

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.