open Level\_1;

build2D (32,32);

put2D\_2x4\_BLACK(0,0);  
put2D\_2x4\_BLACK(2,0);  
put2D\_2x4\_BLACK(4,0);  
put2D\_2x4\_BLACK(6,0);  
put2D\_2x4\_BLACK(8,0);  
put2D\_2x4\_BLACK(10,0);  
put2D\_2x4\_BLACK(12,0);  
put2D\_2x4\_BLACK(14,0);  
put2D\_2x4\_BLACK(16,0);  
put2D\_2x4\_BLACK(18,0);  
put2D\_2x4\_BLACK(20,0);  
put2D\_2x4\_BLACK(22,0);  
put2D\_2x4\_BLACK(24,0);  
put2D\_2x4\_BLACK(26,0);  
put2D\_2x4\_BLACK(28,0);  
put2D\_2x4\_BLACK(30,0);  
put2D\_2x4\_BLACK(32,0);  
put2D\_2x4\_BLACK(0,4);  
put2D\_2x4\_BLACK(2,4);  
put2D\_2x4\_BLACK(4,4);  
put2D\_2x4\_BLACK(6,4);  
put2D\_2x4\_BLACK(8,4);  
put2D\_2x4\_BLACK(10,4);  
put2D\_2x4\_BLACK(12,4);  
put2D\_2x4\_BLACK(14,4);  
put2D\_2x4\_BLACK(16,4);  
put2D\_2x4\_BLACK(18,4);  
put2D\_2x4\_BLACK(20,4);  
put2D\_2x4\_BLACK(22,4);  
put2D\_2x4\_BLACK(24,4);  
put2D\_2x4\_BLACK(26,4);  
put2D\_2x4\_BLACK(28,4);  
put2D\_2x4\_BLACK(30,4);  
put2D\_2x4\_BLACK(0,8);  
put2D\_2x4\_BLACK(2,8);  
put2D\_2x4\_BLACK(4,8);  
put2D\_2x4\_BLACK(6,8);  
put2D\_2x4\_BLACK(8,8);  
put2D\_2x4\_BLACK(10,8);  
put2D\_2x4\_BLACK(12,8);  
put2D\_2x4\_BLACK(14,8);  
put2D\_2x4\_BLACK(16,8);  
put2D\_2x4\_BLACK(18,8);  
put2D\_2x4\_BLACK(20,8);  
put2D\_2x4\_BLACK(22,8);  
put2D\_2x4\_BLACK(24,8);  
put2D\_2x4\_BLACK(26,8);  
put2D\_2x4\_BLACK(28,8);  
put2D\_2x4\_BLACK(30,8);  
put2D\_2x4\_BLACK(0,12);  
put2D\_2x4\_BLACK(2,12);  
put2D\_2x4\_BLACK(4,12);  
put2D\_2x4\_BLACK(6,12);  
put2D\_2x4\_BLACK(8,12);  
put2D\_2x4\_BLACK(10,12);  
put2D\_2x4\_BLACK(12,12);  
put2D\_2x4\_BLACK(14,12);  
put2D\_2x4\_BLACK(16,12);  
put2D\_2x4\_BLACK(18,12);  
put2D\_2x4\_BLACK(20,12);  
put2D\_2x4\_BLACK(22,12);  
put2D\_2x4\_BLACK(24,12);  
put2D\_2x4\_BLACK(26,12);  
put2D\_2x4\_BLACK(28,12);  
put2D\_2x4\_BLACK(30,12);

put2D\_1x2\_RED(1,10);  
put2D\_1x2\_RED(1,8);  
put2D\_1x2\_RED(1,6);  
put2D\_1x2\_RED(1,4);  
put2D\_2x1\_RED(2,11);  
put2D\_2x1\_RED(3,11);  
put2D\_2x1\_RED(2,3);  
put2D\_1x1\_RED(1,3);  
put2D\_2x1\_RED(3,3);  
put2D\_2x1\_RED(2,7);  
put2D\_1x2\_RED(8,3);  
put2D\_1x2\_RED(8,5);  
put2D\_1x1\_RED(8,7);  
put2D\_1x1\_RED(9,7);  
put2D\_1x1\_RED(10,6);  
put2D\_2x1\_RED(11,7);  
put2D\_1x2\_RED(12,5);  
put2D\_1x2\_RED(12,3);  
put2D\_1x2\_RED(16,3);  
put2D\_1x2\_RED(16,5);  
put2D\_1x1\_RED(16,7);  
put2D\_1x1\_RED(16,9);  
put2D\_1x2\_RED(20,3);  
put2D\_1x2\_RED(20,5);  
put2D\_1x2\_RED(20,7);  
put2D\_1x2\_RED(20,9);  
put2D\_1x1\_RED(24,9);  
put2D\_1x1\_RED(25,8);  
put2D\_1x1\_RED(26,7);  
put2D\_1x1\_RED(27,6);  
put2D\_1x2\_RED(27,4);  
put2D\_1x1\_RED(27,3);  
put2D\_1x1\_RED(28,7);  
put2D\_1x1\_RED(29,8);  
put2D\_1x1\_RED(30,9);  
put2D\_2x4\_BLUE(0,16);  
put2D\_2x4\_BLUE(0,20);  
put2D\_2x4\_BLUE(0,24);  
put2D\_2x4\_BLUE(0,28);  
put2D\_2x4\_BLUE(2,16);  
put2D\_2x4\_BLUE(2,20);  
put2D\_2x4\_BLUE(2,24);  
put2D\_2x4\_BLUE(2,28);  
put2D\_2x4\_BLUE(4,16);  
put2D\_2x4\_BLUE(4,20);  
put2D\_2x4\_BLUE(4,24);  
put2D\_2x4\_BLUE(4,28);  
put2D\_2x4\_BLUE(6,16);  
put2D\_2x4\_BLUE(6,20);  
put2D\_2x4\_BLUE(6,24);  
put2D\_2x4\_BLUE(6,28);  
put2D\_2x4\_BLUE(8,16);  
put2D\_2x4\_BLUE(8,20);  
put2D\_2x4\_BLUE(8,24);  
put2D\_2x4\_BLUE(8,28);  
put2D\_2x4\_BLUE(10,16);  
put2D\_2x4\_BLUE(10,20);  
put2D\_2x4\_BLUE(10,24);  
put2D\_2x4\_BLUE(10,28);  
put2D\_2x4\_BLUE(12,16);  
put2D\_2x4\_BLUE(12,20);  
put2D\_2x4\_BLUE(12,24);  
put2D\_2x4\_BLUE(12,28);  
put2D\_2x4\_BLUE(14,16);  
put2D\_2x4\_BLUE(14,20);  
put2D\_2x4\_BLUE(14,24);  
put2D\_2x4\_BLUE(14,28);  
put2D\_2x4\_BLUE(16,16);  
put2D\_2x4\_BLUE(16,20);  
put2D\_2x4\_BLUE(16,24);  
put2D\_2x4\_BLUE(16,28);  
put2D\_2x4\_BLUE(18,16);  
put2D\_2x4\_BLUE(18,20);  
put2D\_2x4\_BLUE(18,24);  
put2D\_2x4\_BLUE(18,28);  
put2D\_2x4\_BLUE(20,16);  
put2D\_2x4\_BLUE(20,20);  
put2D\_2x4\_BLUE(20,24);  
put2D\_2x4\_BLUE(20,28);  
put2D\_2x4\_BLUE(22,16);  
put2D\_2x4\_BLUE(22,20);  
put2D\_2x4\_BLUE(22,24);  
put2D\_2x4\_BLUE(22,28);  
put2D\_2x4\_BLUE(24,16);  
put2D\_2x4\_BLUE(24,20);  
put2D\_2x4\_BLUE(24,24);  
put2D\_2x4\_BLUE(24,28);  
put2D\_2x4\_BLUE(26,16);  
put2D\_2x4\_BLUE(26,20);  
put2D\_2x4\_BLUE(26,24);  
put2D\_2x4\_BLUE(26,28);  
put2D\_2x4\_BLUE(28,16);  
put2D\_2x4\_BLUE(28,20);  
put2D\_2x4\_BLUE(28,24);  
put2D\_2x4\_BLUE(28,28);  
put2D\_2x4\_BLUE(30,16);  
put2D\_2x4\_BLUE(30,20);  
put2D\_2x4\_BLUE(30,24);  
put2D\_2x4\_BLUE(30,28);  
put2D\_1x2\_WHITE(1,18);  
put2D\_1x2\_WHITE(1,20);  
put2D\_1x2\_WHITE(1,22);  
put2D\_1x2\_WHITE(1,24);  
put2D\_1x2\_WHITE(1,26);  
put2D\_1x1\_WHITE(2,27);  
put2D\_2x1\_WHITE(3,28);  
put2D\_1x1\_WHITE(1,28);  
put2D\_1x1\_WHITE(5,27);  
put2D\_1x1\_WHITE(6,26);  
put2D\_1x2\_WHITE(6,24);  
put2D\_1x2\_WHITE(6,22);  
put2D\_1x2\_WHITE(6,20);  
put2D\_1x2\_WHITE(6,18);  
put2D\_1x2\_WHITE(8,18);  
put2D\_1x2\_WHITE(8,20);  
put2D\_1x2\_WHITE(8,22);  
put2D\_1x2\_WHITE(8,24);  
put2D\_1x1\_WHITE(8,27);

put2D\_2x1\_WHITE(10,18);  
put2D\_2x1\_WHITE(12,18);  
put2D\_1x2\_WHITE(10,19);  
put2D\_1x2\_WHITE(10,21);  
put2D\_1x2\_WHITE(10,23);  
put2D\_1x2\_WHITE(10,25);  
put2D\_2x1\_WHITE(10,27);  
put2D\_2x1\_WHITE(12,27);  
put2D\_2x1\_WHITE(15,18);  
put2D\_2x1\_WHITE(17,18);  
put2D\_2x1\_WHITE(20,18);  
put2D\_2x1\_WHITE(22,18);  
put2D\_1x2\_WHITE(24,18);  
put2D\_2x1\_WHITE(26,18);  
put2D\_2x1\_WHITE(28,18);  
put2D\_1x2\_WHITE(26,19);  
put2D\_1x2\_WHITE(15,19);  
put2D\_1x2\_WHITE(15,21);  
put2D\_1x2\_WHITE(15,23);  
put2D\_1x2\_WHITE(15,25);  
put2D\_2x1\_WHITE(15,27);  
put2D\_2x1\_WHITE(17,27);  
put2D\_1x2\_WHITE(18,19);  
put2D\_1x2\_WHITE(18,21);  
put2D\_1x2\_WHITE(18,23);  
put2D\_1x2\_WHITE(18,25);  
put2D\_1x2\_WHITE(20,19);  
put2D\_1x2\_WHITE(20,21);  
put2D\_2x1\_WHITE(21,22);  
put2D\_2x1\_WHITE(23,22);  
put2D\_1x2\_WHITE(24,20);  
put2D\_1x2\_WHITE(24,23);  
put2D\_1x2\_WHITE(24,25);  
put2D\_1x1\_WHITE(24,27);  
put2D\_1x1\_WHITE(30,18);  
put2D\_1x2\_WHITE(26,21);  
put2D\_1x2\_WHITE(26,23);  
put2D\_1x2\_WHITE(26,25);  
put2D\_2x1\_WHITE(26,27);  
put2D\_2x1\_WHITE(28,27);  
put2D\_1x1\_WHITE(30,27);  
put2D\_2x1\_WHITE(27,22);

show2D "thing";