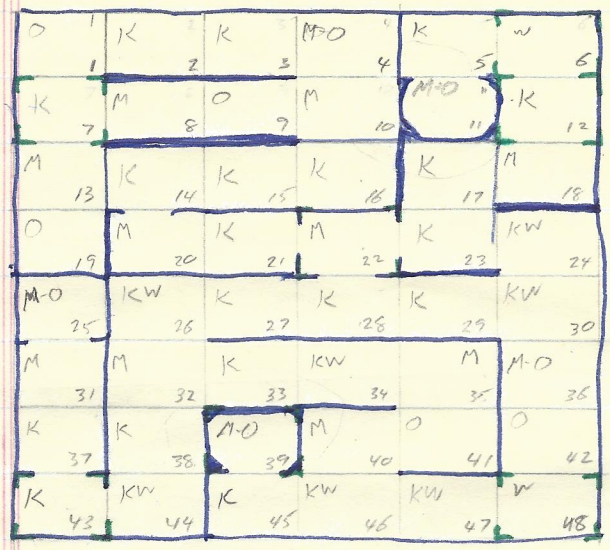
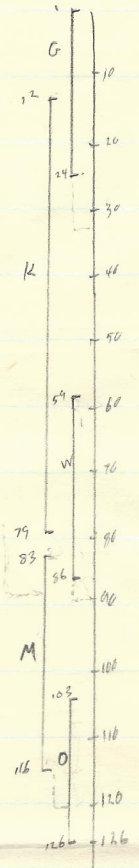
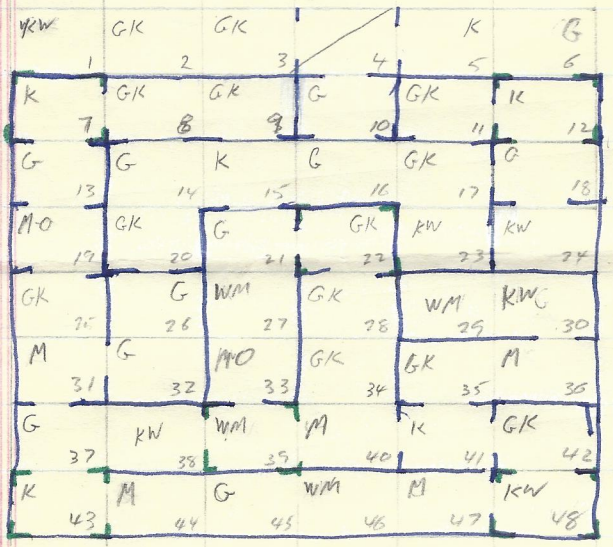
G G-K K K-W W W-M M M-O O

0





1



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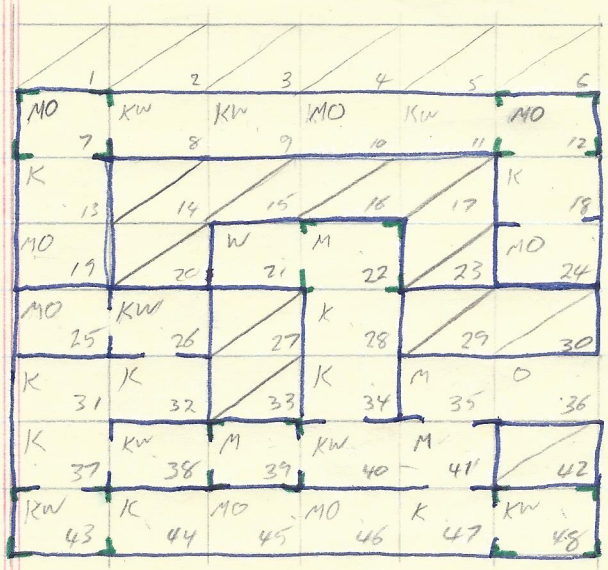

122

178

GR	106	110	113	114	116	118	121	126	132	137	[illegible]	145		
KN - GR														
KN - GR	102	103	108	109	111	117	120	122	125	128	134	135	142	
KN	2	3	5	7	12	14	15	16	17	21	23	27	28	29
KN	33	37	38	43	45	105	107	112	115	[illegible]	141	143	213	218
KN	228	231	232	234	237	244	247							
KN WZ	24	26	30	34	44	46	47	123	124	130	138	148	[illegible]	208
KN - WZ	209	211	[illegible]	226	238	240	[illegible]	243	248		101			
WZ	6	48	221											
WZ														
MN - WZ	127	129	139	146										
MN - WZ														
MN	10	20	22	31	32	35	40	136	144	147	222	235	239	
MN	8	13	18											
MN - OB	4	11	25	36	39	119	133	210	219	224	225	246		
MN - OB								207	212					
OB	1	9	19	41	42	236								
OB	[illegible]	[illegible]	[illegible]	136	131	140	241							

GR	1	TO	24	24
KN	12	TO	79	67
WZ	59	TO	86	27
MN	83	TO	116	33
OB	103	TO	126	23

	Initials	Date
Prepared By		
Approved By		

CODE (3, 49) INDEXED BY CHARACTER # (KCODE)
CODE (1, I) = NAME CODE OBJC
CODE (2, I) = ASKEY CODE
CODE (3, I) = ENCOUNTER CODE

KNOW (2, 20) INDEXED BY CHARACTER # (KCODE)
KNOW (1, I) = CHARACTER # of WIZ-OBJ KNOWN
KNOW (2, I) = RN OF KNOWN WIZ-OBJ

NAME CODE = CODEADR + (0 * 49) + I POKE (CODEADR + I), D J, 49
ASKEY CODE = CODEADR + 49 + I
ENCOUNTER CODE = CODEADR + 98 + I

4804 (84804) — Buff
8804 (88804) — Green