

# HEBDOGICIEL

*How série  
Amstrad*

## 100 PAGES DE PROGRAMMES AMSTRAD

DES  
VRAIS  
JEUX,  
DE BONS  
UTILITAIRES  
ET DES  
TONNES  
DE  
DEULIGNES.



**EXCLUSIF :**  
LES  
LISTINGS  
DE  
"LA VILLE  
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ET  
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**24 F.**

M-3332-1-HS.24-RD

Belgique : 180 Fb - Suisse : 8 Fs.

**N°1**

Parce qu'un micro-ordinateur sans logiciel

cela ne sert à rien!

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3D flight  
Alien 8  
Defend ar die  
Exocet  
Raid!!!!  
Starion

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ET DE REFLEXE**

Airwolf  
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**JEUX DE  
STRATEGIE**

3D voice chess  
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Camelemaths  
Camelemots  
Code de la route

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Empire  
Lords of midnight  
Tyrann

**JEUX DE  
CONDUITE**

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Combat lnx  
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Jump jet  
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Pole position  
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simulator

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Cheops  
Chiller  
Commando  
Diamant de file  
maudite  
Ghosebusters  
Hobbit  
Infernal runner  
Meurtre a grande  
vitesse  
Sabre wulf  
Sorcery

**JEUX DE SPORT**

Bruce lee  
Exploding fist  
Foot  
Hypersports  
Squash  
Tennis 3 d  
Transat one

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Manette QUICKSHOT MKI : 89<sup>F</sup>  
Manette QUICKSHOT MKII : 99<sup>F</sup>  
Manette AMSTRAD JY-2 : 149<sup>F</sup>

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53 66 13 82  
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21 23 46 34  
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DELPRAT  
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170 rue Jean-Jaures  
98 44 61 56  
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INFORMATIQUE  
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98 90 39 23  
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20 et 56 av Gérard-Yvon  
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**VIENNE**  
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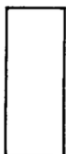
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# HEBDOGICIEL

Hors série



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# Sommaire



# L'ÂGE DE PIERRE

Dans un lieu dangereux encombré de rochers, risquez la cueillette des délicieux fruits rouges qui jonchent le sol.

Stéphane VALLOIS

```

10 REM
20 REM   L'ÂGE DE PIERRE
30 REM   sur CPC 464
40 REM
50 REM (C) 1985, Stéphane
60 REM   Vallois.
70 REM
80 REM
90 sc=0:BORDER 0
100 DEF FN z$=LEFT$(a$(y),x-
11) + CHR$(32) + RIGHT$(a$(y),20-
x)
110 DEF FN y$=MID$(a$(y-1),x
,1):ENV 1,127,-100,20
120 ENT 2,100,2,2:scr=0:DIM
a$(13)
130 SYMBOL 255,&CF,&CF,&CF,0
,&F3,&F3,&F3,0
140 SYMBOL 254,&7F,&FF,&C3,&
BF,&BF,&BF,&BF,&FF
150 SYMBOL 253,&FC,&FE,&FE,&
FE,&FE,&FE,&FE,&FE
160 SYMBOL 252,&FF,&FF,&FF,&FF,&
FF,&FF,&FF,&7F,0
170 SYMBOL 251,&FE,&FE,&FE,&FE,&
FE,&FE,&FE,&FC,0
180 SYMBOL 250,7,&1F,&3F,&7F
,&7F,255,255,255
190 SYMBOL 249,&E0,&F8,&FC,&
FE,&FE,255,255,255
200 SYMBOL 248,255,255,&CF,&
47,&63,&33,&1F,&7
210 SYMBOL 247,255,255,255,2
54,254,&FC,&F8,&E0
220 SYMBOL 246,7,9,15,15,7,1
,15,&17
230 SYMBOL 245,&E0,&90,&F0,&
F0,&E0,&80,&F0,&EB
240 SYMBOL 244,&44,&33,&31,&33,&
26,&C,&18,&C,&1C
250 SYMBOL 243,&CC,&8C,&CC,&
64,&30,&18,&30,&38
260 INK 0,0:INK 1,18:INK 2,6
:INK 3,24:GOSUB 1500:MODE 1
270 PAPER 0:PEN 1:BORDER 0
280 GOTO 1380
290 REM
300 REM Donnees du tableau
310 REM n.1
320 DATA mmmmmmmmmmmmmmmmmmm
m
330 DATA m hrrhhmmmmrrrrrmmmmr
m
340 DATA mhhhhmpr mhhhhmp hr
m
350 DATA mrrhhmp mp h m r
m
360 DATA mpphhhh mmm hmrrrhr
m
370 DATA mhhhhhh rhmpmhhhr
m
380 DATA mhmmmmmrhrrrrrrhr

```

```

m
390 DATA mhmmmmmmmmmmmmmmmmhr
m
400 DATA mhahphphprrrrrrrrhr
m
410 DATA mhr hhhhhphphphhr
m
420 DATA mhrrhphphprrrrrrrrhr
m
430 DATA mmmmmmmmmmmmmmmmmmm
m
440 DATA 18,150,2,2
450 DATA mmmmmmmmmmmmmmmmmmm
m
460 DATA mrrmmmmmmmmmmrrrrrrr
m
470 DATA m hmmmmmmmmmmmmhrpr
m
480 DATA m hmmp p p pppppr
m
490 DATA m hmp p p mrrrrrhrpr
m
500 DATA m hmmp p pmrrmmmrpr
m
510 DATA mhmmmmmmmmmmrrppmrpr
m
520 DATA m hmmmmmmmmmmhrtrmpr
m
530 DATA mhrrrrrrhr hhhhhpr
m
540 DATA m hhhhhhhmmrrrrrrr
m
550 DATA mhrrrrrrrrmmmmmmmmmm
m
560 DATA mmmmmmmmmmmmmmmmmmm
m
570 DATA 22,80,2,3
580 DATA mmmmmmmmmmmmmmmmmmm
m

```

```

590 DATA mm r hr r mrrmr r
m
600 DATA mmmppmmhhmh mprhhhhh
m
610 DATA m hhhhhhrhr hhhmm
m
620 DATA mmmppmhrhr mmmmrtrm
m
630 DATA mm r hrhr hhhhhhhp
m
640 DATA m hhhhhhrhr mmmmmmm
m
650 DATA mm r hrhr rrrrrrrr
m
660 DATA mmmppmhrhr hhhhhhhp
m
670 DATA mprhhhhhrhr mmmmmmm
m
680 DATA mrrrrrrhrhr hhhhhhhp
m
690 DATA mmmmmmmmmmm mmmmmmm
m
700 DATA 8,150,2,4
710 DATA mmmmmmmmmmmmmmmmmmm
m
720 DATA m hhhhhhrrrhhhhhhhh
m
730 DATA mhmmmmmmmmmmmmmmmmh
m
740 DATA mprhhhhhrhrpmmmmmh
m
750 DATA mprhhhhmmrrhrpmmmh
m
760 DATA mrrprhhhhhrhrpmhrph
m
770 DATA mrrprhhhhprrhrpmhrh
m
780 DATA mrrrrprhmmprhrhrpm
m
790 DATA mrrrrprhppmhrhrpm
m
800 DATA mrrrrrrphmpmhrhrpr
m
810 DATA mrrrrrrmmhrpmphhr h
m
820 DATA mmmmmmmmmmmmmmmmmmm
m
830 DATA 26,80,2,2
840 '
850 ' ROUTINE D'AFFICHAGE
860 ' ECRAN
870 FOR i=1 TO 12:READ a$(i)
880 FOR j=1 TO 20:b$=MID$(a$
(i),j,1)
890 IF b$="m" THEN PEN 2:c$=
STRING$(4,CHR$(255))
900 IF b$="h" THEN PEN 1:c$=
STRING$(4,CHR$(207))
910 IF b$=" " THEN c$=STRING
$(4," ")
920 IF b$="r"
THEN PEN 3:c$=

```



```

CHR$(254)+CHR$(253)+CHR$(252
)+CHR$(251)
930 IF b$="p" THEN PEN 2:c$=
CHR$(250)+CHR$(249)+CHR$(248
)+CHR$(247)
940 LOCATE j*2-1,i*2-1:PRINT
MID$(c$,1,2):LOCATE j*2-1,i
*2:PRINT MID$(c$,3,2);
950 NEXT j:NEXT i:READ pom,t
p$,x,y
960 PEN 3:PRINT "SCORE:";USI
NG "####";sc;:PRINT "
ENERGIE:";USING "###";tps;:
PRINT " POMMES:";USING "##"
;pom;
970 PEN 3:LOCATE x*2-1,y*2-1
:PRINT CHR$(246);CHR$(245):L
OCATE x*2-1,y*2:PRINT CHR$(2
44);CHR$(243):RETURN
980 REM
990 REM ANIMATION MONSTRE
1000 REM
1010 b$=INKEY$:IF b$="" THEN
1010
1020 IF b$(CHR$(240) OR b$(C
HR$(243) THEN 1010 ELSE LOCA
TE x*2-1,y*2-1:PRINT " ":LO
CATE x*2-1,y*2:PRINT " "
1030 GOSUB 1360:ON (ASC(b$)-
239) GOSUB 1040,1090,1150,12
10:GOTO 1140
1040 c$=MID$(a$(y-1),x,1):tb
=0
1050 IF c$="" THEN y=y-1:RE
TURN
1060 IF c$="h" THEN y=y-1:a$
(y)=FN z$:RETURN
1070 IF c$="p" THEN y=y-1:GO
SUB 1270:a$(y)=FN z$:RETURN
1080 RETURN
1090 c$=MID$(a$(y+1),x,1):IF
FN y$="r" THEN tb=1:x1=x:y1
=y ELSE tb=0
1100 IF c$="" THEN y=y+1:RE
TURN
1110 IF c$="h" THEN y=y+1:a$
(y)=FN z$:RETURN
1120 IF c$="p" THEN y=y+1:GO
SUB 1270:a$(y)=FN z$:RETURN
1130 tb=0:RETURN
1140 PEN 3:LOCATE x*2-1,y*2-
1:PRINT CHR$(246);CHR$(245):
LOCATE x*2-1,y*2:PRINT CHR$(
244);CHR$(243):IF tb=0 THEN
1010 ELSE GOSUB 1280:GOTO 10
10
1150 c$=MID$(a$(y),x-1,1):IF
FN y$="r" THEN tb=1:x1=x:y1
=y ELSE tb=0
1160 IF c$="" THEN x=x-1:RE
TURN
1170 IF c$="h" THEN x=x-1:a$
(y)=FN z$:RETURN
1180 IF c$="p" THEN x=x-1:GO
SUB 1270:a$(y)=FN z$:RETURN
1190 IF c$="r" THEN GOTO 135
0
1200 tb=0:RETURN
1210 c$=MID$(a$(y),x+1,1):IF
FN y$="r" THEN tb=1:x1=x:y1
=y ELSE tb=0
1220 IF c$="" THEN x=x+1:RE
TURN
1230 IF c$="h" THEN x=x+1:a$
(y)=FN z$:RETURN
1240 IF c$="p" THEN x=x+1:GO
SUB 1270:a$(y)=FN z$:RETURN
1250 IF c$="r" THEN GOTO 134

```

```

0
1260 tb=0:RETURN
1270 sc=sc+150:SOUND 129,50,
100,7,1:pom=pom-1:PEN 3:LOCA
TE 7,25:PRINT USING "####";
sc;:LOCATE 39,25:PRINT USING
"##";pom;:IF pom=0 THEN 143
0 ELSE RETURN
1280 tb=0
1290 IF MID$(a$(y1),x1,1)<>"
" THEN SOUND 130,200,100,7,
1,2,5:RETURN
1300 PEN 3:LOCATE x1*2-1,y1*
2-3:PRINT " ":LOCATE x1*2-1
,y1*2-2:PRINT " "
1310 a$(y1-1)=LEFT$(a$(y1-1)
,x1-1)+CHR$(32)+RIGHT$(a$(y1
-1),20-x1):a$(y1)=LEFT$(a$(y
1),x1-1)+"r"+RIGHT$(a$(y1),2
0-x1):LOCATE x1*2-1,y1*2-1:P
RINT CHR$(254);CHR$(253):LOC
ATE x1*2-1,y1*2:PRINT CHR$(2
52);CHR$(251)
1320 IF x1=x AND y1=y THEN 1
570

```

cet exploit. Nous nous sou  
viendrons de vous comme etant  
LE SEULhero de l'histoire  
!";"Une touche...":PRINT "Et  
ca repart !!!";"Votre score  
:";sc  
1480 IF INKEY\$(<)" THEN 1480  
1490 IF INKEY\$(<)" THEN RUN  
ELSE 1490  
1500 MODE 2:PEN 3:LOCATE 32,  
5:PRINT "L'AGE DE PIERRE"  
1510 ZONE 80:PRINT "LE BUT  
DU JEU: Vous devez au traver  
s de 4 salles guider un pers  
onnage dont la seule raiso  
n d'etre est de ramasser les  
fruits rouges tapissant le  
sol.";:"TOUTEFOIS: Sa quete  
ne sera pas sans danger, car  
frequents sont les eboulemen  
ts.  
1520 PRINT "DEROULEMENT DE  
LA PARTIE: Vous vous dirigez  
grace aux fleches du curseu  
r, chaqueplacement occasio

## DEULIGNE

Redéfinissez plus vite que votre ombre !

GENIES MECONNUS,  
RESTEZ MECONNUS, CA  
VOUS EVITERA PAS MAL  
DE MERDES!!



1 REM FAIRE BREAK QUAND LES LETT  
RES SONT FORMEES ET COLOREES A VOT  
RE GOUT

2 MODE 1:FOR I=1 TO 255 STEP 15:P  
OKE &B1CF,I:PRINT "ECRITURE NUMER  
0";I:SOUND 1,I+200,40,15:CALL &B  
05:NEXT:GOTO 2

```

1330 y1=y1+1:GOTO 1290
1340 IF MID$(a$(y),x+2,1)="
" THEN PEN 3:LOCATE x*2+1,y*
2-1:PRINT " ";CHR$(254);CHR
$(253):LOCATE x*2+1,y*2:PRIN
T " ";CHR$(252);CHR$(251):a
$(y)=LEFT$(a$(y),x)+CHR$(32)
+"r"+RIGHT$(a$(y),18-x):x1=x
+2:y1=y+1:GOSUB 1210:GOTO 12
80:ELSE RETURN
1350 IF MID$(a$(y),x-2,1)="
" THEN PEN 3:LOCATE x*2-5,y*
2-1:PRINT CHR$(254);CHR$(253
);" ":LOCATE x*2-5,y*2:PRIN
T CHR$(252);CHR$(251);" ":a
$(y)=LEFT$(a$(y),x-3)+"r"+CH
R$(32)+RIGHT$(a$(y),21-x):x1
=x-2:y1=y+1:GOSUB 1150:GOTO
1280:ELSE RETURN
1360 tps=tps-1:PEN 3:LOCATE
27,25:PRINT USING "###";tps;
:IF tps>0 THEN RETURN
1370 GOTO 1570
1380 '
1390 ' Gestion du programme
1400 '
1410 ecr=ecr+1:IF ecr=5 THEN
GOTO 1440
1420 GOSUB 840:GOTO 980
1430 CLS:GOTO 1410
1440 ' sp gagne
1450 MODE 0:PEN 3
1460 PRINT "* VOUS AVEZ GAGN
E *"
1470 ZONE 80:PRINT "Vous et
es le premier qui ait réussi

```

nnant la perte d'un point d'  
energie.Bien evidemment, si  
votretotal energetique parvi  
ent a zero, vous mourrez et  
la partie se termine.  
1530 PRINT "Chaque fois que  
vous passez sous une pierre  
celle ci tombe.Vous avez la  
possibi-lite de pousser un d  
e ces blocs si il y a de la  
place derriere.";:"L'herbe ne  
fait pas obstacle a vos mou  
vements,elle sert a retenir  
les pierres.  
1540 PRINT "Pressez la barr  
e d'espacement pour jouer, o  
u 'D' pour voir les 4 salles  
..."  
1550 IF INKEY(61)=0 THEN 158  
0  
1560 IF INKEY(47)=0 THEN RET  
URN ELSE 1550  
1570 SOUND 130,200,100,7,1,2  
,5:FOR i=1 TO 1000:NEXT i:CL  
S:PEN 3:PRINT "Vous avez per  
du !!!":FOR i=1 TO 10:SOUND  
1,i\*100,10,INT(i/3):SOUND 2,  
1000-i\*100,10,7:NEXT:FOR i=1  
TO 1000:NEXT:RUN  
1580 MODE 1:FOR z=1 TO 4:GOS  
UB 840:NEXT z:RUN

# TRIDI

De gracieux volumes en élégantes perspectives, faites découvrir à votre micro le monde fascinant de la troisième dimension.

Fabien TRO DESCATO

Mode d'emploi :

Les indications nécessaires sont dans le programme.

```
10 REM ** Tridi **
20 REM Mini-programme de C.
A.O.
30 REM TodescaTo Fabien 28/3
/1985
40 REM
50 GOTO 1110
60 xz=xe-x1:yz=ye-y1:cox=(ye
*dx+xy):coy=(xe*dy-xy):RETUR
N
70 GOSUB 60:IF dx(>) THEN ye
=coy/dx ELSE ye=coy*yz/(xz*d
y)
80 RETURN
90 GOSUB 60:IF dy(>) THEN xe
=cox/dy ELSE xe=cox*xz/(yz*d
x)
100 RETURN
110 REM Calculs d'appartenan
ce au plan de projection
120 g=0:f=0
130 dx=x2-x1:dy=y2-y1:xy=x1*
y2-x2*y1
140 IF xe>321 THEN IF f=1 TH
EN RETURN ELSE xe=321:GOSUB
70:g=1:GOTO 160
150 IF xe<-321 THEN IF f=1 T
HEN RETURN ELSE xe=-321:GOSU
B 70:g=1
160 IF ye>168 THEN IF f=1 TH
EN RETURN ELSE ye=168:GOSUB
90:g=1:GOTO 180
170 IF ye<-168 THEN IF f=1 T
HEN RETURN ELSE ye=-168:GOSU
B 90:g=1
180 IF g=0 THEN f=0:RETURN
190 g=0:f=1:GOTO 140
200 REM Calculs des rotation
s
210 yee=yex*ca+zex*sa:zee=zex*c
a-yex*sa:ye=yee:ze=zee
220 xee=xex*cb-zex*sb:zee=xex*s
b+zex*cb:xe=xee:ze=zee
230 xee=xex*cc+yex*sc:yee=yex*c
c-xex*sc:xe=xee:ye=yee
240 RETURN
250 REM Projections et trace
des vecteurs
260 LOCATE 1,1:PRINT"Angle d
'ouverture ":"e:LOCATE 1,2:P
RINT"Coordonnees de l'objet
(x,y,z) ":"xc:yc:zc
270 ca=COS(a):sa=SIN(a):cb=C
OS(b):sb=SIN(b):cc=COS(c):sc
=SIN(c)
280 FOR i=0 TO k-1
290 IF a=0 AND b=0 AND c=0 T
HEN 320
300 xe=xp1(i):ye=yp1(i):ze=z
p1(i):GOSUB 210:xp1(i)=xe:yp
1(i)=ye:zp1(i)=ze
310 xe=xp2(i):ye=yp2(i):ze=z
p2(i):GOSUB 210:xp2(i)=xe:yp
2(i)=ye:zp2(i)=ze
320 x1=xp1(i)+xc:y1=yp1(i)+y
c:z1=zp1(i)+zc:x2=xp2(i)+xc:
y2=yp2(i)+yc:z2=zp2(i)+zc
330 IF z1<=0 OR z2<=0 THEN 3
90
340 x1=s*x1/z1:y1=s*y1/z1:x2
=s*x2/z2:y2=s*y2/z2
350 IF (x1>321 AND x2>321) O
R (x1<-321 AND x2<-321) OR (
y1>168 AND y2>168) OR (y1<-1
68 AND y2<-168) THEN 390
360 xe=x1:ye=y1:GOSUB 120:x1
=xe:y1=ye:IF f=1 THEN 390
370 xe=x2:ye=y2:GOSUB 120:x2
=xe:y2=ye
380 MOVE x1,y1:DRAW x2,y2,1
390 NEXT i:RETURN
400 REM Saisie des commandes
utilisateur et trace de l'o
bjet
410 IF INKEY(0)=0 THEN a=5 E
LSE IF INKEY(2)=0 THEN a=-5
ELSE a=0
420 IF INKEY(8)=0 THEN b=5 E
LSE IF INKEY(1)=0 THEN b=-5
ELSE b=0
430 IF INKEY(10)=0 THEN c=-5
ELSE IF INKEY(11)=0 THEN c=
5 ELSE c=0
440 IF INKEY(20)=0 THEN xc=x
c-5 ELSE IF INKEY(12)=0 THEN
xc=xc+5
450 IF INKEY(15)=0 THEN yc=y
c-5 ELSE IF INKEY(13)=0 THEN
yc=yc+5
460 IF INKEY(7)=0 THEN zc=z
c-5 ELSE IF INKEY(14)=0 THEN
zc=zc+5
470 IF INKEY(9)=0 THEN CLG E
LSE IF INKEY(9)=128 THEN CLS
:GOSUB 1680:PRINT"Angles de
rotations autour de OX,OY,OZ
 ":"GOSUB 1630:a=x:b=y:c=z
e:CLS
480 IF INKEY(9)=32 THEN CLS:
GOSUB 1680:PRINT"Coordonnees
de l'objet (x,y,z) ":"GOSU
B 1630:xc=x:yc=y:zc=z:GOS
UB 1720:CLS ELSE IF INKEY(9)
=160 THEN RETURN
490 GOSUB 260:GOSUB 1680
500 IF INKEY$="" THEN 500 EL
SE 410
510 REM Modification de l'an
gle d'ouverture horizontal
520 LOCATE 25,12:PRINT"Angle
d'ouverture ":"GOSUB 1600:IF
f=3 THEN RETURN ELSE IF f=
1 THEN e=78:GOTO 540
530 e=VAL(n)
540 s=320/TAN(e/2):RETURN
550 REM Chargement d'une lis
te de vecteurs
560 PRINT"Nom de fichier ";;
GOSUB 1600:IF f=3 THEN RETUR
N
570 OPENIN n
580 FOR i=k TO 255
590 IF EOF=-1 THEN 620
600 INPUT#9,x1(i),y1(i),z1(i
),x2(i),y2(i),z2(i)
610 NEXT i
620 k=i:GOSUB 1720:CLOSEIN:R
ETURN
630 REM Sauvegarde de la lis
te des vecteurs
640 PRINT"Nom de fichier ";;
GOSUB 1600:IF f=3 THEN RETUR
N
650 OPENOUT n
660 FOR i=0 TO k-1
670 WRITE#9,x1(i),y1(i),z1(i
),x2(i),y2(i),z2(i)
680 NEXT i
690 CLOSEOUT:RETURN
700 REM Listage des vecteurs
710 PRINT"Listing sur imprim
ante (o/n) ";;GOSUB 1600:IF
f=3 THEN RETURN
720 IF n="" THEN g=8 ELSE g
=0:LOCATE #g,1,2
730 FOR i=0 TO k-1
740 PRINT#g,i;TAB(10);x1(i);
y1(i);z1(i);TAB(40);x2(i);y2
(i);z2(i)
750 NEXT i
760 IF INKEY$="" THEN 760 EL
SE RETURN
770 REM Modifications de vec
teurs
780 LOCATE 1,1:PRINT"Inserti
on d'un vecteur : # ; efface
ment d'un vecteur : *."
790 PRINT"Vecteur numero ";;
GOSUB 1600:i=VAL(n):PRINT"Op
tion ";;GOSUB 1600:IF f=3 TH
EN GOSUB 1720:RETURN ELSE IF
i<k THEN 810
800 PRINT"Ce vecteur n'exist
e pas encore !!!":GOTO 790
810 ON f+1 GOTO 870,850,830
820 REM Effacement vecteur (
delete)
830 u=i:FOR i=u+1 TO k-1:x1(
i-1)=x1(i):x2(i-1)=x2(i):y1(
i-1)=y1(i):y2(i-1)=y2(i):z1(
i-1)=z1(i):z2(i-1)=z2(i):NEX
T i:i=u:k=k-1:GOTO 790
840 REM Insertion vecteur
nser't)
```

```

850 IF k=256 THEN PRINT"Table des vecteurs saturée !!!":
GOTO 790
860 u=i:FOR i=k-1 TO u STEP
-1:x1(i+1)=x1(i):x2(i+1)=x2(
i):y1(i+1)=y1(i):y2(i+1)=y2(
i):z1(i+1)=z1(i):z2(i+1)=z2(
i):NEXT i:k=k+1:i=u
870 PRINT"Coordonnées de l'o
rigine (x,y,z) :":GOSUB 1630
:x1(i)=xe:y1(i)=ye:z1(i)=ze
880 PRINT"Coordonnées de l'e
xtremite (x,y,z) :":GOSUB 16
30:x2(i)=xe:y2(i)=ye:z2(i)=z
e
890 GOTO 790
900 REM Creation de la liste
des vecteurs
910 PRINT"Retour au menu gen
eral : '@' ; R.A.Z. de la ta
ble des vecteurs : '#'"
920 FOR i=k TO 255
930 PRINT"Vecteur numero";i
940 PRINT"Coordonnées de l'o
rigine (x,y,z) :":GOSUB 1630
:IF f=3 THEN 980 ELSE IF f=1
THEN k=0:GOTO 920 ELSE x1(i
)=xe:y1(i)=ye:z1(i)=ze
950 PRINT"Coordonnées de l'e
xtremite (x,y,z) :":GOSUB 16
30:x2(i)=xe:y2(i)=ye:z2(i)=z
e
960 NEXT i
970 PRINT"Table des vecteurs
saturée !!!":IF INKEY$=""
THEN 970
980 k=i:GOSUB 1720:RETURN
990 REM Mode d'emploi
1000 RESTORE 1780
1010 CLS
1020 FOR i=0 TO 24
1030 READ n:IF n="" THEN 10
80 ELSE IF n="#" THEN 1050
1040 PRINT n:NEXT i
1050 LOCATE 10,25:PRINT"Pour
continuer : [ barre d'espac
e ]"
1060 IF INKEY$(">") THEN 106
0
1070 GOTO 1010
1080 LOCATE 10,25:PRINT"Pour
revenir au menu principal :
[0]"
1090 IF INKEY$(">") THEN 109
0 ELSE RETURN
1100 REM Initialisation des
variables
1110 DIM x1(255),y1(255),z1(
255),x2(255),y2(255),z2(255)
, xp1(255),yp1(255),zp1(255)
, xp2(255),yp2(255),zp2(255):D
EFINT i,k,l,m,g,f,u:DEFSTR n
1120 xe=0:ye=0:ze=0:xee=0:ye
e=0:zee=0:s=0:xz=0:yz=0:xy=0
:dx=0:dy=0:x1=0:y1=0:z1=0:x2
=0:y2=0:z2=0:ca=0:sa=0:cb=0:
sb=0:cc=0:sc=0:a=0:b=0:c=0:x
c=0:yc=0:zc=250:e=78:cox=0:c
oy=0
1130 REM Initialisation envi
ronnement systeme
1140 DI:MODE 2:ORIGIN 320,16
7,0,639,334,0:SPEED INK 10,1
0:BORDER 1:PAPER 0:PEN 1:INK
0,0:INK 1,24:CLG 0:DEG:WIDT
H 80:ZONE 10:SPEED WRITE 0:0
N ERROR GOTO 1520:EVERY 15,3
GOSUB 1740:GOSUB 540
1150 KEY DEF 3,1,57:KEY DEF
4,1,54:KEY DEF 5,1,51:KEY DE
F 6,1,13:KEY DEF 7,1,46:KEY
DEF 10,1,55:KEY DEF 11,1,56:
KEY DEF 12,1,53:KEY DEF 13,1
,49:KEY DEF 14,1,50:KEY DEF
15,1,48:KEY DEF 20,1,52
1160 REM Demonstration graph
ique
1170 LOCATE 25,12:PRINT"Demo
nstration graphique (o/n) ":
:GOSUB 1600:IF n(">") THEN 1
330
1180 CLS:RESTORE 2070:FOR i=
0 TO 27:READ x1(i),y1(i),z1(
i),x2(i),y2(i),z2(i):NEXT i:
k=i:GOSUB 1720:RESTORE 2110:
EI
1190 GOSUB 1700:PRINT"Rotati
on autour de OY."
1200 a=0:b=10:c=0:zc=300:FOR
u=1 TO 3:CLG:GOSUB 260:NEXT
u
1210 GOSUB 1700:PRINT"Diminu
tion de l'angle d'ouverture."
"
1220 a=0:b=0:c=0:FOR e=75 TO
30 STEP -5:GOSUB 540:CLG:GO
SUB 260:NEXT e
1230 GOSUB 1700:PRINT"Augmen
tation de l'angle d'ouvertur
e avec rotation simultanee a
utour de OZ."
1240 c=36:FOR e=30 TO 75 STE
P 5:GOSUB 540:CLG:GOSUB 260:
NEXT e
1250 a=10:b=a:c=b:e=78:GOSUB
1720:GOSUB 540
1260 GOSUB 1700:PRINT"Rotati
ons simultanees autour de OX
,OY,OZ."
1270 FOR u=1 TO 10:CLG:GOSUB
260:NEXT u
1280 GOSUB 1700:PRINT"Transl
ations simultanees en OX,OY,
OZ."
1290 GOSUB 1720:a=0:b=a:c=b:
FOR xc=0 TO 200 STEP 10:yc=-
xc:zc=xc+300:CLG:GOSUB 260:N
EXT xc
1300 GOSUB 1700:PRINT"La dem
onstration est terminee ; pr
esser une touche quelconque
pour lire le mode d'emploi."
1310 IF INKEY$="" THEN 1310
1320 DI:a=0:b=0:c=0:xc=0:yc=
xc:zc=250:k=0:GOSUB 1680:GOS
UB 1000
1330 DI:a=0:b=0:c=0:xc=0:yc=
xc:zc=250:k=0
1340 REM Programme principal
(menu)
1350 CLS
1360 LOCATE 15,1:PRINT"Menu
general "+CHR$(7)
1370 LOCATE 15,3:PRINT"1_ Cr
eer une liste de vecteurs"
1380 LOCATE 15,5:PRINT"2_ Ch
arger une liste de vecteurs"
1390 LOCATE 15,7:PRINT"3_ Li
ster les vecteurs"
1400 LOCATE 15,9:PRINT"4_ Co
rriger des vecteurs"
1410 LOCATE 15,11:PRINT"5_ S
auvegarder la liste de vecte
urs"
1420 LOCATE 15,13:PRINT"6_ T
racer l'objet en 3D"
1430 LOCATE 15,15:PRINT"7_ M
odifier l'angle d'ouverture
horizontal"
1440 LOCATE 15,17:PRINT"8_ L
ire le mode d'emploi de Trid
i"
1450 LOCATE 15,19:INPUT"Votr
e choix s.v.p. ";n
1460 g=VAL(n):IF g<1 OR g>8
THEN 1350
1470 GOSUB 1680
1480 CLS:ON g GOSUB 910,560,
710,780,640,410,520,1000
1490 GOSUB 1680
1500 GOTO 1350
1510 REM Traitement d'erreurs
(overflow, type mismatch)
1520 IF ERR=13 THEN PRINT"Fa
utes attention a ce que vous
tapez !!!!
"
1530 IF ERR=11 OR ERR=6 THEN
PRINT"Ma capacite de calcul
ne me permet pas de traiter
ce cas !!!
"
1540 IF ERL=1460 THEN RESUME
1450
1550 IF ERL>=1630 AND ERL<=1
650 THEN PRINT"Retapez les 3
valeurs :":RESUME 1630
1560 IF ERL=790 THEN RESUME
790
1570 IF ERL<=540 AND ERL>=52
0 THEN RESUME 520
1580 PRINT"Erreur de type : "
;ERR;"a la ligne :";ERL:RESU
ME NEXT
1590 REM Input general (" ":
0, "#":1, "*":2, "@":3)
1600 f=0:INPUT n:n=LOWER$(n)
:IF INSTR(n,"#")<>0 THEN f=1
ELSE IF INSTR(n,"*")<>0 THE
N f=2 ELSE IF INSTR(n,"@")<>
0 THEN f=3
1610 RETURN
1620 REM Input des coordonne
es
1630 GOSUB 1600:IF f=0 THEN
xe=VAL(n) ELSE RETURN
1640 GOSUB 1600:IF f=0 THEN
ye=VAL(n) ELSE RETURN
1650 GOSUB 1600:IF f=0 THEN
ze=VAL(n) ELSE RETURN
1660 RETURN
1670 REM Vidange du buffer c
lavier
1680 IF INKEY$(">") THEN 1680
ELSE RETURN
1690 REM Effacement ligne de
monstration
1700 LOCATE 1,3:PRINT SPACE$(
80):LOCATE 1,3:RETURN
1710 REM Remplissage tableau
x intermediaires

```



# TRIDI

```

1720 FOR i=0 TO k-1:xp1(i)=x
1(i):yp1(i)=y1(i):zp1(i)=z1(
i):xp2(i)=x2(i):yp2(i)=y2(i)
:zp2(i)=z2(i):NEXT i:RETURN
1730 REM Sous-programme musi
cal
1740 DI
1750 IF (SQ(1) AND 7)=0 THEN
EI:RETURN ELSE READ I:IF I=
-1 THEN RESTORE 2110:GOTO 17
50
1760 READ m:SOUND 1,1*2,m,5:
SOUND 2,1/2,m,5:SOUND 4,1,m,
7:GOTO 1750
1770 REM Texte mode d'emploi
1780 DATA" Tridi est un
mini logiciel de C.A.O. (con
ception assistee par ordinat
eur);","c'est-a-dire que Tri
di vous permet de creer et d
'animer vos propres projets"
,"en 3 dimensions.";"
1790 DATA" Vous pourrez p
ar exemple utiliser Tridi po
ur realiser des simulations
de";"modeles architecturaux
que vous pourrez visualiser
en 'temps reel'; ou uti-";"
liser Tridi comme outil d'ai
de a un bureau d'etude. En r
ealite, la liste des"
1800 DATA"utilisations possi
bles de ce type de logiciels
est trop vaste pour etre me
n-";"tionnee. Nous esperons
que Tridi correspondra a vot
re application et qu'il";"vo
us permettra de developper v
otre creativite en vous libe
rant des con-"
1810 DATA"traintes des metho
des traditionnelles.";"#";"_
COMMENT UTILISER TRIDI ?";"
";" Tridi est organise e
n modules independants que v
ous pouvez chacun appel-";"l
er par le biais du menu prin
cipal en tapant son numero-c
ode.";"#"
1820 DATA_ FONCTIONNEMENT D
ETAILE DE CHAQUE MODULE :";
";"-"Module 1 (creer une lis
te de vecteurs) :";"";"
Le module 1 vous permet de c
reer une suite de vecteurs q
ui sont en fait";" les arete
s de votre figure en 3 dimen
sions.";"
1830 DATA" Vous definiss
ez un vecteur en tapant les
coordonnees des points origi
ne";"et extremite de ce vect
eur. Puisque vous etes en 3
dimensions, il y aura 3";"co
ordonnees a rentrer : x [ENT
ER], y [ENTER], z [ENTER].";
""
1840 DATA" En tapant '@'
ou '#' lorsque le logiciel
vous demande : 'Coordonnees
de";"l'origine?'; vous effe
ctuez les actions suivantes
:";"-'@' vous ramene au menu
general.";"-'#' remet a zer
o la liste des vecteurs.";"#"
1850 DATA"-Module 2 (charger
une liste de vecteurs) :";"

```



```

";"
1860 DATA"viennent s'ajouter
a ceux deja presents en mem
oire.";"
1870 DATA" Quand le logi
ciel vous demande 'Nom de fi
chier?', il vous faut taper
le";"nom de la liste de vec
teurs que vous voulez charge
r; en tapant '@', vous re-";
"venez directement au menu
general.";"#"
1880 DATA"-Module 3 (listar
les vecteurs) :";"";" Le
module 3 vous permet d'obte
nir le listing des vecteurs
en memoire.";"Quand le listi
ng est termine, il vous suff
it d'appuyer sur une touche
quel-"
1890 DATA"conque pour reveni
r au menu principal. Si vous
tapez '@' quand le logi-";"
ciel vous demande 'Listing s
ur imprimante (o/n)?'; vous
revenez directement au";"me
nu general.";"#"
1900 DATA"-Module 4 (corrige
r des vecteurs) :";"";"
Le module 4 vous permet de c
orriger, d'effacer, d'insere
r un vecteur dans";"la liste
des vecteurs.";"
1910 DATA" Le logiciel v
ous demande d'abord le numer
o du vecteur que vous voulez
mo-";"difier; puis l'optio
n que vous voulez utiliser :
";"";"-'*' efface le vecteur
et decale la liste des vect
eurs d'un vecteur vers le";"
'haut'."
1920 DATA"-#' insere un nou
veau vecteur et decale la li
ste des vecteurs d'un vecteu
r";"vers le 'bas'.";"-"Si vou
s ne tapez rien, le logiciel
vous demande les nouvelles
coordonnees du";"vecteur.";"
-'@' vous ramene au menu gen
eral.";"#"
1930 DATA"-Module 5 (sauvega
rder la liste des vecteurs)
:";"";" Le module 5 vous
permet de sauvegarder la li
ste de vecteurs en memoire";
"sur cassette (ou disquette)
sous n'importe quel nom."
1940 DATA"Si vous tapez '@'
quand le logiciel vous deman
de 'Nom de fichier?', vous
reve-";"nez directement au m

```

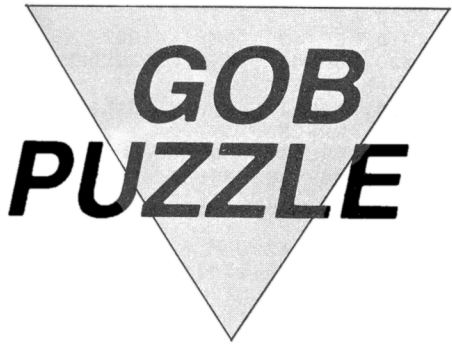
Le module 2 vous permet de charger en memoire une liste de vecteurs auparavant enregistres sur cassette (ou disquette). Les vecteurs ainsi charges  
 1860 DATA"viennent s'ajouter a ceux deja presents en memoire."  
 1870 DATA" Quand le logiciel vous demande 'Nom de fichier?', il vous faut taper le";"nom de la liste de vecteurs que vous voulez charger; en tapant '@', vous revenez directement au menu general."  
 1880 DATA"-Module 3 (listar les vecteurs) :";" Le module 3 vous permet d'obtenir le listing des vecteurs en memoire.";"Quand le listing est termine, il vous suffit d'appuyer sur une touche quel-"  
 1890 DATA"conque pour revenir au menu principal. Si vous tapez '@' quand le logi-";"ciel vous demande 'Listing sur imprimante (o/n)?'; vous revenez directement au";"menu general."  
 1900 DATA"-Module 4 (corriger des vecteurs) :";" Le module 4 vous permet de corriger, d'effacer, d'insere r un vecteur dans";"la liste des vecteurs."  
 1910 DATA" Le logiciel vous demande d'abord le numero du vecteur que vous voulez modifier; puis l'option que vous voulez utiliser :";"-'\*' efface le vecteur et decale la liste des vecteurs d'un vecteur vers le";"haut'."  
 1920 DATA"-#' insere un nouveau vecteur et decale la liste des vecteurs d'un vecteur";"vers le 'bas'.";"-"Si vous ne tapez rien, le logiciel vous demande les nouvelles coordonnees du";"vecteur."  
 1930 DATA"-Module 5 (sauvegarder la liste des vecteurs) :";" Le module 5 vous permet de sauvegarder la liste de vecteurs en memoire";"sur cassette (ou disquette) sous n'importe quel nom."  
 1940 DATA"Si vous tapez '@' quand le logiciel vous demande 'Nom de fichier?', vous revenez directement au m

enu general.";"#"
 1950 DATA"-Module 6 (tracer l'objet en 3D) :";" Le module 6 vous permet de visualiser en 3D votre figure. Toutes les fon-";"ctions du module 6 s'utilisent avec les touches du pave numerique et de con-"  
 1960 DATA"trole du curseur.";"-"Les fleches du controle du curseur commandent les rotations autour des axes";"OX et OY.";"-7 et 8 la rotation autour de l'axe OZ.";"-4 et 5 la translation en X.";"-1 et 0 la translation en Y."  
 1970 DATA"-2 et . la translation en Z.";"["COPY] efface la figure; [SHIFT COPY] vous permet de reinitialiser l'a posi-";"tion de la figure; [CTRL COPY] vous permet de taper directement les angles de"  
 1980 DATA"rotations, et enfin [CTRL SHIFT COPY] vous ramene au menu general.";"#"
 1990 DATA"-Module 7 (modifier l'angle d'ouverture horizontale) :";" Le module 7 vous permet de modifier l'angle d'ouverture horizontal (foca";"le); vous quittez ce module quand vous avez tape un angle valide; en tapant"  
 2000 DATA"'#' vous reinitialisez l'angle a 78 degres, en tapant '@' vous revenez directement au menu general.";"#"
 2010 DATA\_ 'PRECISIONS IMPORTANTES :";" Tridi anime ses figures dans un repere tridimensionnel orthonorme dont le";"plan XOY est confondu avec l'ecran et dont l'axe OZ est fuyant derriere l' "  
 2020 DATA"ecran; l'observateur est confondu avec le centre du repere de coordonnees";"0,0,0 et regarde dans la direction du demi-axe OZ (coordonnees Z positives).";"Les vecteurs de l'objet sont definies dans un repere intermediaire dont le cen-"  
 2030 DATA"tre est le centre de rotation de l'objet. Lors d'une translation, c'est le";"centre de ce repere intermediaire qui est bouge.";" Tridi ne peut animer qu'un seul

objet a la fois et peut exploiter jusqu'a 56 vecteurs." 2035 DATA " Il vous sera impossible de voir les objets de l'interieur, ceci pour des", "raisons inherentes a la methode de calcul utilise par Tridi.", " " 2040 DATA " " " Malgre toutes ses possibilites, Tridi aura parfois certains problemes de", "calcul, auquel cas il vous demandera de modifier certains parametres numeriques ; si vous etes victimes de ce petit ennui, voici une liste des causes de" 2050 DATA "pannes' les plus courantes : ", " ", "-Angle d'ouverture egal a 180 ou 0 degres.", "-Valeurs numeriques trop elevees ou trop basses.", "-Vecteur dont l'origine et l'extremite sont confondues.", " " " 2060 REM Vecteurs demonstration graphique (maison)

2070 DATA -100,-50,-50,100,-50,-50,-100,-50,50,100,-50,50,-100,-50,-50,-100,-50,50,100,-50,-50,100,50,-50,-100,50,50,100,50,-50,-100,50,50,50,100,50,-50,100,50,-100,50,-50,-100,50,-50,-100,50,-50,50,50,50,50,-100,50,-50,-100,100,0,-100,100,0,-100,50,50,100,50,-50,100,0,100,0,100,0,100,50,50,-100,100,0,100,100,0,-20,-50,-50,-20,0,-50,20,-50,-50,20,0,-50,-20,0,-50,20,0,-50 2080 DATA -65,10,-50,-35,10,-50,-65,-20,-50,-35,-20,-50,-65,10,-50,-65,-20,-50,-35,10,-50,-35,-20,-50,65,-20,-50,35,-20,-50,65,10,-50,35,10,-20,-50,35,10,-50 2100 REM Accompagnement musical de la demonstration (Tocata de J.S. Bach) 2110 DATA 71,20,80,20,71,50,

80,20,89,20,95,20,106,20,113,55,106,90,142,20,159,20,142,50,190,35,179,35,225,60,213,80,284,20,319,20,284,50,319,20,358,20,379,20,426,20,451,50,426,90 2120 DATA 106,20,119,20,106,20,134,20,106,20,142,20,106,20,159,20,106,20,169,20,106,20,159,20,106,20,142,20,106,20,134,20,106,20,426,20,106,20,379,20,106,20,338,20,106,20,319,20,106,20 2130 DATA 338,20,106,20,319,20,106,20,284,20,106,20,134,40,106,40,134,40,106,40,100,40,319,40,100,40,319,40,119,40,142,40,119,40,142,40,106,40,358,40,106,40,358,40,134,40,319,40,134,40,319,40 2140 DATA 113,40,379,40,113,40,379,40,142,40,358,40,142,40,358,40,159,40,451,40,159,40,451,40,358,40,426,40,358,40,426,40,402,40,1073,40,402,40,1073,40,284,100,-1



Rageant ! GOBPUZZLE passe son temps à dévorer les pièces du puzzle que vous devez reconstituer. Heureusement qu'un coup de joystick bien placé vous débarasse pour un temps de cette affreuse bestiole...

Gérard GUENIN

Mode d'emploi :  
Il faut tout d'abord créer vos puzzles à l'aide du programme. Quatre puzzles peuvent ainsi être présents dans le jeu et la possibilité vous est offerte de sauver vos créations sur K7.

```
10 REM-----GOBPUZZLE-----
20 REM-----INITIALISATIONS-
30 ENV 1,15,-1,5
40 ENV 2,1,15,2,15,-1,3
50 ENV 3,8,1,6,3,1,6,1,0,100,8,-1,6,3,-1,6
60 MEMORY 29999
70 DIM EPX(100,4),EIMX(20,25,1),CD(15,1),SCX(100)
80 N=42800:RESTORE 110
90 READ C$:IF C$="FIN"THEN 120
100 C=VAL("&"+C$):POKE N,C:N=N+1:GOTO 90
110 DATA 1E,8,1,0,0,21,0,0,16,4,7E,2,23,3,15,C2,3A,A7,D5,11,FC,7,19,D1,1D,C2,38,A7,C9,FIN
120 N=42830:RESTORE 150
130 READ C$:IF C$="FIN"THEN 160
140 C=VAL("&"+C$):POKE N,C:N=N+1:GOTO 130
150 DATA 1E,8,1,0,0,21,0,0,16,4,A,77,23,3,15,C2,58,A7,D5,11,FC,7,19,D1,1D,C2,56,A7,C
```

```
9,FIN
160 FOR N=3 TO 15:INK N,N+10:NEXT
170 DATA 3E,0,32,52,AB,32,53,AB,2A,55,AB,E5,1,28,0,9,C1,1E,8,16,4,A,8E,C0,23,3,15,20,F8,D5,11,FC,7,19,E5,C5,E1,19,E5,C1,E1,D1,1D,20,E6,3E,1,32,52,AB,21,94,A7,3A,54,AB,FE,0,28,4,23,3D,20,FC,36,1,21,94,A7,6,64,3E,1,BE,C0,23,5,20,FA,32,53,AB,C9,FIN
180 RESTORE 170:N=43000
190 READ C$:IF C$="FIN"THEN 220
200 C=VAL("&"+C$):POKE N,C:N=N+1:GOTO 190
210 REM-----MENU-----
220 MODE 2:INK 1,20:BORDER 0:INK 0,0:LOCATE 25,6:PRINT"OPT I O N S"
230 PRINT:PRINT:PRINT" * 1 - Instructions"
240 PRINT:PRINT" * 2 - Sauvegarde dessins sur cassette"
250 PRINT:PRINT" * 3 - Rappe
```

```
l dessins depuis la cassette "
260 PRINT:PRINT" * 4 - Choix de la palette de couleur"
270 PRINT:PRINT" * 5 - Creation de nouveaux dessins (ou modifications)"
280 PRINT:PRINT" * 6 - Visualisation des dessins en memoire"
290 PRINT:PRINT" * 7 - Jeu de GOBPUZZLE"
300 A$=INKEY$:IF A$="" THEN 300
310 A=VAL(A$):IF A=0 OR A>7 THEN 300
320 ON A GOTO 4040,4240,4390,3590,330,4480,1820
330 REM---CREATION DESSIN---
340 GOTO 4630
350 MODE 2:PRINT"Desirez-vous rapeler un dessin en memoire (O/N)"
360 A$=UPPER$(INKEY$):IF ""THEN 360
370 IF A$="N"THEN 440
```

# GOBPUZZLE

```

380 IF A$(">")="0" THEN 220
390 CLS:PRINT"Quel numero ":
INPUT N:IF N<1 OR N>4 THEN 3
90
400 DEF=30000+(N-1)*3200
410 AR=49812
420 MODE 0:GOSUB 2990
430 GOTO 460
440 REM-----
450 MODE 0
460 PEN 15:C=0:V=-1:VI=1:IND
=1:CO=15
470 LOCATE 1,1:PRINT"IMP.RAP
I"
480 FOR N=0 TO 15:IF CO(N,1)
=27 THEN 500
490 INK N,CO(N,0),CO(N,1):GO
TO 510
500 INK N,CO(N,0)
510 NEXT:IF CO(15,0)<20 AND
CO(15,1)<27 THEN INK 15,24

520 FOR N=0 TO 15
530 PEN N:LOCATE N+1,3:PRINT
HEX$(N):NEXT
540 X=160:Y=112
550 LOCATE 1,22:PEN 15:PRINT
"COMdes:P-E-V-C-R-F"
560 B=TEST(X,Y)
570 PT=0
580 A=JOY(0):PLOT X,Y,0:PLOT
X,Y,15:FOR F=1 TO VI:NEXT
590 A$=UPPER$(INKEY$):IF A$=
" " THEN GOSUB 790
600 IF A$="M" THEN 1250
610 IF A=0 THEN 580
620 PLOT X,Y,B
630 IF A>10 THEN PT=1:A=A-16
640 IF A=4 THEN X=X-4
650 IF A=8 THEN X=X+4
660 IF A=2 THEN Y=Y-2
670 IF A=1 THEN Y=Y+2
680 IF A=3 THEN X=X+4:Y=Y+2
690 IF A=10 THEN X=X+4:Y=Y-2
700 IF A=6 THEN X=X-4:Y=Y-2
710 IF A=5 THEN X=X-4:Y=Y+2
720 IF X<160 THEN X=160
730 IF X>476 THEN X=476
740 IF Y<112 THEN Y=112
750 IF Y>270 THEN Y=270
760 IF PT=0 THEN 560
770 PLOT X,Y,CO
780 GOTO 560
790 REM---Traitement interrup
tions---
800 LOCATE 20,1:PRINT"*"
810 A$=UPPER$(INKEY$):IF A$=
"" THEN 810
820 IF A$="R" THEN GOSUB 1010
830 IF A$="E" THEN GOSUB 1420
840 IF A$="F" THEN GOSUB 1710
850 IF A$="V" THEN GOSUB 300
860 IF A$="C" THEN GOSUB 950
870 IF A$="P" THEN GOSUB 399
0
880 LOCATE 20,1:PRINT" ":RET
URN
890 REM---Vitesse----
900 V=NOT V
910 LOCATE 5,1
920 IF V=0 THEN VI=100:PRINT
"LENT"
930 IF V=-1 THEN VI=1:PRINT"
RAPI"
940 LOCATE 20,1:PRINT" ":RET
URN
950 REM--CHANGEMENT COULEUR
960 LOCATE 1,24:INPUT"COULEU

```

```

R";CO$:IF CO$="" THEN 960
970 CO=VAL("&" + CO$)
980 LOCATE 1,24:PRINT"
"
990 LOCATE 20,1:PRINT" "
1000 RETURN
1010 REM-ROUTINE REMPLISSAGE
1020 PLOT X,Y,B:CF=B
1030 LOCATE 1,23:PRINT"
"
1040 LOCATE 1,23:INPUT"COULE
UR BORDURE";CB$:IF CB$="" THE
N 1040 ELSE CB=VAL("&" + CB$)
1050 LOCATE 1,24:INPUT"COULE
UR REMPLI.";CR$:IF CR$="" THE
N 1050 ELSE CR=VAL("&" + CR$)
1060 LOCATE 1,23:PRINT"
":LOCATE 1,24:P
RINT"
1070 LOCATE 20,1:PRINT" "
1080 XX=X:YY=Y:PLOT X,Y,CF:A
X=X
1090 A$=INKEY$:IF A$="" THEN
1240
1100 T=TEST(X,Y)
1110 IF T<>CF THEN 1140
1120 X=X-4:IF X)=160 THEN 10
90

```



```

1130 X=X+4:GOTO 1190 'AFF
ICHAGE
1140 T=TEST(X,Y):IF T<>CB TH
EN 1120
1150 X=X+4:IF X>476 THEN 124
0 'RETOUR
1160 IF X)AX THEN 1170 ELSE
1180
1170 TT=TEST(X,Y+2):IF TT=CB
THEN 1240 'RETOUR
1180 T=TEST(X,Y):IF T=CB THE
N 1150
1190 H=X
1200 T=TEST(H,Y):IF T=CF THE
N PLOT H,Y,CR
1210 H=H+4:IF H>476 THEN 123
0
1220 T=TEST(H,Y):IF T<>CB TH
EN 1200
1230 Y=Y-2:IF Y)=112 THEN AX
=X:GOTO 1090
1240 Y=YY:X=XX:B=CR:PLOT X,Y
,B:RETURN
1250 REM---TRANSFERT IMAGE
HAUT -> BAS-----
1260 PLOT X,Y,B:LOCATE 1,1:
INPUT"IMAGE No ";I$:IF I$=""
THEN 1260 ELSE I=VAL(I$)
1270 IF I<1 OR I>4 THEN 1260
1280 ARR=(I-1)*3200+30000
1290 FOR N=0 TO 9
1300 FOR M=0 TO 9
1310 DEF=49812+M*4+N*80
1320 HDEF=INT(DEF/256):LDEF=
DEF-HDEF*256
1330 HARR=INT(ARR/256):LARR=
ARR-HARR*256
1340 POKE 42806,LDEF
1350 POKE 42807,HDEF
1360 POKE 42803,LARR:POKE 42
804,HARR
1370 CALL 42800
1380 ARR=ARR+32
1390 NEXT M,N
1400 FOR N=0 TO 15:POKE 4286
0+N*2,CO(N,0):POKE 42861+N*2
,CO(N,1):NEXT
1410 GOTO 220
1420 REM---Echange couleurs
1430 PLOT X,Y,B:CA=B
1440 LOCATE 1,24:INPUT"Nouve
lle coul ";CN$:IF CN$="" THEN
1440 ELSE CN=VAL("&" + CN$)
1450 LOCATE 1,24:PRINT"
"
1460 XX=X:YY=Y
1470 A$=INKEY$:IF A$="" THEN
1650
1480 PLOT X,Y,CN
1490 X=X+4:GOSUB 1660
1500 IF TEST(X,Y)=CA THEN 14
70
1510 Y=Y+2:GOSUB 1660
1520 IF TEST(X,Y)=CA THEN 14
70
1530 X=X-4:GOSUB 1660
1540 IF TEST(X,Y)=CA THEN 14
70
1550 X=X-4:GOSUB 1660
1560 IF TEST(X,Y)=CA THEN 14
70
1570 Y=Y-2:GOSUB 1660
1580 IF TEST(X,Y)=CA THEN 14
70
1590 Y=Y-2:GOSUB 1660
1600 IF TEST(X,Y)=CA THEN 14
70
1610 X=X+4:GOSUB 1660

```

```

1620 IF TEST(X,Y)=CA THEN 14
70
1630 X=X+4:GOSUB 1660
1640 IF TEST(X,Y)=CA THEN 14
70
1650 X=XX:Y=YY:B=CN:PL0T X,Y
,B:LOCATE 20,1:PRINT " ":RETU
RN
1660 IF X>476 THEN X=476
1670 IF X<160 THEN X=160
1680 IF Y>270 THEN Y=270
1690 IF Y<112 THEN Y=112
1700 RETURN
1710 REM---FOND----
1720 PL0T X,Y,B:CA=B
1730 LOCATE 1,24:INPUT"Nouve
lle coul.":CN$:IF CN$=""THEN
1730 ELSE CN=VAL("&" +CN$)
1740 LOCATE 1,24:PRINT"
"
1750 F=160
1760 T=112
1770 A$=INKEY$:IF A$="" THEN
1810
1780 IF TEST(F,T)=CA THEN PL
0T F,T,CN
1790 T=T+2:IF T<272 THEN 177
0
1800 F=F+4:IF F<480 THEN 176
0
1810 LOCATE 20,1:PRINT" ":B=
CN:RETURN
1820 REM--JEUX DE GOBPUZZLE
1830 MODE 2:INK 1,24:INK 0,1
1840 FOR N=1 TO 100:EP%(N,0)
=0:SC%(N)=0:POKE 42899+N,0:N
EXT:POKE 42998,1:POKE 42999,
1:SC%(98)=1:SC%(99)=1:PB=0
1850 FOR N=1 TO 20:FOR M=1 T
O 25:EIM%(N,M,0)=0:EIM%(N,M,
1)=0:NEXT M,N
1860 INPUT"IMAGE " :I$
1870 IF I$=""THEN Z=3200*(IN
T(RND(1)*4))+30000:GOTO 1890
1880 Z=(VAL(I$)-1)*3200+3000
0:
1890 PRINT:PRINT"Avec ou san
s GOBPUZZLE (A/S)"
1900 A$=UPPER$(INKEY$):IF A$
=""THEN 1900
1910 GOB=0:IF A$="A" THEN GO
B=1
1920 FOR N=0 TO 15:IF CO(N,1
)<27 THEN 1940
1930 INK N,CO(N,0):GOTO 1950
1940 INK N,CO(N,0),CO(N,1)
1950 NEXT
1960 MODE 0:GOSUB 2980
1970 REM--MELANGE ELEMENTS
1980 FOR N=1 TO 98
1990 L=INT(RND(1)*98)+1
2000 IF EP%(L,0)<>0 THEN 199
0
2010 EP%(L,0)=N
2020 NEXT
2030 EP%(99,0)=99:EP%(100,0)
=100
2040 REM---IMPLANTATION----
2050 N=1
2060 FOR Y=1 TO 15:IF INT(Y/
2)=Y/2 THEN 2080 ELSE 2070
2070 FOR X=1 TO 13 STEP 2:GO
SUB 2100:NEXT X:GOTO 2090
2080 FOR X=2 TO 12 STEP 2:GO
SUB 2100:NEXT X
2090 NEXT Y:GOTO 2190
2100 EIM%(X,Y,0)=N
2110 C=49152+(X-1)*4+(Y-1)*8

```



```

0
2120 EP%(N,2)=INT(C/256):EP%
(N,1)=C-EP%(N,2)*256 'Arrive
e
2130 C=(EP%(N,0)-1)*32+Z
2140 EP%(N,4)=INT(C/256):EP%
(N,3)=C-EP%(N,4)*256 'Depart
2150 POKE 42836,EP%(N,1):POK
E 42837,EP%(N,2)
2160 POKE 42833,EP%(N,3):POK
E 42834,EP%(N,4)
2170 CALL 42830
2180 N=N+1:RETURN
2190 FOR N=0 TO 4 STEP 4
2200 C=Z+3136+N*8:HDEP=INT(C
/256):LDEP=C-HDEP*256
2210 EP%(99+N/4,3)=LDEP:EP%(
99+N/4,4)=HDEP
2220 POKE 42833,LDEP:POKE 42
834,HDEP
2230 POKE 42836,160+N:POKE 4
2837,199
2240 EP%(99+N/4,1)=160+N:EP%
(99+N/4,2)=199
2250 CALL 42830:NEXT
2260 EIM%(9,25,0)=99:EIM%(10
,25,0)=100
2270 LOCATE 15,15:PEN 15:PRI
NT 0
2280 CH=REMAIN(0):CH=REMAIN(
1)
2290 EVERY 100,1 GOSUB 3110
2300 IF GOB=0 THEN 2310 ELSE
AFTER 500,0 GOSUB 3310
2310 SCORE=0
2320 REM---DEPLACEMENT-----
2330 IND=1:PEN 15
2340 X=15:Y=10:DI:LOCATE X,Y
:PRINT CHR$(159):EI
2350 A=JOY(0):IF INKEY(47)=0
THEN IND=1
2360 IF INKEY(60)=0 THEN A=R
EMAIN(0):A=REMAIN(↑):GOTO 22
0
2370 IF INKEY(18)=0 THEN IND

```

```

=IND+1
2380 IF A=0 THEN 2350
2390 IF A>16 THEN 2540
2400 EIM%(X,Y,1)=0
2410 IF EIM%(X,Y,0)<>0 THEN
2430
2420 DI:LOCATE X,Y:PRINT" ":
EI
2430 GOSUB 2810
2440 IF EIM%(X,Y,0)<>0 THEN
GOTO 2470
2450 DI:LOCATE X,Y:PRINT CHR
$(159):EI
2460 GOTO 2350
2470 N=EIM%(X,Y,0)
2480 DI:LOCATE X,Y:PRINT CHR
$(159):EI
2490 IF JOY(0)=0 THEN 2490
2500 POKE 42833,EP%(N,3):POK
E 42834,EP%(N,4)
2510 POKE 42836,EP%(N,1):POK
E 42837,EP%(N,2)
2520 CALL 42830
2530 GOTO 2350
2540 REM-TRANSPORT ELEMENT
2550 IF EIM%(X,Y,0)=0 THEN A
=A-16:GOTO 2420
2560 IF Y>15 THEN POKE 42899
+(Y-16)*10+X,0
2570 AV=EIM%(X,Y,0):DI:LOCAT
E X,Y:PRINT " ":EI:EIM%(X,Y,0
)=0
2580 A=A-16
2590 GOSUB 2810
2600 N=EIM%(X,Y,0)
2610 C=(X-1)*4+(Y-1)*80+4915
2
2620 HARR=INT(C/256):LARR=C-
256*HARR
2630 POKE 42836,LARR:POKE 42
837,HARR
2640 POKE 42833,EP%(AV,3):PO
KE 42834,EP%(AV,4)
2650 CALL 42830
2660 EIM%(X,Y,0)=AV:EP%(AV,1
)=LARR:EP%(AV,2)=HARR
2670 A=JOY(0):IF INKEY(47)=0
THEN IND=1
2680 IF INKEY(18)=0 THEN IND
=IND+1
2690 IF A=0 OR A=16 THEN 267
0
2700 IF A<16 AND N=0 THEN 27
30
2710 IF A<16 AND N<>0 THEN 2
670
2720 IF N<>0 THEN 2740
2730 DI:LOCATE X,Y:PRINT" ":
EI:EIM%(X,Y,0)=0:GOTO 2580
2740 POKE 42836,LARR:POKE 42
837,HARR
2750 POKE 42833,EP%(N,3):POK
E 42834,EP%(N,4)
2760 CALL 42830
2770 EIM%(X,Y,0)=N
2780 GOTO 2580
2790 IF Y>15 THEN GOSUB 3130
:IF PEEK(43091)=1 THEN 3190
2800 GOTO 2430
2810 DI:IF A=1 THEN Y=Y-1
2820 IF A=2 THEN Y=Y+1
2830 IF A=4 THEN X=X-1
2840 IF A=8 THEN X=X+1
2850 IF A=5 THEN Y=Y-1:X=X-1
2860 IF A=9 THEN Y=Y-1:X=X+1
2870 IF A=6 THEN Y=Y+1:X=X-1
2880 IF A=10 THEN
Y=Y+1:X=X+1

```

# GOBPUZZLE

```

2890 IF X>20 THEN X=20
2900 IF X<1 THEN X=1
2910 IF Y>25 THEN Y=25
2920 IF Y<1 THEN Y=1
2930 IF X>10 AND Y>15 THEN X
=10:Y=15
2940 IF X=HO AND Y=VE THEN G
OSUB 3520
2950 :
2960 FOR R=1 TO IND:NEXT
2970 EI:RETURN
2980 DEF=Z:AR=50392
2990 FOR N=0 TO 9
3000 FOR M=0 TO 9
3010 ARR=AR+M*4+N*80
3020 HDEF=INT(DEF/256):LDEF=
DEF-256*HDEF
3030 HARR=INT(ARR/256):LARR=
ARR-HARR*256
3040 POKE 42836,LARR:POKE 42
837,HARR
3050 POKE 42833,LDEF:POKE 42
834,HDEF
3060 CALL 42830
3070 DEF=DEF+32
3080 NEXT M,N
3090 RETURN
3100 REM--Decompte cyclique
3110 SCORE=SCORE-1:IF SCORE<
0 THEN SCORE=0
3120 DI:LOCATE 15,15:PRINT S
CORE:EI:RETURN
3130 REM--Detection bonne po
sition piece---
3140 POKE 43093,LARR:POKE 43
094,HARR
3150 U=(X-1)+10*(Y-16):POKE
43092,U
3160 CALL 43000
3170 IF PEEK(43090)=1 THEN S
OUND 132,120,20,7:IF SCX(U)=
0 THEN SCORE=SCORE+10:SCX(U)
=1:PB=PB+1
3180 RETURN
3190 REM-----CONCLUSION----
3200 EI:A=REMAIN(0):A=REMAIN
(1):DI
3210 BORDER 0,9:SOUND 135,0,
0
3220 LOCATE 1,1:PRINT"PUZZLE
COMPLET"
3230 LOCATE 15,15:PRINT"
"
3240 LOCATE 1,3:PRINT"VOS PO
INTS:";SCORE
3250 LOCATE 1,5:PRINT"UNE AU
TRE PARTIE ?"
3260 A#=UPPER$(INKEY$):IF A#
=""THEN 3260
3270 IF A#="N"THEN 220

```

```

3280 IF A#(">")"0"THEN 3260
3290 BORDER 0
3300 GOTO 1820
3310 REM--- Apparition GOB-
3320 SOUND 130,506,-32768,0,
3,0,10
3330 DI:HO=20:VE=1
3340 LOCATE HO,VE:PRINT CHR$
(225)
3350 CH=REMAIN(0)
3360 TP=INT(RND(TIME)*50)+30
3370 EVERY TP,0 GOSUB 3400
3380 EI:RETURN
3390 REM--- Deplacement GOB
3400 DI:LOCATE HO,VE:PRINT"
"
3410 IF HO<13 THEN 3430
3420 HO=HO-INT(RND(TIME)*3):
VE=VE+INT(RND(TIME)*2):GOTO
3440
3430 HO=HO-5+INT(RND(TIME)*1
1):VE=VE-4+INT(RND(TIME)*9)
3440 IF HO<1 THEN HO=1
3450 IF HO>20 THEN HO=20
3460 IF VE<1 THEN VE=1
3470 IF VE>15 THEN VE=15
3480 LOCATE HO,VE
3490 IF EIMX(HO,VE,0)<>0 AND
EIMX(HO,VE,1)=0 THEN PRINT
CHR$(224):SOUND 129,100,0,0,
2:SCORE=SCORE-10:EIMX(HO,VE,
1)=1:EI:RETURN
3500 PRINT CHR$(225)
3510 EI:RETURN
3520 REM---Coincidence GOB a
vec curseur-----
3530 CH=REMAIN(0)
3540 DI:LOCATE X,Y:PRINT" ":
HO=0:VE=0
3550 SOUND 131,0,0,0,1,0,5
3560 TP=INT(RND(1)*(100-PB)*
30)+50
3570 AFTER TP,0 GOSUB 3310
3580 EI:RETURN
3590 REM--PALLETTE COULEUR-
3600 MODE 2:BORDER 0:INK 0,0
:INK 1,20
3610 PRINT"16 Chiffres numero
tes de 0 a F vont apparaitre
dans le haut de l'ecran"
3620 PRINT:PRINT"A l'aide de
s touches de direction,posit
ionnez l'asterisque au desbo
us du chiffre"
3630 PRINT:PRINT"puis appuye
z sur la barre d'espace pour
faire defiler les couleurs"
3640 PRINT:PRINT"Si l'
cn desire 2 couleurs par sty
lo,appuyez sur ENTER pour av

```

```

oir acces a la sec-onde coul
eur"
3650 PRINT:PRINT"Au cours de
la realisation du dessin,vo
us pouvez modifier les coule
urs en "
3660 PRINT"appuyant sur ESPA
CE puis sur P (comme palett
e)"
3670 PRINT:PRINT:PRINT"A la
fin de la selection,appuyez
sur COPY"
3680 PRINT:PRINT"
-----Appuyer sur M pour Menu
,ESPACE pour continuer -----
"
3690 GOSUB 3710:GOTO 220
3700 REM-----
3710 A#=UPPER$(INKEY$):IF A#
=""THEN 3710
3720 IF A#="M" THEN RETURN
3730 MODE 0:PEN 15:INK 15,24
:CO(15,0)=24:CO(15,1)=27
3740 FOR N=0 TO 14:CO(N,0)=0
:CO(N,1)=27:NEXT
3750 FOR N=0 TO 15
3760 LOCATE N+1,3
3770 PRINT HEX$(N):NEXT
3780 N=1:M=0:Q=-1
3790 LOCATE N,4:PEN 15:PRINT
"*"
3800 A#=INKEY$:IF A#=""THEN
3800
3810 LOCATE N,4:PRINT" "
3820 AS=ASC(A#):IF AS=&E0 TH
EN RETURN
3830 IF AS<>&F2 THEN 3860
3840 N=N-1:Q=-1:IF N<1 THEN
N=1
3850 GOTO 3790
3860 IF AS<>&F3 THEN 3890
3870 N=N+1:Q=-1:IF N>16 THEN
N=1
3880 GOTO 3790
3890 IF AS=&D THEN Q=NOT Q
3900 IF AS<>&20 THEN 3790
3910 M=M+1:IF M>26 THEN M=0
3920 LOCATE 17,3:PEN 15:PRIN
T M;"
3930 INK N-1,M:LOCATE N,3:PE
N N-1:PRINT HEX$(N-1)
3940 CO(N-1,1+Q)=M
3950 IF Q=-1 THEN INK N-1,M:
GOTO 3970
3960 INK N-1,CO(N-1,0),M
3970 PEN N-1:LOCATE N,3:PRIN
T HEX$(N-1)
3980 PEN 15:GOTO 3790
3990 REM---MODIF EN COURS
DE DESSIN---

```



```

4000 N=CO+1:M=0:Q=-1:GOSUB 3
790
4010 LOCATE 20,1:PRINT" ":LOCATE 17,3:PRINT" "
4020 RETURN
4030 END
4040 REM-----Instructions--
4050 MODE 2:INK 1,20:INK 0,0
:BORDER 0
4060 PRINT:PRINT:PRINT*-A l'
aide de la manette de jeux,v
ous devez reconstituer un pu
zzle..."
4070 PRINT:PRINT"Vous pouvez
vous deplacer dans les 8 di
rections.Une croix marque vo
tre position."
4080 PRINT"-En appuyant sur
[FEU] vous ";CHR$(34);"emmen
ez";CHR$(34);" la piece avec
vous."
4090 PRINT:PRINT"-Une copie
de l'image entiere apparait
en bas a droite de l'ecran."
4100 PRINT"-Vous devez recon
stituer le puzzle a gauche d
e cette copie."
4110 PRINT:PRINT"-Si vous ch
oisissez l'option avec GOBPU
ZZLE,un trouble fete vient d
e temps en temps vous diss
imuler les elements du puzzl
e et vous faire perdre des
points."
4120 PRINT:PRINT"-Repoussez
le GOBPUZZLE a l'aide du Joi
stick,et faite reapparaitre
la piece cachee en passa
nt simplement dessus."
4130 PRINT:PRINT"-L'ordinate
ur signale par un Bip sonore
toute piece correctement pl
acee et, lorsque le puzzl
e est complet,arrete la par
tie."
4140 PRINT:PRINT"(En appuyan
t sur ENTER vous diminuer pr
ogressivement la vitesse de
deplacement. Un appui sur ES
PACE redonne la vitesse maxi
mum)"
4150 PRINT:PRINT"
----- Appuyer sur une tou
che -----"
4160 A$=INKEY$:IF A$=""THEN
4160
4170 CLS:PRINT:PRINT:PRINT"-
Avant de lancer le jeu,il fa
4180 PRINT:PRINT"-Pour cela,
un logiciel de dessin est in
clu.Il contient diverses com
mandes pour faciliter le tr
ace."

```

```

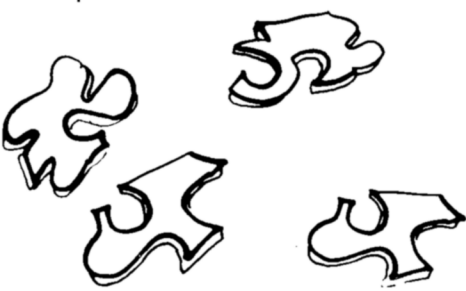
4190 PRINT:PRINT"-Ces dessin
s peuvent etre sauvegardes s
ur cassette et rappeles ulte
rieurement:" :PRINT"
(SAUVEGARDE
et RAPPEL) "
4200 PRINT:PRINT"
On peut memoriser jusqu'a 4
dessins. -"
4210 PRINT:PRINT"-La palette
de couleur devra etre chois
ie avant de commencer le des
sin,et est modifiable en c
ours de trace.Elle est commu
ne aux 4 dessins."
4220 PRINT:PRINT"
----- Appuyez sur une tou
che -----"
4230 A$=INKEY$:IF A$=""THEN
4230 ELSE 220
4240 REM-----Sauvegarde dess
ins-----
4250 MODE 2:PRINT"Donnez un
nom aux dessins (eventueleme
nt)"
4260 INPUT C$
4270 INPUT"Vitesse de sauveg
arde (0/1)";V
4280 IF V<0 OR V>1 THEN 4270
4290 SPEED WRITE V
4300 CLS:PRINT"Preparez le m
agnetophone,puis appuyez sur
la barre d'espace"
4310 C$="!" +C$
4320 A$=INKEY$:IF A$=""THEN
4320
4330 IF A$<>" " THEN 220
4340 SAVE C$,B,30000,13000
4350 CLS:PRINT"Une autre ? (
O/N)"
4360 A$=UPPER$(INKEY$):IF A$
=""THEN 4360
4370 IF A$="D" THEN 4300
4380 GOTO 220
4390 REM--Chargement dessins
ut realiser des dessins qui
seront ";CHR$(34);"eparpille
s";CHR$(34):PRINT"par le pro
gramme."
anterieurs-----
4400 MODE 2:PRINT"Entrez le
nom des dessins (eventueleme
nt)"
4410 INPUT C$:C$="!" +C$
4420 CLS:PRINT"Preparez le m
agnetophone puis appuyez sur
la barre d'espace"
4430 A$=INKEY$:IF A$=""THEN
4430
4440 IF A$<>" " THEN 220
4450 LOAD C$,30000
4460 FOR N=0 TO 15:CO(N,0)=P
EEK(42860+N*2):CO(N,1)=PEEK(
42861+N*2):NEXT
4470 GOTO 220
4480 REM--Visualisation----
4490 DATA 49152,49192,50352,
50392
4500 RESTORE 4490
4510 FOR N=0 TO 15:IF CO(N,1
)=27 THEN 4530
4520 INK N,CO(N,0),CO(N,1):G
OTO 4540
4530 INK N,CO(N,0)
4540 NEXT
4550 MODE 0:FOR PTE=0 TO 3
4560 DEF=30000+PTE*3200
4570 READ AR:GOSUB 2990

```

```

4580 NEXT PTE
4590 PEN 15
4600 LOCATE 5,11:PRINT"1":LO
CATE 15,11:PRINT"2":LOCATE 5
,15:PRINT"3":LOCATE 15,15:PR
INT"4"
4610 LOCATE 1,13:PRINT"PRESS
ER UNE TOUCHE"
4620 A$=INKEY$:IF A$=""THEN
4620 ELSE 220
4630 REM---INSTRUCTIONS CREA
TION DESSIN-----
4640 MODE 2:INK 1,20:INK 0,0
:BORDER 0
4650 PRINT:PRINT:PRINT"-A l'
aide de la manette de jeux,v
ous pouvez deplacer le curse
ur a"
4660 PRINT"l'interieur d'une
fenetre de 80*80 points,et
ceci dans 8 directions"
4670 PRINT:PRINT"-Un appui s
ur la touche [ FEU ] laisse
une trace."
4680 PRINT:PRINT"-Pour avoir
acces aux commandes,presser
la barre d'ESPACE "
4690 PRINT:PRINT"LISTE DES C
OMMANDES:"
4700 PRINT:PRINT"-V: ralenti
ou accelere la vitesse de d
eplacement"
4710 PRINT"-P :permet de mod
ifier la Palette de couleur"
4720 PRINT"-R :Rempli une su
rface fermee avec une couleu
r"
4730 PRINT" (Positionner
le curseur au plus haut de l
a surface)"
4740 PRINT:PRINT"-E :change
la couleur d'un trait (Place
r le curseur sur le trait)"
4750 PRINT"-C :permet de cha
nger de stylo"
4760 PRINT"-F :affecte au Fo
nd la couleur choisie. Place
r le curseur sur la couleur
a remplacer (ancienne c
ouleur de fond)"
4770 PRINT:PRINT"-Pour memor
iser un dessin presser simpl
ement M sans appuyer sur ESP
ACE"
4780 PRINT"
(4 dessins peuvent-etre memo
rises)"
4790 PRINT:PRINT"
----- Appuyez sur une touche
-----"
4800 A$=INKEY$:IF A$=""THEN
4800
4810 CLS:PRINT:PRINT:PRINT"-
Les commandes R,E,F peuvent
etre interrompue a tout momen
t par simple appui sur la ba
rre d'espace"
4820 PRINT:PRINT" APPUYEZ SU
R M POUR MENU,OU SUR LA BARR
E D'ESPACE POUR CONTINUER"
4830 A$=UPPER$(INKEY$):IF A$
=""THEN 4830
4840 IF A$="M"THEN 220 ELSE
350

```



# MÉTÉORES

- Commandant ! La présence de météorites dans ce coin de la galaxie réputé dangereux, ne facilitera pas votre délicate mission de récupération de satellites...  
- Soyez sans craintes, le DUNKEL est équipé d'un puissant laser.

Yves DUFRENNE

```

10 DIM c(7)
20 FOR i=1 TO 7
30 READ a:c(i)=a:NEXT
40 DATA 15,18,8,24,17,21,7
50 ENT 1,20,-1,1
60 ENV 1,20,1,1
70 ENT 2,10,-1,1,10,1,1
80 ENT 3,25,-1,2
90 ENT -4,1,-5,5,1,5,5
100 ' SATURNE
110 '
120 '
140 SYMBOL AFTER 129
150 SYMBOL 129,&X0,&X1111000
,&X1111100,&X1110110,&X10110
11,&X1111100,&X110000,&X0
160 SYMBOL 130,0,&X1101100,&
X1101110,&X1111010,&X1011100
,&X1111000,&X110000,0
170 SYMBOL 131,&X100,&X11011
00,&X1111110,&X1101110,&X11
110110,&X1111110,&X101100,&X
11000
180 SYMBOL 132,&X1110,&X1011
010,&X1111110,&X1101110,&X1
1110100,&X1111000,0,0
190 SYMBOL 133,&X0,&X1110000
,&X1000000,&X1111110,&X11010
101,&X1111110,&X1000000,&X11
10000
200 SYMBOL 134,&X11000011,&X
1000010,&X111100,&X11000,&X1
11100,&X11000,&X1000010
210 SYMBOL 135,&X0,&X11000,&
X11011010,&X11100111,&X11110
,&X1101000,&X1011000
220 SYMBOL 136,&X1010,&X1000
00,&X10010010,&X1001101,&X10
00100,&X110000,&X100110,&X10
100000
230 GOTO 1660
240 '#####
250 '##### DEPART #####
260 '#####
270 PRINT CHR$(2):hi=0

280 MODE 1:INK 0,0:INK 2,14:
INK 3,26:PEN 1:BORDER 0:PAPE
R 0:CLS
290 MODE 1:INK 0,0:INK 1,15:
INK 2,14:INK 3,26:PEN 1:BORD
ER 0:PAPER 0:CLS
300 an=1:dd=1:v$=CHR$(133)+C
HR$(133)+CHR$(133)+CHR$(133)
+CHR$(133):sc=0:vi=5:co=0:IN
K 1,c(1)
310 x=13:y=2:la=20:go=2:bo=1
:df=100
320 co=co+1:INK 1,c(co):IF c
o=7 THEN co=0
330 LOCATE 1,2:PEN 3:PRINT "
RECORD ";hi
340 PEN 1:LOCATE 20,2:PRINT
"SCORE";sc
350 PEN 2:LOCATE 1,3:PRINT "
VAISSEAU "+v$
360 PEN 3:LOCATE 20,3:PRINT
"LASER";la
370 PEN 1:FOR i=1 TO 40
380 a=INT (RND*20)+5
390 LOCATE i,a:PRINT CHR$(IN
T(RND*4)+129);
400 NEXT
410 PEN 3:FOR i=1 TO dd
420 a=INT (RND*19)+6
430 b=INT (RND*39)+2
440 LOCATE b,a:PRINT CHR$(13
4);
450 NEXT
460 LOCATE y,x:PRINT " "
470 FOR i=1 TO 1000:NEXT
480 '#####
490 '## SCROLLING ##
500 '#####
510 PEN 2:FOR i=1 TO 40
520 LOCATE y-1,x:PRINT " ";
530 OUT 256,i
540 tt=TEST(y*16-12,400-x*16
+10)
550 PEN 2:LOCATE y,x:PRINT C
HR$(133);
560 GOTO 860
570 IF i<40 THEN FOR h=-1 TO
df:NEXT
580 IF tt=3 THEN tt=0:GOTO 1
400
590 IF tt=1 THEN tt=0:GOTO 6
50
600 y=y+1
610 t=0:NEXT
620 LOCATE y,x:PRINT " ";
630 y=2
640 GOTO 510
650 '#####
660 '## VAISSEAU TOUCHE ##
670 '#####
680 PEN 2:LOCATE y,x:PRINT C
HR$(135);
690 SOUND 1,3000,60,15,,31
700 FOR j=1 TO 100:NEXT
710 SOUND 2,2000,60,15,,20
720 FOR j=1 TO 100:NEXT
730 SOUND 4,1000,60,15,,10
740 FOR j=1 TO 100:NEXT
750 LOCATE y,x:PRINT CHR$(13
6);
760 FOR j=1 TO 500:NEXT
770 LOCATE y,x:PRINT " ";
780 v$="":IF vi=0 THEN 1590
790 FOR j=1 TO vi-1:v$=v$+CH
R$(133):NEXT
800 FOR j=vi TO 5:v$=v$+CHR$
(136):NEXT
810 LOCATE 1,3:PRINT "VAISSE
AU ";v$
820 vi=vi-1:GOTO 560
830 '#####
840 '## DEPLACEMENT ##
850 '#####
860 IF tt=3 THEN tt=0:GOTO 1
400
870 IF tt=1 THEN tt=0:GOTO 6
50
880 IF INKEY(0)=0 THEN 1240
890 IF INKEY(2)=0 THEN 1320
900 IF INKEY(8)=0 THEN 1200
910 IF INKEY(1)=0 THEN 1170
920 IF INKEY(9)=-1 THEN 570
930 '#####
940 '##### TIR #####
950 '#####
960 IF la<1 THEN 570
970 FOR j=y*16-16 TO y*16+df
+30 STEP 16
980 t=TEST(j+8,400-x*16+10)
990 IF t<>0 THEN 1010
1000 NEXT
1010 SOUND 1,50,20,15,,1
1020 PLOT y*16,400-x*16+7,3:
DRAW j+16,400-x*16+7:FOR t=1
TO df/4:NEXT
1030 t=TEST(j+8,400-x*16+10)
1040 la=la-1:PEN 3:LOCATE 20
,3:PRINT "LASER";la
1050 PLOT y*16,400-x*16+7,0:
DRAW j+16,400-x*16+7
1060 IF t=1 THEN 1100
1070 IF t=3 THEN PEN 3:LOCAT
E (j-8)/16+1,x:PRINT CHR$(13
4);
1080 GOTO 580
1090 '#### lazer touche ####
1100 j=j-8:j=j/16+1
1110 PEN 1:LOCATE j,x:PRINT
CHR$(136);
1120 sc=sc+10*bo:LOCATE 20,2
:PRINT "SCORE";sc
1130 SOUND 1,2000,20,12,0,1,
31
1140 FOR t=1 TO 100:NEXT
1150 PEN 2:LOCATE j,x:PRINT
" ";
1160 GOTO 580
1170 '### plus vite ###
1180 df=df-10:IF df<0 THEN d
f=0

```

```

1190 bo=11-df/10:GOTO 570
1200 '### moins vite ###
1210 df=df+10:IF df>100 THEN
df=100
1220 bo=11-df/10:GOTO 570
1230 '##### haut #####
1240 IF x<6 THEN 570
1250 t=TEST(y*16-14,400-x*16
+28)
1260 IF t=1 THEN LOCATE y,x-
1:PRINT " ":GOTO 650
1270 IF t=3 THEN LOCATE y,x
-1:PRINT " ":GOTO 1400
1280 PEN 2:LOCATE y,x:PRINT
" "
1290 x=x-1:LOCATE y,x:PRINT
CHR$(133);
1300 GOTO 570
1310 '##### bas #####
1320 IF x>23 THEN 570
1330 t=TEST(y*16-14,400-x*16
-4)
1340 IF t=1 THEN LOCATE y,x+
1:PRINT " ":GOTO 650
1350 IF t=3 THEN LOCATE y,x+
1:PRINT " ":GOTO 1400
1360 PEN 2:LOCATE y,x:PRINT
" ";
1370 x=x+1:LOCATE y,x:PRINT
CHR$(133);
1380 GOTO 570
1390 '##### ramas satet
#####
1400 dd=dd-1
1410 sc=sc+50*xbo
1420 PEN 1:LOCATE 20,2:PRINT
"SCORE";sc
1430 SOUND 1,150,50,14,0,3
1440 IF dd=0 THEN 1460
1450 GOTO 560
1460 '#### gagne #####
#
1470 an=an+1:dd=an
1480 FOR i=1 TO 15
1490 SOUND 1,100,20,13,0,1
1500 SOUND 2,200,20,13
1510 SOUND 4,20,20,10,,2
1520 NEXT
1530 IF sc>hi THEN hi=sc
1540 CLS:OUT 256,0
1550 FOR i=1 TO an*5
1560 PEN 1:LOCATE INT (RND*4
0)+1,INT (RND*20)+5:PRINT CH
R$(129+INT (RND*4));
1570 NEXT
1580 GOTO 310
1590 '#### mort totale ####
1600 SOUND 7,500,150,15,0,4
1610 IF sc>hi THEN hi=sc
1620 PEN 3:PRINT "Une autre
partie (o,n)";

```

```

1630 IF INKEY(34)=0 THEN 280
1640 IF INKEY(46)=0 THEN MOD
E 1:END
1650 GOTO 1630
1660 '#####
###
1670 '##### presentation ###
###

```

```

"Vous devez ramasser les "
1840 LOCATE 2,9:PEN 2:PRINT
"Satellites disseminés ";
1850 PEN 1:PRINT " ";CHR
$(134)
1860 SOUND 1,150,50,14,0,3
1870 FOR i=1 TO 500:NEXT

```

## DEULIGNE

Voilà encore de quoi provoquer la rup-  
ture avec votre copain (copine).



UNE FEMME DE  
PERDUE, DIX DE  
RETROUVÉES,  
HELAS.

```

1 CLS:SYMBOL AFTER 42:SYMBOL 42,3,227,224,31,1
9,38,72,159:SYMBOL 43,128,128,96,16,248,24,32,
124:SYMBOL 45,128,128,64,64,224,96,64,124:LOCA
TE 20,12:PRINT CHR$(248);CHR$(251):SOUND 1,900
,200,15:LOCATE 20,9:PRINT "GO !":FOR A=1 TO 10
00:NEXT:CLS:FOR B=1 TO 50
2 LOCATE 20,12:PRINT CHR$(42);CHR$(43):FOR C=1
TO 90:NEXT:SOUND 1,500,100,15:LOCATE 21,12:PR
INT CHR$(45):FOR D=1 TO 90:NEXT:PRINT CHR$(7):
NEXT B:PRINT "AH QU'C'ETAIT BON...":LOCATE 8,1
7:PRINT "OUAIS ! ALLEZ ON R'MET CA, OK ?":FOR
E=0 TO 999:NEXT:GOTO 1

```

```

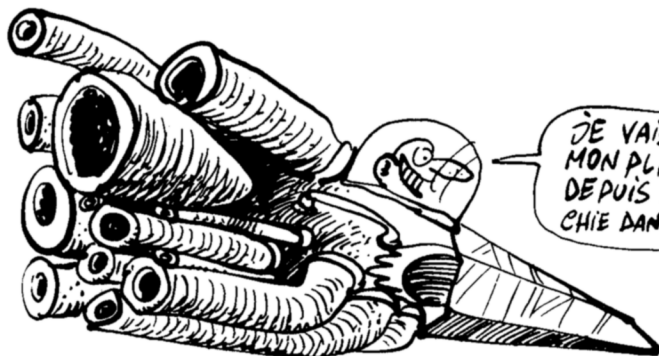
1680 '#####
###
1690 INK 1,26:INK 2,14:INK 3
,15
1700 MODE 1:INK 0,0:PAPER 0
1710 LOCATE 1,2:PEN 3:PRINT
"voulez-vous les regles ?"
1720 IF INKEY(46)=0 THEN 240
1730 IF INKEY(34)=-1 THEN 17
20
1740 PEN 1:LOCATE 2,4:PRINT
"Vous etes le commandant "
1750 LOCATE 2,5:PRINT "Du D
UNKEL !!! ";:PEN
2:PRINT CHR$(133)
1760 PEN 1:LOCATE 2,6:PRINT
"Deplacement CURSEUR"
1770 FOR i=1 TO 15
1780 SOUND 1,100,20,13,0,1
1790 SOUND 2,200,20,13
1800 SOUND 4,20,20,10,,2
1810 NEXT
1820 FOR i=1 TO 500:NEXT
1830 LOCATE 2,8:PEN 2:PRINT

```

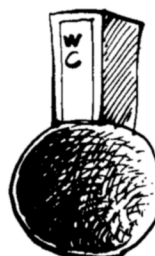
```

1880 PEN 1:LOCATE 2,11:PRINT
"Mais attention aux"
1890 LOCATE 2,12:PRINT "Mete
orites destructrices ";:PE
N 3:PRINT CHR$(129);
1900 FOR i=1 TO 1000:NEXT
1910 LOCATE 2,14:PEN 2:PRINT
"Vous pouvez utiliser "
1920 LOCATE 2,15:PRINT "Le l
aser pour les detruire 'COP
Y/"
1930 SOUND 1,50,20,15,,1
1940 FOR i=1 TO 500:NEXT
1950 PEN 1:LOCATE 2,17:PRINT
"Votre vitesse augmente "
1960 LOCATE 2,18:PRINT "Votr
e score "
1970 FOR i=1 TO 500:NEXT
1980 PEN 3:LOCATE 6,20:PRINT
"ENTER"
1990 IF INKEY$=CHR$(13) THEN
240 ELSE 1990 :

```



JE VAIS ENFIN L'AVOIR  
MON PLAISIR COSMIQUE,  
DEPUIS LE TEMPS QUE JE  
CHIE DANS DES SACHETS!!



# LA VILLE INFERNALE

Quelle idée d'avoir choisi cet itinéraire pour rejoindre Paris ! Vous ne garderez pas un très bon souvenir de la ville que vous allez devoir traverser du Sud au Nord. Pannes, crevaisons, agressions, contrôles de police et autres délices sont au rendez-vous.

Morad HAMDJ

```
5 REM *****
10 REM ***** PANIK ****
20 REM envoye le 12/oct/1985
30 REM ***** Morad HAMDJ *
40 REM *****
50 DIM AX(40,40),FX(200)
60 GOTO 160
70 REM-- SONORISATION -----
80 ENT 11,100,-4,2:SOUND 1,4
00,0,6,0,11
90 FOR I=1 TO 1500:NEXT:SOUN
0 129,0
100 RETURN
110 ENT 10,100,4,2:SOUND 1,3
0,0,6,0,10
120 FOR I=1 TO 1500:NEXT:SOU
ND 129,0:RETURN
130 ENV 10,10,2,1,10,-2,1:SO
UND 1,0,-20,0,10,0,30
140 FOR I=1 TO 2000:NEXT:SOU
ND 129,0:RETURN
150 FOR I=100 TO 300 STEP 20
:SOUND 1,I,8,6:NEXT:RETURN
160 GOSUB 2040
170 GOTO 4590
180 REM **** AIGUILLAGE **
190 IF DF=1 THEN 330
200 IF Z1=5 THEN 260
210 IF Z1=6 THEN 320
220 IF Z=4 AND Z1=Z THEN CL=
0:GOTO 310
230 IF Z=Z1 THEN 290
240 GOTO 310
250 REM ** meme dessin , mem
es feux ***
260 INK 0,0:INK 1,0:INK 2,0:
INK 3,0:INK 4,0:INK 5,0:INK
6,0:INK 7,0:INK 8,0
270 GOSUB 1510:GOTO 350
280 REM ** Z=Z1 ** meme dess
in , feux changent *****
290 GOSUB 390:GOSUB 1040:GOS
UB 780:GOSUB 2010:RETURN
300 REM ** Z1=6 ** nouveaux
dessin et feux *****
310 GOSUB 390:GOSUB 1040:GOS
UB 1680:GOSUB 780:GOSUB 2010
:RETURN
320 REM * DESSIN COMPLET **
330 INK 0,0:INK 1,0:INK 2,0:
INK 3,0:INK 4,0:INK 5,0:INK
6,0:INK 7,0:INK 8,0
340 DF=0:GOSUB 1510:GOSUB 39
0
350 INK 0,0:INK 1,24:INK 2,6
:INK 3,18:INK 4,23:INK 5,16:
INK 6,0,16:INK 7,13:INK 8,11
360 GOSUB 990:GOSUB 780:GOSU
B 2010
370 RETURN
380 REM GESTION DES FLECHES
390 RANDOMIZE TIME
400 ORIGIN 384,384:TAG:PRINT
" "":PLOTR -32,-16:PRINT "
":PLOTR -32,-16:PRINT " "":
TAGOFF
410 IF BL=0 THEN 450
420 WINDOW 3,7,20,25
430 ORIGIN 0,0:TAG:PLOTR 128
,56:PRINT " "":PLOTR 8,-20:F
RINT " "":PLOTR -72,-20:PRIN
T " "":PLOTR -72,20:PRINT "
":TAGOFF
440 IF KM=0 THEN K=1:C1=3:C2
=3:C3=3:RETURN
450 FF=INT(RND*20)+1
460 IF FF=4 OR FF=8 OR FF=20
THEN K=1:GOTO 530
470 IF FF=7 OR FF=16 THEN K=
2:GOTO 530
480 IF FF=1 OR FF=9 THEN K=3
:GOTO 530
490 IF FF=3 OR FF=14 THEN K=
4:GOTO 530
500 IF FF=5 OR FF=10 OR FF=1
3 THEN K=5:GOTO 530
510 IF FF=6 OR FF=12 OR FF=1
8 THEN K=7:GOTO 530
520 K=6
530 IF K=1 THEN C1=3:C2=3:C3
=3
540 IF K=2 THEN C1=3:C2=2:C3
=2
550 IF K=3 THEN C1=3:C2=3:C3
=2
560 IF K=4 THEN C1=3:C2=2:C3
=3
570 IF K=5 THEN C1=2:C2=3:C3
=2
580 IF K=6 THEN C1=2:C2=3:C3
=3
590 IF K=7 THEN C1=2:C2=2:C3
=3
600 ON D GOTO 610,650,690,73
0
610 IF X=1 AND C2=3 THEN 450
620 IF X=40 AND C3=3 THEN 45
0
630 IF Y=1 AND(X<19 OR X>22)
AND C1=3 THEN 450
640 RETURN
650 IF X=40 AND C1=3 THEN 45
0
660 IF Y=1 AND(X<19 OR X>22)
AND C2=3 THEN 450
670 IF Y=40 AND(X<19 OR X>22
) AND C3=3 THEN 450
680 RETURN
690 IF X=1 AND C3=3 THEN 450
700 IF X=40 AND C2=3 THEN 45
0
710 IF Y=40 AND(X<19 OR X>22
) AND C1=3 THEN 450
720 RETURN
730 IF X=1 AND C1=3 THEN 450
740 IF Y=1 AND(X<19 OR X>22)
AND C3=3 THEN 450
750 IF Y=40 AND(X<19 OR X>22
) AND C2=3 THEN 450
760 RETURN
770 REM **** BOUSSOLE ****
780 IF BL=0 THEN B1$="":B2$
="":B3$="":B4$="":GOTO 830
790 IF D=1 THEN B1$="N":B2$=
"E":B3$="S":B4$="O":GOTO 830
800 IF D=2 THEN B1$="E":B2$=
"S":B3$="O":B4$="N":GOTO 830
810 IF D=3 THEN B1$="S":B2$=
"O":B3$="N":B4$="E":GOTO 830
820 IF D=4 THEN B1$="O":B2$=
"N":B3$="E":B4$="S":GOTO 830
830 WINDOW 3,7,20,25
840 ORIGIN 0,0:TAG:PLOTR 128
,56,5:PRINT B1$:PLOTR 8,-20
,8:PRINT B2$:PLOTR -72,-20,
8:PRINT B3$:PLOTR -72,20,8:
PRINT B4$:
850 ORIGIN 320,100:PLOTR 0,0
,4
860 FOR I=110 TO 130 STEP 2:
ORIGIN 240,I:PRINT V$:NEXT
870 WINDOW 8,18,20,23:ORIGIN
0,0:PLOTR 240,70,5:PRINT M
ID$(STR$(KM),2,3):ORIGIN 0,
0:PLOTR 240,50,5:PRINT"Km":
TAGOFF
880 IF E<40 THEN AL1=6 ELSE
AL1=3
890 IF A<40 THEN AL2=6 ELSE
AL2=3
900 IF CS=2 THEN AL3=6 ELSE
AL3=3
910 IF RS=0 THEN AL4=6 ELSE
AL4=3
920 LOCATE 5,2:PEN AL1:PRINT
CHR$(213)+CHR$(214)+CHR$(21
5):LOCATE 9,2:PEN AL2:PRINT
CHR$(232)+CHR$(222)+CHR$(23
3):
930 LOCATE 5,3:PEN AL3:PRINT
CHR$(229)+CHR$(230)+CHR$(23
1):LOCATE 9,3:PEN AL4:PRINT
CHR$(227)+CHR$(219)+CHR$(20
8):
940 WINDOW 8,18,24,25
950 PAPER 0:PEN 1:LOCATE 3,2
:PRINT CHR$(237)+CHR$(216)+C
```

```

HR$(238)+CHR$(239)+CHR$(213)
+CHR$(144)+CHR$(240)+CHR$(23
5)+CHR$(241);
960 IF Z(>0 AND Z1(>5 THEN E
NT 15,5,10,2,10,-10,2,5,10,2
:SOUND 1,100,50,6,0,15:RETUR
N
970 SOUND 1,100,10,7:RETURN
980 REM **** AFFICHE ESSENCE
,ARGENT *****
990 SOUND 1,360,0,5,0,12:FOR
I=40 TO E*2+40 STEP 2:ORIGI
N 16,I:DRAW 26,0,2:NEXT:SOU
ND 129,0
1000 SOUND 1,360,0,5,0,12:FO
R I=40 TO A*2+40 STEP 2:ORIG
IN 592,I:DRAW 26,0,3:NEXT:S
OUND 129,0
1010 E1=E:A1=A:ORIGIN 0,0:PL
OTR 16,34,2:TAG:PRINT CHR$(2
13);:PLOTR 544,0,3:PRINT CHR
$(226);
1020 RETURN
1030 REM -----DIMINUTION ES
SENCE-----
1040 FOR I=E1*2+40 TO E*2+40
STEP -2
1050 ORIGIN 16,I:DRAW 26,0,
0:NEXT
1060 RETURN
1070 REM clignotement ecran
1080 INK 0,6,0:SPEED INK 2,2
:ENV 1,2,6,1,1,-12,1
1090 FOR T=1 TO 80:SOUND 1,8
0,-1,0,1:NEXT
1100 CLS:INK 0,0:MODE 1
1110 SPEED INK 20,20:INK 2,1
7:INK 3,19
1120 RETURN
1130 REM***** JEU ****
1140 Z1=Z:Z=AX(X,Y):CL=0
1150 IF EN>0 THEN 1220
1160 IF KM<4 THEN 1220
1170 J=INT(RND*30)+1
1180 IF J=23 AND P<5 THEN 26
30

```

```

1280 WINDOW 8,13,16,19:CLS
1290 IF Q=10 THEN 1340
1300 IF Q<10 AND Z=4 AND CL
=0 THEN 3010
1310 IF Q=11 AND C1=2 THEN 3
060
1320 IF Q=9 AND C3=2 THEN 30
60
1330 IF Q=8 AND C2=2 THEN 30
60
1340 D1=Q-7
1350 ON D1 GOTO 1360,1380,31
0,1390
1360 D=D-1:IF D=0 THEN D=4
1370 GOTO 1390
1380 D=D+1:IF D=5 THEN D=1
1390 IF D=1 THEN Y=Y-1:FX(KM
+1)=1
1400 IF D=2 THEN X=X+1:FX(KM
+1)=2
1410 IF D=3 THEN Y=Y+1:FX(KM
+1)=3
1420 IF D=4 THEN X=X-1:FX(KM
+1)=4
1430 E=E-(CS*4):IF E<0 THEN
3600
1440 P=P-1:IF P<0 THEN P=0
1450 KM=KM+1:CL=0:IF KM=200
THEN 3730
1460 IF Y=0 THEN 3650
1470 IF Y=41 THEN 3790
1480 ENT 14,40,10,1:SOUND 1,
30,30,7,0,14
1490 GOTO 1140
1500 REM DESSIN PRINCIPAL
1510 MODE 0:PAPER 0:PEN 1:BO
RDER 0:WINDOW 5,36,1,19
1520 ORIGIN 63,95:DRAW 0,30
4,1:DRAW 513,0,1:DRAW 0,-3
04,1:DRAW -513,0,1
1530 ORIGIN 296,400:DRAW -1
2,-52,7:DRAW -60,0,7:DRAW
0,2,7:DRAW 54,0,7
1540 ORIGIN 346,400:DRAW 12
,-52,7:DRAW 24,0,7:DRAW 0,
2,7:DRAW -24,0,7:ORIGIN 0,0

```

```

1590 ORIGIN 364,400:DRAW 16
,-32,1:DRAW 0,32,1:ORIGIN 4
16,400:DRAW 0,-96,1:DRAW 1
12,-208,1
1600 ORIGIN 383,386:DRAW 36
,0,8:DRAW 0,-50,8:DRAW -36
,0,8:DRAW 0,50,8:ORIGIN 398
,336:DRAW 0,-64,8:ORIGIN 40
0,336:DRAW 0,-64,8:ORIGIN 4
04,336:DRAW 0,-64,8
1610 ORIGIN 480,288:DRAW 0,
80,1:DRAW 64,-64,1:DRAW 0,
-104,1:DRAW -64,88,1:ORIGIN
508,338:DRAW 0,-86,1:PLOTR
8,32,1
1620 ORIGIN 15,400:DRAW 0,-
362,4:DRAW 34,0,4:DRAW 0,3
62,4:ORIGIN 591,400:DRAW 0,
-362,4:DRAW 34,0,4:DRAW 0,
362,4
1630 FOR I=40 TO 400 STEP 16
:ORIGIN 4,I:DRAW 4,0,4:ORIG
IN 49,I:DRAW 4,0,4:NEXT
1640 FOR I=40 TO 400 STEP 40
:ORIGIN 582,I:DRAW 4,0,4:OR
IGIN 626,I:DRAW 4,0,4:NEXT
1650 ORIGIN 0,0:PLOTR 80,86,
3:TAG:PRINT CHR$(234)+CHR$(2
35)+CHR$(236)+CHR$(255);
1660 ORIGIN 80,20:DRAW 120,
0,3:DRAW 0,20,3:DRAW -120,
0,3:DRAW 40,20,3:DRAW 40,0
,3:DRAW 40,-20,3:PLOTR 0,-2
0,3:DRAW -40,-20,3:DRAW -4
0,0,3:DRAW -40,20,3:DRAW 0
,20,3:PLOTR 40,20,3:DRAW 0,
-60,3:PLOTR 40,0,3:DRAW 0,6
0,3
1670 ORIGIN 0,0:PLOTR 128,36
,4:PRINT CHR$(209);:TAGOFF
1680 IF Z=0 THEN 1750
1690 REM DESSIN RUE OCCUPEE
1700 WINDOW 3,7,2,12:CLS:WIN
DOW 3,6,13,19:CLS
1710 ORIGIN 208,272:DRAW 16
,32,1
1720 ORIGIN 208,400:DRAW 0,
-128,1:DRAW -146,0,1:ORIGIN
64,272:DRAW 16,0,1:DRAW 0
,80,1:DRAW 112,0,1:DRAW 0,
-80,1:ORIGIN 112,272:DRAW 0
,64,1:DRAW 48,0,1:DRAW 0,-
64,1:PLOTR -8,30,1
1730 GOTO 1790
1740 REM DESSIN RUE VIDE
1750 WINDOW 3,7,2,12:CLS:WIN
DOW 3,6,13,19:CLS
1760 ORIGIN 224,304:DRAW -1
12,-209,1:ORIGIN 208,397:DRA
WR 0,-14,0
1770 ORIGIN 160,368:DRAW 0,
-80,1:DRAW -64,-88,1:DRAW
0,104,1:DRAW 64,64,1:ORIGIN
134,338:DRAW 0,-86,1:PLOTR
-8,32,1
1780 RETURN
1790 ON Z GOTO 1810,1850,190
0,1940
1800 REM** DESSIN GARAGE
1810 ORIGIN 0,0:PLOT 92,374,
6:TAG:PRINT CHR$(220)+CHR$(2
21)+CHR$(222);
1820 TAGOFF
1830 RETURN
1840 REM DESSIN POSTE
ESSENCE
1850 ORIGIN 0,0:PLOT
82,374,

```



```

1190 IF J=11 AND P<10 AND AG
<2 THEN 2850
1200 IF (J=5 OR J=16). AND CS
=1 AND P<10 THEN 2920
1210 IF (J=8 OR J=27 OR J=2)
AND BL=1 AND P<10 THEN 2970
1220 EN=EN-1:GOSUB 190
1230 IF INKEY(0))-1 OR JOY(0
)=1 THEN Q=11:GOTO 1280
1240 IF INKEY(1))-1 OR JOY(0
)=8 THEN Q=9:GOTO 1280
1250 IF INKEY(2))-1 OR INKEY
(9))-1 OR JOY(0)=2 THEN Q=10
:GOTO 1280
1260 IF INKEY(8))-1 OR JOY(0
)=4 THEN Q=8:GOTO 1280
1270 kk=RND:GOTO 1230

```

```

:PLOT 383,368,1
1550 ORIGIN 224,352:DRAW 56
,0,1:DRAW 16,48,1:ORIGIN 38
2,352:DRAW -22,0,1:DRAW -1
6,48,1
1560 ORIGIN 200,96:DRAW 70,
218,7:DRAW 0,4,7:DRAW -76,
-22,7:ORIGIN 224,320:DRAW
46,0,1:DRAW -78,-226,1
1570 ORIGIN 440,96:DRAW -70
,218,7:DRAW 0,4,7:DRAW 76,
-22,7:ORIGIN 416,320:DRAW
-46,0,1:DRAW 78,-226,1
1580 ORIGIN 276,400:DRAW -1
6,-32,1:DRAW -36,0,1:ORIGIN
260,400:DRAW 0,-32,1:ORIGI
N 224,400:DRAW 0,-96,1

```

# LA VILLE INFERNALE

```

6:TAG:PRINT CHR$(213)+CHR$(2
14)+CHR$(215)+CHR$(216);
1860 ORIGIN 144,256:PLOTR 0,
0,4:PRINT CHR$(251)+CHR$(252
);:PLOTR -48,-16,8:PRINT CHR
$(253);:PLOTR -32,-16,8:PRIN
T CHR$(254);
1870 TAGOFF
1880 RETURN
1890 REM** DESSIN BANQUE
1900 ORIGIN 0,0:PLOT 92,374,
6:TAG:PRINT CHR$(217)+CHR$(2
18)+CHR$(219);
1910 TAGOFF
1920 RETURN
1930 REM*** DESSIN POLICE
1940 ORIGIN 0,0:PLOT 92,374,
6:TAG:PRINT CHR$(223)+CHR$(2
24)+CHR$(225);
1950 IF CL=1 THEN 1980
1960 ORIGIN 304,272:PLOTR 0,
0,5:PRINT CHR$(243)+CHR$(247
);:PLOTR -64,10,8:PRINT CHR$(
242);:PLOTR -32,-26,4:PRINT
CHR$(244)+CHR$(248);
1970 PLOTR -64,-16,8:PRINT C
HR$(245)+CHR$(249);:PLOTR -6
4,-16,8:PRINT CHR$(246)+CHR$(
250);
1980 TAGOFF
1990 RETURN
2000 REM**** DESSIN FLECHES
2010 ORIGIN 384,400:PLOTR 0,
-16,C1:TAG:PRINT CHR$(209);:
PLOTR -32,-16,C2:PRINT CHR$(
210);:PLOTR -32,-16,C3:PRINT
CHR$(211);:TAGOFF
2020 RETURN
2030 REM*** REDEFINITION
      CARACTERES
2040 SYMBOL AFTER 168
2050 SYMBOL 169,255,255,60,6
0,60,60,63,63:SYMBOL 170,192
,192,0,0,0,0,0:SYMBOL 171,
252,252,12,12,192,192,192,19
2:SYMBOL 172,192,192,12,12,2
52,252,0,0
2060 SYMBOL 173,240,240,60,6
0,60,60,240,240:SYMBOL 174,2
40,240,60,60,12,12,0,0:SYMBOL
L 175,60,60,60,60,252,252,0,
0:SYMBOL 176,240,240,252,252
,255,255,243,243:SYMBOL 177,
240,240,240,240,240,240,0,0
2070 SYMBOL 178,252,252,60,6
0,60,60,0,0:SYMBOL 180,255,2
55,60,60,60,60,60,60:SYMBOL
181,60,60,60,60,255,255,0,0:
SYMBOL 182,12,12,60,60,252,2
52,0,0
2080 SYMBOL 183,3,3,15,15,60
,60,60,60:SYMBOL 184,63,63,6
0,60,60,60,0,0:SYMBOL 185,19
2,192,240,240,60,60,60,60:SY
MBOL 186,252,252,60,60,60,60
,0,0
2090 SYMBOL 187,60,60,60,60,6
0,60,60,60:SYMBOL 188,60,60
,240,240,192,192,0,0:SYMBOL
189,60,60,15,15,3,3,0,0:SYMB
OL 190,3,3,3,3,63,63,0,0
2100 SYMBOL 191,63,63,3,3,3,
3,3,3:SYMBOL 192,252,252,192
,192,192,192,192:SYMBOL
193,192,192,192,192,252,252,
0,0:SYMBOL 194,60,60,60,60,6
0,60,252,252
2110 SYMBOL 195,7,15,24,55,4

```

```

7,111,95,255:SYMBOL 196,0,13
1,230,125,163,223,223,223:SY
MBOL 197,60,231,219,219,219,
219,255,231:SYMBOL 198,0,193
,103,190,197,251,251,251:SYM
BOL 199,224,240,24,236,244,2
46,250,255
2120 V#=CHR$(195)+CHR$(196)+
CHR$(197)+CHR$(198)+CHR$(199
)
2130 SYMBOL 208,14,10,8,14,2
,10,14,0
2140 SYMBOL 209,0,16,56,84,1
6,16,16,0
2150 SYMBOL 210,0,16,32,124,
32,16,0,0
2160 SYMBOL 211,0,16,8,124,8
,16,0,0
2170 SYMBOL 212,0,16,16,16,8
4,56,16,0
2180 SYMBOL 213,228,138,136,
196,130,138,228,0
2190 SYMBOL 214,78,168,136,7
6,40,168,78,0
2200 SYMBOL 215,164,202,232,
232,232,170,164,0
2210 SYMBOL 216,224,128,128,
192,128,128,224,0
2220 SYMBOL 217,196,170,170,
202,174,170,202,0
2230 SYMBOL 218,164,202,234,
234,234,170,164,2
2240 SYMBOL 219,174,168,168,
172,168,168,78,0
2250 SYMBOL 220,68,170,138,1
38,238,170,74,0
2260 SYMBOL 221,196,170,170,
202,206,170,170,0
2270 SYMBOL 222,78,168,136,1
40,232,168,78,0
2280 SYMBOL 223,196,170,170,
202,138,138,132,0
2290 SYMBOL 224,132,132,132,
132,132,132,228,0
2300 SYMBOL 225,78,168,136,1
40,136,168,78,0
2310 SYMBOL 226,68,170,168,1
68,238,170,164,0
2320 SYMBOL 227,196,170,170,
202,202,170,164,0
2330 SYMBOL 228,64,160,128,6
4,32,160,64,0
2340 SYMBOL 229,68,170,138,1
70,170,170,68,0
2350 SYMBOL 230,164,202,232,
228,226,170,164,0
2360 SYMBOL 231,74,174,174,1
70,170,170,74,0
2370 SYMBOL 232,68,170,170,1
72,236,170,170,0
2380 SYMBOL 233,174,196,228,
228,228,164,164,0
2390 SYMBOL 234,196,170,170,
202,170,170,196,0
2400 SYMBOL 235,164,170,168,
164,162,170,68,0
2410 SYMBOL 236,68,170,138,7
4,42,170,68,0
2420 SYMBOL 237,74,170,170,1
70,170,170,68,32
2430 SYMBOL 238,228,138,138,
202,142,138,138,0
2440 SYMBOL 239,78,68,68,68,
68,68,68,0
2450 SYMBOL 240,164,170,170,
170,170,74,68,0
2460 SYMBOL 241,4,10,10,2,4,
4,4,0

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2470 SYMBOL 242,0,0,0,0,30,3
0,30,63
2480 SYMBOL 243,0,0,0,30,45,
63,18,12
2490 SYMBOL 244,12,61,123,12
3,219,215,118,118
2500 SYMBOL 245,14,30,30,63,
127,127,115,115
2510 SYMBOL 246,115,97,97,97
,97,225,225,0
2520 SYMBOL 247,0,0,0,0,0,32
,96,96
2530 SYMBOL 248,96,96,96,96,
224,192,128,0
2540 SYMBOL 249,0,0,0,0,128,
128,128,128
2550 SYMBOL 250,128,128,128,
128,128,192,192,0
2560 SYMBOL 251,31,63,56,56,
63,63,56,31
2570 SYMBOL 252,248,252,28,2
8,252,252,28,248
2580 SYMBOL 253,255,255,255,
255,255,126,126,126
2590 SYMBOL 254,126,126,126,
126,126,60,60,60,60
2600 SYMBOL 255,142,136,136,
140,136,136,238,0
2610 RETURN
2620 REM*** CREVAISON ****
2630 GOSUB 1080:LL=4:PEN 2
2640 LOCATE 8,1:PRINT"VOUS V
ENEZ DE CREVER !!!":GOSUB 15
0
2650 IF RS<1 THEN 2730
2660 LOCATE 1,LL:PEN 1:PRINT
"Heureusement pour vous votr
e":LL=LL+2
2670 LOCATE 1,LL:PRINT"roue
de secours est en bon etat."
:LL=LL+4:GOSUB 80
2680 LOCATE 11,LL:PEN 3:PRIN
T"VOUS VOUS DEPANNEZ.":LL=LL
+3:RS=0:PEN 1:GOSUB 130
2690 LOCATE 1,LL:PRINT"Vous
pouvez repartir mais...":PRI
NT:PRINT"vous n'avez plus de
roue de secours.":PRINT:PRI
NT"FAITES REPARER AU PROCHAI
N GARAGE."
2700 LOCATE 11,25:PEN 2:PRIN
T"PRESSEZ <ESPACE>":SOUND 1,
80,10,7
2710 IF INKEY(47)>-1 OR INKE
Y(9)>-1 OR JOY(0)=16 OR JOY(
0)=2 THEN 2720 ELSE 2710
2720 Z1=6:EN=1:GOTO 1220
2730 LOCATE 3,LL:PEN 1:PRINT
"HE! OUI!! VOUS AVEZ QUATRE
ROUES.":LL=LL+3
2740 LOCATE 3,LL:PRINT"VOTRE
ROUE DE SECOURS EST CREVEE
!":LL=LL+2:PEN 1:GOSUB 110
2750 LOCATE 2,LL:PRINT"Vous
devez faire venir un depanne
ur.":LL=LL+3:LOCATE 9,LL:PEN
3:GOSUB 130:PRINT"C'EST REP
ARE. MAIS...":LL=LL+2:PEN 1
2760 LOCATE 8,LL:PRINT"Cela
n'est pas gratuit.":LL=LL+3:
A=A-40:GOSUB 110
2770 IF A<0 THEN 2800
2780 LOCATE 5,LL:PEN 3:PRINT
"VOUS POUVEZ REPARTIR. MAIS.
..":LL=LL+2

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2790 PEN 1:LOCATE 8,LL:PRINT
"Surveillez votre argent.":G
OTO 2700
2800 PEN 2:LOCATE 3,LL:PRINT
"VOUS N'AVEZ PAS ASSEZ D'ARG
ENT !!!":LL=LL+2:PEN 1:GOSUB
150
2810 LOCATE 3,LL:PRINT"Vous
finissez donc votre voyage..
.":LL=LL+2:PEN 2:LOCATE 12,L
L:PRINT"E N P R I S O N"
2820 LOCATE 11,25:PEN 2:PRIN
T"PRESSEZ <SPACE>":SOUND 1,
80,10,7
2830 IF INKEY(47))>-1 OR INKE
Y(9))>-1 OR JOY(0)=16 OR JOY(
0)=2 THEN 3840 ELSE 2830
2840 REM*** AGRESSION *****
2850 GOSUB 1080:PEN 2:LOCATE
3,1:PRINT"VOUS ETES VICTIME
D'UNE AGRESSION.":GOSUB 150
:LL=4:IF AG=1 THEN 2880
2860 PEN 1:LOCATE 7,LL:PRINT
"Sous la menace vous donnez":
LL=LL+2:LOCATE 7,LL:PRINT"l
a moitie de votre argent.":L
L=LL+6:A=INT(A/2):AG=1:GOSUB
110
2870 PEN 3:LOCATE 5,LL:PRINT
"VOUS POUVEZ REPARTIR. MAIS.
.":LL=LL+3:PEN 1:LOCATE 8,L
L:PRINT"TROUVEZ VITE UNE BAN
QUE.":GOTO 2700
2880 PEN 3:LOCATE 9,LL:PRINT
"HE ! OUI !! ENCORE !!!":LL=
LL+4:PEN 1
2890 LOCATE 5,LL:PRINT"Vos v
oleurs ont compris qu'il":LL
=LL+2:LOCATE 8,LL:PRINT"vous
restait de l'argent.":LL=LL
+3:GOSUB 130
2900 LOCATE 5,LL:PRINT"ILS V
OUS PRENNENT LE RESTE !!!":L
L=LL+3:A=0:AG=2:GOSUB 110:GO
TO 2870
2910 REM* ENNUIS MECANIQUES
2920 GOSUB 1080:PEN 2:LOCATE
3,1:PRINT"VOUS AVEZ DES ENN
UIS MECANIQUES !!!":LL=6:PEN
3:GOSUB 150
2930 LOCATE 5,LL:PRINT"VOTRE
CARBURATEUR EST DEREGLE.":L
L=LL+4:PEN 1:LOCATE 2,LL:PRI
NT"Votre consommation d'esse
nce double.":LL=LL+5:CS=2:GO
SUB 110
2940 PEN 3:LOCATE 5,LL:PRINT
"VOUS POUVEZ REPARTIR. MAIS.
.":LL=LL+3:PEN 1:LOCATE 2,L
L:PRINT"Pensez a faire regle
r votre voiture."
2950 GOTO 2700
2960 REM* ENNUIS BOUSSOLE
2970 GOSUB 1080:PEN 2:LOCATE
6,1:PRINT"VOTRE BOUSSOLE SE
BLOQUE !!!":PEN 3:LL=6:GOSUB
150
2980 LOCATE 5,LL:PRINT"RIEN
NE VOUS INDIQUE MAINTENANT":
LL=LL+3:LOCATE 10,LL:PRINT"V
OTRE DIRECTION !!!":PEN 1:LL
=LL+4:GOSUB 110
2990 LOCATE 3,LL:PRINT"A vous
de ne pas perdre le nord !
!":BL=0:LL=LL+3:GOTO 2940
3000 REM** ECRASE POLICIER
3010 GOSUB 1080:PEN 2:LOCATE
8,1:PRINT"VOUS VENEZ D'ECRA

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SER UN POLICIER !!!":PEN 3:LL
=6
3020 ENV 14,1,12,1,1,0,6,1,-
12,3:SOUND 1,50,-20,0,14
3030 LOCATE 7,LL:PRINT"CETTE
ACTION VOUS OBLIGE A":LL=LL
+4:LOCATE 8,LL:PRINT"TERMINE
R VOTRE VOYAGE.":GOSUB 150
3040 PEN 2:LL=LL+6:LOCATE 11
,LL:PRINT"E N P R I S O N"
:GOTO 2820
3050 REM* GRILLE FEU ROUGE
3060 ENV 14,1,12,1,1,0,6,1,-
12,3:SOUND 1,50,-20,0,14
3070 MODE 1:INK 2,17:INK 3,1
9:LOCATE 4,1:PEN 2:PRINT"VOU
S AVEZ GRILLE UN FEU ROUGE !
!":LL=6:PEN 1:GOSUB 150
3080 LOCATE 5,LL:PRINT"CETTE
ACTION EST POSSIBLE D'UNE":
LL=LL+3:LOCATE 5,LL:PRINT"AM
ENDE PAYABLE IMMEDIATEMENT !
!":PEN 3:LL=LL+4:GOSUB 110
3090 A=A-80:IF A<0 THEN 2800
ELSE 3350
3100 REM***** ARRET *****
3110 FOR I=20 TO 300 STEP 10
:SOUND 1,I,4,7:NEXT I
3120 INK 2,22:INK 3,14:MODE
1:LOCATE 15,1:PEN 2:PRINT"A
R R E T":LL=4:PEN 3
3130 IF Z>0 THEN 3200
3140 LOCATE 4,LL:PRINT"LA RU
E EST PARFAITEMENT DESERTE."
:PEN 1:LL=LL+3:LOCATE 2,LL:P
RINT"A part vous reposer, ri
en n'explique":LL=LL+2:LOCAT
E 2,LL:PRINT"cette manoeuvre
.":PEN 3:LL=LL+4:GOSUB 110
3150 LOCATE 4,LL:PRINT"VOUS
FERIEZ MIEUX DE REPARTIR.":
PEN 1:LL=LL+4:LOCATE 7,LL:P
RINT"Vous encombrez la chaus
see."
3160 LOCATE 11,25:PEN 2:PRIN
T"PRESSEZ <SPACE>":SOUND 1,
80,10,7
3170 IF INKEY(47))>-1 OR INKE
Y(9))>-1 OR JOY(0)=16 OR JOY(
0)=2 THEN 3180 ELSE 3170
3180 Z1=5:GOTO 1220
3190 REM --- garage -----
3200 IF Z1>1 THEN 3300
3210 LOCATE 10,LL:PRINT"VOUS
ETES AU GARAGE":PEN 1:LL=LL
+3:LOCATE 4,LL:PRINT"Votre v
oiture passe en revision.":L
L=LL+3:GOSUB 130
3220 LOCATE 9,LL:PRINT"REPAR
ATIONS EFFECTUEES.":LL=LL+4:
LOCATE 4,LL:PRINT"IL NE VOUS
RESTE PLUS QU'A PAYER.":LL=
LL+3:A=A-40:GOSUB 110
3230 IF A<0 THEN 3260
3240 PEN 3:LOCATE 5,LL:PRINT
"VOUS POUVEZ REPARTIR. MAIS.
.":PEN 1:LL=LL+3:LOCATE 7,L
L:PRINT"Surveillez votre arg
ent !!!":PEN 2
3250 RS=1:P=20:CS=1:BL=1:GOT
O 3160
3260 PEN 3:LOCATE 3,LL:PRINT
"VOUS N'AVEZ PAS ASSEZ D'ARG
ENT !!!":LL=LL+2:PEN 1:GOSUB
150
3270 LOCATE 3,LL:PRINT"Vous
finissez donc votre voyage..
.":LL=LL+2:PEN 3:LOCATE 12,L

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L:PRINT"E N P R I S O N"
3280 GOTO 2820
3290 REM--- essence -----
3300 IF Z>2 THEN 3400
3310 PEN 3:LOCATE 5,LL:PRINT
"VOUS ETES A LA POMPE A ESSE
NCE.":L=LL+3:PEN 1
3320 IF E=180 THEN 3360
3330 LOCATE 7,LL:PRINT"LE PO
MPISTE FAIT LE PLEIN.":LL=LL
+3:LOCATE 4,LL:GOSUB 80:PRIN
T"Il ne vous reste plus qu'a
payer.":LL=LL+4:PEN 3:GOSUB
110
3340 E2=180-E:E2=INT(E2/4):A
=A-E2:E=180:IF A<0 THEN 3260
3350 PEN 3:LOCATE 5,LL:PRINT
"VOUS POUVEZ REPARTIR. MAIS.
.":PEN 1:LL=LL+3:LOCATE 7,L
L:PRINT"Surveillez votre arg
ent !!!":PEN 2:GOTO 3160
3360 LOCATE 5,LL:PRINT"ARRET
INUTILE, RESERVOIR PLEIN.":
GOSUB 150:LL=LL+3:LOCATE 4,L
L:PRINT"Pour ne pas avoir l'
air ridicule.":L=LL+2
3370 LOCATE 5,LL:PRINT"vous
faites verifier vos pneus.":
LL=LL+3:PEN 3:LOCATE 6,LL:PR
INT"Cela vous coute dix fran
cs.":LL=LL+3:GOSUB 110
3380 A=A-10:IF A<0 THEN 3260
ELSE 3350
3390 REM--- banque -----
3400 IF Z>3 THEN 3470
3410 LOCATE 8,LL:PRINT"VOUS
ETES DANS LA BANQUE.":LL=LL+
4:PEN 1:IF A<180 THEN 3440
3420 LOCATE 8,LL:PRINT"VOUS
ETES TETE EN L'AIR.":LL=LL+2
:LOCATE 4,LL:PRINT"Votre avo
ir est deja au maximum.":LL=
LL+3:GOSUB 110
3430 LOCATE 8,LL:PRINT"VOUS
AVEZ L'AIR RIDICULE.":LL=LL+
3:GOTO 3450
3440 LL=LL+2:LOCATE 1,LL:PRI
NT"VOUS COMPLETEZ VOTRE AVOI
R AU MAXIMUM.":LL=LL+4:GOSUB
80
3450 AG=0:A=180:PEN 3:LOCATE
5,LL:PRINT"VOUS POUVEZ REPA
RTIR. MAIS.":LL=LL+3:PEN 1
:LOCATE 8,LL:PRINT"Attention
aux voleurs !!!":GOTO 3160
3460 REM--- police -----
3470 PEN 2:LOCATE 10,LL:PRIN
T"CONTROLE DE POLICE.":LL=LL
+3:PEN 1:LOCATE 3,LL:PRINT"U

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# LA VILLE INFERNALE

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N POLICIER EXAMINE VOTRE VOITURE." :LL=LL+3:CL=1:EN=2:GOSUB UB 130
3480 IF P<5 THEN 3500
3490 PEN 3:LOCATE 5,LL:PRINT "VOTRE VOITURE EST EN BON ETAT." :GOSUB 80:LL=LL+4:PEN 1:LOCATE 3,LL:PRINT "Vous pouvez reprendre votre route." :GOTO 3160
3500 ET=INT(RND*11)+1:PEN 3
3510 IF ET=5 OR ET=11 THEN 3490
3520 IF ET=2 OR ET=6 OR ET=9 THEN 3570
3530 IF ET=1 OR ET=7 OR ET=10 THEN 3580
3540 LOCATE 4,LL:PRINT "VOS PNEUX SONT EN MAUVAIS ETAT !!":LL=LL+3:GOSUB 150
3550 PEN 1:LOCATE 3,LL:PRINT "Vous devez payer une contribution." :LL=LL+3:PEN 3:A=40:GOSUB 110
3560 IF A<0 THEN 3260 ELSE 3350
3570 LOCATE 4,LL:PRINT "VOTRE ECLAIRAGE EST DEFFECTUEUX !":LL=LL+3:GOSUB 150:GOTO 3550
3580 LOCATE 4,LL:PRINT "VOTRE VOITURE EST TROP BRUYANTE !":LL=LL+3:GOSUB 150:GOTO 3550
3590 REM** PANNE D'ESSENCE
3600 GOSUB 1080:PEN 2:LOCATE 5,1:PRINT "VOUS ETES EN PANNE D'ESSENCE !":LL=5:PEN 1:GOSUB 150:LOCATE 7,LL:PRINT "DO MMAGE POUR VOUS MAIS..."
3610 LL=LL+4:PEN 3:LOCATE 5,LL:PRINT "VOTRE VOYAGE SE TERMINE ICI !!":LL=LL+4:PEN 1:GOSUB 110
3620 LOCATE 2,LL:PRINT "La prochaine fois soyez prevoyant":PEN 2:LL=LL+4:LOCATE 10,LL:PRINT "PRENEZ LE TRAIN !!!":GOSUB 5410
3630 GOTO 3880
3640 REM**** GAGNE *****
3650 INK 0,0:INK 1,24:INK 2,18:INK 3,16,10:SPEED INK 10,10:MODE 1
3660 LOCATE 16,1:PEN 3:PRINT "B R A V O"
3670 PEN 2:LOCATE 2,4:PRINT "VOUS ETES ENFIN PARVENU A TRAVERSER":LOCATE 10,7:PRINT "CETTE DROLE DE VILLE."
3680 FOR I=1 TO 8:FOR J=200 TO 30 STEP -10:SOUND 1,J,2,6:NEXT J:NEXT I
3690 PEN 1:LOCATE 6,10:PRINT "Vous y avez mis le temps !!":PEN 2:LOCATE 1,14:PRINT "VOUS AVEZ PARCOURU : ";KM;" kilometres"
3700 PEN 1:LOCATE 8,17:PRINT "VOUS POUVEZ FAIRE MIEUX":PEN 2:LOCATE 3,20:PRINT "La prochaine fois prenez un plan !":GOSUB 5390
3710 GOTO 3880
3720 REM**** 200 KM *****
3730 GOSUB 1080:PEN 2:LOCATE 3,1:PRINT "VOUS ETES VICTIME D'UN ACCIDENT !!!":PEN 1

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3740 FOR I=1 TO 4:SOUND 1,80,12,6:SOUND 1,100,12,6:SOUND 1,80,20,6:FOR J=1 TO 600:NEXT J:NEXT I
3750 LOCATE 5,5:PRINT "APRES 200 Km DANS CETTE VILLE"
3760 LOCATE 7,7:PRINT "LA FATIGUE VOUS A SURPRIS." :PEN 3:LOCATE 5,12:PRINT "VOUS FINISSEZ VOTRE VOYAGE..." :GOSUB 150
3770 PEN 2:LOCATE 9,16:PRINT "A L'HOPITAL":GOSUB 5400:GOTO 3880
3780 REM** RETOUR DEPART **
3790 GOSUB 1080:PEN 2:LOCATE 12,1:PRINT "D O M M A G E !":PEN 1:LOCATE 4,4:PRINT "VOUS VENEZ DE SORTIR DE LA VILLE"
3800 LOCATE 5,6:PRINT "A L'ENDROIT OU VOUS ETES ENTRE":PEN 3:GOSUB 150:LOCATE 4,10:PRINT "Vu votre sens de l'orientation..." :LOCATE 6,12:PRINT "laissez votre voiture et..."
3810 PEN 2:LOCATE 8,16:PRINT "VOYAGEZ PAR LE TRAIN !!!":PEN 1:GOSUB 110:LOCATE 3,20:PRINT "Et sans vous tromper de direction."
3820 GOSUB 5410:GOTO 3880
3830 REM***** PRISON *****
3840 CLS:PEN 2:LOCATE 10,1:PRINT "VOUS ETES EN PRISON":LOCATE 5,6:PEN 1:GOSUB 150:PRINT "IL FAIT FROID MAIS COURAGE !!!":PEN 3:GOSUB 80
3850 LOCATE 3,12:PRINT "DANS QUELQUES JOURS VOTRE FAMILLE":LOCATE 3,15:PRINT "VIENDRA CERTAINEMENT VOUS VOIR !!!":GOSUB 110
3860 GOSUB 5400
3870 REM***** FIN *****
3880 FOR I=1 TO 1000:NEXT:MODE 1:INK 0,0:INK 1,24:INK 2,16:INK 3,19:PAPER 0:WW=0
3890 SOUND 1,100,80,6,0,15
3900 ENV 15,1,10,2,1,-10,1
3910 WINDOW #1,20,39,3,22:WINDOW #2,1,18,17,19:WINDOW #3,1,18,20,25
3920 PEN 2:LOCATE 3,1:PRINT "VOTRE PARCOURS":LOCATE 3,2:PRINT "======"
3930 ORIGIN 300,370:DRAW 0,-326,3:DRAW 326,0,3:DRAW 0,326,3:DRAW -326,0,3
3940 ORIGIN 448,370:DRAW 30,0,0:ORIGIN 448,45:DRAW 30,0,0
3950 PEN 3:LOCATE 27,1:PRINT "SORTIE":LOCATE 27,24:PRINT "ENTREE"
3960 PEN 1:LOCATE 1,4:PRINT "DISTANCE ";KM;"Km":PEN 3:LOCATE 1,6:PRINT "PLAN DES POSITIONS":PEN 1:LOCATE 2,8:PRINT "B => Banques"
3970 LOCATE 2,10:PRINT "E => Essence":LOCATE 2,12:PRINT "G => Garages":LOCATE 2,14:PRINT "P => Polices":LOCATE 2,16:PRINT "T => B+E+G"
3980 CLS #1:ORIGIN 458,44:DRAW 0,8,1

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3990 FOR I=1 TO KM
4000 IF FX(I)=1 THEN DRAW 0,8,1:GOTO 4040
4010 IF FX(I)=2 THEN DRAW 8,0,1:GOTO 4040
4020 IF FX(I)=3 THEN DRAW 0,-8,1:GOTO 4040
4030 IF FX(I)=4 THEN DRAW -8,0,1:GOTO 4040
4040 IF WW=1 THEN 4060
4050 SOUND 1,80,0,0,15:FOR T=1 TO 400:NEXT T
4060 NEXT I
4070 SOUND 1,100,80,6,0,15
4080 DRAW -2,0,1:DRAW 0,4,1:DRAW 4,0,1:DRAW 0,-4,1:DRAW -2,0,1
4090 IF WW=1 THEN 4230
4100 LOCATE 5,22:PRINT "Voulez-vous":LOCATE 1,23:PRINT "un positionnement?"
4110 IF INKEY(34)>-1 THEN CLS #2:GOTO 4140
4120 IF INKEY(46)>-1 THEN SOUND 1,100,10,5:GOTO 5590
4130 GOTO 4110
4140 PEN 1:LOCATE 1,25:PRINT "LEQUEL?(B,E,G,P,T)":SOUND 1,100,10,5
4150 IF INKEY(58)>-1 THEN UX=2:F#="Essence":GOTO 4210
4160 IF INKEY(54)>-1 THEN UX=3:F#="Banques":GOTO 4210
4170 IF INKEY(52)>-1 THEN UX=4:F#="Garages":GOTO 4210
4180 IF INKEY(27)>-1 THEN UX=5:F#="Polices":GOTO 4210
4190 IF INKEY(51)>-1 THEN UX=5:F#="B+E+G":GOTO 4210
4200 GOTO 4150

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4210 PEN 3:LOCATE 1,18:PRINT "POSITION=" :PEN 2:PRINT F#:CLS #3
4220 IF WW=1 THEN 3980
4230 FOR JX=1 TO 40:FOR IX=1 TO 40:IF UX<>5 THEN 4250
4240 IF AX(IX,JX)=1 OR AX(IX,JX)=2 OR AX(IX,JX)=3 THEN 4260
4250 IF AX(IX,JX)<>UX THEN 4280
4260 ORIGIN 0,0:MOVE IX*8+29,3,400-(JX*8+28):DRAW 0,-2,2:DRAW 2,0,2:DRAW 0,2,2
4270 SOUND 1,80,0,0,15
4280 NEXT IX:NEXT JX
4290 PEN 1:LOCATE 7,21:PRINT "autre":LOCATE 2,22:PRINT "positionnement ?":SOUND 1,100,10,6:WW=1:GOTO 4110

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4300 REM**INITIALISATION**
4310 SOUND 1,100,20,6:ERASE
AX,FX:DIM AX(40,40),FX(200)
4320 MODE 0:LOCATE 5,5:PRINT
"UN INSTANT":LOCATE 6,10:PRI
NT"LA VILLE":LOCATE 4,15:PRI
NT"SE CONSTRUIT"
4330 ENT 13,40,10,20:SOUND 1
,20,600,5,0,13
4340 ENT 12,100,-4,1
4350 A=180:E=180:D=1:F=20
4360 K=1:CS=1:BL=1:AG=0:CL=0
:KM=0:RS=1
4370 FOR IX=1 TO 80
4380 X=INT(RND*40)+1:Y=INT(R
ND*40)+1:IF AX(X,Y)<>0 THEN
4380
4390 IF X=20 AND Y=40 THEN 4
380
4400 AX(X,Y)=3:NEXT IX
4410 FOR IX=1 TO 80
4420 X=INT(RND*40)+1:Y=INT(R
ND*40)+1:IF AX(X,Y)<>0 THEN
4420
4430 IF X=20 AND Y=40 THEN 4
420
4440 AX(X,Y)=4:NEXT IX
4450 SOUND 129,0
4460 MODE 1:LOCATE 8,5:PRINT
"ENCORE UN PEU DE PATIENCE":
LOCATE 8,10:PRINT"LE BETON N
'EST PAS SEC !!!"
4470 SOUND 1,20,600,5,0,13
4480 FOR IX=1 TO 90
4490 X=INT(RND*40)+1:Y=INT(R
ND*40)+1:IF AX(X,Y)<>0 THEN
4490
4500 IF X=20 AND Y=40 THEN 4
490
4510 AX(X,Y)=2:NEXT IX
4520 FOR IX=1 TO 90
4530 X=INT(RND*40)+1:Y=INT(R
ND*40)+1:IF AX(X,Y)<>0 THEN
4530
4540 IF X=20 AND Y=40 THEN 4
530
4550 AX(X,Y)=1:NEXT IX
4560 X=20:Y=40:DF=1
4570 SOUND 129,0
4580 GOTO 1140
4590 REM** PRESENTATION *
4600 MODE 1:INK 0,0:INK 1,24
:INK 2,22:INK 3,16:PLOT 0,40
0,1:PAPER 0:BORDER 0
4610 a$=" Morad HAMDI " :P
EN 2
4620 FOR I=1 TO 16:B$=MID$(A
$,I,1):IF B$="" THEN 4660
4630 LOCATE 12+I,1:PRINT CHR
$(143):SOUND 1,100,6,6:FOR T
=1 TO 40:NEXT:LOCATE 12+I,1:
PRINT" ":FOR T=1 TO 40:NEXT
4640 LOCATE 12+I,1:PRINT CHR
$(143):SOUND 1,120,6,6:FOR T
=1 TO 40:NEXT:LOCATE 12+I,1:
PRINT" ":FOR T=1 TO 40:NEXT
4650 LOCATE 12+I,1:PRINT B$:
SOUND 1,80,6,6:FOR T=1 TO 14
0:NEXT
4660 NEXT I:FOR T=1 TO 600:N
EXT:LOCATE 20,3:PEN 1:PRINT"
ET":SOUND 1,80,10,6:FOR t=1
TO 600:NEXT:TAG
4670 FOR I=1 TO 21:SOUND 1,0
,3,6,0,0,10
4680 ORIGIN -160+(I*16),320:
PRINT" BUG INFO":ORIGIN 65E
-(I*16),320:PRINT"RMATIQUE "

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```

00
4970 IF INKEY(46)>-1 THEN 43
10
4980 GOTO 4960
4990 REM** REGLES DU JEU *
5000 INK 2,14:INK 3,16:MODE
1
5010 PEN 3:LOCATE 10,1:PRINT
"8 U T D U J E U":PEN 1:L
OCATE 1,4:PRINT"Au volant de
votre voiture vous vous":LO
CATE 1,5:PRINT"dirigez vers
Paris."
5020 PEN 2:LOCATE 1,7:PRINT"
Vous abordez une ville incon
nue":LOCATE 1,8:PRINT"Vous
devez la traverser du SUD au
NORD."
5030 PEN 3:LOCATE 1,10:PRINT
"DANS CETTE VILLE DE 1600 CA

```



Qui TROP  
EMBRASSE,  
CHOPE  
TOUTES LES  
SALOPERIES  
QUI PASSENT.

```

RREFOURS":LOCATE 1,11:PRINT"
SONT REPARTIS : "
5040 PEN 1:LOCATE 5,13:PRINT
"80 Banques":LOCATE 5,14:PRI
NT"80 Postes de police":LOCA
TE 5,15:PRINT"90 Garages":LO
CATE 5,16:PRINT"90 Postes d'
essence"
5050 PEN 2:LOCATE 1,18:PRINT
"POUR VOUS AIDER ":PEN 1:LO
CATE 1,20:PRINT"Boussole, ni
veau essence, niveau argent"
:LOCATE 1,22:PRINT"ALARMEs:e
ssence, argent, roue de seco
ursconsommation d'essence."
5060 LOCATE 6,25:PRINT"Press
ez (ESPACE) pour suite":SOUN
D 1,100,10,7
5070 KK=RND:IF INKEY(47)=-1
THEN 5070
5080 CLS:PEN 2:PRINT"POUR VO
US GENER ":PRINT:PEN 1:PRIN
T"Panne de boussole":PRINT"P
anne mecanique (consommation
double)":PRINT"Crevaison (u
ne seule roue de secours)"
5090 PRINT"Agression (attent
ion a votre argent)":PRINT"C
ontroler de police (etat du v
ehicule)":PRINT"Feux rouges
(a respecter)":PRINT
5100 PEN 3:PRINT" LES
ARRETS":PRINT:PEN 2:PRINT"B
ANQUE ":PEN 1:PRINT"Argent r
emis au maximum":PEN 2:PRINT
"ESSENCE":PEN 1:PRINT"Essenc
e remis au maximum (a payer
!)"
5110 PEN 2:PRINT"GARAGE":PEN

```

## LA VILLE INFERNALE

```

1:PRINT"Remise en etat du v
ehicule,":PRINT"reparation b
oussole et roue de secours":
PRINT"(a payer)
5120 PEN 2:PRINT"POSTE DE PO
LICE":PEN 1:PRINT"Arret obli
gatoire (controle)
5130 LOCATE 6,25:PRINT"Press
ez <ESPACE> pour suite":SOUN
D 1,100,10,7
5140 KK=RND:IF INKEY(47)=-1
THEN 5140
5150 CLS:PEN 3:PRINT"
FIN DU JEU":PRINT:PEN
2:PRINT"VOUS GAGNEZ SI ";:PE
N 1:PRINT"Vous ressortez de
la ville cote NORD":PRINT:PE
N 2:PRINT"VOUS PERDEZ SI ":
PEN 1:PRINT"-Vous tombez en
panne d'essence":PRINT"
5160 PRINT"-Vous n'avez pas
d'argent pour payer":PRINT"
(essence, reparations, contr
aventions)":PRINT
5170 PRINT"-Vous ecrasez un
policier":PRINT:PRINT"-Vous
etes fatigue (plus de 200 Km
)":PRINT:PRINT"-Vous ressort
ez cote SUD":PRINT:PRINT
5180 PEN 1:PRINT"En fin de p
artie, votre trajet vous est
devoile, avec possibilite d
e connaitre les emplacement
s des points d'arret.":PRINT
5190 LOCATE 6,25:PRINT"Press
ez <ESPACE> pour suite":SOUN
D 1,100,10,7
5200 KK=RND:IF INKEY(47)=-1
THEN 5200
5210 CLS:PEN 3:PRINT"
LES COMMANDES ":PRINT:
PRINT:PEN 2:PRINT"ALLER TOUT
DROIT ":PEN 1:PRINT"-flech
e haut ";CHR$(209):PRINT
5220 PEN 2:PRINT"TOURNER A G
AUCHE ":PEN 1:PRINT"-fleche
gauche ";CHR$(210):PRINT:PE
N 2:PRINT"TOURNER A DROITE ":
PEN 1:PRINT"-fleche droite
";CHR$(211):PRINT
5230 PEN 2:PRINT"ARRET ":PE
N 1:PRINT"-fleche bas ";CHR$
(212):PRINT"-touche <COPY>":
PRINT"-touche <ESPACE>":PRIN
T
5240 PEN 2:PRINT"RETOUR AU J
EU ":PEN 1:PRINT"-touche <C
OPY>":PRINT"-touche <ESPACE>
":PRINT
5250 PEN 3:PRINT" Utilisat
ion possible du JOYSTICK":PE
N 1
5260 LOCATE 6,25:PRINT"Press
ez <ESPACE> pour suite":SOUN
D 1,100,10,7
5270 KK=RND:IF INKEY(47)=-1
THEN 5270
5280 CLS:PEN 3:PRINT"
QUELQUES CONSEILS":PRINT:
PRINT:PEN 2:PRINT"-Passez so
uvent au garage":PEN 1:PRINT
"reparation garantie pour 10
a 15 Km":PRINT
5290 PEN 2:PRINT"-Surveillez
vos alarmes":PEN 1:PRINT"ar
gent ";:PEN 3:PRINT CHR$(211
);:PEN 1:PRINT" insuffisant
pour reparation":PRINT"essen
ce ";
5300 PEN 3:PRINT CHR$(211);:
PEN 1:PRINT" 10 Km avant pan
ne":PEN 3:PRINT"consommation ";:PE
N 3:PRINT CHR$(211);:PEN 1:P
RINT" essence a surveiller"
5310 PRINT"roue secours ";:P
EN 3:PRINT CHR$(211);:PEN 1:
PRINT" roue de secours creve
e"
5320 PRINT:PEN 2:PRINT"-N'he
sitez pas a utiliser":PRINT"
papier et crayon":PEN 1:PRI
NT"le nord est vite perdu":P
RINT
5330 PEN 3:PRINT"-GARDEZ VOT
RE CALME":PEN 1:PRINT"les fe
ux sont souvent defavorables
":PRINT:PRINT:PEN 3
5340 PRINT" B O N N E
R O U T E":PEN 1
5350 LOCATE 11,25:PRINT"Pres
sez <ESPACE>":SOUND 1,100,10
,7
5360 KK=RND:IF INKEY(47)=-1
THEN 5360
5370 GOTO 4310
5380 REM- AIRS MUSICAUX --
5390 RESTORE 5500:TT=1:NN=2:
GOTO 5430
5400 RESTORE 5480:TT=2:NN=3:
GOTO 5430
5410 RESTORE 5540:TT=2:NN=3:
GOTO 5430
5420 RESTORE 5560:TT=2.5:NN=
2:GOTO 5430
5430 READ N1,T1:T1=T1*TT:N1=
N1*NN
5440 IF N1<0 THEN 5470
5450 SOUND 1,N1,T1,5:SOUND 2
,N1*0.5,T1,7:SOUND 4,N1*0.25
,T1,5
5460 FOR I=1 TO T1:NEXT:SOUN
D 7,0,1:GOTO 5430
5470 FOR I=1 TO 1000:NEXT:RE
TURN
5480 DATA 80,30,53,10,60,20,
95,10,95,10,95,20,100,10,95,
10,71,20,80,20,80,20,80,10,6
0,10,60,10,95,10,95,10,80,10
,106,60,71,10,71,10,71,30,89
,10,71,10,63,10
5490 DATA 60,10,53,10,60,10,
80,10,60,10,45,10,47,20,80,1
0,89,10,95,30,80,10,106,30,8
0,10,119,60,-1,-1
5500 DATA 71,15,75,5,71,20,7
1,20,89,20,89,20,119,20,119,
20,0,20,71,15,75,5,71,20,71,
20,89,20,89,20,106,20,0,40,8
0,10,71,10,60,20,119,20,119,
20,80,10,71,10,60,20
5510 DATA 119,20,119,20,0,10
,71,10,60,20,67,20,71,20,80,
20,71,60
5520 DATA 71,15,75,5,71,20,7
1,20,89,20,89,20,119,20,119,
20,0,20,71,15,75,5,71,20,71,
20,89,20,89,20,106,20,0,40,8
0,10,71,10,60,20,119,20,119,
20,80,10,71,10,60,20
5530 DATA 119,20,119,20,0,10
,71,10,60,20,67,20,71,20,80,
20,89,60,-1,-1
5540 DATA 60,20,71,10,53,10,
60,20,71,20,60,10,60,10,71,1
0,53,10,60,20,71,20,71,10,71
,10,60,10,60,10,45,10,45,10,

```



```

60,20,60,20,71,10,53,10,60,2
0,71,20,67,10,67,10,60,10,60
,10,40,10,40,10,60,20
5550 DATA 67,10,67,10,80,10,
60,10,67,20,80,20,71,10,71,1
0,60,10,60,10,45,10,45,10,60
,10,60,10,67,10,67,10,60,10,
60,10,40,10,40,10,60,10,60,1
0,60,20,71,10,53,10,60,20,71
,20,60,10,60,10,71,10,53,10,
60,20,71,20,-1,-1
5560 DATA 80,20,60,30,63,10,
71,20,80,20,80,30,89,10,89,3
0,71,10,53,30,60,10,63,10,71
,10,80,10,89,10,80,60,47,20,
47,30
5570 DATA 45,10,47,20,53,20,
53,30,60,10,60,30,71,10,53,3
0,47,10,53,20,60,20,60,20,63
,20,71,20,80,20,60,30,63,10,
71,20,80,20,80,30,89,10,89,3
0
5580 DATA 71,10,53,30,60,10,
63,10,71,10,80,10,89,10,80,6
0,47,20,47,30,45,10,47,20,53
,20,53,30,60,10,60,20,71,20,
60,30,53,10,60,10,63,10,71,1
0,63,10,60,60,-1,-1
5590 REM- NOUVELLE PARTIE -
5600 MODE 0:LOCATE 4,4:PRINT
"VOULEZ-VOUS":LOCATE 6,10:PR
INT"REFAIRE":LOCATE 4,16:PRI
NT"UN PARCOURS ?"
5610 SOUND 1,100,20,6
5620 IF INKEY(34))>-1 THEN 56
50
5630 IF INKEY(46))>-1 THEN 57
00
5640 KK=RND:GOTO 5620
5650 MODE 0:LOCATE 5,4:PRINT
"VOULEZ-VOUS":LOCATE 9,10:PR
INT"LA":LOCATE 4,16:PRINT"PR
ESSENTATION ?"
5660 SOUND 1,100,20,6
5670 IF INKEY(34))>-1 THEN 50
UND 1,100,20,6:RUN
5680 IF INKEY(46))>-1 THEN 43
10
5690 KK=RND:GOTO 5670
5700 MODE 0:LOCATE 5,8:PRINT
"AU REVOLUR":LOCATE 5,12:PRIN
T"A BIENTOT":LOCATE 5,16:PRI
NT"J'ESPERE !"
5710 GOSUB 5420:GOSUB 5410:G
OSUB 5400:GOSUB 5390:RUN

```

# AUTOCAR

Cet utilitaire loin d'être inutile, risque de vous être de quelque utilité.

Robert CABANE

## Mode d'emploi :

Tapez et sauvegardez à la suite ces trois programmes. Le second et le troisième, doivent être sauveés respectivement sous les noms de "AUTOCAR1" et "AUTOCAR2". Cet utilitaire permet entre autres, de disposer de mots clés Basic par CTRL + touche, de redéfinir des caractères, d'obtenir 3 vitesses de sauvegarde etc... Les indications nécessaires sont incluses.

### ....listing 1....

```
10 //////////////////////////////////////////////////
    CHARGEUR AUTOCAR
    //////////////////////////////////////////////////
40 MODE 0:LOCATE 1,12:PRINT"
L'AUTOCAR ARRIVE...":POKE &A
E81,79:POKE &AE82,8:POKE &AE
83,82:POKE &AE84,8:RUN"!AUTO
CAR1"
```

### ....listing 2....

```
200 DEFINT a-z:CLS:PRINT"INI
TIALISATIONS",,,"PATIENCE !
210 DATA 22,0,0,0,164,32,141
,32,25,78,44,15,44,25,10,44,
25,10,44,25,10,0,33,0,0,0,20
7,32,25,255,44,25,10,44,25,2
0,44,25,30,44,25,40,44,25,50
,44,25,60,44,25,70,44,25,80,
0
220 FOR R=0 TO 31:RESTORE 21
0:FOR D=0 TO 21:READ S:POKE
368+22*R+D,S:NEXT:FOR D=0 TO
32:READ S:POKE 1072+33*R+D,
S:NEXT:POKE 370+22*R,R+1:POK
E 1074+33*R,R+33:NEXT
230 POKE &AE81,111:POKE &AE8
2,1:RESTORE 230:FOR t=0 TO 9
:READ s:POKE &A000+t,s:NEXT:
CALL &A000:DATA &11,&7f,&be,
&21,0,1,&cd,&15,&bb,&cd
240 RESTORE 50040:FOR h=0 TO
31:READ a$:KEY h,a$:NEXT
250 KEY 26,"list ":KEY 31,"e
dit "
260 KEY 152,"cat"+CHR$(13)
270 DATA 64,65,57,56,49,48,4
1,40,33,25
280 RESTORE 270:FOR r=1 TO 1
0:READ h:m=PEEK(&B34C+h):POK
E &B34C+h,PEEK(&B39C+h):POKE
&B39C+h,m:NEXT
290 RESTORE 290:FOR r=0 TO 9
:READ g:KEY DEF g,1,r+48,r+4
8:NEXT:DATA 15,13,14,5,20,12
,4,10,11,3
300 KEY DEF 79,1,127,127,20:
FOR I=0 TO 3:KEY DEF 72+I,1,
240+I:NEXT:KEY DEF 76,1,&E0:
KEY DEF 77,1,&E0:KEY DEF 24,
1,43,94:KEY DEF 17,1,60:KEY
DEF 19,1,62:KEY DEF 22,1,47,
92:KEY DEF 30,1,63,63:KEY DE
F 32,1,45,48:KEY DEF 7,1,46,
46:KEY DEF 6,1,13,13
310 DATA 11,251,10,165,174,1
71,181,163,250,154,175,164,1
```

```
73,169,170,168,134,18,8,23,1
72,-1,28,-1,-1,158,7,14,5,14
9,152,1,142,151,15,138,148,1
47,31,179,133,132,137,141,14
5,146,150,153,131,130,136,18
1,144,143,177,176,129,157,15
9,156,128,196
320 DATA -1,-1,155,-1,-1,139
,135,140,-1,180
330 RESTORE 310
340 FOR t=0 TO 71:READ a:IF
a<0 THEN 350 ELSE POKE &B3EC
+t,a
350 NEXT
360 SYMBOL AFTER 32:SYMBOL 1
81,&30,8,&66,&66,&66,&66,&3E
370 SYMBOL 175,6,8,60,102,12
6,96,60:SYMBOL 172,0,0,60,10
2,96,62,8,24:SYMBOL 169,96,1
6,120,12,124,204,118:SYMBOL
165,24,36,90,24,24,24,60:SYM
BOL 164,60,66,0,102,102,102,
60:SYMBOL 173,0,0,118,217,22
3,216,119:SYMBOL 196,16,56,4
0,108,68,198,130,254
380 SYMBOL 168,96,16,60,102,
126,96,60:SYMBOL 174,60,102,
129,60,102,102,60:SYMBOL 170
,118,220,0,220,102,102,102:6
YMBOL 171,56,68,186,12,124,2
04,118:SYMBOL 163,60,66,189,
102,126,96,60:SYMBOL 180,0,0
,30,48,28,48,30:SYMBOL 178,0
,102,60,24,60,36,60,24
390 MODE 1:CHAIN MERGE"autoc
ar2",50040,DELETE 200-390
50040 DATA sound,left$(,mid$
(chr$(,str,plot,cls,then,ret
urn,renum,input,poke,auto,s
peed,draw,for,gosub,goto,ink
ey$,key,locate,pos,next,move
,cat,run,list,peek(window,r
ight$(,test(edit
```

### ....listing 3....

```
100 GOTO 50400
200 DELETE 100-
50000 //////////////////////////////////////////////////
    AUTOCAR
    //////////////////////////////////////////////////
50400 RESTORE 50400:FOR r=1
TO 12:READ c:c=c+CHR$(c):N
EXT:adr!=PEEK(@c#+1)+256*PEE
K(@c#+2):DATA &dd,&7e,0,&2e,
30,&cd,&12,&bb,&32,0,&b8,&c9
50405 cd=78:sw=2
50580 //////////////////////////////////////////////////
    PROGRAMME PRINCIPAL
50640 MODE 2:PRINT"Votre AMS
```

```
TRAD vient d'avoir son clavi
er modifi"CHR$(175)":PRINT
:PRINT"1) Les symboles ! "+C
HR$(34)+" # $ % & ' ( ) - =
s'obtiennent en MINUSCULES.
":PRINT
50660 PRINT"2) Les signes (
) sont remplac"CHR$(175)"s
respectivement par < > en MIN
USCULES":PRINT
50680 PRINT"3) Autres modifi
cations: les slashes \ / sont
sur la m"CHR$(163)"me touch
e; ? fonctionne en"minuscül
es et majuscules; + peut s'o
btenir en minuscules "CHR$(1
68)" la place de la livre.":
PRINT"4) On obtient avec CTR
L...
50720 RESTORE 50720:DIM E$(3
2):FOR t=1 TO 32:READ A$:E$(
T)=A$:NEXT:RESTORE 50040:DAT
A s,$,%,&,'(,clr,tab,r,u,i,
q,a,y,-,f,g,h,j,k,l,*n),?,
espace,copy,!,w,#,=,e
50760 FOR t=1 TO 32:READ A$:
IF a$="" THEN 50800
50780 PRINT E$(T)" "CHR$(1)C
HR$(9)" ";PRINT a$,
50800 NEXT:ERASE E$:WINDOW#3
,1,45,20,25
50820 PRINT:PRINT"5) D
'autres touches avec CTRL do
nnent divers caract"CHR$(168
)"res.On obtient avec CTRL:"
:FOR t=0 TO 65:ca=PEEK(&B3EC
+t):IF ca(128 OR ca)159 AND
ca(>255 THEN PRINT#3,CHR$(1)
CHR$(PEEK(&B34C+t))":CHR$(1
)CHR$(ca)" ";
50860 NEXT
50900 //////////////////////////////////////////////////
MENU//
50920 WINDOW #1,48,80,20,25:
PEN #1,0:PAPER #1,1
50925 menu$=" MENU:"+SPACE$(
28)+"1: Sortie"+SPACE$(24)+"
2: Touches de fonction,mots-
cl"+CHR$(175)+"s 3: Faire un
nouveau caract"+CHR$(168)+"
re 4: Jeu de caract"+CHR$(
168)+"res,clavier 5: Re
voir l'introduction "
50940 GOSUB 61630:ON b GOSUB
52150,60210,60520,60920,510
40
51020 IF op=0 THEN 50920 ELS
E op=0:CLS:GOTO 50640
51040 op=1:RETURN
52000 //////////////////////////////////////////////////
SORTIE//
```

# AUTOCAR

```

52150 CLS #1:menu$=" OPTIONS
:"+SPACE$(25)+"1: Sortie"+SP
ACE$(24)+"2: Menu"+SPACE$(26
)+"3: Sauvegarde"+SPACE$(20)
+"4: Vitesse de sauvegarde
5: Destruction"+SPACE
$(18)
52180 GOSUB 61630:ON b GOSUB
52200,52210,52220,52240,522
70
52190 IF b=4 THEN 52150 ELSE
50920
52200 MODE 2: END
52210 RETURN
52220 PRINT#3,"Appuyez sur R
EC et PLAY puis sur ENTER
52230 IF SW=2 THEN POKE &B8D
1,7:POKE &B8D2,30 ELSE SPEED
WRITE SW
52234 SAVE "AUTOCAR2":CLS#3:
ENT 1,120,-4,1:SOUND 1,500,1
20,7,0,1:RETURN
52240 menu$=" VITESSES DE SA
UVEGARDE: 1: Lente"
+SPACE$(25)+"2: Rapide"+SPAC
E$(24)+"3: Ultra-rapide"+CHR
$(20):GOSUB 61630:IF b>3 THE
N 52240 ELSE sw=b-1:B=4:RETU
RN
52270 MODE 2:POKE 2145,33+xx
:GOTO 200
60200 "TOUCHES-FONCTION
S,MOTS-CLÉS.....cd:nombr
e de caract.disponibles
60210 CLS:WINDOW#2,1,45,1,25
:b=0:menu$=" OPTIONS:"+SPAC
E$(24)+"1:Faire de la place,
annuler 2:Faire une cha
"+CHR$(165)+"ne d'expansion
3:Menu"+CHR$(20)
60220 WHILE b<3:GOSUB 61630:
IF b<3 THEN CN$="":GOSUB 603
00
60230 WEND:RETURN
60300 ON b GOSUB 60400,60450
:IF LEN(CN$)>MAX(cd,1)THEN P
RINT#2,"Trop long":RETURN EL
SE GOSUB 61610:K=PEEK(&B3EC+
nt):IF K<128 OR K>159 THEN P
RINT#2,"Pas de caract"CHR$(1
68)"re d'expansion ici.":RET
URN ELSE CALL adr!:K:KEY K,c
n$:cd=cd+PEEK(&B800)-LEN(CN$
)
60310 RETURN
60400 PRINT#2,"Il y a"cd"car
act"CHR$(168)"res disponible
s.":PRINT#2,"Pour en avoir p
lus,il faut annuler.":RETURN
60450 PRINT#2,"Cha"CHR$(165)
"ne d'expansion":INPUT#2,cn
$:FOR F=1 TO 200:NEXT:RETURN
60500 "SYMBLES
60510 SYMBOLES
60520 FOR N=1 TO 500:NEXT:MO
DE 1:PEN 1:PRINT"D"CHR$(175)
"placer le curseur avec les
fl"CHR$(168)"ches;":PRINT"Tr
acer avec COPY, effacer avec
DEL":LOCATE#2,1,3:GOSUB 615
90:LOCATE 1,7
60530 PRINT "AGRANDISSEMENT
MODELE ";:LOCATE 2,
20:PRINT"Joystick identique
aux fl"CHR$(168)"ches": MOVE
25,121: DRAWR 141,0: DRAWR
0,141: DRAWR -141,0:DRAWR 0,
-141
60540 K=2:INK 0,0:INK 1,26:I

```

```

NK 2,12,0:PAPER 2:LOCATE 3,1
0:PRINT "CHR$(8);:w=0:PLOT
400,200,1:DRAWR 26,0,1:DRAWR
0,-22,1:DRAWR -26,0,1:DRAWR
0,22,1:MOVE 406,196
60550 WHILE w<>13 AND w<>32
AND w<>16:W$="":WHILE W$="":
W$=INKEY$:WEND:w=ASC(W$)
60560 W=ASC(W$):IF W=&7F T
HEN K=0 ELSE IF w=&E0 THEN k
=1
60570 IF w>&EF AND w<&F8 T
HEN GOSUB 60660 ELSE IF w=&7
F OR w=&E0 THEN PAPER K:
PRINT "CHR$(8);:PLOTR 0
,0,K
60580 WEND
60590 PAPER 0:PEN 1:IF w=16
THEN MODE 2:RETURN ELSE LOCA
TE 1,20:PRINT"Num"CHR$(175)"
ro du nouveau caract"CHR$(16
8)"re (sup)CHR$(175)"rieur "
CHR$(169)" 32) ";:INPUT nv:I
F nv<32 THEN 60590
60600 ORIGIN 406,196:GOSUB 6
1460:MODE 2
60610 "SYMBOL: nv=nu
mero..xx=nombre de symboles
faits..w=32:valider"
60620 IF w=16 THEN RETURN EL
SE IF w=32 THEN SYMBOL nv,t(
0),t(1),t(2),t(3),t(4),t(5),
t(6),t(7):RETURN ELSE IF xx=
32 THEN PRINT"PLUS DE PLACE!
":RETURN
60630 PRINT"C'est fait,en li
gne num"CHR$(175)"ro";xx+33;
"On peut encore programmer"3
1-xx"caract"CHR$(168)"res":P
OKE 1079+33*xx,nv
60640 FOR u=0 TO 7:POKE 1082
+33*xx+3*u,t(u):NEXT:xx=xx+1
:RETURN
60650 "Mouvement du curseur"
60660 W=W-&EF:IF w>4 THEN w=
w-4
60670 IF K=2 THEN PAPER 0:PR
INT "CHR$(8);
60680 PAPER 2:K=2
60690 ON w GOSUB 60710,60760
,60810,60860
60700 PRINT CHR$(8);:RETURN
60710 IF YPOS<195 THEN 60740
60720 IF TESTR(0,0)=1 THEN P
APER 1:k=3
60730 PRINT " ";:RETURN
60740 MOVER 0,2:IF TESTR(0,0
)=0 THEN PRINT CHR$(11)" ";E
LSE PRINT CHR$(11)CHR$(9);:K
=3
60750 RETURN
60760 IF YPOS>183 THEN 60790
60770 IF TESTR(0,0)=1 THEN P
APER 1:k=3
60780 PRINT " ";:RETURN
60790 MOVER 0,-2:IF TESTR(0,
0)=0 THEN PRINT CHR$(10)" ";
ELSE PRINT CHR$(10)CHR$(9);:
K=3
60800 RETURN
60810 IF XPOS>407 THEN 60840
60820 IF TESTR(0,0)=1 THEN P
APER 1:k=3
60830 PRINT " ";:RETURN
60840 MOVER -2,0:IF TESTR(0,
0)=0 THEN PRINT CHR$(8)" ";E
LSE K=3
60850 RETURN

```

# DEULIGNE

Bidouillez la ROM après cette recopie en RAM et faites vos routines.

```

1 MODE 1: CLEAR: INPUT "
ADR.DEF.ROUT.";A$:INPU
T "LONGUEUR";B$:INPUT
"ADR.IMP.";C$:FOR X=&A
060 TO &A073:READ P:FO
KE X,P:NEXT:POKE &A069
,VAL("&"+RIGHT$(A$,2))
:POKE &A06A,VAL("&"+LE
FT$(A$,2)):POKE &A06C,
VAL("&"+RIGHT$(C$,2)):
POKE &A06D,VAL("&"+LEF
T$(C$,2))
2 POKE &A06F,VAL("&"+R
IGHT$(B$,2)):POKE &A07
0,VAL("&"+LEFT$(B$,2))
:IF VAL("&"+A$)<0 THEN
POKE &A0E1,&B5:CALL &
A0E0 ELSE POKE &A0E1,&
B9:CALL &A0E0:DATA &01
,&B9,&7F,&ED,&49,&D9,&
AF,&08,&21,&00,&00,&11
,&00,&00,&01,&00,&00,&
ED,&B0,&C9

```

MIEUX VAUT SE  
PERDRE QUE DE  
SE TROUVER  
CON.



```

60860 IF XPOS<419 THEN 60890
60870 IF TESTR(0,0)=1 THEN P
APER 1:k=3
60880 PRINT " ";:RETURN
60890 MOVER 2,0:IF TESTR(0,0
)=0 THEN PRINT CHR$(9)" ";EL
SE PRINT CHR$(9)CHR$(9);:K=3
60900 RETURN
60910 'CARACTERES-CLAVIER'
60920 FOR n=1 TO 500:NEXT:MO
DE 1:INK 0,0:INK 1,25:INK 2,
5,19: PRINT " CHR$(10)CH
R$(150)CHR$(154);:FOR I=0 TO
15:PRINT CHR$(154)CHR$(8)CH
R$(11)HEX$(I)CHR$(10)CHR$(15
4);:NEXT
60930 FOR t=0 TO 15:PRINT"
HEX$(t)" "CHR$(149)" ";:FO
R s=0 TO 15:PRINT CHR$(1)+CH
R$(t*16+s)" ";:NEXT:NEXT
60940 a$="":GOSUB 61410
60950 WHILE a$<>"":a$=UPPER
$(INKEY$)
60960 IF a$=CHR$(13) THEN

```

```

CLS#2:GOSUB 61060:GOSUB 614
10
60970 IF a$<"G" AND a$>"/
" THEN GOSUB 61020
60980 IF a$="I" OR a$="T"
OR a$="R" THEN GOSUB 61140:
GOSUB 61410
60990 WEND
61000 MODE 2:PEN 1:RETURN
61010 'Conversion.....
.....entree:a$'
61020 LOCATE #2,33,2:PRINT #
2,"&"+a$+" ": LOCATE #2,
35,2
61030 b$=INKEY$:IF b$<"0" OR
b$>"f" THEN 61030 ELSE c$=
"&"+A$+B$:PRINT #2,UPPER$(b$
) "=";: PRINT #2,USING "###";
VAL(c$);
61040 PRINT #2,CHR$(11)CHR$(
11);:RETURN
61050 'Clavier'
61060 c=0:t=0:GOSUB 61610:RE
STORE 61070:FOR r=1 TO 13:RE
AD m:IF nt=m THEN PRINT#2,"C
e choix peut avoir des effet
s ennuyeux!":GOSUB 61710:CAL
L &BB18
61070 NEXT:DATA 0,1,2,8,9,16
,18,21,23,47,66,70,79
61080 GOSUB 61710:CLS#2:PRIN
T#2,"C'est la touche"nt":L
OCATE#2,1,4:PRINT#2,"normal.
.. shift... ctrl...":
PEN#2,2:LOCATE#2,11,4:PRINT#
2,"?"CHR$(8);:PEN#2,1:cx=3:G
OSUB 61230
61090 GOSUB 61580
61100 IF w=16 THEN PRINT CHR
$(8) " ";:CLS #2:RETURN ELSE
IF w=32 THEN KEY DEF nt,1,U(
3),U(2),U(1):PRINT CHR$(8) "
";:CLS #2:RETURN ELSE IF w<
13 THEN 61090
61110 IF zz>31 THEN CLS #2:P
RINT #2,"**PLUS DE PLACE!**"
:CALL &BB18:PRINT #0,CHR$(8)
" ";:CLS #2: RETURN
61120 CLS #2:PRINT #2:PRINT
#2,"C'est fait,en ligne num"
CHR$(175)"no";zz+1:PRINT #2,
"Dn peut encore programmer"3
1-zz"touches":CALL &BB18:CLS
#2:PRINT #0,CHR$(8) " ";
61130 POKE 377+22*zz,nt:POKE
382+22*zz,U(3):POKE 385+22*
zz,U(2):POKE 388+22*zz,U(1):
zz=zz+1: RETURN
61140 'Modifications de
caracteres...a$=choix'
61150 CLS #2:IF a$="T" THEN
PRINT#2,"A gauche:1, "CHR$(1
69)" droite:2, t"CHR$(163)"t
e en bas:3":d$="":WHILE d$<
"1"OR d$>"3":d$=INKEY$:WEND:
d$=VAL(d$)
61160 CLS#2:PRINT#2,"Quel ca
ract"CHR$(168)"re ?":LOCATE#
2,1,4:PRINT#2,"?"CHR$(8);:cx

```

```

=1:ORIGIN 0,62:GOSUB 61230
61170 IF a$="I" THEN GOSUB 6
1440 ELSE IF a$="R" THEN GOS
UB 61520 ELSE ON d GOSUB 614
80,61500,61540
61175 PRINT#2,CHR$(30)"Place
attribu"CHR$(175)"e au nouv
eau caract"CHR$(168)"re ?"F
aire de m"CHR$(163)"me. ESPA
CE: garder la place."cx=1:P
RINT#2,CHR$(21):X1=X:Y1=Y:GO
SUB 61230:PRINT#2,CHR$(6):nv
=16*Y+X-51:IF MM=-207 THEN n
v=16*Y1+X1-51:LOCATE X1+5,Y1
61180 IF nv<32 THEN 61175 EL
SE PRINT CHR$(8) " ";:LOCATE#
2,1,5:GOSUB 61580:WINDOW SWA
P 2:CLS:GOSUB 60610:WINDOW S
WAP 2
61190 IF w=32 THEN PRINT CHR
$(nv) ELSE IF w=13 THEN CALL
&BB18
61200 CLS#2:RETURN
61210 '
61220 ' FLECHE..cx=NOMBRE DE
SELECTIONS..U(0),U(1)..=CAR
ACTERES CHOISIS
61230 X=3:Y=3:po=POS(#2):vp=
VPOS(#2):PRINT#2,CHR$(30)" .D
"CHR$(175)"placer la fl"CHR$(
168)"che,COPY pour choisir,
";:IF cx=3 THEN PRINT#2,"ESP
ACE pour ne pas changer"
61235 LOCATE#2,1,7:PRINT#2,"
Joystick identique aux fl"CHR
$(168)"ches."":LOCATE#2,po,
vp
61240 PEN 2
61250 WHILE cx:MM=5
61260 WHILE MM>0:ON MM GOS
UB 61360,61370,61380,61390,6
1350
61270 LOCATE 2*X+1,Y: P
RINT CHR$(243);:F$=""
61280 WHILE F$="":F$=IN
KEY$:WEND
61290 PRINT CHR$(8) " ";
:MM=ASC(F$)-&EF
61300 WEND
61310 IF mm=-15 THEN U(cx)
=16*(Y-3)+X-3 ELSE U(cx)=PEE
K(&B43C+nt-80*cx)
61320 PRINT #2,CHR$(1)CHR$(
U(cx));:cx=cx-1
61330 IF cx THEN LOCATE #2
,47-12*cx,4:PEN #2,2:PRINT#2
,"?"CHR$(8);:PEN #2,1
61340 WEND
61350 RETURN
61360 Y=MAX(Y-1,3):RETURN
61370 Y=MIN(Y+1,18):RETURN
61380 X=MAX(X-1,3):RETURN
61390 X=MIN(X+1,18):RETURN
61400 ' Menu auxiliaire
61410 WINDOW #2,1,40,19,25:P
RINT #2,"Menu...ESPACE ": PR
INT #2,"Conversion d"CHR$(17
5)"cimale..forme hexa?";
61420 PRINT#2,"Changer l'eff

```

```

et d'une touche...ENTER","In
verser un caract"CHR$(168)"
re...I","Tourner un caract
"CHR$(168)"re...T","Reverse
r un caract"CHR$(168)"re...R
":RETURN
61430 ' Inversion
61440 FOR i=0 TO 7:FOR j=0 T
O 7:mat(i,j)=1-TEST(i+i,-j-j
):NEXT:NEXT:GOTO 61560
61450 ' Copie
61460 FOR i=0 TO 7:FOR j=0 T
O 7:mat(i,j)=TEST(i+i,-j-j):
NEXT:NEXT:GOTO 61560
61470 ' Gauche
61480 FOR i=0 TO 7:FOR j=0 T
O 7:mat(i,j)=TEST(14-j-j,-i
-i):NEXT:NEXT:GOTO 61560
61490 ' Droite
61500 FOR i=0 TO 7:FOR j=0 T
O 7:mat(i,j)=TEST(j+j,i+i-14
):NEXT:NEXT:GOTO 61560
61510 ' Retournement
61520 FOR i=0 TO 7:FOR j=0 T
O 7:mat(i,j)=TEST(14-i-i,-j
-j):NEXT:NEXT:GOTO 61560
61530 ' Tete en bas
61540 FOR i=0 TO 7:FOR j=0 T
O 7:mat(i,j)=TEST(14-i-i,j+j
-14):NEXT:NEXT:GOTO 61560
61550 ' Lecture'
61560 FOR z=0 TO 7:t(z)=0:FO
R e=0 TO 7:t(z)=t(z)+(mat(e,
Z))*(2^(7-e)):PLOT 2*e,-2*Z,
mat(e,Z):NEXT:NEXT:RETURN
61570 ' Valider,program
mer,ou annuler?...w=32,13,ou
16,selon'
61580 GOSUB 61590:J$="":WHIL
E j$="":J$=INKEY$:WEND:w=ASC
(j$):RETURN
61590 PRINT#2,TAB(9)"Valider
.....ESPACE"TAB(9)"Programm
er...ENTER"TAB(9)"Annuler...
..CLR"SPC(8):FOR p=1 TO 300
:NEXT:RETURN
61600 ' Guet
ter le clavier...nt:numer
o de la touche pressee'
61610 GOSUB 61710:PRINT#2,TA
B(1);"Appuyer sur la touche
voulue."sc=0:WHILE sc=0:t=(
t+1)MOD 10:sc=PEEK(&B4EB+t):
WEND:nt=8*t+LEN(BIN$(sc))-1:
RETURN
61620 ' Afficher menu...
.....b=choix effectue'
61630 PRINT #1,CHR$(30)+MENU
$:LOCATE 47,20:PRINT CHR$(2
43);:GOSUB 61710:b=0:WHILE b
<1 OR b>5:b=VAL(INKEY$+".0")
:WEND:PRINT CHR$(8) " ":RETUR
N
61700 ' Vider le
tampon d'entree'
61710 FOR h=1 TO 30:hh$=INKE
Y$:NEXT:RETURN

```



# FAINÉANTS ET SPÉCIALISTES DES BUGS RÉJOUISSÉZ-VOUS !

**Vous êtes fatigué ? Vos doigts sont coincés sur le clavier de votre Amstrad ? Hebdogiciel a pensé à vous : Achetez les programmes sur K7 !**

**K7 n°1** - INTÉRIEUR  
- MASTER  
- L'ÂGE DE PIERRE

**K7 n°2** - ÉLECTRIC RUNNER  
- GOB PUZZLE  
- AUTOCAR  
- TRIDI  
- MÉTÉORES

**K7 n°3** - LA VILLE INFERNALE  
- 3D MORPION  
- DONALD ET RIRI  
- OTHELLO

**K7 n°4** - MOON CONTROL  
- LA BOULE INFERNALE  
- SOUCOUBE  
- BURGER

**K7 n°5** - SCROUNCH  
- ALIEN  
- TEMPLE MAUDIT  
- CUBERT

**K7 n°6** - STAR FIGHT  
- JUMP MAN  
- MONKEY KING  
- MEYNAUPÈDE  
- PLANÈTE DEFENDER

ON NE FAIT PAS  
D'OMELETTES SANS  
CASQUER LE PRIX  
DES ŒUFS.



**Les prix ? Très beaux, pas chers : 25 balles la cassette et 100 francs les 6. Et on paye le port. C'est pas beau ça ?**

**Adressé à : hebdogiciel**

**24 RUE BARON 75017 PARIS**

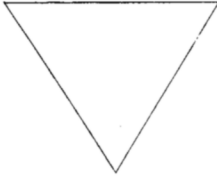
**Je désire recevoir les cassettes des programmes du spécial Amstrad Hebdogiciel au prix de 25F. pièce.**

NOM : .....  
Prénom : .....  
Adresse complète : .....

N°1     N°2     N°3     N°4     N°5     N°6     les 6 pour 100 F.   
TOTAL..... F.

cocher le(s) n° de(s) la K7 désirée(s)

Règlement joint :  chèque  CCP.



Cataloguez vos disquettes en beauté avec ce deuligne splendide.

```
1 CLS:DEF FNF(A)=(PEEK(A)+256*PEEK(A+1)):INP
UT"USER:";US:USER;US:
CAT:INPUT"NUM:";N$:FOR
I=1 TO LEN(N$):POKE &
BEFF+I,ASC(MID$(N$,I,1
)):NEXT:DATA 06,05,21,
0,BF,11,28,23,CD,77,BC
,C9:FOR I=60 TO 71:REA
D A$:POKE I,VAL("&"+A$
):NEXT:POKE 61,LEN(N$)
:CALL 60
2 A$(1)="BIN":A$(3)="B
AS":MODE 1:PRINT"NUM:"
;:FOR I=&A756 TO &A764
:PRINT CHR$(PEEK(I));:
NEXT:PRINT,"USER:";PEE
K(&A755):T=3-PEEK(&A76
7):PRINT;"TYPE:";A$(T)
:PRINT"EXEC:";FNF(&A76
F):PRINT"LONG:";FNF(&A
76D):PRINT"DEBUT:";FNF
(&A76A):CALL &BB18:RUN
```

Voilà des caractères d'une taille surprenante compte tenu du mode d'affichage. Une bidouille aussi utile que drôle.

```
10 MODE 1:INK 1,18:INK
0,0:PEN 1:PAPER 0:LOC
ATE 7,12:PRINT"hebdogi
ciel":LOCATE 5,14:PRIN
T"c'est cable !!!"
20 CALL &BC06,&40:MODE
2:CALL &BC06,&C0
```

Savez-vous écrire dans le mode, dans le mode, savez-vous écrire dans le mode 0 en pointillé ? Le deuligne oui !

```
1 MODE 1:PEN 1:PRINT"E
CRITURE MODE 1":POKE &
B1C8,0:POKE &B1CF,197:
POKE &B1D0,61:POKE &B2
8B,19:PRINT"ECRITURE E
N MODE 0 EN PEN 1 SEUL
EMENT":POKE &B1CF,66:P
OKE &B1D0,20:PRINT"MOD
E 0 POINTILLE"
2 POKE &B1C8,1:POKE &B
1CF,136:POKE &B1D0,68:
POKE &B28B,39:PRINT"RE
TOUR MODE 1"
```

Ne vous laissez pas impressionner par le listing, lancez l'exécution !

```
1 MODE 2: LOCATE 20,1
:PRINT "COMMENT OCCUPE
R UN CON PENDING DES H
EURES ?":LOCATE 20,20:
PRINT "PRESSER UNE TOU
CHE POUR LA REPONSE."
2 G=INKEY(47):IF G=0 T
HEN GOTO 1 ELSE 2
```

Grandissez et proliférez, vous verrez du pays. Dirigez-vous avec les touches curseur.

```
70 MODE 1:BORDER 0:POK
E &B28F,125:INK 0,0:DE
FINIT A-0:INPUT"NIVEAU
(1-9)",N:N=N*200:CLS:C
=RND*640:I=RND*400:FOR
I=0 TO N:PLOT RND*640
,RND*400,(RND*2)+1:NEX
T:LOCATE 1,1:PRINT"ERR
: LONG:";PEN 3:WHIL
E INKEY$="">:PLOT c,1,(
RND*2)+1:WEND
```

```
80 C=C-(2*(C<638 AND I
NKEY(1)=0)):+(2*(C>2 AN
D INKEY(8)=0)):L=L-(2*
(L<398 AND INKEY(0)=0)
)+(2*(L>1 AND INKEY(2)
=0)):IF TEST(C,L)=0 TH
EN P=P+1:LOCATE 14,1:P
RINT P:PLOT C,L:GOTO 8
0:ELSE IF E<>10 THEN S
OUND 1,1146,5,7:E=E+1:
LOCATE 5,1:PRINT E:GOT
O 80
```

Le plus court traitement de texte du monde ! Quatre commandes à votre disposition (à taper en minuscule sur une ligne blanche) :

l : liste le texte (maximum 99 lignes)  
m : modifie une ligne de texte  
c : charge un texte sauve  
s : sauve le texte en mémoire

```
1 IF c=0 THEN DIM t$(9
9):i=0 ELSE IF c=1 THE
N FOR n=1 TO i:PRINT n
;t$(n):NEXT n ELSE INF
UT q$:IF c=2 THEN OPEN
IN q$:i=1:INPUT #9,t$(
i):WHILE NOT EOF:i=i+1
:INPUT #9,t$(i):WEND:C
LOSEIN ELSE OPENOUT q$
:n=0:WHILE t$(n+1)<>""
:n=n+1:PRINT #9,t$(n):
WEND:CLOSEOUT
2 LINE INPUT ">";i$:IF
i$="c" THEN c=2:GOTO
1 ELSE IF i$="l" THEN
c=1:GOTO 1 ELSE IF i$=
"s" THEN c=3:GOTO 1 EL
SE IF i$="m" THEN INPU
T "ligne";g:PRINT"cor.
":LINE INPUT t$(g):GOT
O 2 ELSE i=i+1:t$(i)=i
$:GOTO 2
```

## OFFREZ-VOUS

LA PUISSANCE ET LA SIMPLICITÉ  
DE  
LA PROGRAMMATION RÉCURSIVE

LOGO EN FRANÇAIS SUR AMSTRAD

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LOGO (sous CPM 2.2) 60 F  
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# ELECTRIC RUNNER

Ô joie, du talent sur AMSTRAD !.. Dépêchez-vous de taper ce programme, le plaisir est assuré, c'est promis c'est juré, si déçu remboursé.

Alexandre BIGAND

Mode d'emploi :  
Après RUN...le pied !

```
10 CLS :GOTO 3070
20 ' CHOIX DU JOUEUR '
30 DI :p=POS(#0):vp=VPOS(#0)
:LOCATE x,y
40 a$=INKEY$ :IF a$("<") THEN
r$=a$:choix=1
50 u$=r$:IF a$="" THEN r$=u$:
choix=2
60 IF (r$=CHR$(55) OR r$=CHR
$(57)) AND choix=2 THEN r$=C
HR$(53)
70 IF r$=CHR$(52) THEN 160 '
' GAUCHE
80 IF r$=CHR$(54) THEN 180
' DROITE
90 IF r$=CHR$(56) THEN 330 '
HAUT
100 IF r$=CHR$(53) THEN 370
' BAS
110 IF r$=CHR$(55) THEN 470
' Tir gauche
120 IF r$=CHR$(57) THEN 490
' Tir droite
130 IF r$=CHR$(243) THEN tab
l=tabl+1:r$="":LOCATE #1,18,
1:PRINT#1,tabl:GOTO 1310 ' P
assage au tableau suivant
140 IF r$=CHR$(224) THEN r$=
"":nbl=nbl-1:LOCATE #1,5,1:P
RINT#1,nbl:GOTO 1310 ' Issue
de secours
150 LOCATE p,vp:RETURN
160 IF x=3 THEN 440
170 e=-1:GOTO 200
180 IF x=34 THEN 440
190 e=1
200 IF pt(x+e,y)=1 THEN 440
210 IF pt(x,y)=3 THEN GOSUB
850
220 IF pt(x,y)<>2 THEN PRINT
s$+t$; ELSE PRINT s$;:PEN 2
:PRINT bs$+ec$+t$;:PEN 1
230 x=x+e:LOCATE x,y
240 IF pt(x,y-1)=4 THEN PRIN
T lh$;:GOTO 440
250 IF e=-1 THEN 280
260 IF d=1 THEN PRINT ld$(1)
; ELSE PRINT ld$(2);
270 GOTO 290
280 IF d=1 THEN PRINT lg$(1)
; ELSE PRINT lg$(2);
290 d=-d:IF pt(x,y+1)=1 OR p
t(x,y)=2 OR pt(x,y+1)=2 THEN
440
300 LOCATE x,y: IF pt(x,y)<>
4 THEN PRINT s$+t$; ELSE PRI
NT s$;:PEN 2:PRINT bs$+co$+t
$;:PEN 1
310 IF pt(x,y)=3 THEN GOSUB
850
320 u=x:v=y:ch$=lh$:GOSUB 76
0:x=u:y=v:GOTO 440
330 IF pt(x,y)<>2 THEN 440
340 IF y=2 THEN '350
350 y=y-1:PRINT s$;:PEN 2:PR
INT bs$+ec$+t$;:PEN 1
360 LOCATE x,y:PRINT lh$;:GO
TO 440
370 IF pt(x,y+1)=2 THEN 410
380 IF pt(x,y+1)=1 THEN 440
390 IF pt(x,y)<>2 THEN PRINT
s$+t$ ELSE PRINT s$;:PEN 2:
PRINT bs$+ec$+t$;:PEN 1
400 u=x:v=y:ch$=lh$:GOSUB 76
0:x=u:y=v:GOTO 440
410 IF pt(x,y)=3 THEN GOSUB
850
420 IF pt(x,y)<>2 THEN PRINT
s$+t$ ELSE PRINT s$;:PEN 2:
PRINT bs$+ec$+t$;:PEN 1
430 y=y+1:LOCATE x,y:PRINT l
h$
440 FOR i=1 TO pac:IF x(i)=x
AND y(i)=y THEN 1240
450 NEXT
460 LOCATE p,vp:RETURN
470 t1=x-1:IF pt(x,y)<>2 THE
N PRINT s$;t$; ELSE PRINT s$
;:PEN 2:PRINT bs$;ec$;t$;
480 PEN 1:PRINT bs$;lg$(1):
GOTO 510
490 t1=x+1:IF pt(x,y)<>2 THE
N PRINT s$;t$; ELSE PRINT s$
;:PEN 2:PRINT bs$;ec$;t$;
500 PEN 1:PRINT bs$;ld$(1)
510 t2=y+1:IF pt(t1,t2)<>1 T
HEN LOCATE p,vp:RETURN
520 FOR n=1 TO pac:IF t1=x(
n) AND t2=y(n)+1 THEN SOUND
1,60,3,7:LOCATE p,vp:RETURN
530 NEXT
540 tir=tir+1:tx(tir)=t1:ty(
tir)=t2:pt(t1,t2)=0:LOCATE t
1,t2:SOUND 1,50,0,15,1,1,31:
PRINT n$;ex$;bs$;ex$;bs$;ex$
;bs$;" ";bs$;ex$;bs$;ex$;bs$
;ex$;bs$;" ";t$:LOCATE p,vp:
RETURN
550 '*****
560 '*rebouchage des trous*
570 '*****
580 DI :bx=POS(#0):by=VPOS(#
0):t=tir
590 FOR i=0 TO t
600 IF i=0 OR i=tir THEN 710
610 d(i)=d(i)+1
620 IF d(i)<5 THEN 710
630 pt(tx(i),ty(i))=1:PEN 1:
LOCATE tx(i),ty(i):PRINT n$+
so$+t$
640 IF tx(i)=x AND ty(i)=y T
HEN 1240
650 FOR n=1 TO pac
660 IF x(n)=tx(i) AND y(n)=t
y(i) THEN x(n)=INT(RND*31+3)
:y(n)=2:SOUND 1,150,12,15,1,
3:score=score+10:LOCATE #1,2
9,1:PRINT#1,score
670 NEXT
680 FOR j=1 TO tir
690 d(j)=d(j+1):tx(j)=tx(j+1
):ty(j)=ty(j+1):NEXT
700 tir=tir-1:i=i-1
710 NEXT
720 LOCATE bx,by:RETURN
730 '*****
740 '*** chute ***
750 '*****
760 IF pt(u,v)=3 THEN LOCATE
u,v:PEN 3:PRINT ca$:PEN 1
770 v=v+1:SOUND 1,50+s,3,5:L
OCATE u,v:PRINT ch$;
780 IF pt(u,v+1)=1 OR pt(u,v
+1)=2 OR pt(u,v-1)=4 THEN s=
0: RETURN
790 IF pt(u,v)=4 THEN PRINT
bs$;s$;:PEN 2:PRINT bs$+co$+
t$;:PEN 1:s=s+10:GOTO 760
800 IF pt(u,v)<>2 THEN PRINT
bs$+s$+t$; ELSE PRINT bs$;s
$;:PEN 2:PRINT bs$+ec$+t$;:P
EN 1
810 s=s+10:GOTO 760
820 '*****
830 '* prise d'une caisse *
840 '*****
850 caisse=caisse-1:score=sc
ore+50:cx=POS(#0):cy=VPOS(#0
):pt(x,y)=0
860 SOUND 2,40,0,5,2,2
870 LOCATE #1,29,1:PRINT#1,s
core
880 IF caisse<>0 THEN LOCATE
cx,cy:RETURN
890 READ ac,bc:BORDER 14,26:
PEN 2
900 FOR i=2 TO ac
910 LOCATE bc,i:SOUND 4,50,1
0,15,3,3:PRINT n$+ec$+t$:pt(
bc,i)=2
920 NEXT:PEN 1
930 LOCATE cx,cy:BORDER 8:RE
TURN
940 '*****
950 DEPLACEMENT DES PACS
960 '*****
970 FOR m=1 TO pac
980 ypas(m)=SGN(y-y(m)):IF y
=y(m) THEN xpas(m)=SGN(x-x(m
)):GOTO 1040
990 IF y(y(m) AND(pt(x(m),y(
m)+1)=2 OR pt(x(m),y(m)+1)=0
) THEN 1020
1000 IF pt(x(m),y(m))<>2 THE
N 1040
```

```

1010 IF pt(x(m),y(m)+ypas(m)
)=1 THEN 1040
1020 LOCATE x(m),y(m):DI:IF
pt(x(m),y(m))<>2 THEN PRINT
s$;t$; ELSE PRINT s$;:PEN 2:
PRINT bs$;ec$;t$;:PEN 1
1030 y(m)=y(m)+ypas(m):GOTO
1030
1040 IF pt(x(m)+xpas(m),y(m)
)=1 OR x(m)+xpas(m)>34 OR x(
m)+xpas(m)<3 THEN xpas(m)=-x
pas(m):IF pt(x(m)+xpas(m),y(
m))=1 OR x(m)+xpas(m)>34 OR
x(m)+xpas(m)<3 THEN 1190
1050 LOCATE x(m),y(m):DI
1060 IF pt(x(m),y(m))=2 THEN
PRINT s$;:PEN 2:PRINT bs$;e
c$;t$;:PEN 1:GOTO 1080
1070 IF pt(x(m),y(m))<>3 THE
N PRINT s$;t$; ELSE PRINT s$
;:PEN 3:PRINT bs$;ca$;t$;:PE
N 1
1080 x(m)=x(m)+xpas(m)
1090 LOCATE x(m),y(m)
1100 IF pm(m)=1 THEN PRINT p
$(2+xpas(m)); ELSE PRINT p$(
2+2*xpas(m))
1110 pm(m)=-pm(m)
1120 IF pt(x(m),y(m)+1)=1 TH
EN 1190
1130 IF pt(x(m),y(m)+1)=2 TH
EN 1190
1140 IF pt(x(m),y(m))=2 THEN
1150 IF pt(x(m),y(m)-1)=4 AN
D y(m)=y THEN 1190
1160 u=x(m):v=y(m):IF xpas(m
)>0 THEN ch$=p$(3) ELSE ch$=
p$(1)
1170 LOCATE x(m),y(m):PRINT
s$;t$;
1180 GOSUB 760:x(m)=u:y(m)=v
1190 IF x(m)=x AND y(m)=y TH
EN GOSUB 1240:GOTO 970
1200 EI:NEXT m:GOTO 970
1210 '*****
1220 '***** FERDU
1230 '*****
1240 nbl=nbl-1:LOCATE #1,5,1
:PRINT #1,n$;nbl
1250 SOUND 4,50,50,15,3,3
1260 IF nbl<>0 THEN 1310
1270 CLS #0:LOCATE 8,12:PRIN
T"Une autre partie ? (O/N) "
1280 IF INKEY(34)=0 THEN CLE
AR:GOTO 3380
1290 IF INKEY(46)=0 THEN CLS
:LOCATE 15,12:PRINT"Au revoi
r":WINDOW #0,1,40,1,25:FOR n
=1 TO 1000:NEXT:CLS:PRINT n$
:END
1300 GOTO 1280
1310 ERASE pt,tx,ty,d:CLS:ti
r=0:ON tab1 GOTO 1380,1390,1
400,1410,1420,1430,1440,1450
,1460,3390
1320 '*****
1330 '***** GAGNE
1340 '*****
1350 nbl=nbl+1:score=score+2
00:tab1=tab1+1:LOCATE #1,18,
1:PRINT #1,n$;tab1;:LOCATE #
1,29,1:PRINT #1,score;:LOCAT
E #1,5,1:PRINT #1,nbl;
1360 ERASE pt,tx,ty,d:tir=0:
SOUND 1,638,50,15,1:SOUND 1,
638,25,15,1:SOUND 1,638,25,1
5,1:SOUND 1,568,25,15,1:SOUN
D 1,638,50,15,1:SOUND 1,638,
50,15,1:SOUND 1,478,100,15,1

```

```

:CLS:IF tab1=10 THEN 3390
1370 GOTO 1500
1380 RESTORE :GOTO 1500
1390 RESTORE 2160:GOTO 1500
1400 RESTORE 2290:GOTO 1500
1410 RESTORE 2390:GOTO 1500
1420 RESTORE 2470:GOTO 1500
1430 RESTORE 2590:GOTO 1500
1440 RESTORE 2710:GOTO 1500
1450 RESTORE 2820:GOTO 1500
1460 RESTORE 2900:GOTO 1500
1470 '*****
1480 '* dessin des tableaux
1490 '*****
1500 DI:READ so,ec,caisse,co
1510 DIM pt(40,23),tx(25),ty
(25),d(25)
1520 FOR i=1 TO 40:pt(i,23)=
1:NEXT
1530 'localisation du sol
1540 FOR i=1 TO so
1550 READ a,b,y
1560 FOR x=a TO b:LOCATE x,y
:PEN 1:PRINT so$;pt(x,y)=1:N
EXT
1570 NEXT

```

```

1790 t$=CHR$(22)+CHR$(1) 'en
cre transparente
1800 bs$=CHR$(8) 'es
pace arriere
1810 s$=n$+" " 'pour effacer
1820 so$=CHR$(181) 'sol
1830 ec$=CHR$(182) 'echelle
1840 co$=CHR$(183) 'corde
1850 ca$=CHR$(184) 'caisse
1860 ld$(1)=CHR$(185)'coureu
r
1870 ld$(2)=CHR$(186)
1880 lg$(1)=CHR$(187)
1890 lg$(2)=CHR$(188)
1900 lh$=CHR$(189)
1910 p$(3)=CHR$(190) 'poursu
ivant
1920 p$(4)=CHR$(191)
1930 p$(1)=CHR$(192)
1940 p$(0)=CHR$(193)
1950 ex$=CHR$(194) 'Tir
1960 nbl=5:tab1=1 'tableau 1
, 5 essais
1970 INK 1,26:INK 2,13:INK 3
,14
1980 SYMBOL AFTER 180
1990 SYMBOL 181,255,128,128,

```



```

1580 'localisation des echel
les
1590 FOR i=1 TO ec
1600 READ x,a,b
1610 FOR y=a TO b:LOCATE x,y
:PEN 2:PRINT ec$;pt(x,y)=2:N
EXT
1620 NEXT
1630 'localisation des caiss
es
1640 FOR i=1 TO caisse
1650 READ x,y:LOCATE x,y:PEN
2:PRINT ca$;pt(x,y)=3:NEXT
1660 'localisation des corde
s
1670 FOR i=1 TO co
1680 READ a,b,y
1690 FOR x=a TO b:LOCATE x,y
:PEN 2:PRINT co$;pt(x,y)=4:N
EXT
1700 NEXT
1710 READ x,y,pac
1720 PEN 1:FOR i=1 TO pac: R
EAD x(i),y(i),xpas(i),pm(i):
LOCATE x(i),y(i):PRINT p$(0)
:NEXT:d=1:LOCATE x,y:PRINT l
d$(1)
1730 RETURN
1740 '*****
1750 '* INITIALISATION
1760 '*****
1770 '
1780 n$=CHR$(22)+CHR$(0) 'en
cre normale

```

```

255,16,16,16,255:SYMBOL 182,
129,129,255,129,129,129,255,
129:SYMBOL 183,0,0,0,0,0,0,2
55,255:SYMBOL 184,0,0,0,124,
84,124,84,124
2000 SYMBOL 185,6,6,60,12,18
,16,104,8:SYMBOL 186,6,6,24,
46,16,24,36,36:SYMBOL 187,96
,96,28,48,72,8,22,16:SYMBOL
188,96,96,24,116,8,24,36,36:
SYMBOL 189,153,90,60,24,24,3
6,36,36
2010 SYMBOL 190,60,126,251,2
55,224,255,126,60:SYMBOL 191
,62,119,252,248,240,255,126,
60:SYMBOL 192,60,126,223,25
5,7,255,126,60:SYMBOL 193,12
4,238,63,31,15,255,126,60
2020 SYMBOL 194,164,9,32,146
,4,144,106,255
2030 WINDOW #1,2,39,24,24:WI
NDOW #0,1,40,1,22
2040 PLOT 12,12,1:DRAW 0,22
,1:DRAW 614,0,1:DRAW 0,-22
,1:DRAW -614,0,1
2050 PRINT#1," ";ld$(1);": "
;nbl;" TABLEAU ":";tab1;" SCO
RE : ";score;
2060 ENV 1,10,-1,2:ENT 1,10,
-2,2:ENV 2,5,2,2:ENT 2,2,-5,
2,3,-2,2,2,-10,2:ENV 3,5,3,1
,1,0,18,6,-3,4:ENT 3,5,1,1,1

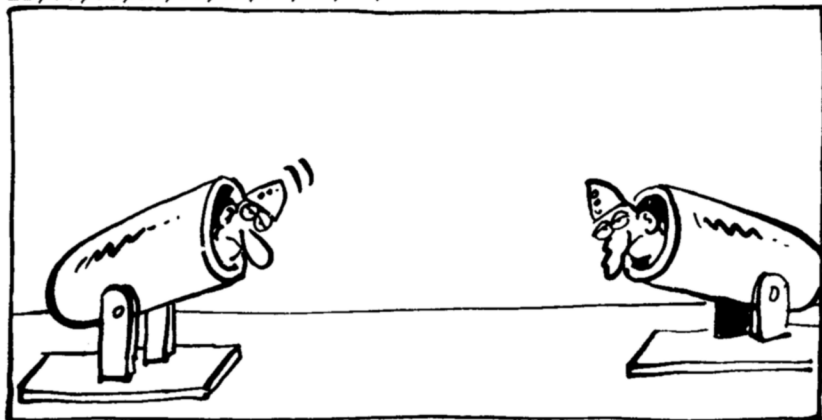
```

# ELECTRIC RUNNER

0,-1,1,10,1,1,10,-1,1,15,1,1  
 2070 RETURN  
 2080 \*\*\*\*\*1er TABLEAU  
 \*\*\*\*\*  
 2090 DATA 13,5,10,1  
 2100 DATA 13,33,5,35,35,5,3,  
 35,22,11,20,14,14,25,8,32,35  
 ,17,16,23,19,24,27,16,11,14,  
 17,8,11,11,22,25,11,3,4,7,38  
 ,34,5  
 2110 DATA 34,5,16,5,7,9,21,1  
 1,14,15,17,21,31,17,21  
 2120 DATA 3,6,23,7,9,10,23,1  
 0,26,15,11,16,33,16,16,18,34  
 ,21,3,21  
 2130 DATA 6,13,8  
 2140 DATA 20,21,2  
 2150 DATA 13,16,1,-1,32,16,-  
 1,1,14,21  
 2160 REM \*\*\*\*\* 2 eme TABLEAU  
 \*\*\*\*\*  
 2170 DATA 62,11,23,3  
 2180 DATA 11,11,6,15,15,6,10  
 ,11,7,15,16,7,9,11,8,15,17,8  
 ,8,11,9,15,18,9,7,11,10,15,1  
 9,10,6,11,11,15,20,11,13,13,  
 6,13,13,7,13,13,8,13,13,9,13  
 ,13,10,13,13,11  
 2190 DATA 5,21,13,5,9,14,17,  
 21,14,5,9,15,17,21,15,5,21,1  
 6,4,21,18,11,21,19,3,7,21,11  
 ,23,21  
 2200 DATA 23,26,6,23,26,8,23  
 ,26,10,23,26,12,23,26,14,23,  
 26,16,23,26,18,23,26,19,24,2  
 8,20,3,34,22  
 2210 DATA 30,34,21,30,34,20,  
 29,33,18,29,33,17,30,34,15,3  
 0,34,14,29,33,12,29,33,11,30  
 ,34,9,30,34,8  
 2220 DATA 28,28,6,28,28,7,28  
 ,28,8,28,28,9,28,28,10,28,28  
 ,11,28,28,12,28,28,13,28,28,  
 14,28,28,15,28,28,16,28,28,1  
 7,28,28,18,28,28,19  
 2230 DATA 4,13,17,12,6,12,14  
 ,6,12,22,6,20,27,6,19,29,20,  
 21,29,14,16,29,8,10,34,6,7,3  
 4,11,13,34,17,19  
 2240 DATA 11,5,15,5,7,9,19,9  
 ,8,12,18,12,13,15,6,17,20,17  
 ,6,20,20,20,25,5,25,7,25,9,2  
 5,11,25,13,25,15,25,17,32,7,  
 31,10,32,13,31,16,32,19  
 2250 DATA 16,21,4,29,33,4,8,  
 10,19  
 2260 DATA 4,20,4  
 2270 DATA 13,12,1,-1,32,13,1  
 ,-1,14,20,-1,1,25,5,1,-1  
 2280 DATA 5,14  
 2290 \*\*\*\*\*3eme tableau\*\*\*  
 \*\*\*\*\*  
 2300 DATA 47,2,25,1  
 2310 DATA 3,34,21,5,15,18,13  
 ,13,19,19,19,19,20,20,18,23,  
 32,18,13,14,17,23,23,17,32,3  
 2,17,13,13,16,18,19,16,23,23  
 ,16,32,32,16,3,34,22  
 2320 DATA 13,13,15,24,24,15,  
 32,32,15,13,13,14,19,19,14,2  
 4,24,14,32,32,14,13,14,13,19  
 ,19,13,23,23,13,32,32,13,6,1  
 5,12,22,23,12,25,32,12  
 2330 DATA 6,6,11,16,16,11,18  
 ,18,11,20,20,11,25,25,11,6,6  
 ,10,16,16,10,25,25,10,6,6,9,  
 16,16,9,22,22,9,25,25,9,6,6,  
 8,17,19,8,23,25,8,6,13,7,19,  
 20,7,23,32,7,21,22,6

2340 DATA 4,5,20,34,5,20  
 2350 DATA 8,6,12,6,19,6,27,6  
 ,31,6,17,7,18,10,20,10,9,11,  
 23,11,29,11,19,12,24,13,18,1  
 5,19,15,6,17,11,17,20,17,26,  
 17,30,17,19,18,8,20,14,20,22,  
 ,20,28,20  
 2360 DATA 5,33,4  
 2370 DATA 19,20,4,10,11,-1,1  
 ,31,20,-1,1,28,17,1,-1,4,20,  
 -1,1  
 2380 DATA 4,4  
 2390 \*\*\*\*\*4 eme TABLEAU\*  
 \*\*\*\*\*  
 2400 DATA 12,11,24,0  
 2410 DATA 14,18,6,20,24,6,12  
 ,18,9,20,26,9,10,18,12,20,28  
 ,12,8,18,15,20,30,15,6,18,18  
 ,20,32,18,3,34,21,3,34,22  
 2420 DATA 13,6,8,25,6,8,19,6  
 ,20,11,9,11,27,9,11,9,12,14,  
 29,12,14,7,15,17,31,15,17,5,  
 18,20,33,18,20  
 2430 DATA 16,5,22,5,15,8,23,  
 8,14,11,17,11,21,11,24,11,10  
 ,14,13,14,16,14,22,14,25,14,  
 28,14,11,17,14,17,17,21,1

3,17,25,17,5,18,10,18,19,18,  
 33,18,8,20,14,20,23,20,30,20  
 ,28,18  
 2550 DATA 15,15,16,23,23,16  
 2560 DATA 19,20,4  
 2570 DATA 21,17,1,-1,17,17,1  
 ,1,6,20,1,-1,32,20,1,1  
 2580 DATA 20,19  
 2590 \*\*\*\*\*6eme TABLEAU\*  
 \*\*\*\*\*  
 2600 DATA 58,5,18,3  
 2610 DATA 3,34,22,8,8,6,31,3  
 1,6,8,8,7,31,31,7,8,8,8,10,2  
 9,8,31,31,8,8,8,9,10,29,9,31  
 ,31,9,8,8,10,31,31,10,8,8,11  
 ,14,15,11,18,21,11,24,25,11  
 2620 DATA 31,31,11,8,8,12,13  
 ,13,12,16,16,12,18,21,12,23,  
 23,12,26,26,12,31,31,12,8,8,  
 13,13,13,13,16,16,13,18,21,1  
 3,23,23,13,26,26,13,31,31,13  
 2630 DATA 8,8,14,14,15,14,24  
 ,25,14,31,31,14,7,7,15,32,32  
 ,15,7,7,16,14,25,16,32,32,16  
 ,7,7,17,13,13,17,26,26,17,32  
 ,32,17,7,7,18,12,12,18,16,16



7,24,17,27,17,7,20,16,20,22,  
 20,31,20  
 2440 DATA 26,20,4  
 2450 DATA 19,20,-1,1,32,20,-  
 1,1,8,14,1,-1,30,14,1,-1  
 2460 DATA 17,4  
 2470 \*\*\*\*\*5eme tableau\*\*  
 \*\*\*\*\*  
 2480 DATA 36,18,19,2  
 2490 DATA 3,34,22,18,18,10,2  
 0,20,10,17,18,11,20,21,11,16  
 ,18,12,20,22,12,14,18,13,20,  
 24,13,14,18,14,20,24,14,11,1  
 2,15,18,18,15,20,20,15,26,27  
 ,15  
 2500 DATA 10,12,16,18,18,16,  
 20,20,16,26,28,16,8,10,17,18  
 ,18,17,20,20,17,28,30,17,7,7  
 ,18,12,14,18,16,18,18,20,22,  
 18,24,26,18,31,31,18  
 2510 DATA 5,7,19,9,14,19,16,  
 18,19,20,22,19,24,29,19,31,3  
 3,19,3,34,21  
 2520 DATA 17,10,10,21,10,10,  
 16,11,11,22,11,11,15,12,12,2  
 3,12,12,13,13,14,25,13,14,10  
 ,15,15,28,15,15,9,16,16,29,1  
 6,16  
 2530 DATA 7,17,17,31,17,17,6  
 ,18,18,32,18,18,4,19,20,34,1  
 9,20  
 2540 DATA 18,9,20,9,14,12,24  
 ,12,11,14,27,14,8,16,30,16,1

,18,23,23,18  
 2640 DATA 27,27,18,32,32,18,  
 8,8,19,11,11,19,14,14,19,25,  
 25,19,28,28,19,31,31,19,8,30  
 ,20  
 2650 DATA 4,6,21,34,6,21,29,  
 20,20,10,20,20,19,20,20  
 2660 DATA 8,5,31,5,12,7,17,7  
 ,22,7,27,7,14,13,15,13,24,13  
 ,25,13,17,15,22,15,12,17,16,  
 17,23,17,27,17,14,18,25,18  
 2670 DATA 5,7,4,32,33,4,9,30  
 ,5  
 2680 DATA 11,21,4  
 2690 DATA 19,21,-1,1,5,21,1,  
 -1,25,7,-1,-1,19,15,-1,1  
 2700 DATA 19,4  
 2710 \*\*\*\*\*7eme TABLEAU  
 \*\*\*\*\*  
 2720 DATA 3,36,12,5  
 2730 DATA 18,20,12,11,27,8,3  
 ,34,22  
 2740 DATA 8,5,6,11,5,7,19,6,  
 7,21,6,7,27,5,7,30,5,6,7,7,8  
 ,6,9,10,5,11,12,6,13,14,7,15  
 ,16,8,17,18,9,19,21,10,17,18  
 ,11,15,16,12,13,14,17,12,13,  
 16,14,15,17  
 2750 DATA 16,17,18,18,19,19,  
 20,21,21,12,13,22,14,15,21,1  
 6,17,20,18,19,31,7,8,32,9,10  
 ,33,11,12,32,13,  
 14,31,15,16,

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30,17,18,29,19,21
2760 DATA 26,17,14,27,15,16,
28,17,18,26,13,14
2770 DATA 8,4,30,4,14,7,24,7
,19,11,12,12,26,12,9,18,19,1
9,29,18,4,21,34,21
2780 DATA 9,29,3,7,11,11,27,
31,11,13,16,10,22,25,10
2790 DATA 6,21,4,9,19,-1,1,1
9,21,1,-1,27,4,-1,-1,11,4,1,
1
2800 DATA 5,20
2810 '*****8eme TABLEAU
*****
2820 DATA 25,4,12,2
2830 DATA 5,33,5,29,30,6,33,
33,6,17,33,7,5,15,9,5,15,14,
17,33,14,5,6,15,9,11,15,14,1
5,15,17,33,15,5,15,16,17,33,
16,5,6,17,14,15,17,17,18,17,
32,33,17,17,33,18,5,7,18,9,1
1,18,13,15,18,5,15,19,17,33,
20,3,34,21,3,34,22
2840 DATA 4,5,7,3,8,20,16,7,
9,17,10,13
2850 DATA 28,6,31,6,32,6,11,
8,10,13,23,13,30,13,10,17,21
,17,28,17,8,18,12,18
2860 DATA 5,15,6,34,34,18
2870 DATA 16,20,4,25,17,1,1,
3,13,-1,1,27,13,1,-1,21,13,-
1,-1
2880 DATA 21,34
2890 '***** 9eme TABLEAU
*****
2900 DATA 70,12,25,1
2910 DATA 17,24,4,26,32,4,17
,17,5,21,21,5,30,30,5,4,15,6
,17,21,6,30,30,6,32,33,6,4,1
5,7,17,21,7,23,26,7,30,30,7
2920 DATA 4,15,8,17,17,8,21,
21,8,23,23,8,26,26,8,30,32,8
,9,10,9,17,21,9,23,26,9,30,3
0,9,9,10,10,17,21,10,23,23,1
0,26,26,10,30,30,10,32,33,10
2930 DATA 5,14,11,17,17,11,2
1,21,11,23,26,11,30,30,11,5,
14,12,17,21,12,23,23,12,26,2
6,12,30,32,12,5,14,13,17,21,
13,23,25,13,30,30,13
2940 DATA 9,10,14,17,17,14,2
1,21,14,23,23,14,30,30,14,32
,33,14,9,10,15,17,21,15,23,2
8,15,30,30,15,5,14,16,17,21,
16,23,23,16,5,14,17,17,17,17
,21,21,17,23,23,17,25,32,17,
34,34,17
2950 DATA 5,14,18,17,21,18,2
3,23,18,9,10,19,17,21,19,23,
34,20,3,34,21,3,34,22
2960 DATA 16,5,20,22,14,20,2
4,17,19,29,9,9,27,11,11,28,8
,8,28,10,10,28,12,12,27,7,7,
29,13,15,34,6,16,33,17,19
2970 DATA 6,5,13,5,13,5,32,5
,32,7,19,8,5,10,7,10,12,10,1
4,10,32,9,19,11,32,11,24,12,
25,12,32,13,19,14,5,15,7,15,
12,15,14,15,28,16,19,17,4,20
,28,19
2980 DATA 27,23,5
2990 DATA 8,20,4,14,20,1,-1,
33,5,-1,-1,26,14,1,1,23,19,-
1,1
3000 DATA 6,25
3010 '*****10eme TABLEAU
*****
3020 DATA 78,111,110,32,110,
111,110,32,115,105,32,118,11

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1,117,115,32,118,111,117,108
,101,122,32,117,110,32,97,11
7,116,114,101,32,116,97,98,1
08,101,97,117,32,118,111,117
,115,32,118,111,117,115,32,1
08,101,32,102,101,114,101,12
2,32,118,111,117
3030 DATA 115,45,109,101,109
,101,46,32,78,111,110,32,109
,97,105,115,32,32,100,101,11
5,32,102,111,105,115,32,33
3040 '*****
*****
3050 '*****PRESENTATIO
N*****
3060 '***** (inexistante)
*****
3070 CLS:MODE 0
3080 LOCATE 7,7:PRINT"ELECTR
IC":LOCATE 8,9:PRINT"RUNNER"

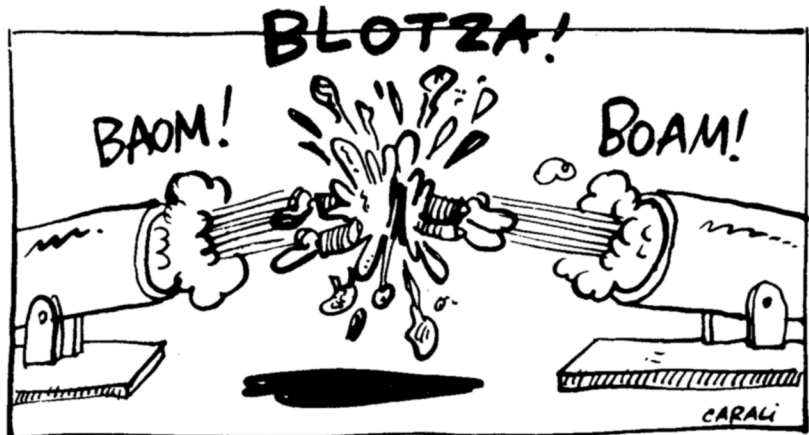
3090 LOCATE 10,16:PRINT"par"
:LOCATE 7,19:PRINT"BIBIMUST"
3100 FOR i=1 TO 500:NEXT:

```

```

3220 LOCATE 20,17:PRINT"6 -
";CHR$(243);"  Deplacement
vers la droite"
3230 LOCATE 20,19:PRINT"7 -
  Pour faire un trou a gau
che"
3240 LOCATE 20,21:PRINT"8 -
";CHR$(240);"  Deplacement
vers le haut"
3250 LOCATE 20,23:PRINT"9 -
  Pour faire un trou a dro
ite"
3260 LOCATE 50,25:PRINT"X'ap
payer sur une touche' ==>X"
;
3270 CALL &BB18
3280 CLS
3290 LOCATE 25,2:PRINT"C / E
S T P A S F I N I !"
3300 LOCATE 1,5:PRINT"
  Comme chacun sait, les fa
ntomes ont horreur des chang
ements de decors. Aussi a ch
aque changement de tableau m

```



```

3110 FOR i=1 TO 500:CALL &BD
24:CALL &BD25:CALL &BD23:NEX
T
3120 MODE 0: LOCATE 4,8:PRIN
T"DESIREZ-VOUS":LOCATE 8,10:
PRINT"les":LOCATE 7,13:PRINT
"REGLES":LOCATE 15,20:PRINT"
Q/N"
3130 a$=INKEY$
3140 IF UPPER$(a$)="O" THEN
3160
3150 IF UPPER$(a$)="N" THEN
3380 ELSE 3130
3160 MODE 2:LOCATE 25,3:PRIN
T"LELECTRICRUNNER"
3170 LOCATE 1,6:PRINT "
  Ceci n'est qu'un ersatz
! Et alors, en attendant que
le maitre edite son adora
ble jeu pour notre petite ma
chine bien aimee !..."
3180 LOCATE 10,9:PRINT"Du ba
sic rien que du basic, alors
vos xxxxxxxx les mouettes."
3190 LOCATE 1,11:PRINT"POUR
PLUS DE COMMODITES NOUS UTIL
ISERONS LE PAVE (sans commen
taires)
3200 LOCATE 20,13:PRINT"4 -
";CHR$(242);"  Deplacement
vers la gauche"
3210 LOCATE 20,15:PRINT"5 -
";CHR$(241);"  Deplacement
vers le bas"

```

```

attent-ils un certain temps
pour reprendre leurs ";CHR$(3
4);"esprits";CHR$(34);
3310 PRINT". Patience ! (du
calme dans les rangs).".
3320 LOCATE 1,9:PRINT"NOTA B
ENE (comme j'cause bien !):
3330 LOCATE 1,11:PRINT"
  Si d'aventure vous desir
ez passer au tableau suivant
sans ramasser toutes les
caisses, une solution :
la fleche droite du curseur"
3340 LOCATE 1,14:PRINT"
  Si vous etes assez malad
roit(e) pour vous laisser pi
eger, encore une solution
(qu'elle chance !): la touc
he copy"
3350 LOCATE 34,18:PRINT"B O
N A M U S E M E N T"
Une
"
3370 CALL &BB18
3380 MODE 1:GOSUB 1780:GOSUB
1500:EVERY 10,1 GOSUB 20:EV
ERY 40,2 GOSUB 580:GOTO 970
3390 RESTORE 3020:LOCATE 1,1
2:FOR hg=1 TO 30:READ ab:PRI
NT CHR$(ab);:NEXT:FOR n=1 TO
5000:NEXT:GOTO 1270

```

# MONKEY-KING

Grimpez délivrer votre ardente fiancée, prisonnière du bestial kidnappeur poilu.

Pascal GUEDON

Mode d'emploi :

Tapez et sauvegardez à la suite ces deux programmes, le premier contient les règles et le second (à sauvegarder par SAVE"KING"), le programme principal.

## ....listing 1....

```

10 '*****
20 '* MONKEY-KING *
30 '* 1985 PASCAL GUEDON *
40 '* chargement.....
50 '*****
60 MODE 1:INK 0,0:PEN 3
70 PRINT:PRINT:PRINT:PRINT"
    **** MONKEY-KING **
**
80 PRINT:PRINT:PRINT:PEN 1
90 PRINT" Monkey-King a en
leve la fiancée de
100 PRINT" Mario. Pour a
llier la retrouver,
110 PRINT" Mario doit év
iter les tonneaux
120 PRINT" que lui lance
l'ignoble Monkey-
130 PRINT" Kong et attra
per les baisers de
140 PRINT" sa fiancée. D
es qu'elle lui fait
150 PRINT" fait signe (
un cœur dans une
160 PRINT" bulle) il doit
aller la rejoindre.
170 PRINT" Bon Courage !
!!
180 PRINT
190 PRINT
200 PEN 2
210 PRINT" JOYSTICK ou F
LECHES DU CURSEUR
220 PRINT
230 PRINT" Chargement.....
....."
240 RUN!"

```

## ....listing 2....

```

10 '*****
20 '* MONKEY-KING *
30 '*****
40 MODE 0:PAPER 0:t:tit$="** M
ONKEY-KING ** GAME OVER ** T
APER UNE TOUCHE POUR COMMENC
ER ** MONKEY-KING **"
50 MODE 0
60 ENT 1,100,2,2
70 ENV 2,5,3,1,1,0,20,15,-1,
2
80 ENV 3,5,3,2,5,-1,1,5,-2,3
90 FOR i=0 TO 15:INK i,0:NEX
T i:BORDER 0
100 INK 6,26,0:PEN 6:LOCATE

```

```

7,12:PRINT"PATIENCE"
110 DIM co(50)
120 SYMBOL AFTER 32:DIM a(20
),b(20),c(20),d(20),e(20),f(
20),g(20),h(20)
130 SYMBOL 148,224,128,132,1
92,128,132,224
140 SYMBOL 149,238,72,72,76,
72,72,78
150 SYMBOL 150,172,234,234,1
72,168,168,168
160 SYMBOL 151,174,164,164,1
64,164,228,78
170 SYMBOL 152,224,128,132,1
92,128,132,224
180 SYMBOL 153,64,160,132,64
,32,164,64
190 SYMBOL 154,56,124,116,11
8,119,126,124,56
200 SYMBOL 155,28,62,46,110,
238,126,62,28
210 SYMBOL 156,120,88,89,79,
127,240,240,128
220 SYMBOL 157,60,44,44,36,6
0,24,24,28
230 SYMBOL 158,30,26,26,18,3
0,12,12,28
240 SYMBOL 159,30,26,154,242
,254,15,15,1
250 SYMBOL 160,24,60,122,118
,110,94,60,24
260 SYMBOL 161,24,60,94,110,
118,122,60,24
270 SYMBOL 162,133,205,73,21
7,75,107,43,63
280 SYMBOL 163,0,8,77,103,52
,20,16,16
290 SYMBOL 164,177,17,91,82,
82,86,118,254
300 SYMBOL 165,0,64,90,86,84
,212,148,132
310 SYMBOL 166,15,63,127,249
,240,246,243,249
320 SYMBOL 167,252,126,63,15
,3
330 SYMBOL 168,240,252,254,6
3,31,223,159,63
340 SYMBOL 169,127,254,252,0
,192,0,96
350 SYMBOL 129,255,129,195,1
02,60,24,255
360 SYMBOL 130,129,129,255,1
29,129,129,255,129
370 SYMBOL 131,63,0,63,31,27
,21,21,21
380 SYMBOL 132,21,21,21,27,3
1,63,0,63
390 SYMBOL 133,252,0,252,248
,88,88,88,88
400 SYMBOL 134,88,88,88,72,2
48,252,0,252
410 SYMBOL 135,0,60,126,95,2

```

```

23,125,61,25
420 SYMBOL 136,126,255,189,1
89,126,255,36,102
430 SYMBOL 137,0,1,3,1,0,0,0
,6
440 SYMBOL 138,62,127,127,12
3,251,252,255,127
450 SYMBOL 139,127,32,31,31,
63,63,127,254
460 SYMBOL 140,255,255,189,2
4,66,24,0,126
470 SYMBOL 141,129,0,129,255
,255,24,195,153
480 SYMBOL 142,195,24,255,12
9
490 SYMBOL 143,0,128,192,128
,0,0,96,124
500 SYMBOL 144,126,254,254,2
23,223,63,254,254
510 SYMBOL 145,252,0,240,248
,252,252,254,127
520 SYMBOL 146,68,170,136,72
,40,170,68
530 SYMBOL 147,76,170,170,17
2,170,170,74
540 CO(1)=13:CO(2)=10:CO(3)=
12:CO(4)=12:CO(5)=12:CO(6)=1
2:CO(7)=9:CO(8)=7:CO(9)=4:CO
(10)=4:CO(11)=4:CO(12)=4:CO(
13)=4:CO(14)=4:CO(15)=4:CO(1
6)=4:CO(17)=4:CO(18)=11:CO(1
9)=11
550 CO(20)=11:CO(21)=1:CO(22
)=1:CO(23)=2:CO(24)=2:CO(25)
=1:CO(34)=14:CO(36)=14
560 DATA 12,13,14,0,0,0,0,0
,0,0,0,0,2,0,2,0,0,0,0,0
570 DATA 15,16,19,0,0,0,0,0
,0,7,0,0,2,0,2,0,0,0,0,0
580 DATA 0,17,18,0,0,0,0,0,0
,8,0,0,2,0,2,0,0,0,0,0
590 DATA 0,0,0,0,0,0,1,1,1,1
,1,1,2,0,2,0,0,0,0,0
600 DATA 0,0,0,0,0,0,0,0,2,0,0
,0,0,2,0,2,0,9,C,F,0
610 DATA 0,0,0,0,0,0,0,0,2,0,0
,0,0,2,0,2,0,A,D,10,0
620 DATA 0,0,0,0,0,0,0,0,2,0,0
,0,0,2,0,2,0,B,E,11,0
630 DATA 0,0,1,1,1,1,1,1,1,1
,1,1,1,1,1,1,1,1,1,1
640 DATA 0,0,0,2,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0
650 DATA 0,0,0,2,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0
660 DATA 0,0,0,2,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0
670 DATA 1,1,1,1,1,1,1,1,1,1
,1,1,1,1,1,1,1,1,0,0

```



AU MOINS AVEC  
CELUI-LÀ, JE RISQUE  
PAS D'ÊTRE  
DEÇUÉ!



```

1650 Y=Y+16:PLOT -2,-2,9:MOV
E x,y:PRINT CHR$(154);:PLOT
-2,-2,3:MOVE x,y-16:PRINT CH
R$(156);
1660 SOUND 1,600,1,14,5
1670 PLOT -2,-2,9:MOVE x,y:P
RINT CHR$(154);:PLOT -2,-2,3
:MOVE x,y-16:PRINT CHR$(156)
;
1680 Y=Y+16:PLOT -2,-2,9:MOV
E x,y:PRINT CHR$(154);:PLOT
-2,-2,3:MOVE x,y-16:PRINT CH
R$(157);
1690 RETURN
1700 '*** mario bas ***
1710 GOSUB 1420:d=1
1720 Y=Y-16:PLOT -2,-2,9:MOV
E x,y:PRINT CHR$(154);:PLOT
-2,-2,3:MOVE x,y-16:PRINT CH
R$(156);
1730 SOUND 1,600,1,14,5
1740 PLOT -2,-2,9:MOVE x,y:P
RINT CHR$(154);:PLOT -2,-2,3
:MOVE x,y-16:PRINT CHR$(156)
;
1750 Y=Y-16:PLOT -2,-2,9:MOV
E x,y:PRINT CHR$(154);:PLOT
-2,-2,3:MOVE x,y-16:PRINT CH
R$(157);
1760 RETURN
1770 '*** tonneau 1 ***
1780 PLOT -2,-2,8:MOVE xt1,y
t1:PRINT CHR$(INT(161+TN));:
TN=-TN
1790 IF CH<>0 THEN ch=ch-1 E
LSE 1820
1800 IF CH=0 THEN AVT=-AVT
1810 GOTO 1850
1820 xt1=xt1+AVT:MOVE xt1,yt
1:PRINT CHR$(INT(161+TN));
1830 IF xt1=32 OR xt1=576 TH
EN ch=4
1840 RETURN
1850 yt1=yt1-16:MOVE xt1,yt1
:PRINT CHR$(INT(161+TN));
1860 IF yt1<0 THEN XT1=480:Y
T1=288:AVT=-32:CH=0:MOVE xt1
,yt1:PRINT CHR$(INT(161+TN))

```

```

;
1870 RETURN
1880 '*** tonneau 2 ***
1890 PLOT -2,-2,8:MOVE xt2,y
t2:PRINT CHR$(INT(161+TN2));
:TN2=-TN2
1900 IF CH2<>0 THEN ch2=ch2-
1 ELSE 1930
1910 IF CH2=0 THEN AVT2=-AVT
2
1920 GOTO 1960
1930 xt2=xt2+AVT2:MOVE xt2,y
t2:PRINT CHR$(INT(161+TN2));
1940 IF xt2=32 OR xt2=576 TH
EN ch2=2
1950 RETURN
1960 yt2=yt2-32:MOVE xt2,yt2
:PRINT CHR$(INT(161+TN2));
1970 IF yt2<0 THEN XT2=480:Y
T2=288:AVT2=-32:CH2=0:MOVE x
t2,yt2:PRINT CHR$(INT(161+TN
2));
1980 RETURN
1990 '**** MARIO TOUCHE ***
2000 SOUND 1,100,10,14,3,3,9
2010 FOR I=1 TO 26:INK 0,I:S
OUND 1,100,10,14,2,2:NEXT I:
INK 0,0
2020 GOSUB 1420
2030 GOSUB 2040:GOSUB 2300:G
OTO 1020
2040 '* EFFACE TONNEAU *
2050 PLOT -2,-2,8:MOVE xt1,y
t1:PRINT CHR$(INT(161+TN));
2060 PLOT -2,-2,8:MOVE xt2,y
t2:PRINT CHR$(INT(161+TN2));
;
2070 PLOT -2,-2,1:MOVE xC,YC
:PRINT CHR$(228);
2080 RETURN
2090 '**** MARIO TOMBE ****
2100 GOSUB 1420:d=1
2110 PLOT -2,-2,9:MOVE x,Y:P
RINT CHR$(154);:PLOT -2,-2,3
:MOVE x,Y-16:PRINT CHR$(156)
;
2120 SOUND 2,100,100,14,0,1
2130 FOR I=1 TO 32
2140 PLOT -2,-2,9:MOVE x,Y:P
RINT CHR$(154);:PLOT -2,-2,3
:MOVE x,Y-16:PRINT CHR$(156)
;
2150 Y=Y-I*2
2160 PLOT -2,-2,9:MOVE x,Y:P
RINT CHR$(154);:PLOT -2,-2,3
:MOVE x,Y-16:PRINT CHR$(156)
;
2170 NEXT I
2180 GOSUB 2040:GOSUB 2300:G
OTO 1020
2190 '**** COEURS ****
2200 PLOT -2,-2,1:MOVE xC,YC
:PRINT CHR$(228);
2210 YC=YC-4:XC=XC+SGN(RND*3
-1.5)*16
2220 PLOT -2,-2,1:MOVE xC,YC
:PRINT CHR$(228);
2230 IF YC<48 THEN SOUND 1,3
00,5,14:SOUND 1,100,5,14
2240 IF YC<0 AND SAUT=0 THEN
YC=368:XC=224:MOVE xC,YC:PR
INT CHR$(228);:GOTO 1990
2250 RETURN
2260 '**** SCORE ****
2270 SC=SC+1:CR=CR+1:IF CR=N
BCR THEN OUI=1:TAGOFF:PEN 10
:LOCATE 9,1:PRINT CHR$(166)+
CHR$(168):LOCATE 9,2:PRINT C

```

```

HR$(167)+CHR$(169):TAG
2280 TAGOFF:LOCATE 4,2:PEN 3
:PRINT USING"###";SC :TAG
2290 RETURN
2300 '**** MARIO - 1 VIE *
2310 VIE=VIE-1:TAGOFF:PEN 2:
LOCATE 4,4:PRINT USING "#";V
IE
2320 IF VIE=0 THEN GOTO 2460
2330 TAG:RETURN
2340 '**** MARIO ARRIVE ***
2350 IF OUI=0 THEN 2090
2360 RESTORE 2660:GOSUB 2560
2370 SC=SC+10:GOSUB 2280
2380 TAGOFF:LOCATE 9,1:PRINT
" ":LOCATE 9,2:PRINT " ":TA
G:GOSUB 2040:GOSUB 1420
2390 CR=0:NBCR=NBCR+5:TPS=60
*NBCR:OUI=0
2400 GOTO 1020
2410 '**** COMPTEUR ****
2420 TPS=TPS-2:PRINT #1,USIN
G "###";TPS;
2430 IF TPS<30 THEN SOUND 1,
50,10,14,2,2
2440 IF TPS=0 THEN GOSUB 199
0:GOTO 920
2450 RETURN
2460 '**** GAME OVER ****
2470 RESTORE 2690:GOSUB 2560
2480 TAGOFF:LOCATE 9,1:PRINT
" ":LOCATE 9,2:PRINT " ":CR
=0:NBCR=5:OUI=0
2490 H=REMAIN(0)
2500 '**** TITRE ****
2510 IF INKEY$<>"" THEN 2510
2520 PEN 6:PAPER 1:FOR J=1 T
O 60:LOCATE 1,1:CALL &BD19:P
RINT MID$(TIT$,J,20);:FOR T=
1 TO 100:NEXT T
2530 IF INKEY$="" THEN NEXT
J:GOTO 2520
2540 PAPER 0:LOCATE 1,1:PRIN
T SPACE$(20);
2550 GOTO 920
2560 '**** MUSIQUE ****
2570 tempo=12
2580 note=1
2590 WHILE note<>0
2600 READ note,duree
2610 SOUND 49,note/2,INT(temp
o/2*duree*0.8334),15
2620 SOUND 42,note,INT(tempo
*duree*0.8334),15
2630 SOUND 28,note/3,INT(temp
o/2*duree*0.8334),15
2640 WEND
2650 RETURN
2660 DATA 478,1,426,1,379,2,
319,2,319,2,478,1,426,1,379,
2,319,2,319,2,478,1,426,1,37
9,2,319,2,358,2,506,2,478,3,
0,0
2670 DATA 478,2,319,1,358,1,
379,2,478,2,284,1,319,1,358,
2,478,2,253,1,284,1,319,2,23
9,2,0,0
2680 DATA 478,2,426,1,358,1,
379,1,426,1,319,2,319,2,319,
1,284,1,379,1,358,1,426,2,42
6,2,426,1,358,1,379,1,426,1,
478,1,239,1,253,1,284,1,319,
1,358,1,379,1,426,1,478,1,0,
0
2690 DATA 426,4,426,3,426,2,
426,3,358,4,379,2,379,3,426,
2,426,3,478,2,426,3,0,0

```

# pocket

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## NOUVEAUTÉ DU MOIS



### La bible des CPC 664/6128 (tome 16)

Un régal pour tous ceux qui veulent tout connaître sur les CPC 6128 et 664. Analyse du système d'exploitation, du processeur, le GATE ARRAY, le contrôleur vidéo, le 8255, le chip sonore, les interfaces... Comprend un désassembleur, les points d'entrée des routines commentées de l'interpréteur et du système d'exploitation. Un super livre comme toutes les Bibles!

Réf. : ML 146 Prix : 199 F

### TRUCS ET ASTUCES POUR L'AMSTRAD CPC (Tome 1)

C'est le livre que tout utilisateur d'un CPC doit posséder. De nombreux domaines sont couverts (graphismes, fenêtres, langage machine) et des super programmes sont inclus dans ce best-seller (gestion de fichiers, éditeur de textes et de sons...).

Réf. : ML 112  
Prix : 149 FF

EDITION COMPLETEE POUR LE 6128



### Les routines utiles de l'AMSTRAD CPC (Tome 14)

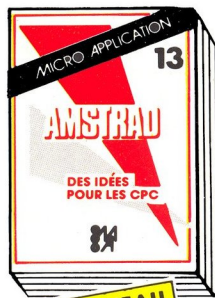
Pour bien connaître et utiliser les routines utiles de l'AMSTRAD 6128, 664, 464. A la portée de tous. Nombreux programmes utilitaires, exemples, désassembleur, etc.

Réf. : ML 143  
Prix : 149 FF

### DES IDÉES POUR LES CPC (Tome 13)

Vous n'avez pas d'idées pour utiliser votre CPC (464, 664, 6128)? Ce livre va vous en donner! Vous trouverez de très nombreux programmes BASIC couvrant des sujets très variés qui transformeront votre CPC en un bon petit génie. De plus les programmes vous permettront d'approfondir vos connaissances en programmation. (250 pages).

Réf. : ML 132  
Prix : 129 FF



NOUVEAU

## LIVRES



### LE LANGAGE MACHINE DE L'AMSTRAD CPC (Tome 7)

Ce livre est destiné à tous ceux qui désirent aller plus loin que le BASIC. Des bases de la programmation en assembleur à l'utilisation des routines système, tout est expliqué avec de nombreux exemples. Contient un programme assembleur, moniteur et désassembleur.

Réf. : ML 123  
Prix : 129 FF

EDITION COMPLETEE POUR LE 6128

### LIVRE DU LECTEUR DE DISQUETTE AMSTRAD CPC (Tome 10)

Tout sur la programmation et la gestion des données avec le floppy DDI-1 et le 664! Utile au débutant comme au programmeur en langage machine. Contient le listing du DOS commenté, un utilitaire qui ajoute les fichiers RELATIFS à l'AMDOS avec de nouvelles commandes BASIC, un MONITEUR disque et beaucoup d'autres programmes et astuces... Ce livre est indispensable à tous ceux qui utilisent un



floppy ou un 664 AMSTRAD.

Réf. : ML 127  
Prix : 149 FF

### LA BIBLE DU PROGRAMMEUR DE L'AMSTRAD CPC 464 (Tome 6)

Tout, absolument tout sur le CPC 464. Ce livre est l'ouvrage de référence pour tous ceux qui veulent programmer en propre CPC. Organisation de la mémoire, le contrôleur vidéo, les interfaces, l'interpréteur et toute la ROM DESASSEMBLEE et COMMENTEE sont quelques-uns des thèmes de cet ouvrage de 700 pages.

Réf. : ML 122  
Prix : 249 FF



### Disquettes des livres AMSTRAD

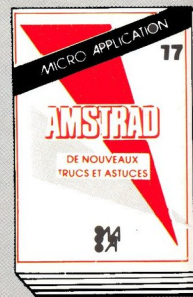
Si vous n'avez pas le temps de taper les programmes des livres, sachez que M.A. les a déjà tapés pour vous :

AMSTRAD	Disquette	MICRO-INFO n° 1 : 15 FF
Livre n°1 :	120 FF	MICRO-INFO n° 2 : 20 FF
Livre n° 7 :	120 FF	MICRO INFO n° 3 : 20 FF
Livre n°10 :	120 FF	

### TRUCS ET ASTUCES II POUR CPC (tome 17)

Ce livre concerne tous les possesseurs de CPC (464, 664 et bien sûr 6128!). Vous y trouverez un générateur de menus, un générateur de masques, des aides à la programmation comme un DUMP, l'utilisation des routines systèmes et plein d'astuces de programmation. Pour tous ceux qui veulent tirer le maximum de leur CPC!

Réf. : ML 147  
Prix : 129 F TTC



NOUVEAU



### PEEKES ET POKES DU CPC (Tome 9)

Comment exploiter au fond son CPC à partir du BASIC? C'est ce que vous révèle ce livre avec tout ce qu'il faut savoir sur les peeks, pokes et autres codes. Vous saurez aussi comment protéger la mémoire, calculer en binaire... et tout cela très facilement. Un passage assuré et sans douleur du BASIC au puissant LANGAGE MACHINE.

Réf. : ML 126  
Prix : 99 FF

### MONTAGES, EXTENSIONS ET PERIPHERIQUES AMSTRAD CPC (Tome 11)

Pour tous les amateurs d'électronique, ce livre montre ce que l'on peut réaliser avec un CPC. De nombreux schémas et exemples illustrent les thèmes et applications abordés comme les interfaces, programmeur d'EPROM... Un très beau livre de 450 pages.

Réf. : ML 131  
Prix : 199 FF



### LE LIVRE DU CP/M AMSTRAD (Tome 12)

Ce livre vous permet d'utiliser CP/M sur le CPC 464, 664 et 6128 sans aucune difficulté. Vous y trouverez de nombreuses explications et les différents exemples vous assureront la maîtrise parfaite de ce très puissant système d'exploitation qu'est le CP/M.

Réf. : ML 128  
Prix : 149 FF



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# SCROUNCH

Si l'habileté d'une chenille vous permet de casser des briques, ce n'est pas un jardinier stupide qui vous empêchera d'accéder au festin bonus (?).

Emmanuel FORSANS

Mode d'emploi :

Tapez et sauvegardez à la suite ces deux programmes. Le lancement du premier charge et lance automatiquement le second. Les règles sont incluses.

## ....listing 1....

```
10 INK 0,0:INK 1,0:INK 2,0:I
NK 3,22: BORDER 0:GOSUB 260
20 MODE 1:WINDOW 10,29,1,10:
PAPER 1:PEN 0:CLS
30 t=52:EVERY 50,1 GOSUB 190
40 LOCATE 1,1:PRINT CHR$(212
):LOCATE 20,1:PRINT CHR$(213
):LOCATE 1,10:PRINT CHR$(215
):LOCATE 20,10:PRINT CHR$(21
4);
50 PRINT CHR$(22)+CHR$(1);:L
OCATE 9,3:PRINT"MANU":LOCATE
7,5:PRINT"LOGICIEL":LOCATE
7,9:PRINT"PRESENTE":PEN 3:LO
CATE 7,1:PRINT"PATIENTEZ"
60 FOR x=14 TO 20:FOR y=2 TO
9:FOR i=1 TO 8:READ a$(i):I
F a$(i)="-1" THEN 120 ELSE I
F a$(i)="-2" THEN 200 ELSE a
(i)=VAL("&"a$(i))
70 b$(i)=BIN$(a(i),8):FOR j=
1 TO 8:c$(j)=MID$(b$(i),j,1
):NEXT:b$(i)="" :FOR j=8 TO 1
STEP -1:b$(i)=b$(i)+c$(j):NE
XT:b(i)=VAL("&X"+b$(i))
90 NEXT
100 SYMBOL 255,a(1),a(2),a(3
),a(4),a(5),a(6),a(7),a(8):S
YMBOL 254,b(1),b(2),b(3),b(4
),b(5),b(6),b(7),b(8):DI:IF
y<=3 OR (x)=19 AND y(8) THEN
PEN 2 ELSE PEN 0
110 LOCATE 21-x,y:PRINT CHR$(
254):LOCATE x,y:PRINT CHR$(
255):EI:NEXT:NEXT
120 FOR j=i TO 8:a(j)=0:b(j)
=0:NEXT:i=9:GOTO 100
130 DATA 0,0,0,1,0,0,2,6,f,0
,f,-1,-1,-1,-1,0,0,0,0,0,0,0
,3,5,1c,1c,10,-1,-1,1,3,1,1c
,c7,79,fc,7f,1f,3,c1,fc,f,-1
,0,0,0,1,2,2,2,2,1,1,1,2,2,4
,8,8,11,21,21,41,81,8f,77
,4,4,2,2,c,30,cf,23,2,2,4,4,
2,3,-1,-1,0,24,d2,eb,f5,fa,f
f,3f
140 DATA DE,ED,F2,78,3D,CE,3
4,20,40,80,80,0,0,0,0,40,30,
C,47,58,60,40,80,0,0,0,0,0,0
,0,80,c0,e0,10,10,10,10,10,2
0,20,0,0,0,0,1,ff,0,0,-1,98,
89,40,65,F7,E7,F4,7B,33,33,9
B,53,F7,88,-1,-1,0,1,2,5,3,5
,1,6,4,4,1,3,3,3,3,1,1,1,-1,
0,1,3,3F,CF,F,7,7,3,3,1,1,1,
-1
150 DATA 80,B2,A5,A4,ED,ED,F
A,FE,FD,FF,FB,FF,F7,F7,7,3,-
```

```
1,EO,10,DO,DO,DO,A0,60,EO,EO
,EO,EO,CO,CO,CO,CO,CO,CO,CO,
EO,EO,EO,EO,EO,EO,EO,CO,C
0,80,80,80,80,80,-1,0,0,40,8
0,80,68,58,F0,EO,C3,CC,8B,F7
,FF,F0,CC,FF,FF,7F,3F,1F,1F,
10,8,F,F,F,F,F,F,F,1F
160 DATA 1F,1F,3D,3E,3F,3F,7
F,7F,5D,5D,6C,6C,74,70,60,6C
,40,40,40,40,40,40,20,20,
20,20,-1,-1,0,0,0,0,CO,30,0,
1B,EO,0,FC,0,80,EO,38,4,EO,F
C,8C,EO,38,8C,CO,EO,60,50,CC
,CO,80,-1,-1,-1,-2
170 f=1:h=0:INPUT b
180 b=b/10:g=(b-INT(b))*10:b
=INT(b):g=g*f:h=h+g:f=f*2:IF
b=1 THEN 180 ELSE PRINT HE
X$(h):GOTO 170
190 PEN 3:t=t-1:PRINT CHR$(2
2)+CHR$(0):LOCATE 10,7:PRIN
T USING"##";t:PRINT CHR$(22)
+CHR$(1):RETURN
200 a=REMAIN(1):INK 1,22:INK
2,14:INK 3,22:PEN 2:PAPER 0
:PRINT CHR$(22)+CHR$(0)
210 WINDOW 1,40,1,25
220 a$="S C R O U N C H":LOC
ATE 12,15:GOSUB 250
230 a$=" PROGRAMME EN COURS
D'ENREGISTREMENT":LOCATE 1,
24:GOSUB 250
240 RUN "I"
250 FOR i=1 TO LEN(a$):PRINT
MID$(a$,i,1):CHR$(143):CHR$(
8):SOUND 1,50,3,5,10:FOR
x=1 TO 100:NEXT:NEXT:PRINT"
":RETURN
260 SYMBOL AFTER 48:SYMBOL 4
8,&FE,&82,&82,&8E,&8E,&8E,&F
E:SYMBOL 49,&4,&4,&4,&1C,&1C
,&1C,&1C:SYMBOL 50,&FE,&2,&F
E,&80,&8E,&8E,&FE:SYMBOL 51
,&FE,&2,&2,&7E,&E,&E,&FE:SYMB
OL 52,&80,&80,&88,&88,&FE,&E
,&E:SYMBOL 53,&FE,&8E,&8E,&8
0,&FE,&2,&FE
270 SYMBOL 54,&80,&80,&FE,&8
2,&8E,&8E,&FE:SYMBOL 55,&FE,
&2,&2,&E,&E,&E:SYMBOL 56,
&FE,&82,&FE,&82,&8E,&8E,&FE:
SYMBOL 57,&FE,&82,
E,&2,&2
280 SYMBOL 65,&FE,&82,&82,&F
E,&E2,&E2,&E2:SYMBOL 66,&FE,
&82,&82,&FC,&E2,&E2,&FE:SYMB
OL 67,&FE,&80,&80,&EO,&EO,&E
0,&FE:SYMBOL 68,&FC,&82,&82,
&E2,&E2,&E2,&FC:SYMBOL 69,&F
E,&80,&80,&F8,&EO,&EO,&FE:SY
MBOL 70,&FE,&80,&80,&F8,&EO,
```

```
&EO,&EO
290 SYMBOL 71,&FE,&80,&80,&E
2,&E2,&E2,&FE:SYMBOL 72,&82,
&82,&82,&FE,&E2,&E2,&E2:SYMB
OL 73,&10,&10,&10,&1C,&1C,&1
C,&1C:SYMBOL 74,&FE,&8,&8,&3
8,&38,&38,&F8:SYMBOL 75,&86,
&88,&88,&F8,&E8,&E8,&E6:SYMB
OL 76,&80,&80,&80,&EO,&EO,&E
0,&FE
300 SYMBOL 77,&CE,&BA,&82,&E
2,&E2,&E2,&E2
310 SYMBOL 78,&82,&82,&82,&F
2,&EA,&EE,&E2:SYMBOL 79,&FE,
&82,&82,&E2,&E2,&E2,&FE:SYMB
OL 80,&FE,&82,&82,&FE,&EO,&E
0,&EO:SYMBOL 81,&FE,&82,&82,
&E2,&EE,&EE,&FE:SYMBOL 82,&F
E,&82,&82,&FE,&E4,&E4,&E4:SY
MBOL 83,&FE,&80,&80,&FE,&E,&
E,&FE
320 SYMBOL 84,&FE,&10,&10,&3
8,&38,&38,&38:SYMBOL 85,&82,
&82,&82,&E2,&E2,&E2,&FE:SYMB
OL 86,&82,&82,&82,&E2,&E2,&E
6,&38:SYMBOL 87,&E2,&E2,&E2,
&E2,&82,&BA,&CE:SYMBOL 88,&8
2,&FE,&38,&FE,&E2,&E2,&E2:SY
MBOL 89,&82,&82,&FE,&38,&38,
&38,&38
330 SYMBOL 90,&FE,&2,&2,&FE,
&EO,&EO,&FE
340 RETURN
```

## ....listing 2....

```
10 CALL &BD19:SPEED INK 17,1
7:SPEED KEY 10,1
20 GOSUB 1500:GOTO 1090
30 CLEAR:DIM HS(52):DIM HS*(
52):FOR j=0 TO 52:HS(j)=50:N
EXT j:WINDOW #1,1,40,1,25:OR
IGIN 0,0,0,640,0,400
40 SYMBOL 248,&7E,&FF,&FF,&A
5,&A5,&FF,&FF,&7E:SYMBOL 247
,&7E,&81,&81,&DB,&DB,&81,&81,
&7E:SYMBOL 249,&3C,&7F,&FB,
&EO,&EO,&F8,&7F,&3C:SYMBOL 2
50,&3C,&FE,&3F,&F,&F,&3F,&FE
,&3C
50 SYMBOL 251,&42,&42,&E7,&E
7,&FF,&FF,&7E,&3C:SYMBOL 252
,&3C,&7E,&FF,&FF,&E7,&E7,&42
,&42:SYMBOL 253,&3C,&7E,&FF,
&EF,&EF,&FF,&7E,&3C:SYMBOL 2
54,&80,&EO,&F8,&4,&18,&20,&1C
,&3:SYMBOL 255,&3C,&7E,&5A,&
7E,&3C,&5A,&A5,&A5
60 FOR i=1 TO 50:HS*(i)=STRI
NG$(20,"-"):NEXT:FOR i=1 TO
6:raq$=raq$+CHR$(208):NEXT:r
```

# SCROUNCH

```

aq$="" " +raq$+" ":GOSUB 810
:REM appel tableau difficult
e
70 MODE 1:INK 0,0:PAPER 0:BO
RDER 0:CFA=0:SC=0:INK 1,0:IN
K 2,0:INK 3,0:PEN 3:FOR I=40
TO 1 STEP -1:LOCATE I,4:PRI
NT CHR$(143):LOCATE 41-I,22:
PRINT CHR$(143):NEXT:FOR I=2
2 TO 4 STEP -1:LOCATE 1,I:PR
INT CHR$(143):LOCATE 40,26-I
:PRINT CHR$(143):NEXT
80 PLOT 50,399:DRAW 589,399,
1:DRAW 589,357,1:DRAW 50,357
,1:DRAW 50,399,1:PEN 1:LOCAT
E 5,2:PRINT "SCORE :"; USING
"#####";SC;
90 PRINT " BEST:";HS(1);
MID$(HS$(1),5,3):PEN 3:tete=
3:LOCATE 1,23:FOR i=1 TO 18:
PRINT CHR$(143):NEXT:LOCATE
22,23:FOR i=1 TO 19:PRINT C
HR$(143):NEXT:LOCATE 1,24:F
OR i=1 TO 40:PRINT CHR$(143)
;NEXT
100 PEN 1:LOCATE 19,23:FOR x
d=1 TO 3:PRINT CHR$(251);NE
XT xd:MOVE 286,28:DRAWR 52,0
,0:DRAWR 0,22,0:DRAWR -14,0,
0:DRAWR 0,12,0:DRAWR -16,-2,
3:DRAWR 0,-10,0:DRAWR -24,0,
0:DRAWR 0,-22,0
110 MOVE 324,60:DRAWR 310,0,
0:DRAWR 0,278,0:DRAWR -630,0
,0:DRAWR 0,-278,0:DRAWR 294,
0,0
120 TAG:PLOT 80,54,1:PRINT "
TEMPS";:MOVE 80,56:DRAWR 78,
0,0:MOVE 30,34:PRINT STRING$(
11,32);:TAGOFF:PEN 0:PRINT
CHR$(22)+CHR$(1):LOCATE 25,2
3:PRINT "NIVEAU:";USING"###.#
";force:PRINT CHR$(22)+CHR$(
0)
130 REM dessin aleatoire des
plots
140 PEN 2:FOR I=1 TO 15:X=IN
T(RND(1)*38)+2:Y=INT(RND(1)*
17)+5:LOCATE X,Y:PRINT CHR$(
247):NEXT:XC=2:YC=5:XB=1:YB=
1:CHA=131:tamps=206:cra=250:
PEN 3:LOCATE XC,YC:PRINT CHR
$(255):X=39:Y=21:SPEED KEY 2
0,2:PEN 1:LOCATE X,Y:PRINT C
HR$(250)
150 XA=0:YA=0:INK 1,26:INK 2
,20:INK 3,13:LOCATE 16,11:PR
INT"CHENILLE":FOR i=1 TO 500
:NEXT:LOCATE 16,11:PRINT "
"
160 GOSUB 1500:FOR note=100
TO 1 STEP -2:a$=UPPER$(INKEY$
):SOUND 1,note,7:IF a$("<
" THEN GOTO 180 ELSE NEXT:xa=-
1
170 A$=UPPER$(INKEY$):IF A$=
"" THEN 190
180 IF ASC(A$)=44 OR JOY(0)=
4 THEN XA=-1:YA=0:cra=250 EL
SE IF ASC(A$)=46 OR JOY(0)=8
THEN XA=1:YA=0:cra=249 ELSE
IF ASC(A$)=90 OR JOY(0)=2 T
HEN YA=1:XA=0:cra=252 ELSE I
F ASC(A$)=65 OR JOY(0)=1 THE
N YA=-1:XA=0:cra=251
190 X=X+XA:Y=Y+YA:FOR I=1 TO
(100-(force*10)):NEXT:T=TES
T(X*16-1,410-Y*16):X=X-XA:Y=

```

```

Y-YA:IF T=0 THEN 220
200 IF T=2 THEN PEN 2:I=INT(
RND(1)*38)+2:J=INT(RND(1)*17
)+5:LOCATE I,J:PRINT CHR$(24
7):CFA=CFA+9:SC=SC+10:LOCATE
12,2:PEN 1:PRINT USING"####
#";SC:GOSUB 330:GOTO 210 ELS
E 340
210 PLOT tamps,34:DRAWR 0,-1
4,0:tamps=tamps+15:IF tamps>
=90 THEN INK 2,20:IF tamps=
206 THEN tamps=206 ELSE PLOT
tamps,34:DRAWR 0,-14,1:GOTO
240
220 PLOT tamps,34:DRAWR 0,-1
4,0:tamps=tamps-1:IF tamps<=
90 THEN INK 2,20,26:SPEED IN
K 5,5:IF tamps<=30 THEN 340
230 PLOT tamps,34:DRAWR 0,-1
4,1
240 IF CFA=0 THEN LOCATE X,Y
:PRINT CHR$(32) ELSE CFA=CFA
-1:LOCATE X,Y:PEN 1:PRINT CH
R$(248)
250 X=X+XA:Y=Y+YA:LOCATE X,Y
:PRINT CHR$(cra)
260 REM control deplacement
changeur
270 LOCATE XC,YC:PRINT CHR$(
32):SOUND 2,300,4,5
280 XC=XC+XB:YC=YC+YB:T=TEST
(XC*16-1,410-YC*16)
290 IF T=0 THEN LOCATE XC,YC
:PEN 3:PRINT CHR$(255):GOTO
170 ELSE IF T=2 THEN LOCATE
XC,YC:PEN 1:PRINT CHR$(248):
GOTO 300 ELSE IF T=1 THEN LO
CATE XC,YC:PEN 2:PRINT CHR$(
247)
300 XB=-XB:XC=XC+XB:T=TEST(X
C*16-1,410-YC*16)
310 IF T=0 THEN LOCATE XC,YC
:PEN 3:PRINT CHR$(255):GOTO
170
320 YB=-YB:YB=-YB:GOTO 280
330 IF SQ(1)<>4 THEN RETURN
ELSE ENV 1,100,100,1:ENT 1,1
00,2,2:SOUND 1,2000,100,1,1,
1,5:RETURN
340 SPEED INK 17,17:INK 2,20
:ENT 1,100,2,2:PEN 1:SOUND 1
,284,200,15,1:FOR I=1 TO 20
0:LOCATE X,Y:PRINT CHR$(247)
:LOCATE X,Y:PRINT CHR$(248):
NEXT I:GOTO 1520
350 REM control score : rech
erche
360 cli=0:FOR I=1 TO 50:IF S
C)=HS(I) THEN 480 ELSE NEXT:
H=1:I=10:GOTO 400
370 FOR J=49 TO I+1 STEP -1:
HS(J+1)=HS(J):HS$(J+1)=HS$(J
):NEXT:HS(J+1)=HS(J):HS$(J+1
)=HS$(J):HS(J)=SC:HS$(J)=HT$
:I=J+5
380 IF I>50 THEN I=50:H=40:G

```

```

OTO 400 ELSE H=J-5:IF H<1 TH
EN H=1:I=10:CLI=J
390 REM tableau classement
400 MODE 1:PEN 1:INK 2,0:INK
1,0:INK 0,0:INK 3,0:BORDER
0:LOCATE 1,1:PRINT STRING$(3
9,32):LOCATE 15,1:PRINT "CLA
SSEMENT":PLOT 1,290,1:DRAWR
639,0,1:LOCATE 1,11:FOR J=H
TO I:PEN 3:PRINT USING"####
";J;:IF J=CLI THEN PEN 2
410 PRINT SPACE$(5);HS$(J);S
PACE$(5);:PEN 3:PRINT USING"
#####";HS(J):NEXT J:PLOT 1,25
2,1:DRAW 1,52,1:DRAW 639,52,
1:DRAW 639,252,1:DRAW 1,252,
1:PLOT 100,252,1:DRAW 100,52
,1:PLOT 520,252,1:DRAW 520,5
2,1
420 LOCATE 1,9:PRINT "NUMERO
NOM
SCORE":PEN 1:LOCATE 4,24:PRI
NT "APPUYEZ SUR LA BARRE D'E
SPACEMENT":PRINT " RETOUR
A LA DIFFICULTE : COPY":
GOSUB 1500:INK 2,20,0:INK 1,
26:INK 3,8
430 RESTORE 3100:FOR jo=1 TO
46:a$=UPPER$(INKEY$):IF a$=
"" THEN READ note,duree:ENV
1,10,-1,duree\10:SOUND 1,not
e,duree,15,1:WHILE SQ(1)<>4:
WEND:NEXT ELSE IF A$="" " THE
N 70 ELSE IF ASC(A$)=224 THE
N.GOSUB 820:GOTO 400
440 FOR jo=1 TO 4000:a$=UPPE
R$(INKEY$):IF a$="" THEN NEX
T ELSE IF A$="" " THEN 70 ELS
E IF ASC(A$)=224 THEN GOSUB
820:GOTO 400
450 GOTO 430
460 ENV 1,10,-1,5:SOUND 1,0,
50,15,1,1:GOTO 430
470 REM ecriture du nom ( h /
s)
480 IF sc<400 THEN HT$="DUNC
H SCROUNCH SCROU":GOTO 370 E
LSE MODE 1:RESTORE 990:LOP=9
490 CLI=I:HT$="":LETTRE$(1)=
"1234567890-":LETTRE$(2)="DW
ERTYUIOP@":LETTRE$(3)="ASDFG
HJKL:":LETTRE$(4)="ZXCVBNM,
./":INK 0,0:INK 1,0:INK 2,2
3:INK 3,0:PAPER 0:BORDER 0:P
EN 2:WINDOW #1,1,40,8,25:PAP
ER #1,0:GOSUB 1500
500 note=0:na=50:SPEED KEY 1
0,5
510 EVERY 11,2 GOSUB 970
520 PEN 1:PLOT 200,324,1:DRA
WR 204,0,1:DRAWR 0,40,1:DRAW
R -204,0,1:DRAWR 0,-40,1:FLO
T 1,290,1:DRAWR 639,0,1:LOCA
TE 15,4:PRINT STRING$(10,CHR
$(144)):PEN 2:LOCATE 14,9:PR
INT "SCORE :";USING"#####";s
c:CHX=2:CHY=12:PLX=1:PLY=1
530 PEN #1,1:LOCATE #1,2,5:F
RINT #1,"1 2 3 4 5 6 7
8 9 0 -":LOCATE #1,3,8:
PRINT #1,"D W E R T Y
U I O P @":LOCATE #1,4,1
1:PRINT #1,"A S D F G H
J K L :";LOCATE #1,5
,14:PRINT #1,"Z X C V B
N M , / \ "
540 K=0:FOR JO
=194 TO 50 STE

```



```

P -48:FOR IQ=6 TO 500 STEP 4
8
550 PLOT IQ+K,JQ,3
560 DRAW 34,0,3:DRAW 4,4,3
:DRAW 0,30,3:DRAW -4,4,3:D
RAW -34,0,3:DRAW -4,-4,3:D
RAW 0,-28,3:DRAW 2,-4,3
570 MOVE IQ-2+K,JQ+2:DRAW 6
,6,3:DRAW 26,0,3:DRAW 4,-6
,3:MOVER -4,6:DRAW 0,26,3:D
RAW 4,4,3:MOVER -4,-4:DRAW
-26,0,3:DRAW -4,4,3:MOVER
4,-4:DRAW 0,-26,3
580 NEXT IQ:K=K+16:NEXT JQ
590 PLOT 104,38,3:DRAW 520,3
8,3:DRAW 4,-4,3:DRAW 0,-30
,3:DRAW -4,-4,3:DRAW -418,
0,3:DRAW -4,4,3:DRAW 0,30,
3:DRAW 4,4,3:MOVE 100,2:DR
AW 6,6,3:DRAW 410,0,3:DRAW
4,-4,3:MOVER -4,4:DRAW 0,2
6,3:DRAW 4,4,3:MOVER -4,-4:
DRAW -410,0,3:DRAW -2,2,3
600 MOVER 2,-2:DRAW 0,-24,3
610 PEN 3:LOCATE 14,9:PRINT
"SCORE : ";USING"####";sc:LO
CATE 10,1:PRINT"INSCRIVEZ V
OTRE NOM"
620 re=REMAIN(2):INK 3,20:IN
K 1,10:INK 2,23,10:LOCATE 2
,12:PEN 2:PRINT "1":PLOT 1,24
0,3:DRAW 639,240,3:PLOT 1,24
4,3:DRAW 639,244,3:LOCATE 18
,24:PEN 1:PRINT "FIN":GOSUB
1500:nota=10:na=1
630 A$=UPPER$(INKEY$):IF A$=
"" THEN 630 ELSE IF A$="," T
HEN nota=nota+na:IF nota<10
OR nota>40 THEN na=-na:SOUN
D 1,nota,6,4:GOTO 710:ELSE S
OUND 1,nota,6,4:GOTO 710
640 IF A$="." THEN nota=nota
+na:IF nota<10 OR nota>40 TH
EN na=-na:SOUND 1,nota,6,4:
GOTO 690:ELSE SOUND 1,nota,6
,4:GOTO 690
650 IF ASC(A$)=13 AND LEN(ht
$)<10 THEN FOR note=95 TO 10
0:SOUND 1,note,7:NEXT:SOUND
1,400,10,7:WHILE SQ(1)<>4:WE
ND:GOSUB 1500:GOTO 740
660 IF A$=" " THEN FOR nota=
200 TO 150 STEP -2:SOUND 1,n
ota,5,5:NEXT:FOR bn=1 TO 4:S
OUND 1,500,7,6:FOR nb=1 TO 1
50:NEXT nb:NEXT bn:GOTO 760
670 IF INKEY(79)=0 AND LEN(ht
$)>0 THEN ht$=LEFT$(ht$,LEN
(ht$)-1):ENV 1,10,1,5:SOUND
1,0,50,7,1,1:LOCATE 15,4:PE
N 2:PRINT ht$:PEN 1:PRINT C
HR$(144):GOSUB 1500:WHILE SQ
(1)<>4:WEND:GOTO 630
680 IF SQ(1)=4 THEN ENV 1,10
0,1,1:SOUND 1,200,110,7,1:GO
SUB 1500:GOTO 630:WHILE INKE
Y(31)<>0 AND INKEY(39)<>0 AN
D INKEY(47)<>0 AND INKEY(18)
<>0 AND INKEY(79)<>0:a$=INKE
Y$:WEND
690 IF INKEY(79)=0 THEN 630
ELSE LOCATE CHX,CHY:PEN 1:PR
INT MID$(LETTRE$(PLY),PLX,1)
:PLX=PLX+1:CHX=CHX+3:IF PLX=
12 THEN PLX=1:CHX=2+PLY:PLY=
PLY+1:CHY=CHY+3:IF PLY=5 THE
N PLY=1:PLX=1:CHX=2:CHY=12
700 LOCATE CHX,CHY:PEN 3:PRI

```

```

NT MID$(LETTRE$(PLY),PLX,1):
GOTO 630
710 LOCATE CHX,CHY:PEN 1:PRI
NT MID$(LETTRE$(PLY),PLX,1)
720 PLX=PLX-1:CHX=CHX-3:IF P
LX=0 THEN PLX=11:CHX=PLY+30:
PLY=PLY-1:CHY=CHY-3:IF PLY=0
THEN PLY=4:PLX=11:CHX=35:CH
Y=21
730 LOCATE CHX,CHY:PEN 3:PRI
NT MID$(LETTRE$(PLY),PLX,1):
GOTO 630
740 HT$=HT$+MID$(LETTRE$(PLY
),PLX,1)
750 LOCATE 15,4:PEN 2:PRINT
HT$:GOTO 630
760 LOCATE #1,1,25:FOR IW=1
TO 18:PRINT #1:FOR JW=1 TO 7
5:NEXT JW:NEXT IW
770 IF HT$="" THEN HT$="ANN
ONYME"
780 HT$=STRING$(2,CHR$(154))
+" "+HT$+" "+STRING$(20,CH
R$(154)):HT$=LEFT$(HT$,20)
790 GOTO 370
800 REM tableau difficile
810 P=53:force=1
820 MODE 1:INK 0,0:INK 1,10,
26:INK 2,24:INK 3,10:BOARD
0:PLOT 1,1:DRAW 639,1,1:DRAW
639,399,1:DRAW 1,399,1:DRAW
1,1,1:PEN 3:SPEED INK 5,10:
SPEED KEY 1,1:PLOT 50,300,2:
DRAW 508,300,2:PLOT 50,300,2:
DRAW 508,250,2:DRAW 508,250,2:
DRAW 508,300,2
830 LOCATE 4,6:PRINT "1 2
3 4 5 6 7 8 9 10":LOC
ATE 2,20:PRINT "POUR FAIRE E
VOLUER LA DIFFICULTE (>):L
OCATE 2,21:PRINT "POUR SELEC
TIONNER LA DIFFICULTE ENTER"
:FOR aq=53 TO p:PLOT aq,298:
DRAW aq,252,3:NEXT
840 PLOT P,298:DRAW P,252,3:
GOSUB 1500
850 PEN 2:LOCATE 18,15:PRINT
USING"###.#";force
860 A$=UPPER$(INKEY$):IF A$=
"" THEN 860 ELSE IF A$="," T
HEN SOUND 1,500,2,3:GOTO 890
ELSE IF A$="." THEN SOUND 1
,500,2,3:GOTO 910 ELSE IF AS
C(A$)=13 THEN RESTORE 950:GO
TO 920
870 PEN 2:LOCATE 2,20:PRINT
"POUR FAIRE EVOLUER LA DIFFI
CULTE (>):LOCATE 2,21:PRIN
T "POUR SELECTIONNER LA DIFF
ICULTE ENTER":ENV 1,10,-1,5:
SOUND 1,0,50,15,1,1
880 PEN 3:LOCATE 2,20:PRINT
"POUR FAIRE EVOLUER LA DIFFI
CULTE (>):LOCATE 2,21:PRIN
T "POUR SELECTIONNER LA DIFF
ICULTE ENTER":GOSUB 1500:GOT

```

```

0 850
890 PLOT P,298:DRAW P,252,0:
P=P-2:force=force-0.041:IF P
<52 THEN P=52:force=1:FOR re
p=1 TO 3:SOUND 1,1000,25,7:W
HILE SQ(1)<>4:WEND:NEXT:GOSU
B 1500:GOTO 850 ELSE 850
900 GOTO 850
910 PLOT P,298:DRAW P,252,3:
P=P+2:force=force+0.041:IF P
>492 THEN P=492:force=10.02:
FOR rep=1 TO 3:SOUND 1,1000,
25,7:WHILE SQ(1)<>4:WEND:NEX
T:GOSUB 1500:GOTO 850 ELSE 8
50
920 ENT 1,1,0,5,5,1,1:ENT 2,
1,0,10,10,1,1:ENV 1,1,0,10,5
,-1,6
930 FOR ds=1 TO 4:READ note:
SOUND 1,note,10,5,1:WHILE S
Q(1)<>4:WEND:NEXT:FOR ds=1 T
O 2:READ note:SOUND 1,note,2
0,5,2:WHILE SQ(1)<>4:WEND:N
EXT:FOR ds=1 TO 4:READ note:
SOUND 1,note,10,5,1:WHILE S
Q(1)<>4:WEND:NEXT
940 SOUND 1,239,40,14,1:WHIL
E SQ(1)<>4:WEND:SPEED INK 17
,17:MODE 1:RETURN
950 DATA 239,239,239,213,190
,213,239,190,213,213,239
960 REM sous prog. ecriture
(mult. tache)
970 READ QW$,note,du
980 LDF=LDF+1:PEN 2:LOCATE L
DF,1:PRINT QW$:PEN 1:IF du>5
THEN ENT 1,1,0,10,du-10,1,1
:SOUND 1,note,du,5,1:RETURN
ELSE IF du<>0 THEN SOUND 1,
note,du,7:RETURN ELSE RETURN
990 DATA I,169,20,N,150,20,S
,134,20,C,113,5,R,113,5,I,16
9,20,V,150,20,E,134,20,Z,113
,5,113,5,134,20,V,150,20
,0,169,20,T,201,5,R,201,5,E,
134,20,150,20,169,20,N,2
01,5,0,201,5,M,0,0,0,0,0
,0
1000 REM presentation
1010 DATA 1,0,50,100,-10,10,
-10,0,-10,-10,0,-20,20,-20,0
,-10,-10,10,-10,10,10,-10,1
0,0,10,10,0,20,-20,20,0,10,1
0,-10,10,10
1020 DATA 1,0,65,100,0,-50,1
0,-10,10,0,10,10,-10,10,-10,
-10,0,50,10,-10,10,10,-10,10
,-10,0,-10,-10
1030 DATA 1,0,115,110,-10,-1
0,0,-50,10,-10,0,40,10,-10,0
,-20,10,-10,0,30,-10,10,10,1
0,0,10,-10,10,-10,0,1,0,115,
100,0,-10,10,0,0,5,-5,5,-5,0
1040 DATA 1,0,150,100,0,-50,
10,-10,10,0,10,10,0,50,-10,1
0,-10,0,-10,-10,1,0,160,100,
0,-50,10,0,0,50,-10,0
1050 DATA 1,0,195,110,0,-70,
30,0,0,70,-10,-10,0,-50,-10,
0,0,50,-10,10
1060 DATA 1,0,240,110,0,-60,
10,-10,0,40,10,-10,0,-20,10,
-10,0,60,-10,10,0,-30,-10,10
,0,10,-10,10
1070 DATA 1,0,
285,100,0,-50,

```



**SCROUNCH**

```

10,-10,10,0,10,10,-10,10,-10
,-10,0,50,10,-10,10,10,-10,1
0,-10,0,-10,-10
1080 DATA 1,0,330,110,0,-70,
10,10,0,20,10,0,0,-20,10,-10
,0,70,-10,-10,0,-20,-10,0,0,
20,-10,10
1090 EVERY 10,1 GOSUB 1250:M
ODE 1:WINDOW #1,1,40,12,25:IN
NK 0,0:INK 1,20:INK 2,15:INK
3,15:PEN 3:BORDER 20:PAPER
#1,1:CLS #1
1100 PEN 1:LOCATE 1,1:PRINT
CHR$(212):LOCATE 40,1:PRINT
CHR$(213):LOCATE 1,11:PRINT
CHR$(215):LOCATE 40,11:PRINT
CHR$(214)
1110 RESTORE 1180:ORIGIN 24,
-24:FOR f=1 TO 42:READ arr,x
a,ya,xb,yb:FOR i=1 TO arr ST
EP 4:PRINT CHR$(23)+CHR$(3);
:MOVE xa+i,ya:DRAW xb+i,yb,1
:PRINT CHR$(23)+CHR$(2);:MOV
E xa+i,ya:DRAW xb+i,yb,2:i=i
*2:i=i*2:NEXT i:ENV 1,10,1,1
:SOUND 1,0,10,7,1,1
1120 PRINT CHR$(23)+CHR$(0);
:FOR g=0 TO 8 STEP 2:MOVE xa
+arr+g,ya+g:DRAW xb+arr+g,yb
,3:NEXT g:NEXT f
1130 PLOT 0,0,2:LOCATE 33,2:
PRINT CHR$(164):PEN #1,1:TAG
:FOR x=644 TO 94 STEP -10:MO
VE x,280:PRINT "L O G I
C I E L S ";:SOUND 1,x,2
,6:NEXT x
1140 FOR Y=280 TO 290:MOVE 9
4,Y:PRINT "L O G I C I
E L S";:NEXT Y:MOVE 216,2
72:PRINT "present";:TAGOF
F:PEN 1
1150 RESTORE 1010:RESTORE 10
10:ORIGIN 125,50
1160 FOR i=1 TO 112:READ x,y
:IF x=1 THEN READ x,y:PLOT x
,y,2 ELSE DRAW x,y,2:MOVER
-x+2,-y+2:DRAW x,y:MOVER -2
,-2
1170 NEXT
1180 DATA 100,0,398,0,300,12
0,0,350,0,300,100,0,300,20,3
00,100,0,398,20,398,120,0,39
8,20,350,120,0,350,12,310,13
2,0,310,16,310,148,0,310,12,
350
1190 DATA 140,0,350,20,398,1
60,0,398,20,398,160,0,350,0,
300,160,0,300,20,300,180,0,3
98,0,300,196,34,398,2,300,23
0,0,398,20,398,200,0,300,20,
300
1200 DATA 220,4,320,0,300,22
4,0,320,32,320,228,0,340,22,
340,228,12,380,0,340,256,0,3
20,4,300,240,2,380,12,340,26
0,0,300,20,300,250,0,398,30,
300
1210 DATA 300,0,398,0,300,30
0,0,398,20,398,300,0,300,20,
300,320,0,370,0,300,320,0,37
0,40,300,320,0,398,40,330,36
0,0,300,20,300,360,0,398,0,3
30
1220 DATA 360,0,398,20,398,3
80,0,398,0,300,400,0,398,0,3
00,400,0,398,20,398,420,0,39
8,0,320,420,0,320,40,320,400
,0,300,80,300,460,0,398,0,32

```

```

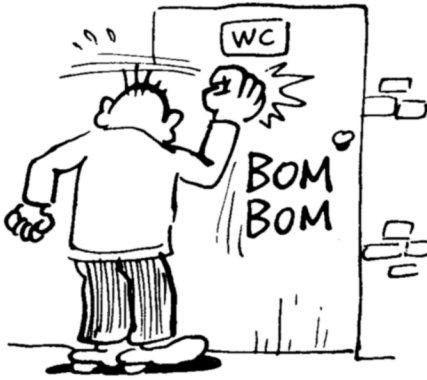
0,460,0,398,20,398,480,0,398
,0,300
1230 GOSUB 1500:PRINT CHR$(2
3)+CHR$(0):FOR i=1 TO 2000:IF
INKEY#="" THEN NEXT
1240 GOTO 1270
1250 IF INKEY#("<)" THEN 1270
ELSE RETURN
1260 REM tableau "fonction d
es touches"
1270 re=REMAIN(1):PRINT CHR$(
23)+CHR$(0):MODE 1:INK 1,24
:INK 2,26,0:INK 3,10:INK 0,0
:BORDER 10
1280 SPEED INK 10,5:ORIGIN -
20,0:WINDOW #1,1,40,1,3:PEN
#1,3:PAPER #1,1:CLS #1:LOCAT
E #1,16,2:PRINT #1,"KEYBOARD
":PLOT 20,348:DRAW 639,0,1:
PLOT 20,346:DRAW 639,0,1:PLOT
20,336:DRAW 639,0,1
1290 MOVE 340,150:DRAW 50,0
,3:DRAW 0,-20,3:DRAW 30,30
,3:DRAW -30,30,3:DRAW 0,-2
0,3:DRAW -50,0,3:DRAW 0,-2
0,3
1300 MOVE 440,140:DRAW 34,0
,3:DRAW 4,4,3:DRAW 0,30,3:
DRAW -4,4,3:DRAW -34,0,3:D
RAW -4,-4,3:DRAW 0,-28,3:D
RAW 2,-4,3
1310 DRAW 6,6,3:DRAW 26,0,
3:DRAW 4,-6,3:MOVER -4,6:DR
AW 0,26,3:DRAW 4,4,3:MOVER
-4,-4:DRAW -26,0,3:DRAW -
4,4,3:MOVER 4,-4:DRAW 0,-26
,3
1320 MOVE 330,140:DRAW 0,-5
0,3:DRAW 20,0,3:DRAW -30,-
30,3:DRAW -30,30,3:DRAW 20
,0,3:DRAW 0,50,3:DRAW 20,0
,3
1330 MOVE 304,10:DRAW 34,0,
3:DRAW 4,4,3:DRAW 0,30,3:D
RAW -4,4,3:DRAW -34,0,3:DR
AW -4,-4,3:DRAW 0,-28,3:DR
AW 2,-4,3
1340 DRAW 6,6,3:DRAW 26,0,
3:DRAW 4,-6,3:MOVER -4,6:DR
AW 0,26,3:DRAW 4,4,3:MOVER
-4,-4:DRAW -26,0,3:DRAW -
4,4,3:MOVER 4,-4:DRAW 0,-26
,3
1350 MOVE 300,150:DRAW -50,
0,3:DRAW 0,-20,3:DRAW -30,
30,3:DRAW 30,30,3:DRAW 0,-
20,3:DRAW 50,0,3:DRAW 0,-2
0,3
1360 MOVE 164,140:DRAW 34,0
,3:DRAW 4,4,3:DRAW 0,30,3:

```

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DRAW -4,4,3:DRAW -34,0,3:D
RAW -4,-4,3:DRAW 0,-28,3:D
RAW 2,-4,3
1370 DRAW 6,6,3:DRAW 26,0,
3:DRAW 4,-6,3:MOVER -4,6:DR
AW 0,26,3:DRAW 4,4,3:MOVER
-4,-4:DRAW -26,0,3:DRAW -
4,4,3:MOVER 4,-4:DRAW 0,-26
,3
1380 MOVE 310,180:DRAW 0,50
,3:DRAW -20,0,3:DRAW 30,30
,3:DRAW 30,-30,3:DRAW -20,
0,3:DRAW 0,-50,3:DRAW -20,
0,3
1390 MOVE 304,272:DRAW 34,0
,3:DRAW 4,4,3:DRAW 0,30,3:
DRAW -4,4,3:DRAW -34,0,3:D
RAW -4,-4,3:DRAW 0,-28,3:D
RAW 2,-4,3
1400 DRAW 6,6,3:DRAW 26,0,
3:DRAW 4,-6,3:MOVER -4,6:DR
AW 0,26,3:DRAW 4,4,3:MOVER
-4,-4:DRAW -26,0,3:DRAW -
4,4,3:MOVER 4,-4:DRAW 0,-26
,3
1410 TAG:PLOT 452,168,2:PRIN
T ">";:MOVE 314,38:PRINT "Z"
;:MOVE 174,168:PRINT "<";:MO
VE 314,300:PRINT"A";:TAGOFF:
GOSUB 1500
1420 LOCATE 26,6:PEN 1:PRINT
"TABLEAUX":LOCATE 26,10:PR
INT "- CHENILLE":LOCATE 26,8
:PRINT "- JARDIN":LOCATE 26,
9:PRINT "- GLOUTON"
1430 FOR i=1 TO 1500:IF INKE
Y#("<)" THEN 1440 ELSE NEXT
1440 PAPER #1,0:WINDOW #1,17
,22,6,14:CLS #1:WINDOW #1,17
,22,17,25:CLS #1
1450 TAG:PLOT 452,168,2:PRIN
T "\":MOVE 174,168:PRINT "Z
";:TAGOFF
1460 LOCATE 26,10:PRINT "
":LOCATE 26,8:PRINT "
-BRIQUES":LOCATE 26,9:PRINT
"
"
1470 FOR i=1 TO 1500:IF INKE
Y#("<)" THEN 1480 ELSE NEXT:G
OTO 1480
1480 SPEED INK 17,17:CLS:RE=
REMAIN(1)+REMAIN(2):BORDER 0
:GOTO 2750
1490 REM efface memoire clav
ier
1500 WHILE INKEY#("<)" :WEND:R
ETURN
1510 REM changement de tete
1520 IF TETE=0 THEN PEN 2:SO
N=0:FOR yp=y TO 21:FOR xp=x
TO 39:t=TEST(xp*16-1,405-yp*
16):LOCATE xp,yp:PRINT CHR$(
249):IF t=2 THEN 1530 ELSE I
F t=1 THEN LOCATE xp,yp:PEN
1:PRINT CHR$(248):PEN 2:GOTO
1550 ELSE LOCATE xp,yp:PRIN
T " ":GOTO 1550 ELSE 1570
1530 SOUND 5,1000,5,7:LOCATE
xp,yp:PRINT CHR$(248):sc=sc
+1:LOCATE 12,2:PEN 1:PRINT U
SING"#####":sc:PEN 2
1540 LOCATE xp,yp:PRINT CHR$(
247)
1550 SON=SON+1:IF SON=5 THEN
SOUND 1,200,5,5:SON=0
1560 NEXT xp:x=2:NEXT yp

```



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1570 GOSUB 1500:IF tete=0 TH
EN GOSUB 1890:GOSUB 2170:GOT
O 1610
1580 LOCATE 20,22:PRINT " ":
PEN 3:LOCATE 2,21:LOCATE xc,
yc:PRINT " ":xc=39:yc=21:WIND
OW 2,39,5,21:LOCATE 38,17:PR
INT " ":WINDOW 1,40,1,25:LOC
ATE xc,yc:PRINT CHR$(255)
1590 TAG:FOR chan=48 TO 78:P
LOT 0,400,1:MOVE 304,chan:PR
INT CHR$(251);:MOVE 304,chan
-16:DRAWR 15,0,0:FOR att=1 T
O 20:NEXT:NEXT
1600 TAGOFF:LOCATE 20,22:PRI
NT CHR$(143):tete=tete-1:PEN
1:LOCATE 19,23:PRINT " ":
LOCATE 20,23:FOR te=1 TO tet
e:PRINT CHR$(251);:NEXT:PLOT
temps,34:DRAWR 0,-14,0:temp
s=206:X=20:Y=21:CPA=0:XA=-1:
YA=0:cra=250:GOTO 160
1610 REM tableau 2 (BONUS)
1620 IF sc<400 THEN 2640 ELS
E WINDOW 2,39,5,21:LOCATE 38
,17:FOR att=1 TO 17:PRINT:NE
XT:WINDOW 1,40,1,25:INK 1,20
:SYMBOL 250,&3C,&FE,&3F,&F,&
F,&3F,&FE,&3C
1630 WINDOW #1,2,39,5,21:PAP
ER #1,1:CLS #1:PEN #1,2:LOCA
TE #1,16,8:INK 2,15,0:INK 3,
8:PRINT #1,"BONUS":FOR i=1 T
O 1500:NEXT:CLS #1:WINDOW #1
,2,39,5,22
1640 INK 2,20:FOR I=1 TO 40:
X=INT(RND(1)*37)+1:Y=INT(RND
(1)*17)+1:LOCATE #1,X,Y:PRIN
T #1,CHR$(254):NEXT:INK 2,8,
0
1650 XC=1:YC=1:X=38:Y=17:SPE
ED KEY 1,1
1660 PEN #1,3:LOCATE #1,X,Y:
PRINT #1,CHR$(250)
1670 LOCATE #1,XC,YC:PRINT #
1,CHR$(255)
1680 GOSUB 1500:FOR note=100
TO 1 STEP -1:SOUND 1,note,7
:IF INKEY$="" THEN NEXT
1690 A$=UPPER$(INKEY$):IF A$
="" THEN 1750 ELSE IF ASC(A$
)=44 OR JOY(0)=4 THEN XA=-1:
YA=0:cra=250:GOTO 1710 ELSE
IF ASC(A$)=46 OR JOY(0)=8 TH
EN XA=1:YA=0:cra=249:GOTO 17
10 ELSE IF ASC(A$)=90 OR JOY
(0)=2 THEN YA=1:XA=0:cra=252
:GOTO 1710
1700 IF ASC(A$)=65 OR JOY(0)
=1 THEN YA=-1:XA=0:cra=251
1710 LOCATE #1,X,Y:PRINT #1,
CHR$(32):X=X+XA:Y=Y+YA:IF X=
39 THEN X=38
1720 IF X=0 THEN X=1
1730 IF Y=0 THEN Y=1
1740 IF Y=18 THEN Y=17
1750 IF CINT(xc)<x THEN xb=0
1760 t=TEST((x*16-15)+16,(41
2-y*16)-4*16):LOCATE #1,X,Y:
PRINT #1,CHR$(cra):IF T=2 TH
EN bonus=bonus+5:ENT 1,10,-5
,1:SOUND 1,300,10,7,5,1
1770 IF CINT(xc)<x THEN xb=0
.77
1780 IF CINT(xc)>x THEN xb=-
0.77
1790 IF CINT(yc)>y THEN yb=-

```

```

0.77
1800 IF CINT(yc)<y THEN yb=0
.77
1810 IF CINT(yc)=y THEN yb=0
1820 LOCATE #1,xc,yc:PRINT #
1,CHR$(32):SOUND 2,300,4,5:y
c=yc+yb:xc=xc+xb:LOCATE #1,x
c,yc:PRINT #1,CHR$(255):IF C
INT(xc)=x AND CINT(yc)=y THE
N 1850
1830 PLOT temps,34:DRAWR 0,-
14,0:temps=temps-.3:PLOT te
mps,34:DRAWR 0,-14,1:IF temp
s<=30 THEN 1850
1840 GOTO 1690
1850 GOSUB 1500
1860 FOR bo=0 TO bonus STEP
5:PEN #1,3:LOCATE #1,15,9:PR
INT #1,"BONUS ";bo:PEN 1:LO
CATE 5,2:PRINT "SCORE ";US
ING"#####";SC;:sc=sc+5:SOUND
1,150,10,7:FOR i=1 TO 150:N
EXT:NEXT:sc=sc-5:FOR i=1 TO
2000:NEXT:bonus=0:
1870 FOR dp=1 TO 25:LOCATE 1
,1:PRINT CHR$(11):FOR at=1 T
O 10:NEXT:NEXT:GOTO 2640
1880 REM break out
1890 IF sc<500 THEN RETURN E
LSE LOCATE xc,yc:PRINT CHR$(
32):SPEED KEY 1,1:FOR ef=5 T
O 21:LOCATE 2,ef:PRINT " ":L
OCATE 39,ef:PRINT " ":NEXT:W
INDOW 2,39,5,21:LOCATE 38,17
:FOR att=1 TO 9:PRINT:NEXT
1900 WINDOW 1,40,1,25:WINDOW
#1,2,39,5,13:PAPER #1,0:dep
=0:dec=0:SYMBOL 250,&18,&7E,
&5A,&FF,&BD,&42,&7E,&18
1910 xr=17:xb=17:yb=20:xba=1
:yba=-1:PEN 3:LOCATE 2,20:PR
INT CHR$(143):CHR$(215):LOCA
TE 38,20:PRINT CHR$(214);CHR
$(143):LOCATE 2,19:PRINT CHR
$(143):LOCATE 39,19:PRINT CH
R$(143):PEN 1:LOCATE xr,21:P
RINT raq$
1920 PRINT CHR$(24):DIM pt(9
)
1930 PEN 3:FOR xp=2 TO 39:FO
R yp=5 TO 13:t=TEST(xp*16-1,
405-yp*16):IF t<0 THEN SCUN
D 4,100,1,5:LOCATE xp,yp:PRI
NT CHR$(233):pt(yp-5)=pt(yp-
5)+1 ELSE SON=SON+1:IF SON=1
0 THEN SOUND 1,50,2,7:SON=0
1940 NEXT yp:NEXT xp
1950 PAPER 0:PEN 1
1960 GOSUB 1500:FOR note=100
TO 1 STEP -1:SOUND 1,note,7
:IF INKEY$="" THEN NEXT
1970 FOR sw=1 TO 50 STEP for
ce:IF INKEY$="" THEN NEXT:GO
TO 2010
1980 IF INKEY(71)=0 OR JOY(0
)=4 THEN xr=xr-2 ELSE IF INK
EY(22)=0 OR JOY(0)=8 THEN xr
=xr+2
1990 IF xr<2 THEN xr=2 ELSE
IF xr>30 THEN xr=30
2000 PEN 1:LOCATE xr,21:PRIN
T raq$
2010 LOCATE xb,yb:PRINT CHR$(
32)
2020 xb=xb+xba:yb=yb+yba:IF
yb=20 THEN ON yb-19 GOTO 21
20,2110
2030 t=TEST(xb*16-1,410-yb*1

```

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6)
2040 IF t=0 THEN LOCATE xb,y
b:PEN 2:PRINT CHR$(250):GOTO
1970 ELSE IF t=1 OR t=2 AND
yb<16 THEN LOCATE xb,yb:PRI
NT CHR$(32):ENT 1,6,-50,1:SO
UND 1,300,6,7,1,1:sc=sc+2:PEN
1:LOCATE 12,2:PRINT USING"##
####";sc:pt(yb-5)=pt(yb-5)-1
:IF pt(yb-5)=0 THEN 2150
2050 xba=-xba:xb=xb+xba
2060 t=TEST(xb*16-1,410-yb*1
6)
2070 IF t=0 THEN LOCATE xb,y
b:PEN 2:PRINT CHR$(250):GOTO
1970
2080 xba=-xba:yba=-yba:GOTO
2020
2090 LOCATE xb-xba,yb-yba:PE
N 2:PRINT CHR$(250)
2100 ENT 1,100,2,2:SOUND 3,2
84,200,15,1:PEN 2:LOCATE xb
-xba,yb-yba:PRINT CHR$(32):F
OR att=1 TO 200:LOCATE xb,yb
:PRINT CHR$(32):LOCATE xb,yb
:PRINT CHR$(250):NEXT:ERASE
pt:RETURN
2110 IF xb)=xr+2 AND xb<=xr+
8 THEN yba=-yba:yb=yb+yba:LO
CATE xb,yb:PEN 2:PRINT CHR$(
250):ENV 1,1,16,1,6,2,2:ENT
1,10,20,1:SOUND 1,0,15,15,1,
1:GOTO 2130 ELSE 2090
2120 IF xb<=3 OR xb)=38 THEN
yba=-yba:yb=yb+yba:LOCATE x
b,yb:PRINT CHR$(250):GOTO 20
10 ELSE 2010
2130 dep=dep+1:IF dep=8 THEN
LOCATE #1,1,1:PRINT #1,CHR$(
11):dep=0:FOR xp=8 TO 1 STE
P -1:pt(xp)=pt(xp-1):NEXT:pt
(0)=0
2140 FOR xp=0 TO 8:IF pt(xp)
=0 THEN NEXT:GOTO 2160 ELSE
1970
2150 FOR xp=0 TO 8:IF pt(xp)
=0 THEN NEXT:GOTO 2160 ELSE
2050
2160 PEN 1:LOCATE 11,10:PRIN
T"SPECIAL BONUS:200":sc=sc+2
00:LOCATE 12,2:PRINT USING"##
####";sc:FOR at=1 TO 4:FOR a
tt=50 TO 1 STEP -1:SOUND 1,a
tt*10,1,5:NEXT:NEXT:ERASE pt
:RETURN
2170 IF sc<700 THEN RETURN
2180 WINDOW #1,2,39,5,21:DIM
pt(38,17):PAPER #1,0:PEN #1
,3:CLS #1:SPEED KEY 15,1
2190 RESTORE 2200:FOR ly=0 T
O 16:FOR lx=0 TO 37:READ va:
pt(lx,ly)=va:PEN #1,ABS(va-2
):PRINT #1,CHR$(143+va):SOU
ND 1,ABS(VA*275-75),2,4:NEXT
:NEXT:GOTO 2260
2200 DATA 0,0,0,0,0,0,0,1,1,1,
1,1,1,1,1,1,1,0,1,1,1,0,1,1,
1,1,1,1,1,1,1,0,0,0,0,0,0,0,
0,1,1,1,1,1,0,1,0,1,0,1,0,0,
0,0,1,0,1,0,1,0,1,0,0,0,0,1,
0,1,0,1,0,1,1,1,1,1,1,1,1,0,0,
0,1,1,1,0,1,0,1,1,1,1,1,1,0,
1,0,1,0,1,1,1,1,1,1,0,1,0,1,
1,1,0,0,0,0,1
2210 DATA 1,1,1,1,1,0,1,0,1,
0,0,0,0,0,0,0,1,
1,1,0,1,1,1,0,

```

SCROUNCH

```

0,0,0,0,0,1,0,1,0,1,1,1,1,1,
1,0,1,0,0,0,0,1,0,1,1,1,1,1,
1,0,1,0,0,0,0,0,1,0,1,1,1,1,
1,1,0,1,0,0,0,0,0,1,0,1,0,1,0,
1,1,1,1,1,1,1,1,0,1,0,1,1,1,
1,1,1,1,1,1,1,0,1,0,1,1,1,1,
1,1,1,0,1,0,1
2220 DATA 0,1,0,1,0,0,0,0,0,
1,0,1,0,1,0,0,0,1,0,1,0,0,0,
1,0,1,0,1,0,0,0,0,0,1,0,1,0,
1,1,1,1,1,1,1,1,1,1,1,1,1,0,
1,0,1,1,1,1,0,1,1,1,0,1,0,1,1,
1,1,1,1,1,1,1,1,1,1,1,1,0,0,
0,0,0,1,0,0,0,0,1,0,1,1,1,0,
0,0,0,0,1,1,1,0,1,0,0,0,0,1,
0,0,0,0,0,0,1
2230 DATA 1,1,1,1,1,1,1,1,1,1,
1,1,1,0,1,0,1,1,1,0,1,1,1,0,
1,0,1,1,1,1,1,1,1,1,1,1,1,1,
1,0,1,0,1,0,0,0,0,0,1,0,1,0,
1,0,0,0,0,0,0,1,0,0,0,1,0,1,0,
1,1,1,1,1,1,1,1,0,1,0,1,1,1,
1,1,1,1,1,1,1,1,0,1,0,1,1,1,
1,1,1,0,1,0,1
2240 DATA 0,1,0,0,0,0,1,0,1,
1,1,1,1,1,1,0,1,0,0,0,0,1,0,
1,1,1,1,1,1,0,1,0,0,0,0,1,0,
0,0,1,1,1,0,1,1,1,0,0,0,0,0,
0,1,0,1,0,1,0,1,1,1,1,1,0,0,
0,1,1,1,0,1,0,1,1,1,1,1,0,
1,0,1,0,1,1,1,1,1,1,0,1,0,1,
1,1,0,0,0,1
2250 DATA 1,1,1,1,1,0,1,0,1,
0,1,0,0,0,0,1,0,1,0,1,0,1,0,
0,0,0,1,0,1,0,1,0,1,1,1,1,1,
1,0,0,0,0,0,0,1,1,1,1,1,1,
1,1,1,0,1,1,1,1,1,1,1,1,1,
1,1,1,1,0,0,0,0,0,0,0
2260 X=2:Y=6:XM=39:YM=19
2270 IF BI=1 THEN 2390 ELSE
XI=0:YI=0
2280 IF XM<39 THEN IF X>XM A
ND PT(XM-1,YM-5)<>0 THEN XI=
1:YI=0:GOTO 2480
2290 IF XM>2 THEN IF X<XM AN
D PT(XM-3,YM-5)<>0 THEN XI=-
1:YI=0:GOTO 2480
2300 IF YM<21 THEN IF Y>YM A
ND PT(XM-2,YM-4)<>0 THEN YI=
1:XI=0:GOTO 2480
2310 IF YM>5 THEN IF Y<YM AN
D PT(XM-2,YM-6)<>0 THEN YI=-
1:XI=0:GOTO 2480
2320 BI=1
2330 IF XM<39 THEN IF X>XM A
ND PT(XM-1,YM-5)=0 THEN IF P
T(XM-3,YM-5)<>0 AND XM>2 THE
N XI=-1:YI=0:GOTO 2480
2340 IF XM>2 THEN IF X<XM AN
D PT(XM-3,YM-5)=0 THEN IF PT
(XM-1,YM-5)<>0 AND XM<39 THE
N XI=1:YI=0:GOTO 2480
2350 IF YM<21 THEN IF Y>YM A
ND PT(XM-2,YM-4)=0 THEN IF P
T(XM-2,YM-6)<>0 AND YM>5 THE
N YI=-1:XI=0:GOTO 2480
2360 IF YM>5 THEN IF Y<YM AN
D PT(XM-2,YM-6)=0 THEN IF PT
(XM-2,YM-4)<>0 AND YM<21 THE
N YI=1:XI=0:GOTO 2480
2370 IF (X>XM OR X<XM) AND P
T(XM-2,YM-4)<>0 AND YM+1<24
THEN YI=1:XI=0 ELSE IF PT(XM
-2,YM-5)<>0 AND YM-1>2 AND (
X>XM OR X<X) THEN YI=-1:XI=0
:GOTO 2480

```

```

2380 IF (Y>YM OR Y<YM) AND P
T(XM-1,YM-5)<>0 AND XM+1<39
THEN XI=1:YI=0 ELSE IF PT(XM
-3,YM-5)<>0 AND XM-1>5 AND (
Y>YM OR Y<YM) THEN XI=-1:YI=
0:GOTO 2480
2390 IF XM<39 THEN IF X>XM A
ND XI<>-1 AND PT(XM-1,YM-5)<
>0 THEN XI=1:YI=0:BI=0:GOTO
2480
2400 IF XM>2 THEN IF X<XM AN
D XI<>1 AND PT(XM-3,YM-5)<>0
THEN XI=-1:YI=0:BI=0:GOTO 2
480
2410 IF YM<21 THEN IF Y>YM A
ND YI<>-1 AND PT(XM-2,YM-4)<
>0 THEN YI=1:XI=0:BI=0:GOTO
2480
2420 IF YM>5 THEN IF Y<YM AN
D YI<>1 AND PT(XM-2,YM-6)<>0
THEN YI=-1:XI=0:BI=0:GOTO 2
480
2430 IF XM>2 AND YM>5 THEN I
F PT(XM-2+XI,YM-5+YI)=0 OR X
M+XI>39 OR XM+XI<2 OR YM+YI>
21 OR YM+YI<2 THEN 2440 ELSE
2480
2440 IF XM>0 AND YM>4 THEN I
F XI<>-1 AND PT(XM-1,YM-5)<
>0 AND XM<39 THEN XI=1:YI=0:G
OTO 2480
2450 IF XM>2 AND YM>4 THEN I
F XI<>1 AND PT(XM-3,YM-5)<>0
AND XM>2 THEN XI=-1:YI=0:GO
TO 2480
2460 IF XM>1 AND YM>3 THEN I
F YI<>-1 AND PT(XM-2,YM-4)<
>0 AND YM<21 THEN YI=1:XI=0:G
OTO 2480
2470 IF XM>1 AND YM>5 THEN I
F YI<>1 AND PT(XM-2,YM-6)<>0
AND YM>5 THEN YI=-1:XI=0 EL
SE 2370
2480 LOCATE XM,YM:IF PT(XM-2
,YM-5)=2 THEN PRINT " ELSE
PRINT CHR$(144)
2490 XM=XM+XI:YM=YM+YI
2500 LOCATE XM,YM:PRINT CHR$(
248)
2510 IF XM=X AND YM=Y THEN 2
630
2520 Q$=UPPER$(INKEY$):IF Q$
="Z" OR Q$="A" OR Q$="," OR
Q$="." THEN A$=Q$
2530 B=X:C=Y:Y=Y+(A$="A")-(A
$="Z"):X=X+(A$=",")-(A$=".")
:IF (X<2 OR X>39 OR Y<5 OR Y
>21) THEN 2560
2540 Q=PT(X-2,Y-5)
2550 ON Q+1 GOTO 2560,2590,2
600
2560 Y=Y-(A$="A")+(A$="Z")

```

```

2570 X=X-(A$=",")+(A$=".")
2580 GOTO 2270
2590 ENT 1,10,-2,1,5,10,1:SO
UND 1,200,15,6,1:SC=SC+1:LO
CATE 12,2:PEN 1:PRINT USING"
#####";SC
2600 PT(X-2,Y-5)=2
2610 LOCATE X-(A$=",")+(A$="
.") ,Y-(A$="A")+(A$="Z"):PRIN
T" ":LOCATE X,Y:PRINT CHR$(2
50)
2620 GOTO 2270
2630 ENT 1,20,-5,2,30,1,1:SO
UND 1,100,70,6,1:ERASE PT:R
ETURN
2640 ENV 1,15,-1,1:RESTORE 2
670:WINDOW 9,29,6,16:CLS:WIN
DOW 10,30,7,17:PAPER 1:CLS:W
INDOW 1,40,1,25
2650 PEN 0:B=8:FOR I=1 TO 2:
FOR X=11 TO 26 STEP 5:FOR Y=
B TO B+3:LOCATE X,Y:FOR J=1
TO 4:READ A:PRINT CHR$(A);:N
EXT J:NEXT Y:SOUND 1,0,15,15
,1,15:NEXT X:B=13:NEXT I
2660 FOR I=1 TO 3000:NEXT I:
PAPER 0:GOTO 360
2670 DATA 214,143,143,215,14
3,32,32,32,143,32,213,215,21
3,143,143,212
2680 DATA 214,143,143,215,14
3,32,32,143,143,143,143,143,
143,32,32,143
2690 DATA 143,215,214,143,14
3,143,143,143,143,213,212,14
3,143,32,32,143
2700 DATA 143,143,143,143,14
3,140,140,32,143,131,131,32,
143,143,143,143
2710 DATA 214,143,143,215,14
3,32,32,143,143,32,32,143,21
3,143,143,212
2720 DATA 143,32,32,143,143,
32,32,143,213,215,214,212,32
,213,212,32
2730 DATA 143,143,143,143,14
3,140,140,32,143,131,131,32,
143,143,143,143
2740 DATA 143,143,143,215,14
3,32,32,143,143,143,143,212,
143,32,213,215
2750 GOSUB 1500:RESTORE 2970
:MODE 2:INK 0,0:INK 1,18:PAP
ER 0:PEN 1:FOR X=16 TO 62:BO
RDER 0
2760 ENV 1,15,-1,10:ENT 1,15
,-10,10:FOR Y=1 TO 9
2770 READ A,B,C=0
2780 FOR IJ=0 TO A-1:Y=Y+C
2790 LOCATE X,Y
2800 PRINT CHR$(B)
2810 C=1:NEXT IJ
2820 NEXT Y
2830 NEXT X:SOUND 1,400,150,
15,1,1
2840 INK 1,18,0:SPEED INK 2,
4:FOR A=1 TO 2000:NEXT:GOTO

```



MERDE! PERSONNE!  
 ET LES PROCHAINES  
 TOILETTES QUI NE  
 SONT PAS A MOINS  
 DE 500 METRES D'ICI!!



# DONALD ET RIRI

```

170 PRINT: PEN 1:PRINT"DONAL
D saute sur des tortues q
ui devorent les poissons
s'ils sont assez pres ,et
alors il risque de faire
PLOUF!..."
180 PRINT:PRINT"la vitesse d
e traversee entre en compte,
DONALD a 3 vies et la partie
est limitee a 2 minutes "
190 PRINT:PRINT:PEN 3:PRINT"
UTILISER LES TOUCHES FLEC
HEES "
200 PRINT" (droite
& gauche)"
210 PEN 2:PRINT"
appuyer ENTER du clav
ier "
220 IF INKEY(18)=0 THEN GOTO
230 ELSE GOTO 220
230 IF PEEK(20000)<>62 THEN
GOSUB 2060
240 temps=TIME
250 SYMBOL 240,0,57,125,223,
255,125,57,0
260 SYMBOL 241,3,7,13,31,54,
63,96,192
270 SYMBOL 242,64,224,183,25
3,223,246,48,24
280 DIM da(12):DIM dr(12)
290 INK 9,15
300 INK 7,7
310 da(0)=20000:da(1)=20000
320 dr(0)=28041:dr(1)=28041
330 da(2)=20731
340 dr(2)=29002
350 da(3)=25117
360 dr(3)=29963
370 da(4)=214F
380 dr(4)=30924
390 da(5)=25848
400 dr(5)=31885
410 da(6)=22193
420 dr(6)=32846
430 da(7)=26579
440 dr(7)=33807
450 da(8)=22924
460 dr(8)=34768
470 da(9)=27310
480 dr(9)=35729
490 da(10)=29655
500 dr(10)=36690
510 da(11)=24386
520 dr(11)=37651
530 da(12)=24386
540 dr(12)=37651
550 c(1)=39063:c(2)=39249:c(
3)=39435
560 chance =3
570 MODE 0
580 REM --- dessin scene
590 LOCATE 1,9:PAPER 7:PRINT
":PRINT" ":PRINT"
":PRINT" ":PRINT" ":PRINT"
600 PRINT" ":PRINT" ":PRI
NT" "
610 LOCATE 19,9:PRINT" ":LO
CATE 19,10:PRINT" ":LOCATE
19,11:PRINT" ":LOCATE 19,12
:PRINT" ":LOCATE 20,13:PRIN
T" ":LOCATE 20,14:PRINT" ":L
OCATE 20,15:PRINT" ":LOCATE
20,16:PRINT" ":LOCATE 19,17:
PRINT" "
620 FOR n= 17 TO 25
630 LOCATE 1,n:PRINT" ":N
EXT n

```

```

640 LOCATE 19,25:PRINT" "
650 FOR n=17 TO 24
660 LOCATE 19,n:PRINT" "
670 NEXT n
680 WINDOW #1,5,7,19,25
690 WINDOW #2,8,10,19,25
700 WINDOW #3,11,12,19,25
710 WINDOW #4,13,15,19,25
720 WINDOW #5,16,18,19,25
730 WINDOW #6,4,13,17,18
740 WINDOW #7,5,18,7,16

```

```

EK(50475-80)<>0 THEN GOSUB 1
500
1090 IF PEEK(50487)=0 AND PE
EK(50487-80)<>0 THEN GOSUB 1
500
1100 IF PEEK(50499)=0 AND PE
EK(50499-80)<>0 THEN GOSUB 1
500
1110 GOTO 1000
1140 REM -- horloge 0
1150 DI

```

DAMNED! j'ai  
L'IMPRESSI  
ON D'ETRE  
SUIVI!



DAMNED! j'ai  
L'IMPRESSI  
ON D'ETRE  
PRECEDE'!

```

750 FOR m=0 TO 15: PLOT 610,
m:DRAW 30,0,7:NEXT m
760 PAPER #1,6 :CLS #1
770 PAPER #2,6 :CLS #2
780 PAPER #3,6 :CLS #3
790 PAPER #4,6 :CLS #4
800 PAPER #5,6 :CLS #5
810 PAPER #6,6:CLS #6:PEN #6
,3
820 PAPER #6,0:PRINT#6,"
":PAPER #6,6
830 PAPER #7,0:CLS#7
840 record=PEEK(15000)+(PEEK
(15001))*256
850 LOCATE 7,1:PEN 3:PAPER 0
:PRINT"SCORE :";:PEN 4:PRINT
SC;" "
860 LOCATE 7,3:PEN 3:PRINT"R
ecord:";record
880 REM programme principale
900 PEN 1
910 EVERY 60,0 GOSUB 1140
920 EVERY 70,1 GOSUB 1270
930 EVERY 100,3 GOSUB 1910
940 EVERY 80,2 GOSUB 1400
950 si=0
960 te=TIME
970 CALL c(1):CALL c(2):CALL
c(3)
980 PAPER 0
990 GOSUB 1790
1000 REM
1010 IF INKEY(1)=0 AND po>1
THEN CLS #7:po=po+1:GOSUB 17
90:FOR j=1 TO 150:NEXT j:CLS
#7:po=po+1:GOSUB 1790
1020 IF TIME-temps>40000 THE
N 1700
1030 IF INKEY(1)=0 AND po=0
THEN DI: FOR ef=4 TO 8:LOCAT
E 3,ef:PRINT" ":NEXT ef:EI
:po=2:GOSUB 1790
1040 IF po=12 THEN FOR j=1 T
O 150:NEXT j:CLS #7:po=10:GO
SUB 1790
1050 IF INKEY(8)=0 AND po>1
THEN CLS #7:po=po-1:GOSUB 17
90:FOR j=1 TO 200:NEXT j:CLS
#7:po=po-1:GOSUB 1790
1060 IF PEEK(50451)=0 AND PE
EK(50451-80)<>0 THEN GOSUB 1
500
1070 IF PEEK(50463)=0 AND PE
EK(50463-80)<>0 THEN GOSUB 1
500
1080 IF PEEK(50475)=0 AND PE

```

```

1160 SOUND 1,10,5,10
1170 p1=p1+1:IF p1=5 THEN p1
=0
1180 IF p1=1 THEN LOCATE #1
,2,6:PRINT #1,CHR$(240):PRIN
T #1:LOCATE #5,3,6:PRINT #5,
CHR$(240):PRINT #5
1190 PRINT #5
1200 PRINT #1
1210 LOCATE #6,2,1:PAPER #6,
0:PRINT#6, CHR$(241);CHR$(24
2):LOCATE #6,2,2:PAPER #6,6:
PRINT#6," "
1220 LOCATE #6,14,1:PAPER #6
,0:PRINT#6, CHR$(241);CHR$(2
42):LOCATE #6,14,2:PAPER #6,
6:PRINT#6," "
1230 IF p1=0 THEN LOCATE #6
,2,2:PAPER #6,6:PRINT#6, CHR
$(241);CHR$(242):LOCATE #6,2
,1:PAPER #6,0:PRINT#6," "
1240 IF p1=4 THEN LOCATE #6
,14,2:PAPER #6,6:PRINT#6, CH
R$(241);CHR$(242):LOCATE #6,
14,1:PAPER #6,0:PRINT#6," "
1250 EI
1260 RETURN
1270 REM -- horloge 1
1280 DI
1290 SOUND 1,15,5,10
1300 p2=p2+1:IF p2=5 THEN p2
=0
1310 IF p2=1 THEN LOCATE #2
,2,6:PRINT #2,CHR$(240):PRIN
T #2:LOCATE #4,3,6:PRINT #4,
CHR$(240):PRINT#4
1320 PRINT#2
1330 PRINT#4
1340 LOCATE #6,5,1:PAPER #6,
0:PRINT#6, CHR$(241);CHR$(24
2):LOCATE #6,5,2:PAPER #6,6:P
RINT#6," "
1350 LOCATE #6,11,1:PAPER #6
,0:PRINT#6, CHR$(241);CHR$(2
42):LOCATE #6,11,2:PAPER #6,
6:PRINT#6," "
1360 IF p2=0 THEN LOCATE #6
,5,2:PAPER #6,6:PRINT#6, CHR
$(241);CHR$(242):LOCATE #6,5
,1:PAPER #6,0:PRINT#6," "
1370 IF p2=4 THEN LOCATE #6
,11,2:PAPER #6,6:PRINT#6, CH
R$(241);CHR$(242):LOCATE #6,
11,1:PAPER #6,0:PRINT#6," "
1380 EI
1390 RETURN

```

```

1400 REM -- horloge 2 --
1410 DI
1420 SOUND 1,20,7,10
1430 p3=p3+1:IF p3=5 THEN p3
=0
1440 IF p3=1 THEN LOCATE #3
,2,6:PRINT #3,CHR$(240):PRIN
T #3
1450 PRINT#3
1460 LOCATE #6,8,1:PAPER #6,
0:PRINT#6, CHR$(241);CHR$(24
2):LOCATE #6,8,2:PAPER #6,6:
PRINT#6," "
1470 IF p3=4 THEN LOCATE #6
,8,2:PAPER #6,6:PRINT#6, CHR
$(241);CHR$(242):LOCATE #6,8
,1:PAPER #6,0:PRINT#6," "
1480 EI
1490 RETURN
1500 REM
1510 REM donald plonge
1530 DI
1540 PEN #7,1
1550 IF chance=3 THEN LOCATE
4,1:PRINT " ":LOCATE 4,2:PR
INT " "
1560 IF chance=2 THEN LOCATE
3,2:PRINT " ":LOCATE 3,1:PR
INT " "
1570 IF chance=1 THEN LOCATE
1,2:PRINT " ":LOCATE 1,1:PR
INT " "
1580 te=TIME
1590 EI
1600 chance=chance-1
1610 ENT 1,130,16,4:SOUND 1,
284,130,15,0,1
1620 PRINT#7:PRINT#7:PRINT#7
," P L O U F !"
1630 FOR pl=1 TO 5
1640 LOCATE #7,1,1:PRINT#7,C
HR$(11);:PRINT#7
1650 FOR pt=1 TO 80:NEXT pt
1660 NEXT pl
1670 FOR m=1 TO 400:NEXT m
1680 CLS #7
1690 IF chance >0 THEN GOTO
1770
1700 PEN #7,14:PRINT#7," GAM
E OVER "
1710 PEN #7,13: PRINT#7:PRIN
T#7," une autre partie
O/N"
1720 IF score>record THEN PO
KE 15001,score/256:POKE 1500
0,score-((INT(score/256))*25
6)
1730 DI: BORDER 9,3:INK 0,0,
1: FOR n=1 TO 60:SOUND 1,20+
n*4,4,15:NEXT n:BORDER 0:INK
0,1
1740 IF INKEY(34)=0 THEN RUN
1750 IF INKEY(46)=0 THEN POK
E 15000,0:POKE 15001,0: END
1760 GOTO 1740
1770 PO=0:GOSUB 1790
1780 RETURN
1790 REM
1800 REM dessin de DONALD
1810 REM
1820 DI
1830 IF si=0 THEN CALL dr(po)
1840 IF si=1 THEN CALL da(po)
1850 IF po=12 AND ta=1 AND s
i=0 THEN si=1:ENV 1,100,2,2:
ENT 1,100,-1,1:SOUND 1,200,9
0,15,1,1:sc=(TIME-te)/1000:a
s=1:te=TIME

```



*Monsieur le  
Rédac chef,  
Mon gadget 6.35  
s'est égaré.  
Veuillez m'envoyer  
une corde s.v.p  
merci  
Régis*

```

1860 sc=INT( sc):IF sc>12 TH
EN sc=12
1870 IF as=1 THEN sc=12-sc:
score=score+sc:LOCATE 12,1:P
EN 4:PRINT score;" ":as=0
1880 IF po=0 AND si=1 THEN s
i=0:FOR ef=4 TO 8:LOCATE 3,e
f:PRINT " ":NEXT ef:CALL 28
041:ENV 1,100,1,3:ENT 1,100,
-2,2:SOUND 1,100,50,1,1,1
1890 EI
1900 RETURN
1910 REM
1920 REM RIRI apparait
1930 REM
1940 DI
1950 IF ta=1 THEN GOTO 1990
1960 CALL 38612
1970 ta=1
1980 RETURN
1990 LOCATE 19,6:PRINT " "
2000 LOCATE 19,5:PRINT " "
2010 LOCATE 19,7:PRINT " "
2020 LOCATE 19,8:PRINT " "
2030 ta=0
2040 EI
2050 RETURN
2060 MEMORY 14000
2070 PRINT:PEN 1:PRINT"suite
chargement k7"
2080 LOAD"!donald2",20000
2090 RETURN
10 MEMORY 19990
20 REM chargement machine de
s routines
30 DIM a(26):DIM af(26):DIM
ad(26)
40 MODE 1:BORDER 1:PAPER 0:C
LS:PEN 1
50 a(1)=20000:af(1)=730:ad(1
)=49840
60 a(2)=20731:af(2)=730:ad(2
)=50128
70 a(3)=25117:af(3)=730:ad(3

```

```

)=49894
80 a(4)=21462:af(4)=730:ad(4
)=50140
90 a(5)=25848:af(5)=730:ad(5
)=49906
100 a(6)=22193:af(6)=730:ad(
6)=50152
110 a(7)=26579:af(7)=730:ad(
7)=49918
120 a(8)=22924:af(8)=730:ad(
8)=50164
130 a(9)=27310:af(9)=730:ad(
9)=49930
140 a(10)=23655:af(10)=730:a
d(10)=50176
150 a(11)=24386:af(11)=730:a
d(11)=49776
160 a(12)=28041:af(12)=960:a
d(12)=49400
170 a(13)=29002:af(13)=960:a
d(13)=50048
180 a(14)=29963:af(14)=960:a
d(14)=49814
190 a(15)=30924:af(15)=960:a
d(15)=50060
200 a(16)=31885:af(16)=960:a
d(16)=49826
210 a(17)=32846:af(17)=960:a
d(17)=50072
220 a(18)=33807:af(18)=960:a
d(18)=49838
230 a(19)=34768:af(19)=960:a
d(19)=50084
240 a(20)=35729:af(20)=960:a
d(20)=49850
250 a(21)=36690:af(21)=960:a
d(21)=50095
260 a(22)=37651:af(22)=960:a
d(22)=49695
270 a(23)=38612:af(23)=450:a
d(23)=49543
280 a(24)=39063:af(24)=185:a
d(24)=49153
290 a(25)=39249:af(25)=185:a
d(25)=49158
300 a(26)=39435:af(26)=185:a
d(26)=49163
310 FOR h=1 TO 26
320 IF h<12 THEN RESTORE
330 IF h>11 AND h<23 THEN RE
STORE 880
340 IF h=23 THEN RESTORE 100
0
350 IF h>23 THEN RESTORE 106
0
360 PRINT "chargement machin
e ";h;" sur 26"
370 st=a(h)
380 stf=af(h)
390 adresse=ad(h)
400 ord=0
410 FOR n=st TO st+stf-5 S
TEP 5
420 READ x
430 READ y
440 READ pg
450 READ pd
460 IF x=9 AND y=9 AND pg=9
AND pd=9 THEN ord=ord+80:GO
TO 420
470 x=x-1
480 y=((y-1)*2048)+ord
490 position=x+y+adresse
500 pg%=BIN$(pg,4)
510 pd%=BIN$(pd,4)
520 p%="00000000"
530 MID$(p%,7,1)=
MID$(pg%,1,1)

```

```

540 MID$(p$,3,1)=MID$(pg$,2,
1)
550 MID$(p$,5,1)=MID$(pg$,3,
1)
560 MID$(p$,1,1)=MID$(pg$,4,
1)
570 MID$(p$,8,1)=MID$(pd$,1,
1)
580 MID$(p$,4,1)=MID$(pd$,2,
1)
590 MID$(p$,6,1)=MID$(pd$,3,
1)
600 MID$(p$,2,1)=MID$(pd$,4,
1)
610 p$="&x"+p$
620 pave=VAL(p$)
630 ad2=INT(position/256)
640 ad3=ad2*256
650 ad1=position-ad3
660 POKE n,62
670 POKE n+1,pave
680 POKE n+2,50
690 POKE n+3,ad1
700 POKE n+4,ad2
710 POKE n+5,201
720 NEXT n
730 NEXT h
740 DATA 5,1,4,0,4,2,0,4,5,2
,4,4,4,3,4,4,5,3,4,4,6,3,4,0
,4,4,4,4,5,4,4,4
750 DATA 6,4,4,0,4,5,4,16,5,
5,4,16,6,5,4,0,4,6,4,16,5,6,
4,16,6,6,4,0,4,7,4,4,5,7,9,4
,6,7,4,0,4,8,9,9,5,8,9,9,6,8
,9,0,9,9,9,9
760 DATA 4,1,9,9,5,1,9,9,6,1
,9,0,4,2,9,9,5,2,9,9,6,2,9,0
,4,3,0,9,5,3,9,9,5,4,4,0
770 DATA 3,5,0,1,5,5,4,0,6,5
,0,1,3,6,0,5,4,6,1,1,5,6,4,1
,6,6,1,5
780 DATA 4,7,5,5,5,7,5,5,6,7
,5,0,2,8,5,5,3,8,5,5,4,8,5,1
,5,8,1,1,6,8,5,5,7,8,5,5,8,8
,5,0,9,9,9,9
790 DATA 2,1,5,5,3,1,5,5,4,1
,5,3,5,1,5,3,6,1,5,5,7,1,5,5
,8,1,5,0
800 DATA 1,2,0,5,2,2,5,5,3,2
,5,5,4,2,5,3,5,2,3,3,6,2,5,5
,7,2,5,5,8,2,5,5,1,3,0,5,2,3
,5,0,4,3,5,3,5,3,5,3,6,3,5,0
,8,3,5,5
810 DATA 1,4,0,1,2,4,1,0,4,4
,5,5,5,6,5,5,6,4,5,0,8,4,1,1
,1,5,0,1,2,5,1,0,4,5,5,5,5,5
,5,5,6,5,5,0,8,5,1,1
820 DATA 2,6,4,0,4,6,5,1,5,6
,5,1,6,6,5,0,8,6,4,0,2,7,4,0
,3,7,0,5,4,7,5,1,5,7,5,1,6,7
,5,5,8,7,4,0,1,8,0,4,2,8,4,4
,3,8,0,5,4,8,5,5,5,8,5,5,6,8
,5,5,7,8,0,4,8,8,4,4,9,9,9,9
830 DATA 1,1,0,4,2,1,4,4,3,1
,0,4,4,1,4,4,5,1,4,4,6,1,4,4
,7,1,0,4,8,1,4,4
840 DATA 1,2,0,4,2,2,4,0,3,2
,0,4,4,2,4,4,5,2,4,4,6,2,4,4
,8,2,4,4,3,3,9,9,4,3,4,4,5,3
,4,4,6,3,4,9,7,3,9,0
850 DATA 3,4,9,0,4,4,4,4,5,4
,4,4,6,4,4,0,7,4,9,0,3,5,9,0
,4,5,0,4,5,5,4,4,7,5,9,0
860 DATA 2,6,9,9,3,6,9,9,4,6
,0,4,5,6,4,4,6,6,0,9,7,6,9,9
,8,6,9,0,1,7,0,9,2,7,9,9,3,7
,9,9,6,7,0,9,7,7,9,9,8,7,9,9
,1,8,0,9,2,8,9,9,3,8,9,0,7,8

```

```

,9,9,8,8,9,9
870 REM-----
880 DATA 6,1,0,3,7,1,1,3,8,1
,3,1,9,1,3,0,6,2,3,3,7,2,1,3
,8,2,3,1,9,2,3,3,6,3,3,7,3
,1,3,8,3,3,1,9,3,3,3,6,4,1,1
,7,4,1,1,8,4,1,1,9,4,1,1,6,5
,1,1,7,5,1,1,8,5,1,1,9,5,1,1
,6,6,1,1,7,6,1,1,8,6,1,1,9,6
,1,1,6,7,3,3,7,7,1,3,8,7,3,1
,9,7,3,3,6,8,3,3,7,8,1,3
890 DATA 8,8,3,1,9,8,3,3,9,9
,9,9
900 DATA 5,1,4,0,6,1,0,3,7,1
,1,3,8,1,3,1,9,1,3,0,4,2,0,4
,5,2,4,4,6,2,0,0,7,2,4,0,8,2
,0,4,4,3,4,4,5,3,4,4,6,3,4,0
,7,3,4,4,8,3,4,4,4,4,4,5,4
,4,4,6,4,4,0,7,4,0,4
910 DATA 4,5,4,6,5,5,4,6,6,5
,4,0,7,5,0,4,4,6,4,6,5,6,4,6
,6,6,4,0,7,6,0,4,4,7,9,4,5,7
,9,4,6,7,9,0,7,7,0,1,8,7,1,0
,4,8,9,9,5,8,9,9,6,8,9,0,7,8
,0,1,8,8,1,0,9,9,9,9
920 DATA 4,1,9,9,5,1,9,9,6,1
,9,0,7,1,0,5,8,1,5,0,1,2,4,0
,2,2,4,4,4,2,9,9,5,2,9,9,6,2
,9,0,7,2,0,5,8,2,5,0,1,3,4,4
,2,3,4,0,4,3,0,9,5,3,3,9,7,3


```

```

,9,9,6,7,0,9,7,7,9,9,8,7,9,9
,1,8,0,9,2,8,9,9,3,8,9,0,7,8
,9,9,8,8,9,9,9,9,9,9
990 REM-----
1000 DATA 6,2,0,3,6,3,0,3,6,
4,0,4,7,4,3,3,6,5,4,4,7,5,3,
3,8,5,3,0,5,6,0,4,6,6,4,4,7,
6,4,3,8,6,3,0,5,7,0,4,6,7,4,
4,7,7,4,1,8,7,1,0,5,8,0,6,6,
8,4,4,7,8,4,1,8,8,1,0,9,9,9,9
1010 DATA 5,1,0,6,6,1,4,4,7,
1,4,1,8,1,1,0,5,2,0,4,6,2,4,
4,7,2,4,1,8,2,1,0,5,3,9,4,6,
3,4,9,7,3,4,3,8,3,3,0,5,4,9,
9,6,4,9,9,7,4,4,3,5,5,9,9,6,
5,9,4,7,5,4,3,6,6,0,4,7,6,3,
3,6,7,0,4,6,8,3,4,9,9,9,9
1020 DATA 2,1,4,4,5,1,0,3,6,
1,3,3,2,2,4,4,3,2,0,3,4,2,3,
3,5,2,3,3,6,2,3,3,2,3,0,4,3,
3,4,3,4,3,3,3,5,3,3,3,6,3,3,
3,2,4,0,4,3,4,4,3,4,4,3,3,5,
4,3,3,6,4,3,3,3,5,0,3,5,5,3,
3,6,5,3,3,5,6,3,3,6,6,3,3,7,
6,3,0,5,7,3,3,6,7,3,4,4,8,0,
3,5,8,3,3,6,8,4,4,7,8,4,0
1030 DATA 9,9,9,9
1040 DATA 5,1,4,4,6,1,4,4,7,
1,4,0,5,2,4,4,6,2,4,4,7,2,4,
0,5,3,0,4,6,3,4,4,7,3,4,0,5,

```

## DEULIGNE



Les sauvegardes traînent ? Un petit speed changera tout !

1 MODE 2: INPUT "DONNEZ LA VITESSE DE SAUVEGARDE (PLUS X DIMINUE, P LUS LA VITESSE AUGMENTE) "; X  
 2 POKE &B801,0:POKE &B802,X

```

,0,5,8,3,5,0
930 DATA 1,4,0,4,5,4,4,0,7,4
,0,5,8,4,5,0,1,5,0,4,3,5,0,1
,5,5,4,0,6,5,0,1,7,5,0,5,8,5
,5,0,1,6,1,1,3,6,0,5,4,6,1,1
,5,6,4,1,6,6,1,5,7,6,0,5,8,6
,5,0,1,7,1,1,4,7,5,5,5,7,5,5
,6,7,5,0,7,7,0,5,8,7,5,0,1,8
,0,5,2,8,5,0,4,8,5,1,5,8,1,1
,6,8,5,0,7,8,5,5,8,8,5,0
940 DATA 9,9,9,9
950 DATA 1,1,0,5,2,1,5,5,3,1
,5,5,4,1,5,3,5,1,5,3,6,1,5,5
,7,1,5,5,2,2,5,5,3,2,5,5,4,2
,5,3,5,2,3,3,6,2,5,5,7,2,5,5
,2,3,0,5,3,3,5,5,4,3,5,3,5,3
,5,3,6,3,5,4,4,5,5,5,4,5,5
,6,4,5,0,4,5,5,5,5,5,5,6,5
,5,0,4,6,5,1,5,6,5,1,6,6,5,0
,3,7,0,5,4,7,5,1,5,7,5,1
960 DATA 6,7,5,5,3,8,0,5,4,8
,5,5,5,8,5,5,6,8,5,5,9,9,9,9
970 DATA 3,1,0,4,4,1,4,4,5,1
,4,4,6,1,4,4,3,2,0,4,4,2,4,4
,5,2,4,4,6,2,4,4,3,3,9,9,4,3
,4,4,5,3,4,4,6,3,4,9,7,3,9,0
,3,4,9,0,4,4,4,4,5,4,4,4,6,4
,4,0,7,4,9,0,3,5,9,0,4,5,0,4
,5,5,4,4,7,5,9,0
980 DATA 2,6,9,9,3,6,9,9,4,6
,0,4,5,6,4,4,6,6,0,9,7,6,9,9
,8,6,9,0,1,7,0,9,2,7,9,9,3,7
,9,9,6,7,0,9,7,7,9,9,8,7,9,9
,1,8,0,9,2,8,9,9,3,8,9,0,7,8

```

```

4,0,4,6,4,4,9,6,5,4,9,5,6,9,
0,6,6,0,9,5,7,9,9,6,7,9,9,5,
8,9,9,6,8,9,9,7,8,9,0,9,9,9,
9
1050 REM-----
1060 DATA 5,1,4,0,4,2,0,4,5,
2,4,4,4,3,4,4,5,3,4,4,6,3,4,
0,4,4,4,4,5,4,4,4
1070 DATA 6,4,4,0,4,5,4,16,5
,5,4,16,6,5,4,0,4,6,4,16,5,6
,4,16,6,6,4,0,4,7,4,4,5,7,9,
4,6,7,4,0,4,8,9,9,5,8,9,3,6,
8,9,0,9,9,9,9
1080 DATA 4,1,9,9,5,1,9,9,6,
1,9,0,4,2,9,9,5,2,9,9,6,2,9,
0,4,3,0,9,5,3,9,9,5,4,4,0,3,
5,0,1,5,5,4,0,6,5,0,1,3,6,0,
5,4,6,1,1,5,6,4,1,6,6,1,0,9,
9,9,9
1090 CLS
1100 PRINT"vous devez char-
ger a present cette memo-
re des (routines), qui vient
d'etre effectuee a la suit
e du programme basic du
jeu, sur la K7 "
1110 PRINT:PRINT:PRINT"tapez
":PRINT: PEN 3:PRINT" NEW et
SAVE ";CHR$(34);"DONALD 2";
CHR$(34);"",8,20000,20000"

```

# CUBERT

Dans l'espoir d'être sacré le meilleur Q-Bertiste de votre immeuble, tentez de repeindre une pyramide de cubes "squatée" par un homme de couleur...

Laurent GOUJON

Mode d'emploi :

Ce jeu nécessite l'emploi du joystick. Les règles sont incluses.

## ....listing 1....

```
1 REM cubert
2 REM LAURENT GOUJON
3 REM LE 4.11.1985
9 POKE 20000,3:POKE 20001,1:
POKE 20002,20:zs=1
10 MODE 0:INK 0,0:BORDER 0:I
NK 1,0:INK 2,0:INK 3,0:DIM a
(20,25):KEY 135,CHR$(214):KE
Y 136,CHR$(215):KEY 137,CHR$
(213):KEY 134,CHR$(212):KEY
132,CHR$(150):KEY 133,CHR$(1
51):KEY 129,CHR$(152):KEY 13
0,CHR$(153):a#=CHR$(22)+CHR$
(1):INK 14,0:op=20000
11 b#=CHR$(22)+CHR$(0):PAPER
0
12 ENT -1,1,1,3,1,-1,3,1,0,1
,1,1,3,1,-1,3
18 SYMBOL AFTER 32:SYMBOL 91
,1,3,7,15,31,63,127,255:SYMB
OL 92,128,192,224,240,248,25
2,254,255:SYMBOL 93,255,127,
63,31,15,7,3,1:SYMBOL 94,255
,254,252,248,240,224,192,128
20 SYMBOL 35,15,31,31,59,59,
59,127,127:SYMBOL 36,192,224
,96,112,112,208,230,121:SYMB
OL 37,127,123,60,63,51,25,29
,12:SYMBOL 38,185,198,224,19
2,0,128,128,192
21 IF zs=0 THEN 59 ELSE INK
1,26,2:INK 2,18,6:INK 3,8,11
22 MODE 1:x=60:y=1:z=31:FOR
k=1 TO 11:LOCATE y,5:PEN 1:P
RINT" LAURENT":LOCATE z,5:PE
N 2:PRINT"GOUJON":y=y+1:z=z
-1:SOUND 1,x,3,15:SOUND 2,x+
2,3,15:x=x+5:NEXT k
23 PEN 3:FOR k=1 TO 50:NEXT:
FOR z=24 TO 10 STEP -1:LOCAT
E 16,z:PRINT"PRESENTE":LOCAT
E 16,z+1:PRINT"":SOU
ND 1,x,3,15:SOUND 2,x+2,3,15
:x=x-5:NEXT
24 PEN 2:LOCATE 14,16:PRINT"
##":LOCATE 14,17:PRINT"%& B
E R T"
25 FOR K=1 TO 200:NEXT:LOCAT
E 7,25:PRINT"VOULEZ VOUS LES
REGLES (O/N)"
26 PEN 2:FOR K=6 TO 16 STEP
3:LOCATE 2,K:PRINT"#####":L
OCATE 2,K+1:PRINT"%&&&&":LO
CATE 34,K:PRINT"#####":LOCA
TE 34,K+1:PRINT"%&&&&":NEXT
27 IF INKEY(34)=0 THEN CALL
&BB06:SOUND 1,119,15,15:LOCA
TE 37,25:PRINT"OUI":GOTO 30
28 IF INKEY(46)=0 THEN SOUND
1,119,15,15:LOCATE 37,25:PR
INT"NON":FOR K=1 TO 700:NEXT
:MODE 0:GOTO 59
29 GOTO 27
30 FOR k=1 TO 700:NEXT:CLS:P
EN 1:INK 1,11:PRINT"
##":PRINT"Vous etes %& BER
T":PRINT"Vous devez sa
uter sur la pyramide":PRINT:
PRINT"Pour que les cubes cha
ngent de couleur"
32 PRINT:PRINT"Chaque fois q
u'un cube change de":PRINT:P
RINT"Couleur vous gagnez un
point...":PRINT:PRINT"Pour p
asser du premier tableau":PR
INT:PRINT"Au second vous dev
ez marquer":PRINT:PRINT"20 p
oints...Et respectivement":P
RINT:PRINT"45,75,110 et 150
";
33 PRINT"points pour":PRINT:
PRINT"Passer aux tableaux su
ivants...":INK 3,7:PEN 3:PRI
NT:PRINT"Si vous comptabilis
ez 195 points vous":PRINT:PR
INT"Serez sacré meilleur Q B
ERISTE du WORLD"
34 FOR k=1 TO 1500:NEXT:FOR
k=280 TO 60 STEP -10:SOUND 1
,k,1,15:SOUND 2,K+2,1,15:NEX
T k:LOCATE 35,11:INK 2,24:PE
N 2:PRINT"TAPEZ":LOCATE 35,1
3:PRINT"ENTER"
35 IF INKEY(18)=0 THEN ZS=0:
MODE 0:GOTO 59 ELSE 35
59 SYMBOL 160,0,0,0,238,136,
232,40,238:SYMBOL 161,0,0,0,
239,169,175,170,233:SYMBOL 1
62,0,0,0,112,64,96,64,112:LO
CATE 14,24:PEN 14:PRINT CHR$
(160)+CHR$(161)+CHR$(162):WI
NDOW#1,17,20,24,25
60 PEN #1,14:INK 10,18,26:IN
K 8,6,2:LOCATE 6,9:PEN 10:PR
INT"ATTENDEZ":LOCATE 2,13:PE
N 8:PRINT"QUELQUES INSTANTS"
:INK 1,0:INK 2,0:INK 3,0
70 FOR K=1 TO 1000:NEXT
75 INK 10,0:INK 8,0:LOCATE 6
,9:PRINT"":LOCATE 2,
13:PRINT"
"
99 PRINT A#
100 READ a:IF a=-1 THEN 150
ELSE READ b:PAPER 0:PEN 3:PR
INT a#:LOCATE a,b:PRINT"C\":
LOCATE a,b+1:PRINT"J\":LOCAT
E a,b+1:PEN 2:PRINT"\":PEN
1:PRINT"C\":LOCATE a,b+2:PEN
2:PRINT"J\":PEN 1:PRINT"C\":a
(a,b)=1:SOUND 1,INT(RND*600)
+60,5,15:GOTO 100
102 DATA 2,2,4,2,6,2,8,2,10,
2,12,2,14,2,16,2,18,2,-1
150 READ a:IF a=-1 THEN 180
ELSE READ b:LOCATE a,b:PEN 3
:PRINT"C\":LOCATE a,b+1:PRIN
T"J\":LOCATE a,b+1:PEN 2:PRI
NT"\":LOCATE a,b+2:PRINT"J\":
PEN 1:LOCATE a+1,b+1:PRINT"C
\":LOCATE a+1,b+2:PRINT"C\":SO
UND 1,INT(RND*600)+60,5,15:G
OTO 150
151 DATA 3,4,5,4,7,4,9,4,11,
4,13,4,15,4,17,4,4,6,6,6,8,6
,10,6,12,6,14,6,16,6,5,8,7,8
,9,8,11,8,13,8,15,8,6,10,8,1
0,10,10,12,10,14,10,7,12,9,1
2,11,12,13,12,8,14,10,14,12,
14,9,16,11,16,10,18,-1
180 READ a:IF a=-1 THEN GOTO
200 ELSE READ b:a(a,b)=3:GO
TO 180
181 DATA 1,3,2,5,3,7,4,9,5,1
1,6,13,7,15,8,17,9,13,11,19,
12,17,13,15,14,13,15,11,16,9
,17,7,18,5,13,3,-1
200 PRINT a#:a=10:b=1:LOCATE
a,b:PEN 12:PRINT"##":LOCATE
a,b+1:PRINT"%&":VIE=PEEK(20
000):PTS=PEEK(20001):LOCATE#
1,1,1:PRINT#1,pts:a(a,b)=2:C
=10:D=17:INK 4,15:o=0:PU=PEE
K(20002)
201 PAPER 0:IF VIE=3 THEN LD
CATE 1,23:PEN 12:PRINT"###"
#:LOCATE 1,24:PRINT"%&&&&":
LOCATE c,d:PEN 4:PRINT"##":
LOCATE c,d+1:PRINT"%&"
202 PRINT d#:IF VIE=2 THEN L
OCATE 1,23:PEN 12:PRINT"###"
#:LOCATE 1,24:PRINT"%&&&&"
203 LOCATE 1,23:PEN 12:PRINT
"##":LOCATE 1,24:PRINT"%&"
204 INK 1,14:INK 2,1:INK 3,2
:INK 13,7:INK 12,18:INK 14,6
,26
205 FOR K=500 TO 30 STEP -10
:SOUND 1,K,3,15:SOUND 2,K+2,
3,15:NEXT
210 IF JOY(0)=2 THEN GOSUB 1
000:GOSUB 5000:a(a,b)=2
211 IF JOY(0)=8 THEN GOSUB 2
000:GOSUB 5000:a(a,b)=2
212 IF JOY(0)=4 THEN GOSUB 3
000:GOSUB 5000:a(a,b)=2
213 IF JOY(0)=1 THEN GOSUB 4
000:GOSUB 5000:a(a,b)=2
214 IF PTS=PU THEN 219 ELSE
o=o+1:IF o=2 THEN 219 ELSE GOTO
215 ELSE 210
215 GOSUB 300
```

```

216 IF a=c AND b=d THEN INK
0,0,6:BORDER 0,6:INK 10,0,6:
INK 8,0,6:FOR K=1 TO 10:FOR
L=60 TO 400 STEP 10:SOUND 1,
L,1,15:NEXT L:NEXT K:INK 0,0,6:
BORDER 0:INK 10,0:INK 8,0:P
APER 0:GOSUB 8000:GOTO 65000
219 IF PTS=PU THEN INK 0,0,6:
BORDER 0,6:INK 10,0,6:INK 8
,0,6:FOR K=1 TO 10:FOR L=400
TO 60 STEP -10:SOUND 1,L,1,
15:NEXT L:NEXT K:INK 0,0:BOR
DER 0:INK 10,0:INK 8,0:FOR K
=1 TO 2000:NEXT:GOTO 9000
220 LOCATE c,d:PEN 4:PRINT"#
$":LOCATE c,d+1:PRINT"%&":GO
TO 210
300 IF a(c,d)=2 THEN I3=13 E
LSE I3=3
301 IF c(a AND d)b THEN c=c+
1:d=d-2:IF a(c,d)=3 THEN c=c
-1:d=d+2 ELSE 320
302 IF c>a AND d>b THEN c=c-
1:d=d-2:IF a(c,d)=3 THEN c=c
+1:d=d+2 ELSE 330
303 IF c<a AND d<b THEN c=c+
1:d=d+2:IF a(c,d)=3 THEN c=c
-1:d=d-2 ELSE 340
304 IF c>a AND d<b THEN c=c-
1:d=d+2:IF a(c,d)=3 THEN c=c
+1:d=d-2 ELSE 350
305 IF c=a AND d>b THEN c=c-
1:d=d-2:IF a(c,d)=3 THEN c=c
+1:d=d-2 ELSE 330
306 IF c=a AND d<b THEN c=c+
1:d=d+2:IF a(c,d)=3 THEN c=c
+1:d=d-2 ELSE 340
307 c=c-1:d=d+2:IF
A(C,D)=3 THEN C=C+1
:D=D-2 ELSE GOTO 350
309 RETURN
320 c=C-1:d=d+2:IF a(c-1
,d-2)=2 THEN I1=13 ELSE I1=3
321 IF a(c+1,d-2)=2 THEN I2=
13 ELSE I2=3
322 PRINT b$:PAPER 1:PEN 11:
LOCATE c,d:PRINT"~":PAPER 2:
LOCATE c+1,d:PEN 12:PRINT"J"
:PAPER 1:PEN 13:LOCATE c,d+1
:PRINT"C":;PAPER 2:PRINT"\":
PRINT A$:LOCATE C,D+2:PRINT"
J~"
323 PRINT a$:c=c+1:d=d-2:LOC
ATE c,d+1:PEN 13:PRINT"C\":L
OCATE c,d+2:PRINT"J~":PEN 4:
LOCATE c,d:PRINT"##":LOCATE
c,d+1:PRINT"%&"
329 RETURN
330 c=C+1:d=d+2:IF a(c-1,d-2
)=2 THEN I1=13 ELSE I1=3
331 IF a(c+1,d-2)=2 THEN I2=
13 ELSE I2=3
332 PRINT b$:PAPER 1:PEN 11:
LOCATE c,d:PRINT"~":PAPER 2:
LOCATE c+1,d:PEN 12:PRINT"J"
:PAPER 1:PEN 13:LOCATE c,d+1
:PRINT"C":;PAPER 2:PRINT"\":
PRINT A$:LOCATE C,D+2:PRINT"
J~"
333 PRINT a$:c=c-1:d=d-2:LOC
ATE c,d+1:PEN 13:PRINT"C\":L
OCATE c,d+2:PRINT"J~":PEN 4:
LOCATE c,d:PRINT"##":LOCATE
c,d+1:PRINT"%&"
339 RETURN
340 P1=1:P2=2:IF D<1 THEN D=
1:L1=0:L2=0:P1=0:P2=0:GOTO 3
42 ELSE c=c-1:d=d-2:IF d=1 T

```

```

HEN L1=0:L2=0:P1=0:P2=0:GOTO
352 ELSE IF a(c-1,d-2)=2 TH
EN I1=13 ELSE I1=3
341 IF a(c+1,d-2)=2 THEN I2=
13 ELSE I2=3

```



```

342 PRINT b$:PAPER P1:PEN I1
:LOCATE c,d:PRINT"~":PAPER P
2:LOCATE c+1,d:PEN I2:PRINT"
J":PAPER P1:PEN I3:LOCATE c,
d+1:PRINT"C":;PAPER P2:PRINT
"\":PRINT A$:LOCATE C,D+2:PR
INT"J~"
343 PRINT a$:c=c+1:d=d+2:LOC
ATE c,d+1:PEN I3:PRINT"C\":L
OCATE c,d+2:PRINT"J~":PEN 4:
LOCATE c,d:PRINT"##":LOCATE
c,d+1:PRINT"%&"
349 RETURN
350 P1=1:P2=2:IF D-2<1 THEN
D=1:L1=0:L2=0:P1=0:P2=0:GOTO
352 ELSE c=c+1:d=d-2:IF d=1
THEN L1=0:L2=0:P1=0:P2=0:GO
TO 352 ELSE IF a(c-1,d-2)=2
THEN I1=13 ELSE I1=3
351 IF a(c+1,d-2)=2 THEN I2=
13 ELSE I2=3
352 PRINT b$:PAPER P1:PEN I1
:LOCATE c,d:PRINT"~":PAPER P
2:LOCATE c+1,d:PEN I2:PRINT"
J":PAPER P1:PEN I3:LOCATE c,
d+1:PRINT"C":;PAPER P2:PRINT
"\":PRINT A$:LOCATE C,D+2:PR
INT"J~"
353 PRINT a$:c=c-1:d=d+2:LOC
ATE c,d+1:PEN I3:PRINT"C\":L
OCATE c,d+2:PRINT"J~":PEN 4:
LOCATE c,d:PRINT"##":LOCATE
c,d+1:PRINT"%&"
359 RETURN
900 FOR k=1 TO 1000:NEXT:GOT
O 200
1000 PAPER 0:GOSUB 50000:FOR
k=120 TO 40 STEP -13:SOUND
1,k,1,15,1:NEXT:IF a(a,b+1)=
1 THEN 1001 ELSE 1500
1001 PRINT b$:LOCATE a,b:PRI
NT" ~":LOCATE a,b+1:PEN 13:P
RINT"C\":PRINT a$:LOCATE a,b
+2:PRINT"J~"
1002 a=a-1:b=b+2:LOCATE a,b+
1:PRINT"C\":LOCATE a,b+2:PRI
NT"J~"
1003 LOCATE a,b:PEN 12:PRINT
"##":LOCATE a,b+1:PRINT"%&"
1010 RETURN
1500 IF a(a-1,b-2)=2
THEN I1=13 ELSE I1=3
1501 IF a(a+1,b-2)=2
THEN I2=13 ELSE I2=3
1502 PAPER 1:PRINT b$:LOCATE
a,b:PEN 11:PRINT"~":PAPER 2
:LOCATE a+1,b:PEN 12:PRINT"J"
1503 LOCATE a,b+1:PEN 13:PAP
ER 1:PRINT"C":LOCATE a+1,b+1
:PAPER 2:PRINT"\
1504 a=a-1:b=b+2:PRINT a$:LO
CATE a,b+1:PEN 13:PRINT"C\":

```

```

LOCATE a,b+2:PRINT"J~":LOCAT
E a,b:PEN 12:PRINT"##":LOCAT
E a,b+1:PRINT"%&":RETURN
2000 PAPER 0:GOSUB 60000:FOR
k=120 TO 40 STEP -13:SOUND
1,k,1,15,1:NEXT:IF a(a,b+1)=
0 THEN 2500
2001 PRINT b$:LOCATE a,b:PRI
NT" ~":LOCATE a,b+1:PEN 13:P
RINT"C\":PRINT a$:LOCATE a,b
+2:PRINT"J~"
2002 a=a+1:b=b+2:LOCATE a,b+
1:PRINT"C\":LOCATE a,b+2:PRI
NT"J~"
2003 LOCATE a,b:PEN 12:PRINT
"##":LOCATE a,b+1:PRINT"%&"
2004 RETURN
2500 IF a(a-1,b-2)=2 THEN I1
=13 ELSE I1=3
2501 IF a(a+1,b-2)=2 THEN I2
=13 ELSE I2=3
2502 PAPER 1:PRINT b$:LOCATE
a,b:PEN 11:PRINT"~":PAPER 2
:LOCATE a+1,b:PEN 12:PRINT"J
"
2503 PRINT b$:LOCATE a,b+1:P
EN 13:PAPER 1:PRINT"C":;PAPE
R 2:PRINT"\
2504 a=a+1:b=b+2:PRINT b$:LO
CATE a,b+1:PEN 13:PAPER 1:PR
INT"C":LOCATE a+1,b+1:PAPER
2:PRINT"\":PRINT a$:LOCATE a
,b+2:PRINT"J~":LOCATE a,b:PE
N 12:PRINT"##":LOCATE a,b+1:
PRINT"%&":RETURN
3000 PAPER 0:FOR k=120 TO 40
STEP -13:SOUND 1,k,1,15,1:N
EXT
3001 a=a-1:b=b-2:IF b<1 THEN
a=a+1:b=b+2:RETURN ELSE a=A
+1:B=B+2:PRINT b$:PAPER 1:PE
N 13:LOCATE a,b+1:PRINT"C":;
PAPER 2:PRINT"\
3002 IF a(a-1,b-2)=2 THEN I1
=13 ELSE I1=3
3003 IF a(a+1,b-2)=2 THEN I2
=13 ELSE I2=3
3004 LOCATE a,b:PAPER 1:PEN
11:PRINT"~":PEN 12:PAPER 2:L
OCATE a+1,b:PRINT"J"
3005 PRINT a$:a=A-1:b=b-2:LO
CATE a,b+1:PEN 13:PRINT"C\":
LOCATE a,b+2:PRINT"J~":LOCAT
E a,b:PEN 12:PRINT"##":LOCAT
E a,b+1:PRINT"%&"
3010 RETURN
4000 PAPER 0:FOR k=120 TO 40
STEP -13:SOUND 1,k,1,15,1:N
EXT
4001 a=a+1:b=b-2:IF b<1 THEN
a=a-1:b=b+2:RETURN ELSE a=A
-1:B=B+2:PRINT b$:PAPER 1:PE
N 13:LOCATE a,b+1:PRINT"C":;
PAPER 2:PRINT"\
4002 IF a(a-1,b-2)=2 THEN I1
=13 ELSE I1=3
4003 IF a(a+1,b-2)=2
THEN I2=13 ELSE I2=3
4004 LOCATE a,b:PAPER 1:PEN
11:PRINT"~":PEN 12:PAPER 2:L
OCATE a+1,b:PRINT"J"
4005 PRINT a$:a=A+1:b=b-2:LO
CATE a,b+1:PEN 13:PRINT"C\":
LOCATE a,b+2:PRINT"J~":LOCAT
E a,b:PEN 12:PRINT"##":LOCAT
E a,b+1:PRINT"%&"
4010 RETURN

```



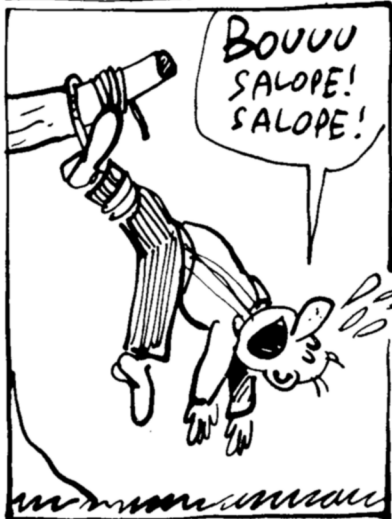
SI TU ME QUITTES  
JE ME PENS!



RIEN A  
FOUTRE!



BOUUU  
SALOPE!  
SALOPE!



```

5000 IF a(a,b)=2 THEN RETURN
      ELSE pts=pts+1:POKE 20001,P
      TS:LOCATE#1,1,1:PRINT#1,pts:
      RETURN
7010 GOTO 7010
8000 IF b=1 THEN I1=0:I2=0:p
1=0:p2=0:GOTO 8003 ELSE p1=1
:p2=2
8001 IF a(a-1,b-2)=2 THEN I1
=13 ELSE I1=3
8002 IF a(c+1,d-2)=2 THEN I2
=13 ELSE I2=3
8003 PRINT b$:PAPER p1:PEN 1
1:LOCATE c,d:PRINT" ":PAPER
p2:PEN 12:PRINT"J":LOCATE c
,d+1:PEN 13:PAPER p1:PRINT"C
":PAPER p2:PRINT"\":PRINT a
$:LOCATE c,d+2:PRINT"J":a=1
8:b=19:c=18:d=19:PAPER 0:PEN
0:PRINT b$
8004 RETURN
9000 IF PU=195 THEN 9005 ELS
E IF PU=150 THEN PU=195 ELSE
IF PU=110 THEN PU=150 ELSE
IF PU=75 THEN PU=110 ELSE IF
PU=45 THEN PU=75 ELSE IF PU
=20 THEN PU=45
9001 POKE 20002,PU:POKE 2000
0,VIE:POKE 20001,pts
9002 CLEAR:GOTO 10
9005 MODE 0
9006 PEN 1:PRINT"BRAVO...VOU
S ETES LE":PRINT"MEILL
EUR...QUE DIRE":PRINT:PRINT
:PRINT"DE PLUS?":PRINT:PRINT
:PRINT"ENCORE UNE PARTIE?"
9007 IF INKEY(34)=0 THEN CLE
AR:GOTO 1 ELSE IF INKEY(46)=
0 THEN END ELSE 9007
19999 INK 1,14:INK 2,1:INK 3
,2:INK 13,7:INK 12,18
20000 INK 2,1:INK 3,2:INK 1,
14:INK 13,7:INK 14,6,26
20001 INK 1,15:INK 2,6:INK 3
,7:INK 13,2
20002 INK 1,21:INK 2,9:INK 3
,18:INK 12,6:INK 13,17
50000 PAPER 0:p1=1:p2=2:IF a
(a-1,b+2)=3 THEN 50001 ELSE
RETURN
50001 IF b=1 THEN I1=0:I2=0:
p1=0:p2=0:GOTO 50004
50002 IF a(a-1,b-2)<>2 THEN
I1=3 ELSE I1=13
50003 IF a(a+1,b-2)=2 THEN I
2=13 ELSE I2=3
50004 LOCATE a,b+1:PEN 13:PA
PER p1:PRINT"C":LOCATE a+1,b
+1:PAPER p2:PRINT"\
50005 PAPER p1:PRINT b$:LOCA
TE a,b:PEN 11:PRINT" ":PAPER
p2:LOCATE a+1,b:PEN 12:PRIN
T"J":IF b=1 THEN PAPER 0:PEN
13:LOCATE a,b+1:PRINT"C\
ELSE PAPER 1:PEN 13:LOCATE a
,b+1:PRINT"C":PAPER 2:PRINT
\
50007 a=a-1:b=b+2:PRINT a$:L
OCATE a,b:PEN 12:PRINT"#$":L
OCATE a,b+1:PRINT"%&"
50008 FOR k=1 TO 100:NEXT
50009 PAPER 0:PRINT b$:LOCAT
E a,b:PRINT" ":LOCATE a,b+1:
PRINT" ":PAPER 2:LOCATE a+1,
b:PRINT"J":PAPER 0:LOCATE a+
1,b+1:PEN 2:PRINT"J":PAPER 2
:PEN 13:LOCATE a+1,b:PRINT"J
"

```

```

50010 PRINT b$:PAPER 0:k=60:
PEN 12:b=b+2:FOR b=b TO 20:L
OCATE a,b+2:PRINT"%&":LOCATE
a,b+1:PRINT"#$":LOCATE a,b:
PRINT" ":FOR K=K TO K+10 ST
EP 1:SOUND 1,k,10,15:SOUND 2
,k+3,10,15:k=k+10:NEXT K:NEX
T
50011 I1=13:I2=13:I3=13:p1=1
:p2=2
50012 IF a(c,d)<>2 THEN I3=3
50013 IF a(c-1,d-2)<>2 THEN
I1=3
50015 IF a(c+1,d-2)<>2 THEN
I2=3
50016 IF d<>1 THEN 50017 ELS
E I1=0:I2=0:p1=0:p2=0
50017 PRINT b$:PAPER p1:PEN
11:LOCATE c,d:PRINT" ":PAP
ER p2:PEN 12:PRINT"J":PEN 13:
PAPER p1:LOCATE c,d+1:PRINT"
C":PAPER p2:PRINT"\":PRINT
a$:LOCATE c,d+2:PRINT"J"
50018 PRINT b$:PAPER 0:GOTO
65000
60000 PAPER 0:p1=1:p2=2:I1=1
3:IF a(a+1,b+2)=3 THEN 60001
ELSE RETURN
60001 IF b=1 THEN I1=0:I2=0:
p1=0:p2=0:GOTO 60003 ELSE IF
a(a-1,b-2)=2 THEN I1=13 ELS
E I1=3
60002 IF a(a+1,b-2)=2 THEN I
2=13 ELSE I2=3
60003 PRINT b$:LOCATE a,b:PA
PER p1:PEN 11:PRINT" ":PEN
12:PAPER p2:PRINT"J":LOCATE
a,b+1:PAPER p1:PEN 13:PRINT"
C":PAPER p2:PRINT"\
60004 a=a+1:b=B+2:PRINT a$:L
OCATE a,b:PEN 12:PRINT"#$":L
OCATE a,b+1:PRINT"%&"
60005 FOR k=1 TO 100:NEXT
60006 PAPER 0:PRINT b$:LOCAT
E a+1,b:PRINT" ":LOCATE a+1,
b+1:PRINT" ":LOCATE a,b:PAPE
R 13:PEN 1:PRINT"C":LOCATE a
,b+1:PAPER 0:PRINT"
60010 GOTO 50010
65000 IF vie-1=0 THEN 65300
ELSE vie=vie-1:PRINT B$
65001 FOR k=1 TO 1000:NEXT:G
OSUB 65100
65002 PRINT b$:LOCATE a,b:FO
R k=1 TO 1700:NEXT:SOUND 1,1
13,15,15:SOUND 2,121,15,15:P
RINT" ":LOCATE a,b+1:PRINT"
":IF vie=2 THEN k=5 ELSE I
F vie=1 THEN k=3
65003 FOR l=1 TO 600:NEXT:LO
CATE k,23:SOUND 1,119,15,15:
SOUND 2,121,15,15:PRINT" ":
LOCATE k,24:PRINT" ":POKE 2
0002,PU:POKE 20000,VIE:POKE
20001,pts:FOR k=1 TO 1100:NE
XT:GOTO 200
65010 FOR K=1 TO 1000:NEXT:M
ODE 0:INK 1,24:PEN 1:FOR K=1
TO 1000:NEXT:LOCATE 1,1:PRI
NT"Vous avez";pts;"points":L
OCATE 1,12:PRINT"VOUS AVEZ P
ERDU"
65020 LOCATE 1,20:PRINT"1) U
NE AUTRE PARTIE":LOCATE 1,23
:PRINT"2) FIN"
65021 IF INKEY(64)=0
THEN CLEAR:GOTO 1

```

```

65022 IF INKEY(65)=0 THEN CL
EAR:END
65023 GOTO 65021
65100 SOUND 1,478,50,15:SOUN
D 1,0,1,0:SOUND 1,478,50,15:
SOUND 1,0,1,0:SOUND 1,478,13
,15:SOUND 1,0,1,0:SOUND 1,47
8,100,15:SOUND 1,402,50,15:S
OUND 1,426,13,15:SOUND 1,0,1
,0:SOUND 1,426,50,15:SOUND 1

```

```

,478,13,15:SOUND 1,0,1,0:SOU
ND 1,478,50,15
65101 SOUND 1,506,13,15:SOUN
D 1,478,75,15
65102 RETURN
65300 FOR k=1 TO 1000:NEXT:P
RINT b$:PAPER 0:SOUND 1,119,
25,15:SOUND 2,121,25,15:LOCA
TE 1,23:PRINT" ":LOCATE 1,2
4:PRINT" ":FOR k=1 TO 1000:

```

```

NEXT
65301 FOR k=1 TO 10:FOR l=11
9 TO 283 STEP 10:SOUND 1,1,1
,15:NEXT l:NEXT k
65302 GOTO 65010

```

# STAR FIGHT

Face à une horde d'envahisseurs, éprouvez la robustesse de votre joystick. A noter la qualité exceptionnelle de ce jeu cosmique.

Hervé COUPPE

### Mode d'emploi :

Tapez et sauvegardez le listing 1. Tapez ensuite le listing 2 et après lancement, entrez les codes MACHINE du listing 3. Effectuez les sauvegardes suivantes à la suite du premier programme :

SAVE"codes", B, & 9000, 1960  
SAVE"datas", B, & 8800, 1424

### ....listing 1....

```

10 REM *****
20 REM *
30 REM * STAR FIGHT *
40 REM *
50 REM * par *
60 REM *
70 REM * Herve COUPPE *
80 REM *
90 REM *****
100 REM
110 ENV 1,1,-2,1,13,0,1,1,-1
0,2
120 ENT 1,14,10,1
130 ENV 2,1,12,1,1,-1,1,20,0
,1,10,-1,4
140 ENT 2,30,30,2
150 REM
160 SYMBOL 248,240,144,128,2
40,16,16,144,240
170 SYMBOL 249,0,0,240,144,1
28,128,144,240
180 SYMBOL 250,0,0,240,144,1
44,144,144,240
190 SYMBOL 251,0,0,160,208,2
08,128,128,128
200 SYMBOL 252,0,0,240,144,2
40,128,128,240
210 SYMBOL 253,32,0,32,32,32
,32,32,0
220 SYMBOL 254,0,0,240,0,0,2
40,0,0
230 SYMBOL 255,0,24,60,189,2
55,255,153,129
240 MEMORY &87FF
250 REM
260 REM *****
270 REM * Presentation *
280 REM *****

```

```

290 REM
300 MODE 1:INK 0,0:BOARDER 0
310 INK 1,13:INK 2,2:INK 3,1
4
320 gr$(0)=CHR$(32):gr$(1)=C
HR$(214):gr$(2)=CHR$(215):gr
$(3)=CHR$(212):gr$(4)=CHR$(2
13):gr$(5)=CHR$(143)
330 ch$(0)="0015520555001200
555200"
340 ch$(1)="0050000050013420
500500"
350 ch$(2)="0045520050050050
500300"
360 ch$(3)="0000050050055550
555000"
370 ch$(4)="0045530050050050
500200"
380 ch$(5)="5555005001552050
050555"
390 ch$(6)="5000005005000050
050050"
400 ch$(7)="5550005005052055
550050"
410 ch$(8)="5000005005005050
050050"
420 ch$(9)="5000005004553050
050050"
430 FOR i=0 TO 9:FOR j=1 TO
22
440 c=VAL(MID$(ch$(i),j,1))
450 aff$(i)=aff$(i)+gr$(c)
460 NEXT j
470 NEXT i
480 WINDOW #1,9,32,6,13
490 PAPER#1,1:PEN#1,2
500 WINDOW #2,9,32,14,21
510 PAPER#2,1:PEN#2,3
520 CLS#1:CLS#2
530 FOR i=0 TO 4
540 LOCATE #1,2,1:PRINT#1,CH
R$(11);aff$(4-i)

```

```

550 GOSUB 1670
560 LOCATE #2,2,9:PRINT#2,af
f$(i+5)
570 GOSUB 1670
580 NEXT
590 FOR i=1 TO 2
600 LOCATE #1,2,1:PRINT#1,CH
R$(11)
610 GOSUB 1670
620 LOCATE #2,2,9:PRINT#2
630 GOSUB 1670
640 NEXT i
650 LOCATE 10,23:PRINT"CHARG
EMENT EN COURS..."
660 REM
670 REM
680 REM * Chargement code ma
chine *
690 REM
700 REM
710 LOAD "!codes"
720 LOAD "!datas"
730 REM
740 REM
750 REM * Initialisation cou
leurs *
760 REM
770 REM
780 CLS
790 INK 1,24:INK 2,24:INK 3,
15
800 INK 4,12:INK 5,6:INK 6,2
6:INK 7,8
810 INK 8,11,6:INK 9,20:INK
10,14:INK 11,11
820 INK 12,13:INK 13,26:INK
14,2:INK 15,11
830 REM
840 vi=0:ba=3:dif=0
850 REM
860 REM

```

```

870 REM * Presentation vaiss
eaux *
880 REM
890 REM
900 MODE 0
910 LOCATE 6,1:PEN 14:PRINT"
STAR";:PEN 10:PRINT" FIGHT"
920 RESTORE 930
930 DATA 100,100,200,200,300
940 CALL &9003
950 FOR i=1 TO 5
960 READ p
970 LOCATE 6,i*3+3
980 PEN 5:PRINT p;:PEN 1:PRI
NT"PTS"
990 NEXT i
1000 LOCATE 1,22
1010 PEN 3
1020 PRINT"APPUYEZ SUR <ESPA
CE>";
1030 PRINT"DU <FIRE> POUR JO
UER"
1040 PEN 7
1050 PRINT" <O> POUR OPTION
"
1060 RESTORE 1680
1070 READ a,b
1080 IF a=-1 THEN 1060
1090 SOUND 1,a,b
1100 IF INKEY(47)=0 OR JOY(0
)=16 THEN 1460
1110 IF INKEY(34)=0 THEN 118
0
1120 GOTO 1070
1130 REM
1140 REM *****
1150 REM * Options *
1160 REM *****
1170 REM
1180 MODE 1
1190 INK 2,18
1200 LOCATE 1,4
1210 PEN 1
1220 PRINT"Vitesse du jeu (
0-9 ) : ";
1230 PEN 2:PRINT vi;:PEN 1:P
RINT"-) ";
1240 i$="9":GOSUB 1740
1250 vi=k:POKE &9157,10*(9-v
i)+1
1260 LOCATE 1,12
1270 PEN 3
1280 PRINT"Vitesse de la bas
e ( 0-4 ) : ";
1290 PEN 2:PRINT ba;:PEN 3:P
RINT"-) ";
1300 i$="4":GOSUB 1740
1310 ba=k:POKE &9110,6-ba
1320 LOCATE 1,20
1330 PEN 1
1340 PRINT"Difficulte du jeu
( 0-9 ) : ";
1350 PEN 2:PRINT dif;:PEN 1:
PRINT"-) ";
1360 i$="9":GOSUB 1740
1370 dif=k:POKE &90E8,(15*(9
-dif)+121) MOD 256
1380 FOR t=1 TO 1000:NEXT
1390 INK 2,24
1400 GOTO 900
1410 REM
1420 REM *****
1430 REM * Jeu *
1440 REM *****
1450 REM
1460 MODE 0
1470 TAG
1480 PLOT 700,0,1

```

```

1490 a$=CHR$(248)+CHR$(249)+
CHR$(250)+CHR$(251)+CHR$(252
)+CHR$(254)+ " "+CHR$(
254)+ " "+CHR$(72)+CHR$(253
)+CHR$(254)
1500 FOR i=1 TO LEN(a$)
1510 MOVE 24*(i-1),398:PRINT
MID$(a$,i,1);
1520 NEXT
1530 PLOT 700,0,12:MOVE 316,
398:PRINT CHR$(255);
1540 PLOT 4,376,14:DRAWR 628
,0:PLOT 4,370:DRAWR 628,0
1550 PLOT 0,374:PLOT 0,372:P
LOT 636,374:PLOT 636,372
1560 PLOT 4,374:PLOT 4,372:P
LOT 632,374:PLOT 632,372
1570 TAGOFF
1580 CALL &9000
1590 LOCATE 7,13:PEN 5:PRINT
"GAME";:PEN 3:PRINT" OVER"
1600 FOR t=1 TO 3000:NEXT
1610 GOTO 900
1620 REM
1630 REM *****
1640 REM * Musique *
1650 REM *****
1660 REM
1670 SOUND 1,170+n*10,0,,1,1
:n=n-1:RETURN
1680 DATA 478,50,319,50,358,
13,379,13,426,13,239,60,319,
60,358,13,379,13,426,13,239,
60,319,60,358,13,379,13,358,
13,426,70,-1,0
1690 REM
1700 REM
1710 REM * Saisie caractere
1720 REM
1730 REM
1740 k$=INKEY$:IF k$="" THEN
1740
1750 IF k$<"0" OR k$>"1" THEN
1740
1760 PEN 2:PRINT k$
1770 k=VAL(k$)
1780 RETURN

```

....listing 2....

```

10 REM CHARGEUR HEXA
20 INPUT "Adresse de depart
";ad$:ad=VAL("&"+ad$)
30 PRINT:PRINT"Adresse coura
nte ";HEX$(ad)
40 PRINT"-)";
50 LINE INPUT a$:IF LEN(a$)<
>16 THEN PRINT CHR$(7);:PRIN
T"Refaites l'entree !":GOTO
30
60 INPUT "Somme ";check:sum=
0
70 FOR i=1 TO 15 STEP 2
80 code=VAL("&"+MID$(a$,i,2)
)
90 POKE ad,code:ad=ad+1
100 sum=sum+code
110 NEXT i
120 IF sum<>check THEN PRINT
CHR$(7);:ad=ad-8:PRINT "Err
eur !"
130 GOTO 30

```

....listing 3....

```

LISTING 1
9000-C32390DD21008806 770

```

```

9008-05C5DD5E00DD5601 825
9010-DD6E0ADDE60B060A 691
9018-CD7196DD23DD23C1 1173
9020-10E7C9ED5FCD4995 1207
9028-3E6032B697210000 574
9030-22A69722A8973E01 767
9038-32AC972112C00E06 636
9040-AFE5CD7695E12323 1171
9048-230D20F4214BC0CD 829
9050-6495CD8E95212905 824
9058-22B2972158F722B4 945
9060-9721FEBA22AE973A 993
9068-B697D61032B69721 979
9070-30C0F5CD7695F120 1230
9078-152AAA97ED5BA697 1029
9080-A7ED52D02AA69722 1087
9088-AA97CD8E95C93E01 1081
9090-214F980606C0C191 819
9098-21C8970608C0C191 941
90A0-2119980608C0C191 767
90A8-2AAE97C0C791AF32 1141
90B0-B79721000222BA97 740
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90C0-E01151E83EFC064E 952
90C8-7712231310FA22A2 653
90D0-97AF32A4973A08B5 938
90D8-CB7FC0CD6492CD65 1279
90E0-9121A59735201736 656
90E8-002AA2972D22A297 747
90F0-36007CC608E73600 541
90F8-7DD651CA169221B9 1008
9100-973520053601CD7B 624
9108-9221B89735200536 658
9110-05CD1D9421C29735 818
9118-200F3AC39777CDF0 1015
9120-963AB797E603C216 991
9128-9221C0973520133A 684
9130-C19777CDE6591CDA1 1280
9138-95CD4192C21692CD 1132
9140-65912ABA972B22BA 888
9148-977CB520093ABC97 894
9150-32BA97CDE094215B 1088
9158-00CD5F91C3D5902B 1040
9160-7CB520FBC9CDE192 1365
9168-21A4977ED6053015 762
9170-772AA2977DFE9F28 1052
9178-0C3C32A29736FC7C 865
9180-C608E736FC21A697 965
9188-3AA897BE28077721 766
9190-18C0CD649521A797 1021
9198-3AA997BEC87721AC 1092
91A0-97BE38164FC60527 740
91A8-773AB697C6103809 789
91B0-32B6972130C0CD7E 979
91B8-95792112C0CD6495 367
91C0-C9772310FC70C92A 978
91C8-AE97CB762803212E 768
91D0-8B463E7FE032B097 951
91D8-78CB0FE60832C597 974
91E0-78E60FF68032C497 1136
91E8-235E235ED53BA97 907
91F0-237E32BC97237EE6 941
91F8-0F32C397AE1F1F1F 678
9200-1F32C197235E2356 675
9208-ED53C697237E32B1 1057
9210-972322AE97C9111F 794
9218-892AB497060ACD71 844
9220-96211027CD05F9121 716
9228-488CCDAABC213075 973
9230-CD5F9121A0C011B8 1031
9238-500E00CD47BCC367 856
9240-9011EF882AB49701 862
9248-0A06C51ABE200E13 494
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9258-C10D20EEC9A6E533 1124
9260-28EDC1C9DD21C797 1275

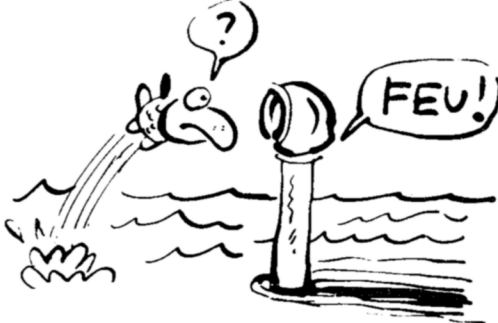
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**STAR-FIGHT**

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 9278-9318EDFD214F98FD 1178  
 9280-7E00B7C8FDB601F2 1187  
 9288-9032FD23FD2318EF 1129  
 9290-3A04B5C87F20063A 669  
 9298-08B5C867C8361BFD 1029  
 92A0-360080FD3601803A 676  
 92A8-B3973CFD770EFD77 1148  
 92B0-0F3AB297FD7707C6 979  
 92B8-05FD77082AB497CD 963  
 92C0-AC94FD741CFD7515 1108  
 92C8-E5CD0494E1010500 817  
 92D0-09FD7410FD7516CD 1004  
 92D8-0494213F8CCDAABC 951  
 92E0-C9FD214E98FD23FD 1258  
 92E8-7E00B7C8FAF79221 1185  
 92F0-1900CD5F911803CD 702  
 92F8-1093FD23FD7E00B7 1013  
 9300-FA0E93211900CD5F 766  
 9308-911803CD109318D5 777  
 9310-FD661CFD6E15E5CD 1201  
 9318-E993E12020FD340E 988  
 9320-FD7E0EFE5D2811CD 1002  
 9328-AC94E5CD0494E120 1163  
 9330-0CFD7515FD741CC9 1001  
 9338-FD360001C9CB884F 927  
 9340-FD660EFD6E07DD21 993

9460-96060A3AECB4CB6F 954  
 9468-20073A08B5C8E5728 616  
 9470-113AB2973D282E32 601  
 9478-B2972B22B497CD58 1030  
 9480-96C93AEBB4CB6F20 1170  
 9488-073A08B5C8E5F2815 613  
 9490-3AB297FE4E280E3C 830  
 9498-32B2972322B4972B 822  
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 95E0-6E1BF5CDF195F107 1225  
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 9698-DDBE0917171717E6 742  
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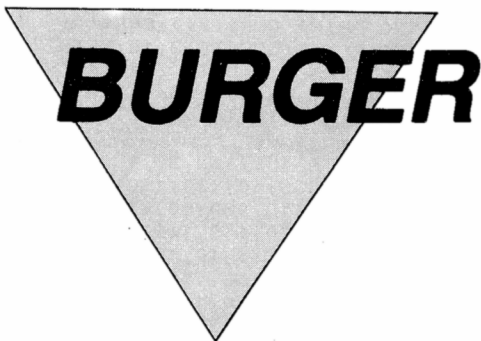
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 8820-A050A050A050A050 960  
 8828-A0F0A0F0F0F0F000 1520  
 8830-5000500050005000 320  
 8838-F0F0F0F0F0F0F0F0 1920  
 8840-A0500050F0F0F000 1040  
 8848-F000F050F0F0F0F0 1520  
 8850-0050005050F00050 560  
 8858-00500050F0F0F000 880  
 8860-F050F050F050F0F0 1440  
 8868-005000500050F0F0 720  
 8870-A050A000F0F000F0 1120  
 8878-00F0A0F0F0F0F0F0 1600  
 8880-A050A000F0F0A050 1120  
 8888-A050A0F0F0F0F0F0 1600  
 8890-A050005000A050A0 720  
 8898-50A050A050A0F0F0 1200  
 88A0-A050A050F0F0A050 1200  
 88A8-A050A0F0F0F0F0F0 1600  
 88B0-A050A050F0F00050 1040  
 88B8-0050A0F0F0F00000 960  
 88C0-0051A20000000000 243  
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 88D8-007FBF0033000033 420  
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 8A88-0F0F0F0F0A000005 75  
 8A90-870F0F0F0A000000 190  
 8A98-0E0F0F0F00000000 56  
 8AA0-05070F0A00000000 37

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 8AD0-430F0F8302000001 231  
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 8B30-0028631E00119300 333  
 8B38-021E530500098064 357  
 8B40-001E63161E098432 372  
 8B48-0032432800090050 246  
 8B50-0032631E14099200 354  
 8B58-03145314001183C8 474  
 8B60-0032541E00090132 224  
 8B68-001E431414099428 334  
 8B70-002832230007131E 181  
 8B78-001433031E090200 115  
 8B80-011E33280A0F0A32 207  
 8B88-001E33280A0F0432 200  
 8B90-0028331E14059014 310  
 8B98-001E342800098232 311  
 8BA0-0028330A00098B64 349  
 8BA8-0028332200099128 319  
 8BB0-001E32280009141E 179  
 8BB8-0028322000091B46 228  
 8BC0-0028320200099ADC 475  
 8BC8-000A251400111128 141  
 8BD0-0014251E00090832 154  
 8BD8-001E45281205031E 195  
 8BE0-001E45031E059946 360  
 8BE8-001E441419090B1E 193  
 8BF0-001E42031E050C3C 206  
 8BF8-003232230A05101E 196  
 8C00-001E321E1911921E 328  
 8C08-0028321419091364 263  
 8C10-001E320519099132 314  
 8C18-001E4302300D12C8 378  
 8C20-001E440C00119464 375

8C28-0032442000099364 406  
 8C30-001E440100111032 182  
 8C38-001E331500194081 320  
 8C40-0101E400000C0000 114  
 8C48-8202022C01000200 181  
 8C50-0005AF5F1F1F1F2A 415  
 8C58-FF1F3F3F3F3F3F3A 659  
 8C60-FF353A3A3A3A3A35 651  
 8C68-B03A303A30303530 537  
 8C70-3030303032303032 388  
 8C78-B032313032323132 522  
 8C80-3233E13332333333 532  
 8C88-3333050F2F1F1F1F 262  
 8C90-7A33131303230313 271  
 8C98-0303110103032203 67  
 8CA0-0323032313131372 247  
 8CAB-3F1F1F0F2F0F2A0F 259  
 8CB0-052A0F0F2F050A2F 186  
 8CB8-1F1F1F7A33131303 307  
 8CC0-2203012202032313 131  
 8CC8-1313723F1F1F0F15 313  
 8CD0-0F15050A2F2F3FB1 385  
 8CD8-2323231302131313 183  
 8CE0-323F1F1F050A2F2F 284  
 8CE8-3F31232213131332 288  
 8CF0-3F1F1F1F31131330 291  
 8CF8-553FBF3F7F3F3F3F 718  
 8D00-BF3F3F3FB0303010 668  
 8D08-3020301010101010 208  
 8D10-1010203010302030 256  
 8D18-30305133B3337333 624  
 8D20-33333333777F3FBF 704  
 8D28-3F3FBF3F3F7F3F3F 696  
 8D30-BF3F3F3F3F3F3F7B 692  
 8D38-33E33333B3333333 664  
 8D40-3333333333333333 408  
 8D48-333333335075303A 507  
 8D50-3A3A3F7F3F6F2F2F 574  
 8D58-AF1F0F1A30323171 507  
 8D60-3131733333331313 436  
 8D68-8323033075303A3A 498  
 8D70-3A3F7F3F6F2F2FAF 691  
 8D78-1F0F1A3032317131 381  
 8D80-3133B33353139303 582  
 8D88-2303303530531313 308



Aidez NESTOR le cuisinier à confectionner de délicieux hamburgers, malgré la menace de tomates déchaînées, de saucisses agressives et d'oeufs surexcités (un vrai cauchemar culinaire !).

Jean et Christophe MOULIS

Mode d'emploi :

Tapez et sauvegardez à la suite ces deux programmes, le lancement du premier charge et lance automatiquement le second ; les règles sont incluses.

....listing 1....

10 REM \*\*\*\*\*  
 20 REM \* BURGER TIME \*  
 30 REM \* par \*  
 40 REM \*Jean et Christophe\*  
 50 REM \* MOULIS \*  
 60 REM \*\*\*\*\*

70 '  
 80 SYMBOL AFTER 12E  
 90 'pain dessous  
 100 SYMBOL 127, &FF, &FF, &7F, &  
 7F, &3F, &3F, &1F, &7  
 110 SYMBOL 128, &FF, &FF, &FF, &  
 FF, &FF, &FF, &FF, &FF

120 SYMBOL 129, &FF, &FF, &FE, &  
 FE, &FC, &FC, &FB, &EO  
 130 'salade  
 140 SYMBOL 130, &20, &74, &7E, &  
 FF, &FF, &BE, &1B, 0  
 150 'viande

**BURGER**

```

160 SYMBOL 131,&66,&FF,&FF,&
FF,&FF,&FF,&FF,&66
170 'pain dessus
180 SYMBOL 132,&7,&1F,&3F,&3
F,&7F,&7F,&FF,&FF
190 SYMBOL 133,&E0,&F8,&FC,&
FC,&FE,&FE,&FF,&FF
200 'escalier
210 SYMBOL 134,&FF,&FF,0,0,&
FF,&FF,0,0
220 'sol
230 SYMBOL 135,&FF,&FF,0,0,0
,0,0,0
240 'plat
250 SYMBOL 136,0,0,8,8,8,4,2
,1
260 SYMBOL 137,&FF,0,0,0,0,0
,0,0
270 SYMBOL 138,0,0,&18,&18,&
18,&24,&42,&81
280 SYMBOL 139,0,0,&10,&10,&
10,&20,&40,&80
290 SYMBOL 140,0,&38,&7C,&6C
,&6C,&7C,&78,&7C
300 SYMBOL 141,&7E,&6E,&6E,&
6E,&6E,&7E,&3C,0
310 SYMBOL 142,0,&6E,&6E,&6E
,&6E,&6E,&6E,&6E
320 SYMBOL 143,&6E,&6E,&6E,&
6E,&6E,&7E,&3C,0
330 SYMBOL 144,0,&3C,&7E,&6E
,&6E,&6E,&7E,&7E
340 SYMBOL 145,&7C,&6E,&6E,&
6E,&6E,&6E,&6E,0
350 SYMBOL 146,0,&3C,&7E,&6E
,&6E,&6E,&6E,&6E
360 SYMBOL 147,&6E,&6E,&6E,&
6E,&6E,&7E,&3C,0
370 SYMBOL 148,0,&3E,&7E,&6E
,&6E,&6E,&6E,&78
380 SYMBOL 149,&78,&6E,&6E,&
6E,&6E,&7E,&3E,0
390 SYMBOL 150,0,&7E,&7E,&18
,&18,&18,&18,&18
400 SYMBOL 151,&18,&18,&18,&
18,&18,&18,&18,0
410 SYMBOL 152,0,&18,&18,0,&
18,&18,&18,&18
420 SYMBOL 153,&18,&18,&18,&
18,&18,&18,&18,0
430 SYMBOL 154,0,&6E,&6E,&6E
,&6E,&6E,&6E,&6E
440 SYMBOL 155,&6E,&6E,&6E,&
6E,&6E,&6E,&6E,0
450 MEMORY &6FFF
460 code$="0000000010E70210
070CDD1BCC91370C317705350D20
0DD5E00DD5601DD6E02DD6603060
81A67713231A67713231A6771
3231A67713231A67713231A6771
5DD6E02DD660311500019D106081
A67713231A67713231A677132
31A67713231A67713231A677132
470 FOR code=1 TO LEN(code$)
STEP 2:POKE &6FFF+code/2,VA
L("&"+MID$(code$,code,2)):NE
XT:CALL &7000
480 code$="0000000010E75210
075CDD1BCC91375C317754546c60
0DD5E00DD5601DD6E02DD6603060
87e1213237e1213237e1213237e1
213D511FD0719D110E9D5DD6E02D
D660311500019D106087e1213237
e1213237e1213237e1213D511FD0
719D110E9C9"
490 FOR code=1 TO LEN(code$)
STEP 2:POKE &74FF+code/2,VA
L("&"+MID$(code$,code,2)):NE

```

```

XT:CALL &7500
500 code$="0000000010E80210
080CDD1BCC91380C317804146c60
0DD5E00DD5601DD6E02DD6603060
81A7713231A7713231A7713231A7
713D511FD0719D110E9D5DD6E02D
D660311500019D106081A7713231
A7713231A7713231A7713D511FD0
719D110E9C9"
510 FOR code=1 TO LEN(code$)
STEP 2:POKE &7FFF+code/2,VA
L("&"+MID$(code$,code,2)):NE
XT:CALL &8000
520 'cuisinier droite
530 code$="00f0f0000f0f0000
050a0000050a000005420000054f
c000054a80000458a0000508a000
0f0f0a854f0f0000050a00000448
80000468800014388000141cc00"
540 FOR code=1 TO LEN(code$)
STEP 2:POKE &707F+code/2,VA
L("&"+MID$(code$,code,2)):NE
XT
550 'cuisinier gauche
560 code$="00f0f0000f0f0000
050a0000050a0000010a80000fca
8000054a80000458a000045a0005
4f0f00000f0f0a80050a00000448
800004489000044830200cc8202"
570 FOR code=1 TO LEN(code$)
STEP 2:POKE &70BF+code/2,VA
L("&"+MID$(code$,code,2)):NE
XT
580 'saucisse
590 code$="0000000000048a000
004e5000004cf000004cf0000004
d8a00004d8a00444dce00444dce0
0004d8a0004cf000004cf000004c
f0000008a000044440000cc4488"
600 FOR code=1 TO LEN(code$)
STEP 2:POKE &70FF+code/2,VA
L("&"+MID$(code$,code,2)):NE
XT
610 'oeuf
620 code$="0000a0000050f0000
050f00000e0e0a000f0f0a050f07
8f050b43cf050b43cf050b43cf00
0b43ca000f078a00050f0000050f
0000000a0000044440000cc4488"
630 FOR code=1 TO LEN(code$)
STEP 2:POKE &713F+code/2,VA
L("&"+MID$(code$,code,2)):NE
XT
640 'tomate
650 code$="0000000000044000
000880000040800000ccf00004dc
f000458da8a04cfcf8a8ccfcfce8
ccfe5c04dada8a044dcf8a000cc
f0000408000088440044884488"
660 FOR code=1 TO LEN(code$)
STEP 2:POKE &717F+code/2,VA
L("&"+MID$(code$,code,2)):NE
XT
670 MODE 1
680 CALL &8B9C:PRINT"
N'ARRETEZ PAS LA CASSETTE
":CALL &8B9C
690 PRINT" Le second pro
gramme se charge"
700 RUN"!

```

```

20 INK 0,0:INK 1,6:INK 2,3:I
NK 3,18:INK 4,14:INK 5,26:IN
K 6,24:INK 10,25
30 MODE 0:PAPER 0:BORDER 0:P
EN 1
40 PEN 10:FOR i=2 TO 12:LOCA
TE 9,i:PRINT CHR$(127);CHR$(
128);CHR$(129):LOCATE 9,i-1:
PRINT" ":NEXT:FOR i=1 TO 2
00:NEXT
50 PEN 1:FOR i=2 TO 11:LOCAT
E 9,i:PRINT CHR$(131);CHR$(1
31);CHR$(131):LOCATE 9,i-1:P
RINT" ":NEXT:FOR i=4 TO 20
0:NEXT
60 PEN 3:FOR i=2 TO 10:LOCAT
E 9,i:PRINT CHR$(130);CHR$(1
30);CHR$(130):LOCATE 9,i-1:P
RINT" ":NEXT:FOR i=1 TO 20
0:NEXT
70 PEN 10:FOR i=2 TO 9:LOCAT
E 9,i:PRINT CHR$(132);CHR$(1
28);CHR$(133):LOCATE 9,i-1:P
RINT" ":NEXT:FOR i=1 TO 20
0:NEXT
80 PEN 1:LOCATE 5,2:FOR i=1
TO 11:PRINT CHR$(128);:NEXT
90 LOCATE 4,3:FOR i=1 TO 13:
PRINT CHR$(128);:NEXT
100 PEN 2:LOCATE 4,4:FOR i=1
TO 13:PRINT CHR$(128);:NEXT
110 LOCATE 5,5:FOR i=1 TO 11
:PRINT CHR$(128);:NEXT
120 PEN 1:LOCATE 4,2:PRINT C
HR$(132):LOCATE 16,2:PRINT C
HR$(133)
130 PEN 2:LOCATE 4,5:PRINT C
HR$(127):LOCATE 16,5:PRINT C
HR$(129)
140 PRINT CHR$(22)+CHR$(1)
150 PEN 6:LOCATE 5,3:PRINT C
HR$(140);CHR$(142);CHR$(144)
;CHR$(146);CHR$(148);CHR$(14
4);" ";CHR$(150);CHR$(152);C
HR$(154);CHR$(148)
160 LOCATE 5,4:PRINT CHR$(14
1);CHR$(143);CHR$(145);CHR$(
147);CHR$(149);CHR$(145);" "
;CHR$(151);CHR$(153);CHR$(15
5);CHR$(149)
170 PRINT CHR$(22)+CHR$(0)
180 PEN 5:LOCATE 9,16:PRINT"
par":PEN 3:LOCATE 2,18:PRINT
"Jean et Christophe":PEN 4:L
OCATE 8,20:PRINT"MOULIS"
190 'musique
200 DATA 159,159,30,190,190,
20,239,239,40,190,190,40,159
,159,40,119,190,80,95,150,30
,106,159,20,119,142,40,190,1
90,40,169,213,40,159,213,80,
159,159,20,159,159,20,95,159
,60,106,159,20,119,159,40,12
7,159,80,142,179,20,127,179,
20,119,190,40,119,190,40
210 DATA 159,159,40,190,190,
40,239,239,40
220 FOR i=1 TO 25:READ n1,n2
,n3:SOUND 1,n1,n3,5:SOUND 2,
n2,n3,4:IF INKEY(47)=0 THEN
240 ELSE NEXT
230 IF INKEY(47)<>0 THEN GOT
O 230
240 FOR i=1 TO 25:PRINT:NEXT
250 'regles
260 MODE 1

```

....listing 2....

```

1 ENV 1,127,127,1:ENT 1,127,
1,1
10 'presentation

```

```

270 PEN 1:LOCATE 14,2:PRINT"
REGLE DU JEU"
280 PEN 3:PRINT:PRINT" Vous
devez aider Nestor, le cuis
inier, a construire des hambu
rgers.":PRINT" Malheureusem
ent, des tomates dechainees,
des saucisses terrifiantes,
des oeufs surexcites veule
nt a tout prix vous en emp
echer."
290 PRINT" Vous pouvez vous
en debarrasser en lesecrasa
nt sous les hamburgers."
300 INK 2,24:PEN 2:LOCATE 19
,14:PRINT "A";CHR$(8);CHR$(1
0);CHR$(240);CHR$(8);CHR$(8)
;CHR$(8);CHR$(10);" ";CHR$(2
42);" ";CHR$(243);" ";CHR$(1
0);CHR$(8);CHR$(8);CHR$(8);C
HR$(241);CHR$(8);CHR$(10);"Z
"
310 LOCATE 14,20:PRINT"Dou jo
ystick"
320 PEN 1:LOCATE 1,16:PRINT"
DEPLACEMENTS"
330 PEN 3:LOCATE 10,23:PRINT
"Appuyez sur ";:PEN 1:PRINT
[space]
340 IF INKEY(47)<>0 THEN GOT
O 340
350 FOR i=1 TO 25:PRINT:NEXT
360 INK 0,0:INK 1,2:INK 2,3:
INK 3,18:INK 4,14:INK 5,26:
INK 6,24:INK 7,16:INK 8,18,0:
INK 9,0,18:INK 10,25:INK 11,
6
370 MODE 0:DEF FN po(x,y)=&C
000+(y-2)*80+(x-1)*4
380 cui1=&7080:cui2=&70C0:m(
1)=&7100:m(2)=&7140:m(3)=&71
80:fcui=&7580:f(1)=&7600:f(2
)=&7640:f(3)=&7680
390 PEN 5:LOCATE 7,2:PRINT"V
ALEURS"
400 PEN 10:LOCATE 4,8:PRINT
CHR$(127);CHR$(128);CHR$(129
):LOCATE 4,5:PRINT CHR$(132)
;CHR$(128);CHR$(133)
410 PEN 3:LOCATE 4,6:PRINT C
HR$(130);CHR$(130);CHR$(130)
:LOCATE 4,7:PEN 11:PRINT CHR
$(131);CHR$(131);CHR$(131)
420 LOCATE 11,6:PEN 5:PRINT"
100";:PEN 3:PRINT" pts"
430 LOCATE 12,12:PEN 5:PRINT
"10";:PEN 3:PRINT" pts"
440 LOCATE 12,16:PEN 5:PRINT
"20";:PEN 3:PRINT" pts"
450 LOCATE 12,20:PEN 5:PRINT
"30";:PEN 3:PRINT" pts"
460 !SPR, FN po(5,12),m(1):!S
PR, FN po(5,16),m(2):!SPR, FN
po(5,20),m(3)
470 PEN 3:LOCATE 10,23:PRINT
"Appuyez sur ";:PEN 11:PRINT
[space]
480 IF INKEY(47)<>0 THEN GOT
O 480
490 FOR i=1 TO 25:PRINT:NEXT
500 MODE 0:DIM hamb$(4)
510 hamb$(1)=CHR$(15)+CHR$(1
0)+CHR$(132)+CHR$(128)+CHR$(
133):hamb$(2)=CHR$(15)+CHR$(
3)+CHR$(130)+CHR$(130)+CHR$(
130):hamb$(3)=CHR$(15)+CHR$(
11)+CHR$(131)+CHR$(131)+CHR$(

```

```

(131):hamb$(4)=CHR$(15)+CHR$(
10)+CHR$(127)+CHR$(128)+CHR
$(129)
520 DIM tb(19,20):DIM hamb(4
,20):vi=3
530 'dessin tableau
540 DATA 2,18,5,2,6,8,6,18,9
,2,6,11,6,10,12,10,14,13,6,1
0,15,14,18,15,2,6,16,10,14,1
6,2,18,19,5,18,2,8,15,4,8,18
,6,5,8,8,15,18,8,5,8,10,12,1
5,10,9,12,12,9,18,14,9,14,16
,5,18,18
550 RESTORE 540:FOR i=1 TO 1
1:READ s1,s2,s3:FOR j=s1 TO
s2:LOCATE j,s3:PEN 5:PRINT C
HR$(135):tb(j,s3)=135:NEXT:N
EXT:FOR i=1 TO 11:READ s1,s2
,s3:FOR j=s1 TO s2:LOCATE s3
,j:PEN 1:PRINT CHR$(134):tb(
s3,j)=134:NEXT:NEXT
560 DATA 1,8,1,1,11,2,1,16,3
,1,19,4,2,5,1,2,12,2,2,15,3,
2,19,4,3,5,1,3,9,2,3,13,3,3,
19,4,4,5,1,4,9,2,4,15,3,4,13
,4
570 FOR i=1 TO 16:READ s1,s2
,s3:hamb(s1,s2)=s3
580 IF s1=1 THEN LOCATE 3,s2
590 IF s1=2 THEN LOCATE 7,s2
600 IF s1=3 THEN LOCATE 11,s
2
610 IF s1=4 THEN LOCATE 15,s
2
620 PRINT hamb$(s3):NEXT
630 LOCATE 2,24:PEN 11:PRINT
CHR$(136);CHR$(10);CHR$(137
);CHR$(137);CHR$(137);CHR$(1
1);CHR$(138);CHR$(10);CHR$(1
37);CHR$(137);CHR$(137);CHR$(
11);CHR$(138);CHR$(10);CHR$(
137);CHR$(137);CHR$(137);CH
R$(11);CHR$(138);CHR$(10);CH
R$(137);CHR$(137);CHR$(137);
640 PRINT CHR$(11);CHR$(139)
;
650 PEN 3:LOCATE 2,1:PRINT"P
TS";:PEN 6:PRINT sc;:PEN 3:
LOCATE 12,1:PRINT"VIES";:PE
N 6:PRINT vi;
660 'jeu
670 x=10:y=18:x(1)=12:x(2)=8
:x(3)=4:y(1)=8:y(2)=14:y(3)=
4:dx(1)=-1:dx(2)=0:dx(3)=1:d
y(1)=0:dy(2)=1:dy(3)=0:p=cui
1
680 !EFF, FN po(x,y),fcui:FOR
i=1 TO 3:!EFF, FN po(x(i),y(
i)),f(i):NEXT:!SPR, FN po(x,y
),cui1:FOR i=1 TO 3:!SPR, FN
po(x(i),y(i)),m(i):NEXT
690 FOR i=1 TO 3
700 FOR hj=1 TO i
710 IF x(i)=x AND (y(i)=y OR
y(i)=y-1 OR y(i)=y+1) THEN
GOTO 1370
720 FOR hi=1 TO 3:!AFF, FN po
(x(hi),y(hi)),f(hi):NEXT:x(i
)=x(i)+dx(i):y(i)=y(i)+dy(i)
:!EFF, FN po(x(i),y(i)),f(i):
FOR hi=1 TO 3:!SPR, FN po(x(h
i),y(hi)),m(hi):NEXT:GOTO 73
0
730 IF x(i)=x AND (y(i)=y OR
y(i)=y-1 OR y(i)=y+1) THEN
GOTO 1370
740 IF dy(i)=0 AND tb(x(i),y
(i)+1)=134 AND y>y(i) THEN d

```

```

y(i)=1:dx(i)=0:GOTO 810
750 IF dy(i)=0 AND tb(x(i),y
(i))=134 AND y<y(i) THEN dy(
i)=-1:dx(i)=0:GOTO 810
760 IF dx(i)=0 AND tb(x(i)+1
,y(i)+1)=135 AND x>x(i) THEN
dy(i)=0:dx(i)=1:GOTO 810
770 IF dx(i)=0 AND tb(x(i)-1
,y(i)+1)=135 AND x<x(i) THEN
dy(i)=0:dx(i)=-1:GOTO 810
780 IF dx(i)<>0 AND tb(x(i)+
dx(i),y(i)+1)=0 THEN GOTO 83
0
790 IF dy(i)<>0 AND tb(x(i),
y(i)+dy(i))<>134 THEN GOTO 8
70
800 NEXT
810 GOTO 910
820 NEXT:GOTO 690
830 ch=INT(RND*2):IF ch=1 TH
EN GOTO 850
840 IF tb(x(i),y(i))=134 THE
N dy(i)=-1:dx(i)=0:GOTO 810
850 IF tb(x(i),y(i)+1)=134 T
HEN dy(i)=1:dx(i)=0:GOTO 810
860 IF tb(x(i),y(i))=134 THE
N dy(i)=-1:dx(i)=0:GOTO 810
870 ch=INT(RND*2):IF ch=1 TH
EN GOTO 890
880 IF tb(x(i)+1,y(i)+1)=135
THEN dy(i)=0:dx(i)=1:GOTO 8
10
890 IF tb(x(i)-1,y(i)+1)=135
THEN dy(i)=0:dx(i)=-1:GOTO
810
900 IF tb(x(i)+1,y(i)+1)=135
THEN dy(i)=0:dx(i)=1:GOTO 8
10
910 g=x:h=y:man=JOY(0)
920 IF (man=4 OR INKEY(39)=0
) AND tb(x-1,y+1)<>0 THEN x=
x-1:p=cui2:GOTO 960
930 IF (man=8 OR INKEY(31)=0
) AND tb(x+1,y+1)<>0 THEN x=
x+1:p=cui1:GOTO 960
940 IF (man=1 OR INKEY(69)=0
) AND tb(x,y)=134 THEN y=y-1
:GOTO 960
950 IF (man=2 OR INKEY(71)=0
) AND tb(x,y+1)=134 THEN y=y
+1:GOTO 960
960 !AFF, FN po(g,h),fcui:!EF
F, FN po(x,y),fcui:!SPR, FN po
(x,y),p
970 IF (x=4 AND hamb(1,y+1)<
>0) OR (x=8 AND hamb(2,y+1)<
>0) OR (x=12 AND hamb(3,y+1)
<>0) OR (x=16 AND hamb(4,y+1)
<>0) THEN GOSUB 990
980 GOTO 820
990 'chute hamburger
1000 ha=y+1
1010 SOUND 1,200,5,7
1020 IF x=4 THEN jk=1
1030 IF x=8 THEN jk=2
1040 IF x=12 THEN jk=3
1050 IF x=16 THEN jk=4
1060 l=hamb(jk,y+1)
1070 hamb(jk,ha)=0
1080 IF hamb(jk,ha)<>0 THEN
GOTO 1150
1090 FOR i=x-1 TO x+1
1100 LOCATE i,ha
1110 IF tb(i,ha)=134 THEN PE
N 1:PRINT CHR$(134)
1120 IF tb(i,ha)=135 THEN PE
N 5:PRINT CHR$(135)

```

# BURGER

```

1130 IF tb(i,ha)=0 THEN PRIN
T" "
1140 NEXT
1150 ha=ha+1:LOCATE x-1,ha:P
RINT hamb*(i)
1160 FOR ti=1 TO 3:IF x(ti)>
x-2 AND x(ti)<x+2 AND y(ti)=
ha THEN GOTO 1310
1170 NEXT:LOCATE x-1,ha:PRIN
T hamb*(i)
1180 IF ha>19 THEN 1220
1190 IF tb(x-1,ha)=135 AND h
amb(jk,ha)>0 THEN rt=l:l=ha
mb(jk,ha):hamb(jk,ha)=rt:SOU
ND 1,200,5,7:GOTO 1080
1200 IF tb(x-1,ha)=135 AND h
amb(jk,ha)=0 THEN hamb(jk,ha
)=l:RETURN
1210 GOTO 1090
1220 IF l=1 THEN kl=21
1230 IF l=2 THEN kl=22
1240 IF l=3 THEN kl=23
1250 IF l=4 THEN kl=24
1260 FOR i=20 TO kl
1270 LOCATE x-1,i:PRINT hamb
*(i)
1280 LOCATE x-1,i:PRINT" "
1290 NEXT:LOCATE x-1,kl:PRIN
T hamb*(i);sc=sc+100:PEN 6:
LOCATE 6,1:PRINT sc;hn=hn+1
:IF hn=16 THEN hn=0:GOTO 175
0
1300 RETURN
1310 'bebeete ecrasee
1320 ENT 2,30,2,1:ENV 2,127,
2,6:SOUND 2,12,15,7,2,2,31
1330 !AFF, FN po(x(ti),y(ti))
,f(ti):x(ti)=2+4*ti:y(ti)=18
:dx(ti)=1:dy(ti)=0:!EFF, FN p
o(x(ti),y(ti)),f(ti):SPR, FN
po(x(ti),y(ti)),m(ti)
1340 IF hamb(jk,ha-1)>0 THE
N LOCATE x-1,ha-1:PRINT hamb
*(hamb(jk,ha-1))
1350 sc=sc+ti*10:PEN 6:LOCAT
E 6,1:PRINT sc;
1360 GOTO 1170
1370 vi=vi-1:FOR i=1 TO 3:LO
CATE x(i),y(i)
1380 IF tb(x(i),y(i))=134 TH
EN PEN 1:PRINT CHR*(134);
1390 IF tb(x(i),y(i))=135 TH
EN PEN 5:PRINT CHR*(135);
1400 IF tb(x(i),y(i))=0 THEN
PEN 5:PRINT " ";
1410 LOCATE x(i),y(i)-1
1420 IF tb(x(i),y(i)-1)=134
THEN PEN 1:PRINT CHR*(134);
1430 IF tb(x(i),y(i)-1)=135
THEN PEN 5:PRINT CHR*(135);
1440 IF tb(x(i),y(i)-1)=0 TH
EN PEN 5:PRINT " ";
1450 NEXT
1460 LOCATE x,y
1470 IF tb(x,y)=134 THEN PEN
1:PRINT CHR*(134);
1480 IF tb(x,y)=135 THEN PEN
5:PRINT CHR*(135);
1490 IF tb(x,y)=0 THEN PEN 5
:PRINT " ";
1500 LOCATE x,y-1
1510 IF tb(x,y-1)=135 THEN P
EN 5:PRINT CHR*(135);
1520 IF tb(x,y-1)=134 THEN P
EN 1:PRINT CHR*(134);
1530 IF tb(x,y)=0 THEN PEN 5
:PRINT " ";
1540 SOUND 1,110,10,5:SOUND

```

```

1,100,10,5:SOUND 1,90,10,5:
OUND 1,180,10,5:SOUND 1,70,1
0,5:SOUND 1,60,10,5:SOUND 1,
50,10,5:SOUND 1,40,10,5
1550 IF vi=0 THEN GOTO 1580
1560 FOR a=1 TO 19:FOR b=1 T
O 4:LOCATE -1+b*4,a:PRINT ha
mb*(hamb(b,a)):NEXT:NEXT
1570 GOTO 650
1580 'fin
1590 MODE 0
1600 PEN 10:LOCATE 9,8:PRINT
CHR*(132);CHR*(128);CHR*(13
3):LOCATE 3,14:PRINT CHR*(13
2);CHR*(128);CHR*(133):LOCAT
E 15,14:PRINT CHR*(132);CHR*(
128);CHR*(133):LOCATE 3,21:
PRINT CHR*(127);CHR*(128);CH
R*(129):LOCATE 9,16:PRINT CH
R*(127);CHR*(128);CHR*(129)
1610 LOCATE 15,21:PRINT CHR*(
127);CHR*(128);CHR*(129):PE
N 3:LOCATE 9,14:PRINT CHR*(1
30);CHR*(130);CHR*(130):LOCA
TE 3,19:PRINT CHR*(130);CHR*(
130);CHR*(130):LOCATE 15,19
:PRINT CHR*(130);CHR*(130);C
HR*(130):PEN 11:LOCATE 3,20
1620 PRINT-CHR*(131);CHR*(13
1);CHR*(131):LOCATE 9,15:PRI
NT CHR*(131);CHR*(131);CHR*(
131):LOCATE 15,20:PRINT CHR*(
131);CHR*(131);CHR*(131)
1630 !SPR, FN po(4,18),m(1):!
SPR, FN po(16,18),m(2):!SPR, F
N po(20,13),m(3)
1640 FOR a=2 TO 4:!SPR, FN po
(a,13),cui1:LOCATE a-1,12:PR
INT" ":LOCATE a-1,13:PRINT"
":FOR c=1 TO 120:NEXT:NEXT:S
OUND 1,100,100,5,1,1:FOR b=1
5 TO 18:LOCATE 3,b:PEN 10:PR
INT CHR*(132);CHR*(128);CHR*(
133):LOCATE 3,b-1:PRINT"
":FOR c=1 TO 120:NEXT:NEXT
1650 FOR a=4 TO 16:!SPR, FN p
o(a,13),cui1:LOCATE a-1,12:P
RINT" ":LOCATE a-1,13:PRINT"
":FOR c=1 TO 120:NEXT:NEXT:
SOUND 1,100,100,5,1,1:FOR b=
15 TO 18:LOCATE 15,b:PEN 10:
PRINT CHR*(132);CHR*(128);CH
R*(133):LOCATE 15,b-1:PRINT"
":FOR c=1 TO 120:NEXT:NEX
T
1660 FOR a=16 TO 10 STEP -1:
!SPR, FN po(a,13),cui2:LOCATE
a+1,12:PRINT" ":LOCATE a+1,
13:PRINT" ":!SPR, FN po(a+3,1
3),m(3):LOCATE a+4,12:PRINT"
":LOCATE a+4,13:PRINT" ":FO
R c=1 TO 120:NEXT:NEXT
1670 SOUND 1,100,100,5,1,1:F
OR b=8 TO 13:LOCATE 9,b:PRIN
T CHR*(132);CHR*(128);CHR*(1
33):LOCATE 9,b-1:PRINT" ":
FOR c=1 TO 120:NEXT:NEXT:PEN
5:LOCATE 6,2:PRINT"GAME OVE
R"
1680 LOCATE 1,4:PEN 6:PRINT"
Appuyez sur ";:PEN 1:PRINT'['
SPACE]'
1690 DATA 213,284,40,213,284
,20,179,253,20,179,284,40,17
9,213,40,179,239,40,213,253,
40,190,239,40,213,284,40,213
,253,60,159,213,40,179,213,2
0,159,213,20,159,190,40,179,

```

```

213,40,179,239,40,213,253,40
,213,284,40,213,319,40,159,2
13,40,179,213,20,159,213,20
1700 DATA 159,190,40,179,213
,40,179,239,40,213,253,40,23
9,284,60
1710 RESTORE 1690:FOR dc=1 T
O 27:READ a,b,c:SOUND 1,a,c,
5:SOUND 2,b,c,5:IF INKEY(47)
=0 THEN 1730
1720 NEXT
1730 IF INKEY(47)<>0 THEN GO
TO 1730
1740 FOR a=1 TO 50:PRINT:NEX
T:CLEAR:GOTO 10
1750 MODE 0:GOTO 530

```

# DEULIGNE

Le cours de gym obligatoire : apprenez à faire les pieds au mur.

1 'PROGRAMME POUR LIST  
ER A L'ENVERS, TAPEZ L  
A LIGNE 2 PUIS RUN  
2 MODE 1:PRINT CHR\*(&5  
2);CHR\*(&45);CHR\*(&54)  
;CHR\*(&4F);CHR\*(&55);C  
HR\*(&52);CHR\*(  
&4E);CHR\*(&4  
5);CHR\*(&5  
A);" ";CH  
R\*(&4C);"  
";CHR\*(  
&45);CH  
R\*(&43)  
;CHR\*(  
&52);C  
HR\*(&  
41);C  
HR\*(  
&4E)



# MOON CONTROL

C'est un véhicule bizarre qui se promène sur la lune et puis il lui arrive plein de trucs et puis c'est super.

Laurent GRISEL

## ....listing 1....

```

10 / *****
20 / *
30 / * Presentation de *
40 / * MOON CONTROL *
50 / *
60 / * Par GRISEL L. *
70 / *
80 / * Pour AMSTRAD *
90 / * CPC 464 *
100 / *
110 / *****V#1*****
120 /
130 / ** ATTENTION **
140 / Ce programme est
150 / partiellement
160 / incompatible avec
170 / le CPC 664 .
180 /
190 IF HIMEM=43903 THEN SYMB
DL AFTER 32
200 MEMORY &63FF
210 CO=10:MODE 1:BOARDER CO:S
PEED INK 5,5:INK 0,0:INK 1,C
0:INK 2,6,0:INK 3,0:PEN 2:PA
PER 0:SO=10:TP=10:EVERY TP,1
GOSUB 910
220 LOCATE 1,13:PRINT" CHARG
EMENT en COURS , PATIENTEZ S
.V.P. ":RESTORE 820:ADD=&640
0:FOR I=1 TO 1500:NEXT
230 READ A$:IF A$="FIN" GOTO
250
240 POKE ADD,VAL("&"+A$):ADD
=ADD+1:GOTO 230
250 MODE 1:OUT 255,1:OUT 256
,1:WINDOW#2,1,40,1,1:PAPER#2
,1:PEN#2,3:PRINT#2," CHARG
EMENT en COURS ";
260 PAPER 1:PEN 3:LOCATE 1,2
4:PRINT" Chargement en cours
, PATIENTEZ S.V.P. ":X=7:Y=
2:C1=1:P1=0:M$="MOON Control
":GOSUB 500:PRINT#2,CHR$(13)
;" VEUILLEZ PATIENTER SVP "
;
270 SYMBOL 125,6,8,60,102,12
6,96,60:SYMBOL 123,96,16,60,
102,126,96,60:SYMBOL 124,96,
16,120,12,124,204,118
280 GOSUB 670:RESTORE 760:PE
N 3:LOCATE 1,21:FOR I=1 TO 4
0:READ A:PRINT CHR$(A);:NEXT
:LOCATE 34,20:PRINT CHR$(240
);CHR$(239):LOCATE 1,22:PRIN
T STRING$(40,143)
290 RESTORE 590:FOR H=0 TO 8
0 STEP 80:FOR I=0+H TO 9+H:F
OR J=50594+I TO 64930+I STEP
2048:READ Q:POKE J,Q:NEXT:N
EXT:NEXT
300 LOCATE 1,5:PEN 2:PRINT"
Un jeu qui se roule au pix
el et la millise
onde prcs ."
310 PRINT:PEN 1:PRINT" A d
)conseiller aux grands nerve
ux !"
320 PRINT:PEN 3:PRINT" Serez
-vous l'unique explorateur l
unaire ! avoir parcouru les
26 secteurs de A ! Z ave
c seulement six vehicules ?"
330 PRINT:PEN 1:PRINT" MOON
Control ,":PEN 2:PRINT"
un jeu plein de rebondisse
ments ."
340 PEN 1:LOCATE 15,17:PRINT
"En BASIC & Langage Machine"
:INK 1,6:INK 2,11
350 PAPER#2,0:CLS#2:CALL &64
00:INK 3,0:MODE 1
360 WINDOW#2,1,25,1,1:PAPER
3:CLS:PEN#2,1:PRINT#2,CHR$(1
3);" VEUILLEZ PATIENTER SVP
";:WINDOW#3,2,39,2,24:PAPER
#3,2:CLS#3:WINDOW#3,3,38,3,
23:PAPER #3,1:CLS#3:WINDOW#3
,4,37,4,22:PAPER #3,0:CLS#3
370 FOR I=1 TO 40:PLOT RND*5
44+48,48+RND*304,3:NEXT
380 XT=400:YT=140:F=120:EN=3
:GOSUB 890:XT=350:YT=175:F=5
0:EN=0:GOSUB 880:XT=420:YT=1
30:F=15:GOSUB 880:XT=325:YT=
95:F=22:GOSUB 880:XT=450:YT=
80:F=30:GOSUB 880:XT=460:YT=
210:F=40:GOSUB 880
390 XT=60:YT=60:F=20:EN=2:GO
SUB 890:FOR I=1 TO 60:PLOT R
ND*544+48,48+RND*304,0:NEXT
400 PAPER 0:PEN 3:LOCATE 7,5
:PRINT"Attention les yeux !"
:PEN 2:LOCATE 17,7:PRINT"VOI
CI ..."
410 PAPER #2,3:CLS#2:INK 3,2
4:FOR I=2 TO 40:SOUND 2,10+I
*3,5:OUT 255,1:OUT 256,I:FOR
J=1 TO 60:NEXT:NEXT:BOARDER
3,9:Q=REMAIN(1)
420 FOR I=1 TO 5000:NEXT:BOR
DER 15,16:FOR I=1 TO 6:CALL
&640C:CALL &6422:NEXT:CALL &
640C
430 MEMORY &6FFF:RUN"!
440 /
450 / *****
460 / CARACTERES a DOUBLE
470 / HAUTEUR et LARGEUR
480 / *****
490 /
500 FOR J=1 TO LEN(M$):AD=8*
ASC(MID$(M$,J,1))+41983:FOR
I=1 TO 8:Q$=BIN$(PEEK(AD+I),
8):D$="":FOR H=1 TO 4:B$=MID
$(Q$,H,1):D$=D$+B$+B$:NEXT:C
(I)=VAL("&X"+D$):D$="":FOR H
=5 TO 8:B$=MID$(Q$,H,1):D$=D
$+B$+B$:NEXT:D(I)=VAL("&X"+D
$):NEXT
510 SYMBOL 252,C(1),C(1),C(2
),C(2),C(3),C(3),C(4),C(4):S
YMBOL 253,C(5),C(5),C(6),C(6
),C(7),C(7),C(8),C(8):SYMBOL
254,D(1),D(1),D(2),D(2),D(3
),D(3),D(4),D(4):SYMBOL 255,
D(5),D(5),D(6),D(6),D(7),D(7
),D(8),D(8):PAPER P1:PEN C1
520 LOCATE X+J*2,Y:PRINT CHR
$(252)+CHR$(254);:LOCATE X+J
*2,Y+1:PRINT CHR$(253)+CHR$(
255);:NEXT:RETURN
530 /
540 / *****
550 / * DONNEES du *
560 / * VEHICULE *
570 / *****
580 /
590 DATA 0,0,0,0,0,0,0,0,0
,0,1,7,7,7,15,0,1,3,15,15,15
,15,15,1,15,15,8,12,14,15,15
,15,15,15,0,0,0,15,0,14,15
,1,0,0,0,15,0,14,15,15,7,3
,15,0,0,0,30,15,15,15,0,0
,0,240,240,120,8,12,0,0,12
8,128,128,0,0
600 DATA 0,0,1,1,15,1,0,0,12
7,15,15,15,15,30,0,0,255,15,
120,240,240,240,240,96,255,1
5,15,135,135,131,0,0,255,15,
15,15,15,15,0,0,255,15,15,15
,15,15,0,0,255,15,30,60,60,1
20,48,16,255,15,135,195,225,
224,192,128,206,15,15,15,15,
0,0,0,0,8,12,14,14,0,0,0
610 /
620 / *****
630 / * REDEFINITION *
640 / * des CARACTERES *
650 / *****
660 /
670 SYMBOL 250,165,255,255,2
55,255,255,255,255:SYMBOL 24
9,13,223,255,255,255,255,255
,255:SYMBOL 248,137,251,255,
255,255,255,255,255:SYMBOL 2
47,213,255,255,255,255,255,2
55,255 / ** SOL **
680 SYMBOL 246,128,224,248,2
48,252,254,255,255:SYMBOL 24
5,0,0,0,0,0,16,58,255:SYMBOL
244,5,15,31,31,63,127,127,2
55:SYMBOL 243,0,0,0,0,8,72,2
52,255 / ** TROUS **

```

# MOON CONTROL

```

630 SYMBOL 240,0,2,7,15,15,3
1,127,255:SYMBOL 239,32,48,1
20,252,252,254,254,255 ' *
* BOSSES **
700 RETURN
710 '
720 ' *****
730 ' * DESSIN du SOL *
740 ' *****
750 '
760 DATA 250,249,248,247,250
,249,248,247,250,249,248,247
,250,249,248,247,246,245,243
,244,250,249,248,247,250,249
,248,247,250,249,248,247,249
,143,143,250,249,248,247,250
,250
770 '
780 ' *****
790 ' * LANGAGE MACHINE *
800 ' *****
810 '
820 DATA 21,00,C0,11,00,65,0
1,00,40,ED,BO,C9,11,00,40,21
,00,C0,01,00,65,0A,77,03,23,
1B,7A,B3,FE,00,C2,15,64,C9,2
1,00,C0,01,00,65,11,00,40,0A
,EE,FF,77,03,23,1B,7A,B3,FE,
00,20,F3,C9,FIN
830 '
840 ' *****
850 ' * CERCLES & DISQUES *
860 ' *****
870 '
880 P2=P*P:PLOT 700,700,EN:D
RIGIN XT,YT:FOR H=0 TO P*SI
N(P/4) STEP 2:J=SQR(P2-H*H):
PLOT H,J:PLOT H,-J:PLOT -H,J
:PLOT -H,-J:PLOT J,H:PLOT J,
-H:PLOT -J,H:PLOT -J,-H:NE
XT:ORIGIN 0,0:RETURN
890 PLOT 700,700,EN:P2=P*P:O
RIGIN XT,YT:FOR H=0 TO P*0.7
1 STEP 2:J=SQR(P2-H*H):MOVE
H,J:DRAW H,-J:MOVE J,H:DRAW
J,-H:MOVE -H,J:DRAW -H,-J:MO
VE -J,H:DRAW -J,-H:NE
XT:ORIG
IN 0,0:RETURN
900 '
910 SO=SO+3:SOUND 1,SO,TF:RE
TURN

```

## ....listing 2....

```

10 ' *****
20 ' *
30 ' * MOON CONTROL *
40 ' *
50 ' * Par GRISEL L. *
60 ' *
70 ' * Pour AMSTRAD *
80 ' * CFC 464 *
90 ' *
100 ' *****V#1*****
110 '
120 ' ** ATTENTION **
130 ' Ce programme est
140 ' partiellement
150 ' incompatible avec
160 ' le CFC 664 .
170 '
180 ON BREAK GOSUB 3800:IF H
IMEM=43903 THEN SYMBOL AFTER
32:MEMORY &6FFF
190 KEY DEF 74,0,49:KEY DEF

```

```

72,0,32,32,32:KEY DEF 76,0,1
3,13,13:KEY DEF 47,0,32,32,3
2:KEY DEF 75,0,13,13,13:ZTPS
=12000
200 MODE 0:INK 0,0:INK 1,24:
INK 2,6:INK 3,2:BORDER 4:INK
14,12,24:INK 15,24,12:INK 1
2,10:INK 13,3:DEFINT B-Y:DIM
AQ(16),C(8),D(8),S$(18):SPE
ED INK 30,10:INK 9,4:RANDOMIZ
E TIME:WINDOW#6,40,40,19,21
210 '
220 ' *****
230 ' *DEBUT de l'AFFICHAGE*
240 ' * de la PRESENTATION *
250 ' *****
260 '
270 X=3:Y=3:C1=14:C2=15:P1=1
3:P2=13:M$=" Moon Control ":
RESTORE 2660:FOR I=1 TO 10:R
EAD Z$(I),ZN$(I):NEXT
280 L=LEN(M$)+2:PAPER 12:FOR
I=-1 TO 2:LOCATE X,Y+I:PRIN
T SPACE$(L);NEXT:PRINT:GOSU
B 1380:INK 11,21:LOCATE 3,10
:PAPER 0:PEN 11:PRINT"A vous
d'explorer":INK 10,26:P1=0:
C1=10:X=2:Y=16:M$="la LUNE":
GOSUB 1630
290 INK 7,13,0:PEN 0:PAPER 7
:LOCATE 1,25:PRINT" Patient
ez S.V.P. ";:PLOT 1,16,7:DR
AWR 640,0
300 '
310 ' *****
320 ' * ENTREE des DONNEES *
330 ' et du LANGAGE MACHINE
340 ' *****
350 '
360 AQ(1)=&C5:AQ(2)=&A2:AQ(3
)=&C5:AQ(4)=&52:AQ(5)=&C5:AQ
(6)=&52:AQ(7)=&C5:AQ(8)=&2:A
Q(9)=&C5:AQ(10)=&2:AQ(11)=&C
5:AQ(12)=&2:AQ(13)=&C5:AQ(14
)=&52:AQ(15)=&C5:AQ(16)=&52
370 RESTORE 1800:FOR I=1 TO
18:FOR J=1 TO 3:READ Q:S$(I)
=S$(I)+CHR$(Q):NEXT:NE
XT
380 AD=&7500:FOR AD=AD TO AD
+80 STEP 4:X=634*RND+5:POKE
AD,X\256:POKE AD+1,X MOD 256
:Y=200*RND+150:POKE AD+2,Y\2
56:POKE AD+3,Y MOD 256:NEXT
390 RESTORE 2210:AD=&7000:SC
ROLL=&7000
400 READ A$:IF A$="FIN" THEN
RESTORE 2220:AD=&70E0:AFF=A
D:GOTO 420
410 POKE AD,VAL("&"+A$):AD=A
D+1:GOTO 400
420 READ A$:IF A$("&")"FIN" THE
N POKE AD,VAL("&"+A$):AD=AD+
1:GOTO 420
430 RESTORE 2230:AD=&7110
440 READ A$:IF A$("&")"FIN" THE
N POKE AD,VAL("&"+A$):AD=AD+
1:GOTO 440
450 RESTORE 2240:AD=&7138
460 READ A$:IF A$("&")"FIN" THE
N POKE AD,VAL("&"+A$):AD=AD+
1:GOTO 460
470 RESTORE 1720:AD=&703A:FO
R Z=AD TO AD+160:READ Q:POKE
Z,Q:NEXT:ADD=&7560:GOSUB 31
40
480 POKE &7135,&CD:POKE &713
6,&19:POKE &7137,&BD
490 '

```

```

500 ' *****
510 ' * FIN d'AFFICHAGE de *
520 ' * la PRESENTATION *
530 ' *****
540 '
550 PAPER 9:IF INKEY$(<)CHR$(
13) THEN PLOT 1,16,9:DRAWR 6
40,0:P1=9:INK 8,8,17:C1=8:X=
-1:Y=25:M$="Pressez":GOSUB 1
550:INK 7,1,4:PEN 7:LOCATE 1
5,25:PRINT" ENTER";:ZP=TIME:
WHILE INKEY$(<)CHR$(13) AND T
IME<ZP+ZTPS:WEND
560 LOCATE 1,1:PRINT STRING$(
4,11);LOCATE 1,25:PRINT ST
RING$(15,10);LOCATE 1,1:PRI
NT STRING$(6,11);:SPEED INK
2,1:INK 10,26,0
570 GOSUB 2460:SPEED INK 10,
10:LOCATE 1,25:PRINT STRING$(
20,10);
580 '
590 ' *****
600 ' DEBUT de l'AFFICHAGE
610 ' * de la PAGE du JEU *
620 ' *****
630 '
640 INK 0,4:INK 3,4:PAPER 3:
MODE 1:CLS:INK 0,0:REGLES=0:
SYMBOL 42,0,102,60,255,60,10
2,0,0
650 PAPER 0:PRINT SPACE$(160
);:INK 1,6:INK 2,11:X=7:Y=2:
PEN 1:GOSUB 3300:PRINT STRIN
G$(22,10);:PAPER#5,0:WINDOW#
5,1,40,5,25:CLS#5:INK 3,24
660 PLOT 320,200,2:FOR I=1 T
O 5:PLOT 640*RND,200*RND+150
:NEXT:FOR I=1 TO 8:PLOT 640*
RND,200*RND+150,3:NEXT:BORDE
R 0:PEN 3:LOCATE 1,21:FOR I=
1 TO 40:PRINT CHR$(RND*3+247
);:NEXT:PRINT STRING$(40,143
);:POKE &70DD,&A2:POKE &70DE
,&C5:CALL &70E0
670 X=5:Y=24:PEN 2:WINDOW#4,
16,23,24,24
680 LOCATE X,Y:GOSUB 3390:LO
CATE 16,Y:PEN 1:PRINT"00000"
:LOCATE 30,Y:PEN 2:PRINT"SE
CTEUR":X=38:Y=Y-1:A=65:PEN 1
:GOSUB 1470:WINDOW#5,40,40,1
9,21:PAPER#5,3:PEN#5,1:WINDO
W#3,1,40,19,21:IF REGLES GOT
O 790 ELSE REGLES=1
690 WINDOW#1,5,35,6,16:PAPER
#1,2:CLS#1:WINDOW#2,6,34,7,1
5:PAPER#2,0:CLS#2:PEN#2,3:LO
CATE#2,2,3
700 PRINT#2," PRESSEZ "::PRI
NT#2:PRINT#2," [1] : J
EU":PRINT#2:PRINT#2," [2
] : REGLES DU JEU":A$="":Z
P=TIME:WHILE A$("&")"1" AND A$(&
&")"2" AND TIME<ZP+ZTPS:A$=IN
KEY$:WEND:PAPER#2,2:LOCATE#2,
1,9:FOR I=1 TO 10:PRINT#2:FO
R J=1 TO 40:NEXT:NE
XT
710 PAPER#1,0:LOCATE#1,1,11:
FOR I=1 TO 12:PRINT#1:FOR J=
1 TO 40:NEXT:NE
XT:FOR I=1 TO 3:PLOT 640*RND,200*RND+150:
NEXT:FOR I=1 TO 3:PLOT 640*R
ND,200*RND+150,2:NEXT
720 IF A$="2" OR A$="" THEN

```

```

SYMBOL 42,0,102,60,255,60,10
2,0,0:LOCATE 1,25:FOR I=1 TO
25:PRINT:NEXT:GOSUB 2720:PE
N#4,1:CLS:GOTO 650
730 '
740 ' *****
750 ' * INITIALISATION *
760 ' * du JEU *
770 ' *****
780 '
790 WINDOW#6,40,40,19,21:PEN
#6,3:POKE &70DD,&A2:POKE &70
DE,&C5:POKE &70DB,&A2:POKE &
70DC,&C5:RESTORE 1870:P1$=CH
R$(31)+CHR$(1)+CHR$(1)+CHR$(
15)+CHR$(0)+"#"+CHR$(15)+CHR
$(1):V=1:P2$=CHR$(31)+CHR$(1
)+CHR$(1):SC=0:SEC=65:CLS#4
800 PE=30:ENV 1,PE,1,2:ENT 1
,PE,1,2:ENV 2,100,0,1,15,-1,
10:ENT 2,50,-1,1,1,0,10,50,1
,1:ENV 3,1,0,10,15,-1,4
810 VOL=4:SOUND 4,200,30,VOL
:SOUND 4,170,30,VOL:SOUND 4,
120,30,VOL:SOUND 4,150,30,VO
L:SOUND 4,110,25,VOL:SOUND 4
,90,80,VOL:CO=0:PEN#4,1
820 '
830 VO=6 ' Nb de vehicules
840 '
850 ' *****
860 ' * BOUCLE PRINCIPALE *
870 ' * du JEU *
880 ' *****
890 '
900 SC=SC+1:PRINT#4,SC;CHR$(
13);:CALL 28981:READ A:IF PE
EK(28720) THEN SOUND 4,0,200
,15,2,,31:GOSUB 2340
910 IF A>64 THEN SEC=A:GOSUB
1470:PRINT#5,P1$;CHR$(A);"
";:IF SEC<65 GOTO 900 ELSE R
ESTORE 1870:GOTO 900
920 PRINT#6,P2$;S$(A);:A$=IN
KEY$:IF V>1 THEN V=(V+1) MOD
16+1:POKE 28893,AQ(V+1):POK
E 28894,AQ(V):GOTO 900
930 IF A$="" THEN SOUND 2,1
50,110,5,,2:V=3:POKE 28893,A
Q(4):POKE 28894,AQ(3):GOTO 9
00
940 IF A$=CHR$(13) THEN CALL
48409:SOUND 1,50,PE,1,1,1:C
ALL 29184:IF PEEK(29070) THE
N SOUND 4,150,55,7,3,,5:GOTO
900 ELSE 900
950 GOTO 900
960 '
970 ' *****
980 ' * ENTREE du NOM *
990 ' * du JOUEUR *
1000 ' *****
1010 '
1020 GOSUB 1310:SYMBOL 255,0
,0,0,0,129,129,255:CD$=CHR
$(8):A$=B$:P=1:LOCATE X,Y:PE
N 3:PRINT A$:PEN 1:LOCATE X,
Y:W=X-1:EI:EVERY 5,0 GOSUB
1170:AFTER 25,1 GOSUB 1180:G
OSUB 1170
1030 ZI=ZTPS:EI
1040 C$=INKEY$:ZI=ZI-1:IF C$
="" AND ZI<0 GOTO 1040
1050 IF ZI=0 THEN C$=CHR$(13
)
1060 DI:SOUND 7,80,4:C=ASC(C
$):IF C=13 GOTO 1260
1070 IF C>31 AND C<123 THEN
PEN 3:PRINT C$;:PEN 1:A$=LEF
T$(A$,P-1)+C$+RIGHT$(A$,L-P)
:IF P<L THEN P=P+1:GOTO 1030
ELSE PRINT CD$;:GOTO 1030
1080 IF C=242 AND P>1 THEN P
EN 3:PRINT MID$(A$,P,1);CD$;
CD$;:P=P-1:PEN 1:GOSUB 1190:
GOTO 1030
1090 IF C=243 AND P<L THEN P
EN 3:PRINT MID$(A$,P,1);:P=P
+1:PEN 1:GOSUB 1190:GOTO 103
0
1100 IF C=16 THEN A$=LEFT$(A
$,P-1)+RIGHT$(A$,L-P)+CHR$(2
55):PEN 3:PRINT RIGHT$(A$,L-
P+1);:LOCATE W+P,Y:PEN 1:GOT
O 1030
1110 IF C=224 GOTO 1020
1120 IF C=127 AND P>1 THEN P
EN 3:PRINT MID$(A$,P,1);CD$;
CD$;:PEN 1:PRINT CHR$(255);C
D$;:P=P-1:A$=LEFT$(A$,P-1)+C
HR$(255)+RIGHT$(A$,L-P):GOTO
1030
1130 IF C=250 THEN PEN 3:PRI
NT MID$(A$,P,1);:PEN 1:LOCAT
E X,Y:P=1:GOTO 1030
1140 IF C=251 THEN PEN 3:PRI
NT MID$(A$,P,1);:LOCATE W+L,
Y:P=L:PEN 1:GOTO 1030
1150 IF C=9 THEN A$=LEFT$(LE
FT$(A$,P-1)+CHR$(255)+RIGHT$(
A$,L-P+1),L):PEN 3:PRINT RI
GHT$(A$,L-P+1);:LOCATE W+P,Y
:PEN 1:GOTO 1030
1160 GOTO 1030
1170 PAPER 1:PEN 2:PRINT MID
$(A$,P,1)+CD$;:PAPER 0:PEN 1
:RETURN
1180 EVERY 50,1 GOSUB 1190:G
OTO 1190
1190 PRINT MID$(A$,P,1);CD$;
:RETURN
1200 '
1210 ' *****
1220 ' * TRAITEMENT du *
1230 ' * NOM du JOUEUR *
1240 ' *****
1250 '
1260 I=1:WHILE MID$(A$,I,1)=
CHR$(255) AND I<=L:I=I+1:WEN
D:IF I>L THEN LOCATE X,Y:PRI
NT SPC(L):PRINT:PEN 1:A$=""
:A=VAL(A$):RETURN
1270 L2=L-I+1:A$=RIGHT$(A$,L
2):I=L2:WHILE MID$(A$,I,1)=C
HR$(255) AND I>0:I=I-1:WEND:
A$=LEFT$(A$,I)
1280 FOR J=2 TO I-1:IF MID$(
A$,J,1)=CHR$(255) THEN A$=LE
FT$(A$,J-1)+" "+RIGHT$(A$,I-
J)
1290 NEXT:LOCATE X,Y:PEN 3:P
RINT A$;SPC(L-I):PRINT:PEN 1
1300 RETURN
1310 FOR I=LEN(B$)+1 TO L:B$
=B$+CHR$(255):NEXT:RETURN
1320 '
1330 ' *****
1340 ' * CARACTERES a *
1350 ' * BOUBLE HAUTEUR *
1360 ' *****
1370 '
1380 FOR J=1 TO LEN(M$):AD=8
*ASC(MID$(M$,J,1))+41983:FOR
I=1 TO 4:C(I)=PEEK(AD+I):NE
XT:SYMBOL 254,C(1),C(1),C(2)
,C(2),C(3),C(3),C(4),C(4)
1390 FOR I=5 TO 8:C(I-4)=PEE
K(AD+I):NEXT:SYMBOL 255,C(1)
,C(1),C(2),C(2),C(3),C(3),C(
4),C(4):SOUND 7,100,3,3:LOCA
TE X+J,Y:PEN C1:PAPER P1:PRI
NT CHR$(254);:PAPER P2:PEN C
2:LOCATE X+J,Y+1:PRINT CHR$(
255);:NEXT
1400 PAPER 0:PEN 1:RETURN
1410 '
1420 ' *****
1430 ' * AFFICHAGE de la *
1440 ' * LETTRE du SECTEUR *
1450 ' *****
1460 '
1470 AD=8*A+41983:SYMBOL 254
,PEEK(AD+1),PEEK(AD+1),PEEK(
AD+2),PEEK(AD+2),PEEK(AD+3),
PEEK(AD+3),PEEK(AD+4),PEEK(A
D+4):SYMBOL 255,PEEK(AD+5),P
EEK(AD+5),PEEK(AD+6),PEEK(AD
+6),PEEK(AD+7),PEEK(AD+7),PE
EK(AD+8),PEEK(AD+8)
1480 LOCATE X,Y:PRINT CHR$(2
54);:LOCATE X,Y+1:PRINT CHR$(
255);:RETURN
1490 '
1500 ' *****
1510 ' * CARACTERES a *
1520 ' * DOUBLE LARGEUR *
1530 ' *****
1540 '
1550 FOR J=1 TO LEN(M$):AD=8
*ASC(MID$(M$,J,1))+41983:FOR
I=1 TO 8:D$=BIN$(PEEK(AD+I)
,8):D$="" :FOR H=1 TO 4:B$=MI
D$(D$,H,1):D$=D$+B$+B$:NEXT:
C(I)=VAL("&X"+D$):D$="" :FOR
H=5 TO 8:B$=MID$(D$,H,1):D$=
D$+B$+B$:NEXT:D(I)=VAL("&X"+
D$):NEXT
1560 SYMBOL 254,C(1),C(2),C(
3),C(4),C(5),C(6),C(7),C(8):
SYMBOL 255,D(1),D(2),D(3),D(
4),D(5),D(6),D(7),D(8):PAPER
P1:PEN C1:LOCATE X+J*2,Y:PR
INT CHR$(254)+CHR$(255);:NEX
T:RETURN
1570 '
1580 ' *****
1590 ' *CARACTERES a DOUBLE*
1600 ' *HAUTEUR et LARGEUR*
1610 ' *****
1620 '
1630 FOR J=1 TO LEN(M$):AD=8
*ASC(MID$(M$,J,1))+41983:FOR
I=1 TO 8:Q$=BIN$(PEEK(AD+I)
,8):D$="" :FOR H=1 TO 4:B$=MI
D$(Q$,H,1):D$=D$+B$+B$:NEXT:
C(I)=VAL("&X"+D$):D$="" :FOR
H=5 TO 8:B$=MID$(Q$,H,1):D$=
D$+B$+B$:NEXT:D(I)=VAL("&X"+
D$):NEXT
1640 SYMBOL 252,C(1),C(1),C(
2),C(2),C(3),C(3),C(4),C(4):
SYMBOL 253,C(5),C(5),C(6),C(
6),C(7),C(7),C(8),C(8):SYMBOL
L 254,D(1),D(1),D(2),D(2),D(
3),D(3),D(4),D(4):SYMBOL 255
,D(5),D(5),D(6),D(6),D(7),D(
7),D(8),D(8):PAPER P1:PEN C1
1650 LOCATE X+J*2,Y:PRINT CH
R$(252)+CHR$(254);:LOCATE X+
J*2,Y+1:PRINT CHR$(253)+CHR$(
255);:NEXT:RETURN
1660 '

```



```

,19,E5,D1,1B,1B,3D,FE,00,20,
EC,E1,11,50,00,19,E5,D1,1B,1
B,C9,FIN
2220 DATA DD,21,3A,70,2A,DD,
70,11,00,08,E5,CD,F6,70,E1,0
1,50,00,09,C3,FE,70,3E,0A,E5
,06,08,DD,4E,00,71,DD,23,19,
10,F7,E1,23,3D,FE,00,20,ED,C
9,FIN
2230 DATA 2A,DB,70,11,00,08,
E5,CD,1F,71,E1,01,50,00,09,3
E,08,E5,0E,0A,3E,00,23,10,FB
,E1,19,3D,FE,00,20,F1,C9,FIN
2240 DATA CD,8F,71,CD,10,71,
CD,00,70,2A,DD,70,22,DB,70,C
D,E0,70,3E,00,32,30,70,3A,DD
,70,FE,A2,20,7C,3A,44,DE,FE,
FF,20,2B,3A,48,DE,FE,FF,20,2
4,3A,49,DE,FE,FF,20,1D,3A,4A
,C6,FE,FF,28,1E,3A,48,C6,FE,
FF,28
2250 DATA 0F,3A,44,C6,FE,FF,
28,08,3A,42,C6,FE,FF,28,01,C
9,3E,01,32,30,70,C9,64,0E,14
,DD,21,00,75,3E,00,CD,DE,BB,
DD,5E,00,DD,5E,01,DD,6E,02,D
D,6E,03,C5,D5,E5,CD,EA,BB,E1
,D1,1B,7A,B3,28,05,1B,7A,B3,
20,03
2260 DATA 11,80,02,3E,03,DD,
72,00,DD,73,01,CD,DE,BB,CD,E
A,BB,11,04,00,DD,19,C1,10,C4
,C9,3A,DD,70,FE,52,C0,3A,AC,
DD,FE,00,C8,18,AB,00,00,00,0
0,00,00,00,00,00,00,00,00,00
,00,00,00,00,00,00,00,00,00,00
,00,00
2270 DATA 00,00,00,00,00,00,
00,00,0E,14,3E,00,32,8E,71,3
A,DD,70,FE,A2,C0,0E,0E,21,AC
,E5,7E,3E,F0,FE,00,20,0E,0C,
23,10,F5,18,39,CB,39,41,C5,3
E,1F,CD,5A,BB,F1,CD,5A,BB,3E
,13,CD,5A,BB,3E,EE,CD,5A,BB,
CD,4D
2280 DATA 72,CD,4D,72,3E,08,
CD,5A,BB,3E,20,CD,5A,BB,3E,6
4,32,8E,71,18,0B,11,4C,04,1B
,7A,B3,FE,00,20,F9,C9,CD,4D,
72,21,AC,E5,0E,14,3E,00,23,1
0,FB,C9,FIN
2290 '
2300 ' *****
2310 ' * ACCIDENT *
2320 ' *****
2330 '
2340 OUT 255,1:FOR I=1 TO 10
:BORDER 6:OUT 256,255*RND:FO
R J=1 TO 40:NEXT:BORDER 26:0
UT 256,40:FOR J=1 TO 40:NEXT
:NEXT:BORDER 0:FOR I=1 TO 25
00:NEXT:VO=VO-1:IF VO=0 THEN
2890
2350 BORDER 9:INK 1,0:INK 2,
0:INK 3,0:CLS#4:CLS#3:INK 1,
26:LOCATE 30,23:PRINT"SECTEU
R"
2360 LOCATE 5,18:IF VO=1 THE
N PRINT"ATTENTION , derni(re
voiture !":ELSE PRINT" Il
vous reste";VO;"voitures ."
2370 POKE &70DD,&A2:POKE &70
DE,&C5:A$=INKEY$:LOCATE 1,21
:PEN 3
2380 FOR I=1 TO 40:PRINT CHR
$(RND*3+247);:NEXT:PEN 1:V=1
:GOSUB 3470:READ A
2390 LOCATE 10,25:PRINT"PRES

```

```

SEZ UNE TOUCHE";:GOSUB 3890:
OUT 255,1:OUT 256,0:INK 1,0:
LOCATE 30,23:PRINT SPACE$(7)
:LOCATE 5,18:PRINT SPACE$(33
):LOCATE 10,25:PRINT SPACE$(
18);:INK 1,6:INK 2,11:INK 3,
24:GOSUB 3900:BORDER 0:RETUR
N
2400 '
2410 ' *****
2420 ' * REDEFINITION *
2430 ' * des CARACTERES *
2440 ' *****
2450 '
2460 SYMBOL 250,165,255,255,
255,255,255,255,255:SYMBOL 2
49,13,223,255,255,255,255,25
5,255:SYMBOL 248,137,251,255
,255,255,255,255,255:SYMBOL
247,213,255,255,255,255,255,
255,255
2470 SYMBOL 246,128,224,248,
248,252,254,255,255:SYMBOL 2
45,0,0,0,0,0,16,58,255:SYMB0
L 244,5,15,31,31,63,127,127,
255:SYMBOL 243,0,0,0,0,8,72,
252,255:SYMBOL 242,128,128,1
92,192,224,240,242,255:SYMB0
L 241,1,1,1,3,31,63,127,255
2480 SYMBOL 240,0,2,7,15,15,
31,127,255:SYMBOL 239,32,48,
120,252,252,254,254,255:SYMB
OL 236,0,4,12,28,30,62,127,2
55:SYMBOL 237,16,16,56,60,62
,126,127,255
2490 SYMBOL 163,255,231,195,
129,0,0,0,0:SYMBOL 125,6,8,6
0,102,126,96,60:SYMBOL 123,9
6,16,60,102,126,96,60:SYMBOL
124,96,16,120,12,124,204,11
8:SYMBOL 64,24,36,60,102,126
,96,60
2500 RETURN
2510 '
2520 ' *****
2530 ' * HI-SCORE *
2540 ' *****
2550 '
2560 CLS:BORDER 5,11:INK 0,1
:INK 1,24:INK 2,6:INK 3,26:C
1=1:C2=1:P1=0:P2=0:M$="TABLE
DES SCORES":X=11:Y=2:GOSU
B 1380
2570 PRINT:PRINT
2580 FOR I=1 TO 10:PEN 1:PRI
NT USING" (##) ";:I;:PE
N 2:PRINT USING"##### ";:ZS
(I);:PEN 3:PRINT ZN$(I):PRIN
T:NEXT
2590 RETURN
2600 '

```

```

2610 ' *****
2620 ' * TABLE des SCORES *
2630 ' * INITIALE *
2640 ' *****
2650 '
2660 DATA 1000,Arnold,950,Ar
nold,900,Arnold,850,Arnold,8
00,Arnold,750,Arnold,700,Arn
old,600,Arnold,500,Arnold,40
0,Arnold
2670 '
2680 ' *****
2690 ' * REGLES du JEU *
2700 ' *****
2710 '
2720 ztps=18000:MODE 1:BORDE
R 15:INK 1,11:INK 2,6,3:INK
3,18:SPEED INK 10,10:X=10:Y=
2:C1=2:C2=2:P1=0:P2=0:M$="**
REGLES DU JEU **":GOSUB 138
0:PEN 1:LOCATE 1,5:WINDOW#4,
1,40,5,22
2730 PRINT" L')tat du sol l
unaire doit @tre contr
ol) r)guli(rement pour v)rif
ier si des fus)es peuvent to
u)jours alunir aux lieux fix
)s .":PRINT

```



```

2740 PEN 3:PRINT" Alors la
NASA vous a charg) de cette
mission lunaire . Elle vous
a confi) sa 'MOON JEEP'
pour vous d)placer sur lesol
peu carrossable de la lune
."
2750 PEN 1:PRINT:PRINT"Les c
ommandes de ce v)hicule sont
: BARRE D'ESP
ACE : saut
TOUCHE [CENTER] : tir":PEN 3
:PRINT
2760 PRINT"ou sur le joystic
k :
VERS LE HAUT : saut
BOUTON 'FEU
': tir"
2770 A$=INKEY$:A$=INKEY$:LOC
ATE 1,24:PAPER 1:PEN 2:PRINT
" PRESSEZ UNE TOUC
HE
";:PAPER 0:GOSU
B 3890
2780 WINDOW SWAP 0,4:LOCATE
1,19:PRINT:PEN 1:PRINT" La
lune est divis)e en diff)ren
ts secteurs mat)rialis)s
par des bornes portant u
ne lettre .":PRINT
2790 PEN 3:PRINT" Votre but
sera de parcourir la plus
grande distance
possible av

```

# MOON CONTROL

```

ec le moins d'accidents pos
sibles.":PRINT:PEN 1
2800 PRINT" Le laser qui po
inte vers l'avant de lajeep
vous servira ! Jcr)ter les h
auts monticules de caillou
x et ; raccourcir les borne
s de secteur.":PRINT:PEN 3
2810 PRINT:PRINT" Ceci dit
, je vous souhaite une bonne
mission.":A$=INKEY$:A$=INK
EY$
2820 PRINT:PRINT:GOSUB 3890:
WINDOW SWAP 4,0:ZTPS=12000:R
ETURN
2830 /
2840 / *****
2850 / * AFFICHAGE *
2860 / * du SCORE *
2870 / *****
2880 /
2890 BORDER 3:C1=3:C2=3:P1=1
:P2=1:M$=" G A M E O V E R
":X=11:Y=9:GOSUB 1380:LOCAT
E 11,12:PEN 2:PRINT"BONUS de
secteur.":PEN 3:PRINT SC:
FOR I=1 TO 2000:NEXT:FOR I=S
C TO SC+(SEC-64)*10:LOCATE 2
9,12:PRINT I:NEXT:SC=I-1:FOR
I=1 TO 2000:NEXT
2900 FOR I=1 TO 20:A$=INKEY$
:NEXT:LOCATE X,Y-3:PEN 2:IF
SC<ZS(10) THEN PRINT"Votre s
core est nul !":GOSUB 3040:G
OTO 2970
2910 R=1:IF SC>ZS(1) THEN PR
INT"Vous @tes le champion":G
OTO 2940
2920 FOR I=1 TO 10:IF SC)=ZS
(I) THEN R=I:I=20
2930 NEXT
2940 FOR I=9 TO R STEP -1:ZS
(I+1)=ZS(I):ZN$(I+1)=ZN$(I):
NEXT:ZS(R)=SC:ZN$(R)=CHR$(14
3)
2950 FOR I=1 TO 2500:NEXT:GO
SUB 2560:X=? :L=19:Y=3+2*R:B
$="":GOSUB 1020:ZN$(R)=A$
2960 FOR I=1 TO 5000:NEXT
2970 INK 0,0:MODE 1:BORDER 1
5:REGLES=0:GOTO 650
2980 /
2990 / *****
3000 / * JOUEUR *
3010 / * PERDANT *
3020 / *****
3030 /
3040 ENV 3,100,1,4:ENT 2,100
,5,4:SOUND 1,200,400,7,3,2:F
OR I=1 TO 6200:NEXT:GOSUB 25
60:WHILE INKEY$("<")":WEND:ZF=
TIME
3050 LOCATE 11,25:PEN 3:PRIN
T"PRESSEZ UNE TOUCHE":I=100:
A$="":WHILE I AND A$=" AND
TIME<ZF+ZTPS:A$=INKEY$:I=I-1
:WEND:IF I THEN RETURN
3060 LOCATE 11,25:PRINT SPAC
E$(19):I=100:A$="":WHILE I A
ND A$="":A$=INKEY$:I=I-1:WEN
D:IF I THEN RETURN
3070 GOTO 3050
3080 /
3090 / *****
3100 / * CODIFICATION de *
3110 / * "MOON Control" *
3120 / *****
3130 /
3140 M$="MOON Control":FOR J
=1 TO LEN(M$):AD=8*ASC(MID$(
M$,J,1))+41983:FOR I=1 TO 8:
Q$=BIN$(PEEK(AD+I),8):D$="":
FOR H=1 TO 4:B$=MID$(Q$,H,1)
:D$=D$+B$+B$:NEXT:C(I)=VAL("
&X"+D$):D$="":FOR H=5 TO 8:B
$=MID$(Q$,H,1):D$=D$+B$+B$:N
EXT:D(I)=VAL("&X"+D$):NEXT
3150 FOR I=1 TO 8:POKE ADD,C
(I):ADD=ADD+1:NEXT:FOR I=1 T
O 8:POKE ADD,D(I):ADD=ADD+1:
NEXT:NEXT
3160 /
3170 / *****
3180 / * CODIFICATION de *
3190 / * "SCORE" *
3200 / *****
3210 /
3220 M$="SCORE":FOR J=1 TO L
EN(M$):AD=8*ASC(MID$(M$,J,1)
)+41983:FOR I=1 TO 8:Q$=BIN$
(PEEK(AD+I),8):D$="":FOR H=1
TO 4:B$=MID$(Q$,H,1):D$=D$+
B$+B$:NEXT:C(I)=VAL("&X"+D$)
:D$="":FOR H=5 TO 8:B$=MID$(
Q$,H,1):D$=D$+B$+B$:NEXT:D(I
)=VAL("&X"+D$):NEXT
3230 FOR I=1 TO 8:POKE ADD,C
(I):ADD=ADD+1:NEXT:FOR I=1 T
O 8:POKE ADD,D(I):ADD=ADD+1:
NEXT:NEXT:RETURN
3240 /
3250 / *****
3260 / * AFFICHAGE de *
3270 / * "MOON Control" *
3280 / *****
3290 /
3300 ADD=87560-1:FOR I=1 TO
12:SYMBOL 252,PEEK(ADD+1),PE
EK(ADD+1),PEEK(ADD+2),PEEK(A
DD+2),PEEK(ADD+3),PEEK(ADD+3
),PEEK(ADD+4),PEEK(ADD+4):SY
MBOL 253,PEEK(ADD+5),PEEK(AD
D+5),PEEK(ADD+6),PEEK(ADD+6)
,PEEK(ADD+7),PEEK(ADD+7),PEE
K(ADD+8),PEEK(ADD+8)
3310 ADD=ADD+8:SYMBOL 254,PE
EK(ADD+1),PEEK(ADD+1),PEEK(A
DD+2),PEEK(ADD+2),PEEK(ADD+3
),PEEK(ADD+3),PEEK(ADD+4),PE
EK(ADD+4):SYMBOL 255,PEEK(AD
D+5),PEEK(ADD+5),PEEK(ADD+6)
,PEEK(ADD+6),PEEK(ADD+7),PEE
K(ADD+7),PEEK(ADD+8),PEEK(AD
D+8):ADD=ADD+8
3320 LOCATE X+I*2,Y:PRINT CH
R$(252)+CHR$(254);:LOCATE X+
I*2,Y+1:PRINT CHR$(253)+CHR$
(255);:NEXT:RETURN
3330 /
3340 / *****
3350 / * AFFICHAGE *
3360 / * de "SCORE" *
3370 / *****
3380 /
3390 FOR I=1 TO 5:SYMBOL 254
,PEEK(ADD),PEEK(ADD+1),PEEK(
ADD+2),PEEK(ADD+3),PEEK(ADD+
4),PEEK(ADD+5),PEEK(ADD+6),P
EEK(ADD+7):ADD=ADD+8:SYMBOL
255,PEEK(ADD),PEEK(ADD+1),PE
EK(ADD+2),PEEK(ADD+3),PEEK(A
DD+4),PEEK(ADD+5),PEEK(ADD+6
),PEEK(ADD+7)
3400 ADD=ADD+8:PRINT CHR$(25
4);CHR$(255);:NEXT:RETURN
3410 /
3420 / *****
3430 / * INITIALISATION des *
3440 / * DATAs d'un SECTEUR *
3450 / *****
3460 /
3470 ON SEC-64 GOTO 3480,349
0,3500,3510,3520,3530,3540,3
550,3560,3570,3580,3590,3600
,3610,3620,3630,3640,3650,36
60,3670,3680,3690,3700,3710,
3720,3730
3480 RESTORE 1870:RETURN
3490 RESTORE 1880:RETURN
3500 RESTORE 1890:RETURN
3510 RESTORE 1900:RETURN
3520 RESTORE 1910:RETURN
3530 RESTORE 1920:RETURN
3540 RESTORE 1930:RETURN
3550 RESTORE 1940:RETURN
3560 RESTORE 1940:RETURN
3570 RESTORE 1950:RETURN
3580 RESTORE 1970:RETURN
3590 RESTORE 1980:RETURN
3600 RESTORE 1990:RETURN
3610 RESTORE 2000:RETURN
3620 RESTORE 2010:RETURN
3630 RESTORE 2020:RETURN
3640 RESTORE 2030:RETURN
3650 RESTORE 2040:RETURN
3660 RESTORE 2050:RETURN
3670 RESTORE 2060:RETURN
3680 RESTORE 2060:RETURN
3690 RESTORE 2080:RETURN
3700 RESTORE 2090:RETURN
3710 RESTORE 2100:RETURN
3720 RESTORE 2110:RETURN
3730 RESTORE 2120:RETURN
3740 /
3750 / *****
3760 / * RETOUR au *
3770 / * B A S I C *
3780 / *****
3790 /
3800 OUT 255,1:OUT 256,40:Q=
REMAIN(0)+REMAIN(1)+REMAIN(2
)+REMAIN(3):MODE 2:INK 0,0:
NK 1,24:BORDER 13:PAPER 0:PE
N 1
3810 PRINT:PRINT" Arr@t de
MOON Control":PRINT:PRINT"
Longeur du BASIC.":ROUND((
PEEK(&AE83)+256*PEEK(&AE84)-
PEEK(&AE81)-256*PEEK(&AE82)-
1)/1024,2);"Ko."
3820 PRINT:PRINT" Haut m)mo
ire : &";HEX$(HIMEM)
3830 PRINT:PRINT" Octets li
bres : ";:CLEAR:PRINT FRE(
0)
3840 PRINT:PAPER 1:PEN 0:PRI
NT" BASIC PRET !":PAPER 0:P
EN 1
3850 PRINT:END
3860 /
3870 / ** SOUS PROGRAMMES **
3880 /
3890 ZF=TIME:WHILE INKEY$=" AND
TIME<ZF+ZTPS:WEND:RETUR
N
3900 FOR I=1 TO 40:FOR J=1 T
O 80:NEXT:OUT 256,I:NEXT:RET
URN
3910 /
3920 / ***** F I N *****

```

# PLANET DEFENDER

Invincible héros à l'habileté légendaire, défendez par la justesse de votre tir, l'intégrité de votre planète.

Marcel G UWANG

```
10 REM *****
20 REM
30 REM      MARCEL G UWANG
40 REM
50 REM      1985
60 REM
70 REM      PLANET DEFENDER
80 REM
90 REM      AMSTRAD CPC 464
100 REM
110 REM *****
120 REM
130 REM
140 REM      REDEFINITION DES
150 REM      CARACTERES
160 REM
170 SYMBOL AFTER 48
180 SYMBOL 48,124,198,202,21
0,226,226,124,0
190 SYMBOL 49,24,56,24,24,28
,28,28,0
200 SYMBOL 50,252,2,2,124,19
2,192,254,0
210 SYMBOL 51,252,2,2,124,6,
6,252,0
220 SYMBOL 52,192,194,194,25
4,6,6,6,0
230 SYMBOL 53,254,192,192,12
4,6,6,252,0
240 SYMBOL 54,126,192,192,25
2,230,230,124,0
250 SYMBOL 55,254,2,6,12,24,
24,24,0
260 SYMBOL 56,124,194,194,12
4,230,230,124,0
270 SYMBOL 57,124,194,194,12
6,6,6,252,0
280 SYMBOL 65,254,194,194,25
4,226,226,226,0
290 SYMBOL 66,252,194,194,25
2,226,226,252,0
300 SYMBOL 67,254,192,192,19
2,224,224,254,0
310 SYMBOL 68,252,194,194,19
4,226,226,252,0
320 SYMBOL 69,254,192,192,25
4,224,224,254,0
330 SYMBOL 70,254,192,192,25
4,224,224,224,0
340 SYMBOL 71,254,192,192,19
8,226,226,252,0
350 SYMBOL 72,194,194,194,25
4,226,226,226,0
360 SYMBOL 73,24,24,24,24,28
,28,28,0
370 SYMBOL 74,6,6,6,6,230,23
0,124,0
380 SYMBOL 75,94,196,200,240
,232,228,226,0
390 SYMBOL 76,192,192,192,19
2,224,224,255,0
400 SYMBOL 77,198,234,210,19
4,226,226,226,0
410 SYMBOL 78,194,226,210,20
2,230,226,226,0
420 SYMBOL 79,124,194,194,19
4,226,226,124,0
430 SYMBOL 80,254,194,194,25
4,224,224,224,0
440 SYMBOL 81,124,194,194,19
4,234,228,122,0
450 SYMBOL 82,254,194,194,25
4,232,228,226,0
460 SYMBOL 83,124,194,192,12
4,2,226,124,0
470 SYMBOL 84,254,48,48,48,5
6,56,56,0
480 SYMBOL 85,194,194,194,19
4,226,226,254,0
490 SYMBOL 86,194,194,194,19
4,226,100,56,0
500 SYMBOL 87,194,194,194,19
4,242,234,198,0
510 SYMBOL 88,194,196,104,48
,104,228,226,0
520 SYMBOL 89,194,194,100,48
,56,56,56,0
530 SYMBOL 90,254,2,4,24,48,
224,254,0
540 REM
550 REM PRESENTATION
560 REM
570 DEFINT A-Z
580 DIM I(3) : DIM L(3) : DIM
C(3)
590 MODE 1
600 INK 0,0 : INK 1,26 : INK
2,0 : PEN 2
610 LOCATE 1,1 : PRINT "PLAN
ET DEFENDER";
620 FOR Y=2 TO 14 STEP 2
630 FOR X=0 TO 254 STEP 2
640 IF TEST(X,385+Y)=2 THEN
PLOT X*2+50,Y*2+X+100,1 : PL
OT X*2+50,314-X+Y*2,1
650 NEXT X,Y
660 INK 1,26 : INK 0,0 : INK
2,19 : INK 3,24,6
670 BORDER 0 : SPEED INK 2,2 :
PEN 1
680 MODE 2
690 LOCATE 30,5
700 PRINT"REGLE DU JEU"
710 PRINT:PRINT
720 PRINT"      TIREZ LES
BOMBES QUI TOMBENT AVEC LA
BARRE D'ESPACE EN"
730 PRINT"      DIRI
GEANT LA FUSEE AVEC LES FLEC
HES. ";CHR*(242);" ";CHR*(2
43)
740 PRINT:PRINT"
VOUS AVEZ TROIS FU
SEES..."
750 PRINT:PRINT"      SI
LES BOMBES TRANSPERCENT LE
SOL DE VOTRE PLANETE,"
760 PRINT"      ALO
RS VOUS AVEZ FAILLI A VOTRE
MISSION..."
770 PRINT:PRINT:PRINT "
NIVEAU DE DIFFICU
LTE <1> <2> <3> "
780 D$=INKEY$
790 IF D$(">")="1" AND D$(">")="2" A
ND D$(">")="3" THEN 780
800 MODE 1
810 D=VAL(D$)
820 IF D=1 THEN L(1)=252 : L
(2)=0 : L(3)=0
830 IF D=2 THEN L(1)=252 : L
(2)=252 : L(3)=0
840 IF D=3 THEN L(1)=252 : L
(2)=252 : L(3)=252
850 WINDOW #1,1,10,1,24
860 LOCATE #1,6,1 : PRINT #1
," PLANET " : PRINT #1," DE
FENDER"
870 PRINT #1 : PRINT #1," RE
CORD" : PRINT #1," ";HS
880 LOCATE #1,3,12 : PRINT #
1,"SCORE"
890 LOCATE #1,2,24 : PRINT #
1,CHR*(239)+CHR*(128)+CHR*(2
39)+CHR*(128)+CHR*(239)
900 LOCATE 12,25 : PRINT STR
ING$(29,CHR$(206));
910 PLOT 170,0 : DRAW 170,40
0,1
920 MOVE 170,14 : DRAW 640,1
4,2
930 MOVE 170,16 : DRAW 640,1
6,2
940 MOVE 180,18 : DRAW 630,1
8,2
950 MOVE 200,20 : DRAW 620,2
0,2
960 MOVE 230,22 : DRAW 590,2
2,2
970 MOVE 270,24 : DRAW 550,2
4,2
980 MOVE 320,26 : DRAW 500,2
6,2
990 MOVE 380,28 : DRAW 440,2
8,2
1000 T=20 : S=0 : V=3 : X=0
: Y=0 : A=0
1010 REM
1020 REM BOUCLE PRINCIPALE
1030 REM
1040 I(1)=INT(RND*25)+13:I(2
)=INT(RND*25)+13 : I(3)=INT(
RND*25)+13
1050 C(1)=L(1) : C(2)=L(2) :
```

```

C(3)=L(3)
1060 FOR J=1 TO 22
1070 PLOT RND*430+170,RND*38
0+35,1
1080 CALL &ED19
1090 LOCATE I(1),J : PRINT C
HR$(128)+CHR$(8)+CHR$(10)+CH
R$(C(1));
1100 LOCATE I(2),J : PRINT C
HR$(128)+CHR$(8)+CHR$(10)+CH
R$(C(2));
1110 LOCATE I(3),J : PRINT C
HR$(128)+CHR$(8)+CHR$(10)+CH
R$(C(3));
1120 T=T+INKEY(1)-INKEY(8)
1130 IF T<13 THEN T=13
1140 IF T>39 THEN T=39

1150 LOCATE T-1,23 : PRINT C
HR$(128)+CHR$(239)+CHR$(128)
;
1160 IF J=22 THEN IF I(1)=T
AND C(1)=252 OR I(2)=T AND C

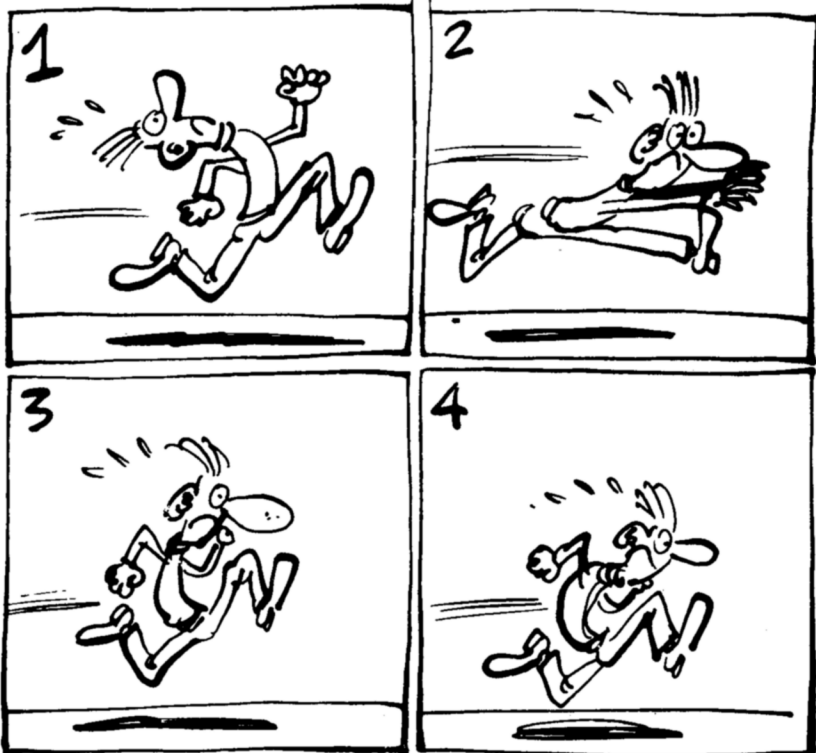
```

```

1510 REM
1520 R=1 : AFTER 30 GOSUB 16
10
1530 FOR C=40 TO 400 STEP 40
1540 SOUND 1,C/40,2,5,0,0,3
: MOVE T*16-10,40 : DRAWR 0
,C,0 : DRAWR 0,C,1
1550 NEXT C
1560 IF T=I(1) AND C(1)=252
THEN 1650
1570 IF T=I(2) AND C(2)=252
THEN 1660
1580 IF T=I(3) AND C(3)=252
THEN 1670
1590 C=0
1600 GOTO 1180
1610 R=0 : RETURN
1620 REM
1630 REM EXPLOSION DES BOMBE
S
1640 REM
1650 C(1)=0 : LOCATE I(1),J+
1 : PEN 3: PRINT CHR$(238); :
PEN 1: GOTO 1680
1660 C(2)=0 : LOCATE I(2),J+
1 : PEN 3: PRINT CHR$(238); :
PEN 1: GOTO 1680
1670 C(3)=0 : LOCATE I(3),J+
1 : PEN 3: PRINT CHR$(238); :
PEN 1
1680 SOUND 1,200,10,7,0,0,1
1690 FOR A=0 TO 50 : NEXT A
1700 A=0
1710 S=S+30-J
1720 IF S>HS THEN HS=S
1730 LOCATE #1,3,14 : PRINT
#1,S
1740 LOCATE #1, 3,6 : PRINT
#1,HS
1750 IF C(1)=0 AND C(2)=0 AN
D C(3)=0 THEN GOSUB 1770 : G
OTO 1040
1760 GOTO 1180
1770 LOCATE 13,J+1 : PRINT S
FACE$(27);
1780 IF D<>3 THEN RETURN
1790 LOCATE #1,3,18 : PRINT
#1,"BONUS";
1800 S=S+50
1810 IF S>HS THEN HS=S
1820 LOCATE #1,3,14 : PRINT
#1,S
1830 LOCATE #1,3,6 : PRINT
#1,HS
1840 FOR A=0 TO 300 : NEXT A
1850 A=0
1860 LOCATE #1,3,18 : PRINT
#1,"
"
1870 RETURN
1880 X=XPOS : Y=YPOS+20 : IN
K 3,14,23
1881 PRINT CHR$(23)+CHR$(1)
1882 FOR I=0 TO 20
1890 SOUND 1,100+3*I,I/2+5,7
-I/4,,1
1900 MOVE X,Y
1910 DRAWR (RND*2-1)*I,RND*1
5*I+30,3
1920 NEXT I
1925 PRINT CHR$(23)+CHR$(0)
1930 LOCATE 20,12:PRINT "FIN
DE PARTIE";
1940 FOR A=0 TO 3000:NEXT A
1950 IF S>HS THEN HS=S
1960 GOTO 680

```

**JEU** REMETTEZ CETTE B.D. DANS LE BON ORDRE CHRONOLOGIQUE.



SOLUTION: 3/1/4/2

```

(2)=252 OR I(3)=T AND C(3)=2
52 THEN 1370
1170 IF INKEY(47)=0 AND R=0
THEN 1490
1180 NEXT J
1190 REM
1200 REM IMPACT DES BOMBES
1210 REM
1220 IF C(1)=252 THEN LOCATE
I(1),23:PRINT CHR$(128);
1230 IF C(2)=252 THEN LOCATE
I(2),23:PRINT CHR$(128);
1240 IF C(3)=252 THEN LOCATE
I(3),23:PRINT CHR$(128);
1250 SOUND 1,20,2,7,0,0,4
1260 FOR A=28 TO 14 STEP -2
1270 IF TEST(I(1)*16-9,A)=2
AND C(1)=252 THEN C(1)=0 : M
1380 SOUND 1,RND*100+10,1,7,
0,0,RND*15
1390 MOVE T*16-10,32 : DRAWR
(RND-0.5)*80,RND*56,3
1400 NEXT A
1410 V=V-1 : IF V=0 THEN 193
0
1420 LOCATE #1,2+2*V,24 : PR
INT #1, " " ;
1430 FOR A=0 TO 300 : NEXT A
1440 FOR Y=23 TO 19 STEP -1
1450 LOCATE 12,Y:PRINT SPACE
$(29)
1460 NEXT Y
1470 A=0 : Y=0
1480 GOTO 1040
1490 REM
1500 REM TIR LASER

```

# ALIEN

Ils sont des milliers à vouloir franchir la frontière pour envahir notre beau pays, saint LE PEN priez pour nous !..

Lionel ROUX

```
10 '*****
20 '** alien **
30 '*****
40 '** 1985 **
50 '*****
60 '** roux **
70 '*****
80 vie=3
90 TAGOFF:PRINT CHR$(23);CHR
$(0)
100 MODE 0: BORDER 0: INK 0,0:
INK 1,8: INK 2,24: INK 3,3: INK
4,15: INK 5,18: INK 6,11: INK
7,22: INK 8,26: INK 9,26,0: INK
10,0,26
110 GOSUB 900
120 MODE 0: SPEED INK 17,17
130 FOR i=80 TO 300 STEP 5: P
LOT RND*638, i, 9: IF RND>=0.5
THEN co=4: PLOT XPOS+co, i, 10
ELSE co=-4: PLOT XPOS+co, i, 10
140 NEXT
150 MOVE 0,76: DRAWR 640,0,10
160 FOR i=1 TO 20: PEN 7: LOCA
TE i,25: PRINT CHR$(143);: NEX
T
170 LOCATE 1,1
180 DATA 195,9,112,1,80,5,23
7,184,201,33,63,246,17,63,25
4,205,3,112,33,63,238,17,63,
246,205,3,112,33,63,230,17,6
3,238,205,3,112,33,63,222,17
,63,230,205,3,112,33,63,214,
17,63,222,205,3,112
190 DATA 33,63,206,17,63,214
,205,3,112,33,63,198,17,63,2
06,205,3,112,33,239,253,17,6
3,198,205,3,112,201,0,0,0
200 RESTORE 180
210 MEMORY &6FFF
220 FOR I=&7000 TO &7054: REA
D a: POKE i,a
230 NEXT
240 SYMBOL 240,16,16,16,56,1
24,124,124,68
250 SYMBOL 241,0,1,7,5,7,31,
21,31
260 SYMBOL 242,0,192,240,80,
240,252,84,252
270 X=300: CX=8: X1=8: B=0: C=-5
: PD=62939
280 REM *****
290 REM BOUCLE PRINCIPALE
300 REM *****
310 IF INKEY(T1)=0 AND X)-2
THEN X=X-16: PD=PD-2
320 IF INKEY(T2)=0 AND X<603
THEN X=X+16: PD=PD+2
330 TAG
340 PLOT -10,-10,6: MOVE X-32
,40: PRINT " "; CHR$(240); " ";
350 IF INKEY(T3)=0 THEN GOSU
```

```
B 830
360 PLOT RND*638,300,9: IF RN
D>=0.5 THEN CO=4: PLOT XPOS+C
O,300,10 ELSE CO=-4: PLOT XPO
S+CO,300,10
370 FOR I=62960 TO 63000 STE
P 2: F=PEEK(I): IF F>0 THEN GO
SUB 610
380 NEXT
390 CALL &7000
400 IF INKEY(T1)=0 AND X)-2
THEN X=X-16: PD=PD-2
410 IF INKEY(T2)=0 AND X<603
THEN X=X+16: PD=PD+2
420 PLOT -10,-10,6: MOVE X-32
,40: PRINT " "; CHR$(240); " ";
430 IF INKEY(T3)=0 THEN GOSU
B 830
440 FOR I=63000 TO 63038 STE
P 2: F=PEEK(I): IF F>0 THEN GO
SUB 610
450 NEXT
460 IF N=2 THEN CALL &7000
470 IF N=3 THEN CALL &7000: C
ALL &7000
480 X1=X1+CX
490 B=B+1
500 C=C+1
510 PLOT -10,-10,4: MOVE X1,3
80: PRINT CHR$(241); CHR$(242)
;
520 IF X1=0 OR X1=576 THEN C
X=-CX
530 IF B>=10 THEN B=0: GOSUB
720
540 IF C>=5 THEN C=-5: GOSUB
730
550 CALL &7000
560 MOVE 0,76: DRAWR 640,0,10
570 GOTO 310
580 REM ****
590 REM TEST
600 REM ****
```

# SIS.

*que voulez-vous,  
les autres nous  
aiment !!!  
... Et vous ?*

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# ALIEN

```

610 IF PEEK(I)=5 OR PEEK(I)=
10 OR PEEK(I)=65 OR PEEK(I)=
75 OR PEEK(I)=130 OR PEEK(I)
=135 THEN RETURN
620 ENV 1,30,0,1,127,-1,15:S
OUND 129,0,240,15,1,0,10:INK
0,8,24:SPEED INK 1,1:FOR I=
1 TO 500:NEXT
630 IF SQ(1)=132 THEN 630 EL
SE VIE=VIE-1
640 IF VIE>0 THEN INK 0,0:GO
TO 120
650 WHILE INKEY<>"" :WEND:MO
DE 1:INK 0,0:PEN 2:LOCATE 17
,12:PRINT "SCORE :";SC
660 IF SC>RE THEN RE=SC:LOCA
TE 17,17:PRINT "RECORD :";RE
670 FOR I=1 TO 4:PRINT:NEXT:
INPUT"UNE AUTRE (O/N) :";R$
680 R$=UPPER$(R$)
690 IF R$="O" THEN VIE=3:GOT
O 90
700 IF R$="N" THEN WHILE INK
EY<>"" :WEND:END
710 GOTO 670
720 MOVE (INT(RND*70))*4+10,
300:GOTO 770
730 MOVE (INT(RND*65))*4+346
,300:GOTO 770
740 REM *****
750 REM GRAPHISME
760 REM *****
770 IF RND>0.6
3 THEN DRAWR 8
,0,7:MOVER 4,-
2:DRAWR -16,0,
7:PLOTR -2,0,7
:PLOTR 16,0,7:
MOVER 0,-2:DRA
WR 4,0,5:DRAWR
0,-16,5:PLOTR -4,14,5:MOVER
-16,0:DRAWR 0,2,5:DRAWR -2,
0,5:DRAWR 0,-16,5:PLOTR 4,0,
3:PLOTR 16,0,3:MOVER -4,4 EL
SE GOTO 790
780 DRAWR 0,14,1:MOVER -4,0:
DRAWR 0,-16,1:MOVER -4,2:DRA
WR 0,14,1:PLOTR 0,-4,11:PLOT
R 8,0,11:PLOTR -4,-6,3:PLOTR
0,-4,11:RETURN
790 IF RND>0.33 THEN DRAWR 8
,0,7:MOVER 4,-2:DRAWR -16,0,
7:PLOTR -2,0,7:PLOTR 16,0,7:
MOVER 0,-2:DRAWR 4,0,6:DRAWR
0,-16,6:PLOTR -4,14,6:MOVER
-16,0:DRAWR 0,2,6:DRAWR -2,
0,6:DRAWR 0,-16,6:PLOTR 4,0,
3:PLOTR 16,0,3:MOVER -4,4 EL
SE GOTO 810
800 DRAWR 0,14,1:MOVER -4,0:
DRAWR 0,-16,1:MOVER -4,2:DRA
WR 0,14,1:PLOTR 0,-4,11:PLOT
R 8,0,11:PLOTR -4,-6,3:PLOTR
0,-4,11:RETURN
810 PLOTR 0,0,1:MOVER 4,0:DR
AWR 8,0,7:PLOTR 0,-2,7:MOVER
-16,0:DRAWR 0,2,7:DRAWR 8,0,
7:PLOTR 4,0,1:MOVER -16,-2:D
RAWR 0,-4,4:MOVER -4,0:DRAWR
0,6,4:MOVER -4,-2:DRAWR 0,-
4,4:PLOTR 0,2,7:PLOTR 8,0,7:
PLOTR -4,-4,2:PLOTR -12,-2,1
:PLOTR 4,2,1:PLOTR 4,-2,1
820 PLOTR 8,0,1:PLOTR 4,2,1:
PLOTR 4,-2,1:RETURN
830 ENV 2,15,-1,10:ENT 2,150
,10,1:SOUND 129,50,50,15,2,2
:TAGOFF:LOCATE 1,1:PRINT CHR

```

```

$(23);CHR$(1):TAG:MOVE X+16,
60:DRAWR 0,350,2:CALL &BD19:
MOVE X+16,60:DRAWR 0,350,2:T
AGOFF:LOCATE 1,1:PRINT CHR$(
23);CHR$(0):TAG:PB=88
840 FOR I=PO TO (PO-1520) ST
EP -80
850 PB=PB+16:IF PEEK(I)=0 OR
PEEK(I)=5 OR PEEK(I)=10 OR
PEEK(I)=65 OR PEEK(I)=75 OR
PEEK(I)=130 OR PEEK(I)=135 T
HEN 880
860 SC=SC+10:ENV 1,30,0,1,12
7,-1,15:SOUND 129,0,240,15,1
,0,10:PLOT -10,-10,2:MOVE X-
22,PB:PRINT " ";MOVE X-22,
PB-16:PRINT " ";MOVE X-22,
PB-32:PRINT " ";I=PO-1520
870 TAGOFF:LOCATE 1,1:PRINT
CHR$(23);CHR$(1):TAG:MOVE X
+16,60:DRAWR 0,350,2:CALL &B
D19:MOVE X+16,60:DRAWR 0,350
,2:TAGOFF:LOCATE 1,1:PRINT C
HR$(23);CHR$(0):TAG
880 NEXT
890 RETURN
900 '*****
910 '** PRESENTATION *
920 '*****

```

```

1180 PRINT:PRINT"Vous devez
defendre la terre"
1190 PRINT:PRINT"qui est att
aquee par SPECTROR,"
1200 PRINT:PRINT"une puissan
ce ennemie."
1210 PRINT:PRINT"Vous dispos
ez de 3 vies et d'un"
1220 PRINT:PRINT"laser, afin
de venir a bout de "
1230 PRINT:PRINT"vos adversa
ires.II faut qu'aucun"
1240 PRINT:PRINT"ennemi ne s
e pose sur la barriere"
1250 PRINT:PRINT"magnetique,
car sinon la terre"
1260 PRINT:PRINT"serait perd
ue"
1270 LOCATE 17,24:PRINT"<SPA
CE>"
1280 IF INKEY(47)=0 THEN 900
ELSE 1280

```



```

930 MODE 1
940 PEN 2:LOCATE 36,9:PRINT"
1":N=1
950 WINDOW #2,9,40,5,25
960 PEN #2,2
970 PRINT#2,"I...Instruction
s"
980 PRINT#2
990 PRINT#2,"J...Joystick"
1000 PRINT#2
1010 PRINT#2,"1-3...Niveau d
e difficulte "
1020 PRINT#2:PRINT#2
1030 PRINT#2,"T...Touches"
1040 PRINT#2
1050 PRINT#2," DROITE...<
Z >"
1060 PRINT#2
1070 PRINT#2," GAUCHE...<
X >"
1080 PRINT#2
1090 PRINT#2," Tir...< SP
ACE >"
1100 IF INKEY(64)=0 THEN PEN
2:LOCATE 36,9:PRINT"1":N=1
1110 IF INKEY(65)=0 THEN PEN
2:LOCATE 36,9:PRINT"2":N=2
1120 IF INKEY(57)=0 THEN PEN
2:LOCATE 36,9:PRINT"3":N=3
1130 IF INKEY(51)=0 THEN T1=
71:T2=63:T3=47:RETURN
1140 IF INKEY(45)=0 THEN T1=
74:T2=75:T3=76:RETURN
1150 IF INKEY(35)=0 THEN GOT
O 1170
1160 GOTO 1100
1170 MODE 1:LOCATE 1,5:PRINT
"Nous sommes en 2048"

```

## DEULIGNE

Vos disquettes ne vont pas en revenir, de ce coup de speed à 40% ! N'utilisez pas les commandes (Shift Arrobas) Tape et (Shift Arrobas) Disc, sinon plus de routine.

```

1 FOR X=&1000 TO &1012
:READ A:POKE X,A:NEXT:
CALL &1000:CALL &BBBA:
CALL &BC02:DATA 33,10,
16,223,7,16,201,13,198
,7,35,0,200,0,1,1,10,0
,3

```



# OTHELLO

Bits contre neurones, par pions interposés.

François RADIGUET

Mode d'emploi :

En bref, disons qu'il s'agit d'un jeu d'Othello des plus classiques, à deux niveaux de difficulté. Les indications nécessaires sont dans le programme.

```

1 REM -----
2 REM --
3 REM -- OTHELLO --
4 REM --
5 REM -- RADIGUET --
6 REM --
7 REM -- FRANCOIS --
8 REM --
9 REM -- ORLEANS --
10 REM --
11 REM -----
12 MODE 1:SYMBOL AFTER 32
13 FOR Y=1 TO 5
14 FOR N=1 TO 4
15 FOR M=1 TO 9
16 READ CD(M)
17 NEXT M
18 SYMBOL CD(1),CD(2),CD(3),
CD(4),CD(5),CD(6),CD(7),CD(8)
),CD(9)
19 NEXT N
20 NEXT Y
21 SYMBOL 221,0,0,0,0,51,204
,51,204:SYMBOL 220,204,51,20
4,51:SYMBOL 222,192,48,192,4
8,192,48,192,48:SYMBOL 223,1
2,3,12,3,12,3,12,3
22 DATA 200,0,7,7,30,30,120,
72,72,201,0,224,224,120,120,
30,18,18,202,72,72,120,30,30
,7,7,0,203,18,18,30,120,120,
224,224,0
23 DATA 204,0,63,62,50,50,2,
2,2,205,0,252,124,76,76,64,6
4,64,206,2,2,2,2,14,15,0,2
07,64,64,64,64,64,112,240,0
24 DATA 208,0,60,36,36,36,36
,36,39,209,0,60,36,36,36,36,
36,228,210,39,36,36,36,36,36
,60,0,211,228,36,36,36,36,36
,60,0
25 DATA 212,0,63,115,18,18,1
8,18,19,213,0,254,254,6,6,96
,96,224,214,19,18,18,18,18,1
15,63,0,215,224,96,96,102,6,
254,254,0
26 DATA 216,0,127,115,18,18,
18,18,18,217,0,128,128,0,0,0
,0,0,218,18,18,18,18,18,115,
127,0,219,0,6,6,30,18,242,25
4,0
27 DIM V(4):V(0)=4:V(1)=11:V
(3)=V(2)=1:V(4)=64:V=VAL(V$)
:CLS
28 M$="OTHELLO VOUS SALUE":CC
=11:LL=7:GOSUB 283
29 M$="VOULEZ-VOUS LES INSTR
UCTIONS":CC=6:LL=13:GOSUB 28
3
30 M$="OUI-NON":CC=16:LL=19:
GOSUB 283:GOSUB 279:CLS
31 IF X$="N" OR X$="n" THEN

```

```

42
32 M$="OTHELLO SE JOUE SUR U
N TABLEAU":CC=5:LL=2:GOSUB 2
83
33 M$="DE 8 CASES SUR 8 CASE
S":CC=9:LL=4:GOSUB 283
34 M$="COLONNES DE A a H":CC
=12:LL=6:GOSUB 283
35 M$="LIGNES DE 1 a 8":CC
=12:LL=8:GOSUB 283
36 M$="LA GRILLE INITIALE ES
T VIDE":CC=6:LL=10:GOSUB 283
37 M$="EXCEPTE LE CENTRE DE
4 CASES":CC=6:LL=12:GOSUB 28
3
38 M$="QUI FORME LE DEPART":
CC=11:LL=14:GOSUB 283
39 M$=CHR$(230)+CHR$(32)+CHR
$(231):CC=19:LL=16:GOSUB 283
40 M$=CHR$(231)+CHR$(32)+CHR
$(230):CC=19:LL=18:GOSUB 283
41 M$="TAPPEZ 0,0 POUR PASSE

```

```

R VOTRE TOUR":CC=3:LL=20:GOS
UB 283:GOSUB 287:CLS
42 M$="EST-QUE J'ATTENDRAIS"
:CC=10:LL=7:GOSUB 283
43 M$="AVANT DE JOUER":CC=13
:LL=13:GOSUB 283
44 M$="OUI-NON":CC=16:LL=19:
GOSUB 283
45 F2=0
46 GOSUB 279
47 CLS:IF X$="N" OR X$="n" G
OTO 51
48 F2=1
49 M$="D'ACCORD APPUYEZ SUR
UNE TOUCHE":CC=4:LL=8:GOSUB
283
50 M$="LORSQUE VOUS SEREZ PR
ETS":CC=8:LL=16:GOSUB 283:GO
SUB 287:CLS
51 M$="EST-QUE JE JOUERAIS":
CC=10:LL=5:GOSUB 283

```

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# OTHELLO

```

52 M$="MA MEILLEUR STRATEGIE
":CC=9:LL=7:GOSUB 283
53 M$="OUI-NON":CC=16:LL=9:C
DSUB 283
54 S2=0
55 GOSUB 279
56 IF X$="N" OR X$="n" GOTO
58
57 S2=2
58 B=-1
59 W=+1
60 D$(B+1)=CHR$(231)
61 D$(W+1)=CHR$(230)
62 FOR K=1 TO 8
63 READ L(K)
64 NEXT K
65 DATA 0,-1,-1,-1,0,1,1,1
66 FOR K=1 TO 8
67 READ N(K)
68 NEXT K
69 DATA 1,1,0,-1,-1,-1,0,1
70 FOR K=1 TO 8
71 READ C$(K)
72 NEXT K
73 DATA A,B,C,D,E,F,G,H
74 FOR I=0 TO 9
75 FOR J=0 TO 9
76 A(I,J)=0
77 NEXT J
78 NEXT I
79 A(4,4)=W
80 A(5,5)=W
81 A(5,4)=B
82 A(4,5)=B
83 C1=2
84 H1=2
85 N1=4
86 Z=0
87 M$="VOULEZ-VOUS AVOIR A
OU B ":CC=6:LL=14:GOSUB 28
3
88 LOCATE 27,16:PRINT CHR$(2
31):LOCATE 34,16:PRINT CHR$(
230)
89 C=W
90 H=B
91 X$=UPPER$(INKEY$):IF X$=""
" GOTO 91
92 IF X$="A" THEN 95
93 C=B
94 H=W
95 M$="VOULEZ-VOUS PARTIR LE
PREMIER":CC=5:LL=19:GOSUB 2
83
96 M$="OUI-NON":CC=16:LL=21:
GOSUB 283
97 GOSUB 279
98 CLS:GOSUB 295
99 IF X$="N" OR X$="n" GOTO
103
100 GOTO 155
101 IF F2=0 GOTO 103
102 GOSUB 290
103 CLS #2,:LOCATE #2,1,2:PR
INT #2,"PATIENCE"
104 B1=-1
105 I3=J3=0
106 T1=C
107 T2=H
108 FOR I=1 TO 8
109 FOR J=1 TO 8
110 IF A(I,J)<>0 GOTO 127
111 GOSUB 233
112 IF F1=0 GOTO 127
113 U=-1
114 GOSUB 242
115 IF S1=0 GOTO 127
116 IF (I-1)*(I-8)<>0 GOTO 1

```

```

18
117 S1=S1+S2
118 IF (J-1)*(J-8)<>0 GOTO 1
20
119 S1=S1+S2
120 IF S1<B1 GOTO 127
121 IF S1>B1 GOTO 124
122 R=RND(1)-1
123 IF R>0.5 GOTO 127
124 B1=S1
125 I3=I
126 J3=J
127 NEXT J
128 NEXT I
129 IF B1>0 GOTO 136
130 LOCATE #2,1,4:PRINT #2,"
JE DOIS"
131 LOCATE #2,1,6:PRINT #2,"
PASSER"
132 LOCATE #2,1,8:PRINT #2,"
MON TOUR":GOSUB 337
133 IF Z=1 GOTO 210
134 Z=1

```

```

164 IF I>8 GOTO 157
165 IF I<>0 THEN 175
166 CLS #2,:LOCATE #2,1,5:PR
INT #2," PASSEZ-VOUS"
167 LOCATE #2,1,8:PRINT #2,"
VOTRE TOUR"
168 LOCATE #2,1,11:PRINT #2,
" OUI-NON"
169 GOSUB 279
170 CLS #2,
171 IF X$("<")"0" THEN 157
172 IF Z=1 THEN 210
173 Z=1
174 GOTO 101
175 FOR J=1 TO 8
176 IF C$(J)=X$ THEN 179
177 NEXT J
178 GOTO 157
179 IF A(I,J)=0 THEN 184
180 CLS #2,:LOCATE #2,1,5:PR
INT #2," CASE DEJA"
181 LOCATE #2,1,8:PRINT #2,"
OCCUPEE"
182 LOCATE #2,1,11:PRINT #2,
" REJOUEZ":GOSUB 337
183 GOTO 157

```



```

135 GOTO 155
136 Z=0
137 LOCATE #2,1,4:PRINT #2,"
JE JOUE EN"
138 LOCATE #2,1,6:PRINT #2,"
"I3;" "C$(J3)
139 I=I3
140 J=J3
141 U=1
142 GOSUB 242
143 C1=C1+S1+1
144 H1=H1-S1
145 N1=N1+1
146 LOCATE #2,1,8:PRINT #2,"
CE QUI ME"
147 LOCATE #2,1,10:PRINT #2,
"DONNE";S1;"PT(S)"
148 LOCATE #2,1,12:PRINT #2,
"JE RETIRE VOS"
149 LOCATE #2,1,14:PRINT #2,
" PIECES"
150 GOSUB 337
151 GOSUB 267
152 CLS #2,
153 IF H1=0 GOTO 210
154 IF N1=64 GOTO 210
155 T1=H
156 T2=C
157 CLS #2,:LOCATE #2,1,2:PR
INT #2,"LIGNE ";
158 A$=INKEY$:IF A$="" GOTO
158
159 I=VAL(A$)
160 PRINT #2,I
161 LOCATE #2,1,4:PRINT #2,"
COLONNE ";
162 X$=UPPER$(INKEY$):IF X$=""
THEN 162
163 PRINT #2,X$

```

```

184 GOSUB 233
185 IF F1=1 THEN 189
186 CLS #2,:LOCATE #2,1,4:PR
INT #2,"COUP INCORRECT"
187 LOCATE #2,1,8:PRINT #2,"
REJOUEZ":GOSUB 337
188 GOTO 157
189 U=-1
190 GOSUB 242
191 IF S1>0 THEN 196
192 CLS #2,:LOCATE #2,1,4:PR
INT #2," VOUS DEVEZ"
193 LOCATE #2,1,8:PRINT #2,"
PRENDRE"
194 LOCATE #2,1,12:PRINT #2,
" REJOUEZ":GOSUB 337
195 GOTO 157
196 Z=0
197 LOCATE #2,1,8:PRINT #2,"
CELA VOUS"
198 LOCATE #2,1,10:PRINT #2,
"DONNE";S1;"PT(S)
199 LOCATE #2,1,12:PRINT #2,
"JE RETIRE MES"
200 LOCATE #2,1,14:PRINT #2,
" PIECES":GOSUB 337
201 U=1
202 GOSUB 242
203 H1=H1+S1+1
204 C1=C1-S1
205 N1=N1+1
206 GOSUB 267
207 IF C1=0 THEN 210
208 IF N1=64 THEN 210
209 GOTO 101
210 CLS
211 M$="VOUS AVEZ
PIEC
ES":CC=9:LL=2:GOSUB 283
212 LOCATE 21,2:PRINT H1

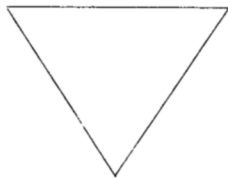
```

```

213 M$="ET J'AI          PIEC 262 I6=I6+I5
ES":CC=9:LL=4:GOSUB 283 263 J6=J6+J5
214 LOCATE 21,4:PRINT C1 264 NEXT K1
215 IF H1=C1 THEN 219 265 NEXT K
216 IF H1>C1 THEN 221 266 RETURN
217 M$="JE SUIS LE VAINQUEUR 267 FOR I=1 TO 8
":CC=10:LL=8:GOSUB 283 268 FOR J=1 TO 8
218 GOTO 222 269 LOCATE 4+J*2,7+I*2: PRIN
219 M$="MATCH NUL":CC=15:LL= T 0$(A(I,J)+1);
8:GOSUB 283 270 NEXT J
220 GOTO 229 271 NEXT I
221 M$="VOUS ETES LE VAINQUE 272 LOCATE 26,7:PRINT OP
UR":CC=9:LL=8:GOSUB 283 273 LOCATE 34,7:PRINT CV
222 M$="RESULTAT DU JEU":CC= 274 LOCATE 26,7:PRINT H1
12:LL=12:GOSUB 283 275 LOCATE 34,7:PRINT C1
223 IF H1<C1 THEN 225 276 OP=1:CV=C1
224 IF H1>C1 THEN 228 277 RETURN
225 M$="JE SUIS LE PLUS FORT 278 END
":CC=9:LL=16:GOSUB 283 279 A$=UPPER$(INKEY$):IF A$=
226 IF H1<C1 THEN 227 ""THEN 279
227 GOTO 229 280 IF A$<"N" AND A$<"O" T
228 M$="VOUS ETES LE PLUS FO HEN 279
RT":CC=9:LL=16:GOSUB 283 281 X$=A$
229 M$="VOULEZ-VOUS REJOUER 282 RETURN
(OUI-NON)":CC=5:LL=20:GOSUB 283 FOR X=1 TO LEN(M$)
283:GOSUB 279 284 LOCATE CC+X+1,LL:PRINT M
230 IF X$="O" THEN CLS:GOTO ID$(M$,X,1)
74 285 NEXT x
231 M$="MERCI POUR LE JEU.": 286 RETURN
CC=11:LL=24:GOSUB 283:FOR I= 287 M$="APPUYEZ SUR UNE TOUC
1 TO 2500:NEXT I HE":CC=9:LL=24:GOSUB 283
232 GOTO 278 288 CALL &BB18
233 FOR I1=-1 TO 1 289 RETURN
234 FOR J1=-1 TO 1 290 CLS #2,:LOCATE #2,1,4:PR
235 IF A(I1+1,J+J1)=T2 THEN INT #2," APPUYEZ"
240 291 LOCATE #2,1,8:PRINT #2,"
SUR UNE"
236 NEXT J1 292 LOCATE #2,1,12:PRINT #2,
237 NEXT I1 " TOUCHE"
238 F1=0 293 CALL &BB18
239 RETURN 294 RETURN
240 F1=1 295 PRINT CHR$(22)+CHR$(1)
241 RETURN 296 LOCATE 3,3:PRINT CHR$(20
242 S1=0 0)+CHR$(201):LOCATE 3,4:PRIN
243 FOR K=1 TO 8 T CHR$(202)+CHR$(203)
244 I5=L(K) 297 LOCATE 6,3:PRINT CHR$(20
245 J5=N(K) 4)+CHR$(205):LOCATE 6,4:PRIN
246 I6=I+I5 T CHR$(206)+CHR$(207)
247 J6=J+J5 298 LOCATE 9,3:PRINT CHR$(20
248 S3=0 8)+CHR$(209):LOCATE 9,4:PRIN
249 IF A(I6,J6)<>T2 THEN 265 T CHR$(210)+CHR$(211)
250 S3=S3+1 299 LOCATE 12,3:PRINT CHR$(2
251 I6=I6+I5 12)+CHR$(213):LOCATE 12,4:PR
252 J6=J6+J5 INT CHR$(214)+CHR$(215)
253 IF A(I6,J6)=T1 THEN 256 300 LOCATE 15,3:PRINT CHR$(2
254 IF A(I6,J6)=0 THEN 265 16)+CHR$(217):LOCATE 15,4:PR
255 GOTO 250 INT CHR$(218)+CHR$(219)
256 S1=S1+S3 301 LOCATE 18,3:PRINT CHR$(2
257 IF U<>1 THEN 265 16)+CHR$(217):LOCATE 18,4:PR
258 I6=I INT CHR$(218)+CHR$(219)
259 J6=J 302 LOCATE 21,3:PRINT CHR$(2
260 FOR K1=0 TO 53 00)+CHR$(201):LOCATE 21,4:PR
261 A(I6,J6)=T1

```





Redéfinissez votre (vos ?) caractère comme un chef ! Au fait, la flèche est obtenue par CTRL H.

```
1 INPUT "Code du caractère ";c:MODE 0:SYMBOL
AFTER 91:DIM T$(8,8):
FOR I=1 TO 8:FOR J=1 TO 8:LOCATE I,J:PRINT ".":NEXT J,I:S$=CHR$(143):FOR J=1 TO 8:LOCATE 1,J:PRINT S$+"^":FOR I=1 TO 8:A$="":FOR K=1 TO 300:IF INKEY(15)=0 THEN A$=S$:T$(I,J)="1":ELSE NEXT
2 LOCATE I,J:PRINT A$+S$+"^":FOR K=1 TO 200:NEXT K,I:LOCATE 9,J:PRINT " ":NEXT:FOR I=1 TO 8:RESTORE:FOR J=1 TO 8:READ A:T(I)=T(I)+VAL(T$(J,I))*A:NEXT J,I:SYMBOL C,T(1),T(2),T(3),T(4),T(5),T(6),T(7),T(8):MODE 0:PRINT CHR$(C):DATA 128,64,32,16,8,4,2,1
```

Encore une histoire qui tourne ! Lancez le deuligne par CALL &HAAA et appelez la fonction par (SHIFT ARRO-BAS) CIRCLE,r.c.

```
1 MEMORY &AAA9:A$(0)="01B3AA21BFAAC3D1BCB8AAC3C3AA434952434CC5000000000FE02C03AF7B8F53A38B3F5ED5B2CB32A2EB3DD4603DD4E02DD7E0ACDDDEBBC5E5D5E56069CDACBDD1EBCDEABBE12275ABE12277AB3EFF32F7B8AFE11166ABCD40BD2186FEE5":B$="116BABC40BD1170ABD5E5010500EDB0E1CD8B"
2 C$="BD1166ABCD61BDCC46BD17DC5FABED5B75ABCDACBDEBE1D5CD88BD1166ABCD61BDCC46BD17DC5FABED5B77ABCDACBDD1CDF6BBE111060019B420B1F13238B3F132F7B8C97C2F677D2F6FC9":A$(1)=B$+C$:FOR B=0 TO 1:FOR N=1 TO 94:POKE &AAA9+N+94*B,VAL("&"+MID$(A$(B),2*N-1,2)):NEXT N,B
```

Là encore, c'est le mélange de modes qui donne tout son charme à ce deuligne.

```
1 MODE 1:PAPER 0:PEN 1:TITRE$="HEBDOGICIEL":LOCATE 1,1:PRINT TITRE$:LG=LEN(TITRE$):PIXEL=LG*8:X=(639-LG*32)/2:TX=X:Y=220:Y2=398:FOR F=1 TO 8:X2=0:FOR G=1 TO PIXEL:IF TEST(X2,Y2)=1 THEN PLOT X,Y,1:PLOT X,Y-2:PLOT X+2,Y-2:2 X=X+4:X2=X2+2:NEXT G:Y=Y-4:Y2=Y2-2:X=TX:NEXT F:LOCATE 1,1:PRINT SPACE$(LG):PEN 0:
```

Massez-vous le cerveau en beauté ! Après avoir entré le deuligne, tapez : MODE 0:CLS:RUN. Les nombres à découvrir sont compris entre 1 et 9999. A gauche le nombre de pions bien placés, à droite le nombre de pions mal installés.

```
1 DEF FNA=- (MID$(C$,I,1)=MID$(E$,J,1)):FOR I=1 TO 4:C$=C$+CHR$(RND*10+48):NEXT:WHILE 1:PRINT E+1:INPUT E$:FOR I=1 TO 4:J=I:B=B+FNA:C(I)=FNA:E(I)=FNA:NEXT:I=1:WHILE I<5:J=1:WHILE J<5:IF FNA AND I<J AND C(I)=0 AND E(J)=0 THEN M=M+1:C(I)=1:E(J)=1
2 J=J+1:WEND:I=I+1:WEND:LOCATE 12,VPOS(#0):PRINT B;".":M:ERASE C,E:E=E+1:IF B=4 THEN PRINT"BRAVO! VOUS AVEZ GAGNE EN ";E;" COUPS.":C ALL &BB18:MODE 0:RUN ELSE B=0:M=0:WEND
```

Tâtez de la touche curseur, vous n'en croirez pas vos yeux.

```
1 CLS:WHILE C<9:C=C+1:BORDER C:MOVE 100,130:DRAWR 0,199:DRAWR 439,0:DRAWR 0,-199:DRAWR -439,0:LOCATE 16,10:PRINT"-->";C;"<--":B$=INK EY$:IF B$=CHR$(242) THEN OUT &BC00,2:OUT &BD00,46+C:GOTO 1 ELSE IF B$=CHR$(243) THEN OUT &BC00,2:OUT &BD00,46-C:GOTO 1
```

# DEULIGNE

```
2 IF B$=CHR$(240) THEN OUT &BC00,7:OUT &BD00,30+C:GOTO 1 ELSE IF B$=CHR$(241) THEN OUT &BC00,7:OUT &BD00,30-C:GOTO 1 ELSE C=C-1:WEND:OUT &BC00,2:OUT &BD00,46:OUT &BC00,7:OUT &BD00,30:C=0:RUN
```

De la couleur dans l'écriture, comme vous n'en avez pas encore vu : zébrée !

```
1 MODE 1:INK 0,0:BORDE R 0:FOR t=1 TO 14:READ a:POKE &B28F,a:PRINT"écriture en plusieurs couleurs combinées":NEXT:DATA 37,44,45,60,75,105,107,120,135,150,151,165,210,211
2 DEG:FOR t=0 TO 360 STEP 5:POKE &B338,INT(RND*255)+1:ORIGIN 320,100:DRAW COS(t)*250,SIN(t)*80:NEXT:LOCATE 1,23:PRINT"traces multicolores"
```

Voici quatre nouvelles instructions en béton.

CURSON et CURSOFF qui manipulent le curseur en interactif.  
DOKE,adr,val qui poke "val" sur deux octets à partir de "adr"  
RECP,coul,colgau,ligsup,coldte,liginf qui colore la fenêtre définie par les quatre variables suivant "coul"

```
10 MEMORY &7999:FOR i=0 TO 104:READ a$:POKE &8000+i,VAL("&"+a$):NEXT:CALL &8000:DATA 01,0d,80,21,09,80,c3,d1,bc,00,00,00,00,18,80,c3,2e,80,c3,35,80,c3,3c,80,43,55,52,53,4f,ce,43,55,52,53,4f,46,c6,52,45,43,d0,44,4f,4b,c5,00,fe,00,c0,cd,7b,bb,c9,fe,00,c0,cd
20 DATA 7e,bb,c9,fe,05,c0,dd,5e,00,dd,56,02,dd,6e,04,dd,66,06,25,2d,15,1d,dd,7e,08,cd,44,bc,c9,fe,02,c0,dd,66,03,dd,6e,02,dd,46,01,d,d,4e,00,71,23,70,c9
```



# AMSTRAD

## TARIFS LOGICIELS

### LOGICIELS EN CASSETTE :

3D Voice chess	165 F <input type="checkbox"/>	Alien 8	130 F <input type="checkbox"/>
A view to a kill	130 F <input type="checkbox"/>	American football	115 F <input type="checkbox"/>
Beach head	130 F <input type="checkbox"/>	Brian jack superstar	100 F <input type="checkbox"/>
D.thompson decathlon	100 F <input type="checkbox"/>	Defend or die	100 F <input type="checkbox"/>
Dopple ganger	100 F <input type="checkbox"/>	Dun darach	130 F <input type="checkbox"/>
Fighter pilot	110 F <input type="checkbox"/>	Franck bruno's boxing	115 F <input type="checkbox"/>
Fruity frank	75 F <input type="checkbox"/>	Galaxia	75 F <input type="checkbox"/>
Ghostbusters	125 F <input type="checkbox"/>	Geste d'artillac	290 F <input type="checkbox"/>
Hard hat mack	160 F <input type="checkbox"/>	Hacker	130 F <input type="checkbox"/>
Highway encounters	130 F <input type="checkbox"/>	Infernal runner	180 F <input type="checkbox"/>
Juggernaut	130 F <input type="checkbox"/>	Knight lore	130 F <input type="checkbox"/>
Kong strikes back	75 F <input type="checkbox"/>	Master of the lamps	150 F <input type="checkbox"/>
Red arrows	110 F <input type="checkbox"/>	Rallye II	180 F <input type="checkbox"/>
Slapshoot	115 F <input type="checkbox"/>	Sorcery	135 F <input type="checkbox"/>
Starion	125 F <input type="checkbox"/>	Super pipeline II	140 F <input type="checkbox"/>
The hobbit	230 F <input type="checkbox"/>	Way exploding first	130 F <input type="checkbox"/>
Fighting warrior	100 F <input type="checkbox"/>	Yie ar kung fu	115 F <input type="checkbox"/>

### LOGICIELS EN DISQUETTE :

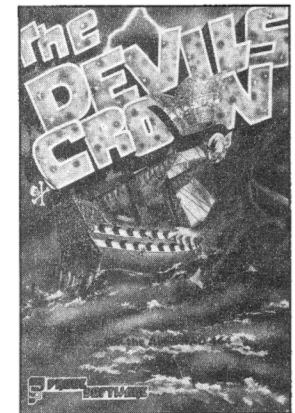
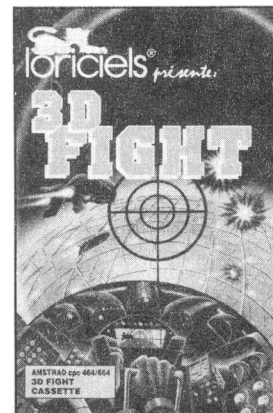
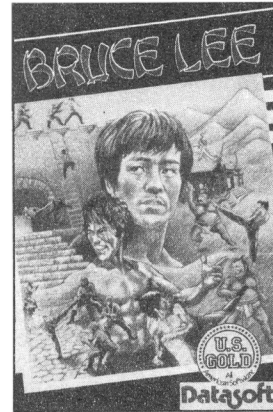
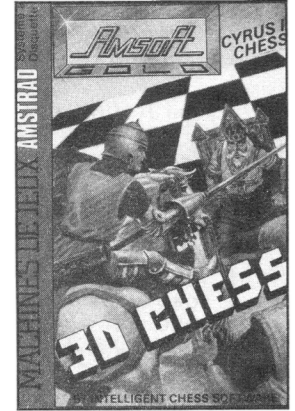
They sold a million	160 F <input type="checkbox"/>	3D voice chess	195 F <input type="checkbox"/>
A view to a kill	195 F <input type="checkbox"/>	Bruce lee	225 F <input type="checkbox"/>
Codename mat II	165 F <input type="checkbox"/>	Fighter pilot	180 F <input type="checkbox"/>
Frank bruno's boxing	195 F <input type="checkbox"/>	Hirise	160 F <input type="checkbox"/>
Mandragore	295 F <input type="checkbox"/>	Metro 2018	225 F <input type="checkbox"/>
Sorcery +	215 F <input type="checkbox"/>	Super pipeline II	165 F <input type="checkbox"/>
Triple pack	205 F <input type="checkbox"/>	Orphée	340 F <input type="checkbox"/>
Rallye II	280 F <input type="checkbox"/>	3D fight	260 F <input type="checkbox"/>

### LOGICIELS UTILITAIRES :

AMSWORD	traitement de textes pour 464	245 F <input type="checkbox"/>
AMSCALC	tableur électronique pour 464	245 F <input type="checkbox"/>
MULTIPLAN	tableur électronique pour 6128	490 F <input type="checkbox"/>
DBASE II	base de données pour 6128	790 F <input type="checkbox"/>
TEXTOMAT	traitement de textes pour 6128	450 F <input type="checkbox"/>
DATAMAT	gestion de fichiers pour 6128	450 F <input type="checkbox"/>
DAMS	assembleur / désassembleur pour 464	295 F <input type="checkbox"/>
DAMS	assembleur / désassembleur pour 6128	395 F <input type="checkbox"/>
Autoformation à l'assembleur pour 464		195 F <input type="checkbox"/>
Autoformation à l'assembleur pour 6128		395 F <input type="checkbox"/>

### LIBRAIRIE :

Bible du programmeur	249 F <input type="checkbox"/>	Basic au bout des doigts	149 F <input type="checkbox"/>
Trucs et astuces	149 F <input type="checkbox"/>	Le langage machine	129 F <input type="checkbox"/>
Jeux d'aventure	129 F <input type="checkbox"/>	Peeks et pokes	99 F <input type="checkbox"/>
Graphismes et son	129 F <input type="checkbox"/>	Amstrad ouvre-toi	99 F <input type="checkbox"/>
Programmes basic	129 F <input type="checkbox"/>	Montage et périphériques	199 F <input type="checkbox"/>
Le livre de CP/M	149 F <input type="checkbox"/>	Les routines 464, 664, 6128	149 F <input type="checkbox"/>



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Code Postal ..... Ville .....

Tél. ....

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LA RÈGLE A CALCUL :  
65/67, bd Saint-Germain, 75005 PARIS. Tél. : 43.25.68.88

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# 3D MORPION

Dans un cube à quatre étages, "alignez-vous" contre la malice de votre machine.

Remi LANNE

**Mode d'emploi :**

Dans un cube à quatre niveaux, tentez d'aligner quatre pions suivant les diagonales, verticales et horizontales. Il vous suffit pour cela, de rentrer les coordonnées de la case à jouer.

```

1000 /*****
1010 /*
1020 /* 3D MORPION *
1030 /*
1040 /*KEY 1985 Remi LANNE*
1050 /*
1060 /*****
1070 /
1080 /
1090 /-----
1100 / INITIALISATIONS
1110 /-----
1120 /
1130 MODE 1:INK 0,0:INK 1,6:
INK 2,11
1140 INK 3,26:BORDER 0:PAPER
0
1150 ORIGIN 32,16,32,496,0,3
68
1160 WINDOW 1,40,1,1
1170 WINDOW#1,3,34,3,25
1180 WINDOW#2,35,40,4,25
1190 PEN 3:PEN#3,3
1200 PAPER#1,0:PAPER#3,0
1210 DEFINT a-z:DEFREAL m,s
1220 ENV 1,15,-1,4
1230 ENV 2,1,0,10,15,-1,6
1240 GOSUB 1520:GOSUB 2000
1250 GOSUB 2330
1260 GOSUB 2980
1270 FOR i=0 TO 63:POKE (&70
00+i),0: NEXT
1280 PRINT TAB(7) "Vous comm
encez (O/N) ?"
1290 SOUND 2,20,-1,15,1
1300 k$="":WHILE k$("<"O"AND
k$("<"N"
1310 k$=UPPER$(INKEY$):WEND
1320 CLS
1330 IF k$="O"THEN o=0:GOTO
1450
1340 /
1350 /-----
1360 / BOUCLE PRINCIPALE
1370 /-----
1380 /
1390 IF n=0 THEN RANDOMIZE T
IME:t=-3*(RND)>0.5)-12*(RND)>0
.5)-48*(RND)>0.5):GOSUB 2880:
n=1:GOTO 1440
1400 GOSUB 2760
1410 IF n)=64 OR (MX=0 AND M
N=0) THEN 3580
1420 IF MN<-100000000 THEN 3
720
1430 IF MX>100000000 THEN 38
70
1440 o=1
1450 p=0:GOSUB 3260
1460 GOTO 1390
1470 /
1480 /-----
1490 /CARACTERES GRAPHIQUES
1500 /-----
1510 /
1520 RESTORE 1600
1530 FOR z=252 TO 255
1540 PRINT CHR$(25)CHR$(z);
1550 FOR z1=1 TO 8
1560 READ x:PRINT CHR$(x);
1570 NEXT z1,z
1580 RETURN
1590 /
1600 DATA &x00000111
1610 DATA &x00011111
1620 DATA &x01111100
1630 DATA &x11110000
1640 DATA &x11111000
1650 DATA &x01111111
1660 DATA &x00011111
1670 DATA &x00000000
1680 /
1690 DATA &x11111100
1700 DATA &x11111110
1710 DATA &x00011111
1720 DATA &x00001111
1730 DATA &x00111110
1740 DATA &x11111000
1750 DATA &x11100000
1760 DATA &x00000000
1770 /
1780 DATA &x00000110
1790 DATA &x00000110
1800 DATA &x00000011
1810 DATA &x00000011
1820 DATA &x00011111
1830 DATA &x01111001
1840 DATA &x11100000
1850 DATA &x00000000
1860 /
1870 DATA &x00000011
1880 DATA &x00001111
1890 DATA &x00111100
1900 DATA &x11110000
1910 DATA &x10000000
1920 DATA &x10000000
1930 DATA &x11000000
1940 DATA &x00000000
1950 /
1960 /-----
1970 / TITRE
1980 /-----
1990 /
2000 PEN#2,1:PAPER#2,0:CLS#2
2010 RESTORE 2070
2020 READ d$:WHILE d$("<"FIN"
2030 PRINT#2,CHR$(VAL("&8"+d
$));
2040 READ d$
2050 WEND:RETURN
2060 /
2070 DATA 0,0,0,0,0,0
2080 DATA 6,3,4,A,3,9
2090 DATA 0,8,1,A,0,A
2100 DATA 0,0,5,A,0,A
2110 DATA 9,C,1,A,C,6
2120 DATA 0,0,0,0,0,0
2130 DATA 0,8,5,8,3,9
2140 DATA 7,6,5,A,0,A
2150 DATA 5,1,5,A,0,A
2160 DATA 5,0,5,2,C,6
2170 DATA 0,0,0,0,0,0
2180 DATA 7,3,4,A,3,9
2190 DATA 5,0,5,A,0,A
2200 DATA 7,7,0,A,3,1
2210 DATA 5,2,4,A,0,0
2220 DATA 0,0,0,0,0,0
2230 DATA 5,6,9,A,4,A
2240 DATA 5,5,A,A,9,A
2250 DATA 5,5,A,A,2,E
2260 DATA 5,9,6,A,0,B
2270 DATA FIN
2280 /
2290 /-----
2300 / ROUTINE L M
2310 /-----
2320 /
2330 RESTORE 2410
2340 MEMORY &6FFF
2350 ad=&8000:READ d$
2360 WHILE d$("<"FIN"
2370 POKE ad,VAL("&"+d$)
2380 READ d$:ad=ad+1
2390 WEND:RETURN
2400 /
2410 DATA 00,21,00,70,FD,21,
00,78
2420 DATA 21,00,78,06,15,3E,
00,23
2430 DATA 10,FB,16,04,1E,04,
21,04
2440 DATA 00,7A,43,4D,CD,CO,
80,20
2450 DATA FB,CD,
DA,80,7B,45,4A,CD

```



```

2460 DATA C0,80,20,FB,CD,DA,
80,7D
2470 DATA 42,4B,CD,C0,80,20,
FB,CD
2480 DATA DA,80,1D,20,D9,7A,
45,4D
2490 DATA CD,C0,80,20,FB,CD,
DA,80
2500 DATA 1E,01,7A,43,4D,1C,
CD,C0
2510 DATA 80,20,F7,CD,DA,80,
1E,01
2520 DATA 7B,42,4D,1C,CD,C0,
80,20
2530 DATA F7,CD,DA,80,7D,42,
4D,CD
2540 DATA C0,80,20,FB,CD,DA,
80,1E
2550 DATA 01,7D,43,4A,1C,CD,
C0,80
2560 DATA 20,F7,CD,DA,80,7D,
45,4A
2570 DATA CD,C0,80,20,FB,CD,
DA,80
2580 DATA 15,20,89,7D,45,4D,
CD,C0
2590 DATA 80,20,FB,CD,DA,80,
1E,01
2600 DATA 7B,45,4D,1C,CD,C0,
80,20
2610 DATA F7,CD,DA,80,1E,01,
7B,43
2620 DATA 4D,CD,C0,80,20,FB,
CD,DA
2630 DATA 80,1E,01,7D,43,4D,
1C,CD
2640 DATA C0,80,20,F7,CD,DA,
80,C9
2650 DATA F5,79,3D,87,87,87,
87,05
2660 DATA 80,80,80,80,47,F1,
3D,80
2670 DATA 32,D5,80,DD,7E,00,
84,67
2680 DATA 2D,C9,7C,32,E0,80,
FD,34
2690 DATA 00,21,04,00,C9
2700 DATA FIN
2710 '
2720 '-----
2730 ' JEU DE LA MACHINE
2740 '-----
2750 '
2760 MX=-1E+10:MN=1E+10:t=0
2770 FOR a=0 TO 63
2780 IF PEEK(&7000+a)<>0 THEN
N 2850
2790 POKE &7000+a,1
2800 CALL &8000
2810 s=PEEK(&7801)+100*PEEK(
&7802)+10000*PEEK(&7803)+1E+
10*PEEK(&7804)-10*PEEK(&7805
)-1000*PEEK(&780A)-100000*PE
EK(&780F)-1E+10*PEEK(&7814)
2820 IF s<MX THEN MX=s:t=a
2830 IF s<MN THEN MN=s
2840 POKE &7000+a,0
2850 NEXT
2860 IF MN<-100000000 THEN R
ETURN
2870 IF MN=0 AND MX=0 THEN R
ETURN
2880 POKE &7000+t,1
2890 LOCATE#1,(t AND &C)+2*(
t\16)+4, 21-5*(t AND 3)-(t\1
E)
2900 PEN#1,1
2910 PRINT#1,CHR$(22)CHR$(1)
CHR$(252) CHR$(253)CH
R$(22)CHR$(0);
2920 RETURN
2930 '
2940 '-----
2950 ' TRACE DU TERRAIN
2960 '-----
2970 '
2980 CLG
2990 PRINT CHR$(23)CHR$(3)
3000 WINDOW SWAP 0,1:TAG
3010 FOR i=0 TO 3
3020 FOR j=0 TO 4
3030 MOVE 64*j+16,80*i+8:DRA
WR 0,8,2: DRAWR 128,64
3040 IF j=4 THEN DRAWR 0,-8:
DRAWR -128,-64
3050 PLOT 32*j+16,80*i+16*j+
16
3060 DRAWR 256,0:DRAWR 0,-8
3070 IF j=0 THEN DRAWR -256,
0:DRAWR 0,8: MOVER -16,4:PLD
TR 600,0,3: MOVER -600,0:PRI
NT CHR$(85+i);
3080 NEXT j,i
3090 MOVE 280,24:PLOTR 600,0
,3: MOVER -600,3:PRINT"1";
3100 MOVER 18,16:PRINT"2";
3110 MOVER 18,16:PRINT"3";
3120 MOVER 18,16:PRINT"4";
3130 TAGOFF
3140 PEN 3
3150 PRINT CHR$(22)CHR$(1);
3160 LOCATE 3,22:PRINT"A B
C D
3170 WINDOW SWAP 0,1
3180 PRINT CHR$(22)CHR$(0)
3190 FOR i=0 TO 63:POKE &700
0+i,0:NEXT
3200 RETURN
3210 '
3220 '-----
3230 ' SAISIE DU COUP DU
JOUEUR
3240 '-----
3250 '
3260 IF o<>0 THEN EVERY 15,1
GOSUB 3500
3270 PRINT TAB(7)"Du jouez v
ous ? ---
3280 SOUND 2,15,-1,15,1
3290 x=23
3300 a=0:b=0:c=0
3310 k$="":WHILE k$=""
3320 k$=UPPER$(INKEY$):WEND
3330 IF k$=CHR$(&7F) THEN 327
0
3340 i=ASC(k$)
3350 IF i>=85 AND i<=88 AND
a=0 THEN a=i-84:LOCATE x,1:P
RINT k$:SOUND 130,20,-1,15,1
:x=x+1
3360 IF i>=65 AND i<=68 AND
b=0 THEN b=i-64:LOCA
TE x,1:PRINT k$:SOUND
130,20,-1,15,1:x=x+1
3370 IF i>=49 AND i<=52 AND
c=0 THEN c=i-48:LOCA
TE x,1:PRINT k$:SOUND
130,20,-1,15,1:x=x+1
3380 IF a=0 OR b=0 OR c=0 TH
EN 3310
3390 t1=a+4*b+16*c-21
3400 IF PEEK(&7000+t1) THEN
PRINT TAB(8) "Case de ja
occupee!!!":SOUND 130,
2110,-1,15,2:WHILE SQ(2)<>4
:WEND: GOTO 3270
3410 POKE &7000+t1,5
3420 i=REMAIN(1)
3430 IF o<>0 AND p=0 THEN GO
SUB 3500
3440 LOCATE#1,(t1 AND &C)+2*(
t1\16)+4, 21-5*(t1 AN
D 3)-(t1\16)
3450 PEN#1,3
3460 PRINT#1,CHR$(22)CHR$(1)
CHR$(254) CHR$(255)CH
R$(22)CHR$(0)
3470 CLS
3480 n=n+1:RETURN
3490 '
3500 IF p THEN PEN #1,2:PRIN
T#1,CHR$(8) CHR$(8)"__"
;:ELSE PEN#1,1:PRINT#1,
CHR$(8)CHR$(8)CHR$(22)CHR$(
1)CHR$( 252)CHR$(253)C
HR$(22)CHR$(0);
3510 p=1-p:RETURN
3520 '
3530 '
3540 '-----
3550 ' PARTIE NULLE
3560 '-----
3570 '
3580 PRINT TAB(14)"Partie nu
lle...
3590 RESTORE 3650
3600 READ n:WHILE n<>0
3610 IF( SQ(2)AND 7)<>0 THEN
SOUND 2,n,30,15,1 ELSE 3610
3620 READ n:WEND
3630 WHILE (SQ(2)AND 7)<>4:W
END
3640 GOTO 4030
3650 DATA 30,24,20,15,20,24,
30,40,32
3660 DATA 30,0
3670 '
3680 '-----
3690 ' LE JOUEUR A GAGNE
3700 '-----
3710 '
3720 PRINT TAB(9) "Sinceres
felicitations!!!"
3730 RESTORE 3790
3740 READ n:WHILE n<>0:READ
d
3750 IF( SQ(2)AND 7)<>0 THEN
SOUND 2,n,d,15,1 ELSE 3750
3760 READ n:WEND
3770 WHILE (SQ(2)AND 7)<>4:W
END
3780 GOTO 4030
3790 DATA 40,15,40,45,40,15,
30,30
3800 DATA 24,15,20,15,15,45,
30,15

```



### 3D MORPION

```
3810 DATA 40,45,27,15,30,-1,0
3820 '
3830 '-----
3840 ' LA MACHINE A GAGNE
3850 '-----
3860 '
3870 EVERY 15,1 GOSUB 3500
3880 PRINT TAB(11)"Amicaleme
nt votre...
3890 FOR i=1 TO 2
3900 RESTORE 3960
3910 READ n:WHILE n<>0:READ
d
3920 IF (SQ(2)AND 7)<>0 THEN
SOUND 2,n,d,15,1 ELSE 3920
3930 READ n:WEND
3940 NEXT
3950 WHILE (SQ(2)AND 7)<>4:W
END
3960 DATA 30,15,30,15,40,15,
27,15
3970 DATA 30,30,40,30,0
3980 '
3990 '-----
4000 ' NOUVELLE PARTIE ?
4010 '-----
4020 '
4030 LOCATE#3,12,3:PRINT#3,
"Pressez une touche"
4040 WHILE INKEY$("<")"";WEND
4050 WHILE INKEY$="":WEND
4060 i=REMAIN(1):CLS
4070 GOTO 1260
```

# LA BOULE INFERNALE

Une boule en folie doit détruire un tas de bidules, malgré les murets pas sympas qui lui font obstacle; de l'habileté s'impose...

Patrick BENITAH

Mode d'emploi :  
Les règles sont incluses.

```
10 '-----
20 '
30 ' (c) 1985 par P.Benitah
40 '-----
50 '
60 GOSUB 150' INIT
70 GOSUB 450' ECRAN
80 GOSUB 820' JEU
90 GOSUB 1050' STOP
100 MODE 1:PEN 1:INK 1,24:PA
PER 0:INK 0,0:BORDER 0
110 GOTO 70
120 '
130 ' INIT
140 '
150 KEY 128,"MODE 1:PEN 1:IN
K 1,26:PAPER 0:INK 0,0:BORDE
R 0:LIST"+CHR$(13)
160 INK 1,24
170 INK 2,14
180 INK 3,20
190 INK 0,0
200 BORDER 0
210 SYMBOL AFTER 127
220 SYMBOL 128,255,129,129,1
29,129,129,129,255
230 SYMBOL 130,0,60,110,94,9
4,126,60,0
240 SYMBOL 129,218,218,0,182
,182,0,218,218
250 SYMBOL 131,128,8,48,116,
2,61,68,187
260 GOSUB 1340:MODE 1
270 DIM HS(10),HS$(10)
280 FOR N=1 TO 10
290 HS(N)=99
300 HS$(N)="???"
310 NEXT N
320 DEF FNPOINT(P1,Q1)=TEST(
(P1-1)*16,(25-Q1)*16)
330 RANDOMIZE TIME
340 FOR N=0 TO 3
350 A$(N)=CHR$(N+128)
360 NEXT N
370 P2=3
380 ENT 1,15,-1,3
390 ENV 1,15,-1,3
400 ENT 2,15,1,3
410 RETURN
420 '
430 ' ECRAN
440 '
450 CLS:PEN 2
460 FOR N=1 TO 40
470 LOCATE N,1:PRINT A$(0);
480 LOCATE N,25:PRINT A$(0);
490 IF N>25 THEN 520
500 LOCATE 1,N:PRINT A$(0);
510 LOCATE 40,N:PRINT A$(0);
520 NEXT N
530 FOR N=1 TO 30
540 PEN P2
550 P=INT(RND*34)+4
560 Q=INT(RND*23)+2
570 IF FNPOINT(P,Q)<>0 OR FN
POINT(P+2,Q)<>0 OR FNPOINT(P
-2,Q)<>0 THEN 550
580 IF P2=3 THEN P2=1 ELSE P
2=3
590 LOCATE P,Q
600 PRINT A$(P2)
610 NEXT N
620 X=INT(RND*34)+4
630 Y=INT(RND*23)+2
640 IF FNPOINT(X,Y)<>0 THEN
620
650 X1=1:Y1=0:SC=0:TME=0:I$=
"":M=10
660 LOCATE X,Y
670 PRINT A$(2)
680 LOCATE 12,1
690 PEN 1
700 PRINT"(ESPACE) POUR JOUE
R"
710 WHILE INKEY$("<")CHR$(32):W
END
720 FOR N=12 TO 32
730 LOCATE N,1
740 PEN 2:PRINT A$(0);
750 NEXT N
760 DATUM=INT(TIME/300)
770 PEN 1
780 RETURN
790 '
800 ' JEU
810 '
820 I$=INKEY$:J=JOY(0)
830 IF I$="" AND J=0 THEN 86
0
840 IF I$=":" OR J=1 THEN Y1
=-1:GOTO 860
850 IF I$="," OR J=2 THEN Y1
=1:GOTO 860
860 X=X+X1:Y=Y+Y1:IF Y=1 OR
Y=25 THEN Y=Y-Y1:Y1=0
870 POINT=FNPOINT(X,Y)
880 LOCATE X-X1,Y-Y1
890 PRINT " ";
900 LOCATE X,Y
910 PRINT A$(2);
920 IF POINT<>0 THEN 940
930 Y1=0:GOTO 820
940 REM erreur
950 IF POINT=2 THEN PEN 2:LO
CATE X,Y:PRINT A$(0);:SOUND
129,100,45,15,1,2,0:PEN 1:X=
X-X1:X1=-X1:X=X+X1:GOTO 930
960 IF POINT=1 THEN LOCATE X
```

```

,Y:PRINT" ";:X=X-X1:X1=-X1:X
=X+X1:SOUND 130,200,45,15,1,
1,0:SC=SC+1:IF SC<15 THEN 93
0 ELSE TME=((TIME/300)-DATUM
):GOSUB 2260:RETURN
970 FOR N=30 TO 1 STEP -0.1
980 SOUND 130,0,4,N/4,0,0,N:
BORDER INT(RND*26)+1
990 NEXT N:BORDER 0
1000 TME=9999
1010 RETURN
1020 '
1030 '          STOP
1040 '
1050 MODE 1
1060 IF TME<HS(10) THEN GOSU
B 1970
1070 CLS
1080 LOCATE 16,2
1090 PRINT"TOP 10"
1100 WINDOW #1,11,34,4,14:LD
CATE #1,1,11
1110 FOR N=1 TO 10
1120 IF N<10 THEN PRINT#1,"
";
1130 PEN #1,INT(RND*3)+1:IF
N=M+1 THEN PEN #1,0:PAPER #1
,1
1140 PRINT#1,N;"-";HS#(N);".
..";HS(N)
1150 IF N=M+1 THEN PEN #1,1:
PAPER #1,0
1160 NEXT N
1170 FOR N=11 TO 26
1180 PEN INT(RND*3)+1
1190 LOCATE N,3:PRINT CHR$(1
27);
1200 LOCATE N,15:PRINT CHR$(
127);
1210 NEXT N
1220 FOR N=3 TO 15
1230 PEN INT(RND*3)+1
1240 LOCATE 11,N:PRINT CHR$(
127);
1250 LOCATE 26,N:PRINT CHR$(
127);
1260 NEXT N
1270 LOCATE 12,21:PRINT"<ESP
ACE> POUR JOUER";
1280 I$=INKEY$
1290 IF I$=CHR$(32) THEN RET
URN
1300 IF I$<>CHR$(32) THEN 12
80
1310 '
1320 '          INTRO
1330 '
1340 MODE 1
1350 INK 0,0:BORDER 0
1360 INK 1,26:INK 2,6:INK 3,
11
1370 SYMBOL 133,64,224,224,2
24,224,224,224,224,224
1380 SYMBOL 134,224,224,224,
224,224,255,127,63
1390 SYMBOL 136,0,0,0,0,0,24
8,252,248
1400 SYMBOL 135,31,63,127,22
4,224,224,224,255
1410 SYMBOL 138,255,255,224,
224,224,224,224,64
1420 SYMBOL 137,224,240,248,
28,28,28,28,252
1430 SYMBOL 139,252,252,28,2
8,28,28,28,8
1440 SYMBOL 140,127,255,224,
224,224,224,255,255
1450 SYMBOL 149,255,224,224,

```

```

224,224,255,255,127
1460 SYMBOL 141,192,224,240,
112,112,224,192,240
1470 SYMBOL 150,248,60,28,28
,60,252,248,240
1480 SYMBOL 142,15,63,127,11
2,224,224,224,224
1490 SYMBOL 151,224,224,224,
224,112,127,63,15
1500 SYMBOL 143,192,240,248,
56,28,28,28,28
1510 SYMBOL 152,28,28,28,28,
56,248,240,192
1520 SYMBOL 145,8,28,28,28,2
8,28,28,28
1530 SYMBOL 147,127,255,255,
224,224,254,255,254
1540 SYMBOL 148,248,252,248,
0,0,0,0,0
1550 SYMBOL 157,28,28,28,28,
28,28,28,8
1560 SYMBOL 159,112,248,252,
254,255,239,231,227
1570 SYMBOL 161,225,224,224,
224,224,224,224,64
1580 SYMBOL 162,252,252,124,
60,28,28,28,8
1590 SYMBOL 160,8,28,28,28,2
8,156,220,252
1600 SYMBOL 165,224,224,224,
224,224,224,224,64
1610 SYMBOL 166,127,255,224,
224,224,224,255,255
1620 SYMBOL 168,255,225,224,
224,224,224,224,64
1630 SYMBOL 167,192,224,240,
112,112,240,224,192
1640 SYMBOL 169,192,224,240,
120,56,28,28,8
1641 SYMBOL 200,255,255,255,
255,255,119,0,0
1642 SYMBOL 201,128,128,128,
128,128,0,0,0
1643 SYMBOL 202,119,119,119,
119,119,0,0,0
1650 PRINT:PRINT:PRINT
1660 PRINT CHR$(32)+CHR$(32)
+CHR$(32)+CHR$(133)+CHR$(32)
+CHR$(135)+CHR$(137)+CHR$(32)
+CHR$(32)+CHR$(140)+CHR$(14
1)+CHR$(142)+CHR$(143)+CHR$(
133)+CHR$(145)+CHR$(133)+CHR
$(32)+CHR$(147)+CHR$(148)+CH
R$(32)+CHR$(145)+CHR$(159)+C
HR$(160)+CHR$(147)+CHR$(148)
;
1670 PRINT CHR$(147)+CHR$(14
8)+CHR$(166)+CHR$(167)+CHR$(
159)+CHR$(160)+CHR$(135)+CHR
$(137)+CHR$(133)+CHR$(32)+CH
R$(147)+CHR$(148)
1680 PRINT CHR$(32)+CHR$(32)
+CHR$(32)+CHR$(134)+CHR$(136
)+CHR$(138)+CHR$(139)+CHR$(3
2)+CHR$(32)+CHR$(149)+CHR$(1
50)+CHR$(151)+CHR$(152)+CHR$(
151)+CHR$(152)+CHR$(134)+CH
R$(136)+CHR$(134)+CHR$(136)+
CHR$(32)+CHR$(157)+CHR$(161)
+CHR$(162)+CHR$(165)+CHR$(32
);
1690 PRINT CHR$(134)+CHR$(13
6)+CHR$(168)+CHR$(169)+CHR$(
161)+CHR$(162)+CHR$(138)+CHR
$(139)+CHR$(134)+CHR$(136)+C
HR$(134)+CHR$(136)
1691 PLOT 30,300,1:DRAW 610,
300,1

```

```

1692 PLOT 20,295,3:DRAW 620,
295,3
1695 R=60:XA=520:YA=80
1700 Z=R^2:FOR DX=-R TO R ST
EP 2:OY=SGR(Z-(DX^2)):PLOT X
A+DX,YA+OY,2:DRAW XA+DX,YA-O
Y,2:NEXT
1701 PLOT 535,92,0:DRAW 550,
96,0:PLOT 535,92,0:DRAW 560,
96,0:PLOT 505,92,0:DRAW 490,
96,0:PLOT 505,92,0:DRAW 480,
96,0:PLOT 515,80,0:DRAW 505,
78,0:PLOT 525,80,0:DRAW 535,
78,0:PLOT 500,65,0:DRAW 540,
65,0
1702 PRINT CHR$(22)+CHR$(1)
1703 LOCATE 33,22:PEN 0:PRIN
T CHR$(200)+CHR$(201):PEN 1:
LOCATE 33,22:PRINT CHR$(202)
1710 PEN 2:LOCATE 8,24:PRINT
"<ESPACE> POUR JOUER":I=1
1715 PRINT CHR$(22)+CHR$(0)
1720 WHILE INKEY$<>" ":INK 1
,11:INK 3,26:FOR o=1 TO 100:
NEXT:INK 1,26:INK 3,11:FOR o
=1 TO 100:NEXT:WEND
1730 MODE 0:PAPER 0:BORDER 5
:CLS
1740 FOR N=1 TO 9
1750 READ A$
1760 GOSUB 1800
1770 NEXT N
1780 WHILE INKEY$<>" ":INK I
NT(RND*10)+2,INT(RND*26)+1:W
END
1790 RETURN
1800 A=LEN(A$):A=10-A/2:A=A*
32
1810 D1=INT(RND(1)*10)+2
1820 PLOT 1000,1000,D1
1830 MOVE A,(25-(N*2))*16:TA
G:PRINT A$;:TAGOFF
1840 RETURN
1850 DATA "LE BUT DU JEU"
1860 DATA "EST DE FRAPPER LE
S ■"
1870 DATA "SANS S'ECRASER SU
R"
1880 DATA "LES "
1890 DATA "BONNE CHANCE"
1900 DATA ": - HAUT"
1910 DATA ". - BAS"
1920 DATA "OU JOYSTICK"
1930 DATA "<ESPACE> POUR JOU
ER"
1940 '
1950 '          NOMS
1960 '
1970 CLS:TME=INT(TME)
1980 PRINT TAB(12);"FELICITA
TIONS"
1990 PRINT TAB(12);"\=====
====/"
2000 PRINT TAB(12);" \=====
====/"
2010 PRINT TAB(12);"TEMPS :
";TME" SECS"
2020 PRINT TAB(4);"VOUS ETES

```



## LA BOULE INFERNALE

```
DANS LES DIX MEILLEURS TEMP
S."
2030 PRINT TAB(3);"UTILISEZ
: ET , POUR CHANGER LES LETT
RES"
2040 PRINT TAB(4);"ET <ENTER
> POUR CHANGER DE COLONNE."
2050 LOCATE 18,14:PRINT"AAA"
2060 FOR N=1 TO 3
2070 B$(N)="A"
2080 CO=65
2090 I$=INKEY$
2100 IF I$="" THEN CO=CO+1:
IF CO=92 THEN CO=65
2110 IF I$="." THEN CO=CO-1:
IF CO=64 THEN CO=91
2120 PAPER 1:PEN 0
2130 LOCATE 17+N,14:PRINT CH
```

```
R$(CO):B$(N)=CHR$(CO)
2140 IF I$=CHR$(13) THEN PAP
ER 0:PEN 1:LOCATE 17+N,14:PR
INT CHR$(CO);:GOTO 2160
2150 GOTO 2090
2160 NEXT N:HS(10)=TME:HS$(1
0)=" "
2170 FOR N=1 TO 3
2180 HS$(10)=HS$(10)+B$(N)
2190 NEXT N
2200 M=9
2210 IF HS(M)>HS(M+1) THEN G
$=HS$(M):G=HS(M):HS$(M)=HS$(
M+1):HS(M)=HS(M+1):HS(M+1)=G
:HS$(M+1)=G$:M=M-1:IF M>0 TH
EN 2210
2220 RETURN
2230 '
```

```
2240 ' FINI
2250 '
2260 FOR N=1 TO 26 STEP 0.5
2270 INK 0,N
2280 INK 2,27-N
2290 INK 3,27-N
2300 FOR T=1 TO 40:NEXT T
2310 SOUND 130,0,5,15,0,0,N:
NEXT N
2320 INK 0,0
2330 INK 2,14
2340 INK 3,20
2350 INK 1,9
2360 RETURN
```

# MEYNAUPEDE

Si vous réussissez l'exploit de taper ce programme sans vous tromper dans les "DATA", vous aurez droit à un jeu qui pourrait bien avoir raison de votre santé mentale.

Fred HABAUZIT et Ted PASQUIER

```
10 REM * * * * *
20 REM fred HABAUZIT et
30 REM ted PASQUIER
40 REM * * * * *
50 REM present
60 REM * * * * *
70 REM MEYNAUPEDE
80 REM * * * * *
90 DIM x(250),y(250)
100 MODE 1
110 f1$=CHR$(240)
120 f2$=CHR$(241)
130 f3$=CHR$(242)
140 f4$=CHR$(243)
150 REM * * * * *
160 REM presentation du jeu
170 REM * * * * *
180 CLS
190 WINDOW 5,35,5,22
200 INK 1,24
210 INK 2,6,9
220 INK 3,26
230 LOCATE 10,1
240 PEN 2
250 PRINT "MEYNAUPEDE"
260 LOCATE 5,3
270 PEN 3
280 PRINT "par fred and ted
(1985)"
290 BORDER 15,18
300 PEN 1
310 LOCATE 1,7
320 PRINT "1: regles de ce j
eu genial"
330 PRINT:PRINT "2: jeu (pla
y en anglais)"
340 PRINT:PRINT "3: deplacem
ent avec curseur"
```

```
350 PRINT:PRINT "4: redefini
tion des touches"
360 PRINT:PRINT "5: joystick
"
370 z$=INKEY$:IF z$="" THEN
370
380 IF z$="1" THEN 710
390 IF z$="2" THEN CLS:GOTO
880
400 IF z$="3" THEN 110
410 IF z$="4" THEN 500
420 IF z$("<)"="5" THEN 370
430 REM * * * JOYSTICK * * *
440 f1$=CHR$(11)
450 f2$=CHR$(10)
460 f3$=CHR$(8)
470 f4$=CHR$(9)
480 GOTO 180
490 REM * REDEFINITION *
500 CLS
510 LOCATE 3,1
520 PRINT "redefinition"
530 PRINT:PRINT:PRINT "HAUT
? ";
550 GOSUB 670:f1$=b$
560 PRINT:PRINT"BAS ? ";
580 GOSUB 670:f2$=b$
590 PRINT:PRINT "GAUCHE ? ";
610 GOSUB 670:f3$=b$
620 PRINT:PRINT "DROITE ? ";
640 GOSUB 670:f4$=b$
650 CLS
660 GOTO 200
670 b$=INKEY$:IF b$("<)" THEN
PRINT b$ ELSE 670
675 SOUND 1,2056,10,7
680 PRINT "OK"
690 RETURN
```

```
700 REM * REGLE DU JEU * *
710 CLS
720 PRINT " bonjour et b
ienvenu(e) au beau royaume d
e MEYNAUPEDE la chenille.C
omme vous le savez ceci est
un jeu et peut vous cause
r quelques sequelles pp
ssssyychologiques.Attention
cette maladie est contagieu
se, mefiez vous...":
730 PRINT "Si vous etes pret
s,appuyer sur une touche sin
on vendez moi... ou allez jo
uer aux billes.."
740 a$=INKEY$:IF a$="" THEN
740
750 CLS
760 :PRINT "Bien passons a d
es choses plus serieuses.La
regle est simple..Vous deve
z guider MEYNAUPEDE au mili
eu des jardins de GIRARD cha
que fois que MEYNAUPEDE m
ange une pastille,elle gross
itMais attention elle ne doi
t passe mordre la queue,";
770 PRINT " elle mourrait su
r le champs":PRINT" <appu
yer sur une touche)"
780 a$=INKEY$:IF a$="" THEN
780
790 CLS
800 PRINT "Sachez que chaque
pastilles que MEYNAUPED
E mangera vous rapportera
11 points.De plus,
letemps qu
```

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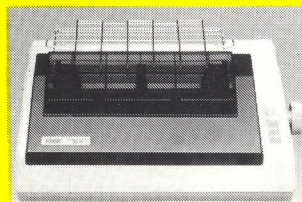


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 Tout papier.

**star SG.10**



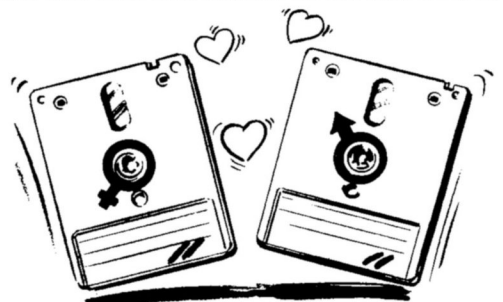
ENFIN ! Le Farnieux Lecteur JASMIN 2 comme 2\* Lecteur pour AMSTRAD AU PRIX INCROYABLE DE 1290 F. TTC  
 Disquette vierge 3' : 65 F. TTC.  
 ARTICLES LIVRES DANS LA LIMITE DES STOCKS DISPONIBLES.

BON DE COMMANDE par CORRESPONDANCE  
**TRAN sarl - 53, impasse Blériot**  
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ANNONCE RÉSERVÉE AUX PROFESSIONNELS

# EDITEURS

PROPRIÉTAIRES DES DROITS DE REPRODUCTION



**KBI ASSURE LA REPRODUCTION**

ou duplication  
 de vos disquettes ou cassettes

Tout formatage 3", 3" 1/2, 5" 1/4.

Vérification de chaque disquette (certification à 100%), possibilités de protections.  
 Nous prenons également en charge le conditionnement,  
 la création de jaquettes, l'impression des docs...

I-STUDIO (1) 42.77.06.04

DEMANDEZ M. N'GUYEN Directeur commercial au (1) 46.02.40.00

```

e vous mettez pour fair
e chaque tableaux, vous do
nneras un certain BONUS. Vous
devez mettre moins de 1 min
utes";
810 PRINT "et 30 secondes pou
r chaque tableaux. Un aut
re bonus de 1000 points, vo
us est accorde chaque fo
is que vous passez un table
au": PRINT "Une derniere cons
igne, sachez que l'importan
t n'est pas de participer
mais de gagner... bon appe
tit
820 PRINT " (tapez une
touche) "
830 PRINT
840 a$=INKEY$: IF a$="" THEN
840
850 CLS
860 GOTO 200
870 REM * INITIALISATION *
880 MODE 1
890 BORDER 0
900 RESTORE
910 pt=0: pq=0
920 tps=0
930 nu=0
940 sc=0: nb=0: ta=0
950 SYMBOL AFTER 1
960 SYMBOL 160,0,0,0,0,0,0,0
,0
970 SYMBOL 147,24,24,24,31,3
1,0,0
980 GOTO 1730
990 x=6: y=2
1000 y(2)=2: x(2)=6
1010 x(1)=6: y(1)=2
1020 pt=1: pq=0
1030 ti=TIME
1040 PEN 1
1050 LOCATE 25,25
1060 PRINT CHR$(164);
1070 PRINT " fred & ted "
1080 PEN 2
1090 LOCATE 26,15
1100 PRINT "HAUT : "; f1$
1110 LOCATE 26,17
1120 PRINT "BAS : "; f2$
1130 LOCATE 26,19
1140 PRINT "GAUCHE : "; f3$
1150 LOCATE 26,21
1160 PRINT "DROITE : "; f4$
1170 PEN 3
1180 LOCATE 26,23
1190 PRINT "STAGE: "; ta
1200 REM * * DEPLACEMENT *
1210 pq=-pq*(pq<250)
1220 pq=pq+1
1230 pt=-pt*(pt<250)
1240 pt=pt+1
1250 x(pt)=x:y(pt)=y
1260 LOCATE x,y
1270 PRINT "e"
1280 LOCATE x(pq),y(pq)
1290 PRINT " "
1300 GOTO 1350
1310 x(pt)=x:y(pt)=y
1320 LOCATE x,y
1330 PRINT "e"
1340 REM * CHOIX DE LA
DIRECTION *
1350 q$=INKEY$
1360 IF q$=f1$ OR q$=f2$ OR
q$=f3$ OR q$=f4$ THEN a$=q$
1370 y=y+(a$=f1$)-(a$=f2$)
1380 x=x+(a$=f3$)-(a$=f4$)
1390 q=TEST(x*16-9,(25-y)*16

```

```

+6)
1400 DN q+1 GOTO 1210,1410,1
440,1520
1410 y=y-(a$=f1$)+(a$=f2$)
1420 x=x-(a$=f3$)+(a$=f4$)
1430 GOTO 1310
1440 nb=nb+1
1450 GOSUB 2260
1460 pt=-pt*(pt<250)
1470 pt=pt+1
1480 REM * TEST CHANGEMENT
DE TABLEUX
1490 IF nb(<)kc+nu THEN 1310
1500 GOTO 1680
1510 REM PARTIE TERMINEE *
1520 IF x=x(pt-1) AND y=y(pt
-1) THEN 1410
1530 sc=sc+nb*11
1540 GOSUB 2070
1550 LOCATE 24,10
1560 PRINT SPACE$(13)
1570 LOCATE 25,8
1580 PRINT SPACE$(13)
1590 GOSUB 3350
1600 LOCATE 25,8
1610 FOR i=1 TO 2000
1620 NEXT i
1630 PRINT "UNE AUTRE ?"
1640 d$=INKEY$: IF d$="" THEN
1640
1650 IF d$="o" OR d$="0" OR
d$="X" THEN CLS: GOTO 900
1660 IF d$="n" OR d$="N" THE
N CLS: GOTO 130
1670 GOTO 1640
1680 tps=TIME-ti
1690 REM * CALCUL DU SCORE *
1700 IF tps<36000 THEN sc=sc
+38000-tps
1710 sc=sc+nb*11
1720 REM CHANGEMENT DE
TABLEAU
1730 nb=0
1740 ENV 1,100,2,2
1750 ENT 1,100,-2,2
1760 SOUND 1,284,200,1,1,1
1770 READ a1,a2,a3,qw,kc
1780 INK 1,a1
1790 INK 2,a2
1800 INK 3,a3
1810 CLS
1820 FOR i=1 TO 25
1830 FOR a=1 TO qw
1840 READ b
1850 PEN 1-(b=4)
1860 PRINT CHR$(b+140);
1870 PEN 1
1880 NEXT a
1890 PRINT: NEXT i
1900 REM ADDITION DE
PASTILLE
1910 ta=ta+1
1920 IF ta/4=INT(ta/4) THEN
RESTORE
1930 IF ta<5 THEN 2040
1940 nu=25*(INT(ta/4))
1950 FOR i=1 TO nu
1960 xx=INT(RND*(qw-2))+2
1970 yy=INT(RND*23)+2
1980 IF xx=6 AND yy=2 THEN 1
960
1990 LOCATE xx,yy
2000 IF TEST(xx*16-9,(25-yy)
*16+6)<0 THEN 1960
2010 PEN 2
2020 PRINT CHR$(144)
2030 NEXT i
2040 GOSUB 2070
2050 GOTO 990

```

## DEULIGNE

Entrez dans le cercle  
des supers rapides

```

10 CLS: INFU
T "RAYON"; X
: INPUT "HOR
IZONTALE ";
H: INPUT "VERTICALE "; V
: ORIGIN V, H: Y=0: S=-X: W
HILE X>Y: PLOT X, Y: PLOT
X, -Y: PLOT -X, Y: PLOT -
X, -Y: PLOT Y, X: PLOT Y, -
X: PLOT -Y, X: PLOT -Y, -X
: S=S+2*Y+1: Y=Y+1: IF S>
0 THEN S=S-2*X+2: X=X-1
20 WEND: END

```

ARRÊTE ! TU ME DONNES  
LE VERTIGE!



ce cercle-là peut être considéré comme  
vieux.

```

10 INPUT "CENTRE: ", A, B
: INPUT "RAYON: ", C: D=A+
C: E=B: F=0.01*A+0.141*B
: G=0.01*B-0.141*A: FOR
N=1 TO 45: I=F+0.99*D-0
.141*E: J=G+0.99*E+0.14
1*D
20 PLOT D, E: DRAW I, J: D
=I: E=J: NEXT

```

```

2060 REM AFFICHAGE
SCORE, TEMPS ...
2070 hi=-hi*(hi)=sc)-sc*(hi<
sc)
2080 LOCATE 25,5
2090 PEN 2
2100 PRINT "SCORE : ";
2110 LOCATE 32,5
2120 PEN 1
2130 PRINT sc
2140 LOCATE 25,2
2150 PEN 3
2160 PRINT "RECORD: "; hi
2170 IF ta=1 THEN RETURN
2180 LOCATE 25,8
2190 PRINT "TEMPS : ";
2200 LOCATE 24,10
2210 PRINT INT(tps/18000);
2220 PRINT "MIN";
2230 PRINT INT(tps/300-INT(t
ps/18000)*60);
2240 PRINT "SEC"
2250 RETURN
2260 ENV 1,100,3,1
2270 ENT 1,100,2,2
2280 SOUND 1,200,10,1,1,1,5
2290 RETURN
2300 REM PREMIER TABLEAU
2310 DATA 21,6,26,21,76,10,1
4,14,14,14,14,14,14,14,14,14
,14,14,14,14,14,14,14,14,14
,16
2320 DATA 09,04,20,20,20,20,
20,20,04,20,20,20,04,20,20,2
0,20,20,20,04,09
2330 DATA 09,20,10,14,14,04,
14,14,14,14,04,14,14,14,
14,04,14,14,16,20,09

```



3100 DATA 09,04,20,20,20,04,20,20,04,20,20,09,20,20,04,20,0,20,04,20,20,04,09  
 3110 DATA 09,20,09,04,14,14,18,14,14,14,04,09,04,14,14,14,18,14,14,04,09,20,09  
 3120 DATA 09,20,09,04,20,04,09,20,04,20,20,20,20,20,20,04,20,0,09,04,20,04,09,20,09  
 3130 DATA 09,04,09,20,09,20,09,04,14,14,14,18,14,14,14,14,04,09,20,09,20,09,04,09  
 3140 DATA 09,20,09,20,09,04,09,20,04,20,20,09,20,20,04,20,0,09,04,09,20,09,20,09  
 3150 DATA 09,04,04,20,09,20,20,20,10,14,04,09,04,14,1E,20,20,20,09,20,04,04,09  
 3160 DATA 11,14,14,14,19,14,04,14,17,20,20,09,20,20,11,14,04,14,19,14,14,17  
 3170 DATA 09,04,04,20,09,04,20,20,09,04,14,15,14,04,09,20,04,09,20,04,04,09  
 3180 DATA 09,20,09,20,20,20,09,04,20,20,04,20,04,20,20,04,09,20,09,20,09  
 3190 DATA 09,20,07,14,04,14,15,14,14,04,14,18,14,14,14,04,11,14,04,14,13,20,09  
 3200 DATA 09,04,20,04,20,20,20,04,20,20,04,09,04,04,20,2

0,09,20,20,04,20,04,09  
 3210 DATA 11,14,14,14,14,04,14,14,14,14,20,04,20,14,14,14,17,04,14,14,17  
 3220 DATA 09,04,20,04,20,20,20,04,20,20,04,09,04,04,20,20,09,20,20,04,20,04,09  
 3230 DATA 09,20,10,14,04,14,18,14,14,04,14,15,14,14,14,04,11,14,04,14,1E,20,09  
 3240 DATA 09,20,09,20,20,20,09,04,20,20,04,20,04,20,20,04,09,20,20,09,20,09  
 3250 DATA 09,04,04,20,09,04,20,20,09,04,14,18,14,04,09,20,20,04,09,20,04,09  
 3260 DATA 11,14,14,14,19,14,04,14,17,20,20,09,20,20,11,14,04,14,19,14,14,17  
 3270 DATA 09,04,04,20,09,20,20,20,07,14,04,09,04,14,13,20,20,09,20,04,04,09  
 3280 DATA 09,20,09,20,09,04,09,20,04,20,20,09,20,20,04,20,09,04,09,20,09,20,09  
 3290 DATA 09,04,09,20,09,20,09,04,09,04,14,14,14,15,14,14,14,04,09,20,09,20,09,04,09  
 3300 DATA 09,20,09,04,20,04,09,20,04,20,20,20,20,20,04,20,0,09,04,20,04,09,20,09  
 3310 DATA 09,20,09,04,14,14,

15,14,14,14,04,09,04,14,14,14,15,14,14,04,09,20,09  
 3320 DATA 09,04,20,20,20,04,20,20,04,20,20,09,20,20,04,20,0,20,04,20,20,04,09  
 3330 DATA 07,14,14,14,14,14,14,14,14,14,14,14,15,14,14,14,14,4,14,14,14,14,14,14,14  
 3340 REM MUSIQUE FINALE  
 3350 SOUND 1,500,100,15  
 3360 SOUND 1,0,2  
 3370 SOUND 1,500,75,15  
 3380 SOUND 1,0,2  
 3390 SOUND 1,500,25,15  
 3400 SOUND 1,0,2  
 3410 SOUND 1,425,75,15  
 3420 SOUND 1,0,2  
 3430 SOUND 1,450,25,15  
 3440 SOUND 1,0,2  
 3450 SOUND 1,450,75,15  
 3460 SOUND 1,0,2  
 3470 SOUND 1,500,25,15  
 3480 SOUND 1,0,2  
 3490 SOUND 1,500,75,15  
 3500 SOUND 1,0,2  
 3510 SOUND 1,525,25,15  
 3520 SOUND 1,0,2  
 3530 SOUND 1,500,100,15  
 3540 RETURN

# INTÉRIEURS

Vous reprenez péniblement vos esprits dans une chambre inconnue et essayez, en vain, de rassembler vos pensées. L'évidence est cruelle : vous voilà amnésique ! L'examen des lieux ne fait qu'accroître votre malaise; ce décor vous serait-il familier ?..

Eric VON ASCHEBERG

## Mode d'emploi :

"Intérieurs" est un jeu d'aventure quelque peu différent des jeux traditionnels. Plus que des objets, ce sont des idées et surtout une histoire que vous devez découvrir, une situation que vous devez comprendre et... ce n'est pas de la tarte.

Après lancement, le premier dessin s'affiche ainsi qu'une flèche en bas à gauche, signifiant que vous pouvez taper vos instructions. Le programme s'efforcera de les interpréter (malgré d'éventuelles fautes de frappe ou d'orthographe), à condition toutefois de respecter la structure syntaxique suivante :

"JE VEUX" "VERBE" "COMPLEMENT DU VERBE" "COMPLEMENT DU NOM"

Sachez que : "JE VEUX" est facultatif, "VERBE" est TOUJOURS un verbe à l'infinitif, "COMPLEMENT DU VERBE" et "COMPLEMENT DU NOM" ne sont pas toujours indispensables ; exemples :

JE VEUX REGARDER LA CHAMBRE, peut s'écrire : REGARDER CHAMBRE.

JE VEUX VOIR LE LIVRE SUR LA TABLE, peut s'écrire : VOIR LIVRE SUR TABLE.

## De plus :

- Avant "VERBE", les articles LE ou LA sont acceptés.
- PRENDRE LA LETTRE SUR LE CANAPE, peut être suivi de LA LIRE.
- L'emploi des verbes transitifs est autorisé (exemple : JE VEUX M'ASSEOIR).

- Les adjectifs ne peuvent être employés.

- Il ne faut jamais mettre plus d'un espace entre deux mots.

QUELQUES REMARQUES : les objets vus à l'écran, sont supposés être à portée de la main; en conséquence, le verbe ALLER n'est pas utilisé pour les déplacements, ainsi que les commandes N, S, E, O (ou W). On utilise les expressions ME TOURNER A DROITE (ou GAUCHE), pour visualiser les différents endroits de la première pièce.

Le programme accepte un maximum de six mots après JE VEUX.

(S) signifie que le message affiché comporte une suite, qui s'affiche lors de l'appui sur une touche quelconque.

Un objet pris ne peut être reposé.

La baie vitrée du premier dessin ne peut s'ouvrir.

Les commandes sont valables partout dans une même pièce ; exemple : REGARDER LE TABLEAU sera compris, même si ce dernier n'est pas visible à l'écran.

QUELQUES CONSEILS : ce jeu n'est absolument pas fermé et vous ne pouvez être bloqué. Certains faits s'éclaircissent à la lumière d'autres. Utilisez au mieux votre sens de l'orientation et essayez de comprendre le "pourquoi" d'une situation; exemple : l'ordinateur ne vous laissera pas fouiller un tiroir qui n'est pas ouvert. Essayez d'être le plus précis possible. Il n'est pas dans l'esprit du jeu de dissimuler des objets, ces derniers sont toujours plus ou moins en évidence.

L'auteur tient à remercier Adriano CIMENTI qui a conçu les dessins, Christophe GROSJEAN qui a permis leur réalisation, les auteurs du programme CHAMP, le Saint-Esprit et bien sûr l'HHHEBDO, quoique...

# INTÉRIEURS

```

1 IF PF=0 THEN 10 ELSE CLS:P
RINT:PRINT"----" "+P$:GOTO 4
2 M$="":FOR I=1 TO LEN(P$):I
$=MID$(P$,I,1):IF I$=" " OR
I$="/" THEN M$=LEFT$(P$,I-1)
:P$=RIGHT$(P$,LEN(P$)-LEN(M$
)-1):RETURN
3 NEXT:RETURN ELSE RETURN
4 IF INKEY$="" THEN 4
5 CLS:RETURN
6 P$="D'accord.":GOTO 1
7 P$="C'est déjà fait.":GOTO
1
8 P$="C'est impossible.":GOT
0 1
9 RETURN
10 ON BREAK GOSUB 9:GOSUB 13
:GOSUB 15:p$=" "
11 LJ=0:PF=1:GOSUB 111:IF KK
=1 THEN M$=NA$
12 NA$=M$:KK=0:GOSUB 130:C$=
"":GOTO 11
13 MODE 1:INK 0,0:INK 1,10:I
NK 2,12:INK 3,6:PAPER 0:BORD
ER 0:WINDOW 1,40,20,24:CLS:W
INDOW #1,1,40,1,15:CA$="VW":
DEFINT D,I,J,K,L,T:DIM T(27)
:D=4
14 GOSUB 16:RETURN
15 IF D(<)DA THEN CLS:ON D GO
SUB 17,47,38,61,80 ELSE RETU
RN
16 RETURN:REM INITIALISATION
17 CLS #1:GOSUB 1000:PEN 2:D
A=1:RETURN
36 T(11)=1:GOSUB 1060:RETURN
37 T(11)=0:GOSUB 1060:RETURN
38 CLS #1:GOSUB 3000:PEN 2:D
A=3:RETURN
47 CLS #1:GOSUB 2000:PEN 2:D
A=2:RETURN
61 CLS #1:GOSUB 4000:PEN 2:D
A=4:RETURN
75 GOTO 4590
80 CLS #1:GOSUB 5000:DA=5:RE
TURN
105 GOTO 5020
106 T(6)=1:GOTO 5020
111 M$=""
112 CLS:PRINT:JD=7:P$="":LOC
ATE #0,1,2:PRINT"----")
113 JD$=INKEY$:IF JD$="" THE
N 113
114 IF JD$=CHR$(127) THEN IF
JD>7 THEN JD=JD-1:P$=LEFT$(
P$,LEN(P$)-1):LOCATE #0,JD,2
:PRINT"- ":GOTO 113 ELSE 113
115 IF JD$=CHR$(13) THEN 117
116 IF JD>39 THEN 113 ELSE L
OCATE #0,JD,2:PRINT JD$+"-":
P$=P$+JD$:JD=JD+1:GOTO 113
117 P$=UPPER$(P$):IF LEFT$(P
$,1)="" THEN P$=RIGHT$(P$,L
EN(P$)-1)
118 P$=P$+" ":IF LEFT$(P$,8)
="JE VEUX " THEN P$=RIGHT$(P
$,LEN(P$)-8)
119 GOSUB 2

```

```

121 V1$=M$:I$=STR$(LEN(M$)):
I$=RIGHT$(I$,LEN(I$)-1):V$=L
EFT$(M$,3)+I$
122 IF V$="LE2" OR V$="LA2"
OR V$="L1" THEN C$=CA$:KK=1:
GOSUB 2:GOTO 121
123 IF V$="ME2" OR V$="M1" T
HEN GOSUB 2:GOTO 121
124 IF V$="O" THEN P$="Que v
oulez-vous faire?":GOTO 1
125 GOSUB 2:IF M$="LE" OR M$
="LA" OR M$="LES" OR M$="L"
OR M$="AU" OR M$="A" OR M$="
AUX" THEN 125
126 IF C$(<)CA$ THEN C1$=M$:I
$=STR$(LEN(M$)):I$=RIGHT$(I$
,LEN(I$)-1):C$=LEFT$(M$,3)+I
$:CA$=C$
127 GOSUB 2:IF M$="LE" OR M$
="LA" OR M$="DU" OR M$="DE"
OR M$="SUR" OR M$="AU" OR M$
="DANS" OR M$="A" OR M$="L"
THEN 127
128 RETURN
130 IF V$="O" THEN RETURN EL
SE IF V1$="MERDE" OR V1$="CO
N" OR V1$="ABRUTI" OR V1$="I
DIOT" THEN 265 ELSE IF V1$="
VA" THEN 266 ELSE IF V1$="PA
UVRE" THEN 267
131 IF V$="REG8" OR V$="VOI4
" OR V$="OBS8" THEN 138 ELSE
IF V$="LIR4" THEN 280 ELSE
IF V$="OUV6" THEN 170 ELSE I
F V$="FER6" THEN 180
132 IF V$="TOU7" THEN 188 EL
SE IF V$="ALL7" THEN 192 ELS
E IF V$="SAI6" OR V$="PRE7"
OR V$="RAM8" OR V$="ATT8" TH
EN 197
133 IF V$="ETE8" THEN 215 EL
SE IF V$="ECR6" OR V$="NOT5"
OR V$="INS8" THEN 220 ELSE
IF V$="ECO7" THEN 226 ELSE I
F V$="LAV5" THEN 230
134 IF V$="INT10" OR V$="TAP
5" OR V$="MET6" THEN 232 ELS
E IF V$="FRA8" OR V$="PAS6"
THEN 243 ELSE IF V$="ASS7" T
HEN 246 ELSE IF V$="ALL5" TH
EN 247
135 IF V$="SAU6" THEN 250 EL
SE IF V$="CRI5" THEN 251 ELS
E IF V$="FOU8" THEN 252 ELSE
IF V$="CAS6" OR V$="DET8" T
HEN 264
136 IF V$="TEL10" THEN 268 E
LSE IF V$="LAI7" OR V$="DIR4
" OR V$="POS5" OR V$="DONE"
OR V$="JET5" THEN 272 ELSE I
F V$="LAC6" OR V$="LIB7" THE
N 277
137 IF LEN(V1$)>15 THEN 295
ELSE P$="Je ne connais pas l
e verbe : "+LOWER$(V1$)+".":
GOTO 1
138 IF C$="POR5" THEN 294 EL
SE IF C$="O" THEN 295 ELSE I

```

```

F C$="MIR6" THEN IF D=5 THEN
P$="Vous etes mal rase.":GO
TO 1 ELSE 296
139 IF (C$="LIV5" OR C$="TIT
5" OR C$="OUV7") THEN IF M$=
"TABLE" THEN P$="Le livre es
t d'andre Lwoff. Il y a une d
edicace.":GOTO 1:ELSE IF M$=
"" THEN 295 ELSE 296
140 IF C$="CHA7" THEN P$="El
le est amenee avec gout.":
GOTO 1
141 IF C$="LIV6" OR C$="TIT6
" THEN P$="Il y a des BD, de
s ouvrages de genetique e
t un traite de colombophilie
.":GOTO 1
142 IF C$="MUR4" THEN 294 EL
SE IF C$="MUR3" THEN IF M$="
GAUCHE" THEN D=- (D-1)*(D<5)-
4*(D<2)-4*(D=5):GOSUB 15:GOT
0 6:ELSE IF M$="DROITE" THEN
D=- (D+1)*(D<5)+4*(D=4)-4*(D
=5):GOSUB 15:GOTO 6 ELSE IF
M$="" THEN P$="Regardez le d
essin !":GOTO 1 ELSE 296
143 IF C$="CAG4" THEN P$="Il
y a un oiseau dedans.":GOTO
1
144 IF C$="CAN6" OR C$="DIV5
" THEN IF T(9)=0 THEN P$="Il
y a une lettre.":GOTO 1 ELS
E 294
145 IF C$="OIS6" THEN P$="C'
est un pigeon.":GOTO 1
146 IF C$="BUR6" THEN P$="Vo
us voyez un bel ordinateur M
SX et un lecteur":IF T(14)=
0 THEN P$=P$+" ainsi qu'une
disquette.":GOTO 1 ELSE p$=p
$+".":GOTO 1
147 IF C$="GAU6" THEN C$="MU
R3":M$="GAUCHE":GOTO 138
148 IF C$="DRO6" THEN C$="MU
R3":M$="DROITE":GOTO 138
149 IF C$="FIG6" THEN P$="C'
est un pigeon voyageur.":GOT
0 1
150 IF C$="TAB5" THEN P$="Il
y a un telephone, un repond
eur":IF T(26)=0 THEN P$=P$+"
ainsi qu'un livre.":GOTO 1:
ELSE P$=P$+".":GOTO 1
151 IF C$="VES5" THEN IF T(6
)=1 THEN 294 ELSE 297
152 IF C$="DIS9" THEN IF T(1
4)=1 THEN P$="Vous lisez : T
RAVAUX FINAUX.":GOTO 1 ELSE
297
153 IF C$="BIB12" THEN P$="I
l y a des livres (etonnant n
on?).":GOTO 1
154 IF C$="POS6" THEN P$="Vo
us voyez un poster de VALERI
E KAPRISKY.":GOTO 1
155 IF C$="TEL10" OR C$="TEL
4" THEN IF T(0)
=1 THEN P$="L

```



```

e film est bon.":GOTO 1:ELSE
p$="C'est une television en
couleurs.":GOTO 1
156 IF C$="POU8" OR C$="COR9
" THEN IF T(7)=0 THEN P$="Il
y a une lettre froissee ded
ans.":GOTO 1 ELSE 294
157 IF C$="LEC7" OR C$="TAB7
" OR C$="DEH6" OR C$="ORD10"
OR C$="FEN7" OR C$="TEL9" O
R C$="TOI9" OR C$="TRA6" OR
C$="PLA7" OR C$="REF9" OR C$
="DOU6" OR C$="CRA6" OR C$="
ARM7" OR C$="PAN8" OR C$="CA
RE" THEN 294
158 IF C$="BAG5" THEN IF T(1
)=1 THEN P$="Il y a un messa
ge a l'interieur.":GOTO 1:EL
SE 297
159 IF C$="POI7" THEN P$="El
le a ete sabotee.":GOTO 1
160 IF C$="MES7" THEN IF T(3
)=1 THEN 298 ELSE 297
161 IF C$="BRA4" THEN P$="Vo
us voyez des traces de piqu
es.":GOTO 1
162 IF C$="SOL3" OR C$="PLA8
" THEN P$="Il y a des journa
ux.":GOTO 1
163 IF C$="JOU8" OR C$="JOU7
" THEN P$="Il y a une semain
e de LIBERATION.":GOTO 1
164 IF C$="MAL8" OR C$="VAL6
" THEN IF T(4)=1 THEN P$="Vo
us trouvez une lettre du MIT
.":GOTO 1:ELSE P$="La mallet
te est en cuir.":GOTO 1
165 IF C$="TIR6" THEN 256
166 IF C$="CON7" THEN P$="Po
ur regarder son contenu, il
faut fouiller le tiroir.":GOT
O 1
167 IF C$="BLO10" OR C$="BLO
4" THEN IF T(5)=1 THEN P$="V
ous lisez: CODE=4954B":GOTO
1:ELSE 297
168 IF C$="PAP6" OR C$="FEU7
" THEN IF T(16)=1 THEN P$="L
a feuille est vierge.":GOTO
1:ELSE 297
169 GOTO 293
170 IF C$="TIR6" THEN IF M$=
"HAUT" THEN IF T(1)=1 THEN 7
:ELSE 309:ELSE IF M$="BAS" T
HEN IF T(2)=1 THEN 7:ELSE 31
0:ELSE IF M$="" THEN 295 ELS
E 296
171 IF C$="O" THEN 295
172 IF C$="ARM7" OR ( LEFT$
(C$,3)="POR" AND M$="ARMOIRE
") THEN IF D=5 THEN IF T(6)=
1 THEN 7 ELSE IF T(17)=0 THE
N P$="Vous voyez une veste."
:T(6)=1:GOSUB 106:GOTO 1:ELS
E GOSUB 106:T(6)=1:GOTO 6 EL
SE 296
173 IF C$="PLA7" THEN IF D=5
THEN P$="C'est une armoire.

```

```

":GOTO 1:ELSE 296
174 IF LEFT$(C$,3)="POR" AN
D M$="BIBLIOTHEQUE" THEN P$=
"Ce sont de fausses portes."
:GOTO 1
175 IF C$="POR5" THEN P$="La
poignee de la porte d'entre
e reste bloquee.":GOTO 1
176 IF C$="FEN7" THEN IF T(1
1)=1 THEN 7 ELSE IF DA=1 THE
N GOSUB 36:T(11)=1:GOTO 6 EL
SE T(11)=1:GOTO 6
177 IF C$="MAL8" OR C$="VAL6
" THEN IF T(12)=1 THEN IF T(
4)=1 THEN 7 ELSE T(4)=1:GOTO
6:ELSE P$="Vous n'avez pas
la cle.":GOTO 1
178 IF C$="CAG4" THEN C$="FI
G6":GOTO 277
179 GOTO 293
180 IF C$="TIR6" THEN IF M$=
"HAUT" THEN IF T(1)=0 THEN 7
:ELSE 311:ELSE IF M$="BAS" T
HEN IF T(2)=0 THEN 7:GOTO 1:
ELSE 312:ELSE IF M$="" THEN
295 ELSE 296
181 IF C$="O" THEN 295 ELSE
IF C$="CAG4" THEN IF T(22)<>
0 THEN P$="C'est inutile mai
ntenant.":GOTO 1 ELSE P$="El
le est deja fermee.":GOTO 1
182 IF C$="POR5" THEN P$="La
porte d'entree est deja fer
mee.":GOTO 1
183 IF C$="PLA7" THEN IF D=5
THEN P$="C'est une armoire!
":GOTO 1:ELSE 296
184 IF C$="ARM7" OR (LEFT$(C
$,3)="POR" AND M$="ARMOIRE")
THEN IF D=5 THEN IF T(6)=0
THEN 7 ELSE T(6)=0:GOSUB 105
:GOTO 6 ELSE 296
185 IF C$="FEN7" THEN IF T(1
1)=0 THEN 7 ELSE IF DA=1 THE
N GOSUB 37:T(11)=0:GOTO 6 EL
SE T(11)=0:GOTO 6
186 IF C$="MAL8" OR C$="VAL6
" THEN IF T(4)=1 THEN P$="La
issez la ouverte.":GOTO 1:EL
SE 7
187 GOTO 293
188 IF C$="POI7" THEN 138 EL
SE IF C$="O" THEN 295
189 IF C$="GAU6" THEN C$="MU
R3":M$="GAUCHE":GOTO 138
190 IF C$="DRO6" THEN C$="MU
R3":M$="DROITE":GOTO 138
191 GOTO 293
192 IF C$="TEL10" OR C$="TEL
4" THEN IF T(0)=1 THEN 7 ELS
E T(0)=1:GOSUB 299:GOTO 6
193 IF C$="O" THEN 295
194 IF C$="ORD10" THEN IF T(
13)=1 THEN 7 ELSE T(13)=1:P$
="Vous lisez : "+CHR$(34)+"-
Tapez votre code d'acces -
"+CHR$(34):GOTO 1
195 IF C$="MON8" OR C$="LEC7

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" OR C$="DRI5" THEN P$="Il s
'allume avec l'ordinateur.":
196 GOTO 293
197 IF C$="O" THEN 295
198 IF C$="BLO4" OR C$="BLO1
0" THEN IF T(1)=0 AND T(2)=1
THEN IF T(5)=1 THEN 7:ELSE
T(5)=1:GOTO 6:ELSE 8
199 IF C$="BAG5" THEN IF T(1
5)=1 THEN 7 ELSE IF T(1)=1 T
HEN T(15)=1:GOTO 6:ELSE 8
200 IF C$="FEU7" OR C$="PAP6
" THEN IF T(1)=1 THEN IF T(1
6)=1 THEN 7:ELSE T(16)=1:GOT
O 6 ELSE 8
201 IF C$="CRA6" OR C$="STY5
" THEN IF T(1)=1 THEN IF T(2
0)=1 THEN 7 ELSE T(20)=1:GOT
O 6 ELSE 8
202 IF C$="VES5" THEN IF T(1
7)=1 THEN 7 ELSE IF T(6)=0 T
HEN 8 ELSE T(17)=1:GOSUB 502
O:GOTO 6
203 IF C$="CAG6" THEN IF M$=
"POCHE" OR M$="VESTE" THEN I
F T(17)=1 THEN IF T(18)=1 TH
EN 7 ELSE T(18)=1:GOTO 6:ELS
E 8:ELSE 295
204 IF C$="CLE3" OR C$="CLE4
" THEN IF M$="POCHE" OR M$="
PANTALON" THEN IF T(12)=1 TH
EN 7 ELSE T(12)=1:GOTO 6:ELS
E IF M$="" THEN 295 ELSE 296
205 IF C$="DOU6" THEN C$="O"
:GOTO 230
206 IF C$="MES7" THEN IF T(1
5)=0 THEN 8 ELSE IF T(3)=1 T
HEN 7 ELSE T(3)=1:GOTO 6
207 IF C$="CAG4" OR C$="MAL7
" OR C$="VAL6" OR C$="ORD10"
OR C$="TEL10" OR C$="TEL9"
OR C$="COR9" OR C$="POU8" OR
C$="LIV6" THEN P$="C'est sa
ns interet.":GOTO 1
208 IF C$="LIV5" THEN IF M$=
"" THEN 295 ELSE IF M$="TABL
E" THEN IF T(26)=1 THEN 7 EL
SE T(26)=1:IF DA=2 THEN ORIG
IN 430,120:RESTORE 2210:GOSU
B 500:ORIGIN 0,0:GOTO 6 ELSE
6 ELSE 296
209 IF C$="DIS9" THEN IF T(1
4)=1 THEN 7 ELSE T(14)=1:IF
DA=4 THEN RESTORE 4210:ORIGI
N 450,190:GOSUB 500:ORIGIN 0
,0:GOTO 6 ELSE GOTO 6
210 IF C$<>"LET6" THEN 293
211 IF M$="MIT" OR M$="MALET
TE" THEN IF T(8)=1 THEN 7 EL
SE IF T(4)=1 THEN T(8)=1:GOT
O 6:ELSE 8
212 IF M$="POUBELLE" OR M$="
CORBEILLE" OR M$="NATACHA" T
HEN IF T(7)=1 THEN 7 ELSE T(
7)=1:GOTO 6
213 IF M$="CANAPE" OR M$="ME
NACES" OR M$="DIVAN" THEN IF
T(9)=1 THEN 7 ELSE T(9)=1:I
F DA=2 THEN RESTORE 2310:ORI
GIN 439,151:GOSUB 500:ORIGIN
0,0:GOTO 6 ELSE 6
214 GOTO 296
215 IF C$="TEL10" OR C$="TEL
4" THEN IF T(0)=0 THEN 7 ELS
E T(0)=0:GOTO 6
216 IF C$="O" THEN 295
217 IF C$="ORD10" THEN IF T(
13)=0 THEN 7 ELSE
T(13)=0:GOTO 6

```



T'EN FAIS PAS MA  
GISELE! ON SE MARIE  
QUAND MEME, ET  
TOUT SE PASSERA  
TRES BIEN!



# INTÉRIEURS

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218 IF C$="MON8" OR C$="LEC7
" OR C$="DRIS" THEN P$="Il s
'eteint avec l'ordinateur.":
GOTO 1
219 GOTO 293
220 IF C$="NAT7" THEN IF M$=
"PAPIER" OR M$="BLOC" OR M$=
"BLOC-NOTES" OR M$="FEUILLE"
THEN IF T(19)=1 THEN 7 ELSE
IF T(20)=1 AND (T(16)=1 OR
T(5)=1) THEN T(19)=1:GOTO 6
ELSE 8 ELSE 295
221 IF C$="0" THEN 295
222 IF C$="LET6" THEN P$="Vo
us n'avez pas de timbre.":GO
TO 1
223 IF C$="COD4" THEN P$="Vo
us avez ecrit le mot "+CHR$(
34)+"CODE"+CHR$(34)+.":GOTC
1
224 IF C$="4955" THEN P$="Vo
us avez note le code de votr
e immeuble.":GOTO 1
225 GOTO 293
226 IF ( LEFT$ (C$,3)="MES"
AND M$="REPONDEUR") OR C$="R
EP9" THEN 313
227 IF C$="0" THEN 294
228 IF C$="TEL10" OR C$="TEL
4" THEN P$="Vous pouvez meme
la regarder.":GOTO 1
229 GOTO 293
230 IF C$="0" THEN P$="Vous
avez des traces de piqures
sur le bras.":D=5:GOSUB 15:
GOTO 1
231 GOTO 293
232 IF C$="CLE3" OR C$="CLE4
" THEN IF T(12)=1 THEN IF M$
="MALETTE" THEN P$="La malet
te s'ouvre.":T(4)=1:GOTO 1 E
LSE IF M$="" THEN 295 ELSE P
$="Ou voulez-vous introduire
la cle ?":GOTO 1:ELSE 297
233 IF C$="0" THEN 295
234 IF C$="PAP6" OR C$="FEU7
" THEN IF M$="BAGUE" THEN IF
T(25)=0 THEN IF T(16)=1 AND
T(15)=1 THEN T(25)=1:GOTO 6
:ELSE 8:ELSE 7 ELSE IF M$=""
THEN 295 ELSE P$="Je ne com
prends pas.":GOTO 1
235 IF C$="BAG5" THEN IF T(1
5)=1 THEN IF M$="PIGEON" THE
N IF T(23)=1 THEN 7 ELSE T(2
3)=1:GOTO 6:ELSE IF M$="" TH
EN P$="Elle ne vous va pas.":
:GOTO 1:ELSE P$="Ou voulez-v
ous mettre la bague ?":GOTO
1:ELSE 297
236 IF C$="VES5" THEN IF T(1
7)=1 THEN P$="Elle vous va b
ien.":GOTO 1:ELSE 297
237 IF C$="DIS9" THEN IF M$=
"ORDINATEUR" OR M$="DRIVE" O
R M$="LECTEUR" THEN IF T(14)
=1 THEN 6 ELSE 297 ELSE IF M
$="" THEN 295 ELSE P$="Que v

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oulez-vous faire avec la
disquette ?":GOTO 1
238 IF T(13)=0 THEN IF C$="N
AT7" OR C$="COD4" OR C1$="49
54B" THEN 8 ELSE 293
239 IF C$="NAT7" THEN P$="L'
ordinateur repond:CODE VALID
E.":GOTO 1
240 IF C$="COD4" THEN P$="CO
DE n'est pas le bon mot de c
ode.":GOTO 1
241 IF C1$="4954B" THEN P$="
Vous avez tape le code de vo
tre immeuble. Cela ne marc
he pas.":GOTO 1
242 IF V$="TAP5" THEN P$="L'
ordinateur repond:CODE INVAL
IDE.":GOTO 1 ELSE 293
243 IF C$="POR5" THEN IF D=5
THEN D=4:GOSUB 15:GOTO 6 EL
SE D=5:GOSUB 15:GOTO 6
244 IF C$="0" THEN 295
245 GOTO 293
246 P$="Restez debout. Sinon
vous risquez de vous endorm
ir.":GOTO 1
247 IF C$="TOI9" OR C$="WC2"
OR C$="CHI8" THEN P$="Vous
vous sentez soulage.":D=5:GO
SUB 15:GOTO 1
248 IF C$="0" THEN 295
249 GOTO 293
250 P$="Je vous le deconseil
le.":GOTO 1
251 P$="Personne ne vous ent
end.":GOTO 1
252 IF C$="VES5" OR ( LEFT$
(C$,3)="POC" AND M$="VESTE")
THEN IF T(17)=1 THEN IF T(1
8)=0 THEN P$="Vous trouvez u
n carnet.":GOTO 1:ELSE 294 E
LSE 297
253 IF C$="0" THEN 295
254 IF C$="POU8" OR C$="COR9
" THEN IF T(7)=0 THEN P$="Vo
us trouvez une lettre.":GOTO
1:ELSE 294
255 IF C$="MAL8" THEN IF T(4
)=1 THEN IF T(8)=0 THEN P$="
Vous trouvez une lettre du M
IT.":GOTO 1:ELSE 294:ELSE P$
="La mallette est fermee.":G
OTO 1
256 IF C$="TIR6" THEN IF M$=
"HAUT" THEN IF T(1)=1 THEN G
OTO 303:ELSE 8:ELSE IF M$="B
AS" THEN IF T(1)=0 AND T(2)=
1 THEN GOTO 308:ELSE 8:ELSE
IF M$="" THEN 295 ELSE 296
257 IF C$="ARM7" THEN IF T(6
)=0 THEN 8 ELSE IF D<5 THEN
296 ELSE IF T(17)=1 THEN 29
4 ELSE P$="Il y a une veste.
":GOTO 1
258 IF C$="BIB12" THEN 294
259 IF C$="PAN8" OR ( LEFT$
(C$,3)="POC" AND M$="PANTALO
N") THEN IF T(12)=1 THEN 294

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ELSE P$="Il y a une cle dan
s votre poche.":GOTO 1
260 IF C$="POC5" OR C$="POC6
" THEN 295
261 IF C$="CAG4" THEN 294
262 IF C$="CHA7" THEN 295
263 GOTO 293
264 P$="Gardez votre calme !
":GOTO 1
265 IN=IN+1:IF IN=1 THEN P$=
"Restez poli SVP.":GOTO 1 EL
SE IF IN=2 THEN P$="Je vais
me facher !":GOTO 1 ELSE P$=
"Puisque c'est comme ca, je
ne joue plus.":GOSUB 1:CALL 0
266 IF C$="TE2" AND M$="FAIR
E" THEN P$="Pas avec toi en
tous les cas !":GOTO 1 ELSE
131
267 IF C$="DEB3" OR C$="CON3
" OR C$="MER5" OR C$="ABR5"
THEN P$="T'a vu ta gueule ?"
:GOTO 1 ELSE 131
268 IF C$="0" THEN 295
269 IF C1$="717-84-21" OR C1
$="16-1-717-84-21" THEN P$="
Vous etes en communication a
vec un repondeur.":T(21)=1:GO
TO 1
270 IF ( ASC (C$)<58 AND ASC
(C$)>47) AND ( RIGHT$ (C$,1
)= "9" OR RIGHT$ (C$,2)= "14")
THEN P$="Personne ne repond
.":GOTO 1
271 P$="A quel numero voulez
-vous tele- phoner ?":GOTO
1
272 IF C$="0" THEN 295
273 IF C$="COD4" OR C$="MES7
" THEN 295
274 IF C1$="4954B" THEN IF T
(21)=1 THEN P$="Johan connai
ssait deja le code de votre
immeuble.":GOTO 1:ELSE P$="N
e le criez pas sur les toits
.":GOTO 1
275 IF C$="NAT7" THEN IF T(2
1)=1 THEN P$="Peu apres, un
homme entre et vous tue. -)
UNE NOUVELLE PARTIE COMMENCE
...":GOSUB 1:RUN:ELSE P$="Ne
le dites pas trop fort !":G
OTO 1
276 GOTO 293
277 IF C$="FIG6" OR C$="OISE
" THEN IF T(22)=0 THEN IF T(
11)=0 THEN P$="L'oiseau se c
ogne a la fenetre et se tue.
":T(22)=2:IF DA=1 THEN GOSUB
1060:GOTO 1:ELSE 1 ELSE 314
:ELSE 7
278 IF C$="0" THEN 295
279 GOTO 293
280 IF C$="0" THEN 295
281 IF C$="MES7" THEN IF T(3
)=1 THEN 298 ELSE 297

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282 IF C$="OUV7" OR C$="LIV6
" OR C$="LIV5" THEN P$="Cett
e lecture ne vous apprend ri
ende neuf.":GOTO 1
283 IF C$="BD2" THEN P$="KAD
OR vous fait beaucoup rire.":
GOTO 1
284 IF C$="BL09" OR C$="BL04
" THEN 138
285 IF C$="DED8" THEN P$="En
esperant que vos travaux vo
nt bientôt aboutir, signe L
WOFF.":GOTO 1
286 IF C$="JOU8" OR C$="JOU7
" THEN P$="On y parle beauco
up du congres scientifique
e de Boston.":GOTO 1
287 IF C$="CARE6" THEN IF T(1
7)=1 THEN P$="En premiere pa
ge,vous lisez :"+SPACE$(16)+
"Johan, 717-84-21.":GOTO 1:EL
LSE 297
288 IF C$("<")"LET6" THEN 293
289 IF M$="MIT" OR M$="MALLE
TTE" THEN IF T(8)=1 THEN 301
ELSE 297
290 IF M$="POUBELLE" OR M$="
CORBEILLE" OR M$="NATACHA" T
HEN IF T(7)=1 THEN 300 ELSE
297
291 IF M$="CANAPE" OR M$="ME
NACES" THEN IF T(9)=1 THEN 3
02 ELSE 297
292 GOTO 296
293 IF LEN(C1$)>20 THEN 295
ELSE P$="Je ne sais pas "+LO
WER$(V1$)+" un(e) "+LOWER$(C
1$)+".":GOTO 1
294 P$="Il n'y a rien de par
ticulier.":GOTO 1
295 P$="Soyez plus precis.":
GOTO 1
296 P$="De quel(le) "+LOWER$(
C1$)+" parlez-vous?":GOTO
1
297 P$="Il faudrait peut-etr
e l'avoir!":GOTO 1
298 P$="Vous lisez : Depuis
une semaine, j'essaie de te
joindre. (S)":GOSUB 1:P$="I
l faut que tu m'envoies (par
la voie habituelle) avant
mon (S)":GOSUB 1:P$="depart
pour Boston le code d'acces
tes travaux, signe JOHAN":G
OTO 1
299 RETURN
300 P$="Vous trouverez le te
xte de cette lettre dans ce
tte fantastique revue.":GOTO
1
301 P$="Vous lisez : Voici,
comme promis, votre code spe
cial. (S)":GOSUB 1:P$="Nous
persistons a croire que vous
avez un code trop facile a
decrypter.":GOTO 1

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302 P$="Vous lisez : Votre d
ecouverte nousinteresse. (S)
":GOSUB 1:P$="Vous feriez mi
eux d'accepter nos proposi
tions. (S)":GOSUB 1:P$="Nous
savons etre persuasifs, soye
zen sur, signe Baylier":GOTO
1
303 IF T(16)=1 AND T(20)=1 T
HEN 294 ELSE P$="Il y a"
304 IF T(16)=0 THEN P$=P$+"
une feuille"
305 IF T(15)=0 THEN P$=P$+"
une bague"
306 IF T(20)=0 THEN P$=P$+"
un crayon"
307 P$=P$+"":GOTO 1
308 IF T(5)=1 THEN 294 ELSE
P$="Il y a un bloc-notes.":G
OTO 1
309 T(1)=1:IF DA=4 THEN GOSU
B 75:GOTO 6 ELSE 6
310 T(2)=1:IF DA=4 THEN GOSU
B 75:GOTO 6 ELSE 6
311 T(1)=0:IF DA=4 THEN GOSU
B 75:GOTO 6 ELSE 6
312 T(2)=0:IF DA=4 THEN GOSU
B 75:GOTO 6 ELSE 6
313 P$="Ici Johan, tu ne m'a
s pas donne lecode avant qu'
on se quitte hier. (S)":GOSU
B 1:P$="Telephone le moi. En
cas d'absencelaisse le sur
mon repondeur.":GOTO 1
314 IF T(19)=1 AND T(23)=1 A
ND T(25)=1 THEN GOTO 7000
315 T(22)=1:P$="L'oiseau s'e
nvole.":IF DA=1 THEN GOSUB 1
060:GOTO 1 ELSE GOTO 1
500 READ a$: IF A$="A" AND
A$("<")"V" THEN ON ASC(A$)-64
GOSUB 600,610,620,630,640,65
0,660,670,680,690,700,710,72
0,730,740,750,760,770,780,79
0,800,810 ELSE GOTO 820
510 GOTO 500
600 READ AX,AY : RETURN
610 READ DX,CC : IF DX=0 THEN
RETURN ELSE DRAWR 0,DX,CC:G
OTO 610
620 READ II : RETURN
630 DRAWR 1,0,II : MX=MX+1 :
RETURN
640 READ DX,DY : MOVE MX,MY
: FOR Q=0 TO DY STEP SGN(DY)
: MOVE MX,MY+Q : DRAWR DX,0
,II : NEXT Q : RETURN
650 READ DX,DY : MOVE MX,MY
: FOR Q=MY TO DY STEP SGN(DY
-MY) : MOVE MX,Q : DRAW DX,Q
,II : NEXT Q : RETURN
660 READ DX,CC : IF DX=0 THEN
RETURN ELSE IF CC=4 THEN MO
VER DX,0:GOTO 660 ELSE DRAWR
DX,0,CC:GOTO 660
670 READ MY:MX=MX+2:MOVE MX,
MY:RETURN

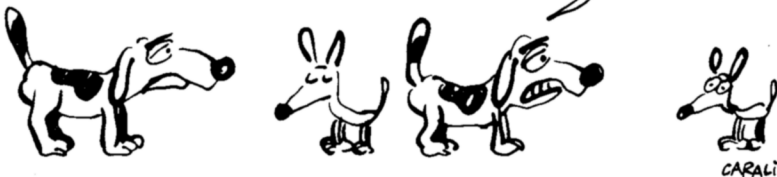
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680 READ dx,cc :IF dx=0 THEN
RETURN ELSE DRAWR dx,0,cc :
GOTO 680
690 READ DX:DRAWR DX,0,CC: R
ETURN
700 READ DX,DY : MOVE MX,MY
: DRAWR DX,DY,II : RETURN
710 READ DX,DY : MOVE MX,MY
: DRAW DX,DY,II : MX=DX : MY
=DY : RETURN
720 READ MX,MY :MOVE MX,MY :
RETURN
730 RETURN
740 RETURN
750 DRAWR 0,0,II : RETURN
760 READ CC:RETURN
770 RETURN
780 READ ND,SX,SY,CX,CY,CC :
FOR Q=0 TO ND : MOVE AX,AY
: DRAW MX,MY,II : MX=MX+SX
: MY=MY+SY : MOVE AX,AY : DRA
W MX,MY,CC : MX=MX+CX : MY=M
Y+CY : NEXT Q : RETURN
790 READ ND,SX,SY : FOR Q=0
TO ND :MOVE AX,AY : DRAW MX,
MY,II : MX=MX+SX : MY=MY+SY
: NEXT Q : RETURN
800 READ ND,SX,SY,CX,CY,XX,X
Y,YX,YY,CC : FOR Q=0 TO ND :
MOVE AX,AY : DRAW MX,MY,II
: MX=MX+SX : MY=MY+SY : AX=AX
+XX : AY=AY+XY
801 MOVE AX,AY : DRAW MX,MY,
CC : MX=MX+CX : MY=MY+CY : A
X=AX+YX : AY=AY+YY : NEXT Q
: RETURN
810 READ ND,SX,SY,XX,XY : FO
R Q=0 TO ND : MOVE MX,MY : D
RAW AX,AY,II : MX=MX+SX : MY
=MY+SY : AX=AX+XX : AY=AY+XY
: NEXT Q : RETURN
820 RETURN
1000 INK 0,0 : INK 1,1 : INK
2,12 : INK 3,3 :CLG :RESTOR
E 1200
1010 GOSUB 500:RESTORE 1900
1050 GOSUB 500
1060 RESTORE 1400:GOSUB 500:
IF T(11)=0 THEN RESTORE 1500
ELSE RESTORE 1600
1070 GOSUB 500
1080 IF T(22)=2 THEN RESTORE
1700:GOSUB 500 ELSE IF T(22
)=0 THEN ORIGIN 15,160:RESTO
RE 1700:GOSUB 500:ORIGIN 0,0
1090 RESTORE 1150:GOSUB 500
1100 RETURN
1150 DATA C,2,M,452,348,L,44
6,344,L,452,338,L,458,334,L,
472,322,L,478,312,L,480,306,
L,482,292,L,480,274,L,482,27
2,L,472,264,L,460,262,L,444,
262,L,432,264,L,422,272,L,42
2,292,L,424,306,L,426,312,L,
432,322,L,446,334,L,452,338,
L,458,344,L,452,348,M,452,33
8
1160 DATA L,438,316,L,436,30
4,L,432,272,L,424,274,L,432,
272,L,444,270,L,444,300,L,45
2,338,L,466,316,L,468,304,L,
472,272,L,480,274,L,460,270,
L,460,300,L,452,338,L,452,27
0,L,460,270,L,444,270,W
1200 DATA M,0,399,A,639,399,
C,3,U,68,0,-2,
0,-2,0,-2,0,-2

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T'AS PAS CENT BALLEES?



# INTÉRIEURS

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,2,A,-116,96,U,217,1.47,0,1,
47,0,2,0,2,0,2
1210 DATA C,0,M,0,131,L,640,
131
1300 DATA M,65,399,F,80,294,
M,306,294,F,80,310,F,321,399
,C,2,M,82,399,F,306,314,M,10
0,390,A,290,320,C,1,U,10,-.2
,-6,-2,12
1350 DATA M,8,96,A,0,96,U,25
,3.17,2,3.17,2,0,2,0,2,0,M,1
68,198,A,10,96,U,8,0,-2,2.1,
0,M,120,150,A,140,168,U,18,0
,-1.55,0,-1.55,0,-2,0,-2,0,W
1400 DATA C,1,M,401,280,F,56
2,399,C,0,F,640,256,W
1500 DATA C,3,M,400,400,F,64
0,273,M,417,290,C,1,F,640,40
0,W
1600 DATA C,2,M,562,400,F,56
8,275,M,568,273,L,562,276,C,
3,M,570,400,F,640,273,A,582,
290,M,582,290,C,1,U,60,0,2,0
,1,2,0,5,0,2,W
1700 DATA M,432,114,I,10,0,0
,0,M,430,116,I,4,0,4,2,14,0,
0,0,M,426,118,I,4,0,4,2,4,0,
10,2,0,0,M,422,120,I,4,0,4,2
,4,0,4,2,2,1,4,2,0,0,M,420,1
22,I,2,0,4,2,6,0,4,2,4,1,2,2,
0,0,M,418,124,I,4,0,2,2,4,0
,4,2,8,1,2,2,0,0,M,420,126,I
,12,1,4,0,4,2,14,1,2,0,2,1,4
,2
1710 DATA 0,0,M,406,128,I,6,
0,4,2,36,1,0,0,M,410,130,I,2
,1,2,2,2,0,2,2,8,1,10,2,14,1
,4,2,0,0,M,412,132,I,8,1,0,0
,M,442,132,I,6,0,6,1,0,0,M,4
48,134,I,2,0,4,2,0,0,M,450,1
36,I,4,0,0,0,W
1800 DATA M,434,310,I,8,2,0,
0,M,432,308,G,2,2,2,0,2,2,4,
1,4,2,24,4,4,2,0,0,M,430,306
,G,6,3,4,2,6,1,6,2,16,4,2,2,
4,1,2,2,0,0,M,434,304,G,8,2,
12,1,8,2,4,4,2,2,4,1,4,2,0,0
,M,442,302,I,2,2,10,1,2,2,6,
1,4,2,4,1,2,2,2,1,4,2,0,0
1810 DATA M,444,300,I,8,0,20
,1,4,2,0,0,M,448,298,I,6,0,4
,1,2,0,12,2,0,0,M,450,296,I,
6,0,4,1,2,0,4,2,0,0,M,452,29
4,4,0,8,1,2,0,0,0,M,454,292,
I,10,0,0,0,M,454,290,G,2,0,4
,4,6,0,0,0,W
1900 DATA M,250,120,0,1,J,56
,M,250,122,I,6,1,48,3,2,1,0,
0,M,242,124,I,8,1,4,3,2,1,48
,I,4,1,8,3,2,1,48,3,2,1,0,0,
M,242,144,I,4,1,8,3,2,1,48,3
,2,1,0,0
1930 DATA M,242,146,I,4,1,8,
3,2,1,48,3,2,1,0,0,M,242,148
,I,4,1,8,3,2,1,48,3,2,1,0,0,
M,242,150,I,4,1,8,3,2,1,48,3
,2,1,0,0
1940 DATA M,242,152,I,4,1,8,
3,2,1,48,3,2,1,0,0,M,242,154

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,3,2,1,0,0,M,242,126,I,8,1,4
,3,2,1,4,3,6,1,2,3,2,1,2,3,6
,1,26,3,2,1,0,0,M,242,128,I,
4,1,8,3,2,1,4,3,2,1,10,3,2,1
,2,3,2,1,26,3,2,1,0,0,M,242,
130,I,4,1,8,3,2,1,4,3,2,1,10
,3
1910 DATA 2,1,30,3,2,1,0,0,M
,242,132,I,4,1,8,3,2,1,4,3,6
,1,6,3,6,1,26,3,2,1,0,0,M,24
2,134,I,4,1,8,3,2,1,48,3,2,1
,0,0,M,242,136,I,4,1,8,3,2,1
,48,3,2,1,0,0,M,242,138,I,4,
1,8,3,2,1,48,3,2,1,0,0
1920 DATA M,242,140,I,4,1,8,
3,2,1,48,3,2,1,0,0,M,242,142
,I,4,1,8,3,2,1,48,3,2,1,0,0,
M,242,156,I,4,1,8,3,2,1,48,3
,2,1,0,0
1950 DATA M,242,158,I,4,1,8,
3,2,1,8,3,4,0,16,3,4,0,16,3,
2,1,0,0,M,242,160,I,4,1,4,3,
6,1,8,3,4,0,16,3,4,0,16,3,2,
1,0,0,M,242,162,I,4,1,4,3,14
,1,4,0,16,1,4,0,18,1,0,0,M,2
42,164,I,8,1,12,3,4,0,16,3,4
,0,16,3,4,1,0,0,M,242,166,I,
8,1,52,3,4,1,0,0,M,242,168,I
,4
1960 DATA 1,12,3,4,0,16,3,4,
0,16,3,6,1,0,0,M,242,170,I,4
,1,12,3,4,0,16,3,4,0,14,3,6,
1,0,0,M,242,172,I,16,1,4,0,1
6,1,4,0,16,1,0,0,M,258,174,G
,4,0,16,4,4,0,0,0,M,258,176,
G,4,0,16,4,4,0,0,0,M,258,178
,J,24,M,258,180,J,24,W
2000 INK 0,0:INK 1,14:INK 2,
12:INK 3,3:CLG:RESTORE 2500:
GOSUB 500
2010 MOVE 261,216:DRAW 266,2
21,0:DRAW 534,221:DRAW 552,2
16:DRAW 261,216:DRAW 258,165
:DRAW 557,165:DRAW 552,216:M
OVE 557,165:DRAW 582,149:DRW
W 251,149:DRAW 258,165:MOVE
251,149:DRAW 251,121:DRAW 58
2,121:DRAW 582,149:DRAW 251,
149
2020 GOSUB 500
2030 RESTORE 2100:ORIGIN 326
,120:GOSUB 500:ORIGIN 0,0
2040 IF T(26)=0 THEN ORIGIN
430,120:RESTORE 2200:GOSUB 5
00:ORIGIN 0,0
2050 IF T(3)=0 THEN ORIGIN 4
39,151:RESTORE 2300:GOSUB 50
0:ORIGIN 0,0
2100 DATA M,0,0,0,3,J,36,M,0
,2,I,2,3,16,2,12,0,4,2,6,3,0
,0,M,0,4,I,2,3,16,2,2,0,8,1,
2,0,4,2,2,3,4,2,2,3,0,0,M,0,
6,I,2,3,2,2,4,0,2,2,6,0,2,2,
2,0,8,1,2,0,4,2,2,3,6,2,2,3,
0,0,M,0,8,I,2,3,2,2,4,0,2,2,
6,0,2,2,2,0,8,1,2,0,4,2,2,3,
6,2,2,3,0,0,M,0,10,I,2,3,32,
2,2
2110 DATA 3,6,2,2,3,0,0,M,0,

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12,I,36,3,6,2,2,3,0,0,M,2,14
,I,2,3,2,2,28,0,2,2,2,3,4,2,
2,3,0,0,M,4,16,I,2,3,28,0,4,
2,6,3,0,0,M,6,18,I,12,0,4,1,
12,0,10,3,0,0,M,6,20,I,10,0,
2,1,4,0,2,1,10,0,0,0,M,6,22,
I,10,0,2,1,4,0,2,1,10,0,0,0,
M,0,24,I,18,0,4,1,18,0,0,0,M
,0
2120 DATA 26,I,12,0,2,1,12,0
,2,1,12,0,0,0,M,2,28,I,14,0,
8,1,14,0,0,0,M,2,30,J,36,M,4
,32,J,32,M,8,34,J,24,W
2200 DATA M,0,0,0,0,J,20,M,0
,2,I,2,0,16,3,4,0,0,0,M,0,4,
I,2,0,16,3,2,0,2,2,2,0,0,0,M
,0,6,I,20,0,4,2,2,0,0,0,M,2,
8,I,2,0,16,3,2,0,4,2,0,0,M,4
,10,I,2,0,16,3,2,0,2,2,0,0,M
,6,12,I,2,0,16,3,2,0,0,0,W
2210 DATA M,0,0,0,1,J,20,M,0
,2,J,22,M,0,4,J,24,M,0,6,J,2
6,M,2,8,J,24,M,4,10,J,22,M,6
,12,J,20,W
2300 DATA C,1,M,0,0,A,20,0,U
,6,2,2,2,W
2310 DATA C,3,M,0,0,A,20,0,U
,6,2,2,2,W
2500 DATA C,2,M,80,373,A,632
,373,U,57,0,-2,0,-2,0,-2,0,-
2,3,M,0,399,A,80,373,U,179,2
,0,2,0,1.54,0,1.54,0,3,M,0,3
99,A,80,373,U,76,0,-2,0,-2,0,
-1.5,0,-1.5,3,M,0,96,A,80,1
46,U,179,2,0,2,0,1.54,0,1.54
,0,3,M,640,140,A,632,146,U,5
9,0,2,0,2,0,1.93,0,1.93,3
2504 DATA C,0,M,0,400,L,80,3
73,L,632,373,L,632,148,L,80,
148,L,80,373,M,0,96,L,80,148
,M,632,373,L,640,376,M,640,1
40,L,632,148
2505 DATA C,3,M,110,339,F,23
0,146,C,0,M,120,330,F,221,14
6
2510 DATA M,266,221,A,534,22
1,C,3,U,2,-2.5,-2,3.5,-2,C,2
,M,261,216,A,552,216,U,25,-0
.1,-2,0,2,-2,C,3,M,259,166,A
,557,166,U,8,-0.94,-2,3.13,-
2,C,2,M,251,149,F,582,121
2520 DATA W,M,301,140,A,477,
140,C,1,U,14,-.36,-2,2.15,-2
,C,3,M,296,111,F,507,106,C,1
,M,313,104,F,326,96,M,477,10
4,F,492,96
2600 RETURN
2800 DATA C,3,M,348,355,F,51
4,244,C,0,M,361,346,F,502,25
6,M,426,260,0,1,J,26,M,424,2
62,J,26,M,424,264,J,26,M,424
,266,J,24,M,424,268,J,24,M,4
24,270,J,24,M,422,272,J,26,M
,422,274,J,26,M,422,276,J,26
,M,422,278,J,26
2810 DATA M,420,280,J,30,M,4
16,282,J,34,M,414,284,J,38,M

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,412,28F,J,40,M,412,288,J,40
,M,414,290,J,38,M,416,292,J,
38,M,420,294,J,34,M,422,296,
J,34,M,424,298,J,34,M,424,30
0,J,38,M,426,302,J,40,M,426,
304,J,42,M,428,306,J,42,M,43
2,308,J,40,M,432,310,I,24,1,
2,0
2820 DATA 16,1,0,0,M,428,312
,I,28,1,6,0,14,1,0,0,M,428,3
14,I,28,1,6,0,14,1,0,0,M,428
,316,I,28,1,4,0,14,1,0,0,0,1
,M,428,318,J,42,M,428,320,J,
38,M,428,322,J,34,M,430,324,
J,28,M,430,326,J,26,M,430,32
8,J,20,M,430,330,J,18,M,432,
332,J,12,W
3000 INK 0,0 : INK 1,1 : INK
2,12 : INK 3,3 : CLG : RESTO
RE 3500
3030 GOSUB 500
3040 RESTORE 3200 : GOSUB 50
0
3070 MOVE 115,126 : DRAW 115
,319 : DRAW 354,319 : DRAW 3
54,126 : DRAW 349,126 : DRAW
349,315 : DRAW 120,315 : DR
AW 120,126 : DRAW 115,126 :
DRAW 349,126
3080 MOVE 120,275 : DRAW 349
,275 : MOVE 120,271 : DRAW
349,271 : MOVE 120,230 : DRA
W 349,230 : MOVE 120,234 : D
RAW 349,234 : MOVE 120,185 :
DRAW 349,185 : MOVE 120,181
: DRAW 349,181
3090 MOVE 120,315 : DRAW 141
,311 : DRAW 349,311 : MOVE 1
41,311 : DRAW 141,302
3100 MOVE 141,271 : DRAW 141
,260 : MOVE 120,230 : DRAW 1
26,234 : MOVE 141,228 : DRAW
141,217 : MOVE 211,196 : DR
AW 331,196 : MOVE 126,189 :
DRAW 120,185
3150 FOR XX=126 TO 349 STEP
7.63 : MOVE XX,257 : DRAW XX
,234 : MOVE XX+2,248 : DRAW
XX+4,248 : MOVE XX+2,253 : D
RAW XX+4,253 : NEXT XX : MOV
E 126,257 : DRAW 141,260 : D
RAW 349,260
3160 DRAW 349,257 : DRAW 126
,257 : MOVE 126,234 : DRAW 3
49,234
3170 FOR XX=120 TO 290 STEP
11.14 : MOVE XX,301 : DRAW X
X,275 : MOVE XX+2,295 : DRAW
XX+4,295 : MOVE XX+2,290 :
DRAW XX+4,290 : NEXT XX : MO
VE 120,301 : DRAW 299,301 :
DRAW 299,275
3180 FOR XX=125 TO 200 STEP
8.42 : MOVE XX,189 : DRAW XX,
212 : DRAW XX+16,217 : NEXT
XX : DRAW 0,-21 : DRAW 0,-16
,-7 : DRAW 125,189
3190 MOVE 331,189 : DRAW 0,
35 : DRAW 0,6,0 : DRAW 0,-35

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: DRAW 0,-6,0 : DRAW 12,0 :
DRAW 0,38 : DRAW -6,0 : D
RAW 0,-8 : DRAW 0,8 : DRAW
R 12,0 : DRAW 0,-38 : DRAW
-6,0
3195 MOVE 411,251: DRAW 411,2
29: DRAW 419,229: DRAW 419,239
: MOVE 419,243: DRAW 419,251: D
RAW 411,251: MOVE 411,239: DRA
W 429,239: DRAW 429,243: DRAW
411,243: MOVE 0,106: DRAW 23,1
21: DRAW 118,121: DRAW 118,113
: DRAW 100,96: MOVE 108,103: DR
AW 108,96: MOVE 118,121
3196 DRAW 90,96
3200 DATA C,2,M,120,310,F,34
8,196,C,3,M,115,317,F,353,31
2,F,120,126,M,353,312,F,349,
126,M,120,274,F,349,271,M,12
0,234,F,349,234,M,120,195,F,
349,181,M,120,230,F,353,226
3210 DATA C,1,M,120,301,F,29
9,274,M,125,257,F,348,234,M,
196,190,F,126,212,M,198,192,
A,208,198,U,9,0,2,2,0,1.85,M
,338,188,F,332,222,F,348,224
3220 DATA C,3,M,120,181,F,34
8,126,C,2,M,234,181,L,234,12
6,M,226,156,K,-4,0,K,0,4,K,4
,0,M,242,156,K,4,0,K,0,4,K,-
4,0
3400 DATA C,0,P,W
3500 DATA C,2,M,80,373,A,562
,373,U,57,0,-2,0,-2,0,-2,0,-
2,3
3510 DATA M,0,96,A,82,144,U,
160,2,0,2,0,1.5,0,1.5,0,3,M,
80,373,A,0,399,U,75,0,-1.5,0
,-1.5,0,-2,0,-2,3,C,3,M,640,
96,A,562,144,U,76,0,2,0,2,0,
1.5,0,1.5,2,C,2,M,0,399,A,80
,373,U,160,2,0,2,0,1.5,0,1.5
,0,3
3515 DATA C,0,M,0,400,L,80,3
73,L,562,373,L,562,144,L,80,
144,L,80,373,M,0,96,L,80,144
,M,562,373,L,640,400,M,640,9
6,L,562,144
3520 DATA C,3,M,391,339,F,51
2,144,C,2,M,401,330,F,502,14
4,C,1,M,411,251,F,419,230,M,
412,242,F,429,239,M,118,120,
A,90,96,U,24,-2,0,-2,0,-2,0,
-2,0,0,M,118,121,A,90,96,U,4
,0,-2,0,-2,W
3600 RETURN
4000 INK 0,0: INK 1,11: INK 3,
15: INK 2,24: CLG: RESTORE 4500
: GOSUB 500
4010 RESTORE 4800: GOSUB 500
4020 RESTORE 4100: ORIGIN 540
,130: GOSUB 500: ORIGIN 0,0
4030 IF T(14)=0 THEN RESTORE
4200: ORIGIN 450,190: GOSUB 5
00: ORIGIN 0,0
4100 DATA C,0,M,0,30,L,4,34,
L,12,36,L,18,36,L,26,34,L,30
,30,L,18,26,L,12,26,L,0,30,L
,4,18,L,6,0,L,24,0,L,26,18,L

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,30,30,M,6,4,L,10,0,M,6,8,L,
14,0,M,6,12,L,18,0,M,6,16,L,
22,0,M,4,22,L,24,2,M,0,30,L,
24,6,M,8,26,L,24,10,M,12,26,
L,24,14,M,16,26,L,24,18,M,20
4110 DATA 26,L,26,20,M,24,26
,L,26,24,M,26,28,L,28,26,C,1
,M,4,30,L,8,34,M,8,30,L,12,3
4,M,10,28,L,16,34,M,14,28,L,
18,32,M,18,28,L,22,32,M,22,2
8,L,26,32,C,1,M,8,4,L,10,2,M
,8,8,L,14,2,M,8,12,L,18,2,M,
6,18,L,24,0,M,4,24,L,24,4,M,
8,24,L,24,8,M,12,24,L,24,12
4120 DATA M,16,24,L,24,16,M,
26,24,L,24,16,M,20,24,L,24,2
0,M,26,24,F,C,0,M,6,0,L,6,16
,M,24,0,L,24,16,W
4200 DATA M,0,2,0,0,J,14,M,0
,2,I,6,0,2,1,6,0,0,0,M,0,4,I
,6,0,2,1,6,0,0,0,M,-2,6,I,6,
0,2,1,6,0,0,0,M,-2,8,I,6,0,2
,1,6,0,0,0,M,-4,10,J,14,M,-4
,12,I,6,0,2,1,6,0,0,0,M,-4,1
2,J,14,W
4210 DATA M,0,0,0,2,J,18,M,0
,2,J,18,M,0,4,J,18,M,-2,6,J,
18,M,-2,8,J,18,M,-4,10,J,18,
M,-4,12,J,18,M,-4,14,J,18,W
4500 DATA C,2,M,80,373,A,562
,373,U,57,0,-2,0,-2,0,-2,0,-
2,3
4510 DATA M,0,96,A,82,144,U,
160,2,0,2,0,1.5,0,1.5,0,3,M,
80,373,A,0,399,U,75,0,-1.5,0
,-1.5,0,-2,0,-2,3,C,3,M,640,
96,A,562,144,U,76,0,2,0,2,0,
1.5,0,1.5,2,C,2,M,0,399,A,80
,373,U,160,2,0,2,0,1.5,0,1.5
,0,3
4515 DATA C,0,M,0,400,L,80,3
73,L,562,373,L,562,144,L,80,
144,L,80,373,M,0,96,L,80,144
,M,562,373,L,640,400,M,640,9
6,L,562,144
4520 DATA C,3,M,88,336,F,406
,150,C,1,M,94,330,F,220,156,
M,226,330,F,398,156
4530 DATA C,2,M,300,214,A,50
6,214,U,15,-0.67,-2,1.2,-2,M
,510,180,F,514,128,C,3,M,382
,180,F,506,144,A,506,144,M,5
00,144,T,8,1,-2,C,0,M,382,14
4,L,498,144,L,506,128,C,0,M,
290,184,L,298,214,L,506,214,
L,522,184,L,292,184,L,290,18
2,L,522,182
4540 DATA M,300,180,L,300,12
6,L,382,126,L,382,180,M,508,
180,L,508,126,L,516,126,L,51
6,180,M,312,124,F,318,118,M,
510,124,F,516,118,W
4590 IF T(1)=0 THEN IF T(2)=
0 GOTO 4680 ELSE GOTO 4660 E
LSE IF T(2)=0 GOTO 4630 ELSE
GOTO 4610
4600 REM TOUT OUVERT
4610 RESTORE 4650 : GOSUB 500
: MOVE 312,176: DRAW 370,176,0
: MOVE 310,174: DRAW 372,174: M
OVE 308,172: DRAW 374,172: DRA
W 374,152: DRAW 308,152: DRAW
308,172: MOVE 310,150: DRAW 37
2,150: MOVE 308,148: DRAW 374,
148: DRAW 374,128: DRAW 308,12
8: DRAW 308,148
4620 MOVE 332,160: DRAW 16,0
: MOVE 332,136: DRAW 16,0: RET URN

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# INTÉRIEURS

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4630 RESTORE 4650 :GOSUB 500
:MOVE 312,176:DRAW 370,176,0
:MOVE 310,174:DRAW 372,174:M
OVE 308,172:DRAW 374,172:DRA
W 374,152:DRAW 308,152:DRAW
308,172:MOVE 310,152:DRAW 31
0,132:DRAW 372,132:DRAW 372,
152
4640 MOVE 332,160:DRAWR 16,0
:MOVE 332,140:DRAWR 16,0:RET
URN
4650 DATA C,2,M,302,180,F,38
0,128,W
4660 RESTORE 4650 :GOSUB 500
:MOVE 310,176:DRAW 372,176,0
:DRAW 372,156:DRAW 310,156:D
RAW 310,176:MOVE 312,152:DRA
W 370,152:MOVE 310,150:DRAW
372,150:MOVE 308,148:DRAW 37
4,148:DRAW 374,128:DRAW 308,
128:DRAW 308,148
4670 MOVE 332,164:DRAWR 16,0
:MOVE 332,136:DRAWR 16,0:RET
URN
4680 RESTORE 4650:GOSUB 500:
MOVE 310,176:DRAW 372,176,0:
DRAW 372,156:DRAW 310,156:DR
AW 310,176:MOVE 310,152:DRAW
372,152:DRAW 372,132:DRAW 3
10,132:DRAW 310,152:MOVE 333
,164:DRAWR 16,0:MOVE 333,140
:DRAWR 16,0:RETURN
4800 DATA M,390,190,J,32,M,3
88,192,J,34,M,386,194,I,4,3,
30,0,2,3,0,0,M,384,196,I,4,3
,8,0,14,2,10,0,2,3,0,0,M,382
,198,I,4,3,32,0,2,3,0,0,M,37
8,200,I,6,3,2,0,2,2,2,0,2,2,
2,0,2,2,2,0,2,2,2,0,2,2,0,
2,2,2,0,2,2,4,0,2,3,0,0,M,37
8,202,I,4,3,32,0,2,3,0,0,M,3
78
4810 DATA 204,I,2,3,4,0,2,2,
2,0,2,2,2,0,2,2,2,0,2,2,0,
2,2,2,0,2,2,2,0,2,2,2,0,2,3,
0,0,M,378,206,J,32,M,378,208
,I,4,0,26,3,2,0,0,0,M,372,21
0,I,6,0,2,3,2,0,26,3,2,0,0,0
,M,372,212,I,2,0,6,3,2,0,4,3
,18,1,4,3,2,0,0,0,M,372,214,
I,2,0,6,3,2,0,4,3,18,1,4,3,2
,0
4820 DATA 0,0,M,372,216,I,2,
0,6,3,2,0,4,3,18,1,4,3,2,0,0
,0,M,372,218,I,2,0,6,3,2,0,4
,3,18,1,4,3,2,0,0,0,M,372,22
0,I,2,0,6,3,2,0,4,3,18,1,4,3
,2,0,0,0,0,M,372,222,I,2,0,6,3
,2,0,4,3,18,1,4,3,2,0,0,0,M,
372,224,I,2,0,6,3,2,0,4,3,18
,1,4,3,2,0,0,0
4830 DATA M,372,226,I,2,0,6,
3,2,0,4,3,18,1,4,3,2,0,0,0,M
,372,228,I,2,0,6,3,2,0,4,3,1
8,1,4,3,2,0,0,0,M,372,230,I,
2,0,6,3,2,0,26,3,2,0,0,0,M,3
72,232,I,2,0,6,3,2,0,26,3,2,
0,0,0,M,372,234,I,2,0,6,3,30
,0,0,0,M,372,236,I,2,0,2,3,4
,0,26,3,4,0,0,0,M,372,238,I,
4,0
4840 DATA 28,3,2,0,0,0,M,372
,240,J,32,M,320,190,J,22,M,3
18,192,I,4,0,18,3,2,0,0,0,M,
316,194,I,2,0,2,3,2,0,18,3,2
,0,0,0,M,314,196,I,2,0,4,3,2
,0,2,3,14,1,2,3,2,0,0,0,M,31
0,198,I,4,0,6,3,2,0,6,3,6,1,
6,3,2,0,0,0,M,310,200,I,2,0,

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8,3,2,0,18,3,2,0,0,0
4850 DATA M,310,202,I,2,0,8,
3,22,0,0,0,M,310,204,I,2,0,6
,3,2,0,18,3,2,0,0,0,M,310,20
6,I,2,0,4,3,2,0,18,3,2,0,0,0
,M,310,208,I,2,0,2,3,2,0,16,
3,4,0,0,0,M,310,210,J,22,W
5000 INK 0,0 : INK 1,26 : IN
K 2,11 : INK 3,7 : CLG : RES
TORE 5200
5010 GOSUB 500
5020 IF T(6)=0 THEN 5050 ELS
E 5060
5050 RESTORE 5800:GOSUB 500:
RESTORE 5850:GOSUB 500
5055 RETURN
5060 RESTORE 5870:GOSUB 500:
IF T(17)=0 THEN RESTORE 5900
:ORIGIN -50,100:GOSUB 500:OR
IGIN 0,0
5065 RETURN
5200 DATA C,2,M,13,96,A,577,
96,U,17,3,4,2,3,5,2,-2,21,2,
-2,21,2,1,C,1,M,168,399,A,52
2,399,U,8,3,9,-2,-1,11,-2
5210 DATA M,502,382,A,640,48
0,C,2,U,109,0,-.95,0,-1.05,0
,-2,0,-2,1
5300 DATA M,0,399,A,137,399,
C,1,U,134,0,-1,3,0,-1,3,0,-1
,0,-1,2,C,3,M,77,96,L,137,13
1,L,137,399,M,138,398,A,167,
399,C,1,U,110,0,-1,0,-1,1,0,
-1,1,0,-1,2
5400 DATA C,2,M,203,382,F,50
2,167,M,168,397,A,166,138,C,
3,V,8,4,-2,3,4,1,3,37
5500 DATA M,487,96,I,4,0,56,
2,4,0,8,2,14,0,16,2,6,0,0,0,
M,483,98,I,4,0,60,2,6,0,36,2
,4,0,0,0,M,478,100,I,4,0,66,
2,4,0,36,2,4,0,0,0,M,477,102
,I,2,0,36,2,22,0,12,2,4,0,34
,2,4,0,0,0
5600 DATA M,475,104,I,2,0,20
,2,18,0,22,3,10,0,2,2,4,0,32
,2,0,0,M,473,106,I,2,0,10,2,
12,0,50,3,12,0,6,2,28,0,0,0,
M,471,108,I,2,0,6,2,10,0,10,
3,44,0,14,3,2,0,4,2,6,0,20,2
,4,0,0,0
5610 DATA M,471,110,I,8,0,12
,3,60,0,6,3,12,0,20,2,4,0,0,
0,M,469,112,I,6,0,10,3,20,0,
30,3,20,0,2,3,2,0,8,2,2,0,20
,2,6,0,0,0
5620 DATA M,465,114,I,6,0,6,
3,16,0,48,3,18,0,8,2,2,0,22,
2,4,0,0,0,M,463,116,I,14,0,2
4,3,28,0,18,3,12,0,8,2,2,0,2
2,2,4,0,0,0,M,463,118,I,8,0,
24,3,40,0,12,3,12,0,8,2,2,0,
22,2,4,0,0,0
5630 DATA M,461,120,I,8,0,18
,3,24,0,20,2,6,0,12,3,10,0,8
,2,2,0,22,2,4,0,0,0,M,461,12
2,I,6,0,12,3,16,0,36,2,6,0,1
2,3,10,0,8,2,2,0,22,2,4,0,0,
0,M,461,124,I,4,0,12,3,10,0,
42,2,8,0,12,3,10,0,8,2,2,0,2
2,2,4,0,0,0

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5640 DATA M,461,126,I,4,C,12
,3,16,0,34,2,10,0,12,3,10,0,
8,2,2,0,22,2,4,0,0,0,M,461,1
30,I,4,0,14,3,8,0,8,3,30,0,4
,3,6,0,12,3,10,0,10,2,2,0,22
,2,4,0,0,0,M,461,128,I,4,0,1
2,3,20,0,28,2,12,0,12,3,8,0,
10,2,2,0,22,2,4,0,0,0
5650 DATA M,461,132,I,6,0,16
,3,6,0,38,3,8,0,10,3,10,0,12
,2,2,0,22,2,4,0,0,0,M,463,13
4,I,6,0,18,3,12,0,24,3,12,0,
10,3,8,0,14,2,2,0,22,2,4,0,0
,0,M,465,136,I,10,0,20,3,30,
0,16,3,10,0,16,2,2,0,22,2,4,
0,0,0
5660 DATA M,467,138,I,16,0,2
0,3,18,0,18,3,10,0,18,2,2,0,
22,2,4,0,0,0,M,471,140,I,18,
0,44,3,12,0,22,2,2,0,22,2,4,
0,0,0,M,473,142,I,28,0,6,3,2
8,0,26,2,2,0,22,2,4,0,0,0,M,
483,144,I,56,0,28,2,2,0,22,2
,4,0,0,0
5670 DATA M,493,146,I,34,0,8
,1,4,0,28,2,2,0,22,2,4,0,0,0
,M,535,148,I,4,0,22,2,36,0,0
,0,M,535,150,I,4,0,20,2,38,0,
0,0,M,535,152,I,4,0,18,2,38
,0,0,0,M,535,154,I,4,0,16,2,
38,0,0,0,M,535,156,I,2,0,16,
2,38,0,0,0
5680 DATA M,535,158,I,2,0,14
,2,38,0,0,0,M,535,160,I,2,0,
12,2,36,0,0,0,M,535,162,I,2,
0,8,2,16,0,0,6,1,16,0,0,0,M,53
5,164,I,2,0,3,2,16,0,6,1,16,
0,0,0,M,535,166,I,2,0,4,2,36
,0,0,0,M,535,168,I,2,0,2,2,3
6,0,0,0
5690 DATA M,535,170,I,36,0,0
,0,M,535,172,I,32,0,0,0,M,53
5,174,I,28,0,0,0
5700 DATA M,524,194,J,6,M,53
8,194,J,10,M,522,196,J,10,M,
538,196,J,10,M,520,198,J,28,
M,518,200,J,28,M,518,202,J,2
8,M,518,204,J,8,M,530,204,J,
14,M,518,206,J,8,M,534,206,J
,6,M,518,208,J,8,M,518,210,J
,8,M,518,212,J,8
5710 DATA C,0,M,540,194,F,54
8,178,M,516,214,J,30,M,512,2
16,I,6,0,28,3,6,0,0,0,M,508,
218,I,4,0,40,3,4,0,0,0,M,506
,220,I,2,0,48,3,2,0,0,0,M,50
4,222,I,2,0,52,3,2,0,0,0,M,5
02,224,I,2,0,56,3,2,0,0,0,M,
500,226,I,2,0,6,3,58,0,0,0
5720 DATA M,498,228,I,2,0,6,
3,64,0,0,0,M,496,230,I,2,0,4
,3,68,0,0,0,M,494,232,J,76,M
,494,234,J,76,M,492,236,I,12
,0,62,3,4,0,0,0,M,490,238,I,
10,0,14,3,32,0,22,3,2,0,0,0,
M,488,240,I,10,0,12,3,4,0,28
,2,6,0,16,3,6,0,0,0
5730 DATA M,488,242,I,6,0,12
,3,4,0,28,2,4,
0,16,3,6,0,0,0

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J'AI REFLECHI A TA PROPOSITION DE MARIAGE, MON ELEPHANT ADORE. ET C'EST NON.

J'AI PEUR QUE TU M'E TOUFFES

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,M,488,244,I,4,0,12,3,2,0,28
,2,4,0,14,3,8,0,0,0,M,488,24
6,I,4,0,10,3,2,0,26,2,4,0,4,
3,16,0,0,0,M,488,248,I,2,0,1
0,3,2,0,18,2,10,0,4,3,16,0,0
,0,M,488,250,I,4,0,10,3,20,0
,12,3,18,0,0,0
5740 DATA M,490,252,I,10,0,2
6,3,26,0,0,0,M,494,254,I,34,
0,2,1,20,0,0,0,M,530,256,I,1
2,0,2,1,4,0,0,0,M,534,258,J,
8,M,536,260,J,6,M,536,262,J,
6,M,536,264,J,6,M,536,266,J,
6,M,534,268,J,6,M,532,270,J,
6,M,530,272,J,6,M,522,274,J,
12,M,524,276,J,8,M,522,272,J
,4
5750 DATA M,522,270,J,4,M,52
0,268,J,6,M,520,266,J,6,M,56
2,366,A,522,348,C,1,V,36,0,-
2,0,-1.5,C,0,M,562,366,F,566
,295,M,562,295,L,522,295,M,5
22,295,L,522,348,M,522,348,L
,562,366,W
5800 DATA C,2,M,233,378,F,41
4,167,M,233,165,A,414,165,U,
8,0,-2,0,-2,0,-2,0,-2,1,W
5850 DATA C,0,M,261,364,F,38
1,148,C,3,M,271,355,F,314,18
5,M,329,355,F,371,185,M,318,
260,K,0,-8,M,325,260,K,0,-8,
W
5870 DATA C,0,M,261,364,F,38
1,148,C,3,A,233,378,M,261,36
4,U,60,0,-1.8,0,-1.8,0,-2,0,
-2,0,M,381,364,A,413,378,U,6
0,0,-1.8,0,-1.8,0,-2,0,-2,0,
W
5900 DATA M,338,162,B,52,2,0
,0,H,162,B,2,2,50,1,2,2,0,0,
H,162,B,2,2,1,2,2,48,1,2,2,
0,0,H,162,B,2,2,54,1,2,2,0,0
,0,H,158,B,42,2,20,1,2,2,0,0,
H,154,B,4,2,64,1,2,2,0,0,H,1
52,B,2,2,70,1,2,2,0,0
5910 DATA H,150,B,2,2,72,1,2
,2,0,0,H,150,B,2,2,18,1,2,2,
46,1,2,2,6,1,2,2,0,0,H,148,B
,2,2,20,1,2,2,26,1,4,2,14,1,
12,2,0,0,H,148,B,2,2,20,1,2,
2,22,1,12,2,8,1,16,2,0,0,H,1
48,B,2,2,20,1,2,2,18,1,42,2,
0,0
5920 DATA H,148,B,2,2,36,1,3
8,2,6,3,2,2,0,0,H,148,B,2,2,
32,1,36,2,12,3,2,2,0,0,H,148
,B,36,2,46,3,2,2,0,0,H,148,B
,2,2,32,1,36,2,12,3,2,2,0,0,
H,148,B,2,2,36,1,38,2,6,3,2,
2,0,0,H,148,B,2,2,20,1,2,2,1
8,1,42,2,0,0,H,148,B,2,2,20,
1,2,2,22,1,12,2,8,1,16,2,0,0
,H
5930 DATA 148,B,2,2,20,1,2,2
,26,1,4,2,14,1,12,2,0,0,H,15
0,B,2,2,18,1,2,2,46,1,2,2,6,
1,2,2,0,0,H,150,B,2,2,72,1,2
,2,0,0,H,152,B,2,2,70,1,2,2,

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0,0,H,154,B,2,4,64,1,2,2,0,0
,H,158,B,42,2,20,1,2,2,0,0,H
,162,B,2,2,54,1,2,2,0,0,H,16
2,B,2,2,1,2,2,48,1,2,2,0,0
,H
5940 DATA 162,B,2,2,50,1,2,2
,0,0,H,162,B,52,2,0,0,W
7000 INK 1,10:INK 0:PAPER
0:PEN 1:MODE 2:PRINT"

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INTERIEUR --- "
7005 PRINT:PRINT
7010 A$="!Wpvt!fuf!-!ef!m(bw
jt!nfnf!ef!wpt!dpmmfhvft-!vo
!kfvo!hfafujdjfo!esjmbou!f
u!!!!bncjujfvj/!Ftu!jnf!ef!up
vt-wpvt!w!w!f(!b!w!f!0!bubdb!r
vf!w!pvt!b!w!f(!b!j!n!f!e!f!t!w!p!u!f
":GOSUB 20000
7020 A$="qsf!n!j!f!s!f!s!f!od!p!o!u!s!f!
!N!b!j!t!v!o!f!j!n!d!p!n!q!b!u!j!c!j!m!j!u!f!h!f
!o!f!u!j!r!v!f!m!j!n!j!u!f!s!b!j!u!m!f!t!d!i!b!o!d
!f!t!t!e!f!t!v!s!w!j!f!e!v!o!f!o!g!b!o!u!f!
!W!p!u!s!f!d!p!n!q!b!h!o!f!o!f!q!f!v!u!m!f!t!v
!q!q!p!s!u!f!s!f!u!f!w!p!v!t!r!v!j!u!o!f!F!m!m!f!
!j!h!o!p!s!f!r!v!f!w!p!t!u!s!b!w!b!v!r!v!j!
!t!p!o!u!t!v!s!m!f!q!p!j!o!u!e!b!e!p!v!u!j!s!
!q!p!v!s!b!j!f!o!u!s!f!t!p!v!e!s!f"
7021 GOSUB 20000
7030 A$="w!p!u!s!f!q!s!p!e!m!f!n!f!/K!p!i
!b!o!-!v!o!d!p!m!m!f!h!v!f!b!w!f!d!r!v!j!w!p!v
!t!q!b!s!u!b!h!f!(!v!o!f!q!b!t!j!p!o!q!p!v!s!
!m!b!!!!d!p!m!p!n!c!p!q!i!j!m!j!f!-!t!f!q!s!p!q
!t!f!e!f!e!j!w!v!m!h!v!f!s!w!p!u!s!f!e!f!d!p!v
!w!s!u!f!b!v!d!p!h!s!f!t!t!d!j!f!o!u!j!g!j!r!v!f
!e!f!C!p!t!u!p!o!f!F!o!b!u!o!f!e!o!b!o!u!w!p!v
!t!q!s!p!u!f!h!f!(!m!f!t!f!d!s!f!u!f!o!e!f!n!b
!e!o!b!o!u!v!o!t!z!t!u!f!n!f!e!f"
7031 GOSUB 20000
7040 A$="d!s!z!q!u!b!h!f!b!v!N!J!U!f!F!o
!f!g!g!f!u!-!m!b!i!g!j!s!n!f!q!i!b!s!n!b!d!f!v!u!j
!r!v!f!C!b!z!m!m!f!s!-!l!m!p!s!t!r!v!f!w!p!v!t!
!b!w!f!C!q!m!v!t!j!f!v!s!t!g!p!j!t!s!f!g!v!t!f!e
!f!m!v!j!w!f!o!e!s!f!m!f!s!f!t!v!m!u!b!u!l!e!f!
!w!p!t!u!s!b!w!b!v!y!-!w!p!v!t!b!n!f!o!b!d!f!/
!!C!b!z!m!m!f!s!-!l!m!p!s!t!-!w!p!v!t!f!o!m!f!w
!f!f!u!w!p!v!t!e!s!p!h!v!f!/N!b!j!t!w!p!v!t!
!o!f!q!b!s!m!f!(!q!b!t!(!v!o!l!c!m!p!d!b!h!f"
7041 GOSUB 20000
7050 A$="CHR$(12)+"tvctjtuf!/
!F!o!e!f!s!o!j!f!s!f!d!p!v!s!t!C!b!z!m!m!f!s!w
!p!v!t!s!f!q!m!b!d!f!e!b!o!t!w!p!u!s!f!f!o!w!j!s
!p!o!o!f!n!f!o!u!!!!!!g!b!n!j!m!j!f!s!f!o!w!p
!v!t!u!f!o!e!b!o!u!v!o!q!j!h!f!/D!f!q!m!b!o
!f!d!i!p!v!f!(!q!v!j!r!v!f!w!p!v!t!w!p!v!t!b!w!f!C!h
!b!h!o!f!x!!!!!!f!u!C!b!z!m!m!f!s!w!p!v!t!m!b
!j!t!t!f!f!o!q!b!j!y!q!b!s!d!f!r!v!f!w!p!v!t!
!f!u!f!t!b!n!o!f!t!j!r!v!f/"
7051 GOSUB 20000
7053 PRINT
7054 A$="0!b!u!b!d!i!b!-!f!o!g!j!o!s!b!t!t
!v!s!f!f!-!w!b!w!p!v!t!s!f!w!f!o!j!s!/W!p!v!t!
!b!m!m!f!C!f!u!s!f!j!d!i!f!-!d!f!m!f!e!s!f!f!u
!!!!!!i!f!v!s!f!v!y!/":GOSUB 20000
7056 FOR Q=0 TO 60000:NEXT Q
:INK 1,10
7060 A$="!M!b!t!////!m!b!w!j!p!o!r
!v!j!m!b!s!b!n!f!o!f!t!(!f!d!s!b!t!f!":GOSUB
B 20000
7065 PRINT:PRINT

```

# DEULIGNE

L'ARGENT FAIT  
LE BONHEUR,  
LES FEMMES  
FONT LE  
RESTE!



Voilà de quoi bricoler en langage machine avec ce moniteur assembleur !  
Mode d'emploi :  
(adresse) liste les octets huit par huit.  
(adresse) : entre dans le mode Edit. Permet la modification des valeurs à partir de (adresse). Pour sortir, placez un ";" après la dernière valeur. Si vous ne connaissez pas le code d'un caractère, entrez-le précédé d'un " ".  
(adresse)dièse appelle la routine commençant à (adresse).

```

1 INPUT"&",A$:A$="&0"+
A$:A=VAL(A$):DEF FN L=
ASC(RIGHT$(A$,1)):IF F
N L=58 THEN WHILE FN L
(<)59:PRINT">";HEX$(A,4
);" (" +HEX$(PEEK(A),2)
);:INPUT" ) ",A$:Q=ASC(A
$+" ")=45:G=ASC(MID$(A
$,1-Q,1)):U=VAL("&0"+A
$):POKE A,Q*(U-G)+U:A=
A+1:WEND:RUN ELSE T=FN
L<>35
2 IF T THEN WHILE INKE
Y$="":PRINT HEX$(A,4)"
";:FOR I=0 TO 7:E=PEE
K(A+1):K=E<32:G=(E-46)
*K:K=E>126:D=(E-46)*K:
A$(I)=CHR$(E+G+D):PRIN
T HEX$(E,2)" ";:NEXT:F
OR I=0 TO 7:PRINT A$(I
);:NEXT:A=A+B:PRINT:WE
ND:CALL EBB06:ON INKEY
(18)+2 GOTO 2,1 ELSE C
ALL A:CLS:RUN

```

```

7070 A$="!!!!!!!!!!!!!!!!!!!!!!
!!!!!!!!Upvu!of!q!f!v!u!q!b!t!u!p!v!k!p!v
!s!t!g!o!j!s!e!j!f!o!":GOSUB 20000
8000 GOTO 8000
20000 FOR I=1 TO 10000:PRI
NT CHR$(ASC(MID$(A$,I,1))-1)
;:NEXT:PRINT:RETURN

```



# SOUCOUPE

Tel un invincible héros de science-fiction, affrontez maints dangers aux commandes de votre cuper soucoupe.

Emmanuel BOU

## Mode d'emploi :

Lors de la frappe de ce programme, soyez attentif aux lignes 7150 à 7210. Les "i" minuscules correspondent au caractère de code ASCII 233. L'appui sur la touche CLR affiche le caractère désiré, en tapant au préalable KEY DEF 16, 1, 233.

Vous avez la possibilité d'interrompre la présentation, en appuyant un instant sur la barre d'espace. Choisissez ensuite l'option "touches" ou "manette". Vous devez, aux commandes de votre soucoupe, éviter divers obstacles et atterrir sans encombre sur une petite plate forme bleue. Vous aurez à affronter des missions de plus en plus dangereuses, dont voici la plus périlleuse : tenter d'atterrir sur une base sous un feu nourri, pour la défendre ensuite contre l'ennemi et désamorcer une bombe posée par un saboteur.

```
10 REM (c) E.B. & Hebdo
20 HC=100:NC$="AMSTRAD"
30 SYMBOL AFTER(32)
40 SYMBOL 143,0,88,56,106,11
0,20,24,0
50 SYMBOL 238,0,0,1,31,53,29
,0,0
60 SYMBOL 239,0,0,128,240,92
,216,0,0
70 SYMBOL 144,0,24,0,66,66,0
,24,0
80 SYMBOL 210,0,0,31,42,31,6
,0,0
90 SYMBOL 212,0,16,44,30,78,
0,34
100 SYMBOL 213,130,0,52,220,
48,2,32,132
110 SYMBOL 240,0,0,3,15,3,0,
0,0
120 SYMBOL 241,0,0,192,240,1
92,0,0,0
130 SYMBOL 211,0,0,248,84,24
8,96,0,0
140 SYMBOL 161,0,2,2,18,36,1
20,32,16
150 ENV 1,1,15,100
160 ENV 2,10,1,1,7,-1,5,1,0,
20
170 ENV 3,1,2,1,1,10,3,9,-1,
5
180 ENT 1,30,1,1,1,-30,5,30,
1,1,1,-30,5,30,1,1
190 ENT 2,10,-1,1,30,1,1,1,0
,60
200 ENT 3,20,10,5,20,5,5
210 ENT 4,10,-1,1,30,1,1,10,
6,2
220 REM -- PRESENTATION --
230 DIM C(10)
240 FOR N= 1 TO 2
250 SOUND 1,119,100,4,2,1:SO
UND 2,95,100,4,2,1:SOUND 4,8
0,100,4,2,1
260 SOUND 1,119,100,4,2,2,8:
SOUND 2,95,100,4,2,1,1
270 SOUND 1,119,100,10,1:SOU
ND 2,95,100,10,1:SOUND 4,80,
200,10,1
280 NEXT
290 MODE 0
300 INK 0,0:BORDER 0,1
310 INK 2,6
320 INK 3,11
330 INK 4,19
340 INK 5,22
350 SPEED INK 5,5
360 INK 1,24:PEN 5
370 LOCATE 6,4:PRINT "SOUCOU
PE":PEN 1
380 PLOT 100,280,2:DRAW 480,
280,2
390 DRAW 480,380,2:DRAW 100,
380,2:DRAW 100,280,2
400 PLOT 90,270,4:DRAW 495,2
70,4
410 DRAW 495,390,4:DRAW 90,3
90,4:DRAW 90,270,4
420 FOR N= 100 TO 105:PLOT 1
50,N,1:DRAW 300,0,1:NEXT
430 FOR N= 105 TO 150:PLOT N
+45,N:DRAW 300-2*(N-105),0,
2:NEXT
440 PLOT 195,150,4:DRAW 250,
180,4:DRAW 350,180,4:DRAW 40
5,150,4
450 PLOT 195,150,4:DRAW 405,
150,4:PLOT 196,151,4:DRAW 40
4,151,4
460 PLOT 150,105,3:DRAW 195,
150,3
470 PLOT 180,105,3:DRAW 210,
150,3
480 PLOT 220,105,3:DRAW 240,
150,3
490 PLOT 270,105,3:DRAW 275,
150,3
500 PLOT 320,105,3:DRAW 315,
150,3
510 PLOT 370,105,3:DRAW 350,
150,3
520 PLOT 415,105,3:DRAW 377,
150,3
530 PLOT 450,105:DRAW 405,15
0,3
540 PLOT 200,95,3:DRAW 400,9
5,3
550 PLOT 199,93,1:DRAW 398,9
3,1
560 PLOT 300,180,5:DRAW 0,6
0,5:PLOT 0,0,2:PLOT 0,1,2
570 REM --- ANIMATION ---
580 PLOT 70,200,3:TAG:PRINT
CHR$(210);CHR$(211);
590 XX=XPOS:IF INKEY(47)<>-1
THEN 690
600 FOR Y= 200 TO 30 STEP -1
610 MOVE 70,Y:TAG:PRINT CHR$(
210);CHR$(211);:NEXT:IF INK
EY(47)<>-1 THEN 690
620 FOR X=70 TO 660:MOVE X,3
0:TAG:PRINT CHR$(210);CHR$(2
11);:NEXT:IF INKEY(47)<>-1 T
HEN 690
630 FOR X=-100 TO 200:MOVE X
,30:TAG:PRINT"SPACE"+ CHR$(2
10);CHR$(211);:NEXT:IF INKEY
(47)<>-1 THEN 690
640 FOR Y=30 TO -10 STEP -1:
MOVE 366,Y:TAG:PRINT CHR$(21
0);CHR$(211);:NEXT
650 BORDER 1:INK 5,14,5
660 WHILE INKEY(47)=-1:WEND
670 DATA 8,1,0,2,9
680 DATA 74,75,72,73,76
690 MODE 1:BORDER 1
700 PEN 2:TAGOFF:PRINT:PRINT
TAB(10);"**** SOUCOUPE ****
":PRINT
710 WHILE INKEY$<>"" :WEND:A$
=" MANETTES OU TOUCHES [M]
[ ] "
720 WHILE T$="" :B$=RIGHT$(A$
,1)
730 PRINT "Σ":LOCATE 2,4:PRI
NT A$
740 PRINT "Σ"
750 T$=INKEY$:A$=B$+LEFT$(A$
,LEN(A$)-1):WEND
760 IF UPPER$(T$)="M" THEN R
ESTORE 680:GOTO 790
770 IF UPPER$(T$)="T" THEN R
ESTORE 670:GOTO 790
780 T$="" :GOTO 710
790 READ GA,DA,HA,BA,FE
800 REM --- VARIABLES ----
810 X=320:Y=400
820 TX=TIME/300
830 BOX=0
840 SC=0
850 AC=0:TA=0
860 VA=4:VB=VA
870 CA=300
880 TA=0
890 G=0
900 REM ----- ENTREE -----
910 TAGOFF:MODE 1
```



```

920 WINDOW #1,1,40,24,25
930 WINDOW #0,1,40,1,23
940 CLS #1:CLS
950 PEN #1,0:PAPER #1,1
960 CLS#1
970 LOCATE #1,1,2:PRINT #1,"
Temps "
980 LOCATE #1,1,1:PRINT #1,"
Soucoupe ";STRING$(VA,CHR$(2
10))
990 LOCATE #1,15,1:PRINT #1,
"Carburant ":PRINT"ENTREE"
1000 FOR N= 30 TO 40:PLOT 1,
N,2:DRAWR 640,0,2:NEXT
1010 FOR N=1 TO 10:PLOT N,4
0,2:DRAWR 0,340,2:NEXT
1020 FOR N= 630 TO 640:PLOT
N,40,2:DRAWR 0,340,2:NEXT
1030 FOR N= 200 TO 250:PLOT
N,41,3:DRAWR 0,15,3:NEXT
1040 RESTORE 3980:FOR N=1 TO
3:READ RX,RY:LOCATE RX,RY:P
RINT CHR$(213):READ RX,RY:LO
CATE RX,RY:PRINT CHR$(143):N
EXT
1050 PLOT X,Y,3:TAG
1060 REM --- ANIMATION ---
1070 TAG:MOVE X,Y:PRINT CHR
$(210)+CHR$(211);
1080 X=X+2*SGN(INKEY(DA))-INK
EY(GA))
1090 Y=Y+2*SGN(INKEY(HA))-INK
EY(BA))-G
1100 G=G+0.05-SGN(INKEY(HA)+
1)
1110 CA=CA-(INKEY(HA)+1)-(IN
KEY(BA)+1)
1120 IF G>2 THEN G=2
1130 IF G<-1 THEN G=-1
1140 LOCATE #1,25,1:PRINT #1
,CA
1150 IF CA<1 THEN 1390
1160 IF TEST(X+19,Y+6)<>0 OR
TEST (X+16,Y-16)<>0 THEN 12
20
1170 IF TEST(X-2,Y-8)<>0 OR
TEST(X+30,Y-8)<>0 THEN 1220
1180 IF TEST(X+2,Y-14)<>0 OR
TEST(X+24,Y-14)<>0 OR TEST(
X+8,Y+2)<>0 THEN 1220
1190 TRX=TIME/300
1200 LOCATE #1,8,2:PRINT #1,
TRX-TX
1210 GOTO 1070
1220 REM ----- TEST -----
1230 A=REMAIN(0)
1240 IF TEST(X+2,Y-14)=3 AND
TEST(X+24,Y-14)=3 OR TEST(X
+2,Y-16)=3 AND TEST(X+24,Y-1
6)=3 THEN GOTO 1340
1250 IF VA<1 THEN 1390
1260 SOUND 1,239,50,10,1,2,5
1270 GOSUB 5290:REM ** EXPL

```

```

OSION **
1280 VA=VA-1
1290 VB=VA:X=320:Y=400:PLOT
1,1,3
1300 IF TA<0 THEN TAGOFF:CL
S
1310 ON TA GOSUB 1630,1870,2
120
1320 CLS #1:LOCATE #1,1,2:PR
INT #1,"Temps ":LOCATE #1,1,
1:PRINT #1,"Soucoupe ";SPACE
$(VA):LOCATE #1,1,1:PRINT #1
,"Soucoupe ";STRING$(VA,CHR$(
210)):LOCATE #1,15,1:PRINT
#1,"Carburant "
1330 GOTO 1060
1340 REM ----- REUSSI -----
1350 TA=TA+1:ON TA GOSUB 150
0,1760,2020
1360 IF TA=4 THEN GOTO 2310
1370 TX=TIME/300
1380 GOTO 1060
1390 REM -- PREMIERE FIN --
1400 MODE 0:INK 2,1,6:PEN 2:
FOR N=0 TO 3:A=REMAIN(N):NEX
T:IF INKEY("<")"" THEN GOTO 13
90
1410 PRINT:PEN 1:PRINT"*";:P
EN 3:PRINT"*";:PEN 2:PRINT"
ZFIN DE PARTIEZ";:PEN 3:PRI
NT" *";:PEN 1:PRINT"*"
1420 PRINT:PEN 1:INPUT"Nom "
;NOM$
1430 IF NOM$="" THEN NOM$="A
nalphabete"
1440 PEN 2:PRINT:PRINT NOM$;
" ";:SC
1450 IF SC>HC THEN NC$=NOM$:
HC=MAX(SC,HC):PRINT
1460 INK 6,22:PEN 6:PRINT:PR
INT "Record ":"HC:PRINT:PRINT
"De X"+NC$+"X"
1470 INK 1,24:INK 2,6
1480 FOR N=1 TO 3000:NEXT
1490 MODE 1:T$="":PEN 1:GOTO
690
1500 REM --- TABLEAU I ---
1510 SC=SC+100-ROUND(TIME/30
0-TX)
1520 BOX=(RND+2)*(SC/15+5)
1530 BCX=BOX*(RND*5+5)
1540 GOSUB 5230:REM MUSIQUE
1550 TAGOFF:LOCATE 1,24:FOR
N= 1 TO 30:PRINT:NEXT
1560 IF VA<VB THEN VB=VA:GO
TO 1630
1570 CLS#1:LOCATE #1,1,1:PRI
NT #1,"Score ";SC;" Bonus "
1580 FOR n= 1 TO 2000:NEXT:P
EN #1,2:FOR N= 1 TO BOX:LOCA
TE #1,20,1:PRINT CHR$(7):PRI
NT #1,N:NEXT
1590 PEN #1,1:FOR N=1 TO 200

```

```

0:NEXT
1600 SC=SC+BOX
1610 PRINT #1,"Bonus carbura
nt:";BCX
1620 CA=CA+BCX
1630 FOR N= 30 TO 40:PLOT 1,
N,2:DRAWR 640,0,2:NEXT:FOR N
= 1 TO 10:PLOT N,40,2:DRAWR
0,340,2:NEXT:FOR N= 630 TO 6
40:PLOT N,40,2:DRAWR 0,340,2
:NEXT
1640 FOR N=200 TO 210:PLOT 1
,N,2:DRAWR 250,0,2:NEXT
1650 FOR N=200 TO 210:PLOT 3
50,N,2:DRAWR 290,0,2:NEXT
1660 FOR N=7 TO 33 STEP 4:LO
CATE N,18:PRINT CHR$(213):LO
CATE N+2,18:PRINT CHR$(143):
NEXT:FOR N=400 TO 450:PLOT N
,200,3:DRAWR 0,15,3:NEXT:PLO
T 350,210,2:DRAW 350,300,2:P
LOT 250,210,2:DRAW 250,300,2
1670 PEN #1,0:CLS #1:LOCATE
#1,1,2:PRINT #1,"Temps "

```

# SOUCOUPE

```

1680 LOCATE #1,1,1:PRINT #1,
"Soucoupes ";STRING$(VA,CHR$(
210))
1690 EVERY 60 GOSUB 1720
1700 LOCATE #1,15,1:PRINT #1
,"Carburant ":LOCATE #0,1,1:
PRINT TAB(6);"Tableau I"
1710 SA=250:SB=350:X=320:Y=8
0:PLOT X,Y,3:AC=1:TX=TIME/30
0:RETURN
1720 SA=SA+1:SB=SB-1
1730 PLOT SA,200,1:DRAWR 0,1
0,1
1740 PLOT SB,200,1:DRAWR 0,1
0,1
1750 MOVE X,Y:RETURN
1760 REM -- Tableau II ---
1770 SC=SC+150-ROUND(TIME/30
0-TX)
1780 BOX=(RND+1)*(SC/15+2)
1790 GOSUB 5230:REM MUSIQUE
1800 TAGOFF:LOCATE 1,24:FOR
N= 1 TO 30:PRINT:NEXT
1810 IF VA<>VB THEN VB=VA:GO
TO 1860
1820 CLS#1:LOCATE #1,1,1:PRI

```



```

NT #1,"Score ";SC;" Bonus "
1830 FOR N=1 TO 2000:NEXT:PE
N #1,2:FOR N=1 TO BOX:LOCATE
#1,20,1:PRINT #1,N:PRINT CH
R$(7):NEXT
1840 SC=SC+BOX:BCX=BOX*(RND*
5+5)
1850 PRINT #1,"Bonus carbura
nt ";BCX
1860 FOR N=1 TO 2000:NEXT:PE
N #1,0
1870 FOR N= 30 TO 40:PLOT 1,
N,2:DRAWR 640,0,2:NEXT:FOR N
= 1 TO 10:PLOT N,40,2:DRAWR
0,340,2:NEXT:FOR N= 630 TO 6
40:PLOT N,40,2:DRAWR 0,340,2
:NEXT
1880 FOR N= 300 TO 310:PLOT
200,N,2:DRAWR 200,0,2:NEXT
1890 FOR N= 200 TO 210:PLOT
200,N,2:DRAWR 50,0,2:PLOT 35
0,N,2:DRAWR 50,0,2:NEXT
1900 PLOT 250,200,2:DRAW 250
,100,2:PLOT 350,200,2:DRAW 3
50,100,2
1910 PLOT 100,310,2:DRAW 540
,310,2
1920 FOR N=300 TO 350:PLOT N
,300,3:DRAWR 0,15,3:NEXT
1930 CLS #1:LOCATE #1,1,2:PR
INT #1,"Temps ":LOCATE #1,1,
1:PRINT #1,"Soucoupes ";STRI
NG$(VA,CHR$(210)):LOCATE #1,
15,1:PRINT #1,"Carburant ":L
OCATE #0,1,1:PRINT TAB(6);"T
ableau II"
1940 EVERY 25 GOSUB 1970
1950 FOR N= 200 TO 210:PLOT
N,200:DRAWR 0,100,2:PLOT N+1
90,200,2:DRAWR 0,100,2:NEXT
1960 SA=10:SB=630:SH=40:AC=2
:X=300:Y=250:PLOT X,Y,3:RETU
RN
1970 REM --- FERMETURE ---
1980 SA=SA+1:PLOT SA,310,1
1990 SB=SB-1:PLOT SB,310,1
2000 SH=SH+1:PLOT 10,SH,1:DR
AWR 620,0,1
2010 PLOT 1,1,3:MOVE X,Y:RET
URN
2020 REM -- Tableau III --
2030 SC=SC+100-ROUND(TIME/30
0-TX):BCX=10
2040 BOX=RND*(SC/30+1)
2050 GOSUB 5230
2060 TAGOFF:LOCATE 1,24:FOR
N= 1 TO 30:PRINT:NEXT
2070 IF VA<>VB THEN VB=VA:GO
TO 2120
2080 CLS#1:LOCATE #1,1,1:PRI
NT #1,"Score ";SC;" Bonus "
2090 FOR n= 1 TO 2000:NEXT:P
EN #1,2:FOR N= 1 TO BOX:LOCA
TE #1,20,1:PRINT CHR$(7):PRI
NT #1,N:NEXT
2100 PEN #1,0:FOR N=1 TO 200
0:NEXT
2110 SC=SC+BOX:CA=CA+BCX:PRI
NT #1,"Bonus carburant: ";BCX
2120 FOR N= 30 TO 40:PLOT 1,
N,2:DRAWR 640,0,2:NEXT:FOR N
= 1 TO 10:PLOT N,40,2:DRAWR
0,340,2:NEXT:FOR N= 630 TO 6
40:PLOT N,40,2:DRAWR 0,340,2
:NEXT
2130 PLOT 100,300,2:DRAW 500
,300,2
2140 PLOT 80,140,1:DRAW 90,1

```

```

50,1:PLOT 520,140,1:DRAW 510
,150,1
2150 PLOT 10,200,2:DRAW 60,1
30,2:DRAW 100,130,2:DRAW 150
,40,2:DRAW 450,40,2:DRAW 500
,130,2:DRAW 540,130,2:DRAW 6
40,200,2
2160 FOR N= 300 TO 340:PLOT
4,35,3:DRAWR 0,10,3:NEXT
2170 FOR N= 130 TO 140:PLOT
60,N,1:DRAWR 40,0,1:PLOT 500
,N,1:DRAWR 40,0,1:NEXT
2180 CLS #1:LOCATE #1,1,2:PR
INT #1,"Temps ":LOCATE #1,1,
1:PRINT #1,"Soucoupes ";STRI
NG$(VA,CHR$(210)):LOCATE #1,
15,1:PRINT #1,"Carburant ":L
OCATE #0,1,1:PRINT TAB(6);"T
ableau III"
2190 SXA=90:SYA=150:SYB=510:
SYB=SYA
2200 X=320:Y=390:AC=3:PLOT X
,Y,3:AFTER 100 GOSUB 2210:RE
TURN
2210 DEG:REM TIR
2220 IF X<320 THEN FX=SXA:FY
=SYA ELSE FX=SXB:FY=SYB
2230 DX=X+ROUND(RND*100-100)
:DY=Y+ROUND(RND*80-80)
2240 PLOT FX,FY,1:DRAW DX,DY
,1
2250 FOR N=1 TO 360 STEP 12
2260 PLOT DX+10*COS(N),DY+10
*SIN(N),1
2270 DRAW DX,DY,1:NEXT
2280 SOUND 1,239,50,10,1,2,5
:PLOT FX,FY,0:DRAW DX,DY,0:P
LOT 1,1,3:MOVE X,Y
2290 AFTER INT(RND*100)+N/2
GOSUB 2210
2300 RETURN
2310 REM *****
2320 REM ** FIN DE LA **
2330 REM * PREMIERE PARTIE*
2340 REM *****
2350 REM *****
2360 MODE 1:WINDOW #1,1,40,1
3,25
2370 PEN #1,0:PAPER #1,2:CLS
#1
2380 GOSUB 5230:GOSUB 5380:R
EM MUSIQUE
2390 REM Texte
2400 RESTORE 3800:WHILE INKE
Y$(>""):WEND
2410 PRINT #1:FOR N=1 TO 4:R
EAD A$
2420 PRINT #1,A$:PRINT #1:NE
XT
2430 PRINT #1
2440 PRINT #1,"Pour continue
r [ XSPACEX ]"
2450 WHILE INKEY(47)=-1:WEND
2460 CLS #1:PRINT #1
2470 FOR N=1 TO 4:PRINT #1:R
EAD A$
2480 PRINT #1,A$:NEXT
2490 PRINT #1:PRINT #1,"Pour
continuer [ XSPACEX ]"
2500 WHILE INKEY(47)=-1:WEND
2510 FOR N=1 TO 4:READ A$:PR
INT #1:PRINT #1,A$:NEXT
2520 INPUT#1,"Voulez vous co
nsulter le mode d'emploi des
instruments ... (O/N) ";A$
2530 A$=UPPER$(A$):IF LEN(A$
)<>1 THEN 2520
ELSE IF A$=""

```

```

" THEN MODE 1:CLS#1:GOSUB 45
30 ELSE 2540
2540 PRINT #1:PRINT #1,"Pour
continuer [ XSPACEX ]":WH
ILE INKEY(47)=-1:WEND
2550 CA=CA+SC/4+ROUND(RND*10
0):EN=0
2560 SC=SC+100:IF CA>400 THE
N CA=400
2570 MODE 1:WINDOW #1,4,37,4
,10
2580 PAPER #1,3:CLS #1:VF=0:
EF=0
2590 LOCATE #1,1,7:PEN #1,2:
PRINT #1,STRING$(34,CHR$(207
));
2600 PLOT 40,360,3:DRAW 600,
360,3:DRAW 600,230,3:DRAW 40
,230,3:DRAW 40,360,3
2610 FOR N=100 TO CA+100 STE
P 2
2620 PLOT N,150,2:DRAW 0,6,
2:NEXT
2630 PLOT 40,360,3:DRAW 5,-
5,3
2640 PLOT 600,360,3:DRAW 5,-
5,3
2650 PLOT 600,230,3:DRAW 5,-
5,3
2660 PLOT 40,230,3:DRAW 5,5
,3
2670 PLOT 50,130,1:DRAW 520,
130,1
2680 DRAW 520,170,1:DRAW 50,
170,1:DRAW 50,130,1
2690 LOCATE 5,16:PRINT"E":L
OCATE 12,22:PRINT"RADAR"
2700 REM VARIABLES
2710 Y=300:CO=CA:DIST=0:ORI=
0:ANG=0
2720 AT=0:DT=0:TF=0:DET=0:AD
ET=DET
2730 ADIST=0:AANG=0:SA=0:ADR
I=ORI:AY=Y
2740 LOCATE 10,12:PRINT"ANGL
E":"ORI
2750 PEN 1:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
2760 LOCATE 24,12:PRINT "CHA
RGE:X"SA"X"
2770 LOCATE 22,19:PRINT "BAS
ES:"STRING$(VA,CHR$(231))
2780 DEG:FOR N=1 TO 360 STEP
2::PLOT 100+60*COS(N),60+60
*SIN(N),2:NEXT:PLOT 100,120,
2:DRAW 0,-120,2:PLOT 40,60,
2:DRAW 120,0,2:REM BOUSSOLE

2790 REM * INITIALISATION *
2800 AFTER 1500,2 GOSUB 3530
:REM ENNEMI
2810 EVERY 50,1 GOSUB 3160
2820 PRINT CHR$(23)+CHR$(1)
2830 PLOT 1,1,1:MOVE 312,Y:T
AG #1:PRINT #1,CHR$(144);
2840 REM SAISIE DES TOUCHES
DEPLACEMENT
2850 Y=Y+2*SGN(INKEY(HA))-INK
EY(BA))
2860 ORI=ORI+2*SGN(INKEY(GA))
-INKEY(DA))
2870 IF INKEY(69)<>-1 THEN 3
050
2880 IF INKEY(FE)<>-1 THEN 3
370
2890 ON INKEY(71)+1 GOSUB 42
50
2900 IF Y>350 THEN Y=350
2910 IF Y<250 THEN Y=250
2920 IF ORI=360 THEN ORI=0
2930 IF ORI<0 THEN ORI=358
2940 IF CA<0 THEN GOTO 3210
2950 ON EF GOTO 4350,4350,32
10
2960 IF EN>9 THEN 5740
2970 IF EF=0 AND VF=2 THEN G
OSUB 4450:VF=0
2980 IF AORI=ORI AND AY=Y TH
EN 2850
2990 SOUND 1,2000,8,2:PLOT 1
,1,1
3000 DI:MOVE 312,AY:TAG #1:P
RINT #1,CHR$(144);
3010 MOVE 312,Y:PRINT #1,CHR
$(144);
3020 LOCATE 16,12:PRINT USIN
G"###";ORI
3030 EI:AY=Y
3040 GOTO 2850
3050 SA=SA+1:IF SA>9 THEN SA
=9:GOTO 2850
3060 IF CA<=0 THEN 3210
3070 SOUND 1,60,2,5:LOCATE 3
1,12:PRINT"X"SA"X"
3080 CA=CA-6
3090 REM * CARBURANT *
3100 DI:FOR N=CO-2 TO CA STE
P -2
3110 PLOT N+100,150,3:DRAW 0,
6,3
3120 SOUND 1,60,2,5:SOUND 1,
60,2,0
3130 NEXT:EI:PLOT 1,1,1:MOVE
312,Y
3140 CO=CA:GOTO 2850
3150 REM ***** RADAR *****
3160 IF AORI=ORI AND AY=Y AN
D TF=0 THEN 3200
3170 BMX=XPOS:BY=YPOS
3180 PLOT 100,60,1:DRAW 100+
60*COS(AORI),60+60*SIN(AORI)
,1
3190 PLOT 100,60,1:DRAW 100+
60*COS(ORI),60+60*SIN(ORI),1

3200 AORI=ORI:MOVE BMX,BMY:R
ETURN
3210 REM *** EXPLOSION ***
3220 SPEED INK 5,5:C=4
3230 FOR N=1 TO 31:SOUND 2,0
,C,15,0,0,N
3240 NEXT:INK 1,24,15:INK 2,
3,17:INK 3,1,9
3250 SOUND 1,4,300,15,0,0,31

3260 SOUND 4,2000,300,10,2,1
,31
3270 OUT &BC00,13
3280 FOR N=1 TO 100
3290 OUT &BD00,2
3300 FOR T=1 TO 10:NEXT
3310 OUT &BD00,0:FOR T=1 TO
10:NEXT:NEXT
3320 INK 2,6:INK 1,24:INK 3,
11
3330 FOR N=0 TO 3:A=REMAIN(N
):NEXT
3340 CA=CA+100:VA=VA-1:IF CA
>400 THEN CA=400
3350 IF VA<=0 THEN PRINT CHR
$(23)+CHR$(0):GOTO 1390
3360 FOR N=1 TO 1000:NEXT:EF
=0:GOTO 2570
3370 REM **** TIR ****
3380 IF TF=1 OR SA<=0 THEN 2
850
3390 DI:PLOT 40,310,2:DRAW 3
20,Y,2
3400 PLOT 40,290,2:DRAW 320,
Y,2
3410 PLOT 600,310,2:DRAW 320
,Y,2
3420 PLOT 600,290,2:DRAW 320
,Y,2:EI
3430 SA=SA-1:LOCATE 31,12:PR
INT"X"SA"X"
3440 SOUND 1,200,50,6,2,4,3:
SOUND 1,200,50,3,2,4,3:SOUND
1,200,50,0,2,4,3
3450 DI:PLOT 40,310,2:DRAW 3
20,Y,2
3460 PLOT 40,290,2:DRAW 320,
Y,2
3470 PLOT 600,310,2:DRAW 320
,Y,2
3480 PLOT 600,290,2:DRAW 320
,Y,2:EI
3490 TF=1:AT=ORI:DT=0:ADT=DT
3500 EVERY 25,0 GOSUB 4180
3510 GOTO 2850
3520 SOUND 1,200,50,6,2,4,3:
SOUND 1,200,50,3,2,4,3:SOUND
1,200,50,0,2,4,3
3530 REM * ALERTE ROUGE *
3540 IF TF=0 THEN 3560
3550 PLOT 100+DT*COS(AT),60+
DT*SIN(AT),1:A=REMAIN(0):TF=
0
3560 FOR N=1 TO 10
3570 PEN 2:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
3580 SOUND 1,250,40,5,2
3590 SOUND 2,300,40,8,1,2
3600 SOUND 1,250,40,0
3610 SOUND 2,300,40,0
3620 PEN 1:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
3630 NEXT
3640 EF=1:DET=60:ANG=INT(RND
*340)+10:STA=100
3650 PEN 2:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
3660 EVERY 80,2 GOSUB 3700
3670 BMY=YPOS:BMX=XPOS
3680 PLOT 100+DET*COS(ANG),6
0+DET*SIN(ANG),1
3690 AANG=ANG:ADET=DET:MOVE
BMX,BMY:RETURN
3700 REM * MUT ENNEMI *
3710 DET=DET-ROUND(STA/20):B
MY=YPOS:BMX=XPOS
3720 ANG=ANG+2
3730 IF DET<0 THEN EF=3:A=RE
MAIN(2)
3740 IF STA<0 THEN A=REMAIN(
2):EF=0:GOTO 3770
3750 PLOT 100+DET*COS(ANG),6
0+DET*SIN(ANG),1:PLOT 100+AD
ET*COS(AANG),60+ADET*SIN(AAN
G),1
3760 AANG=ANG:ADET=DET:MOVE
BMX,BMY:RETURN
3770 PEN 1:LOCATE 17,2:PRINT
STRING$(6,CHR$(233)):SC=SC+
20:EN=EN+1
3780 AFTER 600,2 GOSUB 3530:
IF TEST(100+ADET*COS(AANG),6
0+ADET*SIN(AANG))=0 THEN PLO
T 100+DET*COS(ANG),60+DET*SI
N(AANG),1 ELSE PLOT 100+ADET
*COS(AANG),60+ADET*SIN(AANG)
,1

```

## SOUCOUBE

```

3790 GOTO 3760
3800 REM * Zone des DATAs *
3810 DATA Vous avez reussi
a atterrir sur la
3820 DATA base . Maintenant
defendez vous contre
3830 DATA l'envahisseur . De
truisez le
3840 DATA Avant que lui ne v
ous detruise
3850 DATA Pour faire FEU . A
ppuyer sur
3860 DATA 10A10 ..... Pour a
rmer les lasers
3870 DATA 10Z10 ..... Pour a
nnuler un tir
3880 DATA 10FIRE10 ou 10COP
Y10 pour tirer
3890 DATA Attention l'effet
de ces lasers,n'est pas imme
diat ., il lui faut du temps
pour, arriver jusqu'a sa ci
ble
3900 DATA 65,225,80,249,76,2
56,60,240
3910 DATA 108,288,111,299,10
0,295,50,250
3920 DATA 38,261,60,270,65,2
65,50,250
3930 DATA 38,262,50,250,52,2
45,56,240
3940 DATA 60,240
3950 DATA 211,391,221,399,25
6,399,268,390,274,385,270,37
5,261,369,250,360,230,360,21
7,367,207,375,203,385
3960 DATA 15,0,10,-5,0,-10,-
10,-5,-15,0,-10,5,0,10,10,5
3970 DATA 274,385,248,310,27
0,375,248,310,261,369,242,30
5,250,360,240,305,230,360,23
6,305,217,367,233,305,207,37
5,230,310
3980 DATA 12,12,5,19,30,7,20
,4,27,16,32,8
3990 DATA 1,2,11,10,14,20,8,
4,9,24
4000 DATA M,a,i,l,h,e,u,r,e,u,
s,e,m,e,n,t," ",u,n," ",S,A,
B,O,T,E,U,R,O,s,'e,s,t," ",
i,n,t,r,o,d,u,i,t," ",d,a,n,
s," ",l,a," ",b,a,s,e,0
4010 DATA e,t," ",a," ",p,o,
s,e," ",u,n,e," ",b,o,m,b,e,
" ",a," ",r,e,t,a,r,d,e,m,e,
n,t
4020 DATA A," ",v,o,u,s," ",
," ",l,a," ",n,e,u,t,r,a,l,i
,s,e,r,0
4030 DATA e,n," ",t,r,o,u,v,
a,n,t," ",l,e," ",c,o,d,e,"
",d,e," ",q,u,a,t,r,e,0
4040 DATA C,H,I,F,F,R,E,S,,
,,," ",A,v,a,n,t," ",l,a,"
",f,i,n," ",d,u," ",c,o,m,p
,t,e," ",0
4050 DATA a," ",r,e,b,o,u,r,
s,,,,0
4060 DATA v,o,u,s," ",e,t,e,
s," ",a,i,d,e," ",p,a,r," ",
v,o,t,r,e," ",d,e,c,o,d,e,u,
r,0,*," ":c,h,i,f,f,r,e," "
,e,x,a,c,t," ",&," ",b,i,e,n
," ",p,l,a,c,e,0
4070 DATA +," ":c,h,i,f,f,r
,e," ",e,x,a,c,t," ",m,a,i,s
," ",m,a,l," ",p,l,a,c,e,0,-
," ":c,h,i,f,f,r,e," ",i,n,
e,x,a,c,t,0
4080 DATA 55,52,49,48,56,53,
50,247,57,54,51,161
4090 DATA 4,160,45,1,60,15,2
,159,15,1,80,15,2,190,15,1,7
1,15,2,179,15
4100 DATA 4,190,45,1,95,15,2
,213,15,1,89,15,2,169,15,1,1
27,15,2,128,15
4110 DATA 4,239,100,1,119,10
0,2,120,100
4120 REM ANIMATION DES ENCRE
S
4130 REM EFFET DE FLASH
4140 FOR V=1 TO 3
4150 C=C+1:IF C>10 THEN C=1
4160 INK V,C(C)
4170 NEXT:RETURN
4180 REM * MUT DU TIR *
4190 DT=DT+5:RX=XPOS:RY=YPOS
4200 PLOT 100+ADT*COS(AT),60
+ADT*SIN(AT),1:PLOT 100+DT*C
OS(AT),60+DT*SIN(AT),1
4210 ADT=DT:FA=ABS(AT-ANG):R
D=ABS(DET-DT)
4220 IF FA<10 AND RD<5 AND E
F<>0 THEN 4290
4230 IF DT>60 THEN 4250
m,a,i,n,t,e,n,a,n,t," ",d,e,
4240 MOVE RX,RY:RETURN
4250 IF TF=0 THEN 4240
4260 SOUND 1,100,2,5:SOUND 1
,100,2,0
4270 PLOT 100+ADT*COS(AT),60
+ADT*SIN(AT),1
4280 TF=0:A=REMAIN(0):GOTO 4
240
4290 REM * ENNEMI TOUCHE *
4300 EF=2:DG=5*(10-RD)+(20-A
BS(HT-HE))+3*(10-FA)
4310 PEN 3:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
4320 STA=STA-DG:INK 3,1,6:PL
OT 100+COS(AT)*DT,60+SIN(AT)
*DT,1
4330 SOUND 1,300,50,4,3,2,6:
FOR N=1 TO 100:NEXT:INK 3,11
4340 SOUND 1,300,50,4,3,2,6:
TF=0:PEN 1:A=REMAIN(0):GOTO
4240
4350 REM AFFICHAGE SOUCOUBE
4360 RA=ORI-ANG
4370 IF VF=2 THEN GOSUB 4450
4380 IF EF=0 OR RA>16 OR RA<
-20 THEN VF=0 ELSE VF=1
4390 IF VF=0 THEN 2980
4400 PLOT 1,1,1
4410 IF DET<30 THEN CH=238 E
LSE CH=240
4420 DI:MOVE 320+(RA*10),300
4430 PRINT #1,CHR$(CH)+CHR$(
CH+1):EI
4440 VF=2:ACH=CH:ARA=RA:GOTO
2980
4450 DI:PLOT 1,1,1:MOVE 320+
(ARA*10),300
4460 PRINT #1,CHR$(ACH)+CHR$(
ACH+1):EI
4470 RETURN
4480 PLOT 3,0,1:DRAW 30,0,
1
4490 DRAW 3,-3,1:DRAW 0,-3
0,1
4500 DRAW -3,-3,1:DRAW -30
,0,1
4510 DRAW -3,3,1:DRAW 0,30
,1
4520 DRAW 3,3,1:RETURN
4530 REM Mode d'emploi des a
ppareils

```

Encore un petit effort demandé à ceux qui ont passé de longues heures à la frappe du programme INTERIEURS.

```

10 REM Lettre trouvee dans l
a corbeille
100 DATA 53,69,6C,65,6E,63,6
5,2E,20,54,6F,75,74,20,65,73
,74,20,76,69,64,65,2E,20,4A,
65,20,73,75,69,73,20,73,65,7
5,6C,65,2E,20,4A,65,20,72,65
,64,6F,75,74,65,20,63,65,20,
73,69,6C,65,6E,63,65
110 DATA 2C,20,63,65,74,74,6
5,20,6E,75,69,74,20,69,6E,74
,65,72,69,65,75,72,65,2E,20,
50,6F,75,72,74,61,6E,74,2C,2
0,63,27,65,73,74,20,6C,61,20
,73,65,75,6C,65,20,73,6F,6C,
75,74,69,6F,6E,2E,20
120 DATA 4A,65,20,6E,65,20,6
3,72,6F,69,73,20,70,61,73,20
,71,75,65,20,74,65,73,20,74,
72,61,76,61,75,78,20,70,75,6
9,73,73,65,6E,74,20,6C,65,20
,73,61,75,76,65,72,2E,20,4A,
65,20,6E,65,20,63,72
130 DATA 6F,69,73,20,70,6C,7
5,73,20,65,6E,20,72,69,65,6E
,2C,20,6F,75,20,70,6C,75,74,
6F,74,20,73,69,2C,20,6A,65,2
0,63,72,6F,69,73,20,65,6E,20
,6C,61,20,73,6F,75,66,66,72,
61,6E,63,65,2C,20,64
140 DATA 6F,75,6C,65,75,72,2
C,20,6D,61,6C,61,64,69,65,2C
,20,69,6E,74,65,72,69,65,75,
72,2C,20,64,65,67,72,61,64,6
1,74,69,6F,6E,2E,20,4A,27,65
,63,6F,75,74,65,72,61,69,20,
63,65,20,71,75,65,20
150 DATA 64,69,72,61,20,4A,6
F,68,61,6E,20,61,20,42,6F,73
,74,6F,6E,20,70,75,69,73,71,
75,65,20,74,75,20,6D,65,20,6
C,27,61,73,20,64,65,6D,61,6E
,64,65,2C,20,6D,61,69,73,20,
6A,65,20,73,75,69,73
160 DATA 20,74,6F,75,6A,6F,7
5,72,73,20,70,65,72,73,75,61
,64,65,65,20,71,75,65,20,73,
69,20,74,75,20,61,76,61,69,7
3,20,61,63,63,65,70,74,65,20
,6C,65,73,20,70,72,6F,70,6F,
73,69,74,69,6F,6E,73
170 DATA 20,64,65,20,42,61,7
9,6C,6C,65,72,2C,20,69,6C,20
,61,75,72,61,69,74,20,65,75,
20,75,6E,65,20,63,68,61,6E,6
3,65,2E
180 CLS:FOR I=1 TO 457:READ
A$:PRINT CHR$(VAL("&"+A$)):
X=X+VAL(A$):NEXT
190 IF X=21690 THEN PRINT:PR
INT:PRINT"Adieu, Natacha.":E
ND:ELSE CLS:PRINT"Texte INCO
RRECT!"
200 FOR I=0 TO 1000:
NEXT:CLS:LIST

```

```

4540 PRINT#1,"Vous vous trouvez dans une base"
4550 PRINT#1,"utilisez la Manette ou les touches"
4560 PRINT#1,"pour diriger votre tourelle [";CHR$(27);CHR$(32);CHR$(27);"]"
4570 PRINT#1,"d'observation de gauche a droite"
4580 PRINT#1,"la ligne sur le radar indique la direction"
4590 PRINT#1,"d'observation . Lors d'une alerte"
4600 PRINT#1,"(sirene & voyant rouge) L'ennemi est"
4610 PRINT#1,"materialise sur le RADAR par un point"
4620 PRINT#1,"Mobile qui se rapproche du centre"
4630 PRINT#1,"Dirigez alors votre ligne d'observation"
4640 PRINT#1,"vers lui . Vous le verrez alors "
4650 PRINT#1,"apparaitre sur votre ecran principal"
4660 PRINT#1,": Ajustez le et apres avoir arme les"
4670 PRINT#1,"laser tirez jusqu'a ce qu'il disparaisse et que les voyants reviennent au"
4680 PRINT#1,"JAUNE et attendez une nouvelle alerte ..."
4690 RETURN
4700 REM COMPTE A REBOURS
4710 SOUND 5,100,15,10,2
4720 TEMPS=TEMPS-1
4730 IF TEMPS<0 THEN F=1:GOTO 4770
4740 A=INT(TEMPS/60)
4750 PRINT #1,TAB(5);USING"##";A;
4760 PRINT #1,":";USING"###";(TEMPS-A*60)
4770 T=TIME:RETURN
4780 REM * MESSAGE *
4790 ON M GOTO 4800,4810,4820,4830,4850,4860,4870
4800 PRINT #2,"Utilisez le PAVE NUMERIQUE":M=2:GOTO 4890
4810 PRINT #2,"pour entrer le code . ":M=3:GOTO 4890
4820 PRINT #2,".' Pour corriger (Delete)":M=4:GOTO 4890
4830 PRINT #2,"'ent' Pour valider le code"
4840 M=5:GOTO 4890
4850 PRINT #2,"Une reponse Inexacte ":M=6:GOTO 4890
4860 PRINT #2,"donne 5 secondes de temps ":M=7:GOTO 4890
4870 PRINT #2,TAB(2);"en MOINS "
4880 M=1:PRINT #2
4890 RETURN
4900 IF LEN(B$)=0 THEN 4940
4910 PAPER 0:X=POS(#0):Y=VPOS(#0):LOCATE X-1,Y:PRINT " "
4920 PAPER 2:L=LEN(B$):IF L<1 THEN 4940
4930 B$=LEFT$(B$,L-1)
4940 GOTO 6930
4950 REM *** EXPLOSION ***
4960 FOR N=0 TO 3:A=REMAIN(N):NEXT
4970 EVERY 5,0 GOSUB 4120
4980 FOR N=1 TO 31:SOUND 2,0,4,15,0,0,N
4990 NEXT:SOUND 1,4,300,15,0,0,31
5000 OUT &BC00,13
5010 FOR N=1 TO 60
5020 OUT &BD00,2
5030 FOR T=1 TO 10:NEXT
5040 OUT &BD00,0:FOR T=1 TO 10:NEXT:NEXT
5050 MODE 1:PAPER 0:PEN 1:LOCATE 10,10:PRINT " UNE BASE EN MOINS ! "
5060 FOR N=1 TO 2000:NEXT
5070 A=REMAIN(0):F=0:VA=VA-1
5080 INK 2,6:INK 1,24:INK 3,11
5090 IF VA<=0 THEN 1390
5100 GOTO 6100
5110 ON N GOTO 5120,5130,5140,5150
5120 IF A=MI THEN 5190 ELSE 5160
5130 IF A=C THEN 5190 ELSE 5160
5140 IF A=D THEN 5190 ELSE 5160
5150 IF A=U THEN 5190 ELSE 5160
5160 EF=0
5170 IF A=MI OR A=C OR A=D OR A=U THEN PRINT"+";SOUND 1,60,15,7:SOUND 4,0,15,7:EF=0:GOTO 5220
5180 SOUND 1,240,20,4,2:PRINT "-":GOTO 5220
5190 SOUND 1,30,10,7:SOUND 4,0,10,7
5200 SOUND 1,50,10,7:SOUND 4,0,10,7
5210 PRINT"*":EF=EF AND 1
5220 RETURN
5230 REM * MOTIF SONORE *
5240 SOUND 1,239,150,5,2:SOUND 2,239,50,5,2:SOUND 2,190,100,5,2:SOUND 4,239,100,5,2:SOUND 4,159,50,5,2
5250 SOUND 1,239,100,5,2:SOUND 2,179,100,5,2:SOUND 4,142,100,5,2
5260 SOUND 1,239,100,5,2:SOUND 2,190,100,5,2:SOUND 4,95,100,5,2
5270 SOUND 1,190,100,5,2:SOUND 2,119,100,5,2:SOUND 4,80,100,5,2
5280 RETURN
5290 REM ** EXPLOSION **
5300 PLOT 1,1,1
5310 MOVE X,Y:TAG
5320 PRINT CHR$(212)+CHR$(213);
5330 FOR N=10 TO 200 STEP 10
5340 FOR W=1 TO 10
5350 PLOT RND*N+X-N/2,RND*N+Y-N/2,1
5360 NEXT:NEXT:PLOT 1,1,3
5370 RETURN
5380 REM * DESSIN *
5390 PLOT 60,240,2:RESTORE 3900
5400 FOR N=1 TO 17:READ X,Y
5410 DRAW X,Y,2:NEXT
5420 A=250:FOR N=50 TO 59 STEP 0.25
5430 PLOT N,A,2:A=A-0.2
5440 DRAW 48,45,2:NEXT:PLOT 59,240:DRAW 45,48,2
5450 A=245:FOR N=52 TO 57 STEP 0.5
5460 PLOT N,A,2:A=A-0.4:NEXT
5470 FOR N=1 TO 100
5480 X=ROUND(RND*50)
5490 Y=ROUND(RND*50)+200
5500 A=Y-X-180
5510 B=3*X-5*Y+1100
5520 IF A=0 AND B=0 THEN PLOT X,Y,1
5530 NEXT
5540 PLOT 203,385:FOR N=1 TO 12
5550 READ X,Y:DRAW X,Y,2:NEXT
5560 PLOT 230,390,2:FOR N=1 TO 8
5570 READ X,Y:DRAW X,Y,2:NEXT
5580 RESTORE 3960
5590 PLOT 230,388,2:FOR N=1 TO 8
5600 READ X,Y:DRAW X,Y,2:NEXT
5610 FOR N=1 TO 7:READ SXA,SYA,SXB,SYB
5620 PLOT SXA,SYA,2:DRAW SXB,SYB
5630 NEXT
5640 PLOT 230,310,2:DRAW 233,305,2
5650 DRAW 240,305,2:DRAW 248,310,2
5660 FOR N=1 TO 100
5670 X=ROUND(RND*45)+225
5680 Y=ROUND(RND*20)+380
5690 A=3*X+Y-1045
5700 B=3*X-Y-380
5710 IF A>0 AND B<0 THEN PLOT X,Y,1
5720 NEXT
5730 RETURN
5740 REM * FIN *
5750 REM INITIALISATION
5760 FOR N=0 TO 3:A=REMAIN(N):NEXT
5770 MODE 1:PEN 3
5780 LOCATE 3,5:PRINT" BRAVO VOUS AVEZ REPOUSSE L'ATTACHE"
5790 C=1:PRINT CHR$(23)+CHR$(2)
5800 FOR Y=322 TO 337 STEP 2
5810 PLOT 48,Y,C:DRAW 550,0,C:C=C+1
5820 IF C>3 THEN C=1
5830 NEXT
5840 RESTORE 3990
5850 FOR X=1 TO 10
5860 READ C(X):NEXT:C=1
5870 GOSUB 5230:FOR N=1 TO 140:GOSUB 4120:NEXT
5880 PRINT CHR$(22)+CHR$(0)
5890 REM Texte
5900 EVERY 5,0 GOSUB 4120
5910 PRINT " ";FOR N=1 TO 90
5920 READ A$:IF A$="0" THEN PRINT:PRINT:PRINT " "; ELSE PRINT A$;
5930 SOUND 1,200,5,14,1,1:SOUND 1,4000,5,14,1,1

```

# SOUCOUPÉ

```

5940 NEXT:BOX=CA+100*RND:PRI
NT:PRINT:Y=VPOS(#0)
5950 PEN 1:FOR N=BOX TO 0 ST
EP -4
5960 LOCATE 4,Y:PRINT "BONUS
":N
5970 SOUND 1,0,7,2:NEXT:SC=S
C+BOX
5980 LOCATE 4,Y:PRINT "BONUS
: 0 SCORE:"SC;" BONUS VIE
":VA=VA+1
5990 WHILE INKEY$("<>"):WEND
6000 PRINT:PRINT " SPACE
FOUR CONTINUER "
6010 WHILE INKEY(47)=-1:WEND
6020 MODE 1:PRINT:PRINT" ";
6030 FOR N=1 TO 227:READ A$
6040 IF A$="0" THEN PRINT:PR
INT:PRINT" "; ELSE PRINT A
$;
6050 SOUND 1,200,5,14,1,1:SO
UND 1,4000,5,14,1,1:NEXT
6060 PRINT
6070 PRINT " SPACE FOUR CON
TINUER "
6080 WHILE INKEY$("<>"):WEND
6090 WHILE INKEY(47)=-1:WEND
:A=REMAIN(0)
6100 REM DESSIN
6110 MODE 1:INK 1,24:INK 2,6
:INK 3,11
6120 PRINT CHR$(23)+CHR$(0)
6130 PLOT 120,360,2:DRAW 310
,360,2
6140 DRAW 310,290,2:DRAW 120
,290,2
6150 DRAW 120,360,2
6160 PLOT 115,365,2:DRAW 315
,365,2
6170 DRAW 315,285,2:DRAW 115
,285,2
6180 DRAW 115,365,2
6190 PLOT 120,360,2:DRAW 115
,365,2
6200 PLOT 310,360,2:DRAW 315
,365,2
6210 PLOT 120,290,2:DRAW 115
,285,2
6220 PLOT 310,290,2:DRAW 315
,285,2
6230 FOR X=115 TO 315 STEP 4
6240 PLOT X,365,2:DRAW 5,10
,2
6250 NEXT:PLOT 115,365,2:DRA
W 120,375,2
6260 DRAW 320,375,2:DRAW 0,
-70,2
6270 DRAW 315,285,2
6280 FOR Y=360 TO 290 STEP -
4
6290 PLOT 315,Y,2:DRAW 5,5,
2:NEXT
6300 FOR X=122 TO 308 STEP 2
6310 PLOT X,358,2:DRAW 0,-E
5,1:NEXT
6320 PLOT 340,100,3:DRAW 0,
-5,3
6330 DRAW 80,95,3:DRAW 0,5,
3
6340 DRAW 340,100,3:DRAW 30
,60,3
6350 DRAW 0,-5,3:DRAW -30,
-60,3
6360 FOR Y=110 TO 180 STEP 1
0
6370 PLOT 100,Y,3:DRAW 0,-5
,3
6380 DRAW 80,0,3:DRAW 0,5,

```

```

3
6390 PLOT 180,Y-5,3:DRAW 185
,Y-2,3
6400 PLOT 30,Y+10,1:DRAW 80,
Y,1
6410 DRAW 120,0,1:DRAW 10,
20,1
6420 NEXT
6430 FOR X=210 TO 310 STEP 5
0
6440 FOR N=X TO X+25 STEP 2
6450 PLOT N,190,2:DRAW 0,-8
5,2
6460 NEXT:NEXT
6470 FOR Y=102 TO 190 STEP 6
6480 PLOT 336,Y,2:DRAW 25,5
0,2
6490 NEXT
6500 FOR Y=102 TO 190 STEP 6
6510 PLOT 236,Y,2:DRAW 25,5
0,2
6520 NEXT
6530 FOR Y=102 TO 190 STEP 6
6540 PLOT 286,Y,2:DRAW 25,5
0,2
6550 NEXT
6560 PLOT 80,190,3:DRAW 335,
190,3
6570 PLOT 80,192,0:DRAW 335,
192,0
6580 PLOT 80,194,0:DRAW 335,
194,0
6590 PLOT 80,195,0:DRAW 335,
195,0
6600 PLOT 80,195,3:DRAW 80,1
90,3
6610 PLOT 80,196,3:DRAW 335,
196,3
6620 PLOT 335,196,3:DRAW 335
,190,3
6630 PLOT 335,196,3:DRAW 30
,60,3
6640 PLOT 335,190,3:DRAW 30
,60,3
6650 FOR X=80 TO 335 STEP 2
6660 PLOT X,198,3:DRAW 30,6
0,3
6670 NEXT
6680 FOR X=454 TO 550 STEP 4
8
6690 FOR Y=88 TO 240 STEP 48
6700 MOVE X,Y:GOSUB 4480:NEX
T:NEXT
6710 PLOT 448,44,3:DRAW 448,
295,3
6720 DRAW 453,300,3:DRAW 588
,300,3
6730 DRAW 594,295,3:DRAW 594
,44,3
6740 DRAW 588,40,3:DRAW 455,
40,3
6750 DRAW 450,44,3
6760 FOR Y=44 TO 295 STEP 2
6770 PLOT 596,Y,2:DRAW 10,2
0,2:NEXT
6780 PLOT 606,315,2:DRAW 600
,320,2
6790 DRAW 590,302,2:PLOT 600
,320,2
6800 DRAW 464,320,2:DRAW 454
,302,2
6810 RESTORE 4080:PEN 1
6820 FOR X=30 TO 38 STEP 3
6830 FOR Y=12 TO 22 STEP 3
6840 READ A:LOCATE X,Y:PRINT

```



```

CHR$(A)
6850 NEXT:NEXT
6860 REM ** DERNIERE PARTIE
6870 WINDOW #1,9,19,5,5:WIND
OW #2,1,26,21,24:PEN #2,1:PA
PER #2,0:CLS#2:F=0
6880 PEN #1,0:PAPER #1,1:PEN
3:T=TIME
6890 TEMPS=180:REM TEMPS INT
IAL
6900 U=INT(RND*9):D=INT(RND*
9):C=INT(RND*9):MI=INT(RND*9
)
6910 EVERY 50,0 GOSUB 4700:F
EN 0:B$=""
6920 EVERY 100,1 GOSUB 4780:
PAPER 2
6930 A$=INKEY$:IF F=1 THEN 4
950
6940 IF A$="" THEN 6930 ELSE
SOUND 1,30,10,7:SOUND 4,0,1
0,3,1
6950 IF ASC(A$)=13 OR A$="."
OR A$)="0" AND A$<="9" THEN
6970
6960 GOTO 6930
6970 IF ASC(A$)=13 THEN GOTO
7020
6980 IF A$="." THEN GOTO 490
0
6990 IF LEN(B$)>=4 THEN B$=L
EFT$(B$,4):GOTO 6930
7000 B$=B$+A$

```

```

7010 LOCATE 31,9:PRINT B$;:G 7160 PRINT TAB(5);" i i C+50*VA:EVERY 7 GOSUB 4120
OTO 6930 i i i i" 7320 RESTORE 4090:CALL &BCA7
7020 FOR N=1 TO 4 i i i i" i i :DI
7030 SOUND 1,30,10,7:SOUND 4 i i i i" 7330 SOUND 1,119,50,4,3,3:SO
,0,10,3,1:SOUND 1,50,10,7:SOU 7180 PRINT TAB(5);" i i i 7340 SOUND 1,95,50,4,3,3:SOU
UND 4,0,10,3,1:NEXT i i ii i" 7350 SOUND 1,80,50,4,3,3:SOU
0":WEND i i i i" 7360 FOR N=1 TO 17:READ A,C,
7050 B$=LEFT$(B$,4):EF=1:LOC 7200 PRINT TAB(5);" i i i 7370 PRINT:PRINT" VOULEZ V
ATE 31,9 i i i " 7380 A$="":WHILE A$="":A$=IN
7060 FOR N=1 TO 4:A$=MID$(B$ 7210 PRINT TAB(5);" iii iii 7390 A$=UPPER$(A$):PRINT CHR
,N,1) iii i i" 7400 IF A$="N" THEN 1390 ELS
7070 A=VAL(A$):GOSUB 5110:NE 7220 C=1:FOR X=96 TO 496 STE 7410 A=REMAIN(0):INK 1,24:IN
XT P 2 7420 INK 3,11:GOTO 800
7080 WHILE INKEY$("<>""":WEND:I 7230 PLOT X,226,C:DRAW X,335 7430 A$="":WHILE A$="":A$=IN
F EF=1 THEN 7120 ELSE DI:TEM :C 7440 IF A$="0" THEN 7410 ELSE 7
PS=TEMPS-5:EI ;C 7450 A$=UPPER$(A$):PRINT CHR
7090 WHILE INKEY$=" " AND F=0 7240 C=C+1:IF C>3 THEN C=0 7460 IF A$="N" THEN 1390 ELS
7100 WEND 7250 NEXT:EVERY 5,0 GOSUB 41 7470 INK 2,6
7110 PAPER 0:LOCATE 31,9:PRI 7260 PRINT:PEN 1 7480 INK 3,11:GOTO 800
NT" ":PAPER 2:B$="":GOTO 7270 PRINT TAB(5);" BONUS :
6930 " 7280 FOR N=TEMPS TO 0 STEP -
7120 REM ** FIN DES FIN ** 7290 LOCATE 3,16:PRINT"TEMPS 4
7130 A=REMAIN(0):A=REMAIN(1) :N
:PAPER 0 7300 NEXT:SC=SC+TEMPS
7140 PEN 3:CLS:PRINT CHR$(23 7310 LOCATE 15,16:PRINT"50 x
)+CHR$(2):LOCATE 1,5 "STRING$(VA,CHR$(231)):SC=S
7150 PRINT TAB(5);" iii i
i i "iiii i"

```



Virtuoses du RUBIK'S-CUB, essayez-vous à cette version géante pour AMSTRAD de luxe.

Patrick BERNARD

**Mode d'emploi :**

Tapez et sauvegardez à la suite ces deux programmes; le lancement du premier charge et lance automatiquement le second. Les règles sont incluses.

**....listing 1....**

```

100 REM *****
20 REM ** Simulation du **
30 REM MASTER RUBIK'S CUBE
40 REM Par Patrick BERNARD
50 REM *****
60 REM
70 MODE 1:CLS:INK 0,0:INK 1,
24:BORDER 0
90 REM
100 REM Presentation
110 REM Dessin
120 RESTORE 1020
130 DIM A(29)
140 FOR I=1 TO 22:READ A(I):
NEXT
150 FOR I=1 TO 22:READ X,Y:P
LDT X,Y
160 FOR J=1 TO A(I):READ X,Y
:DRAW X,Y
170 NEXT J,I
190 REM
200 REM Musique
210 ENV 1,3,5,1,1,0,11
220 ENV 2,3,5,1,1,0,18
230 ENV 3,3,5,1,1,0,24
240 ENV 4,3,5,1,1,0,28,5,-3,
1
250 ENT 1,3,1,1,6,-1,1,6,1,1
,6,-1,1,3,1,1
250 C=1
270 RESTORE 1310:FOR I=1 TO
28:READ A,B:SOUND C,A,0,0,B,
0:NEXT
280 RESTORE 1310:FOR I=1 TO
14:READ A,B:SOUND C,A,0,0,B,
0:NEXT
290 RESTORE 1330:FOR I=1 TO
14:READ A,B:SOUND C,A,0,0,B,
0:NEXT
295 REM
300 REM Routine LM (FILE)
310 DEF FN HEX(H$)=VAL("&"&L
EFT$(H$,2))
320 RESTORE 1410
330 ADDR=&69A0
340 MEMORY &699F
350 READ H$
360 IF H$="END" THEN 510
370 IF ASC(H$)<>ASC("@") THE
N 440
380 H$=RIGHT$(H$,LEN(H$)-1)
390 LB=FN HEX(H$):H$=RIGHT$(
H$,LEN(H$)-2)
400 HB=FN HEX(H$):H$=RIGHT$(
H$,LEN(H$)-2)
410 W=256*HB+LB-30000+&69A0
420 POKE ADDR,W-256*INT(W/25
6):ADDR=ADDR+1
430 POKE ADDR,INT(W/256):GOT
O 460
440 B=FN HEX(H$):H$=RIGHT$(H
$,LEN(H$)-2)
450 POKE ADDR,B
460 ADDR=ADDR+1:IF H$("<>"" TH
EN 370
470 GOTO 350
490 REM
500 REM Routine LM (Sauvegar
de ecran)
510 RESTORE 1610
520 FOR I=1 TO 20

```

LE CRIME NE PAYER  
PAS, SAUF SI C'EST  
UNE COMMANDE.



```

530 READ A$
540 POKE &6B64+I,VAL("&"+A$)

550 NEXT
590 REM
600 REM Initialisation Coord
onnes+Couleur
610 DIM X(6,16),Y(6,16),C(6,
16)
620 RESTORE 1710
630 FOR I=1 TO 6:FOR J=1 TO
16
640 READ X,Y
650 X(I,J)=X:Y(I,J)=Y:C(I,J)
=I+1
660 NEXT J,I
690 REM
700 MODE 2:INK 0,13:INK 1,0:
BORDER 13
710 LOCATE 30,1:PRINT"MASTER
RUBIK'S CUBE"
720 LOCATE 30,2:PRINT"-----
-----"
725 PRINT
730 PRINT" L'inventeur du
MASTER' (ou 4x4), le professe
ur de physique hongrois,Erno
RUBIK";
740 PRINT"voulait mettre en
tre les mains de ses etudia
nts un outil concret de p
ensee.Son objectif pedagogiq
ue fut atteint car le cube e
t le master sont les represe
ntations de grands principe
s mathematiques.Mais, le suc
ces de ce cube est surtout";
750 PRINT"du aux fievres dec
lanchees dans le public.":PR
INT
760 PRINT" Le but est tres
simple: il suffit de reconst
ituer, a partir d'un cube me
lange,l'uniformite des coule
urs sur les faces. Le hasard
etant totalement inexistan
t,c'est un jeu de reflexion
qui vous occupera pendant le
s longues soirees d'hiver."
770 PRINT" Le manieement est
rendu tres simple grace aux
rotations des faces et des
baguesdesignes par des lettr
es[Avant,Posterieur,Droite,G
auche,Haut,Bas,Couche,Face,E
?].Le sens de rotation posit
if est le sens des aiguilles
d'une montre. Pour tourner";
780 PRINT"dans l'autre sens,

```

```

il suffit de mettre un '-'
devant la rotation en que
stion. EX: A-BC2-F1-PGD"
790 PRINT" Toutes ces rotatio
ns vous seront rememorees g
race a un appui sur la touch
e 'R'."
800 INPUT"Voulez vous partir
d'un cube: (1) fait
(2) defait ";N
810 IF N<>1 AND N<>2 THEN LO
CATE 1,VPOS(#0)-1:GOTO 800
820 PRINT:PRINT" Pendant le
temps d'affichage le temps
n'est pas chronometre. Al
ors ...
A vos marques ... Prets .
.. Partez !!!"
830 LOCATE 28,25:PRINT"ENREG
ISTREMENT EN COURS";
970 CHAIN MERGE"MASTER 1";,
DELETE 1-
980 END
990 REM
1000 REM Presentation
1010 REM DATA Dessin
1020 DATA 13,8,3,26,8,12,13,
6,31,16,18,8,4,13,4,13,8,10,
9,4,4,12
1030 DATA 165,282,165,337,18
0,337,197,292,210,337,227,33
7,227,282,217,282,217,327,20
2,282,192,282,175,327,175,28
2,165,282
1040 DATA 230,282,247,337,26
2,337,282,282,272,282,267,29
2,243,292,238,282,230,282
1050 DATA 246,302,255,328,26
4,302,246,302
1060 DATA 283,300,293,300,29
3,297,298,292,312,292,317,29
7,312,302,285,312,283,318,28
3,332,288,337,322,337,327,33
2,327,322,317,322,317,324,31
4,327,298,327,293,322,297,31
6,322,307,327,302,327,287,32
2,282,288,282,283,287,283,30
0
1070 DATA 350,282,350,327,33
0,327,330,337,379,337,379,32
7,361,327,361,282,350,282
1080 DATA 382,282,382,337,42
7,337,427,327,392,327,392,31
5,417,315,417,305,392,305,39
2,292,427,292,427,282,382,28
2
1090 DATA 430,282,430,337,47
0,337,475,332,475,312,470,30
7,475,302,475,282,465,282,46
5,298,460,305,440,305,440,28
2,430,282
1100 DATA 440,315,440,327,46
0,327,465,323,465,319,460,31
5,440,315
1110 DATA 145,150,170,190,19
5,225,220,247,235,255,245,25
5,255,245,260,225,257,212,24
2,195,225,187,202,182,215,17
5,227,164,242,160,242,150,23
0,152,220,160,193,178,179,18
2,184,190,200,190,215,194,24
0,204,250,220,247,237,240,24
5,230,243,207,227,177,187,15
5
1120 DATA 150,145,150
1130 DATA 255,195,265,195,25
7,165,262,157,270,162,280,19
5,290,195,282,162,287,157,29
5,157,291,150,282,150,275,15

```

```

5,268,150,250,150,245,162,25
5,195
1140 DATA 322,247,332,247,30
7,172,315,162,325,164,330,17
7,322,185,327,192,335,190,34
0,185,350,187,347,177,340,17
5,335,162,331,157,315,150,30
2,157,297,175,322,247
1150 DATA 357,195,367,195,36
0,162,365,158,377,160,372,15
0,354,150,348,156,357,195
1160 DATA 358,207,362,220,37
6,220,372,207,358,207
1170 DATA 377,150,405,247,41
6,247,397,182,415,195,430,19
5,402,172,410,162,422,159,42
0,150,405,155,393,170,388,15
0,377,150
1180 DATA 433,217,437,232,45
0,232,445,220,433,217
1190 DATA 427,150,431,158,44
7,158,457,165,453,178,450,17
5,440,175,452,195,462,195,45
8,185,466,165,458,152,447,15
0,427,150
1200 DATA 172,57,172,120,240
,120,240,105,202,105,202,72,
240,72,240,57,172,57
1210 DATA 248,57,248,120,272
,120,272,75,277,72,287,72,29
2,75,292,120,315,120,315,57,
248,57
1220 DATA 325,57,325,120,385
,120,390,115,390,95,382,90,3
90,85,390,62,385,57,325,57
1230 DATA 350,72,350,80,370,
80,370,72,350,72
1240 DATA 350,107,370,107,37
0,99,350,99,350,107
1250 DATA 400,57,400,120,465
,120,465,107,430,107,430,96,
457,96,457,82,430,82,430,72,
465,72,465,57,400,57
1290 REM
1300 REM DATA Musique
1310 DATA 80,1,89,1,95,1,80,
2,80,2,80,2,71,2,80,3,89,2,9
5,2,80,2,60,2,53,2,47,4
1320 DATA 47,1,47,1,47,1,80,
2,80,2,47,2,47,2,53,3,60,2,6
3,2,60,2,53,2,47,2,53,4
1330 DATA 80,1,80,1,80,1,47,
2,47,2,47,2,53,2,53,3,60,2,6
3,2,80,2,47,2,53,2,60,4
1390 REM
1400 REM DATA FILE
1410 DATA CDE1BB32@EC7647CDE
7BB32@ED76B8C8CD@E6876C0ED73@
EE76CD11BC4704
1420 DATA 3E08CB3F10FC32@DC7
621@F27E22@F07621@F686E22@F47
E21000022@E276
1430 DATA 22@E47622@E676CD09
BBDA@9076ED5E@F07621@E776010
A00EDBB
1440 DATA ED53@F076CD@E687620
4FCD@E8752A@E27622@E6762A@E6
7622@DE76
1450 DATA 2A@F0762323235E235
61313ED53@E076CD@E6D752A@E676
22@DE762A@F076
1460 DATA 2323235E23561B1BED
53@E076CD@E6D752A@E676ED4B@DC
760922@E676
1470 DATA ED4B@E476A7ED423BB
C28BA11@DE762A@F07623010A00E
DB02B22@F076C9
1480 DATA 2A@D
C7622@EA76CD@E3

```

```

4762A@E876ED4B@DC76A7ED4222@
E476EB2A@F47E
1490 DATA 722B73E5210000ED4B
@DC76A7ED4222@EA76CD@34762A@
E876ED4B@DC76E
1500 DATA 0922@E276EBE12B722
B732BED5B@E076722B732B22@F47
EC9ED5B@DE76E
1510 DATA ED53@E8762A@E076ED
5B@E876CDEABB2A@E876ED4B@EA7
60922@E8765450
1520 DATA 018002A7ED42D02A@E
076CDF0BB473A@ED76B828D5C32A
@DE76018002AF
1530 DATA ED42301A2A@E076018
F01ED4230102A@E076ED5B@DE76C
DF0BB473A@ED76E
1540 DATA B8C9FE01C92A@F47E1
1@F6867DBB20037CBAC83A@ED76C
DDEBB2A@F47E23
1550 DATA 5E2356ED53@E076234
E2346E5EB5059CDD0BBE1235E235

```

AU ROYAUME DES  
 AVEUGLES, LES  
 BORGNES  
 SONT AUSSI  
 CONS  
 QU'AILLEURS



```

6E52A@E076E
1560 DATA CDF6BBE1111@F6867DB
B20D97CBA20D53A@EC76CDDDEBB2A
@EE76F9C90000
1570 DATA END
1590 REM
1600 REM Sauvegarde Ecran
1610 DATA 21,00,C0,11,7A,6B,
18,06,21,7A,6B,11,0,C0,01,00,
,40,ED,B0,C9
1690 REM
1700 REM Coordonnees Facette
S
1710 DATA 50,160,80,150,110,
140,140,130,50,130,80,120,12
0,110,140,100,50,100,80,90,1
20,80,140,70,50,70,80,60,120
,50,140,40
1720 DATA 170,130,200,140,23
0,150,260,160,170,100,200,11
0,230,120,260,130,170,70,200
,80,230,90,260,100,170,40,20
0,50,230,60,260,70
1730 DATA 160,210,190,200,22
0,190,250,180,130,200,160,19
0,190,180,220,170,100,190,13
0,180,160,170,190,160,70,180
,100,170,130,160,160,150
1740 DATA 370,170,400,180,43
0,190,460,200,370,140,400,15
0,430,160,460,170,370,110,40
0,120,430,130,460,140,370,80
,400,90,430,100,460,110
1750 DATA 490,200,520,190,56
0,180,580,170,490,170,520,16
0,560,150,580,140,490,140,52
0,130,560,120,580,110,490,11
0,520,100,560,90,580,80
1760 DATA 390,60,420,70,450,

```

```

80,480,90,420,50,450,60,480,
70,510,80,450,40,480,50,510,
60,540,70,480,30,510,40,540,
50,570,60

```

....listing 2....

```

10 REM *****
20 REM ** Simulation du **
30 REM MASTER RUBIK'S CUBE
40 REM Par Patrick BERNARD
50 REM *****
60 START=&69A0:T=START-30000
70 XA=&76DE+T:YA=&76E0+T
80 PLOT 800,800,1
90 REM PRESENTATION
100 MODE 0:CLS:INK 0,13:INK
1,0:BORDER 13:INK 2,26:INK 3
,24:INK 4,15:INK 5,2:INK 6,2
1:INK 7,6
110 WINDOW #1,1,20,1,1:PRINT
#1,"MASTER RUBIK'S CUBE"
120 ORIGIN 0,144,0,640,144,3
84
130 WINDOW #2,1,20,17,17:LOC
ATE #2,1,1:PRINT#2,"00H00'00
"+CHR$(34)
140 WINDOW #3,1,20,24,25:FRI
NT#3,"TOUCHES UTILISABLES:";
:PRINT#3,"APDGBHC1C2F1F2E1E2
-R";
150 WINDOW 1,20,19,23
160 IF N=1 GOTO 180
170 GOSUB 5200
180 GOSUB 4000
190 GOSUB 4500
200 GOSUB 4000
210 IF N1 THEN AFTER 500 GDS
UE 7500
220 GOTO 190
230 END
990 REM A
1000 K=2:GOSUB 3400
1010 D1=C(1,4):D2=C(1,8):D3=C
(1,12):D4=C(1,16)
1020 C(1,4)=C(6,13):C(1,8)=C
(6,9):C(1,12)=C(6,5):C(1,16)
=C(6,1)
1030 C(6,13)=C(4,13):C(6,9)=
C(4,9):C(6,5)=C(4,5):C(6,1)=
C(4,1)
1040 C(4,13)=C(3,4):C(4,9)=C
(3,8):C(4,5)=C(3,12):C(4,1)=
C(3,16)
1050 C(3,4)=D1:C(3,8)=D2:C(3
,12)=D3:C(3,16)=D4
1060 RETURN
1090 REM -A
1100 K=2:GOSUB 3500
1110 D1=C(1,4):D2=C(1,8):D3=C
(1,12):D4=C(1,16)
1120 C(1,16)=C(3,16):C(1,12)
=C(3,12):C(1,8)=C(3,8):C(1,4)
)=C(3,4)
1130 C(3,16)=C(4,1):C(3,12)=
C(4,5):C(3,8)=C(4,9):C(3,4)=
C(4,13)
1140 C(4,1)=C(6,1):C(4,5)=C(
6,5):C(4,9)=C(6,9):C(4,13)=C
(6,13)
1150 C(6,1)=D4:C(6,5)=D3:C(6
,9)=D2:C(6,13)=D1
1160 RETURN
1190 REM D
1200 K=4:GOSUB 3400
1210 D1=C(2,4):D2=C(2,8):D3=C

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C(2,12):D4=C(2,16)
1220 C(2,4)=C(6,1):C(2,8)=C(
6,2):C(2,12)=C(6,3):C(2,16)=
C(6,4)
1230 C(6,1)=C(5,13):C(6,2)=C
(5,9):C(6,3)=C(5,5):C(6,4)=C
(5,1)
1240 C(5,13)=C(3,1):C(5,9)=C
(3,2):C(5,5)=C(3,3):C(5,1)=C
(3,4)
1250 C(3,1)=D1:C(3,2)=D2:C(3
,3)=D3:C(3,4)=D4
1260 RETURN
1290 REM -D
1300 K=4:GOSUB 3500
1310 D1=C(2,4):D2=C(2,8):D3=C
(2,12):D4=C(2,16)
1320 C(2,16)=C(3,4):C(2,12)=
C(3,3):C(2,8)=C(3,2):C(2,4)=
C(3,1)
1330 C(3,4)=C(5,1):C(3,3)=C(
5,5):C(3,2)=C(5,9):C(3,1)=C(
5,13)
1340 C(5,1)=C(6,4):C(5,5)=C(
6,3):C(5,9)=C(6,2):C(5,13)=C
(6,1)
1350 C(6,4)=D4:C(6,3)=D3:C(6
,2)=D2:C(6,1)=D1
1360 RETURN
1390 REM G
1400 K=1:GOSUB 3400
1410 D1=C(5,4):D2=C(5,8):D3=C
(5,12):D4=C(5,16)
1420 C(5,4)=C(6,16):C(5,8)=C
(6,15):C(5,12)=C(6,14):C(5,1
6)=C(6,13)
1430 C(6,16)=C(2,13):C(6,15)
=C(2,9):C(6,14)=C(2,5):C(6,1
3)=C(2,1)
1440 C(2,13)=C(3,15):C(2,9)=
C(3,15):C(2,5)=C(3,14):C(2,1
)=C(3,13)
1450 C(3,16)=D1:C(3,15)=D2:C
(3,14)=D3:C(3,13)=D4
1460 RETURN
1490 REM -G
1500 K=1:GOSUB 3500
1510 D1=C(5,4):D2=C(5,8):D3=C
(5,12):D4=C(5,16)
1520 C(5,16)=C(3,13):C(5,12)
=C(3,14):C(5,8)=C(3,15):C(5,
4)=C(3,16)
1530 C(3,13)=C(2,1):C(3,14)=
C(2,5):C(3,15)=C(2,9):C(3,16
)=C(2,13)
1540 C(2,1)=C(6,13):C(2,5)=C
(6,14):C(2,9)=C(6,15):C(2,13
)=C(6,16)
1550 C(6,13)=D4:C(6,14)=D3:C
(6,15)=D2:C(6,16)=D1
1560 RETURN
1590 REM F
1600 K=5:GOSUB 3400
1610 D1=C(4,4):D2=C(4,8):D3=C
(4,12):D4=C(4,16)
1620 C(4,4)=C(6,4):C(4,8)=C(
6,8):C(4,12)=C(6,12):C(4,16)
=C(6,16)
1630 C(6,4)=C(1,13):C(6,8)=C
(1,9):C(6,12)=C(1,5):C(6,16)
=C(1,1)
1640 C(1,13)=C(3,13):C(1,9)=
C(3,9):C(1,5)=C(3,5):C(1,1)=
C(3,1)
1650 C(3,13)=D1:C(3,9)=D2:C(
3,5)=D3:C(3,1)=D4
1660 RETURN
1690 REM -F

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**MASTER**

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1700 K=5:GOSUB 3500
1710 D1=C(4,4):D2=C(4,8):D3=C(4,12):D4=C(4,16)
1720 C(4,16)=C(3,1):C(4,12)=C(3,5):C(4,8)=C(3,9):C(4,4)=C(3,13)
1730 C(3,1)=C(1,1):C(3,5)=C(1,5):C(3,9)=C(1,9):C(3,13)=C(1,13)
1740 C(1,1)=C(6,16):C(1,5)=C(6,12):C(1,9)=C(6,8):C(1,13)=C(6,4)
1750 C(6,16)=D4:C(6,12)=D3:C(6,8)=D2:C(6,4)=D1
1760 RETURN
1790 REM H
1800 K=3:GOSUB 3400
1810 D1=C(5,1):D2=C(5,2):D3=C(5,3):D4=C(5,4)
1820 C(5,1)=C(1,1):C(5,2)=C(1,2):C(5,3)=C(1,3):C(5,4)=C(1,4)
1830 C(1,1)=C(2,1):C(1,2)=C(2,2):C(1,3)=C(2,3):C(1,4)=C(2,4)
1840 C(2,1)=C(4,1):C(2,2)=C(4,2):C(2,3)=C(4,3):C(2,4)=C(4,4)
1850 C(4,1)=D1:C(4,2)=D2:C(4,3)=D3:C(4,4)=D4
1860 RETURN
1890 REM -H
1900 K=3:GOSUB 3500
1910 D1=C(5,1):D2=C(5,2):D3=C(5,3):D4=C(5,4)
1920 C(5,1)=C(4,1):C(5,2)=C(4,2):C(5,3)=C(4,3):C(5,4)=C(4,4)
1930 C(4,1)=C(2,1):C(4,2)=C(2,2):C(4,3)=C(2,3):C(4,4)=C(2,4)
1940 C(2,1)=C(1,1):C(2,2)=C(1,2):C(2,3)=C(1,3):C(2,4)=C(1,4)

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1,4)
1950 C(1,1)=D1:C(1,2)=D2:C(1,3)=D3:C(1,4)=D4
1960 RETURN
1990 REM B
2000 K=6:GOSUB 3400
2010 D1=C(2,16):D2=C(2,15):D3=C(2,14):D4=C(2,13)
2020 C(2,16)=C(1,16):C(2,15)=C(1,15):C(2,14)=C(1,14):C(2,13)=C(1,13)
2030 C(1,16)=C(5,16):C(1,15)=C(5,15):C(1,14)=C(5,14):C(1,13)=C(5,13)
2040 C(5,16)=C(4,16):C(5,15)=C(4,15):C(5,14)=C(4,14):C(5,13)=C(4,13)
2050 C(4,16)=D1:C(4,15)=D2:C(4,14)=D3:C(4,13)=D4
2060 RETURN
2090 REM -B
2100 K=6:GOSUB 3500
2110 D1=C(2,16):D2=C(2,15):D3=C(2,14):D4=C(2,13)
2120 C(2,16)=C(4,16):C(2,15)=C(4,15):C(2,14)=C(4,14):C(2,13)=C(4,13)
2130 C(4,16)=C(5,16):C(4,15)=C(5,15):C(4,14)=C(5,14):C(4,13)=C(5,13)
2140 C(5,16)=C(1,16):C(5,15)=C(1,15):C(5,14)=C(1,14):C(5,13)=C(1,13)
2150 C(1,16)=D1:C(1,15)=D2:C(1,14)=D3:C(1,13)=D4
2160 RETURN
2190 REM C1
2200 D1=C(1,5):D2=C(1,6):D3=C(1,7):D4=C(1,8)
2210 C(1,5)=C(2,5):C(1,6)=C(2,6):C(1,7)=C(2,7):C(1,8)=C(2,8)
2220 C(2,5)=C(4,5):C(2,6)=C(4,6):C(2,7)=C(4,7):C(2,8)=C(4,8)
2230 C(4,5)=C(5,5):C(4,6)=C(5,6):C(4,7)=C(5,7):C(4,8)=C(5,8)
2240 C(5,5)=D1:C(5,6)=D2:C(5,7)=D3:C(5,8)=D4
2250 RETURN
2290 REM -C1
2300 D1=C(1,5):D2=C(1,6):D3=C(1,7):D4=C(1,8)
2310 C(1,5)=C(5,5):C(1,6)=C(5,6):C(1,7)=C(5,7):C(1,8)=C(5,8)
2320 C(5,5)=C(4,5):C(5,6)=C(4,6):C(5,7)=C(4,7):C(5,8)=C(4,8)
2330 C(4,5)=C(2,5):C(4,6)=C(2,6):C(4,7)=C(2,7):C(4,8)=C(2,8)
2340 C(2,5)=D1:C(2,6)=D2:C(2,7)=D3:C(2,8)=D4
2350 RETURN
2390 REM C2
2400 D1=C(1,9):D2=C(1,10):D3=C(1,11):D4=C(1,12)
2410 C(1,9)=C(2,9):C(1,10)=C(2,10):C(1,11)=C(2,11):C(1,12)=C(2,12)
2420 C(2,9)=C(4,9):C(2,10)=C(4,10):C(2,11)=C(4,11):C(2,12)=C(4,12)
2430 C(4,9)=C(5,9):C(4,10)=C(5,10):C(4,11)=C(5,11):C(4,12)=C(5,12)
2440 C(5,9)=D1:C(5,10)=D2:C(5,11)=D3:C(5,12)=D4
2450 RETURN
2490 REM -C2
2500 D1=C(1,9):D2=C(1,10):D3=C(1,11):D4=C(1,12)
2510 C(1,9)=C(5,9):C(1,10)=C(5,10):C(1,11)=C(5,11):C(1,12)=C(5,12)
2520 C(5,9)=C(4,9):C(5,10)=C(4,10):C(5,11)=C(4,11):C(5,12)=C(4,12)
2530 C(4,9)=C(2,9):C(4,10)=C(2,10):C(4,11)=C(2,11):C(4,12)=C(2,12)
2540 C(2,9)=D1:C(2,10)=D2:C(2,11)=D3:C(2,12)=D4
2550 RETURN

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(4,14)=D3:C(4,13)=D4
2050 RETURN
2090 REM -B
2100 K=6:GOSUB 3500
2110 D1=C(2,16):D2=C(2,15):D3=C(2,14):D4=C(2,13)
2120 C(2,16)=C(4,16):C(2,15)=C(4,15):C(2,14)=C(4,14):C(2,13)=C(4,13)
2130 C(4,16)=C(5,16):C(4,15)=C(5,15):C(4,14)=C(5,14):C(4,13)=C(5,13)
2140 C(5,16)=C(1,16):C(5,15)=C(1,15):C(5,14)=C(1,14):C(5,13)=C(1,13)
2150 C(1,16)=D1:C(1,15)=D2:C(1,14)=D3:C(1,13)=D4
2160 RETURN
2190 REM C1
2200 D1=C(1,5):D2=C(1,6):D3=C(1,7):D4=C(1,8)
2210 C(1,5)=C(2,5):C(1,6)=C(2,6):C(1,7)=C(2,7):C(1,8)=C(2,8)
2220 C(2,5)=C(4,5):C(2,6)=C(4,6):C(2,7)=C(4,7):C(2,8)=C(4,8)
2230 C(4,5)=C(5,5):C(4,6)=C(5,6):C(4,7)=C(5,7):C(4,8)=C(5,8)
2240 C(5,5)=D1:C(5,6)=D2:C(5,7)=D3:C(5,8)=D4
2250 RETURN
2290 REM -C1
2300 D1=C(1,5):D2=C(1,6):D3=C(1,7):D4=C(1,8)
2310 C(1,5)=C(5,5):C(1,6)=C(5,6):C(1,7)=C(5,7):C(1,8)=C(5,8)
2320 C(5,5)=C(4,5):C(5,6)=C(4,6):C(5,7)=C(4,7):C(5,8)=C(4,8)
2330 C(4,5)=C(2,5):C(4,6)=C(2,6):C(4,7)=C(2,7):C(4,8)=C(2,8)
2340 C(2,5)=D1:C(2,6)=D2:C(2,7)=D3:C(2,8)=D4
2350 RETURN
2390 REM C2
2400 D1=C(1,9):D2=C(1,10):D3=C(1,11):D4=C(1,12)
2410 C(1,9)=C(2,9):C(1,10)=C(2,10):C(1,11)=C(2,11):C(1,12)=C(2,12)
2420 C(2,9)=C(4,9):C(2,10)=C(4,10):C(2,11)=C(4,11):C(2,12)=C(4,12)
2430 C(4,9)=C(5,9):C(4,10)=C(5,10):C(4,11)=C(5,11):C(4,12)=C(5,12)
2440 C(5,9)=D1:C(5,10)=D2:C(5,11)=D3:C(5,12)=D4
2450 RETURN
2490 REM -C2
2500 D1=C(1,9):D2=C(1,10):D3=C(1,11):D4=C(1,12)
2510 C(1,9)=C(5,9):C(1,10)=C(5,10):C(1,11)=C(5,11):C(1,12)=C(5,12)
2520 C(5,9)=C(4,9):C(5,10)=C(4,10):C(5,11)=C(4,11):C(5,12)=C(4,12)
2530 C(4,9)=C(2,9):C(4,10)=C(2,10):C(4,11)=C(2,11):C(4,12)=C(2,12)
2540 C(2,9)=D1:C(2,10)=D2:C(2,11)=D3:C(2,12)=D4
2550 RETURN

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2590 REM E1
2600 D1=C(1,3):D2=C(1,7):D3=C(1,11):D4=C(1,15)
2610 C(1,3)=C(6,14):C(1,7)=C(6,10):C(1,11)=C(6,6):C(1,15)=C(6,2)
2620 C(6,14)=C(4,14):C(6,10)=C(4,10):C(6,6)=C(4,6):C(6,2)=C(4,2)
2630 C(4,14)=C(3,3):C(4,10)=C(3,7):C(4,6)=C(3,11):C(4,2)=C(3,15)
2640 C(3,3)=D1:C(3,7)=D2:C(3,11)=D3:C(3,15)=D4
2650 RETURN
2690 REM -E1
2700 D1=C(1,3):D2=C(1,7):D3=C(1,11):D4=C(1,15)
2710 C(1,3)=C(3,3):C(1,7)=C(3,7):C(1,11)=C(3,11):C(1,15)=C(3,15)
2720 C(3,3)=C(4,14):C(3,7)=C(4,10):C(3,11)=C(4,6):C(3,15)=C(4,2)
2730 C(4,14)=C(6,14):C(4,10)=C(6,10):C(4,6)=C(6,6):C(4,2)=C(6,2)
2740 C(6,14)=D1:C(6,10)=D2:C(6,6)=D3:C(6,2)=D4
2750 RETURN
2790 REM E2
2800 D1=C(1,2):D2=C(1,6):D3=C(1,10):D4=C(1,14)
2810 C(1,2)=C(6,15):C(1,6)=C(6,11):C(1,10)=C(6,7):C(1,14)=C(6,3)
2820 C(6,15)=C(4,15):C(6,11)=C(4,11):C(6,7)=C(4,7):C(6,3)=C(4,3)
2830 C(4,15)=C(3,2):C(4,11)=C(3,6):C(4,7)=C(3,10):C(4,3)=C(3,14)
2840 C(3,2)=D1:C(3,6)=D2:C(3,10)=D3:C(3,14)=D4
2850 RETURN
2890 REM -E2
2900 D1=C(1,2):D2=C(1,6):D3=C(1,10):D4=C(1,14)
2910 C(1,2)=C(3,2):C(1,6)=C(3,6):C(1,10)=C(3,10):C(1,14)=C(3,14)
2920 C(3,2)=C(4,15):C(3,6)=C(4,11):C(3,10)=C(4,7):C(3,14)=C(4,3)
2930 C(4,15)=C(6,15):C(4,11)=C(6,11):C(4,7)=C(6,7):C(4,3)=C(6,3)
2940 C(6,15)=D1:C(6,11)=D2:C(6,7)=D3:C(6,3)=D4
2950 RETURN
2990 REM F1
3000 D1=C(2,2):D2=C(2,6):D3=C(2,10):D4=C(2,14)
3010 C(2,2)=C(3,9):C(2,6)=C(3,10):C(2,10)=C(3,11):C(2,14)=C(3,12)
3020 C(3,9)=C(5,15):C(3,10)=C(5,11):C(3,11)=C(5,7):C(3,12)=C(5,3)
3030 C(5,15)=C(6,9):C(5,11)=C(6,10):C(5,7)=C(6,11):C(5,3)=C(6,12)
3040 C(6,9)=D1:C(6,10)=D2:C(6,11)=D3:C(6,12)=D4
3050 RETURN
3090 REM -F1
3100 D1=C(2,2):D2=C(2,6):D3=C(2,10):D4=C(2,14)

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```

C(2,10):D4=C(2,14)
3110 C(2,2)=C(6,9):C(2,6)=C(
6,10):C(2,10)=C(6,11):C(2,14
)=C(6,12)
3120 C(6,9)=C(5,15):C(6,10)=
C(5,11):C(6,11)=C(5,7):C(6,1
2)=C(5,3)
3130 C(5,15)=C(3,9):C(5,11)=
C(3,10):C(5,7)=C(3,11):C(5,3
)=C(3,12)
3140 C(3,9)=D1:C(3,10)=D2:C(
3,11)=D3:C(3,12)=D4
3150 RETURN
3190 REM F2
3200 D1=C(2,3):D2=C(2,7):D3=
C(2,11):D4=C(2,15)
3210 C(2,3)=C(3,5):C(2,7)=C(
3,6):C(2,11)=C(3,7):C(2,15)=
C(3,8)
3220 C(3,5)=C(5,14):C(3,6)=C(
5,10):C(3,7)=C(5,6):C(3,8)=
C(5,2)
3230 C(5,14)=C(6,5):C(5,10)=
C(6,6):C(5,6)=C(6,7):C(5,2)=
C(6,8)
3240 C(6,5)=D1:C(6,6)=D2:C(6
,7)=D3:C(6,8)=D4
3250 RETURN
3290 REM -F2
3300 D1=C(2,3):D2=C(2,7):D3=
C(2,11):D4=C(2,15)
3310 C(2,3)=C(6,5):C(2,7)=C(
6,6):C(2,11)=C(6,7):C(2,15)=
C(6,8)
3320 C(6,5)=C(5,14):C(6,6)=C(
5,10):C(6,7)=C(5,6):C(6,8)=
C(5,2)
3330 C(5,14)=C(3,5):C(5,10)=
C(3,6):C(5,6)=C(3,7):C(5,2)=
C(3,8)
3340 C(3,5)=D1:C(3,6)=D2:C(3
,7)=D3:C(3,8)=D4
3350 RETURN
3390 REM
3400 D1=C(K,1):D2=C(K,2):D3=
C(K,3):D4=C(K,4):D5=C(K,6)
3410 C(K,1)=C(K,13):C(K,2)=C(
K,9):C(K,3)=C(K,5)
3420 C(K,5)=C(K,14):C(K,9)=C(
K,15):C(K,13)=C(K,16)
3430 C(K,14)=C(K,12):C(K,15)
=C(K,8):C(K,16)=D4
3440 C(K,12)=D3:C(K,8)=D2:C(K
,4)=D1
3450 C(K,6)=C(K,10):C(K,10)=
C(K,11):C(K,11)=C(K,7):C(K,7
)=D5
3460 RETURN
3490 REM
3500 D1=C(K,1):D2=C(K,2):D3=
C(K,3):D4=C(K,4):D5=C(K,6)
3510 C(K,2)=C(K,8):C(K,3)=C(
K,12):C(K,4)=C(K,16)
3520 C(K,8)=C(K,15):C(K,12)=
C(K,14):C(K,16)=C(K,13)
3530 C(K,15)=C(K,9):C(K,14)=
C(K,5):C(K,13)=D1
3540 C(K,9)=D2:C(K,5)=D3:C(K
,1)=D4
3550 C(K,6)=C(K,7):C(K,7)=C(
K,11):C(K,11)=C(K,10):C(K,10
)=D5
3560 RETURN
3990 REM DESSIN CUBE+FILE
4000 RESTORE 10000
4010 PLOT 800,800,1:CLG
4020 FOR I=1 TO 24:READ A(I)
: NEXT

```



```

4030 FOR I=1 TO 24:READ X,Y:
PLOT X,Y
4040 FOR J=1 TO A(I):READ X,
Y:DRAW X,Y
4050 NEXT J,I
4060 FOR I=1 TO 6:FOR J=1 TO
16
4070 C=C(I,J):X=X(I,J):Y=Y(I
,J)
4080 PLOT 800,800,C
4090 POKE XA,X-256*INT(X/256
):POKE YA+1,INT(X/256)
4100 POKE YA,Y-256*INT(Y/256
):POKE YA+1,INT(Y/256)
4110 CALL SUB
4120 NEXT J,I
4130 IF N=2 THEN GOSUB 7000
4140 RETURN
4490 REM CHOIX ROTATIONS
4500 EVERY 50,3 GOSUB 5500
4510 CLS
4520 R$=""
4530 PRINT"ROTATIONS: ";:O$=
""
4540 WHILE O$(<)CHR$(13)
4550 IF N2 THEN O$=CHR$(13):
N2=0:GOTO 4570
4560 O$=INKEY$:O$=UPPER$(O$)
4570 IF O$="" GOTO 4720
4580 IF O$="R" THEN X2=POS(#
0):Y2=VPOS(#0):GOSUB 6000:LO
CATE X2,Y2:GOTO 4720
4590 O1$="APDGHBCFE12-":CHR$
(&7F)
4600 IF INSTR(1,O1$,O$)=0 GO
TO 4720
4610 PRINT O$;
4620 IF ASC(O$)=&7F GOTO 465
0
4630 R$=R$+O$
4640 GOTO 4720
4650 IF LEN(R$)=0 THEN LOCAT
E 12,1:PRINT" ";:LOCATE 12,1
:GOTO 4720
4660 R$=LEFT$(R$,LEN(R$)-1)
4670 IF POS(#0)=1 GOTO 4700
4680 IF POS(#0)=2 GOTO 4710
4690 LOCATE POS(#0)-2,VPOS(#
0):PRINT" ";:LOCATE POS(#0)
-2,VPOS(#0):GOTO 4720
4700 LOCATE 19,VPOS(#0)-1:PR
INT" ";:LOCATE 19,VPOS(#0)-
1:GOTO 4720
4710 LOCATE 20,VPOS(#0)-1:PR
INT" ";:PRINT" ";:LOCATE 20,
VPOS(#0)-1
4720 WEND
4730 P$=R$
4740 WHILE R$(<)""
4750 S$=LEFT$(R$,1)
4760 IF S$="-" THEN R=1:R$=R
IGHT$(R$,LEN(R$)-1):S$=LEFT$
(R$,1)
4770 IF S$="C" OR S$="E" OR
S$="F" GOTO 4870
4780 IF S$="A" THEN R=R+1:GO
TO 4840
4790 IF S$="D" THEN R=R+3:GO
TO 4840
4800 IF S$="G" THEN R=R+5:GO
TO 4840
4810 IF S$="F" THEN R=R+7:GO
TO 4840
4820 IF S$="H" THEN R=R+9:GO
TO 4840
4830 IF S$="B" THEN R=R+11
4840 R$=RIGHT$(R$,LEN(R$)-1)
4850 ON R GOSUB 1000,1100,12
00,1300,1400,1500,1600,1700,
1800,1900,2000,2100
4860 GOTO 4960
4870 S$=MID$(R$,2,1)
4880 IF S$="1" GOTO 4900
4890 IF S$="2" THEN R=R+6
4900 S$=LEFT$(R$,1)
4910 IF S$="C" THEN R=R+1:GO
TO 4940
4920 IF S$="E" THEN R=R+3:GO
TO 4940
4930 IF S$="F" THEN R=R+5
4940 R$=RIGHT$(R$,LEN(R$)-2)
4950 ON R GOSUB 2200,2300,26
00,2700,3000,3100,2400,2500,
2800,2900,3200,3300
4960 R=0
4970 WEND
4980 P$=P$+" "
4990 P=LEN(P$):P1=LEN(P$(S))
5000 IF P+P1<255 THEN P$(S)=
P$(S)+P$:GOTO 5050
5010 P2=P+P1-255
5020 P$(S)=P$(S)+LEFT$(P$,LE
N(P$)-P2)
5030 P$(S+1)=RIGHT$(P$,P2)
5040 S=S+1
5050 W=REMAIN(3)
5060 RETURN
5190 REM MELANGE DU CUBE (70
ROTATIONS)
5200 RANDOMIZE TIME
5210 FOR I=1 TO 70
5220 A=INT(RND(1)*24)+1
5230 ON A GOSUB 1000,1100,12
00,1300,1400,1500,1600,1700,
1800,1900,2000,2100,2200,230
0,2400,2500,2600,2700,2800,2
900,3000,3100,3200,3300
5240 NEXT I
5250 RETURN
5490 REM CHRONOMETRE
5500 E$="0001020304050607080
9"
5510 F=F+1
5520 IF F=60 THEN F=0:G=G+1:
G1=0 ELSE G1=1
5530 IF 0 GOTO 5560
5540 LOCATE #2,7,1
5550 IF F<10 THEN F$=MID$(E$
,2*F+1,2):PRINT#2,F$ ELSE PR
INT#2,USING "##";F
5560 IF G1 GOTO 5640
5570 IF G=60 THEN G=0:H=H+1:
H1=0 ELSE H1=1
5580 IF 0 GOTO 5640
5590 LOCATE #2,4,1
5600 IF G<10 THEN G$=MID$(E$
,2*G+1,2):PRINT#2,G$ ELSE PR
INT#2,USING "##";G
5610 IF H1 GOTO 5640

```

MASTER

```

5620 LOCATE #2,1,1
5630 IF H<10 THEN H#=MID$(E#
,2*H+1,2):PRINT#2,H# ELSE PR
INT#2,USING "###";H
5640 RETURN
5990 REM ECRAN RENSEIGNEMENT
S
6000 CALL &EBE5
6010 MODE 2

6020 WINDOW#2,35,50,1,1:PRIN
T#2,"00H00'00"+CHR$(34)
6030 LOCATE 1,1:PRINT"
"
6040 WINDOW 1,80,4,13
6050 WINDOW#1,4,30,2,2:PRINT
#1,"Coups executes :";
6060 IF H<10 THEN LOCATE#2,2
,1:PRINT#2,USING"#";H ELSE L
OCATE#2,1,1:PRINT#2,USING"###
";H
6070 IF G<10 THEN LOCATE#2,5
,1:PRINT#2,USING"#";G ELSE L
OCATE#2,4,1:PRINT#2,USING"###
";G
6080 WINDOW#3,1,80,25,25:PRI
NT#3,"      Pour revenir au c
ube appuyer sur <SPACE> Po
ur avoir le menu sur 'M'";
6090 FOR I=0 TO 5
6100 PRINT F$(S);
6110 NEXT I
6120 ORIGIN 0,20,0,639,182,2
0
6130 PLOT 0,0,1:DRAW 639,0:D
RAW 639,160:DRAW 0,160:DRAW
0,0
6140 TAG
6150 PLOT 32,128:PRINT" Sens
positif =";:PLOT 8,112:PRIN
T"(Pour les 6 faces)";
6160 PLOT 190,100:DRAWR -10,
0:DRAWR 0,32:DRAWR 25,0:DRAW
R 0,-20:DRAWR -4,8:MOVER 4,-
8:DRAW 4,8
6170 PLOT 32,64:PRINT" Pour
les bagues (C,F,E)";:PLOT 8,
48:PRINT"Sens + respectif de
(H,G,A)";
6180 PLOT 400,24:DRAWR -64,2
4:DRAWR 0,64:DRAWR 64,-24:DR
AWR 0,-64:DRAWR 64,24:DRAWR
0,64:DRAWR -64,24:DRAWR -64,
-24:MOVER 64,-24:DRAWR 64,24
6190 PLOT 560,24:DRAWR -64,2
4:DRAWR 0,64:DRAWR 64,24:DRA
WR 64,-24:DRAWR 0,-64:DRAWR
-64,-24:MOVER -64,24:DRAWR 6
4,24:DRAWR 64,-24:MOVER -64,
24:DRAW 0,64
6200 PLOT 396,116:PRINT"H";:
PLOT 364,72:PRINT"G";:PLOT 4
28,72:PRINT"A";
6210 PLOT 556,52:PRINT"B";:P
LOT 524,96:PRINT"D";:PLOT 58
8,96:PRINT"P";
6220 PLOT 332,72:DRAWR -16,0
:PLOT 332,88:DRAWR -16,0
6230 PLOT 298,84:PRINT"C2";:
PLOT 298,100:PRINT"C1";
6240 PLOT 360,36:DRAWR 0,-12
:PLOT 372,30:DRAWR 0,-12
6250 PLOT 348,22:PRINT"E2";:
PLOT 368,16:PRINT"E1";
6260 PLOT 424,30:DRAWR 0,-12
:PLOT 440,36:DRAWR 0,-12
6270 PLOT 412,16:PRINT"F1";:
PLOT 436,22:PRINT"F2";

```

```

6280 IF N3 THEN FOR I=1 TO 1
00:NEXT:N3=0:GOTO 6500
6290 R1$=INKEY$:R2$=UPPER$(R
1$):IF R2$("<" " AND R2$(">"M"
GOTO 6290
6300 IF R2$="M" THEN GOTO 65
00
6310 MODE 0
6320 WINDOW#1,1,20,1,1
6330 WINDOW#3,1,20,24,25
6340 ORIGIN 0,144,0,640,144,
384
6350 WINDOW #2,1,20,17,17:LO
CATE #2,1,1
6360 WINDOW 1,20,19,23
6370 CALL &EBE6
6380 IF H<10 THEN LOCATE#2,2
,1:PRINT#2,USING"#";H ELSE L
OCATE#2,1,1:PRINT#2,USING"###
";H
6390 IF G<10 THEN LOCATE#2,5
,1:PRINT#2,USING"#";G ELSE L
OCATE#2,4,1:PRINT#2,USING"###
";G
6400 RETURN
6490 REM ECRAN MENU
6500 MODE 1:0=1:PRINT"
"
6510 INK 1,24:INK 0,0:BORDER
0
6520 LOCATE 18,2:PRINT"MENU"
:LOCATE 18,3:PRINT"____"
6530 LOCATE 9,25:PRINT"Quel
est votre choix ? ";
6540 LOCATE 5,6:PRINT"OPTION
S:"
6550 LOCATE 2,9:PRINT"( 1 )
Recommencer avec un cube f
ait"
6560 LOCATE 2,12:PRINT"( 2 )
Recommencer avec un cube
defait"
6570 LOCATE 2,15:PRINT"( 3 )
Continuer le meme cube"
6580 LOCATE 2,18:PRINT"( 4 )
Arreter"
6590 D$=UPPER$(INKEY$):D=VAL
(D$)
6600 IF D>4 OR D<1 GOTO 6590
ELSE LOCATE 32,25:PRINT D;
6610 ON D GOTO 6620,6710,677
0,6790
6620 FOR I=1 TO 6
6630 FOR J=1 TO 16
6640 C(I,J)=I+1
6650 NEXT J,I
6660 F=0:G=0:H=0:N=1
6670 FOR I=0 TO 5
6680 P$(I)="
6690 NEXT I
6700 N2=1:GOTO 6770

```

```

6710 GOSUB 5200
6720 F=0:G=0:H=0:N=2
6730 FOR I=1 TO 5
6740 P$(I)="
6750 NEXT I
6760 N2=1:GOTO 6770
6770 INK 0,13:INK 1,0:BORDER
13
6780 0=0:GOTO 6010
6790 CLS:END
6990 REM VERIFICATION DU CUB
E
7000 I=1:J=1
7010 C=C(I,J)
7020 J=J+1:IF J=17 THEN J=2:
I=I+1
7030 IF I<7 THEN C=C(I,J-1)
ELSE 7060
7040 IF C(I,J)<>C THEN N1=0:
RETURN
7050 GOTO 7020
7060 CLS:PRINT"      BRAVO
!!"
7070 PRINT"      Vous avez refai
t"
7080 PRINT"      le cube en"
7090 PRINT"      H ' " <C
HR$(34);
7100 LOCATE 7,4:IF H<10 THEN
PRINT"0";:PRINT USING"#";H
ELSE PRINT USING"###";H
7110 LOCATE 10,4:IF G<10 THE
N PRINT"0";:PRINT USING"#";G
ELSE PRINT USING"###";G
7120 LOCATE 13,4:IF F<10 THE
N PRINT"0";:PRINT USING"#";F
ELSE PRINT USING"###";F
7130 N1=1
7140 RETURN
7490 REM
7500 N3=1:GOSUB 6000
7510 RETURN
9990 REM COORDONNEES POUR DE
SSIN CUBE
10000 DATA 4,1,8,1,2,2,2,2,2
,2,2,2,2,8,1,2,2,2,2,2,2,2
,2
10010 DATA 0,2,639,2,639,238
,0,238,0,2,320,2,320,238,160
,15,280,60,280,180,160,225,4
0,180,40,60,160,15,160,135,4
0,180,160,135,280,180,40,90,
160,45,280,90,40,120,160,75,
280,120,40,150,160,105,280,1
50,70,49,70,169,190,213,100,
38,100,158,220,202
10020 DATA 130,27,130,147,25
0,191,190,27,190,147,70,191,
220,38,220,158,100,202,250,4
9,250,169,130,213,480,225,60
0,180,600,60,480,15,360,60,3
60,180,480,225,480,105,360,6
0,480,105,600,60,360,90,480,
135,600,90,360,120,480,165,6
00,120,360,150,480,195,600,1
50
10030 DATA 390,191,390,71,51
0,27,420,202,420,82,540,38,4
50,213,450,93,570,49,510,213
,510,93,390,49,540,202,540,8
2,420,38,570,191,570,71,450,
27

```

QUI VOLE UN ŒUF  
AU PLAT VOLE UN  
BOEUF  
AU PLAT



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# LE TEMPLE MAUDIT

RisqueZ votre vie à une quête mouvementée de diamants,  
dans un temple sacré plutôt bien gardé.

Luc TAFNA

```

130 REM
140 REMDEFINITION DES SONS
150 REM
160 ENT 1,100,2,8
170 ENT 2,100,-2,2
180 ENT 3,100,-20,1
190 ENV 1,100,-1,30
200 DIM X1(600)
210 DIM X2(600)
220 DIM y1(600)
230 DIM y2(600)
240 DIM po(20,25)
250 DIM m$(2)
260 REM
270 REM ** DEFINITION DES
280 REM CARACTERES **
290 SYMBOL AFTER 91
300 SYMBOL 91,&X111000,&X111
1100,&X11111110,&X10111110,&
X11101110,&X1101100,&X101000
310 SYMBOL 93,&X101000,&X110
1100,&X11101110,&X10111110,&
X11111110,&X1111100,&X111000
320 SYMBOL 94,&X111100,&X101
00101,&X1111110,&X1111110,&X
1111110,&X10111101,&X111100,&
&X11000
330 SYMBOL 163,&X111100,&X10
0100,&X11111111,&X1111110,&X
11111111,&X111100,&X111100,&
X11000
340 SYMBOL 123,&X111000,&X11
01100,&X11111110,&X1110,&X11
111110,&X1111100,&X111000
350 SYMBOL 181,&X0,&X0,&X0,&
X111100,&X1111110,&X1111110,&
&X11111111,&X11111111
360 SYMBOL 182,&X0,&X0,&X0,&
X0,&X0,&X1111110,&X11111111,&
&X11111111
370 SYMBOL 125,&X111000,&X11
01100,&X11111110,&X11110000,&
&X11111110,&X1111100,&X11100
0
380 SYMBOL 176,255,255,&X111
1,&X1111,&X11,&X11,&X11,&X0
390 SYMBOL 177,255,255,&X111
10000,&X11110000,&X11000000,&
&X11000000,&X11000000,&X0
400 SYMBOL 180,255,255,255,2
55,255,255,255,0
410 SYMBOL 190,&X1000,&X1000
,&X11100,&X11100,&X111110,&X
111110,&X11100,&X1000
420 SYMBOL 178,&X11,&X11,&X1
111,&X1111,&X111111,&X111111
,255,255
430 SYMBOL 179,&X11000000,&X
11000000,&X11110000,&X111100
00,&X11111100,&X11111100,255
,255
440 SYMBOL 168,&X0,&X0,&X0,&X0,2
55,&X0,&X0,&X0,&X0

```

```

450 SYMBOL 169,&X10000000,&X
1000000,&X100000,&X10000,&X1
000,&X100,&X10,&X1
460 SYMBOL 170,&X10000,&X100
00,&X10000,&X10000,&X10000,&
X10000,&X10000,&X10000

```



```

470 SYMBOL 171,&X1,&X10,&X10
0,&X1000,&X10000,&X100000,&X
1000000,&X10000000
480 MSC=0:LAB=0:m$(1)="~":m$(
2)="#":fi1=1
490 MODE 0:INK 5,12:PEN 5
500 PEN 1:PRINT" LE TEMPLE M
AUDIT":PEN 2
510 PRINT CHR$(176);:FOR A=0
TO 16:PRINT CHR$(143);:NEXT
A:PRINT CHR$(177);
520 FOR B=3 TO 24:FOR A=2 TO
19 STEP 2:LOCATE A,B:PRINT
CHR$(180):NEXT A:NEXT B
530 PRINT CHR$(178);:FOR A=0
TO 16:PRINT CHR$(143);:NEXT
A:PRINT CHR$(179);
540 SOUND 1,284,200,15,0,2
550 SOUND 1,284,400,15,2,0,3
0
560 FOR T=0 TO 2000:NEXT T
570 Xd=2:Yd=3:VI=14:P=1:P1=-
1:FI=168
580 MODE 1
590 LOCATE 12,3:PEN 2:PRINT"
LE TEMPLE MAUDIT"
600 LOCATE 11,4:PEN 3:PRINT"
-----":
610 PEN 1:LOCATE 18,5:PRINT"
MENU : "
620 PRINT:PRINT" A - POUR
JOUER"
630 PRINT:PRINT" B - POUR
LA REGLE DU JEU"
640 PRINT:PRINT" C - POUR
CREER UN NOUVEAU TEMPLE"
650 IF LAB=1 THEN PRINT:PRIN
T" D - POUR JOUER SUR LE T
EMPLE QUE VOUS AVEZ CREE"
660 LOCATE 12,24:PRINT"FAITE
S VOTRE CHOIX"
670 IF INKEY(69)=0 THEN GOTO
1450
680 IF INKEY(54)=0 THEN GOTO
750

```

```

690 IF INKEY(62)=0 THEN GOTO
830
700 IF INKEY(61)=0 AND LAB=1
THEN GOTO 1360
710 GOTO 670
720 REM
730 REM ** REGLE DU JEU **
740 REM
750 CLS:PRINT "REGLE DU JEU
":PEN 3
760 PRINT"=====":PE
N 1
770 PRINT"BONJOUR !"
780 PRINT:PRINT:PRINT"La reg
le du jeu est extremement simp
le : vous devez ramassez le
s diamants dans un temple,mai
s la ou ca se corse c'est
qu'il y a des gardiens qui
se deplacent tres rapidemen
t."
790 PRINT:PRINT:PRINT"Mais h
eureusement pour vous,ces ga
rdien ne vous voient pas : i
l y a une barre delaser qui
tourne et il y a monstre
aveugle.
Ces deux gardi
ens ne font que repeter le
ur trajet inlassablement."
800 PRINT:PEN 3:PRINT" VOU
S DEVEZ A TOUT PRIX LES EVIT
ER":PEN 1
810 PRINT:PRINT:PRINT"
APPUYER SUR LA BAR
ESPACE
POUR CONTINUER"
820 IF INKEY(47)=0 THEN GOTO
580 ELSE GOTO 820
830 CLS:PRINT" PROGRAMMATIO
N D'UN AUTRE LABYRHINTE":PEN
3:PRINT" *****
*****"
840 NBR=0
850 WINDOW #1,40,21,3,25:PAP
ER #1,1:PEN #1,3:CLS #1
860 IF lab=0 THEN FOR a=1 TO
20:FOR b=2 TO 25:po(a,b)=0:
NEXT b:NEXT a:GOTO 970
870 PRINT #1,"Voulez vous co
rriger des erreurs du te
mple que vous avez cree"
880 IF INKEY(46)=0 THEN FOR
a=1 TO 20:FOR b=2 TO 25:po(a
,b)=0:NEXT b:NEXT a:GOTO 970
:CLS #1
890 IF INKEY(34)=0 THEN GOTO
910
900 GOTO 880
910 FOR B=2 TO 24
920 FOR A=1 TO 20
930 PEN 3:LOCATE
A,B+1:IF po

```

```

(A,B)=1 THEN PRINT CHR$(207)
; ELSE PRINT " ";
940 NEXT A
950 NEXT B
960 CLS #1
970 PRINT:PRINT #1,"Vous pou
vez guider le curseur a l'a
ide de la manette. Lors
que vous desirez faire appa
raître un mur vous n'aurez
qu'a mettre la manet
te vers le haut et appuyer s
ur le TIR."
980 PRINT #1, "Mais
lorsque vous desirerez fa
ire disparaître un mur
vous devrez mettre la manet
te vers le bas et appuyer s
ur le TIR. Lors
que vous aurez fini appuyez
sur ENTER"
990 FOR A=1 TO 20:LOCATE A,3
:PRINT CHR$(207):po(A,2)=1:N
EXT A
1000 FOR A=1 TO 20:LOCATE A,
25:PRINT CHR$(207):po(A,24)=
1:NEXT A
1010 FOR A=2 TO 23:LOCATE 1,
A+1:PRINT CHR$(207):LOCATE 2
0,A+1:PRINT CHR$(207):po(1,A
)=1:po(20,A)=1:NEXT A
1020 E=2:F=3
1030 PEN 3:LOCATE E,F+1:IF p
o(E,F)=0 THEN PRINT " " ELSE
PRINT CHR$(207)
1040 IF JOY(0)=1 THEN F=F-1:
IF F<3 THEN F=3
1050 IF JOY(0)=2 THEN F=F+1:
IF F>23 THEN F=23
1060 IF JOY(0)=4 THEN E=E-1:
IF E<2 THEN E=2
1070 IF JOY(0)=8 THEN E=E+1:
IF E>19 THEN E=19
1080 IF PH<>0 THEN GOTO 1110
1090 IF JOY(0)=17 THEN LOCAT
E E,F+1:PRINT CHR$(207):po(E
,F)=1
1100 IF JOY(0)=18 THEN LOCAT
E E,F+1:PRINT " ":po(E,F)=0
1110 IF INKEY(18)=0 THEN FOR
T=0 TO 100:NEXT T:GOTO 1150

1120 PEN 1:LOCATE E,F+1:PRIN
T CHR$(233)
1130 FOR T=0 TO 100:NEXT T
1140 GOTO 1030
1150 IF po(E,F)<>0 THEN GOTO
1030
1160 IF PH=0 THEN PH=2:PEN 1
:CLS #1:PRINT #1,"Donnez le
point de depart du premier
gardien.Une fois que vous s
erez la ou vous le desire
z appuyer sur la gr
ande touche ENTER":GOTO 1120
1170 IF PH=4 THEN PH=3:CLS #
1:PRINT #1,"Donnez le point
de depart du second gard
ien.Lorsque vous serez la ou
vous le desirez,appuyez sur
ENTER.":GOTO 1120
1180 PRINT #1,"Bien maintena
nt faites son trajet et l
orsque vous serez revenu au
point de depart vous n'aurez
plus qu'a appuer sur ENTER
"
1190 IF ph=5 THEN ph=6:CLS #1

```

```

:PRINT #1,"Donnez est le poi
nt de depart de l'ave
nturier c'est adire vous !
Une fois que vous s
erez la ou vous ledesirerez
appuyez sur la grande tou
cheENTER"
1200 LOCATE E,F+1:PRINT " "
1210 IF JOY(0)=1 THEN F=F-1:
IF po(E,F)<>0 THEN F=F+1
1220 IF JOY(0)=2 THEN F=F+1:
IF po(E,F)<>0 THEN F=F-1
1230 IF JOY(0)=4 THEN E=E-1:
IF po(E,F)<>0 THEN E=E+1
1240 IF JOY(0)=8 THEN E=E+1:
IF po(E,F)<>0 THEN E=E-1
1250 IF NBR=0 THEN GOTO 1270
1260 IF INKEY(18)=0 OR NBR=6
00 THEN GOTO 1340
1270 IF PH=2 THEN IF X1(NBR)
<>E OR Y1(NBR)<>F THEN NBR=N
BR+1:X1(NBR)=E:Y1(NBR)=F:MX1
=NBR
1280 IF PH=3 THEN IF X2(NBR)
<>E OR Y2(NBR)<>F THEN NBR=N
BR+1:X2(NBR)=E:Y2(NBR)=F:MX2
=NBR
1290 IF NBR>500 THEN CLS #1:P
RINT"LE TRAJET EST TROP GRAN
D":FOR T=0 TO 2000:NEXT T:CL
S #1:GOTO 1190

```

```

1490 FOR a=5 TO 15:po(a,4)=1
:LOCATE a,4:PRINT CHR$(207):
NEXT a
1500 FOR a=7 TO 13:po(a,6)=1
:LOCATE a,6:PRINT CHR$(207):
NEXT a
1510 FOR a=5 TO 12:po(a,10)=
1:LOCATE a,10:PRINT CHR$(207
):NEXT a
1520 FOR a=4 TO 11:po(a,8)=1
:LOCATE a,8:PRINT CHR$(207):
NEXT a
1530 FOR a=2 TO 13:po(a,12)=
1:LOCATE a,12:PRINT CHR$(207
):NEXT a
1540 FOR a=13 TO 19:po(a,16)
=1:LOCATE a,16:PRINT CHR$(20
7):NEXT a
1550 FOR a=2 TO 9:po(a,22)=1
:LOCATE a,22:PRINT CHR$(207)
:NEXT a
1560 FOR a=5 TO 6:po(5,a)=1:
LOCATE 5,a:PRINT CHR$(207);
NEXT a
1570 FOR a=13 TO 16:po(a,20)
=1:LOCATE a,20:PRINT CHR$(20
7):NEXT a
1580 FOR a=15 TO 17:po(a,18)
=1:LOCATE a,18:PRINT CHR$(20
7):NEXT a
1590 FOR a=6 TO 11:po(a,16)=

```

## DEULIGNE

La musique adoucit les mœurs, profitez-en.



```

1 DATA F5,E5,21,FF,B4,7E,FE,0,C2,
18,A0,23,7D,FE,08,C2,5,A0,E1,F1,C
3,4A,13,C9,3E,07,CD,21,A0,B7,C3,1
2,A0,CF,0,94
2 FOR X=&A000 TO &A023:READ A$:PO
KE X,VAL("&"+A$):NEXT:POKE &BDD3,
&C3:POKE &BDD4,0:POKE &BDD5,&A0

```

```

1300 IF ph=6 THEN x=e:y=f
1310 LOCATE E,F+1:PRINT""
1320 FOR T=0 TO 100:NEXT T
1330 GOTO 1190
1340 IF PH=2 THEN PH=4:NBR=0
:GOTO 1170
1350 IF ph=3 THEN ph=5:GOTO
1190
1360 MODE 0:PEN 3
1370 XD=E:YD=F:PH=0
1380 FOR B=2 TO 24
1390 FOR A=1 TO 20
1400 LOCATE A,B:IF po(A,B)=1
THEN PRINT CHR$(207); ELSE
PRINT " ";
1410 NEXT A
1420 NEXT B
1430 lab=1:Nb=1:NO=1:P=1:P1=
1
1440 GOTO 2320
1450 MODE 0:PEN 3
1460 FOR a=1 TO 20:FOR b=2 T
O 25:po(a,b)=0:NEXT b:NEXT a
1470 FOR a=1 TO 20:po(a,2)=1
:po(a,24)=1:LOCATE a,2:PRINT
CHR$(207):LOCATE a,24:PRINT
CHR$(207);NEXT a
1480 FOR a=3 TO 23:po(1,a)=1
:po(20,a)=1:LOCATE 1,a:PRINT
CHR$(207);LOCATE 20,a:PRIN
T CHR$(207);NEXT a

```

```

1:LOCATE a,16:PRINT CHR$(207
):NEXT a
1600 FOR a=7 TO 12:po(a,18)=
1:LOCATE a,18:PRINT CHR$(207
):NEXT a
1610 FOR a=5 TO 11:po(a,20)=
1:LOCATE a,20:PRINT CHR$(207
):NEXT a
1620 FOR a=11 TO 18:po(a,22)
=1:LOCATE a,22:PRINT CHR$(20
7):NEXT a
1630 FOR a=5 TO 16:po(a,14)=
1:LOCATE a,14:PRINT CHR$(207
):NEXT a
1640 FOR a=3 TO 5:po(a,6)=1:
LOCATE a,6:PRINT CHR$(207):N
EXT a
1650 FOR a=5 TO 13:po(15,a)=
1:LOCATE 15,a:PRINT CHR$(207
);NEXT a
1660 FOR a=15 TO 20:po(5,a)=
1:LOCATE 5,a:PRINT CHR$(207)
;NEXT a
1670 FOR a=7 TO 12:po(13,a)=
1:LOCATE 13,a:PRINT CHR$(207
):NEXT a
1680 FOR a=3 TO 4:po(3,a)=1:
LOCATE 3,a:PRINT CHR$(207):N
EXT a

```

# LE TEMPLE MAUDIT

```

1630 FOR a=14 TO 21:po(3,a)=
1:LOCATE 3,a:PRINT CHR$(207)
;NEXT a
1700 FOR a=3 TO 14:po(18,a)=
1:LOCATE 18,a:PRINT CHR$(207)
;NEXT a
1710 FOR a=7 TO 10:po(3,a)=1
:LOCATE 3,a:PRINT CHR$(207):
NEXT a
1720 FOR a=18 TO 22:po(18,a)
=1:LOCATE 18,a:PRINT CHR$(207):
NEXT a
1730 FOR a=17 TO 20:po(13,a)
=1:LOCATE 13,a:PRINT CHR$(207):
NEXT a
1740 po(11,21)=1:LOCATE 11,2
1:PRINT CHR$(207)
1750 po(17,12)=1:LOCATE 17,1
2:PRINT CHR$(207)
1760 po(17,8)=1:LOCATE 17,8:
PRINT CHR$(207)
1770 po(17,4)=1:LOCATE 17,4:
PRINT CHR$(207)
1780 po(16,10)=1:LOCATE 16,1
0:PRINT CHR$(207)
1790 po(16,6)=1:LOCATE 16,6:
PRINT CHR$(207)
1800 X1(1)=10:X1(2)=11:X1(3)=
12:X1(4)=13:X1(5)=14:X1(6)=
15
1810 X1(7)=17:X1(8)=18:X1(9)=
19:X1(10)=19:X1(11)=19:X1(12)=
19:X1(13)=19:X1(14)=19:X1(15)=
19:X1(16)=18:X1(17)=17:
X1(18)=16:X1(19)=15:X1(20)=14:
X1(21)=14:X1(22)=14:X1(23)=
15:X1(24)=16:X1(25)=17
1820 X1(26)=17:X1(27)=17:X1(28)=
16:X1(29)=15:X1(30)=14:X1(31)=
13:X1(32)=12:X1(33)=12:
X1(34)=12:X1(35)=11:X1(36)=
10:X1(37)=9:X1(38)=8:X1(39)=
7:X1(40)=6:X1(41)=6:X1(42)=6:
X1(43)=7:X1(44)=8:X1(45)=9
1830 X1(46)=10:X1(47)=11:X1(48)=
12:X1(49)=12:X1(50)=12:X1(51)=
13:X1(52)=14:X1(53)=15:
X1(54)=16:X1(55)=17:X1(56)=
17:X1(57)=17:X1(58)=16:X1(59)=
16:X1(60)=16:X1(61)=17:X1(62)=
17:X1(63)=17:X1(64)=16:X1(65)=
16
1840 X1(66)=16:X1(67)=17:X1(68)=
17:X1(69)=17:X1(70)=16:X1(71)=
16:X1(72)=16:X1(73)=15:
X1(74)=14:X1(75)=13:X1(76)=
12:X1(77)=11:X1(78)=10:X1(79)=
9:X1(80)=8:X1(81)=7:X1(82)=
6:X1(83)=5:X1(84)=4:X1(85)=
4
1850 X1(86)=4:X1(87)=3:X1(88)=
2:X1(89)=2:X1(90)=2:X1(91)=
2:X1(92)=2:X1(93)=2:X1(94)=
2:X1(95)=3:X1(96)=4:X1(97)=4:
X1(98)=4:X1(99)=5:X1(100)=6
1860 X1(101)=7:X1(102)=8:X1(103)=
9:X1(104)=10:X1(105)=11:
X1(106)=12:X1(107)=12:X1(108)=
12:X1(109)=11:X1(110)=10:
X1(111)=9:X1(112)=8:X1(113)=
7:X1(114)=6:X1(115)=6:X1(116)=
6:X1(117)=7:X1(118)=8
1870 X1(119)=9:X1(120)=10:X1(121)=
11:X1(122)=12:X1(123)=
13:X1(124)=14:X1(125)=14:X1(126)=
14:X1(127)=14:X1(128)=14:
X1(129)=14:X1(130)=14:X1(131)=
14:X1(132)=14:X1(133)=13:
X1(134)=12:X1(135)=11

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1880 X1(136)=10:X1(137)=9:X1(138)=
8:X1(139)=7:X1(140)=6:
X1(141)=5:X1(142)=4:X1(143)=
4:X1(144)=4:X1(145)=4:X1(146)=
4:X1(147)=4:X1(148)=4:X1(149)=
4:X1(150)=4:X1(151)=5:X1(152)=
6:X1(153)=7:X1(154)=8:
X1(155)=9:X1(156)=10:X1(157)=
10
1890 Y1(1)=23:Y1(2)=23:Y1(3)=
23:Y1(4)=23:Y1(5)=23:Y1(6)=
23:
1900 Y1(7)=23:Y1(8)=23:Y1(9)=
23:Y1(10)=22:Y1(11)=21:Y1(12)=
20:Y1(13)=19:Y1(14)=18:Y1(15)=
17:Y1(16)=17:Y1(17)=17:
Y1(18)=17:Y1(19)=17:Y1(20)=17:
Y1(21)=18:Y1(22)=19:Y1(23)=
19:Y1(24)=19:Y1(25)=19:Y1(26)=
20
1910 Y1(27)=21:Y1(28)=21:Y1(29)=
21:Y1(30)=21:Y1(31)=21:Y1(32)=
21:Y1(33)=20:Y1(34)=19:
Y1(35)=19:Y1(36)=19:Y1(37)=
19:Y1(38)=19:Y1(39)=19:Y1(40)=
19:Y1(41)=18:Y1(42)=17:Y1(43)=
17:Y1(44)=17:Y1(45)=17:Y1(46)=
17
1920 Y1(47)=17:Y1(48)=17:Y1(49)=
16:Y1(50)=15:Y1(51)=15:Y1(52)=
15:Y1(53)=15:Y1(54)=15:
Y1(55)=15:Y1(56)=14:Y1(57)=
13:Y1(58)=13:Y1(59)=12:Y1(60)=
11:Y1(61)=11:Y1(62)=10:Y1(63)=
9:Y1(64)=9:Y1(65)=8:Y1(66)=
7
1930 Y1(67)=7:Y1(68)=6:Y1(69)=
5:Y1(70)=5:Y1(71)=4:Y1(72)=
3:Y1(73)=3:Y1(74)=3:Y1(75)=3:
Y1(76)=3:Y1(77)=3:Y1(78)=3:
Y1(79)=3:Y1(80)=3:Y1(81)=3:
Y1(82)=3:Y1(83)=3:Y1(84)=3:Y1(85)=
4:Y1(86)=5:Y1(87)=5
1940 Y1(88)=5:Y1(89)=6:Y1(90)=
7:Y1(91)=8:Y1(92)=9:Y1(93)=
10:Y1(94)=11:Y1(95)=11:Y1(96)=
11:Y1(97)=10:Y1(98)=9:Y1(99)=
9:Y1(100)=9
1950 Y1(101)=9:Y1(102)=9:Y1(103)=
9:Y1(104)=9:Y1(105)=9:Y1(106)=
9:Y1(107)=8:Y1(108)=7:
Y1(109)=7:Y1(110)=7:Y1(111)=
7:Y1(112)=7:Y1(113)=7:Y1(114)=
7:Y1(115)=6:Y1(116)=5:Y1(117)=
5:Y1(118)=5
1960 Y1(119)=5:Y1(120)=5:Y1(121)=
5:Y1(122)=5:Y1(123)=5:Y1(124)=
5:Y1(125)=6:Y1(126)=7

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:Y1(127)=8:Y1(128)=9:Y1(129)=
10:Y1(130)=11:Y1(131)=12:Y1(132)=
13:Y1(133)=13:Y1(134)=13:
Y1(135)=13:Y1(136)=13
1970 Y1(137)=13:Y1(138)=13:Y1(139)=
13:Y1(140)=13:Y1(141)=
13:Y1(142)=13:Y1(143)=14:Y1(144)=
15:Y1(145)=16:Y1(146)=
17:Y1(147)=18:Y1(148)=19:Y1(149)=
20:Y1(150)=21:Y1(151)=21:
Y1(152)=21:Y1(153)=21
1980 Y1(154)=21:Y1(155)=21:Y1(156)=
21:Y1(157)=22:Y1(158)=
20
1990 X2(1)=19:X2(2)=19:X2(3)=
19:X2(4)=19:X2(5)=19:X2(6)=
19:X2(7)=19:X2(8)=19:X2(9)=19:
X2(10)=19:X2(11)=19:X2(12)=
19:X2(13)=18:X2(14)=17:X2(15)=
17:X2(16)=17:X2(17)=16:X2(18)=
16:X2(19)=16
2000 X2(20)=17:X2(21)=17:X2(22)=
17:X2(23)=16:X2(24)=16:X2(25)=
16:X2(26)=17:X2(27)=17:
X2(28)=17:X2(29)=16:X2(30)=
16:X2(31)=16:X2(32)=17:X2(33)=
16:X2(34)=15:X2(35)=14:X2(36)=
13:X2(37)=12:X2(38)=11
2010 X2(39)=10:X2(40)=9:X2(41)=
8:X2(42)=7:X2(43)=6:X2(44)=
5:X2(45)=4:X2(46)=4:X2(47)=
4:X2(48)=3:X2(49)=2:X2(50)=
2:X2(51)=2:X2(52)=2:X2(53)=2:
X2(54)=2:X2(55)=2:X2(56)=2:
X2(57)=2:X2(58)=2

```



```

6)=7
1930 Y1(67)=7:Y1(68)=6:Y1(69)=
5:Y1(70)=5:Y1(71)=4:Y1(72)=
3:Y1(73)=3:Y1(74)=3:Y1(75)=3:
Y1(76)=3:Y1(77)=3:Y1(78)=3:
Y1(79)=3:Y1(80)=3:Y1(81)=3:
Y1(82)=3:Y1(83)=3:Y1(84)=3:Y1(85)=
4:Y1(86)=5:Y1(87)=5
1940 Y1(88)=5:Y1(89)=6:Y1(90)=
7:Y1(91)=8:Y1(92)=9:Y1(93)=
10:Y1(94)=11:Y1(95)=11:Y1(96)=
11:Y1(97)=10:Y1(98)=9:Y1(99)=
9:Y1(100)=9
1950 Y1(101)=9:Y1(102)=9:Y1(103)=
9:Y1(104)=9:Y1(105)=9:Y1(106)=
9:Y1(107)=8:Y1(108)=7:
Y1(109)=7:Y1(110)=7:Y1(111)=
7:Y1(112)=7:Y1(113)=7:Y1(114)=
7:Y1(115)=6:Y1(116)=5:Y1(117)=
5:Y1(118)=5
1960 Y1(119)=5:Y1(120)=5:Y1(121)=
5:Y1(122)=5:Y1(123)=5:Y1(124)=
5:Y1(125)=6:Y1(126)=7

```

```

2020 X2(59)=2:X2(60)=3:X2(61)=
4:X2(62)=5:X2(63)=6:X2(64)=
7:X2(65)=8:X2(66)=9:X2(67)=
10:X2(68)=11:X2(69)=12:X2(70)=
11:X2(71)=10:X2(72)=9:X2(73)=
8:X2(74)=7:X2(75)=6:X2(76)=
5:X2(77)=4
2030 X2(78)=4:X2(79)=4:X2(80)=
5:X2(81)=6:X2(82)=7:X2(83)=
8:X2(84)=9:X2(85)=10:X2(86)=
11:X2(87)=12:X2(88)=12:X2(89)=
12:X2(90)=11:X2(91)=10:X2(92)=
9:X2(93)=8:X2(94)=7:X2(95)=
6:X2(96)=5
2040 X2(97)=4:X2(98)=5:X2(99)=
6:X2(100)=6:X2(101)=6:X2(102)=
7:X2(103)=8:X2(104)=9:X2(105)=
10:X2(106)=11:X2(107)=
12:X2(108)=13:X2(109)=14:X2(110)=
14:X2(111)=14:X2(112)=14:
X2(113)=14:X2(114)=14
2050 X2(115)=14:
X2(116)=14:X

```

2(117)=14:X2(118)=13:X2(119)=12:X2(120)=11:X2(121)=10:X2(122)=9:X2(123)=8:X2(124)=7:X2(125)=6:X2(126)=5:X2(127)=4:X2(128)=3:X2(129)=2:X2(130)=2:X2(131)=2:X2(132)=2  
 2060 X2(133)=2:X2(134)=2:X2(135)=2:X2(136)=2:X2(137)=2:X2(138)=2:X2(139)=2:X2(140)=2:X2(141)=2:X2(142)=2:X2(143)=2:X2(144)=2:X2(145)=2:X2(146)=3:X2(147)=4:X2(148)=4:X2(149)=4:X2(150)=4  
 2070 X2(151)=4:X2(152)=4:X2(153)=4:X2(154)=4:X2(155)=4:X2(156)=5:X2(157)=6:X2(158)=7:X2(159)=8:X2(160)=9:X2(161)=10:X2(162)=10:X2(163)=10:X2(164)=9:X2(165)=8:X2(166)=7:X2(167)=6:X2(168)=5  
 2080 X2(169)=4:X2(170)=3:X2(171)=2:X2(172)=3:X2(173)=4:X2(174)=5:X2(175)=6:X2(176)=7:X2(177)=8:X2(178)=9:X2(179)=10:X2(180)=11:X2(181)=12:X2(182)=13:X2(183)=14:X2(184)=15:X2(185)=16:X2(186)=17  
 2090 X2(187)=18:X2(188)=19:X2(189)=19:X2(190)=19:X2(191)=19:X2(192)=19:X2(193)=19:X2(194)=19:X2(195)=18:X2(196)=17:X2(197)=16:X2(198)=15:X2(199)=14:X2(200)=14  
 2100 X2(201)=15:X2(202)=16:X2(203)=17:X2(204)=17:X2(205)

:Y2(4)=7:Y2(5)=8:Y2(6)=9:Y2(7)=10:Y2(8)=11:Y2(9)=12:Y2(10)=13:Y2(11)=14:Y2(12)=15:Y2(13)=15:Y2(14)=15:Y2(15)=14:Y2(16)=13:Y2(17)=13:Y2(18)=12:Y2(19)=11:Y2(20)=11  
 2150 Y2(21)=10:Y2(22)=9:Y2(23)=9:Y2(24)=8:Y2(25)=7:Y2(26)=7:Y2(27)=6:Y2(28)=5:Y2(29)=5:Y2(30)=4:Y2(31)=3:Y2(32)=3:Y2(33)=3:Y2(34)=3:Y2(35)=3:Y2(36)=3:Y2(37)=3:Y2(38)=3  
 2160 Y2(39)=3:Y2(40)=3:Y2(41)=3:Y2(42)=3:Y2(43)=3:Y2(44)=3:Y2(45)=3:Y2(46)=4:Y2(47)=5:Y2(48)=5:Y2(49)=5:Y2(50)=4:Y2(51)=3:Y2(52)=4:Y2(53)=5:Y2(54)=6:Y2(55)=7:Y2(56)=8  
 2170 Y2(57)=9:Y2(58)=10:Y2(59)=11:Y2(60)=11:Y2(61)=11:Y2(62)=11:Y2(63)=11:Y2(64)=11:Y2(65)=11:Y2(66)=11:Y2(67)=11:Y2(68)=11:Y2(69)=11:Y2(70)=11:Y2(71)=11:Y2(72)=11:Y2(73)=11  
 2180 Y2(74)=11:Y2(75)=11:Y2(76)=11:Y2(77)=11:Y2(78)=10:Y2(79)=9:Y2(80)=9:Y2(81)=9:Y2(82)=9:Y2(83)=9:Y2(84)=9:Y2(85)=9:Y2(86)=9:Y2(87)=9:Y2(88)=8:Y2(89)=7:Y2(90)=7:Y2(91)=7  
 2190 Y2(92)=7:Y2(93)=7:Y2(94)=7:Y2(95)=7:Y2(96)=7:Y2(97)=7:Y2(98)=7:Y2(99)=7:Y2(100)

1:Y2(158)=21  
 2230 Y2(159)=21:Y2(160)=21:Y2(161)=21:Y2(162)=22:Y2(163)=23:Y2(164)=23:Y2(165)=23:Y2(166)=23:Y2(167)=23:Y2(168)=23:Y2(169)=23:Y2(170)=23:Y2(171)=23:Y2(172)=23:Y2(173)=23:Y2(174)=23  
 2240 Y2(175)=23:Y2(176)=23:Y2(177)=23:Y2(178)=23:Y2(179)=23:Y2(180)=23:Y2(181)=23:Y2(182)=23:Y2(183)=23:Y2(184)=23:Y2(185)=23:Y2(186)=23:Y2(187)=23:Y2(188)=23:Y2(189)=22:Y2(190)=21  
 2250 Y2(191)=20:Y2(192)=19:Y2(193)=18:Y2(194)=17:Y2(195)=17:Y2(196)=17:Y2(197)=17:Y2(198)=17:Y2(199)=18:Y2(200)=19  
 2260 Y2(200)=19:Y2(201)=19:Y2(202)=19:Y2(203)=19:Y2(204)=20:Y2(205)=21:Y2(206)=21:Y2(207)=21:Y2(208)=21:Y2(209)=21:Y2(210)=21:Y2(211)=20:Y2(212)=19:Y2(213)=19:Y2(214)=19:Y2(215)=19  
 2270 Y2(216)=19:Y2(217)=19:Y2(218)=19:Y2(219)=18:Y2(220)=17:Y2(221)=17:Y2(222)=17:Y2(223)=17:Y2(224)=17:Y2(225)=17:Y2(226)=17:Y2(227)=16:Y2(228)=15:Y2(229)=15:Y2(230)=15:Y2(231)=15  
 2280 Y2(232)=15:Y2(233)=15:Y



=17:X2(206)=16:X2(207)=15:X2(208)=14:X2(209)=13:X2(210)=12:X2(211)=12:X2(212)=12:X2(213)=11:X2(214)=10:X2(215)=9:X2(216)=8:X2(217)=7  
 2110 X2(218)=6:X2(219)=6:X2(220)=6:X2(221)=7:X2(222)=8:X2(223)=9:X2(224)=10:X2(225)=11:X2(226)=12:X2(227)=12:X2(228)=12:X2(229)=11:X2(230)=10:X2(231)=9:X2(232)=8:X2(233)=7:X2(234)=6  
 2120 X2(235)=7:X2(236)=8:X2(237)=9:X2(238)=10:X2(239)=11:X2(240)=12:X2(241)=13:X2(242)=14:X2(243)=15:X2(244)=16:X2(245)=17:X2(246)=18:X2(247)=19:X2(248)=19:X2(249)=19:X2(250)=19  
 2130 X2(251)=19:X2(252)=19:X2(253)=19:X2(254)=19:X2(255)=19:X2(256)=19:X2(257)=19:X2(258)=19:X2(259)=19  
 2140 Y2(1)=4:Y2(2)=5:Y2(3)=6

=6:Y2(101)=5:Y2(102)=5:Y2(103)=5:Y2(104)=5:Y2(105)=5:Y2(106)=5:Y2(107)=5:Y2(108)=5:Y2(109)=5  
 2200 Y2(110)=6:Y2(111)=7:Y2(112)=8:Y2(113)=9:Y2(114)=10:Y2(115)=11:Y2(116)=12:Y2(117)=13:Y2(118)=13:Y2(119)=13:Y2(120)=13:Y2(121)=13:Y2(122)=13:Y2(123)=13:Y2(124)=13:Y2(125)=13:Y2(126)=13  
 2210 Y2(127)=13:Y2(128)=13:Y2(129)=13:Y2(130)=14:Y2(131)=15:Y2(132)=16:Y2(133)=17:Y2(134)=18:Y2(135)=19:Y2(136)=20:Y2(137)=21:Y2(138)=20:Y2(139)=19:Y2(140)=18:Y2(141)=17:Y2(142)=16  
 2220 Y2(143)=15:Y2(144)=14:Y2(145)=13:Y2(146)=13:Y2(147)=13:Y2(148)=14:Y2(149)=15:Y2(150)=16:Y2(151)=17:Y2(152)=18:Y2(153)=19:Y2(154)=20:Y2(155)=21:Y2(156)=21:Y2(157)=2

2(234)=15:Y2(235)=15:Y2(236)=15:Y2(237)=15:Y2(238)=15:Y2(239)=15:Y2(240)=15:Y2(241)=15:Y2(242)=15:Y2(243)=15:Y2(244)=15:Y2(245)=15:Y2(246)=15:Y2(247)=15  
 2290 Y2(248)=14:Y2(249)=13:Y2(250)=12:Y2(251)=11:Y2(252)=10:Y2(253)=9:Y2(254)=8:Y2(255)=7:Y2(256)=6:Y2(257)=5:Y2(258)=4:Y2(259)=3  
 2300 lab=0  
 2310 MX1=157:MX2=259  
 2320 INK 1,20:INK 3,8:INK 2,15,16:INK 4,24:  
 2330 LOCATE 1,1:PEN 1:PRINT" SCORE :"  
 2340 LOCATE 1,25:PRINT" HIGHT SCORE :";MSC;  
 2350 sc=0:NB=1:NO=1  
 2360 PEN 4:LOCATE 16,1:PRINT" ) ) )"  
 2370 x=xd:y=y

# LE TEMPLE MAUDIT

```

J: PEN 4: LOCATE X,Y: PRINT")"
2380 PEN 2
2390 W=INT(RND*20)+1: Q=INT(R
ND*21)+3
2400 IF PO(W,Q)<>0 THEN GOTO
2390
2410 LOCATE W,Q: PRINT CHR$(1
90)
2420 PO(W,Q)=3
2430 REM
2440 REM ** DEPLACEMENTS **
2450 REM
2460 PEN 4
2470 IF JOY(0)=1 THEN GOTO 2
630
2480 IF JOY(0)=2 THEN GOTO 2
550
2490 IF JOY(0)=4 THEN GOTO 2
790
2500 IF JOY(0)=8 THEN GOTO 2
710
2510 GOTO 2830
2520 REM
2530 REM ** VERS LE BAS **
2540 REM
2550 IF PO(X,Y+1)=1 THEN GOT
0 2830
2560 LOCATE X,Y: PRINT" "
2570 Y=Y+1
2580 LOCATE X,Y: PRINT"C"
2590 GOTO 2830
2600 REM
2610 REM ** VERS LE HAUT **
2620 REM
2630 IF PO(X,Y-1)=1 THEN GOT
0 2830
2640 LOCATE X,Y: PRINT" "
2650 Y=Y-1
2660 LOCATE X,Y: PRINT"J"
2670 GOTO 2830
2680 REM
2690 REM * VERS LA DROITE *
2700 REM
2710 IF PO(X+1,Y)=1 THEN GOT
0 2830
2720 LOCATE X,Y: PRINT" "
2730 X=X+1
2740 LOCATE X,Y: PRINT")"
2750 GOTO 2830
2760 REM
2770 REM * VERS LA GAUCHE *
2780 REM
2790 IF PO(X-1,Y)=1 THEN GOT
0 2830
2800 LOCATE X,Y: PRINT" "
2810 X=X-1
2820 LOCATE X,Y: PRINT"C"
2830 IF PO(X,Y)=3 THEN GOTO
3040
2840 IF X1(NB)=X AND Y1(NB)=
Y OR Y2(NB)=Y AND X2(NB)=X T
HEN GOTO 3190
2850 REM
2860 REM *** MONSTRES ***
2870 REM
2880 PEN 5
2890 LOCATE X1(NB),Y1(NB): PR
INT" "
2900 IF PO(X1(NB)+P),Y1(NB+P)
)<>0 THEN P=-P
2910 NB=NB+P: IF NB>MX1 THEN
NB=1 ELSE IF NB<1 THEN NB=mx
1
2920 fi1=fi1+1: IF fi1>2 THEN
fi1=1
2930 LOCATE X1(NB),Y1(NB): PR
INT m$(fi1)
2940 LOCATE X2(NB),Y2(NB): PR
INT" "
2950 IF PO(X2(NB)+P1),Y2(NB+P
1))<>0 THEN P1=-P1
2960 NO=NO+P1: IF NO>MX2 THEN
NO=1 ELSE IF NO<1 THEN NO=m
x2
2970 LOCATE X2(NB),Y2(NB): PR
INT CHR$(FI)
2980 IF X1(NB)=X AND Y1(NB)=
Y OR Y2(NB)=Y AND X2(NB)=X T
HEN GOTO 3190
2990 FI=FI+1: IF FI>171 THEN
FI=168
3000 GOTO 2460
3010 REM
3020 REM *** SCORE ***
3030 REM
3040 SC=SC+10
3050 LOCATE 8,1: PRINT SC
3060 SOUND 1,328,20,15,0,3
3070 PO(X,Y)=0
3080 REM
3090 REM *** TRESOR ***
3100 REM
3110 W=INT(RND*20)+1: Q=INT(R
ND*21)+3
3120 IF PO(W,Q)<>0 OR X1(NB)
=w AND Y1(NB)=q OR Y2(NB)=q
AND X2(NB)=w OR x=w AND q=y
THEN GOTO 3110
3130 LOCATE W,Q: PEN 2: PRINT
CHR$(190)
3140 PO(W,Q)=3
3150 GOTO 2460
3160 REM
3170 REM *** TOUCHE ***
3180 REM
3190 VI=VI+2: PEN 4
3200 SOUND 1,16,100,15,0,1
3210 FOR T=0 TO 500: NEXT T
3220 LOCATE X,Y: PRINT CHR$(1
81)
3230 FOR T=0 TO 500: NEXT T
3240 LOCATE X,Y: PRINT CHR$(1
82)
3250 FOR T=0 TO 500: NEXT T
3260 LOCATE VI,1: PRINT" "
3270 LOCATE X1(NB),Y1(NB): PR
INT" "
3280 IF VI>20 THEN GOTO 3350
3290 X=XD: Y=YD: PEN 4: LOCATE
X,Y: PRINT")"
3300 LOCATE X2(NB),Y2(NB): PR
INT" "
3310 GOTO 2460
3320 REM
3330 REM *** FINI ***
3340 REM
3350 MODE 0: PEN 2: PAPER 0: CL
S
3360 PRINT CHR$(176);: FOR A=
0 TO 16: PRINT CHR$(143);: NEX
T A: PRINT CHR$(177)
3370 FOR B=2 TO 24: FOR A=2 T
O 19 STEP 2: LOCATE A,B: PRINT
CHR$(180): NEXT A: NEXT B
3380 PRINT CHR$(178);: FOR A=
0 TO 16: PRINT CHR$(143);: NEX
T A: PRINT CHR$(179)
3390 LOCATE 2,4: PEN 1: PRINT"
LE TEMPLE MAUDIT": LOCATE 2,6
: PEN 3: PRINT"
3400 PEN 1
3410 LOCATE 4,10: PRINT"VOTRE
SCORE :": LOCATE 8,12: PRINT
SC
3420 IF SC>MSC THEN MSC=SC
3430 LOCATE 2,15: PRINT"MEILL
EUR SCORE :": LOCATE 8,17: PRI
NT MSC
3440 LOCATE 1,21: PRINT"VOULE
Z VOUS REJOUER?"
3450 IF INKEY(46)=0 THEN GOT
0 3480
3460 IF INKEY(34)=0 THEN PO(
w,q)=0: GOTO 570
3470 GOTO 3450
3480 CLS: PRINT"SO LONG ..."
3490 END
3500 REM **** OUF ! ****

```



# JUMP-MAN

Parachutistes téméraires, faites en sorte que les colonnes magiques soient favorables à votre quête de célestes rubis...

Jean-Philippe PETIT

```
10 REM *****
20 REM * J.P.P *
30 REM * *
40 REM * presente *
50 REM * *
60 REM * JUMP-MAN *
70 REM * *
80 REM * generique *
90 REM *****
100 REM
110 ON BREAK GOSUB 2220
120 MODE 1:LOCATE 4,8:PRINT"
1 -> COULEUR"
130 LOCATE 4,14:PRINT
"2 -> MONOCHROME"
140 LOCATE 2,23:INPUT couleur
150 IF couleur<1 OR couleur>
2 THEN 120
160 IF couleur=2 THEN INK 0,
0:INK 1,26:INK 2,15:INK 3,7
ELSE INK 0,0:INK 1,12:INK 2
,3:INK 3,15
170 PRINT CHR$(23)+CHR$(0)
180 CALL &BD19
190 MODE 1
200 s=1:x1=0:x2=50
210 y1=20:y2=380
220 FOR colonne=1 TO 9
230 FOR y=y1 TO y2 STEP 2
240 PLOT x1,y,1:DRAW x2,y:DR
AWR 30,20,2
250 NEXT
260 FOR x=x1 TO x2 STEP 2
270 SOUND 1,y2,2
280 PLOT x,y2,3:DRAWR 30,20:
NEXT
290 IF y<200 THEN s=0
300 x1=x1+70:x2=x2+70:y2=y2-
(50 AND s=1)+(50 AND s=0):NE
XT
310 PRINT CHR$(22)+CHR$(1)
320 PEN 1
330 LOCATE 12,4:PRINT"J.P.P"
340 LOCATE 16,8:PRINT"presen
te..."
350 PRINT CHR$(23)+CHR$(1):T
AG
360 ar=370
370 RESTORE 380
380 DATA N,A,M,-,P,M,U,J,F
390 READ K$:IF K$="F" THEN 4
80
400 FOR x=0 TO ar STEP 2
410 CALL &BD19
420 MOVE x,150:PRINT k$;:MDV
E x,150:PRINT k$;
430 NEXT x
440 MOVE x,150:PRINT k$;
450 ar=ar-40
460 SOUND 1,200,2
470 GOTO 390
480 FOR c=27 TO 0 STEP -3
490 FOR t=1 TO 100:NEXT t
```

```
500 INK 0,c
510 SOUND 1,c*20,c
520 NEXT c
530 TAGOFF
540 LOCATE 2,25:PRINT"APPUYE
R SUR UNE TOUCHE POUR CONTIN
UER"
550 WHILE INKEY$("<"):"WEND
560 WHILE INKEY$=":"WEND
570 REM *****
580 REM *
590 REM * J.P.P *
600 REM *
610 REM * presente... *
620 REM *
630 REM * JUMP-MAN *
640 REM *
650 REM * (C)8/1985 *
660 REM *
670 REM *****
680 REM
690 'POKE &BDEE,&C9 'CE P
OKE PERMET DE 'GELER' BREAK
ET CTRL/SHIFT/ESC
700 SYMBOL AFTER 143
710 SYMBOL 143,&FE,&FE,&FE,&
FE,&FE,&FE,&FE
720 SYMBOL 228,&18,&3C,&7E,&
FB,&FB,&7E,&3C,&18
730 SYMBOL 241,&3,&3F,&7F,&F
F,&E3,&71,&3F,&7
740 SYMBOL 243,&C0,&FC,&FE,&
FF,&C7,&8E,&FC,&C0
750 SYMBOL 246,&3C,&42,&81,&
99,&A5,&A5,&99,&7E
760 SYMBOL 247,&3C,&18,&18,&
18,&24,&24,&24,&8E
770 SYMBOL 248,&30,&30,&30,&18,
&24,&24,&18,&7E
780 SYMBOL 249,&8D,&99,&99,&
18,&24,&24,&24,&8E
790 SYMBOL 250,&30,&30,&81,&99
,&A5,&A5,&99,&7E
800 SYMBOL 251,&3C,&18,&18,&
18,&24,&24,&24,&42
810 REM
820 REM
830 REM ** interrogation **
840 REM
850 MODE 1:PEN.1:PAPER 0
860 IF couleur=2 THEN INK 0,
0:INK 1,20 ELSE INK 0,0:INK
1,3
870 LOCATE 5,12:INPUT"Veut t
u la regle";r$
880 r$=LOWER$(LEFT$(r$,1))
890 IF r$="o" THEN 1970
900 IF r$="n" THEN 940
910 LOCATE 4,20:PRINT"REPONS
E PAR OUI OU NON..."FOR t=1
TO 100:NEXT t:GOTO 850
920 ON BREAK GOSUB 2220
930 REM
940 REM * initialisation *
```

```
950 REM
960 DEFINIT a-z
970 DIM board(16,21)
980 DIM c(16):score=0:vie=3:
mhauteur=15:ecran=1
990 REM * presentation *
* *
* *
1000 MODE 0:WINDOW 3,18,4,24
:PEN 0:PAPER 1
1010 WINDOW#1,3,18,4,24:PEN#
1,0:PAPER#1,1
1020 BORDER 0
1030 INK 1,10:INK 12,26:INK
6,0:INK 8,15
1040 PAPER#2,3:PEN#2,4:LOCAT
E#2,3,2:PRINT#2,"SCORE: 0":
LOCATE#2,13,2:PRINT#2,"VIE:3
"
1050 CLS:LOCATE 1,22:PAPER 8
:PRINT:LOCATE 1,21:PEN 0:PRI
NT"J U M P - M A N"
1060 LOCATE #2,5 :PEN#2,0:P
APER#2,15:P
RINT#2,"TAB
LEAU:";ecra
n:PAPER#2,3
:PEN#2,4
1070 REM
1080 REM **
* affichage
du decor *
1090 REM
1100 PAPER
1:FOR y=1 TO 21:F
OR x=1 TO 16:board(x,y)=32:N
EXT x,y 'VIDE LE TABLEAU
1110 hauteur=mhauteur:FOR x=
8 TO 1 STEP-1
1120 FOR y=20 TO hauteur S
TEP-1
1130 PEN 7:INK 7,20
1140 SOUND 1,x*y,1,3
1150 LOCATE x,y:PRINT CHR$
(143)
1160 board(x,y)=143
1170 LOCATE 17-x,y:PRINT C
HR$(143)
1180 board(17-x,y)=143
1190 NEXT y
1200 c(x)=hauteur:c(17-x)=ha
uteur
1210 hauteur=hauteur-(1 AND
mhauteur=15)+(1 AND mhauteur
=7)
1220 NEXT x
1230 FOR t=1 TO 100:NEXT t
1240 FOR x=1 TO 16:board(x,2
1)=143:NEXT x
1250 PAPER 1:INK 5,6:PEN 5:F
OR x=1 TO 16:SOUND 1,x*5,2:L
OCATE x,1:PRINT CHR$(228);:b
oard(x,1)=228:FOR t=1
TO 10:NEXT t:NEXT x
```



```

1260 REM
1270 REM *** JEU ***
1280 REM
1290 jx=9: jy=4      'POSITIO
N DU DEPART
1300 bx=4: sx=1
1310 co=0
1320 PRINT CHR$(23)+CHR$(1):
TAG#1
1330 PLOT -2,-2,1:MOVE (bx-1
)*32,206:PRINT#1,CHR$(242+sx
);
1340 REM
1350 REM * 4 BIPS AVANT LE
DEPART *
1360 REM
1370 FOR bips=4 TO 7
1380 FOR temps=1 TO 1000:NEX
T temps
1390 SOUND 1,bips*50,10
1400 NEXT bips
1410 REM
1420 REM * boucle du jeu *
1430 REM
1440 WHILE co<16
1450 te1=board(jx,jy):te2=bo
ard(jx,jy+1):te3=board(jx,jy
+2)
1460 IF jx=bx-2 AND (jy=9 OR
jy=10) THEN 1660' [PERTE]
1470 IF te3=143 THEN 1780
' [ECRASMENT]
1480 IF te3=32 THEN PEN 12:L
OCATE jx,jy:PRINT" ":jy=jy+1
:LOCATE jx,jy:PRINT CHR$(246
):LOCATE jx,jy+1:PRINT CHR$(

```

```

1560 IF mhauteur=15 THEN ecr
an=2:mhauteur=7:GOTO 1050
1570 IF mhauteur=7 THEN ecr a
n=3:mhauteur=14:GOTO 1050
1580 SPEED KEY 20,2:MODE 2:T
AGOFF:PRINT CHR$(23)+CHR$(0)
:PEN 1:PAPER 0:INK 0,0:INK 1
,20
1590 LOCATE 1,12:PRINT"BRAVO
!!! VOUS VENEZ DE VAINCRE L
E DERNIER TABLEAU, VOUS ETES
TRES BON, JE VOUS CONSEILLE
DE VOUS INCRIER AU PROCHAIN
CHAMPIONNAT DE JEU VIDEO"
1600 FOR temps=1 TO 5000:NEX
T
1610 CLS
1620 LOCATE 1,12:PRINT"LE JE
U CE TERMINE LA, MAIS PEUT E
TRE POURREZ VOUS LE COMPLETE
R...":END
1630 REM
1640 REM *** [PERDU] ***
1650 REM
1660 FOR s=400 TO 200 STEP-5
:SOUND 1,n,2:NEXT:vie=vie-1:
LOCATE#2,13,2:PRINT#2,"VIE:"
;USING"#";VIE
1670 IF VIE=0 THEN PRINT CHR
$(22)+CHR$(1):LOCATE 4,10:PE
N 14:PRINT"GAME OVER":FOR t=
1 TO 5000:NEXT t:WHILE INKEY
$("<"):"":WEND:GOTO 1690
1680 GOTO 1050
1690 PRINT CHR$(22)+CHR$(0):
PEN 0:CLS:LOCATE 1,10::INPUT

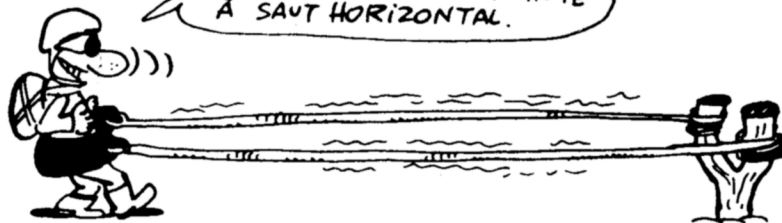
```

```

1840 REM
1850 REM *** [SAUT] ***
1860 REM
1870 FOR saut=1 TO 8
1880 jy=jy-1
1890 te=board(jx,jy)
1900 IF te=228 THEN SOUND 1,
340,3:score=score+1:LOCATE#2
,3,2:PRINT#2,"SCORE: ";USING"
###";score:saut=8:board(jx,j
y)=32:co=co+1
1910 IF jy=1 THEN saut=8
1920 PEN 12:LOCATE jx,jy+2:P
RINT" ":LOCATE jx,jy:PRINT C
HR$(250):LOCATE jx,jy+1:PRIN
T CHR$(251)
1930 IF jx=bx-2 AND (jy=10 O
R jy=9) THEN 1660' [PERTE]
1940 NEXT saut
1950 GOTO 1450
1960 END
1970 REM
1980 REM *** REGLE ***
1990 REM
2000 MODE 1
2010 DATA " J U M P - M
A N ",
2020 DATA " Arriverez-vous a
attraper tous","les diamant
s (sans bidouiller)","le prog
ramme), tel est le defi","qu
e je vous lance..."
2030 DATA " Evitez de touch
er la fusée","ou de vous pos
er en bas de","l'écran..."
2040 DATA " Vous disposez de
3 vies, et","vous avez 3 ta
bleaux a braver!"
2050 DATA "-"> pour sauter [E
NTER]","vous ne pouvez saute
r avant","d'avoir touche le
'sol'","(logique non!)"
2060 DATA "-"> pour vous dirig
er a droite [W]"
2070 DATA "-"> pour vous dirig
er a gauche [Q]"
2080 DATA " ATTENTION,vous n
e pouvez vous","dirigez que
lorsque vous","tombez en par
achute ..."
2090 DATA "," AH! j'oubliais
, aidez vous des","colonnes
magiques pour parvenir","a t
ous les attraper "," BON
NE CHANCE ..."
2100 DATA ";;;;;;;;;;;;"
2110 DATA "fin"
2120 RESTORE 2010
2130 READ k$:IF k$="fin" THE
N 2190
2140 LOCATE 5,26:PRINT k$
2150 FOR t=1 TO 500:NEXT t
2160 PRINT
2170 FOR t=1 TO 500:NEXT t
2180 GOTO 2130
2190 LOCATE 5,12:PRINT"APPUY
EZ SUR UNE TOUCHE POUR COMME
NCER"
2200 WHILE INKEY$("<"):"":WEND
2210 WHILE INKEY$="":WEND:GO
TO 960
2220 SPEED KEY 20,2:MODE 2:T
AGOFF:PRINT CHR$(23)+CHR$(0)
:PEN 1:PAPER 0:INK 0,0:INK 1
,20
2230 PRINT"RETOUR AU BASIC"

```

J'EXPERIMENTE LE PARACHUTE  
A SAUT HORIZONTAL.



```

247)' [CHUTE]
1490 IF INKEY(18)=0 AND te3=
143 THEN 1870' [SAUT]
1500 t=TEST((bx-1)*32,200):I
F t=0 OR t=6 THEN MOVE (bx-1
)*32,206:PRINT#1,CHR$(242+sx
);
1510 IF bx=3 OR bx=18 THEN s
x=-sx
1520 bx=bx+sx:MOVE (bx-1)*32
,206:PRINT#1,CHR$(242+sx);
1530 IF INKEY(67)=0 THEN IF
jx<2 THEN 1540 ELSE IF board
(jx-1,jy)=143 OR board(jx-1,
jy+1)=143 THEN 1540 ELSE PEN
12:LOCATE jx,jy:PRINT" ":LO
CATE jx,jy+1:PRINT" ":jx=jx-
1:LOCATE jx,jy:PRINT CHR$(24
6):LOCATE jx,jy+1:PRINT CHR$(
247)' [GAUCHE]
1540 IF INKEY(59)=0 THEN IF
jx>15 THEN 1550 ELSE IF boar
d(jx+1,jy)=143 OR board(jx+1
,jy+1)=143 THEN 1550 ELSE PE
N 12:LOCATE jx,jy:PRINT" ":L
OCATE jx,jy+1:PRINT" ":jx=jx
+1:LOCATE jx,jy:PRINT CHR$(2
46):LOCATE jx,jy+1:PRINT CHR
$(247)' [DROITE]
1550 WEND

```

```

'on remet ca";r$
1700 r$=LOWER$(LEFT$(r$,1))
1710 IF r$="n" THEN 1730
1720 RUN 920
1730 CLS:PRINT:PRINT:PRINT:P
RINT:PRINT:PRINT:PRINT:PRINT
:PRINT" salut,":PRINT:P
RINT" a la prochaine"
1740 FOR t=1 TO 5000:NEXT:GO
TO 2220 ' RETOUR BASIC
1750 REM
1760 REM ** [ECRASMENT] **
1770 REM
1780 REM
1790 SOUND 1,400,3,3:c(jx)=c
(jx)+1:LOCATE jx,jy:PRINT" "
:board(jx,jy+2)=32:jy=jy+1:P
EN 12:LOCATE jx,jy:PRINT CHR
$(248):LOCATE jx,jy+1:PRINT
CHR$(249)' [BAISSE D'UN
CRAN LE SUPPORT]
1800 c(17-jx)=c(17-jx)-1:LOC
ATE 17-jx,c(17-jx):PEN 7:PRI
NT CHR$(143):board(17-jx,c(1
7-jx))=143' [MONTE
D'UN CRAN L'OPPOSE]
1810 IF c(jx)=21 THEN 1660
1820 IF c(17-jx)<5 THEN c(17
-jx)=5
1830 GOTO 1480

```

L'AFFAIRE

Vera  
Cruz...

"le suicide était  
presque parfait..."

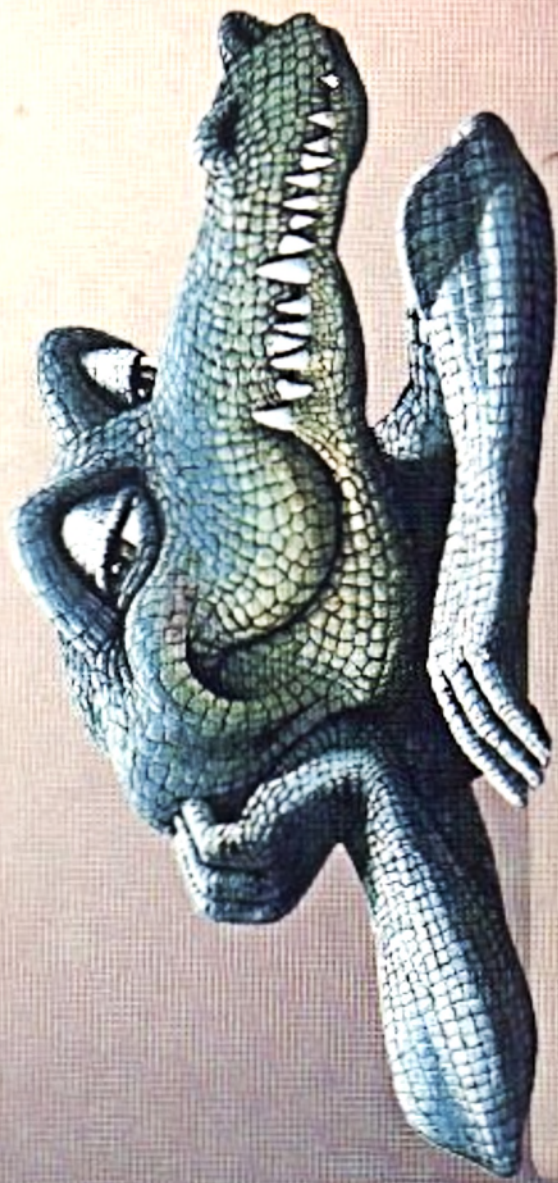


AMSTRAD CPC 464-664-6128  
THOMSON MO5 - TO7+16K - TO7/70 - TO9

INFOGRAMES

79, rue Hippolyte Kahn  
69100 Villeurbanne - Tél. 78.03.18.46





**LA RÈGLE A CALCUL  
VOUS OFFRE 1/2 JOURNÉE  
DE FORMATION GRATUITE**

LOGICIELS DISPONIBLES

D Base II ..... 790 F   
Multiplan ..... 490 F

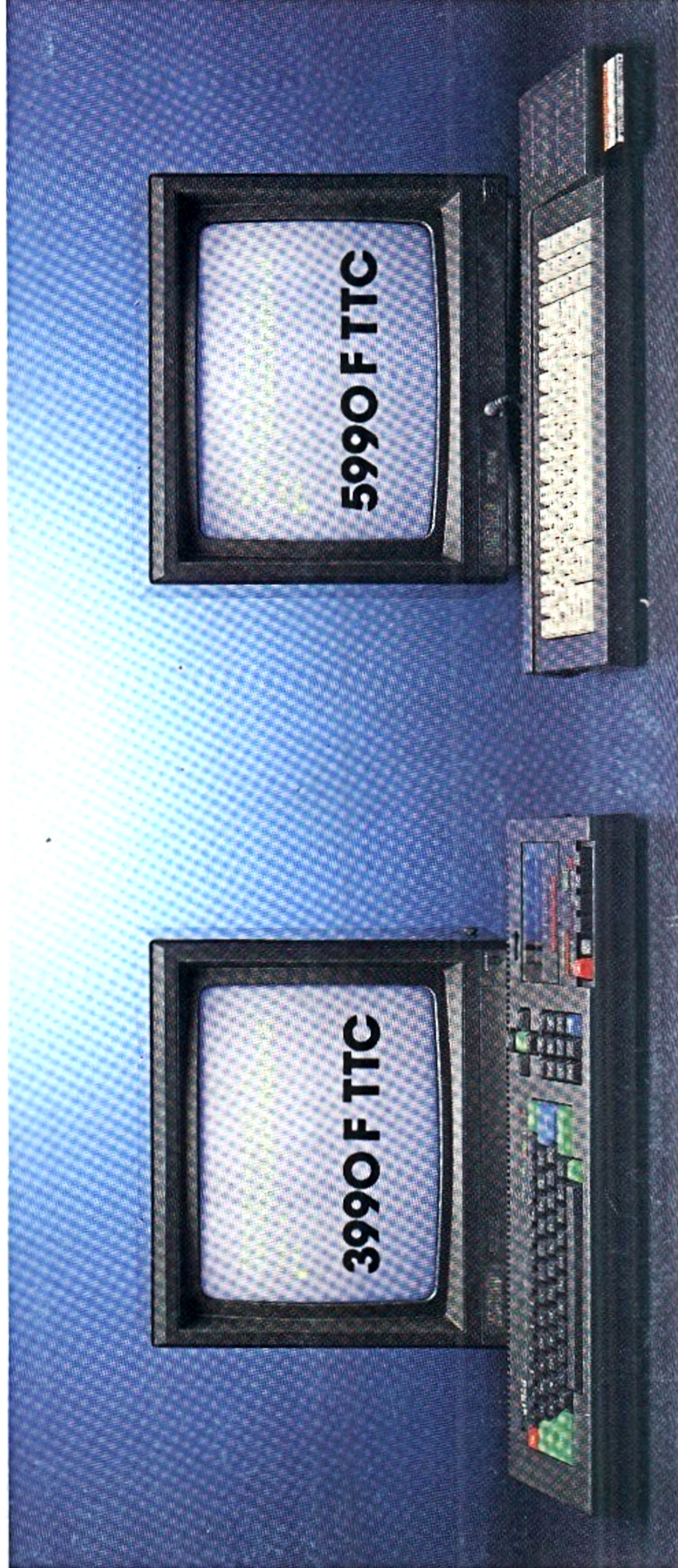


**6990 F TTC  
AVEC  
L'IMPRIMANTE**

# La Règle à Calcul

## TARIFS

- MATERIEL :**
- CPC 6128 COULEUR
  - CCP 6128 MONOCHROME
  - CPC 464 COULEUR
  - CPC 464 MONOCHROME
  - DDI-1 Lecteur de disquettes avec contrôleur
  - MP2 Adaptateur péritel pour 464, 664, 6128
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