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 to fend off direct attacks by the minelayer.

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_1 REM @ P.STANLEY (21.3.83)
_2 DIM Q(55)
_5 LORES Ø:PAPER 3:INK 4
_6 CLS
_1Ø GOSUB 9ØØØ
_2Ø GOSUB 6ØØØ
_3Ø GOSUB 7ØØØ
_99 :
_1ØØ REM MAN MOVEMENT
_1Ø1 :
_1Ø2 WAIT 5
_11Ø PLOT X1,Y1," ":PLOT X,Y,A$
_12Ø X1=X:Y1=Y:C$=KEY$
_13Ø IF C$="P" THEN X=X+1
_135 IF C$="I" THEN X=X-1
_14Ø IF C$="Z" THEN Y=Y+1
_145 IF C$="Q" THEN Y=Y-1
_146 C$=" "
_15Ø XY=SCRN(X,Y)
_155 IF XY=32 THEN GOTO 2ØØ
_16Ø IF XY>96 THEN XY=XY-96 ELSE XY=Ø
_17Ø XY=XY+1
_18Ø ON XY GOSUB 1ØØØ,11ØØ,1ØØØ,1ØØØ,12ØØ,1
3ØØ,12ØØ,14ØØ
_19Ø IF LI<LL THEN LL=LI:.GOTO 5ØØ
_199 :
_2ØØ REM MINE-LAYER ATTACK
_2Ø1 :
_21Ø PLOT MX,MY," "
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_220 IF RND(1)>SK THEN PLOT NX,NY,"f"
_230 NX=MX:NY=MY
_235 IF MY=Y THEN GOTO 245
_240 IF MY<Y THEN MY=MY+.5 ELSE MY=MY-.5
_245 IF MX=X THEN GOTO 260
_250 IF MX<X THEN MX=MX+.5 ELSE MX=MX-.5
_260 XY=SCRN(MX,MY)
_270 IF XY=98 OR XY=99 THEN GOSUB 1200
_280 IF LI<LL THEN LL=LI:GOTO 500
_290 PLOT MX,MY,"d"
_300 R=RND(1):RX=R*28+1+DI:RY=R*18+2+DI
_310 IF R<.2 THEN PLOT RX,RY,"e"
_320 IF R>.9 THEN PLOT RX,RY,"g"
_399 :
_500 REM END-TEST ROUTINE
_501 :
_510 IF LI>0 GOTO 100
_520 PLOT 12,10,"                    "
_530 PLOT 12,11," G A M E   O V E R  "
_540 PLOT 12,12,"                    "
_550 PLOT 12,13,"                    "
_560 PLOT 12,14,"                    "
_570 PLOT 12,15," ANOTHER GAME ? Y/N "
_580 PLOT 12,16,"                    "
_590 IF SC<=HS THEN GOTO 650
_595 HS=SC
_600 PLOT 12,13," A NEW HIGH SCORE ! "
_650 GET A$
_660 IF A$="Y" THEN GOTO 20
_670 IF NOT (A$="N") THEN GOTO 650
_699 :
_990 REM RESTORE CHARACTER SET
_991 :
_993 CLS
_994 FOR F=46856 TO 46911
_995 :   POKE F,Q(F-46856)
_996 NEXT F
_997 STOP
_999 :
_1000 REM DUMMY SUBROUTINE FOR "ON"
_1090 RETURN
_1099 :
_1100 REM MAZE ENCOUNTER
_1101 :
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_1110 IF (X=0+DI OR X=30+DI) GOTO 1180
_1120 IF (Y=1+DI OR Y=21+DI) GOTO 1180
_1130 IF A$="b" THEN GOTO 1180
_1140 A$="b"
_1150 FOR V=5 TO 1 STEP -2
_1151 :    PLAY 1,0,5,2000
_1152 :    MUSIC 1,3,5,5
_1153 :    WAIT 10
_1154 :    PLAY 0,0,0,0
_1159 NEXT V
_1160 GOTO 1190
_1180 X=X1:Y=Y1
_1181 SOUND 1,119,3:WAIT 10:PLAY 0,0,0,0
_1190 RETURN
_1199 :
_1200 REM MINE/MINE-LAYER ENCOUNTER
_1201 :
_1210 PLOT MX,MY," "
_1215 MX=INT(RND(1)*18+12+DI)
_1220 MY=INT(RND(1)*11+10+DI)
_1225 NX=MX:NY=MY
_1230 IF A$="b" THEN GOTO 1250
_1233 A$="b"
_1240 ZAP
_1249 GOTO 1290
_1250 PLOT X1,Y1," "
_1255 EXPLODE
_1260 LI=LI-1
_1265 IF LI=0 GOTO 1290
_1270 PLOT 14+LI,2," ":PLOT X,Y," "
_1275 X=1+DI:Y=2+DI
_1280 MX=INT(RND(1)*18)+12+DI
_1285 MY=INT(RND(1)*11)+10+DI
_1290 RETURN
_1299 :
_1300 REM EGG ENCOUNTER
_1301 :
_1310 PING
_1320 SC=SC+10:SC$=STR$(SC)
_1330 PLOT 10,2,MID$(SC$,2)
_1340 IF SC-(INT(SC/500)*500)>0 THEN GOTO 1
390
_1350 PLOT LI+14,2,"b":LI=LI+1:LL=LI
_1360 FOR V=1 TO 8
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_1361 :    PLAY 1,Ø,1,52ØØØ
_1362 ,:    MUSIC 1,3,V,5
_1364 :    WAIT 1Ø
_1365 :    PLAY Ø,Ø,Ø,Ø
_1366 NEXT V
_139Ø RETURN
_1399 :
_14ØØ REM AXE ENCOUNTER
_14Ø1 :
_141Ø FOR V=1 TO 5
_1411 :    PLAY 1,Ø,1,2ØØØ
_1412 :    MUSIC 1,4,1,5
_1413 :    WAIT 1Ø
_1414 :    PLAY Ø,Ø,Ø,Ø
_1415 NEXT V
_142Ø A$="c"
_149Ø RETURN
_1499 :
_6ØØØ REM SETUP SKILL-LEVEL CONSTANTS
_6ØØ1 :
_6Ø1Ø PLOT 4,3,"ENTER 1(EASY) 2(HARD)
_6Ø2Ø GET A$
_6Ø3Ø IF NOT (A$="1" OR A$="2") THEN GOTO 6
Ø2Ø
_6Ø4Ø SK=.7:IF A$="1" THEN SK=.85
_6Ø5Ø CLS
_6Ø9Ø RETURN
_6Ø99 :
_7ØØØ REM MAZE CREATION
_7Ø1Ø :
_7Ø11 DI=3
_7Ø2Ø FOR F=4 TO 25
_7Ø3Ø :    PLOT 3,F,"a"
_7Ø4Ø :    PLOT 33,F,"a"
_7Ø5Ø NEXT F
_7Ø6Ø FOR F=4 TO 33
_7Ø7Ø :    PLOT F,4,"a"
_7Ø8Ø :    PLOT F,25,"a"
_7Ø9Ø NEXT F
_71ØØ REM PRINT MAZE HORIZONTALS
_711Ø :
_712Ø GMAX=(7 AND SK=.85)+(14 AND SK=.7)
_713Ø FOR G=1 TO GMAX
_714Ø :    S=RND(1)*28
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_7150 :    F=S+RND(1)*10
_7160 :    Y=INT(RND(1)*9)*2+1+DI
_7170 :    IF F>29 THEN F=29
_7180 :    FOR X=S+DI TO F+DI
_7190 :        PLOT X,Y,"a"
_7195 :    NEXT X
_7199 :
_7200 REM PRINT MAZE VERTICALS
_7201 :
_7210 :    S=RND(1)*17+2
_7220 :    F=S+RND(1)*10
_7230 :    X=INT(RND(1)*14)*2+2+DI
_7240 :    IF F>20 THEN LET F=20
_7250 :    FOR Y=S+DI TO F+DI
_7260 :        PLOT X,Y,"a"
_7270 :    NEXT Y
_7280 NEXT G
_7290 :
_7300 REM PRINT EGGS
_7301 :
_7310 FOR F=1 TO 20
_7320 :    Y=RND(1)*18+2+DI
_7330 :    X=RND(1)*28+1+DI
_7340 :    IF SCRN(X,Y)>96 GOTO 7320
_7350 :    PLOT X,Y,"e"
_7360 NEXT F
_7399 :
_7400 REM PRINT MINES
_7401 :
_7410 FOR F=1 TO 10
_7420 :    Y=RND(1)*18+2+DI
_7430 :    X=RND(1)*28+1+DI
_7440 :    IF SCRN(X,Y)>96 GOTO 7420
_7450 :    PLOT X,Y,"f"
_7460 NEXT F
_7499 :
_7500 REM PRINT AXES
_7501 :
_7510 FOR F=1 TO 5
_7520 :    Y=RND(1)*18+2+DI
_7530 :    X=RND(1)*28+1+DI
_7540 :    IF SCRN(X,Y)>96 GOTO 7520
_7550 :    PLOT X,Y,"g"
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_7560 NEXT F
_7599 :
_7600 REM INITIALISE NEW GAME
_7601 :
_7610 Y=2+DI:X=1+DI:Y1=Y:X1=X:A$="b"
_7620 MY=INT(RND(1)*11)+10+DI
_7630 MX=INT(RND(1)*18)+12+DI
_7640 NY=MY:NX=MX
_7650 SC=0:LI=3:LL=LI
_7655 SC$=STR$(SC):HS$=STR$(HS)
_7660 PLOT 3,2,"SCORE "
_7670 PLOT 10,2,MID$(SC$,2)
_7680 PLOT 15,2,"bb      HI-SCORE "
_7690 PLOT 31,2,MID$(HS$,2)
_7699 :
_7990 RETURN
_7999 :
_9000 REM SETUP SPECIAL CHARACTERS
_9010 FOR F=46856 TO 46911
_9015 :    Q(F-46856)=PEEK(F)
_9020 :    READ G
_9030 :    POKE F,G
_9040 NEXT F
_9099 :
_9110 DATA 12,12,18,45,45,18,12,12
_9120 DATA 14,14,4,63,4,14,10,27
_9130 DATA 55,55,18,31,18,23,5,13
_9140 DATA 33,18,12,18,63,45,33,0
_9150 DATA 0,0,0,6,31,63,31,6
_9160 DATA 0,0,18,12,45,30,30,63
_9170 DATA 4,6,15,15,6,12,24,48
_9199 :
_9200 REM HEADER DEFINITION
_9210 FOR HY=2 TO 6
_9220 :    FOR HX=6 TO 33
_9230 :        READ G
_9240 :        PLOT HX,HY,G
_9250 :    NEXT HX
_9260 NEXT HY
_9299 :
_9300 DATA 46,32,46,32,46,46,46,32
_9301 DATA 46,32,46,32,46,46,46,32
_9302 DATA 46,32,32,32,32,46,32,32
_9303 DATA 46,32,46,32
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_9310 DATA 46,86,46,32,32,46,32,32
_9311 DATA 46,32,46,32,46,32,32,32
_9312 DATA 46,32,32,32,46,32,46,32
_9313 DATA 46,32,46,32
_9320 DATA 46,32,46,32,32,46,32,32
_9321 DATA 46,92,46,32,46,46,32,32
_9322 DATA 46,32,32,32,46,46,46,32
_9323 DATA 32,46,32,32
_9330 DATA 46,32,46,32,32,46,32,32
_9331 DATA 46,32,46,32,46,32,32,32
_9396 DATA 46,32,32,32,46,32,46,32
_9333 DATA 32,46,32,32
_9340 DATA 46,32,46,32,46,46,46,32
_9341 DATA 46,32,46,32,46,46,46,32
_9342 DATA 46,46,46,32,46,32,46,32
_9343 DATA 32,46,32,32
_9399 :
_9400 REM POPULATE HEADER
_9410 X$=" ":D$="d"
_9420 FOR Y=2 TO 6
_9430 :   FOR X=4 TO 35
_9440 :       Z$=X$+D$
_9450 :       X$=CHR$(SCRN(X,Y))
_9460 :       PLOT X-1,Y,Z$
_9465 :       IF X=35 THEN PLOT X,Y," "
_9470 :       IF X$="." THEN ZAP:X$="f"
_9480 :   NEXT X
_9490 NEXT Y
_9495 EXPLODE
_9499 :
_9500 REM INSTRUCTIONS
_9510 :
_9520 FOR I=1 TO 9:PRINT:NEXT
_9530 PRINT"MOVE ABOUT THE MAZE PICKING UP
THE"
_9540 PRINT"EGGS, AVOIDING THE MINES & THE"
_9550 PRINT"MINE-LAYER."
_9560 PRINT
_9570 PRINT"IF YOU PICK UP AN AXE YOU CAN D
ESTROY THE MAZE WALLS, MINES, AND THE"
_9580 PRINT"MINE-LAYER."
_9590 PRINT
_9600 PRINT"YOU BEGIN WITH 3 LIVES, BUT AN
EXTRA"
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_9610 PRINT"LIFE IS GIVEN EVERY 500 POINTS.
"
_9620 PRINT"YOU GET 10 POINTS PER EGG."
_9630 PRINT
_9640 PRINT"YOU-b  EGG-e  AXE-g  U+AXE-c"
_9650 PRINT"MINE-f  MINE-LAYER-d"
_9660 PRINT
_9670 PRINT"CONTROLS     Q(UP)    Z(DOWN)"
_9680 PRINT"             I(LEFT)  P(RIGHT)"
_9690 PRINT
_9695 PRINT"PRESS ANY KEY TO START"
_9696 GET A$
_9697 CLS
_9999 RETURN
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