Alien

The Alien ship passes overhead, razing the ground below with its power beam, and dropping swarms of deadly Veepods. Moving swiftly across your territory you fire your missiles as long as the power holds out. When a recharge is necessary, your base changes shape, and you must ride out the dangers undefended. As an added difficulty, you can choose to have an invisible Alien, indentifiable only when it fires, and providing minimal guidance for your missile positioning.

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1 REM ALIEN.
2 REM PAUL STANLEY.
3 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK 2
,20:INK 3,6
4 HS=0
12 GOSUB 1000
15 GOSUB 2000
17 WINDOW #0,5,36,1,25
18 PAPER #0,0:PEN #0,1
19 CLS #0:FOR X=1 TO 300:NEXT
20 X=0:Y=1:Z=14:S=0:C=0
25 PEN 3:LOCATE 17,1:PRINT"HI-SCORE:";HS
30 GOSUB 71
35 IF RND>0.97 THEN GOSUB 200
40 IF RND<0.08 THEN GOSUB 78
60 IF C=3 THEN GOTO 305
61 Z=Z-2*(INKEY (1)=0 AND Z<26)+2*(INKEY
(8)=0 AND Z>0)
62 PEN 3: LOCATE Z+1,22:PRINT "  ";CHR$(
233);"  ":PEN 1
63 IF INKEY(9)=0 THEN GOSUB 100
68 PEN 2:LOCATE 3,1:PRINT"SCORE";S:PEN 1
70 GOTO 30
71 X=X+1:LOCATE X+1,Y+1:PRINT" ";G$
72 IF X=29 THEN LOCATE X+1,Y+1:PRINT"
":X=0:Y=Y+1
73 IF Y=21 THEN Y=1:C=C+1
74 IF C=3 THEN 305
75 RETURN
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78 PLOT (16*X+96),(24-Y)*16,3:DRAWR 0,-(
22-Y)*16:PLOT (16*X+96),(24-Y)*16,0:DRAW
R 0,-(22-Y)*16
79 SOUND 1,180,4:SOUND 1,120,5
80 IF X=Z+1 THEN PLOT (16*X+96),(24-Y)*1
6,3:DRAWR 0,-(22-Y)*16:PLOT (16*X+96),(2
4-Y)*16,0:DRAWR 0,-(22-Y)*16:GOTO 300
82 SOUND 1,180,4:SOUND 1,120,5
83 PLOT (16*X+96),(24-Y)*16,3:DRAWR 0,-(
22-Y)*16:PLOT (16*X+96),(24-Y)*16,0:DRAW
R 0,-(22-Y)*16
84 RETURN
100 FOR A=20 TO 1 STEP -1
110 PEN 2:LOCATE Z+3,A+1:PRINT CHR$(237)
:PEN 1
111 IF RND<0.04 THEN GOSUB 78
112 Z=Z-2*(INKEY (1)=0 AND Z<26)+2*(INKE
Y(8)=0 AND Z>0)
113 PEN 3: LOCATE Z+1,22:PRINT "  ";CHR$
(233);"  ":PEN 1
120 GOSUB 71
150 SOUND 1,(A+100),4
160 IF A=Y THEN IF X=Z+2 OR X=Z+1 THEN S
=S+ INT(100/Y)+10:LOCATE X+1,Y+1:PRINT "
  ";CHR$(234);CHR$(234):SOUND 1,120,4:SO
UND 1,90,4:RETURN
168 LOCATE Z+1,A+1:PRINT"     "
170 NEXT A:RETURN
200 F=X:FOR A=Y TO 21
210 LOCATE F+1,A+1:PRINT CHR$(236);CHR$(
236);CHR$(236);CHR$(236)
220 Z=Z-2*(INKEY (1)=0 AND Z<26)+2*(INKE
Y(8)=0 AND Z>0):PEN 3: LOCATE Z+1,22:PRI
NT "  ";CHR$(235);"  ":PEN 1
230 IF A = 21 AND (F=Z-1 OR F=Z OR F=Z+1
 OR F=Z+2) THEN 300
240 GOSUB 71
242 LOCATE F+1,A+1:PRINT"     "
245 NEXT A
250 RETURN
300 LOCATE Z+3,22:PRINT" "
301 FOR A=-15 TO 15 STEP 3
302 PLOT Z*16+96,52,3
303 DRAWR A*3,RND*32+48
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304 NEXT A
305 FOR A=40 TO -40 STEP -2
306 SOUND 1,(A+100),3:NEXT A
307 IF S>HS THEN HS=S
310 FOR A= -40 TO 40:SOUND 1,(100+A),3:N
EXT A
332 LOCATE 1,23:PRINT"Do you want to see
 the alienY/N";
334 IF INKEY$<>"" THEN GOTO 334
336 V$=INKEY$:IF V$ = "" THEN 336 ELSE V
$=UPPER$(V$)
340 G$="  ":IF V$="Y" THEN G$=CHR$(231)+
CHR$(232):FOR X=1 TO 500:NEXT:CLS:GOTO 2
0
350 IF V$="N" THEN FOR X=1 TO 500:NEXT:C
LS:GOTO 20
360 GOTO 334
1000 SYMBOL AFTER 230
1010 SYMBOL 231,0,0,60,255,234,63,15,3
1012 SYMBOL 232,0,0,60,255,87,252,240,19
2
1014 SYMBOL 233,8,8,8,93,119,99,93,0
1020 SYMBOL 234,1,68,136,16,160,0,4,84
1025 SYMBOL 235,129,255,165,36,60,60,126
,255
1030 SYMBOL 236,0,130,198,108,124,56,16,
16
1035 SYMBOL 237,8,8,8,8,8,28,0,0
1040 RETURN
2000 PEN 2:PRINT:PRINT"                A L
 I E N                          @ PAUL
 STANLEY":PEN 1
2030 PEN 3:LOCATE 1,7:PRINT"USE LEFT AND
 RIGHT ARROW KEYS TO MOVE TOTHE RIGHT AN
D LEFT.USE COPY KEY TO FIRE":PEN 1
2032 PRINT:PRINT:PRINT"YOU CAN ONLY FIRE
 IF YOUR BASE IS ";CHR$(233);"AND NOT ";
CHR$(235)
2034 PEN 2:LOCATE 1,22:PRINT"PRESS [ I ]
 FOR INVISIBLE ELIONER        AND   [ V ]
 FOR VISIBLE ONE.":PEN 1
2035 IF INKEY$<>""THEN 2035
2036 A$=INKEY$:IF A$="" THEN 2036 ELSE A
$=UPPER$(A$)
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2037 IF A$="I" THEN G$="  ":GOTO 2050
2038 IF A$="V" THEN G$=CHR$(231)+CHR$(23
2):GOTO 2050
2039 GOTO 2036
2050  CLS:RETURN
```