



EXO-TICAL



Stellar Diary, March 12, 2533

Earth-3 is dying.

We have consumed and devastated our entire planet, as we did before.

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.





KEYBOARD (Redefinable)

Q – Ascend
A – Pick or drop egg
O – Left
P – Right
Space – Laser Shot

* Compatible with Kempston or Sinclair Joystick
(It is recommended to play with a keyboard.)

This game is compatible with **ZX Spectrum 48Kb. and 128Kb.**, although if you want to enjoy music throughout the game, choose the 128Kb option.

You can play on a real ZX Spectrum, with an emulator on any system (I recommend RetroVirtualMachine or Speccy) or you can also choose the **Windows** version, which already includes a built-in emulator.





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 abandon the egg anywhere, when you return, the planet's creatures 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)
José Luis Roma (VidaExtraRetro)
Isa Domínguez (Tormento)

Software Tools:

M. P. A. G. D. by Jonathan Cauldwell
ZX Paintbrush by Klaus Jahn
Vortex Tracker 2.5 by S.V. Bulba





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Thanks for playing!

