

# Critical Games

## Lose/Lose



By Elliott Koncos and Tyler Taffner

# Video

<http://www.stfj.net/art/2009/loselose/>  
<http://vimeo.com/656927>

# Implements

The ship

The enemy ships

The score

# Game Play

Players are given a ship with a weapon and in traditional scrolling shooter fashion may use the gun to kill ships headed towards them in order to receive points

# Reason it's Critical

While the player does gain points for destroying ships there is no real advantage to destroying them. It is not necessary to destroy the alien ships to advance in the game.