Sami Troid

©2014 Alfonso Saavedra "Son Link"

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Prologue:
You are Sami Troid, a space body hunter. The spacecraft XZ-388 is under attack. Your mission: destroy the enemies and recover the last eggs of many especies of a dying planet.

Howto play:

You'll have to walk the ship for 14 eggs and take them to the incubator. You can only carry one at a time. To leave just press **action** when in the incubator. Once you have recolected a determinated quantity of egg the indicator situated on the incubator will change colour indicating the security door of that colour is now open so you have access to other zones, being red the one to access the final stage of the game and green to access the room which goes to the end of the game.

Controls:
Jump: N or Up
Left: A or Left
Right: D or Right
Action: S or Down
Fire: M or Fire button
Pause game: H
Finish game: Y

Objetos y Zonas:

Incubator
Eggs
Security keys
Life charges
Security doors
Doors for access to restricted areas

Credits:
Programming:
Son Link
Graphics:
Son Link (tiles, sprites)
Radastan (loading & final screens)
Jarlaxe (sprites)
Music:
Davidian (title screen)
Thanks:
To Mojon Twins for the Churrera and these greats tutorials published on El Mundo del Spectrum, the forum in general of the mojones for your help and support, to Speccy forum user, Hidoki, my aunt Jaki and Ailin for her help to translate this manual and all of you who have downloaded my first game.