

Sphere Gatherer.

IN A PARALLEL UNIVERSE



Backstory

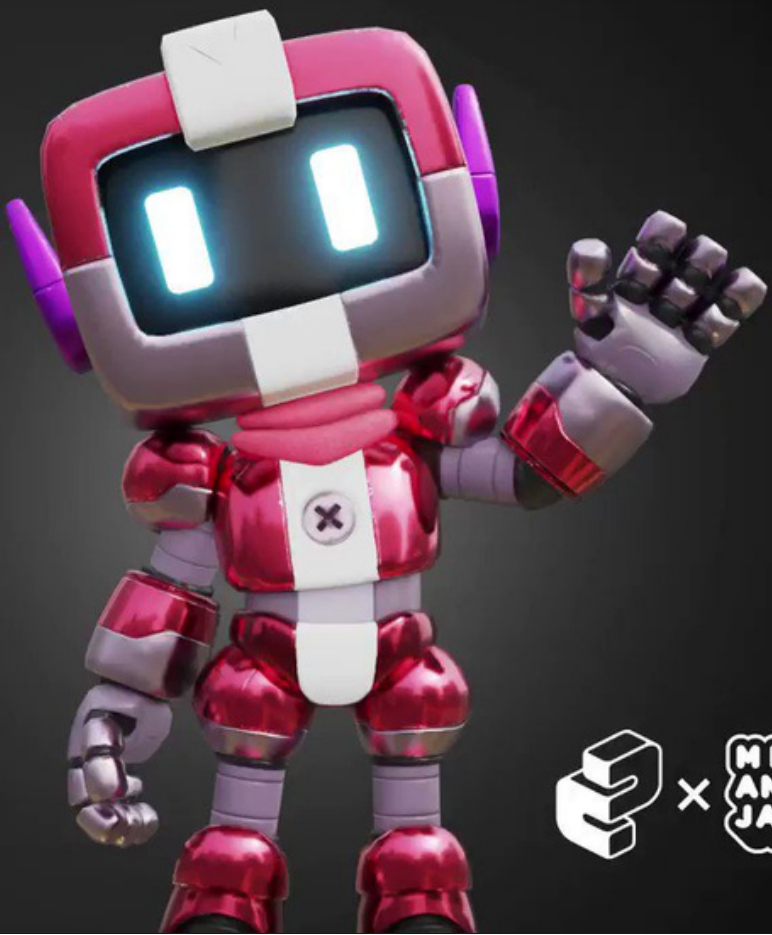
SOMETIMES, YOU'VE GOT TO DIVE IN... NO MATTER HOW DANGEROUS IT MAY BE

You are a quite cheerful robot, small but full of life and dreams. One day, you are told by your community to travel far from home, in a parallel universe - not that it is strange, after all, space travels are now common and there are already about 72 different parallel worlds known to date.

Yet somehow, something feels off about this mission. It is as if you could feel it in your wires and strings ! You must retrieve some weird, living spheres. They seem crucial for the survival of your world, or so it is what you were told so.

As the ones before you, you made an oath to serve and protect.
You therefore have no other choice but to accept the mission.

Will your survival instincts protect you ?





How to play

Controls & Tips



ZQSD : *basic player movements*

Hold + Shift : *run*

Spacebar : *jump*

Fire1 / Left mouse click : *shoot*

C : *crouching*

You are not alone up there.

Your strange enemies are patrolling and protecting these seemingly sleeping spheres.

They are creatures based on movement and noise (like a T-Rex), to survive : CROUCH. You can't move while crouching or jump, so only do so if you think they might see you. Count them, and be careful, move at the wrong time and you're done for !

THANK
YOU
FOR PLAYING