

## SUBMARINE MINEFIELD

After reading the on screen instructions, press your trigger to start the game. The dots that appear on the screen are the mines. The object of the game is to get to the right side of the screen without touching any mines (small dots ) or depthcharges (three moving objects). You have to be careful and have patience to make it to the right side of the screen, it may take you a few tries to succeed. In the single player mode, your enemy is the three depthcharges, they stay very close to you. In the 2 player mode, it is a race to the finish, the depthcharges will move back and fourth, scanning across the screen. You use the joystick to move up, down, right and left. The trigger is not used. In the two player mode the game goes much slower, which is understandable if you knew the amount of code the computer has to process. Player one is at the top, while player two is on the bottom.

# SUBMARINE MINEFIELD

Statement(s) P6.1

Comments

Line #

USE OF SHADED AREA IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT, THIS IS DONE BY THE UNIT

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1 .
3 :RETURN
4 .T HAYS
5 FC=0;BC=7;CLEAR
10 PRINT;PRINT"***SUBMARINE
MINEFIELD***";PRINT
15 NT=0;PRINT" TRY YOUR LUCK
AT DODGING THE MINES & TH
REE MOVING DEPTHCHARGES!!
20 PRINT" USE THE JOYSTICK TO
MOVE YOUR SUB AROUND
22 PRINT;PRINT" PRESS TRIG. FOR
NEXT PAGE
23 IF TR(1)CLEAR;GOTO 25
24 GOTO 23
25 PRINT;PRINT" OBJECT → TO }
GET TO THE RIGHT SIDE OF
THE SCREEN
30 PRINT" WITHOUT HITTING ANY
MINES OR DEPTHCHARGES.
40 PRINT" FOR 2 PLAYERS & SCA
NNING MINES, PRESS TRIG.#2
43 R=0;C=0;V=0;W=0
45 PRINT" PRESS TRIG. TO START
46 IF TR(2)PRINT" TWO PLAYERS"
;GOSUB 360;C=1;GOTO 50
47 IF TR(1)GOTO 50
48 GOTO 46
50 CLEAR;BC=8;FC=4;P=0;S=0;&(
21)=255
51 X=-75;M=-75;Y=0;N=-17;G=30;
H=25;I=0;J=-25
52 FOR A=1 TO 230
53 BOX RND(150)-60,RND(88)-44,
J,J,1
54 NEXT A;IF C CX=-77;CY=7;PR
INT"#1";CX=-77;CY=-26;PRINT"#2}
55 &(23)=RND(35)+15;IF C G=6+
(X÷2)+RND(8)-4;GOTO 57
56 G=(G+X)÷3+RND(8)-4

```

NAME

ASTERISKS

INSTRUCTIONS

'TO' IS A "WORDS" STATEMENT

'NEXT' IS A "WORDS" STATEMENT  
NO SPACES

SAME THING ON 'TO'

SCANNING MINES MEANS  
DEPTHCHARGES SCAN THE SCREEN

'TO' AGAIN

IF 2 PLYRS., GOSUB 360 WILL  
SOUND A GLISS. DOWNWARD

SCREEN CHANGE & POINTS=0  
NOISE ENABLE

SETS VARIABLES

# OF MINES, CHANGE IF  
YOU WISH

1 SPACE

IF C, 2 PLAYERS  
#2} #'S SUBS 1&2

RANDOM VOL. ON NOISE

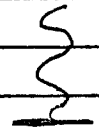
CONTROLS MINES-2 PLYR.

CONTROLS MINES-1 PLYR.

DEPTHCHARGES →

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Line #	Statement(s)	Comments
57	H=H+RND(8)-4	DEPTHCHARGE #1 (H)
58	IF H>38 H=Y+RND(16)-8	SO IT WON'T GO OFF SCREEN (TOP)
59	I=I+RND(8)-4	DEPTHCHARGE #2 (I)
60	IF ABS(I)>20 I=Y+RND(16)-8	SO IT WON'T WANDER TOO FAR
61	J=J+RND(8)-4	DEPTHCHARGE #3 (J)
62	IF J<-38 J=Y+RND(16)-8	SO IT WON'T GO OFF SCREEN (BOTTOM)
70	NT=2; BOX G, I, 3, 5, 3; X=X+JX(1)*2; Y=Y+JY(1)*2	MOVEMENT OF SUB & DEPTHCHARGE I
72	BOX X, Y, 10, 1, 3; BOX X+2, Y+1, 1, 1, 3; BOX G, H, 3, 5, 3	SUB #1 (2 BOXES) DEPTHCHARGE H
73	IF CGOSUB 400	IF 2 PLYR., GOSUB 400
77	BOX G, J, 3, 5, 3; MU=C	DEPTHCHARGE J
80	&(23)=RND(35)+15	CHANGE HISS SOUND
90	IF PX(X-4, Y)=0 GOTO 130	IF SUB #1 IS HIT, GOTO 130
95	IF PX(X-2, Y)=0 GOTO 130	" "
97	IF X>74 GOTO 180	IF SUB IS ON RIGHT SIDE, FINISH
100	IF PX(X-1, Y)=0 GOTO 130	CHECKS FOR MINE HITS
101	BOX G, I, 3, 5, 3; BOX G, H, 3, 5, 3	ERASES DEPTHCHARGE I, H
104	IF PX(X+1, Y)=0 GOTO 130	CHECKS FOR MINE HITS
105	IF PX(X+2, Y)=0 GOTO 130	" "
106	IF CGOSUB 500	NO SPACES, CGOSUB END #2
108	MU=C; BOX G, J, 3, 5, 3	ERASES DEPTHCHARGE J
110	IF PX(X+4, Y)=0 GOTO 130	IS IT A HIT?
120	BOX X, Y, 10, 1; BOX X+2, Y+1, 1, 1, 3	ERASES SUB #1
121	IF CGOSUB 410	
125	GOTO 55	
130	&(19)=255; FOR N=255 TO 20 STEP -3	EXPLODE!
140	&(10)=0; BC=RND(7); &(10)=180	
150	&(23)=N; NEXT N; BC=0; CY=24	
152	&(19)=0	
155	IF FPRINT" #2 BLEW IT!!"; F=0; GOTO 170	
160	PRINT; PRINT" YOU BLEW IT!!	#1 HIT SOMETHING
170	V=V+1; GOSUB 360; GOTO 50	
180	&(21)=0; NT=9; PRINT" 1468068000	CHARGE!
185	NT=1	
190	CLEAR; PRINT; PRINT; PRINT" CONGRADULATIONS ON A	3 SPACES
200	CX=-41; PRINT" SAFE JOURNEY!!	

Line #

Statement(s) PG. 3

Comments

210 IF X > 74 W = W + 1

IF SUB MADE IT, ADD A POINT

330 PRINT; PRINT " SAFE JOURNEYS,  
#1 -> ", #1, W

ANNOUNCE SCORE

335 IF M > 74 R = R + 1

IF SUB 2 MADE IT, ADD A POINT

337 PRINT " TRIUMPHS FOR #2 -> ",  
#1, R

340 PRINT " DISASTERS -> ", #2, V

350 GOTO 45

360 FOR B = 0 TO 255 STEP 2; &(19) =  
B; NEXT B; &(19) = 0; RETURN

DOWNWARD GLISSANDO

400 M = M + JX(2) \* 2; N = N + JY(2) \* 2

PLACEMENT -> SUB #2

405 IF M > 74 GOTO 180

DID SUB #2 MAKE IT?

410 BOX M, N, 1, 1, 3; BOX M + 1, N + 1,  
1, 1, 3; RETURN

500 IF (PX(M - 4, N) = 0) + (PX(M - 2, N)  
= 0) + (PX(M, N) = 0) + (PX(M + 2, N)  
= 0) + (PX(M + 4, N) = 0) GOTO 520

DID SUB #2 HIT A MINE?

READ PIXELS

510 RETURN

520 F = 1; GOTO 130

USE OF SHADED AREA IS FOR 3RD OR MORE LINES OF MULTI-LINE STATEMENTS

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