

Monster Hunter - Game Concept

By Jesse Taylor 08/20/92

High Concept

You are a wealthy big game hunter that likes to hunt monsters. Every time you hear a report of a monster sighting somewhere in the world, you go out after it. You don't want to bring it back alive, you just want to bag it and bring it back as a trophy to add to your unique collection. The object of the game is to bag all of the monsters in the game.

But bagging the monsters is just half the challenge of the game. First, you have to get to the monsters before you can kill them. Each monster lives in a dangerous and unique environment full of other nasty creatures and obstacles. You'll have to contend with these terrors before you reach each monster.

Point of View

The view is 1st person looking out onto a scene that at times scrolls left, right, up and down. While other times scales towards you like in a driving game, only much slower. Enemies would run across your field of view and attack you from different angles and distances. Some enemies would be creatures on foot, slashing or throwing knives and other hand weapons. Other enemies would be large beasts such as flying reptiles, large tentacles and vehicles manned by zombies. There would also be trees, rocks and building from which enemies would appear. There will be innocent people wandering around that you don't want to harm. You will be penalized points for harming them. Some of the Civilians will be monsters in disguise that walk toward you and show their true form once they are really close.

A scaling sprite system would be used to make enemies appear smaller at distance and get bigger as they approach you.

Weapons

As a wealthy big game hunter, you have at your disposal a collection of unique weapons specially constructed for you. Your weapons are housed in your armory at home. At the start of each level you choose one weapon from your collection to take with you on the hunt. Once a weapon is taken it will not be replaced. Part of the challenge of the game is matching the right weapon to each level. All of the weapons will get you through any off the levels, but some will work much better than others in different levels. Each weapon is a combination weapon. The first part of each weapon is a rapid fire weapon like a machine gun. The second part of each weapon is a semi automatic wide area weapon like a grenade launcher. The ammo for each weapon is limited and you'll have to pickup more ammo as you move along through each level.

To fire a weapon the player aims their Menacer at a target and presses the trigger. To launch a grenade, the player presses the 'A' button.

If the player is using a controller instead of a Menacer, then the player would move a cross hair cursor around the screen with the 'D' button and press the 'B' button the fire the machine-gun, or the 'C' button the launch a grenade.

The weapons that are in your personal arsenal are.

1. Combo light machine gun and grenade launcher.
2. High powered rifle with an attached guided missile launcher.
3. Semi automatic elephant gun and Flame thrower.
4. Automatic spear gun and torpedo launcher.
5. Laser rifle with an attached multiple warhead rocket launcher.
6. Heavy machine gun and hand grenades.

Cartridge Size

The game needs an 8 meg cart. I want to have lots of digitized sound effects and gratuitous graphics and animation. No battery or EROM is required

Menacer Support

The Menacer is, in my opinion, ideally suited for this product, but the game will also work well with a standard controller. The game could also be a 2 player cooperative game. At this time I don't think that we could have 2 menacers at once for a 2 player game. But, we could have 2 standard controllers used for a 2 player game. Lastly, we could reuse the game engine to do another game with a very different plot

Levels

Intro. Screens.

The game will start with the Sega logo. The difference here is that bullet holes will appear across the logo, and the screen will then fade to black.

The game title screen appears and then burst into flames and explodes. The screen then fades to black.

If the player does nothing, the game will start a mini movie that gives a brief story intro. that describes who you are, and what you are trying to achieve.

Once play begins, the game will fade to black and then fade back to show a large game room of a mansion. A warm fire is burning in a large hearth in the center of the back wall. The wall is covered with trophies of various weird beasts. Your character is sitting in a large chair reading a newspaper. The view is from behind looking over your character's shoulder. Your character's face cannot be seen. An article in the paper zooms up into view so that it can be read by the player. The article describes a monster sighting and where it was.

Level 1.

Genetic mutations are hiding in the city sewers.

Mutant creatures are hiding in the city sewers and coming up to attack people every now and then. When you enter the sewers the view scrolls left to right. The tunnel is dark and dank. Water drips off of rusted pipes, and a small stream of sewage flows down the tunnel. Every few feet smaller feeder tunnels branch off the main line. Some have iron bars and other are open and have water flowing out of them like small waterfalls.

As you travel through the sewer you encounter giant mutant rats 6 feet tall with 8 foot tails that whip at you. The rats have glowing green eyes and 6 inch fangs that drip with saliva.

Giant cockroaches that can take wing and fly at you are crawling on the walls and ceiling. Some of the roaches drop down from the ceiling right in your face. The roaches are venomous and fast.

A giant hand made of raw green sewage reaches up out of the slime and tries to maul you with it's clawed hand.

Mutant alligators crash through the iron bars of the side tunnels and leap at you.

The Boss of this round is a giant spider in the center of a large thick web. The spider is fast and can jump. It's thick exoskeleton provides it with ample protection from your weapon. The spider will leap at you every now and then and try to bite you with it's venomous fangs. At other times, the spider will shoot a web at you that will stick to the screen and must be shot away in order to continue firing at the spider. There are stalactites hanging from the ceiling above the spiders web that you can shoot at and drop on the spider. It will take 4 direct hits from the stalactites to do in the spider. The only other time that the spider is vulnerable is when it is about to fire a web at you. It will rear up on it's hind legs exposing it's abdomen to you. You can then shoot at a small mark on it's abdomen and wound it that way.

Level 2.

Dinosaurs attack villages in South American jungles.

You start the level on the dirt road entrance to a small village. A group of screaming villagers runs past being chased by a tyrannosaurus rex. The lizard turns and comes at you. You must shoot or be eaten. Pterodactyls swoop down and try to maul you. Small fast meat eaters run and leap at you like gazelles. Large venomous snakes hang down from tree branches right in front of your face and strike at you. A large dinosaur picks up a small hut in its mouth and throws it at you.

At the other end of the village is a laboratory where a mad scientist has been breeding the dinosaurs. The scientist is standing outside his lab holding a flask of some chemical. He drinks the chemical and transforms into a giant lizard man. He now has pebbled green skin, the head of a tyrannosaurus rex and the tail of a stegosaurus with spines on it. Your bullets only make him angry, but any heavy weapon will weaken him, or knock him down. He picks up a nearby barrel of toxic chemicals and hurls it at you. If you can shoot the barrel when he has it over his head then the barrel will fall on him and weaken him.

Level 3.

A giant sea monster is sinking ships in the Bermuda triangle.

This time you are going under the water. You start the level near the surface of the water. As you descend into the depths you first encounter man eating sharks. As you go deeper you encounter more menacing deep water fish with huge mouths and long glass-like fangs. You also encounter the odd Russian submarine that fires torpedoes at you. Electric eels try to fry you. When you reach the bottom there is an old shipwreck lying on it's side. The ghostly crew of the ship rises from the sand as skeletons clad in pirate garb and attack you with cutlass's and throwing knives.

The Boss here is a giant squid with eight tentacles and two very long whip tentacles. The body of the squid is partially obscured by the shipwreck so shooting it's body is difficult. The only way to lure it out enough to get a shot at the body is to shoot at the flailing arms. Every time an arm is blown off the squid rises up from behind the wreck enough for you to get a good shot at it's head. You'll need to blow all eight arms off before the squid will die.

Level 4.

An army of undead zombie warriors has invaded a temple in Japan.

You go to an ancient Shinto temple where the reports of undead zombies came from. As you move through the building you see incense urns that are wafting smoke into the air. The smoke condenses into dragons that fly at you like missiles. Ninjas with skeleton faces and torn clothing come from everywhere. Some jump down from the ceiling, while other appear from secret doors in the walls. They throw shurikens at you and have steel claws on their hands that slash at you when they are close. There are temple lion statues that come to life and leap at you. Every now and then a black Ninja appears and fires a magic fire ball at you that explodes brilliantly if it hits you. The Ninja then disappears in a puff of smoke.

The Boss of this level is a giant Samurai warrior with a ferocious skull face. He is wearing armor, but you can see that he is a skeleton underneath. He can throw large knives at you that pull endlessly from his belt. He also has a large samurai sword and can hurl magic fireballs at you like cannonballs. Every time you manage to shoot him in the face, his face flashes red and he raises his arms and two black Ninjas appear in puffs of smoke at different places on the screen and attack you. Eventually you can do him in by hitting him enough times in the face to destroy him.

Level 5.

Alien creatures have invaded the Russian space station and are eating the crew.

Reports have surfaced that Alien creatures have invaded the Russian saluette space station and are devouring the crew. You convince the Russians to send you into space to invade the space station and recapture it.

There are gravity control panels that you can shoot and turn on or off the gravity in the station. If the gravity is off then things float around the rooms. You also float up and down as you move through the space station. The aliens can walk on the ceiling and sometimes leap down at you from above. Others break down doors and enter the corridor to attack. The Aliens are armed with laser pistols and are not afraid to use them. Some of the Aliens are standing next to windows. If you shoot the window several times the glass will break and the Alien will be sucked out of the window. There are also armed robots that fly around and attack you.

The real astronauts are being held captive in the control room at the center of the space station. You must fight your way to the center and free them.

The Boss here is a huge Alien soldier. Its has a shield that it puts up to block your weapons. But it must lower the shield in order to attack you. The Alien has a missile launcher mounted on it's shoulder that swivels to aim at you. When the missiles fire you must shoot them before they contact you. There is a glowing red light in the middle of a RAD symbol on the Alien's belt. This is the thing you must hit to damage him. Every time you score a direct hit with a grenade on his belt the light blinks a little faster and the Alien start to turn red. After a while steam starts to come out of the belt. Once the belt overheats too much his body explodes. But the head floats free and continues to attack you. Because it isn't attached to the body any more it can move very quickly. So you have a hard time hitting it and destroying it.

Level 6.

Radio active creatures have taken over a nuclear power plant.

A radiation leak at a nuclear power plant has created an army of energy monsters made of radioactive material. Some of the creatures walk on two legs while others are just blobs of slime that slither on the floor and ceiling like glowing Amoebae's. The creatures can spit radioactive slime or strike at you with limbs that stretch out of the screen.

Some of the creatures are invisible, and are only visible as they move. They appear as ripples in the air in the form of two legged creatures. Only when they are wounded can you see their true form.

Some of the reactor vessels are ruptured and leaking glowing chemicals that creatures rise out of.

If you shoot the wrong pipes or containers as you go, the temperature of the reactor will rise. Warning displays on the walls show the core temperature as you go. If the temperature gets to high the whole complex will explode in a giant mushroom cloud.

The Boss in this level is the core of the reactor itself. The core has come to life as a giant two legged creature made of solid uranium blocks. The creature walks to large piles of nuclear fuel rods and hurls them at you like spears. The creature can also spit large green plasma balls at you. If you shoot the creature a piece splatters off that forms into a smaller radioactive creature that jumps at you. The creature cannot be killed with mere bullets and missiles. It's strength comes from the reactor itself. There are valves on the back wall of the reactor vessel. By shooting the correct valves you can start flooding the room with heavy water that will eventually kill the creature.

Win & Lose Screens

If you win a level and defeat the main beast the screen will flash like a camera and a photo album will appear showing a black and white picture of you posing, holding what's left of the creature in question as a prize.

During game play you have a strength bar at the top of the screen. If the bar goes to empty then you die. The screen will fade to red and you will have lost. A newspaper will then appear with an article about your disappearance. The option to continue or quit will then appear at the bottom of the screen. If you choose to continue then the game will start at the beginning of the last level. If you choose to quit then the game would restart at the Sega logo.