
```

RRRRRRR  AAAAAAA  GGGGGGG  IIIIII  NN    NN  GGGGGGG
RR  RR  AA  AA  GG          II    NNNN  NN  GG
RR  RR  AA  AA  GG          II    NN NN NN  GG
RRRRRRR  AAAAAAA  GG  GGG  II    NN  NNNN  GG  GGG
RR  RR  AA  AA  GG  GG  II    NN  NNN  GG  GG
RR  RR  AA  AA  GG  GG  II    NN  NN  GG  GG
RR  RR  AA  AA  GGGGGGG  IIIIII  NN    NN  GGGGGGG

```

```

FFFFFFF  LL          AAAAAAA  MM          MM  EEEEEEE
FF        LL          AA  AA  MMM          MMM  EE
FF        LL          AA  AA  MM MM  MM  MM  EE
FFFFFFF  LL          AAAAAAA  MM  MM  MM  EE
FF        LL          AA  AA  MM          MM  EE
FF        LL          AA  AA  MM          MM  EE
FF        LLLLLLL  AA  AA  MM          MM  EEEEEEE

```

REFORMATTED FOR

T183

Raging Flame 2

Original concept- Jeff Verkoeyen

Name- Brent Ammann

Graphics- Jeff Verkoeyen

Plot Editing- Brooks Butler

Date made- February, 2002

Program Reformatted By: Ian Olson

Date Reformatted- 9-8-02

For more information: See original ReadMe.

INSTRUCTIONS:

- Transfer the Raging Flame 2 group file to your calculator.
- Run the "SETUP" file.
- To run the game, run the "RGNGFLM" file.

REFORMATTING LOG:

- I had to delete the "Shutdown" options because I couldn't find a working shell-less shutdown program.
- Archiving and Un-Archiving were deleted, as well as a few references to them.
- No program game play functions were changed.