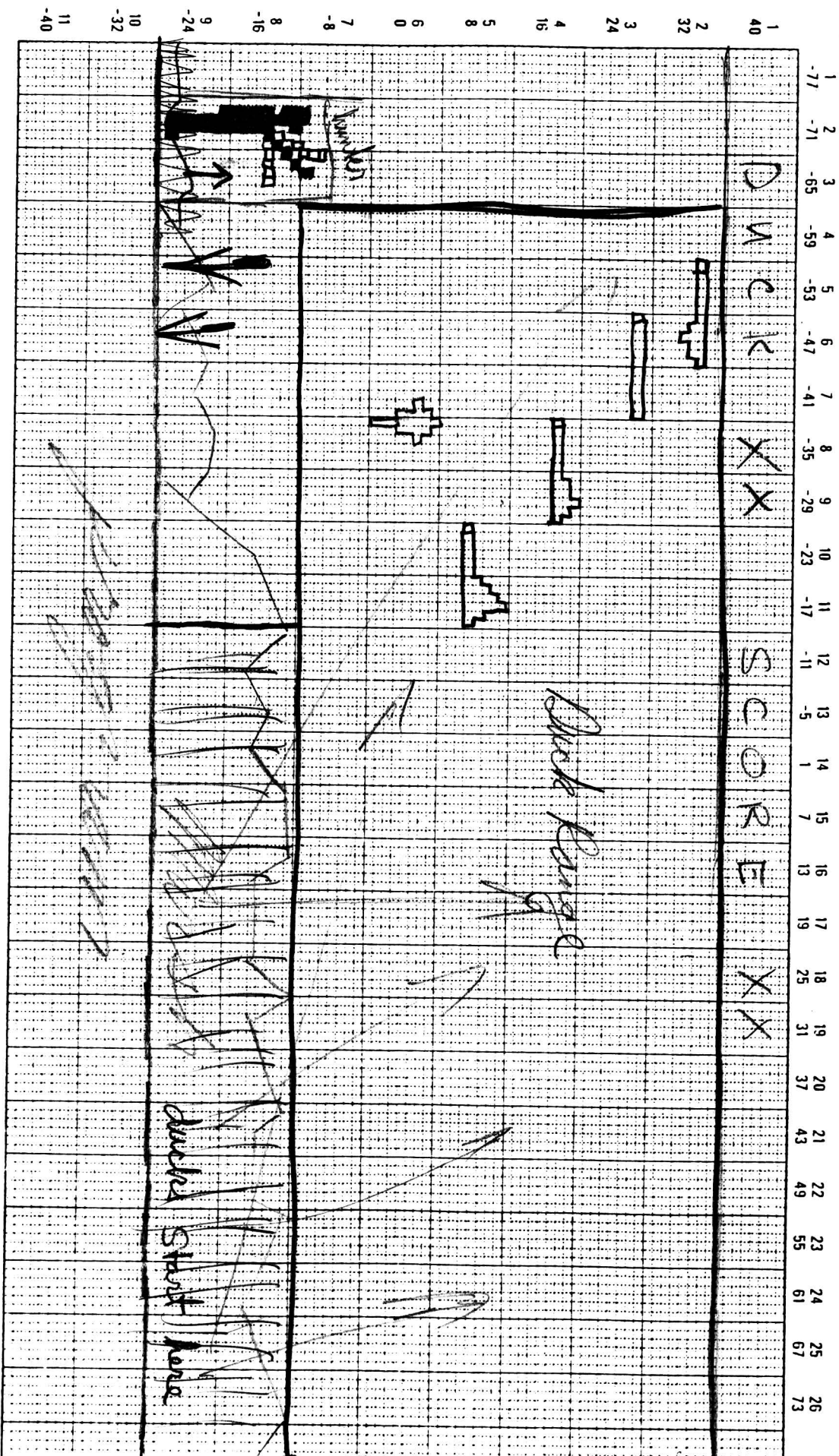
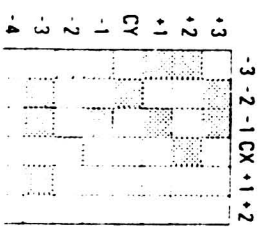


Character Number  
CX Value

Blue Sky + windows  
Green Windows  
Brown Windows + Handles  
Black Same, Handles, ...



This grid can also be used for drawing lines by using the "coarse" CX and CY values then adding or subtracting the needed amount to position the line exactly as you want it. Use the example cell to the right.



This example cell is shown 2.5 times scale size.  
Notice that no pixels are used along right and bot. border.

Ducks assume RND directions up + left

Duck + Bullets move in interrupt

update score foreground

Compute aim foreground, move in interrupt

use IFR to determine if duck hit

wait between ducks 5-10 sec

Ducks flap

lead duck seq.?

menu

