**#include**<iostream>

**#include**<bits/stdc++.h>

**#include**<windows.h>

**using** **namespace** std;

**int** **main**(){

system("title king game");

**int** renwua**=**0,renwub**=**0,renwuc**=**0,renwud**=**0,renwue**=**0,renwuf**=**0;

**int** nianrenwu1**=**0,nianrenwu2**=**0,nianrenwu3**=**0;

**int** fuhuojuan**=**0;

**int** hhfz1**=**0,hhfz2**=**0,hhfz3**=**0;

**int** xinnianbi**=**0;

**int** zd1**=**0,zd2**=**0,zd3**=**0,zd4**=**0,zd5**=**0,zd6**=**0;

**int** dangqianboss**=**0;

**int** boss**=**0;

**int** huihe**=**1;

**int** rwxz;

**int** sqjs**=**0;

**int** juesegm;

**int** zhanlingbi**=**5;

**char** gmjsxz;

**int** jishu**=**1;

**float** xueliang**=**1000,baoji**=**0,gongji**=**10000,fangyu**=**100,pojia**=**0,shanbi**=**0,jineng**=**0;

**float** jianlai**=**200;

**int** jinbi**=**1000;

**int** jxueliang**=**xueliang;

**int** jgxueliang;

**int** jfangyu;

**int** jgfangyu;

**int** jshanbi;

**int** jgshanbi;

**int** jiazai**=**0;

**int** guanqia**=**1;

**int** gjishu**=**1;

**int** gxueliang**=**500,gbaoji**=**0,ggongji**=**100,gfangyu**=**100,gpojia**=**0,gshanbi**=**0;

**int** baojiz**=**1000,baojis**=**10**\***baoji;

**int** gbaojiz**=**1000,gbaojis**=**10**\***gbaoji;

**int** shanbiz**=**1000,shanbis**=**10**\***shanbi;

**int** gshanbiz**=**1000,gshanbis**=**10**\***gshanbi;

**int** zhuanpan;

**int** dqzbrw;

**int** zhandou1**=**rand()**%**5,zhandou2**=**rand()**%**5,zhandou3**=**rand()**%**5,zhandou4**=**rand()**%**5,zhandou5**=**rand()**%**5,zhandou6**=**rand()**%**5;

**char** zhuanpan1;

**int** lunhuan**=**0;

**float** luck;

**float** gluck;

**char** ggl;

**char** choose;

**int** password;

**char** yhm;

**int** rant**=**0;

**int** tuichu**=**0;

**int** caikuang;

**char** shezhi;

**int** kuangchan**=**0;

**int** ckfz**=**0;

**int** jcsr,jiance1,jiance2;

**int** jc**=**0;

**char** gmxz;

**int** gmbh;

**int** srl**=**0;

**int** sump**=**0,sumg**=**0,sumt**=**0;

**int** sp1**=**0,sp2**=**0,sp3**=**0,sp4**=**0,sp5**=**0,sp6**=**0,sp7**=**0,sp8**=**0,sp9**=**0,sp10**=**0,sp11**=**0;

**int** jinyan**=**0;

**char** saiji;

**int** sjsj**=**0;

**int** sjbl**=**0;

**int** jljc[30];

**char** sqxz;

**int** sqsx**=**0;

**int** cjck**=**0;

**int** cjzl**=**0;

**int** cjsq**=**0;

**int** rwz**=**0;

**int** rw1**=**0,rw2**=**0,rw3**=**0;

**int** rl[5];

**int** jyzz**=**0;

**int** bx[4];

**int** dengl**=**0;

**int** shangp**=**0;

**int** shuangbjb**=**0;

**int** sbjb**=**rand()**%**100;

**int** cqcs**=**rand()**%**9;

**int** sjcq;

**int** zpluck;

**int** pdsw**=**2;

**int** zuanshi**=**0;

**int** duihuanzs;

**int** fuhuo**=**0;

**int** lucka**=**rand()**%**10,luckb**=**rand()**%**10,luckc**=**rand()**%**10,luckd**=**rand()**%**10;

**int** jgongji**=**gongji**\***(1**+**sqsx**/**100);

**int** pgbj**=**pojia**\***1.5**+**(jgongji**-**pojia**-**gfangyu)**\***1.5;

**int** pg**=**pojia**+**(jgongji**-**pojia**-**gfangyu);

**int** jlbj**=**pojia**\***1.5**+**(jianlai**-**pojia**-**gfangyu)**\***1.5;

**int** jl**=**pojia**+**(jianlai**-**pojia**-**gfangyu);

**int** drpgbj**=**gpojia**\***1.5**+**(ggongji**-**gpojia**-**fangyu)**\***1.5;

**int** drpg**=**gpojia**+**(ggongji**-**gpojia**-**fangyu);

cout**<<**"k g 2. "**<<**endl;

Sleep(200);

system("cls");

cout**<<**"k n .0"**<<**endl;

Sleep(200);

system("cls");

cout**<<**"k ng 2 0"**<<**endl;

Sleep(200);

system("cls");

cout**<<**" i g 2 "**<<**endl;

Sleep(200);

system("cls");

cout**<<**"ki g 2 0"**<<**endl;

Sleep(200);

system("cls");

cout**<<**"king 2.0"**<<**endl;

Sleep(1000);

system("cls");

**while**(true){

cout**<<**"----king----"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"利用兑换码可以获取大量物资"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"-----king---"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"敌人的强度与关卡成正比"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"------king--"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"金币不足时可以去矿区"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"-------king-"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"遇到打不过的敌人，要先升级"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"--------king"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"不要相信暴击率和闪避率"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"g--------kin"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"遇到打不过的敌人，要先升级"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"ng--------ki"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"利用兑换码可以获取大量物资"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"ing--------k"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"金币不足时可以去矿区"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"king--------"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"不要相信暴击率和闪避率"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"-king-------"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"敌人的强度与关卡成正比"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"--king------"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"抽奖可以暴富，也可能把你坑到啥也没有"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

cout**<<**"---king-----"**<<**endl;

cout**<<**" "**<<**jiazai**<<**"%"**<<**endl;

cout**<<**"刮刮乐付出较少"**<<**endl;

Sleep(100);

system("cls");

**if**(jiazai**>=**100){

**break**;

}

**else**{

jiazai**++**;

}

}

**int** jiazai2**=**0;

**while**(jiazai2**<=**3){

cout**<<**"-loading."**<<**endl;

Sleep(500);

system("cls");

cout**<<**"-loading.."**<<**endl;

Sleep(500);

system("cls");

cout**<<**"-loading..."**<<**endl;

Sleep(500);

system("cls");

jiazai2**++**;

}

Sleep(200);

cout**<<**"almost done..."**<<**endl;

Sleep(1050);

system("cls");

cout**<<**"warning:必须严格按照选项输入，故意输错可能导致系统错乱"**<<**endl;

Sleep(3000);

system("cls");

cout**<<**"let's play"**<<**endl;

jinyan**+=**50;

system("pause");

**for**(**int** i**=**0;i**<=**29;i**++**){

jljc[i]**=**0;

}

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

rl[i]**=**0;

}

**for**(**int** i**=**0;i**<=**3;i**++**){

bx[i]**=**0;

}

**while**(true){

**while**(true){

system("cls");

srand((**unsigned** **int**)time(NULL));

lucka**=**rand()**%**10,luckb**=**rand()**%**10,luckc**=**rand()**%**10,luckd**=**rand()**%**10;

zhandou1**=**rand()**%**5,zhandou2**=**rand()**%**5,zhandou3**=**rand()**%**5,zhandou4**=**rand()**%**5,zhandou5**=**rand()**%**5,zhandou6**=**rand()**%**5;

sbjb**=**rand()**%**100;

cqcs**=**rand()**%**9;

cout**<<**"当前状态："**<<**" "**<<**"级数："**<<**jishu**<<**" "**<<**"血量："**<<**xueliang**<<**" "**<<**"暴击率："**<<**baoji**<<**"%"**<<**" "**<<**"攻击："**<<**gongji**<<**" "**<<**"防御："**<<**fangyu**<<**" "**<<**"破甲："**<<**pojia**<<**" "**<<**"闪避率："**<<**shanbi**<<**"%"**<<**endl;

cout**<<**"【剑来】技能伤害："**<<**jianlai**<<**endl;

**if**(jishu**>=**30){

cout**<<**"【赏金】触发几率:"**<<**shuangbjb**<<**"%"**<<**endl;

}

cout**<<**"金币："**<<**jinbi**<<**endl;

cout**<<**"共购买"**<<**" "**<<**"小刀x"**<<**sp1**<<**" "**<<**"战斧x"**<<**sp2**<<**" "**<<**"魂石x"**<<**sp3**<<**endl;

cout**<<**" "**<<**"皮甲x"**<<**sp4**<<**" "**<<**"斗篷x"**<<**sp5**<<**" "**<<**"灵石x"**<<**sp6**<<**" "**<<**endl;

cout**<<**" "**<<**"血石x"**<<**sp7**<<**" "**<<**"碎石x"**<<**sp8**<<**endl;

cout**<<**"----------------------------------"**<<**endl;

cout**<<**" "**<<**"圣剑x"**<<**sp9**<<**" "**<<**"究极斗篷x"**<<**sp10**<<**endl;

cout**<<**"----------------------------------"**<<**endl;

cout**<<**" "**<<**"七彩宝石x"**<<**sp11**<<**endl;

cout**<<**"共增益(七彩宝石除外)"**<<**endl;

cout**<<**"攻击"**<<**20**\***sp1**+**40**\***sp2**+**80**\***sp9**<<**endl;

cout**<<**"防御"**<<**25**\***sp4**+**50**\***sp5**+**100**\***sp10**<<**endl;

cout**<<**"血量"**<<**120**\***sp7**+**100**\***sp10**<<**endl;

cout**<<**"破甲"**<<**20**\***sp8**+**50**\***sp9**<<**endl;

cout**<<**"暴击率"**<<**0.8**\***sp2**+**1**\***sp6**+**2**\***sp9**<<**"%"**<<**endl;

cout**<<**"闪避率"**<<**1**\***sp5**+**1.25**\***sp6**+**3**\***sp10**<<**"%"**<<**endl;

cout**<<**"技能伤害"**<<**30**\***sp3**<<**endl;

cout**<<**"成就:"**<<**endl;

**if**(cjck**>=**1000){

cout**<<**"矿区霸主（在矿区获得金币>1000）"**<<**endl;

}

**if**(sjsj**>=**20){

cout**<<**"赛季达人（赛季等级达到20）"**<<**endl;

}

**if**(sqjs**>=**30){

cout**<<**"神器之巅（神器级数达到30级）"**<<**endl;

}

Sleep(700);

cout**<<**"升级所需"**<<**50**+**45**\***jishu**<<**"金币"**<<**endl;

cout**<<**"输入A以升级，B以闯关,C是刮刮乐,D是转盘"**<<**endl;

cout**<<**"E.兑换码 F.采矿 G.商店 H.赛季 I.神器"**<<**endl;

cout**<<**"J.任务 K.抽签 L.货币兑换所 M.人物商店 N.装备人物"**<<**endl;

cout**<<**"O.战令币商店 P.活动 R.匹配战斗"**<<**endl;

**char** choose;

cin**>>**choose;

**while**(choose**==**'P'){

cout**<<**"兔年币："**<<**xinnianbi**<<**endl;

cout**<<**"任务："**<<**endl;

cout**<<**"1.登录一次游戏 已完成 奖励：兔年币+1"**<<**endl;

cout**<<**"2.转盘一次";

**if**(nianrenwu1**>=**5){

cout**<<**" 已完成"**<<**endl;

}

**else**{

cout**<<**"("**<<**nianrenwu1**<<**"/5"**<<**endl;

}

cout**<<**" 奖励：兔年币+1"**<<**endl;

cout**<<**"3.每日抽签一次";

**if**(nianrenwu2**>=**1){

cout**<<**" 已完成";

}

**else**{

cout**<<**"("**<<**nianrenwu2**<<**"/1"**<<**endl;

}

cout**<<**" 奖励：兔年币+2"**<<**endl;

cout**<<**"以下为兑换商店："**<<**endl;

cout**<<**"1.复活卷一张 兔年币x1"**<<**endl;

cout**<<**"2.金币+1000 兔年币x1"**<<**endl;

cout**<<**"3.钻石+12 兔年币+1"**<<**endl;

cout**<<**"是否购买(A.Y B.N)"**<<**endl;

**char** hdxz;

cin**>>**hdxz;

**if**(hdxz**==**'B'){

**break**;

}

cout**<<**"请输入购买编号"**<<**endl;

**int** xndh;

cin**>>**xndh;

**if**(xinnianbi**>=**1){

cout**<<**"兔年币不足哦"**<<**endl;

Sleep(1000);

**break**;

}

cout**<<**"成功兑换"**<<**endl;

xinnianbi**-=**1;

**if**(xndh**==**1){

fuhuojuan**+=**1;

}

**if**(xndh**==**2){

jinbi**+=**1000;

}

**if**(xndh**==**3){

zuanshi**+=**12;

}

Sleep(1000);

**break**;

}

**while**(choose**==**'O'){

cout**<<**"当前拥有战令币："**<<**zhanlingbi**<<**endl;

**int** zlgm;

**int** zlbx**=**rand()**%**101;

cout**<<**"1.100金币宝箱"**<<**endl;

cout**<<**"2.10点攻击力"**<<**endl;

cout**<<**"3.10点防御力"**<<**endl;

cout**<<**"4.50点血量"**<<**endl;

cout**<<**"5.角色：刺客 宝箱"**<<**endl;

cout**<<**" 20%概率：暴击率+1%"**<<**endl;

cout**<<**" 30%概率：80金币"**<<**endl;

cout**<<**" 20%概率：闪避率+1%"**<<**endl;

cout**<<**" 10%概率：5战令币"**<<**endl;

cout**<<**" 7%概率：20钻石"**<<**endl;

cout**<<**" 3%概率：角色-刺客"**<<**endl;

cout**<<**"6.退出"**<<**endl;

cout**<<**"请输入购买选择"**<<**endl;

cin**>>**zlgm;

**if**(zlgm**==**6){

**break**;

}

zhanlingbi**--**;

**if**(zlgm**==**1){

cout**<<**"金币+100"**<<**endl;

jinbi**+=**100;

Sleep(2000);

**break**;

}

**if**(zlgm**==**2){

cout**<<**"攻击+10"**<<**endl;

gongji**+=**10;

Sleep(2000);

**break**;

}

**if**(zlgm**==**3){

cout**<<**"防御+10"**<<**endl;

fangyu**+=**10;

Sleep(2000);

**break**;

}

**if**(zlgm**==**4){

cout**<<**"血量+50"**<<**endl;

xueliang**+=**50;

Sleep(2000);

**break**;

}

**if**(zlgm**==**5){

**if**(zlbx**<=**19){

cout**<<**"暴击率+1%"**<<**endl;

baoji**+=**1;

}

**else** **if**(zlbx**>=**20**&&**zlbx**<=**49){

cout**<<**"金币+80"**<<**endl;

jinbi**+=**80;

}

**else** **if**(zlbx**>=**50**&&**zlbx**<=**69){

cout**<<**"闪避率+1%"**<<**endl;

shanbi**+=**1;

}

**else** **if**(zlbx**>=**70**&&**zlbx**<=**79){

zhanlingbi**+=**5;

cout**<<**"战令币+5"**<<**endl;

}

**else** **if**(zlbx**>=**80**&&**zlbx**<=**89){

cout**<<**"无"**<<**endl;

}

**else** **if**(zlbx**>=**90**&&**zlbx**<=**96){

cout**<<**"钻石+20"**<<**endl;

zuanshi**+=**20;

}

**else**{

cout**<<**"恭喜获得角色-刺客"**<<**endl;

renwuf**=**1;

}

cout**<<**endl;

cout**<<**endl;

cout**<<**endl;

Sleep(2000);

}

}

**while**(choose**==**'N'){

**if**(renwua**==**1){

cout**<<**"1.A博士"**<<**endl;

}

**if**(renwub**==**1){

cout**<<**"2.B教授"**<<**endl;

}

**if**(renwuc**==**1){

cout**<<**"3.C医生"**<<**endl;

}

**if**(renwud**==**1){

cout**<<**"4.D工程师"**<<**endl;

}

**if**(renwue**==**1){

cout**<<**"5.E魔术师"**<<**endl;

}

**if**(renwuf**==**1){

cout**<<**"6.F刺客"**<<**endl;

}

cin**>>**rwxz;

**if**(rwxz**==**1**&&**renwua**==**1){

dqzbrw**==**1;

cout**<<**"装备成功"**<<**endl;

}

**else** **if**(renwua**==**0){

**if**(rwxz**==**1){

cout**<<**"人物未解锁"**<<**endl;

}

}

**if**(rwxz**==**2**&&**renwub**==**1){

dqzbrw**==**2;

cout**<<**"装备成功"**<<**endl;

}

**else** **if**(renwub**==**0){

**if**(rwxz**==**2){

cout**<<**"人物未解锁"**<<**endl;

}

}

**if**(rwxz**==**3**&&**renwuc**==**1){

dqzbrw**==**3;

cout**<<**"装备成功"**<<**endl;

}

**else** **if**(renwuc**==**0){

**if**(rwxz**==**3){

cout**<<**"人物未解锁"**<<**endl;

}

}

**if**(rwxz**==**4**&&**renwud**==**1){

dqzbrw**==**4;

cout**<<**"装备成功"**<<**endl;

}

**else** **if**(renwud**==**0){

**if**(rwxz**==**4){

cout**<<**"人物未解锁"**<<**endl;

}

}

**if**(rwxz**==**5**&&**renwue**==**1){

dqzbrw**==**5;

cout**<<**"装备成功"**<<**endl;

}

**else** **if**(renwue**==**0){

**if**(rwxz**==**5){

cout**<<**"人物未解锁"**<<**endl;

}

}

**if**(rwxz**==**6**&&**renwuf**==**1){

dqzbrw**==**6;

cout**<<**"装备成功"**<<**endl;

}

**else** **if**(renwuf**==**0){

**if**(rwxz**==**6){

cout**<<**"人物未解锁"**<<**endl;

}

}

Sleep(2000);

system("cls");

**break**;

}

**while**(choose**==**'M'){

cout**<<**"1.A博士："**<<**endl;

cout**<<**"售价：20钻石"**<<**endl;

cout**<<**"属性：攻击时有30%概率触发双倍伤害"**<<**endl;

cout**<<**" "**<<**endl;

cout**<<**"2.B教授："**<<**endl;

cout**<<**"售价：30钻石"**<<**endl;

cout**<<**"属性：当敌方血量小于其最大生命值的20%时，有40%概率触发斩杀效果"**<<**endl;

cout**<<**" "**<<**endl;

cout**<<**"3.C医生"**<<**endl;

cout**<<**"售价：30钻石"**<<**endl;

cout**<<**"属性：当敌方攻击时，有50%概率触发【格挡】技能，免去伤害60%"**<<**endl;

cout**<<**" "**<<**endl;

cout**<<**"4.D工程师"**<<**endl;

cout**<<**"售价：50钻石"**<<**endl;

cout**<<**"属性：1.受到致命伤害时，以1HP状态挺住"**<<**endl;

cout**<<**" 2.【反馈】受到伤害时，有30%概率减少此伤害的30%并将其返还给敌方"**<<**endl;

cout**<<**" "**<<**endl;

cout**<<**"5.E魔术师"**<<**endl;

cout**<<**"售价：50钻石"**<<**endl;

cout**<<**"属性：1.当受到大于自身最大生命值30%的一次伤害时，立即回复10%HP"**<<**endl;

cout**<<**" 2.【魔施】不会受到大于自身最大生命值50%以上的伤害，如受到，立即清除且回复5%HP"**<<**endl;

cout**<<**"6.F刺客"**<<**endl;

cout**<<**"售价：100钻石"**<<**endl;

cout**<<**"属性：1.【刺杀】当遇到boss关卡时，输出×2"**<<**endl;

cout**<<**" 2.当自身进入濒死状态时，立即回复20%HP并且对敌人造成20%HP伤害（每次战斗限一次）"**<<**endl;

cout**<<**" 3.【双刃】当敌人血量小于其血量最大值的25%，减少自身血量15%并对其造成50%自己最大生命值的伤害"**<<**endl;

cout**<<**"以上技能并未完全拥有"**<<**endl;

cout**<<**"是否购买（A.YES B.NO）"**<<**endl;

cin**>>**gmjsxz;

**if**(gmjsxz**==**'B'){

**break**;

}

cout**<<**"输入购买编号"**<<**endl;

cin**>>**juesegm;

**if**(juesegm**==**1){

**if**(zuanshi**<**20){

cout**<<**"钻石不足"**<<**endl;

Sleep(1000);

**break**;

}

cout**<<**"购买成功"**<<**endl;

zuanshi**-=**20;

renwua**=**1;

Sleep(1500);

**break**;

}

**if**(juesegm**==**2){

**if**(zuanshi**<**30){

cout**<<**"钻石不足"**<<**endl;

Sleep(1000);

**break**;

}

cout**<<**"购买成功"**<<**endl;

zuanshi**-=**30;

renwub**=**1;

Sleep(1500);

**break**;

}

**if**(juesegm**==**3){

**if**(zuanshi**<**30){

cout**<<**"钻石不足"**<<**endl;

Sleep(1000);

**break**;

}

cout**<<**"购买成功"**<<**endl;

zuanshi**-=**30;

renwuc**=**1;

Sleep(1500);

**break**;

}

**if**(juesegm**==**4){

**if**(zuanshi**<**50){

cout**<<**"钻石不足"**<<**endl;

Sleep(1000);

**break**;

}

cout**<<**"购买成功"**<<**endl;

zuanshi**-=**50;

renwud**=**1;

Sleep(1500);

**break**;

}

**if**(juesegm**==**5){

**if**(zuanshi**<**50){

cout**<<**"钻石不足"**<<**endl;

Sleep(1000);

**break**;

}

cout**<<**"购买成功"**<<**endl;

zuanshi**-=**50;

renwue**=**1;

Sleep(1500);

**break**;

}

**if**(juesegm**==**6){

**if**(zuanshi**<**100){

cout**<<**"钻石不足"**<<**endl;

Sleep(1000);

**break**;

}

cout**<<**"购买成功"**<<**endl;

zuanshi**-=**100;

renwuf**=**1;

Sleep(1500);

**break**;

}

Sleep(1000);

**break**;

}

**while**(choose**==**'L'){

cout**<<**"100金币=1钻石"**<<**endl;

cout**<<**"当前金币为："**<<**jinbi**<<**endl;

cout**<<**"请输入兑换钻石数量"**<<**endl;

cin**>>**duihuanzs;

**if**(jinbi**<**100**\***duihuanzs){

cout**<<**"余额不足"**<<**endl;

Sleep(1000);

**break**;

}

**else**{

zuanshi**+=**duihuanzs;

jinbi**-=**duihuanzs**\***100;

cout**<<**"当前钻石为："**<<**zuanshi**<<**endl;

cout**<<**"当前金币为："**<<**jinbi**<<**endl;

Sleep(1000);

**break**;

}

}

**while**(choose**==**'K'){

**if**(cqcs**==**0){

cout**<<**"正在抽签..."**<<**endl;

nianrenwu2**+=**1;

xinnianbi**+=**2;

Sleep(1000);

**if**(sjcq**==**0){

cout**<<**"今日运势：下下"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率大量降低"**<<**endl;

}

**if**(sjcq**==**1){

cout**<<**"今日运势：下中"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率中量降低"**<<**endl;

}

**if**(sjcq**==**2){

cout**<<**"今日运势：下上"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率小量降低"**<<**endl;

}

**if**(sjcq**==**3){

cout**<<**"今日运势：中下"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率微量降低"**<<**endl;

}

**if**(sjcq**==**4){

cout**<<**"今日运势：中中"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"概率不变"**<<**endl;

}

**if**(sjcq**==**5){

cout**<<**"今日运势：中上"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率微量提升"**<<**endl;

}

**if**(sjcq**==**6){

cout**<<**"今日运势：上下"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率小量提升"**<<**endl;

}

**if**(sjcq**==**7){

cout**<<**"今日运势：上中"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率中量提升"**<<**endl;

}

**if**(sjcq**==**8){

cout**<<**"今日运势：上上"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率大量提升"**<<**endl;

}

cqcs**+=**1;

}

**else**{

cout**<<**"今日："**<<**endl;

cout**<<**"今日运势：下中"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率中量降低"**<<**endl;

}

**if**(sjcq**==**2){

cout**<<**"今日运势：下上"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率小量降低"**<<**endl;

}

**if**(sjcq**==**3){

cout**<<**"今日运势：中下"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率微量降低"**<<**endl;

}

**if**(sjcq**==**4){

cout**<<**"今日运势：中中"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"概率不变"**<<**endl;

}

**if**(sjcq**==**5){

cout**<<**"今日运势：中上"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率微量提升"**<<**endl;

}

**if**(sjcq**==**6){

cout**<<**"今日运势：上下"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率小量提升"**<<**endl;

}

**if**(sjcq**==**7){

cout**<<**"今日运势：上中"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率中量提升"**<<**endl;

}

**if**(sjcq**==**8){

cout**<<**"今日运势：上上"**<<**endl;

cout**<<**"--------------------"**<<**endl;

cout**<<**"抽奖，刮奖收获概率大量提升"**<<**endl;

}

Sleep(2000);

**break**;

}

**while**(choose**==**'J'){

cout**<<**"当前任务值："**<<**rwz**<<**endl;

cout**<<**"1.登录一次界面(1/1) 奖励：任务值+10，金币+50 当前状态：已完成"**<<**endl;

**if**(dengl**==**0){

jinbi**=**jinbi**+**10;

rwz**+=**10;

dengl**+=**1;

}

**if**(rw1**>**5){

cout**<<**"2.完成5局关卡(5/5) 每次奖励：任务值+3，金币+30 当前状态：已完成"**<<**endl;

}

**else**{

cout**<<**"2.完成5局关卡("**<<**rw1**<<**"/5)每次奖励：任务值+3，金币+30 当前状态："**<<**rw1**<<**"/5"**<<**endl;

**if**(rw1**>=**1){

**if**(rl[0]**==**0){

jinbi**+=**30;

rwz**+=**3;

rl[0]**+=**1;

}

}

**if**(rw1**>=**2){

**if**(rl[1]**==**0){

jinbi**+=**30;

rwz**+=**3;

rl[1]**+=**1;

}

}

**if**(rw1**>=**3){

**if**(rl[2]**==**0){

jinbi**+=**30;

rwz**+=**3;

rl[2]**+=**1;

}

}

**if**(rw1**>=**4){

**if**(rl[3]**==**0){

jinbi**+=**30;

rwz**+=**3;

rl[3]**+=**1;

}

}

**if**(rw1**==**5){

**if**(rl[4]**==**0){

jinbi**+=**30;

rwz**+=**3;

rl[4]**+=**1;

}

}

}

**if**(sump**+**sumt**+**sumg**>=**5){

cout**<<**"3.购买5次商品 共奖励：金币+300，任务值+15 当前状态：已完成"**<<**endl;

**if**(shangp**==**0){

jinbi**+=**300;

rwz**+=**15;

shangp**+=**1;

}

}

**else**{

cout**<<**"3.购买5次商品 共奖励：金币+300，任务值+15 当前状态："**<<**sump**+**sumt**+**sumg**<<**"/5"**<<**endl;

}

**if**(rwz**>=**20){

cout**<<**"4.达到20任务值 共奖励：金币+100，任务值+10 当前状态：已完成"**<<**endl;

**if**(jyzz**==**0){

jinbi**+=**100;

rwz**+=**10;

jyzz**+=**1;

}

}

**else**{

cout**<<**"4.达到20任务值 共奖励：金币+100，任务值+10 当前状态："**<<**jyzz**<<**"/20"**<<**endl;

}

cout**<<**" "**<<**endl;

cout**<<**"宝箱：微型宝箱：金币+30，任务值+5 任务值>=15领取"**<<**endl;

cout**<<**"宝箱：小型宝箱：金币+50，任务值+8 任务值>=30领取"**<<**endl;

cout**<<**"宝箱：中型宝箱：金币+100，任务值+15 任务值>=40领取"**<<**endl;

cout**<<**"宝箱：大型宝箱：金币+300，任务值+20 任务值>=60领取"**<<**endl;

**if**(rwz**>=**15){

**if**(bx[0]**==**0){

jinbi**+=**30;

rwz**+=**5;

bx[0]**+=**1;

}

}

**if**(rwz**>=**30){

**if**(bx[1]**==**0){

jinbi**+=**50;

rwz**+=**8;

bx[1]**+=**1;

}

}

**if**(rwz**>=**40){

**if**(bx[2]**==**0){

jinbi**+=**100;

rwz**+=**15;

bx[2]**+=**1;

}

}

**if**(rwz**>=**60){

**if**(bx[3]**==**0){

jinbi**+=**300;

rwz**+=**20;

bx[3]**+=**1;

}

}

cout**<<**" "**<<**endl;

cout**<<**" "**<<**endl;

cout**<<**"已领取所有奖励"**<<**endl;

Sleep(5000);

**break**;

}

**while**(choose**==**'I'){

cout**<<**"当前神器为"**<<**sqjs**<<**"级"**<<**endl;

cout**<<**"当前神器属性为：增加"**<<**sqsx**<<**"%伤害"**<<**endl;

cout**<<**"耗费"**<<**40**\***sqjs**+**2**<<**"金币升级"**<<**endl;

cout**<<**"是否升级（A.yes B.no）"**<<**endl;

cin**>>**sqxz;

**if**(sqxz**==**'A'){

**if**(jinbi**<**40**\***sqjs**+**2){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(1500);

**break**;

}

cout**<<**"升级成功"**<<**endl;

jinbi**-=**40**\***sqjs**+**2;

sqjs**+=**1;

sqsx**+=**2;

cout**<<**"当前金币为:"**<<**jinbi**<<**endl;

}

**else**{

**break**;

}

}

**while**(choose**==**'H'){

cout**<<**"当前经验为"**<<**jinyan**<<**"点"**<<**endl;

cout**<<**"查看当前赛季奖励"**<<**endl;

cout**<<**"升一级需耗费100经验"**<<**endl;

Sleep(700);

cout**<<**"1:500金币"**<<**" "**<<**"2：200金币"**<<**endl;

cout**<<**"3:200金币"**<<**" "**<<**"4：200金币"**<<**endl;

cout**<<**"5:200金币"**<<**" "**<<**"6：200金币"**<<**endl;

cout**<<**"7:200金币"**<<**" "**<<**"8：200金币"**<<**endl;

cout**<<**"9:200金币"**<<**" "**<<**"10：魂石+1"**<<**endl;

cout**<<**"11:斗篷+1"**<<**" "**<<**"12：200金币"**<<**endl;

cout**<<**"13:200金币"**<<**" "**<<**"14：血量+80"**<<**endl;

cout**<<**"15:攻击力+20"**<<**" "**<<**"16：防御+20"**<<**endl;

cout**<<**"17:200金币"**<<**" "**<<**"18：200金币"**<<**endl;

cout**<<**"19:闪避率+2%"**<<**" "**<<**"20：破甲+20"**<<**endl;

cout**<<**"21:500金币"**<<**" "**<<**"22：暴击率+1.75%"**<<**endl;

cout**<<**"23:200金币"**<<**" "**<<**"24：200金币"**<<**endl;

cout**<<**"25:血石+1"**<<**" "**<<**"26：圣剑+1"**<<**endl;

cout**<<**"27:【剑来】伤害+30"**<<**" "**<<**"28：闪避率+1%"**<<**endl;

cout**<<**"29:究极斗篷+1"**<<**" "**<<**"30：1000金币"**<<**endl;

cout**<<**"A.一键领取"**<<**endl;

cin**>>**saiji;

**if**(saiji**==**'A'){

**if**(jinyan**<**100){

cout**<<**"没有待领取的奖励哦"**<<**endl;

Sleep(1000);

**break**;

}

sjbl**=**jinyan**/**100;

jinyan**-=**sjbl**\***100;

sjsj**+=**sjbl;

**if**(sjsj**>=**1){

**if**(jljc[0]**==**0){

jinbi**+=**500;

jljc[0]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**2){

**if**(jljc[1]**==**0){

jinbi**+=**200;

jljc[1]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**3){

**if**(jljc[2]**==**0){

jinbi**+=**200;

jljc[2]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**4){

**if**(jljc[3]**==**0){

jinbi**+=**200;

jljc[3]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**5){

**if**(jljc[4]**==**0){

jinbi**+=**200;

jljc[4]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**6){

**if**(jljc[5]**==**0){

jinbi**+=**200;

jljc[5]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**7){

**if**(jljc[6]**==**0){

jinbi**+=**200;

jljc[6]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**8){

**if**(jljc[7]**==**0){

jinbi**+=**200;

jljc[7]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**9){

**if**(jljc[8]**==**0){

jinbi**+=**200;

jljc[8]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**10){

**if**(jljc[9]**==**0){

sp3**+=**1;

jianlai**+=**30;

jljc[9]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**11){

**if**(jljc[10]**==**0){

sp5**+=**1;

fangyu**+=**50;

shanbi**+=**1;

jljc[10]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**12){

**if**(jljc[11]**==**0){

jinbi**+=**200;

jljc[11]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**13){

**if**(jljc[12]**==**0){

jinbi**+=**200;

jljc[12]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**14){

**if**(jljc[13]**==**0){

xueliang**=**xueliang**+**80;

jljc[13]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**15){

**if**(jljc[14]**==**0){

gongji**+=**20;

jljc[14]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**16){

**if**(jljc[15]**==**0){

fangyu**+=**20;

jljc[15]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**17){

**if**(jljc[16]**==**0){

jinbi**+=**200;

jljc[16]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**18){

**if**(jljc[17]**==**0){

jinbi**+=**200;

jljc[17]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**19){

**if**(jljc[18]**==**0){

shanbi**+=**2;

jljc[18]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**20){

**if**(jljc[19]**==**0){

pojia**+=**20;

jljc[19]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**21){

**if**(jljc[20]**==**0){

jinbi**+=**500;

jljc[20]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**22){

**if**(jljc[21]**==**0){

baoji**+=**1.75;

jljc[21]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**23){

**if**(jljc[22]**==**0){

jinbi**+=**200;

jljc[22]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**24){

**if**(jljc[23]**==**0){

jinbi**+=**200;

jljc[23]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**25){

**if**(jljc[24]**==**0){

sp7**+=**1;

xueliang**+=**120;

jljc[24]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**26){

**if**(jljc[25]**==**0){

sp9**+=**1;

gongji**+=**80;

baoji**+=**2;

pojia**+=**50;

jljc[25]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**27){

**if**(jljc[26]**==**0){

jianlai**+=**30;

jljc[26]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**28){

**if**(jljc[27]**==**0){

shanbi**+=**1;

jljc[27]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**29){

**if**(jljc[28]**==**0){

sp10**+=**1;

fangyu**+=**100;

shanbi**+=**3;

xueliang**+=**100;

jljc[28]**+=**1;

zhanlingbi**++**;

}

}

**if**(sjsj**>=**30){

**if**(jljc[29]**==**0){

jinbi**+=**1000;

jljc[29]**+=**1;

zhanlingbi**++**;

}

}

cout**<<**"领取成功"**<<**endl;

cout**<<**"金币"**<<**jinbi**<<**endl;

cout**<<**"即将在2s后退出"**<<**endl;

Sleep(2000);

**break**;

}

}

**while**(choose**==**'G'){

**if**(srl**==**0){

cout**<<**"今日登录金币+100"**<<**endl;

jinbi**=**jinbi**+**100;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

srl**+=**1;

}

cout**<<**"普通商店，今日限购"**<<**sump**<<**"/20"**<<**endl;

cout**<<**"1.小刀 属性：攻击+20 售价：90"**<<**endl;

cout**<<**"2.战斧 属性：攻击+40;暴击率+0.8% 售价：160"**<<**endl;

cout**<<**"3.魂石 属性：技能伤害+30 售价：100"**<<**endl;

cout**<<**"4.皮甲 属性：防御+25 售价：100"**<<**endl;

cout**<<**"5.斗篷 属性：防御+50;闪避率+1% 售价：155"**<<**endl;

cout**<<**"6.灵石 属性：暴击率+1%;闪避率+1.25% 售价：180"**<<**endl;

cout**<<**"7.血石 属性：血量+120 售价：120"**<<**endl;

cout**<<**"8.碎石 属性：破甲+20 售价：120"**<<**endl;

cout**<<**"高级商店，今日限购"**<<**sumg**<<**"/5"**<<**endl;

cout**<<**"9.圣剑 属性：攻击+80;暴击率+2%;破甲+50 售价：1000"**<<**endl;

cout**<<**"10.究极斗篷 属性：防御+100;闪避率+3%;血量+100 售价：1100"**<<**endl;

cout**<<**"特殊商店，今日限购"**<<**sumt**<<**"/1"**<<**endl;

cout**<<**"11.七彩宝石 属性：当前属性全方位提升100% 售价：5000金币"**<<**endl;

cout**<<**"物品商店，无限购次数"**<<**endl;

cout**<<**"12.复活一次券 售价：1000金币"**<<**endl;

cout**<<**"13.人物宝箱(含除刺客外所有角色) 售价：3100金币"**<<**endl;

cout**<<**"是否购买（A.YES,B.NO）"**<<**endl;

cin**>>**gmxz;

**if**(gmxz**==**'B'){

**break**;

}

cout**<<**"请输入购买编号"**<<**endl;

cin**>>**gmbh;

**if**(gmbh**==**12){

**if**(jinbi**<**1000){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**1000;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

fuhuojuan**+=**1;

jinyan**+=**30;

Sleep(1000);

}

**if**(gmbh**==**13){

**if**(jinbi**<**3100){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**3100;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

**int** bxsj**=**rand()**%**5;

**if**(bxsj**==**0){

renwua**=**1;

cout**<<**"获得人物1"**<<**endl;

}

**else** **if**(bxsj**==**1){

renwub**=**1;

cout**<<**"获得人物2"**<<**endl;

}

**else** **if**(bxsj**==**2){

renwuc**=**1;

cout**<<**"获得人物3"**<<**endl;

}

**else** **if**(bxsj**==**3){

renwud**=**1;

cout**<<**"获得人物4"**<<**endl;

}

**else** **if**(bxsj**==**4){

renwue**=**1;

cout**<<**"获得人物5"**<<**endl;

}

jinyan**+=**30;

Sleep(1000);

}

**if**(gmbh**==**1){

**if**(sump**>**20){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**90){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**90;

gongji**=**gongji**+**20;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sump**+=**1;

sp1**+=**1;

jinyan**+=**30;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**2){

**if**(sump**>**20){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**160){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**160;

gongji**=**gongji**+**40;

baoji**=**baoji**+**0.8;

sump**+=**1;

sp2**+=**1;

jinyan**+=**30;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**3){

**if**(sump**>**20){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**100){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**100;

jianlai**=**jianlai**+**30;

sump**+=**1;

sp3**+=**1;

jinyan**+=**30;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**4){

**if**(sump**>**20){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**100){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**100;

fangyu**=**fangyu**+**25;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sump**+=**1;

sp4**+=**1;

jinyan**+=**30;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**5){

**if**(sump**>**20){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**155){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**155;

fangyu**=**fangyu**+**50;

shanbi**=**shanbi**+**1;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sump**+=**1;

sp5**+=**1;

jinyan**+=**30;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**6){

**if**(sump**>**20){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**180){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**180;

shanbi**=**shanbi**+**1.25;

baoji**=**baoji**+**1;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sump**+=**1;

sp6**+=**1;

jinyan**+=**30;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**7){

**if**(sump**>**20){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**120){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**120;

xueliang**=**xueliang**+**120;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sump**+=**1;

sp7**+=**1;

jinyan**+=**30;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**8){

**if**(sump**>**20){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**120){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**110;

pojia**=**pojia**+**20;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sump**+=**1;

sp8**+=**1;

jinyan**+=**30;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**9){

**if**(sumg**>**5){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**1000){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**1000;

gongji**=**gongji**+**80;

baoji**=**baoji**+**2;

pojia**=**pojia**+**50;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sumg**+=**1;

sp9**+=**1;

jinyan**+=**50;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**10){

**if**(sumg**>**5){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**1100){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**1100;

fangyu**=**fangyu**+**100;

shanbi**=**shanbi**+**3;

pojia**=**pojia**+**50;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sumt**+=**1;

sp11**+=**1;

jinyan**+=**100;

Sleep(1000);

**break**;

}

**else** **if**(gmbh**==**11){

**if**(sumt**>**1){

cout**<<**"今日购买次数已用完，下次再来吧"**<<**endl;

Sleep(3000);

**break**;

}

**if**(jinbi**<**5000){

cout**<<**"金币不足，即将退出"**<<**endl;

Sleep(2000);

**break**;

}

cout**<<**"成功购买";

jinbi**=**jinbi**-**5000;

fangyu**=**fangyu**+**fangyu;

shanbi**=**shanbi**+**shanbi;

pojia**=**pojia**+**pojia;

gongji**=**gongji**+**gongji;

fangyu**=**fangyu**+**fangyu;

xueliang**=**xueliang**+**xueliang;

jianlai**=**jianlai**+**jianlai;

baoji**=**baoji**+**baoji;

cout**<<**"当前金币为"**<<**jinbi**<<**endl;

sumg**+=**1;

sp10**+=**1;

jinyan**+=**50;

Sleep(1000);

**break**;

}

}

**while**(choose**==**'F'){

cout**<<**"输入1以获得金币"**<<**endl;

cin**>>**caikuang;

**if**(caikuang**==**1){

kuangchan**=**rand()**%**30;

jinbi**=**jinbi**+**kuangchan;

cout**<<**"获得了"**<<**kuangchan**<<**"个金币"**<<**endl;

cjck**+=**kuangchan;

jinyan**+=**2;

jc**+=**1;

**if**(jc**>=**50){

jiance1**=**rand()**%**30;

jiance2**=**rand()**%**30;

cout**<<**"为了避免刷金币，请输入以下两数的和"**<<**endl;

cout**<<**jiance1**<<**" "**<<**jiance2**<<**endl;

cin**>>**jcsr;

**if**(jcsr**!=**jiance1**+**jiance2){

cout**<<**"疑似刷金币"**<<**endl;

jinbi**=**jinbi**\***0.85;

}

**else**{

jc**=**0;

}

}

}**else**{

**break**;

}

}

**while**(choose**==**'E'){

cout**<<**"请输入兑换码"**<<**endl;

**char** dhm;

cin**>>**dhm;

**if**(dhm**==**'K'){

cout**<<**"金币+100000"**<<**endl;

jinbi**=**jinbi**+**100000;

jinyan**+=**200;

**break**;

}

**else** **if**(dhm**==**'I'){

cout**<<**"变强亿点"**<<**endl;

jishu**=**jishu**+**100;

xueliang**=**xueliang**+**1000;

gongji**=**gongji**+**800;

baoji**=**baoji**+**80;

fangyu**=**fangyu**+**1000;

pojia**=**pojia**+**590;

shanbi**=**shanbi**+**81;

jinyan**+=**99;

cout**<<**"当前状态："**<<**" "**<<**"级数："**<<**jishu**<<**" "**<<**"血量："**<<**xueliang**<<**" "**<<**"暴击率："**<<**baoji**<<**"%"**<<**" "**<<**"攻击："**<<**gongji**<<**" "**<<**"防御："**<<**fangyu**<<**" "**<<**"破甲："**<<**pojia**<<**" "**<<**"闪避率："**<<**shanbi**<<**"%"**<<**endl;

jianlai**=**jianlai**+**1000;

cout**<<**"【剑来】技能伤害："**<<**jianlai**<<**endl;

**break**;

}

**else**{

cout**<<**"输入错误"**<<**endl;

**break**;

}

}

**while**(choose**==**'D'){

zhuanpan**=**rand()**%**7;

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"50金币每次"**<<**endl;

cout**<<**"A.玩 B.不玩"**<<**endl;

cin**>>**zhuanpan1;

Sleep(2000);

system("cls");

**if**(zhuanpan1**==**'A'){

nianrenwu1**+=**1;

xinnianbi**+=**1;

jinyan**+=**20;

jinbi**=**jinbi**-**50;

**while**(lunhuan**<**3){

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"500金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"300金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"100金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"没有东西 "**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"-200金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"-100金币"**<<**endl;

Sleep(310);

system("cls");

lunhuan**++**;

}

**if**(sjcq**==**8){

zhuanpan**=**1;

}

**if**(sjcq**==**7){

zpluck**=**rand()**%**2;

**if**(zpluck**==**0){

zhuanpan**=**1;

}**else**{

zhuanpan**=**2;

}

}

**if**(sjcq**==**6){

zpluck**=**rand()**%**3;

**if**(zpluck**==**0){

zhuanpan**=**2;

}

**else** **if**(zpluck**==**1){

zhuanpan**=**3;

}

}

**if**(sjcq**==**5){

zpluck**=**rand()**%**3;

**if**(zpluck**==**0){

zhuanpan**=**3;

}**else** **if**(zpluck**==**1){

zhuanpan**=**4;

}

}

**if**(sjcq**==**3){

zpluck**=**rand()**%**3;

**if**(zpluck**==**0){

zhuanpan**=**4;

}**else** **if**(zpluck**==**1){

zhuanpan**=**5;

}

}

**if**(sjcq**==**2){

zpluck**=**rand()**%**3;

**if**(zpluck**==**0){

zhuanpan**=**5;

}**else** **if**(zpluck**==**1){

zhuanpan**=**6;

}

}

**if**(sjcq**==**1){

zpluck**=**rand()**%**2;

**if**(zpluck**==**1){

zhuanpan**=**6;

}

}

**if**(sjcq**==**0){

zhuanpan**=**6;

}

**if**(zhuanpan**==**1){

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"500金币"**<<**endl;

}

**else** **if**(zhuanpan**==**2){

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"500金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"300金币"**<<**endl;

}

**else** **if**(zhuanpan**=**3){

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"500金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"300金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"100金币"**<<**endl;

}

**else** **if**(zhuanpan**==**4){

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"500金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"300金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"100金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"没有东西"**<<**endl;

}

**else** **if**(zhuanpan**==**5){

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"500金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"300金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"100金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"没有东西"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"-200金币"**<<**endl;

}

**else** **if**(zhuanpan**==**6){

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"500金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"300金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"100金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"没有东西"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"-200金币"**<<**endl;

Sleep(310);

system("cls");

cout**<<**"500金币 300金币 100金币 没有东西 -200金币 -100金币"**<<**endl;

cout**<<**"-100金币"**<<**endl;

}

cout**<<**"你";

**if**(zhuanpan**==**1){

cout**<<**"中了500金币"**<<**endl;

jinbi**=**jinbi**+**500;

}

**else** **if**(zhuanpan**==**2){

cout**<<**"中了300金币"**<<**endl;

jinbi**=**jinbi**+**300;

}

**else** **if**(zhuanpan**==**3){

cout**<<**"中了100金币"**<<**endl;

jinbi**=**jinbi**+**100;

}

**else** **if**(zhuanpan**==**4){

cout**<<**"啥也没有得到"**<<**endl;

}

**else** **if**(zhuanpan**==**5){

cout**<<**"减少200金币"**<<**endl;

jinbi**=**jinbi**-**200;

}

**else** **if**(zhuanpan**==**6){

cout**<<**"减少100金币"**<<**endl;

jinbi**=**jinbi**-**100;

}

cout**<<**"当前金币为："**<<**" "**<<**jinbi**<<**endl;

Sleep(3000);

system("cls");

**break**;

}

**else**{

**break**;

}

}

**if**(choose**==**'C'){

cout**<<**"A.10金币，中奖得60金币，中奖率为40%"**<<**endl;

cout**<<**"B.20金币，中奖得500金币，中奖率为20%"**<<**endl;

cin**>>**ggl;

jinyan**+=**20;

**if**(ggl**==**'A'){

rant**=** rand()**%**11;

jinbi**=**jinbi**-**10;

**if**(rant**<=**4**&&**rant**>**0){

cout**<<**"中奖啦！"**<<**endl;

jinbi**=**jinbi**+**60;

Sleep(500);

cout**<<**"金币="**<<**jinbi**<<**endl;

}

**else**{

cout**<<**"就差一点点了"**<<**endl;

cout**<<**"金币="**<<**jinbi**<<**endl;

}

}

**if**(ggl**==**'B'){

rant**=** rand()**%**11;

jinbi**=**jinbi**-**20;

**if**(rant**<=**2**&&**rant**>**0){

cout**<<**"中奖啦！"**<<**endl;

jinbi**=**jinbi**+**500;

Sleep(500);

cout**<<**"金币="**<<**jinbi**<<**endl;

}

**else**{

cout**<<**"就差一点点了"**<<**endl;

cout**<<**"金币="**<<**jinbi**<<**endl;

}

}

}

**while**(choose**==**'A'){

system("cls");

cout**<<**"是否使用"**<<**50**+**45**\***jishu**<<**"金币以升至"**<<**jishu**+**1**<<**"级"**<<**endl;

cout**<<**"A.是 B.否"**<<**endl;

cout**<<**"当前金币为:"**<<**" "**<<**jinbi**<<**endl;

**char** shengji;

cin**>>**shengji;

**if**(shengji**==**'A'){

**if**(jinbi**>=**50**+**45**\***jishu){

jinyan**+=**20;

cout**<<**"成功升级"**<<**endl;

jinbi**=**jinbi**-**50**-**45**\***jishu;

Sleep(500);

jishu**=**jishu**+**1;

**if**(jishu**==**30){

cout**<<**"获得技能【赏金】"**<<**endl;

cout**<<**"初始属性：关卡结束后有5%概率获得双倍金币"**<<**endl;

Sleep(700);

}

baoji**=**baoji**+**0.2;

gongji**=**gongji**+**13;

fangyu**=**fangyu**+**9;

pojia**=**pojia**+**3;

shanbi**=**shanbi**+**0.3;

xueliang**=**xueliang**+**55;

jianlai**=**jianlai**+**12;

**if**(jishu**>=**30){

shuangbjb**+=**2;

}

cout**<<**"当前属性为"**<<**" "**<<**"级数："**<<**jishu**<<**" "**<<**"血量："**<<**xueliang**<<**" "**<<**"暴击率："**<<**baoji**<<**"%"**<<**" "**<<**"攻击："**<<**gongji**<<**" "**<<**"防御："**<<**fangyu**<<**" "**<<**"破甲："**<<**pojia**<<**" "**<<**"闪避率："**<<**shanbi**<<**"%"**<<**endl;

cout**<<**"【剑来】技能伤害："**<<**jianlai;

**if**(jishu**>=**30){

cout**<<**"【赏金】触发几率:"**<<**shuangbjb**<<**"%"**<<**endl;

}

system("cls");

**break**;

}

**else**{

cout**<<**"金币不足"**<<**endl;

Sleep(700);

cout**<<**"即将退出"**<<**endl;

Sleep(2000);

**break**;

}

}

**if**(shengji**==**'B'){

**break**;

}

}

**while**(choose**==**'B'){

cout**<<**"第"**<<**guanqia**<<**"关"**<<**endl;

huihe**=**0;

cout**<<**"敌人属性："**<<**"级数："**<<**gjishu**<<**" "**<<**"暴击率："**<<**gbaoji**<<**"%"**<<**" "**<<**"攻击："**<<**ggongji**<<**" "**<<**"防御："**<<**gfangyu**<<**" "**<<**"破甲："**<<**gpojia**<<**" "**<<**"闪避率："**<<**gshanbi**<<**"%"**<<**endl;

**if**(gjishu**%**5**==**0**&&**gjishu**!=**100){

**if**(dangqianboss**!=**gjishu)

boss**=**0;

cout**<<**"-boss来袭-"**<<**endl;

Sleep(500);

system("cls");

cout**<<**"--boss来袭"**<<**endl;

Sleep(500);

system("cls");

cout**<<**"-boss来袭-"**<<**endl;

Sleep(500);

system("cls");

cout**<<**"boss来袭--"**<<**endl;

Sleep(500);

system("cls");

cout**<<**"-boss来袭-"**<<**endl;

Sleep(1000);

system("cls");

**if**(boss**==**0){

gbaoji**\*=**1**+**0.5**\***gjishu;

ggongji**\*=**1**+**0.5**\***gjishu;

gfangyu**\*=**1**+**0.5**\***gjishu;

gpojia**\*=**1**+**0.5**\***gjishu;

gshanbi**\*=**1**+**0.5**\***gjishu;

gxueliang**\*=**1**+**0.5**\***gjishu;

dangqianboss**==**gjishu;

boss**==**1;

}

cout**<<**"敌人属性："**<<**"级数："**<<**gjishu**<<**" 血量:"**<<**xueliang**<<**" "**<<**"暴击率："**<<**gbaoji**<<**"%"**<<**" "**<<**"攻击："**<<**ggongji**<<**" "**<<**"防御："**<<**gfangyu**<<**" "**<<**"破甲："**<<**gpojia**<<**" "**<<**"闪避率："**<<**gshanbi**<<**"%"**<<**endl;

}

**if**(gjishu**==**100){

cout**<<**"头目来袭"**<<**endl;

gbaoji**\*=**1**+**5**\***gjishu;

ggongji**\*=**1**+**5**\***gjishu;

gfangyu**\*=**1**+**5**\***gjishu;

gpojia**\*=**1**+**5**\***gjishu;

gshanbi**\*=**1**+**5**\***gjishu;

gxueliang**\*=**1**+**5**\***gjishu;

}

cout**<<**" "**<<**endl;

cout**<<**" "**<<**endl;

**while**(true){

cout**<<**"当前神器为"**<<**sqjs**<<**"级"**<<**endl;

cout**<<**"成功增加"**<<**sqsx**<<**"%伤害"**<<**endl;

jxueliang**=**xueliang;

jgxueliang**=**gxueliang;

jfangyu**=**fangyu;

jgfangyu**=**gfangyu;

jshanbi**=**shanbi;

jgshanbi**=**gshanbi;

jgongji**=**gongji**\***(1**+**sqsx**/**100);

pgbj**=**pojia**\***1.5**+**(jgongji**-**pojia**-**gfangyu)**\***1.5;

pg**=**pojia**+**(jgongji**-**pojia**-**gfangyu);

jlbj**=**pojia**\***1.5**+**(jianlai**-**pojia**-**gfangyu)**\***1.5;

jl**=**pojia**+**(jianlai**-**pojia**-**gfangyu);

drpgbj**=**gpojia**\***1.5**+**(ggongji**-**gpojia**-**fangyu)**\***1.5;

drpg**=**gpojia**+**(ggongji**-**gpojia**-**fangyu);

**while**(jxueliang**>**0**&&**jgxueliang**>**0){

cout**<<**"第"**<<**huihe**<<**"回合"**<<**endl;

cout**<<**"你发动了技能【剑来】";

gluck**=**rand()**%**1001;

**if**(gluck**<=**baojis){

cout**<<**"闪避！"**<<**endl;

}

**else**{

cout**<<**"对敌人造成了";

**if**(jianlai**<=**pojia){

cout**<<**jianlai**<<**"点伤害"**<<**endl;

jgxueliang**=**jgxueliang**-**jianlai;

**if**(dqzbrw**==**1**&&**lucka**<=**2){

cout**<<**"造成双倍伤害"**<<**endl;

jgxueliang**-=**jianlai;

}

}

luck**=**rand()**%**1001;

**if**(luck**<=**gbaojis){

cout**<<**"暴击！"**<<**endl;

Sleep(700);

cout**<<**jlbj**<<**"点伤害"**<<**endl;

jgxueliang**=**jgxueliang**-**jlbj;

**if**(dqzbrw**==**1**&&**lucka**<=**2){

cout**<<**"造成双倍伤害"**<<**endl;

jgxueliang**-=**jlbj;

}

}**else**{

cout**<<**jl**<<**"点伤害"**<<**endl;

jgxueliang**=**jgxueliang**-**jl;

**if**(dqzbrw**==**1**&&**lucka**<=**2){

cout**<<**"造成双倍伤害"**<<**endl;

jgxueliang**-=**jl;

}

}

}

cout**<<**"你普通攻击敌人";

gluck**=**rand()**%**1001;

**if**(gluck**<=**baojis){

cout**<<**"闪避！"**<<**endl;

}**else**{

cout**<<**"对敌人造成了";

**if**(jgongji**<=**pojia){

cout**<<**jgongji**<<**"点伤害"**<<**endl;

jgxueliang**=**jgxueliang**-**jgongji;

**if**(dqzbrw**==**1**&&**lucka**<=**2){

cout**<<**"造成双倍伤害"**<<**endl;

jgxueliang**-=**jgongji;

}

}

luck**=**rand()**%**1001;

**if**(luck**<=**baojis){

cout**<<**"暴击！"**<<**endl;

Sleep(700);

cout**<<**pgbj**<<**"点伤害"**<<**endl;

jgxueliang**=**jgxueliang**-**pgbj;

**if**(dqzbrw**==**1**&&**lucka**<=**2){

cout**<<**"造成双倍伤害"**<<**endl;

jgxueliang**-=**pgbj;

}

}**else**{

cout**<<**pg**<<**"点伤害"**<<**endl;

jgxueliang**=**jgxueliang**-**pg;

**if**(dqzbrw**==**1**&&**lucka**<=**2){

cout**<<**"造成双倍伤害"**<<**endl;

jgxueliang**-=**pg;

}

}

}

cout**<<**"敌人普通攻击你"**<<**endl;

luck**=**rand()**%**1001;

**if**(luck**<=**baojis){

cout**<<**"闪避！"**<<**endl;

}**else**{

cout**<<**"对你造成了";

**if**(ggongji**<=**gpojia){

cout**<<**ggongji**<<**"点伤害"**<<**endl;

jxueliang**=**jxueliang**-**ggongji;

}

gluck**=**rand()**%**1001;

**if**(gluck**<=**gbaojis){

**if**(dqzbrw**==**5**&&**ggongji**\***1.5**>=**jxueliang**\***0.5){

jxueliang**+=**xueliang**\***0.55;

cout**<<**"发动技能【魔施】"**<<**endl;

}

**if**(dqzbrw**==**5**&&**ggongji**>=**jxueliang**\***0.3){

jxueliang**+=**xueliang**\***0.1;

}

cout**<<**"暴击！"**<<**endl;

Sleep(700);

cout**<<**drpgbj**<<**"点伤害"**<<**endl;

jxueliang**=**jxueliang**-**drpgbj;

}**else**{

**if**(dqzbrw**==**5**&&**ggongji**>=**jxueliang**\***0.5){

jxueliang**+=**xueliang**\***0.55;

cout**<<**"发动技能【魔施】"**<<**endl;

}

**if**(dqzbrw**==**5**&&**ggongji**>=**jxueliang**\***0.3){

jxueliang**+=**xueliang**\***0.1;

}

cout**<<**drpg**<<**"点伤害"**<<**endl;

jxueliang**=**jxueliang**-**drpg;

}

}

**if**(jxueliang**<=**0){

**if**(dqzbrw**==**4**||**dqzbrw**==**6){

**if**(fuhuo**==**0){

**if**(dqzbrw**==**4){

jxueliang**==**1;

cout**<<**"触发死亡复活被动"**<<**endl;

}

**if**(dqzbrw**==**6){

jxueliang**=**xueliang**\***0.2;

jgxueliang**-=**xueliang**\***0.2;

}

fuhuo**+=**1;

}

}

**if**(jxueliang**<=**0){

**if**(fuhuojuan**>=**1){

cout**<<**"是否消耗1复活卷复活,当前拥有"**<<**fuhuojuan**<<**endl;

cout**<<**"1.Y 2.N"**<<**endl;

**int** fhxz;

cin**>>**fhxz;

**if**(fhxz**==**1){

fuhuojuan**-=**1;

jxueliang**=**xueliang;

}

}

}

huihe**++**;

}

**if**(dqzbrw**==**2**&&**luckb**<=**3){

cout**<<**"斩杀！"**<<**endl;

jgxueliang**=**0;

}

**if**(zhandou1**==**3){

cout**<<**"酸雨来袭，每回合防御-10%(结束后不会复原)，每回合流失5%生命值(持续10回合)"**<<**endl;

Sleep(1000);

zd1**=**1;

hhfz1**=**huihe;

}

**if**(huihe**-**hhfz1**<=**10){

jxueliang**-=**xueliang**\***0.05;

jgxueliang**-=**gxueliang**\***0.05;

jfangyu**=**0.9**\***jfangyu;

jgfangyu**=**0.9**\***gfangyu;

}**else**{

hhfz1**=**huihe;

}

**if**(zhandou2**==**3){

cout**<<**"天降吉祥，全员回复20%生命值"**<<**endl;

Sleep(1000);

zd2**=**1;

hhfz2**=**huihe;

}

**if**(huihe**-**hhfz2**==**0){

jxueliang**+=**xueliang**\***0.2;

jgxueliang**+=**gxueliang**\***0.2;

}

**else**{

hhfz2**=**huihe;

}

**if**(zhandou3**==**3){

cout**<<**"突发大雾，全员闪避率每回合+10%(持续10回合)"**<<**endl;

Sleep(1000);

zd3**=**1;

hhfz3**=**huihe;

}

**if**(huihe**-**hhfz3**<=**10){

jshanbi**+=**5;

jgshanbi**+=**5;

}

**else**{

hhfz3**=**huihe;

}

Sleep(500);

cout**<<**" "**<<**endl;

cout**<<**" "**<<**endl;

**if**(jxueliang**<=**0**||**jgxueliang**<=**0){

**if**(jxueliang**<=**0){

cout**<<**"你失败了"**<<**endl;

pdsw**=**0;

}**else**{

cout**<<**"你赢了"**<<**endl;

pdsw**=**1;

}

}

huihe**+=**1;

}

**if**(pdsw**==**2){

**if**(jxueliang**>**jgxueliang){

cout**<<**"你赢了"**<<**endl;

gjishu**=**gjishu**+**1;

gbaoji**=**gbaoji**+**0.27;

ggongji**=**ggongji**+**19;

gfangyu**=**gfangyu**+**12;

gpojia**=**gpojia**+**6;

gshanbi**=**gshanbi**+**0.4;

gxueliang**=**gxueliang**+**70;

guanqia**=**guanqia**+**1;

jinyan**+=**20;

rw1**+=**1;

**if**(sbjb**<=**shuangbjb){

jinbi**+=**100;

cout**<<**"【赏金】技能触发成功"**<<**endl;

}

**else**{

jinbi**+=**50;

}

}

**else**{

cout**<<**"你输了"**<<**endl;

jinyan**+=**10;

rw1**+=**1;

**if**(sbjb**<=**shuangbjb){

cout**<<**"【赏金】技能触发成功"**<<**endl;

jinbi**+=**60;

}

**else**{

jinbi**+=**30;

}

}

}

**else**{

**if**(pdsw**==**1){

cout**<<**"你赢了"**<<**endl;

gjishu**=**gjishu**+**1;

gbaoji**=**gbaoji**+**0.27;

ggongji**=**ggongji**+**19;

gfangyu**=**gfangyu**+**12;

gpojia**=**gpojia**+**6;

gshanbi**=**gshanbi**+**0.4;

gxueliang**=**gxueliang**+**70;

guanqia**=**guanqia**+**1;

jinyan**+=**20;

rw1**+=**1;

**if**(sbjb**<=**shuangbjb){

jinbi**+=**100;

cout**<<**"【赏金】技能触发成功"**<<**endl;

}

**else**{

jinbi**+=**50;

}

}

**if**(pdsw**==**0){

cout**<<**"你输了"**<<**endl;

jinyan**+=**10;

rw1**+=**1;

**if**(sbjb**<=**shuangbjb){

cout**<<**"【赏金】技能触发成功"**<<**endl;

jinbi**+=**60;

}

**else**{

jinbi**+=**30;

}

}

}

**break**;

}

**break**;

cout**<<**" "**<<**endl;

system("cls");

}

}

}

**return** 0;

}