



F O X

H U N T

featuring Nari Kitsune

INSTRUCTION BOOKLET

Nari is son of Inari (*Red and Orange god) (the fox god) and Kome (*White Fox spirit) (nature spirit of rice cultivation) is born. His destiny is to overcome many trials and tribulations to become a demi-god of wealth!

Susanoo (full name Susanoo no Mikoto: The father of Inari, and impetuous god of storms), decides to cause a storm of godly prowess on the day Nari is born! As stars rain from the heavens, crashing to earth, one smashes into Nari as he is falling from the heavens sending him off his course...

Nari, fox-spirit child, lands in the far west, in the lands of King Arty (who's father was a giant hamster and mother smelt of elderberries)! Barbaric King Arty, being part regal hamster, despises foxes and hunts them for sport.

Nari must stop the king's knights, collect the money, and escape from King Arty! If he can do this in time, he may be able to catch a ride on the next shooting star, and travel home to his family!

Objective: You must kill a certain number of knights



- Mechanics: "Maze" genre game
- Power Pepper: stun; when the player collides they die. The game counts kills
- the king respawns the knights and they hunt down the player.
- The King is invincible! You can only escape him!
- The standard 1-up tiles also included.





KILL THEM
BY
... EATING PEPPER



... FRUITS
OF
SCORE
UP



PLAYER



EXTRA LIFE ... MAXIMUM
NINE



POWER PEPPER ... MAKES ENEMIES
KILLABLE

Credits:

ART, STORY, CODE, & DESIGN - Dennis Fosburgh Jr.

SOUND EFFECTS & MUSIC - Patricio Pereira

ADDITIONAL ART SPRITES - Miguel Gonzalez

ADDITIONAL TECHNICAL SUPPORT - Kevin Skeen & Patricio Pereira

THANK YOU FOR PLAYING!