
Subject: Apple IIgs Video Games Source Code
Posted by [Oz](#) on Wed, 08 Oct 2014 11:53:06 GMT

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You will find below some links to Apple IIgs Video Games (or Demos) Source Code written in assembly language (use Merlin 16+ to re-assemble the source code).

Even if each game engine is specific, you may find there explanations about how games were made and grab there few parts of code (Music Player, Boot Code, ...).

We will update this list if we can find extra titles to add there.

- Games using Prodos 8 :

- o Rastan <http://www.whatisthe2gs.apple2.org.za/rastan>

- Games using GS/OS :

- o Blockade <http://www.brutaldeluxe.fr/sourcecode/blockade.html>
- o Cogito <http://www.brutaldeluxe.fr/sourcecode/cogito.html>
- o LemminGS <http://www.brutaldeluxe.fr/sourcecode/lemmings.html>
- o The Tinies <http://www.brutaldeluxe.fr/sourcecode/thetinies.html>

- Games using Custom OS :

- o Blue Helmet http://www.freetoolsassociation.com/detail_description_Blue_Helmet.html
- o Bulla Demo http://www.freetoolsassociation.com/detail_description_Bulla_Demo.html
- o Oil Landers http://www.freetoolsassociation.com/detail_description_Oil_Landers.html
- o Space Harrier

ftp://ftp.apple.asimov.net/pub/apple_II/images/gs/programming/fta_code/GIFT2.SHK

- Demos using Custom OS :

- o ACS Demo

ftp://ftp.apple.asimov.net/pub/apple_II/images/gs/programming/fta_code/GIFT4.SDK

- o Modulae http://www.freetoolsassociation.com/detail_description_Modulae.html

- o X-Mas Demo

ftp://ftp.apple.asimov.net/pub/apple_II/images/gs/programming/fta_code/GIFT5.SDK

ftp://ftp.apple.asimov.net/pub/apple_II/images/gs/programming/fta_code/GIFT6.SDK

ftp://ftp.apple.asimov.net/pub/apple_II/images/gs/programming/fta_code/GIFT7.SDK

Subject: Re: Apple IIgs Video Games Source Code
Posted by [AppleIIgSMarc](#) on Wed, 08 Oct 2014 19:06:22 GMT

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Thanks for those links. Coincidentally, just yesterday I was gathering up all the source code I code find for IIGS games and software and I was having some difficulty tracking down those FTA "gifts". I remembered seeing them in the past, but couldn't remember where. Thanks again.

Subject: Re: Apple IIGS Video Games Source Code
Posted by [AppleIIGSMarc](#) on Fri, 10 Oct 2014 18:10:35 GMT
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Here's a link to the source code for the Super Mario Bros demo (written by Lucas Scharenbroich). It was difficult to track down and I'm not sure if it's the most recent version, but there still might be some useful info in there.

<http://mirrors.apple2.org.za/apple.cabi.net/Demos/SMB.GS.STUFF/>

Subject: Re: Apple IIGS Video Games Source Code
Posted by [AppleIIGSMarc](#) on Wed, 22 Oct 2014 00:46:50 GMT
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Here's a link to a ShrinkIt file containing the source code for an Apple IIGS version of Dr. Mario (a Tetris/Columns style game). It's not terribly impressive graphically and the game lacks music, but it's GS/OS compatible and the code looks pretty well commented.

<http://mirrors.apple2.org.za/ground.icaen.uiowa.edu/Collections/AOL/development/sourcecode/DR.MARIO.SOURCE>
