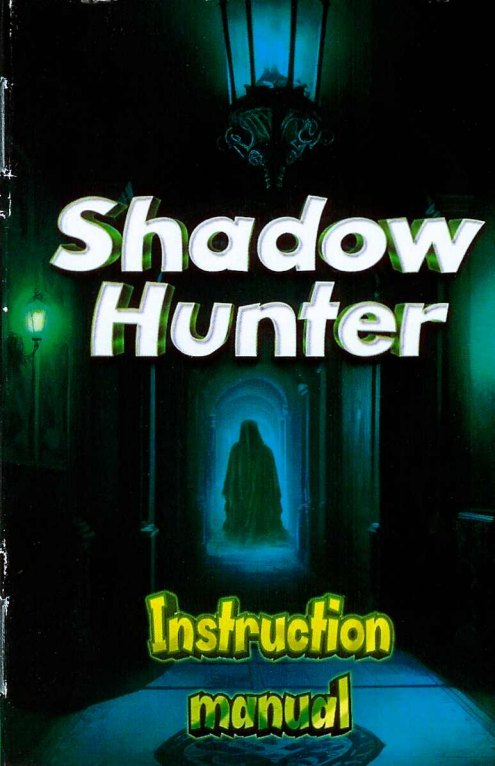


The background of the cover is a dark, atmospheric illustration of a hallway. In the center, a figure in a dark, hooded cloak stands in a brightly lit archway at the end of the hallway. The walls are dark and textured, with a small, glowing light fixture on the left wall. The overall color palette is dark with highlights of yellow and red.

Shadow Hunter

Instruction
manual

Story

The young ghost hunter Jack Slimer has been hired to end a ghost pest in the Sandy Candy sweet factory, located in the Hell's Kitchen neighborhood in New York, we don't know anything about its owner Sandy, so we think we find hidden inside the four floors building.



How to play

You must catch all the ghosts of each screen, only in this way you can activate the trap that you must collect and activate it to finally enclose them and move on to the next screen.

You will find levers that give you access to restricted areas, as well as areas with blades or lava that will make your life a little more difficult.

Time is limited on each screen so you don't fall asleep.

Once you have caught all the ghosts of the 4 floors of the building you will have completed your mission, good luck!



Controls

Q/UP - Jump

A/DOWN - Activate trap

O - Left

P - Right

SPACE/FIRE - Proton blaster



Load

464: run"

6128/664: |tape run"



Credits

Coder: Manuel Garcés @mananuk

Ingame music: Xenomorph

Test: Hicks & Sr.Patata

Wavs & physical testing: Juan Antonio Rubio

Cover & Edited by: Felipe Monge @vakapp

Loading screen: Eric Cubizolle TITAN

Tools: MK1 & WYZTRACKER

Special thanks to Mojon Twins for their MK1 engine and making this little dream come true.



Gracias por ayudarme
a atrapar a estas
fantasmas. Mananuk



<<Thank you for helping me catch
these ghosts.>>

SHADOW HUNTER

By: Mananuk

POR-045

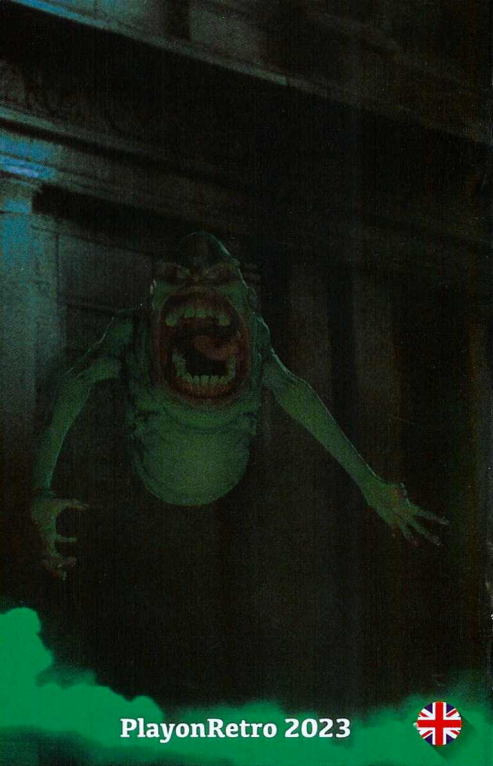


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MINK





PlayonRetro 2023

