

```
/
/ -----
/ SELECT SPRITE COLORS
/ -----
SPRITE SHARED COLR2=YELLOW
SPRITE SHARED COLR3=RED
JKINB1 COLOR 1 =BLUE
-JKINB2 COLOR 1 =BLUE
SPRITE3 COLOR 1 =BLUE
SPRITE4 COLOR 1 =BLUE
CANDLE5 COLOR 1 =BLUE
CANDLE8 COLOR 1 =BLUE
/
/ -----
/ INIT SOLDIER DIRECTION
/ -----
SET B = 192
/
/ -----
/ START CHRISTMAS SONG
/ -----
L001 SONG IS MERRY
/
/ -----
/ REVERSE SOLDIER DIRECTION
/ -----
SET A =SPRITE3 X POSITION
IF A < 116 THEN
SET B = B + 128
SPRITE 3 IS TOYSL2
SPRITE 4 IS -TOYSL
SPRITE3 COLOR 1 =BLUE
SPRITE4 COLOR 1 =BLUE
SPRITE3 X POSITION =116
END IF
IF A > 150 THEN
SET B = B + 128
SPRITE 3 IS TOYSLD
SPRITE 4 IS -TOYSL
SPRITE3 COLOR 1 =BLUE
SPRITE4 COLOR 1 =BLUE
SPRITE3 X POSITION =149
END IF
SPRITE3 DIR =(B)
SPRITE3 MOVEMENT SPEED=016
/
/ CONTINUE WITH SOLDIER
/ -----
JUMP TO LABEL L001
```

"GARRY KITCHEN'S GAMEMAKER" (C) 1985 ACTIVISION
FILE: MANGER/PRO

/ *** THIS LINE MUST BE KEPT ***
/ SILENT NIGHT
/ COPYRIGHT 1985
/ ACTIVISION INC.
/ *** THIS LINE MUST BE KEPT ***

/ SET UP BACKGROUND
SCENE 1 IS MANGER

/ *** THIS LINE MUST BE KEPT ***
/ START STAR TWINKLE
/ *** THIS LINE MUST BE KEPT ***

SPRITE 1 IS STAR
STAR 1 ANIMATION SPD =028
STAR 1 X POSITION =115
STAR 1 Y POSITION =065

QUAZAR

/ *** THIS LINE MUST BE KEPT ***
/ KEEP PLAYING SILENT NIGHT
/ *** THIS LINE MUST BE KEPT ***

L001 SONG IS SILENT
JUMP TO LABEL L001

```
/ -----  
/ TEXTILE  
/ BY JOHN  
/ VAN RYZIN  
/  
/ COPYRIGHT 1985  
/ ACTIVISION INC.  
/ -----  
/ START SOUND EFFECTS  
/ -----  
SOUND CHANNEL 1 = MUSIC  
SOUND CHANNEL 2 = MUSIC  
SOUND CHANNEL 3 = MUSIC  
/ -----  
/ SET UP BACKGROUND  
/ -----  
CLEAR SCENE 1  
SCENE 1 BACKGROUND=BLACK  
SCENE 1 COLOR 1 = LT BLU  
SCENE 1 COLOR 2 = GREEN  
SCENE 1 COLOR 3 = BLACK  
/ -----  
/ INIT SPRITES  
/ -----  
SPRITE 1 IS SPARKS  
SPRITE 2 IS SPARKS  
SPRITE 3 IS SPARKS  
SPRITE 4 IS SPARKS  
SPRITE 5 IS SPARKS  
SPRITE 6 IS SPARKS  
SPRITE 7 IS SPARKS  
SPRITE 8 IS SPARKS  
SPARKS1 ANIMATION SPD =031  
SPARKS2 ANIMATION SPD =031  
SPARKS3 ANIMATION SPD =031  
SPARKS4 ANIMATION SPD =031  
SPARKS5 ANIMATION SPD =031  
SPARKS6 ANIMATION SPD =031  
SPARKS7 ANIMATION SPD =031  
SPARKS8 ANIMATION SPD =031  
SPARKS1 X POSITION =088  
SPARKS2 X POSITION =088  
SPARKS3 X POSITION =088  
SPARKS4 X POSITION =088  
SPARKS5 X POSITION =088  
SPARKS6 X POSITION =088  
SPARKS7 X POSITION =088  
SPARKS8 X POSITION =088  
SPARKS1 Y POSITION =139  
SPARKS2 Y POSITION =139  
SPARKS3 Y POSITION =139  
SPARKS4 Y POSITION =139  
SPARKS5 Y POSITION =139  
SPARKS6 Y POSITION =139  
SPARKS7 Y POSITION =139  
SPARKS8 Y POSITION =139  
SPARKS1 DIR =016 023D
```

SPARKS2 DIR =032 045D
SPARKS3 DIR =080 113D
SPARKS4 DIR =096 135D
SPARKS5 DIR =144 203D
SPARKS6 DIR =160 225D
SPARKS7 DIR =208 293D
SPARKS8 DIR =224 315D
SPARKS1 MOVEMENT SPEED=032
SPARKS2 MOVEMENT SPEED=032
SPARKS3 MOVEMENT SPEED=032
SPARKS4 MOVEMENT SPEED=032
SPARKS5 MOVEMENT SPEED=032
SPARKS6 MOVEMENT SPEED=032
SPARKS7 MOVEMENT SPEED=032
SPARKS8 MOVEMENT SPEED=032

/ -----
/ PLOT DOTS ON BACKGROUND
/ WHERE SPRITES ARE
/ -----
/

L001 SET A =SPARKS1 X POSITION
SET B =SPARKS1 Y POSITION
SET A = A + 005
SET B = B + 010
PLOT COLOR 1 TO SCENE 1
PLOT A DOT AT X=(A) Y=(B)

/ SET A =SPARKS2 X POSITION
SET B =SPARKS2 Y POSITION
SET A = A + 005
SET B = B + 010
PLOT COLOR 2 TO SCENE 1
PLOT A DOT AT X=(A) Y=(B)

/ SET A =SPARKS3 X POSITION
SET B =SPARKS3 Y POSITION
SET A = A + 005
SET B = B + 010
PLOT COLOR 1 TO SCENE 1
PLOT A DOT AT X=(A) Y=(B)

/ SET A =SPARKS4 X POSITION
SET B =SPARKS4 Y POSITION
SET A = A + 005
SET B = B + 010
PLOT COLOR 2 TO SCENE 1
PLOT A DOT AT X=(A) Y=(B)

/ SET A =SPARKS5 X POSITION
SET B =SPARKS5 Y POSITION
SET A = A + 005
SET B = B + 010
PLOT COLOR 1 TO SCENE 1
PLOT A DOT AT X=(A) Y=(B)

/ SET A =SPARKS6 X POSITION
SET B =SPARKS6 Y POSITION

"GARRY KITCHEN'S GAMEMAKER" (C) 1985 ACTIVISION
FILE: TEXTIL/PRO

SET A = A + 005
SET B = B + 010
PLOT COLOR 2 TO SCENE 1
PLOT A DOT AT X=(A) Y=(B)

SET A = SPARKS7 X POSITION
SET B = SPARKS7 Y POSITION
SET A = A + 005
SET B = B + 010
PLOT COLOR 1 TO SCENE 1
PLOT A DOT AT X=(A) Y=(B)

QW A 2 A~

SET A = SPARKS8 X POSITION
SET B = SPARKS8 Y POSITION
SET A = A + 005
SET B = B + 010
PLOT COLOR 2 TO SCENE 1
PLOT A DOT AT X=(A) Y=(B)

JUMP TO LABEL L001

```
/ ++++++
/ SPHERES
/
/      BY JOHN VAN RYZIN
/      COPYRIGHT 1985
/      ACTIVISION INC.
/
/ MUSIC BY ALEX DEMEO
/ ++++++
/ -----
/ SET UP BACKGROUND
/ -----
CLEAR SCENE 1
SCENE 1 COLOR 1 = BLUE
/ -----
/ PLOT RANDOM STARS
/ -----
SET C = 000
L003 SET A =RND NUMBER 0 TO 255
SET B =RND NUMBER 0 TO 255
PLOT A DOT AT X=(A) Y=(B)
SET C = C + 001
IF C < 255 THEN
JUMP TO LABEL L003
END IF
/ -----
/ SET UP THE BALLS
/ -----
SPRITE 1 IS GORES
SPRITE 2 IS GORES
SPRITE 3 IS GORES
SPRITE 4 IS GORES
SPRITE 5 IS BALL
SPRITE 6 IS BALL
SPRITE 7 IS BALL
SPRITE 8 IS BALL
BALL 5 COLOR 1 =PURPLE
BALL 6 COLOR 1 =PURPLE
BALL 7 COLOR 1 =PURPLE
BALL 8 COLOR 1 =PURPLE
GORES 1 ANIMATION SPD =031
GORES 2 ANIMATION SPD =031
GORES 3 ANIMATION SPD =031
GORES 4 ANIMATION SPD =031
BALL 5 ANIMATION SPD =031
BALL 6 ANIMATION SPD =031
BALL 7 ANIMATION SPD =031
BALL 8 ANIMATION SPD =031
GORES 1 DIR =016 023D
GORES 2 DIR =048 068D
GORES 3 DIR =080 113D
GORES 4 DIR =112 158D
BALL 5 DIR =144 203D
BALL 6 DIR =176 248D
BALL 7 DIR =208 293D
BALL 8 DIR =240 338D
GORES 1 X POSITION =089
```

```
GORES 2 X POSITION =089
GORES 3 X POSITION =089
GORES 4 X POSITION =089
BALL 5 X POSITION =089
BALL 6 X POSITION =089
BALL 7 X POSITION =089
BALL 8 X POSITION =089
GORES 1 Y POSITION =124
GORES 2 Y POSITION =124
GORES 3 Y POSITION =124
GORES 4 Y POSITION =124
BALL 5 Y POSITION =154
BALL 6 Y POSITION =154
BALL 7 Y POSITION =154
BALL 8 Y POSITION =154
```

```
/ -----
/ START MUSIC
```

```
/ -----
SONG IS SPHERE
PAUSE FOR 10.0 SECONDS
SET A = 096
```

```
/ -----
/ START THE BALLS MOVING
```

```
/ -----
GORES 1 MOVEMENT SPEED=(A)
GORES 2 MOVEMENT SPEED=(A)
GORES 3 MOVEMENT SPEED=(A)
GORES 4 MOVEMENT SPEED=(A)
BALL 5 MOVEMENT SPEED=(A)
BALL 6 MOVEMENT SPEED=(A)
BALL 7 MOVEMENT SPEED=(A)
BALL 8 MOVEMENT SPEED=(A)
```

QUADRA
SEARCH

```
/ -----
/ B-I = CURRENT DIRECTION
```

```
/ -----
SET B = 016
SET C = 048
SET D = 080
SET E = 112
SET F = 144
SET G = 176
SET H = 208
SET I = 240
```

```
/ -----
/ IF BALL HIT BALL CHANGE
/ IT S DIRECTION
```

```
/ -----
L002 /
```

```
SET A = (B)
SET A = A + 132
IF GORES 1 HIT ANYONE THEN
SET B = (A)
GORES 1 DIR =(A)
JUMP TO LABEL L001
END IF
/
SET A = (C)
```



```
SET A = A + 132
IF GORES 2 HIT ANYONE THEN
SET C = (A)
GORES 2 DIR =(A)
JUMP TO LABEL L001
END IF
```

```
/
SET A = (D)
SET A = A + 132
IF GORES 3 HIT ANYONE THEN
SET D = (A)
GORES 3 DIR =(A)
JUMP TO LABEL L001
END IF
```

```
/
SET A = (E)
SET A = A + 132
IF GORES 4 HIT ANYONE THEN
SET E = (A)
GORES 4 DIR =(A)
JUMP TO LABEL L001
END IF
```

```
/
SET A = (F)
SET A = A + 132
IF BALL 5 HIT ANYONE THEN
SET F = (A)
BALL 5 DIR =(A)
JUMP TO LABEL L001
END IF
```

```
/
SET A = (G)
SET A = A + 132
IF BALL 6 HIT ANYONE THEN
SET G = (A)
BALL 6 DIR =(A)
JUMP TO LABEL L001
END IF
```

```
/
SET A = (H)
SET A = A + 132
IF BALL 7 HIT ANYONE THEN
SET H = (A)
BALL 7 DIR =(A)
JUMP TO LABEL L001
END IF
```

```
/
SET A = (I)
SET A = A + 132
IF BALL 8 HIT ANYONE THEN
SET I = (A)
BALL 8 DIR =(A)
JUMP TO LABEL L001
END IF
```

```
/ -----
/ CONTINUE WATCHING BALLS
/ -----
```


GARRY KITCHEN'S GAMEMAKER" (C) 1985 ACTIVISION
FILE: SPHERE/PRG

001 SONG IS SPHERE
JUMP TO LABEL L002

```
/ -----  
/ HAPPY HOLIDAYS  
/ -----  
/ COPYRIGHT 1985  
/ ACTIVISION INC.  
/ -----  
/ SET UP BACKGROUND  
/ -----  
SCENE 1 IS FIRPLC  
PRINT COLOR= 02 ON 01  
PRINT AT ROW 24 COLUMN 00  
PRINT    HAPPY HOLIDAYS  
/ -----  
/ START JACK IN THE BOX  
/ -----  
SPRITE 1 IS JKINBX  
SPRITE 2 IS -JKINB  
JKINBX1 ANIMATION SPD =027  
JKINBX1 X POSITION =058  
JKINBX1 Y POSITION =195  
JKINBX1 DIR =064  RIGHT  
/  
/ -----  
/ START TOY SOLDIER  
/ -----  
SPRITE 3 IS TOYSLD  
SPRITE 4 IS -TOYSL  
SPRITE3 X POSITION =123  
SPRITE3 Y POSITION =195  
SPRITE3 ANIMATION SPD =029  
SPRITE3 DIR =064  RIGHT  
/  
/ -----  
/ START BURNING CANDLE  
/ -----  
SPRITE 5 IS CANDLE  
CANDLE5 X POSITION =118  
CANDLE5 Y POSITION =133  
CANDLE5 ANIMATION SPD =026  
CANDLE5 DIR =064  RIGHT  
SPRITE 8 IS CANDLE  
CANDLE8 X POSITION =058  
CANDLE8 Y POSITION =133  
CANDLE8 ANIMATION SPD =026  
CANDLE8 DIR =064  RIGHT  
/  
/ -----  
/ START A FIRE IN FIREPLACE  
/ -----  
SPRITE 6 IS FIRLOG  
SPRITE 7 IS -FIRLO  
FIRLOG6 UNDER COLORS 2/3  
-FIRLO7 UNDER COLORS 2/3  
FIRLOG6 X POSITION =080  
FIRLOG6 Y POSITION =180  
FIRLOG6 ANIMATION SPD =028  
FIRLOG6 DIR =064  RIGHT
```