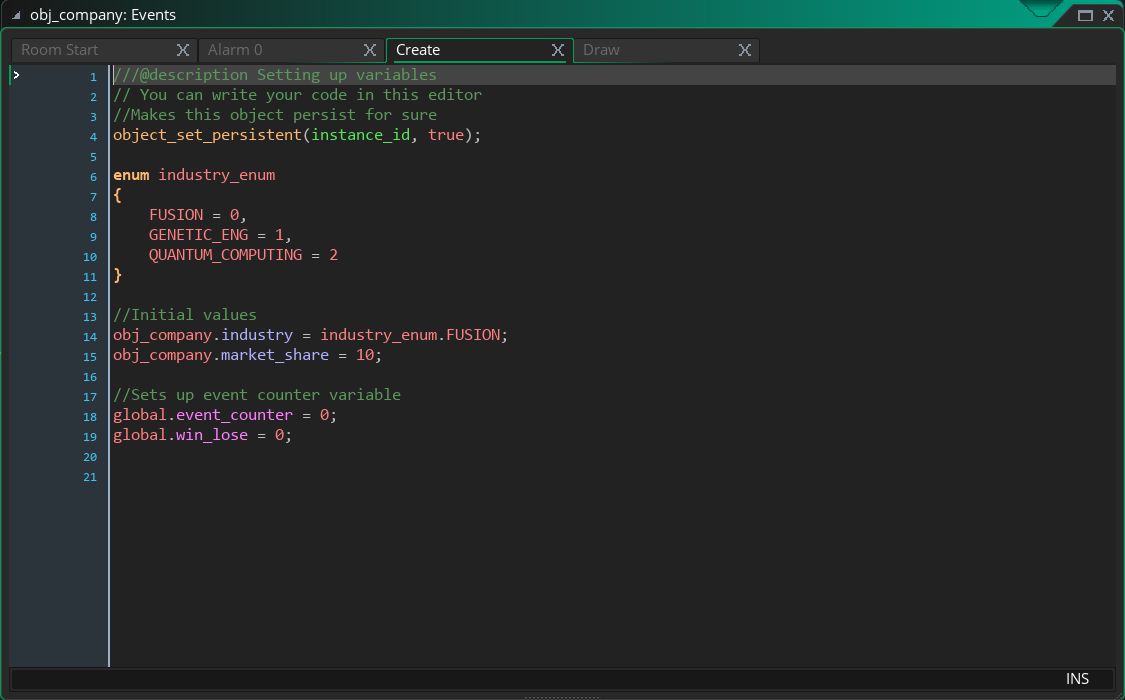
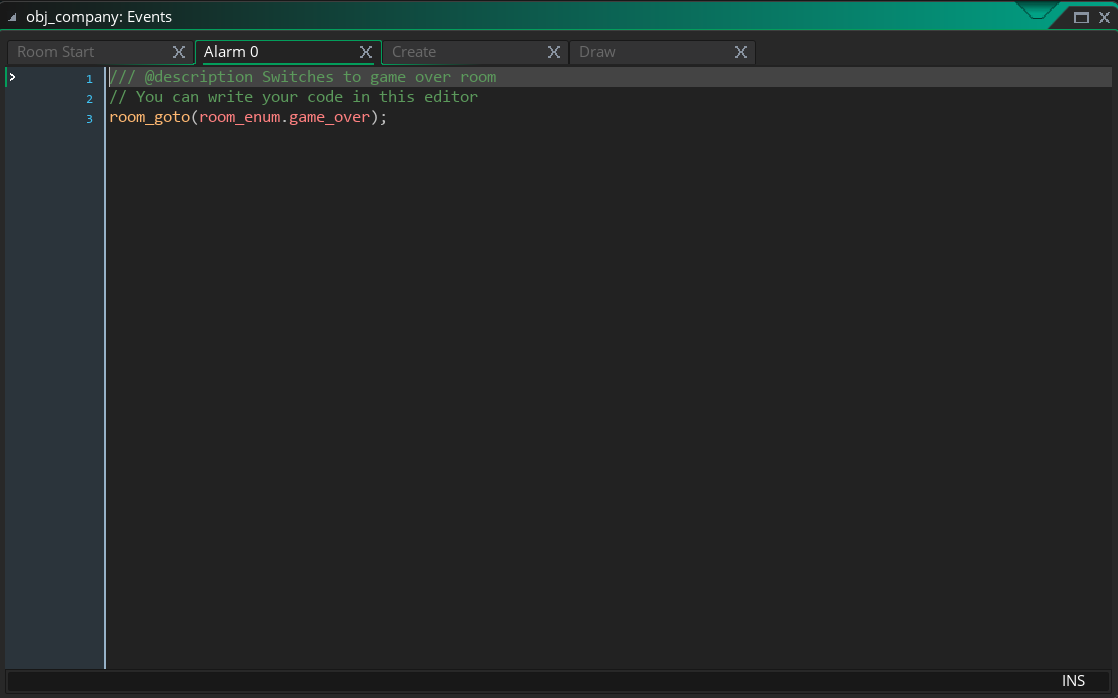
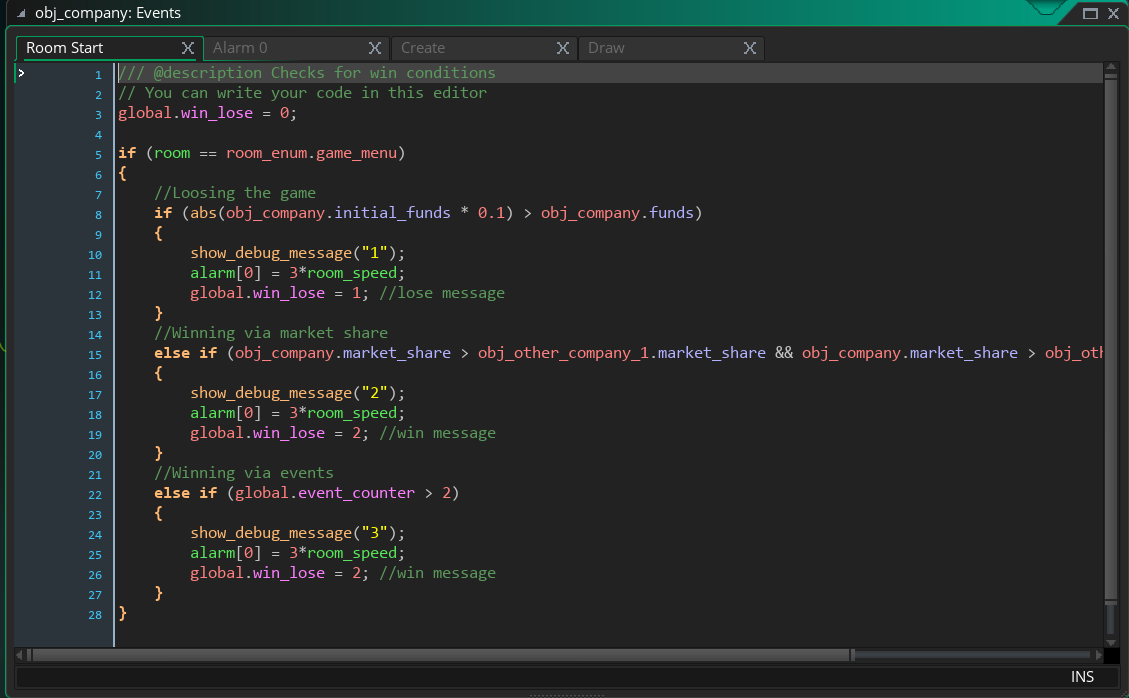
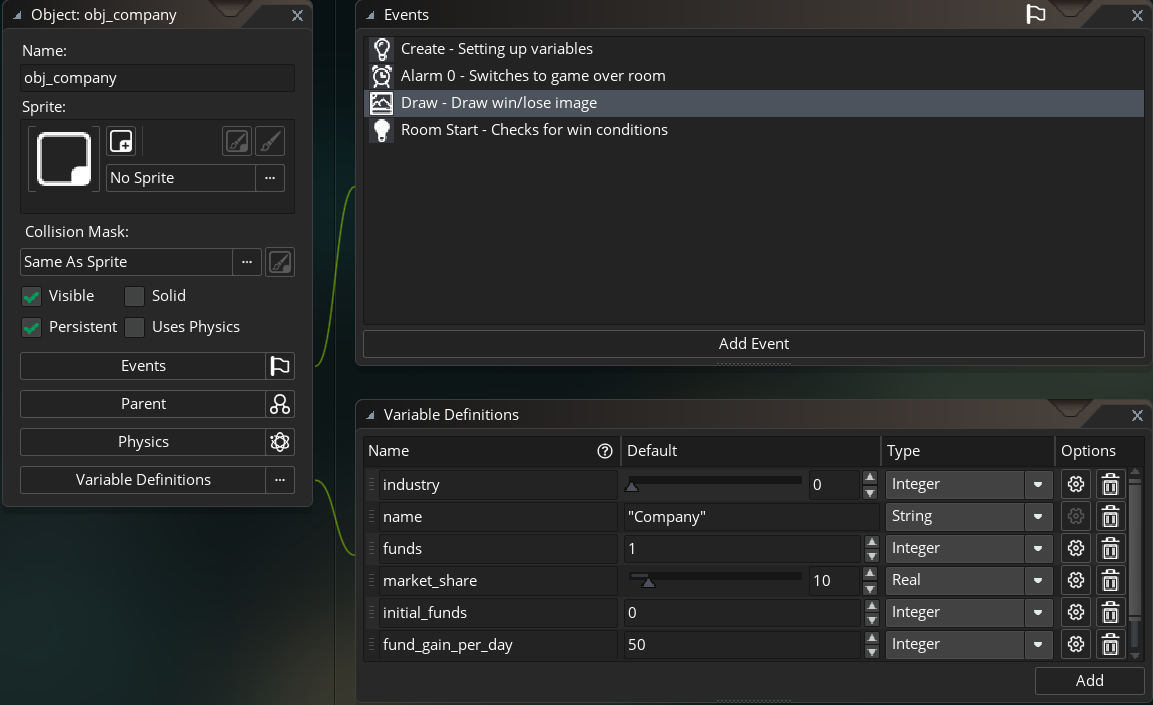
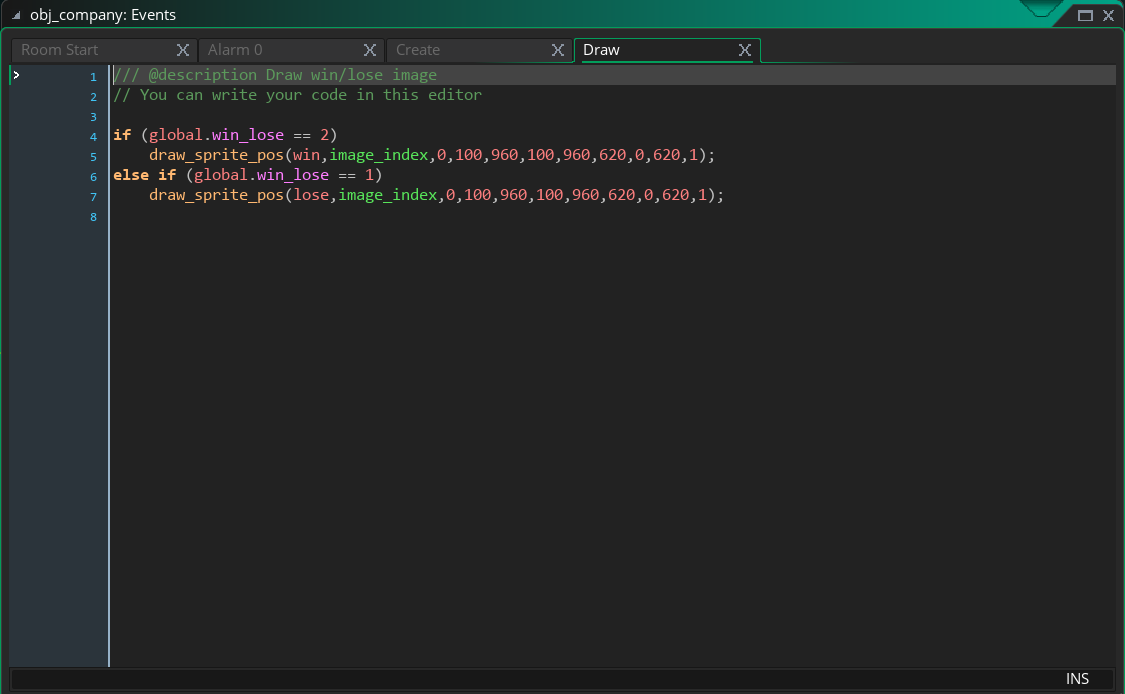
Included so that you can see our code without a need to download the game maker engine.

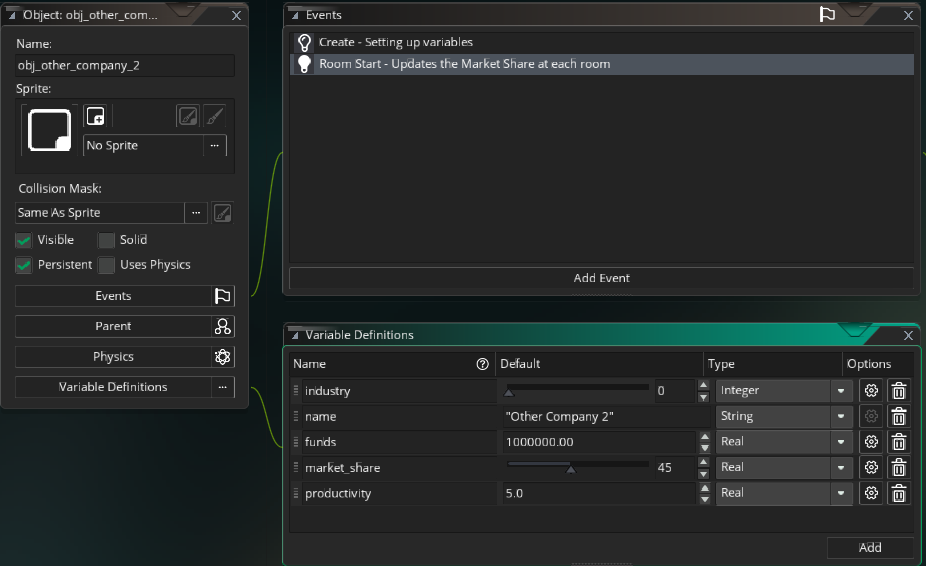
Object Code:

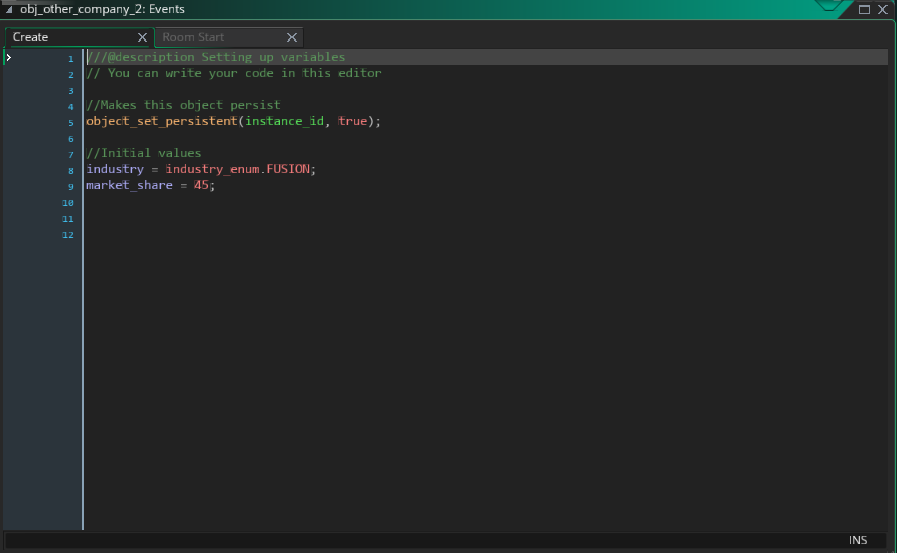
obj\_company:

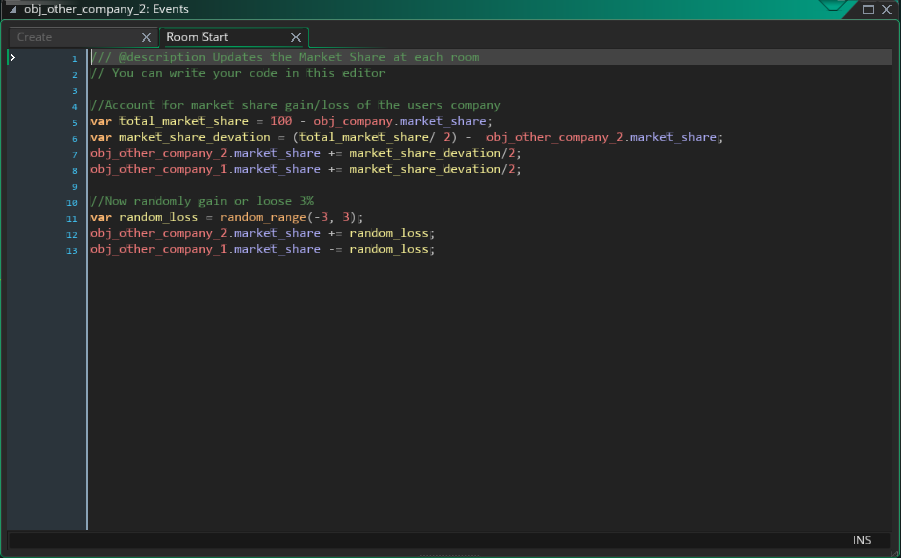




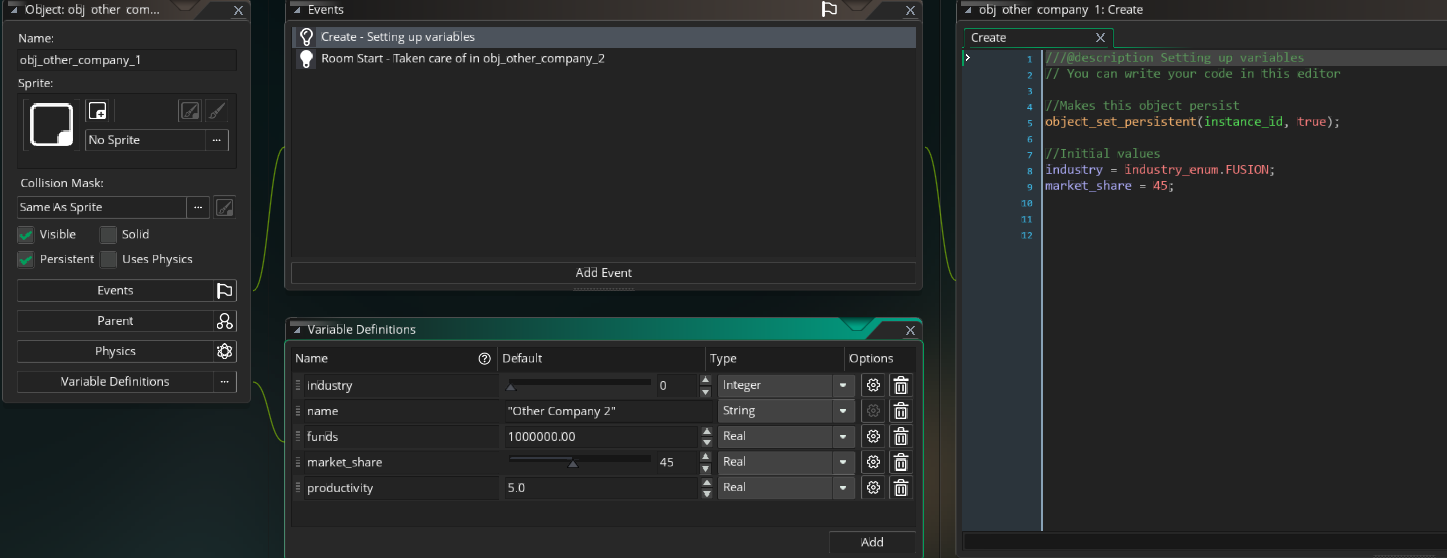
obj\_other\_company\_2:







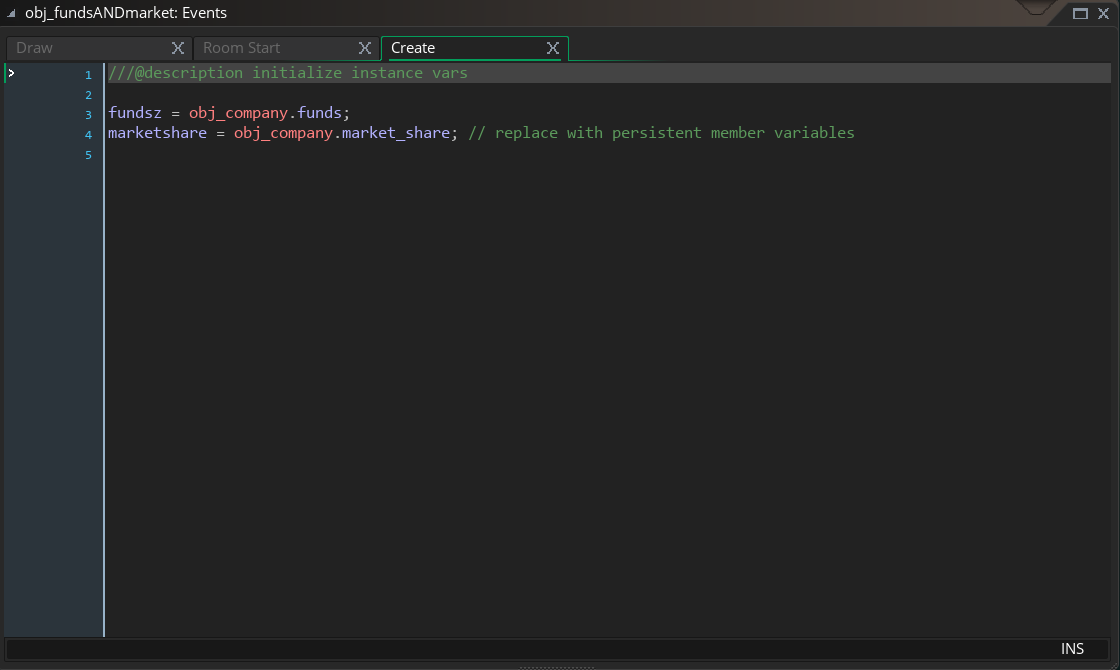
obj\_other\_company\_1:

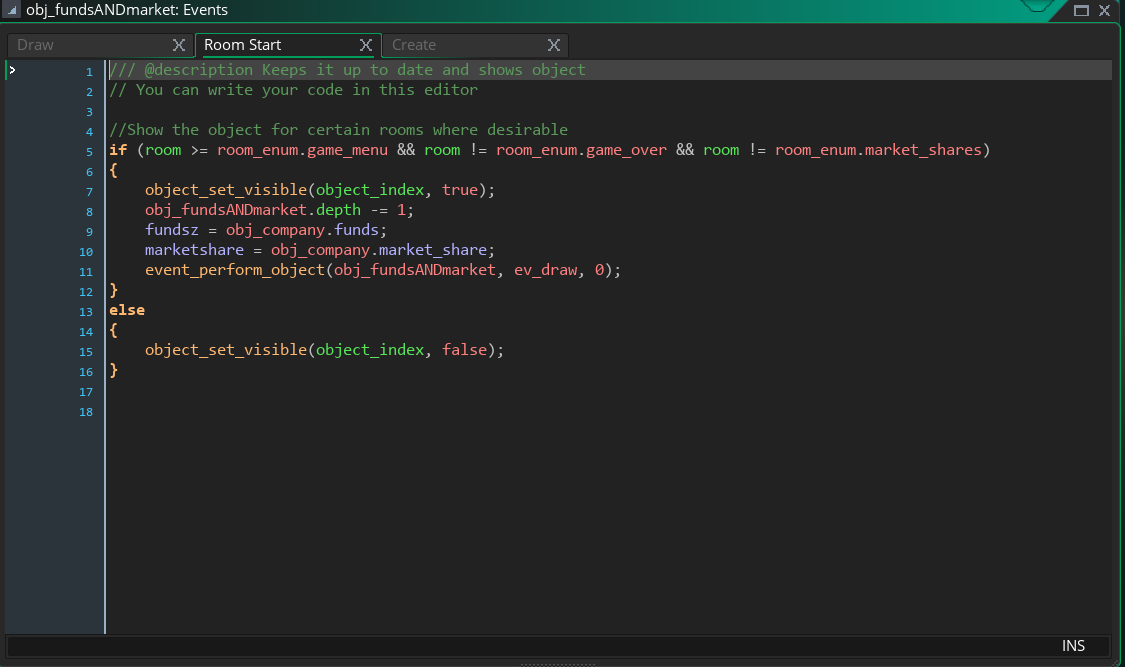


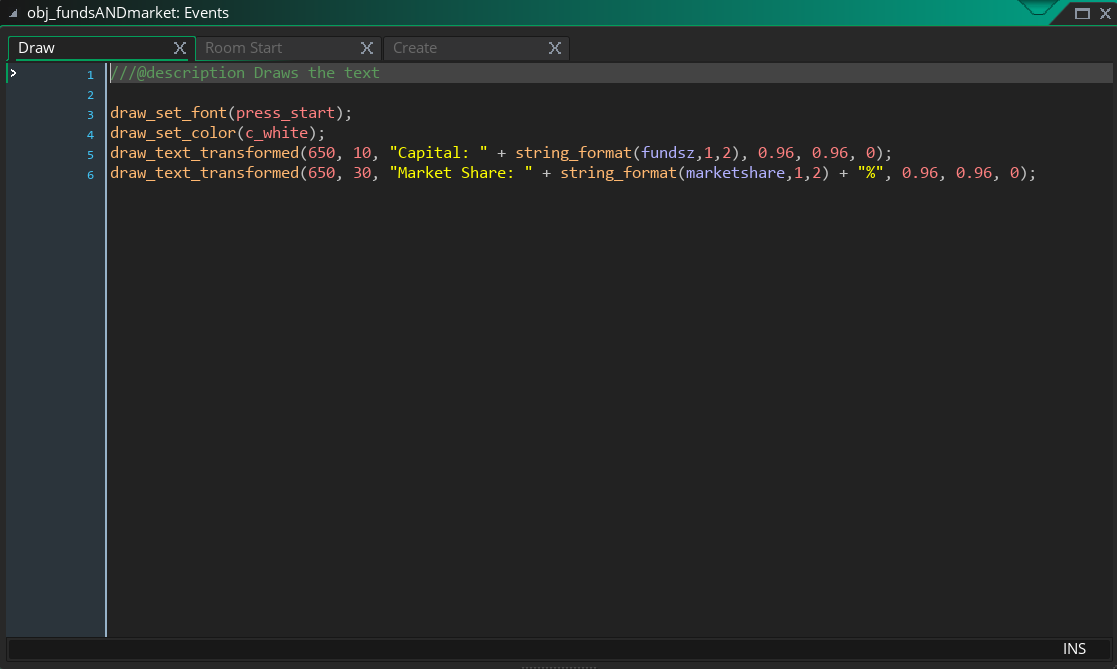
obj\_rooms:



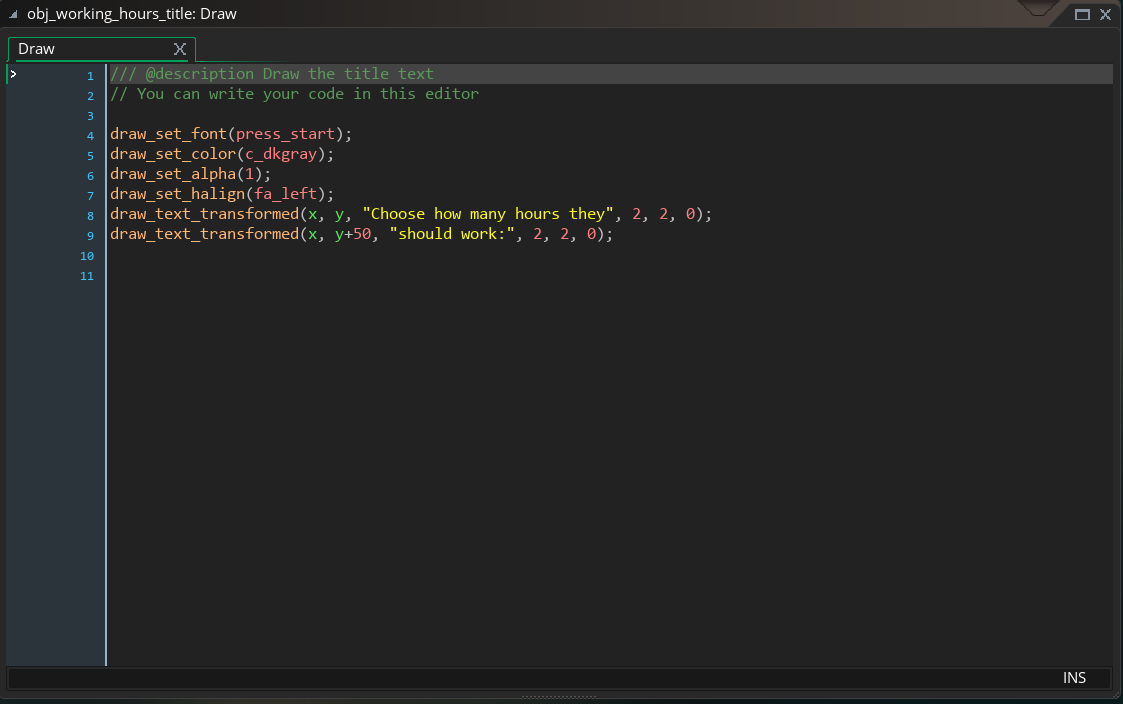
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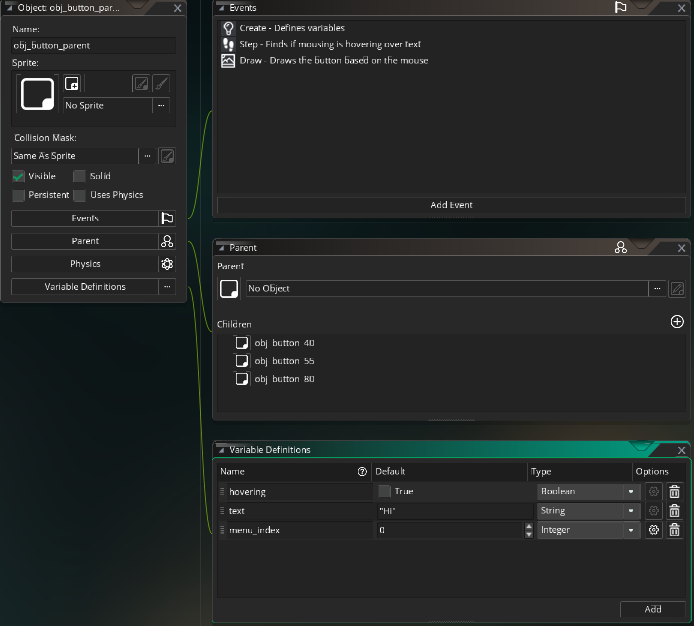


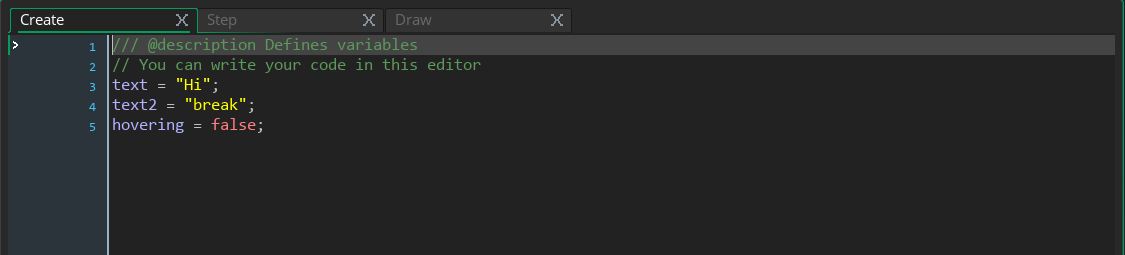


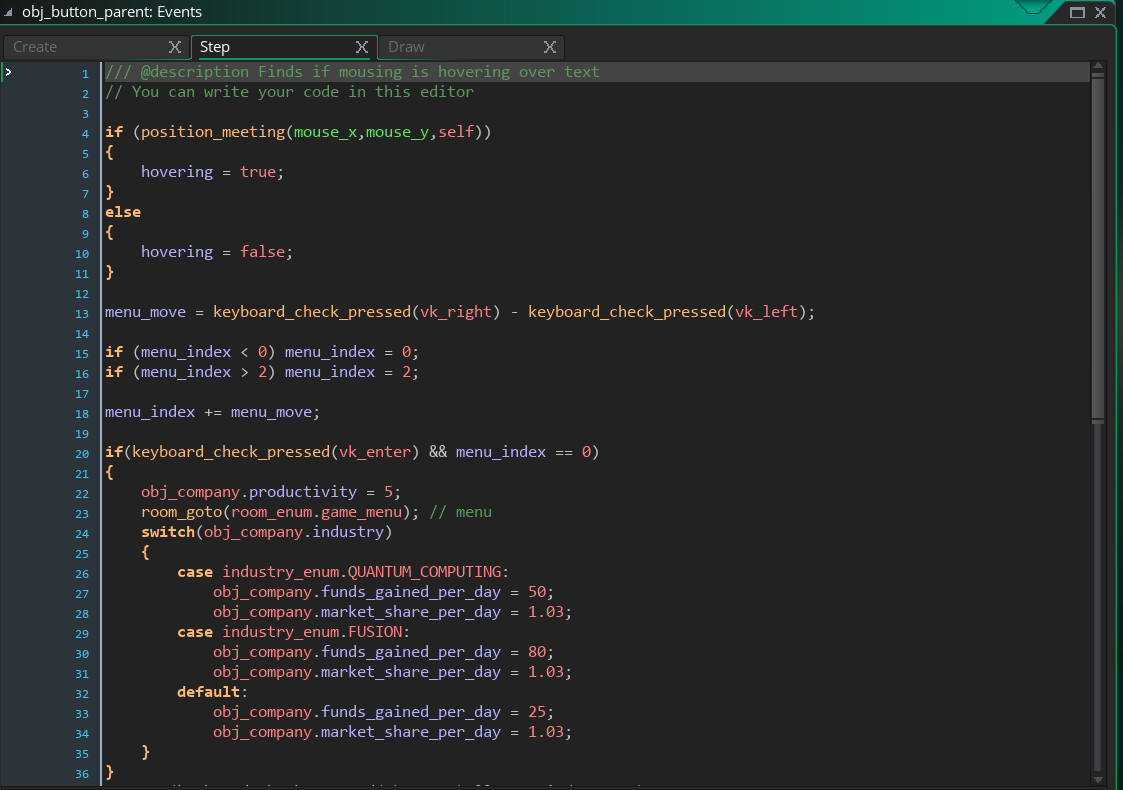
obj\_working\_hours\_title:

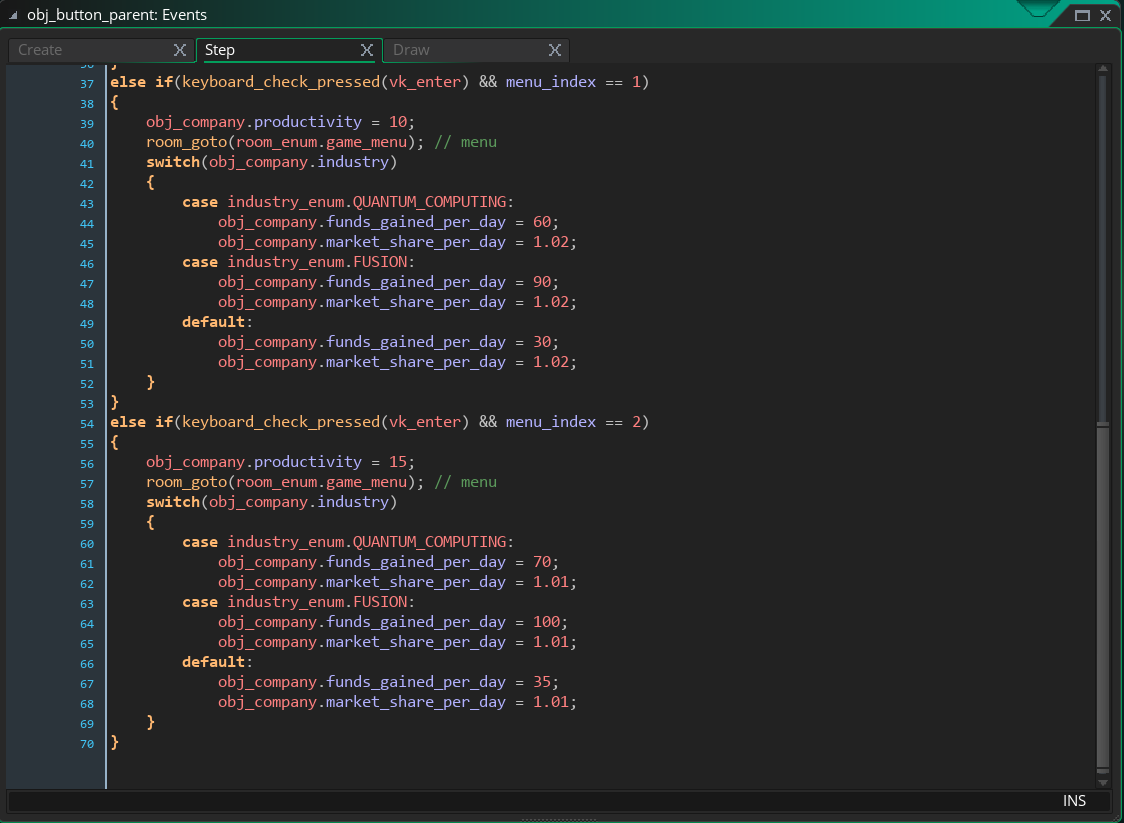


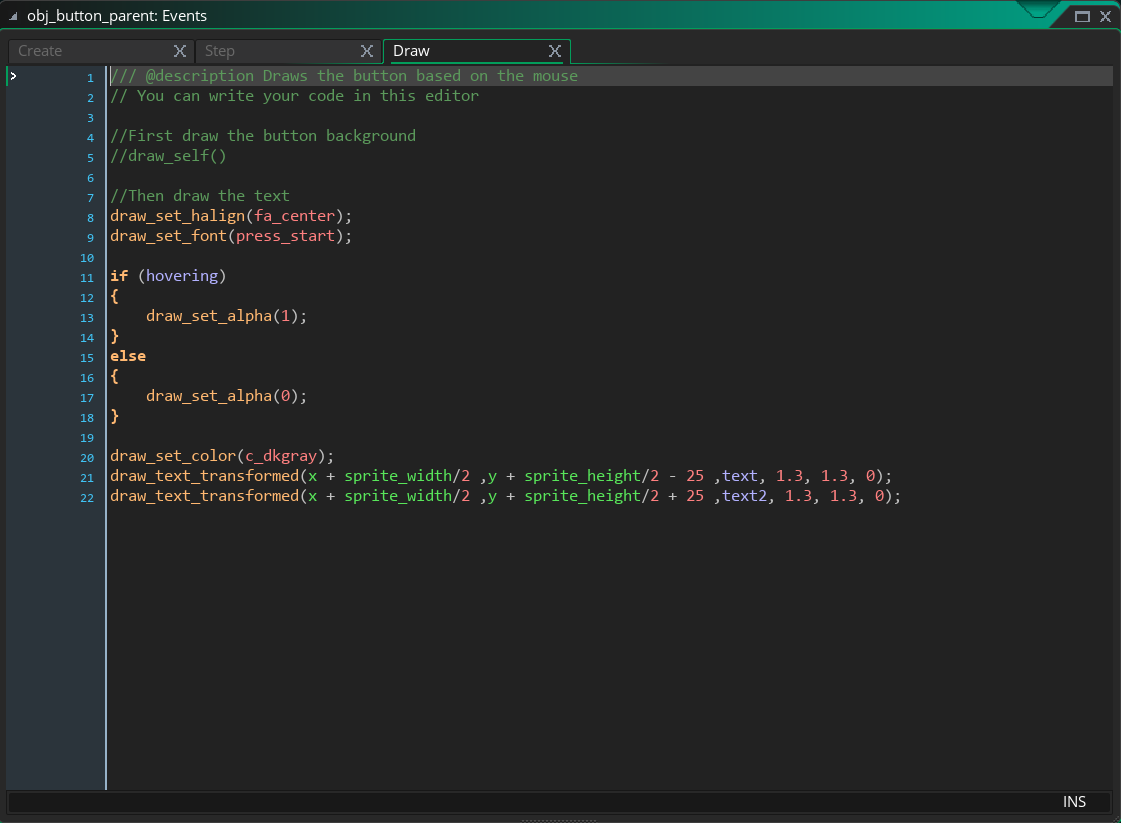
obj\_button\_parent (base class for button objects):



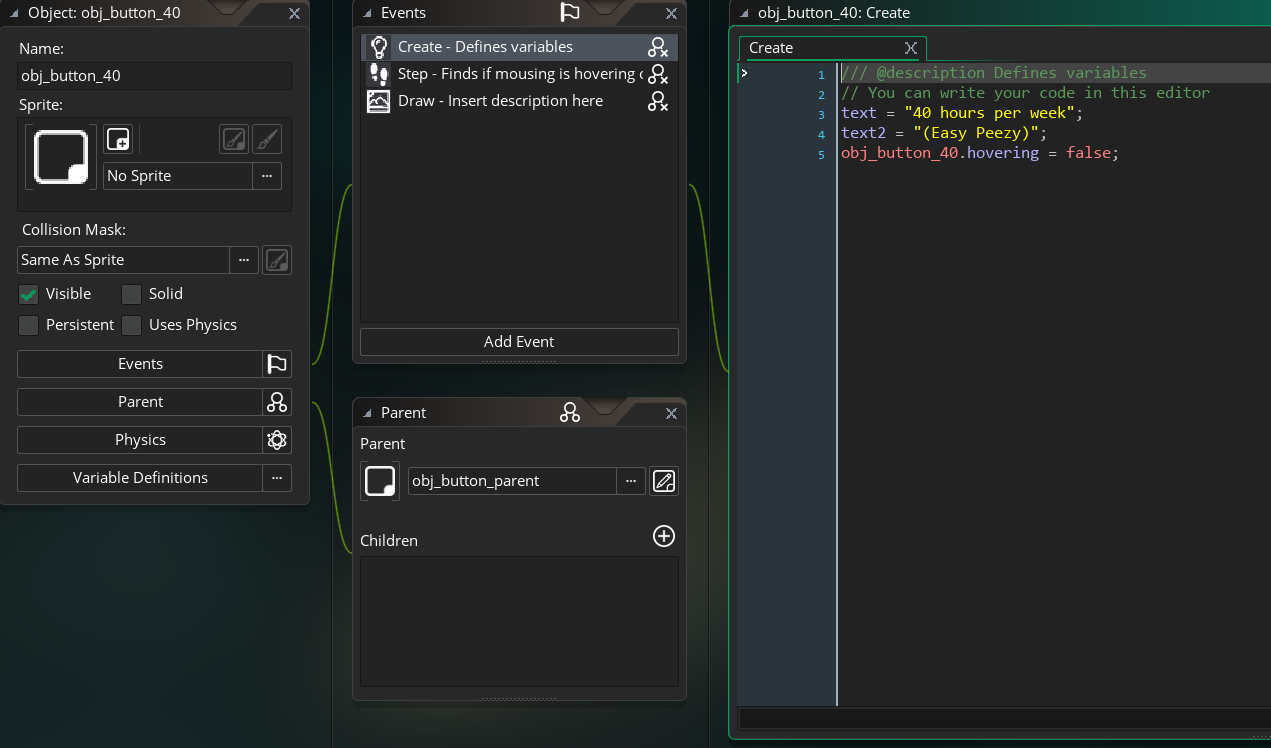


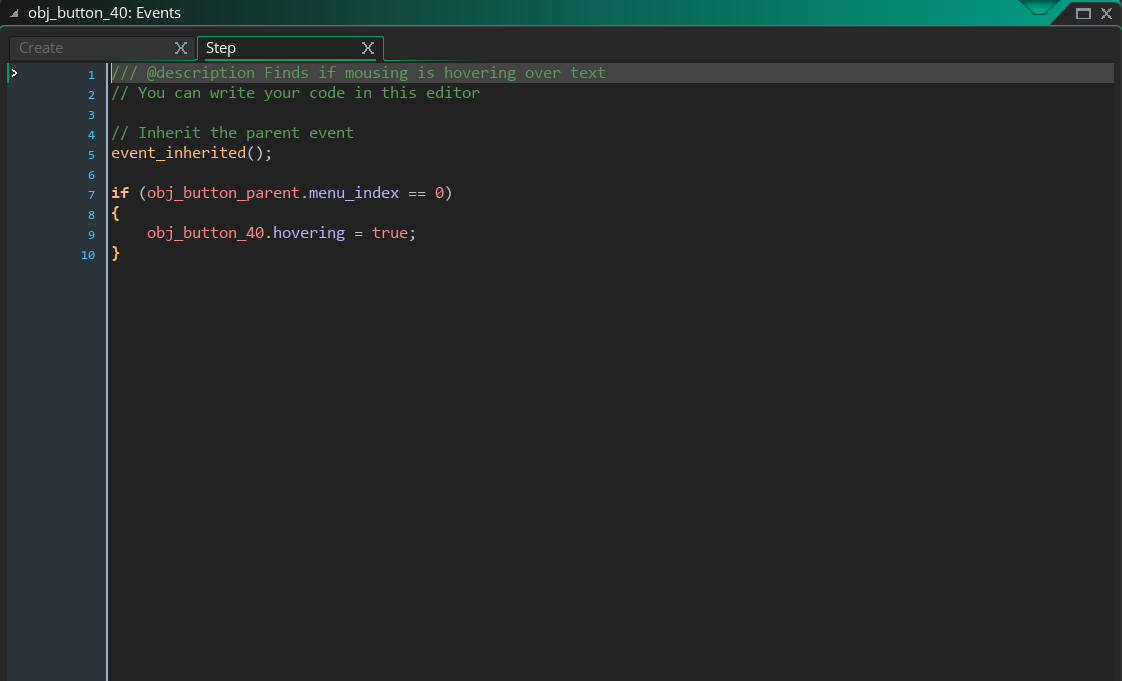


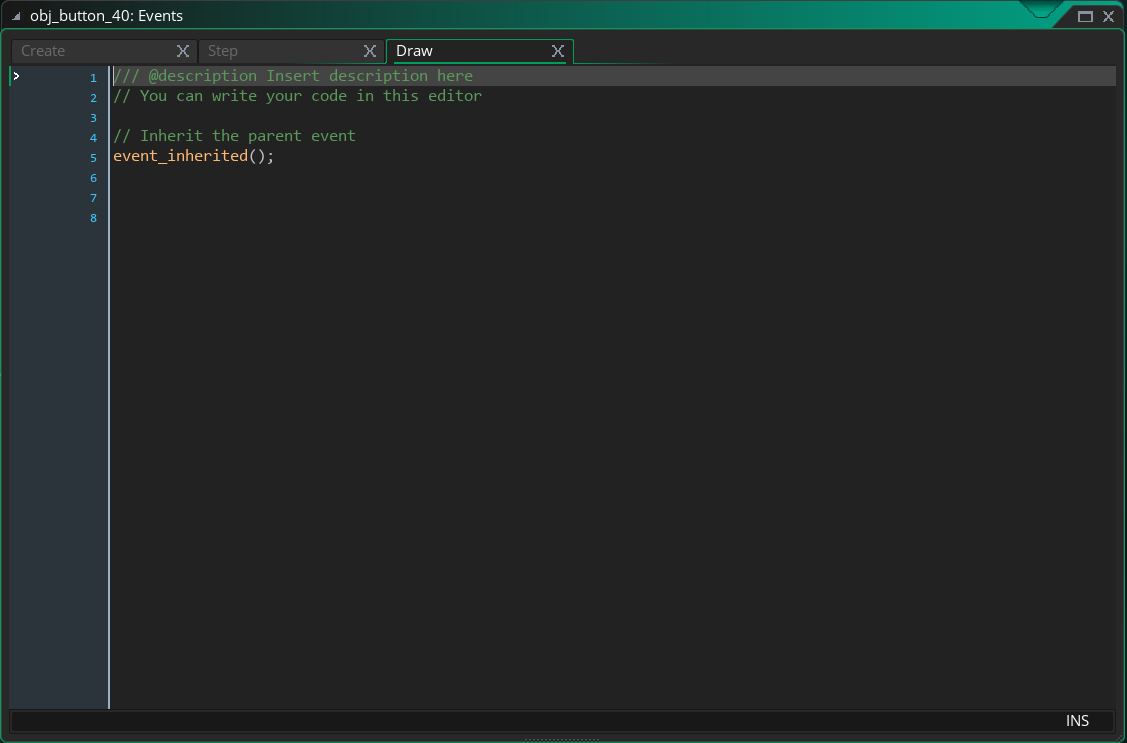




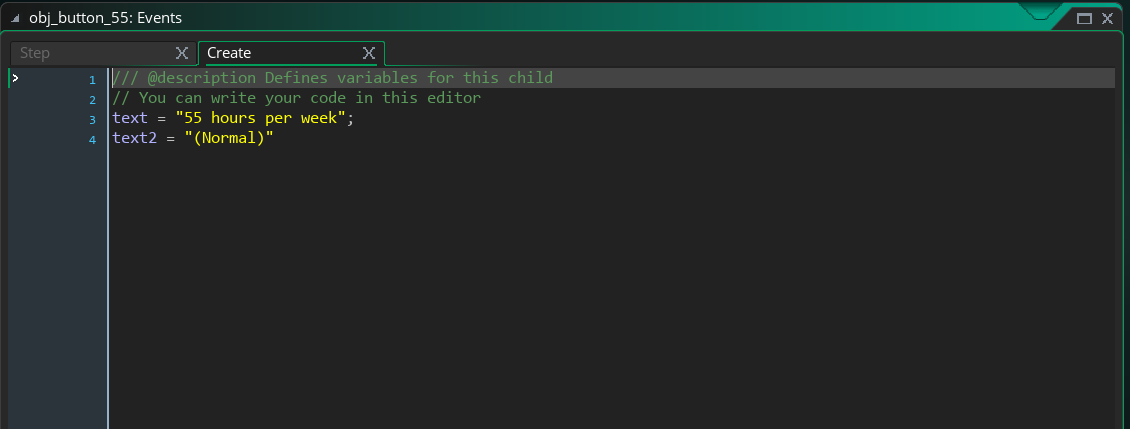
obj\_button\_40:



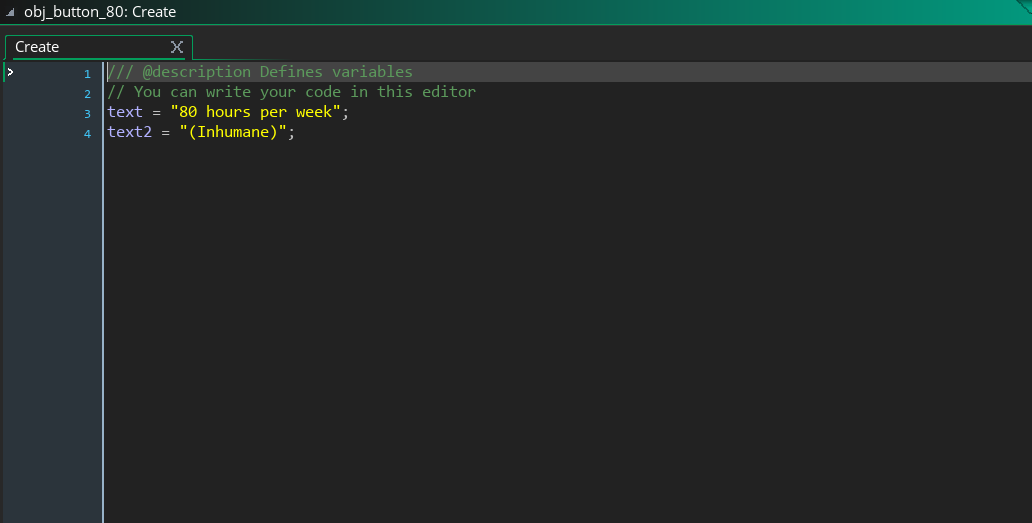




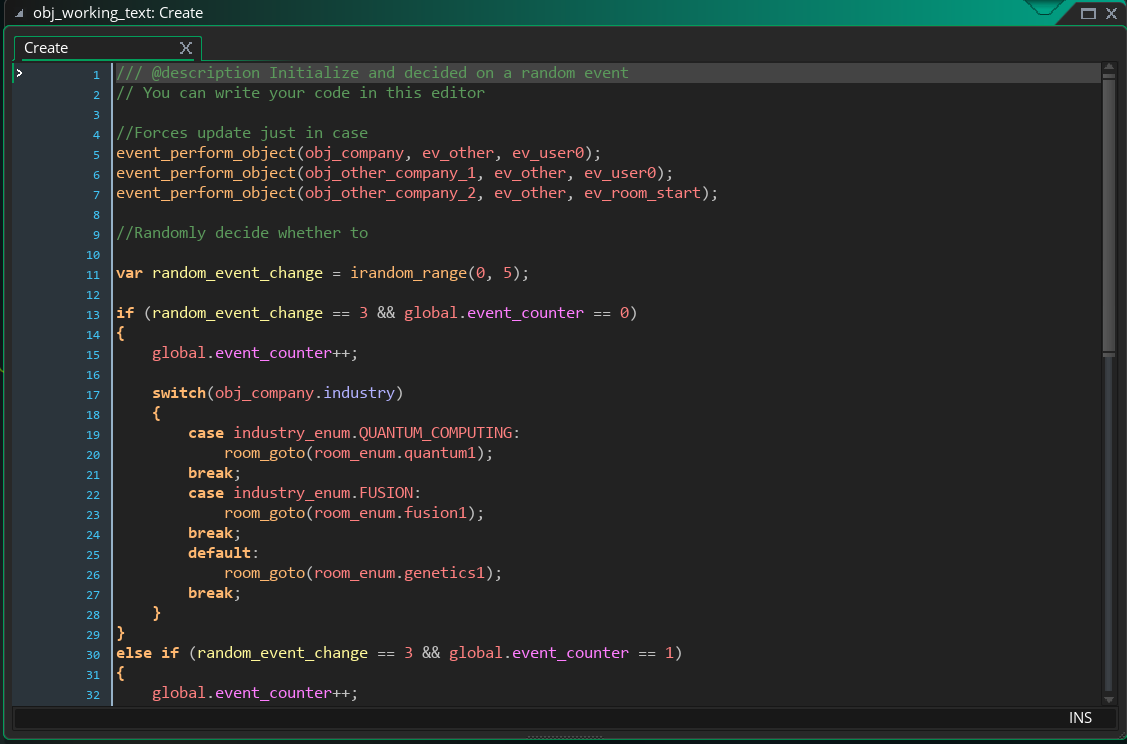
obj\_button\_55(ditto to obj\_button\_40 except Create Event):

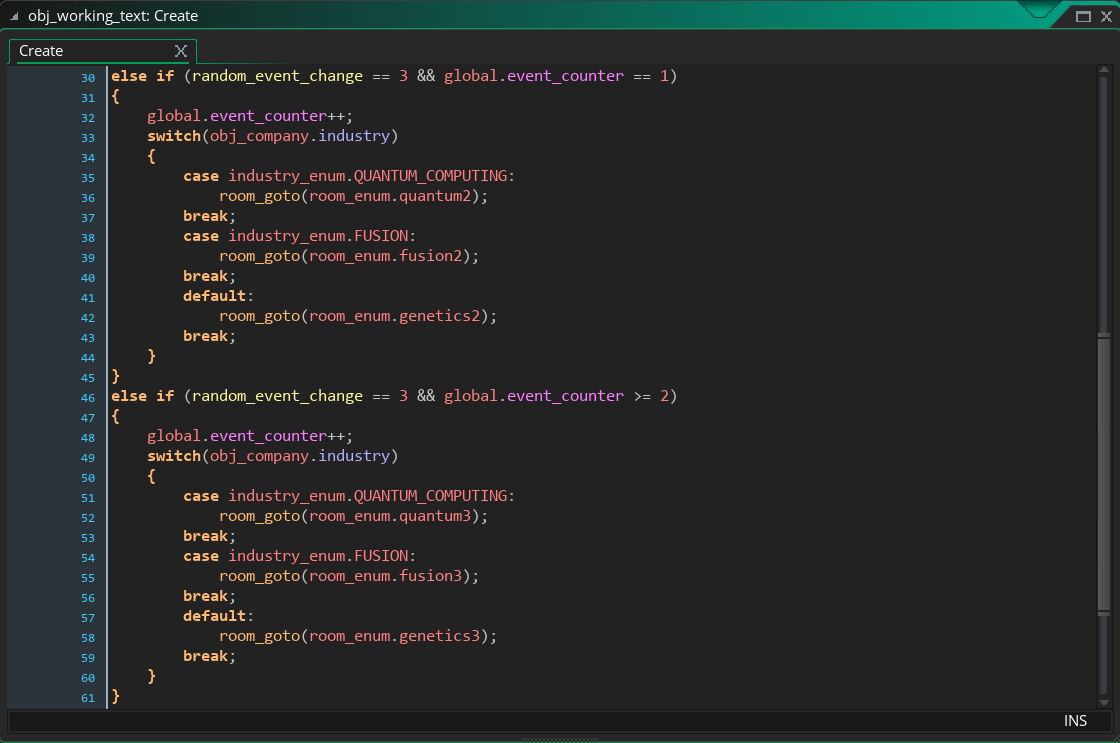


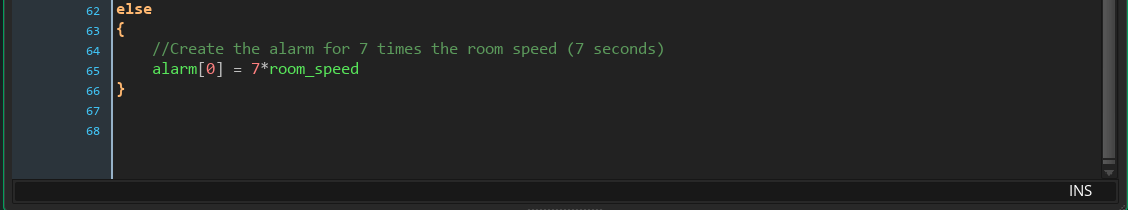
obj\_button\_80(ditto to obj\_button\_40 except Create Event):

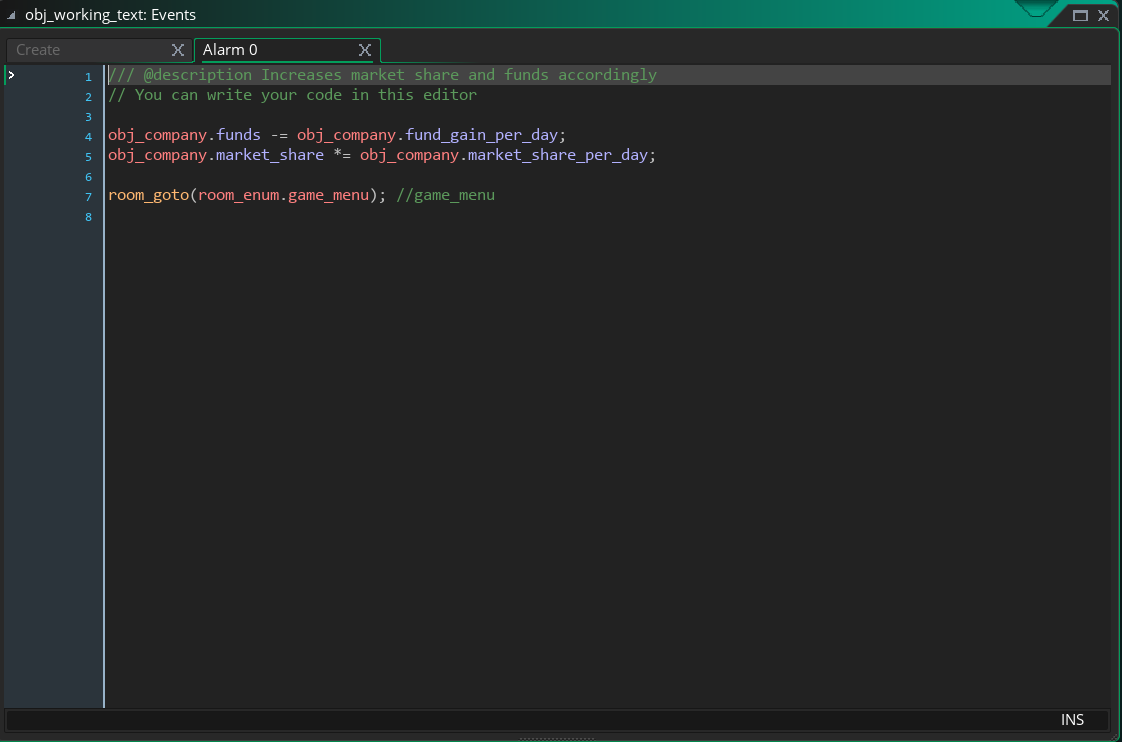


obj\_working\_text:

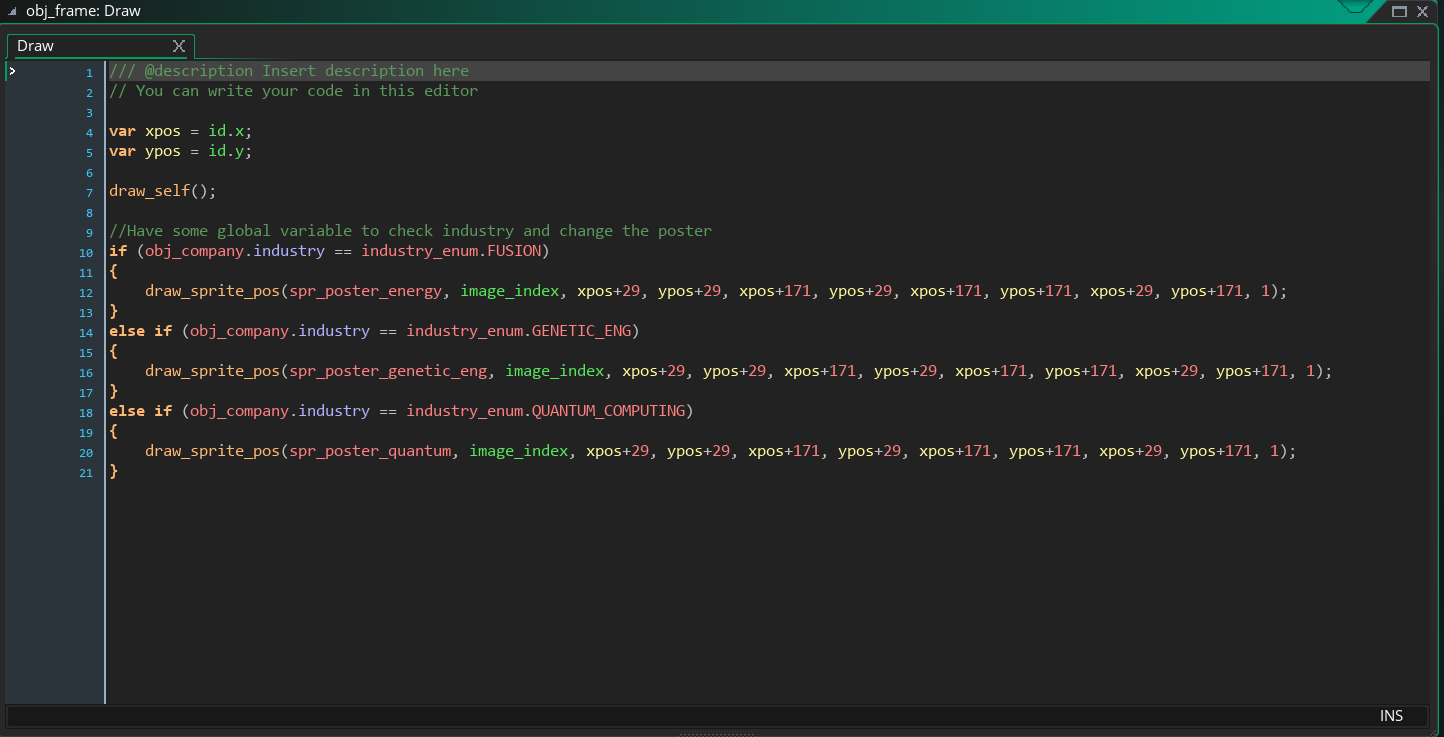




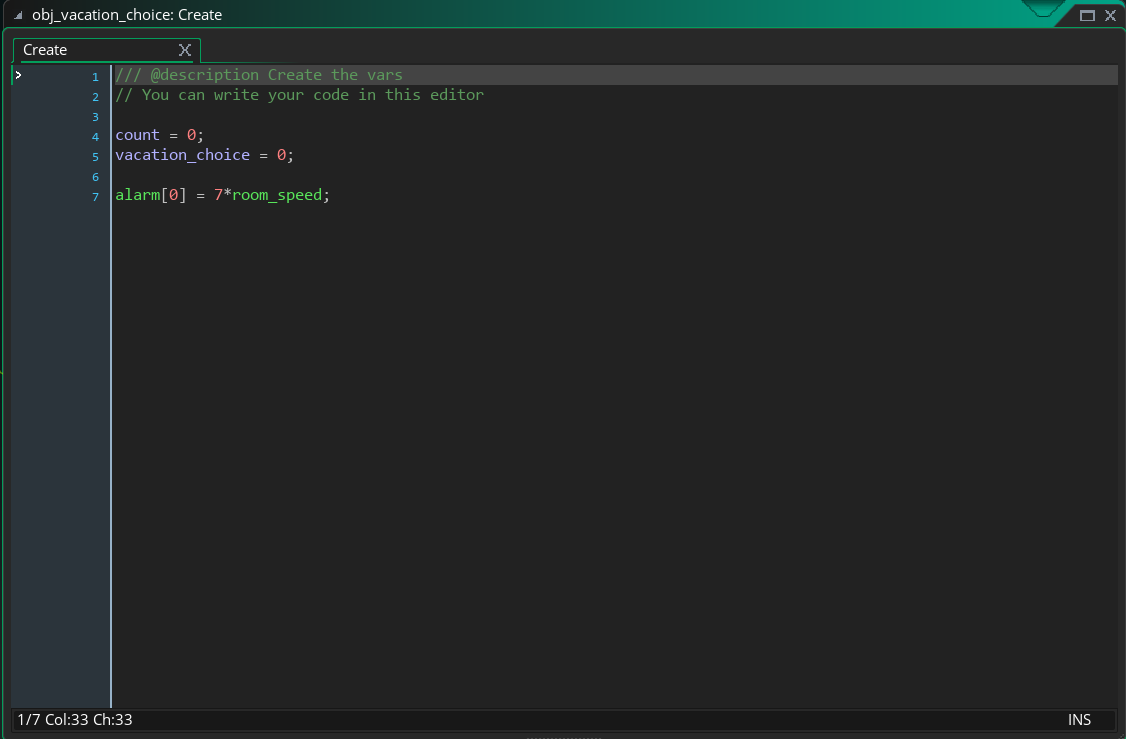


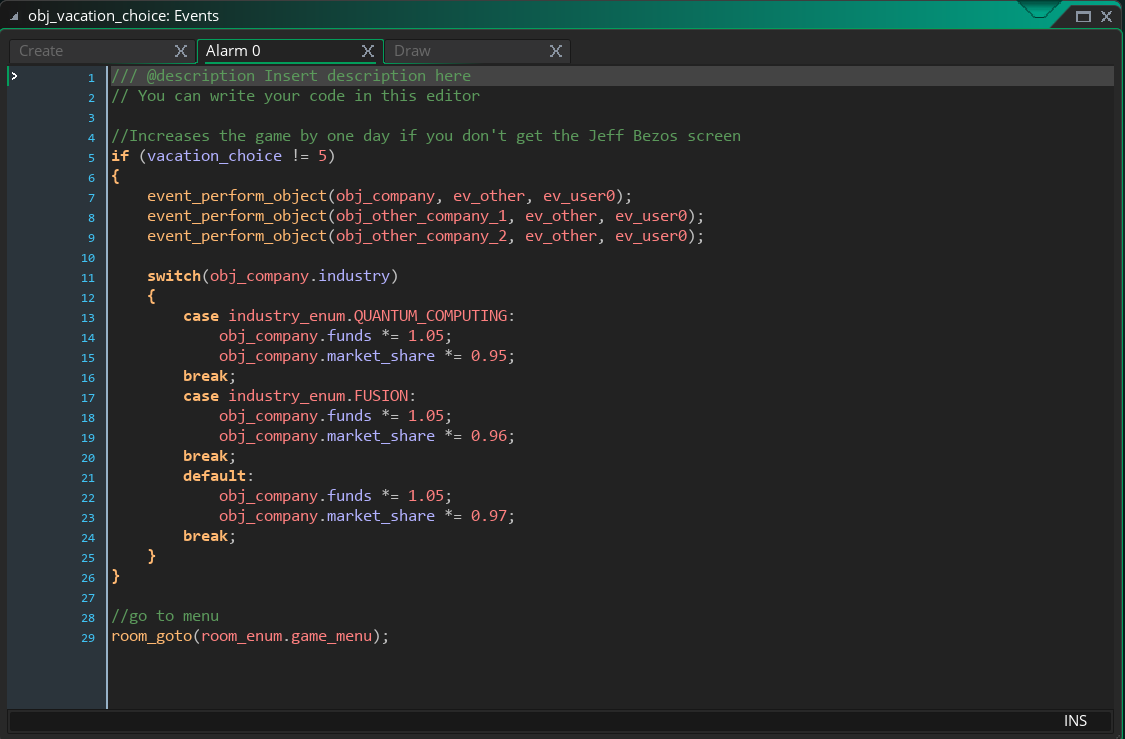


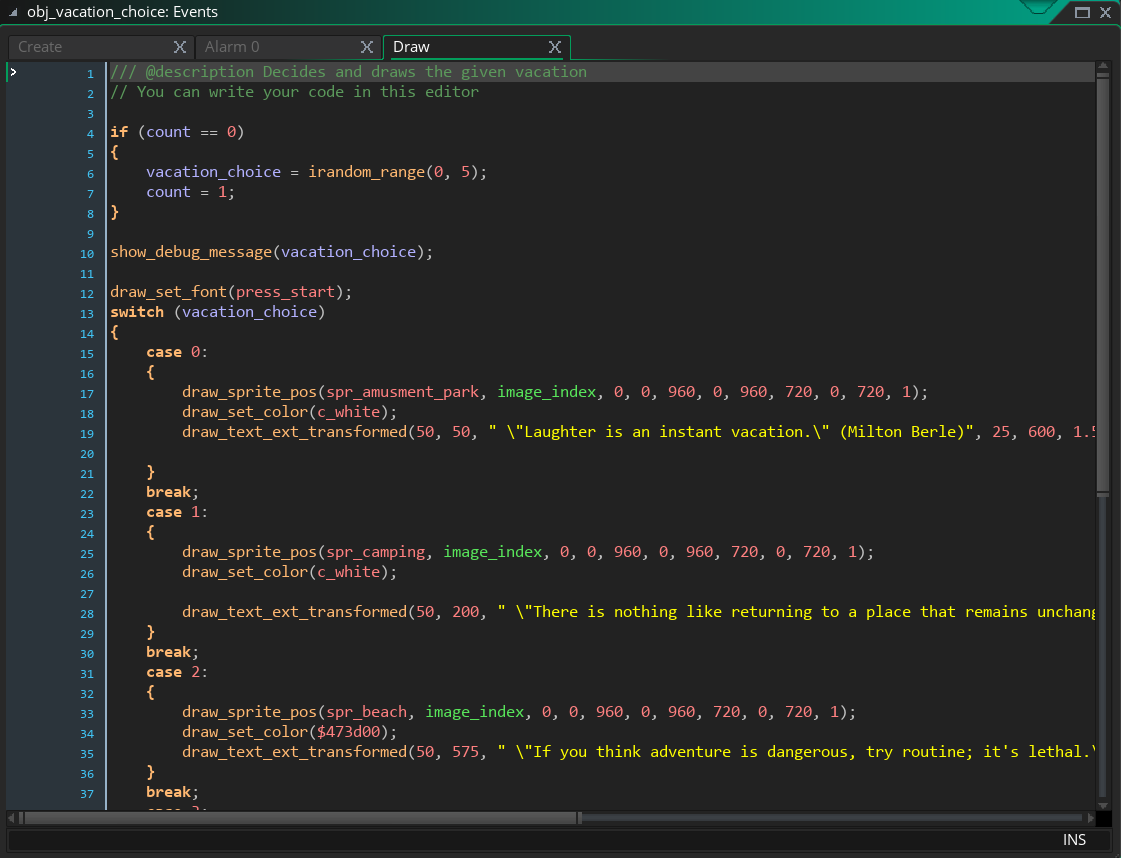
obj\_frame:

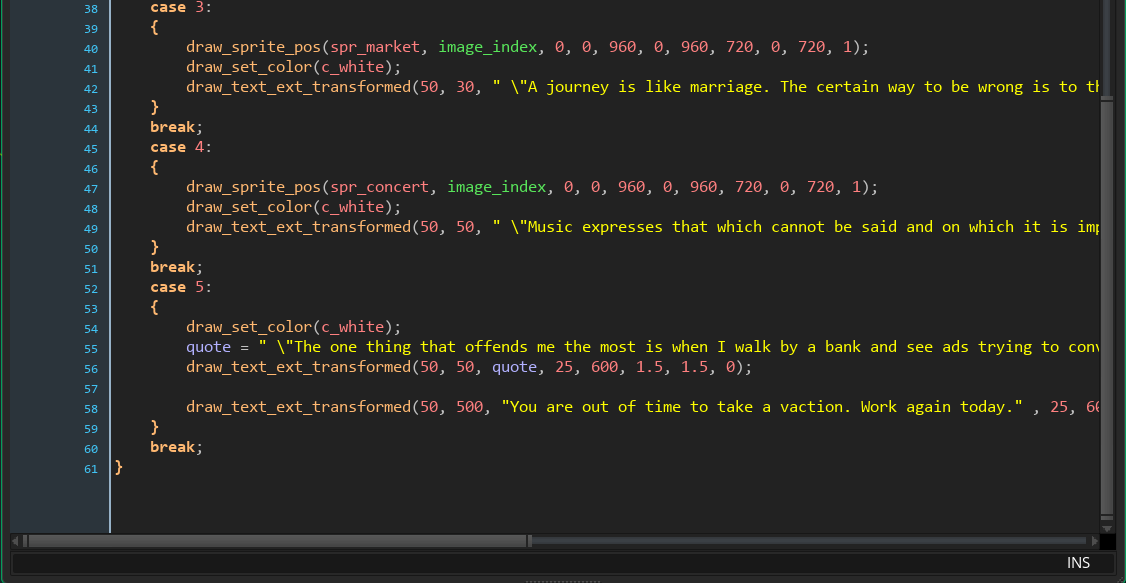


obj\_vacation\_choice:

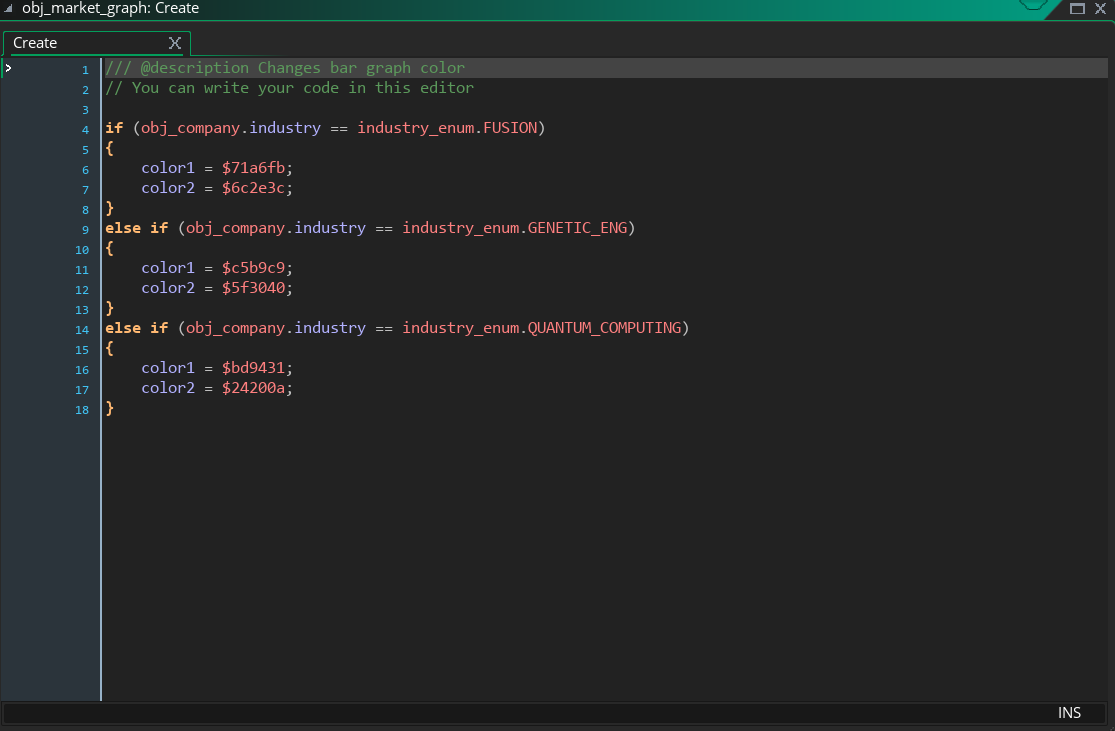


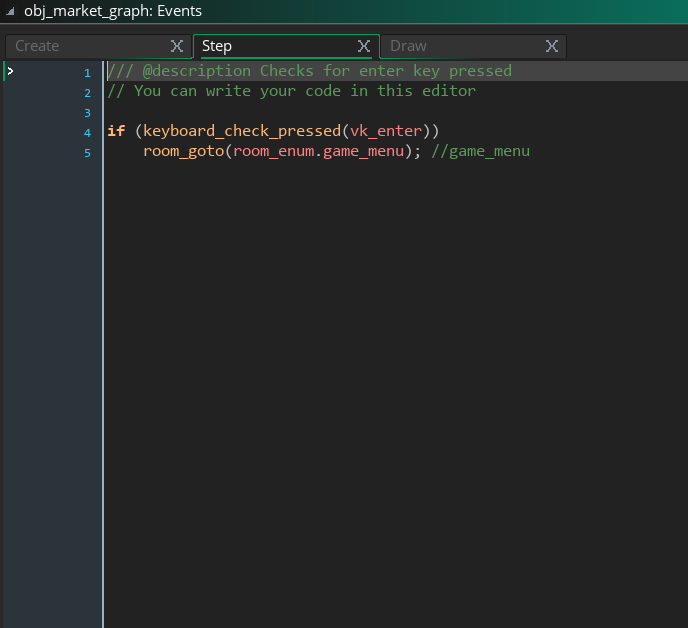


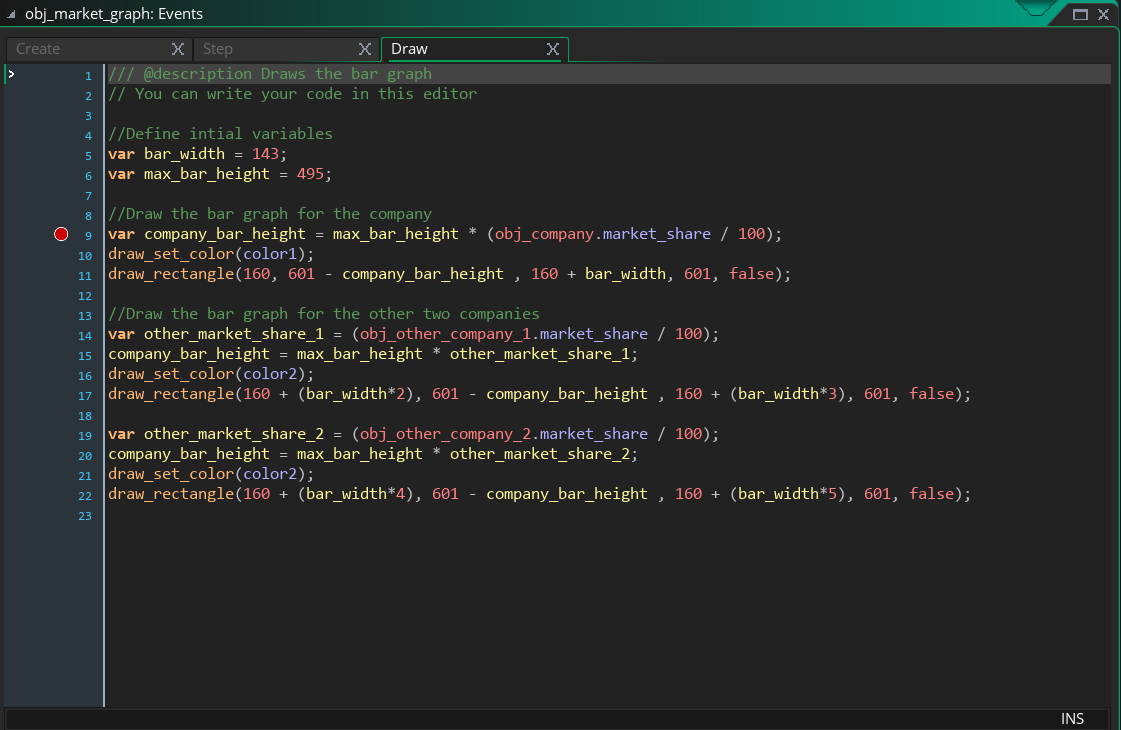




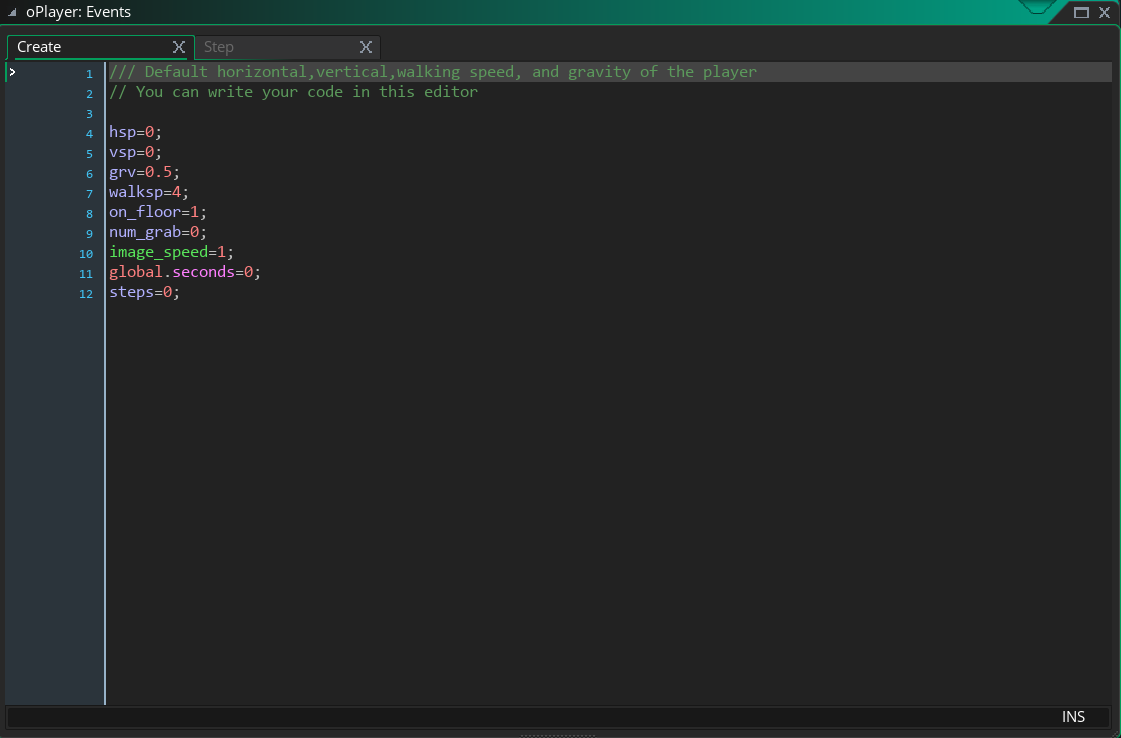
obj\_market\_graph:

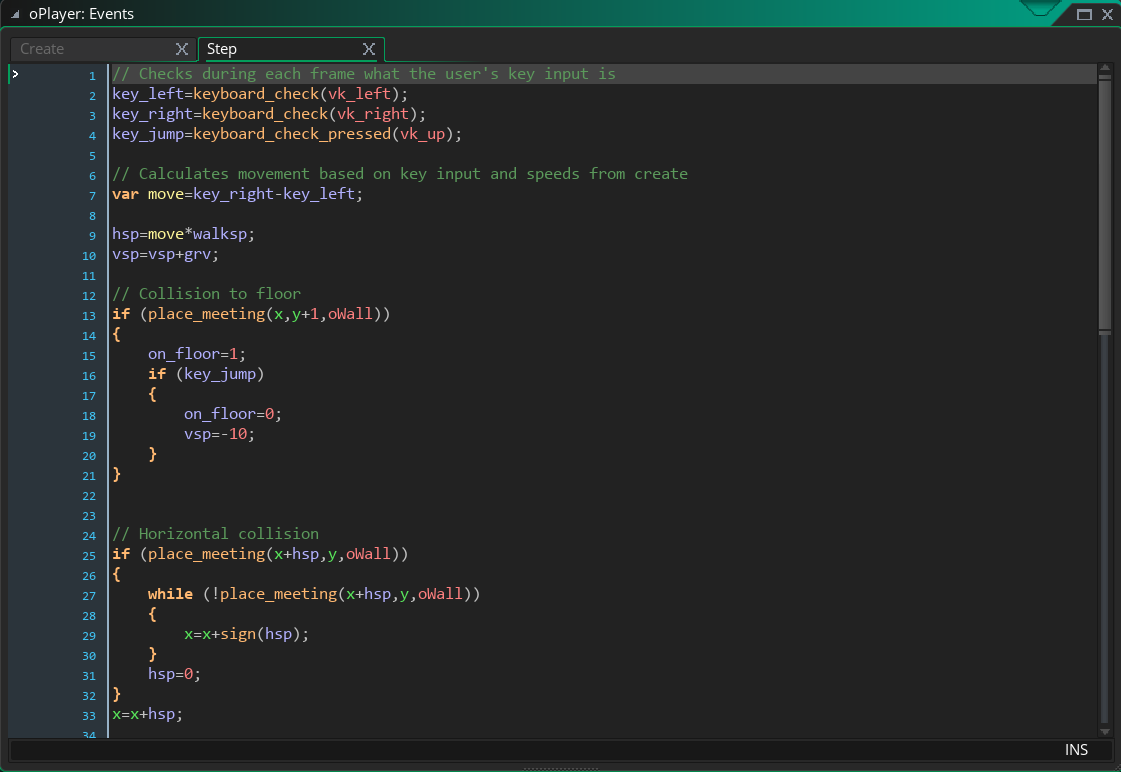


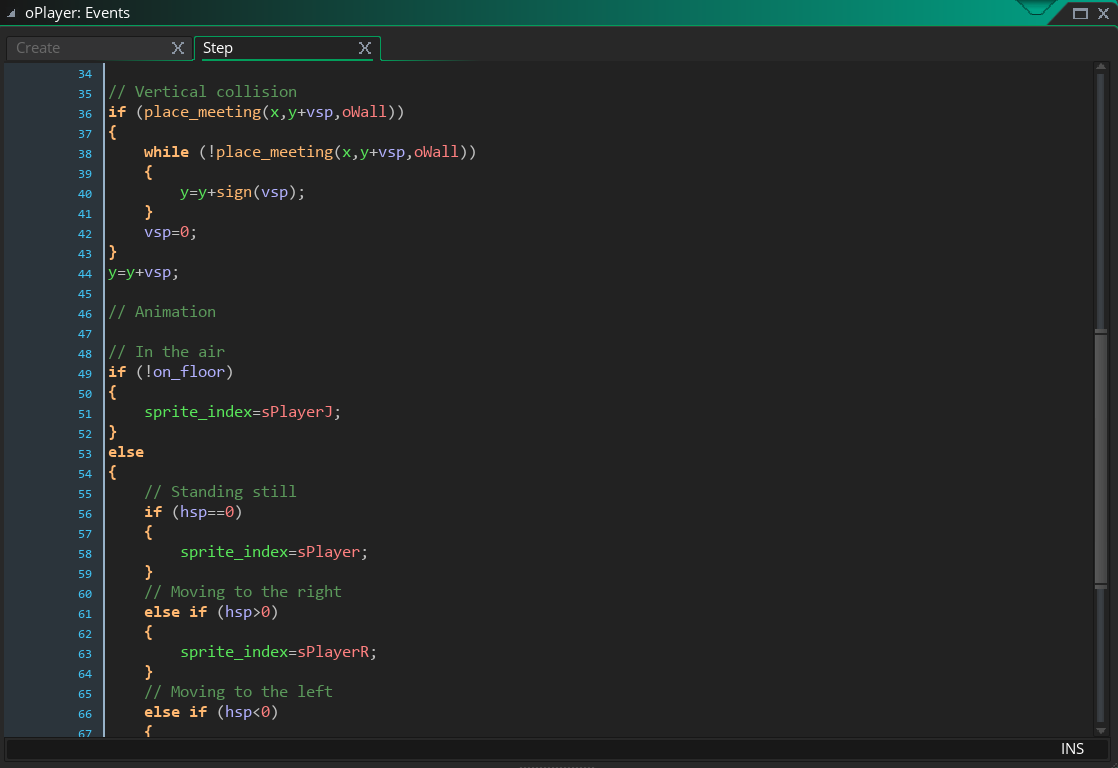


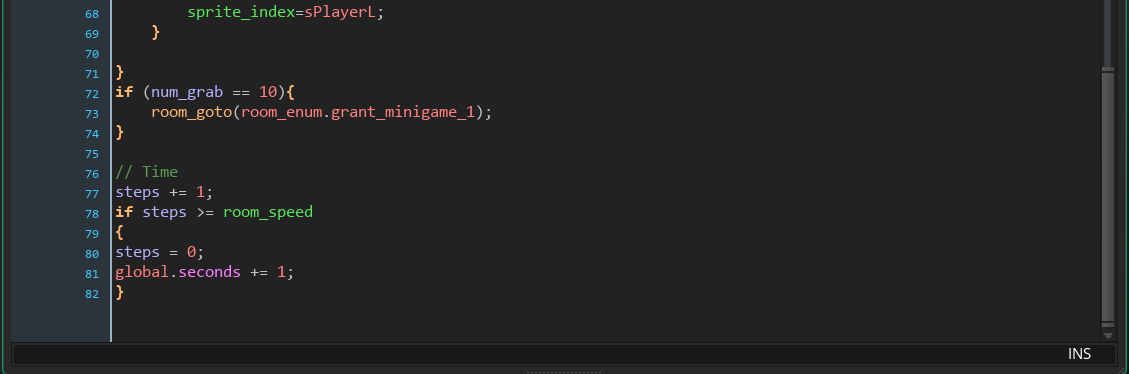


oPlayer:

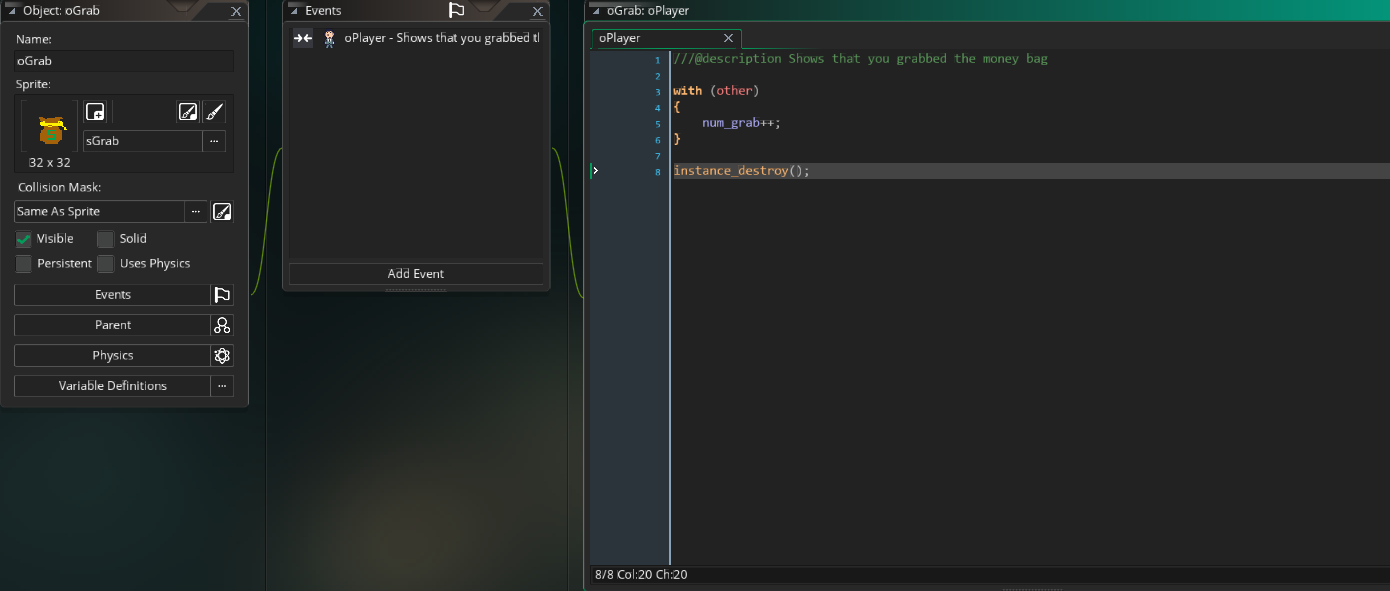




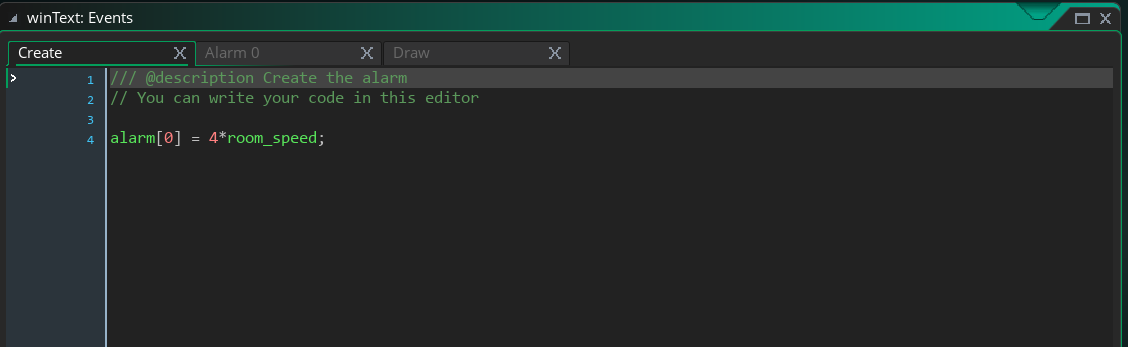


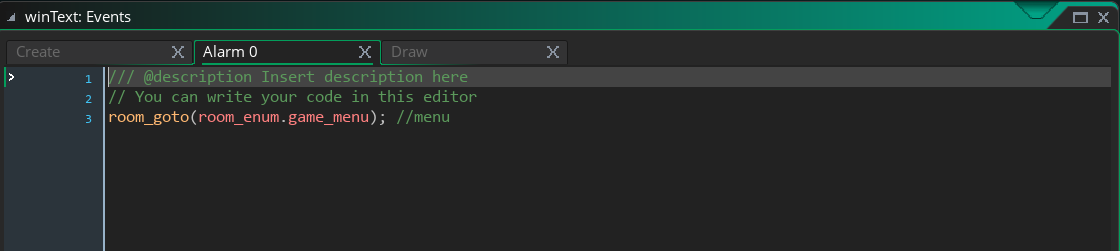


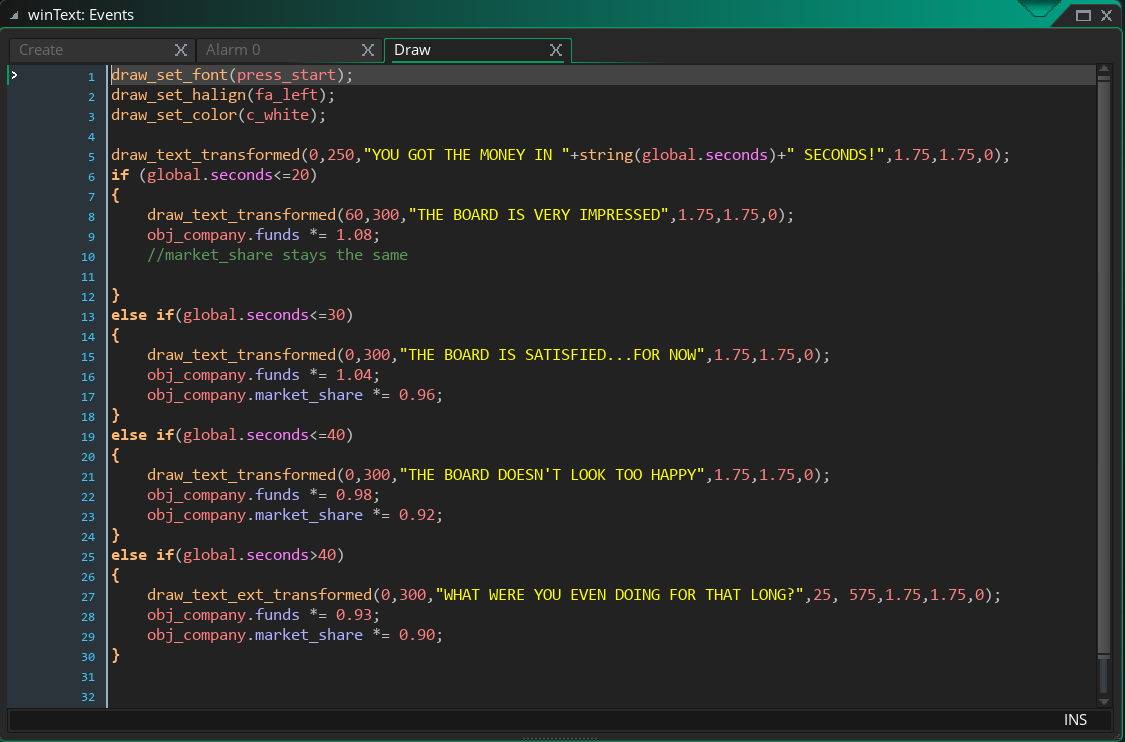
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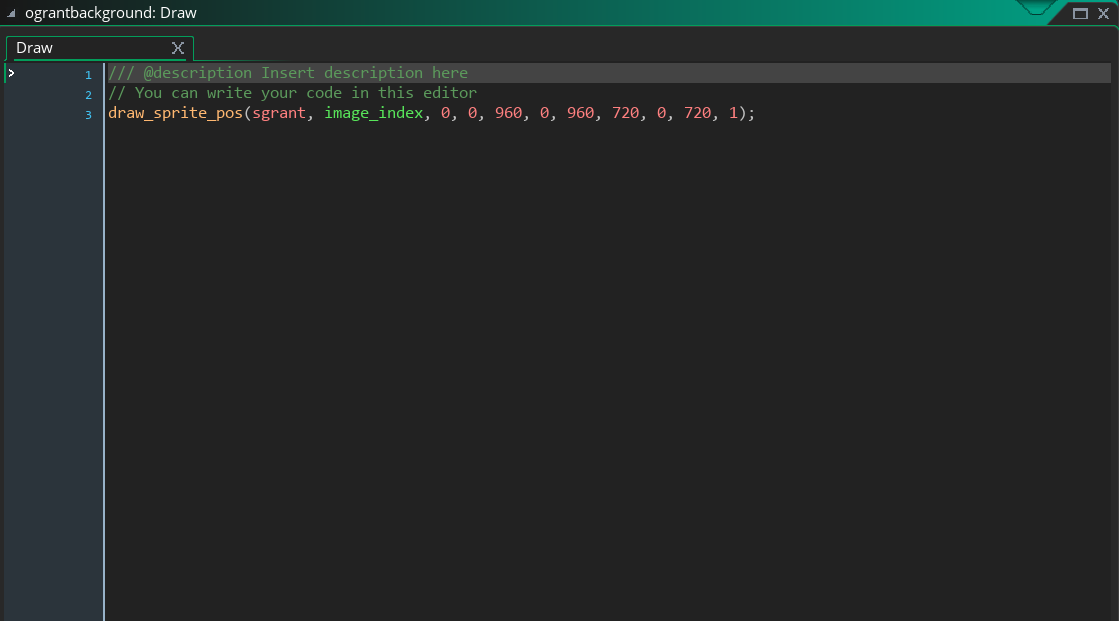
winText:



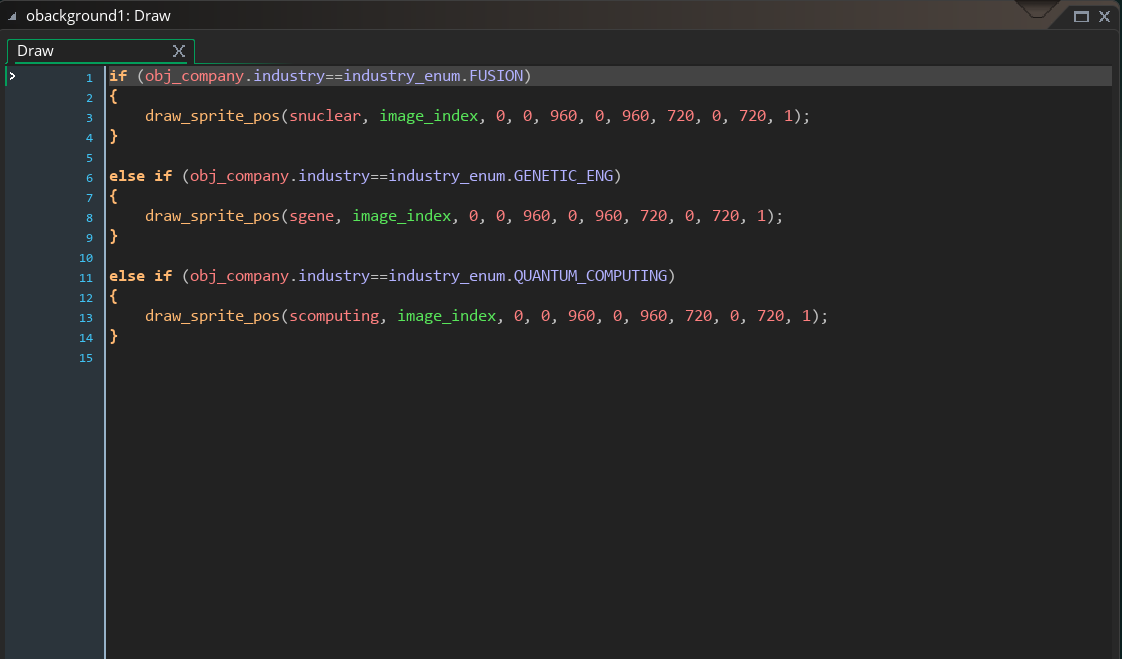




ograntbackground:

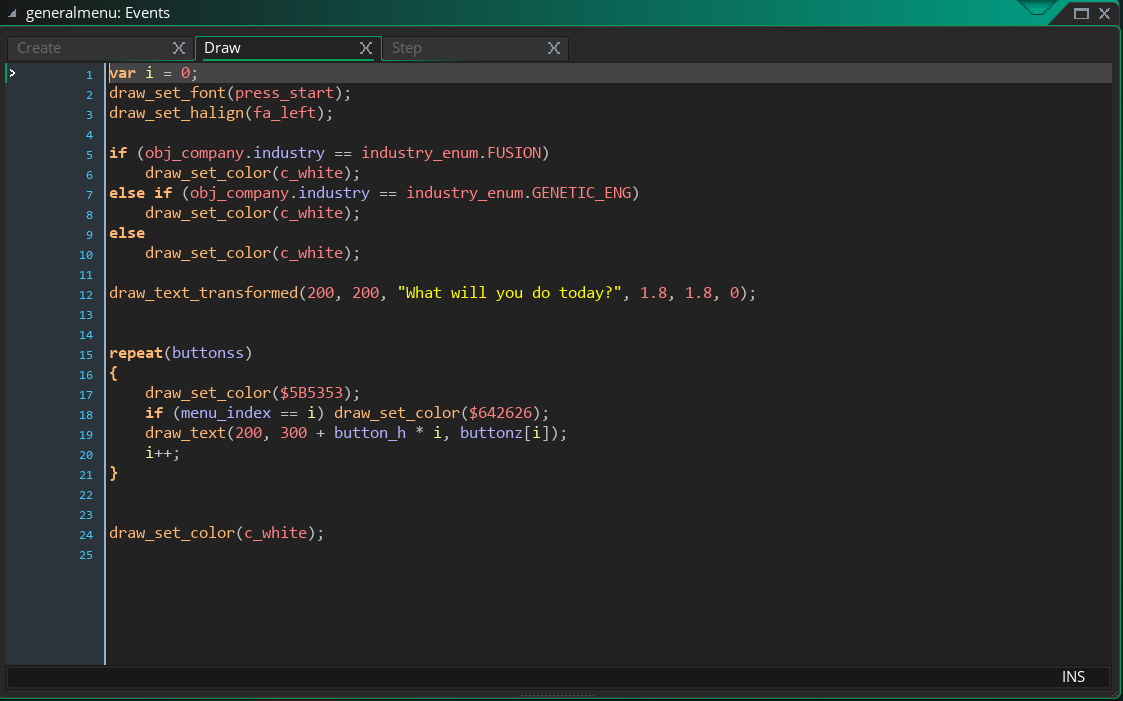


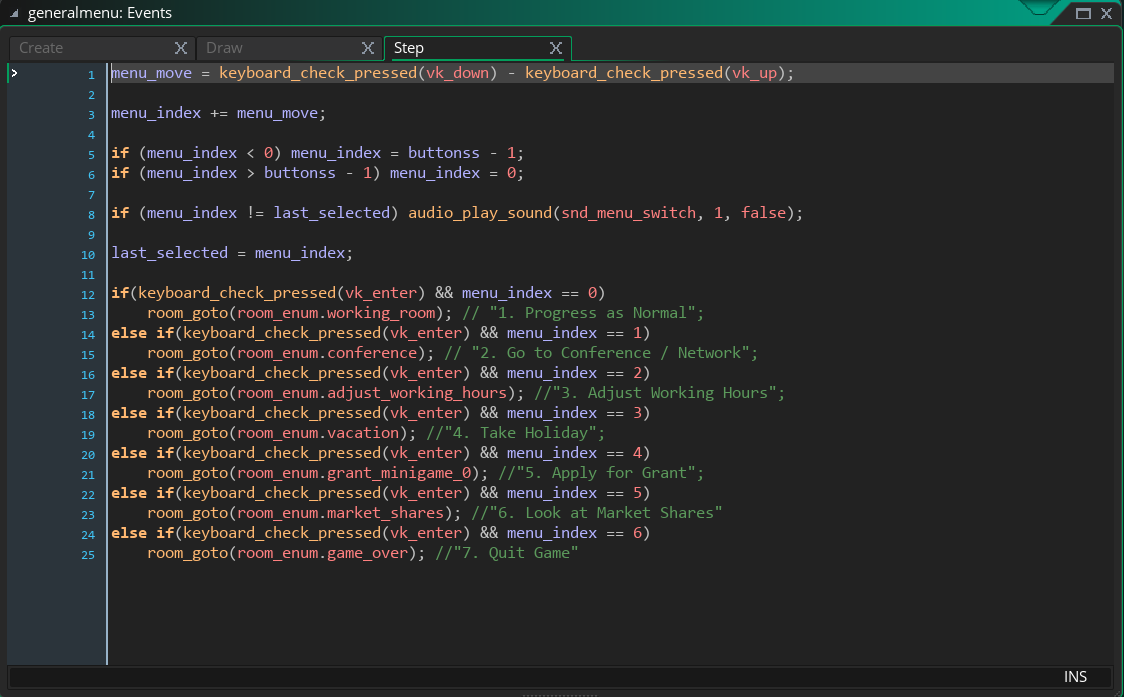
obackground1:



generalmenu:



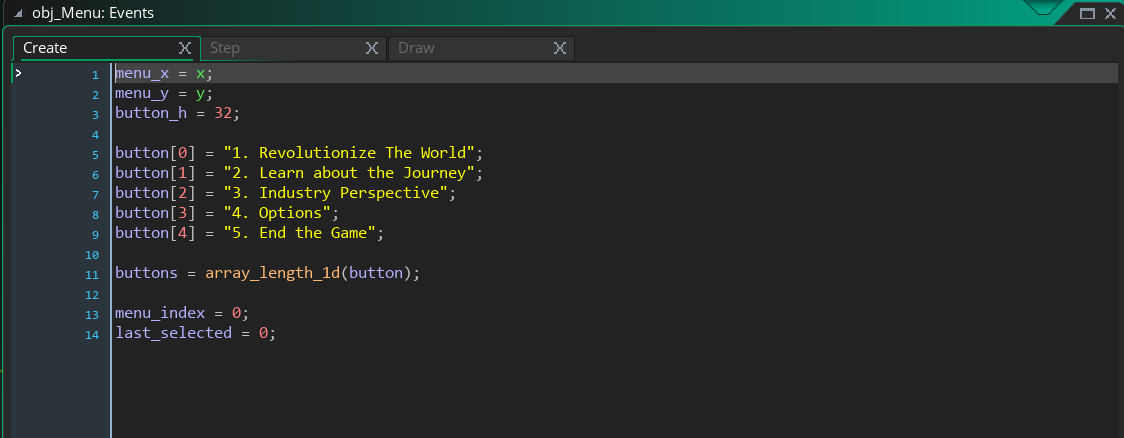


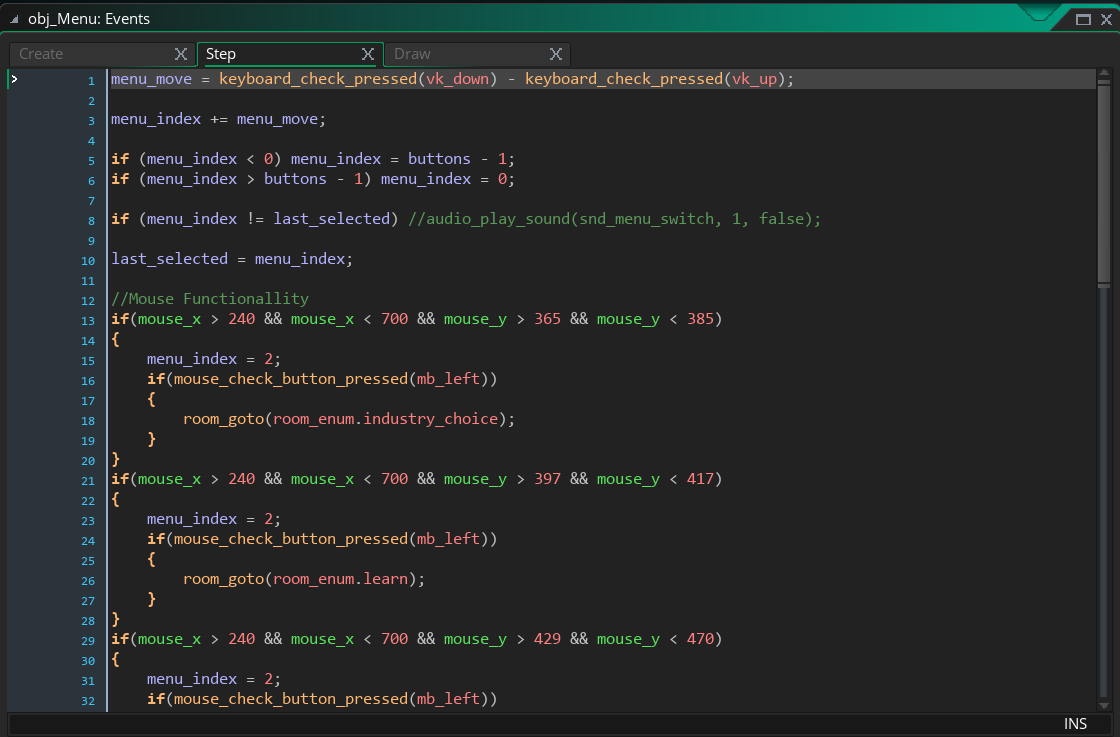


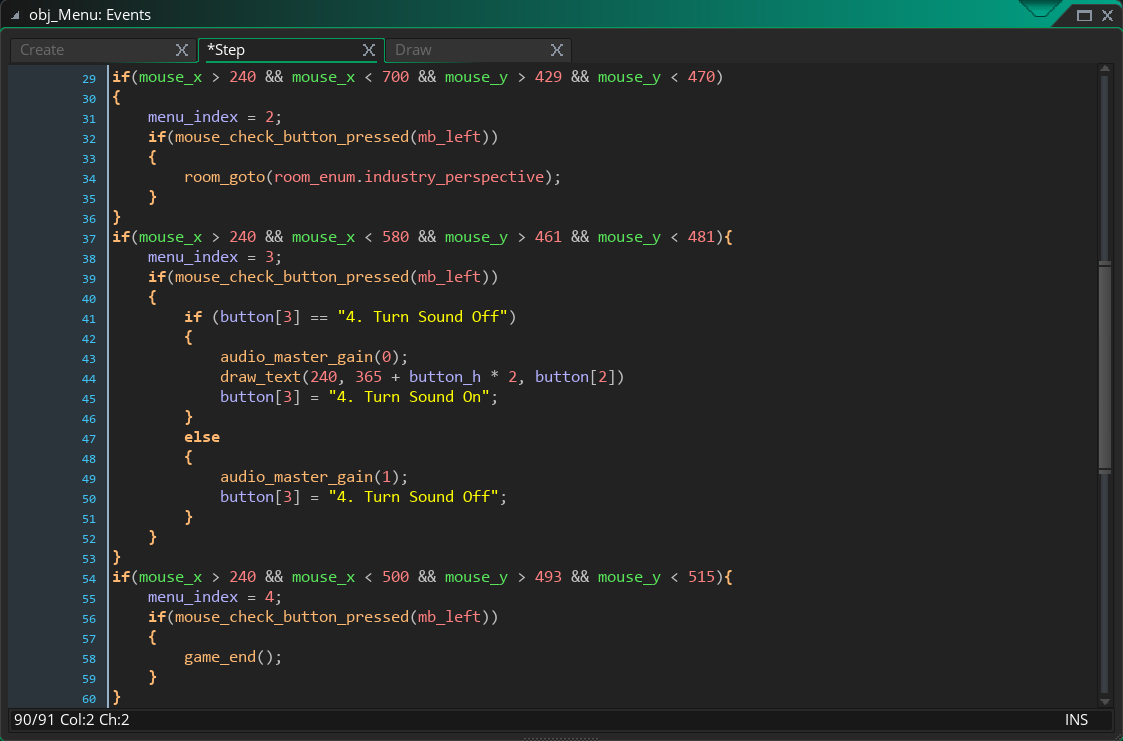
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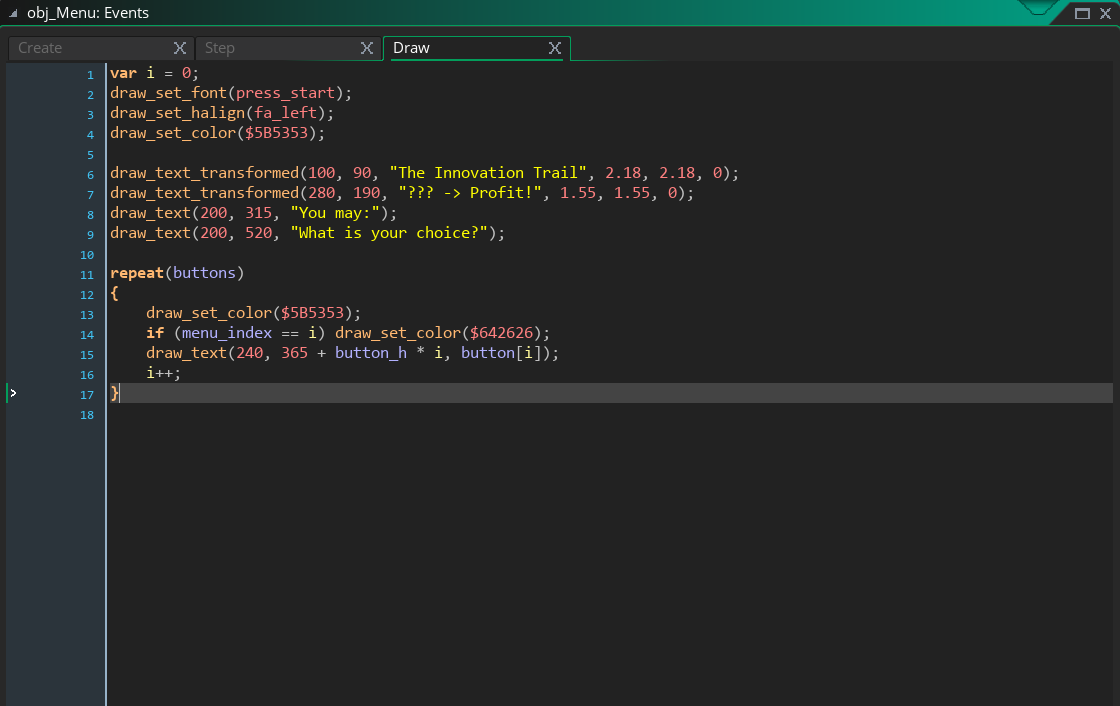
obj\_Menu:



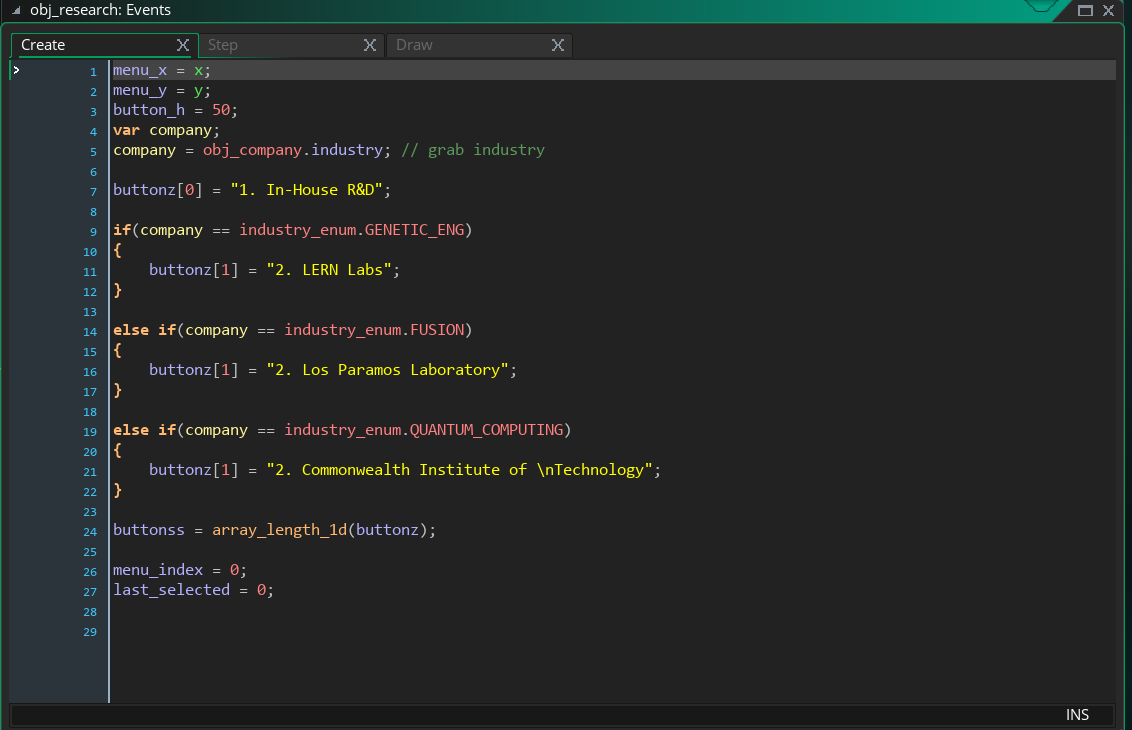


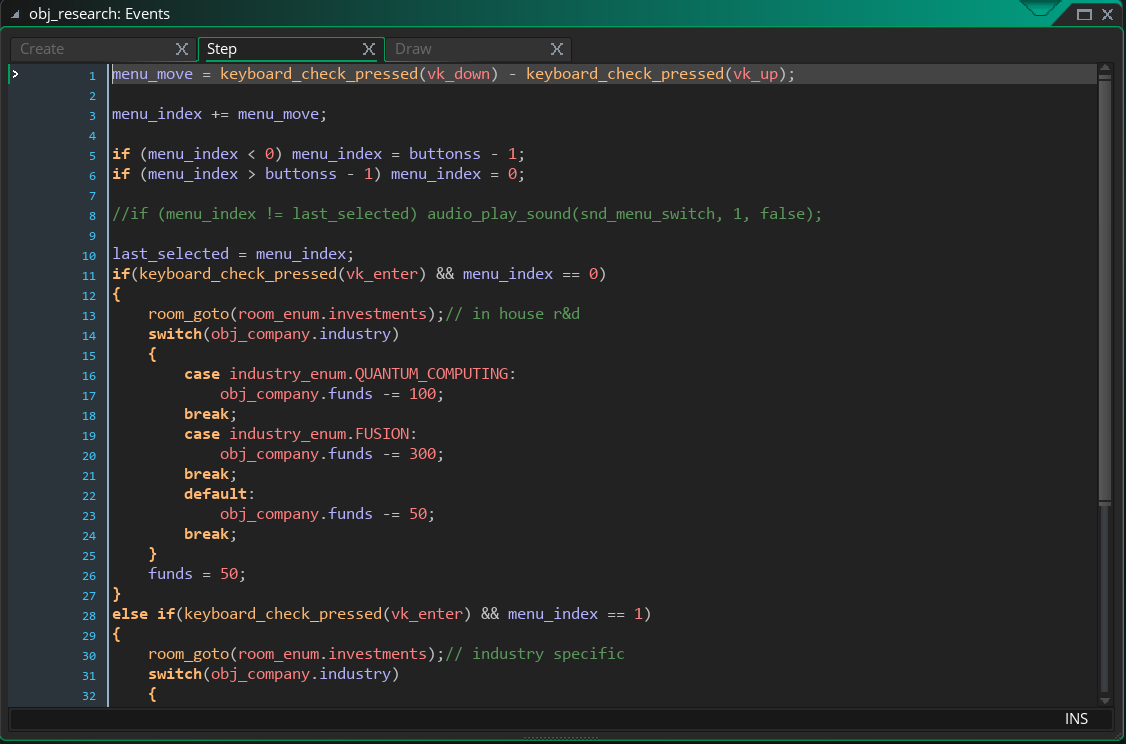


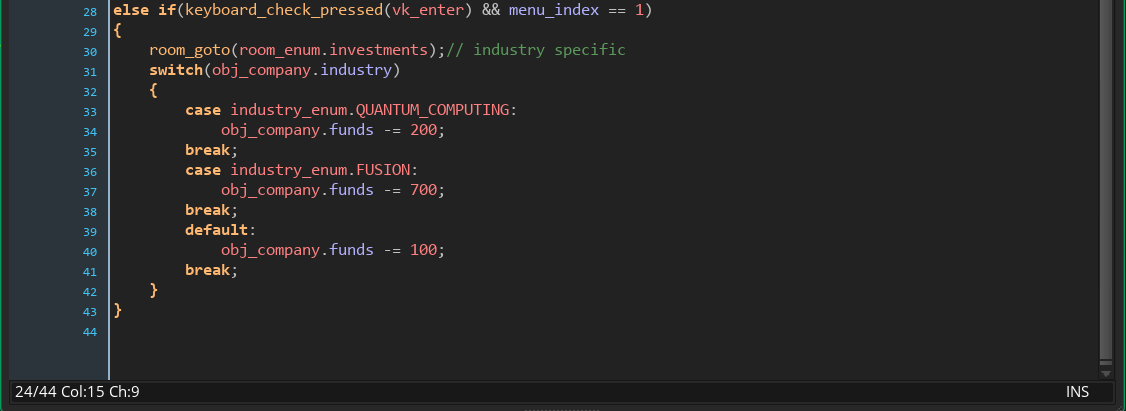


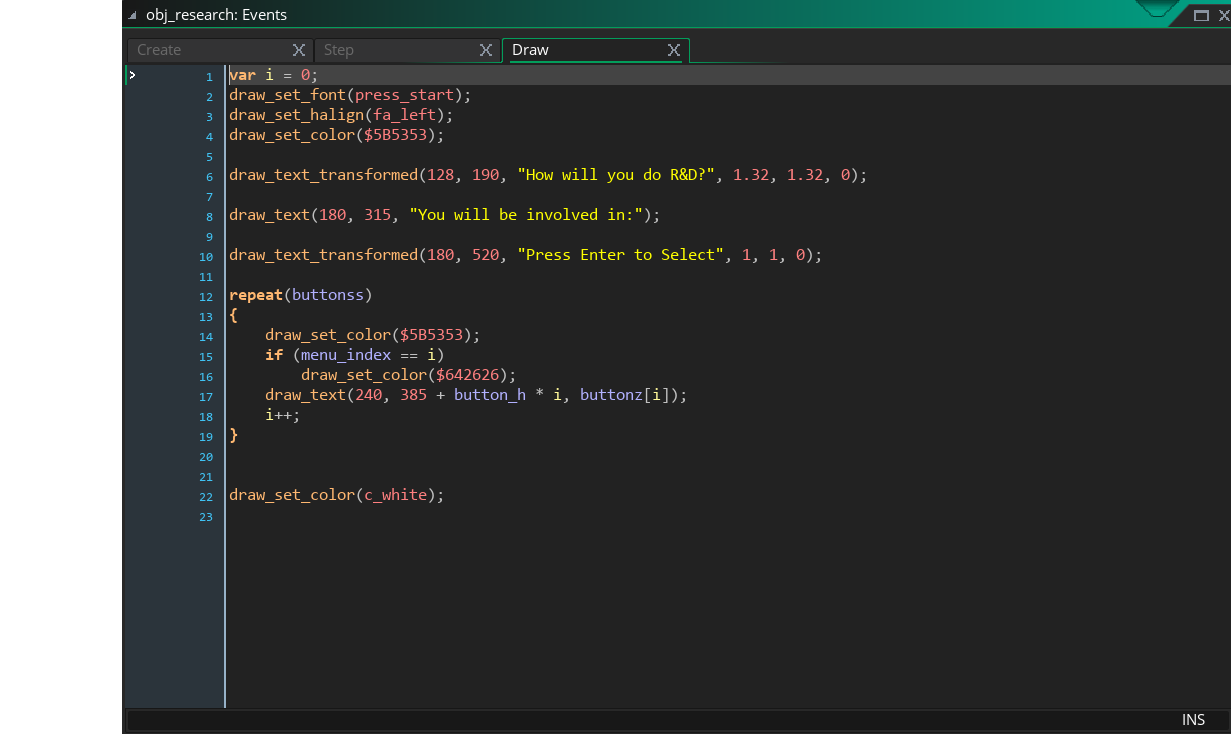


obj\_research:

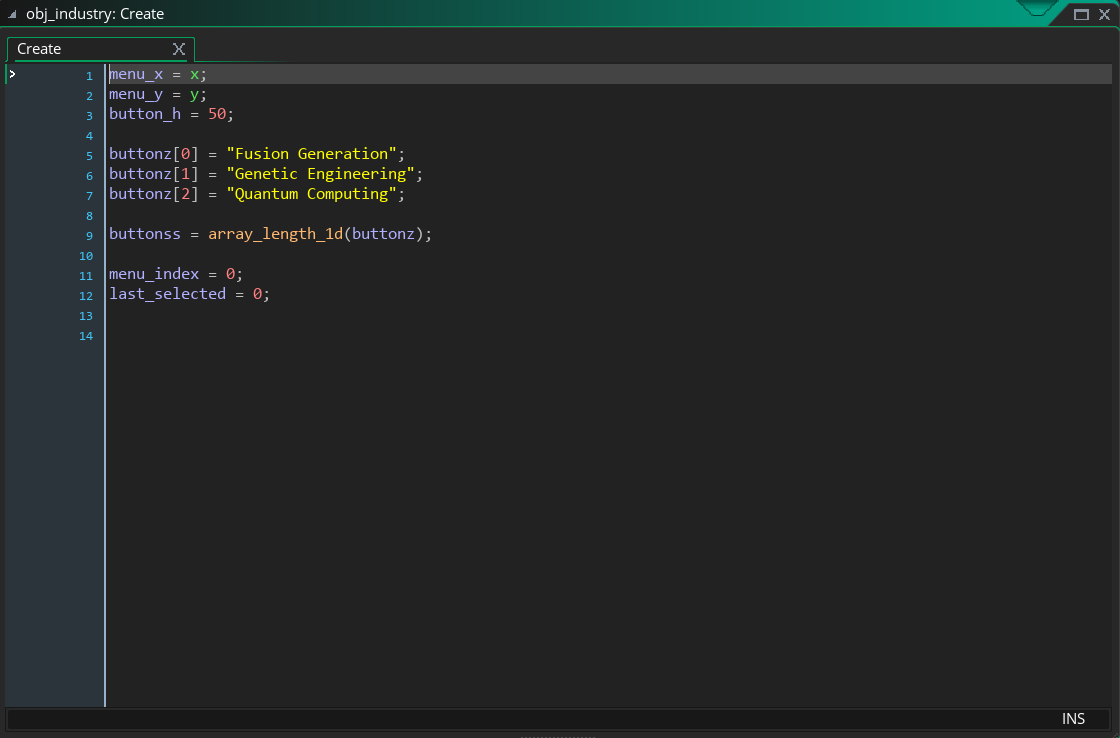


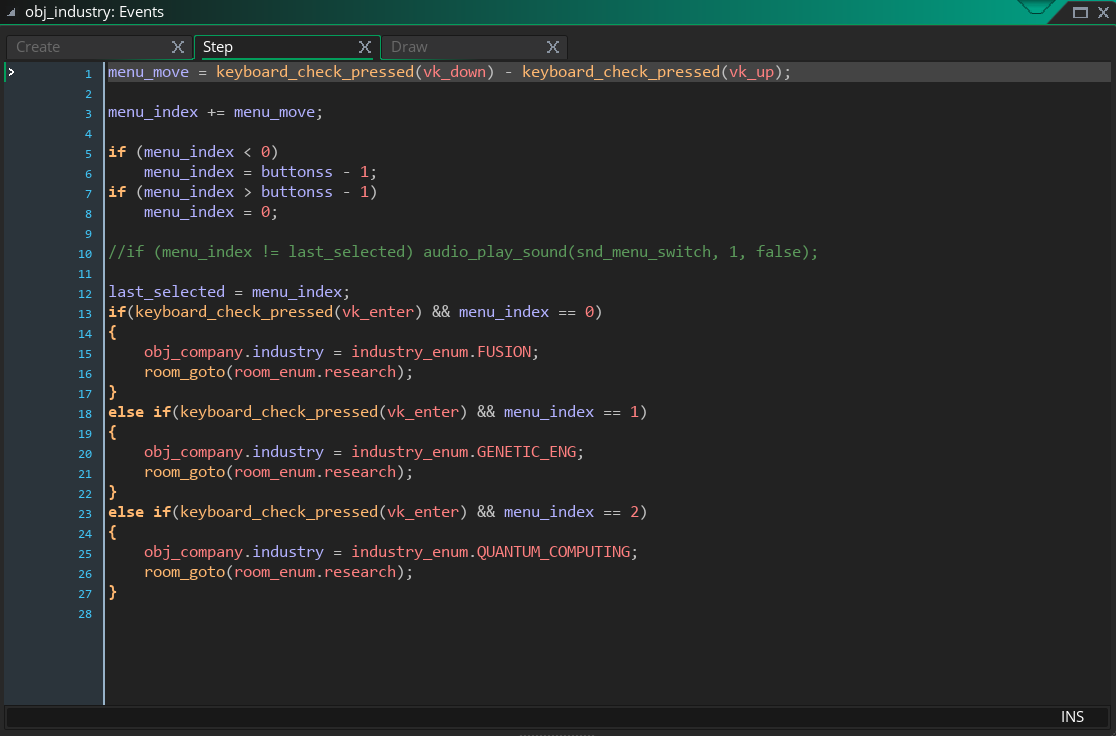


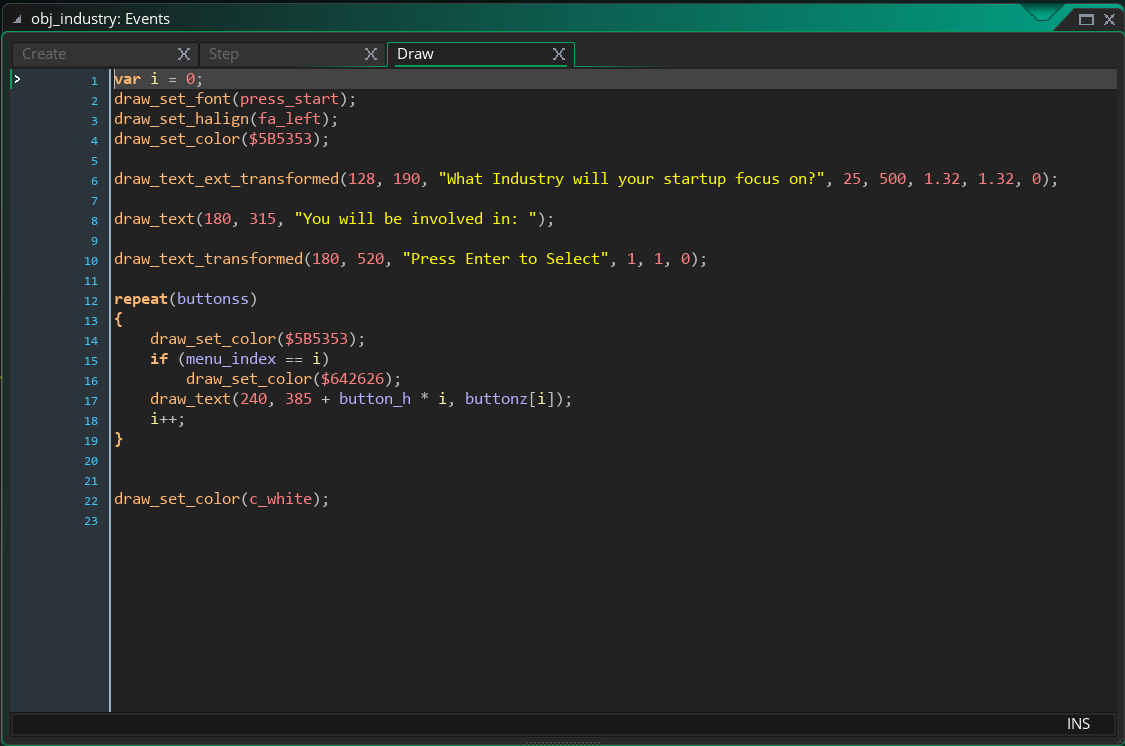




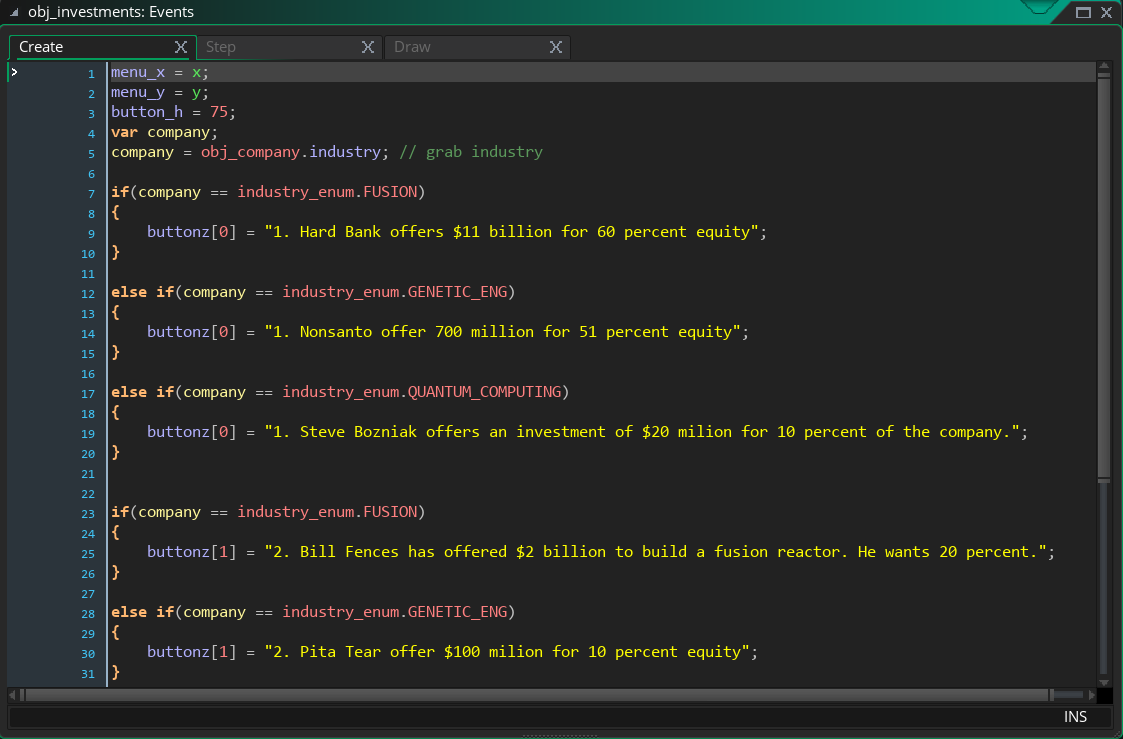
obj\_industry:



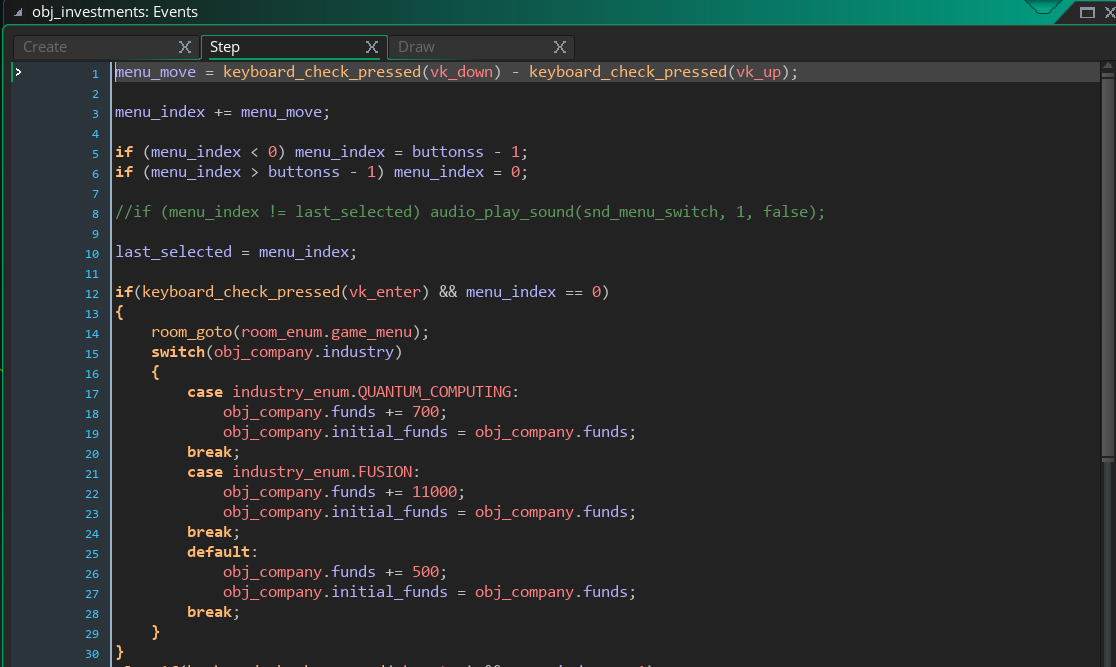


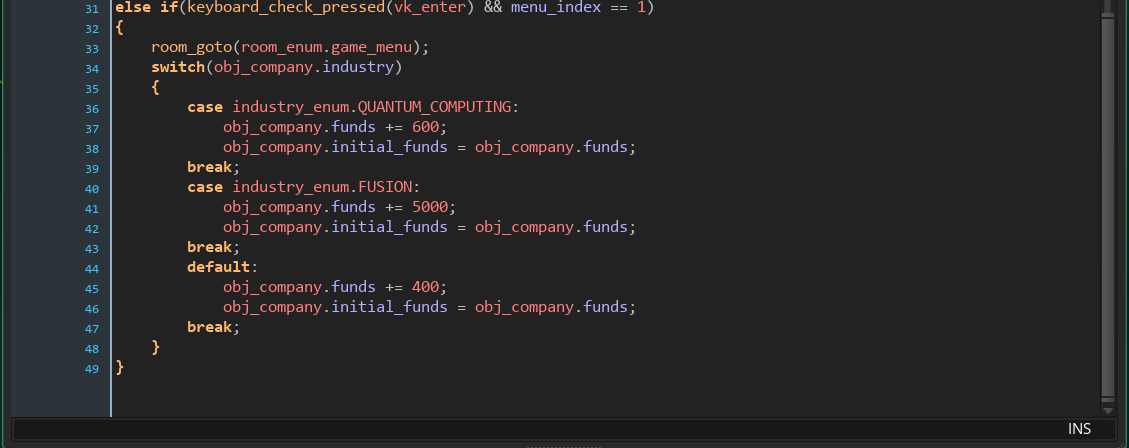


obj\_investments:



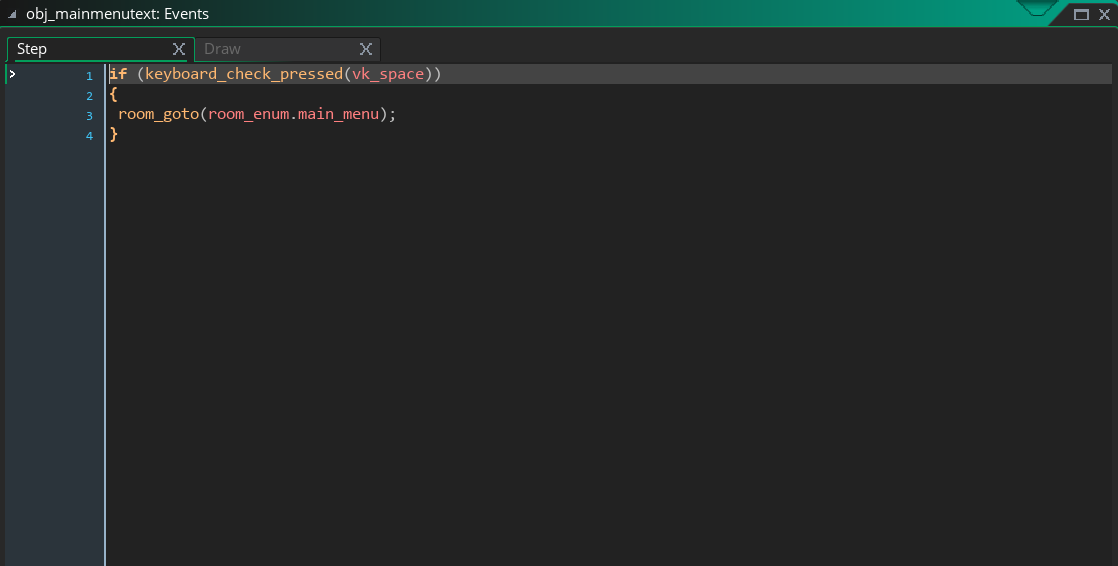


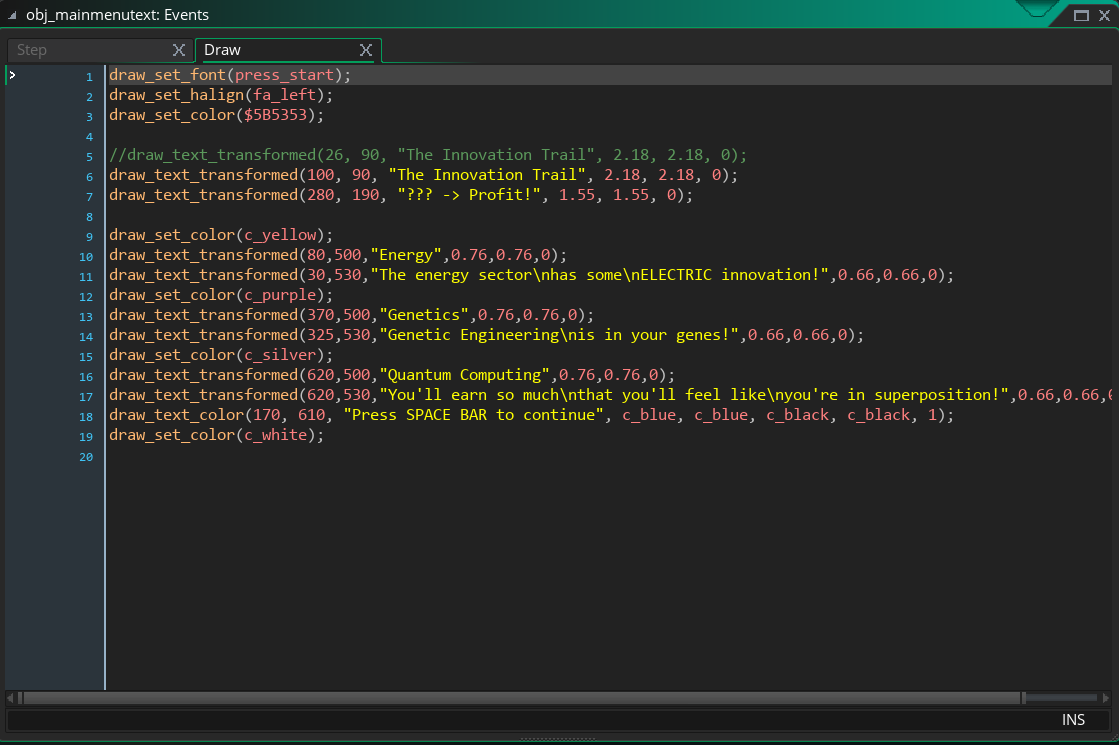




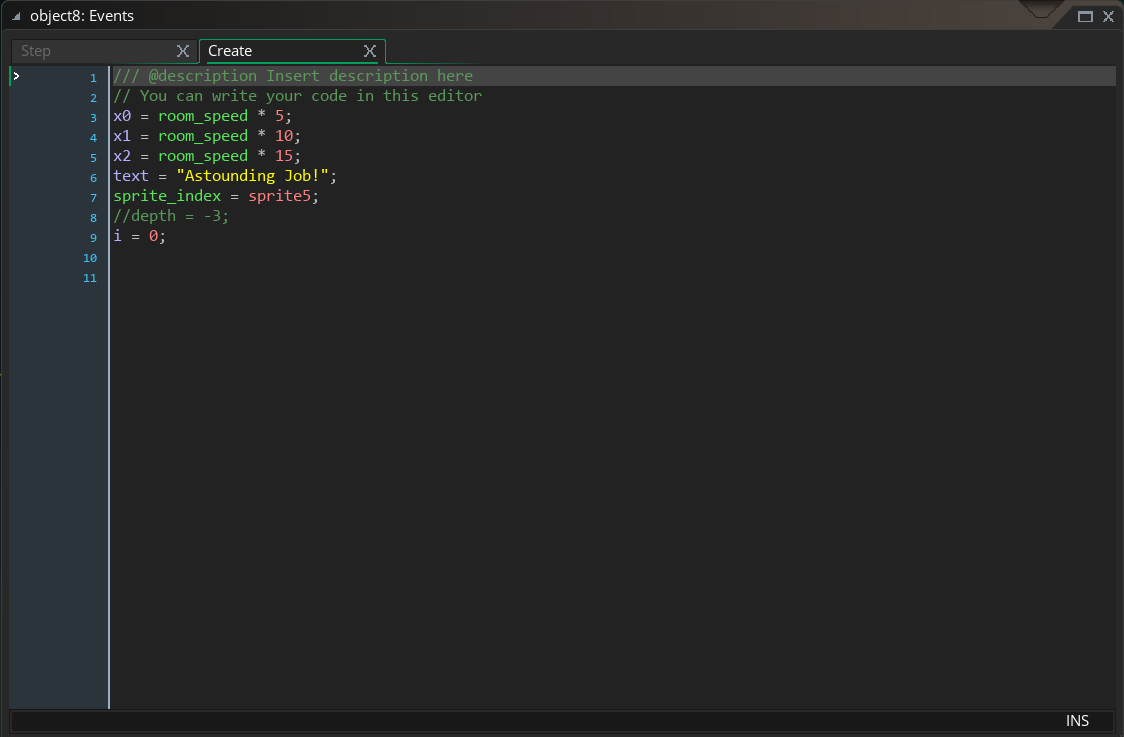


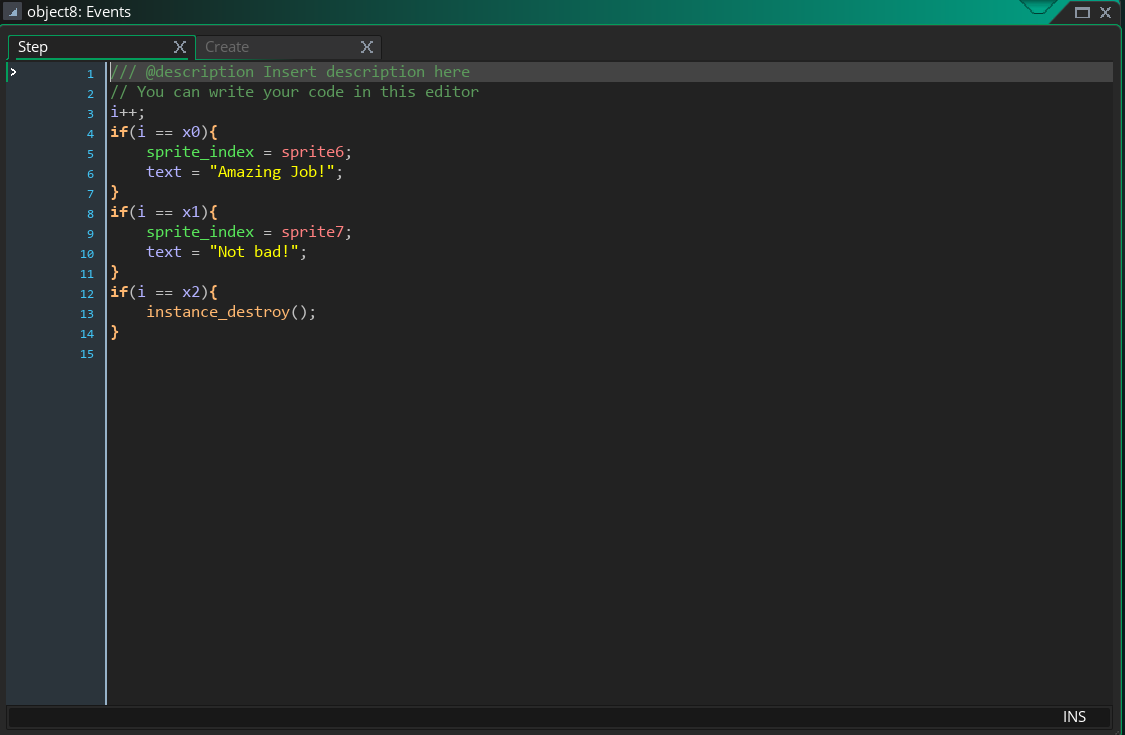
obj\_mainmenutext:



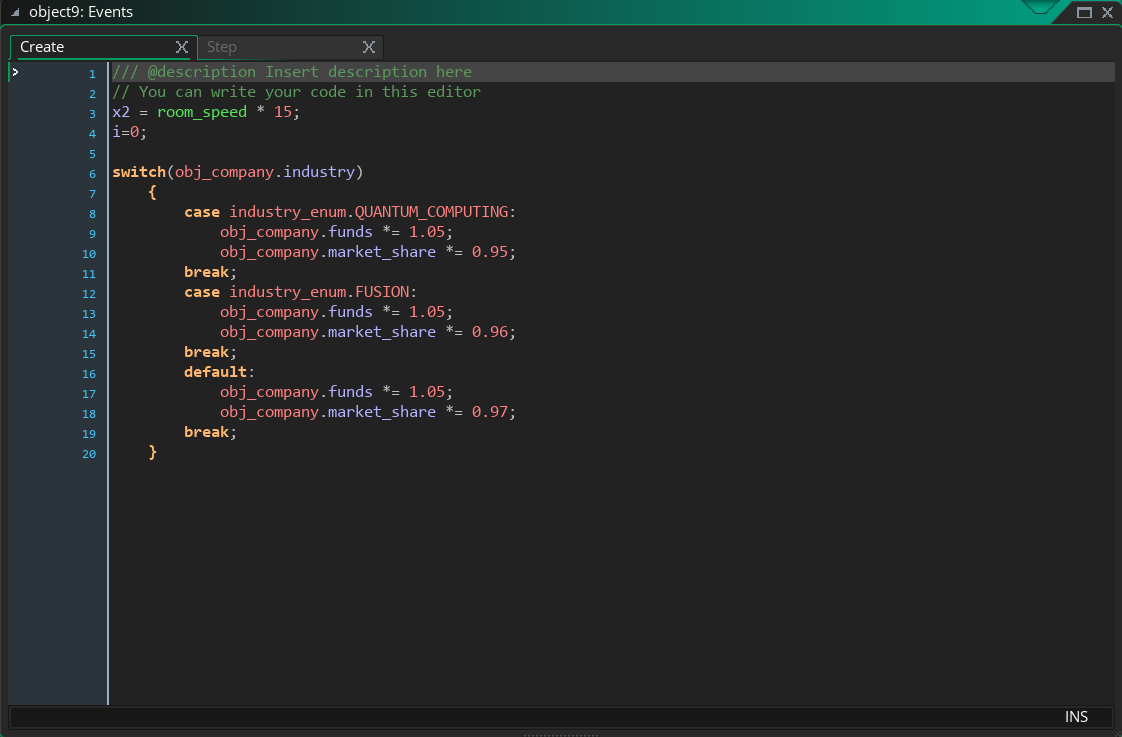


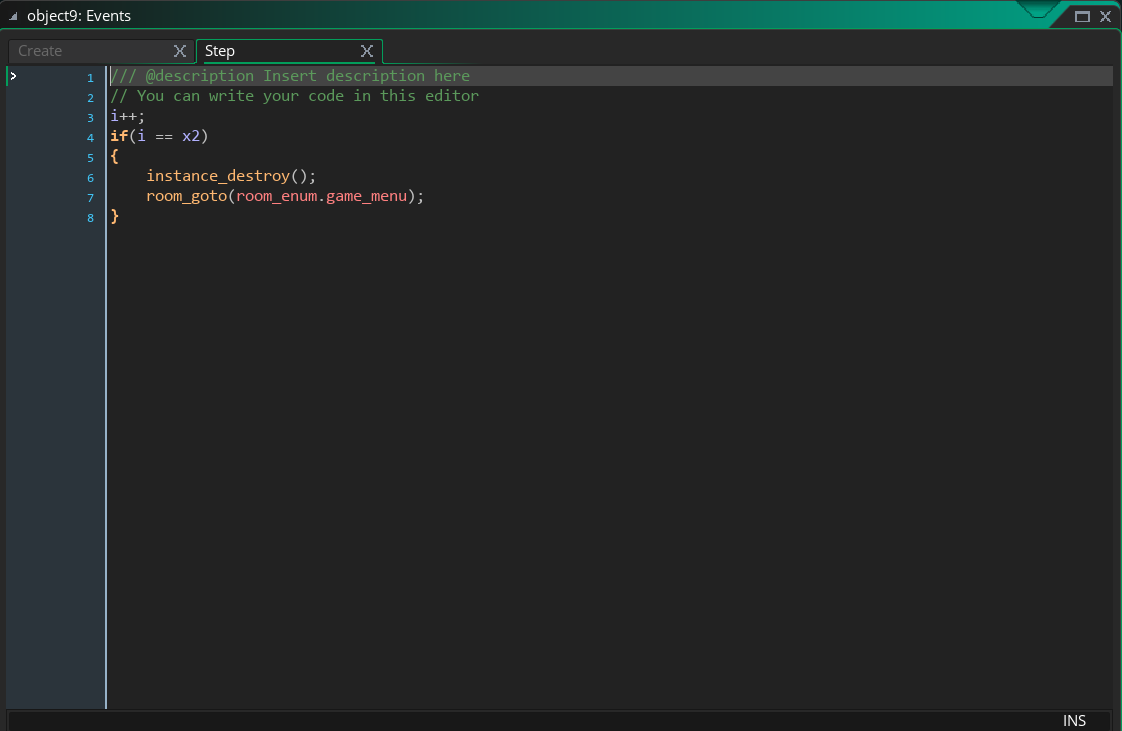
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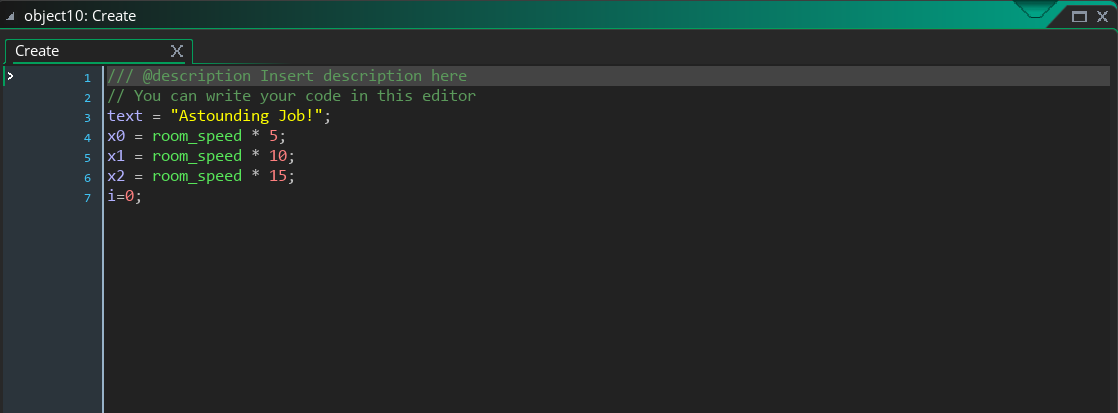


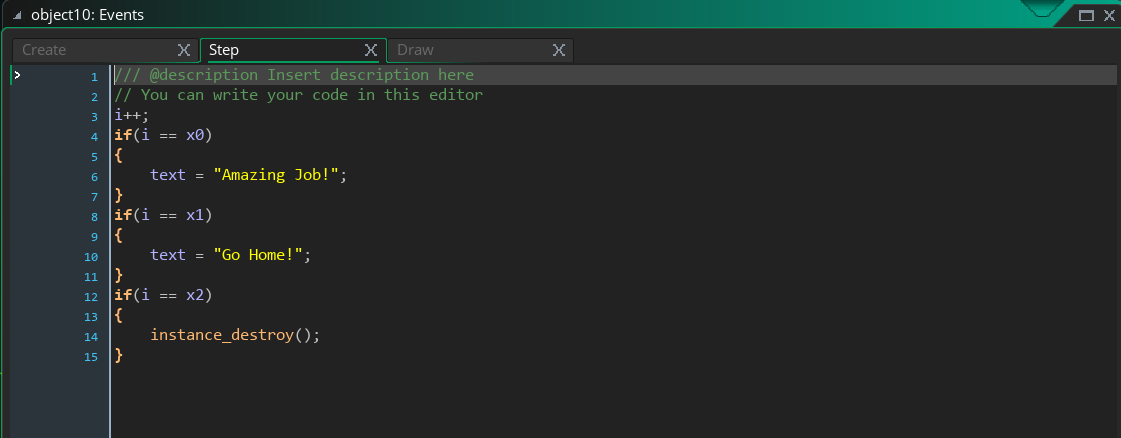
object9:

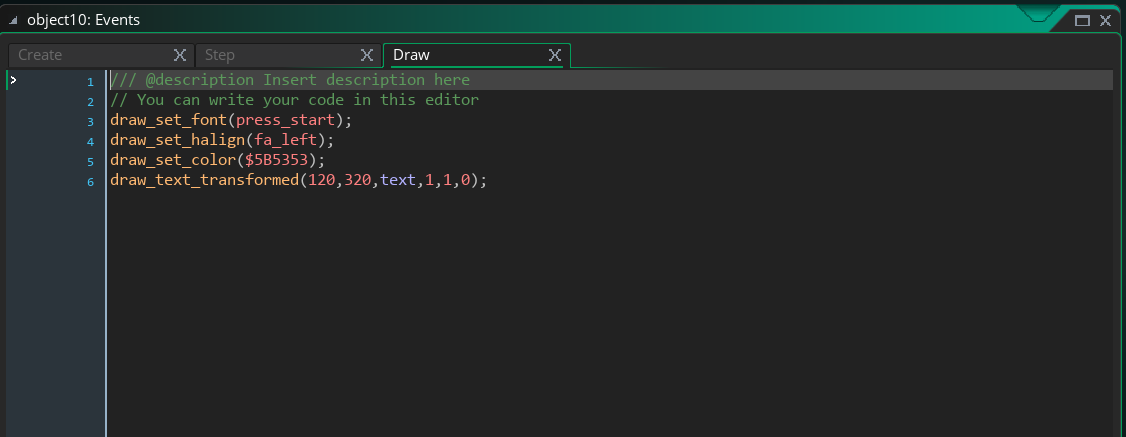




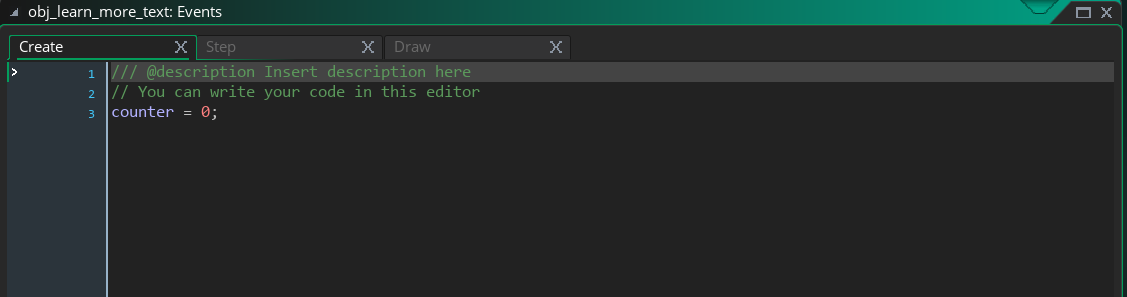
object10:

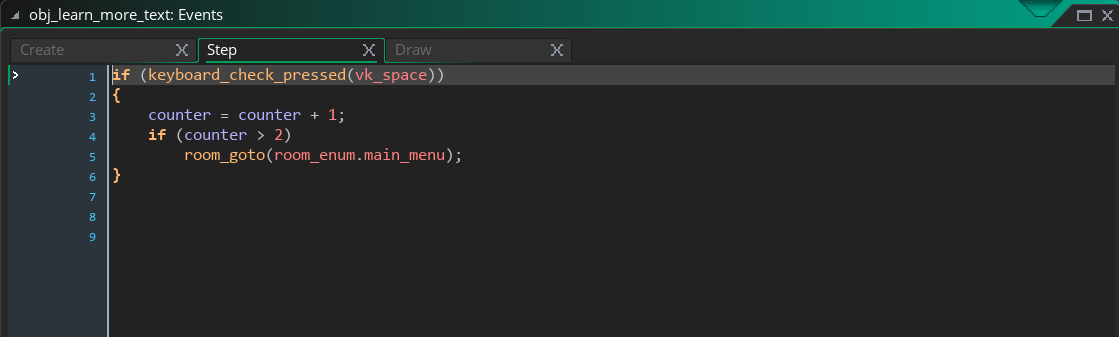


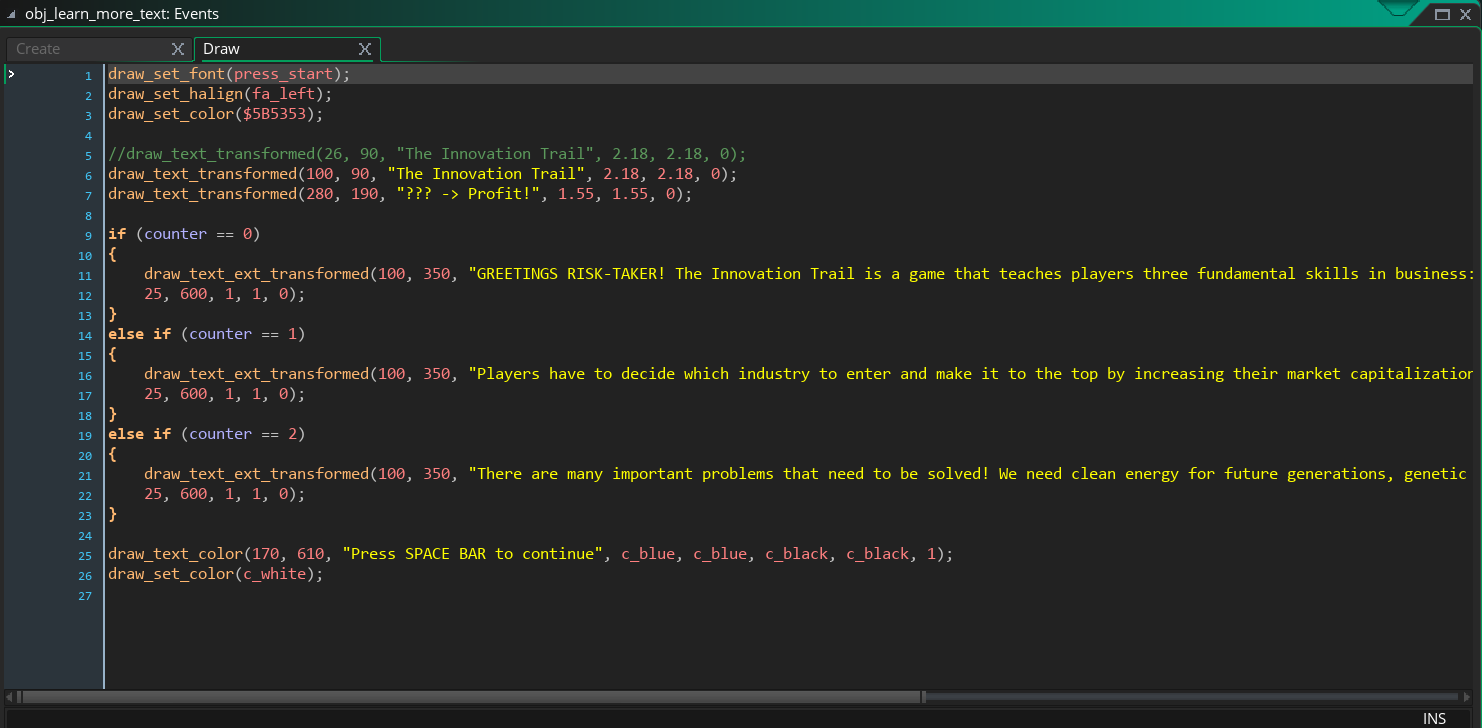




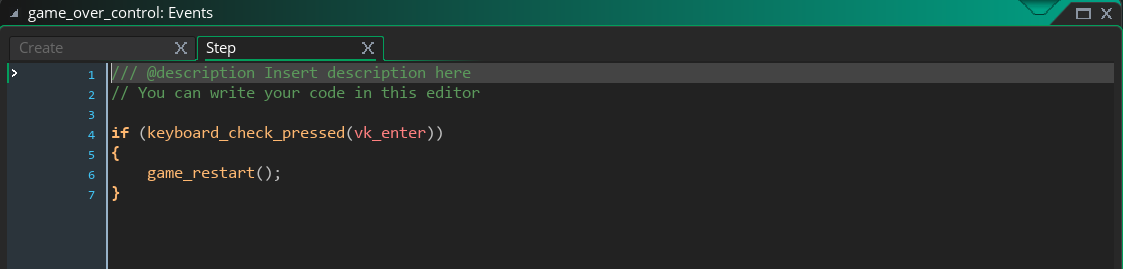
obj\_learn\_more\_txt:



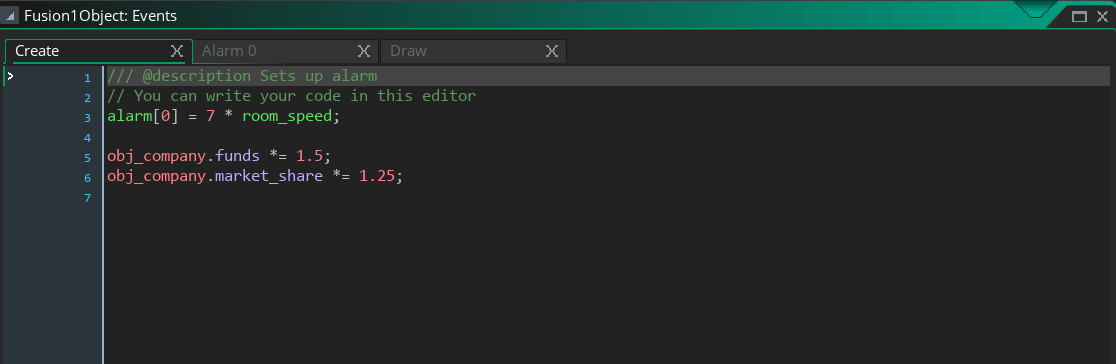


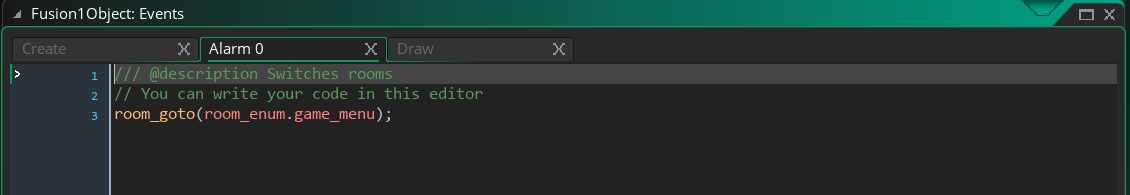


game\_over\_control:

****

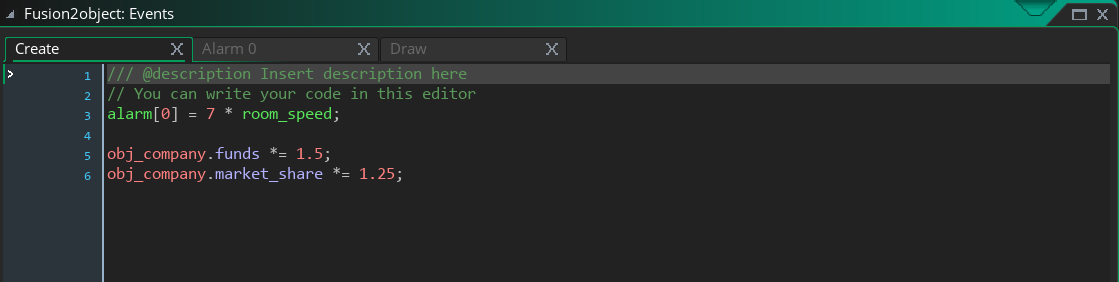
Fusion1Object:

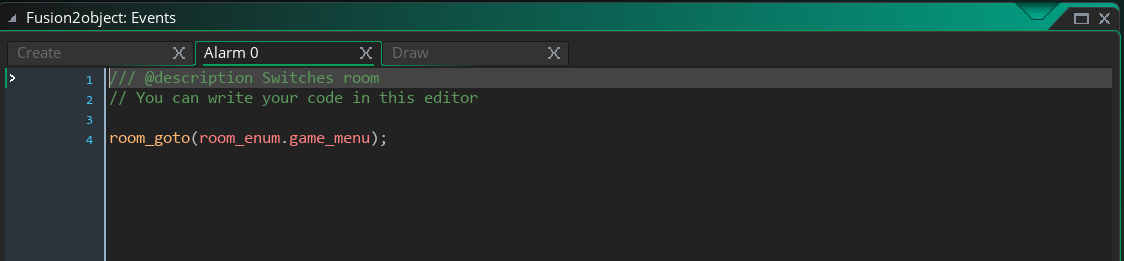






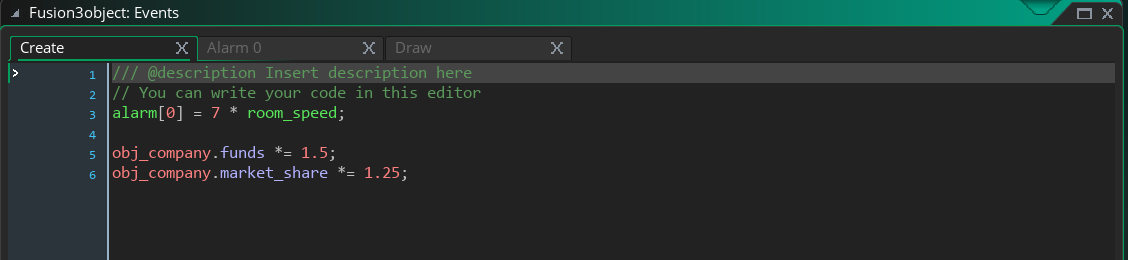
Fusion2Object:

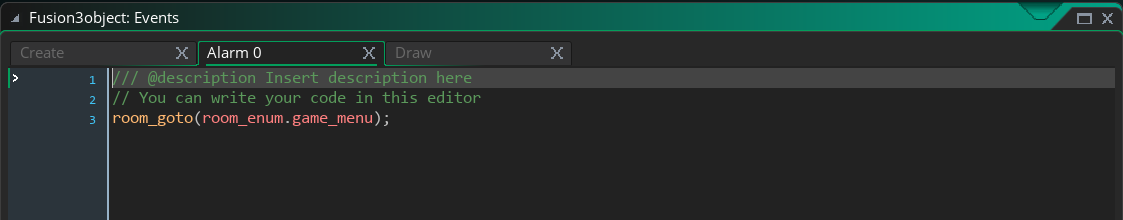


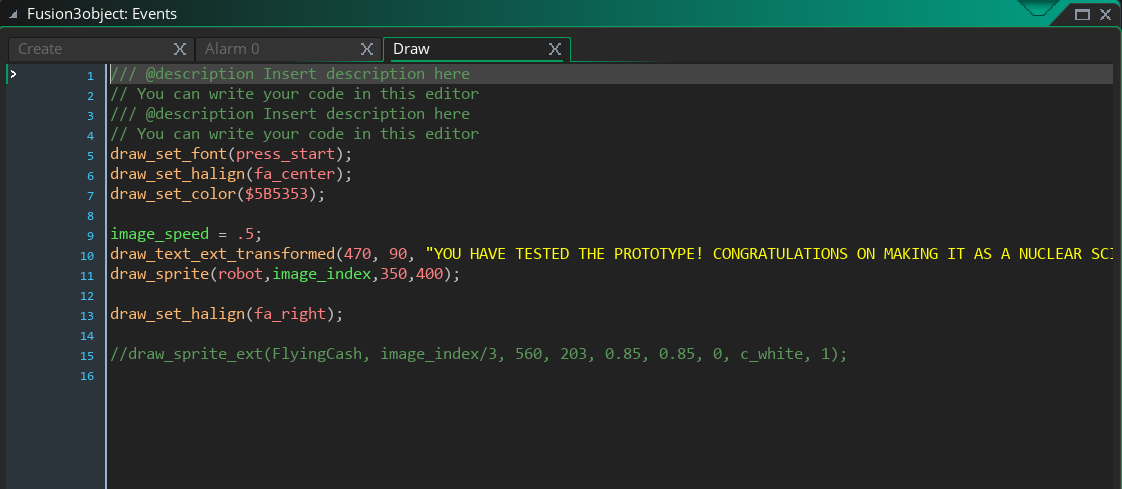




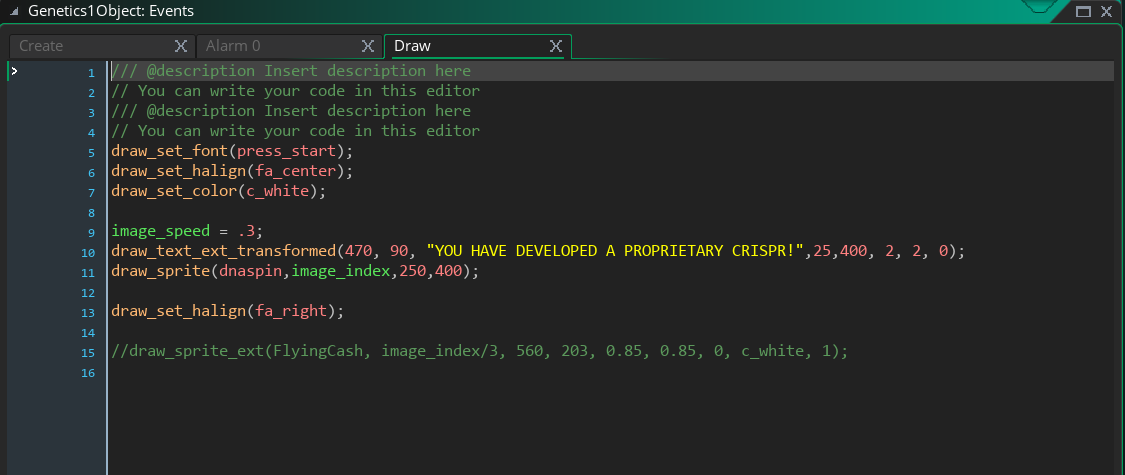
Fusion3Object:



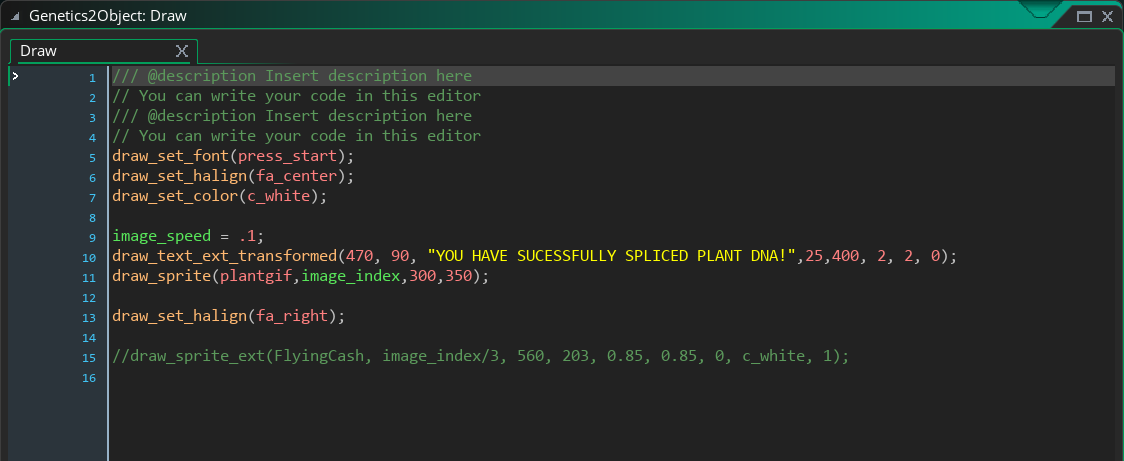




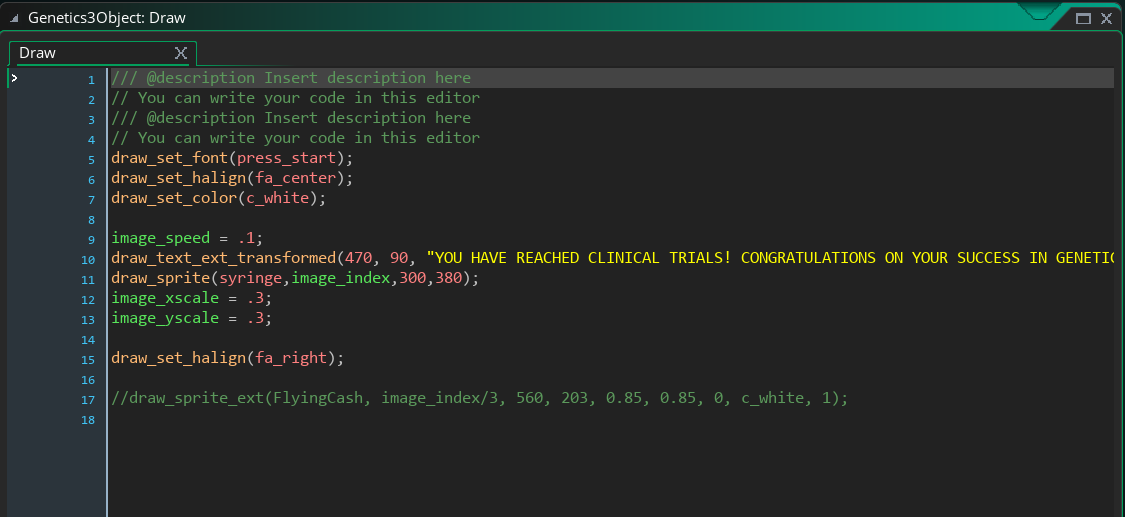
Genetics1Object:(Draw is the only thing different)



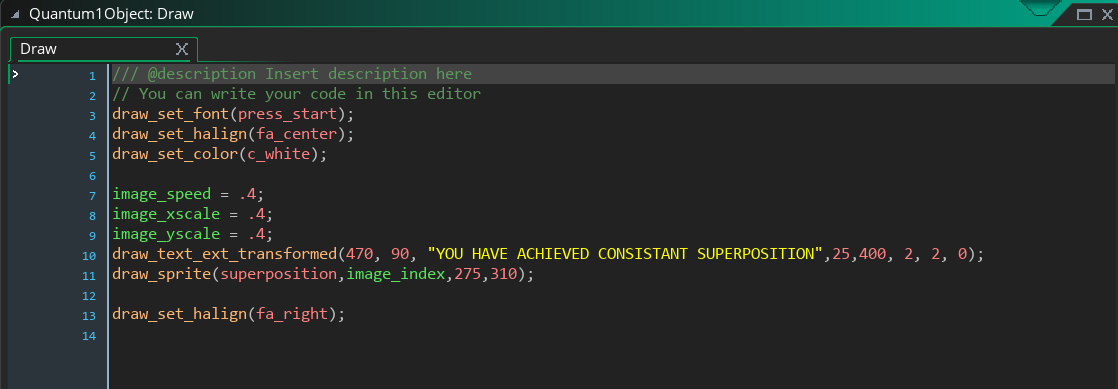
Genetics2Object:(Draw is the only thing different):



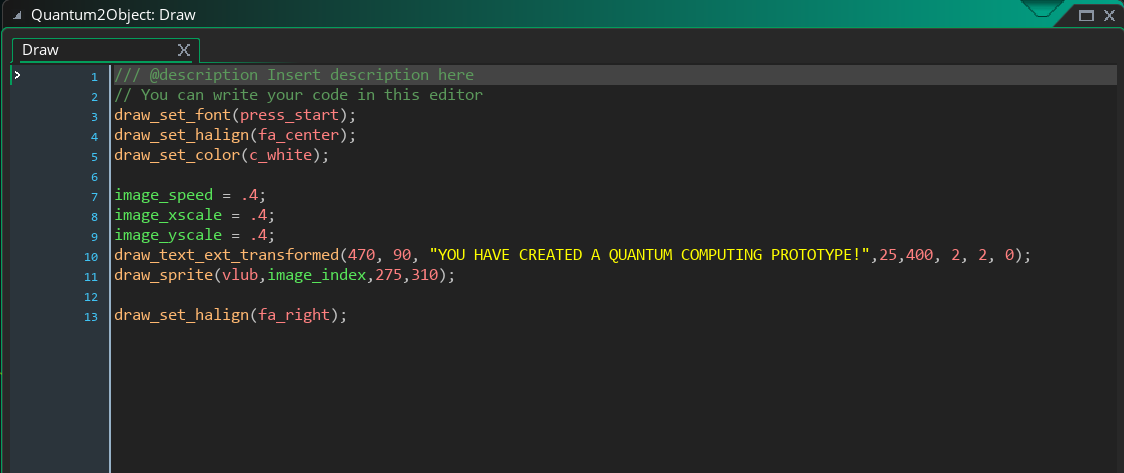
Genetics3Object:(Draw is the only thing different):



Quantum1Object:(Draw is the only thing different):



Quantum2Object:(Draw is the only thing different):



Quantum3Object:(Draw is the only thing different):

