

EXHIBIT A

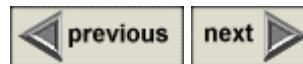
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Public Catalog

Copyright Catalog (1978 to present)

Search Request: Left Anchored Title = boomshine

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Labeled View

Boomshine.

Type of Work: Computer File

Registration Number / Date: TX0007089855 / 2009-05-05

Application Title: Boomshine.

Title: Boomshine.

Description: Electronic file (eService)

Copyright Claimant: Daniel Menachem Miller, 1987- . Address: 2079 Kinsmon Dr., Marietta, GA, 30062.

Date of Creation: 2007

Date of Publication: 2007-03-09

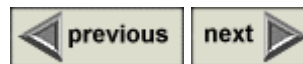
Nation of First Publication: United States

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Names: [Miller, Daniel Menachem, 1987-](#)
[K2xL, pseud., 1987-](#)



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```

class Cell implements Comparable
{
    public var ID:Number;
    public static var Cells:ArrayList = new ArrayList();
    private var Exploding:Boolean;
    public var MC:MovieClip;
    public var dX, dY;
    private var NumHit:Number;
    private static var SoundNote:Number = 0;
    public static var BoomSound:Sound = new Sound(_root);
    //private static var ScaleUp:Boolean = true;
    public function Cell()
    {
        Exploding = false;
        dX = random(2) * -2 + 1;
        if (random(2) == 0)
        {
            dX *= .5;
        }
        dY = random(2) * -2 + 1;
        if (random(2) == 0)
        {
            dY *= .5;
        }
        NumHit = 0;
    }
    public function compareTo(other:Object):Number
    {
        return 0;
    }
    public function equals(other:Object):Boolean
    {
        return Cell(ID) == Cell(other).ID;
    }
    public function SetMC(mc:MovieClip)
    {
        MC = mc;
        SetID(Cells.Size());
        Cells.Add(this);
        var InsideOf:Cell = this;
        MC.onEnterFrame = function()
        {
            InsideOf.Move();
        };
    }
    public function SetID(id:Number)
    {
        ID = id;
    }
    public function Move()
    {
        MC._x += dX;
        MC._y += dY;
        if (MC._x < 0)
        {
            MC._x = 0;
        }
    }
}

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        dX *= -1;
    }
    else if (MC._x > Stage.width)
    {
        MC._x = Number(Stage.width);
        dX *= -1;
    }
    if (MC._y > Stage.height)
    {
        MC._y = Number(Stage.height);
        dY *= -1;
    }
    else if (MC._y < 0)
    {
        MC._y = 0;
        dY *= -1;
    }
}
public function Explode()
{
    SoundNote = random(5);
    BoomSound.attachSound("boom" + (SoundNote % 5));
    SoundNote++;
    /*if (SoundNote == 0)
    {
        ScaleUp = true;
    }
    else if (SoundNote == 4)
    {
        ScaleUp = false;
    }
    SoundNote += Number(ScaleUp) - Number(!ScaleUp);*/
    BoomSound.start(0, 0);
    Cells.RemoveObject(this);
    if (Cells.Size() == 0 && _root.LEVEL != -1)
    {
        Cell.BoomSound.attachSound("wipeout");
        Cell.BoomSound.start(.3, 1);
        _root.BG.gotoAndPlay("boomshine");
    }
    else if (_root.LevelInstructions[_root.LEVEL].x == _root.GetExploded())
    {
        if (_root.BG._currentframe <= 1)
        {
            _root.BG.gotoAndPlay("goalmatched");
        }
    }
    MC._alpha = 50;
    var InitialExploded:Number = _root.GetExploded();
    Exploding = true;
    var ExplodePercent:Number = 7;
    var OriginalWidth:Number = MC._width;
    var InsideOf:Cell = this;
    delete MC.onEnterFrame;
    _root.UpdateStatusText();
    MC.onEnterFrame = function()

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    {
        var dW:Number = (OriginalWidth * ExplodePercent - this._width) / 20;
        this._width += dW;
        this._height += dW;
        InsideOf.CheckHitWithOthers();
        if (this._width / OriginalWidth + .1 >= ExplodePercent)
        {
            delete this.onEnterFrame;
            if (InitialExploded == _root.GetExploded())
            {
                _root.EndRound();
            }
            InsideOf.Retract();
        }
    };
}
public function Retract()
{
    MC.onEnterFrame = function()
    {
        this._width /= 1.1;
        this._height /= 1.1;
        if (this._width < 3)
        {
            delete this.onEnterFrame;
            removeMovieClip(this);
            this.removeMovieClip();
        }
    };
}
public function IsExploding():Boolean
{
    return Exploding;
}
public static function RemoveAllCells()
{
    var tempL:Number = Cells.Size();
    for (var i:Number = 0; i < tempL; i++)
    {
        var CurCell:Cell = Cell(Cells.Get(i));
        CurCell.Retract();
    }
}
public function CheckHitWithOthers()
{
    var tempL:Number = Cells.Size();
    for (var i:Number = 0; i < tempL; i++)
    {
        var CurCell:Cell = Cell(Cells.Get(i));
        if (CurCell.Touches(this))
        {
            NumHit++;
            CurCell.Explode();
        }
    }
}
}

```

```
public function Touches(other:Cell):Boolean
{
    return (Ptag(MC._x - other.MC._x, MC._y - other.MC._y) < MC._width / 2 +
other.MC._width / 2);
}
public function toString():String
{
    return "<Cell/>";
}
static function Ptag(xdist:Number, ydist:Number)
{
    return Math.sqrt(xdist * xdist + ydist * ydist);
}
}
```