

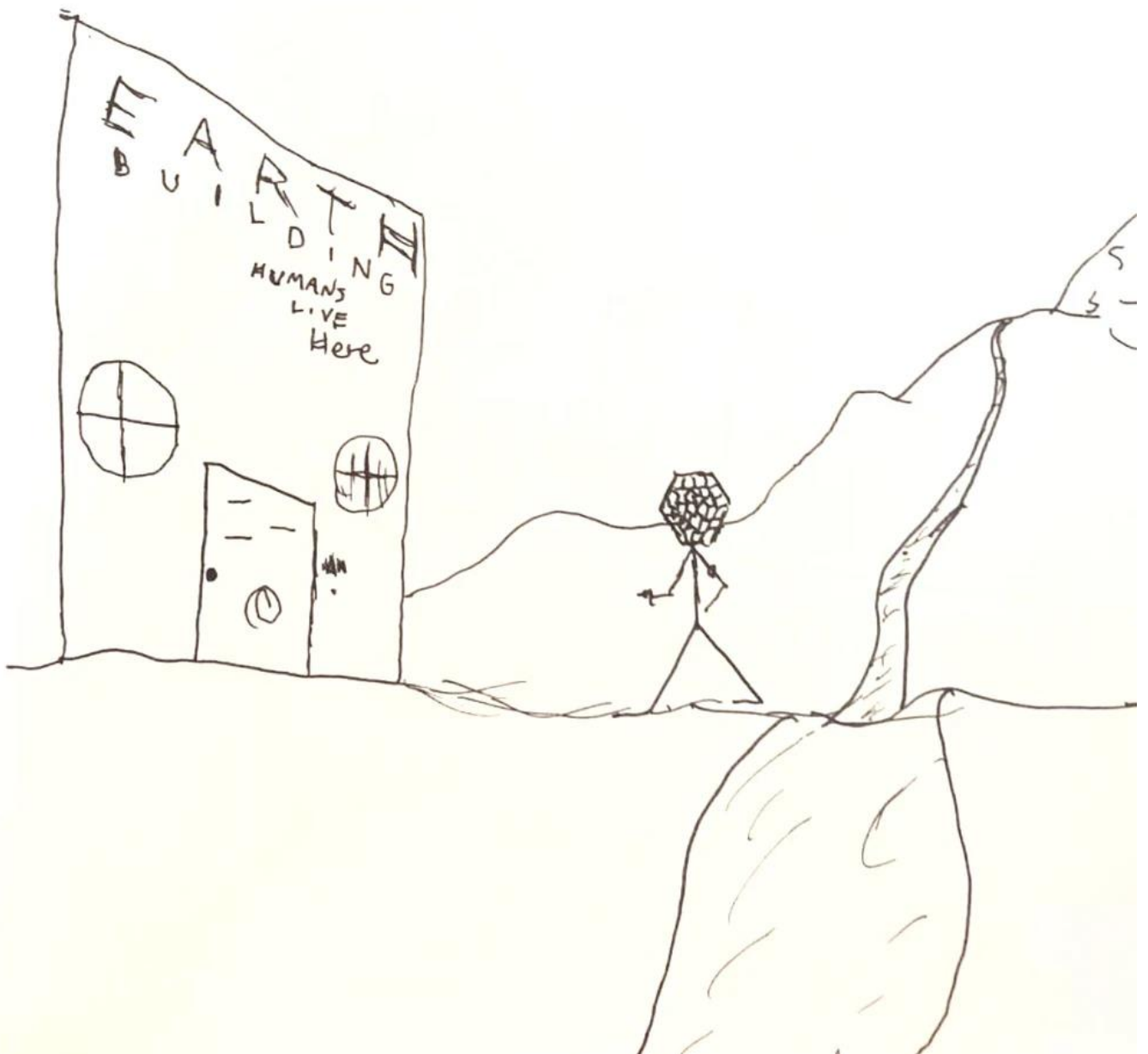
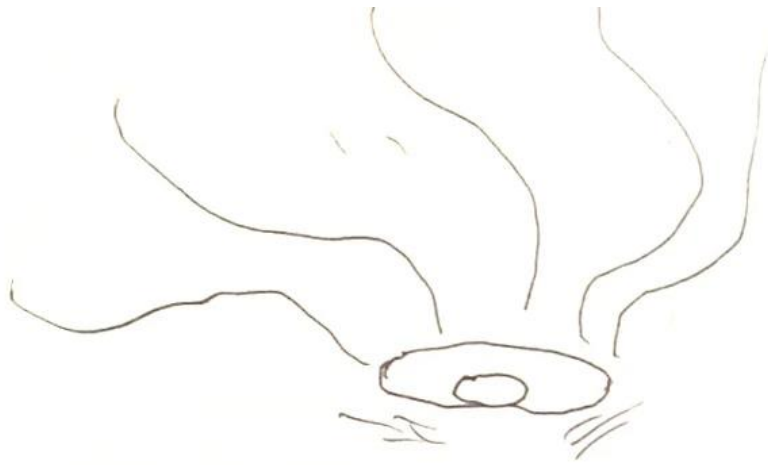
ALIEN INVASION

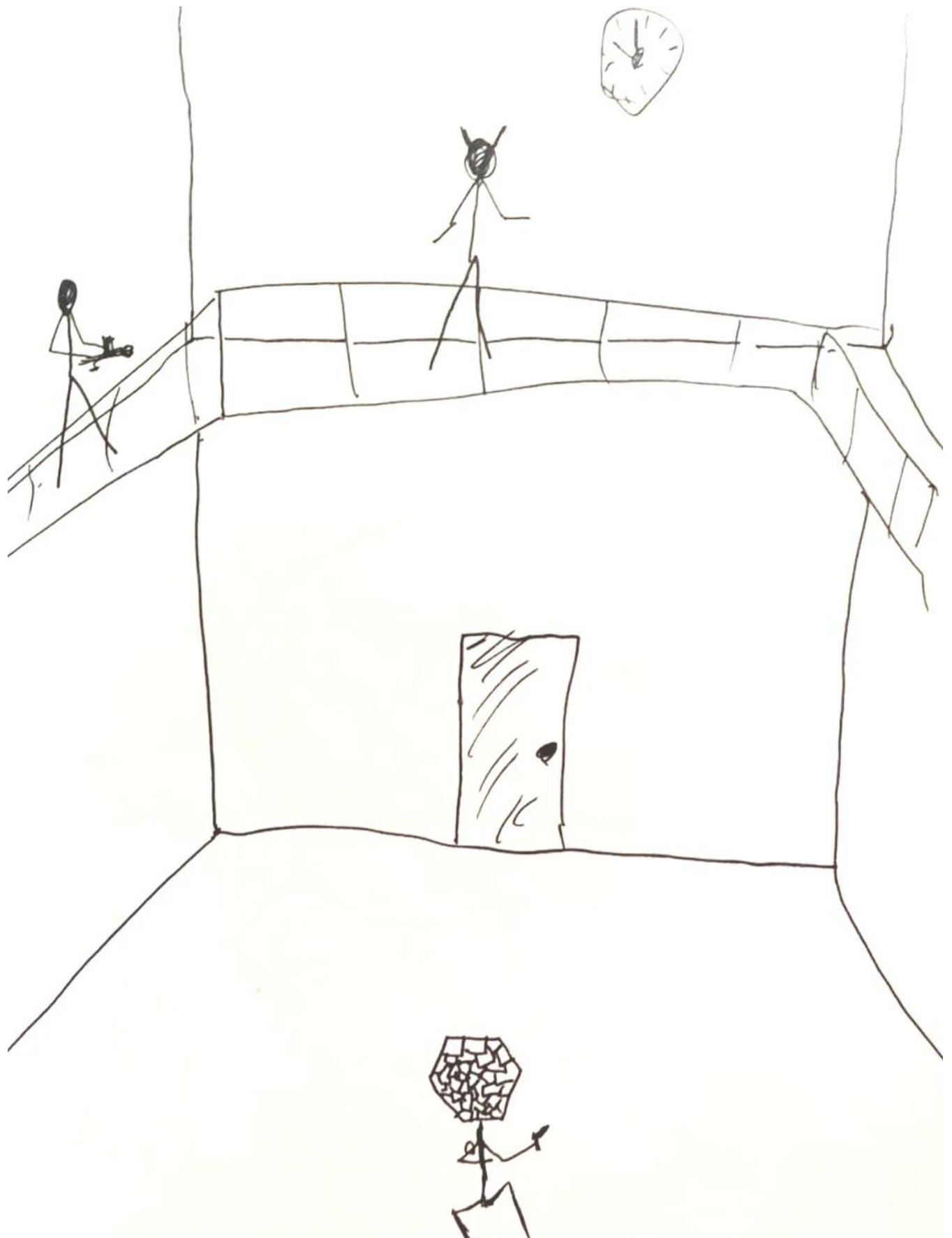


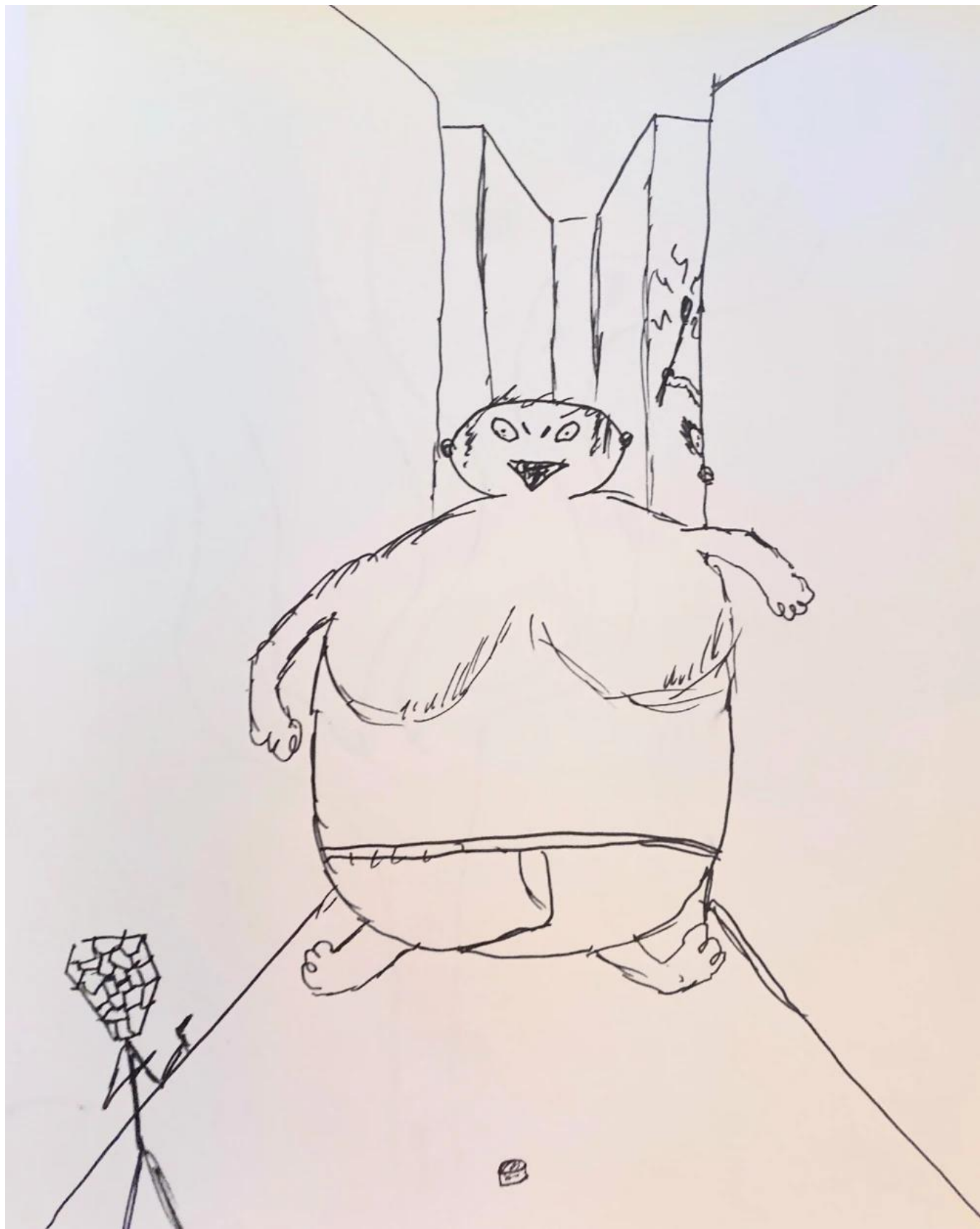
(Part Zero - Prologue)

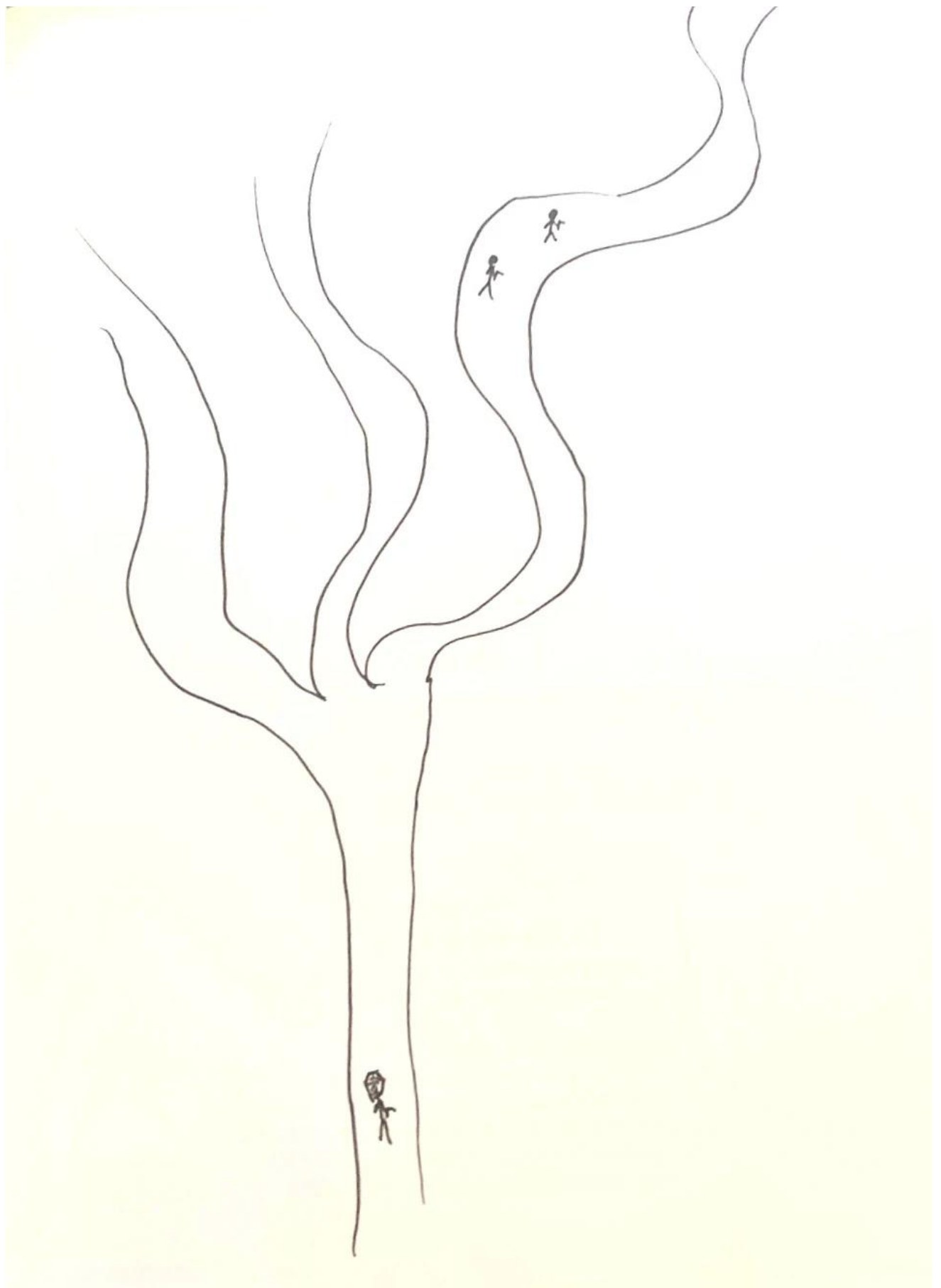
A Paper
Computer
Game

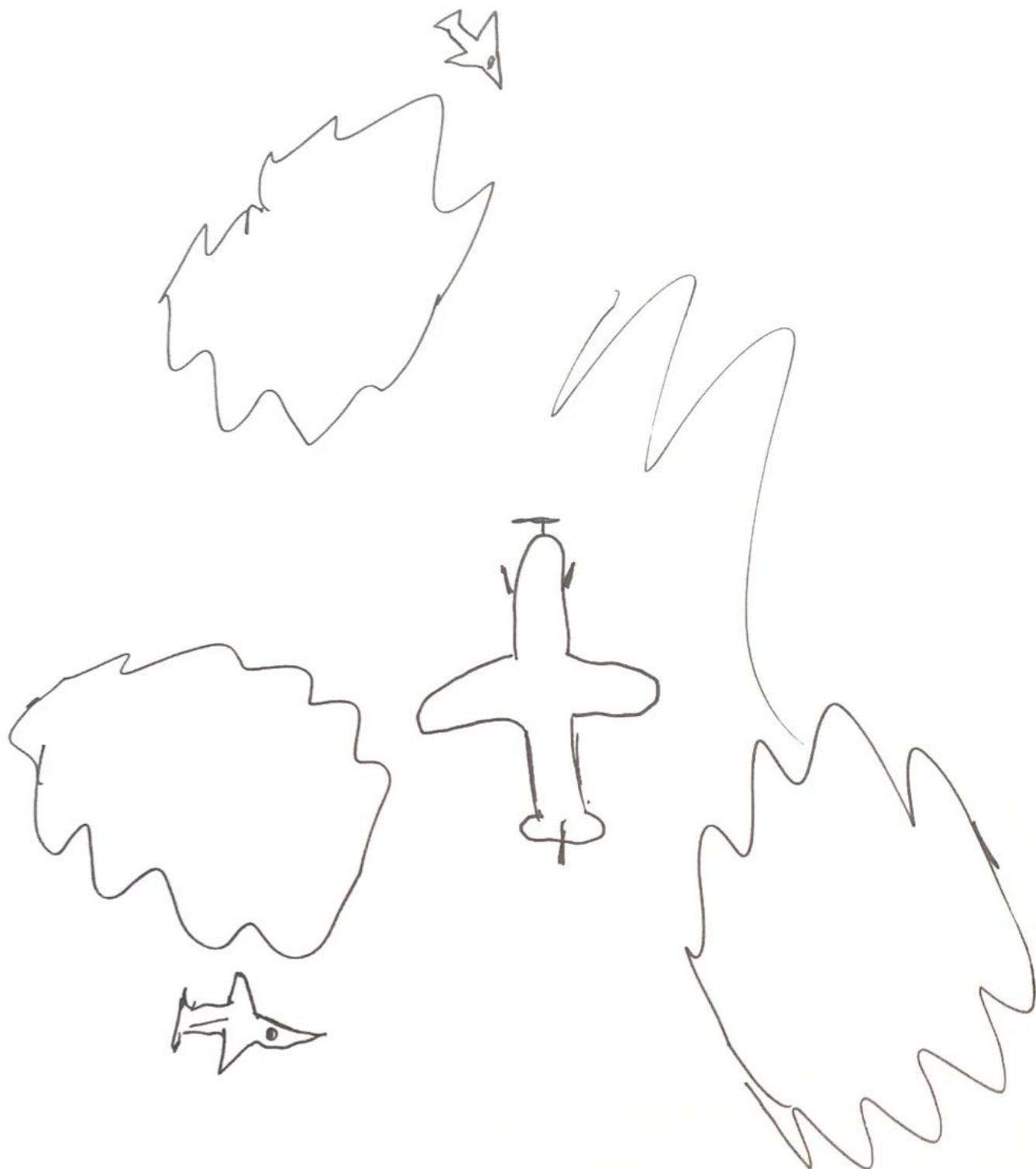
IXAA











Alien Invasion Part 0: Prologue

Paper Computer Game

By: Xaq

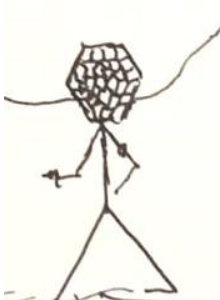
--SCRIPT--

Background Information: This game was made quite a while ago, so we did our best to recreate the script as accurately as possible.

Introduction: “You are an Alien Advanced Scout, sent down by your people to wipe out the humans and learn more about them. It is up to you to start this invasion, and if you fail, our nation will not expand!”

Starting Inventory: The player starts with an alien phaser in their inventory.

SCREEN #1



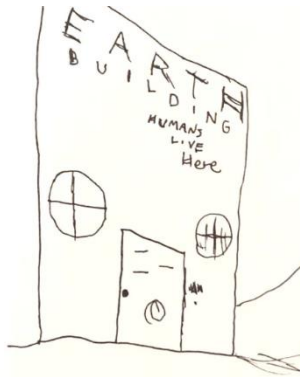
The player. (Alien Advanced Scout)



The flying saucer that just dropped the player off.



A river that leads to a mountain. Nothing of importance is here.



The Earth Building: The player is on the hunt for humans, so this is the perfect place to start. The door is locked.

Solution: The player can either break the windows and jump in, or shoot their alien phaser at the door lock. Go to screen 2 next.

SCREEN #2

The player enters an Earth building with humans in it! KILL THEM!!



The player.



A door that the player can not get to until the humans are dealt with in this room.



An evil human with a machine gun!



An evil mutated human!



A **clock**. Once broken, it will freeze time in this room.

SOLUTION: The player must shoot the clock. Then time will freeze and the player can easily go through the door and into screen #3.

Screen #3



The Player.



A can of **Slim Fast**. Whoever eats the can of Slim Fast will shrink.



The Fat Guy: He was placed here by the humans to block your path. His only purpose in life is to get fat and block peoples' paths.

Solution: The player must pick up the jar of Slim Fast and convince The Fat guy that it is a donut, or something unhealthy. Then, The Fat Guy will shrink and the player can move on to screen #4. The player can not squeeze past him in any other way.



King Ginkus is poking around the corner. He is simply here as a cameo and the player can't actually interact with him.

Screen #4

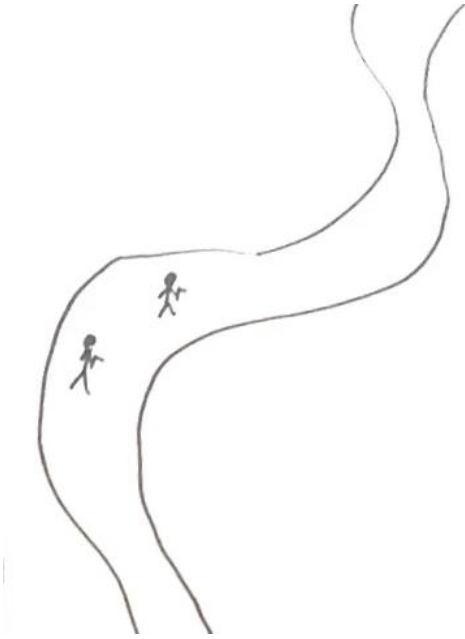
The player has now entered a small maze in the building.



The player.



These two passageways lead to certain death. (lava pit & a spike trap)



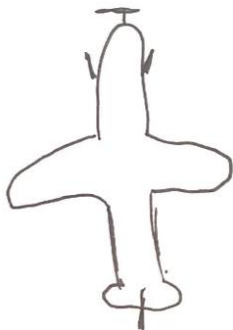
This passageway leads to screen #5, but there are two humans with guns blocking it.

Solution: The player can go down one of the other passageways and trick the guards so they go into the paths of certain death, or the player can catch them by surprise by calling them around the corner and knocking them out.

Rare Solution: The player can eat some of the remaining Slim Fast and sneak past the guards to screen #5.

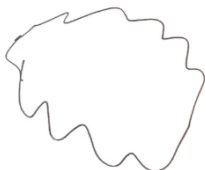
Screen #5

The player finds an airplane in one of the corridors and can now find more humans to destroy, but before they can do that, some human Airforce planes come down and try to attack the player's plane.



The player's plane.

It is equipped with machine guns.



Clouds



Two enemy Fighter Jets!



SOLUTION: The player can try many things, but if their solution sounds something like: hiding in the clouds, performing dives, or sharp turns, then their solution will most likely work. This puzzle is up to the PCG Master to decide.

--THE END--

Play the next game: Alien Invasion: Evil Plans

