

HATEFUL CHRIS

NEVER SAY BUY



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The evil faceless corporation, **International Infotainment** has gone too far!

In the wake of **Hateful Chris'** refusal to join their ranks, the company has attempted to appeal to disillusioned consumers by designing the ultimate pseudo-cynical selling machine - **Dreadful Dana!**

Now this imposter's picture is everywhere, making a mockery of Hateful Chris and all he stands for! Will this lead to a spiral of depression, drinking and calling old girlfriends at 3 in the morning?

NO! The burning resentment only causes more destruction! Venting his rage at everyone from rockers to ravers, grannies to supermodels, Hateful Chris rampages through his town, helping out the downtrodden and letting others know just how he feels!

Taking out boy bands and blowing up malls is just the start - but will it be enough to bring down the pillars of catalogue culture?





You control **Hateful Chris** as he vandalizes, destroys, maims and massacres anything and everything he can find. Before taking on Dreadful Dana and International Infotainment Inc. directly, you will have to complete **4 of 8 quests** aimed at undermining consumer culture and expanding your destructive capabilities. Wander around the streets and look out for the **blue arrows** – they indicate both **level exits and potential quests**. Pressing the **up arrow** at a quest point initiates that quest – you'll know what to do after reading the **story panels** which appear. When you have begun a quest, you must finish it before attempting another. Some quests will need you to complete special levels, others will require money – but all of them will bring you closer to your final goal: **a one-on-one** with **Dreadful Dana** – the icon of marketing hypocrisy!



Life bar: The **bone** on the top left of the screen shows your remaining **health**. Run out and you die.

Berserk Icon: The small **Hateful Chris face** below the life bar will become **bloodier** the more you assault the drone-like inhabitants of the city. Cause enough **harm**, and you will be able to briefly transform into **berserk mode** for a one-hit **power move**! You don't have to release your berserk power as soon as you get it – save it for a tight spot, or that certain enemy who is getting on your nerves! (see the "controls" section for more info)

Money: The amount of **cash** you have is shown in the top-middle of the screen. You need money to buy new weapons, ammo, health, and to complete some of the quests. You can find cash **hidden** on some of the levels, but mostly you'll just **beat it out of people** – especially those rich tourists!

Status window: The window on the top right serves 2 purposes:

1)it informs you of an **enemy's remaining health** after you hit him/her

2)it **describes an item** after you pick it up

(ie. Exactly how much cash you just stole from that old lady)

The Game Screen:



F2 : Save

F3 : Load

Arrow keys: Left and Right

Up arrow: Depending on where you press 'up' you can enter stores, talk to people, climb ladders, or exit the current level.

Delete: engage mech (if acquired in standard game)

End: disengage mech (if acquired in standard game)

Z,X,C: melee weapon attack

V: Berserk (see above for details)

Ctrl: jump

Shift: run



The **HandChamp 400SE** will allow you to organize your inventory of destruction with ease! Pressing the **spacebar** from the main game will access your **inventory**. **Click the icon** of the weapon you wish to equip, then **click the arrow** that appears above the slot where you would like to put it (**Right click to cancel** your selection). Each slot represents one of your 3 attack buttons: **2 for melee weapons**, and **one for ammo-based attacks**. When you buy **ammo**, the weapon must **be reloaded (re-equipped)** for the new ammo amount to take effect

The Inventory:



Try different combinations of weapons to find one that works for you!





Cuzin Les has built a **giant robot suit** in his garage! You'll learn more about it as you play, but here's a quick rundown of its potential features:

- 1) **Plasma Power Punch:** a close range attack that uppercuts your foes into space!
- 2) **TV Overload:** a thousand sitcoms at once – beamed directly into the brain of your target!
- 3) **Gerbil Cannon:** a controllable projectile that eats its way through your enemies! You'll need to help Basil out to get this one.



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Money: Available in several amounts, you'll need to collect plenty of this to work your way through the game.

Ice Tea Glass: Restores a bit of health

2L Ice Tea: The only thing better than Ice Tea, is more Ice Tea!

Ice Tea Crystals: The sheer flavor intensity of the raw ice tea crystals will restore you to full health.

Robot Gas: Yeah sure – you may be feel invincible in that giant robot armor, but what good is it if it doesn't run?

Mystery Box: A tantalizing enigma that can seriously help, or seriously harm you! Check your status window when you pick one up to see just what you got.



There are several **stores** where you can buy **health**, **new weapons**, or get more **ammo** for the ones you already have. When you enter the store, **mouse over and click** the item you want.

Lucky's Convenience Store:



The store clerk will give you a **description** of the item, and you will be presented with the option to either **buy** what you have selected or **cancel** and pick something else. For your convenience, we put your cash in the top right so you know just how much you can afford!



Trixie: Don't let the silicone fool you, Trixie is one smart stripper! She'll get you off on the right track when you begin your quest to bring down the mass marketing machine. Being the only lead woman in the game, she will of course be kidnapped. It's just how these things work, right?

Drunken Sensei: Once a master of his style, he has been ousted from his dojo by a gang of Tae-Bowlers looking to expand their franchised fitness chain. Avenging him and reclaiming his is one of your quests!

Basil: Basil works with Trixie down at the local strip joint, Klub Kix. His background in Her Majesty's Secret Service will prove invaluable to you - just keep him out of the Vaseline.

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ENEMIES

There are over 30 standard enemies in Hateful Chris: Never Say Buy! Some are vulnerable to certain weapons, while others are more resilient. Some can hit you from a distance, whereas others like to get up close and personal! Discovering how to beat each one is up to you!

In addition to the standard baddies, you'll have to watch out for invulnerable 'obstacle enemies' – shopping carts, tornadoes, rollerbladers, the list goes on! These types of enemies must be avoided at all costs...unless there was something in the game that could protect you...?

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TIPS

- 1) Buy plenty of donuts – they're cheap, and good to have when you attack a big group of people near a cop.
- 2) Different weapons do different things – try as many as you can find!
- 3) Having trouble with those obstacle enemies? Keep searching...there must be something you can use...
- 4) Some stores sell more than they advertise, and some are hidden altogether!
- 5) Low on cash? Hit the pier and take on some tourists for a quick couple bucks!
- 6) Make sure you are well-equipped and healthy before attempting the more difficult quests!
- 7) Enemy damages vary – learn your enemies' attacks and you'll last longer!
- 8) Using the mech on the street levels affords you temporary invincibility – be careful not to run out of gas though - you'll be a sitting duck!
- 9) Buy plenty of ammo.
- 10) Save your berserk moves for a large crowd of people – more death and destruction means more chances for money, health and other bonuses!

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Dana Fortier: Design, Lead Animation, Music 'n
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Disclaimer

This game is offensive. We designed it that way. It has some light swearing, lots of blood, a bunch of thinly veiled sexual innuendo and a whole pile of sarcasm. Do yourself a favor and don't let little kids play it, or quite frankly, you're begging for trouble. All the characters in the game are 100% fictional and any resemblance to real people, either living or dead is a total fluke. The violence depicted in the game is ridiculously exaggerated and should not be imitated by real people – ever. We aren't responsible for anything that might happen to your computer as a result of installing this game, or for anything the more homicidal of you might do after playing it. The character Hateful Chris and all supporting characters and their likenesses are owned by Brainchild Studios. All artwork is copyright 2001 Chris Bourassa. All music is copyright 2001 Dana Fortier. Don't rip us off.

**Cheat Codes Are fun! Do these Arrow Key
Combos in the inventory!**

Ududlr!r: all weapons

Uuddrlr!r: 10000

Llrrrudud: decked out mech

Uldruldr: 25000

Llrruudd: ammo