The Space Fortress Score Structure

**PNTS**
- Destroying the Fortress = +100 points
- Energizing a friendly mine = +20 points
- Destroying a foe mine = +30 points
- Collecting a point option when a bonus is available = +100 points
- Firing a missile when you have none left = -3 points
- If the Fortress or mine damages your ship = -50 points
- If your ship is destroyed = -100 points

**CNTRL**
- When your ship is flying within the hexagon boundary = 6 points per second
- When your ship is flying outside the hexagon boundary = 3 points per second
- If your ship flies across one edge of the screen = -35 points
- If your ship collides with the Fortress (surround by the smaller hexagon) = -5 points

**VLCTY**
- If your ship is moving at an intermediate velocity = +7 points per second
- If your ship is moving too fast or too slow = -7 points per second

**SPEED**
- -50 to +100 points depending on how quickly and appropriately you deal with a mine.