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' '===== BEGIN SPRITE DRAW CODE
for i = 0 to 31
call clear 100 , 100
x1 = 0 : y1 = 45
x2 = 0 : y2 = -30
x3 = 20 : y3 = -30
x4 = -20 : y4 = -30
x5 = 0 : y5 = -30
call rotate x1 , y1 , i * 360 / 32
call rotate x2 , y2 , i * 360 / 32
call rotate x3 , y3 , i * 360 / 32
call rotate x4 , y4 , i * 360 / 32
call rotate x5 , y5 , i * 360 / 32
for height = 0-spry/2 to spry
call egg x1,y1,0,0 , x2,y2,0,20 , 20 , cyan
call sphere x3,y3,0,15 , cyan
call sphere x4,y4,0,15 , cyan
call sphere x5,y5,-20,15 , cyan
next height
call save "player"+ nr$( i , 2 )
next i
call clear 32 , 32
for i = 16 to 1 step -1
call ellipsefil 16 , 16 , i , i , mix( red ,( i / 16 ) , yellow ),black
'<<< edited by Gordon
next i
call save "dot"
call clear 100 , 100
for height = 0-spry/2 to spry/2
call sphere2 0,0,0 , 45 , gray , white , 0 , marble
next height
call save "rock"
call clear 100 , 70
for height = 0-spry/2 to spry/2
call sphere 0,0,0 , 30 , red
for i = 0 to 360 step 360 / 7
call sphere sin(rad(i))*35,0,cos(rad(i))*35 , 15 , red
next i
next height
call save "ufo"
call clear 20 , 20
call ellipsefil 10 , 10 , 18 , 18 , white , black
call save "star"
' '===== END SPRITE DRAW CODE
end
sub rotate byref k , byref l , deg
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s = sin( rad( deg ) )
c = cos( rad( deg ) )
hk = k * c - l * s
hl = k * s + l * c
k = hk : l = hl
end sub
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