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 of the headline) 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 |  |

Colors can be:

#$31 – blue

#§33 – red

#§35 – green

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

There is a second pointer list, pointing to the 4 Bytes at the end of each Data-Block.

For this Data-Block it’s at $03DE0C

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

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

The pointer to the 4-Bytes is at: $03DE0E

Gfx-Pack for these sprites is $16F48E

|  |  |  |  |
| --- | --- | --- | --- |
| **Table for the new $16F48E Gfx-Pack** | | | |
| **Headline:** | **Level** | | |
| A = #$C4 00  B = #$C2 00  C = #$AE 00  E = #$CA 00  G = #$C0 00  L = #$C8 00  R = #$CE 00  S = #$CC 00  T = #$C6 00 | A = #$00 00  B = #$02 00  C = #$04 00  D = #$06 00  E = #$08 00  F = #$0A 00  G = #$0C 00  H = #$0E 00  I = #$20 00  J = #$22 00  K = #$24 00  L = #$26 00  M = #$28 00 | N = #$2A 00  O = #$2C 00  P = #$2E 00  Q = #$40 00  R = #$42 00  S = #$44 00  T = #$46 00  U = #$48 00  V = #$4A 00  W = #$4C 00  X = #$4E 00  Y = #$60 00  Z = #$62 00 | - = #$64 00  ‘ = #$66 00  0 = #$0C 01  1 = #$0E 01  2 = #$20 01  3 = #$22 01  4 = #$24 01  5 = #$26 01  6 = #$28 01  7 = #$2A 01  8 = #$2C 01  9 = #$2E 01 |

|  |  |
| --- | --- |
|  | STAGE SELECT  BATTLE START  STAGE SELECT 2  BATTLE START 2  The pointers for the 13 Stages are between the Stage-Select and Battle-Start pointers. |