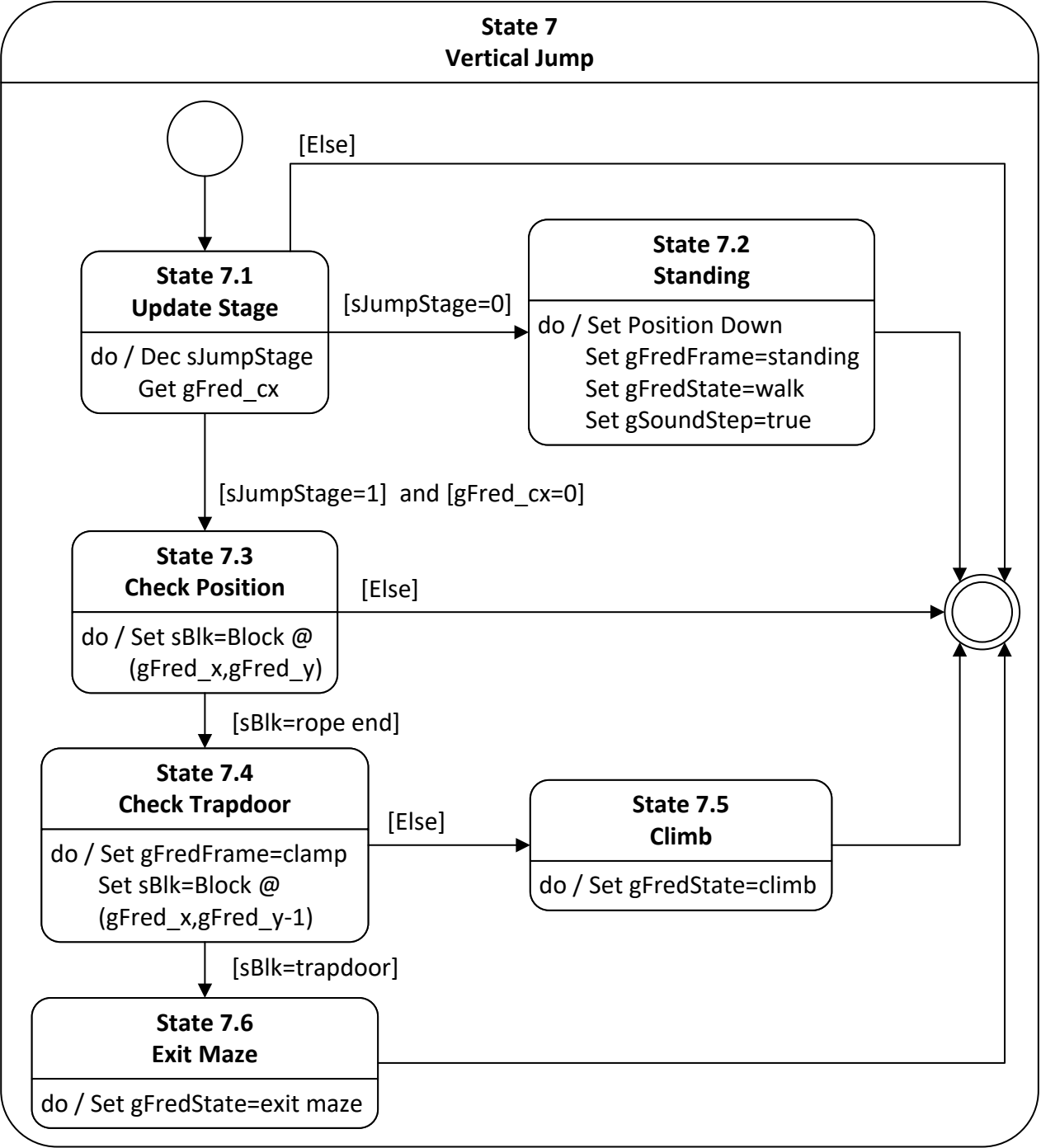
State 7
Vertical Jump
[Else]
State 7.1
Update Stage
do / Dec sJumpStage
Get gFred_cx
[sJumpStage=0]
State 7.2
Standing
do / Set Position Down
Set gFredFrame=standing
Set gFredState=walk
Set gSoundStep=true
[sJumpStage=1] and [gFred_cx=0]
State 7.3
Check Position
do / Set sBlk=Block @
(gFred_x,gFred_y)
[Else]
[sBlk=rope end]
State 7.4
Check Trapdoor
do / Set gFredFrame=clamp
Set sBlk=Block @
(gFred_x,gFred_y-1)
[Else]
State 7.5
Climb
do / Set gFredState=climb
[sBlk=trapdoor]
State 7.6
Exit Maze
do / Set gFredState=exit maze