

Contract Hunters Instruction Booklet - iOS

Player's guide for the iOS edition.

1. Welcome to Contract Hunters

- Welcome, Hunter. The frontier is full of hostile compounds, buried machinery, and missions that go wrong the moment you grow careless.
- Contract Hunters delivers the same operation-based structure in a touch-first format built around direct screen controls and compact mission flow.
- As a Contract Hunter, you take assignments that ordinary forces cannot-or will not-handle. What begins as another dangerous contract leads deeper into the mystery of five sealed alien artifacts and the technology known as the Fracture Key.
- Enter the zone, stay alive, gather what the mission demands, and get out before the situation turns against you.

Illustration: Contract Hunters title screen.



2. Quick Reference

- Movement: use the virtual D-pad to move and turn.
- Action: use the action button to confirm menus, open doors, activate switches, and interact with mission objects.
- Pause: use the top-right pause button to open the Pause Menu.
- Tab Reference: WPN = Weapons, AMO = Ammunition, ITM = Items, EQP = Equipment, STS = Status, CMD = Commands.
- HUD Access: double-tap the action control to open or close the highlighted HUD tab.

3. Getting Started

- On iOS, the Main Menu focuses on Local Play, Network Play, and Store.
- Choose Local Play for a device-based game session, Network Play for account and multiplayer features, or Store when you need to unlock or restore the Campaign.
- A new local game begins with game mode selection and then moves directly to character selection. On touch devices, local play skips player-count and input-assignment setup and starts as a one-player game.
- Game Mode offers Campaign and Short Game.
- Campaign continues through the backstory and world map. Short Game loads directly into the demo level without the world map step.

Illustration: Main Menu.



Illustration: Game mode selection.



Illustration: Player selection.



Illustration: World map.



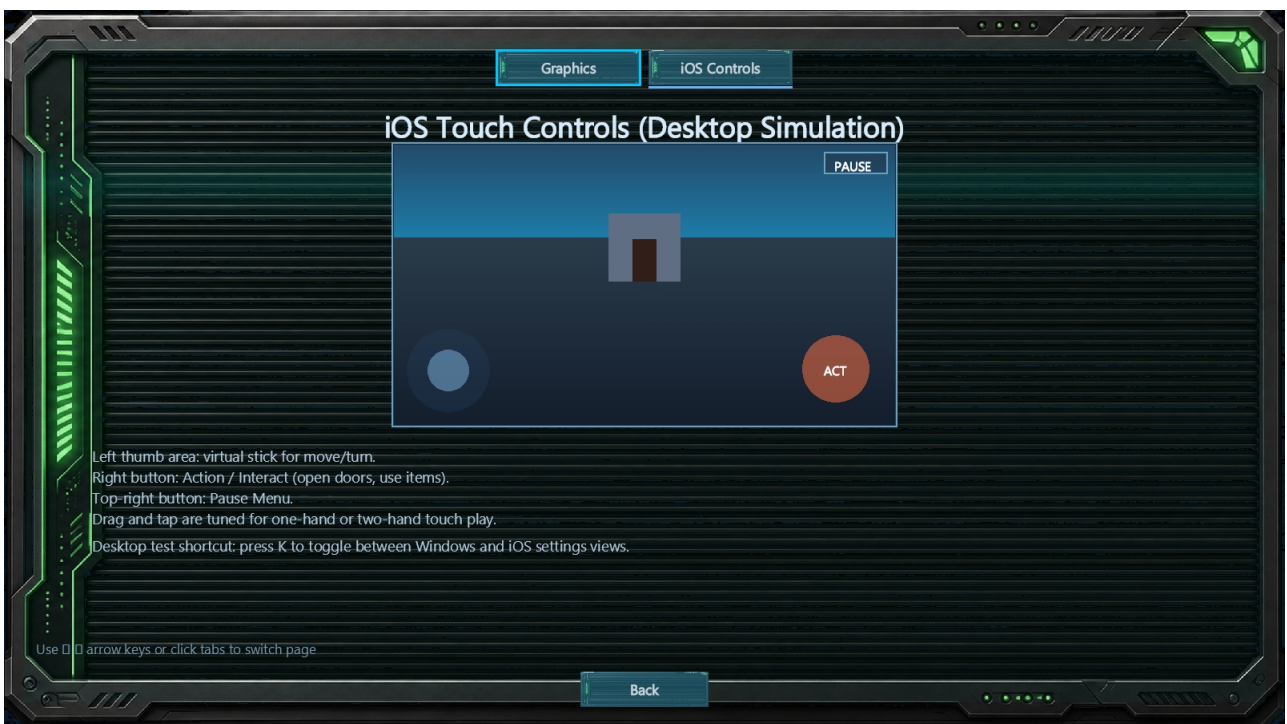
4. Controls

- The virtual D-pad sits in the lower-left area of the screen and handles forward and backward movement while turning the player left or right.
- The action button sits on the lower-right side of the screen. It is the main control for confirming menu choices, opening doors, activating switches, and interacting with world objects.
- The pause button sits in the upper-right corner and maps to the same pause flow used by the desktop version.
- Touch input tracks active fingers, allowing the controls to react as you press, release, or slide between directions inside the D-pad area.
- Double-tap the action control to open or close the currently highlighted HUD tab.
- Menus are handled by tapping directly on the controls shown on screen.
- The Settings screen includes an iOS controls page that mirrors the touch layout shown during play.

Illustration: iOS gameplay view and touch controls.



Illustration: iOS settings screen.



5. Understanding the HUD

- The iOS HUD combines the world view, the touch overlay, and the same core status panels used by the rest of the game.
- The health monitor shows your current condition. Weapon information shows the equipped weapon or held item, and ranged weapons also display current rounds, magazine size, and reserve ammunition.

- A compass stays visible to help you keep your bearings, while the equipment panel shows what is currently equipped or worn.
- The category rotator gives access to six HUD pages: WPN for weapons, AMO for ammunition, ITM for usable items, EQP for worn equipment, STS for character status, and CMD for command options.
- The STS page shows your hunter profile, including name, species, role, Strength, Stamina, health, carry weight, and special ability. The CMD page contains command options such as auto-breaking duplicate weapon pickups into ammunition and blocking mismatched healing item use.
- Once a tab is open, Forward and Backward move through the entries, while the action control performs the listed action for that tab.

Illustration: HUD reference.



Illustration: Campaign level 1 on iOS, played as the first hunter.



Illustration: Campaign level 1 on iOS, played as a different hunter.



Illustration: Campaign level 1 on iOS, corridor vantage point.



Illustration: Campaign level 1 on iOS, upper floor.



Illustration: Campaign level 1 on iOS, upper floor room.



Illustration: Short Game demo level on iOS, played as a third hunter.



Illustration: Short Game demo level on iOS, played as a fourth hunter.



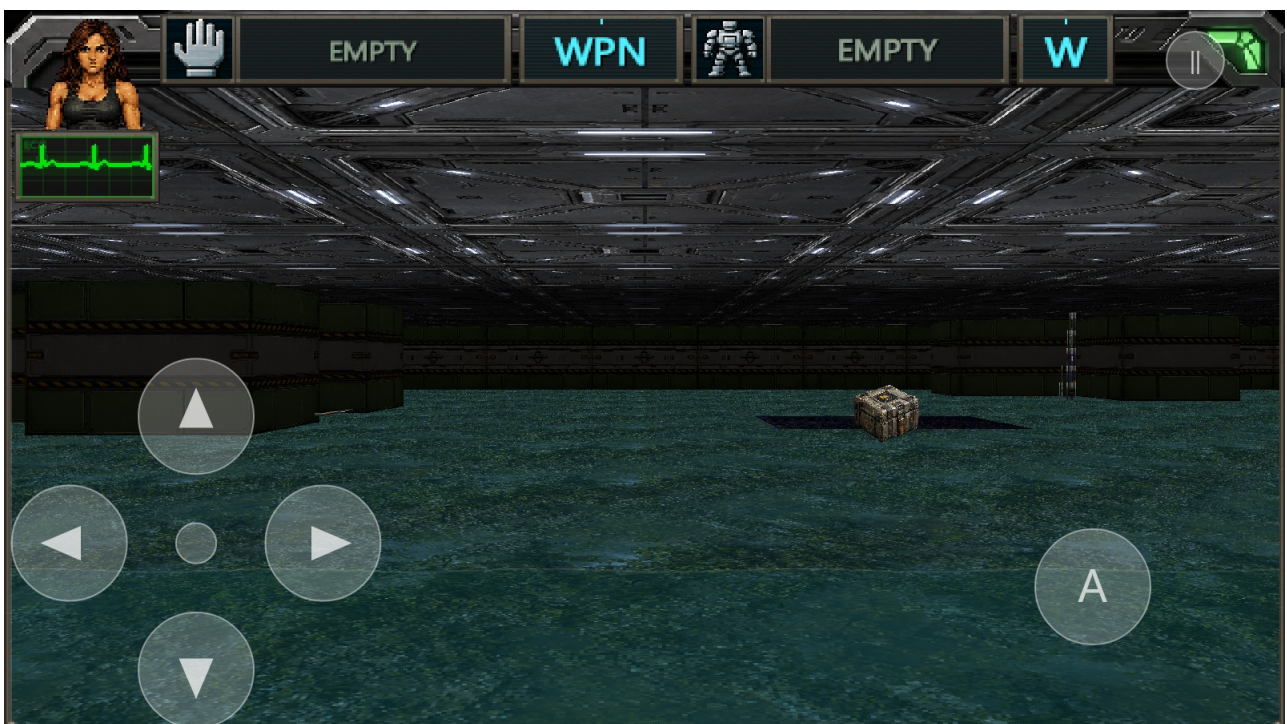
Illustration: Short Game demo level on iOS, corridor vantage point.



Illustration: Short Game demo level on iOS, upper floor.



Illustration: Short Game demo level on iOS, open area.



6. Playing Contract Hunters

- 1. Enter the mission. Campaign play begins from the world map, while Short Game enters the demo level directly.
- 2. Explore. Search corridors, rooms, and side routes for gear, ammunition, healing, and key items.
- 3. Overcome obstacles. Use doors, switches, panels, access items, and movable objects to open the way forward.

- 4. Fight carefully. Low ammunition, limited visibility, and bad positioning can turn a routine encounter into a failed run very quickly.
- 5. Manage your status. Watch health, ammunition, carry weight, and any active item effects while advancing.
- 6. Complete the operation. Reach the mission goal, survive the route ahead, and push the campaign onward.
- Mission objectives vary by operation. Based on the campaign data, objectives can include reaching an extraction point, retrieving a keycard, operating switching controls, opening a containment vault, activating alien switches, or recovering an artifact.

7. Weapons and Equipment

- Tab Reference: WPN = Weapons | AMO = Ammunition | ITM = Usable Items | EQP = Worn Equipment | STS = Hunter Status | CMD = Commands.
- WPN lists the weapons you are carrying and shows damage, range, ammunition type, and current magazine information where relevant.
- AMO lists ammunition items together with their ammo types, amounts, and weight.
- ITM lists non-weapon items such as healing and gadget items. Healing entries show how much they restore, while timed gadgets can show READY or ACTIVE status with the remaining time displayed.
- EQP lists worn equipment and shows the slot used by each piece. Equipped items are marked as worn.
- STS shows your hunter profile, including attributes, current health, carry weight, and special ability. CMD contains command options such as auto-breaking duplicate weapon pickups into ammunition and blocking mismatched healing item use.
- In WPN and EQP, Forward and Backward move the selection and the action control equips the selected entry. In ITM, the tab also supports using the selected item. Several tabs support dropping the current selection by holding the action control together with Backward.
- Use the inventory pages often. The game tracks weight, ammunition reserves, active effects, and currently worn equipment, so your loadout matters from room to room.

8. The Campaign

- The world map presents the Campaign as a route of mission nodes.
- Unlocked nodes indicate missions that can be entered immediately. Selecting a node moves the operation forward.
- Each mission tooltip shows a Threat Level on the world map. Threat Level indicates the relative difficulty and danger of an operation, and higher Threat Levels generally point to more challenging missions.
- The larger campaign objective is to recover five sealed alien artifacts tied to the Fracture Key. The known artifact items include the Helix Core Fragment, Organic Resonance Shard, Phase Distortion Lens, Echo Sync Key, and Prime Convergence Node.

- Artifact progression matters at the end of the campaign: the final artifact gate opens only after all five required artifacts have been placed on their designated pedestals.
- Campaign progress records the current level and the completed levels list, allowing a longer run to build over multiple successful missions.

9. Saving and Loading

- Tap the pause button during play to open the Pause Menu. From there you can Load Game, Go back to world map, Resume, or Exit Game.
- Save data records the current map, current level, completed levels, player position, health, stats, inventory, active buffs, door states, and other shared mission state.
- The Load Game screen lists each save by date and time together with the number of players stored in the file.
- If you need to remove an old file, the load screen also supports delete confirmation before the save is removed.
- Warning: deleted save files are removed from disk and cannot be recovered through the game.
- Use multiple saves whenever you are entering a dangerous area, carrying rare gear, or approaching a difficult objective.

Illustration: Pause Menu.



Illustration: Load Game screen.



10. Network Play

- Network Play begins at the login screen, where you can enter a username and password to log in or register a new account.
- After login, the Network menu offers New Game, Resume Game, Friends, Notifications, and Logout.
- Online sessions support up to four players. The host creates the session, chooses the game mode, selects a player count of 2, 3, or 4 players, invites friends, and creates the session on the server.
- Other players join the host's session through invitations, notifications, or the network lobby flow.
- Friends can be added or removed by username, and incoming friend requests can be accepted or declined. Notifications and invite prompts can be used to accept a pending invite and join the target session.
- Before play begins, the lobby and waiting flow gather the required players. The host can only start after the required players are present and all of them are ready.
- Character selection is synchronized so the same character cannot be chosen twice. If a player disconnects or the server connection is lost, the session reports the disconnect and returns control to the UI flow.
- Campaign ownership note: the in-game campaign purchase messaging states that only the host needs to own the Campaign for cooperative network play.

Illustration: Network login.



Illustration: Network menu.



Illustration: Friends screen.



Illustration: Network lobby.



11. Settings

- The iOS Settings screen includes the iOS controls reference page used for touch guidance.
- Open Settings from the Main Menu when you need to review touch control layout and interaction behavior.

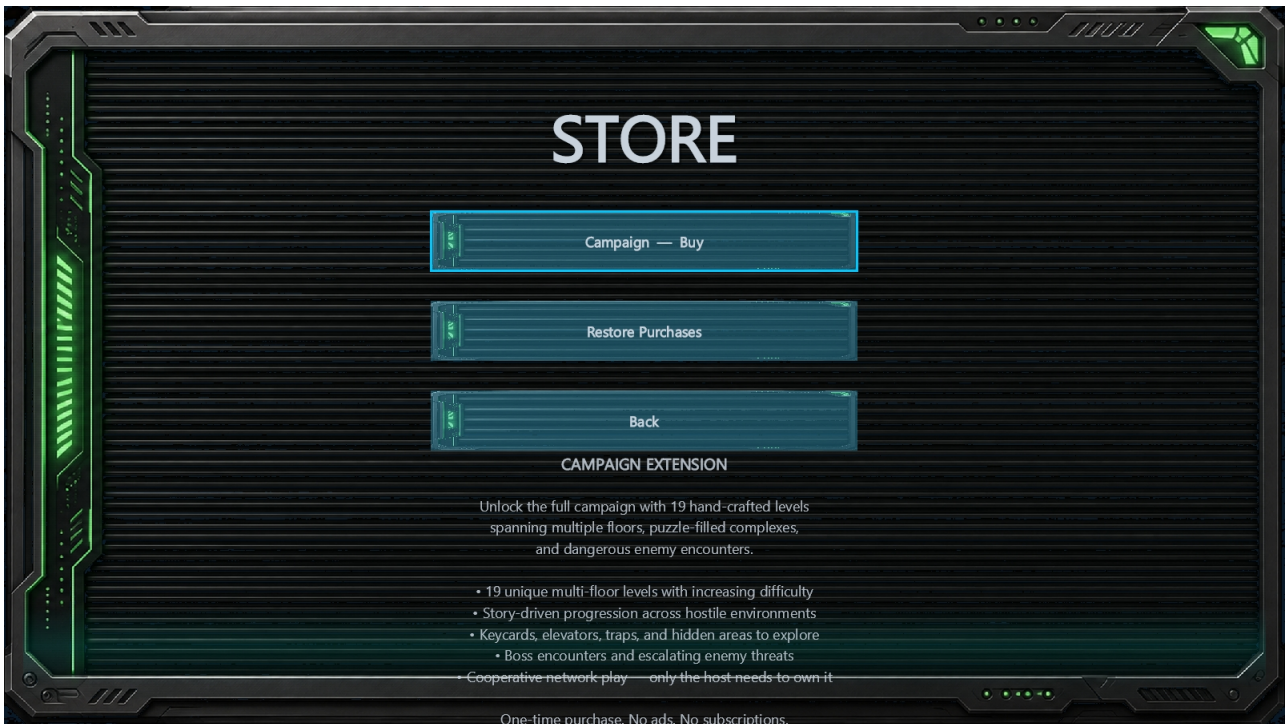
Illustration: iOS settings screen.



12. Store and Purchases

- The Store is available from the Main Menu and is used to unlock or restore the Campaign.
- If the Campaign is not unlocked, the game mode screen shows the Campaign entry as locked and directs you to the Store from the main menu.
- The Store offers a Campaign purchase and a Restore Purchases command. Once the Campaign has been recorded as purchased, the Campaign button changes to a purchased state and becomes unavailable for repeat purchase.
- The Campaign extension is described in-game as a one-time purchase with 19 hand-crafted multi-floor levels, story-driven progression, keycards, elevators, traps, hidden areas, boss encounters, and cooperative network play where only the host needs to own it.

Illustration: Store screen.



13. Tips and Tactics

- Advance carefully and search thoroughly. Supplies found in side spaces can matter more than whatever waits in the next corridor.
- Use the HUD tabs regularly instead of waiting for an emergency. Weapon, ammunition, item, equipment, and status checks are part of survival.
- Do not spend healing or gadget use thoughtlessly. Timed effects and limited resources are most valuable when used at the right moment.
- If your carry weight starts climbing, review your status and equipment before pushing deeper into the mission.

14. Troubleshooting

- I can't log in: check your username and password, then return to the network flow and try again.
- My Campaign purchase isn't showing: open Store and use Restore Purchases, then recheck the game mode screen.
- I can't join my friend's game: make sure the invitation or notification is still available and that the host session is still active.
- My save isn't loading: return to Load Game and confirm that the correct save file is selected.
- Touch controls aren't responding correctly: pause the game and confirm that you are pressing within the D-pad, action, and pause zones shown in the manual.

15. Credits and Legal

- Contract Hunters is provided by Epotec systemutveckling AB, Sweden.
- Manual Edition: iOS.

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