- What was the cause of the name **- The game**
- How to work the game **- The weapons**
- The symbols **- The display**
- 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 briefly:	Player fires. If you have already collected the multiple shot or the laser, the acc
Pressing firebutton long:	The player shot with a big laser line.

[SPACE]
Activates a Smartbomb.

[CTRL]
Pause the game. Press fire to continue.

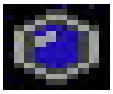
The weapons:

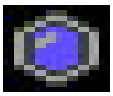
Multiple shot: The multiple shot can be extended in up to two degrees by collecting the r
Laser: The laser fires horizontally, and can be extended by gathering up the correspon

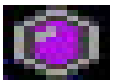
The symbols:


Multiple shot, 5 times extendable


Laser, 5 times extendable


Reflection Laser, 4 times extendable


Force shield, 5 times hitable

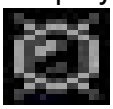

1000 Points


Recharges vitality


Higher speed for the ship

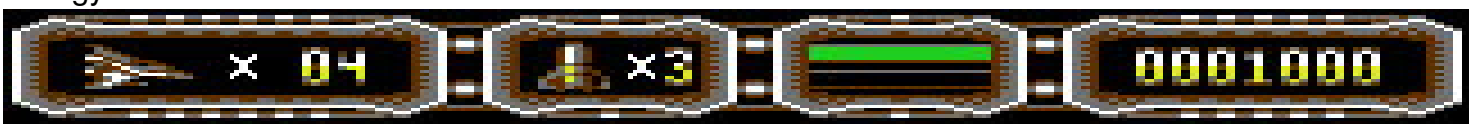

Slower speed for the ship


The player gains a smartbomb


Activates two drones. They circle around the ship.


Extra ship

The display:
Energy



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"I 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.


PC CY SR AC XR YR SP IRQ NMI BANK
4D0D 0002 71 10 7F 01 FF 0955 0965 05
D ENFORCER. AS USUAL THE IDEA, D
ESIGN, GRAPHICS AND CODING IS DO
NE 100% BY MYSELF BECAUSE I FOUN
D OUT THAT THIS WAY IS THE BEST
TO GET THE DESIRED RESULT. MUSIC
WAS DONE BY MARKUS SIEBOLD OF S
TEEL AND HE DID A GREAT JOB AS H
E ALWAYS DOES. FUTURE PRODUCTION
S WILL CONTAIN THE LABEL "<THE E
NFORCERS>" THIS GAME HAS NO
COPY OR PROGRAM-PROTECTION, SO
IF SOME GROUPIES CRACK & TRAIN T
HIS GAME AND SPREAD IT PROUDLY S
O THESE ONES ARE THE BIGGEST FOO
LS WALKING ON EARTH !! MAYBE WIT
H AN AWFUL INTRO BEFORE <<BRECHR
EIZ/KOTZ!!>> WHAT YOU GONNA D
O WHEN THE ENFORCERS BUST YOU UP
!?!? SIGNED: M.T. / M.D. /
E.J. / T.T. AT 11.01.1992 MEMB
ERS OF THE ENFORCERS