Mystery House

ff ff => end of image
00 00 => lift pen up
xx yy => x & y coords of next location

280 x 160

Spook House

Run-length encoding (RLE)

1. Literal byte
2. Repeat code => 00 55 nn
3. End of image => ff
Level 9 - graphics

Emerald Isle
405 subroutines
17600 bytes

Instr. set
- format I
  00 xxx yyyy - draw xxx, yyyy
  01 xxx yyyy - move
  10 uuuuuu - call routine #uuuuuu

- format II
  11 ... xxxx yyyy draw move
  1100 ... fill

Hobbit

00 = end of image
08 xx yy = set x, y position

0010 occkkkkk uuuuuuuu dd ... ff

"run" length

1 rrrr 222 r0 lllllllll

start addr repeat count
(Address of occkkkkk, count = direction)
rise = 1

run = 3

length