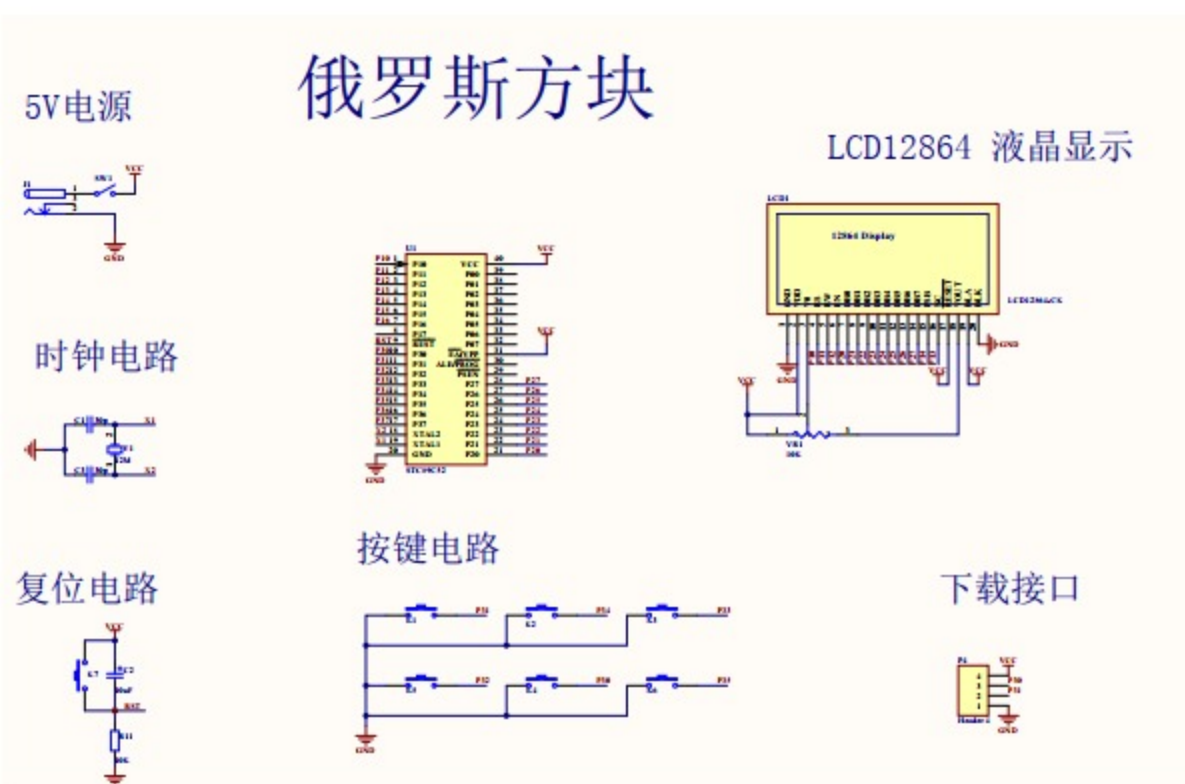
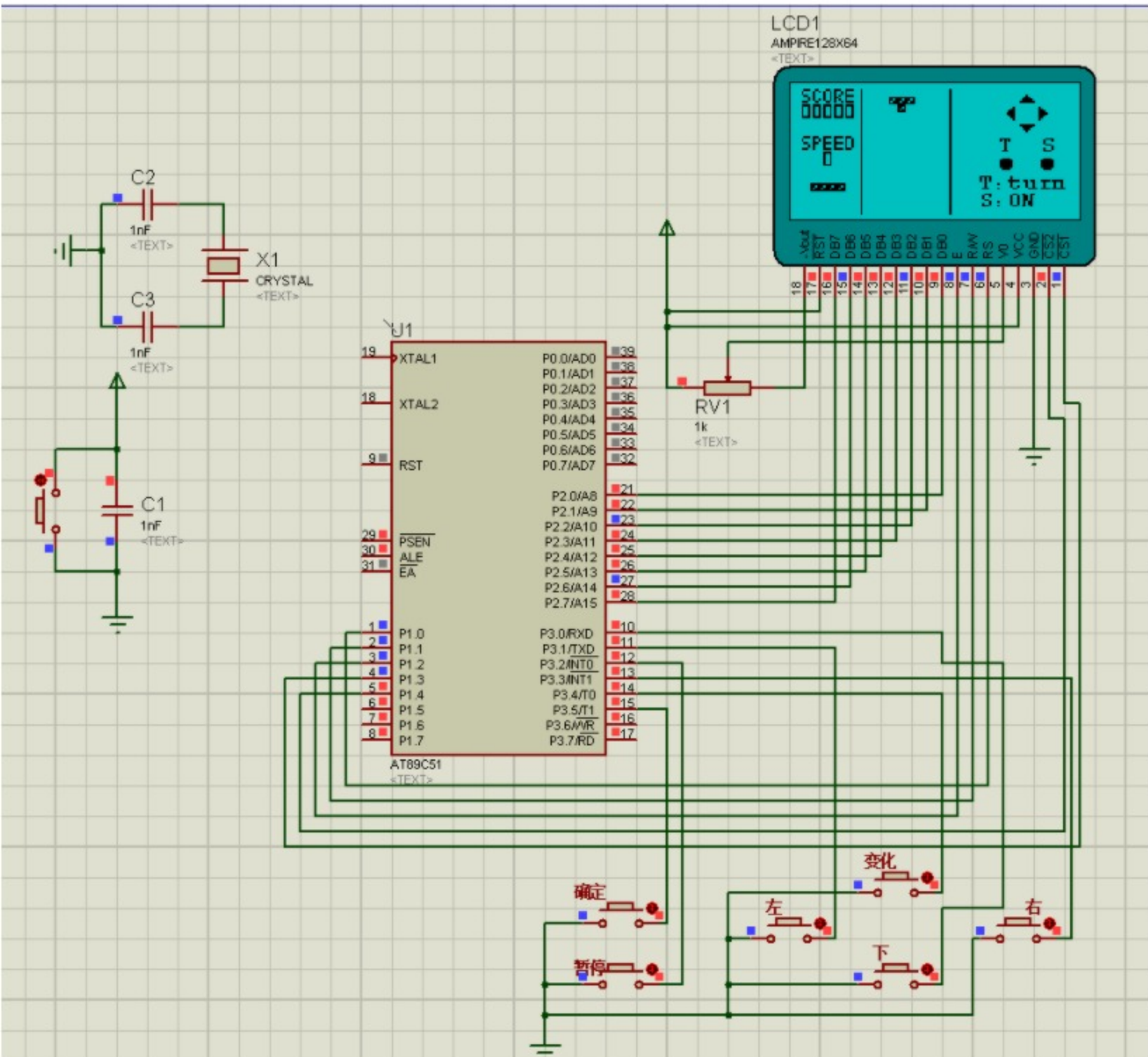




```

1  #include <REGX52.H>
2  #include "pic.c"
3  #include <intrins.h>
4  #define LCD_DATA P2
5  #define button_delay 150 //按键延时
6  #define button_acceleration 65 //按键加速度阈值
7  #define GAME_LOCATION 30
8  sbit button_a = P3^4; //变形
9  sbit button_b = P3^5; //开始
10 sbit up = P3^2; //暂停开始
11 sbit down = P3^0;
12 sbit left = P3^1;
13 sbit right = P3^3;
14 sbit speaker=P3^6;
15
16 sbit LCD_RS=P1^0;
17 sbit LCD_RW=P1^1;
18 sbit LCD_E=P1^2;
19 sbit LCD_CS2=P1^4; //右屏选择（左右屏有时候相反）
20 sbit LCD_CS1=P1^3; //左屏选择
21 sbit LCD_RST=P3^7;
22
23 unsigned int up_reg=button_delay; //按键up累加器
24 unsigned int down_reg=button_delay; //按键down累加器
25 unsigned int left_reg=button_delay; //按键left累加器
26 unsigned int right_reg=button_delay; //按键right累加器
27 unsigned int button_a_reg=button_delay; //按键button_a累加器
28 unsigned int button_b_reg=button_delay; //按键button_b累加器
29 unsigned int right_acceleration=0; //按键right加速度寄存器
30 unsigned int left_acceleration=0; //按键left加速度寄存器
31
32 unsigned int idata Box_Ram[19]; //定义游戏点阵缓存10*16
33 unsigned char box_down_reg; //定义方块下落累加寄存器
34 unsigned char time0_reg; //定义定时器0累加寄存器
35 unsigned char next_mode; //定义下一个方块的类型
36 unsigned char next_shape; //定义下一个方块的形状
37 unsigned int destroy_row_num=0; //定义所消的行数
38 unsigned char speed_num=0; //定义游戏速度等级
39 unsigned char level_num; //定义游戏难度等级
40 bit game_over_flag; //游戏结束标志位置0表示游戏未结束
41 bit pause_game_flag; //游戏暂停标志位置0表示游戏未暂停

```

