R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\bin\Debug\Adventure\_Game.exe.config

R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\bin\Debug\Adventure\_Game.exe

R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\bin\Debug\Adventure\_Game.pdb

R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\obj\Debug\Adventure\_Game.csprojResolveAssemblyReference.cache

R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\obj\Debug\Adventure\_Game.frmPokemon.resources

R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\obj\Debug\Adventure\_Game.Properties.Resources.resources

R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\obj\Debug\Adventure\_Game.csproj.GenerateResource.Cache

R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\obj\Debug\Adventure\_Game.exe

R:\Visual Studio\v2.0 (20160418)\Adventure\_Game\obj\Debug\Adventure\_Game.pdb