeps track of motion within a 180-degree radius, whereas the Corporate Motion Tracker keeps track of a full 360-degree range of motion. In either case, all moving objects appear as white blips. In some cases the Motion Tracker may be preset for you to track a specific target. In that instance, you will see a new red blip that indicates the direction you should travel to reach your target.

PREDATOR

The Ancient Predator class in *Aliens versus Predator 2: Primal Hunt* is fairly similar to the Predator in *Aliens versus Predator 2*. However, there are some differences due to the fact that the Predator campaign takes place 500 years prior to the occurrences that take place during *Aliens versus Predator 2*. You will notice that the HUD elements are all in red, but function the same as they did in *Aliens versus Predator 2*. The Ancient Predator also has access to a new weapon, the Energy Flechette.



ENERGY FLECHETTE



The Predator's Energy Flechette is a low-powered, rapid-firing weapon mounted on the Predator's right wrist. It proves most effective when defending against several enemies at once, as it can emit several successive energy beams. The weapon drains the Predator's energy reserves quite quickly and should be used as strategically as possible.

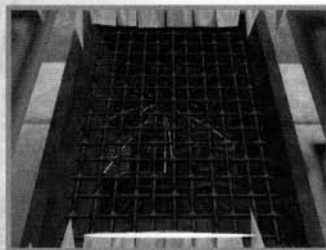


PREDALIEN

The PredAlien lifecycle is the same as it is for other aliens: Facehugger, Chestburster, and PredAlien. The PredAlien class in *Aliens versus Predator 2: Primal Hunt* is similar to the PredAlien in *Aliens versus Predator 2* multiplayer. There is one distinct difference. The PredAlien has been given a headbite attack.

FACEHUGGER

The Alien Facehugger can now pounce through vents and gratings that would not ordinarily be accessible. To perform this attack, use the Alien's primary fire at a short distance from the grating you need to access.



CHESTBURSTER

The Chestburster has gained the ability to bite through vents and gratings that would not ordinarily be accessible. When approaching a vent or grating that can be broken, the Chestbuster's teeth will be shown on the HUD, signifying that the attack can be made. Use the assigned primary fire key or button to bite through a vent or grating that needs to be accessed.

PREDALIEN HEADBITE

The PredAlien will now be able to gain additional health from biting the heads of Marines, Corporate mercenaries and other Predators. After centering the crosshair on the enemy's head, the PredAlien's teeth will be shown on the HUD, signifying that the attack can be performed. Use the assigned primary fire key or button to engage the enemy. Note that this attack cannot be performed on Synthetics (found in the single player campaigns) or fellow Aliens, as health cannot be collected from either character class.



MULTIPLAYER

The majority of the multiplayer options have not changed since *Aliens versus Predator 2*; however, two new sets of advanced options have been added: a Multiplayer Weapon Filter and a Multiplayer Class Filter.

ADDITIONS TO THE ADVANCED TAB

Classes: The host will be presented with a list of all character classes available in the game with a series of corresponding check boxes. Check or uncheck these boxes to allow or prohibit specific classes from joining the game. To allow a specific character class, be sure that the corresponding box is checked. To prohibit a specific class, be sure that the corresponding box is unchecked.

Weapons: The host will be presented with a list of all weapons available for use in the game with corresponding check boxes. This screen is essentially the same as the above-mentioned "Classes" screen, in the sense that the host must check or uncheck the boxes that correspond to the weapons that will be allowed or prohibited from the hosted game. To allow a specific weapon, be sure that the corresponding box is checked. To prohibit a specific weapon, be sure that the corresponding box is unchecked.

ADDITIONAL MULTIPLAYER EXTRAS

PREDATOR SELF-DESTRUCT

A new addition to the Predator's weapon arsenal is the ability to self-destruct when he has less than 10% health remaining. When activated, an audible countdown begins, lasting for a duration of around four seconds. Following this, everything in the nearby vicinity will be killed, including the Predator. This weapon is most effectively used in close-quarter situations where several attacking enemies are in the area close by. Since the damage that emits from the destruction kills the player as well, this weapon should only be used in desperate situations.

DUAL PISTOLS

For more information on the use and functionality of the Dual Pistols, please refer to the previously-mentioned description found in the Weapons, Tools, and Abilities section of this manual. (See page 6.)

PREDALIEN HEADBITE

For more information on the use and functionality of the PredAlien's Headbite, please refer to the previously-mentioned description found in the Weapons, Tools, and Abilities section of this manual. (See page 9.)

TURRET GUN

For more detailed information on the use and functionality of the Turret and Sentry Guns, please refer to the Weapons, Tools, and Abilities section of this manual. (See page 7.)

REMOTE SENTRY GUN

For more detailed information on the use and functionality of the Turret and Sentry Guns, please refer to the Weapons, Tools, and Abilities section of this manual. (See page 7.)

ANCIENT PREDATOR

The newly introduced Ancient Predator can also be used in multiplayer games. This Predator functions essentially the same as the other Predators, with one major difference: he starts off with the Energy Flechette as his default weapon. The Ancient Predator has been frozen in stasis over a 500-year period and his equipped technology reflects this. He uses an older visual interface for his health and energy, displayed in red.



STUN MODIFICATIONS

The Alien's stun attack and the stun from the EMP Grenades have been modified. When a player is stunned, he will now be able to move slowly. Running is still not possible; however, a stunned player now has more of a chance to defend him or herself.

SERVER COMMANDS

Below is a listing of several server commands that were implemented into *Aliens versus Predator 2*, through the updates that have been released and have been incorporated into *Aliens versus Predator 2: Primal Hunt*. To use the server commands, bring up the chat window and type in the one of the following commands. Server commands and their effects are described below. Please keep in mind that when using these you must make sure that you are either the host or, if you are on a dedicated server, you have server control. If not, then the commands will not do anything. Also, the commands won't take effect until the next level loads.

<serv> kick [playername]	Boots a player from the server. Replace "[playername]" with the name of the player you wish to remove
<serv> prevlevel	Ends the current match and switches to the previous map
<serv> nextlevel	Ends the current match and switches to the next map
<serv> restart	Restarts the server at the first map in the rotation
<serv> lifecycle	Toggles Alien Lifecycle mode on and off
<serv> predmask	Toggles Predator Mask Loss on and off
<serv> friendlyfire	Toggles Friendly Fire on and off
<serv> popupnames	Toggles Show Pop-up Names on and off
<serv> locationdamage	Toggles Location Based Damage on and off
<serv> classweapons	Toggles Class Weapon Sets on and off

<serv> queen x

Sets the number of consecutive kills needed for an adult Alien player to molt into a Queen, where "x" is a number from 0 to 10. A setting of 0 disables Queen molting.

<serv> exosuit x

Sets the maximum number of Exosuit pickups in the level, where "x" is a number from 0 to 10. The number of Exosuits that appear is also limited by the number placed by the level designer, so some levels may support fewer Exosuits than the maximum set by the server controller.



DEFAULT KEY CONFIGURATION CHARTS

This section describes the default key mappings for *Aliens versus Predator 2: Primal Hunt*. With the exception of the game controls, all key assignments listed here can be changed in the **Options** menu.

GAME CONTROLS (THESE CANNOT BE CHANGED!)

<u>Key</u>	<u>Function</u>	<u>Description</u>
<Esc>	Menu	Exits to the menu.
<F1>	Multiplayer Info	Change races in MP; see who is playing as each race
<F2>	Multiplayer Camera Fly Mode	
<F3>	Multiplayer Game Info	
<F6>	QuickSave	Saves your current game to the QuickSave slot
<F8>	Screenshot	Captures the current image on your screen to a file in the main AVP2 folder on your hard drive
<F9>	Quickload	Loads the game currently saved in the QuickSave Slot

CHARACTER CONTROLS

SHARED

<u>Key</u>	<u>Function</u>	<u>Description</u>
W	Forward	Move Forward
S	Backward	Move Backward
Left Arrow	Turn Left	Turn to the Left
Right Arrow	Turn Right	Turn to the Right
A	Strafe Left	Step to the Left
D	Strafe Right	Step to the Right
K	Strafe	Strafe

<u>Key</u>	<u>Function</u>	<u>Description</u>
Caps Lock	Run	Move faster
M	Run/WalkToggle	Selects Run or Walk as your default mode of movement
Space	Jump	Jump up
Mouse 0	Primary Fire	Fire your primary weapon
Mouse 1	Alt-Fire	Fire your alt weapon
V	Next Vision Mode	Cycle to next vision mode
Home	Look Up	Look up
End	Look Down	Look down
Delete	Center View	Center view
Insert	Mouse Look	When pressed, the mouse can be used for aiming/looking around
Tab	Objectives/Scores	View your current objectives (SP) or score (MP)
Enter	Send Message	Send message (MP)
\	Send Team Message	Send message to team only (MP)
Backspace	Taunt	Taunt the enemy (MP); distract the enemy (SP)
.	Crosshair Toggle	Hide crosshairs

CORPORATE

<u>Key</u>	<u>Function</u>	<u>Description</u>
Left Shift	Crouch	Crouch down
/	Crouch	Toggle Crouch all the time
E	Use	Operate
Q, Mouse wheel down	Next Weapon	Next Weapon
Z, Mouse wheel up	Previous Weapon	Previous Weapon
R	Reload	Reload

<u>Key</u>	<u>Function</u>	<u>Description</u>
G	Shoulder Lamp	Shoulder Lamp
F	Flare	Flare
I	Knife	Knife
2	Pistol/Dual Pistols	Toggles Between Single and Dual Pistols
3	Shotgun	Shotgun
4	Pulse Rifle	Pulse Rifle
5	Grenade Launcher	Grenade Launcher
6	Flamethrower	Flamethrower
7	Smartgun	Smartgun
8	Rocket Launcher	Rocket Launcher
9	Minigun	Minigun
0	Sniper Rifle	Sniper Rifle
X	Last weapon	Last weapon
T	Pick Up/Deploy Sentry Gun	Pick up and Deploy Sentry Gun

PREDATOR

<u>Key</u>	<u>Function</u>	<u>Description</u>
Left Shift	Crouch	Crouch down
/	Crouch Toggle	Crouch all the time
E	Use	Use
Q	Next Weapon	Next Weapon
Z	Previous Weapon	Previous Weapon
R	Reload	Reload
Mouse wheel up/Page up	Zoom In	Zoom In
Mouse wheel dn/Page down	Zoom Out	Zoom Out
H	Charge Emitter	Charge Emitter
C	Cloak	Cloak

<u>Key</u>	<u>Function</u>	<u>Description</u>
F	Disc Retrieve	Disc Retrieve
I	Wristblades	Wristblades
2	CombiStick	CombiStick
3	Pistol	Pistol
4	Speargun	Speargun
5	Plasmacaster	Plasmacaster
6	Disc	Disc
7	Netgun	Netgun
8	Remote Bomb	Remote Bomb
9	Energy Flechette	Energy Flechette
X	Last Weapon	Last Weapon
T	Energy Sift Device	Energy Sift Device
G	Medicomp Device	Medicomp Device
B	Previous Vision Mode	Previous Vision Mode
.	Self-Destruct	Self-Destruct

Leap = Crouch + Jump

PREDALIEN

<u>Key</u>	<u>Function</u>	<u>Description</u>
E	Pounce	Pounce jump and attack
Left Shift	Wallwalk	Wallwalk
G	Wallwalk Toggle	Wallwalk all the time
Left Ctrl	Crouch	Crouch down
/	Crouch Toggle	Crouch all the time

Headbite – Fire while teeth are visible

Facehug – Pounce on implant victim

Tear – Fire while claws are visible**

**As a chestbuster, fire when teeth are visible

CREDITS

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Thanks to all the filmmakers
and storytellers who created
and contributed to the legend.

A very special thanks to all the
hardy souls at Monolith.

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SPECIAL THANKS

Monolith Productions, for everything
that went into the original game.

Family and Friends, for putting up with us.

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Jeff Steitzer – Rykov and various
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ALIENS VERSUS PREDATOR 2: PRIMAL HUNT

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Jeff Steitzer – Rykov and various

ADDITIONAL MUSIC COMPOSITION

Rich Ragsdale

CUSTOMER SERVICE, SUPPORT, AND SALES

Please read the README.TXT file on the CD or in your *Aliens versus Predator 2: Primal Hunt* folder before calling Sierra technical support as it may address a problem you have encountered.

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* Returns to this address valid in North America only.

TECHNICAL SUPPORT

Please read the README.TXT file on the CD or in your *Aliens Versus Predator 2* folder before calling Sierra technical support as it may address a problem you have encountered. In addition, be sure to check the web page for updates, info, and FAQs about releases or known problems (if any) at the *Aliens Versus Predator 2* web site located at: <http://www.avp2.sierra.com>. There are several ways to contact Sierra for technical support:

Web Site: If you have an Internet connection, please go to the Sierra web site at <http://www.avp2.sierra.com> and choose the Support section.

E-mail: Send us an e-mail at: support@sierra.com and type the problem in the subject line. Please include the specifications of your computer, and a clear description of the problem.

NORTH AMERICA

Sierra Entertainment offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (310) 649-8033, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site – <http://support.vugames.com>.

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Technical Support
6060 Center Drive, 2nd Floor
Los Angeles, CA 90045
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<http://support.vugames.com>

UNITED KINGDOM

Vivendi Universal Interactive Publishing UK Ltd. offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call (0118) 920-9111, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions or contact us via our Internet or CompuServe sites.

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