Frames -- What they have in them

10-59 Idle Standing still (Loop)

63-71 Jump (Play Once)

72-89 Air Hang (Loop)

90-106 Hit Wall/Cling Right (Play Once)

107-150 Hit Wall/ Cling Right Idle Animation (Loop)

156-168 Hit Wall/Cling Left (Play Once)

169-214 Wall Cling Left Idle Animation (Loop)

219-230 Run Cycle (Loop)

234-237 Slash Step Attack (Play Once)

244-250 Shuriken Throw (Play Once)