

Minas

¿Qué le parece ir a recoger huevos de oro? Ese es el objetivo de este juego, recoger el máximo posible, pero no se lo pondrá nada fácil, pues su camino se encuentra plagado de minas e incluso con un pequeño enemigo que corre a su encuentro con muy malas intenciones. Afortunadamente en su camino podrá recoger hachas con las que destruir al enemigo, explosionar una bomba o destruir un muro.

Aunque parezca sencillo le aseguramos que no es fácil hacer una buena colecta de huevos: dispone de pocos hachas y un número de vidas limitado.

Notas gráficas

ABCDEFGHIJKLMNPOQRSTU

⊠⊡⊢⊣⊤⊥⊦⊧⊨⊩⊪⊫⊬⊭⊮⊯⊰⊱⊲⊳⊴⊵

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16K

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1 RANDOMIZE : BORDER 0: PAPER
0: INK 7: CLS
5 REM @ P. Stanley (21.3.83)
10 GO SUB 9000
15 LET h=0
20 GO TO 6030
30 BEEP .1, -10
40 LET li=3
50 PRINT AT 0,13;"⊠⊡ Max.Pun
60 h
70 PRINT AT y1,x1;" "; INK 6;A
T y,x;: LET y1=y: LET x1=x
110 LET x=x+(IN 67342=254)-(IN
57342=251): LET y=y+(IN 65276=25
3)-(IN 64510=254)
120 LET a=ATTR (y,x): IF SCREEN
(y,x)=" " THEN GO TO 700
130 IF a=7 THEN IF a="⊠" THEN
GO TO 6000
140 IF a=7 THEN LET y=y1: LET x
=x1
150 IF a=70 THEN BEEP .01,20: L
ET sc=sc+10: PRINT INK 7;AT 0,6;
sc: IF sc/500=INT (sc/500) THEN
PRINT AT 0,12+l1; FLASH 1;"⊠": F
OR a=1 TO 6: BEEP .2,-30: NEXT a
160 PRINT AT 0,12+l1;"⊠": LET li=l
i+1
170 IF a=6 THEN GO TO 6000
180 IF a=60 THEN BEEP .1,10: LE
T a="⊠"
190 PRINT AT my,mx;" "; IF RND>
.5 THEN PRINT AT my1,mx1; INK 6;
"⊠"
200 LET my1=my: LET mx1=mx
210 LET my=my+(.5 AND my<y)-(.5
AND my>y): LET mx=mx+(.5 AND mx
<x)-(.5 AND mx>x)
220 IF ATTR (my,mx)=6 THEN GO T
O 6000
230 PRINT AT my,mx; INK 6; BRIG
HT 1;"⊠"
240 IF RND<.2 THEN PRINT AT RND
*.10+.2;RND*.20+.1; INK 6; BRIGHT 1;
"⊠": IF RND>.0 THEN PRINT INK 4;
BRIGHT 1;AT RND*.10+.2,RND*.20+.1;"
⊠"
250 GO TO 100
260 IF y=1 OR y=21 OR x=0 OR x=
20 THEN GO TO 100
270 FOR f=50 TO 0 STEP -5: BEEP
.02,f: NEXT f
280 LET a="⊠"
290 GO TO 130
300 PRINT AT 0,12+l1;" "; PRINT
AT y,x;" "; LET y=2: LET x=1
310 LET my=INT (RND*11)+10: LET

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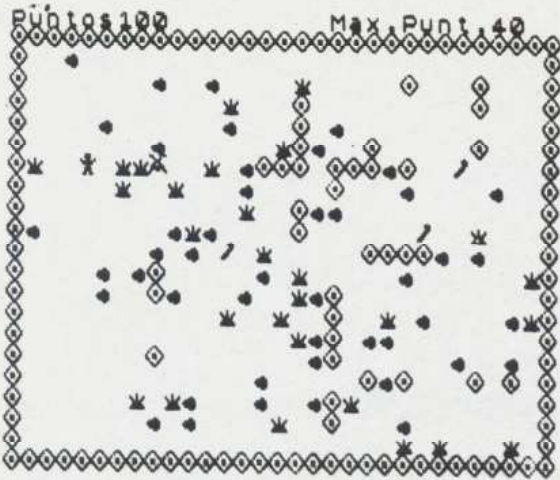
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mx=INT (RND*16)+12: GO TO 100
320 PRINT AT my,mx;" "; LET my=
INT (RND*11)+10: LET mx=(RND*16)
+12: LET my1=my: LET mx1=mx: IF
a="⊠" THEN LET a="⊠": FOR f=0
TO 40 STEP 5: BEEP .04,f: NEXT f
330 GO TO 700
340 PRINT AT y1,x1;" "; FOR f=1
TO 7: FOR g=7 TO 0 STEP -1: PRI
NT INK g;AT y,x;"⊠": BEEP .02,g*
f: NEXT g: NEXT f
350 LET li=li-1: IF li<0 THEN
GO TO 5500
360 FOR g=0 TO 50: NEXT g
370 CLS : PRINT AT 5,8; INVERSE
1;"SE ACABO!!!"
380 PRINT AT 0,9; INK 5; BRIGHT
1;"Puntos...";sc
390 IF sc>hs THEN LET hs=sc: PR
INT "Bien hecho - Otro juego!!"
400 GO TO 6030
410 PRINT "Maxima puntuac
ion";hs
420 PRINT INK 2;"Presiona
1 (dificil) o 2 (fa-
cil)"
430 IF INKEYS<>"1" AND INKEYS<>
"2" THEN GO TO 6040
440 LET sk=(.7 AND INKEYS="1")+
(.85 AND INKEYS="2")
450 CLS
460 FOR f=1 TO 21: PRINT AT f,0
"⊠";AT f,30;"⊠": NEXT f
470 FOR f=1 TO 20: PRINT AT 1,f
"⊠";AT 21,f;"⊠": NEXT f
480 FOR g=1 TO (7 AND sk=.85)+(
14 AND sk=.7): LET s=RND*20: LET
f=s+RND*10: LET x=INT (RND*9)*2
+1: IF f>20 THEN LET f=20
490 FOR y=s TO f: PRINT AT x,y;
"⊠"
500 NEXT y
510 LET s=RND*17+.2: LET f=s+RND
*10: LET x=INT (RND*14)*2+.2: IF

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Programas



Recorre el laberinto recogiendo
nuevos, evitando las minas y al
enemigo.

Si coges un hacha podras des-
truir los muros, minas e inclu-
so al enemigo que avanza.

Dispones de 3 vidas, pero se te
dara una mas cada 500 puntos.

Q.....Arriba Z.....Abajo
I.....Izquierda P.....Derecha

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00 puntos,"
9800 PRINT INK 5;" Q.....Arriba
      Z.....Abajo" INK 5;" I....
      .Izquierda P.....Derecha"
9900 INPUT "Presiona ENTER para
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comenzar...";a$
9910 IF INKEY$="" THEN GO TO 991
0
9920 CLS
9999 RETURN
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0
130 IF b$(1)="e" THEN GO TO 150
140 GO TO 110
150 CLS : PRINT AT 0,0;"|";CHR$
8;: BEEP .01,0
150 LET m=29564: LET c=0
900 REM Bucle escribir
1000 PAUSE 0: LET a=CODE INKEY$:
BEEP .01,0
1005 IF a<12 THEN GO TO 1000
1010 IF a=13 THEN PRINT " "
CHR$ 8;: POKE m,13: LET m=m+1: G
O TO 1190
1020 IF a=12 THEN GO TO 2500
1030 IF a=14 THEN LET c=1: GO TO
1000
1040 IF a=77 OR a=87 OR a=109 OR
a=119 THEN GO TO 2300
1045 IF c=1 THEN LET a=123*(a=97
)+124*(a=101)+125*(a=105)+126*(a
=111)+127*(a=117): LET c=0: IF a
=0 THEN GO TO 1000
1050 POKE m,a: LET m=m+1: GO SUB
2000
1100 PAUSE 0: LET a=CODE INKEY$:
BEEP .01,0
1105 IF a<12 THEN GO TO 1100
1110 IF a=13 THEN PRINT CHR$ b"
|";CHR$ 8;: POKE m,13: LET m=m+1
: GO TO 1190
1120 IF a=12 THEN GO TO 2600
1130 IF a=14 THEN LET c=1: GO TO
1100
1140 IF a=77 OR a=87 OR a=109 OR
a=119 THEN GO TO 2400
1145 IF c=1 THEN LET a=123*(a=97
)+124*(a=101)+125*(a=105)+126*(a
=111)+127*(a=117): LET c=0: IF a
=0 THEN GO TO 1100
1150 POKE m,a: LET m=m+1: GO SUB
2100
1160 IF PEEK 23688=7 THEN BEEP .
1.40
1190 IF PEEK 23689=4 AND PEEK 23
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688=33 THEN BEEP .3,20
1200 IF PEEK 23689=3 THEN POKE m
,255: BEEP .6,20: GO TO 3000
1210 GO TO 1000
2000 REM Sub Print - A
20010 POKE 23606,88: POKE 23607,1
20020 LET b=a
20020 PRINT CHR$ a;CHR$ 8; OVER 1
;"|";CHR$ 8;
20030 RETURN
20100 REM Sub. Print - B
20110 PRINT CHR$ b;CHR$ 8;
20120 POKE 23606,88: POKE 23607,1
20130 PRINT OVER 1;CHR$ a;"|";CHR
8;
20140 RETURN
20300 REM Sub. m,M,w,W - A
20310 POKE m,a: LET m=m+1: GO SUB
20000
20320 LET a=49*(a=77)+91*(a=87)+9
2*(a=109)+93*(a=119)
20330 POKE m,a: LET m=m+1: GO SUB
2100
20340 GO TO 1160
20400 REM Sub. m,M,w,W - B
20410 POKE m,a: LET m=m+1: GO SUB
2100
20420 LET a=49*(a=77)+91*(a=87)+9
2*(a=109)+93*(a=119)
20430 POKE m,a: LET m=m+1: GO SUB
20000
20440 GO TO 1100
20500 REM Sub. DELETE - A
20505 POKE m,12: LET m=m+1
20510 IF PEEK 23689=24 AND PEEK 2
3688=33 THEN GO TO 1000
20520 PRINT CHR$ 8;"|";CHR$ 8;CH
R$ 8;
20530 GO TO 1000
20600 REM Sub. DELETE - B
20605 POKE m,12: LET m=m+1
20610 PRINT "|";CHR$ 8;
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2620 GO TO 1000
3000 REM Sub. Pantalla llena
3005 POKE 23606,0: POKE 23607,60
3010 PRINT " "
3020 INPUT "DESEA IMPRIMIRLO ? "
; b$
3030 IF b$(1)="s" THEN COPY
3040 INPUT "DESEA GUARDARLO EN C
INTA ? "; b$
3050 IF b$(1)="s" THEN GO SUB 31
00
3060 INPUT "DESEA Borrarlo ? "; b
$
3070 IF b$(1)="s" THEN GO TO 100
3080 GO TO 3020
3100 REM Sub. Texto a cinta
3110 SAVE "texto"CODE 29664,1400
3120 VERIFY "texto"CODE 29664,14
00
3130 RETURN
4000 REM Bucle lectura

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4010 INPUT "PREPARE LA CINTA Y P
ULSE 'ENTER'"; b$
4020 LOAD "texto"CODE 29664,1400
4030 INPUT "PREPARE LA CINTA Y PULS
E 'ENTER'"; b$
4040 CLS : PRINT AT 0,0;" ";CHR$
8;
4050 LET m=29664
4100 LET a=PEEK m: LET m=m+1
4105 IF a<12 THEN GO TO 4100
4110 IF a=255 THEN GO TO 4500
4120 IF a=13 THEN PRINT " " ;
CHR$ 8; : GO TO 4100
4130 IF a=12 THEN PRINT CHR$ 8;"
";CHR$ 8;CHR$ 8; : GO TO 4100
4140 GO SUB 2000
4200 LET a=PEEK m: LET m=m+1
4205 IF a<12 THEN GO TO 4200
4210 IF a=255 THEN GO TO 4500
4220 IF a=13 THEN PRINT CHR$ b""
";CHR$ 8; : GO TO 4100

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JUEGO DE CARACTERES

DIRECC.	DATOS																		
31832	—	0	0	0	0	0	0	0	32216	—	0	14	10	14	8	8	8	0	
31840	—	0	4	4	4	4	0	4	0	32224	—	0	4	10	10	10	14	6	1
31848	—	0	10	10	0	0	0	0	0	32232	—	0	12	10	10	12	10	9	0
31856	—	0	0	4	14	4	14	4	0	32240	—	0	14	10	8	4	2	14	0
31864	—	4	14	8	12	6	2	14	4	32248	—	0	14	4	4	4	4	4	0
31872	—	0	0	9	2	4	9	0	0	32256	—	0	10	10	10	10	10	14	0
31880	—	6	0	9	13	11	9	9	0	32264	—	0	10	10	10	10	10	4	0
31888	—	2	4	0	0	0	0	0	0	32272	—	0	4	4	4	4	5	2	0
31896	—	2	4	8	8	8	8	4	2	32280	—	0	10	10	4	4	10	10	0
31904	—	8	4	2	2	2	2	4	8	32288	—	0	10	10	10	4	4	4	0
31912	—	0	0	0	10	4	10	0	0	32296	—	0	14	2	4	4	8	14	0
31920	—	0	0	0	4	14	4	0	0	32304	—	0	2	2	2	2	10	4	0
31928	—	0	0	0	0	2	2	4	0	32312	—	0	0	8	4	4	4	4	0
31936	—	0	0	0	0	14	0	0	0	32320	—	0	0	4	4	4	4	8	0
31944	—	0	0	0	0	0	0	2	0	32328	—	0	4	10	0	4	4	4	0
31952	—	0	0	1	2	4	8	0	0	32336	—	0	0	0	0	0	0	15	0
31960	—	0	14	10	10	10	10	14	0	32344	—	0	4	10	8	12	8	14	0
31968	—	0	2	6	10	2	2	2	0	32352	—	0	0	14	2	14	10	15	0
31976	—	0	14	2	2	14	8	14	0	32360	—	8	8	14	10	10	10	14	0
31984	—	0	14	2	2	14	8	14	0	32368	—	0	0	14	8	8	8	14	0
31992	—	0	10	10	14	2	2	2	0	32376	—	2	2	14	10	10	10	14	0
32000	—	0	14	8	14	2	2	14	0	32384	—	0	0	14	10	14	8	14	0
32008	—	0	12	8	8	14	10	14	0	32392	—	0	0	6	4	14	4	4	4
32016	—	0	14	2	2	2	2	2	0	32400	—	0	0	14	10	10	14	2	14
32024	—	0	14	10	10	14	10	14	0	32408	—	8	8	14	10	10	10	10	0
32032	—	0	14	10	10	14	2	2	0	32416	—	0	4	0	4	4	4	6	0
32040	—	0	0	4	0	0	4	0	0	32424	—	0	2	0	2	2	2	2	14
32048	—	0	2	0	0	2	2	4	0	32432	—	8	8	10	12	12	10	10	0
32056	—	0	1	2	4	8	4	2	1	32440	—	12	4	4	4	4	4	14	0
32064	—	0	0	0	14	0	14	0	0	32448	—	0	0	6	5	5	5	5	0
32072	—	0	8	4	2	1	2	4	8	32456	—	0	0	12	10	10	10	10	0
32080	—	0	14	10	2	4	0	4	0	32464	—	0	0	14	10	10	10	14	0
32088	—	0	6	0	12	10	10	10	0	32472	—	0	0	14	10	10	14	8	8
32096	—	0	14	10	10	14	10	10	0	32480	—	0	2	14	10	10	14	2	2
32104	—	0	12	10	12	10	10	12	0	32488	—	0	0	6	8	8	8	8	0
32112	—	0	14	10	8	8	10	14	0	32496	—	0	0	14	8	4	2	14	0
32120	—	0	12	10	10	10	10	12	0	32504	—	4	4	14	4	4	4	6	0
32128	—	0	14	8	12	8	8	14	0	32512	—	0	0	10	10	10	10	15	0
32136	—	0	14	8	12	8	8	8	0	32520	—	0	0	10	10	10	10	4	0
32144	—	0	14	8	8	10	10	14	0	32528	—	0	0	4	5	5	5	2	0
32152	—	0	10	10	14	14	10	10	0	32536	—	0	0	10	10	4	4	10	0
32160	—	0	4	4	4	4	4	4	0	32544	—	0	0	10	10	10	14	2	14
32168	—	0	2	2	2	2	10	14	0	32552	—	0	0	14	2	4	8	14	0
32176	—	0	10	12	12	10	10	10	0	32560	—	2	4	14	2	14	10	15	0
32184	—	0	8	8	8	8	8	14	0	32568	—	2	4	14	10	14	8	14	0
32192	—	0	4	6	5	4	4	4	0	32576	—	2	4	0	4	4	4	6	0
32200	—	0	9	13	11	9	9	9	0	32584	—	2	4	14	10	10	10	14	0
32208	—	0	4	10	10	10	10	4	0	32592	—	2	4	10	10	10	10	15	0