

Filename: SHOW2

ClrText↵

For 1→X To 21↵

For 1→Y To 7↵

Prog "SHOW"↵

Next↵

Next↵

If Z=0↵

Then ↵

Locate List 8[3],List 8[4],"#E692"↵

IfEnd↵

If Z=1↵

Then ↵

Locate List 8[3],List 8[4],"→"↵

IfEnd↵

If Z=2↵

Then ↵

Locate List 8[3],List 8[4],"#E693"↵

IfEnd↵

If Z=3↵

Then ↵

Locate List 8[3],List 8[4],"#E690"↵

IfEnd↵

If List 8[2]=-1↵

Then ↵

Locate 1,7,"Thethreeways"↵

IfEnd↵

If List 8[2]<20 And List 8[2]≠-1 And List 8[2]≠0↵

Then ↵

Locate 1,7,"Gaia"↵

Locate 6,7,List 8[2]↵

IfEnd↵

If List 8[2]>20 And List 8[2]≤40↵

Then ↵

Locate 1,7,"Melsh"↵

Locate 7,7,List 8[2]-20↵

IfEnd↵

If List 8[2]>40 And List 8[2]≤60↵

Then ↵

Locate 1,7,"Zyros"↵

Locate 7,7,List 8[2]-40↵

IfEnd↵

If List 8[2]>60↵

Then ↵

Locate 1,7,"Ikaros"↵

Locate 8,7,List 8[2]-60↵

IfEnd↵

If List 8[2]=0↵

Then ↵

Locate 1,7,"Village"↵

IfEnd↵

If List 8[2]=20↵

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Then ↵
Locate 1,7,"CauseOfWar"↵
IfEnd↵
Locate 13,7,"LV"↵
Locate 16,7,L↵
Locate 19,7,Int ((List 8[12]÷100-2^L+1)÷2^L×100)↵
Locate 21,7,"%"↵
Locate 14,1,"STAT"↵
Locate 19,1,I↵
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[2]=20↵
Then ↵
Locate 19,5,"#E698#E699"↵
Locate 19,6,"#E697#E696"↵
IfEnd↵
If List 8[2]=-1↵
Then ↵
Locate 20,2,"W1"↵
Locate 20,4,"W2"↵
Locate 20,6,"W3"↵
IfEnd
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