



Final Listing

This shows clearly the spelling of those variable and procedure names (such as hi_scores\$ and PROCend_game), which include the underscore character, "_". BBC Micro programmers will be familiar with its use as a legal spacing character; it should not be confused with the hyphen

```

1740PLOT1,120,0
1750PLOT0,-40,100
1760PLOT1,-80,0
1770DEF PROC ** LETTER S **
1780PLOT0,250,60
1790PLOT1,120,0
1800PLOT1,-120,0
1810PLOT1,0,-100
1820PLOT1,120,0
1830PLOT1,0,-100
1840PLOT1,-120,0
1850PLOT1,0,0
1860ENDPROC
1870:
1880DEF PROCsetup
1890COLOUR 2
1900end_flag=0
1910PROCinitialise_variables
1920PROCdefine_characters
1930factor=skill+30
1940PROCdraw_mines(factor)
1950PROCdraw_border
1960PROCset_time
1970PROCset_score
1980PROCset_men
1990PROCposition_chars
2000ENDPROC
2010:
2020DEF PROCloop
2030REPEAT
2040PROCupdate_time
2050PROCtest_keyboard
2060rand=RND(50-skill)
2070IF rand=1 THEN PROCsnipe
2080 UNTIL TIME>12099 OR end_flag=1
2090ENDPROC
2100:
2110DEF PROCend_game
2120 IF score$=hi_scores$ THEN hi_scores$=score$
2130red=CHR$(127)+CHR$(157)+CHR$(131)
2140game$="G A M E O V E R "
2150PRINTTAB(0,5)red$;CHR$(141);CHR$(136);TAB(12);game$
2160PRINTred$;CHR$(141);CHR$(136);TAB(12);game$
2170PRINT;PRINTred$;"Your Score";TAB(30);score$
2180PRINT;PRINTred$;"Hi score";TAB(30);hi_scores$
2190PRINT;PRINTred$;"Time";TAB(30);time$
2200blue$=CHR$(132)+CHR$(157)+CHR$(134)
2210go$="A N O T H E R G O Y / N ?"
2220PRINT;PRINT
2230PRINTblue$;CHR$(141);CHR$(136);TAB(5);go$
2240PRINTblue$;CHR$(141);CHR$(136);TAB(5);go$
2250REM ** REPLY ? **
2260*FX 15,1
2270answer$=INKEY$(0)
2280IF GET$="N" THEN finish_flag=1
2290ENDPROC
2300:
2310REM **** LEVEL 2 PROCEDURES ****
2320DEF PROCinitialise_variables
2330xdet=2;ydet=25;xman=17;yman=1
2340start=120;xfinish=1144
2350score$="000000"
2360ENDPROC
2370:
2380DEF PROCdefine_characters
2390REM ** MOVE **
2400PLOT0,250,254,124,0,0
2410REM ** IN **
2420VDU2,2,2,3,1,5,189,16,36,189,1,2,31
2430REM ** AS **
2440VDU2,2,2,26,56,56,1,124,186,170,0,186
2450ENDPROC
2460:
2470DEF PROCdraw_border
2480COL 0,1
2490MOVE 120,188
2500DRAW 120,992
2510DRAW 1152,992
2520DRAW 1152,188
2530DRAW 120,188
2540ENDPROC
2550:
2560DEF PROCdraw_mines(number_mines)
2570REM ** CHANGE COLOUR 2 TO GREEN **
2580VDU1,9,2,2,0,0,0
2590FOR I=1 TO number_mines
2600PRINTTAB(RND(16)+1,RND(25));CHR$(224)
2610NEXT I
2620ENDPROC
2630:
2640DEF PROCset_time
2650PRINTTAB(2,27)*Time 02:00*
2660TIME=0
2670ENDPROC
2680:
2690DEF PROCset_men
2700men$=CHR$(226)+CHR$(226)+CHR$(226)
2710count=1
2720COLOUR 1
2730PRINTTAB(2,30);men$
2740COLOUR 2
2750ENDPROC
2760:
2770DEF PROCset_score
2780score$="000000"
2790PRINTTAB(2,28)*Score 00000*
2800PRINTTAB(2,29)*Hi score *hi_scores$
2810ENDPROC
2820:
2830DEF PROCposition_chars
2840COLOUR 1
2850PRINTTAB(xdet,ydet);CHR$(225)
2860PRINTTAB(xman,yman);CHR$(226)
2870COLOUR 2
2880ENDPROC
2890:
2900DEF PROCupdate_time
2910sec$=STR$((12100-TIME) DIV 100):MOD 60
2920min$=STR$((12100-TIME) DIV 6000:MOD 60)
2930REM ** ADD LEADING ZEROS **
2940sec$=LEFT$(zeros,2-LEN(sec$))+sec$
2950min$=LEFT$(zeros,2-LEN(min$))+min$
2960time$=min$+":"+sec$
2970PRINTTAB(11,27);time$
2980ENDPROC
2990:
3000DEF PROCtest_keyboard
3010 REM ** UP ? **
3020IF INKEY(-58)=-1 THEN PROCmove(0,-1)
3030REM ** DOWN ? **
3040IF INKEY(-42)=-1 THEN PROCmove(0,1)
3050REM ** RIGHT ? **
3060IF INKEY(-122)=-1 THEN PROCmove(1,0)
3070REM ** LEFT ? **
3080IF INKEY(-26)=-1 THEN PROCmove(-1,0)
3090ENDPROC
3100:
3110DEF PROCsnipe
3120start=RND(750)+220
3130yfinish=RND(750)+220
3140dx=32;dy=(yfinish-ystart)/32
3150COL 3,3
3160PROCline
3170IF POINT(x,y)=1 THEN PROCexplode(x,y) ELSE PROCline
3180ENDPROC
3190:
3200REM **** LEVEL 3 PROCEDURES ****
3210:
3220DEF PROCmove(delta_x,delta_y)
3230REM ** MOVE ON OLD POSITIONS **
3240COLOUR 1
3250PRINTTAB(xdet,ydet);CHR$(225)
3260PRINTTAB(xman,yman);CHR$(226)
3270REM ** MOVE DETECTOR **
3280xdet=xdet+delta_x
3290ydet=ydet+delta_y
3300REM ** TEST FOR LIMITS **
3310IF xdet>17 THEN xdet=17
3320IF ydet>25 THEN ydet=25
3330IF xdet<2 THEN xdet=2
3340IF ydet<1 THEN ydet=1
3350REM ** CALCULATE MAN'S COORDS **
3360xman=19-xdet
3370yman=26-ydet
3380PROCconvert(xman,yman)
3390IF POINT(xgraph,ygraph)=2 THEN PROCexplode(xgraph,ygraph)
3400PROCconvert(xdet,ydet)
3410IF POINT(xgraph,ygraph)=2 THEN PROCfound_mine
3420PROCposition_chars
3430ENDPROC
3440:
3450DEF PROCline
3460SOUND0,-8,4,5
3470x=star;y=ystart
3480MOVE x,y
3490REPEAT
3500DRAW x,y
3510x=x+dx;y=y+dy
3520UNTIL x=xfinish OR POINT(x,y)=1
3530ENDPROC
3540:
3550DEF PROCexplode(x_explode,y_explode)
3560REM ** SOUND EFFECT **
3570SOUND 0,-15,6,50
3580REM ** SET FLASH RATE **
3590*FX9,20
3600*FX10,50
3610FOR I=1 TO 100
3620MOVE x_explode,y_explode
3630VDU1,9,2,RND(15),0,0,0
3640COL 0,RND(3)
3650PLOT 1,RND(100)-50,RND(100)-50
3660NEXT I
3670PROCreset
3680ENDPROC
3690:
3700REM **** LEVEL 4 PROCEDURES ****
3710:
3720DEF PROCconvert(xchar,ychar)
3730xgraph=64*xchar+32
3740ygraph=1023-(32*ychar+16)
3750ENDPROC
3760:
3770DEF PROCfound_mine
3780REM ** SOUND EFFECT **
3790SOUND 2,-15,5,10
3800REM ** INCREASE SCORE **
3810COL 1
3820score$=score$+150
3830score$=TAB(score$)
3840score$=LEFT$(score$,5-LEN(score$))+score$
3850PRINTTAB(11,29)*score$
3860ENDPROC
3870:
3880DEF PROCreset
3890count=count+1
3900IF count>4 THEN end_flag=1:ENDPROC
3910COL 5
3920VDU1,9,2,2,0,0,0
3930COLOUR 2
3940PROCinitialise_variables
3950mines_left=factor-score/150
3960PROCdraw_mines(mines_left)
3970PROCdraw_border
3980PRINTTAB(2,27)*Time*
3990PRINTTAB(2,28)*Score*
4000PRINTTAB(11,28)*score$
4010PRINTTAB(2,29)*Hi score*
4020PRINTTAB(11,29)*hi_scores$
4030remaining_men$=LEFT$(men$,4-count)
4040COLOUR 1
4050PRINTTAB(2,30);remaining_men$;
4060COLOUR 2
4070PROCposition_chars
4080ENDPROC
4090DEF PROCmusic
4100REM ** 1ST BAR **
4110SOUND1,-8,213,5
4120SOUND1,-8,209,5
4130SOUND1,-8,213,5
4140SOUND1,-8,209,5
4150SOUND1,-8,213,5
4160SOUND1,-8,193,5
4170SOUND1,-8,205,5
4180SOUND1,-8,197,5
4190REM ** 2ND BAR **
4200SOUND1,-8,185,20
4210SOUND1,-8,165,5
4220SOUND1,-8,185,5
4230SOUND1,-8,193,20
4240REM ** 3RD BAR **
4250SOUND1,-8,165,5
4260SOUND1,-8,193,5
4270SOUND1,-8,197,20
4280ENDPROC

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