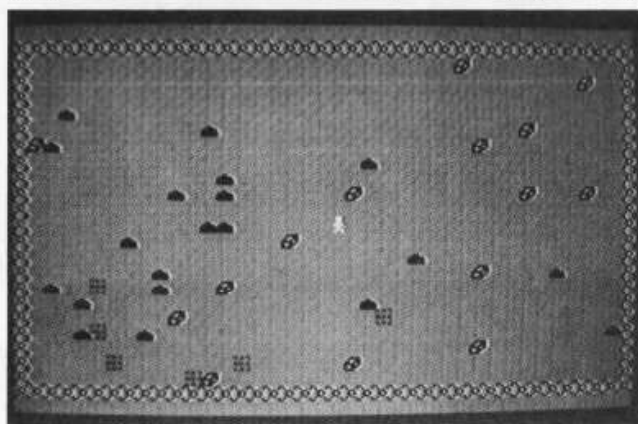


Here's a fast action treasure grabbing game for both 16 and Plus/4 owners — type it in and you've got it for free.

Use your joystick (in port two) to manoeuvre your treasurehunter towards the ingots. Avoid the mines, the perimeter fence and the grids. When you've collected all the ingots, exit to the next screen by means of one of the grids.



MINEFIELD

by G. Vance

— for the Commodore 16 and Plus/4

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10 VOLB
20 COLOR0.6.5:COLOR4.6.4
30 FORT=14336T014799
40 READA
50 POKET,A
60 NEXTT
70 DATA126.129.189.177.177.189.129.126
80 DATA124.254.198.198.254.254.198.198
90 DATA252.254.198.252.254.198.254.252
100 DATA124.254.198.192.192.198.254.124
110 DATA248.252.206.198.198.206.252.248
120 DATA254.254.192.252.252.192.254.254
130 DATA254.254.192.252.252.192.192.192
140 DATA124.254.192.222.222.198.254.124
150 DATA198.198.198.254.254.198.198.198
160 DATA254.254.24.24.24.24.254.254
170 DATA254.254.24.24.24.216.248.112
180 DATA198.204.216.240.240.216.204.198
190 DATA192.192.192.192.192.192.254.254
200 DATA198.238.254.214.198.198.198.198
210 DATA198.230.246.254.254.222.206.198
220 DATA124.254.198.198.198.198.254.124
230 DATA252.254.198.254.252.192.192.192
240 DATA124.254.198.214.222.206.254.124
250 DATA252.254.198.254.252.216.204.198
260 DATA124.254.192.252.126.6.254.124
270 DATA254.254.24.24.24.24.24.24
280 DATA198.198.198.198.198.198.254.124
290 DATA198.198.198.198.198.108.56.16
300 DATA198.198.198.214.214.214.254.108
310 DATA130.198.108.56.56.108.198.130
320 DATA102.102.102.126.60.24.24.24
330 DATA254.254.14.28.56.112.254.254
340 DATA56.56.56.0.0.56.56.56
350 DATA0.0.0.0.24.60.60.24
360 DATA129.66.24.36.36.24.66.129
370 DATA0.0.0.24.126.255.255.255
380 DATA219.153.0.219.219.0.153.219
390 DATA0.0.0.0.0.0.0.0
400 DATA0.31.35.69.249.138.140.248
410 DATA0.0.0.0.0.0.0.0
420 DATA28.28.8.28.42.8.20.34
430 DATA98.84.199.20.117.74.102.44
440 DATA0.1.3.43.85.234.255.127
450 DATA126.36.36.194.199.255.255.254
460 DATA153.153.153.153.153.153.153.153
470 DATA0.0.0.0.0.0.0.0
480 DATA0.0.0.0.0.0.0.0
490 DATA0.0.0.0.0.0.0.0
500 DATA0.0.0.0.0.0.0.0
510 DATA0.0.0.0.12.12.24.48
520 DATA0.0.0.0.0.0.0.0
530 DATA0.0.0.0.0.0.0.0
540 DATA0.0.0.0.0.0.0.0
550 DATA0.124.198.198.198.198.124.0
560 DATA0.24.56.120.24.24.254.0
570 DATA0.124.134.6.124.192.254.0
580 DATA0.124.134.60.6.134.124.0
590 DATA0.192.216.216.254.24.24.0
600 DATA0.254.192.252.6.134.124.0
610 DATA0.124.192.252.198.198.124.0
620 DATA0.254.6.12.24.48.48.0
630 DATA0.124.198.124.198.198.124.0
640 DATA0.124.198.198.126.6.124.0
650 POKE65298,PEEK(65298)AND251:POKE65299,56
660 SCNCLR

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670 PRINT"(RGHT)(RGHT)(RGHT)(DOWN)(DOWN)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(BLK)MINEFIELD"
680 PRINT"(DOWN)(RGHT)(RGHT)(RGHT)THE OBJECT OF THE GAME IS TO MOVE"
690 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(DOWN)YOUR MAN (WHT)#(BLK) AROUND THE MINEFIEL
D"
700 PRINT"(RGHT)(RGHT)(RGHT)(DOWN)PICKING UP TREASURE (YEL)!(BLK) AND AVOIDING"
710 PRINT"(RGHT)(RGHT)(RGHT)(DOWN)THE ELECTRIFIED FENCE (BLK)]]](BLK) AND THE"
720 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGH
T)(RGHT)(RGHT)(RGHT)(RGHT)(DOWN)MINES (BRN)!(BLK) £"
730 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(DOWN)TO ESCAPE THE MINEFIELD MOVE YOUR"
740 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(DOWN)FIGURE ONTO ONE OF THE EXITS (LGRN)+(BLK
)"
750 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(DOWN)YOU WILL THEN BE TRANSPORTED TO "
760 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(DOWN)ANOTHER MINEFIELD WITH ONE LESS "
770 PRINT"(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(DOWN)EXIT AND FIVE MORE MIN
ESE"
780 E=6:M=20:G=15:P=3572:D=1:SC=0:LI=3
790 FORT=0TO39:POKET+3072.29:POKET+4032.29:NEXTT
800 FORT=0TO24:POKE3072+T*40.29:POKE3072+39+T*40.29:NEXTT
810 GETKEY$
820 SCNCLR
830 FORT=0TO39:POKET+3112.29:POKET+3992.29:NEXTT
840 FORT=1TO23:POKE3072+T*40.29:POKE3072+39+T*40.29:NEXTT
850 FORT=1TOE
860 L=INT(RND(1)*850)+80+3072
870 IFPEEK(L)=32THENPOKEL.31:POKEL-1024.77:NEXTT
880 IFT<ETHENIFPEEK(L)<>32THENGOTO860
890 FORR=1TOM
900 K=INT(RND(1)*850)+80+3072
910 IFPEEK(K)=32THENPOKEK.30:POKEK-1024.9:NEXTR
920 IFR<MTHENIFPEEK(K)<>32THENGOTO900
930 FORT=1TOG
940 K=INT(RND(1)*850)+80+3072
950 IFPEEK(K)=32THENPOKEK.33:POKEK-1024.8:NEXTT
960 IFT<GTHENIFPEEK(K)<>32THENGOTO940
965 POKEP-1024.113:POKEP.35
966 FORY=1TO50:J=INT(RND(1)*900)+60:SOUND1.J.1:SOUND1.J-30.1:NEXTY
970 POKEP-1024.113:POKEP.35
980 PRINT"(HOME)LIVES(":LI,"SCORE(":SC
990 SOUND1.P-3072.2:SOUND2.P-3072.2
1000 GETA$:IFA$=""THEN1050
1010 IFA$="3"THEND=1
1020 IFA$="4"THEND=2
1030 IFA$="W"THEND=3
1040 IFA$="A"THEND=4
1050 IFD=1THENPOKEP.32:P=P-40
1060 IFD=2THENPOKEP.32:P=P+1
1070 IFD=3THENPOKEP.32:P=P+40
1080 IFD=4THENPOKEP.32:P=P-1
1090 IFPEEK(P)=29ORPEEK(P)=30THEN1130
1100 IFPEEK(P)=33THENSC=SC+10:FORT=8TO1STEP-1:VOLT:SOUND1.900.1:SOUND2.900.1:VOL
8:NEXTT
1110 IFPEEK(P)=31THENSCNCLR:M=M+5:E=E-1:SC=SC+100:GOTO820
1120 GOTO970
1130 REMEND
1140 POKEP.36:FORA=1TO15:POKEP-1024.66:POKEP-1024.72:POKEP-1024.71:NEXTA:LI=LI-1
1145 FORT=8TO0STEP-0.5:VOLT:SOUND3.1015.4:NEXTT:VOL8
1150 IFLI=<0THEN1170
1160 POKEP.32:P=3572:GOTO820
1170 SCNCLR
1180 CHAR1,18,16,"(WHT)#"
1190 FORD=0TO39:POKE3752+D.33:POKE2728+D.8:NEXTD
1200 FORT=0TO15:SOUND1.T*66.5:SOUND2.T*66.5
1210 CHAR1,18,T,"""
1220 CHAR1,18,T+1,"%&"
1230 FORP=1TO25:NEXTP
1240 NEXTT
1241 FORY=8TO0STEP-0.03:VOLY:SOUND3.600.1:NEXTY:VOL8
1250 PRINT"(BLK)(DOWN)(DOWN)(LEFT)(LEFT)(LEFT)(LEFT)(LEFT)(LEFT)(LEFT)(LEFT)(LEF
T)(LEFT)(LEFT)(LEFT)HIT ANY KEY TO PLAY AGAIN"
1251 FORQ=1TO500:NEXTQ
1260 GETKEY$
1270 GOTO650

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EASY ENTER