

Canine Adventures!

by Alex Embrey and Becky McInerney, made with Blender

I hope you're ready and rarin' for some rip-roaring fun with Rusty, intrepid intergalactic canine. This time he has to help the hapless inhabitants of Planet 3 as they attempt to secure questionably ethical intelligence about their enemies.

Plenipotenat Benag of Planet 3: "I am so glad you showed up! because Planet 3 is in dire need of your services! As you may know, last week, enemy beings from G12 P2 went off course and collided with Planet 3, creating a huge disturbance to the infrastructure of Planet 3's ET Department. DNA was extracted from the dead bodies of the G12 P2ans and concealed in a round, spherical object. The sphere was stolen last week, by an unknown thief, but due to its toxic contents, the thief seems to have vanished. We have located the ball, and it must be returned immediately to ETD headquarters where it can be examined by experts. Unfortunately, handling of this object is lethal to P3ians, but not to intergalactic canines. You, Rusty, are the only one who can help us. You must roll the ball along this ET-secure wall and bring it back to ETD headquarters immediately.

At the end of the wall you will have to make a blind jump into Abyss X-27, at the bottom of which are the dangerous springs of Geresnia. These springs provide an updraft which will slow your fall, but they also bubble up deadly gaseous caninolyctic acid, so you'll have to be at the top of your game to escape with both your life and the receptacle intact! Good luck, Rusty!"

Installation instructions:

Copy the folder in its entirety. It should contain:

one (1) executable file
four (4) .dll files

Then simply run k9adv.exe and have fun!

Playing instructions:

NOTE: The mouse cursor sometimes doesn't show up at the beginning. To cure this, click on any button which changes the screen. Our apologies.

Only a few choices! To read about the game, click "About," but to play it, click "Play!"

Part 1 uses all the arrow keys, and direction is relative to Rusty, not the camera. Part 2 only uses the left and right arrow keys, and direction is relative to the player.

Part 1 has Rusty pushing the ball along a narrow safe path. If either Rusty or the ball fall off, he'll have to start from the beginning of that level. The three levels in Part 1 get progressively harder, so be careful!

Part 2, only one level, is a game of dodging. Avoid the deadly gas bubbles until you reach the ground and save the day!