StarGoose Documentation

Copyright 1988 S. Can and G. Everett

The Game
Stargoose is a bit like Zaxxon but is better...

Object of the game is to destroy the mother base... The
final Frontier... You have 4 ships in your squadron.. Your
level will advance by collecting pods... The pods will
appear like colored circles on the playing field and as you
collect the pods the pod indicators to the left of the FUEL,
SHIELDS, AND AMMUNITION will change from the color indicated
to a deep blue. When all six have changed color you will
advance to the next level... The first thing you want to is
set your controls.. You may select left, right, fire
thrust, brakes, left missile and right missile.. You may
replenish your missiles by going through the center of the
missile center... Every time you advance a level you can
loose all of you ships and if you stay and play another
round you can stay at the advanced level and do not have to
start from scratch.... Enough tips..... I have left you a
few sunrises... Hope you
enjoy... Watch for future releases on a board near you....

Type "GOOSE" to run the game...
Press the F1 key to set your own Keyboard Control
Sorry that this game requires 256K and EGA Controller You
may upload this Game to any bulletin board but it is not
shareware....

This is Freeware...
This means that this program is free to everyone... It is
copyrighted only to prevent duplication in a Commercial
package....

The program is written in C and took over 7600 lines of
code and over 7 months to write..

Copying this game....
Stargoose may be uploaded to bulletin boards with the
stipulation that the following files remain intact..

Goose.doc   The document you are reading
Goose.exe   The program
Bird1.x

```
podz1.x
intro.x
newbird.x
blox.x
bird2.x
hiscores

Have Fun and may the force be with you.....
```