

Appendix A - Shape numbers and descriptions

2	Player facing 9 o'clock
4	Player's character facing 3 o'clock
6	Player's character facing 12:00
8	Player facing 10:30
10	Player facing 1:30
12	Player facing 6 o'clock
14	Player facing 7:30
16	Player's character facing 4:30
18	Atom #1 normal state
20	Atom #1 wobble state
22	Atom #2 normal state
24	Atom #2 wobble state
26	Atom #3 normal state
28	Atom #3 wobble state
30	Atom #4 normal state
32	Atom #4 wobble state
34	Atom #5 normal state
36	Atom #5 wobble state
38	Atom #6 normal state
40	Atom #6 wobble state
42	Chain reaction neutron
44	Overlay shape for explosion
46	Explosion
48	Player's shot first shape.
50	Explosion overlay shape
52	Explosion
54	Player's shot 2nd shape
56	Explosion overlay shape
58	Explosion
60	Player's shot 3rd shape
62	Explosion overlay shape
64	Explosion
66	Player's shot 4th shape
68	Explosion overlay shape
70	Explosion
72	Player's shot 5th shape
74	Explosion overlay shape
76	Explosion
78	Player's shot 6th shape
80	Explosion overlay shape
82	Explosion
84	Player's shot 7th shape
86	Explosion overlay shape
88	Explosion
90	Player's shot 8th shape
92	Explosion overlay shape
94	Explosion
96	Computer's shot
98	Explosion overlay shape
100	Explosion
102	Holemaker
104	Hole (shape is black)
106	Mine

108 Screen layout shape 1
110 Screen layout shape 2
112 Inert computer shot (mine disintegration)
114 Unusec
116 When player hit, this piece flitters away.
118 Overlay for above
120 Flittering piece when player hit
122 Overlay for above
124 Flittering piece when player hit
126 Overlay for above
128 Flittering piece when player hit
130 Overlay for above
132 Flittering piece when player hit
134 Overlay for above
136 Computer gun #1
138 Computer gun #2
140 "0"
142 "1"
144 "2"
146 "3"
148 "4"
150 "5"
152 "6"
154 "7"
156 "8"
158 "9"
160 "a"
162 "c"
164 "c"
166 "d"
168 "e"
170 "g"
172 "H"
174 "h"
176 "i"
178 "l"
180 "m"
182 "n"
184 "o"
186 "p"
188 "R"
190 "r"
192 "S"
194 "s"
196 "T"
198 "t"
200 "U"
202 "v"
204 "y"
206 ":"
208 " "
210 - 254 unused