|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wall Bottom  0x00 | Wall Left  0x01 | Wall Top  0x02 | Wall Right  0x03 | Wall Bottom Left  0x04 |  |
| Wall Bottom Right  0x05 | Wall Top Right  0x06 | Wall Top  Left  0x07 | Floor Gray  0x08 | Floor Green  0x09 |  |
| Pit  0x0A | Chest Left  0x0B | Chest Right  0x0C | Chest Left Open  0x0D | Chest Right Open  0x0E |  |
| Torch  0x0F | Hud Top Left  0x10 | Hud Bottom Left  0x11 | Hud Bottom Right  0x12 | Hud Top Right  0x13 |  |
| Hud Top  0x14 | Hud Bottom  0x15 | Empty Item  0x16 | Heart  0x17 | Heart Damage  0x18 |  |
| No Heart  0x19 | Shield  0x1A | Sword  0x1B | Hat  0x1C | Boss Key  0x1D |  |

A picture containing text, slot machine

Description automatically generated

Background (20x20) ^^

A close up of a person's face

Description automatically generated with medium confidenceNorbert (80x64)

|  |
| --- |
| Norbert  0x00 |
| Norbert Attack  0x01 |

Character (24x24)

|  |  |
| --- | --- |
| Right Stand  0x01 | Right Run 1  0x02 |
| Right Run 2  0x03 | Right Run 3  0x04 |
| Right Shield  0x05 | Left Stand  0x06 |
| Left Run 1  0x07 | Left Run 2  0x08 |
| Left Run 3  0x09 | Left Shield  0x0A |

(24x40)

|  |
| --- |
| Right Attack  0x0B |
| Left Attack  0x0C |

Character Close Up (48x48)

|  |
| --- |
| Idle  0x00 |
| Attack  0x01 |
| Damage  0x02 |

Enemy (32x32)

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