Outpost

Your spaceship crash-landed on an inhospitable planet.

You wake up in a medical pod in a mining outpost that seems to be abandoned. All you find are hostile creatures.

Can you escape the outpost alive?

Avoid enemies as you explore 90 screens full of platforming action. Search for objects that will help you unlock new areas and find a way off the planet.

Outpost is a platform-adventure game.

This is an original game by Juan J. Martinez for the ZX Spectrum 48K or compatible.

If you love the game, you can buy me a coffee!

Controls

The game can be controlled with the keyboard or a joystick (Kempston and Sinclair are supported). The keys can be redefined.

Action	Joystick	Keyboard (default keys)
Move left	←	O
Move right	→	P
Jump / Climb up ladder	↑	Q
Climb down ladder / Activate	↓	A
Fire	Fire	Space

Press ‘h’ to pause/resume the game.
Press ‘g’ to end the game and go back to the menu.

Credits

This is version 1.0.0 (2026-10-25)

Programming, sound and graphics by Juan J. Martinez
Game design by Juan J. Martinez and Victor Martinez

No IA was used to make this game!

For further information and updates, please visit:

https://www.usebox.net/jjm/outpost/

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