TILT MICRO JEUX

AMSTRAD CPC / ATARI ST
COMMODORE 64 / THOMSON

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EDITO

LE BON PLAISIR

160 pages de listings ! De belles nuits blanches en perspective... Des jeux, bien sûr, mais aussi des utilitaires, des « bidouilles » pour pousser votre micro dans ses derniers retranchements et vous faire découvrir toutes les astuces des dizaines de programmeurs qui ont participé à ce « Micro-jeux ». Plus fort encore : une table d'équivalence vous permet de retranscrire ou d'adapter les listings initialement prévus pour une autre machine que la vôtre ! Enfin, tous les programmes présentés sont de grande qualité ; certains mériteraient même d'être édités et commercialisés. Nos programmeurs ont préféré vous les offrir : à vous de les découvrir. Bon courage et... bon plaisir !

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ÉQUIVALENCES DES INSTRUCTIONS BASIC

ORDRES BASIC	Amstrad	GFA	ST	Commodore	Thomson 1.0	Thomson 128
Valeur absolue	ABS	ABS	ABS	ABS	ABS	ABS
Code d'un caractère	ASC	ASC	ASC	ASC	ASC	ASC
Arctangente	ATN	ATN	ATN	ATN	—	ATN
Gestion des banques mémoire	BANK	—	—	—	—	BANK
Produit un son bref	—	—	—	—	BEEP	BEEP
Trace un rectangle	—	BOX	—	—	BOX	BOX
Trace un rectangle plein	—	—	—	—	BOXF	BOXF
Fusionne un prg en mémoire avec un autre en cours de chargement	CHAIN	CHAIN	CHAIN	—	CHAIN	CHAIN
Caractère par son code ASCII	CHR$	CHR$	CHR$	CHR$	CHR$	CHR$
Convertit un réel en entier	CINT	—	CINT	—	CINT	CINT
Trace un cercle ou une ellipse	— —	CIRCLE ELLIPSE	CIRCLE ELLIPSE	— —	CIRCLE —	CIRCLE —
Effacement de variables	CLEAR	CLEAR	CLEAR	CLR	CLEAR	CLEAR
Ferme un fichier	CLOSE	CLOSE	CLOSE	CLOSE	CLOSE	CLOSE
Ferme une fenêtre	—	CLOSEW	CLOSEW	—	—	—
Effacement écran	CLS	CLS	CLS	—	CLS	CLS
Couleur texte et fond	INK	COLOR	COLOR	—	COLOR	COLOR
Reprise d'exécution après STOP	CONT	CONT	CONT	CONT	CONT	CONT
Cosinus	COS	COS	COS	COS	COS	COS
Donne numéro de ligne du curseur	YPOS	CSRLIN	—	—	CSRLIN	CSRLIN
Convertit la chaîne en nb double précision	—	CVD	CVD	—	CVD	CVD
Convertit la chaîne en nb entier	—	CVI	CVI	—	CVI	CVI
Convertit la chaîne en nb simple précision	—	CVS	CVS	—	CVS	CVS
Lignes de données	DATA	DATA	DATA	DATA	DATA	DATA
Définition d'une fonction mathématique	DEF FN	DEF FN	DEF FN	DEF FN	DEF FN	DEF FN
Déclaration du type d'un groupe de variables	— DEFINT DEFSNG DEFSTR	— — — —	DEFDBL DEFINT DEFSNG DEFSTR	— — — —	— DEFINT DEFSNG DEFSTR	DEFDBL DEFINT DEFSNG DEFSTR
Redéfinit un caractère	SYMBOL	—	—	—	DEFGR$	DEFGR$
Supprime une partie du programme	DELETE	—	DELETE	—	DELETE	DELETE
Détermine le périphérique par défaut	—	—	—	CMD	DEVICE	DEVICE
Dimensions de tableaux	DIM	DIM	DIM	DIM	DIM	DIM
Affiche le contenu d'une disquette	CAT	DIR	DIR	—	DIR	DIR
Boucle conditionnelle	WHILE WEND — — — — —	DO LOOP EXIT REPEAT UNTIL WHILE WEND	WHILE WEND — — — — —	— — — — — — —	— — — — — — —	DO LOOP EXIT — — — —
Fin de programme	END	END	END	END	END	END
Indique si l'on est à la fin d'un fichier	EOF	EOF	EOF	—	EOF	EOF
Efface un tableau	ERASE	ERASE	ERASE	—	—	—
Donne le numéro de ligne où se trouve une erreur	ERL	ERL	ERL	—	ERL	ERL
Donne le code d'une erreur	ERR	—	ERR	—	ERR	ERR
Simule une erreur	ERROR	ERROR	ERROR	—	ERROR	ERROR
Exécution d'une routine en LM	CALL —	CALL EXEC	CALL —	USR SYS	EXEC USR	EXEC USR
Exponentielle	EXP	EXP	EXP	EXP	EXP	EXP
Formate un fichier en sortie	—	FIELD	FIELD	—	FIELD	FIELD
Paramètre les E/S utilisables simultanément	—	FILES	—	—	FILES	FILES

ÉQUIVALENCES DES INSTRUCTIONS BASIC

ORDRES BASIC	Amstrad	GFA	ST	Commodore	Thomson 1.0	Thomson 128
Boucle	FOR TO STEP NEXT	FOR TO STEP NEXT	FOR TO STEP NEXT	FOR TO STEP NEXT	FOR TO STEP NEXT	FOR TO STEP NEXT
Donne l'espace mémoire libre	FRE	FRE	FRE	FRE	FRE	FRE
Transfère un fichier dans le tampon	INPUT# LINE INPUT#	GET# INPUT# LINE INPUT#	GET# INPUT# LINE INPUT#	GET# INPUT# —	GET# INPUT# LINE INPUT#	GET# INPUT# LINE INPUT#
Branche sous le programme	GOSUB	GOSUB	GOSUB	GOSUB	GOSUB	GOSUB
Branche à une autre ligne	GOTO	GOTO	GOTO	GOTO	GOTO	GOTO
Conversion décimal/hexa	HEX	HEX $	HEX $		HEX $	HEX $
Test logique	IF THEN ELSE	IF THEN ELSE	IF THEN ELSE	IF THEN —	IF THEN ELSE	IF THEN ELSE
Saisie d'une touche au clavier	INKEY $	INKEY $	—	GET	INKEY $	INKEY $
Lecture d'un port E/S	INP	INP	INP	—	—	—
Attente d'une saisie	INPUT	INPUT	INPUT	INPUT	INPUT	INPUT
Attente d'une saisie avec formatage	—	INPUT $	INPUT $	—	INPUT $	INPUT $
Cherche si une chaîne est contenue dans une autre	INSTR	INSTR	INSTR	—	INSTR	INSTR
Donne le plus grand entier égal ou inférieur au nb	INT	INT	INT	INT	INT	INT
Extrait les caract. d'une chaîne alphanumérique en partant de la gauche	LEFT $	LEFT $	LEFT $	LEFT $	LEFT $	LEFT $
Nb de caract. d'une chaîne alphanumérique	LEN	LEN	LEN	LEN	LEN	LEN
Affectation de variables	LET	LET	LET	LET	LET	LET
Trace une ligne	DRAW	LINE	LINEF	—	LINE	LINE
Attente de saisie d'une chaîne 255 caractères maximum	LINE INPUT	LINE INPUT	LINE INPUT	—	LINE INPUT	LINE INPUT
Liste le programme en mémoire	LIST	LIST	LIST	LIST	LIST	LIST
Charge un programme en mémoire	LOAD	LOAD	LOAD	LOAD	LOAD	LOAD
Charge un fichier binaire en mémoire	—	BLOAD	BLOAD	—	LOADM	LOADM
Positionne le curseur texte	LOCATE	PRINT (AT)	GOTOXY	—	LOCATE	LOCATE
Logarithme népérien	LOG	LOG	LOG	LOG	LOG	LOG
Formatage par la gauche d'une chaîne alphanumérique	—	LSET	LSET	—	LSET	LSET
Donne le chiffre le plus élevé contenu dans une liste	MAX	MAX	—	—	—	MAX
Fusionne deux programmes par amalgame	MERGE	MERGE	MERGE	—	—	MERGE
Extraction d'une chaîne contenue dans une autre	MID $	MID $	MID $	MID $	MID $	MID $
Donne le plus petit chiffre contenu dans une liste	MIN	MIN	—	—	—	MIN
Convertit un nb en double précision en chaîne	—	MKD $	MKD $	—	—	MKD $
Convertit un entier en chaîne	—	MKI $	MKI $	—	MKI $	MKI $
Convertit un nb en simple précision en chaîne	—	MKS $	MKS $	—	MKS $	MKS $
Change le nom d'un fichier	RENAME	NAME	NAME	—	NAME	NAME
Efface le programme en mémoire	NEW	NEW	NEW	NEW	NEW	NEW
Convertit en octal	OCT	OCT $	OCT $	—	—	OCT $
Branchement en cas d'erreur	ON ERROR	ON ERROR	ON ERROR	—	ON ERROR	ON ERROR
Branchement en fonction d'une variable	ON GOSUB ON GOTO	ON GOSUB ON GOTO	ON GOSUB ON GOTO	ON GOSUB ON GOTO	ON GOSUB ON GOTO	ON GOSUB ON GOTO
Ouvre un fichier en écriture	OPEN	OPEN	OPEN	OPEN	OPEN	OPEN
Ecrit sur un port E/S	OUT	OUT	OUT	—	—	—
Remplit une zone écran	FILL	FILL	FILL	—	PAINT	PAINT

ÉQUIVALENCES DES INSTRUCTIONS BASIC

ORDRES BASIC	Amstrad	GFA	ST	Commodore	Thomson 1.0	Thomson 128
Affecte une couleur à un crayon	PEN	COLOR	COLOR	—	—	PALETTE
Fixe un motif de remplissage pour PAINT, BOXE, etc	—	COLOR	COLOR	—	—	PATTERN
Lecture d'une adresse mémoire	PEEK	PEEK	PEEK	PEEK	PEEK	PEEK
Emission de sons complexes	SOUND	SOUND	SOUND	—	PLAY	PLAY
Teste un point graphique	TEST	POINT	—	—	POINT	POINT
Ecriture à une adresse mémoire	POKE	POKE	POKE	POKE	POKE	POKE
Indication de la position du curseur sur une ligne	XPOS	CURSCOL	POS	POS	POS	POS
Affiche une chaîne alphanumérique à l'écran	PRINT	PRINT	PRINT	PRINT	PRINT	PRINT
Ecrit dans le fichier spécifié	PRINT# — WRITE#	PRINT# PUT# WRITE#	PRINT#1 PUT# WRITE#	PRINT# — —	PRINT# PUT# WRITE#	PRINT# PUT# WRITE#
Formatage de l'affichage	PRINT USING	PRINT USING	PRINT USING	—	PRINT USING	PRINT USING
Allume un point graphique	PLOT	PLOT	—	—	PSET	PSET
Restitue à l'écran une portion de tableau	—	PUT	—	—	PUT	PUT
Lecture des DATA	READ	READ	READ	READ	READ	READ
Permet de mettre des commentaires	REM	REM	REM	REM	REM	REM
Renumérote des lignes du programme en mémoire	RENUM	—	RENUM	—	RENUM	RENUM
Initialisation de la machine	CALL 0	QUIT	QUIT	—	DOS	RESET
Initialisation des DATA	RESTORE	RESTORE	RESTORE	RESTORE	RESTORE	RESTORE
Fin de branchement en cas d'erreur	RESUME	RESUME	RESUME	—	RESUME	RESUME
Fin de sous programme	RETURN	RETURN	RETURN	RETURN	RETURN	RETURN
Extraction des caractères d'une chaîne alphanum. en partant de la droite	RIGHT $	RIGHT $	RIGHT $	RIGHT $	RIGHT $	RIGHT $
Donne un nb pseudo-aléatoire	RND	RND	RND	RND	RND	RND
Formatage d'une chaîne à droite	—	RSET	RSET	—	RSET	RSET
Lance l'exécution	RUN	RUN	RUN	RUN	RUN	RUN
Sauvegarder un programme	SAVE	SAVE	SAVE	SAVE	SAVE	SAVE
Sauvegarde d'un fichier binaire	—	BSAVE	BSAVE	—	SAVEM	SAVEM
Imprime l'écran	—	HARDCOPY	—	—	SCREENPRINT	SCREENPRINT
Donne le signe d'un nombre	SGN	SGN	SGN	SGN	SGN	SGN
Sinus	SIN	SIN	SIN	SIN	SIN	SIN
Crée une chaîne constituée d'espaces	SPACE $	SPACE $	SPACE $	—	SPACE $	SPACE $
Tabulation	SPC	SPC	SPC	SPC	SPC	SPC
Racine carrée	SQR	SQR	SQR	SQR	SQR	SQR
Arrêt d'exécution	STOP	STOP	STOP	STOP	STOP	STOP
Transforme un nb en chaîne alpha.	SRT $	STR $	STR $	STR $	STR $	STR $
Crée une chaîne constituée de X fois un caractère	STRING $	STRING $	STRING $	—	STRING $	STRING $
Echange le contenu de deux variables	—	SWAP	SWAP	—	SWAP	SWAP
Tabulation	TAB	TAB	TAB	TAB	TAB	TAB
Tangente	TAN	TAN	TAN	TAN	TAN	TAN
Gestion du mode test	TROFF TRON	TROFF TRON	TROFF TRON	— —	TROFF TRON	TROFF TRON
Valeur numérique d'une chaîne alphanumérique	VAL	VAL	VAL	VAL	VAL	VAL
Donne l'adresse d'une variable	—	VARPTR	VARPTR	—	VARPTR	VARPTR
Vérification des enregistrements sur disquette	— —	— —	— —	VERIFY —	VERIFYON VERIFYON	VERIFYON VERIFYON
Attente	—	—	WAIT	WAIT	—	WAIT
Crée une enveloppe de son	ENV/ENT	WAVE	WAVE	—	—	—
Création d'une fenêtre	WINDOW	OPENW	OPENW	—	—	WINDOW

Le tableau n'est exact que pour certaines configurations. Les possesseurs d'*Amstrad*, de *Thomson TO 7/70* et *MO 5* sans lecteur de disquettes devront de ce fa
apporter une attention toute particulière à leurs conversions. Enfin, notez que ce tableau ne comprend que les instructions les plus courantes.

BOMBARDIER

Le principe est enfantin : vous devez détruire la ville afin de vous poser sans dommages. Pour cela, larguez les bombes à l'aide de la touche « flèche en bas ». Mais ne les lâchez qu'au bon moment...

```
10 '-----------------------------------
20 '              BOMBARDIER
30 '-----------------------------------
40 ENT 1,60,5,0
50 INK 0,14:INK 1,0:INK 2,12
60 PAPER 0:PEN 1
70 WINDOW #1,1,40,1,1
80 MODE 1
90 WINDOW #1,1,40,1,1
100 PAPER #1,2
110 SYMBOL AFTER 242
120 SYMBOL 242,28,159,255,255,255,159,28
,0
130 SYMBOL 243,0,0,240,254,240,0,0,0
140 AV$=CHR$(242)+CHR$(243)
150 SYMBOL 244,0,0,60,60,60,52,60,60
160 PO1$=CHR$(244)
170 SYMBOL 245,0,96,96,6,6,96,96,0
180 ET1$=CHR$(245)
190 SYMBOL 246,0,12,12,96,96,12,12,0

200 ET2$=CHR$(246)
210 SYMBOL 247,60,126,255,255,255,255,25
5,255
220 SO1$=CHR$(247)
230 SYMBOL 248,24,24,60,60,126,126,255,2
55
240 SO2$=CHR$(248)
250 SYMBOL 249,24,24,24,24,24,60,126,255

260 SO3$=CHR$(249)
270 SYMBOL 250,36,36,24,24,60,60,24,0
280 BO1$=CHR$(250)
290 SYMBOL 251,60,24,129,219,219,129,24,
60
300 EX1$=CHR$(251)
310 SYMBOL 252,124,56,56,254,254,124,124
,56
320 CH1$=CHR$(252)
330 SYMBOL 253,56,56,56,16,16,0,0,0

340 CH2$=CHR$(253)
350 DIM BA(2,2),TA(40),DP(40),PO(40),BU(
21,40)
360 A=60:B=200:C=10:D=100:E=40:F=200
370 SC=0:FU=650
380 BL$="      "
390 DATA 6,8,14,15,1,0,2,18,19,4,12,9,10
,11,17,3,5,16,13,7
400 DATA 26,28,34,35,21,20,22,38,39,24,3
2,29,30,31,37,23,25,36,33,27
410 RESTORE 390
420 RANDOMIZE TIME
430 ID=INT(RND(1)*8)+1
440 IF ID=9 THEN 420
450 FOR X=1 TO 40
460 READ PO(X):NEXT X
470 LOCATE 5,8:INPUT "Regle du jeu (O/N)
 ";K$
480 IF K$="n" OR K$="N" THEN 640
490 IF K$<>"o" AND K$<>"O" THEN PRINT CH
R$(7);:GOTO 470
500 CLS
510 LOCATE 1,3:PRINT "Ce jeu se joue uni
quement avec la"
520 PRINT "touche FLECHEE ";CHR$(241);"
pour larguer"
530 PRINT "2 bombes qui equipent votre a
vion.":PRINT
540 PRINT "Vous ne pouvez avoir en l'air
 que 2"
550 PRINT "bombes en meme temps.":PRINT
560 PRINT "Quand vous touchez la base d'
un"
570 PRINT "batiment, vous obtenez 50 uni
tes"
580 PRINT "de fuel supplementaires."
590 LOCATE 20,18:PRINT "BONNE CHANCE ...
"
600 INK 3,0,14:PEN 3
610 LOCATE 5,22:PRINT "Appuyez sur une t
ouche"
620 A$=INKEY$:IF A$="" THEN 620
630 CLS
640 INK 3,5:PEN 1
650 GOSUB 1350
660 GOSUB 1550
670 FOR X=1 TO 21
680 FOR Y=1 TO 40
690 BU(X,Y)=0
700 NEXT Y
710 NEXT X
720 GOSUB 1630
730 GOSUB 1800
740 L=2:C=1:TIR=0
750 GOSUB 2060
760 SOUND 1,1911,20,4
770 C=C+1
780 IF C>40 THEN C=1:L=L+1:IF L>19 THEN
1070
790 IF BU(L,C)<>1 THEN 980
800 '----scratch buildings----
810 FOR I=1 TO 5:SOUND 3,0,5,15:NEXT I

820 PEN 3
830 LOCATE C,L:PRINT EX1$
```

```
840 SOUND 1,1911,20,4
850 FOR I=1 TO 5:SOUND 3,0,5,15:NEXT I
860 PEN 1
870 IF C<3 THEN LOCATE 39,L-1:PRINT "  "
:GOTO 890
880 LOCATE C-1,L:PRINT " "
890 PRINT CHR$(7);
900 LOCATE 3,3:PRINT "Vous avez percute
un batiment"
910 GOSUB 1550:GOTO 1070
920 '----effacer les balles----
930 X=1
940 IF TIR=0 THEN RETURN
950 LOCATE BA(X,2),BA(X,1):PRINT " "
960 X=X+1:TIR=TIR-1
970 GOTO 940
980 '----animation de l'avion----
990 LOCATE C,L:PRINT AV$
1000 IF C=1 THEN LOCATE 39,L-1:PRINT "
":GOTO 1020
1010 LOCATE C-1,L:PRINT " "
1020 FU=FU-1
1030 GOSUB 2140
1040 GOSUB 1550
1050 IF FU>0 THEN 750
1060 GOTO 1150
1070 '----plus d'avions----
1080 PRINT CHR$(7);
1090 PRINT "LA PARTIE EST TERMINEE,NOTEZ
 VOTRE"
1100 PRINT "SCORE ET A LA PROCHAINE FOIS
..."
1110 FOR A=1 TO 10000:NEXT A
1120 INK 0,1:INK 1,24
1130 PAPER 0:PEN 1
1140 MODE 1:LOCATE 1,1:END
1150 '----plus de fuel----
1160 PRINT CHR$(7);
1170 LOCATE 3,3:PRINT "Plus de fuel"
1180 GOSUB 1550
1190 LOCATE C,L:PRINT "  "
1200 IF L-1<3 THEN 1220
1210 LOCATE C,L-1:PRINT " "
1220 GOSUB 2140:L=L+1
1230 SOUND 1,1911,20,4
1240 IF BU(L,C)<>1 AND L<19 THEN 1320
1250 SOUND 1,1911,20,4
1260 LOCATE C,L-1:PRINT " "
1270 FOR I=1 TO 5:SOUND 3,0,5,15:NEXT I
1280 GOSUB 920
1290 LOCATE C,L:PRINT EX1$
1300 FOR I=1 TO 5:SOUND 3,0,5,15:NEXT I
1310 LOCATE 1,4:GOTO 1070
1320 LOCATE C,L-1:PRINT CH1$
1330 LOCATE C,L:PRINT CH2$
1340 GOTO 1210
1350 '----dessin ecran----
1360 CLS
1370 CLS #1
1380 PAPER 2
1390 FOR B=20 TO 25
1400 LOCATE 1,B
1410 FOR A=1 TO 40
1420 PRINT " ";
1430 NEXT A
1440 NEXT B
1450 PAPER 0
1460 LOCATE 1,2
1470 PRINT AV$
1480 LOCATE #1,2,1
1490 PRINT #1,"SCORE:"
1500 LOCATE #1,14,1
1510 PRINT #1,"FUEL:"
1520 LOCATE #1,25,1
1530 PRINT #1,"CIBLES:"
1540 RETURN
1550 '----ecriture du score----
1560 LOCATE #1,8,1:PRINT #1,BL$
1570 LOCATE #1,8,1:PRINT #1,SC
1580 LOCATE #1,19,1:PRINT #1,BL$
1590 LOCATE #1,19,1:PRINT #1,FU
1600 LOCATE #1,32,1:PRINT #1,BL$
1610 LOCATE #1,32,1:PRINT #1,CIBLE
1620 RETURN
1630 '----nombre d'etages et de building
s----
1640 CIBLE=0
1650 HMAX=5+NBCOU
1660 IF HMAX>15 THEN HMAX=15
1670 NA=6+NBCOU
1680 IF NA>40 THEN NA=40
1690 IF NBCOU>20 THEN NBCOU=20
1700 FOR I=1 TO NA
1710 RANDOMIZE TIME
1720 TA(I)=INT((HMAX-NBCOU)*RND(1))+NBCO
U+4
1730 N=ID+I
1740 IF N>40 THEN N=1
1750 DP(I)=PO(N)
1760 CIBLE=CIBLE+TA(I)
1770 NEXT I
1780 GOSUB 1550
1790 RETURN
1800 '----affichage des buildings----
1810 FOR B=1 TO NA
1820 IF A=0 THEN A=1 ELSE A=0
1830 PAPER 1
1840 IF A=0 THEN PEN 2 ELSE PEN 3
1850 LOCATE 1+DP(B),19
1860 PRINT PO1$
1870 BU(19,1+DP(B))=1
1880 L=18:C=DP(B)+1
1890 PAPER 3:PEN 2
1900 IF A=1 THEN PRINT CHR$(24);
1910 FOR X=2 TO TA(B)-1
1920 RANDOMIZE TIME
1930 AIG=INT(RND(1))+1
1940 LOCATE C,L
1950 IF AIG=1 THEN PRINT ET1$ ELSE PRINT
 ET2$
1960 BU(L,C)=1:L=L-1:NEXT X
1970 BU(L,C)=1
1980 LOCATE C,L
1990 RANDOMIZE TIME
2000 AIG=INT(RND(1)*3)+1
2010 IF AIG=4 THEN 1990
2020 PAPER 0:PEN 1
2030 IF AIG=3 THEN PRINT SO1$:GOTO 2050
2040 IF AIG=2 THEN PRINT SO2$ ELSE PRINT
 SO3$
2050 NEXT B:RETURN
2060 '----tir ?----
2070 IF TIR=2 THEN RETURN
2080 IF INKEY(2)=-1 THEN RETURN
```

```
2090 X=1:IF TIR=1 THEN X=2
2100 SOUND 2,60,20,1
2110 BA(X,1)=L:BA(X,2)=C:TIR=TIR+1
2120 SOUND 2,60,20,1
2130 RETURN
2140 '-----animation des balles-----
2150 IF TIR=0 THEN 2490
2160 X=1
2170 LOCATE BA(X,2),BA(X,1):PRINT " "
2180 BA(X,1)=BA(X,1)+1
2190 IF BA(X,1)>19 AND BU(BA(X,1),BA(X,2
))<>1 THEN 2340
2200 IF BU(BA(X,1),BA(X,2))<>1 THEN 2380
2210 PEN 3
2220 FOR I=1 TO 5:SOUND 3,0,5,15:NEXT I


2230 LOCATE BA(X,2),BA(X,1):PRINT EX1$
2240 PEN 1
2250 BU(BA(X,1),BA(X,2))=0
2260 IF BA(X,1)<>19 THEN 2290
2270 FOR I=1 TO 5:SOUND 3,0,5,15:NEXT I
2280 FU=FU+50
2290 CIBLE=CIBLE-1:SC=SC+1
2300 IF CIBLE>0 THEN 2330
2310 LOCATE BA(2,2),BA(2,1):PRINT " "
2320 GOTO 2420
2330 LOCATE BA(X,2),BA(X,1):PRINT " "
2340 TIR=TIR-1
2350 IF TIR=0 OR X=2 THEN RETURN
2360 BA(1,1)=BA(2,1):BA(1,2)=BA(2,2)
2370 GOTO 2160
2380 LOCATE BA(X,2),BA(X,1):PRINT BO1$
2390 IF TIR=1 THEN RETURN
2400 IF X=2 THEN RETURN
2410 X=2:GOTO 2170
2420 NBCOU=NBCOU+1
2430 FU=650
2440 LOCATE 1,2:PRINT AV$
2450 LOCATE C,L:PRINT "  "
2460 LOCATE C,L-1:PRINT "  "
2470 LOCATE BA(X,2),BA(X,1):PRINT " "
2480 GOTO 660
2490 RETURN
```

AMSTRAD CPC

CALCULETTE

Comme chacun sait, les ordinateurs calculent fort bien. Encore faut-il avoir à disposition un programme efficace qui affranchit l'utilisateur des fastidieuses commandes du mode direct. C'est ce que vous propose ce listing.

```
10 '------------------------------
20 '          CALCULETTE
30 '------------------------------
40 PEN 1:PAPER 0
50 DIM T(100),T$(100)
60 DIM LI$(13)
70 DATA +,-,*,/,@,^,A,B,C,D,E,F,G
80 FOR A=1 TO 13
90 READ LI$(A)
100 NEXT A
110 A$="######.##"
120 CT=0 : I=1 : CLS
130 LOCATE 8,1
140 PRINT"C A L C U L A T R I C E "
150 LOCATE 2,4:PRINT"OPERATEURS : +,-,/,
*,@,^"
160 LOCATE 2,6:PRINT"ABREVIATIONS :"
170 LOCATE 5,7:PRINT"A : MEMORISATION"
180 LOCATE 5,8:PRINT"B : REMISE A ZERO G
ENERALE"
190 LOCATE 5,9:PRINT"C : REMISE A ZERO D
U TOTAL EN COURS"
200 LOCATE 5,10:PRINT"D : REMISE A ZERO
DU TOTAL MEMORISE"
210 LOCATE 5,11:PRINT"E : RAPPEL MEMOIRE
 EN 1er FACTEUR"
220 LOCATE 5,12:PRINT"F : RAPPEL MEMOIRE
 EN 2eme FACTEUR"
230 LOCATE 5,13:PRINT"G : FIN"
240 LOCATE 5,14:PRINT"@ : MODULO"
250 LOCATE 5,15:PRINT"^ : PUISSANCE"
260 GOSUB 1260
270 zz(5)=13
280 '***  SAISIE ABREVIATION  ***
290 OP$="":PAPER 0:PEN 3
300 FOR I=17 TO 20
310 LOCATE 11,I:PRINT"       "
320 NEXT I
330 LOCATE 11,17
340 OPER$=INKEY$:oper$=UPPER$(OPER$):IF
OPER$="" THEN 340
350 IF OPER$<"A" OR OPER$>"G" THEN 450
360 PRINT OPER$
370 FOR IOP=7 TO 13
380 IF ASC(OPER$)<>ASC(LI$(IOP)) AND IOP
<ZZ(5) THEN NEXT
390 IF ASC(OPER$)<>ASC(LI$(IOP)) THEN 33
0
400 GOSUB 800:IF OP$="" THEN 430
410 IF OP$="A" THEN 570
420 IF OP$="B" THEN 450
430 GOSUB 1260
440 GOTO 280
450 '***  SAISIE 1ER NOMBRE  ***
```

```
460 IF OP$="A" THEN 570
470 ZZ(1)=18
480 ZZ(2)=11
490 ZZ(3)=5
500 ZZ(4)=1
510 GOSUB 1390:IF NUMCHI=0 THEN 470
520 T(I)=NUMCHI
530 CT=CT+1
540 IF CT>90 THEN LOCATE 2,22:PRINT"ATTE
NTION, TABLE BIENTOT PLEINE ..."
550 I=I+1
560 A=NUMCHI
570 '***  SAISIE OPERATEUR  ***
580 LOCATE 11,20
590 OPER$=INKEY$
600 IF OPER$="" THEN 590
610 FOR IOP=1 TO 6
620 IF ASC(OPER$)<>ASC(LI$(IOP)) THEN NE
XT
630 IF ASC(OPER$)<>ASC(LI$(IOP)) THEN 58
0
640 LOCATE 11,19:PRINT OPER$
650 '***  SAISIE 2EME NOMBRE  ***
660 IF OP$="B" THEN OP$="":GOTO 780
670 ZZ(1)=20
680 ZZ(2)=11
690 ZZ(3)=5
700 ZZ(4)=1
710 GOSUB 1390
720 IF NUMCHI=0 THEN 670
730 T(I)=NUMCHI
740 CT=CT+1
750 IF CT>90 THEN LOCATE 22,2:PRINT"ATTE
NTION, TABLE BIENTOT PLEINE..."
760 I=I+1
770 B=NUMCHI
780 GOSUB 800
790 GOSUB 1260:GOTO 280
800 ON IOP GOTO 810,840,870,900,930,960,
1090,1010,1030,1060,1120,1190,1000
810 '---  ADDITION
820 TT=TT+(A+B)
830 RETURN
840 '---  SOUSTRACTION
850 TT=TT+(A-B)
860 RETURN
870 '---  MULTIPLICATION
880 TT=TT+(A*B)
890 RETURN
900 '---  DIVISION
910 TT=TT+(A/B)
920 RETURN
930 '---  MODULO
940 TT=TT+(A-(INT(A/B)*B))
950 RETURN
960 '---  PUISSANCE
970 TT=TT+(A^B)
980 RETURN
990 '---  FIN
1000 CLS:END
1010 '##  REMISE A ZERO GENERALE
1020 TT2=0:TT=0:CT=0:I=1
1030 '##  REMISE A ZERO TOTAL EN COURS
1040 TT=0
1050 RETURN
1060 '##  REMISE A ZERO MEMOIRE
1070 TT2=0
1080 RETURN
1090 '##  MEMORISATION TOTAL EN COURS
1100 TT2=TT2+TT
1110 RETURN
1120 '##  RAPPEL MEMOIRE  * E *
1130 FOR X=ZZ(2) TO ZZ(2)+6
1140 LOCATE X,ZZ(1):PRINT" "
1150 NEXT
1160 A=TT2:OP$="A"
1170 LOCATE 10,18:PRINT A
1180 RETURN
1190 '##  RAPPEL MEMOIRE  * F *
1200 FOR X=ZZ(2) TO ZZ(2)+6
1210 LOCATE X,ZZ(1):PRINT" "
1220 NEXT
1230 B=TT2:OP$="B"
1240 LOCATE 10,20:PRINT B
1250 RETURN
1260 GOSUB 1580
1270 PEN 2:PAPER 3
1280 LOCATE 19,17:PRINT"S/TOTAL:"
1290 LOCATE 19,20:PRINT"MEMOIRE:"
1300 PEN 1:PAPER 0
1310 LOCATE 2,17:PRINT "ABREV. :"
1320 LOCATE 2,18:PRINT "NOMBRE :"
1330 LOCATE 2,19:PRINT "OPERAT.:"
1340 LOCATE 2,20:PRINT "NOMBRE :"
1350 PAPER 3
1360 LOCATE 28,17:PRINT USING a$;tt
1370 LOCATE 28,20:PRINT USING a$;tt2
1380 RETURN
1390 FOR X=ZZ(2) TO ZZ(2)+6
1400 LOCATE X,ZZ(1):PRINT" "
1410 NEXT
1420 LOCATE ZZ(2),ZZ(1)
1430 ZZC=ZZ(2)
1440 ZZS=ZZ(2)+ZZ(3)-1
1450 NUMCHI=0:CHIF$="0"
1460 OPER$=INKEY$
1470 IF OPER$="" THEN 1460
1480 IF ASC(OPER$)=13 THEN RETURN
1490 IF ASC(OPER$)<48 OR ASC(OPER$)>57 T
HEN LOCATE ZZC,ZZ(1):GOTO 1460
1500 CHIF$=CHIF$+OPER$:NUMCHI=VAL(CHIF$)
1510 LOCATE ZZC,ZZ(1)
1520 PRINT OPER$
1530 ZZC=ZZC+1
1540 IF ZZC>ZZS THEN RETURN
1550 LOCATE ZZC,ZZ(1)
1560 GOTO 1460
1570 GOSUB 1580:RETURN
1580 b$=""
1590 FOR J=1 TO 23 :b$=b$+" ":NEXT
1600 PAPER 3
1610 FOR J=17 TO 20 :LOCATE 18,J:PRINT b
$:NEXT
1620 RETURN
```

CAR MASSACRE

Pilote d'un bolide, vous en voulez au monde entier. Sans vergogne, vous appuyez sur le champignon et écrasez des chiens, des petites vieilles, etc. Le pire est que tout ceci vous rapporte des points...

Remarques :
Tapez le premier listing (EDICAT) et sauvegardez-le. Ensuite tapez RUN. Vous devez alors entrer les valeurs du second listing ligne par ligne. Attention, les dernières valeurs de chaque ligne ne sont pas à saisir. Elles permettent de vérifier si les huit octets entrés précédemment sont corrects ou non. Si vous désirez interrompre la saisie et quand vous avez terminé, tapez S. Avec des cassettes, mettez-en une seconde avant de taper cette commande. Une fois la saisie terminée, un fichier binaire est créé. Il se nomme MASSABIN. Vous devez alors entrer le troisième programme et le sauvegarder. Si vous travaillez sur cassettes, sauvez-le à la place du premier listing sous MASSACRE et recopiez le fichier binaire MASSABIN à la suite. Le dernier listing affiche à l'écran le contenu du fichier binaire. Sa justification est évidente dès qu'un problème se pose. Pour jouer, tapez RUN « MASSACRE ».

```
10 ' EDICAT
20 MEMORY &1FFF
30 INPUT "ADRESSE DEBUT ";AD
40 PRINT HEX$(AD)"---> ";
50 INPUT A$
60 IF A$<>"S" THEN 90
70 SAVE "MASSABIN",B,&2000,&2F9A
80 GOTO 40
90 IF LEN(A$)=16 THEN 120
100 PRINT "ERREUR DE FORMAT"
110 GOTO 40
120 S=0
130 FOR X=0 TO 7
140 O=VAL("&"+MID$(A$,X*2+1,2))
150 S=S+O
160 POKE AD,O
170 NEXT
180 PRINT "SOMME: ";HEX$(S)
190 AD=AD+8
200 GOTO 40
```

```
2000 00 0C 0C 0C 0C 00 00 0C :03C
2008 0C 0C 0C 00 00 0C 0C 0C :048
2010 0C 00 00 0C 0C 0C 0C 00 :03C
2018 00 FF 0C 0C FF 00 00 FF :315
2020 0C 0C FF 00 00 FF 18 24 :252
2028 FF 00 00 04 30 BA 08 00 :1F5
2030 00 04 75 BA 08 00 00 04 :13F
2038 30 BA 08 00 00 0C 30 BA :1E8
2040 0C 00 00 0C 18 24 0C 00 :060
2048 00 0C 0C 0C 0C 00 00 0C :03C
2050 0C 0C 0C 00 00 0C 0C 0C :048
2058 0C 00 00 0C 0C 0C 0C 00 :03C
2060 00 0C 0C 0C 0C 00 00 0C :03C
2068 5D AE 0C 00 00 0C 5D AE :22E
2070 0C 00 00 04 0C 0C 08 00 :030
2078 00 00 0C 0C 00 00 55 FF :16C
2080 0C 0C FF AA 55 FF 0C 0C :32D
2088 FF AA 55 FF 0C 0C FF AA :4BE
2090 55 FF 0C 0C FF AA 55 C3 :42D
2098 C3 C3 C3 AA 55 C3 C3 C3 :591
20A0 C3 AA 55 C3 C3 C3 C3 AA :578
20A8 55 C3 C3 C3 C3 AA 55 FF :55F
20B0 0C 0C FF AA 00 00 00 0C :1CD
20B8 08 00 00 04 0C 0C 08 00 :02C
```

```
20C0 04 0C 0C 0C 08 00 04 0C :040
20C8 0C 5D AA 00 04 0C 0C 5D :18C
20D0 AA 00 55 AE 0C 5D AA 00 :2C0
20D8 55 AE 30 0C 08 00 55 BA :256
20E0 75 24 08 00 00 18 FF 24 :1DC
20E8 0C 00 00 18 75 24 0C 00 :0C9
20F0 00 18 75 24 0C 00 00 0C :0C9
20F8 30 0C 0C 00 00 0C 0C 0C :06C
2100 0C 00 00 0C 0C 0C 0C 00 :03C
2108 00 0C 0C 0C 0C 08 00 0C :044
2110 0C 0C 0C 08 00 0C 0C 0C :050
2118 0C 08 00 04 0C FF 0C 00 :12F
2120 00 04 0C FF 0C 00 00 04 :11F
2128 0C 0C 08 00 00 04 0C 0C :03C
2130 48 C0 00 04 0C 0C 5D FF :280
2138 00 00 04 0C 5D FF 00 FF :26B
2140 AE 0C 5D FF 00 FF AE 0C :3CF
2148 C3 D7 00 FF AE C3 C3 D7 :5A4
2150 00 EB C3 C3 C3 D7 00 EB :4F6
2158 C3 C3 C3 82 00 EB C3 C3 :53C
2160 86 00 00 EB C3 0C 0C 00 :24C
2168 00 04 0C 00 00 00 00 04 :014
2170 0C 0C 08 00 00 04 0C 0C :03C
2178 0C 08 00 55 AE 0C 0C 08 :137
2180 00 55 AE 0C 0C 08 00 55 :178
2188 AE 0C 5D AA 00 04 0C 30 :201
2190 5D AA 00 04 18 75 75 AA :2B7
2198 00 0C 18 FF 24 00 00 0C :153
21A0 18 75 24 00 00 0C 18 75 :14A
21A8 24 00 00 0C 0C 30 0C 00 :078
21B0 00 0C 0C 0C 0C 00 00 0C :03C
21B8 0C 0C 0C 00 04 0C 0C 0C :04C
21C0 0C 00 04 0C 0C 0C 0C 00 :040
21C8 04 0C 0C 0C 0C 00 00 0C :040
21D0 FF 0C 08 00 00 0C FF 0C :22A
21D8 08 00 00 04 0C 0C 08 00 :02C
21E0 FF AE 0C 0C 08 00 FF AE :37A
21E8 0C 0C 08 00 FF AE 0C 08 :1E1
21F0 00 00 FF AE 0C 5D FF 00 :315
21F8 EB C3 0C 5D FF 00 EB C3 :4C4
2200 C3 5D FF 00 EB C3 C3 C3 :553
2208 D7 00 41 C3 C3 C3 D7 00 :438
2210 00 49 C3 C3 D7 00 00 0C :2B2
2218 0C C3 D7 00 00 00 00 00 :1A6
2220 00 00 00 00 00 00 00 00 :000
2228 00 00 00 00 00 00 00 00 :000
2230 00 00 00 00 00 00 00 00 :000
2238 00 00 00 00 00 00 00 00 :000
2240 00 00 00 00 00 00 00 00 :000
2248 CC 88 00 00 00 00 00 00 :154
2250 00 CC CC CC 88 00 00 00 :2EC
2258 00 00 CC 99 CC CC CC 00 :3C9
2260 00 00 00 00 CC CC CC CC :330
2268 66 00 00 00 00 CC CC CC :2CA
2270 99 CC CC CC 00 00 00 CC :3C9
2278 66 89 CC CC CC 66 88 00 :441
2280 00 CC 99 89 46 CC CC CC :498
2288 88 00 44 66 CC CC 03 99 :366
2290 89 CC 88 00 44 89 CC 99 :40F
2298 89 99 89 CC 88 00 44 89 :3CC
22A0 46 99 89 CC 89 CC CC 00 :455
22A8 CC CC 46 CC 89 46 03 66 :3E2
22B0 CC 00 CC CC 46 46 CC 03 :3BF
22B8 46 99 CC 00 89 03 13 89 :2D3
22C0 CC 89 46 CC CC 00 CC 03 :402
22C8 CC 89 CC 03 CC CC CC 00 :488
22D0 CC 89 CC 46 66 46 66 CC :445
22D8 46 00 99 89 03 CC 66 46 :2E3
22E0 33 03 46 00 CC CC 03 CC :2E3
22E8 CC 46 CC 46 CC 88 CC 66 :4AA
22F0 03 CC 89 46 89 46 66 88 :35B
22F8 CC 66 03 99 89 03 03 CC :329
2300 CC 00 44 CC 03 CC 89 46 :37A
2308 89 CC CC 00 44 CC 03 CC :400
2310 89 46 CC 46 CC 00 00 CC :379
2318 03 CC 89 46 CC 46 66 00 :316
2320 00 CC 03 46 89 46 66 CC :316
2328 88 00 00 CC 03 46 03 46 :1E6
2330 66 CC 88 00 00 44 89 46 :2CD
2338 03 46 CC CC 00 00 00 44 :225
2340 89 46 03 CC CC CC 00 00 :336
2348 00 00 89 46 03 CC CC 88 :2F2
2350 00 00 00 00 03 46 03 CC :118
2358 88 00 00 00 00 00 03 03 :08E
2360 03 02 00 00 00 00 00 00 :005
2368 03 03 03 02 00 00 00 00 :00B
2370 00 00 01 03 03 02 00 00 :009
2378 00 00 00 00 01 03 03 02 :009
2380 00 00 00 00 00 00 01 03 :004
2388 03 02 00 00 00 00 00 00 :005
2390 01 03 03 02 00 00 00 00 :009
2398 00 00 01 03 03 03 00 00 :00A
23A0 00 00 00 00 01 03 03 03 :00A
23A8 00 00 00 00 00 00 00 03 :003
23B0 03 03 00 00 00 00 00 00 :006
23B8 01 03 03 03 02 00 00 00 :00C
23C0 00 00 01 03 03 03 03 00 :00D
23C8 00 00 00 00 03 03 03 03 :00C
23D0 03 00 00 00 00 00 00 00 :003
23D8 00 00 00 00 00 00 00 00 :000
23E0 00 00 00 00 00 FF 00 00 :0FF
23E8 00 FF AA 00 00 F5 AA 00 :348
23F0 50 F0 AA 00 00 F5 AA 00 :389
23F8 00 FF AA 00 00 FF FF 00 :3A7
2400 50 FF FF 00 55 F5 FF 00 :497
2408 55 FF FF 00 55 55 FF AA :4A6
2410 55 55 FF AA 55 55 FF AA :4A6
2418 55 55 FF AA 55 55 FF AA :4A6
2420 55 00 AA AA 00 00 00 00 :1A9
2428 00 00 00 00 00 00 00 00 :000
2430 00 00 00 00 00 00 00 00 :000
2438 00 00 00 00 00 00 00 00 :000
2440 00 00 00 00 00 00 00 00 :000
2448 00 00 C3 00 00 00 00 00 :0C3
2450 00 00 E1 82 00 00 00 00 :163
2458 00 00 F0 82 00 00 00 00 :172
2460 00 00 33 82 51 F3 00 00 :1F9
2468 00 11 B1 82 51 F3 00 00 :288
2470 00 50 22 C3 F3 F3 A0 00 :3BB
2478 00 A0 33 41 F3 F3 A0 00 :39A
```

```
2480 50 00 33 00 F3 F3 F3 F3 :44F
2488 A2 11 33 22 F3 F3 F3 F3 :4D4
2490 A2 11 33 22 F3 F3 F3 F3 :4D4
2498 A2 11 33 22 51 F3 F3 F3 :432
24A0 00 11 33 22 00 D3 A2 82 :25D
24A8 00 11 33 22 41 41 41 41 :16A
24B0 00 11 33 22 41 41 41 41 :16A
24B8 00 00 08 08 00 82 00 82 :114
24C0 00 04 0C 08 00 00 00 00 :015
24C8 00 00 00 00 00 00 00 00 :000
24D0 00 00 28 3C 3C 28 3C 3C :140
24D8 28 7C 7C 28 7C 7C 28 3C :2A4
24E0 BC 28 3C BC 28 7C 7C 28 :324
24E8 7C 7C 28 3C 3C 28 3C 3C :238
24F0 28 00 00 00 00 00 00 00 :028
24F8 00 00 00 00 00 00 00 00 :000
2500 00 00 00 00 00 00 00 00 :000
2508 00 00 00 00 00 00 00 00 :000
2510 00 00 00 00 00 00 00 00 :000
2518 00 00 00 00 00 00 00 00 :000
2520 00 00 00 00 00 00 00 00 :000
2528 00 00 00 00 00 00 00 00 :000
2530 00 00 00 00 00 00 00 00 :000
2538 00 00 00 00 00 00 00 00 :000
2540 00 00 00 00 00 00 00 00 :000
2548 20 00 10 00 00 10 00 00 :040
2550 10 00 00 10 00 00 10 00 :030
2558 00 10 00 00 10 20 00 10 :050
2560 00 00 10 00 00 10 00 00 :020
2568 10 00 00 10 00 00 10 00 :030
2570 00 10 30 30 30 30 30 30 :130
2578 30 30 30 30 30 30 30 30 :180
2580 30 30 30 30 30 30 30 20 :170
2588 00 10 00 00 10 00 00 10 :030
2590 00 00 10 00 00 10 00 00 :020
2598 10 00 00 10 20 00 10 00 :050
25A0 00 10 00 00 10 00 00 10 :030
25A8 00 00 10 00 00 10 00 00 :020
25B0 10 20 00 10 00 00 10 00 :050
25B8 00 10 00 00 10 00 00 10 :030
25C0 00 00 10 00 00 10 20 00 :040
25C8 10 00 00 10 00 00 10 00 :030
25D0 00 10 00 00 10 00 00 10 :030
25D8 00 00 10 30 30 30 30 30 :100
25E0 30 30 30 30 30 30 30 30 :180
25E8 30 30 30 30 30 30 30 30 :180
25F0 20 00 10 00 00 10 00 00 :040
25F8 10 00 00 10 00 00 10 00 :030
2600 00 10 00 00 10 20 00 10 :050
2608 00 00 10 00 00 10 00 00 :020
2610 10 00 00 10 00 00 10 00 :030
2618 00 10 00 00 00 00 00 00 :010
2620 00 00 00 00 00 00 00 00 :000
2628 00 00 00 00 00 00 00 00 :000
2630 00 00 00 00 00 00 00 00 :000
2638 00 00 00 00 00 00 00 00 :000
2640 00 00 00 00 00 00 00 00 :000
2648 00 00 00 00 00 00 00 00 :000
2650 00 00 00 00 00 00 00 00 :000
2658 00 00 00 00 20 00 00 0C :02C
2660 00 20 15 00 0C 00 20 04 :065
2668 00 0C 00 20 04 00 F0 00 :120
2670 20 04 00 F0 00 2A 04 0C :14E
2678 0C 0C 2A 00 0C 0C 0C 2A :090
2680 00 00 0C 00 00 00 00 0C :018
2688 00 00 00 00 0C 00 00 00 :00C
2690 00 C0 00 00 00 00 0C 80 :14C
2698 00 00 00 0C 80 00 00 00 :08C
26A0 0C 80 00 00 00 0C 00 00 :098
26A8 00 00 0C 00 00 00 00 0C :018
26B0 00 00 00 00 C0 00 00 00 :0C0
26B8 40 C0 80 00 00 00 00 00 :180
26C0 00 00 00 00 00 00 00 00 :000
26C8 00 00 00 00 00 00 00 00 :000
26D0 00 00 00 00 00 00 00 00 :000
26D8 00 00 00 00 00 00 00 00 :000
26E0 00 00 00 00 00 00 00 00 :000
26E8 99 98 28 00 00 00 00 00 :149
26F0 00 CC CC 9C 3C 00 00 00 :270
26F8 00 00 CC 39 CC 9C 3C 88 :331
2700 00 00 00 00 9C 3C CC CC :270
2708 6C 99 CC 00 00 CC 9C 3C :375
2710 99 CC CC CC 9C 88 00 CC :4ED
2718 66 29 CC CC CC 66 3C 6C :401
2720 00 CC 99 89 46 CC CC CC :498
2728 3C 6C 44 66 CC CC 03 99 :386
2730 9C CC 9C CC 44 89 CC 99 :502
2738 89 99 3C 6C CC CC 44 89 :42F
2740 46 99 89 CC 3C 6C 99 CC :441
2748 CC CC 46 6C 89 46 16 66 :395
2750 CC CC 9C 6C 16 3C CC 03 :3C1
2758 46 99 CC CC 9C 29 16 3C :38E
2760 CC 89 46 CC CC 66 9C 03 :438
2768 CC 29 CC 03 CC CC CC CC :4F4
2770 CC 89 CC 46 66 46 66 CC :445
2778 46 CC 99 89 03 CC 66 46 :3AF
2780 33 03 6C CC CC CC 03 CC :3D5
2788 CC 16 CC 16 3C CC CC 66 :3FE
2790 03 CC 89 3C 29 16 3C CC :2DB
2798 CC 6C 03 99 89 3C 29 CC :38E
27A0 6C CC 9C 3C 03 CC 89 16 :37E
27A8 89 CC CC 88 9C 3C 03 CC :450
27B0 89 46 CC 46 CC 88 88 6C :429
27B8 03 CC 89 46 CC 6C 66 CC :408
27C0 CC CC 03 46 89 46 36 3C :322
27C8 CC 88 44 66 03 03 03 46 :24D
27D0 36 3C CC 88 44 CC 89 03 :362
27D8 03 46 CC 6C CC 88 44 CC :3E5
27E0 29 03 03 CC CC CC 88 88 :3A3
27E8 44 9C 3C 03 03 CC CC 66 :320
27F0 6C 00 00 9C 3C 89 03 99 :269
27F8 CC 9C 6C 00 00 CC 6C CC :3D8
2800 03 46 CC 9C 44 00 00 CC :2C1
2808 CC CC 03 02 44 44 88 00 :2AD
2810 00 00 CC 66 03 02 00 00 :137
2818 00 00 00 00 CC CC 03 02 :19D
2820 00 00 00 00 00 00 00 88 :088
2828 03 02 00 00 00 00 00 00 :005
2830 00 01 03 02 00 00 00 00 :006
2838 00 00 00 01 03 03 00 00 :007
```

```
2840 00 00 00 00 00 01 03 03 :007
2848 00 00 00 00 00 00 00 01 :001
2850 03 03 00 00 00 00 00 00 :006
2858 00 01 03 03 02 00 00 00 :009
2860 00 00 00 03 03 03 03 00 :00C
2868 00 00 00 00 00 03 03 03 :009
2870 03 00 00 00 00 00 00 00 :003
2878 00 00 00 00 00 00 00 00 :000
2880 00 00 00 00 00 00 00 00 :000
2888 00 00 00 00 00 00 00 00 :000
2890 00 00 00 00 00 00 00 00 :000
2898 00 00 00 00 00 00 00 00 :000
28A0 00 00 00 00 00 00 54 FC :150
28A8 54 FC 54 FC 54 FC 54 FC :540
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43A8 30 33 30 30 30 00 20 20 :133
43B0 49 4E 45 52 54 49 45 20 :230
43B8 20 49 4E 45 52 54 49 45 :230
43C0 20 20 20 30 30 32 30 30 :152
43C8 30 00 43 48 52 49 53 54 :1FD
43D0 4F 50 48 45 20 4C 45 20 :1FD
43D8 42 4F 55 49 4C 20 20 30 :1EB
43E0 30 31 30 30 30 00 00 00 :0F1
43E8 00 00 00 00 00 00 81 01 :082
43F0 01 00 32 00 0C 00 01 81 :0C1
43F8 02 02 00 32 14 0F BE 00 :117
4400 82 03 03 00 01 05 05 05 :098
4408 00 94 04 04 28 00 00 0F :0C3
4410 64 00 21 EE 43 11 00 A5 :26C
4418 01 24 00 ED B0 3E 00 CD :2CD
4420 0E BC 21 E9 40 AF 46 4E :357
4428 F5 E5 CD 32 BC E1 F1 23 :58A
4430 3C FE 10 20 F1 21 00 C0 :33C
4438 54 5D 13 36 C0 01 FE 3F :2F8
4440 ED B0 21 2C 42 11 60 C7 :384
4448 CD E8 4E 11 01 C0 ED 53 :415
4450 07 41 3E 01 32 E6 40 21 :200
4458 84 33 06 4E ED 5F 77 23 :2F1
4460 10 FA 21 84 33 ED 5B 07 :331
4468 41 0E 4E 06 1A CD 0C 4D :1E3
4470 3E 2F CD 1E BB 20 4A 3E :2BB
4478 4C CD 1E BB 20 43 2A 07 :286
4480 41 3A E6 40 FE 01 28 1E :2E6
4488 11 00 F8 19 7C FE C0 DC :438
4490 36 4D 22 07 41 7C FE C0 :327
4498 20 C8 7D FE 01 20 C3 3E :385
44A0 01 32 E6 40 18 B1 11 00 :233
44A8 08 19 DC 31 4D 22 07 41 :1E5
44B0 7C FE C6 20 AD 7D FE 41 :4C9
44B8 20 A8 3E 02 32 E6 40 18 :278
44C0 A1 3E 00 CD 0E BC 01 01 :278
44C8 01 CD 38 BC 21 3C C0 06 :2E5
44D0 C8 C5 E5 36 C0 54 5D 13 :42C
44D8 01 13 00 ED B0 E1 11 00 :2A3
44E0 08 19 DC 31 4D C1 10 E9 :335
44E8 21 8D C5 06 40 36 00 54 :243
44F0 5D 13 C5 E5 01 12 00 ED :31A
44F8 B0 E1 C1 11 00 08 19 DC :360
4500 31 4D 10 E9 21 90 D6 22 :320
4508 E2 40 3E 00 32 E4 40 3E :2F4
4510 02 32 E5 40 3E 32 32 06 :201
4518 41 CD 1E 45 18 2A 3E 28 :219
4520 32 00 41 32 01 41 3E 0E :133
4528 32 02 41 32 03 41 3E 01 :12A
4530 32 04 41 32 05 41 32 28 :149
4538 41 21 A1 0F 22 FD 40 3E :2AF
4540 00 32 FF 40 32 2D 41 C9 :2DA
4548 21 96 41 06 5A 36 00 23 :131
4550 10 FB 21 46 42 11 43 C0 :2C8
4558 CD E8 4E 21 4A 42 11 8E :34F
4560 C0 CD E8 4E 21 53 42 11 :38A
4568 33 C1 CD E8 4E 21 57 42 :3B1
4570 11 7C C1 CD E8 4E 21 62 :3D4
4578 42 11 CE C1 CD E8 4E 21 :406
4580 6B 42 11 10 C3 CD E8 4E :394
4588 21 1D 41 11 60 C3 CD E8 :368
4590 4E 21 71 42 11 FC C3 CD :3BF
4598 E8 4E 21 7B 42 11 4C C4 :335
45A0 CD E8 4E 21 86 42 11 EE :3EB
45A8 C4 CD E8 4E 21 1D 41 06 :34C
45B0 06 36 30 23 10 FB CD 49 :2B0
45B8 48 CD 2E 4F CD 36 4F 21 :305
45C0 3E D5 22 29 41 3E 3C CD :2E6
45C8 68 4F 21 00 20 11 2D C6 :1FC
45D0 06 1E 0E 06 C5 E5 CD 0C :2BB
45D8 4D E1 C1 11 33 C6 E5 C5 :4A3
45E0 CD 0C 4D C1 E1 11 39 C6 :3D8
45E8 ED 53 2B 41 CD 0C 4D 3E :310
45F0 42 CD 1E BB C0 CD C3 47 :47F
45F8 ED 5B E2 40 3A E5 40 FE :4C7
4600 01 CC 97 47 FE 02 CC 9B :412
4608 47 FE 03 CC 9F 47 0E 06 :30E
4610 06 1E CD 0C 4D 3A F9 40 :2BD
4618 FE 00 28 06 2A F9 40 CD :35C
4620 89 47 CD 40 4D 3A 2D 41 :2D2
4628 FE 00 C2 55 48 3A FF 40 :3D6
4630 FE 00 C2 DD 47 3E 00 32 :354
4638 FF 40 3A 01 41 CB 3F CB :390
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4640 3F C6 08 47 3A 28 41 80 :277
4648 32 28 41 DC 3E 4F CD 58 :329
4650 4D 3A FF 40 FE 00 C2 58 :3DE
4658 48 CD A3 47 32 FF 40 C4 :434
4660 D7 47 3E 42 CD 1E BB C2 :406
4668 BA 47 21 02 41 35 20 4B :205
4670 3A 03 41 77 3E 08 CD 1E :226
4678 BB C2 23 47 3E 4A CD 1E :35A
4680 BB C2 23 47 3E 01 CD 1E :311
4688 BB C2 64 47 3E 4B CD 1E :39C
4690 BB C2 64 47 3E 02 32 E5 :37F
4698 40 21 00 00 22 F9 40 3E :1FA
46A0 00 CD 1E BB 20 21 3E 48 :26D
46A8 CD 1E BB 20 1A 3E 02 CD :2ED
46B0 1E BB 20 41 3E 49 CD 1E :2AC
46B8 BB 20 3A ED 5F 21 06 41 :2C9
46C0 BE DC FC 4D C3 EF 45 3A :514
46C8 01 41 FE 01 28 ED 3D 32 :2C5
46D0 01 41 CD C3 47 21 04 41 :27F
46D8 35 20 E0 36 03 21 03 41 :1D3
46E0 35 CC F2 46 3E 3C 2A 29 :306
46E8 41 23 22 29 41 CD 68 4F :274
46F0 18 C9 36 01 C9 3A 01 41 :25D
46F8 FE 28 28 BF 3C 32 01 41 :2BD
4700 CD C3 47 21 05 41 35 20 :293
4708 B2 36 03 21 03 41 34 CD :251
4710 14 47 18 A7 3E C0 2A 29 :26B
4718 41 E5 CD 68 4F E1 2B 22 :3D8
4720 29 41 C9 3E 01 32 E5 40 :2C9
4728 3A E4 40 FE 00 CA 9F 46 :40B
4730 3D 32 E4 40 2A E2 40 2B :30A
4738 22 E2 40 11 06 00 19 22 :196
4740 F9 40 2A E2 40 06 1E 7E :327
4748 FE 00 20 0C 11 00 08 19 :15C
4750 DC 31 4D 10 F2 C3 9F 46 :404
4758 32 FF 40 3A E5 40 32 0F :311
4760 41 C3 9F 46 3E 03 32 E5 :341
4768 40 3A E4 40 FE 36 CA 9F :43B
4770 46 3C 32 E4 40 2A E2 40 :324
4778 23 22 E2 40 2B 22 F9 40 :2ED
4780 2A E2 40 11 05 00 19 18 :193
4788 BC 06 1E 36 00 11 00 08 :12F
4790 19 DC 31 4D 10 F5 C9 21 :362
4798 B4 20 C9 21 00 20 C9 21 :2C8
47A0 68 21 C9 2A E2 40 11 00 :2AF
47A8 F8 19 7C FE C0 DC 36 4D :4AA
47B0 06 06 7E FE 00 C0 23 10 :27B
47B8 F9 C9 C9 3E 01 CD AD BC :500
47C0 CB 7F C0 3A 01 41 CB 27 :378
47C8 CB 27 26 02 6F 22 03 A5 :253
47D0 21 00 A5 CD AA BC C9 3E :400
47D8 02 32 0F 41 C9 3E 00 32 :1BD
47E0 19 41 3A FF 40 47 21 F1 :32C
47E8 41 CD 3C 48 28 6A 21 FE :343
47F0 41 CD 3C 48 CA C6 4B 21 :38E
47F8 03 42 CD 3C 48 CA D5 4C :381
4800 21 0F 42 CD 3C 48 CA E0 :36D
4808 4C 21 13 42 CD 3C 48 28 :23B
4810 47 21 16 42 CD 3C 48 CA :2DB
4818 EB 4C 21 1F 42 CD 3C 48 :30A
4820 28 36 78 32 DB 40 21 22 :266
4828 42 CD 3C 48 CA F6 4C 21 :3C0
4830 27 42 CD 3C 48 CA 01 4D :2D2
4838 C3 35 46 C9 7E FE 00 28 :3AB
4840 05 B8 C8 23 18 F6 FE 01 :3B5
4848 C9 21 24 41 36 31 23 36 :20F
4850 30 23 36 30 C9 CD 49 48 :2E0
4858 21 09 A5 CD AA BC 21 3C :35F
4860 2B 3E 06 32 E6 40 ED 5B :30F
4868 E2 40 0E 06 06 1E E5 CD :30C
4870 0C 4D 01 30 75 CD 43 4D :25C
4878 E1 11 B4 00 19 3A E6 40 :31F
4880 3D 32 E6 40 20 E0 21 C0 :376
4888 2E ED 5B 2B 41 7B FE 27 :382
4890 28 37 06 1E 0E 06 D5 CD :239
4898 0C 4D E1 11 FA FF 19 22 :37F
48A0 2B 41 06 3D C5 CD 61 4D :2EF
48A8 C1 10 F9 3E 00 32 FF 40 :379
48B0 2A 29 41 7D FE 3E 28 0B :280
48B8 CD 14 47 01 70 17 CD 43 :2C0
48C0 4D 18 ED CD 1E 45 C3 EF :434
48C8 45 06 0A 21 96 42 11 D5 :234
48D0 C3 E5 C5 CD E8 4E 01 40 :4B1
48D8 9C CD 43 4D C1 E1 2B 10 :3D6
48E0 ED 21 00 C0 22 07 41 22 :25A
48E8 0B 41 21 80 FF 22 09 41 :258
48F0 21 3B C0 22 0D 41 3E 64 :22E
48F8 32 E6 40 3E 01 32 10 41 :21A
4900 2A 07 41 E5 CD 0A 4A E1 :359
4908 11 00 08 19 DC 31 4D 22 :1AE
4910 07 41 2A 09 41 E5 CD 0A :278
4918 4A E1 11 00 F8 19 7C FE :3C7
4920 C0 DC 36 4D 22 09 41 21 :2AC
4928 10 41 35 20 1A 36 04 2A :124
4930 0B 41 E5 CD 15 4A E1 23 :361
4938 22 0B 41 2A 0D 41 E5 CD :298
4940 15 4A E1 2B 22 0D 41 01 :1DC
4948 88 13 CD 43 4D 21 E6 40 :33F
4950 35 20 AD 11 D6 C5 21 70 :33F
4958 3B 0E 04 06 28 CD 0C 4D :1A1
4960 21 A0 C5 22 07 41 21 10 :221
4968 3C 22 09 41 3E 2C 32 E6 :22A
4970 40 3E 2F CD 1E BB 20 73 :2E6
4978 2A 09 41 ED 5B 07 41 0E :212
4980 0A 06 28 D5 CD 0C 4D E1 :314
4988 23 22 07 41 01 30 75 CD :200
4990 43 4D 2A 09 41 7C FE 3C :2BA
4998 28 0E 21 10 3C 22 09 41 :10F
49A0 21 E6 40 35 20 CB 18 08 :287
49A8 21 A0 3D 22 09 41 18 F0 :272
49B0 3E 32 32 E6 40 3E 2F CD :302
49B8 1E BB 20 2F 2A 09 41 ED :289
49C0 5B 07 41 0E 0A 06 28 CD :1B6
49C8 0C 4D 01 20 4E CD 43 4D :225
49D0 2A 09 41 7C FE 3C 28 0E :260
49D8 21 10 3C 22 09 41 21 E6 :1E0
49E0 40 35 20 D1 18 05 21 30 :1D4
49E8 3F 18 F0 CD 23 4A C2 35 :378
49F0 44 CD 5E 4A CD 5B 4B 21 :34D
49F8 B9 42 11 80 C7 CD E8 4E :456
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4A00 3E 12 CD 1E BB 28 F9 C3 :3DA
4A08 35 44 54 5D 13 36 C0 01 :234
4A10 3A 00 ED B0 C9 06 C8 36 :3A4
4A18 C0 11 00 08 19 DC 31 4D :24C
4A20 10 F5 C9 21 E3 42 22 07 :33D
4A28 41 3E 0A 32 E6 40 21 1D :21F
4A30 41 22 09 41 2A 07 41 ED :20C
4A38 5B 09 41 CD 57 4A 30 15 :258
4A40 2A 07 41 11 1C 00 19 22 :0DA
4A48 07 41 21 E6 40 35 20 E4 :2C8
4A50 3E 00 FE 01 C9 BF C9 1A :3A8
4A58 BE C0 23 13 18 F9 CD 09 :39B
4A60 BB 38 FB 21 98 42 11 9E :398
4A68 C1 CD E8 4E 21 30 41 06 :35C
4A70 14 36 20 23 10 FB 21 30 :1E9
4A78 41 22 44 41 21 7A C3 22 :268
4A80 0B 41 3E 01 32 E6 40 CD :2B0
4A88 18 BB FE 0D 28 46 FE 20 :36A
4A90 28 15 FE 7F CA 30 4B FE :3FD
4A98 30 38 EC FE 3A 38 08 FE :3CA
4AA0 41 38 E4 FE 5B 30 E0 32 :3F8
4AA8 2E 41 3A E6 40 3C FE 16 :31F
4AB0 28 D5 32 E6 40 ED 5B 0B :3A8
4AB8 41 21 2E 41 CD E8 4E 2A :2FE
4AC0 44 41 3A 2E 41 77 23 22 :1EA
4AC8 44 41 2A 0B 41 23 23 22 :163
4AD0 0B 41 18 B3 3A E6 40 FE :375
4AD8 15 28 0F 2A 44 41 36 20 :151
4AE0 23 22 44 41 21 E6 40 34 :245
4AE8 18 EA 2A 07 41 11 15 00 :19A
4AF0 BF ED 52 22 07 41 21 CA :353
4AF8 43 ED 5B 07 41 BF ED 52 :3D1
4B00 44 4D 2A 07 41 E5 11 1C :215
4B08 00 19 EB E1 09 EB 09 EB :3CD
4B10 03 ED B8 ED 5B 07 41 21 :359
4B18 30 41 01 14 00 ED B0 2A :24D
4B20 07 41 11 15 00 19 EB 21 :193
4B28 1D 41 01 06 00 ED B0 C9 :2CB
4B30 3A E6 40 FE 01 CA 87 4A :3FA
4B38 3D 32 E6 40 ED 5B 0B 41 :329
4B40 1B 1B ED 53 0B 41 3E 20 :220
4B48 32 2E 41 21 2E 41 CD E8 :2E6
4B50 4E 3A 44 41 3D 32 44 41 :201
4B58 C3 87 4A 21 00 C0 06 C8 :343
4B60 C5 36 FF CD BA 4B 01 D0 :49D
4B68 07 CD 43 4D 36 C0 CD BA :3E1
4B70 4B 11 00 08 19 DC 31 4D :1D7
4B78 C1 10 E5 21 A9 42 11 AA :37D
4B80 C1 CD E8 4E 21 E0 C2 22 :4A9
4B88 09 41 21 CE 42 22 07 41 :1E5
4B90 3E 0A 32 E6 40 ED 5B 09 :2F1
4B98 41 2A 07 41 CD E8 4E 2A :2E0
4BA0 09 41 11 50 00 19 22 09 :0EF
4BA8 41 2A 07 41 11 1C 00 19 :0F9
4BB0 22 07 41 21 E6 40 35 20 :206
4BB8 DC C9 54 5D 13 01 4F 00 :2B9
4BC0 E5 ED B0 E1 C9 C9 21 74 :58A
4BC8 2F 11 21 41 3E 02 ED 53 :222
4BD0 1A 41 32 1C 41 22 17 41 :164
4BD8 3A 0F 41 FE 02 28 11 FE :2C1
4BE0 01 28 09 FE 03 3A E4 40 :291
4BE8 C3 35 46 C9 C3 35 46 C9 :40E
4BF0 21 9D 41 22 07 41 3E 0A :1B1
4BF8 32 E6 40 2A 07 41 7E 2B :273
4C00 96 FE 17 28 17 2A 07 41 :25C
4C08 11 08 00 19 22 07 41 21 :0BD
4C10 E6 40 35 20 E6 C3 35 46 :39F
4C18 C3 EF 45 C9 23 7E 32 16 :3A9
4C20 41 2B 7E 32 15 41 2B 2B :1C8
4C28 7E 32 14 41 2B 56 2B 5E :20F
4C30 2B 7E 32 11 41 2B 7E 32 :208
4C38 10 41 21 00 08 EB CD CB :2FD
4C40 4C CD CB 4C CD CB 4C CD :4E1
4C48 CB 4C 22 12 41 3A 19 41 :220
4C50 FE 01 20 08 3A 14 41 FE :2B4
4C58 03 C2 35 46 2A 07 41 11 :1C3
4C60 07 00 BF ED 52 ED 4B 17 :354
4C68 41 71 23 70 3A 14 41 FE :2D2
4C70 03 28 2C 3A 19 41 FE 01 :1EA
4C78 CA 35 46 2A 17 41 ED 5B :30F
4C80 12 41 ED 4B 14 41 CD 0C :2B9
4C88 4D 21 12 A5 CD AA BC 2A :382
4C90 1A 41 3A 1C 41 47 CD 75 :27B
4C98 4F CD 2E 4F C3 35 46 21 :2F8
4CA0 C0 2E ED 5B 12 41 ED 4B :3C1
4CA8 14 41 CD 0C 4D 2A 07 41 :1ED
4CB0 06 08 36 00 2B 10 FB 21 :19B
4CB8 1B A5 CD AA BC 21 25 41 :37A
4CC0 06 01 CD 75 4F CD 36 4F :2EA
4CC8 C3 35 46 BF ED 52 7C FE :4B6
4CD0 C0 DC 3B 4D C9 11 20 41 :35F
4CD8 3E 02 21 D4 2F C3 CE 4B :340
4CE0 21 C0 2E 3E 01 32 19 41 :1DA
4CE8 C3 CE 4B 11 21 41 3E 05 :292
4CF0 21 74 30 C3 CE 4B 11 21 :2D3
4CF8 41 3E 01 21 EC 30 C3 CE :34E
4D00 4B 11 20 41 3E 01 21 3C :159
4D08 31 C3 CE 4B ED 43 E0 40 :45D
4D10 ED 4B E0 40 06 00 D5 00 :333
4D18 ED B0 00 D1 E5 EB 11 00 :44F
4D20 08 19 DC 31 4D EB E1 3A :381
4D28 E1 40 3D 32 E1 40 20 E0 :3B1
4D30 C9 11 50 C0 19 C9 11 B0 :38D
4D38 3F 19 C9 01 B0 3F 09 C9 :2E3
4D40 01 01 00 0B 78 B1 20 FB :251
4D48 C9 3E 1B CD 1E BB 28 F9 :3E9
4D50 3E 1B CD 1E BB 20 F9 C9 :3E1
4D58 21 00 41 35 C0 3A 01 41 :1D3
4D60 77 21 96 41 22 FB 40 3E :30A
4D68 0A 32 E6 40 DD 2A FB 40 :3A4
4D70 DD 7E 00 DD B6 01 28 72 :389
4D78 DD 4E 04 DD 56 05 15 CD :349
4D80 D7 4E DD 6E 00 DD 66 01 :3B4
4D88 09 DD 5E 02 DD 56 03 DD :359
4D90 4E 04 DD 7E 06 DD 96 05 :32B
4D98 47 04 CD 0C 4D DD 7E 05 :2D1
4DA0 FE 02 38 0B FE 80 30 07 :2F8
4DA8 D6 04 DD 77 05 18 3B DD :363
4DB0 36 05 01 DD 6E 02 DD 66 :2CC
4DB8 03 11 00 20 19 DC 31 4D :1A7
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4DC0 DD 75 02 DD 74 03 DD 7E :403
4DC8 07 D6 04 DD 77 07 FE C8 :402
4DD0 38 0C 2A FB 40 06 08 36 :1ED
4DD8 00 23 10 FB 18 0C 47 DD :276
4DE0 7E 06 D6 04 B8 38 03 DD :32E
4DE8 77 06 2A FB 40 11 08 00 :1FB
4DF0 19 22 FB 40 21 E6 40 35 :2F2
4DF8 C2 6C 4D C9 21 9D 41 22 :365
4E00 07 41 21 E6 41 22 09 41 :1FC
4E08 3E 0A 32 E6 40 2A 07 41 :212
4E10 7E FE C7 C8 11 08 00 19 :33D
4E18 22 07 41 21 E6 40 35 20 :206
4E20 EC 21 96 41 22 07 41 21 :26F
4E28 E6 41 22 09 41 3E 0A 32 :20D
4E30 E6 40 2A 07 41 7E FE 00 :314
4E38 28 15 11 08 00 19 22 07 :098
4E40 41 2A 09 41 23 22 09 41 :144
4E48 21 E6 40 35 20 E4 C9 EB :434
4E50 ED 5F FE 0B 30 55 CD B3 :45A
4E58 4E FE 01 CC AF 4E FE 02 :416
4E60 CC B3 4E FE 03 CC B7 4E :49F
4E68 FE 04 CC BB 4E FE 05 CC :4A6
4E70 BF 4E FE 06 CC C3 4E FE :4EC
4E78 07 CC C7 4E FE 08 CC CB :485
4E80 4E FE 09 CC CF 4E FE 0A :446
4E88 CC D3 4E 23 23 23 23 46 :2BF
4E90 3E 3C 90 47 2B 2B ED 5F :2F3
4E98 B8 30 0D 77 2B 2B 01 08 :1CB
4EA0 00 ED B0 2A 09 41 77 C9 :351
4EA8 90 18 ED D6 0A 18 A3 21 :351
4EB0 46 41 C9 21 4E 41 C9 21 :2EA
4EB8 56 41 C9 21 5E 41 C9 21 :30A
4EC0 66 41 C9 21 6E 41 C9 21 :32A
4EC8 76 41 C9 21 7E 41 C9 21 :34A
4ED0 86 41 C9 21 8E 41 C9 06 :34F
4ED8 00 1E 09 79 1F 4F 1D C8 :1F3
4EE0 78 30 01 82 1F 47 18 F3 :29C
4EE8 7E FE 00 C8 FE 20 28 26 :3B0
4EF0 E5 D5 CD FC 4E D1 E1 13 :596
4EF8 13 23 18 EC D5 FE 41 38 :386
4F00 25 D6 41 21 8C 31 4F 16 :27F
4F08 0E CD D7 4E 09 D1 0E 02 :2EA
4F10 06 07 CD 0C 4D C9 E5 D5 :3B6
4F18 21 1C C2 06 07 0E 02 CD :1E9
4F20 0C 4D D1 E1 18 D1 D6 30 :3FA
4F28 21 F8 32 18 D9 C9 21 1D :343
4F30 41 11 60 C3 18 B2 21 24 :284
4F38 41 11 4C C4 18 AA 3E 00 :262
4F40 32 28 41 21 26 41 7E FE :29F
4F48 30 20 16 2B 7E 23 FE 30 :260
4F50 20 0F 2B 2B 7E 23 23 FE :247
4F58 30 20 06 3E 01 32 2D 41 :135
4F60 C9 06 01 CD 87 4F 18 CE :359
4F68 06 04 11 00 08 77 19 DC :18F
4F70 31 4D 10 F9 C9 E5 CD 7D :47F
4F78 4F E1 10 F9 C9 34 7E FE :4B2
4F80 3A D8 36 30 2B 18 F6 E5 :396
4F88 CD 8F 4F E1 10 F9 C9 35 :493
4F90 7E FE 30 D0 36 39 2B 18 :32E
4F98 F6 00 00 00 00 00 00 00 :0F6
```

```
10 ' MASSACRE
20 MEMORY &1FFF
30 ENV 1,20,0,20
40 ENV 2,50,-1,16,127,-1
50 ENV 3,50,0,50,0
60 ENV 4,127,-1,7
70 ENT 2,127,1,50
80 ENT 3,50,3,1
90 ENT 4,0,0,0
100 IF PEEK(&40C0)=195 THEN 120
110 LOAD"!MASSABIN"
120 CALL &40C0
130 END
```

```
10 ' LISTE PARTIE BINAIRE
20 MEMORY &1FFF
30 LOAD "!MASSABIN"
40 INK 0,0
50 INK 1,13
60 BORDER 0
70 MODE 2
80 AD=&2000
90 P$=HEX$(AD)
100 IF LEN (P$)=3 THEN P$="0"+P$
110 P$=P$+" "
120 T=0
130 FOR N=AD TO AD+7
140 O=PEEK(N)
150 T=T+O
160 IF O<16 THEN P$=P$+"0"
170 P$=P$+HEX$(O)+" "
180 NEXT
190 P$=P$+":"+LEFT$("000",3-LEN(HEX$(T))
)+HEX$(T)
200 PRINT P$
210 AD=AD+8
220 IF AD<&4F9A THEN 90
```

CRAZY LOVE

Votre mission : parcourir de multiples tableaux afin de récupérer des objets. Ceci, en évitant de dangereux pics acérés. Bonne chance !

```
1 'STEPHAN SEMIRAT
2 ' (C) 1987
10 re=400
20 MODE 1
30 v=100
40 r=1
50 PEN 1
60 DIM n1(8,35),n2(8,16),son(96):vi=5:so
n2=-1
70 RESTORE 90
80 FOR i=1 TO 96:READ son(i):NEXT
90 DATA 89,100,89,113,89,119,89,134,67,7
5,67,84,67,89,67,100,100,113,100,119,100
,134,100,150,75,84,75,89,75,100,89,89,10
0,150,100,134,100,119,100,113,89,134,89,
119,89,113,89,100,75,113,75,100,75,89,75
,84,67,100,67,89,67,84,67,75,67,75,67,84
,67,89,67,100
100 DATA 75,84,75,89,75,100,75,113,89,10
0,89,113,89,119,89,134,100,113,100,119,1
00,134,100,150
110 DATA 80,30,53,10,60,20,95,10,95,10,9
5,20,100,10,95,10,71,20,80,20,80,20,80,1
0,60,10,60,10,95,10,95,10,80,10,106,60,7
1,10,71,10,71,30,89,10,71,10,63,10,60,10
,53,10,60,10,80,10,60,10,45,10,47,20,80,
10,89,10,95,30,80,10,106,30,80,10,119,60
,0,0
120 WINDOW#1,1,40,18,24:PAPER#1,3:CLS#1:
WINDOW#2,6,35,1,17:CLS#2

130 FOR i=2 TO 39:LOCATE i,18:PRINT CHR$
(154):LOCATE i,24:PRINT CHR$(154):NEXT:F
OR i=18 TO 24:LOCATE 1,i:PRINT CHR$(149)
:LOCATE 40,i:PRINT CHR$(149):NEXT:LOCATE
 1,18:PRINT CHR$(150):LOCATE 40,18:PRINT
 CHR$(156):LOCATE 1,24:PRINT CHR$(147)
140 LOCATE 40,24:PRINT CHR$(153)
150 FOR i=1 TO 17:LOCATE 5,i:PRINT CHR$(
149):LOCATE 36,i:PRINT CHR$(149):NEXT:LO
CATE 5,18:PRINT CHR$(155):LOCATE 36,18:P
RINT CHR$(155)
160 ENV 1,10,-1,1:ENV 2,10,1,3
170 INK 0,0:BORDER 0:INK 1,26:INK 2,11:I
NK 3,6:PEN 1:PAPER 0
180 SYMBOL AFTER 32
190 SYMBOL 72,144,144,144,240,240,144,14
4,144
200 SYMBOL 206,24,255,24,24,24,255,24,24
:SYMBOL 207,255,255,255,255,255,119,85,4
2:SYMBOL 208,255,255,255,255,255,221,226
,40
210 SYMBOL 224,132,73,82,74,51,148,120,2
4 :SYMBOL 225,132,67,68,40,81,182,56,24
220 SYMBOL 143,255,219,219,219,219,219,2
19,255
230 SYMBOL 251,&X111000,&X111000,&X10010
000,&X1111100,&X10010,&X111000,&X1111000
,&X11111000
240 SYMBOL 160,&X10011111,&X1100000,0,&X
11110011,&X1100,&X1111110,&X10000001
250 SYMBOL 83,240,144,128,240,16,16,144,
240:SYMBOL 99,0,0,240,144,128,128,144,24
0:SYMBOL 111,0,0,240,144,144,144,144,240
:SYMBOL 114,0,0,160,208,208,128,128,128:
SYMBOL 101,0,0,240,144,240,128,128,240
260 SYMBOL 97,0,0,240,16,16,240,144,232:
SYMBOL 108,64,64,64,64,64,64,64,96:SYMBO
L 69,240,144,128,128,192,128,144,240
270 SYMBOL 110,0,0,176,208,144,144,144,1
44:SYMBOL 103,0,0,240,144,144,240,16,240
:SYMBOL 105,0,0,64,0,64,64,64,96:SYMBOL
48,60,36,36,36,36,36,36,60:SYMBOL 49,8,2
4,40,8,8,8,8,8:SYMBOL 50,16,40,40,8,8,16
,32,56
280 SYMBOL 51,16,40,40,8,16,8,40,16:SYMB
OL 52,8,16,32,40,56,8,8,8:SYMBOL 53,56,3
2,32,32,56,8,8,56:SYMBOL 54,8,16,32,32,4
8,40,40,16
290 SYMBOL 55,56,8,8,56,16,16,32,32:SYMB
OL 56,56,40,40,40,56,40,40,56:SYMBOL 57,
56,40,40,56,8,8,40,56:SYMBOL 86,144,144,
144,144,144,144,96,96:SYMBOL 46,0,0,0,0,
0,28,20,28:SYMBOL 37,200,136,16,32,32,64
,136,152
300 SYMBOL 254,0,0,0,0,0,24,56,0:SYMBOL
255,0,0,0,0,0,24,56,255
310 SYMBOL 185,6,6,60,12,18,16,104,8
320 SYMBOL 186,6,6,24,46,16,24,36,36
330 SYMBOL 187,255,0,0,&X11101111,0,&X11
111110,0,&X11101111
340 SYMBOL 189,153,90,60,24,24,36,36,36
350 SYMBOL 188,&X11000001,&X111110,&X110
000,&X11001011,&X100,&X11111110,&X100010
,&X11011101
360 SYMBOL 190,129,129,255,129,129,129,2
55,129
370 SYMBOL 191,96,96,28,48,72,8,22,16:SY
MBOL 192,96,96,24,116,8,24,36,36
380 SYMBOL 194,&X11001,&X11010,&X1111110
0,&X11000,&X11000,&X100110,&X1000001,&X1
0000000
390 SYMBOL 193,&X10011000,&X1011000,&X11
1111,&X11000,&X11000,&X1100100,&X1000001
0,1
400 SYMBOL 195,153,90,60,24,24,36,36,36
410 SYMBOL 196,255,192,&X11111,192,&X111
1111,192,255,255
420 SYMBOL 197,&X10000,&X10010,&X1010010
,&X1011010,&X11011010,&X11011010,&X11011
010,&X11011010
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430 SYMBOL 198,&X10000010,&X10000010,&X1
0010010,&X10010010,&X11010010,&X11011010
,&X11011010,&X11011010
440 hd$(1)=CHR$(185):hd$(3)=CHR$(186):hg
$(1)=CHR$(191):hg$(3)=CHR$(192):so$(0)=C
HR$(187):so$(1)=CHR$(188):ec$=CHR$(190):
no$=CHR$(237):tabl=1:dir=2:e=1:x=13:y=16
:DIM pt(36,17):hh$(1)=CHR$(194):hh$(3)=C
HR$(193):ht$=CHR$(195):picg$=CHR$(196):e
n=99:lk=1
450 IF tabl>6 THEN so$(0)=CHR$(207):so$(
1)=CHR$(208):ec$=CHR$(206):pic$(0)=CHR$(
224):pic$(1)=CHR$(225):sg1$=CHR$(144) EL
SE so$(0)=CHR$(187):so$(1)=CHR$(188):ec$
=CHR$(190):pic$(0)=CHR$(197):pic$(1)=CHR
$(198):sg1$=CHR$(144):sg2$=CHR$(254):sg3
$=CHR$(255)
460 IF tabl>6 THEN sg2$=CHR$(254):sg3$=C
HR$(255)
470 remain1=REMAIN(1):ERASE pt:CLS#2:DIM
 pt(36,17):ON tabl GOSUB 480,490,500,510
,520,530,540,550,2250:GOTO 560
480 RESTORE 1400:RETURN
490 RESTORE 1460:RETURN
500 RESTORE 1510:RETURN
510 RESTORE 1560:RETURN
520 RESTORE 1600:RETURN
530 RESTORE 1660:RETURN
540 RESTORE 1710:RETURN
550 RESTORE 1760:RETURN
560 PEN 2

570 IF tabl=1 THEN FOR i=1 TO 17:LOCATE
6,i:PRINT so$(INT(RND*2)):pt(6,i)=1:NEXT
:LOCATE 6,16:PRINT picg$
580 IF tabl=3 THEN FOR i=1 TO 17:LOCATE
35,i:PRINT so$(INT(RND*2)):pt(35,i)=1:NE
XT
590 IF tabl=4 THEN FOR i=1 TO 17:LOCATE
6,i:PRINT so$(INT(RND*2)):pt(6,i)=1:NEXT
:FOR i=3 TO 12:LOCATE 33,i:PRINT so$(INT
(RND*2)):pt(33,i)=1:NEXT:FOR i=6 TO 9:LO
CATE 29,i:PRINT so$(INT(RND*2)):pt(29,i)
=1:NEXT
600 IF tabl=4 THEN FOR i=11 TO 12:LOCATE
 19,i:PRINT so$(INT(RND*2)):pt(19,i)=1:N
EXT
610 IF tabl=5 THEN FOR i=2 TO 4:LOCATE 3
1,i:PRINT so$(INT(RND*2)):pt(31,i)=1:NEX
T:FOR i=13 TO 14:LOCATE 7,i:PRINT so$(IN
T(RND*2)):pt(7,i)=1:NEXT
620 IF tabl=6 THEN FOR i=1 TO 17:LOCATE
35,i:PRINT so$(INT(RND*2)):pt(35,i)=1:NE
XT
630 IF tabl=7 THEN FOR i=2 TO 10:LOCATE
23,i:PRINT so$(INT(RND*2)):pt(23,i)=1:NE
XT:FOR i=1 TO 17:LOCATE 6,i:PRINT so$(IN
T(RND*2)):pt(6,i)=1:NEXT:FOR i=11 TO 16:
LOCATE 13,i:PRINT so$(INT(RND*2)):pt(13,
i)=1:NEXT
640 PEN 1
650 PAPER 3:LOCATE 4,20:PRINT"Salle...";
tabl:LOCATE 4,22:PRINT"Score...";sc:LOCA
TE 20,20:PRINT"Energie...";en;"%":LOCATE
 20,22:PRINT"Vie...";vi:LOCATE 29,22:PRI
NT" Hi...";re:PAPER 0
660 IF tabl=9 THEN 760
670 i=0:READ so:PEN 2
680 i=i+1:READ a,b,c:FOR d=a+5 TO b+5:LO
CATE d,c:PRINT so$(INT(RND*2)):pt(d,c)=1
:NEXT:IF i<>so THEN 680
690 i=0:READ ec:PEN 1
700 i=i+1:READ a,b,c:FOR d=a TO b:LOCATE
 c+5,d:PRINT ec$:pt(c+5,d)=2:NEXT:IF i<>
ec THEN 700
710 i=0:READ no
720 i=i+1:READ a,b:IF n1(tabl,a+5)=0 OR
n2(tabl,b)=0 THEN LOCATE a+5,b:PRINT no$
:pt(a+5,b)=3
730 IF i<>no THEN 720
740 i=0:READ pic
750 i=i+1:READ a,b,c:FOR d=a+5 TO b+5:LO
CATE d,c:PRINT pic$(INT(RND*2)):pt(d,c)=
4:NEXT:IF i<>pic THEN 750
760 LOCATE x,y:PRINT ht$
770 RESTORE 2410
780 EVERY 100,1 GOSUB 1870:EVERY 20,2 GO
SUB 2430
790 IF INKEY(1)=0 OR INKEY(75)=0 THEN dd
=1:SOUND 1,0,1,15,0,0,15:GOTO 920
800 'IF INKEY(47)=0 THEN IF r=1 THEN rr=
REMAIN(2):r=-r:GOTO 770 ELSE IF r=-1 THE
N EVERY 15,2 GOSUB 2390:r=-r:GOTO 770
810 IF INKEY(8)=0 OR INKEY(74)=0 THEN dd
=-1:SOUND 1,0,1,15,0,0,15:GOTO 1010
820 IF INKEY(0)=0 OR INKEY(72)=0 THEN dd
=0:SOUND 1,0,1,15,0,0,15:GOTO 1100
830 IF INKEY(2)=0 OR INKEY(73)=0 THEN dd
=0:SOUND 1,0,1,15,0,0,15:GOTO 1170
840 IF INKEY(9)=0 OR INKEY(76)=0 THEN  S
OUND 1,0,20,1,2,0,5:GOTO 1230
850 IF pt(x,y+1)=0 AND pt(x,y)<>2 AND pt
(x,y)<>3 THEN LOCATE x,y:PRINT" ":y=y+1:
LOCATE x,y:PRINT ht$:j=1:IF y=17 THEN y=
1:tabl=tabl+3:GOTO 450
860 IF j=1 AND pt(x,y+1)=4 THEN GOSUB 19
10
870 IF j=1 THEN j=0:SOUND 1,0,1,10,0,0,y
:GOTO 850
880 IF pt(x,y)=3 THEN SOUND 1,200,0,0,1:
pt(x,y)=0:n1(tabl,x)=1:n2(tabl,y)=1:sc=s
c+10:PAPER 3::LOCATE 12,22:PRINT sc:PAPE
R 0
890 IF pt(x,y+1)=4 THEN GOSUB 1910
900 ON tabl GOTO 1800,2100,2140,2170,219
0,1820,2220,2320,2330
910 GOTO 790
920 IF pt(x+1,y)=1 THEN GOTO 850
930 IF pt(x,y)=0 THEN c$=" "
940 IF pt(x,y)=2 THEN c$=ec$
950 IF pt(x,y)=3 THEN SOUND 1,200,0,0,1:
pt(x,y)=0:c$=" ":n1(tabl,x)=1:n2(tabl,y)
=1:sc=sc+10:PAPER 3:PEN 1:LOCATE 12,22:P
RINT sc:PAPER 0
960 IF pt(x,y)=4 THEN c$=pic$(INT(RND*2)
)
970 LOCATE x,y:PRINT c$
980 x=x+1:LOCATE x,y:PRINT hd$(dir+e):e=
-e
990 IF x=36 THEN tabl=tabl+1:x=6:LOCATE
36,y:PRINT CHR$(149):GOTO 450
1000 GOTO 850
1010 IF pt(x-1,y)=1 THEN GOTO 850
1020 IF pt(x,y)=0 THEN c$=" "
1030 IF pt(x,y)=2 THEN c$=ec$
1040 IF pt(x,y)=3 THEN SOUND 1,200,0,0,1
:sc=sc+10:PAPER 3:PEN 1:LOCATE 12,22:PRI
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NT sc:PAPER 0:pt(x,y)=0:c$=" ":n1(tabl,x
)=1:n2(tabl,y)=1
1050 IF pt(x,y)=4 THEN c$=pic$(INT(RND*2
))
1060 LOCATE x,y:PRINT c$
1070 x=x-1:LOCATE x,y:PRINT hg$(dir+e):e
=-e
1080 IF x=5 THEN tabl=tabl-1:x=35:LOCATE
 5,y:PRINT CHR$(149):GOTO 450
1090 GOTO 850
1100 IF pt(x,y-1)<>2 AND pt(x,y)<>2 THEN
 GOTO 850
1110 IF pt(x,y-1)=1 THEN GOTO 850
1120 IF pt(x,y)<>2 AND pt(x,y-1)=2 THEN
c$=" " ELSE c$=ec$
1130 IF y=1 THEN tabl=tabl-3:y=16:GOTO 4
50
1140 LOCATE x,y:PRINT c$:y=y-1:LOCATE x,
y:PRINT hh$(dir+e):e=-e
1150 IF y=1 THEN tabl=tabl-3:y=16:GOTO 4
50
1160 GOTO 850
1170 IF pt(x,y+1)<>2 AND pt(x,y)<>2 THEN
 GOTO 850
1180 IF pt(x,y+1)=1 THEN GOTO 850
1190 IF pt(x,y)<>2 AND pt(x,y+1)=2 THEN
c$=" " ELSE c$=ec$
1200 LOCATE x,y:PRINT c$:y=y+1:LOCATE x,
y:PRINT hh$(dir+e):e=-e
1210 IF y=17 THEN tabl=tabl+3:y=1:GOTO 4
50
1220 GOTO 850
1230 'IF INKEY(1)=0 THEN dd=1
1240 'IF INKEY(8)=0 THEN dd=-1
1250 FOR i=0 TO 2
1260 IF pt(x,y)=0 THEN c$=" "
1270 IF pt(x,y)=2 THEN c$=ec$
1280 IF pt(x,y)=3 THEN SOUND 1,200,0,0,1
:pt(x,y)=0:c$=" ":n1(tabl,x)=1:n2(tabl,y
)=1:sc=sc+10:PAPER 3:LOCATE 12,22:PRINT
sc:PAPER 0
1290 IF pt(x,y)=4 THEN c$=pic$(INT(RND*2
))
1300 IF pt(x+dd,y-1)=1 THEN SOUND 1,600,
0,0,1:GOTO 850
1310 LOCATE x,y:PRINT c$:x=x+dd:y=y-1
1320 IF dd=1 THEN h$=hd$(1) ELSE IF dd=0
 THEN h$=hh$(1) ELSE IF dd=-1 THEN h$=hg
$(1)
1330 LOCATE x,y:PRINT h$
1340 IF x=36 THEN tabl=tabl+1:LOCATE 36,
y:PRINT CHR$(149):x=6:GOTO 450
1350 IF x<=5 THEN tabl=tabl-1:LOCATE x,y
:PRINT CHR$(149):x=35:GOTO 450
1360 IF y=1 THEN tabl=tabl-3:y=16:GOTO 4
50
1370 NEXT
1380 LOCATE x,y:PRINT h$
1390 GOTO 850
1400 'TABLEAU N'1
1410 DATA 17, 2,30,1, 9,11,4, 17,20,4,13
,16,5,23,28,5,2,9,6,21,22,6,11,18,8,2,9,
10,20,22,10,24,30,11,11,14,12,10,10,13,1
6,20,13,9,9,14,8,8,15,2,30,17
1420 DATA 5, 6,9,3, 4,5,12, 4,5,21, 5,10
,28, 13,16,21
1430 DATA 10, 9,3, 16,4, 26,4, 7,5, 15,7
, 8,9, 21,9, 27,10, 18,12, 9,13
1440 DATA 6, 4,7,9, 9,20,16,11,14,7,18,2
0,3,22,30,16,24,26,10
1450 'TABLEAU N'2
1460 DATA 11, 1,30,1, 1,17,4,18,30,5,18,
20,6,18,20,7,1,11,8,18,30,8,1,20,11,9,14
,14,21,27,15,1,30,17
1470 DATA 8,4,7,11,5,7,21,5,7,28,8,10,8,
11,13,12,11,14,21,14,16,8,15,17,28
1480 DATA 11, 1,3, 15,3, 24,4, 30,4, 5,7
, 3,10, 16,10, 14,13, 26,14, 4,16, 25,7
1490 DATA 8,8,10,7,22,24,7,26,27,7,29,30
,7,6,7,10,9,15,10,17,19,10,9,22,16
1500 'TABLEAU N'3
1510 DATA 13,1,30,1, 1,30,3, 1,6,5, 9,11
,5, 15,20,5, 1,20,8, 25,29,9 ,11,20,12,
26,29,13, 4,12,15, 1,8,17, 13,21,17, 26,
29,17
1520 DATA 7, 3,4,10, 3,8,26, 8,12,21, 9,
12,28 ,13,17,25, 12,14,10 ,15,17,3
1530 DATA 9, 1,2, 6,4, 20,4, 13,7, 18,7,
 29,8, 29,12, 8,16, 19,16
1540 DATA 9, 14,19,2, 27,28,2, 18,19,4,
7,12,7, 14,15,7 ,27,28,8, 14,18,11, 5,8,
14, 26,28,16
1550 'TABLEAU N'4
1560 DATA 19, 1,30,1, 7,13,3, 15,28,2, 1
5,15,3, 15,15,4, 15,24,5, 25,25,6, 26,26
,7, 29,30,9, 30,30,11, 13,24,10, 9,13,9,
 3,8,6, 2,2,9, 2,6,15, 2,18,17, 21,24,17
, 27,30,17, 14,29,13
1570 DATA 9, 10,12,15, 6,8,2, 9,14,3, 15
,16,7, 6,8,9, 3,9,14, 19,12,15, 3,12,27,
 16,17,20
1580 DATA 11, 7,2, 12,2, 21,4, 24,4, 26,
6, 13,8, 23,9, 17,12, 2,14, 3,16, 15,16
1590 DATA 7, 9,10,2, 16,19,4, 5,7,5, 29,
30,8, 16,16,12, 18,22,12, 24,26,12
1600 'TABLEAU N'5
1610 DATA 17, 1,30,1 ,1,5,4, 18,30,5, 1,
11,7, 13,16,8, 5,11,9, 16,21,10, 25,27,1
0, 1,3,11, 9,12,13, 14,16,13, 2,4,15, 6,
8,15, 18,27,15 ,29,30,7, 27,30,17, 1,8,1
7
1620 DATA 8, 9,11,4, 4,7,6, 7,9,12, 5,9,
17, 13,15,17, 10,14,22, 5,9,25, 10,15,28
1630 DATA 10, 1,3, 2,12, 8,14, 11,6, 10,
12, 15,12, 19,4, 21,9, 25,14, 27,9
1640 DATA 9, 3,5,6, 7,8,6, 27,30,4, 10,1
1,8, 18,20,9, 6,6,14, 18,19,14, 23,24,14
, 26,27,14
1650 'TABLEAU N'6
1660 DATA 17, 1,2,1, 4,8,1, 13,21,1, 26,
30,1, 1,7,5, 8,23,5, 24,28,7, 1,4,7, 11,
17,8, 21,24,10, 26,29,10, 49,21,11, 6,10
,11, 16,18,12, 1,24,17, 26,30,17 ,19,21,
11
1670 DATA 6, 1,3,25, 4,7,14, 7,11,5, 8,1
0,10, 6,9,29, 12,16,15
1680 DATA 9, 10,4, 19,4, 23,4, 12,7, 17,
7, 27,9, 7,10, 28,16, 6,16
1690 DATA 8, 1,5,4, 8,9,4, 11,13,4, 24,2
4,6, 26,28,6, 22,23,9, 16,18,11, 25,25,1
7
1700 'TABLEAU N'7
1710 DATA 26, 1,18,1, 21,24,1, 27,30,1,
2,2,4, 7,9,4, 12,14,5 ,24,27,5, 2,5,7, 8
,10,7, 14,17,8, 20,23,8, 2,6,11, 10,18,1
1, 28,30,11, 6,6,13, 7,7,14, 5,5,14, 4,4
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,15, 18,18,13, 20,20,13, 22,22,13, 24,25
,13, 21,21,15, 1,30,17, 10,16,13, 30,30,
5
1720 DATA 6, 11,13,9, 1,7,20, 5,7,23, 5,
10,28, 7,10,7, 5,7,15
1730 DATA 12, 2,2, 8,3, 13,4, 5,6, 9,6,
17,7, 2,8, 14,10, 2,13, 3,16, 24,12, 18,
16
1740 DATA 11, 2,2,6, 7,7,3, 16,16,7, 5,6
,10, 10,13,10, 15,17,10, 29,30,10, 24,25
,4, 20,30,16, 4,7,16, 27,27,4
1750 'TABLEAU N'8
1760 DATA 17, 1,30,3, 1,4,6, 11,15,6, 18
,19,6, 25,30,7, 5,9,8, 14,23,9, 25,30,11
, 1,5,11, 10,13,12, 17,21,14, 1,2,14, 1,
30,17, 30,30,13, 30,30,14, 30,30,15, 30,
30,16
1770 DATA 11, 14,16,3, 6,7,5, 11,16,6, 6
,11,10, 9,11,13, 5,8,17, 14,16,16, 10,13
,19, 5,7,20, 14,16,22, 7,11,24
1780 DATA 12, 2,5, 1,7, 1,12, 7,7, 14,5,
15,8, 17,13, 19,5, 21,13, 22,8, 25,6, 2
9,10
1790 DATA 4, 4,5,16, 7,9,16, 24,29,16, 1
,30,2
1800 IF x=12 AND y=16 THEN LOCATE x,y:PR
INT ht$:PEN 2:LOCATE 13,15:PRINT" ":LOCA
TE 13,16:PRINT so$(1):FOR i=6 TO 10:FOR
k=1 TO 200:NEXT:LOCATE i,16:PRINT CHR$(1
54)+picg$:NEXT:PEN 1:GOSUB 1910
1810 GOTO 910
1820 lk=-lk:IF lk=1 THEN GOTO 910
1830 rx=INT(RND*30)+5:ry=INT(RND*15)+2:I
F pt(rx,ry)<>1 THEN GOTO 910
1840 IF pt(rx,ry+1)=0 AND ry<>16 THEN LO
CATE rx,ry:PRINT" ":pt(rx,ry)=0:ry=ry+1:
LOCATE rx,ry:PEN 2:PRINT so$(INT(RND*2))
 ELSE pt(rx,ry)=1:PEN 1:GOTO 910
1850 IF rx=x AND ry=y THEN GOSUB 1910
1860 GOTO 1840
1870 xx=POS(#0):yy=VPOS(#0)
1880 PAPER 3
1890 en=en-1:LOCATE 30,20:PRINT en;"% ":
IF en=0 THEN en=99:GOSUB 1910
1900 PAPER 0:LOCATE xx,yy:RETURN
1910 remain1=REMAIN(1)
1920 PEN 1:IF pt(x,y+1)=4 THEN LOCATE x,
y:PRINT" ":PRINT CHR$(22)+CHR$(1):y=y+1:
LOCATE x,y:PRINT ht$ ELSE LOCATE x,y:PRI
NT ht$:PRINT CHR$(22)+CHR$(1)
1930 PEN 3
1940 FOR i=1 TO v:NEXT
1950 LOCATE x,y:PRINT sg1$
1960 FOR i=1 TO v:NEXT
1970 LOCATE x,y:PRINT sg2$
1980 FOR i=1 TO v:NEXT
1990 LOCATE x,y:PRINT sg3$
2000 FOR i=1 TO v:NEXT
2010 vi=vi-1:IF vi=0 THEN GOTO 2530
2020 PRINT CHR$(22);CHR$(0)
2030 PEN 1
2040 PAPER 3:LOCATE 20,22:PRINT"Vie...";
vi:en=99:PAPER 0
2050 IF tabl=2 AND x=29 AND y=15 THEN y=
16
2060 IF tabl=9 AND y=16 THEN y=6:x=6
2070 IF tabl=1 AND x=12 AND y=16 THEN x=
13
2080 IF tabl=6 AND x=30 AND y=17 THEN x=
31:y=16
2090 GOTO 450
2100 IF x<>29 OR y<>14 THEN GOTO 910
2110 IF x=29 AND y=14 THEN PEN 2:LOCATE
28,15:PRINT"   ":LOCATE 29,14:PRINT" ":L
OCATE 28,16:PRINT so$(0)+so$(0)+so$(1):P
EN 1:LOCATE 29,15:PRINT ht$:y=y+1:PEN 2:
FOR i=0 TO 2
2120 LOCATE 25+i,15:PRINT " "+so$(0)+so$
(0):LOCATE 31-i,15:PRINT so$(1)+so$(0)+"
 ":FOR k=1 TO 500:NEXT:NEXT:GOSUB 1910
2130 y=16:GOTO 910
2140 IF x<>16 OR y<>4 THEN GOTO 910
2150 PEN 2:FOR i=0 TO 3:LOCATE 13+i,5:PR
INT" "+so$(0)+so$(0)+so$(1):FOR k=1 TO 1
00:NEXT:NEXT:PEN 1
2160 pt(16,5)=0:GOTO 850
2170 IF x<>24 OR y<>9 THEN GOTO 910
2180 PEN 2:FOR i=0 TO 4:LOCATE 20+i,10:P
RINT" "+STRING$(9,so$(1)):FOR k=1 TO 100
:NEXT:NEXT:PEN 1:pt(24,10)=0:GOTO 850
2190 IF x<>19 OR y<>7 THEN GOTO 910
2200 PEN 2:FOR i=2 TO 7:LOCATE 19,i-1:PR
INT"  ":LOCATE 19,i:PRINT so$(0)+so$(1):
FOR k=1 TO 100:NEXT:NEXT:PEN 1:GOSUB 191
0
2210 GOTO 910
2220 IF x<>10 OR y<>16 THEN GOTO 910
2230 LOCATE 13,11:PRINT" ":pt(13,11)=0:P
EN 2:LOCATE 12,11:PRINT so$(0):pt(12,11)
=1:PEN 1
2240 GOTO 910
2250 PEN 2:FOR i=6 TO 35:LOCATE i,1:PRIN
T so$(INT(RND*2)):LOCATE i,17:PRINT so$(
INT(RND*2)):pt(i,1)=1:pt(i,17)=1:NEXT:FO
R i=6 TO 25:LOCATE i,7:PRINT so$(0):pt(i
,7)=1:NEXT:PEN 1:FOR i=7 TO 12:LOCATE 26
,i:PRINT ec$:pt(26,i)=2:NEXT
2260 FOR i=12 TO 16:PEN 2:LOCATE 6,i:PRI
NT so$(INT(RND*2)):pt(6,i)=1:LOCATE 19,i
:PRINT so$(INT(RND*2)):pt(19,i)=1:NEXT
2270 pic$(0)=CHR$(197):pic$(1)=CHR$(198)
:sg1$=CHR$(144):sg2$=CHR$(254):sg3$=CHR$
(255)
2280 PEN 1:FOR i=20 TO 35:LOCATE i,16:PR
INT pic$(INT(RND*2)):pt(i,16)=4:NEXT
2290 PEN 3:FOR i=7 TO 18:FOR j=12 TO 16:
LOCATE i,j:PRINT CHR$(160):NEXT:NEXT
2300 PEN 2:FOR i=27 TO 34:LOCATE i,12:PR
INT so$(INT(RND*2)):pt(i,12)=1:NEXT:PEN
1:LOCATE 29,11:PRINT CHR$(251)
2310 PEN 1:FOR i=8 TO 11:LOCATE 32,i:PRI
NT CHR$(149):NEXT:FOR i=0 TO 3:LOCATE 35
-i,4+i:PRINT"/":NEXT:LOCATE 33,9:PRINT C
HR$(143):RETURN
2320 GOTO 910
2330 IF sc<>840 AND x>9 AND x<17 AND y=6
 THEN 2390
2340 IF (x>1 AND x<14 AND y>11 AND y<17)
 OR (x=29 AND y=11) THEN 2350 ELSE GOTO
910
2350 IF (x>1 AND x<14 AND y>11 AND y<17)
 THEN GOSUB 1910:GOTO 910
2360 INK 0,12,0:LOCATE 16,21:PRINT"< GAG
NE >":LOCATE 29,11:PRINT CHR$(248);CHR$(
251):FOR k=1 TO 5000:NEXT
2370 INK 0,0:SYMBOL 163,3,227,224,31,19,
```

```
38,72,159:SYMBOL 164,128,128,96,16,248,2
4,32,124:SYMBOL 165,128,128,64,64,224,96
,64,124:SOUND 1,900,200,15
2380 FOR b=1 TO 50:LOCATE 29,11:PRINT CH
R$(163);CHR$(164):FOR c=1 TO 90:NEXT:SOU
ND 1,500,100,15:LOCATE 30,11:PRINT CHR$(
165):FOR d=1 TO 90:NEXT:LOCATE 1,1:PRINT
 CHR$(7):NEXT b:FOR e=0 TO 1000:NEXT:GOT
O 2440
2390 PEN 2:FOR i=9 TO x:LOCATE i,7:PRINT
" "+STRING$(11,so$(0)):FOR k=1 TO 100:NE
XT:pt(i,7)=0:NEXT
2400 PEN 1:GOTO 850
2410 DATA 89,100,89,113,89,119,89,134,67
,75,67,84,67,89,67,100,100,113,100,119,1
00,134,100,150,75,84,75,89,75,100,89,89,
100,150,100,134,100,119,100,113,89,134,8
9,119,89,113,89,100,75,113,75,100,75,89,
75,84,67,100,67,89,67,84,67,75,67,75,67,
84,67,89,67,100
2420 DATA 75,84,75,89,75,100,75,113,89,1
00,89,113,89,119,89,134,100,113,100,119,
100,134,100,150
2430 son2=son2+2:IF son2>=96 THEN son2=1
:RETURN ELSE ENV 4,4,-1,5:SOUND 2,son(so
n2),20,15,4:SOUND 2,son(son2+1),20,15,4:
RETURN
2440 MODE 1:remain1=REMAIN(1):remain2=RE
MAIN(2)
2450 CALL &BB4E:LOCATE 16,3:PRINT"BRAVO
!!":PRINT:PRINT"Cela faisait longtemps q
ue vous ne      l'aviez vue.Vous ne pouv
iez vous        empecher..."
2460 PRINT:PRINT"Neanmoins,vous avez rea
lise un score de";sc+en;"pts":IF sc+en>r
e THEN PRINT"Ce qui est un record !":re=
sc+en
2470 RESTORE 110
2480 READ a,b:a=a*2:b=b*3:SOUND 1,a,b,5:
SOUND 2,a*0.5,b,7:SOUND 4,a*0.25,b,5:FOR
 k=1 TO b:NEXT:SOUND 7,0,1:IF a<>0 THEN
2480
2490 PRINT:PRINT:PRINT"Voulez-vous rejou
er ?"
2500 d$="":WHILE d$<>"N" AND d$<>"O":d$=
UPPER$(INKEY$):WEND
2510 IF d$="N" THEN MODE 1:END
2520 ERASE n1,n2,son,pt:sc=0:GOTO 20
2530 MODE 1:remain1=REMAIN(1):remain2=RE
MAIN(2)
2540 CALL &BB4E:LOCATE 12,3:PRINT"PAS DE
 CHANCE !!"
2550 PRINT:PRINT:PRINT:PRINT"Votre fianc
ee ne va pas pouvoir passer  son examen
!"
2560 GOTO 2460
```

AMSTRAD CPC

DOUBLEUR

Le Basic des CPC ne possède pas d'instructions de traitement par la taille des caractères. Écrire en double hauteur n'est de ce fait pas évident. Ce listing vous montre comment s'y prendre.

```
10 '---------------------------------------
20 '       PROGRAMME D'ECRITURE
30 '              EN
40 '         DIMENSIONS DOUBLES
50 '            (EN MODE 2)
60 '---------------------------------------
70 ON BREAK GOSUB 1100
80 MODE 2
90 INK 0,0:INK 1,6
100 PEN 0: PAPER 1
110 CLS
120 SYMBOL AFTER 160
130 DIM TABLE(20)
140 LOCATE 17,1:PRINT "CARACTERES EN DOU
BLE HAUTEUR ET DOUBLE LARGEUR"
150 LOCATE 17,2:PRINT "------------------
------------------------------"
160 LOCATE 10,5:PRINT "Vous pouvez defin
ir un alphabet comportant"
170 LOCATE 8,6:PRINT "jusqu'a 20 caracte
res."
180 LOCATE 10,7:PRINT "Pour cela, il suf
fit d'entrer les caracteres au clavier"
190 LOCATE 8,8:PRINT "et de presser la t
";" pour terminer."
200 LOCATE 10,9:PRINT"La barre d'espace
vous permet d'effectuer des corrections"
210 LOCATE 8,10:PRINT "et oresser la tou
";" deux fois,";
220 PRINT" vous fera quitter le programm
e."
230 WINDOW #0,1,80,1,12
240 PEN #1,0:PAPER #1,1
250 WINDOW #1,1,80,13,25
260 PEN #0,0:PAPER #0,1
270 LOCATE 1,11:PRINT STRING$(80,95)

280 LOCATE #1,30,1:PRINT#1,"ENTREE DE L
ALPHABET"
290 LOCATE #1,30,2:PRINT#1,"------------
--------"
300 LOCATE #1,10,4:PRINT #1,"Caracteres
entres:"
310 LOCATE #1,10,5:PRINT #1,"------------
--------"
320 CAR=0
```

```
330 A$=INKEY$
340 IF A$="" THEN 330
350 IF ASC(A$)=13 THEN 470
360 IF A$<>" " THEN 420
370 LOCATE #1,4+2*CAR,7:PRINT #1,A$;
380 CAR=CAR-1
390 IF CAR<0 THEN CAR=0
400 LOCATE #1,29,4:PRINT #1,CAR
410 GOTO 330
420 CAR=CAR+1
430 IF CAR=21 THEN CAR=20
440 LOCATE #1,4+2*CAR,7:PRINT #1,A$;
450 LOCATE #1,29,4:PRINT #1,CAR
460 TABLE(CAR)=ASC(A$):GOTO 330
470 CLS #1:LOCATE #1,33,1:PRINT#1,"VISUA
LISATION"
480 LOCATE #1,33,2:PRINT #1,"----------
--"
490 FOR INDEX=1 TO CAR
500 A$=CHR$(TABLE(INDEX))
510 CODE=156+4*INDEX
520 LOCATE 1,1:PRINT A$
530 FOR I=0 TO 7
540 x$(i)=BIN$(PEEK(49152+I*2048),8)
550 NEXT i
560 FOR I=0 TO 7
570 FOR J=1 TO 4
580 A(I)=A(I)+2^(8-2*J+1)*VAL(MID$(X$(I)
,J,1))+2^(8-2*J)*VAL(MID$(X$(I),J,1))
590 NEXT J
600 FOR K=5 TO 8
610 B(I)=B(I)+2^(16-2*K+1)*VAL(MID$(X$(I
),K,1))+2^(16-2*K)*VAL(MID$(X$(I),K,1))
620 NEXT K
630 NEXT I
640 SYMBOL CODE,A(0),A(0),A(1),A(1),A(2)
,A(2),A(3),A(3)
650 SYMBOL CODE+1,A(4),A(4),A(5),A(5),A(
6),A(6),A(7),A(7)
660 SYMBOL CODE+2,B(0),B(0),B(1),B(1),B(
2),B(2),B(3),B(3)
670 SYMBOL CODE+3,B(4),B(4),B(5),B(5),B(
6),B(6),B(7),B(7)
680 LOCATE #1,0+INDEX*3,6:PRINT #1,CHR$(
CODE);CHR$(CODE+2)
690 LOCATE #1,0+INDEX*3,7:PRINT #1,CHR$(
CODE+1);CHR$(CODE+3)
700 FOR L=0 TO 7:A(L)=0:B(L)=0:NEXT L
710 LOCATE 1,1:PRINT " "
720 NEXT INDEX
730 CLS:LOCATE 33,1:PRINT "DEMONSTRATION
"
740 LOCATE 33,2:PRINT "--------------"
750 LOCATE 10,4:PRINT "Vous pouvez maint
enant utiliser votre alphabet de grands"
760 LOCATE 8,5:PRINT "caracteres."
770 LOCATE 10,6:PRINT "Vous disposez pou
r cela de la partie superieure de "
780 LOCATE 8,7:PRINT "l'ecran organisee
en deux lignes de 20 caracteres."
 DEL
";" vous permet d'effacer."
800 LOCATE 26,9:PRINT "(Barre d'espace p
our continuer)
810 LOCATE 1,11:PRINT STRING$(80,95)
820 R$=INKEY$
830 IF R$="" THEN 820
840 IF R$<>" " THEN 820
850 CLS:LOCATE 33,1:PRINT "DEMONSTRATION
"
860 LOCATE 33,2:PRINT "--------------"
870 LOCATE 1,11:PRINT STRING$(80,95)
880 X=1:Y=5
890 LOCATE 1,5:PRINT "--  --  --  --  --
  --  --  --  --  --  --  --  --  --  --
  --  --  --  --  --"
900 LOCATE 1,9:PRINT "--  --  --  --  --
  --  --  --  --  --  --  --  --  --  --
  --  --  --  --  --"
910 R$=INKEY$
920 IF R$="" THEN 910
930 IF ASC(R$)=127 THEN 850
940 IF R$=" " THEN 1040
950 Z=ASC(R$):I=1
960 IF Z=TABLE(20) THEN I=20:GOTO 1010
970 WHILE Z<>TABLE(I)
980 I=I+1
990 IF I=21 THEN I=1:GOTO 910
1000 WEND
1010 CODE=160+4*(I-1)
1020 LOCATE X,Y-1:PRINT CHR$(CODE);CHR$(
CODE+2)
1030 LOCATE X,Y:PRINT CHR$(CODE+1);CHR$(
CODE+3):GOTO 1060
1040 LOCATE X,Y-1:PRINT "  "
1050 LOCATE X,Y:PRINT "  "
1060 X=X+4
1070 IF X>77 AND Y=5 THEN X=1:Y=9:GOTO 9
10
1080 IF X>77 AND Y=9 THEN X=77:Y=9
1090 GOTO 910
1100 MODE 0
1110 LOCATE 6,6:PRINT "AU REVOIR ET ....
"
1120 LOCATE 8,15:PRINT ".... A BIENTOT !
!!"
1130 FOR I=1 TO 2000:NEXT I
1140 MODE 2
1150 END
```

HISTO

Comparer plusieurs valeurs est souvent compliqué. Les échelles et leurs différences réelles ne sont pas toujours appréciables. Ce listing vous représente graphiquement toutes sortes de valeurs en fonction d'échelles que vous aurez définies préalablement. De quoi se pencher efficacement sur l'interprétation et ne plus perdre de temps en longs calculs fastidieux.

```
10 '------------------------------------
20 '           HISTOGRAMME
30 '------------------------------------
40 MODE 1
50 DIM D(300)
60 REM*********************************
70 REM*        presentation           *
80 REM*********************************
90 CLS
100 XC=0
110 PRINT CHR$(7)
120 INK 0,0
130 PAPER 0
140 BORDER 0
150 INK 1,18
160 INK 2,8
170 PEN 2
180 PRINT"_____________________________
__________"
190 LOCATE 1,20:PRINT"_________________
_________________________"
200 PLOT 0,80:DRAW 0,369
210 PLOT 639,80:DRAW 639,369
220 PEN 1
230 LOCATE 14,10 :PRINT"___________"
240 LOCATE 14,12: PRINT"HISTOGRAMME"
250 LOCATE 14,13 :PRINT"___________"
260 LOCATE 1,24:PRINT"
                    ":FOR tt=1 TO 1000:N
EXT
270 m$=CHR$(128):b$="tapez une touche po
ur commencer":FOR f=1 TO 31: LOCATE f+5,
24:PRINT MID$(b$,f,1);m$:FOR u=1 TO 40:N
EXT:NEXT:LOCATE f,24
280 FOR p=1 TO 500:NEXT
290 h$=INKEY$: IF h$="" GOTO 260
300 PRINT CHR$(7)
310 A$=INKEY$:PRINT"":xc=xc+1: IF xc=21
 THEN GOTO 320 ELSE GOTO 310
320 CLS
330 REM*********************************
340 REM*        mode d'emploi          *
350 REM*********************************
360 PRINT
370 PEN 2: PRINT"                  _____
_____"
380 PRINT
390 PRINT"                  *** MENU ***
"
400 PRINT"                  _____________
_____"
410 LOCATE 12,12:PEN 1:PRINT"<1>":LOCATE
 16,12:PEN 1:PRINT"  histo 3 dimensions
"
420 LOCATE 12,18:PEN 1:PRINT"<2>":LOCATE
 16,18:PEN 1:PRINT"  histo 2 dimensions"
430 m$=INKEY$:IF m$="" THEN GOTO 430
440 IF m$="1" OR m$="2" THEN GOTO 450 EL
SE GOTO 430
450 CLS
460 PRINT
470 PEN 2
480 PRINT"      _____________________________
____"
490 PRINT
500 PRINT"        *** CHOIX DES COULEURS
***"
510 PRINT"      _____________________________
____"
520 PEN 1
530 LOCATE 12,8:PRINT"<1>  jaune"
540 LOCATE 12,10:PRINT"<2>  rouge"
550 LOCATE 12,12:PRINT"<3>  bleu"
560 LOCATE 12,14:PRINT"<4>  magenta past
el"
570 LOCATE 12,16:PRINT"<5>  vert vif"
580 LOCATE 12,18:PRINT"<6>  turquoise vi
f"
590 LOCATE 12,20:PRINT"<7>  orange"
600 LOCATE 12,22:PRINT"<8>  blanc  "
610 LOCATE 12,24:PRINT"<9>  bleu vif"
620 c$=INKEY$:IF c$="" GOTO 620
630 IF c$="1" THEN GOTO 730
640 IF c$="2" THEN GOTO 740
650 IF c$="3" THEN GOTO 750
660 IF c$="4" THEN GOTO 720
670 IF c$="5" THEN GOTO 760
680 IF c$="6" THEN GOTO 770
690 IF c$="7" THEN GOTO 780
700 IF c$="8" THEN GOTO 790
710 IF c$="9" THEN GOTO 800
720 co=17:GOTO 810
730 co=24:GOTO 810
740 co=6:GOTO 810
750 co=1:GOTO 810
760 co=18:GOTO 810
770 co=20 :GOTO 810
```

```
780 co=15 :GOTO 810
790 co=26:GOTO 810
800 co=2
810 CLS
820 PRINT
830 PEN 2
840 PRINT"  ____________________________
_______"
850 PRINT
860 PRINT"  *** ENTREE DES DONNEES DE BA
SES ***"
870 PRINT"  ____________________________
_______"
880 PEN 1
890 PRINT"":PRINT"":PRINT""
900 PRINT
910 LOCATE 10,24:PRINT"    appuyer sur <
enter> pour valider.."
920 LOCATE 4,8: INPUT"titre de votre his
togramme";t$
930 PRINT
940  INPUT "  unite sur l'axe des x";x$
950 PRINT
960 INPUT "  unite sur l'axe des y";y$
970 PRINT
980 INPUT"  echelle ( donnee la plus gra
nde)";ev
990 PRINT
1000 INPUT"  nombre de donnees";nd
1010 IF nd>200 GOTO 1000
1020 IF m$="2" THEN  c=280/ev ELSE c=280
/(1.1*ev)
1030 REM*********************************
1040 REM*       entree des donnes       *
1050 REM*********************************
1060 CLS
1070 PEN 2
1080 PRINT" ____________________________
________"
1090 PRINT
1100 PRINT"  *** ENTREE DES DONNEES DIRE
CTES ***"
1110 PRINT" ____________________________
________"
1120 WINDOW 1,40,25,8
1130 PEN 1
1140 FOR i=1 TO nd
1150 PRINT"       donnees";i;"?"
1160 INPUT"       ";d(i)
1170 IF d(i)>ev THEN GOTO 1150
1180 IF d(i)<-ev/4 GOTO 1150
1190 IF d(i)<0 AND m$="1" GOTO 1150
1200 PRINT""
1210 NEXT i
1220 MODE 1
1230 REM*********************************
1240 REM*      couleurs                 *
1250 REM*********************************
1260 INK 2,co
1270 PEN 2
1280 REM*********************************
1290 REM*      abscisse et ordonnee     *
1300 REM*********************************
1310 CLS
1320 PLOT 50,100
1330 DRAW 50,380
1340 PLOT 50,100
1350 DRAW 640,100
1360 REM*********************************
1370 REM*      histo 2 d                *
1380 REM*********************************
1390 IF m$="2" THEN  b1=550/nd ELSE b1=5
50/(nd*2)
1400 IF m$="1" THEN u=4
1410 b=b1
1420 FOR i=1 TO nd
1430 z=b1-5
1440 IF i>1 THEN b=b+b1
1450 IF i=1 AND m$="1" THEN b=b1/1.8
1460 IF m$="2" AND i=1 THEN u=4
1470 IF m$="2" AND i>1 THEN u=-2
1480 IF d(i)<0 THEN ORi=95 ELSE ORi=105
1490 IF d(i)<0 THEN GOSUB 1910
1500 IF m$="2" THEN b2=b+8 ELSE b2=b*2
1510 PLOT( b2)+50,ORi
1520 DRAW( b2+50),(d(i)*c)+ORi
1530    FOR f=1 TO z+u
1540    PLOT( b2)+50-f,ORi
1550    DRAW( b2)+50-f,(d(i)*c)+ORi,6
1560    NEXT
1570 IF m$="2" GOTO 1740
1580 REM*********************************
1590 REM*       3 D                     *
1600 REM*********************************
1610 gb=116:gc=114
1620 IF d(i)<0 THEN d(i)=-D(i)
1630 IF d(i)<0 THEN ori=d(i)
1640 k=2
1650 PLOT(b*2)+50,ori
1660 DRAW(b*2)+50+(b1/k),gb
1670 DRAW(b*2)+50+(b1/k),(d(i)*c)+gc
1680 DRAW(b*2)+50,(d(i)*C)+106
1690 PLOT(b*2)+50+(b1/k),(d(i)*c)+gc
1700 DRAW(B*2)+50-(b1/2),(D(I)*C)+gc
1710 PLOT(b*2)+50-(b1/2),(d(I)*c)+gc-1
1720 DRAW(b*2)+50-b1+2,(d(i)*c)+106
1730 REM*********************************
1740 REM*      commentaire graphique    *
1750 REM*********************************
1760 NEXT
1770 PLOT 150,15
1780 TAG
1790 PRINT t$;
1800 vx=-20
1810 PLOT 5,105:TAG:PRINT"0";
1820 PLOT vx,380:TAG:PRINT ev;
1830 PLOT 5,400:TAG:PRINT y$;
1840 PLOT 590,90:TAG:PRINT x$;
1850 d$=INKEY$ :IF d$="" GOTO 1850
1860 TAGOFF
1870 GOTO 90
1880 REM*********************************
1890 REM*      negatif                  *
1900 REM*********************************
1910 PLOT 50,150
1920 DRAW 50,10
1930 RETURN
```

METRO

Les stations de métro parisiennes portent souvent des noms de personnages célèbres. Mais quelles étaient leurs professions ? Apprenez-le grâce à ce listing.

```
10 '-----------------------------------
20 '     jeu des stations de metro
30 '-----------------------------------
40 CLS
50 DIM t$(49,2)
55 INK 2,24:INK 1,3 : PAPER 2:BORDER 24:
CLS :PEN 1
60 DATA ANATOLE FRANCE, ECRIVAIN
70 DATA LOUISE MICHEL,INSTITUTRICE
80 DATA PEREIRE,BANQUIER
90 DATA MALESHERBES,MAGISTRAT
100 DATA GABRIEL PERI,JOURNALISTE
110 DATA GARIBALDI,MARIN
120 DATA GEORGE V,HOMME D'ETAT
130 DATA ROOSEVELT,HOMME D'ETAT
140 DATA RAMBUTEAU,PREFET
150 DATA GONCOURT,ECRIVAIN
160 DATA PARMENTIER,ECONOMISTE
170 DATA PARMENTIER,MARIN
180 DATA RIQUET,INGENIEUR
190 DATA DUGOMMIER,GENERAL
200 DATA ROBESPIERRE,POLITICIEN
210 DATA SEGUR,ECRIVAIN
220 DATA DUROC,GENERAL
230 DATA BOISSIERE,LEXICOGRAPHE
240 DATA KLEBER,GENERAL
250 DATA FELIX FAURE,HOMME D'ETAT
260 DATA EDGAR QUINET,ECRIVAIN
270 DATA CORVISART,MEDECIN
280 DATA MIRABEAU,ECONOMISTE
290 DATA VICTOR HUGO,ECRIVAIN
300 DATA LOUIS BLANC,POLITICIEN
310 DATA HOCHE,GENERAL
320 DATA JEAN JAURES,POLITICIEN
330 DATA EXELMANS,MARECHAL
340 DATA JASMIN,POETE
350 DATA PERNETY,RELIGIEUX
360 DATA RASPAIL,CHIMISTE
370 DATA AUBER,COMPOSITEUR
380 DATA MONGE,MATHEMATICIEN
390 DATA MABILLON,RELIGIEUX
400 DATA MASSENA,MARECHAL
410 DATA BREGUET,INGENIEUR
420 DATA ETIENNE MARCEL,PREVOT
430 DATA BOTZARIS,POLITICIEN
440 DATA VOLTAIRE,ECRIVAIN
450 DATA LEDRU ROLLIN,AVOCAT
460 DATA PICPUS,RELIGIEUX
470 DATA LEMOINE,CARDINAL
480 DATA CLEMENCEAU,POLITITIEN
490 DATA FALGUIERE,SCULPTEUR
500 DATA CAMBRONNE,GENERAL
510 DATA EMILE ZOLA,ECRIVAIN
520 DATA BOUCICAUT,MARECHAL
530 DATA PASSY,ECONOMISTE
540 DATA BIENVENUS,INGENIEUR
550 FOR X=1 TO 49
560 READ T$(X,1),T$(X,2)
570 NEXT
580 DIM R$(20)
590 DATA ECRIVAIN,RELIGIEUX,BANQUIER,MAG
ISTRAT,JOURNALISTE,MARIN,HOMME D'ETAT,PR
EFET,ECONOMISTE,SCULPTEUR
600 DATA INGENIEUR,MEDECIN,GENERAL,POETE
,CHIMISTE,MATHEMATICIEN,AVOCAT,COMPOSITE
UR,MARECHAL,PREVOT
610 FOR I=1 TO 20
620 READ R$(I)
630 NEXT
640 PAPER 2
650 PRINT"LA CULTURE PAR LE METRO"
660
670 LOCATE 5,3:PRINT"SI  VOUS  EMPRUNTEZ
  QUOTIDIENNEMENT  LEMETRO, VOUS  CONNAI
SSEZ  SANS  DOUTE PARCOEUR LE  NOM DE  T
OUTES LES STATIONS DELA LIGNE; CEPENDANT
 ,QUE SAVEZ VOUS  DESPERSONNAGES  CELEBR
ES"
680 LOCATE 24,8:PRINT"QUI  NOMMENT  CES"

685 LOCATE 1,9:PRINT "STATIONS ?"
690 LOCATE 7,16
700 PRINT"VOULEZ VOUS LIRE LE MODE D'EMP
LOI ? O/N"
710 REP$=INKEY$:IF REP$="" THEN 710
720 IF REP$="O" OR REP$="o" THEN GOSUB 1
450
725 CLS:LOCATE 10,12:PRINT" TAPEZ UN NOM
BRE"
730 LOCATE 10,15:INPUT" COMPRIS ENTRE 1
ET 49 ",REP
740 IF REP=0 OR REP>49 THEN 730
750 FOR S=1 TO REP:ST=RND
760 NEXT
770 FOR F=1 TO 2
780 FA=RND
790 NEXT
800 CLS
810 REM
820 PRINT"LA CULTURE PAR LE METRO"
830 '
840 '
850 '
860 '
870 '
880 '--- RECHERCHE ALEATOIRE DE LA STATI
ON ---
890 '
900 GOSUB 1610
910 '
```

```
920 '--- RECH ALEATOIRE REPONSE FAUSSES
---
930 '
940 GOSUB 1640
950 IF I=1 THEN H$=R$(FA):NEXT
960 IF R$(FA)=T$(ST,2) THEN GOTO 940
970 IF H$=R$(FA) THEN 940
980 O=INT(RND*100)MOD 4
990 O=O+1
1000 LOCATE 2,12
1010 PRINT T$(ST,1):MA=MA+10
1020 ON O GOTO 1030,1070,1110,1150
1030 LOCATE 20,9:PRINT "1":LOCATE 25,9:P
RINT T$(ST,2)
1040 LOCATE 20,12:PRINT"2":LOCATE 25,12:
PRINT H$
1050 LOCATE 20,15:PRINT"3":LOCATE 25,15:
PRINT R$(FA)
1060 GOTO 1180
1070 LOCATE 20,9:PRINT"1":LOCATE 25,9:PR
INT R$(FA)
1080 LOCATE 20,12:PRINT"2":LOCATE 25,12:
PRINT T$(ST,2)
1090 LOCATE 20,15:PRINT"3":LOCATE 25,15:
 PRINT H$
1100 GOTO 1180
1110 LOCATE 20,9:PRINT"1":LOCATE 25,9:PR
INT R$(FA)
1120 LOCATE 20,12:PRINT"2":LOCATE 25,12:
PRINT H$
1130 LOCATE 20,15:PRINT"3":LOCATE 25,15:
PRINT T$(ST,2)
1140 GOTO 1180
1150 LOCATE 20,9:PRINT"1":LOCATE 25,9:PR
INT H$
1160 LOCATE 20,12:PRINT"2":LOCATE 25,12:
PRINT T$(ST,2)
1170 LOCATE 20,15:PRINT"3":LOCATE 25,15:
PRINT R$(FA)
1180 LOCATE 5,20:INPUT"VOTRE CHOIX";CH:R
D=RD+1
1190 ON O GOTO 1200,1220,1250,1220
1200 IF CH=1 THEN GOSUB 1400:GOTO 1340:E
LSE GOTO 1290
1220 IF CH=2 THEN GOSUB 1400:GOTO 1340:E
LSE GOTO 1290
1250 IF CH=3 THEN GOSUB 1400:GOTO 1340:E
LSE GOTO 1290
1285 '
1290 '--- ERREUR ---
1295 '
1300 FOR N=15 TO 10 STEP-1:SOUND 1,426,4
0,N,,,1:NEXT
1310 '
1320 IF RD<2 GOTO 1180
1330 RD=0
1340 LOCATE 2,23:PRINT"POUR CONTINUER O/
N"
1350 REP$=INKEY$:IF REP$="" THEN 1350
1360 IF REP$ ="o" OR REP$ ="O" THEN GOTO
 800
1362 CLS
1365 LOCATE 4,20:PRINT"VOTRE SCORE EST D
E:";SCORE;"SUR";MA
1370 LOCATE 15,21:PRINT"AU REVOIR...."
1390 END
1400 FOR N=100 TO 200 STEP 10:SOUND 1,N,
2:NEXT
1405 FOR N=200 TO 200 STEP-10:SOUND 1,N,
2:NEXT
1410 IF RD=1 THEN SCORE=SCORE+10 ELSE SC
ORE=SCORE+5
1420 RD=0
1430 RETURN
1450
1460 CLS
1510 LOCATE 8,5:PRINT"LE PRINCIPE DE CE
JEU EST TRES SIMPLE."
1520 LOCATE 8,7:PRINT"EN  EFFET  IL S'AG
IT DE  SELECTIONER  LAREPONSE QUI VOUS
SEMBLE BONNE EN TAPANT 1,2 OU 3"
1530 LOCATE 8,10:PRINT"VOUS AVEZ DROIT A
 UNE ERREUR; LORSQUE LECHOIX  QUE VOUS E
FFECTUEZ  EST FAUX  UNETRISTE MELODIE VO
US LE SIGNALE;"
1540 PRINT"SI AU CONTRAIRE,VOUS AVEZ GAG
NE,C'EST UNAIR TRIOMPHANT QUI VOUS AVERT
IT."
1550 LOCATE 8,16:PRINT"CHAQUE BONNE REPO
NSE RAPPORTE 10 POINTS,5 POINTS SI VOUS
GAGNEZ AU SECOND COUP."
1560 LOCATE 8,19:PRINT"LE PRINCIPE DE CE
 JEU PEUT CONSTITUER UNPARFAIT EXERCICE
DE MEMOIRE,LIBRE A VOUSDONC,  D'EN  MODI
FIER LE  THEME ET D' ENCONSTITUER UN OUT
IL DE TRAVAIL."
1570 LOCATE 34,24:PRINT"ENTER"
1580 REP$=INKEY$:IF REP$="" THEN 1580
1590 GOSUB 1610:GOSUB 1640
1600 RETURN
1610 ST=INT(RND*100)MOD 49
1620 ST=ST+1
1630 RETURN
1640  FOR I=1 TO 2
1650 FA=INT(RND*100)MOD 20
1660 FA=FA+1
1670 IF I=1 THEN H$=R$(FA):NEXT I
1680 RETURN
```

MUSIC

La finalité de ce programme n'est pas de faire de vous le Mozart de la micro. En revanche, il permet de trouver des mélodies simples et agréables et de tester le résultat.

```
10 '------------------------------------
20 '                MUSIC
30 '------------------------------------
40 DIM d(300)
50 CLS
60 BORDER 1
70 INK 0,0:INK 1,1:PAPER 1: INK 2,9:PEN
2
80 CLS
90 PRINT"                CPC MUSIC       "
100 WINDOW 8,32,5,21
110 PAPER 0
120 CLS
130 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:
PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRIN
T:PRINT:PRINT:PRINT
140 PRINT
150 PRINT"  CPC MUSIC "
160 PRINT
170 GOSUB 1610
180 PRINT "  UN PROGRAMME"
190 GOSUB 1610
200 PRINT
210 PRINT "  POUR AMSTRAD CPC 464"
220 GOSUB 1610
230 PRINT
240 PRINT "  ECRIT PAR"
250 PRINT
260 GOSUB 1610
270 PRINT "  YVES L'HOMER"
280 PRINT
290 GOSUB 1610
300 PRINT "  TAPEZ UNE TOUCHE"
310 PRINT
320 GOSUB 1610
330 PRINT "  POUR COMMENCER "
340 PRINT
350 GOSUB 1610
360 GOSUB 1610
370 GOTO 140
380 MODE 1
390 BORDER 0
400 z=2
410 ws=0
420  INK 1,18:PEN 1
430  INK 0,2:PAPER 0
440  BORDER 1
450 '
460 '--- presentation ---
470 '
480 CLS
490 WINDOW #1,1,40,8,13
500 WINDOW #3,1,40,22,25
510 CLS#1
520 CLS#3
530 '
540 '--- composition ---
550 '
560 PRINT"                CPC MUSIC       "
570 PAPER #1,1
580 PEN #1,2
590 PEN #3,2
600 PAPER #3,1
610 PRINT #3,"    tapez enter pour valid
er             "
620 REM  PRINT #1,"
                                "
630 LOCATE 5,10:INPUT #1," entrez le nom
bre de notes que vous      voulez entendr
e jouer par l'amstrad      puis tapez ent
er (nombre maximum 44)
                                ";nn
640 PRINT #1,""
650 PRINT #1," tapez <1> puis <enter> po
ur avoir un do,<2>..re,<3>..mi,<4>..fa,<
5>..sol,<6>..la,<7>..si,<8>..do,<9>..re,
<10>..mi,<11>..fa"
660 FOR i=1 TO nn
670 INPUT #1, "note ",d(i)
680 IF d(I)>11 OR d(I)<1 THEN GOTO 670
690 IF d(i)=1 THEN  PRINT #1, " do"
700 IF d(i)=2 THEN  PRINT #1, " re"
710 IF d(i)=3 THEN  PRINT #1, " mi"
720 IF d(i)=4 THEN  PRINT #1, " fa"
730 IF d(i)=5 THEN PRINT #1," sol"
740 IF d(i)=6 THEN PRINT #1," la"
750 IF d(i)=7 THEN PRINT #1," si"
760 IF d(i)=8 THEN PRINT #1," do+"
770 IF d(I)=9 THEN PRINT #1," re+"
780 IF d(i)=10 THEN PRINT #1," mi+"
790 IF d(i)=11 THEN PRINT #1," fa+"
800 NEXT
810 GOSUB 1550
820 CLS
830 v=7
840 GOSUB 1460
850 FOR i=1 TO nn
860 IF d(i)=1 THEN F=261.626
870 IF d(i)=2 THEN f=293.665
880 IF d(i)=3 THEN f=329.628
890 IF d(i)=4 THEN f=349.228
900 IF d(i)=5 THEN f=391.995
910 IF d(i)=6 THEN f=440
920 IF d(i)=7 THEN f=493.883
930 IF d(i)=9 THEN F=587.33
940 IF d(i)=8 THEN F=523.251
950 IF d(i)=10 THEN F=659.255
```

```
960 IF d(i)=11 THEN F=698.457
970 GOSUB 1140
980 NEXT
990 PRINT
1000 INPUT #3,"    voulez vous rejouer le
 morceau <1>       creer un autre morceau
         <2>       changer le tempo du mo
rceau    <3> ",ws
1010 IF ws<1 OR wf>2 THEN GOTO 1000
1020 REM  PAPER 0:PEN 1
1030 REM  BORDER 0
1040 IF ws=2 GOTO 60
1050 IF ws=3 THEN GOSUB 1550
1060 IF ws=1 OR ws=3 THEN z=2
1070 IF ws=1 OR ws=3 THEN CLS
1080 IF ws=1 OR ws=3 GOTO 840
1090 END
1100 '
1110 '--- execution du morceau ---
1120 '
1130 MODE 1
1140 k=236
1150 SOUND 1,f,d,v
1160 SOUND 1,1,20,1
1170 REM INK 2,13
1180 REM INK 3,0 :PEN 3
1190 IF d(i)=1 THEN hh=7
1200 IF d(i)=2 THEN hh=6
1210 IF d(i)=3 THEN hh=5
1220 IF d(i)=4 THEN hh=4
1230 IF d(i)=5 THEN hh=3
1240 IF d(i)=6 THEN hh=2
1250 IF d(i)=7 THEN hh=1
1260 IF d(i)=8 THEN hh=0
1270 IF d(i)=9 THEN hh=-1
1280 IF d(i)=10 THEN hh=-2
1290 IF d(i)=11 THEN hh=-3
1300 IF i=9 THEN Z=2
1310 IF i=9 THEN CLS
1320 IF i=18 THEN z=2:IF i=18 THEN CLS
1330 IF i=27 OR i=36 THEN z=2:IF i=27 OR
 i=36 THEN CLS
1340 IF i=9 OR i=18 THEN GOSUB 1460
1350 IF i=27 OR i=36 THEN GOSUB 1460
1360 IF i=45 OR i=54 THEN GOSUB 1460
1370 IF i=45 OR i=54 THEN CLS
1380 z=z+4
1390 hh=hh+6
1400 INK 0,13:PAPER 0
1410 INK 2,0:PEN 2
1420 LOCATE z,hh : PRINT CHR$(k)
1430 RETURN
1440 '
1450 '--- porte ---
1460 '
1470 PLOT 3,228:DRAW 3,355
1480 PLOT 6,228:DRAW 6,355
1490 PLOT 0,228:DRAW 640,228:PLOT 0,260:
DRAW 640,260:PLOT 0,292:DRAW 640,292
1500 PLOT 0,324:DRAW 640,324:PLOT 0,356:
DRAW 640,356
1510 RETURN
1520 '
1530 '--- tempo ---
1540 '
1550 INPUT #1,"voulez vous un tempo lent
 <1>                          un tempo moyen
 <2>                         un tempo rapide
 <3>          ";te
1560 IF te <1 OR te >3 GOTO 1550
1570 IF te=2 THEN d=25
1580 IF te=3 THEN d=12
1590 IF te=1 THEN d=50
1600 RETURN
1610 FOR t=1 TO 40: CALL &BD19:NEXT
1620 GOSUB 1640
1630 RETURN
1640 bb$=INKEY$:IF bb$="" THEN RETURN EL
SE GOTO 380
```

AMSTRAD CPC

ROBBOT FREDDY

Freddy a la vie dure : attaqué par un monstre, il doit l'éviter et récupérer des dalles dans un ordre bien précis. Plus facile à dire qu'à faire !

```
10 REM Robbot Freddy
20 REM listing 2
30 REM
40 REM
50 REM par CLAUDE LE MOULLEC
60 REM
70 REM
80 REM
90 REM
100 REM
110 REM
120 BORDER 0:MODE 1:INK 0,0:INK 1,26:INK
 2,6:INK 3,18:CLS
130 PEN 3:LOCATE 11,8:PRINT STRING$(21,"
*"):LOCATE 11,18:PRINT STRING$(21,"*"):F
OR h=9 TO 17:LOCATE 11,h:PRINT "*":LOCAT
E 31,h:PRINT"*":NEXT
140 PEN 2:LOCATE 13,10:PRINT"1 -";:PEN 1
:PRINT" REGLES DE JEU"
150 PEN 2:LOCATE 13,13:PRINT"2 -";:PEN 1
:PRINT" JOYSTICK"
160 PEN 2:LOCATE 13,16:PRINT"3 -";:PEN 1
```

```
:PRINT" CURSEUR"
170 A$=INKEY$:IF a$="" THEN GOTO 170
180 PRINT CHR$(7):IF A$="1" THEN GOTO 22
0
190 IF A$="2" THEN GOTO 310
200 IF A$="3" THEN GOTO 320
210 GOTO 170
220 CLS:MODE 1:LOCATE 14,1:PRINT"ROBBOT
FREDDY":PEN 2:LOCATE 14,2:PRINT"========
======"
230 PEN 3:LOCATE 1,4:PRINT"    ROBBOT FR
EDDY est un androide cyber netique de la
 1ere generation."
240 LOCATE 1,6:PRINT"    Ce n'est qu'un
simple employe dans  un centre de tri po
stal.Sa tache consis te a ramasser diver
s objets et de les   deposer sur le quai
 d'embarquement."
250 LOCATE 1,10:PRINT"    Neanmoins son
travail n'est pas si  simple que cela.D'
imfames Goulhs,suceursd'energie ne cesse
nt de le harceler."
260 LOCATE 1,13:PRINT"    Aider le a men
er a bien sa mission  a travers huit tab
leaux de plus en plus difficiles."
270 LOCATE 1,17:PEN 2:PRINT"     =*=*=*=
*=*=*=*=*=*=*=*=*=*=*="
280 PEN 3:LOCATE 1,19:PRINT" NB. La pri
se et la restitution des ob-jets se fait
 en se mettant au dessus et en utilisant
 la touche <COPY> ou <FEU>."
290 LOCATE 1,22:PRINT"        La touche <
ESPACE> permet de pas ser au tableau sui
vant."
300 PEN 1:LOCATE 33,25:PRINT"<ENTER>":CA
LL &BB18:GOTO 120
310 kh$=CHR$(11):kb$=CHR$(10):kd$=CHR$(9
):kg$=CHR$(8):kf$=CHR$(88):GOTO 330
320 kh$=CHR$(240):kb$=CHR$(241):kd$=CHR$
(243):kg$=CHR$(242):kf$=CHR$(224):GOTO 3
30
330 REM ------------------------------
340 REM
350 REM          redefinition
360 REM
370 REM ------------------------------
380 SYMBOL AFTER 200
390 SYMBOL 201,192,240,252,252,240,192,0
,0
400 SYMBOL 202,0,0,0,3,15,60,240,192
410 SYMBOL 203,170,85,0,85,138,64,170,85
420 SYMBOL 204,85,170,0,138,85,128,85,17
0
430 SYMBOL 205,0,255,193,191,160,160,127
,0
440 SYMBOL 206,0,248,4,254,130,130,254,0
450 SYMBOL 207,0,0,62,64,95,95,0,0
460 SYMBOL 208,0,0,248,0,124,124,0,0
470 SYMBOL 209,7,31,1,1,7,7,1,1
480 SYMBOL 210,224,248,128,128,224,224,1
28,128
490 SYMBOL 211,0,0,120,120,24,0,24,96
500 SYMBOL 212,0,0,30,30,24,0,24,6
510 SYMBOL 213,0,0,0,51,0,59,0,0
520 SYMBOL 214,0,6,6,224,0,252,0,0
530 SYMBOL 215,192,192,192,255,255,192,1
92,192
540 SYMBOL 216,0,99,119,53,118,231,71,1
550 SYMBOL 217,248,252,238,223,255,125,2
50,244
560 SYMBOL 218,0,0,0,10,9,0,0,0
570 SYMBOL 219,0,0,16,32,0,130,4,8
580 SYMBOL 220,0,255,0,255,0,255,0,0:fla
$=CHR$(220)
590 tim1$=CHR$(201)+CHR$(202)
600 tim2$=CHR$(202)+CHR$(201)
610 cai1$=CHR$(205)+CHR$(206)
620 cai2$=CHR$(207)+CHR$(208)
630 mur1$=CHR$(203):mur2$=CHR$(204)
640 mu1$=CHR$(203)+CHR$(203)
650 mu2$=CHR$(204)+CHR$(204)
660 mon1$=CHR$(209)+CHR$(210)
670 mon2$=CHR$(211)+CHR$(212)
680 let1$=CHR$(143)+CHR$(143)
690 let2$=CHR$(213)+CHR$(214)
700 pis$=CHR$(215)+CHR$(154)
710 pit$=CHR$(32)+CHR$(215)
720 sac1$=CHR$(216)+CHR$(217)
730 sac2$=CHR$(218)+CHR$(219)
740 tr$=CHR$(22)+CHR$(1)
750 nr$=CHR$(22)+CHR$(0)
760 rien$=CHR$(32)+CHR$(32)
770 REM ------------------------------
780 REM
790 REM        variables de base
800 REM
810 REM ------------------------------
820 GOSUB 3650
830 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK
 2,18:INK 3,6:WINDOW #1,3,38,2,20
840 DIM a(20,20):sc=0:ta=0:rec=0:vie=0:p
h$="NIVEAU ":sp=1:tt=0
850 ENT 1,15,-1,3:ENV 1,15,-1,3:ENT 2,5,
1,1,10,-1,1,10,1,1,10,-1,1,15,1,1:ENV 2,
5,3,1,1,0,18,6,-3,4:ENV 3,15,-1,10:ENT 3
,150,10,1
860 REM ------------------------------
870 REM
880 REM           dessin de base
890 REM
900 REM ------------------------------
910 PRINT tr$:PEN 1:LOCATE 2,1:PRINT STR
ING$(38,mur1$):PEN 3:LOCATE 2,1:PRINT ST
RING$(38,mur2$)
920 PEN 1:LOCATE 7,21:PRINT STRING$(32,m
ur1$):PEN 3:LOCATE 7,21:PRINT STRING$(32
,mur2$)
930 PEN 1:FOR h=1 TO 21:LOCATE 2,h:PRINT
 mur1$:LOCATE 39,h:PRINT mur1$:NEXT
940 PEN 3:FOR h=1 TO 21:LOCATE 2,h:PRINT
 mur2$:LOCATE 39,h:PRINT mur2$:NEXT:PRIN
T nr$
950 PLOT 174,24,2:DRAW 174,56:DRAW 626,5
6:DRAW 626,24:DRAW 174,24
960 LOCATE 12,23:PRINT nr$;"SCO:       RE
C:      TAB:"
970 GOSUB 1090:GOTO 1290
980 REM --------- monstre 1 -----------
990 PEN 2:LOCATE (mx*2)-1,my:PRINT tr$;m
on1$:PEN 3:LOCATE (mx*2)-1,my:PRINT mon2
$;nr$:RETURN
1000 REM --------- monstre 2 -----------
1010 PEN 1:LOCATE (nx*2)-1,ny:PRINT tr$;
mon1$:PEN 2:LOCATE (nx*2)-1,ny:PRINT mon
2$;nr$:RETURN
1020 REM ---------    temps    -----------
```

```
1030 PRINT tr$:PEN 3:LOCATE 3,25:PRINT "
TIME":FOR h=8 TO 38 STEP 2:PEN 2:LOCATE
h,25:PRINT tim1$:PEN 1:LOCATE h,25:PRINT
 tim2$:NEXT:RETURN
1040 REM ------------------------------
1050 REM
1060 REM       placement des Sprites
1070 REM
1080 REM ------------------------------
1090 ðFIX,4,16
1100 ðDEF,10,&E690,&9000:ðSPRITE,10
1110 ðDEF,11,&E690,&9082
1120 ðDEF,12,&E690+5,&9000:ðSPRITE,12
1130 ðDEF,13,&E690+5,&9082
1140 ðDEF,14,&E690+10,&9000:ðSPRITE,14
1150 ðDEF,15,&E690+10,&9082
1160 ðDEF,16,&E690+15,&9000:ðSPRITE,16
1170 ðDEF,17,&E690+15,&9082
1180 ðDEF,20,&E33E,&9041
1190 ðDEF,21,&E33E,&9082
1200 RETURN
1210 ðDEF,0,&C244,&9082:pla=&C244
1220 ðDEF,1,&C244,&9000
1230 ðDEF,2,&C244,&9041:ðSPRITE,1:RETURN
1240 REM ------------------------------
1250 REM
1260 REM          tableau +1
1270 REM
1280 REM ------------------------------
1290 tp=REMAIN(2)
1300 SOUND 3,638,50,15,1: SOUND 3,638,25
,15,1:SOUND 3,638,25,15,1:SOUND 3,568,25
,15,1:SOUND 3,638,50,15,1:SOUND 3,638,50
,15,1:SOUND 3,478,100,15,1
1310 FOR h=1 TO 22:LOCATE #1,36,19:PRINT
 #1,CHR$(32):NEXT
1320 fla=0:ta=ta+1:IF ta=1 THEN GOTO 135
0
1330 IF ta=9 THEN GOTO 3090
1340 GOSUB 1180
1350 ðSPRITE,20:ter=0
1360 FOR h=1 TO 2:ðSPRITE,21:FOR f=1 TO
2:ðDROITE,f+19:NEXT:ðSPRITE,20:FOR t=1 T
O 50:NEXT t:NEXT h
1370 PEN 2:FOR h=1 TO LEN(ph$):phr$=MID$
(ph$,h,1):LOCATE 15+h,12:PRINT phr$
1380 FOR g=1 TO 2:ðSPRITE,21:FOR f=1 TO
2:ðDROITE,f+19:NEXT:ðSPRITE,20:FOR t=1 T
O 50:NEXT t:NEXT g
1390 NEXT h
1400 FOR g=1 TO 2:ðSPRITE,21:FOR f=1 TO
2:ðDROITE,19+f:NEXT:ðSPRITE,20:FOR t=1 T
O 50:NEXT t:NEXT g:LOCATE 22,12:PRINT ta
1410 FOR t=1 TO 2000:NEXT t
1420 ON ta GOTO 1430,1440,1450,1460,1470
,1480,1490,1500
1430 RESTORE 3430:m=1:fla=0:ob1$=cai1$:o
b2$=cai2$:GOTO 1930
1440 RESTORE 3470:m=1:fla=0:ob1$=let1$:o
b2$=let2$:GOTO 1930
1450 RESTORE 3510:m=1:fla=1:ob1$=sac1$:o
b2$=sac2$:GOTO 1930
1460 RESTORE 3430:m=2:fla=0:ob1$=let1$:o
b2$=let2$:GOTO 1930
1470 RESTORE 3470:m=2:fla=0:ob1$=cai1$:o
b2$=cai2$:GOTO 1930
1480 RESTORE 3510:m=2:fla=1:ob1$=let1$:o
b2$=let2$:GOTO 1930
1490 RESTORE 3550:m=2:fla=1:ob1$=sac1$:o
b2$=sac2$:GOTO 1930
1500 RESTORE 3430:m=2:fla=0:ob1$=rien$:o
b2$=rien$:GOTO 1930
1510 REM ------------------------------
1520 REM
1530 REM       routine principale
1540 REM
1550 REM ------------------------------
1560 a$=INKEY$
1570 IF ter=1 THEN GOTO 2840
1580 IF fla=1 THEN GOTO 2720
1590 IF a$=kh$ THEN y=y-1:GOTO 1660
1600 IF a$=kb$ THEN y=y+1:GOTO 1670
1610 IF a$=kg$ THEN x=x-1:GOTO 1680
1620 IF a$=kd$ THEN x=x+1:GOTO 1690
1630 IF a$=kf$ THEN GOTO 2130
1640 GOSUB 2360
1650 GOTO 1560
1660 IF a(x,y-1)=0 THEN GOTO 1730 ELSE G
OSUB 1700:y=y+1:GOTO 1560
1670 IF a(x,y)=0 THEN GOTO 1770 ELSE GOS
UB 1700:y=y-1:GOTO 1560
1680 IF a(x,y)=0 AND a(x,y-1)=0 THEN GOT
O 1810 ELSE GOSUB 1700:x=x+1:GOTO 1560
1690 IF a(x,y)=0 AND a(x,y-1)=0 THEN GOT
O 1850 ELSE GOSUB 1700:x=x-1:GOTO 1560
1700 IF a(x,y)=3 OR a(x,y-1)=3 THEN ter=
1:RETURN
1710 RETURN
1720 REM --------- vers le haut --------
1730 ðDEF,0,pla,&9082:ðSPRITE,0
1740 pla=pla-80:ðDEF,1,pla,&9000:ðSPRITE
,1
1750 WHILE INKEY$<>"":WEND:GOTO 1560
1760 REM --------- vers le bas --------
1770 ðDEF,0,pla,&9082:ðSPRITE,0
1780 pla=pla+80:ðDEF,2,pla,&9041:ðSPRITE
,2
1790 WHILE INKEY$<>"":WEND:GOTO 1560
1800 REM ------- vers la gauche -------
1810 ðDEF,0,pla,&9082:ðSPRITE,0
1820 pla=pla-4:ðDEF,1,pla,&9000:ðSPRITE,
1
1830 WHILE INKEY$<>"":WEND:GOTO 1560
1840 REM ------- vers la droite -------
1850 ðDEF,0,pla,&9082:ðSPRITE,0
1860 pla=pla+4:ðDEF,2,pla,&9041:ðSPRITE,
2
1870 WHILE INKEY$<>"":WEND:GOTO 1560
1880 REM ------------------------------
1890 REM
1900 REM       dessin des tableaux
1910 REM
1920 REM ------------------------------
1930 CLS #1:ERASE a:DIM a(20,20):PEN 2:L
OCATE 37,20:PRINT pis$
1940 FOR h=1 TO 20:a(h,1)=1:a(h,20)=1:a(
1,h)=1:a(20,h)=1:NEXT
1950 PRINT tr$:READ mu,ob
1960 FOR h=1 TO mu:READ lg,ha
1970 PEN 1:LOCATE (lg*2)-1,ha:PRINT mu1$
:PEN 3:LOCATE (lg*2)-1,ha:PRINT mu2$:a(l
g,ha)=1:NEXT h
1980 FOR h=1 TO ob:READ lg,ha
1990 PEN 1:LOCATE (lg*2)-1,ha:PRINT ob1$
:PEN 3:LOCATE (lg*2)-1,ha:PRINT ob2$:a(l
g,ha)=2:NEXT h
```

```
2000 x=6:y=9:GOSUB 1210:GOSUB 1030:tt=0:
PEN 2:LOCATE 36,23:PRINT nr$;ta
2010 a$=INKEY$:IF a$="" THEN GOTO 2010
2020 IF a$=" " THEN trich=1:tot=0:GOTO 1
290
2030 IF m=1 THEN GOTO 2050
2040 nx=12:ny=18:GOSUB 1010
2050 mx=16:my=3:GOSUB 990
2060 EVERY 200,2 GOSUB 2650
2070 GOTO 1560
2080 REM ------------------------------
2090 REM
2100 REM        prise de l'objet
2110 REM
2120 REM ------------------------------
2130 DI:IF tn=1 AND y=19 THEN GOTO 2210
2140 IF a(x,y+1)=2 AND tn=0 THEN GOTO 21
50 ELSE EI:GOTO 1560
2150 SOUND 2,30,30,2,2:LOCATE (x*2)-1,y+
1:PRINT nr$;"  ":a(x,y+1)=0:tn=1:EI:GOTO
 1560
2160 REM ------------------------------
2170 REM
2180 REM        depose de l'objet
2190 REM
2200 REM ------------------------------
2210 tn=0:tot=tot+1:LOCATE (x*2)-1,y+1:P
EN 1:PRINT tr$;ob1$:LOCATE (x*2)-1,y+1:P
EN 3:PRINT ob2$;nr$
2220 PEN 2:FOR h=37 TO (x*2)+1 STEP -1
2230 SOUND 6,20,1:LOCATE h,20:PRINT pis$
:NEXT
2240 SOUND 1,200,45,15,1,1
2250 FOR h=(x*2)-1 TO 3 STEP -1
2260 PEN 1:LOCATE h,20:PRINT tr$;ob1$:LO
CATE h,20:PEN 3:PRINT ob2$;nr$:PEN 2:LOC
ATE h+2,20:PRINT pis$:SOUND 6,20,1:NEXT
2270 LOCATE 3,20:PRINT "  ":LOCATE 3,21:
PEN 1:PRINT tr$;ob1$:LOCATE 3,21:PEN 3:P
RINT ob2$;nr$
2280 PEN 2:FOR h=5 TO 28:SOUND 6,20,1:LO
CATE h,20:PRINT pit$:NEXT:LOCATE 3,21:PR
INT "  ":FOR h=29 TO 37:SOUND 6,20,1:LOC
ATE h,20:PRINT pit$:NEXT
2290 sc=sc+10:PEN 2:LOCATE 16,23:PRINT s
c:IF tot=10 THEN tot=0:EI:GOTO 1290
2300 EI:GOTO 1560
2310 REM ------------------------------
2320 REM
2330 REM      deplacement monstre 1
2340 REM
2350 REM ------------------------------
2360 DI:mpas=mpas+1:IF mpas=20 THEN mpas
=0:GOTO 2380
2370 EI:RETURN
2380 IF m=1 THEN GOTO 2390 ELSE cv=INT(R
ND*2)+1:ON cv GOTO 2390,2520
2390 LOCATE (mx*2)-1,my:PRINT nr$;"  ":a
(mx,my)=0
2400 IF x>mx THEN mx=mx+1:IF a(mx,my)<>0
 THEN mx=mx-1
2410 IF x<mx THEN mx=mx-1:IF a(mx,my)<>0
 THEN mx=mx+1
2420 IF y>my THEN my=my+1:IF a(mx,my)<>0
 THEN my=my-1
2430 IF y<my THEN my=my-1:IF a(mx,my)<>0
 THEN my=my+1
2440 GOSUB 990:a(mx,my)=3:IF mx=x AND my
=y THEN ter=1
2450 IF mx=x AND my=y-1 THEN ter=1
2460 EI:RETURN
2470 REM ------------------------------
2480 REM
2490 REM      deplacement monstre 2
2500 REM
2510 REM ------------------------------
2520 LOCATE (nx*2)-1,ny:PRINT nr$;"  ":a
(nx,ny)=0
2530 IF x>nx THEN nx=nx+1:IF a(nx,ny)<>0
 THEN nx=nx-1
2540 IF x<nx THEN nx=nx-1:IF a(nx,ny)<>0
 THEN nx=nx+1
2550 IF y>ny THEN ny=ny+1:IF a(nx,ny)<>0
 THEN ny=ny-1
2560 IF y<ny THEN ny=ny-1:IF a(nx,ny)<>0
 THEN ny=ny+1
2570 GOSUB 1010:a(nx,ny)=3:IF nx=x AND n
y=y THEN ter=1
2580 IF nx=x AND ny=y-1 THEN ter=1
2590 EI:RETURN
2600 REM ------------------------------
2610 REM
2620 REM          temps -1
2630 REM
2640 REM ------------------------------
2650 DI:tt=tt+1:LOCATE 40-tt,25:PRINT nr
$;" ":IF tt=33 THEN ter=1
2660 EI:RETURN
2670 REM ------------------------------
2680 REM
2690 REM             laser
2700 REM
2710 REM ------------------------------
2720 IF mx=12 AND f1=0 THEN GOTO 2730 EL
SE IF mx=10 AND f11=0 THEN GOTO 2760 ELS
E GOTO 1590
2730 SOUND 7,50,50,15,3,3:LOCATE 3,19:PE
N 0:PRINT nr$;STRING$(18,fla$):ðDEF,1,pl
a,&9000:ðSPRITE,1:LOCATE 23,19:PEN 3:PRI
NT tr$;STRING$(14,fla$):f1=1:f11=0
2740 FOR h=2 TO 10:a(h,19)=0:NEXT:FOR h=
12 TO 18:a(h,19)=3:NEXT
2750 IF a(x,y)=3 THEN GOTO 2840 ELSE GOT
O 1590
2760 SOUND 7,50,50,15,3,3:LOCATE 3,19:PE
N 3:PRINT tr$;STRING$(18,fla$):LOCATE 23
,19:PEN 0:PRINT nr$;STRING$(14,fla$):ðDE
F,2,pla,&9041:ðSPRITE,2:f1=0:f11=1
2770 FOR h=2 TO 10:a(h,19)=3:NEXT:FOR h=
12 TO 18:a(h,19)=0:NEXT
2780 IF a(x,y)=3 THEN GOTO 2840 ELSE GOT
O 1590
2790 REM ------------------------------
2800 REM
2810 REM          vie -1
2820 REM
2830 REM ------------------------------
2840 tp=REMAIN(2):FOR t=1 TO 500:NEXT:ðD
EF,0,pla,&9082:ðSPRITE,0
2850 SOUND 9,100,40,13,2,2
2860 BORDER 26:FOR t=1 TO 200:NEXT t:BOR
DER 0:vie=vie+1:IF vie=5 THEN GOTO 3000
2870 IF fla=0 THEN GOTO 2900
2880 LOCATE 3,19:PEN 0:PRINT nr$;STRING$
(18,fla$):LOCATE 23,19:PRINT STRING$(14,
fla$)
```

```
2890 FOR h=2 TO 10:a(h,19)=0:NEXT:FOR h=
12 TO 18:a(h,19)=0:NEXT
2900 ðSPRITE,0:ðSPRITE,19-(vie*2):
2910 IF m=1 THEN GOTO 2930
2920 LOCATE (nx*2)-1,ny:PRINT nr$;"  "
2930 LOCATE (mx*2)-1,my:PRINT nr$;"  "
2940 ter=0:a(mx,my)=0:a(nx,ny)=0:GOTO 20
00
2950 REM ------------------------------
2960 REM
2970 REM            perdu
2980 REM
2990 REM ------------------------------
3000 CLS #1:ERASE a:tp=REMAIN(2)
3010 RESTORE 3590:FOR h=1 TO 10:READ a,b
:SOUND 1,425+(a*25),25*b,15:SOUND 1,0,2:
NEXT
3020 PEN 2:LOCATE 13,11:PRINT"UNE AUTRE?
 (O/N)
3030 A$=INKEY$:IF a$="" THEN GOTO 3030
3040 a$=UPPER$(a$):IF a$="O" THEN GOTO 3
070
3050 IF a$="N" THEN END
3060 GOTO 3030
3070 IF rec<sc THEN rec=sc:PEN 2:LOCATE
26,23:PRINT nr$;"    ":LOCATE 26,23:PRIN
T rec:sc=0:LOCATE 16,23:PRINT "    "
3080 DIM a(20,20):sc=0:ta=0:tn=0:vie=0:s
p=1:tt=0:ter=0:tot=0:GOSUB 1090:GOTO 129
0
3090 REM ------------------------------
3100 REM
3110 REM          fin de jeu
3120 REM
3130 REM ------------------------------
3140 IF trich<>0 THEN GOTO 3300
3150 MODE 0
3160 INK 0,0: INK 1,24
3170 BORDER 0:PAPER 0:PEN 1:LOCATE 8,12:
PRINT "BRAVO"
3180 FOR t=1 TO 3000:NEXT t
3190 CLS
3200 MODE 1:INK 1,13
3210 LOCATE 3,9:PRINT"VOUS AVEZ TOUTE L'
ESTIME DE L'AUTEUR"
3220 LOCATE 5,17:PRINT"Neanmoins je sera
is etonne de vous"
3230 LOCATE 5,19:PRINT"voir renouveler c
et exploit"
3240 LOCATE 5,21:PRINT"Voulez vous essay
er  ( O ou N ) ?"
3250 a$=INKEY$:IF a$="" THEN 3250
3260 PRINT CHR$(7):a$=UPPER$(a$)
3270 IF a$="O" THEN ter=0:GOTO 830
3280 IF a$="N" THEN  END
3290 GOTO 3250
3300 MODE 0
3310 INK 0,0: INK 1,24
3320 BORDER 0:PAPER 0:PEN 1:LOCATE 5,12:
PRINT "TROP FACILE"
3330 FOR t=1 TO 3000:NEXT t
3340 CLS
3350 MODE 1:INK 1,13
3360 LOCATE 2,9:PRINT"VOUS N'AVEZ PAS FA
IT TOUS LES TABLEAUX"
3370 LOCATE 5,17:PRINT"Neanmoins je sera
is etonne que vous"
3380 LOCATE 5,19:PRINT"ne tentiez pas ce
t exploit"
3390 LOCATE 5,21:PRINT"Voulez vous essay
er  ( O ou N ) ?"
3400 GOTO 3250
3410 END
3420 REM ---- data tableaux 1,4,8 -----
3430 DATA 1,10
3440 DATA 19,19
3450 DATA 3,13,5,5,7,16,10,5,10,12,11,17
,13,15,16,6,18,14,19,6
3460 REM ---- data tableaux 2,5 -------
3470 DATA 16,10
3480 DATA 19,19,2,12,3,12,4,12,5,12,6,12
,11,12,16,12,17,12,18,12,19,12,11,2,11,4
,11,6,11,8,11,10
3490 DATA 3,9,4,17,9,5,10,15,12,5,13,12,
14,16,15,10,18,5,18,15
3500 REM ---- data tableaux 3,6 -------
3510 DATA 2,10
3520 DATA 11,19,19,19
3530 DATA 3,13,5,5,7,16,10,5,10,12,11,17
,13,15,16,6,18,14,19,6
3540 REM ---- data tableau 7 ----------
3550 DATA 17,10
3560 DATA 11,19,19,19,2,12,3,12,4,12,5,1
2,6,12,11,12,16,12,17,12,18,12,19,12,11,
2,11,4,11,6,11,8,11,10
3570 DATA 3,9,4,17,9,5,10,15,12,5,13,12,
14,16,15,10,18,5,18,15
3580 REM ------ data musique--------
3590 DATA 3,4,3,3,3,1,0,3,1,1,1,3,3,1,3,
3,4,1,3,4
3600 REM ::::::::::::::::::::::::::::::
3610 REM :                            :
3620 REM : RSX  FIX,DEF,SPRITE,HAUT :
3630 REM :      BAS,DROITE,GAUCHE     :
3640 REM :                            :
3650 REM ::::::::::::::::::::::::::::::
3660 MEMORY &7FFF:RESTORE 3680
3670 FOR h=&8000 TO &8000+399:READ a$:PO
KE h,VAL("&"+a$):NEXT:CALL &8000
3680  DATA 01,09,80,21,3F,80,C3,D1,BC,20
,80,C3,4C,80,C3,BB,80,C3,CB,80
3690  DATA C3,E8,80,C3,1C,81,C3,05,81,C3
,42,81,53,50,52,49,54,C5,46,49
3700  DATA D8,48,41,55,D4,42,41,D3,47,41
,55,43,48,C5,44,52,4F,49,54,C5
3710  DATA 44,45,C6,FC,A6,09,80,00,00,00
,00,00,00,00,00,00,00,FE,01,C0
3720  DATA DD,7E,00,26,00,6F,ED,6A,ED,6A
,11,7C,81,19,E5,DD,E1,DD,66,00
3730  DATA DD,6E,01,DD,56,02,DD,5E,03,06
,10,C5,06,04,E5,C5,1A,77,13,23
3740  DATA C1,10,F8,E1,D5,CD,85,80,D1,C1
,10,EB,C9,7C,C6,08,67,E6,38,C0
3750  DATA 7C,D6,40,67,7D,C6,50,6F,D0,24
,7C,E6,07,C0,7C,D6,08,67,C9,7C
3760  DATA D6,08,67,E6,38,FE,38,C0,7C,C6
,40,67,7D,D6,50,6F,D0,7C,25,E6
3770  DATA 07,C0,7C,C6,08,67,C9,FE,02,C0
,DD,7E,02,32,71,80,DD,7E,00,32
3780  DATA 6E,80,C9,FE,01,C0,DD,7E,00,CD
,33,81,DD,66,00,DD,6E,01,DD,E5
3790  DATA CD,9F,80,DD,E1,DD,74,00,DD,75
,01,C9,FE,01,C0,DD,7E,00,CD,33
3800  DATA 81,DD,66,00,DD,6E,01,DD,E5,CD
,85,80,DD,E1,DD,74,00,DD,75,01
3810  DATA C9,FE,01,C0,DD,7E,00,CD,33,81
```

```
,DD,66,00,DD,6E,01,23,DD,74,00
3820  DATA DD,75,01,C9,FE,01,C0,DD,7E,00
,CD,33,81,DD,66,00,DD,6E,01,2B
3830  DATA DD,74,00,DD,75,01,C9,26,00,6F
,ED,6A,ED,6A,11,7C,81,19,E5,DD
3840  DATA E1,C9,00,FE,03,C0,DD,66,03,DD
,6E,02,DD,56,01,DD,5E,00,DD,7E
3850  DATA 04,E5,D5,26,00,6F,ED,6A,ED,6A
,11,7C,81,19,E5,DD,E1,D1,E1,DD
3860  DATA 74,00,DD,75,01,DD,72,02,DD,73
,03,C9,00,00,00,00,00,00,00,00
3870  DATA C5,00,50,00,F8,B2,40,00,FA,B0
,50,00,00,00,00,00,00,00,00,00
3880 REM ::::::::::::::::::::::::::::::
3890 REM :                            :
3900 REM :        data du robot       :
3910 REM :                            :
3920 REM ::::::::::::::::::::::::::::::
3930 RESTORE 3940:FOR h=&9000 TO &907C:R
EAD A$:POKE H,VAL("&"+A$):NEXT
3940 DATA 00,00,00,00,01,38,C1,08,01,78,
E1,08,00,F0,F0,00,10,90,90,80,30,F0,F0,C
0,70,F0,F0,E0,60,A0,A0,A0,50,50,50,60,70
,F0,F0,E0,00,00,00,00,70,F0,F0,E0,E7,6F,
6F,7E,E7,6F,6F,7E,70,F0,F0,E0,00,00,00,0
0,00,00,00,00,00,11,B8,D1,88,11,F8,F1,88
3950 DATA 00,F0,F0,00,10,90,90,80,30,F0,
F0,C0,70,F0,F0,E0,50,50,50,60,60,A0,A0,A
0,70,F0,F0,E0,00,00,00,00,70,F0,F0,E0,97
,9F,9F,9E,97,9F,9F,9E,70,F0,F0,E0
3960 RETURN
```

AMSTRAD CPC

ROUGE ET NOIR

Jeu de réflexion, ce programme est basé sur des carrés de couleur que l'on déplace. Bien entendu, les mouvements ne sont pas le fruit du hasard. Pour en savoir plus...

```
10 '*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*
20 '*                                 *
30 '*     LE ROUGE ET LE NOIR         *
40 '*    ( ==> Ecran couleur )        *
50 '*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*
60 INK 0,25:INK 1,1:INK 2,0:INK 3,6
70 PAPER 0:PEN 1
80 MODE 1
90 RESTORE 220
100 '-------------------------------
110 '----CHOIX DE LA COMBINAISON----
120 '-------------------------------
130 CLS:LOCATE 1,3:PRINT "ENTREZ UN NOMB
RE DE 1 A 7 :"
140 LOCATE 29,3
150 NB1$=INKEY$:IF NB1$="" THEN 150
160 IF NB1$<"2" OR NB1$>"7" THEN 190
170 PRINT NB1$
180 FOR Z=2 TO VAL(NB1$):FOR Y=1 TO 9:RE
AD A:NEXT Y:NEXT Z
190 FOR I=1 TO 9
200 READ A:P(I)=A:S(I)=ABS(A-1)
210 NEXT I
220 DATA 1,1,1,1,0,1,1,1,1
230 DATA 0,0,0,0,1,0,0,0,0
240 DATA 0,1,0,0,0,1,1,1,0
250 DATA 0,1,0,0,1,0,1,0,1
260 DATA 0,1,1,0,1,0,0,1,1
270 DATA 0,1,0,0,1,1,0,1,0
280 DATA 0,1,1,1,0,0,0,1,1
290 DATA 0,0,1,0,1,1,0,0,1
300 CLS:GOSUB 1260
310 GOSUB 1280
320 XX=30:INV=1:GOSUB 1380
330 '------------------------
340 '----NOMBRE DE COUPS----
350  ------------------------
360 LOCATE 31,15:PRINT "Nombre"
370 LOCATE 30,16:PRINT "de coups"
380 LOCATE 34,17:PRINT "0"
390 XX=5:INV=0:GOSUB 1380
400 '-------------------------
410 '----PAVES IDENTIQUES ?----
420 '-------------------------
430 FOR X=1 TO 9
440 IF S(X)<>P(X) THEN 510 ELSE 450
450 NEXT X
460 LOCATE 5,5:PRINT "BRAVO C'EST TRES B
IEN"
470 A=0:GOTO 650
480 '-------------------------------------
--
490 '----RESTE-T'IL DES CASES NOIRES ?--
--
500 '-------------------------------------
--
510 FOR X=1 TO 9
520 IF P(X)<>1 THEN 570
530 NEXT X
540 LOCATE 5,5:PRINT "MAL JOUE VOUS VOUS
 ETES BLOQUE"
550 A=0:GOTO 650
560 '------------------------
570 '----CASE A MODIFIER----
580 '------------------------
590 LOCATE 5,1:PRINT "Entrez le numero d
e la case"
600 LOCATE 10,2:PRINT "ou 0 pour arreter
"
610 A$=INKEY$:IF A$="" THEN 610
620 IF A$<"0" OR A$>"9" THEN 610
630 A=VAL(A$)
```

```
640 '------------------
650 '----FIN DU JEU----
660 '------------------
670 IF A=0 THEN 680 ELSE 710
680 FOR I=1 TO 2000:NEXT I
690 INK 0,1:INK 1,24:CLS:END
700 '------------------
710 '---- CONTROLE----
720 '-----------------
730 IF P(A)<> 1 THEN 780
740 PRINT CHR$(7);
750 LOCATE 1,4:PRINT "Coup interdit,la c
ase doit etre noire"
760 FOR I=1 TO 500:NEXT I
770 LOCATE 1,4:PRINT STRING$(37,". "):GOT
O 590
780 COUP=COUP+1:LOCATE 33,17:PRINT COUP
790 ON A GOSUB 840,890,930,980,1020,1080
,1120,1170,1210
800 GOTO 390
810 '-----------------------------
820 '----MODIFICATION DES CASES----
830 '-----------------------------
840 P(1)=1
850 P(2)=ABS(P(2)-1)
860 P(4)=ABS(P(4)-1)
870 P(5)=ABS(P(5)-1)
880 RETURN
890 P(2)=1
900 P(1)=ABS(P(1)-1)
910 P(3)=ABS(P(3)-1)
920 RETURN
930 P(3)=1
940 P(2)=ABS(P(2)-1)
950 P(5)=ABS(P(5)-1)
960 P(6)=ABS(P(6)-1)
970 RETURN
980 P(4)=1
990 P(1)=ABS(P(1)-1)
1000 P(7)=ABS(P(7)-1)
1010 RETURN
1020 P(5)=1
1030 P(2)=ABS(P(2)-1)
1040 P(4)=ABS(P(4)-1)
1050 P(6)=ABS(P(6)-1)
1060 P(8)=ABS(P(8)-1)
1070 RETURN
1080 P(6)=1
1090 P(3)=ABS(P(3)-1)
1100 P(9)=ABS(P(9)-1)
1110 RETURN
1120 P(7)=1
1130 P(4)=ABS(P(4)-1)
1140 P(5)=ABS(P(5)-1)
1150 P(8)=ABS(P(8)-1)
1160 RETURN
1170 P(8)=1
1180 P(7)=ABS(P(7)-1)
1190 P(9)=ABS(P(9)-1)
1200 RETURN
1210 P(9)=1
1220 P(5)=ABS(P(5)-1)
1230 P(6)=ABS(P(6)-1)
1240 P(8)=ABS(P(8)-1)
1250 RETURN
1260 GOSUB 1280:XX=5:INV=0:GOSUB 1380:XX
=30:INV=1:GOSUB 1380:GOTO 1510
1270 '-----------------------
1280 '----PAVE NUMERIQUE----
1290 '-----------------------
1300 FOR I=1 TO 3
1310 LOCATE 15,(I+1)*2+4
1320 FOR J=1 TO 3
1330 PRINT (I-1)*3+J;
1340 NEXT J
1350 NEXT I
1360 RETURN
1370 '-------------------------
1380 '----PAVE DE COULEURS----
1390 '-------------------------
1400 FOR I=1 TO 3
1410 LOCATE XX,(I+1)*2+4
1420 FOR J=1 TO 3
1430 IF INV=0 THEN IF P(J+(I-1)*3)=0 THE
N PEN 2 ELSE PEN 3
1440 IF INV=1 THEN IF P(J+(I-1)*3)=0 THE
N PEN 3 ELSE PEN 2
1450 PRINT CHR$(143);" ";
1460 NEXT J
1470 NEXT I
1480 PEN 1
1490 RETURN
1500 '---------------------
1510 '----REGLE DU JEU-----
1520 '---------------------
1530 LOCATE 1,1:PRINT "Vous devez,en inv
ersant les couleurs"
1540 PRINT "de la representation de gauc
he obtenir  celle a droite de l'ecran"
1550 PRINT "en respectant les regles sui
vantes : "
1560 LOCATE 1,17:PRINT "Appuyez sur une
touche pour explications"
1570 A$=INKEY$:IF A$="" THEN 1570
1580 CLS:PRINT "La case a inverser devra
 toujours etre"
1590 PRINT "noire, mais ATTENTION selon
sa position,";
1600 PRINT "l'inversion de couleur influ
era sur les cases adjacentes : "
1610 PRINT:PRINT "Si vous modifiez la co
uleur d'une case :"
1620 PRINT:PRINT "Centrale 5, la couleur
 des cases 2-4-6-8 sera aussi inversee."
1630 PRINT:PRINT "D'angle 1,3,7,9 , la c
ouleur des cases"
1640 PRINT "contigues sera aussi inverse
e."
1650 PRINT:PRINT "ex : pour inversion ca
se 1, les cases 2,  4,5 sont aussi inver
sees."
1660 PRINT:PRINT "De milieu 2,4,6,8 , la
 couleur des casesde la meme ligne ou co
lonne est inversee"
1670 PRINT "ex : pour inversion de case
2, les cases  1,3 sont aussi inversees."
1680 PRINT:PRINT:PRINT "Appuyez sur une
touche pour commencer."
1690 A$=INKEY$:IF A$="" THEN 1690
1700 CLS:RETURN
```

ATARI ST

CASSE-BRIQUES

Fonctionnant uniquement en mode moyenne résolution (640 par 200) ce casse-briques possède un éditeur de tableaux qui permet la création de décors déments ! A vous de jouer.

Remarques :
Ce programme est en assembleur et le présent listing a été écrit avec le Macro-Assembleur Metacomco. Nous vous conseillons donc fortement d'utiliser ce dernier pour saisir le présent listing.

```
*********************************
*********************************
* ------ CASSE BRIQUE ------     *
* JUILLET 1987                   *
*********************************
* recherche l'emplacement de l'ecran *
 move.w #2,-(sp)
 trap #14
 addq.l #2,sp
 move.l d0,video
 move.w #10,d0
 jsr affiche
 move.w #10,d0
 jsr affiche
 move.w #9,d0
 jsr affiche
 move.w #9,d0
 jsr affiche
 move.w #9,d0
 jsr affiche
* annule le curseur *
 move.w #0,-(sp)
 move.w #21,-(sp)
 trap #14
 addq.l #6,sp
* annule la souris *
 move.w #0,-(sp)
 move.w #0,-(sp)
 trap #14
* initialise les couleurs *
 addq.l #4,sp
 move.l #palette,-(sp)
 move.w #6,-(sp)
 trap #14
 addq.l #6,sp

* initialisation du mode edition *
recommence:
 move.w #9,-(sp)
 move.w #1,-(sp)
 move.w #35,-(sp)
 trap #14
 addq.l #6,sp
 move.l video,a0
 add.l #$22600,a0
 move.l #pfecran,a1
 move.l #fecran,a2
 move.l #bfecran,a3
 move.l a0,(a1)
 move.l a0,(a2)
 move.l a0,(a3)
 move.l video,a0
 move.w #7999,d0
* efface l'ecran *
pefface:
 clr.l (a0)+
 dbf d0,pefface
 move.w #19,d0
 move.w #0,d2
* place le bord de gauche *
bc1:
 move.w #1,d1
 move.w #1,d3
 move.w #9,d4
 move.w #0,d5
 move.l #tour,a6
 jsr gestion
 addi.w #10,d2
 dbf d0,bc1
 move.w #19,d0
 move.w #0,d2
* place le bord de droite *
bc2:
 move.w #37,d1
 move.w #1,d3
 move.w #9,d4
 move.w #0,d5
 move.l #tour,a6
 jsr gestion
 addi.w #10,d2
 dbf d0,bc2
* place le mur du haut *
bord2:
 move.w #2,d1
 move.w #0,d2
 move.w #1,d3
 move.w #6,d4
 move.w #17,d5
 move.l #abord,a6
 jsr gestion
 move.w #3,d1
 move.w #18,d2
 jsr locate3
 jsr lutin3
 move.l #action,a2
 move.w #3,(a2)
macon:
 jsr clavier
 cmp.b #$4b,d0
 beq cgauche
 cmp.b #$4d,d0
```

```
 beq cdroite
 cmp.b #$48,d0
 beq chaut
 cmp.b #$50,d0
 beq cbas
 cmp.b #$39,d0
 beq tir
 cmp.b #$1c,d0
 beq terminer
 jmp macon
* deplacement du carre *
cgauche:
 subq.w #2,d1
 cmp.w #1,d1
 beq change1
 jsr locate3
 jsr lutin3
 jmp macon
cdroite:
 addq.w #2,d1
 cmp.w #37,d1
 beq change2
 jsr locate3
 jsr lutin3
 jmp macon
chaut:
 subq.w #6,d2
 cmp.w #12,d2
 beq change3
 jsr locate3
 jsr lutin3
 jmp macon
cbas:
 addq.w #6,d2
 cmp.w #108,d2
 beq change4
 jsr locate3
 jsr lutin3
 jmp macon
change1:
 addq.w #2,d1
 jsr locate3
 jsr lutin3
 jmp macon
change2:
 subq.w #2,d1
 jsr locate3
 jsr lutin3
 jmp macon
change3:
 addq.w #6,d2
 jsr locate3
 jsr lutin3
 jmp macon
change4:
 subq.w #6,d2
 jsr locate3
 jsr lutin3
 jmp macon
* place une brique dans le carre *
tir:
 move.w #1,d3
 move.w #5,d4
 move.w #0,d5
 move.l #brique,a6
 move.l #blocx,a4
 move.l #blocy,a5
 move.l #action,a2
 move.w (a2),d6
 addq.w #1,d6
 mulu.w #2,d6
 add.l d6,a4
 add.l d6,a5
 divu.w #2,d6
 move.w d6,(a2)
 move.w d1,(a4)
 move.w d2,(a5)
 jsr gestion
 move.w #1,d7
 jmp macon
* mode edition terminer *
terminer:
 move.l #action,a2
 move.w (a2),d6
 cmp.w #5,d6
 ble macon
 jmp pgo
* affiche les briques en memoire *
briquep:
 move.l #action,a2
 move.w (a2),d6
 move.l #blocx,a4
 move.l #blocy,a5
 add.l #8,a4
 add.l #8,a5
 sub.w #4,d6
forre1:
 move.w (a4)+,d1
 move.w (a5)+,d2
 move.w #1,d3
 move.w #5,d4
 move.w #0,d5
 move.l #brique,a6
 jsr gestion
 dbf d6,forre1
* affiche la barriere *
pgo:
 move.w #3,d1
 move.w #183,d2
 move.w #1,d3
 move.w #5,d4
 move.w #16,d5
 move.l #elec,a6
 jsr gestion
 jmp go
* gestion des decors pour les briques e
 le pourtour *
gestion:
 move.l #bsauve,a1
 movem.w d0-d7,(a1)
 move.l #corde,a1
 movem.l a4-a5,(a1)
 move.l #dx,a1
 move.l #dl,a3
 move.l #dh,a4
 move.w d3,(a3) ; sauve largeur
 move.w d4,(a4) ; sauve hauteur
 mulu.w #4,d1
 mulu.w #160,d2
 move.l video,a0
 add.l d1,a0
 add.l d2,a0
 move.w d1,(a1)
 jmp decor
gecran:
 move.l video,a0
```

```
 add.l d2,a0
 add.l d1,a0
 move.w d1,(a1)
decor:
 move.w (a6)+,(a0)+
 move.w (a6)+,(a0)+
 dbf d3,decor
 move.w (a3),d3
 addq.w #1,d3
 mulu.w #4,d3
 sub.l d3,a0
 add.l #160,a0
 move.w (a3),d3
 dbf d4,decor
 move.w (a4),d4
dec1:
 subq.l #4,a6
 dbf d3,dec1
 move.w (a3),d3
 dbf d4,dec1
 move.w (a4),d4
 move.w (a1),d1
 addq.w #1,d3
 mulu.w #4,d3
 add.l d3,d1
 move.w (a3),d3
 dbf d5,gecran
 move.l #bsauve,a1
 movem.w (a1),d0-d7
 move.l #corde,a1
 movem.l (a1),a4-a5
 rts
* gestion du placement du curseur pour l
e carre *
locate3:
 move.l #bsauve,a6
 movem.w d1-d2,(a6)
 move.l video,a0
 mulu.w #160,d2
 mulu.w #4,d1
 add.l d1,a0
 add.l d2,a0
 move.l #ecran,a3
 move.l a0,(a3)
 movem.w (a6),d1-d2
 rts
* gestion de lutins  carre   *
lutin3:
 move.l #bsauve,a6
 movem.w d0-d6,(a6)
 move.l #corde,a6
 movem.l a4-a5,(a6)
 move.l #bfecran,a1 ; ancienne valeur de
 l'ecran
 cmp.w #1,d7
 beq blutin102
 move.l (a1),a0
 move.l #carre,a5 ; lutin carre
 move.w #1,d3 ; largeur changer
 move.w #5,d4 ; hauteur changer
 move.l #bflutin,a6
blutin101:
 move.w (a6)+,(a0)+
 move.w (a6)+,(a0)+
 dbf d3,blutin101
 move.w #1,d3
 sub.l #8,a0
 add.l #160,a0
 dbf d4,blutin101
blutin102:
 move.w #1,d3
 move.w #5,d4
 move.l (a3),a0 ; ecran
 move.l a0,(a1)
 move.l #bflutin,a6
blutin112:
 move.w (a0)+,(a6)+
 move.w (a0)+,(a6)+
 dbf d3,blutin112
 move.w #1,d3 ; changer
 sub.l #8,a0 ; changer
 add.l #160,a0
 dbf d4,blutin112
 move.w #5,d4 ; changer
blutin113:
 move.l #carre,a5
 move.l (a3),a0
blutin103:
 move.w (a5)+,d6
 move.w (a5)+,d7
 move.w d6,d0
 or.w d7,d0
 not.w d0
 move.w (a0),d1
 and.w d0,d1
 or.w d1,d6
 move.w d6,(a0)+
 move.w (a0),d1
 and.w d0,d1
 or.w d1,d7
 move.w d7,(a0)+
 dbf d3,blutin103
 move.w #1,d3
 sub.l #8,a0
 add.l #160,a0
 dbf d4,blutin103
 move.l #bsauve,a6
 movem.w (a6),d0-d6
 move.l #corde,a6
 movem.l (a6),a4-a5
 move.w #0,d7
 rts
* initialisation du jeu *
go:
 move.w #2,-(sp)
 move.w #1,-(sp)
 move.w #35,-(sp)
 trap #14
 addq.l #6,sp
 move.l #uscore,a1
 move.w #0,(a1)
 move.l #dscore,a1
 move.w #0,(a1)
 move.l #cscore,a1
 move.w #0,(a1)
 move.w #3000,d0
 move.w #19,d1
 move.w #159,d2
 move.w #1,d5
 move.w #2,d6
 move.w #0,d7
 move.w #19,d3
 move.w #168,d4
 jsr locate2
 jsr lutin2
debut1:
```

```
 jsr clavier
 cmp.b #$4b,d0
 beq rgauche
 cmp.b #$4d,d0
 beq rdroite
 jsr locate2
 jsr rlutin2
debut2:
 cmp.w #1,d5
 beq bgauche
 cmp.w #2,d5
 beq bdroit
debut3:
 cmp.w #1,d6
 beq bhaut
 cmp.w #2,d6
 beq bbas
* pause pour diminuer la rapidite de la
balle *
pause:
 move.w #6000,d0 ; 6000 = la vitesse de
la balle
pause2:
 nop
 nop
 nop
 nop
 nop
 dbf d0,pause2
 jmp debut1
* deplacement de la raquette *
rgauche:
 subq.w #1,d3
 cmp.w #2,d3
 beq rectifi1
 jsr locate2
 jsr lutin2
 jmp debut2
rlutin2:
 move.l #psauve,a6
 movem.w d0-d7,(a6)
 jsr lutin13
 rts
rdroite:
 addq.w #1,d3
 cmp.w #34,d3
 beq rectifi2
 jsr locate2
 jsr lutin2
 jmp debut2
rectifi1:
 addq.w #1,d3
 jsr locate2
 jsr lutin2
 jmp debut2
rectifi2:
 subq.w #1,d3
 jsr locate2
 jsr lutin2
 jmp debut2
* deplacement de la balle *
bgauche:
 move.l #buff,a5
 move.w (a5),d0
 cmp.w #1,d0
 beq debut3
 sub.w #1,d1
 jsr test
 cmp.w #3,d7
 beq cor5
 cmp.w #1,d7
 beq cor1
 cmp.w #2,d7
 beq cor2
 jsr locate
 jsr lutin
 jmp debut3
cor1:
 add.w #1,d1
 jsr locate
 jsr lutin
 move.w #2,d5
 jmp debut3
cor2:
 jsr efface
 add.w #1,d1
 jsr locate
 jsr lutin
 move.w #2,d5
 jmp debut3
bdroit:
 move.l #buff,a5
 move.w (a5),d0
 cmp.w #1,d0
 beq debut3
 add.w #1,d1
 jsr test
 cmp.w #3,d7
 beq cor5
 cmp.w #1,d7
 beq cor3
 cmp.w #2,d7
 beq cor4
 jsr locate
 jsr lutin
 jmp debut3
cor3:
 sub.w #1,d1
 jsr locate
 jsr lutin
 move.w #1,d5
 jmp debut3
cor4:
 jsr efface
 sub.w #1,d1
 jsr locate
 jsr lutin
 move.w #1,d5
 jmp debut3
bhaut:
 add.w #3,d2
 jsr test
 cmp.w #5,d7
 beq fin
 cmp.w #1,d7
 beq cor5
 cmp.w #2,d7
 beq cor6
 cmp.w #3,d7
 beq cor5
 jsr locate
 jsr lutin
 jmp pause
cor5:
 sub.w #9,d2
 jsr locate
```

```
 jsr lutin
 move.w #2,d6
 jmp pause
cor6:
 jsr efface
 sub.w #3,d2
 jsr locate
 jsr lutin
 move.w #2,d6
 jmp pause
bbas:
 sub.w #3,d2
 jsr test
 cmp.w #5,d7
 beq fin
 cmp.w #1,d7
 beq cor7
 cmp.w #2,d7
 beq cor8
 cmp.w #3,d7
 beq cor5
 jsr locate
 jsr lutin
 jmp pause
cor7:
 add.w #6,d2
 jsr locate
 jsr lutin
 move.w #1,d6
 jmp pause
cor8:
 jsr efface
 add.w #3,d2
 jsr locate
 jsr lutin
 move.w #1,d6
 jmp pause
* efface la moitie d'une brique *
efface:
 jsr locate
 clr.l (a0)
 add.l #160,a0
 clr.l (a0)
 add.l #160,a0
 clr.l (a0)
 add.l #160,a0
 clr.l (a0)
 add.l #160,a0
 clr.l (a0)
 add.l #160,a0
 clr.l (a0)
* sauvegarde et incrementation du score
*
 move.l #uscore,a2
 move.l #dscore,a3
 move.l #cscore,a4
 move.w (a2),d0
 addq.w #1,d0
 move.w d0,(a2)
 cmp.w #10,d0
 beq att10
 rts
att10:
 move.w #0,(a2)
 move.w (a3),d0
 addq.w #1,d0
 move.w d0,(a3)
 cmp.w #10,d0
 beq att100
 rts
att100:
 move.w #0,(a3)
 move.w (a4),d0
 addq.w #1,d0
 move.w d0,(a4)
 rts
* teste la balle : contre le pourtour,la
 raquette et les briques *
test:
* teste le pourtour *
 cmp.w #198,d2
 beq arret
 cmp.w #2,d1
 beq ok11
 cmp.w #12,d2
 beq ok11
 cmp.w #9,d2
 beq ok11
 cmp.w #6,d2
 beq ok11
 cmp.w #37,d1
 beq ok11
 jmp test2
ok11: move.w #1,d7
 move.l #buff,a5
 move.w #0,(a5)
 rts
arret: move.w #5,d7
 rts
ok1:
 move.l #buff,a5
 move.w #0,(a5)
 move.w #3,d7
 move.w #1,d6
 rts
ok112:
 move.w #3,d7
 move.w #1,d6
 move.l #buff,a5
 move.w #1,(a5)
 rts
test2:
* teste la collision avec la raquette *
 cmp.w d3,d1
 beq ok2
 jmp t3
ok2:
 cmp.w #168,d2
 beq ok1
 cmp.w #171,d2
 beq ok1
 cmp.w #174,d2
 beq ok1
 cmp.w #177,d2
 beq ok1
t3:
 move.w d3,d0
 add.w #1,d0
 cmp.w d1,d0
 beq okt3
 jmp t4
okt3:
 cmp.w #168,d2
 beq ok112
 cmp.w #171,d2
 beq ok112
```

```
 cmp.w #174,d2
 beq ok112
 cmp.w #177,d2
 beq ok112
t4:
 move.w d3,d0
 add.w #2,d0
 cmp.w d1,d0
 beq okt4
 jmp t5
okt4:
 cmp.w #168,d2
 beq ok112
 cmp.w #171,d2
 beq ok112
 cmp.w #174,d2
 beq ok112
 cmp.w #177,d2
 beq ok112
t5:
 move.w d3,d0
 add.w #3,d0
 cmp.w d1,d0
 beq okt5
 jmp test3
okt5:
 cmp.w #165,d2
 beq ok1
 cmp.w #168,d2
 beq ok1
 cmp.w #171,d2
 beq ok1
 cmp.w #174,d2
 beq ok1
 cmp.w #177,d2
 beq ok1
test3:
* teste collision avec les briques *
 jsr locate
 move.l #psauve,a6
 movem.w d3-d4,(a6)
 move.w (a0)+,d3
 move.w (a0)+,d4
 cmp.w #0,d3
 beq ok3
 movem.w (a6),d3-d4
 move.l #buff,a5
 move.w #0,(a5)
 move.w #2,d7
 rts
ok3:
 cmp.w #0,d4
 beq ok4
 movem.w (a6),d3-d4
 move.w #2,d7
 rts
ok4: move.w #0,d7
 movem.w (a6),d3-d4
 rts
* fin de la partie *
fin:
 jsr clavier
 cmp.w #$3b,d0
 beq recommence
 cmp.w #$3c,d0
 beq briquep
 move.w #32000,d0
 move.l video,a0
bouc2:
 not.b (a0)+
 dbf d0,bouc2
 jsr affiche2
 move.l #uscore,a1
 move.l #dscore,a2
 move.l #cscore,a3
 move.w (a1),d1
 move.w (a2),d2
 move.w (a3),d0
 addi.w #48,d0
 jsr affiche
 move.w d2,d0
 addi.w #48,d0
 jsr affiche
 move.w d1,d0
 addi.w #48,d0
 jsr affiche
 move.w #9,d7
bouc6:
 move.w #8,d0
 jsr affiche
 dbf d7,bouc6
 move.w #32000,d0
 move.l video,a0
bouc5:
 not.b (a0)+
 dbf d0,bouc5
 move.w #9,d1
revi1:
 move.w #32,d0
 jsr affiche
 dbf d1,revi1
 move.w #9,d7
bouc7:
 move.w #8,d0
 jsr affiche
 dbf d7,bouc7
 jmp fin
* affiche un caractere a l'ecran *
affiche:
 move.w d0,-(sp)
 move.w #02,-(sp)
 trap #1
 addq.l #4,sp
 rts
* affiche une chaine de caractere a l'ec
ran *

affiche2:
 move.l #chaine,-(sp)
 move.w #09,-(sp)
 trap #1
 addq.l #6,sp
 rts
* fonction locate placement du curseur d
e la balle   *
locate:
 move.l #sauve,a6
 movem.w d1-d2,(a6)
 move.l video,a0
 mulu.w #160,d2
 mulu.w #4,d1
 add.l d1,a0
 add.l d2,a0
 move.l #ecran,a3
 move.l a0,(a3) ; sauve la memoire ecra
 movem.w (a6),d1-d2
```

```
 rts
* gestion du lutins balle      *
lutin:
 move.l #sauve,a6
 movem.w d0-d7,(a6)
 move.l #pfecran,a1 ; ancienne valeur de
 l'ecran
 move.l (a1),a0
 move.l #ballon,a5 ; lutin navette
 move.w #0,d3 ; largeur changer
 move.w #2,d4 ; hauteur changer
lutin101:
 clr.w (a0)+
 clr.w (a0)+
 dbf d3,lutin101
 move.w #0,d3  ; changer
 sub.l #4,a0 ;changer
 add.l #160,a0
 dbf d4,lutin101
lutin102:
 move.w #0,d3
 move.w #2,d4 ; changer
 move.l (a3),a0 ; ecran
 move.l a0,(a1)
lutin113:
 move.l #ballon,a5 ;changer
 move.l (a3),a0
lutin103:
 move.w (a5)+,(a0)+
 move.w (a5)+,(a0)+
 dbf d3,lutin103
 move.w #0,d3 ; changer
 sub.l #4,a0 ;changer
 add.l #160,a0
 dbf d4,lutin103
 move.l #sauve,a6
 movem.w (a6),d0-d7
 rts
* gestion du clavier *
clavier:
 move.l #psauve,a6
 movem.w d1-d7,(a6)
 move.w #255,-(sp)
 move.w #06,-(sp)
 trap #1
 addq.l #4,sp
 swap d0
 movem.w (a6),d1-d7
 rts
* fonction du placement du curseur pour
la raquette   *
locate2:
 move.l #psauve,a6
 movem.w d3-d4,(a6)
 move.l video,a0
 mulu.w #160,d4
 mulu.w #4,d3
 add.l d3,a0
 add.l d4,a0
 move.l #ecran,a3
 move.l a0,(a3) ; sauve la memoire ecran
 movem.w (a6),d3-d4
 rts
* gestion du lutins  raquette    *
lutin2:
 move.l #psauve,a6
 movem.w d0-d7,(a6)
 move.l #fecran,a1
 move.l (a1),a0
 move.w #3,d3
 move.w #4,d4
lutin01:
 clr.w (a0)+
 clr.w (a0)+
 dbf d3,lutin01
 move.w #3,d3
 sub.l #16,a0
 add.l #160,a0
 dbf d4,lutin01
 move.l (a3),(a1)
lutin13:
 move.w #3,d3
 move.w #4,d4 ; changer
 move.l #raquette,a5 ;changer
 move.l (a3),a0
lutin03:
 move.w (a5)+,d6
 move.w (a5)+,d7
 move.w d6,d0
 or.w d7,d0
 not.w d0
 move.w (a0),d1
 and.w d0,d1
 or.w d1,d6
 move.w d6,(a0)+
 move.w (a0),d1
 and.w d0,d1
 or.w d1,d7
 move.w d7,(a0)+
 dbf d3,lutin03
 move.w #3,d3 ; changer
 sub.l #16,a0 ;changer
 add.l #160,a0
 dbf d4,lutin03
 move.l #psauve,a6
 movem.w (a6),d0-d7
 rts
ecran: ds.l 2
fecran: ds.l 2
flutin: ds.w 100
chaine: dc.b 'SCORE:'
* definition de la raquette *
raquette:
 dc.w $1FFF,0,$FFFF,$FFFF,$FFFF,$FFFF,$F
FF8,0
 dc.w $6007,$1FF8,0,$FFFF,0,$FFFF,$E006,
$1FF8
 dc.w $C003,$3FFC,$FFFF,$FFFF,$FFFF,$FFF
F,$C003,$3FFF
 dc.w $6007,$1FF8,0,$FFFF,0,$FFFF,$E006,
$1FF8
 dc.w $1FFF,0,$FFFF,$FFFF,$FFFF,$FFFF,$F
FF8,0
sauve: ds.w 5
psauve: ds.w 5
bsauve: ds.w 5
palette: dc.w 0,$443,$055,$713
blocx: ds.w 500
blocy: ds.w 500
video: dc.l 0
uscore: ds.w 2
dscore: ds.w 2
cscore: ds.w 2
buff: ds.w 2
* definition de la brique *
brique:
```

```
 dc.w $FFF3,$FFF3,$FFF8,$FFF8
 dc.w $FFF3,$FFF3,$FFF8,$FFF8
 dc.w $8000,$8000,$0008,$0008
 dc.w $FFFF,$FFFF,$CFF8,$CFF8
 dc.w $FFFF,$FFFF,$CFF8,$CFF8
 dc.w 0,0,0,0
* definition des bords *
elec:
 dc.w 0,$7FDf,0,$F7FD
 dc.w 0,$BFAF,0,$EBFA
 dc.w 0,$DF77,0,$DDF7
 dc.w 0,$EEFB,0,$BEEF
 dc.w 0,$F5FD,0,$7F5F
 dc.w 0,$FBFE,0,$FFBF
abord:
 dc.w $FFFF,0,$FFFF,0
 dc.w $7E00,0,$FE00,0
 dc.w $7EFE,0,$FEFF,0
 dc.w $7EFE,0,$FEFF,0
 dc.w $7EFE,0,$FEFF,0
 dc.w $00FE,0,$00FF,0
 dc.w $FFFF,0,$FFFF,0
tour:
 dc.w $FE7F,0,$FE7F,0
 dc.w $FDBF,0,$FDBF,0
 dc.w $FBDF,0,$FBDF,0
 dc.w $F7EF,0,$F7EF,0
 dc.w $EFF7,0,$EFF7,0
 dc.w $EFF7,0,$EFF7,0
 dc.w $F7EF,0,$F7EF,0
 dc.w $FBDF,0,$FBDF,0
 dc.w $FDBF,0,$FDBF,0
 dc.w $FE7F,0,$FE7F,0
dx: ds.w 2
dl: ds.w 2
dh: ds.w 2
bfecran: ds.l 2
bflutin: ds.w 100
corde: ds.l 4
action: ds.w 5
* definition du rectangle *
carre:
 dc.w $FFFF,0,$FFFC,0
 dc.w $8000,0,$0004,0
 dc.w $8000,0,$0004,0
 dc.w $8000,0,$0004,0
 dc.w $8000,0,$0004,0
 dc.w $FFFF,0,$FFFC,0
pfecran: ds.l 2
pflutin: ds.w 100
* definition de la balle *
ballon:
 dc.w $0FF0,$0FF0
 dc.w $1C38,$1FF8
 dc.w $0FF0,$0FF0
```

ATARI ST

CLAVIER

Taper rapidement et sans fautes n'est pas facile, surtout lorsqu'on n'a jamais appris. Ce listing propose plusieurs exercices qui feront de vous un véritable Beethoven des claviers.

Remarques :
Ce programme est en GFA Basic et nécessite un moniteur monochrome Atari SM 124 ou SM 125.

```
' ********************
'    Alain   Hurtig
' Janvier/Fevrier 1987
' ********************
'
If Xbios(4)<>2
  Alert 3,"   Ce programme!ne fonctionne
 qu'en!  haute resolution",1,"Adieu",I
  End
Endif
Gosub Initialisation
On Break Cont
On Menu  Gosub Menus
On Menu Key Gosub Touches
' ------------------
' Noyau du programme
' ------------------
Routine:
Do
  On Menu
  If M%
    Gosub Change_menu
    M%=0
  Endif
  If T%
    Gosub Change_touche
    T%=0
  Endif
  If Fin_de_bloc!
    Gosub Nouveau_bloc
  Endif
  Mouse Sourisx%,Sourisy%,Souriszx
  If Sourisx%<>Sourisx1% Or Sourisy%
urisy1% Or Sourisz%
    If Souris!=0
      Defmouse 0
      Souris!=-1
    Else
      Temps%=Timer
      Sourisx1%=Sourisx%
```

```
      Sourisy1%=Sourisy%
    Endif
  Else
    If Souris!
      If Int((Timer-Temps%)/200)=10
        Defmouse Souris_vide$
        Souris!=0
      Endif
    Endif
  Endif
Loop
'
Procedure Menus
  M%=Menu(0)
Return
Procedure Touches
  T%=Menu(14)
Return
' --------------------
' procedure de saisie
' --------------------
Procedure Change_touche
  If Flagmenu%=0
    If T% And 255
      Goto Label5
    Else
      Cle%=Asc(Mki$(T%))
      Goto Fonction
    Emdif
  Endif
  Poscur%=((Position%-28)/8)+1
  Position$=Mid$(Dicte$,Poscur%,1)
  If Poscur%>72
    Goto Label6
  Endif
  If T% And 255
    Cle$=Chr$(T%)
    Cle%=Asc(Cle$)
    If Flagmenu%=4
      If Cle%=32 Or ((T% And 16384) And
((Cle%>39 And Cle%<44) Or (Cle%>44 And C
le%<58)))
        Gosub Ecris
        Goto Label1
      Endif
      Goto Label3
    Endif
    If T% And 16384 And Cle$<>"<" And Cl
e$<>">"
      If Cle%<>127
        Goto Label5
      Endif
    Endif
    If Len(Accent$) And ((Cle%>31 And Cl
e%<127) Or Cle%=94 Or Cle%=185)
      If Flagmenu%=2
        If (Position$="ô" And Cle$="o")
Or (Position$="â" And Cle$="a") Or (Posi
tion$="ê" And Cle$="e") Or (Position$="î
" And Cle$="i") Or (Position$="û" And Cl
e$="u")
          Cle$=Position$
          Gosub Ecris
          Goto Label1
        Endif
        If (Position$="ö" And Cle$="o")
Or (Position$="ä" And Cle$="a") Or (Posi
tion$="ë" And Cle$="e") Or (Position$="ï
" And Cle$="i") Or (Position$="ü" And Cl
e$="u")
          Cle$=Position$
          Gosub Ecris
          Goto Label1
        Endif
        Gosub Erreur_accent
        Goto Label1
      Endif
      If Accent$="^"
        If Cle$="a"
          Cle$="â"
          Goto Label10
        Endif
        If Cle$="e"
          Cle$="ê"
          Goto Label10
        Endif
        If Cle$="i"
          Cle$="î"
          Goto Label10
        Endif
        If Cle$="o"
          Cle$="ô"
          Goto Label10
        Endif
        If Cle$="u"
          Cle$="û"
          Goto Label10
        Endif
      Endif
      If Cle$="a"
        Cle$="ä"
        Goto Label10
      Endif
      If Cle$="e"
        Cle$="ë"
        Goto Label10
      Endif
      If Cle$="i"
        Cle$="ï"
        Goto Label10
      Endif
      If Cle$="o"
        Cle$="ö"
        Goto Label10
      Endif
      If Cle$="u"
        Cle$="ü"
        Goto Label10
      Endif
      Gosub Erreur_accent
      Goto Label1
      Label10:
      Gosub Ecris
      Goto Label1
    Endif
    If Cle%=94 Or Cle%=185
      Flagtouche%(2)=1
      If Flagmenu%=2
        If (Position$="ô" Or Position$="
â" Or Position$="ê" Or Position$="î" Or
Position$="û") And Cle%=94
          Accent$=Cle$
          Goto Label2
        Endif
        If (Position$="ö" Or Position$="
ä" Or Position$="ë" Or Position$="ï" Or
```

```
Position$="ü") And Cle%=185
          Accent$=Cle$
          Goto Label2
        Endif
        Gosub Ecris
        Goto Label2
      Endif
      Accent$=Cle$
      Goto Label2
    Endif
    If (Cle%>31 And Cle%<127 And Cle%<>9
4 Or Cle%=248 Or Cle%=130 Or Cle%=138 Or
 Cle%=156 Or Cle%=151 Or Cle%=133 Or Cle
%=135 Or Cle%=221)
      Gosub Ecris
      Goto Label2
    Endif
    If Flagmenu%=2
      If Cle%=27
        Cle$="┘"
        Gosub Ecris
        Goto Label2
      Endif
      If Cle%=9
        Cle$="┘"
        Gosub Ecris
        Goto Label2
      Endif
    Endif
  Endif
  Label3:
  If T% And 255
    If Cle%=13
      If Dicte$=Dictee$
        If Men%=1 And Flagmenu%=5
          Dicte$=Dat$
          Swap Ligne1%,Ligne2%
          Swap Ligne3%,Ligne4%
          Position%=Col%
          Longueur%=Len(Dicte$)
          Dictee$=""
          Sprite Curseur1$,Position%,Lig
ne1%+22
          Sprite Curseur2$,Position%-1,L
igne3%+7
          Men%=2
          Goto Label2
        Endif
        Fin_de_bloc!=-1
        Goto Label2
      Endif
      If Flagmenu%=2 Or Flagmenu%=4
        Cle$="┘"
        Gosub Ecris
        Goto Label2
      Endif
    Endif
  Endif
  ' touches de corrections
  Label6:
  If Len(Accent$)
    Accent$=""
  Endif
  If T% And 255
    Cle%=T% And 255
    If Cle%=8 And Poscur%>1
      Sprite Curseur2$
      Sub Position%,8
      Dict$=Mid$(Dictee$,Poscur%)
      Poscur%=(Position%-28)/8+1
      Dictee$=Left$(Dictee$,Poscur%-1)+D
ict$
      Text Position%,Ligne3%,Dict$+" "
      Sprite Curseur2$,Position%-1,Ligne
3%+7
      If Len(Dictee$)<Longueur%
        Sprite Curseur1$
        Sprite Curseur1$,Position%,Ligne
1%+22
      Endif
      Goto Label2
    Endif
    If Cle%=127 And Len(Dictee$) And Pos
cur%<=Len(Dictee$)
      Sprite Curseur2$
      Dict$=Mid$(Dictee$,Poscur%+1)
      Dictee$=Left$(Dictee$,Poscur%-1)+D
ict$
      Text Position%,Ligne3%,Dict$+" "
      Sprite Curseur2$,Position%-1,Ligne
3%+7
      If Len(Dictee$)<Longueur%
        Sprite Curseur1$
        Sprite Curseur1$,Position%,Ligne
1%+22
      Endif
      Goto Label2
    Endif
  Endif
  Cle%=Asc(Mki$(T%))
  If Cle%=75 And Poscur%>1
    Sprite Curseur2$
    Sub Position%,8
    Sprite Curseur2$,Position%-1,Ligne3%
+7
    Poscur%=(Position%-28)/8+1
    If Poscur%<Longueur%
      Sprite Curseur1$
      Sprite Curseur1$,Position%,Ligne1%
+22
    Endif
    Goto Label2
  Endif
  If Cle%=77 And Poscur%<=Len(Dictee$)
    Sprite Curseur2$
    Add Position%,8
    Sprite Curseur2$,Position%-1,Ligne3%
+7
    Poscur%=(Position%-28)/8
    If Poscur%<Longueur%
      Sprite Curseur1$
      Sprite Curseur1$,Position%,Ligne1%
+22
    Endif
    Goto Label2
  Endif
  If Cle%=82 And Len(Dictee$) And Poscur
%<=Len(Dictee$) And Len(Dictee$)<72
    '    Print Dictee$
    Sprite Curseur2$
    Dictee$=Mid$(Dictee$,0,Poscur%-1)+"
"+Mid$(Dictee$,Poscur%)
    Text Position%,Ligne3%," "+Mid$(Dict
ee$,Poscur%+1)
    Sprite Curseur2$,Position%-1,Ligne3%
+7
```

```
    Goto Label2
  Endif
  If Cle%=71 And Len(Dictee$)
    Position%=28
    Sprite Curseur1$
    Sprite Curseur2$
    Text Position%,Ligne3%,Space$(Len(Di
ctee$))
    Dictee$=""
    Sprite Curseur2$,Position%-1,Ligne3%
+7
    Sprite Curseur1$,Position%,Ligne1%+2
2
    Goto Label2
  Endif
  If Cle%=115 And Len(Dictee$)
    Position%=28
    Sprite Curseur2$
    Sprite Curseur1$
    Sprite Curseur2$,Position%-1,Ligne3%
+7
    Sprite Curseur1$,Position%,Ligne1%+2
2
    Goto Label2
  Endif
  If Cle%=116 And Len(Dictee$) And Poscu
r%<Len(Dictee$)
    Sprite Curseur2$
    Position%=Len(Dictee$)*8+28
    Sprite Curseur2$,Position%-1,Ligne3%
+7
    Sprite Curseur1$
    If Len(Dictee$)<Longueur%
      Sprite Curseur1$,Position%,Ligne1%
+22
      Goto Label2
    Endif
    Sprite Curseur1$,(Longueur%-1)*8+28,
Ligne1%+22
  Endif
  Fonction:
  If Cle%>58 And Cle%<65
    M%=Cle%-48
    Goto Label5
  Endif
  If Cle%=65
    M%=19
    Goto Label5
  Endif
  Label1:
  Accent$=""
  Label2:
  If Affiche_touche! And Poscur%<=Longue
ur%
    Position$=Mid$(Dicte$,(Position%-28)
/8+1,1)
    Gosub Affiche_touche
  Endif
  Label5:
Return
'
Procedure Erreur_accent
  Swap Cle1$,Cle$
  Swap Cle$,Accent$
  Gosub Ecris
  Poscur%=((Position%-28)/8)+1
  Position$=Mid$(Dicte$,Poscur%,1)
  If Poscur%<73
    Swap Cle$,Cle1$
    Gosub Ecris
  Endif
Return
' affichage de la lettre
Procedure Ecris
  If Poscur%<Len(Dictee$)+1
    Mid$(Dictee$,Poscur%)=Cle$
  Else
    Dictee$=Dictee$+Cle$
  Endif
  Sprite Curseur2$
  Text Position%,Ligne3%,Cle$
  Add Position%,8
  Sprite Curseur2$,Position%-1,Ligne3%+7
  If Len(Dictee$)<Longueur%
    Sprite Curseur1$
    Sprite Curseur1$,Position%,Ligne1%+2
2
  Endif
  Flagtouche%(2)=0
Return
'
' affichage de la touche et du doigt
'
Procedure Affiche_touche
  Deftext 1,1,0,4
  If Flagtouche%(0)
    Gosub Efface
  Endif
  If Position$=" "
    I%=54
    If Touche%(Flagtouche%(0),2)>6
      Touche%(54,2)=5
    Else
      Touche%(54,2)=6
    Endif
    Gosub Touche
    Flagtouche%(0)=I%
  Goto Fin_aff
Endif
If Flagmenu%=4
  Restore Chiffre
  For I%=1 To Len(Chiffre$)
    Read A$
    Exit If A$=Position$
  Next I%
  Add I%,57
  Flagtouche%(0)=I%
  Gosub Touche
  Goto Fin_aff
Endif
If Position$="┘"
  I%=56
  Flagtouche%(0)=I%
  Gosub Touche
  Goto Fin_aff
Endif
If Position$="┘"
  I%=55
  Flagtouche%(0)=I%
  Gosub Touche
  Goto Fin_aff
Endif
If Position$="┘"
  I%=50
  Flagtouche%(0)=1%
  Gosub Touche
```

```
  Goto Fin_aff
Endif
Restore Signe
For I%=1 To 200
  Read A$
  If A$="gu"
    A$=Chr$(34)
  Endif
  If A$="vi"
    A$=Chr$(44)
  Endif
  Exit If A$=Position$
Next I%
If I%<49
  Gosub Touche
  Flagtouche%(0)=I%
  Goto Fin_aff
Endif
If I%>48 And I%<97
  Sub I%,48
  Gosub Touche
  Flagtouche%(0)=I%
  If Touche%(I%,2)<6
    I%=52
    Gosub Touche
  Else
    I%=51
    Gosub Touche
  Endif
  Flagtouche%(1)=I%
  Goto Fin_aff
Endif
If I%>106 And I%<=116
  If Flagtouche%(2)=1
    Gosub Teste_lettre
  Else
    If I%>111
      I%=51
      Gosub Touche
      Flagtouche%(1)=I%
    Endif
    I%=24
    Gosub Touche
    Flagtouche%(0)=I%
  Endif
  Goto Fin_aff
Endif
If I%>96 And I%<101
  If I%=97 Or I%=98
    Sub I%,73
  Else
    Sub I%,63
  Endif
  Gosub Touche
  Flagtouche%(0)=I%
  I%=53
  Flagtouche%(1)=I%
  Gosub Touche
  Goto Fin_aff
Endif
If I%>100 And I%<104
  If I%=103
    I%=37
  Else
    Sub I%,77
  Endif
  Gosub Touche
  Flagtouche%(0)=I%
    I%=53
    Gosub Touche
    I%=51
    Gosub Touche
    Flagtouche%(1)=104
  Endif
  Fin_aff:
  Deftext 1,0,0,13
Return
Procedure Efface
  Graphmode 3
  I%=Flagtouche%(0)
  Gosub Touche
  If Flagtouche%(1)
    If Flagtouche%(1)>53
      I%=53
      Gosub Touche
      Flagtouche%(1)=51
    Endif
    I%=Flagtouche%(1)
    Gosub Touche
    Flagtouche%(1)=0
  Endif
  Graphmode 1
Return
Procedure Touche
  Deftext 1,1,0,4
  Text Touche%(I%,0),Touche%(I%,1),""
  Text Digit%(Touche%(I%,2),0),Digit%(To
uche%(I%,2),1),""
Return
Procedure Teste_lettre
  If I%=107 Or I%=112
    I%=14
  Endif
  If I%=108 Or I%=113
    I%=16
  Endif
  If I%=109 Or I%=114
    I%=21
  Endif
  If I%=110 Or I%=115
    I%=22
  Endif
  If I%=111 Or I%=116
    I%=20
  Endif
  Gosub Touche
  Flagtouche%(0)=I%
Return
' ----------------------
' routine d'affichage
' ----------------------
Procedure Nouveau_bloc
  If Len(Accent$)
    Accent$=""
  Endif
  If Affiche_touche!
    If Poscur%<Longueur%
      Gosub Efface
    Endif
    Flagtouche%(0)=0
    Deftext 1,0,0,13
  Endif
  If Main! And Flagmenu%<>4
    Put 265,295,Main2$
    For I%=6 To 10
      Sub Digit%(I%,0),247
```

```
    Main!=0
  Next I%
Endif
If Debut!=0
  Debut!=-1
Endif
If Men%=2
  Swap Ligne1%,Ligne2%
  Swap Ligne3%,Ligne4%
  Men%=0
Endif
Fin_de_bloc!=0
Sprite Curseur2$
Sprite Curseur1$
If Flagmenu%=5
  A%=Random(32)+1
  Dicte$=Phrase$(A%,0)
  Dat$=Phrase$(A%,1)
  Gosub Blanc_espace_de_travail
  Text Col%,Ligne2%,Dat$+"J"
  Longueur%=Len(Dicte$)
    Men%=1
    Goto Label4
  Endif
  Dicte$=""
  Dictee$=""
  On Flagmenu% Gosub Bloc1,Bloc2,Bloc3,B
loc4
  Gosub Blanc_espace_de_travail
  Longueur%=Len(Dicte$)-1
  Dicte$=Left$(Dicte$,Longueur%)
  Label4:
  Text Col%,Ligne1%,Dicte$+"J"
  Position%=Col%
  Sprite Curseur1$,Position%,Ligne1%+22
  Sprite Curseur2$,Position%-1,Ligne3%+7
  If Flagmenu%=1 Or Flagmenu%=2 Or Flagm
enu%=4
    Affiche_touche!=-1
    Position$=Mid$(Dicte$,1,1)
    Gosub Affiche_touche
  Else
    Affiche_touche!=0
  Endif
Return
Procedure Bloc1
  Gosub Bloc3
Return
Procedure Bloc2
  For I%=1 To 5
    N%=Random(2)+4
    For J%=1 To N%
      A$=Mid$(Lettre$,Random(116+1),1)
      Dicte$=Dicte$+A$
    Next J%
    Dicte$=Dicte$+" "
  Next I%
Return
Procedure Bloc3
  For I%=1 To 6
    A$=Mot$(Random(360)+1)
    X%=Random(2)
    If X%=1
      A%=Asc(Left$(A$,1))
      If A%<123 And A%>96
        A$=Right$(A$,Len(A$)-1)
        A$=Chr$(A%-32)+A$
      Endif
    Endif
    Dicte$=Dicte$+A$+" "
  Next I%
Return
Procedure Bloc4
  If Main!=0
    For I%=6 To 10
      Add Digit%(I%,0),247
    Next I%
    Put 265,295,Main1$
    Polyfill 41,Mainx%(),Mainy%() Offset
 247,0
    Main!=-1
  Endif
  For I%=1 To 5
    N%=Random(2)+4
    For J%=1 To N%
      A$=Mid$(Chiffre$,Random(19),1)
      Dicte$=Dicte$+A$
    Next J%
    Dicte$=Dicte$+" "
  Next I%
Return
' --------------------
' procedure de menus
' --------------------
Procedure Change_menu
  If M%=1
    Alert 0," Clavier chic, clavier choc
! par Alain Hurtig (V. 1.3)!      -------
----------!  Version 'spcial Tilt'",1,"O
K",I%
  Endif
  If M%>10 And M%<16
    Menu Flagmenu%+10,0
    Menu M%,1
    Flagmenu%=M%-10
    Fin_de_bloc!=-1
  Endif
  If M%=16
    Gosub Fin_de_programme
  Endif
  If M%=19
    Gosub Aide
  Endif
  Menu Off
Return
Procedure Fin_de_programme
  Deffill 1,0
  Defline 1,1
  Pbox 215,137,411,233
  Box 218,140,408,230
  Print At(29,10);"1) Retour au programm
e"
  Print At(29,11);"2) Retour a Basic"
  Print At(29,12);"3) Retour a Gem"
  Print At(29,14);"      1     2     3"
  Defline 1,3
  Box 260,208,275,226
  Defline 1,1
  Box 300,208,315,226
  Box 340,208,355,226
  I%=0
  Do
    Mouse Sourisx%,Sourisy%,Souriszx%
    If Sourisx%<>Sourisx1% Or Sourisy%<>
Sourisy1% Or Souriszx%
      If Souris!=0
```

```
        Defmouse 0
        Souris!=-1
      Else
        Temps%=Timer
        Sourisx1%=Sourisx%
        Sourisy1%=Sourisy%
      Endif
    Else
      If Souris!
        If Int((Timer-Temps%)/200)=10
          Defmouse Souris_vide$
          Souris!=0
        Endif
      Endif
    Endif
    A$=Inkey$
    If A$="1" Or A$=Chr$(13) Or ((Souris
x%>260 And Sourisx%<275) And (Sourisy%>2
08 And Sourisy%<226) And Sourisz%=1)
      I%=1
    Endif
    If A$="2" Or ((Sourisx%>300 And Sour
isx%<315) And (Sourisy%>208 And Sourisy%
<226) And Sourisz%=1)
      I%=2
    Endif
    If A$="3" Or ((Sourisx%>340 And Sour
isx%<355) And (Sourisy%>208 And Sourisy%
<226) And Sourisz%=1)
      I%=3
    Endif
    Exit If I%
  Loop
  If I%=1 Then
    Menu Flagmenu%+10,0
    Menu Off
    Sput Titre$
    Dicte$=""
    Dictee$=""
    Flagmenu%=0
    Arrayfill Flagtouche%(),0
  Endif
  If I%=2 Then
    Gosub Fenetre
    Edit
  Endif
  If I%=3
    Gosub Fenetre
    System
  Endif
Return
'
Procedure Fenetre
  Closew 0
  For I%=0 To 200
    Box I%,I%,640-I%,400-I%
  Next I%
  Graphmode 3
  Deftext 1,1,0,32
  Text 200,200,"A BIENTOT !!!"
  Pause 40
Return
' ----------------------------
' routine d'initialisation
' ----------------------------
Procedure Initialisation
  Vsync
  Openw 0
  Hidem
  Gosub Prepare_menu
  Gosub Affiche_titre
  Gosub Clavier_alpha
  Gosub Main
  Defmouse 2
  Showm
  Gosub Variables
  Defmouse 0
Return
'
Procedure Prepare_menu
  Dim Liste$(50)
  For I%=0 To 50
    Read Liste$(I%)
    Exit If Liste$(I%)="**"
  Next I%
  Menu Liste$()
  Data Bureau , Chic et choc ,----------
----------,-,-,-,-,-,-,""
  Data  Menus ,  Niveau 1 (F1),  Niveau
2 (F2),  Niveau 3 (F3),  Niveau 4 (F4),
 Niveau 5 (F5)
  Data   Fin      (F6),""
  Data  Aide , HELP!!! (F7),"","",**
Return
' ----------------------------
' routine d'affichage du titre
' ----------------------------
Procedure Affiche_titre
  Deffill 1,2,7
  Pbox 2,2,610,58
  Pbox 2,65,610,120
  Gosub Blanc_espace_de_travail
  Gosub Ecris_titre
  Graphmode 1
Return
'
Procedure Blanc_espace_de_travail
  Deffill 1,0
  Prbox 12,5,620,61
  Prbox 12,68,620,121
Return
'
Procedure Ecris_titre
  Graphmode 2
  Deffill 1,2,1
  Prbox 12,5,620,61
  Prbox 12,68,620,121
  Deftext 1,13,0,32
  Text 102,42,"Clavier Chic, clavier ch
c"
  Deftext 1,1,0,13
  Text 95,87,"un logiciel d'apprentissa
e du clavier alphanumerique"
  Deftext 1,5
  Text 115,112,"conu et ecrit par Alain
Hurtig en fevrier 1987"
Return
' ------------------------------------
' affichage clavier alphanumerique
' ------------------------------------
Procedure Clavier_alpha
  Dim Touche%(77,2)
  Deffill 1,2,4
  Pbox 0,130,699,399
  Deffill 1,0
  X1%=3
```

```
Y1%=150
X2%=27
Y2%=172
Av%=32
'
B%=0
A%=15
Nt%=13
Gosub Dessine
J%=(I%*32)+A%
K%=12
' rectangle
Pbox X1%+J%,Y1%+B%,X2%+J%+K%,Y2%+B%
'
' deuxieme ligne
B%=27
J%=A%
' rectangle
Pbox X1%+J%,Y1%+B%,X2%+J%+K%,Y2%+B%
'
Nt%=11
A%=K%+32+J%
Gosub Dessine
P1%=I%*32+A%+X1%
J%=(I%+1)*32+A%
Pbox X1%+J%,Y1%+B%,X2%+J%,Y2%+B%
'
' troisieme ligne
B%=27*2
A%=15
' rectangle
J%=A%
K%=30
Pbox X1%+J%,Y1%+B%,X2%+J%+K%,Y2%+B%
' tabulateur
Touche%(50,0)=X1%+J%+13
Touche%(50,1)=Y1%+J%+25
'
Nt%=10
A%=25+A%+K%+7
Gosub Dessine
J%=P1%+29
Pbox X1%+J%,Y1%+B%,X2%+J%,Y2%+B%
Touche%(L%,0)=X1%+J%+9
Touche%(L%,1)=Y1%+B%+13
L%=L%+1
'
' quatrieme ligne
B%=27*3
A%=15
' rectangle
J%=A%
K%=10
Pbox X1%+J%,Y1%+B%,X2%+J%+K%,Y2%+B%
' shift gauche
Touche%(51,0)=X1%+J%+14
Touche%(51,1)=Y1%+B%+13
'
Nt%=10
A%=25+A%+K%+7
Gosub Dessine
J%=(I%*32)+A%
K%=10
' rectangle
Pbox X1%+J%,Y1%+B%,X2%+J%+K%,Y2%+B%
' shift droit
Touche%(52,0)=X1%+J%+12
Touche%(52,1)=Y1%+B%+13
'
' cinquieme ligne
A%=A%+5
B%=4*27
Pbox A%,Y1%+B%,A%+40,Y2%+B%
' alternate
Touche%(53,0)=A%+12
Touche%(53,1)=Y1%+B%+13
A%=A%+47
Pbox A%,Y1%+B%,A%+280,Y2%+B%
' barre d'espace
Touche%(54,0)=A%+130
Touche%(54,1)=Y1%+B%+13
A%=A%+280+7
Pbox A%,Y1%+B%,A%+40,Y2%+B%
' Return
Data 445,177,470,177,470,226,430,226,4
30,204,445,204,445,177
Dim X%(6),Y%(6)
For I%=0 To 6
  Read X%(I%)
  Read Y%(I%)
Next I%
Polyfill I%,X%(),Y%()
Touche%(55,0)=455
Touche%(55,1)=210
' pave numerique
L%=58
A%=523
Nt%=3
Av%=28
For K%=0 To 2
  B%=27*K%
  Gosub Dessine
Next K%
B%=B%+27
Nt%=2
Gosub Dessine
J%=(I%*Av%)+A%
Pbox X1%+J%,Y1%+B%,X2%+J%,Y2%+B%+27
L%=75
Touche%(L%,0)=X1%+J%+8
Touche%(L%,1)=Y1%+B%+40
B%=B%+27
J%=(I%-1)*Av%+A%
Pbox X1%+J%,Y1%+B%,X2%+J%,Y2%+B%
L%=74
Touche%(L%,0)=X1%+J%+8
Touche%(L%,1)=Y1%+B%+13
J%=(I%-3)*Av%+A%
Pbox X1%+J%,Y1%+B%,X2%+J%+27,Y2%+B%
L%=73
Touche%(L%,0)=X1%+J%+22
Touche%(L%,1)=Y1%+B%+13
Return
Procedure Dessine
  For I%=0 To Nt%
    J%=(I%*Av%)+A%
    Pbox X1%+J%,Y1%+B%,X2%+J%,Y2%+B%
    Touche%(L%,0)=X1%+J%+9
    Touche%(L%,1)=Y1%+B%+13
    L%=L%+1
  Next I%
Return
'
Procedure Main
  A%=40
  Get 265,295,395,400,Main1$
```

```
  Dim Mainx%(A%),Mainy%(A%)
  For I%=0 To A%
    Read Mainx%(I%)
    Read Mainy%(I%)
  Next I%
  Polyfill I%,Mainx%(),Mainy%()
  Data 120,400,115,370,115,350,105,305,1
07,303,111,301,115,303,125,340
  Data 127,341,129,341,130,339,130,287
  Data 132,285,136,283,140,285,144,340
  Data 146,341,148,341,149,339,153,280
  Data 155,281,159,279,163,281,165,340
  Data 167,341,169,341,170,339,175,285
  Data 177,284,181,282,186,285,185,345
  Data 187,347,189,347,193,343
  Data 205,313,208,310,213,311,217,315
  Data 197,367,190,400
  For I%=0 To 40
    Mainx%(I%)=485-Mainx%(I%)
  Next I%
  Polyfill I%,Mainx%(),Mainy%()
  Get 265,295,640,400,Main2$
Return
Procedure Variables
  Nombre:
  Dim Nombre(11)
  For I%=0 To 11
    Read Nombre(I%)
  Next I%
  Data 1,12,1,9,14,-32,8,21,18,20,9,7
  Signe:
  Swap Touche%(56,0),Touche%(0,0)
  Swap Touche%(0,1),Touche%(56,1)
  Data &,é,gu,',(,▒,è,!,ç,à,),-,`
  Data a,z,e,r,t,y,u,i,o,p,^,$
  Data q,s,d,f,g,h,j,k,l,m,ù,#
  Data <,w,x,c,v,b,n,vi,;,:,=
  Data 1,2,3,4,5,6,7,8,9,0,°,_,
  Data A,Z,E,R,T,Y,U,I,O,P,¨,*
  Data Q,S,D,F,G,H,J,K,L,M,%,µ
  Data >,W,X,C,V,B,N,?,.,/,+
  Data °,§,ç,à
  Data é,É,¨
  Data ┘,┘,┘
  Data â,ê,î,ô,û
  Data ä,ë,ï,ö,ü
  Chiffre:
  Data (,),/,*,7,8,9,-,4,5,6,+,1,2,3,0,.
,┘
For I%=0 To 115
  Read A$
  If A$="gu"
    A$=Chr$(34)
  Endif
  If A$="vi"
    A$=Chr$(44)
  Endif
  Let Lettre$=Lettre$+A$
Next I%
For I%=1 To 18
  Read A$
  Chiffre$=Chiffre$+A$
Next I%
Touche%(1,2)=1
Touche%(2,2)=2
Touche%(3,2)=3
Touche%(4,2)=4
Touche%(5,2)=4
Touche%(6,2)=7
Touche%(7,2)=7
Touche%(8,2)=8
Touche%(9,2)=9
Touche%(10,2)=10
Touche%(11,2)=10
Touche%(12,2)=10
Touche%(13,2)=10
Touche%(14,2)=1
Touche%(15,2)=2
Touche%(16,2)=3
Touche%(17,2)=4
Touche%(18,2)=4
Touche%(19,2)=7
Touche%(20,2)=7
Touche%(21,2)=8
Touche%(22,2)=9
Touche%(23,2)=10
Touche%(24,2)=10
Touche%(25,2)=10
Touche%(26,2)=1
Touche%(27,2)=2
Touche%(28,2)=3
Touche%(29,2)=4
Touche%(30,2)=4
Touche%(31,2)=7
Touche%(32,2)=7
Touche%(33,2)=8
Touche%(34,2)=9
Touche%(35,2)=10
Touche%(36,2)=10
Touche%(37,2)=10
Touche%(38,2)=1
Touche%(39,2)=1
Touche%(40,2)=2
Touche%(41,2)=3
Touche%(42,2)=4
Touche%(43,2)=4
Touche%(44,2)=7
Touche%(45,2)=7
Touche%(46,2)=8
Touche%(47,2)=9
Touche%(48,2)=10
Touche%(56,2)=1
Touche%(50,2)=1
Touche%(51,2)=1
Touche%(52,2)=10
Touche%(53,2)=2
Touche%(55,2)=10
Numero%=57
For I%=0 To 2
  For K%=0 To 3
    Inc Numero%
    Touche%(Numero%,2)=7+K%
  Next K%
Next I%
For I%=0 To 1
  For K%=0 To 2
    Inc Numero%
    Touche%(Numero%,2)=7+K%
  Next K%
Next I%
' position des doigts
Data 108,310,132,290,155,287,178,292,2
08,318
Dim Digit%(10,1)
K%=9
For I%=1 To 5
```

```
    Read Digit%(I%,0)
    Read Digit%(I%,1)
    Digit%(I%+K%,0)=480-Digit%(I%,0)
    Digit%(I%+K%,1)=Digit%(I%,1)
    Sub K%,2
  Next I%
  Dim Mot$(360)
  For I%=1 To 360
    Read Mot$(I%)
    If Left$(Mot$(I%),2)="yy"
      A%=Len(Mot$(I%))-4
      Mot$(I%)=Chr$(34)+Mid$(Mot$(I%),3,
A%)+Chr$(34)
    Endif
  Next I%
  Dim Phrase$(32,1)
  For I%=1 To 32
    Read Phrase$(I%,0)
    Read Phrase$(I%,1)
  Next I%
  Data sel,mie,pain,croute,essai,avis,ro
ute,jours,mule
  Data Ieurrer,leurrons,humer,sentir,l'o
deur,rame,lier
  Data rage,joie,humeur,foie,foins,fois,
moi,moule
  Data le,la,les,vous,nous,etes,ils,elle
s,tu,je,gare
  Data glisse,ski,soleil,lasso,gogo,papa
,serpent,dorer
  Data jaser,jasiez,jazz,musique,mozarti
en,marxiste
  Data liberal,critique,compatissant,wag
ons,riz,azur
  Data soeur,frere,poule,mouille,meilleu
r,qui,plage
  Data psychologie,phrases,discours,typo
graphe,pays
  Data photographie,daguerotype,joute,co
mbat,four
  Data gemme,quel,gruger,ardoise,magique
,fille,garon
  Data pelouse,balle,gazon,fugue,concert
,symphonie
  Data fleurs,speaker,shakespearien,ajus
tez,ajustions
  Data lettre,transport,nanisme,tyroide,
enfanter
  Data accouchement,polaroid,instantanee
,pension,famille
  Data final,defier,vendanges,froide,xyl
ophone,sentiment
  Data haine,amour,magistrat,juge,instru
ction
  Data condamne,pendaison,geole,parking,
salon
  Data voiturette,cycle,annee,rose,jacin
the,ananas
  Data fruits,demain,aujourd'hui,l'aband
on,vos
  Data vexe,specialiste,ete,hiver,taxime
tre
  Data maitre,metres,metreur,luxe,interv
iew,clownesque
  Data whisky,cognac,vodka,twist,ye-ye,e
xclusivites
  Data dextre,senestre,exclusion,fixerio
ns,tabac
  Data agreer,reste,cinema,delegue,kepi,
manteau,defere
  Data ferme,fermeture,ambigue,noel,yya.
l'assautyy
  Data yyedition specialeyy,yya profiter
yy,yymaitre a penseryy
  Data yybonjouryy,l'estoquade,l'amitie,
l'illusion
  Data l'abandon,l'estime,l'utopie,l'uti
lite
  Data breve,exces,guere,pere,cheques,ch
equier
  Data complete,pres,lesions,mere,(sous
condition)
  Data (a ce propos),(histoire!)
  Data (par parentheses),(confidentielle
ment)
  Data (coucou!!!),haissiez,oeufs,fete,l
aic,aieulle
  Data treve,diner,pate,cote,hotel,gite,
mure,aout,cout
  Data l'ouie,abime,egoisme,theatre,paie
n,bergere
  Data phare,mare,tard,lardons,char,bour
rasque
  Data becasse,canard,buffet,penderie,bo
uquet
  Data narcisse,caricature,dessin,confor
table,fauteuil
  Data disque,galette,fumee,cigarette,di
thyrambique
  Data aureole,extenue,affuter,figue,sty
le,calligraphie
  Data ecriture,peinture,klaxonner,kiosq
ues,geographie
  Data congelateur,mathematique,arithmet
ique,pulluler
  Data juridiction,juvenile,ancien,agees
,misere,bonheur
  Data kabyle,mystique,kyste,kaolin,kafk
ayen,kaki
  Data kaleidoscope,garonnet,leon,jacher
e,epi
  Data mievre,larmoyant,manierees,decour
age,remaniement
  Data desarme,adversite,nebuleuse,comet
es,matamore
  Data guerrier,armee,inscription,nombri
l,monde
  Data oscillation,goemon,folie,poesie,d
etraquer
  Data magnifiee,separation,orniere,disp
araitre
  Data whârf,saumâtre,vacciner,vègeter,h
aiwaien
  Data wagnerisant,anxieuse,wapiti,xenop
hobe,sandwich
  Data watt,wallon,walkyrie,whist,sweat-
shirt,kwas
  Data excuse,excitation,perplexe?,oxyge
ne?,deballonne?
  Data degonfle?,excuses...,laicisons!,p
oele,(excommunie)
  Data (caiman),capharnaum,zezayement,ya
cht,voyageuse
  Data voyou,voyante,payez!,psychanalyst
e,motocyclette
  Data tyrannie,tympan,tuyau,triptyque,s
```

```
yncope
  Data synchronisation,synoptique,zazou,
riziere,zephir
  Data zoo,synagogue,zele,zero,zigzag,as
sez,chimpanze
  Data zebre,zeste,citron,la,quant-a-soi
,plus-value
  Data pied-a-terre,vis-a-vis,globe-trot
ter,a cote
  Data sur,renforons,attenter a la natio
n,soi-meme
  Data c'est-a-dire,curacao,commercant,c
harancon
  Data balancoire,agacantes,arcon,fianca
illes
  Data Le repos a couronne sa vie; il do
rt enfin entre midi et
  Data deux heures de l'apres-midi.
  Data Notre siecle est celui du progres
. La mecanique quantique
  Data en est le temoin.
  Data "La mariee, fort elegante dans sa
 robe d'organdi, plissait"
  Data des yeux en regardant le soleil!
  Data Que pensez-vous de son n° de tele
phone? Inutile de le
  Data "preciser, c'est un faux..."
  Data Ce poisson est specialement bon m
arche: profitez en
  Data pour faire une soupe  l'origan.
  Data Nous n'acceptons pas les reglemen
ts en liquide; une
  Data observation fine nous en a dissua
de.
  Data Ou la Bulgarie va-t-elle se niche
r? Et quand re-verrons
  Data nous les fraises sauvages?
  Data Examinons cette panne et trouvons
-en l'origine: je pense
  Data que c'est mecanique.
  Data Le 1040 ST beneficie de la techno
logie 16/32 bits du
  Data 68 000 de Motorola. C'est un gage

  Data Les P.T.T. ont fait un tabac avec
 leur promotion. Pas
  Data moins de cent dix mille (110 000)
 personnes ont adhere.
  Data Les 3/5 se trouvent en Suisse. Al
lez les chercher en
  Data "wagon, et vous serez gracie."
  Data "La lecon de la ligne bleue des V
osges, c'est d'y penser"
  Data toujours mais de n'en parler jama
is.

  Data Ce petit port de pecheurs empesta
it le poisson pourri
  Data et la poisse y posait son haleine
  Data Mon pull-over violace reste parmi
 le plus beau souvenir
  Data de cette histoire d'amour.
  Data "Le raton-laveur,ruse et precis,
regardait le chasseur"
  Data en souriant de ses molaires acere
es.
  Data "Vagues etaient les vagues. Vigou
reux, le vaguemestre"
  Data moldo-valaque vaquait en mugissan
t.
  Data "Les ardoises s'accumulant, l'Iro
quois saoul pris un"
  Data wagon et zezaya sur les boogies.
  Data L'etre et le neant. Qui dira mieu
x la dialectique
  Data qui nous entraine aux songes?
  Data La rumeur voudrait que l'on rie a
ux bals de cette pagode!
  Data "Nous ne saurions y penser, sacha
nt ce que nous savons..."
  Data "Les bebes, bavards et babilleurs
, braillaient en baillant"
  Data "et buvaient du bacao, boisson bi
zarre issue du Prou."
  Data "Le xenophon, sorte de xeres exag
ere quand a sa qualite,"
  Data exige un soin rigoureux.
  Data "Les zozos, zazous complets, zozo
tant de plus belle,"
  Data allaient au zoo admirer les nenup
hars azurs.
  Data "Le kilometre cent, enkyste d'epa
ves, sent la vodka"
  Data "et le rhum, et le cacao au keros
ene."
  Data Ou admirer les divers elephants?
Mais voyons!
  Data Chez les Pygmes: au pays du Kilim
andjaro.
  Data Les humeurs appreciees de l'hote d
u chat sont compliquees
  Data d'un du non-rembourse.
  Data "Le chateau de sable sitot renver
se, il s'enfuit en"
  Data "courant, craignant la vengeance!
"
  Data "L'outre de glaise etait utile, c
ompte tenu des rudes"
  Data conditions climatiques qui presid
erent a l'expedition.
  Data "Avec le president, les boulistes
 intrepides jouerent!"
  Data Ou? Sur le terrain prete par un a
dmirateur.
  Data Noel! Sur l'arbre decore de mille
 et mille boules
  Data "scintillantes, des cadeaux attir
aient les regards."
  Data Mais qui y voyait une attitude am
bigue? Un facheux
  Data contre-temps l'a seulement empech
e de venir...
  Data Les troubles sociaux ne doivent p
as vous effrayer; ils
  Data seront termines lors des virees d
e ce wattman.
  Data "Quelques soient vos pretentions,
 elles seront honorees"
  Data dans la limite des places disponi
bles.
  ' Transformation des donnees du Sprite
 1 en chaine de caracteres
  Let Curseur1$=Mki$(0)+Mki$(0)+Mki$(0)
  Let Curseur1$=Curseur1$+Mki$(0)+Mki$(1
)
  For I%=1 To 16
    Read Avant,Arriere
```

```
    Let Curseur1$=Curseur1$+Mki$(Arriere
)+Mki$(Avant)
  Next I%
  Data 32896,0,43648,0,65408,0,21760,0,0
,0,0,0,0,0,0,0
  Data 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
  '
  ' Transformation des donnees du Sprite
 en chaine de caracteres
  Let Curseur2$=Mki$(0)+Mki$(0)+Mki$(0)
  Let Curseur2$=Curseur2$+Mki$(0)+Mki$(1
)
  For I%=1 To 16
    Read Avant,Arriere
    Let Curseur2$=Curseur2$+Mki$(Arriere
)+Mki$(Avant)
  Next I%
  Data 65472,0,32832,0,32832,0,32832,0,3
2832,0,32832,0,32832,0,32832,0
  Data 32832,0,32832,0,32832,0,32832,0,3
2832,0,32832,0,32832,0,65472,0
  '
  ' Transformation des donnees de la sou
ris/vide en chaine de caracteres
  Let Souris_vide$=Mki$(1)+Mki$(1)+Mki$(
1)
  Let Souris_vide$=Souris_vide$+Mki$(0)+
Mki$(1)
  For I%=1 To 16
    Read Arriere
    Let Souris_vide$=Souris_vide$+Mki$(A
rriere)
  Next I%
  For I%=1 To 16
    Read Avant
    Let Souris_vide$=Souris_vide$+Mki$(A
vant)
  Next I%
  Data 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
  Data 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
  Col%=28
  Ligne1%=25
  Ligne2%=50
  Ligne3%=87
  Ligne4%=107
  Dim Flagtouche%(2)
  Deftext 1,0,0,13
  Sget Titre$
  Mouse Sourisx1%,Sourisy1%,Souriszx%
  Souris!=-1
  Temps%=Timer
Return
' ------------------------
' procedure d'ecran d'aide
' ------------------------
Procedure Aide
  Sget Ecran$
  If Aide!
    Vsync
    Put 20,20,Aide$
    Goto Fin_aide1
  Endif
  Hidem
  Defline 1,3
  Pbox 20,5,620,375
  Box 20,5,620,375
  Defline 1,1
  Box 28,13,612,367
  Defline 1,3
  Box 420,345,460,363
  Defline 1,1
  Pbox 420,345,460,363
  Deftext 1,1,0,13
  Text 428,360,"O K"
  Graphmode 2
  Box 80,345,300,363
  Deftext 1,0,0,4
  Text 83,360,"(F7)"
  Deftext 1,0,0,13
  Text 112,360,"Pour en savoir plus..."
  Deftext 1,13,0,13
  A$="Pour bien utiliser le logiciel"
  Text 200,30,A$
  Deftext 1,0,0,13
  Text 40,50,"- Utilisez immediatement v
os dix doigts, afin de ne pas prendre"
  Text 40,65,"  de mauvaises habitudes."
  Text 40,80,"- Ne regardez jamais ni le
 clavier ni vos doigts."
  Text 40,95,"- La touche majuscule doit
 etre frappee avec l'annulaire"
  Text 40,110,"  de la main opposee a ce
lle qui servira a la frappe de la lettre
."
  Text 40,125,"- La barre d'espace se fr
appe avec le pouce de la main opposee"
  Text 40,140,"  a celle qui a servi a f
rapper la derniere lettre."
  Text 40,155,"Vous avez acces en perman
ence aux differents menus."
  Text 40,170,"Ne negligez aucun exerci
ce. Ils sont tous indispensables"
  Text 40,185,"  pour bien progresser (m
eme quand ils semblent stupides!)."
  Text 40,200,"Les signes ┘,┘ et ┘ signi
fient Return, Tabulateur et Escape."
  Text 40,215,"Trois types d'aide vous s
ont fournies:"
  Text 40,230,"     -Le dessin d'un clavi
er muet (sans les touches de curseurs)"
  Text 40,245,"      et des mains."
  Text 40,260,"     -Soulignement de la l
ettre qui doit etre frappee (sauf au niv
eau 6)"
  Text 40,275,"     -Indication de la pos
ition du doigt et de la touche active"
  Text 40,290,"      (sauf aux niveaux 3
et 5"
  Deftext 1,8
  Text 40,305,"La position des mains:"
  Deftext 1,1,0,6
  Text 215,305," Les coudes pres du corp
s, les mains sont posees"
  Text 40,314,"au dessus du clavier. Les
 pouces sont sur la barre d'espace, les
doigts"
  Text 40,323,"de la main gauche sur les
 touches 'q', 's', 'd' et 'f', ceux de l
a main"
  Text 40,332,"droite sur les touches 'j
', 'k', 'l' et 'm'."
  Text 40,341,"Apres la frappe, les doig
ts reviennent a leur place."
  Get 20,20,620,395,Aide$
  Deftext 1,0,0,13
  Fin_aide1:
```

```
  Showm
  Do
    Mouse Sourisx%,Sourisy%,Sourisz%
    If Sourisx%<>Sourisx1% Or Sourisy%<>
Sourisy1% Or Sourisz%
      If Souris!=0
        Defmouse 0
        Souris!=-1
      Else
        Temps%=Timer
        Sourisx1%=Sourisx%
        Sourisy1%=Sourisy%
      Endif
    Else
      If Souris!
        If Int((Timer-Temps%)/200)=10
          Defmouse Souris_vide$
          Souris!=0
        Endif
      Endif
    Endif
    A$=Inkey$
    Mouse A%,B%,C%
    If A$=Chr$(13) Or (A%>420 And A%<468
 And B%>345 And B%<363 And C%=1)
      Goto Fin_aide
    Endif
    If (A%>80 And A%<300 And B%>345 And
B%<363 And C%=1) Or (Len(A$)=2 And A$=Ch
r$(0)+Chr$(65))
      Goto Aide2
    Endif
  Loop
  Aide2:
  If Aide2!
    Vsync
    Put 25,32,Aide1$
    Goto Fin_aide2
  Endif
  Graphmode 1
  Hidem
  Pbox 25,32,635,376
  Defline 1,3
  Box 298,353,328,370
  Pbox 298,353,328,370
  Defline 1,1
  Deftext 1,1,0,13
  Text 302,367,"O K"
  Graphmode 2
  Deftext 1,1,0,6
  Text 40,45,"Niveaux 1 et 3: 6 mots  re
copier"
  Text 40,55,"Niveau 2:        5 groupes
de lettres et de signes de ponctuation"
  Text 40,65,"Niveau 4:        Utilisatio
n du pave numerique"
  Text 40,75,"Niveau 5:        Courtes ph
rases  recopier"
  Deftext 1,12,0,13
  Text 40,95,"Le choix du niveaux et des
 differentes options"
  Deftext 1,0,0,13
  Text 415,95,"se fait indifferemment av
ec"
  Text 40,110,"la souris ou le clavier (
touches de fonction ou touches alphanume
riques)."
  Deftext 1,12,0,13
  Text 40,125,"La souris"
  Deftext 1,0,0,13
  Text 120,125,"s'efface au bout de dix
secondes si on ne l'utilise pas."
  Text 40,140,"Elle se rallume quand on
la deplace ou quand on clique."
  Deftext 1,12,0,13
  Text 40,155,"La saisie du texte et les
 corrections"
  Deftext 1,0,0,13
  Text 40,170,"Il y a deux moyens de se
deplacer dans le texte:"
  Text 40,185,"Avec les touches de curse
ur(droite et gauche). Les touches de cur
seur plus"
  Text 40,200,"la touche 'Control' ramen
ent le curseur au debut ou a la fin de l
a ligne."
  Text 40,215,"La touche 'Backspace' eff
ace la lettre avant le curseur, 'Delete'
 celle"
  Text 40,230,"qui est sous le curseur,
'Insert' cree un blanc sous le curseur,"
  Text 40,245,"'Clr/Home' efface la lign
e."
  Text 40,260,"On passe a la ligne suiva
nte en appuyant sur 'Return'. Cette touc
he"
  Text 40,275,"n'est prise en compte que
 si la ligne est correctement orthograph
iee."
  Deftext 1,12,0,13
  Text 40,290,"Les accents circonflexes
et tremas:"
  Deftext 1,0
  Text 40,305,"Ces accents n'apparaissen
t a l'ecran au dessus de la lettre qu'ap
res"
  Text 40,320,"la frappe d'une voyelle.
En cas de frappe de consonne (et au nive
au 1,"
  Text 40,335,"si ce n'est pas la bonne
voyelle qui a ete frappee) apparaissent"
  Text 40,350,"d'abord l'accent, puis la
 lettre frappes."
  Graphmode 1
  Get 25,32,635,400,Aide1$
  Aide2!=-1
  Fin_aide2:
  Showm
  Do
    Mouse Sourisx%,Sourisy%,Sourisz%
    If Sourisx%<>Sourisx1% Or Sourisy%<>
Sourisy1% Or Sourisz%
      If Souris!=0
        Defmouse 0
        Souris!=-1
      Else
        Temps%=Timer
        Sourisx1%=Sourisx%
        Sourisy1%=Sourisy%
      Endif
    Else
      If Souris!
        If Int((Timer-Temps%)/200)=10
          Defmouse Souris_vide$
          Souris!=0
        Endif
```

```
    Endif
  Endif
  A$=Inkey$
  Mouse A%,B%,C%
  Exit If A$=Chr$(13) Or (A%>298 And A
%<353 And B%>328 And B%<370 And C%=1)
Loop
```

```
Fin_aide:
Graphmode 1
Vsync
Sput Ecran$
Showm
Aide!=-1
Return
```

ATARI ST

CONVERT

Récupérer une image au format Néochrome sous Degas pose problème. L'inverse aussi d'ailleurs. Ce listing le fera pour vous !

Remarques :
Ce programme est écrit en GFA Basic et ne fonctionne qu'en moyenne et haute résolution.

```
'
' Convert (C) 1987 by Y.BELTCHENKO
'
Cls
Lowh%=Gemdos(72,L:1500)
Lowm%=Lowh%+500
Medhi%=Lowm%+500
On Error Gosub Erreur
Dim Men$(50)
Rez%=Xbios(4)
If Rez%=0
  Alert 3,"!   Moyenne et Haute ! Rsolut
ions seulement ...! ",1,"ANNULE",B%
  End
Endif
Coefx%=-(Rez%=0)-2*(Rez%>0)
Coefy%=-2*(Rez%=2)-(Rez%<2)
Deffn L(X%)=X% And 255
Deffn H(X%)=Int(X%/256)
Offlh%=226
Offlm%=214
Offmd%=214
Restore Dat_lowh
Gosub Install(Lowh%)
Restore Dat_lowm
Gosub Install(Lowm%)
Restore Dat_medhi
Gosub Install(Medhi%)
Image$=String$(32000,Chr$(0))
'
Restore Dat_me
For T%=0 To 50
  Read A$
  Exit If A$="*"
  Men$(T%)=A$
Next T%
Men$(T%)=""
Men$(T%+1)=""
Menu Men$()
```

```
Restore Dat_cop
For T%=1 To 24
  Read A%
  M$=M$+Chr$(A%)
Next T%
Clr T%
Repeat
  Inc T%
Until Men$(T%)="  Neo"
Foma%=T%
Menu Foma%,1
Clr T%
Repeat
  Inc T%
Until Men$(T%)=" Moyenne  Haute "
Auth%=T%
Menu Auth%,-2*(Rez%=1)-3*(Rez%=2)
Menu Auth%-1,-2*(Rez%=2)-3*(Rez%=1)
Menu Auth%-2,-2*(Rez%=1)-3*(Rez%=2)
On Menu  Gosub Treat
Do
  On Menu
Loop
Procedure Treat
  If Men$(Menu(0))="  Sauver"
    Gosub Save_im
  Endif
  If Men$(Menu(0))=" Convert"
    Alert 0," !    Convert Utilitie
 !"+M$+"  !   ",1," OK ",B%
  Endif
  If Men$(Menu(0))="  Quitter"
    Er%=Gemdos(73,L:Lowh%)
    Edit
  Endif
  If Men$(Menu(0))="  Degas"
    Menu Foma%,0
    Menu Foma%+1,1
    Sw%=1
  Endif
  If Men$(Menu(0))="  Neo"
    Menu Foma%,1
    Menu Foma%+1,0
    Clr Sw%
  Endif
```

```
  If Men$(Menu(0))=" Basse  Haute "
    Gosub Lowhi
  Endif
  If Men$(Menu(0))=" Basse  Moyenne "
    Gosub Lowmed
  Endif
  If Men$(Menu(0))=" Moyenne  Haute "
    Gosub Medhi
  Endif
  Menu Off
  @Menback
Return
Procedure Lowhi
  Local But%,Imhi$,Ima$,Imalo%,Imhi%,Par
rez%
  Clr Parrez%
  Swap Parrez%,Rez%
  On Sw%+1 Gosub Neo,Degas
  Swap Parrez%,Rez%
  If Noma$<>"" And Noma$<>"\"
    @Veltio_conv
    Cls
    @Cadre(640,400,16,4,16,4,Imhi%)
    Gr_2%=2*Gr_4%
    Lpoke Lowh%+Offlh%,Imalo%+((80*Yb%+X
b%/4) Div 16)*16
    Lpoke Lowh%+Offlh%+4,Debut%
    Lpoke Lowh%+Offlh%+8,Findus%
    Poke Lowh%+Offlh%+12,Gr_2%
    Call Lowh%
    Sput Imhi$
    Gosub Setpal
    Image$=Imhi$
    Got!=True
  Endif
Return
Procedure Lowmed
  Local Pardescr%,Parrez%,But%,A%,Imhi$,
Ima$,Imalo%,Imhi%,Parrez%
  Clr Parrez%
  Swap Parrez%,Rez%
  On Sw%+1 Gosub Neo,Degas
  Swap Parrez%,Rez%
  If Noma$<>"" And Noma$<>"\"
    @Veltio_conv
    Cls
    @Cadre(640,200,16,4,16,4,Imhi%)
    Gr_2%=H%
    Lpoke Lowm%+Offlm%,Imalo%+((160*Yb%+
Xb%/4) Div 16)*16
    Lpoke Lowm%+Offlm%+4,Debut%
    Lpoke Lowm%+Offlm%+8,Findus%
    Poke Lowm%+Offlm%+12,Gr_2%
    Call Lowm%
    A%=Varptr(Pal$)
    Void Xbios(6,L:A%)
    Sput Imhi$
    Gosub Setpal
    Image$=Imhi$
    Got!=True
  Endif
Return
Procedure Medhi
  Local But%,Imhi$,Ima$,Imalo%,Imhi%,Par
rez%
  Parrez%=1
  Swap Parrez%,Rez%
  @Degas
  Swap Parrez%,Rez%
  If Noma$<>"" And Noma$<>"\"
    @Veltio_conv
    Cls
    @Cadre(640,400,16,4,16,4,Imhi%)
    Gr_2%=2*Gr_4%
    Lpoke Medhi%+Offmd%,Imalo%+((80*Yb%+
Xb%/4) Div 16)*16
    Lpoke Medhi%+Offmd%+4,Debut%
    Lpoke Medhi%+Offmd%+8,Findus%
    Poke Medhi%+Offmd%+12,Gr_2%
    Call Medhi%
    Sput Imhi$
    Gosub Setpal
    Image$=Imhi$
    Got!=True
  Endif
Return
Procedure Setpal
  A%=Varptr(Pal$)
  Void Xbios(6,L:A%)
Return
Procedure Veltio_conv
  Ima$=Right$(Fi$,32000)
  Imalo%=Varptr(Ima$)
  Imhi$=String$(32000,Chr$(0))
  Imhi%=Varptr(Imhi$)
Return
Procedure Save_im
  Local Sa$,Suf$,Na$
  If Got!=True
    Sa$=Chr$(0)+Chr$(Rez%)+Pal$+Image$
    Suf$="pi"+Str$(Rez%+1)
    Fileselect "\*."+Suf$,Mid$(Noma$,2,L
en(Noma$)-5)+"."+Suf$,Na$
    If Na$<>"" And Na$<>"\"
      Open "o",#1,Na$
      Print #1,Sa$;
      Close #1
    Else
    Endif
  Else
    @Noimage
  Endif
Return
Procedure Noimage
  Local But%
  Alert 3,"! !Pas d'Image charge !",1,"
OK ",But%
Return
Procedure Menback
  Menu Men$()
  Menu Foma%,1-Sw%
  Menu Foma%+1,Sw%
  Menu Auth%,-2*(Rez%=1)-3*(Rez%=2)
  Menu Auth%-1,-2*(Rez%=2)-3*(Rez%=1)
  Menu Auth%-2,-2*(Rez%=1)-3*(Rez%=2)
Return
Procedure Cadre(Lmax%,Hmax%,Lmin%,Hmin%,
Step_x%,Step_y%,Detw%)
  Local Mx0%,My0%,Mx%,My%
  Color 0
  Defline 5,2,0,0
  Xb%=0
  Yb%=0
  Lb%=Lmax%
  Hb%=Hmax%
  Graphmode 3
```

```
  If Rez%=2
    Step_y%=Step_y%*4
  Endif
  First!=True
  Repeat
    If Mousek=1
      Lb%=((Mousex-Xb%+1) Div Step_x%)*S
tep_x%
      Hb%=((Mousey-Yb%+1) Div Step_y%)*S
tep_y%
      If Lb%>Lmax%
        Lb%=Lmax%
      Endif
      If Hb%>Hmax%
        Hb%=Hmax%
      Endif
      If Lb%<Lmin%
        Lb%=Lmin%
      Endif
      If Hb%<Hmin%
        Hb%=Hmin%
      Endif
    Else
      If Mousek=2
        Xb%=(Mousex Div Step_x%)*Step_x%
        Yb%=(Mousey Div Step_y%)*Step_y%
        If Xb%+Lb%>320*Coefx%
          Xb%=320*Coefx%-Lb%
        Endif
        If Xb%<0
          Xb%=0
        Endif
        If Yb%+Hb%>200*Coefy%
          Yb%=200*Coefy%-Hb%
        Endif
        If Yb%<0
          Yb%=0
        Endif
      Endif
    Endif
    If Ty!=True
      Box Xb%,Yb%,Xb%+Lb%-1,Yb%+Hb%-1
      Pause 2
      Box Xb%,Yb%,Xb%+Lb%-1,Yb%+Hb%-1
      Ty!=False
    Else
      Box Xb%,Yb%+Hb%-1,Xb%+Lb%-1,Yb%
      Pause 2
      Box Xb%,Yb%+Hb%-1,Xb%+Lb%-1,Yb%
      Ty!=True
    Endif
    First!=False
    MxO%=Mousex
    MyO%=Mousey
  Until Inkey$=Chr$(32)
  Debut%=Detw%+(8/(Coefx%*Coefy%))*Int((
320*Coefx%*Yb%+Xb%)/16)
  Findus%=Detw%+(8/(Coefx%*Coefy%))*Int(
(320*Coefx%*Yb%+Xb%+Lb%-1)/16)
  Gr_4%=Hb%/4
  L%=Lb%
  H%=Hb%
  If Rez%=2
    Gr_8%=Gr_4%/4
  Endif
  Defline 1,1,0,0
Return
Procedure Degas
  Fileselect "\*.pi"+Str$(Rez%+1),"",Nom
a$
  If Noma$<>"" And Noma$<>"\"
    Open "i",#1,Noma$
    Fi$=Input$(32034,#1)
    Pal$=Mid$(Fi$,3,32)
    Close #1
    Got!=True
  Endif
Return
Procedure Neo
  Fileselect "\*.neo","",Noma$
  If Noma$<>"" And Noma$<>"\"
    Open "i",#1,Noma$
    Fi$=Input$(32128,#1)
    Pal$=Mid$(Fi$,5,32)
    Close #1
    Got!=True
  Endif
Return
Procedure Setimage
  Gosub Setpal
  Image$=Right$(Fi$,32000)
  Sput Image$
Return
Procedure Erreur
  Close
  If Err=37
    Alert 3," ! Disque Plein !  ",1,"ANN
ULE",B%
  Endif
  Resume Next
Return
Procedure Install(Adr%)
  Read A%
  For T%=0 To A%-1
    Read A$
    Dpoke Adr%+T%*2,Val("&h"+A$)
  Next T%
Return
'
' Data du menu
'
Dat_me:
'
Data Info, Convert
Data ---------
Data 1,2,3,4,5,6,""
Data Fichier,  Neo,  Degas,-----------,
  Sauver,-----------,  Quitter,""
Data Outils, Basse  Haute , Basse  Moyen
ne , Moyenne  Haute ,""
Data *
'
'
Dat_lowm:
'
Data 112
Data 4DFA,00D4,4BFA,00C4,2A9E,4BFA,00C2,
2A9E,4BFA,00C0,2A9E,4BFA,00B0,1A9E
Data 207A,00AC,227A,00AC,3A3C,000F,383C,
000F,4242,4241,3010,0B00,6700,0008
Data 03C2,6000,0004,0382,5488,5241,0C41,
0004,66E6,5188,E40A,3011,0802,0000
Data 6700,000A,09C0,5304,09C0,5204,32C0,
3011,0802,0001,6700,000C,09C0,5304
Data 09C0,5204,3280,5589,5544,6B00,000E,
5345,6AAA,5088,3A3C,000F,60A2,B3FA
```

```
Data 0046,6700,000A,5889,383C,000F,60E4,
4BFA,002C,5315,6700,0024,4BFA,0028
Data 0695,0000,00A0,4BFA,0022,0695,0000,
00A0,4BFA,0010,0695,0000,00A0,6000
Data FF58,4E75,0000,0000,0000,0000,0000,
0000,0000,0000,0000,0000,0000,0000
'
'
Dat_lowh:
'
Data 112
Data 4DFA,00E0,4BFA,00D0,2A9E,4BFA,00CE,
2A9E,4BFA,00CC,2A9E,4BFA,00BC,1A9E
Data 45FA,00A6,207A,00B4,227A,00B4,3A3C,
000F,383C,000E,4242,4241,3010,0B00
Data 6700,0008,03C2,6000,0004,0382,5488,
5241,0C41,0004,66E6,5188,4240,4241
Data 1032,2000,1200,0201,0003,E448,E960,
E961,8151,D3FC,0000,0050,8351,93FC
Data 0000,0050,5544,6B00,000E,5345,6AB2,
5088,3A3C,000F,60AA,B3FA,0056,6700
Data 000A,5489,383C,000E,60E4,4BFA,003C,
5315,6700,0024,4BFA,0038,0695,0000
Data 00A0,4BFA,0032,0695,0000,00A0,4BFA,
0020,0695,0000,00A0,6000,FF60,4E75
Data 000F,0B02,0C07,030A,050D,0109,060E,
0408,0000,0000,0000,0000,0000,0000
'
'
Dat_medhi:
'
Data 112
Data 4DFA,00D4,4BFA,00C4,2A9E,4BFA,00C2,
2A9E,4BFA,00C0,2A9E,4BFA,00B0,1A9E
Data 45FA,00A6,207A,00A8,227A,00A8,3A3C,
000F,383C,000F,4242,4241,3010,0B00
Data 6700,0008,03C2,6000,0004,0382,5488,
5241,0C41,0002,66E6,5988,4240,4241
Data 1032,2000,1200,0201,0001,E248,E960,
E961,8151,D3FC,0000,0050,8351,93FC
Data 0000,0050,5344,6B00,000E,5345,6AB2,
5888,3A3C,000F,60AA,B3FA,004A,6700
Data 000A,5489,383C,000F,60E4,4BFA,0030,
5315,6700,0024,4BFA,002C,0695,0000
Data 00A0,4BFA,0026,0695,0000,00A0,4BFA,
0014,0695,0000,00A0,6000,FF60,4E75
Data 0003,0102,0000,0000,0000,0000,0000,
0000,0000,0000,0000,0000,0000,0000
'
Dat_cop:
'
Data 40,67,41,32,17,25,24,23,32
Data 98,121,32,89,46,66,101,108
Data 116,99,104,101,110,107,111
```

ATARI ST

CURVES

Même si vous n'êtes pas en doctorat de mathématiques, il vous arrive de devoir tracer une fonction. Savez-vous que votre ST le fait très bien ?

Remarques :
La saisie de la fonction à tracer est à effectuer à la fin du programme.

```
'
' Curves (C) 1987 by Y.BELTCHENKO
'
Start:
Cls
Rez%=Xbios(4)
Coefx%=-(Rez%=0)-2*(Rez%>0)
Coefy%=-2*(Rez%=2)-(Rez%<2)
N_ptx%=320*Coefx%
N_pty%=200*Coefy%
Bs=1.0E+154
Input "Limite du domaine en X :",A0,A1
Input "Limite du domaine en Y :",B0,B1
Input "Angle de vision Alpha  :",A
Input "Angle de vision Beta   :",B
Input "Eloignement            :",C
Print ""
Print "Calcul d'echelle en cours ..."
S_x=(A1-A0)/79
S_y=(B1-B0)/41
A=A*Pi/180
B=B*Pi/180
Sa=Sin(A)
Sb=Sin(B)
Ca=Cos(A)
Cb=Cos(B)
Cs=Ca*Sb
Ss=Sa*Sb
Cc=Ca*Cb
Sc=Sa*Cb
If A>0 And A<180
  Goto No_swap
Else
  Swap A0,A1
  Swap B0,B1
  S_x=-S_x
  S_y=-S_y
Endif
No_swap:
Inf_x=Bs
Inf_y=Bs
Sup_x=-Bs
Sup_y=-Bs
Color 1
```

```
For J%=0 To 41
  Y=B1-J%*S_y
  For I%=0 To 79
    X=A0+I%*S_x
    @Eval(X,Y)
    P_x=-X*Sa+Y*Ca
    P_y=-X*Cs-Y*Ss+Z*Cb
    P_z=-X*Cc-Y*Sc-Z*Sb+C
    X_f=P_x
    Y_f=P_y
    If X_f>Sup_x
      Sup_x=X_f
    Endif
    If X_f<Inf_x
      Inf_x=X_f
    Endif
    If Y_f>Sup_y
      Sup_y=Y_f
    Endif
    If Y_f<Inf_y
      Inf_y=Y_f
    Endif
  Next I%
Next J%
Cls
K_x=N_ptx%/(Sup_x-Inf_x)
K_y=N_pty%/(Sup_y-Inf_y)
For J%=0 To 41
  Y=B1-J%*S_y
  X=A0
  @Eval(X,Y)
  P_x=-X*Sa+Y*Ca
  P_y=-X*Cs-Y*Ss+Z*Cb
  P_z=-X*Cc-Y*Sc-Z*Sb+C
  X_f=P_x
  Y_f=P_y
  X_p=K_x*(X_f-Inf_x)
  Y_p=-K_y*(Y_f-Inf_y)+N_pty%
  For I%=0 To 79
    X=A0+I%*S_x
    @Eval(X,Y)
    P_x=-X*Sa+Y*Ca
    P_y=-X*Cs-Y*Ss+Z*Cb
    P_z=-X*Cc-Y*Sc-Z*Sb+C
    X_f=P_x
    Y_f=P_y
    N_x=K_x*(X_f-Inf_x)
    N_y=-K_y*(Y_f-Inf_y)+N_pty%
    Draw X_p,Y_p To N_x,N_y
    X_p=N_x
    Y_p=N_y
  Next I%
Next J%
A$=""
While A$=""
  A$=Inkey$
Wend
If A$=Chr$(27)
  Sget Image$
  Gosub Save_im
  Goto Start
Endif
If A$=Chr$(32)
  Goto Start
Else
Endif
Procedure Save_im
  Local Sa$,Suf$,Na$
  Pal$=""
  For T%=0 To 15
    Pal$=Pal$+Mki$(Xbios(7,W:T%,W:-1))
  Next T%
  Sa$=Chr$(0)+Chr$(Rez%)+Pal$+Image$
  Suf$="pi"+Str$(Rez%+1)
  Fileselect "\*."+Suf$,"",Na$
  If Na$<>"" And Na$<>"\"
    Open "o",#1,Na$
    Print #1,Sa$;
    Close #1
  Else
  Endif
Return
Procedure Eval(X,Y)
  '
  '     fonction z=f(x,y) doit etre rentr
ee ici
  '
  Z=12*Sin(X)/X*Sin(Y)/Y
  '   Z=-Sqr(25-X*X-Y*Y)
  '   Z=15*Cos(Sqr(Abs(X*X-Y*Y)))/Sqr(X*X
+Y*Y)
  '   Z=12*Sin(Sqr(X*X+Y*Y))/Sqr(X*X+Y*Y)
  '   Z=Sin(X*X)*Exp(-X*X-Y*Y)/Sqr(X*X+Y*
Y)
  '   Z=Sin(X)/X/(Y*Y+0.5)*Cos(Y)+0.5
  '
  '
Return
```

ATARI ST

FORMAT +

Le formatage d'une disquette à partir du Dos du ST se révèle lent et peu souple. Ce programme vous propose de pallier cela : formatage au-delà de la piste 80, sélection du lecteur et autres sont au menu.

```
'
' Format+  (C) 1987 by Y.BELTCHENKO
'
Cls
```

```
Dim Men$(50)
Fr%=Gemdos(72,L:-1)
If Fr%<10000
  Alert 3," ! Memoire insuffisante  ...
  ! ",1,"ANNULE",B%
  End
Endif
Buffer%=Gemdos(72,L:8500)
For T%=0 To 50
  Read A$
  Exit If A$="*"
  Men$(T%)=A$
Next T%
For T%=1 To 24
  Read A%
  K$=K$+Chr$(A% Mod 199)
Next T%
Clr T%
Repeat
  Inc T%
  If Men$(T%)="  Disque A"
    M_dsk%=T%
  Endif
  If Men$(T%)="  80 Pistes "
    M_tr%=T%
  Endif
  If Men$(T%)="  Simple"
    M_ds%=T%
  Endif
Until Men$(T%)="  10 Secteurs"
M_sct%=T%-1
Menu Men$()
Openw 0
Menu M_ds%,1
Clr Face%
Menu M_dsk%,1
Menu M_tr%,1
I_tr%=0
Menu M_sct%,1
Trk%=80
Sct%=9
Clr Dsk%
M$=K$
On Menu  Gosub Treat
Do
  On Menu
Loop
Procedure Treat
  If Men$(Menu(0))=" Format+"
    Alert 0," !"+String$(9,Chr$(32))+"Fo
rmat+  ! "+M$+" ! ",1,"OK",B%
  Endif
  If Men$(Menu(0))="  Disque A"
    Menu M_dsk%,1
    Menu M_dsk%+1,0
    Clr Dsk%
  Endif
  If Men$(Menu(0))="  Disque B"
    Menu M_dsk%,0
    Menu M_dsk%+1,1
    Dsk%=1
  Endif
  If Men$(Menu(0))="  Libres"
    Alert 0," !"+Str$(Dfree(Dsk%))+" Oct
ets Libres  ! ",1,"OK",But%
  Endif
  If Men$(Menu(0))="  Directory "
    Files "\*.*"
    Print
    Print "Appuyez sur une touche ..."
    While Inkey$=""
    Wend
    Cls
  Endif
  If Men$(Menu(0))="  Quitter"
    Er%=Gemdos(73,L:Buffer%)
    Closew 0
    Edit
  Endif
  If Men$(Menu(0))="  Simple"
    Menu M_ds%,1
    Menu M_ds%+1,0
    Clr Face%
  Endif
  If Men$(Menu(0))="  Double"
    Menu M_ds%,0
    Menu M_ds%+1,1
    Face%=1
  Endif
  If Men$(Menu(0))="  80 Pistes "
    Menu M_tr%+I_tr%,0
    Menu M_tr%,1
    Clr I_tr%
    Trk%=80
  Endif
  If Men$(Menu(0))="  81 Pistes"
    Menu M_tr%+I_tr%,0
    Menu M_tr%+1,1
    I_tr%=1
    Trk%=81
  Endif
  If Men$(Menu(0))="  82 Pistes"
    Menu M_tr%+I_tr%,0
    Menu M_tr%+2,1
    I_tr%=2
    Trk%=82
  Endif
  If Men$(Menu(0))="   9 Secteurs "
    Menu M_sct%+1,0
    Menu M_sct%,1
    Sct%=9
  Endif
  If Men$(Menu(0))="  10 Secteurs"
    Menu M_sct%,0
    Menu M_sct%+1,1
    Sct%=10
  Endif
  If Men$(Menu(0))=" Formatage "
    Gosub Format
  Endif
  Menu Off
Return
Procedure Format
  Alert 0," !Valider Formatage  ? !",2,"
OK!STOP",B%
  If B%=2
    Goto Sort
  Endif
  Print At(1,6);"Formatage en cours ."
  Num%=Face%
  Effect:
  For T%=0 To Trk%-1
    Er%=Xbios(10,L:Buffer%,L:0,W:Dsk%,W:
Sct%,W:T%,W:Num%,W:1,L:&H87654321,W:0)
    Exit If Er%<0
  Next T%
```

```
  If Er%<0
    Alert 3," !Erreur durant Formatage
  ! ",1,"ANNULE",B%
    Goto Sort
  Endif
  Dec Num%
  If Num%=0
    Goto Effect
  Endif
  Typ%=2+Face%
  Er%=Xbios(18,L:Buffer%,L:&H1000000,W:T
yp%,W:0)
  If Trk%=80 And Sct%=9
  Else
    If Sct%=10
      Poke Buffer%+24,10
    Endif
    N_sct%=Trk%*Sct%*(Face%+1)
    Low%=N_sct% And 255
    High%=N_sct%/256
    Poke Buffer%+19,Low%
    Poke Buffer%+20,High%
  Endif
  Er%=Xbios(9,L:Buffer%,L:0,W:Dsk%,W:1,W
:0,W:0,W:1)
  If Er%<0
    Alert 3," !Erreur durant Formatage
  ! ",1,"ANNULE",B%
    Goto Sort
  Endif
  Cls
  Alert 0," !"+Str$(Dfree(Dsk%))+" Octet
s Libres   ! ",1,"OK",But%
  Sort:
  Cls
Return
'
'
'
Data Info, Format+
Data ----------
Data 1,2,3,4,5,6,""
Data Disque,  Disque A,  Disque B,------
------,  Libres,"  Directory "
Data ------------,  Quitter,""
Data Parametres,Densite ...,  Simple,  D
ouble,--------------,"  80 Pistes "
Data "  81 Pistes",  82 Pistes,---------
-----,   9 Secteurs ,  10 Secteurs,""
Data Effectuer, Formatage ,""
Data *
Data 40,67,41,32,17,25,24,23,32
Data 98,121,32,89,46,66,101,108
Data 116,99,104,101,110,107,111
```

ATARI ST

METEOR

Le principal attrait de ce listing réside dans son côté didactique qui le rend aisément compréhensible.

```
Rem ********************
Rem ** M E T E O R **
Rem ********************
Rem par SOTIROPOULOS C.
Rem ********************
Rem
Clear
If Xbios(4)<>0
  Edit
Endif
Hidem
Sound 0,0
Setcolor 0,0
Setcolor 15,&H77
Setcolor 1,&H700
Xv%=15
Yv%=2
Ax%=Xv%
Ay%=Yv%
Cls
Print
Clr F%
For I%=1 To 25
  Print
Next I%
Nn%=4
For L%=1 To 3000
  If L%>200 And L%<250
    Nn%=2
  Endif
  If L%>500 And L%<800
    Nn%=1
  Endif
  If L%>800 Or (L%>140 And L%<200)
    Clr Nn%
  Endif
  If L%>50 And L%<80
    Nn%=3
  Endif
  If L%>80 And L%<100
    Nn%=2
  Endif
  If L%>100 And L%<140
    Sound 1,15,3,2,1
    Sound 0,0
    Nn%=1
  Endif
  X%=Rnd*34+2
  Print Tab(X%);Chr$(&HF9);" ";Chr$(&HF8
)
  If Point((Xv%-1)*8+4,(Yv%-1)*8)<>0
    F%=1
  Endif
  X1%=Pos
```

```
  Y1%=Crslin
  Print At(Ax%,Ay%-1);" "
  Print Chr$(27);Chr$(Asc("b"));Chr$(65)
  Print At(Xv%,Yv%);Chr$(&HE8)
  Print Chr$(27);Chr$(Asc("b"));Chr$(&HF
)
  Print At(2,1);L%
  If F%=1
    Setcolor 15,&H700
    For J%=1 To 20 Step 3
      Circle Xv%*8,Yv%*8,J%
      Sound 1,15,4,5,1
      Sound 1,15,3,2,2
      Sound 0,0
    Next J%
    Print At(1,10);"SCORE : ";L%;"  ";"
, cliquez avec la souris"
    Repeat
    Until Mousek
    Run
  Endif
  Print At(X1%,Y1%);
  Ax%=Xv%
  Ay%=Yv%
  If Mousek=2 And Xv%<33
    Xv%=Xv%+1
    Sound 1,15,3,4,1
    Sound 1,15,7,3,1
  Endif
  If Mousek=1 And Xv%>2
    Xv%=Xv%-1
    Sound 1,15,7,5,1
    Sound 1,15,3,4,1
  Endif
  Sound 0,0
  Pause Nn%
Next L%
Run
```

ATARI ST

PACK

Sauvegarder des images sur disquettes prend beaucoup de place et cela pose un problème lorsqu'on travaille sur 520. Ce compacteur/décompacteur réduit la taille des images. Il permet donc de sauvegarder plus d'images sur une seule et même disquette.

Remarques :
Ce programme fonctionne avec des images au format Néochrome ou Degas.

```
'
' Pack (C) 1987 by Y.BELTCHENKO
'
Cls
Fr%=Gemdos(72,L:-1)
If Fr%<10000
  Alert 3," ! Memoire insuffisante  ...
  ! ",1,"ANNULE",B%
  End
Endif
Pck%=Gemdos(72,L:3400)
Unpck%=Pck%+1000
Pkhi%=Unpck%+600
Unpkhi%=Pkhi%+1000
On Error Gosub Erreur
Reserve 200000
Dim Pack%(16100),Men$(50)
Rez%=Xbios(4)
Coefx%=-(Rez%=0)-2*(Rez%>0)
Coefy%=-2*(Rez%=2)-(Rez%<2)
Deffn L(X%)=X% And 255
Deffn H(X%)=Int(X%/256)
Offp%=698
Offun%=426
Offpkhi%=890
Offunhi%=566
Restore Dat_pk3
Gosub Install(Pck%)
Restore Dat_un3
Gosub Install(Unpck%)
Restore Dat_unhi
Gosub Install(Unpkhi%)
Restore Dat_pkhi
Gosub Install(Pkhi%)
Image$=String$(32000,Chr$(0))
'
Restore Dat_me
'
For T%=0 To 50
  Read A$
  Exit If A$="*"
  Men$(T%)=A$
Next T%
Men$(T%)=""
Men$(T%+1)=""
Menu Men$()
'
Restore Dat_cop
'
For T%=1 To 24
  Read A%
  M$=M$+Chr$(A%)
Next T%
Clr T%
```

```
Repeat
  Inc T%
Until Men$(T%)="  Neo"
Foma%=T%
If Rez%>0
  Menu Foma%,2
  Menu Foma%+1,1
  Sw%=1
Else
  Menu Foma%,1
  Menu Foma%+1,0
  Clr Sw%
Endif
Comp!=False
Packed!=False
On Menu  Gosub Treat
Do
  On Menu
Loop
Procedure Treat
  If Men$(Menu(0))=" Pack"
    Alert 0," |      Pack Utilitie      |"
+M$+"  |",1," OK ",B%
  Endif
  If Men$(Menu(0))="  Quitter"
    Er%=Gemdos(73,L:Pck%)
    Edit
  Endif
  If Men$(Menu(0))="  Degas"
    If Rez%=0
      Menu Foma%,0
      Menu Foma%+1,1
      Sw%=1
    Endif
  Endif
  If Men$(Menu(0))="  Neo"
    If Rez%=0
      Menu Foma%,1
      Menu Foma%+1,0
      Clr Sw%
    Endif
  Endif
  If Men$(Menu(0))=" Compacte "
    If Got!
      Gosub Pack
    Else
      @Noimage
    Endif
  Endif
  If Men$(Menu(0))=" Decompacte "
    If Packed!
      Gosub Unpack
    Else
      @Nopack
    Endif
  Endif
  If Men$(Menu(0))="  Compactee"
    Gosub Load_pk
  Endif
  If Men$(Menu(0))="  Compactee "
    Gosub Save_pk
  Endif
  If Men$(Menu(0))="  Image"
    On Sw%+1 Gosub Neo,Degas
  Endif
  If Men$(Menu(0))="  Image "
    Gosub Save_im
  Endif
  Menu Off
  @Menback
Return
Procedure Save_im
  Local Sa$,Suf$,Na$
  If Got!=True
    If Sw%=1
      Sa$=Chr$(0)+Chr$(Rez%)+Pal$+Image$
      Suf$="pi"+Str$(Rez%+1)
    Else
      Sa$=String$(4,Chr$(0))+Pal$+String
$(8,Chr$(32))+Chr$(46)
      Sa$=Sa$+String$(3,Chr$(32))+Chr$(1
28)+Chr$(30)+String$(78,Chr$(0))+Image$
      Suf$="neo"
    Endif
    Fileselect"\*."+Suf$,Mid$(Noma$,2,L
en(Noma$)-5)+"."+Suf$,Na$
    If Na$<>"" And Na$<>"\"
      Open "o",#1,Na$
      Print #1,Sa$;
      Close #1
    Else
    Endif
  Else
    @Noimage
  Endif
Return
Procedure Nopack
  Local But%
  Alert 3,"| |Pas d'image Compactee !",1
,"OK",B
Return
Procedure Noimage
  Local But%
  Alert 3,"| |Pas d'Image Chargee !",1,"
 OK ",But%
Return
Procedure Menback
  Menu Men$()
  If Rez%=0
    Menu Foma%,1-Sw%
    Menu Foma%+1,Sw%
  Else
    Menu Foma%,2
    Menu Foma%+1,1
  Endif
Return
Procedure Pack
  Local But%,Scr%,Pack%
  Scr%=Varptr(Image$)
  Sput Image$
  @Cadre(320*Coefx%,200*Coefy%,16,4,16,4
,Scr%)
  Hidem
  Pack%=Varptr(Pack%(0))
  If Rez%=2
    Lpoke Pkhi%+0ffpkhi%,Debut%
    Lpoke Pkhi%+0ffpkhi%+4,Findus%
    Lpoke Pkhi%+0ffpkhi%+8,Pack%+2
    Poke Pkhi%+0ffpkhi%+12,Gr_8%
    Call Pkhi%
  Else
    Dpoke Pck%+0ffp%,Rez%
    Lpoke Pck%+0ffp%+2,Debut%
    Lpoke Pck%+0ffp%+6,Findus%
    Lpoke Pck%+0ffp%+10,Pack%+2
    Poke Pck%+0ffp%+14,Gr_4%
```

```
    Call Pck%
  Endif
  Showm
  Packed!=True
  Count%=Dpeek(Pack%)
  If Count%>32000
    @Too_comp
    Comp!=True
  Else
    Aler$="|Nombre d' Octets   :"+Str$(C
ount%)+"|Longueur en Points :"
    Aler$=Aler$+Str$(Lb%)+"|Largeur en P
oints  :"+Str$(Hb%)+"      "
    Alert 0,Aler$,0," OK ",But%
  Endif
  Sput Image$
Return
Procedure Too_comp
  Alert 3,"| Image Trop Complexe ...",1,
"ANNULE",B%
Return
Procedure Unpack
  Local Pack%,Ima%
  Ima%=Varptr(Image$)
  Cls
  @Cadre(L%,H%,L%,H%,16,4,Ima%)
  Hidem
  Pack%=Varptr(Pack%(0))
  If Rez%=2
    Lpoke Unpkhi%+Offunhi%,Pack%+2
    Lpoke Unpkhi%+Offunhi%+4,Debut%
    Lpoke Unpkhi%+Offunhi%+8,Findus%
    Poke Unpkhi%+Offunhi%+12,Gr_8%
    Call Unpkhi%
  Else
    Dpoke Unpck%+Offun%,Rez%
    Lpoke Unpck%+Offun%+2,Pack%+2
    Lpoke Unpck%+Offun%+6,Debut%
    Lpoke Unpck%+Offun%+10,Findus%
    Poke Unpck%+Offun%+14,Gr_4%
    Call Unpck%
  Endif
  Showm
  Sput Image$
Return
Procedure Cadre(Lmax%,Hmax%,Lmin%,Hmin%,
Step_x%,Step_y%,Detw%)
  Local Mx0%,My0%,Mx%,My%
  Color 0
  Defline 5,2,0,0
  Xb%=0
  Yb%=0
  Lb%=Lmax%
  Hb%=Hmax%
  Graphmode 3
  If Rez%=2
    Step_y%=Step_y%*4
  Endif
  First!=True
  Repeat
    If Mousek=1
      Lb%=((Mousex-Xb%+1) Div Step_x%)*S
tep_x%
      Hb%=((Mousey-Yb%+1) Div Step_y%)*S
tep_y%
      If Lb%>Lmax%
        Lb%=Lmax%
      Endif
      If Hb%>Hmax%
        Hb%=Hmax%
      Endif
      If Lb%<Lmin%
        Lb%=Lmin%
      Endif
      If Hb%<Hmin%
        Hb%=Hmin%
      Endif
    Else
      If Mousek=2
        Xb%=(Mousex Div Step_x%)*Step_x%
        Yb%=(Mousey Div Step_y%)*Step_y%
        If Xb%+Lb%>320*Coefx%
          Xb%=320*Coefx%-Lb%
        Endif
        If Xb%<0
          Xb%=0
        Endif
        If Yb%+Hb%>200*Coefy%
          Yb%=200*Coefy%-Hb%
        Endif
        If Yb%<0
          Yb%=0
        Endif
      Endif
    Endif
    If Ty!=True
      Box Xb%,Yb%,Xb%+Lb%-1,Yb%+Hb%-1
      Pause 2
      Box Xb%,Yb%,Xb%+Lb%-1,Yb%+Hb%-1
      Ty!=False
    Else
      Box Xb%,Yb%+Hb%-1,Xb%+Lb%-1,Yb%
      Pause 2
      Box Xb%,Yb%+Hb%-1,Xb%+Lb%-1,Yb%
      Ty!=True
    Endif
    First!=False
    Mx0%=Mousex
    My0%=Mousey
  Until Inkey$=Chr$(32)
  Debut%=Detw%+(8/(Coefx%*Coefy%))*Int((
320*Coefx%*Yb%+Xb%)/16)
  Findus%=Detw%+(8/(Coefx%*Coefy%))*Int(
(320*Coefx%*Yb%+Xb%+Lb%-1)/16)
  Gr_4%=Hb%/4
  L%=Lb%
  H%=Hb%
  If Rez%=2
    Gr_8%=Gr_4%/4
  Endif
  Defline 1,1,0,0
Return
Procedure Save_pk
  Local Na$,Pack$,Pack_2$,Pack%
  If Not Packed!
    @Nopack
  Else
    If Comp!
      @Too_comp
    Else
      Suf$="pk"+Str$(Rez%+1)
      If Noma$=""
        Defau$=""
      Else
        Defau$=Mid$(Noma$,2,Len(Noma$)-5
```

```
      Endif
      Fileselect "\*."+Suf$,Defau$+"."+S
uf$,Na$
      If Na$<>"" And Na$<>"\"
        Pack$=Chr$(Fn H(L%))+Chr$(Fn L(L
%))+Chr$(Fn H(H%))+Chr$(Fn L(H%))
        Pack$=Pack$+Chr$(Gr_4%)+Pal$
        Pack_2$=String$(Count%,Chr$(0))
        Packr%=Arrptr(Pack_2$)
        Pack%=Varptr(Pack%(0))
        Lpoke Packr%,Pack%+2
        Pack$=Pack$+Pack_2$
        Hidem
        Open "o",#1,Na$
        Print #1,Pack$;
        Close #1
        Showm
      Endif
    Endif
  Endif
Return
Procedure Load_pk
  Local Paco%,Pack%,Mov%,Na$,Suf$,Pack$
  Fileselect "\*."+"pk"+Str$(Rez%+1),"",
Na$
  If Na$<>"" And Na$<>"\"
    Open "i",#1,Na$
    Length%=Lof(#1)
    Pack$=Input$(Length%,#1)
    Close #1
    L%=Asc(Mid$(Pack$,1,1))*256+Asc(Mid$
(Pack$,2,1))
    H%=Asc(Mid$(Pack$,3,1))*256+Asc(Mid$
(Pack$,4,1))
    Gr_4%=Asc(Mid$(Pack$,5,1))
    Pal$=Mid$(Pack$,6,32)
    A%=Varptr(Pal$)
    Void Xbios(6,L:A%)
    Pack$=Mid$(Pack$,38)
    Paco%=Varptr(Pack$)
    Pack%=Varptr(Pack%(0))
    Print Paco%,Pack%
    Repeat
    Until Mousek
    Bmove Paco%,Pack%+2,Length%-37
    Packed!=True
    If Sw%=1
      Suf$="pi"+Str$(Rez%)
    Else
      Suf$="neo"
    Endif
    Noma$="\"+Mid$(Na$,1,Len(Na$)-5)+"."
+Suf$
  Endif
Return
Procedure Degas
  Local Fi$
  Fileselect "\*.pi"+Str$(Rez%+1),"",Nom
a$
  If Noma$<>"" And Noma$<>"\"
    Open "i",#1,Noma$
    Fi$=Input$(32034,#1)
    Pal$=Mid$(Fi$,3,32)
    Close #1
    @Setimage
    Got!=True
  Endif
Return
Procedure Neo
  Local Fi$
  Fileselect "\*.neo","",Noma$
  If Noma$<>"" And Noma$<>"\"
    Open "i",#1,Noma$
    Fi$=Input$(32128,#1)
    Pal$=Mid$(Fi$,5,32)
    Close #1
    @Setimage
    Got!=True
  Endif
Return
Procedure Setimage
  A%=Varptr(Pal$)
  Void Xbios(6,L:A%)
  Image$=Right$(Fi$,32000)
  Sput Image$
  Packed!=False
  Comp!=False
Return
Procedure Install(Adr%)
  Read A%
  For T%=0 To A%-1
    Read A$
    Dpoke Adr%+T%*2,Val("&h"+A$)
  Next T%
Return
Procedure Erreur
  Close
  If Err=37
    Alert 3," ! Disque Plein !  ",1,"ANN
ULE",B%
  Endif
  Resume Next
Return
'
' Data du menu
'
Dat_me:
'
Data Info, Pack
Data -------
Data 1,2,3,4,5,6,""
Data Fichier,  Neo,  Degas,-------------,
Charger ...,  Image,"  Compactee"
Data ------------,Sauver ...,  Image ,
Compactee ,-------------,  Quitter,""
Data Outils, Compacte , Decompacte ,""
Data *
'
Dat_pk3:
'
Data 336
Data 4DFA,02B8,301E,0C40,0001,6600,0018,
163C,003F,183C,0002,2A3C,0000,0004
Data 1E3C,0006,6000,0014,163C,000F,183C,
0004,2A3C,0000,0008,1E3C,0004,223C
Data 0000,01E0,243C,0000,00A0,2C3C,0000,
0460,4BFA,025C,2A82,4BFA,0266,2A82
Data 4BFA,023E,1A83,4BFA,0239,1A84,4BFA,
0250,2A85,4BFA,0246,2A86,4BFA,0225
Data 1A87,4BFA,022A,2A9E,D395,4BFA,0226,
2A9E,D395,4BFA,0226,2A9E,4BFA,020C
Data 1A9E,4BFA,0209,4215,4BFA,0202,4215,
4BFA,020A,4E71,4495,4BFA,01F8,4255
Data 267A,0200,207A,01F0,3A3C,000F,6100,
01A2,4BFA,01DD,1A82,D1FA,01E6,383C
Data 0002,6000,000E,207A,01D2,3A3C,000F,
```

```
383C,0003,6100,0180,B43A,01BB,6700
Data 000A,6100,0132,6000,003C,4BFA,01AC,
4215,4BFA,01A7,5215,1615,B63A,019A
Data 6600,0026,103A,0195,163A,018D,E720,
803A,0188,16C0,4BFA,018A,5255,4BFA
Data 0181,1ABC,00FF,4BFA,0178,4615,D1FA,
0180,51CC,FFAC,45FA,0178,4492,D1FA
Data 0172,5305,6B00,0004,6094,B1FA,0162,
6700,0008,D1FA,016A,6082,4BFA,0148
Data 5315,6700,0122,4BFA,0146,263A,015A,
D795,4BFA,0140,D795,4BFA,013E,4495
Data 207A,0134,4245,383C,0003,6100,00E0,
B43A,011B,6700,000A,6100,0092,6000
Data 003C,4BFA,010C,4215,4BFA,0107,5215,
1615,B63A,00FA,6600,0026,103A,00F5
Data 163A,00ED,E720,803A,00E8,16C0,4BFA,
00EA,5255,4BFA,00E1,1ABC,00FF,4BFA
Data 00D8,4615,D1FA,00E0,51CC,FFAC,4BFA,
00D8,4495,D1FA,00D2,5245,0C45,0010
Data 6700,0004,6090,B1FA,00BA,6600,0026,
4BFA,00AA,5315,6700,0084,4BFA,00AC
Data 263A,00B4,D795,4BFA,009E,D795,4BFA,
00A0,4495,6000,FEBE,91FA,00A2,6000
Data FF5C,4BFA,0080,4A15,6700,0016,4BFA,
0075,1A82,4BFA,0070,4615,4BFA,006B
Data 4215,4E75,103A,0061,163A,0059,E720,
803A,0059,16C0,4BFA,0056,5255,4BFA
Data 004B,1A82,4BFA,0047,4215,4E75,4202,
4241,3010,0B00,6700,0004,03C2,30C0
Data 5201,B23A,0029,66EC,91FA,0040,4E75,
4BFA,0021,1615,B63A,0016,6700,0004
Data 5215,61AC,267A,0020,373A,000E,4E75,
0000,0000,0000,0000,0000,0000,0000

'
Dat_unhi:
'
Data 280
Data 4DFA,0234,265E,4BFA,0216,49FA,0216,
289E,0694,0000,0460,2A94,4BFA,020C
Data 49FA,020C,289E,0694,0000,0460,2A94,
4BFA,01E9,1A96,4BFA,01E2,1A9E,4BFA
Data 01DF,1ABC,00FF,4BFA,01D6,4215,207A,
01D8,4BFA,01D0,3ABC,000F,4BFA,01CA
Data 3ABC,0001,6100,0104,4BFA,01B9,5215,
49FA,01B0,4BFA,01AD,1A94,4BFA,01C0
Data 2ABC,0000,00A0,4495,207A,01A4,3A3A,
019C,383C,0007,6100,00C2,5302,6A00
Data 0006,6100,00CE,D1FA,019A,51CC,FFEC,
45FA,0192,4492,D1FA,018C,5505,6B00
Data 0004,60D4,B1FA,0178,6700,0006,5488,
60C4,4BFA,015B,5315,6700,00C2,4BFA
Data 015A,0695,0000,00A0,4BFA,0158,0695,
0000,00A0,4BFA,0156,4495,207A,0148
Data 3A3A,013A,383C,0007,6100,005E,5302,
6A00,0006,6100,006A,D1FA,0136,51CC
Data FFEC,4BFA,012E,4495,D1FA,0128,5445,
0C45,0010,6C00,0004,60D0,B1FA,0108
Data 6600,002A,4BFA,00F7,5315,6700,005E,
4BFA,00FE,0695,0000,0960,4BFA,00EC
Data 0695,0000,0960,4BFA,00F2,4495,6000,
FF36,5588,6098,3010,0801,0007,6700
Data 0008,0BC0,6000,0004,0B80,3080,4E75,
1413,4BFA,00B4,4A15,6700,000E,4215
Data 0202,0007,121B,E901,4E75,E80A,1213,
0202,0007,5215,4E75,4BFA,0093,4A15
Data 6700,0018,0C15,0001,6700,0036,0C15,
0002,6700,0052,0C15,0003,67DE,49FA
Data 0086,4BFA,007E,2A94,49FA,0074,4BFA,
006C,2A94,4BFA,0062,3ABC,000E,4BFA
Data 005C,4255,6000,FE96,49FA,0060,0694,
0000,0050,4BFA,0052,2A94,49FA,0048
Data 0694,0000,0050,4BFA,003A,2A94,6000,
FE72,49FA,003C,4BFA,0034,2A94,49FA
Data 002A,4BFA,0022,2A94,4BFA,0018,3ABC,
000F,4BFA,0012,3ABC,0001,6000,FE4A
Data 0000,0000,0000,0000,0000,0000,0000,
0000,0000,0000,0000,0000,0000,0000
'
Dat_un3:
'
Data 210
Data 4DFA,01A8,301E,0C40,0001,6600,0014,
163C,003F,2A3C,0000,0004,1E3C,0006
Data 6000,0010,163C,000F,2A3C,0000,0008,
1E3C,0004,223C,0000,01E0,243C,0000
Data 00A0,2C3C,0000,0460,4BFA,0156,2A82,
4BFA,0148,2A82,4BFA,0159,1A83,4BFA
Data 0138,2A85,4BFA,013A,2A86,4BFA,0148,
1A87,265E,4BFA,0134,2A9E,D395,4BFA
Data 0130,2A9E,D395,4BFA,012E,1A9E,4BFA,
011A,4495,6100,00F2,207A,0114,3A3C
Data 000F,383C,0003,6100,0026,5302,6A00,
0006,6100,00D8,D1FA,00F6,51CC,FFEC
Data 45FA,00EE,4492,D1FA,00E8,5305,6B00,
002A,60D4,4246,1C3A,00EA,3610,0D00
Data 6700,0008,0BC3,6000,0004,0B83,30C3,
5246,0C46,0008,66E6,91FA,00B0,4E75
Data B1FA,00BE,6700,0008,D1FA,00A2,609C,
4BFA,00B6,5315,6700,007E,4BFA,00A2
Data 263A,0092,D795,4BFA,009C,D795,4BFA,
008E,4495,207A,0090,4245,383C,0003
Data 61A0,5302,6A00,0006,6100,0054,D1FA,
0072,51CC,FFEE,4BFA,006A,4495,D1FA
Data 0064,5245,0C45,0010,6700,0004,60D2,
B1FA,0058,6700,0008,91FA,0040,60C2
Data 4BFA,0054,5315,6700,001C,4BFA,0040,
263A,0034,D795,4BFA,003A,D795,4BFA
Data 002C,4495,6000,FF14,4E75,1413,C43A,
002D,101B,4E75,E80A,1013,0202,0007
Data 5215,4E75,0000,0000,0000,0000,0000,
0000,0000,0000,0000,0000,0000,0000
'
Dat_pkhi:
'
Data 434
Data 4DFA,0378,4BFA,035C,49FA,035C,289E,
0694,0000,0460,2A94,4BFA,0352,49FA
Data 0352,289E,0694,0000,0460,2A94,4BFA,
034C,2A9E,4BFA,0325,1A96,4BFA,031E
Data 1A9E,4BFA,031E,4215,4BFA,0317,4215,
4BFA,032A,2ABC,0000,00A0,4495,4BFA
Data 0303,4215,4BFA,0302,4255,4BFA,02F6,
4215,267A,0310,207A,02F8,3A3C,000F
Data 4BFA,02EC,3ABC,000F,4BFA,02E6,3ABC,
0001,6100,01B2,4BFA,02D2,1A82,D1FA
Data 02E6,383C,0006,6000,002A,4BFA,02BF,
5215,49FA,02B6,4BFA,02B3,1A94,4BFA
Data 02CA,2ABC,0000,00A0,4495,207A,02AE,
3A3A,02A6,383C,0007,6100,0174,B43A
Data 0294,6700,000A,6100,00F4,6000,001A,
4BFA,0285,4215,4BFA,0280,5215,0C15
Data 0007,6600,0006,6100,015C,D1FA,0286,
51CC,FFCE,45FA,027E,4492,D1FA,0278
Data 5505,6B00,0004,60B6,B1FA,0264,6700,
0006,5488,60A6,4BFA,0243,5315,6700
Data 018C,4BFA,0246,0695,0000,00A0,4BFA,
```

```
0244,0695,0000,00A0,4BFA,0242,4495
Data 207A,0234,3A3A,0226,383C,0007,6100,
00F2,B43A,0212,6700,000A,6100,0072
Data 6000,001A,4BFA,0203,4215,4BFA,01FE,
5215,0C15,0007,6600,0006,6100,00DA
Data D1FA,C204,51CC,FFCE,4BFA,01FC,4495,
D1FA,01F6,5445,0C45,0010,6C00,0004
Data 60B2,B1FA,01D6,6600,002A,4BFA,01C1,
5315,6700,010A,4BFA,01CC,0695,0000
Data 0960,4BFA,01BA,0695,0000,0960,4BFA,
01C0,4495,6000,FEFA,5588,6000,FF7A
Data 4BFA,0197,4A15,6700,0016,4BFA,018C,
1A82,4BFA,0187,4615,4BFA,0182,4215
Data 4E75,4BFA,0176,0C15,0001,6700,0008,
5215,6000,001C,1023,E300,803A,0162
Data E700,803A,015E,16C0,4BFA,0154,4215,
6000,001E,103A,014C,E700,803A,0148
Data 16C0,4BFA,0144,5255,6600,0008,588F,
6000,0126,4BFA,0130,1A82,4BFA,012C
Data 4215,4E75,4202,3010,0B00,6700,0006,
08C2,0000,4E75,4BFA,0110,0C15,0001
Data 6700,0030,5215,103A,0104,E700,0000,
0007,16C0,4BFA,00FC,5255,6600,0008
Data 588F,6000,00DE,4BFA,00EA,1ABC,00FF,
4BFA,00E1,4615,4E75,1023,E300,803A
Data 00D4,E700,0000,0007,16C0,4BFA,00C6,
4215,4BFA,00C4,1ABC,00FF,4BFA,00BB
Data 4615,4E75,4BFA,00B1,4A15,6700,001A,
0C15,0001,6700,0038,0C15,0002,6700
Data 0054,0C15,0003,6700,0074,49FA,00A6,
4BFA,009E,2A94,49FA,0094,4BFA,008C
Data 2A94,4BFA,0082,3ABC,000E,4BFA,007C,
4255,6000,FDAC,49FA,0080,0694,0000
Data 0050,4BFA,0072,2A94,49FA,0068,0694,
0000,0050,4BFA,005A,2A94,6000,FD88
Data 49FA,005C,4BFA,0054,2A94,49FA,004A,
4BFA,0042,2A94,4BFA,0038,3ABC,000F
Data 4BFA,0032,3ABC,0001,6000,FD60,4BFA,
0020,0C15,0007,6700,0004,5215,6100
Data FE96,267A,002A,373A,000C,4E75,0000,
0000,0000,0000,0000,0000,0000,0000
'
Dat_cop:
'
Data 40,67,41,32,17,25,24,23,32
Data 98,121,32,89,46,66,101,108
Data 116,99,104,101,110,107,111
```

ATARI ST

PLANE

Non, ce listing en GFA n'est pas l'équivalent de Flight Simulator. Il se révèle cependant fort simple et distrayant. Ce n'est déjà pas si mal...

```
Rem ************************
Rem Plane par Sotiropoulos C.
Rem ************************
Resol=Xbios(4)
If Resol<>0
  Alert 3,"LOW RESOLUTION ONLY",1,"CANCE
L",B
  Edit
Endi f
Cls
Wave 0,0
Print At(1,2);"LEVEL 1,2,3,4 ?"
X$=Input$(1)
Niv%=Val(X$)
If Niv%>4 Or Niv%<0
  Niv%=1
Endif
Cls
Gosub Metcol
Openw 0,Xpos,Ypos
Deffill 3,2,8
Fill 100,100
Deffill 4,2,8
Pcircle 70,35,11
Color 4
Plot 310,25
Plot 200,20
Plot 210,25
Plot 220,15
Plot 78,20
Plot 300,25
Plot 150,20
Plot 280,14
Plot 20,25
Plot 30,33
Plot 10,50
Plot 200,55
Plot 30,60
Plot 100,66
Line 0,170,319,170
Deffill 3,2,8
Fill 5,175
A$=Mki$(1)+Mki$(1)+Mki$(0)
A$=A$+Mki$(1)+Mki$(0)
For I%=1 To 16
  Read A%
  A$=A$+Mki$(0)+Mki$(A%)
Next I%
Deffill 15,2,8
For I%=25 To 310 Step 80
  J%=120-Random(50)
  Pbox I%,J%,I%+40,175
Next I%
Deffill 15,2,6
For I%=20 To 310 Step 80
  J%=100-Random(60)
```

```
  Pbox I%,J%,I%+40,179
Next I%
Color 0
Line 0,185,319,185
Line 4,184,319,184
Line 4,184,20,170
Deffill 5,2,8
Fill 0,178
Fill 1,188
Repete:
Color 0
Gosub Llight
Gosub Redoff
Yav%=35
Hidem
Clr J%
Sc%=0
Tim%=Timer
Niv%=4000/Niv%
If Niv%<2000
  Niv%=Niv%+300
Endif
Do
  Inc J%
  Exit If J%>10000
  For I%=1 To 319 Step 2
    Sc%=Timer-Tim%
    If Sc%>Niv%
      Gosub Crash
    Endif
    Text 65,20,"    time left : "+Str$(N
iv%-Sc%)+" ''  "

    Vsync
    Sprite A$,I%,Yav%
    Sound 1,12,7,3,1
    Wave 24,1,13,10000,2
    Yav%=Yav%+((Mousek=1)-(Mousek=2))
    If Yav%<35
      Yav%=35
    Endif
    If Point(I%+17,Yav%)=15 And Yav%<80
      Gosub Crash
    Endif
    Exit If Mousek=3
    Exit If Yav%>=188
  Next I%
  Exit If Mousek=3
  Exit If Yav%>=188
Loop
If Yav%<180 Or Yav%>=188
  Gosub Crash
  Pause 20
  For Jj%=Yav% To 199
    Sprite A$,I%,Jj%
  Next Jj%
  Run
Endif
Frein%=0
While I%<260
  Gosub Red
  K%=Mousek
  If K%=3
    Inc Frein%
  Endif
  If Frein%=15 And Yav%>=180 And Yav%<=1
84
    Print At(4,4);"Landed. Press any key
.";
    X$=Input$(1)
    Run
  Endif
  Clr K%
  Add I%,6
  Vsync
  Sprite A$,I%,Yav%
  Gosub Redoff
Wend
Gosub Crash
Data 0,0,&h1800,&he00,&h700,&hcff8,&hfff
6,&hffff,&h4ff1,&h21c6,&h1ff8,&h380,&h70
0,&he00,&h1c00,0
Procedure Crash
  For J%=1 To 20 Step 3
    Circle I%+17,Yav%+8,J%
    Sound 1,15,4,5,1
    Sound 1,15,3,2,2
    Sound 0,0
  Next J%
  Run
Return
Procedure Llight
  Defline 1,1,2,2
  For I1%=0 To 15
    Line 25*I1%,193,25*I1%+16,193
  Next I1%
Return
Procedure Red
  Deffill 1,2,8
  Pcircle 45,193,4
  Pcircle 85,193,2
  Pcircle 125,193,1
Return
Procedure Redoff
  Deffill 0,2,8
  Graphmode 1
  Pcircle 45,193,4
  Pcircle 85,193,2
  Pcircle 125,193,1
Return
Procedure Metcol
  Setcolor 0,&H777
  Setcolor 1,&H700
  Setcolor 3,&H5
  Setcolor 4,&H77
  Setcolor 5,&H555
  Setcolor 15,0
Return
```

PUZZLE

Comme son nom l'indique, ce programme vous met au défi de reconstituer une figure. Facile ? A voir...

```
Rem ***************************
Rem Puzzle  par SOTIROPOULOS C.
Rem ***************************
Rem ** High / Medium resolution
Rem ***************************
Rem
Resol%=Xbios(4)
If Resol%=0
  Edit
Endif
Cls
If Resol%=1
  Setcolor 0,5
  Setcolor 3,&H777
Else
  Setcolor 0,0
Endif
Dim Ta(16),Da(10)
Gosub Puzzle
Run
Procedure Puzzle
  Try=0
  Deftext 1,16,0,32
  Defline 1,1,2,2
  Text 250,Resol%*26,"Puzzle"
  For I%=222 To 461 Step 80
    Box 142,31*Resol%,I%,127*Resol%
  Next I%
  For I%=110 To 254 Step 48
    Box 142,31*Resol%,462,(I%/2)*Resol%
  Next I%
  Box 141,30*Resol%,463,127*Resol%
  Da(1)=-4
  Da(2)=4
  Da(3)=1
  Da(4)=-1
  Arrayfill Ta(),0
  If Random(10)>5
    For I%=1 To 15
      Ta(I%)=I%
    Next I%
  Else
    J%=0
    For I%=15 Downto 1
      Inc J%
      Ta(I%)=J%
    Next I%
  Endif
  Deftext 1,1,0,16*Resol%
  Gosub Affichage
  V=16
  For J%=1 To 3
    For I%=1 To 15
      L230:
      A=Random(5)
      If A>2 And Ta(I%)<>0 And Ta(I%+1)<
>0
        Swap Ta(I%),Ta(I%+1)
        Print Chr$(7);
        Gosub Affichage
      Endif
    Next I%
  Next J%
  Gosub Affichage
  Do
    Mouse X,Y,K
    Exit If K=2
    If K=1
      Pause 7
      Gosub Saisie
    Endif
  Loop
Return
Procedure Saisie
  If X>=142 And X<=221 And Y>=31*Resol%
And Y<=54*Resol%
    R%=Ta(1)
    Goto Suite
  Endif
  If X>=222 And X<=301 And Y>=31*Resol%
And Y<=54*Resol%
    R%=Ta(2)
    Goto Suite
  Endif
  If X>=302 And X<=381 And Y>=31*Resol%
And Y<=54*Resol%
    R%=Ta(3)
    Goto Suite
  Endif
  If X>=382 And X<=461 And Y>=31*Resol A
nd Y<=54*Resol%
    R%=Ta(4)
    Goto Suite
  Endif
  If X>=142 And X<=221 And Y>=55*Resol%
And Y<=78*Resol%
    R%=Ta(5)
    Goto Suite
  Endif
  If X>=222 And X<=301 And Y>=55*Resol%
And Y<=78*Resol%
    R%=Ta(6)
    Goto Suite
  Endif
  If X>=302 And X<=381 And Y>=55*Resol%
And Y<=78*Resol%
    R%=Ta(7)
    Goto Suite
  Endif
  If X>=382 And X<=464 And Y>=55*Resol%
And Y<=78*Resol%
    R%=Ta(8)
```

```
    Goto Suite
  Endif
  If X>=142 And X<=221 And Y>=79*Resol%
And Y<=102*Resol%
    R%=Ta(9)
    Goto Suite
  Endif
  If X>=222 And X<=301 And Y>=79*Resol%
And Y<=102*Resol%
    R%=Ta(10)
    Goto Suite
  Endif
  If X>=302 And X<=381 And Y>=79*Resol%
And Y<=102*Resol%
    R%=Ta(11)
    Goto Suite
  Endif
  If X>=382 And X<=464 And Y>=79*Resol%
And Y<=102*Resol%
    R%=Ta(12)
    Goto Suite
  Endif
  If X>=142 And X<=221 And Y>=103*Resol%
 And Y<=127*Resol%
    R%=Ta(13)
    Goto Suite
  Endif
  If X>=222 And X<=301 And Y>=103*Resol%
 And Y<=127*Resol%
    R%=Ta(14)
    Goto Suite
  Endif
  If X>=302 And X<=381 And Y>=103*Resol%
 And Y<=127*Resol%
    R%=Ta(15)
    Goto Suite
  Endif
  If X>=382 And X<=461 And Y>=103*Resol%
 And Y<=127*Resol%
    R%=Ta(16)
    Goto Suite
  Endif
  Print Chr$(7);
  Goto Retsaisie
  Suite:
  For I%=1 To 16
    Exit If R%=Ta(I%)
  Next I%
  R%=I%
  For I%=1 To 4
    Flag!=False
    If R%+Da(I%)>16 Or R%+Da(I%)<1
      Goto L690
    Endif
    If Ta(R%+Da(I%))=0
      Flag!=True
    Endif
    Exit If Flag!=True
    L690:
  Next I%
  If Flag!=False
    Goto Retsaisie
  Endif
  Ta(R%+Da(I%))=Ta(R%)
  Ta(R%)=0
  Dec R%
  Gosub Blank
  J=R%+Da(I%)
  Gosub Affichage0
  Inc Try
  Deftext 1,1,0,13
  Print At(32,22);"ESSAI : ";Try;
  Deftext 1,1,0,Resol%*16
  Retsaisie:
Return
Procedure Test
  A$=Str$(Ta(I+1))
  If Ta(I+1)<10
    A$=" "+A$
  Endif
Return
Procedure Affichage
  X%=170
  Y%=50*Resol%
  For I=0 To 3
    If Ta(I+1)=0
      Goto L510
    Endif
    Gosub Test
    Text X%,Y%,A$
    X%=X%+80
    L510:
  Next I
  X%=170
  Y%=74*Resol%
  For I=4 To 7
    If Ta(I+1)=0
      Goto L511
    Endif
    Gosub Test
    Text X%,Y%,A$
    X%=X%+80
    L511:
  Next I
  X%=170
  Y%=98*Resol%
  For I=8 To 11
    If Ta(I+1)=0
      Goto L512
    Endif
    Gosub Test
    Text X%,Y%,A$
    X%=X%+80
    L512:
  Next I
  X%=170
  Y%=122*Resol%
  For I=12 To 15
    If Ta(I+1)=0
      Goto L513
    Endif
    Gosub Test
    Text X%,Y%,A$
    X%=X%+80
    L513:
  Next I
  L600:
Return
Procedure Blank
  X%=(R% Mod 4)*80+170
  If R%<=3
    Y%=50*Resol%
    Goto Blank0
  Endif
  If R%<=7
    Y%=74*Resol%
```

```
    Goto Blank0
  Endif
  If R%<=11
    Y%=98*Resol%
    Goto Blank0
  Endif
  If R%<=15
    Y%=122*Resol%
    Goto Blank0
  Endif
  Goto Ret_blank0
  Blank0:
  Text X%,Y%,"  "
  Ret_blank0:
Return
Procedure Affichage0
  X%=(J Mod 4)*80+170
  If J<=3
    Y%=50*Resol%
    Goto Aff
  Endif
  If J<=7
    Y%=74*Resol%
    Goto Aff
  Endif
  If J<=11
    Y%=98*Resol%
    Goto Aff
  Endif
  If J<=15
    Y%=122*Resol%
    Goto Aff
  Endif
  Goto Aff_ret
  Aff:
  I=J
  Gosub Test
  Text X%,Y%,A$
  Aff_ret:
Return
```

ATARI ST

SLIDER

Cet utilitaire gère des images au format Néochrome et Degas. Chargement, effacement et autres manipulations sont présentes.

```
'
' Slider (C) 1987 By Y.BELTCHENKO
'
Cls
Fr%=Gemdos(72,L:-1)
If Fr%<10000
  Alert 3," ! Memoire insuffisante ...
  ! ",1,"ANNULE",B%
  End
Endif
Slide%=Gemdos(72,L:1800)
On Error Gosub Erreur
Dim Men$(50)
Rez%=Xbios(4)
Coefx%=-(Rez%=0)-2*(Rez%>0)
Coefy%=-2*(Rez%=2)-(Rez%<2)
Image$=String$(32000,Chr$(0))
Im_slid$=String$(32000,Chr$(0))
Off_sli%=1660
'
Restore Dat_sli
'
Gosub Install(Slide%)
'
Restore Dat_me
'
For T%=0 To 50
  Read A$
  Exit If A$="*"
  Men$(T%)=A$
Next T%
Men$(T%)=""
Men$(T%+1)=""
Menu Men$()
'
Restore Dat_cop
'
For T%=1 To 24
  Read A%
  Rah$=Rah$+Chr$(A%)
Next T%
Clr T%
Repeat
  Inc T%
Until Men$(T%)="  Neo"
Foma%=T%
Clr T%
Repeat
  Inc T%
Until Men$(T%)="  Image 1 "
Im_1%=T%
If Rez%=0
  Menu Foma%,1
  Menu Foma%+1,0
  Clr Sw%
Else
  Menu Foma%,2
  Menu Foma%+1,1
  Sw%=1
Endif
Menu Im_1%,1
I_1!=True
On Menu  Gosub Treat
Do
```

```
  On Menu
Loop
Procedure Treat
  If Men$(Menu(0))=" Slide"
    Alert 0," |      Slide Utilitie
"+Rah$+"  |",1," OK ",B%
  Endif
  If Men$(Menu(0))="  Quitter"
    Er%=Gemdos(73,L:Slide%)
    Edit
  Endif
  If Men$(Menu(0))="  Degas"
    If Rez%=0
      Menu Foma%,0
      Menu Foma%+1,1
      Sw%=1
    Endif
  Endif
  If Men$(Menu(0))="  Image 1 "
    Sput Image$
    I_1!=True
  Endif
  If Men$(Menu(0))="  Image 2 "
    Sput Im_slid$
    I_1!=False
  Endif
  If Men$(Menu(0))="  Neo"
    If Rez%=0
      Menu Foma%,1
      Menu Foma%+1,0
      Clr Sw%
    Endif
  Endif
  If Men$(Menu(0))="  Plein"
    If I_1!
      Sput Image$
    Else
      Sput Im_slid$
    Endif
    Repeat
    Until Mousek
  Endif
  If Men$(Menu(0))="  Reduit "
    If Got!
      Gosub Hi_slide
    Else
      @Noimage
    Endif
  Endif
  If Men$(Menu(0))="  Image"
    On Sw%+1 Gosub Neo,Degas
  Endif
  If Men$(Menu(0))="  Image "
    Gosub Save_im
  Endif
  If Men$(Menu(0))="  Efface"
    Alert 3," | Etes-vous sur ?  |  ",2,
"OUI|NON",B%
    If B%=1
      Cls
      If I_1!
        Image$=String$(32000,Chr$(0))
      Else
        Im_slid$=String$(32000,Chr$(0))
      Endif
    Endif
  Endif
  Menu Off
  @Menback
Return
Procedure Save_im
  Local Sa$,Suf$,Na$,Sa_i$
  If I_1!
    Sa_i$=Image$
  Else
    Sa_i$=Im_slid$
  Endif
  If Got!=True
    If Sw%=1
      Sa$=Chr$(0)+Chr$(Rez%)+Pal$+Sa_i$
      Suf$="pi"+Str$(Rez%+1)
    Else
      Sa$=String$(4,Chr$(0))+Pal$+String
$(8,Chr$(32))+Chr$(46)
      Sa$=Sa$+String$(3,Chr$(32))+Chr$(1
28)+Chr$(30)+String$(78,Chr$(0))+Sa_i$
      Suf$="neo"
    Endif
    Fileselect "\*."+Suf$,Mid$(Noma$,2,L
en(Noma$)-5)+"."+Suf$,Na$
    If Na$<>"" And Na$<>"\"
      Open "o",#1,Na$
      Print #1,Sa$;
      Close #1
    Else
    Endif
  Else
    @Noimage
  Endif
Return
Procedure Noimage
  Local But%
  Alert 3,"| |Pas d'Image Chargee !",1,"
 OK ",But%
Return
Procedure Menback
  Hidem
  Menu Men$()
  If Rez%=0
    Menu Foma%,1-Sw%
    Menu Foma%+1,Sw%
  Else
    Menu Foma%,2
    Menu Foma%+1,1
  Endif
  Menu Im_1%,Abs(I_1!)
  Menu Im_1%+1,1-Abs(I_1!)
  Showm
Return
Procedure Cadre(Lmax%,Hmax%,Lmin%,Hmin%,
Step_x%,Step_y%,Detw%)
  Local Mx0%,My0%,Mx%,My%
  Color 0
  Defline 5,2,0,0
  Xb%=0
  Yb%=0
  Lb%=Lmax%
  Hb%=Hmax%
  Graphmode 3
  If Rez%=2
    Step_y%=Step_y%*4
  Endif
  First!=True
  Repeat
    If Mousek=1
      Lb%=((Mousex-Xb%+1) Div Step_x%)*S
```

```
tep_x%
      Hb%=((Mousey-Yb%+1) Div Step_y%)*S
tep_y%
      If Lb%>Lmax%
        Lb%=Lmax%
      Endif
      If Hb%>Hmax%
        Hb%=Hmax%
      Endif
      If Lb%<Lmin%
        Lb%=Lmin%
      Endif
      If Hb%<Hmin%
        Hb%=Hmin%
      Endif
    Else
      If Mousek=2
        Xb%=(Mousex Div Step_x%)*Step_x%
        Yb%=(Mousey Div Step_y%)*Step_y%
        If Xb%+Lb%>320*Coefx%
          Xb%=320*Coefx%-Lb%
        Endif
        If Xb%<0
          Xb%=0
        Endif
        If Yb%+Hb%>200*Coefy%
          Yb%=200*Coefy%-Hb%
        Endif
        If Yb%<0
          Yb%=0
        Endif
      Endif
    Endif
    If Ty!=True
      Box Xb%,Yb%,Xb%+Lb%-1,Yb%+Hb%-1
      Pause 2
      Box Xb%,Yb%,Xb%+Lb%-1,Yb%+Hb%-1
      Ty!=False
    Else
      Box Xb%,Yb%+Hb%-1,Xb%+Lb%-1,Yb%
      Pause 2
      Box Xb%,Yb%+Hb%-1,Xb%+Lb%-1,Yb%
      Ty!=True
    Endif
    First!=False
    MxO%=Mousex
    MyO%=Mousey
  Until Inkey$=Chr$(32)
  Debut%=Detw%+(8/(Coefx%*Coefy%))*Int((
320*Coefx%*Yb%+Xb%)/16)
  Findus%=Detw%+(8/(Coefx%*Coefy%))*Int(
(320*Coefx%*Yb%+Xb%+Lb%-1)/16)
  Gr_4%=Hb%/4
  L%=Lb%
  H%=Hb%
  If Rez%=2
    Gr_8%=Gr_4%/4
  Endif
  Defline 1,1,0,0
Return
Procedure Degas
  Local Fi$
  Fileselect "\*.pi"+Str$(Rez%+1),"",Nom
a$
  If Noma$<>"" And Noma$<>"\"
    Open "i",#1,Noma$
    Fi$=Input$(32034,#1)
    Pal$=Mid$(Fi$,3,32)
    Close #1
    @Setimage
    Got!=True
  Endif
Return
Procedure Neo
  Local Fi$
  Fileselect "\*.neo","",Noma$
  If Noma$<>"" And Noma$<>"\"
    Open "i",#1,Noma$
    Fi$=Input$(32128,#1)
    Pal$=Mid$(Fi$,5,32)
    Close #1
    @Setimage
    Got!=True
  Endif
Return
Procedure Setimage
  A%=Varptr(Pal$)
  Void Xbios(6,L:A%)
  Image$=Right$(Fi$,32000)
  If I_1!
    Sput Image$
  Endif
Return
Procedure Hi_slide
  Local Par_ind%,B%,A%
  Sput Im_slid$
  A%=Varptr(Image$)
  B%=Varptr(Im_slid$)
  @Cadre(Coefx%*320,Coefy%*200,16,4,16,2
,A%)
  @Slide(Xb%,Yb%,Lb%,Hb%,A%,B%)
  Sput Im_slid$
  I_1!=False
Return
Procedure Slide(X%,Y%,L%,H%,A%,B%)
  Dpoke Slide%+Off_sli%,X%
  Dpoke Slide%+Off_sli%+2,Y%
  Dpoke Slide%+Off_sli%+4,L%
  Dpoke Slide%+Off_sli%+6,H%
  Lpoke Slide%+Off_sli%+8,A%
  Lpoke Slide%+Off_sli%+12,B%
  Hidem
  Call Slide%
  Showm
Return
Procedure Install(Adr%)
  Read A%
  For T%=0 To A%-1
    Read A$
    Dpoke Adr%+T%*2,Val("&h"+A$)
  Next T%
Return
Procedure Erreur
  Close
  If Err=37
    Alert 3," ! Disque Plein !  ",1,"ANN
ULE",B%
  Endif
  Resume Next
Return
'
' Data du menu
'
Dat_me:
'
Data Info, Slide
```

```
Data -------
Data 1,2,3,4,5,6,""
Data Fichier,  Neo,  Degas,----------,
Charger ...,  Image,"----------"
Data Sauver ...,  Image ,----------,
Quitter,""
Data Outil,  Reduit ,----------,  Image
 1 ,  Image 2 ,----------,"  Efface"
Data "  Plein",""
Data *
'
Dat_sli:
'
Data 196
Data 4DFA,067A,3F3C,0004,4E4E,548F,4281,
4287,E340,321E,341E,6100,011E,321E
Data 3E1E,205E,2C56,DDC3,47FA,012C,3633,
0000,47FA,012A,3833,0000,4246,47FA
Data 0144,425B,4242,5246,B646,6700,0014,
4285,3A06,CAC1,8AC3,B445,67EC,36C6
Data 3405,60E6,2248,47FA,010A,268E,47FA,
0108,4BFA,00FE,3AB3,0000,47FA,0102
Data 4BFA,00F0,3AB3,0000,47FA,00FC,4BFA,
00E2,3AB3,0000,4BFA,00D8,3A87,47FA
Data 00F0,3A3C,FFFF,347C,00FF,284B,700F,
6016,284B,700F,4287,3E3A,00C0,DEBA
Data 00BE,4BFA,00BA,2A87,2C47,5245,B845,
6700,007C,4287,3E05,CEFA,009E,8EC4
Data B4C7,67EA,3447,3E05,CEFA,0096,2049,
3A47,D1CD,2A48,3E3C,FFFF,5247,B247
Data 67BA,204D,4282,341C,7610,84C3,4842,
760F,9642,4842,C4FA,006A,D1C2,4286
Data 3410,0702,6700,000C,3416,01C2,3C82,
6000,0008,3416,0182,3C82,548E,5488
Data 5206,BC7A,0046,66DC,E346,91C6,9DC6,
5340,6B00,0004,60AE,700F,DDC6,60A8
Data 4E75,47FA,0032,4283,3633,0000,C6C2,
E849,47FA,0030,3E33,0000,C2C7,D641
Data 4E75,0140,0280,0280,00C8,00C8,0190,
0000,0000,0000,0000,0000,0000,00A0
Data 00A0,0050,0004,0002,0001,0008,0004,
0002,0000,0000,0000,0000,0000,0000
'
Dat_cop:
'
Data 40,67,41,32,17,25,24,23,32
Data 98,121,32,89,46,66,101,108
Data 116,99,104,101,110,107,111
```

COMMODORE 64

ECHEC

De très bon niveau, ce jeu d'échecs connaît la prise en passant, le roque, etc. Mais son plus grand mérite est d'être écrit en Basic.

```
100 REM ****************
101 REM * PRESENTATION *
102 REM ****************
110 POKE53280,0:POKE53281,0:PRINT"■"
111 I0=0:I1=I0
112 GOSUB160:GOSUB150
113 I1=I1+1+(I1>14)*15:FORI=55671TO55680
:POKEI,I1:NEXT
114 FORI=55831TO55840:POKEI,I1:NEXT
115 I1=I1+1+(I1>14)*15:FORI=55711TO55791
STEP40:POKEI,I1:POKEI+9,I1:NEXTI
116 I2=1
120 GOTO200
150 REM # CENTRE DU MESSAGE #
151 PRINT"■■■■■■■■■■■■■"TAB(16)"■          ■
"
152 PRINTTAB(16)"■ ECHECS ■"
153 PRINTTAB(16)"■         ■"
154 RETURN
160 REM # POURTOUR DU MESSAGE #
161 PRINT"■■■■■■■■■■■■■"TAB(15)"**********"
162 PRINTTAB(15)"*          *"
163 PRINTTAB(15)"*          *"
164 PRINTTAB(15)"*          *"
165 PRINTTAB(15)"**********"
166 RETURN
199 REM
200 REM ************************
201 REM * CARACTERES REDEFINIS *
202 REM ************************
210 REM # RECOPIE JEU CARACTERES #
211 RESTORE
212 S0=54272:POKES0+24,5:J0=2
213 POKES0,0:POKES0+1,J0:POKES0+2,153:PO
KES0+3,1:POKES0+5,0:POKES0+6,128
214 POKES0+4,37
220 K0=32768:K1=53248
221 FORI=0TO31
222 POKE56334,PEEK(56334)AND254
223 POKE1,PEEK(1)AND251
224 FORJ=0TO63
225 POKEK0+I*64+J,PEEK(K1+I*64+J)
226 NEXTJ
227 POKE56334,PEEK(56334)OR1
228 POKE1,PEEK(1)OR4
229 I0=I0+1+(I0>14)*15:I1=I0
230 I1=I1+1+(I1>14)*15:FORK=55671TO55680
:POKEK,I1:NEXTK
231 FORK=55831TO55840:POKEK,I1:NEXTK
232 I1=I1+1+(I1>14)*15:FORK=55711TO55791
STEP40:POKEK,I1:POKEK+9,I1:NEXTK
233 J0=J0+SGN((I>15)+.5)
234 POKES0,0:POKES0+1,J0:POKES0+2,153:PO
KES0+3,1:POKES0+5,0:POKES0+6,128
235 NEXTI
236 POKES0+4,36
240 REM # MODIFICATION CARACTERES #
241 I=8*64:J=8*192
242 READA
243 IFA=-1THENGOSUB300:GOTO250
244 FORK=0TO7
245 POKE(K0+I+K),A:POKE(K0+J+K),255-A:RE
ADA
246 NEXTK:I=I+8:J=J+8
247 CL=CL*((CL>14)+1)+1:POKE646,CL:GOSUB
150
248 GOTO243
250 REM # CHANGEMENT DE BANC MEMOIRE #
251 POKE55,0:POKE56,128
252 POKE56576,197
253 POKE53272,32
254 POKE648,(34816/256)
255 PRINT"■"
256 FORI=8TO135:READA:POKESB+I,A:NEXTI
257 GOSUB400
258 GOTO500
299 REM
300 REM ********************
301 REM * INITIALISATION *
302 REM ********************
310 REM # DECLARATION DES TABLEAUX #
311 DIMG(8,8),GR(8,8)
312 DIMCN(32),PH(32),PV(32),DE(32),CT(32
),LT(32),NU(32),DF(32)
313 DIMTC(32),HC(32),VC(32),TW(32),HW(32
),VW(32)
314 DIMPE(15),LE(15)
315 DIMQI(11,8)
316 DIMCX(7),LX(7)
317 DIMDP(4,17),DT(4,17)
318 DIMCA(11)
319 DIMEC(1)
320 REM # INIT TABLEAUX AVEC DATA #
321 FORI=1TO32:READCT(I),LT(I),NU(I),DF(
I):NEXTI
322 FORA=1TO4:FORB=1TO17:READDT(A,B):NEX
TB,A
323 FORA=1TO32:READTW(A),HW(A),VW(A):NEX
TA
330 REM # COULEURS DE CASES #
331 FORA=1TO8:FORB=1TO8
332 IF(A+B)/2=INT((A+B)/2)THENG(A,B)=1:G
OTO334
333 G(A,B)=0
334 NEXTB,A
335 REM # OCCUPATION DE CASES #
336 FORA=1TO8:FORB=1TO8
337 GR(A,B)=-1
338 NEXTB,A
340 REM # NB DE MOUVEMENTS DES PIECES #
```

```
341 FORA=1TO32:CN(A)=0:NEXTA
345 REM # POSITION,DESSIN DES PIECES #
346 FORI=1TO32
347 GR(CT(I),LT(I))=NU(I):PH(NU(I))=CT(I
):PV(NU(I))=LT(I):DE(NU(I))=DF(I)
348 NEXTI
350 REM # PRISE EN PASSANT #
351 FORA=0TO15:PE(A)=0:LE(A)=0:NEXTA
355 REM # DEPLACEMENTS DES PIECES #
356 FORA=1TO4:FORB=1TO17:DP(A,B)=DT(A,B)
:NEXTB,A
360 REM # PROMOTION DU PION #
361 FORA=0TO11:CA(A)=0:NEXTA
365 REM # POSITION PIECES CAPTUREES #
366 FORA=1TO32:TC(A)=TW(A):HC(A)=HW(A):V
C(A)=VW(A):NEXTA
370 REM # ECHEC #
371 FORA=0TO1:EC(A)=0:NEXTA
375 REM # VARIABLES PRINCIPALES #
376 PL=1:C0=5:L0=5:NE=0:J0=56320
377 SB=35832:S0=53269:SH=53248:SV=53249:
SC=53287
380 RETURN
399 REM
400 REM ***********
401 REM * SPRITES *
402 REM ***********
410 REM # SPRITE 0 #
411 POKESB+0,48:POKESH+0,0:POKESV+0,0
412 POKES0,PEEK(S0)OR(2↑0)
420 REM # SPRITE 1 #
421 POKESB+1,49:POKESH+1,0:POKESV+1,0
422 POKES0,PEEK(S0)OR(2↑1)
430 RETURN
499 REM
500 REM ********************
501 REM * DESSIN ECHIQUIER *
502 REM ********************
510 REM # CADRE #
511 PRINT"■"TAB(13)"A B C D E F G H"
512 PRINT:PRINT
513 FORI=1TO8:PRINT:PRINTTAB(8)9-ITAB(29
)9-I:NEXTI
514 PRINT"■■"TAB(13)"A B C D E F G H"
515 PRINT"■■■"TAB(10)"■
    ■"
516 PRINTTAB(10)"■■                    ■
C1+CD>80RL1+LD<10RL1+LD>8THEN1029
1028 P1=GR(C1+CD,L1+LD):IFINT(P1/17)<>PL
THENF1=0:I=NB
1029 NEXTI:RETURN
1099 REM
1100 REM *************************
1101 REM * TEST PRISE EN PASSANT *
1102 REM *************************
1110 REM # INITIALISATION DU TEST #
1111 IFCP<2THENRETURN
1112 IFPL=0THENNP=C0+7:LP=L1:GOTO1120
1113 NP=C0-1:LP=L1
1120 REM # TEST #
1121 IFPE(NP)=CP-1ANDLE(NP)=LPTHENF2=0:W
1=1
1130 RETURN
1199 REM
1200 REM **************
1201 REM * TEST ECHEC *
1202 REM **************
1210 HE=16*ABS(PL-1)
1211 REM # PION #
1212 FORIE=1+HETO8+HE
1213 IFPH(IE)<0THEN1217
1214 IFPV(IE)<>PV(32-HE)+SGN(PL-.5)THEN1
217
1215 IFABS(PH(IE)-PH(32-HE))<>1THEN1217
1216 F3=0:NE=1:CX(0)=PH(IE):LX(0)=PV(IE)
:IE=8+HE
1217 NEXTIE:IFF3=0THENRETURN
1218 REM # FOU #
1219 FORIE=9+HETO10+HE:IFPH(IE)<0THEN122
5
1220 NH=PH(IE)-PH(32-HE):NV=PV(IE)-PV(32
-HE)
1221 IFABS(NH)<>ABS(NV)THEN1225
1222 FF=1:GOSUB1270:IFFF=1THEN1225
1223 F3=0:NE=ABS(NH):FORU=0TONE-1:CX(U)=
PH(IE)-U*J:LX(U)=PV(IE)-U*K:NEXTU
1224 IE=10+HE
1225 NEXTIE:IFF3=0THENRETURN
1226 REM # CAVALIER #
1227 FORIE=11+HETO12+HE:IFPH(IE)<0THEN12
33
1228 NH=PH(IE)-PH(32-HE):NV=PV(IE)-PV(32
-HE)
1229 IFABS(NH)>2ORABS(NH)<1THEN1233
1230 IFABS(NH)=1ANDABS(NV)<>2THEN1233
1231 IFABS(NH)=2ANDABS(NV)<>1THEN1233
1232 F3=0:NE=1:CX(0)=PH(IE):LX(0)=PV(IE)
:IE=12+HE
1233 NEXTIE:IFF3=0THENRETURN
1234 REM # TOUR #
1235 FORIE=13+HETO14+HE:IFPH(IE)<0THEN12
40
1236 NH=PH(IE)-PH(32-HE):NV=PV(IE)-PV(32
-HE)
1237 IFNH<>0ANDNV<>0THEN1240
1238 FF=1:GOSUB1280:IFFF=1THEN1240
1239 F3=0:GOSUB1290:IE=14+HE
1240 NEXTIE:IFF3=0THENRETURN
1241 REM # REINE #
1242 IE=15+HE:IFPH(IE)<0THENRETURN
1243 NH=PH(IE)-PH(32-HE):NV=PV(IE)-PV(32
-HE):IFABS(NH)<>ABS(NV)THEN1247
1244 FF=1:GOSUB1270:IFFF=1THENRETURN
1245 F3=0:NE=ABS(NH):FORU=0TONE-1:CX(U)=
PH(IE)-U*J:LX(U)=PV(IE)-U*K:NEXTU
1246 RETURN
1247 IFNH<>0ANDNV<>0THENRETURN
1248 FF=1:GOSUB1280:IFFF=1THENRETURN
1249 F3=0:GOSUB1290
1250 RETURN
1270 REM # TEST DIAGONAL #
1271 IFABS(NH)=1THENFF=0:RETURN
1272 J=SGN(NH):K=SGN(NV):FORU=1TOABS(NH)
-1
1273 IFGR(PH(IE)-U*J,PV(IE)-U*K)>=0THENU
=500
1274 NEXTU:IFU<500THENFF=0
1275 RETURN
1280 REM # TEST HOR/VERT #
1281 IFNH<>0THEN1285
1282 IFABS(NV)=1THENFF=0:RETURN
1283 J=SGN(NV):FORU=1TOABS(NV)-1:IFGR(PH
(IE),PV(IE)-U*J)>=0THENU=500
1284 NEXTU:IFU<500THENFF=0:RETURN
1285 IFABS(NH)=1THENFF=0:RETURN
1286 J=SGN(NH):FORU=1TOABS(NH)-1:IFGR(PH
```

```
(IE)-U*J,PV(IE))>=0THENU=500
1287 NEXTU:IFU<500THENFF=0
1288 RETURN
1290 REM # MEMO ECHEC HOR/VERT #
1291 IFNH=0THEN1293
1292 NE=ABS(NH):FORU=0TONE-1:CX(U)=PH(IE
)-U*J:LX(U)=PV(IE):NEXTU:RETURN
1293 NE=ABS(NV):FORU=0TONE-1:CX(U)=PH(IE
):LX(U)=PV(IE)-U*J:NEXTU:RETURN
1299 REM
1300 REM *******
1301 REM * PAT *
1302 REM *******
1310 REM # JOUEUR PL PAT #
1311 PRINT"■V■■■■■■■■■■■■■■■■■■■■■■■■■■■■
■                PAT !!                  ■"
1312 GOSUB3700
1313 GOTO700
1399 REM
1400 REM **********************
1401 REM * INDICATION JOUEUR *
1402 REM **********************
1410 REM # BLANCS #
1411 IFPL=0THENPRINT"■V■ ■BLANCS■"TAB(33
)"NOIRS":RETURN
1420 REM # NOIRS #
1421 PRINT"■V■ BLANCS"TAB(33)"■NOIRS■":R
ETURN
1499 REM
1500 REM ********************
1501 REM * RECHERCHE CASE *
1502 REM ********************
1510 REM # INITIALISATION RECHERCHE #
1511 DI=PEEK(JO+PL)AND31
1520 REM # TEST DIRECTIONS #
1521 IFDI<21ORDI>30ORDI=24ORDI=28THENRET
URN
1522 IFDI<24ANDCO<8THENCO=CO+1
1523 IFDI>24ANDDI<28ANDCO>1THENCO=CO-1
1524 IFINT(DI/2)=DI/2ANDLO>1THENLO=LO-1
1525 IFINT((DI-1)/4)=(DI-1)/4ANDLO<8THEN
LO=LO+1
1526 FORH=1TO5:NEXTH:GOSUB1600:RETURN
1599 REM
1600 REM ******************
1601 REM * SON RECHERCHE *
1602 REM ******************
1610 REM # VOIX 0 #
1611 POKES0,136:POKES0+1,19:POKES0+2,153
:POKES0+3,1:POKES0+5,0:POKES0+6,128
1612 POKES0+4,17:FORH=1TO150:NEXT:POKES0
+4,16
1613 RETURN
1699 REM
1700 REM ********************
1701 REM * CLIGNOTTEMENT 1 *
1702 REM ********************
1710 REM # INITIALISATION #
1711 PO=GR(CO,LO):PI=PO
1712 REM # VIDE / PIECE #
1713 IFPI<0THEN1720
1714 C=CO:L=LO:ONG(CO,LO)+1GOSUB620,610:
FORH=1TO5:NEXTH
1715 G(CO,LO)=ABS(G(CO,LO)-1)
1716 ONG(CO,LO)+1GOTO1717,1718
1717 G(CO,LO)=1:GOSUB640:FORH=1TO10:NEXT
H:RETURN
1718 G(CO,LO)=0:GOSUB640:FORH=1TO10:NEXT
H:RETURN
1720 REM # VIDE / VIDE #
1721 C=CO:L=LO:ONG(CO,LO)+1GOSUB620,610:
FORH=1TO5:NEXTH
1722 G(CO,LO)=ABS(G(CO,LO)-1)
1723 ONG(CO,LO)+1GOSUB620,610:FORH=1TO10
:NEXTH:G(CO,LO)=ABS(G(CO,LO)-1):RETURN
1799 REM
1800 REM **********************
1801 REM * MESSAGE IMMOBILITE *
1802 REM **********************
1810 REM # CHOIX PIECE INTERDITE #
1811 PRINT"■V■■■■■■■■■■■■■■■■■■■■■■■■■■■■
■           PIECE CLOUEE             ■"
1812 GOSUB3500
1813 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■
                                    ":RETURN
1899 REM
1900 REM ********************
1901 REM * PIECES CHOISIES *
1902 REM ********************
1910 REM # PIECE A BOUGER #
1911 POKESC,VG:POKESH,104+16*C1:POKESV,6
1+16*L1:RETURN
1920 REM # PROMOTION DU PION #
1921 POKESC+1,13:POKESV+2,61+16*LR:ZR=10
4+16*CR:POKESH+2,ZR+255*(ZR>255)
1922 POKE53264,PEEK(53264)AND253OR2*-(ZR
>255)
1923 RETURN
1999 REM
2000 REM ********************
2001 REM * CLIGNOTTEMENT 2 *
2002 REM ********************
2010 REM # PIECE / PIECE #
2011 IFGR(CO,LO)<0THEN2020
2012 C=CO:L=LO:G(CO,LO)=ABS(G(CO,LO)-1):
GOSUB640:FORH=1TO8:NEXTH
2013 G(CO,LO)=ABS(G(CO,LO)-1):PI=GR(CO,L
O):GOSUB640::FORH=1TO10:NEXTH:PI=PO
2014 RETURN
2020 REM # PIECE / VIDE #
2021 C=CO:L=LO:G(CO,LO)=ABS(G(CO,LO)-1):
GOSUB640:FORH=1TO8:NEXTH
2022 ONG(CO,LO)+1GOSUB620,610:FORH=1TO10
:NEXTH:G(CO,LO)=ABS(G(CO,LO)-1):RETURN
2099 REM
2100 REM **********************
2101 REM * TEST CASE D'ARRIVEE *
2102 REM **********************
2110 IFINT(GR(CO,LO)/17)=PLTHENF4=0:RETU
RN
2111 REM # PION #
2112 IFPI-16*PL>8THEN2122
2113 TR=1-(CN(PI)<1):IFABS(CO-C1)>1THENF
4=0:RETURN
2114 IFPL=0AND(LO>L1-1ORLO<L1-TR)THENF4=
0:RETURN
2115 IFPL=1AND(LO<L1+1ORLO>L1+TR)THENF4=
0:RETURN
2116 IFCO<>C1ANDABS(LO-L1)<>1THENF4=0:RE
TURN
2117 IFCO<>C1ANDGR(CO,LO)=-1THENF2=1:GOS
UB1100:F4=ABS(F2-1):IFF4=0THENRETURN
2118 IFCO=C1ANDGR(CO,LO)<>-1THENF4=0:RET
URN
2119 IFABS(LO-L1)=2THENGOSUB2200
2120 IFLO=7*PL+1THENW2=1
```

```
2121 RETURN
2122 REM # FOU #
2123 IFPI-16*PL>10THEN2127
2124 IFABS(CO-C1)<>ABS(LO-L1)THENF4=0:RE
TURN
2125 FF=1:GOSUB2170:F4=FF:IFF4=0THENRETU
RN
2126 RETURN
2127 REM # CAVALIER #
2128 IFPI-16*PL>12THEN2133
2129 IFABS(CO-C1)<1ORABS(CO-C1)>2THENF4=
0:RETURN
2130 IFABS(CO-C1)=2ANDABS(LO-L1)<>1THENF
4=0:RETURN
2131 IFABS(CO-C1)=1ANDABS(LO-L1)<>2THENF
4=0:RETURN
2132 RETURN
2133 REM # TOUR #
2134 IFPI-16*PL>14THEN2138
2135 IFCO<>C1ANDLO<>L1THENF4=0:RETURN
2136 FF=1:GOSUB2180:F4=FF:IFF4=0THENRETU
RN
2137 RETURN
2138 REM # REINE #
2139 IFPI-16*PL>15THEN2146
2140 IFABS(CO-C1)<>ABS(LO-L1)THEN2143
2141 FF=1:GOSUB2170:F4=FF:IFF4=0THENRETU
RN
2142 RETURN
2143 IFCO<>C1ANDLO<>L1THENF4=0:RETURN
2144 FF=1:GOSUB2180:F4=FF:IFF4=0THENRETU
RN
2145 RETURN
2146 REM # ROI #
2147 IFABS(CO-C1)>2ORABS(LO-L1)>1THENF4=
0:RETURN
2148 IFABS(CO-C1)=2THENF5=1:GOSUB2300:F4
=F5:IFF4<>1THENRETURN
2149 RETURN
2170 REM # TEST DEPL DIAGONAL #
2171 I=SGN(CO-C1):J=SGN(LO-L1)
2172 IFABS(CO-C1)<2THENRETURN
2173 FORK=ITOCO-C1-ISTEPI:IFGR(C1+K,L1+J
*ABS(K))<>-1THENFF=0:K=CO-C1-I
2174 NEXTK
2175 RETURN
2180 REM # TEST DEPL HOR/VERT #
2181 I=SGN(CO-C1):J=SGN(LO-L1)
2182 IFABS(CO-C1)<2THEN2185
2183 FORK=ITOCO-C1-ISTEPI:IFGR(C1+K,L1)<
>-1THENFF=0
2184 NEXTK
2185 IFABS(LO-L1)<2THENRETURN
2186 FORK=JTOLO-L1-JSTEPJ:IFGR(C1,L1+K)<
>-1THENFF=0
2187 NEXTK
2188 RETURN
2199 REM
2200 REM ***************************
2201 REM * OPTION PRISE EN PASSANT *
2202 REM ***************************
2210 REM # PION BLANC #
2211 IFPL=0THENH=PI-1:PE(H)=CP:LE(H)=LO:
RETURN
2212 REM # PION NOIR #
2213 H=PI-9:PE(H)=CP:LE(H)=LO:RETURN
2299 REM
2300 REM *********
2301 REM * ROQUE *
2302 REM *********
2310 REM # TEST VALIDITE DU ROQUE #
2311 IFEC(PL)=1THENGOSUB3100:F5=2:RETUR
2312 IFLO<>L1THENF5=0:RETURN
2313 IFCN(PI)<>0THENF5=0:RETURN
2314 IFCO=C1+2THENJJ=CO:KK=1:IFCN(PI-2)<
>0THENF5=0:RETURN
2315 IFCO=C1-2THENJJ=CO-1:KK=-1:IFCN(PI-
3)<>0THENF5=0:RETURN
2316 FORI=CO-KKTOJJSTEPKK:IFGR(I,L1)<>-
THENF5=0:I=JJ+KK
2317 NEXTI
2318 RETURN
2399 REM
2400 REM *************
2401 REM * MOUVEMENT *
2402 REM *************
2410 REM # EFFACE / REAFFICHE PIECE #
2411 POKESH+0,0:CN(PI)=CN(PI)+1
2412 C=C1:L=L1:ONG(C1,L1)+1GOSUB610,620
2413 C=CO:L=LO:GOSUB640:PH(PI)=CO:PV(PI
=LO
2414 REM # TESTS DIVERS #
2415 IFW1>0THENGOSUB2500
2416 IFP9>0THENGOSUB2600:GOTO2419
2417 POKESO,136:POKESO+1,119:POKESO+2,5
:POKESO+3,52:POKESO+5,0:POKESO+6,128
2418 POKESO+4,17:FORH=1TO200:NEXTH:POKES
O+4,16
2419 IFW2=1THENGOSUB2700:W2=0
2420 IFF5=1THENGOSUB2800
2421 PL=ABS(PL-1):F3=1:GOSUB1200:IFF3=1
HENPL=ABS(PL-1):GOTO800
2422 REM # ROI ADVERSE ECHEC #
2423 EC(PL)=1
2424 F7=1:GOSUB3200:PL=ABS(PL-1):IFF7=1
HEN2429
2425 PRINT"SVQQQQQQQQQQQQQQQQQQQQQQ
R             ECHEC !!            R"
2426 GOSUB3600
2427 PRINT"SVQQQQQQQQQQQQQQQQQQQQQQ
                                  "
2428 GOTO800
2429 REM # ROI ADVERSE MAT #
2430 PRINT"SVQQQQQQQQQQQQQQQQQQQQQQ
R              MAT !!             R"
2431 GOSUB3700
2432 GOTO700
2499 REM
2500 REM *********************
2501 REM * PRISE EN PASSANT *
2502 REM *********************
2510 REM # PEP PION NOIR #
2511 IFPL<>0THEN2514
2512 P9=GR(CO,LO+1):GR(CO,LO+1)=-1:C=CO:
L=LO+1:ONG(CO,LO+1)+1GOSUB610,620
2513 RETURN
2514 REM # PEP PION BLANC #
2515 P9=GR(CO,LO-1):GR(CO,LO-1)=-1:C=CO:
L=LO-1:ONG(CO,LO-1)+1GOSUB610,620
2516 RETURN
2599 REM
2600 REM ***********
2601 REM * CAPTURE *
2602 REM ***********
2610 REM # SON #
2611 POKESO,36:POKESO+1,25:POKESO+2,53:
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OKES0+3,52:POKES0+5,79:POKES0+6,199
2612 POKES0+4,129:FORH=1TO500:NEXT:POKES
0+4,128
2613 REM # INITS + REAFFICHAGE #
2614 PH(P9)=-1:PV(P9)=-1
2615 O=TC(P9):CA(O)=CA(O)+1:C=HC(P9):L=V
C(P9)-CA(O)
2616 Y=INT(P9/17):X=DESS(P9)+4*Y:GOSUB68
0:GOSUB643
2617 QI(O,CA(O))=P9:RETURN
2699 REM
2700 REM **********************
2701 REM * PROMOTION DU PION *
2702 REM **********************
2710 REM # CHOIX PIECE REMPLACANTE #
2711 K=6*PL+1:CR=11-15*PL
2712 IF(CA(K)=0ANDCA(K+1)=0ANDCA(K+2)=0A
NDCA(K+3)=0)THENRETURN
2713 IFK=6*PL+5THENK=6*PL+1
2714 IFCA(K)=0THENK=K+1:GOTO2713
2715 LR=10-2*(K-6*PL)-(CA(K)-1):GOSUB192
0
2716 IF(PEEK(56320+PLAYER)AND31)=30THENK
=K+1:GOTO2713
2717 IF(PEEK(56320+PLAYER)AND16)=0THENPO
KESH+2,0:POKE53264,0:GOTO2719
2718 GOTO2716
2719 REM # REMPLACEMENT #
2720 C=CR:L=LR:GOSUB610
2721 P9=PI:GOSUB2613
2722 PI=QI(K,CA(K)):C=CO:L=LO:GOSUB640:G
R(CO,LO)=PI
2723 PH(PI)=CO:PV(PI)=LO
2724 CA(K)=CA(K)-1:RETURN
2799 REM
2800 REM *********
2801 REM * ROQUE *
2802 REM *********
2810 REM # PETIT ROQUE #
2811 IFSGN(CO-C1)<0THEN2815
2812 PI=GR(8,L1):GR(C1+1,L1)=PI:C=8:L=L1
:ONG(8,L1)+1GOSUB610,620
2813 GR(8,L1)=-1:PH(PI)=C1+1:PV(PI)=L1:C
=C1+1:L=L1:GOSUB640
2814 PI=PO:RETURN
2815 REM # GRAND ROQUE #
2816 PI=GR(1,L1):GR(C1-1,L1)=PI:C=1:L=L1
:ONG(1,L1)+1GOSUB610,620
2817 GR(1,L1)=-1:PH(PI)=L1-1:PV(PI)=L1:C
=C1-1:L=L1:GOSUB640
2818 PI=PO:RETURN
2899 REM
2900 REM **********************
2901 REM * ARRIVEE EN ECHEC *
2902 REM **********************
2910 REM # MOUVEMENT INTERDIT #
2911 PRINT"■V■■■■■■■■■■■■■■■■■■■■■■■■■■■■
■     VOUS VOUS METTEZ ECHEC      ■"
2912 GOSUB3500
2913 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
                                    "
2914 POKESH,0:RETURN
2999 REM
3000 REM **********************
3001 REM * DEMEURE EN ECHEC *
3002 REM **********************
3010 REM # MOUVEMENT INTERDIT #
3011 PRINT"■V■■■■■■■■■■■■■■■■■■■■■■■■■■■■
■     VOUS ETES ENCORE ECHEC      ■"
3012 GOSUB3500
3013 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
                                    "
3014 POKESH,0:RETURN
3099 REM
3100 REM ******************
3101 REM * ROQUE INTERDIT *
3102 REM ******************
3110 REM # ROQUE IMPOSSIBLE #
3111 PRINT"■V■■■■■■■■■■■■■■■■■■■■■■■■■■■■
■          ROQUE INTERDIT          ■"
3112 GOSUB3500
3113 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
                                    "
3114 POKESH,0:RETURN
3199 REM
3200 REM ************
3201 REM * TEST MAT *
3202 REM ************
3210 REM # FUITE EVENTUELLE DU ROI #
3211 RI=16*PL:II=16+RI:NN=NE
3212 FORCC=PH(II)-1TOPH(II)+1:FORLL=PV(I
I)-1TOPV(II)+1:F9=1:GOSUB3400
3213 IFF9=1THENF7=0:CC=PH(II)+1:LL=PV(II
)+1
3214 NEXTLL,CC:IFF7=0THENRETURN
3215 REM # FIN ECHEC PAR AUTRE PIECE #
3216 NE=NN:FORCE=0TONE-1:CC=CX(CE):LL=LX
(CE)
3217 REM ... PION ...
3218 FORII=1+RITO8+RI
3219 TT=1-(CN(II)<1):CW=PH(II):LW=PV(II)
:IFCW<1THEN3227
3220 IFABS(CC-CW)>1THEN3227
3221 IF(R=0ANDLL>LW-1)OR(R=1ANDLL<LW+1)T
HEN3227
3222 IF(R=0ANDLL<LW-TT)OR(R=1ANDLL>LW+TT
)THEN3227
3223 IF(CC<>CW)AND((R=0ANDLL<LW-1)OR(R=1
ANDLL>LW+1))THEN3227
3224 IFCC<>CWTHENF8=1:GOSUB3300:IFF8=1TH
EN3227
3225 IFCC=CWANDGR(CC,LL-SGN(R-.5))<>-1TH
EN3227
3226 F9=1:GOSUB3400:IFF9=1THENF7=0:II=8+
RI
3227 NEXTII:IFF7=0THENCE=NE:GOTO3255
3228 REM ... FOU ...
3229 FORII=9+RITO10+RI:CW=PH(II):LW=PV(I
I):IFCW<1THEN3232
3230 IFABS(CC-CW)<>ABS(LL-LW)THEN3232
3231 FF=1:GOSUB3280:F7=ABS(FF-1):IFF7=0T
HENII=10+RI
3232 NEXTII:IFF7=0THENCE=NE:GOTO3255
3233 REM ... CAVALIER ...
3234 FORII=11+RITO12+RI:CW=PH(II):LW=PV(
II):IFCW<1THEN3241
3235 IFG(CC,LL)=G(CW,LW)THEN3241
3236 IFABS(CC-CW)<1ORABS(CC-CW)>2THEN324
1
3237 IFABS(CC-CW)=1ANDABS(LL-LW)<>2THEN3
241
3238 IFABS(CC-CW)=2ANDABS(LL-LW)<>1THEN3
241
3239 IFINT(GR(CC,LL)/17)=RTHEN3241
3240 F9=1:GOSUB3400:IFF9=1THENF7=0:II=12
+RI
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3241 NEXTII:IFF7=0THENCE=NE:GOTO3255
3242 REM ... TOUR ...
3243 FORII=13+RITO14+RI:CW=PH(II):LW=PV(
II):IFCW<1THEN3246
3244 IFCC<>CWANDLL<>LWTHEN3255
3245 FF=1:GOSUB3290:F7=ABS(FF-1):IFF7=0T
HENII=14+RI
3246 NEXTII:IFF7=0THENCE=NE:GOTO3255
3247 REM ... REINE ...
3248 II=15+R:CW=PH(II):LW=PV(II):IFCW<1T
HEN3255
3249 IFABS(CC-CW)<>ABS(LL-LW)THEN3252
3250 FF=1:GOSUB3280:F7=ABS(FF-1)
3251 IFF7=0THENCE=NE:GOTO3255
3252 IFCC<>CWANDLL<>LWTHEN3255
3253 FF=1:GOSUB3290:F7=ABS(FF-1)
3254 IFF7=0THENCE=NE
3255 NEXTCE:RETURN
3280 REM # TEST DIAGONAL #
3281 I1=SGN(CC-CW):J=SGN(LL-LW)
3282 IFABS(CC-CW)<2THEN3285
3283 FORK=I1TOCW-CC-I1STEPI1:IFGR(CC+K,L
L+J*ABS(K))<>-1THENFF=0:K=CW-CC-I1
3284 NEXTK:IFFF=0THENRETURN
3285 IFINT(GR(CW,LW)/17)=RTHENFF=0:RETUR
N
3286 F9=1:GOSUB3400:FF=F9:RETURN
3290 REM # TEST HOR/VERT #
3291 I1=SGN(CC-CW):J=SGN(LL-LW)
3292 IFABS(CC-CW)<2THEN3295
3293 FORK=I1TOCC-CW-I1STEPI1:IFGR(CW+K,L
W)<>-1THENFF=0:K=CC-CW-I1
3294 NEXTK:IFFF=0THENRETURN
3295 IFABS(LL-LW)<2THEN3298
3296 FORK=JTOLL-LW-JSTEPJ:IFGR(CW,LW+K)<
>-1THENFF=0:K=LL-LW-J
3297 NEXTK:IFFF=0THENRETURN
3298 IFINT(GR(CC,LL)/17)=RTHENFF=0:RETUR
N
3299 F9=1:GOSUB3400:FF=F9:RETURN
3300 REM ************************
3301 REM * TEST PRISE EN PASSANT *
3302 REM ************************
3310 REM # TESTE VALIDITE DE LA PEP #
3311 IFCP<2THENRETURN
3312 IFR=0THENPP=CZ+7:LP=LX:GOTO3314
3313 PP=CZ-1:LP=LX
3314 IFPE(PP)=CP-1ANDLE(PP)=LPTHENF8=0
3315 RETURN
3399 REM
3400 REM ************************
3401 REM * POSITION EVENTUELLE *
3402 REM ************************
3410 REM # TESTE VALIDITE MVT VIRTUEL #
3411 CZ=PH(II):LZ=PV(II)
3412 IF(CC<1ORCC>8)OR(LL<1ORLL>8)THENF9=
0:RETURN
3413 IFINT(GR(CC,LL)/17)=PLTHENF9=0:RETU
RN
3414 REM # TESTE CAS D'ECHEC #
3415 PH(II)=CC:PV(II)=LL:P9=GR(CC,LL):GR
(CZ,LZ)=-1:GR(CC,LL)=II:F3=1
3416 IFP9>0THENPH(P9)=-1:PV(P9)=-1
3417 GOSUB1200:IFF3=0THENF9=0
3418 GR(CC,LL)=P9:GR(CZ,LZ)=II:PH(II)=CZ
:PV(II)=LZ
3419 IFP9>0THENPH(P9)=CC:PV(P9)=LL
3420 RETURN
3499 REM
3500 REM ***************
3501 REM * SON ERREUR *
3502 REM ***************
3510 REM # VOIX 0 #
3511 BZ=0
3512 BZ=BZ+1
3513 POKES0,0:POKES0+1,5:POKES0+2,153:PO
KES0+3,199:POKES0+5,0:POKES0+6,128
3514 POKES0+4,37:FORH=1TO1000:NEXT:POKES
0+4,36
3515 IFBZ=2THENRETURN
3516 FORH=1TO400:NEXTH
3517 GOTO3512
3599 REM
3600 REM ***************
3601 REM * SON DANGER *
3602 REM ***************
3610 REM # VOIX 0 #
3611 BZ=0
3612 BZ=BZ+1
3613 POKES0,0:POKES0+1,10:POKES0+2,153:P
OKES0+3,199:POKES0+5,0:POKES0+6,128
3614 POKES0+4,65:FORH=1TO1000:NEXT:POKES
0+4,64
3615 IFBZ=2THENRETURN
3616 FORH=1TO400:NEXTH
3617 GOTO3612
3699 REM
3700 REM ************
3701 REM * SON MAT *
3702 REM ************
3710 REM # VOIX 0 #
3711 BZ=0
3712 BZ=BZ+1
3713 POKES0,0:POKES0+1,5:POKES0+2,153:PO
KES0+3,199:POKES0+5,0:POKES0+6,128
3714 POKES0+4,37:FORH=1TO1000:NEXT:POKES
0+4,36
3715 FORH=1TO400:NEXTH
3716 POKES0,0:POKES0+1,10:POKES0+2,153:P
OKES0+3,199:POKES0+5,0:POKES0+6,128
3717 POKES0+4,65:FORH=1TO1000:NEXT:POKES
0+4,64
3718 IFBZ=2THENRETURN
3719 FORH=1TO400:NEXTH
3720 GOTO3712
3799 REM
10000 REM ***************
10001 REM * DATA PIECES *
10002 REM ***************
10010 REM # TOUR 1 #
10011 DATA 0,0,25,25,31,31,7,7
10012 DATA 0,0,152,152,248,248,224,224
10013 DATA 7,7,7,7,31,31,0,0
10014 DATA 224,224,224,224,248,248,0,0
10020 REM # TOUR 2 #
10021 DATA 255,255,230,230,233,229,251,2
51
10022 DATA 255,255,103,103,151,231,223,2
23
10023 DATA 251,251,251,251,231,224,255,2
55
10024 DATA 223,223,223,223,231,7,255,255
10030 REM # CAVALIER 1 #
10031 DATA 0,0,0,1,3,7,15,15
10032 DATA 0,0,64,224,240,248,240,248
10033 DATA 31,30,28,4,1,3,0,0
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10034 DATA 240,248,112,224,240,248,0,0
10040 REM # CAVALIER 2 #
10041 DATA 255,255,255,254,253,251,247,2
47
10042 DATA 255,255,191,95,239,247,239,24
7
10043 DATA 238,237,227,251,254,252,255,2
55
10044 DATA 239,119,175,95,239,7,255,255
10050 REM # FOU 1 #
10051 DATA 0,0,3,7,15,15,15,7
10052 DATA 0,0,0,128,192,192,224,224
10053 DATA 7,3,1,1,15,31,0,0
10054 DATA 224,192,128,128,240,248,0,0
10060 REM # FOU 2 #
10061 DATA 255,255,251,251,247,247,247,2
51
10062 DATA 255,255,255,127,191,191,223,2
23
10063 DATA 251,253,254,254,241,224,255,2
55
10064 DATA 223,191,127,127,143,7,255,255
10070 REM # PION 1 #
10071 DATA 0,0,3,3,1,1,1,3
10072 DATA 0,0,192,192,128,128,128,192
10073 DATA 3,3,3,3,15,31,0,0
10074 DATA 192,192,192,192,240,248,0,0
10080 REM # PION 2 #
10081 DATA 255,255,252,253,254,254,254,2
53
10082 DATA 255,255,63,191,127,127,127,19
1
10083 DATA 253,253,253,253,243,224,255,2
55
10084 DATA 191,191,191,191,207,7,255,255
10090 REM # REINE 1 #
10091 DATA 0,0,17,17,25,25,27,31
10092 DATA 0,0,136,136,152,152,216,248
10093 DATA 31,31,31,15,15,7,0,0
10094 DATA 248,248,248,240,240,224,0,0
10100 REM # REINE 2 #
10101 DATA 255,255,238,238,230,230,229,2
35
10102 DATA 255,255,119,119,103,103,167,2
15
10103 DATA 239,239,239,247,247,248,255,2
55
10104 DATA 247,247,247,239,239,31,255,25
5
10110 REM # ROI 1 #
10111 DATA 0,0,1,7,7,1,1,3
10112 DATA 0,0,128,224,224,128,128,192
10113 DATA 15,31,31,31,15,7,0,0
10114 DATA 240,248,248,248,240,224,0,0
10120 REM # ROI 2 #
10121 DATA 255,255,254,249,249,254,254,2
53
10122 DATA 255,255,127,159,159,127,127,1
91
10123 DATA 253,239,239,239,247,248,255,2
55
10124 DATA 207,247,247,247,239,31,255,25
5
10130 REM # FINI #
10131 DATA -1
10199 REM
10200 REM ***************************
10201 REM * DATA GRILLE DES PIECES *
10202 REM ***************************
10210 REM # NOIRS #
10211 DATA 1,1,29,192
10212 DATA 2,1,27,200
10213 DATA 3,1,25,208
10214 DATA 4,1,31,224
10215 DATA 5,1,32,232
10216 DATA 6,1,26,208
10217 DATA 7,1,28,200
10218 DATA 8,1,30,192
10219 DATA 1,2,17,216
10220 DATA 2,2,18,216
10221 DATA 3,2,19,216
10222 DATA 4,2,20,216
10223 DATA 5,2,21,216
10224 DATA 6,2,22,216
10225 DATA 7,2,23,216
10226 DATA 8,2,24,216
10227 REM # BLANCS #
10228 DATA 1,7,1,216
10229 DATA 2,7,2,216
10230 DATA 3,7,3,216
10231 DATA 4,7,4,216
10232 DATA 5,7,5,216
10233 DATA 6,7,6,216
10234 DATA 7,7,7,216
10235 DATA 8,7,8,216
10236 DATA 1,8,13,192
10237 DATA 2,8,11,200
10238 DATA 3,8,9,208
10239 DATA 4,8,15,224
10240 DATA 5,8,16,232
10241 DATA 6,8,10,208
10242 DATA 7,8,12,200
10243 DATA 8,8,14,192
10299 REM
10300 REM ***********************
10301 REM * DATA DEPL. PIECES *
10302 REM ***********************
10310 REM # FOU #
10311 DATA 4,1,1,1,-1,-1,1,-1,-1,0,0,0,0
,0,0,0,0
10320 REM # CAVALIER #
10321 DATA 8,1,2,1,-2,-1,2,-1,-2,2,1,2,-
1,-2,1,-2,-1
10330 REM # TOUR #
10331 DATA 4,1,0,-1,0,0,1,0,-1,0,0,0,0,0
,0,0,0
10340 REM # ROI/REINE #
10341 DATA 8,1,0,-1,0,0,1,0,-1,1,1,1,-1,
-1,1,-1,-1
10399 REM
10400 REM ************************
10401 REM * DATA CAPTURE PIECE *
10402 REM ************************
10410 REM # PIONS BLANCS #
10411 DATA0,12,9
10412 DATA0,12,9
10413 DATA0,12,9
10414 DATA0,12,9
10415 DATA0,12,9
10416 DATA0,12,9
10417 DATA0,12,9
10418 DATA0,12,9
10419 REM # TOURS BLANCHES #
10420 DATA1,11,9
10421 DATA1,11,9
10422 REM # CAVALIERS BLANCS #
```

```
10423 DATA2,11,7
10424 DATA2,11,7
10425 REM # FOUS BLANCS #
10426 DATA3,11,5
10427 DATA3,11,5
10428 REM # REINE BLANCHE #
10429 DATA4,11,3
10430 REM # ROI BLANC #
10431 DATA5,11,2
10432 REM # PIONS NOIRS #
10433 DATA6,-3,9
10434 DATA6,-3,9
10435 DATA6,-3,9
10436 DATA6,-3,9
10437 DATA6,-3,9
10438 DATA6,-3,9
10439 DATA6,-3,9
10440 DATA6,-3,9
10441 REM # TOURS NOIRES #
10442 DATA7,-4,9
10443 DATA7,-4,9
10444 REM # CAVALIERS NOIRS #
10445 DATA8,-4,7
10446 DATA8,-4,7
10447 REM # FOUS NOIRS #
10448 DATA9,-4,5
10449 DATA9,-4,5
10450 REM # REINE NOIRE #
10451 DATA10,-4,3
10452 REM # ROI NOIR #
10453 DATA11,-4,2
10499 REM
10500 REM ****************
10501 REM * DATA SPRITES *
10502 REM ****************
10510 REM # SPRITE 0 #
10511 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,255,255,0,255,255,0,252,63,0,252
10512 DATA 63,0,240,15,0,240,15,0,192,3,
0,192,3,0,192,3,0,192,3,0,240,15,0
10513 DATA 240,15,0,252,63,0,252,63,0,25
5,255,0,255,255,0
10514 DATA0
10520 REM # SPRITE 1 #
10521 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,255,255,0,255,255,0,255,255,0,255,255
10522 DATA 0,255,255,0,255,255,0,255,255
,0,255,255,0,255,255,0,255,255,0,255
10523 DATA 255,0,255,255,0,255,255,0,255
,255,0,255,255,0,255,255,0
10524 DATA0
```

COMMODORE 64

EDITEUR DE SPRITES

Énième représentant du genre, cet éditeur de lutins se distingue par une grande souplesse et une accessibilité irréprochable.

```
10 REM   ************************
15 REM   *                      *
20 REM   * EDITEUR  DE  SPRITES *
25 REM   *                      *
30 REM   *          PAR         *
35 REM   *                      *
40 REM   *   FRANCOIS PETERS    *
45 REM   *                      *
50 REM   *                      *
55 REM   *                      *
60 REM   * COMMENCE LE 23/03/86 *
65 REM   * TERMINE LE 31/03/86  *
70 REM   *                      *
75 REM   *  COPYRIGHT (C) 1986  *
76 REM   *                      *
77 REM   ************************
78 CLR:DIMX(63):DIMA(504):POKE53280,4:V=
53248:GOSUB1984
79 POKEV+21,0:PRINTCHR$(142):PRINT"■■■■
■QUE VOULEZ VOUS FAIRE?"
80 PRINT"■■1.VOIR LES INSTRUCTIONS."
81 PRINT"■■2.CREATION D'UN SPRITE."
82 PRINT"■■3.VOIR LES SPRITES QUI SONT E
N MEMOIRE.";
83 PRINT"■■4.EXEMPLE DE PROGRAMME POUR U
N SPRITE."
85 PRINT"■■VOTRE CHOIX 1-4?"
90 GETA$:IFA$="1"THENGOTO1500
91 IFA$="2"THENGOTO260
92 IFA$="3"THENGOTO1330
93 IFA$="4"THENGOSUB1950:GOTO79
94 GOTO90
95 POKE53269,0:FORI=1TO504:A(I)=0:NEXTI
96 REM
97 REM    * GRILLE *
98 REM
100 POKE53280,6:POKE53269,0:POKE650,128:
:Y=3:X=27:T=1
110 PRINT"■■■■■■■EDITEUR DE SPRITE."
140 FORG=1TO21
150 FORI=YTOY+23
160 POKE1102+I,160
165 POKE55374+I,A(T)
167 T=T+1
170 NEXTI
180 Y=Y+40:X=X+40
190 NEXTG
200 RETURN
240 REM
243 REM    * DESSIN DU SPRITE *
246 REM
260 GOSUB95
```

```
290 B=1105:L=55377:C=1:H=56320
300 GETA$
305 IFA$=" "ANDA(C)=1THENA(C)=0
310 IFPEEK(H)=126THENC=C-24:B=B-40:L=L-4
0:POKEB+40,160
320 IFPEEK(H)=125THENC=C+24:B=B+40:L=L+4
0:POKEB-40,160
330 IFPEEK(H)=123THENC=C-1:B=B-1:L=L-1:P
OKEB+1,160
340 IFPEEK(H)=119THENC=C+1:B=B+1:L=L+1:P
OKEB-1,160
350 IFPEEK(H)=111ANDA(C)=0THENA(C)=1
360 IFPEEK(H)=103THENA(C)=1:POKEL,1:POKE
B,160:B=B+1:L=L+1:C=C+1
370 IFPEEK(H)=107THENA(C)=1:POKEL,1:POKE
B,160:B=B-1:L=L-1:C=C-1
380 IFPEEK(H)=110THENA(C)=1:POKEL,1:POKE
B,160:B=B-40:L=L-40:C=C-24
390 IFPEEK(H)=109THENA(C)=1:POKEL,1:POKE
B,160:B=B+40:L=L+40:C=C+24
450 POKEB,86:POKEL,A(C)
460 IFA$="S"THENGOTO601
500 GOTO300
593 REM
595 REM   * CALCUL DU SPRITE *
597 REM
601 FORI=1TO21:PRINT"█":NEXTI
602 PRINT"██UN INSTANT,JE CALCULE."
603 T=1
610 FORG=1TO63
620 FORI=1TO8
630 IFA(T)=1ANDI=1THENX(G)=X(G)+128
640 IFA(T)=1ANDI=2THENX(G)=X(G)+64
650 IFA(T)=1ANDI=3THENX(G)=X(G)+32
660 IFA(T)=1ANDI=4THENX(G)=X(G)+16
670 IFA(T)=1ANDI=5THENX(G)=X(G)+8
680 IFA(T)=1ANDI=6THENX(G)=X(G)+4
690 IFA(T)=1ANDI=7THENX(G)=X(G)+2
700 IFA(T)=1ANDI=8THENX(G)=X(G)+1
710 T=T+1
720 NEXTI:PRINT"█"G:NEXTG
730 I=1:PRINT
740 FORL=1TO21
750 PRINT"████████████████████████████"X(I)
:I=I+1
760 PRINT"████████████████████████████████
S',L'ORDINATEUR"
1745 PRINT"CALCULERA LES DONNEES DU SPRI
TE ET"
1750 PRINT"LES AFFICHERA A L'ECRAN (IL L
UI FAUDRA"
1755 PRINT"UN MOMENT POUR CALCULER)."
1760 PRINT"APRES CELA,IL VOUS SERA DEMAN
DE SI"
1765 PRINT"VOUS VOULEZ LE CORRIGER."
1770 PRINT"SI NON,L'ORDINATEUR VOUS DEMA
NDERA A"
1775 PRINT"QUELLE ADDRESSE MEMOIRE IL FA
UT STOQUER"
1780 PRINT"LE SPRITE.(VOTRE REPONSE DEVR
A ETRE"
1785 PRINT"SUPERIEUR A 220)."
1790 PRINT"█████████APPUYEZ SUR UNE TOUC
HE."
1795 GETA$:IFA$=""THEN1795
1800 PRINT"███████████████INSTRUCTIONS 3"
1805 PRINT"██████████───────────────"
1810 PRINT"APRES AVOIR ENTRE L'EMPLACEME
NT MEMOIRE"
1815 PRINT"CHOISI,LE SPRITE SERA AFFICHE
 NORMALE-"
1820 PRINT"MENT,DILATE VERTICALEMENT,HOR
IZONTALE-"
1825 PRINT"MENT ET DANS LES DEUX SENS."
1830 PRINT"ENSUITE,PLUSIEURS OPTIONS VOU
S SERONT"
1835 PRINT"PROPOSEES.
1840 PRINT"SI VOUS PRENEZ L'OPTION 'METT
RE LES"
1845 PRINT"DONNEES DU SPRITE EN LIGNES',
IL VOUS"
1850 PRINT"SERA DEMANDE A PARTIR DE QUEL
LE LIGNE"
1855 PRINT"(MINIMUM 2000),PUIS,SI VOUS V
OULEZ"
1860 PRINT"METTRE UNE LIGNE DE REM AVANT
 LES"
1865 PRINT"DONNEES.SI VOUS LE VOULEZ,VOU
S DEVREZ"
1870 PRINT"ENTRER LA PHRASE."
1875 PRINT"APRES LES LIGNES SERONT INSCR
ITES A"
1880 PRINT"RAISON DE 7 DONNEES SEPAREES
PAR UNE"
1885 PRINT"VIRGULE ET PAR LIGNE."
1886 PRINT"██████████APPUYEZ SUR UNE TO
UCHE."
1887 GETA$:IFA$=""THEN1887
1889 PRINT"███████████INSTRUCTIONS 4":PR
INT"██████████───────────────"
1890 PRINT"SI AU DEBUT VOUS PRENEZ L'OPT
ION 'VOIR"
1895 PRINT"LES SPRITES EN MEMOIRE',VOUS
PASSEREZ"
1900 PRINT"DIRECTEMENT A L'AFFICHAGE DU
SPRITE"
1905 PRINT"(NORMAL,DILATE HORIZONTALEMEN
T...) ET"
1910 PRINT"AU RESTE QUI VOUS A ETE EXPLI
QUE PRECED-";
1915 PRINT"EMENT A L'EXCEPTION DE L'OPTI
ON 'COR-"
1920 PRINT"RIGER LE SPRITE' PUISQUE VOUS
 N'EN AVEZ"
1921 PRINT"PAS ENCORE CREER!"
1922 PRINT"ATTENTION!NE SORTEZ PAS HORS
DE L'ECRAN"
1923 PRINT"AVEC VOTRE CROIX.ENFIN,EN PRE
SSANT LE"
1924 PRINT"BOUTON ET EN BOUGEANT LE JOYS
TICK,VOUS"
1925 PRINT"TIREZ UN TRAIT CONTINU DANS L
A DIRECTION";
1926 PRINT"VOULUE."
1927 PRINT"SI VOTRE CROIX EST HORS DE LA
 GRILLE,"
1928 PRINT"ARRETEZ LE PROGRAMME ET RELAN
CE LE PAR  'RUN'.";
1929 PRINT"APRES AVOIR AFFICHE LES DONNE
ES DU";
1930 PRINT"SPRITE EN LIGNE,VOUS N'AUREZ
PLUS QU'A"
1931 PRINT"REMONTER LE CURSEUR EN HAUT D
E L'ECRAN,"
1932 PRINT"A APPUYER UN MOMENT SUR RETUR
N ET LES"
```

```
1933 PRINT"LIGNES SERONT MISES EN MEMOIR
E."
1934 PRINT"■■■■■■AVEZ-VOUS COMPRIS?(O/N)
"
1935 GETA$:IFA$="O"THENGOTO79
1940 IFA$="N"THENGOTO1500
1945 GOTO1935
1947 REM
1948 REM * EXEMPLE DE PROGRAMME *
1949 REM
1950 PRINT"■■■■■■EXEMPLE DE PROGRAMME:"
1952 PRINT"■■5 REM PROGRAMME POUR AFFICH
ER UN SPRITE"
1955 PRINT"■10 R=53248":PRINT"■20 FORI=0
TO63:READX:POKE832+I,X:NEXTI"
1960 PRINT"■30 POKE2040,13:POKER,150:POK
ER+1,100"
1965 PRINT"■40 POKER+21,1:POKEV+39,1"
1967 PRINT"■50 DATA....."
1970 PRINT"■■■■■■■PRESSE UNE TOUCHE."
1975 GETA$:IFA$=""THENGOTO1975
1980 RETURN
1981 REM
1982 REM * PRESENTATION *
```

COMMODORE 64

EVAZIOON

Dans ce programme composé de trois parties, vous incarnez un explorateur bloqué dans un temple inca. Réussirez-vous à en sortir vivant ?

```
20 PRINT"■■■UN INSTANT,SVP."
200 FORI=20000TO20371:READD:POKEI,D:NEXT
310 DATA21,31,51,25,30,38,25,30,12,25,30
,51,28,49,51,31,165,38,31,165,12,31,165
320 DATA76,25,30,25,28,49,25,31,165,25,3
3,135,51,23,181,51,28,49,51,25,30,51
330 DATA0,0,90
340 DATA25,177,51,25,177,25,32,94,25,32,
94,25,28,214,25,32,94,25,28,214,25
350 DATA25,177,51,25,177,25,32,94,25,32,
94,25,28,214,25,32,94,76,32,94,51
360 DATA32,94,25,28,214,25,25,177,25,32,
94,25,38,126,25,32,94,25,38,126,51,38
370 DATA126,25,32,94,25,25,177,25,32,94,
25,28,214,76,25,177,51,25,177,25,32,94
380 DATA25,32,94,25,28,214,12,25,177,12,
32,94,25,25,177,25,32,94,51,32,94,25
390 DATA28,214,12,25,177,12,32,94,25,28,
214,25,25,177,76,0,0,99
400 DATA28,214,25,25,177,25,22,227,25,34
,75,76,28,214,25,25,177,25,22,227,25
410 DATA38,126,76,25,177,25,30,141,25,38
,126,25,34,75,51,28,214,25,25,177,25
420 DATA22,227,25,34,75,76,28,214,25,25,
177,25,22,227,25,38,126,76,25,177,25
430 DATA30,141,25,38,126,25,34,75,51,22,
227,25,28,214,51,25,177,25,22,227,76
440 DATA0,0,99
450 DATA20,99,25,20,90,12,30,140,25,30,1
40,12,30,140,25,30,140,12,34,74,25
460 DATA27,55,12,30,140,25,30,140,12,34,
74,25,34,74,128,30,140,76,30,140,25
470 DATA30,140,12,40,199,25,30,140,12,30
,140,25,27,55,12,25,176,25,22,227,12
480 DATA25,176,25,25,176,12,25,176,25,30
,140,12,30,140,25,27,55,12,25,176,25
490 DATA22,227,12,20,99,25,25,176,12,30,
140,76,34,74,25,27,55,12,22,227,25,19,62
500 DATA12,20,99,76
6900 FORI=15616TO16319:READD:POKEI,D:NEX
T
7000 REM 1  BONHOMME D RE
7010 DATA0,120,0,0,246,0,0
7020 DATA252,0,0,120,0,0,48
7030 DATA0,0,252,0,1,254,0
7040 DATA1,254,0,2,253,0,4
7050 DATA252,128,12,252,192,0,252
7060 DATA0,0,112,0,0,112,0
7070 DATA0,112,0,0,48,0,0
7080 DATA48,0,0,48,0,0,48
7090 DATA0,0,48,0,0,60,0,0
7100 REM 2  BONHOMME D MAR
7110 DATA0,120,0,0,246,0,0
7120 DATA 252, 0, 0, 120, 0, 0, 48
7130 DATA 0, 0, 252, 0, 1, 254, 0
7140 DATA 2, 253, 0, 12, 252, 192, 48
7150 DATA 252, 48, 0, 252, 0, 0, 252
7160 DATA 0, 0, 120, 0, 0, 120, 0
7170 DATA 0, 232, 0, 1, 140, 0, 25
7180 DATA 140, 0, 6, 12, 0, 0, 6
7190 DATA 0, 0, 3, 0, 0, 1, 192,0
7200 REM 3  BONHOMME G RE
7210 DATA 0, 120, 0, 1, 188, 0, 0
7220 DATA 252, 0, 0, 120, 0, 0, 48
7230 DATA 0, 0, 252, 0, 1, 254, 0
7240 DATA 1, 254, 0, 2, 253, 0, 4
7250 DATA 252, 128, 12, 252, 192, 0, 252
7260 DATA 0, 0, 56, 0, 0, 56, 0
7270 DATA 0, 56, 0, 0, 48, 0, 0
7280 DATA 48, 0, 0, 48, 0, 0, 48
7290 DATA 0, 0, 48, 0, 0, 240, 0,0
7300 REM 4  BONHOMME G MAR
7310 DATA 0, 120, 0, 1, 188, 0, 0
7320 DATA 252, 0, 0, 120, 0, 0, 48
7330 DATA 0, 0, 252, 0, 1, 254, 0
7340 DATA 2, 253, 0, 12, 252, 192, 48
7350 DATA 252, 48, 0, 252, 0, 0, 252
7360 DATA 0, 0, 120, 0, 0, 120, 0
7370 DATA 0, 108, 0, 0, 198, 0, 0
7380 DATA 198, 224, 1, 131, 0, 1, 128
```

```
7390 DATA 0, 3, 0, 0, 14, 0, 0,0
7400 REM BONHOMME DESC 1
7410 DATA 0, 56, 0, 0, 84, 0, 0
7420 DATA 124, 0, 0, 108, 0, 0, 56
7430 DATA 0, 0, 124, 0, 3, 255, 128
7440 DATA 7, 255, 192, 8, 254, 32, 16
7450 DATA 254, 16, 48, 254, 24, 0, 254
7460 DATA 0, 0, 108, 0, 0, 108, 0
7470 DATA 0, 108, 0, 0, 108, 0, 0
7480 DATA 108, 0, 0, 12, 0, 0, 12
7490 DATA 0, 0, 12, 0, 0, 30, 0,0
7500 REM BONHOMME DESC 2
7510 DATA 0, 56, 0, 0, 84, 0, 0
7520 DATA 124, 0, 0, 108, 0, 0, 56
7530 DATA 0, 0, 124, 0, 3, 255, 128
7540 DATA 7, 255, 192, 8, 254, 32, 16
7550 DATA 254, 16, 48, 254, 24, 0, 254
7560 DATA 0, 0, 108, 0, 0, 108, 0
7570 DATA 0, 108, 0, 0, 108, 0, 0
7580 DATA 108, 0, 0, 96, 0, 0, 96
7590 DATA 0, 0, 96, 0, 0, 240, 0,0
7600 REM MONSTRE 1
7610 DATA 0, 16, 0, 0, 16, 0, 0
7620 DATA 16, 0, 0, 16, 0, 0, 16
7630 DATA 0, 2, 56, 128, 1, 125, 0
7640 DATA 0, 254, 0, 1, 187, 0, 3
7650 DATA 41, 128, 127, 255, 252, 3, 199
7660 DATA 128, 1, 131, 0, 0, 198, 0
7670 DATA 1, 125, 0, 2, 56, 128, 0
7680 DATA 16, 0, 0, 16, 0, 0, 16
7690 DATA 0, 0, 16, 0, 0, 16, 0,0
7700 REM MONSTRE 2
7710 DATA 0, 0, 0, 0, 0, 0, 16
7720 DATA 0, 16, 8, 16, 32, 4, 16
7730 DATA 64, 2, 56, 128, 1, 125, 0
7740 DATA 0, 254, 0, 1, 187, 0, 3
7750 DATA 41, 128, 15, 255, 224, 3, 199
7760 DATA 128, 1, 131, 0, 0, 198, 0
7770 DATA 1, 125, 0, 2, 56, 128, 4
7780 DATA 16, 64, 8, 16, 32, 16, 0
7790 DATA 16, 0, 0, 0, 0, 0, 0,0
7800 REM COLLIER
7810 DATA 0, 0, 0, 0, 0, 0, 0
7820 DATA 0, 0, 0, 0, 0, 128, 0
7830 DATA 1, 64, 0, 2, 64, 0, 2
7840 DATA 32, 0, 4, 32, 0, 4, 16
7850 DATA 0, 8, 8, 0, 16, 4, 0
7860 DATA 32, 2, 0, 64, 1, 126, 128
7870 DATA 0, 195, 0, 0, 66, 0, 0
7880 DATA 126, 0, 0, 129, 0, 1, 0
7890 DATA 128, 0, 0, 0, 0, 0, 0,0
7900 REM DIAMANT
7910 DATA 0, 0, 0, 15, 255, 240, 16
7920 DATA 0, 8, 44, 0, 52, 67, 0
7930 DATA 194, 128, 195, 1, 128, 60, 1
7940 DATA 128, 60, 1, 128, 195, 1, 67
7950 DATA 0, 194, 44, 0, 52, 16, 0
7960 DATA 8, 15, 255, 240, 0, 0, 0
7970 DATA 0, 0, 0, 0, 0, 0, 0
7980 DATA 0, 0, 0, 0, 0, 0, 0
7990 DATA 0, 0, 0, 0, 0, 0, 0,0
8000 REM ANNEAU
8010 DATA 0, 56, 0, 0, 124, 0, 0
8020 DATA 254, 0, 0, 124, 0, 0, 56
8030 DATA 0, 0, 254, 0, 3, 1, 128
8040 DATA 4, 0, 64, 8, 0, 32, 16
8050 DATA 0, 16, 16, 0, 16, 16, 0
8060 DATA 16, 8, 0, 32, 4, 0, 64
```

```
8070 DATA 3, 1, 128, 0, 198, 0, 0
8080 DATA 56, 0, 0, 0, 0, 0, 0
8090 DATA 0, 0, 0, 0, 0, 0, 0,0
8095 POKE53280,11:POKE53281,11
8100 PRINT"■■LOAD PARTIE 2"

10 PRINT"■"
20 T=20000:PRINT"■UN INSTANT,SVP.":FORI=0TO2000:NEXTI
30 PRINT"■■■■■■":FORI=0TO20:READA$:PRINTA$:NEXT:GOSUB70
40 PRINT"■■■■■":FORI=0TO20:READA$:PRINTA$:NEXT:GOSUB70
50 PRINT"■■■■■":FORI=0TO17:READA$:PRINTA$:NEXT:GOSUB70
60 PRINT"■■■■■":FORI=0TO4:READA$:PRINTA$:NEXT:GOSUB70:GOTO730
70 T=T+1000:FORI=0TO999:POKET+I,PEEK(1024+I):NEXT:RETURN
80 DATA"▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬"
90 DATA"▌"
100 DATA"▌"
110 DATA"▌"
120 DATA"        ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▌"
130 DATA"        ▌           ▌    ▌        ▌"
140 DATA"        ▌           ▌    ▌        ▌"
150 DATA"        ▌           ▌    ▌        ▌"
160 DATA"        ▌           ▌    ▌        ▌"
170 DATA"        ▌     ▌     ▌    ▌    ▌   ▌    ▬▬▬▬▬"
180 DATA"        ▌     ▌     ▌    ▌    ▌   ▌"
190 DATA"        ▌     ▌     ▌    ▌    ▌   ▌"
200 DATA"        ▌     ▌     ▌    ▌    ▌   ▌"
210 DATA"        ▌     ▌     ▌    ▌    ▌   L▬▬▬▬"
220 DATA"        ▌     ▌     ▌    ▌    ▌"
230 DATA"        ▌     ▌     ▌    ▌    ▌"
240 DATA"        ▌     ▌     ▌    ▌    ▌"
250 DATA"        ▌     ▌     ▌    ▌    L▬▬▬▬▬▬▬▬▬▬▬▬"
260 DATA"              ▌          ▌"
270 DATA"              ▌          ▌"
280 DATA"              ▌          ▌■■"
290 DATA"▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬"
300 DATA"▌"
310 DATA"▌"
320 DATA"▌"
330 DATA"        ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬
```

```
      I"
340 DATA"               I          I
      I"
350 DATA"               I          I
      I"
360 DATA"               I          I
      I"
370 DATA"_____________  I          I
      I"
380 DATA"               I    I     I    _
______/"
390 DATA"               I    I     I
      I"
400 DATA"               I    I     I
      I"
410 DATA"          ___________/    I     I
      I"
420 DATA"               I    I     L______
      I"
430 DATA"               I    I
      I"
440 DATA"               I    I
      I"
450 DATA"_____________  I    I
      I"
460 DATA"               I    L__________
______/"
470 DATA"                    I"
480 DATA"                    I"
490 DATA"                    [R]"
500 DATA"____________________________________________
___[R][R][R]"
510 DATA"          __________________________________
_____________"
520 DATA"       I     I     I     I"
530 DATA"       I     I     I     I"
540 DATA"       I     I     I     I"
550 DATA"       I     I     I     I"
560 DATA"       I     I     I     I     I     I    O
______"
570 DATA"       I     I     I     I     I     |
"
580 DATA"       I     I     I     I     I     |
"
590 DATA"       I     I     I     I           |
"
600 DATA"       I     I     I     I           |
     _____[R]"
610 DATA"       I     I     I     I           |
"
620 DATA"       I     I     I     I           |
"
630 DATA"       I     I     I     I     L_________/_
______"
640 DATA"             I           I "
650 DATA"             I           I "
660 DATA"             I           I "
670 DATA"             I           I [R]"
680 DATA"____________________________________________
___[R][R][R]"
690 DATA"          __________________________________
______________________[R][R]"
700 DATA"____________________________________________
___[R][R][R]"
710 DATA"          __________________________________
______________________[R][R]"
720 DATA"____________________________________________
___[R][R][R]"
730 PRINT"[CLR]LOAD PARTIE 3"

10 REM ******************
20 REM * EVAZIOON PART.3 *
30 REM *                 *
40 REM *      PAR        *
50 REM *                 *
60 REM * FRANCOIS PETERS *
70 REM *                 *
80 REM *                 *
90 REM *                 *
100 REM*    SUR CBM 64   *
110 REM*                 *
120 REM******************
130 GRA=0:POKE2040,244:GOTO750
140 V=53248:POKEV+31,0
150 POKE2042,252:POKEV+41,7
160 POKE2043,253:POKEV+42,1
170 POKE2044,254:POKEV+43,7
180 VI=3:J=0:LEV=0:L(1)=5000:L(2)=6000
190 GOSUB200:GOSUB900:GOTO230
200 X=25:Y=61:C=60:D=229
210 A=1:N=0:H=56320:U=53278:R=2:TT=31
220 RETURN
230 POKEV+21,31
240 POKE2041,250
250 IFPEEK(H)=127THENGOTO300
260 IFPEEK(H)=119THENPOKE2040,245:X=X+6:
GOSUB980:POKEV,X:POKE2040,244:GOTO300
270 IFPEEK(H)=123THENPOKE2040,247:X=X-6:
GOSUB980:POKEV,X:POKE2040,246:GOTO300
280 IFPEEK(H)=126THENPOKE2040,249:Y=Y-6:
GOSUB980:POKEV+1,Y:POKE2040,248:GOTO300
290 IFPEEK(H)=125THENPOKE2040,249:Y=Y+6:
GOSUB980:POKEV+1,Y:POKE2040,248
300 POKEV+42,1:J=J+1
310 IFR<>1ANDR<>2ANDC>XTHENC=C-GRA
320 IFR<>1ANDR<>2ANDC<XTHENC=C+GRA
330 IFD>YTHEND=D-GRA
340 IFPEEK(V+31)=1THENVI=VI-1:GOSUB880
350 IFD<YTHEND=D+GRA
360 IFR=1THENC=C+GRA
370 IFR=2THENC=C-GRA
380 IFPEEK(53278)=3THENVI=VI-1:POKEV+30,
0:GOSUB880
390 IFC>255THENC=0:R=R+2
400 IFC<0THENC=255:R=R-2
410 IFPEEK(V+31)=3THENVI=VI-1:GOSUB880
420 IFPEEK(U)=5THENJ=J+300:TT=TT-4:POKEV
+21,TT
430 IFPEEK(U)=9THENJ=J+1000:TT=TT-8:GOTO
900
440 IFPEEK(U)=17THENJ=J+100:TT=TT-16
450 POKEV+42,7:POKE2041,251:POKEV,X:POKE
V+1,Y:POKEV+2,C:POKEV+3,D:POKEV+16,R
460 POKEV+21,TT:POKEV+42,11
470 PRINT"[HOME][CRSR]"J:PRINT"[CRSR]
[CRSR]";VI;"[CRSR]";LEV
480 IFVI=0THEN1080
490 IFJ<L(2)ANDJ>L(1)THENVI=VI+1:L(1)=L(
1)+5000:L(2)=L(2)+5000
500 POKEV+30,0:POKEV+31,0:GOTO240
510 POKEV+21,0:TA=21000:CO=7:GOSUB1320
520 GOSUB200
530 POKEV+4,30:POKEV+5,96
540 POKEV+6,135:POKEV+7,130
550 POKEV+8,202:POKEV+9,201
```

```
560 RETURN
570 POKEV+21,0:TA=22000:CO=6:GOSUB1320
580 GOSUB200
590 POKEV+4,30:POKEV+5,93
600 POKEV+6,30:POKEV+7,229
610 POKEV+8,202:POKEV+9,201
620 RETURN
630 POKEV+21,0:TA=23000:CO=1:GOSUB1320
640 GOSUB200
650 POKEV+4,158:POKEV+5,128
660 POKEV+6,195:POKEV+7,228
670 POKEV+8,74:POKEV+9,130
680 RETURN
690 POKEV+21,0:TA=23000:CO=3:GOSUB1320
700 GOSUB200
710 POKEV+4,33:POKEV+5,170
720 POKEV+6,33:POKEV+7,227
730 POKEV+8,33:POKEV+9,100
740 RETURN
750 PRINT"■":POKE53269,0:POKE53280,11:PO
KE53281,12
760 FORI=0TO119:R=INT(15*RND(1))
770 POKEI+1024,160:POKEI+55296,R:POKEI+1
904,160:POKEI+56176,R:NEXTI
780 PRINT"■■■■■■■■■■■■■■■■E V A Z I O
 O N"
790 PRINT"■■■■■■■■■■■■■■BY FRANCOIS PETE
RS"
800 PRINT"■■■■■■■NOVICE (1) OU SUPER PRO
(2) ????"
810 GETA$:IFA$="1"THENGRA=1:GOTO840
820 IFA$="2"THENGRA=2:GOTO840
830 GOTO810
840 PRINT"■■■PRESSE LE BOUTON DU JOYSTIC
K POUR JOUER"
850 GOTO1250
860 ONLEVGOSUB510,570,630,690
870 RETURN
880 POKEV+30,0:POKEV+31,0:ONLEVGOSUB520,
580,640,700
890 RETURN
900 PRINT"■":LEV=LEV+1:POKEV+21,0:POKE53
280,4:POKE53281,6
910 IFLEV=5THENGOTO1150
920 IFLEV>1THENPRINT"■■■■■■■■BONUS■";LEV
*100;"■POINTS■"
930 PRINT"■■■■■■■■■■■■■ENTER LEVEL■";LEV
940 IFLEV>1THENJ=J+LEV*100
950 FORI=1TO2000:NEXTI:PRINT"■"
960 GOSUB860
970 GOTO240
980 POKE54296,15:POKE54277,17:POKE54278,
38:POKE54272,209:POKE54273,3
990 POKE54276,129
1000 IFX>255THENX=0:R=R+1
1010 IFX<0THENX=255:R=R-1
1020 IFY<60THENY=61
1030 IFY>229THENY=229
1040 IFX>64ANDR<>0ANDR<>2ANDR<>10THENX=6
4
1050 IFX<24ANDR<>1ANDR<>3ANDR<>11THENX=2
4
1060 POKE54276,128
1070 RETURN
1080 POKEV+21,3:FORI=1TO250:POKEV+21,2:P
OKEV+21,3:NEXT
1090 POKEV+21,0:PRINT"■":POKE53281,11:PO
KE53280,12
1100 PRINT"■■■■■■■■■■■■■■■■G A M E  O V
 E R"
1110 PRINT"■■■■■■■■■■■■■■■VOUS ETES MORT
!
1120 PRINT"■■■■PRESSE LE BOUTON POUR UNE
 AUTRE PARTIE."
1130 IFPEEK(H)=127THENGOTO1130
1140 GOTO750
1150 REM 4 NIVEAUX REUSSIS
1160 POKEV+21,1:FORI=0TO2500:POKEV+21,0:
POKE53281,11:POKE53280,12
1170 PRINT"■■■■■■■■■■■■■■G A M E  O V
 E R"
1180 PRINT"■■■CONGRATULATIONS!VOUS AVEZ
REUSSI LES 4"
1190 PRINT"■NIVEAUX QUI VOUS SEPARAIENT
DE LA SORTIE"
1200 PRINT"DU TEMPLE.":PRINT"■■■■■■■■■■■
■VOUS ETES LIBRE!"
1210 PRINT"■■■PRESSEZ LE BOUTON DE TIR P
OUR UNE AUTRE■■■■■■■■■■■■PARTIE."
1220 FORI=0TO200:NEXT
1230 IFPEEK(H)=127THEN1230
1240 GOTO750
1250 POKE54277,0:POKE54278,240
1260 IFPEEK(56320)=111THENPOKE54296,0:GO
TO140
1270 POKE54296,15
1280 FORI=20000TO20371STEP3:POKE54273,PE
EK(I):POKE54272,PEEK(I+1)
1290 POKE54276,17:FORB=0TOPEEK(I+2)*10:N
EXTB:POKE54276,16
1300 IFPEEK(56320)=127THENNEXT:FORI=1TO1
500:NEXT:GOTO1280
1310 GOTO140
1320 POKE53280,0:POKE53281,0
1330 FORHYT=160TO999:POKEHYT+1024,PEEK(T
A+HYT):POKE55296+HYT,CO:NEXT
1340 PRINT"■■SCORE:        VIE(S):        L
EVEL:":RETURN
```

EXPLORATEUR

Quels sont les trésors cachés dans les différents tableaux de ce jeu ? A vous de le découvrir...

```
0 REM ***********************
1 REM *    EXPLORATEUR      *
2 REM *PAR NORBERT BONNEFOY*
3 REM ***********************
4 PRINT"";:POKE53281,0:POKE53280,0:PRIN
TTAB(10);"EXPLORATEUR"
5 PRINT"VOUS DEVEZ RECOLTER TOUS LES TRE
SORS,"
6 PRINT"SYMBOLISES PAR DES COFFRES JAUNE
S, A
7 PRINT"L'AIDE DE VOTRE MODULE SPACIALE.
LE"
8 PRINT"NOMBRE DE COFFRES PRIS EST AFFIC
HE SOUS"
9 PRINT"<< COFFRES >>.UNE COLLISION AVEC
 LE"
10 PRINT"DECOR OU UN ENNEMI (ARAIGNEE OU
 TETE DE"
11 PRINT"MORT) ENTRAINE LA PERTE D'UNE V
IE"
12 PRINT"(3 AU DEPART).AVANT DE CHANGER
DE"
13 PRINT"TABLEAU,VOUS DEVEZ FAIRE LE PLE
IN EN"
14 PRINT"VOUS POSANT SUR LES BASES: ┬┬┬
┬┬."
15 PRINT"SI LE PLEIN EST FAIT,UNE ASTERI
SQUE"
16 PRINT"APPARAITRA SOUS << FUEL >>;SINO
N IL N'Y"
17 PRINT"AURA RIEN.ATTENTION A LA PESANT
EUR QUE"
18 PRINT"VOUS POUVEZ INVERSER PAR LA TOU
CHE: F7"
19 PRINT"POUR ALLER A GAUCHE : TOUCHE 1"
20 PRINT"POUR ALLER A DROITE : TOUCHE 2"
21 PRINT"ON CHANGE DE TABLEAU EN PRENANT
 LES"
22 PRINT"PASSAGES AUX BORDS DE L'ECRAN."
23 PRINT"BONNE CHANCE,CAR VOUS ALLEZ EN
AVOIR "
24 PRINT"BESOIN!!! << ESPACE >> POUR CON
TINUER."
30 SI=54272:FL=SI:FH=54273:TL=54274:TH=5
4275:W=54276:A=54277:H=54278:L=SI+24
35 POKEL,15:POKETH,13:POKETL,15:POKEA,48
:POKEH,96:POKESI+23,15*16
40 READX:READY:READD
45 IFX=-1THENRESTORE:FORI=0TO100:NEXTI:G
OTO40
50 POKEFH,X:POKEFL,Y:POKEW,17:FORT=75TOD
:NEXT:POKEW,0
55 IFPEEK(203)=60THEN60
58 GOTO40
60 READX:IFX<>-1THEN60
78 PRINT"";TAB(32);"FUEL  ▀P
 ▄▄▄COFFRES ▀P"
79 PRINTTAB(33);"I ▄▄▄"
80 V=53248:Z=0:NC=0:F=1:NV=2:K=0.5:XD=2:
FORI=0TO8:C(I)=1:NEXT:POKEV+21,109
81 FORI=15808TO16063:READQ:POKEI,Q:NEXTI
82 POKE2040,247:POKE2046,248:POKE2043,24
7:POKE2045,247:X=120:Y=58
83 POKEV+6,32:POKEV+7,226:POKEV+10,58:PO
KEV+11,226
85 GOTO2000
100 POKE2042,249+SP:POKEV,X:POKEV+1,Y:PO
KEV+4,A:POKEV+5,B
110 IFC(Z)=1THEN112
111 J=0:R=0
112 POKEV+12,J:POKEV+13,R
113 POKEV+21,109:POKEV+31,0
149 REM * ACTION DU JEU *
150 POKEV,X:POKEV+1,Y:POKEV+4,A:POKEV+5,
B:IFPEEK(203)=56THENX=X-XD
151 IFPEEK(203)=59THENX=X+XD
152 Y=Y+DY:DY=DY+0.1:IFPEEK(203)=3THENDY
=DY-K
153 A=A+MX:B=B+MY:IFA=OORA=UTHENMX=-MX
154 IFB=PORB=WTHENMY=-MY
155 IFPEEK(V+31)=1ORPEEK(V+31)=5THENGOSU
B500:POKEV+31,0
156 IFPEEK(V+30)=5THENGOSUB505
157 IFPEEK(V+30)=65THENGOSUB600
159 IFX>=GANDX<=DANDY>=H-2ANDY<=H+1ANDDY
<.9THENF=1:POKE1218,42:GOSUB550
160 IFX>253THENZ=Z+1:X=30:GOTO2000
161 IFX<22THENZ=Z-1:X=245:GOTO2000
162 IFY>200THENZ=Z+3:Y=55:GOTO2000
163 IFY<47THENZ=Z-3:Y=190:GOTO2000
165 GOTO150
200 PRINT"";
201 PRINT"──────────────────────────────
──"
202 PRINT"
 ▌▌"
203 PRINT"
 ▌▌"
204 PRINT"
 ▌▌"
205 PRINT"                          Z
 "
206 PRINT"                          ZZZ
 ▌▌"
207 PRINT"┬┬┬┬┬┬                    ZZZZZ
 ▌▌"
208 PRINT"────                      ZZZ
 ▌▌"
209 PRINT"▌ I   I            ▌ M    Z
 "
```

```
210 PRINT"
   "
211 PRINT"
   "
212 PRINT"
   "
213 PRINT"
   "
214 PRINT"
   |"
215 PRINT"
      |"
216 PRINT"
      |"
217 PRINT"
      |"
218 PRINT"
      "
219 PRINT"
   |"
331 PRINT"|      |        |
 |"
332 PRINT"|      |   ___/          ___
_ |"
333 PRINT"|    O        |
  |"
334 PRINT"|    |        |
"
335 PRINT"|    |        |
  |"
336 PRINT"|    L___     |
  |"
337 PRINT"|    |        |
  |"
338 PRINT"|    |        |
  |"
339 PRINT"|    |        |
 |"
340 PRINT"|    |        |        O
"
341 PRINT"|    |   ___/           |
 |"
342 PRINT"|                |
 |"
343 PRINT"|                |
 |"
344 PRINT"|                |
   |"
345 PRINT"L_____________/
_/"
346 RETURN
350 PRINT"
351 PRINT"
"
352 PRINT"
  "
353 PRINT"
 "
354 PRINT"
 "
355 PRINT"
   "
356 PRINT"
   "
357 PRINT"
  "
358 PRINT"
```

```
  "
359 PRINT"
0:H=86:G=232:D=252:J=32:R=88:SP=1:X(3)=1
76:Y(3)=66:MX=0
2066 IFZ=3THENMY=-1:A=136:B=106:P=58:W=1
78:GOSUB275
2070 IFZ=4THENP=0:W=0:H=182:G=80:D=100:J
=200:R=184:SP=0:X(4)=152:Y(4)=170
2071 IFZ=4THENMX=-1:MY=0:A=120:B=114:O=3
2:U=240:GOSUB300
2075 IFZ=5THENP=0:W=0:H=182:G=160:D=180:
J=208:R=80:SP=1:X(5)=144:Y(5)=58:MX=-1
2076 IFZ=5THENMY=0:A=88:B=130:O=32:U=240
:GOSUB325
2080 IFZ=6THENO=0:U=0:H=182:G=224:D=244:
J=240:R=96:SP=0:X(6)=48:Y(6)=66:MX=0
2081 IFZ=6THENMY=-1:A=184:B=98:P=66:W=17
8:GOSUB350
2085 IFZ=7THENO=0:U=0:H=174:G=168:D=188:
J=120:R=184:SP=1:X(7)=168:Y(7)=66:MX=0
2086 IFZ=7THENMY=1:A=232:B=106:P=66:W=17
0:GOSUB375
2090 IFZ=8THENP=0:W=0:H=182:G=120:D=140:
J=232:R=184:SP=0:X(8)=120:Y(8)=58
2091 IFZ=8THENMX=-1:MY=0:A=112:B=122:O=3
2:U=240:GOSUB400
2099 GOTO100
3000 POKEV+21,0:PRINT"
3010 PRINT"VOUS N'AVEZ PLUS DE CARBURANT
 POUR ALLERAU TABLEAU SUIVANT"
3020 PRINT"AU REVOIR."
3030 PRINT"VOTRE SCORE :  ";NC*100:GOTO
4000
4000 INPUT"
LNE AUTRE PA
RTIE ? ( O / N )  ";A$
4010 IFA$="O"THENRUN
4020 IFA$<>"N"THEN4000
4030 END
5000 DATA17,103,500,17,103,500,17,103,15
0,19,137,150,21,237,150,23,59,150
5010 DATA26,20,500,26,20,500,23,59,150,2
0,178,250,26,20,350,23,59,175,26,20,175
5020 DATA23,59,175,20,178,175,19,137,350
,15,129,500,-1
5100 DATA0,16,0,3,254,0,3,26,0,7,78,0,1,
8,0,1,222,0,1,82,0,1,254,0,15,7,128
5110 DATA21,5,64,21,5,64,63,255,224,32,1
12,32,64,248,16,224,0,56,0,0,0,0,0,0,0
5120 DATA0,0,0,0,0,0,0,0,0,0,0,0,99
5130 DATA0,255,128,1,1,64,2,2,32,7,252,1
6,8,2,8,16,1,24,32,0,168,64,0,72,255
5140 DATA255,200,128,0,72,128,0,72,128,1
92,72,131,48,72,140,204,72,131,48,72
5150 DATA128,192,80,128,0,96,255,255,192
,0,0,0,0,0,0,0,0,0,99
5160 DATA7,0,224,25,129,152,36,129,36,76
,129,82,145,219,137,17,126,136,35,219
5170 DATA196,38,24,100,44,0,52,6,0,96,3,
0,192,0,129,0,0,68,0,0,0,0,0,0,0,0,0,0
5180 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
5190 DATA99,0,255,0,65,255,130,195,255,1
95,36,154,196,23,154,200,15,255,240,7
5200 DATA255,224,3,231,192,3,231,192,3,2
31,192,1,255,128,2,255,64,4,85,32,8,170
5210 DATA16,16,255,8,32,255,4,192,255,3,
64,126,2,0,0,0,0,0,0,0,0,0,0,0
```

MEMORY

Inspiré du célèbre Simon, ce jeu vous propose de reconstituer une séquence sonore. Simple ? Essayez pour voir !

```
1 REM *****        MEMORY         *****
2 REM ***** DE STEPHANE WEHRLI *****
3 REM *****   DECEMBRE 1986     *****
4 REM ***** GRAPHIQUE + INIT.   *****
8 DIMX(100):C=1:D=1
9 POKE 53280,11:POKE53281,11:PRINT"■":GO
SUB600:GOSUB700
10 PRINTCHR$(147):PRINT
20 PRINT"       U———I U———I U———I U———
—I"
30 PRINT"       |    | |    | |    | |
 |"
35 PRINT"       |    | |    | |    | |
 |"
40 PRINT"       |    | |    | |    | |
 |"
45 PRINT"       |    | |    | |    | |
 |"
50 PRINT"       J———K J———K J———K J———
—K"
53 PRINT"         1       2       3       4"
55 GOSUB210:GOSUB220:GOSUB230:GOSUB240
56 FORI=1TO1500:NEXTI
60 REM ********************************
61 REM *****  BOUCLE PRINCIPALE  *****
62 REM ********************************
70 PRINT:PRINT:PRINT
100 X(C)=INT(RND(8)*4)+1
110 FORI=1TOC:E=E+1
120 ONX(E)GOSUB 210,220,230,240
150 NEXTI:D=1
155 FORI=1TOC
160 GETH:IFH=0THEN160
165 IFH=X(D)THEN200
170 TY=10:TZ=10:GOSUB500:PRINT:PRINTTAB(
13)"**GAME OVER**":POKEVC+21,0
175 FORN=1TO3000:NEXT:E=0:C=1:SC=0:GOTO9
180 D=D+1:NEXTI
190 FORZ=1TO1000:NEXTZ:E=0:C=C+1:GOTO100
200 ONHGOSUB210,220,230,240
205 SC=SC+1:PRINT:PRINTTAB(16)"■■SCORE";
SC:GOTO180
210 POKEVC+39,6:FORG=1TOV:NEXTG:TY=17:TZ
=32:GOSUB 500
215 POKEVC+39,0:RETURN
220 POKEVC+40,7:FORG=1TOV:NEXTG:TY=22:TZ
=42:GOSUB500
225 POKEVC+40,0:RETURN
230 POKEVC+41,2:FORG=1TOV:NEXTG:TY=27:TZ
=52:GOSUB500
235 POKEVC+41,0:RETURN
240 POKEVC+42,5:FORG=1TOV:NEXTG:TY=32:TZ
=62:GOSUB 500
245 POKEVC+42,0:RETURN
497 REM ********************************
498 REM *****          SON          *****
499 REM ********************************
500 SI=54272:FL=SI:FH=SI+1:W=SI+4:A=SI+5
:H=SI+6:L=SI+24
502 :POKEL,15:POKEA,16+9:POKEH,4*16+4
503 POKE FH,TY:POKEFL,TZ:POKEW,17
504 FORT=1TO100:NEXTT
505 POKEW,0:POKEA,0:POKEH,0:RETURN
597 REM ********************************
598 REM *****   DEBUT DE PARTIE   *****
599 REM ********************************
600 PRINTCHR$(147):PRINTTAB(15)"MEMORY":
PRINTTAB(15)"******"
610 PRINT:PRINT:PRINT:INPUT"   VITESSE (
0/100)";V
620 RETURN
630 RETURN
697 REM ********************************
698 REM *****  DEFINITION SPRITE  *****
699 REM ********************************
700 FORA=15680TO15872 STEP64
710 FORB=ATOA+62
720 READJ:POKEB,J
730 NEXTB:RESTORE:NEXTA
740 VC=53248:SP=2040
750 POKESP,245:POKESP+1,246:POKESP+2,247
:POKESP+3,248:POKEVC+21,15
755 POKEVC+23,15:POKEVC+29,15
760 POKEVC,80:POKEVC+1,74:POKEVC+2,136:P
OKEVC+3,74:POKEVC+4,192:POKEVC+5,74
770 POKEVC+6,248:POKEVC+7,74
790 RETURN
800 DATA63,252,0,127,254,0,255,255,0,255
,255,0,255,255,0,255,255,0,255,255,0
810 DATA255,255,0,255,255,0,255,255,0,25
5,255,0,255,255,0,255,255,0,255,255,0
820 DATA127,254,0,63,252,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0
```

OTHELLO

Classique parmi les classiques, cet Othello jouit d'une très bonne réputation. De plus il possède un niveau de jeu plus qu'honnête.

```
10 REM       **********************
20 REM       *      OTHELLO       *
30 REM       **********************
40 REM       *         PAR        *
50 REM       *                    *
60 REM       *  FRANCOIS LEMMENS  *
70 REM       **********************
80 REM       *     20/04/1987     *
90 REM       **********************
100 REM
110 PRINT"■"
120 POKE53280,0:POKE53281,0
130 PRINTSPC(84)"F R A N C O I S";
140 PRINT"  L E M M E N S "
150 PRINTSPC(94)"■PRESENTE :"
160 PRINT"■■■"
170 PRINT"■■■■■*** *** *  * ***"
180 PRINT"■■■■■* *  *  *  * *  "
190 PRINT"■■■■■* *  *  **** *  "
200 PRINT"■■■■■* *  *  *  * ** "
210 PRINT"■■■■■* *  *  *  * *  "
220 PRINT"■■■■■***  *  *  * ***"
230 PRINT"■■■■■■■"SPC(240)
240 PRINTSPC(22)"*   *   ***"
250 PRINTSPC(22)"*   *   * *"
260 PRINTSPC(22)"*   *   * *"
270 PRINTSPC(22)"*   *   * *"
280 PRINTSPC(22)"*   *   * *"
290 PRINTSPC(22)"*** *** ***"
300 PRINTSPC(171);
310 PRINT"■UN INSTANT SVP..."
320 POKE56334,PEEK(56334)AND254
330 POKE1,PEEK(1)AND251
340 FORI=0TO511
350 POKEI+12288,PEEK(I+53248)
360 NEXT
370 POKE1,PEEK(1)OR4
380 POKE56334,PEEK(56334)OR1
390 KL=(PEEK(53272)AND240)+12
400 POKE53272,KL
410 X=12800
420 FORF=1TO14
430 X=X+8
440 FORI=0TO7:READA:POKEI+X,A:NEXTI
450 NEXTF
460 DATA000,127,127,127,124,115,111
470 DATA095,000,254,254,254,062,206
480 DATA246,250,095,079,083,108,115
490 DATA124,127,000,250,242,202,054
500 DATA206,062,254,000,000,127,127
510 DATA127,124,112,096,064,000,254
520 DATA254,254,062,014,006,002,064
530 DATA064,080,108,115,124,127,000
540 DATA002,002,010,054,206,062,254
550 DATA000,000,127,127,127,127,127
560 DATA127,127,000,254,254,254,254
570 DATA254,254,254,127,127,127,127
580 DATA127,127,127,000,254,254,254
590 DATA254,254,254,254,000,000,000
600 DATA000,000,000,255,255,000,000
610 DATA255,255,000,000,000,000,000
620 PRINT"■■"
630 POKE53280,9:POKE53281,14
640 PRINTSPC(12)"INSTRUCTIONS :"
650 PRINT:PRINT
660 PRINT" CE PROGRAMME VOUS";
670 PRINT" PROPOSE UN PLATEAU"
680 PRINT" D'OTHELLO POUR 2";
690 PRINT" JOUEURS."
700 PRINT
710 PRINT" L'ORDINATEUR RETOURNE";
720 PRINT" LES PIONS ET"
730 PRINT" INDIQUE LE NOMBRE";
740 PRINT" QU'EN POSSEDE CHAQUE"
750 PRINT" JOUEUR."
760 PRINT
770 PRINT" VOUS INDIQUEZ LA CASE";
780 PRINT" QUE VOUS VOULEZ"
790 PRINT" OCCUPER EN TAPPANT";
800 PRINT" LA LETTRE PUIS LE"
810 PRINT" CHIFFRE CORRESPONDANT."
811 :
812 :
813 :
820 PRINT
830 PRINT" SI VOUS NE SAVEZ";
840 PRINT" PAS JOUER, APPUYEZ"
850 PRINT" SUR RETURN POUR PASSER";
860 PRINT" VOTRE TOUR."
870 PRINT
880 PRINT" CHARGEZ MAINTENANT LE";
890 PRINT" SECOND PRG..."
900 PRINT:PRINT
910 PRINT"LOAD";CHR$(34)
920 NEW
```

```
10 REM-----OTHELLO 2ME PARTIE------
20 REM
30 GOSUB3210
40 GOSUB2910
50 L=48:SD=2:SC=2:CO=1
60 REM
70 REM----------DESSIN JEU----------
80 REM
90 PRINT"■■"
100 POKE53280,0:POKE53281,0
110 PRINTSPC(43)"A B C D E F G H"
120 PRINTSPC(250)SPC(250)
130 PRINTSPC(223)"A B C D E F G H"
140 FORF=1187TO1747STEP80
150 L=L+1
160 POKEF-2,L:POKEF+17,L
170 FORG=FTOF+14STEP2
180 POKEG,73:POKEG+1,74
190 POKEG+40,75:POKEG+41,76
200 NEXTG,F
210 PRINT"■■"SPC(27)"OTHELLO"
220 PRINTSPC(25)"-----------"
230 PRINTSPC(105)"■";J1$;" :"
240 PRINTSPC(105)J2$;" :"
250 PRINTSPC(105)"COUP NO :"
260 PRINTSPC(105)"JOUEUR :"
270 PRINTSPC(185)"COUP :"
280 POKEPP(36),65
290 POKEPP(36)+1,66
300 POKEPP(36)+40,67
310 POKEPP(36)+41,68
320 POKEPP(29),65
330 POKEPP(29)+1,66
340 POKEPP(29)+40,67
350 POKEPP(29)+41,68
360 POKEPP(37),69
370 POKEPP(37)+1,70
380 POKEPP(37)+40,71
390 POKEPP(37)+41,72
400 POKEPP(28),69
410 POKEPP(28)+1,70
420 POKEPP(28)+40,71
430 POKEPP(28)+41,72
440 REM
450 REM-----------COUP-----------
460 REM
470 PRINT"■■■■■■"SPC(234)"■";CO
480 PRINT"■■■■■■■■■■■■■■";
490 PRINTSPC(186)"              "
500 IFJ=1THENN$=J1$:JA=2:JH=65
510 IFJ=2THENN$=J2$:JA=1:JH=69
520 PRINT"■■■■■■■■■■■■■■"SPC(186)N$
530 PRINT"■■■■■■"SPC(36)SC;"■■ "
540 PRINT"■■■■■■"SPC(156)SD;"■■ "
550 V=1
560 GETR$:IFR$=""THEN560
570 IFR$=CHR$(13)THEN700
580 IFR$=CHR$(20)THEN710
590 IFV=1THEN650
600 IFASC(R$)<49ORASC(R$)>56THEN560
610 PY=ASC(R$)-48
620 PRINT"■■■■■■■■■■■■■■■■";
630 PRINTSPC(233)R$
640 GOTO770
650 IFASC(R$)<65ORASC(R$)>72THEN560
660 V=2:PX=ASC(R$)-64
670 PRINT"■■■■■■■■■■■■■■■■";
680 PRINTSPC(232)R$
690 GOTO560
700 Y=JA:JA=J:J=Y:GOTO470
710 PRINT"■■■■■■■■■■■■■■■■";
720 PRINTSPC(232)"   ":V=1
730 GOTO600
740 REM
750 REM----------DPL PIECE----------
760 REM
770 DA=CO(PX,PY)
780 IFT(DA)<>0THEN470
790 IFDA>63THEN810
800 IFT(DA+1)<>JATHEN960
810 L=PX
820 L=L+1:IFL>7THEN960
830 W=CO(L,PY)
840 IFT(W)=JAANDT(W+1)=JTHEN860
850 GOTO820
860 FORF=DA+1TOW
870 T(F)=J:T(DA)=J
880 POKEPP(F),JH:POKEPP(F)+1,JH+1
890 POKEPP(F)+40,JH+2
900 POKEPP(F)+41,JH+3
910 NEXTF
920 POKEPP(DA),JH:POKEPP(DA)+1,JH+1
930 POKEPP(DA)+40,JH+2
940 POKEPP(DA)+41,JH+3
950 DP=1
960 REM
970 IFDA<2THEN990
980 IFT(DA-1)<>JATHEN1160
990 L=PX
1000 L=L-1:IFL<1THEN1160
1010 W=CO(L,PY)
1020 IFT(W)=JAANDT(W-1)=JTHEN1040
1030 GOTO1000
1040 FORF=DA-1TOWSTEP-1
1050 T(F)=J:T(DA)=J
1060 POKEPP(F),JH
1070 POKEPP(F)+1,JH+1
1080 POKEPP(F)+40,JH+2
1090 POKEPP(F)+41,JH+3
1100 NEXTF
1110 POKEPP(DA),JH
1120 POKEPP(DA)+1,JH+1
1130 POKEPP(DA)+40,JH+2
1140 POKEPP(DA)+41,JH+3
1150 DP=1
1160 REM
1170 IFDA>56THEN1190
1180 IFT(DA+8)<>JATHEN1360
1190 L=PY
1200 L=L-1:IFL<2THEN1360
```

```
1210 W=CO(PX,L)
1220 IFT(W)=JAANDT(W+8)=JTHEN1240
1230 GOTO1200
1240 FORF=DA+8TOWSTEP8
1250 T(F)=J:T(DA)=J
1260 POKEPP(F),JH
1270 POKEPP(F)+1,JH+1
1280 POKEPP(F)+40,JH+2
1290 POKEPP(F)+41,JH+3
1300 NEXTF
1310 POKEPP(DA),JH
1320 POKEPP(DA)+1,JH+1
1330 POKEPP(DA)+40,JH+2
1340 POKEPP(DA)+41,JH+3
1350 DP=1
1360 REM
1370 IFDA<10THEN1390
1380 IFT(DA-8)<>JATHEN1560
1390 L=PY
1400 L=L+1:IFL>7THEN1560
1410 W=CO(PX,L)
1420 IFT(W)=JAANDT(W-8)=JTHEN1440
1430 GOTO1400
1440 FORF=DA-8TOWSTEP-8
1450 T(F)=J:T(DA)=J
1460 POKEPP(F),JH
1470 POKEPP(F)+1,JH+1
1480 POKEPP(F)+40,JH+2
1490 POKEPP(F)+41,JH+3
1500 NEXTF
1510 POKEPP(DA),JH
1520 POKEPP(DA)+1,JH+1
1530 POKEPP(DA)+40,JH+2
1540 POKEPP(DA)+41,JH+3
1550 DP=1
1560 REM
1570 IFDA>55THEN1590
1580 IFT(DA+9)<>JATHEN1780
1590 L=PY:I=PX
1600 L=L-1:I=I+1
1610 IFL<2THEN1780
1620 IFI>7THEN1780
1630 W=CO(I,L)
1640 IFT(W)=JAANDT(W+9)=JTHEN1660
1650 GOTO1600
1660 FORF=DA+9TOWSTEP9
1670 T(F)=J:T(DA)=J
1680 POKEPP(F),JH
1690 POKEPP(F)+1,JH+1
1700 POKEPP(F)+40,JH+2
1710 POKEPP(F)+41,JH+3
1720 NEXTF
1730 POKEPP(DA),JH
1740 POKEPP(DA)+1,JH+1
1750 POKEPP(DA)+40,JH+2
1760 POKEPP(DA)+41,JH+3
1770 DP=1
1780 REM
1790 IFDA<9THEN1810
1800 IFT(DA-9)<>JATHEN2000
1810 L=PY:I=PX
1820 L=L+1:I=I-1
1830 IFL>7THEN2000
1840 IFI<2THEN2000
1850 W=CO(I,L)
1860 IFT(W)=JAANDT(W-9)=JTHEN1880
1870 GOTO1820
1880 FORF=DA-9TOWSTEP-9
1890 T(F)=J:T(DA)=J
1900 POKEPP(F),JH
1910 POKEPP(F)+1,JH+1
1920 POKEPP(F)+40,JH+2
1930 POKEPP(F)+41,JH+3
1940 NEXTF
1950 POKEPP(DA),JH
1960 POKEPP(DA)+1,JH+1
1970 POKEPP(DA)+40,JH+2
1980 POKEPP(DA)+41,JH+3
1990 DP=1
2000 REM
2010 IFDA>56THEN2030
2020 IFT(DA+7)<>JATHEN2220
2030 L=PY:I=PX
2040 L=L-1:I=I-1
2050 IFL<2THEN2220
2060 IFI<2THEN2220
2070 W=CO(I,L)
2080 IFT(W)=JAANDT(W+7)=JTHEN2100
2090 GOTO2040
2100 FORF=DA+7TOWSTEP7
2110 T(F)=J:T(DA)=J
2120 POKEPP(F),JH
2130 POKEPP(F)+1,JH+1
2140 POKEPP(F)+40,JH+2
2150 POKEPP(F)+41,JH+3
2160 NEXTF
2170 POKEPP(DA),JH
2180 POKEPP(DA)+1,JH+1
2190 POKEPP(DA)+40,JH+2
2200 POKEPP(DA)+41,JH+3
2210 DP=1
2220 REM
2230 IFDA<9THEN2250
2240 IFT(DA-7)<>JATHEN2440
2250 L=PY:I=PX
2260 L=L+1:I=I+1
2270 IFL>7THEN2440
2280 IFI>7THEN2440
2290 W=CO(I,L)
2300 IFT(W)=JAANDT(W-7)=JTHEN2320
2310 GOTO2260
2320 FORF=DA-7TOWSTEP-7
2330 T(F)=J:T(DA)=J
2340 POKEPP(F),JH
2350 POKEPP(F)+1,JH+1
2360 POKEPP(F)+40,JH+2
2370 POKEPP(F)+41,JH+3
2380 NEXTF
2390 POKEPP(DA),JH
2400 POKEPP(DA)+1,JH+1
```

```
2410 POKEPP(DA)+40,JH+2
2420 POKEPP(DA)+41,JH+3
2430 DP=1
2440 IFDP<>1THEN470
2450 DP=0
2460 IFJ=1THENJ=2:GOTO2480
2470 IFJ=2THENJ=1:GOTO2480
2480 SC=0:SD=0
2490 FORF=1TO64
2500 IFT(F)=1THENSC=SC+1
2510 IFT(F)=2THENSD=SD+1
2520 NEXTF
2530 IFSC=00RSD=0THEN2600
2540 CO=CO+1
2550 IFCO>60THEN2600
2560 GOTO470
2570 REM
2580 REM------------FIN-------------
2590 REM
2600 PRINT"■■■■■"SPC(37);SC;"■■ "
2610 PRINT"■■■■■"SPC(157);SD;"■■ "
2620 IFSC>SDTHENG$=J1$:GOTO2670
2630 IFSD>SCTHENG$=J2$:GOTO2670
2640 PRINT"■■■■■■■■■■■■■■■■■■■■";
2650 PRINTSPC(240)"EGALITE !!!"
2660 GOTO2720
2670 PRINT"■■■■■■■■■■■■■■■■■■■■";
2680 PRINTSPC(240);
2690 PRINT"LE GAGNANT EST ";G$;
2700 PRINT" !!!"
2710 FORF=1TO3500:NEXT
2720 PRINT"■■"
2730 POKE53280,7:POKE53281,7
2740 PRINT"■■■1.RECOMMENCER"
2750 PRINT"■■■2.QUITTER"
2760 GETA$
2770 IFA$="1"THENRUN
2780 IFA$="2"THEN2810
2790 GOTO2760
2800 RUN
2810 PRINT"■■"
2820 POKE53280,11:POKE53281,11
2830 PRINT"■■■ETES-VOUS ";
2840 PRINT"CERTAIN ? (O/N)"
2850 GETA$:IFA$=""THEN2850
2860 IFA$="O"THENSYS64738
2870 RUN
2880 REM
2890 REM------------NOMS-------------
2900 REM
2910 PRINT"■"
2920 POKE53280,9:POKE53281,14
2930 PRINT"■■■■■";
2940 PRINT"NOM DU PREMIER JOUEUR :"
2950 INPUT"■■■■";J$:J1$=LEFT$(J$,9)
2960 PRINT"■■■■■";
2970 PRINT"NOM DU SECOND JOUEUR :"
2980 INPUT"■■■■";J$:J2$=LEFT$(J$,9)
2990 PRINT"■■■■QUEL ";
3000 PRINT"JOUEUR COMMENCE ? (1-2)"
3010 GETA$
3020 IFA$="1"THENJ=1:JA=2:GOTO3050
3030 IFA$="2"THENJ=2:JA=1:GOTO3050
3040 GOTO3010
3050 PRINT"■■"
3060 POKE53280,9:POKE53281,5
3070 PRINT"■■■■";J1$;
3080 PRINT" VOUS AVEZ LES ";
3090 PRINT"PIONS BLANCS."
3100 PRINT"■■■■";J2$;
3110 PRINT" VOUS AVEZ LES ";
3120 PRINT"PIONS NOIRS."
3130 PRINT"■■■■■■■■■■■■■■■■■■■■";
3140 PRINT"APPUYEZ SUR UNE ";
3150 PRINT"TOUCHE."
3160 GETA$:IFA$=""THEN3160
3170 RETURN
3180 REM
3190 REM---REMPLISSAGE TABLEAUX----
3200 REM
3210 DIMT(64),CO(8,8),PP(64)
3220 T(36)=1:T(29)=1
3230 T(37)=2:T(28)=2
3240 FORF=1TO8
3250 FORG=1TO8
3260 READCO(F,G)
3270 NEXTG,F
3280 FORF=1TO64
3290 READPP(F)
3300 NEXTF
3310 RETURN
3320 REM
3330 REM------------DATAS------------
3340 REM
3350 DATA57,49,41,33,25,17,09,01
3360 DATA58,50,42,34,26,18,10,02
3370 DATA59,51,43,35,27,19,11,03
3380 DATA60,52,44,36,28,20,12,04
3390 DATA61,53,45,37,29,21,13,05
3400 DATA62,54,46,38,30,22,14,06
3410 DATA63,55,47,39,31,23,15,07
3420 DATA64,56,48,40,32,24,16,08
3430 DATA1747,1749,1751,1753
3440 DATA1755,1757,1759,1761
3450 DATA1667,1669,1671,1673
3460 DATA1675,1677,1679,1681
3470 DATA1587,1589,1591,1593
3480 DATA1595,1597,1599,1601
3490 DATA1507,1509,1511,1513
3500 DATA1515,1517,1519,1521
3510 DATA1427,1429,1431,1433
3520 DATA1435,1437,1439,1441
3530 DATA1347,1349,1351,1353
3540 DATA1355,1357,1359,1361
3550 DATA1267,1269,1271,1273
3560 DATA1275,1277,1279,1281
3570 DATA1187,1189,1191,1193
3580 DATA1195,1197,1199,1201
3590 REM
3600 REM        COMMENTAIRES :
```

```
3610 REM
3620 REM CE PROGRAMME EST CONSTITUE
3630 REM DE 2 PARTIES, LA PREMIERE
3640 REM EST UNE REDEFINITION DE
3650 REM CERTAINS CARACTERES ET LA
3660 REM SECONDE EST LE PROGRAMME
3670 REM PRINCIPAL.
3680 REM
3690 REM TAPEZ ET SAUVEZ A LA SUITE
3700 REM CES 2 PARTIES.
3710 REM ATTENTION, APRES SON LANC-
3720 REM EMENT, LE PREMIER PROGRAM-
3730 REM ME S'EFFACE, IL NE VOUS
3740 REM RESTE ALORS PLUS QU'A CHA-
3750 REM RGER LE SECOND POUR JOUER.
3760 REM
```

COMMODORE 64

SOLITAIRE

Amateurs de solitaire, voici de quoi vous combler : toutes les règles de ce jeu de réflexion sont respectées.

```
1 REM SOLITAIRE
10 RF=568
20 PRINT"■":POKE53269,0
30 FORI=1TO25:VE$=VE$+"■":NEXT
40 VE$="■"+VE$
50 FORI=1TO40:HO$=HO$+"■":NEXT
60 POKE53280,0:POKE53281,0
70 POKE646,1
80 PRINT:PRINT:PRINT
90 PRINT"  ■■■■  ■■■■  ■    ■ ■■■■";
100 PRINT" ■■■■  ■  ■■■■  ■■■■
110 PRINT"  ■    ■ ■  ■    ■  ■ ";
120 PRINT" ■ ■  ■  ■ ■  ■
130 PRINT"  ■■■■  ■ ■  ■    ■  ■";
140 PRINT"  ■■■■  ■  ■■■■  ■■■■
150 PRINT"    ■  ■ ■  ■    ■  ■";
160 PRINT"  ■ ■  ■  ■ ■  ■
170 PRINT"  ■■■■  ■■■■  ■■■■ ■  ■";
180 PRINT"  ■ ■  ■  ■ ■  ■■■■
190 POKE646,2
200 VE=13:HO=11
210 MS$="UNE REALISATION DE"
220 GOSUB4210
230 POKE646,3
240 VE=15:HO=6
250 MS$="SEPTEM SALICE SOFTWARE"
260 MS$=MS$+" (SSS)":GOSUB4210
270 POKE646,11
280 VE=20:HO=5
290 MS$=" ┌──────────────────────────────"
300 MS$=MS$+"──────────┐"
310 GOSUB4210
320 VE=21:HO=5
330 MS$="│                              "
340 MS$=MS$+"          │"
350 GOSUB4210
360 VE=22:HO=5
370 MS$=" └──────────────────────────────"
380 MS$=MS$+"──────────┘":GOSUB4210
390 VE=17:HO=7
400 MS$="AUTEUR:FRANCIS DESJARDINS"
410 GOSUB4210:POKE646,12
420 VE=21:HO=6
430 MS$="POUR JOUER,UTILISEZ LE"
440 MS$=MS$+" PORT 2...SAUTEZ"
450 MS$=MS$+" LES PIONS ET S'IL"
460 MS$=MS$+" N'EN RESTE QU'UN "
470 MS$=MS$+"VOUS SEREZ LE "
480 MS$=MS$+"VAINQUEUR...POUR "
490 MS$=MS$+"CORSER LE JEU,"
500 MS$=MS$+"DETERMINEZ A L'AVANCE"
510 MS$=MS$+" LES COORDONNEES DU "
520 MS$=MS$+"SURVIVANT...VOUS "
530 MS$=MS$+"POURREZ REVOIR VOS "
540 MS$=MS$+"COUPS ET LES MODIFIER"
550 MS$=MS$+"...APPUYEZ SUR LE "
560 MS$=MS$+"BOUTON ROUGE...     "
570 NS$=MS$:HO=35
580 HO=HO-1:MS$=LEFT$(NS$,34-HO)
590 GOSUB4210
600 FORJ=1TO120:NEXT
610 A=PEEK(56320)
620 IF(A AND 16)=0GOTO720
630 IFHO>6GOTO580
640 FD$=NS$
650 NS$=RIGHT$(FD$,LEN(FD$)-1)
660 NS$=NS$+LEFT$(FD$,1)
670 MS$=LEFT$(NS$,28):GOSUB4210
680 FORI=1TO120:NEXT
690 A=PEEK(56320)
700 IF(A AND 16)=0GOTO720
710 GOTO640
720 HO=6:NS$=""
730 MS$="                              "
740 MS$=MS$+"          ":GOSUB4210
750 P6=54272:POKE54296,15
```

```
760 DIMPX(33),PY(33),DX(33)
770 DIMDY(33),AX(33),AY(33)
780 FORI=1TO9:FORJ=1TO9
790 READWC:IFWC>2GOTO810
800 T(I,J)=WC:PD=PD+T(I,J):GOTO840
810 RF=RF+1
820 IFWC<>PDGOTO5990
830 GOTO790
840 NEXT:NEXT
850 RF=RF+1:READWC
860 IFWC<>129GOTO5990
870 V=53248:POKEV+21,4
880 POKE2042,13:POKE53269,0
890 XS=53252:YS=53253
900 PD=0
910 FORN=0TO62
920 READWC:IFWC>255GOTO950
930 POKE832+N,WC
940 PD=PD+WC:GOTO970
950 RF=RF+1:IFWC<>PDGOTO5990
960 GOTO920
970 NEXT
980 RF=RF+1:READWC
990 IFWC<>PDGOTO5990
1000 POKE53280,11:POKE53281,15
1010 POKE646,6
1020 POKE53269,0
1030 PRINT"■"
1040 VE=2:HO=15:MS$="SOLITAIRE"
1050 GOSUB4210
1060 VE=3:HO=15:MS$="■■■■■■■■■"
1070 GOSUB4210
1080 POKE646,5
1090 PRINT"■■■■■■■"
1100 PRINT"          ┌─┬─┬─┐
1110 PRINT"          │ │ │ │
1120 PRINT"          ├─┼─┼─┤
1130 PRINT"          │ │ │ │
1140 PRINT"      ┌─┬─┼─┼─┼─┼─┬─┐
1150 PRINT"      │ │ │ │ │ │ │ │
1160 PRINT"      ├─┼─┼─┼─┼─┼─┼─┤
1170 PRINT"      │ │ │ │ │ │ │ │
1180 PRINT"      ├─┼─┼─┼─┼─┼─┼─┤
1190 PRINT"      │ │ │ │ │ │ │ │
1200 PRINT"      └─┴─┼─┼─┼─┴─┴─┘
1210 PRINT"          │ │ │ │
1220 PRINT"          ├─┼─┼─┤
1230 PRINT"          │ │ │ │
1240 PRINT"          └─┴─┴─┘
1250 POKE646,0
1260 PRINT"■■■■■■■"
1270 PRINT
1280 PRINT"■■■■■■■■■■■■■■■"
1290 PRINT
1300 PRINT"■■■■■■■■■■■■■■"
1310 PRINT
1320 PRINT"■■■■■■■■■■■■■■■■■■■"
1330 PRINT
1340 PRINT"■■■■■■■■■■■■■■■■■■■"
1350 PRINT
1360 PRINT"■■■■■■■■■■■■■■■■■■■"
1370 PRINT
1380 PRINT"■■■■■■■■■■■■■■"
1390 PRINT
1400 PRINT"■■■■■■■■■■■■■■"
1410 POKE646,11
1420 VE=7:HO=26:MS$="*  NOUVELLE"
1430 GOSUB4210
1440 VE=9:HO=29:MS$="PARTIE"
1450 GOSUB4210
1460 VE=13:HO=26
1470 MS$="*  CHARGEMENT"
1480 GOSUB4210
1490 VE=15:HO=29:MS$="ANCIENNE"
1500 GOSUB4210
1510 VE=17:MS$="PARTIE":GOSUB4210
1520 POKE53269,4:POKE53289,0
1530 POKEXS,224:POKEYS,91
1540 REM TEST DEBUT DE JEU
1550 A=PEEK(56320)
1560 IF(A AND 15)=14THENPOKEYS,91
1570 IF(A AND 15)=13THENPOKEYS,139
1580 IF(A AND 16)=0GOTO1600
1590 GOTO1550
1600 IFPEEK(53253)<>139GOTO1640
1610 GOSUB4320:MA=CO:CO=0
1620 IFDZ<>0ORXX$="←"GOTO1640
1630 GOSUB5660:GOTO3570
1640 IFDZ=0GOTO1660
1650 DZ=0:GOSUB5400:GOTO1410
1660 IFXX$<>"←"GOTO1680
1670 XX$="":GOSUB5400:GOTO1410
1680 HO=26:MS$="                    "
1690 FORVE=7TO17STEP2:GOSUB4210
1700 NEXT
1710 XX=88:YY=100
1720 VE=7:HO=26:MS$="CHOISISSEZ"
1730 GOSUB4210
1740 VE=9:MS$="LE PION A "
1750 GOSUB4210
1760 VE=11:MS$="OTER EN "
1770 GOSUB4210
1780 VE=13:MS$="PREMIER "
1790 GOSUB4210
1800 GOSUB4010
1810 PX(0)=9+(XX-88)/8
1820 PY(0)=8+(YY-100)/8
1830 HO=PX(0):VE=PY(0)
1840 I=(HO-5)/2+1:J=(VE-8)/2+1
1850 T(I,J)=0:MS$="  ":GOSUB4210
1860 HO=26:MS$="                    "
1870 FORVE=7TO17STEP2
1880 GOSUB4210:NEXT
1890 REM*****************************
1900 REM********   JEU   **********
1910 REM*****************************
1920 VE=7:HO=26:MS$="*  OPTIONS"
1930 GOSUB4210
1940 VE=9:HO=28:MS$="=> F7 "
1950 GOSUB4210:POKE53269,4
```

```
1960 A=PEEK(56320):B=PEEK(197)
1970 IFB=3GOTO3040
1980 IF(A AND 15)<>15GOTO2010
1990 IF(A AND 16)=0 GOTO2010
2000 GOTO1960
2010 CO=CO+1:GOSUB5400
2020 GOSUB4030:GOTO2100
2030 VE=7:HO=26:MS$="                "
2040 GOSUB4210
2050 VE=9:HO=28:MS$="                "
2060 GOSUB4210
2070 CO=CO+1
2080 REM********CASE DEPART********
2090 GOSUB4010
2100 DX(CO)=9+(XX-88)/8
2110 DY(CO)=8+(YY-100)/8
2120 HO=DX(CO):VE=DY(CO)
2130 ID=(HO-5)/2+1:JD=(VE-8)/2+1
2140 IFT(ID,JD)<>0GOTO2160
2150 GOSUB4230:GOTO2090
2160 IFT(ID,JD+1)<>1GOTO2190
2170 IFT(ID,JD+2)<>0GOTO2190
2180 GOTO2310
2190 IFJD=10RJD=2GOTO2230
2200 IFT(ID,JD-1)<>1GOTO2230
2210 IFT(ID,JD-2)<>0GOTO2230
2220 GOTO2310
2230 IFID=10RID=2GOTO2270
2240 IFT(ID-1,JD)<>1GOTO2270
2250 IFT(ID-2,JD)<>0GOTO2270
2260 GOTO2310
2270 IFT(ID+1,JD)<>1 GOTO2300
2280 IFT(ID+2,JD)<>0GOTO2300
2290 GOTO2310
2300 GOSUB4230:GOTO2090
2310 MS$="■■■":GOSUB4210
2320 FORI=1TO50:NEXT
2330 DX=DX(CO):DY=DY(CO)
2340 REM ********  CASE ARRIVEE****
2350 GOSUB4010
2360 AX(CO)=9+(XX-88)/8
2370 AY(CO)=8+(YY-100)/8
2380 HO=AX(CO):VE=AY(CO)
2390 IA=(HO-5)/2+1:JA=(VE-8)/2+1
2400 AY=AY(CO):AX=AX(CO)
2410 IFDX<>AXGOTO2440
2420 IFDY<>AYGOTO2440
2430 MS$="■■■":GOSUB4210:GOTO2090
2440 IFT(IA,JA)=0GOTO2460
2450 GOSUB4230:GOTO2350
2460 REM****VALIDITE ARRIVEE*****
2470 IFABS(DX-AX)<>4GOTO2500
2480 IFDY<>AYGOTO2500
2490 GOTO2540
2500 IFABS(DY-AY)<>4GOTO2530
2510 IFDX<>AXGOTO2530
2520 GOTO2540
2530 GOSUB4230::GOTO2350
2540 HO=(AX+DX)/2:IP=(HO-5)/2+1
2550 VE=(AY+DY)/2:JP=(VE-8)/2+1
2560 IFT(IP,JP)<>0GOTO2580
2570 GOSUB4230:GOTO2350
2580 PX(CO)=HO:PY(CO)=VE:T(IP,JP)=0
2590 T(ID,JD)=0:T(IA,JA)=1
2600 MS$=" ":GOSUB4210
2610 HO=AX(CO):VE=AY(CO)
2620 MS$="■■■":GOSUB4210
2630 HO=DX(CO):VE=DY(CO)
2640 MS$=" ":GOSUB4210
2650 POKE53269,0
2660 IFCO=31GOTO4990
2670 I=1:J=1
2680 IFT(I,J)<>1GOTO2720
2690 IFT(I,J+1)<>1GOTO2720
2700 IFT(I,J+2)<>0GOTO2720
2710 GOTO1890
2720 IFT(I,J)<>0GOTO2760
2730 IFT(I,J+1)<>1GOTO2760
2740 IFT(I,J+2)<>1GOTO2760
2750 GOTO1890
2760 IFT(I,J)<>1GOTO2800
2770 IFT(I+1,J)<>1GOTO2800
2780 IFT(I+2,J)<>0GOTO2800
2790 GOTO1890
2800 IFT(I,J)<>0 GOTO2840
2810 IFT(I+1,J)<>1GOTO2840
2820 IFT(I+2,J)<>1GOTO2840
2830 GOTO1890
2840 J=J+1:IFJ<8GOTO2680
2850 J=1:I=I+1:IFI<8GOTO2680
2860 REM******PERDU*****
2870 GG=1:MA=CO
2880 VE=7:HO=24
2890 MS$="VOUS AVEZ PERDU"
2900 GOSUB4210
2910 VE=9:HO=25:MS$="IL VOUS RESTE"
2920 GOSUB4210
2930 VE=11:HO=27
2940 MS$=STR$(32-CO)+" PIONS"
2950 GOSUB4210
2960 HO=26
2970 VE=15:MS$="APPUYEZ SUR"
2980 GOSUB4210
2990 HO=28:VE=17:MS$="ESPACE"
3000 GOSUB4210
3010 POKE198,0:WAIT198,1
3020 GETA$:IFA$<>" "GOTO3010
3030 GOSUB5400
3040 REM ************************
3050 REM ********OPTIONS**********
3060 REM ************************
3070 POKEXS,184:POKE53269,4
3080 VE=7:HO=21
3090 MS$="*  RETOUR AU JEU"
3100 GOSUB4210
3110 VE=9:MS$="*  SAUVEGARDE"
3120 GOSUB4210
3130 VE=11:MS$="*  REVOIR PARTIE"
3140 GOSUB4210
3150 VE=13:MS$="*  NOUVELLE PARTIE"
```

```
3160 GOSUB4210
3170 XX=184:YY=91
3180 POKEXS,XX:POKEYS,YY
3190 A=PEEK(56320)
3200 IF(AAND15)=14THENYY=YY-16
3210 IFYY<91THENYY=91
3220 IF(AAND15)=13THENYY=YY+16
3230 IFYY>139THENYY=139
3240 IF(AAND16)=0GOTO3260
3250 GOTO3180
3260 IFYY<>91GOTO3300
3270 IFGG<>1GOTO3300
3280 IFCO<>MAGOTO3300
3290 GOSUB4230:GOTO3180
3300 MS$="
3310 FORVE=7TO13STEP2
3320 GOSUB4210:NEXT
3330 IFYY<>91GOTO3350
3340 XX=88:YY=100:GOTO2030
3350 IFYY=107THENGOSUB4650:GOTO3070
3360 IFYY=123GOTO3530
3370 VE=7:HO=20
3380 MS$="ETES VOUS SUR (O/N)?"
3390 GOSUB4210
3400 VE=11:HO=25:MS$="O":GOSUB4210
3410 HO=29:MS$="N":GOSUB4210
3420 POKEXS,216:POKEYS,124
3430 A=PEEK(56320)
3440 IF(A AND 15)=11THENPOKEXS,216
3450 IF(A AND 15)=7THENPOKEXS,248
3460 IF(A AND 16)=0GOTO3480
3470 GOTO3430
3480 IFPEEK(53252)=216THENRUN
3490 HO=20
3500 MS$="
3510 GOSUB4210
3520 VE=7:GOSUB4210:GOTO3070
3530 REM*****************************
3540 REM*******REPEAT PARTIE*******
3550 REM*****************************
3560 MA=CO
3570 POKE53269,0
3580 VE=7:HO=21:MS$="F5=> AVANCE"
3590 GOSUB4210
3600 VE=9:MS$="F7=> ARRIERE"
3610 GOSUB4210
3620 VE=11:MS$="F1=>REPRISE DU JEU"
3630 GOSUB4210
3640 B=PEEK(197)
3650 IFB=6THENGOSUB3710
3660 IFB=3THENGOSUB3840
3670 IFB<>4GOTO3700
3680 POKE53269,4:XX=88:YY=100
3690 GOSUB5400:GOTO3040
3700 GOTO3640
3710 REM *****AVANCE*****
3720 IFCO=MATHENGOSUB4230:RETURN
3730 CO=CO+1
3740 HO=AX(CO):VE=AY(CO):MS$="■●■"
3750 GOSUB4210
3760 GOSUB5130:T(I,J)=1
3770 HO=DX(CO):VE=DY(CO):MS$="  "
3780 GOSUB4210
3790 GOSUB5130:T(I,J)=0
3800 HO=PX(CO):VE=PY(CO):MS$="  "
3810 GOSUB4210
3820 GOSUB5130:T(I,J)=0
3830 RETURN
3840 REM *****ARRIERE****
3850 IFCO=0THENGOSUB4230:RETURN
3860 HO=AX(CO):VE=AY(CO):MS$="  "
3870 GOSUB4210
3880 GOSUB5130:T(I,J)=0
3890 HO=DX(CO):VE=DY(CO):MS$="■●■"
3900 GOSUB4210
3910 GOSUB5130:T(I,J)=1
3920 HO=PX(CO):VE=PY(CO):MS$="■●■"
3930 GOSUB4210
3940 GOSUB5130:T(I,J)=1
3950 CO=CO-1
3960 RETURN
3970 GOTO3970
3980 REM*****************************
3990 REM**DEPLACEMENT DU CURSEUR **
4000 REM*****************************
4010 POKEXS,XX:POKEYS,YY
4020 A=PEEK(56320)
4030 IF(A AND 15)<>14GOTO4050
4040 IFYY>100THENYY=YY-16
4050 IFYY>=132GOTO4070
4060 IF(XX>120ORXX<88)THENYY=YY+16
4070 IF(A AND 15)<>13GOTO4090
4080 IFYY<196THENYY=YY+16
4090 IFYY<=164GOTO4110
4100 IF(XX>120ORXX<88)THENYY=YY-16
4110 IF(A AND 15)<>11GOTO4130
4120 IFXX>56THENXX=XX-16
4130 IFXX>=88GOTO4150
4140 IF(YY>164ORYY<132)THENXX=XX+16
4150 IF(A AND 15)<>7GOTO4170
4160 IFXX<152THENXX=XX+16
4170 IFXX<=120GOTO4190
4180 IF(YY>164ORYY<132)THENXX=XX-16
4190 IF(A AND16)=0THENRETURN
4200 GOTO4010
4210 PRINTLEFT$(VE$,VE);
4220 PRINTLEFT$(HO$,HO);MS$;:RETURN
4230 REM *************************
4240 REM **********BEEP**********
4250 REM *************************
4260 POKEP6+1,60:POKEP6,0
4270 POKEP6+6,25:POKEP6+5,9
4280 POKE54278,0:POKE54276,17
4290 FORP5=1TO250:NEXT
4300 POKE54276,0
4310 RETURN
4320 REM*****************************
4330 REM*****CHARGEMENT***********
4340 REM*****************************
4350 POKE53269,0
```

```
4360 GOSUB5400
4370 VE=7:MS$="NOM DE LA PARTIE ?"
4380 GOSUB4210
4390 VE=9:MS$="(←:RETOUR OPTIONS)"
4400 GOSUB4210
4410 VE=11:MS$=" ":GOSUB4210
4420 GOSUB5150
4430 IFXX$="←"THENRETURN
4440 OPEN1,8,15:CLOSE1
4450 IFST=-128THENDZ=74:GOTO4610
4460 OPEN1,8,2,XX$+",SEQ,READ"
4470 INPUT#1,CO
4480 INPUT#1,GG
4490 FORI=0TOCO
4500 INPUT#1,PX(I)
4510 INPUT#1,PY(I)
4520 INPUT#1,DX(I)
4530 INPUT#1,DY(I)
4540 INPUT#1,AX(I)
4550 INPUT#1,AY(I)
4560 NEXT
4570 CLOSE1
4580 OPEN15,8,15
4590 INPUT#15,DZ,DZ$,SZ,SZ
4600 CLOSE15
4610 GOSUB5400
4620 IFDZ<>0THEN GOSUB5440
4630 POKE53269,4:XX=88:YY=100
4640 RETURN
4650 REM*************************
4660 REM*****SAUVEGARDE***********
4670 REM*************************
4680 POKE53269,0
4690 VE=7:MS$="NOM DE LA PARTIE ?"
4700 GOSUB4210
4710 VE=9:MS$="(←:RETOUR OPTIONS)"
4720 GOSUB4210
4730 VE=11:MS$=" ":GOSUB4210
4740 GOSUB5150
4750 IFXX$<>"←"GOTO4780
4760 GOSUB5400:POKE53269,4
4770 XX=88:YY=100:RETURN
4780 OPEN1,8,15:CLOSE1
4790 IFST=-128THENDZ=74:GOTO4950
4800 OPEN1,8,2,XX$+",SEQ,WRITE"
4810 PRINT#1,CO
4820 PRINT#1,GG
4830 FORI=0TOCO
4840 PRINT#1,PX(I)
4850 PRINT#1,PY(I)
4860 PRINT#1,DX(I)
4870 PRINT#1,DY(I)
4880 PRINT#1,AX(I)
4890 PRINT#1,AY(I)
4900 NEXT
4910 CLOSE1
4920 OPEN15,8,15
4930 INPUT#15,DZ,DZ$,SZ,SZ
4940 CLOSE15
4950 GOSUB5400
4960 IFDZ<>0THEN GOSUB5440
4970 POKE53269,4:XX=88:YY=100
4980 RETURN
4990 REM ****** GAGNE*****
5000 GG=1
5010 VE=7:HO=24:MS$="FELICITATIONS"
5020 GOSUB4210
5030 VE=9:HO=23
5040 MS$="VOUS AVEZ GAGNE"
5050 GOSUB4210
5060 HO=26:VE=13:MS$="APPUYEZ SUR"
5070 GOSUB4210
5080 HO=28:VE=15:MS$="ESPACE"
5090 GOSUB4210
5100 POKE198,0:WAIT198,1
5110 GETA$:IFA$<>" "GOTO5100
5120 GOSUB5400:GOTO3070
5130 I=(HO-5)/2+1:J=(VE-8)/2+1
5140 RETURN
5150 REM ***************************
5160 REM *********TEST TOUCHE******
5170 REM ***************************
5180 P7=1:R$="":XX$=""
5190 POKE198,0:WAIT198,1:GETR$
5200 IFR$=" "ANDP7=1THEN GOSUB4230
5210 IFR$=" "ANDP7=1GOTO5190
5220 IFASC(R$)<>13GOTO5250
5230 IFP7<>1GOTO5250
5240 GOSUB4230:GOTO5190
5250 IFP7=1GOTO5300
5260 IFASC(R$)<>20GOTO5300
5270 FORI7=1TOP7-1:PRINT"■■ ■■";
5280 NEXT
5290 GOSUB4230:GOTO5180
5300 IFASC(R$)=13THENRETURN
5310 IFP7<>15GOTO5340
5320 IFASC(R$)=13GOTO5340
5330 GOSUB4230:GOTO5190
5340 IFASC(R$)<65GOTO5370
5350 IFASC(R$)>95GOTO5370
5360 GOTO5380
5370 GOSUB4230:GOTO5190
5380 PRINTR$;
5390 XX$=XX$+R$:P7=P7+1:GOTO5190
5400 HO=20
5410 MS$="
5420 FORVE=7TO17STEP2
5430 GOSUB4210:NEXT:RETURN
5440 REM*************************
5450 REM********MESSAGES********
5460 REM*************************
5470 IFDZ=26THENMS$=" DISK PROTEGE"
5480 IFDZ=26GOTO5580
5490 IFDZ=62THENMS$="  NOM INCONNU"
5500 IFDZ=62GOTO5580
5510 IFDZ=63THENMS$="  NOM UTILISE"
5520 IFDZ=63GOTO5580
5530 IFDZ=72THENMS$="  DISK PLEIN"
5540 IFDZ=72GOTO5580
5550 IFDZ=74THENMS$=" ERREUR DRIVE"
```

```
5560 IFDZ=74GOTO5580
5570 MS$=LEFT$(DZ$,18)
5580 VE=7:GOSUB4210:HO=HO+2
5590 VE=11:MS$="APPUYEZ SUR"
5600 GOSUB4210
5610 VE=13:MS$="  ESPACE"
5620 GOSUB4210
5630 POKE198,0:WAIT198,1:GETR$
5640 IFR$<>" "GOTO5630
5650 GOSUB5400:RETURN
5660 HO=PX(0):VE=PY(0):MS$=" "
5670 GOSUB4210
5680 GOSUB5130:T(I,J)=0:RETURN
5690 DATA002,002,001,001,001,007
5700 DATA002,002,002,002,002,017
5710 DATA002,001,001,001,002,024
5720 DATA002,002,002,001,001,032
5730 DATA001,001,001,001,001,037
5740 DATA002,002,001,001,001,044
5750 DATA001,001,001,001,002,050
5760 DATA002,001,001,001,001,056
5770 DATA001,001,001,002,002,063
5780 DATA002,002,001,001,001,070
5790 DATA002,002,002,002,002,080
5800 DATA002,001,001,001,002,087
5810 DATA002,002,002,002,002,097
5820 DATA002,002,002,002,002,107
5830 DATA002,002,002,002,002,117
5840 DÁTA002,002,002,002,002,127
5850 DATA002,129
5860 DATA255,255,255,255,255,1275
5870 DATA255,192,000,003,192,1917
5880 DATA000,003,192,000,003,2115
5890 DATA192,000,003,192,000,2502
5900 DATA003,192,000,003,192,2892
5910 DATA000,003,192,000,003,3090
5920 DATA192,000,003,192,000,3477
5930 DATA003,192,000,003,192,3867
5940 DATA000,003,192,000,003,4065
5950 DATA192,000,003,192,000,4452
5960 DATA003,192,000,003,192,4842
5970 DATA000,003,255,255,255,5610
5980 DATA255,255,255,6375
5990 PRINT"■ERREUR LIGNE";RF*10
```

COMMODORE 64

SPACE WAR

Ce jeu d'arcade est spécialement étudié pour les fanatiques d'action. Il nécessite un joystick sur le port 2.

```
100 REM SPACE WAR
101 REM MANFREDI DOMINICO
102 REM (C) 1987
103 AD=32768:
104 READ A:IF A<>AD GOTO 111
105 CS=0:FOR I=0 TO 14:READ D
106 IF D<0 GOTO 112
107 POKE AD+I,D:CS=CS+D:NEXT
108 READ D
109 IF D=CS THEN AD=AD+15:GOTO 104
110 PRINT "ERREUR DATA EN : ";AD:STOP
111 PRINT "ERREUR ADRESSE : ";AD:STOP
112 READ D:IF D<>CS GOTO 110
113 SYS 36522:END
114 DATA 32768,19,8,10,0,158,32,50,48,55
,52,32,77,65,78,184,868
115 DATA 32783,68,73,0,0,0,64,53,0,64,64
,32,68,229,32,253,1000
116 DATA 32798,15,32,70,15,162,0,169,1,1
57,152,219,232,224,40,208,1696
117 DATA 32813,248,169,6,141,34,208,169,
14,141,35,208,120,169,136,141,1939
118 DATA 32828,20,3,169,15,141,21,3,169,
127,141,13,220,169,1,141,1353
119 DATA 32843,26,208,169,0,141,18,208,1
73,17,208,41,127,141,17,208,1702
120 DATA 32858,169,0,133,2,133,165,169,0
,141,32,208,141,33,208,88,1622
121 DATA 32873,162,0,169,9,157,0,216,157
,0,217,157,0,218,169,0,1631
122 DATA 32888,157,48,4,157,48,5,202,208
,234,162,0,169,87,157,41,1679
123 DATA 32903,4,157,49,6,169,91,157,81,
4,157,89,6,232,224,38,1464
124 DATA 32918,208,235,169,80,133,251,16
9,4,133,252,169,13,133,253,169,2371
125 DATA 32933,32,133,254,32,111,15,169,
81,133,251,169,4,133,252,169,1938
126 DATA 32948,91,133,254,32,111,15,169,
117,133,251,169,4,133,252,32,1896
127 DATA 32963,111,15,169,118,133,251,16
9,4,133,252,169,89,133,254,32,2032
128 DATA 32978,111,15,169,122,133,251,16
9,4,133,252,169,11,133,253,32,1957
129 DATA 32993,111,15,169,17,133,251,169
,5,133,252,133,253,32,111,15,1799
130 DATA 33008,162,0,169,87,157,246,4,16
9,91,157,30,5,157,70,5,1509
131 DATA 33023,157,110,5,157,150,5,232,2
24,27,208,232,169,86,141,41,1944
132 DATA 33038,4,141,246,4,169,88,141,78
,4,141,17,5,169,90,141,1438
133 DATA 33053,126,6,141,177,5,169,92,14
1,50,6,162,0,189,3,19,1286
134 DATA 33068,157,248,7,232,224,8,208,2
45,32,97,15,162,0,189,42,1866
```

```
135 DATA 33083,20,157,0,60,189,81,20,157
,64,60,189,120,20,157,128,1422
136 DATA 33098,60,189,159,20,157,192,60,
189,198,20,157,0,61,189,237,1888
137 DATA 33113,20,157,64,61,189,20,21,15
7,128,61,232,224,39,208,209,1790
138 DATA 33128,162,0,189,11,19,157,0,208
,232,224,16,208,245,169,255,2095
139 DATA 33143,141,29,208,141,21,208,162
,8,169,0,157,38,208,202,208,1900
140 DATA 33158,250,169,240,141,6,212,169
,5,141,15,212,169,35,141,4,1909
141 DATA 33173,212,162,10,142,1,212,160,
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142 DATA 33188,16,240,8,232,224,20,208,2
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143 DATA 33203,32,163,253,32,129,255,32,
253,15,32,70,15,32,68,229,1610
144 DATA 33218,169,0,141,32,208,169,11,1
41,35,208,162,0,169,9,157,1611
145 DATA 33233,238,218,202,208,248,162,0
,169,87,157,249,6,157,193,7,2301
146 DATA 33248,232,224,38,208,245,162,0,
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147 DATA 33263,20,157,115,7,189,28,20,15
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148 DATA 33278,157,115,219,157,94,219,15
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149 DATA 33293,0,169,3,157,142,219,232,2
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150 DATA 33308,169,7,133,252,169,4,133,2
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151 DATA 33323,169,52,133,251,169,7,133,
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153 DATA 33353,30,7,169,92,141,193,7,141
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154 DATA 33368,162,0,169,8,157,224,217,2
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155 DATA 33383,157,48,6,157,68,6,189,236
,19,157,88,6,157,108,6,1408
156 DATA 33398,232,224,20,208,233,32,19,
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157 DATA 33413,0,189,59,21,157,6,60,189,
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158 DATA 33428,21,157,134,60,189,137,21,
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162 DATA 33488,232,224,10,208,245,169,60
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163 DATA 33503,169,255,141,28,208,169,1,
133,251,141,29,208,141,21,208,2103
164 DATA 33518,169,8,133,2,169,128,133,2
53,32,86,15,32,208,13,32,1413
165 DATA 33533,208,13,32,243,14,169,4,13
3,165,165,165,44,21,208,208,1792
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167 DATA 33563,14,165,165,44,16,208,208,
24,189,4,208,201,10,176,11,1643
168 DATA 33578,173,21,208,37,166,141,21,
208,76,17,11,222,4,208,76,1589
169 DATA 33593,17,11,189,4,208,201,0,16,
243,173,16,208,37,166,141,1630
170 DATA 33608,16,208,76,17,11,173,30,20
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172 DATA 33638,230,11,200,192,6,208,238,
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174 DATA 33668,49,165,171,41,34,201,34,2
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175 DATA 33683,240,55,165,171,41,130,201
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,212,169,128,141,11,212,169,1746
182 DATA 33788,129,141,11,212,169,0,141,
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183 DATA 33803,15,202,208,248,206,102,7,
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186 DATA 33848,88,15,174,240,159,238,241
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188 DATA 33878,240,159,173,240,159,201,5
,240,3,76,54,12,169,20,141,1892
189 DATA 33893,4,212,32,97,15,162,0,189,
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191 DATA 33923,60,189,50,22,157,0,61,189
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192 DATA 33938,21,157,192,61,232,224,39,
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193 DATA 33953,248,7,200,232,224,8,208,2
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194 DATA 33968,189,63,19,157,0,208,232,2
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195 DATA 33983,157,39,208,232,224,8,208,
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196 DATA 33998,208,169,255,141,29,208,14
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197 DATA 34013,249,169,53,141,102,7,160,
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198 DATA 34028,5,176,11,76,6,13,192,4,24
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199 DATA 34043,4,185,83,7,153,123,7,136,
208,247,160,4,169,48,153,1687
200 DATA 34058,83,7,136,208,248,76,127,1
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201 DATA 34073,1,141,26,208,169,47,141,1
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202 DATA 34088,17,208,169,63,141,20,3,16
9,13,141,21,3,169,2,133,1272
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204 DATA 34118,25,208,198,3,16,4,169,2,1
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205 DATA 34133,141,33,208,189,250,18,141
,34,208,189,241,18,141,22,208,2041
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209 DATA 34193,254,7,189,51,19,141,255,7
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210 DATA 34208,229,2,141,242,18,201,208,
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212 DATA 34238,224,39,208,239,173,48,6,1
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214 DATA 34268,201,14,240,125,201,13,240
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216 DATA 34298,208,141,2,208,173,1,208,1
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217 DATA 34313,141,21,208,173,16,208,41,
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219 DATA 34343,173,16,208,9,2,141,16,208
,238,2,208,96,173,2,208,1700
220 DATA 34358,201,64,208,245,173,21,208
,41,253,141,21,208,96,173,0,2053
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222 DATA 34388,255,240,246,238,0,208,76,
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223 DATA 34403,233,206,1,208,76,235,13,1
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228 DATA 34478,240,29,201,32,240,32,201,
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229 DATA 34493,166,96,162,0,169,251,133,
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230 DATA 34508,96,162,4,169,239,133,166,
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232 DATA 34538,56,144,245,201,168,176,24
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234 DATA 34568,206,15,208,96,169,0,141,1
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235 DATA 34583,10,141,8,212,169,128,141,
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236 DATA 34598,4,189,83,7,201,57,240,4,2
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237 DATA 34613,169,48,157,84,7,76,40,15,
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238 DATA 34628,15,162,19,169,0,157,255,2
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239 DATA 34643,212,96,160,2,206,255,159,
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240 DATA 34658,169,0,157,0,60,157,0,61,2
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241 DATA 34673,0,165,254,145,251,165,251
,24,105,40,133,251,165,252,105,2306
242 DATA 34688,0,133,252,202,208,236,96,
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243 DATA 34703,25,208,198,165,16,4,169,2
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244 DATA 34718,141,18,208,189,0,19,141,2
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245 DATA 34733,32,203,15,173,0,48,133,3,
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246 DATA 34748,48,232,224,7,208,245,165,
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247 DATA 34763,1,19,56,233,2,141,1,19,20
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248 DATA 34778,141,1,19,162,0,189,153,7,
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249 DATA 34793,245,166,2,189,79,19,240,6
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251 DATA 34823,251,133,1,169,0,133,251,1
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252 DATA 34838,169,0,145,251,136,208,251
,202,208,248,169,0,133,251,133,2504
253 DATA 34853,253,169,208,133,252,169,4
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254 DATA 34868,145,253,136,208,249,230,2
52,230,254,202,208,240,162,0,189,2958
255 DATA 34883,137,16,157,0,48,232,224,2
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258 DATA 34928,224,232,208,245,165,1,9,4
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259 DATA 34943,141,14,220,169,28,141,24,
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,102,102,0,126,102,102,124,102,1512
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263 DATA 35003,120,120,96,96,0,126,102,9
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264 DATA 35018,102,126,126,102,102,0,24,
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266 DATA 35048,96,96,96,96,96,126,126,0,
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270 DATA 35108,6,126,126,0,126,24,24,24,
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272 DATA 35138,99,107,127,119,99,0,102,1
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273 DATA 35153,102,102,126,126,24,24,0,1
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274 DATA 35168,0,0,24,24,0,24,24,0,126,1
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275 DATA 35183,0,24,56,120,24,24,126,126
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276 DATA 35198,126,0,126,6,6,28,6,126,12
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277 DATA 35213,6,6,0,126,96,126,6,6,126,
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278 DATA 35228,102,126,126,0,126,6,12,24
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279 DATA 35243,60,102,126,126,0,126,102,
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280 DATA 35258,192,192,207,200,200,200,2
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281 DATA 35273,255,3,3,243,19,19,19,19,1
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282 DATA 35288,19,19,19,243,3,3,255,255,
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283 DATA 35303,0,0,0,0,255,0,0,255,255,2
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286 DATA 35348,255,255,255,255,0,0,0,0,6
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287 DATA 35363,48,60,255,255,255,0,3,3,1
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288 DATA 35378,255,255,255,255,255,255,2
55,255,127,127,223,247,255,255,255,3529
289 DATA 35393,255,255,255,255,255,255,2
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290 DATA 35408,0,0,0,0,0,64,223,255,0,0,
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307 DATA 35663,32,32,13,1,14,6,18,5,4,9,
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308 DATA 35678,14,9,3,15,32,16,18,5,19,5
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309 DATA 35693,32,32,46,46,46,46,46,32,3
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310 DATA 35708,5,32,23,1,18,32,46,32,32,
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311 DATA 35723,32,32,46,32,10,15,25,19,2
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312 DATA 35738,18,20,32,50,32,46,32,1,16
,16,21,25,5,26,32,372
313 DATA 35753,19,21,18,32,12,5,32,2,15,
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314 DATA 35768,5,32,20,9,18,32,16,15,21,
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315 DATA 35783,5,14,3,5,18,32,46,32,32,3
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319 DATA 35843,5,32,32,58,32,48,48,48,48
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331 DATA 36023,0,0,136,0,0,143,255,192,1
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332 DATA 36038,255,192,128,0,64,143,255,
192,136,0,0,136,0,0,143,1644
333 DATA 36053,240,0,128,16,0,143,240,0,
136,0,0,136,0,0,143,1182
334 DATA 36068,255,192,128,0,64,255,255,
192,248,3,192,136,2,64,136,2122
335 DATA 36083,2,64,136,2,64,136,2,64,13
6,2,64,136,242,64,136,1250
336 DATA 36098,146,64,136,146,64,136,146
,64,143,158,64,128,0,64,255,1714
```

```
337 DATA 36113,255,192,255,255,192,128,0
,64,143,254,64,136,2,64,136,2140
338 DATA 36128,2,64,143,254,64,128,0,64,
143,159,192,136,144,0,136,1629
339 DATA 36143,72,0,136,39,192,136,16,64
,248,15,192,0,0,0,192,1302
340 DATA 36158,0,0,242,192,0,254,240,0,1
70,168,0,170,169,0,42,1647
341 DATA 36173,168,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,168
342 DATA 36188,0,0,0,0,0,40,0,0,10,128,0
,40,0,0,0,218
343 DATA 36203,0,0,0,0,128,0,2,160,0,2,1
60,0,10,168,0,630
344 DATA 36218,10,168,0,42,170,0,174,186
,192,170,170,128,10,168,0,1588
345 DATA 36233,128,0,2,160,0,2,160,0,10,
168,0,10,168,0,42,850
346 DATA 36248,170,0,186,235,128,170,170
,128,10,168,0,128,0,2,160,1655
347 DATA 36263,0,2,160,0,10,168,0,10,168
,0,42,170,0,235,174,1139
348 DATA 36278,128,170,170,128,10,168,0,
160,0,0,160,0,2,168,0,1264
349 DATA 36293,10,170,0,106,90,144,10,17
0,0,2,168,0,0,160,0,1030
350 DATA 36308,0,160,0,0,0,0,160,0,2,168
,0,10,170,0,165,835
351 DATA 36323,169,96,10,170,0,2,168,0,0
,160,0,0,0,0,0,775
352 DATA 36338,0,0,0,0,2,168,0,10,170,0,
90,150,160,10,170,930
353 DATA 36353,0,2,168,0,0,0,0,0,0,255,2
55,192,128,0,64,1064
354 DATA 36368,143,255,192,136,0,0,136,0
,0,136,31,192,136,16,64,1437
355 DATA 36383,136,30,64,136,2,64,136,2,
64,143,254,64,128,0,64,1287
356 DATA 36398,255,255,192,255,255,192,1
28,0,64,143,254,64,136,2,64,2259
357 DATA 36413,136,2,64,136,2,64,136,2,6
4,136,2,64,136,2,64,1010
358 DATA 36428,136,2,64,143,254,64,128,0
,64,255,255,192,255,255,192,2259
359 DATA 36443,128,0,64,143,30,64,137,18
,64,137,18,64,137,18,64,1086
360 DATA 36458,137,18,64,137,242,64,136,
2,64,136,2,64,136,2,64,1268
361 DATA 36473,136,2,64,248,3,192,248,3,
192,136,2,64,136,2,64,1492
362 DATA 36488,136,2,64,136,2,64,136,2,6
4,68,4,128,34,9,0,849
363 DATA 36503,17,18,0,8,228,0,4,8,0,2,1
6,0,1,224,0,526

364 DATA 36518,176,128,0,0,169,0,141,32,
208,141,33,208,169,1,141,1547
365 DATA 36533,134,2,32,68,229,162,0,189
,42,143,32,210,255,232,224,1954
366 DATA 36548,40,208,245,165,197,201,18
,240,12,201,20,240,3,76,199,2065
367 DATA 36563,142,169,1,76,219,142,169,
8,141,255,159,169,0,133,251,2034
368 DATA 36578,169,128,133,252,169,1,133
,253,169,8,133,254,162,21,160,2145

369 DATA 36593,0,177,251,145,253,136,208
,249,230,252,230,254,202,208,242,3037
370 DATA 36608,169,1,174,255,159,160,15,
32,186,255,169,9,162,82,160,1988
371 DATA 36623,143,32,189,255,169,1,133,
251,169,8,133,252,162,168,160,2225
372 DATA 36638,22,169,251,32,216,255,96,
32,32,32,32,32,83,65,85,1434
373 DATA 36653,86,69,71,65,82,68,69,32,6
7,65,83,83,69,84,84,1077
374 DATA 36668,69,32,79,85,32,68,73,83,7
5,32,40,67,44,68,41,888
375 DATA 36683,32,63,32,32,32,32,32,83,8
0,65,67,69,32,87,65,803
376 DATA 36698,82,0,-1,82
```

COMMODORE 64

THE NILE

Le but du jeu est fort simple : ramasser le plus de trésors possibles en un temps donné. Mais serpents, momies et autres êtres malfaisants ne sont pas tout à fait d'accord...

```
10 POKE808,237
100 PRINT"■THE NILE"
120 PRINT"■"
140 POKE53280,2:POKE53281,0
160 POKE 55,255:POKE56,47
180 V=53248:POKEV+22,216:POKEV+24,28
200 POKEV+34,7:POKEV+35,5
220 FORI=12288 TO12543:READ Q:POKEI,Q:NE
XT
240 FORI=12544TO12573:POKEI,0:NEXT
260 FORI=12672 TO 12847:READ Q:POKEI,Q:N
EXT
280 DATA32,131,47,55,63,63,255,254
300 DATA124,130,130,254,130,130,130,130
320 DATA240,136,136,252,130,130,130,254
340 DATA 126,128,128,128,128,128,128,126
360 DATA252,130,130,130,130,130,130,252
380 DATA254,128,128,240,128,128,128,254
400 DATA254,128,128,240,128,128,128,128
420 DATA254,128,128,128,142,130,130,254
440 DATA 130,130,130,254,130,130,130,130
460 DATA60,24,24,24,24,24,24,60
```

```
480 DATA28,4,4,4,4,4,132,126
500 DATA136,144,160,192,224,140,132,130
520 DATA128,128,128,128,128,128,128,254
540 DATA254,146,146,146,130,130,130,130
560 DATA254,130,130,130,130,130,130,130
580 DATA124,130,130,130,130,130,130,124
600 DATA252,130,130,130,252,128,128,128
620 DATA126,130,130,130,126,2,2,2
640 DATA252,130,130,130,252,176,140,130
660 DATA254,128,128,254,2,2,2,254
680 DATA254,16,16,16,16,16,16,16
700 DATA130,130,130,130,130,130,130,126
720 DATA130,68,68,68,40,40,40,16
740 DATA130,130,130,130,146,146,146,254
760 DATA130,68,40,16,40,68,130,130
780 DATA130,68,68,40,40,16,16,16
800 DATA254,4,8,16,32,64,128,254
820 DATA255,126,60,24,24,60,126,255
840 DATA165,165,165,165,165,165,165,165
860 DATA0,255,0,255,0,0,0,0
880 DATA1,3,7,15,31,63,127,255
900 DATA128,192,224,240,248,252,254,255
920 DATA124,130,130,130,130,130,130,124
940 DATA56,88,152,24,24,24,24,24
960 DATA254,2,2,254,128,128,128,254
980 DATA254,2,2,30,2,2,2,254
1000 DATA130,130,130,254,2,2,2,2
1020 DATA254,128,128,254,2,2,2,254
1040 DATA128,128,128,254,130,130,130,254
1060 DATA254,6,6,6,6,6,6,6
1080 DATA254,130,130,254,130,130,130,254
1100 DATA254,130,130,254,2,2,2,2
1120 DATA0,24,24,0,24,24,0,0
1140 DATA0,0,0,0,0,0,24,24
1160 DATA255,255,255,255,255,255,255,255
1180 DATA0,0,0,255,0,255,0,255
1200 DATA1,3,7,255,31,255,127,255
1220 DATA128,192,224,255,248,255,254,255
1240 DATA255,129,189,189,129,189,129,255
1260 DATA126.129.189.165.165.189.129.126
1280 DATA24,24,126,126,60,60,24,24
1300 DATA60,66,255,129,153,153,129,255
1320 DATA24,24,255,153,24,36,66,66
1340 DATA24,8,16,32,0,0,0,0
1341 FORL=54272 TO 54295:POKEL,0:NEXT:PO
KE54296,15:POKE54277,8:POKE54278,255
1342 POKE54276,85
1343 F1=100:F2=230
1345 FOR Z=1TO77:POKE 54272,F1
1346 POKE54287,F2
1347 F2=F2-2:F1=F1*.99:NEXT
1348 POKE54278,15
1360 PRINT"■";
1365 POKE641,1
1380 PRINT"[[[[[[[[[[[[[[[[[[[[[[[[[[[[[
[[[[[[[[[[[";
1400 PRINT"[
          [";
1420 PRINT"[    DUHOUX JEROME
          [";
1440 PRINT"[                    PRESENTE
          [";
1460 PRINT"[
          [";
1480 PRINT"[                          £
          [";
1500 PRINT"[
          [";
1520 PRINT"[   £££ £ £ £££     £££ £ £
£££       [";
1540 PRINT"[    £  £££ ££      £ £ £ £
££        [";
1560 PRINT"[    £  £ £ £££     £ £ £ £££
£££       [";
1580 PRINT"[
          [";
1600 PRINT"[      THE NILE  DE DUHOUX JER
OME       [";
1620 PRINT"[      ]]]]]]]]
          [";
1640 PRINT"[
          [";
1660 PRINT"[                      ↑←
          [";
1680 PRINT"[                     ↑<<←
          [";
1700 PRINT"[================>←←←←?======
==========[";
1720 PRINT"[==============>←←←←←←?=====
==========[";
1740 PRINT"[============>←←←←←←←←?====
==========[";
1760 PRINT"[==========>←←←←←←←←←←?===
==========[";
1780 PRINT"[========>←←←←←←←←←←←←?==
==========[";
1800 PRINT"[======>←←←←←←←←←←←←←←?=
==========[";
1820 PRINT"[=============================
==========[";
1840 PRINT"[[[[[[[[[[[[[[[[[[[[[[[[[[[[[
[[[[[[[[[[[";
1850 LOAD"NILE*",8,1

1880 REM*********************************
****
1881 RESTORE
1890 FOR X=0TO8:READ L(X):NEXT X
1900 GOSUB 2330
1910 PRINT"■":CO=54272:UL=1884:UC=68:D=
9:G=0:FL=0
1920 FOR X=1064TO 1103 :POKEX, 64:POKEX+
CO,0:NEXT X
1930 FOR X=1104TO1863:IF RND (8)>.8THEN
POKE X,65:POKEX+CO,7
1940 IF RND(7)>.5 THEN POKE X, 64:POKEX+
CO,0
1950 NEXT
1960 FOR X=0 TO 9:M=INT (RND(9)*600)+114
4:POKE M,66:POKE M+CO,1:NEXT X
1970 FOR X=0 TO 9:S=INT(RND(9)*600)+1144
:POKE S,19:POKES+CO,5:NEXT X
1980 FOR J=1TO6
1990 TR=INT(RND(9)*480)+1144:F=0:FOR X=0
 TO 8:A=PEEK(TR+L(X))
2000 IF A=13 OR A=19 THEN F=1
2010 NEXT X:IF F=1THEN 1990
2020 TR(J)=TR:POKE TR,67:POKE TR+CO,7:NE
XT J
2030 TI$="000000"
2040 K=PEEK (197):J=PEEK(653)
2050 PRINT"■TEMPS:" MID$(TI$,4,1)":"RIGH
T$(TI$,2)"    SCORE:"STR$ (G);
```

```
2060 PRINT"  DYNAMITE:" STR$(D)
2070 JY=PEEK(56321):FI=JY AND 16:JY=15-(
JY AND 15):TL=UL:POKEUL,32
2080 IF UL>1064AND(JY=1 OR JY=5 OR JY=9
OR(K=7 ANDJ=1))THEN UL=UL-40:GOTO2120
2090 IF UL<1904 AND(JY=2 ORJY=6 OR JY=10
 OR(K=7 AND J=0))THENUL=UL+40:GOTO2120
2100 IF UL>1064 AND ((JY>3 AND JY<7) OR
(K=2 AND J=1))THEN UL=UL-1
2110 IF UL<1944 AND (JY>7 OR (K=2 AND J=
0))THEN UL=UL+1
2120 P=PEEK(UL):IFP=64  THEN UL=TL
2130 IF P=66THEN E$="■UNE MOMIE VOUS TUE
!!!":FL=1:GOTO2260
2140 IF P=19 THEN E$="■UNE SERPENT VOUS
PIQUE!!!":FL=1:GOTO2260
2150 IF P=65 THEN G=G+100
2160 IF P=67 THENG=G+INT(RND(8)*10)*1000
+10000
2170 IF TI>7200THEN E$="■LE TEMPS EST DE
PASSE":GOTO 2260
2180 IF RND (8)<.2 THEN M=INT (RND(9)*60
0)+1144:IF PEEK(M)<>32 THEN 2180
2190 POKEM,64 :POKEM+CO,0
2200 POKEUL,UC:POKEUL+CO,1:IF D>0 AND (K
=60 OR K=15 OR FI<>16)THEN 2220
2210 GOTO 2040
2220 FOR  E=0TO8:POKEUL+L(E),32:NEXT E:D
=D-1
2230 S=54272:FORL=S TO S+24:POKEL,0:NEXT
:POKES+5,15:POKES+6,15:POKES+24,15
2240 POKE S+1,5:POKES,33 :POKES+4,129:PO
KES+4,128:POKEUL,UC:FORT=0TO2000:NEXTT
2250 GOTO 2040
2260 FOR T=1TO2000 :NEXT T:POKE198,0:PRI
NT"■":PRINT
2270 PRINT TAB(20-LEN(E$)/2);E$
2280 IF FL=1 THEN 2300
2290 PRINT:PRINT" VOTRE SCORE EST:"G":PR
INT
2300 FORN=0TO2000:NEXTN
2310 PRINT:GOTO1900
2320 GOTO2400
2330 GOTO 2390
2340 PRINT"POUSSEZ LE BOUTON POUR RECOMM
ENCER;"
2350 PRINT"SYMBOLES:":PRINT:PRINT
2360 GETQ$:IF Q$=""THEN 2360
2370 :POKE 53281,6:RETURN
2380 DATA-41,-40,-39,-1,0,1,39,40,41
2390 POKE53281,0:POKE53280,0
2400 PRINT"■■THE NILE"
2410 PRINT"]]]]]]]]"
2420 PRINT"EMPLOIS LE JOYSTICK OU LES CU
RSEURS POURBOUGER;":PRINT
2430 PRINT"POUSSE LE BOUTON OU LA BARRE
DEESPACE   POUR LEAVENTURE;":PRINT
2440 PRINT"■TU AS 2 MINUTES POUR PRENDRE
 LES TRESORS":PRINT
2450 PRINT"■A = PIECE DEOR":PRINT
2460 PRINT"■C = TRESOR":PRINT
2470 PRINT"■B = MOMIE":PRINT
2480 PRINT"■S = SERPENT":PRINT
2490 PRINT"■ = MUR":PRINT
2500 PRINT"■POUSSE 1 TOUCHE POUR PARTIR"
2520 GOTO 2360
```

COMMODORE 64

UTIL DISK

Cet utilitaire pour 1541 permet de protéger, déprotéger, modifier à volonté les fichiers présents sur une disquette. Notez qu'avant la saisie du listing, il est nécessaire d'entrer : POKE 44,32 : POKE 32*256,0:NEW.

```
100 IF PEEK(44)=32 THEN 180
110 PRINT"■■■ VOUS N AVEZ PAS DEPLACE LE
S POINTEURS■"
120 PRINT"JE RECHARGE UTILDISKDATA"
130 FORI=1TO1300:NEXT
140 POKE44,32:POKE32*256,0
150 PRINT"■LOAD"+CHR$(34)+"UTILDISKDATA"
+CHR$(34)+",8"
160 POKE631,19:POKE632,13:POKE633,ASC("R
")
170 POKE634,ASC("U"):POKE635,13:POKE198,
5:NEW
180 PLACE = 2049:TEST=0
190 PRINT"■■■■■■■■■■■■■■■■UTILDISK■"
200 PRINT"■■(C) P.BUREAU & POWER CLUB CO
MMODORE"
210 PRINT"■CE LOGICIEL VOUS PERMET DE TR
ANSFORMER"
220 PRINT"ET DE MANIPULER TOUS VOS PROGR
AMMES.."
230 PRINT"----------------------------
----------";
240 PRINT"■CRSR HAUT ET BAS■ DEPLACE LE
CURSEUR"
242 PRINT"                    CHOIX DE L'ET
AT ET DU"
244 PRINT"                    TYPE EN MODIF
ICATION":PRINT
246 PRINT"■A■-------->        AUTRE DISQU
E":PRINT
248 PRINT"■S■-------->        SUITE DISQU
E":PRINT
249 PRINT"■M■-------->        MODIFICATIO
N":PRINT
250 PRINT"■C■-------->        CHARGE PRG"
260 PRINT"                   UNIQUEMENT PO
```

```
UR "
270 PRINT"                    LES PROGRAMME
S"
280 PRINT"                    EN BASIC."
370 READ OCTET:IF OCTET=-1 THEN 390
380 POKE PLACE,OCTET:TEST=TEST+OCTET:PLA
CE=PLACE+1:GOTO 370
390 IF TEST= 242169 THEN 410
400 PRINT"■ERREUR DE DATA...VERIFIER S.V
.P..":END
410 OPEN1,8,15,"IO":CLOSE1:POKE43,1:POKE
44,8:POKE45,112:POKE46,15:CLR
420 PRINT"■UE SAUVE 'UTILDISK'"
430 SAVE"@:UTILDISK",8:END
440 DATA 27,8,10,0,158,32,50,48
450 DATA 56,48,32,80,46,66,85,82
460 DATA 69,65,85,32,38,32,80,67
470 DATA 67,0,0,0,0,0,0,169
480 DATA 68,133,251,169,8,133,252,160
490 DATA 0,132,253,169,192,133,254,177
500 DATA 251,145,253,136,208,249,230,252
510 DATA 230,254,165,254,201,200,208,239
520 DATA 76,0,192,169,0,133,96,141
530 DATA 0,205,120,169,64,160,192,141
540 DATA 20,3,140,21,3,169,15,133
550 DATA 38,88,169,15,168,162,8,32
560 DATA 186,255,169,0,32,189,255,32
570 DATA 192,255,36,35,169,2,168,162
580 DATA 8,32,186,255,169,1,162,40
590 DATA 160,192,32,189,255,32,192,255
600 DATA 76,119,192,198,38,240,3,76
610 DATA 49,234,169,15,133,38,162,0
620 DATA 189,143,194,73,64,157,40,4
630 DATA 169,1,157,40,216,232,224,40
640 DATA 208,238,162,0,189,143,194,72
650 DATA 189,143,194,240,6,157,142,194
660 DATA 232,208,245,104,157,142,194,76
670 DATA 49,234,169,2,141,32,208,141
680 DATA 33,208,169,1,141,134,2,32
690 DATA 68,229,162,4,160,0,24,32
700 DATA 240,255,162,0,169,184,32,210
710 DATA 255,232,224,40,208,248,162,6
720 DATA 160,2,24,32,240,255,169,218
730 DATA 160,194,32,30,171,162,7,160
740 DATA 2,24,32,240,255,169,255,160
750 DATA 194,32,30,171,162,8,160,2
760 DATA 24,32,240,255,169,36,160,195
770 DATA 32,30,171,162,22,160,13,24
780 DATA 32,240,255,169,73,160,195,32
790 DATA 30,171,162,24,160,13,24,32
800 DATA 240,255,169,93,160,195,32,30
810 DATA 171,32,148,196,32,30,194,32
820 DATA 199,195,24,162,9,160,0,142
830 DATA 0,207,140,1,207,169,1,141
840 DATA 2,207,24,174,0,207,172,1
850 DATA 207,32,240,255,169,215,32,210
860 DATA 255,32,228,255,240,251,201,83
870 DATA 208,2,240,205,201,65,208,57
880 DATA 165,96,240,3,32,179,196,120
890 DATA 169,49,160,234,141,20,3,140
900 DATA 21,3,88,32,68,229,24,162
910 DATA 12,160,3,32,240,255,169,113
920 DATA 160,195,32,30,171,169,15,32
930 DATA 195,255,169,2,32,195,255,32
940 DATA 228,255,201,32,208,249,76,0
950 DATA 192,201,17,208,31,173,2,207
960 DATA 197,97,240,173,238,2,207,24
970 DATA 174,0,207,172,1,207,32,240
980 DATA 255,169,32,32,210,255,238,0
990 DATA 207,76,255,192,201,145,208,31
1000 DATA 173,2,207,201,1,240,138,206
1010 DATA 2,207,24,174,0,207,172,1
1020 DATA 207,32,240,255,169,32,32,210
1030 DATA 255,206,0,207,76,255,192,201
1040 DATA 67,208,113,32,12,197,160,0
1050 DATA 162,0,177,253,201,160,240,26
1060 DATA 201,27,176,9,73,64,157,61
1070 DATA 3,73,192,208,5,157,61,3
1080 DATA 73,128,145,253,232,200,192,16
1090 DATA 208,224,142,60,3,32,68,166
1100 DATA 169,15,32,195,255,169,2,32
1110 DATA 195,255,120,169,49,160,234,141
1120 DATA 20,3,140,21,3,88,32,68
1130 DATA 229,162,29,189,244,193,157,80
1140 DATA 3,202,16,247,76,80,3,169
1150 DATA 2,168,162,8,32,186,255,173
1160 DATA 60,3,162,61,160,3,32,189
1170 DATA 255,169,0,32,213,255,32,89
1180 DATA 166,32,174,167,201,77,240,3
1190 DATA 76,14,193,32,57,197,76,14
1200 DATA 193,169,49,141,150,195,173,0
1210 DATA 205,208,10,169,1,141,1,205
1220 DATA 141,255,204,208,6,173,1,205
1230 DATA 141,255,204,162,15,32,201,255
1240 DATA 162,0,189,149,195,240,6,32
1250 DATA 210,255,232,144,245,32,113,194
1260 DATA 162,0,189,0,1,240,6,32
1270 DATA 210,255,232,208,245,32,204,255
1280 DATA 162,2,32,198,255,162,0,32
1290 DATA 207,255,157,0,205,232,208,247
1300 DATA 32,204,255,96,173,150,195,201
1310 DATA 49,240,7,172,255,204,162,255
1320 DATA 208,3,172,1,205,169,0,32
1330 DATA 145,179,32,221,189,96,0,0
1340 DATA 0,0,32,32,211,85,73,84
1350 DATA 69,32,32,32,32,205,79,68
1360 DATA 73,70,73,69,82,32,32,32
1370 DATA 32,195,72,65,82,71,69,82
1380 DATA 32,32,32,32,193,85,84,82
1390 DATA 69,32,68,73,83,81,85,69
1400 DATA 32,32,106,106,106,80,79,87
1410 DATA 69,82,32,67,76,85,66,32
1420 DATA 67,79,77,77,79,68,79,82
1430 DATA 69,106,106,106,0,176,195,195
1440 DATA 195,195,195,195,195,195,195,19
5
1450 DATA 195,195,195,195,195,195,195,19
5
1460 DATA 195,178,195,195,195,195,195,19
5
1470 DATA 178,195,195,195,195,195,195,19
5
1480 DATA 174,0,194,32,78,79,77,32
1490 DATA 80,82,79,71,82,65,77,77
1500 DATA 69,32,32,32,32,32,194,32
1510 DATA 69,84,65,84,32,194,32,84
1520 DATA 89,80,69,32,32,194,0,173
1530 DATA 195,195,195,195,195,195,195,19
5
1540 DATA 195,195,195,195,195,195,195,19
5
1550 DATA 195,195,195,177,195,195,195,19
```

```
5
1560 DATA 195,195,177,195,195,195,195,19
5
1570 DATA 195,195,189,0,67,72,79,73
1580 DATA 88,45,45,62,32,18,67,85
1590 DATA 82,83,69,85,82,83,146,0
1600 DATA 86,65,76,73,68,45,45,62
1610 DATA 32,18,60,82,69,84,85,82
1620 DATA 78,62,146,0,80,76,65,67
1630 DATA 69,82,32,76,69,32,68,73
1640 DATA 83,81,85,69,44,60,18,69
1650 DATA 83,80,65,67,69,146,62,32
1660 DATA 69,78,83,85,73,84,69,0
1670 DATA 85,49,32,50,32,48,32,49
1680 DATA 56,0,66,45,80,32,50,32
1690 DATA 48,0,2,205,104,5,4,19
1700 DATA 16,21,18,104,165,251,24,105
1710 DATA 29,133,251,144,2,230,252,56
1720 DATA 165,253,233,3,133,253,76,225
1730 DATA 195,96,173,167,195,172,168,195
1740 DATA 133,251,132,252,169,0,133,97
1750 DATA 173,169,195,172,170,195,133,25
3
1760 DATA 132,254,165,253,24,105,3,133
1770 DATA 253,144,2,230,254,165,252,201
1780 DATA 206,240,214,160,0,177,251,72
1790 DATA 165,251,24,105,3,133,251,144
1800 DATA 2,230,252,177,251,201,160,240
1810 DATA 15,201,0,240,166,201,65,144
1820 DATA 7,201,91,176,3,24,73,64
1830 DATA 145,253,32,130,196,200,192,16
1840 DATA 208,225,230,97,165,253,24,105
1850 DATA 24,133,253,144,2,230,254,160
1860 DATA 0,104,72,42,16,14,169,60
1870 DATA 145,253,32,130,196,104,24,73
1880 DATA 192,72,16,17,106,16,7,104
1890 DATA 24,73,128,72,208,7,169,42
1900 DATA 145,253,32,130,196,165,253,24
1910 DATA 105,6,133,253,144,2,230,254
1920 DATA 104,170,160,0,189,171,195,145
1930 DATA 253,32,130,196,24,165,251,105
1940 DATA 29,133,251,144,2,230,252,24
1950 DATA 165,253,105,7,133,253,144,2
1960 DATA 230,254,76,225,195,24,165,253
1970 DATA 105,0,133,65,165,254,105,212
1980 DATA 133,66,169,1,145,65,96,173
1990 DATA 169,195,172,170,195,133,251,13
2
2000 DATA 252,160,0,169,32,162,2,145
2010 DATA 251,136,208,251,230,252,202,20
8
2020 DATA 246,165,96,208,1,96,169,0
2030 DATA 133,96,169,50,141,150,195,162
2040 DATA 15,32,201,255,162,0,189,159
2050 DATA 195,240,6,32,210,255,232,144
2060 DATA 245,32,204,255,162,2,32,201
2070 DATA 255,162,255,232,189,0,205,32
2080 DATA 210,255,224,255,208,245,32,204
2090 DATA 255,162,15,32,201,255,162,0
2100 DATA 189,149,195,240,6,32,210,255
2110 DATA 232,144,245,32,113,194,162,0
2120 DATA 189,0,1,240,6,32,210,255
2130 DATA 232,208,245,32,204,255,96,169
2140 DATA 104,160,5,133,253,132,254,206
2150 DATA 2,207,174,2,207,240,14,24
2160 DATA 165,253,105,40,133,253,144,2
2170 DATA 230,254,202,208,242,24,165,253
2180 DATA 105,3,133,253,144,2,230,254
2190 DATA 238,2,207,96,169,0,162,16
2200 DATA 157,60,3,157,0,96,202,208
2210 DATA 247,32,204,255,169,1,133,96
2220 DATA 32,12,197,160,0,177,253,201
2230 DATA 160,240,18,201,27,176,2,73
2240 DATA 64,153,61,3,169,32,145,253
2250 DATA 200,192,16,208,232,169,0,153
2260 DATA 61,3,174,0,207,160,3,24
2270 DATA 32,240,255,162,0,134,65,32
2280 DATA 228,255,240,251,201,13,240,15
2290 DATA 166,65,157,0,96,32,210,255
2300 DATA 232,134,65,224,16,208,232,169
2310 DATA 0,166,65,157,0,96,170,173
2320 DATA 0,96,240,17,189,0,96,157
2330 DATA 61,3,232,224,16,208,245,232
2340 DATA 169,0,157,61,3,160,0,185
2350 DATA 61,3,201,0,240,17,201,65
2360 DATA 144,6,201,91,176,2,73,64
2370 DATA 145,253,200,192,16,208,232,165
2380 DATA 253,24,105,24,133,253,144,2
2390 DATA 230,254,160,0,169,32,73,128
2400 DATA 145,253,32,130,196,208,49,32
2410 DATA 228,255,240,251,201,13,240,72
2420 DATA 201,17,208,243,160,0,177,253
2430 DATA 73,128,201,60,208,8,169,42
2440 DATA 73,128,145,253,208,18,201,42
2450 DATA 208,8,169,32,73,128,145,253
2460 DATA 208,6,169,60,73,128,145,253
2470 DATA 160,0,177,253,73,128,201,32
2480 DATA 208,6,169,128,133,53,208,191
2490 DATA 201,60,208,6,169,192,133,53
2500 DATA 208,181,169,0,133,53,240,175
2510 DATA 160,0,177,253,73,128,145,253
2520 DATA 165,253,24,105,6,133,253,144
2530 DATA 2,230,254,160,0,177,253,73
2540 DATA 128,145,253,32,130,196,208,61
2550 DATA 32,228,255,240,251,201,13,240
2560 DATA 102,201,17,208,243,160,0,177
2570 DATA 253,201,132,208,6,169,147,145
2580 DATA 253,208,34,201,147,208,6,169
2590 DATA 144,145,253,208,24,201,144,208
2600 DATA 6,169,149,145,253,208,14,201
2610 DATA 149,208,6,169,146,145,253,208
2620 DATA 4,169,132,145,253,160,0,177
2630 DATA 253,201,132,208,6,169,0,133
2640 DATA 54,240,181,201,147,208,6,169
2650 DATA 1,133,54,208,171,201,144,208
2660 DATA 6,169,2,133,54,208,161,201
2670 DATA 149,208,6,169,3,133,54,208
2680 DATA 151,169,4,133,54,208,145,160
2690 DATA 0,177,253,73,128,145,253,165
2700 DATA 53,24,101,54,141,60,3,169
2710 DATA 2,160,205,133,251,132,252,206
2720 DATA 2,207,174,2,207,240,13,165
2730 DATA 251,105,32,133,251,144,2,230
2740 DATA 252,202,208,243,238,2,207,160
2750 DATA 0,173,60,3,201,128,208,2
2760 DATA 169,0,145,251,165,251,24,105
2770 DATA 3,133,251,144,2,230,252,160
2780 DATA 0,185,61,3,240,8,145,251
2790 DATA 200,192,16,208,244,96,169,160
2800 DATA 145,251,200,192,16,208,247,96,
-1
```

MO5

ASTATE

Magicien, voleur ou clerc peu importe : vous devrez affronter les mêmes dangers. Monstres, dragons de toute sorte et créatures mythologiques font partie de l'univers de ce jeu de rôle.

```
5 CLS:LOCATE0,0,0:CONSOLE,,,1:SCREEN3,3,
0:ATTRB1,1:LOCATE14,12:X=160:Y=99:PSET(X
,Y),3:FORI=0 TO 319STEP 3:LINE(X,Y)-(I,1
99),3:LINE(X,Y)-(I,0),3:NEXT:PRINT "ASTA
TE":SCREEN3,0,0:PLAY"PPP"
10 CLEAR350,40780,126:DEFINT A-Y:FORI=1
TO PEEK(8241):A=RND:NEXT::DIMTBL$(40):DI
MA(24,19):POKE8310,7:ALC$="ANSMUTERM":AV
A$="AVANCER":EMP$="EMPRUNTER":MPA$="AGE"
20 GOSUB20000:GOSUB50000:RESTORE30000:FO
RT=0 TO40:READA$:TBL$(T)=A$:NEXT:RESTORE
38000:FORT=1TO8:READ A$,A,B,C:MONSTR$(T)
=A$:VMO(T)=A:FMO(T)=B:RMO(T)=C:NEXT
100 CLS:CONSOLE,,,0:SCREEN 0,7,8:ATTRB0,
0:PRINT:PRINT:ATTRB0,1:FLAG=0
120 NM=1:PRINT"QUEL SERA VOTRE NOM ? ";:
FIN=7:GOSUB40000:NAME$=MEDIUM$:IF FLAG=1
THEN100
125 IF NAME$=""THEN100
128 IF LEN(NAME$)<7THENNAME$=" "+NAME$:G
OTO128
130 PRINT"QUEL EST VOTRE AGE ? ";:FIN=1:
GOSUB40000:AGE$=MEDIUM$:IF FLAG=1THEN100
230 PRINT"QUEL EST VOTRE TAILLE (CM) ? "
;:FIN=2:GOSUB40000:TAIL$=MEDIUM$:IF FLAG
=1 THEN100

280 IF VAL(TAIL$)>200THEN100
290 PRINT"QUEL EST VOTRE POIDS (KG) ? ";
:FIN=2:GOSUB40000:POID$=MEDIUM$:IF FLAG=
1THEN100
300 IFVAL(POID$)>200THEN100
310 AGE=VAL(AGE$)+1:POID=VAL(POID$)/100+
1:TAIL=VAL(TAIL$)/100+1
320 PV=ABS(33-AGE/3)+50:POWER=POID*TAIL*
2:RES=POID*3:IFAGE<=9 OR AGE>90THENPV=10
:POWER=1:RES=1
322 PLAY"SI":COLOR7,0:PRINT"VOULEZ-VOUS
CORRIGER VOS DONNEES ? (O/N)";:X$=INPUT$
(1):IF X$="O"THENSCREEN0,7:GOTO100
324 SCREEN0,7:CLS:PRINT:PRINT"SEREZ VOUS
  :    1=>MAGICIEN":PRINTTAB(16)"2=>GUERR
IER":PRINTTAB(16)"3=>VOLEUR":PRINTTAB(16
)"4=>CLERC":GOSUB51000:PRINT:PRINT:PRINT
"CHOISISSEZ LE CODE CORRESPONDANT. =>";:X
$=INPUT$(1):PRINTX$;:PLAY"P":CLS:PRINT:P
RINT:UJ=VAL(X$)
325 PRINT:PRINT"VOICI POUR VOUS UNE BOUR
SE CONTENANT 15 PIECES ET DE LA NOURRITU
RE POUR 6 JOURS":PRINT:ATTRB1,1:PRINT"**
**********************";:PRINT:LOCATE16,18:P
RINTBOURSE$:LOCATE21,18:PRINTNOUR$:GOSUB
25000
327 CLS:IF VAL(X$)<=0 OR VAL(X$)>4 THEN
PV=1:POWER=1:RES=1:PEIRA=1:PUR=0:TYXH=3
328 TYXH=6+(X$="1"OR X$="4"):PEIRA=8+(X$
="2"ORX$="3")*2:PUR=1+(X$="3"):PV=PV+RND
*3
330 ATTRB0,0:PRINTCHR$(20):HEUR=5:JOUR=1
:GOSUB41500:GOSUB41000:FOR TP=1 TO 8:PSE
T(1,20)CHR$(162):PLAY"PP":PSET(1,20)" ":
PLAY"P":NEXT:BOURSE=15:FLAG=0
334 A$(1)=" VOUS ETES A L' ENTREE":A$(2)
="       DU VILLAGE      ":A$(3)="    DE L
A MALEDICTION":BOURSE$="":NOUR$="":X=1:Y
=20
340 IFX<10RX>25ORY<1ORY>20THENSCREEN0,7:
GOSUB21500:GOSUB21000:GOTO63000
341 IF HEUR=21ANDMANGE=0THENPOWER=(POWER
-1)*-(POWER>0):RES=(RES-1)*-(RES>0)
342 IFHEUR=21THENGOSUB20300:IFINSTR(REP$
,"DORMIR")=0THEN GOTO22000ELSEFORTP=0TO6
:BEEP:PLAY"P":HEUR=(HEUR+1)*-(HEUR<23):G
OSUB41500:NEXT:GOSUB20300:A$(1)="VOUS VO
US REVEILLEZ...":A$(2)="VOUS POUVEZ REPA
RTIR...":A$(3)="":GOSUB20500:A$(1)="":A$
(2)="":GOTO340
345 IF A$(1)<>""THEN350
348 A$(1)=NAME$+" IL VOUS RESTE:":A$(2)=
"       "+STR$(5-JOUR)+" JOUR"+CHR$(83*-(
JOUR<4)):A$(3)="       "+STR$(24-HEUR)+"
HEURE"+CHR$(83*-(HEUR<23)):IF JOUR=5 THE
N A$(2)="       SEULEMENT !"
350 GOSUB21500:GOSUB20500:GOSUB 20300:IF
HEUR=21THEN340
352 Y=Y+((REP$="N"ORREP$="NORD")-(REP$="
S"ORREP$="SUD"))*(RND*3+1):X=X+((REP$="O
"ORREP$="OUEST")-(REP$="E"ORREP$="EST"))
*(RND*3+1):A$(1)="":A$(2)="":A$(3)=""
353 IFRND(.3 THEN A=RND*6+1:GOSUB40500:G
OSUB63500:GOTO340

355 IFX=15ANDY=19THENLOCATE0,22:PRINT"UN
E FORCE ETRANGE VOUS FAIT PENETRER";:LOC
ATE0,23:PRINT"DANS UNE MAISON MYSTERIEUS
E ...";:GOSUB25000:GOSUB63500:GOSUB5000:
FLAG=0:GOTO340
360 IF(REP$="V"OR REP$="VOIR")ANDBOURSE>
0THENGOSUB21500:GOSUB41000:PSET(X,Y)CHR$
(162):BOURSE=BOURSE-1:EXEC40781:GOSUB215
00
362 IFX=10ANDY=19ANDAUB=0THENGOSUB8000:F
LAG=0:GOTO340
364 IF ARMU=0ANDX=23ANDY=17THENGOSUB4000
:FLAG=0:GOTO340
366 IFX=1ANDY=17 THENGOSUB7000:FLAG=0:GO
TO340
370 IFY=15AND(X=21ORX=11) THENGOSUB21500
```

```
:LOCATE 3,8:PRINT "VOUS VOUS ENLISEZ ...
":FORT=1 TO 1500:NEXT:LOCATE 3,12:PRINT"
VOUS ETES MORT ! ! !":GOTO63000
375 IF X=9ANDY=18 THENGOSUB21500:LOCATE2
,8:PRINT"UNE ETRANGE CREATURE ..":FOR T=
1TO4000:NEXT:LOCATE2,10:PRINT"SES MAINS
VOUS SERRENT":LOCATE2,12:PRINT"LA GORGE
...":FORT=1TO1500:NEXT:LOCATE2,14:PRINT"
VOUS TOMBEZ MORT !":GOTO63000
377 IF(Y=18ANDX=10)OR(Y=17AND(X=19ORX=18
))THENGOSUB21500:LOCATE2,8:PRINT"QUELLE
DOULEUR ATROCE!":GOSUB25000:LOCATE2,10:P
RINT"LA FLECHE D'ALGOS":LOCATE2,12:PRINT
"S'EST PLANTEE DANS VOTRE":LOCATE2,14:PR
INT"OEIL DROIT!":GOTO63000
380 IF X=4ANDY=15THEN GOSUB21500:LOCATE3
,8:PRINT"LE PONT S'EFFONDRE ! !":FORT=1T
O1500:NEXT:LOCATE 3,12:PRINT "VOUS VOUS
NOYEZ ...":GOTO 63000
382 IF Y=15THEN GOSUB10000:GOTO2000
385 W=(MANGE AND REP$="MANGER"):IF W=1 T
HEN LOCATE 0,23:PRINT"VOUS VOULEZ ENCORE
 "REP$" !":FORT=1TO1500:NEXT:LOCATE0,23:
PRINTCHR$(24)
390 IF REP$="MANGER"ANDMANGE=0 THENMANGE
=1:A$(1)="VOUS VOUS SENTEZ MIEUX":GOTO34
0
395 IF(X=19ANDY=20)ANDCROIX=0THENGOSUB60
00:LOCATE0,22:PRINT"VOUS ETES DEVANT UNE
 MAISON ISOLEE":GOSUB20300:IFREP$<>"ENTR
ER"THENGOSUB63500:GOTO340ELSEGOSUB6500:G
OSUB9000:FLAG=0:GOTO340
400 IFY=20AND(X>5 AND X<9)THENA$(1)="
VOUS ETES SUR LA    ":A$(2)="   RUE  PRIN
CIPALE    ":A$(3)="       DU VILLAGE
 ":GOTO340
420 GOTO340
2000 '
2010 GOSUB6000:LOCATE0,22:PRINT"DEVANT V
OUS LA MAISON DE L'ALCHIMISTE .."
2020 GOSUB20300:IFREP$<>"TR"+ALC$+"UR"TH
ENGOSUB21500:GOSUB63500:LOCATE0,22:PRINT
"VOUS VOUS SENTEZ LOURD,TRES LOURD ..":L
OCATE0,23:PRINT"VOUS ETES TRANSFORME EN
STATUE DE PLOMB";:GOTO63000
2040 LOCATE0,24:PRINTCHR$(24);:GOSUB6350
0:EXEC40907:PLAY"PP":EXEC40907:PLAY"PP":
EXEC40907:GOSUB6500:ATTRB1,1:LOCATE8,6:P
RINTALCH$YOUSTA$;:ATTRB0,0:LOCATE0,22:PR
INT"DEUX TETES DANS LE FOND ...":LOCATE0
,23:PRINT"EST-CE UN MIRAGE ?":GOSUB25000
:GOSUB63500
2050 LOCATE0,22:PRINT"NOUS NE SOMMES PAS
 UN MIRAGE DIT LE":LOCATE0,23:PRINT"PLUS
 JEUNE....":EXEC40781:GOSUB63500:LOCATE0
,22:PRINT"UNE PARTIE DE NOUS MEME EST BI
EN ICI":EXEC40781:GOSUB63500
2060 LOCATE0,22:PRINT"MAIS NOTRE ESSENCE
 VITALE,CE QUE DANS":LOCATE0,23:PRINT"TA
 LANGUE SE DIT,AME EST ....":EXEC40781:G
OSUB63500
2070 LOCATE0,22:PRINT"PROVISOIREMENT DAN
S UN AUTRE UNIVERS ..";:LOCATE0,23:PRINT
"NOUS SOMMES LA POUR T'AIDER ...":LOCATE
6,4:PRINT"AKOULOGORASIS":EXEC40781:GOSUB
63500:EXEC40907:EXEC40781:EXEC40907:EXEC
40781:EXEC40907
2080 LOCATE2,3:PRINT"MOI YOUSTAKORI DE C
EGRE":LOCATE2,4:PRINT"PUT PARVENIR A":LO
CATE2,5:PRINT"ECHAPPER A L'EMPRISE":LOCA
TE2,6:PRINT"D'ABRAGEDEON."
2090 LOCATE2,7:PRINT"VOILA ECRIT SUR CE"
:LOCATE2,8:PRINT"ANTHRAPURUS,":LOCATE2,9
:PRINT"LE CHEMIN QU'IL SEMBLE":LOCATE2,1
0:PRINT"AVOIR EMPRUNTE POUR":LOCATE2,11:
PRINT"REVENIR CHEZ MON":LOCATE2,12:PRINT
"MAITRE CLANGOR"
2100 LOCATE7,16:PRINT"YOUSTAKORI":GOSUB2
5000:GOSUB25000:EXEC40907:EXEC40907:EXEC
40907
2110 LOCATE2,4:PRINT"S,O,S,E,E,S,E,E,E,N
,":LOCATE2,5:PRINT"E(13 fois),S,O,O,O,O,
":LOCATE2,6:PRINT"O,S,S,S,E,S,E(5 fois)"
:LOCATE2,7:PRINT"S(3 fois)":EXEC40907:EX
EC40781:EXEC40781:EXEC40781:EXEC40907:EX
EC 40907
2120 LOCATE2,4:PRINT"LE TEMPS VA S'ARRET
ER":LOCATE2,6:PRINT"POUR TOI.":LOCATE2,8
:PRINT"ET SUR L'INANIME":LOCATE2,10:PRIN
T"LE LOGOS DESCENDRA":LOCATE2,12:PRINT"P
OUR UN INSTANT !":LOCATE6,14:PRINT"CLANG
OR":GOSUB25000:GOSUB21500
2130 GOSUB6500:PSET(12,10)GR$(107):GOSUB
20300:IFREP$="ECOUTERCLE"THEN LOCATE7,10
:PRINT"AG,AD,AG":PLAY"PPPPPPP":GOSUB2150
0
2135 LOCATE2,4:PRINT"PREPAREZ VOUS A PAR
TIR":LOCATE2,6:PRINT"POUR LA VIE OU LA M
ORT.":LOCATE2,8:PRINT"COMME CLANGOR L'A
PROMIS":LOCATE2,10:PRINT"LE TEMPS VA S'A
RRETER":LOCATE2,12:PRINT"JUSQU'A CE QUE
LA FLEUR":LOCATE2,14:PRINT"SOIT ENTRE VO
S MAINS."
2140 LOCATE0,24:PRINTCHR$(24);:GOSUB2500
0:PLAY"PPPP":GOSUB21500
2500 GOSUB41000:PSET(21,14)CHR$(162):LOC
ATE0,22:PRINT"VOILA POUR LA DERNIERE FOI
S LA CARTE":LOCATE0,23:PRINT"ET VOTRE PO
SITION":EXEC40781:GOSUB63500:IFARMU=0 TH
ENPOWER=0
2510 GOSUB41500:SCREEN0,7:GOSUB21500:FLA
G=1:FORLOOP=0TO40:GOSUB21500:FLAG=1
2520 GOSUB20300:X$=LEFT$(REP$,1):ATTRB1,
1:LOCATE11,10:PRINTX$:ATTRB0,0:PLAY"A004
L24T5SI":IFX$<>LEFT$(TBL$(LOOP),1)THEN63
000
2530 A=VAL(RIGHT$(TBL$(LOOP),1)):IFA=0 T
HEN 2560
2540 IF A=9 THEN GOSUB61000:GOTO2560
2550 POKE8310,255:GOSUB40500:POKE8310,7:
GOSUB63500
2560 NEXT
3000 '
3010 GOSUB21500:BOXF(1,1)-(25,15)CHR$(16
3):BOXF(68,28)-(132,129):LINE(68,129)-(7
,168):LINE(132,129)-(208,168):LINE(7,129
)-(208,129):LINE(10,2)-(14,2)CHR$(127):L
INE(9,3)-(15,3)CHR$(127)
3020 LINE(11,1)-(13,1)CHR$(127):BOXF(10,
5)-(14,7)"#",0,3:COLOR0,7:PSET(10,10)"o"
3030 LOCATE0,22:PRINT"APRES TANT D'EFFOR
TS VOUS VOILA DEVANT":LOCATE0,23:PRINT"L
A PORTE BLINDEE DU CHATEAU"
3035 IF PEIRA<150RPUR=0THENGOSUB25000:GO
SUB63500:LOCATE0,22:PRINT"VOUS TOMBEZ MO
RT! QUI SAIT POUR0UOI ..":GOSUB21500:GOT
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063000
3040 GOSUB20300:IFREP$<>"FORCERPORTE"THE
NPUR=0:GOTO3035
3050 SCREEN0,7:GOSUB63500:GOSUB3500
3060 GOSUB20300:IFREP$<>"N"THENLOCATE0,2
2:PRINT"ENTREE PIEGEE !! VOUS ETES BRULE
 VIF !":PLAY"PPPP":GOTO63000
3070 GOSUB3500:GOSUB40200:LOCATE0,22:PRI
NT"VOUS ETES DANS LA SALLE NOIRE !":GOSU
B20300:IFREP$<>"N"THENLOCATE0,22:PRINT"T
OUT S'EFFACE DEVANT VOUS ...":EXEC40907:
EXEC40907:EXEC40907:GOSUB21500:GOTO63000
3090 GOSUB63500:GOSUB53000:LOCATE0,22:PR
INT"VOUS ETES DEVANT ABRAGEDEON":PLAY"PP
PPP":IF EPEE=0 THEN LOCATE0,23:PRINT"VOU
S TOMBEZ MORT !";:PLAY"PPP":GOTO63000
3095 LOCATE0,22:PRINT"UN RAYON JAILLIT D
E L'EPEE MAGIQUE !":PLAY"PPP":GOSUB63500
:GOSUB3600:FORT=1TO2500:NEXT:LOCATE0,22:
PRINT"ABRAGEDEON EST REDUIT EN CENDRES !
":PLAY"PPPP":LOCATE0,23:PRINT"IL EST ENF
IN MORT !!!":GOSUB25000:GOSUB21500:GOSUB
63500:GOSUB3500
3100 GOSUB20300:IFREP$<>"E"THENLOCATE0,2
2:PRINT"VOUS ETIEZ SI PRES DU BUT ....."
:PLAY"PPP":LOCATE0,23:PRINT"CETTE ENTREE
 ETAIT PIEGE AVEC UNE ...":GOSUB25000:GO
SUB63500:LOCATE0,22:PRINT"AVEC UNE FLECH
E EMPOISONNEE ...":PLAY"PPP":GOTO63000
3110 GOSUB6500:LOCATE0,22:PRINT"VOUS ETE
S DANS LA SALLE DU COFFRE ...":LOCATE0,2
3:PRINT"LE COFFRE EST BIEN ENTENDU INVIS
IBLE!":GOSUB25000:GOSUB63500
3120 LOCATE0,22:PRINT"QUE FAITES VOUS ?"
3130 FLAG=1:GOSUB20300:IF REP$<>"AGADAD"
OR(REP$="AGADAD"ANDCLE=0) THENLOCATE0,22
:PRINT"VOUS VOUS SENTEZ MAL ....":PLAY"P
PP":LOCATE0,23:PRINT"VOUS VOUS ECROULEZ
AU SOL !!":GOTO63000
3140 DEFGR$(68)=1,2,21,16,16,16,8,4:DEFG
R$(69)=128,64,88,8,8,8,16,32:DEFGR$(70)=
2,2,1,9,21,3,1,1:DEFGR$(71)=64,64,128,18
4,200,128,128,128:ATTRB1,1:COLOR3:LOCATE
10,11:PRINTGR$(68)GR$(69):PLAY"PPPP":LOC
ATE10,13:PRINTGR$(70)GR$(71):ATTRB0,0:CO
LOR0
3150 LOCATE0,22:PRINT"L'ASPHODELE EST A
VOUS !!":GOSUB25000:GOSUB63500:LOCATE0,2
2:PRINT"LA FORCE DE CLANGOR VOUS TRANSPO
RTE":LOCATE0,23:PRINT"DANS LES AIRS !!":
GOSUB25000:GOSUB63500:EXEC40907:EXEC4090
7:EXEC40907:SCREEN0,7:GOSUB21500
3155 DEFGR$(68)=0,0,7,8,16,39,72,144:DEF
GR$(69)=0,0,224,16,8,228,18,9:DEFGR$(70)
=224,128,120,39,16,8,7,0:DEFGR$(71)=7,1,
30,228,8,16,224,0:OUV$=GR$(68)+GR$(69)+S
AUT$+GR$(70)+GR$(71)
3158 DEFGR$(72)=0,0,0,0,31,32,64,128:DEF
GR$(73)=0,0,0,0,248,4,2,1:DEFGR$(74)=255
,128,64,32,31,0,0,0:DEFGR$(75)=255,1,2,4
,248,0,0,0:FERM$=GR$(72)+GR$(73)+SAUT$+G
R$(74)+GR$(75)
3160 ATTRB1,1:LOCATE10,11:COLOR1:PRINTFE
RM$:PLAY"P":LOCATE10,11:PRINTOUV$:ATTRB0
,0:LOCATE0,22:COLOR0:PRINT"DITES VITE.."
;:PLAY"PP":LOCATE10,11:COLOR1:ATTRB1,1:P
RINTFERM$:PLAY"PP":LOCATE10,11:PRINTOUV$
:ATTRB0,0:LOCATE0,22:COLOR0:PRINT"LE MOT
 QU'IL FAUT"
3165 PLAY"PP":ATTRB1,1:LOCATE10,11:COLOR
1:PRINTFERM$:PLAY"P":LOCATE10,11:PRINTOU
V$:COLOR0:ATTRB0,0:LOCATE0,22:PRINT"POUR
 SAUVER ASTATE ..":PLAY"PP":COLOR1:ATTRB
1,1:LOCATE10,11:PRINTFERM$:PLAY"P"
3168 LOCATE10,11:PRINTOUV$:PLAY"P":ATTRB
0,0:COLOR0:LOCATE0,22:PRINT"VITE !!"CHR$
(24):COLOR1:ATTRB1,1:LOCATE10,11:PRINTFE
RM$:ATTRB0,0:COLOR0
3170 GOSUB20300:IF REP$<>"AKOULOGORASIS"
THENSCREEN0,7:LOCATE0,22:PRINT"MALHEUREU
X !!"CHR$(24):LOCATE0,23:PRINT"VOUS AVEZ
 REDONNE LA VIE ET LA FLEUR  A"CHR$(24);
:GOSUB25000:GOSUB63500:GOSUB53000:GOTO63
000
3175 CLS:SCREEN7,6,6:GOSUB63500:ATTRB1,1
:PRINT:LOCATE14,9:PRINTALCH$YOUSTA$:ATTR
B0,0:LOCATE7,22:PRINT"NOUS TE REMERCIONS
 "NAME$" POUR";:LOCATE1,23:PRINT"AVOIR S
AUVE ASTATE DE LA MALEDICTION";:GOSUB635
10:RUN
3500 GOSUB6500:BOX(75,50)-(120,130):LINE
(75,130)-(120,130),-8:BOX(78,53)-(117,12
7):LINE(78,127)-(117,127),-8:LINE(75,50)
-(78,53):LINE(120,50)-(117,53):LINE(120,
130)-(117,127):LINE(75,130)-(78,127)
3510 LINE(168,52)-(168,141):LINE(188,49)
-(188,154):LINE(188,49)-(168,52):LINE(16
8,141)-(188,154),-8:LINE(175,53)-(175,14
1):LINE-(168,141):LINE(168,52)-(175,53):
LINE-(188,52):RETURN
3600 ATTRB1,1:LOCATE12,3:PRINTGR$(103):A
TTRB0,0:FORTP=35TO80STEP10:LINE(105,TP)-
(100,TP+20),1:LINE(105,TP)-(109,TP+20),1
:GOSUB3620:NEXT:PLAY"A0L24T504":RETURN
3620 FORT=1TO10:PLAY"A4L3T803D0":NEXT:RE
TURN
4000 GOSUB6000:LOCATE8,2:PRINT"ARMURERIE
":GOSUB20300:IF REP$<>"ENTRER" THEN GOSU
B21500:RETURN
4010 GOSUB6500:BOXF(54,31)-(145,72):LOCA
TE8,4:PRINT"* ARMES *":LOCATE7,5:PRINT"A
RMURE    18":LOCATE7,6:PRINT"BOUCLIER 16"
:LOCATE7,7:PRINT"EPEE       5":LOCATE7,8:
PRINT"DAGUE     3"
4015 BOXF(6,12)-(17,13)CHR$(127):LINE(16
,13)-(16,16)CHR$(127):LINE(7,13)-(7,16)C
HR$(127)
4020 LOCATE7,11:ATTRB1,1:PRINTGR$(105)GR
$(105)GR$(104);:ATTRB0,1:PRINTGR$(103)GR
$(103):ATTRB0,0:LOCATE21,8:PRINTGR$(106)
GR$(106)GR$(106)
4025 IF BOURSE<3 THEN LOCATE0,22:PRINT"D
OMMAGE VOUS NE POUVEZ RIEN ACHETER":LOCA
TE0,23:PRINT"C'EST TRES CHER POUR VOUS .
.!":GOSUB25000:GOSUB63500:GOSUB21500:RET
URN
4030 LOCATE0,22:PRINT"VOUS DISPOSEZ DE "
BOURSE" PIECES":LOCATE0,23:PRINT"QU' ACH
ETEZ VOUS ?":GOSUB20300
4040 IF REP$<>"EPEE"XOR REP$<>"DAGUE"XOR
 REP$<>"RIEN" THEN4030
4045 IF REP$="RIEN" THENGOSUB 63500:GOSU
B21500:RETURN
4047 GOSUB63500
4050 IFREP$="EPEE"AND BOURSE>=5THEN POWE
R=POWER+5:BOURSE=BOURSE-5:LOCATE0,22:PRI
```

```
NT"OK, MAIS SAVEZ VOUS VOUS EN SERVIR ?"
;:ATTRB0,1:LOCATE13,11:PRINT" ":ATTRB0,0
:GOSUB25000:GOSUB21500:LOCATE0,22:PRINTC
HR$(24);:ARMU=1:RETURN
4060 IF BOURSE>=3 THEN POWER=POWER+3:BOU
RSE=BOURSE-3:LOCATE0,22:PRINT"CROYEZ VOU
S QUE LA DAGUE SUFFIRA ?";:LOCATE21,8:PR
INT" ":GOSUB25000:GOSUB21500:LOCATE0,22:
PRINTCHR$(24);:ARMU=1
4070 RETURN
5000 GOSUB21500:LOCATE4,2:PRINT"SI VOTRE
  TEMERITE":LOCATE4,4:PRINT"VERS LA FLEU
R VOUS":LOCATE4,6:PRINT"AMENE , SACHEZ Q
UE":LOCATE4,8:PRINT"LA RIVIERE  N' EST":
LOCATE4,10:PRINT"PEUT ETRE FRANCHIE":LOC
ATE4,12:PRINT"QUE PAR LE  CHEMIN"
5010 LOCATE4,14:PRINT"QUI PASSE  DEVANT
":LOCATE4,16:PRINT "L' ARMURERIE.":LOCAT
E9,18:PRINT"CLANGOR"
5020 EXEC40907:LOCATE0,22:PRINT"REGARDEZ
! SUR LE MUR,EST-CE UN MESSAGE?";:LOCATE
0,23:PRINT"DOMMAGE QU'IL SOIT A MOITIE E
FFACE ...";:GOSUB63500:EXEC40781:GOSUB21
500:RETURN
6000 FLAG=1:GOSUB21500:BOXF(1,1)-(25,15)
CHR$(163)
6005 BOXF(68,28)-(132,129),-8:BOX(68,28)
-(132,129):BOX(68,28)-(132,124):BOX(70,3
0)-(130,120):PSET(9,9)","BOXF(85,40)-(1
15,56):LINE(68,129)-(7,168):LINE(132,129
)-(208,168):BOX(83,38)-(117,58):LINE(7,1
29)-(208,129):RETURN
6500 GOSUB21500:BOX(44,24)-(152,130):LIN
E(44,130)-(7,168):LINE(152,130)-(208,168
):LINE(44,24)-(7,7):LINE(152,24)-(208,7)
:RETURN
6510 BOX(44,24)-(152,130):LINE(44,130)-(
7,168):LINE(152,130)-(208,168):LINE(44,2
4)-(7,7):LINE(152,24)-(208,7):RETURN
7000 IF COLLIER=1 THEN RETURN ELSEGOSUB6
000:LOCATE0,22:PRINT"VOUS ETES DEVANT UN
E PORTE":GOSUB20300:IF REP$<>"ENTRER" TH
ENGOSUB63500:GOSUB21500:RETURN
7010 GOSUB6500:ATTRB1,0:LOCATE12,18:PRIN
TGR$(108);:ATTRB0,0:LOCATE0,22:PRINT"VOU
S ETES DANS UNE GRANDE PIECE ...";:LOCAT
E0,23:PRINT"SUR LE SOL VOUS VOYEZ UN BEA
U COLLIER !";
7015 ATTRB1,1:LOCATE9,16:PRINTGR$(111);:
ATTRB0,0:GOSUB20300:IF REP$="PRENDRERECI
PIENT"ORREP$="PRENDREVASE"THEN:LOCATE0,2
2:PRINT"TOUT DEVIENT NOIR....C'EST EST U
N OBJET":LOCATE0,23:PRINT"ENCHANTE PAR L
A FORCE D' ABRAGEDEON !!":GOTO63000
7020 IF REP$<>"PRENDRECOLLIER" THEN GOSU
B 63500:GOSUB21500:RETURN
7030 LOCATE0,22:PRINT"CE COLLIER VOUS AP
PARTIENT MAINTENANT .";:LOCATE0,23:PRINT
"ESPERONS QU'IL VOUS PORTERA CHANCE ...!
";:COLLIER=1:ATTRB1,0:LOCATE12,18:PRINT"
 ";:ATTRB0,0
7040 GOSUB25000:LOCATE0,22:PRINTCHR$(24)
;:LOCATE0,23:PRINTCHR$(24);:RETURN
8000 GOSUB6000:LOCATE9,2:PRINT"AUBERGE";
:PLAY"PPPPP":LOCATE0,22:PRINT"LA PORTE S
' OUVRE !":BOXF(72,32)-(128,118),-8:LINE
(120,38)-(120,116):LINE-(130,120):LINE(1
20,38)-(130,30):FORT=44 TO 50:LINE(123,T
)-(127,T-2):NEXT
8002 LINE(70,120)-(80,110):LINE-(80,30):
LINE(11,9)-(14,9)CHR$(127):LINE(12,9)-(1
2,11)CHR$(127):PSET(12,8)GR$(110):LINE(8
0,85)-(120,85):BOX(117,50)-(120,70)
8004 GOSUB20300:IF REP$<>AVA$THENGOSUB60
05:LOCATE9,2:PRINT"AUBERGE":LOCATE0,22:P
RINT"LA PORTE SE FERME !":PLAY"PPPPPP":G
OSUB63500:RETURN
8005 LOCATE0,22:PRINTCHR$(24);:GOSUB6500
:LINE(6,12)-(14,12)CHR$(127)
8010 LINE(7,13)-(7,16)CHR$(127):LINE(13,
13)-(13,16)CHR$(127):LINE(17,9)-(17,16)C
HR$(127):LINE(17,14)-(15,14)CHR$(127):LI
NE-(15,16)CHR$(127)
8020 BOX(77,43)-(121,87):BOX(79,45)-(119
,85):PSET(12,8)"/":BOXF(99,45)-(101,85):
FORI=47 TO 83 STEP2:LINE(79/I)-(119,I):N
EXT
8030 PSET(8,11)GR$(110):PSET(13,11)GR$(1
09):LOCATE0,22:PRINT"VOUS ETES DANS L'AU
BERGE DU VILLAGE":LOCATE0,23:PRINT"ELLE
PARAIT VIDE..":FORT=1 TO2000:NEXT:LOCATE
0,22:PRINT"MAIS..NON,QUELQU'UN ..PARLE..
...."CHR$(24);
8040 LOCATE0,23:PRINT"C'EST UNE VOIX DE
FEMME..":GOSUB20300:IF REP$<>"ECOUTERFEM
ME" THEN GOSUB63500:GOSUB21500:RETURN
8050 LOCATE0,22:PRINT"ELLE DIT : ALLEZ A
 LA MAISON QUI SE";:LOCATE0,23:PRINT"TRO
UVE APRES LA RIVIERE ...";:GOSUB25000
8060 GOSUB 63500:AUB=1:LOCATE0,22:PRINT"
L' AUBERGE EST REPUTEE DANS LA REGION":L
OCATE0,23:PRINT"POUR SON HYDROMEL...";
8070 GOSUB20300:IFREP$<>"BOIREHYDROMEL"T
HENGOSUB63500:LOCATE0,22:PRINT"DOMMAGE .
..!CE BREUVAGE EST FAMEUX !":FORT=1TO250
0:NEXT:GOSUB63500:RETURN ELSEDRINK=1:PV=
PV+150:LOCATE 13,11:PRINTGR$(113);:BOURS
E=(BOURSE-1)*-(BOURSE>0):GOSUB25000:GOSU
B63500:RETURN
9000 LOCATE6,13:PRINTGR$(114)GR$(115):LO
CATE6,14:PRINTGR$(116)GR$(117):LOCATE6,1
5:PRINTGR$(118)GR$(119):LOCATE6,16:PRINT
GR$(120)GR$(121):LOCATE6,17:PRINTGR$(122
)GR$(123):LOCATE6,18:PRINTGR$(124)GR$(12
5):LOCATE0,22:PRINT"DEVANT VOUS UN CLERC
"CHR$(24);
9010 ATTRB1,1:LOCATE12,6:PRINT"+";:ATTRB
0,0:GOSUB20300:IFREP$=EMP$+"CROIX"OR UJ=
4 THENATTRB1,1:LOCATE12,6:PRINT" ";:ATTR
B0,0:GOSUB25000:CROIX=1:PUR=1:GOSUB63500
:RETURN ELSEGOSUB63500:RETURN
10000 '
10010 IFBOURSE>12THEN10150
10020 FLAG=1:RX=14:RY=18:GOSUB21500:BOXF
(1,2)-(25,19)" ",4,12:PSET(RX,RY)CHR$(16
2):IF TYXH<5 THENPOKE8310,255
10025 COLOR0,7:LOCATE0,22:PRINT"VOUS ETE
S DANS LA RIVIERE":GOSUB25000:LOCATE0,22
:PRINT"L'EAU MONTE JUSQU' A VOTRE POITRI
NE":GOSUB20300:IF REP$<>"N"+MPA$+"R" THE
NLOCATE0,22:PRINTCHR$(24);:LOCATE0,24:PR
INTCHR$(24);:SCREEN0,7:GOTO10150
10028 LOCATE0,22:PRINTCHR$(24);:LOCATE0,
24:PRINTCHR$(24);:COLOR4,12
10030 I$=INKEY$:IF I$=""THEN 10100
10040 R1X=RX+(I$=CHR$(8))-(I$=CHR$(9)):R
```

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1Y=RY+(I$=CHR$(11)):PSET(RX,RY)" ":PSET(
R1X,R1Y)GR$(32):PSET(R1X,R1Y)GR$(33),0:F
ORTP=1 TO 250:NEXT:PSET(R1X,R1Y)GR$(32),
0:RX=R1X:RY=R1Y
10050 IF RX>17 OR RX<11 THEN 10140
10100 XX=RND*24+1:YY=RND*12+TYXH:PSET(XX
,YY)GR$(31),1:COLOR0:PLAY"O2A20L3T3SI#":
IF XX=RX AND YY=RY THEN GOTO10140
10110 IF RY=3 THEN PSET(RX,RY)" ":PSET(R
X,1)CHR$(162),0,7:LOCATE0,23:PRINT"OUF!
VOUS ETES SUR LA RIVE GAUCHE.":FOR TP=1
TO 1500:NEXT:LOCATE0,23:PRINTCHR$(24);:G
OSUB21500:SCREEN0,7,8:IFX=22 THEN POKE83
10,7:RETURN ELSE GOSUB21000:GOTO63000
10120 IF SCREEN(RX-1,RY)<>32 OR SCREEN(R
X+1,RY)<>32 OR SCREEN(RX,RY-1)<>32 OR SC
REEN(RX-1,RY-1)<>32 OR SCREEN(RX+1,RY-1)
<>32 THEN 10140
10130 GOTO10030
10140 PSET(RX,RY)GR$(31):LOCATE0,23:PRIN
T"DEVORE PAR LES GLOUKS MON PAUVRE!!";:S
CREEN0,7,8:GOTO63000
10150 GOSUB21500:LOCATE0,23:PRINT"VOUS V
OUS NOYEZ ..";:PSET(14,18)".":LOCATE12,1
7:PRINT"ICI !":GOTO63000
20000 '*LM
20010 FOR Z=40801 TO 40942:READ X$:POKE
Z,VAL("&H"+X$):NEXT
20015 FORZ=40781TO40798:READX$:POKEZ,VAL
("&H"+X$):NEXT:RETURN
20020 DATA B6,A7,C0,8A,01,B7,A7,C0,C6,28
,34,04,8E,1B,80,63,80,8C,1C,C0,25,F9,CC,
27,10,83,0,1,26,FB,35,4,5A,26,E7,39
20040 DATAB6,A7,C0,8A,01,B7,A7,C0,8E,01,
32,C6,19,30,0F,A6,84,43,A7,80,86,02,4A,8
1,0,26,FB,5A,8C,1A,31,22,06,C1,0,26,EA,2
0,E4,39
20050 DATAB6,A7,C0,8A,01,B7,A7,C0,8E,09,
E8,4F,30,88,23,63,80,4C,8C,0F,AF,22,06,8
1,05,26,F4,20,EE,39
20060 DATAB6,A7,C0,8A,01,B7,A7,C0,86,03,
8E,02,71,C6,17,30,88,11,68,80,5A,8C,18,F
1,22,06,C1,0,26,F4,20,ED,4A,26,E7,39
20070 DATA86,30,4A,8E,0,0,30,88,1,8C,27,
10,26,F8,4D,26,F1,39
20300 REP$=""
20305 IF FLAG=1 OR HEUR=21THEN GOTO20320
20310 HEUR=HEUR+1:JOUR=JOUR-(HEUR=5):MAN
GE=(MANGE OR-(HEUR=5))XOR-(HEUR=5):GOSUB
41500:IF HEUR=21 THENSCREEN0,7:GOSUB2150
0:GOSUB40200:RETURN  ELSE IF HEUR=5 THEN
SCREEN0,7:GOSUB21500:GOSUB40300:RETURN
20320 IF JOUR=6 THEN GOSUB53000:LOCATE0,
23:PRINT"MAITRE DE L'ASTATE POUR L'ETERN
ITE":GOSUB40200:GOSUB25000:GOSUB40200:GO
SUB25000:GOTO63000
20331 PRINTCHR$(20);:LOCATE0,24:PRINT "=
>"CHR$(24);
20332 FOR T=1TO37
20333 PRINT GR$(26);
20335 I$=INKEY$:IF I$="" THEN20335
20340 IF I$=CHR$(13)THENPRINTCHR$(8)CHR$
(32);:GOTO20402
20350 IF T=1AND I$=CHR$(8)THEN20305
20360 IF I$=CHR$(8)THEN T=T-2:PRINTI$" "
I$I$;:REP$=LEFT$(REP$,LEN(REP$)-1):GOTO
20400
20370 IF(I$<CHR$(65)ORI$>CHR$(90))ANDI$<
>" "THEN REP$="":GOTO20422
20380 PRINTCHR$(8)I$;
20390 REP$=REP$+I$
20400 NEXT
20402 I$=REP$:REP$="":FOR T=1 TO LEN(I$)
20405 IF MID$(I$,T,1)=" " THEN20420
20410 REP$=REP$+MID$(I$,T,1)
20420 NEXT
20422 IF REP$="" THEN GOSUB63500:LOCATE0
,22:PRINT"IL FAUT INSCRIRE L' ACTION A F
AIRE ET":LOCATE0,23:PRINT"NON PAS N'IMPO
RTE QUOI.OK ?":FORTP=1 TO 4500:NEXT:GOSU
B63500:GOTO20300
20424 IF ASC(REP$)>90 OR ASC(REP$)<65 TH
EN REP$="":GOTO20422
20425 RETURN
20500 BOX(1,1)-(25,20)GR$(112)
20510 LC=7:FOR I=1 TO 3:LOCATE 2,LC:PRIN
TA$(I):LC=LC+2:NEXT:FOR TP=1 TO700:NEXT:
GOSUB21500:RETURN
21000 '
21010 ATTRB0,0:LOCATE0,22:PRINT"LA FOUDR
E S'ABAT SUR VOUS ! ! !":EXEC 40801:POKE
 40857,32:POKE 40858,5
21015 FORT=1TO35-(DAY=0):EXEC40837:NEXT:
POKE 40857,134:POKE40858,70:LOCATE0,22:P
RINTCHR$(24);:RETURN
21500 '
21510 POKE40854,&H4F:EXEC40837:POKE40854
,&H43:RETURN
22000 GOSUB63500:LOCATE0,22:PRINT"NE SAV
IEZ-VOUS PAS QUE L'ON NE SE":LOCATE0,23:
PRINT"PROMENE PAS IMPUNEMENT LA NUIT ...
":GOSUB25000:GOSUB63500:LOCATE0,22:PRINT
"DANS LE ROYAUME D'ABRAGEDEON !":LOCATE0
,23
22010 PRINT"MAINTENANT,SUBISSEZ SA MALED
ICTION ...":GOSUB25000:JOUR=6:GOTO 20320
25000 FORTP=1 TO3500:NEXT:RETURN
30000 DATA N,N,N,0,01,0,0,0,N7,0,N,N8,N5
,E,E,E,E,E,N,09,05,0,0,06,0,0,0,0,02,0,0
,0,S5,0,05,05,N,0,0,N3,N4
38000 DATAUN VAMPIRE,18,9,4,UN TROLL,10,
8;3,UN DRAGON BLANC,31,10,6,UN DRAGON NO
IR,30,10,5,UN BALROG,9,9,2,UNE MEDUSE,15
,5,3,UN PHANTOME,17,5,2,UN DEMON,16,9,4
40000 MEDIUM$="":FOR T=0 TO FIN
40010 A$=INKEY$:IF A$=""THEN 40010 ELSE
IF A$=CHR$(13)THEN 40040
40015 IF NM=1THEN 40020 ELSE IFASC(A$)>5
7ORASC(A$)<48THEN FLAG=1:RETURN
40020 MEDIUM$=MEDIUM$+A$
40025 IF A$<=CHR$(32) THEN FLAG=1:RETURN
40030 PRINT A$;:NEXT
40040 PRINT:PRINT
40050 NM=0:FLAG=0:RETURN
40200 GOSUB41500:EXEC40837:RETURN
40300 GOSUB41500:SCREEN0,7:RETURN
40500 '
40504 VMO=VMO(A):TERA$=FIG$(A):GOSUB4160
0:LOCATE0,22:PRINTMONSTR$(A)" !!"CHR$(24
):EXEC40801
40505 IF RES(=0THENRES=1
40506 IFLEFT$(MONSTR$(A),3)="UNE"THEN IF
COLLIER=0THEN LOCATE0,22:PRINT"VOUS ETES
 PETRIFIE !!"CHR$(24);:GOTO63000
40508 IFLEFT$(MONSTR$(A),4)="UN V"THEN I
FCROIX=0 THEN LOCATE0,22:PRINT"VOUS ETES
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 VAMPIRISE !!"CHR$(24);:GOTO63000
40510 LOCATE0,22:PRINTCHR$(24);:BOX(229,
21)-(249,40):BOX(269,21)-(289,40):PSET(2
29,21),-8:PSET(249,40),-8:PSET(269,21),-
8:PSET(269,40),-8:LINE(290,22)-(290,39):
LINE(250,22)-(250,39):PSET(229,21),-8:PS
ET(229,40),-8
40518 ATTRB1,1:T=20:FORII=1TO75STEP4:LOC
ATE29,4:Z1=INT(RND*6+1):PRINTGR$(Z1):LOC
ATE34,4:Z2=INT(RND*6+1):PRINTGR$(Z2):BEE
P:GOSUB40519:T=T+II:NEXT:GOTO40520
40519 FORTP=1 TO T:NEXT:RETURN
40520 ATTRB0,0:GOSUB40950
40525 ATTRB1,1:FORII=1 TO 7:LOCATE29,4:Z
1=INT(RND*TYXH+1):PRINTGR$(Z1):LOCATE34,
4:Z2=INT(RND*TYXH+1):PRINTGR$(Z2):BEEP:B
EEP:FORTP=1TO3:NEXT
40530 I$=INKEY$:IFI$=" "THENATTRB0,0:LOC
ATE0,22:FRAP=(PV+POWER)/3+(Z1+Z2)/2:PRIN
T"VOUS FRAPPEZ AVEC FORCE "FRAP:EXEC4080
1:GOSUB40900:IFVMO<=0THENLOCATE0,22:PRIN
T"MONSTRE MORT!"CHR$(24):PLAY"PP":PEIRA=
PEIRA+1:BOXF(28,2)-(36,6)" ":ATTRB0,0:RE
TURNELSE40518
40532 IFI$<=CHR$(32)THEN40540
40535 IFI$="F"THENPEIRA=PEIRA-1:ATTRB0,0
:BOXF(28,2)-(36,6)" ":RETURN
40538 IFI$<>""THEN40540
40540 NEXT:ATTRB0,0:PLAY"DODO":LOCATE0,2
2:PRINT"TROP TARD "NAME$" ! "CHR$(24);:E
XEC40801:LOCATE0,22:PRINTCHR$(24);:GOTO4
0518
40900 IF FRAP<=RMO(A)THEN LOCATE0,22:PRI
NT"VOUS L'AVEZ RATE !"CHR$(24);:PLAY"P"
ELSE VMO=VMO-FRAP/RMO(A):LOCATE0,22:PRIN
T"VOUS L'AVEZ TOUCHE !"CHR$(24);:PLAY"PP
":LOCATE19,13:VMO=VMO*-(VMO>=0):PRINTVMO
40905 RETURN
40950 FRAP=(VMO+FMO(A))/3+(Z1+Z2)/2:GOSU
B41700
40960 IF FRAP<=RES THEN LOCATE0,22:PRINT
"IL VOUS A MANQUE ..."CHR$(24);:PLAY"PP
":RETURN
40970 PV=PV-FRAP/RES:GOSUB41500:LOCATE0,
22:PRINT"IL VOUS A TOUCHE !"CHR$(24);:PL
AY"P"
40980 IF PV<=0 THEN PV=0:GOSUB41500: LOC
ATE0,22:PRINT"VOUS ETES MORT !!"CHR$(24)
;:PLAY"PP":GOTO63000
40990 RETURN
41000 '
41010 BOX(7,7)-(208,168):BOX(5,5)-(210,1
70)
41020 LOCATE2,2:PRINTCHAT$;:LOCATE18,1:C
OLOR2,7:PRINTARB$ARB$ARB$ARB$:LOCATE19,2
:PRINTARB$ARB$:LOCATE20,3:PRINTARB$ARB$
41030 FORI=6 TO 12:LOCATE1,I:FORJ=1 TO 1
0:COLOR2,7:PRINTARB$;:NEXTJ,I:LOCATE11,1
1:PRINTARB$"  "ARB$ARB$
41040 LOCATE5,5:PRINTARB$ARB$" "ARB$ARB$
:LOCATE11,6:PRINTARB$:LOCATE3,13:PRINTAR
B$"     "ARB$ARB$:LOCATE2,14:PRINTARB$AR
B$;:COLOR0,7:PRINT"  "MAIS1$
41050 LOCATE1,17:PRINTMAIS2$MAIS2$MAIS2$
MAIS2$:LOCATE4,19:PRINTMAIS1$" "MAIS1$"
 "MAIS1$"  "MAIS2$
41060 LOCATE9,18:PRINTAUB$:LOCATE16,9:PR
INTRUIN$:LOCATE18,10:PRINTGR$(23);:COLOR
2,7:PRINTARB$ARB$" "ARB$" "ARB$
41070 LOCATE21,8:PRINTARB$ARB$ARB$:LOCAT
E13,19:PRINTARB$:LOCATE24,20:PRINTARB$:L
OCATE14,16:PRINTARB$ARB$" "ARB$
41080 LINE(1,15)-(25,15)FLE$,4:COLOR0:LO
CATE4,15:PRINTCHR$(127):COLOR2,7
41090 LOCATE9,1:PRINTARB$ARB$ARB$RB$ARB$
ARB$:COLOR0,7:LOCATE22,17:PRINT" "MAIS2$
;:LOCATE17,20:PRINT"  "MAIS1$"   ":LOCAT
E20,14:COLOR2,7:PRINTARB$;:COLOR0,7:PRIN
T" "MAIS2$
41100 LOCATE12,3:PRINTMAIS2$:LOCATE18,17
:PRINTHOUS$MAIS1$:LOCATE16,13:PRINTHOUS$
:RETURN
41500 LOCATE27,13:PRINT"AN 1000":LOCATE2
7,10:PRINT"MOIS DE NYX":LOCATE27,11:PRIN
T"JOUR ="JOUR:LOCATE27,12:PRINT"HEURE="H
EUR:ATTRB1,1:VRGR=68+4*(UJ-1):LOCATE30,7
:PRINTGR$(VRGR)+GR$(VRGR+1)+SAUT$+GR$(VR
GR+2)+GR$(VRGR+3):ATTRB0,0
41510 LOCATE27,16:PRINT"P.V. ="PV:LOCATE
27,17:PRINT"FOR. ="POWER:LOCATE27,18:PRI
NT"RES. ="RES:BOX(215,7)-(304,168):BOX(2
13,5)-(306,170):RETURN
41600 '
41605 GOSUB21500
41610 LOCATE11,9:ATTRB1,1:PRINTTERA$:GOS
UB41700:ATTRB0,0:LOCATE5,13:PRINT"POINTS
 DE VIE="VMO(A);:RETURN
41700 FORJ=1 TO 30:EXEC40877:PLAY"A39L1T
2901LAA0L2404T5":NEXT:RETURN
50000 '
50010 DEFGR$(0)=12,12,63,127,255,32,32,6
3:DEFGR$(7)=0,0,252,254,255,4,4,254:MAIS
1$=GR$(0)+GR$(7)
50020 DEFGR$(8)=31,63,103,255,68,68,68,1
27:DEFGR$(9)=252,254,255,255,2,2,2,254:M
AIS2$=GR$(8)+GR$(9)
50030 DEFGR$(10)=1,3,7,15,31,56,112,22:D
EFGR$(11)=128,192,224,240,248,28,14,104:
DEFGR$(12)=22,16,16,19,18,18,18,31:DEFGR
$(13)=104,8,8,200,72,72,72,248:AUB$=GR$(
10)+GR$(11)+CHR$(8)+CHR$(8)+CHR$(10)+GR$
(12)+GR$(13)
50040 DEFGR$(14)=56,126,110,126,60,24,24
,24:ARB$=GR$(14)
50050 DEFGR$(15)=30,30,31,63,62,60,60,25
2:DEFGR$(16)=120,120,184,252,124,60,60,6
0:DEFGR$(17)=255,255,243,225,225,225,255
,255
50060 DEFGR$(18)=255,255,207,135,135,135
,255,255:DEFGR$(19)=255,252,247,247,247,
247,247,255:DEFGR$(20)=255,63,31,31,31,3
1,31,255
50070 CHAT$=GR$(15)+GR$(16)+CHR$(8)+CHR$
(8)+CHR$(10)+GR$(17)+GR$(18)+CHR$(8)+CHR
$(8)+CHR$(10)+GR$(19)+GR$(20)
50090 DEFGR$(21)=192,192,224,248,136,136
,136,142:DEFGR$(22)=1,51,127,127,35,35,3
5,35:DEFGR$(23)=255,255,255,252,252,252,
252,255:DEFGR$(24)=255,255,255,60,60,62,
63,255
50100 RUIN$=GR$(21)+GR$(22)+CHR$(8)+CHR$
(8)+CHR$(10)+GR$(23)+GR$(24)
50110 DEFGR$(25)=0,231,153,0,28,0,183,12
4:FLE$=GR$(25)
50130 DEFGR$(1)=0,0,0,16,0,0,0,0:DEFGR$(
2)=128,0,0,0,0,0,2,0:DEFGR$(3)=128,0,0,1
```

```
6,0,0,2,0:DEFGR$(4)=130,0,0,0,0,0,130,0
50140 DEFGR$(5)=130,0,0,16,0,0,130,0:DEF
GR$(6)=130,0,0,130,0,0,130,0
50150 DEFGR$(26)=0,126,126,126,126,126,1
26,0
50160 DEFGR$(27)=12,12,63,127,255,64,95,
85:DEFGR$(28)=0,0,248,252,255,2,2,2:DEFG
R$(29)=95,85,85,85,95,64,64,127:DEFGR$(3
0)=122,74,74,106,74,74,74,254
50170 HOUS$=GR$(27)+GR$(28)+CHR$(8)+CHR$
(8)+CHR$(10)+GR$(29)+GR$(30)
50180 DEFGR$(31)=0,60,66,129,189,66,66,0
50190 DEFGR$(32)=0,56,186,146,124,16,108
,130
50200 DEFGR$(33)=56,56,16,56,84,84,16,56
50230 DEFGR$(34)=28,28,8,60,90,89,40,204
50240 DEFGR$(35)=255,255,96,96,255,255,6
,6
50245 SAUT$=CHR$(8)+CHR$(8)+CHR$(8)+CHR$
(8)+CHR$(10)
50250 DEFGR$(36)=1,3,4,4,8,16,32,68:DEFG
R$(37)=248,252,14,207,207,7,7,7:DEFGR$(3
8)=138,147,96,0,3,4,3,0:DEFGR$(39)=3,131
,67,67,130,2,194,60:FIG$(2)=GR$(36)+GR$(
37)+SAUT$+GR$(38)+GR$(39)
50260 DEFGR$(40)=64,64,33,18,12,24,48,98
:DEFGR$(41)=1,1,194,36,24,12,6,35:DEFGR$
(42)=96,96,57,30,12,4,3,1:DEFGR$(43)=131
,3,206,60,24,16,224,192:FIG$(8)=GR$(40)+
GR$(41)+SAUT$+GR$(42)+GR$(43)
50270 DEFGR$(44)=146,82,86,125,248,48,11
2,209:DEFGR$(45)=37,101,205,185,102,30,4
,23:DEFGR$(46)=50,112,208,16,80,120,222,
101:DEFGR$(47)=68,71,2,227,2,10,17,227:F
IG$(6)=GR$(44)+GR$(45)+SAUT$+GR$(46)+GR$
(47)
50280 DEFGR$(48)=0,0,0,3,12,16,16,16:DEF
GR$(49)=124,66,129,0,0,48,72,252:DEFGR$(
50)=32,64,131,136,145,99,14,56:DEFGR$(51
)=48,0,192,49,162,66,140,112:FIG$(3)=GR$
(48)+GR$(49)+SAUT$+GR$(50)+GR$(51)
50290 DEFGR$(52)=0,0,0,3,15,31,31,31:DEF
GR$(53)=124,126,255,255,255,191,31,191:D
EFGR$(54)=63,127,255,248,241,99,14,56:DE
FGR$(55)=255,255,255,63,190,126,252,112:
FIG$(4)=GR$(52)+GR$(53)+SAUT$+GR$(54)+GR
$(55)
50300 DEFGR$(56)=131,207,127,63,124,124,
127,127:DEFGR$(57)=193,243,254,252,206,2
06,254,254:DEFGR$(58)=127,127,63,30,15,6
3,255,255:DEFGR$(59)=254,254,60,24,48,25
2,255,255:FIG$(5)=GR$(56)+GR$(57)+SAUT$+
GR$(58)+GR$(59)
50305 FIG$(7)="   "+SAUT$+"   "
50310 DEFGR$(60)=152,189,189,152,189,125
,63,63:DEFGR$(61)=198,239,239,198,239,23
9,255,255:DEFGR$(62)=63,57,41,73,137,137
,137,133:DEFGR$(63)=239,239,233,233,41,4
1,41,187
50320 DEFGR$(64)=1,3,7,15,31,63,127,119:
DEFGR$(65)=255,255,31,255,255,255,255,25
5:DEFGR$(66)=3,2,0,2,3,7,7,7:DEFGR$(67)=
255,31,31,31,255,255,255,255:FIG$(1)=GR$
(64)+GR$(65)+SAUT$+GR$(66)+GR$(67)
50330 DEFGR$(68)=1,1,3,4,8,19,32,64:DEFG
R$(69)=252,84,252,14,6,7,15,15:DEFGR$(70
)=64,56,12,30,63,127,62,0:DEFGR$(71)=31,
63,111,79,198,196,132,132
50340 DEFGR$(72)=135,200,200,144,144,150
,144,144:DEFGR$(73)=224,16,16,8,8,104,8,
8:DEFGR$(74)=144,144,144,144,136,188,195
,192:DEFGR$(75)=8,8,8,8,16,62,193,1
50345 DEFGR$(76)=60,60,60,24,63,62,254,3
0:DEFGR$(77)=0,0,0,0,0,128,64,32:DEFGR$(
78)=14,31,51,99,97,48,24,56:DEFGR$(79)=0
,0,0,128,240,48,16,0
50350 DEFGR$(80)=27,56,112,240,224,230,2
24,192:DEFGR$(81)=224,28,12,15,15,103,7,
7:DEFGR$(82)=193,32,35,16,8,247,32,63:DE
FGR$(83)=130,4,196,8,8,231,4,252
50360 DEFGR$(84)=7,24,32,64,166,160,160,
160:DEFGR$(85)=224,24,4,2,49,1,133,5:DEF
GR$(86)=161,214,72,96,16,8,124,131:DEFGR
$(87)=197,41,16,2,4,8,158,97:ALCH$=GR$(8
4)+GR$(85)+SAUT$+GR$(86)+GR$(87)
50370 DEFGR$(88)=31,63,62,124,120,248,24
9,240:DEFGR$(89)=248,252,30,7,7,3,155,1:
DEFGR$(90)=248,248,252,239,119,43,9,248:
DEFGR$(91)=1,33,247,159,254,254,252,248:
YOUSTA$=GR$(88)+GR$(89)+SAUT$+GR$(90)+GR
$(91)
50380 DEFGR$(92)=63,127,236,128,144,136,
129,193:DEFGR$(93)=248,254,127,47,7,19,3
9,7:DEFGR$(94)=193,192,99,116,251,255,21
5,3:DEFGR$(95)=7,14,139,95,155,243,227,2
07:ABRA$=GR$(92)+GR$(93)+CHR$(8)+CHR$(8)
+CHR$(10)+GR$(94)+GR$(95)
50390 DEFGR$(96)=13,7,3,3,14,23,42,42:DE
FGR$(97)=192,192,128,128,96,80,136,72:DE
FGR$(98)=64,33,34,16,8,7,0,0:DEFGR$(99)=
40,40,8,16,16,224,0,0:BOURSE$=GR$(96)+GR
$(97)+SAUT$+GR$(98)+GR$(99)
50400 DEFGR$(100)=24,36,66,66,90,66,90,6
6:DEFGR$(101)=90,66,36,24,0,0,0,0:NOUR$=
GR$(100)+CHR$(8)+CHR$(8)+CHR$(10)+GR$(10
1)
50410 DEFGR$(102)=0,60,126,255,255,126,1
26,66:DEFGR$(103)=8,40,28,8,8,8,8,8:DEFG
R$(104)=129,195,189,129,145,74,66,126:DE
FGR$(105)=60,66,102,90,90,102,66,60:DEFG
R$(106)=1,10,4,10,16,32,0,0:DEFGR$(107)=
28,34,34,28,8,8,56,56
50415 DEFGR$(108)=0,0,126,129,129,185,70
,0:DEFGR$(109)=0,66,66,66,126,126,126,12
6:DEFGR$(110)=60,36,66,129,129,129,66,60
:DEFGR$(111)=24,24,124,188,188,124,60,60
50420 DEFGR$(112)=64,94,82,82,94,66,126,
0:DEFGR$(113)=0,66,66,66,66,66,66,126
50430 DEFGR$(114)=15,63,127,255,255,170,
128,156:DEFGR$(115)=240,252,254,255,255,
171,1,57:DEFGR$(116)=129,129,129,129,64,
163,144,72:DEFGR$(117)=129,129,129,129,1
,194,9,18:DEFGR$(118)=36,20,52,79,128,12
8,128,128:DEFGR$(119)=36,40,44,242,1,1,1
,1
50440 DEFGR$(120)=140,148,148,148,148,14
8,143,129:DEFGR$(121)=49,41,41,41,41,41,
241,129:DEFGR$(122)=128,128,255,32,32,32
,32,32:DEFGR$(123)=1,1,255,4,4,4,4,4
50450 DEFGR$(124)=32,32,63,12,12,12,124,
124:DEFGR$(125)=4,4,252,48,48,48,62,62
50460 RETURN
51000 ATTRB1,1:J=68:FORI=5 TO 29 STEP8:C
OLOR0,8:LOCATEI,15:PRINTGR$(J)+GR$(J+1)+
SAUT$+GR$(J+2)+GR$(J+3):J=J+4:NEXT:ATTRB
0,1:COLOR0,7:RETURN
```

```
53000 GOSUB21500:BOX(1,1)-(25,20)"A":ATT
RB0,1:LOCATE12,9:PRINTABRA$:ATTRB0,0:PLA
Y"03L15T17A1RE#RERERESO#MI#FASOFAREDORE#
RERERE":LOCATE0,22:PRINT"ABRAGEDEON LE T
ERRIBLE"CHR$(24);:RETURN
60100 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
,1,1,1,1,1,1,1
60110 DATA 1,0,1,1,1,0,1,0,1,1,0,1,1,1,0
,1,1,1,0,0,0,0,1
60120 DATA 1,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,1,0,1,1
60130 DATA 1,1,0,1,1,1,1,0,1,1,0,1,0,1,0
,1,0,1,0,1,0,1,1
60140 DATA 1,0,1,1,0,0,0,0,0,1,0,1,1,1,0
,1,1,1,0,0,0,0,1
60150 DATA 1,0,1,1,1,1,1,0,1,1,0,0,1,0,0
,0,0,1,0,1,0,1,1
60160 DATA 1,0,0,0,0,0,1,0,0,1,1,1,1,1,1
,0,1,1,0,1,0,0,1
60170 DATA 1,1,0,1,1,0,1,0,1,1,0,0,0,0,0
,0,1,1,0,1,0,1,1
60180 DATA 1,1,0,1,0,0,1,1,1,1,0,1,1,1,1
,0,0,1,0,0,0,0,1
60190 DATA 1,1,0,1,1,0,0,0,0,0,0,1,0,0,1
,1,1,0,1,1,0,1,1
60200 DATA 1,0,0,1,1,1,1,0,1,1,0,1,1,0,1
,1,0,0,0,0,0,1,1
60210 DATA 1,1,0,1,0,1,1,0,1,1,0,0,0,0,0
,1,1,1,1,1,0,0,1
60220 DATA 1,1,0,1,0,1,0,0,0,1,0,1,0,1,0
,1,0,0,0,1,0,0,1
60225 DATA 1,1,0,1,0,1,1,1,1,1,1,1,1,1,1
,1,0,1,0,1,0,0,1
60230 DATA 1,0,0,0,0,0,0,1,0,0,0,0,0,0,0,0
,0,0,1,0,1,0,1,1
60240 DATA 1,1,0,1,1,1,1,1,0,1,0,1,0,1,1,1
,1,1,1,0,1,1,1,1
60250 DATA 1,1,0,0,0,0,0,0,0,1,0,1,0,1,1,0
,0,0,0,0,1,0,1,1
60260 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0
,1,1,1,1,1,1,1,1
61000 '
61002 GOSUB21500
61005 IF DRINK=0 THENLOCATE0,22:PRINT"UN
 SIFFLEMENT STRIDENT ....":PLAY"A005T42L
90SI":LOCATE0,22:PRINT"UNE ENORME SCIE..
.VOUS COUPE EN DEUX":PLAY"A11O1T41L14FA#
FARE#FA#RE#FA#RE#FA#FA#RE#FA#P":GOTO6300
0
61010 X=12:Y=3:PRINTCHR$(20):PLAY"A004L2
4T5"
61020 RESTORE60100:FORJ=2 TO 19:FOR I=2
TO24:READAA:A(I,J)=AA
61030 IF AA=1THEN PSET(I,J)CHR$(163)
61040 NEXT:NEXT:FOR TP=1 TO 1000:NEXT
61045 FORI=2 TO 24:FORJ=2 TO 19:PSET(I,J
)" ":NEXT:PLAY"SI":NEXT:PSET(X,Y)CHR$(16
2):PSET(21,10)GR$(102)
61050 I$=INKEY$:IF I$="" THEN 61050
61060 PX=X-(I$=CHR$(9))+(I$=CHR$(8)):PY=
Y-(I$=CHR$(10))+(I$=CHR$(11))
61070 IFA(PX,PY)=1THEN PLAY"DO":PV=PV-1:
PSET(PX,PY)CHR$(163):LOCATE32,16:PRINTPV
:IF PV<=0 THEN LOCATE0,22:PRINT"ICI SERA
 VOTRE TOMBE POUR L'ETERNITE ..";:GOSUB6
3000 ELSE 61050
61075 IFPX=21 AND PY=10 ANDCF=0 THEN LOC
ATE0,22:PRINT"CE COFFRE EST A VOUS.IL CO
NTIENT :";:LOCATE0,23:PRINT"UNE EPEE MAG
IQUE "GR$(103)" ET UNE CLE "GR$(107);:FO
RT=1TO4000:NEXT:GOSUB63500:CF=1:EPEE=1:C
LE=1
61080 PSET(X,Y)" ":LOCATEX,Y,0:PSET(PX,P
Y)CHR$(162):LOCATEPX,PY,1:X=PX:Y=PY:FOR
TP=1 TO 200:NEXT:PRINTCHR$(20)
61090 IF X=16 AND Y=19 THEN X=18:Y=6:LOC
ATE0,22:PRINTCHR$(24)CHR$(20);:RETURN
61100 LOCATE32,16:PRINTPV:GOTO61050
63000 '
63005 SCREEN0,7:GOSUB40200:PLAY"03A1L15T
28REREL14T10REL20RET15L30FAL23T10MIT8MIT
10RET8REDO#T25RE":CLS:ATTRB 0,1:LOCATE0,
5:PRINT"DESIREZ-VOUS RETENTEZ L'AVENTURE
 ?":X$=INPUT$(1):IFX$="O" THEN CLS:SCREE
N0,7:RUN ELSE POKE8310,7:ATTRB0,0:CLS:EN
D
63500 LOCATE0,22:PRINTCHR$(24):LOCATE0,2
3:PRINTCHR$(24);:RETURN
63510 FORI=0 TO4:SCREENI:PLAY"03A1L7T16R
EA3L15LA#SOLA#SISIPSIDOREMIFA":NEXT:RETU
RN
```

MO5

BATAILLE NAVALE

Un grand classique adapté sur votre micro préféré. Il est possible de jouer à deux ou contre l'ordinateur.

```
10 '********************
20 '* BATAILLE NAVALE * MAJ 07/85
30 '********************
50 CONSOLE 0,24
100 CLS
110 SCREEN 4,6,6
150 DEFINT A-Z
200 DIM N(1,4,4,5,2):' POSIT. ELEM  NAV:
1 JOUEUR,0 MO5 :U:S:T:
210 DIM DXJ(4,4),DYJ(4,4):'ORIENT NAVJ
220 DIM PIX(4,4,5,3):' POSIT INTERD. OR
230 DIM PIY(4,4,5,3):' POSIT INTERD. OR
```

```
240 DIM PJX(4,4,5,3):' POSIT INTERD. JR
250 DIM PJY(4,4,5,3):' POSIT INTERD. JR
270 DIM CAJ(12,12):'PERTINENCE DU COUP A
 JOUER
950 NAV$(1)=" DU PORTE-AVIONS NO"
960 NAV$(2)=" DU CUIRASSE     NO"
970 NAV$(3)=" DE L'ESCORTEUR  NO"
980 NAV$(4)=" DU SOUS-MARIN   NO"
1000 ' ***** ECRAN DU JEU  *****
1010 ATTRB 1,1
1020 LOCATE 5,2,0
1030 PRINT"BATAILLE NAVALE"
1040 ATTRB 0,0
1050 LOCATE 3,4,0
1060 PRINT"A C E G I K"
1070 LOCATE 27,4,0
1080 PRINT"A C E G I K"
1090 LOCATE 4,5,0
1100 PRINT"B D F H J L  VOTRE      B D F
 H J L";
1110 LOCATE16,6,0
1120 PRINT"FLOTTE:"
1130 LOCATE16,7,0
1140 PRINT"<<-----"
1150 LOCATE16,9,0
1160 PRINT"  VOS  "
1170 LOCATE16,10,0
1180 PRINT" TIRS: "
1190 LOCATE16,11,0
1200 PRINT"----->>"
1210 LOCATE 16,13,0
1220 PRINT"X EN MER"
1230 LOCATE 16,14,0
1240 COLOR 1:PRINT"X ";:COLOR 4:PRINT"EN
 VUE"
1250 LOCATE 16,15,0
1260 COLOR 15:PRINT CHR$(127);:COLOR 4:P
RINT  " TOUCHE"
1270 LOCATE 16,16,0
1280 COLOR 1:PRINT CHR$(127);:COLOR 4:PR
INT" COULE"
1290 '
1300 FOR I=1 TO 9
1310 LOCATE 1,I+6,0
1320 PRINT MID$(STR$(I),2)
1330 LOCATE 25,I+6,0
1340 PRINT MID$(STR$(I),2)
1350 NEXT I
1360 FOR I=10 TO 12
1370 LOCATE 0,I+6,0
1380 PRINT MID$(STR$(I),2)
1390 LOCATE 24,I+6,0
1400 PRINT MID$(STR$(I),2)
1410 NEXT I
1420 LINE (22,54)-(121,54)
1430 LINE -(121,153)
1440 LINE -(22,153)
1450 LINE -(22,54)
1460 LINE (214,54)-(312,54)
1470 LINE -(312,153)
1480 LINE -(214,153)
1490 LINE -(214,54)
1500 COLOR,7
1510 FOR I=1 TO 12
1520 FOR J=1 TO 12
1530 K=(I+J) MOD 2
1540 ON K GOTO 1590
1550 LOCATE I+2,J+6,0
1560 PRINT CHR$(32);
1570 LOCATE I+26,J+6,0
1580 PRINT CHR$(32);
1590 NEXT J,I
1600 COLOR,6
1700 CONSOLE 20,24:CLS
1710 PRINT" CHOISISSEZ LA FORCE DE L'ORD
INATEUR :"
1720 PRINT"   TAPEZ 1 POUR FAIBLE"
1730 PRINT"   TAPEZ 2 POUR MOYEN "
1740 PRINT"   TAPEZ 3 POUR FORT  "
1750 D$=INKEY$
1760 R=RND
1770 IF D$="" THEN 1750
1780 IF D$<"1" OR D$>"3" THEN 1750
1790 NDIF=VAL(D$)
1800 CLS
1810 PRINT"   VOULEZ-VOUS ENTRER VOTRE F
LOTTE VOUS-MEME ?       ( O OU N )"
1820 D$=INKEY$
1830 IF D$="" THEN 1820
1840 IF D$<>"O" THEN CLS:GOTO 15000
1850 CLS
1900 ' GOTO 4400 :' POSIT NAV ORDIN.
1910 ' GOTO 7000 :' ENTREE DES TIRS J
2000 '**** ENTREE DES POSITIONS DES NAVI
RES DU JOUEUR *****
2100 FOR U=1 TO 4
2140 SF=U:'NB NAV TYP U=U
2150 TF=5-U:'NB EL DE NAV TYP U=U-5
2160 FOR S=1 TO SF:'DE 1 A NB NAV TYP U
2170 EE=0:'******* INIT. DU NB DE TENTAT
IVES DE POSITIONNER UN ELEMENT ; QUAND E
E EST > 5 ESSAIS : BATEAU IMPOSSIBLE A T
RACER:ABANDON: RUN *******
2180 FOR T=1 TO TF:'DE 1 A NB EL DES NAV
 DE TYPE U
2200 CLS
2220 PRINT"POSITION";NAV$(U);S
2230 PRINT"POSITION DE L'ELEMENT NO   ";
T
2240 INPUT"1 ERE COORDONNEE (LETTRE DE A
 a L)   ",X$:COLOR 4
2250 IF X$<"A" OR X$>"L" THEN COLOR 1:LO
CATE 0,22,0:GOTO 2240
2260 XP(T)=ASC(X$)-62
2270 INPUT"2 EME COORDONNEE (CHIFFRE DE
1 a 12) ",Y$:COLOR 4
2280 YP(T)=VAL(Y$)+6
2290 IF YP(T)< 7  OR YP(T)> 18  THEN COL
OR 1:LOCATE 0,23,0:GOTO 2270
2300 IF POINT(XP(T)*8+4,YP(T)*8+4)=0 THE
N CONSOLE 22,24:CLS:COLOR 1:CONSOLE 20,2
4:GOTO 2240:'***CASE DEJA OCCUPEE****
2500 '**TEST VALIDITE DE L'ENTREE
3020 IF T=1 THEN DXJ(U,S)=1:GOTO 3500 :
VERS TEST NON PROX. DXJ=1 NECESS POUR DE
TERMINER ZONE PROTECTION AUTOUR DES S-M
3100 '*** COHERENCE DES NAVIRES (T<>1)*
3120 IF T>2 THEN 3200 :'TEST ALIGNEM
3130 '***TEST PROXIM 2 EME ELEM / 1ER
3140 DIST=SQR((N(1,U,S,T-1,1)-XP(T))^2 +
 (N(1,U,S,T-1,2)-YP(T))^2)
3150 IF DIST>1.2 OR DIST=0  THEN COLOR 1
:GOTO 3990:'ENTREE NON VALIDE(POSIT EN D
IAG=1.414)
3160 '*** DETECTION DE L'ORIENT. DU NAV
3170 IF N(1,U,S,1,1)-XP(T) =0 THEN DXJ(U
```

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,S)=0:DYJ(U,S)=1
3180 IF N(1,U,S,1,2)-YP(T) =0 THEN DYJ(U
,S)=0:DXJ(U,S)=1
3190 GOTO 3500
3200 '*** TEST ALIGN RESP DES ELEM>2
3210 IF DYJ(U,S)<>0 THEN 3300 :'*DXJ =0
3220 Y(0)=N(1,U,S,1,2)
3230 IF YP(T)<>Y(0) THEN 3990
3240 FOR W=1 TO T
3250 X(2*W-1)=N(1,U,S,W,1)-1
3260 X(2*W)=N(1,U,S,W,1)+1
3270 NEXT W
3280 FOR V=1 TO T*2
3290 IF XP(T)=X(V) THEN 3500
3293 NEXT V
3297 GOTO 3990
3300 '** DYJ<>0
3310 X(0)=N(1,U,S,1,1)
3320 IF XP(T)<>X(0) THEN 3990
3330 FOR W=1 TO T
3340 Y(2*W-1)=N(1,U,S,W,2)-1
3350 Y(2*W)=N(1,U,S,W,2)+1
3360 NEXT W
3370 IF XP(T)<>X(0) THEN 3990
3380 FOR V=1 TO T*2
3390 IF YP(T)=Y(V) THEN 3500
3400 NEXT V

3410 GOTO 3990
3500 '** NON PROXIMITE DES NAVIRES ****
3550 FOR K=-1 TO 1
3560 PX=XP(T)+K
3570 FOR M=-1 TO 1
3580 PY=YP(T)+M
3590 IF K=0 AND M=0 THEN 3700
3600 IF POINT(PX*8+4,PY*8+4)<>0 THEN 370
0:'*** PX,PY N EST PAS POINT D'UN NAV
3620 FOR H=1 TO T-1
3630 IF PX=N(1,U,S,H,1) AND PY=N(1,U,S,H
,2)THEN 3700 :'**PX,PY=POINT DU MEM NAV
3650 NEXT H
3690 GOTO 3990:'** PX,PY EST POINT D UN
AUTRE NAV
3700 NEXT M,K
3750 LOCATE XP(T),YP(T),0
3760 COLOR 0
3770 PRINT CHR$(127)
3900  N(1,U,S,T,1)=XP(T)
3910  N(1,U,S,T,2)=YP(T)
3980 COLOR 4:GOTO 4100
3990 '**** ESSAI NON VALABLE DE POSITION
NER UN ELEMENT ****
4000 EE=EE+1
4010 IF EE<=5 THEN 4080:'*** ELSE:4020
IMPOSSIBILITE DE POSITIONNER UN ELEMENT
RETOUR AU DEBUT DE PARTIE ******
4020 CONSOLE 0,24
4030 RUN
4080 T=T-1
4090 COLOR 1
4100 CLS
4110 NEXT T
4150 XP=100:YP=100
4160 FOR T=1 TO TF
4170 IF XP > XP(T) THEN  XP=XP(T)
4180 IF YP > YP(T) THEN  YP=YP(T)
4190 NEXT T
4320 FOR T=0 TO TF+1
4330 FOR W=1 TO 3
4340 PJX(U,S,T,W)=XP+(T-1)*DXJ(U,S)+(W-2
)*DYJ(U,S)
4350 PJY(U,S,T,W)=YP+(T-1)*DYJ(U,S)+(W-2
)*DXJ(U,S)
4380 NEXT W,T
4390 NEXT S,U
4400 CONSOLE 20,24
4410 CLS
4420 PRINT
4430 COLOR 0
4440 PRINT"  QUELQUES INSTANTS DE PATIEN
CE S.V.P."
4450 PRINT"     L'ORDINATEUR PLACE SA FL
OTTE"
5000 ' GOTO 10000:'ENTREE DES POSITIONS
DES NAVIRES DE L ORDINATEUR ******
5100 FOR U=1 TO 4
5140 SF=U:'NB NAV TYP U=U
5150 TF=5-U:'NB EL DE NAV TYP U=U-5
5160 FOR S=1 TO SF:'DE 1 A NB NAV TYP U
5200 XP=INT(RND*12)+27
5210 YP=INT(RND*12)+7
5240 DH(U,S)=CINT(RND)
5250 DV(U,S)=1-DH(U,S)
5270 PX(TF)=XP+(TF-1)*DH(U,S)
5280 PY(TF)=YP+(TF-1)*DV(U,S)
5290 IF PX(TF)>38 THEN DH(U,S)=-DH(U,S)
5300 IF PY(TF)>18 THEN DV(U,S)=-DV(U,S)
5310 FOR T=0 TO TF+1:'DE 1 A NB EL DES N
AV DE TYPE U + LES EXTREMITES 0 ET TF+1
5320 PX(T)=XP+(T-1)*DH(U,S)
5330 PY(T)=YP+(T-1)*DV(U,S)
5340 FOR W=1 TO 3
5350 PIX(U,S,T,W)=PX(T)+(W-2)*DV(U,S)
5360 PIY(U,S,T,W)=PY(T)+(W-2)*DH(U,S)
5370 IF POINT(PIX(U,S,T,W)*8+4,PIY(U,S,T
,W)*8+4)=6 OR POINT(PIX(U,S,T,W)*8+4,PIY
(U,S,T,W)*8+4)=7 THEN 5200
5800 NEXT W
5900 NEXT T
6000 '**** POSITION. DES ELEM ****
6290 FOR T=1 TO TF
6300 N(0,U,S,T,1)=PX(T)
6310 N(0,U,S,T,2)=PY(T)
6320 R=(PX(T)+PY(T)) MOD 2
6330 IF R=0 THEN COLOR 7 ELSE COLOR 6
6340 LOCPTE N(0,U,S,T,1),N(0,U,S,T,2),0
6360  PRINT CHR$(127);:LOCATE 0,0,0
6370 NEXT T
6380 NEXT S
6400 CONSOLE 23,24
6450 COLOR 1
6510 CLS
6520 ON U GOTO 6550,6560,6570,6580,6590
6550 PRINT:PRINT"        PORTE-AVIONS EN
PLACE !";:GOTO 6600
6560 PRINT:PRINT"          CUIRASSES EN P
LACE.!";:GOTO 6600
6570 PRINT:PRINT"         ESCORTEURS EN P
LACE !";:GOTO 6600
6580 PRINT:PRINT"         SOUS-MARINS EN
PLACE !";
6590 FOR BA=1 TO 300 :NEXT BA
6600 NEXT U
6630 CONSOLE 20,24
6650 CLS
6700 PRINT:PRINT: PRINT"          LA BATAI
```

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LLE COMMENCE !";
6760 FOR BA=1 TO 300 :NEXT BA
6900 NBNOD=0:'*INIT DU NB NAV OR COULES
7000 ' GOTO 10000:'* ENTREE DES TIRS DU
JOUEUR
7050 CLS
7070 COLOR 4
7100 PRINT "            A VOUS DE TIRER":
PRINT
7110 INPUT "            LETTRE DE A a L
:",TX$
7120 COLOR 4
7150 IF TX$<"A" OR TX$>"L" THEN COLOR 1:
LOCATE 0,22,0:GOTO 7110
7160 TX=ASC(TX$)-38
7200 INPUT "          CHIFFRE DE 1 A 12
:",TY$
7210 COLOR 4
7220 TY=VAL(TY$)+6
7230 IF TY< 7  OR TY > 18  THEN COLOR 1:
LOCATE 0,23,0:GOTO 7200
7300 '**** DETECTION DE TOUCHE OU COULE
7320 IF POINT(TX*8+4,TY*8+4)=15 OR POINT
(TX*8+4,TY*8+4)=1 THEN 10000:'*********
 TIR SUR ELEM DE NAV DEJA TOUCHE ...
7350 IF POINT(TX*8+4,TY*8+4)=6 OR POINT(
TX*8+4,TY*8+4)=7 THEN 7400:'************
***** TIR SUR ELEM INTACT ********
7360 GOTO 9000:' DETECT DE EN VUE
7400 FOR U=1 TO 4
7410 FOR S=1 TO U
7420 FOR T=1 TO 5-U
7430 IF N(0,U,S,T,1)=TX AND N(0,U,S,T,2)
=TY THEN LOCATE TX,TY,0 :COLOR 15:PRINT
CHR$(127) :CLS :GOTO  7450 ELSE 7600 :'*
* POINT TOUCHE SITUE SUR NAV U,S****
7450 FOR TI=1 TO 5-U :'**** RECHERCHE SI
 TOUS LES ELEM DU NAV U,S ONT ETE TOUCHE
S :=COULE*******
7460 IF POINT(N(0,U,S,TI,1)*8+4,N(0,U,S,
TI,2)*8+4) <>15 THEN 10000
7470 NEXT TI
7480 FOR TI=1 TO 5-U
7490 LOCATE N(0,U,S,TI,1),N(0,U,S,TI,2),
0 :COLOR 1
7500 PRINT CHR$(127)
7510 NEXT TI
7520 NBNOD=NBNOD+1:IF NBNOD >= 10 THEN 1
2500:' LE JOUEUR A GAGNE
7530 CLS
7540 FOR TI=0 TO 6-U
7550 FOR W=1 TO 3
7560 PIX(U,S,TI,W)=0
7570 PIY(U,S,TI,W)=0
7580 NEXT W,TI
7590 GO TO 10000
7600 NEXT T,S,U
9000 '***** DETECTION DE NAV EN VUE **
9100 FOR U=1 TO 4
9110 FOR S=1 TO U
9120 FOR T=0 TO 6-U
9130 FOR W=1 TO 3
9150 IF PIX(U,S,T,W)=TX AND PIY(U,S,T,W)
=TY THEN COLOR 1 ELSE 9200
9160 LOCATE TX,TY,0
9170 PRINT "X"
9180 CLS
9190 GOTO 10000
9200 NEXT W,T,S,U
9250 COLOR 4
9260 LOCATE TX,TY,0
9270 PRINT "X"
9280 CLS
10000 '******** TIRS DE L ORDINATEUR **
10005 CAJMAX=0:XMAX=0:YMAX=0
10010 CLS:PRINT:PRINT"  PATIENCE,SVP:
'AFFINE MA TACTIQUE !"
10020  NCO=NCO+1:'**NCO = NO COUP ORDIN
10025 IF NCO=1 THEN 10080
10030 FOR X=1 TO 12
10040 FOR Y=1 TO 12
10045 IF CAJ(X,Y)<= 0 THEN 10060
10050 IF CAJ(X,Y)>CAJMAX THEN CAJMAX=CAJ
(X,Y) :XMAX=X:YMAX=Y
10060 NEXT Y,X
10065 IF CAJMAX=0 THEN 10080
10070 CX=XMAX+2:CY=YMAX+6:X=XMAX:Y=YMAX:
GOTO 10200:'**RESULT DU TIR **
10080  X=INT(RND*12)+1
10090  Y=INT(RND*12)+1
10100 IF CAJ(X,Y) >= 0 THEN CX=X+2:CY=Y+
6 ELSE 10080
10200 CAJ(X,Y)=-100
10500 ' RESULTAT DU TIR
10510 IF POINT(CX*8+4,CY*8+4)<>0 THEN BE
EP: FOR TK=1 TO 5:LOCATE CX,CY,0:COLOR 3
 :PRINT "*":FOR TL=1 TO 20:NEXT TL:LOCAT
E CX,CY,0:COLOR 1:PRINT"*";:FOR TL=1 TO
20:NEXT TL:NEXTTK :GOTO 12000:'EXPLOIT D
E EN VUE
10550 LOCATE CX,CY,0
10560 COLOR 15
10570 BEEP:BEEP:PRINT CHR$(127)
10700 'S/PROG DETECT NAV COULE
10710 FOR U=1 TO 4
10720 FOR S=1 TO U
10730 FOR T=1 TO 5-U
10740 IF N(1,U,S,T,1)=CX AND N(1,U,S,T,2
)=CY THEN CLS :GOTO 10750 ELSE 10990 :'*
* POINT TOUCHE SITUE SUR NAV U,S****
10750 FOR TI=1 TO 5-U :'**** RECHERCHE S
I TOUS LES ELEM DU NAV U,S ONT ETE TOUCH
ES :=COULE*******
10760 IF POINT(N(1,U,S,TI,1)*8+4,N(1,U,S
,TI,2)*8+4) <>15 THEN 11000:'PONDERATION
 DES CASES AVOISINANTES
10770 NEXT TI
10780 FOR TI=1 TO 5-U
10790 LOCATE N(1,U,S,TI,1),N(1,U,S,TI,2)
,0 :COLOR 1
10800 BEEP:BEEP:BEEP: PRINT CHR$(127)
10810 NEXT TI
10820 NBNJD=NBNJD+1:IF NBNJD >= 10 THEN
  13000:' L ORDINATEUR A GAGNE
10830  CLS
10840 FOR TI=0 TO 6-U
10850 FOR W=1 TO 3
10860 X1=PJX(U,S,TI,W)-2:Y1=PJY(U,S,TI,W
)-6
10870 IF X1>12 OR X1<1 OR Y1>12 OR Y1<1
THEN 10880 ELSE CAJ(X1,Y1)=-100
10880 NEXT W,TI
10890 FOR TK=1 TO 12:FOR TL=1 TO 12:IF C
AJ(TK,TL)<=0 THEN 10900 ELSE CAJ(TK,TL)=
CAJ(TK,TL)-4
10900 NEXT:NEXT
```

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10980 GO TO 7000:'RET. AU J., NAV COUL
10990 NEXT T,S,U
11000 '***POND. POUR NAV. TOUCHE SEULMT
11410 FOR R=-1 TO 1
11420 FOR Q=-1 TO 1
11430 X3=X+R:Y3=Y+Q
11440 IF X3>12 OR X3<1 OR Y3>12 OR Y3<1
THEN 11470
11450 IF R*Q <>0 THEN CAJ(X3,Y3)=-100 :G
OTO 11470 ELSE CAJ(X3,Y3)=CAJ(X3,Y3)+12
11470 NEXT Q,R
11490 GOTO 7000
12000 ' EXPLOIT DU EN VUE
12010 IF NDIF =1 THEN 7000:'**FORCE 1 PA
S D EXPLOITATION DU EN VUE
12020 ' POUR NDIF=2 OU 3
12100 FOR U=1 TO 4
12110 FOR S=1 TO U
12120 FOR T=0 TO 6-U
12130 FOR W=1 TO 3
12150 IF PJX(U,S,T,W)=CX AND PJY(U,S,T,W
)=CY THEN 12200
12160 NEXT W,T,S,U
12170 GOTO 12300:' COUP EN MER
12200 '***CASES A JOUER CAR EN VUE
12210 FOR R=-1 TO 1
12220 FOR Q=-1 TO 1
12230 X4=X+R:Y4=Y+Q
12240 IF X4>12 OR X4<1 OR Y4>12 OR Y4<1
THEN 12260
12250 CAJ(X4,Y4)=CAJ(X4,Y4)+4
12260 NEXT Q,R
12280 GOTO 7000
12290 '***EXPLOIT DU EN MER
12300 IF NDIF=2 THEN 7000:'FORCE =2 PES
D EXPLOIT DU EN MER
12310 FOR R=-1 TO 1
12320 FOR Q=-1 TO 1
12330 X4=X+R:Y4=Y+Q
12340 IF X4>12 OR X4<1 OR Y4>12 OR Y4<1
THEN 12360
12350  CAJ(X4,Y4)=-100
12360 NEXT Q,R
12370 GOTO 7000
12500 ' LE JOUEUR A GAGNE
12550 CLS
12560 PRINT"BRAVO LE JOUEUR !"
12570 PRINT"VOUS AVEZ DETRUIT LA FLOTTE
ENNEMIE EN";
12580 PRINT"   ";NCO;" COUPS"
12600 GOTO 13200
13000 ' L ORDINATEUR A GAGNE
13010 CLS
13020 PRINT"    BRAVO L'ORDINATEUR !"
13030 PRINT"IL A REUSSI A COULER LA FLOT
TE ENNEMIE";
13040 PRINT"   EN ";NCO;" COUPS "
13050 FOR U=1 TO 4
13060 FOR S=1 TO U
13070 FOR TI=1 TO 5-U
13080 IF POINT(N(0,U,S,TI,1)*8+4,N(0,U,S
,TI,2)*8+4) = 15 OR POINT(N(0,U,S,TI,1)*
8+4,N(0,U,S,TI,2)*8+4)=1   THEN 13150
13090 LOCATE N(0,U,S,TI,1),N(0,U,S,TI,2)
,0 :COLOR 3
13100 PRINT CHR$(127)
13150 NEXT TI,S,U
13200 '***** UNE AUTRE ?
13210 COLOR 0
13220 LOCATE 5,24,0
13230 PRINT"  UNE AUTRE  ? (O OU N )";
13250 D$=INKEY$
13260 IF D$="" THEN 13250
13270 IF D$<>"O" THEN 13300
13280 RUN
13300 '*** FIN DE PARTIE
13310 CONSOLE 0,24
13320 CLS
13330 SCREEN4,6,6
13340 END
15000 '**** ENTREE AUTOMATIQUE DES POSIT
IONS DES NAVIRES DU JOUEUR ******
15100 FOR U=1 TO 4
15140 SF=U:'NB NAV TYP U=U
15150 TF=5-U:'NB EL DE NAV TYP U=U-5
15160 FOR S=1 TO U:'DE 1 A NB NAV TYP U
15200 XP=INT(RND*12)+3
15210 YP=INT(RND*12)+7
15240 DH(U,S)=CINT(RND)
15250 DV(U,S)=1-DH(U,S)
15270 PX(TF)=XP+(TF-1)*DH(U,S)
15280 PY(TF)=YP+(TF-1)*DV(U,S)
15290 IF PX(TF)>14THEN DH(U,S)=-DH(U,S)
15300 IF PY(TF)>18THEN DV(U,S)=-DV(U,S)
15310 FOR T=0 TO TF+1:'DE 1 A NB EL DES
NAV DE TYPE U+ LES EXTREMITES 0 ET TF+1
15320 PX(T)=XP+(T-1)*DH(U,S)
15330 PY(T)=YP+(T-1)*DV(U,S)
15340 FOR W=1 TO 3
15350 PJX(U,S,T,W)=PX(T)+(W-2)*DV(U,S)
15360 PJY(U,S,T,W)=PY(T)+(W-2)*DH(U,S)
15370 IF POINT(PJX(U,S,T,W)*8+4,PJY(U,S,
T,W)*8+4)=0 THEN 15200
15800 NEXT W
15900 NEXT T
16000 '**** POSITION. DES ELEM ****
16290 FOR T=1 TO TF
16300 N(1,U,S,T,1)=PX(T)
16310 N(1,U,S,T,2)=PY(T)
16340 LOCATE N(1,U,S,T,1),N(1,U,S,T,2),0
16350 COLOR 0
16360  PRINT CHR$(127)
16370 NEXT T
16380 NEXT S
16400 CONSOLE 23,24
16450 COLOR 1
16510 CLS
16520 ON U GOTO 16550,16560,16570,16580,
  16590
16550 PRINT:PRINT"        PORTE-AVIONS EN
 PLACE !";:GOTO 16600
16560 PRINT:PRINT"          CUIRASSES EN
PLACE !";:GOTO 16600
16570 PRINT:PRINT"         ESCORTEURS EN
PLACE !";:GOTO 16600
16580 PRINT:PRINT"         SOUS-MARINS EN
 PLACE !";
16590 FOR BA=1 TO 300 :NEXT BA
16600 NEXT U
16630 CONSOLE 20,24
16650 CLS
16660 GOTO 4400
39999 FOR TK=1 TO 12:FOR TL=1 TO 12:PRIN
T CAJ(TK,TL);:NEXT:NEXT
```

TO 9

BILLARD

Un vrai billard américain en basic ?
Vous n'y pensez pas, ce serait trop lent !
Essayez ce programme et vous verrez...

```
10 ' BILLARD AMERICAIN POUR TO9+
20 ' A 13 BOULES NUMEROTEES
30 ' ET UNE BOULE BLANCHE
40 CLS:SCREEN0,3,3:LOCATE2,7,0:PRINT"VOU
LEZ DES EXPLICATIONS(O/N)?"
50 A$=INPUT$(1)
60 IF A$="O" THEN 90
70 IF A$="N" THEN 190
80 IF A$<>"O" OR A$<>"N" THEN 50
90 LOCATE 0,0,0:PRINT"LES 16 COULEURS DU
 TO9+ ONT LIMITES A 13BOULES CE BILLARD
AMERICAIN. 1 COULEUR  POUR LE FOND (NOIR
), 1 POUR LES TROUS  (ORANGE), 1 POUR L
A BOULE DE JEU (BLANC)LES 13 AUTRES POUR
 LES BOULES NUMEROTEES "
100 LOCATE 0,5:PRINT:PRINT"LE JEU CONSIS
TE A POUSSER LES BOULES NU-MEROTEES DANS
 LES 6 TROUS A L'AIDE DE LABOULE DE JEU.
 ATTENTION A NE PAS EPUISERLE CREDIT OU
A FAIRE TOMBER LA BOULE DE JEU DANS UN T
ROU."
110 LOCATE 0,11,0:PRINT:PRINT"LE SCORE M
AXIMUM EST DE 91.IL ARRIVE QUEDES BOULES
 S'EFFACENT... CE QUI DIMINUE LE SCORE D
'AUTANT."
120 LOCATE 0,17,0:PRINT:PRINT"LE SIGNE +
 AUGMENTE,LE SIGNE - DIMINUE  LA FORCE D
E LA BOULE DE JEU.LA DIRECTIONDE CETTE B
OULE EST CHOISIE EN TAPANT UN CHIFFRE DE
 1 A 8.(VOIR JEU)"
130 COLOR 1:LOCATE 4,23:PRINT"SUITE...AP
PUYEZ SUR UNE TOUCHE ":A$=INPUT$(1)
140 CLS:COLOR 0:LOCATE 0,0,0:PRINT"LA BO
ULE TOUCHEE PAR LA BOULE BLANCHE VADANS
LA MEME DIRECTION , CEPENDANT SI LABOULE
 BLANCHE REBONDIT SUR UNE BANDE, A-VANT
DE LA TOUCHER , ELLE VA DANS LA DI-RECTI
ON INITIALE DE LA BOULE BLANCHE."
150 LOCATE 0,6,0:PRINT"LES CHOCS ENTRE B
OULES NUMEROTEES LES  FONT PARTIR AU HA
ZARD. LE CHOC D'UNE BOULE NUMEROTEE AVEC
 LA BOULE DE JEU FAIT  RECULER CETTE DER
NIERE."
160 LOCATE 0,12,0:PRINT"SI LE SCORE N'A
PAS ATTEINT 91, ET QUE, SEULE, RESTE LA
BOULE DE JEU, FAITES LA TOMBER DANS UN T
ROU POUR ARRETER OU RE- JOUER."
170 COLOR 1:LOCATE 3,23:PRINT"APPUYEZ SU
R UNE TOUCHE POUR JOUER"
180 A$=INPUT$(1)
190 CLEAR,,15
200 DEFGR$(1)=0,60,110,110,110,110,60,0
210 DEFGR$(2)=0,60,102,118,110,102,60,0
220 DEFGR$(3)=0,60,102,114,122,102,60,0
230 DEFGR$(4)=0,60,110,110,98,118,60,0
240 DEFGR$(5)=0,60,102,110,118,102,60,0
250 DEFGR$(6)=0,60,102,110,102,102,60,0
260 DEFGR$(7)=0,60,102,118,110,110,60,0
270 DEFGR$(8)=0,60,102,126,102,102,60,0
280 DEFGR$(9)=0,60,102,102,118,102,60,0
290 DEFGR$(10)=0,60,82,82,82,82,60,0
300 DEFGR$(11)=0,60,90,90,90,90,60,0
310 DEFGR$(12)=0,60,82,90,86,82,60,0
320 DEFGR$(13)=0,60,86,90,90,86,60,0
330 DEFGR$(14)=0,60,126,126,126,126,60,0
340 CLS:SCREEN,0,3
350 BOX(0,0)-(16,24)CHR$(127),10
360 BOX(1,1)-(15,23)CHR$(127),2
370 PSET(2,2)GR$(14),15
380 PSET(2,12)GR$(14),15
390 PSET(2,22)GR$(14),15
400 PSET(14,22)GR$(14),15
410 PSET(14,12)GR$(14),15
420 PSET(14,2)GR$(14),15
430 FOR I=1 TO7
440 J=I+4
450 PSET(J,5)GR$(I),I
460 NEXTI
470 FOR I=8 TO12
480 J=I-2
490 PSET(J,6)GR$(I),I
500 NEXTI
510 PSET(8,7)GR$(13),13
520 LOCATE20,1:COLOR14:PRINT"Le si9ne +
au9mente"
530 LOCATE20,2:PRINT"la force,le si9ne -
"
540 LOCATE20,3:PRINT"la diminue.Les chif
-"
550 LOCATE20,4:PRINT"fres donnent la"
560 LOCATE20,5:PRINT"direction"
570 LOCATE27,8:PRINT"    "
580 COLOR1:LOCATE32,11:PRINT"6 4 7"
590 LOCATE20,13:PRINT"DIRECTIONS  2   1"
600 LOCATE32,15:PRINT"8 3 5"
610 COLOR14:LOCATE33,12:PRINTCHR$(92)+CH
R$(124)+CHR$(47)
620 LOCATE33,13:PRINTCHR$(96)+" "+CHR$(9
6)
630 LOCATE33,14:PRINTCHR$(47)+CHR$(124)+
CHR$(92)
640 X=8:Y=17:CT=1000
650 COLOR1
660 LOCATE20,18:PRINT"CREDIT=";CT
670 PLAY"L12DOREMIFASI"
680 PSET(X,Y)GR$(14),14
690 PSET(2,2)GR$(14),15
700 PSET(2,22)GR$(14),15
710 PSET(2,12)GR$(14),15
720 PSET(14,22)GR$(14),15
```

```
730 PSET(14,12)GR$(14),15
740 PSET(14,2)GR$(14),15
750 PC=PC:S=S
760 LOCATE20,23:COLOR1:PRINT"SCORE=";S
770 IF S=91 THEN 1890
780 FO=0
790 LOCATE20,8,0:PRINT"FORCE=";FO
800 A$=INPUT$(1):FOR I=1 TO 5:ZD=RND:NEX
T
810 IF A$="+" THEN FO=FO+1:BEEP
820 IF A$="-" THEN FO=FO-1:BEEP
830 IF FO<0 THEN FO=0
840 IF FO>60 THEN FO=60
850 IF A$>="1" AND A$<="8" THEN 870
860 GOTO790
870 CT=CT-FO
880 IF CT<0 THEN CT=0:PLAY"L36MIL12REL48
FA#":GOTO1890
890 LOCATE20,18,0:PRINT"CREDIT=";CT
900 H=+1:K=+1
910 PSET(X,Y)" "
920 FOR I=1 TO FO
930 ON VAL(A$) GOSUB 1980,2000,2020,2040
,2060,2090,2120,2150
940 IF X<=1 THENX=2:H=-H
950 IF X>=15 THENX=14:H=-H
960 IF Y<=1 THENY=2:K=-K
970 IF Y>=23 THENY=22:K=-K
980 U=POINT(X*8+1,Y*8+4)
990 PSET(X,Y)GR$(14),14:PLAY"L8RE"
1000 IF U=15 THEN PLAY"T2L12DOLADOLA":PS
ET(X,Y)GR$(14),15:GOTO1890
1010 IF U<>-1 THEN GOSUB 1060
1020 PSET(X,Y)" "
1030 NEXT
1040 IF (X=2 OR X=14) AND (Y=2 OR Y=12 O
R Y=22) THEN H=-H:K=-K:FO=FO+1:GOTO920
1050 GOTO680
1060 IF PC=0 THEN LOCATE 5,5:PRINT"
  ":LOCATE 6,6:PRINT"      ":PSET(8,7)" "
:PSET(X,Y)GR$(14),14
1070 IF PC=0 THEN FOR PZ=1 TO 13:PSET(3+
RND*10,3+RND*15)CHR$(128+PZ),PZ:NEXT
1080 IF PC=0 THEN PC=1:RETURN
1090 FOR ZX=1 TO 13:IF ZX=U THEN 1110 EL
SE NEXT
1100 'CHOC BB AVEC BOULE1
1110 A=X:B=Y:RA=FO:PC=1
1120 ON VAL(A$) GOSUB 2380,2410,2440,247
0,2500,2530,2560,2590
1130 IF RA<1 THEN RA=1
1140 FOR IA=0 TO RA
1150 A=A+HA:B=B+KB
1160 IF A<=1 THEN A=2:HA=-HA
1170 IF A>=15 THEN A=14:HA=-HA
1180 IF B<=1 THEN B=2:KB=-KB
1190 IF B>=23 THEN B=22:KB=-KB
1200 V=POINT(A*8+1,B*8+4)
1210 PSET(A,B)CHR$(128+U),U:PLAY"L4MI"
1220 IF V=14 THEN FO=FO-(IA-1):H=-H:K=-K
:GOTO920
1230 IF V=15 THEN PSET(A,B)GR$(14),15:S=
S+U:GOSUB2620:FO=FO-RA:RETURN
1240 FOR JA=1 TO 13:IF JA=V THEN 1290 EL
SE NEXT
1250 PSET(A,B)" "
1260 NEXT
1270 PSET(A,B)CHR$(128+U),U:PLAY"L4MI"
1280 FO=FO-I:RA=0:RETURN
1290 C=A:D=B  'CHOC BOULE 1 AVEC BOULE 2
1300 HC=SGN(RND-RND)AND RND<0.5
1310 KD=SGN(RND-RND)AND RND<0.5
1320 IF HC=0 AND KD=0 THEN 1300
1330 RC=RA-IA:IF RC<1 THEN RC=1
1340 FOR IC=0 TO RC
1350 C=C+HC:D=D+KD
1360 IF C<=1 THEN C=2:HC=-HC
1370 IF C>=15 THEN C=14:HC=-HC
1380 IF D<=1 THEN D=2:KD=-KD
1390 IF D>=23 THEN D=22:KD=-KD
1400 W=POINT(C*8+1,D*8+4)
1410 PSET(C,D)CHR$(128+V),V:PLAY"L4MI"
1420 IF W=14 THEN FO=FO-(IC-1):H=-H:K=-K
:GOTO920
1430 FOR JC=1 TO 13:IF JC=W THEN 1490 EL
SE NEXT
1440 IF W=15 THEN PSET(C,D)GR$(14),15:S=
S+V:GOSUB2620:FO=FO-RC:RETURN
1450 PSET(C,D)" "
1460 NEXT
1470 PSET(C,D)CHR$(128+V),V:PLAY"L4MI"
1480 FO=FO-I:RC=0:RETURN
1490 E=C:F=D  'CHOC BOULE 2 AVEC BOULE 3
1500 HE=SGN(RND-RND)AND RND<0.5
1510 KF=SGN(RND-RND)AND RND<0.5
1520 IF HE=0 AND KF=0 THEN 1500
1530 RE=RC-IC:IF RE<1 THEN RE=1
1540 FOR IE=0 TO RE
1550 E=E+HE:F=F+KF
1560 IF E<=1 THEN E=2:HE=-HE
1570 IF E>=15 THEN E=14:HE=-HE
1580 IF F<=1 THEN F=2:KF=-KF
1590 IF F>=23 THEN F=22:KF=-KF
1600 R=POINT(E*8+1,F*8+4)
1610 PSET(E,F)CHR$(128+W),W:PLAY"L4MI"
1620 IF R=14 THEN FO=FO-(IE-1):H=-H:K=-K
:GOTO920
1630 FOR JE=1 TO 13:IF JE=R THEN 1690 EL
SE NEXT
1640 IF R=15 THEN PSET(E,F)GR$(14),15:S=
S+W:GOSUB2620:FO=FO-RE:RETURN
1650 PSET(E,F)" "
1660 NEXT
1670 PSET(E,F)CHR$(128+W),W:PLAY"L4MI"
1680 FO=FO-I:RETURN
1690 L=E:M=F  'CHOC BOULE 3 AVEC BOULE 4
1700 HL=SGN(RND-RND)AND RND<0.5
1710 KM=SGN(RND-RND)AND RND<0.5
1720 IF HL=0 AND KM=0 THEN 1700
1730 RL=RE-IE:IF RL<1 THEN RL=1
1740 FOR IL=0 TO RL
1750 L=L+HL:M=M+KM
1760 IF L<=1 THEN L=2:HL=-HL
1770 IF L>=15 THEN L=14:HL=-HL
1780 IF M<=1 THEN M=2:KM=-KM
1790 IF M>=23 THEN M=22:KM=-KM
1800 T=POINT(L*8+1,M*8+4)
1810 PSET(L,M)CHR$(128+R),R:PLAY"L3MI"
1820 IF T=14 THEN FO=FO-(IL-1):H=-H:K=-K
:GOTO920
1830 FOR JL=1 TO 13:IF JL=T THEN 2180 EL
SE NEXT
1840 IF T=15 THEN PSET(L,M)GR$(14),15:S=
S+R:GOSUB2620:FO=FO-RL:RETURN
1850 PSET(L,M)" "
1860 NEXT
```

```
1870 PSET(L,M)CHR$(128+R),R:PLAY"L3MI"
1880 FO=FO-I:RE=0:RETURN
1890 BOXF(160,0)-(319,152),0
1900 IF S=91 THEN LOCATE20,5,0:ATTRB1,1:
PRINT"BRAVO"
1910 ATTRB0,0:IF U=15 THEN LOCATE20,5:PR
INT"BOULE PERDUE"
1920 IF CT=0 THEN LOCATE20,5:PRINT"CREDI
T EPUISE"
1930 LOCATE20,12:PRINT"AUTRE PARTIE O/N?
";R$
1940 R$=INPUT$(1)
1950 IF R$="O" THEN PLAY"T4L24REDOFASILA
SOLASI":RUN
1960 IF R$="N" THEN PLAY"T2L24SOLASOFAMI
REDO":CLS:SCREEN2,0,0:END
1970 IF R$<>"O" AND R$<>"N" THEN 1940
1980 X=X+H
1990 RETURN
2000 X=X-H
2010 RETURN
2020 Y=Y+K
2030 RETURN
2040 Y=Y-K
2050 RETURN
2060 X=X+H
2070 Y=Y+K
2080 RETURN
2090 X=X-H
2100 Y=Y-K
2110 RETURN
2120 X=X+H
2130 Y=Y-K
2140 RETURN
2150 X=X-H
2160 Y=Y+K
2170 RETURN
2180 O=L:P=M  'CHOC BOULE 4 AVEC BOULE 5
2190 HO=SGN(RND-RND)AND RND<0.5
2200 KP=SGN(RND-RND)AND RND<0.5
2210 IF HO=0 AND KP=0 THEN 2190
2220 RO=RL-IL:IF RO<1 THEN RO=1
2230 FOR IO=0 TO RO
2240 O=O+HO:P=P+KP
2250 IF O<=1 THEN O=2:HO=-HO
2260 IF O>=15 THEN O=14:HO=-HO
2270 IF P<=1 THEN P=2:KP=-KP
2280 IF P>=23 THEN P=22:KP=-KP
2290 PP=POINT(O*8+1,P*8+4)
2300 PSET(O,P)CHR$(128+T),T:PLAY"L3MI"
2310 IF PP=14 THEN FO=FO-(IO-1):H=-H:K=-
K:GOTO920
2320 FOR JO=1 TO 13:IF JO=PP THEN GOTO 2
620 ELSE NEXT
2330 IF PP=15 THEN PSET(O,P)GR$(14),15:S
=S+T:GOSUB2620:FO=FO-RO:RETURN
2340 PSET(O,P)" "
2350 NEXT
2360 PSET(O,P)CHR$(128+T),T:PLAY"L3MI"
2370 FO=FO-I:RO=0:RETURN
2380 HA=1
2390 KB=0
2400 RETURN
2410 HA=-1
2420 KB=0
2430 RETURN
2440 KB=+1
2450 HA=0
2460 RETURN
2470 KB=-1
2480 HA=0
2490 RETURN
2500 HA=+1
2510 KB=+1
2520 RETURN
2530 HA=-1
2540 KB=-1
2550 RETURN
2560 HA=+1
2570 KB=-1
2580 RETURN
2590 HA=-1
2600 KB=+1
2610 RETURN
2620 PLAY"L24DODOSI":S=S+PP
2630 COLOR1:LOCATE26,23:PRINTS
2640 RETURN
```

MO5

BOWLING

Ce listing possède la particularité d'exploiter à fond le stylo optique. Original pour un bowling non ?

```
1 '-----------------------------------
2 '          basic 1.0 (c) Microsoft
3 ' BOWLING  Thompson MO5       1984
4 '
5 '                      DUBOIS Pierre
6 '-----------------------------------
10 CLEAR,,3:FV=4:GOSUB3000:X=0:PX=0
12 H=RND
13 IF NOT PTRIG THEN 13
14 GOSUB1120:GOSUB1160:COLOR,0
17 '
18 '        trajet de la boule
19 '
20 FOR T=0 TO 1000
22 ATTRB0,0
25 H=RND:IF PI=1 THEN VX=-INT(H*FV) ELSE
```

```
 VX=INT(H*FV)
40 PSET(PPX,22)" ":PX=PX+VX
50 IF CINT(PX)<=36 THEN 60 ELSE IP=0:PLA
Y"A2T1SI":CT=CT+1:PX=36:PI=1
60 IF CINT(PX)>=0 THEN 70 ELSE IP=0:PLAY
"A2T1SI":CT=CT+1:PX=0:PI=0
70 PSET(PX,22) GR$(0):PPX=PX
72 IF IP=1 THEN80
75 IF PTRIG THEN IP=1:GOSUB90
80 NEXTT
89 '
90 '          lance de la boule
91 '
100 PSET(PPX,22)" ":X=PX:Y=22
105 COLOR15,0:ATTRB0,0
110 FOR T=1 TO 22
120  TES=POINT(X*8+4,(Y-T)*8+4):IF TES=1
1 THEN Y=Y-T:GOSUB 1010
125 IF TES=-5 THEN RETURN
130   PSET(X,Y-T+1)" "
140   PSET(X,Y-T)GR$(0)
150 PLAY"P":NEXTT:PSET(X,0)" "
159 '
160 '          s  c  o  r  e
161 '
170 FOR S=SC TO SCO
172 ATTRB0,1
175 IF S>9 THEN SP=6
177 IF S>99 THEN SP=5
180 COLOR3,1:LOCATESP,2:PRINTS:IF S<10 T
HENLOCATE7,2:PRINT"0"
182 IF S>99 THEN 190
185 IF S>9 THEN LOCATE6,2:PRINTCHR$(48)
190 PLAY"T1L5DOREMIFASIL24"
200 NEXTS:SC=SCO
210 IF IPI=1 THEN IPI=0:RETURN
215 IF JT=1 THEN JT=0:GOTO1250
220 COLOR,4:GOTO12
999  '
1000 '     zone des sous Programmes
1001 '
1005 '-SSPROG-> .... quille tombee ....
1006 '
1010 IF X=18 THEN GOTO 1100
1020 LOCATEX,Y-1:PRINTEFQUI$:PLAY"DO":SC
O=SCO+5:PSET(X,Y+1)" "
1025 IF Y=1 THEN1050
1030 IF POINT((X-1)*8+4,(Y-3)*8+4)=11 TH
EN LOCATEX-1,Y-3:PRINTEFQUI$:SCO=SCO+5
1040 IF POINT((X+1)*8+4,(Y-3)*8+4)=11 TH
EN LOCATEX+1,Y-3:PRINTEFQUI$:SCO=SCO+5
1045 PLAY"T1A0L24DORESISOPPPPPPPPPPPPP":
PSET(X,Y+1)" ":COLOR,4:GOTO170
1050 Y=22:GOTO170'  :RETURN
1099 '
1100 '-SSPROG-> .... Partie gagnee ....
1101 '
1110 BOXF(104,64)-(192,0),0:PLAY"DORESIS
O"
1112 NBT=SCO/5:SCO=SCO+(13-NBT)*5
1114 GOSUB1220
1116 JT=1:GOTO170
1119 '
1120 '-SSPROG-> .... 1 Boule Perdue....
1121 '
1125 COLOR,0
1130 PSET(33-BP,0)" ":IF BP=10 THEN GOSU
B1220:IPI=1:GOSUB170:GOTO1250
1140 BP=BP+1
1150 COLOR,4:RETURN
1159 '
1160 '-SSPROG-> depart d'une boule ....
1161 '
1165 COLOR15,0
1170 FOR T=0 TO 21
1180  PSET(23,T)GR$(0)
1190  PLAY"A2T1DO":PSET(23,T)" "
1200 NEXTT
1210 RETURN
1219 '
1220 '-SSPROG->..reste-il des boules...
1221 '
1230 BP=BP*2:SCO=SCO+60-BP*3-INT(CT/2)
1240 RETURN
1249 '
1250 '-SSPROG->... JEU TERMINE ...
1251 '
1260 OLAC=OLAC+4:LOCATE30,2+OLAC:COLOR3,
0:PRINTSCO:ATTRB0,0:GOTO3020
3000 '-------------------------------
3001 '
3002 '   i n i t i a l i s a t i o n
3003 '
3004 '-------------------------------
3010 CLS:LOCATE0,0,0:SCREEN0,4,0:GOSUB40
20:SCREEN0,4,0:DIMB$(50):SP=7
3020 COLOR,0:FV=FV+2:FA=FA+1:CGT=CGT+1:C
T=0
3030 IF FA=4 THEN 3040 ELSE 3060
3040 IF NOT PTRIG THEN 3040 ELSE 10
3060 DEFGR$(0)=0,0,24,60,60,24,0,0
3070 DEFGR$(1)=24,60,60,24,60,60,60,60
3080 DEFGR$(2)=60,60,60,60,60,60,24,0
3090 QUILLE$=GR$(1)+CHR$(10)+CHR$(8)+GR$
(2)
3100 EFQUI$=" "+CHR$(10)+CHR$(8)+" "
3190 GOSUB3320
3199 '
3200 '***** affichage des quilles *****
3205 A=14:B=0:W=8:COLOR11,0
3210 FOR T=0 TO W STEP 2
3220  LOCATEA+T,B:PRINTQUILLE$
3230 NEXTT:CT=CT+1
3235 IF CT=3 THEN 3270
3240 IF CT=1 THEN 3250 ELSE 3260
3250 W=6:B=2:A=15:GOTO3210
3260 W=4:B=4:A=16:GOTO3210
3270 COLOR1:LOCATE18,6:PRINTQUILLE$:COLO
R0,4
3280 '****** reserve de quilles *******
3285 COLOR15,0
3290 FOR T=0 TO 9
3300  PSET(24+T,0)GR$(0)
3310 NEXTT:COLOR,4:GOTO3350
3319 '
3320 '**** construction du bowling ****
3330 BOXF(104,0)-(192,175),0
3340 BOXF(0,176)-(319,199),0
3345 BOXF(296,0)-(319,199),0:RETURN
3349 '
3350 '********* S  C  O  R  E *********
3360 COLOR3,1:LOCATE0,2:ATTRB0,1:PRINT"S
CORE 000":LOCATE0,6:PRINT"force";CGT
3999 '
4000 '========= D . A . T . A ==========
4005 IF CGT>0 THENSCO=0:SC=0:BP=0:IPI=0:
```

```
SP=7:PI=0:GOTO12
4010 RETURN
4020 '
4030 '          page d'en tete
4040 '
4050 GOSUB3320
4060 COLOR3,4:LOCATE12,9:ATTRB1,1:PRINT"
bowling":ATTRB0,0
4070 LOCATE4,16:PRINT"1-JEU":LOCATE4,18:
PRINT"2-regles du jeu "
4080 IF INKEY$="1" THEN CLS:RETURN
4090 IF INKEY$="2" THEN GOTO 4130
4100 GOTO4080
4130 '
4140 '         regles du jeu
4150 '
4160 CLS:SCREEN7,0,0
4170 LOCATE4,1:PRINT"ce jeu demande une
grande attention et  beaucoup de reflex.
..":PRINT"le but du jeu est de faire tom
ber toutes les quilles de la piste.Une b
oule se deplace de droite a gauche et de
 gauche a droite.":PRINT:PRINT
4180 PRINT"Appuie sur le crayon optique
pour la lancer mais attention pour reuss
ir il s'agit de viser juste":PRINT:PRINT
4190 PRINT"tu peut suivre le score et le
 niveau de jeu sur la partie gauche de B
OWLING mais attention le score final pre
nd en compte tous les parametres.Il sera
 affiche sur la partie droite de BOWLING
":PRINT:PRINT
4200 PRINT"L'ordinateur te donne droit a
 trois chances mais cependant le niveau
augmente a chaques fois"
4210 COLOR1:PRINT"Presse le crayon optiq
ue pour commencer"
4220 IF NOT PTRIG THEN 4220 ELSE CLS:RET
URN
```

TO 7/70

DESSIN

Complément logique d'Echelcal, ce listing vous permet de dessiner un objet selon les normes du dessin technique. Une fois créée, votre œuvre peut être sauvegardée ou imprimée.

```
1 CLEAR,,5
2 SCREEN7,0,0
3 DIM E(60),F(60),G(20),H(20),J1(20),K1(
20),R(10),X2(10),Y2(10),R2(10),J2(10),K2
(10),X(10),Y(10),VUE$(6),FA(6),S1(10),G1
(10),H1(10)
4 DEFGR$(0)=0,4,2,1,255,1,2,4:DEFGR$(1)=
0,32,64,128,255,128,64,32:DEFGR$(2)=16,1
6,16,16,146,84,56,16:DEFGR$(3)=56,84,146
,16,16,16,16,16:DEFGR$(4)=32,64,255,65,3
3,1,1,255
10 CLS:LOCATE0,12,0:ATTRB1,1:COLOR1:PRIN
T"DESSIN":LOCATE8,18,0:COLOR4:PRINT"TECH
NIQUE":ATTRB0,0:LOCATE22,22,0:COLOR7:PRI
NT"G.FOULON":GOSUB62000
130 GOTO11000
135 LOCATE0,14,0:INPUT"QUELLE EST VOTRE
LONGUEUR ?",LONG
140 LOCATE0,16,0:INPUT"QUELLE EST VOTRE
LARGEUR  ?",LARG
150 LOCATE0,18,0:INPUT"QUELLE EST VOTRE
HAUTEUR  ?",HAUT
152 N=0:P=0:S1=0:O1=0:CER=0:P1=0
155 GOSUB52000:CLS:COLOR3:FA=FA+1:IF FA>
6 THEN GOTO25000 ELSE LOCATE5,12:PRINT"V
OUS ALLEZ DESSINER LA VUE DE ":VUE$(1)="
FACE":VUE$(2)="GAUCHE":VUE$(3)="DESSUS":
VUE$(4)="DROITE":VUE$(5)="DESSOUS":VUE$(
6)="DERRIERE"
156 LOCATE13,16,0:ATTRB1,1:COLOR1:PRINTV
UE$(FA)
160 GOSUB62000:ATTRB0,0:IF LONG>=LARG AN
D LONG>=HAUT THEN ECH=157/(LONG+LARG)
161 IF LARG>=LONG AND LARG>=HAUT THEN EC
H=157/(LONG+LARG)
162 IF HAUT>=LONG AND HAUT>=LARG THEN EC
H=157/(HAUT+LONG)
170 CLS:SCREEN7,0,0:ON FA GOTO1000,1010,
1030,1020,1040,1050
180 ESPX=(289-X)/2:ESPY=(200-Y)/2
240 COLOR7,0:LOCATEESPX/8-5,ESPY/8:IF ES
PY/8=5 THENLOCATEESPX/8-5,7:PRINT"0":LOC
ATEESPX/8-6,(ESPY+Y)/8:PRINTY/ECH:ELSE L
OCATEESPX/8-5,ESPY/8:PRINT"0":LOCATEESPX
/8-6,(ESPY+Y)/8:PRINTY/ECH
241 LOCATEESPX/8,ESPY/8-2,0:PRINT"0":LOC
ATE(299-ESPX)/8,(ESPY/8)-2,0:PRINTX/ECH
245 GOSUB26000:GOSUB60000:GOSUB47000:GOS
UB48000:GOSUB42400:GOSUB320:GOTO50020
250 COLOR0,0:LOCATE 1,23,0:PRINTSPC(4):C
OLOR5:LOCATE1,23,0:PRINTL1:IF N=0 THEN E
(0)=L1:F(0)=LA1:LOCATE5,23,0:PRINT"->":L
OCATE8,23,0:PRINT"X= ";:COLOR0:PRINTSPC(
5):LOCATE10,23,0:COLOR5:INPUTL2:IF L2>X/
ECH THEN L2=0:GOSUB 55000:GOTO50020
260 IF N>0 THEN COLOR0,0:LOCATE 1,23,0:P
RINTSPC(4):COLOR5:LOCATE1,23,0:PRINTL1:L
OCATE5,23,0:PRINT"->":LOCATE8,23,0:PRINT
"X= ";:COLOR0:PRINTSPC(5):LOCATE10,23,0:
COLOR5:INPUTL2:IF L2>X/ECH THEN L2=0:GOS
UB 55000:GOTO50020
270 GOSUB320
```

```
275 A$=INPUT$(1):IF A$<>CHR$(28) AND A$<
>CHR$(2) AND A$<>CHR$(13) AND A$<>CHR$(4
5) THEN 275
276 IF A$=CHR$(28)THEN N=N+1:E(N)=L2:F(N
)=LA1:GOTO400
277 IF A$=CHR$(13)THEN 500
278 IF A$=CHR$(2)THEN GOSUB52000:GOTO170
279 IF A$=CHR$(45)THEN 560
320 LOCATE1,1,0:COLOR0,1:PRINTGR$(0):LOC
ATE3,1,0:PRINTGR$(1):LOCATE5,1,0:PRINTGR
$(2):LOCATE7,1,0:PRINTGR$(3):LOCATE9,1,0
:PRINTGR$(4):LOCATE11,1,0:PRINT"INS":LOC
ATE15,1,0:PRINT"ACC":LOCATE19,1,0:PRINT"
STOP"
330 LOCATE24,1,0:PRINT"ENTREE":LOCATE31,
1,0:PRINT"-":LOCATE33,1,0:COLOR3,1:PRINT
"M":COLOR7,0:RETURN
400 L1=L1*ECH:L2=L2*ECH:LINE(ESPX+L1,ESP
Y+LA1*ECH)-(ESPX+L2,ESPY+LA1*ECH),1:GOSU
B48000:L1=L2/ECH:GOTO50020
500 L1=L1*ECH:L2=L2*ECH:GOSUB48000:L1=L2
/ECH:GOTO50020
560 P=P+1:G(P)=L1:H(P)=LA1:L1=L1*ECH:L2=
L2*ECH:FORI=L1 TO L2:LINE(ESPX+I,ESPY+LA
1*ECH)-(ESPX+I+2,ESPY+LA1*ECH),1:LINE-(E
SPX+I+4,ESPY+LA1*ECH),-1:I=I+2:NEXTI:GOS
UB48000:P=P+1
561 G(P)=L2/ECH:H(P)=LA2/ECH
565 GOTO50020
1000 X=LONG*ECH:Y=HAUT*ECH:GOSUB60000:GO
TO180
1010 X=LARG*ECH:Y=HAUT*ECH:GOSUB60000:GO
TO180
1020 X=LARG*ECH:Y=HAUT*ECH:GOSUB60000:GO
TO180
1030 X=LONG*ECH:Y=LARG*ECH:GOSUB60000:GO
TO180
1040 X=LONG*ECH:Y=LARG*ECH:GOSUB60000:GO
TO180
1050 X=LONG*ECH:Y=HAUT*ECH:GOSUB60000:GO
TO180
2520 COLOR0:LOCATE1,23,0:PRINTSPC(4):COL
OR5:LOCATE1,23,0:PRINTLA1:IF N=0 THEN E(
0)=L1:F(N)=LA1:LOCATE5,23,0:PRINT"->":LO
CATE8,23,0:PRINT"Y= ";:COLOR0:PRINTSPC(5
):LOCATE10,23,0:COLOR5:INPUTLA2:IF LA2>Y
THEN LA2=0:GOSUB55000:GOTO50020
2521 IF N>0 THEN COLOR0:LOCATE1,23,0:PRI
NTSPC(4):COLOR5:LOCATE1,23,0:PRINTLA1:LO
CATE5,23,0:PRINT"->":LOCATE8,23,0:PRINT"
Y= ";:COLOR0:PRINTSPC(5):LOCATE10,23,0:C
OLOR5:INPUTLA2:IF LA2>Y/ECH THEN LA2=0:G
OSUB55000:GOTO50020
2530 A$=INPUT$(1):IF A$<>CHR$(28) AND A$
<>CHR$(2) AND A$<>CHR$(13) AND A$<>CHR$(
45) THEN 2530
2540 IF A$=CHR$(28)THEN N=N+1:E(N)=L1:F(
N)=LA2:GOTO3000
2550 IF A$=CHR$(13)THEN 3100
2560 IF A$=CHR$(2)THEN GOSUB52000:GOTO17
0
2570 IF A$=CHR$(45)THEN 3300
3000 LA1=LA1*ECH:LA2=LA2*ECH:LINE(ESPX+L
2,ESPY+LA1)-(ESPX+L2,ESPY+LA2),1:GOSUB47
000:LA1=LA2/ECH:GOTO50020
3100 LA1=LA1*ECH:LA2=LA2*ECH:GOSUB47000
LA1=LA2/ECH:GOTO50020
3300 P1=P1+1:G1(P1)=L2:H1(P1)=LA1:LA1=LA
1*ECH:LA2=LA2*ECH:FOR I=LA1 TO LA2:LINE(
ESPX+L2,ESPY+I)-(ESPX+L2,ESPY+I+2),1:LIN
E-(ESPX+L2,ESPY+I+4),-1:I=I+2:NEXTI:GOSU
B47000:P1=P1+1
3301 G1(P1)=L2/ECH:H1(P1)=LA2/ECH:LA1=LA
2/ECH:GOTO50020
4000 COLOR5:LOCATE 1,23,0:PRINTL2/ECH:L1
=L2/ECH:LOCATE5,23,0:PRINT"->":LOCATE8,2
3,0:PRINT"X= ";:COLOR0:PRINTSPC(5):LOCAT
E10,23,0:COLOR5:INPUTL2:IF L2*ECH>X THEN
 L2=0:GOSUB55000:GOTO50020
4020 A$=INPUT$(1):IF A$<>CHR$(28) AND A$
<>CHR$(2) AND A$<>CHR$(13) AND A$<>CHR$(
45) THEN 4020
4030 IF A$=CHR$(28)THEN N=N+1:E(N)=L2:F(
N)=LA1:GOTO4100
4040 IF A$=CHR$(13)THEN 4200
4050 IF A$=CHR$(2)THEN GOSUB52000:GOTO17
0
4060 IF A$=CHR$(45)THEN 4300
4100 L1=L1*ECH:L2=L2*ECH:LINE(ESPX+L1,ES
PY+LA2)-(ESPX+L2,ESPY+LA2),1:GOSUB48000:
L1=L2/ECH:GOTO50020
4200 L1=L1*ECH:L2=L2*ECH:GOSUB48000:L1=L
2/ECH:GOTO50020
4300 P=P+1:G(P)=L2:H(P)=LA2:L1=L1*ECH:L2
=L2*ECH:FOR I=L2 TO L1:LINE(ESPX+I,ESPY+
LA2)-(ESPX+I+2,ESPY+LA2),1:LINE-(ESPX+I+
4,ESPY+LA2),-1:I=I+2:NEXTI:P=P+1:G(P)=L1
/ECH:H(P)=LA2/ECH:GOSUB48000:GOTO50020
5000 COLOR0:LOCATE1,23,0:PRINTSPC(4):COL
OR5:LOCATE1,23,0:PRINTLA1:LOCATE5,23,0:P
RINT"->":LOCATE8,23,0:PRINT"Y= ";:COLOR0
:PRINTSPC(5):LOCATE10,23,0:COLOR5:INPUTL
A2
5020 A$=INPUT$(1):IF A$<>CHR$(28) AND A$
<>CHR$(2) AND A$<>CHR$(13) AND A$<>CHR$(
45) THEN 5020
5030 IF A$=CHR$(28)THEN N=N+1:E(N)=L1:F(
N)=LA2:GOTO5100
5040 IF A$=CHR$(13)THEN 5200
5050 IF A$=CHR$(2)THEN GOSUB52000:GOTO17
0
5060 IF A$=CHR$(45)THEN 5300
5100 LA1=LA1*ECH:LA2=LA2*ECH:LINE(ESPX+L
2,ESPY+LA1)-(ESPX+L2,ESPY+LA2),1:GOSUB47
000:LA1=LA2/ECH:GOTO50020
5200 LA1=LA1*ECH:LA2=LA2*ECH:GOSUB47000:
LA1=LA2/ECH:GOTO50020
5300 P1=P1+1:G1(P1)=L1:H1(P1)=LA1:LA1=LA
1*ECH:LA2=LA2*ECH:FOR I=LA2 TO LA1:LINE(
ESPX+L2,ESPY+I)-(ESPX+L2,ESPY+I+2),1:LIN
E-(ESPX+L2,ESPY+I+4),-1:I=I+2:NEXTI:GOSU
B47000:P1=P1+1:G1(P1)=L2/ECH:H1(P1)=LA2/
ECH:LA1=LA2/ECH:GOTO50020
6000 GOSUB40000:COLOR5:LOCATE 1,23,0:PRI
NTL2/ECH:LOCATE5,23,0:PRINT"->":LOCATE8,
23,0:PRINT"X= ";:COLOR0:PRINTSPC(4):LOCA
TE10,23,0:COLOR5:INPUTL2
6005 COLOR0:LOCATE1,23,0:PRINTSPC(4):COL
OR5:LOCATE1,23,0:PRINTLA1:LOCATE5,23,0:P
RINT"->":LOCATE8,23,0:PRINT"Y= ";:COLOR0
:PRINTSPC(4):LOCATE10,23,0:COLOR5:INPUTL
A2
6020 A$=INPUT$(1):IF A$<>CHR$(28)  AND A
$<>CHR$(2) THEN 6020
6030 IF A$=CHR$(28)THEN 6100
6050 IF A$=CHR$(2)THEN 3200
```

```
6100 L1=L1*ECH:L2=L2*ECH:LA1=LA1*ECH:LA2
=LA2*ECH:LINE(ESPX+L1,ESPY+LA1)-(ESPX+L2
,ESPY+LA2),1:GOSUB47000:GOSUB48000:N=N+1
:E(N)=L2/ECH:F(N)=LA2/ECH:L1=L2/ECH:LA1=
LA2/ECH:GOTO50020
9000 O1=O1+1:L2=0:COLOR5:LOCATE 1,23,0:P
RINT"   0":LOCATE5,23,0:PRINT"->":LOCATE
8,23,0:PRINT"X= ";:COLOR0:PRINTSPC(4):LO
CATE10,23,0:COLOR5:INPUTL2:J1(O1)=L2
9005 COLOR0:LA2=0:LOCATE1,23,0:PRINTSPC(
4):COLOR5:LOCATE1,23,0:PRINT"   0":LOCAT
E5,23,0:PRINT"->":LOCATE8,23,0:PRINT"Y=
";:COLOR0:PRINTSPC(4):LOCATE10,23,0:COLO
R5:INPUTLA2:K1(O1)=LA2
9010 COLOR0:LOCATE1,23,0:PRINTSPC(4):COL
OR5:LOCATE8,23,0:PRINT"R= ";:COLOR0:PRIN
TSPC(4):LOCATE10,23,0:COLOR5:INPUTR(O1)
9020 PI=3.14159:XC=L2*ECH+ESPX:YC=ESPY+L
A2*ECH:PSET(XC+R(O1)*ECH,YC),1
9030 FOR A=0 TO 2*PI STEP 0.05:X=XC+R(O1
)*ECH*COS(A):Y=YC-R(O1)*ECH*SIN(A):L1=L2
/ECH:LA1=LA2/ECH
9040 LINE-(X,Y),1:NEXT A
9045 L1=0:LA1=0:L2=0:LA2=0
9050 COLOR0,0:LOCATE9,1,0:PRINTSPC(21):L
OCATE9,2,0:PRINTSPC(21):GOSUB320:GOTO500
20
10000 LOCATE7,2,0:COLOR0:PRINTSPC(20):GO
TO50020
11000 CLS:LOCATE 10,2,0:ATTRB1,1:COLOR1:
PRINT"M E N U":ATTRB0,0
11010 LOCATE4,6,0:COLOR3:PRINT"DESSINER
UNE VUE    -->1"
11015 LOCATE4,7,0:COLOR3:PRINT"SAUVER LE
 DESSIN    -->2"
11020 LOCATE4,8,0:COLOR3:PRINT"CHARGER U
N FICHIER  -->3"
11025 LOCATE4,9,0:COLOR3:PRINT"REVOIR LA
 VUE       -->4"
11026 LOCATE4,10,0:COLOR3:PRINT"TERMINER
          -->5"
11030 LOCATE 4,22,0:COLOR4:PRINT"VOTRE C
HOIX ?":CH$=INPUT$(1):CH=VAL(CH$)
11040 IF CH<>1 AND CH<>2 AND CH<>3 AND C
H<>4 AND CH<>5 THEN 11030
11045 LOCATE4,22,0:COLOR0:PRINTSPC(16):C
OLOR7
11046 ON CH GOTO 11050,11056,11060,11130
,11055
11050 GOTO12000
11055 CLS:COLOR5:GOSUB44998:END
11056 CLS:GOTO 43500
11060 CLS
11070 LOCATE2,2,0:COLOR1:PRINT"CHARGEMEN
T D'UN FICHIER":IF FA>1 THEN LOCATE2,6,0
:COLOR3:PRINT"NOM DU FICHIER :";:PRINTNO
M$:GOTO11076
11075 LOCATE2,6,0:COLOR3:INPUT"NOM DU FI
CHIER :",NOM$:GOTO 13000
11076 LOCATE0,8,0:COLOR3:PRINT"CODE D'AC
CES: ";:COLOR4:PRINT"TAPEZ ";:COLOR7:PRI
NTNOM$+"A";:COLOR1:PRINT"POUR FACE":LOCA
TE20,9,0:COLOR7:PRINTNOM$+"B";:COLOR1:PR
INT"POUR GAUCHE"
11077 LOCATE20,10,0:COLOR7:PRINTNOM$+"C"
;:COLOR1:PRINT"POUR DESSUS":LOCATE20,11,
0:COLOR7:PRINTNOM$+"D";:COLOR1:PRINT"POU
R DROITE"
11078 LOCATE20,12,0:COLOR7:PRINTNOM$+"E"
;:COLOR1:PRINT"POUR DESSOUS":LOCATE20,13
,0:COLOR7:PRINTNOM$+"F";:COLOR1:PRINT"PO
UR DERRIERE":LOCATE2,16,0:COLOR7:INPUT"V
OTRE CODE :",FICHIER$
11079 IF FICHIER$<>NOM$+"A" AND FICHIER$
<>NOM$+"B" AND FICHIER$<>NOM$+"C" AND FI
CHIER$<>NOM$+"D" AND FICHIER$<>NOM$+"E"
AND FICHIER$<>NOM$+"F" THEN 11076
11080 LOCATE0,20,0:COLOR4:PRINT"CASSETTE
 PRETE O/N ?":REP$=INPUT$(1)
11110 IF REP$<>"O" THEN 11080
11120 CLS:GOSUB42000:GOSUB60000:NN=N:PP=
P:SS1=S1:OO1=O1:CER1=CER:PP1=P1:GOSUB423
00:GOSUB43000:GOTO42281
11130 IF FA<1 THEN COLOR7:GOTO11000 ELSE
 CLS:GOSUB60000:NN=N:PP=P:SS1=S1:OO1=O1:
CER1=CER:PP1=P1:GOSUB42300:GOTO42281
12000 IF FA=0 THEN GOTO135
12010 IF FA>0 THEN GOTO152:IF FA>6 THEN
GOTO 25000
13000 LOCATE6,10,0:PRINT"TROIS VUES DE L
'OBJET --->1":LOCATE6,12,0:PRINT"SIX VUE
S DE L'OBJET   --->2":LOCATE6,14,0:PRINT
"UNE SEULE VUE          --->3"
13010 REP$=INPUT$(1)
13020 IF REP$<>"1" AND REP$<>"2" AND REP
$<>"3" THEN 13000
13030 IF REP$="3" THEN LOCATE6,10,0:COLO
R0:PRINTSPC(30):LOCATE6,12,0:PRINTSPC(30
):LOCATE6,14,0:PRINTSPC(30):GOTO11076
13038 IF REP$="1" THEN COLOR5:GOTO13041
13039 IF REP$="2" THEN COLOR5:GOTO13055
13041 LOCATE6,20,0:PRINT"CASSETTE PRETE
(O/N)?":REP1$=INPUT$(1)
13042 IF REP1$<>"O" AND REP1$<>"N" THEN
13041
13043 IF REP1$="N" THEN 13041
13044 CLS:GOTO14000
13055 LOCATE6,20,0:PRINT"CASSETTE PRETE
(O/N)?":REP1$=INPUT$(1)
13056 IF REP1$<>"O" AND REP1$<>"N" THEN
13055
13057 IF REP1$="N" THEN 13055
13058 CLS:GOTO15000
14000 REM
14010 FICHIER$=NOM$+"A":GOSUB42000:GOSUB
60000
14020 ESLO=(289-(LONG+LARG)*ECH1)/3:ESLA
=(199-(LARG+HAUT)*ECH1)/3:ESPX=ESLO:ESPY
=ESLA:ECH=ECH1:NN=N:PP=P:SS1=S1:OO1=O1:C
ER1=CER:PP1=P1:GOSUB42300
14030 FICHIER$=NOM$+"B":GOSUB42000
14040 ESPX=ESLO*2+LONG*ECH1:ESPY=ESLA:EC
H=ECH1:NN=N:PP=P:SS1=S1:OO1=O1:CER1=CER:
PP1=P1:GOSUB42300
14050 FICHIER$=NOM$+"C":GOSUB42000
14060 ESPX=ESLO:ESPY=ESLA*2+HAUT*ECH1:EC
H=ECH1:NN=N:PP=P:SS1=S1:OO1=O1:CER1=CER:
PP1=P1:GOSUB42300:GOTO42281
15000 REM
15010 FICHIER$=NOM$+"A":GOSUB42000:GOSUB
60000:ECH=0:ECH2=239/(2*LONG+2*LARG):ESL
O=20+LARG*ECH2:ESLA=(199-(2*LARG*ECH2+HA
UT*ECH2))/4:ESPX=ESLO:ESPY=ESLA*2+LARG*E
CH2:ECH=ECH2:NN=N:PP=P:SS1=S1:OO1=O1::CE
R1=CER:PP1=P1:GOSUB42300
15020 FICHIER$=NOM$+"B":GOSUB42000:GOSUB
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60000:ECH=ECH2:ESPX=30+(LONG+LARG)*ECH2:
ESPY=ESLA*2+LARG*ECH2:NN=N:PP=P:SS1=S1:O
01=01:CER1=CER:PP1=P1:GOSUB42300
15030 FICHIER$=NOM$+"C":GOSUB42000:GOSUB
60000:ECH=ECH2:ESPX=20+LARG*ECH2:ESPY=3*
ESLA+(HAUT*ECH2)+(LARG*ECH2):NN=N:PP=P:S
S1=S1:001=01:CER1=CER:PP1=P1:GOSUB42300
15040 FICHIER$=NOM$+"D":GOSUB42000:GOSUB
60000:ECH=ECH2:ESPX=10:ESPY=ESLA*2+LARG*
ECH2:NN=N:PP=P:SS1=S1:001=01:CER1=CER:PP
1=P1:GOSUB42300
15050 FICHIER$=NOM$+"E":GOSUB42000:GOSUB
60000:ECH=ECH2:ESPX=20+(LARG*ECH2):ESPY=
ESLA:NN=N:PP=P:SS1=S1:001=01:CER1=CER:PP
1=P1:GOSUB42300
15060 FICHIER$=NOM$+"F":GOSUB42000:GOSUB
60000:ECH=ECH2:ESPX=40+LONG*ECH2+2*LARG*
ECH2:ESPY=2*ESLA+(LARG*ECH2):NN=N:PP=P:S
S1=S1:001=01:CER1=CER:PP1=P1:GOSUB42300:
GOTO42281
20020 COLOR7,0:PLAY"DODODO"
20030 LOCATE1,22,0:COLOR3:PRINT"UNE AUTR
E ? ":REP$=INPUT$(1):IF REP$<>"O"THEN 11
000 ELSE LOCATE1,22,0:COLOR0:PRINTSPC(20
):GOTO20020
25000 LOCATE1,12,0:COLOR3:PRINT"VOUS AVE
Z DESSINE LES 6 VUES":LOCATE1,20,0:INPUT
"VOULEZ-VOUS FAIRE UN AUTRE EXERCICE ?",
REP$
25010 IF REP$<>"N"THEN FA=0:GOTO 130  EL
SE CLS:END
26000 LOCATE25,3,0:PRINT"Ech="
26010 IF ECH>=1 THEN ECH$=STR$(ECH):ECH1
$=LEFT$(ECH$,4):LOCATE29,3,0:COLOR7:PRIN
TECH1$"/1":ECH=VAL(ECH1$):ZZ=ZZ+1:IF ZZ=
1 THEN ECH1=ECH:RETURN ELSE RETURN
26997 IF ECH<1 AND ECH>=.001THEN ECH1=EC
H*1000:IF ECH1<100 THEN26998:ELSE ECH$=S
TR$(ECH1):LOCATE29,3,0:COLOR7:PRINTLEFT$
(ECH$,4)"/1000":ECH1=ECH1/1000:ZZ=ZZ+1:I
F ZZ=1 THEN ECH1=ECH:RETURN ELSE RETURN
26998 ECH$=STR$(ECH1):LOCATE29,3,0:COLOR
7:PRINTLEFT$(ECH$,3)"/1000":ZZ=ZZ+1:IF Z
Z=1 THEN ECH1=ECH:RETURN ELSE RETURN
30000 REM
30005 L1=0=LA1=0:L2=0:LA2=0:GOSUB48000:G
OSUB47000:LOCATE1,23,0:COLOR0:PRINTSPC(1
5)
30010 COLOR5,2:LOCATE5,22,0:ATTRB1,1:PRI
NT"+":LOCATE30,22,0:PRINT"-":COLOR0,0:AT
TRB0,0:REP$=INPUT$(1)
30020 IF REP$<>"+" AND REP$<>"-" THEN 30
000
30030 IF REP$="+" THEN ATTRB1,1:LOCATE5,
22,0:PRINT" ":LOCATE30,22,0:PRINT" ":ATT
RB0,0:GOTO9000
30040 IF REP$="-"THEN ATTRB1,1:LOCATE5,2
2,0:PRINT" ":LOCATE30,22,0:PRINT" ":ATTR
B0,0:GOSUB35000:GOTO50020
30050 RETURN
35000 REM
35010 COLOR5:LOCATE 1,23,0:PRINT"   0":L
OCATE5,23,0:PRINT"->":LOCATE8,23,0:PRINT
"X= ";:COLOR0:PRINTSPC(4):LOCATE10,23,0:
COLOR5:INPUTL2:IF L2*ECH>X THEN GOSUB550
00:L2=0:GOTO6000
35020 COLOR0:LOCATE1,23,0:PRINTSPC(4):CO
LOR5:LOCATE1,23,0:PRINT"   0":LOCATE5,23
,0:PRINT"->":LOCATE8,23,0:PRINT"Y= ";:CO
LOR0:PRINTSPC(4):LOCATE10,23,0:COLOR5:IN
PUTLA2
35030 COLOR0:LOCATE1,23,0:PRINTSPC(4):CO
LOR5:LOCATE8,23,0:PRINT"R= ";:COLOR0:PRI
NTSPC(4):LOCATE10,23,0:COLOR5:INPUTR
35035 CER=CER+1:X2(CER)=L2:Y2(CER)=LA2:R
2(CER)=R
35040 FOR T=0 TO 6.28 STEP 0.4:X(CER)=ES
PX+L2*ECH+R2(CER)*ECH*COS(T):Y(CER)=ESPY
+LA2*ECH+R2(CER)*ECH*SIN(T):PSET(X(CER),
Y(CER)),1:X(CER)=X(CER)+R2(CER)*COS(0.1)
:Y(CER)=Y(CER)+R2(CER)*SIN(0.1):NEXT T
35800 L1=0:L2=0:LA1=0:LA2=0
35900 RETURN
40000 LOCATE1,23,0:COLOR0:PRINTSPC(15)
40010 COLOR5,2:LOCATE5,22,0:ATTRB1,1:PRI
NT"+":LOCATE30,22,0:PRINT"-":COLOR0,0:AT
TRB0,0:REP$=INPUT$(1)
40020 IF REP$<>"+" AND REP$<>"-" THEN 40
000
40030 IF REP$="+" THEN ATTRB1,1:LOCATE5,
22,0:PRINT" ":LOCATE30,22,0:PRINT" ":ATT
RB0,0:RETURN
40040 IF REP$="-"THEN ATTRB1,1:LOCATE5,2
2,0:PRINT" ":LOCATE30,22,0:PRINT" ":ATTR
B0,0:GOSUB45000:GOTO50020
41000 ON FA GOTO 51000,51100,51200,51300
,51400,51500
41005 FICHIER$=NOM$+S$:OPEN"O",#1,FICHIE
R$
41006 PRINT#1,X
41007 PRINT#1,Y
41008 PRINT#1,N
41009 PRINT#1,P
41011 PRINT#1,S1
41012 PRINT#1,O1
41013 PRINT#1,CER
41014 PRINT#1,FA
41015 PRINT#1,ESPX
41016 PRINT#1,ESPY
41017 PRINT#1,LONG
41018 PRINT#1,LARG
41019 PRINT#1,HAUT
41020 PRINT#1,ECH1,ECH
41021 PRINT#1,P1
41029 IF N<0 THEN 41045 ELSE FOR A=0 TO
N
41030 PRINT#1,E(A),F(A)
41040 NEXTA
41045 IF P<1 THEN 41051 ELSE FORB=1 TO P
:PRINT#1,G(B),H(B):NEXTB
41051 IF S1<1 THEN 41055 ELSE FORD=1 TO
S1:PRINT#1,J2(D),K2(D):NEXTD
41055 IF O1<1 THEN 41060 ELSE FORN1=O1 T
O 1 STEP-1:PRINT#1,J1(N1),K1(N1),R(N1):N
EXTN1
41060 IF CER<1 THEN 41070 ELSE FORNOM=1
TO CER:PRINT#1,X2(NOM),Y2(NOM),R2(NOM):N
EXTNOM
41070 IF P1<1 THEN 41999 ELSE FORB1=1 TO
 P1:PRINT#1,G1(B1),H1(B1):NEXTB1
41999 CLOSE#1:CLS:L1=0:L2=0:LA1=0:LA2=0:
GOTO 11000
42000 REM
42031 IF RIGHT$(FICHIER$,1)="A"THEN FICH
$="FACE":FA=1
42032 IF RIGHT$(FICHIER$,1)="B"THEN FICH
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$="GAUCHE":FA=2
42033 IF RIGHT$(FICHIER$,1)="C"THEN FICH
$="DESSUS":FA=3
42034 IF RIGHT$(FICHIER$,1)="D"THEN FICH
$="DROITE":FA=4
42035 IF RIGHT$(FICHIER$,1)="E"THEN FICH
$="DESSOUS":FA=5
42036 IF RIGHT$(FICHIER$,1)="F"THEN FICH
$="DERRIERE":FA=6
42040 OPEN"I",#1,FICHIER$
42041 INPUT#1,X
42042 INPUT#1,Y
42043 INPUT#1,N
42044 INPUT#1,P
42046 INPUT#1,S1
42047 INPUT#1,O1
42048 INPUT#1,CER
42049 INPUT#1,FA
42050 INPUT#1,ESPX
42051 INPUT#1,ESPY
42052 INPUT#1,LONG
42053 INPUT#1,LARG
42054 INPUT#1,HAUT
42055 INPUT#1,ECH1,ECH
42056 INPUT#1,P1:IF N<0 THEN 42059 ELSE
FOR A=0 TO N
42057 INPUT#1,E(A),F(A)
42058 NEXTA
42059 IF P<1 THEN 42061 ELSE FORB=1 TO P
:INPUT#1,G(B),H(B):NEXTB
42061 IF S1<1 THEN 42062 ELSE FORD=1 TO
S1:INPUT#1,J2(D),K2(D):NEXTD
42062 IF O1<1 THEN 42063 ELSE FORN1=O1 T
O 1 STEP-1:INPUT#1,J1(N1),K1(N1),R(N1):N
EXTN1
42063 IF CER<1 THEN 42064 ELSE FORNOM=1
TO CER:INPUT#1,X2(NOM),Y2(NOM),R2(NOM):N
EXTNOM
42064 IF P1<1 THEN 42100 ELSE FORB1=1 TO
 P1:INPUT#1,G1(B1),H1(B1):NEXTB1
42100 CLOSE#1:RETURN
42281 LOCATE1,23,0:COLOR0:PRINTSPC(8):LO
CATE1,23,0:COLOR3,0:PRINT"IMP O/N?":REP$
=INPUT$(1)
42282 IF REP$<>"O" AND REP$<>"N"THEN 422
81:IF REP$="N" THEN 11000
42283 IF REP$<>"O" THEN11000
42284 LOCATE1,23,0:COLOR0:PRINTSPC(8):CO
LOR7
42285 SCREENPRINT
42286 LOCATE1,22,0:COLOR3:PRINT"UNE AUTR
E ? ":REP$=INPUT$(1)
42287 IF REP$<>"O"THEN 11000
42288 LOCATE1,22,0:COLOR0:PRINTSPC(20):G
OTO42285
42300 REM
42310 IF NN<0 THEN 42320
42311 FORA=0 TO NN-1:LINE(ESPX+E(A)*ECH,
ESPY+F(A)*ECH)-(ESPX+E(A+1)*ECH,ESPY+F(A
+1)*ECH),1:GOSUB63000
42315 NEXTA
42320 IF PP<2 THEN 42340
42325 FORII=G(PP-1)*ECH TO G(PP)*ECH-3:L
INE(ESPX+II,ESPY+H(PP)*ECH)-(ESPX+II+2,E
SPY+H(PP)*ECH),1:LINE-(ESPX+II+4,ESPY+H(
PP)*ECH),-1:II=II+2:NEXTII:PP=PP-2:GOTO4
2320
42340 IF SS1<=1 THEN 42350
42345 X0=ESPX+J2(SS1-1):X1=ESPX+J2(SS1):
Y0=ESPY+K2(SS1-1):Y1=ESPY+K2(SS1):A=(Y0-
Y1)/(X0-X1):B=(X0*Y1-X1*Y0)/(X0-X1):FOR
Q=X0 TO X1 STEP 3:PSET(Q,A*Q+B),1:NEXT Q
:SS1=SS1-1:GOTO 42340
42350 IF O01<1 THEN 42360 ELSE FORN1=O01
 TO 1 STEP-1:PI=3.14159:XC=J1(N1)*ECH+ES
PX:YC=ESPY+K1(N1)*ECH:PSET(XC+R(N1)*ECH,
YC),1
42355 FOR BB=0 TO 2*PI STEP 0.05:X=XC+R(
N1)*ECH*COS(BB):Y=YC-R(N1)*ECH*SIN(BB)
42356 LINE-(X,Y),1:NEXT BB:NEXT N1
42360 IF CER1<1 THEN 42370 ELSE FORNOM=1
 TO CER1:FOR T=0 TO 6.28 STEP 0.4:XX=ESP
X+X2(NOM)*ECH+R2(NOM)*ECH*COS(T):YY=ESPY
+Y2(NOM)*ECH+R2(NOM)*ECH*SIN(T):PSET(XX,
YY),1:XX=XX+R2(NOM)*ECH*COS(0.1):YY=YY+R
2(NOM)*ECH*SIN(0.1):NEXT T :NEXT NOM
42370 IF PP1<2 THEN RETURN
42380 FORII=H1(PP1-1)*ECH TO H1(PP1)*ECH
:LINE(ESPX+G1(PP1)*ECH,ESPY+II)-(ESPX+G1
(PP1)*ECH,ESPY+II+2),1:LINE-(ESPX+G1(PP1
)*ECH,ESPY+II+4),-1:II=II+2:NEXTII:PP1=P
P1-1:GOTO42370
42400 REM
42410 LOCATE1,21,0:COLOR3:PRINT"+ POUR A
UGMENTER L'ECHELLE":LOCATE1,22,0:PRINT"-
 POUR DIMINUER L'ECHELLE"
42411 LOCATE1,1,0:COLOR5:PRINT" 'ENTREE'
 POUR VALIDER L'ECHELLE"
42420 REP$=INPUT$(1)
42430 IF REP$<>"+" AND REP$<>"-" AND REP
$<>CHR$(13) THEN 42410
42435 IF REP$=CHR$(13) THEN LOCATE1,1,0:
COLOR0,0:PRINTSPC(34):LOCATE1,21,0:PRINT
SPC(26):LOCATE1,22,0:PRINTSPC(26):GOSUB3
20:GOTO50020
42440 IF REP$="+" THEN 42500
42450 IF REP$="-" THEN 42600
42500 IF ECH>=1 THEN ECH=ECH+.2:GOTO170
42510 IF ECH<1 AND ECH>=.001 THEN ECH=EC
H+.010:GOTO170
42520 IF ECH<.001 THEN ECH=ECH+.001:GOTO
170
42600 IF ECH>=1 THEN ECH=ECH-.2:GOTO170
42610 IF ECH<1 AND ECH>=.001 THEN ECH=EC
H-.010:GOTO170
42620 IF ECH<.001 THEN ECH=ECH-.001:GOTO
170
43000 REM
43010 LOCATE20,22,0:COLOR3:PRINT"VUE DE
 ";:COLOR4:PRINTFICH$:COLOR7,0:RETURN
43500 CLS:IF FA=0 THEN 11000:ELSE LOCAT
E2,2,0:COLOR1:PRINT"SAUVEGARDE D'UN FICH
IER"
43505 IF FA>1 THEN LOCATE2,6,0:COLOR3:PR
INT"NOM DU FICHIER :";:PRINTNOM$:GOTO435
20
43510 LOCATE2,6,0:COLOR3:INPUT"NOM DU FI
CHIER :",NOM$:IF LEN(NOM$)>5 THEN 43510
43520 LOCATE0,20,0:COLOR4:PRINT"CASSETTE
 PRETE O/N ?":REP$=INPUT$(1)
43530 IF REP$<>"O" THEN 43520 ELSE GOTO4
1000
44998 L1=0:L2=0:LA1=0:LA2=0:NOM$="":FICH
IER$="":FA=0:N=0:P=0:ECH=0:ECH1=0:S1=0:O
1=0:CER=0:P1=0
44999 RETURN
```

```
45000 S1=S1+1:J2(S1)=L1:K2(S1)=LA1:COLOR
0:LOCATE1,23,0:PRINTSPC(8):COLOR5:LOCATE
 1,23:PRINTL2/ECH:LOCATE5,23,0:PRINT"->"
:LOCATE8,23,0:PRINT"X= ";:COLOR0:PRINTSP
C(4):LOCATE10,23,0:COLOR5:INPUTL2:L2=L2*
ECH:IF L2>X THEN L2=0:GOSUB55000:GOTO450
00
45010 COLOR0:LOCATE1,23,0:PRINTSPC(4):CO
LOR5:LOCATE1,23,0:PRINTLA1:LOCATE5,23,0:
PRINT"->":LOCATE8,23,0:PRINT"Y= ";:COLOR
0:PRINTSPC(4):LOCATE10,23,0:COLOR5:INPUT
LA2:LA2=LA2*ECH:S1=S1+1:J2(S1)=L2:K2(S1)
=LA2
45100 X0=ESPX+J2(S1-1):X1=ESPX+J2(S1):IF
 X0>X1 THEN 45101 ELSE Y0=ESPY+K2(S1-1):
Y1=ESPY+K2(S1):A=(Y0-Y1)/(X0-X1):B=(X0*Y
1-X1*Y0)/(X0-X1):FOR Q=X0 TO X1 STEP 3:P
SET(Q,A*Q+B),1:NEXT Q:GOTO50020
45101 Y0=ESPY+K2(S1-1):Y1=ESPY+K2(S1):A=
(Y1-Y0)/(X1-X0):B=(-X1*Y0-X0*Y1)/(X1-X0)
:FOR Q=X1 TO X0 STEP 3:PSET(Q,A*Q+B),1:N
EXT Q:GOTO50020
45110 GOSUB47000:GOSUB48000:L1=L2:LA1=LA
2:GOSUB47000:GOSUB48000:L1=L2/ECH:LA1=LA
2/ECH:RETURN
46500 REM
46510 CLS:GOSUB60000
46520 GOSUB42000:
47000 LINE(4,ESPY+LA1)-(12,ESPY+LA1),-1:
LINE-(9,ESPY+LA1-3),-1:LINE(12,ESPY+LA1)
-(9,ESPY+LA1+3),-1:LINE(4,ESPY+LA2)-(12,
ESPY+LA2),6:LINE-(9,ESPY+LA2-3),6:LINE(1
2,ESPY+LA2)-(9,ESPY+LA2+3),6:RETURN
48000 LINE(ESPX+L1,ESPY-30)-(ESPX+L1,ESP
Y-22),-1:LINE-(ESPX+L1-3,ESPY-25),-1:LIN
E(ESPX+L1,ESPY-22)-(ESPX+L1+3,ESPY-25),-
1
48010 LINE(ESPX+L2,ESPY-30)-(ESPX+L2,ESP
Y-22),6:LINE-(ESPX+L2-3,ESPY-25),6:LINE(
ESPX+L2,ESPY-22)-(ESPX+L2+3,ESPY-25),6:R
ETURN
49000 PLAY"A5T5L12DODO#RERE#MIMIFASOSO#"
:GOTO11000
50020 GOSUB320:A$=INPUT$(1):IF A$<>CHR$(
8) AND A$<>CHR$(9) AND A$<>CHR$(10) AND
A$<>CHR$(11) AND A$<>CHR$(30) AND A$<>CH
R$(22) AND A$<>CHR$(2) AND A$<>"M" THEN
50020
50025 IF A$=CHR$(2) THEN N=0:L1=0:L2=0:L
A1=0:LA2=0:P=0:P1=0:O1=0:CER=0:S1=0:P=0:
GOTO 170
50026 IF A$="M" THEN 49000
50030 IF A$=CHR$(9) THEN 250
50040 IF A$=CHR$(10) THEN 2520
50050 IF A$=CHR$(8) THEN 4000
50060 IF A$=CHR$(11) THEN 5000
50070 IF A$=CHR$(30) THEN 6000
50080 IF A$=CHR$(22) THEN GOSUB30000:GOT
O35000
51000 S$="A":GOTO41005
51100 S$="B":GOTO41005
51200 S$="C":GOTO41005
51300 S$="D":GOTO41005
51400 S$="E":GOTO41005
51500 S$="F":GOTO41005
52000 L1=0:L2=0:LA1=0:LA2=0:RETURN
55000 LOCATE8,3,0:COLOR1:PRINT"IMPOSSIBL
E":PLAY"A1L24DOREDORE":LOCATE1,23,0:COLO
R0,0:PRINTSPC(15):LOCATE8,3,0:COLOR0:PRI
NTSPC(10):GOTO50020
60000 BOX(0,0)-(319,199),7:LINE(289,0)-(
289,199),7:LINE(289,30)-(319,30),7:LINE(
289,169)-(319,169),7:LINE(309,0)-(309,19
9),7:LINE(299,0)-(299,30),7:LINE(299,169
)-(299,199),7
61000 RETURN
62000 FORI=0TO2000:NEXTI:RETURN
63000 FORI=0TO100:NEXTI:RETURN
```

MO5

GRAND PRIX

Plus jeu de société que jeu d'action, ce progamme se joue à plusieurs. Chaque concurrent a une voiture et doit la piloter de façon à battre les autres. Mais attention : tous les coups ne sont pas permis.

```
y(
1 ' GRAND PRIX
3 '**********************************
10 CLEAR ,,5
100 CONSOLE 0,24
110 SCREEN1,10,10
120 CLS
130 LOCATE 0,1,0
135 ATTRB 1,1
140 PRINT"GRAND-PRIX  DE  F.1 ";
150 CONSOLE 3,24
200 '* DESSIN DES AUTOS
210 DEFGR$ (0)=7,231,66,255,255,66,231,7
:    F1G$=GR$(0):'**       F1 A GAUCHE
220 DEFGR$ (1)=90,126,90,24,24,219,255,2
19:  F1H$=GR$(1):'**       F1 EN HAUT
230 DEFGR$ (2)=224,231,66,255,255,66,231
,224:F1D$=GR$(2):'**       F1 A DROITE
240 DEFGR$ (3)=219,255,219,24,24,90,126,
90   :F1B$=GR$(3):'**       F1 EN BAS
250 DEFGR$ (4)=170,84,170,84,170,0,56,16
    :'**   DRAPEAU D ARRIVEE
300 ' ECRAN DE DEBUT
310 FOR E=1 TO 15
```

```
320       C=INT(RND*6)
330        G=INT(RND*4)
340         H=INT(RND*20)
350          V=INT(RND*10)
360    LOCATE 2*H,2*V+5,0
370    COLOR C
380 PRINT GR$ (G);
390 NEXT E
400 LOCATE 23,22,0
410 COLOR 1
420 PRINT"JPC 1986";
990 ATTRB 0,0
1000 GOTO 60000
9999 ' *
10000 '* DEBUT DE PROG PARTIE
10001 '*
10010 GOSUB 30500:'* RECH ORDR A JOUER
10015 IF NBV-EL =0 THEN COLOR 0,10:GOSUB
  36750:GOSUB 30600:CONSOLE 0,24:CLS:LOC
ATE 0,0,0:END :'*- 13300
10016 IF NBV-EL-AR=0 THEN GOSUB 36550:GO
SUB 30600:CONSOLE 0,24:LOCATE 0,0,0:END
10020 FOR K=1 TO NBV-EL:'*DE LA 1ERE A
10030  I=OTO(K):     '* I=TYP AUTO KEME
10032 IF FARR(I)=1 THEN 12900:'*NEXT K
10035 IF FSTD(I)=1 THEN GOSUB 10050:GOTO
 32800:' MVT STD
10040 GOSUB 10050:GOTO 10270
10050  GOSUB 30200:GOSUB 30300:'*EFFVM
10060  LOCATE 35,4,0
10070 COLOR COUL(I),10
10080  PRINT GR$(0);" ";ECU$(I);
10099 ' * SP AFFICH RSV ET AV
10100  FOR J=0 TO 3:'    * 4 TYP D AVANT
10110   LOCATE 29+J*3,6,0
10120   COLOR J,10
10130   IF AV(I,J)=1 THEN PRINT CHR$(127
); ELSE PRINT CHR$(32);
10140  NEXT J
10200   FOR J=0 TO 3:'  * 4 TYP D AVANT
10210   COLOR J
10220   FOR L=0 TO 3:'*4 POS DES RESERV
10230   LOCATE 29+3*J+L@2,10-(L MOD2),0
10240   IF L<= NBR(I,J)-1 THEN PRINT"*";
          ELSE PRINT " ";
10250   NEXT L
10260  NEXT J
10265 RETURN
10270  LOCATE 27,12,0:'----10080
10280  COLOR 0,10
10290  PRINT STR$(VA(I));
10300  D$=INPUT$(1)
10310  IF D$<"0" OR D$>"9" THEN 10300
10320  VD=VAL(D$)
10340  GOSUB 30200:'*  EFFMG
10350  GOSUB 30400:'* AFF VD
10360 IF FACC(I)=1 AND VD>3 THEN GOSUB 3
0330:GOSUB 35350:GOTO 10300 ELSE 10400
10400 DV=VD-VA(I):'*--10360
10410 IF DV^2<=1 THEN VA(I)=VD:GOSUB 302
00:GOSUB 35100:GOTO 11000
10420 IF DV=+2 OR DV=+3 THEN IF AV(I,1)=
1 THEN VA(I)=VD:GOSUB 30200:GOSUB 35100:
GOTO 11000
10430 IF DV>=2 THEN VA(I)=VA(I)+1+2*AV(I
,1):VD=VA(I):GOSUB 30200:GOSUB 35150:GOS
UB 30400:GOTO 11000:'*** EFM,AFA+,AFVD,G
TDEPLTAUTO
10440 IF DV=-2 THEN IF AV(I,2)=1 THEN VA
(I)=VD:GOSUB 30200:GOSUB 35100:GOTO 1100
0 ELSE DV=-3
10450 IF DV<-2 THEN VA(I)=VA(I)-1-AV(I,2
):VD=VA(I):GOSUB 30200:GOSUB 35200:GOSUB
 30400:GOTO 11000:'*** EFM,AFF-,AFVD,GTD
EPLAUTO
11000 '*    DEPLACEMENT AUTOS
       ---10410,10420,10430,10440,10450
11099 '*
11100 '* ENREG DEPL + VALIDITE
11101 '*
11110 FCV=0:'* INIT FLAG CHG DE VOIE
11120 FOR V=VA(I)-1 TO 0 STEP -1
11125 FDR=2:'*INDIC DIR RET=TOUT DROIT
11130  D$=INKEY$
11140  IF D$="" THEN 11130
11145 IF D$=" " THEN 11500
11150  IF D$<>" " THEN IF(AV(I,1)=1 AND
DV>0) OR (AV(I,2)=1 AND DV<0) THEN FCV=1
 ELSE FCV=FCV+1
11151 ' IF D$<>" " THEN FCV=FCV+1:
                IF FCV=1 THEN FDR=1 ELSE
GOSUB 30200:GOSUB 35300:GOSUB 30600
11152  IF FCV=1 THEN FDR=1 ELSE GOSUB 30
200:GOSUB 35300:GOSUB 30600
11500 '* DEPL EFFECTIF
11510 NOCAS=NOCA(I)+FDR
11520 FFT=NOCAS @ 140
11530 NOCAS=NOCAS MOD 140
11540 FOR W=0 TO 1
11550 IF NOCAD(W,NZ(NOCAS)) <> NOCAS THE
N  11590
11560 IF FDR=2 THEN W=(W+1) MOD 2
11570 NOCAS=NOCAD(W,NZ(NOCAS))
11580 W=2
11590 NEXT W:'*---11550
11595 IF SF1(NZ(NOCAS))=2 THEN X1=1 ELSE
 X1=0
11596 IF SF1(NZ(NOCAS))=1 THEN Y1=-1 ELS
E Y1=0 :'* CORRECTION POUR PORTION PISTE
11600 '* NOCAS VALIDE ?
11610 COL=POINT((X(NOCAS)+X1)*8+4,(Y(NOC
AS)+Y1)*8+4)
11620 IF COL >=0 THEN 32300:'* COLLIS.
11630 IF NBT(I)=NTC THEN IF NOCAS>=26 TH
EN 32500:'* ARRIVEE
11640 IF VA(I)>VL(NOCAS)+AV(I,0) THEN GO
SUB 32200 : GOTO 11970:'* VL DEPASSEE
11650 IF NOCAS=7 THEN GOSUB 32600:  GOTO
 11950'STD ET SAUT A NEXT V
11660 NBT(I)=NBT(I)+FFT
11670 GOSUB 32100:GOSUB 30200:'*AF DEP
11680 IF V=0 THEN 11750:'* ARRIV DERN CA
SE DE DEPLACT
11690 COLOR0,10:GOSUB 35250
11700 GOTO 11950:'*  NEXT V
11750 '* DERN CASE DEPL ---11670,
11760 IF COL =-10 THEN GOSUB 32100:GOSUB
 34000:'DEPL ET  RSQ
11900 '
11950 NOCA(I)=NOCAS:'-11700,11650
11970 NEXT V:'----11640,32390
12900 NEXT K:'*----32599,33500,10032
12920 GOSUB 30300:'EFF VA ET VD
12950 GOSUB 30200
12960 COLOR 0,10:GOSUB 36600
13000 '* NOUVEAU CLASSEMENT
```

```
13010 FOR I=1 TO NBV
13020 CLAST(I)=NBT(I)*2000 +NOCA(I)*10 +
PSTD(I)
13030 OTO(I)=I
13040 NEXT I
13050 CLAST(0)=32766
13055 FOR I1=2 TO NBV
13060    X=CLAST(I1)
13070 OTO=OTO(I1)
13080    FOR I2=I1-1 TO 0 STEP -1
13090     IF X>CLAST(I2)
          THEN CLAST(I2+1)=CLAST(I2):O
TO(I2+1)=OTO(I2) ELSE CLAST(I2+1)=X:OTO(
I2+1)=OTO: I2=0
13180    NEXT I2
13200 NEXT I1
13300 GOTO 10015:'*NOUVEAU TOUR
29999 LOCATE0,0,0:END
30000 '*    SOUS-PROGRAMMES    ********
30099 '*
30100 '*    SP AFFICH AUTOS ELIMINEES
30101 '*
30110 LOCATE 11+(I-1)@2,8+((I-1)MOD2),0
30120 COLOR COUL(I),10
30130 PRINT GR$(3);
30140 NBT(I)=0:NOCA(I)=0:PSTD(I)=0
30190      RETURN
30199 '*
30200 '*             SP EFFAC ZONE MSG
30201 '*
30210 COLOR,10
30220 LOCATE 19,14,0:
30230  PRINT "                          ";
30240 LOCATE 19,15,0:
30250  PRINT "                          ";
30260 LOCATE 19,16,0:
30270  PRINT "                          ";
30280      RETURN
30299 '*
30300 '*             SP EFFAC ZONE  VD
30301 '*
30310 COLOR 0,10
30320  LOCATE 27,12,0:PRINT"  ";
30330 COLOR 0,10
30340  LOCATE 38,12,0:PRINT"  ";
30380      RETURN
30399 '*
30400 '*  SP AFFIC ZONE  VD
30401 '*
30410 COLOR 0,10
30420  LOCATE 38,12,0:PRINT STR$(VD);
30430      RETURN
30499 '*
30500 '*RECHERCH AUTO A JOUER QD RANG SU
30510 FOR I=1 TO NBV  :     '* TYPE AUTO
30520   IF RG(I)=9  THEN GOTO 30560
30530   FOR K=1 TO NBV-EL:'*PLAC. AUTOS
30540    IF RG(I)=K THEN OTO(K)=I:K=NBV-
EL
30550   NEXT K
30560 NEXT I
30570      RETURN
30600 '* TEMPORISATION
30610 FOR TEMPO=0 TO 499
30620 D$=INKEY$
30630 IF D$<>"" THEN TEMPO=500
30640 NEXT TEMPO
30650 RETURN
32100 '* GRAPHISME DU DEPLACEMENT
32105 IF FSTD(I)=1 THEN 32190
32110 NCI=NOCA(I)
32115 IF SF1(NZ(NCI))=2 THEN XI=1 ELSE X
I=0
32116 IF SF1(NZ(NCI))=1 THEN YI=-1 ELSE
YI=0 :'* CORRECTION POUR PORTION PISTE
32120 NCA=NOCAS
32125 IF SF1(NZ(NCA))=2 THEN XA=1 ELSE X
A=0
32126 IF SF1(NZ(NCA))=1 THEN YA=-1 ELSE
YA=0 :'* CORRECTION POUR PORTION PISTE
32130 COLOR,C(NCI)
32140 LOCATE X(NCI)+XI,Y(NCI)+YI,0
32150 PRINT " ";
32160 COLORCOUL(I),C(NCA)
32170 LOCATE X(NCA)+XA,Y(NCA)+YA,0
32180 IF FELIM(I)=1 THEN PRINT" ";:V=-1
:GOTO 32198
32190 IF FACC(I)=1 THEN PRINT"*";ELSE PR
INT GR$(SF1(NZ(NCA)));
32198 RETURN:'*  ---32180,32105
32199 '*
32200 '*              DEPASS VIT LIMITE
32201 '*
32205 GOSUB 32100
32210 GOSUB 30200:'*EFFMSG
32215 COLOR 0,10
32220 IF VA(I)-VL(NOCAS)-AV(I,0)=1 THEN
FACC(I)=FACC(I)+1:IF FACC(I)>1 THEN GOSU
B 36700:GOTO 32225 ELSE VA(I)=3:V=V-2:GO
SUB 35500:  GOTO 32230
32223 GOSUB 35550
32225 FELIM(I)=1:EL=EL+1:V=-1
32230 NOCA(I)=NOCAS
32240 GOSUB 32100
32250 IF FELIM(I)=1 THEN GOSUB 30100
32260 GOSUB 30600
32270 COLOR0,10:IF V<1 THEN 32280 ELSE G
OSUB 35250:'**IL RESTE V A PARC.
32280 RETURN
32299 '*
32300 '*                          COLLISION
32301 '*
32310 GOSUB 30200
32320 IF V<=1 THEN FACC(I)=FACC(I)+1:IF
FACC(I)>1 THEN GOSUB 36700:GOTO 32332 EL
SE GOSUB 35600:NOCAS=NOCA(I):GOSUB 32100
:VA(I)=3:V=-1:  GOTO 32390
32321 'IF V<=1 THEN FACC(I)=FACC(I)+1:IF
 FACC(I)>1 THEN GOSUB 36700:GOSUB 30600
:GOTO 32335 ELSE GOSUB 35600:  GOSUB 3060
0:NOCAS=NOCA(I):GOSUB 32100:VA(I)=3:V=-1
:  GOTO 32390
32330 GOSUB 35650:GOSUB 30600
32331 GOTO 32335
32332 GOSUB 30600
32335 FELIM(I)=1:VA(I)=0:EL=EL+1:NOCAS=N
OCA(I):GOSUB 32100:GOSUB 30100:V=-1
32340 FOR K1=1 TO NBV-EL
32350 IF COUL(K1)<> COL THEN 32370
32360 FACC(K1)=FACC(K1)+1:IF FACC(K1)>1
THEN I3=I:I=K1:GOSUB 36700:GOSUB 30600:G
OTO 32365 ELSE VA(K1)=3:NOCAS=NOCA(K1):I
3=I:I=K1:GOSUB 32100:I=I3:NOCAS=NOCA(I):
K1=9:V=-1:GOTO 32370
32365 FELIM(K1)=1:VA(K1)=0:EL=EL+1:NOCAS
=NOCA(K1):GOSUB 32100:GOSUB 30100:V=-1:
```

```
K1=9:I=I3
32370 NEXT K1:'*---32350,32360
32375 GOTO 32392
32390 GOSUB 30600
32392 GOTO 11970:'---32320  NEXT V
32499 '*
32500 '*                              ARRIVEE
32501 '*
32510 CLT=CLT+1
32520 CLT(I)=CLT
32530 GOSUB 30200
32535 COLOR 0,10
32540 IF CLT=1 THEN GOSUB 35700 ELSE GOS
UB 35750
32550 COLOR,C(NOCA(I))
32560 LOCATE X(NOCA(I)),Y(NOCA(I)),0:PRI
NT" ";
32570 COLOR COUL(I),10
32580 LOCATE 13-CLT,19,0:PRINT MID$(STR$
(CLT),2)
32590 LOCATE 13-CLT,20,0:PRINT GR$(2):
32592 FARR(I)=1:AR=AR+1: GOSUB 30600
32595 IF CLT=NBV-EL THEN GOSUB 30200:COL
OR 0,10: GOSUB 36550:GOSUB 30600:CONSOLE
 0,24:CLS:LOCATE0,0,0:END
32596 V=-1
32598 GOTO 12900:'*NEXT K DU PR PRINC
32599 '*
32600 '*                    ACCES AU STAND
32601 '*
32605 GOSUB 32100
32610 IF VA(I)>=5 THEN NOCA(I)=NOCAS:COL
OR 0,10:IF V=0 THEN 32700 ELSE GOSUB 352
50:GOTO 32700:' RETURN
32620 GOSUB 30200
32630 COLOR 0,10:GOSUB 35800
32640 D$=INKEY$
32650 IF D$="" THEN 32640
32660 IF D$<>"0" THEN GOSUB 35250:  GOTO
 32700
32670 IF D$="0" THEN IF POINT(31*8+4,23*
8+4)>0 THEN GOSUB 30200:GOSUB 35850:GOSU
B 30600:GOTO 32700 ELSE LOCATE 32,22,0:C
OLOR,6:PRINT" ";:LOCATE 31,23,0:COLOR CO
UL(I),7:          IF FACC(I)=0 THEN PRINT
 GR$(0);ELSE      PRINT "*";
32680 FSTD(I)=1:PSTD(I)=1:V=-1:    '*  SI
 OK STD,SI STD OCCUP CONTINUE SINON EFF
AUTO AFF AUTO OU * DS STD
32690  GOSUB 30200
32700 RETURN:'*-32610,32660,32670
32799 '*
32800 '*                    MVT AUTOS AU STD
32801 '*
32805 COLOR 0,10:GOSUB 36650
32810       IF PSTD(I)=5 THEN VA(I)=4:LOC
ATE 8,23,0:COLOR,7:PRINT" ";:GOTO 32830
32820 GOTO 32900
32830 FOR NOCASI=35 TO 1 STEP -2
32840 IF POINT((X(NOCASI)+0)*8+4,Y(NOCAS
I)*8+4)<0  THEN NOCA(I)=NOCASI:NOCASI=0
32850 NEXT NOCASI
32860 COLOR COUL(I),C(NOCA(I))
32870 LOCATE X(NOCA(I))+0,Y(NOCA(I)),0
32880 PRINT GR$(0);:FOR F=1 TO 700:NEXT
32885 IF NBT(I)=NTC THEN IF NOCA(I)>=26
THEN 32500:'* ARRIVEE
32890 PSTD(I)=0:FSTD(I)=0:GOTO 33500
32900          IF PSTD(I)=2 THEN PSTD(I)
=3:FOR U=0 TO 4:LOCATE 27-U,23,0:COLOR,7
:PRINT" ";:LOCATE 26-U,23,0:COLOR COUL(I
),7:IF FACC(I)=0 THEN PRINT GR$(0);:GOTO
 32920 ELSE PRINT"*";:GOTO 32920
32910 GOTO 32970
32920 FOR U1=0 TO 100:NEXT U1:NEXT U:GOT
O 33500
32970          IF PSTD(I)=3 THEN FACC(I)
=0:FOR J=0 TO 3:NBR(I,J)=4:NEXT J:  GOTO
 33000
32990 GOTO 33080
33000 LOCATE 22,23,0
33010 COLOR ,7:PRINT" ";
33020 LOCATE 15;23,0
33030 COLOR COUL(I),7
33040 PRINT GR$(0);
33045 GOSUB 10100:' AFFICH NLES RESERV
33050 PSTD(I)=4
33055 FOR U1=0 TO 200 :NEXT U1
33060 GOTO 33500
33080          IF PSTD(I)=1 THEN PSTD(I)
=2:FOR U=0 TO 3:LOCATE 31-U,23,0:COLOR,7
:PRINT" ";:LOCATE 30-U,23,0:COLOR COUL(I
),7:IF FACC(I)=0 THEN PRINT GR$(0);:GOTO
 33085 ELSE PRINT"*";:GOTO 33085
33082 GOTO 33090
33085 FOR U1=0 TO 100:NEXT U1:NEXT U: GO
TO 33500
33090          IF PSTD(I)=4 THEN PSTD(I)
=5:FOR U=0 TO 6:LOCATE 15-U,23,0:COLOR,7
:PRINT" ";:LOCATE 14-U,23,0:COLOR COUL(I
),7:PRINT GR$(0);: FOR U1=0 TO 100:NEXT
U1:NEXT U
33500 GOTO 12900:'*  NEXT K :---33060,32
920,32890,33085
33999 '*
34000 '*      CASES A RISQUES
34001 '*
34010 GOSUB 30200:COLOR 0,10: GOSUB 3595
0: '*ATT CAS RSQ
34020 GOSUB 30600
34030 J=INT(RND*4)
34040 C=INT(RND*10)
34050 IF C=0 THEN IF AV(I,J)=1 THEN   GO
SUB 36000:GOTO 34400    ELSE 34060  ELSE
 34100:'** C=0 AV ->1 ; GS 36000= RAS,
GT 34060 AV ->1 ,34100 C<>0
34060 NBR(I,J)=4:AV(I,J)=1:'*----34050
34070 ON J+1 GOTO 34080,34085,34090,3409
5
34080 GOSUB 36050:GOTO 34400
34085 GOSUB 36100:GOTO 34400
34090 GOSUB 36150:GOTO 34400
34095 GOSUB 36200:GOTO 34400
34100 IF AV(I,3)=1 AND  C<>9  THEN GOSUB
 36000:GOTO 34400:'*---34050
34105 IF AV(I,3)=1 AND  C=9  THEN IF J<>
3 THEN GOSUB 36000:GOTO 34400 ELSE 34160
34110 IF AV(I,J)=1 AND  C<>9 THEN  GOSUB
 36000:GOTO 34400
34120 IF C=1 OR  C=2  THEN GOSUB 36000:G
OTO 34400
34130 IF C=3 OR  C=4 OR  C=5 THEN NBR(I,
J)=NBR(I,J)-1:GOSUB 34500:GOTO 34400
34140 IF C=6 OR  C=7 OR C=8 THEN NBR(I,J
)=NBR(I,J)-2:GOSUB 34500:GOTO 34400
34160 IF C=9 THEN  IF AV(I,J)=1 THEN AV(
```

```
I,J)=0:GOSUB 30200:GOSUB 36500:GOTO 3440
0  ELSE  NBR(I,J)=NBR(I,J)-3:GOSUB 34500
:GOTO 34400
34400 GOSUB 10100:GOSUB 30600:RETURN:'*-
--34080,-85,- 90,-95,-100,-110,-120,-130,
-140,-160
34499 '*
34500 '*              PREP MSG CAS A RSQ
34501 '*
34505 COLOR 0,10
34510  IF NBR(I,J)>0 THEN GOSUB 36300:GO
TO 34590
34520  IF NBR(I,J)=0 THEN GOSUB 36350:GO
TO 34590
34530  IF NBR(I,J)=-1 THEN FACC(I)=FACC(
I)+1:IF FACC(I)>1 THEN GOSUB 36700:GOSUB
 32225 ELSE VA(I)=3:V=-1:GOSUB 36400:  G
OTO 34590
34531 ' IF NBR(I,J)=-1 THEN FACC(I)=1:NB
R(I,J)=0:VA(I)=3:GOSUB 36400:GOTO 34590
34540  IF NBR(I,J)<-1 THEN FELIM(I)=1:NB
R(I,J)=0:V=-1:GOSUB 36450:GOSUB 30100:EL
=EL+1
34590  GOSUB 32100: RETURN:'*--34510,-20
,-30,-40  GS10100 REAFF RSV
34999 '*
35000 '*    MESSAGES
35001 '*
35100 '*   MSG OK VD
35101 '*
35110 LOCATE 19,14,0
35115 PRINT "  VITESSE  DESIREE    ";
35120 LOCATE 19,15,0
35125 PRINT "ENREGISTREE: AVANCEZ!";
35130 LOCATE 19,16,0
35135 PRINT " (ESPACE)=MEME PISTE ";
35140                              RETURN
35150 '*   MSG   A+
35151 '*
35160 LOCATE 19,14,0
35165 PRINT "     TROP   VITE !     ";
35170 LOCATE 19,15,0
35175 PRINT " VITESSE   CORRIGEE   ";
35180 LOCATE 19,16,0
35185 PRINT "       AVANCEZ !      ";
35190                              RETURN
35200 '*   MSG   F-
35201 '*
35210 LOCATE 19,14,0
35215 PRINT "FREINAGE TROP BRUTAL!";
35220 LOCATE 19,15,0
35225 PRINT " VITESSE   CORRIGEE   ";
35230 LOCATE 19,16,0
35235 PRINT "       AVANCEZ !      ";
35240                              RETURN
35250 '*   MSG   RAP
35251 '*
35260 LOCATE 19,14,0
35265 PRINT "       IL  RESTE      ";
35270 LOCATE 19,15,0
35275 PRINT "   ENCORE ";V;"  FOIS ";
35280 LOCATE 19,16,0
35285 PRINT "       A AVANCER      ";
35290                              RETURN
35300 '*   MSG   2E CHG PISTE
35301 '*
35310 LOCATE 19,14,0
35315 PRINT "DEPLACEMENT  ILLICITE";
35320 LOCATE 19,15,0
35325 PRINT "2 EME CHANGT. DE VOIE";
35330 LOCATE 19,16,0
35335 PRINT "ON RESTE SUR LA MEME!";
35340                              RETURN
35350 '*   MSG   VOIT ACC  V LIMITEE
35351 '*
35360 LOCATE 19,14,0
35365 PRINT "  VOTRE VOITURE EST   ";
35370 LOCATE 19,15,0
35375 PRINT "     ACCIDENTEE !     ";
35380 LOCATE 19,16,0
35385 PRINT "   VD EST LIMITEE !   ";
35390                              RETURN
35500 '*   MSG   VA>VL DE 1
35501 '*
35510 LOCATE 19,14,0
35515 PRINT "  UN PEU TROP VITE!   ";
35520 LOCATE 19,15,0
35525 PRINT " SUSPENSION  TOUCHEE ";
35530 LOCATE 19,16,0
35535 PRINT "ALLURE MAX POSSIBLE 3";
35540                              RETURN
35550 '*   MSG   VA>VL DE >1
35551 '*
35560 LOCATE 19,14,0
35565 PRINT "  BIEN  TROP  VITE!   ";
35570 LOCATE 19,15,0
35575 PRINT "  VOITURE  DETRUITE   ";
35580 LOCATE 19,16,0
35585 PRINT "     ELIMINATION      ";
35590                              RETURN
35600 '*   MSG   COLLISION V<=1
35601 '*
35610 LOCATE 19,14,0
35615 PRINT "     ACCROCHAGE!      ";
35620 LOCATE 19,15,0
35625 PRINT " VOITURE  ENDOMMAGEE ";
35630 LOCATE 19,16,0
35635 PRINT "ALLURE MAX POSSIBLE 3";
35640                              RETURN
35650 '*   MSG   COLLISION V>1
35651 '*
35660 LOCATE 19,14,0
35665 PRINT "   ACCIDENT  FATAL    ";
35670 LOCATE 19,15,0
35675 PRINT "  VOUS : HORS COURSE!";
35680 LOCATE 19,16,0
35685 PRINT "L'AUTRE EST ENDOMMAGE";
35690                              RETURN
35700 '*   MSG   ARRIV 1 ER
35701 '*
35710 LOCATE 19,14,0
35715 PRINT "ARRIVEE DU VAINQUEUR!";
35720 LOCATE 19,15,0
35725 PRINT " VOITURE DE L'ECURIE ";
35730 LOCATE 19,16,0:COLOR COUL(I)
35735 PRINT"          ";ECU$(I);:COLOR 0
35740                              RETURN
35750 '*   MSG   ARRIV X EME
35751 '*
35760 LOCATE 19,14,0
35765 PRINT "  ARRIVEE DU";STR$(CLT(I));
" EME"
35770 LOCATE 19,15,0
35775 PRINT " VOITURE DE L'ECURIE ";
35780 LOCATE 19,16,0:COLOR COUL(I)
35785 PRINT"          ";ECU$(I);:COLOR 0
```

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35790                                   RETURN
35800 '*   MSG   ENTREE AU STD ?
35801 '*
35810 LOCATE 19,14,0
35815 PRINT "VOULEZ-VOUS  ENTRER  ";
35820 LOCATE 19,15,0
35825 PRINT "   A VOTRE STAND ?   ";
35830 LOCATE 19,16,0
35835 PRINT "OUI TAPEZ O, SINON: N";
35840                                   RETURN
35850 '*   MSG   ACCES STD OCCUPE
35851 '*
35860 LOCATE 19,14,0
35865 PRINT "ACCES AU STAND OCCUPE";
35870 LOCATE 19,15,0
35875 PRINT "  ARRET  IMPOSSIBLE  ";
35880 LOCATE 19,16,0
35885 PRINT "ATTENDRE TOUR SUIVANT";
35890                                   RETURN
35900 '*   MSG   MVT DS STAND  ?
35901 '*
35910 LOCATE 19,14,0
35915 PRINT "     MOUVEMENTS      ";
35920 LOCATE 19,15,0
35925 PRINT "  DES VOITURES  AUX  ";
35930 LOCATE 19,16,0
35935 PRINT "       STANDS        ";
35940                                   RETURN
35950 '*   MSG   ARRIVEE SUR CASE RISQ
35951 '*
35960 LOCATE 19,14,0
35965 PRINT "   VOUS AVEZ PRIS    ";
35970 LOCATE 19,15,0
35975 PRINT "     DES RISQUES     ";
35980 LOCATE 19,16,0
35985 PRINT "     ATTENTION !     ";
35990                                   RETURN
36000 '*   MSG   C EST BON
36001 '*
36010 LOCATE 19,14,0
36015 PRINT "     C'EST BON !     ";
36020 LOCATE 19,15,0
36025 PRINT "   PAS D'INCIDENCE   ";
36030 LOCATE 19,16,0
36035 PRINT "  SUR VOS RESERVES!  ";
36040                                   RETURN
36050 '*   MSG   AS VOLANT
36051 '*
36060 LOCATE 19,14,0
36065 PRINT "    BIEN  TENTE !    ";
36070 LOCATE 19,15,0
36075 PRINT "VS VOILA AS DU VOLANT";
36080 LOCATE 19,16,0
36085 PRINT " (VITESSE LIMITE +1) ";
36090                                   RETURN
36100 '*   MSG   TURBO
36101 '*
36110 LOCATE 19,14,0
36115 PRINT "    BIEN  TENTE !    ";
36120 LOCATE 19,15,0
36125 PRINT " TURBO SUPER REGLE ! ";
36130 LOCATE 19,16,0
36135 PRINT " (ACCELERATIONS: +3) ";
36140                                   RETURN
36150 '*   MSG   FREINS
36151 '*
36160 LOCATE 19,14,0
36165 PRINT "    BIEN  TENTE !    ";
36170 LOCATE 19,15,0
36175 PRINT " FREINS SURPUISSANTS ";
36180 LOCATE 19,16,0
36185 PRINT " (FREINAGE DE 2 EN 2)";
36190                                   RETURN
36200 '*   MSG   BARAKA
36201 '*
36210 LOCATE 19,14,0
36215 PRINT "    BIEN  TENTE !    ";
36220 LOCATE 19,15,0
36225 PRINT "VOUS AVEZ LA BARAKA! ";
36230 LOCATE 19,16,0
36235 PRINT " RISQUES TRES LIMITES";
36240                                   RETURN
36300 '*   MSG   ATTEINT RESERV
36301 '*
36310 LOCATE 19,14,0
36315 PRINT " RESERVES DE TYPE: ";CHR$(2
7)+CHR$(64+J);"*";:COLOR 0,10
36320 LOCATE 19,15,0
36325 PRINT "ATTEINTES. MAIS IL EN";
36330 LOCATE 19,16,0
36335 PRINT "  RESTE  ENCORE :";NBR(I,J
);
36340                                   RETURN
36350 '*   MSG   PLUS DE RESERV
36351 '*
36360 LOCATE 19,14,0
36365 PRINT " RESERVES DE TYPE: ";CHR$(2
7)+CHR$(64+J);"*";:COLOR 0,10
36370 LOCATE 19,15,0
36375 PRINT "     ANEANTIES !     ";
36390                                   RETURN
36400 '*   MSG   LEGER DEP RESERV
36401 '*
36410 LOCATE 19,14,0
36415 PRINT "LEGER DEPASSEMENT DES";
36420 LOCATE 19,15,0
36425 PRINT " RESERVES DE TYPE: ";CHR$(2
7)+CHR$(64+J);"*";:COLOR 0,10
36430 LOCATE 19,16,0
36435 PRINT " VOITURE ACCIDENTEE  ";
36440                                   RETURN
36450 '*   MSG   FORT DEPASS DES RESERV
36451 '*
36460 LOCATE 19,14,0
36465 PRINT " FORT DEPASSEMENT DES";
36470 LOCATE 19,15,0
36475 PRINT " RESERVES DISPONIBLES";
36480 LOCATE 19,16,0
36485 PRINT "  VOITURE  ELIMINEE  ";
36490                                   RETURN
36500 '*   MSG   FIN AV I
36501 '*
36510 LOCATE 19,14,0
36515 PRINT "    PAS DE CHANCE    ";
36520 LOCATE 19,15,0
36525 PRINT " VOUS PERDEZ VOTRE ";
36530 LOCATE 19,16,0
36535 PRINT " AVANTAGE DE TYPE:"+CHR$(27
)+CHR$(64+J)+CHR$(127);
36540                                   RETURN
36550 '*   MSG    FIN
36551 '*
36560 LOCATE 19,14,0
36565 PRINT " LA COURSE EST FINIE ";
36570 LOCATE 19,15,0
36575 PRINT "A  UNE PROCHAINE FOIS";
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36580 LOCATE 19,16,0
36585 PRINT "    AU   REVOIR  !   ";
36590                              RETURN
36600 '*   MSG   FIN DU COUP
36601 '*
36610 LOCATE 19,14,0
36615 PRINT "      FIN DU COUP     ";
36620 LOCATE 19,15,0
36625 PRINT "QUE LE 1ER SE PREPARE";
36630 LOCATE 19,16,0
36635 PRINT " POUR LE COUP SUIVANT";
36640                              RETURN
36650 '*   MSG    MVT DS STD EN COURS
36651 '*
36660 LOCATE 19,14,0
36665 PRINT " LE  DEPLACEMENT  DE ";
36670 LOCATE 20,15,0
36675 COLOR COUL(I):PRINT GR$(0);:COLOR
0,10:PRINT" QUI EST AUX STANDS";
36680 LOCATE 19,16,0
36685 PRINT "   EST  EN  COURS    ";
36690                              RETURN
36700 '*   MSG    DOUBLE ACCIDENT
36701 '*
36710 LOCATE 21,14,0
36715 COLOR COUL(I):PRINT GR$(0);:COLOR0
,10:PRINT " DEUXIEME ACCIDENT";
36720 LOCATE 19,15,0
36725 PRINT "VOITURE  INUTILISABLE";
36730 LOCATE 19,16,0
36735 PRINT "      ABANDON         ";
36740                              RETURN
36750 '*   MSG    MPLUS DE CONCURRENT
36751 '*
36760 LOCATE 19,14,0
36765 PRINT "FIN DE LA COURSE  PAR";
36770 LOCATE 19,15,0
36775 PRINT "L'ABANDON DE TOUS LES";
36780 LOCATE 19,16,0
36785 PRINT "   CONCURRENTS !!!   ";
36790                              RETURN
40000 '*
40100 CLS
40110 COLOR 4
40198 '* REGLE (62000) OU JEU (SUITE) ?
40199 '*
40200 LOCATE 0,9,0
40210 PRINT "VOULEZ-VOUS VOIR LES PRINCI
PES DU JEU ?"
40220 PRINT "        SI OUI   TAPEZ '0'"
40230 D$=INKEY$
40240 IF D$="" THEN J=RND:GOTO 40230
40250 IF D$="0" THEN 62000 ELSE 42000
41999 '*
42000 '* CHOIX DES ECURIES
42001 '*
42010 CLS
42015 LOCATE 7,5,0
42020 PRINT "COMBIEN DE VOITURES EN COUR
SE ?";
42025 LOCATE 7,6,0
42030 PRINT "NOMBRE ENTRE  2 ET 8 ?"
42035 D$=INKEY$
42040 IF D$ ="" THEN 42035
42045 IF D$<"2" OR D$>"8" THEN  42010
42048 EL=0
42049 NBV=VAL(D$)
42050 LOCATE 30,6,0:PRINT"CHOIX :";NBV
42055 LOCATE 4,8,0
42058 PRINT "COMBIEN DE TOURS POUR CETTE
 COURSE ?";
42059 LOCATE 7,9,0
42060 PRINT "NOMBRE ENTRE  1 ET 9 ?"
42065 D$=INKEY$
42070 IF D$ ="" THEN 42065
42075 IF D$<"1" OR D$>"9" THEN  42010
42079 NTC=VAL(D$)
42080 LOCATE 30,9,0:PRINT"CHOIX :";NTC
42085 EL=0
42100 LOCATE 9,12,0
42110 PRINT "AFFECTATION DES VOITURES :"
;
42120 LOCATE 10,14,0
42130 PRINT "TAPEZ  VOTRE SIGLE  POUR";
42140 LOCATE 10,15,0
42150 PRINT "RATTACHER  LA VOITURE  A";
42160 LOCATE 10,16,0
42170 PRINT "VOTRE ECURIE.(3 LETTRES)";
42180 LOCATE 10,17,0
42190 PRINT "(    )  POUR PAS D'ECURIE";
42200 CONSOLE 19,24
42210 CLS
42220 PRINT "VOITURE"
42230 PRINT "ECURIE:"
42240 PRINT"AVANTAGE"
42500 '
42510 FOR I=1 TO NBV
42520 COLOR COUL(I)
42530 LOCATE 6+I*4,19,0
42540 PRINT F1G$;
42550 LOCATE 4+I*4,20,0
42555 FOR E=1 TO 3
42560 E$(E)=INPUT$(1):IF E$(E)<"A" OR E$
(E)>"Z"THEN IF E$(E)<>" "AND E$(E)<>CHR$
(8)  THEN 42560
42562 PRINT E$(E);:IF POS(4+I*4 THEN LO
CATE  4+4*I,20,0
42565 IF E$(E)=CHR$(8) THEN E=E-1:IF E<1
 THEN E=1:GOTO 42560 ELSE GOTO 42560
42567 NEXT E
42568 ECU$(I)=""
42570 FOR E=1 TO 3:ECU$(I)=ECU$(I)+E$(E)
:NEXT E
42580  IF ECU$(I)="   " THEN FELIM(I)=1:
RG(I)=9 :EL=EL+1: GOTO 42660:'** AUTO EL
IMINEE, EL FACTEUR POUR AJUST NBV
42590 A=INT(RND*3)
42600 IF A<>0 THEN GOTO 42660:'*A=0 OCTR
OI D UN AVANTAGE
42610 J=INT(RND*4)
42620 AV(I,J)=1
42630 COLOR J
42640 LOCATE 6+I*4,21,0
42650 PRINTCHR$(127);:'* AFFICH AVANTAG
42660 NEXT I :'*  --42600,42580
42670 FOR K=I TO 8
42680 FELIM(K)=1:RG(K)=9 : '* ELIM AUTOS
 NON AFF.
42690 NEXTK
42710 LOCATE 0,23,0:COLOR 1
42720 PRINT "  POUR POURSUIVRE,TAPEZ UNE
 TOUCHE...";
42730 D$=INKEY$
42740 IF D$="" THEN 42730
43000 '*
43001 '*  DESSIN CIRCUIT
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```
43002 '*
43010 CONSOLE 3,24
43020 CLS
43030 RESTORE 61200
43040 L=1
43050 K=0
43100 ATTRB 1,0
43110 GOSUB 44000
43120 K=K+1
43130 ATTRB 0,1
43140 GOSUB 44000
43150 K=K+1
43200 IF K<12 THEN 43100 ELSE 44200
44000 '*SB DE TRACE DU CIRCUIT --43X00
44010 READ X(L),Y(L),C(L)
44015 IF C(L)=-99 THEN 44100
44020 COLOR ,C(L)
44040 LOCATE X(L),Y(L),0
44050 PRINT CHR$(32);
44060  NZ(L)=K
44070 L=L+1
44080 GOTO 44010
44090 '
44100 RETURN
44200 '* CASE 0 =CASE 140
44210 X(0)=X(140):Y(0)=Y(140):NZ(0)=NZ(1
40):C(0)=C(140):VL(0)=VL(140)
44499 '*
44500 '* AFFICH DU TEXTE DU CIRCUIT
44501 '*
44505 ATTRB 0,0
44510 COLOR1,7
44520 LOCATE 2,21,0:PRINT"5";
44530 LOCATE 1,22,0:PRINT"6";
44540 LOCATE 3,6,0:PRINT"4";
44550 LOCATE 4,5,0:PRINT"5";
44560 LOCATE12,13,0:PRINT"3";
44570 LOCATE13,12,0:PRINT"4";
44580 LOCATE 9, 8,0:PRINT"3";
44590 LOCATE 8, 7,0:PRINT"4";
44600 LOCATE17,16,0:PRINT"5";
44610 LOCATE16,17,0:PRINT"6";
44620 LOCATE39,18,0:PRINT"4";
44630 LOCATE38,19,0:PRINT"3";
44640 LOCATE 33,22,0:COLOR,6:PRINT "S";
44650 LOCATE 13,20,0:COLOR 0,10:ATTRB 1,
0: PRINT GR$(4);:ATTRB 0,0
44700 '*   STANDS
44710 LOCATE 6,23,0:COLOR 1,7
44720 PRINT"          STANDS          ";
44999 '*
45000 '*  INITIALISATIONS
45001 '*
45009 '*  NB RESERVES PAR AUTO,PAR TYPE
45010 FOR N=0 TO NBV:FOR M=0 TO 3:NBR(N,
M)=4:NEXT:NEXT
45509 '*   VITESSES AUTORISEES
45510 FOR N=0 TO 139:VL(N)=9:NEXT N
45520 VL(38)=5
45530 VL(39)=6
45540 VL(58)=4
45550 VL(59)=5
45560 VL(84)=3
45570 VL(85)=4
45580 VL(93)=3
45590 VL(94)=4
45600 VL(114)=5
45610 VL(115)=6
45620 VL(138)=4
45630 VL(139)=3
46000 '* TEXTE ACCOMPAGNANT LE JEU"
46010 COLOR 1,10
46020 LOCATE 19,4,0
46030 PRINT "VOITURE A JOUER ";
46040 LOCATE 19,6,0
46050 PRINT "AVANTAGES";
46060 LOCATE 19,7,0
46070 PRINT "POSSEDES: S+ A+ F- 0-";
46080 LOCATE 19,9,0
46090 PRINT "RESERVES:";
46100 LOCATE 19,11,0
46110 PRINT "VITESSES:";
46120 LOCATE 19,12,0
46130 PRINT "ACTUELLE  ,DESIREE";
49999 '*
50000 '*DEBUT DU JEU: GRILLE DE DEPART
50001 '*
50010 LOCATE 22,15,0
50020 COLOR 1,10
50030 ATTRB 1,1
50040 PRINT "DEPART !";
50100 ATTRB 0,0
50110 L=0     :'* NB AUTOS ELIM
50120 FOR K=1 TO 8
50130 I=INT(RND*8)+1
50140 IF VA(I)=4 THEN 50130:'*PLACE AFFE
CTEE SUR GRILLE OU ELIMINEE
50200 '* AFFICH AUTOS ELIMINEES
50220 IF FELIM(I)=1 THEN GOSUB 30100:L=
L+1:RG(I)=9 :GOTO 50300
50250 LOCATE 14+K-L,22-((K-L) MOD 2),0
50260 COLOR COUL(I),-(POINT(POS*8+4,CSRL
IN*8+4)+1)
50270 PRINT GR$(0);
50280 NOCA(I)=25-K+L
50290 RG(I)=K-L
50300 VA(I)=4
50310 NEXT K
50400 LOCATE 22,15,0
50410 COLOR 1,10
50420 ATTRB 1,1
50430 PRINT "          ";
50440 ATTRB 0,0
59999 GOTO 10000:'*DEBUT DE JEU: DEPART
60000 '*
60010 '* DIM ET DATA(62000)
60020 '*
60025 DEFINT A-Z
60030 DIM X(141),Y(141),C(141),NZ(141),V
L(141):'** X,Y,COLOR DE LA CASE,NO DE ZO
NE A LAQUELLE ELLE APPARTIENT,VITESSE LI
MITE AUTORISEE SUR LA CASE
60040 DIM SF1(11),NOCAF(1,11),NOCAD(1,11
):'**SENS DE F1 SELON ZONE,NO CASE FIN E
T DEBUT DE ZONE
60050 DIM COUL(9),ECU$(9),VA(9):'** COUL
EUR,ECURIE,VITES. ACTUELLE DE CHAQ AUTO
60060 DIM NOCA(9),RG(9),NBT(9)    :'***NO
 DE CASE , RANG  ET NB DE TOURS EFFECTUE
S PAR L AUTO 9
60070 DIM FELIM(9),FACC(9),FARR(9),FSTD(
9),PSTD(9):'** INDICATEURS DE ELIMINATIO
N,ACCIDENT,ARRIVEE,ENTREE AU STAND,POSIT
ION DANS LE STAND
60080 DIM NBR(9,4),AV(9,4):'** NB DE RE-
SERVES ET AVANTAG DE TYPE 4 DE L AUTO 9
```

```
60100 '***  AUTRES VARIABLES  *****
    I INDICE DES AUTOS BLEUE,ROUGE...
    J ------ --- TYPES DE RESERVES ET AV
    K ------ --- AUTOS PAR CLASSEMENT
    L ------ --- CASES
    Z ------ --- ZONES
60110 '***  D$  CARACT SAISI AU CLAVIER
    NOCAS  NO CASE SOUHAITEE:CELLE RESUL
TANT DU DEPLACEMENT INDIQUE
    EL  NB DE VOITURES ELIMINEES
    NBV  NB DE VOIT. EN COURSE AU DEPART
    CLT  CLASSEMENT DE LA PROCH AUTO A A
RRRIVER
60120 '**** VD VITESS DESIREE POUR PROCH
 COUP A JOUER
    DV=VD-VA(I) POUR JUGER DES ACCELERAT
IONS ET DES FREINAGES
    FFT INDIC DE FIN DE TOUR
    COL COULEUR D UN POINT DE NOCAS >0 L
A CASE EST OCCUP
61000 '*   DATA
61001 '*
61010 '* COUL(I) COULEURS DES AUTOS
61020 DATA 0,1,2,3,4,5,15,12
61030 FOR I=1 TO 8
61040 READ COUL(I)
61050 NEXTI
61199 '*
61200 '* DATA DES CASES DU CIRCUIT
61201 '*
61210 '* CASES DE ZONE 0
61211 '*
61214 DATA 38,22,9,37,21,9,36,22,9,35,21
,9,34,22,9,33,21,6,32,22,6,31,21,9,30,22
,9,29,21,9,28,22,9,27,21,7,26,22,11,25,2
1,6,24,22,6,23,21,9,22,22,9,21,21,14,20,
22,7,19,21,11
61217 DATA 18,22,14,17,21,6,16,22,6,15,2
1,9,14,22,9,13,21,7,12,22,11,11,21,14,10
,22,7,9,21,6,8,22,6,7,21,11,6,22,14,5,21
,7,4,22,11,3,21,14,2,22,11,1,21,7,0,22,7
,0,0,-99
61220 '* CASES DE ZONE 1
61224 DATA 0,21,6,1,20,6,0,19,7,1,18,11,
0,17,14,1,16,7,0,15,11,1,14,14,0,13,6,1,
12,6,0,11,9,1,10,9,0,9,9,1,8,7,0,7,11,0,
0,-99
61230 '* CASES DE ZONE 2
61234 DATA 0,5,6,1,6,6,2,5,9,3,6,7,4,5,7
,0,0,-99
61240 '* CASES DE ZONE 3
61244 DATA 5,7,11,4,8,14,5,9,7,4,10,11,5
,11,6,4,12,6,5,13,9,4,14,9,5,15,14,4,16,
9,5,17,7,4,18,11,0,0,-99
61250 '* CASES DE ZONE 4
61254 DATA 5,18,6,6,17,6,7,18,14,8,17,7,
9,18,11,10,17,14,11,18,7,0,0,-99
61260 '* CASES DE ZONE 5
61264 DATA 13,18,11,12,17,14,13,16,6,12,
15,6,13,14,9,12,13,7,13,12,7,0,0,-99
61270 '* CASES DE ZONE 6
61274 DATA 11,11,14,10,12,7,9,11,6,8,12,
11,0,0,-99
61280 '* CASES DE ZONE 7
61284 DATA 8,11,6,9,10,9,8,9,9,9,8,7,8,7
,7,0,0,-99
61290 '* CASES DE ZONE 8
61294 DATA 8,5,11,9,6,6,10,5,6,11,6,14,1
2,5,7,13,6,11,14,5,14,15,6,7,16,5,11,0,0
,-99
61300 '* CASES DE ZONE 9
61304 DATA 17,7,6,16,8,6,17,9,9,16,10,9,
17,11,14,16,12,7,17,13,11,16,14,14,17,15
,7,16,16,11,17,17,7,16,18,7,0,0,-99
61310 '* CASES DE ZONE 10
61314 DATA 16,19,6,17,18,11,18,19,14,19,
18,7,20,19,11,21,18,14,22,19,7,23,18,11,
24,19,14,25,18,6,26,19,6,27,18,9,28,19,9
,29,18,9,30,19,9,31,18,7,32,19,11,33,18,
6,34,19,6,35,18,9,36,19,14,37,18,7,0,0,-
99
61320 '* CASES DE ZONE 11
61324 DATA 39,19,7,38,20,7,39,21,6,0,0,-
99
61400 '*CASES SPEC. DE DEB ET FIN ZONE
61410 DATA 2,38,1,39,41,53,40,54,56,58,5
5,59,61,71,60,70,72,78,73,77,79,85,80,84
,86,88,87,89,91,93,90,94,96,102,95,103,1
05,115,104,114,116,136,117,137,139,139,1
38,0
61420 RESTORE 61410
61430 FOR Z=0 TO 11
61440 READ NOCAD(0,Z),NOCAF(0,Z),NOCAD(1
,Z),NOCAF(1,Z)
61450 NEXT Z
61500 '** SENS DES AUTOS PAR ZONE
61510 DATA 0,1,2,3,2,1,0,1,2,3,2,3
61520 RESTORE 61510
61530 FOR Z=0 TO 11
61540 READ SF1(Z)
61550 NEXT Z
61999 GOTO 40000
62000 '*  REGLES DU JEU
62010 CLS
62050 PRINT"          PRINCIPES DU JEU"
62060 PRINT
62100 PRINT"COURSE DE TYPE F1 ENTRE DE 2
 A 8 AUTOS. LE CIRCUIT COMPORTE DES CASE
S CHIFFREES (VITESSE LIMITE AUTORISEE) E
T DES CASES A RISQUES (CASES ROSE SOUTEN
U)."
62110 PRINT" AU DEPART CHAQUE CONCURRENT
 DISPOSE DE RESERVES (4 DE 4 TYPES QUI V
ONT LUI PER-METTRE DE FRANCHIR SANS DOMM
AGE LES RIS-QUES NEGATIFS RENCONTRES).UN
 LEGER DEPASSEMENT DES RESERVES PROVOQUE
 UN DOMMAGE UN 2 EME OU UN FORT DEPASSEM
ENT CAUSENT"
62120 PRINT"L'ELIMINATION."
62140 PRINT" EN CAS DE DEPASSEMENT DES V
ITESSES PER-MISES IL Y A DOMMAGE OU ELIM
INATION . "
62150 PRINT" EN CAS DE COLLISION, LE TAM
PONNEUR EST ENDOMMAGE (FAIBLE ECART DE V
ITESSE) OU  ELIMINE (FORT ECART). DANS C
E CAS SEULE-MENT LE TAMPONNE EST ENDOMMA
GE."
62160 PRINT" UN 2 EME DOMMAGE  CAUSE L'E
LIMINATION."
62170 PRINT"    POUR LA SUITE,TAPER UNE
TOUCHE";
62180 E$=INKEY$:IF E$="" THEN 62180
62190 CLS
62210 PRINT"SAUF SI ON BENEFICIE D'UN AV
ANTAGE PARTICULIER ON NE PEUT FAIRE VARI
ER SA VITES-SE QUE D'UNE UNITE AU PLUS,E
```

```
N OUTRE ON  NE PEUT CHANGER QU'UNE FOIS
DE VOIE PAR COUP."
62220 PRINT"          LES  AVANTAGES  "
62230 PRINT"L'UN D'ENTRE EUX PEUT ETRE A
TTRIBUE EN  DEBUT DE PARTIE,SINON IL SON
T DONNES AU COMPTE-GOUTTE LORS DU PASSAG
E SUR LES CASES A RISQUE.ILS SONT QUATRE
:"
62240 PRINT" LE NOIR (AS DU VOLANT) PERM
ET DE PASSERLES VIRAGES A UNE VITESSE SU
PERIEURE DE 1 A LA LIMITE INSCRITE"
62250 PRINT" LE ROUGE (SUPER TURBO) PERM
ET D'ACCELE-RER DE 3 EN 3 ET DE CHANGER
PLUSIEURS   FOIS DE VOIE (EN ACCELERATIO
N)."
62260 PRINT" LE VERT (FREINS SURPUISSANT
S) PERMET DEFREINER DE 2 EN 2 ET DE CHAN
GER DE VOIE PLUSIEURS FOIS (EN DECELERAT
ION)."
62270 PRINT" LE JAUNE (BARAKA) ANNULE PR
ESQUE TOUS  LES RISQUES NEGATIFS."
62280 PRINT"    POUR LA SUITE,TAPER UNE
TOUCHE";
62285 E$=INKEY$:IF E$="" THEN 62285
62290 CLS
62300 PRINT"          LES STANDS    "
62310 PRINT" A CHAQUE PASSAGE SUR LA CAS
E 'S',SI LA VITESSE EST INFERIEURE A 4 E
T SI L'ACCESEST LIBRE,ON PEUT DECIDER DE
 PASSER AU  STAND  AU COURS DE L'ARRET L
ES AUTOS EN-DOMMAGEES SONT REPAREES,LES
RESERVES RE-CONSTITUEES."
62320 PRINT"          ARRIVEE    "
62330 PRINT" LORSQUE LE DERNIER TOUR EST
 FINI,L'AR- RIVEE EST JUGEE AU NIVEAU DU
 DRAPEAU A  DAMIER."
62340 PRINT"          DIVERS"
62350 PRINT" POUR POURSUIVRE APRES LECTU
RE D'UN MES-SAGE,TAPER UNE TOUCHE QUELCO
NQUE."
62355 PRINT" POUR RESTER SUR LA MEME VOI
E,TAPER UN  ESPACE SINON UNE TOUCHE QUEL
CONQUE."
62360 PRINT" ATTENTION! VD (VITESSE DESI
REE) EST LI-MITEE A 9."
62370 PRINT"    POUR LA SUITE,TAPER UNE
TOUCHE";
62380 E$=INKEY$:IF E$="" THEN 62380
62390 CLS
62999  GOTO 42000
```

GAMME THOMSON

MUSIQUE

Vous aimez la musique mais êtes-vous certain de bien la connaître ? Ce programme éducatif propose des dictées musicales ainsi qu'une option dont nous vous laissons la surprise...

```
10 '////////////////////////////////////
20 '//////////MUSIQUE//////////////////
30 '////////////////////////////////////
40 '/////////////Par//David//TOILLON/(c)/
50 '////////////////////////////////////
60 '////////////////////////////01/07/87/
70 '////////////////////////////////////
80 CLS:SCREEN0,0,0
90 LOCATE 10,2:COLOR15:ATTRB1,1:PRINT"*
MUSIQUE *":ATTRB0,0
100 LOCATE5,10:COLOR7,4:ATTRB0,1:PRINT"1
.Le jeu ?";
110 LOCATE5,13:COLOR7,4:PRINT"2.Chansons
 ?";
120 LOCATE5,16:COLOR7,4:PRINT"3.Explicat
ions ?";:ATTRB0,0
121 CIRCLE(200,100)20,15,4
122 LINE(220,100)-(220,50),4
123 CIRCLEF(250,130)20,15,6
124 LINE(270,130)-(270,80),6
130 LOCATE8,23:COLOR6:PRINT"VOTRE CHOIX
:";
135 PLAY"A0T504L12PL6MID003SOMIDOMIL12LA
L6MIL30S004L12PL6MID003L6SOMIDOMIL12S004
L6D003SI04L24DO":PLAY"L12PSOL6LAL12SOL6M
IL12SOMI03L24SOLA04L12PSOL6LAL12SOL6MIL1
2SOMI03S004L6D003SI04L24DOL48P03L12SOL6S
OSOL12LAbL24SOL12S004L12DO"
140 REP$=INPUT$(1)
150 IF REP$="1"THEN 200
160 IF REP$="2"THEN 2840
170 IF REP$="3"THEN 2930
180 SCREEN0,0,0
190 '**********1ere Musique**************
200 CLS:SCREEN0,0,0:COLOR6:LOCATE10,2:AT
TRB0,1:PRINT"Ecoutez la Partition":ATTRB
0,0
210 PLAY"SIREDOFALASO"
220 CLS:LOCATE1,20:COLOR7:PRINT"Voulez-v
ous ecouter la Partion une      nouvelle
 fois (O/N) ?";
230 REP$=INPUT$(1)
240 IF REP$="O"THEN200
250 IF REP$="N"THEN260
260 CLS:COLOR3
270 LOCATE2,6:PRINT"1 : DO RE MI SO FA L
A"
280 LOCATE2,8:PRINT"2 : DO RE FA SO MI R
E"
290 LOCATE2,10:PRINT"3 : SI RE DO FA LA
SO"
300 LOCATE2,12:PRINT"4 : LA RE DO SI FA
```

```
LA"
310 LOCATE2,14:PRINT"5 : MI MI SO FA LA
RE"
320 LOCATE1,20:COLOR7:PRINT"Quelle est l
a bonne partition ?";
330 REP$=INPUT$(1)
340 IF REP$="1"THEN400
350 IF REP$="2"THEN400
360 IF REP$="3"THEN 500
370 IF REP$="4"THEN400
380 IF REP$="5"THEN400
390 REP$=INPUT$(1):PRINT REP$
400 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRINT
"FAUX":ATTRB0,0:PLAY"SISISISISISI"
410 LOCATE2,12:COLOR2:PRINT"La bonne rep
onse etait la 3"
420 LOCATE1,17:COLOR7:PRINT"1.Une autre
Partie ?";
430 LOCATE1,19:COLOR7:PRINT"2.Retour a l
a Page entete ?";
440 LOCATE1,21:COLOR7:PRINT"3.Arret du j
eu ?";
450 LOCATE5,23:COLOR4:PRINT"VOTRE CHOIX
:";
460 REP$=INPUT$(1)
470 IF REP$="1"THEN520
480 IF REP$="2"THEN 80
490 IF REP$="3"THEN RESET
500 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRINT
"BRAVO":ATTRB0,0:PLAY"DORE":GOTO410
510 '*********2'eme Musique************
520 CLS:COLOR6:LOCATE10,2:ATTRB0,1:PRINT
"Ecoutez la Partition":ATTRB0,0
530 PLAY"LAFASODODOSOLAFA"
540 CLS:LOCATE1,20:COLOR7:PRINT"Voulez-v
ous ecouter la Partion une      nouvelle
 fois (O/N) ?";
550 REP$=INPUT$(1)
560 IF REP$="O"THEN520
570 IF REP$="N"THEN580
580 CLS:COLOR3
590 LOCATE2,6:PRINT"1 : LA FA RE DO SI L
A RE DO"
600 LOCATE2,8:PRINT"2 : LA FA SO DO DO S
O LA FA"
610 LOCATE2,10:PRINT"3 : SI SO LA RE MI
MO RE DO"
620 LOCATE2,12:PRINT"4 : RE MI RE DO SI
RE DO LA"
630 LOCATE2,14:PRINT"5 : SI RE SO FA LA
RE MI DO"
640 LOCATE1,20:COLOR7:PRINT"Quelle est l
a bonne Partition ?";
650 REP$=INPUT$(1)
660 IF REP$="1"THEN720
670 IF REP$="2"THEN730
680 IF REP$="3"THEN720
690 IF REP$="4"THEN720
700 IF REP$="5"THEN720
710 REP$=INPUT$(1):PRINT REP$
720 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRINT
"FAUX":ATTRB0,0:PLAY"SISISISISISI":GOTO7
40
730 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRINT
"BRAVO":ATTRB0,0:PLAY"DORE"
740 LOCATE2,12:COLOR2:PRINT"La bonne rep
onse etait la 2"
750 LOCATE1,17:COLOR7:PRINT"1.Une autre
Partie ?";
760 LOCATE1,19:COLOR7:PRINT"2.Retour a l
a Page entete ?"
770 LOCATE1,21:COLOR7:PRINT"3.Arret du j
eu ?";
780 LOCATE5,23:COLOR4:PRINT"VOTRE CHOIX
:";
790 REP$=INPUT$(1)
800 IF REP$="1"THEN840
810 IF REP$="2"THEN80
820 IF REP$="3"THEN RESET
830 '*********3eme Musique************
840 CLS:COLOR6:LOCATE10,2:ATTRB0,1:PRINT
"Ecoutez la Partition":ATTRB0,0
850 PLAY"REMIDOLAFASOREREMIDOLA"
860 CLS:LOCATE1,20:COLOR7:PRINT"Voulez-v
ous ecouter la Partion une      nouvelle
 fois (O/N) ?";
870 REP$=INPUT$(1)
880 IF REP$="O"THEN840
890 IF REP$="N"THEN900
900 CLS:COLOR3
910 LOCATE2,6:PRINT"1 : LA RE DO SI FA S
O RE RE LA MI DO"
920 LOCATE2,8:PRINT"2 : LA RE DO MI SO R
E DO MI RE LA FA"
930 LOCATE2,10:PRINT"3 : SI DO RE MI LA
MI MI RE DO LA MI"
940 LOCATE2,12:PRINT"4 : LA MI DO DO RE
SO SO RE LA FA RE"
950 LOCATE2,14:PRINT"5 : RE MI DO LA FA
SO RE RE MI DO LA"
960 LOCATE1,20:COLOR7:PRINT"Quelle est l
a bonne Partition ?";
980 REP$=INPUT$(1)
990 IF REP$="1"THEN1050
1000 IF REP$="2"THEN1050
1010 IF REP$="3"THEN1050
1020 IF REP$="4"THEN1050
1030 IF REP$="5"THEN1060
1040 REP$=INPUT$(1):PRINT REP$
1050 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"FAUX":ATTRB0,0:PLAY"SISISISISISI":GOTO
1070
1060 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"BRAVO":ATTRB0,0:PLAY"DORE":GOTO 1070
1070 LOCATE2,12:COLOR2:PRINT"La bonne re
ponse etait la 5"
1080 LOCATE1,17:COLOR7:PRINT"1.Une autre
 Partie ?";
1090 LOCATE1,19:COLOR7:PRINT"2.Retour a
la Page entete ?";
1100 LOCATE1,21:COLOR7:PRINT"3.Arret du
jeu ?";
1110 LOCATE5,23:COLOR4:PRINT"VOTRE CHOIX
:";
1120 REP$=INPUT$(1)
1130 IF REP$="1"THEN1170
1140 IF REP$="2"THEN 80
1150 IF REP$="3"THEN RESET
1160 '*********4eme Musique************
1170 CLS:COLOR6:LOCATE10,2:ATTRB0,1:PRIN
T"Ecoutez la Partition":ATTRB0,0
1180 PLAY"SIREDOLAMIREDOLAREDOSIMIFALA"
1190 CLS:LOCATE1,20:COLOR7:PRINT"Voulez-
vous ecouter la Partion une      nouvell
e fois (O/N) ?";
1200 REP$=INPUT$(1)
```

```
1210 IF REP$="O"THEN1170
1220 IF REP$="N"THEN1230
1230 CLS:COLOR3
1240 LOCATE2,4:PRINT"1 : LA MI DO LA MI
RE DO LA RE DO SI FA LA FA"
1250 LOCATE2,7:PRINT"2 : SI RE DO LA MI
RE DO LA RE DO SI MI FA LA"
1260 LOCATE2,10:PRINT"3 : SI LA RE DO RE
 FA LA SO MI RE MI RE DO LA"
1270 LOCATE2,13:PRINT"4 : SI RE DO LA MI
 DO SI MI RE LA FA LA FA RE"
1280 LOCATE2,16:PRINT"5 : SI RE LA FA RE
 DO MI DO MI LA RE RE DO LA "
1290 LOCATE1,20:COLOR7:PRINT"Quelle est
la bonne Partition ?";
1300 REP$=INPUT$(1)
1310 IF REP$="1"THEN1370
1320 IF REP$="2"THEN1380
1330 IF REP$="3"THEN1370
1340 IF REP$="4"THEN1370
1350 IF REP$="5"THEN1370
1360 REP$=INPUT$(1):PRINT REP$
1370 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"FAUX":ATTRB0,0:PLAY"SISISISISISI":GOTO
1390
1380 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"BRAVO":ATTRB0,0:PLAY"DORE"
1390 LOCATE2,12:COLOR2:PRINT"La bonne re
Ponse etait la 2"
1400 LOCATE1,17:COLOR7:PRINT"1.Une autre
 Partie ?";
1410 LOCATE1,19:COLOR7:PRINT"2.Retour a
la Page entete ?";
1420 LOCATE1,21:COLOR7:PRINT"3.Arret du
jeu ?";
1430 LOCATE5,23:COLOR4:PRINT"VOTRE CHOIX
 :";
1440 REP$=INPUT$(1)
1450 IF REP$="1"THEN1490
1460 IF REP$="2"THEN 80
1470 IF REP$="3"THEN RESET
1480 '********5eme Musique************
1490 CLS:COLOR6:LOCATE10,2:ATTRB0,1:PRIN
T"Ecoutez la Partition":ATTRB0,0
1500 PLAY"DOLAFAREDODODOMIRELAFAREFAFA"
1510 CLS:LOCATE1,20:COLOR7:PRINT"Voulez-
vous ecouter la Partion une      nouvell
e fois (O/N) ?";
1520 REP$=INPUT$(1)
1530 IF REP$="O"THEN1490
1540 IF REP$="N"THEN1550
1550 CLS:COLOR3
1560 LOCATE2,6:PRINT"1 : DO LA FA RE DO
DO DO MI RE LA FA RE FA FA"
1570 LOCATE2,8:PRINT"2 : DO LA FA RE SO
SO SO MI RE LA FA DO LA LA"
1580 LOCATE2,10:PRINT"3 : SI RE DO MI SI
 SI SI RE LA FA RE DO FA FA"
1590 LOCATE2,12:PRINT"4 : RE DO LA MI DO
 LA FA RE DO SI MI DO RE LA"
1600 LOCATE2,14:PRINT"5 : DO LA RÈ DO DO
 DO DO MI SI LA RE DO LA LA"
1610 LOCATE1,20:COLOR7:PRINT"Quelle est
la bonne Partition ?";
1620 REP$=INPUT$(1)
1630 IF REP$="1"THEN1700
1640 IF REP$="2"THEN1690
1650 IF REP$="3"THEN1690
1660 IF REP$="4"THEN1690
1670 IF REP$="5"THEN1690
1680 REP$=INPUT$(1):PRINT REP$
1690 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"FAUX":ATTRB0,0:PLAY"SISISISISISI":GOTO
 1710
1700 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"BRAVO":ATTRB0,0:PLAY"DORE"
1710 LOCATE2,12:COLOR2:PRINT"La bonne re
Ponse etait la 1"
1720 LOCATE1,17:COLOR7:PRINT"1.Une autre
 Partie ?";
1730 LOCATE1,19:COLOR7:PRINT"2.Retour a
la Page entete ?";
1740 LOCATE1,21:COLOR7:PRINT"3.Arret du
jeu ?";
1750 LOCATE5,23:COLOR4:PRINT"VOTRE CHOIX
 :";
1760 REP$=INPUT$(1)
1770 IF REP$="1"THEN1810
1780 IF REP$="2"THEN 80
1790 IF REP$="3"THEN RESET
1800 '********6eme Musique************
1810 CLS:COLOR6:LOCATE10,2:ATTRB0,1:PRIN
T"Ecoutez la Partition":ATTRB0,0
1820 PLAY"REDOLAREMISIREDOLAREMIFAREDOLA
REDO"
1830 CLS:LOCATE1,20:COLOR7:PRINT"Voulez-
vous ecouter la Partion une      nouvell
e fois (O/N) ?";
1840 REP$=INPUT$(1)
1850 IF REP$="O"THEN1810
1860 IF REP$="N"THEN1870
1870 CLS:COLOR3
1880 LOCATE2,4:PRINT"1 : RE DO RE MI RE
LA FA RE DO SI RE MI LA DO SI MI RE"
1890 LOCATE2,7:PRINT"2 : RE DO LA RE MI
SI RE DO LA RE MI FA RE DO LA RE DO"
1900 LOCATE2,10:PRINT"3 : RE DO SI LA RE
 MI FA SO LA RE SO SI SI SO SO RE MI
1910 LOCATE2,13:PRINT"4 : RE DO SI MI FA
 SO LA RE FA SO MI SO RE DO LA FA MI"
1920 LOCATE2,16:PRINT"5 : LA RE SO LA MI
 MI DO RE MI SO LA RE DO FA RE DO MI"
1930 LOCATE1,20:COLOR7:PRINT"Quelle est
la bonne Partition ?";
1940 REP$=INPUT$(1)
1950 IF REP$="1"THEN2010
1960 IF REP$="2"THEN2020
1970 IF REP$="3"THEN2010
1980 IF REP$="4"THEN2010
1990 IF REP$="5"THEN2010
2000 REP$=INPUT$(1):PRINT REP$
2010 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"FAUX":PLAY"SISISISISISI":ATTRB0,0:GOTO
2030
2020 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"BRAVO":PLAY"DORE":ATTRB0,0
2030 LOCATE2,12:COLOR2:PRINT"La bonne re
Ponse etait la 2"
2040 LOCATE1,17:COLOR7:PRINT"1.Une autre
 Partie ?";
2050 LOCATE1,19:COLOR7:PRINT"2.Retour a
la Page entete ?";
2060 LOCATE1,21:COLOR7:PRINT"3.Arret du
jeu ?";
2070 LOCATE5,23:COLOR4:PRINT"VOTRE CHOIX
 :";
```

```
2080 REP$=INPUT$(1)
2090 IF REP$="1"THEN2130
2100 IF REP$="2"THEN 80
2110 IF REP$="3"THEN RESET
2120 '********7eme Musique**************
2130 CLS:COLOR6:LOCATE10,2:ATTRB0,1:PRIN
T"Ecoutez la Partition":ATTRB0,0
2140 PLAY"REDOSILAREMIFASOLAREDOSOSOSOSO
RE"
2150 CLS:LOCATE1,20:COLOR7:PRINT"Voulez-
vous ecouter la Partion une      nouvell
e fois (O/N) ?";
2160 REP$=INPUT$(1)
2170 IF REP$="O"THEN2130
2180 IF REP$="N"THEN2190
2190 CLS:COLOR3
2200 LOCATE2,4:PRINT"1 : RE DO SI MI RE
LA SO SO SO SO FA RE FA LA MI RE"
2210 LOCATE2,7:PRINT"2 : RE MI SI DO LA
FA FA FA FA RE RE DO SI SO MI DO"
2220 LOCATE2,10:PRINT"3 : RE DO SI LA RE
 MI FA SO LA RE DO SO SO SO SO RE"
2230 LOCATE2,13:PRINT"4 : RE DO SI LA FA
 RE DO MI RE LA FA RE SO SO SO SO "
2240 LOCATE2,16:PRINT"5 : LA RE SO LA MI
 MI DO RE MI SO MI RE DO SI SI SI"
2250 LOCATE1,20:COLOR7:PRINT"Quelle est
la bonne Partition ?";
2260 REP$=INPUT$(1)
2270 IF REP$="1"THEN2330
2280 IF REP$="2"THEN2330
2290 IF REP$="3"THEN2340
2300 IF REP$="4"THEN2330
2310 IF REP$="5"THEN2330
2320 REP$=INPUT$(1):PRINT REP$
2330 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"FAUX":PLAY"SISISISISISI":ATTRB0,0:GOTO
2350
2340 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"BRAVO":ATTRB0,0
2350 LOCATE2,12:COLOR2:PRINT"La bonne re
Ponse etait la 3"
2360 LOCATE1,17:COLOR7:PRINT"1.Une autre
 Partie ?";
2370 LOCATE1,19:COLOR7:PRINT"2.Retour a
la Page entete ?";
2380 LOCATE1,21:COLOR7:PRINT"3.Arret du
jeu ?";
2390 LOCATE5,23:COLOR4:PRINT"VOTRE CHOIX
 :";
2400 REP$=INPUT$(1)
2410 IF REP$="1"THEN2450
2420 IF REP$="2"THEN 80
2430 IF REP$="3"THEN RESET
2440 '********8eme Musique**************
2450 CLS:COLOR6:LOCATE10,2:ATTRB0,1:PRIN
T"Ecoutez la Partition":ATTRB0,0
2460 PLAY"SIMIFALASOREDOLAMIDORESOSOLASI
DORE"
2470 CLS:LOCATE1,20:COLOR7:PRINT"Voulez-
vous ecouter la Partion une      nouvell
e fois (O/N) ?";
2480 REP$=INPUT$(1)
2490 IF REP$="O"THEN2450
2500 IF REP$="N"THEN2510
2510 CLS:COLOR3
2520 LOCATE2,4:PRINT"1 : SI MI FA LA SO
RE DO LA MI RE SO SO LA SI DO RE"
2530 LOCATE2,7:PRINT"2 : RE MI DO LA RE
SI MI FA LA DO MI RE SO SO MI DO"
2540 LOCATE2,10:PRINT"3 : SI MI FA LA SO
 MI FA SO LA RE DO LA SO RE DO RE"
2550 LOCATE2,13:PRINT"4 : SI LA RE MI DO
 LA DO MI MI LA RE DO LA SO LA MI"
2560 LOCATE2,16:PRINT"5 : LA DO SI MI FA
 RE DO MI SO FA LA RE SO SO MI FA"
2570 REP$=INPUT$(1)
2580 IF REP$="1"THEN2650
2590 IF REP$="2"THEN2640
2600 IF REP$="3"THEN2640
2610 IF REP$="4"THEN2640
2620 IF REP$="5"THEN2640
2630 REP$=INPUT$(1):PRINT REP$
2640 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"FAUX":PLAY"SISISISISISI":ATTRB0,0:GOTO
2660
2650 CLS:COLOR1:LOCATE10,5:ATTRB1,1:PRIN
T"BRAVO":ATTRB0,0:PLAY"DORE"
2660 LOCATE2,12:COLOR2:PRINT"La bonne re
Ponse etait la 1"
2670 LOCATE1,17:COLOR7:PRINT"1.Fin ?";
2680 LOCATE1,19:COLOR7:PRINT"2.Retour a
la Page entete ?";
2690 LOCATE1,21:COLOR7:PRINT"3.Arret du
jeu ?";
2700 REP$=INPUT$(1)
2710 IF REP$="1"THEN2760
2720 IF REP$="2"THEN 80
2730 IF REP$="3"THEN RESET
2740 REP$=INPUT$(1)
2750 '**************FIN*****************
2760 CLS:SCREEN7,7,7
2770 LOCATE 10,10:COLOR5:ATTRB1,1:PRINT"
F I N":ATTRB0,0
2780 LOCATE1,17:COLOR2:PRINT"1.Retour a
la Page entete";
2790 LOCATE1,19:COLOR2:PRINT"2.Arret du
jeu ?";
2800 LOCATE5,23:COLOR5:PRINT"VOTRE CHOIX
 :";
2810 REP$=INPUT$(1)
2820 IF REP$="1"THEN80
2830 IF REP$="2"THEN RESET
2840 '********************************
2850 '*         CHANSONS             *
2860 '********************************
2870 CLS:SCREEN0,0,0
2880 LOCATE 3,5:COLOR7:ATTRB0,1:PRINT"In
serez la cassette de votre chanson    Pr
eferee dans le lecteur et appuyez sur <L
ECTURE>"
2890 MOTORON
2900 LOCATE5,20:COLOR7:ATTRB0,0:PRINT"Po
ur le retour a la Page entete taper   <R
>";
2910 REP$=INPUT$(1)
2920 IF REP$="R"THEN 80
2930 '********************************
2940 '*        EXPLICATIONS          *
2950 '********************************
2960 CLS:SCREEN0,0,0
2970 LOCATE 10,3:COLOR5:ATTRB1,1:PRINT"E
XPLICATIONS"
2980 LOCATE 2,6:COLOR2:ATTRB0,0:PRINT"Ce
 jeu consiste a ce que vous retrouviez P
armis 5 gammes de musique laquelle est c
```

```
elle que vous avez entendue"
2990 LOCATE 2,10:COLOR3:PRINT"Pour cela
, il faut bien ecouter la      musique.Lo
rsque ce sera fait, tapez <N> et choisis
sez le numero qui convient     (1;2;3;4;5
)"
3000 LOCATE 2,16:COLOR4:PRINT"Il est inn
utile de valider sa reponse    avec <ENTR
EE>"
3010 LOCATE 2,20:COLOR1,5:PRINT"ATTENTIO
N:"
3020 LOCATE 2,22:COLOR6,0:PRINT"Les repo
nses se font toujours par 1;2;3;4;5 et 0
;N"
3030 PLAY"PPPPPPPPPPPPPPPPPPPPPPPPPPPPPP
PPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPP
PPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPPP
PPPPPPPPPPPP"
3040 GOTO80
```

TO 9

POKER

Retrouvez l'ambiance étouffante des tripots clandestins : paire, flush, brelan et autres suites sont présents. Mais attention, les tricheurs sont éliminés sans pitié.

```
10 'LE 1er POKER SE JOUANT SEUL ...
20 CLEAR,,6:CONSOLE0,24:CLS:SCREEN0,0,0
30 DEFGR$(0)=162,68,168,17,50,76,140,27
40 DEFGR$(5)=0,142,145,145,145,145,142,0
50 DEFSTRA:DEFINTB,D,F,H-R:DIMA(52),B(52
),Q(14)
60 CR=10
70 IF FY<>0 THEN PSET (FX,FY)" "
80 '****** PRESENTATION *******
90 RESTORE:GOSUB750:C=0:FT=0
100 ONFL GOTO 200,220
110 RESTORE
120 BOXF(0,109)-(319,110),2
130 'AFFICHAGE DES DIFFERENTS GAINS POSS
IBLES
140 ATTRB0,0:LOCATE0,15:COLOR6,0:PRINT"F
LUCH ROYALE: 500";CHR$(124)+"FLUCH: 200"
;CHR$(124);"COULEUR: 20";
150 PRINT"DOUBLE PAIRE:   2";CHR$(124);"
CARRE: 100";CHR$(124);"SUITE..: 10";
160 PRINT"PAIRE (<9)..:   1";CHR$(124);"
FULL.:  50";CHR$(124);"BRELAN.:  5"
170 GOSUB 980:'AFFICHAGE
180 BOXF(0,149)-(319,150),2
190 BOXF(0,173)-(319,174),2
200 CONSOLE22,24:CLS:SCREEN6,0
210 COLOR6:LINE INPUT" COMBIEN MISEZ-VOU
S ? ";AN:EN=VAL(AN):IF EN>CR OR EN<1 THE
N COLOR1:PRINT"MISE TROP ELEVEE":GOTO210
220 CR=CR-EN:GOSUB980
230 GOSUB 1010

240 CLS:PRINTCHR$(20):COLOR 6:PRINT"NOUV
ELLE DONNE (O/N) ?";:AN=INPUT$(1)
250 IF AN="N"THEN430 ELSEIFAN<>"O"THEN24
0
260 CLS:PRINTCHR$(20)
270 COLOR 6:PRINT"NOMBRE DE CARTES ?":AN
=INPUT$(1)
280 N=VAL(AN):IFN>5ORN<1THEN COLOR1:PRIN
T"5 CARTES AU MAXIMUM":GOTO 270
290 FORI=1 TO N
300 IFN=5THENE(I)=I:GOTO 340
310 CLS:PRINTCHR$(20):PRINT"NUMERO DE LA
";I;"e CARTE":ATY$=INPUT$(1):IF VAL(ATY$
)<1 OR VAL(ATY$)>5 THEN 310
320 E(I)=VAL(ATY$)
330 FORK=1 TOI-1:IFE(K)=E(I)THEN310ELSEN
EXTK
340 X=(E(I)-1)*8
350 PRINTCHR$(20):COLOR4,2:BOXF(X+1,1)-(
X+6,10)GR$(0):COLOR 6,0
360 FS=-1:R=C(E(I))
370 A(R)=MID$(A(R),2)
380 GOSUB1290:NEXT I
390 FOR I=1 TO N:J=E(I)
400 FS=1
410 GOSUB 1250
420 GOSUB 1090:ATTRB0,0:NEXT I
430 GOSUB 1340:IFFY<>0THENPSET(FX,FY)" "
,,3
440 GOSUB 980
450 FORJ=1TO5:A(C(J))=MID$(A(C(J)),2)
460 Q=ASC(A(C(J))):Q(Q-48)=Q(Q-48)-1
470 K=ASC(RIGHT$(A(C(J)),1))-64:D(K)=D(K
)-1
480 NEXT J
490 IFGA>0THENCLS:PRINT"(Q)UITE/(D)OUBLE
 ?";:PRINTCHR$(20):AN=INPUT$(1):IFAN="D"
THEN FL=2:GOTO580 ELSE IF AN="Q" THEN 50
0 ELSE 490
500 FL=1:SCREEN,0:CR=CR+GA:EN=0:GOSUB980
:IFCR>0THEN70
510 '******* FIN PARTIE **********
520 RESTORE:CONSOLE0,24:CLS:GOSUB750:CON
SOLE0,24:LOCATE0,0:COLOR,0:PRINTCHR$(11)
;CHR$(11);CHR$(11)

530 ATTRB1,1:COLOR4,5:LOCATE1,1:PRINT"LE
";:LOCATE1,18:PRINT"VOUS A RUINE..."
540 LOCATE0,23:COLOR3,0:ATTRB1,0:PRINT"U
NE AUTRE PARTIE ?"
550 AN=INPUT$(1):IFAN="O"THENCLS:FL=3:CR
=10:GOTO 90
560 IF AN="N"THEN END
570 GOTO 550
```

```
580 'JOUEURDOUBLE
590 CONSOLE0,12:CLS:SCREEN6,0
600 ATTRB,1:PRINT
610 PRINT"LA CARTE QUI VA ETRE TIREE", "
SERA-T-ELLE INFERIEURE (I)","OU SUPERIEU
R (S) A 8"
620 AR=INPUT$(1):ATTRB0,0
630 IF AR<>"I"ANDAR<>"S" THEN 620
640 R=INT(RND*52)+1
650 Q=ASC(A(R))
660 J=5:FS=0:GOSUB1300:GOSUB1090
670 IFQ=49 THEN Q=62
680 IF(Q>56ANDAR="S")OR(Q<56ANDAR="I")TH
ENGA=GA*2 ELSEGA=0:FORK=1 TO500:NEXTK:CL
S:GOTO500
690 COLOR2,0:PRINT"ENJEU :";GA
700 PSET(21,11):ATTRB0,1:COLOR6:LOCATE0,
10:PRINT"(Q)UITE OU (D)OUBLE":ATTRB0,0
710 AR=INPUT$(1):ATTRB,0
720 IFAR<>"Q"ANDAR<>"D"THEN710
730 IFAR="D"THEN580 ELSECLS:GOTO500
740 END
750 'PRESENTATION
760 IFFL=0THENCLS:SCREEN4,0,0
770 FORJ=1TO5
780 X=(J-1)*8
790 BOX(X*8+7,7)-(X*8+56,88),7
800 BOX(X*8+6,6)-(X*8+57,89),7
810 COLOR4,5:BOXF(X+1,1)-(X+6,10)GR$(0)
820 ATTRB1,1:LOCATEX+3,6,0:READA1:PRINTA
1:ATTRB0,0
830 NEXT J
840 IFFL>0THENCONSOLE12,24:RETURN
850 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
860 COLOR 3,0
870 PRINT"APRES AVOIR MISE VOUS RECEVEZ
5 CARTES. SI UNE OU PLUSIEURS DE CELLES
CI NE VOUSCONVENAIENT PAS VOUS AVEZ LA P
OSSIBILITEDE VOUS LES FAIRE REDISTRIBUER
 UNE FOIS."
880 X=1
890 FORJ=2TO14
900 FORI=1TO4
910 A(X)=CHR$(J+48)+CHR$(I+64):B(X)=2^(1
4-J):X=X+1
920 NEXTI,J
930 COLOR2
940 PRINT:PRINT:PRINT"    TAPEZ SUR 'D' P
OUR COMMENCER LE JEU"
950 Z=RND:IFINKEY$<>"D"THEN950
960 CONSOLE12,24:CLS
970 RETURN
980 'AFFICHAGE DE LA MISE ET DES GAINS
990 BOX(0,19)-(39,20)" ",,0:COLOR1:ATTRB
0,1
1000 LOCATE6,20:PRINT"CREDIT :";CR;TAB(2
2);"MISE :";EN:COLOR6:ATTRB0,0:RETURN
1010 'TIRAGE DES CARTES
1020 FORJ=1TO5
1030 FS=1
1040 GOSUB1250
1050 GOSUB1090
1060 COLOR5,0:ATTRB,0:LOCATEX+1,12,0:PRI
NTJ:ATTRB0
1070 NEXTJ
1080 RETURN
1090 'DESSIN DES CARTES
1100 ATTRB0,0:PRINTCHR$(20)
1110 X=(J-1)*8
1120 BOX(X*8+7,7)-(X*8+56,88),5
1130 BOX(X*8+6,6)-(X*8+57,89),5
1140 COLOR,7:BOXF(X+1,1)-(X+6,10)" "
1150 PSET(X+1,1)GR$(1),P:PRINTGR$(2)
1160 PSET(X+1,2)GR$(3):PRINTGR$(4)
1170 PSET(X+5,1)GR$(1):PRINTGR$(2)
1180 PSET(X+5,2)GR$(3):PRINTGR$(4)
1190 PSET(X+1,9)GR$(1):PRINTGR$(2)
1200 PSET(X+1,10)GR$(3):PRINTGR$(4)
1210 PSET(X+5,9)GR$(1):PRINTGR$(2)
1220 PSET(X+5,10)GR$(3):PRINTGR$(4)
1230 ATTRB1,1:LOCATEX+3,6,0:PRINTCHR$(Q)
1240 RETURN
1250 'TIRAGE ALEATOIRE
1260 R=INT(RND*52)+1:C(J)=R
1270 IFA(R)>"@"THEN1250
1280 A(R)="A"+A(R)
1290 Q=ASC(MID$(A(R),2+(FS=-1))):Q(Q-48)
=Q(Q-48)+FS
1300 K=ASC(RIGHT$(A(R),1))-64:ON K GOSUB
 1560,1620,1680,1740:D(K)=D(K)+FS
1310 IFQ=58THENQ=133ELSEIFQ=59THENQ=86
1320 IFQ=60THENQ=68ELSEIFQ=61THENQ=82ELS
EIFQ=62THENQ=49
1330 RETURN
1340 'DECOMPTE DES POINTS
1350 FOR J=2TO14
1360 IFQ(J)>1THENC=C+10^(Q(J)-2):IFJ<10T
HENFT=1
1370 NEXT J
1380 C=INT(C):IFC=0THEN1440
1390 IFC=1ANDDC=FT THEN GA=0:FY=0:RETURN
1400 IFC<3THENGA=EN*C:FY=18-C:FX=13:RETU
RN
1410 IFC=10THENGA=5*EN:FY=17:FX=37:RETUR
N
1420 IFC=11THENGA=50*EN:FY=17:FX=24:RETU
RN
1430 IFC=100THENGA=C*EN:FY=16:FX=24:RETU
RN
1440 FT=0:FORJ=1TO4
1450 IFD(J)=5THENM=1:GOTO1470ELSEM=0
1460 NEXTJ
1470 C=B(C(1))XORB(C(2))XORB(C(3))XORB(C
(4))XORB(C(5))
1480 W=((LOG(C/31)/LOG(2)))
1490 IFINT(W)<>WANDC<>7681THEN1520
1500 IFM=1THENIFW=0THENGA=500*EN:FY=15:F
X=13:RETURNELSEGA=200*EN:FY=15:FX=24:RET
URN
1510 GA=10*EN:FY=16:FX=37:RETURN
1520 IFM=0THEN GA=0:FY=0:RETURN
1530 GA=20*EN:FY=15:FX=37:RETURN
1540 'CARACTERES
1550 DATAP,O,K,E,R
1560 DEFGR$(1)=0,1,3,7,3,17,57,127
1570 DEFGR$(2)=0,0,128,192,128,16,56,252
1580 DEFGR$(3)=57,17,1,3,7,0,0,0
1590 DEFGR$(4)=56,16,0,128,192,0,0,0
1600 P=0
1610 RETURN
1620 DEFGR$(1)=0,0,1,3,7,15,31,63
1630 DEFGR$(2)=0,0,0,128,192,224,240,248
1640 DEFGR$(3)=31,15,7,3,1,0,0,0
1650 DEFGR$(4)=240,224,192,128,0,0,0,0
1660 P=1
1670 RETURN
```

```
1680 DEFGR$(1)=0,0,1,3,7,15,31,63
1690 DEFGR$(2)=0,0,0,128,192,224,240,248
1700 DEFGR$(3)=63,63,31,3,3,7,15,0
1710 DEFGR$(4)=248,248,240,128,128,192,2
24,0
1720 P=0
1730 RETURN
```

```
1740 DEFGR$(1)=0,0,28,62,127,127,127,127
1750 DEFGR$(2)=0,0,112,248,252,252,252,2
52
1760 DEFGR$(3)=63,31,15,7,3,1,0,0
1770 DEFGR$(4)=248,240,224,192,128,0,0,0
1780 P=1
1790 RETURN
```

TO9

PRISONNIER

Le sympathique héros de cette histoire n'a qu'une idée : s'échapper. Saurez-vous l'y aider.

```
10 '************************************
20 '*                                  *
30 '*          PRISONNIER              *
40 '*                                  *
50 '* CREATION DU FICHIER : AFFPRI+    *
60 '*                                  *
70 '*REALISE PAR CHRISTOPHE COUASNARD*
80 '*                                  *
90 '************************************
100 CLS:SCREEN2,0,0:ATTRB0,0
110 LOCATE28,23,0:PRINT"PATIENCE...
120 RESTORE:A=&HD2D0:FORB=100TO661
130 FORC=0TO5:READD:POKEA+C,D:E=E+D
140 NEXT:A=A+6:READD:IFD<>E THEN240
150 E=0:NEXT:FORC=0TO2:READD:POKEA+C,D
160 E=E+D:NEXT:READD:IFD<>E THEN240
170 CLS:ATTRB0,1:LOCATE0,4
180 PRINT"METTRE VOTRE SUPPORT ET EN
190 PRINT"POSITION D' ENREGISTREMENT
200 PRINT"PUIS APPUYER SUR UNE TOUCHE
210 A$=INPUT$(1)
220 SAVEM"AFFPRI+",&HD2D0,&HDFFF,&HD2D0
230 COLOR3:PRINT:PRINT"C'EST FINI":END
240 COLOR3:CLS:PRINT"ERREUR LIGNE";
250 COLOR1:PRINTB*10:COLOR2:END

260 '************************************
1000 DATA 052,127,190,212,158,048,0787
1010 DATA 001,191,212,158,079,189,0830
1020 DATA 232,039,190,212,141,193,1007
1030 DATA 001,039,014,193,003,039,0289
1040 DATA 090,193,005,039,046,193,0566
1050 DATA 007,039,096,032,113,140,0427
1060 DATA 072,192,016,035,001,001,0317
1070 DATA 048,137,254,192,016,190,0837
1080 DATA 212,143,049,169,254,192,1019
1090 DATA 016,191,212,143,016,190 0768
1100 DATA 212,145,049,169,254,192,1021
1110 DATA 016,191,212,145,122,212,0898
1120 DATA 150,032,073,140,087,208,0690
1130 DATA 016,036,000,217,048,137,0454
1140 DATA 001,064,016,190,212,143,0626
1150 DATA 049,169,001,064,016,191,0490
1160 DATA 212,143,016,190,212,145,0918
1170 DATA 049,169,001,064,016,191,0490
1180 DATA 212,145,124,212,150,032,0875
1190 DATA 033,188,212,143,016,039,0631
1200 DATA 000,177,048,001,124,212,0562
1210 DATA 148,032,019,188,212,145,0744
1220 DATA 016,039,000,163,048,031,0297
1230 DATA 122,212,148,032,005,052,0571
1240 DATA 127,190,212,141,079,189,0938
1250 DATA 232,039,037,047,206,212,0773
1260 DATA 172,079,183,212,155,191,0992
1270 DATA 212,141,190,212,149,188,1092
1280 DATA 212,151,038,018,016,190,0625
1290 DATA 212,147,016,188,212,153,0928
1300 DATA 038,008,206,213,108,134,0707
1310 DATA 001,183,212,155,023,003,0577
1320 DATA 207,190,212,141,189,211,1150
1330 DATA 217,032,098,182,212,156,0897
1340 DATA 129,000,039,202,122,212,0704
1350 DATA 156,182,212,155,183,212,1100
1360 DATA 157,095,247,231,207,204,1141
1370 DATA 063,004,183,231,205,247,0933
1380 DATA 231,207,026,016,134,208,0822
1390 DATA 074,183,231,205,016,190,0899
1400 DATA 211,215,049,063,038,252,0828
1410 DATA 122,211,216,038,239,016,0842
1420 DATA 142,000,192,016,191,211,0752
1430 DATA 215,026,016,032,147,000,0436
1440 DATA 192,095,092,048,136,034,0597
1450 DATA 166,192,167,128,166,192,1011
1460 DATA 167,128,166,192,167,128,0948
1470 DATA 166,192,167,128,166,192,1011
1480 DATA 167,128,166,192,167,128,0948
1490 DATA 193,032,038,224,057,134,0678
1500 DATA 001,189,232,039,193,001,0655
1510 DATA 039,026,193,003,039,048,0348
1520 DATA 193,005,039,031,193,007,0468
1530 DATA 039,055,189,232,039,037,0591
1540 DATA 065,142,005,120,048,031,0411
1550 DATA 038,252,053,255,190,212,1000
1560 DATA 151,140,000,008,039,234,0572
1570 DATA 122,212,152,032,229,190,0937
1580 DATA 212,151,140,000,021,039,0563
1590 DATA 221,124,212,152,032,216,0957
1600 DATA 016,190,212,153,016,140,0727
1610 DATA 000,036,039,206,124,212,0617
1620 DATA 154,032,201,016,190,212,0805
1630 DATA 153,016,140,000,002,039,0350
```

```
1640 DATA 191,122,212,154,032,186,0897
1650 DATA 206,212,160,190,212,153,1133
1660 DATA 048,001,016,190,212,151,0618
1670 DATA 141,007,206,212,166,141,0873
1680 DATA 002,032,177,052,118,166,0547
1690 DATA 192,129,002,039,024,129,0515
1700 DATA 001,038,006,174,098,049,0366
1710 DATA 033,032,240,129,000,039,0473
1720 DATA 006,183,096,065,189,232,0771
1730 DATA 051,048,001,032,226,053,0411
1740 DATA 246,072,192,072,192,072,0846
1750 DATA 158,000,036,000,008,000,0202
1760 DATA 020,000,020,000,100,000,0140
1770 DATA 000,000,132,133,001,134,0400
1780 DATA 135,002,032,032,001,032,0234
1790 DATA 032,002,000,000,000,000,0034
1800 DATA 000,000,000,000,000,000,0000
1810 DATA 000,000,000,000,000,000,0000
1820 DATA 000,000,000,000,000,000,0000
1830 DATA 000,000,000,000,000,000,0000
1840 DATA 000,000,000,000,000,000,0000
1850 DATA 000,000,000,000,000,000,0000
1860 DATA 000,000,000,000,000,000,0000
1870 DATA 000,000,000,000,063,252,0315
1880 DATA 000,000,000,001,255,255,0511
1890 DATA 000,000,000,007,255,255,0517
1900 DATA 192,000,000,015,255,255,0717
1910 DATA 224,000,000,031,255,255,0765
1920 DATA 240,000,000,063,255,255,0813
1930 DATA 248,000,000,063,255,255,0821
1940 DATA 248,000,000,063,255,255,0821
1950 DATA 248,000,000,063,255,255,0821
1960 DATA 248,000,000,063,255,255,0821
1970 DATA 248,000,000,031,255,255,0789
1980 DATA 240,000,000,031,255,255,0781
1990 DATA 240,000,000,015,255,255,0765
2000 DATA 224,000,000,003,255,255,0737
2010 DATA 128,000,000,000,255,255,0638
2020 DATA 000,000,000,000,063,252,0315
2030 DATA 000,000,000,000,000,000,0000
2040 DATA 000,000,000,000,000,000,0000
2050 DATA 000,000,000,000,000,000,0000
2060 DATA 000,000,000,000,000,000,0000
2070 DATA 000,000,000,000,000,000,0000
2080 DATA 000,000,000,000,000,000,0000
2090 DATA 000,000,000,000,000,000,0000
2100 DATA 000,000,000,000,000,000,0000
2110 DATA 000,000,000,000,000,000,0000
2120 DATA 000,000,000,000,000,000,0000
2130 DATA 000,000,000,000,000,000,0000
2140 DATA 000,000,000,000,000,000,0000
2150 DATA 000,000,000,000,000,000,0000
2160 DATA 000,000,000,000,000,000,0000
2170 DATA 000,000,000,000,000,000,0000
2180 DATA 000,000,000,000,000,000,0000
2190 DATA 000,000,000,000,063,252,0315
2200 DATA 000,000,000,001,255,255,0511
2210 DATA 000,000,000,007,255,255,0517
2220 DATA 192,000,000,015,255,255,0717
2230 DATA 224,000,000,031,204,103,0562
2240 DATA 240,000,000,063,236,111,0650
2250 DATA 248,000,000,063,246,223,0780
2260 DATA 248,000,000,063,248,063,0622
2270 DATA 248,000,000,063,252,127,0690
2280 DATA 248,000,000,063,252,127,0690
2290 DATA 248,000,000,031,252,127,0658
2300 DATA 240,000,000,031,253,127,0651
2310 DATA 240,000,000,015,249,063,0567
2320 DATA 224,000,000,003,251,191,0669
2330 DATA 128,000,000,000,227,143,0498
2340 DATA 000,000,000,000,063,252,0315
2350 DATA 000,000,000,000,000,000,0000
2360 DATA 000,000,000,000,000,000,0000
2370 DATA 000,000,000,000,000,000,0000
2380 DATA 000,000,000,000,000,000,0000
2390 DATA 000,000,000,000,000,000,0000
2400 DATA 000,000,000,000,000,000,0000
2410 DATA 000,000,000,000,000,000,0000
2420 DATA 000,000,000,000,000,000,0000
2430 DATA 000,000,052,127,190,214,0583
2440 DATA 093,206,214,095,023,001,0632
2450 DATA 041,141,010,023,001,045,0261
2460 DATA 190,214,093,141,002,053,0693
2470 DATA 255,095,092,048,136,036,0662
2480 DATA 166,192,167,128,166,192,1011
2490 DATA 167,128,166,192,167,128,0948
2500 DATA 166,192,167,128,193,019,0865
2510 DATA 038,232,057,069,169,255,0820
2520 DATA 240,015,255,255,001,032,0798
2530 DATA 255,252,032,064,063,240,0906
2540 DATA 000,032,015,192,003,192,0434
2550 DATA 003,023,015,240,060,000,0341
2560 DATA 063,252,000,000,015,240,0570
2570 DATA 000,003,031,248,192,015,0489
2580 DATA 062,124,240,063,184,029,0702
2590 DATA 252,143,112,014,240,079,0840
2600 DATA 127,254,248,079,127,254,1089
2610 DATA 248,175,207,243,248,175,1296
2620 DATA 252,063,248,239,127,254,1183
2630 DATA 250,111,118,014,250,239,0982
2640 DATA 112,014,249,228,100,100,0803
2650 DATA 224,228,124,092,100,100,0868
2660 DATA 124,092,100,100,060,092,0568
2670 DATA 100,098,058,058,098,018,0430
2680 DATA 058,058,018,058,058,058,0308
2690 DATA 058,058,071,071,058,058,0374
2700 DATA 071,071,058,058,071,071,0400
2710 DATA 058,058,071,071,058,063,0379
2720 DATA 071,071,063,063,071,071,0410
2730 DATA 063,063,071,071,063,063,0394
2740 DATA 193,193,063,063,199,199,0910
2750 DATA 063,063,071,071,063,063,0394
2760 DATA 071,071,063,063,071,071,0410
2770 DATA 063,052,127,190,215,030,0677
2780 DATA 206,215,032,141,095,141,0830
2790 DATA 009,141,100,190,215,030,0685
2800 DATA 141,002,053,255,095,092,0638
2810 DATA 048,136,038,166,192,167,0747
2820 DATA 128,166,192,167,128,193,0974
2830 DATA 016,038,240,057,070,032,0453
2840 DATA 000,032,003,192,015,240,0482
2850 DATA 063,252,003,192,004,032,0546
2860 DATA 007,224,015,240,006,096,0588
2870 DATA 000,000,000,000,000,000,0000
2880 DATA 000,000,000,000,000,000,0000
2890 DATA 000,000,060,092,058,058,0268
2900 DATA 058,058,058,058,071,071,0374
2910 DATA 071,071,071,071,071,071,0426
2920 DATA 071,071,071,071,071,071,0426
2930 DATA 071,071,071,071,071,071,0426
2940 DATA 071,071,071,071,182,231,0697
2950 DATA 195,138,001,183,231,195,0943
2960 DATA 057,182,231,195,132,254,1051
2970 DATA 183,231,195,057,052,127,0845
2980 DATA 190,215,153,206,215,155,1134
2990 DATA 141,228,141,009,141,233,0893
3000 DATA 190,215,153,141,002,053,0754
3010 DATA 255,095,092,048,136,038,0664
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3030 DATA 167,128,193,016,038,240,0782
3040 DATA 057,070,032,000,032,003,0194
3050 DATA 192,015,240,063,252,000,0762
3060 DATA 000,000,000,000,000,000,0000
3070 DATA 000,000,000,000,000,000,0000
3080 DATA 000,000,000,000,000,000,0000
3090 DATA 000,000,000,000,000,060,0060
3100 DATA 092,058,058,058,058,058,0382
3110 DATA 058,071,071,071,071,071,0413
3120 DATA 071,071,071,071,071,071,0426
3130 DATA 071,071,071,071,071,071,0426
3140 DATA 071,071,071,071,071,071,0426
3150 DATA 071,255,255,255,255,255,1346
3160 DATA 052,127,206,216,056,182,0839
3170 DATA 231,195,138,001,183,231,0979
3180 DATA 195,142,064,000,189,216,0806
3190 DATA 003,182,231,195,132,254,0997
3200 DATA 183,231,195,142,064,000,0815
3210 DATA 189,216,003,053,255,079,0795
3220 DATA 183,216,053,166,192,230,1040
3230 DATA 192,129,255,039,016,177,0808
3240 DATA 216,053,039,239,124,216,0887
3250 DATA 053,231,128,140,070,064,0686
3260 DATA 038,241,057,166,192,241,0935
3270 DATA 216,053,039,011,124,216,0659
3280 DATA 053,167,128,140,070,064,0622
3290 DATA 038,239,057,051,095,032,0512
3300 DATA 206,000,000,000,235,000,0441
3310 DATA 001,001,001,254,005,000,0262
3320 DATA 255,011,007,255,192,007,0727
3330 DATA 255,224,000,124,000,003,0606
3340 DATA 254,002,000,255,018,254,0783
3350 DATA 000,024,000,024,000,024,0072
3360 DATA 000,024,000,124,000,003,0151
3370 DATA 255,128,007,255,224,002,0871
3380 DATA 000,255,003,015,255,192,0720
3390 DATA 004,000,255,031,031,255,0576
3400 DATA 240,031,255,248,001,255,1030
3410 DATA 000,015,255,128,003,255,0656
3420 DATA 128,060,000,126,000,060,0374
3430 DATA 000,126,001,255,000,015,0397
3440 DATA 255,192,031,255,248,002,0983
3450 DATA 000,255,003,063,255,240,0816
3460 DATA 004,000,255,031,127,255,0672
3470 DATA 248,063,255,252,007,255,1080
3480 DATA 192,063,255,192,015,255,0972
3490 DATA 224,126,000,255,000,126,0731
3500 DATA 000,255,007,255,192,063,0772
3510 DATA 255,224,063,255,252,002,1051
3520 DATA 000,255,003,127,255,248,0888
3530 DATA 004,000,002,255,255,029,0545
3540 DATA 252,127,255,252,007,255,1148
3550 DATA 192,127,255,224,031,255,1084
3560 DATA 240,127,000,255,000,127,0749
3570 DATA 000,255,007,255,192,127,0836
3580 DATA 255,224,127,255,252,002,1115
3590 DATA 000,002,255,001,252,004,0514
3600 DATA 000,002,255,255,007,254,0773
3610 DATA 127,255,254,007,255,192,1090
3620 DATA 002,255,255,022,224,063,0821
3630 DATA 255,248,127,128,255,000,1013
3640 DATA 127,128,255,007,255,192,0964
3650 DATA 127,255,192,127,255,254,1210
3660 DATA 000,001,002,255,001,254,0513
3670 DATA 004,000,255,033,255,231,0778
3680 DATA 254,127,231,254,007,255,1128
3690 DATA 192,255,015,224,063,255,1004
3700 DATA 248,127,192,255,000,127,0949
3710 DATA 192,255,007,255,192,127,1028
3720 DATA 255,128,127,231,254,000,0995
3730 DATA 003,003,255,004,000,255,0520
3740 DATA 033,255,129,255,127,129,0928
3750 DATA 255,007,255,192,255,007,0971
3760 DATA 192,127,255,252,127,224,1177
3770 DATA 255,000,127,224,255,007,0868
3780 DATA 255,192,127,128,000,127,0829
3790 DATA 129,255,000,003,003,255,0645
3800 DATA 004,000,255,026,255,129,0669
3810 DATA 255,127,129,255,007,255,1028
3820 DATA 192,255,128,000,127,255,0957
3830 DATA 252,127,240,255,000,127,1001
3840 DATA 240,255,007,255,192,127,1076
3850 DATA 002,000,255,005,127,129,0518
3860 DATA 255,000,007,003,255,001,0521
3870 DATA 128,003,000,255,033,255,0674
3880 DATA 000,255,127,000,255,007,0644
3890 DATA 255,192,255,224,000,255,1181
3900 DATA 231,254,127,248,255,000,1115
3910 DATA 127,248,255,007,255,192,1084
3920 DATA 127,128,000,127,000,255,0637
3930 DATA 000,007,003,255,001,128,0394
3940 DATA 003,000,255,033,255,000,0546
3950 DATA 255,127,000,255,007,255,0899
3960 DATA 192,255,248,000,255,129,1079
3970 DATA 254,127,252,255,000,127,1015
3980 DATA 252,255,007,255,192,127,1088
3990 DATA 254,000,127,000,255,000,0636
4000 DATA 007,003,255,001,128,003,0397
4010 DATA 000,255,033,255,129,255,0927
4020 DATA 127,129,255,007,255,192,0965
4030 DATA 127,252,000,255,000,254,0888
4040 DATA 127,252,255,000,127,252,1013
4050 DATA 255,007,255,192,127,255,1091
4060 DATA 000,127,129,255,000,015,0526
4070 DATA 003,255,001,192,003,000,0454
4080 DATA 255,016,255,129,255,127,1037
4090 DATA 129,255,007,255,192,063,0901
4100 DATA 255,000,255,000,254,127,0891
4110 DATA 002,255,001,000,001,127,0386
4120 DATA 002,255,255,011,007,255,0785
4130 DATA 192,127,255,000,127,129,0830
4140 DATA 255,000,015,003,255,001,0529
4150 DATA 192,003,000,255,016,255,0721
4160 DATA 231,255,127,231,254,007,1105
4170 DATA 255,192,031,255,128,254,1115
4180 DATA 000,126,127,002,255,001,0511
4190 DATA 000,001,127,002,255,255,0640
4200 DATA 011,007,255,192,127,254,0846
4210 DATA 000,127,231,254,000,015,0627
4220 DATA 003,255,001,192,003,000,0454
4230 DATA 003,255,255,013,127,255,0908
4240 DATA 254,007,255,192,007,255,0970
4250 DATA 128,254,000,126,127,002,0637
4260 DATA 255,001,000,001,127,002,0386
4270 DATA 255,255,011,007,255,192,0975
4280 DATA 127,240,000,127,255,254,1003
4290 DATA 000,015,003,255,001,192,0466
4300 DATA 003,000,002,255,255,014,0529
4310 DATA 254,127,255,252,007,255,1150
4320 DATA 192,003,255,192,254,000,0896
4330 DATA 126,127,002,255,001,000,0511
4340 DATA 001,127,002,255,255,011,0651
4350 DATA 007,255,192,127,128,000,0709
4360 DATA 127,255,252,000,015,003,0652
4370 DATA 255,001,192,003,000,002,0453
4380 DATA 255,255,014,252,127,255,1158
4390 DATA 252,007,255,192,000,127,0833
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4400 DATA 240,254,000,126,127,002,0749
4410 DATA 255,001,000,001,127,002,0386
4420 DATA 255,255,004,007,255,192,0968
4430 DATA 127,002,000,255,005,127,0516
4440 DATA 255,252,000,015,003,255,0780
4450 DATA 001,192,003,000,002,255,0453
4460 DATA 255,014,248,127,255,240,1139
4470 DATA 007,255,192,000,031,240,0725
4480 DATA 255,000,254,127,002,255,0893
4490 DATA 001,000,001,127,002,255,0386
4500 DATA 255,004,007,255,192,127,0840
4510 DATA 002,000,255,005,127,255,0644
4520 DATA 240,000,015,003,255,001,0514
4530 DATA 192,003,000,002,255,255,0707
4540 DATA 014,224,127,255,240,007,0867
4550 DATA 255,192,000,031,240,255,0973
4560 DATA 000,254,127,002,255,001,0639
4570 DATA 000,001,127,002,255,255,0640
4580 DATA 011,007,255,192,127,128,0720
4590 DATA 000,127,255,240,000,015,0637
4600 DATA 003,255,001,192,003,000,0454
4610 DATA 255,033,255,248,000,127,0918
4620 DATA 255,248,007,255,192,000,0957
4630 DATA 127,240,255,129,254,127,1132
4640 DATA 159,255,000,127,159,255,0955
4650 DATA 007,255,192,127,224,000,0805
4660 DATA 127,255,248,000,007,003,0640
4670 DATA 255,001,128,003,000,255,0642
4680 DATA 012,255,240,000,127,255,0889
4690 DATA 248,007,255,192,015,255,0972
4700 DATA 240,002,255,255,019,252,1023
4710 DATA 127,143,255,000,127,143,0795
4720 DATA 255,007,255,192,127,255,1091
4730 DATA 192,127,255,248,000,015,0837
4740 DATA 003,255,001,128,003,000,0390
4750 DATA 255,033,255,224,000,127,0894
4760 DATA 239,252,007,255,192,127,1072
4770 DATA 255,224,127,255,252,127,1240
4780 DATA 135,255,000,127,135,255,0907
4790 DATA 007,255,192,127,255,224,1060
4800 DATA 127,239,252,000,063,003,0684
4810 DATA 255,001,128,003,000,255,0642
4820 DATA 009,255,238,003,127,239,0871
4830 DATA 252,231,255,206,002,255,1201
4840 DATA 255,022,238,127,255,251,1148
4850 DATA 127,131,255,119,127,131,0890
4860 DATA 255,119,255,206,127,255,1217
4870 DATA 247,127,239,254,119,127,1113
4880 DATA 003,255,004,000,255,009,0526
4890 DATA 255,241,116,255,231,255,1353
4900 DATA 031,255,241,002,255,001,0785
4910 DATA 241,002,255,255,011,252,1016
4920 DATA 255,131,255,136,255,131,1163
4930 DATA 255,143,255,241,002,255,1151
4940 DATA 255,006,248,255,231,255,1250
4950 DATA 136,207,003,255,004,000,0605
4960 DATA 255,009,255,241,140,255,1155
4970 DATA 231,255,031,255,241,002,1015
4980 DATA 255,001,241,002,255,255,1009
4990 DATA 011,252,255,129,255,136,1038
5000 DATA 255,129,255,143,255,241,1278
5010 DATA 002,255,255,006,248,255,1021
5020 DATA 231,255,136,207,002,255,1086
5030 DATA 001,254,004,000,255,009,0523
5040 DATA 255,238,139,127,227,255,1241
5050 DATA 231,255,206,002,255,255,1204
5060 DATA 022,238,127,255,251,127,1020
5070 DATA 129,255,119,127,129,255,1014
5080 DATA 119,255,206,127,255,247,1209
5090 DATA 127,227,255,119,124,002,0854
5100 DATA 255,001,252,004,000,255,0767
5110 DATA 036,255,192,112,127,227,0949
5120 DATA 255,007,255,192,127,255,1091
5130 DATA 128,031,255,240,127,128,0909
5140 DATA 255,000,127,128,255,007,0772
5150 DATA 255,192,127,255,224,127,1180
5160 DATA 227,255,000,056,127,255,0920
5170 DATA 248,004,000,255,031,127,0665
5180 DATA 192,000,063,193,255,001,0704
5190 DATA 255,128,063,254,000,007,0707
5200 DATA 255,192,063,000,126,000,0636
5210 DATA 063,000,126,001,255,128,0573
5220 DATA 031,255,192,063,193,255,0989
5230 DATA 002,000,255,003,063,255,0578
5240 DATA 240,004,000,255,011,063,0573
5250 DATA 128,000,031,128,254,000,0541
5260 DATA 126,000,015,252,002,000,0395
5270 DATA 255,018,254,000,030,000,0557
5280 DATA 060,000,030,000,060,000,0150
5290 DATA 126,000,007,255,000,031,0419
5300 DATA 128,254,002,000,255,003,0642
5310 DATA 015,255,192,037,000,001,0500
5320 DATA 001,001,254,204,000,128,0588
5330 DATA 124,025,068,006,100,002,0325
5340 DATA 068,001,100,031,068,006,0274
5350 DATA 100,002,068,001,100,031,0302
5360 DATA 068,002,100,002,068,002,0242
5370 DATA 100,002,068,001,100,003,0274
5380 DATA 068,003,124,003,068,002,0268
5390 DATA 124,004,068,255,003,124,0578
5400 DATA 068,124,005,068,001,124,0390
5410 DATA 004,068,003,124,002,100,0301
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5450 DATA 255,003,124,068,124,004,0578
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5530 DATA 003,068,001,100,002,068,0242
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5590 DATA 100,002,068,001,100,003,0274
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5610 DATA 124,003,068,003,124,004,0326
5620 DATA 068,003,124,003,068,003,0269
5630 DATA 124,001,100,004,068,001,0298
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5650 DATA 068,003,124,003,068,003,0269
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5710 DATA 124,003,068,002,124,012,0333
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5730 DATA 068,003,124,003,068,003,0269
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5760 DATA 100,003,068,255,003,124,0553
5770 DATA 068,124,003,068,002,124,0389
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5780 DATA 004,068,003,124,004,068,0271
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5860 DATA 124,003,068,003,124,003,0325
5870 DATA 068,255,003,124,068,124,0642
5880 DATA 004,068,003,124,003,068,0270
5890 DATA 003,124,011,068,001,100,0307
5900 DATA 003,124,003,068,003,124,0325
5910 DATA 003,068,255,003,124,068,0521
5920 DATA 124,003,068,001,100,003,0299
5930 DATA 124,003,068,003,124,003,0325
5940 DATA 068,001,100,007,068,001,0245
5950 DATA 100,003,068,003,124,003,0301
5960 DATA 068,003,124,003,068;003,0269
5970 DATA 124,001,100,003,068,003,0299
5980 DATA 124,003,068,003,124,001,0323
5990 DATA 100,011,068,003,124,003,0309
6000 DATA 068,003,124,003,068,003,0269
6010 DATA 124,001,100,003,068,003,0299
6020 DATA 124,003,068,003,124,001,0323
6030 DATA 100,007,068,001,100,003,0279
6040 DATA 124,003,068,003,124,003,0325
6050 DATA 068,255,003,124,068,124,0642
6060 DATA 003,068,001,100,003,124,0299
6070 DATA 003,068,002,124,004,068,0269
6080 DATA 001,100,007,068,001,100,0277
6090 DATA 003,124,003,068,003,124,0325
6100 DATA 003,068,255,003,124,068,0521
6110 DATA 124,003,068,001,100,003,0299
6120 DATA 124,003,068,002,124,004,0325
6130 DATA 068,001,100,007,068,001,0245
6140 DATA 100,003,068,003,124,004,0302
6150 DATA 068,002,124,003,068,003,0268
6160 DATA 124,001,100,003,068,003,0299
6170 DATA 124,003,068,003,124,001,0323
6180 DATA 100,007,068,001,100,003,0279
6190 DATA 068,003,124,004,068,002,0269
6200 DATA 124,003,068,003,124,001,0323
6210 DATA 100,003,068,003,124,003,0301
6220 DATA 068,003,124,001,100,007,0303
6230 DATA 068,001,100,002,124,004,0299
6240 DATA 068,003,124,003,068,003,0269
6250 DATA 124,004,068,003,124,003,0326
6260 DATA 068,002,124,004,068,001,0267
6270 DATA 100,007,068,001,100,002,0278
6280 DATA 124,004,068,003,124,003,0326
6290 DATA 068,003,124,004,068,003,0270
6300 DATA 124,003,068,003,124,003,0325
6310 DATA 068,001,100,007,068,001,0245
6320 DATA 100,003,068,003,124,003,0301
6330 DATA 068,003,124,003,068,003,0269
6340 DATA 124,001,004,003,068,003,0203
6350 DATA 124,003,068,003,124,001,0323
6360 DATA 004,007,068,001,100,032,0212
6370 DATA 004,004,068,001,100,002,0179
6380 DATA 068,001,100,032,004,004,0209
6390 DATA 068,001,100,002,068,001,0240
6400 DATA 100,032,004,004,068,001,0209
6410 DATA 100,002,068,001,100,032,0303
6420 DATA 004,004,068,001,100,002,0179
6430 DATA 068,001,100,002,068,001,0240
6440 DATA 004,003,124,003,068,003,0205
6450 DATA 124,003,068,003,124,004,0326
6460 DATA 068,003,124,003,068,003,0269
6470 DATA 124,001,100,004,068,001,0298
6480 DATA 100,002,068,001,100,002,0273
6490 DATA 124,004,068,003,124,003,0326
6500 DATA 068,003,124,004,068,255,0522
6510 DATA 003,124,068,124,003,068,0390
6520 DATA 003,124,003,068,002,100,0300
6530 DATA 003,068,001,100,002,068,0242
6540 DATA 001,100,002,124,005,068,0300
6550 DATA 001,124,005,068,002,124,0324
6560 DATA 004,068,255,003,124,068,0522
6570 DATA 124,003,068,002,124,004,0325
6580 DATA 068,002,100,003,068,001,0242
6590 DATA 100,002,068,001,100,031,0302
6600 DATA 068,002,100,002,068,002,0242
6610 DATA 100,002,068,001,100,006,0277
6620 DATA 068,192,124,0384

10 '************************************
20 '*                                  *
30 '*          PRISONNIER              *
40 '*                                  *
50 '*Realise par: Christophe COUASNARD*
60 '*                                  *
70 '************************************
80 CLEAR500,&HD2C9,23:CONSOLE0,24:CLS
90 SCREEN7,12,12:PRINTCHR$(20)
100 LOADM"AFFPRI+":DEFINTA-Z
110 FORI=0TO22:READA,B,C,D,E,F,G,H
120 DEFGR$(I)=A,B,C,D,E,F,G,H:NEXT
130 '************************************
140 '*       DONNEES GRAPHIQUES         *
150 '************************************
160 DATA0,0,0,7,15,31,127,95,0,0,0,192
170 DATA224,240,252,244,127,31,15,7,3,3
180 DATA7,255,252,240,224,192,128,128
190 DATA192,255,0,0,51,19,9,7,3,3,0,0
200 DATA152,144,32,192,128,128,3,2,6,4
210 DATA28,0,0,0,128,128,192,64,112,0,0
220 DATA0,255,255,255,255,255,252,240
230 DATA224,255,255,255,255,255,63,15,7
240 DATA192,128,130,130,130,130,128,128
250 DATA3,1,161,161,161,161,1,13,128
260 DATA128,128,128,128,128,128,128,13
270 DATA1,1,1,1,1,1,1,0,3,4,4,36,99,160
280 DATA32,0,0,128,255,149,17,0,0,0,3,4
290 DATA4,196,35,64,224,0,0,128,255,149
300 DATA4,0,0,0,0,0,0,0,0,24,255,3,3,1
310 DATA3,7,7,7,3,128,128,0,128,192,224
320 DATA208,136,3,3,1,3,7,15,23,35,128
330 DATA128,0,128,192,192,192,128
340 P$=GR$(0)+GR$(1)+CHR$(8)+CHR$(8)
350 P$=P$+CHR$(10)+GR$(2)+GR$(3)
360 PH$=GR$(4)+GR$(5)+CHR$(8)
370 PB$=CHR$(8)+CHR$(10)+GR$(6)+GR$(7)
380 EH$="  "+CHR$(8)+CHR$(8)
390 EB$=CHR$(10)+"  "
400 P1$=GR$(8)+GR$(9)+CHR$(8)+CHR$(8)
410 P1$=P1$+CHR$(8)+CHR$(8)+CHR$(10)
420 P2$=GR$(10)+GR$(11)+CHR$(8)+CHR$(8)
430 P2$=P2$+CHR$(8)+CHR$(8)+CHR$(10)
440 P2$=P2$+GR$(12)+GR$(13)
450 CL1$=GR$(14)+GR$(15)
460 CL2$=GR$(16)+GR$(17)
470 MI$=CHR$(27)+CHR$(65)+GR$(18)
480 GOTO1750
490 '************************************
500 '*      AFFICHAGE DU SCENARIO       *
510 '************************************
520 CLS:LOCATE3,8,0:COLOR0
```

```
530 PRINT"Vous arrivez a vous echapper d
e
540 LOCATE3,10:COLOR7
550 PRINT"votre cellule. Mais une fois
560 LOCATE3,12:COLOR0
570 PRINT"dans la cour, l'alerte est don
nee.
580 LOCATE3,14:COLOR7
590 PRINT"Dans la nuit, on voit le halo
du
600 COLOR0:LOCATE3,16
610 PRINT"projecteur qui vous traque.
620 LOCATE3,18:COLOR7
630 PRINT"Evitez-le si vous ne voulez pa
s
640 LOCATE3,20:COLOR0
650 PRINT"vous faire tuer par les gardie
ns.
660 A=RND:LOCATE16,23:COLOR0,7
670 PRINT"ACTION":COLOR7,0
680 LOCATE16,23:PRINT"ACTION
690 IFSTRIG(0)=0ANDSTRIG(1)=0THEN660
700 CONSOLE5,24:COLOR7,12:CLS
710 LOCATE3,7,0
720 PRINT"Si vous vous perdez dans la nu
it,
730 COLOR0:LOCATE3,9
740 PRINT"vous pouvez utiliser votre bri
quet
750 COLOR7:LOCATE3,11
760 PRINT"pour vous reperer, mais cela e
st
770 COLOR0:LOCATE3,13
780 PRINT"aussi valable pour les gardien
s.
790 COLOR7:LOCATE3,15
800 PRINT"La premiere cle est pour les
810 LOCATE3,17:COLOR0
820 PRINT"trois premiere portes, et la
830 LOCATE3,19:COLOR7
840 PRINT"deuxieme pour le deuxieme grou
pe
850 LOCATE3,21:COLOR0:PRINT"de portes.
860 A=RND:LOCATE16,24:COLOR0,7
870 PRINT"ACTION";:COLOR7,0
880 LOCATE16,24:PRINT"ACTION";
890 IFSTRIG(0)=0ANDSTRIG(1)=0THEN860
900 COLOR7,12:CLS:LOCATE3,8,0
910 PRINT"Pour vous donner du courage,
920 LOCATE3,10:COLOR0
930 PRINT"pensez que l'on vous attend de
940 LOCATE3,12:COLOR7
950 PRINT"l'autre cote, pour prendre la
960 LOCATE3,14:COLOR0
970 PRINT"cle des champs.
980 LOCATE3,16:COLOR7
990 PRINT"Ne perdez pas de temps, il est
1000 LOCATE3,18:COLOR0
1010 PRINT"precieux et limite a 999.
1020 A=RND:LOCATE16,23:COLOR0,7
1030 PRINT"ACTION":COLOR7,0
1040 LOCATE16,23:PRINT"ACTION
1050 IFSTRIG(0)=0ANDSTRIG(1)=0THEN1020
1060 GOTO1750
1070 '*********************************
1080 '*     AFFICHAGE DE L'ECRAN      *
1090 '*********************************
1100 CONSOLE0,24:CLS:CONSOLE2,6
1110 SCREEN4,4:CONSOLE7,24:SCREEN,0
1120 CONSOLE0,24:COLOR3,12
1130 LOCATE19,0,0:PRINTP$:ATTRB1,0
1140 COLOR4,8:FORI=1TO3:LOCATEI*5,4
1150 PRINTP1$;P2$:NEXT
1160 FORI=4TO6:LOCATE1+I*5,4
1170 PRINTP1$;P2$:NEXT:ATTRB0,0
1180 COLOR0,12:FORI=0TO17STEP2
1190 LOCATEI,1:PRINTGR$(19);GR$(20)
1200 NEXT:FORI=22TO38STEP2:LOCATEI,1
1210 PRINTGR$(21);GR$(22):NEXT
1220 LOCATE10,24:COLOR4,3:PRINTCL1$;
1230 LOCATE28,24:PRINTCL2$;
1240 A=RND:LOCATE16,10:COLOR0,7
1250 PRINT"ACTION":COLOR7,0
1260 LOCATE16,10:PRINT"ACTION
1270 IFSTRIG(0)=0ANDSTRIG(1)=0THEN1240
1280 CONSOLE7,23:SCREEN3,0:CLS
1290 CONSOLE0,24:T=100:CL=0
1300 XX=5*RND:POKE&HD498,9+INT(RND*12):P
OKE&HD49A,8+INT(RND*28):EXEC&HD35F
1310 '*********************************
1320 '*        PROGRAMME CORPS        *
1330 '*********************************
1340 COLOR3,0:EXEC&HD2D0:COLOR1,12
1350 LOCATE0,0:PRINTPEEK(&HD49C)
1360 LOCATE35,0:COLOR2
1370 PRINTPEEK(&HD49E)*256+PEEK(&HD49F)
1380 IF(PEEK(&HD49E)*256+PEEK(&HD49F))=1
0000RPEEK(&HD49D) THEN1670
1390 IFSTRIG(1)=0THEN1340
1400 B=PEEK(&HD498):A=PEEK(&HD49A)
1410 IFA=10ANDB=21THENCL=1ELSE1450
1420 PLAY"SILA":LOCATE10,24:COLOR,3
1430 PRINT"  ";:LOCATE28,24:COLOR4
1440 PRINTCL2$;:COLOR,0
1450 IFA=28ANDB=21THENCL=2ELSE1490
1460 PLAY"MILA" :LOCATE10,24:COLOR4,3
1470 PRINTCL1$;:LOCATE28,24:PRINT"  ";
1480 COLOR,0
1490 IFA=7ANDB=8ANDCL=1THENPLAY"SIFA":IF
XX=0THEN1560ELSEPLAY"DODO
1500 IFA=12ANDB=8ANDCL=1THENPLAY"SIFA":I
FXX=1THEN1560ELSEPLAY"DODO
1510 IFA=17ANDB=8ANDCL=1THENPLAY"SIFA":I
FXX=2THEN1560ELSEPLAY"DODO
1520 IFA=23ANDB=8ANDCL=2THENPLAY"MIFA":I
FXX=3THEN1560ELSEPLAY"DODO
1530 IFA=28ANDB=8ANDCL=2THENPLAY"MIFA":I
FXX=4THEN1560ELSEPLAY"DODO
1540 IFA=33ANDB=8ANDCL=2THENPLAY"MIFA":I
FXX=5THEN1560ELSEPLAY"DODO
1550 GOTO1340
1560 D0=PEEK(&HD65E):D1=PEEK(&HD71F)
1570 D2=PEEK(&HD79A)
1580 IFXX>2THENXX=XX*5+1 ELSEXX=XX*5
1590 POKE&HD65E,D0+XX:EXEC&HD62C
1600 POKE&HD65E,D0:FORI=0TO1000:NEXT
1610 POKE&HD71F,D1+XX:EXEC&HD6F7
1620 POKE&HD71F,D1:FORI=0TO1000:NEXT
1630 POKE&HD79A,D2+XX:EXEC&HD772
1640 POKE&HD79A,D2:FORI=0TO1000:NEXT
1650 LOCATE5,3:COLOR2,4
1660 PRINT"LE PRISONNIER EST LE VAINQUEU
R":GOTO1690
1670 LOCATE6,3:COLOR1,4
1680 PRINT"LE GARDIEN EST LE VAINQUEUR
1690 FORI=0TO10000:NEXT:POKE&HD49D,0
1700 POKE&HD49E,0:POKE&HD49F,0
1710 POKE&HD49C,100:SCREEN0,12,12:CLS
```

```
1720 '*********************************
1730 '*                MENU             *
1740 '*********************************
1750 EXEC&HD7E0:CONSOLE5,24
1760 SCREEN0,12,12:CLS
1770 LOCATE7,11,0:COLOR4,3:PRINT"1";
1780 COLOR0,12:PRINT" MODE D'EMPLOI
1790 LOCATE7,14:COLOR4,3:PRINT"2";
1800 COLOR0,12:PRINT" SCENARIO
1810 LOCATE7,17:COLOR4,3:PRINT"3";
1820 COLOR0,12:PRINT" JEU
1830 A$=INPUT$(1):A=VAL(A$)
1840 ONA GOTO1880,520,1100:GOTO1830
1850 '*********************************
1860 '*          MODE D'EMPLOI          *
1870 '*********************************
1880 CLS:LOCATE3,10:COLOR0
1890 PRINT"La manette du port 0 est cell
e":COLOR7:LOCATE3,12
1900 PRINT"du gardien. Elle dirige le ha
lo,":LOCATE3,14:COLOR0
1910 PRINT"et le bouton sert a tirer sur
 le
1920 COLOR7:LOCATE3,16
1930 PRINT"prisonnier  Attention, il n'y
 a":LOCATE3,18:COLOR0
1940 PRINT"que 100 munitions.
1950 A=RND:LOCATE16,22:COLOR0,7
1960 PRINT"ACTION":COLOR7,0
1970 LOCATE16,22:PRINT"ACTION
1980 IFSTRIG(0)=0ANDSTRIG(1)=0THEN1950
1990 COLOR0,12:CLS:LOCATE3,8
2000 PRINT"La manette du port 1 est cell
e du":LOCATE3,10:COLOR7
2010 PRINT"prisonnier  Elle le dirige da
ns
2020 LOCATE3,12:COLOR0
2030 PRINT"le noir, sauf si l'on appuie
sur
2040 LOCATE3,14:COLOR7
2050 PRINT"le bouton. Il sert aussi a
2060 LOCATE3,16:COLOR0
2070 PRINT"prendre les cles et ouvrir le
s":LOCATE3,18:COLOR7
2080 PRINT"portes, a condition que l'on
2090 LOCATE3,20:COLOR0
2100 PRINT"soit dessus.
2110 A=RND:LOCATE16,24:COLOR0,7
2120 PRINT"ACTION";:COLOR7,0
2130 LOCATE16,24:PRINT"ACTION";
2140 IFSTRIG(0)=0ANDSTRIG(1)=0THEN2110
2150 GOTO1750
```

MO5

RAID

Vous devez survoler un territoire ennemi afin de prendre des photographies. Mais attention : les missiles sol/air de vos adversaires sont fort efficaces.

```
10 '*****************************
20 '*                           *
30 '* RAID : MISSION AU DESSUS *
40 '*    D UNE BASE SECRETE     *
50 '*        FIN MAI 1985       *
60 '*****************************
70 CONSOLE 0,24
80 VA=18:'**** = VITESSE DE L AVION ****
90 PI=3.14159265359
100 CLS:SCREEN 0,10,10
110 ' **** NIVEAU DE DIFFICULTE ****
115 ATTRB 1,1
120 PRINT:PRINT"          RAID":PRINT:PRIN
T:ATTRB 0,0
130 PRINT"        NIVEAU DE DIFFICULTE
?" :PRINT:PRINT:PRINT:PRINT
140 PRINT"                1= FACILE
                          2= MOYEN
                          3= DIFFICILE"
145 PRINT:PRINT"POUR AVOIR DES EXPLICATI
ONS SUR LE JEU:                TAPEZ  0"
:LOCATE0,0,0
150 D$=INKEY$:R=RND:IF D$="" THEN 150
160 IF D$<"0" OR D$>"3" THEN 150
165 IF D$="0" THEN 3000
170 IF D$="3" THEN VM=20   ELSE VM=19
180 IF D$="1" THEN VM=18.5
181 CLS
183 ATTRB 1,1 :LOCATE 2,6,0:PRINT"R";
185 LOCATE 2,10,0:PRINT"A";
187 LOCATE 2,14,0:PRINT"I";
189 LOCATE 2,18,0:PRINT"D";:ATTRB 0,0
190 LOCATE 33,6,0:PRINT"NIVEAU";
200 LOCATE 33,7,0:PRINT"DIFFIC.";
210 LOCATE 33,8,0:PRINT"CHOISI:";
215 LOCATE 36,9,0:PRINT D$;
220 B=FIX(RND*10)
230 XAD=B*18+69 : YAD=185:'*** COORD BAS
E DEPART AVION ******
235 XA0=XAD : YA0=190
240 XA1=XA0 : YA1=190
250 XA2=XA1 : YA2=190
260 XA3=XA2 : YA3=185
270 LOCATE 33,13,0:PRINT"NB PHOT";
280 LOCATE 33,14,0:PRINT"PRISES:";
290 LOCATE 35,15,0:PRINT PH ;
299 '***** TRACE DES LIMITES DU TERRAIN
ET DE LA BASE *****
300 BOX(60,0)-(256,192),0
320 BOX(133,69)-(186,122),0
350 PH=0:' M A Z  NB DE PHOTOS PRISES
360 KO=0:' M A Z  INDIC DE COLLISION
370 OK=0:' M A Z  INDIC DE REUSSITE
380 '***** POSIT. MISSILE DANS SA BASE
385 XM0=159 : YM0=95
390 XM1=159 : YM1=95
```

```
400 XM2=XM1 : YM2=YM1
410 XM3=XM2 : YM3=96
420 '***** TRACE DES TRAJECTOIRES ***
430 '****** TRAJECTOIRE DE L AVION **
440 FOR Q=1 TO 5
450 PSET(XA2+Q,YA2),-11: PSET(XA2-Q,YA2)
,-11: PSET(XA2,YA2+Q),-11: PSET(XA2,YA2-
Q),-11
460 NEXT Q
465 LINE(XA0,YA0)-(XA1,YA1),4
470 LINE(XA1,YA1)-(XA2,YA2),4
480 LINE(XA2,YA2)-(XA3,YA3),4
490 FOR Q=1 TO 5
500 PSET(XA3+Q,YA3), 4 : PSET(XA3-Q,YA3)
, 4 : PSET(XA3,YA3+Q), 4 : PSET(XA3,YA3-
Q), 4
510 NEXT Q
515 '****** DECOMPTE DES PHOTOS PRISES
520 IF XA3>140 AND XA3<178 AND YA3>76 AN
D YA3<114 THEN PH=PH+1: BEEP :BEEP:BEEP:
BEEP:BEEP:BEEP:BEEP:BEEP:BEEP:BEEP:LOCAT
E 35,15,0:PRINT PH
530 '******TRAJ DU MISSILE *****
540 FOR Q=1 TO 5
550 PSET(XM2+Q,YM2+Q),-11: PSET(XM2-Q,YM
2+Q),-11: PSET(XM2-Q,YM2-Q),-11: PSET(XM
2+Q,YM2-Q),-11
560 NEXT Q
565 LINE(XM0,YM0)-(XM1,YM1),1
570 LINE(XM1,YM1)-(XM2,YM2),1
580 LINE(XM2,YM2)-(XM3,YM3),1
590 FOR Q=1 TO 5
600 PSET(XM3+Q,YM3+Q), 1 : PSET(XM3-Q,YM
3+Q), 1 : PSET(XM3-Q,YM3-Q), 1 : PSET(XM
3+Q,YM3-Q), 1
610 NEXT Q
615 LINE(60,0)-(256,0),0
620  IF OK=1 THEN 1900
630  IF KO=1 THEN 1700
690 '***** ORIENT. DE L AVION ******
700  A32=SQR((YA3-YA2)^2+(XA3-XA2)^2)
710  SNOA=(YA3-YA2)/A32
720  CSOA=(XA3-XA2)/A32
750 '**** DEPLACEMENT DE L AVION *****
760 B$=INKEY$
770 IF B$="" THEN 760
780 IF B$="1" THEN OX=-PI/2 :'(=G 90)
790 IF B$="2" THEN OX=-PI/4 :'(=G 45)
800 IF B$="3" THEN OX= 0 :'(TOUT DROIT)
810 IF B$="4" THEN OX= PI/4 :'(=D 45)
820 IF B$="5" THEN OX= PI/2 :'(=D 90)
830 CSO2=CSOA*COS(OX)-SNOA*SIN(OX)
840 SNO2=SNOA*COS(OX)+CSOA*SIN(OX)
850 '****** BORD DU TERRAIN RENCONTRE ?
860 YC=YA3+FIX(SGN(SNO2)*.99+SNO2)*VA
870 XC=XA3+FIX(SGN(CSO2)*.99+CSO2)*VA
880 IF XC<69 OR XC>249 OR YC<5 OR YC>185
 THEN 760
890 XA0=XA1 :YA0=YA1 :XA1=XA2 :YA1=YA2 :
 XA2=XA3 :YA2=YA3 :XA3=XC :YA3=YC
900 '****** MOUVT DU MISSILE ******
910  DMA=SQR((YA3-YM3)^2+(XA3-XM3)^2)
920  SNO1=(YA3-YM3)/DMA
930  CSO1=(XA3-XM3)/DMA
940  XM0=XM1 :YM0=YM1 :XM1=XM2 :YM1=YM2
 : XM2=XM3 :YM2=YM3
950 FOR E=1 TO .2 STEP -.2
960 XX=E*VM*CSO1+XM2
970 YY=E*VM*SNO1+YM2
980 IF E=1 THEN XM3=XX: YM3=YY
990  DMA=SQR((YY -YA3)^2+(XX -XA3)^2)
1000 IF DMA<8 THEN KO=1 :XM3=XA3:YM3=YA3
:GOTO 430 :'***** COLLISION*****
1010 NEXT E
1020 '****TEST MISSION ACHEVEE
1050 IF XA3=XAD AND YA3=YAD AND  PH>=4 T
HEN OK=1: '****** MISSION ACCOMPLIE ***
1060 GOTO 430
1700 LOCATE 13,25,0:COLOR 15:PRINT" COLL
ISION ! ";
1710 FOR I =1 TO 5
1720 PSET(XA3+I,YA3+I),2 :PSET(XA3+I,YA3
-I),2 :PSET(XA3-I,YA3+I),2 :PSET(XA3-I,Y
A3-I),2
1750 PSET(XM3,YM3+I),15:PSET(XM3,YM3-I),
15:PSET(XM3+I,YM3),15:PSET(XM3-I,YM3),15
1760 NEXT I
1770 PLAY "L96REL72REL24REL96REL72FAL24M
IL72MIL24REL72REL24DO#L96RE"
1790 GOTO 2000
1900 LOCATE 10,25,0:COLOR 4:PRINT"MISSI"
;:COLOR 7:PRINT"ON ACC";:COLOR 1:PRINT"O
MPLIE";:COLOR 0
1920 PLAY "L24REL48REL24REL48SOSOLALA05L
48RE04L18SIL48SOPPPP"
2000 '***** UNE AUTRE ? ****
2010 FOR Q=1 TO 2000:NEXT
2020 CLS:PRINT:PRINT:PRINT:PRINT:PRINT:P
RINT:ATTRB 1,1
2030 PRINT "    UNE AUTRE ?"
2040 D$=INKEY$
2050 IF D$="" THEN 2040
2060 ATTRB 0,0:CLS:IF D$="N" THEN END EL
SE CLS:RUN
3000 CONSOLE 6,24:CLS
3010 PRINT"  VOUS PILOTEZ UN AVION ESPIO
N (+ BLEU).VOUS ARRIVEZ EN VUE D'UNE BAS
E ENNEMIE  PROTEGEE PAR UN MISSILE (* RO
UGE).DES VO-TRE ENTREE AU DESSUS DU TERR
ITOIRE IL  VA VOUS POURCHASSER."
3015 PRINT
3020 PRINT"  VOTRE MISSION CONSISTE A SU
RVOLER LA  BASE (DES PHOTOS SONT ALORS P
RISES AUTO-MATIQUEMENT,IL VOUS EN FAUT A
U MOINS 4) ET A RETOURNER A VOTRE BASE A
VANT QUE LEMISSILE NE VOUS AIT DETRUIT."
3025 PRINT
3030 PRINT"  VOUS POUVEZ CHANGER LA DIRE
CTION DE VO-TRE AVION EN APPUYANT SUR LE
S TOUCHES  DE 1 A 5: 1: A GAUCHE 90, 2:
A GAUCHE 453: TOUT DROIT, 4: A DROITE 45
, 5  A DROI-TE 90"
3035 PRINT
3060 PRINT"POUR REPRENDRE LE JEU TAPEZ U
NE TOUCHE.";
3070 T$=INKEY$:IF T$="" THEN 3070
3080 CONSOLE 0,24
3090 RUN
```

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Les logiciels de création musicale, de création graphique, les traitements de texte, les gestions de fichiers, les logiciels de PAO, de CAO, les éducatifs.
Tous les périphériques : imprimantes, moniteurs, drives, disques durs, tablettes graphiques, joysticks, scanners, souris, modems, cartes. De la programmation...

A NE PAS MANQUER !

