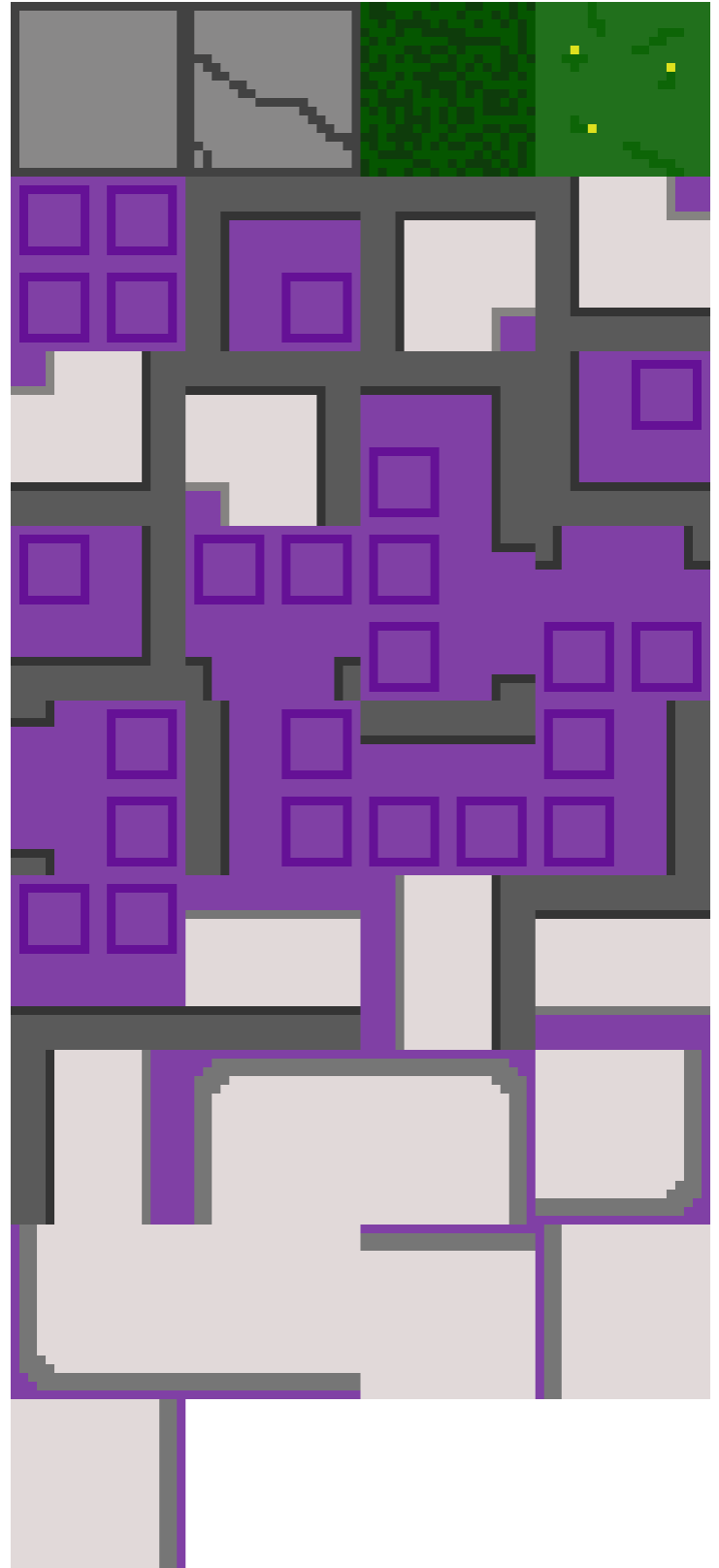


Game Resources

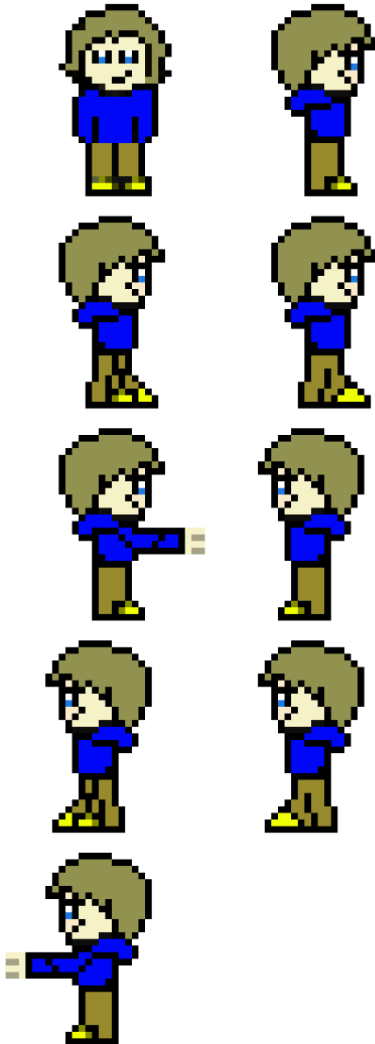
| | | | |
|---------------------------|-----------------------------|---------------------------|---------------------------|
| Concrete 0x00 | Cracked Concrete 0x01 | Bush 0x02 | Grass 0x03 |
| Floor 0x04 | UL- Corner 0x05 | UL-Lab Counter 0x06 | LL-Lab Counter 0x07 |
| LR-Lab Counter 0x08 | UR-Lab Counter 0x09 | UR- Corner 0x0A | LL- Corner 0x0B |
| LR- Corner 0x0C | B-Door 0x0D | R-Door 0x0E | U-Door 0x0F |
| L-Door 0x10 | L-Wall 0x11 | T-Wall 0x12 | R-Wall 0x13 |
| B-Wall 0x14 | B-Lab Counter 0x15 | R-Lab Counter 0x16 | T-Lab Counter 0x17 |
| L-Lab Counter 0x18 | UL-Lab Table 0x19 | UR-Lab Table 0x1A | LR-Lab Table 0x1B |
| LL-Lab Table 0x1C | B-Lab Table 0x1D | T-Lab Table 0x1E | L-Lab Table 0x1F |
| R-Lab Table 0x20 | | | |



| | | |
|-----------------|----------------|------------------|
| R-Stand 0x00 | R-Move 0x01 | R-Attack 0x02 |
| L-Stand 0x03 | L-Move 0x04 | L-Attack 0x05 |



| | |
|------------------|-----------------|
| Face 0x00 | R-Walk1 0x01 |
| R-Walk2 0x02 | R-Walk3 0x03 |
| R-Attack 0x04 | L-Walk1 0x05 |
| L-Walk2 0x06 | L-Walk3 0x07 |
| L-Attack 0x08 | |



| | |
|-----------------|-----------------|
| Idle 0x00 | Idle2 0x01 |
| L-Move1 0x02 | L-Move2 0x03 |
| R-Move1 0x04 | R-Move2 0x05 |
| U-Move1 0x06 | U-Move2 0x07 |

