



Games
for Windows®

PC **DVD**



The Hunch

Refurbished

LANGFORD
PRODUCTIONS



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Refurbished

Written by RICHARD LANGFORD

Based on the 1983 arcade game



By Century Electronics

LANGFORD
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2025

The Game

How unfortunate! After years of searching, Mr Hunch has finally found the girl of his dreams and - wouldn't you know it, the king has swanned in with his castles, his servants and his suspiciously perfect hair in an attempt to woo the exact same lady. For reasons only known to herself, Esmerelda would rather forego the advances of the King with his wealth beyond all imagination in favour of Mr Hunch who has... er... a hump. Personality over palace, baby!

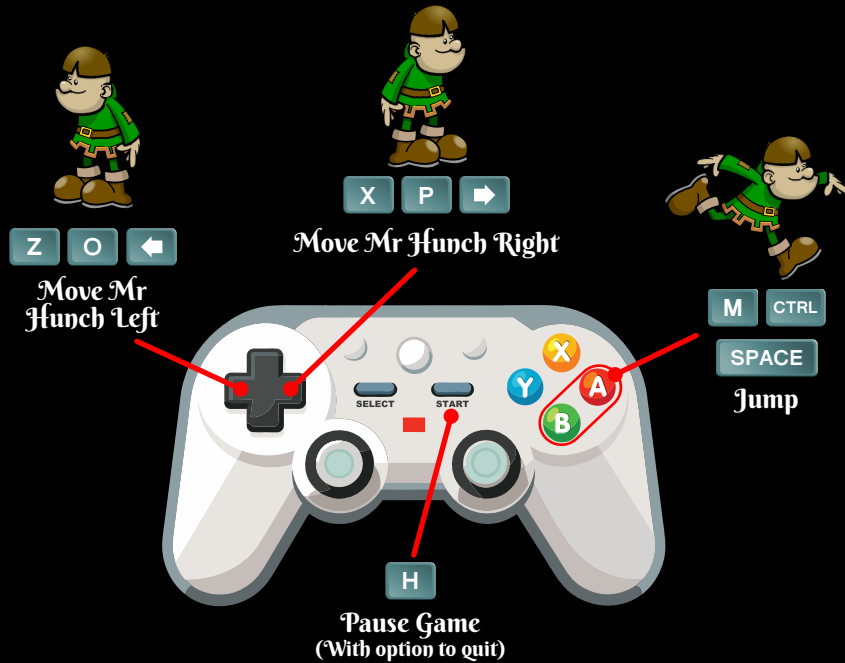
Not one to take 'no' as an answer, the King has locked Esmerelda up in his highest tower until such time as she deems fit to have a change of heart (known nowadays as "Stockholm Syndrome"). Mr Hunch is having none of it. He may have a nose that can detect weather patterns and boots held together by sheer optimism, but he's not going to give up on a life of Wedded bliss with his beloved Esmerelda (though she might have to get that name changed...)

Next thing you know, Mr Hunch is scaling the walls of the Royal residence and hot-footing it over the battlements on a quest to free Esmerelda from the King's clutches. The going doesn't seem too bad so far. The walls can be a bit slippery and there are a few dodgy leaps to make here and there, but Mr Hunch is quietly confident. That is until all hell breaks loose. The King deploys his best men and all manner of shady characters to stop Mr Hunch reaching the tower by any means at their disposal - arrows, flaming fireballs even knights hiding in the battlements ready to deliver a nasty looking spear up Mr Hunch's clacker as he springs overhead.

Will true love triumph over aesthetics, archery and aristocracy? Dear gamer, it's over to you....



The Controls



S Toggle Scanlines (for that more 'retro' look)

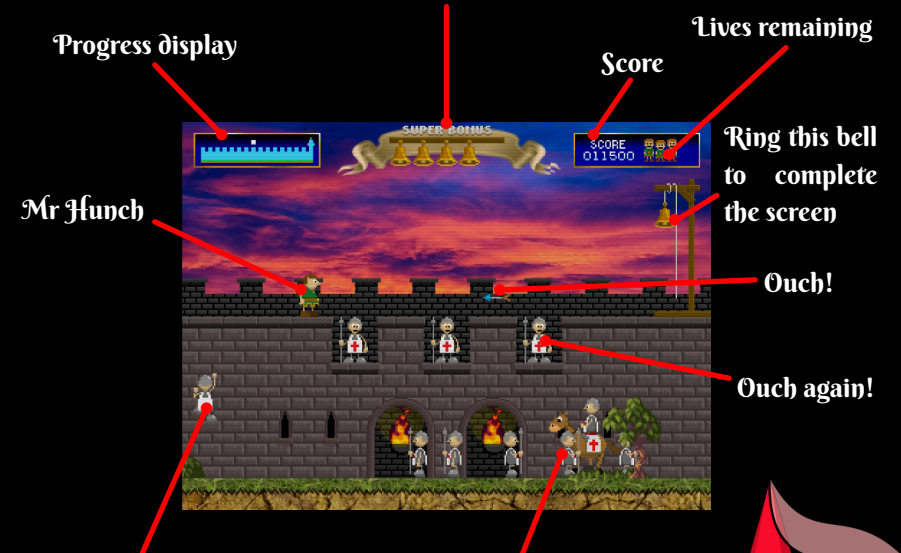
F Toggle Fullscreen / Window

↑ ↓ Up and down and corresponding gamepad controls only used in the main game menu



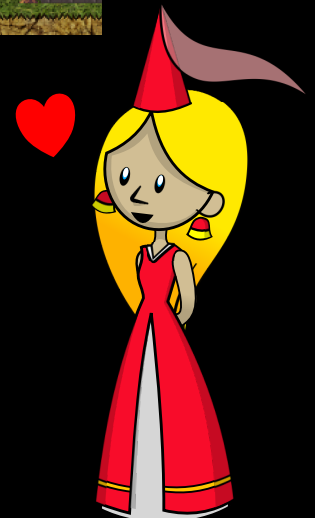
The Game Screen

Super Bonus A bell is collected each time you complete a screen. Lose a life and they are gone. Collect five bells for a big bonus score.



The King's trusted knight He will scale the wall then come after you. You'd better get a move on!

Wandering knights and peasants. Just ignore them.



Why? Just... why?

Why remake a game that you've already remade previously to phenomenal critical acclaim (well... about 50 downloads on itch.io, which is pretty much viral if you squint hard enough.)

A number of reasons really. First and foremost, I really didn't like that kind of cross-hatch pixelly graphic style I used first time round. I don't know what made me come up with that (and I used it in another game too) or what I might have been smoking when I decided it would be a good idea. Maybe I thought it looked "retro". It didn't. It just looked crap.

Secondly, it was one of the first games I ever made, many years ago. It was written with the original version of GameMaker which is now on display at the museum of archaic computing history (probably) and I wanted to write a more efficient and more aerodynamic version using GameMaker 2.

Thirdly, it's quite an easy game to write and not too taxing on the ol' grey matter. This is why it was the game I plumped for when I made that first version. It's the digital equivalent of comfort food—simple, satisfying, and unlikely to trigger a debugging-induced existential crisis. It also made for a pleasant distraction while taking a break from the other game that I'm currently making (which certainly is very taxing on said grey matter!). Being such a simple game also gives me plenty of opportunity to add all sorts of bells, whistles and flourishes which can't be a bad thing.

And lastly, this time I've put in a few improvements, such as gamepad support (yes - there are some weird people about who prefer to not use the keyboard for this sort of thing), a save point after the first 15 screens so you don't have to relive your trauma when you die on screen one of the second half, and also I've given those second 15 screens a good rejig adding 20% more peril and a bouncy snowman.

Now stop asking daft questions and just enjoy the game!