Stage-Select-Sprites

|  |  |
| --- | --- |
|  | Headline (8 Sprites)  Stage-Text (10 Sprites) |

Spritedata for the Headline are stored from $03EADB - $03EB17

The first Byte is the number of sprites (#$08).

After that every sprite has 7 Bytes. For example the first sprite (on the very right) has these values:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| #$30 | #$00 | #$97 | #$FF | #$C0 | #$00 | #$31 |  |
| X-Pos low | X-Pos high | Y-Pos low | Y-Pos high | Spr.Block l | Spr.-Block h | Col-Pal |  |

At the very end of the Data-Block there are 4 Bytes I don’t understand yet.

The pointer to this Data-Block is at: $03DD3C

Spritedata for the Stage-Text is stored from $03EB18 - $03EB63.

The pointer to the Stage-Text-Sprites is at: $03DD3E