

Instructions:

The objects in this game are:

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|---------------|-------------------------------------------------|
| 1. Player | The fighter jet |
| 2. Enemy | The flying alien |
| 3. Items | Health items, weapon upgrades, etc. |
| 4. Base | The rectangle on the left-side |
| 5. Scoreboard | The score tracker on the top right corner |
| 6. Healthbar | The large healthbar on the bottom of the screen |
| 7. Projectile | The fireball that is shot out of the player |

You are the player, and your objective is to defend the base. That is, you have to shoot down the enemies before they reach the base. Each projectile does 1 damage point to the enemy.

You control the player by moving your mouse to where you want the player to be. To fire projectiles, hold down the left click on your mouse.

The amount of damage each enemy does to your base is proportional to that enemy's health; a full-health enemy incurs 20 damage points to your base.

For each enemy you kill, you get 1 point. For every 10 points that you have, the enemy's health increases by 1. The enemy starts with 1 health point.

There are special items you can collect. A "heart" gives you 25 health points. A "H" gives you 80 rounds of projectiles with high fire rate. A "star" gives you 30 rounds of high damage projectiles.

The game ends the moment your base's health points reach 0.