CRT 360: Advanced Prototyping

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

	0	1.	2	3	4	5	6	7	8	9	10	111,	12	13	14	15
0	0		2	9	4	5	6	7	1	0	10	1	12	13	1	15
11	6	17	lone)	19	2.0	21	22	33	2.4	25	\$6	27	28	29	30	i prompi
2	32.	33	34	35	36	37	38	P	uy	41	42	3 3	44	45	46	4
3	18	49	50	51	52	63	\ 57	55	56	57	58	59	60	61	62	63
4	1 4	65	66	67	68	69	70	71	72	73	74	75	76	77	78	70
5	80	8	82	83	84	85	86	87	88	89	90	91	92	93	94	þ5
6	96	97	98	99	100	Fla	2102	• 103	104	405	106	107	108	Casl	iek	
7	112	770	114	115	116	117	118	119	120	121	122	123	124	175	126	11.7
8	128	120	130	131	132	133	n	911	320	137	138	139	140	41	1/2	14);
9	1			147/ r@@ce	7 40	140	YAA	3177	150	150	TEA	100	156	157	158	159
10	Jessel	0		1/63	64	165	165	167	in in its second	169	110	171	172	\$[74) 1 1 1, (1)
111	1			79	200	101	It	en	3600	99C	180	101	100	189	oney	191
Me	tal I Nam	Det ne	ecti	CG	Nage	2					19 (3)					
-	len(45		Pa	wr		54	OP				P				
Note	es													·		
Starting Room of the game, and where Barry goes to offlood his body. Henry has upgrades to your metal detector, a ticket out of																
Ba	((y	90	25	60	Of	Floo	id	h:5	b	oct	J.	Hen	(y 1	nas	UP	g(od 6
60	40	ul	m	3/91/	10	lete	co	CI	9	UCI	lone	00	10	6		
Sai	ndu	cit	eſ,	ana	10	thes	im	port	4116	- 17	EMO	FOI	50	416.		

CRT 360: Advanced Prototyping

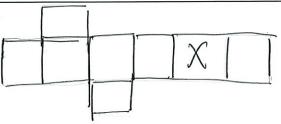
GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

	0	1	2	3	4	5	6	7	8	9	10	111	12	13	14	15
0	0)mod	/2	3	7	1	6	17	8	9	10	11	Towns 1	13	inemi,	15
1	16	17	18	19	20	(-(2/1	23	24	25	26	27 /	28	29	30	31
2	32	33	34		16	37	/38	39	40	41	42	43	44	45	46	多
3	48	49	50	51	52	53	57	55	56 216s	57	Toc	59	60	61	62	1895
4	64	65	66	100	68	69	70	11)	(5)		60.	75	76	77	78	8
5	80	81	82	CON TO	84	B	7/	87	88	89	90 (GI	292 20	93	94	95
6	96	97	98	99	100	Hai	102	103	104	405	106	107	108	109	110	111
7	112	W	114	115	116	117	118	119	120	121	122	123	124	125	111	127
8	128	129	130	131	132.	POIN)	C 34,	135	(3s)	CAB.	11/1	139	140	141	142	143
9	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
10	160	161	162	163	164	15	1	16	168	169	170	yound The	172	173	174	175
111	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

Level Name		
Sandu	ater Public Beach	
Notes		
First Expect Change.	beach you go to: All the bo find here; Cans, watches, (in And a dog.	items you'd





CRT 360: Advanced Prototyping

GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

	0	1	2	3	4	5	6	7	8	9	10	111	12	13	14	15
0	0	1	2	3	Δ	5 ()GE	20ar	8 (Ġ	- C	incomi incomi	12	.10	14	15
1	16	17	100	[comonia	20	21	Ben	$\mathcal{C}\mathcal{C}\mathcal{G}$	24	25	26	27	1	29	38	1 31
2	32	33	94	35	36		38	6 -C	Sal	41	42	43	44	45	46	47
3	48	49	5	Powd powd	52	53	57	re /	56	57	58	2/2	20	61	62	63
4	64	65	66	67	68	69	70	X	72	73	74	75 C	76	77	78	79
5	80	81	82	83	84	85	86	Class /	88	89	90	91	92	93	94	95
6	96	97	98	99	, more)) (CD) (2000)	102	61	104	405	106	107	108	109	110	Second Se
7	112	13	77	115	116	117	110	119	12B	(1dg	G ₂₂	123	124	125	126	1/2
8	11.	129	GO	OBS	132	133	134	13/	136	137	138	3 350	35	141	142	143
9	ĮĄĄ	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
10	160	161	162	163	164	1	lu	4 7	168	169	170	171	172	173	174	175
11	.76	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

Level Name	9							
San	duale	r Publi	ic [Jumpi.	19 G	Dund		
Notes								
Right tiosh,	next but	to De	becd	h, Sce what	enic (ight? [y Say.	.ols 07	C
				+)	<u></u>			
						X		