



Space Cowboy is a videogame type shoot'em up developed for Amstrad CPC 464 and 6128.

History

Year of the 4353 system: Over 400 years ago the guardians of the law were not able to control all the corruption of the galaxy. To alleviate this situation they created the system of rewards for captures of wanted people. Hundreds of people began to receive rewards hunting criminals, these people were called space cowboys.

Unfortunately, organized crime also gathered forces and hidden under the postal company Hyper Space Postal Service developed a virus that hide in the form of a videogame to spy all the galaxy.

While spreading the virus, they created a factory of killer robots that use the virus to locate and attack all cowboys and guardians. Now, the whole galaxy is full of these robots that will not rest until they see all the cowboys dead.

In the midst of this war between good and evil, the cowboy Dante tries to hunt ZeR0, the criminal with the greatest reward ever offered. The guardians believe that he is the head of the entire organization and his arrest is vital to stop the disaster.

MariahZ, Dante's hacker friend, has entrusted her with information about the last location where ZeR0 was seen.

Dante has started his journey, it's time to finish with ZeR0.



You are the cowboy Dante and you must find and destroy ZeR0 annihilating all the robots that cross your path.

You have three lives to achieve your goal.

Collect the loads to improve your armament.

To get the highest score do not leave any robot alive and try to keep yours.



To carry out your mission you count on the help of your old ship Xaza v8, one of the fastest in the galaxy thanks to the modified plasma propellant that it has equipped.

Your ship has standard semi-heavy weapons loaders, which will allow you to use a great variety of weapons.

To be able to reach even more speed the ship was modified deactivating the shield anti projectiles. You must be fast and dodge everything to get to ZeR0.

The ship's CPU will give you indications of the current state, but beware, your AI is very critical and does not forgive any errors.



You can improve your armament by collecting loads. Every three loads picked up your ship will improve your armament.

Your ship can fire three types of projectiles:

- * Laser beam: it is very fast and effective, although you will need to have good aim to hit the target.

- * Magnetic missile: it is capable of detecting robots and self-directing towards them, although it is somewhat slower than lasers.

- * Plasma cannon: launches a block of plasma that explodes and releases the two plasma nucleus.

If you collect many loads the shots will be double.



Game controls are used to move the ship around the stage and an action button to shoot.

In the main menu you can change the control schemes using the 2 key.

You can select any of these common combinations:

- * OPQA to move, Spacebar to shoot

- * WASD to move, Enter to shoot

- * Joystick to move, Joystick button to shoot

- * CURSORS to move, Space bar to shoot

- * QAOP to move, Spacebar to shoot



This game has been made for the CPCRETRODEV 2018 the videogame creation contest for the Amstrad CPC platform organized by the University of Alicante (Spain).

This game is governed by the rules of the contest CPCRETRODEV 2018 and the GPL license (attached in pack).

The game has been made entirely by Israel Roman Alvarez.

For any questions or suggestions, you can contact us by:

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Thanks for playing!