

Oids



Address	{value_address}
Contact Person	{value_contact_person}
Mobile Number	{value_mobile_number}
Email	{value_email}

The gameplay of Oids is a lot like Asteroids, but with some twists. Your spaceship is circular, flies like an Asteroids spaceship, but when it hits the sector wall, it does not come out the other side. It bounces. You also bounce off of other players as a billiards-ball does. Another big difference is that gravitational pull has a big effect on your flight. There are black-holes that you do not want to be pulled into. They also pull your projectiles, as shown in the above picture. There are also worm-holes in Oids. You go in one and come out another. <td>

For more details, please visit <http://scripts.goclix.com/oids-6309>
