"HEADHUNTER"

EmuMovies

Acklaim

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
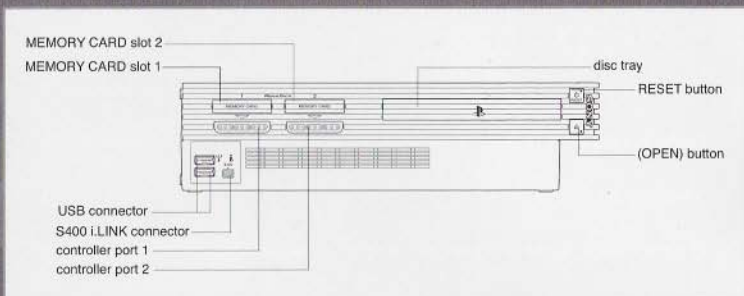
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray

RESET button

(OPEN) button

USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Headhunter™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

Headhunter™ only supports MEMORY CARD slot 1. To save game settings and progression, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Headhunter™ features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. Headhunter™ also supports manual save and load of game data from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional buttons

SONY

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

Headhunter™ is a one-player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1 of the PlayStation®2 computer entertainment system.

THE FUTURE

The future is here, and it's a dangerous place. Especially when you don't know who you are, who wants you dead, or why...

Gang warfare and soaring crime have led to repression under a near-fascist regime. Strict censorship controls the media, and new laws measure everything and everyone by their value to the state. Wrongdoers face 'chipping' with experimental implants and compulsory organ donation, their body parts used to prolong the lives of law-abiding citizens.

Leading the war against crime is the Anti-Crime Network, an elite force of privatized law enforcers. Like bounty hunters of old, the ACN's 'Headhunters' track down the city's 'Most Wanted' wherever they hide.

Combining combat skills and cunning with the latest in high-tech weaponry, the Headhunters are beginning to turn the criminal tide. But when the millionaire founder of the ACN is murdered at his desk, it seems the underworld may be striking back. Is his death the work of the Syndicate and its mysterious criminal mastermind, or does the truth run deeper and darker?

MAIN MENU

NEW GAME

Select NEW GAME to start afresh. The TRAINING MISSION screen will be displayed. It is strongly recommended that beginners attempt the training mission before commencing play. The more experienced Headhunter can select SKIP to bypass the training mission.

LOAD GAME

A list of previously saved Headhunter games will be displayed. Simply highlight the previously saved game that you wish to load and then press the ⊗ button to confirm.

LEILA

Select LEILA to play LEILA VR Missions that have been unlocked via Jack's mission progress (see the LEILA section described elsewhere in this manual for more details). Alternatively, highlight and select EXIT to return to the Title Screen.

OPTIONS

AUDIO
Press the ⊗ button to select either Stereo or Mono sound output.

VIBRATION
Turn the vibration function of your DUALSHOCK®2 analog controller ON or OFF.

SUBTITLE
Press the ⊗ button to turn the in-game subtitles ON or OFF.

ADJUST DISPLAY
Press the ⊗ button to access the Adjust Display facility. Press ↑, ↓, ← or → to adjust the screen to your satisfaction. Finally, press the ⊗ button to confirm.

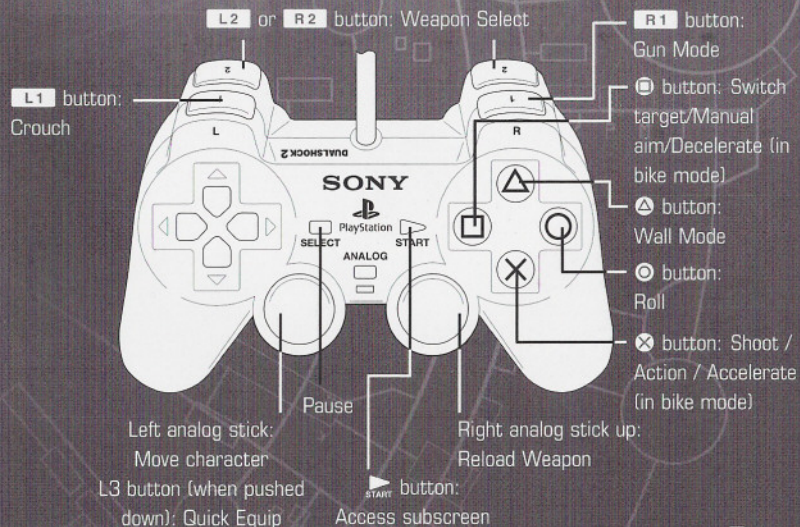## INITIALIZE SETTINGS
Resets the settings to default.

EXIT
Return to the Main Menu.

CONTROLLING JACK AND ANGELA

L2 or R2 button: Weapon Select

R1 button: Gun Mode

L1 button: Crouch

● button: Switch target/Manual aim/Decelerate (in bike mode)

△ button: Wall Mode

◎ button: Roll

⊗ button: Shoot / Action / Accelerate (in bike mode)

Left analog stick: Move character
L3 button (when pushed down): Quick Equip

Pause

START button: Access subscreen

Right analog stick up: Reload Weapon

CONTROLLING THE MOTORBIKE

Every hero needs a heavy-duty set of wheels and Jack Wade is no different. With his powerful motorbike revving between his legs, Jack is king of the road. Press the ✕ button to accelerate and press the ⬤ button to decelerate. You can also use the right analog stick up to accelerate and down to decelerate. Accelerate quickly to perform a wheelie, but be prepared to sacrifice control. Press the △ button to slam the bike into reverse. Press the L2 button or R2 button to change views. Press the ⬤ button and ✕ button to burnout (quick turnaround).

SPECIAL CONTROLS

WALL MODE

When you are close to a wall, press the △ button to sneak up against the wall. When you are up against the wall, press ← or → to walk/sneak along the wall. Press ← or → when you are close to a corner to peek around it. While you are peeking around the corner, you can cunningly press the ⬤ button to select a target.

SHOOTOUTS

When you are in wall mode and standing by a corner, press the R1 button to turn around the corner with your gun drawn, ready to shoot. Release the R1 button to quickly return to the corner again. This is very useful in shootout situations.

ADJUST AIM

When you are in gun mode, press and hold the ⬤ button and press ← or → to rotate and manually adjust the aim. Release the ⬤ button to aim at the selected target.

PUSH AND PULL CRATES

Some crates can be pushed and pulled. To push or pull a crate, stand next to the crate and press and hold the ✕ button to grab the crate. Press the left analog stick up or down to push or pull the crate. If the object can not be pushed or pulled, your character will not grab the object.

CLIMB OBSTACLE

Some objects can be climbed. To climb an object, push the left analog stick towards the object for a little while and your character will climb the object. If the object cannot be climbed, your character will not attempt to do it.

TARGETING ENEMIES AND OBJECTS

Targeting is an invaluable assistance in gunfights. Targeting is enabled when Jack enters gun-mode. Hold down the R1 button to enter gun-mode.

SQUARE-AIM

When in Gun Mode, a red target indicator will appear on the enemy currently in Jack's sights. While Jack has targeted an enemy or object, he will circle around the target when moving and keep the target in focus. Square-aim allows Jack to quickly switch between targets. When there are multiple enemies or objects on the screen, Jack can switch between the targets by pressing the ⬤ button. A grey sight indicates the enemy or object Jack will target if you tap the ⬤ button. Keep a lookout for explosive objects in the environment. Jack can shoot at such objects and cause heavy damage to enemies. Learn to master Square-aim. It is invaluable assistance in battle.

THE OBJECT INDICATOR

When Jack sees an object he can interact with, a red object indicator appears on that object. To interact with the object, walk up to the object and press the ✕ button.

THE SUBSCREEN

Press the ▶ button during the game to pause the action and access the subscreen which is divided into four parts: ITEM (featuring the inventory), **CASIO**. VM (featuring Database, Objective, Save and Options information), MAP and STATUS.

Press the L1 or R1 buttons to cycle through the different screens. Press the ▶ button again to exit the subscreen and return to the game.

ITEM SUBSCREEN

As you guide Jack through the adventure, you will find various items that Jack can use in battle. The items that can be used or equipped appear in the Item subscreen.

QUICK EQUIP

Weapons and assist items can be used via the Quick Equip facility, without accessing the subscreen. During the game, press the L2 or R2 buttons to display the items that can be used with the Quick Equip function and to cycle to the item you want to use. Press the L3 button to use the item. Press UP on the right analog stick anytime during the game to reload the current weapon. Press the L2 or R2 button anytime during the game to bring up the item that was last equipped. This feature can only be operated by the directional buttons or the right analog stick, and not the left analog stick.

For example, Quick Equip Jack to rapidly switch between grenades and a gun during a fight. Learn to master the Quick Equip function but remember that the action does not pause during Quick Equip.

CASIO. VM SUBSCREEN

The Subscreen is Jack's interface to his CASIO. VM which he carries on his wrist. It also enables him to save his progress to Memory Card. To use the functions of the wrist-watch, first access the subscreen. The CASIO. VM has the following main functions:

DATABASE

The documents that Jack finds during the game are stored here. It is also a link to the LEILA database. When Jack finds a new document, or a new document is available in the LEILA database, Jack will read it automatically. Press the left analog stick up or down to select the document you want to read. Press the ⊗ button to read the document. While reading a document, press the ⊗ button to scroll down and the ◉ button to scroll up.

OBJECTIVES

The objectives keep track of what Jack should do next. Every time a new objective is stored in the CASIO. VM, a New Objective icon appears on the screen. While this icon is displayed, press the ▶ START button to jump directly to the objectives section of the CASIO. subscreen.

SAVE

To save your game from the last restart point, select the save function. Press the left analog stick up or down to select a Memory Card file to save the data to. Press the ⊗ button to confirm selection.

STATUS SUBSCREEN

The Status subscreen displays Jack's current health standing, skill points, equipped weapon and license details.

THE MAP SUBSCREEN

Use the Map subscreen to keep track of where you are and where you want to go. Use the left analog stick to scroll the map around. Press the ⊗ button to zoom in and press the ◉ button to zoom out. Goal locations and tracked objects are marked as big red dots.

HEALTH AND ADRENALINE

Jack has two meters that indicate his current life status - the health meter and the adrenaline meter. When Jack takes damage, the health meter decreases. However, Jack can inject himself with adrenaline shots during the game to temporarily boost his adrenaline level. During this time, the adrenaline meter will decrease instead of the health meter when Jack takes damage. Careful planning of when to use health packs or adrenaline is often the difference between life and death.

THE RADAR

The radar is located in the upper right corner of the screen. The arrow in the centre of the map represents Jack's position. Enemies are shown as flashing arrows. The arrows have different colours depending on the situation.

TARGET LOCATION / TRACKED PERSON

Throughout his missions, Jack Wade must locate certain targets or track people. The position of this location or person is represented by a large orange dot on the radar. A red arrow points in the direction of a target location or tracked person that is not visible in the current radar view.

PLAYING THE GAME

THE ANTI-CRIME NETWORK (ACN)

The Anti-Crime Network (ACN) is the nation's leading law enforcement agency, with an 83% market share of all crime fighting activity. While it plays a major role in the day-to-day maintenance of law and order, the ACN is primarily targeted against organized crime. This has led its elite force of officers to assume many of the responsibilities of the former FBI and ATF agencies. The ACN is supplemented by private Headhunters contracted exclusively to track and capture wanted criminals. A private organization appointed by government, the ACN is headed by a Director accountable to the President of the United States of America. Operational Chiefs with jurisdiction over Field Officers, Headhunters, Intelligence and other areas report to the Director.

LEILA

The Law Enforcement Intelligence and License Approval unit (LEILA) is an administrative organization appointed by central government to support and regulate law enforcement activity. LEILA maintains an extensive database of criminal records and other information needed in the fight against organized crime. It is also responsible for issuing licenses and equipment to private law enforcers. LEILA works closely with the Anti-Crime Network. It supervises Headhunters contracted by the ACN to capture wanted offenders, as well as those working freelance.

HEADHUNTER LICENSES

All Headhunters have to be licensed by LEILA. The Headhunter License contains information about the level of law enforcement proficiency attained, as well as other information that uniquely identifies the license holder. There are several grades of license: C, B, A and AAA.

A 'C' License is the entry-level grade required to practice as a Headhunter. Other grades reflect increasing proficiency, with AAA being the highest level attainable. Higher grades of license give access to more information from the LEILA database and entitle the license holder to carry more powerful equipment. Entry to some areas of the city is also restricted to holders of a particular license. A Headhunter whose crime fighting has earned him sufficient Skill Points may upgrade his license to the next grade by taking the appropriate proficiency tests. The Headhunter Tests use virtual reality simulation and are taken at the VR Terminals located in the LEILA offices.

SKILL POINTS

Skill points are used as a measurement of a Headhunter's proficiency. To take a test for a license at LEILA, a certain amount of skill points are required. You cannot enter LEILA and take a test until you've reached a new skill level. Skill points are earned by skillful driving of the bike, monitored by Jack's watch. Quick and skillful driving makes the skill points increase, while crashing makes the skill points decrease. In addition to driving the bike, Jack also has to prove his worth by shooting criminals, before a new upgrade becomes available. When the requirements for an upgrade are achieved, the following on-screen message will be displayed: Level reached. Go to LEILA.

VR TERMINALS

Utilising the latest in virtual reality technology, the VR Terminals are the user interface to all services provided by LEILA. Headhunters can use the terminals to browse the LEILA database for criminal records and other useful information, provided they have the appropriate grade of license allowing access to those files. The terminals are also used to take the Headhunter Tests needed to obtain or upgrade a Headhunter License. Each license upgrade requires the user to pass a series of increasingly demanding tests, designed to reflect the different skills needed for a successful career as a Headhunter.

The VR Terminal's virtual reality simulations test these skills in a variety of ways, challenging the Headhunter's law enforcement abilities without threat to living persons or property.

EQUIPMENT DISPENSERS

Headhunters draw all their equipment from LEILA. This ensures they are equipped with the latest in ENP weaponry, designed to meet all the challenges of law enforcement while observing the need to safeguard valuable organs. Weapons and other combat gear are collected from the equipment dispensers located in the LEILA office. There are four dispensers, one for each grade of Headhunter License. Each contains equipment suited to that grade of license: basic equipment is drawn from the 'C' dispenser, while the most advanced and powerful weaponry is held in the 'AAA' dispenser. Each dispenser can only be opened by holders of the appropriate license. Headhunters should always check the correct dispenser for new equipment after upgrading their license. The high security equipment dispensers ensure that weapons are only issued to those licensed and fully qualified to use them. There is also a fifth equipment dispenser. Its content is only obtainable for the most skilful of the Headhunters.

LEILA DATABASE

The LEILA database is a major resource for information on all aspects of crime fighting. It is accessible from the VR Terminals located in the LEILA offices, or from anywhere in the world via a licensed user's **CASIO**. VM. The database provides background on all of the services provided by LEILA and the procedures for using them. A comprehensive Weapons section ensures that Headhunters are fully familiar with ENP technology and the use of each weapon they are licensed to carry. Criminal Profiles provide information on suspects, felons and criminal organizations. Intelligence Files contain Headhunter Case Notes and other confidential Case Reports. Where organized crime is suspected, LEILA is also allowed access to sensitive government and commercial records. For security purposes, information in the database is rated according to its confidentiality and can only be accessed by personnel holding the appropriate grade of license.

THE **CASIO** VM

The Biotech VM-52X Communicator is an advanced portable communications device issued as standard to all Headhunters and other authorized personnel. The **CASIO**. VM incorporates satellite-linked cell phone technology ensuring transmissions may be received in virtually any location worldwide. It also allows the user full remote access to the LEILA database. A bio-recognition chip inside the **CASIO**. VM identifies the user, accessing their Citizenship Record or Headhunter career résumé. Access to the LEILA database and other advanced functions is then granted according to the user's security clearance. The **CASIO**. VM can be used to locate another user by homing in on the signal from their **CASIO**. VM. The 52X model can also detect the unique electromagnetic signature emitted by CCS implants. If the ID code for a particular control chip is known, the implanted criminal can be tracked over short distances.

NOTE: the functionality of the Visual Manager is purely fictional. However, the design is based upon the WQV-2 - The World's First Wrist Digital Camera. The WQV-2 can store up to 100 images, and comes with an Infrared port and PC Link software for downloading images to a PC. Please visit www.casio.co.uk/timepiece for further information on the Wrist Camera.

GATES

Dividing the city's many districts, security gates restrict access to those who possess the relevant access level. Jack can attain higher access levels by upgrading his Headhunter License.

GAME OVER

When Jack takes damage, his health meter decreases. When the health meter reaches the bottom, the game is over and the GAME OVER screen appears. On the GAME OVER screen, you can use the left analog stick to select if you want to CONTINUE the game or EXIT to the Main Menu. If you select CONTINUE, Jack will restart the game at the last restart point with full health.

WEAPONS

ENP WEAPONS

NOTE: read the LEILA database for more information about ENP weapons.

Developed by Biotech Corporation, Electric Neural Projectile (ENP), combines neuro-stimulants with a motor cortex scrambler. ENP weapons are capable of causing severe pain and eventual brain death without damaging valuable internal organs. Jack receives weapons from LEILA. They are picked up from the equipment dispensers in the LEILA office. As Jack upgrades his license, more weapons will become available to him.

STIMULATOR AUTOMATIC

Manufacturer: Smith and Easton

Origin: USA

ENP handgun, standard ACN issue. A versatile weapon carried by all Headhunters, it is particularly useful against multiple enemies due to its fast rate of fire. A custom upgrade offers increased mag capacity and firing rate.

RESONATOR GRENADE

Manufacturer: General Munitions, Inc

Origin: USA

ENP hand grenade that generates a sonic boom with a wave-form similar to that of a conventional explosion but harmless to non-organic material. Organic targets within range suffer severe neural damage. Hold the R1 button to arm the grenade. Tap the ✗ button to throw the grenade a short distance. Hold the ✗ button to throw the grenade further.

SCORPION NEUROSTUNNER

Manufacturer: Smith and Easton

Origin: USA

Small silenced handgun with modified ENP ammunition that scrambles signals from the motor cortex region of the brain, incapacitating the victim for a limited time. Needs a short period of charging before a shot can be fired. Useful in stealth situations. While targeting an enemy, hold the ⊗ button to charge the weapon. When fully charged, release the ⊗ button to fire.

PROXIMITY MINE

Manufacturer: General Munitions, Inc

Origin: USA

This anti-personnel weapon features the latest in stealth technology rendering it virtually invisible. Fitted with a motion sensor, the mine explodes when someone comes close. Press the ⊗ button to place and activate the mine.

DECOY SHELLS

Manufacturer: General Munitions, Inc

Origin: USA

Shells for the Stimulator Automatic can be thrown as a decoy to lure enemies away. Very useful for stealth situations. Tap the ⊗ button to throw the shell a short distance. Hold the ⊗ button to lob the shell further.

CHARACTERS

JACK WADE

Career cop turned professional Headhunter, Jack Wade is best of the best. Tough, resourceful and independent by nature, Jack is a man of few words but has a dry line in wit. Waking from a coma with no memory, few friends and a revoked license, he is hired by heiress Angela Stern to find her father's killer. If he lives long enough, he may uncover the truth of what happened to himself along the way.

ANGELA STERN

Smart and resourceful, Angela is more than capable of fighting her corner with a keyboard, a fist or a gun. The only daughter of murdered ACN chief Christopher Stern, she burns with hatred for the man she holds responsible – the criminal Syndicate's mysterious boss. Hiring Jack to find him, she forms a partnership that leads them both into danger...

CHIEF HAWKE

Strict but strictly honourable, Jack's former chief at the ACN is a by-the-book guy who dislikes Jack's methods but admires his abilities as a Headhunter. Shrewd and experienced, he believes in the system but privately questions the methods of his political masters. Though reluctant to step out of line, he may just be the nearest thing Jack has to a friend.

HANK REDWOOD

Roughneck, redneck ex-Vice cop turned Headhunter, Hank is good at his job, but not quite good enough. Frustrated by years of playing second best to Jack Wade, he is hostile when Jack reappears as a lowly freelance, cast out from the ACN. Determined to stay number one Headhunter, Hank may not be smart, but he has enough wily cunning to be a dangerous rival and a thorn in Jack's side.

ALAN SHARPE

Adopted protégé of Christopher Stern and his successor as head of the ACN, Sharpe was raised alongside Angela as a kid. A brief romantic fling left Angela disillusioned, but Sharpe still harbours feelings for her. Smooth, slick and highly ambitious, his hard-line views and ruthless methods threaten to raise the stakes in the ACN's war against organized crime.

RAMIREZ

Also known as the 'Cyber Cowboy', Ramirez has an unhealthy passion for high-tech weaponry and instruments of torture. A serial kidnapper and psychotic mass murderer, his dubious talents and enthusiasm for his work attracted the attention of the Syndicate, who now employ him wherever total and unquestioning ruthlessness is required. They pay him well, but Ramirez is in it for the fun.

GREYWOLF

An old-school criminal, Greywolf is leader of the vicious Wolfpack biker gang that terrorised the city before the ACN crackdown. Once a proudly independent thief, murderer and extortionist, he now finds himself taking orders from the Syndicate, freelance crime is a thing of the past. He may not like it, but he remains a formidable adversary whose brutal reputation is well deserved.

DON FULCI

A mysterious recluse whose bloated figure is only ever seen shrouded in shadow on pirate TV broadcasts, Fulci's identity remains a mystery. Thought to be behind the criminal Syndicate and the murder of Christopher Stern, he promotes himself as a respectable businessman opposed to the growing power of the ACN. For Angela and Jack, he may be the one man with the key to the truth.

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HEADHUNTER MUSIC

Music Composed, Arranged and
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Assistant Orchestrator
Music Preparation
Orchestral Contracto
Leader
Recorded by
Pro Tools Editing
Assistant Engineers
Assisted by

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Ian Duncan
Andrew Dudman, Richard Lancaster
Matt Howe

Recorded at Abbey Road Studios, London
Recorded in 24bit using Digidesign Pro Tools
and Prism Sound ADA-8.
Sample Libraries used in this soundtrack

Miroslav Vitous Symphonic Orchestra (Unisync)
Peter Siedlaczek's Advanced Orchestra (Best Service)
Bob Clearmountain Drums II (East West)
The Ultimate Piano Collection (East West)
Peter Siedlaczek's Classical Choir (Best Service)
Steve Stevens Guitar (East West),
Hallelujah (Best Service), Symphony of Voices (Spectrasonics)
Features loops and samples from the Chemical Beats
sample collection produced by Paul Brook and Andy
Thomson - Copyright (c)1998 Zero-G Ltd

Special Thanks

Collette Barber, Chris Bolitho
David Flower, Greg O'Connor-Read
Nyree Pinder, Chance Thomas, Yukifumi Makino

SOUND, DIALOGUE AND NEWSCUTS

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Newscuts Director
Producer
Line Producer
Researcher
Editor
Production Coordinator
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Martin Evens
Andy Wilson
Laura Gregory
Sheridan Thomas
Giles Greenwood
Andy Philips
Kojo Abban, Claire Broadribb
Jack Wade - James Livingstone
Angela Stern - Holley Chant
Ramirez, Greywolf - John Moraitis
Zweiberg, Redwood - Rupert Degas
Chief Hawke - Don Fellows
Alan Sharpe - Paul Goodwin
Stella (L.E.I.L.A) - Maggie Clews
Bill Waverley - Mark Caven
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Rupert Degas, Jan Ravens

POST PRODUCTION OF NEWSCUTS

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Henry Artist
Inferno Operator
Editor
Dialogue Recordist
Dialogue Assistant
Foley Recordist
Foley Artist

Special Thanks

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Avtar Bains
Andy Wilks, Adam Windmill, Will Yarrow
Steve Bray, Paul Carr
Cane Williams
David Sloss
Ricky Butt, Ruth Sullivan

Great Guns, Framestore
Video London, Goldcrest, Rhino Dyno
Nick / Rhino Dyno Motorbike Supervisor

AMUZE and SEGA would like to thank everyone involved
Thank you for playing Headhunter

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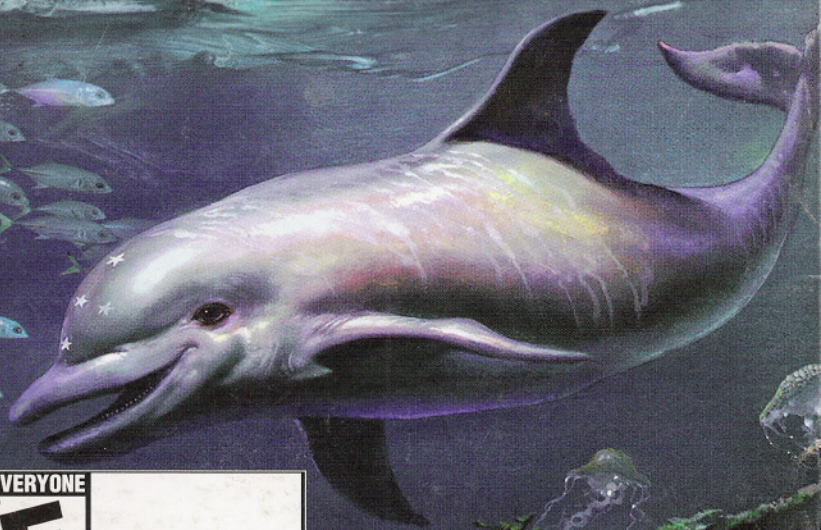© 2001 SEGA CORPORATION. Created by APPALOOSA INTERACTIVE CORP. Sega and ECCO THE DOLPHIN are either registered trademarks or trademarks of Sega Corporation. Published and Distributed by Acclaim. Acclaim ® & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

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