//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// HEADER FILES USED... //

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

#include<iostream.h>

#include<conio.h>

#include<dos.h>

#include<math.h>

#include<stdio.h>

#include<stdlib.h>

#include<graphics.h>

#include<fstream.h>

#include<iomanip.h>

#include<process.h>

#include<ctype.h>

class playerdet

{

char name[25];

int age;

char usid[5];

public:

void in()

{

delay(500);

cout<<"\n\n ENTER YOUR NAME:- ";

gets(name);

cout<<"\n\n ENTER YOUR AGE "<<name<<" :- ";

cin>>age;

cout<<"\n\n ENTER YOUR OWN 5 DIGIT USERID "<<name<<" :- ";

gets(usid);

}

void us()

{

gotoxy(20,1);

cout<<" I KNOW YOU ARE MASS DA BOY...";

}

};

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// FUNCTION PARAMETERS ///

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

void main\_menu();

void menubgm();

void blink();

void about();

void loading();

void game();

void apple();

void pear();

void cherry();

void orange();

void door();

void food();

void demo();

void gameover(int t);

void lf();

void l2();

void l3bg();

void game3();

void lc(int z);

void game2();

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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void INTRO()

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"");

int i,y;

for(i=2,y=10;i<=7;i++,y=y+10)

{

settextstyle(3,0,i);

setcolor(RED);

outtextxy(100-i+20,100-i+30,"SISHYANS ");

delay(200);

if(i<7)

cleardevice();

else

delay(500);

}

for(i=2,y=10;i<=10;i++,y=y+10)

{

settextstyle(3,0,7);

setcolor(YELLOW);

outtextxy(60,0+y,"PRESENTS ");

delay(100);

if(i<10)

{

cleardevice();

}

else

{

delay(2000);

cleardevice();

}

}

cleardevice();

for(i=5,y=10;i<=20;i++,y=y+10)

{

setcolor(GREEN);

settextstyle(10,0,6);

outtextxy(0+y,50,"HUNGRY");

settextstyle(3,0,1);

setcolor(WHITE);

outtextxy(320+y,55,"TM");

circle(330+y,65,15);

delay(200);

if(i<20)

cleardevice();

}

for(i=5,y=10;i<=10;i++,y=y+10)

{

setcolor(GREEN);

settextstyle(10,0,6);

outtextxy(160,50,"HUNGRY");

settextstyle(3,0,1);

setcolor(WHITE);

outtextxy(480,55,"TM");

circle(490,65,15);

setcolor(GREEN);

settextstyle(10,0,6);

outtextxy(260-y,200,"BIRDS");

delay(200);

if(i<10)

cleardevice();

}

setcolor(RED);

circle(300,190,30);

setcolor(WHITE);

line(290,170,290,210);

line(290,170,320,190);

line(290,210,320,190);

delay(3000);

settextstyle(3,0,1);

outtextxy(180,340,"\n PRESS ANY KEY TO PLAY");

delay(500);

blink();

playerdet a;

cleardevice();

a.in();

ofstream in;

in.open("player.txt",ios::out);

in.write((char\*)&a,sizeof(a));

in.close();

delay(1000);

cleardevice();

delay(500);

cout<<"\n\n\nHAVE ";

delay(500);

cout<<" A ";

delay(500);

cout<<"NICE TIME PLAYIN THE GAME ";

delay(1500);

cout<<" .....";

delay(1500);

main\_menu();

}

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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void blink()

{

for(int i=0;i<=100;i++)

{

if(kbhit())

{

getch();

break;

}

setcolor(GREEN);

settextstyle(10,0,6);

outtextxy(160,50,"HUNGRY");

settextstyle(3,0,1);

setcolor(WHITE);

outtextxy(480,55,"TM");

circle(490,65,15);

setcolor(GREEN);

settextstyle(10,0,6);

outtextxy(200,200,"BIRDS");

settextstyle(3,0,1);

setcolor(RED);

circle(300,190,30);

setcolor(WHITE);

line(290,170,290,210);

line(290,170,320,190);

line(290,210,320,190);

delay(500);

settextstyle(3,0,1);

outtextxy(180,340,"\n PRESS ANY KEY TO PLAY");

delay(300);

if(i<10)

cleardevice();

}

}

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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void main\_menu()

{

int i,y;

for(i=0;i<3;i++)

{

cleardevice();

settextstyle(3,0,7);

outtextxy(120,220,"LOADING");

delay(500);

settextstyle(3,0,7);

outtextxy(390,220,".");

delay(500);

settextstyle(3,0,7);

outtextxy(430,220,".");

delay(500);

settextstyle(3,0,7);

outtextxy(470,220,".");

delay(500);

playerdet a;

delay(1000);

cleardevice();

}

menubgm();

for(i=5,y=10;i<=20;i++,y=y+10)

{

setcolor(GREEN);

settextstyle(10,0,5);

outtextxy(80,50,"HUNGRY");

setcolor(GREEN);

settextstyle(10,0,5);

outtextxy(350,50,"BIRDS");

settextstyle(3,0,1);

setcolor(WHITE);

outtextxy(530,55,"TM");

circle(540,65,15);

setcolor(BROWN);

settextstyle(1,0,5);

outtextxy(-30+y,150,"1. START GAME");

setcolor(BROWN);

settextstyle(1,0,5);

outtextxy(290-y,200,"2. DEMO ");

setcolor(BROWN);

settextstyle(1,0,5);

outtextxy(-30+y,250,"3. LEVELS");

setcolor(BROWN);

settextstyle(1,0,5);

outtextxy(290-y,300,"4. ABOUT");

setcolor(BROWN);

settextstyle(1,0,5);

outtextxy(-30+y,350,"5. EXIT GAME");

delay(100);

if(i<=19)

cleardevice();

}

char choice=getch();

if(choice=='1')

{

delay(500);

cleardevice();

loading();

game();

}

if(choice=='2')

{

delay(500);

cleardevice();

delay(500);

settextstyle(10,0,7);

setcolor(RED);

outtextxy(200,100,"DEMO");

settextstyle(10,0,6);

setcolor(WHITE);

outtextxy(100,250,"GAMEPLAY...");

delay(2000);

demo();

delay(1000);

getch();

cleardevice();

setcolor(WHITE);

main\_menu();

}

if(choice=='3')

{

delay(500);

cleardevice();

settextstyle(7,0,4);

setcolor(RED);

outtextxy(100,100,"LEVEL SELECTION");

int a;

cout<<"\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n ENTER THE LEVEL YOU WANT TO PLAY:- ";

cin>>a;

if(a==1)

{

loading();

game();

}

if(a==2)

{

loading();

game2();

}

if(a==3)

{

loading();

game3();

}

else

{

delay(500);

main\_menu();

}

}

if(choice=='4')

{

delay(500);

cleardevice();

about();

delay(1000);

getch();

main\_menu();

}

if(choice=='5')

{

delay(500);

cleardevice();

settextstyle(4,0,7);

setcolor(CYAN);

outtextxy(150,100,"THANK YOU");

getch();

delay(500);

exit(1);

}

}

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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void menubgm()

{

delay(500);

setcolor(GREEN);

settextstyle(10,0,5);

outtextxy(80,50,"HUNGRY");

setcolor(GREEN);

delay(500);

settextstyle(10,0,5);

outtextxy(350,50,"BIRDS");

settextstyle(3,0,1);

setcolor(WHITE);

delay(500);

outtextxy(530,55,"TM");

circle(540,65,15);

}

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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void about()

{

delay(500);

cleardevice();

settextstyle(7,0,7);

setcolor(RED);

delay(500);

outtextxy(200,0,"ABOUT");

settextstyle(3,0,4);

setcolor(GREEN);

delay(500);

outtextxy(10,70,"CONTROLS:- ");

settextstyle(3,0,3);

setcolor(WHITE);

delay(500);

outtextxy(10,120,"@ PRESS \" W \" TO MOVE CHARACTER UP... ");

delay(500);

outtextxy(10,140,"@ PRESS \" S \" TO MOVE CHARACTER DOWN... ");

delay(500);

outtextxy(10,160,"@ PRESS \" A \" TO MOVE CHARACTER LEFT... ");

delay(500);

outtextxy(10,180,"@ PRESS \" D \" TO MOVE CHARACTER RIGHT... ");

settextstyle(3,0,4);

setcolor(GREEN);

delay(500);

outtextxy(10,220,"GAME MAKERS:- ");

settextstyle(3,0,3);

setcolor(WHITE);

delay(500);

outtextxy(10,260,"THIS GAME IS A COMPUTER PROJECT DONE BY:- ");

delay(500);

outtextxy(10,290,"$ MARUDHA SUDHARSHAN.R ");

delay(500);

outtextxy(10,310,"$ VIJAY KARTHIK.K ");

delay(500);

outtextxy(10,330,"$ JUNAID.N ");

delay(500);

outtextxy(10,380,"STUDYING IN ");

delay(500);

setcolor(RED);

outtextxy(160,380,"SISHYA SCHOOL,HOSUR ");

setcolor(WHITE);

}

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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void loading()

{

int gd=DETECT,gm;

initgraph(&gd,&gm," ");

setcolor(RED);

rectangle(0,305,639,323);

setcolor(CYAN);

for(int i=0,a=0;i<=639;i++)

{

gotoxy(35,17);

if((i%2==0&&i%3==0))

a++;

else

if(a>0&&a<50)

cout<<"\n\n PREPARING HURDLES...";

if(a>=50&&a<80)

cout<<"\n\n HIDING FOODS...";

if(a>=80&&a<90)

cout<<"\n\n READY ...";

if(a>=90&&a<100)

cout<<"\n\n STEADY...";

if(a>=100&&a<106)

cout<<"\n\n PO ...";

outtextxy(i,310,"|");

if(a>20&&a<30)

delay(15);

else if(a>40&&a<55)

delay(30);

else if(a>70&&a<80)

delay(20);

else if(a>90&&a<99)

delay(5);

else if(a==106)

delay(100);

else

delay(10);

}

}

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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void orange()

{

setcolor(22);

setfillstyle(1,22);

circle(300,380,5);

floodfill(300,380,22);

setcolor(GREEN);

line(300,372,303,375);

line(302,373,305,374);

}

void cherry()

{

setcolor(RED);

setfillstyle(1,RED);

circle(380,100,3);

floodfill(380,100,RED);

circle(390,100,3);

floodfill(390,100,RED);

setcolor(GREEN);

line(390,97,385,90);

line(381,97,385,90);

setcolor(BROWN);

line(378,90,393,90);

}

void pear()

{

setcolor(YELLOW);

setfillstyle(1,YELLOW);

circle(450,100,5);

floodfill(450,100,YELLOW);

circle(450,106,7);

floodfill(450,106,YELLOW);

setcolor(GREEN);

line(450,90,450,95);

}

void apple()

{

setcolor(RED);

setfillstyle(1,RED);

circle(150,360,4);

floodfill(150,360,RED);

setfillstyle(1,RED);

circle(154,360,4);

setfillstyle(1,RED);

floodfill(155,360,RED);

setfillstyle(1,RED);

setcolor(GREEN);

line(152,357,155,353);

setcolor(YELLOW);

}

void door()

{

setcolor(BROWN);

for(int i=0;i<=4;i++)

{

rectangle(610+i,20+i,638-i,70-i);

}

setcolor(CYAN);

setfillstyle(1,CYAN);

circle(620,45,2);

floodfill(620,45,CYAN);

setcolor(WHITE);

settextstyle(234,0,1);

outtextxy(600,80,"DOOR ");

outtextxy(600,90,"TO ");

outtextxy(600,100,"NEXT ");

outtextxy(600,110,"LEVEL... ");

setcolor(YELLOW);

}

void bgm()

{

playerdet a;

a.us();

setcolor(YELLOW);

apple();

pear();

cherry();

orange();

setcolor(YELLOW);

rectangle(0,-1,639,475);

rectangle(100,20,130,240);

door();

setcolor(YELLOW);

rectangle(100,280,130,475);

rectangle(180,20,210,180);

rectangle(180,220,210,475);

rectangle(250,20,280,120);

rectangle(250,160,280,475);

rectangle(330,20,360,280);

rectangle(330,320,360,475);

rectangle(400,20,430,250);

rectangle(400,280,430,475);

rectangle(470,20,500,350);

rectangle(470,380,500,475);

rectangle(540,20,570,100);

rectangle(540,140,570,475);

settextstyle(1,1,5);

setcolor(GREEN);

outtextxy(40,150,"START...");

settextstyle(1,1,5);

setcolor(GREEN);

outtextxy(570,150,"FINISH..");

}

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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void food()

{

setcolor(RED);

circle(380,120,3);

circle(380,120,2);

circle(380,120,1);

}

void demo()

{

bgm();

int x=2,y=10;

gotoxy(x,y);

cout<<"\2";

l1:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<10)

{

cleardevice();

goto l1;

}

settextstyle(7,1,4);

setcolor(WHITE);

outtext("PRESS \"D \" TO MOVE RIGHT");

delay(4000);

l2:bgm();

gotoxy(x,y+1);

y=y+1;

cout<<"\2";

delay(200);

if(y<17)

{

cleardevice();

goto l2;

}

settextstyle(7,1,4);

setcolor(WHITE);

outtext("PRESS \"S \" TO MOVE DOWN");

delay(4000);

l3:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<20)

{

cleardevice();

goto l3;

}

l4:bgm();

gotoxy(x,y-1);

y=y-1;

cout<<"\2";

delay(200);

if(y>13)

{

cleardevice();

goto l4;

}

settextstyle(7,1,4);

setcolor(WHITE);

outtext("PRESS \"W \" TO MOVE UP...");

delay(4000);

l5:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<30)

{

cleardevice();

goto l5;

}

l6:bgm();

gotoxy(x,y-1);

y=y-1;

cout<<"\2";

delay(200);

if(y>9)

{

cleardevice();

goto l6;

}

l7:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<38)

{

cleardevice();

goto l7;

}

delay(500);

l8:bgm();

gotoxy(x-1,y);

x=x-1;

cout<<"\2";

delay(200);

if(x>30)

{

cleardevice();

goto l8;

}

settextstyle(7,1,4);

setcolor(WHITE);

outtext("PRESS \"A \" TO MOVE LEFT...");

delay(4000);

l9:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<38)

{

cleardevice();

goto l9;

}

l10:bgm();

gotoxy(x,y+1);

y=y+1;

cout<<"\2";

delay(200);

if(y<19)

{

cleardevice();

goto l10;

}

l11:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<50)

{

cleardevice();

goto l11;

}

delay(200);

settextstyle(7,1,2);

setcolor(WHITE);

outtextxy(10,160,"IF CRASHED INTO BAR ");

setcolor(RED);

outtextxy(10,10," GAME OVER !!!");

delay(4000);

l12:bgm();

gotoxy(x-1,y);

x=x-1;

cout<<"\2";

delay(200);

if(x>48)

{

cleardevice();

goto l12;

}

food();

l13:bgm();

food();

gotoxy(x,y-1);

y=y-1;

cout<<"\2";

delay(200);

if(y>8)

{

cleardevice();

goto l13;

}

delay(1000);

settextstyle(7,1,1);

setcolor(WHITE);

outtextxy(10,170,"FEED THE HUNGRY BIRDS ");

setcolor(RED);

outtextxy(10,7," TO EARN POINTS");

delay(4000);

l14:bgm();

gotoxy(x,y+1);

y=y+1;

cout<<"\2";

delay(200);

if(y<17)

{

cleardevice();

goto l14;

}

l15:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<58)

{

cleardevice();

goto l15;

}

l16:bgm();

gotoxy(x,y+1);

y=y+1;

cout<<"\2";

delay(200);

if(y<23)

{

cleardevice();

goto l16;

}

l17:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<65)

{

cleardevice();

goto l17;

}

l18:bgm();

gotoxy(x,y-1);

y=y-1;

cout<<"\2";

delay(200);

if(y>8)

{

cleardevice();

goto l18;

}

l19:bgm();

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

delay(200);

if(x<75)

{

cleardevice();

goto l19;

}

delay(4000);

settextstyle(7,1,1);

setcolor(RED);

outtextxy(10,170,"REACH FINISH TO COMPLETE LEVEL");

}

void gameover(int t)

{

delay(500);

cleardevice();

settextstyle(7,0,6);

setcolor(RED);

delay(40);

outtextxy(100,100,"G");

delay(40);

outtextxy(150,100,"A");

delay(40);

outtextxy(200,100,"M");

delay(40);

outtextxy(250,100,"E");

delay(40);

outtextxy(300,100," ");

delay(40);

outtextxy(350,100,"O");

delay(40);

outtextxy(400,100,"V");

delay(40);

outtextxy(450,100,"E");

delay(40);

outtextxy(500,100,"R");

delay(40);

outtextxy(550,100," ");

delay(40);

outtextxy(600,100,"!");

delay(40);

delay(40);

outtextxy(610,100,"!");

delay(40);

delay(40);

outtextxy(620,100,"!");

delay(1000);

cleardevice();

cout<<"\n\n DO YOU WANNA CONTINUE(Y/N):- ";

char ch;

cin>>ch;

if(ch=='Y'||ch=='y')

{

if(t==1)

{

loading();

game();

}

if(t==2)

{

loading();

game2();

}

if(t==3)

{

loading();

game3();

}

}

else

main\_menu();

}

void lf()

{

setcolor(9);

for( int i=0,j=639,k=475;i<=9;i++,j--,k--)

{

rectangle(i,i,j,k);

}

delay(100);

setcolor(BLUE);

for( i=10,j=629,k=465;i<=19;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(CYAN);

for( i=20,j=619,k=455;i<=29;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(GREEN);

for( i=30,j=609,k=445;i<=39;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(YELLOW);

for( i=40,j=599,k=435;i<=49;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(12);

for( i=50,j=589,k=425;i<=59;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(RED);

for(i=60,j=579,k=415;i<=69;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(BLUE);

settextstyle(3,0,6);

setcolor(BROWN);

outtextxy(120,120,"GAME");

outtextxy(200,180,"COMPLETED");

setcolor(4);

line(120,180,285,180);

line(200,240,520,240);

settextstyle(7,0,3);

setcolor(CYAN);

outtextxy(130,270,"UPGRADED VERSION");

settextstyle(2,0,4);

setcolor(5);

outtextxy(190,300,"(yet to be created)");

outtextxy(190,330,"(PRESS L TO GO TO MAINMENU)");

settextstyle(7,0,3);

setcolor(CYAN);

outtextxy(390,270,"Exit");

settextstyle(2,0,4);

setcolor(5);

outtextxy(390,300,"(Press E)");

char in=getch();

if(in=='l'||in=='L')

{

cleardevice();

settextstyle(3,0,3);

setcolor(CYAN);

outtextxy(150,270,"THANKS FOR PLAYING");

delay(500);

delay(500);

main\_menu();

}

if(in=='e'||in=='E')

{

delay(500);

main\_menu();

}

}

void l2()

{

setfillstyle(4,5);

setcolor(YELLOW);

rectangle(0,0,639,475);

rectangle(60,0,90,300);

rectangle(60,350,90,475);

rectangle(120,0,150,200);

rectangle(120,250,150,475);

setcolor(BROWN);

for(int i=0;i<=4;i++)

{

rectangle(610+i,20+i,638-i,70-i);

}

for(i=0;i<=4;i++)

{

rectangle(5+i,370+i,34-i,420-i);

}

setcolor(CYAN);

setfillstyle(1,CYAN);

circle(10,395,2);

floodfill(10,395,CYAN);

setcolor(WHITE);

settextstyle(234,0,1);

outtextxy(5,430,"WELCOME ");

outtextxy(5,440,"TO ");

outtextxy(5,450,"LEVEL ");

outtextxy(5,460," 2 ");

setcolor(CYAN);

setfillstyle(1,CYAN);

circle(620,45,2);

floodfill(620,45,CYAN);

setcolor(WHITE);

settextstyle(234,0,1);

outtextxy(600,80,"DOOR ");

outtextxy(600,90,"TO ");

outtextxy(590,100,"LEVEL ");

outtextxy(590,110," 3 ");

setcolor(YELLOW);

line(180,0,180,300);

line(180,300,230,250);

line(230,250,280,300);

line(280,300,330,250);

line(330,250,380,300);

line(180,0,380,0);

line(380,0,380,300);

line(180,350,180,475);

line(180,350,230,300);

line(230,300,280,350);

line(280,350,330,300);

line(330,300,380,350);

line(380,350,380,475);

line(180,475,380,475);

rectangle(430,80,480,475);

rectangle(430,0,480,30);

rectangle(530,0,580,200);

rectangle(530,250,580,475);

}

void game2()

{

int j;

j=2;

l2();

int x=2,y=25;

gotoxy(2,24);

cout<<"\2";

delay(100);

cleardevice();

l2();

gotoxy(2,23);

cout<<"\2";

delay(100);

cleardevice();

l2();

gotoxy(2,22);

cout<<"\2";

delay(100);

cleardevice();

l2();

gotoxy(2,21);

cout<<"\2";

delay(100);

cleardevice();

l2();

x=2;

y=21;

gotoxy(x,y);

cout<<"\2";

int count=0;

l1:char c=getch();

count=count+1;

cleardevice();

l2();

//a

if((int)c==97||(int)c==65)

{

gotoxy(x-1,y);

x=x-1;

cout<<"\2";

//cout<<x<<y;

if((x>=8&&x<=12&&y!=20&&y!=21)||(x>=15&&x<=20&&y!=14&&y!=15)||(x>=54&&x<=61&&y!=3&&y!=4&&y!=5)||(x>=67&&x<=73&&y!=14&&y!=15)||(x>=23&&x<=24&&y!=20&&y!=21)||(x==25&&y!=20)||(x==26&&y!=20&&y!=19)||(x==27&&y!=19)||(x==28&&y!=18&&y!=19)||(x>=29&&x<=30&&y!=18)||(x==32&&y!=19)||(x==44&&y!=19)||(x==40&&y!=18&&y!=19)||(x==41&&y!=18&&y!=19)||(x==43&&y!=18&&y!=19)||(x==33&&y!=19&&y!=20)||(x==38&&y!=19&&y!=20)||(x==39&&y!=19&&y!=20)||(x==45&&y!=19&&y!=20)||(x==37&&y!=20)||(x==46&&y!=20)||(x==35&&y!=20&&y!=21)||(x==36&&y!=20&&y!=21)||(x==47&&y!=20&&y!=21)||(x==48&&y!=20&&y!=21))

{

delay(500);

cleardevice();

gameover(j);

}

goto l1;

}

//w

if((int)c==119||(int)c==87)

{

gotoxy(x,y-1);

y=y-1;

cout<<"\2";

//cout<<x<<y;

if((x>=8&&x<=12&&y!=20&&y!=21)||(x>=15&&x<=20&&y!=14&&y!=15)||(x>=54&&x<=61&&y!=3&&y!=4&&y!=5)||(x>=67&&x<=73&&y!=14&&y!=15)||(x>=23&&x<=24&&y!=20&&y!=21)||(x==25&&y!=20)||(x==26&&y!=20&&y!=19)||(x==27&&y!=19)||(x==28&&y!=18&&y!=19)||(x>=29&&x<=30&&y!=18)||(x==32&&y!=19)||(x==44&&y!=19)||(x==40&&y!=18&&y!=19)||(x==41&&y!=18&&y!=19)||(x==43&&y!=18&&y!=19)||(x==33&&y!=19&&y!=20)||(x==38&&y!=19&&y!=20)||(x==39&&y!=19&&y!=20)||(x==45&&y!=19&&y!=20)||(x==37&&y!=20)||(x==46&&y!=20)||(x==35&&y!=20&&y!=21)||(x==36&&y!=20&&y!=21)||(x==47&&y!=20&&y!=21)||(x==48&&y!=20&&y!=21))

{

delay(500);

cleardevice();

gameover(j);

}

goto l1;

}

//s

if((int)c==115||(int)c==83)

{

gotoxy(x,y+1);

y=y+1;

cout<<"\2";

//cout<<x<<y;

if((x>=8&&x<=12&&y!=20&&y!=21)||(x>=15&&x<=20&&y!=14&&y!=15)||(x>=54&&x<=61&&y!=3&&y!=4&&y!=5)||(x>=67&&x<=73&&y!=14&&y!=15)||(x>=23&&x<=24&&y!=20&&y!=21)||(x==25&&y!=20)||(x==26&&y!=20&&y!=19)||(x==27&&y!=19)||(x==28&&y!=18&&y!=19)||(x>=29&&x<=30&&y!=18)||(x==32&&y!=19)||(x==44&&y!=19)||(x==40&&y!=18&&y!=19)||(x==41&&y!=18&&y!=19)||(x==43&&y!=18&&y!=19)||(x==33&&y!=19&&y!=20)||(x==38&&y!=19&&y!=20)||(x==39&&y!=19&&y!=20)||(x==45&&y!=19&&y!=20)||(x==37&&y!=20)||(x==46&&y!=20)||(x==35&&y!=20&&y!=21)||(x==36&&y!=20&&y!=21)||(x==47&&y!=20&&y!=21)||(x==48&&y!=20&&y!=21))

{

delay(500);

cleardevice();

gameover(j);

}

goto l1;

}

//d

if((int)c==100||(int)c==68)

{

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

//cout<<x<<y;

if((x>=8&&x<=12&&y!=20&&y!=21)||(x>=15&&x<=20&&y!=14&&y!=15)||(x>=54&&x<=61&&y!=3&&y!=4&&y!=5)||(x>=67&&x<=73&&y!=14&&y!=15)||(x>=23&&x<=24&&y!=20&&y!=21)||(x==25&&y!=20)||(x==26&&y!=20&&y!=19)||(x==27&&y!=19)||(x==28&&y!=18&&y!=19)||(x>=29&&x<=30&&y!=18)||(x==32&&y!=19)||(x==44&&y!=19)||(x==40&&y!=18&&y!=19)||(x==41&&y!=18&&y!=19)||(x==43&&y!=18&&y!=19)||(x==33&&y!=19&&y!=20)||(x==38&&y!=19&&y!=20)||(x==39&&y!=19&&y!=20)||(x==45&&y!=19&&y!=20)||(x==37&&y!=20)||(x==46&&y!=20)||(x==35&&y!=20&&y!=21)||(x==36&&y!=20&&y!=21)||(x==47&&y!=20&&y!=21)||(x==48&&y!=20&&y!=21))

{

delay(500);

cleardevice();

gameover(j);

}

goto l1;

}

if((x==78||x==79)&&(y==3))

{

delay(500);

cleardevice();

delay(500);

cleardevice();

lc(3);

delay(1500);

cleardevice();

exit(1);

gotoxy(6,25);

x=6;

y=25;

j=2;

}

}

void lc(int z)

{

setcolor(9);

for( int i=0,j=639,k=475;i<=9;i++,j--,k--)

{

rectangle(i,i,j,k);

}

delay(100);

setcolor(BLUE);

for( i=10,j=629,k=465;i<=19;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(CYAN);

for( i=20,j=619,k=455;i<=29;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(GREEN);

for( i=30,j=609,k=445;i<=39;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(YELLOW);

for( i=40,j=599,k=435;i<=49;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(12);

for( i=50,j=589,k=425;i<=59;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(RED);

for(i=60,j=579,k=415;i<=69;i++,j--,k--)

{

rectangle(i,i,j,k);

} delay(100);

setcolor(BLUE);

settextstyle(3,0,6);

setcolor(BROWN);

outtextxy(120,120,"LEVEL");

outtextxy(200,180,"COMPLETED");

setcolor(4);

line(120,180,285,180);

line(200,240,520,240);

settextstyle(7,0,3);

setcolor(CYAN);

outtextxy(150,270,"Next Level");

settextstyle(2,0,4);

setcolor(5);

outtextxy(190,300,"(Press L)");

settextstyle(7,0,3);

setcolor(CYAN);

outtextxy(350,270,"Exit");

settextstyle(2,0,4);

setcolor(5);

outtextxy(350,300,"(Press E)");

char in=getch();

if(in=='l'||in=='L')

{

cleardevice();

if(z==2)

game2();

if(z==3)

game3();

}

if(in=='e'||in=='E')

{

delay(500);

main\_menu();

}

}

void game()

{

int gh=DETECT,gv;

initgraph(&gh,&gv,"");

int i;

i=1;

bgm();

int x=2,y=10;

//char l[]=="bgm";

gotoxy(x,y);

cout<<"\2";

int count=0;

l1:char c=getch();

count=count+1;

cleardevice();

bgm();

//a

if((int)c==97||(int)c==65)

{

gotoxy(x-1,y);

x=x-1;

cout<<"\2";

//cout<<x<<y;

if((x>=13&&x<=17&&y!=17)||(x>=23&&x<=27&&y!=13)||(x>=32&&x<=36&&y!=9&&y!=10)||(x>=42&&x<=46&&y!=19&&y!=20)||(x>=50&&x<=54&&y!=17)||(x>=59&&x<=63&&y!=23)||(x>=68&&x<=72&&y!=8))

{

delay(500);

cleardevice();

gameover(i);

}

goto l1;

}

//w

else if((int)c==119||(int)c==87)

{

gotoxy(x,y-1);

y=y-1;

cout<<"\2";

//cout<<x<<y;

if((x>=13&&x<=17&&y!=17)||(x>=23&&x<=27&&y!=13)||(x>=32&&x<=36&&y!=9&&y!=10)||(x>=42&&x<=46&&y!=19&&y!=20)||(x>=50&&x<=54&&y!=17)||(x>=59&&x<=63&&y!=23)||(x>=68&&x<=72&&y!=8))

{

delay(500);

cleardevice();

gameover(i);

}

goto l1;

}

//s

else if((int)c==115||(int)c==83)

{

gotoxy(x,y+1);

y=y+1;

cout<<"\2";

//cout<<x<<y;

if((x>=13&&x<=17&&y!=17)||(x>=23&&x<=27&&y!=13)||(x>=32&&x<=36&&y!=9&&y!=10)||(x>=42&&x<=46&&y!=19&&y!=20)||(x>=50&&x<=54&&y!=17)||(x>=59&&x<=63&&y!=23)||(x>=68&&x<=72&&y!=8))

{

delay(500);

cleardevice();

gameover(i);

}

goto l1;

}

if((x==37||x==38)&&(y==24))

{

setcolor(22 );

settextstyle(243,0,3);

outtextxy(250,360,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(250,350,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(250,340,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(250,330,"$$ BONUS $$");

delay(100);

}

if((x==78||x==79)&&(y==3))

{

delay(500);

cleardevice();

delay(500);

cleardevice();

lc(2);

delay(1500);

cleardevice();

l2();

gotoxy(6,25);

x=6;

y=25;

i=2;

}

//cheryy

if((x==48||x==49)&&(y==7))

{

setcolor(RED);

settextstyle(243,0,3);

outtextxy(380,30,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(380,40,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(380,50,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(380,60,"$$ BONUS $$");

delay(100);

}

if((x==56||x==57)&&(y==7))

{

setcolor(YELLOW);

settextstyle(243,0,3);

outtextxy(380,30,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(380,40,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(380,50,"$$ BONUS $$");

delay(100);

//cleardevice();

outtextxy(380,60,"$$ BONUS $$");

delay(100);

}

if((x==19||x==20)&&(y==23))

{

setcolor(RED);

settextstyle(243,0,3);

outtextxy(150,360,"$$ IT'S A TRAP $$");

delay(100);

outtextxy(150,350,"$$ IT'S A TRAP $$");

delay(100);

outtextxy(150,340,"$$ IT'S A TRAP $$");

delay(100);

outtextxy(150,330,"$$ IT'S A TRAP $$");

delay(100);

setcolor(YELLOW);

delay(1000);

gameover(i);

}

//d

else if((int)c==100||(int)c==68)

{

gotoxy(x+1,y);

x=x+1;

cout<<"\2";

//cout<<x<<y;

if((x>=13&&x<=17&&y!=17)||(x>=23&&x<=27&&y!=13)||(x>=32&&x<=36&&y!=9&&y!=10)||(x>=42&&x<=46&&y!=19&&y!=20)||(x>=50&&x<=54&&y!=17)||(x>=59&&x<=63&&y!=23)||(x>=68&&x<=72&&y!=8))

{

delay(500);

cleardevice();

gameover(i);

}

goto l1;

}

}

void l3bg()

{

playerdet a;

a.us();

setcolor(YELLOW);

rectangle(0,0,639,475);

rectangle(50,0,80,200);

rectangle(50,250,80,475);

rectangle(115,0,150,300);

rectangle(115,350,150,475);

line(180,0,180,200);

line(180,200,230,250);

line(230,250,280,300);

line(280,300,330,250);

line(330,250,380,300);

line(180,0,380,0);

line(280,300,330,250);

line(330,250,380,300);

line(380,300,430,250);

line(430,250,480,300);

line(480,300,530,350);

line(530,0,530,350);

line(180,250,180,475);

line(180,250,230,300);

line(230,300,280,350);

line(280,350,330,300);

line(330,300,380,350);

line(380,350,430,300);

line(430,300,480,350);

line(480,350,530,400);

line(530,400,530,475);

rectangle(565,0,600,200);

rectangle(565,230,600,475);

setcolor(BROWN);

for(int i=0;i<=4;i++)

{

rectangle(610+i,20+i,638-i,70-i);

}

for(i=0;i<=4;i++)

{

rectangle(5+i,370+i,34-i,420-i);

}

setcolor(CYAN);

setfillstyle(1,CYAN);

circle(10,395,2);

floodfill(10,395,CYAN);

setcolor(WHITE);

settextstyle(234,0,1);

outtextxy(5,430,"WELCOME ");

outtextxy(5,440,"TO ");

outtextxy(5,450,"LEVEL ");

outtextxy(5,460," 3 ");

setcolor(CYAN);

setfillstyle(1,CYAN);

circle(620,45,2);

floodfill(620,45,CYAN);

setcolor(WHITE);

settextstyle(234,0,1);

outtextxy(600,80,"DOOR ");

outtextxy(600,90,"TO ");

outtextxy(600,100,"END ");

outtextxy(600,110," GAME ");

}

void game3()

{

l3bg();

int x=2,y=25;

int j=3;

gotoxy(2,24);

cout<<"\2";

delay(100);

cleardevice();

l3bg();

gotoxy(2,23);

cout<<"\2";

delay(100);

cleardevice();

l3bg();

gotoxy(2,22);

cout<<"\2";

delay(100);

cleardevice();

l3bg();

gotoxy(2,21);

cout<<"\2";

delay(100);

cleardevice();

l3bg();

gotoxy(2,20);

cout<<"\2";

delay(100);

cleardevice();

l3bg();

gotoxy(2,19);

cout<<"\2";

delay(100);

cleardevice();

l3bg();

gotoxy(2,18);

cout<<"\2";

delay(100);

cleardevice();

l3bg();

gotoxy(2,17);

cout<<"\2";

delay(100);

cleardevice();

l3bg();

//--------------------------------------------------------------------------------

//cleardevice();

x=2,y=15;

gotoxy(2,15);

cout<<"\2";

char in;

l3:

//clrscr();

in=getch();

//j

if((int)in==74||(int)in==106)

{

cleardevice();

l3bg();

x=69;y=14;

gotoxy(x,y);

cout<<"\2";

//cout<<x<<","<<y;

if((x==7&&(y>=1&&y<=13))||(x==7&&(y>=16&&y<=30))||(y==13&&(x>=7&&x<=11))||(y==16&&(x>=7&&x<=11))||(x==11&&(y>=1&&y<=13))||(x==11&&(y>=16&&y<=30))||(x==23&&(y>=1&&y<=13))||(x==23&&(y>=17&&y<=30))||(x==67&&(y>=1&&y<=22))||(x==67&&(y>=26&&y<=30))||(x==24&&y!=15)||(x==25&&(y!=15&&y!=16))||(x==26&&y!=16)||(x==27&&(y!=16&&y!=17))||(x==28&&y!=17)||(x==29&&(y!=17&&y!=18))||(x==30&&y!=18)||(x==31&&(y!=18&&y!=19))||(x==32&&(y!=19))||(x==33&&(y!=19&&y!=20))||(x==34&&(y!=20))||(x==35&&(y!=20&&y!=21))||(x==36&&(y!=20&&y!=21))||(x==37&&(y!=20))||(x==38&&(y!=20&&y!=19))||(x==39&&(y!=19))||(x==40&&(y!=18&&y!=19))||(x==41&&(y!=18))||(x==42&&(y!=17&&y!=18))||(x==43&&(y!=18&&y!=19))||(x==44&&(y!=19))||(x==45&&(y!=19&&y!=20))||(x==46&&(y!=20))||(x==47&&(y!=20&&y!=21))||(x==48&&(y!=20&&y!=21))||(x==49&&(y!=21&&y!=20))||(x==50&&(y!=20))||(x==51&&(y!=20&&y!=19))||(x==52&&(y!=19))||(x==53&&(y!=18&&y!=19))||(x==54&&(y!=18))||(x==55&&(y!=18))||(x==56&&(y!=18&&y!=19))||(x==57&&(y!=19)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

if((x==58&&(y!=19&&y!=20))||(x==59&&(y!=20))||(x==60&&(y!=20&&y!=21))||(x==61&&(y!=21))||(x==62&&(y!=21&&y!=22))||(x==63&&(y!=22))||(x==64&&(y!=23&&y!=22))||(x==65&&(y!=23))||(x==66&&(y!=23&&y!=24))||(x==67&&(y!=24&&y!=23))||(x==15&&(y>=1&&y<=19))||(x==15&&(y>=22&&y<=30))||(y==19&&(x>=15&&x<=19))||(x==19&&(y>=1&&y<=19))||(y==22&&(x>=15&&x<=19))||(x==19&&(y>=22&&y<=30))||(x==71&&(y>=1&&y<=13))||(x==71&&(y>=15&&y<=30))||(y==13&&(x>=71&&x<=76))||(y==15&&(x>=71&&x<=76))||(x==76&&(y>=1&&y<=13))||(x==76&&(y>=15&&y<=30)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

goto l3;

}

//a

if((int)in==65||(int)in==97)

{

cleardevice();

l3bg();

x=x-1;

gotoxy(x,y);

cout<<"\2";

//cout<<x<<","<<y;

if((x==7&&(y>=1&&y<=13))||(x==7&&(y>=16&&y<=30))||(y==13&&(x>=7&&x<=11))||(y==16&&(x>=7&&x<=11))||(x==11&&(y>=1&&y<=13))||(x==11&&(y>=16&&y<=30))||(x==23&&(y>=1&&y<=13))||(x==23&&(y>=17&&y<=30))||(x==67&&(y>=1&&y<=22))||(x==67&&(y>=26&&y<=30))||(x==24&&y!=15)||(x==25&&(y!=15&&y!=16))||(x==26&&y!=16)||(x==27&&(y!=16&&y!=17))||(x==28&&y!=17)||(x==29&&(y!=17&&y!=18))||(x==30&&y!=18)||(x==31&&(y!=18&&y!=19))||(x==32&&(y!=19))||(x==33&&(y!=19&&y!=20))||(x==34&&(y!=20))||(x==35&&(y!=20&&y!=21))||(x==36&&(y!=20&&y!=21))||(x==37&&(y!=20))||(x==38&&(y!=20&&y!=19))||(x==39&&(y!=19))||(x==40&&(y!=18&&y!=19))||(x==41&&(y!=18))||(x==42&&(y!=17&&y!=18))||(x==43&&(y!=18&&y!=19))||(x==44&&(y!=19))||(x==45&&(y!=19&&y!=20))||(x==46&&(y!=20))||(x==47&&(y!=20&&y!=21))||(x==48&&(y!=20&&y!=21))||(x==49&&(y!=21&&y!=20))||(x==50&&(y!=20))||(x==51&&(y!=20&&y!=19))||(x==52&&(y!=19))||(x==53&&(y!=18&&y!=19))||(x==54&&(y!=18))||(x==55&&(y!=18))||(x==56&&(y!=18&&y!=19))||(x==57&&(y!=19)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

if((x==58&&(y!=19&&y!=20))||(x==59&&(y!=20))||(x==60&&(y!=20&&y!=21))||(x==61&&(y!=21))||(x==62&&(y!=21&&y!=22))||(x==63&&(y!=22))||(x==64&&(y!=23&&y!=22))||(x==65&&(y!=23))||(x==66&&(y!=23&&y!=24))||(x==67&&(y!=24&&y!=23))||(x==15&&(y>=1&&y<=19))||(x==15&&(y>=22&&y<=30))||(y==19&&(x>=15&&x<=19))||(x==19&&(y>=1&&y<=19))||(y==22&&(x>=15&&x<=19))||(x==19&&(y>=22&&y<=30))||(x==71&&(y>=1&&y<=13))||(x==71&&(y>=15&&y<=30))||(y==13&&(x>=71&&x<=76))||(y==15&&(x>=71&&x<=76))||(x==76&&(y>=1&&y<=13))||(x==76&&(y>=15&&y<=30)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

goto l3;

}

//s

if((int)in==83||(int)in==115)

{

cleardevice();

l3bg();

y=y+1;

gotoxy(x,y);

cout<<"\2";

//cout<<x<<y;

if((x==7&&(y>=1&&y<=13))||(x==7&&(y>=16&&y<=30))||(y==13&&(x>=7&&x<=11))||(y==16&&(x>=7&&x<=11))||(x==11&&(y>=1&&y<=13))||(x==11&&(y>=16&&y<=30))||(x==23&&(y>=1&&y<=13))||(x==23&&(y>=17&&y<=30))||(x==67&&(y>=1&&y<=22))||(x==67&&(y>=26&&y<=30))||(x==24&&y!=15)||(x==25&&(y!=15&&y!=16))||(x==26&&y!=16)||(x==27&&(y!=16&&y!=17))||(x==28&&y!=17)||(x==29&&(y!=17&&y!=18))||(x==30&&y!=18)||(x==31&&(y!=18&&y!=19))||(x==32&&(y!=19))||(x==33&&(y!=19&&y!=20))||(x==34&&(y!=20))||(x==35&&(y!=20&&y!=21))||(x==36&&(y!=20&&y!=21))||(x==37&&(y!=20))||(x==38&&(y!=20&&y!=19))||(x==39&&(y!=19))||(x==40&&(y!=18&&y!=19))||(x==41&&(y!=18))||(x==42&&(y!=17&&y!=18))||(x==43&&(y!=18&&y!=19))||(x==44&&(y!=19))||(x==45&&(y!=19&&y!=20))||(x==46&&(y!=20))||(x==47&&(y!=20&&y!=21))||(x==48&&(y!=20&&y!=21))||(x==49&&(y!=21&&y!=20))||(x==50&&(y!=20))||(x==51&&(y!=20&&y!=19))||(x==52&&(y!=19))||(x==53&&(y!=18&&y!=19))||(x==54&&(y!=18))||(x==55&&(y!=18))||(x==56&&(y!=18&&y!=19))||(x==57&&(y!=19)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

if((x==58&&(y!=19&&y!=20))||(x==59&&(y!=20))||(x==60&&(y!=20&&y!=21))||(x==61&&(y!=21))||(x==62&&(y!=21&&y!=22))||(x==63&&(y!=22))||(x==64&&(y!=23&&y!=22))||(x==65&&(y!=23))||(x==66&&(y!=23&&y!=24))||(x==67&&(y!=24&&y!=23))||(x==15&&(y>=1&&y<=19))||(x==15&&(y>=22&&y<=30))||(y==19&&(x>=15&&x<=19))||(x==19&&(y>=1&&y<=19))||(y==22&&(x>=15&&x<=19))||(x==19&&(y>=22&&y<=30))||(x==71&&(y>=1&&y<=13))||(x==71&&(y>=15&&y<=30))||(y==13&&(x>=71&&x<=76))||(y==15&&(x>=71&&x<=76))||(x==76&&(y>=1&&y<=13))||(x==76&&(y>=15&&y<=30)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

goto l3;

}

//d

if((int)in==68||(int)in==100)

{

cleardevice();

l3bg();

x=x+1;

gotoxy(x,y);

cout<<"\2";

//cout<<x<<y;

if((x==7&&(y>=1&&y<=13))||(x==7&&(y>=16&&y<=30))||(y==13&&(x>=7&&x<=11))||(y==16&&(x>=7&&x<=11))||(x==11&&(y>=1&&y<=13))||(x==11&&(y>=16&&y<=30))||(x==23&&(y>=1&&y<=13))||(x==23&&(y>=17&&y<=30))||(x==67&&(y>=1&&y<=22))||(x==67&&(y>=26&&y<=30))||(x==24&&y!=15)||(x==25&&(y!=15&&y!=16))||(x==26&&y!=16)||(x==27&&(y!=16&&y!=17))||(x==28&&y!=17)||(x==29&&(y!=17&&y!=18))||(x==30&&y!=18)||(x==31&&(y!=18&&y!=19))||(x==32&&(y!=19))||(x==33&&(y!=19&&y!=20))||(x==34&&(y!=20))||(x==35&&(y!=20&&y!=21))||(x==36&&(y!=20&&y!=21))||(x==37&&(y!=20))||(x==38&&(y!=20&&y!=19))||(x==39&&(y!=19))||(x==40&&(y!=18&&y!=19))||(x==41&&(y!=18))||(x==42&&(y!=17&&y!=18))||(x==43&&(y!=18&&y!=19))||(x==44&&(y!=19))||(x==45&&(y!=19&&y!=20))||(x==46&&(y!=20))||(x==47&&(y!=20&&y!=21))||(x==48&&(y!=20&&y!=21))||(x==49&&(y!=21&&y!=20))||(x==50&&(y!=20))||(x==51&&(y!=20&&y!=19))||(x==52&&(y!=19))||(x==53&&(y!=18&&y!=19))||(x==54&&(y!=18))||(x==55&&(y!=18))||(x==56&&(y!=18&&y!=19))||(x==57&&(y!=19)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

if((x==58&&(y!=19&&y!=20))||(x==59&&(y!=20))||(x==60&&(y!=20&&y!=21))||(x==61&&(y!=21))||(x==62&&(y!=21&&y!=22))||(x==63&&(y!=22))||(x==64&&(y!=23&&y!=22))||(x==65&&(y!=23))||(x==66&&(y!=23&&y!=24))||(x==67&&(y!=24&&y!=23))||(x==15&&(y>=1&&y<=19))||(x==15&&(y>=22&&y<=30))||(y==19&&(x>=15&&x<=19))||(x==19&&(y>=1&&y<=19))||(y==22&&(x>=15&&x<=19))||(x==19&&(y>=22&&y<=30))||(x==71&&(y>=1&&y<=13))||(x==71&&(y>=15&&y<=30))||(y==13&&(x>=71&&x<=76))||(y==15&&(x>=71&&x<=76))||(x==76&&(y>=1&&y<=13))||(x==76&&(y>=15&&y<=30)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

goto l3;

}

//d

if((int)in==87||(int)in==119)

{

cleardevice();

l3bg();

y=y-1;

gotoxy(x,y);

cout<<"\2";

//cout<<x<<y;

if((x==7&&(y>=1&&y<=13))||(x==7&&(y>=16&&y<=30))||(y==13&&(x>=7&&x<=11))||(y==16&&(x>=7&&x<=11))||(x==11&&(y>=1&&y<=13))||(x==11&&(y>=16&&y<=30))||(x==23&&(y>=1&&y<=13))||(x==23&&(y>=17&&y<=30))||(x==67&&(y>=1&&y<=22))||(x==67&&(y>=26&&y<=30))||(x==24&&y!=15)||(x==25&&(y!=15&&y!=16))||(x==26&&y!=16)||(x==27&&(y!=16&&y!=17))||(x==28&&y!=17)||(x==29&&(y!=17&&y!=18))||(x==30&&y!=18)||(x==31&&(y!=18&&y!=19))||(x==32&&(y!=19))||(x==33&&(y!=19&&y!=20))||(x==34&&(y!=20))||(x==35&&(y!=20&&y!=21))||(x==36&&(y!=20&&y!=21))||(x==37&&(y!=20))||(x==38&&(y!=20&&y!=19))||(x==39&&(y!=19))||(x==40&&(y!=18&&y!=19))||(x==41&&(y!=18))||(x==42&&(y!=17&&y!=18))||(x==43&&(y!=18&&y!=19))||(x==44&&(y!=19))||(x==45&&(y!=19&&y!=20))||(x==46&&(y!=20))||(x==47&&(y!=20&&y!=21))||(x==48&&(y!=20&&y!=21))||(x==49&&(y!=21&&y!=20))||(x==50&&(y!=20))||(x==51&&(y!=20&&y!=19))||(x==52&&(y!=19))||(x==53&&(y!=18&&y!=19))||(x==54&&(y!=18))||(x==55&&(y!=18))||(x==56&&(y!=18&&y!=19))||(x==57&&(y!=19)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

if((x==58&&(y!=19&&y!=20))||(x==59&&(y!=20))||(x==60&&(y!=20&&y!=21))||(x==61&&(y!=21))||(x==62&&(y!=21&&y!=22))||(x==63&&(y!=22))||(x==64&&(y!=23&&y!=22))||(x==65&&(y!=23))||(x==66&&(y!=23&&y!=24))||(x==67&&(y!=24&&y!=23))||(x==15&&(y>=1&&y<=19))||(x==15&&(y>=22&&y<=30))||(y==19&&(x>=15&&x<=19))||(x==19&&(y>=1&&y<=19))||(y==22&&(x>=15&&x<=19))||(x==19&&(y>=22&&y<=30))||(x==71&&(y>=1&&y<=13))||(x==71&&(y>=15&&y<=30))||(y==13&&(x>=71&&x<=76))||(y==15&&(x>=71&&x<=76))||(x==76&&(y>=1&&y<=13))||(x==76&&(y>=15&&y<=30)))

{

delay(500);

gameover(j);

//delay(500);

x=2;y=15;

}

if((x==78||x==79)&&(y==3))

{

delay(500);

cleardevice();

delay(500);

cleardevice();

lf();

delay(1500);

cleardevice();

exit(1);

gotoxy(6,25);

x=6;

y=25;

j=2;

}

}

goto l3;

}

int main()

{

INTRO();

return 0;

}