

# GALACTIC CHILL

***Get ready to blast off on the coolest heist in space!***

**Galactic Chill is a wacky twist on the classic XCOM formula. Assemble with your ragtag crew of three unlikely space pirates as they embark on a mission to steal refrigerators from unsuspecting spaceships. With turn-based grid combat, navigate through hazardous environments and outwit enemies to score sweet, sweet AstroFreeze.**

**AstroFreeze is not just any ordinary refrigerant. It is the rare and valuable lifeblood of any ship – keeping engines cool and regulating life support. Your bold crew will stop at nothing to keep their ship running.**

**But beware, one false step and your beloved characters may fall in battle, never to be seen again. No need to cry over spilt milk, though – simply recruit a new member to take their place. With custom levels and hazardous heat mechanics, each play-through can be a unique adventure.**

***So grab your fishbowl helmet and join the misadventures of Galactic Chill: The Coolest Heist in Space.***

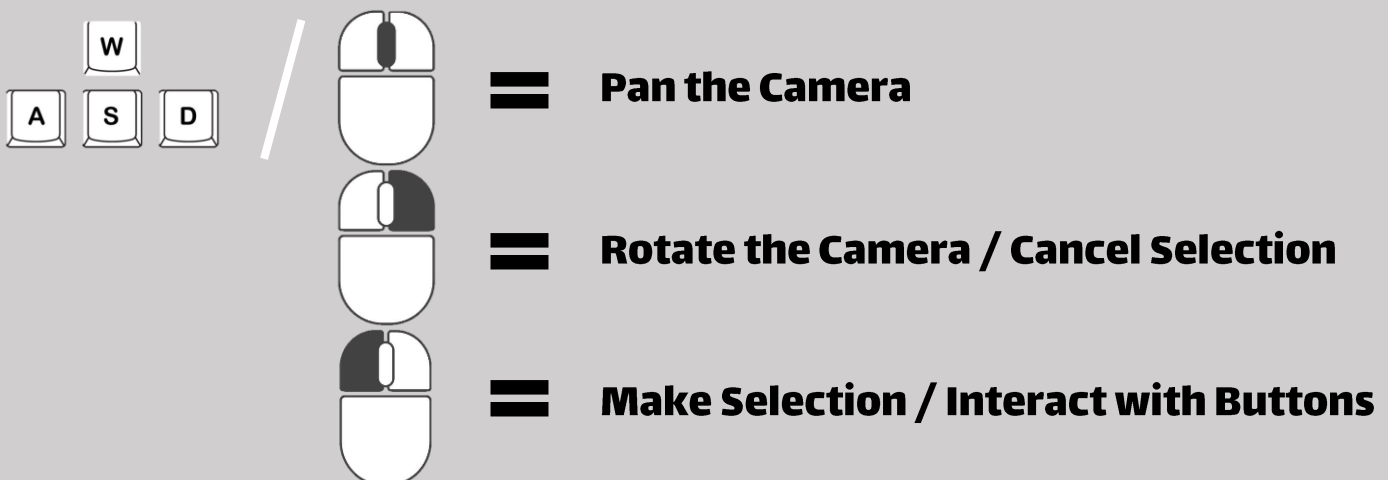
## **Instructions:**

**Your characters have Hit Points (HP) and Action Points (AP).**

**Moving or attacking will use your AP. Look out for enemies and fire!**

**They will quickly drain your HP.**

**Stand next to tiles when interacting with them.**



**To make a custom level, replace the PNG files in**

**`\Assets\Resources\LevelData\`**

**according to the color codes found in**

**`\Assets\Resources\Tile\ properties.json`**