

Hunter's Moon™

MENLOG HUNTER 10/THMWL

Lost in space. Surrounded. Strange structures that build themselves – hive-like. And at their core alien Starcells... Must get home. Back to Hunters Moon. Must... survive!

Attacking now – full thrust – cannons locked in – FIRE! Little do you know what you face: 128 levels of galactic mayhem, over 1000 screens.

Hope you are a clever psychoblaster – or else....

Screen Shots from CBM 64/128

"Wonderfully presented... a tough and lasting challenge. Zzap! 64 92%

"An unusual puzzle shoot 'em up ... highly recommended." Zzap! 64 92%

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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

KIXX. UNIT 3,
HOLFORD WAY,
BIRMINGHAM B6 7AX.
TEL: 021 625 3311

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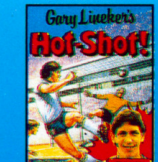
COMING SOON!



FORGOTTEN WORLDS™



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HUNTERS MOON™



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HUNTER'S MOON

LOADING INSTRUCTIONS

Insert the tape into the tape player, making sure it is rewound. While holding down the **SHIFT** key, press the **RUN/STOP** key.

When the screen prompts you, press **PLAY** on the player. HUNTER'S MOON will now load automatically.

MEMLOG HUNTER.9/thmw1

'Neat, my little ship. Good name; Hunter. Small and nifty, and it packs some punchy fire power. I'm damned well going to need it, aren't I? Got a bit carried away putting Hunter through its paces. Never took that Black Hole seriously enough. Warped me straight here, or where?

'All I can see are endless crystal constructions, hive-like cities in space surrounding what look like starcells. On-board comp tells me they control those blobs which seem to endlessly reconstruct the cities... Oh, yes, I've had a quick exploratory foray into the nearest hive. It was quick, because some of those blobs shoot back. Any damage I caused is repaired already, and the hive sits there gleaming and glistening like new.

'On-board comp tells me that the only way home is to take on each and every one of these crystal cities. Some hope! But then, do I want to get back? Hell, I can't just sit out my days here, admiring the view, can I? They don't call me psychoblaster for nothing - I'd better prove them right...

CONTROLS

During the Title Sequence:

Joystick **LEFT** - 1 player game.

Joystick **RIGHT** - 2 players (1 or 2 joysticks).

Joystick **UP/DOWN** - Up/Down volume of title music.

FIRE button - Start game.

During Game:

RUN/STOP - Enter pause mode.

From pause mode: **Q** - Quit game

FIRE - resume game.

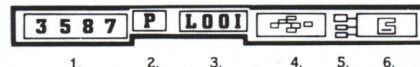
Any stick - access main menu.

INSTRUCTIONS

HUNTER'S MOON is divided into 16 star systems, each with a number of levels. To finish each level, collect all Starcells (visible on radar). Energy from them gives temporary immunity from Spores launched by defending Cells. Single White Worker Cells

will repair the cities but cannot be destroyed. When all levels within the current star map have been visited, you automatically enter the Bonus Game. Here you will gain a Perma-shield, and will be awarded an extra craft if you can destroy all eight workers. Perma-shields are selected from the main menu and shield you from Spores for the duration of that level.

When you enter a level, one Starcell will be flashing (on radar only). If you collect this one before the Status Symbol counts down to zero you will gain one co-ordinate for Loopspace. When you have either completed the system or gained all four co-ordinates you will enter the Bonus Game. This allows experienced players to skip levels.



INFOBARS

1. **LOOPSPACE CO-ORDINATES:** Change in Off Duty mode using Joystick.
2. **STATUS SYMBOL:**
P - During pause mode.
R/C/T - Engine type.
8-0 - Countdown for flashing Starcell.
8-0 - Workers remaining during Bonus Game.
3. **LEVEL INDICATOR:** Shows current level number.
4. **RADAR:** Shows location of Starcells.
5. **SHIELDS:** Number of Perma-shields remaining.
6. **CRAFT:** Number of extra craft remaining - bonus craft every 10,000 points.

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HUNTER'S MOON

ISTRUZIONI DI CARICAMENTO

CBM 64/128

Cassetta: Premere contemporaneamente **SHIFT** e **RUN/STOP**.

Premere **PLAY** sul registratore. Segui le indicazioni sullo schermo.