



EXO-TICAL



Stellar Diary, March 12, 2533

Earth-3 is dying.

We have consumed and ravaged our planet, repeating the mistakes of our past. And now, this is humans' last attempt to avoid our own extinction.

Planet **ZMX-22** could still save us. Known as "EXO-TICAL", due to its exoplanet status and its particular and dangerous natural characteristics, it contains an inexhaustible source of energy belonging to an ancient extinct civilization.

Many expeditions have tried it before, but today, the last spaceships will leave for Exo-tical and it will certainly be our last chance.

May God have mercy on us all.





EXO-TICAL



KEYBOARD (Redefinable)

▲	Ascend
▼	Pick or drop egg
◀	Left
▶	Right
Space	Fire Laser

* Compatible with Joystick.

* If you redefine the keyboard, the changes will also affect the controls in the main menu.

You can play on a real MSX, with an emulator on any system (I recommend **BlueMSX** or **OpenMSX**). On a real machine, use **STOP** key to pause the game and **SELECT** key to swap between 50 Hz / 60 Hz tv refresh (only on MSX2).

Includes an improved color palette for MSX2





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You have only **four spaceships** to carry out this complex mission. Each one has its own unique name and visual appearance. You can recover some of the ships lost in combat if you find an **Extra Life** during your journey.



Glacial Nomad



Emerald Watcher



Purple Destiny



Crimson Flame



Extra Life





Initial Tips

- Use the bases to save your **checkpoint**. Upon death, the next spaceship will appear at the last used base.
- The **Xenodactyl egg** is highly explosive. You can load it into the spaceship to give it different uses such as throwing it at enemies or freeing closed paths. But be very careful: if you shoot when the egg is loaded or make it explode very close to you, it will be your last day in Exo-tical.
- If you need to shoot while carrying the egg, you can temporarily drop it, but **DO NOT leave** it on any screen, because when you return, the creatures of the planet will have stolen it.
- Some enemies are **immune** to your laser shot, so your only option will be to avoid them.





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Credits:

- * Idea, Design, Code and Graphics: Angel Colaso (Roolandoo)
- * Music: Ivan Bobov - Gogin - Anton Shumakov
- * Betatesters & Feedback: Oscar Llamas (Hicks)
Isa Domínguez (Tormento)

angelcolaso@gmail.com – Twitter(X): @roolandoo

<https://roolandoo.itch.io>

Thanks for playing!

