

```

550 INPUT"ENTER ONE OF THESE NUMBERS ";X:FO=0:GOTO380
560 PRINT"DATA TAPE READY ?"
570 GETX$:IFX$=""THEN570
580 IFX$<"Y"THEN570
590 OPEN1,1,1,"ADDRESS"
600 PRINT#1,A
610 FORX=1TOA
620 PRINT#1,S$(X):PRINT#1,A$(X):PRINT#1,B$(X):PRINT#1,C$(X):PRINT#1,D$(X)
630 PRINT#1,E$(X):PRINT#1,F$(X):PRINT#1,G$(X):NEXT:CLOSE1
640 GOTO90
650 PRINT"DATA TAPE READY ?"
660 GETX$:IFX$=""THEN660
670 IFX$<"Y"THEN650
680 OPEN1,1,0,"ADDRESS"
690 INPUT#1,A
700 FORX=1TOA
710 INPUT#1,S$(X):INPUT#1,A$(X):INPUT#1,B$(X):INPUT#1,C$(X):INPUT#1,D$(X)
720 INPUT#1,E$(X):INPUT#1,F$(X):INPUT#1,G$(X):NEXT:CLOSE1
730 GOTO90

```

Mines

Scott Graham of Motherwell

MINES is a very simple game, the object being to clear up as many mines as you can in forty seconds. At the end of this time the remaining mines will explode. You score

five points for each mine and twenty-five points for each field you clear.

Z = Left, X = Right, L = Up, and , = Down. 0 = mine, * = booby-trapped mine.

This listing for the unexpanded Vic is by

```

1 REMMINEFIELD
2 PRINT"DATA TAPE READY? HIT ANY KEY":POKE36879,8
3 GETA$
4 IFA$=""THEN1
15 X=10:Y=7922:SC=0:NO=0
20 B=7:CI=36879:S3=36876:S4=36877:VO=36878
30 TI$="000000"
40 POKECI,8
50 POKEVO,15
60 PRINT"DATA TAPE READY?"
65 POKE(X+Y),81
67 FORK=1TO9
68 POKE7680+INT(RND(1)*506),42
69 NEXTK
70 FORL=1TOB
80 POKE7680+INT(RND(1)*506),87
85 IFPEEK(X+Y)=87THEN260
90 NEXT
110 GETA$
120 IFB<1THEN310
130 PRINT"*****"TI$
135 PRINT"SCORE=";SC
160 IFTI$="000040"THEN500
170 IFA$=""THEN110
210 POKE(X+Y),32
220 IFA$="Z"THENX=X-1
230 IFA$="X"THENX=X+1
240 IFA$="L"THENY=Y-22
250 IFA$=","THENY=Y+22
255 IFPEEK(X+Y)=42THEN500
260 IFPEEK(X+Y)<>87THEN380
270 POKE36876,220
280 SC=SC+5
290 B=B-1
295 POKE36876,0
300 IFB=>1THEN380
310 PRINT"*****FIELD CLEARED":NO=NO+1:POKE1,230

```



```

320 IFNO=1THENB=9:SC=SC+25
330 IFNO=2THENB=19:SC=SC+25
350 POKES3,0
360 FORT=1T0500:NEXTT
370 GOTO40
380 IFY<7680THENY=Y+22
390 IFY>8164THENY=Y-22
420 POKE(X+Y),81
430 GOTO110
500 POKES4,220
510 POKECI,9
520 FORL=15T00STEP-1
530 POKEYO,L
540 FORM=1T0300
550 NEXTM
560 NEXTL
580 POKES4,0
590 POKEYO,0
595 PRINT"J"
596 IFSC<HSTHEN600
597 HS=SC
598 PRINT"YOUWELL DONE A NEW HIGH SCORE!";HS:SC=0
599 GOTO605
600 PRINT"YOUYOU SCORED ";SC
605 INPUT"DO YOUANOTHER GAME Y/N";H$
610 IFH$="Y"THEN1
670 PRINT"J"
680 END

```

Meteors

A program for the unexpanded Vic 20
from Andrew Lovatt of Newcastle

IN METEOR ATTACK, you are in a ship shown on the left hand side of the screen. You can move up and down, and have to shoot the meteors which fly at you from right to left. If one gets past you, you lose a life.

The number of lives depends on the skill

level you input. At level one you only have one life, and the meteors move faster. Your remaining lives are indicated in the top right hand corner of the screen and your score at the top left.

Program notes

10-40 Initialising
45 Sets up lives and colours
50 Sets variables
60 Randomises the meteors
70-140 Sets up screen
150-200 Checks for key input to move

or fire missile
210-250 Checks for score or if meteor has passed
300-320 Checks if you have run out of lives
400-450 Fire routine
500-540 Randomize meteors
600-630 Increase score if you hit; pokes explosion
700-730 Input skill level
800-840 Checks for another game yes or no
1000-1240 Instructions

```

10 Q=7900:C=38620:B=7722
15 POKE36879,40:POKE36878,15
20 PRINT"J":POKE650,128
30 GOSUB1000
40 GOSUB700
45 FORR=1T0SL:POKE7695+R,62:POKE38415+R,0:NEXTR
50 X=1:Y=1:DX=1:DY=0
60 GOTO500
70 POKEUF0-X+22*Y,7:POKEB-X+22*Y,90
80 POKEQ,62:POKEC,0
90 FORT=1T0SL*30:NEXTT
100 POKEB-X+22*Y,32
110 PRINT"SCORESCORE = ";SC
130 PRINT"SCORESCORE = "
140 POKEQ,32
150 GETM$
160 IFQ=7746THEN180
170 IFM$="A"THENQ=Q-22:C=C-22
180 IFQ=8164THEN200
190 IFM$="Z"THENQ=Q+22:C=C+22
200 IFM$="."THENGOTO400

```

Continued on page 55