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What was the cause of the name:

No informations

The game:

You fly in a space ship through 6 different levels to fight against 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 Flyer 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 m
Laser:	The laser fires horizontally, and can be extended by gathering up the correspon

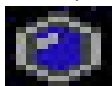
The symbols:



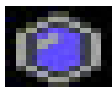
Multiple shot, 5 times extendable



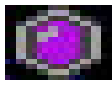
Laser, 5 times extendable



Reflection Laser, 4 times extendable



Force shield, 5 times hitable



1000 Points



Recharges vitality



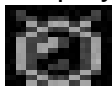
Higher speed for the ship



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

Actually 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.

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PC  CV  SR  AC  XR  YR  SP  IRQ  NMI  BANK
4D0D 0002 71 10 7F 01 FF 0955 0965 05

3480 LISTEN UP FOLKS, I MANFRED TRENZ
34A0 THE MASTER TALK TO YOU ! AS YOU
34C0 CAN SEE I'M STILL CODING ON THE
34E0 GOOD OLD C-64 ! I STARTED ON TH
3500 IS MACHINE IN 1984 AND I WILL CO
3520 NTINUE TO WORK ON IT. THIS GAME
3540 IS DEDICATED TO ALL 64-USER WHO
3560 ARE STILL WAITING FOR GOOD GAMES
3580 . THIS GAME WAS CODED IN SECRET
35A0 AND MIDNIGHT HOURS FROM SEPTEMB
35C0 E 1991 TO JANUARY 1992 WITH ONLY
35E0 2-4 HOURS AVAILABLE IN SOME FEW
3600 DAYS PER WEEK. SO CODING WAS VE
3620 RY HARD, BECAUSE NOBODY SHOULD S
3640 EE WHAT'S GOING ON. OH YES, I H
3660 EAR A LOT OF PEOPLE ASK WHY NOT
3680 A TURRICAN 3 ?? THE ANSWER IS SI
36A0 MPLE: CODING AGAIN A TURRICAN GA
36C0 ME WOULD NOT MAKE FUN BECAUSE IT
36E0 S ALWAYS THE SAME YEAR BY YEAR.
3700 SO I DECIDED TO CODE THE INOFFIC
3720 IAL SECOND PART OF KATAKIS CALLE
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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 always the same year by year. So I decided to code the unofficial 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

3740  D ENFORCER. AS USUAL THE IDEA, D
3760  ESIGN. GRAPHICS AND CODING IS DO
3780  NE 100% BY MYSELF BECAUSE I FOUN
37A0  D OUT THAT THIS WAY IS THE BEST
37C0  TO GET THE DESIRED RESULT. MUSIC
37E0  WAS DONE BY MARKUS SIEBOLD OF S
3800  TEEL AND HE DID A GREAT JOB AS H
3820  E ALWAYS DOES. FUTURE PRODUCTION
3840  S WILL CONTAIN THE LABEL "<THE E
3860  NFORCERS>" THIS GAME HAS NO
3880  COPY OR PROGRAM-PROTECTION, SO
38A0  IF SOME GROUPIES CRACK & TRAIN T
38C0  HIS GAME AND SPREAD IT PROUDLY S
38E0  O THESE ONES ARE THE BIGGEST FOO
3900  LS WALKING ON EARTH !! MAYBE WIT
3920  H AN AWFUL INTRO BEFORE <<BRECHR
3940  EIZ/KOTZ!!>> WHAT YOU GONNA D
3960  O WHEN THE ENFORCERS BUST YOU UP
3980  !?!? SIGNED: M.T. / M.D. /
39A0  E.J. / T.T. AT 11.01.1992 MEMB
39C0  ERS OF THE ENFORCERS
39E0  M.T. / M.D. / E.J. / T.T.

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