

You turn away from the beast. You need to keep your focus.

You point and yell, "Attack the spacemen!"

The punks scream as one and charge at the alien invaders.

The aliens let loose with their rifles. Instead of the black beams, green beams burst forth and tear into the charging mass. The beams neatly cut through limbs and torsos – sending arm, legs, and heads flying through the air.

But too many are charging. The punks attack en masse and as one. Their invader's guns may equal instant death but there are just too many people.

The punks slash with knives and bash with bats. The aliens' bodies, not used to Earth's atmosphere and not at all agile, fall quickly beneath their attackers.

You charge with your army.

You stab forward with the spikes, tearing spacesuits and breaking helmets, exposing fragile bodies to the deadly atmosphere.

You look back and the monster is still coming closer, tearing through buildings, punks, and spacemen alike.

Your forces break the spacemen's lines and you all keep charging forward. Ahead you can see several saucer ships on the ground. There are some spacemen standing guard but they are quickly overrun and torn down by the punks.

The ground shakes even harder, nearly throwing you off your feet. The monster is almost on top of you.

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Lead an assault onto the saucers, turn to page 134.

Attack the monster, turn to page 115.