

CREATURES stored in slots 0..27 display on L

	Map	Game	Explanation
UT	1		Player
UX	x	x	position x
UY	x	x	position y
UA		x	sprite number (changes with weapon and direction)
UB			
UC			
UD			
UH	x	x	health (0..12)

	Map	Game	Explanation
UT	2		Hoverbot - horizontal move
UX	x	x	position x
UY	x	x	position y
UA		x	sprite number
UB			
UC		x	direction (0/1) or random (2..30) from magnet
UD		x	speed counter (0-3)
UH	x	x	health (0..10) alive - (-31..0) when dying

	Map	Game	Explanation
UT	3		Hoverbot - vertical move
UX	x	x	position x
UY	x	x	position y
UA		x	sprite number
UB			
UC		x	direction (0/1) or random (2..30) from magnet
UD		x	speed counter (0-3)
UH	x	x	health (0..10) alive - (-30..0) when dying

	Map	Game	Explanation
UT	4		Hoverbot - attack
UX	x	x	position x
UY	x	x	position y
UA		x	sprite number
UB			
UC		x	0 or random (2..30) from magnet
UD		x	speed counter (0-2)
UH	x	x	health (0..10) alive - (-30..0) when dying

	Map	Game	Explanation
UT	5		Hoverbot - drowning
UX	x	x	position x
UY	x	x	position y
UA		x	sprite number
UB			
UC			
UD		x	speed counter (0-6)
UH			

	Map	Game	Explanation
UT	9		Evilbot
UX	x	x	position x
UY	x	x	position y
UA		x	sprite number
UB			
UC		x	0 or random (2..30) from magnet
UD		x	speed counter (0-6)
UH	x	x	health (0..75) alive - (-30..0) when dying

	Map	Game	Explanation
UT	17		Rollerbot vertical move
UX	x	x	position x
UY	x	x	position y
UA		x	sprite number
UB		x	shooting speed (0-1)
UC		x	direction (0/1) or random (2..30) from magnet
UD		x	speed counter (0-1)
UH	x	x	health (0..20) alive - (-30..0) when dying

	Map	Game	Explanation
UT	18		Rollerbot horizontal move
UX	x	x	position x
UY	x	x	position y
UA		x	sprite number
UB		x	shooting speed (0-1)
UC		x	direction (0/1) or random (2..30) from magnet
UD		x	speed counter (0-1)
UH	x	x	health (0..20) alive - (-30..0) when dying

DOORS stored in slots 32-47, display on N

	Map	Game	Explanation
UT	10		DOOR
UX	x		position x
UY	x		position y
UA	x		0-horizontal 1-vertical
UB	x	x	0,1,2 = opening 3,4,5=closing
UC	x		0=unlock 1=spade 2=heart 3=star key
UD	x		0=automatic 1>manual
UH			

	Map	Game	Explanation
UT	7		transporter
UX	x		position x
UY	x		position y
UA	x		0=active 1=active when all robots killed
UB	x		0=end game 1=go somewhere
UC	x		X target go
UD	x		Y target go
UH		x	tile number (&h1E/&h1F)

	Map	Game	Explanation
UT	16		trash compactor
UX	x		position x
UY	x		position y
UA			
UB	x	x	0=not active 1..4 animation crush
UC			
UD			
UH			

	Map	Game	Explanation
UT	19		elevator
UX	x		position x
UY	x		position y
UA			
UB	x	x	0,1,2 = opening 3,4,5=closing
UC	x		floor level
UD	x		highest floor
UH			

	Map	Game	Explanation
UT	22		raft
UX	x		position x
UY	x		position y
UA	x	x	directio (0/1)
UB	x		X end coordinate
UC	x		X begin coordinate
UD		x	delay/speed counter
UH			

ANIMATIONS and WEAPONS dynamic stored in slots 28..31, display on L

	Map	Game	Explanation
UT	11		explosion
UX		x	position x
UY		x	position y
UA		x	tile number animation (247..253)
UB			
UC			
UD			
UH			

	Map	Game	Explanation
UT	12		shoot up
UX		x	position x
UY		x	position y
UA		x	tile number (depends weapon)
UB			
UC		x	Y start of fire line
UD		x	Y end of fire line
UH			

	Map	Game	Explanation
UT	13		shoot down
UX		x	position x
UY		x	position y
UA		x	tile number (depends weapon)
UB			
UC		x	Y start of fire line
UD		x	Y end of fire line
UH			

	Map	Game	Explanation
UT	14		shoot left
UX		x	position x
UY		x	position y
UA		x	tile number (depends weapon)
UB			
UC		x	X start of fire line
UD		x	X end of fire line
UH			

	Map	Game	Explanation
UT	15		shoot right
UX		x	position x
UY		x	position y
UA		x	tile number (depends weapon)
UB			
UC		x	X start of fire line
UD		x	X end of fire line
UH			

	Map	Game	Explanation
UT	70		win! sprite off grid (i.e. looking glass anim)
UX		x	position x (pixels)
UY		x	position y (pixels)
UA		x	sprite number
UB			
UC			
UD			
UH			

	Map	Game	Explanation
UT	71		time bomb
UX		x	position x
UY		x	position y
UA		x	sprite number
UB		x	delay counter
UC			
UD			
UH			

	Map	Game	Explanation
UT	72		magnet
UX		x	position x
UY		x	position y
UA		x	sprite number
UB		x	active time counter
UC			
UD			
UH			

	Map	Game	Explanation
UT	73		EMP
UX		x	position x
UY		x	position y
UA			
UB		x	active time counter
UC			
UD			
UH			

	Map	Game	Explanation
UT	74		large explosion (canister blow/plasma)
UX		x	position x
UY		x	position y
UA		x	tile number (247..253)
UB			
UC		x	radius (1 or 2)
UD			
UH			

hidden items (not shown) stored in slots 48..63

	Map	Game	Explanation
UT	128	0	key (-128 when found)
UX		x	position x
UY		x	position y
UA		x	0=spade 1=heart 2=star
UB			
UC			
UD			
UH			

	Map	Game	Explanation
UT	129	1	time bomb (-128 when found)
UX		x	position x
UY		x	position y
UA		x	number of bombs
UB			
UC			
UD			
UH			

	Map	Game	Explanation
UT	130	2	emp (-128 when found)
UX		x	position x
UY		x	position y
UA		x	number of emp's
UB			
UC			
UD			
UH			

	Map	Game	Explanation
UT	131	3	pistol (-128 when found)
UX		x	position x
UY		x	position y
UA		x	number of shots
UB			
UC			
UD			
UH			

	Map	Game	Explanation
UT	132	4	plasma gun(-128 when found)
UX		x	position x
UY		x	position y
UA		x	number of shots
UB			
UC			
UD			
UH			

	Map	Game	Explanation
UT	133	5	medkit(-128 when found)
UX		x	position x
UY		x	position y
UA		x	number of health to add
UB			
UC			
UD			
UH			

	Map	Game	Explanation
UT	134	6	magnets(-128 when found)
UX		x	position x
UY		x	position y
UA		x	number of magnets
UB			
UC			
UD			
UH			