Xenocatcher

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Summary

*Xenocatcher* is an innovative action-puzzle video game for the Windows PC, which combines exciting and challenging gameplay with a simple interface suitable for all ages. The player controls a robot zookeeper, whose task it is to recapture escaped animals. In order to outsmart the animals, and because it is of course essential to preserve the animals’ health and safety during recapture, it is necessary to outsmart the creatures’ instincts, and overcome obstacles in order to succeed.

The game itself progresses one animal at a time. Each of the four levels features a different animal, whose AI becomes increasingly more challenging to decipher and overcome. To capture the animals, and therefore progress to the game’s next level, they must be lured into the capture squares on the map.
How to Play

Movement is controlled with the arrow keys: Up, Down, Left, and Right. You must decipher the animals’ movement patterns in order to lure or trick them into the capture square.
Final Backstory

_Xenocatcher_ takes place at an unknown date in the relatively distant future, when humanity has taken to the stars and discovered that it is not alone in the universe. Integrated human-alien cities have existed for some time now, and species isn’t really a noticeable characteristic anymore. Many of the familiar Terran entertainment fixtures have translated well to this futuristic society, not least of which are zoos, containing vast menageries of the wild and weird interstellar fauna to be found throughout known space.

You are a robot zookeeper who has been activated to recapture animals from the Space Zoo. Your job is very simple: Round up the animals, one by one.