

## MINEFIELD

THE POINT OF THIS GAME IS TO  
CROSS A MINEFIELD. YOU HAVE A MINE  
DETECTOR WHICH GIVES SOME WARNING  
OF DISASTER. BUT WILL NOT  
GIVE EXACT MINE LOCATIONS.

BE CAREFUL FOLKS OR :c

K A P O W!!

STARTING POSITION IS THE TOP LEFT  
AND FINISH (IF YOU'RE LUCKY) AT THE  
BOTTOM RIGHT CORNER.

7 8 9

4 6

1 2 3

PRESS ANY KEY TO EXPLODE.

## **DESCRIPTION**

This is a version of Minefield adapted from one originally written for the Pet. The idea is to cross the minefield avoiding the hidden mines. The game starts with 20 mines in the field, increasing each game. The keys to move are 1, 2, 3, 4, 6, 7, 8 and 9.

## **RUNNING THE PROGRAM**

First the screen displays the instructions, and then the game starts. The player starts at the top left of the field and a successful crossing should end at the bottom left of the field. There are clues as to where the mines are: if any mines are within two moves of the player a message is displayed to tell the player how many mines there are and within how many moves.

## **PROGRAM STRUCTURE**

Line 60 sets the screen and border colours.

Line 70 sets MI to 20: the initial number of mines in the field.

Line 80 initialises a matrix SC\$.

Line 90 jumps to the instructions.

Lines 100 - 140 set up two loops to read the character for the minefield into the matrix.

Lines 160 - 200 set up the twenty mines and put them into the matrix at random positions.

Lines 210 - 220 ensure that the top left and bottom right positions of the minefield are not occupied with mines.

Lines 230 - 250 print the title and the number of mines currently in the field.

Line 270 - 420 draw the minefield on the screen, but not the mines.

Line 400 jumps to the routine to check for mines in the vicinity.

Line 430 waits for a key press.

**Line 440 converts the key press into a numeric value.**

**Line 450 checks the key press is within limits.**

**Line 460 branches to move the player.**

**Lines 470 - 610 contain the routines to move in various directions.**

**Line 700 - 740 check for mines in the vicinity of the player.**

**Line 790 - 820 are the routine for a successful game.**

**Line 840 - 970 are the explosion and start again routine.**

**Line 1130 - 1270 check the mines and display messages.**

**Line 1360 - 1560 contain the instructions.**

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10 REM ***
20 REM *** MINEFIELD
30 REM ***
40 REM ***
50 REM *** STRUCTURE OF FIELD INTO ARR
AYS
60 POKE53280,6:POKE53281,7
70 MI=20:REM *** NO MINES = 20 INITIALL
Y
80 DIMSC$(35,19)
90 GOSUB1350
100 FORI=1TO19
110 FORTT=1TO35
120 SC$(TT,I)=". "
130 NEXT
140 NEXT
150 REM *** RANDOM LOOP TO SET UP MINE
S
160 FORI=1TOMI
170 F%=RND(1)*19+1
180 P%=RND(1)*35+1
190 SC$(P%,F%)="M"
200 NEXT
210 SC$(1,1)=". "
220 SC$(35,19)=". "
230 PRINTCHR$(28);CHR$(147);TAB(14);"M
I N E F I E L D"
240 PRINTCHR$(144);TAB(14);"-----
-----"
250 PRINT" THERE ARE";MI;"MINES
260 REM *** DISPLAY MINEFEILD ON SCREEN
270 L=3:NO=35:Z$=".";T$="H"
280 FORRW=4TO23
290 GOSUB980
300 NEXT
310 L=3:NO=35:RW=3:Z$=CHR$(166);T$="H"
320 GOSUB980
330 RW=23
340 GOSUB980
350 L=38:NO=21:RW=3:Z$=CHR$(166);T$="V"
360 GOSUB980

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370 L=2
380 GOSUB980:PRINTCHR$(19)CHR$(17)CHR$(
17)
390 P%=1:F%=1
400 GOT0670
410 GOSUB1280
420 PRINTCHR$(113);
430 GETG$:IFG$=""THEN410
440 G=VAL(G$)
450 IFG<10RG>9THEN410
460 ONGOTO470,490,510,530,550,560,580,
600,620
470 XP%=P%-1:YF%=F%+1:RR$=CHR$(156)+CHR
$(157)+CHR$(17)
480 GOT0630
490 XP%=P%:YF%=F%+1:RR$=CHR$(17)
500 GOT0630
510 XP%=P%+1:YF%=F%+1:RR$=CHR$(31)+CHR$
(29)+CHR$(17)
520 GOT0630
530 XP%=P%-1:YF%=F%:RR$=CHR$(157)
540 GOT0630
550 GOT0410
560 XP%=P%+1:YF%=F%:RR$=CHR$(29)
570 GOT0630
580 XP%=P%-1:YF%=F%-1:RR$=CHR$(145)+CHR
$(157)
590 GOT0630
600 XP%=P%:YF%=F%-1:RR$=CHR$(145)
610 GOT0630
620 XP%=P%+1:YF%=F%-1:RR$=CHR$(145)+CHR
$(29)
630 IFXP%<10RXP%>35THEN410
640 IFYF%<10RYF%>19THEN410
650 P%=XP%:F%=YF%
660 REM *** LOOK FOR MINES IN VICINITY
670 IFSC$(P%,F%)="M"THEN830
680 SC$(P%,F%)=CHR$(113)
690 IFF%=35ANDF%=19THEN790
700 REM *** THIS CHECKS FOR ONE MOVE A
WAY

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```

710 MS%=1:GOSUB1110
720 IFMN<>0THEN750
730 REM *** THIS CHECKS FOR TWO MOVES
AWAY
740 MS%=2:GOSUB1110
750 REM *** RESET PLAYER'S POSITION WI
THIN MINEFIELD
760 GOSUB1280
770 GOTO410
780 REM *** PLAYER CROSSED MINEFIELD W
ITH BODY INTACT
790 L=1:NO=1:RW=2:T$="H"
800 Z$="PLAYER STILL INTACT AND ON OTHE
R SIDE "
810 GOSUB980
820 GOTO880
830 REM *** DESTROY PLAYER BY EXPLODIN
G MINE
840 L=1:NO=1:RW=2:T$="H"
850 Z$="ZAP POW!!!!!!!!!"
860 Z$=Z$+" "
870 GOSUB980
880 SC$(F%,F%)=CHR$(118)
890 FORY=1TO19
900 F%=1:F%=Y:GOSUB1280
910 FORX=1TO35
920 PRINTSC$(X,Y);
930 NEXT
940 NEXT
945 PRINTCHR$(19);CHR$(17);CHR$(17);CHR
$(29);CHR$(18);" PRESS ANY KEY TO CONTI
NUE "
950 GETSC$:IFSC$=""THEN950
960 MI=MI+2
970 GOTO100
980 REM *** ROUTINE TO DISPLAY LINES F
OR GAME
990 REM *** L = START OF THE COLUMN AND
RW = START OF THE ROW
1000 REM *** NO = NO OF CHARS. AND T$ =
V[VERTICAL], H[HORIZONTAL]

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```

1010 REM *** ANY TEXT TO PRINT IS HELD
IN Z$
1020 PRINTCHR$(144);CHR$(19)
1030 FORI=1TOL-1:PRINTCHR$(29);:NEXT
1040 FORI=1TORW-1:PRINTCHR$(17);:NEXT I
1050 IFT$="H"THENI$=""
1060 IFT$="V"THENI$=CHR$(17)+CHR$(157)
1070 FORI=1TONO
1080 PRINTZ$;I$;
1090 NEXT
1100 RETURN
1110 REM *** CHECK MINES IN PLAYER'S A
REA
1120 REM *** IF MS% = 1 THEN NEAR SEARC
H AND IF MS% = 2 THEN WIDE SEARCH
1130 MN=0
1140 FORI=F%-MS%TOF%+MS%
1150 FORJT=F%-MS%TOP%+MS%
1160 IFI<1ORJT<1THEN1190
1170 IFI>19ORJT>35THEN1190
1180 IFSC$(JT,I)="M"THENMN=MN+1
1190 NEXT
1200 NEXT
1210 Z$="
"
1220 IFMN<=0THEN1250
1230 Z$=STR$(MN)+" MINES(S) "
1240 Z$=Z$+STR$(MS%)+" MOVES AWAY"
1250 L=0:NO=1:RW=2:T$="H"
1260 GOSUB980
1270 RETURN
1280 REM *** CURSOR POSITION WITHIN MI
NEFIELD
1290 REM *** F% = X AXIS, F% = Y AXIS
1300 PRINTCHR$(19);
1310 FORI=1TOP%+2:PRINTCHR$(29);:NEXT
1320 FORI=1TOF%+3:PRINTCHR$(17);:NEXT
1330 PRINTCHR$(157);
1340 RETURN
1350 REM *** INTRODUCTION & INSTRUCTIO
NS FOLLOW

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```

1360 PRINTCHR$(144);CHR$(147);TAB(14);"
M I N E F I E L D"
1370 PRINTTAB(14);"-----"
1380 PRINT" THE POINT OF THIS GAME IS T
O"
1390 PRINT" CROSS A MINEFIELD. YOU HAV
E A MINE"
1400 PRINT" DETECTOR WHICH GIVES SOME W
ARNING"
1410 PRINT" OF DISASTER. BUT WILL NOT"
1420 PRINT" GIVE EXACT MINE LOCATIONS."
1430 PRINT" BE CAREFUL FOLKS OR :C"
1440 PRINTCHR$(29);CHR$(18);" K A F O
W!! "
1450 PRINT" STARTING POSITION IS THE TO
P LEFT"
1460 PRINT" AND FINISH (IF YOU'RE LUCKY
) AT THE"
1470 PRINT" BOTTOM RIGHT CORNER."
1480 PRINTCHR$(17);CHR$(17);CHR$(28)
1490 PRINT" 7 8 9
1500 PRINT" ";CHR$(109
);CHR$(125);CHR$(110)
1510 PRINT" 4";CHR$(99)
;CHR$(113);CHR$(99);"6"
1520 PRINT" ";CHR$(110
);CHR$(125);CHR$(109)
1530 PRINT" 1 2 3
1540 PRINTCHR$(17);CHR$(29);CHR$(18);CH
R$(31);" PRESS ANY KEY TO EXPLODE.
"
1550 GETG$:IFG$=""THEN1550
1560 RETURN

```