An extract from the Last Pyfighter instruction manual:

The Year is 30XX

The Human Race is under attack.

Using stolen alien technology humanity developed The Pyfighter.

You have been tasked to fight off the hordes of the Zalgrons.

Good Luck...

To control the Pyfighter you use the arrow keys to move around the screen. Space Bar fires the LAZOR Cannon at the alien scum.

As a human with little regard for alien life (as they have none for yours), you have been equipped with experimental smart bombs that can instantly destroy the drone ships sent to bring you down.

Beware: if you kill enough aliens, you will attract the attention of the alien destroyers, who will prove to be a tougher match.

This game was loosely inspired by Galaga and other such arcade games from the 80s. The art is inspired by sci-fi entertainment from that era and was drawn by Jes.

The game is a wave-based, side-scrolling shooter with bullet-hell elements. The player has omnidirectional 2D control around the screen. The player has access to two weapons: a basic straight-line firing gun and a screen clearing bomb. Powerups were implemented to allow for higher level play options such as resource management.

Life and point systems are implemented to allow rankings of each game play run. These are added to a high score file after assigning the player name after each run.

The High Scores are also displayed on game over.

A boss wave was added every 4th wave to provide additional challenge and variation, as well to reward the player with powerups they may not have received from the random spawns.

There are some quality of life implementations in the game as well: there is an option to pause the game loop mid-play, as well as quit the game without needing to use the mouse. There is also a start screen that explains how to play the game without the needing to read the readme.

Sounds were taken from grsites.com

Music was taken from dl-sounds.com