

Minelay

Minelay is a maze game in which your hero runs about collecting 5 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 REM *** BBC VERSION ***
2 REM *** MINELAY ***
3 MODE1:VDU23,1,0;0;0;0;:CLS
5 REM @ PAUL STANLEY
10 GOSUB9000
15 HS=0
20 GOTO 6030
50 SOUND 2,-12,53,4
55 LI=3
60 COLOUR2:VDU31,17,5,142,142:PRINTSPC(4);
"HI-SCORE ";HS
100 VDU31,X1+4,Y1+5,32:COLOUR3:PRINTTAB(X+
4,Y+5)A$:Y1=Y:X1=X
105 *FX15,1
110 K$=INKEY$(10):X=X-(K$="P" AND X<29)+(K
$="I" AND X>1):Y=Y-(K$="Z" AND Y<21)+(K$="Q"
AND Y>2)
120 A=FNSC(X+4,Y+5):IF FNSC(X+4,Y+5)=32 TH
EN700
122 IF A=141 THEN IF A$=CHR$(143) THEN GOT
O5000
125 IF A=141 THEN Y=Y1:X=X1
130 IF A=145 THEN SOUND2,-12,47,1:SC=SC+10:
COLOUR2:VDU31,4,5:PRINT"SCORE ";SC:IFSC/500=I
NT(SC/500) THENVDU31,LI+16,5,142:FORG=1TO5:SOU
ND2,-12,47,1:NEXT:VDU31,16+LI,5,142:LI=LI+1
140 IF A=146 THEN GOTO6000
150 IFA=147 THEN SOUND1,-14,210,1:A$=CHR$(
143)

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700   VDU31,MX+4,MY+5,32:IF RND(1)>SK THEN C
COLOUR1:VDU31,MX1+4,MY1+5,146
705   MY1=MY:MX1=MX
710   MY=MY-.5*(MY<Y)+.5*(MY>Y):MX=MX-.5*(MX
<X)+.5*(MX>X)
715   CC=FNSC(MX+4,MY+5):IF CC=142 OR CC=143
THEN GOTO 6000
720   COLOUR1:VDU31,MX+4,MY+5,144
940   COLOUR2:IF RND(1)<.2 THEN VDU31,RND(27
)+5,RND(17)+7,145:COLOUR3:IF RND(1)>.9 THEN V
DU31,RND(27)+5,RND(17)+7,147
999   GOTO100
1000  END
1010  DEFFNSC(X,Y):VDU31,X,Y:A%=135:C=USR(&FF
F4):C=C AND &FFFF:C=C DIV &100:=C
5000  IF Y=1 OR Y=21 OR X=0 OR X=30 THEN GOT
O125
5005  FOR F=180TO100STEP-10:SOUND1,-14,F,1:N
EXT
5010  A$=CHR$(142)
5030  GOTO 130
5500  VDU31,16+LI,5,32,31,X+4,Y+5,32:Y=2:X=1
5600  MY=RND(10)+10:MX=RND(17)+12:GOTO100
6000  VDU31,MX+4,MY+5,32:MY=RND(10)+10:MX=RN
D(17)+12:MY1=MY:MX1=MX:IF A$=CHR$(143) THEN A
$=CHR$(142):FORF=100TO180STEP10:SOUND3,-14,F,
1:NEXT:GOTO700
6005  VDU31,X1+4,Y1+5,32:FORF=1TO7:VDU31,X+4
,Y+5,32:SOUND2,-13,F*20,2:FORG=1TO200:NEXT:VD
U31,X+4,Y+5,142:FORG=1TO200:NEXT:NEXT
6007  LI=LI-1:IFLI<>0 THEN GOTO5500
6010  FORG=1TO5000:NEXT
6020  CLS:COLOUR1:PRINTTAB(12,10)"G A M E O
V E R"
6025  COLOUR3:PRINTTAB(14,13)"You scored ";S
C
6026  IF SC>HS THEN HS=SC:PRINTTAB(4,15)" We
ll done. A new high-score!!":GOTO6030
6027  PRINTTAB(5,17)"          The high-score is
";HS
6030  COLOUR2:VDU31,10,22:PRINT"1  FOR A HAR
D  GAME":VDU31,10,23:PRINT"2  FOR AN EASY GAM
E"
6040  T$=GET$:IFT$<>"1"ANDT$<>"2"THEN6040
6045  SK= -.7*(T$="1")-.85*(T$="2")
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6050  CLS
7000  COLOUR3: FOR F=6TO26:VDU31,4,F,141,31,3
4,F,141:NEXT:FORF=5TO33:VDU31,F,6,141,31,F,26
,141:NEXT:FORG=1TO -7*(SK=.85)-14*(SK=.7):S=R
ND(27):F=S+RND(9):X=RND(8)*2+1:IFF>29THENF=29
7030  FORY=S TOF:VDU31,Y+4,X+5,141:NEXT:S=
RND(16)+2:F=S+RND(9):X=RND(13)*2+2:IFF>20THEN
F=20
7060  FORY=S TOF:VDU31,X+4,Y+5,141:NEXT:NE
XT:COLOUR2:FORF=1TO20
7400  Y=RND(17)+2:X=RND(27)+1:IFFNSC(X+4,Y
+5)<>32THEN7400
7420  VDU31,X+4,Y+5,145:NEXT:COLOUR1:FORF=
1TO10
7510  Y=RND(17)+2:X=RND(27)+1:IFFNSC(X+4,Y
+5)<>32THEN7510
7540  VDU31,X+4,Y+5,146:NEXT:COLOUR3:FORF=1T
O5:VDU31,RND(27)+5,RND(17)+7,147:NEXT
7800  Y=2:X=1:Y1=Y:X1=X:A$=CHR$(142):MY=RND(1
0)+10:MX=RND(17)+12:MY1=MY:MX1=MX
7850  COLOUR2:SC=0:VDU31,4,5:PRINT"SCORE ";SC
7999  GOTO50
9000  VDU23,141,24,36,66,153,153,66,36,24
9002  VDU23,142,28,28,63,62,8,28,20,54
9004  VDU23,143,220,220,73,126,72,92,20,54
9006  VDU23,144,195,36,24,36,126,90,129,0
9008  VDU23,145,0,0,0,12,62,126,62,12
9010  VDU23,146,0,0,8,73,42,28,62,127
9012  VDU23,147,4,14,6,12,24,48,96,0
9014  VDU23,148,192,32,16,32,112,112,128,0,23
,149,3,4,8,4,14,14,1,0
9015  VDU19,2,0,0,0,0:COLOUR2:VDU31,0,5
9016  VDU32,32,144,148,32,149,144,32,144,144
,144,32,144,148,32,32,144,32,144,144,144,144,
32,144,32,32,32,32,144,144,144,144,32,144,32,
32,32,144
9017  VDU31,0,6,32,32,144,149,32,148,144,32,3
2,144,32,32,144,149,32,32,144,32,144,32,32,32
,32,144,32,32,32,32,144,32,32,144,32,144,32,3
2,32,144
9018  VDU31,0,7,32,32,144,32,144,32,144,32,32
,144,32,32,144,32,144,32,144,32,144,144,144,1
44,32,144,32,32,32,32,144,144,144,144,32,32,1
44,144,144
9019  VDU31,0,8,32,32,144,32,32,32,144,32,32,

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144,32,32,144,32,32,148,144,32,144,32,32,32,3
2,144,32,32,32,32,144,32,32,144,32,32,32,144
 9020 VDU31,0,9,32,32,144,32,32,32,144,32,144
,144,144,32,144,32,32,149,144,32,144,144,144,
144,32,144,144,144,144,32,144,32,32,144,32,32
,32,144
 9021 COLOUR1
 9022 FORY=5TO9:FORX=0TO39:CC=FNSC(X,Y):IF C
C<>32 THEN VDUCC
 9024 SOUND1,-12,(Y-3)*(X+10),1.2:NEXT:NEXT:
VDU20
 9647 VDU19,3,6,0,0,0
 9650 COLOUR3:PRINTTAB(4,12)"Move about the
maze picking up",TAB(4,13)"golden eggs, avoid
ing the mines",TAB(4,14)"and also the mine-la
yer."
 9700 PRINTTAB(4,16)"If you pick up an axe y
ou can",TAB(4,17)"destroy the maze walls,",TA
B(4,18)"and the mine-layer."
 9750 PRINTTAB(4,20)"You begin with 3 lives,
but an",TAB(4,21)"extra life is given every
500 ",TAB(4,22)"points."
 9800 COLOUR1:PRINTTAB(4,24)"Q.....UP
  Z.....DOWN",TAB(4,25)"I.....LEFT P..
...RIGHT"
 9900 COLOUR2:PRINTTAB(6,28)"Press any key t
o start.....":A$=""
 9910 G=GET:CLS
 9999 RETURN
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