

```
10 t=0:sec=TIME:INK 0,0:INK 1,15:INK  
2,18:INK 3,6:PAPER 0:BORDER 0  
20 MODE 1:FOR stars=1 TO 50:PLOT INT(  
RND*(640)),INT(RND*(400)),1:NEXT star  
s:j=INT(RND*(25))+1:x=8:y=12:FOR i=37  
TO x STEP -1.5:LOCATE i,j:PEN 2:PRIN  
T CHR$(225);"  
30 IF t=20 THEN 80  
40 IF INKEY(69)=0 AND y>1 THEN y=y-1:  
LOCATE x,y+1:PRINT "":LOCATE x,y:PEN  
3:PRINT CHR$(246):SOUND 1,y*5,10,3  
50 IF INKEY(71)=0 AND y<24 THEN y=y+1  
:LOCATE x,y-1:PRINT "":LOCATE x,y:PEN  
3:PRINT CHR$(246):SOUND 1,y*5,10,3  
60 IF INKEY(21)=32 THEN FOR a=x+1 TO
```

```
i-1:LOCATE a,y:PEN 1:PRINT "":CHR$(12  
6):NEXT:LOCATE a,y:PRINT "":IF y=j T  
HEN SOUND 1,50:LOCATE i,j:PRINT CHR$(  
238):FOR c=1 TO 99:NEXT:LOCATE i,j:PR  
INT CHR$(227):FOR c=1 TO 99:NEXT:LOCA  
TE i,j:PRINT "":t=t+1:GOTO 20  
70 LOCATE x,y:PEN 3:PRINT CHR$(246):N  
EXT i:SOUND 1,998:GOTO 20  
80 PEN 3:sec=INT((TIME-sec)/300):LOCA  
TE 1,1:PRINT"You destroyed 20 aliens"  
:PRINT:PRINT"Well done":PRINT:PRINT"  
t took you";sec;"seconds":PRINT:PRINT  
"Press 'P' to play again":WHILE INKEY  
(27)<>0:WEND:RUN
```