

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 RANDOMIZE : BORDER 0: PAPER 0: INK 7: CL
S
5 REM @ P.Stanley (21.3.83)
10 GO SUB 9000
15 LET hs=0
20 GO TO 6030
50 BEEP .1,-10
55 LET li=3
60 PRINT AT 0,13;"BB      Hi-score ";hs
100 PRINT AT y1,x1;" "; INK 6;AT y,x;a$: LET
y1=y: LET x1=x
110 LET x=x+(IN 57342=254)-(IN 57342=251): L
ET y=y+(IN 65278=253)-(IN 64510=254)
120 LET a=ATTR (y,x): IF SCREEN$ (y,x)=" " T
HEN GO TO 700
122 IF a=7 THEN IF a$="C" THEN GO TO 5000
125 IF a=7 THEN LET y=y1: LET x=x1
130 IF a=70 THEN BEEP .01,20: LET sc=sc+10:
PRINT INK 7;AT 0,6;sc: IF sc/500=INT (sc/50
0) THEN PRINT AT 0,12+li; FLASH 1;"B": FOR g
=1 TO 5: BEEP .2,-30: NEXT g: PRINT AT 0,12+1
i;"B": LET li=li+1
140 IF a=5 THEN GO TO 6000
150 IF a=68 THEN BEEP .1,10: LET a$="C"
700 PRINT AT my,mx;" ": IF RND>sk THEN PRIN
T AT my1,mx1; INK 5;"F"
705 LET my1=my: LET mx1=mx
710 LET my=my+(.5 AND my<y)-(.5 AND my>y): L
ET mx=mx+(.5 AND mx<x)-(.5 AND mx>x)
715 IF ATTR (my,mx)=6 THEN GO TO 6000

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720 PRINT AT my,mx; INK 5; BRIGHT 1;"D"
940 IF RND<.2 THEN PRINT AT RND*18+2,RND*28
+1; INK 6; BRIGHT 1;"E": IF RND>.9 THEN PRIN
T INK 4; BRIGHT 1;AT RND*18+2,RND*28+1;"G"
999 GO TO 100
5000 IF y=1 OR y=21 OR x=0 OR x=30 THEN GO T
O 125
5005 FOR f=50 TO 0 STEP -5: BEEP .02,f: NEXT
f
5010 LET a$="B"
5030 GO TO 130
5500 PRINT AT 0,12+1i;" ": PRINT AT y,x;" ":
LET y=2: LET x=1
5600 LET my=INT (RND*11)+10: LET mx=INT (RND*
18)+12: GO TO 100
6000 PRINT AT my,mx;" ": LET my=INT (RND*11)+
10: LET mx=(RND*18)+12: LET my1=my: LET mx1=m
x: IF a$="C" THEN LET a$="B": FOR f=0 TO 40
STEP 5: BEEP .04,f: NEXT f: GO TO 700
6005 PRINT AT y1,x1;" ": FOR f=1 TO 7: FOR g=
7 TO 0 STEP -1: PRINT INK g;AT y,x;"B": BEEP
.02,g*f: NEXT g: NEXT f
6007 LET li=li-1: IF li<>0 THEN GO TO 5500
6010 FOR g=0 TO 60: NEXT g
6020 CLS : PRINT AT 5,8; INVERSE 1;"G A M E
O V E R"
6025 PRINT AT 8,9; INK 5; BRIGHT 1;"You score
d ";sc
6026 IF sc>hs THEN LET hs=sc: PRINT "' Well
done- A new high-score!": GO TO 6030
6027 PRINT "' The high-score is ";hs
6030 PRINT INK 6;"'" Press 1 for a hard ga
me, or 2 for an easier game."
6040 IF INKEY$<>"1" AND INKEY$<>"2" THEN GO
TO 6040
6045 LET sk=(.7 AND INKEY$="1")+ (.85 AND INKE
Y$="2")
6050 CLS
7000 FOR f=1 TO 21: PRINT AT f,0;"A";AT f,30;
"A": NEXT f
7010 FOR f=1 TO 29: PRINT AT 1,f;"A";AT 21,f;
"A": NEXT f
7020 FOR g=1 TO (7 AND sk=.85)+(14 AND sk=.7)
: LET s=RND*28: LET f=s+RND*10: LET x=INT (RN
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