**C语言项目报告**

**项目名称：\_\_\_\_\_\_箱女桌游改良\_\_\_\_\_**

**项目成员：\_\_\_\_\_\_\_\_魏卓伊\_\_\_\_\_\_\_\_\_**

**填写日期：\_\_\_\_\_\_2020.06.20\_\_\_\_\_\_\_**

1. **摘要（Abstract）**

玩家在进入游戏以后作为访问者的身份，进入箱女的古堡里进行移动、找寻道具并和事先设置好的随机玩法进行互动。

1. 系统管理：记录玩家的账号密码、游戏进度、所用时长、获得道具数量等一系列数据，可以在玩家范围内进行一定的排名。
2. 经典关卡：由九块地图组成组成，玩家可以自由选择角色，进入游戏进行互动。
3. 游戏提示：在游戏过程中，通过文字在游戏画面下、右方显示游戏提示，使玩家的游戏体验更佳。
4. 画面设置：借鉴桌游的平面图，绘制更改后的地图。
5. **问题描述（Problem Statement）**

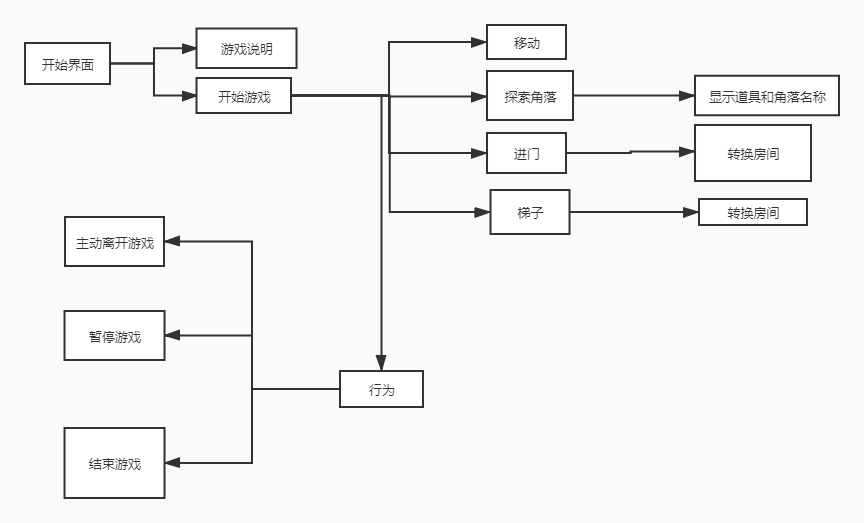
箱女是一名被爸爸塞进小箱子里致死的女孩，死后化为了怨灵，和玩家扮演的访问者一同进行一个关乎生死的游戏。

需解决的问题：

1. 游戏界面的设置
2. 游戏玩家数据和排行榜的设置
3. 地图的设置
4. 可探索角落的设置
5. 箱女、角色的移动
6. 所获得的道具以及通知
7. 箱女定时进行的行动
8. 箱女和访问者的对抗行为
9. 结束游戏的判定
10. **组内分工（Group Division）**

魏卓伊：组长，负责全部代码的撰写

**分析（Analysis）**



1. **设计（Design）**

void checkin();//登录界面

void welcometogame();//开始界面

void gamestart();//游戏开始

void savedata();//读取存档

void line();//排行榜

void gamehelp();//游戏说明

void creatmap();//创建地图

void initpeople();//初始化角色位置

void peoplemove();//人物移动，上U,下D,左L,右R

void girlmove();//箱女的移动轨迹

void totoexplore();//可探索的角落

void door();/通过的门

void leavegame();//主动离开游戏

void setcolor(); //设置地图颜色

void update();//

void gotoxy();//光标位置确定

void ladder();//梯子

void gameend();/结束游戏

void pause();//暂停

void nolife();//判断护身符是否用完

void nomainprop();//判断关键道具全部是否被抢走

1. **实施（Implementation）**

#include<stdio.h>

#include<stdlib.h>

#include<time.h>

#include<conio.h>

#include<time.h>

#define U w

#define D s

#define L a

#define R d //角色的状态，U：上 ；D：下；L：左； R：右；

#define random(x) (rand()%x) //箱女的%$#函数

//全局变量//

int flag;

int hours,seconds,minutes,t;

int textColor,backColor;

int choose;

int props=0,life=2; //道具数 护身符

int mainprop=0; //关键道具数

int x,y,c=1,d=1; //像素坐标

int name,password,move; //用户名，密码，移动按键

int i,j; //地图坐标

int n,m,k,l,o,p; //数组使用

int man=0; //箱人数量

int key=0; //钥匙

int gmapc[40][40],gmapd[40][40];

int peopleroom=0;

int firstnumber=19,girlnumber,powernumber,cryornot;

int number[9]={1,2,3,4,5,6,7,8,9}; //房间号码数

int explore[24]={1,2,2,2,3,3,3,4,4,5,5,5,6,6,6,7,7,7,7,8,8,9,9,9}; //角落对应的房间号码

int explorenumber[24]={1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24}; //角落的号码数

int power[10]={0,0,0,0,0,0,0,0,0,0}; //箱女之力的编号

int prop[22]={0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0}; //道具编号

int endgamestatus=0; //游戏结束的情况，1：护身符用完；2：可用道具全部被抢走；3：主动退出 4;游戏胜利

void checkin(); //登录界面

void welcometogame(); //开始界面

void gamestart(); //游戏开始

void savedata(); //读取存档

void line(); //排行榜

void gamehelp(); //游戏说明

void creatmap(); //创建地图

void initpeople(); //初始化角色位置

void peoplemove(); //人物移动，上U,下D,左L,右R

void girlmove(); //箱女的移动轨迹

void totoexplore(); //可探索的角落

void door(); //通过的门

void leavegame(); //主动离开游戏

void setcolor();

void update();

void gotoxy();

void ladder(); //梯子

void gameend(); //结束游戏

void pause(); //暂停

void nolife(); //判断护身符是否用完

void nomainprop(); //判断关键道具全部是否被抢走

void gotoxy(int x,int y)//光标定位函数

{

COORD p;//定义结构体变量p

HANDLE handle=GetStdHandle(STD\_OUTPUT\_HANDLE);//获取当前函数句柄

p.X=x;p.Y=y;//将光标的目标移动位置传递给结构体

SetConsoleCursorPosition(handle,p);//移动光标

}

void checkin()

{

gotoxy(24,24);

printf("用户名：%d",name);

name=getchar();

gotoxy(24,34);

printf("密码：%d",password);

password=getchar();

system("pause");

system("cls");

gotoxy(24,44);

printf("登录成功！");

}

void welcometogame()//开始界面

{

system("cls");

gotoxy(24,4);

system("像素·箱女");

printf("欢迎来到箱女的公寓！");

gotoxy(24,14);

printf("1.开始游戏");

gotoxy(24,24);

printf("2.读取进度");

gotoxy(24,34);

printf("3.游戏说明");

gotoxy(24,44);

printf("4.游戏排行");

gotoxy(24,54);

printf("5.退出游戏");

gotoxy(24,64);

choose=getchar();

getchar();

system("pause");

system("cls");

switch(choose) //对选择进行处理

{

case '1':

gamestart(); //游戏开始的函数

break;

case '2':

savedata(); // 读取进度的函数

break;

case '3':

gamehelp(); //游戏说明函数

break;

case '4':

line(); //排行榜函数

break;

case '5':

exit(1);

}

}

void gamestart()

{

int gmap1[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,4,4,4,4,4,4,4,4,4,4,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

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};

int gmap2[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

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{7,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,7,6,0,6,7},

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};

int gmap3[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

{7,6,6,7,6,6,7,6,6,7,6,6,7,0,0,0,0,7,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,7},

{7,6,6,7,6,6,7,6,6,7,6,6,7,0,0,0,0,7,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,7},

{7,6,6,7,6,6,7,6,6,7,6,6,7,0,0,0,0,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

{7,6,6,7,6,6,7,6,6,7,6,6,7,0,0,0,0,0,7,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,7,7},

{7,6,6,7,6,6,7,6,6,7,6,6,7,0,0,0,0,0,0,7,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,6,7,0,7},

{7,7,7,7,7,7,7,7,7,7,7,7,7,0,0,0,0,0,0,0,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,0,0,7},

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{7,6,7,7,7,7,6,7,7,7,7,7,7,7,7,7,7,7,7,6,7,0,0,0,0,0,0,0,7,6,7,6,6,6,6,6,6,6,6,7},

{7,6,6,6,6,6,6,7,7,6,6,6,6,6,6,6,6,6,6,7,7,0,0,0,0,0,0,0,7,6,7,6,6,6,6,6,6,6,6,7},

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};

int gmap4[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,4,4,4,4,4,4,4,4,4,4,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

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};

int gmap5[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

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};

int gmap6[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

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};

int gmap7[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,4,4,4,4,4,4,4,4,4,4,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

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{7,0,7,0,0,0,0,7,0,7,0,0,0,4,0,0,4,0,0,0,0,0,7,8,8,8,8,8,8,8,8,8,8,8,8,7,8,7,7,7},

{7,0,7,0,0,0,0,7,0,7,0,4,4,0,0,0,0,4,4,4,0,0,7,8,8,8,8,8,8,8,8,8,8,8,8,7,8,8,8,7},

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{7,0,0,7,0,0,0,0,0,0,0,4,0,4,0,0,0,4,0,4,0,0,7,8,8,8,8,8,8,8,8,8,8,8,8,7,8,7,8,7},

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{7,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,7,8,8,8,8,8,8,8,8,8,8,8,8,7,8,8,8,8},

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7}

};

int gmap8[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

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{7,6,6,6,6,6,6,6,6,6,6,6,6,7,0,0,0,0,0,0,0,0,0,0,0,7,8,8,8,8,8,8,8,8,8,7,8,8,8,7},

{7,6,6,6,6,6,6,6,6,6,6,6,6,7,0,0,0,0,0,0,0,0,0,0,0,7,8,8,8,8,8,8,8,8,8,7,8,7,7,7},

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,0,0,0,0,0,0,0,0,0,0,0,7,8,8,8,8,8,8,8,8,8,7,8,7,8,7},

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};

int gmap9[40][40]={//0 = 黑色 1 = 蓝色 2 = 绿色 3 = 湖蓝色 4 = 红色 5 = 紫色 6 = 黄色 7 = 白色 7 = 灰色 9 = 淡蓝色 A = 淡绿色 B = 淡浅绿色 C = 淡红色 D = 淡紫色 E = 淡黄色 F = 亮白色

{7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7,7},

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};

system("cls");

creatmap();

}

void line()

{

system("cls");

gotoxy(24,24);

printf("游戏排行榜");

gotoxy(24,34);

printf("排名 用户名 通关所用时间 剩余护身符数量");

gotoxy(24,44);

printf("1 doinng 34min29s 2");

gotoxy(24,54);

printf("2 666 42min55s 1");

gotoxy(24,64);

printf("3 16982 46min23s 2");

gotoxy(24,68);

printf("按任意键返回开始界面");

system("pause");

system("cls");

welcometogame();

}

void gamehelp() //游戏说明

{

system("cls");

gotoxy(9,9);

printf("游戏背景：/n");

printf("刚刚来到这里时，家里还有四个人。/n有一天，弟弟和妈妈不见了。/n爸爸笑着说，他们都出去了。/n我说我也想去妈妈那里，爸爸不同意。/n只要答应爸爸一直呆在这里不出去，爸爸就会像往常那样微笑。/n从那时起，就一直和爸爸两个人住。/n我和爸爸说好孤单，爸爸给了我一个娃娃。/n哇，这是我第一个朋友呢。/n只要我一直做个好孩子，爸爸就答应带更多朋友来。/n吃饭的时候爸爸一直眉飞色舞地说这些东西是哪里来的。/n有一天，外边特别吵闹，很多人闯进了家里，爸爸特别惊慌，抱起我想把我塞到一个小箱子里。/n不行的，太小了进不去啊！我大喊着。/n可是爸爸根本不理我，不断地，不断地用力把我塞进箱子里去。/n身体每个地方都在咔嚓咔嚓地响，每个地方都折成不可思议的形状，喉咙深处不断冒出温热的液体。/n好疼，好难受，连喘气都喘不了。/n我听见外面爸爸生气的叫喊和各种各样的声音，之后突然安静了下来。/n爸爸，放我出去啊！我大声喊着，可是爸爸没有来，一个人都没有来。/n就这样过了很久很久。/n虽然现在只剩我一个人了，但是我一点也不孤单。/n我听爸爸的话，一直老老实实做好孩子，所有有时候也会有朋友来我家玩。我和来我家的朋友们一起玩有一点点不一样的捉迷藏。/n我躲起来做鬼，玩够了，就吃饭。/n吃的东西和爸爸做的一样。吃完了，就继续等朋友来。/n我一直做好孩子的话，还会有新朋友来玩的吧。/n");

printf("按任意键继续");

system("pause");

system("cls");

gotoxy(9,9);

printf("游戏规则：/n");

printf("访问者拥有两枚护身符，可以用wasd自由移动人物，按空格键对房间角落进行探索、由梯子上下楼。走到门上即可进入另一个房间。Esc键退出游戏，Cpas键暂停游戏。/n在访问者行动的过程中，箱女每两分钟行动一次，具体行动为：是否哭喊并获取箱女之力、是否发动箱女之力、是否移动。/n哭喊会暴露箱女移动后的房间位置，并使箱女随机获得一个已经被访问者找到了的箱女之力。发动箱女之力会实现箱女之力的效果。移动会实现箱女在相邻房间或同个房间不同角落之间的移动。/n访问者的胜利条件为在山庄中存活。具体有逃脱、讨伐、超度三种生存条件。只要达成了任意一种生存条件，则访问者获得胜利。/n/n");

printf("逃脱：获得钥匙并从出口逃脱。/n尽可能发现更多的“密码”，获得或者猜测转轮式保险箱的密码。/n窥探“书房”的书桌下方角落中的转轮式保险箱，输入3位数的密码（无顺序），与保险箱密码一致则可以获得“钥匙”。/n每次窥探转轮式保险箱都可以进行一次解锁挑战。/n寻找“隐藏出口”，并在携带“钥匙”的状态下窥探，则成功逃脱。/n/n");

printf("讨伐：通过使用讨伐道具来消灭箱女。/n汽油、白木椿、铁锁链中有一种是箱女的弱点。/n某个角落藏着之前迷失在山庄中的访问者留下的”讨伐情报”。/n“讨伐情报”会告诉你汽油、白木椿、铁锁链中对箱女无效的两个道具。/n请通过“讨伐情报”来判断箱女的弱点，并前往箱女可能隐藏的房间并探索其隐藏的角落，最后通过使用讨伐道具消灭她。/n即使不判断其弱点，依然可以使用道具尝试讨伐箱女。/n对某个角落使用了讨伐道具后，如果箱女不在该处，则使用了的讨伐道具从游戏中移除。/n如果使用了讨伐道具且箱女的确在该角落，则如果使用的道具与箱女的弱点一致，则成功讨伐，访问者获胜。/n如果使用的道具与箱女的弱点不一致，则尝试讨伐的访问者失去一枚护身符或死亡。/n/n");

printf("超度；将玛丽小姐作为贡品献给亡骸。/n寻找亡骸所在的角落。在携带玛丽小姐的人偶状态下找到亡骸，则成功超度，访问者获胜。/n/n");

printf("箱女之力：打断访问者行动。/n箱女之力中有一部分可以在访问者的行动中使用。大多数该类能力都可以打断访问者的行动。/n如果访问者行动时，箱女发动箱女之力，则停止处理该访问者的行动。/n“快把他给我”：立即打断并夺取随机道具；若携带钥匙并且在窥探时被打断，夺走钥匙，则游戏失败。/n“好想打开它”：使用讨伐道具时被打断，变为强制窥探该房间由访问者指定的一个角落。/n/n");

printf("死亡后的处理：/n访问者有两枚护身符，失去护身符以后，护身符在所在房间变为箱人，作为箱女的部下阻止访问者。/n失去所有护身符后，访问者再次死亡，游戏则结束。/n箱人在箱女行动时可以移动任意一个房间。/n箱女和全部箱人可以潜伏在同一个角落。/n箱人只能使用“我在你身后”，会被所有讨伐工具消灭。/n/n");

system("pause");

printf("是否开始游戏？1.是，开始游戏；2.否，返回开始界面；/n你的选择是：");

c=getchar();

system("cls");

switch(c){

case '1':

gamestart();

break;

case '2':

welcometogame();

break;

}

}

enum color

{

black, blue, green, lakeblue, red, purple, yellow, white, gray,lightblue, lightgGreen, lightsimplegreen, lightred,lightpurple, lightyellow, brightwhite

};

void setcolor(unsigned short textcolor=0, unsigned short backcolor=7)

{

char command[9]="color 07"; //默认颜色

command[6]='0'+backColor; //将backColor变量改为字符型

command[7]='0'+textColor; //将textColor变量改为字符型

system(command); //调用系统函数

};

void creatmap()

{

system("cls");

gmapd[2][23]=9;

for(int i=0;i<40;i++)

{

for(int j=0;j<40;j++)

{

gotoxy(9,9);

switch(gmapd[i][j])

{

case '8':

setcolor(0,7);

printf("█");//灰色

break;

case '7':

printf("█");//画白色

break;

case '6':

setcolor(0,6);

printf("█");//画褐色

break;

case '4':

setcolor(0,4);

printf("█");//画红色

break;

case '9':

setcolor(0,9);

printf("♂");//画角色

break;

}

}

}

gotoxy(59,13);

printf("物品作用栏：");

gotoxy(59,14);

printf("箱女之力：快把它给我；箱女可以立即打断访问者的行动并夺取随机道具");

gotoxy(59,15);

printf("箱女之力：我的玛丽小姐；访问者的关键道具须大于2才可以超度箱女");

gotoxy(59,16);

printf("箱女之力：我在你身后；发动后，访问者若和箱女处于同一个房间则失去一个护身符或死亡");

gotoxy(59,17);

printf("箱女之力：动来动去；确认任意一房间中的标志并且相互替换");

gotoxy(59,18);

printf("箱女之力：鬼来电；箱女可以强制访问者沿最短路线进入客厅，一场游戏只能发动一次");

gotoxy(59,19);

printf("箱女之力：打不开的门；箱女可以封锁山庄任意一扇门，持续三分钟");

gotoxy(59,20);

printf("箱女之力：就在你身边；箱女本次移动可以移动最多2个房间");

gotoxy(59,21);

printf("白木椿；可能的讨伐道具");

gotoxy(59,22);

printf("汽油；可能的讨伐道具");

gotoxy(59,23);

printf("汽油不是箱女的弱点；被排除的讨伐道具");

gotoxy(59,24);

printf("锁链；可能的讨伐道具");

gotoxy(59,25);

printf("锁链对箱女无效；被排除的讨伐道具");

gotoxy(59,26);

printf("灭火器；可以打断箱女之力'我在你身后");

gotoxy(59,27);

printf("密码1；被排除的密码");

gotoxy(59,28);

printf("密码3；被排除的密码");

gotoxy(59,29);

printf("密码4；被排除的密码");

gotoxy(59,30);

printf("密码6；被排除的密码");

gotoxy(59,31);

printf("密码8；被排除的密码");

gotoxy(59,32);

printf("箱女");

gotoxy(59,33);

printf("箱女的亡骸");

gotoxy(59,34);

printf("密码箱；放着出口的钥匙");

gotoxy(59,35);

printf("隐藏出口；钥匙打开即可获胜");

gotoxy(59,36);

printf("玛丽小姐的人偶；献祭，超度亡骸即可获胜");

gotoxy(59,37);

printf("古怪护符；可以封印箱女对自己发动的任意一个箱女之力");

}

void peoplemove() //前进,上U,下D,左L,右R

{

c=d;

peopleroom=d;

switch(d)

{

case '1':

c=getchar();

switch(move)

{

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

else if(gmapd[i][j]==4)

{

d++;

gmapd[i][38]=9;

}

break;

system("cls");

creatmap();

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

else

if(gmapd[i][j]==4)

{

d=d+3;

}

break;

system("cls");

creatmap();

}

break;

case '2':

c = getchar();

switch(move)

{

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

break;

system("cls");

creatmap();

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

else if(gmapd[i][j]==4)

{

d--;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

else if(gmapd[i][j]==4)

{

d++;

}

break;

system("cls");

creatmap();

}

break;

case '3':

c = getchar();

switch(move){

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

break;

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

else if(gmapd[i][j]==4)

{

d++;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

else if(gmapd[i][j]==4)

{

d--;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

system("cls");

creatmap();

}

break;

case '4':

c = getchar();

switch(move){

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

break;

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

else if(gmapd[i][j]==4)

{

d--;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

else if(gmapd[i][j]==4)

{

d=d-3;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

break;

system("cls");

creatmap();

}

break;

case '5':

c = getchar();

switch(move){

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

break;

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

else if(gmapd[i][j]==4)

{

d++;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

break;

system("cls");

creatmap();

}

break;

case '6':

c = getchar();

switch(move){

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

break;

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

else if(gmapd[i][j]==4)

{

d++;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

break;

system("cls");

creatmap();

}

break;

case '7':

c = getchar();

switch(move){

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

break;

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

else if(gmapd[i][j]==4)

{

d--;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

else if(gmapd[i][j]==4)

{

d++;

}

break;

system("cls");

creatmap();

}

break;

case '8':

c = getchar();

switch(move){

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

break;

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

else if(gmapd[i][j]==4)

{

d--;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

system("cls");

creatmap();

}

break;

case '9':

c = getchar();

switch(move){

case 'w':

if(j!=0)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j-1]=9;

}

break;

case 's':

if(j!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i][j+1]=9;

}

break;

case 'a':

if(i!=1)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i-1][j]=9;

}

break;

case 'd':

if(i!=39)

{

gmapd[i][j]=gmapc[i][j];

gmapd[i+1][j]=9;

}

break;

system("cls");

creatmap();

}

break;

}

}

void girlmove()

{

firstnumber=19; //箱女起始所在角落编号

gotoxy(9,61);

printf("箱女获得了初始箱女之力“好想打开它”");

}

int main(int num, char\* arg[])

{

int duration = 1;

time\_t start, current = 0;

while(180)

{

time(&start); //每3分钟进行一次移动

if((current-start) != 0)

{

srand(time(NULL)); //初始化随机数种子

girlnumber=rand()%(25-1)+1; //即箱女移动后的角落编号[1,25)

srand(time(NULL)); //初始化随机数种子

cryornot=rand()%(2-0)+0; //生成一个[0,2)区间内的整数,即箱女是否哭喊

srand(time(NULL)); //初始化随机数种子

powernumber=rand()%(9-1)+1; //生成一个[1,9)区间内的整数,即箱女随机获得的力量

switch(cryornot)

{

case '0': //哭喊

system("pause");

gotoxy(9,62);

for(n=1;n<11;n++)

{

if(powernumber==power[n-1])

{

switch(n)

{

case '1':

printf("箱女选择了哭喊，获得了箱女之力“就在你身边”");//

girlnumber=girlnumber-8;

break;

case '2':

printf("，“我在你身后”");//

break;

case '3':

printf("，“我的玛丽小姐”");//

break;

case '4':

printf("，“快把它给我”");//

mainprop--;

break;

case '5':

printf("，“鬼来电”");//

break;

case '7':

printf("，“动来动去”");//

break;

case '8':

printf("，“打不开的门”");//

break;

}

}

else

printf("，未获得箱女之力");

for(m=1;m<25;m++)

{

if( girlnumber==m)

{

printf("箱女现在所在的房间编号为%d",explore[m-1]);

}

}

}

break;

case '1':

printf("箱女没有选择哭喊");

current=start;

break;

}

return 0;

}

}

}

void toexplore(){

if(c==1&&( (i==30&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==39&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==38&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==37&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==36&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==35&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==34&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==33&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==32&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==31&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

if(girlnumber!=1)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("一楼大厅；您在老旧的大钟后找到了“箱女之力‘快把它给我’”");

}

else

gotoxy(9,50);

printf("一楼大厅；您在老旧的大钟后找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

flag=false;

}

}

}

if(c==2&&( (i==10&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==11&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==12&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==13&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==14&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==15&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==16&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==17&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==18&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

||(i==19&&(j==15||j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

flag=false;

creatmap();

if(girlnumber!=2)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("客厅；您在组合沙发下找到了“古怪护符”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("客厅；您在组合沙发下找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==2&&( (i==1&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==2&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==3&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==4&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==5&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==6&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==7&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==8&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==9&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==0&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=3)

{

prop[c-1]=c;power[c-1]=c;

mainprop++;

gotoxy(9,50);

printf("客厅；您在巨大的花瓶内找到了“白木椿”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("客厅；您在巨大的花瓶内找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==2&&( (i==31&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==32&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==33&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==34&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==35&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==36&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==37&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==38&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==39&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==30&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=4)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("客厅；您在黑胶唱片机下找到了“密码3”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("客厅；您在黑胶唱片机下找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==3&&( (i==31&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==32&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==33&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==34&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==35&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==36&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==37&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==38&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==39&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==30&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=5)

{

prop[c-1]=c;power[c-1]=c;

mainprop--;

gotoxy(9,50);

printf("厨房；您在脏乱的橱柜里找到了“锁链对箱女无效”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("厨房；您在脏乱的橱柜里找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==3&&( (i==31&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==32&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==33&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==34&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==35&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==36&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==37&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==38&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==39&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

||(i==30&&(j==30||j==39||j==38||j==37||j==36||j==35||j==34||j==33||j==32||j==31))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=6)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("厨房；您在废弃的冰箱里找到了“箱女之力‘我的玛丽小姐’”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("厨房；您在废弃的冰箱里找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==3&&( (i==31&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==32&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==33&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==34&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==35&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==36&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==37&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==38&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==39&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

||(i==30&&(j==20||j==19||j==18||j==17||j==16||j==15||j==14||j==13||j==12||j==11))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=7)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("厨房；您在旧冰箱里找到了“密码4”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("厨房；您在旧冰箱里找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==4&&( (i==17&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==18&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==19&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==20&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==21&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==22&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==23&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==24&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==25&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==26&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=8)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("餐厅；您在餐桌下找到了“箱女之力‘我在你身后’”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("餐厅；您在餐桌下找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==4&&( (i==17&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==18&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==19&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==20&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==21&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==22&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==23&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==24&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==25&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==26&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=9)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("餐厅；您在漆黑的壁炉内找到了“隐藏出口”");

if(key==1)

{

mainprop++;

endgamestatus=4;

}

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("餐厅；您在漆黑的壁炉内找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==5&&( (i==1&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==2&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==3&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==4&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==5&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==6&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==7&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==8&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==9&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

||(i==10&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=10)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("浴室；您在废旧马桶内找到了“密码1”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("浴室；您在废旧马桶内找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==5&&( (i==1&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==2&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==3&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==4&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==5&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==6&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==7&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==8&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==9&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==40))

||(i==0&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=11)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("浴室；您在充满水渍的浴缸内找到了“箱女之力‘动来动去’”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("浴室；您在充满水渍的浴缸内找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==5&&( (i==31&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==32&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==33&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==34&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==35&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==36&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==37&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==38&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==39&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==30&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=12)

{

prop[c-1]=c;power[c-1]=c;

mainprop++;

gotoxy(9,50);

printf("浴室；您在布满灰尘的洗衣机里找到了“锁链”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("浴室；您在布满灰尘的洗衣机里找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==6&&( (i==1&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==2&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==3&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==4&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==5&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==6&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==7&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==8&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==9&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==0&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=13)

{

prop[c-1]=c;power[c-1]=c;

mainprop--;

gotoxy(9,50);

printf("儿童房；您在橱柜中找到了“汽油对箱女无效”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("儿童房；您在橱柜中找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==6&&( (i==1&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==2&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==3&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==4&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==5&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==6&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==7&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==8&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==9&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==0&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=14)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("儿童房；您在玩具箱中找到了“灭火器”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("儿童房；您在玩具箱中找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==6&&( (i==1&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==2&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==3&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==4&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==5&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==6&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==7&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==8&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==9&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==0&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=15)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("儿童房；您在儿童床下找到了“箱女之力‘鬼来电’”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("儿童房；您在儿童床下找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==7&&( (j==1&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==2&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==3&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==4&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==5&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==6&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==7&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==8&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==9&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

||(j==0&&(i==31||i==32||i==33||i==34||i==35||i==36||i==37||i==38||i==39||i==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=16)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("书房；您在写字台下找到了“密码箱”，请输入密码：");

c=getchar();

if(c==257||c==275||c==527||c==572||c==752||c==725)

{

printf("密码正确，获得钥匙");

key=1;

}

else

printf("密码错误！");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("书房；您在写字台下找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==7&&( (i==1&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==2&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==3&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==4&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==5&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==6&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==7&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==8&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==9&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i== 0&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=17)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("书房；您在书架旁找到了“密码6”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("书房；您在书架旁找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==7&&( (i==31&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==32&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==33&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==34&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==35&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==36&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==37&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==38&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==39&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

||(i==30&&(j==16||j==17||j==18||j==19||j==20||j==21||j==22||j==23||j==24||j==25))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=18)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("书房；您在衣柜中找到了“箱女之力‘打不开的门’”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("书房；您在衣柜中找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==7&&( (i==31&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==32&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==33&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==34&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==35&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==36&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==37&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==38&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==39&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==30&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=19)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("书房；您在床上被子里找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("此处是空的");

}

}

}

if(c==8&&( (i==31&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==32&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==33&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==34&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==35&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==36&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==37&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==38&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==39&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==30&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=20)

{

prop[c-1]=c;power[c-1]=c;

mainprop++;

gotoxy(9,50);

printf("二楼大厅；您在单人床下找到了“箱女的亡骸”");

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

else

gotoxy(9,50);

printf("二楼大厅；您在单人床下找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

}

}

}

if(c==8&&( (i==31&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==32&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==33&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==34&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==35&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==36&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==37&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==38&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==39&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

||(i==30&&(j==21||j==22||j==23||j==24||j==25||j==26||j==27||j==28||j==29||j==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=21)

{

prop[c-1]=c;power[c-1]=c;

mainprop++;

gotoxy(9,50);

printf("二楼大厅；您在古老盔甲内找到了“汽油”");

}

else

gotoxy(9,50);

printf("二楼大厅；您在古老盔甲内找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

}

}

if(c==9&&( (i==1&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==2&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==3&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==4&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==5&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==6&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==7&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==8&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==9&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==0&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=22)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("地下室；您在生锈的铁桶内找到了“箱女之力‘就在你身边’”");

}

else

gotoxy(9,50);

printf("地下室；您在生锈的铁桶内找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

}

}

if(c==9&&( (i==31&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==32&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==33&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==34&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==35&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==36&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==37&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==38&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==39&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

||(i==30&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==0))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=23)

{

prop[c-1]=c;power[c-1]=c;

mainprop++;

gotoxy(9,50);

printf("地下室；您在大型礼箱内找到了“玛丽小姐的人偶”");

}

else

gotoxy(9,50);

printf("地下室；您在大型礼箱内找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

}

}

if(c==9&&( (i==1&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==2&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==3&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==4&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==5&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==6&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==7&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==8&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==9&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

||(i==0&&(j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38||j==39||j==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

system("cls");

creatmap();

if(girlnumber!=24)

{

prop[c-1]=c;power[c-1]=c;

gotoxy(9,50);

printf("地下室；您在杂物堆后找到了“密码8”");

}

else

gotoxy(9,50);

printf("地下室；您在杂物堆后找到了“箱女”");

if(mainprop>=1)

{

endgamestatus=4;

}

else

if(life>0)

{

printf("您失去了一枚护身符");

life--;

man++;

}

else

endgamestatus=1;

gotoxy(59,9);

printf("护身符数量：%d",life);

gotoxy(59,11);

printf("关键道具数：%d",mainprop);

}

}

void ladder()

{

if(c==1&&( ( i==1&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10||j==11||j==12||j==13||j==14||j==15||j==16||j==17||j==18||j==19))

||( i==2&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10||j==11||j==12||j==13||j==14||j==15||j==16||j==17||j==18||j==19))

||( i==3&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10||j==11||j==12||j==13||j==14||j==15||j==16||j==17||j==18||j==19))

||( i==4&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10||j==11||j==12||j==13||j==14||j==15||j==16||j==17||j==18||j==19))

||( i==5&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10||j==11||j==12||j==13||j==14||j==15||j==16||j==17||j==18||j==19))

||( i==6&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10||j==11||j==12||j==13||j==14||j==15||j==16||j==17||j==18||j==19))

||( i==7&&(j==1||j==2||j==3||j==4||j==5||j==6||j==7||j==8||j==9||j==10||j==11||j==12||j==13||j==14||j==15||j==16||j==17||j==18||j==19))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

c=8;

gmapd[16][34]=9;

system("cls");flag=false;

creatmap();

}

}

}

if(c==8&&( ( i==15&&(j==26||j==27||j==28||j==29||j==30||j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38))

||( i==16&&(j==26||j==27||j==28||j==29||j==30||j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38))

||( i==17&&(j==26||j==27||j==28||j==29||j==30||j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38))

||( i==18&&(j==26||j==27||j==28||j==29||j==30||j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38))

||( i==19&&(j==26||j==27||j==28||j==29||j==30||j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38))

||( i==20&&(j==26||j==27||j==28||j==29||j==30||j==31||j==32||j==33||j==34||j==35||j==36||j==37||j==38))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

c=1;

gmapd[3][3]=9;

system("cls");flag=false;

creatmap();

}

}

}

if(c==9&&( (j==34&&( i==22|| i==23|| i==24|| i==25|| i==26|| i==27|| i==28|| i==29|| i==30|| i==31|| i==32|| i==33|| i==34|| i==35|| i==36|| i==37|| i==38|| i==39|| i==30))

||(j==35&&( i==22|| i==23|| i==24|| i==25|| i==26|| i==27|| i==28|| i==29|| i==30|| i==31|| i==32|| i==33|| i==34|| i==35|| i==36|| i==37|| i==38|| i==39|| i==30))

||(j==36&&( i==22|| i==23|| i==24|| i==25|| i==26|| i==27|| i==28|| i==29|| i==30|| i==31|| i==32|| i==33|| i==34|| i==35|| i==36|| i==37|| i==38|| i==39|| i==30))

||(j==37&&( i==22|| i==23|| i==24|| i==25|| i==26|| i==27|| i==28|| i==29|| i==30|| i==31|| i==32|| i==33|| i==34|| i==35|| i==36|| i==37|| i==38|| i==39|| i==30))

||(j==38&&( i==22|| i==23|| i==24|| i==25|| i==26|| i==27|| i==28|| i==29|| i==30|| i==31|| i==32|| i==33|| i==34|| i==35|| i==36|| i==37|| i==38|| i==39|| i==30))

||(j==39&&( i==22|| i==23|| i==24|| i==25|| i==26|| i==27|| i==28|| i==29|| i==30|| i==31|| i==32|| i==33|| i==34|| i==35|| i==36|| i==37|| i==38|| i==39|| i==30))

||(j==30&&( i==22|| i==23|| i==24|| i==25|| i==26|| i==27|| i==28|| i==29|| i==30|| i==31|| i==32|| i==33|| i==34|| i==35|| i==36|| i==37|| i==38|| i==39|| i==30))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

c=3;

gmapd[3][3]=9;

system("cls");flag=false;

creatmap();

}

}

}

if(c==3&&( (j==1&&( i==1|| i==2|| i==3|| i==4|| i==5|| i==6|| i==7|| i==8|| i==9|| i==10|| i==11|| i==12|| i==13))

||(j==2&&( i==1|| i==2|| i==3|| i==4|| i==5|| i==6|| i==7|| i==8|| i==9|| i==10|| i==11|| i==12|| i==13))

||(j==3&&( i==1|| i==2|| i==3|| i==4|| i==5|| i==6|| i==7|| i==8|| i==9|| i==10|| i==11|| i==12|| i==13))

||(j==4&&( i==1|| i==2|| i==3|| i==4|| i==5|| i==6|| i==7|| i==8|| i==9|| i==10|| i==11|| i==12|| i==13))

||(j==5&&( i==1|| i==2|| i==3|| i==4|| i==5|| i==6|| i==7|| i==8|| i==9|| i==10|| i==11|| i==12|| i==13))

||(j==6&&( i==1|| i==2|| i==3|| i==4|| i==5|| i==6|| i==7|| i==8|| i==9|| i==10|| i==11|| i==12|| i==13))

||(j==7&&( i==1|| i==2|| i==3|| i==4|| i==5|| i==6|| i==7|| i==8|| i==9|| i==10|| i==11|| i==12|| i==13))

))

{

while(flag)

{

if (\_kbhit() && \_getch()==32)

{

c=9;

gmapd[35][35]=9;

system("cls");flag=false;

creatmap();

}

}

}

}

void nolife()

{ //判断护身符

if(life==0)

{

endgamestatus=1;

gameend();

}

}

void nomainprop()

{ //判断关键道具

if(mainprop==0)

{

endgamestatus=2;

endgame();

}

}

void pause()

{

while(flag)

{

if (\_kbhit() && \_getch()==20)

{

system("pause");

flag=false;

printf("您已暂停游戏，按任意键继续。");

}

}

}

void gameend(){ //结束游戏

system("cls");

system("pause");

gotoxy(24,9);

if(endgamestatus==1)

{

printf("对不起，您所有的护身符都已用完，游戏结束");

}

else if(endgamestatus==2)

{

printf("对不起，您的关键道具全部被箱女抢走，游戏结束");

}

else if(endgamestatus==3)

{

printf("您离开了游戏");

}

else if(endgamestatus==4)

{

printf("恭喜您，游戏胜利！");

}

gotoxy(24,19);

printf("您最终获得的关键道具数目为%d\n",mainprop);

exit(0);

}

1. **测试（Test）**

由于头文件无原因地无法打开，程序无法运行