

Hunter's Moon

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

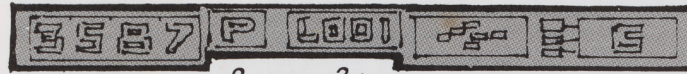
During game:

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.



1 2 3 4 5 6

INFOBAR

- LOOPSPACE CO-ORDINATES:** Change in Off Duty mode using joystick
- STATUS SYMBOL:**
P - during pause mode
R.C.T. - Engine type
S-0 - Countdown for flashing Starcell
W-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



THE POWER IS THERE

Xamox, a planet on the edge of the Milky Way, is home to an almost perfect civilisation. But a race of Nomads concerned with Galactic pirate security - the Skryksis - found the Xamoxians too perfect.

In the time of Naron, the Skryksis forces invaded Xamox, viciously massacring its perfect race and making a base on Xamox, constructing radiation plants.

A few Xamoxians survived the massacre and went into hiding in underground chambers, vowing to seek revenge against the Skryksis.

Working for generations, the survivors developed a synthetic life form (SLF), half robot, half human - specially designed to break through the heavily-guarded sectors leading to the radiation plants.

Now the SLF is completed, but the controlling processors are not considered fast enough to let it enter into combat with the enemy environment on its own. However, its mind is in synchronisation with the movements of the Xamoxian battling droid which remote-controls the SLF.

The SLF is **HAWKEYE** - and now is the testing time as **HAWKEYE** is released into the savage wilderness of New Xamox.

The power is there...

CONTROLS

From the title screen you can toggle:

- In-game music on/off F1
- In-game sound FX on/off F2
- Demo mode on/off F3

HAWKEYE's directional movement is controlled via the joystick in Port 2.

To jump, move the joystick up and **HAWKEYE** moves diagonally up left or right as long as the joystick is pushed in the appropriate direction. Jumps of different lengths are possible.

INSTRUCTIONS

The aim is to collect all the puzzle pieces scattered about each of the 12 levels. The eye of either hawk head - on the left or right of the screen - winks in the direction of the next piece to be collected.

When all pieces are collected a jingle sounds and **HAWKEYE** should be manoeuvred to the far right of the level to complete it.

There are four deadly weapons to choose from, all displayed in the window to the left of the display panel.

There are two ways to select weapons. Hold down FIRE until the icon glows and then move left or right to select the armament you want. Or select the required weapon by depressing the function keys:

- Pistol F1
- Machine gun F2
- Laser F3
- Rocket launcher F4

The pistol is the first weapon option and has unlimited ammunition but inflicts little damage on the larger monsters.

All other weapons are increasingly more powerful but have limited ammunition (the level of ammo is displayed as a bar underneath the selected weapon item).

Diagonally left of the weapons are three lights - when they go out, one of the weapons is out of ammunition.

Additional ammunition is collected during the game and fully restored at the beginning of each level.

When **GAME OVER** appears you have the option to practise the level on which **HAWKEYE** was defeated.

- To pause: RUN/STOP
- To quit and restart: pause game as above then press T

ARMALYTE

MISSION BRIEFING

Two hundred years ago, war broke out between the H'siffian Khanate and the Terran Empire, after it was proven the H'siffians were responsible for acts of piracy in the region of space known as DELTA.

Earth finally won after 50 years of conflict. Things were in a mess, but out of the ashes **ARMALYTE INDUSTRIES** emerged and seized power. In the years that followed, the DELTA incident was forgotten, although the reestablished trade routes steered well clear of Delta space.

Five years ago, a patrol in Delta space stumbled into what appeared to be an abandoned H'siffian research outpost.

Armalyte Industries established a research base on the ruins of the old H'siffian outpost where AI scientists were accompanied by a token force of light armour because H'siffian resistance was low.

Four months ago Armalyte Industries received a message that the scientists were on the verge of a massive breakthrough, but shortly afterwards all contact was lost with the outpost. Communications haven't been reestablished since, and no patrol can get near the place. This suggests the outpost has been overrun by invading forces.

According to transmissions received just before the loss of contact, the H'siffians had made a similar breakthrough to that of AI's scientists. They had discovered a power source of near-infinite potential, but they weren't ready to tap the source. AI have

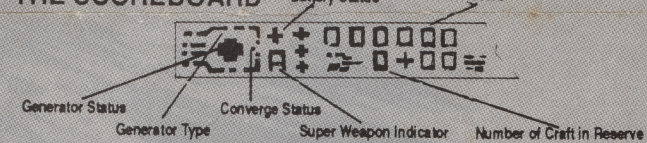
decided to hire independent fighting forces to disguise their military involvement - for such risky manoeuvres would surely alert their clients around the galaxy and seriously damage their business reputation.

Your mission is to enter Delta space and reclaim the outpost. According to intelligence, much of the surrounding area of space is under H'siffian control; be careful out there!

The H'siffians, utilising the resources at the base have an almost limitless supply of ships and firepower far more advanced than we know. To counter this we can equip you with state-of-the-art weaponry and the very latest in military transport. We will be on hand to ferry replacement craft although your ships are expensive and supply is short.

To get the ship into Delta space, it has to be stripped of all heavy weaponry, but throughout the deep space battlefield there are munitions pods (crystal-like formations in space) to collect. These provide the ship with a massive energy surge activating the inner-built shield rendering you invulnerable for a while. Continually shooting the crystal-like munitions pods provides the ship with weaponry, the more shots the pod takes the better the weapon received. In two-player mode additional pods appear, providing enough power for both fighters. If you're fighting alone there is a remote unit which fires as you do, and follows your every move unless you detach it from your ship.

THE SCOREBOARD



SHIP ENHANCEMENTS

MUNITIONS POD: Collecting a shield makes the ship invulnerable for five seconds (ship flashes). When shot pods change shape to indicate the enhancement that can be bolted on.

EXTRA FORWARD FIRE: At the start of each level you have two forward shots which can be increased to four.

TAIL FIRE: Gives the craft a formation of backward-firing bullets.

VERTICAL CANNON: Adds vertical fire to your arsenal.

TRIDENT: Enables two flanking guns to complement your main weapon.

CONVERGE: Adds two more shots to the main guns by diverting the ammo from the tail gun (if you already have one). Two extra fore gun enhancements are needed. (See Converge Status.)

BATTERY: Adds one extra energy storage cell to your craft, (maximum of four). Each one stores six charges, for use by the super weapons at the required time.

SUPER WEAPONS, ENERGY CONSUMPTION & REMOTE: Both ships have three super weapons, selected by either player by the keyboard. They are fired

by holding down the fire button for a few seconds.

When fired they use up energy, which is supplied by the ship's on-board generator system. This, on its own, stores six energy charges, and once fired you have to wait until the generator builds up to full power again. If, however, you have some batteries, the energy is dumped to an available battery and can be used later.

SUPER WEAPONS: Type A: Discharges a long sustained blast, which passes through solid matter destroying aliens or installations otherwise impossible to destroy. Uses two charges to fire; low availability. **Type B:** Releases a swarm of laser fire around the craft, protecting you from two directions. One charge per blast; medium availability. **Type C:** Fires a rapid burst of pulsed energy, ideal for close encounters in any environment. One charge per blast; very high availability.

THE REMOTE: In one-player mode, the second ship is replaced by an automatic drone. This follows you and can act as a shield against most enemy shots. It can also be detached from your craft (press space bar) and glides along its own trajectory, until you recall it (press space bar again).

CONTROLS

On title screen:
F1 - one- or two-player mode
F3 - switch between the three different starfields
F7 - demo mode
FIRE - starts the game

In game:

CBM Key - switch player one super weapon
? Key - switch player two super weapon
Space - toggle remote tracking on/off
Run/Stop - pause (fire restarts)
Q Key - quit

THALAMUS



THE HITS

1986 - 1988

CASSETTE 1
A: ARMALYTE - B:
HAWKEYE

CASSETTE 2
A: HUNTER'S MOON - B:
SANXION

CASSETTE 3
A: QUEDEX - B: DELTA

DISK 1: ARMALYTE
DISK 2: HAWKEYE
DISK 3:

A: DELTA and SANXION - B:
HUNTER'S MOON and
QUEDEX

LOADING INSTRUCTIONS

Cassette
Insert the tape into the tape player, making sure it is rewound. While holding down the SHIFT key, press RUN/STOP key. When the screen prompts you, press PLAY on the player. The game will now run 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.

ARMALYTE: After the loading picture, the message **ZERO COUNTER** will be displayed and the tape will stop. Reset or note the tape counter and press SPACE to continue loading. During play, when the message **REWIND TO ZERO** is displayed, the tape must be rewound to this point.

HAWKEYE: After Mix-E-Load II the message **ZERO COUNTER** will be displayed. At this point reset or note the tape counter reading. During play, when the message **REWIND TO ZERO** appears, the tape must be rewound to this point. **WARNING:** The tape will not stop running when the **ZERO COUNTER** is being displayed.

LOADING INSTRUCTIONS

Disk 1 and 2:
Insert the disk into the disk drive. Type LOAD "*", 8, 1.
A menu will now appear; select your preference.

Disk 3:
Insert the disk into the disk drive. Type LOAD "*", 8, 1.

Side A: When menu appears press 1 for DELTA or 2 for SANXION

Side B: When menu appears press 1 for HUNTER'S MOON or 2 for QUEDEX

If you have problems loading, remove any peripherals (such as printer, cartridges etc.) you have attached, and repeat the procedure above.



Compilation audiovisual concepts, packaging and programs
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