Game Rules

The objective is to survive and get to the girl to safe her. You play a mafia member who was tricked in being a traitor to the family and is now dead set on killing everyone. You walk through the different rooms inside of a bar and basically take down everyone around you in the progress. To progress to the next room you need to find a key that lets you go to the next room. As you continue going through the building the enemies will get stronger and it will take longer to get to the next room.

You play with a controller with two joysticks and two buttons, the controllers are for moving and looking around. You shoot in the direction you are facing. And you shoot and dodge with the buttons. When you click one of the controllers, that is the way you reload. And then there is the menu and start button in the middle of the device.

* The objective is to reach the boss, kill him and safe the girl.
* You can walk in any direction.
* You have an infinite amount of bullets but have to reload.
* You can kill anyone.
* There is a choice between 3 different weapons
* There are 2 different enemies, one small, fast guy(low HP) and one big slow guy (high HP).
* You have to find the key to fight the boss
* As you progress the bosses keep getting harder to fight.