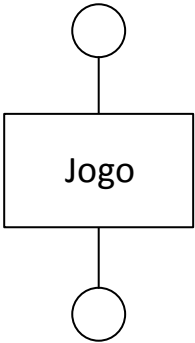
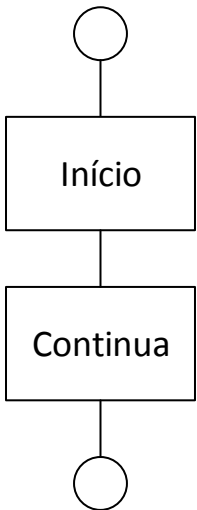


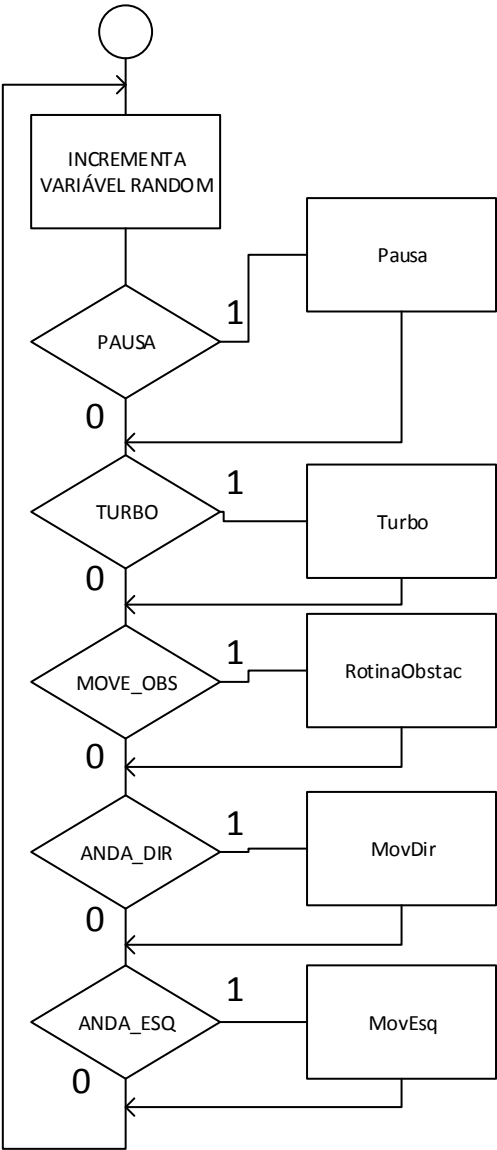
Projecto



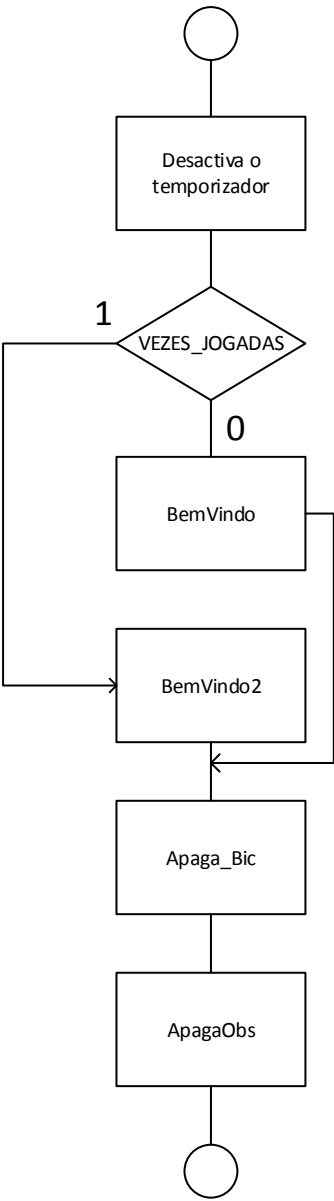
Jogo



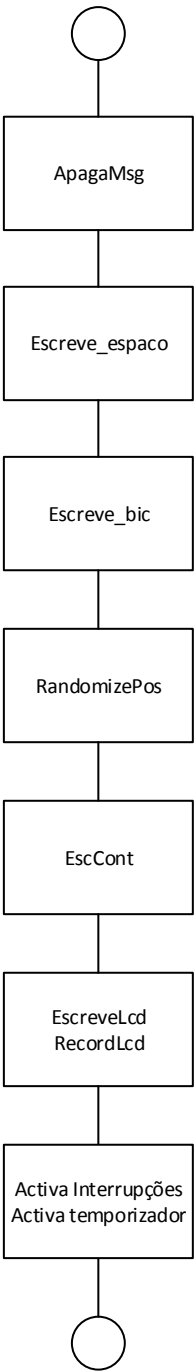
Continua



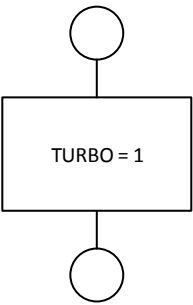
Início



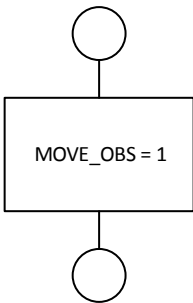
Ciclo Jogo



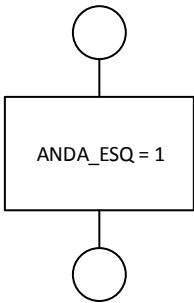
Poe_Turbo



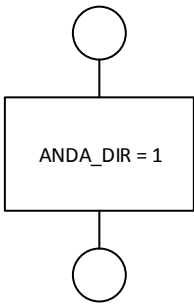
Temporizador



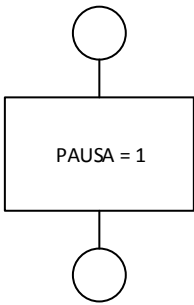
MovEsquerda



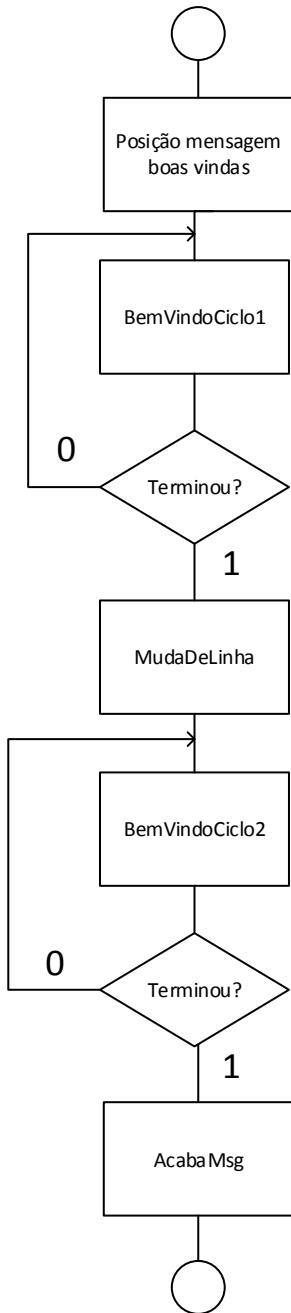
MovDireita



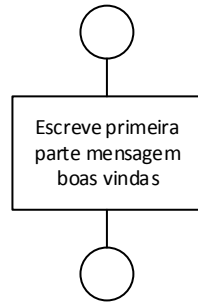
Poe_Pausa



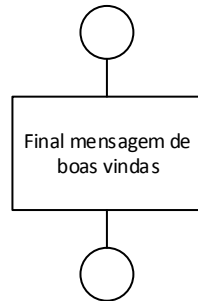
BemVindo



BemVindoCiclo1



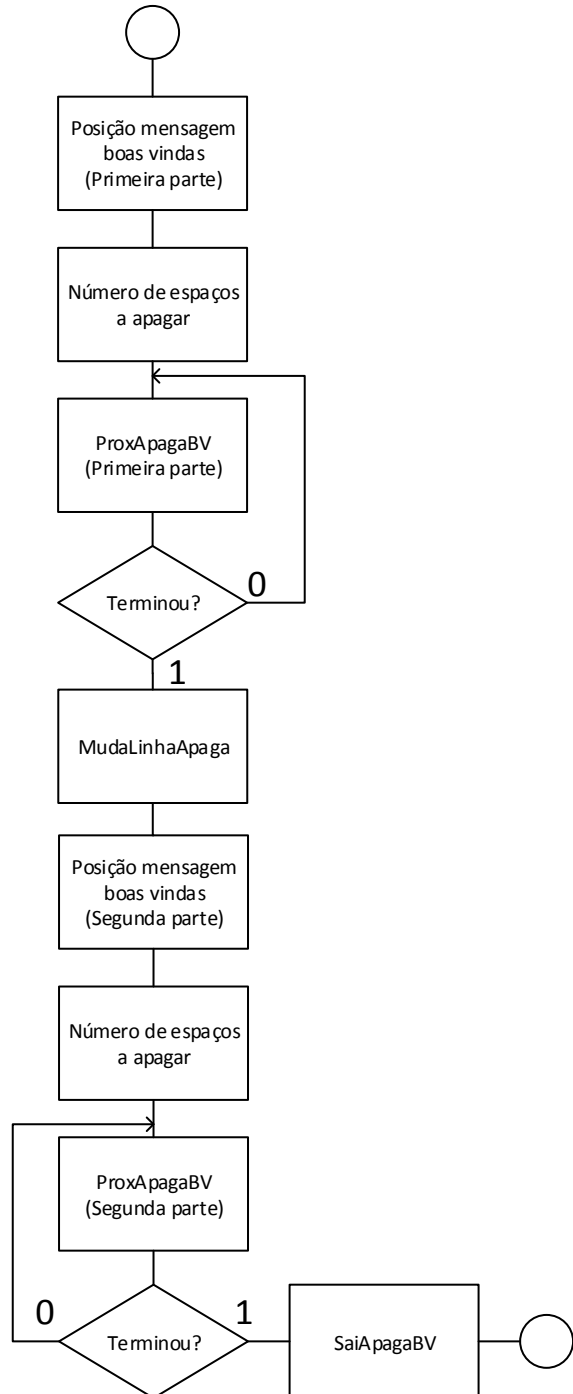
AcabaMsg



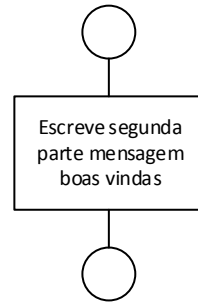
MudaDeLinha



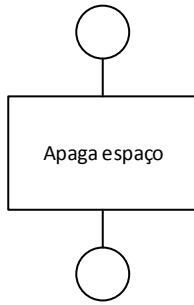
ApagaMsg



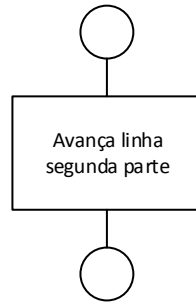
BemVindoCiclo2



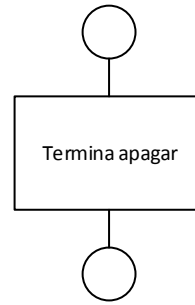
ProxApagaBV



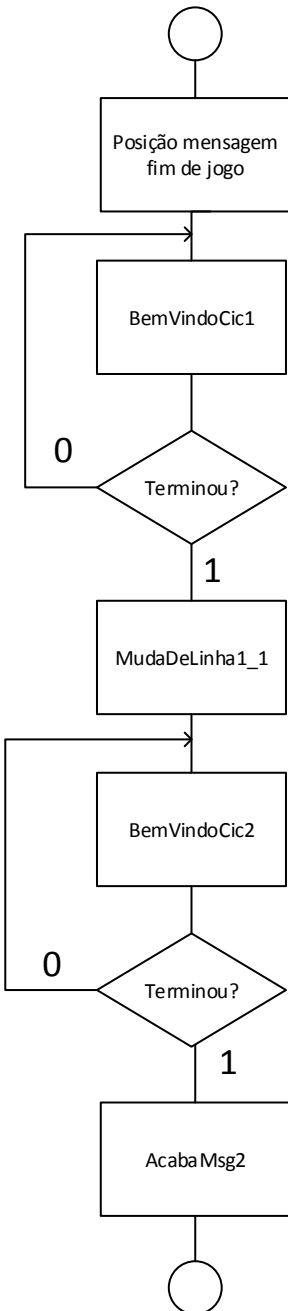
MudaLinhaApaga



SaiApagaBV



BemVindo2



BemVindoCic1



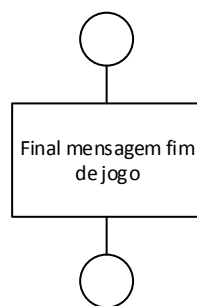
MudaDeLinha1_1



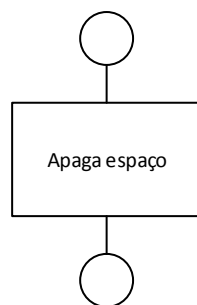
BemVindoCic2



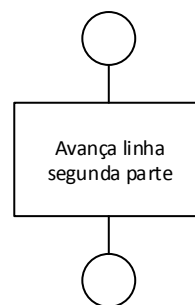
AcabaMsg



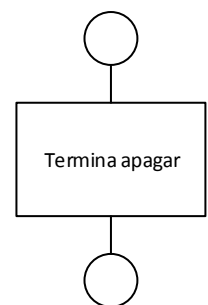
ProxApagBV2



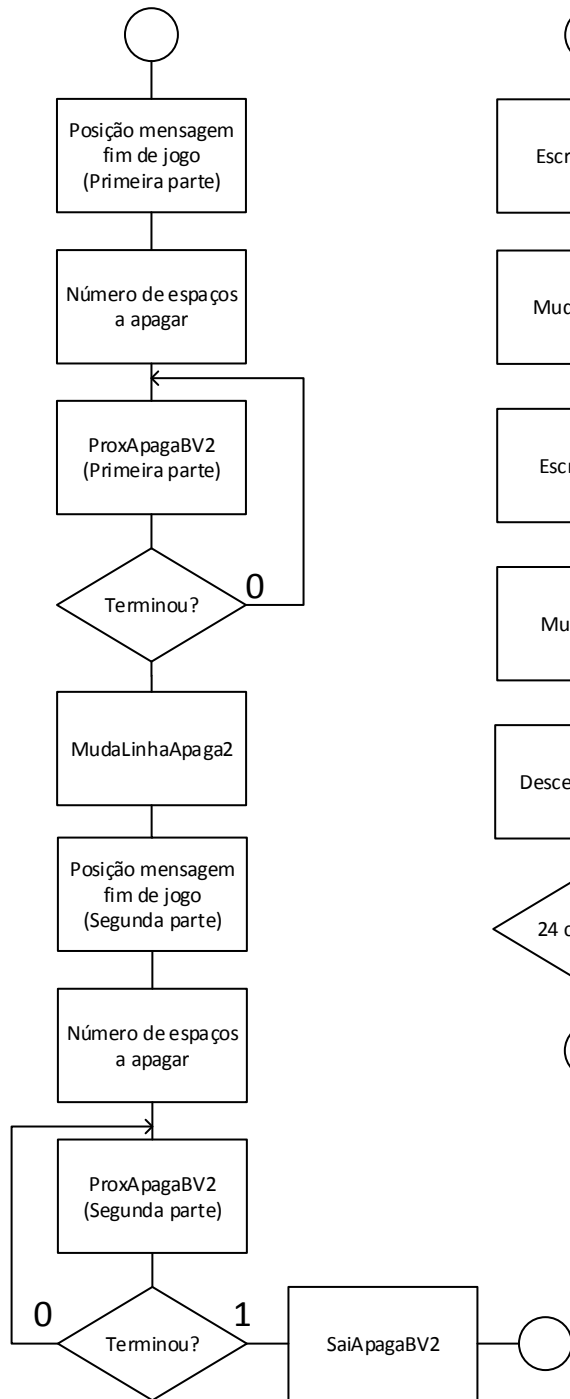
MudaLinhaApaga2



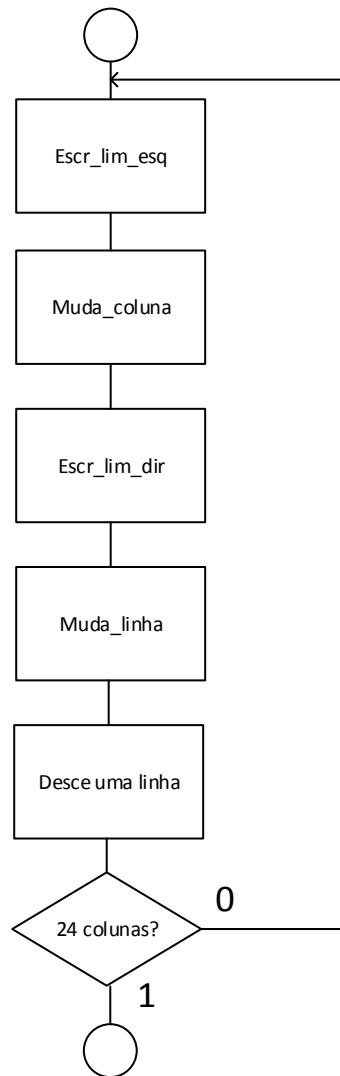
SaiApagaBV2



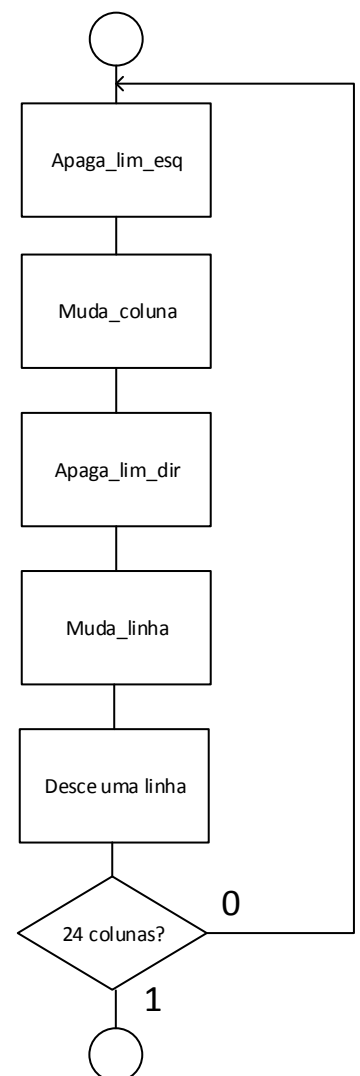
ApagaMsg2



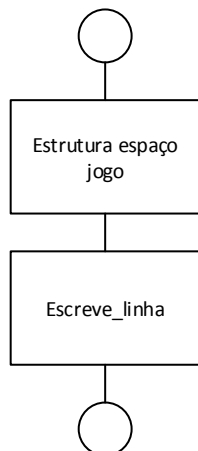
Escreve_linha



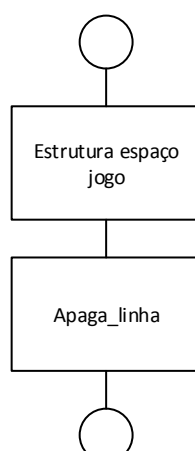
Apaga_linha



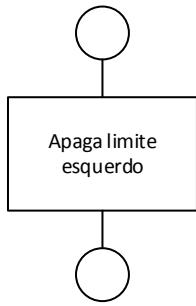
Escreve_espaco



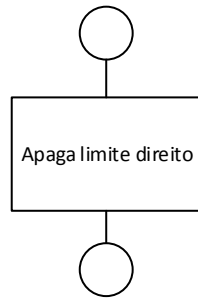
Apaga_espaco



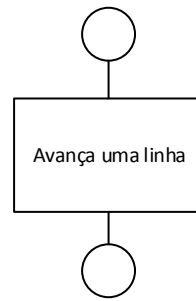
Apaga_lim_esq



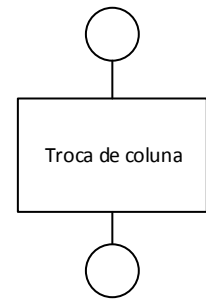
Apaga_lim_dir



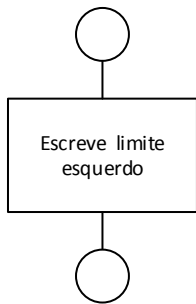
Muda_linha



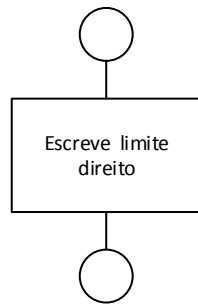
Muda_coluna



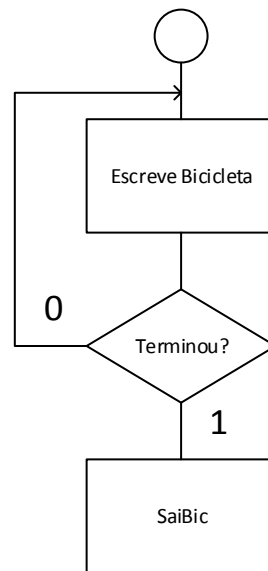
Escr_lim_esq



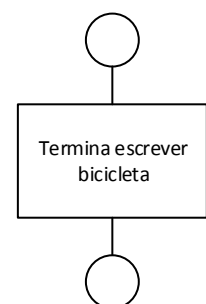
Escr_lim_dir



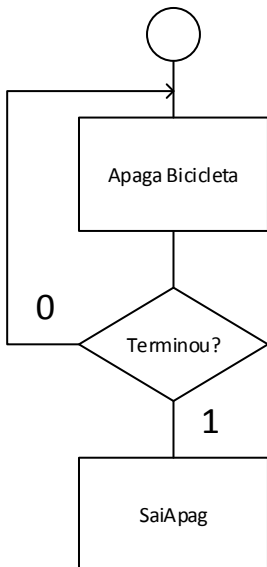
Escreve_bic



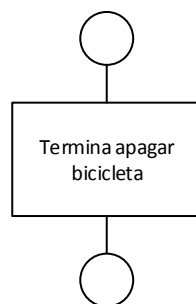
SaiBic



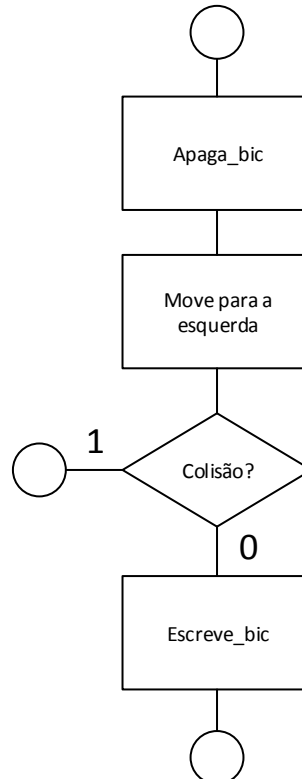
Apaga_bic



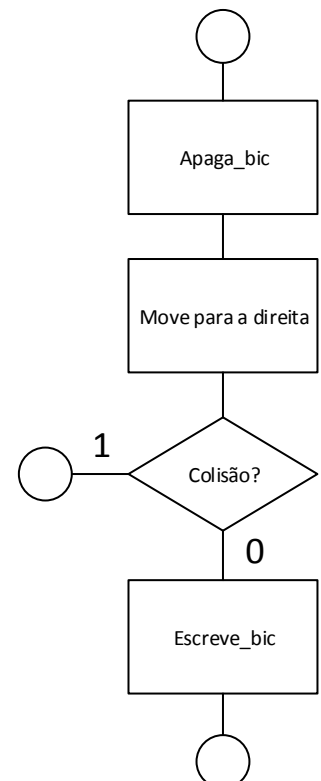
SaiApag

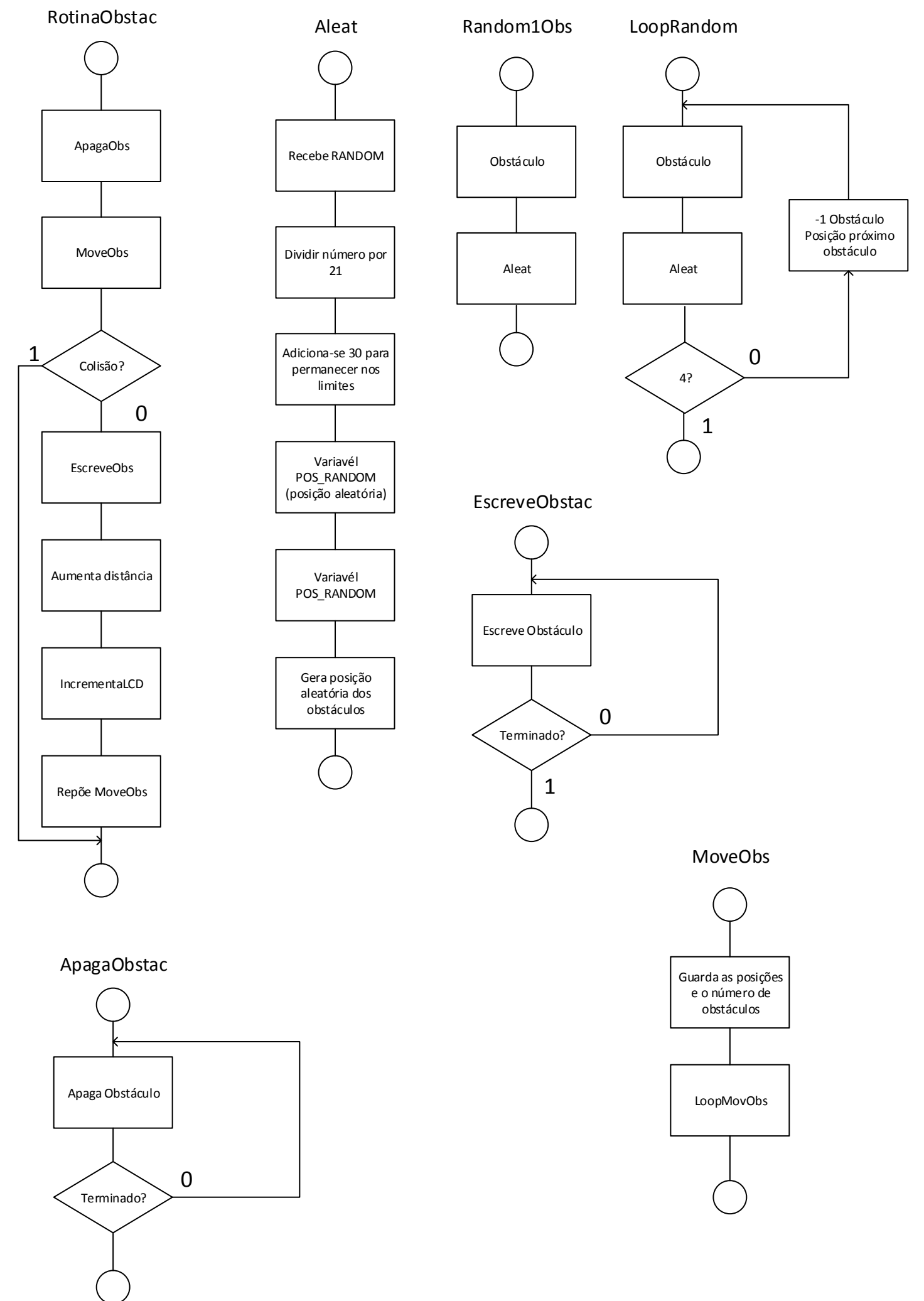


MovEsq

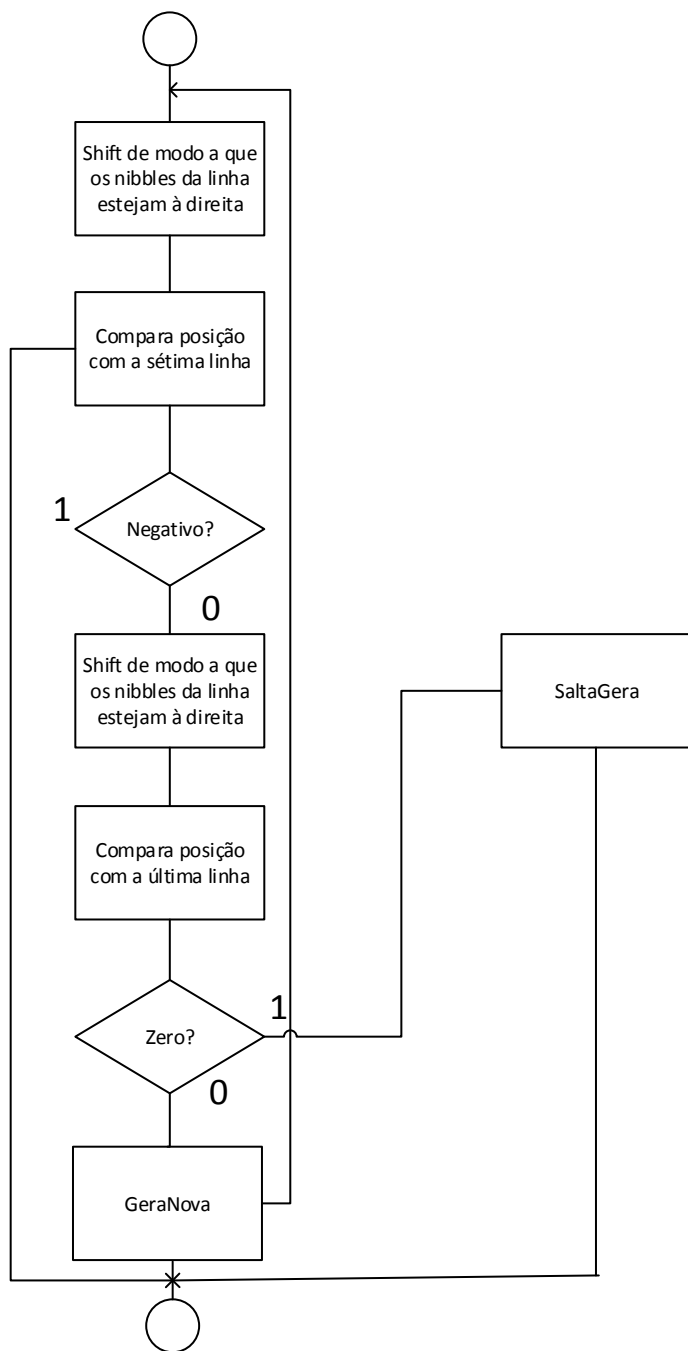


MovDir

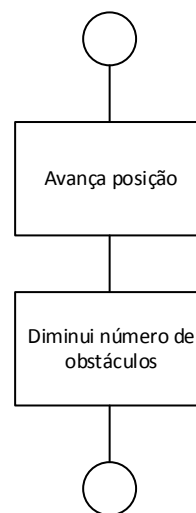




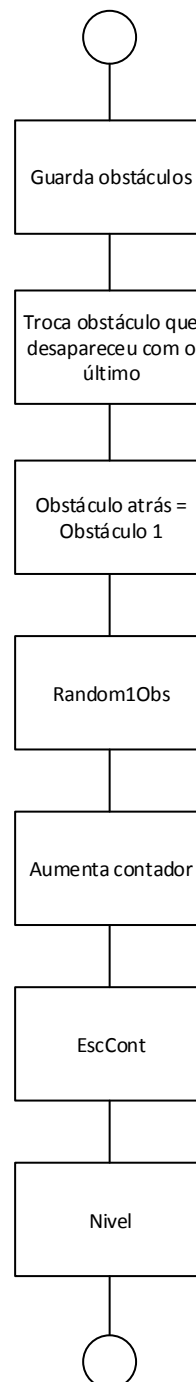
LoopMovObs



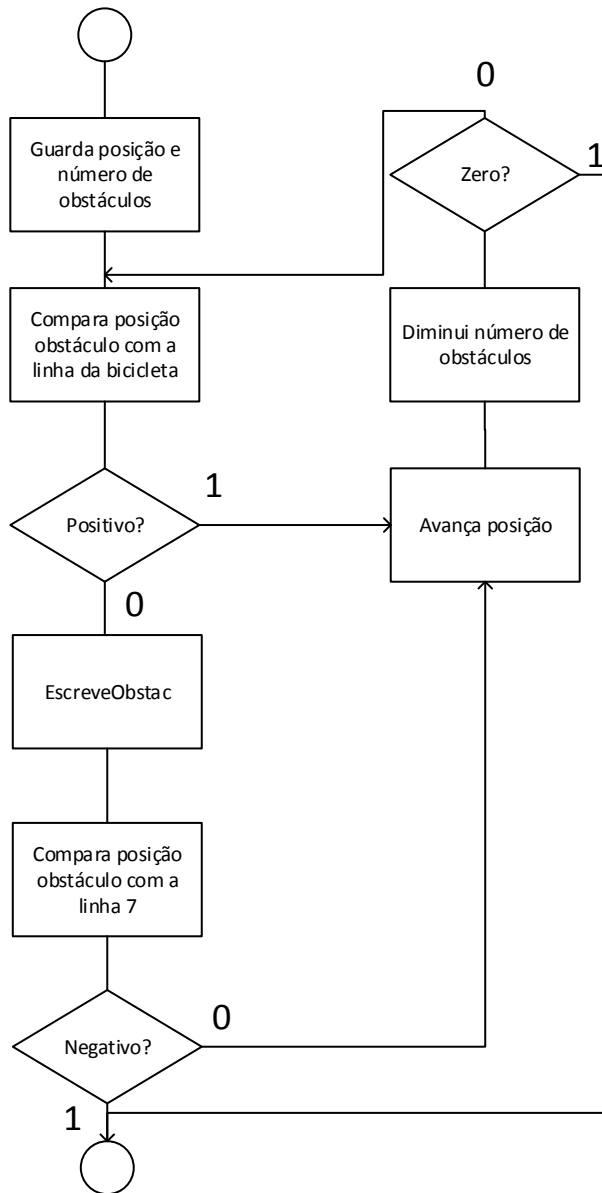
SaltaGera



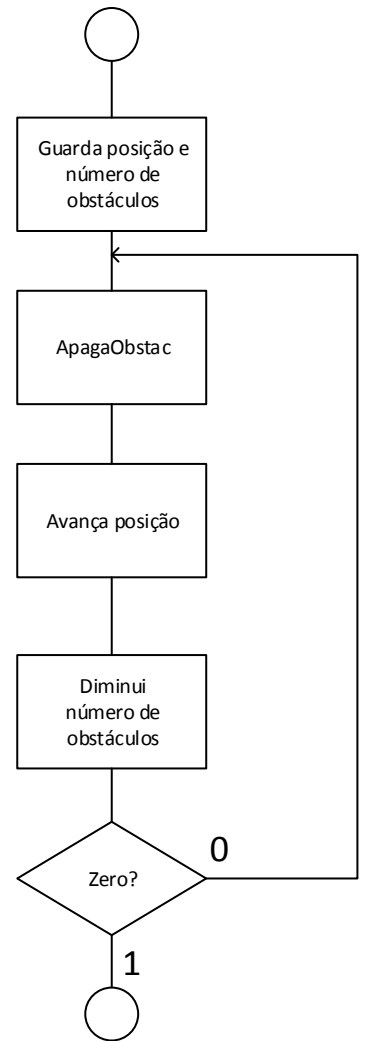
GeraNova



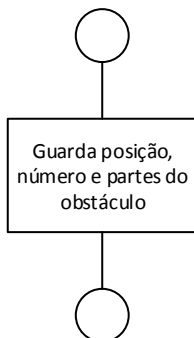
EscreveObs



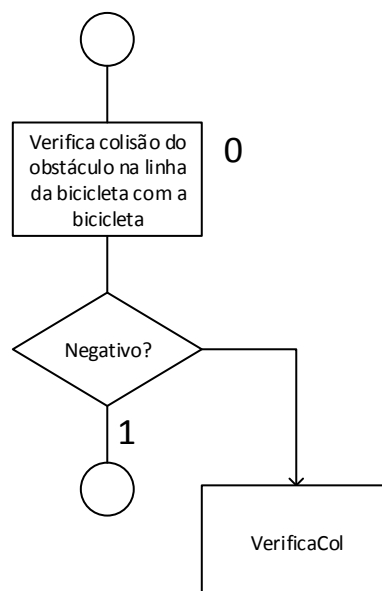
ApagaObs



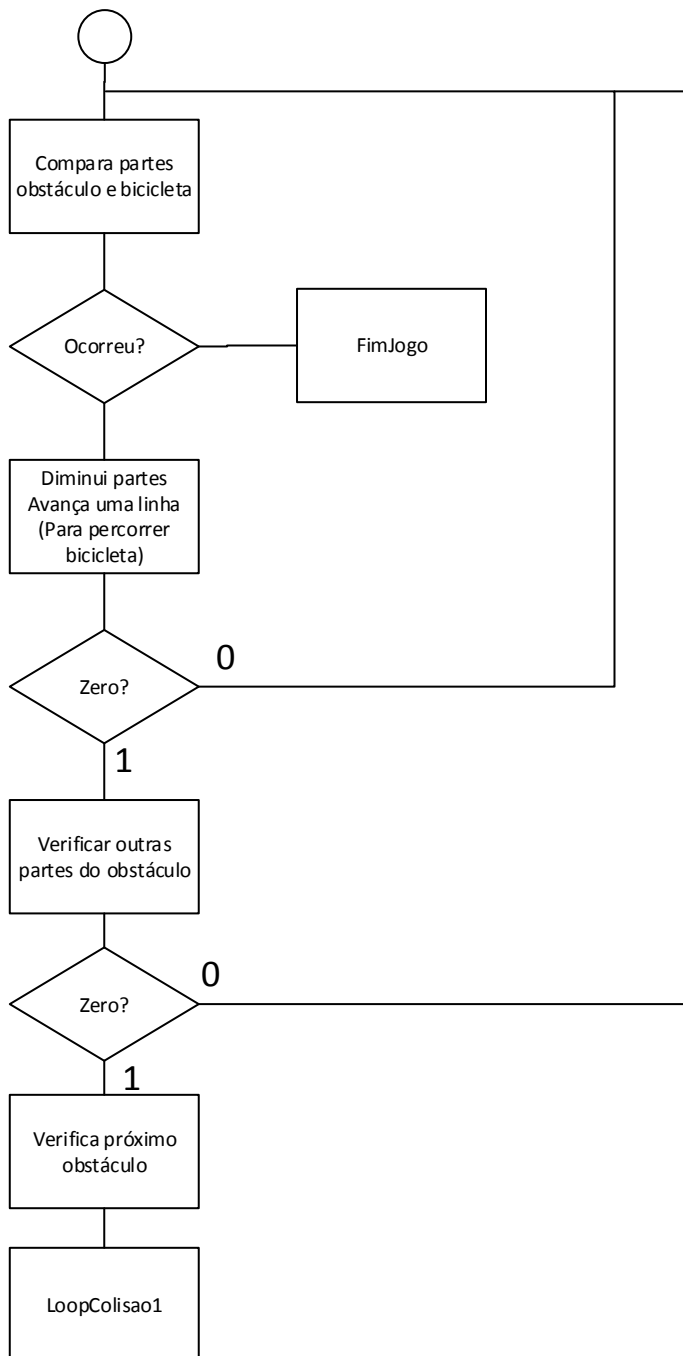
Colisao



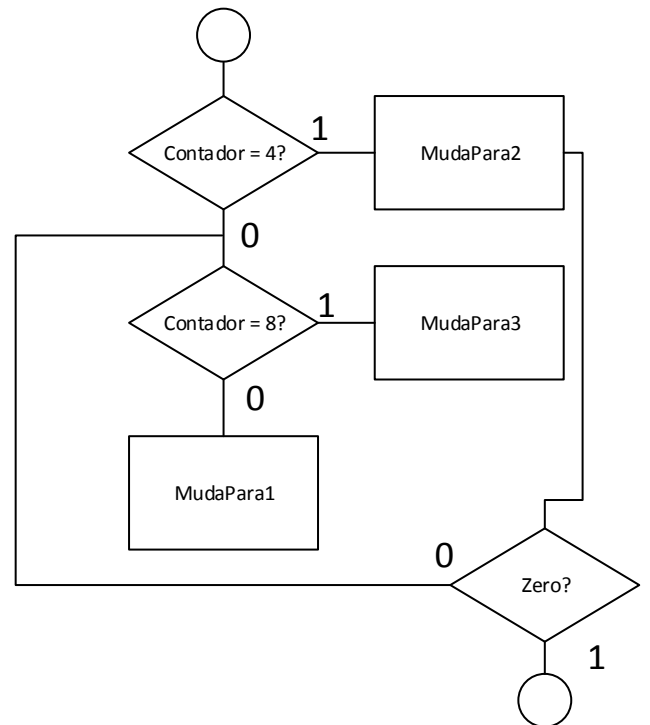
LoopColisao1



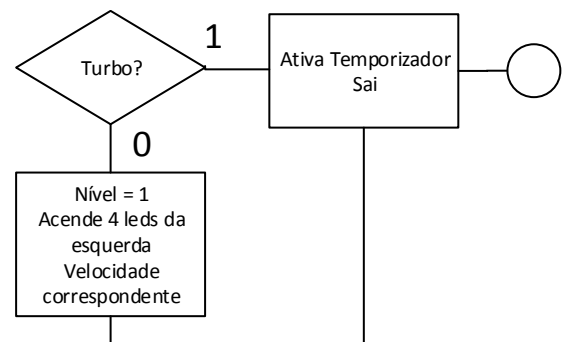
VerificaCol



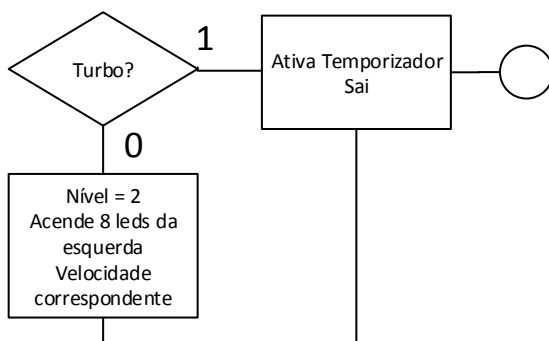
Nível



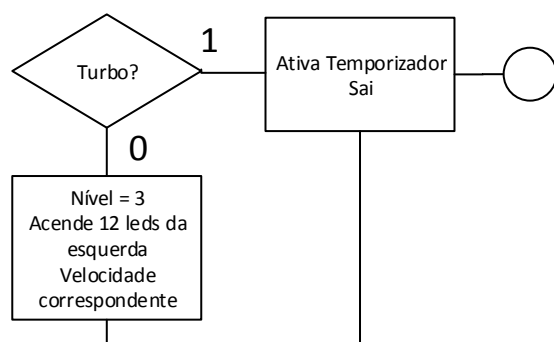
MudaPara1



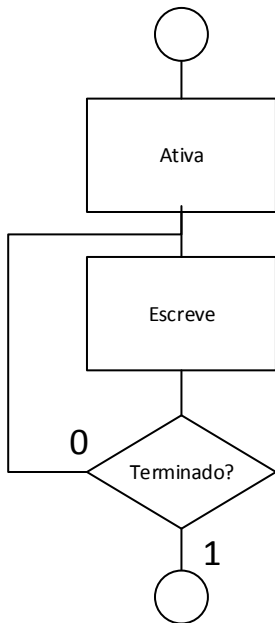
MudaPara2



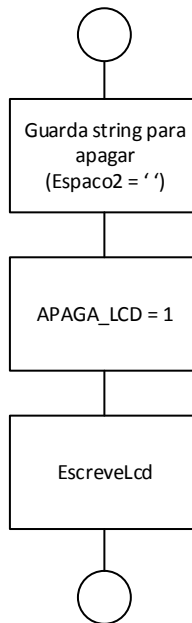
MudaPara3



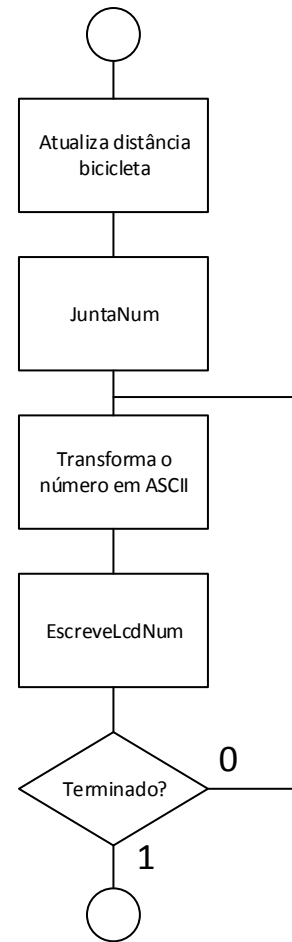
EscreveLcd



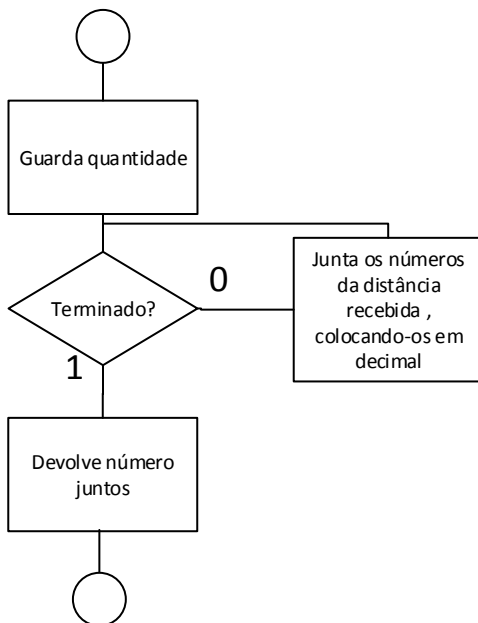
LimpaLcd



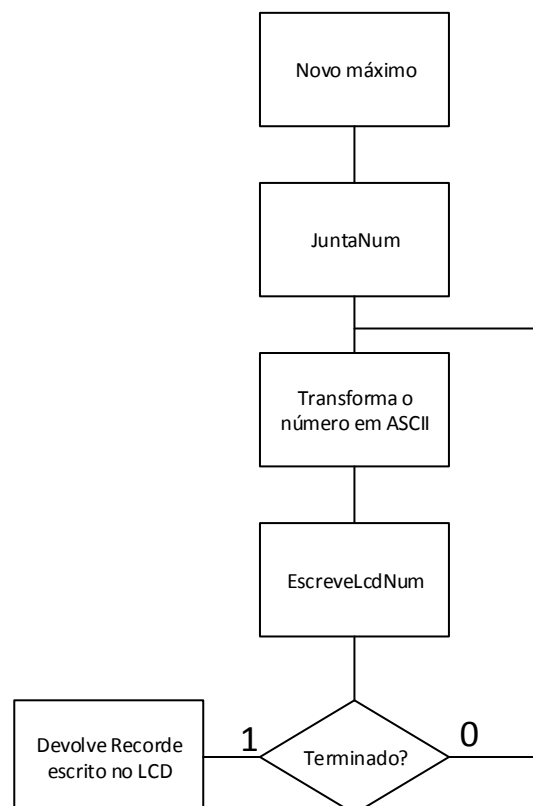
IncrementeLcd



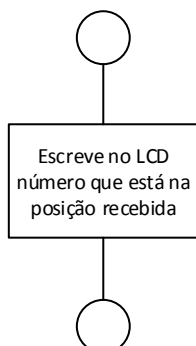
JuntaNum



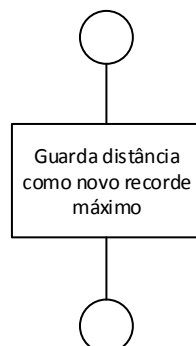
RecordeLcd



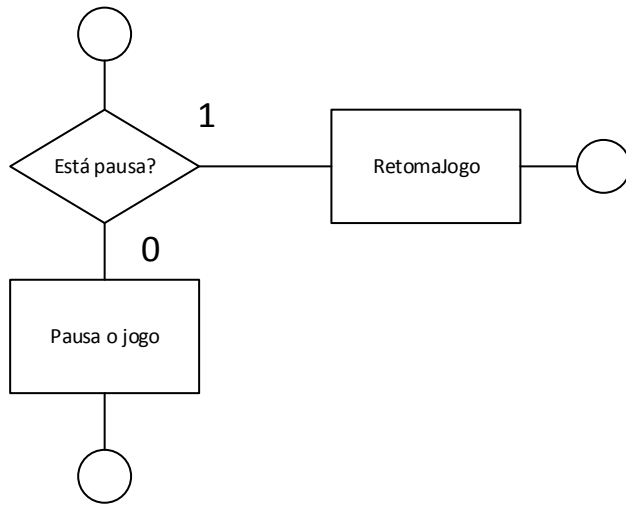
JuntaNum



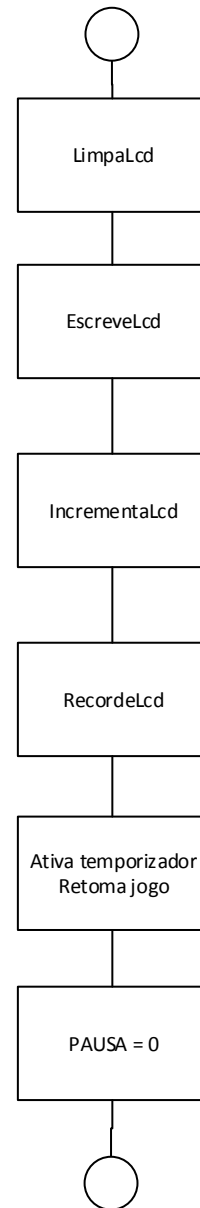
NovoRecorde



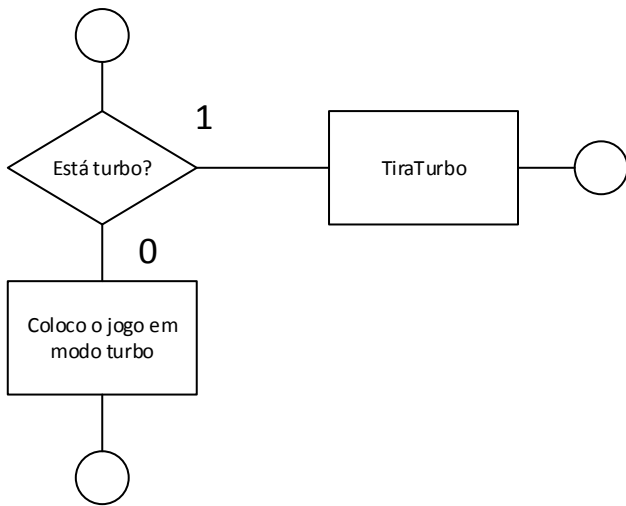
Pausa



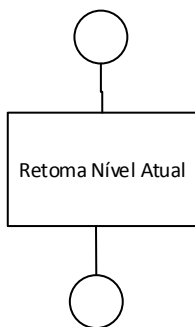
RetomaJogo



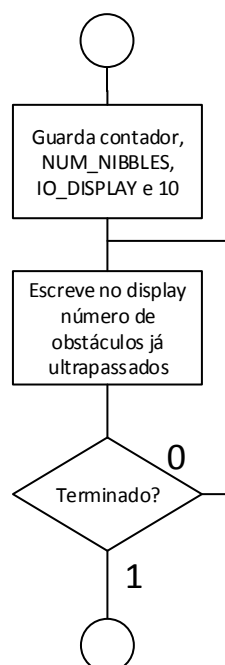
Turbo



TiraTurbo



EscCont



FimJogo

