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**MISSILE**

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**INTRODUCTION**

MISSILE is a Lisp version of the video game, Missile Command. It was discovered on a file server after a Lisp class.

**STARTING MISSILE**

Load MISSILE.LCOM, and then call (IL:INIT-MISSILE). Try to destroy incoming missiles by clicking the mouse button in the sky. The rest should be obvious. Warning: the game makes lots of noise.

**RESTARTING MISSILE**

After a game of MISSILE, it can be restarted from the background menu.