## Jeffrey Stephens

Wall Bottom 0x00	Wall Left 0x01	Wall Top 0x02	Wall Right 0x03	Wall Bottom Left 0x04		Ш			Į,
Wall Bottom Right 0x05	Wall Top Right 0x06	Wall Top Left 0x07	Floor Gray 0x08	Floor Green 0x09			Æ		$\bigcirc$
Pit 0x0A	Chest Left 0x0B	Chest Right 0x0C	Chest Left Open 0x0D	Chest Right Open 0x0E		1	1,	Ш	
Torch 0x0F	Hud Top Left 0x10	Hud Bottom Left 0x11	Hud Bottom Right 0x12	Hud Top Right 0x13	9				
Hud Top 0x14	Hud Bottom 0x15	Empty Item 0x16	Heart 0x17	Heart Damage 0x18				D	Ð
No Heart 0x19	Shield 0x1A	Sword 0x1B	Hat 0x1C	Boss Key 0x1D		•		8	<b>%</b>

Background (20x20) ^^

Norbert (80x64)

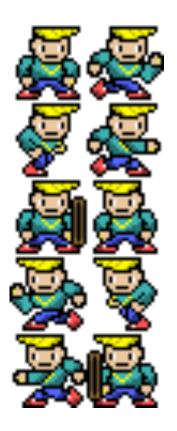
Norbert 0x00

Norbert Attack 0x01



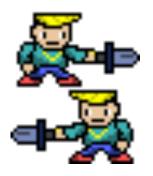
Character (24x24)

<u>Character (24x24)</u>				
Right Stand	Right Run 1			
0x01	0x02			
Right Run 2	Right Run 3			
0x03	0x04			
Right Shield	Left Stand			
0x05	0x06			
Left Run 1	Left Run 2			
0x07	0x08			
Left Run 3	Left Shield			
0x09	0x0A			



(24x40)

Right Attack 0x0B	
Left Attack 0x0C	



Character Close Up (48x48)

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Idle 0x00		
Attack 0x01		
Damage 0x02		



## Enemy (32x32)

Enemy 1 0x00	
Enemy 2 0x01	
Enemy 3 0x02	

