How to play

Use UP/DOWN/LEFT/RIGHT to move your spaceship. Hit the A BUTTON to fire. Collect the power-ups to earn points and improve your fighter firepower and speed.

The game

Fly in your RW-7R0 Space Fire fighter, dodge twisty walls, evil enemies and barrages of bullets, fire at the aliens and collect power-ups to improve your ship and score. You have 9 lives but use them the less than you can!
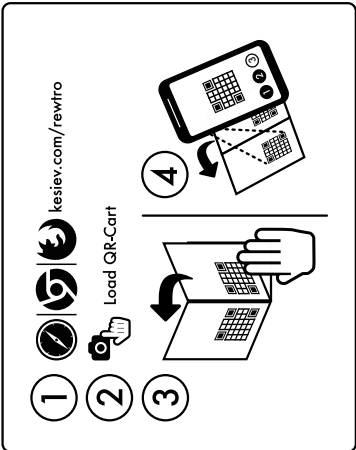
Scores

Every enemy you take down is 5 points and every power-up is 1 point. The power-up value increases every time a new one is collected and goes back to 1 when you die so try to survive as much as you can for higher scores!

The story

2030. A hostile alien race suddenly appeared in our solar system. You are one of the few pilots of the RW-7R0 Space Fire fighter and your mission is to eliminate the menace and discover where the alien came from. Good luck, pilot!

History and Wikipedia

There is no consensus on which design elements compose a shoot'em up game nor which is the earliest. Is it the MIT's 1961 "Spacewar!", one of the first videogames, or the 1978 Tomohiro Nishikado legendary "Space invaders"?

STAR FIRE

Coder's Review

I love Japanese arcade games and the Bubby Pop release feedback on Twitter ignited some shmup passion back. I had to put some in-game music, boss battles, and handcrafted stages as they are a must in a shooter so I used a smaller screen to stay under 3kb.

kesiev.com/rewtro

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