

## Into The Journey - Frame Guide

	Bandit - F	Bandit - M	Planty	Small gollem	Terant	
Idle	1-4	1-4	1-4	1-8	1-4	
Run	5-9	5-9		9-10		
Attack	9-14	9-14	5-9	11-16	14-23	
Hit	16-18	15-17	9-12	17-19	5-9	
Death	18-22	17-21	12-15	19-22	9-13	
RangedAttack	23-25		16-18		24-27	
Explanation	1-5 = From frame 1 to 5 (included) 10-14, 1 = Fom frame 10 to 14 (included) than frame 1. Such animations can return to starting frame					