

TAIL GUNNER outline

description: :RUN to load, Blank screen
 GAME STARTS WITH ATTRACT MODE (HAVE SHIPS RUNNING AROUND)
 Same Blowing UP!
 Select one player mode
Play Starts (set up board) (STARS START MOVING)
 Cursor moved by joystick, fire + Shields also
 Ships come in, evasive actions to "pass" screen
 Shields stop them, throw them Back
 when 10 ships pass, game over
 Go back to ATTRACT MODE

Ideas for writing program

Ship Status Byte

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^{3 2 1}
 difficulty Status Byte

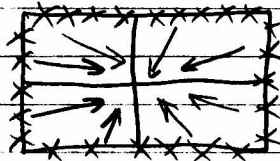
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^{2 1 6 5 4 3 2 1}

STARS are vector driven pixels with boundary at center



Ship explosions - 20 vectors  Rad direction



X4-Routine

Pick outside

aim at center

vector till limit hit!