```
Filename:MINISTAR
ClrText↵
Prog "SCENE4"↵
Prog "SCENE2"↵
List 12[O+1]→W↵
List 12[2-O]→I↵
If G<20↵
Then ↵
Mat X→Mat J↵
Else ↵
If G≧20 And G<30↵
Then ↵
Mat Y→Mat J↵
Else ↵
If G≧30 And G<40↵
Then ↵
Mat Z→Mat J↵
Else ↵
Mat W→Mat J↵
IfEnd↵
IfEnd↵
IfEnd↵
While 1↵
X→U↵
Y→V↵
Getkey→R↵
R=27⇒X+1→X↵
R=28⇒Y-1→Y↵
R=37⇒Y+1→Y↵
R=38⇒X-1→X↵
X=0⇒1→X↵
X=22⇒21→X↵
Y=0⇒1→Y↵
Y=7⇒6→Y↵
If B=3 And Int (100×Frac (Mat E[S,T]÷100)÷10)=0 And (Mat J[X,Y]≒Mat J[S,T] Or Ma
Then ↵
U→X↵
V→Y↵
IfEnd↵
If (U≒X Or V≒Y) And P=1↵
Then ↵
List 11[2]+1→List 11[2]↵
IfEnd↵
If R=57↵
Then ↵
1→C↵
99→N↵
If O=0↵
Then ↵
10000+M→M↵
Else ↵
10000+L→L↵
```

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IfEnd↵
IfEnd↵
Prog "MOVE"↵
Prog "ATTACK"↵
If R=78↵
Then ↵
If O=Int (Mat E[X,Y]÷100)↵
Then ↵
If Mat E[X,Y]≒0↵
Then ↵
If Frac (Mat E[X,Y]÷100)×100<10 Or Frac (Mat E[X,Y]÷100)×100≧15↵
Then ↵
If Q=0↵
Then ↵
1→P↵
X→S↵
Y→T↵
0→List 11[2]↵
Do↵
Getkey→R↵
LpWhile R≒79 And R≒69 And R≒59 And R≒49 And R≒39 And R≒29 And R≒58 And R≒68 And
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
IfEnd↵
If E=0↵
Then ↵
ClrText↵
"PLAYER2 WIN"◢
Return↵
IfEnd↵
If F=0↵
Then ↵
ClrText↵
"PLAYER1 WIN"◢
Return↵
IfEnd↵
If R=44↵
Then ↵
Prog "PAUSE"↵
IfEnd↵
If R=47↵
Then ↵
If P=1↵
Then ↵
0→P↵
Else ↵
If Q≒0↵
Then ↵
0→Q↵
Else ↵
```

```
1→B↵
IfEnd↵
IfEnd↵
IfEnd↵
If R=77↵
Then ↵
2→B↵
IfEnd↵
If B=-1↵
Then ↵
Return↵
IfEnd↵
If B=1 And R=31↵
Then ↵
1-O→O↵
0→B↵
5×2^(Frac (G÷10)×10)÷2→N↵
0→P↵
0→Q↵
M+20×θ+120→M↵
L+20×H+120→L↵
List 12[O+1]→W↵
For 1→I To 6↵
For 1→D To 21↵
0→Mat H[D,I]↵
0→Mat I[D,I]↵
0→Mat O[D,I]↵
0→Mat P[D,I]↵
If Mat E[D,I]≠0 And Mat E[D,I]≠201↵
Then ↵
If Int (Mat E[D,I]÷100)=O↵
Then ↵
If Mat G[D,I]+10≦List 2[Frac (Mat E[D,I]÷100)×100+30W]↵
Then ↵
Mat G[D,I]+10→Mat G[D,I]↵
Else ↵
List 2[Frac (Mat E[D,I]÷100)×100+30W]→Mat G[D,I]↵
IfEnd↵
IfEnd↵
IfEnd↵
Next↵
Next↵
1→C↵
List 12[2-O]→I↵
IfEnd↵
If B=2 And R=31 And N≧2 And θ((-1)^O+1)+H(-(-1)^O+1)>0↵
Then ↵
M+10×θ((-1)^O+1)÷2→M↵
L+10×H(-(-1)^O+1)÷2→L↵
N-2→N↵
1→C↵
0→B↵
```

```
IfEnd↵
Prog "MAKE"↵
Prog "SKILL"↵
Locate X,Y,"#E6D3"↵
If X≠U Or Y≠V↵
Then ↵
Locate U,V," "↵
Prog "SCENE3"↵
Prog "SCENE"↵
IfEnd↵
If C≠0↵
Then ↵
Locate 1,7,"                    "↵
Locate 1,7,"M"↵
Locate 2,7,L(-(-1)^O+1)÷2+M((-1)^O+1)÷2↵
Locate 7,7,"T"↵
Locate 8,7,N↵
Locate 12,7,"P"↵
Locate 13,7,O+1↵
0→C↵
If W=0↵
Then ↵
Locate 15,7,"UN(P)"↵
Else ↵
If W=1↵
Then ↵
Locate 15,7,"ZG(P)"↵
Else ↵
Locate 15,7,"TF(P)"↵
IfEnd↵
IfEnd↵
If I=0↵
Then ↵
Locate 20,7,"UN"↵
Else ↵
If I=1↵
Then ↵
Locate 20,7,"ZG"↵
Else ↵
Locate 20,7,"TF"↵
IfEnd↵
IfEnd↵
IfEnd↵
If R=41↵
Then ↵
Locate 1,7,"                    "↵
Locate 1,7,"BACKGROUND"↵
If Mat J[X,Y]=0↵
Then ↵
Locate 12,7,"PLAT"↵
Else ↵
If Mat J[X,Y]=1↵
```

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Then ↵
Locate 12,7,"HILL"↵
Else ↵
Locate 12,7,"WATER"↵
IfEnd↵
IfEnd↵
Do↵
Getkey→R↵
LpWhile R=0 Or R=41↵
1→C↵
IfEnd↵
If R=32 And Mat E[X,Y]≠0 And Intg (Mat E[X,Y]÷100)≠2↵
Then ↵
Locate 1,7,"                    "↵
Locate 1,7,"HP"↵
Locate 3,7,Mat F[X,Y]↵
Locate 7,7,"MP"↵
Locate 8,7,Mat G[X,Y]↵
Locate 11,7,"P"↵
Locate 12,7,Intg ((Mat E[X,Y]-1)÷100)+1↵
If Int (Frac (Mat E[X,Y]÷100)×10)=2↵
Then ↵
Locate 14,7,"F"↵
Else ↵
Locate 14,7,"G"↵
IfEnd↵
Locate 16,7,"A"↵
If Int (Mat E[X,Y]÷100)=0↵
Then ↵
W→r↵
Else ↵
I→r↵
IfEnd↵
Locate 17,7,List 3[Frac (Mat E[X,Y]÷100)×100+30r]↵
Locate 20,7,"D"↵
Locate 21,7,List 4[Frac (Mat E[X,Y]÷100)×100+30r]↵
Do↵
Getkey→R↵
LpWhile R=0 Or R=32↵
1→C↵
IfEnd↵
If B=3 And R=31↵
Then ↵
0→B↵
IfEnd↵
WhileEnd
```