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10 ' +-----+
-----+
20 ' !   Three Dimensional Maze Program
    !
30 ' !           (C) 1986 J.Kennedy
    !
40 ' +-----+
-----+
50 ENV 1,15,-1,1:ENV 2,5,-1,4
60 pit=0.5
70 envs=1:sm=1:count=1:bass=1:DIM n(128)
:FOR a=1 TO 128:READ n(a):n(a)=n(a)/2:NE
XT a
80 DIM MAZE$(25,80)
90 GOSUB 2570
100 MODE 0:BORDER 0:PEN 1:INK 1,26,13:PA
PER 0:INK 0,0
110 LOCATE 5,10
120 PRINT "PLEASE WAIT"
130 PEN 1
140 GOSUB 1190
150 INK 1,26
160 GOSUB 210
170 GOSUB 1260
180 GOSUB 1750
190 GOSUB 1870
200 GOTO 180
210 REM DRAW GENERAL MAZE
220 CLS
230 REM indicators
240 FOR a=1 TO 20
250 PLOT 290-a,390,14
260 DRAW 0,-20
270 PLOT 350+a,390,15
280 DRAW 0,-20
290 NEXT a
300 INK 15,26:INK 14,26
310 PLOT 270,390,1
320 DRAW 20,0:DRAW 0,-20:DRAW -20,0:D
RAW 0,20
330 PLOT 350,390,1
340 DRAW 20,0:DRAW 0,-20:DRAW -20,0:D
RAW 0,20
350 GOSUB 1870
360 TAG
370 MOVE 264,360
380 PRINT CHR$(255);
390 MOVE 344,360
400 PRINT CHR$(254);
410 TAGOFF
420 REM outline
430 PLOT 0,0,1
440 DRAW 639,0
450 DRAW 0,399
460 DRAW -639,0
470 DRAW 0,-399
480 REM outer square
490 FOR a=190 TO 450 STEP 4
500 PLOT a,280,3
510 DRAW 0,-160
520 NEXT a
530 REM inner square
540 FOR a=290 TO 350
550 PLOT a,220,2
560 DRAW 0,-40
570 NEXT a
580 REM outer left lines
590 PLOT 0,0,4
600 DRAW 190,120
610 PLOT 0,399
620 DRAW 190,280
630 DRAW 190,120
640 REM inner left lines
650 PLOT 190,120,5
660 DRAW 290,180
670 PLOT 290,220
680 DRAW 190,280
690 REM outer right lines
700 PLOT 639,0,6
710 DRAW 446,120
720 PLOT 639,399
730 DRAW 446,280
740 DRAW 446,120
750 REM inner right lines
760 PLOT 446,120,7
770 DRAW 346,180
780 PLOT 446,276
790 DRAW 346,220
800 REM outer exit left
810 FOR a=184 TO 4 STEP -4
820 PLOT a,120,8
830 DRAW 0,160
840 NEXT a
850 REM inner exit left
860 FOR a=194 TO 288
870 PLOT a,180,9
880 DRAW 0,40
890 NEXT a
900 REM outer exit right
910 FOR a=450 TO 635 STEP 4
920 PLOT a,120,10
930 DRAW 0,160
940 NEXT a
950 REM inner exit right
960 FOR a=346 TO 444 STEP 4
970 PLOT a,180,11
980 DRAW 0,40
990 NEXT a
1000 GOSUB 2430
1010 RETURN
1020 REM CREATE MAZE
1030 FOR a%=1 TO 24:FOR b%=1 TO 80:maze%
(a%,b%)=1:NEXT:NEXT
1040 q=40:w=10:maze%(w,q)=0
1050 tc=0
1060 cdw=0:cdq=0
1070 dq=-1+INT(RND*3):dw=-1+INT(RND*3)
1080 IF ABS(dq)=ABS(dw) THEN GOTO 1070
1090 IF odq=-dq AND odw=-dw THEN GOTO 10
70
1100 odq=dq:odw=dw
1110 q=q+dq:w=w+dw
1120 IF q>76 OR q<4 THEN q=q-dq
1130 IF w>22 OR w<2 THEN w=w-dw
1140 maze%(w,q)=0
1150 tc=tc+1:ct=ct+1:IF ct=4 THEN ct=0:G
OTO 1070
1160 IF tc<500 THEN GOTO 1110
1170 bx=w:by=q

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1180 RETURN	1380 REM look north	E IF maze%(x+1,y-1)=1 THEN INK 8,20
1190 REM INITIALIZE	1390 IF x=bx AND y-1 = by THEN INK 12,26	1500 IF maze%(x,y+1)=1 THEN INK 6,20 ELSE
1200 GOSUB 1920	1400 IF maze%(x-1,y)=1 THEN INK 4,20 ELSE	E IF maze%(x+1,y+1)=1 THEN INK 10,20
1210 GOSUB 1020	E IF maze%(x-1,y-1)=1 THEN INK 8,20	1510 IF maze%(x+1,y)=1 THEN INK 3,20:INK
1220 x=10:y=40	1410 IF maze%(x+1,y)=1 THEN INK 6,20 ELSE	2,20:INK 5,20:INK 7,20:INK 9,20:INK 11,
1230 dir=1	E IF maze%(x+1,y-1)=1 THEN INK 10,20	20:INK 12,20:RETURN
1240 ti=TIME	1420 IF maze%(x,y-1)=1 THEN INK 3,20:INK	1520 IF maze%(x+1,y-1)=1 THEN INK 5,10 E
1250 RETURN	2,20:INK 5,20:INK 7,20:INK 9,20:INK 11,	LSE IF maze%(x+2,y-1)=1 THEN INK 9,10
1260 REM DRAW VIEW	20:INK 12,20:RETURN	1530 IF maze%(x+1,y+1)=1 THEN INK 7,10 E
1270 GOSUB 1920	1430 IF maze%(x-1,y-1)=1 THEN INK 5,10 E	LSE IF maze%(x+2,y+1)=1 THEN INK 11,10
1280 PLOT 1000,1000,1	LSE IF maze%(x-1,y-2)=1 THEN INK 9,10	1540 IF maze%(x+2,y)=1 THEN INK 2,10
1290 TAG:MOVE 304,368	1440 IF maze%(x+1,y-1)=1 THEN INK 7,10 E	1550 RETURN
1300 IF dir=2 THEN c=241	LSE IF maze%(x-1,y-2)=1 THEN INK 11,10	1560 REM Hello Cathy
1310 IF dir=3 THEN c=243	1450 IF maze%(x,y-2)=1 THEN INK 2,10:RET	1570 REM look west
1320 IF dir=4 THEN c=240	URN	1580 IF x-1 = bx AND y=by THEN INK 12,26
1330 IF dir=1 THEN c=242	1460 RETURN	1590 IF maze%(x,y+1)=1 THEN INK 4,20 ELSE
1340 PRINT CHR\$(c);:TAGOFF	1470 REM look east	E IF maze%(x-1,y+1)=1 THEN INK 8,20
1350 IF x=bx AND y=by THEN INK 13,26	1480 IF x+1 = bx AND y=by THEN INK 12,26	1600 IF maze%(x,y-1)=1 THEN INK 6,20 ELSE
1360 IF maze%(x,y)=1 THEN RETURN	1490 IF maze%(x,y-1)=1 THEN INK 4,20 ELSE	E IF maze%(x-1,y-1)=1 THEN INK 10,20
1370 ON dir GOTO 1380,1470,1660,1570		



# 3D maze for Amstrad CPC

by J Kennedy

There now follows the remaining half of the 3D Maze listing for the Amstrad CPC computers. If you don't want to type it all in them the game can be obtained, on cassette and with a title screen, from J Kennedy, 32 Bayview Road, Bangor, County Down, N. Ireland BT19 2AR. Please send £2, but no cheques so use recorded delivery.

```
1610 IF maze%(x-1,y)=1 THEN INK 3,20:INK
  2,20:INK 5,20:INK 7,20:INK 9,20:INK 11,
  20:INK 12,20:RETURN
1620 IF maze%(x-1,y+1)=1 THEN INK 5,10 E
  LSE IF maze%(x-2,y+1)=1 THEN INK 9,10
1630 IF maze%(x-1,y-1)=1 THEN INK 7,10
  ELSE IF maze%(x-2,y-1)=1 THEN INK 11,10
1640 IF maze%(x-2,y)=1 THEN INK 2,10
1650 RETURN
1660 REM look south
1670 IF x=bx AND y+1=by THEN INK 12,26
1680 IF maze%(x+1,y)=1 THEN INK 4,20 ELS
  E IF maze%(x+1,y+1)=1 THEN INK 8,20
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```
1690 IF maze%(x-1,y)=1 THEN INK 6,20 ELS
  E IF maze%(x-1,y+1)=1 THEN INK 10,20
1700 IF maze%(x,y+1)=1 THEN INK 3,20:INK
  2,20:INK 5,20:INK 7,20:INK 9,20:INK 11,
  20:INK 12,20:RETURN
1710 IF maze%(x+1,y+1)=1 THEN INK 5,10 E
  LSE IF maze%(x+1,y+2)=1 THEN INK 9,10
1720 IF maze%(x-1,y+1)=1 THEN INK 7,10 E
  LSE IF maze%(x-1,y+2)=1 THEN INK 11,10
1730 IF maze%(x,y+2)=1 THEN INK 2,10 ELS
  E REM IF maze%(x+1,y+1)=1 THEN INK 8,20
1740 RETURN
1750 REM key press
1760 flag=0
1770 IF INKEY="" THEN 1770
1780 IF (JOY(0) AND 1 OR INKEY(0) <> -1)
  AND dir=1 AND maze%(x,y-1)=0 THEN y=y-
  1:flag=1
1790 IF (JOY(0) AND 1 OR INKEY(0) <> -1)
  AND dir=2 AND maze%(x+1,y)=0 THEN x=x+
  1:flag=1
1800 IF (JOY(0) AND 1 OR INKEY(0) <> -1)
  AND dir=3 AND maze%(x,y+1)=0 THEN y=y+
  1:flag=1
1810 IF (JOY(0) AND 1 OR INKEY(0) <> -1)
  AND dir=4 AND maze%(x-1,y)=0 THEN x=x-
```

```
1:flag=1
1820 IF (JOY(0) AND 4 OR INKEY(8) <> -1)
  THEN dir=dir-1:flag=1:IF dir=0 THEN dir
  =4
1830 IF (JOY(0) AND 8 OR INKEY(1) <> -1)
  THEN dir=dir+1:flag=1:IF dir=5 THEN dir
  =1
1840 IF flag=1 THEN GOSUB 1260
1850 IF (JOY(0) AND 16 OR JOY(0) AND 32
  OR INKEY(9) <> -1) THEN GOSUB 2140:GOSUB
  1920:GOSUB 210:GOSUB 1870:GOSUB 1260
1860 RETURN
1870 REM check
1880 IF ABS(bx-x) < 25 THEN INK 15, (ABS(
  bx-x))
1890 IF ABS(by-y) < 25 THEN INK 14, (ABS(
  by-y))
1900 IF x=bx AND y=by THEN GOTO 1980
1910 RETURN
1920 REM Blank Inks
1930 INK 12,0
1940 FOR a%=2 TO 13
1950 INK a%,0
1960 NEXT
1970 RETURN
```



```

1980 REM FOUND EXIT
1990 FOR a=1 TO 3000:NEXT a
2000 MODE 0:GOSUB 1920:GOSUB 2430
2010 AFTER 10 GOSUB 2300
2020 AFTER 10,1 GOSUB 2360
2030 PEN 1
2040 LOCATE 6,3:PRINT "WELL DONE"
2050 LOCATE 4,12:PRINT "You found the"

2060 LOCATE 3,22:PRINT "in":INT((TIME-ti
)/300):"seconds."
2070 LOCATE 5,24:PEN 2:INK 2,10,26:PRINT
"PRESS ENTER TO PLAY";
2080 PEN 1:INK 1,26
2090 col=1
2100 col=col+0.25:IF col=27 THEN col=0

2110 INK 12,col
2120 IF INKEY(18)=-1 THEN 2100
2130 RUN
2140 REM draw maze
2150 MODE 2
2160 FOR a%=1 TO 25:FOR b%=1 TO 80:LOCAT
E 81-b%,a%:IF mazeX(a%,b%)=1 THEN PRINT
CHR$(207)
2170 NEXT b%,a%
2180 LOCATE 81-y,x:PRINT CHR$(249)
2190 REM LOCATE 81-by,bx:PRINT "E":leave
out REM to show exit. (cheat)
2200 LOCATE 1,25:PRINT " 3D Maze was
written by John T Kennedy.CT did the EXI
Ts and DI the Music ";
2210 IF INKEY$("<")="" THEN 2210
2220 IF INKEY$="" THEN 2220
2230 MODE 0
2240 RETURN
2250 REM Tune Data.Thanks to Darren Irvi
ne.Hope he doesn't want any money
2260 DATA 1911,1911,1517,1517,1432,1432,
1351,1276,1911,1911,1517,1517,1432,1432,
1351,1276,1911,1911,1517,1517,1432,1432,
1351,1276,956,1073,1276,1073,1276,1423,1
276,1517
2270 DATA 1432,1432,716,716,804,956,804,
716,1432,1432,716,716,804,956,804,716,14
32,1432,716,716,804,956,804,716,716,358,
804,402,1073,536,1204,602
2280 DATA 1911,1911,1517,1517,1432,1432,
1351,1276,1911,1911,1517,1517,1432,1432,
1351,1276,1911,1911,1517,1517,1432,1432,
1351,1276,956,1073,1276,1073,1276,1423,1
276,1517
2290 DATA 1276,1276,638,638,716,851,716,
638,1276,1276,1012,1012,956,956,902,851,
1432,1432,1136,1136,1073,1073,1012,956,7
16,804,956,804,956,1073,956,1136
2300 SOUND 129,n(bass),0,15,1
2310 SOUND 132,n(bass)*pit,0,15,2
2320 bass=bass+1
2330 IF bass=129 THEN bass=1:envs=-envs:
pit=pit*2:IF envs=1 THEN ENV 1,15,-1,1:E
NV 2,5,-1,4 ELSE ENV 1,15,-1,4:ENV 2,5,-
1,1
2340 IF pit=8 THEN pit=0.5
2350 RETURN
2360 SOUND 130,0,0,10,4,0,1
2370 sm=sm+1
2380 IF sm=65 THEN sm=1
2390 IF sm>61 THEN SOUND 130,0,0,15,1,0,
10:RETURN
2400 IF sm/4=INT(sm/4) THEN SOUND 130,0,
0,15,1,0,10
2410 IF sm/2=INT(sm/2) AND sm/4<>INT(sm/
4) THEN SOUND 130,0,0,10,2,0,25
2420 RETURN
2430 REM letters
2440 REM EXITS designed and called out b
y Colin Turner
2450 REM I hope he doesn't want any m
oney either
2460 PLOT 1000,1000,13
2470 MOVE 60,10:DRAW 190,110:DRAW 240,11
0:MOVE 140,70:DRAW 210,70:MOVE 60,10:DRA
W 160,10
2480 MOVE 200,10:DRAW 310,110:MOVE 300,1
0:DRAW 260,110
2490 MOVE 340,10:DRAW 440,10:MOVE 390,10
:DRAW 355,110:MOVE 330,110:DRAW 380,110
2500 MOVE 400,110:DRAW 450,110:MOVE 425,
110:DRAW 530,10
2510 PLOT 1000,1000,12
2520 MOVE 260,130:DRAW 230,130:DRAW 285,
170:DRAW 295,170:MOVE 260,152:DRAW 280,1
52
2530 MOVE 280,130:DRAW 315,170:MOVE 310,
130:DRAW 305,170
2540 MOVE 330,130:DRAW 360,130:MOVE 345,
130:DRAW 330,170:MOVE 325,170:DRAW 335,1
70
2550 MOVE 395,130:DRAW 350,170:MOVE 345,
170:DRAW 355,170
2560 RETURN
2570 REM Instructions
2580 MODE 1
2590 PEN 1:BORDER 0:INK 1,0:INK 0,0
2600 PRINT"+-----+
-----+! Three Dimensional M
aze !! $ J.Kennedy
!+-----+
-----+ "
2610 PRINT:PRINT
2620 PRINT " The object of this game is
to find the exit hidden somewhere in the
3D Maze. To help you ,you have two p
roximity indicators,one for vertical
and one for horizontal distance from the
exit."
2630 PRINT " These become darker the clo
ser you get to the exit."
2640 PRINT " To see a map of the maze pr
ess COPY or FIRE on the joystick.Remembe
r - this takes up time."
2650 PRINT " Use the r cursor key (or jo
ystick) to turn 90 degrees to the left,
the s key toturn to the right and the p
key to go forward one unit."
2660 PRINT " The arrow at the top of the
screen willalways point North."
2670 LOCATE 10,25
2680 PRINT "PRESS ENTER TO START"
2690 INK 1,26
2700 EVERY 10,0 GOSUB 2300:EVERY 10,1 GO
SUB 2360
2710 IF INKEY(18)=-1 THEN 2710
2720 RETURN
2730 REM Better leave in REM statements
- I think I
2740 REM GOTO'ed a few.

```