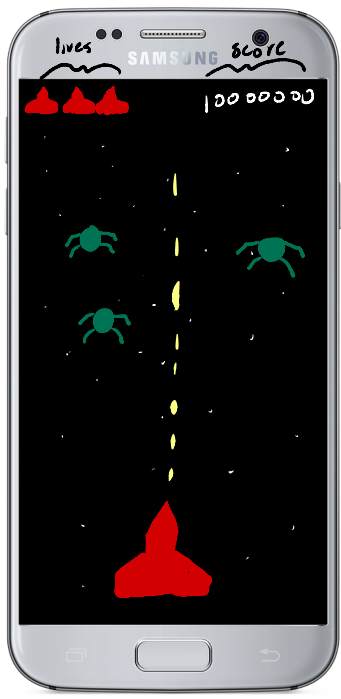no tilt

- Red spaceship represents player
- Green aliens represent enemies
- Constantly firing lasers at constant speed
- Tilting determines movement of player

left tilt

right tilt