**Alien Version 2 Interaction**

Once program is running type the following from IDLE Shell

>>>mouth\_open()

>>>mouth+close()

>>>blink()

>>>unblink()

>>>steal\_hat()

>>>return\_\_hat()

**Alien Version 3 Interaction**

KeyPress Events

b – blinks alien

u – unblinks alien

o – opens alien mouth

c – close alien mouth

s – steal alien hat

r – return alien hat

Key Events

Up, Down, Left, Right Keys - move alien eye