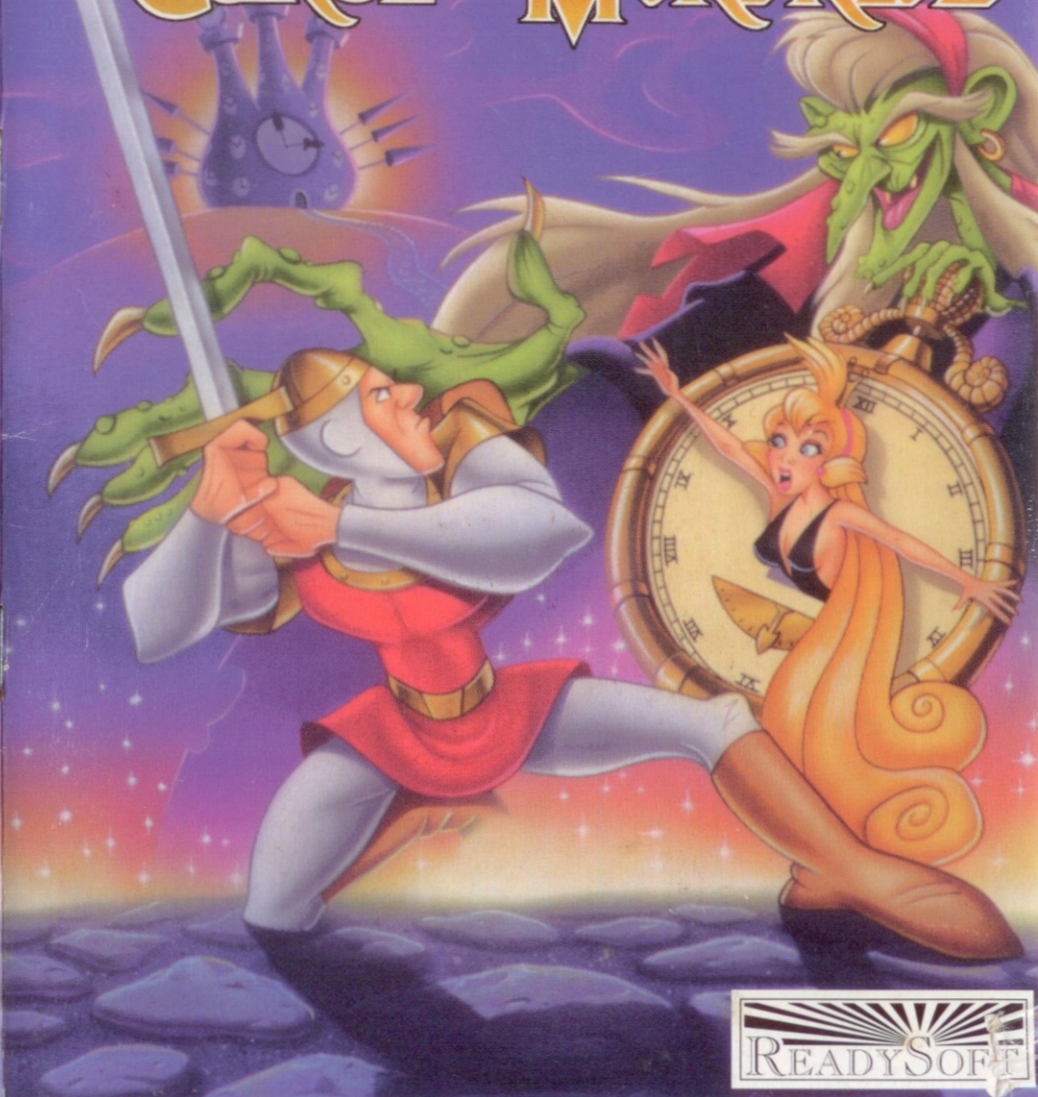




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Don Bluth Multimedia Presents

DRAGON'S LAIR III: THE CURSE OF MORDREAD



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INTRODUCTION

A year has passed since Mordroc's demise at the hands of Dirk the Daring. Having pursued the evil wizard through the depths of time, Dirk confronted Mordroc in the chamber where Daphne lay in a deep, magical slumber. Using the wizard's own magic against him, Dirk managed to get the Ring of Death onto Mordroc's finger.

Expanding like a balloon, Mordroc floated into the air where Dirk was able to pop the bloated wizard with one mighty swing of his sword. True love's kiss brought Daphne out of her trance, and together Dirk and the princess returned to their home in the enchanted forest, prepared to live out the rest of their lives in peace and happiness. Or so they thought.

Billows of smoke began to rise from the enormous, copper cauldron occupying the center of the castle tower room. Waving her hands purposely through the air, Mordroc's sister, the witch Mordread, caused the thickening cloud to spin wildly, flashes of multicolored light producing eerie, flickering shadows along the walls. Reaching into her black dress, Mordread tossed a blue powder into the boiling liquid in the cauldron. Smoke stopped pouring out of the cauldron, and a strong, unnatural wind whistled through the room, blowing Mordread's dress and stark white hair streaming behind her. The spinning cloud began to thin, leaving a glowing haze to linger in the air, slowly pulsing red, blue and green, suspended above the cauldron despite the fierce wind,

The witch yelled out over the continuing gale, "Bing, bang, boom!" Electric charges exploded through the thin fog, claw like flashes trying desperately to grab whatever might be within reach.

"Zing, zang, zoom!" Mordread's hoarse voice boomed, causing the floor and walls to shake. From within the cauldron another burst of energy snaked its way up into the air, colliding with the magical electricity still grasping through the haze. Where the two mystic forces met, a glowing

orb appeared, spinning as wildly as the wind blew, and within the golden orb an image began to take shape.

Green trees and yellow flowers appeared under a bright, midday sun, swaying slowly in a warm, summer breeze. A thatched roof, white house sitting in the center of a grassy clearing, the smoke of a cooking fire rising from the small chimney. At the side of the house a smiling hero swings an axe, chopping a fallen tree into fire wood. The front door to the house opens and a beautiful princess steps out, calling to the hero that supper is almost ready. Dirk the Daring walks to Princess Daphne and they embrace in a passionate kiss.

Mordread sneered, blue and red light reflecting off the witch's glistening, grey skin, "The two lovers, hero and princess. The two evil ones who destroyed my brother!" The witch tilted her head back and began to chant in a low, barely audible voice. The cauldron's contents once again began to churn, spitting forth another blast of energy, causing the haze to thicken and the two faces inside the orb began to waver. As the fog grew darker, a different image materialized inside the orb, a strange golden land, filled with spinning arms on hundreds of clocks. At the center of the image stood a tall, shining, gold castle, clock topped towers stretching high into the sky.

"The Vortex of Eternity will be the reward for your despicable deed. An eternal curse from which there is no escape. Never growing older, never dying, trapped forever!" Mordread took from a nearby table her magic wand, a large glass bubble atop a long, iron rod. First waving the wand several times overhead as she chanted, the witch plunged the glass end into the cauldron. Abruptly the wind ceased, instantly sucked back into the cauldron, and as Mordread raised her magic wand the dark fog leapt into the glowing glass bubble, sparks shooting off in all directions.

"And with this enchanted wand I will imprison you, house and all, to be transported to the Vortex." Arms held high, the witch Mordread began to cackle a wicked laughter as the wind and smoke returned, emanating from the magic wand. Spinning around the room, centered

Dragon's Lair III

where the witch stood, the smoke circled closer and closer until Mordread was obscured from view. With a loud clap of thunder, witch, wand, smoke and wind disappeared, leaving only the sound of Mordread's sinister laughter to echo throughout the shaking tower.

GAME INSTRUCTIONS

To load Dragon's Lair III: The Curse Of Mordread

PC Owners

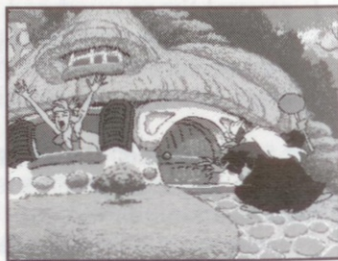
Before loading Dragon's Lair III, make a backup copy of your disks and put them aside in case anything should happen to your original disks.

To load Dragon's Lair III, insert Disk 1 into your computer's disk drive. Type in the disk drive letter followed by a colon (for example A: for the first floppy drive) then type DL3 and press RETURN. A number of options will be displayed.

First, select the Video Mode by entering C(CGA), E(EGA) or V(VGA). Next, select the sound output by entering A(Adlib), S(Sound Blaster), T(Tandy), P(Pro Audio Spectrum) or N(No Sound). Please note that internal sound is not supported; only the four sound boards listed above are available.

You will then be asked if you want to use a joystick. Enter either Y(Yes) or N(No). If you select Yes, please refer to the instructions listed below.

It is important to realize that you can still use the keyboard when you have selected the joystick. If you are using the joystick and finding it impossible to make the correct moves (after verifying you are making the correct moves using the keyboard with the joystick option not selected), it is possible that your joystick is improperly adjusted to your game controller card. To center your joystick



Dragon's Lair III

insert disk one into a drive, type your drive letter followed by a colon (typically A:) then RETURN. Next type CENTERJS and press RETURN. Once the program has loaded, you will be prompted to press the fire button on the joystick and the screen will change displaying a large cross with an asterisk somewhere near the cross. Using the joystick's vertical and horizontal trim adjusters, position the asterisk in the center of the cross, or as close to it as possible. Your joystick is now centered.

The final question you will be asked is whether or not you would like to install Dragon's Lair III onto your hard disk. Once again, answer Y or N. If you answer No, the game will begin. If you answer yes, you will be asked for your drive letter (typically C: your hard drive). Enter this letter and press RETURN. Dragon's Lair III will start copying onto the hard disk from disk 1. When disk 1 is finished copying, disk 2 will be requested. Insert disk 2 and press any key. This process will repeat until all of the disks are copied onto the hard disk. The program will then exit back to DOS.

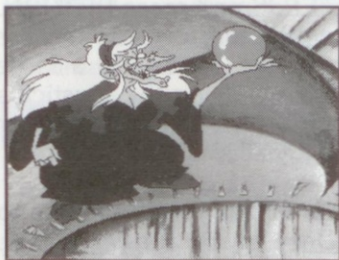
In the future you will be able to load Dragon's Lair III by doing the following: enter your hard disk letter followed by a colon (typically C:) then press RETURN. Next type CD\DL3, RETURN then type DL3 and RETURN. You will now follow the same procedure as above, except that when asked to install you should select N(No).

Note to CGA Users

The graphics that are supplied on the Dragon's Lair III disks are in EGA/VGA format. When you select CGA, each scene must be loaded and then converted from EGA/VGA to CGA before being played. This causes a delay between each scene.

If you install Dragon's Lair III onto a hard disk and you select CGA as your video mode, the data will be converted to CGA before being installed onto hard disk. This will take up a little more hard drive space and more time to install, but will significantly speed up loading time as no conversion will be necessary while you are playing the game.

Dragon's Lair III



Macintosh Owners

Before loading Dragon's Lair III, make a backup copy of each of the disks and put them aside in case anything should happen to your original disks.

After booting your Macintosh with a system disk or autobooting from a hard disk, insert the Dragon's Lair III disk 1 into the disk drive and double click on the Dragon's Lair III icon to begin the game.

To install Dragon's Lair III onto a hard disk drive double click on the "Install" icon. When a requester appears, enter the name of your hard drive and press RETURN. You will then be prompted to insert the Dragon's Lair III disks, one by one, until the entire game is copied onto your hard disk.

To run Dragon's Lair III from your hard disk, double click on the "DL3" directory icon on your hard disk then double click on the "Dragon's Lair III" icon.

Amiga Owners

For A-1000 owners, at the prompt you should insert KICKSTART 1.2 or greater. For all Amiga models, when prompted for the WORKBENCH disk, you should insert the Dragon's Lair III disk 1 into the internal disk drive.

Atari ST Owners

Insert the Dragon's Lair III disk 1 into the disk drive and then turn on your computer. The game will quickly load.

Starting The Game

After the game has loaded, the demo will automatically begin. The demo runs through a scene from the first disk and then returns to the

Dragon's Lair III

title screen. To start playing the game, simply press zero (0) on the keypad or the first button on your joystick at anytime. You will know the game has started when the player score screen appears. This screen shows your score and the number of lives you have remaining. The first scene will then load automatically.

At some point during the game, PC and Macintosh owners will be asked to answer a question based on the information supplied in this manual. If you fail to answer the question correctly, the game will quit.

Playing Dragon's Lair III

You do not directly control all of Dirk's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Dirk should move on the screen and when. To finish a scene successfully you must make a move or press the fire button (zero (0) on the numeric keypad) when Dirk is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes require more than one move. If you are having trouble, watch the animation carefully and move Dirk in the safest direction or if no direction is safe press the fire button to use Dirk's Sword.

If you're sure you have the correct move, try varying the time when you make the move, a little sooner or a little later. Don't be surprised if Dirk doesn't move immediately after you have made a move; you must wait for the animation to finish and if you made the correct move(s) you will continue on to the next scene.

You have three lives and the game will end if you lose all of your lives or when you have completed all of the scenes on all of the disks.

From time to time it will be necessary to change the disk in the drive. After you have finished all the animations on a disk you will be asked to insert the next disk so that the game can continue. NEVER eject one of the game disks while you are playing, unless you are prompted to do so, or you may damage the disk!

Dragon's Lair III

Controls

There are two ways of controlling Dirk, either by using the joystick, if that option is available on your computer, or else by using the numeric keypad on your keyboard. The directions you will need while using your numeric keypad are UP(8), DOWN(2), LEFT(4), and RIGHT(6). To use Dirk's sword press the FIRE BUTTON on the joystick or the "0" on the keypad. You may also use the cursor keys and space bar for the sword.

Ending The Game

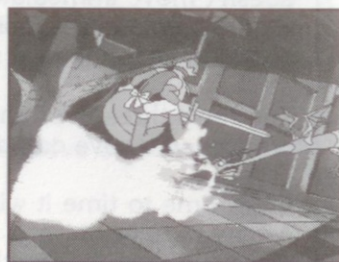
The game will come to an end after you have lost three lives. To stop playing the game, simply reset your computer. On an IBM PC, you may press ESC during game play to return to DOS. Macintosh owners may click on "Quit". You can then safely remove the disk in the drive.

Saving Your Position

To save your position press the "S" key during a scene and after you have successfully completed the scene you will be prompted for a save disk. Remove the game disk from the internal drive and insert the save disk. Your position will be saved and you will be prompted again for the current game disk. If you are running Dragon's Lair III from a hard drive, your position will automatically be saved to the hard drive.

Loading a Saved Game

To load a saved game press the "L" key during a scene and you will be prompted for your save disk. Remove the game disk from the internal drive and replace it with the save disk. The last saved position will be loaded and you will be prompted for the appropriate game disk. If you are running Dragon's Lair III from a hard drive, your position will automatically be loaded from the hard drive.



Dragon's Lair III

Pausing The Game

You can pause the game at any time by pressing the "P" key on the keyboard.

Turning The Audio Off/On

You can toggle the audio off and on by pressing the "A" key on the keyboard.

HINTS

Scene 1 - The Witch Appears

Appearing from nowhere, the evil witch Mordread uses her magic wand to spread a mystic force around Daphne and the house.

Scene 2 - Mordread Strikes

Waving her wand in the air, Mordread fires a bolt at Dirk as he runs up the stone path leading to his home. Dirk must first avoid the magic energy and then destroy the creatures that appear from the blast.

Scene 3 - The Chase Begins

After trapping Daphne and the house inside the glass bubble end of her magic wand, Mordread flees towards Dirk's time machine which she plans to use to teleport herself to the "Vortex of Time". Dirk must leap after her and grab onto the machine before it disappears.

Scene 4 - Hanging Onto The Time Machine

Travelling through a limbo in time, Mordread discovers Dirk clinging to the edge of the time machine. Dirk must avoid the witch's attempt to knock him off the machine.

Scene 5 - Doorway To Wonderland

Having struck the time machine with her magic wand, Mordread has caused the machine to duplicate itself and stray off course. Landing in a strange room, the witch continues to flee into a large mirror on the wall.

Dragon's Lair III



Arriving moments later on the second time machine, Dirk must dispel the magic forces cascading in the air before further pursuing the witch.

Scene 6 – Through The Looking Glass

Dirk finds himself in Wonderland, unwittingly becoming a heroic Alice. Jumping around him, Tweedle Dee and Tweedle Dum wrap an apron around Dirk's

waist, and pull a hat over the hero's head. Dirk must avoid the Tweedles' attacks as the Queen of Hearts strides by.

Scene 7 – Two Tweedles

Tweedle Dee and Tweedle Dum attack, swinging their staffs at the strangely garbed Dirk. The hero must leap away to safety, as far from the Tweedles as he can get.

Scene 8 – Off With His Head

Moments later the Queen of Hearts reappears directing the Tweedles to rid Dirk from the land. Dirk dodges the Tweedles again, before avoiding the Queen's heart-shaped staff. Royally angered, the Queen demands her guards lop off Dirk's blond-wigged head.

Scene 9 – The Playing Card Guards/Riding the Knight

As Dirk attempts to escape, several of the Queen's playing card guards chase the hero. Dirk must dodge their staffs and cut the guards paper bodies in half, before jumping onto the back of a large chess piece horse. Atop the back of the chess piece horse, Dirk must guide the knight away from the Queen of Hearts riding a knight of her own. Continuing to flee, Dirk is attacked by more playing card guards. The hero's only chance is to cut the paper guards before they cut him.

Scene 10 – Tea Party

Bouncing back and forth, Dirk stumbles onto the Mad Hatter and March

Dragon's Lair III

Hare, in the midst of a tea party. Angered at being interrupted, the Mad Hatter takes several swings at the hero with an oversized mallet. If Dirk doesn't dodge the mallet, he'll become a crumpet to be enjoyed at the party. Leaping from the chess piece horse, Dirk lunges off the side of the tea party table, landing near a yellow door.

Scene 11 – Jabberwocky

The little yellow door opens and a tiny, yellow Jabberwocky appears. Coughing lung-fulls of poisonous smoke, which Dirk must not breathe, the little dragon begins to grow and grow, until the hero is forced to flee.

Scene 12 – A Smoky Escape

Having lost his sword, Dirk must continue to avoid the poisonous breath of the Jabberwocky. After escaping from clouds of choking smoke, Dirk becomes cornered against the edge of Wonderland, and must leap onto the back of the big yellow dragon.

Scene 13 – Back Through The Looking Glass

The Jabberwocky takes to the air, flapping its mighty wings in an attempt to shake Dirk off. Caught up in the rush of wind stirred by the yellow dragon's wings, several huge playing cards float by, and Dirk must jump to the nearest of the cards. The card takes the hero crashing through the mirror entrance to Wonderland and toppling onto the Time Machine.

Scene 14 – Beethoven's Fifth

Lost somewhere in the Time Stream, Dirk appears on the piano of a giant-sized Ludwig Von Beethoven, shortly after the evil witch Mordread. The witch waves her wand and shoots a bolt of energy at the key that Dirk is standing on. The hero must jump off the key before the energy consumes him.

Scene 15 – Ludwig Von And His Cat

Stumbling across the giant piano, Dirk runs into Beethoven's pet cat. To the cat the hero looks like a nice snack, and Dirk must leap away as two

Dragon's Lair III



huge paws come hurtling towards him. The cat chases Dirk along the top of the piano, the hero has barely enough time to jump away as the giant cat pounces.

Scene 16 – Into The Stein

Dirk seeks temporary refuge under a huge candle stick, but unfortunately so does the cat. The hero has no other choice but to dive into Beethoven's half filled drinking

stein. Even inside the stein Dirk isn't safe, as the cat tries to fish Dirk out with a paw. Nowhere else to go, the hero must smash through a glass panel in the stein's side.

Scene 17 – Out Of The Frying Pan, Into The Mouth

Knocked into the air as the stein tumbles over, Dirk lands in the cat's mouth. Dirk must get free, leap back onto the piano, and make his way to the waiting Time Machine.

Scene 18 – Skull And Cross Bones

Moments after Mordread, Dirk finds himself materializing in the crow's nest of a pirate ship. The evil witch has crawled onto a spar, and swings her magic wand at the sprawling hero. Dirk must avoid the wand without losing his precarious balance.

Scene 19 – All Hands On Deck

Pushing his sword into the main sail, Dirk slides onto the aft deck, tearing a huge gaping hole in the sail, finally landing in a wooden barrel. The angry pirates shower the hero with gun shots. Dirk must keep his head down as the bullets whiz past, before swinging from the aft deck on a dangling rope.

Scene 20 – Something Smells Fishy

Dirk lands on the end of the gang plank, perched a dozen feet above the churning blue ocean. Swimming circles under the plank, a huge shark stares up at a heroic snack. The pirate captain comes racing up

Dragon's Lair III

behind Dirk, with his sword outstretched, and the hero is forced off the end of the gang plank. Dirk must grab onto the bending plank which springs him into the air and onto the sail rigging. Several pirates scramble up the rigging after Dirk. Dirk must reach the time machine and follow Mordread as she disappears into the time stream.

Scene 21 – The Land Of Time

Mordread materializes in the Land of Time, her time machine crushing a clock house. The witch leaps off the time machine and runs towards the towering, golden Vortex Castle. Dirk appears moments later landing in the same spot, but the occupants of the house aren't very happy and they attack the hero. Dirk must destroy the clock people before they have the chance to hit him.

Scene 22 – Chase In The Vortex Of Time

Dirk chases Mordread into the Vortex Castle. The castle stands in the center of a large dial, a second hand spinning around the exterior. Guarding the castle are many alarm clocks, spears in hands. Dirk must avoid the attacking guards as they swarm around him, and get into the castle.

Scene 23 – Into The Clock

The Alarm Clock guards chase Dirk to the base of a huge grandfather clock. Dirk must leap onto the clock's counter weight and ride the chain to the clock face. As the weight nears the top of the clock, a small door opens and a large bird appears atop an extending plank. Dirk must jump to the plank before the chain disappears into the clock. Once inside, the hero finds himself amidst many springs and gears, slowly moving as the clock's hands move. The only exit is on the far wall, and Dirk must get there by crossing the dangerous gears. Having made his way out of the clock, Dirk appears in front of a wooden door which leads to the Vortex Chamber. A guard lunges forward and Dirk must run through the door to escape.

Dragon's Lair III

Scene 24 – The Vortex Chamber

Dirk enters the Vortex Chamber, dominated by a large sun dial throne. Sitting on the throne are the two incarnations of Father Time, a white bearded old man and the baby new year. The hero is forced to flee from the Alarm Clock guard close on his heels. Running by the throne, Dirk must jump to safety as both the old man and little baby shoot bolts of energy at him.

Scene 25 – Mordread Reappears

Continuing to run around the chamber, Dirk sees the evil witch Mordread at the edge of the Vortex Of Time. Raising the glass bubble containing Daphne and the house, Mordread lets out a harsh cackle. Father Time continues to shoot at Dirk, who must dodge the first shot before grabbing a clock face off the wall to reflect the bolts of energy at the witch Mordread as she prepares to drop the glass bubble into the Vortex Of Time. Two bolts strike Mordread and she is turned to ashes, leaving the glass bubble suspended in the air.

Scene 26 – The Princess's Rescue

While Dirk is poised on the edge of the Vortex, the glass bubble starts to fall. If the bubble is drawn into the Vortex it will be lost forever. Taking several steps, Dirk must leap across the void and grab the falling bubble. With the glass bubble in hand, the hero must continue to dodge Father Time's energy bolts, jumping through an open door to safety. Once outside the golden castle, Dirk leaps onto the Time machine and disappears into the time stream again.

Scene 27 – Home At Last

Arriving in the enchanted forest, Dirk gets off the Time machine, walks to the clearing, smashes the glass bubble with his sword, and greets Princess Daphne as she and the house reappear.



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Protection Codes for Dragon's Lair III: The Curse of Mordread

	A	B	C	D	E	F	G	H	I	J
00	63541	63860	64817	59504	60453	60772	47393	48224	43125	44084
01	30773	31092	32049	26736	27685	28004	14625	15456	10357	11316
02	35349	35668	36625	51342	52261	52580	39201	40032	34933	35892
03	22581	23000	23857	18844	19493	19812	06433	07264	02165	03124
04	61493	61812	62769	37456	38405	38724	45345	46176	41077	42036
05	38725	39044	39801	24688	25637	25956	12577	13408	08309	09268
06	63301	63620	64377	49264	50213	50532	37153	37984	32885	33844
07	20333	20852	21809	16496	17445	17764	04385	05216	00117	01076
08	60523	60842	61599	60016	60965	61284	47905	48736	43637	44596
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10	35881	36200	37157	51824	52773	53092	39713	40544	35445	36404
11	25093	25412	26169	19056	20005	20324	06945	07776	02677	03636
12	60395	60714	61471	57968	58917	59236	45857	46688	41589	42548
13	29231	29550	30307	25200	26149	26468	13089	13920	08821	09780
14	60813	61132	61889	49776	50725	51044	37665	38496	33397	34356
15	27045	27364	28121	21008	21957	22276	08597	09428	04329	05288
16	60689	61008	61765	59652	60601	60920	47521	48352	43253	44212
17	30891	31210	31967	26854	27803	28122	14723	15554	10455	11414
18	61335	61654	62411	51300	52249	52568	39189	40020	34921	35880
19	25293	25612	26369	19256	20205	20524	06645	07476	02377	03336
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22	61429	61748	62505	49392	50341	50660	37281	38112	33013	33972
23	29861	30180	30937	19824	20773	21092	08413	09244	04145	05104
24	61811	62130	62887	51774	52723	53042	39663	40494	35395	36354
25	29413	29732	30489	24376	25325	25644	12265	13096	07997	08956
26	61408	61727	62484	51372	52321	52640	39261	40092	34993	35952
27	29221	29540	30297	19178	20127	20446	07067	07898	02799	03758
28	61135	61454	62211	50098	51047	51366	37687	38518	33419	34378
29	29385	29704	30461	24348	25297	25616	12237	13068	07969	08928
30	61941	62260	63017	49904	50853	51172	37593	38424	33325	34284
31	29173	29492	30249	24136	25085	25404	08025	08856	03757	04716
32	61509	61828	62585	51472	52421	52740	39361	40192	35093	36052
33	29741	30060	30817	24704	25653	25972	12393	13224	08125	09084
34	61317	61636	62393	51280	52229	52548	39169	40000	34901	35860
35	29549	29868	30625	24512	25461	25780	08401	09232	04133	05092
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41	31253	31572	32329	27216	28165	28484	15105	15936	10837	11796
42	55829	56148	57105	51792	52741	53060	39681	40512	35413	36372
43	23061	23380	24137	19024	19973	20292	06913	07744	02645	03604
44	61973	62292	63049	57936	58885	59204	45825	46656	41557	42516
45	29205	29524	30281	25168	26117	26436	13057	13888	08789	09748
46	61371	61690	62447	49744	50693	51012	37633	38464	33365	34324
47	21013	21332	22289	16976	17925	18244	04865	05696	00597	01556
48	63637	63956	64713	59600	60549	60868	47489	48320	43221	44180
49	30869	31188	32145	26832	27781	28100	14721	15552	10453	11412

	A	B	C	D	E	F	G	H	I	J
50	55445	55764	56721	51408	52357	52676	39297	40128	35029	35988
51	22677	22996	21953	18640	19589	19908	06529	07360	02261	03220
52	61582	61908	62865	57552	58501	58820	45441	46272	41173	42132
53	28821	29140	30097	24784	25733	26052	12673	13504	08405	09364
54	53397	53716	54673	49360	50309	50628	37249	38080	32981	33940
55	20629	20948	21905	16592	17541	17860	04481	05312	00213	01172
56	64149	64468	65425	60112	61061	61380	48001	48832	43733	44692
57	31381	31700	32657	27344	28293	28612	15233	16064	10965	11924
58	55957	56276	57233	51920	52869	53188	39809	40640	35541	36500
59	23189	23508	24465	19152	20101	20420	07041	07872	02773	03732
60	62103	62420	63377	58064	59013	59332	45953	46784	41685	42644
61	29333	29652	30609	25296	26245	26564	13185	14016	08917	09876
62	53809	54228	55185	49872	50821	51140	37761	38592	33493	34452
63	21141	21460	22417	17104	18053	18372	04993	05824	00725	01684
64	63549	63868	64825	59512	60461	60780	47401	48232	43133	44092
65	30781	31100	32057	26744	27693	28012	14633	15464	10365	11324
66	55357	55676	56633	51320	52269	52588	39209	40040	34941	35900
67	22589	22908	23865	18552	19501	19820	06441	07272	02173	03132
68	61503	61820	62777	57464	58413	58732	45353	46184	41085	42044
69	23733	24052	25009	19696	20645	20964	12585	13416	08317	09276
70	53309	53628	54585	49272	50221	50540	37161	37992	32893	33852
71	20541	20860	21817	16504	17453	17772	04393	05224	00125	01084
72	64061	64380	65337	60024	60973	61292	47913	48744	43645	44604
73	31293	31612	32569	27256	28205	28524	15145	15976	10877	11836
74	55869	56188	57145	51832	52781	53100	39721	40552	35453	36412
75	23104	23423	24380	19064	20013	20332	06953	07784	02685	03644
76	62013	62332	63289	57976	58925	59244	45865	46696	41597	42556
77	29245	29564	30521	25208	26157	26476	13097	13928	08829	09788
78	50821	51140	52097	46784	47733	48052	34673	35504	30405	31364
79	21053	21372	22329	17016	17965	18284	04905	05736	00637	01596
80	63672	63991	64948	59632	60581	60900	47521	48352	43253	44212
81	30909	31228	32185	26872	27821	28140	14761	15592	10493	11452
82	55485	55804	56761	51448	52397	52716	39337	40168	35069	36028
83	22719	23038	23995	18682	19631	19950	06571	07402	02303	03262
84	61629	61948	62905	57592	58541	58860	45481	46312	41213	42172
85	28861	29180	30137	24824	25773	26092	12713	13544	08445	09404
86	53437	53756	54713	49400	50349	50668	37289	38120	33021	33980
87	20669	20988	21945	16632	17581	17900	04521	05352	00253	01212
88	64189	64508	65465	60152	61101	61420	48041	48872	43773	44732
89	31421	31740	32697	27384	28333	28652	15273	16104	11005	11964
90	55927	56246	57203	51890	52839	53158	39779	40610	35511	36470
91	23229	23548	24505	19192	20141	20460	07081	07912	02813	03772
92	62141	62460	63417	58104	59053	59372	45993	46824	41725	42684
93	29373	29692	30649	25336	26285	26604	13225	14056	08957	09916
94	53949	54268	55225	49912	50861	51180	37801	38632	33533	34492
95	21181	21500	22457	17144	18093	18412	05013	05844	00745	01704
96	63517	63836	64793	59480	60429	60748	47369	48200	43101	44060
97	30749	31068	32025	26712	27661	27980	14601	15432	10333	11292
98	55325	55644	56601	51288	52237	52556	39177	40008	34909	35868
99	22557	22876	23833	18520	19469	19788	06409	07240	02141	03100