

STAR INVADERS



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Special thanks to Will who helped draw the
sprites.

Introduction

A fun spinoff of the retro game Space Invaders, Star Invaders is a Star Wars inspired game.

Have all the fun of Space Invaders with the thrill of Star Wars by manning the star destroyer and blasting your way to victory against the rebel ships.

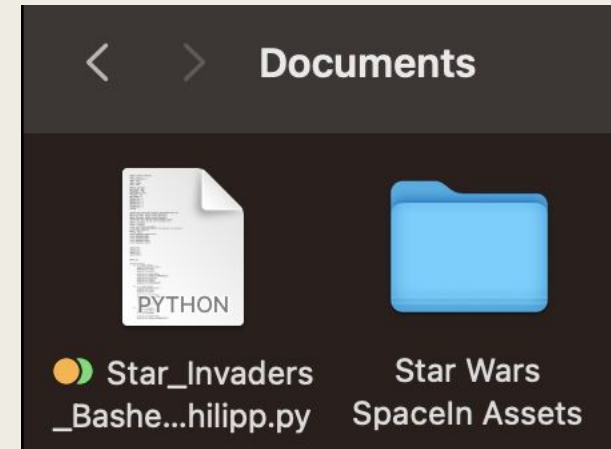
Learn how to play the game and the various items that come with it in this manual.

Requirements

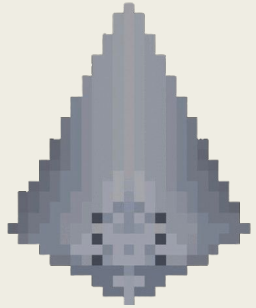
- You need to have Python so you can run Turtle Graphics which is the operator for our game.
- You need to have access to the 'a', 'd', 'n' and 'space' key binds.
- You need to be able to download a texture pack to access the Star Wars theme.

Activation

- Put the python file with the code in the documents folder
- Put the asset pack in the documents folder as well
- Open the code and run it
- It will take a while to set up, almost a minute
- Have fun playing Star Invaders!



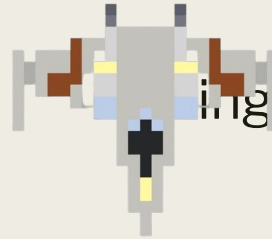
Game Information & How To Win



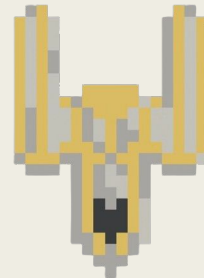
Star Destroyer = User



A-Wing = Enemy



Rebel X-Wing = Enemy



TIE Fighter = Enemy

Directional

Keys
Press 'A', to move left

Press 'D' to move

right

Shooting

Keys
Shooter, press

'Space'

Game

Keys
To end the game, press

'N'

How to Win (continued)

To win you have to be the last ship standing.

Fire your lazer at all the enemies while dodging their lazars to stay alive. Dodge their lazer's by hiding behind tie fighters and moving from side to side.

Fire lazars back at them to blow them up and fly your way to victory!

After you eliminate the last enemy be ready for a new wave to come, the enemies will spawn infinitely unless you flee by entering 'N' when the Empire Admiral prompts you