if(map[i] == 1)

{

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

}

if(map[i] == 0)

{

map\_locate.point = 50\*i-people\_main.step;

o\_low[i] = map\_locate.point-15.0;

o\_max[i] = map\_locate.point+15.0;

}

if(map[i] == 2){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);

map\_locate.point = 50\*i-people\_main.step;

crush\_min[i] = map\_locate.point-30.00;

crush\_max[i] = map\_locate.point+30.00;

}

if(map[i] == 3){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(question,50\*i-people\_main.step,250,0);

map\_locate.point = 50\*i-people\_main.step;

crush\_min[i] = map\_locate.point-30.00;

crush\_max[i] = map\_locate.point+30.00;

}

if(map[i] == 4){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);

al\_draw\_bitmap(question,50\*i-people\_main.step,100,0);

map\_locate.point = 50\*i-people\_main.step;

crush\_min[i] = map\_locate.point-30.00;

crush\_max[i] = map\_locate.point+30.00;

}

if(map[i] == 5){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(pipeshort,50\*i-people\_main.step-10,250,0);

}

if(map[i] == 6){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(pipelong,50\*i-people\_main.step+10,200,0);

}

if(map[i] == 7){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(grass,50\*i-people\_main.step,350,0);

}

if(map[i] == 8){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(grassthorn,50\*i-people\_main.step,350,0);

}

if(map[i] == 9){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(grassthorn,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(question,50\*i-people\_main.step,250,0);

}

if(map[i] == 10){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);//踩到地板掉落

}

if(map[i] == 11){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);//存檔點

al\_draw\_bitmap(flag,50\*i-people\_main.step,350,0);

}

if(map[i] == 12){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(pipeshort,50\*i-people\_main.step-10,250,0);//水管飛

}

if(map[i] == 13){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(cloud,50\*i-people\_main.step,50,0);

}

if(map[i] == 14){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(grassthorn,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(cloud,50\*i-people\_main.step,150,0);

}

if(map[i] == 15){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(pipeshort,50\*i-people\_main.step-10,250,0);

al\_draw\_bitmap(cloudthorn,50\*i-people\_main.step,150,0);

}

if(map[i] == 16){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(pipelong,50\*i-people\_main.step-10,200,0);

al\_draw\_bitmap(monster,50\*i-people\_main.step-10,350,0);//從水管飛怪

}

if(map[i] == 17){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);//地板陷落

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);

}

if(map[i] == 18){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(question,50\*i-people\_main.step,250,0);//踩在問號上面生刺

}

if(map[i] == 19){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(monster,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);//隱形磚頭

}

if(map[i] == 20){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(monster,50\*i-people\_main.step,350,0);

}

if(map[i] == 21){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(pill,50\*i-people\_main.step,350,0);

}

if(map[i] == 22){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(rocket,50\*i-people\_main.step,-50,0);

}

if(map[i] == 23){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(rocketup,50\*i-people\_main.step,500,0);

}

if(map[i] == 24){

al\_draw\_bitmap(brick,50\*i-people\_main.step,200,0);//隱形專(低)

}

if(map[i] == 25){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(grass,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(cloud,50\*i-people\_main.step,200,0);//雲刺

}

if(map[i] == 26){

al\_draw\_bitmap(brick,50\*i-people\_main.step,300,0);//浮空隱形磚

}

if(map[i] == 27){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,350,0);

}

if(map[i] == 28){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);

al\_draw\_bitmap(topthorn,50\*i-people\_main.step,200,0);

}

if(map[i] == 29){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);

al\_draw\_bitmap(grassthorn,50\*i-people\_main.step,300,0);//草刺

}

if(map[i] == 30){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,300,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,200,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);

}

if(map[i] == 31){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(truehere,50\*i-people\_main.step,200,0);

}

if(map[i] == 32){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(gaygay,50\*i-people\_main.step,450,0);

}

if(map[i] == 33){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,300,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,200,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);//落下的磚牆

}

if(map[i] == 34){

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);//影型磚(底)

}

if(map[i] == 35){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(groundthorn,50\*i-people\_main.step,375,0);

al\_draw\_bitmap(trustyourself,50\*i-people\_main.step,300,0);

}

if(map[i] == 36){

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);//怪加隱地

al\_draw\_bitmap(monster,50\*i-people\_main.step,350,0);

}

if(map[i] == 37){

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);//ㄏ加隱專

al\_draw\_bitmap(h,50\*i-people\_main.step,350,0);

}

if(map[i] == 38){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(truethorn,50\*i-people\_main.step,200,0);

}

if(map[i] == 39){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(h,50\*i-people\_main.step,350,0);

}

if(map[i] == 40){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(pillfake,50\*i-people\_main.step,300,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);

al\_draw\_bitmap(topthorn,50\*i-people\_main.step,200,0);

}

if(map[i] == 41){

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);

al\_draw\_bitmap(groundthorn,50\*i-people\_main.step,225,0);//隱地浮空專刺

}

if(map[i] == 42){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(question,50\*i-people\_main.step,250,0);

al\_draw\_bitmap(topthorn,50\*i-people\_main.step,300,0);//隱地浮空問刺

}

if(map[i] == 43){

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);//隱地浮空專

}

if(map[i] == 44){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(groundthorn,50\*i-people\_main.step,375,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);//高隱伏空專地刺

}

if(map[i] == 45){

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(pill,50\*i-people\_main.step,350,0);//隱地加藥

}

if(map[i] == 46){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);

al\_draw\_bitmap(flag,50\*i-people\_main.step,200,0);//浮空專存檔點

}

if(map[i] == 47){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(cloud,50\*i-people\_main.step,150,0);//刺雲

}

if(map[i] == 48){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);//地板掉落

}

if(map[i] == 49){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(nonthink,50\*i-people\_main.step,150,0);

al\_draw\_bitmap(groundthorn,50\*i-people\_main.step,375,0);

}

if(map[i] == 50){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(groundthorn,50\*i-people\_main.step,375,0);//純地刺

}

if(map[i] == 51){

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(flag,50\*i-people\_main.step,350,0);//隱專加存黨點

}

if(map[i] == 52){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);

}

if(map[i] == 53){

al\_draw\_bitmap(brick,50\*i-people\_main.step,450,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,400,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,350,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,300,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,250,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,200,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,150,0);

al\_draw\_bitmap(brick,50\*i-people\_main.step,100,0);

}