```
<u>- What was the cause of the name</u> <u>- The game</u>

<u>- How to work the game</u> <u>- The weapons</u>

<u>- The symbols</u> <u>- The display</u>

- The secret
```

What was the cause of the name: No informations

The game:

You fly in a space ship through 6 different levels to fight agains the aliens.

How to work the game:

General information: The game is played with joystick and keys.

MOVE	
Joystick up:	Ship fly higher.
Joystick down:	Ship fly lower.
Joystick left/right:	Moves ship left or right.

## SHOT

Pressing firebutton brieflayyer fires. If you have already collected the multiple shot or the laser, the acc Pressing firebutton longhe player shot with a big laser line.

## [SPACE]

Activates a Smartbomb.

## [CTRL]

Pause the game. Press fire to continue.

The weapons:

Multiple shot: Laser: The multiple shot can be extended in up to two degrees by collecting the r The laser fires horizontally, and can be extended by gathering up the correspon

The symbols:



Multiple shot, 5 times extendable



Laser, 5 times extendable



Reflection Laser, 4 times extendable



Force shield, 5 times hitable



1000 Points



Recharges vitality



Higher speed for the ship



Slower speed for the ship



The player gains a smartbomb



Activates two drones. They circle around the ship.



Extra ship

The display:



Number of ships

Smartbombs

Beamstrip

Aktually score

The secret:

Manfred Trenz has put a message in the machinecode from Enforcer. Load the game to the title and go with a program to the address" 3460" and you can read the message.



Listen up folks, I Manfred Trenz the master, talk to you! As you can see I'm still coding on the good old C-64! I started on this machine in 1984 and I will continue to work on it. This game is dedicated to all 64-User who are still waiting for good games. This game was coded in secret and midnight hours from Septembre 1991 to January 1992 with only 2-4 hours available in some few days per week. So coding was very hard, because nobody should see whats going on. Oh yes, I hear a lot of people ask why not a Turrican 3 ?? The answer is simple: Coding again a turrican game would not make fun because its alway the same year by year. So I decided to code the inofficial second part of Katakis called Enforcer.

