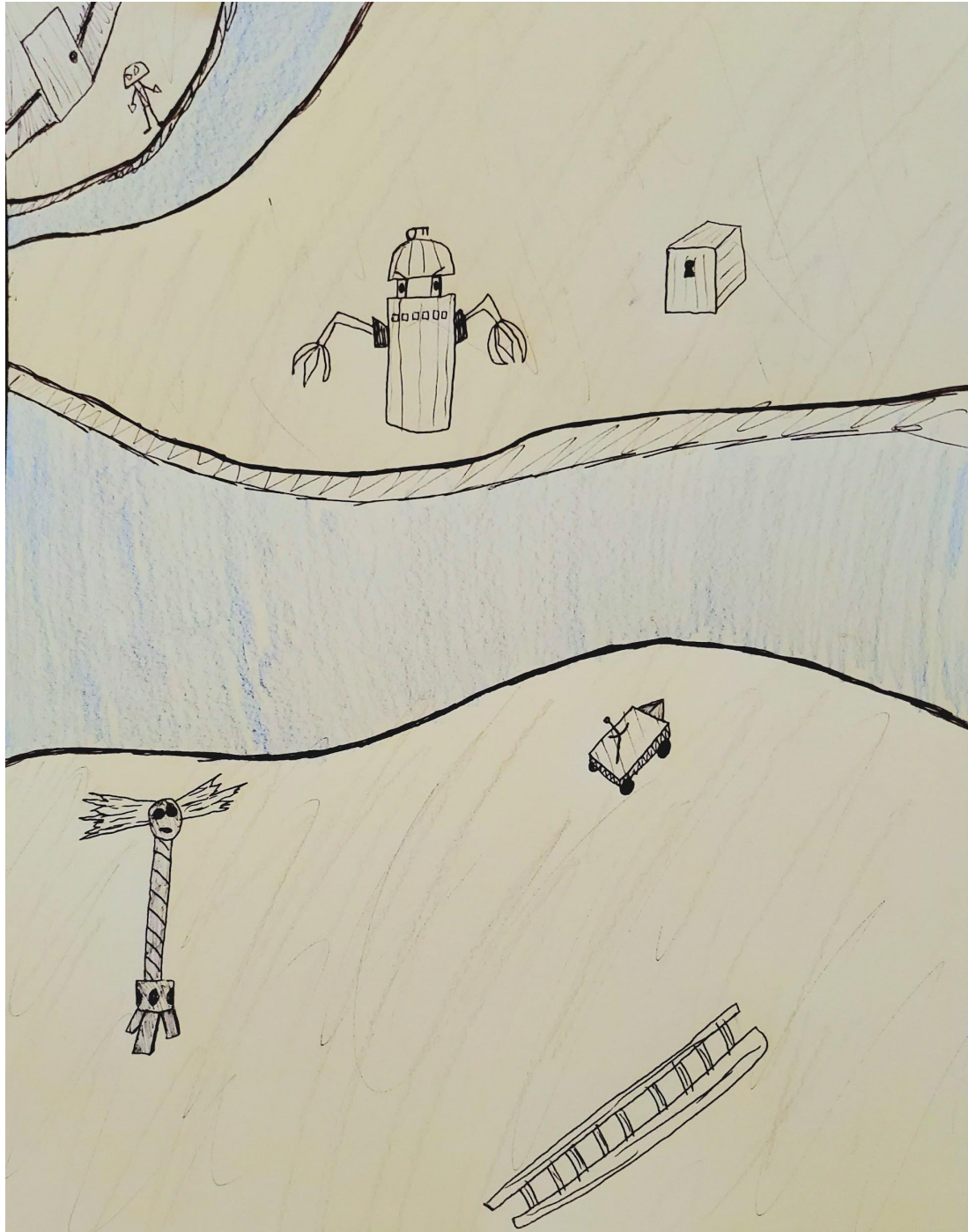
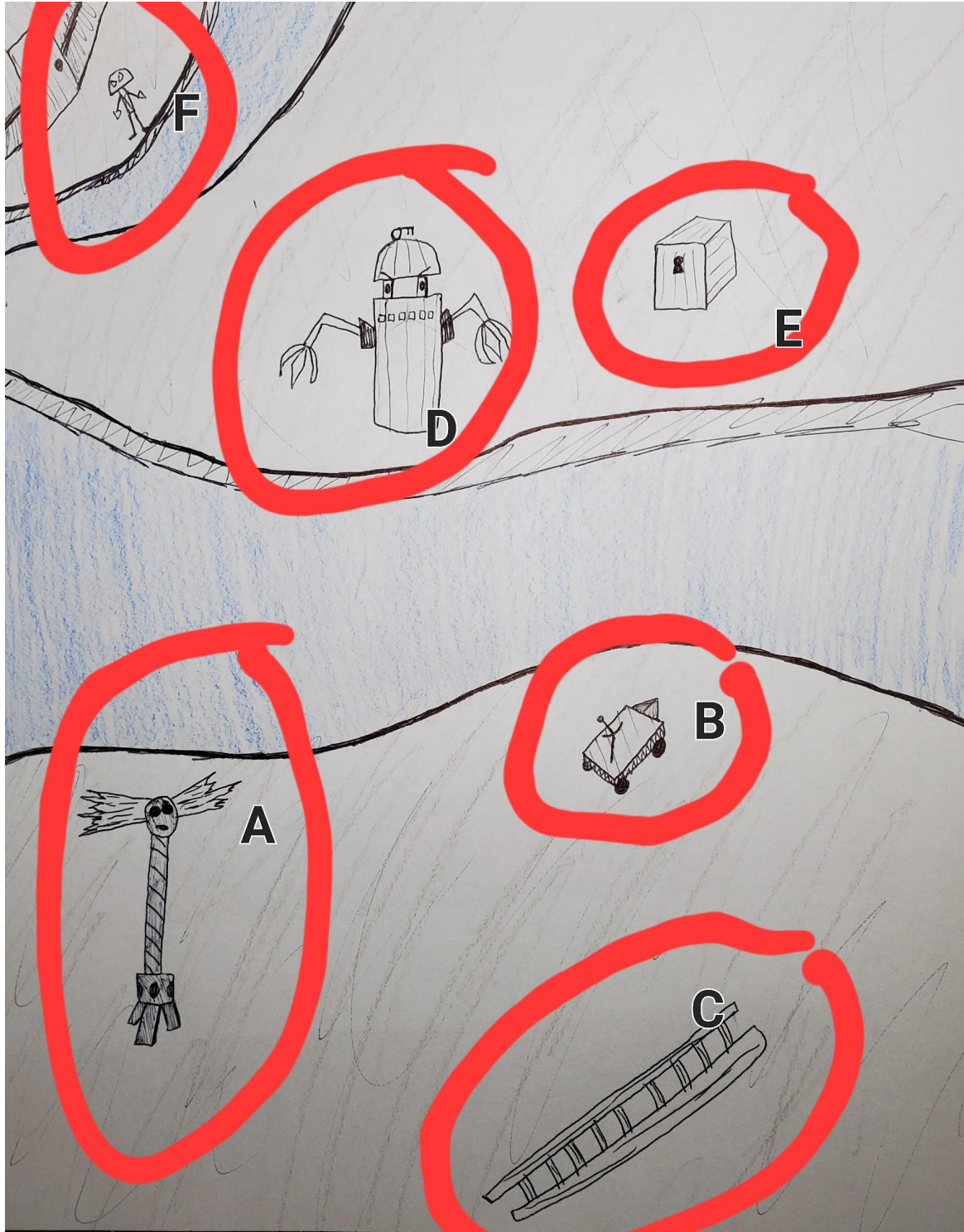


ZOOVAC



THE VOID





You Play as Zoovac, and One day you died, you said save game of course, but you woke up in a strange void, and this is what you see.

- A) You are Zoovac, and you can not really move that much, so you have to use your electric hairs to make B) come close to you. (go to B to see what to do)

- B) This is a robotic trolley that zoovac can go on to move. He can move it by controlling it with his antenna-like hairs. It has a sharp snow-shovel-like end that you can use to hit or move objects or things.
- C) Is a big ladder you can use the Trolley to move across the gap in the void to get to D
- D) This is basically a very mean mech named trolloton Mech, and he uses his claws to scrape into the ground to move. He will try to attack Zoovac, so Zoovac must use the sharp end of the trolley to ram into him and knock him out. You can then get the key to open E
- E) In the chest you find a pair of robotic arms that automatically lock onto your stick. You now can use these as regular arms.
- F) You can use the ladder again by picking it up with your arms and putting it across that next gap. You can then punch the robot in the face with your arms, but you can not use the sharp end of the trolley to knock him out. Then you can open the door and go back to the last PCG you were in.

HOW TO USE THIS GAME: In any game that you play as Zoovac, the next time he dies instead bring him to this game and then make him escape and get back to the game you were playing.