

Alien Invaders
1984 Grisewood & Dempsey Ltd
Written by Patricia Grady

GAME NOTES

London is in peril! An Interplanetary Battle Fleet from Mars - whose inhabitants are infuriated by our claims that their planet is dead - has attacked. The Ministry of Defence is asleep, so you have to defend the city with just one missile launcher.

You can move the launcher to the left using capital Z and to the right using X. Press F when you are ready to fire.

The Aliens descend cautiously at first, but be on your guard. If you let a single ship through, London will be devastated.

During the game you score points for each invaders you hit - more points for a ship high in the sky than for one close to the ground.

If you want to make the game more difficult, try replacing (N+2) in line 200 by (N+1) or reducing the 4 in line 290 to 3, 2 or 1.