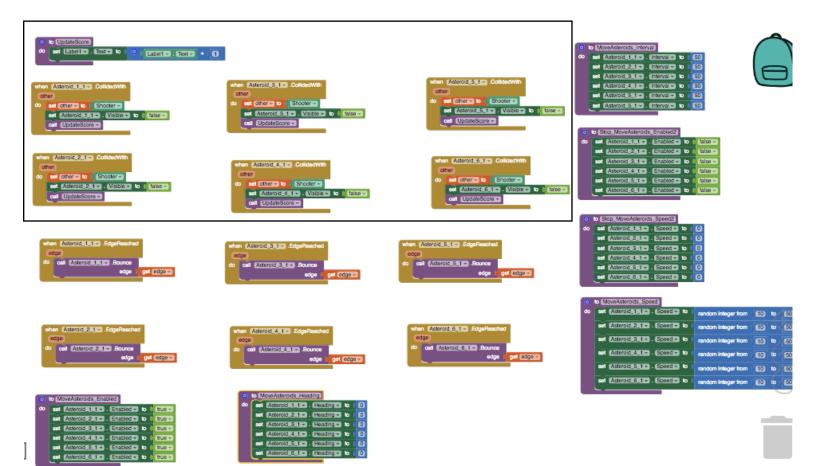
```
initialize global score to
                                                                                     when reset - .Click
 when Start . Click
                                                                                     do call Set All Asteroids -
 do set global score - to 0
                                      do set Clock1 - . TimerEnabled - to (true -
                                                                                         set Label1 - . Text - to (0
    MoveAsteroids_Heading =
                                          set Clock1 - . Timerinterval - to 15000
                                                                                         cal TIMER
     call MoveAsteroids_Enabled =
     MoveAsteroids_Interval =
     MoveAsteroids_Speed +
                                                                                       when Stop - Click
                                        hen Clock1 - Timer
                                                                                      60 Stop_MoveAsteroids_Enabled2 +
    cal TIMER
                                       Stop_MoveAsteroids_Enabled2 -
                                                                                         set Clocks . TimerEnabled to ( false -
    set Rocket Ship . X . to | Rocket Ship . X .
     set Shooter . X = to Shooter . X = 10
                                                                            Set_Al_Asteroids
                                                                           do set Asteroid 1 1 - . Visible - to true -
                                                                               set Asteroid 1 1 - . X - to 0
                                                                               set Asteroid 1 1 - . Y - to 0
 when (Right_Button = ).Click
do set Rocket Ship. X. to
                                                                               set Asteroid_2_1 - . Visible - to (true -
                               Placket_Ship → . X → → (10)
                                                                               set Asteroid_2_1 - . X - to 0
    set Shooter - X - to ( O | Shooter - X - 10
                                                                               ant Asteroid_2_1 - . Y - to 40
                                                                               set Asteroid_3_1 - . Visible - to ( true -
                                                                               set Asteroid 3_1 - X - to 0
 when Shoot_Button - .Click
                                                                               Asteroid 3_1 - . Y - to 80
true -
                                                                               set Asteroid 4_1 - . Visible - to ( true -
    sot Shooter - . Speed - to | 50
                                                                               set Asteroid 4_1 - . X - to 0
   set Shooter - . (Heading - to 90)
                                                                               set Asteroid_4_1 - . Y - to 120
                                                                               set Asteroid_5_1 - . Visible - to ( true -
                                                                               sol Asteroid 5 1 - X - to 0
                                                                               Asteroid 5_1 . Y . to 160
 when Shooter .EdgeReached
                                                                               set Asteroid 6 1 . Visible to (true -
do set Shooter . X to ( Rocket Ship . X to set Shooter . Y to ( Rocket Ship . Y to
                                                                               sol Asteroid 6 1 - X - to 0
                                                                               sat Asteroid 6 1 - . Y - to 200
 when Screen1 - Initiatize
do set (Shooter . Visible . to ( faise .
 when Shooter . CollidedWith
    sot Shooter . Visible . to talse .
```



set (Asteroid 6.1 v . (Heading v to 10)