

1 ^ CUBEE

^ ---ジョキ---

```
10 CLS:CLV
20 C=1:H=15:X=15:Y=20
30 LET [0], 1, 2, 30, 2:LET [10], #FD, #FD, #FD, #F9, #F9, #F9, #FB, #FB, #FB
40 POKE#920, 6:COPY#921, #920, 735
50 FORA=0T020:COPY#941+A*32, #900, 30:NEXT
60 FORA=1T040:LCRND(30)+1, RND(21)+2:"□":NEXT
70 PLAY"T500G2B<D2>B<D1":GOTO130
```

^ ---プレイヤー---

```
80 IFPGOTO140
90 V=BTN(29)-BTN(28):W=BTN(31)-BTN(30):B=H:H=V*3+W+14:IFH=14H=B
100 A=SCR(X+V, Y+W)
110 IFA=#DBP=1:D=X+V:E=Y+W:BEEP5:GOTO140
120 LCX, Y: ?CHR#(0):IF!AX=X+V:Y=Y+W
130 LCX, Y: ?CHR#(H):GOTO190
```

^ ---プッシュ---

```
140 A=SCR(D+V, E+W):LCD, E: ?CHR#(0):
150 IFA=#DBORA=6P=0ELSE D=D+V:E=E+W
160 FORA=0T02STEP2:IFD=[A]ANDE=[A+1][A]=RND(2)*29+1:[A+1]=RND(2)*2
0+2:S=S+1:BEEP
170 NEXT
180 LCD, E: ?"□":
```

^ ---テキルーチン1---

```
190 LC0, 0: ?S:C=!C*2:IFRND(2)GOTO220
200 M=(X>[C])-(X<[C]):IFX=[C]N=(Y>[C+1])*2-1ELSEN=0
210 GOTO230
220 N=(Y>[C+1])-(Y<[C+1]):IFY=[C+1]M=(X>[C])*2-1ELSEM=0
```

^ ---テキルーチン2---

```
230 A=SCR([C]+M, [C+1]+N):LC[C], [C+1]: ?CHR#(0):
240 IFX=[C]+MANDY=[C+1]+NLCX, Y: ?"*":BEEP8, 8:GOTO280
250 B=C/2+4:IFA<>#DB[B]=0ELSE[B]=( [B] +1) %5
260 IF![B]LET[C], [C]+M, [C+1]+N
270 LC[C], [C+1]: ?"□":GOTO80
```

^ ---リスタート---

```
280 IFBTN(32)RUNELSEGOTO280
```