

# FLASHBACK



**U.S. GOLD**

 **Delphine**  
Software International

# FLASHBACK

## SCENARIO

The year 2142, Conrad Hard, agent with the Galaxia Bureau of Invesitgation was in great danger.

"Got to keep one step ahead of them, if I don't I'm hamburger!"

Hugging the shop fronts, collar turned up, he was making his way back to his apartment.

"I must try and contact Sonya, wherever she is, and get to headquarters, it's the only safe place."

While field testing his latest piece of equipment, the Molecular Density Analyser, Conrad and his girlfriend Sonya made a startling discovery. Certain individuals had a molecular density so high, the only conclusion could be that they weren't human! Since then, Sonya had mysteriously disappeared, leaving him as the only one who could warn the authorities.

"They'd better believe me.... Still, if they don't, the visual record of my discovery can be extracted from my cloned memory patterns within this holocube I'm carrying. They've got to believe that!"

Reaching his apartment block, movement from the top of the building opposite caught his eye. As he turned around to get a better look, a pulse of laser light caught him square in the centre of his back, sending him sprawling across the sidewalk. Almost immediately, the silence was broken by a whining roar. A sleek shuttle hovered overhead. Its landing thrusters blew clouds of water vapour and trash into the air all around as it sat down beside him. Two dark suited figures got out and with their eyes scanning the surrounding buildings, quickly approached the unconscious Conrad.

"Get him into the shuttle fast!" rasped one of his captors, "I'll contact Central Command."

He brought a walkie talkie up to his mouth.

"Number Seven here. Subject acquired, we're bringing him in."

Semi-conscious and totally paralysed, the only thing Conrad could do was listen to the voices of his kidnappers coming from the front of the shuttle.

"I don't see why they bother with all that memory erasure business." Came a voice. "Why don't they just have us kill him and be done with it?"

After a short pause another voice responded.

"Insurance... We'll place one of our agents in his job with orders to gather as much information as possible. If for any reason, the operative is threatened with discovery, we can extract him and send this one back minus his memory. Everyone will think he's gone ga-ga ...leaving us undiscovered."

"Ah...I see, but where..."

Suddenly a third voice blasted over their conversation.

**"SHUTTLE HQ782, THIS IS TITAN FLIGHT CONTROL, STAND BY TO RECEIVE RE-ENTRY COORDINATES"**

"TITAN!!" The thought almost burst out of Conrad's skull. "I know I've been out for a while but not for that long!..."

Squirming, fighting against his bonds, he could feel what little strength he had left slowly slipping away.

"Got to remember to escape, escape, escape, escape."

The shock of his position was too much for Conrad, a wave of unconsciousness swept over him.

Light, Blinding light. Conrad staggered to his feet. Grazes and cuts on his wrists and ankles burned painfully.

"Can't remember.., where am I..., who am I..., what's going on?"

Before Conrad realised what he was doing, he was running down a long corridor gun in hand.

"Got to get away!" the thought kept repeating itself over and over in his head.

Alarms suddenly broke the silence.

**"ATTENTION, ATTENTION... DANGEROUS PATIENT ATTEMPTING TO ESCAPE... SECURE ALL EXITS... SECURITY TEAMS TO LEVEL 3.... ATTEN"**

Conrad stopped dead in his tracks. Confused and scared, not knowing which way to turn he stood transfixed.

**PTOOM!!**

A laser blast striking the wall nearby shook him back to reality. Two guards were closing in on him.

"This is Security Team 2, Patient near entrance to main hangar area. Close Security Door, Level 3."

With no time to think, Conrad hurled himself through the closing doorway. Scrambling to his feet, he spotted a Hover Bike.

"Open the door! Open the door!" Both guards yelled into their intercoms, watching Conrad climb aboard the bike.

"Stand back!" Three blasts from one guard's laser gun and a shoulder charge from both of them shattered the door.

Conrad had already cleared the hangar by the time the guards had brought their guns to bear. A frustrated guard called in the news.

"The patient has escaped on a stolen Hover Bike, continuing to pursue in a shuttle."

Skipping the tree tops, the shuttle and the hover bike were locked in an aerobatic cat and mouse game. The more agile hover bike ducking and dodging laser blasts from the larger, but slightly faster, shuttle that was slowly closing in.

"5 more seconds and I've got him!" The determined guard muttered as he began to match Conrad's manoeuvres with the targeting cross-hair on his heads-up-display.

Two pulses narrowly missed but the third one hit its target. A plume of sparks and white hot gas exploded out of the back of the bike marking the end of Conrad's bid for freedom. Rocking violently the bike spiralled downward out of control. Conrad plunged through the jungle canopy and with the ground rushing up towards him, blacked out. The shuttle circled over the crash sight once. Satisfied that there was nothing left to salvage, the smug guards returned to their base. Unknown to them, Conrad was still alive lying in the undergrowth.

As the sound of the shuttle's engines died away into the distance, Conrad stirred. Moving his arm to try to get to his feet he knocked what looked to him like a small plastic box over a ledge. Standing up he walked over to the ledge and looked around. Vegetation covered everything, huge trees draped in vines, rocks and boulders overgrown with mosses and grass. He could clearly see the box about 10 metres below, a red light on the side of it blinking steadily.

"Might as well go fetch it." Conrad thought "I suppose it could contain something useful."

He thought he was safe now. However, we know different and it's up to you to make sure Conrad gets to know.

**LOADING INSTRUCTIONS**

**COMMODORE AMIGA**

**RUNNING FROM FLOPPY DISK**

When the computer is switched off, insert **Flashback disk 1**, then turn the machine on. After a few seconds the program will start running automatically.

It will be necessary to change disks during the running of Flashback, please follow on-screen instructions.

## INSTALLATION TO HARD DISK

Insert Disk 1, double-click on the install icon and follow prompts

## RUNNING FROM HARD DISK

Open the Flashback drawer, and double click on the Flashback icon.

In a few seconds the program will start running automatically.

## MEMORY DIFFICULTIES

Flashback will only run on machines with at least **1 Mb** of memory. Certain systems (Amiga 600 for example) have operating systems that take up a lot of memory, leaving little room for any program.

If you come across this problem, disconnect any peripherals: external drive, printer, hard disk etc.

**AMIGA 600/1200** owners should press both mouse buttons simultaneously at start up, to recover memory. From the menu displayed, select 'Advanced Options...', then deactivate all peripherals, except drive **DF0**; by clicking on the buttons marked '**ENABLED**'.

- If the game will not start:  
the memory may be fragmented: Switch off and restart the game.
- If the game starts up correctly but hangs:  
Try disconnecting all your peripherals (external drive, printer, etc...)

## CONTROLS

Flashback can be controlled by using the keyboard, single button joystick, a mouse, 2 button pad, or \*4 button pad.

(\*with dongle.)

The Keyboard controls are as follows:

**CURSOR UP - UP**  
**CURSOR DOWN - DOWN**  
**CURSOR LEFT - LEFT**  
**CURSOR RIGHT - RIGHT**

These controls are used for:

- Moving the Conrad during the game.
- Selecting an object from the inventory.
- Moving the cursor through the menus.

**SHIFT-ACTION button**, used to run, jump, pick up an object, etc.

**ENTER - USE button**, used for selecting an object from the inventory.

**SPACE - ARM button**, used for drawing and holstering the gun.

**F1 - INVENTORY**

**ESC** - Cut short animation sequences.

**SHIFT+ENTER+SPACE+F1** - Quit to Main Menu.

**F10** - Show full screen.

**F9** - Zoom x2

**F8** - Zoom x4 (in zoom mode the window may be moved in any direction using the mouse.)

**CTRL** and **G** - Switch automatic zoom mode on/off. The default is off.

**CTRL** and **C** - Switch in game cinematic sequences on/off. If Flashback is running from floppy disk then the default is off. The default is on if run from the hard disk.

## USING JOYSTICKS

### Single Button Joystick:

Select joystick from the option menu or, while in the game, by pressing the keys **CTRL** and **1**.

Button acts as the **ACTION button** during the game.

### Double Click Single Button Joystick:

Select joystick from the option menu, in the game, by pressing **CTRL** and **2**.

Button acts as the **ACTION button**. Pressing the button twice in quick succession acts as the **ARM button**, (draws the pistol or puts it back in its holster). **ENTER** on the keyboard acts as the **USE button**.

**Two Button Joystick** (unmodified Mega Drive type):

Select joystick from Option menu or, while in the game, by pressing **CTRL** and **3**.

Button **B** acts as the **ACTION button**. Button **C** acts as the **ARM button**, (draws the pistol or puts it back in its holster). **ENTER** on the keyboard acts as the **USE button**.

## CHANGES

Please refer to the **READ-ME** file on disk, for any additional information.

## PC AND COMPATIBLES:

### INSTALLATION TO HARD DISK

To install Flashback onto your hard disk, insert **Flashback disk 1** into your floppy drive and type:

**A: (or B:) INSTALL**

Please follow the on-screen prompts. Once installed, to change configuration re-run the install program.

### RUNNING FROM HARD DISK

From the command line, change into your Flashback directory and type: **FB**

In a few seconds the program will start running automatically.

### CONTROLS

Flashback can be controlled by using either the keyboard, a 2 button joystick or a 4 button Gravis GamePad™.

The Keyboard controls are as follows:

**CURSOR UP - UP**  
**CURSOR DOWN - DOWN**  
**CURSOR LEFT - LEFT**  
**CURSOR RIGHT - RIGHT**

These controls are used for:

- Moving the Conrad during the game.
- Selecting an object from the inventory.
- Moving the cursor through the menus.

**LEFT or RIGHT SHIFT - ACTION button**, used to run, jump, pick up an object, etc.

**RETURN - USE button**, used for selecting an object selected from the inventory.

**SPACE BAR - ARM button**, used for drawing and holstering the gun.

**TAB or BACKSPACE - INVENTORY**/cut short animation sequences.

**J key** - Re-calibrate joystick.

Pressing the **ESC** key during the game will display the following 'POP-UP' menu:

**RESUME GAME** - Restart from where you left off  
**SOUND FX ON/OFF** - Sound effects on/off  
**MUSIC ON/OFF** - Music on/off  
**JOYSTICK ON/OFF** - Select joystick or keyboard  
**ZOOM ON/OFF/AUTO**  
**ABORT GAME** - To continue screen

## USING JOYSTICKS

### 2 Button Joysticks:

1st button - **ACTION button**

2nd button - **ARM button**

**RETURN** on keyboard - **USE button**

### Gravis 4 Button GamePad™:

**GREEN - INVENTORY**

- cut short cinematic sequences

**RED - ACTION button**

**YELLOW - USE button**

**BLUE - ARM button**

## CHANGES

Please refer to the **READ.ME** file on disk 1, for any additional information.

## YOUR QUEST STARTS HERE

You play the part of Conrad Hart, controlling his every move through the 6 levels of the game. During your quest, you will come across many different friends and foes whom you may wish to help or vanquish using your gun. You will have to complete many challenges in order to restore your lost memory. Each level features its own unique graphics and hazards, linked by cinematic animation sequences.

## GETTING STARTED

After the title screen is displayed, an animation sequence explaining the story so far is displayed. If you have seen this sequence before, you may press the **ACTION button** to jump to the Main Menu.

## MAIN MENU

To select an option, use **UP/DOWN**, and press the **ACTION button** to select it.

- **START:** Start a new game.
- **PASSWORD:** Allows you to enter a Password, and re-start the game from the beginning of the level that Password corresponds to. It will also restore the difficulty level. To enter the Password, type it in using the keyboard. If the Password is incorrect, you will return to the Main Menu. At the start of each level, a new Password will be displayed in the centre at the top of the screen. **N.B.** You should make a note of the Password displayed, as this will save you having to start the game from Level 1 every time you play Flashback.
- **SKILL** (PC version only): Allows you to choose the game difficulty (easy, normal or expert).
- **OPTIONS** (Amiga version only): To select an option, use **UP/DOWN** to move the highlight, and press **LEFT/RIGHT** to change the setting. The options are as follows:

**Level:** Allows you to choose the game difficulty (easy, normal or expert)

**Joystick Type:** Allows you to select the joystick type (3 possible choices).

**Sound Test:** Allows you to hear the game music, press the **ACTION button** to listen to the selected track.

**Exit:** Return to the main menu.

- **DEMO (PC)** - Plays demo of game
- **INFO (PC)** - Displays keyboard and joystick controls
- **QUIT (PC)** or **Esc** key - Quit to DOS

## PLAYING THE GAME

On the screen you will see Conrad, his movements are varied and some of them complex. Please refer to the section **Moving the Character** later in this manual for all available moves.

## INTERACTING WITH YOUR SURROUNDINGS

As you move through the level, you will come across many people and objects. Each time you come across one, the name and an icon will be displayed at the top left of the screen. The icon will explain which way you can interact with the object. Pressing the **ACTION button** performs the action indicated by the icon. The various icons are as follows:

**TAKE:** Pick up an object (stone, key, etc) and place it in your Inventory.

**LOOK:** Examine an object or a notice.

**RECHARGE:** Recharge your shield or cartridge.

**TALK:** Talk to a person.

**ACTIVATE:** Operates doors, lifts, etc.

**USE:** Allows you to use the selected object from your Inventory (e.g. insert a keycard into a cardlock). It may also be used to give items to other people.

Press the **ACTION button** to carry out the action indicated by the icon. N.B. Some actions (recharge and use) need an object selected from the Inventory.

## INVENTORY

Press the **INVENTORY** button to Open and Close the Inventory. At the start of the game, there are already several objects listed. As you 'Take' further objects on your journey through each level, they will be added to your Inventory. At the end of each level, any unnecessary objects will be discarded. You may be given extra objects to help you complete the next level.

Once you have opened the Inventory, use **LEFT/RIGHT** to move the selector. If other objects have been stored, an arrow will be displayed. You may move to the extra lines by pressing **UP** or **DOWN**. To select an object, highlight it and exit the Inventory by pressing the **INVENTORY** button. That object will now be active and will be displayed in the top right hand corner of the screen. If the active object is given away, the previously selected object becomes active again.

Whilst in the Inventory, press the **ACTION button** to display the current score and difficulty level.

## OBJECT LIST

Here are some of the objects that you may find in the course of the adventure.

**GUN:** Your main weapon.

**HOLOCUBE:** Contains important information.

**FORCEFIELD:** Creates an energy barrier which stops enemy shots.

**STONE:** Can be thrown or placed.

**CREDITS:** Money.

**MAGNETIC CARTRIDGE:** Creates an energy source when recharged and placed in the corresponding generator.

**MECHANICAL MOUSE:** Crawls along the ground setting off pressure pads and cameras.

**EXPLODING MOUSE:** Similar to the Mechanical Mouse, but explodes at the slightest touch. May be picked up when not moving.

**ID CARD:** Identity card. Some may be used as keys.

**TELEPORT RECEIVER:** Allows Conrad to teleport to where the receiver is placed - works only in conjunction with the Teleport Remote Control. This object may be thrown or placed.

**TELEPORT REMOTE CONTROL:** Works only with the Teleport Receiver and allows Conrad to be teleported to where the receiver is. You can retrieve the receiver automatically by putting the remote control down.

## MISCELLANEOUS DEVICES

Either activated by the **ACTION button** or when used with certain objects.

**TELEPORT:** Transports Conrad to a place that is inaccessible on foot.

**ENERGY GENERATOR:** Allows the shield or magnetic cartridge to be recharged.

**SWITCH:** Opens a door or calls a lift

**CAMERA:** May open or close a door, call a lift, etc. It also aims automatic fire from the laser cannon.

**PRESSURE PAD:** May open or close a door, call a lift and may also set off an alarm.

**CARD LOCK:** Opens a door, when an ID Card is inserted.

**KEY LOCK:** Opens doors or trap-doors, when a key is inserted.

**SAVE:** Memorises Conrad's exact position in the game. The memorised position will be erased if you switch off the machine.

## HAZARDS

During the game, Conrad will come across various kinds of enemy and killer objects. The enemy may be destroyed using his gun. However killer objects cannot be destroyed by using the gun.

If Conrad is hit, one shield will be destroyed. If the enemy is hit, it will destroy them. The objects are as follows:

**LAND MINE:** Explodes when another object passes over or near it. It is possible to jump over these.

**FALLING MINE:** If any object passes beneath one of these mines, it will cause it to fall, exploding on contact with the ground, Conrad, etc.

**LASER CANON:** Activated by a camera or pressure pad.

#### **SHIELD**

Conrad is armed with a shield with four resistance layers at the start of the game. Each time he is hit, his shield loses a layer. If Conrad is hit and there are no remaining protective layers left, the blow will be fatal. Placing the shield in an energy generator will completely recharge the shield.

In this dangerous world, there are a number of situations which may result in instant death, here are some of them:

**DISINTEGRATOR:** Contact will cause immediate disintegration.

**ELECTRIFIED GROUND:** Conrad will die immediately if he steps on to this.

**FALL:** A fall of two or more floors will prove fatal. It is possible to stop Conrad falling to his death, if he is lucky enough to catch a side wall.

#### **END OF GAME**

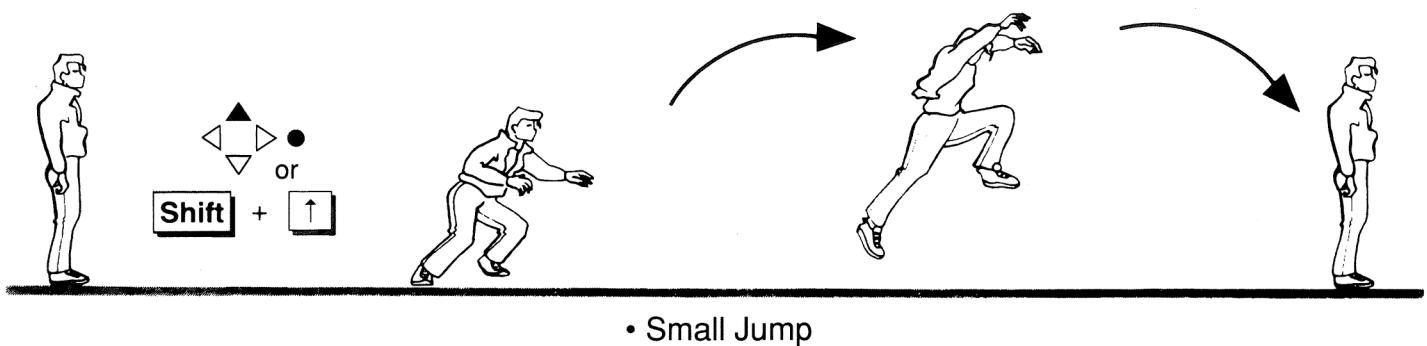
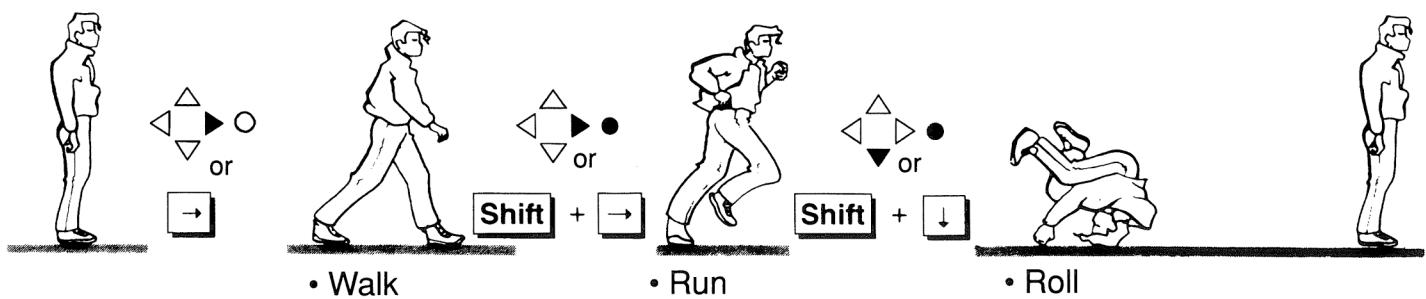
If Conrad dies, the game is over, and the continuation screen will be displayed. If you decide to continue, press the button indicated on screen, and you will re-start the game from the last saved point or the beginning of the last level. If you do not wish to continue, pressing the **ACTION** button will decrease the counter faster.

#### **HINTS AND TIPS**

- Before starting your quest, pick up the holocube and read the information. You may not travel far without it.
- Search information from people you talk to, it may help you.
- Search the screen for objects which may not be obvious at first glance.
- Keep an eye on your shield, you may be closer to death than you think.
- Save the game regularly.
- Spend time mastering the controls.

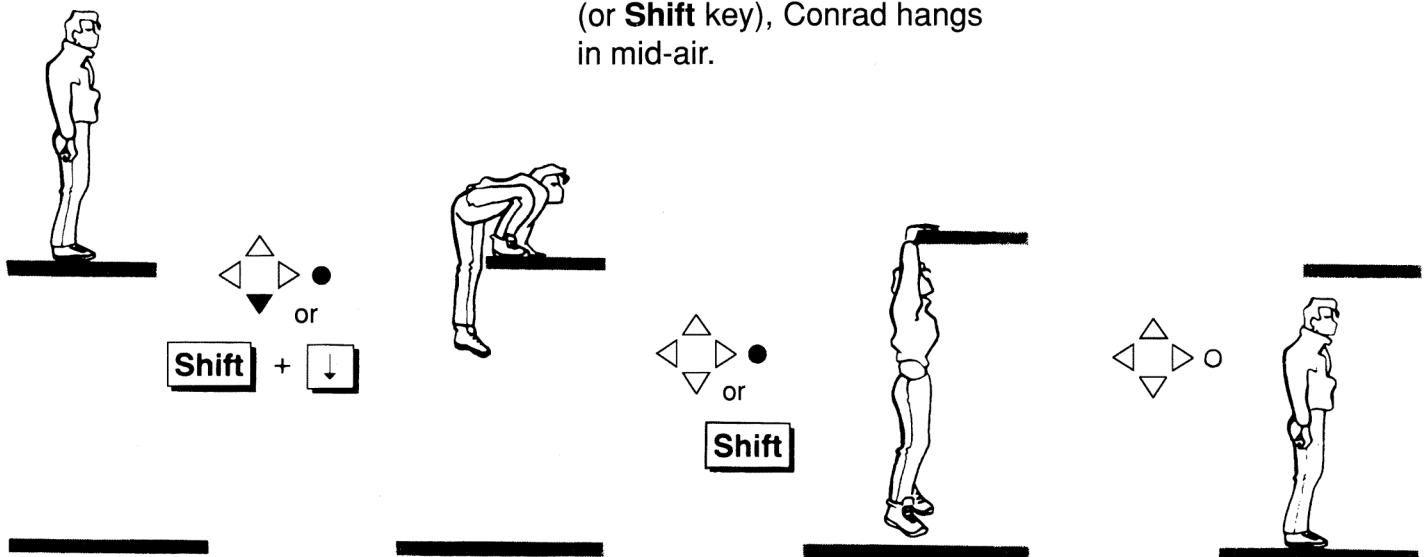
## • MOVING THE CHARACTER

You can move Conrad either by using the joystick or the keyboard. However, some commands can only be accessed via the keyboard.

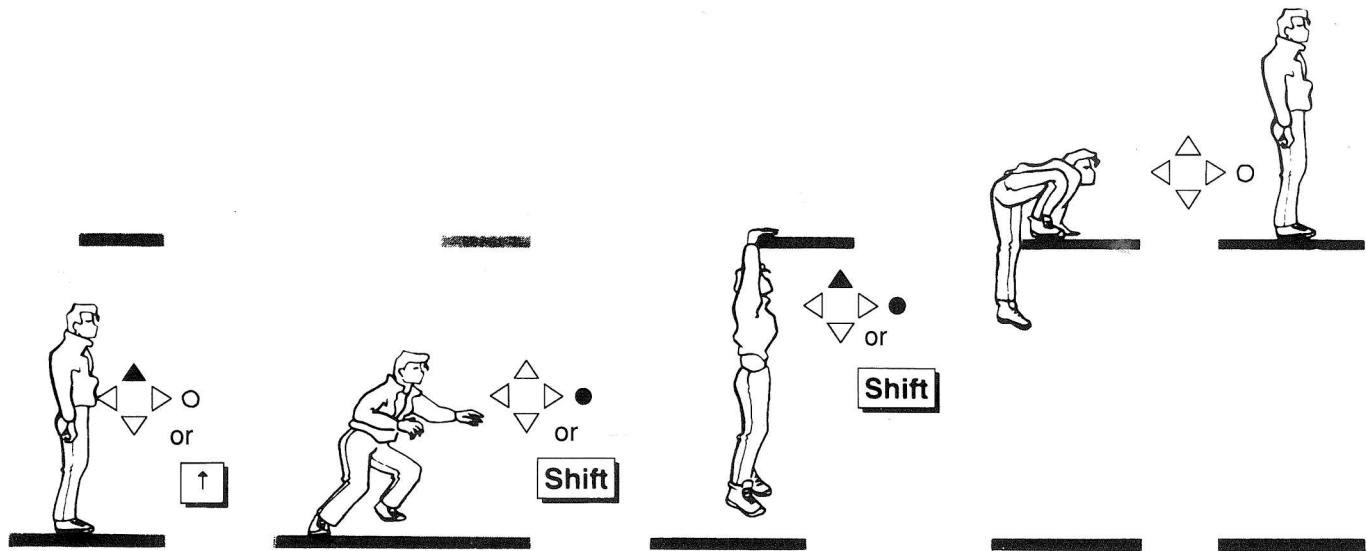


• Small Jump

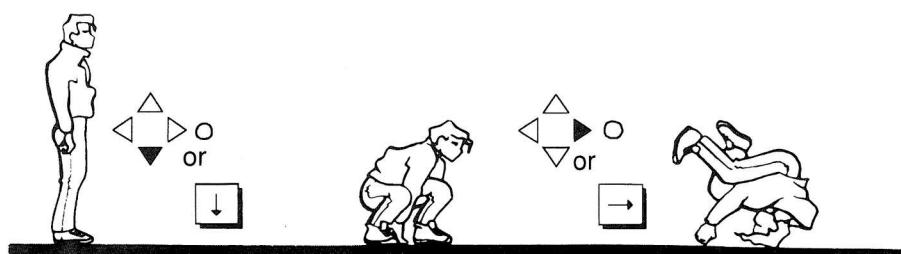
- If you hold down the button (or **Shift** key), Conrad hangs in mid-air.



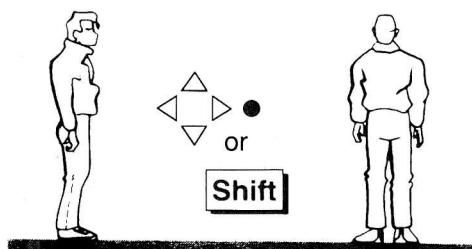
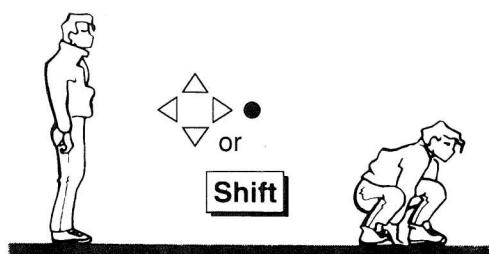
• Going down a level



• Going up a level

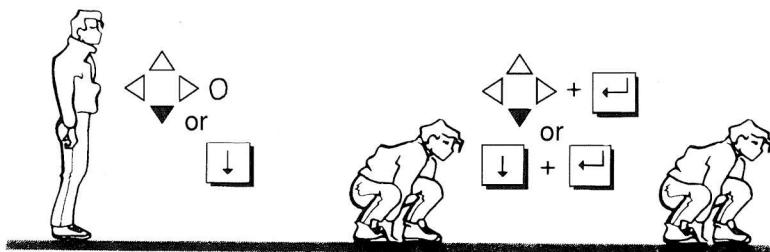


• Roll

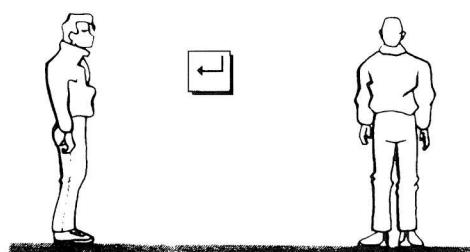


• To pick up an object, place Conrad over the object and press the joystick button (or the **Shift** key).

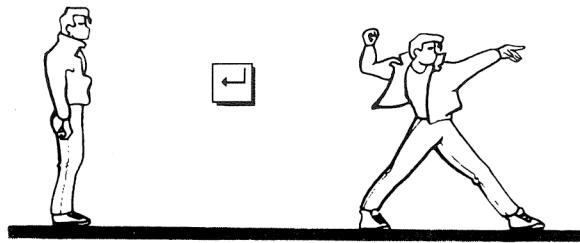
• To talk to a person or flick a switch, use the button (or the **Shift** key)



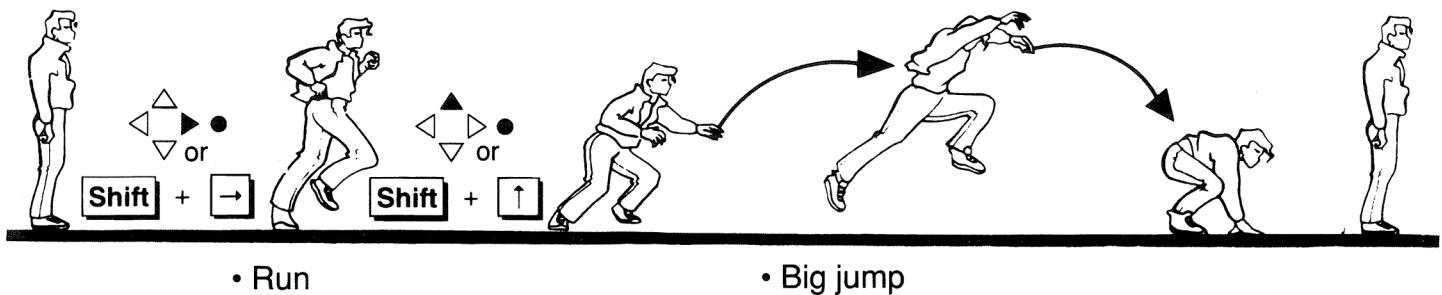
• To use or give an object, select it from the inventory, crouch down and then press Enter (Down arrow + Enter)



• To put an object down, select the object from the Inventory and then press Enter.

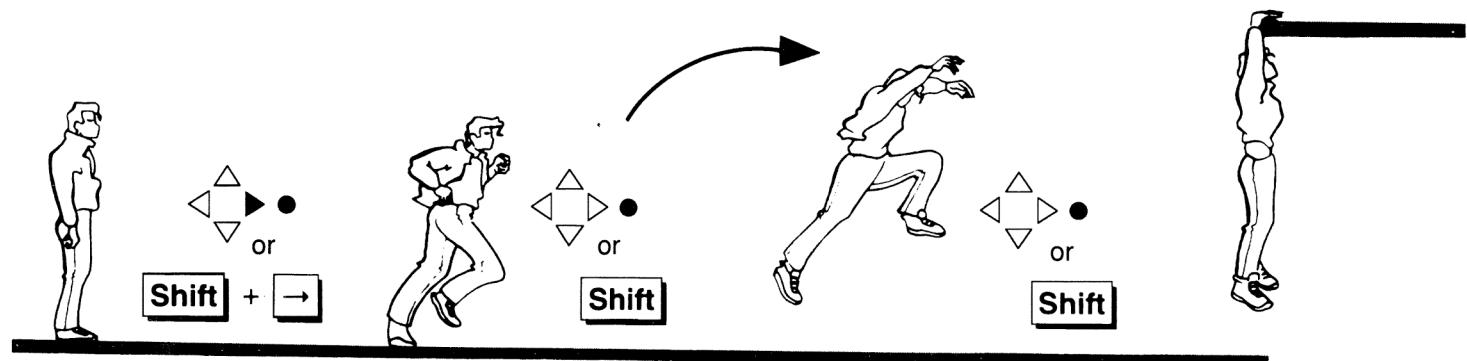


- To throw an object, select it from the inventory and then press Enter.
- Note: Only stones and the teleport receiver may be thrown.*



• Run

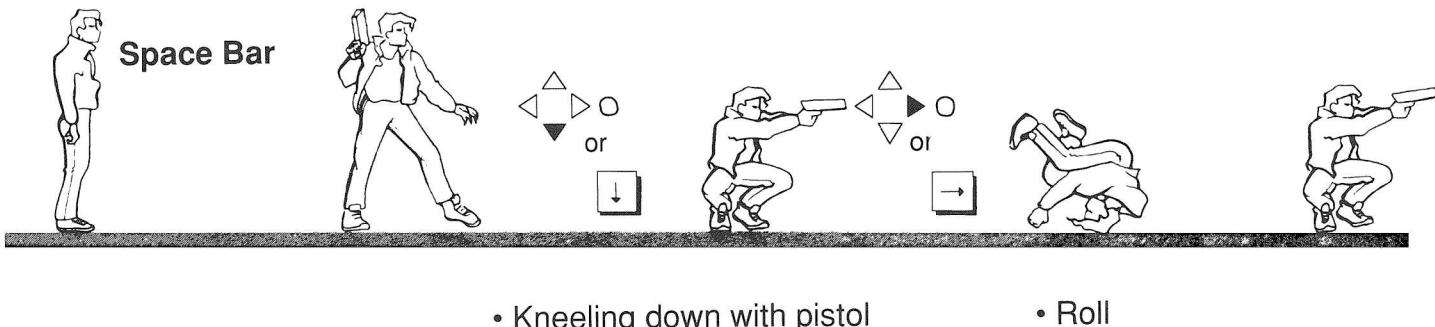
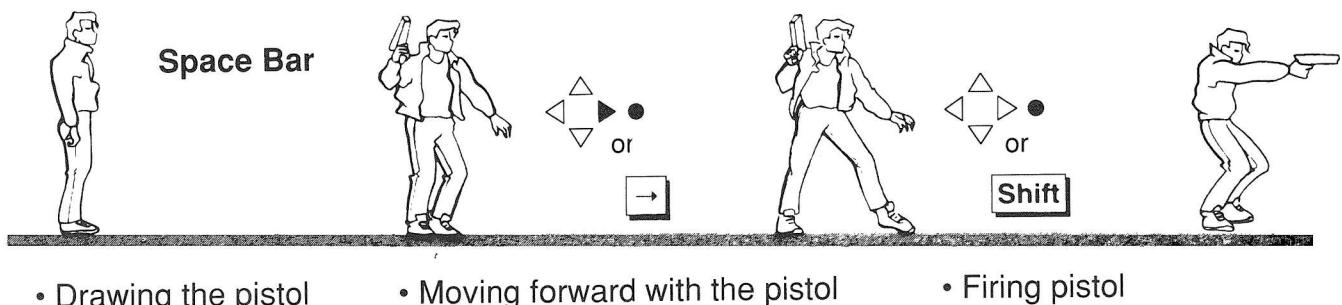
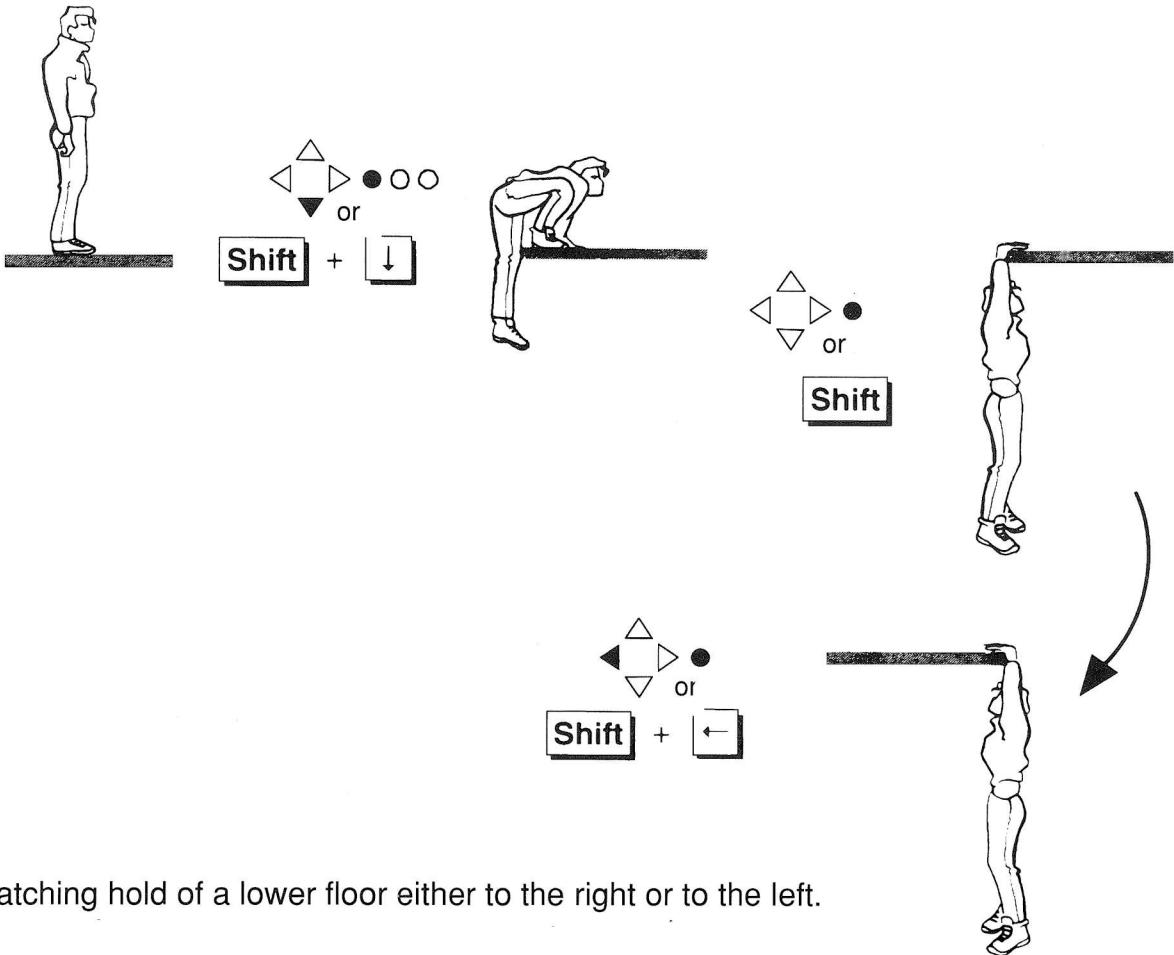
• Big jump

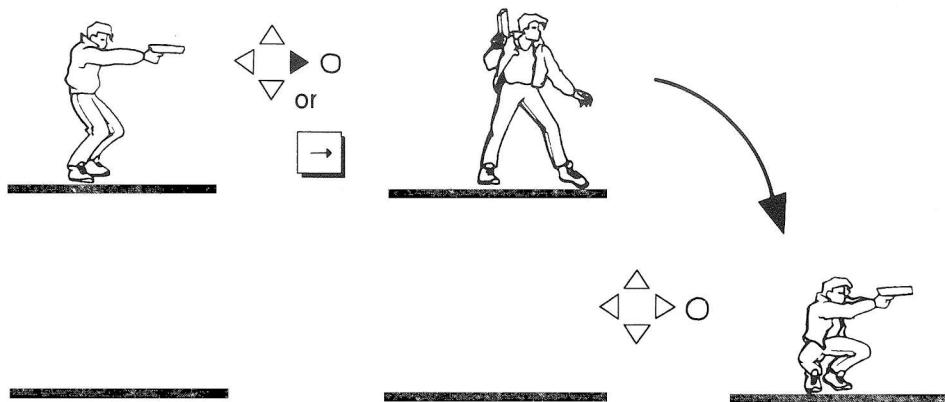


• Running and automatically catching hold of a higher floor.

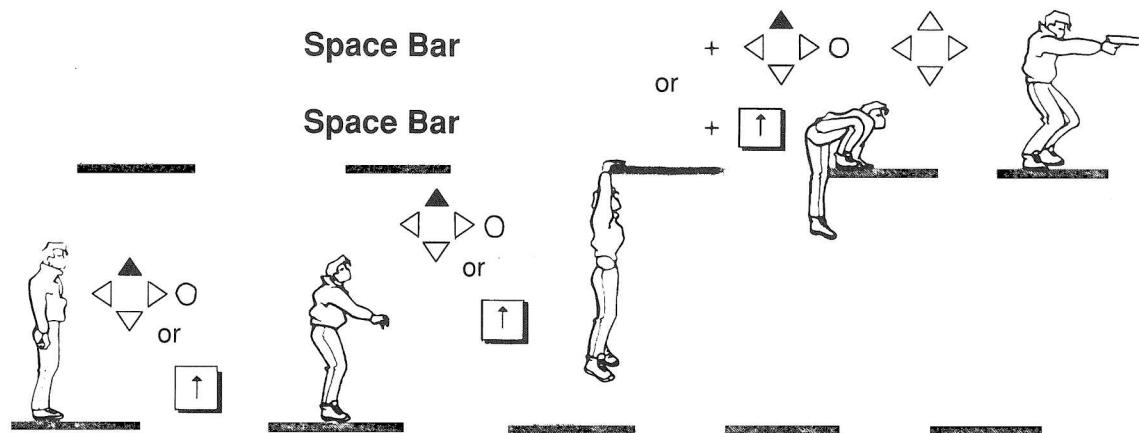


• Crouching down





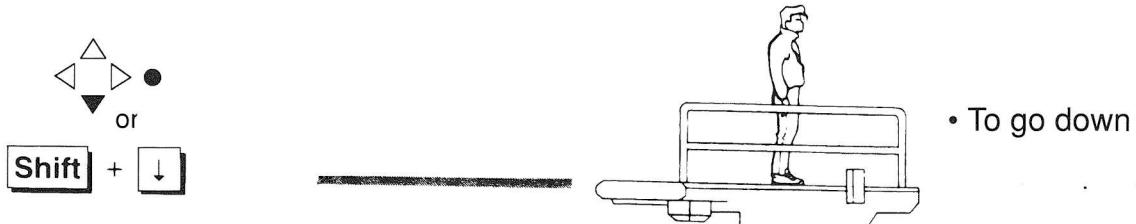
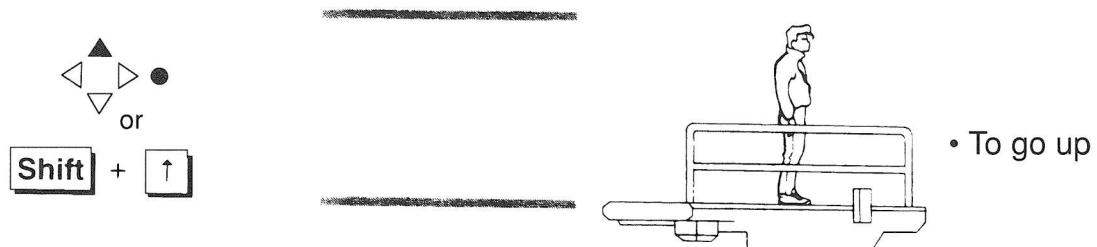
- Dropping down a floor with the pistol drawn on arrival.



- Going up a floor drawing the pistol.

- To call a taxi, stand in front of the sign and press the **ACTION button**.
- To get on the Metro, stand in the entry zone and wait for the train to arrive, then press the **ACTION button**. To get off the train, wait until it stops at the desired station then press the **ACTION button**.

- To go up or down by lift



NB: On the lift, Conrad may draw and use his weapon, but not move.

1	5D45E6
2	4C6520
3	706972
4	7H9895
5	7D1JDH
24F56F	5D45E6
184Z62	45S6ER
4R56T4	87R954
956D56	778F95
9665D2	7D1JDH



1	5GB469
2	61636B
3	657220
4	12G399
5	1G24RT
44GF56	5GB46G
163F95	495431
1C5D67	5G13R2
13J21Y	12G399
44G56R	1G23RE



1	94H512
2	617461
3	676520
4	5976N4
5	7861GJ
365J6Y	94H512
9G896F	HL246E
34854G	54N6G4
1B25T4	5G76N4
5H46G1	7861GM



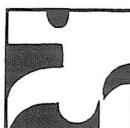
1	4F3E6
2	756E20
3	736F66
4	929F51
5	MX15S2
JF4651	21F3E5
4F55E4	5G1NNE
5D46MW	S213SE
84D3E4	989F51
99F56R	MX15S2



1	5F3JF1
2	657374
3	20756E
4	6J5611
5	3B17DA
9134D6	5F3JF1
KL378N	G54H22
6LF4V3	1B36F5
77V96D	6J5611
9F4922	3B178A



1	112432
2	74206E
3	276120
4	3F456E
5	68030E
RA5698	112432
8B54DA	1342RF
5H12HM	14V5F4
1C23D4	3F456E
29V464	74F651



1	HDK65D
2	207472
3	8A7320
4	H5F0KF
5	89AD7B
TY546D	HDK65D
1K23UF	15K6U1
3312NP	78X15C
HDJ645	H5F2KF
4L56A4	89AD7B



1	1KG657
2	726965
3	6E2064
4	CR5D62
5	63R987
6X2C56	1KG657
3W6D54	1F23E6
E56F13	PL5D64
1C32D5	CR5D62
4F65GN	63R987



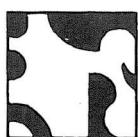
1	11B24G
2	76696C
3	61696E
4	5B1953
5	5G6BF3
P8Q432	11B24G
3G153D	6L5D46
1V6C5D	75G4FD
1F23G5	5B1953
1B9532	5G61F3



1	115G85
2	652067
3	6C6F72
4	1HLMF9
5	23N6H5
3249D5	115G65
3X6SE9	HFF453
7FF513	15B6GL
NKDLJ8	1HLMF9
5K139R	23N6H5



1	5CN623
2	206482
3	666175
4	ZRQB21
5	884B61
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1	KKBF12
2	696575
3	782C20
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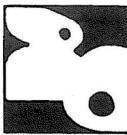


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1	446SG2
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5	5GF461
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GMN996	LN6321
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1	23SB12		1	RT965F
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3	206465		3	6F574
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5	77BR93		5	PMS963
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1F23D5	99BG42		23S4Q6	6D5S6N
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3	616972		3	6D656E
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5	BFD461		5	45Z687
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3	752076		3	727265
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2	742063		2	626C65
3	276573		3	34MJOP
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