

Alien Force
Version 1.0
by Robert Epps

Alien Force is a simple "blast everything that moves" arcade game. You are the light blue ship that initially appears in the lower-right corner; the aliens are the red ships that are lined up at the top of the playing grid. Use the arrow keys to move your ship. The "S" key (or the "5" key on the keypad when NUMLOCK is on) stops the ship. The "R" key reverses your direction. The space bar fires a missile. You can fire only one missile at a time.

Each enemy ship is worth 100 points. When you destroy all the ships and advance to the next level, you will receive a bonus of 500 times the level number you just cleared. If you are finding the current level too easy, you can select **Level** under the **Options** menu to move to whatever level you desire.

The enemy ships start out pretty dumb on Level 1, but become smarter on the higher levels. They also start firing back! A few surprises await, too.

If you find any bugs in the program, or wish to make comments or suggestions, please write! You can reach me on CompuServe (72560,3353), GEnie (R.EPPS), BIX (repps), or Prodigy (GPKT94A). Or write to me at:

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