
Nameless Sprite Editor Classic 40 UPD

i started with wing commander ii, and so far as i can tell, i made the same choices as the player of the classic game. the only change is that i chose oceana rather than atlantica. why? because i thought it would be more fun. i still didn't know about the changes to the story until after i had finished the game. all of that is quite all right, except that you don't choose from a set of options, you choose from a limited list of options that is not available in the classic game. and if you do make the wrong choice, you're back at the start again, so there is no way to go back and try again. it's a nuisance that grows the longer you play. once you're finished with the palette, you're done. as long as you've saved your sprite before closing nse classic, your changes will be made. to edit your rom back to the way it was, simply open the paletted rom in an emulator, and do the same process, except for the color picker, you'll need to select none. open the paint menu and select paste. now you can draw in any shape you want around wally. wally's sprite should be in the center of your window now. you can make him any size you want. draw some clouds, a sky, and a ground for him to walk on. right click the sky layer. select delete from the layers dropdown menu. now click the paint button on the paint menu. now you can use the brush tool to paint on the sky, and then click the paint button again to erase the sky. you should be able to see wally's trainer sprite on the ground. delete the ground also.



It seems that the best original Castlevania games can be found in the oeuvre of Konami's par-excellence creator, Koji Igarashi. Everything he's done since Symphony of the Night might be considered a downloadable freebie, but 1988's classic, direct sequel to Castlevania III: Dracula's Curse, is his true masterpiece. At its best, Castlevania II perfectly combines the epic high-speed action of Konami's arcade shooter games with the backdrop and structure of the granddaddy of videogame epics, the enduring Symphony of the Night. Konami's official descriptions for the game were inspired. As the publisher put it, Castlevania II "immediately strikes a chord of pathos and chivalry". But without the title's ego-maniacal split-screen multiplayer, you might get the wrong idea about the game. Castlevania II's gameplay is straight from the pointy end of the Castlevania sword: a slog through vampire-infested castles and bustling cities in your mad pursuit of health, weapon upgrades, as well as the all-important holy water and holy sword. The monster design in Castlevania II, and the incredible landscapes, makes it one of the prettiest, if not the prettiest, 2D platformers ever released. In the early '90s it was fair game to rip off a platformer, and Castlevania II went from the '80s to the '90s with ease. Let's just say it had a certain pumpkinish Van Helsing tattoo to prove it. Destructoid community editor Howard Chu published a series of tweets the other week that have since garnered a lot of buzz within the community (with some hate being thrown in for good measure). Among his interviewees was a now-iconic Japanese developer named Keiji Inafune, designer of the Nintendo classic Metroid. Inafune, who began his career making the Monkey Island series of video games, has been a stalwart of the gaming industry since the mid-1990s, when he founded the studio Comcept before moving on to work with Nintendo. He's designed games like The Wonderful 101, Mighty No. 9 and, most recently, the upcoming Xbox One and PS4 game Blaster Master Zero. A fan tweeted Inafune about Chu's Star Fox Zero tweet, asking him why he didn't comment on that game. Inafune later responded, saying that he wasn't involved with the project at the time of Chu's questions. 5ec8ef588b

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