

STOS Sprites 600 is a collection of more than 600 sprites that have been created for your convenience following the request from STOS users. Not only can these sprites be the foundation of a future program of yours, but will allow you to think of hundreds of other games. For instance games such as Frogger could be created using files out of the Vehicle folder or a Dogfight game could be made using sprites from the Flight folder. There are seven folders on the disc that separate the sprites into various categories. Also on the disc is a program that will show off most of the sprites. To run the program, type: **run"DEMO.BAS"**.

Choose the demo option from the INFO menu to select the continuous demo or select individual sprites by choosing them from the relevant menu. You can also examine the listing to see how the animation and movement strings were put together. Many of the sprites have more than one set of animations allocated to them and all these couldn't be accounted for in the demo due to the lack of space available on the disc. So, to give you an idea of the various animation strings available with each set of sprites you can use the following tables of information:

A:\ALIENS*.MBK

	Move	OpenGuns	Fire	Close	Explode
ALIEN1	1,7,8,9,8,7	2,3,4,5	2 to 6		10 to 16
ALIEN2	4 to 11		12 to 18		
	or 1,2,3,4				
ALIEN3	1,2,3		5 to 10		
ALIEN4	1,2,3,4		9 to 18		
	or 5,6,7,8				
ALIEN5	1		6,5,6,5,6	5,4,3,2	7 to 18
ALIEN6	1,2,3,4				5 to 10
ALIEN7	1,2,3,4				5 to 13
ALIEN8	1,2,3,4				5 to 14
ALIEN9	1 or 1 to 8				9 to 19
ALIEN9B	1 or 1 to 8				9 to 19
ALIEN10	1 to 8				
EGGTIMER	8 to 17				

	Appear	Move	Explode
MONSTER1-4	1,2,3,4,5,6,7,8	9,10,11,10	12,13,14,15,16,17,18,19,20
SLIMSTER	1 to 5		
SMLDROID	1 to 15		

A:\SPACE*.MBK

SHIP1	Fly up	Right	Left	Shield On	Sustain Shield
	1,2	3,4	5,6	12,11,10	9,8,7,8
	Shield Off	Add Wpn	Fire	Explode	
	10,11,12	13,14	15 to 20	21 to 29	

SHIP2	Right	Fly up	Left	Boost	Banking
	1	2	3	4,5,6	7,8,9
	Fire	Explode	Shield		
	10,11,12,19	13 to 18	20 to 28		

SHIP3	Left	Fire	Shield	Explode	
	1,2,3,4	5,6,7,8 & 27	9 to 15	16 to 25	

EXPLODE	1 to 15				
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A:\FANTASY*.MBK**DRAGON** 1 to 10

	Gnome	Witch	Wizard	Clerk
FANTASY	1 or 2	3	4 or 5	6

MARIO 1 to 6**A:\FLIGHT*.MBK****AIRBALON** 1,2,3**AIRSHIP** 1**BIPLANE** (Left) 1,2,3,4 (Up) 5,6,7 (Crash) 8 to 15**HANDGLDR** 1 to 6**HELECOPT** 1,2,3 / 4,5,6 / 7,8,9**JETPLANE** 1/2/3/4**PLANES** 1,2,3 / 4,5,6,7**PRVPLANE** 1 / 2**SEAPLANE** (Left) 1,2,3,4 (Up) 5,6,7**SPITFIRE** (Left) 1,2 (Up) 3,4**A:\GROUND*.MBK**

	Closed	Open	Gun R	Gun L	Turn	Fire R	Fire L
GROUND1	1	2 to 8	15	16	10,11,12	9	13
GROUND2	1,2,3	4,5,6	(Left)8,7	(Right)8,9			
GROUND3	1 to 5						
GROUND4	1 to 4						
GROUND5	1 to 6						

A:\VEHICLE*.MBK**BICYCLE** 1 to 8**LORRIES** 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11 / 12**PORSCHE** 1**SCOOTER** 1 to 5 (Up) 6**SKATEBRD** 1 to 6 (Skate) 7 to 15**SUPERBIK** (Left) 1-10 (Forward) 11 (Right) 12-21**TRIALS** (Left) 1,2,3 (Forward) 4 (Right) 5,6,7 (Top views) 8,9**A:\WATER*.MBK****BATLESHIP** 1 to 4**CLAM** 1 to 6 then 6 to 1**FISH** 1 to 5 then 5 to 1**MERMAID** 1 to 3 then 3 to 1**SHARK** 1 to 5 then 5 to 1**SUBMARIN** 1 / 2 to 5 / 6 / 7 / 8 / 9**WHALE** 1 to 13

The disc has a special format and thus cannot be backed-up using the normal Gem disc duplication procedure. The alternative is to copy files by dragging them out of a Gem window and into the drive B icon. See your Atari ST user guide for further details of this copying procedure.

All the sprites are in MBK sprite files and can be loaded directly into the sprite bank. Alternatively you can load and examine them in the STOS sprite editor. If you use these sprites we'd be delighted to see your program and will return your discs free of charge. Send them to:

**Customer Services, Mandarin Software,
FREEPOST, Macclesfield, SK10 4YB**

You can use any of these sprites in your games which you can then sell for your own commercial gain. However, we do ask that you mention David McLachlan/Mandarin Software in the list of credits in your game.