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1 'Bomb Disposal Game
2 'Amanda French
3 'The Asstrad User, Dec. 1988
10 MODE 1:PAPER 0:PEN 1:INK 3,26,0:CLS
20 DIM sc%(39,17):hi$="000000"
30 PLOT 0,120,2:DRAW 640,120:PLOT 0,119,2:DRAW 640,119
40 bl=0:liv%=5:scr$="000000":WHILE liv%>0
50 FOR x=1 TO 39:FOR y=1 TO 17:sc%(x,y)=0:NEXT:NEXT
60 FOR a=1 TO 17:LOCATE 1,a:PRINT SPACE$(39):NEXT
70 LOCATE 1,20:PRINT"Lives";liv%;"      Bombs";bl
80 LOCATE 25,20:PRINT "Score ";scr$;"
90 LOCATE 22,21:PRINT"Hi-Score ";hi$
100 LOCATE 1,23:PRINT"Time left"
110 xc%=20:yc%=9:LOCATE xc%,yc%:PRINT"X":PEN 2
120 PEN 2:t=INT(RND*50)+50:FOR a=1 TO t
130 xx=INT(RND*39)+1:yy=INT(RND*17)+1:IF yy=yc% THEN yy
=16
140 sc%(xx,yy)=1:LOCATE xx,yy:PRINT CHR$(232):NEXT
150 t1=ABS(xc%-xx):t2=ABS(yc%-yy):sc%(xx,yy)=2
160 LOCATE xx,yy:PEN 3:PRINT CHR$(252)
170 PEN 1:tim%=t1*30+t2*40+250
180 xx=0:yy=0:IF INKEY(37)=0 THEN yy=-1
190 IF INKEY(38)=0 THEN yy=1
200 IF INKEY(63)=0 THEN xx=1
210 IF INKEY(71)=0 THEN xx=-1
230 GOSUB 450:IF tim%=0 THEN GOSUB 450:GOTO 340
240 IF (xx=0 AND yy=0) OR xc%+xx>39 THEN 180
250 IF xc%+xx<1 OR yc%+yy>17 OR yc%+yy<1 THEN 180
260 IF sc%(xc%+xx,yc%+yy)=1 THEN 180
270 IF (xx=0 AND yy=0) OR xc%+xx>39 THEN 180
280 IF xc%+xx<1 OR yc%+yy>17 THEN 180
290 IF yc%+yy<1 OR sc%(xc%+xx,yc%+yy)=1 THEN 180
300 LOCATE xc%,yc%:PRINT""
310 sc%(xc%,yc%)=0:xc%=xc%+xx:yc%=yc%+yy
320 LOCATE xc%,yc%:PRINT"X"
330 IF sc%(xc%,yc%)=2 THEN liv%=liv%+1 ELSE IF tim%>0
THEN 180
340 liv%=liv%-1:bl=bl+1

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350 s=tim2+1000+VAL(scr$):scr$=MID$(STR$(s),2)
360 WHILE LEN(scr$)<6:scr$="0"+scr$:WEND:WEND
370 t1=VAL(scr$):t2=VAL(hi$)
380 IF t1>t2 THEN hi$=MID$(STR$(t1),2)
390 WHILE LEN(hi$)<6:hi$="0"+hi$:WEND
400 LOCATE 31,28:PRINT"000000"
410 LOCATE 31,21:PRINT hi$
420 LOCATE 14,18:PEN 3:PRINT"GAME OVER"
430 LOCATE 5,12:PEN 1:PRINT"Press spacebar to play again":WHILE INKEY$<>" ":WEND
440 CLS: GOTO 30
450 LOCATE 10,23:PRINT timX:"  "
460 tim2=timX-20:IF timX<0 THEN tim2=0
470 RETURN ELSE RETURN
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