

OIDS.X High Score Tips From A Pro

1. Have a plan for the order in which you are going to tackle each planetoid. Decide what bases you need to clear out, how to manage your fuel and your NovaBombs, when to pick up Oids. Proceeding without a plan on a difficult level is a recipe for disaster. In fact, many of the planetoids were designed with some plan for completing them in mind and can seem impossible until you figure out a plan.

I try to plan where I'm going to use each NovaBomb, when and where I will refuel, when and in what order to rescue Oids.

Many of the Biocrete Home Bases can be killed either without any NovaBombs (just shooting them) or with one NovaBomb plus shooting. Also, in developing a plan for what order to tackle a planetoid, I prioritize what to kill on a level based on how much each base is draining my shields vs. how easy they are to kill. So usually I work on getting rid of bases without shields before dealing with bases with shields.

2. The most important skill is to learn how to fly. Next most important is to shoot accurately. The final skill is to be able to apply your shields at only the moment they are required and not to fly around with them on all the time even when there is a lot of danger in the air. If you want higher scores, you have to master all these skills.

3. If you want to get a higher score, remember where all the Tower bases are. Let the Tower bases rise to full height before shooting them to get maximum points.

4. To get a high score you need to get to the end of the Galaxy and get the bonuses for rescued Oids and remaining ships. At 10,000 points each, the ships you have left can add up fast, so try not to use them all up getting to the end.

5. Finally, to really maximize your score, make sure to shoot the missiles, spheres and aliens, not just let them hit your shield--you

get 1/10th the points for something you kill with your shield vs. shooting it. The also goes for ground bases and Biocrete Mother Ships. Also, using up remaining fuel and NovaBombs hunting Biocrete Mother Ships (on levels where they appear) is a good way to make some more points. The Biocrete Mother Ships are fairly easy to kill and worth a lot of points.

-Doug Bell