MAIN()

DISPLAY MAIN MENU

ASK FOR USER INPUT

IF INPUT==1

IF INPUT==1

PLAY GAME

NEW GAME

IF INPUT==1

LOAD GAME

IF INPUT==1

SAVE GAME

IF INPUT==1

NEW GAME()

MAIN MENU

MAIN MENU

IF CHOOSE==’N’

ASK FOR NEW GAME(Y/N)

PLAYGAME

CHECK END FILE

READ INITIAL AND SAFE POSITION

CALL LEVEL

MOVE=SAFE

MOVE=INITIAL

READ NO WAY

CALL NEW GAME

IF MOVE=POLICE

IF MOVE=WALL

SAVEGAME()

IF STARTUP

CALL MAIN()

DISPLAYED SAVED

PLAY GAME

CHARACTER NAME

IF CHOOSE==’Y’

ASK FOR NEW GAME(Y/N)

WRITE CHARACTER NAME

CHARACTER NAME

SAVINGS NOT ALLOWED