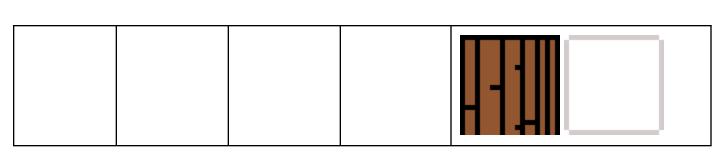
Background Tiles 20x20					
Road 0x00	Flower Grass 0x01	Grass 0x02	Red Door 0x03		
Blue Door 0x04	Green Door 0x05	Brown Door 0x06	Red Window R 0x07	-	
Brown Window R 0x08	Blue Window R 0x09	Green Window R 0x0A	Red Window L 0x0B		##

Brown Window L 0x0C	Blue Window L 0x0D	Green Window L 0x0E	House Wall 0x0F		
Couch Cushion 0x10	Couch seat 0x11	Couch arm L 0x12	Couch Arm R 0x13		
Table Alan R 0x14	Table Alan L 0x15	Table Curtis L 0x16	Table Curtis R 0x17		
Broadcast Table R 0x18	Broadcast Table L 0x19	Hardwood 0x1A	Tile 0x1B	9	ê



Transparent non				
characters				
Table TL	Table TR	Table BL	Table BR	• •
0x00	0x01	0x02	0x03	
Roof L	Roof R	Roof Top	Fridge	
0x04	0x05	0x06	0x07	
Oven	Sculpt 1	Sculpt 2	Sculpt 3	# #
0x08	0x09	0x0A	0x0B	
Sculpt 4	Gun	Bullet	Key	*
0x0C	0x0D	0X0E	0x0F	
Trash 1	Trash 2	Trash 3	Trash Gate	<u> </u>
0x10	0x11	0x12	0x13	
Trash arch	Light L	Light R	Camera	<b>*</b>
0x14	0x15	0x16	0x17	
Bed 1 0x18	Bed 2 0x19			<b>;</b> ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;

Boomy						
Forward L 0x00	Forward N 0x01	Forward R 0x02	<b></b>	•	•	
Side N 0x03	Side L 0x04	Side R 0x05	*	*	*	
Side Shoot 0x06	Side Hurt 0x07	Side Confuse 0x08			<b>&amp;</b>	
Other Side N 0x09	Other Side L 0x0A	Other Side R 0x0B	*	*	<b>K</b>	
Alan						
Alali						
Forward L 0x00	Forward N 0x01	Forward R 0x02	<b>*</b>	÷	<b>\$</b>	
Side N 0x03	Side L 0x04	Side R 0x05				
Other Side N 0x06	Other Side L 0x07	Other Side R 0x08				
Front cry 1 0x09	Side cry 1 0x0A	Front cry2 0x0B	•		•	

Sculptor					
Sculptor run N 0x00	Sculptor Run 2 0x01	Sculptor run 3 0x02	<b>**</b>	<b>⊕</b>	4
Sculptor run 4 0x03	Sculptor run 5 0x04			**************************************	

Boomy HUD (64x64)				
Normal	Surprised	Mad	Hurt	
0x00	0x01	0x02	0x03	
Alan HUD (64x64)				
Normal	Surprised	Mad	Hurt	
0x00	0x01	0x02	0x03	