

THALAMUS



Hunter's MOON

Level Editor Guide

HUNTER'S MOON LEVEL EDITOR

INTRODUCTION

The Hunter's Moon level editor allows you to create your own levels and save them to the cartridge for later use. You can create up to nine different levels (referred to as 'buffers' within the editor), which are separate entities from the game's regular 181 levels.

The editor allows you to change most of the level parameters, including:

- Starcell quota (up to a maximum of four) and their positions.
- Worker quota (up to a maximum of eight), their type, modes, and positions.
- The Special Features (Wormcells, Darkcells, Stargates, Switchers, etc.).
- The level's colour scheme (multi-colour 1 and 2).

A variety of additional options also allow you to:

- Copy an existing game level into a level buffer.
- Copy a level buffer to another level buffer.
- Save the level buffers to the cartridge.
- Play the level to test drive your latest creation.

NOTE: The editor has been designed to be as flexible as possible while restricting certain settings to avoid unpredictable results that might crash the game or produce on-screen corruption. However, there may still be the odd occasion where certain combinations of special features and Worker behaviours (for example, Stargates) may produce unexpected results. Therefore, please follow the instructions carefully to avoid any potential issues.

LOADING

Switch off the C64/128 and insert the Hunter's Moon cartridge into the expansion port of the computer with the label facing UP.

Hold the **C** key while switching on the C64/128, then select **LEVEL EDITOR** from the Boot Menu.

NOTE: To prevent hardware damage, please ensure that your C64/128 computer is switched **OFF** before you attach or detach any hardware devices.

SECTION 1: LEVEL DESIGN

THE BASICS

Each level in Hunter's Moon comprises two key entities: **Workers** and **Starcells**. A level may contain up to eight Workers and four Starcells, but must contain at least one Worker and one Starcell as a bare minimum.

Workers are indestructible spheres, which travel around the level creating '**hives**' made up of either **3x3 cells** or **single (1x1) cells**. Workers are typically white, but this colour can change depending on any special features which may be active. For example, Workers are purple on Darkcell levels, red during Blackout levels, yellow on Steampunk levels, and so on.

Starcells are essentially a twinkling mass of stars, and all Starcells on each level must be collected by the player in order to complete the level. Some Worker types may drop 'dummy' Starcells to act as a distraction or confuse the player.

Other Special Features such as Stargates allow Workers to drop Starcells which act as passageways through otherwise impenetrable hives, while Jumpgates cause the Starcells to jump to random locations every few seconds.

WORKER BEHAVIOUR

Considering the beauty and complexity of their creations, the Workers obey a very simple set of fundamental rules:

1. Drop a specified number of cells while moving in a specific direction
2. Turn by a multiple of 45 degrees
3. Repeat...

A square structure would therefore consist of move/drop cells, turn 90 degrees, then repeat, with the square complete after the four 'sides' have been created. On the other hand, move/drop cells followed by turn 45 degrees, performed eight times, would result in an octagon.

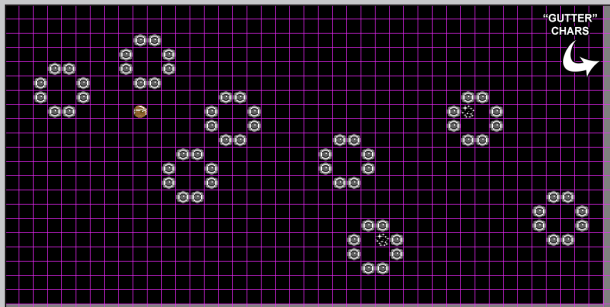
The more cells dropped before each turn, the larger the overall structure. Additionally, the more multiples of 45-degree turns there are at the end of each side, the more convoluted the hive becomes.

TIP: Use really large turn angles and the hives will get unpredictable and ever more complex and jewel-like.

LEVEL LAYOUT

Each level in the Hunter's Moon universe is 128 by 64 characters (a little over three screens wide and two screens high). Once the Hunter reaches any edge of this universe, it will 'wrap around' to the opposite side.

However, despite being the perfect mathematical size to fit into the C64's memory, there is one downside to the level dimensions: 3x3 cells do not divide neatly into 128 or 64, and thus there is a two-character **gutter** down the right hand side of the level, and a one-character gutter along the bottom.



Single-cell structures fit into this world perfectly, so if a single-cell Worker goes beyond one edge it will wrap around to the opposite side. In other words, when designing levels with single cells you can largely ignore the boundaries; really large designs will wrap around themselves and form ever more complex structures as more cells are dropped.

However, 3x3 cell structures and Starcells do not fit neatly beyond the edges of this world due to the gutters, so if a 3x3 Worker reaches an edge it will 'fold back' in the opposite direction. Although this means that you cannot create huge 3x3 constructions that smoothly cross the level boundaries, the fold-backs will create ever more complex constructions that are well worth exploring (see levels 85, 87, 88, 92, 93, 115, 122, 123, 165, 174, 178, and 181).

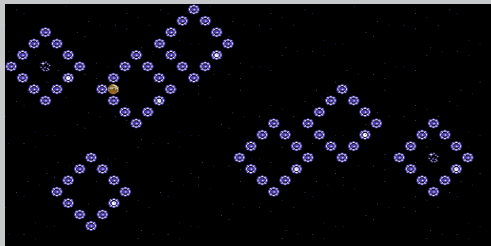
Additionally, while 3x3 cell structures dropped near a boundary may leave a horizontal or vertical gap where the gutters are, this is a minor irritation that results in minimal graphic disruption (see levels 16, 20, 36, 37, and 38).

NOTE: For clarity, the level boundaries are shown in the level editor as solid lines. These boundary lines are particularly useful in Place Mode as you position Workers and Starcells on the map.

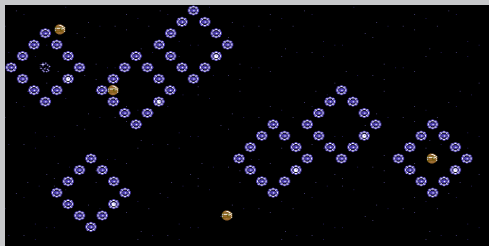
HUNTER START POSITION

When it comes to the Hunter's starting position, there are two options:

1. A consistent fixed position
2. A random position, chosen from one of four possible locations



The fixed start position



The four possible random start positions

While the vast majority of levels use a fixed position, which offers players a certain degree of stability and consistency, using a random start position introduces an element of uncertainty and can help prevent a level from becoming too easy, predictable, or repetitive. The Hunter's start position appears in the level editor as a 3x3 grid made up of the letter "P".

- To change the start position, set **START POS** (Menu 1) to **FIX** or **RND**

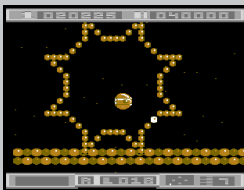
TIP: When using random start positions, care should always be taken to ensure that the Hunter does not materialise over the top of a Worker or hive.

MIXING 3X2 AND SINGLE-CELL WORKERS

The majority of levels in the original game use either 3x3 cell Workers or single cell Workers; this helps to prevent on-screen graphic corruption where fragments of 3x3 cells can be seen.

That said, with a little care, both types can both be used effectively in the same level, although such level designs can take a lot longer to perfect. Here are the three approaches to consider:

1. With Puzzles, single cell drops should be adjacent to 3x3 cell structures, to minimise such corruption, or designed so that such corruption is swiftly overwritten (see levels 16, 97, 118, 124, and 141).
2. Single cell and 3x3 cell Workers can each be positioned carefully so they don't overlap, for more complex structures (level 21). These can take a long time to design, however.
3. Single cell Workers can be positioned carefully to patrol the empty corridors between 3x3 structures (see levels 84, 113, 120, and 156).



IMPORTING LEVELS

The level editor gives you the ability to import any of the 181 levels from the game into one of the editor's level buffers. This allows you to study the game's levels to see how they were created, or use them as a starting point for your own creations.

However, please be advised that the editor performs a number of tweaks as the data is imported: the most significant of these is the 'snap' feature, which subtly adjusts the positions of any Workers or Starcells which aren't aligned to the editor's underlying 3x3 character 'grid'.

A notable example is level 16, where the single cell Workers no longer intersect with the 3x3 Workers, and thus it's impossible to blast through the walls (such issues are a simple fix, thankfully – simply move the Worker's start position).

MISCELLANEOUS TRICKS & TIPS

Here are a few basic tricks and tips to help you get the most out of the level editor and design some truly dazzling creations:

- Levels 1 and 2 make great starting templates for levels of all kinds (import them into the editor via Menu 4).
- Each level buffer contains Level 1 as default; whenever a buffer is reset, Level 1's data is automatically used.
- If you wish to create a worker that drops dummy Starcells, ensure that **WORKER TYPE** (Menu 3) is set to **00**.



- When editing Darkcell levels, turn Darkcells **OFF** when positioning the Starcells (otherwise you can't see them!).
- **APPEAR TIMER** (Menu 1) controls how long the Hunter spins before the level begins; increase this value and your hives will be more 'developed' when the player enters the level.
- The Level Editor is localised for French, German, Italian, and Spanish. Simply choose the desired language on the Boot Menu before starting the Level Editor.

SECTION 2: HELLO WORLD

THE FIRST STEPS

To give you an idea of how easy it is to set up a level and its inhabitants, let's walk step-by-step through the process of modifying level 1 by adding Workers and Starcells and changing a Worker's movement pattern.

LEVEL SETUP

- Hit F7 and copy level 01 to the current buffer.
- Hit F1 and change **MULTI-COLOUR 1** to **06** and **MULTI-COLOUR 2** to **0E** for a cool blue colour scheme.

ADDING A NEW STARCELL

- Now change **STARCELLS** to **01** to add another Starcell to the level.
- Hit F3 and change **STARCELL** to **01** to choose the Starcell you created.
- Change the **X POSITION** to **1C** and the **Y POSITION** to **31**.

ADDING A NEW WORKER

- Hit F1 and change **WORKERS** to **03** to add another Worker to the level.
- Hit F5 and change **WORKER** to **03** to choose the Worker you just created.
- Change **WORKER TYPE** to **12** to select one of the smaller cell types.
- Select PLACE MODE, then position the Worker directly on top of the Starcell you recently positioned (place the Worker by pressing FIRE).
- Back in the Workers menu, change the **X POSITION** to **13** and the **Y POSITION** to **3A** to move it a safe distance away from the Starcell.
- Set **START DIR** to **01** so the Worker moves UP when the level begins.
- Set the **LENGTH** to **0F** – this sets how many hive cells are dropped before the Worker makes a turn.
- Next, set the **TURN DIRECTION** to **02**. This value denotes a multiple of 45 degrees (2x 45 degrees is 90 degrees, so the Worker will turn 90 degrees every time and eventually create a square).

Finally, hit F7 and choose **PLAY LEVEL**, then fly directly up (or down!) to see your newly-created Worker and Starcell.

SECTION 3: SPECIAL FEATURES

INTRODUCTION

The various special features found on later levels can greatly influence the final look of the hives and the feel of the gameplay. Each of the first 11 star systems introduce a new special feature; the only exception to this is the 'Homework' (or 'Homing Workers') special feature, which doesn't make an appearance until level 117 in system 15.



The full rollout order of special features is as follows:

- **System 2 / Attackers:** Hive cells that randomly fire deadly Spores
- **System 3 / Homing In:** Hive cells that fire tenacious Homing Spores
- **System 4 / Puzzles:** A mix of destructible and indestructible cell types
- **System 5 / Wormcells:** Nomadic snake-like hives roaming through space
- **System 6 / Darkcells:** Invisible Starcells that are only visible on radar
- **System 7 / Stargates:** Invincible Workers that drop 'dummy' Starcells
- **System 8 / Switchers:** Workers that change direction without warning
- **System 9 / Jumpgates:** Starcells that jump to random locations
- **System 10 / Blackouts:** Hives and Starcells disappear for short periods
- **System 11 / Steampunk:** A series of dark, devious, and intricate levels
- **System 15 / Homework:** Workers which will doggedly pursue the Hunter

ATTACKERS

Attackers are 3x3 hive cells which will randomly become animated and start firing spores (see levels 6, 7, 8, 9, 10, 11, 12, 13, 14, and 15).

NOTE: Hive cells will cease to be Attackers once they scroll off-screen. Additionally, Attackers cannot be 'overwritten' by other Worker cells, which makes for some interesting player challenges.

To allow a 3x3 Worker to drop Attackers which fire spores:

- Ensure that **WORKER TYPE** (Menu 3) contains the same value as **3x3 ANIMATION** (Menu 3).

TIP: 3x3 Workers will only fire spores if they are an Attacker; conversely, all single cell Workers fire spores regardless.

HOMING IN

These levels typically contain Attackers which fire homing spores, namely the Tumbling Eyeball (Worker **05**) and Metal Disk (Worker **06**) (see levels 10, 14, 15, and 18).

To allow a 3x3 Worker to drop Attackers which fire homing spores:

- Ensure that **WORKER TYPE** (Menu 3) and **3x3 ANIMATION** (Menu 3) are set to **05** or **06**.

TIP: If **3x3 ANIMATION** is set to **05** or **06**, all single-cell Workers on that level will also fire homing spores. A value of **05** produces tight-radius homing spores, while **06** generates looser radius homing spores.

PUZZLES

These levels rely heavily on the interactions between different Worker types, some of which drop indestructible cells, while others drop destructible cells; these intersections provide handy spots where you can temporarily blast a path through an otherwise impenetrable barrier (see levels 16, 20, 26, 28, 48, 49, 89, 97, 118, 141, 144, and 176).

Both the 4-Sphere Cube (Worker **09**) and Armoured Eyeball (Worker **0A**) are indestructible, as is the Single Armoured Square (Worker **11**).

WORMCELLS

These sinister creations are single-cell structures that are 32 cells long. When travelling in straight lines they do indeed look like worms (see levels 22, 44, 45, 51, 91, 120, 121, 140), but can also be configured to create more complex geometric shapes (see levels 23, 24, 25, 27, 117, 145, 157, 159, 169, 170, and 172), or even creeping masses (see levels 84, 156, 167, and 173).

To activate Wormcells:

- Set **WORMCELLS** (Menu 1) to **ON**.

All single-cell workers on the level will automatically become Wormcells.

TIP: Wormcells can happily co-exist with most other special features, including Switchers and Homework.

DARKCELLS

Darkcells are invisible Starcells which can only be located by using the radar (see levels 29, 30, 32, 33, 34, 95, 110, 125, and 143).

NOTE: The Hunter's laser cannons are also useful for locating Darkcells which may be lurking nearby – the lasers won't pass through the Darkcells.

To activate Darkcells:

- Set **SPECIAL 1** (Menu 1) to **DRK**.

All Starcells on the level will now automatically become Darkcells.

TIP: With Darkcells active, the game automatically sets the third on-screen colour (and Workers) to purple, so be sure to configure your colour scheme to compliment this.

STARGATES

Stargates are 3x3 cell types which periodically drop 'dummy' Starcells instead of their normal payload; these dummy Starcells can be used to create openings in otherwise solid structures, or cunningly mask the location of real Starcells (see levels 36, 37, 38, 39, 40, 41, 42, 43, 122, 156, and 179). With Starcells active, all 3x3 and single cell Workers present on the level will become invincible (their colours will flash to illustrate this).

To activate Stargates:

- Set **SPECIAL 2** (Menu 1) to **SGT**.

All 3x3 Workers present on the level will now drop false Starcells.

To specify how many regular cells are plotted before a false Starcell is dropped:

- Set **STARGATE VALUE** (Menu 1) to the desired value.

TIP: If this value exceeds a certain number (**10**) the Workers will drop more than one Starcell at a time. Higher numbers provide even more unique dropping patterns.

To specify which regular cell type is dropped by the Workers:

- Set **STARGATE TYPE** (Menu 3) to the desired value.
- Ensure that **WORKER TYPE** (Menu 3) contains the same value as **STARGATE TYPE** (Menu 3).

TIP: If the value in **STARGATE TYPE** does not match the value in **WORKER TYPE** you may occasionally see one cell type being overwritten by the other. This could be used to produce some interesting level designs, but in general it's advisable to keep these two values the same.

Finally, to allow a 3x3 Worker to also drop Attackers which fire spores:

- Ensure that **WORKER TYPE** (Menu 3) contains the same value as **3x3 ANIMATION** (Menu 3).

TIP: As all Workers on Stargate levels are invincible, the addition of invincible Attackers can make for a formidable challenge, especially if the Workers fire homing spores. Use this feature with caution!

SWITCHERS

Switchers are Workers that periodically reverse their direction, and can be used with either 3x3 or single cell Workers. A basic Switcher could be one which simply travels back and forth along a set path, but with more complexity they can become a recursive tool to generate complex hives using just one single cell Worker (see levels 47, 148, 149, 164, 166, 170, 171, and 180).

To activate Switchers:

- Set **SPECIAL 2** (Menu 1) to **SWT**.

However, this won't take effect until you set **SWITCHER TYPE** and **WORKER TYPE** (see below).

To specify how many regular cells are plotted before a Switcher changes direction:

- Set **SWITCHER VALUE** (Menu 1) to the desired value.

To specify which Worker type will be turned into a Switcher:

- Set **SWITCHER TYPE** (Menu 3) to the desired value.
- Ensure that **WORKER TYPE** (Menu 3) contains the same value as **SWITCHER TYPE**.

Finally, to allow a 3x3 Worker to also drop Attackers which fire spores:

- Ensure that **WORKER TYPE** (Menu 3) contains the same value as **3x3 ANIMATION** (Menu 3).

TIP: In practice, 3x3 Switchers generally perform better with smaller 'side lengths' (controlled by **SWITCHER VALUE**) and positioned so that the structure doesn't bounce off the level boundaries (see level 178).

HOMEWORK

Homework (short for 'Homing Workers') are single cell Workers which move in octagonal patterns until the Hunter is nearby, whereupon they'll home-in on the Hunter before resuming their movement pattern. Homing Workers can be particularly tricky, especially with a small octagon radius or multiple Workers on the same level (see levels 111, 117, 124, 145, 159, 160, and 167).

To activate Homing Workers:

- Set **SPECIAL 2** (Menu 1) to **HMW**.

However, this won't take effect until you set **WORKER TYPE** and **TURN DIRECTION** (see below).

To specify the radius of the Homing Worker's octagon:

- Set **HOMEWORK SIZE** (Menu 1) to the desired value.

To allow a single cell Worker to become a Homing Worker:

- Ensure that **WORKER TYPE** (Menu 3) is a single cell value (**10** to **13**).
- Ensure that **TURN DIRECTION** (Menu 3) is set to **00**.

NOTE: Without **TURN DIRECTION** set to **00**, the Worker will attempt to follow the normal drop/turn rules, with erratic results.

TIP: Experiment with **HOMEWORK SIZE**. A value of **04** or **05** allows the Worker to travel in slow, lazy circles around the Hunter, making them comparatively easy to avoid, while a value of **01** or **02** means they home in very close and are almost impossible to avoid (see level 124, which has one Homing Worker with a radius of **04**).

JUMPGATES

A new feature in the Hunter's Moon universe, Jumpgates are Starcells which periodically jump to a random location somewhere in the level. With Jumpgates activated, all Starcells present on the level will jump to a new location every few seconds (see levels 52, 53, 55, 57, 58, 60, 77, 78, 99, 105, 127, and 129).

NOTE: The Jumpgate timer will not take effect until the 8-second countdown at the start of each level (the time allotted for players to attempt to collect the flashing Starcell) has finished.

To activate Jumpgates:

- Set **SPECIAL 1** (Menu 1) to **JUM**.

All Starcells present on the level will now jump to new locations every X seconds depending on **JUMPGATE TIME** (see below).

To specify the time (in seconds) between Starcell jumps:

- Set **JUMPGATE TIME** (Menu 2) to the desired value.

TIP: Be careful when using Jumpgates, as they may end up in the middle of an indestructible hive!

BLACKOUTS

Another new feature, Blackout levels feature hives that flicker and turn black for a certain amount of time before reappearing again. Naturally, when the hives are black they cannot be seen against the darkness of space, and as such Blackout levels can be considerably more ominous and intimidating than a typical level (see levels 61, 63, 65, 69, 70, 71, 98, 102, 131, and 138).

To activate Blackouts:

- Set **SPECIAL 1** (Menu 1) to **BLA**.

All hives and Starcells present on the level will now disappear and reappear every 8 seconds.

TIP: With Blackouts active, the game automatically sets the third on-screen colour (and Workers) to red, so be sure to configure your colour scheme to compliment this.

STEAMPUNK

Steampunk levels are hand-crafted creations by Martin Walker, which combine single cell and 3x3 cell structures (and other special features) in unique ways to create levels with a subtly different vibe to the regular Hunter's Moon levels (see levels 72, 73, 74, 75, 76, 77, 78, 79, and 80). Steampunk level functionality is not built into the level editor.

COMBINING SPECIAL FEATURES

When designing a Hunter's Moon level, it's important to consider the implications of combining multiple special features. For many of the original game's levels, simplicity – the 'less is more' style of thinking – serves the game well. Indeed, there are only a few levels in the game where multiple special features are used (typically Wormcells in addition to something else).

The editor allows the following combinations of special features:

$$\begin{array}{c} \text{WORMCELLS} \\ + \\ \text{DARKCELLS or BLACKOUTS or JUMPGATES} \\ + \\ \text{STARGATES or SWITCHERS or HOMEWORK} \end{array}$$

While the editor has been carefully designed to restrict certain special feature combinations and thus avoid a multitude of problems, using some features together still requires caution (see level 177, which has Switchers and Homework enabled, causing the Workers to move in unorthodox ways).

SECTION 4: EDITOR MODES

INTRODUCTION

In order to provide maximum usability, the editor comprises five different modes: Menu Mode, View Mode, Place mode, and Test Mode.

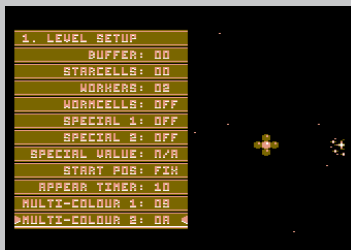
MENU MODE

Menu Mode allows you to access the four different menus which contain the various settings and options. A reduced view of the level appears on the right-hand side of the screen, which typically focuses on the last Worker or Starcell selected.

Most settings can be changed using Left/Right, while others are selected by pressing Fire (some of these trigger additional Y/N prompts to confirm your choice – use Left/Right to choose **YES** or **NO** and press Fire to confirm). Whenever a setting is changed, the level resets, allowing you to instantly see the effect on the level.

Note that the editor uses the hexadecimal (or hex) number system; this can take some getting used to. Additionally, editor values typically start at 0 instead of 1 (for example, there are four Starcells on each level, numbered **00-03**).

Also, be aware that when changing certain settings, the editor may skip over values which are either unused by the game engine, marked as N/A (not applicable), or designated as prohibited.



CONTROLS

- F1-F7 - Select Menu 1-4
- Up/Down - Move selection cursors
- Left/Right - Change values
- Fire - Initiate item (if applicable)
- Space - Toggle Menu/View Mode

VIEW MODE

View Mode is accessible from Menu Mode and allows you to scroll around the level to see the level's layout. When in View Mode, the word **VIEW** is displayed in the corner of the screen (this helps distinguish between View Mode and Place Mode).

Additionally, pressing keys 1-8 will jump to that particular Worker, while pressing keys Q, W, E, and R will jump to Starcells 1-4 respectively. These shortcuts allow you to navigate around the level with considerable efficiency.



CONTROLS

- 1-8 - Select Worker 1-8
- Q/W/E/R - Select Starcell 1-4
- Joystick - Scroll around the level
- Space - Toggle View/Menu Mode

PLACE MODE

Place Mode is accessible from the Workers or Starcells menus and allows you to scroll around the level and 'place' the currently selected Worker or Starcell. When in Place Mode, the word **PLACE** is displayed in the corner of the screen (this helps distinguish between Place Mode and View Mode), along with the Worker's or Starcell's current X and Y position.



CONTROLS

- Joystick - Scroll around the level
- Fire - Place Worker/Starcell

TEST MODE

Test Mode is accessible from the Miscellaneous menu and allows you to play the currently selected level like a regular game. When in Test Mode, the word **TEST** is displayed in the corner of the screen. Completing the level, losing all of your lives, or quitting via the pause menu will return you to the editor.



CONTROLS

- Joystick - Move Ship
- Fire - Fire laser cannons
- Run/Stop - Pause game
- Q - Quit to Level Editor

SECTION 5: EDITOR MENUS

LEVEL SETUP MENU



BUFFER	Select level buffer (00-08)
STARCELLS	Set the number of Starcells on the level (00-03)
WORKERS	Set the number of Workers on the level (00-07)
WORMCELLS	Toggle Wormcells ON or OFF
SPECIAL 1	Select Special Feature 1 (Darkcells, Blackouts, or Jumpgates)
SPECIAL 2	Select Special Feature 2 (Stargates, Switchers, or Homework)
SPECIAL VALUE	Set the value used by Stargates, Switchers, or Homework: <ul style="list-style-type: none">- Number of cells plotted before a false Starcell is dropped- Number of cells plotted before Switcher changes direction- The radius of the Homing Worker's octagonal shape
START POSITION	Set the Hunter's start position (Fixed or Random)
APPEAR TIMER	Set how long the Hunter spins before a level begins
MULTI-COLOUR 1	Set Multi-Colour 1
MULTI-COLOUR 2	Set Multi-Colour 2

STARCELLS MENU



STARCELL	Select Starcell (00-03)
X POSITION	Set the X position of the current Starcell
Y POSITION	Set the Y position of the current Starcell
JUMP GATE TIME	Set the number of seconds between Jumpgate jumps
PLACE MODE	Enter Place Mode (press Fire to position Starcell)

WORKERS MENU



WORKER	Select Worker (00-07)
3X3 ANIMATION	Set which 3x3 animation is used: <ul style="list-style-type: none">- If this value = WORKER TYPE value, Worker = Attacker
WORKER TYPE	Set Worker type: <ul style="list-style-type: none">- 01 = Worker is animated / non-firing- 02-0A, 10-13 = Worker is non-animated / non-firing
SWITCHER TYPE	Set which Worker type is a Switcher
STARGATE TYPE	Set the 3x3 cell type dropped by Stargate Workers
X POSITION	Set the X position of the current Worker
Y POSITION	Set the Y position of the current Worker
START DIRECTION	Set the start direction of the currently selected Worker: <ul style="list-style-type: none">- 01 = Up, 03 = Right, 05 = Down, 07 = Left
LENGTH	Set the number of cells plotted before the current Worker turns
TURN DIRECTION	Set the turn direction of the current Worker: <ul style="list-style-type: none">- This value denotes a multiple of 45 degrees (02 = 90 degrees)- This must be set to 00 to create a Homing Worker (Homework)
PLACE MODE	Enter Place Mode (press Fire to position Worker)

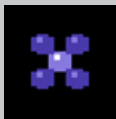
MISCELLANEOUS MENU



COPY LEVEL	Copy the selected game level to the current level buffer
COPY BUFFER	Copy the selected level buffer to the current level buffer
INVINCIBILITY	Toggle invincibility ON or OFF (in Test Mode)
PERMA-SHIELDS	Set the number of Perma-Shields (in Test Mode)
RESET LEVEL	Reset the current level buffer back to the default values
PLAY LEVEL	Play the current level (in Test Mode)
SAVE LEVELS	Save the level buffers to the cartridge
QUIT EDITOR	Exit the Level Editor and return to the Boot Menu

APPENDIX A: 3x3 CELL TYPES

CRYSTAL



Worker #: 02
Firepower: Single Spores
Hits to Kill: 1

METAL CRYSTAL



Worker #: 03
Firepower: Single Spores
Hits to Kill: 1

TUMBLING DOUGHNUT



Worker #: 04
Firepower: 8-Way Spore Bursts
Hits to Kill: 2
Notes: A 3x3 gap is left between each Doughnut

TUMBLING EYEBALL



Worker #: 05
Firepower: Homing Spores
Hits to Kill: 1

METAL DISK



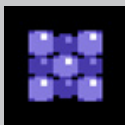
Worker #: 06
Firepower: Homing Spores
Hits to Kill: 4

BLINKING EYEBALL



Worker #: 07
Firepower: Single Spores
Hits to Kill: 2

9-SPHERE CUBE



Worker #: 08
Firepower: Single Spores
Hits to Kill: 1

4-SPHERE CUBE



Worker #: 09
Firepower: Non-Firing
Hits to Kill: Indestructible

ARMOURED EYEBALL



Worker #: 0A
Firepower: Single Spores
Hits to Kill: Indestructible

APPENDIX B: SINGLE CELL TYPES

SINGLE METAL SPHERE



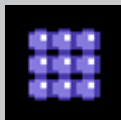
Worker #: 10
Firepower: Single Spores
Hits to Kill: 1

SINGLE ARMoured SQUARE



Worker #: 11
Firepower: Single Spores
Hits to Kill: Indestructible

SINGLE SPHERE



Worker #: 12
Firepower: Single Spores
Hits to Kill: 1

SINGLE DARK SPHERE



Worker #: 13
Firepower: Single Spores
Hits to Kill: 1

CREDITS & ACKNOWLEDGEMENTS

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ANDY ROBERTS

Additional Design & Documentation

MARTIN WALKER

Coding & Late Nights

DAN HOTOP

Test Pilots

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Special Thanks

JENNIFER ROBERTS

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