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Filename:WAR
For 1→N To 3↵
ClrText↵
Locate 1,1,"Enemy appears"↵
Locate 1,2,"Enemy : "↵
If Mat A[X,Y]=1↵
Then ↵
Locate 9,2,"Goblin Acher"↵
IfEnd↵
If Mat A[X,Y]=2↵
Then ↵
Locate 9,2,"Orge Warrior"↵
IfEnd↵
If Mat A[X,Y]=3↵
Then ↵
Locate 9,2,"Troll Rider"↵
IfEnd↵
If Mat A[X,Y]=4↵
Then ↵
Locate 9,2,"Undead zombie"↵
IfEnd↵
If Mat A[X,Y]=5↵
Then ↵
Locate 9,2,"Dragon"↵
IfEnd↵
Σ(θ,θ,0,2000)↵
ClrText↵
Σ(θ,θ,0,1000)↵
Next↵
1→N↵
1→M↵
Fill(0,Mat B)↵
Fill(0,Mat C)↵
Fill(0,Mat D)↵
Mat A[X,Y]+List 8[2]×100→Mat B[11,4]↵
List 4[Mat A[X,Y]+40]×List 8[2]→Mat C[11,4]↵
1→Mat B[1,4]↵
List 11[2]→Mat C[1,4]↵
List 11[3]→Mat D[1,4]↵
1→X↵
1→Y↵
0→P↵
11→U↵
4→V↵
Prog "UNIT"↵
1→U↵
4→V↵
Prog "UNIT"↵
Locate 1,1,"→"↵
Locate 12,2,"HP : "↵
Locate 17,2,Mat C[1,4]↵
Locate 12,6,"HP : "↵

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Locate 17,6,Mat C[11,4]↵
104→List 11[6]↵
For 1→Z To M↵
1→List 9[1]↵
Next↵
While 1↵
Getkey→R↵
X→U↵
Y→V↵
R=28⇒Y-1→Y↵
R=27⇒X+1→X↵
R=37⇒Y+1→Y↵
R=38⇒X-1→X↵
X=0⇒1→X↵
X=12⇒11→X↵
Y=0⇒1→Y↵
Y=8⇒7→Y↵
If X≈U Or Y≈V↵
Then ↵
Locate X,Y,"→"↵
Locate U,V," "↵
Prog "UNIT"↵
IfEnd↵
If R=31 And Mat B[X,Y]<100 And Mat B[X,Y]≈0 And P=0↵
Then ↵
X→S↵
Y→T↵
1→P↵
IfEnd↵
If P=1 And R=31 And Abs (X-S)+Abs (Y-T)≤5 And Mat B[X,Y]=0 And N=1↵
Then ↵
Prog "MOVE2"↵
0→P↵
N-1→N↵
Do↵
Getkey→R↵
LpWhile R≈0↵
IfEnd↵
If P=1 And R=78 And List 3[Frac (Mat B[S,T]÷100)×100+30]≥Abs (X-S)+Abs (Y-T) An
Then ↵
X→U↵
Y→V↵
List 11[4]→G↵
Prog "ATTACK"↵
0→P↵
N-1→N↵
Do↵
Getkey→R↵
LpWhile R≈0↵
IfEnd↵
If P=1 And (R=79 Or R=69 Or R=59 Or ((R=49 Or R=39 Or R=29) And List 8[1]>10))↵
Then ↵

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If (List 2[(89-R)÷10]≥Abs (X-S)+Abs (Y-T) Or (Int (List 1[(89-R)÷10]÷10)=2 And
Then ↵
(89-R)÷10→W↵
If (List 1[W]≈13 And List 1[W]≈31) Or Mat B[X,Y]=0↵
Then ↵
If List 1[W]<20↵
Then ↵
Prog "SKILL"↵
IfEnd↵
If List 1[W]≥20 And 30>List 1[W]↵
Then ↵
Prog "SKILL2"↵
IfEnd↵
If List 1[W]≥30↵
Then ↵
Prog "SKILL3"↵
IfEnd↵
0→P↵
N-1→N↵
IfEnd↵
IfEnd↵
IfEnd↵
If Mat C[11,4]≤0↵
Then ↵
Break↵
IfEnd↵
If R=47↵
Then ↵
ClrText↵
"You run away"↵
Break↵
IfEnd↵
If N=0↵
Then ↵
0→θ↵
0→r↵
For 1→Z To M↵
If θ<List 9[Z]↵
Then ↵
List 9[Z]→θ↵
Z→r↵
IfEnd↵
Next↵
If r=1↵
Then ↵
List 11[6]→Z↵
IfEnd↵
Int (Z÷100)→U↵
Frac (Z÷100)×100→V↵
Mat C[U,V]-List 2[Frac (Mat B[11,4]÷100)×100+40]×List 8[2]→Mat C[U,V]↵
If Mat C[U,V]≤0↵
Then ↵

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Break↵
IfEnd↵
Locate 12,2,"HP :    "↵
Locate 17,2,Mat C[U,V]↵
M→N↵
IfEnd↵
WhileEnd↵
ClrText↵
If R≈47↵
Then ↵
If Mat C[11,4]≤0↵
Then ↵
"You win"!""↵
Else ↵
"You lose"!""↵
IfEnd↵
IfEnd↵
If Mat C[11,4]≤0↵
Then ↵
If Mat A[X,Y]≈5↵
Then ↵
List 8[12]+(Int 99÷List 8[2]+1)×2^(List 8[2]-1)→List 8[12]↵
List 8[13]+List 8[2]2→List 8[13]↵
Else ↵
List 8[12]+(Int (99÷List 8[2]+1)+1)×2List 8[2]→List 8[12]↵
List 8[13]+(List 8[2]+1)2→List 8[13]↵
IfEnd↵
If List 8[12]÷100≥2(L+1)-1↵
Then ↵
Int (log a(b)2,List 8[12]÷100+1)→L↵
L×5+15-List 8[5]-List 8[6]-List 8[7]→I↵
ClrText↵
"Level up"!""↵
>Your level is"↵
Locate 15,2,L↵
IfEnd↵
IfEnd↵
Prog "SHOW2"↵
List 8[3]→X↵
List 8[4]→Y↵
X→U↵
Y→V↵
0→R↵
1000→Mat A[X,Y]

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