

Flying Geese

It's time to don your tweeds, grease up your shotgun and head for the marshes. The geese are back from the north and the freezer is empty. Don't worry about the corpses - your faithful hound will deal with those after the game is over. Just blast away with your shooter and notch up a handsome tally.

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10 REM FLYING GEESE**BBC VERSION** @1983 M
MICHAEL BEWS
20 REM CONVERTED TO BBC MICRO BY C.R.TANNE
R
30 MODEL:PRINT TAB(16,3); "<SPACE>":VDU 23;
8202;0;0;0;28,4,27,35,4
40 DIM a$(4),d(4),g(4),h(4)
50 VDU 23,224,2,6,7,7,127,31,8,0
60 VDU 23,225,0,0,48,104,254,192,0,0
70 VDU 23,226,0,0,0,0,127,31,15,3
80 VDU 23,236,1,98,244,232,88,232,248,224
90 VDU 23,237,224,224,144,144,144,144,144,
216
100 VDU 23,227,85,170,85,170,85,170,85,170
110 VDU 23,228,66,16,132,33,4,81,4,160
120 VDU 23,229,0,16,18,54,118,62,60,60
130 VDU 23,230,48,56,28,20,24,16,16,0
140 VDU 19,0,4,0,0,0,0
150 GOSUB 400
160 FOR x=1 TO 4:h(x)=1:g(x)=x*5-4:NEXT x
170 CLS:COLOUR 3:PRINT TAB(0,0); "SHOTS: ";
TAB(10,0); " TO FIRE";TAB(24,0); "SCORE: ";:C
OLOUR 2:PRINT TAB(21,13);CHR$(228);CHR$(228);CHR$
228;TAB(20,14);STRING$(5,CHR$(228));TAB(19,15
);STRING$(7,CHR$(228));TAB(19,16);STRING$(7,C
HR$(228));
180 PRINT TAB(19,17);CHR$(228);CHR$(228);" ";CH
R$(227);" ";CHR$(228);CHR$(228);:COLOUR 129:PRINT T
AB(22,18);CHR$(227);TAB(22,19);CHR$(227);TAB(0,
20);" ";" ";" ";
";STRING$(8,CHR$(227));" ";
;:COLOUR 128

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190 PRINT TAB(1,18);CHR$236;TAB(1,19);CHR$2
37;
200 REM FLYING/SHOOT ROUTINE
210 FOR x=o TO fr:TIME=0:d(x)=ei-x+SGN(o-tw
*INT(RND(tw))):PRINT TAB(g(x)-o,h(x));" ";:f
=-f:PRINT TAB(g(x),d(x));" ";a$(th-f);:SOUND
1,-6,255,0
220 IF INKEY(-99) THEN SOUND 0,-15,6,2 EL
SE GOTO 280
230 FOR y=o TO tw:GCOL3,2:PLOT 69,128+(en
*4),192+(tf*4):PLOT 1,fr*4,th*4:PRINT TAB(th,
si);CHR$228;:NEXT y:PRINT TAB(th,si);" ";:SH=
SH+o:PRINT TAB(sx,0);SH;
240 IFg(x)<>ev AND g(x)<>tv THEN GOTO 28
0
250 B=B+o:PRINT TAB(g(x),d(x));" ";TAB(
hy,0);B;:g(x)=o-tw:h(x)=o:FOR y=d(x) TO ni ST
EP tw:PRINT TAB(fo,(y-tw)-1);" ";TAB(fo,(y-o)
-1);" ";TAB(fo,y-1);CHR$229;TAB(fo,(y+o)-1);C
HR$230;
260 SOUND 1,-10,50-y,1:FOR A%=0 TO 150:NE
XT:NEXT y
270 PRINT TAB(fo,(ni-o)-1);" ";TAB(fo,ni-
1);" ";TAB(fo,(ni+o)-1);" ";
280 h(x)=d(x):g(x)=g(x)+tw:IF g(x)>tn THE
N PRINT TAB(g(x)-o,h(x));" ";:g(x)=o
290 REPEAT UNTIL TIME>10
300 NEXT x:f=-f:IF SH<99 THEN 210
310 REM END OF GAME ROUTINE
320 IF B>tot THEN tot=B
330 COLOUR 3:PRINT TAB(10,9);" GAME OVER";T
AB(4,11);" SCORE:";B;" IN 100 SHOTS ";
340 PRINT TAB(4,13);"HIGHEST SCORE: ";tot;
350 FOR A%=1 TO 1000:NEXT:*FX15,1
360 PRINT TAB(4,23);"PRESS ANY KEY TO START
";
370 IF INKEY$(1000)="" THEN 370
380 SH=0:B=0:GOTO 160
390 REM INITIALISATION
400 CLS
410 sx=6:hy=30:tot=0:SH=0:fi=15:tv=12:ev=11
:ni=19:ty=20:en=18:tf=34:si=16:fo=14:ei=8:f=-
1:o=1:tw=2:th=3:fr=4:tn=29:B=0
420 a$(4)=CHR$224+CHR$225
430 a$(2)=CHR$226+CHR$225

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