Oh no! You are surrounded by enemies!

What's worse is that you have no weapon and armor!

Fortunately, food served on your ship is really good while enemies' food is terrible.

If you let enemies have your food, they will become your allies!

There are totally five kinds of food on your ship:
    Meat can upgrade your allies' power!
    Bear make your allies shoot faster!
    Cake provide additional bullets every shot.
    Fruit replenishes ammunition.
    Vegetable heals your allies.

All upgrades have three levels.
Ally born with 10 bullets and 3HP, it can have 50 bullets and 5 HP maximum. Fruit +10 bullets and Vegetable +2 HP each.

Use controller to drive your spaceship, Press Fire 1 to shoot and Fire 2 to change food! (In the project setting)

You will die if you are shot by enemies' bullet or you collide with an enemy.

You will get score if you transform an enemy to your ally or your ally killed an enemy by bullet.