The player starts with 3 lives.
When the number of lives remaining reaches zero, the game is over.

Gameplay

The player controls a spaceship that flies around the screen.
Obstacles spawn on the right side of the screen and move to the left side.
The player must either shoot or avoid the objects to survive.

Fires every 0.5 seconds while button is held down.
Destroys what it hits.

Lasers

Torpedo

Can be fired every 5 seconds.
Destroys everything in 2 unit radius when it hits something.

Player

Controlled with the joystick.
Moves up/down/left/right.
Weapons:
- Lasers (Button 1)
- Torpedo (Button 2)

10000

Points are earned by destroying enemy obstacles.
When point milestones are reached, the difficulty of the game increases, spawning more enemy obstacles and increasing the chance of enemy ship spawns.
The top 10 point scorers are kept in a high score table that displays at the end of the game.

Objective

Survive as long as you can.

Asteroids

Move right to left.
Destroy what they hit.
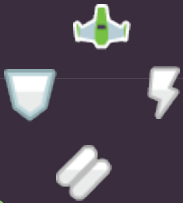
Enemy Obstacles

Enemy Ships

Move right to left.
Follow the player vertically.
Shoot lasers every 1 second.

Powerups

Rarely spawn instead of asteroids or enemy ships.

- **Extra Life**
- **Shield:** Protects player from all damage for 5 seconds.
- **Speed:** Increases player movement speed by 50%
- **Rapid Fire:** Reduces laser fire delay by 50% for 5 seconds.

AsteroBlaster