**“Boss Invader” by Eric Henneke**

**2018 BASIC 10-Liner EXTREME-256**

**Coded in Turbo Basic XL for Atari 8-bit XL/XE systems**

**Answers the question…**

***What if Space Invaders had a boss level?***

**Objective:**Ward off the giant attacking Space Invader “boss” and pick up the alien eggs before the Invader snatches them up first.

You can shoot the Invader’s eyes out too, temporarily blinding it so you can more easily go gather alien eggs.

Hint: When the Invader is temporarily blinded it is much less dangerous, but it can still harm you as it silently stumbles around, so you still need to be cautious.

**Scoring:** +1 to +3 points per alien egg

+10 points for each eye you shoot out

-2 points for each egg the Invader snatches up before you do

**Controls:**  
Use left and right joystick motion and fire button to shoot… Space Invaders style  
  
**Compatibility:**  
Works with all Atari XL/XE (PAL or NTSC) systems with Turbo Basic XL loaded.