

ICE HUNTER

A favourite bedtime story for Eskimo children is the exploits of the legendary hero THORAK, the Prince of Ice. He wandered across the frozen wastes exploring deep caverns in search of building blocks for a special igloo that would let the Arctic sun shine through, keeping it light and warm. His search led to many adventures. The most exciting is the one on which this game is based.

THORAK, the legendary hero of eskimo children stories was looking for special blocks for his dream igloo.

THORAK made his way through the dark entrance of a multi-level cave. His search was over. Scattered around were the blocks that he wanted. All he had to do was to take the blocks to the lowest level where there was an underground stream. THORAK planned to float the blocks out using them as a raft. He could then row himself to a piece of frozen wasteland where he would build his dream igloo.

Space Bar Freeze game. Restart by pressing the space bar
RESTORE Start the game from beginning.

Loading:

Cassette - Type LOAD and press the RETURN key This cassette has been recorded using a Turbo-Loader. This enables the program to load faster than the 1541 Disc Drive without using additional software.

Controls: Keyboard or Joystick. One or Two player option.

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WARNING

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COMMODORE 64

ICE HUNTER

The cavern, though, was alive with dangerous creatures which had to be avoided or destroyed, and the blocks were dispersed throughout the five levels. A dragon-like beast wandered around the first three interconnecting levels while the other two levels were the territory of a strange looking creature - a mutant of the sea-lion species. If caught, THORAK knew he would die. He could destroy them, either by dropping a block on them, or by eating a power pill which occasionally flashes on to the screen. The pill would paralyse them and THORAK would then be able to crush them under foot. As well as these weird and murderous enemies, THORAK had to deal also with a bird of prey which could only be wiped out by obstructing its flight path with a ice block.

THORAK'S task was further complicated by the holes covered with thin ice which existed on every level. They would bear his weight only once, and he had to drop his ice blocks through these holes until he could get them to the stream. THORAK had to use support pillars to move from one level to another. Once he had travelled from the kingdom of the dragons to that of the sea-lions he could not return to escape the sea-lions or to collect any blocks left behind.

Finally THORAK had to float the blocks down-stream to his igloo for storage. Then he had to return to another cavern to gather more blocks. There were six caves altogether. The cavern levels were constantly moving and the number of blocks and threatening creatures kept increasing, making this the most difficult and fascinating of all THORAK'S adventures.

Scoring

Sea-lions	1000 points
Dragons	500 points
Birds	2000 points
Pill	500 points

Playing Instructions

Use joystick or keyboard

Keyboard	P	Up
		Down
	;	Right
	L	Left
	F	Lift Block

Joystick

Fire Button - Lift Block

F1 One Player

F3 Two Players

Space Bar Freeze game Restart by pressing any key.

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