

Unreal Tournament

MonsterHunt Tutorial

for beginners and advanced users.

by Terraniux

part 1



Preface

This is first version of this tutorial, and will hopefully be a way to increase your production for MH, mapping skills and knowledge about MonsterHunt. Please mind all (syntax / grammar)errors in my writings, I'm not a native english speaker. This tutorial has pictures using Microsoft Windows 7, and using a UT GOTY installation. Anything on your screen can differ from the picture or text, but everything is made as clear as possible. If not, contact me (shown underneath) or post in the corresponding topics on UT-related forums.

Terraniux

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This tutorial requires the following:

Unreal Tournament game; v453 or GOTY or any working up-to-date working installation of Unreal Tournament, with a working editor!

Also is some basic knowledge of the game and "mapping" for UT required.
And the most important thing: A good mood and creativity.

For any commentary, tips and suggestions please contact me on:

MAIL: terraniux@crystalunreal.com

PM <http://ut99.org> forum and or <http://hooksutplace.freeforums.org>.

I thank everyone for the support and help given me to make this tutorial.

Please enjoy!



Terraniux

Index

What is MonsterHunt?	4
Installing and configurations	5
Re(sources)	6
Installing and configurations	7
Playing MonsterHunt	8
Your first MH Map	9
Expanding and progressing	later
Mods and Expansions	later

What is MonsterHunt?

MonsterHunt is a special gametype created by Kenneth "Shrimp" Watson in 2001 and finished in 2002 for Unreal Tournament.



Website : <https://shrimpworks.za.net/projects/monster-hunt/>

Copied from the website:

Programming, maps, graphics, website & help files:

Kenneth "Shrimp" Watson

Playtesters:

BikerBob

Wipeout

DuckMan

Tuke

Special thanks:

Valkyrie

Albert Reed (Also worked on the HeadHunters mod)

Beppo (lead coder for Infiltration)

JohnMcL (lead coder for Warbots)

UsAaR33 (creator of OldSkool)

Epic Games and everyone at UnrealZA "

"

Monster Hunt is a team based modification for Unreal Tournament comprising of two new game types, Monster Hunt and Monster Arena.

In Monster Hunt, you and your team of hunters (humans or bots) must work your way through the level while killing everything that stands in your way. Monsters you'll face range from the tiny but deadly Pupae, to slimy Sliths that spew blobs of slime at you, to the huge stone-throwing Titans.

Monster Hunt is the perfect blend of multiplayer and single single player, single player in the sense that the levels and style of Monster Hunt are very much like that of a single player game, but the team based gameplay gives it a great multiplayer feeling.

Players must work as a team to survive, players on their own will be overpowered by the monsters and sent back to the beginning of the level. Players shouldn't grab all the health and ammo as they come to it, it should be shared out amongst the players who need it most, or you could let one player grab lots of health and pick-ups and he can then charge the monsters to weaken them, the other players following. All this also adds a bit of strategy to the game play.

Monster Arena is very different from Monster Hunt, in Monster Arena, you and your team aren't battling your way through the level to get to the boss at the end, rather you are faced with one extremely powerful monster that must be killed. "

So basically MonsterHunt is recreation of Unreal SP into UT with a team play action mission. It can be played on-line and off-line.

Online MP footage from dU MonsterHunt server :



If you like you can have a look at my youtube channel:
<https://www.youtube.com/user/Terraniux1> There are plenty of videos with MH gameplay on!
Note: Most of them are online gameplay from: <http://destinationunreal.com>

MonsterHunt (MH) has a large collection of maps. There are plenty of maps out there for the gametype ready to be played. MH is considered one of the most played gametypes of these days. The reason for this is because MH brings back the good old feeling from Unreal singleplayer and provides a large community server based game play. UT's lifespan is greatly increased ever since Kenneth and his crew created this awesome gametype.

As said before you can make anything for this gametype, whether be a mod or mutator or a plain actor. A lot of forums like UT99.org and UnrealSP.org provide much topics about coding and programming your own creations in addition to any game type.

This tutorial provides a list of (re)sources with websites and communities to help you to find what you might need. You can find this page in the index list.

Personal note:

As I know a lot about MH, I do know not everything. Therefore I try to provide you with as much as can give you concerning useable stuff :) **This document might get updated!**



Installing and configurations

There are a few packages you can download in order to play MonsterHunt.
Kenneth's original-and-lastest MonsterHunt version "503" is the most commonly used.
It is a stable working edition of MH. Below is list of download links provided :

Umod = Unreal Installer package **Non-umod** = manual installer. ***** = basic files / actors.

Mirrors:

*** |**

<http://medor.no-ip.org/index.php?dir=GameTypes/MonsterHunt/&file=monsterhunt503.zip>

Non-Umod |

http://utfiles.com/index.php?dir=GameTypes/MonsterHunt/&file=MonsterHunt503_NonUMOD.zip

Umod |

<http://ut-files.com/index.php?dir=GameTypes/MonsterHunt/&file=monsterhunt.zip>

If the links do not work search the web for : MH503.zip or MonsterHunt503 or something related. There are plenty of links still working.

There are also "expanded" and updated versions of MonsterHunt available with bug fixes and some tricks and twists added by coders and developers in the UT99 community.

Personal Note: I have not much experience with these MH versions. Read the READ ME FILES carefully!

MH v504 by Nelsona "sektor2111" **Non-Umod |**

<http://unrealtournament.99.free.fr/utfiles/index.php?dir=GameTypes/MonsterHunt/&file=MH504.zip>

MH2GOLD by Gopostal "KellyD" **Non-Umod |**

<http://unrealtournament.99.free.fr/utfiles/index.php?dir=GameTypes/MonsterHunt/&file=MH2Gold.zip>

These forums provide extra information on those versions:

v504 | <http://hermskii.com/forum/viewforum.php?f=38> |

<https://ut99.org/viewtopic.php?f=4&t=12295&hilit=monsterhunt#p98660>

MH2GOLD | <http://www.moddb.com/mods/monsterhunt2/downloads/monster-hunt-2-gold>

End of part 1