

# MINEFIELD

In this game you are commander of a tank. Before you lies an enemy minefield through which you must pass. Can you do it? The allied forces are counting on you.

When you run the program the computer will generate a minefield—a different one each time you play. Drive your tank across the screen, using keys 5 through 8.

If you hit a mine, your tank blows up and you lose. Pass safely through the minefield and you've won.

To input the program, first enter lines 1 through 45 as shown below:

```
1 REM 12345678901234567890
5 LET U#="2A0C4006172B237EFE7
6200310F8C9C6897718F2"
6 LET N=1
10 FOR X=16514 TO 16533
20 LET K#=U$(N TO N+1)
30 POKE X,16*CODE K#+CODE K#(2
) -476
40 LET N=N+2
45 NEXT X
```

Next, run this short subroutine. After running it, list the program and examine line 1. It should appear as follows:

```

1 REM EERND,*F7 SAVE TAN LEN
?/ PAUSE

```

Now delete lines 5 through 45 and enter the remainder of the program, (starting at line 2).

```

1 REM EERND,*F7 SAVE TAN LEN
?/ PAUSE
2 REM ***NINEFIELD***
50 CLS
80 LET T=0
90 LET S=0
100 LET A=RND*40+40
110 FOR I=1 TO A
120 PRINT AT INT ((RND*19)+2) , I
NT ((RND*29)+2); " "
130 NEXT I
140 LET P=INT (RND*19)+2
150 LET O=0
160 PRINT AT P,O;"I"
170 LET Y=P
180 LET X=0
190 LET M#=INKEY#
200 LET T=(M#="6")-(M#="7")+(M#
="")*T
210 LET S=(M#="8")-(M#="5")+(M#
="")*S
220 IF X+S<0 OR X+S>31 OR Y+T<2
OR Y+T>21 THEN GOTO 170
230 PRINT AT Y+T,X+S;
235 IF PEEK (PEEK 16398+256*PEE
K 16399)=178 THEN GOTO 300
238 PRINT "I"
240 PRINT AT P,O;" "
250 LET P=Y+T
260 LET O=X+S
265 IF O=31 THEN GOTO 400
270 GOTO 170
300 FOR B=1 TO 16
310 RAND USR 16514
320 NEXT B
330 CLS

```

```
340 PRINT AT 10,12;"YOU LOSE"  
350 GOTO 410  
400 PRINT AT 0,12;"YOU WIN"  
410 FOR L=1 TO 50  
420 NEXT L  
430 CLS  
440 PRINT AT 10,10;"PLAY AGAIN  
? " " (Y/N) "  
450 IF INKEY#="" THEN GOTO 450  
460 IF INKEY#="Y" THEN RUN 50  
470 STOP
```