

I.F.O

●LIFE

When attacked or hit by UFO, it is reduced by 1. If life is 0 become "Game Over".

●POWER

The gauge is up, when player get alien. If gauge filled, power level increase.

●HEART

Collecting four heart pieces increases player's maximum life.

●SCORE

●PLAYER

●RIGHT BUTTON

Turn the aircraft to the right.
*Keyboard - key "Right"
*Xbox360 controller - R.Trigger



●LEFT BUTTON

Turn the aircraft to the left.
*Keyboard - key "Left"
*Xbox360 controller - L.Trigger

●MUTE BUTTON

*Keyboard - key "M"
*Xbox360 Controller - Dpad "Left"

●PLAY BUTTON

(Title) Game start / (In game) Pause
*Keyboard - key "Space"
*Xbox360 Controller - Start Button

●RANKING BUTTON

Show rankings(In Iname, the button works after game over)
*Keyboard - key "R"
*Xbox360 Controller - Dpad "Right"

I.F.O is an old school LCD-style shoot'em up game. You have to shoot UFOs using a classic aircraft and save the animals which kidnapped by the aliens. Let's save the Earth from the aliens! You are the last hero of the world.

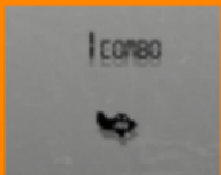


●Quick Move

Pressing the left and right buttons at same time moves the gas at a faster speed.

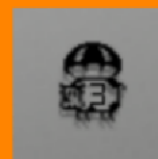
●Animals

Rescue an abducted animals will special effect by kind of animal.

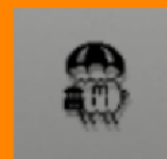


●Combo System

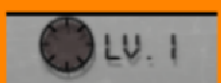
If you destroy a UFO in succession, you will get a higher score.



Cow
life +1



Sheep
Heart of peice +1



●Upgrade Weapon

All weapons are upgrade to three levels depending on the power level.

●Weapons

Rescue an animals will change weapon by kind of aphabet symbol on body.

Machine gun
Back shot
3-way
Rocket

Homing missile
Laser
Floating mine
Drill



TOTAL BATTERY

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