

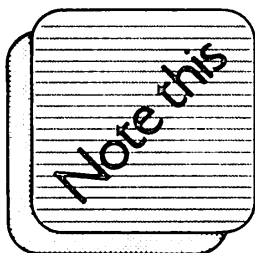
MINEFIELD

Here's a game that uses the screen and colour memories. The object of the game is to reach the bottom right corner, without treading on a mine. It's a bit bare at the moment, so that you can see the main routines more clearly. When you've got it running, you might like to improve the presentation and add some sound effects. I have used asterisks (code 42) to indicate mines, and a blob (code 81) to show the player's position.



Program

```
10 POKE 53281,7:PRINT " ♥ "
20 FOR N=1 TO 50: P=
  INT(RND(0)*1000)+1024
30 POKE P,42: POKE P+54272,7:
  NEXT
40 PL = 1024: LIVES = 5
50 POKE PL,81:POKE PL+ 54272,1
60 GET AS : IF AS<>"" THEN 60
70 GET AS : IF AS=""THEN 70
80 IF AS="U" AND PL>1064 THEN
  PL=PL-40
90 IF AS="D" AND PL<1984
  THEN PL=PL+40
100 IF AS="L" AND PL>1025
  THEN PL=PL-1
110 IF AS ="R" THEN PL=PL+1
120 IF PEEK(PL)=42 THEN 200
130 POKE PL,81: POKE PL+ 54272,1
140 IF PL = 2023 THEN 300
150 GOTO 60
```



Lines 20 and 30 put 50 asterisks on the screen at random places, but colour them yellow, the same colour as the screen.

The routine from 60 to 110 works the key controls. The keys 'U,D,L,R' move the player. Notice the checks built into the lines to stop the player from wandering off the top, and bottom edge of the screen.

That triple loop at line 200 produces a flashing asterisk when you tread on a mine.

```
190 REM SHOW MINES AND LIVES LEFT
200 FOR T= 1 TO 20: FOR COL =0 TO 1:
    POKE PL+54272,COL: FOR D=1 TO 25
205 NEXT D: NEXT COL: NEXT T
210 LIVES = LIVES -1: PRINT
    "[S] LIVES";LIVES
220 FOR N=1024 TO 2023: IF PEEK(N)
    =42 THEN POKE N+54272,0
230 NEXT N
240 IF LIVES =0 THEN 400
250 PRINT "[S] _____"
260 FOR N=1024 TO 2023:
    POKE N+ 54272,7: NEXT N
270 GOTO 50
300 PRINT "[S] MADE IT WITH";LIVES;
    " LIVES LEFT."
310 END
400 PRINT "[S] YOU HAVE RUN OUT OF
    LIVES."
410 END
```