







TOO many buttons on the controller than actually needed when playing Battle Hunter.

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/Game Controls/

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- Directional buttons - moves cursor in specified direction
- START - decides lead controller in two or more player game
- SELECT - changes cursor's color on network screen
- CIRCLE - cancels selection
- X - confirms selection, avoids trap
- TRIANGLE - switches window view

- Most of the actions that occur in Battle Hunter will be simple confirmation messages, and menu navigation throughout the game. There is no tedious tile movement, or random battles to worry about. Your actions are taken from a menu up top, which usually consists of Moving, Attacking, Resting, or Checking on your status. Start and Select come into primary use during multiplayer games, so you'll hardly be worrying about them. If you step on a trap, and the two exclamation marks appear over your head, you can attempt to tap X quickly. If you tap it quick enough, this will increase your chance of avoiding that trap.

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/Character Management/

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Before you can leap into the action, it's essential to understand how to manage a character or Hunter through the game. Your character's starting status, along with side item abilities will decide how powerful he/she may be throughout the game. Creating a well-balanced category, while specializing in one stat will help in the long run. This section will describe how to start out in the game, along with tips for managing a character.

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#\_\_ : STARTING OUT : \_\_#

- Before you can start seeking out lost treasures in the dungeons, it's necessary to create your own character. Select the "Registration" icon, and type out his/her name. You will then be given the choice to assign how your character will appear. There are 8 different sprites (four men, four woman), along with 8 different color schemes for each sprite. That gives a total of 64 possible different combinations. Once that's done, you'll then be brought to the skill selection screen. There are four primary stats that your characters will have, and points must be balanced efficiently for the best possible character.

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| MV >> Moving - Every 3 points added gives +1 to movement |
| AT >> Attack - Every 1 point increase gives +1 to attack |
| DF >> Defense - Every 2 point increase gives +1 to defense |
| HP >> Hit Points - Every 1 point increase gives +3 to HP |
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\* - 11 Skill points are always available when starting a new character.

^ Thus, you have to balance out the 11 available points to give your character some shape or mold. I'd like to give credit to Ayalla for this excellent setup which gives you the most profitable character early on:

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MV +1    <-- This setup gives you a character capable of moving at an
AT +5    average rate, attacking with power, defending at an average
DF +2    rate, and average HP. I highly recommend getting attack points
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in this game because it will be necessary to attack certain people just to advance through certain missions.

Once you have created a character, a small window should appear in the lower left corner. This is your status window, and it can be changed by pressing the Triangle button. You may see how many Credits you have, your current items held, level, and so on. The Save Icon will permit you to save your progress to a Memory Card. The Load Icon let's you load a saved file. The Status icon let's you view all details of your character in a new window. The Erase Icon (INN) will let you remove characters that are loaded.

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#\_\_ : MISSIONS : \_\_#

- After a character has been created, loaded, or saved, you may then start to accept missions. Missions usually have objectives, which depend on the mode of play. During story mode, you'll most likely have to seek out specific items, prevent the escape of NPCs, or find a specific person. On normal mode, a certain "target" item will be designated, and you must find it, while escaping with it in your possession for the true win. To get organized with missions, go to the main menu, and click on the CLIENT button.

>> MISSION ICON:

"Let's you select the next available mission for your character. The man with the Hawaiian shirt and sunglasses will give you a short briefing on your goal during the mission. Each time you upgrade your character's level, a new story mode mission will be available. Otherwise, you'll keep competing in normal missions to seek out new treasures."

>> ITEM ICON:

"This allows you to sell any items in your inventory to the man for credit units. When selling items, they can be identified or unidentified. Identified items yield more value, but you're paying to identify them in the long run, which cuts down on your profit. Just sell cheap items like soda pop and books without identification because of their low value. You may also propose to RAISE the sales cost, however, sometimes your offer will be rejected, and you will be forced to take half the initial price."

>> EVALUATION ICON:

"For a certain fee, the man will identify items in your inventory, which reveals their hidden effects. This will also increase their sales value, along with the addition of their information to the item database."

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#\_\_ : HOSPITAL : \_\_#

- After a long day of kicking butt in mysterious dungeons, and collecting random artifacts, you're eventually going to get a patch or two at the hospital. In Battle Hunter, the Hospital is the primary way of upgrading your character per say.

>> HEAL ICON:

"During a battle, if you are fatally wounded (below 0 HP), then the hospital is the next place you will need to go after the mission. Upon death, your maximum HP is cut in half, and can only be repaired using this icon. It's essential because your maximum HP will stay down until you've repaired it using this option. Expect to pay credits for each HP healed."



missing cards instantly. If you have 0 cards, you may regenerate 3 at a time, or 2 normally.

^ USED WITH: n/a

- MONSTER - During the battles, random monsters will appear to lay down delightful greetings. Their entry to the battlefield is completely random, and they will usually chase the target closest to them (or who engages them). Monsters cannot hit traps, and are represented by a green triangle with a sphere on top. They're capable of hitting you, and may cause confusion (which can be a pain in the butt). They're not capable of using special cards during battle.

- DEATH - When you die or reach 0 HP, your character will lose one of their items (selected by the enemy), and be warped to a random destination on the map. Also, your maximum HP will be reduce to half of what it was, and the following turn, you will be healed up to that point. If you die, expect to visit the Hospital afterwards to repair the missing maximum HP.

- SCROLLING - When it's your turn, you may check out the rest of the map by holding down the CIRCLE button, and using the directional buttons. Scrolling allows you to scout out the locations of the other treasure chests, your opponents, or main objectives. This is very useful as you will not be rambling off in a random direction.

- STATUS VIEW - If you're confused on who or what has a special item, just press the TRIANGLE button to shift the status windows at the bottom of the screen. There are several different views for these windows, one of which includes items being held by each character. You may also view other specific stats.

- EXITING - There's a random designated tile on each map that is the exit point. After you have taken the object item, or completed the objective, you must reach this point to leave the level. It's represented by a green tornado warp icon.

#\_\_ : CARDS : \_\_#

- As stated before, cards are drawn from a set deck of 80 during the progress of a dungeon mission. They hold special abilities, and may be used in certain instances. The following section will describe their uses:

>> BLUE CARD - While moving...

Number on the card is added to the player's movement range, and successfully gives them a boost in range. These cards range from [1-3]. There's also an EXIT card which instantly places the player on the exit tile.

During battle...

Number on the card is added to your chance of successfully escaping the battle. EXIT card yields in 100% escape.

>> RED CARD - During battle...

This card adds a % of attack power to your intial rating. It may range anywhere from [3-9]. So a red 3 would add 30% to your attack power. An [S] doubles your attack power, while a [C] adds the attack rating of

the opponent.

>> YELLOW CARD - While moving...

The number on the card is added to the player's chance of successfully avoiding any traps during the upcoming movement. For example, a 4 would add a 40% chance of evasion of traps. Numbers range from [3-9]. A [D] or [A] will yield in 100% evasion of traps.

During battle...

Number on the card is added to the player's defense ability, as a percentage. A +8 would add 8 defense points to your rating. A [D] doubles your defense rating, and an [A] will not take any damage at all.

>> GREEN CARD - While moving...

This basically adds a trap to the block where the character is standing, before attempting to move ahead. There are four different types of traps in the game:

- 1) [D] - Damage - results in HP loss
- 2) [E] - Empty - takes all cards from hand
- 3) [L] - Leg Damage - destroys movement bonus
- 4) [S] - Stun - lose a turn

#\_\_ : BATTLE SCREEN : \_\_#

- After you have been attacked, or you attack someone else, the game will warp to the battle screen. Battles are similar to Ogre Battle as you select actions for your characters, and they do them. Depending on who attacks first, the order of battle is different. Battles only last briefly for one turn (as each side selects an action). They are not continuous till death do us part.

>> COUNTERATTACK ICON - this allows you to counter-attack against opponents who strike first. You may use red or yellow cards with this action to boost attack or defense ratings. This is designed for characters who excel at attacking, and do not fear taking much damage from their enemy.

>> SHIELD ICON - this allows you to guard against attacks without repercussion. This will instantly double your defense, and is great when you're exposed. However, you will deal no damage to the enemy.

>> ESCAPE ICON - this allows you to escape during a battle if attacked by another. If your attempt fails, your defense rating will be dropped to zero.

>> SURRENDER ICON - this allows you to escape a battle via bribery. You will take no damage, but must also select one item in your inventory to hand over to the enemy. You will then be warped to a random destination on the map.

- Defeating an opponent (down to zero HP) let's you select one item from their





lackies. Don't let them reach him first, otherwise, it's a game over.

\*After the mission ends, the nurse will ask the patient why he ran away from the hospital. You'll get no response...yet.\*

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/Mission #3/

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]]]: Relics Level 3

]]]: Difficulty -> INTERMEDIATE

]]]: Target -> Blue Floppy Disc currently carried by a thief

\*A new job opportunity has arose. A Mr. Sakimru wants you to locate a HAV data disc for a special robot that his company has been working on for the past few months. Apparently the backup data disc to the entire project has been stolen, and they want you to recover the data from a thief.\*

Start off by locating the lone B PHS agent on this map. He's the thief who is carrying the disc you need. Once you've located him, focus your efforts on flanking him BEFORE he can reach the exit tile. Sometimes he'll spawn close to it, however, most of the time he'll be on the opposite end of the exit location. You'll have two other hunters that will be seeking him down as well, so keep your wits open. Note that the B PHS agent is fairly powerful, and also will surrender the disc to the other CPU hunters if his health is low. Try to get in, nail that disc, then reach the exit tile.

\*After completing the mission, your employer tells you the truth. The disc was not for a robot, but rather it was confidential employee records which were needed for another purpose. However, you're just a hunter/mercenary being paid to do a job, and it is none of your business.\*

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/Mission #4/

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]]]: Relics Level 4

]]]: Difficulty -> INTERMEDIATE

]]]: Target -> Red Floppy Disc

\*As usual, tasks need to be accomplished. A man named Jacobson needs your help to recover a red floppy disc in the dungeons below. One of his rival companies, Counterforce, has hired a special hunter to also look for the device. Find the disc before the other hunters do, and return it to Jacobson for a handsome reward.\*

You will finally get a chance to meet one of the first "secret" characters throughout the game, better known as Vikeif. His attack power is high, along with decent movement, HP, and fairly low defense. Almost a prototypical character that any player would love to be. Plus, he has a unique sprite that exhibits his traits quite fluently. The red floppy is spread throughout the map somewhere, so try your best to find it. Thankfully, you do not have to nail it off of any other NPCs, unless a Hunter gets a hold of it before you can. Watch out for Shuichi (the other secret Hunter) as he has extended movement range over all other characters. Return to the exit tile after discovering the item.

\*After finishing the task, Jacobson thanks you, and follows up on his bidding. Vikeif then enters the scene, and tells you to stay out of his client's business.\*

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/Mission #5/

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]]]: Relics Level 5  
]]]: Difficulty -> INTERMEDIATE  
]]]: Target -> Yellow Floppy Disc

\*Remember the hospital patient from before? Well, apparently he wasn't so innocent after all. The reason he went down to the dungeons before was to hide some critical data, and he's now going to hire you to retrieve it.\*

I found this level to be fairly challenging because there are a TON of high move Hunters on this map. It was designed this way so that one of the high movers would most likely discover the disc first, and it would become a frantic chase to prevent him/her from reaching an exit. I found this mission easiest to complete when you get a good random location that puts you close by to the disc. Most of the hunters are fairly weak, so you shouldn't have any trouble combat wise.

\*After completing the task, your broker tells you to go visit the Hospital to see the man. Once there, the nurse informs you that he was killed the other day. Your broker freaks out because only a small deposit was made for the mission, and the rest of the money was never paid off. Of course, this also puts a big gap in the storyline/plot. Why was the man killed? For the sacred data? Your broker keeps the important floppy disc, and gives you the rest of the money.\*

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/Mission #6/

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]]]: Relics Level 6  
]]]: Difficulty -> HARD  
]]]: Target -> Yellow Floppy Disc held by B PHS agent

\*Since there are no real hot jobs on the market, the Broker wants you to recover a yellow floppy disc from a thief in the dungeons. This disc has some important information that might help for financial profit.\*

This mission is fairly hard because you'll have two main conflicts. The first conflict is that Shuichi and Vikeif will be the other two hunters on this map besides B PHS. Thus, watch out for Vikeif, and try to stay out of his way (due to his powerful attacks). Secondly, the B PHS agent has two items, one being the floppy, and a random second item. If you get his life low enough, he'll usually surrender the second item just to get retransported. Most of the time, it will place him closer to the exit tile. So if you can, try to attack him, and be sure you can do 10-15 damage to knock him down for the count.

\*After the task is complete, your Broker will give you a reward for recovering the lost data. However, he also admits that he hired several other Hunters too, both being Shuichi and Vikeif. Vikeif is angered by the double-crossing client, and says he has no problems with you since you were only doing your job.\*

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/Mission #7/

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]]]: Relics Level 7  
]]]: Difficulty -> EASY  
]]]: Target -> Battery Junk Part

\*Your broker tells you that he has no available jobs. However, Shuichi says

that he has a mission for you. Apparently, he and Vikeif have been hired by a new client, and Shuichi needs you to find a part for him, as part of his previous contract. Recover the item, and you'll be paid handsomely by Mr. Sakimru.\*

This is basically just another search n' get the hell out of there mission. The battery part is spread somewhere throughout the crates, and most of your opposing hunters will be typical random characters. Some of them might have higher movement ranges, but for the most part, are fairly weak. Once you've found it, return to the exit tile for a mission complete.

\*Sakimru pays after you have completed the task, and your broker asks for the item so that he may send it to him.\*

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/Mission #8/

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]]]: Relics Level 8  
]]]: Difficulty -> INTERMEDIATE  
]]]: Target -> Green Floppy Disc

\*The broker starts telling you about the B PHS agents you have encountered during the game. Apparently, B PHS is a crazy organization living in middle Arkland. Their beliefs say that society is overcrowded, and anyone who does not follow their rules should be executed. Since there are no jobs available, he wants you to seek out a green floppy disc, and return it to him for a hefty price.\*

You'll start off by noticing that there are 3 B PHS agents in the vicinity. Apparently, they really want this disc as well. The green floppy is spread in one of the eight random crates across the map. Try to look nearby since the game usually hints it closer to you. The agents are fairly powerful, and will excel in attack power. The agents will not act as a team, however, they will tend to set lots of traps near the exits once you have the item. Their AI is much smarter as well. Once you have that disk, get the heck out of there.

\*When the mission ends, a man dressed in a black suit will arrive to your Client center. He's willing to pay any amount to get his hands on the green disc you just gathered. Your broker delightfully sells the disc for money, and we move on our way.\*

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/Mission #9/

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]]]: Relics Level 9  
]]]: Difficulty -> INTERMEDIATE  
]]]: Target -> Black Floppy Disc

\*Some interesting news has arose. Your daily broker has met with one of his men on the inside known as "Roast-beaf." Apparently, B PHS is hot on your trail like a fart caught in the wind. They're after you, but it has nothing to do with money. Since there are no available jobs, your broker wants you to retrieve a black floppy disc in the dungeons below.\*

You better start getting use to the scenario of 3 fully armed B PHS agents, because this mission is the same exact way. Start off by being more cautious in your approach. These guys have really high attack/low defense, or lots of movement bonuses to compensate. Either way, it's going to be both a tough mobile and combat battle. The disc is spread out in one of the crates, so most of this mission will rely upon luck. You can probably take down one of the

agents if you focus your attacks because they're not teamed up. Plus, monsters will prove to be a great distraction.

\*Since B PHS agents were at your last mission, you let your broker know of the dangers. Mr. Jacobson makes another appearance as usual, and offers to purchase the disc off of your boss. Your boss sells it delightfully, giving you a cut. You curse at him angrily because of PHS's recent suspicions. However, he says that he made a copy of the disc, and plans to have Roast-beaf analyze it during the break.\*

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/Mission #10/

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]]]: Relics Level 10  
]]]: Difficulty -> HARD  
]]]: Target -> Blue Sensor Disc

\*Since the last mission, Roast-beaf has analyzed the disc given to him. After a thorough search, it has been discovered that B PHS's plans all along are to create a chemical weapon. There's lots of data about a mass chemical weapon which could cause mass genocide if released upon a large grouping of people. Since their plans involve exterminating anyone who is against them, this could be their one strike they have been planning all along. Your boss says to keep a look out for more B PHS agents, and to keep that background information in the back of your mind.\*

Same scenario from before. You'll have three B PHS agents spread across the map, along with the blue sensor disc in one of the crates. The reason this mission is a lot harder is because of your placement. It seems as if the actual item location IS random, meaning it won't be close or nearby to you 70% of the time. Your best bet is to hope that the men get distracted by random monsters, then try to uncover as many crates as you can in the meantime. The hunters themselves are too powerful to battle all together, and they will seal the way to exits with lots of traps. This is a very dangerous mission, and you will probably replay it a few times.

\*The same routine seems to be going over and over. Your broker asks you if you saw more B PHS agents, and you reply with a yes. Because of this, he expects Jacobson to arrive soon. Unlike last time, the broker says he wants 10 times as much as what he paid last time. Jacobson believes this to be absurd, and warns them not to be his enemy. Your broker never sells the item to him. Your boss says he did it out of the kindness of his heart because he knows what they would use the disc for. Vikeif interrupts claiming that he would only reject a sale if he had a better offer. Sakimru probably made a much higher offer for the item, but your boss says that it's none of your business to know.\*

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/Mission #11/

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]]]: Relics Level 11  
]]]: Difficulty -> INTERMEDIATE  
]]]: Target -> Red Sensor Disc

\*Your new mission this time involves a high-priced client, better known as Mr. Sakimru. He has discovered the location of a disc containing weapons critical data, and wants you to get it before the B PHS agents do. Sounds simple, eh?\*

As usual, you will have 3 B PHS agents to deal with. The great thing is that

you "usually" start off near the item, so check the nearby crates. Most of the opposing agents will start about midway, or opposite of you, so this level is similar to a fort being sieged. Once you get the item, try to avoid the agents at all costs. Some may plant traps near the exit, while others will intercept you.

\*Sakimru congratulates you on finding the item, and wonders if it has chemical weapons data on it. It's important that the item was retrieved before B PHS could get their hands on it. He also let's you know that his keen interest in the discs is purely mutual. His reasoning is that he wants the disc to prevent B PHS from building a weapon which could be used against him. Most of the B PHS agents are ex-employees of Sakimru's corporation, so it would only make sense that he's a part of the mess as well.\*

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/Mission #12/

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]]]: Relics Level 12

]]]: Difficulty -> HARD

]]]: Target -> Orange Sensor Disc

\*Following the same lines, we have another job offer from Mr. Sakimru. This mission is the same type as before, and he wants you to go and retrieve a disc from the depths below. Your broker begins to ponder how many of these items actually exist?\*

Lined up like the usual format, you will have 3 B PHS agents to fend off, along with a plethora of crazy traps to avoid. The enemies on this level are fairly more balanced off (attack and defense wise), but the natural environment is more of a hassle. There seems to be an excessive amount of traps, and you'll usually start off at a disadvantage. Find the disc in one of the crates, or allow one of the weaker hunters to capture it for you. Just make sure you get back to the exit tile in one piece.

\*Jacobson finds you next to Sakimru's HQ to let him know of the good news about your completion of the job. Jacobson discovers you and intervenes. He states that you were probably hired by Sakimru, and that he wants the disc from you. Give the disc and you will be able to live for a little longer, or refuse to die quickly. Suddenly, Vikeif interferes and blasts him away with the HAV Cannon. Shuichi and him save you. They bring you back to your broker, who tells you to be more careful.\*

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/Mission #13/

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]]]: Relics Level 13

]]]: Difficulty -> INTERMEDIATE

]]]: Target -> Green Sensor Disc

\*As usual, our long-time journey continues with the mission of finding another disc. Roast Beaf has found the chemical weapons facility that B PHS apparently owns. He says you'll probably find another disc in the following area. Retrieve it for a handsome reward from Mr. Sakimru.\*

Thankfully, the developers made this mission a tad more varied. Rather than facing three B PHS agents, you'll actually face three random generated hunters. This makes the battle easier in my opinion since some of them are fairly weak, spread out thin, and not overmassful in one category of power. The item is usually stationed in a nearby crate to YOUR position, so check the

surrounding area. Most of them will become VERY aggressive after you get the item, so try to hitch it, and sprint away. They don't get distracted as easily as the B PHS guys do.

\*Jacobson finds you outside Sakimru's HQ and freaks out. He says he wants the discs so he can use the chemical weapon on "selected" and "non-selected" people. The selected people will be the ones that B PHS wants to clear from society, rather than just everyone. They will decide who lives and dies.\*

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/Mission #14/

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]]]: Relics Level 14

]]]: Difficulty -> HARD

]]]: Target -> Black Sensor Disc

\*Sakimru has offered you yet another job. However, your broker wonders how his business thrives without him ever in his office. Sakimru enters and says that he has hired the most elite staff to man and control his business while he's away. There's nothing to worry about. In consistency, he requires you to grab another disc out in the wilderness.\*

This time you will be back to your typical format. Three B PHS agents are opposing you, and searching for the item as well. This mission is especially hard because it seems as if all of the B PHS guys get grouped together, and you're tossed off on the other side. Your best bet is to keep restarting till you get a lucky layout, and even better, the item first. Remember though, the B PHS agents do NOT team up, so make use of their inaccuracies when chasing another person with the item, or using them to attack one another.

\*You hand the disc over to Sakimru. He spills his beans about what is going on. The difference between the selected and non-selected, that the B PHS were babbling about, is actually mutants. After two-thirds of the world's population was destroyed from the Great War, a virus spread rampant throughout the urban settings. Some of the survivors were affected by this virus which actually mutates human genomes and physical appearances. Certain people had altered abilities, and were not 100% human. Jacobson then arrives on the scene and says that they want to exterminate the mutants, in order to make the world pure again. That way, life could thrive naturally again. The chemical weapon is so advanced that it could target ONLY the mutated beings, and leave the humans alone. Sakimru objects claiming the theory to be crazy, and Jacobson says Sakimru is a mutant as well. However, Sakimru now has most of the data that Jacobson needs to utilize the weapon. Frankly though, you and your broker don't care.\*

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/Mission #15/

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]]]: Relics Level 15

]]]: Difficulty -> HARD

]]]: Target -> Sky Blue CD

\*Your broker tells Sakimru that you're back. He has some bad news for you. B PHS now has the sacred data that allows them to use the chemical weapon. There was an apparent spy in Sakimru's corporation who stole the data before Sakimru could catch him. All they need is one disc to complete and use the weapon at will. It's in their facility, and they are retrieving it as we speak. Retrieve the disc, and get it back to Sakimru before the B PHS do. This is your final and most important mission. Lives are at stake.\*





first, and be out of reach of their pursuers in a matter of seconds. The downfall to scouts is that their HP is usually average, and their defense & attack are very low. This is a horrible mix as they'll have no combat-like influence on the battlefield. Basically, you'll want to move around a lot, collect as many treasures as possible, then get the heck out of there. Traps will prove to be problems for these guys as a Leg-Damage trap makes them entirely worthless. Equip them with crutches if necessary, and they're usually better in multiplayer games where they won't have to go on missions where attacking first is required.

])> AGGRESSOR <([

|=====| Rating: \*\*\*\*\*

- These are one of the most effective characters you'll use throughout the game. Aggressors are designed to have high attack, low defense, average HP, and average movement. The idea is to make them a fairly balanced attack threat which can kill characters within 2-3 moves, or force hunters into surrendering. Aggressors are the best way to go because they can fend off monster attacks, and still put up an able defense when the time comes ready. Their only true problem is that they can get overrun by opposing players, and their low defense will prove to be a downfall. However, high attack means quicker navigation across the board, and more fear placed into your opponents. This is my recommended role to you. You'd usually have a 2.5 to 1 ratio on attack:defense.

])> FORTIFIERS <([

|=====| Rating: \*\*

- The fortifier is the complete opposite of the aggressor. Their primary goal is to reach an item first, and basically hold onto it in a tough manner, while they walk back to the exit. Fortifiers have high defense, low attack, average HP, and above average movement. The idea is for them to reach a chest first, grab a hold of the item, and just guard out against all attacks on them. The high defense usually proves to reign through, however, they are WORTHLESS when it comes to attacking other people. If someone gets the quest item before you, you're practically screwed. This makes it horribly difficult just to advance through story mode with one of these characters. They're the conservatives of Battle Hunter. You'll usually find a 2:1 ratio of defense:attack, with leftovers placed on movement.

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/Techniques/

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While you may understand the basics of Battle Hunter, there are a few more in-depth strategies you have to learn. Such as when to surrender, guard, attack, or escape during a battle can decide ultimate victory, or a frustrating loss. Due to the randomness of the game, it can really get hectic unless you focus on your objective. This section will describe some in-depth strategies, and also basic pointers.

::0-> Setting Traps

- Based on your playing field, it is best to lay down traps on choke points, narrow passageways, or paths that lead to the exit tile. Chokepoints are usually an intersection where 3 or more routes combine together. By planting any sort of trap there, you're almost guaranteeing that the CPU will hit it along the way. Narrow passageways are one-tile wide routes that usually lead back to the center of the level, or a key location. By planting a trap on these areas, it is unavoidable by the enemy to hit them. So you're basically guaranteeing that someone will walk over it. Just make sure you don't plant it in a spot where YOU will be forced to walk through. Finally, any straight-on spots that lead to the exit tile should be layed down heavily with traps.

Unless you have the objective item, most of the time, the CPU will quickly rush back that way upon retrieving it. Planting a leg trap or two is perfect for hampering their speedy progress.

#### ::0-> Surrendering

- Surrendering is more of a strategic tactic that is highly effective when used correctly. Basically, when you surrender, you pick one item out of your inventory, and hand it to the opposing enemy. Afterwards, you will be randomly warped to a location on the board. The great quality about this skill is that YOU pick the item, rather than the enemy (who usually picks the objective item, or one of high value). If you happen to collect a worthless item during the level (aka non-important disc, or book), it's usually better to surrender to a HUMAN battle hunter, just so that you can get a random warp somewhere else. If you're lucky, you will wind up next to the exit tile or nearby. It's better than losing HP from several enemy attacks. Remember though that you cannot surrender to monsters. Always make sure you have an item of low value, otherwise you do not want to hand out an important one, or equipment that might be critical to your success.

#### ::0-> Computer AI

- After the objective item has been retrieved, one hunter will keep on seeking treasures, while the other two USUALLY chase you. This is a proven fact, and happens on nearly every single game. If a monster attacks a CPU opponent, they will usually get distracted, and keep focusing their attacks until that monster is dead. The CPU will lay down a lot more traps after the objective item has been retrieved, than before. They will keep chasing you until you give them the item, exit the level, or lose the objective item. Sometimes if one of them has the item, they will move a tile less than the maximum length, to make it possible for a human player to catch up. If a CPU opponent gets an Exit card, they will almost always use it immediately. This works out well for someone who has the objective item, since it spells instant victory.

#### ::0-> Battle Tactics

- When it comes to the gritty twists-and-turns of battling, you'll have to make some crucial decisions out there. While surrendering is limited to specific situations, many of your basics abilities such as guarding, counterattacking, and escaping will be used frequently. It's best to escape when you always have a blue card in your deck, and your opponent does not. Make sure you use your blue card, as it increases the chances of escaping. Note that your defense is dropped to zero if you fail to escape. Guarding should only be used if you're facing an extremely high attack-powered opponent, and your own defense is 3 or more (otherwise it's useless). It doubles your current defensive power, so each character's ability to guard will affect differently. Again, this skill is used to conserve HP. You should try counterattacking with red cards, or a strong yellow card if you're confident the enemy has a powerful attack. That way, you can fend off the damage from your opponent with the yellow card, and counterattack with a vulnerable target waiting.

#### ::0-> Confusion/Special Attacks

- Believe it or not, each character in the game has power-up attacks which can do heightened attacks when used upon opponents. Anytime you roll pairs of the same number, your character will be charged with an aura, and sometimes launch a special attack. Usually, if the attack does damage over the opponent's defense, it will also add a CONFUSION status on that enemy. Confusion lasts for one turn, and let's the CPU make the decisions for you. This can be risky,





