**Story**

Neil is an aspiring astronaut person who really, really, wants to land on Mars. Everything has been set up, however, while exploring the Martian surface, Neil and his friend Jason, get lost. Can you help them find their way back without them running out of oxygen?

**Rules**

You need to use the arrow keys to jump up and down the Buttes and craters to get to the lander. However, the dust storms and crumbly rocks will do whatever they can to stop you. If you run into a health power pill, then the dust storms will stop moving and you have 30 extra seconds to run. If you crash, 1 of your 5 lives will vanish. Use the rover token where possible so you can get there quickly.

**Balance**

You can stop the obstacles by using the health pill and you can outrun them by using the rover!

**Feedback**

The feedback can be shown by a ‘lives’ icon on the side of the screen.

**Chance**

You may reach the spacecraft… or you may not! – a 50/50 chance!

The obstacles randomly occur, there is no real chance hitting you.

**Skill**

It progresses in difficulty as you get closer to the spacecraft.

**Goal**

You need to reach the spacecraft!

**Characters**

PC: the astronauts you are controlling

NPC: obstacles and rover

**Adaptivity**

It gets harder as you get closer to the rover, meaning more buttes and craters. However, to help the player a little, the dust storms will disappear.