

HAMMER BOY

Aim - Hammer Boy has to defend himself, using a hammer, from an enemy invasion in each one of the scenarios where action takes place. Once the enemy or object penetrating into our fortress is within reach of our hammer a precise blow will put an end to it. If more than five enemies manage to get in our fortress will be conquered. For every object thrown in that is not destroyed we will lose one life.

Scoreboard - Aside from the lives and points there are two important scoreboards :

1 - Attack time indicator : located at the upper right hand corner of the screen, it tells how much time there is left for the attack to end. The attack becomes fiercer as time runs out. **2** - Enemy indicator : located at the upper left hand corner, it shows how many enemies have made it into our fortress.

Phase - The game is made up of four different phases. By guarding our fortress from invasion during the attack period we will make it to the next phase, where a new fortress will have to be defended.

An extra amount of time is awarded when passing on to a new phase for each enemy that didn't enter the fortress. This bonus time is discounted from the duration of the attack in the next phase.

Stage 1 : The Far East - We will defend our fort in the Far West from the attack of the Apaches. The indians not only try to get in: they also throw torches in flames which must be put out using our hammer. There are only four places where they can get in through.

Stage 2 : The South Seas - Our boat is attacked by pirates who shoot cannonballs from their ship. The cannonballs must be destroyed before they explode on board.

Stage 3 : The Castle - In the Middle Ages, our castle suffers the assault of an enemy army using a catapult. There are five places where they can gain access.

Stage 4 : The Space base - We defend a base on the surface of a hostile planet from aliens on motojets, floating mines and flying saucers that we must destroy using laser cannons.

5. Movement and Controls - Hammer Boy only moves from left to right. Depending on the scenario there will be more or less places where the enemies can get in. Hammer Boy will have to stop and keep them out using his hammer by pressing the fire button.

All keys are redefinable and joystick can also be used.