```
Filename:"RPG
While 1↵
2→Y↵
ClrText↵
"RPG VER BETA 2.1    → New Char          Keep Playing        Load Char              S
Do↵
Getkey→R↵
Y→X↵
R=28⇒Y-1→Y↵
R=37⇒Y+1→Y↵
Y=1⇒2→Y↵
Y=7⇒6→Y↵
If X≠Y↵
Then ↵
Locate 1,Y,"→"↵
Locate 1,X," "↵
Σ(Z,Z,0,100)↵
IfEnd↵
LpWhile R≠27↵
If Y=2↵
Then ↵
Prog "NEW"↵
IfEnd↵
If Y=3↵
Then ↵
If List 1[31]=Frac (List 8[1]÷10)×10↵
Then ↵
If List 8[3]≠0↵
Then ↵
Prog "MOFRPG"↵
Else ↵
ClrText↵
"No saved char"◢
IfEnd↵
Else ↵
ClrText↵
"Install for yours"◢
IfEnd↵
IfEnd↵
If Y=4↵
Then ↵
Prog "CODE"↵
IfEnd↵
If Y=5↵
Then ↵
Prog "STORY"↵
IfEnd↵
If Y=6↵
Then ↵
ClrText↵
"Good bye~"!"          By SYJ"↵
Stop↵
```

IfEnd↵
WhileEnd