

Filename: SHOW

ClrText↵

"1.PLAT                      2.MOUNTAIN                      3.ISLAND                      4.OWN"↵

Do↵

Getkey→R↵

LpWhile R≈72 And R≈62 And R≈52 And R≈73↵

ClrText↵

Locate 1,7,"EXE: SELECT EXIT:EXIT"↵

If R=73↵

Then ↵

Mat W→Mat J↵

Prog "SCENE4"↵

Do↵

Getkey→R↵

LpWhile R≈31 And R≈47↵

ClrText↵

If R=31↵

Then ↵

40+Frac (G÷10)×10→G↵

IfEnd↵

IfEnd↵

If R=72↵

Then ↵

Mat X→Mat J↵

Prog "SCENE4"↵

Do↵

Getkey→R↵

LpWhile R≈31 And R≈47↵

ClrText↵

If R=31↵

Then ↵

10+Frac (G÷10)×10→G↵

IfEnd↵

IfEnd↵

If R=62↵

Then ↵

Mat Y→Mat J↵

Prog "SCENE4"↵

Do↵

Getkey→R↵

LpWhile R≈31 And R≈47↵

ClrText↵

If R=31↵

Then ↵

20+Frac (G÷10)×10→G↵

IfEnd↵

IfEnd↵

If R=52↵

Then ↵

Mat Z→Mat J↵

Prog "SCENE4"↵

Do↵

```
Getkey→R↵
LpWhile R≈31 And R≈47↵
ClrText↵
If R=31↵
Then ↵
30+Frac (G÷10)×10→G↵
IfEnd↵
IfEnd
```