

# BITMAPS

[BACK](#)

a bitmap file



## bitmap file header

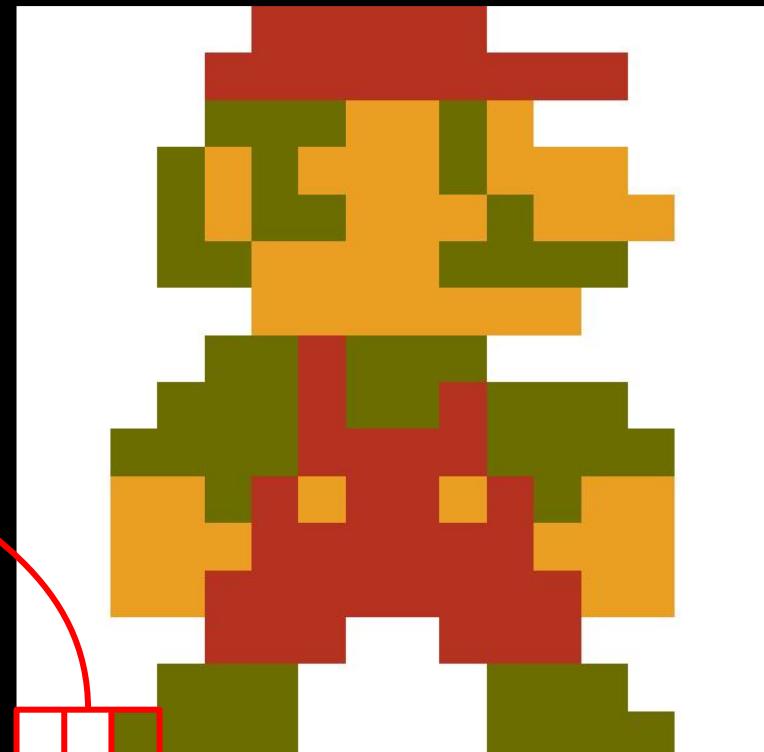
## bitmap info header

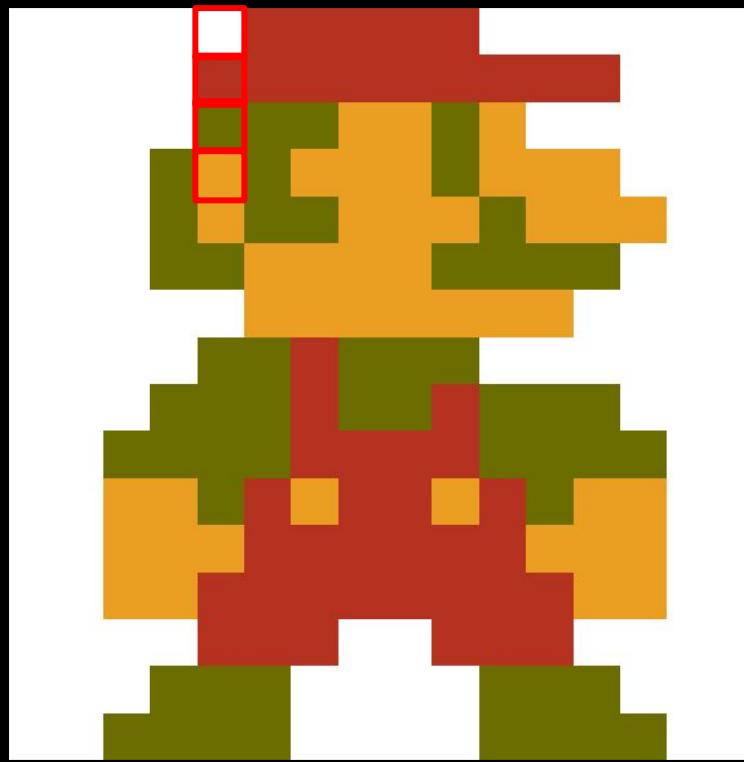
## pixel data

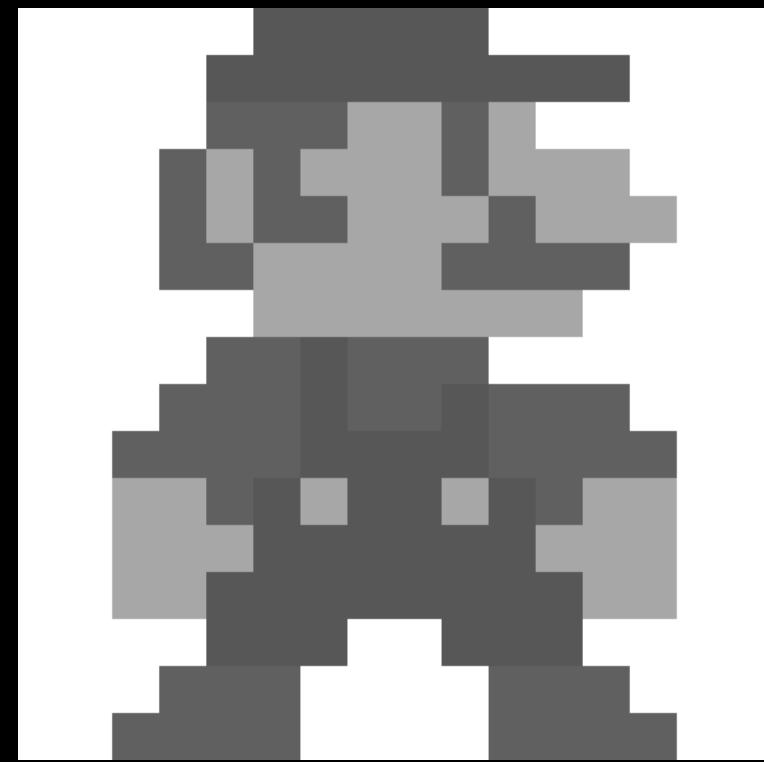
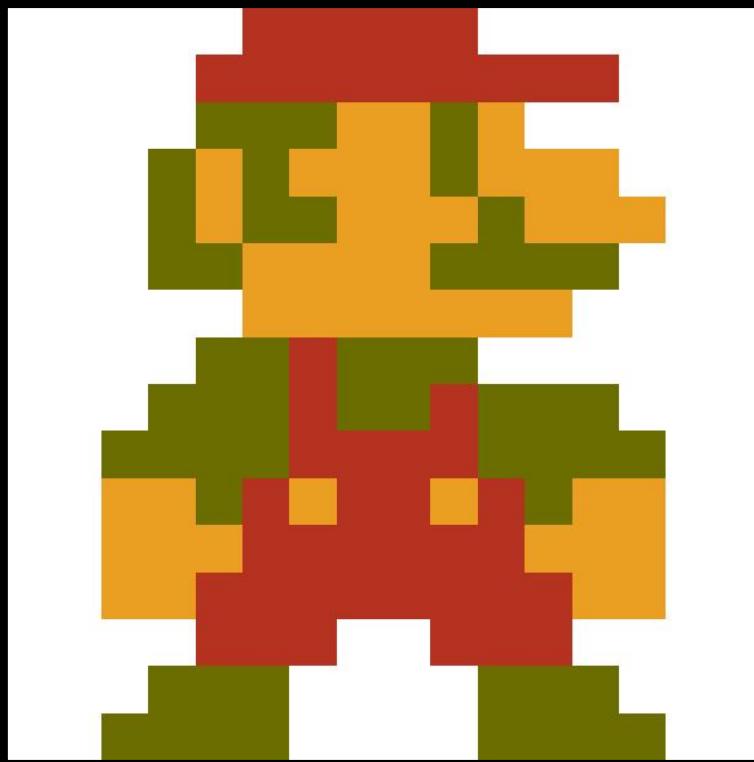
super_mario_color.bmp																x	
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000000010	00	00	10	00	00	00	10	00	00	00	01	00	18	00	00	00	00
000000020	00	00	00	03	00	00	C4	0E	00	00	C4	0E	00	00	00	00	00
000000030	00	00	00	00	00	00	FF	00	6D	6B	00						
000000040	6D	6B	00	6D	6B	00	6D	6B	FF								
000000050	FF	FF	FF	FF	00	6D	6B	00									
000000060	FF	00															
000000070	6D	6B	00	6D	6B	00	6D	6B	FF								
000000080	FF	FF	FF	FF	00	6D	6B	FF									
000000090	FF																
0000000A0	FF	FF	20	31	B5	20	31	B5	20	31	B5	FF	FF	FF	FF	FF	FF
0000000B0	FF	20	31	B5	20	31	B5	20	31	B5	FF						
0000000C0	FF	22	9E	EA	22												
0000000D0	9E	EA	20	31	B5	20	31	31									
0000000E0	B5	20	31	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E	EA	22
0000000F0	FF	22	9E	EA	22												
00000100	9E	EA	22	9E	EA	20	31	B5	20	31	B5	20	31	B5	20	31	31
00000110	B5	20	31	B5	20	31	B5	22	9E	EA	22	9E	EA	22	9E	EA	22
00000120	FF	22	9E	EA	22												

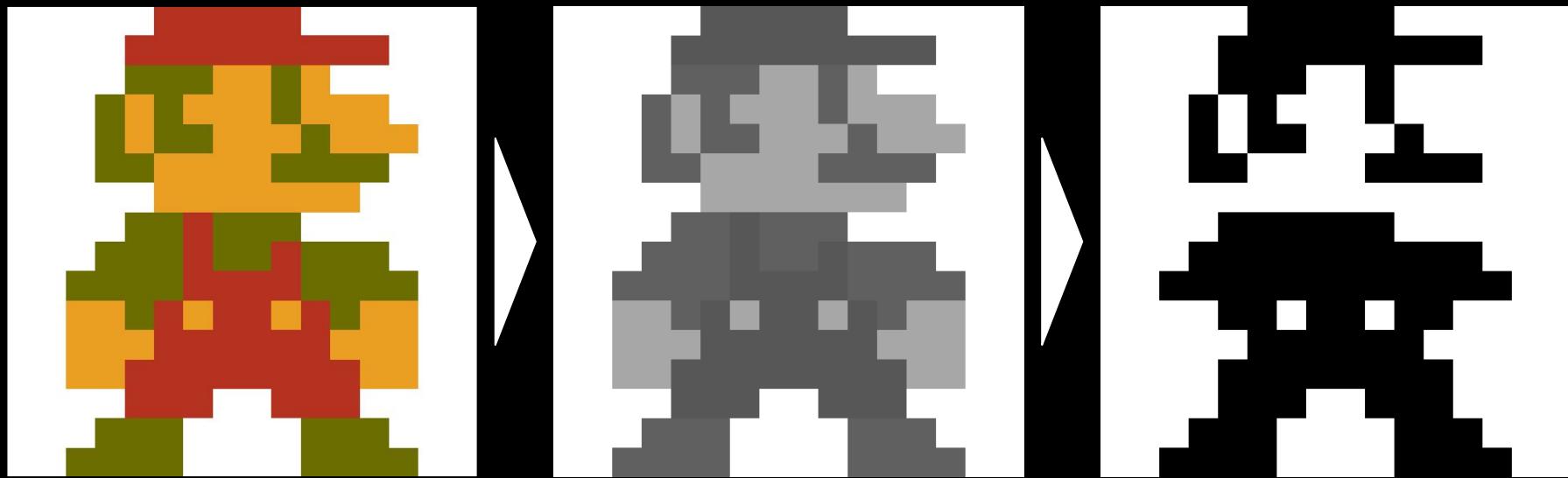
super\_mario\_color.bmp x

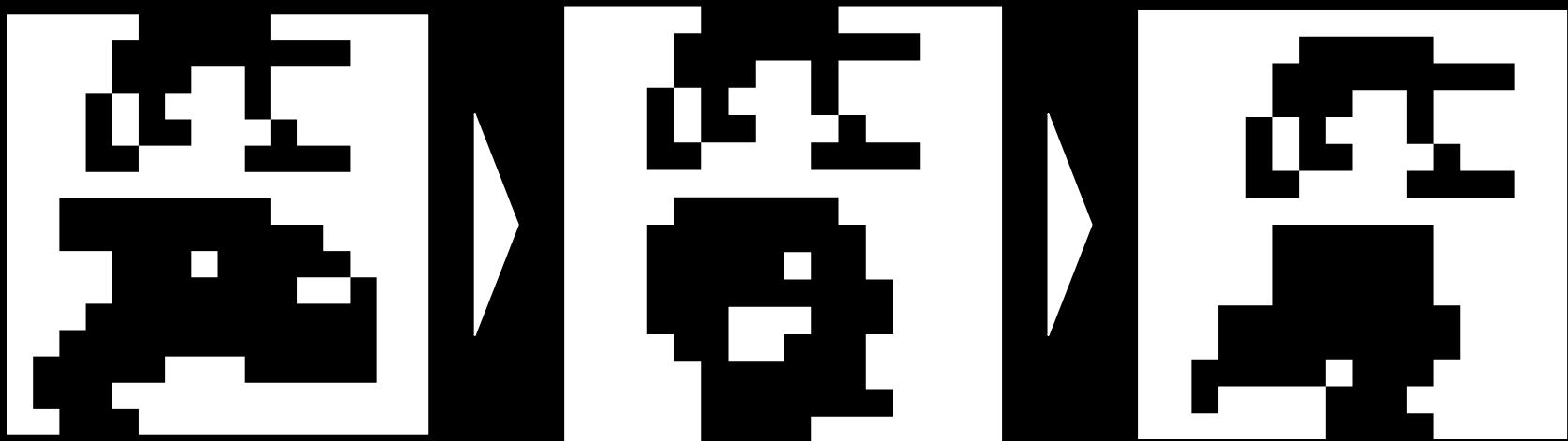
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00000010	00 00 10 00 00 00 10 00 00 00 01 00 18 00 00 00
00000020	00 00 00 03 00 00 C4 0E 00 00 C4 0E 00 00 00 00 00 00
00000030	00 00 00 00 00 00 FF FF FF FF FF FF 00 6D 6B 00
00000040	6D 6B 00 6D 6B 00 6D 6B FF
00000050	FF FF FF FF 00 6D 6B
00000060	FF 00
00000070	6D 6B 00 6D 6B 00 6D 6B FF
00000080	FF FF FF FF 00 6D 6B 00 6D 6B 00 6D 6B 00 6D 6B FF FF FF
00000090	FF
000000A0	FF FF 20 31 B5 20 31 B5 20 31 B5 FF FF FF FF FF FF
000000B0	FF 20 31 B5 20 31 B5 20 31 B5 FF FF FF FF FF FF FF
000000C0	FF 22 9E EA 22
000000D0	9E EA 20 31 B5 20 31
000000E0	B5 20 31 B5 20 31 B5 20 31 B5 22 9E EA 22 9E EA
000000F0	FF 22 9E EA 22
00000100	9E EA 22 9E EA 20 31 B5 20 31 B5 20 31 B5 20 31 B5 20 31
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00000120	FF FF FF FF FF FF FF FF 22 9E EA 22





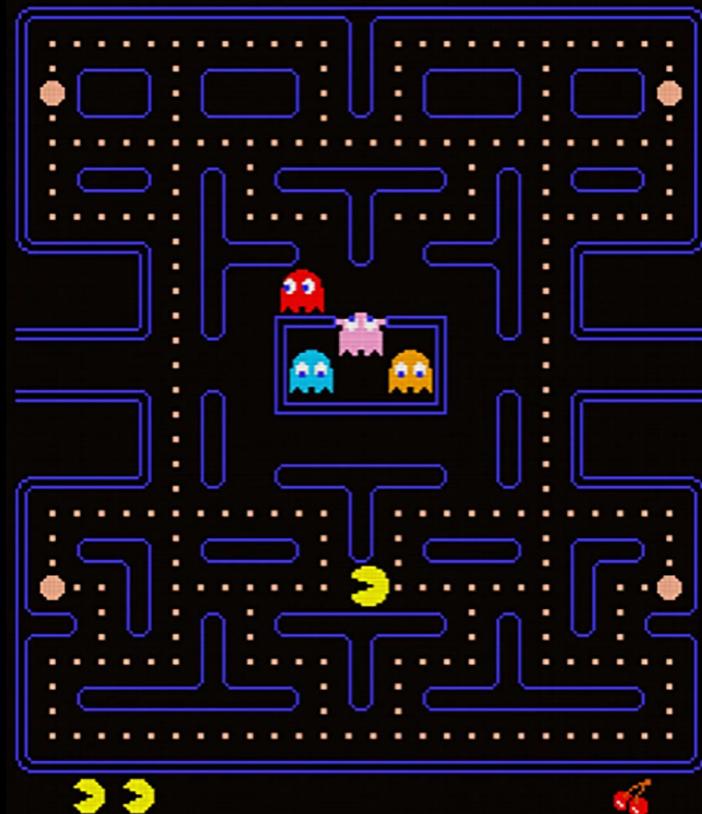


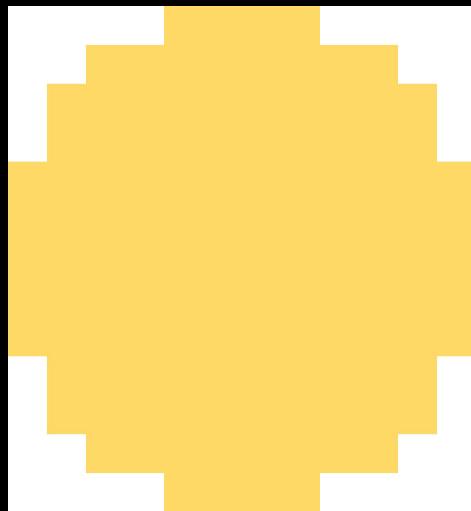




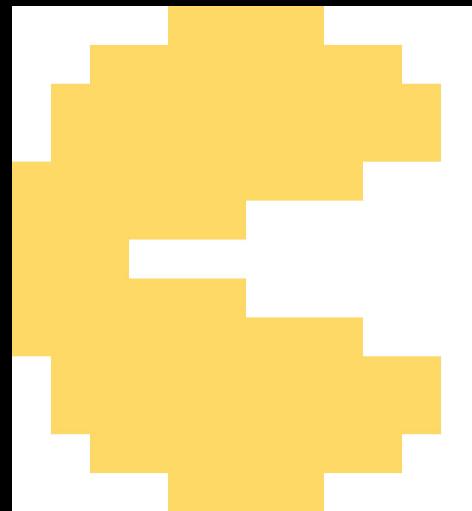
1UP  
00

HIGH SCORE  
16440

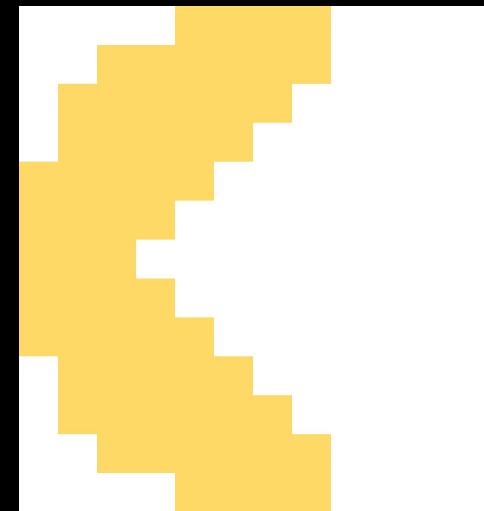




closed

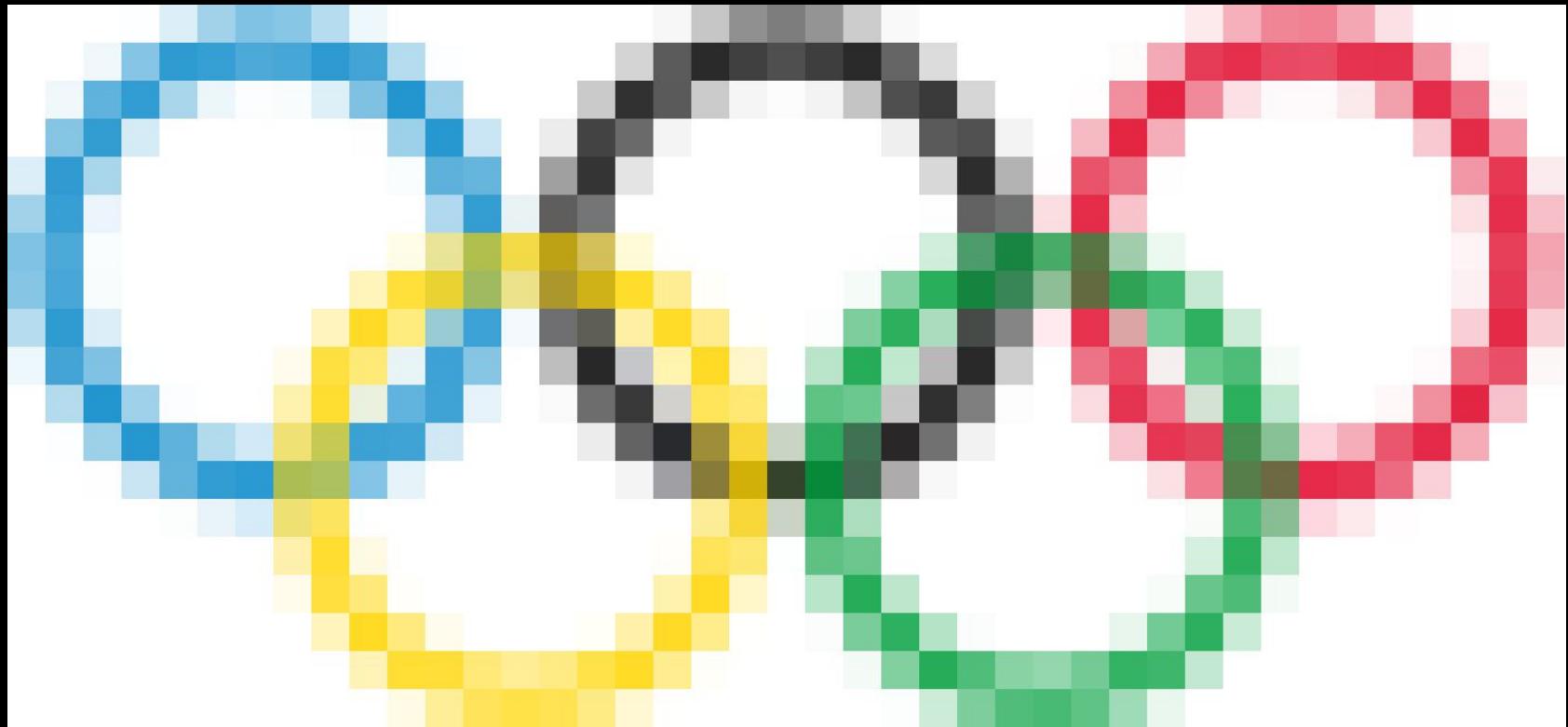


half



open





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