

Sheet1

DBVER400,C,DBOBNAMDBCDBCDBX1DBY1DBX2DBY2DBDBOBFJFG(DBOJBFG(DBDB

Animation	55	1	0	80	100	100	3	65535	12632256	1	1
press	3	7	125	402	530	457	2	65535	12632256	1	1
1st	53	8	0	100	100	120	3	65535	12632256	1	1
2nd	53	9	0	140	100	160	3	65535	12632256	1	1
Flash	51	10	0	120	100	140	3	65535	12632256	1	1
Intro	51	11	0	60	100	80	3	65535	12632256	1	1
Start	15	12	0	0	639	479	3	65535	12632256	1	2
Continue	15	13	0	160	100	180	3	65535	12632256	1	1
	40	14	172	430	463	458	2	16777215	0	1	2
Close	55	21	0	0	641	481	3	65535	12632256	1	1
Continue	51	23	241	422	430	463	3	33023	64	1	3
_continue	15	24	247	385	343	422	3	65535	12632256	1	3
Exit	45	34	10	420	110	470	3	65535	4144959	1	3
avi	2	35	192	70	431	250	2	65535	12632256	1	4
Start	60	36	401	348	437	369	2	65535	12632256	1	4
Next	15	38	363	348	400	369	2	65535	12632256	1	4
	40	39	271	250	359	267	2	16777215	0	1	4
	40	40	225	266	414	283	2	16777215	0	1	4
	40	42	324	350	335	368	2	255	0	1	4
	40	43	445	350	456	368	2	255	0	1	4
	40	44	467	350	478	368	2	255	0	1	4
	40	45	346	350	357	368	2	255	0	1	4
read	80	46	0	0	639	369	2	65535	12632256	1	3
Readme	75	47	536	425	619	462	2	33023	64	1	3
	40	48	11	5	323	22	2	16777215	0	1	3
	40	49	453	463	637	480	2	16777215	0	1	3

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DBOPTIONS,C,32	DBDBFILENAME,C,48	DBLINKBU	DBLINDBB	BUTT	IMC	DBDBDB	DBWIN
10	3 ANIMATE\INTRO.FLC	1st	0			0 0	1
	3		0			0 1	1
0	3 IMAGES\INTP1.TGA	Flash	0			0 0	1 press
0	3 IMAGES\INTP2.TGA		0			0 0	1 press
00	3 SOUND\FLASH.WAV	2nd	0			0 0	1
00	3 SOUND\INTRO.WAV	Animation	0			0 0	1
0	3	Intro	0			0 1	1
0	3	credits	0			0 1	1
	00 3		0			0 1	1
10	3 ANIMATE\CLOSE.FLC	Continue	0			0 1	1
00	3 SOUND\BUTTON.WAV	_continue	0			0 1	1
0	3	Start	2000			0 1	1
	3		0			0 1	1
2	3		0			0 1	1
000	0 3 VIDEO\CD_INT96.AVI	Next	0	IMAGES\	a	0 1	0 avi
0	3	Start	0	IMAGES\	a	0 1	0
	00 3		0			0 1	1
	00 3		0			0 1	1
	3		0			0 1	1
	3		0			0 1	1
	3		0			0 1	1
	3		0			0 1	1
	3		0			0 1	1
0	3 gitread.txt		0			0 1	1 read
	00 3		0			0 1	1
	00 3		0			0 1	1

Sheet1

DBFLDNAME, DBFONTNAME, C, 30	DBFDBDBDBDBDBDR, DBDBDBDB
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
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
Times New Roman	18 3 0 3 7 3000 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
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	10 3 1 0 7 100 3 0 0 1
Arial	10 3 1 0 7 200 3 0 0 1
Arial	12 3 0 0 0 0 1 0 0 1
Arial	12 3 0 0 0 0 1 0 0 1
Arial	12 3 0 0 0 0 1 0 0 1
Arial	12 3 0 0 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	10 3 1 0 7 1000 3 0 0 1
Arial	10 3 1 0 7 0 3 0 0 1

DBCCOMMON1C,C,50

DBCMMODBCOMMDBCODBCOMMON

FAIRE96

Press a mouse button to start.

FOLDER1 <First>

FOLDER1 2

FOLDER1 4

None

FOLDER1 2

Play

Mark Chertkow

MD Graphic Image Technologies

X

X

X

X

Colours unclear? Run HWSETUP.EXE (see Readme)

(c) Graphic Image Technologies

DBCCOMMON{DBDBCMBDBCDBDBBEVELSHA,N,3,0

1	4	0	0	40
0	0	0	0	40
0	1	0	0	40
0	1	0	0	40
0	0	0	0	40
0	0	0	0	40
1	1000	0	0	40
1	60000	0	0	40
0	0	0	0	40
1	1	0	0	40
0	0	0	0	40
1	0	21	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
1	0	21	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40
0	0	0	0	40