Items

Coins

Red rupee gives you 20, not 10

Enemies

Skeleton / guard

White Skeleton, yellow, black frame height changed to 30 since sprite for green guard is 28 tall

armored skeleton

frameW="36" frameH="37" to fit the Sword Guard sprites for all 3 colors

Blue Bat

Changed width to 25 and height to 20 and y-off to 0 for SandCrab

made “floating” false

Older versions (archived in case we crash the game and have to rollback):

01

Items

Coins

Red rupee gives you 20, not 10

Enemies

Skeleton / guard

White Skeleton frame height changed to 30 since sprite for green guard is 28 tall

armored skeleton

frameW="36" frameH="37" to fit the Sword Guard sprites

Blue Bat

Changed width to 25 and height to 20 and y-off to 0 for SandCrab

made “floating” false

00- original