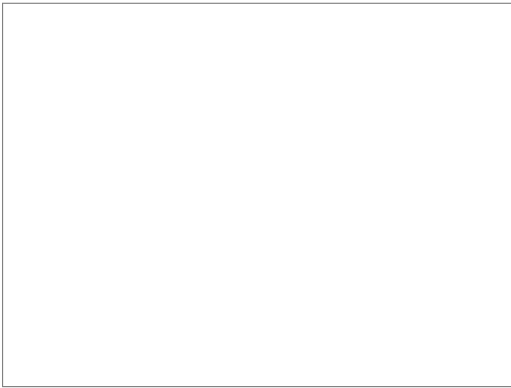


## PIXELS ATTACK for Sinclair ZX Spectrum, category "PUR-80"

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*"Some alien life force has sent real-life video games to attack us"*

Large deadly color pixels are descending. To stop them, player controls the white pixel trap by [Q]/[A]/[O]/[P] keys. The trap should be placed exactly below the falling pixel. Game is lost if any pixel achieves the bottom. Each caught pixel increases the score. If trap crosses a pixel on its way, enemy disappears for a short time, but then appears again.



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The code is simple enough. Pixel addresses (in screen attributes VRAM) are stored in p(32), the corresponding colors - in c(32). Pixel is not active if p(i)=0. Trap coordinates are x and y, z is the corresponding attribute address. This game works well in BasinC IDE, various emulators, and on the real Speccy.