P\_NAME,C,36 P\_ALIAS,C,15 P\_CENTER,N,2,0 P\_ZONE,N,3,0 P\_POSITION,N,4,0 P\_RANK,N,3,0

P\_EXPER,N,10,0 P\_LIFE,N,3,0 P\_MAXLIFE,N,3,0 P\_LIFECAPS,N,3,0 P\_GLECKLES,N,10,0

 $P\_SHARES, N, 10, 0 \quad P\_ITEMS, N, 2, 0 \quad P\_MSGNUM, N, 3, 0 \quad P\_TRIES, N, 3, 0 \quad P\_MISSION, N, 3, 0$ 

P\_MISSFLAG,N,1,0 P\_CURRMISS,N,3,0 P\_YEAR,N,4,0 P\_DAY,N,2,0 P\_MONTH,N,2,0

P\_QUOTA,N,3,0 P\_INVENT1,N,3,0 P\_INVENT2,N,3,0 P\_INVENT3,N,3,0 P\_INVENT4,N,3,0

P\_INVENT5,N,3,0 P\_INVENT6,N,3,0 P\_INVENT7,N,3,0 P\_INVENT8,N,3,0 P\_INVENT9,N,3,0

P\_INVENT10,N,3,0 P\_INVENT11,N,3,0 P\_INVENT12,N,3,0 P\_HEAD,N,3,0 P\_ARMS,N,3,0

P\_LEGS,N,3,0 P\_TORSO,N,3,0 P\_SHIELD,N,3,0 P\_WAVES,N,3,0 P\_ZAPPER,N,3,0

P\_ZAPALT,N,3,0 P\_NODE,N,2,0 P\_BATTLE,N,2,0 P\_PHONENUM,N,4,0 P\_TRAPSC,N,4,0

P\_TRAPLIM,N,1,0 P\_FLAG1,N,1,0 P\_FLAG2,N,1,0 P\_FLAG3,N,1,0 P\_FLAG4,N,1,0 P\_FLAG5,N,1,0

P\_FLAG1A,N,2,0 P\_FLAG2A,N,2,0 P\_FLAG3A,N,2,0 P\_FLAG4A,N,2,0 P\_FLAG5A,N,2,0

P\_FLAG1B,N,4,0 P\_FLAG2B,N,4,0 P\_FLAG3B,N,4,0 P\_FLAG4B,N,4,0 P\_FLAG5B,N,4,0

P\_FLAG1C,N,5,0 P\_FLAG2C,N,5,0 P\_BBS,C,40 P\_BBSCODE,C,10 P\_BBSNUM,N,10,0