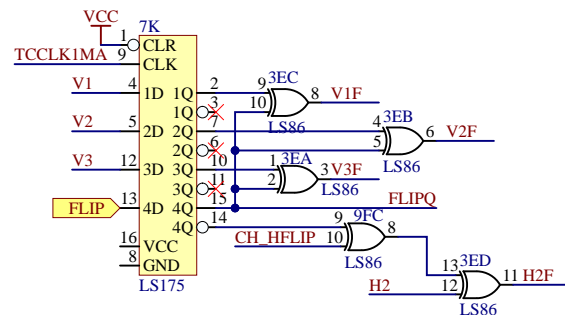
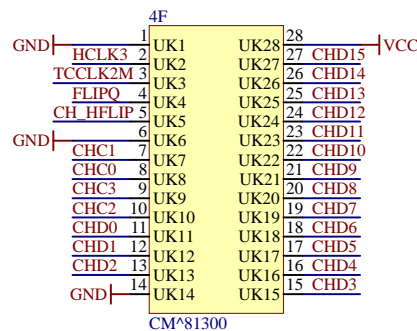
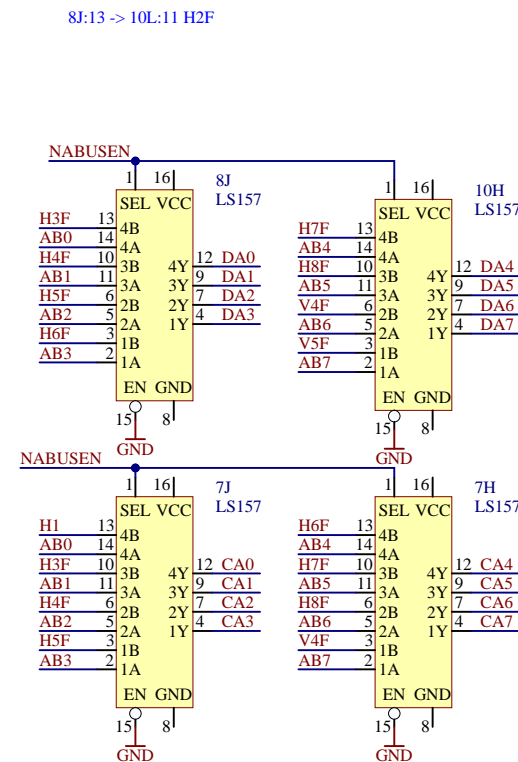
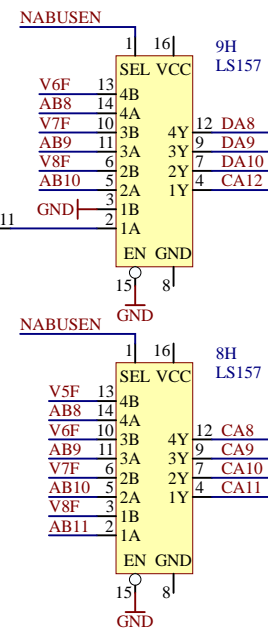
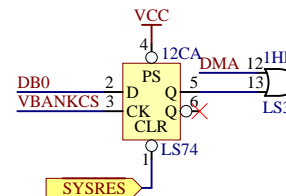
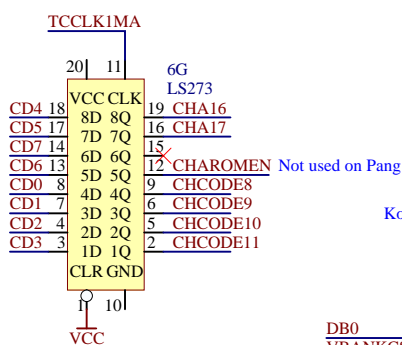
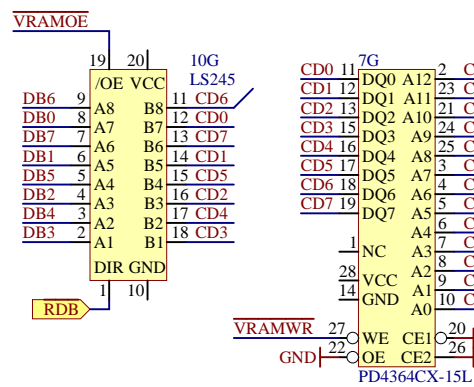
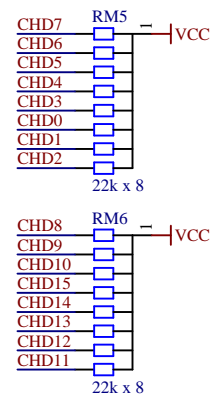
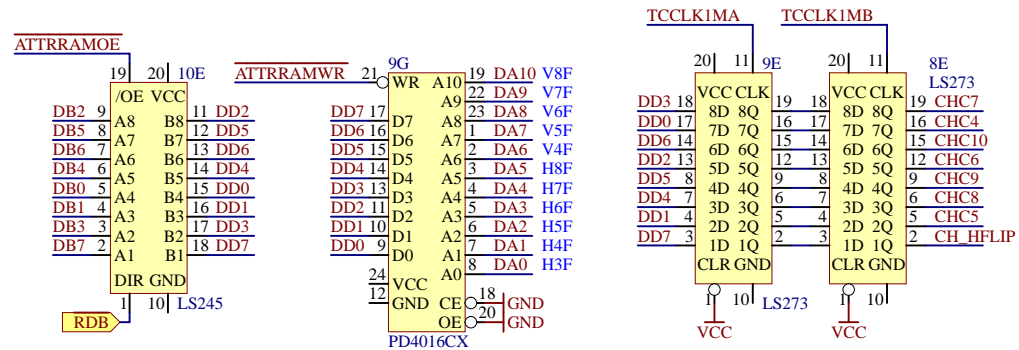
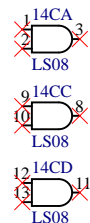
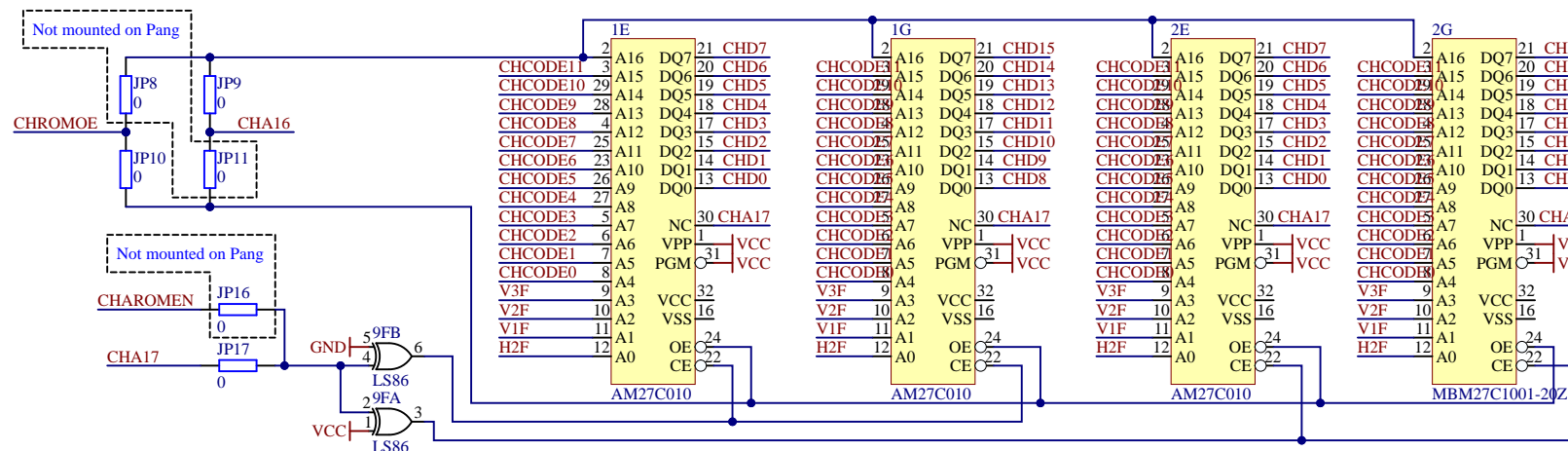


Title: **Pang - Objects**

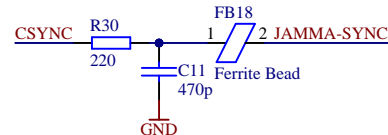
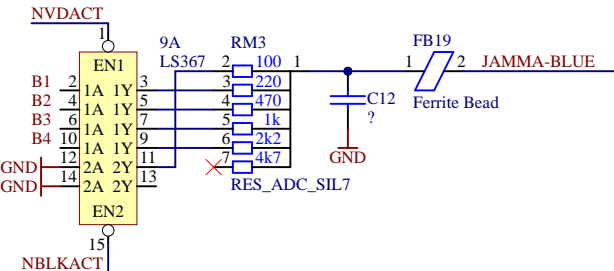
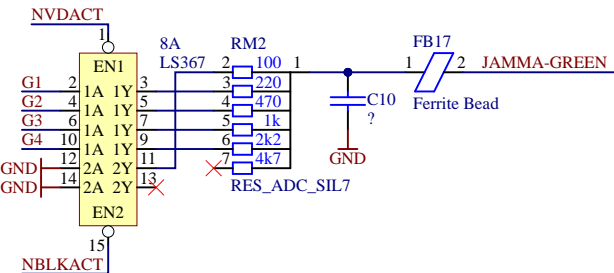
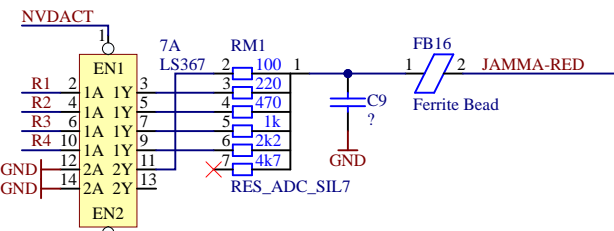
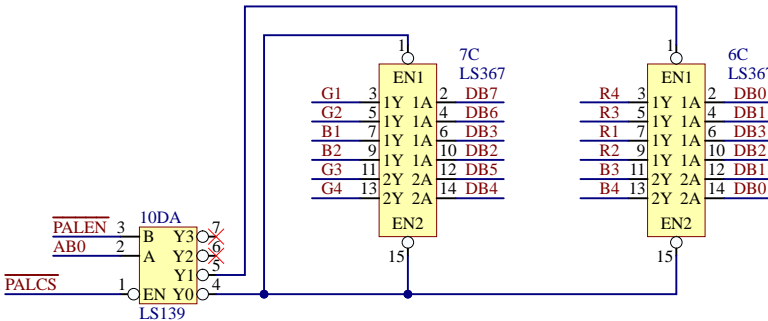
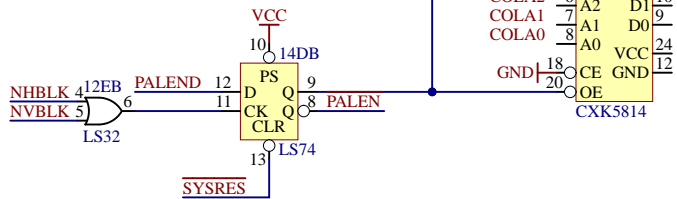
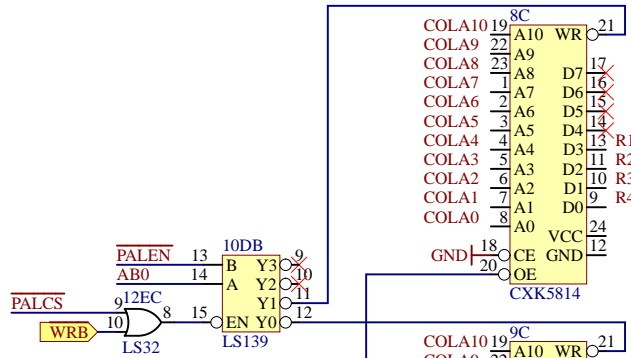
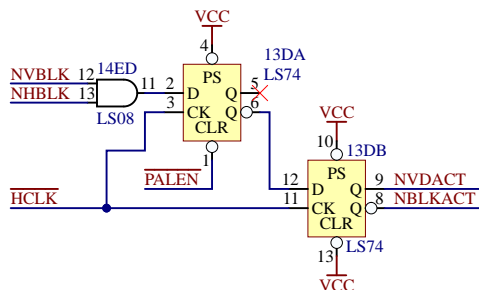
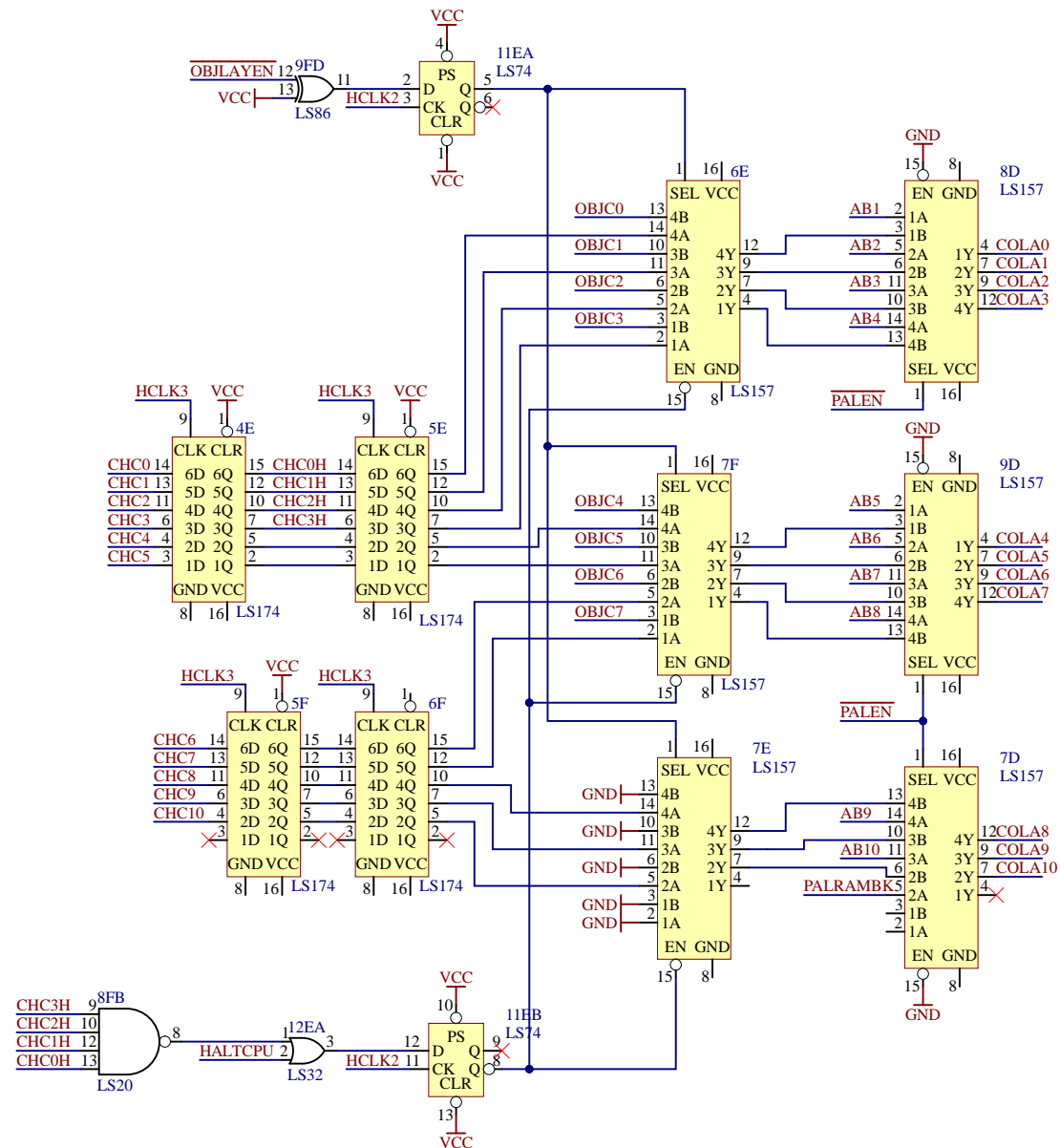


Tilemap:  
- 8x8 tiles  
- 64 columns, 32 rows

Palette:  
- 2048 entries =  $2048 \times 4\text{bytes} = 8192\text{ bytes}$ .

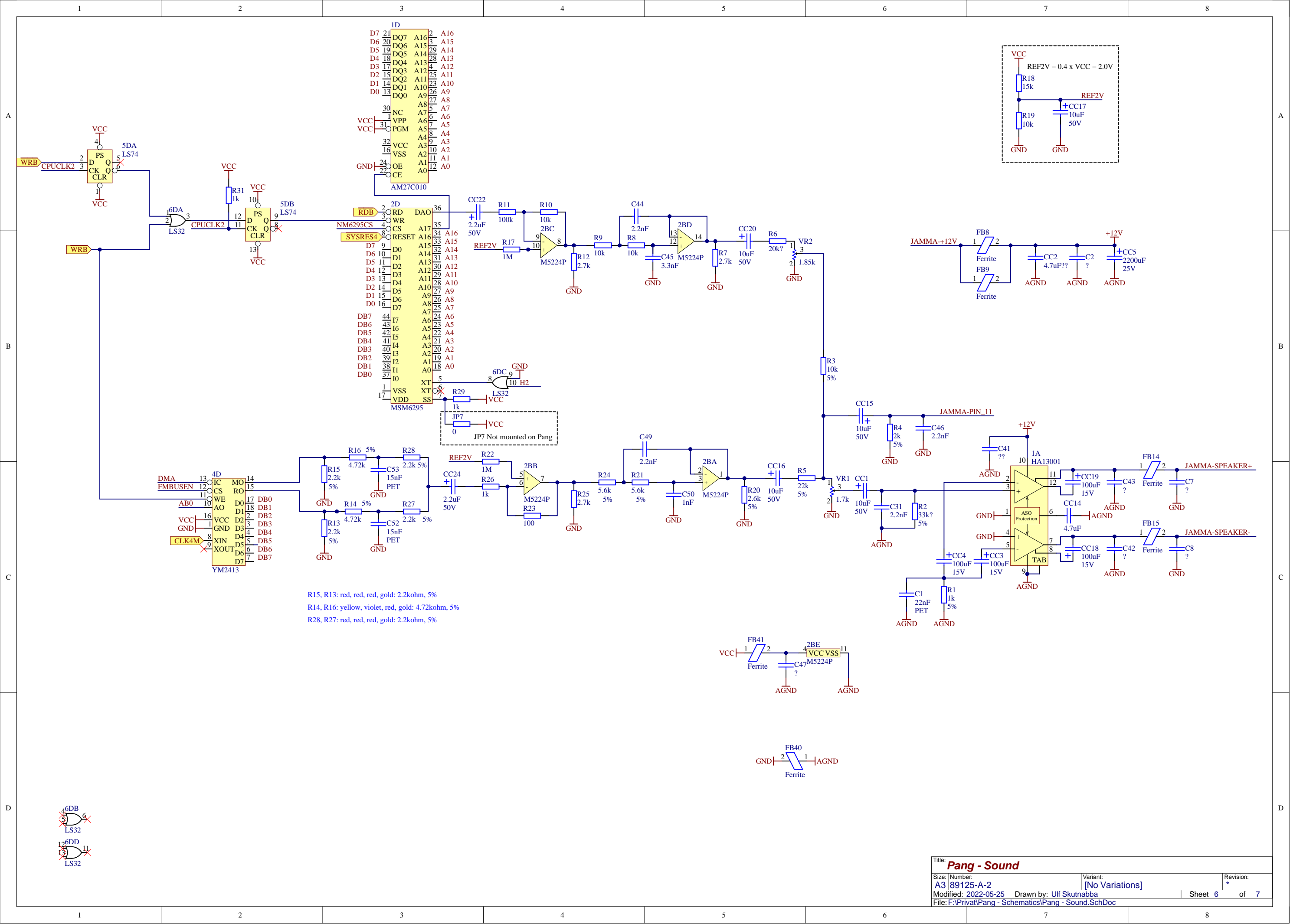


OBJC0-OBJC7:  $2^8 = 256$  colors  
CHC0-CHC3:  $2^4 = 16$  colors.  
CHC0-CHC11:  $2^{12} = 2048$  colors.









R15, R13: red, red, red, gold: 2.2kohm, 5%  
R14, R16: yellow, violet, red, gold: 4.72kohm, 5%  
R28, R27: red, red, red, gold: 2.2kohm, 5%

