```
Filename:MENU
X→List 8[3]↲
Y→List 8[4]↲
2→Y↲
ClrText↲
"MENU              →Stats              Equipment          Return to town      Retu
Do↲
Getkey→R↲
Y→X↲
R=28⇒Y-1→Y↲
R=37⇒Y+1→Y↲
Y=1⇒2→Y↲
Y=7⇒6→Y↲
Locate 1,Y,"→"↲
If X≒Y↲
Then ↲
Locate 1,X," "↲
Σ(X,X,0,50)↲
IfEnd↲
LpWhile R≒31↲
If Y=2↲
Then ↲
Prog "STAT"↲
Prog "SHOW2"↲
IfEnd↲
If Y=3↲
Then ↲
Prog "EQUIP"↲
Prog "SHOW2"↲
IfEnd↲
If Y=4↲
Then ↲
If List 8[2]≧20↲
Then ↲
20→List 8[2]↲
11→X↲
4→Y↲
1→Z↲
Prog "MAP"↲
Locate 11,4,"→"↲
Else ↲
0→List 8[2]↲
11→X↲
4→Y↲
1→Z↲
Prog "MAP"↲
IfEnd↲
IfEnd↲
If Y=5↲
Then ↲
ClrText↲
Prog "SHOW2"↲
```

```
IfEnd↵
If Y=6↵
Then ↵
ClrText↵
List 8[1]×10^6+List 8[2]×10^4+List 8[3]×100+List 8[4]→A↵
List 8[5]×10^4+List 8[6]×100+List 8[7]→B↵
List 8[14]×10^8+List 8[8]×10^6+List 8[9]×10^4+List 8[10]×100+List 8[11]→C↵
Int (log a(b)2,List 8[12]÷100+1))→X↵
Int ((List 8[12]÷100+1-2^X)÷2^X×100)→Y↵
X×10^8+Y×10^6+List 8[13]→D↵
(99-(A+B+C+D)+99×Int ((A+B+C+D)÷99))×10^6+B→B↵
Locate 1,2,A↵
Locate 1,3,B↵
Locate 1,4,C↵
Locate 1,5,D◢
ClrText↵
"Good bye~“!“          by SYJ"↵
Stop↵
IfEnd↵
List 8[3]→X↵
List 8[4]→Y
```