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Controls: Left/Right Arrows for movement, Space for fire, Enter for menus

Summary of Modifications:

- All textures have been replaced - new pixel art aesthetic
  - Many are animated
- Many new sound effects
- Replacement of Lives (1 hit per level) with Health (3 hits per game)
- Powerups occasionally drop from killed enemies
  - Health +1 (maximum of 3)
  - Bubble shield that lasts 10 seconds
  - Rapid fire - 5x fire rate for 3 seconds (cannot be used with power fire)
  - Power fire - two large projectiles that do extra damage in a wider radius (cannot be used with rapid fire)
- Player and enemies flash red briefly when damaged
- Explosion decals on player and enemies when damaged
- Brief player cinematics at start and end of levels
- Three levels with unique enemies and scrolling environment backgrounds
  - River, canyon, and the outer atmosphere leaving Earth
  - Enemies have different amounts of health and are worth different amounts of points
- Menus now require the Enter key, making the transition between scenes slower