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URL: <http://www.villagecenter.co.jp/>


 **Pocket WZ Editor**


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**Pocket WZ Editor 1.01 for Windows CE1.0** □••ª□@

 DISC2:\APUPDATE\VC\PW101CE1 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\PW101CE1\README.TXT',1)} □à-¾,đ•\Ž!

**Pocket WZ Editor 1.01 for Windows CE2.0** □••ª□@


 DISC2:\APUPDATE\VC\PW101CE2 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\PW101CE2\README2.TXT',1)} □à-¾,đ•\Ž!

 **WZ Editor 32bit**

 **2.00E** □••ª

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**WZ Editor 32bit 2.00E** □••ª □© 2.00, 2.00A, 2.00B, 2.00C□@




 DISC2:\APUPDATE\VC\WZ200C\_E {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ200C\_E\WZUP.TXT',1)} □à-¾,đ•\Ž!

**WZ Editor 32bit 2.00E** □••ª □© 2.00D□@




 DISC2:\APUPDATE\VC\WZ200D\_E {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ200D\_E\WZUP.TXT',1)} □à-¾,đ•\Ž!

 **3.00D** □••ª

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**WZ300\_D.EXE WZ32 3.00** □” 3.00D □••ª□@




 DISC2:\APUPDATE\VC\WZ300\_D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ300\_D\README.TXT',1)} □à-¾,đ•\Ž!

**WZ300A\_D.EXE WZ32 3.00A** □” 3.00D □••ª□@



 DISC2:\APUPDATE\VC\WZ300A\_D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ300A\_D\README.TXT',1)} □à-¾,đ•\Ž!


**WZ300B\_D.EXE WZ32 3.00B** □” 3.00D □••ª□@










 DISC2:\APUPDATE\VC\WZ300B\_D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ300B\_D\README.TXT',1)} □à-¾,đ•\Ž!




**WZ300C\_D.EXE WZ32 3.00C** □” 3.00D □••ª□@









DISC2:\APUPDATE\VC\WZ300C\_D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ300C\_D\README.TXT',1)} 

 <b>WZ Editor 16bit</b>
 <b>2.00E</b> 
<b>WZ Editor 16bit 2.00E</b>   <b>2.00D</b> 




DISC2:\APUPDATE\VC\WZ2E\_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ2E\_D16\WZUP.TXT',1)} 

**WZ Editor 16bit 2.00E**   **2.00, 2.00A, 2.00B, 2.00C** 





DISC2:\APUPDATE\VC\WZ2C\_E16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ2C\_E16\WZUP.TXT',1)} 

 <b>3.00D</b> 
<b>WZ3_D16.EXE WZ16 3.00</b>  <b>3.00D</b>  




DISC2:\APUPDATE\VC\WZ3\_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ3\_D16\README.TXT',1)} 

**WZ3A\_D16.EXE WZ16 3.00A**  **3.00D** 







DISC2:\APUPDATE\VC\WZ3A\_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ3A\_D16\README.TXT',1)} 

<b>WZ3B_D16.EXE WZ16 3.00B</b>  <b>3.00D</b>  




DISC2:\APUPDATE\VC\WZ3B\_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ3B\_D16\README.TXT',1)} 

**WZ3C\_D16.EXE WZ16 3.00C**  **3.00D** 

DISC2:\APUPDATE\VC\WZ3C\_D16 {button ,EF(`..\MENUDATA\IMPVIEW',`VC\WZ3C\_D16\README.TXT',1)} 

 <b>•W</b>  <b>Û</b> 
<b>WZ Editor 32bit/16bit 3.00D •W</b>  <b>Û</b> 


DISC2:\APUPDATE\VC\TX300D {button ,EF(`..\MENUDATA\IMPVIEW',`VC\TX300D\README.TXT',1)} 

 <b>•'Ö,if,fWf...f</b> 
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WZ GOODIES #1 WZ3.00C—p'Ö,if,fWf...[f<@



 DISC2:\APUPDATE\VC\WZGD300C {button ,EF(`..\MENUDATA\IMPVIEW',`VC\  
WZGD300C\README.TXT',1)} à-¾,ð•Z!



