

Minelay

Minelay is a maze game in which your hero runs about collecting golden eggs and avoiding the deadly mines which are scattered randomly about the maze. A fiendish little 'minelayer' scuttles around the screen in hot pursuit. Contact with this persistent creature results in instant death. Here is the good news. A number of axes are dotted around the playing area which the player can pick up and carry around. Each axe can be used both to break through maze walls and also to fend off direct attacks by the minelayer.

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1 CLS
5 REM ***DRAGON VERSION ***
10 REM ***MINELAY ***
15 LET HS=0
20 GOTO 6035
50 SOUND 16*.1,10
55 LET LI=3
60 PRINT"                MM      HI-SCORE ";HS
100 POKE 32*Y1+X1+1024,32:POKE 32*Y+X+1024,ASC(A$)-64:Y1=Y:X1=X
110 LET X=X+(PEEK(&H153) AND 32)/32-(PEEK(&H153) AND 8)/8:Y=Y+(PEEK(&H153) AND 16)/16-(PEEK(&H153) AND 4)/4
120 LET A=PEEK(Y*32+X+1024):IF A=32 THEN 690
122 IF A=ASC("*") AND A$="A" THEN 5000
125 IF A=ASC("*") THEN Y=Y1:X=X1
130 IF A=ASC("#") THEN SC=SC+10:PRINT@0,SC;:IF SC/500=INT(SC/500) THEN LI=LI+1:PRINT@11+LI,"M";
140 IF A=0 OR A=ASC("^")-64 THEN 6000
150 IF A=ASC("/") THEN A$="A"
690 IF SK=85 AND RND(100)>20 THEN GOTO 690
700 POKE 32*INT(MY)+INT(MX)+1024,32:IF RND(100)>SK THEN POKE 32*INT(Y2)+INT(X2)+1024,0
702 IF X1=MX AND Y1=MY THEN 6000
705 Y2=MY:X2=MX
710 MY=MY+(-(MY<Y)+(MY>Y))/2:MX=MX+(-(MX<X)+(MX>X))/2
720 POKE 32*INT(MY)+INT(MX)+1024,ASC("^")-64
940 IF RND(100)<20 THEN          POKE((RND(12

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)+1)*32+RND(28)+1)+1024),ASC("#"):IF RND(100)
>90 THEN POKE(((RND(12)+1)*32+RND(28)+1)+1024
),ASC("/"))
999 GOTO 100
1850 SC=0:PRINT@0,"SCORE 0"
5000 IF Y=1 OR Y>14 OR X=0 OR X=30 THEN 125
5010 A$="M":GOTO 130
5500 POKE 1036+LI,96:POKE 32*Y+X+1024,32:Y=2:
X=1:Y1=Y:X1=X:GOTO1000
6000 POKE 32*INT(MY)+INT(MX)+1024,32:MY=RND(5
)+9:Y2=MY:X2=MX:IF A$="A" THEN A$="M":GOTO 700
6005 POKE 32*Y1+X1+1024,32:SOUND 10,10
6007 LI=LI-1:IF LI>0 THEN 5500
6010 FOR G=1 TO 60:NEXT G
6020 CLS:PRINT@133,"G A M E   O V E R"
6030 PRINT:PRINTTAB(5);"YOU SCORED ";SC
6031 IF SC>HI THEN HI=SC:SC=0:PRINT:PRINT"  W
ELL DONE A NEW HI-SCORE":GOTO 6035
6032 PRINT:PRINT" HI-SCORE=";HI
6035 PRINT:PRINT"  PRESS 2 FOR EASY GAME OR
        PRESS 1 FOR HARD GAME"
6036 IN$=INKEY$:IF IN$<>"1" AND IN$<>"2" THEN
6036
6040 SK=(70 AND IN$="1")+(85 AND IN$="2")
6050 CLS 0:COLOR 1,0
7000 FORI=1024 TO 1535:POKE I,32:NEXT I:FOR I
=1056 TO 1087:POKE I,ASC("#"):POKE I+448,ASC(
"#"):NEXT I
7010 FOR I=1056 TO 1504 STEP 32:POKE I,ASC("#
"):POKE I+31,ASC("#"):NEXT I
7020 FOR G=1 TO (7 AND SK=85)+(14 AND SK=70):
S=RND(28)-1:F=S+RND(10)-1:X=(RND(5)-1)*2+1:IF
F>29 THEN F=29
7030 FOR Y=S TO F:POKEX*32+Y+1024,ASC("#"):NE
XT Y
7050 S=RND(17)+1:F=S+RND(10)-1:X=(RND(6)-1)*2
+2:IF F>20 THEN F=20
7060 FOR Y=S TO F:POKEX*32+Y+1024,ASC("#"):NE
XT Y:NEXT G
7380 FOR F=1 TO 20
7390 X=RND(12)+2:Y=RND(25):IF PEEK(X*32+Y+102
4)<>32 THEN7390
7400 POKE (X*32+Y+1024),ASC("#"):NEXT F

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7500 FOR F=1 TO 10
7510 Y=RND(19)+1:X=RND(28):IF PEEK(X*32+Y+1024)<>32 THEN 7510
7530 POKE (X*32+Y+1024),0:NEXT F
7600 FOR F=1 TO 5:POKE ((RND(13)+1)*32+RND(28)+1024),ASC("/"):NEXT F
7800 Y=2:X=1:Y1=Y:X1=X:A$="M"
7840 MY=RND(4)+9:MX=RND(18)+12:Y2=MY:X2=MX
7999 GOTO 50
9000 CLS:PRINT"          m i n e ! a y"
9010 PRINT"MOVE ABOUT THE MAZE PICKING UP THE EGGS '#', AVOIDING THE MINES '@' & ALSO THE MINE-LAYER '^'"
9020 PRINT"IF YOU PICK UP AN AXE '/' YOU CAN DESTROY THE MAZE WALLS '*', MINES, AND THE MINE-LAYER."
9030 PRINT"YOU BEGIN WITH 3 LIVES, BUT AN EXTRA LIFE IS GIVEN EVERY 500 POINTS."
9040 PRINT"'M'=YOU WITHOUT AXE          'A'
'='YOU WITH AXE"
9050 PRINT:PRINT"PRESS ANY KEY TO START"
9060 IF INKEY$="" THEN 9060 ELSE CLS:PRINT"MOVE WITH 'Q'-UP          'Y'-LEFT          'A'-DOWN 'I'-RIGHT":RETURN

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