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THORN EMI VIDEO

for COMMODORE† VIC–20†

Mutant Herd *Save the powerhouse from crazy mutants!*

Hoardes of plutonium-crazed mutants swarm out of their burrows to sap the vital energy from an important powerhouse.

You are a ruthless mutant slayer, specially commissioned for the job. While you manipulate two laser barriers to keep the mutants out, you must try to find the mouth of the burrow.

Once inside, you must descend to the bowels of the earth, dodging falling rocks, to destroy the mutant eggs.

You risk being eaten alive as you place an explosive charge by the eggs; and getting crushed by the rocks as you climb to the surface to detonate it!

In two exciting, action-packed parts, Mutant Herd is an entirely new concept in computer games. It features lively, full-colour animation with joystick or keyboard control.

Number of players: 1 or 2
Cartridge

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Home Computer Software

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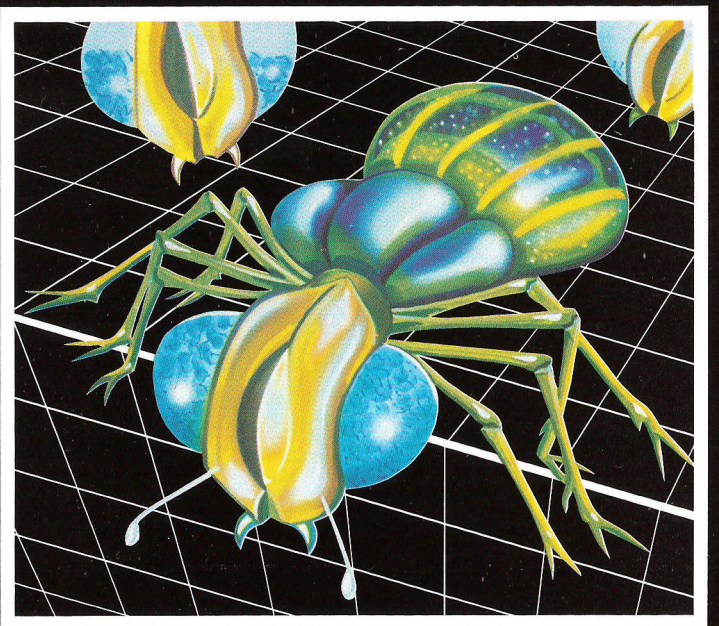
MUTANT HERD



Cartridge

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Home Computer Software

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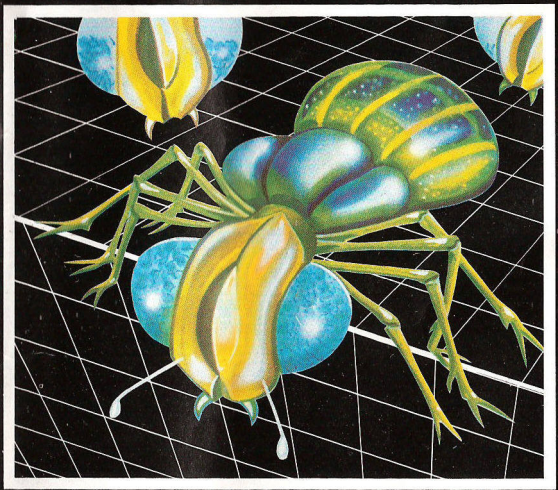
MUTANT HERD



Instructions for use

†Trademark of Commodore Electronics Ltd.

INTRODUCTION

Programmed by G. Hampton-Matthews

MUTANT HERD

Mutant Herd is a new type of computer game – there is no laser base or space ship to control and fire from. Instead, you must stop crazy mutants from getting into a pulsating powerhouse by herding them around with a pair of crossed laser beams. The same laser beams are used to guide the Mutant Slayer to the burrows. When this is done, you receive a bonus for the number of mutants you managed to keep out of the powerhouse.

You must then guide the Slayer down through the earth to the mutants' lair. This is not easy, as the frenzied burrowing of the mutants has loosened rocks which threaten to crush you at every step.

When you reach the bottom, you must avoid being eaten by the Mutant Queen as you place an explosive charge close to the eggs. Then you must get back to the surface to detonate the charge before the Queen moves it. This section has a time limit and there is a bonus for speed.

When you have successfully destroyed the eggs, the burrow disappears and you continue to battle with mutants from the other burrows. Watch out – your lasers are weakening!

GETTING STARTED

1. *Connect your television to the computer and switch the television ON.*

2. *Take your cartridge and plug it into the cartridge slot at the back of your computer.*

3. *Turn your computer ON.*

PROBLEMS If your picture is not automatically centred, use the cursor control keys to move it to the right. If your picture flickers, press SHIFT F7 to improve picture quality.

HOW TO PLAY

1. *When you are happy with the picture, press either:*
   F1 – for a one player game or
   F3 – for a two player game.

These keys may be pressed at any time during play, and will immediately start a new game – so be careful.

2. *To start play, move the joystick in any direction.*

Note: the keyboard may also be used to control the game. The keys correspond to the joystick positions as follows:
I & P – left and right
A & D – up and down
O – fire button

THE DISPLAY

1. *The high score is displayed at the bottom of the screen, along with the score of the current player (i.e. player 1 or 2). At the end of a two player game, both players' scores are displayed.*

2. *Also displayed at the bottom of the screen are the number of lives remaining, the number of Mutant Slayers left and the number of the round. Each player starts with 3 lives, and is awarded an extra one for reaching the fourth round. Each life is represented by a square with a cross in it, each Mutant Slayer by a purple figure.*

RULES OF MUTANT HERD

There are two parts to the game:

PART 1

1. *The object of this part is to keep the mutants out of the powerhouse (pulsating in the centre). At the same time, you must guide one of your Mutant Slayers (a purple figure) into one of the mutants' burrows (situated at each corner of the screen). This can be done by moving the horizontal and vertical barriers to herd them around. Pressing the fire button allows the Slayer to pass through the barriers.*

2. *If a Slayer is herded into the powerhouse, or off the screen, he is lost. When the powerhouse is full, or there are no Slayers left, you lose a life. When a Slayer is guided into a burrow, bonus points are awarded and part 2 begins.*

3. *BONUS (part 1): Points are awarded for the number of spaces left in the powerhouse (an extra bonus if empty) and for each Slayer left – 1st round, 1 point each; 2nd round, 2 points etc.*

PART 2

1. *The object of this part is to blow up the 15 mutant eggs and their Queen in the underground cavern beneath the burrows. To do this you must descend each of the 4 burrows in turn and lay an explosive charge. Each charge destroys 5 eggs and closes a burrow. The last one must destroy the Mutant Queen.*

2. *Descend, by ladder, to the bottom (avoid falling rocks by stepping into the gaps at the left). Then move as far right as possible to drop the explosives. Be careful – the Mutant Queen may eat you! Returning to the*

detonator at the top will automatically blow up the eggs. If the Queen moves the bomb, you must replace it before you can detonate it.

3. *When attempting to blow up the Mutant Queen in the last burrow of the round, wait until she is directly above the bomb before pressing the fire button. Failure to do this will result in the loss of a life.*

4. *BONUS (part 2): Part 2 has a time limit (count-down from 100). If you succeed in destroying the eggs or the Queen, the time left is awarded as bonus points.*

5. *The next round commences when the Queen has been successfully destroyed. Beware – each round becomes increasingly hazardous!*

HOW TO PLAY

1. *Plug the Mutant Herd cartridge into the back of the computer.*
2. *Press F1 for a one player game or F3 for two players.*
3. *Move joystick or press keys to control laser barriers.*
4. *Keep mutants out of powerhouse. Guide Mutant Slayer to one of their burrows.*
5. *Descend to lair and plant bomb, then return to top to detonate it.*
6. *When all eggs are destroyed, kill Mutant Queen when she is above the bomb.*

This is only intended as a basic guide. For more detailed instructions see inside.

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THORN EMI VIDEO

HOME COMPUTER SOFTWARE

For commodore VIC-20†

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