

THALAMUS

Hunter's Moon

Memlog Hunter.10/thmw1:

'Lost in space. Surrounded. Strange structures that build themselves—hive-like. And at their core alien. Starcells . . . Must get home. Back to Hunter's Moon. Must . . . survive! Am attacking now—full thrust—cannons locked in—FIRE!'

Little do you know what you face: 128 levels of galactic mayhem. Hope you are a CLEVER psychoblaster—or else . . .



Hunter's Moon

SINGLE CASSETTE PACK



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CBM 64/128

FAR FROM HOME—
FAR FROM . . .

Hunter's Moon

CBM 64/128 BY MARTIN WALKER

THALAMUS

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 . . .'

LOADING INSTRUCTIONS

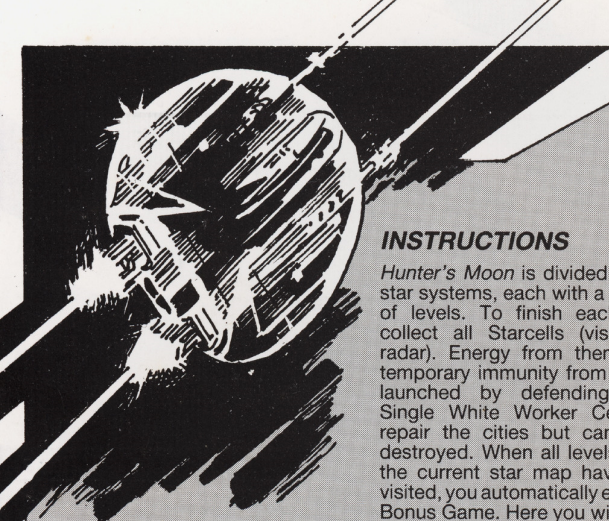
CASSETTE

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.

NOTE: If you are having problems loading, please remove any peripherals (such as disk drive, printer, cartridges etc) you have attached, and repeat the above procedure.



CONTROLS

During 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

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

GAME FEATURES

- 16 star systems containing 128 levels across 1024 screens
- 8 randomly selected Bonus Games
- Off Duty Mode - relax with the Loopspace Trainer
- Wormcells - Nomadic Cell Tribes roaming freely in space
- Puzzles - Starcells hidden in cities of Twisted Metal
- Darkcells - No sunlight/Starcells only visible on radar
- Switchers - Beware changes of direction by Workers
- Stargates - Moving gates and special powers

Still available **DELTA** by Stavros Fasoulas
by mail order: **QUEDEX** by Stavros Fasoulas
£9.99 Cass £12.99 Disk incl. VAT and P&P
Send your order to Thalamus with your remittance made out to Thalamus Limited.



This is the fourth in an ongoing series to absorb and fascinate.
Occasioned by **THALAMUS** and

MARTIN WALKER: game design, graphics, coding & sound fx
PAUL COOPER: production & inspirational input
CYBERDYNE SYSTEMS: loader & technical backup

ROBIN LEVY: loading screen, final graphic sequence
OLIVER FREY: cover artwork & layout
FRANCO FREY: further financial inducement
MIKE CONLAN: encouragement for the hunter

PRODUCED BY **PAUL COOPER** FOR **THALAMUS**

HUNTER'S MOON is the fourth leisure release from **THALAMUS** for the Commodore 64 on cassette and disk, and has no catalogue number.

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