MCP Go!

GOAL

30x INIT

BARRIER ARRAY (Constant Shift + grows to MAX 100.)

progressive speed

Unidirectional
↑ Shot must hit before reload
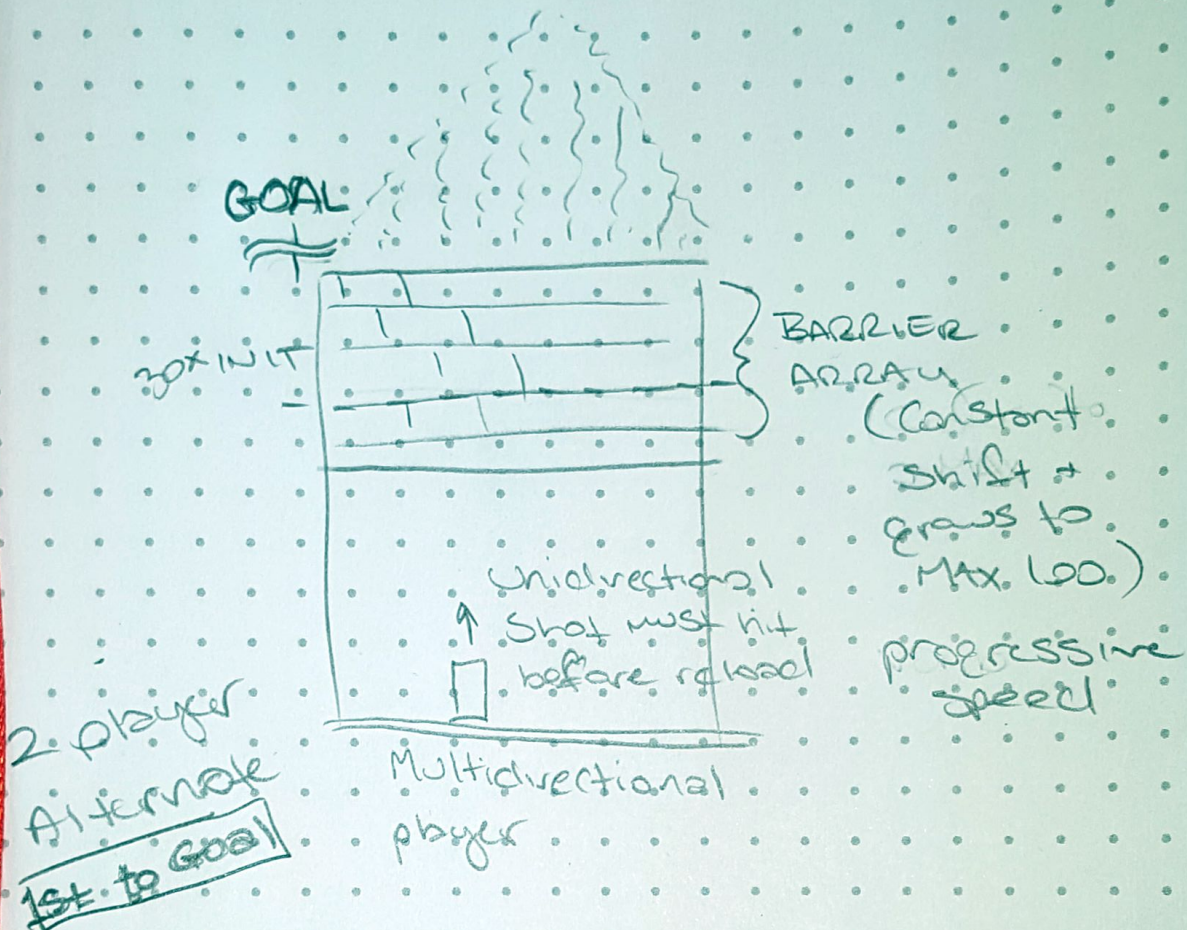
2 player
Alternate
1st to Goal

Multidirectional
player

Player starts at bottom of core, barrier array represents 3 rows of 10 blocks. Player can move up, down, left, right. Barrier shifts left to right x10, then adds another top row - MAX 100 blocks @ HOME row Player fires at blocks, reload @ impact. Must clear path to MCP Core and enter to win