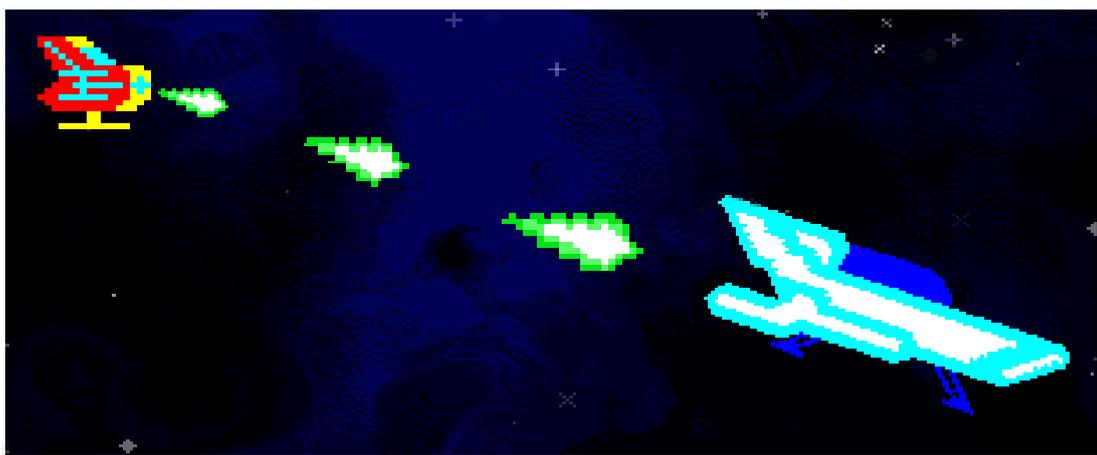


**SPACE COWBOY
IN LOST PLANET
BY
VOXEL TOWER**



SPACE COWBOY IN LOST PLANET

The space cowboy is back. After a long battle with the ZeRO forces, he managed to escape, but his ship was destroyed.

After drifting through space for a few days, he has crash-landed on a small nearby planet. The ship is totally wrecked. Dante needs tools to fix the ship and escape from this planet. But not all is bad news, in the area where it has crashed there is a hangar where you could find what you need and a strange vehicle at the door that may help you in your search.

GAME

Get on the strange vehicle and accompany Dante in the search for the necessary tools to repair his ship. Drive while avoiding the dangers of the strange hangar.

Don't worry about colliding, the vehicle has a strong shield that resists all kinds of collisions. Find all the necessary tools to repair the ship and escape the planet.

Remember that your space cowboy suit only has 30 minutes of oxygen, you must be fast in your mission. It will not be easy, you will have to solve puzzles, face enemies, avoid traps using your skill and keep your balance on mobile platforms.

CONTROLS

The joystick is assigned as the default control, but you can modify the controls by pressing the C key on the title screen.

Apply force to the vehicle in any of the 4 directions. The vehicle will retain applied acceleration and maintain speed.

To brake, you can apply force in the opposite direction to the current one or brake sharply using the locking brake key that will stop the vehicle's wheels quickly.

The vehicle has a plasma cannon that you can use with the fire key.

Remember that you can only use one shot at a time. You have a reset key to start the level you are in, it will be very useful if you block a puzzle.

LEVELS

The game consists of three levels that end with a final boss, you will have to use all your skills to kill them.

Important, you will not be able to access the final boss until you have collected all the tools, do not leave any on the way. Remember that you can restart the level if you need to with the reset key, but time keeps running.

TRAPS

The hangar is full of them, knowing them well can be of great help.



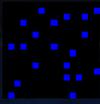
PIT: Avoid falling into these pits full of electrified nails, it will take a life away from you.



JUMPER: Helps you jump, use it well or you will fall into a hole.



CONVEYOR BELT: If you step on it, they will take you in the indicated direction, beware that they can lead you to certain death.



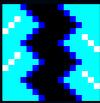
UNSTABLE FLOOR: The hangar does not seem new, perhaps it could use some renovations, it is falling!



PUSHER MUSHROOM: These mushrooms placed on the walls detect if there is an object nearby and push it with great force. You may need a little push at some point.



BOUNCER: The bouncer will activate when you are close and will push you back as hard as possible, never get close to them or you will not be able to control the vehicle.



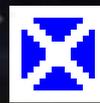
TRAPS: These trap doors open and close every so often, if you are going to pass, go quickly before they open and you fall into the pit.



GREASE: It seems that the hangar has not been cleaned for a long time, be careful with these puddles, for a few seconds the vehicle will be uncontrollable.



ICE: space is a very cold place, and the hangar was not going to be less, watch your speed well in this area.



BOX: the hangar is a bit messy, you may have to push a box to get through. Beware of blocking your path.



SPHERE: You may have to push some, but be careful that they are difficult to place correctly.



FUSES: ehhhh who has turned off the light? No problem, turn up the fuses.



PLASMA BOUNCER: Use this special wall to make your bullets reach impossible places.



DAMAGED WALL: This hangar needs renovations, some walls look like they are going to collapse.



DOOR: If there is a door, it must be able to open ...



SWITCH: by pushing the switch you can open the closest door.



MIRROR: mirrors keep many secrets, be careful.



TOOLS: Collect them all, you will need them to fix your ship.

ENEMYS

Noise is heard in the hangar. It seems that our protagonist Dante is not alone.



WORKERBOT: They work in the hangar, they are not fast but they do not like visits. Dodge them.



LASER: This special low speed laser is capable of spraying your vehicle in an instant, do not touch it.



RADIAL: It seems that things are cut in the warehouse, your vehicle may be one of them.



SPINBOT: this guardian makes sure that the robots work correctly, and that's why they try not to bother anything, and you bother.



ARROWS: the hangar security system is not very friendly, maybe it will test its aim with you, check where you move.



SECURITY MANAGER / BOSS 1: the hangar security chief, his office is very well equipped with security systems, you will have to dodge them all and finish him off.



DARKSIDE / BOSS 2: (SPOILER ALERT) a mysterious mirror, an evil cloner, and fun for everyone.



FINAL BOSS: the hangar owners were not very happy that you got here and destroyed their hangar, they won't let you escape so easily.

This game has been made by Israel Roman Alvarez, Voxel Tower (@voxeltower) (voxeltower@gmail.com) for the CPCRetroDev 2020 event organized by the University of Alicante.

You can find more information about the event and the games presented at <http://cpcretrodev.byterrealms.com>