

- 3 pickups
 - Regen (Gives incremental repair)
 - Shield (Gives instant repair, fixes malfunctioned controls)
 - Battery (Recharges power shots)
- 3 enemies
 - CRASHER - Defend other ships and attempted to bump to you
 - SHOOTER - Shoot behind enemy lines, cowardly
 - BOSS
 - Skill 1: BAM, Shoot bullets at the player
 - Skill 2: RAM, Vigorously rush at you, dealing tons of damage if collided
 - Skill 3: HAM, Summon shooters and crashers at you
- 3 gameplay rules
 - When you have warning on health (YELLOW), the controls becomes crazy sometimes
 - Your weapon system malfunctions when you have critical health (RED)
 - For every 1000 points, a random powerup spawns