sprhdr_t	*spr[310];	-b1e	g1[L]
ooo	[#100 ooo #409]	ooo	ooo
sprhdr_t	*spr_diffic;	-64a	g66.L
char	*mzdf; =(*mzdfh+4)	-646	g67.L
Byte	*brlk[67];	-642	g68[]
ooo	[#2000 ooo #2066]	ooo	ooo .L
obj_t	*mace_vs; ->(im_t *)	-536	g69.L
obj_t	*mace_dc; }	-532	g70.L
obj_t	*o2121; }	-52e	g71.L
obj_t	*o212r; }	-52a	g72.L
obj_t [static]	*brkfire; *(static brk(a*))	-526	g73.L
static obj_t	*cloud; ->(wk_t *)	-522	g74.L
obj_t	*sqorb; ->(im_t *)	-51e	g75.L
void	(*getorb_cb)(void);	-51a	g76.L
ivl_t [static]	absolvc; [0,health.B+3]	-516	.W
Boolean	hurt;	-514	g77.B
int8_t (ivl_t)	hurtc; [0,10]	-513	g78.B
xpos_t	lscroll;	-512	g79.W
xpos_t	rscroll;	-510	g80.W
ypos_t	uscroll;	-50e	g81.W
ypos_t	dscroll;	-50c	g82.W
char	mapentry;	-50a	g83.B
char	mapexit;	-509	g84.B
uint16_t	mazid;	-508	g85.W
Boolean	opengate;	-506	g86.B
Boolean	dragona;	-505	g87.B
Boolean	skulla;	-504	.B

```
struct un_t          qenemy;                          -502     [8]
  un_t              *qenemy;                          -502     g88.L
  un_t              *qenemy0; ]=(NULL)                -4fe     g89.L
struct un_t          qbomb;                           -4fa     [8]
  un_t              *qbomb;                           -4fa     g90.L
  un_t              *qbomb0; ]=(NULL)                 -4f6     g91.L
struct QDGlobals]                                    -4f2
    ooo               [private vars]                 ooo      [76]
  uint32_t            randSeed;                      -4a6     g92.L
struct BitMap         screenBits {                   -4a2     [14]
    char              *scrn_base;                    -4a2     g93.L
    uint16_t           scrn_row;                     -49e      .W
    struct Rect        scrn_bound {                  -49c      [8]
      ypos_t             uscrnedg;                   -49c     g94.W
      xpos_t             lscrnedg;                   -49a     g95.W
      ypos_t             dscrnedg;                   -498     g96.W
      xpos_t             rscrnedg; } }               -496     g97.W
  struct Cursor       arrow;                         -494     [68]
  Pattern             dkGray;                        -450     [8]
  Pattern             ltGray;                        -448     [8]
  Pattern             gray;                          -440     [8]
  Pattern             black;                         -438     g98[8]
  Pattern             white;                         -430     g99[8]
  GrafPtr             thePort;                       -428     g100.L
    [MPW allocated 256 bytes]                        -424
    ooo               ooo                            ooo
[MPW Pascal runtime globals]                         -3f0
  Str31               appname[32];                   -3f0     g101[32]
```

```
[space for c_str(appname)]                                  -3d0          .L
[struct MPWVars]                                            -3cc          [5]
  uint16_t                                                  -3cc  g100    .W
  int             rtargc;                                   -3ca  g101    .L
  Str255          **rtargv;                                 -3c6  g102    .L
  Str255          **rtenvp;                                 -3c2  g103    .L
  int             status;                                   -3be          .L
                                                            -3ba          .L
  void            (**atexit)(void); [10]                    -3b6  g104    .L
                                                            -3b2          .W
                                                            -3b0          .L
  FILE            *iob; -> [24][5]                          -3ac  g105    .L
  void            *SAGlobals; -> [52]                       -3a8  g106    .L
                                                            -3a4          [12]
int  (bool)       StandAlone;                               -398  g107    .L
  int             argc;                                     -394  g108    .L
  char            **argv;                                   -390  g109    .L
  char            **envp;                                   -38c  g10a    .L
ProcPtr                                                     -388          .L
bool              heapchk;                                  -383  g10b    .B
uint16_t          *coda;                                    -382  g10c    .L
int32_t                                                     -37e  g10d    .L
Ptr                                                         -37a          .L
Ptr                                                         -376          .L
Ptr                                                         -372  g10e    .L
Ptr                                                         -36e  g10f    .L
OSErr             memerr;                                   -36a          .W
```

```
bool        disposej;          -368 g118.B
bool        noncontj;          -367 g119
ProcPtr     memerrProcj;       -366
Size        heaplenj; =(5000)  ->
WindowPtr   cqdwinj;
bool        cqdj;
const uint16_t vscalej;
const uint16_t hscalej;
bool        easterj;
struct ani_t alst0j;
struct ani_t alst2j;
struct ani_t alst1j;
VBLTask     *animirqj;
char        *altblt2j;
char        *altblt1j;
struct pg_t  pg2savj;
struct pg_t  pg1savj;
bool        sndenbj;
bool        hookedj;
Handle      demohj;            -2ee g136.L
RefNum      databj;            -2ea g137.W
RefNum      prefsj;            -2e8 g138.W
Handle      hischj;            -2e6 g139.L
struct Rect rockhudj;          -2e2 g140[8]
struct Rect scorhudj;          -2da g141[8]
Byte        *scrn2j; } ->[21888] -2d2 g142.L
Byte        *scrn1j; }         -2ce g143.L
```

bool	optkey;		-2c9	g144.B
uint16_t	sndvol;	[0,7]	-2c8	g145.W
bool	norebOot;		-2c6	g146.B
bool	quit;		-2c5	g147.B
struct GrafPort	clrport;		-2c4	g148[100]
ooo	ooo		ooo	ooo
struct GrafPort	tmpport;		-258	g149[100]
ooo RgnHandle	tmp_visRgn;		-240	g150.L
struct GrafPort	hudport;		-1ec	g151[100]
ooo	ooo		ooo	ooo
char	*blit1;	-> [7000]	-188	g152.L
char	*blit2;		-17c	g153.L
ProcPtr	syserr;		-178	g154.L
ProcPtr	hookerr;		-174	g155.L
uint16_t	rand;		-170	g156.W
bool (Boolean)	brkdemo;		-16d	g157.B
int16_t	demopos;		-16c	g158.W
int16_t	demoend;		-16a	g159.W
char	*demov;		-168	g160.L
int16_t	winmode;		-164	g161.W
bool	practise;		-161	g162.B
int16_t	diffic;		-15e	g163.W
int16_t	entry;		-15c	g164.W
room_t	next_rm;		-15a	g165.W
room_t	curr_rm;		-158	g166.W
uint16_t	wallf;		-156	g167.W
uint8_t	plorbf;		-154	g168.W

```
uint8_t          sqorbf;          -152 g169 .W
uint8_t          pwilswf;         -150 g170 .W
uint16_t         wizswf;          -14e g171 .W
Boolean          new_rm;          -14b g172 .B
int16_t          protegØ;         -14a g173 .W
ypos_t           uprotegØ;        -148 g174 .W
ypos_t           dprotegØ;        -146 g175 .W
xpos_t           lproteg;         -144 g176 .W
int16_t          proteg;          -142 g177 .W
ypos_t           uproteg;         -140 g178 .W
ypos_t           dproteg;         -13e g179 .W
xpos_t           rproteg;         -13c g180 .W
int16_t (bool?)  nopause;         -13a g181 .W
int16_t (bool)   jailko;          -138 g182 .W
obj_t          * anor;            -136 g183 .L
obj_t          * [redacted]rkeys; -132 g184 .L
obj_t          * lkeys;           -12e g185 .L
obj_t          * catg;            -12a g186 .L
int16_t          xbats;           -126 g187 .W
Boolean          defeatbk;        -123 g188 .B
bcd_t            x1up[4];         -122 g189 .L
Handle           stblh;           -11e g190 .L
Str255           scorstr[11];     -11a g191 [illegible]
int16_t          scorbit; {Ø,1,2} -10e g192 .W
bcd_t            score[4];        -10c g193 .L
int16_t          lives;           -108 g194 .W
int16_t          vidwaitc;        -106 g195 .W
```

```
Boolean     exit_rm;                                  -103 g196.B
obj_t       *qobj;                                    -102 g197.L
tpz_t       *trapeze2;                                -fe  g198.L
tpz_t       *trapeze1;                                -fa  g199.L
int16_t     xposc;                                    -f6  g200.W
char        *xposv; -> [256]                          -f4  g201.L
[ void      (*bullet_cb)(kg_t *);                     -f0  g202.L
[struct kg_t  qbullet;                                -ec      [8]
  kg_t      *qbullet; ]                               -ec  g203.L
[ void      (*kugel_cb)(kg_t *);                      -e8  g204.L
struct kg_t   qkugel;                                 -e8      [8]
  kg_t      *qkugel; ]                                -e4  g205.L
int16_t     keys;                                     -e0  g206.W
int16_t     health; [0,1000] << 8                     -de  g207.W
int16_t     elixirs;                                  -dc  g208.W
bool        planted;                                  -d9  g209.B
int16_t     bombs;                                    -d8  g210.W
int32_t     gas;    [0,99] << 16                      -d6  g211.L
int16_t     rockvlt; [0,2]                            -d2  g212.W
Str255      rockstr[3];                               -d0  g213[4]
bool_t      rocks[1]; [0,8] << 8                      -cc  g214.W
xpos_t      rmapedg;                                  -ca  g215.W
xpos_t      lmapedg;                                  -c8  g216.W
uint8_t     dcf;                                      -c6  g217.B
obj_t       *dcobj;                                   -c4  g218.L
struct EventRecord inevt;                             -c0  g219[16]
Handle      kdefh;                                    -b0  g220.L
```

```
int16_t     checkpt; {0,1,2}        -ac g221.W
[rwoff_t    row212[5]               -aa g222[10]
  rwoff_t   bench_rw;               -aa      .W
  rwoff_t   macevs_rw;              -a8      .W
  rwoff_t   dc0_rw;                 -a6      .W
  rwoff_t   dc1_rw;                 -a4      .W
  rwoff_t   dc2_rw; ]               -a2      .W
[+loff_t    tile212[5]              -a0     [10]
  +loff_t   bench_+l;               -a0 g223.W
  +loff_t   macevs_+l;              -9e g224.W
  +loff_t   dc0_+l;                 -9c      .W
  +loff_t   dc1_+l;                 -9a      .W
  +loff_t   dc2_+l; ]               -98      .W
  char      *mazblk; ->[122]        -96 g225.L
  +loff_t   maztile2;               -92 g226.W
  rwoff_t   mazrow2;                -90 g227.W
  +loff_t   maztile1;               -8e g228.W
  rwoff_t   mazrow1;                -8c g229.W
  Handle    maph; ->[2004]          -8a g230.L
  Handle    mzdfh;                  -86 g231.L
  ypos_t    dwinedg;                -82 g232.W
  ypos_t    uwinedg;                -80 g233.W
  xpos_t    rwinedg;                -7e g234.W
  xpos_t    lwinedg;                -7c g235.W
  uint8_t   scrollf; {0|111111hv}   -79 g236.B
  ypos_t    winbtm;                 -78 g237.W
  bool      intro; =(!optkey)       -76 g238.B
```

```
Boolean     debugvid;                          -75 g239.B
int16_t     vblankc;                           -74 g240.W
void        (*vZirq_db)(pg_t *);               -72 g241.L
Boolean     vidirq;                            -6d g242.B
pg_t        *dirtypg;                          -6c g243.L
VBLTask     *vid2irq;                          -68 g244.L
VBLTask     *vid1irq;                          -64 g245.L
pg_t        *currpg;                           -60 g246.L
bool        animate;                           -5b g247.B
Byte        *layer; mask [21888]               -5a g248.L
struct BitMap  laybits {                       -56     [14]
  char        *lay_base;                       -56 g249.L
  int16_t      lay_row;                        -52     .W
  struct Rect_ lay_bound; }                    -50 g250[8]
struct BitMap  bits2 {                         -48     [14]
  char        *scr2_base;                      -48 g251.L
  int16_t      scr2_row;                       -44     .W
  struct Rect  scr2_bound; }                   -42 g252[8]
struct BitMap  bits1 {                         -3a     [14]
  char        *scr1_base;                      -3a g253.L
  int16_t      scr1_row;                       -36     .W
  struct Rect  scr1_bound; }                   -34 g254[8]
struct pg_t    pg2 {                           -2c     [22]
  int16_t      pg2_rwlen;                      -2c g255.W
  Byte        *pg2_pg;                         -2a g256.L
  Byte        *pg2_lay;                        -26 g257.L
  char        *pg2_bltp;                       -22 g258.L
```

```
char    *png2_btend;
xpos_t   png2_winx;
ypos_t   png2_winy;  }
struct png_t  png1  {
int16_t         png1_rwlen;
Byte          *png1_png;
Byte          *png1_lay;
char          *png1_bitp;
char          *png1_btend;
xpos_t         png1_winx;
ypos_t         png1_winy;  }
```

```
-1e g259.L
-1a g260.W
-18 g261.W
-16      [22]
-16 g262.W
-14 g263.L
-10 g264.L
 -c g265.L
 -8 g266.L
 -4 g267.W
 -2 g268.W
```