

Alien Invasion

Eureka's Arcade

The goal of Alien Invasion is to defend your Tank from swarms of Alien Invaders.

Game Play

You start the game with 5 Tanks. You get a new Tank after 10,000 points, and every 5,000 after that.

Each level gets progressively harder. The Aliens drop more bombs, and their speed may increase.

Your Tank will gain some speed, and increase its rate of fire as you pass through the levels.

Scoring

Mother Ship - 100 to 200 points, depending on speed

Top Alien - 50 Points

Middle Alien - 40 Points

Bottom Alien 30 Points

Options

Mouse - Play with Mouse

Keyboard - Play with Keyboard

Music - Turns on or off music.

Background - Turns on or off the background image. Turning the background image OFF will increase game speed on slower systems.

Keyboard Controls

The Left and Right Arrow keys move the Tank Left and Right.

The Up Arrow Key fires the Tanks Weapon.

ESC - The Escape Key stops the game, and opens the Options Screen.

