

```

void SeriesB ()
{
//*****
//SERIES B
//*****
    MCP_RunMission(0)
    MCP_RunMission(1)
//run b3a if b2 = won
//run b3b otherwise
    if ( g_B2_WON )
    {
        goto B3a;
    }
    else
    {
        goto B3b;
    }
B3a:
MCP_RunMission(2)
    if ( g_B3a_WON )
    {
        goto B4a;
    }
    else
    {
        goto B4b;
    }
B3b:
MCP_RunMission(3)
    goto B4b;
B4a:
MCP_RunMission(4)
    if ( g_B4a_WON )
    {
        goto SerC;
    }
    else
    {
        goto Losingendgame;
    }
B4b:
MCP_RunMission(5)
    if ( g_B4b_WON )
    {
        goto SerC;
    }
    else
    {
        goto Losingendgame;
    }
//run c1 if won B4a or B4b
//end of game otherwise

```

```
SerC:      int SerC=1;
Losingendgame:
            int Losingendgame=1;

}
```

```

void MCP ()
{
//*****
//SERIES B
//*****

    MCP_RunMission(MISSION_B1)
    MCP_RunMission(MISSION_B2)
//run b3a if b2 = won
//run b3b otherwise

    if ( g_B2_WON )
    {
        MCP_RunMission(MISSION_B3A)
    }
    else
    {
        MCP_RunMission(MISSION_B3B)
    }
//run b4a if won b3a or b3b
//run b4b otherwise

    if ( g_B3a_WON )
    {
        MCP_RunMission(MISSION_B4A)
    }
    else MCP_RunMission(MISSION_B4B)
//run c1 if won B3a or B3b
//end of game otherwise
}

```

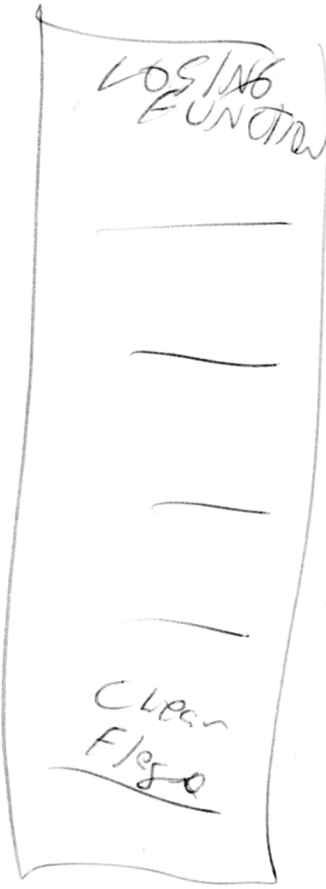
else MCP_RunMission(MISSION_B4B)
//run c1 if won B3a or B3b
//end of game otherwise
}

if (B4A or B4b = won)

↳ button a [LOSE]
~~PLAY LOSE movie 1~~

A4A

Los edges



AC Series