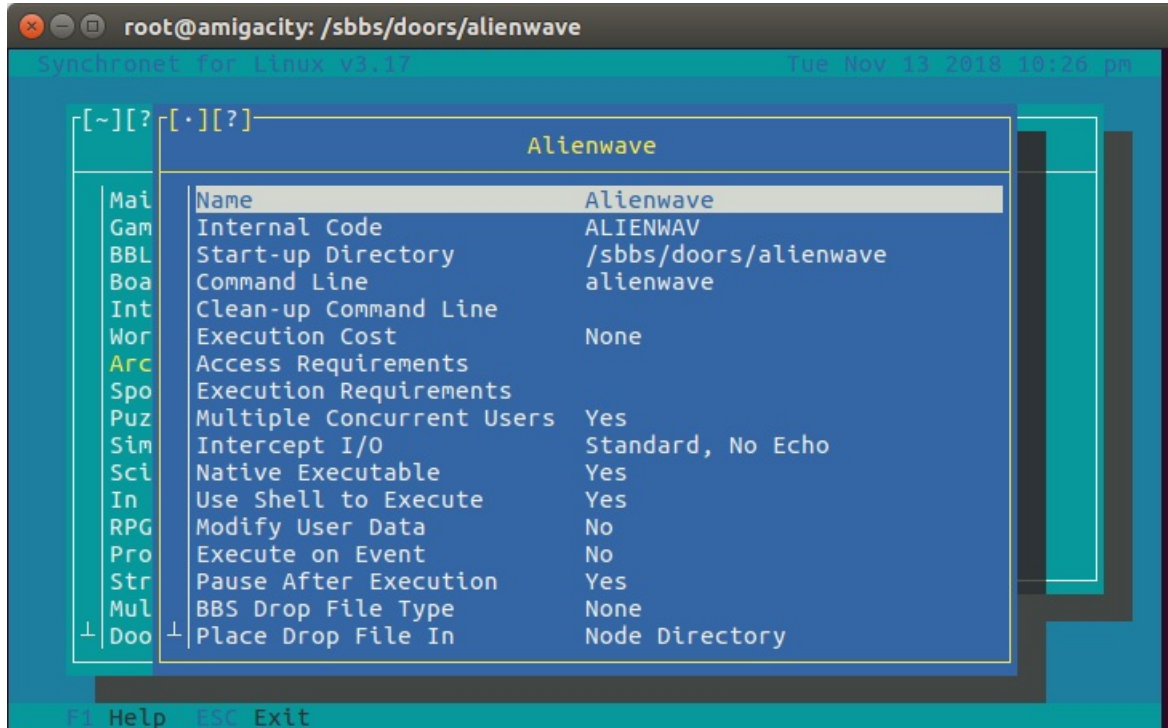


Alienwave - The BBS version

This is a clone of the arcade game Galaga & Space Invaders. Configure it in scfg like this:



The screenshot shows a terminal window titled 'root@amigacity: /sbbs/doors/alienwave'. The window displays the Synchronet for Linux v3.17 interface. A configuration window for 'Alienwave' is open, showing various settings. The left sidebar lists categories: Mail, Gam, BBL, Boa, Int, Wor, Arc, Spo, Puz, Sim, Sci, In, RPG, Pro, Str, Mul, and Doo. The main area shows the following configuration:

Name	Alienwave
Internal Code	ALIENWAV
Start-up Directory	/sbbs/doors/alienwave
Command Line	alienwave
Clean-up Command Line	
Execution Cost	None
Access Requirements	
Execution Requirements	
Multiple Concurrent Users	Yes
Intercept I/O	Standard, No Echo
Native Executable	Yes
Use Shell to Execute	Yes
Modify User Data	No
Execute on Event	No
Pause After Execution	Yes
BBS Drop File Type	None
Place Drop File In	Node Directory

At the bottom of the window, it says 'F1 Help ESC Exit'.

Make sure you put it in /sbbs/doors!

If you need any support just go to <http://synchronetbbs.org/index.php/forum/alienwave>