

Keese Blue	1580
	1600
Keese Red	1620
	1640
Keese Level Color	1660
	1680
Keese Tribble	1700
	1720
Vire Tribble	1740
Vire	1760
Gel	1780
Zol	1800
Gel Tribble	1820
Zol Tribble	1840
Like Like	1860
Bubble	1880
Red Bubble	1900
Blue Bubble	1920
Item Bubble	1940
Item Red Bubble	1960
Item Blue Bubble	1980
Corner Trap	2000
Center Trap	2020
4-Way Trap	2040
Vertical Trap	2060
Horizontal Trap	2080
Up/Down Trap	2100
Left/Right Trap	2120
Gibdo	2140
Pol's Voice	2160
	2180
Ghini	2200
Ghini 2	2220
	2240
Armos Slow	2260
Armos Fast	2280
Peahat	2300
	2320
Tektite Red	2340
	2360
Tektite Blue	2380
	2400
Rope	2420
Rope 2	2440
Zora Submerged	2460
	2480
Zora Surfaced	2500
	2520
Zora Firing	2540
	2560
Wall Master	2580
Rising Floor Master	2600
Walking Floor Master	2620
Floor Master Kid	2640
Ceiling Master	2660

Lanmola Red (Head)	2680
Lanmola Red (Body)	2700
Lanmola Red (Tail)	2720
Lanmola Blue (Head)	2740
Lanmola Blue (Body)	2760
Lanmola Blue (Tail)	2780
Moldorm (Head)	2800
	2820
Moldorm (Body)	2840
	2860
Moldorm (Tail)	2880
	2900
Z3 Moldorm (Head)	2920
	2940
Z3 Moldorm (Body)	2960
	2980
Z3 Moldorm (Tail)	3000
	3020
Leever Red Submerged	3040
Leever Red Emerging	3060
Lever Red Moving	3080
Leever Blue Submerged	3100
Leever Blue Emerging	3120
Lever Blue Moving	3140
Fire	3160
	3180
Fairy	3200
Rock	3220
	3240
Boulder	3260
	3280
	3300
	3320
	3340
	3360
	3380
3400	
Octorok Red Slow Moving	3420
Ocrotok Red Slow Waiting	3440
Octorok Red Slow Firing	3460
Octorok Red Fast Moving	3480
Ocrotok Red Fast Waiting	3500
Octorok Red Fast Firing	3520
Octorok Blue Slow Moving	3540
Ocrotok Blue Slow Waiting	3560
Octorok Blue Slow Firing	3580
Octorok Blue Fast Moving	3600
Ocrotok Blue Fast Waiting	3620
Octorok Blue Fast Firing	3640
Octorok On Crack Moving	3660
Ocrotok On Crack Waiting	3680
Octorok On Crack Firing	3700
Goriya Red Moving	3720
Goriya Red Waiting	3740
Goriya Red Firing	3760

Goriya Blue Moving	3780
Goriya Blue Waiting	3800
Goriya Blue Firing	3820
Moblin Red Moving	3840
Moblin Red Waiting	3860
Moblin Red Firing	3880
Moblin Black Moving	3900
Moblin Black Waiting	3920
Moblin Black Firing	3940
Stalfos	3960
Stalfos 2 Moving	3980
Stalfos 2 Waiting	4000
Stalfos 2 Firing	4020
Stalfos 3 Moving	4040
Stalfos 3 Waiting	4060
Stalfos 3 Firing	4080
Lynel Red Moving	4100
Lynel Red Waiting	4120
Lynel Red Firing	4140
Lynel Blue Moving	4160
Lynel Blue Waiting	4180
Lynel Blue Firing	4200
Darknut Red	4220
Darknut Blue	4240
Darknut Super	4260
Darknut Death Knight Moving	4280
Darknut Death Knight Waiting	4300
Darknut Death Knight Firing	4320
Shieldless Darknut Red	4340
Shieldless Darknut Blue	4360
Shieldless Darknut Super	4380
Shieldless Darknut Death Knight Moving	4400
Shieldless Darknut Death Knight Waiting	4420
Shieldless Darknut Death Knight Firing	4440
Wizzrobe Blue Moving	4460
Wizzrobe Blue Firing	4480
Wizzrobe Blue Firing	4500
Wizzrobe Blue Firing	4520
Wizzrobe Flame Moving	4540
Wizzrobe Flame Firing	4560
Wizzrobe Flame Firing	4580
Wizzrobe Flame Firing	4600
Wizzrobe Mirror Moving	4620
Wizzrobe Mirror Firing	4640
Wizzrobe Mirror Firing	4660
Wizzrobe Mirror Firing	4680
Wizzrobe Red Moving	4700
Wizzrobe Red Waiting	4720
Wizzrobe Red Firing	4740
Wizzrobe Wind Moving	4760
Wizzrobe Wind Waiting	4780
Wizzrobe Wind Firing	4800
Wizzrobe Bat Moving	4820
Wizzrobe Bat Waiting	4840
Wizzrobe Bat Firing	4860

Bat	4880
	4900
Wizzrobe Bat 2 (Bat Form)	4920
	4940
Wizzrobe Bat 2 Moving	4960
Wizzrobe Bat 2 Waiting	4980
Wizzrobe Bat 2 Firing	5000
Patra Circle Leader	5020
	5040
Patra Circle Kid	5060
	5080
Patra Oval Leader	5100
	5120
Patra Oval Kid	5140
	5160
Patra 2 Leader Moving	5180
	5200
Patra 2 Leader Waiting	5220
	5240
Patra 2 Leader Firing	5260
	5280
Patra 2 Inner Kid	5300
	5320
Patra 2 Outer Kid	5340
	5360
Patra 3 Leader	5380
	5400
Patra 3 Inner Kid Moving	5420
	5440
Patra 3 Inner Kid Waiting	5460
	5480
Patra 3 Inner Kid Firing	5500
	5520
Patra 3 Outer Kid	5540
	5560
Digdogger (1 Kid)	5580
	5600
	5620
	5640
	5660
	5680
	5700
5720	
Digdogger Kid 1	5740
	5760
Digdogger (3 Kids)	5780
	5800
	5820
	5840
	5860
	5880
	5900
5920	
Digdogger Kid 2	5940
	5960

Digdogger Kid 3	5980
	6000
Digdogger Kid 4	6020
	6040
Patra BS Leader	6060
	6080
	6100
	6120
	6140
	6160
	6180
	6200
Patra BS Kid	6220
	6240
Manhandla Body	6260
	6280
Manhandla Arm Moving	6300
	6320
Manhandla Arm Waiting	6340
	6360
Manhandla Arm Firing	6380
	6400
Manhandla 2 Body	6420
	6440
	6460
	6480
	6500
	6520
	6540
6560	
Manhandla 2 Arm Moving	6580
	6600
Manhandla 2 Arm Waiting	6620
	6640
Manhandla 2 Arm Firing	6660
	6680
Dodongo	6700
	6720
	6740
Dodongo BS	6760
	6780
	6800
	6820
Dodongo Fire	6840
	6860
	6880
	6900
Gohma Red	6920
Gohma Blue	6940
Gohma Silver	6960
Gohma Gold	6980

Gleeok and Gleeok 2 Body and Neck	7000
	7020
	7040
	7060
	7080
	7100
	7120
	7140
Gleeok Head Attached	7160
	7180
	7200
Gleeok Flying Head Moving	7220
	7240
Gleeok Flying Head Waiting	7260
	7280
Gleeok Flying Head Firing	7300
	7320
Gleeok 2 Head Attached	7340
	7360
	7380
Gleeok 2 Flying Head Moving	7400
	7420
Gleeok 2 Flying Head Waiting	7440
	7460
Gleeok 2 Flying Head Firing	7480
	7500
Aquamentus L&R Moving	7520
	7540
Aquamentus L&R Waiting	7560
	7580
Aquamentus L&R Firing	7600
	7620
Aquamentus BS (Level 1) L&R Moving	7640
	7660
Aquamentus BS (Level 1) L&R Waiting	7680
	7700
Aquamentus BS (Level 1) L&R Firing	7720
	7740
Aquamentus BS (Level 2) L&R Moving	7760
	7780
Aquamentus BS (Level 2) L&R Waiting	7800
	7820
Aquamentus BS (Level 2) L&R Firing	7840
	7860
Aquamentus BS (Level 3) L&R Moving	7880
	7900
Aquamentus BS (Level 3) L&R Waiting	7920
	7940
Aquamentus BS (Level 3) L&R Firing	7960
	7980
Aquamentus BS 2 (Level 1) L&R Moving	8000
	8020
Aquamentus BS 2 (Level 1) L&R Waiting	8040
	8060

Aquamentus BS 2 (Level 1) L&R Firing	8080
	8100
Aquamentus BS 2 (Level 2) L&R Moving	8120
	8140
Aquamentus BS 2 (Level 2) L&R Waiting	8160
	8180
Aquamentus BS 2 (Level 2) L&R Firing	8200
	8220
Aquamentus BS 2 (Level 3) L&R Moving	8240
	8260
Aquamentus BS 2 (Level 3) L&R Waiting	8280
	8300
Aquamentus BS 2 (Level 3) L&R Firing	8320
	8340
Ganon Intro	8360
	8380
Ganon Attacking	8400
	8420
	8440
	8460
	8480
	8500
	8520
	8540