**Sprites: Names and Boundary**

Name, x, y, w, h

WorldMap:

"WorldTileSet", 0, 0, 512, 256

Font:

"asciiBlue", 0, 256, 32, 60

"asciiRed", 0, 256, 32, 60

"asciiWhite", 0, 256, 32, 60

"asciiYellow", 0, 256, 32, 60

"asciiGreen", 0, 256, 32, 60

UI:

* HpBar

"HpBarFrame", 0, 256, 54, 12

"HpBarGreenAnimation", 54, 256, 150, 32 (50x8, 11frames)

* GunBox

"GunBoxFrame", 0, 292, 64, 32

"GunBoxBackground", 64, 292, 60, 28

* ModBox

"ModBoxFrame", 0, 324, 16, 16

"ModBoxBackground", 16, 324, 12, 12

"ModBoxCoolDdown", 28, 324, 12, 12

* ModIcons

"ModIcons", 0, 340, 96, 8

* KelvinBar

"KelvinGlassBar", 0, 348, 22, 64

"KelvinThinLiquid", 22, 348, 4, 40

"KelvinLiquidAnimation", 26, 348, 20, 12 (4x4 5 frames, 4x8 5 frames)

"KelvinIcons", 0, 412, 96, 8

* StatIcons

"Stats", 0, 420, 16, 8

* AnnouncementBox

"AnnouncementBoxFrame", 0, 428, 128, 22

"AnnouncementBoxBackground", 0, 450, 118, 14

Weapons:

* WeaponsUI

"WeaponsUI", 0, 512, 512, 1536

Player:

"PlayerSprite", 0, 2048, 256, 80

Entities:

* Bottles

"Bottles", 0, 2028, 40, 24

Effects:

* Weapons

"KE-6H-explosion", 0, 2558, 144, 24