

Introduction

Spaceman Sid fights to survive on the planet Tribos, featuring scrolling screens, sliding bridges, meteor storms, 100% machine code action and one player game - joystick not required!

Spaceman Sid stared out over the barren landscape, no enemy in sight. Bored, Sid's mind drifted back to the mission briefing and the C.O.'s desperate instructions.
"Sid... You are required to recapture out Dilithium Crystal Mines necessary to Earth's defence systems. The mining operations on Tribos have been captured by the Martian Forces. You have been picked to take the new XR5 Laser-Armed Combat Rover, to infiltrate the Martian defences and to destroy the enemy command camps."
Suddenly, lights appeared from over the horizon, and his attention instantly fixes on the approaching drone, his hand slams onto the fire button, reducing the oncoming craft to a ball of flame and twisted flying alloys.

"Drok..." gasps Sid. "That one nearly got me!"

But there is no more time for contemplation as an Enemy Scout Ship appears in close pursuit of his now vapourised comrade.

Game Controls

Z - Left, X - Right, SHIFT - Jump, RETURN - Fire
Q/S - Sound Off/On, SPACE - Pause On/Off

Scoring

Small Rock | 30 pts
Large Rock | 50 pts
Meteor | 50 pts
Drone | 50 pts
Scout Ship | 100 pts
Enemy Base | 500 pts
Alien Bomb | 0 pts
Beacon | 0 pts
Land Mine | 0 pts

Bonus Craft for completing Level 3

Spaceman Sid features three progressive leves of difficulty and five sectors. Watch out for the meteors in sector 3 and the nasty sliding bridges in sector 4.