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# SHIELD MAN



*You are the galactically infamous **Shield Man**. In the harsh future of interplanetary life, few can truly become rich and powerful. Legally. You are a raider of sacred alien tombs and ruins, filled with priceless treasures and artifacts. Of course, you must face **SOME** backlash when committing such acts. Fortunately, you have the most precious of treasures of all.*

Your Ol' Reliable  
Your Day One  
Your **SHIELD**.

Now go out there and defend your winnings!



# THINGS TO KNOW

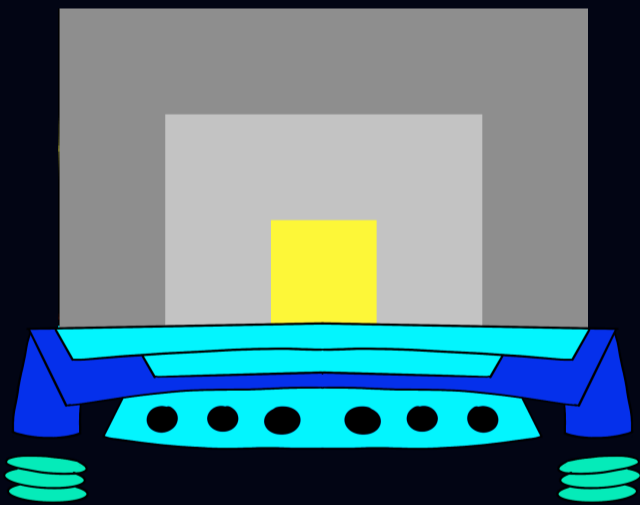
## YOUR TRUSTY SHIELD



The weapon of your choice! An ancient artifact handed down through your lineage. It can block anything. Once it has absorbed enough projectiles, it can become a projectile of its own. **Saucy**.

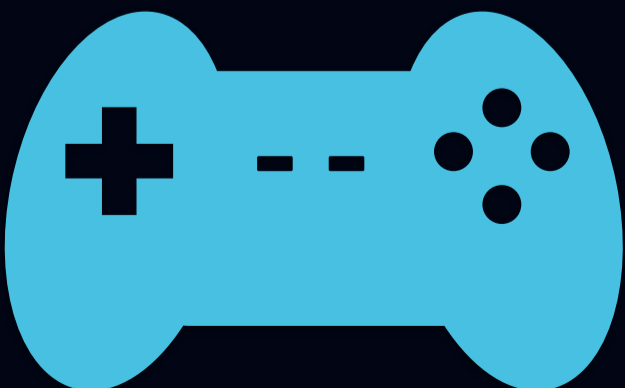
Be careful though, if you hold it out for too long, it **will** deplete.

## YOUR TREASURE



The precious cargo you are transporting. It moves on its own, with your specially *borrowed* hover transporter. It even goes through walls! It is your job to protect these goods! Projectiles will **aim** for it. If they do manage to connect (and they shouldn't because you're **the** Shield Man), they will break off chunks. You will lose if they hit the yellow core - the true harvest of your hunt.

## YOU



As **the** Shield Man, you are agile, strong, and extraordinarily buff. You can dash short distances horizontally. You can jump on platforms. You can aim your shield. You can jump using the stick (tap jump). You even can fast fall. Use your movement to your advantage.

# PROJECTILES . . . ?

You're *the* Shield Man, so that's up to you to figure out. No heist is ever going to be easy! Thought you would've learned that from GTA or Payday.

Improvise, adapt, and most importantly, **block**. That's your stuff.

## CONTROLS

