

# UNTAMED LIFE OF A COUGAR MANUAL

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## SYSTEM REQUIREMENTS

- **WINDOWS XP Service Pack 2 or higher(DirectX 9.0c or higher must be installed)**
- **DirectX 9 or higher GPU**
- **1.5GHz Pentium 4 or higher processor**
- **280 MB hard drive space**
- **800 x 600 or higher screen resolution**
- **Input type - Keyboard and Mouse**

## INSTALLATION

1. Download the latest version of Untamed: Life of a Cougar beta for windows
2. If you have an older version, it will be replaced automatically by the installer. If it is not replaced, simply uninstall the older version manually from the control panel
3. After Installation if the shortcut option is checked, a shortcut will appear on the desktop 

4. The game folder can be found at Program Files\ Untamed Life of a Cougar or Program Files (x86)\Untamed Life of a Cougar
5. To better understand Untamed Life of a Cougar read this manual
6. To Uninstall Untamed: Life of a Cougar beta, go to the remove programs feature from the control panel or click on the uninstall.exe at the game folder mention previously

## LAUNCH SCREEN

After installation of Untamed: Life of a Cougar beta, click the icon either on the desktop or the game folder, this will make a launch screen appear. From this launch screen, you can choose your resolution, graphics quality and map the controls to your liking (changing the controls from the default does not change the control image displayed in-game)

Untamed Life of a Cougar is better played at a resolution of 1280 x 768 and graphics quality set to 'Beautiful', but if you have an older PC, it is recommended to set the graphics quality to fast or fastest and reduce the resolution to 800 x 600 for optimal performance. This does not apply to more modern PCs.

## UNTAMED: LIFE OF A COUGAR BETA OVERVIEW



Untamed: Life of a Cougar beta is a game that allows players to assume the role of a female mountain lion. The main objective of the game is to survive along with your cub.

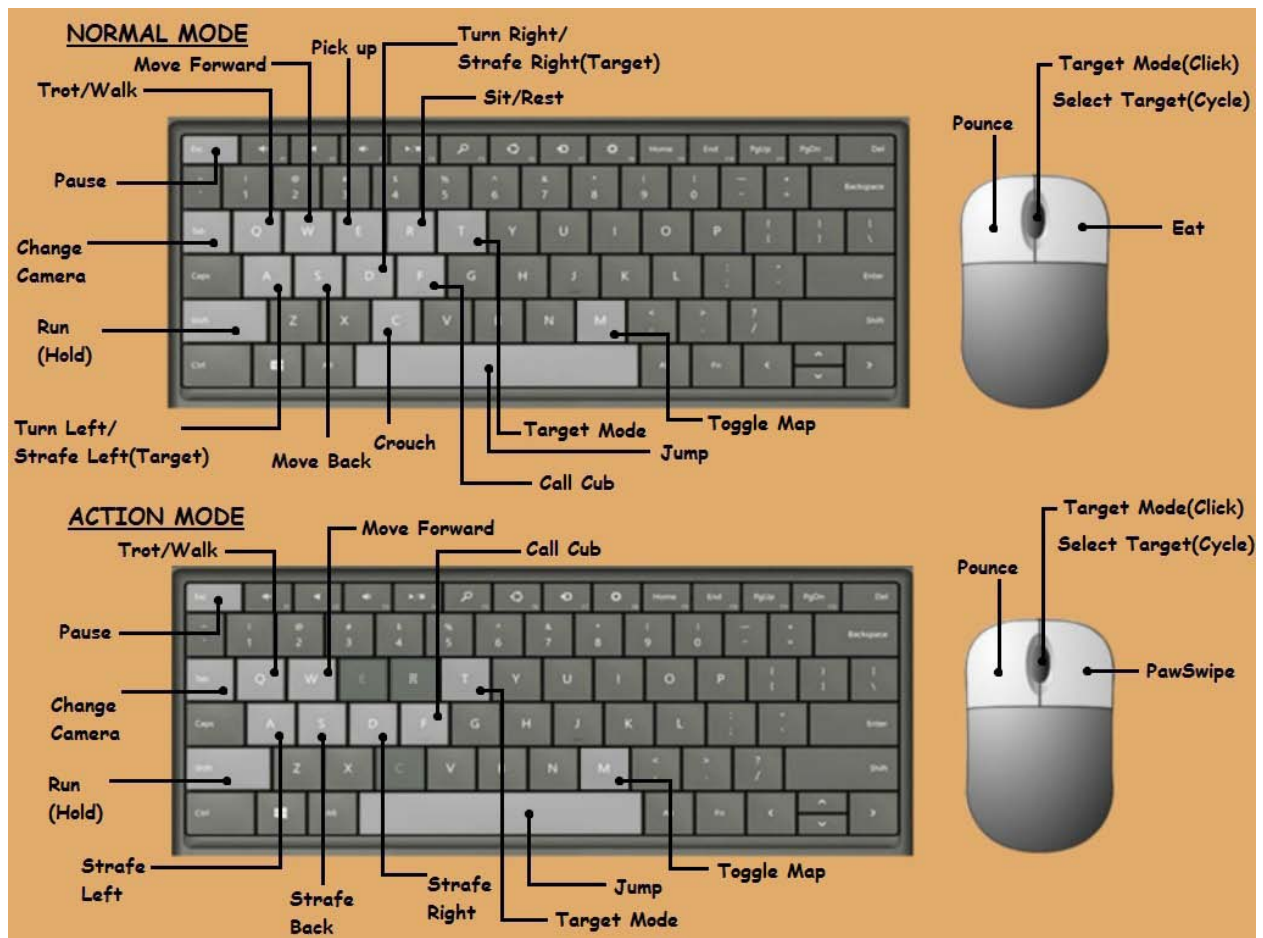
During the course of the game, you will face off against various predators and hunt various preys. There are 10 different animal characters in Untamed: Life of a Cougar beta and this number will be increased to include other characters most notably hunters and their hounds.

Untamed: Life of a Cougar beta features two modes – Normal Mode and Action Mode.

The Normal Mode is triggered when the player is not being attacked by any character, while the Action Mode is triggered when the player is being attacked by a character.

As a Cougar, the player will be charged with hunting, feeding and defending its cub.

## CONTROLS



Untamed: Life of a Cougar beta features two modes and these modes switch automatically based on the events around the Cougar.

**W,S,A,D** : Hold them down to move forward, backward, turn left and turn right respectively.

**A** and **D** also strafes left in ACTION MODE, and when the automatic targeting (Target Mode) has been turned on in NORMAL MODE.

**SHIFT**: Hold SHIFT to run, the cougar has to accelerate before reaching its top speed. So time your running it will be useful when hunting

**TAB**: Press TAB to switch between the normal view and the scent view (first person)

**ESC**: Press the Escape Key to switch pause the game and access the in-game menu

**SPACEBAR**: Press the SPACEBAR to jump

**Q**: Press Q to switch between trot and walking when the Cougar is upright and slow stalk and fast stalk when the Cougar is crouching

**T**: Press T to switch between Target Mode and Normal Mode. In Target Mode Predators and Prey are automatically targeted and attacking is easier while in normal mode it is all done by the player manually

**F**: Press F to call your cub or tell them to stay at a place. The cubs will not stray far from the place they have been told to stay

**E**: Press E to pick up and drag carcasses (dead animals) or pickup and carry your cub from one location to another

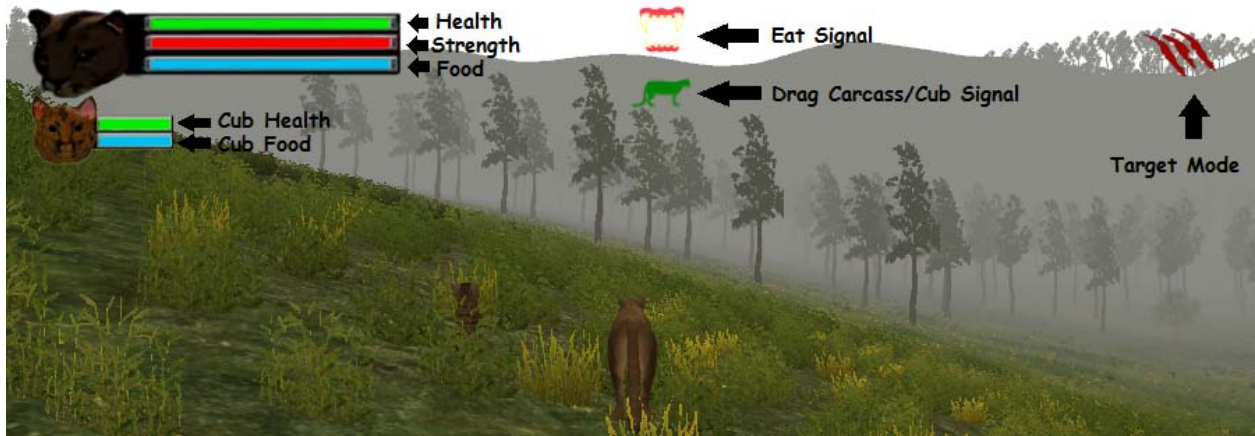
**C**: Press C to crouch or stand. This can be used to avoid detection from prey

**M**: Press M to toggle the map on and off. The map shows useful visual information for the player.

**R**: Press R to sit and press R a second time to lie down

## GAME INTERFACE

In Untamed: Life of a Cougar, You will need to get accustomed to the various screen interfaces and how they work.



The Top-Left Corner shows the player icon along with the health bar, strength bar and food bar.

Below the player icon, the cub icon is shown along with the health bar and food bar.

The Top-Center corner shows the Eat Signal. This icon signals that the player is able to eat a carcass.

Below the Eat Signal is the Drag Carcass/Cub Signal. This signal from its name shows when the player is able to pick up its cub or carcass.

The Top-Right corner shows the Target Mode icon. This icon is visible when the player presses the target button ('T' or 'Mouse Scroll Wheel').

## PLAYER SCREEN ICON



### Health Bar

The Health Bar shows the Cougar's Health. The Health Bar regenerates (fills up) on its own provided the Food Bar is not empty.

When the Health Bar is empty, the Player dies and the game will need to be reloaded.

### Strength Bar

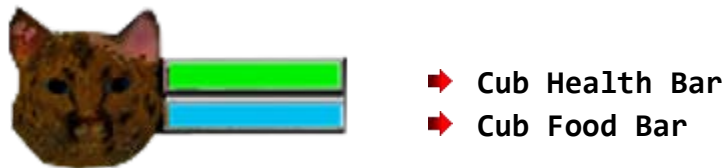
The Strength Bar shows if the Cougar is able to run at full speed (sprint). It regenerates on its own but it regenerates much faster when the Food Bar is not empty.

### Food Bar

The Food Bar shows the Cougar's hunger level. If the Food Bar is empty, the Cougar's health does not regenerate and the strength regenerates slowly (by staying still, sitting, resting or walking).

To refill the Food Bar, the player must hunt or kill enemies and eat them.

### CUB SCREEN ICON



### Cub Health Bar

The Cub Health Bar shows the health level of the cub. It regenerates on its own provided the Cub Food Bar is not empty. The Cub Food Bar is reduced when the cub is being attacked by predators or when the Cub Food Bar is empty.

If the Cub Food Bar becomes empty, the cub will die of starvation which means mission failed.

### Cub Food Bar

The Cub Food Bar shows the hunger level of the cub. If the Cub Food Bar is empty, the Cub Health Bar begins to reduce and if the cub doesn't eat before the Cub Health Bar is empty, the cub will die of starvation.



## ACTIONS

In Untamed: Life of a Cougar, there are basic actions that the player needs to know to survive, these actions can be learned from experience (Trial and error) or read through the manual to know what is going on in the game. The actions outlined here are for the beta version and will be updated as the more updated beta builds are released for preordered customers and finally the Final build.

### Hunting



Hunting in Untamed: Life of a Cougar is an important aspect of the Game because obviously the Cougar needs to eat and feed its cubs. In Untamed anything is prey if you are brave enough but your recommended prey should be deer, because deer don't try to kill you when you try to eat them and their carcasses can last for a longer time than most animals in Untamed. Deer can easily spot the cougar and for this reason the cougar has to stalk its prey. Stalking (Crouching) is achieved by pressing the 'C' key. Crouching does not guarantee that the cougar will not be spotted but it helps and stalking from behind makes hunting easier and stress free.



Also different scents shows different types of characters

Red – Predator, Yellow – Prey, Blue – Cub, Brown – Bison, Pink - Fox



## Tracking and Cougar Eye-View

To Hunt you have to first know what to hunt and where to find it, Sometimes spotting animals in Untamed: Life of a Cougar can be tricky because some animals blend with their environment or they are covered by grasses or they were just not spotted. In situations like these the **Cougar Eye-View (Scent View)** comes to the rescue. The Cougar Eye-View can be accessed by pressing the **'TAB'** key it is very useful during night hunting because it brightens the whole area. Also every animal Character (**Even Humans when they are added**) in Untamed: Life of a Cougar has a scent and this scent can be seen using the Cougar Eye-View or the Map.



**Cougar Eye-View Day**





**Cougar Eye-View Night**

## Pick up Carcass and Cub



Pick up and drag is vital in a Cougar's Life, because that means the player will be able to move prey between locations and also carry the cubs like good mothers do.

Pick up and drag is possible when the **Pick Signal**  is on the screen. This can be done by going close to any carcass (Dead Animal) or go close to the

cub until the **Pick Signal**  shows and then pressing the pick key which on PC is the 'E' key.

To drop/release any animal simply press the pick key 'E' and the cougar will release any carcass it is holding from its jaws.

**PS.** Bison cannot be picked or dragged, they are too heavy.

## **CHARACTERS**

Untamed: Life of a Cougar Beta features various animal characters. Each animal has a unique way of responding to the Cougar's presence.

### **CUB CHARACTER**



The main aim of Untamed: Life of a Cougar is to experience the life of an adult female cougar. You can agree that this cannot be possible without cubs (The offspring of cougars and other big cats).

Cubs in Untamed are a vital part of the game because they are vulnerable and the success of the player depends on the cubs (In the beta stage 'cub') surviving the horrors of the forest and also escaping starvation. The cub in Untamed has a lot of enemies, the most dangerous and most problematic being the Fox.

Normally it is risky for the player to travel with the cubs round the forest but there are two solutions to that,

1. The player can **Pick Up** the cub in its mouth and move through the forest. This ensures that the player does not lose the cub while moving through the forest, and removes the risk of foxes attacking the cub when the player is not looking (This does not deter predators like Wolf and Bear).

2. There are Den sites in several places on the map in Untamed: Life of a Cougar. These Den sites are safe zones and the risk of a predator coming around them is low, this means that the cubs can be left at the den while the player goes to hunt. Before leaving the cubs at the den, it is wise to take note that even though the den site is safe, it is not 100% safe and it is the job of the player to make sure that there are no predators around the den because when the player is not around, the cub is defenseless and can be easily killed.


The Cub is defenseless for now but will grow to become as strong as its mother (**Available in the Final release**). While it is still small the player will be in charge of feeding and defending the cub. It is advisable to leave the cub at the **Den** except when relocating because moving around with the cub can attract unwanted attention from Wolves and Bears, but that is up to you the player.

### **Feeding**

To feed the cub, simply bring it close to a carcass or if it is already close let it be. The cub will eat on its own when it is hungry, if the cub is not hungry yet or is being threatened by a predator, it ignores the carcass. The cub can go for a long time without eating and when its **Food meter** is finished, the Cub's **Life meter (Health)** begins to slowly reduce.

### **Transporting**

Moving the cub from place to place is vital. There are two ways of transporting the Cub, either by picking and carrying the cub or calling it to follow the Cougar. The Cub listens to its mother's calls. To call the Cub simply press the 'F' key this will make the cub follow the Cougar or Make it stay wherever it is (**While the cub is staying at a place it moves around to play but does not wander too far from the point**).

To carry the cub, when the **Pick** icon  is displayed on the screen by pressing the 'E' key the Cougar will pick its Cub and by pressing the key again will drop the cub

### **Threat**

The cub is prone to attack by Foxes, Wolves, Bears and sometimes Eagles, the cub responds by running as far as possible from the attacker to a 'safe' spot and hiding there. While the cub is threatened it will not respond to calls from the cougar until the predator has been completely seen off by the cougar or has been killed.

### **BEAR CHARACTER**



Bears are a very big threat to the player because they are stronger and much more deadly than any other predator in Untamed: Life of a Cougar and as a bonus they can be quite difficult to kill. But when they are killed they make it worth it because their carcass can last for quite some time.

It is not advisable to engage bears in combat but that is left to you, I'm just an advice not the police.

As with any animal in Untamed: Life of a Cougar, Bears can be hunted and used to feed the cubs.

### **BISON CHARACTER**

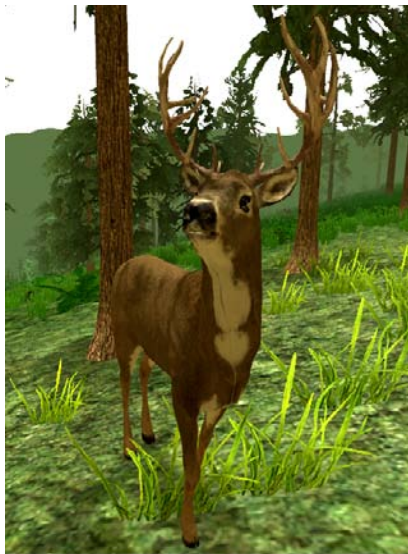


These are not your average prey, in fact they are not prey at all. They are just buffaloes minding their own business. They pose no threat to the players cubs and are more or less harmless, unless the player gets too close, then an uneven match will begin. But of course everything in Untamed can be killed.

Killing a bison is a big achievement in Untamed: Life of a cougar and one worthy of recognition. A bison carcass can last for several days but they cannot be dragged by the player to a different place to feed on. This means that if the player takes down a bison the cub will have to be brought to the spot to feed on the carcass.

### **DEER CHARACTER**

In Untamed: Life of a Cougar, there are male and female types of deer ( The female is called a doe). Deer are the preferred prey for the player because unlike the moose, they don't attack the player if the hunt goes wrong.



The male deer can be found around does. It is highly alert and can easily spot the player stalking it. But compared to the doe, it is slower thereby giving the player a better chance of pouncing on it while it is running.



The doe can easily be crept upon by the player, but mind you they are incredibly fast and once they start running, it will be near impossible to catch up with them let alone pounce on them.

### **MOOSE CHARACTER**



The moose is an interesting animal to deal with. It is both a prey and if things go wrong, an opponent. While hunting a moose it is best to be ready for a fight also. If the moose detects the player at a farther distance it charges and becomes harder to kill, while if the moose is spooked by the player (stalking it at a very close distance) it is easier to kill. The player can know when the moose is not charging because it will be running for its life.

### **EAGLE CHARACTER**



Eagles Are a threat to the player in Untamed: Life of a Cougar. While their attacks are not so frequent, they are sudden and so the player should always be ready for them. Detecting an eagle can be done through sight, sound or behavior.

**Sight:** By switching to cougar view, the player can scan the skies for eagles flying over head.

**Sound:** By listening the player can hear an eagle's cries. This does not mean that the eagle is close but instead that the eagle is around and there can be a potential attack.



**Behavior:** The cougar strains its neck upwards to look at the eagle. This is a sign that an attack is about to happen. To avoid this attack, the player can run in a different direction.

As with any animal in Untamed: Life of a Cougar, Eagles can be hunted and used to feed the cubs.

## **FOX CHARACTER**



The Fox is an animal you should be wary of. It calls scavengers (**Bears and Wolves**) when the player takes down a large prey (**Deer, Doe, Moose, Bison**) thereby making the position of the dead prey a 'Hot Zone'. The player can handle this with either of four ways.

1. Picking up the prey and dragging it to a safer place to feed in peace. This does not work for the Bison because the bison is too heavy for the Cougar to drag.
2. Kill the Foxes.
3. Eat fast and hope that the scavengers will go away (Highly unlikely)
4. Fight the scavengers.

The Fox is a constant threat to the safety of your cub and before leaving your cub to hunt make sure there are no foxes in the surrounding area or else they will kill the cub while you are away.

As with any animal in Untamed: Life of a Cougar, the Fox can be hunted and used to feed the cubs.

## **WOLF CHARACTER**

Wolves in Untamed: Life of a Cougar are of two types, the **Alpha wolf** and the **Omega wolf**.



The Alpha wolf is grey in color and it is larger than the omega wolf. It is harder to kill than the omega wolf. It can call nearby omega wolves to help it while fighting the player. It is a very formidable opponent.



The Omega wolf is a mixture of grey and yellow in color. It is smaller than the alpha wolf and easier to kill. While it is not much of a problem as a single opponent, while fighting in a pack it can cause a lot of problems for the player.

As with any animal in Untamed: Life of a Cougar, Wolves can be hunted and used to feed the cubs.

## **RABBIT CHARACTER**



These furry little guys can act as life savers when there is no large prey in sight and all you have is one rabbit munching away. They can be easily hunted and they don't require stealth rather they require speed and timing to be caught. Rabbits are fast prey and they accelerate at a faster rate than the player this means that the player has to be at a higher speed to be able to catch a rabbit.

Though they are easy to catch compared to other animals in Untamed: Life of a Cougar, their carcass doesn't last long and they should be eaten within a short period of being caught unless of course you are hunting them for fun.

### HUNTER and HOUND CHARACTER



This duo will cause a lot of problems for you because of their hunting style. They Hunters and Hounds in a party call to one another when the Cougar has been found, thereby leading to an active hunt.

The Hunter character stays at a distance and fires at the player while his hounds attack and distract the player. This attacking style is a deadly combination but as always a good player can always defeat the whole hunting party. It is advisable to run away from them upon sighting, but fun to fight them. The call is yours.

Hunters cannot be dragged and eaten and they can be found in groups of 3 – 1 Hunter and 2 Hounds, in a scene at a time will be 2 Hunters and 4 Hounds although this number can be exceeded.

## **BUGS AND REVIEW**

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