

## ATARI Colors and Color Registers

| Hex | 0x | 1x | 2x | 3x | 4x | 5x | 6x | 7x | 8x | 9x | Ax | Bx | Cx | Dx | Ex | Fx |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| x0  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| x2  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| x4  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| x6  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| x8  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| xA  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| xC  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| xE  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

| Shadow |        |        | Register |        |        | Standard | SET-COLOR |
|--------|--------|--------|----------|--------|--------|----------|-----------|
| Dec    | Hex    | Name   | Dec      | Hex    | Name   | Dec/Hex  | Dec       |
| 704    | \$02C0 | PCOLR0 | 53266    | \$D012 | COLPM0 | n/a      | n/a       |
| 705    | \$02C1 | PCOLR1 | 53267    | \$D013 | COLPM1 | n/a      | n/a       |
| 706    | \$02C2 | PCOLR2 | 53268    | \$D013 | COLPM2 | n/a      | n/a       |
| 707    | \$02C3 | PCOLR3 | 53269    | \$D014 | COLPM3 | n/a      | n/a       |
| 708    | \$02C4 | COLOR0 | 53270    | \$D016 | COLPF0 | 40/\$28  | 0,2,8     |
| 709    | \$02C5 | COLOR1 | 53271    | \$D017 | COLPF1 | 202/\$CA | 1,12,10   |
| 710    | \$02C6 | COLOR2 | 53272    | \$D018 | COLPF2 | 148/\$94 | 2,9,4     |
| 711    | \$02C7 | COLOR3 | 53273    | \$D019 | COLPF3 | 70/\$46  | 3,4,6     |
| 712    | \$02C8 | COLOR4 | 53274    | \$D01A | COLBAK | 0/\$00   | 4,0,0     |

Note: Missiles have the same color as corresponding Players (e.g. P0=M0, P1=M1) except when joined together as 5th player by setting Bit 4 of GPRIOR (623/\$026F) or PRIOR (53275/\$D01B). Then they have the color of register 3 = COLOR3/COLPF3.