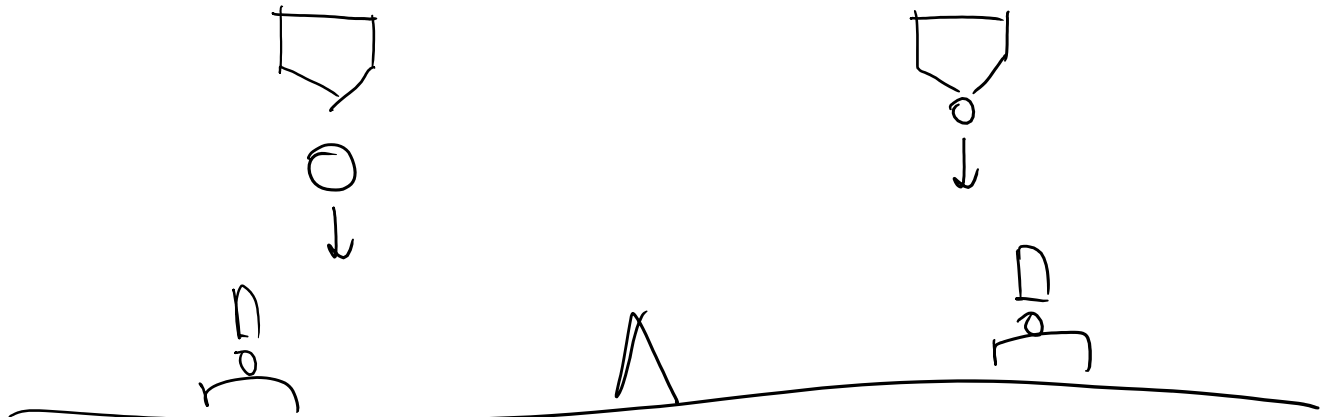
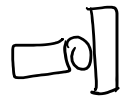


Space Invaders level

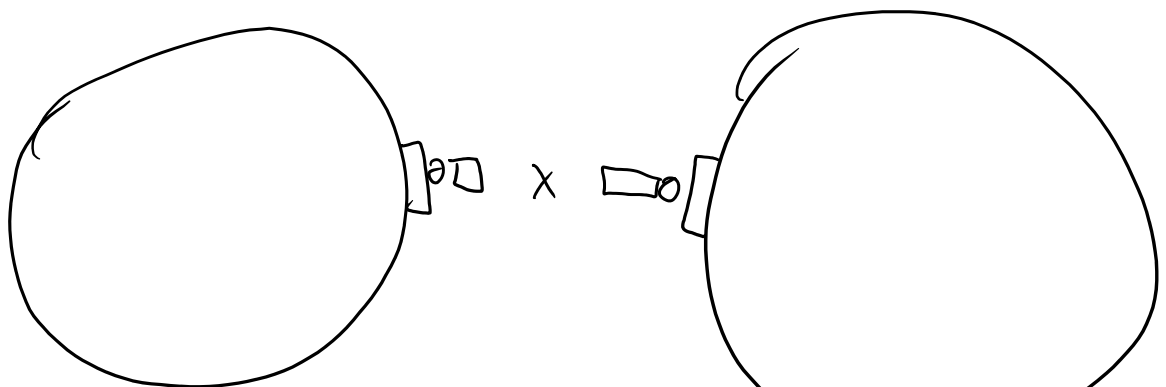


Space Fighters



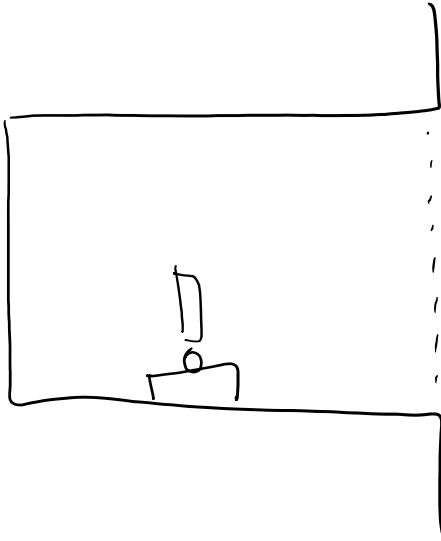
Players can go anywhere and powerups appear anywhere on the level at random

Planet to Planet

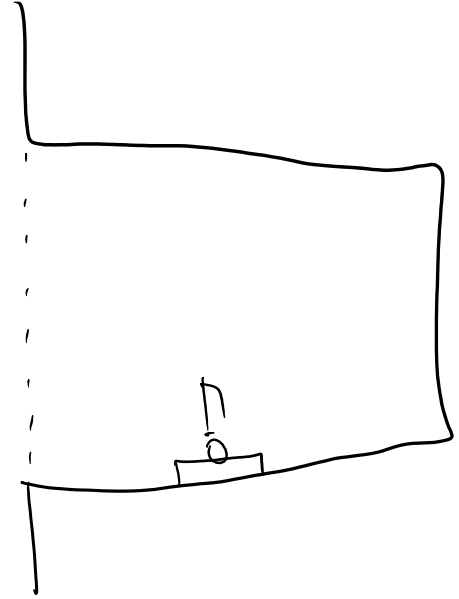


Gravity identical to single planet map, towards center (λ) (like Pluto)

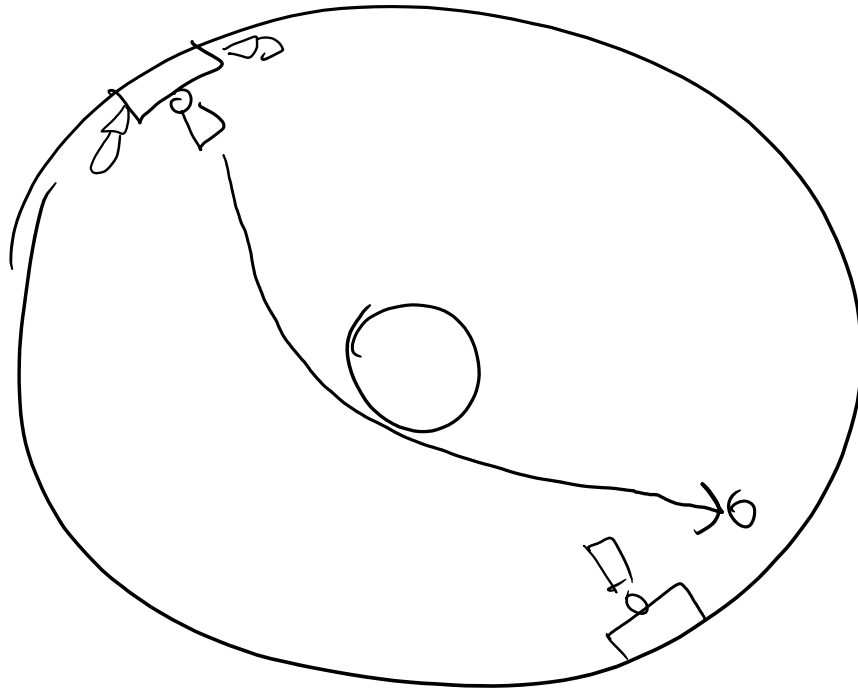
Fighter Bays



Force field powerup
blocks all shots
for 3 seconds



Orbit



Like space station except planet in center, very small unchanging gravity to

allow for "slingshot" movement of bullet
