

Sheet1

DBVER400,C,DBOBJNDBCDBCDBX1DBY1DBX2DBY2DBDBOBJIDBOBJBG(DBDBDBOPTIONS,C,32	DB
image1	3 1 213 153 418 199 2 65535 12632256 1 1 3
image2	3 2 211 196 416 242 2 65535 12632256 1 1 3
image3	3 3 214 233 419 279 2 65535 12632256 1 1 3
image4	3 4 216 275 421 321 2 65535 12632256 1 1 3
image5	3 5 217 315 422 361 2 65535 12632256 1 1 3
place 1	53 6 0 40 80 80 3 65535 12632256 1 1 001 0 3
sound1	51 7 207 156 431 196 3 65535 12632256 1 1 000 0 3
place 2	53 8 0 80 80 120 3 65535 12632256 1 1 001 0 3
place 3	53 9 0 120 80 160 3 65535 12632256 1 1 001 0 3
place 4	53 10 0 160 80 200 3 65535 12632256 1 1 001 0 3
place 5	53 11 0 200 80 240 3 65535 12632256 1 1 001 0 3
sound2	51 12 207 196 431 236 3 65535 12632256 1 1 000 0 3
sound3	51 13 207 236 431 276 3 65535 12632256 1 1 000 0 3
sound4	51 14 207 276 431 316 3 65535 12632256 1 1 000 0 3
sound5	51 15 207 316 431 356 3 65535 12632256 1 1 000 0 3
goto1	15 16 130 50 194 87 3 65535 12632256 1 1 01 0 3
goto2	15 17 130 89 194 126 3 65535 12632256 1 1 01 0 3
goto3	15 18 130 128 194 165 3 65535 12632256 1 1 01 0 3
goto4	15 19 130 167 194 204 3 65535 12632256 1 1 01 0 3
goto5	15 20 130 206 194 243 3 65535 12632256 1 1 01 0 3
sound6	51 21 207 356 431 396 3 65535 12632256 1 1 000 0 3
goto6	15 22 130 245 194 282 3 65535 12632256 1 1 01 0 3
place 6	53 23 0 240 80 280 3 65535 12632256 1 1 001 0 3
image6	3 25 214 352 419 398 2 65535 12632256 1 1 3
music	51 26 50 285 116 322 3 65535 12632256 1 1 000 0 3
	40 27 184 455 455 472 2 65535 0 1 1 3

Sheet1

DBFILENAME,C,48		DBLINKEDBLINKDBBUTTIMG,	DBDBDBDBWINNDBFLDNAME,DBFN'DBF		
		0	0 1 1	Arial	12
		0	0 1 1	Arial	12
		0	0 1 1	Arial	12
		0	0 1 1	Arial	12
		0	0 1 1	Arial	12
IMAGES\HOLEMAKR.TGA	goto1	0	0 0 1 image1	Arial	12
SOUND\GUNSHOT2.WAV	place 1	0	0 1 1	Arial	12
IMAGES\HOLEMAKR.TGA	goto2	0	0 0 1 image2	Arial	12
IMAGES\HOLEMAKR.TGA	goto3	0	0 0 1 image3	Arial	12
IMAGES\HOLEMAKR.TGA	goto4	0	0 0 1 image4	Arial	12
IMAGES\HOLEMAKR.TGA	goto5	0	0 0 1 image5	Arial	12
SOUND\GUNSHOT2.WAV	place 2	0	0 1 1	Arial	12
SOUND\GUNSHOT2.WAV	place 3	0	0 1 1	Arial	12
SOUND\GUNSHOT2.WAV	place 4	0	0 1 1	Arial	12
SOUND\GUNSHOT2.WAV	place 5	0	0 1 1	Arial	12
	music	2000	0 0 1	Arial	12
	text	0	0 0 1	Arial	12
	music	2000	0 0 1	Arial	12
	play	2000	0 0 1	Arial	12
	music	2000	0 0 1	Arial	12
SOUND\GUNSHOT2.WAV	place 6	0	0 1 1	Arial	12
		0	0 0 1	Arial	12
IMAGES\HOLEMAKR.TGA	goto6	0	0 0 1 image6	Arial	12
		0	0 1 1	Arial	12
SOUND\SAMPLE.WAV	music	80000	0 0 1	Arial	12
		0	0 1 1	Arial	10

Sheet1

DBCOMMON\$DBCOMMON\$DBDBDBDBDBBEVELSHA,N,3,0

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