

Eaten Earth

[earth.zip](#)

Short Animation Demo to show animations of large multi-tile sprites and pseudo scrolling. Exits to manual mode so you can play around with the various sprite animations.

Unzip the file and all the needed files are there.

Enjoy :) Anthony Clarke

```
'*****
'*   Eaten Earth Animation   *
'*           By              *
'*   Anthony Clarke          *
'*****

cls
mode 4

loadbmp "title.bmp"
pause 4000
cls
LoadBMP "BGSAVE.bmp" 'bssave image includes earth in it's start position for
sprite background handling
Sprite Load "space.spr"

col2=16                      'earth position variables
col3=32
row2=16
row3=32
'top row
spr1x=103
spr1y=138
spr2x=spr1x+col2
spr2y=spr1y
spr3x=spr1x+col3
spr3y=spr1y
'middle row
spr4x=spr1x
spr4y=spr1y+row2
spr5x=spr1x+col2
spr5y=spr1y+row2
spr6x=spr1x+col3
spr6y=spr1y+row2
'bottom row
spr7x=spr1x
spr7y=spr1y+row3
spr8x=spr1x+col2
spr8y=spr1y+row3
```

```
spr9x=spr1x+col3
spr9y=spr1y+row3

'setting up eye position variables
eyespr1x=60
eyespr1y=5
eyespr2x=eyespr1x+16
eyespr2y=eyespr1y
eyespr3x=eyespr1x+16
eyespr3y=eyespr1y+16
eyespr4x=eyespr1x
eyespr4y=eyespr1y+16

'setting up teeth position variables
tooth1x=eyespr1x+8           'Top left
tooth1y=eyespr1y+60
tooth2x=eyespr1x+28
tooth2y=eyespr1y+63
tooth3x=eyespr1x+48         'Left middle top
tooth3y=eyespr1y+66
tooth4x=eyespr1x+68         'Right middle top
tooth4y=eyespr1y+66
tooth5x=eyespr1x+88
tooth5y=eyespr1y+63
tooth6x=eyespr1x+108        'Top Right
tooth6y=eyespr1y+60
tooth7x=tooth1x             'Bottom Left
tooth7y=tooth1y+30
tooth8x=tooth2x
tooth8y=tooth2y+30
tooth9x=tooth3x             'Left middle bottom
tooth9y=tooth3y+30
tooth10x=tooth4x            'Right middle bottom
tooth10y=tooth4y+30
tooth11x=tooth5x
tooth11y=tooth5y+30
tooth12x=tooth6x            'Bottom Right
tooth12y=tooth6y+30

moveSpeed=50                'variable for Earth move speed
width=100                   'variable for eye width
speed=15                    'first speed variable.. quick for blinking
speed2=50                   'second speed variable for slow reveal and
disappear

scrLength=89                'Scrolling length

'Opening animation starting
'Dont turn on anu sprites above this line or BLIT will glitch
```

```
for x=1 to scrLength 'Using BLIT command to "Scroll" the screen to the left
BLIT 0,0,-1,0,240,216
BLIT 0,0,239,0,1,216
Pause 100
next x

blit 0,0,103,138,48,48 'copying blank part of the screen to cover bmp
earth

'turning sprites on

'earth
Sprite on 1,spr1x,spr1y 'replacing BMP earth with sprite earth
Sprite on 2,spr2x,spr2y
Sprite on 3,spr3x,spr3y
Sprite on 4,spr4x,spr4y
Sprite on 5,spr5x,spr5y
Sprite on 6,spr6x,spr6y
Sprite on 7,spr7x,spr7y
Sprite on 8,spr8x,spr8y
Sprite on 9,spr9x,spr9y
earthOn=1 'Earth on bool variable

'Left eye sprites
Sprite on 83,eyespr1x,eyespr1y 'sprites clockwise
Sprite on 84,eyespr2x,eyespr2y
Sprite on 85,eyespr3x,eyespr3y
Sprite on 86,eyespr4x,eyespr4y
'right eye sprites
Sprite on 87,eyespr1x+width,eyespr1y 'sprites clockwise
Sprite on 88,eyespr2x+width,eyespr2y
Sprite on 89,eyespr3x+width,eyespr3y
Sprite on 90,eyespr4x+width,eyespr4y

'tooth sprites
sprite on 71,tooth1x,tooth1y 'top teeth left to right
sprite on 72,tooth2x,tooth2y
sprite on 73,tooth3x,tooth3y
sprite on 74,tooth4x,tooth4y
sprite on 75,tooth5x,tooth5y
sprite on 76,tooth6x,tooth6y
sprite on 77,tooth7x,tooth7y 'bottom teeth left to right
sprite on 78,tooth8x,tooth8y
sprite on 79,tooth9x,tooth9y
sprite on 80,tooth10x,tooth10y
sprite on 81,tooth11x,tooth11y
sprite on 82,tooth12x,tooth12y
```

```
EyeOpen=0                                'eyes open bool
TeethOn=0

'insert animation commands here
gosub EyeOpen
Gosub TeethOn
gosub Blink
Gosub Blink
Gosub Laugh
Gosub MouthOpen
'moving earth into mouth with sound
for y=1 to 69
    gosub MoveUp
    tone y+y+y+y+y,y+y+y+y+y
next y
tone stop

Gosub EarthOff'need earth disappearing animation here with sound
Sprite off 1
Sprite off 2
Sprite off 3
Sprite off 4
Sprite off 5
Sprite off 6
Sprite off 7
Sprite off 8
Sprite off 9
pause 1000

Gosub MouthClose
gosub TalkOpen'Need talking here and print "Nom Nom Nom Nom" "Thanks for
watching my little demo, Written by Anthony Clarke."
print @(74,140)"Nom,"
gosub Nom
Gosub TalkClose
Gosub TalkOpen
Print @(100,140)"Nom,"
Gosub Nom
gosub TalkClose
Gosub TalkOpen
Print @(128,140)"Nom,"
Gosub Nom
Gosub TalkClose
Gosub TalkOpen
Print @(156,140)"Nom."
Gosub Nom
Gosub TalkClose

gosub EyeClose
Gosub TeethOff
```

```
loadBmp "instr.bmp"

do while keydown = 0 'waiting for any key to proceed
loop
'Need screen explaining keys for manual mode

'setting up for manual mode
cls
loadbmp "Bg.bmp" 'turn earthless BG.BMP on
pause 1000
spr1x=103          'resetting eye position variables
spr1y=138
spr2x=spr1x+col2
spr2y=spr1y
spr3x=spr1x+col3
spr3y=spr1y
'middle row
spr4x=spr1x
spr4y=spr1y+row2
spr5x=spr1x+col2
spr5y=spr1y+row2
spr6x=spr1x+col3
spr6y=spr1y+row2
'bottom row
spr7x=spr1x
spr7y=spr1y+row3
spr8x=spr1x+col2
spr8y=spr1y+row3
spr9x=spr1x+col3
spr9y=spr1y+row3

Sprite on 1,spr1x,spr1y 'Turn earth sprites back on
Sprite on 2,spr2x,spr2y
Sprite on 3,spr3x,spr3y
Sprite on 4,spr4x,spr4y
Sprite on 5,spr5x,spr5y
Sprite on 6,spr6x,spr6y
Sprite on 7,spr7x,spr7y
Sprite on 8,spr8x,spr8y
Sprite on 9,spr9x,spr9y
gosub EarthOn
'Animation no longer running, going into manual control

main:      'I did have all these if statements in their own subroutines but
then i had to double up for auto animations. So now they're here

'moving subroutines
  If KeyDown = 128 then 'if up arrow pressed
    gosub moveUp
  endif
```

```
if keydown = 129 then    'if down arrow pressed
  gosub moveDown
endif

if keydown = 130 then    'if left arrow pressed
  gosub moveLeft
endif

if keydown = 131 then    'if right arrow pressed
  gosub moveRight
endif
'blinking subroutine
if keydown = 32 and eyesOpen=1 then 'if spacebar down then cycle eyeball
animation
  gosub Blink
endif
'Eye control subroutines
if eyesOpen=1 and keydown=13 then      'if return is hit then
  gosub EyeClose
endif

if eyesOpen=0 and keydown=13 then 'If enter button is pressed
  GOSUB EyeOpen
endif
'Teeth Control Subroutines
if teethOn=1 and keydown=127 then 'If "delete" key is pressed and teeth
are out then cycle teeth off animation
  gosub TeethOff
endif

if teethOn=0 and keydown=127 then 'if teeth are off and delete key is
pressed then cycle teeth on animation
  gosub TeethOn
endif
'Mouth Control Subroutines
if mouthOpen=0 and keydown=132 then 'If insert button is pressed
  gosub MouthOpen
endif

if mouthOpen=1 and Keydown=132 then 'if insert button pressed and mouth
already open
  gosub MouthClose
endif

'Talking Subroutines
if keydown=116 and talkEnabled=0 then
  talkEnabled=1
  tone 600,600,100
  pause 500
endif
if keydown=116 and talkEnabled=1 Then
```

```
    talkEnabled=0
    tone 300,300,100
    pause 500
endif

if mouthOpen=0 and keydown=134 and talkEnabled=1 then 'If insert button is
pressed
    gosub TalkOpen
elseif mouthOpen=1 and Keydown<>134 and talkEnabled=1 then 'if insert
button pressed and mouth already open
    gosub TalkClose
endif
'Earth on and off routines
if keydown=136 and earthOn=0 then 'If PgUp key pressed and Earth isn't on
then goto EarthOn animation subroutine
    gosub EarthOn
endif
If Keydown=136 and earthOn=1 then 'If PgUp Key pressed and Earth IS on then
goto EarthOff animation routine
    gosub EarthOff
endif

GoTo main    'end of main loop
```

MoveUp:

```
'top row Earth
spr1x=spr1x
spr1y=spr1y-1
spr2x=spr1x+col2
spr2y=spr1y
spr3x=spr1x+col3
spr3y=spr1y
'middle row
spr4x=spr1x
spr4y=spr1y+row2
spr5x=spr1x+col2
spr5y=spr1y+row2
spr6x=spr1x+col3
spr6y=spr1y+row2
'bottom row
spr7x=spr1x
spr7y=spr1y+row3
spr8x=spr1x+col2
spr8y=spr1y+row3
spr9x=spr1x+col3
```

```
spr9y=spr1y+row3
Sprite move 1,spr1x,spr1y
Sprite move 2,spr2x,spr2y
Sprite move 3,spr3x,spr3y
Sprite move 4,spr4x,spr4y
Sprite move 5,spr5x,spr5y
Sprite move 6,spr6x,spr6y
Sprite move 7,spr7x,spr7y
Sprite move 8,spr8x,spr8y
Sprite move 9,spr9x,spr9y
endif
pause moveSpeed
return

MoveDown:

'top row
spr1x=spr1x
spr1y=spr1y+1
spr2x=spr1x+col2
spr2y=spr1y
spr3x=spr1x+col3
spr3y=spr1y
'middle row
spr4x=spr1x
spr4y=spr1y+row2
spr5x=spr1x+col2
spr5y=spr1y+row2
spr6x=spr1x+col3
spr6y=spr1y+row2
'bottom row
spr7x=spr1x
spr7y=spr1y+row3
spr8x=spr1x+col2
spr8y=spr1y+row3
spr9x=spr1x+col3
spr9y=spr1y+row3
Sprite move 9,spr9x,spr9y 'moving different sprites in different order
depending on direction. Stops glitching
Sprite move 8,spr8x,spr8y
Sprite move 7,spr7x,spr7y
Sprite move 6,spr6x,spr6y
Sprite move 5,spr5x,spr5y
Sprite move 4,spr4x,spr4y
Sprite move 3,spr3x,spr3y
Sprite move 2,spr2x,spr2y
Sprite move 1,spr1x,spr1y
endif
pause moveSpeed
Return
```


MoveLeft:

```
'top row
  spr1x=spr1x-1
  spr1y=spr1y
  spr2x=spr1x+col2
  spr2y=spr1y
  spr3x=spr1x+col3
  spr3y=spr1y
  'middle row
  spr4x=spr1x
  spr4y=spr1y+row2
  spr5x=spr1x+col2
  spr5y=spr1y+row2
  spr6x=spr1x+col3
  spr6y=spr1y+row2
  'bottom row
  spr7x=spr1x
  spr7y=spr1y+row3
  spr8x=spr1x+col2
  spr8y=spr1y+row3
  spr9x=spr1x+col3
  spr9y=spr1y+row3
  Sprite move 1,spr1x,spr1y  'moving different sprites in different order
depending on direction. Stops glitching
  Sprite move 4,spr4x,spr4y
  Sprite move 7,spr7x,spr7y
  Sprite move 2,spr2x,spr2y
  Sprite move 5,spr5x,spr5y
  Sprite move 8,spr8x,spr8y
  Sprite move 3,spr3x,spr3y
  Sprite move 6,spr6x,spr6y
  Sprite move 9,spr9x,spr9y
endif
pause moveSpeed
Return
```

MoveRight:

```
'top row
  spr1x=spr1x+1
  spry=spry
  spr2x=spr1x+col2
  spr2y=spr1y
  spr3x=spr1x+col3
  spr3y=spr1y
  'middle row
  spr4x=spr1x
  spr4y=spr1y+row2
  spr5x=spr1x+col2
  spr5y=spr1y+row2
```

```
spr6x=spr1x+col3
spr6y=spr1y+row2
'bottom row
spr7x=spr1x
spr7y=spr1y+row3
spr8x=spr1x+col2
spr8y=spr1y+row3
spr9x=spr1x+col3
spr9y=spr1y+row3
Sprite move 3,spr3x,spr3y    'moving different sprites in different order
depending on direction. Stops glitching
Sprite move 6,spr6x,spr6y
Sprite move 9,spr9x,spr9y
Sprite move 2,spr2x,spr2y
Sprite move 5,spr5x,spr5y
Sprite move 8,spr8x,spr8y
Sprite move 1,spr1x,spr1y
Sprite move 4,spr4x,spr4y
Sprite move 7,spr7x,spr7y
endif
pause moveSpeed
Return
```

Blink:

```
sprite copy 18 to 83          'frame 1 left eye
sprite copy 19 to 84
sprite copy 33 to 86
sprite copy 32 to 85
sprite copy 18 to 87          'frame 1 right eye
sprite copy 19 to 88
sprite copy 33 to 90
sprite copy 32 to 89
pause speed
sprite copy 21 to 83          'frame 2 left eye
sprite copy 20 to 84
sprite copy 33 to 86
sprite copy 32 to 85
sprite copy 21 to 87          'frame 2 right eye
sprite copy 20 to 88
sprite copy 33 to 90
sprite copy 32 to 89
pause speed
sprite copy 22 to 83          'frame 3 left eye
sprite copy 23 to 84
sprite copy 33 to 86
sprite copy 32 to 85
sprite copy 22 to 87          'frame 3 right eye
sprite copy 23 to 88
```

```
sprite copy 33 to 90
sprite copy 32 to 89
pause speed
sprite copy 70 to 83      'frame 4 left eye
sprite copy 70 to 84
sprite copy 25 to 86
sprite copy 24 to 85
sprite copy 70 to 87      'frame 4 right eye
sprite copy 70 to 88
sprite copy 25 to 90
sprite copy 24 to 89
pause speed
sprite copy 70 to 83      'frame 5 left eye
sprite copy 70 to 84
sprite copy 27 to 86
sprite copy 26 to 85
sprite copy 70 to 87      'frame 5 right eye
sprite copy 70 to 88
sprite copy 27 to 90
sprite copy 26 to 89
pause speed
sprite copy 70 to 83      'frame 6 left eye
sprite copy 70 to 84
sprite copy 29 to 86
sprite copy 28 to 85
sprite copy 70 to 87      'frame 6 right eye
sprite copy 70 to 88
sprite copy 29 to 90
sprite copy 28 to 89
pause speed
sprite copy 70 to 83      'Fully closed left eye
sprite copy 70 to 84
sprite copy 70 to 86
sprite copy 70 to 85
sprite copy 70 to 87      'fully closed right eye
sprite copy 70 to 88
sprite copy 70 to 90
sprite copy 70 to 89      'Eye closing animation complete.....
pause speed

'starting eye opening animation
sprite copy 70 to 87      'frame 6 right eye
sprite copy 70 to 88
sprite copy 29 to 90
sprite copy 28 to 89
sprite copy 70 to 83      'frame 6 left eye
sprite copy 70 to 84
sprite copy 29 to 86
sprite copy 28 to 85
pause speed
sprite copy 70 to 87      'frame 5 right eye
```

```
sprite copy 70 to 88
sprite copy 27 to 90
sprite copy 26 to 89
sprite copy 70 to 83      'frame 5 left eye
sprite copy 70 to 84
sprite copy 27 to 86
sprite copy 26 to 85
pause speed
sprite copy 70 to 87      'frame 4 right eye
sprite copy 70 to 88
sprite copy 25 to 90
sprite copy 24 to 89
sprite copy 70 to 83      'frame 4 left eye
sprite copy 70 to 84
sprite copy 25 to 86
sprite copy 24 to 85
pause speed
sprite copy 22 to 87      'frame 3 right eye
sprite copy 23 to 88
sprite copy 33 to 90
sprite copy 32 to 89
sprite copy 22 to 83      'frame 3 left eye
sprite copy 23 to 84
sprite copy 33 to 86
sprite copy 32 to 85
pause speed
sprite copy 21 to 87      'frame 2 right eye
sprite copy 20 to 88
sprite copy 33 to 90
sprite copy 32 to 89
sprite copy 21 to 83      'frame 2 left eye
sprite copy 20 to 84
sprite copy 33 to 86
sprite copy 32 to 85
pause speed
sprite copy 18 to 87      'frame 1 right eye
sprite copy 19 to 88
sprite copy 33 to 90
sprite copy 32 to 89
sprite copy 18 to 83      'frame 1 left eye
sprite copy 19 to 84
sprite copy 33 to 86
sprite copy 32 to 85
pause speed
sprite copy 30 to 87      'fully open right eye
sprite copy 31 to 88
sprite copy 32 to 89
sprite copy 33 to 90
sprite copy 30 to 83      'fully open left eye
sprite copy 31 to 84
sprite copy 32 to 85
```

```
sprite copy 33 to 86  
pause speed
```

```
'eye opening animation complete.
```

```
return
```

EyeClose:

```
sprite copy 18 to 83  
sprite copy 19 to 84  
sprite copy 33 to 86  
sprite copy 32 to 85  
sprite copy 18 to 87  
sprite copy 19 to 88  
sprite copy 33 to 90  
sprite copy 32 to 89  
pause speed2
```

```
'frame 1 left eye
```

```
'frame 1 right eye
```

```
sprite copy 21 to 83  
sprite copy 20 to 84  
sprite copy 33 to 86  
sprite copy 32 to 85  
sprite copy 21 to 87  
sprite copy 20 to 88  
sprite copy 33 to 90  
sprite copy 32 to 89  
pause speed2
```

```
'frame 2 left eye
```

```
'frame 2 right eye
```

```
sprite copy 22 to 83  
sprite copy 23 to 84  
sprite copy 33 to 86  
sprite copy 32 to 85  
sprite copy 22 to 87  
sprite copy 23 to 88  
sprite copy 33 to 90  
sprite copy 32 to 89  
pause speed2
```

```
'frame 3 left eye
```

```
'frame 3 right eye
```

```
sprite copy 70 to 83  
sprite copy 70 to 84  
sprite copy 25 to 86  
sprite copy 24 to 85  
sprite copy 70 to 87  
sprite copy 70 to 88  
sprite copy 25 to 90  
sprite copy 24 to 89  
pause speed2
```

```
'frame 4 left eye
```

```
'frame 4 right eye
```

```
sprite copy 70 to 83  
sprite copy 70 to 84  
sprite copy 27 to 86
```

```
'frame 5 left eye
```

```
sprite copy 26 to 85
sprite copy 70 to 87          'frame 5 right eye
sprite copy 70 to 88
sprite copy 27 to 90
sprite copy 26 to 89
pause speed2
sprite copy 70 to 83          'frame 6 left eye
sprite copy 70 to 84
sprite copy 29 to 86
sprite copy 28 to 85
sprite copy 70 to 87          'frame 6 right eye
sprite copy 70 to 88
sprite copy 29 to 90
sprite copy 28 to 89
pause speed2
sprite copy 70 to 83          'Fully closed left eye
sprite copy 70 to 84
sprite copy 70 to 86
sprite copy 70 to 85
sprite copy 70 to 87          'fully closed right eye
sprite copy 70 to 88
sprite copy 70 to 90
sprite copy 70 to 89          'Eye closing animation complete.....

eyes0pen=0                    'mark eyes as closed
Return
```

Eye0pen:

```
'starting eye opening animation
sprite copy 70 to 87          'frame 6 right eye
sprite copy 70 to 88
sprite copy 29 to 90
sprite copy 28 to 89
sprite copy 70 to 83          'frame 6 left eye
sprite copy 70 to 84
sprite copy 29 to 86
sprite copy 28 to 85
pause speed2
sprite copy 70 to 87          'frame 5 right eye
sprite copy 70 to 88
sprite copy 27 to 90
sprite copy 26 to 89
sprite copy 70 to 83          'frame 5 left eye
sprite copy 70 to 84
sprite copy 27 to 86
sprite copy 26 to 85
pause speed2
sprite copy 70 to 87          'frame 4 right eye
sprite copy 70 to 88
```

```
sprite copy 25 to 90
sprite copy 24 to 89
sprite copy 70 to 83          'frame 4 left eye
sprite copy 70 to 84
sprite copy 25 to 86
sprite copy 24 to 85
pause speed2
sprite copy 22 to 87          'frame 3 right eye
sprite copy 23 to 88
sprite copy 33 to 90
sprite copy 32 to 89
sprite copy 22 to 83          'frame 3 left eye
sprite copy 23 to 84
sprite copy 33 to 86
sprite copy 32 to 85
pause speed2
sprite copy 21 to 87          'frame 2 right eye
sprite copy 20 to 88
sprite copy 33 to 90
sprite copy 32 to 89
sprite copy 21 to 83          'frame 2 left eye
sprite copy 20 to 84
sprite copy 33 to 86
sprite copy 32 to 85
pause speed2
sprite copy 18 to 87          'frame 1 right eye
sprite copy 19 to 88
sprite copy 33 to 90
sprite copy 32 to 89
sprite copy 18 to 83          'frame 1 left eye
sprite copy 19 to 84
sprite copy 33 to 86
sprite copy 32 to 85
pause speed2
sprite copy 30 to 87          'fully open right eye
sprite copy 31 to 88
sprite copy 32 to 89
sprite copy 33 to 90
sprite copy 30 to 83          'fully open left eye
sprite copy 31 to 84
sprite copy 32 to 85
sprite copy 33 to 86          'eye opening animation complete.
if animEyesOpen=1 then        'If automatic command sent to perform
animation.. reset command variable.
    animEyesOpen=0
endif
eyesOpen=1                    'mark eyes as open
endif
return
```

Teeth0ff:

'Teeth appearing annd disappering routines

'fourth frame

sprite copy 51 to 71

'top teeth left to right

sprite copy 50 to 72

sprite copy 49 to 73

sprite copy 49 to 74

sprite copy 50 to 75

sprite copy 51 to 76

sprite copy 55 to 77

'bottom teeth left to right

sprite copy 54 to 78

sprite copy 53 to 79

sprite copy 53 to 80

sprite copy 54 to 81

sprite copy 55 to 82

pause speed2

'third frame

sprite copy 52 to 71

'top teeth left to right

sprite copy 51 to 72

sprite copy 50 to 73

sprite copy 50 to 74

sprite copy 51 to 75

sprite copy 52 to 76

sprite copy 56 to 77

'bottom teeth left to right

sprite copy 55 to 78

sprite copy 54 to 79

sprite copy 54 to 80

sprite copy 55 to 81

sprite copy 56 to 82

pause speed2

'second frame

sprite copy 70 to 71

'top teeth left to right

sprite copy 52 to 72

sprite copy 51 to 73

sprite copy 51 to 74

sprite copy 52 to 75

sprite copy 70 to 76

sprite copy 70 to 77

'bottom teeth left to right

sprite copy 56 to 78

sprite copy 55 to 79

sprite copy 55 to 80

sprite copy 56 to 81

sprite copy 70 to 82

pause speed2

'first frame appearing

sprite copy 70 to 71

'top teeth left to right

sprite copy 70 to 72

sprite copy 52 to 73

sprite copy 52 to 74


```
sprite copy 70 to 75
sprite copy 70 to 76
sprite copy 70 to 77      'bottom teeth left to right
sprite copy 70 to 78
sprite copy 56 to 79
sprite copy 56 to 80
sprite copy 70 to 81
sprite copy 70 to 82
pause speed2
'Teeth disappeared
sprite copy 70 to 71      'top teeth left to right
sprite copy 70 to 72
sprite copy 70 to 73
sprite copy 70 to 74
sprite copy 70 to 75
sprite copy 70 to 76
sprite copy 70 to 77      'bottom teeth left to right
sprite copy 70 to 78
sprite copy 70 to 79
sprite copy 70 to 80
sprite copy 70 to 81
sprite copy 70 to 82
pause speed2

teeth0n=0
return
```

Teeth0n:

```
'first frame appearing
sprite copy 70 to 71      'top teeth left to right
sprite copy 70 to 72
sprite copy 52 to 73
sprite copy 52 to 74
sprite copy 70 to 75
sprite copy 70 to 76
sprite copy 70 to 77      'bottom teeth left to right
sprite copy 70 to 78
sprite copy 56 to 79
sprite copy 56 to 80
sprite copy 70 to 81
sprite copy 70 to 82
pause speed2
'second frame
sprite copy 70 to 71      'top teeth left to right
sprite copy 52 to 72
sprite copy 51 to 73
sprite copy 51 to 74
sprite copy 52 to 75
sprite copy 70 to 76
sprite copy 70 to 77      'bottom teeth left to right
```

```
sprite copy 56 to 78
sprite copy 55 to 79
sprite copy 55 to 80
sprite copy 56 to 81
sprite copy 70 to 82
pause speed2
'third frame
sprite copy 52 to 71      'top teeth left to right
sprite copy 51 to 72
sprite copy 50 to 73
sprite copy 50 to 74
sprite copy 51 to 75
sprite copy 52 to 76
sprite copy 56 to 77      'bottom teeth left to right
sprite copy 55 to 78
sprite copy 54 to 79
sprite copy 54 to 80
sprite copy 55 to 81
sprite copy 56 to 82
pause speed2

'fourth frame
sprite copy 51 to 71      'top teeth left to right
sprite copy 50 to 72
sprite copy 49 to 73
sprite copy 49 to 74
sprite copy 50 to 75
sprite copy 51 to 76
sprite copy 55 to 77      'bottom teeth left to right
sprite copy 54 to 78
sprite copy 53 to 79
sprite copy 53 to 80
sprite copy 54 to 81
sprite copy 55 to 82
pause speed2
'back to full
sprite copy 50 to 71      'top teeth left to right
sprite copy 49 to 72
sprite copy 40 to 73
sprite copy 40 to 74
sprite copy 49 to 75
sprite copy 50 to 76
sprite copy 54 to 77      'bottom teeth left to right
sprite copy 53 to 78
sprite copy 36 to 79
sprite copy 36 to 80
sprite copy 53 to 81
sprite copy 54 to 82
pause speed2
teeth0n=1
endif
```

```
return
```

```
MouthOpen:      'Mouth open animation
```

```
    for y=1 to 18 step 1
```

```
        sprite move 71,tooth1x,tooth1y-y
```

```
        sprite move 72,tooth2x,tooth2y-y
```

```
        sprite move 73,tooth3x,tooth3y-y
```

```
        sprite move 74,tooth4x,tooth4y-y
```

```
        sprite move 75,tooth5x,tooth5y-y
```

```
        sprite move 76,tooth6x,tooth6y-y
```

```
        sprite move 77,tooth7x,tooth7y+y
```

```
        sprite move 78,tooth8x,tooth8y+y
```

```
        sprite move 79,tooth9x,tooth9y+y
```

```
        sprite move 80,tooth10x,tooth10y+y
```

```
        sprite move 81,tooth11x,tooth11y+y
```

```
        sprite move 82,tooth12x,tooth12y+y
```

```
        pause speed2
```

```
    next y
```

```
    tooth1y=tooth1y-18      'need to shift actual positions because they
```

```
dont change in For Next loop.
```

```
    tooth2y=tooth2y-18
```

```
    tooth3y=tooth3y-18
```

```
    tooth4y=tooth4y-18
```

```
    tooth5y=tooth5y-18
```

```
    tooth6y=tooth6y-18
```

```
    tooth7y=tooth7y+18
```

```
    tooth8y=tooth8y+18
```

```
    tooth9y=tooth9y+18
```

```
    tooth10y=tooth10y+18
```

```
    tooth11y=tooth11y+18
```

```
    tooth12y=tooth12y+18
```

```
    mouthOpen=1
```

```
endif
```

```
Return
```

```
MouthClose:
```

```
    for y=1 to 18 step 1
```

```
        sprite move 71,tooth1x,tooth1y+y
```

```
        sprite move 72,tooth2x,tooth2y+y
```

```
        sprite move 73,tooth3x,tooth3y+y
```

```
        sprite move 74,tooth4x,tooth4y+y
```

```
        sprite move 75,tooth5x,tooth5y+y
```

```
        sprite move 76,tooth6x,tooth6y+y
```

```
        sprite move 77,tooth7x,tooth7y-y
```

```
        sprite move 78,tooth8x,tooth8y-y
```

```
    sprite move 79,tooth9x,tooth9y-y
    sprite move 80,tooth10x,tooth10y-y
    sprite move 81,tooth11x,tooth11y-y
    sprite move 82,tooth12x,tooth12y-y
    pause speed2
next y
    tooth1y=tooth1y+18      'need to shift actual positions because they
dont change in For Next loop.
    tooth2y=tooth2y+18
    tooth3y=tooth3y+18
    tooth4y=tooth4y+18
    tooth5y=tooth5y+18
    tooth6y=tooth6y+18
    tooth7y=tooth7y-18
    tooth8y=tooth8y-18
    tooth9y=tooth9y-18
    tooth10y=tooth10y-18
    tooth11y=tooth11y-18
    tooth12y=tooth12y-18
    mouth0open=0

endif

return
```

Talk0pen: 'Talk animation subroutines

```
    for y=1 to 18 step 1
        sprite move 71,tooth1x,tooth1y-y
        sprite move 72,tooth2x,tooth2y-y
        sprite move 73,tooth3x,tooth3y-y
        sprite move 74,tooth4x,tooth4y-y
        sprite move 75,tooth5x,tooth5y-y
        sprite move 76,tooth6x,tooth6y-y
        sprite move 77,tooth7x,tooth7y+y
        sprite move 78,tooth8x,tooth8y+y
        sprite move 79,tooth9x,tooth9y+y
        sprite move 80,tooth10x,tooth10y+y
        sprite move 81,tooth11x,tooth11y+y
        sprite move 82,tooth12x,tooth12y+y
        pause 0
    next y
    gosub Nom
    tooth1y=tooth1y-18      'need to shift actual positions because they
dont change in For Next loop.
    tooth2y=tooth2y-18
    tooth3y=tooth3y-18
    tooth4y=tooth4y-18
    tooth5y=tooth5y-18
```

```
tooth6y=tooth6y-18
tooth7y=tooth7y+18
tooth8y=tooth8y+18
tooth9y=tooth9y+18
tooth10y=tooth10y+18
tooth11y=tooth11y+18
tooth12y=tooth12y+18
mouthOpen=1
return
```

TalkClose:

```
for y=1 to 18 step 1
    sprite move 71,tooth1x,tooth1y+y
    sprite move 72,tooth2x,tooth2y+y
    sprite move 73,tooth3x,tooth3y+y
    sprite move 74,tooth4x,tooth4y+y
    sprite move 75,tooth5x,tooth5y+y
    sprite move 76,tooth6x,tooth6y+y
    sprite move 77,tooth7x,tooth7y-y
    sprite move 78,tooth8x,tooth8y-y
    sprite move 79,tooth9x,tooth9y-y
    sprite move 80,tooth10x,tooth10y-y
    sprite move 81,tooth11x,tooth11y-y
    sprite move 82,tooth12x,tooth12y-y
    pause 0
next y
tooth1y=tooth1y+18      'need to shift actual positions because they
dont change in For Next loop.
tooth2y=tooth2y+18
tooth3y=tooth3y+18
tooth4y=tooth4y+18
tooth5y=tooth5y+18
tooth6y=tooth6y+18
tooth7y=tooth7y-18
tooth8y=tooth8y-18
tooth9y=tooth9y-18
tooth10y=tooth10y-18
tooth11y=tooth11y-18
tooth12y=tooth12y-18
mouthOpen=0

endif

return
```

Laugh: 'pretty much the best "Laugh" i could come up with with tone loops lol. Yeah it's pretty bad i know.

```
for i=1 to 4
  for x=600 to 1 step -0.15
    tone x,x
  next x
next i
for x=600 to 10 step -0.05
  tone x,x
next x

return
```

Nom:

```
for x=1 to 200 step 0.7
  tone x,x
next x
tone Stop
Return
```

Earth0n: 'earth on animation

If earth0n=0 then

'frame 5

```
sprite copy 127 to 1
sprite copy 128 to 2
sprite copy 129 to 3
sprite copy 130 to 4
sprite copy 131 to 5
sprite copy 132 to 6
sprite copy 133 to 7
sprite copy 134 to 8
sprite copy 135 to 9
```

```
for x=1 to 167 step 3
cycles
```

'fitting sound into what used to be pause

```
tone x,x
```

```
pause 1
```

```
next x
```

'frame 4

```
sprite copy 118 to 1
sprite copy 119 to 2
sprite copy 120 to 3
sprite copy 121 to 4
sprite copy 122 to 5
sprite copy 123 to 6
sprite copy 124 to 7
sprite copy 125 to 8
sprite copy 126 to 9
```

```
for x=167 to 334 step 3
cycles
```

'fitting sound into what used to be pause

```
tone x,x
pause 1
next x
'frame 3
sprite copy 109 to 1
sprite copy 110 to 2
sprite copy 111 to 3
sprite copy 112 to 4
sprite copy 113 to 5
sprite copy 114 to 6
sprite copy 115 to 7
sprite copy 116 to 8
sprite copy 117 to 9
for x=334 to 500 step 3      'fitting sound into what used to be pause
cycles
tone x,x
pause 1
next x
'frame 2
sprite copy 100 to 1
sprite copy 101 to 2
sprite copy 102 to 3
sprite copy 103 to 4
sprite copy 104 to 5
sprite copy 105 to 6
sprite copy 106 to 7
sprite copy 107 to 8
sprite copy 108 to 9
for x=500 to 667 step 3      'fitting sound into what used to be pause
cycles
tone x,x
pause 1
next x
'Frame 1
sprite copy 91 to 1
sprite copy 92 to 2
sprite copy 93 to 3
sprite copy 94 to 4
sprite copy 95 to 5
sprite copy 96 to 6
sprite copy 97 to 7
sprite copy 98 to 8
sprite copy 99 to 9
for x=667 to 834 step 3      'fitting sound into what used to be pause
cycles
tone x,x
pause 1
next x
'Frame Full
sprite copy 141 to 1
sprite copy 142 to 2
```

```
sprite copy 143 to 3
sprite copy 144 to 4
sprite copy 145 to 5
sprite copy 146 to 6
sprite copy 147 to 7
sprite copy 148 to 8
sprite copy 149 to 9
for x=834 to 1000 step 3      'fitting sound into what used to be pause
cycles
    tone x,x
    pause 1
next x
tone stop
earth0n=1
Return
```

Earth0ff: 'Earth off animation

```
if earth0n=1 then
'Frame 1
    sprite copy 91 to 1
    sprite copy 92 to 2
    sprite copy 93 to 3
    sprite copy 94 to 4
    sprite copy 95 to 5
    sprite copy 96 to 6
    sprite copy 97 to 7
    sprite copy 98 to 8
    sprite copy 99 to 9
    for x=1000 to 834 step -3  'fitting sound into what used to be pause
cycles
    tone x,x
    pause 1
next x
'frame 2
    sprite copy 100 to 1
    sprite copy 101 to 2
    sprite copy 102 to 3
    sprite copy 103 to 4
    sprite copy 104 to 5
    sprite copy 105 to 6
    sprite copy 106 to 7
    sprite copy 107 to 8
    sprite copy 108 to 9
    for x=834 to 667 step -3  'fitting sound into what used to be pause
cycles
    tone x,x
    pause 1
```



```
next x
'frame 3
  sprite copy 109 to 1
  sprite copy 110 to 2
  sprite copy 111 to 3
  sprite copy 112 to 4
  sprite copy 113 to 5
  sprite copy 114 to 6
  sprite copy 115 to 7
  sprite copy 116 to 8
  sprite copy 117 to 9
  for x=667 to 500 step -3    'fitting sound into what used to be pause
cycles
  tone x,x
  pause 1
  next x
'frame 4
  sprite copy 118 to 1
  sprite copy 119 to 2
  sprite copy 120 to 3
  sprite copy 121 to 4
  sprite copy 122 to 5
  sprite copy 123 to 6
  sprite copy 124 to 7
  sprite copy 125 to 8
  sprite copy 126 to 9
  for x=500 to 334 step -3    'fitting sound into what used to be pause
cycles
  tone x,x
  pause 1
  next x
'frame 5
  sprite copy 127 to 1
  sprite copy 128 to 2
  sprite copy 129 to 3
  sprite copy 130 to 4
  sprite copy 131 to 5
  sprite copy 132 to 6
  sprite copy 133 to 7
  sprite copy 134 to 8
  sprite copy 135 to 9
  for x=334 to 167 step -3    'fitting sound into what used to be pause
cycles
  tone x,x
  pause 1
  next x
'frame Gone
  sprite copy 136 to 1
  sprite copy 136 to 2
  sprite copy 136 to 3
  sprite copy 136 to 4
```

```
sprite copy 136 to 5
sprite copy 136 to 6
sprite copy 136 to 7
sprite copy 136 to 8
sprite copy 136 to 9
for x=167 to 1 step -3      'fitting sound into what used to be pause
cycles
    tone x,x
    pause 1
next x
tone stop
earth0n=0
endif

return
```

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