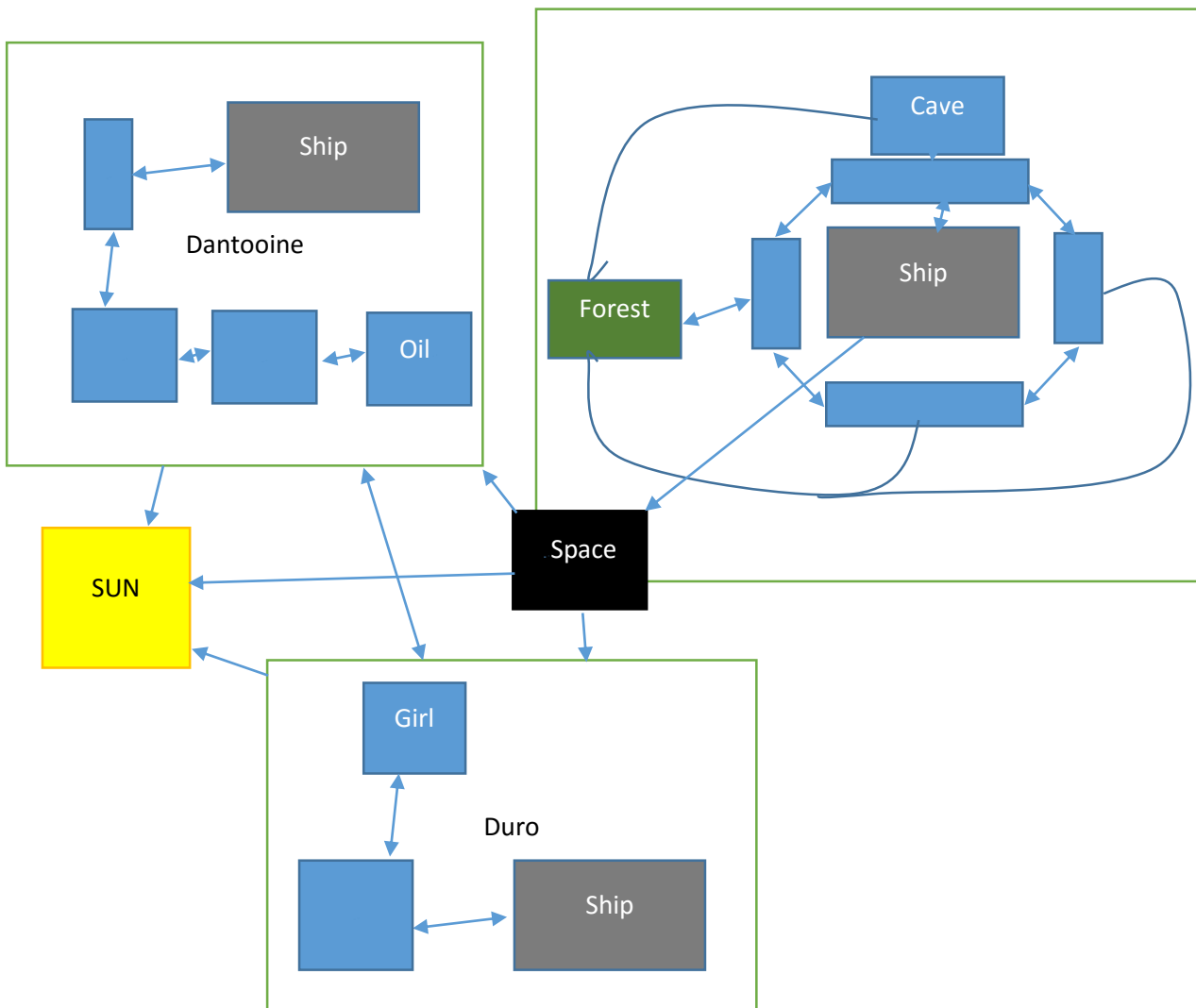


The last hope

A long time ago in a galaxy far, far away.... The New Empire took over the Galaxy causing a horrible place to live in peace. On a distant planet from the centre of the Galaxy was a kid called Perka whose family was murdered by de New Empire. He found a mysterious star ship half buried witch he was start a new adventure.

The story is in the same Galaxy of Starwars world, mainly the story happens in some different planets and in a star ship, star ship that almost in the end will be known that is the legendary millenary falcon. The main character is a forgotten kid who found the ship and tries to repair it to go out from the planet. When he repair the ship found an occult message where a beautiful girl was asking for help. He decided to help the girl going to the planet where the message was from. But he only can travel to 3 planets and he must choose one of them to go because the navigation was broke.



- Items.

Stone: founded in the first planet, you can broke a window with it.

Stick: you can use it for kick someone or something.

Target: you can enter to some ship.

Diamond: collectable.

Laser Sword: old weapon, maybe the rey' sword, can attack

Blazer: weapon, pistol, can attack.

Oil: combustibile for the ship

Cable: maybe could repair a starship

- NPCs

Perka: the main character.

Girl: rebel princess

Stormtrooper: bad guys... empire soldiers.

Hutts: big enemies, eat people.

Narrator: nice guy

Monkey: have the target to enter to the ship

- Feature.

First of all the kid appears next to the ship, he had to go to the cave to found a target to open the ship, in the cave there is a monkey that he should kill (or not). In the ship you have to repair the ship with a cable that is on the floor. Under the captain's chair there is a laser sword. When the ship is in the space he must decide the planet to go. If he decide to go datooine he has to take more combustibile to return to space and go to duro, he maybe should attack some huts to take it. If he thinks that the girl could be in the sun he must take after sun... and finally if he takes the way right and goes duro he has to kill the stormtroopers that took the girl

- Win/lose conditions

To win: you must arrive to the girl who need help.

To lose:

If you break the starship window when you goes out of the planet you die, so you lose.

If you die in a battle you lose.

If you go holidays to the sun you lose.

If you are lost in the forest you lose.