First of all, we can see two buttons, one of them is play button and another is help button. If you are not familiar with how to play the game, just click the help button and you can see the instructions. As you can see, you can press ‘q’ to quit, press space to fire bullets. Also, pressing ‘w’, ‘a’, ‘s’, ‘d’ so that the rocket can go up, left, down and right. There is also a hidden function, which will be introduced later.

If you click the play button, then the game is started. According to the height and width of the screen, there are two times nine alien ships at the top and the bottom of the screen. The top left part is the rocket’s lives. Initially, there are three lives. The top middle part records the highest points, and the top right part records the point of the current game. When the game starts, the alien ships will fire the alien bullets. And if the ships or alien bullets are hit by the rocket, the life will be deducted by one and the game will reopen. And there’s another condition where the rocket’s life will be deducted by one, when the alien ships hit the middle part of the screen, If the three lives have been reduced to zero, the game will be over and you can press ‘play’ to start again.

During the game, you can fire the bullets by pressing space, and if the alien ship is hit by the bullet, the ship is eliminated and the score of 50 will be added. If all enemies are eliminated, the next round will come.

As shown in the game, the top enemies are going down and the bottom enemies are going up. In addition, the rocket can fire the bullet heading down, so that the enemies from the bottom can also be eliminated.

As to the hidden function, which is also the highlight of the game, you can add random incidents by pressing ‘i’, including two functions: one is 1 life up and another is clearing the screen. When the rocket hits 1 life up, the life of the rocket adds one. When the rocket hits clearing the screen, the corresponding points are added to the scoreboard, which is the remaining number of the alien ships times 50. When the rocket hits one incident, all the other incidents will disappear. Besides, the incident wanders randomly.

If you don’t want to continue the game, just press ‘q’ or the exit of the whole screen, then the game will quit.