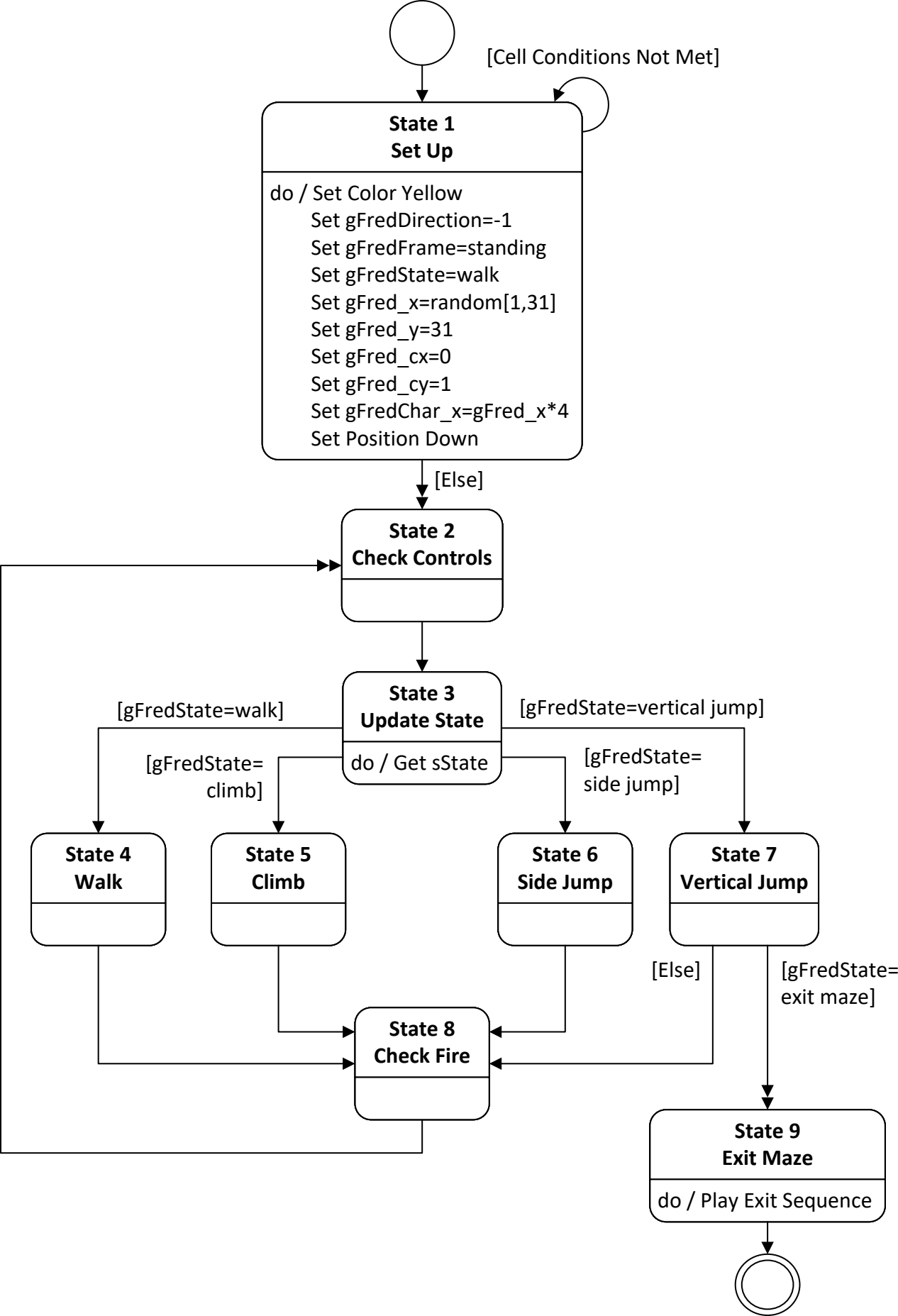
[Cell Conditions Not Met]
State 1
Set Up
do / Set Color Yellow
Set gFredDirection=-1
Set gFredFrame=standing
Set gFredState=walk
Set gFred_x=random[1,31]
Set gFred_y=31
Set gFred_cx=0
Set gFred_cy=1
Set gFredChar_x=gFred_x*4
Set Position Down
[Else]
State 2
Check Controls
State 3
Update State
do / Get sState
[gFredState=walk]
[gFredState=
climb]
[gFredState=vertical jump]
[gFredState=
side jump]
State 4
Walk
State 5
Climb
State 6
Side Jump
State 7
Vertical Jump
[Else]
[gFredState=
exit maze]
State 8
Check Fire
State 9
Exit Maze
do / Play Exit Sequence