

```
Filename:NEW
Fill(0,List 8)↵
List 1[31]→List 8[1]↵
11→List 8[3]↵
4→List 8[4]↵
5→List 8[5]↵
5→List 8[6]↵
5→List 8[7]↵
Prog "MOFRPG"
```