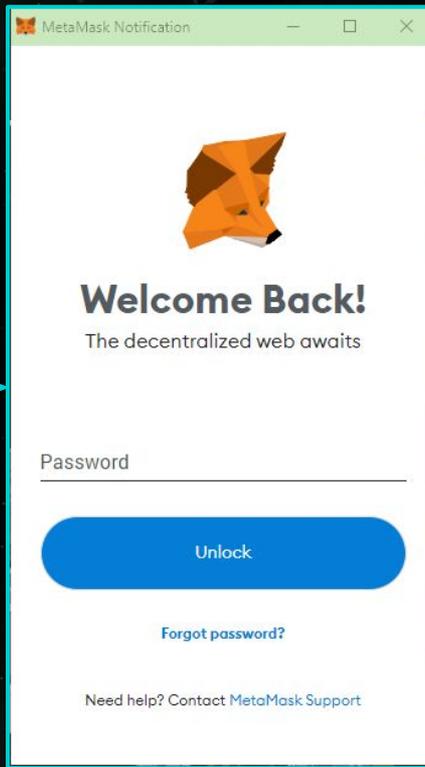




# GAME GUIDE



Click the "START" and connect metamask to join and access to the game's Main DashBoard"

# MAIN DASHBOARD - "HUNTER BATTLE"



## CHAMPION SELECT:

Feel free to swipe or tap arrows to select to any possessed playable card to join any mode of the game

## SINGLE MODE:

Main "Token Farming" Game mode where player joining puzzle battle with CREATURES

## BATTLE MODE:

Where players are matched to puzzle battle with other HUNTERS

# HUNTER MANAGE - HUNTER LIST

GRALINCB99 30

MANAGE

HUNTER LIST

NEPTUNE

3/3

HUNTER MY INFO HUNTER MANAGE HUNTER BATTLE HUNTER SHOP HUNTER RANK

## HUNTER MANAGE

All players possessed NFT  
Characters cards are listed here.

# HUNTER SHOP

**HUNTER SHOP**

**HUNTER LIST**

<b>PLUTO</b> LEFT STRAIGHT PUNCH 160.00\$	<b>JUPITER</b> LEFT STRAIGHT PUNCH 370.00\$	<b>MARS</b> LEFT STRAIGHT PUNCH 280.00\$
<b>PLUTO</b> LEFT STRAIGHT PUNCH 160.00\$	<b>PLUTO</b> LEFT STRAIGHT PUNCH 370.00\$	<b>PLUTO</b> LEFT STRAIGHT PUNCH 500.00\$

PAGE 1

HUNTER MY INFO HUNTER MANAGE HUNTER BATTLE HUNTER SHOP HUNTER RANK

Market

Please connect BSC mainnet network SWITCH

## WELCOME TO CREATURE HUNTERS NFT MARKETPLACE

The world of excellent NFT items, purchase and be our PNR.

<b>MARS A</b> LEFT STRAIGHT PUNCH ATTACK: 120 AMOUNT: 15 HEALTH: 8500 MOVE COUNT: 3/3 MOVE TIME(S): 18	<b>MARS B</b> LEFT STRAIGHT PUNCH ATTACK: 100 AMOUNT: 15 HEALTH: 7500 MOVE COUNT: 3/3 MOVE TIME(S): 17	<b>JUPITER A</b> LEFT STRAIGHT PUNCH ATTACK: 130 AMOUNT: 15 HEALTH: 8850 MOVE COUNT: 3/3 MOVE TIME(S): 18
--	--	---

MARS A - Left Straight Punch MARS B - Left Straight Punch JUPITER A - Left Straight Punch

MetaMask Notification

Welcome Back!  
The decentralized web awaits

Password

Unlock

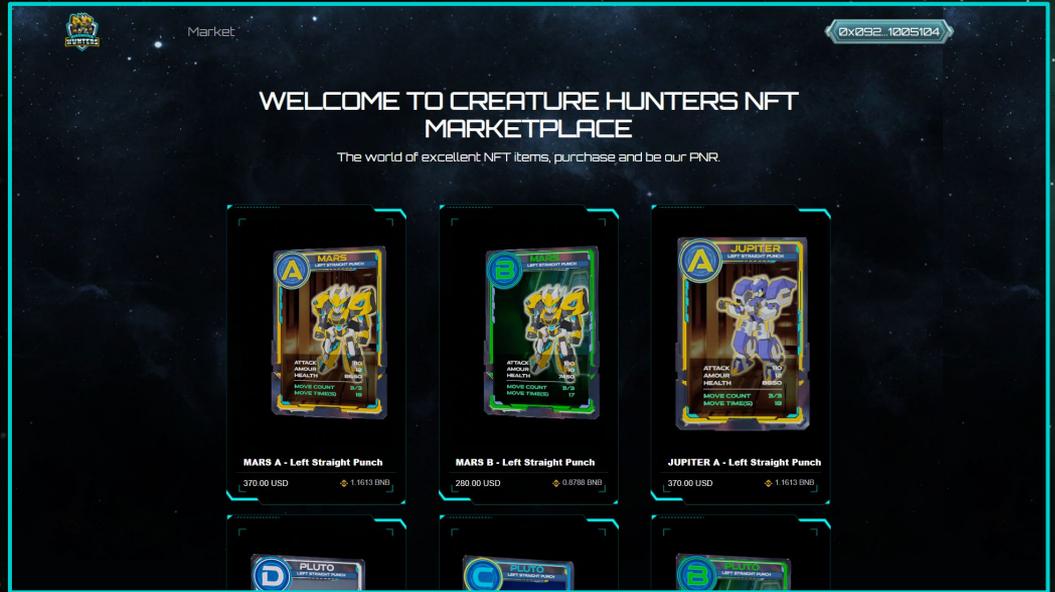
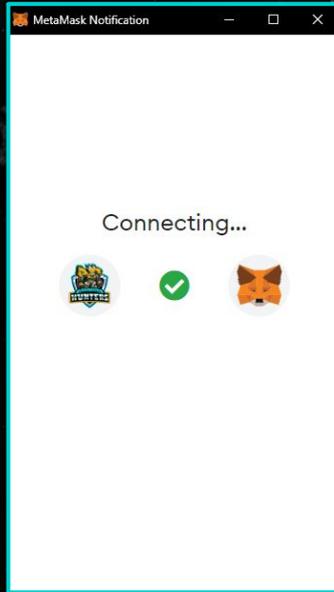
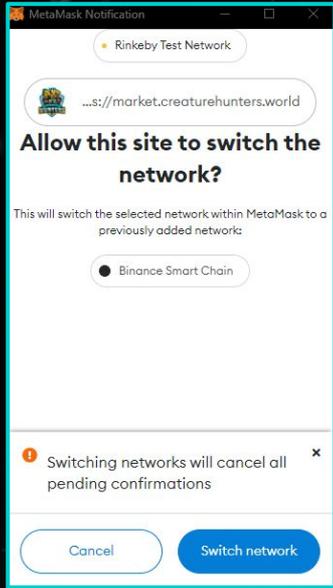
Forgot password?

Need help? Contact MetaMask Support

Click "Hunter shop" to access "Creature Hunters NFT Market"

Players can make purchase of new NFT Characters cards on the page, starting by connecting the Wallet.

# ITEM MARKET



In case the wallet has the wrong network, Players will be notified and asked to “switch network” to complete the wallet connection successfully

# SINGLE MODE GAMEPLAY

The screenshot displays a game interface with a dark, space-themed background. At the top, a player's profile is shown with a purple and yellow robot icon, the name "METAR-66", a green cube icon, and the number "4260" next to a pink plus sign and a menu icon. Below this is a "SELECT YOUR CARD" prompt. A central card for "NEPTUNE" is displayed, featuring a blue "D" rank icon, the character's name, and the subtitle "SUPER-GLIDE HUNT". The card shows a purple and yellow robot. Below the character image, the following stats are listed: "ATTACK: 90", "AMOUNT: 5", "HEALTH: 10000", "MOVE COUNT: 3/3", and "MOVE TIME(S): 10". A red button labeled "NEPTUNE" is positioned below the card. At the bottom, there are two main mode buttons: "SINGLE MODE" (highlighted with a dashed orange border) and "BATTLE MODE". Below these are five smaller icons with labels: "HUNTER MY INFO", "HUNTER MANAGE", "HUNTER BATTLE" (highlighted with a yellow border), "HUNTER SHOP", and "HUNTER RANK".

METAR-66 4260 +

SELECT YOUR CARD

NEPTUNE  
SUPER-GLIDE HUNT

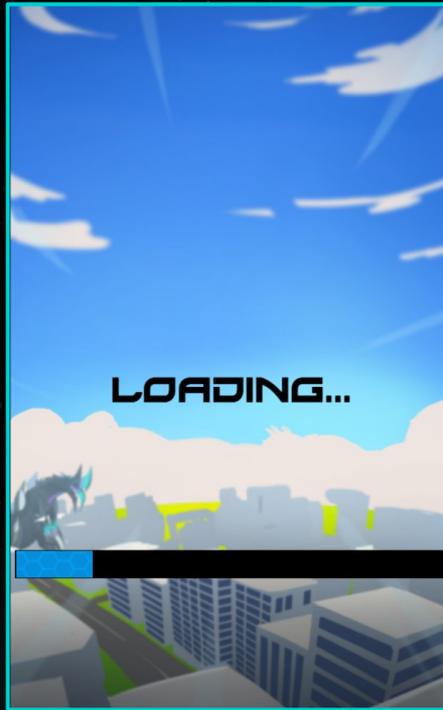
ATTACK: 90  
AMOUNT: 5  
HEALTH: 10000  
MOVE COUNT: 3/3  
MOVE TIME(S): 10

NEPTUNE

SINGLE MODE BATTLE MODE

HUNTER MY INFO HUNTER MANAGE HUNTER BATTLE HUNTER SHOP HUNTER RANK

# SINGLE MODE - GAMEPLAY



After selecting the "Single Mode", players will be auto-matching against random Creatures in the game.

# SINGLE MODE - GAMEPLAY



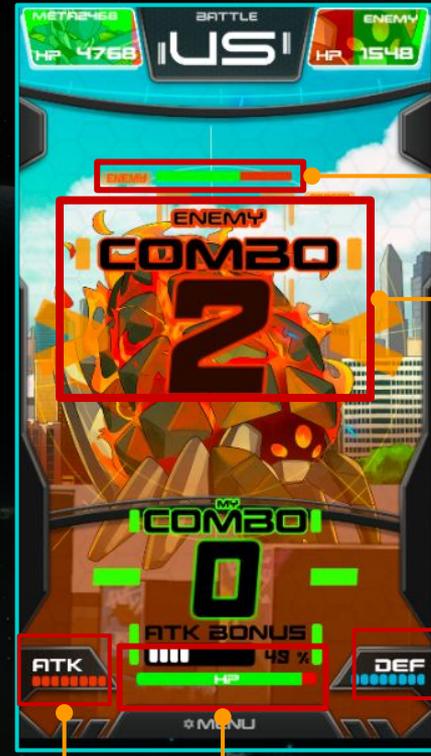
When entering the game, basically, players will have to solving puzzles, find and swap the locations of blocks

Blocks will be detonated, destroyed when swapped into 3 aligned blocks of the same type

Players will gain additional game points and attack moves combo to kill the creatures on each Block Explosion

# SINGLE MODE - GAMEPLAY

Collected combo moves



Health Bars

Enemy's combo

Attack & Defend Stats

The game will run cutscenes where the player can observe the battle between the two sides in a first-person perspective

# SINGLE MODE - GAMEPLAY

Players win if they drain their Creature's health bar first, and are automatically moved on to the next level with stronger Creatures.



## WIN GAME



Enemy's  
Heath Bars

Your Heath  
Bars

## LOSE GAME



The scoreboard summarizing the combat stats received through the series of battles participated



THANK YOU