

XENOCRISIS

The cover art for Xenocrisis on Evercade features a central figure, a man in a green military helmet and armor, shouting and pointing forward. He is holding a large, glowing blue and yellow energy weapon. Behind him, a woman in a blue beret and uniform looks on with a determined expression. The background is dark and filled with the silhouettes of other soldiers and the faint glow of a battlefield.

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XENO CRISIS

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ABOUT BITMAP BUREAU

Founded in 2016 by industry veterans, Bitmap Bureau are a small independent game development studio based in the south of England, UK.

Having previously developed many titles across a range of platforms, at the end of 2017 they decide to start work on their first Mega Drive title, "Xeno Crisis". Teaming up with legendary pixel artist Henk Niebork, chip tune prodigy Savaged Regime and the equally talented artist Catherine Menabde, they launched a Kickstarter campaign for this ambitious arena shooter, with the funding goal being met in just 40 hours.

Bitmap Bureau are truly passionate about 2D gaming and will continue to create new titles for retro platforms that hark back to that golden era of gaming.

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XENOCRISIS





INTRODUCTION:

A distress call has been received from Outpost 88, a research colony situated in the orbit of Io, Jupiter's fourth largest moon - reports indicate multiple fatalities amid some kind of "alien" presence. As part of Earth's most experienced marine corps under the direction of Commander Darius, you are tasked with investigating the cause of the incident and rescuing any survivors.

With little time to prepare, you enter hyperspace and arrive at the colony in a matter of minutes. You feel ill-prepared for a mission with so many unknowns, but armed with your trusty assault rifle and a clutch of grenades, you board the dropship to begin the final approach...



HOW TO PLAY:

Xeno Crisis is a top-down arena shooter where you must run and gun your way through thousands of adversaries, search for survivors, and ultimately face the origin of the outpost's demise.

The colony consists of hundreds of rooms, and in order to progress, you must clear each room of enemies. Generally you will want to engage the enemy at a distance using your assault rifle, but you can attack enemies at close quarters with the butt of your rifle. Quickly get yourself out of trouble using the roll move, or throw a grenade to destroy several enemies at once, but remember that you have a limited supply. Vanquished enemies will occasionally drop a set of dog-tags which can be traded for upgrades between areas.

Advance through all 7 areas, clearing each area's boss, and you will finally confront the source of all the colony's troubles. You are supplied with "elixirs" that will revive your marine and get you back in the action, but at what cost...?





CONTROLS DIAGRAM:



THE MARINES:



Name: John Marsh

AGE: 32

BLOOD TYPE: O

WEIGHT: 214 lbs

HEIGHT: 182 cm

BIO: A hardened veteran of several conflicts, John is more than at home on the battlefield. He can carry more ammo than Sarah, but isn't quite as agile.



Name: Sarah Ridley

AGE: 27

BLOOD TYPE: B

WEIGHT: 128 lbs

HEIGHT: 176 cm

BIO: One of the corp's more experienced members, Sarah is renowned for having a cool temperament in any situation. She is lighter on her feet than John.

HOSTAGES:

Rescue hostages throughout the colony. Individuals rescued will result in a bonus - rescuing all hostages in a room will have other effects too...



WEAPONS:

There are 10 weapons available throughout the game, each with their own characteristics. Your standard assault rifle requires you to constantly be on the look-out for ammo crates, but additional weapons you pick up will give you 20 seconds or so of continuous fire.



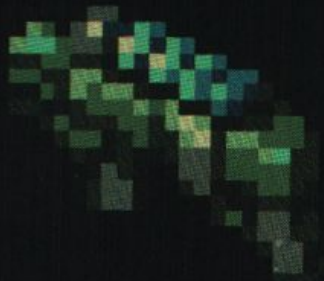
Assault Rifle

A marine's standard weapon, capable of rapid, concentrated fire.



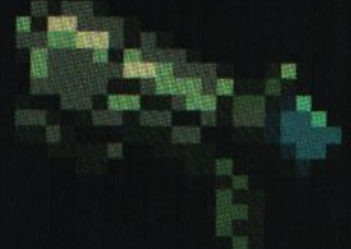
Spread Shot

Deal with multiple enemies at once with its 45 degree spread.



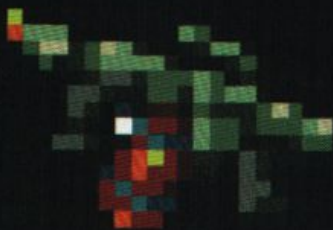
Laser

Can pierce through alien flesh and even walls.



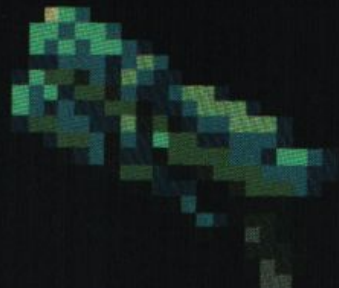
Homing

Inflicts moderate damage and homes in on anything nearby.



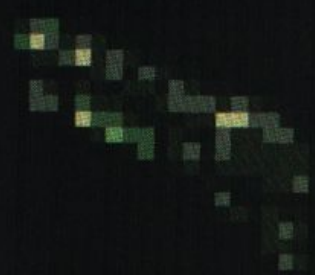
Flamethrower

Short range but powerful against organic enemies.



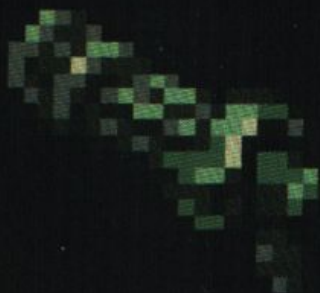
Rebound

This weapon can hit enemies outside of your line of sight.



Shotgun

Shortest range but devastating up-close.



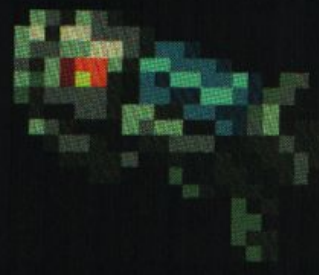
Vulcan

Decimates anything that stands in your way.



Rocket launcher

Slow rate of fire but devastating power.



BFG

Needs to charge, but its plasma blasts annihilate multiple enemies.

EQUIPMENT:

At the end of each area you will be given the chance to exchange any dog-tags you've collected for upgrades.



Health boost



Weapon power-up



Increase ammo capacity



Increase grenade capacity



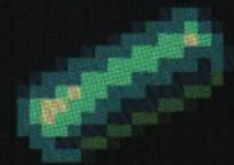
Grenade powerup



Speed-up



Gas mask



Elixir

PICKUPS:

During your mission you will come across various items which can help you progress.



Medi-kit



Medi-kit plus



Dog-tags



Ammo



Grenade



Security card

ENEMIES:

Throughout the colony you will encounter many different enemies, each with their own traits and means of attack. Here are just a few of the enemies you'll come across:



Arkanid

These scavengers rely on their sense of smell to hunt down their prey, and are typically found in large groups.



Ovulum

They pose no threat until disturbed, at which point they'll release worm-like creatures which are more of an annoyance than



Xenoid

These common enemies vary in toughness, speed and aggression, but will always head straight for the player on sight.



Haemedon

A disgusting lifeform that can burst through the floor without warning and launch a projectile directly at its target.



Nemecyst

A large gelatinous blob that seems harmless at first glance, but after a few seconds it will explode, releasing its deadly contents...



Vigilis

These somewhat resemble the standard Xenoids you come across, but have a tougher exo-skeleton and prefer to shoot from a distance.

Junglewood



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