

Sheet1

DBVER400,C,DOBJNAME,C,DBCDBCDBX1DBY1DBX2DBY2DBDBOBJJFG(DBOBJJBG(DBDB													
exit goto	15	1	0	320	80	360	3	14671839	13619151	1	1		
git sound	51	2	129	57	316	124	3	65535	12632256	1	1		
cdt sound	51	3	328	120	515	226	3	65535	12632256	1	1		
tml sound	51	4	128	150	320	232	3	65535	12632256	1	1		
game sound	51	5	130	275	303	386	3	65535	12632256	1	1		
software sound	51	6	305	345	494	409	3	65535	12632256	1	1		
git	15	7	50	50	89	87	3	65535	12632256	1	1		
cdt	15	8	50	89	89	126	3	65535	12632256	1	1		
tml	15	9	50	128	89	165	3	65535	12632256	1	1		
game	15	10	50	167	89	204	3	65535	12632256	1	1		
software	15	11	50	206	89	243	3	65535	12632256	1	1		
timeout	15	12	50	50	127	87	3	65535	12632256	1	2		
timeout	15	13	50	50	127	87	3	65535	12632256	1	3		
timeout	15	14	50	50	127	87	3	65535	12632256	1	4		
timeout	15	15	50	50	127	87	3	65535	12632256	1	5		
timeout	15	16	50	50	127	87	3	65535	12632256	1	6		
exit	15	17	0	440	639	479	2	14671839	13619151	1	2		
exit	15	18	0	440	639	479	2	14671839	13619151	1	3		
exit	15	19	0	440	639	479	2	14671839	13619151	1	4		
exit	15	20	0	440	639	479	2	14671839	13619151	1	5		
exit	15	21	0	440	639	479	2	14671839	13619151	1	6		
stop sound	51	22	80	400	187	437	3	65535	12632256	1	1		
exit	51	23	0	440	639	479	2	13619151	12632256	1	1		
	40	24	230	10	392	26	2	65535	0	1	1		

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DBOPTIONS,C,32	DBDBFILENAME,C,48	DBLINKBLDBLINDBBUTTIMCDBDBDBWINNAME			
01	0 3	play	0	IMAGES\	0 0 1
000	0 3 SOUND\GUNSHOT1.WAV	git	0		0 1 1
000	0 3 SOUND\GUNSHOT1.WAV	cdt	0		0 1 1
000	0 3 SOUND\GUNSHOT1.WAV	tml	0		0 1 1
000	0 3 SOUND\GUNSHOT1.WAV	game	0		0 1 1
000	0 3 SOUND\GUNSHOT1.WAV	software	0		0 1 1
01	0 3		0		0 0 1
01	0 3		0		0 0 1
01	0 3		0		0 0 1
01	0 3		0		0 0 1
01	0 3		0		0 0 1
01	0 3	music	3000		0 0 1
01	0 3	music	0		0 0 1
01	0 3	sound	1000		0 0 1
01	0 3	music	1000		0 0 1
01	0 3		0		0 0 1
01	0 3	play	0	IMAGES\	0 1 1
01	0 3	play	0	IMAGES\	0 1 1
01	0 3	play	0	IMAGES\	0 1 1
01	0 3	play	0	IMAGES\	0 1 1
01	0 3	play	0	IMAGES\	0 1 1
100	0 3		0		0 0 1
100	0 3 SOUND\GUNSHOT2.WAV	exit goto	0	IMAGES\	0 1 1
00	0 3		0		0 1 1

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DBFLDNAME	DBFN	DBFDBDBDBDBDR	DBDBDBDBDBCOMMON1C,C,50	DBCMMODBC	
Arial	12	3	1 1 0	0 1 0 0 1 FINAL	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1	
Arial	12	3	1 1 0	0 1 0 0 1	
Arial	12	3	1 1 0	0 1 0 0 1	
Arial	12	3	1 1 0	0 1 0 0 1	
Arial	12	3	1 1 0	0 1 0 0 1	
Arial	12	3	1 1 0	0 1 0 0 1	FOLDER1 2
Arial	12	3	1 1 0	0 1 0 0 1	FOLDER1 3
Arial	12	3	1 1 0	0 1 0 0 1	FOLDER1 4
Arial	12	3	1 1 0	0 1 0 0 1	FOLDER1 5
Arial	12	3	1 1 0	0 1 0 0 1	FOLDER1 6
Arial	12	3	1 1 0	0 1 0 0 1 GIT	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1 CDT	FOLDER1 18
Arial	12	3	1 1 0	0 1 0 0 1 TML	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1 SAMPLE	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1 SOFTWARE	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1 FINAL	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1 FINAL	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1 FINAL	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1 FINAL	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1 FINAL	FOLDER1 1
Arial	12	3	1 1 0	0 1 0 0 1	
Arial	12	3	1 1 0	0 1 0 0 1	
Arial	10	3	0 1 7	2000 3 0 0 1 Click on signs to continue	

Sheet1

DBCOMMON2DBCOMMON5DBCOMMON6DBDBC(DBCDBDBBEVELSHA,N,3,0

3	0	18	0	40
0	0	0	0	40
0	0	0	0	40
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0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
1	0	0	0	40
1	0	0	0	40
1	0	0	0	40
1	0	0	0	40
1	0	0	0	40
1	500	0	0	40
1	500	0	0	40
1	500	0	0	40
1	500	0	0	40
1	500	0	0	40
1	0	0	0	40
1	0	0	0	40
1	0	0	0	40
1	0	0	0	40
1	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40