

Aliens & Arcades: How to play

Aliens & Arcades is designed for PC/ Mac platforms only. A keyboard and mouse is required to play Aliens & Arcades.

The controls for Aliens & Arcades are as follows:

- Up - up arrow
- Down- down arrow
- Right- right arrow
- Left- left arrow
- “F” -Interact with objects (Arcade machines, Mr. Shweikhart, etc.)
- “X”- Close menu
- Left mouse button- press any button that pops up throughout the course of the game

Combat:

With the exception of the first enemy, so as to ease the player into the menu system with combat, the combat system in this game is charge-based. The longer you wait before an attack, the more damage it will do. Spamming the attack button has worse DPS than waiting about two seconds before attacking each time

There are three buttons on the combat interface. The first one attacks the enemy. The second button offers the player a chance to run away from combat. If successful, the player will still sustain a lot of damage from running away, but it can prevent them from being killed. The third button allows the player to heal damage they have sustained during combat, if they have healing potions. When the player’s health reaches zero, the whole game restarts.

All lesser enemies will pursue players once they are within a 300-pixel radius of the enemy. The enemy will stop pursuing if the player escapes that range. The player’s movement speed is more than double that of the aliens. This is possible. However, if the player allows the alien within 70 pixels, combat begins and the player’s movement is locked except for a runaway attempt.

Defeating an enemy will award a player “alien souls” and “coins”. These items can be spent in Mr. Shweikhart’s store

Purchases

The player can purchase weapons, armor, and healing potions from Mr. Shweikhart in the first room. The player can also buy an “insta-heal”, allowing them to heal outside of combat. If a player is close enough to Mr. Shweikhart and presses “F”, it opens the store inventory. Hovering over an item will display its price in coins and alien souls. Clicking the item will allow the player to buy the item if they have sufficient currency, and change their status to show that these items are equipped.

Armor, whether it is the chestplate or the helmet, provides the player damage reduction from the aliens that are attacking them. This damage reduction helps especially against powerful enemies such as the Alien Mother. A sword upgrade increases the amount of damage that the player does per hit. The potions allow the player more chances to heal during combat.

Boss Fight

The singular boss fight included in this game is the Alien Mother. With lightning-fast movement, teleportation, a powerful damage hit, and nigh invincibility, the Alien Mother seems like an impossible boss to defeat. However, with clever strategy, well-timed movements, and a little luck, the alien mother can be felled in under three minutes.

Instead of targeting the mother, who is immune to the player's attacks, the player must target the alien obelisk that has also appeared in the room. With 2,000 health, less than that of the weak aliens, the obelisk can be taken out relatively quickly. The obelisk, however, will teleport to a different location in the room at 200 health point increments, forcing the player to chase the obelisk while dodging the alien mother

Once the obelisk is taken down, the alien mother is also defeated. The player receives a handsome reward of 35 alien souls for their efforts, which is enough to buy every one of Shweikhart's upgrades and heal up.

Mini-Games

The mini-games are the easiest way for players to ensure that they can keep their health up. The reward for playing the mini-games comes in the form of coins, which can be used without alien souls to heal.

The first mini-game is a whack-a-mole style game that forces the player to hit cartoon aliens while avoiding the human stick-figures.

The second mini-game is a simple guessing game. The player must guess under which beam of light the star hides. There are three beams and the star will appear under one randomly. If the player picks the wrong one, they are forced to leave empty handed. However, if they pick the correct one, they will receive 10 coins.