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MOUSE | KEYBOARD

MOUSE

MOUSE: Move the mouse in the direction you want to shoot (aim) and click on the left button to shoot. One click - one shot. In machine gun mode, holding down the mouse button will result in continuous shots at the appropriate fire rate of the weapon.

TO LOOK AROUND: When in basic camera view (default), the camera will look towards where the mouse or gun is pointing.

PANIC BUTTON: When riding in tanks with a turret, use the right mouse button to line up the tank hull to the direction that the gun is pointing

Please note: On tanks, the tank turret will turn at the (transverse) speed of the specific tank which is always slower than the mouse. The pointer moves in real time, but you must wait until the turret catches up before shooting. Point to the target (green circle), wait for the turret pointer to catch up (smaller green circle) and shoot.



EXIT

WEAPONS CHART | PLAY | SCORE CHART

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MOUSE | KEYBOARD

KEYBOARD



Vehicle Control:
<UP><W> = Move forward
<DOWN><S> = Brake / Move backward
<LEFT><A> = Turn left
<RIGHT><D> = Turn right
<MOUSE1><RIGHT CTRL> = Shoot
<SPACE><DELETE> = Machine gun toggle

Camera view:
<F1> = Basic View (behind vehicle)
<F2> = Commander View (above turret)
<F3> = Driver View
<F4> = Vertical axes view
<F5> = Cannon view
<C><INSERT> = Camera view toggle

Ammunition choices:
<1> = AP (armor piercing)
<2> = HE (high explosive)
<3> = PH (phosforous)
<4> = HvAP (high velocity)
<PAGEUP><MWHEEL UP> = Next shell
<PAGEDOWN><MWHEEL DOWN>=previous shell

Other keys:
<MOUSE2><CAPSLOCK>=line up tank to view
<B><ENTER>=bombing to use air support
<P> = Pause (pauses/resumes the game)
<esc> = Quit game (to the interface)
<+> = Zoom in camera
<-> = Zoom out camera

EXIT

WEAPONS CHART | PLAY | SCORE CHART

OVERVIEW

Playing TigerHunt is easy and you can get started right away without the need to even read the manual. Use the arrow keys to move the vehicle and use the mouse to aim or look around. Click the left mouse button to shoot and use PAGE UP & PAGE DOWN to switch ammunition type. Tiger Hunt is a game of skill and the game idea is very simple and clear.

TO ADVANCE: To advance in the game you must complete each of the missions. Each mission can have any number of objectives which need to be completed. Simply complete all the objectives (as indicated on screen by the red pointer icon) to complete the mission and to move on to the next mission. Missions will advance only when all the objectives are completed.

SCORE: There is a points value number assigned to each vehicle. A positive value for each enemy vehicle destroyed and a negative point value for every Allied vehicle that you destroy. Points get added and subtracted to and from the score. The score value is permanent and continues to add (or subtract) throughout the missions. When comparing with others, the highest number of missions with the higher number of points wins. Score points will always differ from player to player. There are always targets of opportunity and not all the targets are objectives. It will depend on the individual player's ability to score more or less points while completing the mission.

Important note: Although points accumulate automatically as targets are destroyed, the points are only officially or permanently added at the end of each mission. Points accumulated during a failed mission will not be permanently added to the score. The total count will revert to the last count at the end of the last completed mission.

EXIT

OVERVIEW

GAME CONTROLS

TO MOVE: Use the arrow keys to move the tank (or vehicle) in the desired direction. To accelerate, simply hold down the key longer. Holding the key will accelerate the vehicle until it reaches maximum speed and it will continue at that speed until the key is either released or an opposite arrow key is pressed. To brake and/or to reverse direction, press the opposite arrow key until the vehicle comes to a stop. Continue pressing and the vehicle will accelerate in the new direction and so on.

Please note: Tracked vehicles (tanks) and vehicles with wheels behave slightly differently. Tanks can turn on the spot and even when idle. Vehicles with wheels need to be moving (forward or backwards) to turn. In addition, wheeled vehicles require a much wider turn radius. When moving in reverse, tracked (tanks) vehicles and wheeled vehicles will behave slightly differently as well. All the movements are true to life. Just practice a little to familiarize yourself with the controls.

TO SHOOT and AIM: Move the mouse in the direction you want to shoot (aim) and click on the left button to shoot. One click - one shot. In machine gun mode, holding down the mouse button will result in continuous shots at the appropriate fire rate of the weapon.

Please note: On tanks, the tank turret will turn at the (transverse) speed of the specific tank which is always slower than the mouse. The pointer moves in real time, but you must wait until the turret catches up before shooting. Point to the target (green circle), wait for the turret pointer to catch up (smaller green circle) and shoot.

EXIT

OVERVIEW

Please note: The moves on the mouse are asymmetrical. Moving the mouse up (forward) will aim the weapon up (look up); moving it down (backwards) will aim it down (look down) and so on. Use the control settings in the options menu to customize.

TO LOOK AROUND: When in basic camera view (default), the camera will look towards where the mouse or gun is pointing. In a tank, the turret moves on its axis independently of the tank hull (body or driven part). This could at times confuse the player as to what direction the tank itself is heading. When confused, use the panic button (right mouse button) to line up the direction of the movement to the direction the gun is pointing.

PANIC BUTTON: When riding in tanks with a turret, use the right mouse button to line up the tank hull to the direction that the gun is pointing

KEYBOARD COMMANDS: Keyboard commands are designed to complement and/or supplement game controls and/or game interface functions.

The basic keyboard commands in TigerHunt are:

Vehicle Control:
<UP> or <W> = Move forward
<DOWN> or <S> = Brake / Move backward
<LEFT> or <A>= Turn left
<RIGHT> or <D>= Turn right
<MOUSE1> or <RIGHT CTRL> = Shoot
<SPACE> or <DELETE> = Machine gun toggle

EXIT

OVERVIEW

Ammunition choices:
<1> = AP (armor piercing)
<2> = HE (high explosive)
<3> = PH (phosforous)
<4> = HvAP (high velocity)
<PAGEUP> or <MOUSE WHEEL UP> = Next shell
<PAGEDOWN> or <MOUSE WHEEL DOWN> = Previous shell

Camera view:
<F1> = Basic View (behind vehicle)
<F2> = Commander View (above turret)
<F3> = Driver View
<F4> = Vertical axes view
<F5> = Cannon view
<C> or <INSERT> = Camera view toggle

Other keys:
<MOUSE2> or <CAPSLOCK> = Line up tank to view (panic button)
<B> or <ENTER> = Bombing to use air support (if available)
<P> = Pause (pauses/resumes the game)
<ESC> = Escape back to the game interface (quit game)
<+> = Zoom in camera
<-> = Zoom out camera

AMMUNITION TYPES: There are various types of ammunition available to the player. Each type is designed to be more or less effective depending on the target and/or the purpose of its use. Using the right type of ammunition for the right target is recommended.

EXIT

OVERVIEW

THE BASIC TYPES OF AMMUNITION ARE:

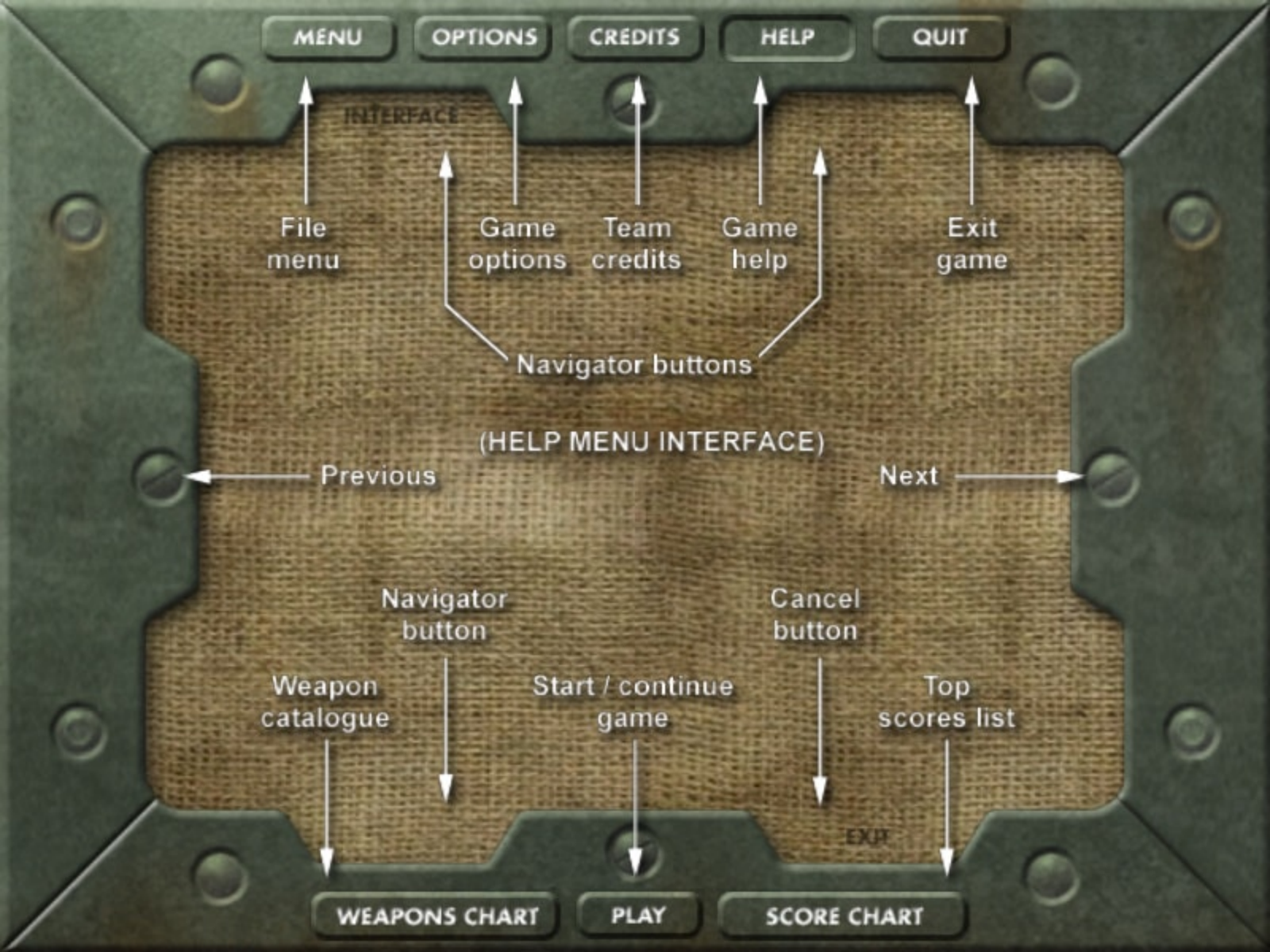
AP = Armor piercing: most effective against armored vehicles (tanks and armored vehicles). AP shells don't have an explosive charge.

HE = High explosive: most effective against installations and open targets (it can be used against vehicles but it is tot very effective against tanks with thicker armor).

PH = Phosphorous shell (incendiary): effective against most targets although the desired effects may not be immediate. i.e.: tanks and buildings may burn, but not be entirely destroyed.

HVAP = High velocity armor piercing shell: this most rare type of ammunition simply increases the effective range and effectiveness of the standard AP. Better penetration of thicker armor at longer distances. This type of ammunition can become a "life saver" when confronted with superior German tanks such as Panthers and Tigers. This type of specialized ammunition was not nor will be as readily available as the rest and must be used sparingly.

EXIT


MENU
OPTIONS
CREDITS
HELP
QUIT
INTERFACE
File menu
Game options
Team credits
Game help
Exit game
Navigator buttons
(HELP MENU INTERFACE)
Previous
Next
Navigator button
Cancel button
Weapon catalogue
Start / continue game
Top scores list
EXIT
WEAPONS CHART
PLAY
SCORE CHART