

PropHuntFPS — Game Manual

Blend in. Freeze in disguise. Outlast the Hunter.

1. What is PropHuntFPS?

PropHuntFPS is an online hide-and-seek first-person shooter for 2–16 players. Each round, one team plays the Hunters and the other plays the Chameleons. Chameleons hide among the props of the map — freezing in a pose, planting decoys, and repainting themselves to match the scenery — while the Hunters try to find and eliminate every one of them before time runs out. Roles swap every round.

2. Round flow

- Hunter freeze: at the start of every round the Hunters are blacked out and cannot move, fire, or throw for a set time (default 45 s). The Chameleons use this time to hide.
- Whistle: every living Chameleon whistles automatically at a fixed interval (default 20 s, or Auto — the fewer Chameleons remain, the more often they whistle). The whistle is 3D positional audio: listen for where it comes from.
- Hunter Assist (on by default, can be turned off in Options): when a whistle sounds, each Hunter sees a red laser inside a bubble around them for 2 seconds pointing toward the whistler.
- Hunters win the round by eliminating every Chameleon. Chameleons win by keeping at least one player alive until the round timer runs out (default 5 minutes).
- A match lasts the number of rounds the host chose (default 4). Roles swap every round and the team with more round wins takes the match.

3. Playing as a Chameleon

- Pose Wheel (hold B): choose one of the props/poses and freeze in it — you look like part of the map. Jumping or moving breaks the pose.
- Decoy (G): drop a copy of yourself (with your current pose and paint) as a stand-in. Up to the host's Max Decoy limit at once.
- Paint Mode (F): repaint your character or the map itself — brush, airbrush, pencil, bucket, eyedropper — and place simple shapes on your body. See section 6.
- Taunt (hold H, then click a line): play a voice line that every player hears. Alive players only.
- Emote (N): dance. Purely cosmetic.
- Chameleons have no weapons; stay hidden, keep still, and move only when the Hunters are looking elsewhere.

4. Playing as a Hunter

- You start with 3 weapons (switch with 1/2/3 or the mouse wheel), a grenade (Q, with a cooldown set by the host) and a melee attack (E / C).
- Reloads may be limited by the host (Max Reload Count). Watch your ammo.
- Hunters can be given a speed and damage bonus by the host to balance large matches.
- Use the whistle and Hunter Assist to narrow down where a Chameleon is, then shoot suspicious props. Decoys look real — a shot reveals which one is fake.

5. Game modes (main menu tiles)

- Themed maps (Village, Town, Forest, Desert City, SkyTown, LakeTown, Necropolis, Atlantis, and more): a normal match on that map.
- Random Map 0: every round travels to a randomly chosen existing map.
- Random from Selected: like Random Map 0, restricted to the maps ticked in Options → Gameplay → Map Select.
- Random Map 1 / Random Map 2: the map is auto-generated by AI CREATE at the start of the match (Map 1 = Random theme, Map 2 = a random named theme).
- RATE Match: same rotation as Random Map 0, but teams are balanced by each player's tracked win rate.
- 1User_Map_Edit: build your own map (free-fly, AI CREATE, 6000+ placeable objects) and save it to a slot.
- 1User_map_Browser: play a real match on the host's own saved map. Afterwards everyone except the host rates the map GOOD or BAD.
- Host or join: the host creates a room (optional room name and password); other players join from the browser. Online play uses Epic Online Services.

6. Paint Mode and Map Creation

Press F to enter Paint Mode. Tab cycles the sub-mode: Paint (your character) → Map Paint (the level) → Object Creation (place cubes/spheres/cylinders on yourself or the map) → Spectator (free-fly camera). Ctrl+Tab cycles the tool, Ctrl+Scroll changes the brush size, Ctrl+Z / Ctrl+Y undo and redo, Shift+Click picks a color and Space+Click picks a texture. Press F again to leave.

In 1User_Map_Edit you can additionally use the top-right panel to save/load to numbered slots and run AI CREATE (choose a theme, object budget and radius), and the bottom-right browser to hand-place any of the cooked meshes with J (double right-click deletes). Press Tab (Scoreboard) for the full reference cards.

7. Controls

Keyboard & Mouse	Action
W A S D / Space / Ctrl	Move / Jump / Crouch
Mouse / Left click / Right click	Look / Fire / Aim
R / Q / E or C	Reload / Grenade / Melee
1 2 3 / Wheel	Switch weapon
Shift	Dash
Tab (hold)	Scoreboard + control reference cards
F	Toggle Paint Mode
B (hold)	Pose Wheel
G	Spawn Decoy
H (hold)	Taunt list
N	Emote
Paint Mode: Tab / Ctrl+Tab	Cycle sub-mode / tool
Paint Mode: Ctrl+Z / Ctrl+Y / Ctrl+Scroll	Undo / Redo / Brush size
Map Creation: J / right double-click	Place object / Delete object
Esc	Menu

Controller	Action
Left stick / Right stick	Move / Look
RT / LT	Fire / Aim
A / B / X	Jump / Crouch / Reload
LB / RB / L3	Grenade / Melee / Dash
D-Pad Left / Right	Switch weapon
D-Pad Down	Emote
View (Share)	Scoreboard + reference cards
D-Pad Up (tap)	Spawn Decoy
D-Pad Up (hold)	Toggle Paint Mode
Y (hold)	Pose Wheel
R3 (hold)	Taunt list
While a cursor is shown: Left stick / A	Move cursor / Click
X (hold)	Look around / fly while a cursor is shown
Paint Mode: Y / LB / RB / D-Pad Left-Right	Sub-mode / Undo / Redo / Brush size
Map Creation: B / D-Pad Down / RT / LT	Place / Delete / Fly up / Fly down
Menu (Options)	Menu

8. Options (host settings, Options → Gameplay)

- Max Player Count and Hunter count (e.g. MAX4 H1:C3), Round Count, Hunter Freeze Duration, Whistle Interval (or Auto), Max Reload Count, Hunter Speed / Damage multiplier, Grenade Cooldown, Max Decoy Count, Map Select, Hunter Assist on/off, Room Name / Password.
- Only the host's values take effect for a match. Keyboard, mouse and gamepad bindings can be changed under Options → Keyboard & Mouse (custom actions are listed under Paint Mode, Character, Creation Mode and Gamepad).

9. Controllers and Steam Deck

Xbox, PlayStation and Steam Deck controllers are supported. On Windows a PlayStation controller should be used through Steam Input (add the game to Steam and enable Steam Input) or a similar XInput driver. The Donation Voice Pack DLC unlocks the full taunt list.