

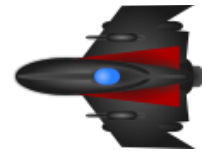
Instructions

Objective: Don't let the enemy ships get past you, survive for as long as you can and get the highest score possible!

Enemies: There are 4 possible enemy types

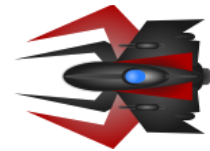
Default Enemy: Is of a regular speed and only has one health. Shoots 1 bullet at a time.

Point Value: 20



Double Shooter: Similar to the default ship but shoots two bullets at once.

Point Value: 40



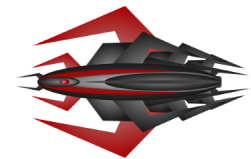
Speed Ship: Double the speed of the other ships

Point Value: 60



Heavy Ship: Has triple the health of the other ships

Point Value: 50



Each type of enemy spawns at different rates depending on what wave you are on.

Losing: You lose if your ship runs out of health

Controls:

Arrow Keys: Move up, down, left and right

Space: Fire