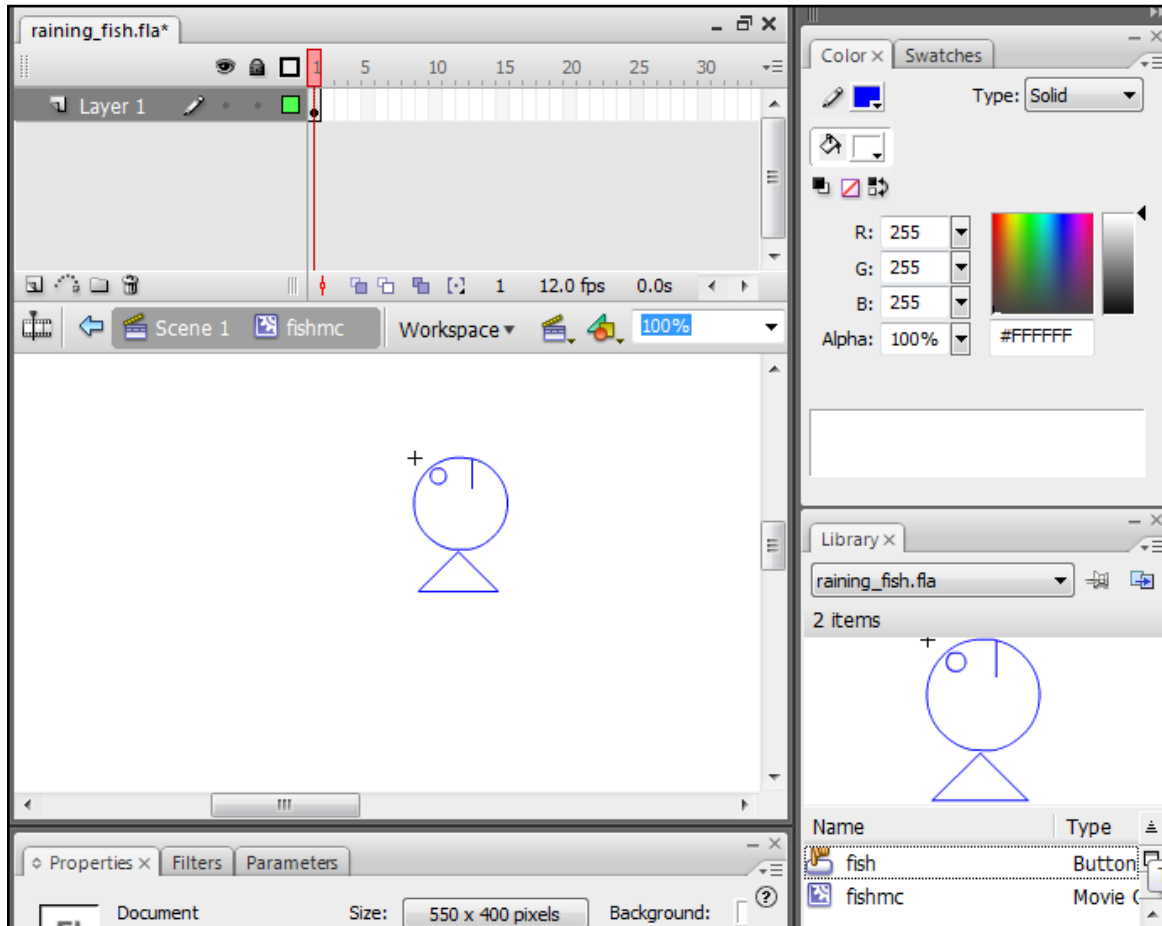
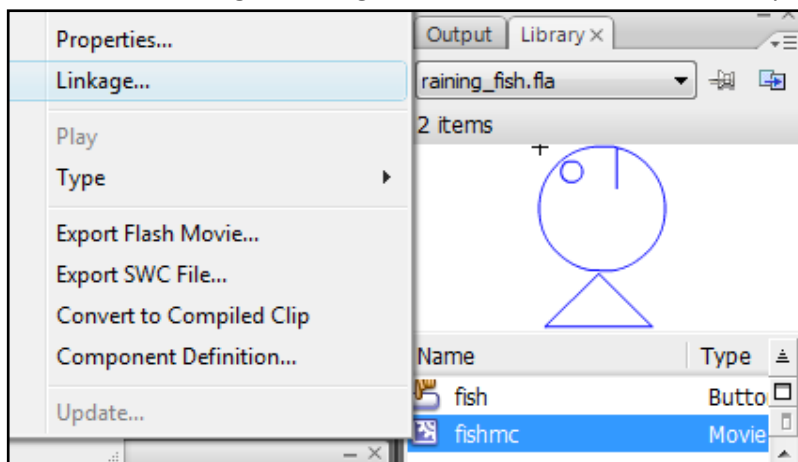


# Raining Fish Game

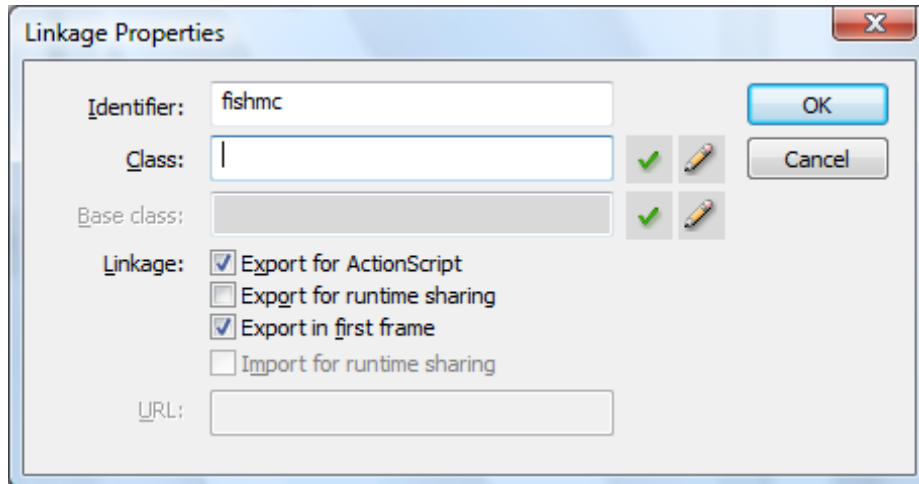
1. Create a button and call it **fish**. Draw a fish on the button *in the Up state only*. Once you are done exit back to the stage, and create a movie clip – call it **fishmc**. Drag and drop the fish button onto the movie clip as shown in the picture here:



2. Exit back to the stage, then right click on the fishmc in the library and go **Linkage**:



3. Tick the **Export for ActionScript** box, leave the rest and click OK:

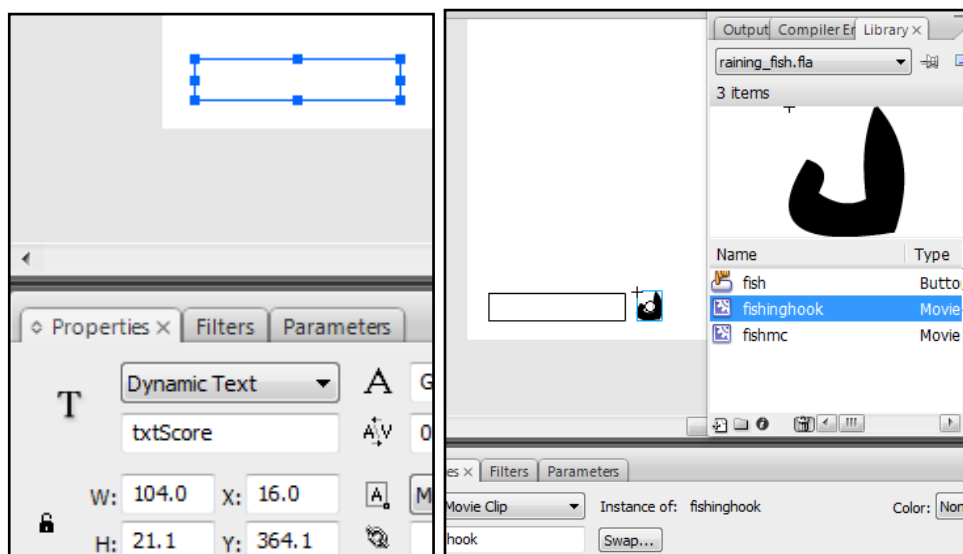


4. Click back on your (empty) stage and hit F9. Add the following code:

```
var fishynum = 1;
this.onEnterFrame = function (){
    var fishy:MovieClip = this.attachMovie("fishmc", "fishmc", fishynum);
    fishynum = fishynum + 1;
    var fishyxspot = Math.floor(Math.random()*400);
    fishy._x = fishyxspot;
    fishy._y = 20;
    fishy.onEnterFrame = function() {
        fishy._y = fishy._y + 10;
    }
}
```

5. Save and test.

6. Put a dynamic text box on your stage and give it the instance name **txtScore**:



7. Also put a new movie clip on your stage and give it the instance name **hook** (above).

8. Change all your code to look like this (**this is the complete game code**) –

```
var fishynum = 1;
var slowdown;
var score = 0;
Mouse.hide();
startDrag(hook,true);
this.onEnterFrame = function(){
slowdown = Math.floor(Math.random()*400);
if(slowdown > 40){return;}
var fishy:MovieClip = this.attachMovie("fishmc","fishmc",fishynum);
fishynum = fishynum + 1;
var fishyxspot = Math.floor(Math.random()*400);
fishy._x = fishyxspot;
fishy._y =20;
    fishy.onEnterFrame = function(){
        fishy._y = fishy._y + 10;
        fishy.onRelease = function(){
            score=score+1;
            _root.txtScore.text=score;
            fishy.removeMovieClip()};
    };
};
```