





-position : Vector -position = Vedor -size · Vertor -Size : Vector draw Killer drawAnti nParticles: number = 15 nPorticles: number = 45 radius Portides: number = 17 radius Particles : number = 0 Killer Particle: path with full AntiParticle: path with Y ellipse rx=15 1.y=5 strokestile = "black" gradient: Radion with 0= while, 1= purple -0/2020 save transform save transform (translate to position Ctranslate to position restore restore more form transform Idray Edral nParticles 7 1 nParticles x: number = (random-0,5) size.x x. ssize (randon-0,5) = size x Y: number = tondon : sze.y > : number = - randon : size > Coave transform save fronsform restore restone constaining translate to x1x Granslate to x,x tronsform 2115) money - 0 KillerPorticle draw draw AntiPorticle