

Filename:EQUIP

Do↵

If R=38 Or R=31↵

Then ↵

ClrText↵

"	Head :	Weapon :	Weapon2:	Body :
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If List 8[1]=1↵

Then ↵

Locate 1,1,"Warrior"↵

IfEnd↵

If List 8[1]=2↵

Then ↵

Locate 1,1,"Logue"↵

IfEnd↵

If List 8[1]=3↵

Then ↵

Locate 1,1,"Mage"↵

IfEnd↵

If List 8[1]=4↵

Then ↵

Locate 1,1,"Poisoner"↵

IfEnd↵

If List 8[1]=5↵

Then ↵

Locate 1,1,"Druid"↵

IfEnd↵

If List 8[8]=0↵

Then ↵

Locate 8,2,"None"↵

Else ↵

If List 8[8]<10↵

Then ↵

Locate 8,2,"Shop"↵

Locate 12,1,List 8[8]↵

IfEnd↵

IfEnd↵

If List 8[9]=0↵

Then ↵

Locate 10,3,"None"↵

Else ↵

If List 8[9]<10↵

Then ↵

Locate 10,3,"Shop"↵

Locate 14,3,List 8[9]↵

IfEnd↵

IfEnd↵

If List 8[10]=0↵

Then ↵

Locate 10,4,"None"↵

Else ↵

If List 8[10]<10↵

Then ↵

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Locate 10,4,"Shop"↵
Locate 14,4,List 8[10]↵
IfEnd↵
IfEnd↵
If List 8[11]=0↵
Then ↵
Locate 8,5,"None"↵
Else ↵
If List 8[11]<10↵
Then ↵
Locate 8,5,"Shop"↵
Locate 12,5,List 8[11]↵
IfEnd↵
IfEnd↵
IfEnd↵
Locate 9,6,List 8[13]↵
Getkey→R↵
If R=27↵
Then ↵
Prog "EQUIP2"↵
IfEnd↵
LpWhile R≠47
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