: Charcles Hero : Tomsone mourement 1 : Box 1 Ba Size = 30 Box Type (IC) Deight Width Hapht= 12 start() new Maze (! mone () t=treso (i,j) U=1t handle () is Move volide () Alt is Mo volide 1) start () case Up mose Dication up Movetrdirector up Jet Positin() case Down More Direction Down ] Move Indirector Devo caseled + Start ()
Move Directionless more Indiction Jet Postin () start case right More Direction of J more Indirection

18 Mone Jalide () = False |Alt Box type = WALL start() stay () Box type = TRAP start() Game Overc, DE ATH () WINC FINC