

迷路ゲーム

ゴール

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5 dim a (9)
10 cls
15 randomize
20 x=3:y=393:a=0:b=0:p=0:d=0:e=0:r=0
25 locate 600,400

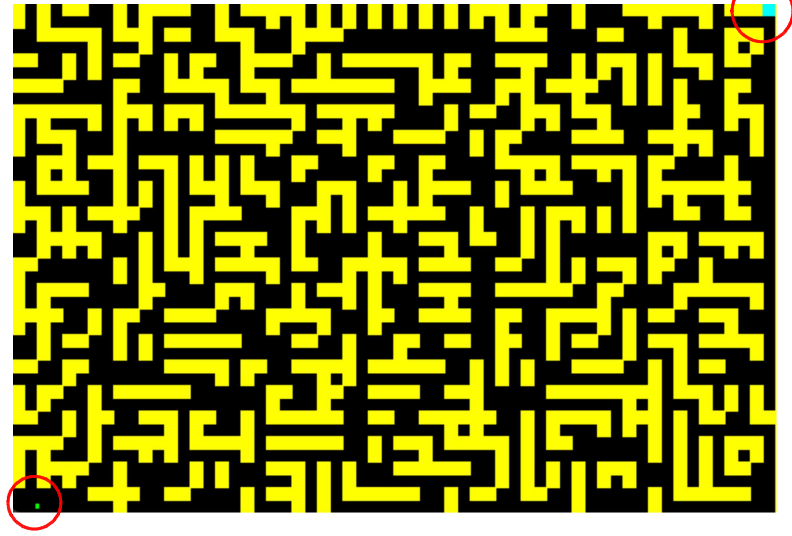
50 r=int (rnd*4)+1
60 if r=1 then line (a,b) - (a+10,b-20) ,6,bf
65 if r=2 then line (a,b) - (a+10,b+20) ,6,bf
70 if r=3 then line (a,b) - (a-20,b+10) ,6,bf
75 if r=4 then line (a,b) - (a+20,b+10) ,6,bf
80 if b>390 then goto 110
90 a=a+20
95 if a>590 then b=b+20:a=0
100 goto 50

110 line (0,390) - (20,410) ,0,bf
115 line (590,0) - (600,10) ,5,bf
120 line (0,0) - (600,400) ,6,b

200 k$ = inkey$
210 if k$ = "" then 200
220 k = asc (k$)
230 if k=28 and point (x+4,y+1)=0 then x=x+3:p=1
240 if k=29 and point (x-4,y+1)=0 then x=x-3:p=2
250 if k=30 and point (x+1,y-4)=0 then y=y-3:p=3
260 if k=31 and point (x+1,y+4)=0 then y=y+3:p=4
261 if point (x,y-6)=16776960 then goto 490
262 if point (x+6,y+1)=16776960 then goto 490
271 if k=13 then goto 10
273 if x>598 then x=597
274 if y>398 then y=397
280 line (x,y) - (x+3,y+3) ,4,bf
290 if p=1 then line (x-3,y+3) - (x,y) ,0,bf
300 if p=2 then line (x+3,y+3) - (x+6,y) ,0,bf
310 if p=3 then line (x,y+3) - (x+3,y+6) ,0,bf
320 if p=4 then line (x,y-3) - (x+3,y) ,0,bf
321 c=point (x,y-6)
330 goto 200

490 locate x,y:color 7
495 cls
500 print "MAZE CLEA"
505 for w=0 to 10000:next w
510 end

700 cls:locate x,y
705 color 7
710 data M,A,Z,E, ,C,L,E,A
720 for i=0 to 9 step 1
725 s=read a (i)
730 print s
735 x=x+10
740 locate x,y
750 for w=0 to 10000:next w
760 next i
```



自機

→↑←↓キーを使って自機を操作し、
ゴールを目指すゲームです。

迷路は毎回自動作成されます。