BL0CK	B00
S00	= msg
S01	= SENDER
S02	= STORE V00 = S01
T00	RETURN

BL0CK	B01	_	
S03	= msg		BL
S04	= SENDER		S0
S05	= L0AD V00		S0
S06	= S04 == S05		T0
T01	:: S06		<u> </u>
		-	

BL0CK	B04	
S08	= LOAD V01	
S09	= SELFDESTRUCT(S08)	
T04	RETURN	

BL0CK	B05
S10	= 0
S11	= STORE V00 = S10
S12	= 0
S13	= STORE V01 = S12
T05	RETURN

BL0CK	B02	
S07	= STORE V01 = A00	
T02	RETURN	

BL0CK	B03
T03	REVERT