

MONSTER HUNTER

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64Kb
SRAM



USER'S MANUAL

The adventure

You are a hunter of monsters who without wanting has finished it his search in earth where he cannot leave. It needs to find the king and to ask for a safe-conduct that allows him to return to its true home. In its search it will have to draw for to an accumulation of adventures and feats that without a doubt will make speak of him not only in this kingdom but in other many.

How to play?

You can control the player with the keyboard (Cursors + Bar Space) or with a Joystick connected to port 1.

Main Screen

Once you take the game and after leaving the initial logo welcome. The title of the game appears and from we will be able here to accede to a menu where it is allowed us to choose between beginning a new game or continuing a previous one recorded in checkpoint.

The inventory

You will be able to accede to the same one pressed the space bar (or the firing of joystick). In you will find information of your state in the game, ítems, arms, defenses and magic. Using the directions Left and Right you will be able to accede cyclical to all the sections of the same one.

The shops

In the game you will be able to find 3 types of stores: ARMS, DEFENSE and MAGIC. The articles that you buy in them will help you at the time of desenvolverte in the combats against the different types from enemies. Also you will be able to sell bought articles that no longer you need.

The checkpoints

In the game you can find an special object that lets you save you game

state and then continue the game in other moment if you want.



NOTE: Dev'06 version saves the state using the cassette interface.

Weapons

	ATK		Nombre
	1D	100	Axe
	1D+1	200	Lance
	1D+2	300	Mallet
	1D+3	400	Sword
	2D	500	Axe
	2D+1	600	Lance
	2D+2	700	Mallet
	2D+3	800	Sword
	3D	900	Sword
	3D+1	1000	Sword
	3D+2	1100	Sword
	3D+3	1200	Sword
	4D	1300	Lance
	4D+1	1400	Lance
	4D+2	1500	Sword

Defenses

	DEF		Nombre
	+1	100	Armour
	+2	200	Yelmo
	+3	300	Shield
	+4	400	Armour
	+5	500	Yelmo
	+6	600	Shield
	+7	700	Armour
	+8	800	Yelmo
	+9	900	Shield
	+10	1000	Armour
	+11	1100	Yelmo
	+12	1200	Shield
	+13	1300	Armour
	+14	1400	Yelmo
	+15	1500	Shield

Magics

	Nombre	A	D	R
		T	E	N
	100			1
	200			1
	400			1
	800			1
	500	1	1	3
	600	2	2	3
	700	3	3	3
	800	4	4	3
	900	2	2	5
	1000	3	3	5
	1100	4	4	5
	1200	5	5	5
	1300	3	3	7
	1400	4	4	7
	1500	5	5	7

Items

	Princes's Ring
	Cat
	Glasses to see enemies
	Red Key
	Blue Key
	Green Key
	Gold Key
	Yellow Key
	White Key
	Black Key
	Pink Key
	Ron Bottle
	Real Safe-Conduct
	Medussa's Yellow Eye
	Medussa's Blue Eye
	Medussa's Green Eye
	Medussa's Red Eye

Characters

You could find diferent characters during all the game time that can help you to finish your mission.

	Player
	Villager
	Old Saul
	Aunt Maripili
	GrandMother's Wood
	Princess
	The King
	Weapon's Seller
	Defense's Seller
	Magic's Seller

Enemies

	Green Slug
	Blumugol
	Dwarf
	Ghost
	Greenugol
	Blue Slug
	Blue Drak
	Mosca
	Mosquito
	Mouse
	Musgorro
	Pollo
	Red Drak
	Red Slug
	Setorro
	Skeleton
	Sword
	Crack
	Eye
	Stonus
	Big Dwarf
	Big Slug
	Worm

Bosses

	Kraken
	Cyclops
	Minotaur
	Medussa
	Colossus

The Fighting System

Use all your weapons against all kinds of enemies. The weapons let you reduce life points to the enemy. The defense let you avoid attack points from enemy. Kill the enemies is a good way for obtaining money and increase all your attack & defense capabilities.

Coins

You could see the possibility of going collect an item like:



In this way you can obtain extra money. There is a limited number. You should attempt to collect the max number possible! There are many hidden in secret places.

Credits

NERLASKA Studio
(www.nerlaska.com)

Coding & Direction:
Alberto De Hoyo

Graphics & Design:
David Casanovas

Music & Scene:
Manuel Dopico

Manual & Localization:
Alberto De Hoyo

English Translation:
Patrick van Arkel

Greetings:
Karoshi's Forum People
MRC Forum People
And you!

Special Greetings:
Rosaura y Daniel
For your support

ROM features

Mapper Konami SCC
128 Kb

Note

The game has a cheat for enabling the
SCC Sound mixed with PSG at the
same time.

For enabling press the key '0'
For disabling press the key '1'