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1REM WORD INVADERS (c) 1986 R.HULL VIILWIV
2
5MODE7:DIMhigh$(5),high(5):RESTORE100:FORn=1TO5:READhigh$(n),high(n):NE
XT
7REPEAT
10CLS
20PROCinit
30PROCinst
40MODE1
50PROCsame
55MODE7
60PROCsame_over
80UNTILFALSE
90
100DATA RICHARD,2150,SID,1120,NICK,990,ERIC,760,NAFAN,410
499
500DEFPROCinit
501bull=3:x=2:a=20:f=1:phase=0:sc=0
590ENDPROC
599
600DEFPROCscreen
610CLS:COLOUR3
630PRINTTAB(0,22)"*****"
640VDU23,220,0,16,16,16,56,124,254,254,23,221,0,16,16,16,16,0,16,0,19,3,2
,0,0,0,23;11,0;0;0;0;
690ENDPROC
999
1000DEFPROCgame
1021PROCscreen
1023count=1:m=0
1024REPEAT:m=m+1
1025ear$="ear":ir$="ir":or$="or":er$="er":our$="our":ur$="ur":ar$="ar"
1031n=0:REPEAT
1032n=n+1:REPEAT
1040RESTORE(count*10)+10000
1050READword$,que$
1055COLOUR3:PRINTTAB(0,0);"Fleet ";m;" attacking";TAB(0,24);word$;"
1069PROCinvaders
1070FORa=1TO50-(count/1.75)
1075IFf=1THENPROCbase_move(a)
1077IFf=2THENPROCfire(a,x)
1080COLOUR2:PRINTTAB(15,24)"Bullets left ";bull:COLOUR1:PRINTTAB(0,26);"Sc
ore ";sc
1100a$=INKEY$(1)
1120IFf<>1THENIFA$="Q"THENa=a-1:f=1
1130IFf<>1THENIFA$="W"THENa=a+1:f=1
1140IFbull<>0THENIFf<>2THENIFA$=" "THENbull=bull-1:f=2
1155NEXTa
1156x=x+1
1170UNTILphase=10Rx=20
1180phase=0:count=count+1:UNTILn=70Rx=20
1190IFx<>20THENx=2:ear$="ear":ir$="ir":or$="or":er$="er":our$="our":ur$="u
r":ar$="ar":PRINTTAB(3,14)"Bonus ";40+(m*10);" for completing level ";m:sc=
sc+40+(m*10):FORh=140TO180STEP2:SOUND2,-15,h,2:SOUND3,-15,50,2:NEXT:FORn=1T
O2500:NEXT
1191IFx<>20THENPROCcls
1195UNTILm=100Rx=20
1200IFx=20THENPROCinv_land:ENDPROC

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1250PROCcompleted
1300ENDPROC
1399
1500DEFPROCinvaders
1510COLOUR2
1520PRINTTAB(5,x);ear$;TAB(15,x);ar$;TAB(25,x);ir$;TAB(35,x);or$
1521PRINTTAB(5,x-1);" ";TAB(15,x-1);" ";TAB(25,x-1);" ";TAB(35,x-1);"
";
1530COLOUR1
1540PRINTTAB(10,x+2);our$;TAB(20,x+2);ur$;TAB(30,x+2);er$
1541PRINTTAB(10,x+1);" ";TAB(20,x+1);" ";TAB(30,x+1);" ";
1590ENDPROC
1599
1600DEFPROCbase_move(a)
1605IFA<1THENA=1
1606IFA>38THENA=38
1610PRINTTAB(a-1,21);" ";CHR$(220);" "
1620f=0
1630ENDPROC
1699
1700DEFPROCinv_land
1710COLOUR3:PRINTTAB(4,15);"The aliens have landed..."
1711COLOUR1:PRINTTAB(14,17);"Game Over."
1716FORW=1TO3000:NEXTW
1742ENDPROC
1800DEFPROCcls
1810VDU28,0,19,39,1:CLS:VDU26
1820ENDPROC
1899
2000DEFPROCcompleted
2010COLOUR2:PRINTTAB(15,15);"Well Done!"
2020COLOUR1:PRINTTAB(1,17);"You have defeated all of the invaders..";TAB(1
5,19);"BONUS 500"
2030sc=sc+500:FORh=100TO200STEP2:SOUND2,-15,h,2:SOUND3,-15,50,2:SOUND1,-15
,300-h,2:NEXT
2040FORn=1TO3000:NEXT
2050PROCcls
2060ENDPROC
2999
3000DEFPROCfire(a,x)
3001y=20:f=0:inv$=""
3005REPEAT
3020PRINTTAB(a,y);CHR$(221)
3026FORh=0TO60:NEXT
3027y=y-1:PRINTTAB(a,y+1);" ";SOUND2,-15,128-(y*3),1
3030UNTILy=x
3035f=0:inv$=""
3036IFA>4ANDa<8ANDear$<>" "ANDque$="ear"THENinv$="ear":ear$=" "":PROCexp
P
3037IFA>14ANDa<17ANDar$<>" "ANDque$="ar"THENinv$="ar":ar$=" "":PROCexp
3038IFA>24ANDa<27ANDir$<>" "ANDque$="ir"THENinv$="ir":ir$=" "":PROCexp
3039IFA>34ANDa<37ANDor$<>" "ANDque$="or"THENinv$="or":or$=" "":PROCexp
3040IFA>9ANDa<13ANDour$<>" "ANDque$="our"THENinv$="our":our$=" "":PROCexp
XP
3041IFA>19ANDa<22ANDur$<>" "ANDque$="ur"THENinv$="ur":ur$=" "":PROCexp
3042IFA>29ANDa<32ANDer$<>" "ANDque$="er"THENinv$="er":er$=" "":PROCexp
3050IFinv$=que$THENphase=1:sc=sc+10:bull=3:x=2
3099ENDPROC
3999
4000DEFPROCexp

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4001FORN=-15TO0:SOUND 0,N,300,1:NEXT
4002ENDPROC
4999
5000DEFPROCinst
5005REPEAT
5007CLS
5010PRINTCHR$(141)"          Word Invaders"
5020PRINTCHR$(141)"          Word Invaders"
5030PRINT:PRINT"  The aim of this game is to shoot the":PRINT
5040PRINT"invaders before they land.You can only":PRINT
5050PRINT"shoot the invader that will fit the":PRINT
5060PRINT"word at the bottom of the screen or if":PRINT
5070PRINT"you shoot the wrong invader, you waste":PRINT
5080PRINT"one of your bullets. If all bullets":PRINT
5090PRINT"are used the invaders land, and your":PRINT
5100PRINT"game is over. Once all invaders are":PRINT
5110PRINT"destroyed another fleet will attack you"
5120PRINT"Controls:  Q- move base left          W- move ba
se right          SPACE- fire"
5130awerty$=INKEY$(1000)
5140PROCTable:PRINTTAB(3,22)CHR$(141)"PRESS ANY KEY TO BEGIN"TAB(3,23)CH
R$(141)"PRESS ANY KEY TO BEGIN"
5150awerty$=INKEY$(1000)
5160UNTILawerty$<>" "
5170ENDPROC
5999
6000DEFPROCgame_over
6010FORa=1TO5:IFsc<high(a)THEN NEXT:ENDPROC
6020CLS:PRINTTAB(3,5);CHR$(141);"You have achived a high score..."TAB(3,
6);CHR$(141);"You have achived a high score..."
6025PRINTTAB(5,9);CHR$(141);"Please enter your name:"TAB(5,10);CHR$(141)
;"Please enter your name:"
6030IFA<>5THENFORb=5TOa+1STEP-1:high$(b)=high$(b-1):high(b)=high(b-1):NEXT
a
6040VDU23,1,1;0;0;0;:INPUTTAB(6,16)"high$(a)
6045high(a)=sc
6050PROCTable:FORn=1TO3000:NEXT
6060ENDPROC
6200DEFPROCtable
6210CLS:PRINTTAB(10,0)CHR$(141)"Hi-Score Table"TAB(10,1)CHR$(141)"Hi-Sco
re Table"TAB(6,3)CHR$(141)"The Legendary Hall of Fame"TAB(6,4)CHR$(141)"T
he Legendary Hall of Fame"
6220FORa=1TO5
6230PRINTTAB(0,4+3*a);CHR$(141);a;TAB(0,5+3*a);CHR$(141);a;TAB(5,4+3*a);CH
R$(141);CHR$(128+a);high$(a);TAB(5,5+3*a);CHR$(141);CHR$(128+a);high$(a);TA
B(32,4+3*a);CHR$(141);CHR$(128+a);high(a);TAB(32,5+3*a);CHR$(141);CHR$(128+
a);high(a)
6240NEXT
6250ENDPROC
9999
10010DATA S---ch,ear
10020DATA Sc--let,ar
10030DATA M--th,ir
10040DATA Trait--,or
10050DATA --ge,ur
10060DATA S---,our
10070DATA T--m,er
10080DATA T--ban,ur
10090DATA Auth--,or
10100DATA Endeav---,our

```

10110DATA T---s,ear  
10120DATA Th---teen,ir  
10130DATA S---ve,er  
10140DATA L---ge,ar  
10150DATA Av---ase,er  
10160DATA ---selves,our  
10170DATA Ch---n,ur  
10180DATA --iginal,or  
10190DATA D---t,ir  
10200DATA Ph---aoh,ar  
10210DATA F---l,ear  
10220DATA L---d,or  
10230DATA B---d,ir  
10240DATA Text---e,ur  
10250DATA Bould---,er  
10260DATA Fl---,our  
10270DATA H---,ear  
10280DATA St---,ar  
10290DATA L---n,ear  
10300DATA Encount---,er  
10310DATA B---n,ur  
10320DATA H---,our  
10330DATA Caes---,ar  
10340DATA T---ed,ir  
10350DATA --b,or  
10360DATA F---table,or  
10370DATA F---,ar  
10380DATA Sup---b,er  
10390DATA Ret---n,ur  
10400DATA ---th,ear  
10410DATA F---,our  
10420DATA F---st,ir  
10430DATA A---,ir  
10440DATA S---t,or  
10450DATA Fav---ite,our  
10460DATA Sh---p,ar  
10470DATA W---y,ear  
10480DATA Meas---e,ur  
10490DATA Ex---cise,er  
10500DATA Cha---,ir  
10510DATA Enc---ase,our  
10520DATA Sh---s,ears  
10530DATA F---nace,ur  
10540DATA G---many,er  
10550DATA Gu---antee,ar  
10560DATA Sh---t,or  
10570DATA Y---,our  
10580DATA We---,ir  
10590DATA W---k,or  
10600DATA --rive,ar  
10610DATA N---,ear  
10620DATA En---gy,er  
10630DATA Pict---e,ur  
10640DATA Adapt---,or  
10650DATA Qu---rtz,ar  
10660DATA C---se,our  
10670DATA Fla---,ir  
10680DATA Cl---,ear  
10690DATA Eld---ly,er  
10700DATA S---pass,ur