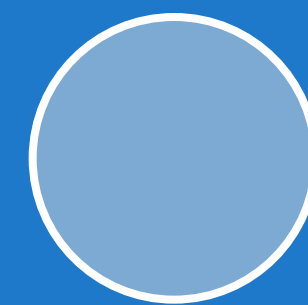


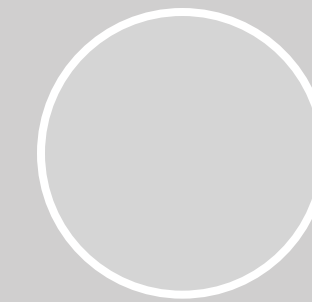
DUNE WARS

Start Game



LEVELS

Instructions



First Contact

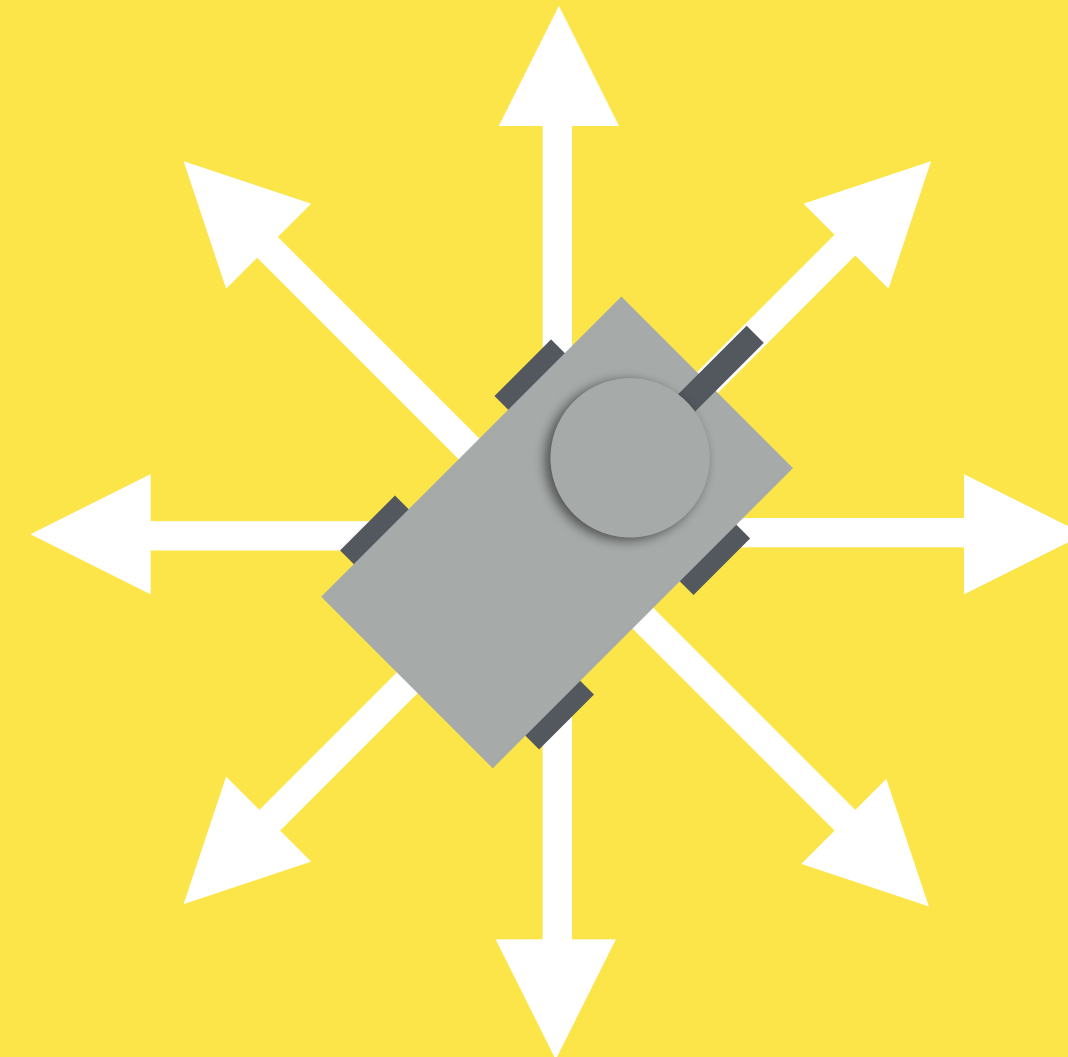
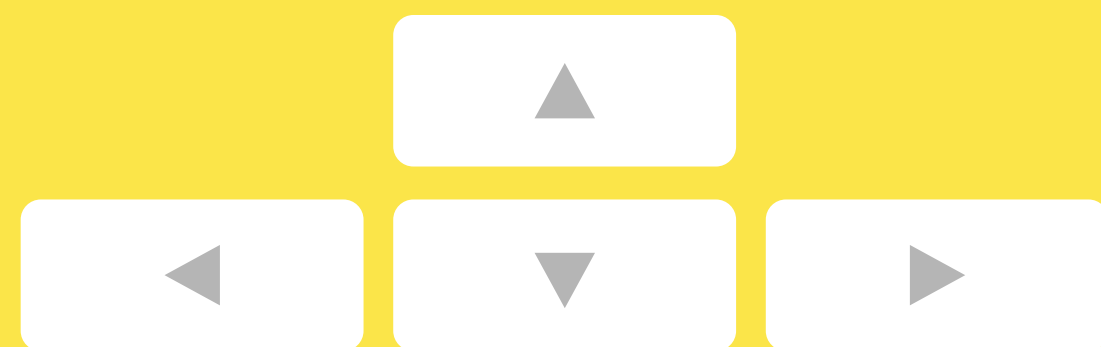
Close Encounters



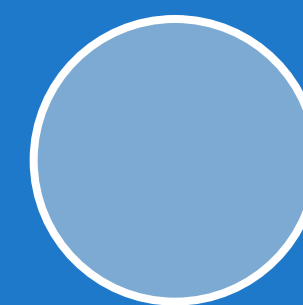
INSTRUCTIONS

1/4

Move around using the arrow keys on your keyboard.



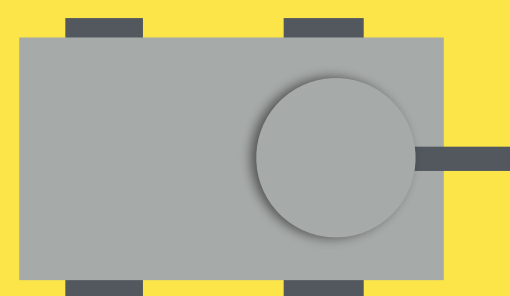
Next



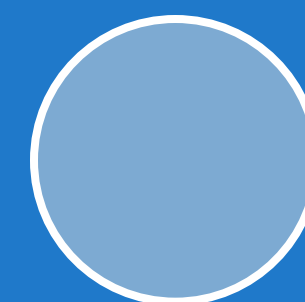
INSTRUCTIONS

2/4

Press the spacebar to fire.



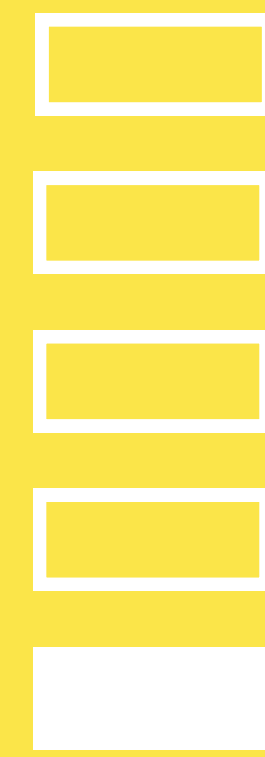
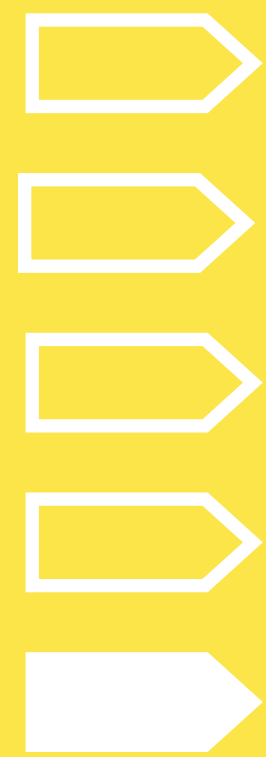
Next



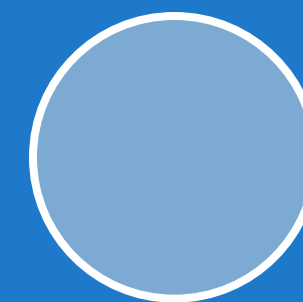
INSTRUCTIONS

3/4

Collect ammo and fuel, or you'll run out!



Next



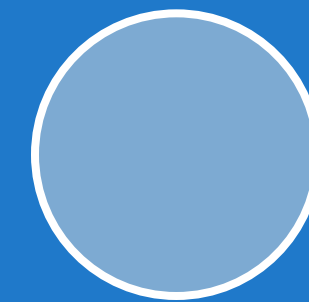
INSTRUCTIONS

4/4

Stay alive until the timer runs out!



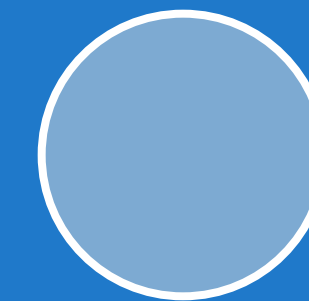
Got it!



LEVELS

Instructions

First Contact



Close Encounters

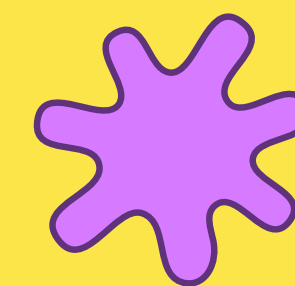
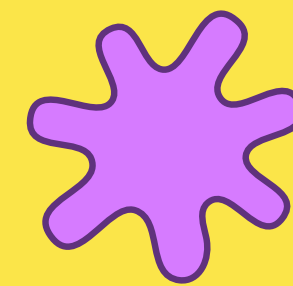
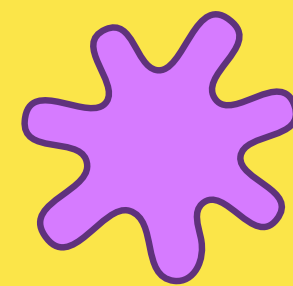
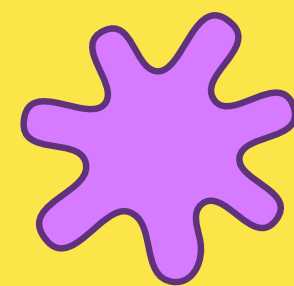
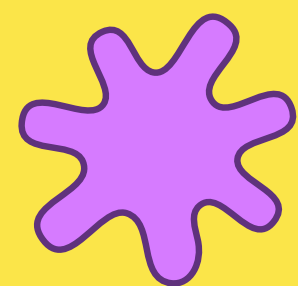


Level 1

FIRST CONTACT

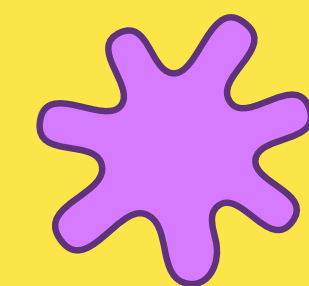
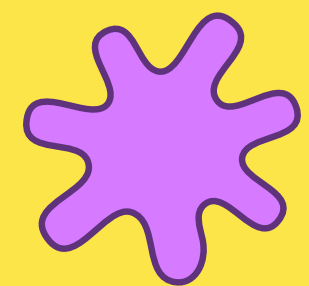
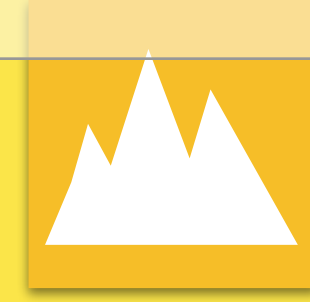
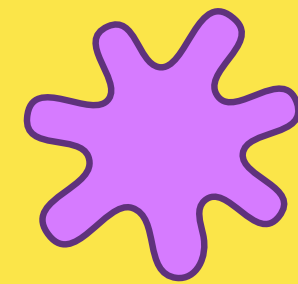
Top Score:
1300 points

This is where it all starts. Stretch your fingers. Sharpen your senses. Survive the first swarm.



Different Level

Play

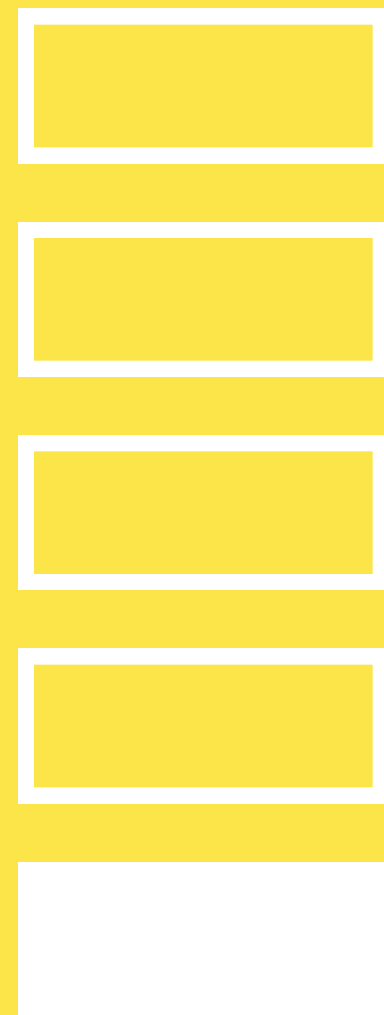


First Contact

- Basic aliens
- Lots of ammo
- Alien spawns every 10 seconds

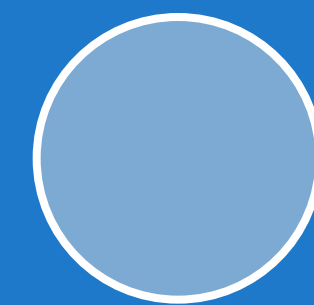
DANGEROUSLY LOW FUEL!

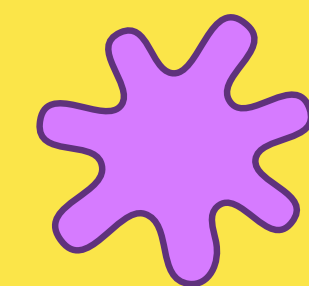
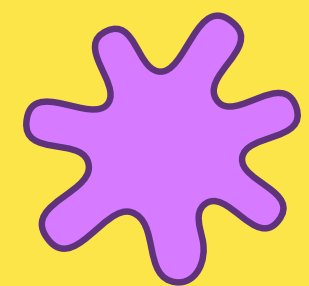
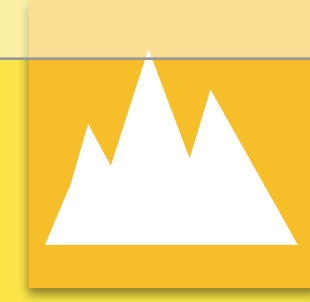
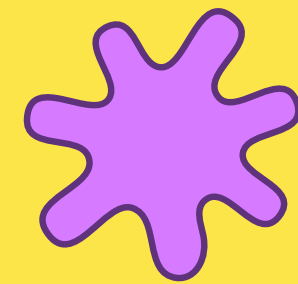
You've almost run out of fuel, and urgently need to top up!



Different Level

Play Again



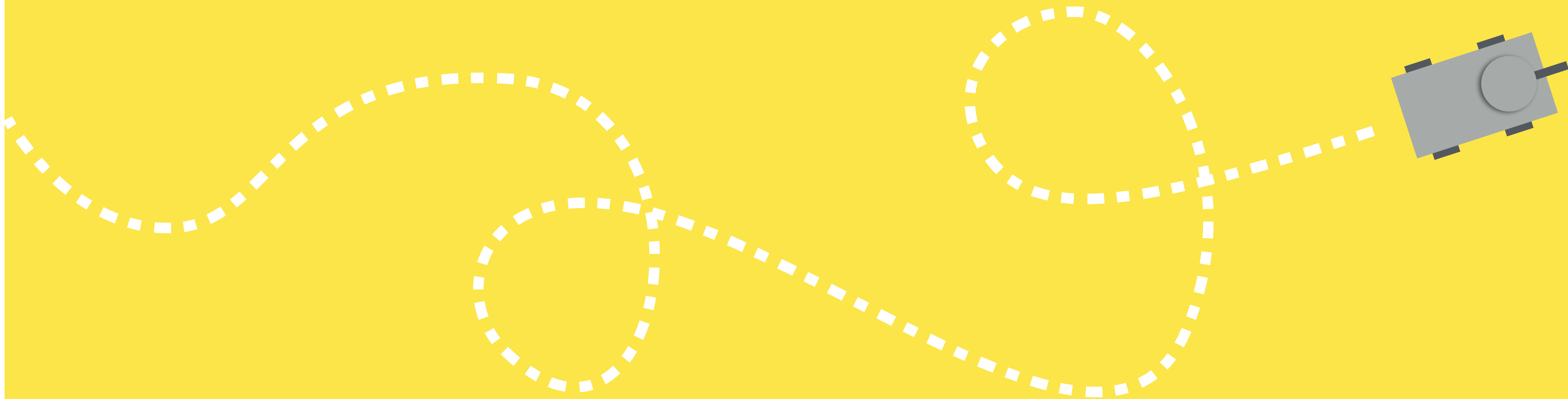


First Contact

- Basic aliens
- Lots of ammo
- Alien spawns every 10 seconds

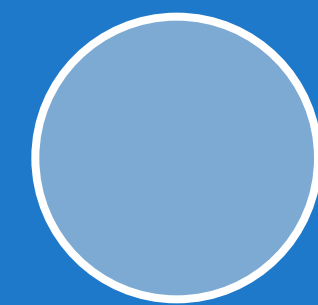
CRITICAL DAMAGE!

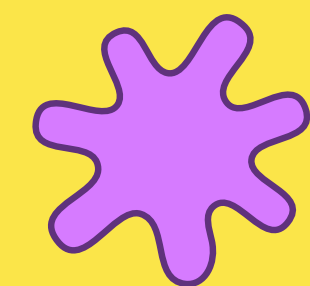
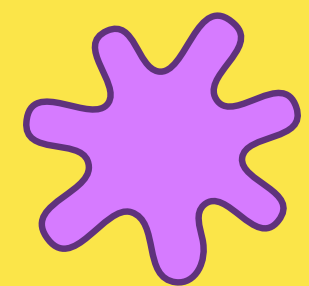
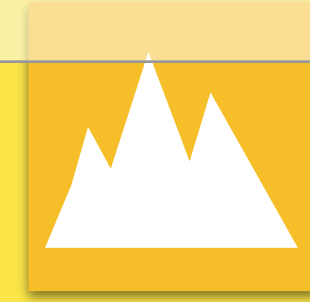
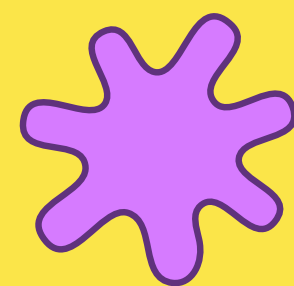
You've taken too much damage and need emergency repairs.



Different Level

Play Again





First Contact

- Basic aliens
- Lots of ammo
- Alien spawns every 10 seconds

SUCCESS!

★ New Top Score! ★

Aliens	10	x20	200
Lives	2	x30	60
Ammo	4	x5	20
Fuel	5	x5	25
Water	1	x20	20
			<hr/>
			1300

Play Again

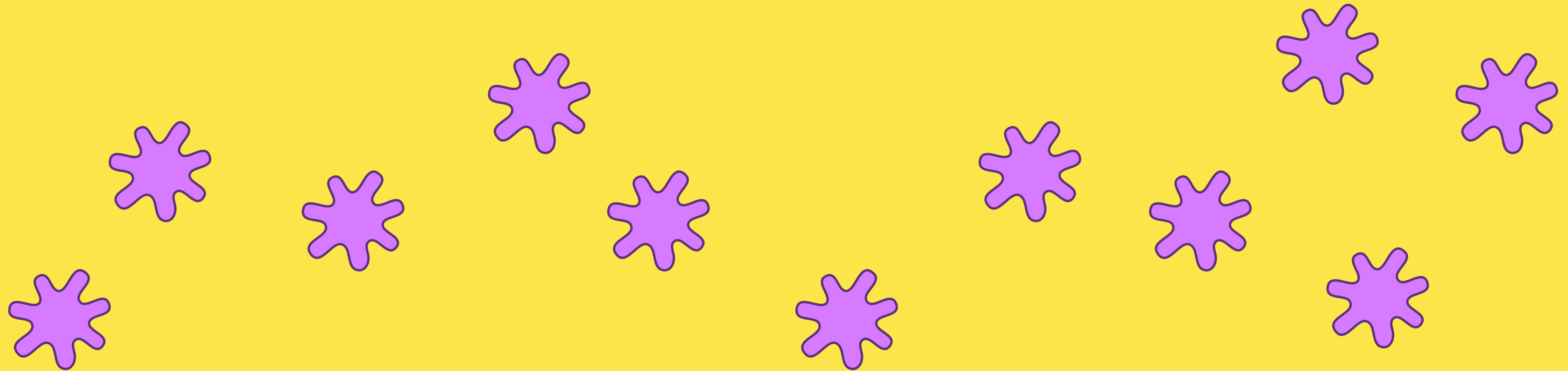
Next Level

Level 2

CLOSE ENCOUNTERS

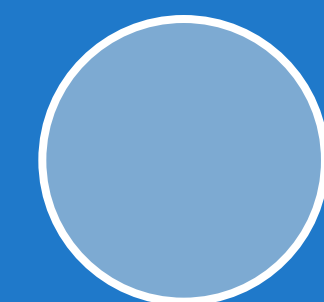
Top Score:
1300 points

You defeated the first swarm! But don't put your feet up just yet - more are on the way.



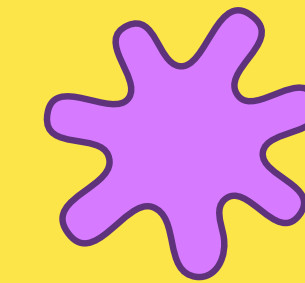
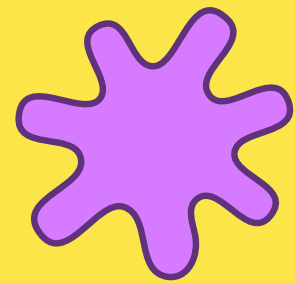
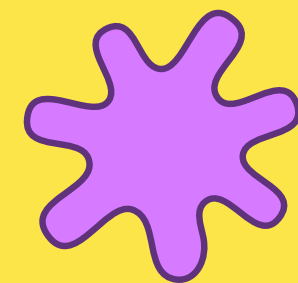
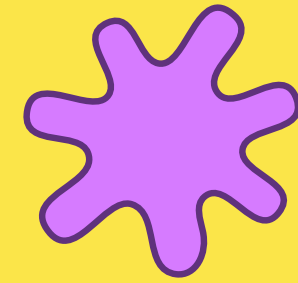
Different Level

Play



Close Encounters

- Basic aliens
- Lots of ammo
- Alien spawns every 6 seconds



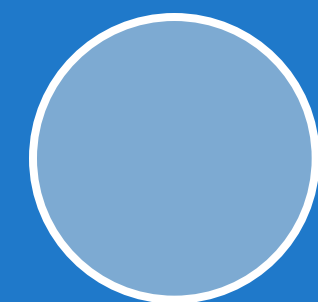
SUCCESS!

★ New Top Score! ★

Aliens	10	x20	200
Lives	2	x30	60
Ammo	4	x5	20
Fuel	5	x5	25
Water	1	x20	20
			<hr/>
			1300

Play Again

Next Level

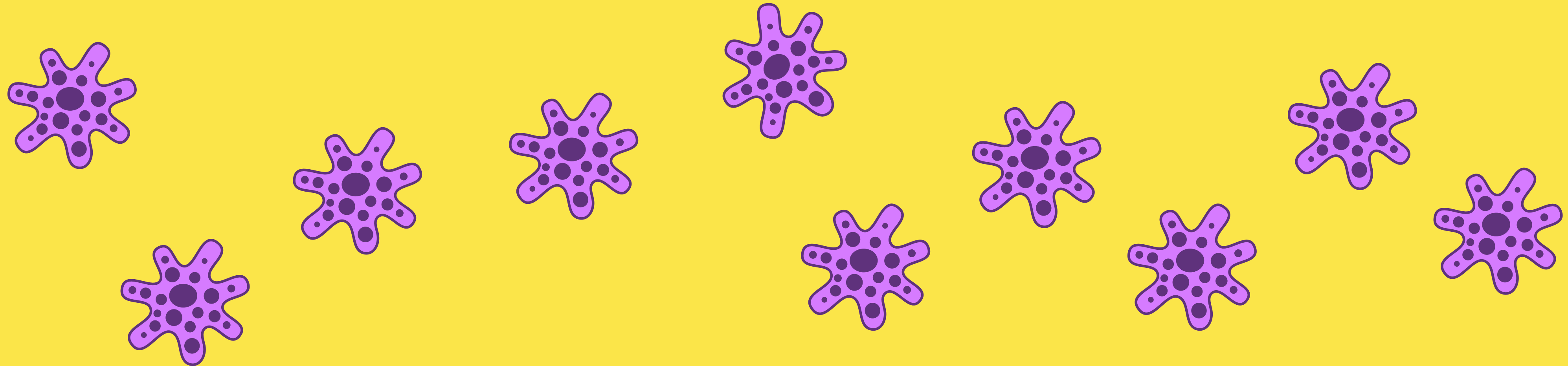


Level 3

RESOURCE SNATCHERS

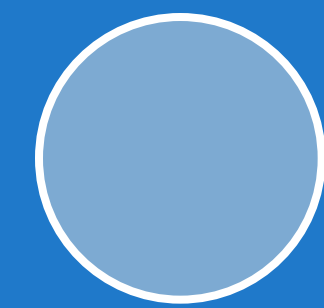
Top Score:
1300 points

You're really getting the hang of this defending-the-world business! But buckle up, because there's a new alien on the block and it's hungry.



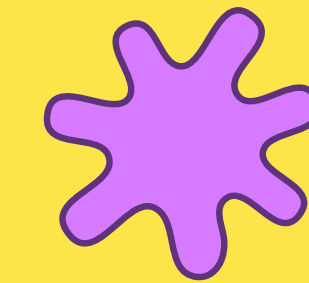
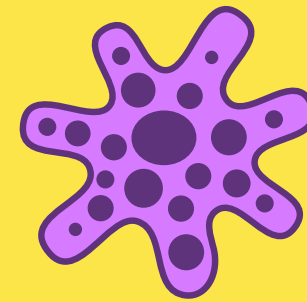
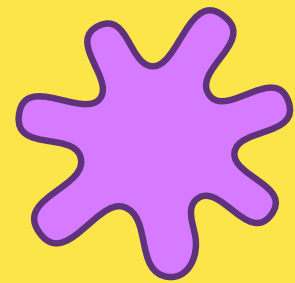
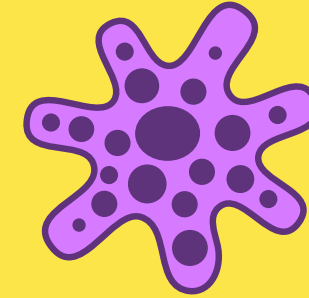
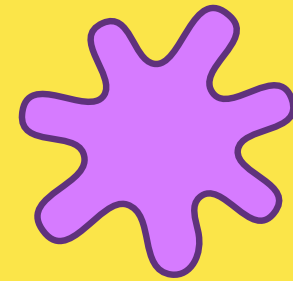
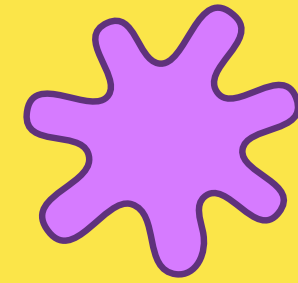
Different Level

Play



Resource Snatchers

- Basic aliens + eater aliens (attack resources, then the player).
- Lots of ammo
- Alien spawns every 6 seconds



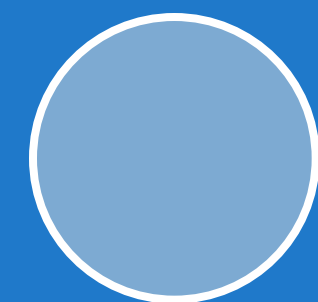
SUCCESS!

★ New Top Score! ★

Aliens	10	x20	200
Lives	2	x30	60
Ammo	4	x5	20
Fuel	5	x5	25
Water	1	x20	20
			<hr/>
			1300

Play Again

Next Level



Level 4

CAPE CANYON

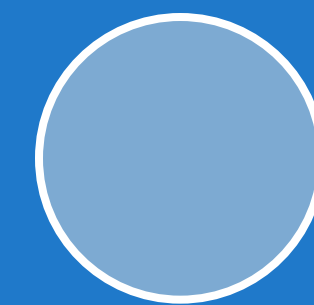
Top Score:
1300 points

Good job keeping your resources from the belly of the beast. Now it's time to fight them up close in Cape Canyon.



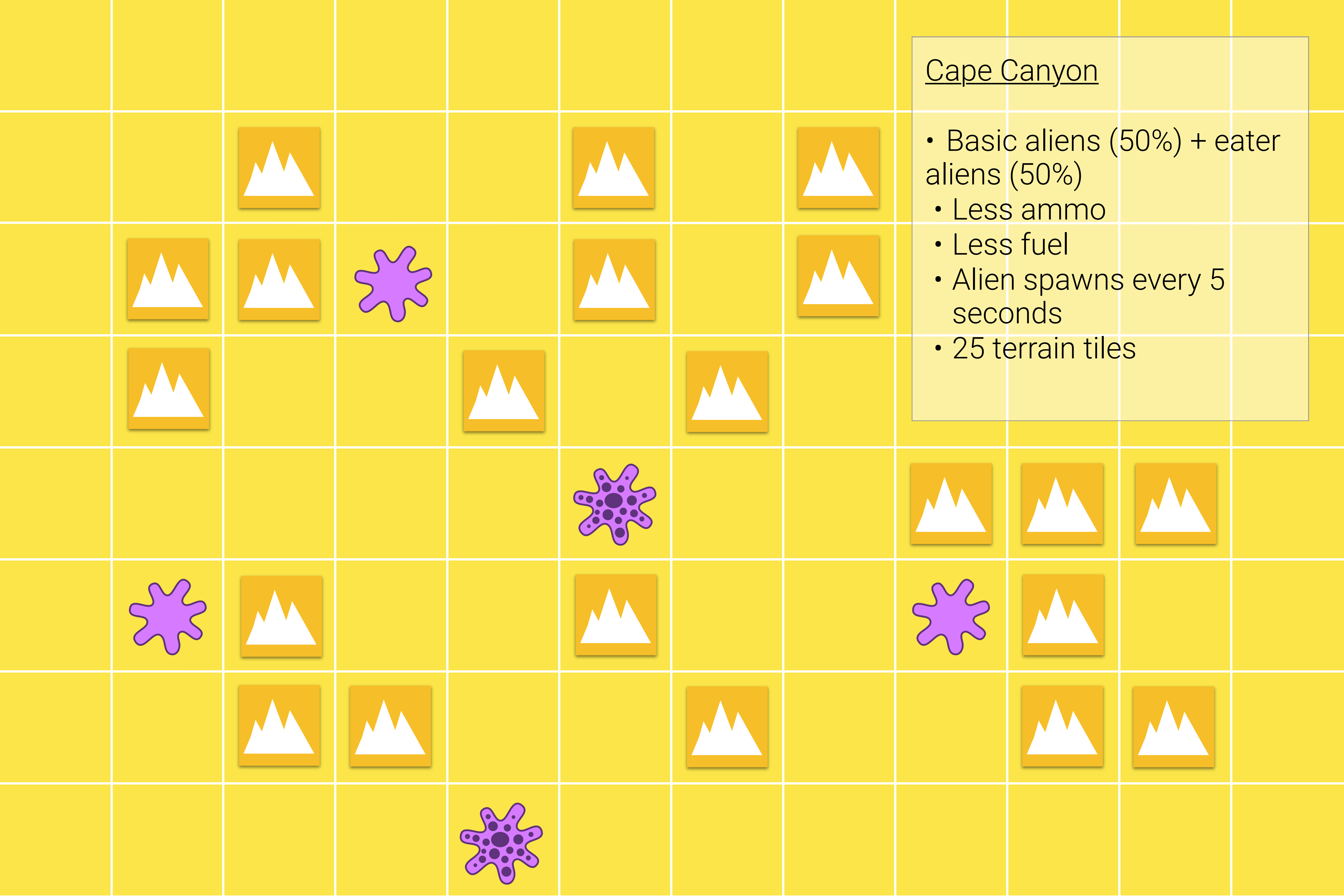
Different Level

Play



Cape Canyon

- Basic aliens (50%) + eater aliens (50%)
- Less ammo
- Less fuel
- Alien spawns every 5 seconds
- 25 terrain tiles



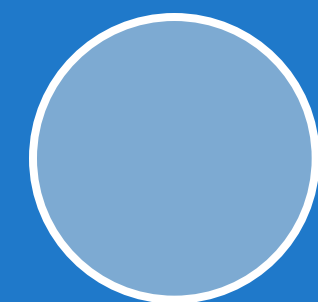
SUCCESS!

★ New Top Score! ★

Aliens	10	x20	200
Lives	2	x30	60
Ammo	4	x5	20
Fuel	5	x5	25
Water	1	x20	20
			<hr/>
			1300

Play Again

Next Level

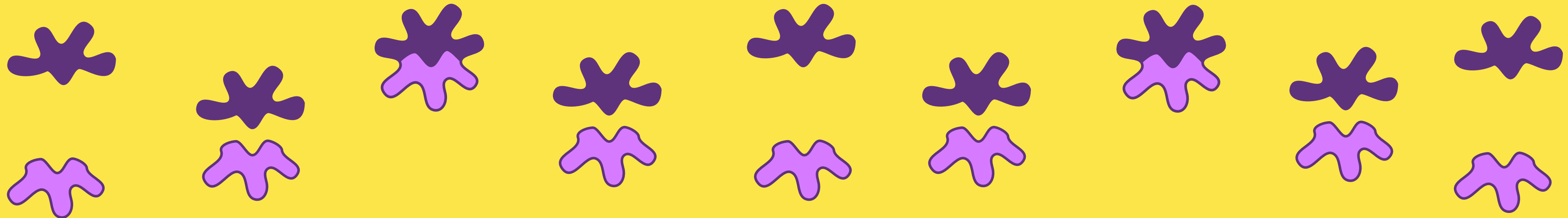


Level 5

FRAG

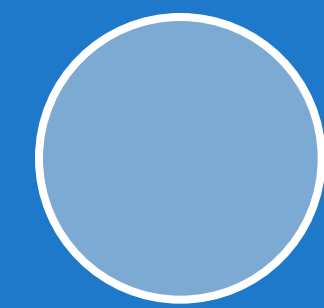
Top Score:
1300 points

That was a bit too close for comfort. We're out of Cape Canyon, but get ready for some aliens which require serious fragging.



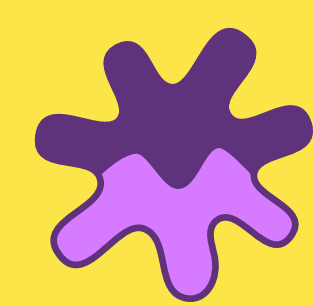
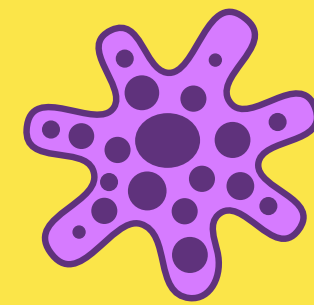
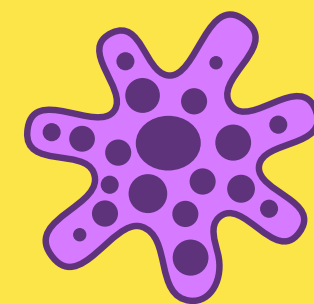
Different Level

Play



Frag

- Dual aliens (50%) + eater aliens (50%)
- Lots of ammo
- Alien spawns every 6 seconds



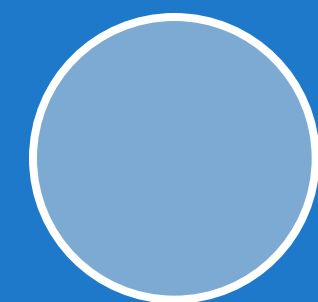
SUCCESS!

★ New Top Score! ★

Aliens	10	x20	200
Lives	2	x30	60
Ammo	4	x5	20
Fuel	5	x5	25
Water	1	x20	20
			<hr/>
			1300

Play Again

Next Level

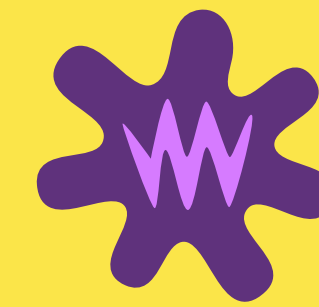
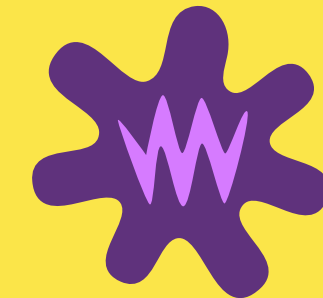
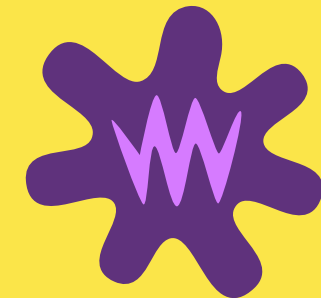


Level 6

PLANET OF THE SHAPES

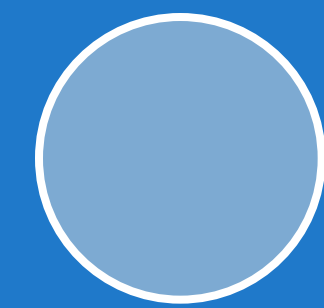
Top Score:
1300 points

Trigger finger tired? Man, imagine the aliens shot back - that would be really tough, right?



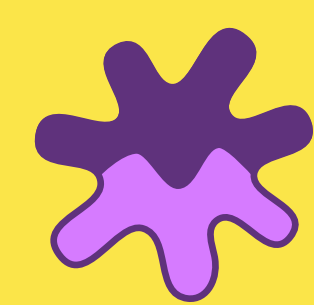
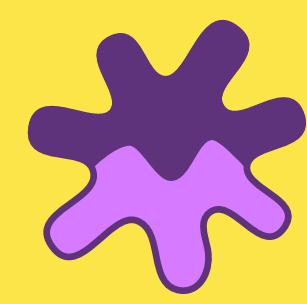
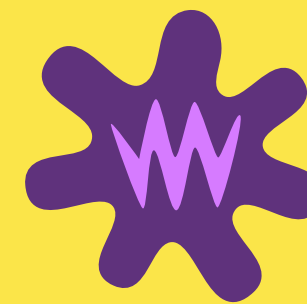
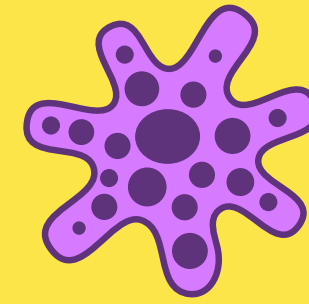
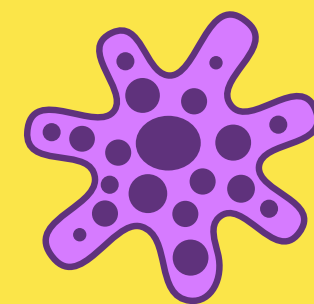
Different Level

Play



Planet of the Shapes

- Shooter aliens (33%) + eater aliens (33%) + dual aliens (33%)
- Lots of ammo
- Alien spawns every 6 seconds



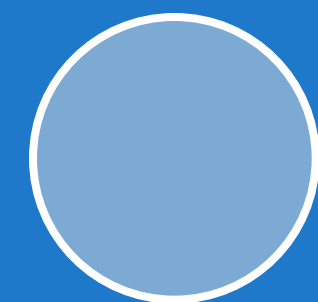
SUCCESS!

★ New Top Score! ★

Aliens	10	x20	200
Lives	2	x30	60
Ammo	4	x5	20
Fuel	5	x5	25
Water	1	x20	20
			<hr/>
			1300

Play Again

Next Level

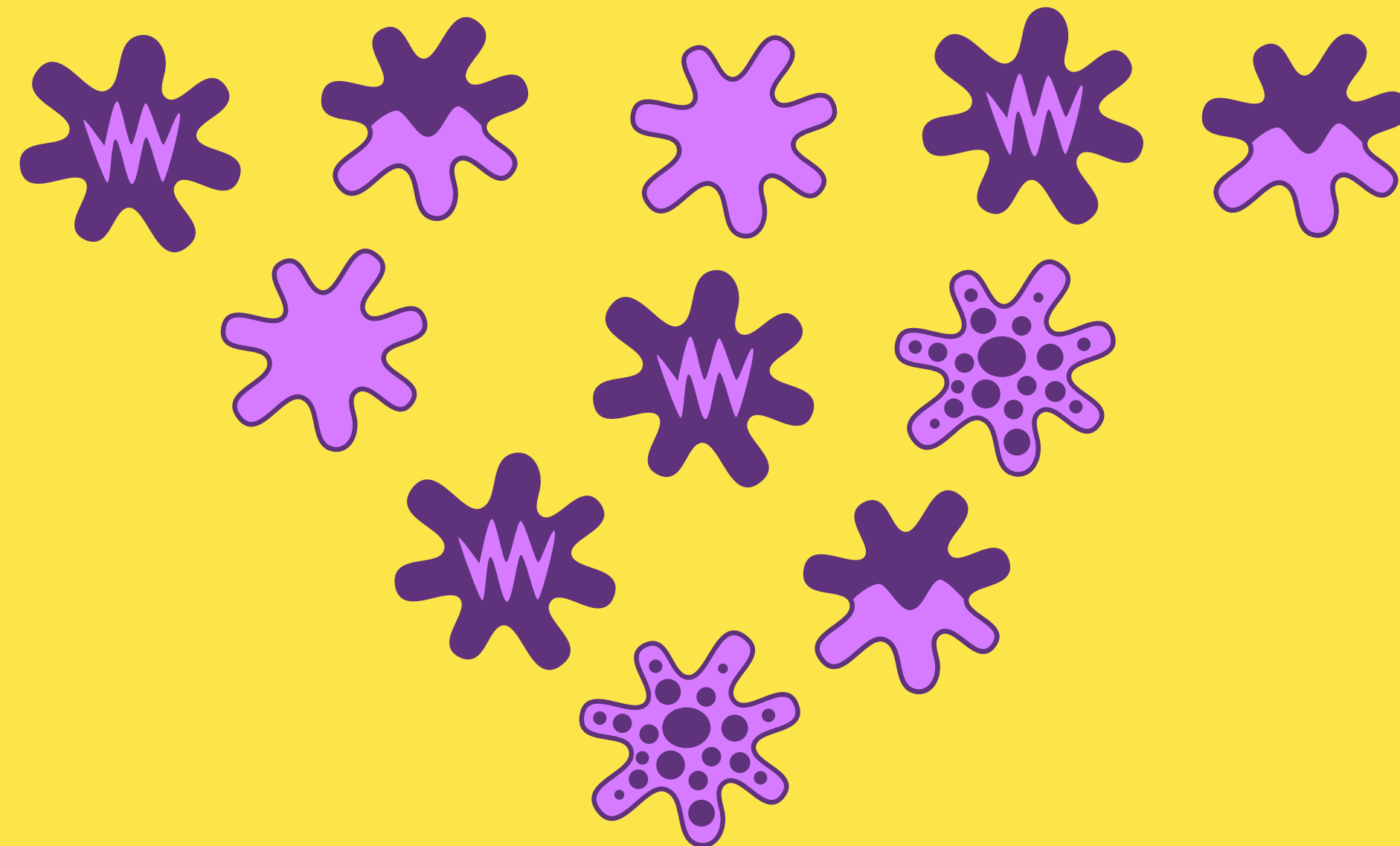


Level 7

RESURRECTION

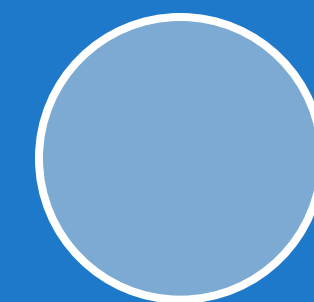
Top Score:
1300 points

That was a mean shoot out. You've bought civilisation some time. But there are more aliens on the horizon. Can you hold off one last push?



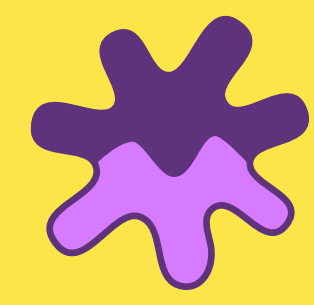
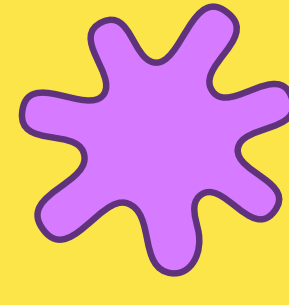
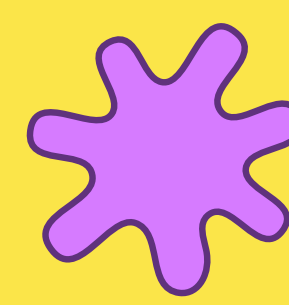
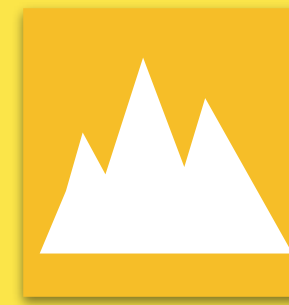
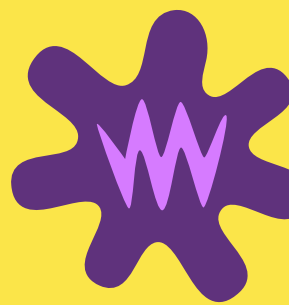
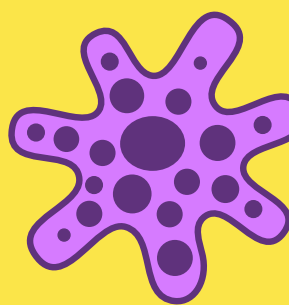
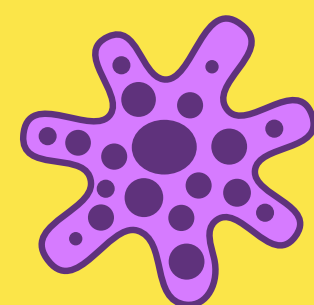
Different Level

Play



Resurrection

- All aliens.
- Speed increased by 50%.
- Lots of ammo.
- Alien spawns every 3 seconds.

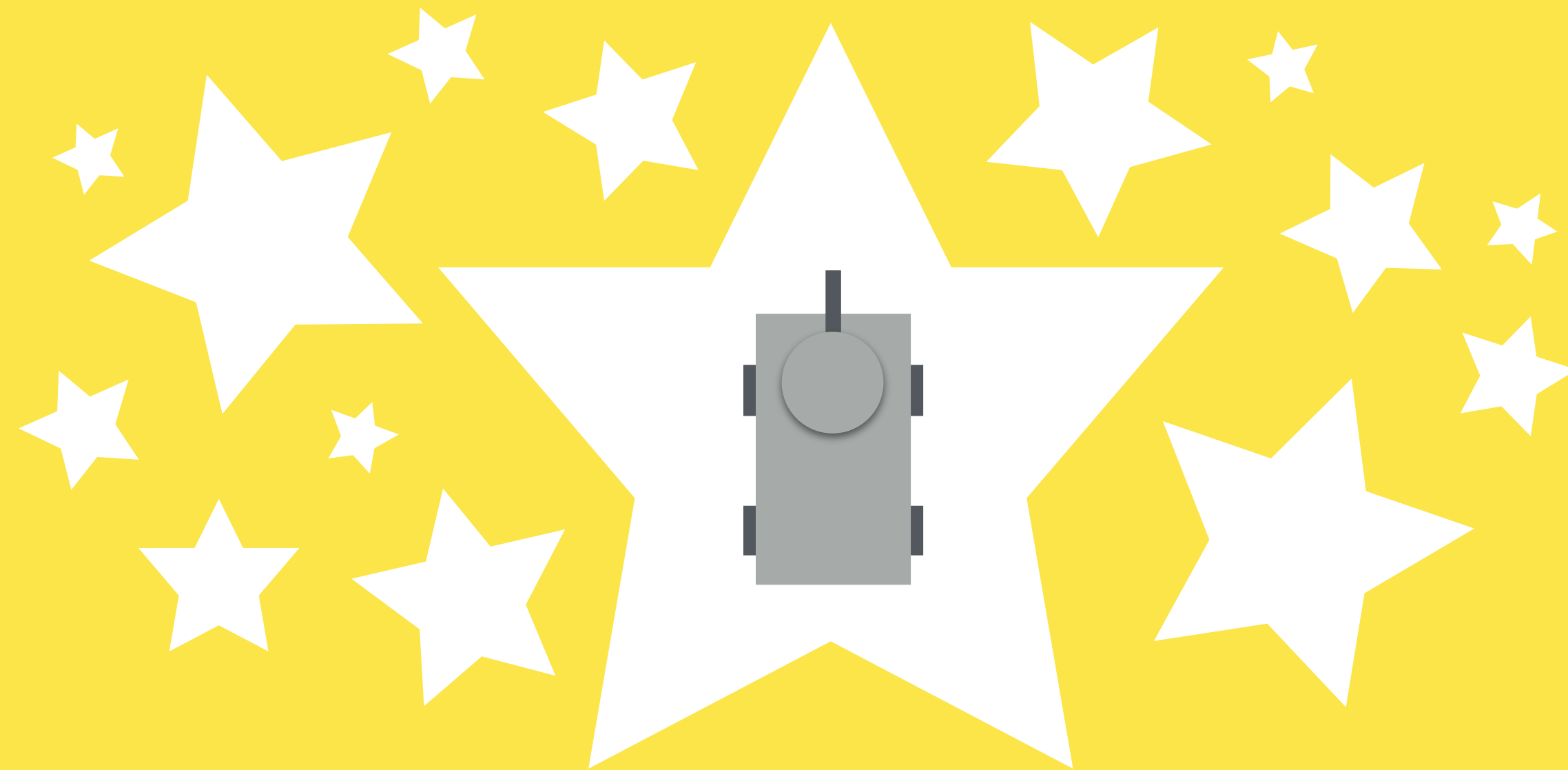


Resurrection

SUCCESS!

1300 points

You did it! You ROCK! You saved civilisation from the alien threat.



★ New Top Score! ★

Aliens

10

x20

200