

King’s Tower - Frame Guide

	Fist Fighter	Guard	Joker	Lord	Twin Imps	
Idle	1-4	1-4	1-4	1-4	1-4	
Run	6-9	6-9	8-12	6-9	6-9	
Attack	11-17	12-17	5-7	11-15	13-18	
Hit	18-20	18-20	13-14	16-18	19-21	
Death	20-24	21-25	15-22	18-24	21-26	
RangedAttack			23-26	25-29		
Jump	9, 10, 9	8, 9, 10, 9			11, 12, 11	
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					