Coming Soon!

Some of the enemy ships are kind of ugly.   Many of them will be changing in future releases - some slightly, some completely.

There will be at least three more enemy ships, which will probably get introduced on levels beyond 20.

Possibly some new enemy base defenses.

Possibly some new enemy ship devices that you can add to your ship.

You'll be able to choose among three or four ships to use, and maybe configure your own.

You'll be able to configure the game screen (you'll be able to specify where the long range scanner and the status display are relative to the main viewscreen).

There will be more 'space junk' - random things floating around.

The game screen will expand to fill sixteen inch (and possibly larger) monitors.

More special effects!

Better-looking font for the help screen text.

More information on the help screens.

The ability to save a game in progress (maybe).

The ability to change the sounds to whatever you like.

When you start on a higher level, you'll get a few goodies and some extra weapons, and you'll get extra points after destroying the first enemy base.

If you have anything you would like to see added to Space Madness, please contact us!