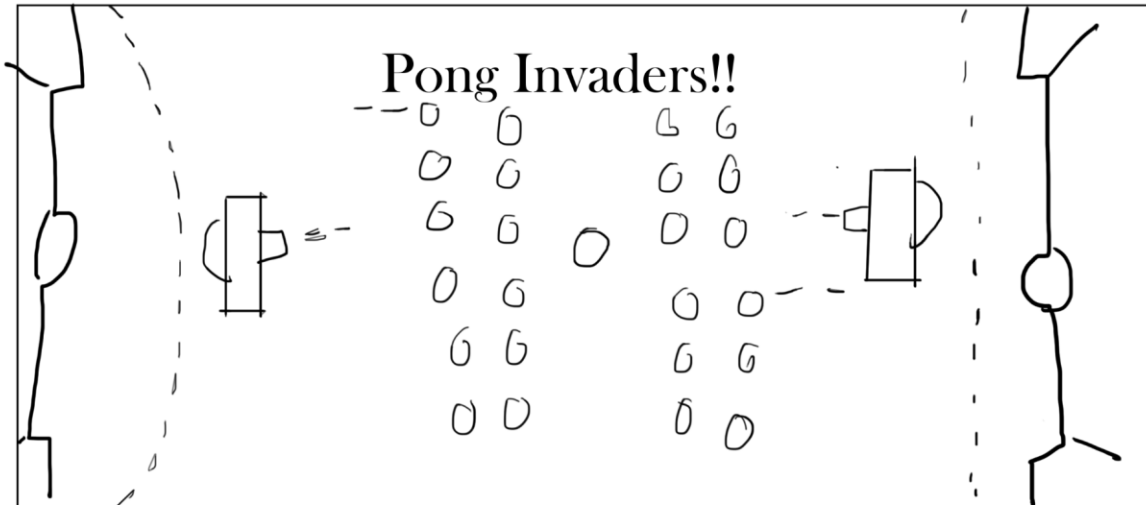
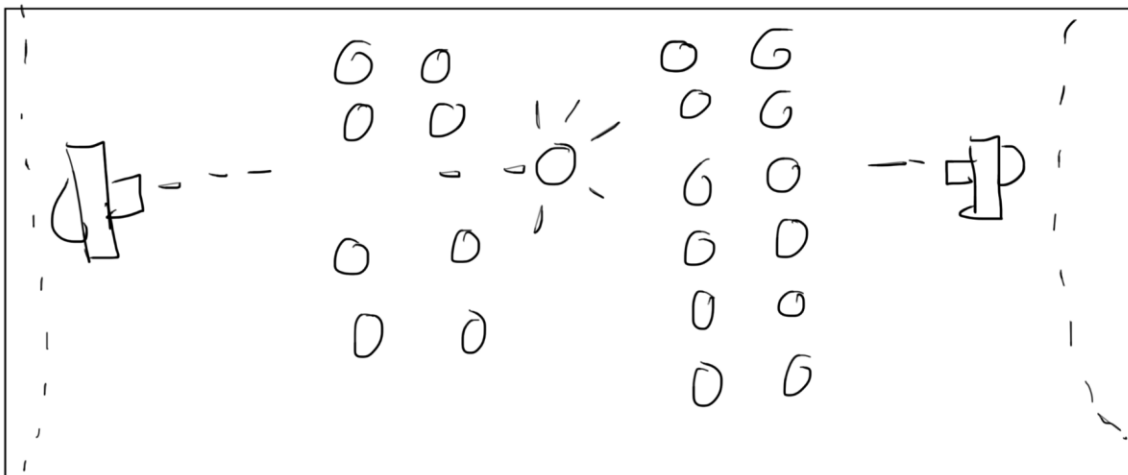


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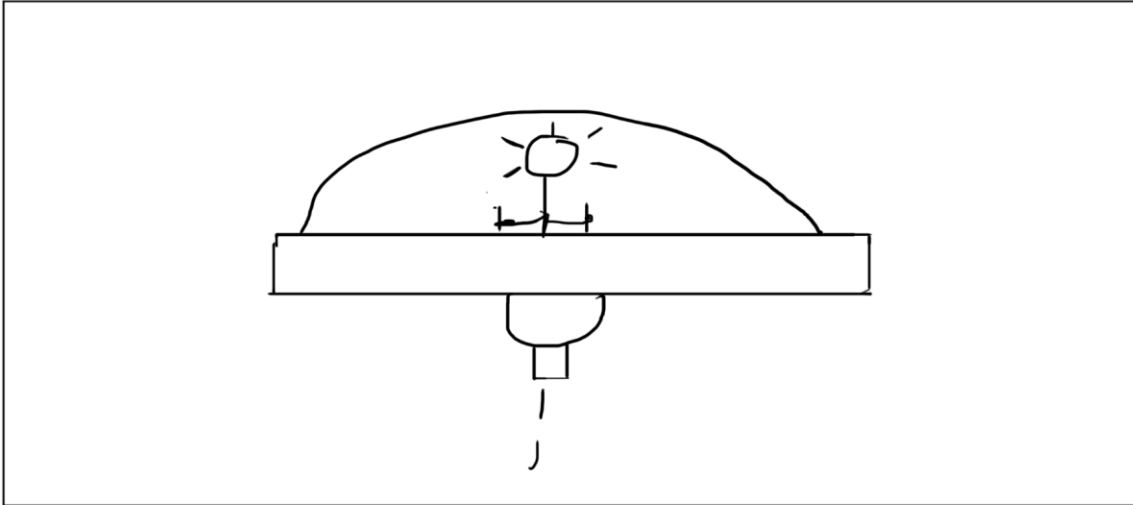
Every match starts out with “space invader” enemies on both sides, with the ball in the middle. The ball is inert until the players shoot it enough to free it from containment. The ball’s “containment” will have its own hp. Once that hp reaches zero, the ball is active.



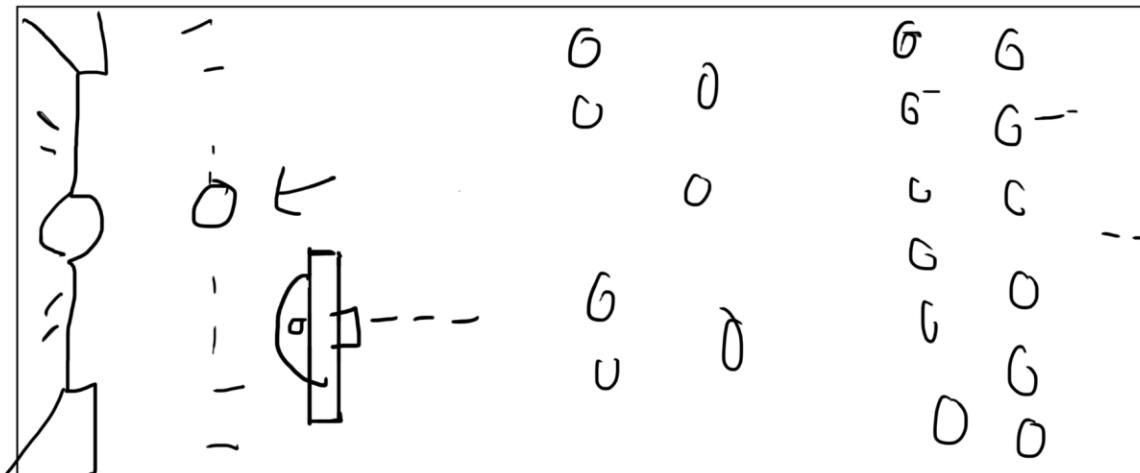
The player that gets the last shot on the ball, freeing it, gets the opportunity to serve (and perhaps other advantages.)

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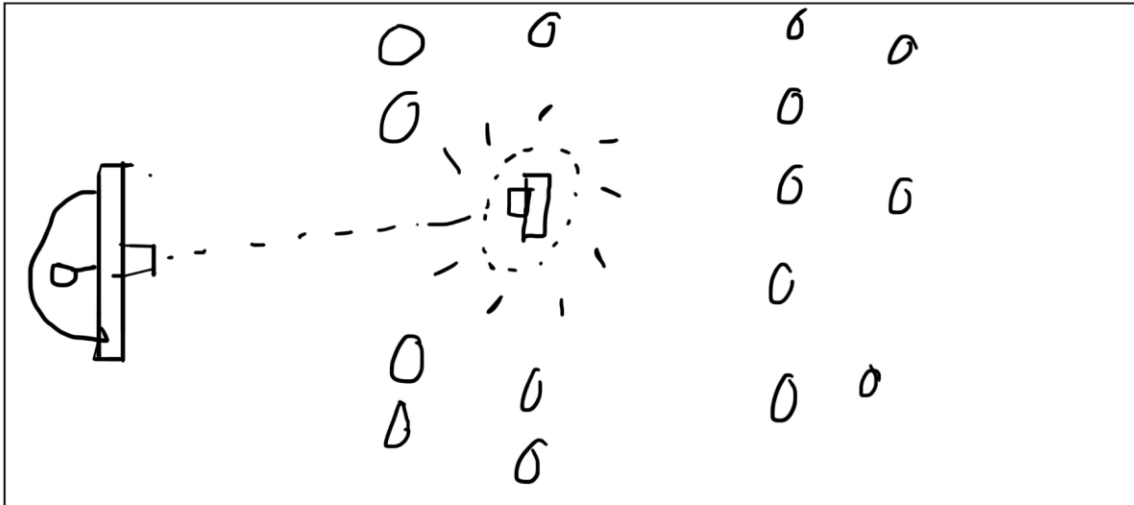
o Each player controls their own ship, or paddle. It moves and reflects the ball like a pong paddle, but has the ability to shoot projectiles like in Space Invaders. If the paddle itself takes too much damage, it will be temporarily disabled.



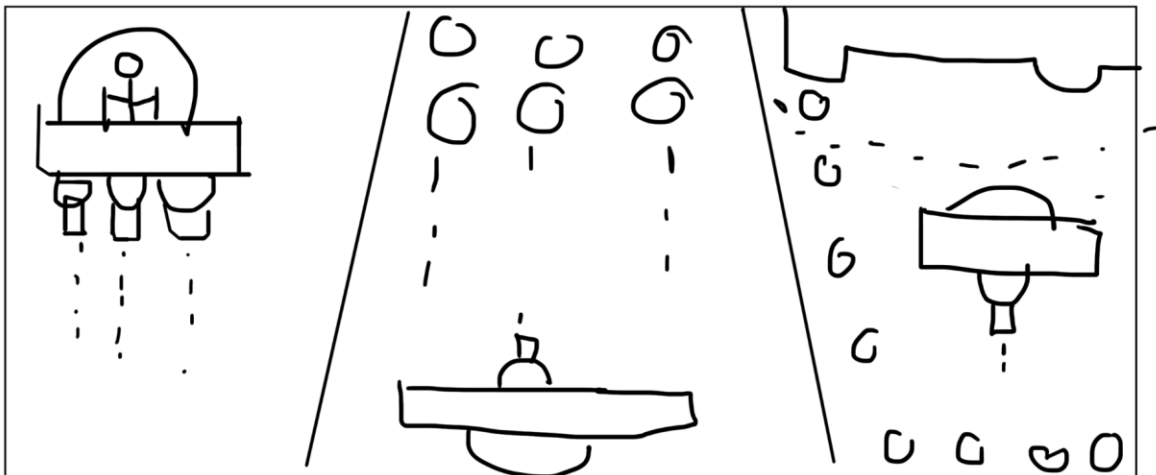
If the ball gets past a player and hits the mothership, it temporarily disables the mothership's shield. This is the opposing player's opportunity to deal damage! Once your shield goes back up, you get to serve the next ball.

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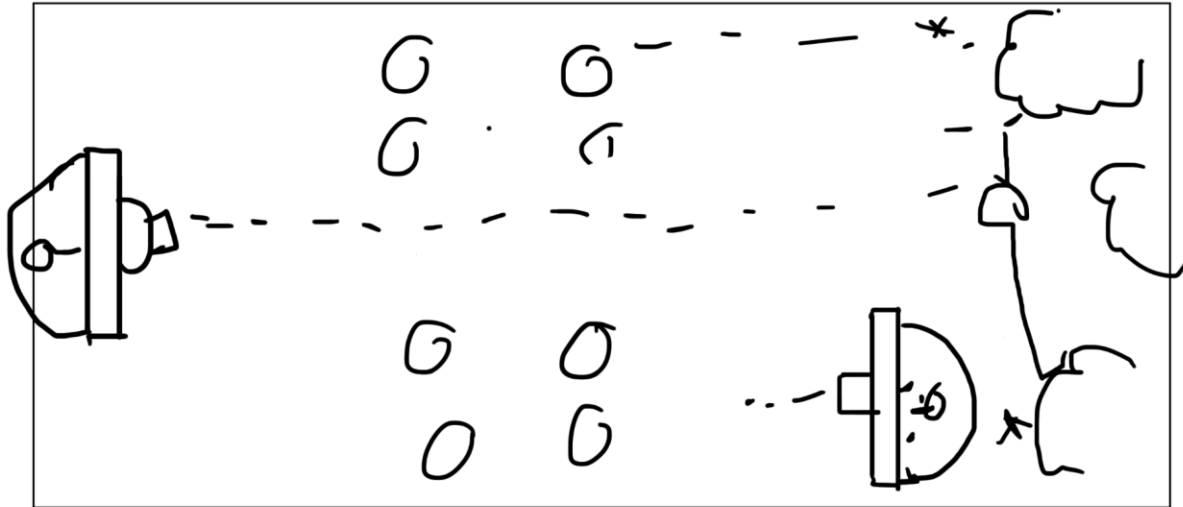
Special enemies/boxes that contain power-ups will appear on the field at certain intervals. The player that destroys that enemy/box will gain the power-up either instantly, or by having the power up move to a position where they can collect it.



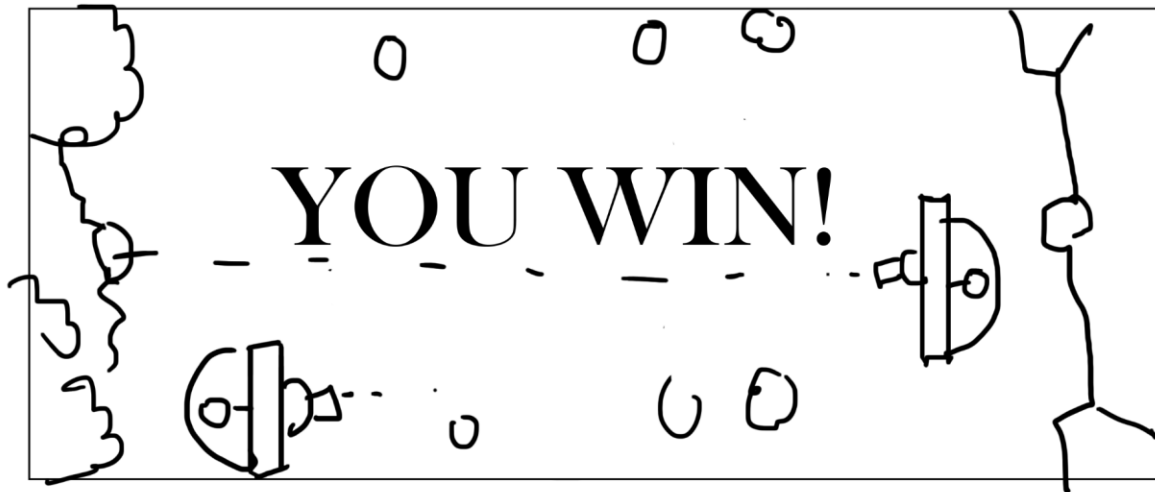
There will be two kinds of power-ups: Gun upgrades and mothership abilities. Gun upgrades take effect immediately, and will upgrade traits like rate of fire, projectile speed/size, etc. Mothership abilities will be saved and used on the player's command, and will entail things like summoning more space invaders, repairing the player's paddle, granting the paddle temporary invincibility, or a large attack from the mothership itself.

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Offensive strategies: The key to victory is to deal enough damage to the opposing player's mothership to destroy it. Just being good at Pong isn't enough; you must capitalize on each opportunity to strike! Will you save your Mothership ability for when your opponent is vulnerable, or will you use it to make your opponent vulnerable?.



Defensive Strategies: Mothership abilities such as summoning space invaders or temporary paddle invincibility can be used to great effect to minimize damage dealt by your opponent. Opposing projectiles nullify each other, so they can be used for defense. If you have no other option, you can take the brunt of the damage with your paddle to defend the mothership - but do so at your own risk!
