THE HUNT
Search for Shauna

BY IAN MURISS

INTRODUCTION

As the pilot of an intergalactic space craft, you have searched the galaxy for the kidnapper of your crew member Shauna. Your mission has led you to an enormous space station, devoted to scientific study and experimentation, where you have finally docked in berth 5820. Your space craft is battered and on the verge of collapse. Only the 'hull intergrity system' is preventing loss of atmosphere and that, too, will fail in a few seconds time!

You are on the last stages of the hunt. Your search for Shauna is almost over. All you must do, now, is escape to the space station, explore it and find Shauna, and return with her to the flight deck of your ship.

RUNNING THE GAME:

Insert the game disc into DRIVE 0. Hold down the SHIFT key and press BREAK. Release the BREAK key and then release SHIFT.

ENTERING COMMANDS:

The Hunt has a command line interpreter which allows sentences but not multiple statements. In other words, a command such as GIVE GUN TO LUGOBOT would be understood, but EXAMINE THE GUN THEN GO NORTH would not.

The usual adventure words may be used. For example INV gives an inventory or list of your possessions; LOOK describes your surroundings; EXAMINE takes a close look at an object; GET picks up and object and DROP leaves an object behind. GET and DROP may be used with an object name, for example GET GUN, or with the words ALL or EVERYTHING. GET on its own gets the first object in the room.

SAVE will store your position to your own blank disk.

LOAD or RESTORE will load a previous position from your save-game disk.

With SAVE and LOAD you will be asked to specify your destination drive. You must press either 0 or 1. You should then type in your desired file name. To abort the procedure, simply press RETURN rather than a file name. REMEMBER, always insert your program disc into DRIVE 0 before commencing play!.

GROFF or TEXT will turn off the graphics, while GRON or GRAPHICS will turn them back on again.

QUIT restarts the game from the beginning.

The following directional commands are understood: NORTH (N), SOUTH (S), EAST (E), WEST (W), NORTHEAST (NE), NORTHWEST (NW), SOUTHEAST (SE) and SOUTHWEST (SW). UP and DOWN and IN and OUT may also prove useful in places.

Response times are very fast - never more than about half a second with graphics and virtually instantaneous without them. Some of the graphics are stored on the disc to free memory for the program and allow highly detailed depictions of certain locations.

CHARACTERS:

In your quest you will meet various characters including the Lugobot, the terse Servobot, the Aggrodroid and the Guardroid! A monkey and a dog should prove useful and if you are a particularly skilled adventurer you will meet the evil kidnapper and hopefully Shauna herself!

HINTS AND TIPS:

Make a map! The hunt has many locations, each beautifully illustrated, and it is quite easy to become lost.

Every object has a use. some have several uses.

There is no magic in The Hunt, but in a science fiction adventure who knows what might happen?!

Getting started: EAST. WEAR GYRO. WEST. WEST. GET SCRAP... HIRE TAXI...

OBTAINING FURTHER HELP:

To obtain a complete solution to The Hunt send a stamped, self-addressed envelope, together with THREE FIRST CLASS STAMPS to: Help with The Hunt, Robico, 3 Fairland Close, Llantrisant, Mid Glamorgan, CF7 8QH.

OTHER ROBICO ADVENTURES:

THE RICK HANSON TRILOGY - SAGA OF A SPY is a brilliant series of thrillers made up of the award winnig RICK HANSON (best Electron adventure and joint best BBC adventure . A&B COMPUTING ADVENTURE AWARDS 1986), PROJECT THESIUS and the outstanding MYOREM.

ENTHAR SEVEN our massive 450 location disc only mega-adventure which won the award for Best Overall Adventure in the A&B COMPUTING ADVENTURE AWARDS and was hailed as an all time classic in COMPUTER + VIDEO GAMES.

ISLAND OF XAAN our first ever release back in 1984 and still one of the better adventures available today.

In the pipeline are REALM OF CHAOS - VILLAGE OF LOST SOULS and BLAZING STAR.