

**BATTLE**

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**COSMOBATTLE**



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- Game Title: **“Cosmobattle”**
- Genre: **Shooter**
- Target: **To kill all monsters in Universe**
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# Story and Structure

## HOW TO PLAY!

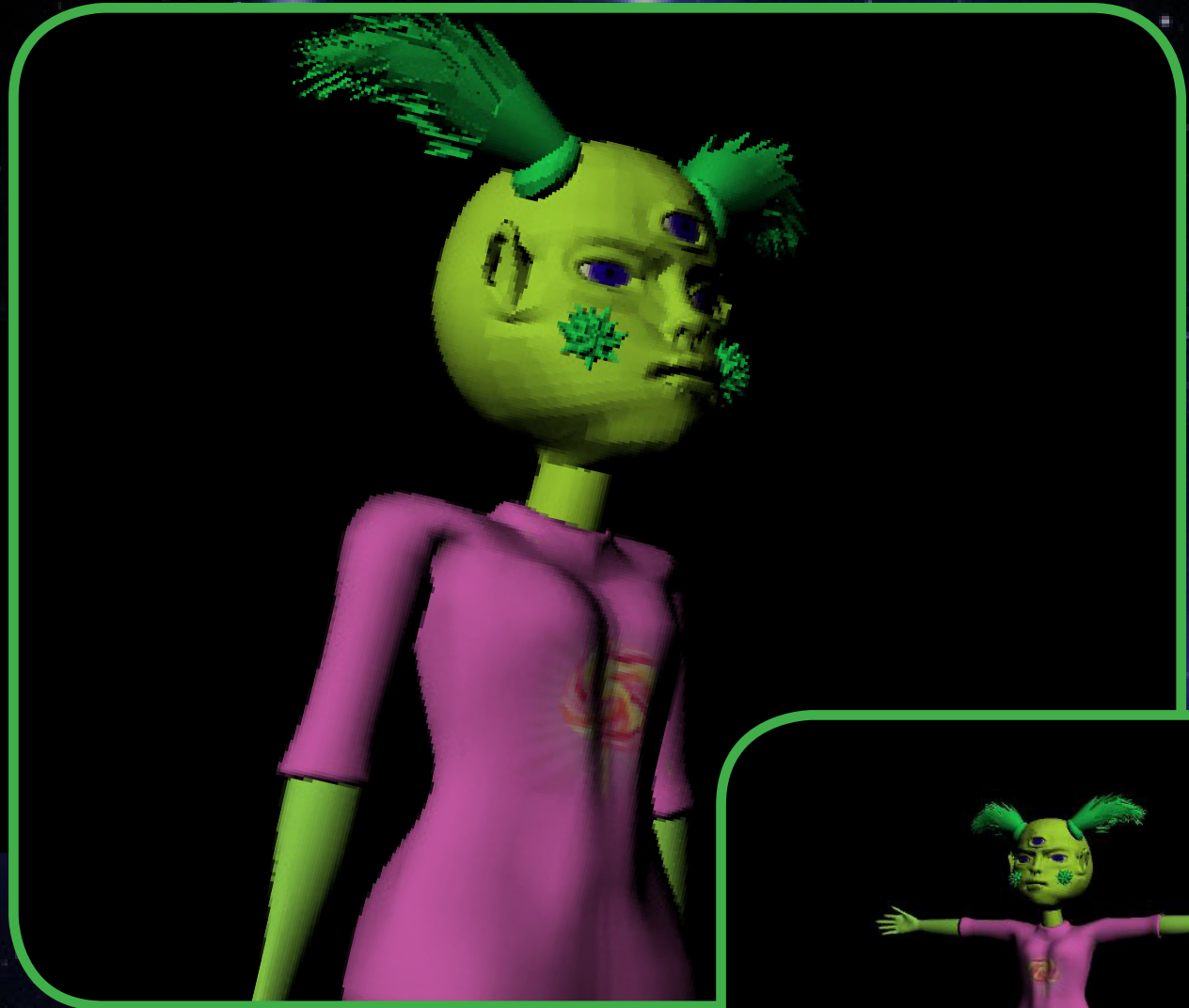
Your mission-release all planets of "a sweet galaxy" from malicious monsters. With each planet monsters all become more malicious and more various. Therefore you will need to show sharpness and correctly to choose the weapon.

You and monsters attack each other by turns. At you will be only 15 seconds for a choice of a convenient foreshortening for attack.

Before everyone fight you will have 100 points of energy. But after each attack of the monster your energy will vanish. Do not forget to take with itself magic sweets which will betray to you of forces!

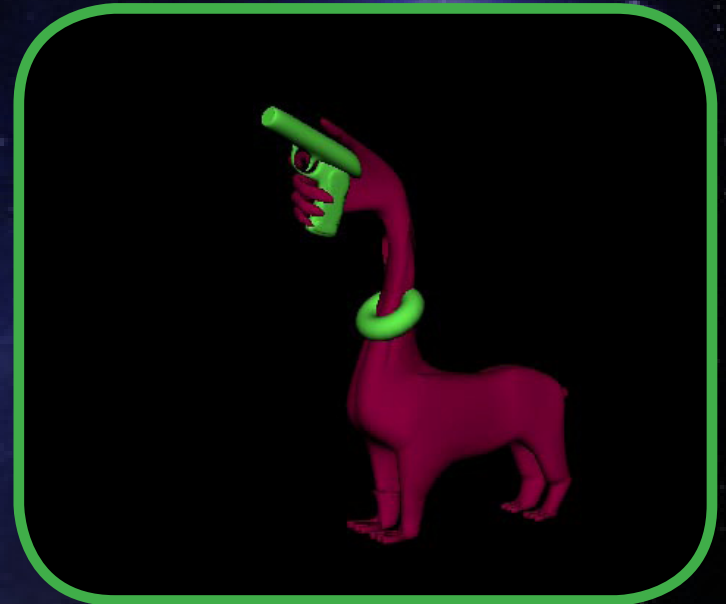
Pleasant game!

**Girl**  
**(main**  
**charackter)**

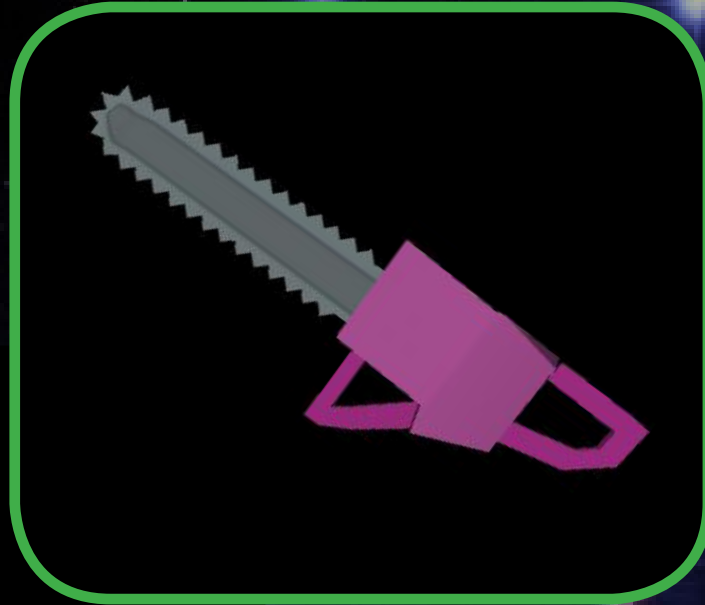


# Monsters

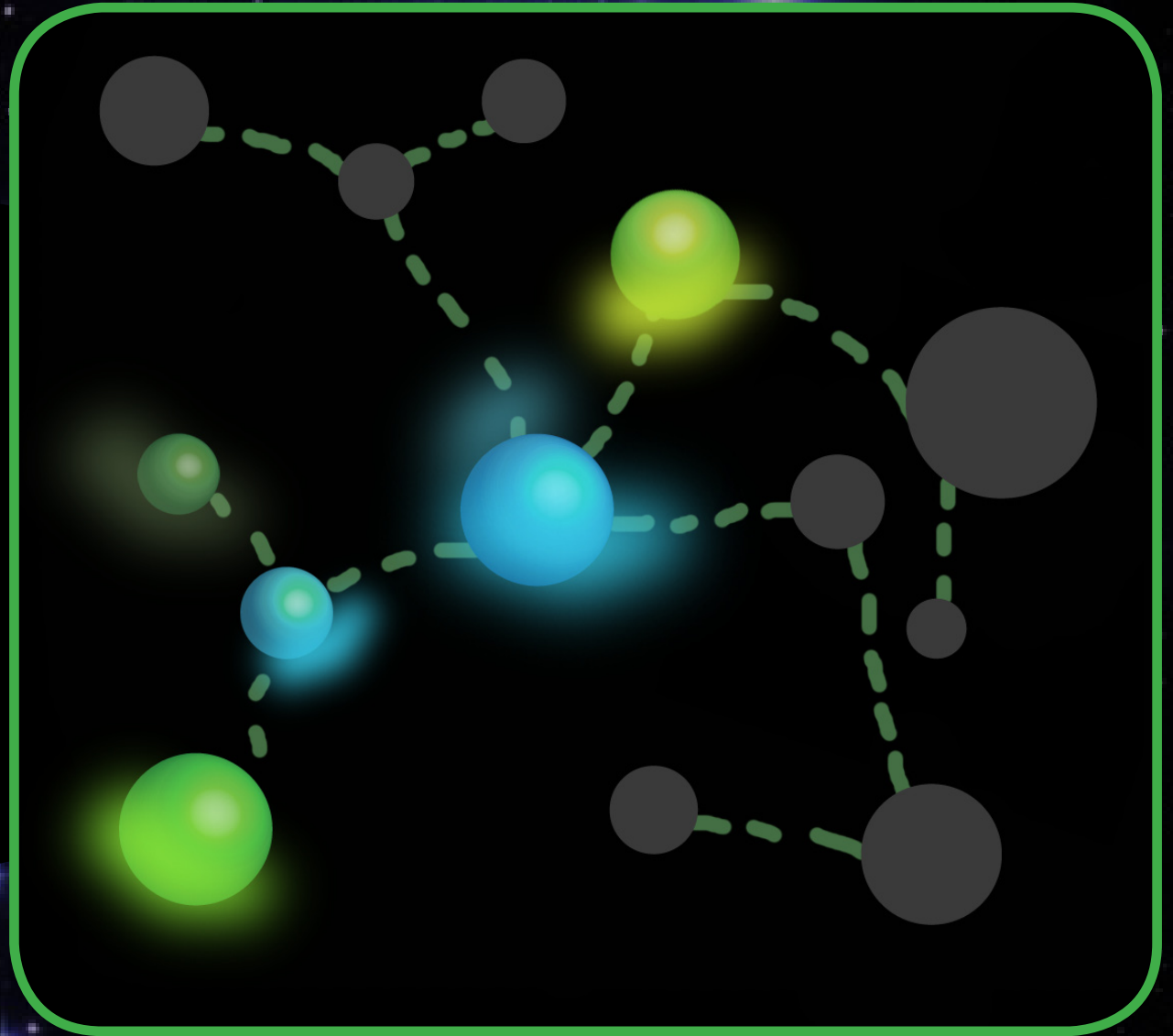
(first levels)



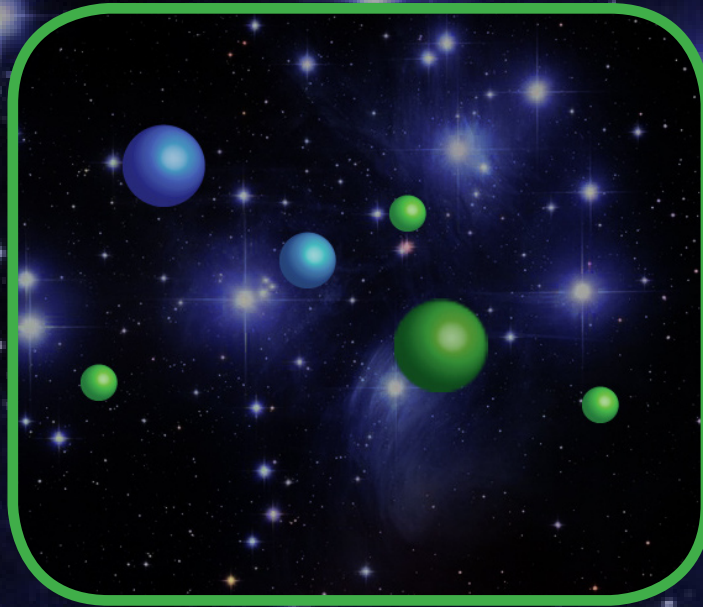
**Weapon**  
**(first levels)**



**Univers**  
**(shining planets are**  
**free now, but grey**  
**with monsters**  
**and you need**  
**to help them)**



# Backgrounds (first levels)





# Interface (start)



# Interface (battle)



**Battle**  
**(you attack**  
**monster first)**



**Battle**  
**(monster**  
**attack you)**





**Bye!**  
**Bye!**

