"Anni5 Flash File"

- **labels**:

    Replacement for the area labels. The label frames go as follows:

1	The End.	17	Atlantis.	33	The Flip.	49	Mount Hydredron.
2	Arid Flats.	18	Insanity.	34	Shock.	50	Fuelyard.
3	Overflow.	19	Sheol.	35	Excruciance.	51	Mechanical.
4	The Split.	20	The Maze.	36	XS Exodus.	52	Command.
5	Wall of Sorrow.	21	The Tracks.	37	Quantum Undersides.	53	Acheron River.
6	SS Exodus.	22	The Sky.	38	Guns Blazing.	54	Fartherlands.
7	Retrograde.	23	The Gallery.	39	Lemniscateum.	55	Wreckage.
8	The Machine.	24	The Pit.	40	%%%%%%%%%%%.	56	The Grave.
9	The Hollows.	25	Juxtaposition.	41	The Hub.	57	Wailing Sepulcher.
10	Golgotha.	26	Castle.	42	Desintegration.	58	Hell!
11	Anguish.	27	Stormscapes.	43	Skyfolding.	59	Decay.
12	Gloom.	28	The Farlands.	44	Floating City.	60	Denial.
13	Blight.	29	The Hyperfuture.	45	Breeze.	61	Anger.
14	Ruin.	30	Rapture.	46	Mirror Planetarium.	62	Bargaining.
15	Nevermore.	31	Wastelands.	47	Depths of Despair.	63	Dark Rapture.
16	The Future.	32	Collapse.	48	Aqueros Coast.	64	Frost.
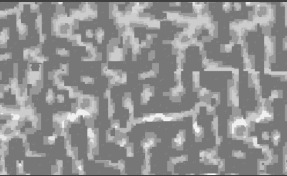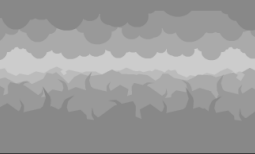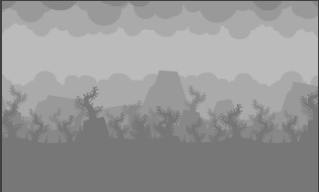
- **map**:

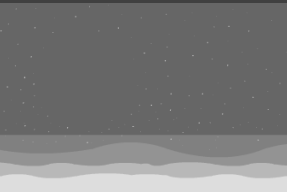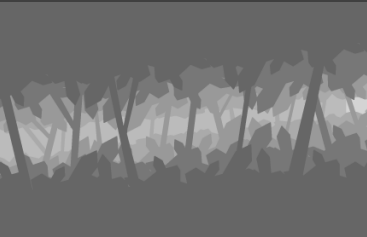| Image	Description
	Replacement for the in-game map. There are several pages: "lightworld", "rightworld", "leftworld", "darkworld", "darkerworld", "darkrapture", "console", "console2", "console3", "console4", "console5", "trainmenu", "shopmap", and "cutscene1".

- **backgrounds**:
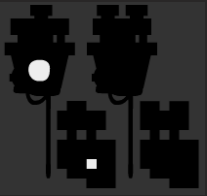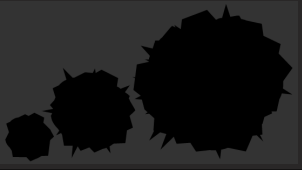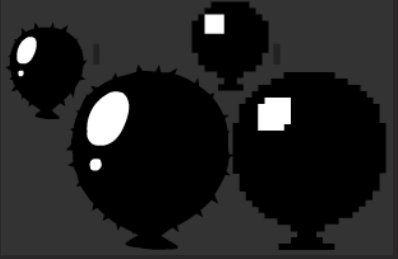
Image	Description

	"bg2xl", an upscaled city background.
	"bg2_rapt", a broken down city background.
	"bg_pit", an underground city background.
	"mothershipbg", a dark clouds background.
	"BgVoid", fully white background.
	"Background_castle", castle ruins background.
	"bgstyxwaterfall", an upwards flowing river bg.
	"bgsolid2", a different shade of "bgsolid". "bgsolidchunky", an upscaled "bgsolid".
	"dudbg2", suburbs background.
	"farlandsbg", mountain wall (right) background. "farlandsbg2", mountain wall (left) background.

Image	Description
	"farlandsbg3", shifting lands background.
	"field2bg_waste", wastelands background.
	"gladebg", glade background.
	"sunbg", space background.
	"icecavebg" & "icecavebg2", crystal cave backgrounds.

- hazards:

Image	Description
	"FloaterSaw", "dudsawsmall" & "dudsawbig", alternative saw art_alts.
	"dudsawsmall2" & "dudsawbig2", saw art_alts for agons.
	"frozenorbsmall", a frozen crunch art alt.
	"firehazard", fire hazard art alt.

Image	Description
	"SpitterX_redshift", "SpitterY_redshift" & "Bullet_redshift", offset turret art alts (for command).
	"AimSpitter_p" & "AimSpitter_v" turret art alts for precision turrets and V-shot turrets (and their retro variants: "SpitterZretro_p" & "SpitterZretro_v").
	"FloaterIce", "OrbRocks" & "OrbRocksBig", sharp rocks art_alts.
	"BalloonSmall", "BalloonLarge" & "BalloonLink2", spiky balloons art alts (and their retro variants: "BalloonSmallRetro", "BalloonLargeRetro" & "BalloonLink2Retro").
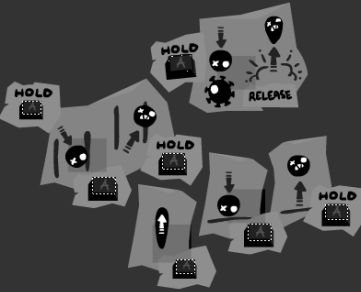
- enemies:

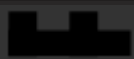| Image	Description
	Arrangement of enemy art alts. From left to right, top to bottom: "GhastDeco", ghost shooting fireballs art_alt. "GhostLarge" & "OrbGhost", ghost variants of Ogles and Oogles. "MovingOrbGhost", agon-sized ghost art_alt. "EnderDeco", tall guy deco. "LilBoro" & "WormFloater", worm art_alts. "SpiderHang", hanging spider deco. "DeadSkullCrow" & "FlyingFish" dead croast and dead fish art alts (and their retro variants: "DeadSkullCrowretro", "RetroFlyingFish"). "MaskPhantom", big croast art alts for Musks.

- decorations:

Image	Description
	"dudropedeco" & "dudropedeco2", rope decorations.
	"windowdeco" broken window decoration.

|	
	"decotrackswheel" train wheel decoration.
	"DecoAlgaeTip" & "DecoAlgae", seaweed decorations.
	"dudropedeco3" hang rope decoration.
	"GlowBulb", "GlowBulbOff" & "GlowBulbSmall", hanging lightbulbs art alts to replace glowing mushrooms ("GlowShroom", "GlowShroomSmall").
	"Decoration7_right" & "Decoration7_down", arrow decorations.
	"goldenskull" secret golden skull decoration.
	"minecraft_leaves" and "minecraft_chest", minecraft-inspired tiles. (Used in a Fartherlands secret).
	"sausagegrill_deco", grill decoration. (Used in a Fartherlands secret).
	"GlowCandle" & "GlowCandleBig", candle art alts to replace glowing mushrooms ("GlowShroom").

Image	Description
	"IceShine", "IceShine2" & "IceShine3", ice shine animations to use alongside ice tiles.
	"GlowShard" & "GlowShard2", crystals art alts to replace glowing mushrooms ("GlowShroom").
	"Overlaysmush", overlay for mushroom caves & "Overlaysquantum", overlay for science labs.
	"SandFadeUp" & "SandFadeDown", decorations to use alongside sand tiles.
	"MinecraftOre", decoration tile with bright rock overlays.
	"trackdeco", train tracks decoration tile.
	"sidestone_left" & "sidestone_right", decorations to use alongside ice tiles.
	"decorationinsanity", tutorial decoration for gravity beam boosts. "decorationminejump", tutorial decoration for mine boosts. "decorationfci2", tutorial decoration for water mixies. "decorationfci1", tutorial decoration for flying. (Unused).

- savefiles:

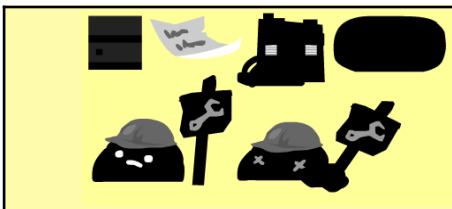| Image	Description
CHOOSE A SOUL... DELETE ◀BACK	A replacement for the save file select screen.

- grave_npcs:

Image	Description
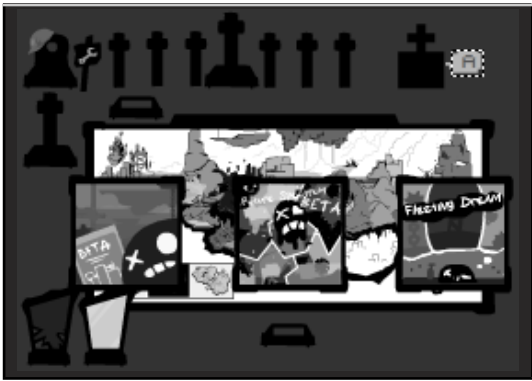
Image	Description
	From left to right, top to bottom, "NPCdudm9", "NPCdudm5", "NPCdudm10", "NPCdudm4", "NPCdudm6", "NPCdudm7", "NPCdudm8", "NPCdudm3", "NPCdudm2".

- [npcs](#):

Image	Description
	From left to right, "NPCdud11" (glitching skeleton), "NPC_SD_1", "NPCdud5".
	From left to right, "NPCdud10", "NPCdudG3", "NPCdudG1", "NPCdudG2", "NPCdudG4".
	From left to right, top to bottom, "NPCdud15", "NPCdud17", "NPCdudNAN", "NPCdud16", "NPCdud20", "NPCdud2", "NPCdud21", "NPCdud12", "NPCdud1, "NPCdud22", "NPCdud23".
	From left to right, "NPCdud4", "NPCdud8", "NPCdud6", "NPCdud14", "NPCdudNAN2", "NPCdud13", "NPCdud7".
	From left to right, top to bottom, "NPCH6", "NPCH7", "NPCH8", "NPCH9", "NPCH11", "NPCHM", "NPCHM2", "NPCHX".

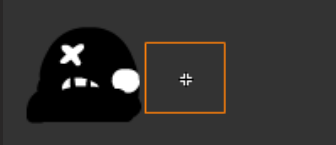|	
	From left to right, top to bottom, "NPCdud3", "NPCM1", "NPCdud18", "NPCdudsausage", "NPCdudNAN3", "NPCdudNAN4".

- ### particles:

Image	Description
	From top to bottom, left to right, "FallLeafGround", "FallLeafRed", "FallLeaf", "FireflyParticle", "shooting_star", "snowpart", "snowpart2", "beamembers".
	From left to right, "RockDark", "RetroLeaves1", "RetroLeaves2", "RetroLeaves3", "retrohail_part", "IceShineRetro", "retrosnow_part".

- ### misc:

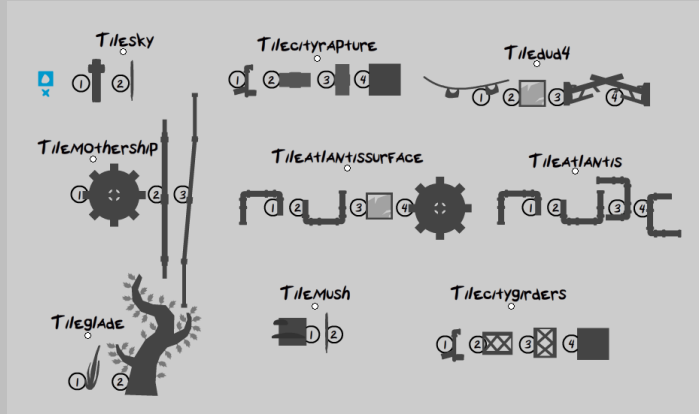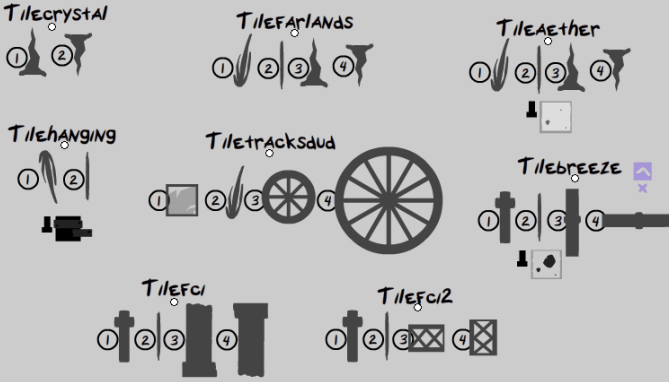| Image	Description
	NPC fixes (from TEIN Remake) as well as both retro and glitch Floater fixes (used to be slightly offset when used alongside solid tiles).
	Replacements for Speech Bubbles that add extra characters such as apostrophes or extra language support (currently only applies for spanish), as well as "SpeechBubble_large", which works as an art_alt to "SpeechBubble" that allows for longer dialogues.
	"cart3b", a broken iron cart to art_alt carts ("Cartridge").
	"CartCoin", a coin pickup to art_alt carts ("Cartridge").

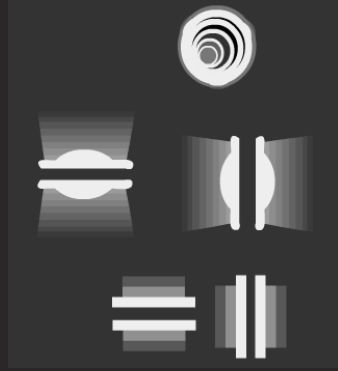| Image	Description
	"PlayerCold", a player art_alt ("Player") that slightly shivers in cold. Also exhales out a visible breath.
	"PlayerGlitch", a player art_alt ("Player") that is noticeably glitched off to the side.

- rockets:

Image	Description
	From left to right, top to bottom: "RocketBalls", huge balls. "RocketTip" & "RocketWindow", decoration tiles that make up a rocket's shell. "RocketThrusterOff" & "RocketThruster", rocket thrusters, art_alts for Wailers ("ElectroBall"). "NPCtrainsystem", a computer NPC, used inside of a train. "tv_screen_deco" & "tv_screen_deco_off", big TV decorations. "tv_screen_deco_latrans", TV NPC that displays one area from the Anniversary 3 mod upon being interacted with. "antennaDeco", communication tower decoration.

- tilesets:

Image	Description
	"Tilesky", graveyard tileset (invisible water). "Tilecityrapture", broken down city tileset. "Tiledud4", suburbs tileset. "Tilemothership", ship tileset. "Tileatlantissurface", pumping facility tileset. "Tileatlantis", pipes tileset. "Tileglade", glade tileset. "Tilemush", mushroom cave tileset.

	"Tilecitygirders", city tileset (plus girders).
	"Tilecrystal", crystal cave tileset. "Tilefarlands", mountain tileset. "Tileaether", mountain tileset (sand replaces pipes, use alongside sand transition tiles). "Tilehanging", hanging tileset (wood replaces pipes). "Tiletracksdud", train tracks tileset. "Tilebreeze", cold sewers tileset (ice replaces pipes, use alongside ice shines, invisible lowgrav tiles). "Tilefci" & "Tilefci2", ruined city tilesets.

- portals:

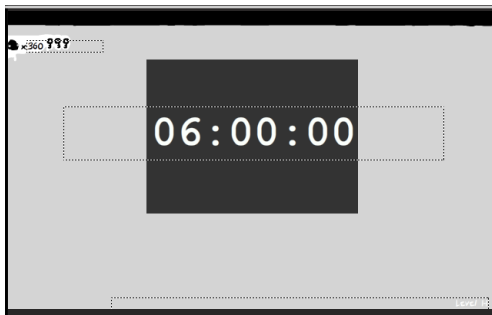| Image	Description
	"WarpzonePortal", a wormhole decoration. "PortalUp_deco", "PortalDown_deco", "PortalLeft_deco" & "PortalRight_deco", wall portal decorations, and their retro variants: "PortalUp_retro", "PortalDown_retro", "PortalLeft_retro" & "PortalRight_retro".

- retro:

Image	Description
	An arrangement of retro assets. You can find them in the modding resources.

- hud:

Image	Description

Image	Description
06:00:00	Replacement for the game's hud. Allows for longer level names and shows keys in retro levels.

- spectrum:

Image	Description
	An arrangement of assets from Shattered Spectrum. You can find them in the modding resources.