

fx-5800P用 プログラム名	ゲーム: Whack-a-Mole (2013/11/14作成、2013/11/17機能追加)	
WHACK-A-MOLE	Main Routine	Sub Routine
	WHACK-A-MOLE	WAM
	Main Program "WHACK-A-MOLE" for fx-5800P by Krtyski © 2013	Sub-Program "WAM" for fx-5800P by Krtyski © 2013
変数:	7→M:17→B:25→E 20→F:25→S:200→V	Lbl 2
B: 加点对象時間	Lbl 0	M→L:0→P:0→Q
C: もぐら登場時間	While Getkey	Cls
E: Time-out時間	WhileEnd	10→DimZ
F: 持ち点	Cls	35→Z[1]:36→Z[2]
L: LIFE	" WHACK-A-MOLE"	37→Z[3]:21→Z[4]
M: LIFE初期値	Locate 5,2,"<0>:SETTINGS"	22→Z[5]:23→Z[6]
P: PRIZE (総合点)	Locate 6,3,"<EXE>:START"	31→Z[7]:32→Z[8]
Q: Fake発生フラグ	Locate 8,4,"<AC>:QUIT"	33→Z[9]
S: Time-out減点	Do	For 1→I To 3
V: Fake発動開始点数	Getkey→K	Locate 1,I,"[ ][ ]"
T: モグラ出現時間	K=25⇒Break	Next
X: モグラ出現座標	LpWhile K≠47	Locate 11,2,"PRIZE"
Y: モグラ出現座標	If K=25:Then	Locate 12,3,P
Z: Fake出現判定	Cls	Locate 1,4,"LIFE:"
W: Fake出現座標	"LIFE:"?M	Locate 6,4,L
K: Keycode	"BURST LIMIT:"?B	Locate 11,4,"GO:<0>"
I: For文制御変数	"TIME-OUT:"?E	While Getkey≠25
J: For文制御変数	"FOUND:"?F	WhileEnd
	"BURST LOSS:"?S	Locate 11,4," "
	"INVOKE FAKE:"?V	Lbl 0
	Goto 0:IfEnd	RanInt#(1,9)→T
	Prog "WAM"	RanInt#(1,3)→X
	Goto 0	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
		Lbl 1
		Dsz T
		Goto 1
		0→C
		If Q=2:Then
		Locate 3X-1,Y,"0"
		Else
		Q=1⇒Locate 3W-1,X,"0"
		Locate 3X-1,Y,"0"
		IfEnd
		Do
		Isz C
		C>E⇒Break
		Getkey→K
		LpWhile K=0
		Q=1⇒Locate 3W-1,X," "
		Locate 3X-1,Y," "
		If Q≤1:Then
		If C≤B And K=Z[N]
		Then P+F-C→P
		Else L-1→L
		C>E⇒P-S→P
		IfEnd
		Else
		C≤E⇒L-1→L
		IfEnd
		Locate 12,3," "
		Locate 12,3,P
		Locate 6,4,L
		L⇒Goto 0
		0→DimZ
		For 1→I To 3
		For 1→J To 3
		Locate 3J-1,I,"0"
		Next:Next
		Locate 1,2,"GAME OVER"
		Locate 10,4," <EXE> "▲
		Cls
		Locate 1,2,"GAME OVER"
		Locate 2,3,"<0>:GO BACK"
		Locate 1,4,"<RCL>:TRY AGAIN"
		Do
		Getkey→K
		K=25 Or K=41⇒Break
		LpWhile 1
		K=41⇒Goto 2
		K=25⇒Return