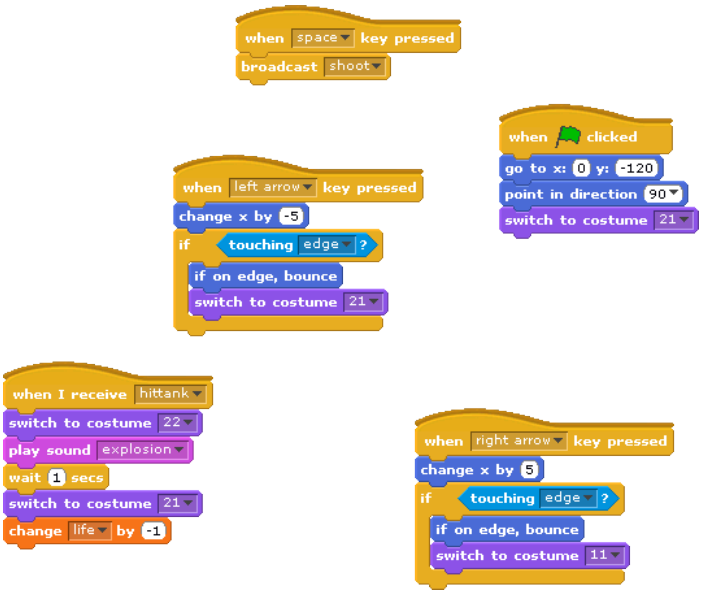
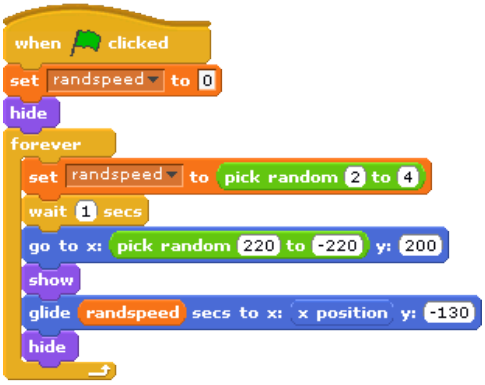
Sprite1 - opening

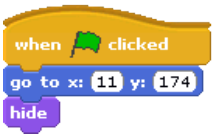
tank



Sprite2 – green bullet

Sprite76 – white bullet





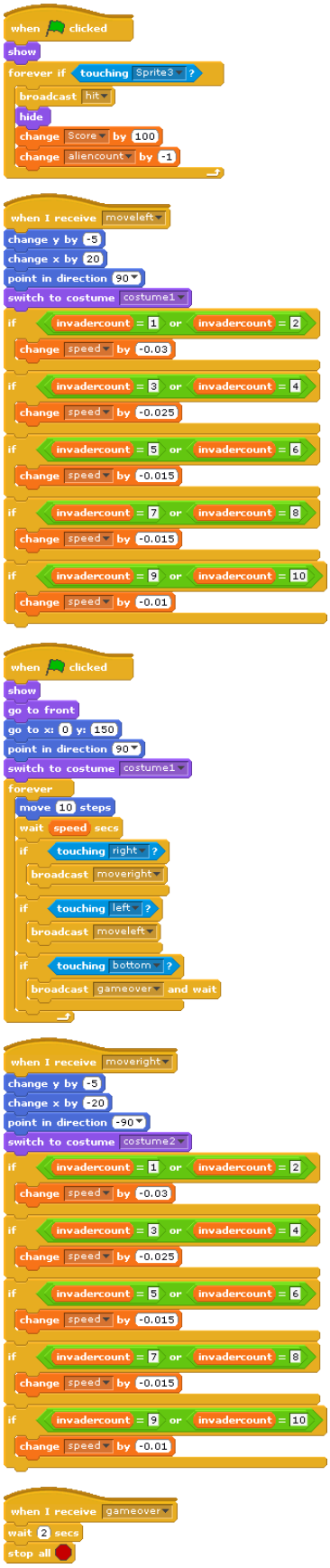
left

right

bottom

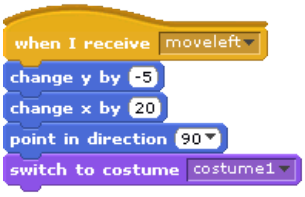
Sprite11

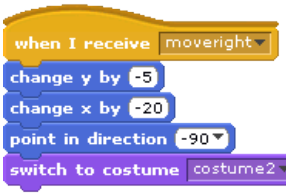
when clicked
hide
go to x: 0 y: 0
when I receive gameover
show
go to front
stop all

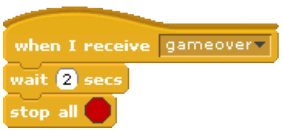


Alien, sprite13, sprite 18

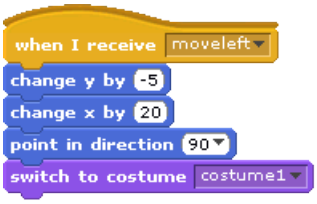
Sprite14-sprite17, sprite 19-22 (only difference between each are positions)

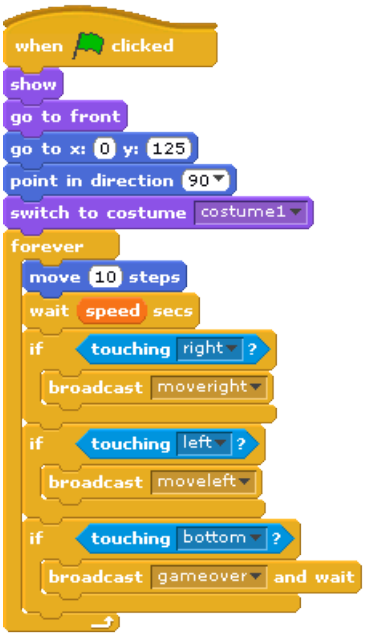


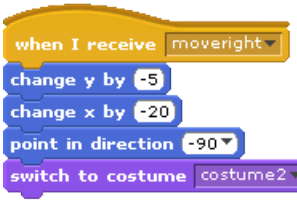


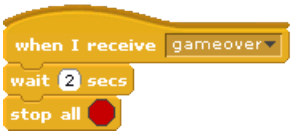


Sprite32-sprite42 (only difference is the location that they start with)

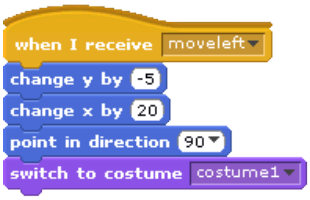


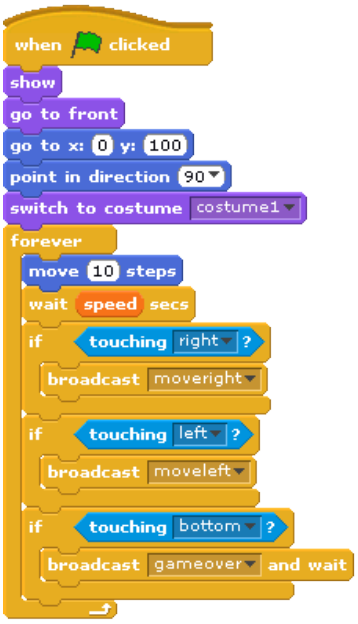


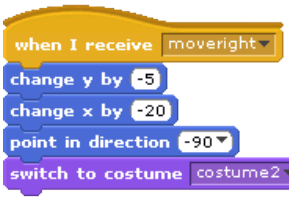


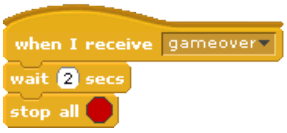


Sprite43-sprite53 (only difference is the location that they start with)



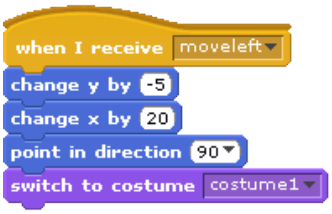


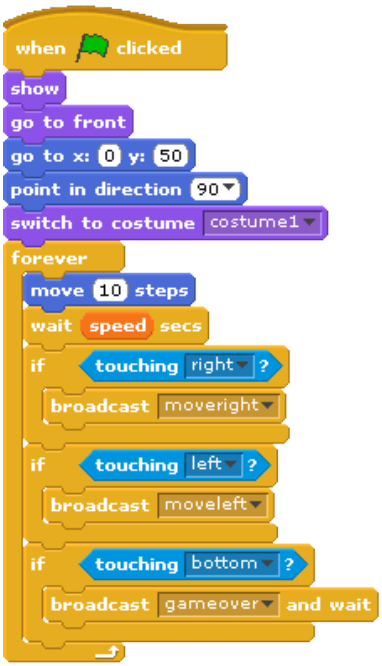


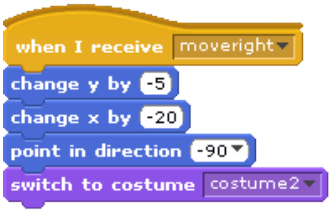


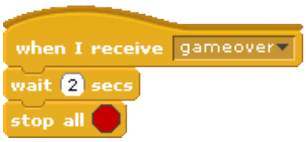
Sprite54-sprite64 (only difference is the location that they start with)

Sprite65-sprite75 (only difference is the location that they start with)

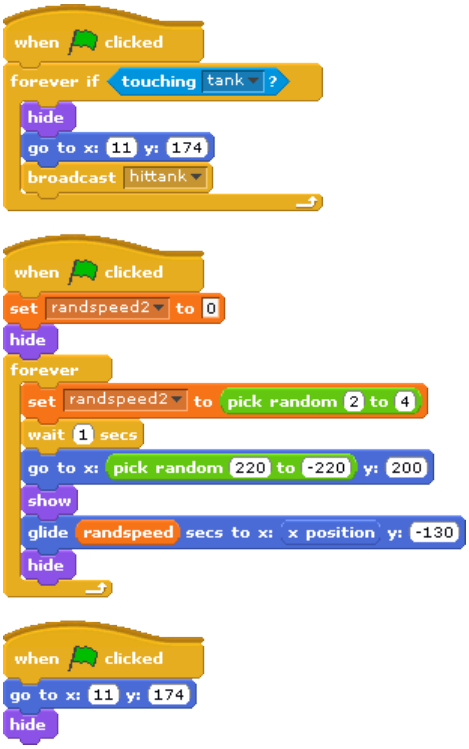




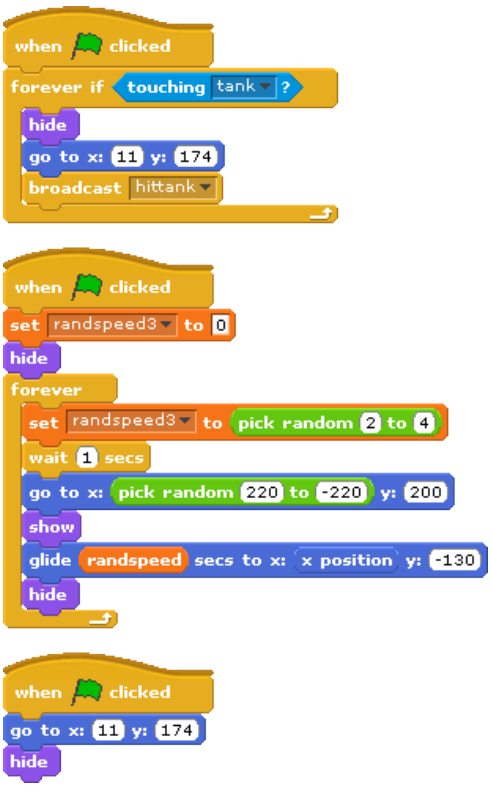




Sprite77

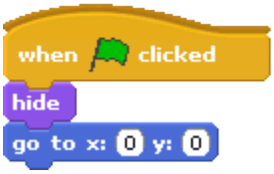


Sprite78



Sprite79

Sprite80

Sprite81

Sprite82