

Filename:OPTION

```
0→A↵
ClrText↵
"1.5TURN                2.10TURN                3.20TURN"↵
Lbl 0↵
Getkey→R↵
If R=72 Or R=62 Or R=52↵
Then ↵
Int (G÷10)×10+(82-R)÷10→G↵
Else ↵
Goto 0↵
IfEnd↵
ClrText↵
"1.2M                    2.4M                    3.8M"↵
Lbl A↵
Getkey→R↵
If R=72 Or R=62 Or R=52↵
Then ↵
(72-R)×10→A↵
Else ↵
Goto A↵
IfEnd↵
ClrText↵
"PLAYER1↵
1.UNION↵
2.ZERG↵
3.TRELF"↵
Lbl B↵
Getkey→R↵
If R=72 Or R=62 Or R=52↵
Then ↵
(72-R)+A→A↵
Else ↵
Goto B↵
IfEnd↵
ClrText↵
"PLAYER2↵
1.UNION↵
2.ZERG↵
3.TRELF"↵
Lbl C↵
Getkey→R↵
If R=72 Or R=62 Or R=52↵
Then ↵
(72-R)÷10+A→A↵
Else ↵
Goto C↵
IfEnd
```