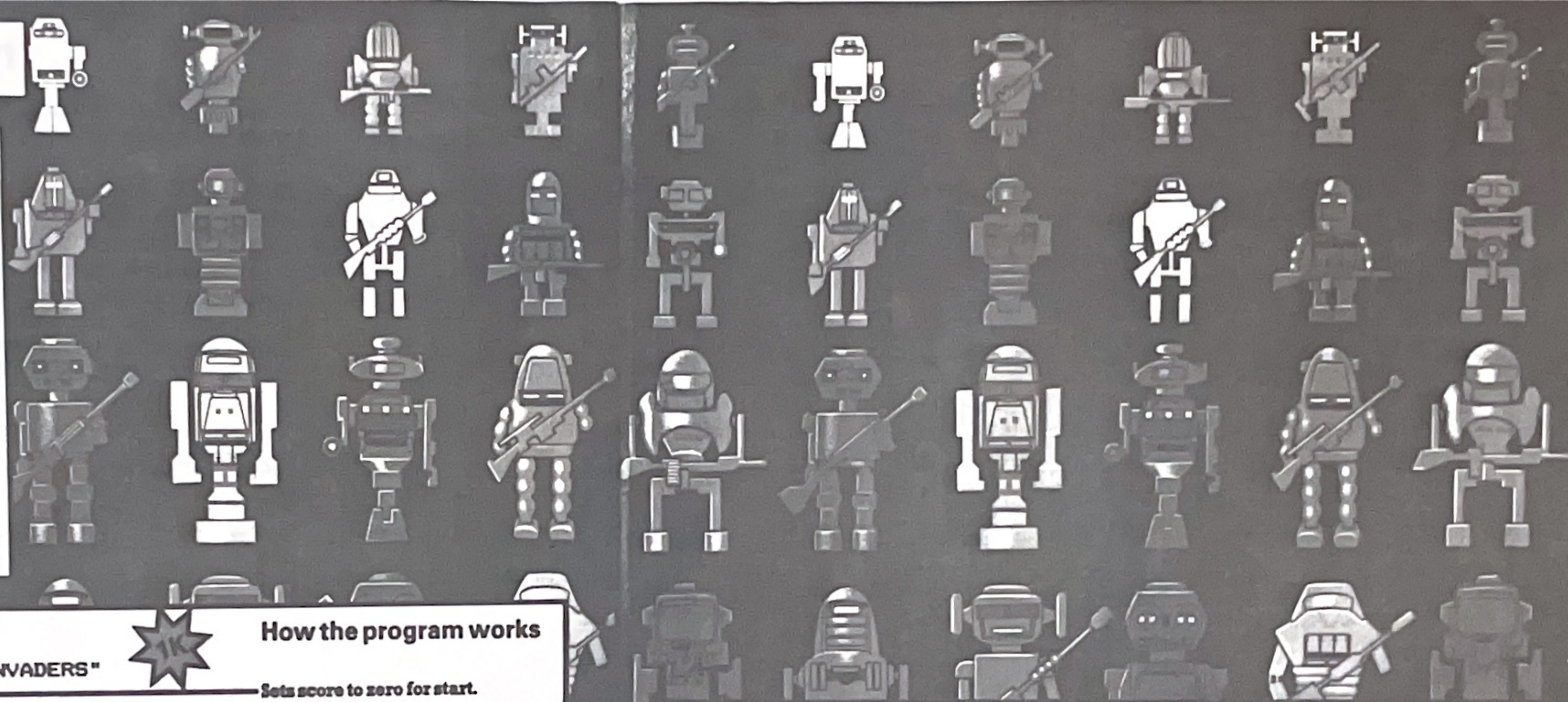


# Robot Invaders

You must act quickly. Robot invaders of all kinds are approaching. You have plenty of weapons, but for each type of Robot you must select exactly the right one for it to have any effect.

Code symbols for each Robot will flash up on your screen. Quickly press the key with that symbol on it - beware, some need the shift key too - and see how many Robot invaders you can destroy.



## How the program works

```

10 PRINT "ROBOT INVADERS"
20 LET H=0
30 FOR T=1 TO 25
  *▲●40 FOR I=1 TO INT(RND*30+20)
  50 NEXT I
  *▲●60 LET A=INT(RND*20)
  *▲●70 LET D=INT(RND*15)
  *▲●80 LET P$=CHR$(INT(RND*53+11))
  ▲●90 CLS
  100 FOR J=0 TO D
  110 PRINT
  120 NEXT J
  130 PRINT TAB(A);P$
  *▲●140 FOR I=1 TO 15
  *▲●150 LET R$=INKEY$
  160 IF R$=P$ THEN GOTO 210
  170 IF R$<>" " THEN GOTO 190
  180 NEXT I
  190 PRINT "MISSED"
  200 GOTO 230
  210 PRINT "A HIT"
  220 LET H=H+1
  230 NEXT T
  ▲●240 CLS
  250 PRINT "YOU SCORED ";H;"/25"
  260 STOP
  
```

**JK**

Sets score to zero for start.

Beginning of loop which gives you 25 goes.

Random delay.

Selects numbers for across and down positions on screen.

Chooses a keyboard character.

Clears screen

Moves cursor down the screen, one line at a time, until it reaches line number D (which was chosen in line 70).

Moves cursor A spaces across the screen and prints the character chosen in line 80 there.

Checks keyboard a number of times to see if you are pressing a key, checks if this is the right key and then jumps to the appropriate line to print hit or miss.

Increases score by 1.

Goes back for another turn.

Prints score after 25 goes.

The above listing will work on a ZX81. For other computers, make the changes below.

```

*▲●40 FOR I=1 TO INT(RND(1)*300+200)
  *▲●40 FOR I=1 TO INT(RND(0)*300+200)
  *▲●60,70 change RND to RND(1)
  *▲●60,70 change RND to RND(0)
  *▲●80 LET P$=CHR$(INT(RND(1)*58+33))
  *▲●80 LET P$=CHR$(INT(RND(0)*58+33))
  *▲●80 LET P$=CHR$(INT(RND*58+33))
  *▲●90,240 HOME
  *▲●90,240 PRINT CHR$(147)
  *▲●140 FOR I=1 TO 150
  *▲●145 R$=""
  *▲●150 R$=INKEY$(1)
  *▲●150 GET R$
  *▲●150 IF PEEK(-16384)>127 THEN GET R$
  
```

## Speeding up the game

As you get used to playing this game, you will probably find you want to speed it up. Do this by changing the last number in line 140 to a lower one.

## Moving the cursor

Your computer may have a simpler way of moving the cursor to a particular point on the screen (see lines 100-130). Check your manual and use.

## Puzzle corner

These are the most dangerous of the robots.



U

Mechans



V

Tintroids



W

Scrapions



X

Wireheads



Y

Steeleyes

Can you adjust the program so that you get 100 points for each of these and only 10 points for any of the others?