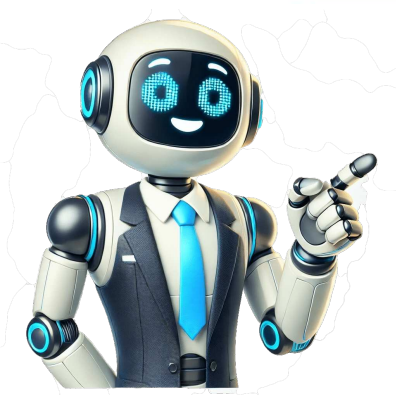


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Sonic Robo Blast (often retroactively abbreviated as SRB1) is a computer fangame based on the Sonic the Hedgehog series. It is a 2D platformer developed by Johnny Wallbank, aka Sonikku, using the game-making tool Klik & Play (its successor, The Games Factory, was used for compiling). Sonic Robo Blast was developed in 1997 and its final version was released in February 1998, making it one of the earliest Sonic fangames. While it was very primitive by today's standards, with crudely drawn graphics, rudimentary gameplay, and many serious bugs, it was nonetheless popular in the Sonic fangaming community due to the large amount of levels and secrets it contained. Shortly after the release of Sonic Robo Blast, Sonikku formed a game development team called Sonic Team Junior and began working on a sequel, Sonic Robo Blast 2. It was originally intended to be another 2D platformer, made with The Games Factory. However, he quickly ran into problems when the software did not support his increasingly ambitious ideas. With the help of SSNTails, the creator of a Sonic-themed Doom modification called Sonic Doom 2, SRB2 was moved to the 3D Doom Legacy engine. While both Sonikku and SSNTails have since retired from SRB2 development, Sonic Team Junior continues working on the game to this day. A remake of Sonic Robo Blast was included as a secret in SRB2 v2.0 and v2.1, although it was incomplete, as it lacked all bosses as well as Space Chase Zone. A full-out update to SRB1 approved by Sonikku, labeled as version 1.4, is presently being worked on by Earless Team, and remakes the entire game from the ground up with the same general level ideas and premise. Levels Sonic Robo Blast consists of 12 two-act zones, plus two final boss levels and six additional one-act zones. Each two-act zone features two bosses: a miniboss at the end of the first act and a proper boss at the end of the second act. Echidnapolis Zone and Sky Lab Zone are played as Knuckles instead of Sonic. Space Chase Zone features Sonic controlling a spaceship and destroying enemies in a shoot'em up style. Lift Zone is a fight against some of the previous bosses in the game, while Last Land Zone is the fight against the final boss. Knothole Base Zone Great Forest Zone Lake Zone Ice Palace Zone Volcano Zone Echidnapolis Zone Sky Lab Zone Mechanical Madness Zone Robotopolis Zone Robo Base Zone Space Chase Zone Ringsattalite[sic] Zone Lift Zone Last Land Zone After completing Last Land Zone, the player is given the password to access the super levels. Void Zone can only be accessed through a hidden exit in Great Unknown Zone. Athenos Zone Great Unknown Zone Void Zone After completing Void Zone, the player is given the password to access the hyper levels. Hidden Palace Zone can only be accessed through a hidden exit in Rocky Mountain Zone. Woodland Hill Zone Rocky Mountain Zone Hidden Palace Zone Secrets Sonic Robo Blast was renowned for having a lot of secrets, including hidden levels, a cheat menu, and the minigame Sonic Pong, a Sonic-themed version of Breakout. Level passwords Lake Zone - tezdiesca Volcano Zone - nokenulak Sky Lab Zone - susonoir Robotopolis Zone - chevalson Space Chase Zone - droodaher Lift Zone - cashrida Super levels - iamhard Hyper levels - iamsonic Outtakes - whata?? Anime sound clips - sonikku SatAM sound clips - waypast Sonic Pong - hitmehard Beta ending screen - flatonneh Music Test - musiczon On the title screen, click near the upper right corner of the screen to access the cheat menu. The cheat menu contains options to start the game with 99 lives, 999 rings or one life, as well as the "Ultimate Cheat", a joke option that simply closes the game. After choosing one of the cheat options, it is still possible to use a password to skip to a different level; the effect of the cheat will carry over to that level. External links Characters [3] Enemies [1] Bosses [3] Tilesets [4] Miscellaneous [2] This page does not work well in portrait mode on mobile. Please rotate your device. This article or section is outdated and has not been fully updated to reflect the current version of SRB2. Please help the Wiki by correcting or removing any misinformation, as well as adding any new information to the page. The player is a special type of Object that the user controls and plays as in SRB2. The player responds to a set of configurable controls that allow it to move or perform an action such as jumping. In Single Player, one or two players can be present, the second player being controlled by a bot with limited AI if present. In multiplayer mode, however, multiple players can simultaneously be playing the game, either as a team or against each other, depending on the gametype being played. In SRB2, as in most Sonic games, the player normally has only a single health point and will die instantly on contact with a harmful Object or hazard - these include enemies, bosses, projectiles, spikes, lasers, lava, etc. The player can collect rings as protection from hazards, which will be spilled on contact with them. Some power-ups such as shields or invincibility can also protect the player from hazards as well as prevent them from spilling rings. However, some hazards will instantaneously kill the player regardless of rings or power-ups - e.g. crushers, death pits, drowning underwater. The player itself has many attributes associated with it - the most important of these are displayed directly on the HUD: the player's ring count, the player's score, the time passed since the start of the level, and the number of lives the player has left. Additional attributes may be displayed depending on the gametype or the type of level being played. Unlike in Doom, SRB2 is usually played with a third person perspective, with the assistance of a chase camera to follow the player around - this allows players to see themselves on the screen directly, unlike in first person view. Player Starts determine where the player is initially spawned (or respawned) in a map, though the exact function of them differs depending on the type of player start and the current gametype. However, in Single Player, Co-op, Race, and Competition, the player may respawn at a Star Post if one was activated before the player previously died, allowing the player to progress through the level without necessarily having to repeat from the beginning on death. The exact abilities and movement speeds of the player depend on the character skin the player has chosen to play with - in unmodified SRB2, the main characters available are Sonic, Tails, and Knuckles. In multiplayer gametypes, the player can also switch their skin color; the exceptions to this are Team Match and CTF, where the player can only be colored Red or Blue. Object/state data The Object type for the player is known as MT_PLAYER. The following properties of this Object type have special significance to the game: SeeState - Starting state for the animation displayed in the multiplayer character select menu AttackSound - Sound played when the thok ability is used PainState - State for the player's pain and sliding animation DeathState - Starting state for the player's death animation PainChance - Default Object type for thokitom Damage - Default Object type for spinitem RaiseState - Default Object type for revitem States - MT_PLAYER State Sprite prefix Sprite subset Frame flags Duration (tics) Action Vari Var2 Next state S_PLAY_STND SPR_PLAY_SPR2_STND FF ANIMATE 105 none 0 7 S_PLAY_WAIT S_PLAY_WAIT SPR_PLAY_SPR2_WAIT FF ANIMATE -1 none 0 16 S_NULL S_PLAY_WALK SPR_PLAY_SPR2_WALK 4 none 0 0 S_PLAY_WALK S_PLAY_SKID SPR_PLAY_SPR2_SKID 1 none 0 0 S_PLAY_WALK S_PLAY_RUN SPR_PLAY_SPR2_RUN 2 none 0 0 S_PLAY_RUN S_PLAY_DASH SPR_PLAY_SPR2_DASH 2 none 0 0 S_PLAY_DASH S_PLAY_PAIN SPR_PLAY_SPR2_PAIN FF ANIMATE 350 none 0 4 S_PLAY_FALL S_PLAY_STUN SPR_PLAY_SPR2_STUN FF ANIMATE 350 none 0 4 S_PLAY_FALL S_PLAY_DEAD SPR_PLAY_SPR2_DEAD FF ANIMATE -1 none 0 4 S_NULL S_PLAY_DRWN SPR_PLAY_SPR2_DRWN FF ANIMATE -1 none 0 4 S_NULL S_PLAY_ROLL SPR_PLAY_SPR2_ROLL 1 none 0 0 S_PLAY_ROLL S_PLAY_GASP SPR_PLAY_SPR2_GASP FF ANIMATE 14 none 0 4 S_PLAY_WALK S_PLAY_JUMP SPR_PLAY_SPR2_JUMP 1 none 0 0 S_PLAY_JUMP S_PLAY_SPRING SPR_PLAY_SPR2_SPNG 2 none 0 0 S_PLAY_SPRING S_PLAY_FALL SPR_PLAY_SPR2_FALL 2 none 0 0 S_PLAY_FALL S_PLAY_EDGE SPR_PLAY_SPR2_EDGE 12 none 0 0 S_PLAY_EDGE S_PLAY_RIDE SPR_PLAY_SPR2_RIDE 4 none 0 0 S_PLAY_RIDE S_PLAY_SPINDASH SPR_PLAY_SPR2_SPIN 2 none 0 0 S_PLAY_SPINDASH S_PLAY_FLY SPR_PLAY_SPR2_FLY 2 none 0 0 S_PLAY_FLY S_PLAY_SWIM SPR_PLAY_SPR2_SWIM 4 none 0 0 S_PLAY_SWIM S_PLAY_FLY_TIRED SPR_PLAY_SPR2_TIRE 12 none 0 0 S_PLAY_FLY_TIRED S_PLAY_GLIDE SPR_PLAY_SPR2_GLID 2 none 0 0 S_PLAY_GLIDE S_PLAY_GLIDE_LANDING SPR_PLAY_SPR2_LAND 7 none 0 0 S_PLAY_STND S_PLAY_CLING SPR_PLAY_SPR2_CLING FF ANIMATE -1 none 0 4 S_NULL S_PLAY_CLIMB SPR_PLAY_SPR2_CLMB 5 none 0 0 S_PLAY_CLIMB S_PLAY_FLOAT SPR_PLAY_SPR2_FLT 7 none 0 0 S_PLAY_FLOAT RUN SPR_PLAY_SPR2_FRUN 7 none 0 0 S_PLAY_FLOAT RUN S_PLAY_BOUNCE SPR_PLAY_SPR2_BNCE SPR_PLAY_SPR2_BNCE FF ANIMATE -1 none 0 0 S_NULL S_PLAY_BOUNCE_LANDING SPR_PLAY_SPR2_LAND FF SPR2ENDSTATE 2 none S_PLAY_BOUNCE S_PLAY_FIRE SPR_PLAY_SPR2_FIRE FF SPR2ENDSTATE 2 none S_PLAY_FIRE FINISH 0 S_PLAY_FIRE S_PLAY_FIRE FINISH SPR_PLAY_SPR2_FIRE 15 none S_PLAY_STND 0 S_PLAY_STND S_PLAY_TWINSPIN SPR_PLAY_SPR2_TWIN FF SPR2ENDSTATE 2 none S_PLAY_JUMP 0 S_PLAY_TWINSPIN S_PLAY_MELEE SPR_PLAY_SPR2_MELEE FF SPR2ENDSTATE 2 none S_PLAY_MELEE FINISH 0 S_PLAY_MELEE S_PLAY_MELEE FINISH SPR_PLAY_SPR2_MLEE 70 none 0 0 S_PLAY_FALL S_PLAY_MELEE_LANDING SPR_PLAY_SPR2_MLEL 35 none 0 0 S_PLAY_WALK S_PLAY_SUPER_TRANS1 SPR_PLAY_SPR2_TRNS FF SPR2SUPER|FF ANIMATE 7 none 0 4 S_PLAY_SUPER_TRANS2 S_PLAY_SUPER_TRANS2 SPR_PLAY_SPR2_TRNS FF SPR2SUPER 3 none 0 0 S_PLAY_SUPER_TRANS3 S_PLAY_SUPER_TRANS3 SPR_PLAY_SPR2_TRNS FF SPR2SUPER|FF FULLBRIGHT 2 none 0 0 S_PLAY_SUPER_TRANS4 S_PLAY_SUPER_TRANS4 SPR_PLAY_SPR2_TRNS FF SPR2SUPER|FF FULLBRIGHT 2 none 0 0 S_PLAY_SUPER_TRANS5 S_PLAY_SUPER_TRANS5 SPR_PLAY_SPR2_TRNS FF SPR2SUPER|FF FULLBRIGHT 2 none 0 0 S_PLAY_SUPER_TRANS6 S_PLAY_SUPER_TRANS6 SPR_PLAY_SPR2_TRNS FF SPR2SUPER|FF FULLBRIGHT 19 A_FadeOverlay 0 0 S_PLAY_FALL Characters Controls Custom character tutorial Ask the publishers to restore access to 500,000+ books. DeviationUpload your creations for people to see, favourite, and share.DreamUpTurn your dreams into realityGenerate your own AI work.Status UpdateTell the community what's on your mind. JournalShare your thoughts, experiences, and stories behind the art.LiteratureUpload stories, poems, character descriptions & more. SubscriptionFund your creativity by creating subscription tiers. A free, powerful and easy-to-use antivirus Incredibly powerful and easy-to-use video editor Enjoy all your Android games on PC The official WhatsApp app for Windows Need for Speed Most Wanted Can you become the Most Wanted? A robust, versatile, and customizable browser Fast, clean and easy web browsing courtesy of Google San Andreas is back to life in GTA IV You are using an out of date browser. It may not display this or other websites correctly You should upgrade or use an alternative browser. Custom-made textures, sprites, objects, sounds, music, and more. Use them in your own addons! Hub Worlds at your fingertips Previous Sheet | Next Sheet This page does not work well in portrait mode on mobile. Please rotate your device. DeviationUpload your creations for people to see, favourite, and share.DreamUpTurn your dreams into realityGenerate your own AI work.Status UpdateTell the community what's on your mind. JournalShare your thoughts, experiences, and stories behind the art.LiteratureUpload stories, poems, character descriptions & more. SubscriptionFund your creativity by creating subscription tiers. About About Contact Us Staff FAQ Advertising © 2003-2025. The VG Resource This is a full list of sprite sets available in SRB2. There are 387 sprite sets and 512 freeslots that are not occupied in an unmodified game. Sprite number Sprite name Description Example frame(s) Miscellaneous 0 SPR_NULL Empty sprite, for invisible Objects 1 SPR_UNKN Used for Objects with an unknown sprite, displays a warning graphic 2 SPR_THOK Thok trail 3 SPR_PLAY Player Enemies 4 SPR_POSS Crawla (Blue) 5 SPR_SPOS Crawla (Red) 6 SPR_FISH Stupid Dumb Unnamed RoboFish 7 SPR_BUZZ Buzz (Gold) 8 SPR_RBUZ Buzz (Red) 9 SPR_JETB Jetty-Syn Bomber 10 SPR_JETG Jetty-Syn Gunner 11 SPR_CCOM Crawla Commander 12 SPR_DETN Deton 13 SPR_SKIM Skim 14 SPR_TRET Turret 15 SPR_TURR Pop-up Turret 16 SPR_SHRP Spincushion 17 SPR_CRAB Crushstacean 18 SPR_CR2B Banpyura 19 SPR_CSPR Banpyura spring 20 SPR_JJAW Jet Jaw 21 SPR_SNLR Snailer 22 SPR_VLTR Bird Aircraft Strike Hazard 23 SPR_PNTY Pointy, and its spikeballs 24 SPR_ARCH Robo-Hood 25 SPR_CBFS Lance-a-Bot 26 SPR_STAB Lance-a-Bot spear aura 27 SPR_SPSH Egg Guard 28 SPR_ESH1 Egg Guard's shield 29 SPR_GSNP Green Snapper 30 SPR_GSNL Green Snapper leg 31 SPR_GSNH Green Snapper head 32 SPR_MNUS Minus 33 SPR_MNUD Minus dirt 34 SPR_SSHL Spring Shells (green and yellow) 35 SPR_UNID Unidots, and its spikeballs 36 SPR_CANA Canaries 37 SPR_CANG Canariworg 38 SPR_PYRE Pyre Fly 39 SPR_PTER Pterabyte 40 SPR_DRAB Dragonbomber Bosses 41 SPR_JETF Boss Jet June 42 SPR_EGOM Egg Mobile 43 SPR_EGLZ Egg Mobile laser cannon 44 SPR_EGON Egg Slimer 45 SPR_TANK Egg Slimer tanks 46 SPR_COOP Egg Slimer goop 47 SPR_EGGO Sea Egg 48 SPR_SEBH Sea Egg bottom 49 SPR_FAKE Sea Egg decoy 50 SPR_SHCK Sea Egg shockwave 51 SPR_EGGP Egg Colosseum 52 SPR_EFIR Egg Colosseum jet flame 53 SPR_EGR1 Spectator Eggrobbo 54 SPR_FANG Fang 55 SPR_BRKN Fang broken robots 56 SPR_VLVR WHAT Fang exclamation mark explosion 57 SPR_VVRE Greyscale Fang teleport hoop 58 SPR_PROJ Fang projector light 59 SPR_FBOB Fang bomb 60 SPR_FSGN Fang sign 61 SPR_BARX TNT Barrel explosion 62 SPR_BARD TNT Barrel dust 63 SPR_EGGR Placeholder for Red Volcano Zone's boss 64 SPR_BRAK Brak Eggman and Brak Eggman (Old) 65 SPR_BGOO Brak Eggman (Old) goop 66 SPR_BMSL Brak Eggman (Old) missile 67 SPR_EGGT Placeholder for Egg Rock Zone's boss 68 SPR_RCKT Brak Eggman rocket 69 SPR_ELEC Brak Eggman electric barrier 70 SPR_TARG Brak Eggman target reticule 71 SPR_NPLM Brak Eggman napalm bomb (large) 72 SPR_MNPL Brak Eggman napalm bomb (small) 73 SPR_METL Metal Sonic (Race and Battle) 74 SPR_MSCF Metal Sonic shield 75 SPR_MSCB Unused Collectibles 76 SPR_RING Ring 77 SPR_TRNG CTF Team Ring (red and blue) 78 SPR_TOKE Emerald Token 79 SPR_RFLG CTF Red Flag 80 SPR_BFLG CTF Blue Flag 81 SPR_SPHR Blue Sphere 82 SPR_NCHP NIGHTS chip 83 SPR_NSTR NIGHTS star 84 SPR_EMBM Emblem 85 SPR_CEMG Chaos Emeralds (1, 2, 3, 4, 5, 6, 7) 86 SPR_SHRD Emerald Hunt shard Interactive Objects 87 SPR_BBLS Air Bubble Patch 88 SPR_SIGN Signpost 89 SPR_SPIK Spikeball 90 SPR_SFLM Elemental Shield's fire trail 91 SPR_SFLM Elemental Shield's fire trail (Player Colored) 92 SPR_USPK Spike 93 SPR_WSPK Wall Spike 94 SPR_WSPB Wall Spike base 95 SPR_STPT Star Post 96 SPR_BMNE Big Floating Mine 97 SPR_PUMI Rollout Rock Monitors 98 SPR_MSTV Miscellaneous monitor sprites 99 SPR_XLTY Golden monitor 100 SPR_TRRI CTF Team Ring Monitor (Red) 101 SPR_TBRI CTF Team Ring Monitor (Blue) 102 SPR_TVRI Super Ring Monitor (10 Rings) 103 SPR_TVPI Pity Shield Monitor 104 SPR_IVAT Attraction Shield Monitor 104 SPR_TVFO Force Shield Monitor 105 SPR_TVAR Armageddon Shield Monitor 106 SPR_TVWW Whirlwind Shield Monitor 107 SPR_TVEL Elemental Shield Monitor 108 SPR_TVSS Super Sneakers Monitor 109 SPR_TVIV Invincibility Monitor 110 SPR_TVIU Extra Life Monitor 111 SPR_TVIP Extra Life Monitor (textless) 112 SPR_TVEG Eggman Monitor 113 SPR_TVMX Teleporter Monitor 114 SPR_TVMY Random Monitor 115 SPR_TVGV Gravity Boots Monitor 116 SPR_TVRC Recycler Monitor 117 SPR_TV1K Score Monitor (1,000 Points) 118 SPR_TVTK Score Monitor (10,000 Points) 119 SPR_TVFL Flame Shield 120 SPR_TVBB Bubble Shield 121 SPR_TV2P Lightning Shield Projectiles 122 SPR_MISL Snailer missile 123 SPR_TORP Sea Egg torpedo 124 SPR_ENRG Metal Sonic energy ball projectile 125 SPR_MINE Jetty-Syn Bomber's/Skim's mine 126 SPR_IBUL Jetty-Syn Gunner's bullet 127 SPR_TRLS Turret laser 128 SPR_CBLI Cannonball 129 SPR_AROW Robo-Hood arrow 130 SPR_CFRIR Glaregoyl fire Greenflower Zone scenery 131 SPR_LETR Letter 132 SPR_FWR1 GFZ Flower 133 SPR_FWR2 Sunflower 134 SPR_FWR3 Budding Flower 135 SPR_FWR4 CEZ Flower 136 SPR_BUS1 Berry Bush 137 SPR_BUS2 Bush 138 SPR_BUS3 Blueberry Bush 139 SPR_TRE1 GFZ Tree, GFZ Berry Tree, GFZ Cherry Tree 140 SPR_TRE2 Checkered Tree, Checkered Tree (Sunset) 141 SPR_TRE3 Crystal Tree (Aqua), Crystal Tree (Pink) 142 SPR_TRE4 Polygon Tree 143 SPR_TRE5 Bush Tree, Red Bush Tree 144 SPR_TRE6 Spring Tree Techno Hill Zone scenery 145 SPR_THZP THZ Steam Flower 146 SPR_FWR5 THZ Spin Flower (Red) 147 SPR_FWR6 THZ Spin Flower (Yellow) 148 SPR_THZT Whistlebush 149 SPR_ALRM Alarm Deep Sea Zone scenery 150 SPR_GARG Gargoyle 151 SPR_SEWE Seaweed 152 SPR_DRIP Dripping Water 153 SPR_CORL Coral (Green), Coral (Red), Coral (Orange), Large Coral (Brown), Large Coral (Beige) 154 SPR_BCRY Blue Crystal 155 SPR_KELP Kelp 156 SPR_ALGA Animated Kelp top 157 SPR_ALGB Animated Kelp segment 158 SPR_DSTG Stalagmite (DSZ1), Stalagmite (DSZ2) 159 SPR_LIBE Light Beam Castle Eggman Zone scenery 160 SPR_CHAN Chain (Decorative) 161 SPR_FLAM Torch 162 SPR_ESTA Eggman Statue and Eggman Disco Statue 163 SPR_SMCH Chain (Small) 164 SPR_BMCH Chain (Large) 165 SPR_SMCE Mace (Small) 166 SPR_BMCE Mace (Large) 167 SPR_YSPB Yellow Spring Ball 168 SPR_RSPB Red Spring Ball 169 SPR_SFBF Firebar (Small) 170 SPR_SFBF Firebar (Large) 171 SPR_BANR Pole Banner (Red), Pole Banner (Blue) 172 SPR_PINE Pine Tree 173 SPR_CEZB CEZ Shrub (Small), CEZ Shrub (Large) 174 SPR_CNDL Candle, Candle Pricket 175 SPR_FLMH Flame Holder 176 SPR_CTRC Fire Torch 177 SPR_CFLG Waving Flag (Red), Waving Flag (Blue) 178 SPR_CSTA Crawla Statue 179 SPR_CBBS Lance-a-Bot Statue 180 SPR_CABR Brambles And Canyon Zone scenery 181 SPR_BTBL Tumbleweed (Big) 182 SPR_STBL Tumbleweed (Small) 183 SPR_CACT Cacti 184 SPR_WWSG Caution Sign 185 SPR_WWS2 Cacti Sign 186 SPR_WWS3 Sharp Turn Sign 187 SPR_OILL Mine Oil Lamp 188 SPR_OILF Mine Oil Lamp flare 189 SPR_BARR TNT Barrel 190 SPR_REMT TNT Proximity Shell 191 SPR_TAZD Dust Devil 192 SPR_ABST Dust 193 SPR_MCRT Minecart 194 SPR_MCSP Minecart spark 195 SPR_SALD Minecart Saloon Door 196 SPR_TRAE Train cameo locomotive 197 SPR_TRAI Train cameo wagon 198 SPR_STEA Train steam Red Volcano Zone scenery 199 SPR_FLME Flame from a flame jet 200 SPR_DFLM Flame from a spinning flame jet 201 SPR_LFAL Lavafall 202 SPR_JPLA Big Fern, Jungle Palm 203 SPR_TFLO Torch Flower 204 SPR_WVIN RVZ1 Wall Vine (Long), RVZ1 Wall Vine (Short) Christmas scenery 205 SPR_XMS1 Christmas Pole 206 SPR_XMS2 Candy Cane 207 SPR_XMS3 Snowman, Snowman (With Hat) 208 SPR_XMS4 Lamp Post, Lamp Post (Snow) 209 SPR_XMS5 Hanging Star 210 SPR_XMS6 Mistletoe Frozen Hillside Zone scenery 211 SPR_FHZI Ice Shard (Small), Ice Shard (Large) 212 SPR_ROSY Amy Cameo Haunted Heights Zone scenery 213 SPR_PUMK Jack-o'-lantern 1, Jack-o'-lantern 2, Jack-o'-lantern 3 214 SPR_HHPL HHZ Tree 215 SPR_SHRM Purple Mushroom 216 SPR_HHZM HHZ Grass, HHZ Tentacle 1, HHZ Tentacle 2, HHZ Stalagmite (Tall), HHZ Stalagmite (Short) Azure Temple Zone scenery 217 SPR_BGAR Glaregoyl, Blue Gargoyle 218 SPR_RCRY ATZ Target 219 SPR_CFLM Green Flame Botanic Serenity scenery 220 SPR_BSZ1 Tall Flowers (BSZ) 221 SPR_BSZ2 Medium Flowers (BSZ) 222 SPR_BSZ3 Short Flowers (BSZ) 223 SPR_BST1 Tulip (Red) 224 SPR_BST2 Tulip (Purple) 225 SPR_BST3 Tulip (Blue) 226 SPR_BST4 Tulip (Cyan) 227 SPR_BST5 Tulip (Yellow) 228 SPR_BST6 Tulip (Orange) 229 SPR_BSZ5 Clusters (BSZ) 230 SPR_BSZ6 Bushes (BSZ) 231 SPR_BSZ7 Vines (BSZ) 232 SPR_DS2B BSZ Shrub, BSZ Clover, Palm Tree (Big), Palm Tree (Small) Other scenery 233 SPR_STLG Stalagmites 234 SPR_DBAL Disco Ball Power-up indicators 235 SPR_ARMA Armageddon Shield orb 236 SPR_ARMF Armageddon Shield ring, front 237 SPR_ARMB Armageddon Shield ring, back 238 SPR_WIND Whirlwind Shield orb 239 SPR_MAGN Attraction Shield orb 240 SPR_ELEM Elemental Shield orb and fire 241 SPR_FORC Force Shield orb 242 SPR_PITY Pity Shield orb 243 SPR_FIRS Flame Shield orb 244 SPR_BUBS Bubble Shield orb 245 SPR_ZAPS Lightning Shield orb 246 SPR_IVSP Invincibility sparkle 247 SPR_SSPK Super Sonic spark 248 SPR_GOAL NIGHTS goal sign Flickies 249 SPR_FBUB Flicky-sized bubble 250 SPR_FLO1 Bluebird 251 SPR_FLO2 Rabbit 252 SPR_FLO3 Chicken 253 SPR_FLO4 Seal 254 SPR_FLO5 Pig 255 SPR_FLO6 Chipmunk 256 SPR_FLO7 Penguin 257 SPR_FLO8 Fish 258 SPR_FLO9 Ram 259 SPR_FLO10 Puffin 260 SPR_FLO11 Cow 261 SPR_FLO12 Rat 262 SPR_FLO13 Bear 263 SPR_FLO14 Deed 264 SPR_FLO15 Cat 265 SPR_FLO16 Canary 266 SPR_FS01 Spider 267 SPR_FS02 Bat Springs and fans 268 SPR_FANS Fan 269 SPR_STEM Gas Jet 270 SPR_BUMP Bumper 271 SPR_BLOD Balloon 272 SPR_SPRY Yellow Spring 273 SPR_SPRR Red Spring 274 SPR_SPRB Blue Spring 275 SPR_YSPR Diagonal Yellow Spring 276 SPR_RSPR Diagonal Red Spring 277 SPR_BSPR Diagonal Blue Spring 278 SPR_SSWY Horizontal Yellow Spring 279 SPR_SSWR Horizontal Red Spring 280 SPR_SSWB Horizontal Blue Spring 281 SPR_BSTY Yellow Boost Panel 282 SPR_BSTR Red Boost Panel Environmental effects 283 SPR_RAIN Precipitation 284 SPR_SNO1 Snowflake 285 SPR_SPLH Water splash 286 SPR_LSPL Lava splash 287 SPR_SPLA Precipitation water splash 288 SPR_SMOK Puff of smoke 289 SPR_BUBL Air bubbles 290 SPR_WZAP Water zap 291 SPR_DUST Spindash dust 292 SPR_FPRT Spindash dust (Elemental Shield) 293 SPR_TFOG Chaos mode enemy entrance fog 294 SPR_SEED Seed spawned by destroyed enemies 295 SPR_PRTL Fan particle Game indicators 296 SPR_SCOR Score markers 297 SPR_DRWN Drowning countdown numbers 298 SPR_FLII Tails hot flight indicator 299 SPR_LCKN Lockon target 300 SPR_TTAG Tag "ITI" sign 301 SPR_GFLG CTF "GOT FLAG!" sign 302 SPR_FNSP "Level Finished" flag Character items 303 SPR_CORK Fang cork 304 SPR_LHRT Amy heart Weapon rings 305 SPR_RRNG Thrown Red Ring 306 SPR_RNGB Bounce Ring (pickup and throw) 307 SPR_RNGI Thrown Red Ring (pickup) 308 SPR_RNGI Rail Ring (pickup) 309 SPR_RNGA Automatic Ring (pickup) 310 SPR_RNGE Explosion Ring (pickup and throw) 311 SPR_RNGS Scatter Ring (pickup) 312 SPR_RNGG Grenade Ring (pickup) 313 SPR_PIKB Bounce Ring Panel 314 SPR_PIKR Rail Ring Panel 315 SPR_PIKA Automatic Ring Panel 316 SPR_PIKE Explosion Ring Panel 317 SPR_PIKS Scatter Ring Panel 318 SPR_PIKG Grenade Ring Panel 319 SPR_TAUT Thrown Automatic Ring 320 SPR_TGRE Thrown Grenade Ring 321 SPR_TSCR Thrown Scatter Ring Mario 322 SPR_COIN Coin 323 SPR_CPRK Coin pickup spark 324 SPR_GOOM Goomba 325 SPR_BGOO Goomba (Blue) 326 SPR_FFWR Fire Flower 327 SPR_FBLL Fire Flower fireball 328 SPR_SHLL Koopa Shell 329 SPR_PUMA Puma 330 SPR_HAMM King Bowser's hammer 331 SPR_KOOP King Bowser 332 SPR_BFLM King Bowser's flame 333 SPR_MAXE Axe 334 SPR_MUS1 Mario Bush (Short) 335 SPR_MUS2 Mario Bush (Tall) 336 SPR_TOAD Toad Nights 337 SPR_NDRN Ideya Drone 338 SPR_NSPK NIGHTS sparkle 339 SPR_NBMP NIGHTS Bumper 340 SPR_HOOP Hoop segment 341 SPR_NSCR NIGHTS score markers 342 SPR_NPRU NIGHTS power-ups: Super Paraloop Drill Refill Nightopian Helper Extra Time Link Freeze 343 SPR_CAPS Ideya Capture 344 SPR_IDYA Ideya 345 SPR_NTPN Pian 346 SPR_SHLP Shleep Secret enemies and hazards 347 SPR_PENG Penguinator 348 SPR_POPH Pophat 349 SPR_HIVE Hive Elemental 350 SPR_BUMB Bumblebore 351 SPR_BBUZ Buggle 352 SPR_FMCE Smashing Spikeball 353 SPR_HMCE Smashing Spikeball (Large, unused) 354 SPR_CACO Cacolantern 355 SPR_BAL2 Cacolantern projectile 356 SPR_SBOB Spinobert 357 SPR_SBFL Spinobert fire trail 358 SPR_SBSK Spinobert fire ghost 359 SPR_HBAT Hangster Debris 360 SPR_SPRK Pickup spark 361 SPR_BOM1 Robot explosion 362 SPR_BOM2 Boss explosion 1 363 SPR_BOM3 Boss explosion 2 364 SPR_BOM4 Underwater explosion 365 SPR_BMNB Big Floating Mine explosion 366 SPR_ROIA Rock debris 367 SPR_ROIB Rock debris 368 SPR_ROIC Rock debris 369 SPR_ROID Rock debris 370 SPR_ROIF Rock debris 371 SPR_ROIR Rock debris 372 SPR_ROIG Rock debris 373 SPR_ROIH Rock debris 374 SPR_ROII Ice debris 375 SPR_ROIJ Rock debris 376 SPR_ROIK Rock debris 377 SPR_ROIL Rock debris 378 SPR_ROIM Rock debris 379 SPR_ROIN Rock debris 380 SPR_ROIO Rock debris 381 SPR_ROIP Rock debris 382 SPR_GFZD GFZROCK debris 383 SPR_BRIC Brick debris 384 SPR_WDDB Wood debris Special Stage 385 SPR_GWLG Green gravity well sprites for Pull Point 386 SPR_GWLR Red gravity well sprites for Push Point Freeslots 387-898 n/a n/a