fx-CG20/CG50用	ゲーム： Whack-a-Mole (2017/07/28 移植)			
プログラム名 Whack-a-Mole	メインルーチン WHACKAMO		ゲームメイン WAM	
	Main Program "WHACKAMO" for fx-CG20 / fx-CG50 by Krtyski ® 2017		Sub-Program "WAM" for fx-CG20 / fx-CG50 by Krtyski ® 2017	

変数：
B: 加点対象時間
C: もぐら登場時間
E: Time-out時間
F: 持ち点
L: LIFE
M: LIFE初期値
P: PRIZE（総合点）
Q: Fake発生フラグ
S: Time-out減点
V: Fake発動開始点数

T: モグラ出現時間
X: モグラ出現座標
Y: モグラ出現座標
Z: Fake出現判定
W: Fake出現座標

K: Keycode
I: For文制御変数
J: For文制御変数

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7→M:6→B:8→U
20→F:25→S:200→V
10→A

Do

ClrText
Red " === Whack-a-Mole ==="
Locate 5,3,"<0>:Settings"
Locate 6,4,"<EXE>:Start"
Locate 7,5,"<EXIT>:Quit"
Blue Locate 6,7,"Krtyski/e-Gadget"

While Getkey
WhileEnd

Do:Getkey→K
LpWhile K=0

0→P
If K=31:Then
Prog "WAM"
Else If K=47:Then
1→P
Else If K=71:Then
2→P
ClrText
Locate 1,1,"1.Life=  "
Locate 8,1,M
Locate 1,2,"2.Burst=  "
Locate 9,2,B
Locate 1,3,"3.Time-Out=  "
Locate 12,3,U
Locate 1,4,"4.Fund=  "
Locate 8,4,F
Locate 1,5,"5.Burst Loss=  "
Locate 14,5,S
Locate 1,6,"6.Invoke Fake=   "
Locate 15,6,V
Locate 1,7,"7.Wait=  "
Locate 8,7,A
IfEnd:IfEnd:IfEnd

While P=2
Blue Locate 16,7,"<EXIT>"

Do:Getkey→K
LpWhile Getkey=0

If K=47:Then 3→P
Else If K=72:Then
Locate 16,7,"      "
Blue Locate 8,1,M
11→X:1→Y:2→D:2→E
Prog "INPI"
Locate 8,1,"  "
Z=0⇒M→Z
Black Locate 8,1,Z
Locate 11,1,"  "
Z⇒Z→M

Else If K=62:Then
Locate 16,7,"      "
Blue Locate 9,2,B
12→X:2→Y:2→D:1→E:
Prog "INPI"
Locate 9,2,"  "
Z=0⇒B→Z
Black Locate 9,2,Z
Locate 12,2,"  "
Z⇒Z→B

Else If K=52:Then
Locate 16,7,"      "
Blue Locate 12,3,U
15→X:3→Y:2→D:1→E
Prog "INPI"
Locate 12,3,"  "
Z=0⇒U→Z
Black Locate 12,3,Z
Locate 15,3,"  "
Z⇒Z→U
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Else If K=73:Then
Locate 16,7,"      "
Blue Locate 8,4,F
11→X:4→Y:2→D:1→E
Prog "INPI"
Locate 8,4,"  "
Z=0⇒F→Z
Black Locate 8,4,Z
Locate 11,4,"  "
Z⇒Z→F

Else If K=63:Then
Locate 16,7,"      "
Blue Locate 14,5,S
17→X:5→Y:2→D:1→E
Prog "INPI"
Locate 14,5,"  "
Z=0⇒S→Z
Black Locate 14,5,Z
Locate 17,5,"  "
Z⇒Z→S

Else If K=53:Then
Locate 16,7,"      "
Blue Locate 15,6,V
19→X:6→Y:3→D:1→E
Prog "INPI"
Locate 15,6,"   "
Z=0⇒V→Z
Black Locate 15,6,Z
Locate 19,6,"   "
Z⇒Z→V

Else If K=74:Then
Locate 16,7,"      "
Blue Locate 8,7,A
13→X:7→Y:4→D:1→E
Prog "INPI"
Locate 8,7,"    "
Z=0⇒A→Z
Black Locate 8,7,Z
Locate 13,7,"    "
Z⇒Z→A
IfEnd:IfEnd:IfEnd
IfEnd:IfEnd:IfEnd
IfEnd:IfEnd
P=3⇒Break
WhileEnd

P=1⇒Break
LpWhile 1
ClrText
Locate 9,4,"Bye!"
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Lbl 2
M→L:U→E
0→P:0→Q

ClrText
{10,1}→Dim Mat Z
72→Mat Z[1,1]
62→Mat Z[2,1]
52→Mat Z[3,1]
73→Mat Z[4,1]
63→Mat Z[5,1]
53→Mat Z[6,1]
74→Mat Z[7,1]
64→Mat Z[8,1]
54→Mat Z[9,1]

Red " === Whack-a-Mole ==="
For 3→I To 5
Green Locate 2,I,"[ ][ ][ ]"
Next
Blue Locate 11,5,"Prize:"
Blue Locate 17,5,P
Blue Locate 2,7,"Life:"
Blue Locate 7,7,L
Locate 16,7,"Go:<0>"
While Getkey≠71
WhileEnd
Locate 16,7,"      "
While Getkey
WhileEnd

Lbl 0

RanInt#(1,9)→T
RanInt#(1,3)→X
RanInt#(1,3)→Y
RanInt#(0,3)→Z
RanInt#(1,3)→W
9+X-3Y→N
If P≥V:Then
Z=0⇒2→Q
Z=1⇒1→Q
Z≥2⇒0→Q
Else 0→Q:IfEnd

AT→T
Lbl 1
Dsz T
Goto 1

0→C
If Q=2:Then
Locate 3X,Y+2,"Q"
Else
Q=1⇒Locate 3W,X+2,"Q"
Locate 3X,Y+2,"O"
IfEnd

Do
Isz C
C>AE⇒Break
Getkey→K
LpWhile K=0

Q=1⇒Locate 3W,X+2," "
Locate 3X,Y+2," "

If Q≤1:Then
If C≤AB And K=Mat Z[N,1]
Then P+F-Int (C/A)→P
Else L-1→L
C>AE⇒P-S→P
IfEnd
Else C≤AE⇒L-1→L
IfEnd

Locate 17,5,"     "
Blue Locate 17,5,P
Blue Locate 7,7,L

While Getkey
WhileEnd

L⇒Goto 0
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ClrMat Z
For 1→I To 3
For 1→J To 3
Locate 3J,I+2,"Q"
Next:Next
Magenta Locate 2,4,"Game Over"
Locate 16,7," <EXE> "
While Getkey≠31
WhileEnd
ClrText
Magenta Locate 1,4,"Game Over"
Locate 2,6,"<0>:Go Back"
Locate 3,7,"<EXIT>:Try Again"

Do:Getkey→K
K=71 Or K=47⇒Break
LpWhile 1
K=47⇒Goto 2
K=71⇒Return
```