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10 REM LA MINA
20 REM BY PAULS STANLEY
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,6:PAPER 0:PEN 1:CLS
40 GOSUB 670
50 HS=0
60 GOTO 410
70 FOR XX=-3 TO 3:SOUND 2,31+(XX*10),3:N
EXT
80 LI=3
90 LOCATE 10,1:PEN 5:PRINT CHR$(232);CHR
$(232);:PEN 7:PRINT"HI";HS:PEN 1
100 LOCATE X1+1,Y1+1:PRINT" ";:LOCATE X+
1,Y+1:PRINT A$:Y1=Y:X1=X
110 X=X-(INKEY(1)=0)+(INKEY(8)=0):Y=Y-(I
NKEY(2)=0)+(INKEY(0)=0)
120 X=X-(X<1):X=X+(X>18):Y=Y-(Y<1):Y=Y+(
Y>20)
130 LOCATE X+1,Y+1:CALL 360:KY=PEEK(367)
:IF KY =32 THEN 190
140 IF KY=231 THEN IF A$=CHR$(233) THEN
270
150 IF KY=231 THEN Y=Y1:X=X1
160 IF KY=235 THEN SOUND 1,120,3:SOUND 1
,30,3:SC=SC+10:LOCATE 6,1:PRINT SC;:IF S
C/500=SC\500 THEN LOCATE 9+LI,1:PEN 8:PR
INT CHR$(232);:PEN 1:FOR G = 1 TO 5:SOUN
D 1,10*G,3:NEXT:LI=LI+1
170 IF KY=236 THEN 330

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180 IF KY=237 THEN SOUND 1,30,3:A$=CHR$(
233)
190 LOCATE MX+1,MY+1:PRINT" ";:IF RND>(S
K+0.1) THEN PEN 6:LOCATE MX1+1,MY1+1:PRI
NT CHR$(236);:PEN 1
200 MY1=MY:MX1=MX
210 MY=MY-0.5*(MY<Y)+0.5*(MY>Y):MX=MX-0.
5*(MX<X)+0.5*(MX>X)
220 LOCATE MX+1,MY+1:CALL 360:KZ=PEEK(36
7):IF KZ=232 THEN 330
230 LOCATE MX+1,MY+1:PEN 3:PRINT CHR$(23
4);:PEN 1
240 IF RND<0.2 THEN PEN 2: LOCATE INT (R
ND*17+3),INT(RND*18+3):PRINT CHR$(235);:
IF RND>0.9 THEN PEN 4:LOCATE INT(RND*17+
3),INT(RND*18+3):PRINT CHR$(237);
250 PEN 1
260 GOTO 100
270 IF Y=1 OR Y=21 OR X=1 OR X=18 THEN 1
50
280 FOR VV=50 TO 0 STEP -5 :SOUND 1,10+5
*VV,4:NEXT
290 A$=CHR$(232)
300 GOTO 160
310 LOCATE LI+9,1:PRINT" ";:LOCATE X+1,Y
+1:PRINT" ":Y=2:X=1
320 MY=INT(RND*11)+10:MX=INT(RND*11)+8:G
OTO 100
330 LOCATE MX+1,MY+1:PRINT" ":MY=INT (RN
D*11)+10:MX=INT(RND*11)+8:MY1=MY:MX1=MX:
IF A$=CHR$(233) THEN A$=CHR$(232):FOR F=
0 TO 40 STEP 5:SOUND 1,20+F,1:NEXT f: GO
TO 190
340 LOCATE X1+1,Y1+1:PRINT" ":LOCATE X+1
,Y+1:PEN 5:PRINT CHR$(232);:PEN 1:FOR F=
1 TO 9:SOUND 1,(200+F*10),3:NEXT
350 LI=LI-1:IF LI<> 0 THEN 310
360 FOR G=1 TO 100:NEXT
370 CLS:LOCATE 1,5:PEN 5:PRINT CHR$(24);
" F I N A L I Z A ";CHR$(24);:PEN 1
380 LOCATE 2,8:PEN 4:PRINT "Tu puntuacio
n:";SC;
390 IF SC>HS THEN HS=SC:PRINT:PRINT:PEN
2:PRINT CHR$(24);" ";CHR$(24

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):PEN 6:PRINT CHR$(24);" NUEVO RECORD !!
";CHR$(24);:PEN 1:GOTO 410
400 PRINT:PEN 6:PRINT:PRINT CHR$(24);" E
L RECORD ES";HS;CHR$(24);
410 LOCATE 1,20:PEN 3:PRINT"PULSA [1] JU
EGO DIFICIL [2] JUEGO FACIL":PEN 1
420 X$=INKEY$:IF X$<>" " THEN 420
430 X$=INKEY$:IF X$<>"1" AND X$<>"2" THE
N 430
440 IF X$="1" THEN SK=0.7:B=8 ELSE SK=0.
85 :B=4
450 CLS
460 MODE 0:BORDER 0:INK 0,0:INK 1,16:INK
 2,24:INK 3,20:INK 4,18:INK 5,8:INK 6,6:
INK 7,21:INK 8,0,24:PAPER 0:PEN 1
470 PEN 1:FOR f=1 TO 21:LOCATE 1,f+1:PRI
NT CHR$(231);:LOCATE 20,f+1:PRINT CHR$(2
31);:NEXT f
480 FOR f=1 TO 18:LOCATE f+1,2:PRINT CHR
$(231);:LOCATE f+1,22:PRINT CHR$(231);:N
EXT
490 FOR G=1 TO B:S=INT(RND*9)+1:F=INT(S+
(RND*7)):X=2*INT (RND*4)+1:IF F>17 THEN
F=17
500 FOR Y=S TO F:LOCATE Y+1,X+1:PRINT CH
R$(231);
510 NEXT Y
520 S=INT(RND*17)+2:F=INT(S+(RND*10)):X=
INT(RND*8.75)*2+2:IF F>20 THEN F=20
530 FOR Y=S TO F:LOCATE X+1,Y+1:PRINT CH
R$(231);:NEXT Y:NEXT G
540 PEN 2:FOR F=1 TO 12
550 Y=INT(RND*18)+2:X=INT(RND*17.5)+1
560 LOCATE X+1,Y+1:CALL 360:KY=PEEK(367)
:IF KY<>32 THEN 550
570 LOCATE X+1,Y+1:PRINT CHR$(235);:NEXT
F
580 PEN 6:FOR F=1 TO 6
590 Y=(RND*18)+2:X=(RND*11.25)+2
600 LOCATE X+1,Y+1:CALL 360:KY=PEEK(367)
:IF KY <>32 THEN 590
610 LOCATE X+1,Y+1:PRINT CHR$(236);:NEXT
F
620 PEN 4: FOR F=1 TO 3:LOCATE INT(RND*1

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1.25)+2,INT(RND*18)+3:PRINT CHR$(237);:N
EXT F:PEN 1
630 Y=2:X=1:Y1=Y:X1=X:A$=CHR$(232)
640 MY=INT(RND*11)+10:MX=INT((RND*11.25)
+7.5):MY1=MY:MX1=MX
650 SC=0:LOCATE 1,1:PEN 7:PRINT "Puntos
";sc;:PEN 1
660 GOTO 70
670 SYMBOL AFTER 230
680 SYMBOL 231,24,36,66,153,153,66,36,24
690 SYMBOL 232,28,28,73,62,8,28,20,54
700 SYMBOL 233,220,220,73,126,72,92,20,5
4
710 SYMBOL 234,195,36,24,36,126,90,129,0
720 SYMBOL 235,0,0,0,12,62,126,62,12
730 SYMBOL 236,0,0,8,73,42,28,62,127
740 SYMBOL 237,4,14,6,12,24,48,96,0
750 FOR x= 360 TO 366: READ a:POKE x,a:N
EXT
760 DATA 205,96,187,50,111,1,201
770 LOCATE 10,1:PRINT CHR$(24);"L A M I
N A";CHR$(24)
780 LOCATE 1,5:PRINT "Muevete por el lab
erinto recogiendo huevos de oro, evitand
o las minas y los mineros"
790 LOCATE 1,9:PRINT" Si recoges un hach
a podras destruir las paredes del laberi
nto y tambien a los mineros que lo recor
ren"
800 LOCATE 1,13:PRINT"Comienzas con tres
vidas, pero por cada 500 puntos obtendr
as una vida extra"
810 PRINT:PRINT
820 PEN 3:PRINT:PRINT"Usa las teclas del
cursor":PEN 1
830 LOCATE 10,24:PEN 2:PRINT"PULSA UNA T
ECLA":PEN 1
840 IF INKEY$<>"" THEN 840
850 IF INKEY$="" THEN 850 ELSE CLS
860 RETURN

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