

Toad has animations controller script:

```
1 - Idle;  
2 - Walk;  
3 - Run;  
4 - Attack;  
5 - Hit1;  
6 - Hit2;  
7 - Death1;  
8 - Death2;  
9 - FullStunAnimation;  
0 - StopRotation;  
- - LowRotation;  
+ - HighRotation;
```

Space - DefaultState.

Camera controller script:

W - Move Froward;

S - Move Backward;

A - Strafe Left;

D - Strafe Right;

Q - Up;

E – Down.