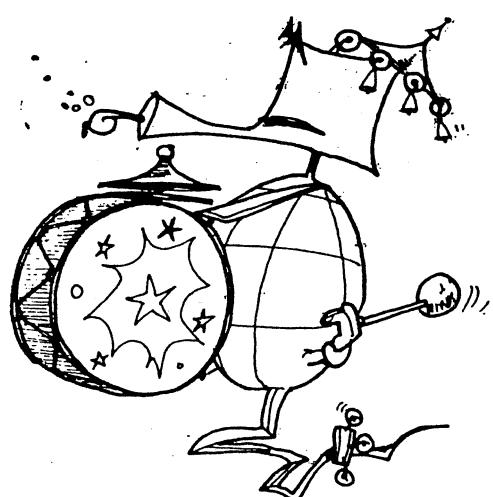


HEBDOGICIEL APPLE II



+ ORDINATEUR INDIVIDUEL

RECORD1-RECORD2

Ce programme permet de gérer un fichier à accès direct (longueur d'un enregistrement = 100 octets) qui contient tous les renseignements relatifs au record établi par l'utilisateur pour un jeu donné. (Nom du record-man, date, score). Ce programme est axé sur une utilisation simple pour chacun.

Philippe COMMETS

Pour adapter ce programme aux APPLE II, et APPLE II+, il suffira lors de son entrée au clavier de remplacer toutes les lettres minuscules par des lettres majuscules. Une autre modification s'impose aussi: seul l'APPLE IIe possédant la touche DEL, il est nécessaire de rectifier le programme aux lignes n° 5190 et 5200 de la façon suivante:

5190 FLASH:VTAB11:PRINT SPC(40);*** CONFIRMER L'EFFACEMENT PAR < ESC >...* *;SPC(40):NORMAL.

Mettre des blancs à la place des * *.

5200 X= PEEK(-16384):POKE-16368,0:IFX< >27 THEN5200

En ce qui concerne l'utilisation de ce programme, il est nécessaire à chaque utilisateur, avant la toute première utilisation du programme RECORD, de lancer l'exécution du programme qui crée le fichier utilisé par RECORD. Sans cela, il serait impossible de faire fonctionner RECORD.

L'utilisation de RECORD est très simple. Un menu est proposé au départ à l'utilisateur. Il comporte toutes les opérations nécessaires à la gestion complète du fichier contenant les jeux.

En ce qui concerne la création d'une fiche, après avoir demandé le nom du jeu à l'utilisateur, l'ordinateur vérifie dans le fichier si le nom donné n'existe pas déjà; ceci afin d'éviter toute source d'erreur (2 fiches différentes pour le même jeu). Par la suite, l'ordinateur ques-

tionne l'utilisateur au sujet de la date d'homologation du RECORD. Celle-ci doit être donnée suivant le format jj/mm/aa, c'est à dire, que l'utilisateur doit répondre à la question posée en tapant deux chiffres représentant le jour, puis le caractère / (slash), puis deux chiffres représentant le mois, puis à nouveau /, puis les deux derniers chiffres représentant l'année.

Exemple: 28/02/84 pour le 28 Février 1984.

Notez aussi que l'utilisateur peut répondre à la question "score obtenu" par une chaîne de caractères, par exemple: "28000 points niveau 6).

Ces petites précisions étant apportées, sachez que l'utilisation de ce programme s'explique d'elle-même, étant donnée la simplicité et la présence de menus clairs à l'intérieur du programme.

```

10 REM ****
15 REM *
20 REM *      CREATION      *
25 REM *      DU          *
30 REM *      FICHIER RECORD  *
35 REM *
40 REM ****
45 REM * FICH. ACCES DIRECT *
50 REM *      LONGUEUR = 100  *
55 REM ****
60 REM
65 D$ = CHR$(4)
70 PRINT D$;"OPEN RECORD.FICH,L1
    00"
75 PRINT D$;"WRITE RECORD.FICH,R
    0"
80 PRINT "0"
85 PRINT D$;"CLOSE RECORD.FICH"
90 PRINT D$;"LOCK RECORD.FICH"
95 END

```

```

1 REM ****
2 REM *
3 REM *      R E C O R D      *
4 REM *
5 REM ****
6 REM * Auteur : Ph.Comnets *
7 REM * Matériel : Apple IIe *
8 REM ****
10 CLEAR : HOME
20 INVERSE : HTAB 17: PRINT SPC(
    8): PRINT : HTAB 17: PRINT "
    RECORD ":" HTAB 17: PRINT SPC(
    8): NORMAL
30 VTAB 5: HTAB 1: PRINT "Sommaire": PRINT "-----"
40 VTAB 10: HTAB 1
50 PRINT "Creer une fiche record
    .....<1>": PRINT
60 PRINT "Modifier une fiche record.....<2>": PRINT
70 PRINT "Acceder a une fiche record.....<3>": PRINT
80 PRINT "Acceder a toutes les fiches record..<4>": PRINT
90 PRINT "Supprimer une fiche record.....<5>": PRINT
95 PRINT "Sortir du programme...<6>"
100 VTAB 24: HTAB 1: PRINT "Quel est votre choix ?": GET CH
    $
110 IF ASC (CH$) < 49 OR ASC (CH$) > 54 THEN GOTO 100
120 HOME
130 CH = VAL (CH$)
140 ON CH GOSUB 1000,2000,3000,4
    000,5000,6000
150 RUN
995 REM ****
996 REM *
997 REM *      CREATION DE FICHES *
998 REM *
999 REM ****
1000 HOME :D$ = CHR$(4)
1010 HTAB 10: PRINT "CREATION D'UNE FICHE": PRINT "-----"
    "
1020 VTAB 4: HTAB 1: PRINT "Nom du jeu (en majuscules s.v.p)
    :" : PRINT : INPUT NJ$
1030 GOSUB 7000
1040 IF FLAG = 1 THEN FLAG = 0: GOTO 1020
1050 PRINT D$: "OPEN RECORD.FICH,
    L100"
1060 PRINT D$: "READ RECORD.FICH,
    R0"
1070 INPUT NJ$:N = VAL (N$)
1080 IF N = 0 THEN GOTO 1130
1090 FOR I = 1 TO N
1100 PRINT D$: "READ RECORD.FICH,
    R";I
1110 INPUT TI$: IF TI$ = NJ$ THEN
    VTAB 14: HTAB 4: PRINT "Jeu
    déjà présent dans le fiche
    r.":FO = 1: GOTO 1280
1120 NEXT I
1130 PRINT D$: "CLOSE RECORD.FICH
    "
1140 PRINT : PRINT "Nom du détenu
    du record :" : PRINT : INPUT
    NRS: PRINT
1150 VTAB 12: HTAB 1: PRINT "Date
    d'homologation (format jj/
    mm/aa) :" : PRINT : INPUT DR$
    : PRINT
1160 GOSUB 8000
1170 IF FLAG = 1 THEN FLAG = 0: GOTO 1150
1180 PRINT "Score obtenu :" : PRINT
    : INPUT SC$
1190 VTAB 21: HTAB 6: PRINT "Fiche en cours de création..."
1200 PRINT D$: "UNLOCK RECORD.FIC
    H"
1210 PRINT D$: "OPEN RECORD.FICH,
    L100"
1220 PRINT D$: "READ RECORD.FICH,
    R0"
1230 INPUT NJ$:N = VAL (N$)
1240 PRINT D$: "WRITE RECORD.FICH
    ,R";N + 1
1250 PRINT NJ$: PRINT NRS: PRINT
    DR$: PRINT SC$
1260 PRINT D$: "WRITE RECORD.FICH
    ,R0"
1270 PRINT STR$(N + 1)
1280 PRINT D$: "CLOSE RECORD.FICH
    "

```

```
5995 REM ****
5996 REM *
5997 REM * FIN D' UTILISATION *
5998 REM *
5999 REM ****
6000 HOME
6010 CLEAR
6020 NEW
6997 REM ****
6998 REM * CLIGNOTEMENT *
6999 REM ****
7000 FOR K = 1 TO LEN (NJ$)
7010 IF ASC ( MID$ (NJ$,K,1)) <
    97 THEN NEXT K
7020 IF K > LEN (NJ$) THEN RETURN

7030 FOR TT = 1 TO 5
7040 VTAB 12: HTAB 7: PRINT "EN
MAJUSCULES , S.V.P "...."
7050 FOR T = 0 TO 200: NEXT T
7060 VTAB 12: HTAB 7: PRINT SPC(
28)
7070 FOR T = 0 TO 200: NEXT T
7080 NEAT TT:FLAG = 1
7090 RETURN
7097 REM ****
7098 REM * TRAITEMENT DATES *
7099 REM ****
8000 IF LEN (DR$) < > 8 OR MID$(
DR$,3,1) < > "/" AND MID$(
DR$,6,1) < > "/" THEN FLAG
    = 1
8010 RETURN
```

ERRATUM sur APPLE
COMPLEMENT DU PROGRAMME RECORD 2

Dans l'option "suppression d'une fiche", il faut considérer le cas où l'utilisateur ne souhaite pas confirmer l'effacement de la fiche. Cette omission ne peut pas entraîner de véritable comportement défectueux de la part de l'ordinateur, mais peut-être à la source d'une erreur de manipulation (involontaire !). Au lieu des deux lignes (pour APPLE IIe) :

5200 X= PEEK (- 16384);
POKE - 16368,0; IF X< >127
THEN 5200

5210 HOME.

Il fallait mettre (pour APPLE IIe):
5200 WAIT - 16384,128; X=

PEEK (- 16384); IF X< >255

THEN RETURN

5210 POKE - 16368,0; HOME.

Pour adapter cette modification à l'APPLE II, ou APPLE II+, il faut procéder comme décrit dans l'article c'est à dire remplacer le message: "confirmer la suppression par < DEL >"...par le message "Confirmer la suppression par ESC" et corriger la ligne 5200 comme suit:

5200 WAIT - 16384,128; X=

PEEK(- 16384); IF< >155

THEN RETURN.

ROBIN DES BOIS

Robin doit rejoindre Marianne, mais le terrible prince Jean a dressé de multiples obstacles sur sa route. Aidez Robin à atteindre son but.

J.Philippe MADELAINE



Entrez le programme principal (Robin des Bois), la table de formes (Robin dess.) et le programme d'initialisation du fichier des scores. Avant d'utiliser le programme principal, faites exécuter le programme d'initialisation des scores. Ainsi les meilleurs scores seront sauvegardés sur la disquette. Ce programme ne sert donc qu'une fois, mais il est essentiel au bon fonctionnement du programme principal.

FICHIER SCORES

```

3  DIM NM$(5): DIM Q%(5)
5  GOSUB 100
10 D$ = CHR$(4)
20 PRINT D$;"OPEN SCORES"
30 PRINT D$;"WRITE SCORES"
35 FOR I = 1 TO 5
40 PRINT NM$(I): PRINT Q%(I)
50 NEXT I
60 PRINT D$;"CLOSE SCORES"
70 END
100 FOR I = 1 TO 5
110 READ NM$(I),Q%(I)
120 NEXT I
130 DATA R,500,T,400,U,300,V,20
    ,0,W,100
140 RETURN

```

```

230 SC = SC - 10
240 IF N = 28 THEN T = T + 1: GOSUB 2980: GOTO 80
250 GOSUB 2200: REM DEPLACEMENT DES OBJETS
260 GOSUB 1310: REM TEST SUR LA MORT DU JOUEUR
270 IF PI < > 1 THEN U = 0: GOTO 290
280 U = U + 1: PS = 6 / U: IF PS =
    1 THEN U = 0
290 GOTO 140
300 Y = 1
310 REM PRESENTATION
320 GOSUB 3710
330 REM CHARGEMENT DE LA TABLE DE FORME

```

```

1020 FOR I = 1 TO 5
1030 PRINT D$;"OPEN SCORES"
1040 PRINT D$;"READ SCORES"
1050 FOR I = 1 TO 5
1060 INPUT NM$(I),Q%(I)
1070 NEXT I
1080 PRINT D$;"CLOSE SCORES"
1090 HOME : VTAB 5: PRINT "VOULEZ-VOUS VOIR LES MEILLEURS SCORES (O/N)?": GET A$: IF A$ < > "O" THEN 1150
1100 FOR I = 1 TO 5
1110 PRINT : PRINT : PRINT "
    ;Q%(I),NM$(I)
1120 NEXT I
1130 ZX = 1

```

PROGRAMME 50-3720

```

50 ROT= 0
60 GOSUB 310: REM PRESENTATION
65 REM PROGRAMME PRINCIPAL
70 FR = FR + 1:T = 1
80 IF T = 11 THEN 70
90 IF T = 1 THEN GOSUB 1160
100 IF T = 2 OR T = 5 OR T = 8 OR
    T = 10 THEN GOSUB 1210
110 IF T = 3 OR T = 4 OR T = 6 OR
    T = 7 OR T = 9 THEN GOSUB 1
260
120 IF T = 10 THEN GOSUB 3640
130 ON T GOSUB 2860,2880,2900,29
    ,10,2920,2930,2940,2950,2960,
    2970
140 GOSUB 2180: REM LECTURE DU CLAVIER
150 IF Q = 1 AND AX < > 1 THEN
    GOSUB 1750
160 IF BB = 1 THEN GOSUB 2590
170 IF OO = 2 THEN GOSUB 1860
180 IF OO = 1 THEN GOSUB 1920
190 P = 75:D = 10: GOSUB 3700
200 GOSUB 1590
210 IF T = 10 THEN GOSUB 3640
220 GOSUB 2670: REM AFFICHAGE DU SCORE

```

```

940 HOME : VTAB 1: HTAB 8: PRINT
    "*** ROBIN DES BOIS ***"
950 PRINT : PRINT
960 PRINT : PRINT " NOTRE HEROS VEUT RETROUVER LA BELLE MARIANNE....MAIS LE PRINCE JEAN LUI TEND DES PIEGES.
    A VOUS D'AIDER ROBIN A ATTEINDRE SON BUT.
    "
970 PRINT : PRINT
980 PRINT " POUR CELA VOUS DOISPOSEZ DES COMMANDES SUIVANTES:
    ---> UN PAS EN AVANT
    <--- UN PAS EN ARRIERE
    'A' POUR ATTRAPER LA CORDE ";
990 PRINT "'S' POUR EVITER LES FLECHES OU FRANCHIR LES FOSSES."
1000 VTAB 22: HTAB 11: INVERSE :
    PRINT "-- BONNE CHANCE --":
    NORMAL : GET A$
1010 D$ = CHR$(4)

```

```

1550 RETURN
1560 IF N = 7 OR N = 8 OR N = 11
    OR N = 12 OR N = 15 OR N =
    16 OR N = 19 OR N = 20 THEN
    GOTO 3010
1570 RETURN
1580 RETURN
1590 REM DEPLACEMENT DU JOUEUR
1600 IF AX = 1 THEN 1980
1610 IF N > = 28 THEN N = 28: RETURN
1620 IF S < > 149 THEN 1690
1630 N = N + 1
1640 HCOLOR= 0: DRAW EW(N - 1) AT X(N - 1),120
1650 HCOLOR= 3: DRAW EW(N) AT X(N),120
1660 POKE - 16368,0
1670 S = 0
1680 RETURN
1690 IF S < > 193 THEN 1790
1700 HCOLOR= 0: DRAW EW(N) AT X(N),120
1710 HCOLOR= 3: DRAW 9 AT X(N),105
1720 IF X(N) = XC AND CO = 1 THEN
    AX = 1

```

5BALL -151

*6000.6250

6000- 1F 00 40 00 64 00 77 00
600B- A0 00 BA 00 D6 00 F2 00
6010- OC 01 2B 01 47 01 50 01
6018- 58 01 61 01 68 01 74 01
6020- 7C 01 85 01 BD 01 97 01
6028- 9E 01 AB 01 BD 01
6030- CB 01 D0 01 DC 01 EB 01
603B- F2 01 D2 02 0F 02 1E 02
6040- 24 64 24 61 OC 2D 28 2D
604B- 2D 2D 15 2D AA 15 76 36
6050- 36 36 36 33 1E 1E 1E BF
605B- 3F 3F 3F 3F 38 07 07 07
6060- E4 24 24 00 2D 2D 2D 2D
606B- 05 0C 97 34 00 00 00 00
6070- 00 00 00 00 00 00 00 00
607B- 37 35 37 35 37 35 37 35
6080- 37 35 37 35 37 35 37 E5
608B- C3 DB DB 08 OC 0C 0C
6090- OC OC OC OC OC 4D 0E 0E
609B- 0E 0E 0E 0E 0E 0E 06 00
60A0- 27 3C 0D 24 E4 2F 24 2C
60AB- 25 BC 1B OC 3C 37 16 3F
60B0- 24 96 09 36 1E 36 2E 36
60BB- 3F 00 27 3C 0D 24 E4 2F
60C0- 24 2C 35 36 18 18 18 60
60CB- 3C 37 16 3F 36 4C 36 1E
60D0- 36 2E 36 3F 9F 00 0D 0D
60DE- 2D 9E 93 15 3F 3F 37 4E
60E0- E5 24 07 2D 3C 27 24 0C
60EB- 3C 24 1D 2C 0E 2E B7 36
60F0- 36 00 6E B5 93 0E 36 3D
60FB- DB 1B 67 0C 24 2D 3C 27
6100- 24 0C 3C 24 1D 2C 0E 2E
610B- BF 36 36 00 1F 17 15 4D
6110- 01 2D 9E 93 15 3F 3F 37
611B- 4E E5 24 07 2D 3C 27 24
6120- 0C 3C 24 1D 2C 0E 2E B7
612B- 36 36 00 0C 0B OC 96 1E
6130- 95 35 EE D2 1B 27 24 04
613B- 2D 3C 27 24 0C 3C 24 1D
6140- 2C 0E 2E B7 36 36 00 24
614B- 24 2D 15 1E 77 0E 05 00
6150- 24 24 2D 35 36 3E 3F 00
615B- 24 E5 2C 75 1E 0E 1E 3F
6160- 00 2D 27 24 2C 1C 07 00
616B- 24 24 15 15 15 24 24 92
6170- 3A 3B 38 00 24 24 2D 15
617B- 3E 3F 00 2D FD 23 2C
6180- FD 20 2D 2D 00 2D 05 0E
618B- 3F 60 2D 05 00 24 24 15
6190- 15 0C 0C 36 36 06 00 09
619B- 24 24 2D DF 3F 00 2D B1
61A0- 24 24 9F 36 36 06 00
61AB- 49 24 24 24 1C 1E 1E 06
61B0- 00 2D ED DB 24 2D 2D
61BB- 24 24 3F 3F 00 2D 2D 24
61C0- 24 3F 4F 21 24 3F 07 00
61CB- 09 09 24 24 3F 3F 24 24
61D0- 00 2D 2D 24 24 3F 3F 24
61DB- 2C 2D 05 00 2D 2D 24 24
61E0- 3F 3F 36 36 20 20 24 24
61EB- 2D 2D 00 61 64 64 24 3F
61F0- 3F 00 2D 2D 24 24 24 3C
61FB- 3F 37 36 36 36 20 20 2D
6200- 2D 00 2D 2D 24 24 24 3C
620B- 3F 32 36 2E 2D 05 00 4E
6210- 2D DE D2 36 3F 07 37 27
621B- 08 AD 2D 24 03 2D 3C 27
6220- 24 0C 3C 24 1D 2C 0E 2E
622B- B7 36 36 00 2C 2E 24 27
6230- E5 2C 3C 25 24 1C 2C 24
623B- 3F 17 35 46 0E 1E 27 1E
6240- 27 24 24 B4 92 6B 97 0D
624B- 35 05 00 DS 3B 57 6D 11
6250- FF

340 POKE 232,0: POKE 233,96
350 IF PEEK(24576) = 31 THEN 3
70
360 PRINT CHR\$(4)"BLOOD ROBIN
DESS."
370 HGR2
380 SCALE= 1
390 FOR I = 1 TO 279 STEP 16
400 IF I > 260 THEN GOTO 720
410 HCOLOR= 3: DRAW 7 AT I,100
420 P = 30:D = 25: GOSUB 3700
430 FOR Z = 1 TO 30: NEXT
440 HCOLOR= 0: DRAW 7 AT I,100
450 HCOLOR= 3: DRAW 8 AT I + 4,1
00
460 FOR Z = 1 TO 30: NEXT
470 P = 40:D = 25: GOSUB 3700
480 HCOLOR= 0: DRAW 8 AT I + 4,1
00
490 HCOLOR= 3: DRAW 7 AT I + 8,1
00
500 FOR Z = 1 TO 30: NEXT
510 P = 50:D = 20: GOSUB 3700
520 HCOLOR= 0: DRAW 7 AT I + 8,1
00
530 HCOLOR= 3: DRAW 6 AT I + 12,
100
540 FOR Z = 1 TO 30: NEXT
550 P = 60:D = 20: GOSUB 3700
560 HCOLOR= 0: DRAW 6 AT I + 12,
100
570 SCALE= 2
580 IF I = 33 THEN HCOLOR= 3: DRAW
10 AT I,100
590 IF I = 49 THEN HCOLOR= 3: DRAW
11 AT I,100
600 IF I = 65 THEN HCOLOR= 3: DRAW
12 AT I,100
610 IF I = 81 THEN HCOLOR= 3: DRAW
13 AT I,100
620 IF I = 97 THEN HCOLOR= 3: DRAW
14 AT I,100
630 IF I = 129 THEN HCOLOR= 3: DRAW
15 AT I,100
640 IF I = 145 THEN HCOLOR= 3: DRAW
16 AT I,100
650 IF I = 161 THEN HCOLOR= 3: DRAW
17 AT I,100
660 IF I = 193 THEN HCOLOR= 3: DRAW
12 AT I,100
670 IF I = 209 THEN HCOLOR= 3: DRAW
11 AT I,100
680 IF I = 225 THEN HCOLOR= 3: DRAW
13 AT I,100
690 IF I = 241 THEN HCOLOR= 3: DRAW
17 AT I,100
700 SCALE= 1
710 NEXT I
720 GOSUB 3510: REM MUSIQUE ET
EXPLICATIONS
730 DIM EW(28): DIM X(28)
740 M = 5
750 FOR N = 1 TO 28
760 X(N) = M
770 M = M + 10
780 NEXT N
790 N = 1
800 FOR N = 1 TO 28 STEP 2
810 EW(N) = 7
820 NEXT N
830 FOR N = 2 TO 28 STEP 4
840 EW(N) = 8
850 NEXT N
860 FOR N = 4 TO 28 STEP 4
870 EW(N) = 6
880 NEXT N
890 N = 1
900 SC = 1000: XB = 275
910 VC = 1: XC = 65
920 XF = 185
930 TEXT : HOME : PRINT "VOULEZ-
VOUS DES EXPLICATIONS (O/N)?
": GET A\$: IF A\$ < > "0" THEN
GOTO 1010
1140 GET A\$
1150 FR = 0:N = 1:SC = 1000: RETURN
1160 HGR2
1170 HCOLOR= 3
1180 HPLOT 0,130 TO 180,130 TO 1
80,145 TO 200,145 TO 200,130
TO 279,130
1190 HPLOT 0,160 TO 60,160 TO 60
,180 TO 0,180
1200 RETURN
1210 HGR2
1220 HCOLOR= 3
1230 HPLOT 0,130 TO 70,130 TO 70
,155 TO 130,155 TO 130,130 TO
180,130 TO 180,145 TO 200,14
5 TO 200,130 TO 279,130
1240 HPLOT 0,160 TO 60,160 TO 60
,180 TO 0,180
1250 RETURN
1260 HGR2
1270 HCOLOR= 3
1280 HPLOT 0,130 TO 60,130 TO 60
,145 TO 80,145 TO 80,130 TO
100,130 TO 100,145 TO 120,14
5 TO 120,130 TO 140,130 TO 1
40,145 TO 160,145 TO 160,130
TO 180,130 TO 180,145 TO 20
0,145 TO 200,130 TO 279,130
1290 HPLOT 0,160 TO 60,160 TO 60
,180 TO 0,180
1300 RETURN
1310 REM TEST SUR LA MORT DU JO
UEUR
1320 IF SA < > 0 THEN 1470
1330 IF T < > 1: THEN 1360
1340 IF N = 19 OR N = 20 THEN HCOLOR= 0:
DRAW EW(N) AT X(N),120: HCOLOR= 3:
ROT= 30: DRAW EW(N) AT X(N),138: ROT= 0: GOTO 3010
1350 GOTO 1400
1360 IF T < > 2 AND T < > 5 AND
T < > 8 AND T < > 10 THEN
1390
1370 IF N = 8 OR N = 9 OR N = 10
OR N = 11 OR N = 12 OR N =
13 THEN HCOLOR= 0: DRAW EW(N)
AT X(N),120: HCOLOR= 3: ROT= 30:
DRAW EW(N) AT X(N),150: ROT= 0:
GOTO 3010
1375 IF N = 19 OR N = 20 THEN HCOLOR= 0:
DRAW EW(N) AT X(N),120: HCOLOR= 3:
ROT= 30: DRAW EW(N) AT X(N),138: ROT= 0: GOTO 3010
1380 GOTO 1400
1390 IF N = 7 OR N = 8 OR N = 11
OR N = 12 OR N = 15 OR N =
16 OR N = 19 OR N = 20 THEN
HCOLOR= 0: DRAW EW(N) AT X(N),120:
HCOLOR= 3: ROT= 30: DRAW EW(N) AT X(N),138: ROT= 0: GOTO
3010
1400 IF F < > 1 THEN 1460
1410 IF XF = X(N) OR XF = X(N) -
10 THEN 3010
1420 IF FR < 2 THEN 1460
1430 IF XB = X(N) OR XB = X(N) -
10 THEN 3010
1440 IF FR < 3 THEN 1460
1450 IF XH = X(N) OR XH = X(N) -
10 THEN 3010
1460 RETURN
1470 IF B < > 1 THEN 1510
1480 IF XB = X(N) THEN 3010
1490 IF XB + 10 = X(N) THEN 3010
1500 IF XB + 20 = X(N) THEN 3010
1510 IF PI < > 1 THEN 1570
1520 IF PS < > 1 THEN 1570
1530 IF T < > 2 AND T < > 5 AND
T < > 8 AND T < > 10 THEN
1560
1540 IF N = 19 OR N = 20 THEN GOTO
3010

```

1730 Q = 1:SA = 1:S = 0: POKE - 16368,0
1740 RETURN
1750 HCOLOR= 0: DRAW 9 AT X(N),105
1760 HCOLOR= 3: DRAW EW(N) AT X(N),120
1770 Q = 0:SA = 0:S = 0: POKE - 16368,0
1780 RETURN
1790 IF S < > 211 THEN 2110
1800 HCOLOR= 0: DRAW EW(N) AT X(N),120
1810 N = N + 1
1820 IF N > 28 THEN N = 28
1830 HCOLOR= 3: DRAW 9 AT X(N),105
1840 OO = 2:SA = 1:S = 0: POKE - 16368,0
1850 RETURN
1860 HCOLOR= 0: DRAW 9 AT X(N),105
1870 N = N + 1
1880 IF N > 28 THEN N = 28
1890 HCOLOR= 3: DRAW 9 AT X(N),105
1900 OO = 1
1910 RETURN
1920 HCOLOR= 0: DRAW 9 AT X(N),105
1930 N = N + 1
1940 IF N > 28 THEN N = 28
1950 HCOLOR= 3: DRAW EW(N) AT X(N),120
1960 SA = 0:OO = 0: POKE - 16368,0
1970 RETURN
1980 IF L = 7 THEN 2060
1990 HCOLOR= 0: DRAW 9 AT X(N),105
2000 L = L + 1
2010 IF VC = 1 THEN N = N + 1
2020 IF VC = 0 THEN N = N - 1
2030 HCOLOR= 3: DRAW 9 AT X(N),105
2040 SA = 1: POKE - 16368,0
2050 RETURN
2060 HCOLOR= 0: DRAW 9 AT X(N),105
2070 HCOLOR= 3: DRAW EW(N) AT X(N),120
2080 SA = 0:S = 0: POKE - 16368,0
2090 L = 0
2100 RETURN
2110 IF S < > 136 THEN 2170
2120 HCOLOR= 0: DRAW EW(N) AT X(N),120
2130 N = N - 1
2140 IF N < 1 THEN N = 1
2150 HCOLOR= 3: DRAW EW(N) AT X(N),120
2160 S = 0: POKE - 16368,0
2170 RETURN
2180 S = PEEK (- 16384)
2190 RETURN
2200 REM DEPLACEMENT DES OBJETS
2210 IF CO < > 1 THEN 2310
2220 IF VC < > 1 THEN 2260
2230 IF XC < > 135 THEN XC = XC + 10: GOTO 2280
2240 IF XC = 135 THEN XC = XC - 10:VC = 0
2250 GOTO 2280
2260 IF XC < > 65 THEN XC = XC - 10: GOTO 2280
2620 HCOLOR= 0: DRAW 3 AT 70,110
: HCOLOR= 3: DRAW 3 AT 70,130
2630 HCOLOR= 0: DRAW 3 AT 110,110
: HCOLOR= 3: DRAW 3 AT 110,130
2640 HCOLOR= 0: DRAW 3 AT 150,110
: HCOLOR= 3: DRAW 3 AT 150,130
2650 BB = 0:PS = 0
2660 RETURN
2670 IF SC < 0 THEN RETURN
2680 HCOLOR= 0: DRAW AA + 20 AT 1,175
2690 DRAW AB + 20 AT 9,175
2700 DRAW AC + 20 AT 17,175
2710 DRAW AD + 20 AT 25,175
2720 AA = INT (SC / 10000)
2730 IF AA > 0 THEN SC = SC - AA * 10000
2740 AB = INT (SC / 1000)
2750 SC = SC - AB * 1000
2760 AC = INT (SC / 100)
2770 SC = SC - AC * 100
2780 AD = INT (SC / 10)
2790 SC = SC + AA * 10000 + AB * 1000 + AC * 100
2800 HCOLOR= 3: DRAW AA + 20 AT 1,175
2810 DRAW AB + 20 AT 9,175
2820 DRAW AC + 20 AT 17,175
2830 DRAW AD + 20 AT 25,175
2840 DRAW 20 AT 33,175
2850 RETURN
2860 REM VARIABLES PARTICULIERE
S A CHAQUE TABLEAU
2870 F = 1:B = 0:PI = 0:CO = 0:XF
= 275:XG = 145:XH = 85: RETURN
2880 F = 0:B = 0:PI = 0:CO = 1: IF
FR = 2 THEN PI = 1
2890 RETURN
2900 F = 0:B = 0:PI = 1:CO = 0: RETURN
2910 F = 0:B = 1:PI = 0:CO = 0: RETURN
2920 F = 1:B = 0:PI = 0:CO = 1:XF
= 175:XG = 105:XH = 245: RETURN
2930 F = 1:B = 0:PI = 1:CO = 0:XF
= 155:XG = 85:XH = 235: RETURN
2940 F = 0:B = 1:PI = 1:CO = 0:XB
= 55: RETURN
2950 F = 1:B = 1:PI = 0:CO = 1:XB
= 105:XF = 175:XG = 245:XH =
235: RETURN
2960 F = 1:B = 1:PI = 1:CO = 0:XB
= 105:XF = 175:XG = 245:XH =
255: RETURN
2970 F = 1:B = 1:PI = 1:CO = 1:XB
= 105:XF = 175:XG = 245:XH =
165: RETURN
2980 SC = SC + 1000
2990 N = 1
3000 RETURN
3010 REM MORT DU JOUEUR
3020 HCOLOR= 3: DRAW 18 AT 130,3
0: DRAW 11 AT 140,30: DRAW 1
0 AT 150,30: DRAW 19 AT 160,
30
3030 REM MUSIQUE : PETITE MARCH
E
3040 P = 76:D = 120: GOSUB 3700:D
= 90: GOSUB 3700:D = 30: GOSUB
3700:P = 84:D = 120: GOSUB 3
700:P = 76: GOSUB 3700:D = 2
40:P = 68: GOSUB 3700:D = 12
0: GOSUB 3700

```

```

2270 IF XC = 65 THEN XC = XC + 1
0:VC = 1
2280 HCOLOR= 0: HPLOT 100,1 TO X
C - 10,100
2290 HPLOT 100,1 TO XC + 10,100
2300 HCOLOR= 3: HPLOT 100,1 TO X
C,100
2310 IF B < > 1 THEN 2360
2320 XB = XB - 10: IF XB = 5 THEN
- HCOLOR= 0: DRAW 1 AT 15,95-
HCOLOR= 3: XB = 275: DRAW 1 AT
XB,95: GOTO 2360
2330 HCOLOR= 0: DRAW 1 AT XB + 1
0,95: HCOLOR= 3: DRAW 1 AT X
B,95
2340 IF XX = 1 THEN XX = 0: GOTO
2360
2350 IF FR > = 4 THEN XX = 1: GOTO
2320
2360 IF F < > 1 THEN 2450
2370 XF = XF - 10: IF XF = 5 THEN
HCOLOR= 0: DRAW 2 AT 15,122
: HCOLOR= 3: XF = 275: DRAW 2
AT XF,122: GOTO 2390
2380 HCOLOR= 0: DRAW 2 AT XF + 1
0,122: HCOLOR= 3: DRAW 2 AT
XF,122
2390 IF FR < 2 THEN 2450
2400 XG = XG - 10: IF XG = 5 THEN
HCOLOR= 0: DRAW 2 AT 15,122
: HCOLOR= 3:XG = 275: DRAW 2
AT XG,122: GOTO 2450
BREAK
$LIST2401-
2410 HCOLOR= 0: DRAW 2 AT XG + 1
0,122: HCOLOR= 3: DRAW 2 AT
XG,122
2420 IF FR < 3 THEN 2450
2430 XH = XH - 10: IF XH = 5 THEN
HCOLOR= 0: DRAW 2 AT 15,122
: HCOLOR= 3:XH = 275: DRAW 2
AT XH,122: GOTO 2450
2440 HCOLOR= 0: DRAW 2 AT XH + 1
0,122: HCOLOR= 3: DRAW 2 AT
XH,122
2450 IF PI < > 1 THEN 2660
2460 HCOLOR= 3: DRAW 3 AT 190,13
0
2470 IF T < > 3 AND T < > 4 AND
T < > 6 AND T < > 7 AND T <
> 9 THEN 2510
2480 DRAW 3 AT 70,130
2490 DRAW 3 AT 110,130
2500 DRAW 3 AT 150,130
2510 IF PS < > 1 THEN 2660
2520 HCOLOR= 0: DRAW 3 AT 190,13
0
2530 HCOLOR= 3: DRAW 3 AT 190,11
0
2540 IF T < > 3 AND T < > 4 AND
T < > 6 AND T < > 7 AND T <
> 9 THEN 2580
2550 HCOLOR= 0: DRAW 3 AT 70,130
: HCOLOR= 3: DRAW 3 AT 70,11
0
2560 HCOLOR= 0: DRAW 3 AT 110,13
0: HCOLOR= 3: DRAW 3 AT 110,
110
2570 HCOLOR= 0: DRAW 3 AT 150,13
0: HCOLOR= 3: DRAW 3 AT 150,
110
2580 BB = 1:PS = 1: RETURN
2590 HCOLOR= 0: DRAW 3 AT 190,11
0
2600 HCOLOR= 3: DRAW 3 AT 190,13
0
2610 IF T < > 3 AND T < > 4 AND
T < > 6 AND T < > 7 AND T <
> 9 THEN 2650
3050 P = 0
3060 D = 120: GOSUB 3700
3070 P = 76: GOSUB 3700:D = 90: GOSUB
3700:D = 30: GOSUB 3700:P =
84:D = 120: GOSUB 3700:P = 7
6: GOSUB 3700:P = 80:D = 240
:P = 80: GOSUB 3700:D = 120:
GOSUB 3700:P = 0: GOSUB 3700
0
3080 P = 76: GOSUB 3700:P = 68:D =
90: GOSUB 3700:D = 30: GOSUB
3700:D = 90:P = 76: GOSUB 3700
0:D = 30: GOSUB 3700:D = 90
:P = 84: GOSUB 3700:D = 30: GOSUB
3700:D = 240:P = 80: GOSUB 3700
700:F = 68
3090 D = 120
3100 GOSUB 3700:P = 0: GOSUB 3700
0
3110 P = 80:D = 120: GOSUB 3700:D =
90: GOSUB 3700:D = 30: GOSUB
3700:P = 68:D = 120: GOSUB 3700
700: GOSUB 3700:D = 240:P =
84: GOSUB 3700
3120 TEXT : HOME
3130 FLASH : PRINT "VOTRE SCORE
:",SC
3140 NORMAL
3150 IF SC < = Q%(1) AND SC < =
Q%(2) AND SC < = Q%(3) AND
SC < = Q%(4) AND SC < = Q%
(5) THEN 3170
3155 REM SI LE SCORE EST FARMIS
LES CINQ MEILLEURS, ON L'ENREGISTRE
3160 GOSUB 3210
3170 POKE - 16368,0
3180 PRINT "VOULEZ-VOUS REJOUEZ
?(O/N)": GET A$
3190 IF A$ = "O" THEN GOSUB 109
0: GOTO 70
3200 GOTO 3360
3210 SD = Q%(1):SE = Q%(2):SF = Q%
(3):SG = Q%(4):SH = Q%(5)
3220 INPUT "VOTRE NOM,S'IL VOUS
PLAIS " ;NM$
3230 IF SC > = SD THEN Q%(1) =
SC:Q%(2) = SD:Q%(3) = SE:Q%(4) =
SF:Q%(5) = SG:NM$(5) =
NM$(4):NM$(4) = NM$(3):NM$(3) =
NM$(2):NM$(2) = NM$(1):NM$(1) =
NM$: GOTO 3280
3240 IF SC > = SE THEN Q%(1) =
SD:Q%(2) = SC:Q%(3) = SE:Q%(4) =
SF:Q%(5) = SG:NM$(5) =
NM$(4):NM$(4) = NM$(3):NM$(3) =
NM$(2):NM$(2) = NM$: GOTO
3280
3250 IF SC > = SF THEN Q%(1) =
SD:Q%(2) = SE:Q%(3) = SF:Q%(4) =
SC:Q%(5) = SG:NM$(5) =
NM$(4):NM$(4) = NM$(3):NM$(3) =
NM$: GOTO 3280
3260 IF SC > = SG THEN Q%(1) =
SD:Q%(2) = SE:Q%(3) = SF:Q%(4) =
SC:Q%(5) = SG:NM$(5) =
NM$(4):NM$(4) = NM$: GOTO 32
80
3270 IF SC > = SH THEN Q%(1) =
SD:Q%(2) = SE:Q%(3) = SF:Q%(4) =
SG:Q%(5) = SC:NM$(5) =
NM$: GOTO 3280
3280 PRINT D$;"DELETE SCORES"
3290 PRINT D$;"OPEN SCORES"
3300 PRINT D$;"WRITE SCORES"
3310 FOR I = 1 TO 5
3320 PRINT NM$(I): PRINT Q%(I)
3330 NEXT I

```

```

3700:P = 74: GOSUB 3700:F = 3580 P = 80:D = 120: GOSUB 3700:F
76: GOSUB 3700: GOSUB 3700:P = 80:D = 40: GOSUB 3700:F =
O:P = 74: GOSUB 3700: GOSUB 3700:D = 160 88:D = 120: GOSUB 3700:D = 4
: GOSUB 3700: Q: GOSUB 3700
3460 P = 80:F = 76: GOSUB 3700:F = 3590 P = 84:D = 120: GOSUB 3700:F
64:D = 240: GOSUB 3700:F = 6 76:D = 40: GOSUB 3700:D =
B:D = 160: GOSUB 3700:F = 6 120:F = 68: GOSUB 3700:D = 4
:D = 80: GOSUB 3700:P = 74: C: GOSUB 3700:D = 4
= 160: GOSUB 3700:D = 80:P = : GOSUB 3700:P = 64:D = 40: GOSUB
80: GOSUB 3700 3600 P = 80:D = 120: GOSUB 3700:P
3470 D = 240:F = 64: GOSUB 3700:F = 74:D = 40: GOSUB 3700:P =
= 80:D = 80: GOSUB 3700:F = 76:D = 120: GOSUB 3700:P =
82: GOSUB 3700:P = 80: GOSUB 3700:F = 76:D = 120: GOSUB 3700:P = 6
3700:F = 76:D = 160: GOSUB 3700: 8:D = 40: GOSUB 3700:F = 84:
700:F = 68:D = 80: GOSUB 3700 3610 P = 76:D = 40: GOSUB 3700:P =
0:F = 74:D = 160: GOSUB 3700 80:D = 120: GOSUB 3700:P =
:P = 76:D = 80: GOSUB 3700:D = 240:F = 80 4:D = 40: GOSUB 3700:P = 7
3480 GOSUB 3700 3700:D = 84:D = 120: GOSUB 3700:P =
3350 RETURN 3700:F = 84:D = 120: GOSUB 3700:D = 40: GOSUB
END 3500 F = 76:D = 76:D = 40: GOSUB 3700 3700:P = 7
3350 PRINI D$: "CLOSE SCORES"
3350 RETURN
3370 REM MUSIQUE : CHANT DU MA
3490 D = 240: GOSUB 3700
3500 RETURN
3510 REM MUSIQUE : ADIEU FOULAR
3520 Y = 1 DS (MARTINIQUE)
3530 P = 74:D = 80: GOSUB 3700:P = 3620 IF Y = 1 THEN Y = Y + 1: GOTO
3700:F = 80:D = 160: GOSUB 3 3530 3530
700:P = 76:D = 80: GOSUB 3700 = 40: GOSUB 3700:D = 120: 3630 RETURN
0:P = 74:D = 160: GOSUB 3700 3700:D = 40: GOSUB
:P = 68:D = 80 3700:D = 120:P = 64: GOSUB
3400 GOSUB 3700 3700
3410 P = 64:D = 240: GOSUB 3700:D = 3540 D = 40: GOSUB 3700: GOSUB 37
= 80: GOSUB 3700:F = 68: GOSUB 3700:P = 0: HCOLOR= 0: DRAW 4 AT 275,12
3700:F = 64: GOSUB 3700:P = 0: GOSUB 3700: F = 3640 REM MARIANNE
62:D = 160: GOSUB 3700:F = 6 68:D = 120: GOSUB 3700:D = 120:
4:D = 80: GOSUB 3700 3550 P = 68:D = 40: GOSUB 3700:F = 3650 XA = XA + 1
3420 P = 68:D = 160: GOSUB 3700:P = 6 40: GOSUB 3700:D = 74:D =
= 74:D = 80: GOSUB 3700:P = 74:D = 120: GOSUB 3700:F = 74:D =
76:D = 160: GOSUB 3700: IF Y = 1 THEN 3660 IF INT (XA / 2) = XA / 2 THEN
Y = Y + 1: GOTO 3390 3560 P = 68:D = 120: GOSUB 3700:P = 74:D =
0: GOSUB 3700: F = 3680 IF N > = 28 THEN GOSUB 33
3430 P = 64:D = 240: GOSUB 3700:D = 3560 P = 68:D = 120: GOSUB 3700:D = 3690 RETURN
= 68:D = 160: GOSUB 3700:F = 76 120: GOSUB 3700:F = 64:D = 4
74:D = 80: GOSUB 3700:P = 76 0: GOSUB 3700:P = 80:D = 120: 3700: RETURN
:D = 160: GOSUB 3700:F = 80: : GOSUB 3700 3700:P = 74:D = 120: TO 790: READ D:
D = 80: GOSUB 3700:P = .92:D = 3570 P = 74:D = 40: GOSUB 3700:F = FOR I,D: NEXT : RESTORE :
240 76:D = 120: GOSUB 3700:F = 3720 RETURN
3440 GOSUB 3700 DATA 173,48,192,136,208,
3450 P = 80:D = 80: GOSUB 3700:P = 8:D = 40: GOSUB 3700:P = 84:P
82: GOSUB 3700:F = 80: GOSUB 3700:D = 40:P = 120: GOSUB 3700:P = 5,206,1,3,240,9,
= 76: GOSUB 3700 0,3,76,2,3,9, 174, ■

```

RUN MAN

Joueurs masochistes, souffrez à récupérer les dollars disséminés par vos soins, dans des tableaux de votre choix farcis de pièges de votre cru.

Alain GODON

Mode d'emploi: Tapez et sauvegardez ces trois listings sous les noms "SCORE", "RUN-MAN", et "CREATE". Lancez "SCORE" avant de lancer "RUN-MAN" et n'oubliez pas de créer vos tableaux quand le programme vous le propose (les tableaux créées seront sauvegardés).

LISTING 1

```
70 U = 1024: HOME  
100 TS = "T": TV$ = STR$: (OP):TS  
101 $ = TS + TV$  
102 V1 = V1 + 3: IF V1 > = 110 THEN  
V1 = V1 - 65  
105 PRINT  
107 ONERR GOTO 10000  
110 PRINT D$;"BL0AD "T$$: GOSUB  
1500  
112 ONERR GOTO 0  
115 GOTO 400  
120 POKE - 16368,0  
130 Z = PEEK (< - 16384) - 128  
135 S = PEEK (< - 16336):SA = PEEK  
S)  
136 SD = SA + SA * SA * SA * SA *  
SA * SA * SA + SA + SA - SA -  
SA  
138 FOR IJ = 1 TO V1: NEXT 1J  
140 IF Z = H THEN K = 1: GOTO 2  
150 IF Z = B THEN K = 2: GOTO 2  
150 IF Z = D THEN K = 3: GOTO 3  
170 IF Z = G THEN K = 4: GOTO 3  
180 IF Z = 21 THEN 1140  
200 IF Z = 18 THEN 1080  
210 ON K GOTO 230,280,330,360  
215 GOTO 130  
220 HOME : END  
230 X = U  
240 IF X > 1063 AND X < 1104 THEN  
X = X + 856: GOTO 400  
250 IF X > 1103 AND X < 1144 THEN  
X = X + 856: GOTO 400  
260 X = X - 128  
270 GOTO 400  
280 X = U  
290 IF X > 1919 AND X < 1960 THEN  
X = X - 856: GOTO 400  
300 IF X > 1959 AND X < 2000 THEN  
X = X - 856: GOTO 400  
310 X = X + 128  
320 GOTO 400  
330 X = U  
340 X = X + 1  
350 GOTO 400
```

```

1070 RETURN
1080 FLASH : VTAB 12: HTAB 16: SPEED
D= 50
1090 PRINT "GAME OVER": NORMAL
: SPEED= 255; FOR X = 1 TO 2
000: NEXT X
1095 HOME
1100 GOTO 220
1130 GOTO 70
1140 FOR I = 1 TO 50:HG = PEEK
< - 16384): IF HG < > 213 THEN
NEXT I: GOTO 600
1142 SC = SC + 50
1150 GOTO 600
1500 FOR I = 1024 TO 2039
1510 W = PEEK (I)
1520 IF W = 189 THEN 1550
1530 NEXT I
1540 PRINT "TABLEAU IMPOSSIBLE"
:OP = OP + 1: GOTO 70
1550 V = I: RETURN
2000 DATA MONTER,DESCENDRE,"AL
LER A DROITE","ALLER A GAUCH
E"
2000 OP = OP + 1:WC$ = "": GOTO
70
8000 GOSUB 8040: GOTO 8030
8010 IF JK > 0 THEN FOR X = 1 TO
JK: NEXT :JK = 0: RETURN
8020 POKE 0,255 - PL: POKE 1,LI
: CALL 771: RETURN
8030 PL = 61:LI = 38: GOSUB 8010
:PL = 109: GOSUB 8010:PL = 1
39: GOSUB 8010:PL = 157:LI =
48: GOSUB 8010:JK = 098: GOSUB
8010:PL = 139:LI = 58: GOSUB
8010:PL = 157:LI = 253: GOSUB
8010: RETURN
8040 POKE 771,173: POKE 772,48:
POKE 773,192: POKE 774,136:
POKE 775,208: POKE 776,4: POKE
777,198: POKE 778,1: POKE 779,240
8050 POKE 780,8: POKE 781,202: POKE
782,208: POKE 783,246: POKE 784,
166: POKE 785,0: POKE 786,76
: POKE 787,3: POKE 788,3: POKE
789,96: RETURN
10000 HOME
10005 PRINT
10010 PRINT D$;"OPEN SCORE"
10020 PRINT D$;"READ SCORE"
10030 INPUT KS
10040 IF KS > SC THEN 20000
10050 PRINT D$;"CLOSE SCORE"
10060 POKE - 16368,0: HOME : VTAB
3: HTAB 2: INPUT "VEUILLEZ ENTRER
VOTRE NOM -> ";NO$
10070 PRINT D$;"OPEN SCORE"
10080 PRINT D$;"WRITE SCORE"
10090 KS = SC: PRINT KS
10100 PRINT NO$
10110 PRINT D$;"CLOSE SCORE"
10120 HOME : VTAB 3: HTAB 3
10125 PRINT : INPUT "Voulez-vous
voir le HIGHT SCORE (O/N)
";RE$: IF RE$ = "O" THEN 200
02
10126 HOME : PRINT : PRINT : PRINT
10130 PRINT NO$;" VOUS ETES RES
SORTIS AVEC " INVERSE : HTAB
3: PRINT " ;SC;" ";: NORMAL
: PRINT " DOLLARS"
10140 VTAB 9: HTAB 3: INPUT "Un
e autre partie (O/N) -> ";R
E$
10150 IF RE$ = "O" THEN 59
10160 IF RE$ = "N" THEN 0
10170 CALL - 198: GOTO 10140
20000 HOME : PRINT "VOUS ETES R
ESORTIS AVEC ";SC;" DOLLARS"
20001 FOR I = 1 TO 4000: NEXT I
: PRINT
20002 HOME : VTAB 2: HTAB 14: INVER
SE : PRINT " HIGHT SCORE ";: NORMAL
20003 PRINT : PRINT D$;"OPEN SC
ORE": PRINT D$;"READ SCORE":
INPUT SC: INPUT NO$: PRINT
D$;"CLOSE SCORE"
20004 VTAB 6: HTAB 3: PRINT NO$,
SC
20005 FOR I = 1 TO 5000: NEXT I
20010 PRINT : PRINT D$;" RUN RU
N-MAN"
30000 HOME
30010 VTAB 1: HTAB 14: INVERSE
: PRINT "
30020 VTAB 2: HTAB 14: PRINT "
THE RUN MAN "
30030 VTAB 3: HTAB 14: PRINT "
30040 NORMAL
30050 VTAB 12: HTAB 4
30060 PRINT "<1> Faire une par
tie"
30070 PRINT : HTAB 4
30080 PRINT "<2> Creer un tabl
eau"
30090 PRINT : HTAB 4
30100 PRINT "<3> Quitter le pr
ogramme"
30110 VTAB 22: HTAB 10
30120 PRINT " VOTRE CHOIX: ";: INVE
RSE
30130 GET RE$: PRINT RE$: FOR I
= 1 TO 300: NEXT I
30135 NORMAL
30140 IF RE$ = "1" THEN RETURN
30150 IF RE$ = "2" THEN PRINT
: PRINT D$;" RUN CREATE"
30160 IF RE$ < > "3" THEN CALL
- 198: GOTO 30110
30170 GOTO 220

```

LISTING 2

```

10 D$ = CHR$(4)
20 PRINT D$"OPEN SCORE"
30 PRINT D$"WRITE SCORE"
40 PRINT 10
50 PRINT D$"CLOSE SCORE"

```

LISTING 3

```

0 :
1 REM
2 REM ****
3 REM * *
4 REM * CREATE, PAR A.G *
5 REM * *
6 REM ****
7 REM
8 REM
9 :
10 D$ = CHR$(4)
20 HOME : VTAB 1: HTAB 13: INVERSE
30 PRINT " " : HTAB
13
40 PRINT " INSTRUCTIONS " : HTAB
13
50 PRINT " "
60 NORMAL
70 VTAB 8: HTAB 4
75 INVERSE : PRINT "*"; NORMAL
; PRINT " Vous deplacez le curseur avec les flèches "
80 PRINT : HTAB 4: INVERSE : PRINT
'*'; NORMAL ; PRINT " Vous inscrivez les signes (=,*); PRINT
CHR$(255);; PRINT ",*,*) en les tapant au clavier
85 PRINT : HTAB 4: INVERSE : PRINT
'*'; NORMAL ; PRINT " Le signe '
'; PRINT CHR$(255);; PRINT
' correspond à la touche
'DEL'
95 PRINT : HTAB 4: INVERSE : PRINT
'*'; NORMAL ; PRINT " Vous effacez l'écran avec CTRL-E et
vous le sauver avec CTRL-
S ";
100 VTAB 24: HTAB 40: GET R$
250 REM DEBUT FAIRE TABLEAU
U
260 HOME
270 VTAB 3: HTAB 3: INPUT "Quel tableau --> ";TA$
280 FOR I = 1 TO 20: NEXT I
290 HOME

```

```

295 GOSUB 1000
300 POKE - 16368,0:V = 2:H = 2
310 VTAB V: HTAB H
320 GET CA$:Z = PEEK (49152)
330 IF Z > 28 THEN 470
340 IF Z = 21 THEN H = H + 1: IF
H = 40 THEN H = 39: GOTO 310
350 IF Z = 10 THEN V = V + 1: IF
V = 22 THEN V = 21: GOTO 310
360 IF Z = 8 THEN H = H - 1: IF
H = 1 THEN H = 2: GOTO 310
370 IF Z = 11 THEN V = V - 1: IF
V = 1 THEN V = 2: GOTO 310
380 IF Z = 19 THEN 415
390 IF Z = 5 THEN HOME : GOTO
295
410 GOTO 310
415 ONERR GOTO 2000
420 PRINT :T$ = "T":TS$ = T$ +
TA$: PRINT D$;"BSAVE "TS$",A
1024,L1024"
425 PRINT D$;"LOCK "TS$"
430 HOME : VTAB 3: HTAB 2
440 PRINT : PRINT : HTAB 3: PRINT
"Le tableau ";TS$;" est sauvé"
450 FOR J = 1 TO 2000: NEXT J
460 PRINT : PRINT D$;" RUN RUN-
MAN"
470 REM AFFICHAGE DES SIGNES
480 IF Z = 127 OR Z = 42 OR Z =
36 OR Z = 43 OR Z = 61 OR Z =
32 THEN 500
490 GOTO 410
500 PRINT CHR$(2)
505 H = H + 1: IF H = 41 THEN H =
2
510 GOTO 310
1000 HOME
1010 FOR I = 1 TO 40
1020 VTAB 1: HTAB 1: PRINT : CHR$(
255)
1030 NEXT I
1040 FOR I = 1 TO 40
1050 VTAB 22: HTAB 1: PRINT CHR$(
255)
1060 NEXT I
1065 VTAB 1: HTAB 1
1070 FOR I = 1 TO 21
1080 PRINT CHR$(255)
1090 NEXT I
1100 FOR I = 1 TO 21
1110 VTAB 1: HTAB 40: PRINT CHR$(
255)
1120 NEXT I
1130 RETURN
2000 REM TABLEAU DEJA EXISTANT
2010 TA = VAL (TA$):TA = TA + 1
;TA$ = STR$(TA)
2020 GOTO 415

```

SCORE BUT

APPLE II

Voici un programme en langage assembleur intitulé SCORE BUT. Il s'agit d'un jeu du type casse-brique mais beaucoup plus dangereux puisque vous pouvez perdre la santé si vous n'y prenez pas garde (d'où son nom d'ailleurs).

Franck CORNIQUET

Le but du jeu est d'abattre, à l'aide d'une balle un maximum de briques du mur (chaque brique vous rapportant un certain nombre de points dépendant de sa profondeur dans le mur). Un autre but, et non des moindres, est de faire "but" c'est-à-dire de toucher une des briques marrons en haut de l'écran. Ceci vous rapporte 100 points et une balle supplémentaire. Mais attention, à chaque but la balle accélère ce qui augmente la difficulté... Normal! Ceci compense cela... Le joystick est nécessaire afin de guider votre raquette qui se trouve en bas de l'écran. Cependant on peut très bien se passer du joystick à condition de modifier le sous programme "manette". Tapez le programme contenant les datas, puis lancez-le. Vous pouvez ensuite jouer en tapant: BRUN SCORE-BUT.



```
10 REM SCORE-BUT
10 DATA 32,40,138,32,256,134,32,4,134,32
10 DATA 236,154,32,31,134,32
20 DATA 162,130,32,77,138,32,254,129,32,
162,130,32,148,138,169,1
30 DATA 133,31,169,35,133,30,32,173,128,
32,250,128,76,38,128,164
40 DATA 24,141,48,192,166,207,232,208,25
5,136,208,245,96,162,32,160
60 DATA 10,134,207,132,24,169,16,133,249
76,130,128,162,64,160,32
60 DATA 134,207,132,24,169,48,133,249,76
,130,128,169,16,133,249,32
70 DATA 146,128,162,32,160,32,134,207,13
2,24,169,48,133,249,76,130
80 DATA 128,169,16,133,249,32,146,128,24
,143,249,105,5,133,249,144
90 DATA 244,96,165,207,24,101,249,176,8,
133,207,32,47,128,76,130
100 DATA 128,96,162,80,165,249,160,27,13
6,208,253,44,48,192,168,136
110 DATA 208,253,233,1,240,238,44,48,192
,202,208,234,96,169,0,32
120 DATA 100,248,169,38,160,0,162,39,134
,44,32,25,248,162,0,32
130 DATA 30,251,152,101,206,133,206,152,
74,74,168,132,6,192,32,144
140 DATA 4,160,32,132,6,192,3,176,4,160,
3,132,6,169,13,32
150 DATA 100,248,165,6,101,7,133,44,169,
38,164,4,32,25,248,164
160 DATA 8,166,8,202,208,253,136,208,248
,96,169,2,32,100,248,165
170 DATA 30,164,27,32,0,248,166,28,224,1
,208,25,165,27,24,101
180 DATA 29,133,27,201,35,144,36,32,91,1
28,162,35,134,27,162,0
190 DATA 134,28,76,59,129,165,27,24,229,
29,133,27,201,4,176,11
200 DATA 32,91,128,162,4,134,27,162,1,13
4,28,164,31,192,1,208
210 DATA 18,198,30,164,30,192,1,208,51,3
2,91,128,0,132,31
220 DATA 76,124,129,230,30,164,30,192,37
,208,33,200,152,164,27,32
230 DATA 113,248,201,12,208,109,160,1,13
2,31,32,61,128,230,206,155
240 DATA 206,41,1,133,29,160,1,132,31,76
,180,129,165,30,164,27
250 DATA 32,113,248,201,9,208,3,76,101,1
32,201,2,240,38,32,76
260 DATA 128,164,31,192,1,208,7,160,0,13
2,31,76,162,129,160,1
270 DATA 132,31,248,56,169,13,229,30,24,
101,214,133,214,169,0,101
280 DATA 215,133,215,216,169,13,32,100,2
48,165,30,164,27,32,0,248
290 DATA 162,11,134,36,160,21,132,37,32,
34,252,165,215,166,214,32
300 DATA 45,249,96,104,104,32,113,128,32
,193,133,169,1,133,31,198
310 DATA 9,165,9,201,0,240,3,76,24,128,1
69,3,133,9,169,69
320 DATA 133,8,169,0,133,214,133,215,32,
254,129,76,24,128,32,88
330 DATA 252,32,64,251,169,13,32,100,248
```

11,211,211,211,211,211,211,211,211
 670 DATA 196,200,200,200,200,200,200,200,200
 ,206,197,196,196,0,96,32,214
 680 DATA 130,200,211,211,211,211,211,211
 ,211,211,211,197,197,197,206,206
 690 DATA 206,206,206,206,206,206,196,196
 ,0,96,32,214,130,199,197,197
 700 DATA 197,197,197,197,0,96,32,214,130,200
 ,211,211,211,211,211,211
 710 DATA 211,211,211,0,96,104,104,248,16
 5,215,24,105,1,133,215,230
 720 DATA 206,216,32,192,129,169,16,133,2
 49,32,80,131,162,32,134,220
 730 DATA 169,2,32,100,248,160,10,169,16
 162,28,134,45,32,40,248
 740 DATA 200,192,30,208,242,169,10,133,2
 7,133,30,32,214,130,13,9
 750 DATA 32,74,132,32,74,132,32,74,132,3
 2,74,132,32,74,132,32
 760 DATA 85,132,32,85,132,169,10,133,27
 133,30,32,85,132,32,85
 770 DATA 132,32,74,132,32,74,132,32,74,1
 32,32,74,132,32,74,132
 780 DATA 169,14,133,27,169,14,133,30,32
 61,128,32,95,131,32,95
 790 DATA 248,32,46,132,32,95,248,32,17,1
 32,32,95,248,44,97,192
 800 DATA 48,12,44,98,192,48,7,166,238,20
 2,134,238,208,210,165,9
 810 DATA 201,10,176,2,230,9,165,8,201,21
 ,176,7,169,21,133,8
 820 DATA 76,26,133,165,8,56,233,5,133,8,
 32,254,129,76,24,128
 830 DATA 169,3,133,36,160,32,132,37,32,3
 4,252,32,181,130,211,195
 840 DATA 207,210,197,160,160,186,160,160
 ,160,160,160,160,160,205,197
 850 DATA 201,204,204,197,213,210,160,211
 ,195,207,210,197,186,0,169,0
 860 DATA 133,36,169,21,133,37,32,34,252,
 32,181,130,32,32,32,32
 870 DATA 32,32,32,32,32,32,32,32,32,32,3
 2,32,32,32,32,32
 880 DATA 32,32,32,32,32,32,32,32,32,32,3
 2,32,32,32,32,32
 890 DATA 32,32,32,32,32,0,169,17,133,36,
 32,181,130,32,0,169
 900 DATA 39,133,36,32,181,130,32,32,32,3
 2,32,32,32,32,32
 910 DATA 32,32,32,32,32,32,32,32,32,32,3
 2,32,32,32,32,32
 920 DATA 32,32,32,32,32,32,32,32,32,32,3
 2,32,32,32,32,32,0
 930 DATA 96,165,215,197,236,144,21,240,9
 ,133,236,165,214,133,237,76
 940 DATA 220,133,165,214,197,237,144,4,1
 65,214,133,237,169,21,133,37
 950 DATA 169,34,133,36,32,34,252,165,236
 ,166,237,32,65,249,96,165
 960 DATA 8,133,239,164,8,166,8,202,208,2
 53,136,208,248,198,239,165
 970 DATA 239,208,240,96,32,47,251,169,12
 ,133,37,32,34,252,169,21
 980 DATA 133,8,162,0,134,238,166,238,189
 ,112,138,201,0,240,17,24
 990 DATA 233,0,32,237,253,32,239,133,32,
 61,128,230,238,78,22,134
 1000 DATA 169,48,133,8,32,239,133,32,64,
 251,169,15,32,100,248,162
 1010 DATA 64,134,238,169,240,133,249,160
 ,20,132,30,160,2,132,27,32
 1020 DATA 214,130,200,194,211,211,194,19
 4,211,194,197,197,196,206,206,200
 1030 DATA 215,215,200,200,206,197,194,19
 7,198,196,211,211,211,211,197
 1040 DATA 197,200,200,200,206,215,196,19
 6,197,211,211,211,197,197,206
 1050 DATA 206,206,206,215,196,196,196,21
 ,211,211,211,196,200,200,206
 1060 DATA 196,211,196,197,206,197,197,21
 1,211,215,215,211,211,197,197,196
 1070 DATA 200,200,197,197,196,197,206,20
 6,206,206,197,211,211,211,215
 1080 DATA 197,197,211,211,211,215,215,21
 5,206,196,196,196,196,197,206,206
 1090 DATA 206,196,197,211,211,211,211,21
 5,215,196,196,196,197,206,206,206
 1100 DATA 206,197,200,215,206,0,165,249,
 233,2,133,249,32,146,128,32
 1110 DATA 95,248,198,238,166,238,240,3,7
 6,71,134,96,32,47,251,32
 1120 DATA 88,252,32,181,130,189,189,189,
 189,189,189,189,189,189
 1130 DATA 189,160,160,160,160,160,160,16
 0,160,160,160,160,160,160
 1140 DATA 160,160,160,160,176,180,175,17
 6,181,175,184,180,141,198,174,160
 1150 DATA 195,207,210,206,201,209,213,19
 7,212,141,177,180,160,193,204,204
 1160 DATA 197,197,160,196,197,211,160,16
 0,160,160,160,160,170,170
 1170 DATA 160,160,160,160,170,170,170,14
 1,205,207,213,211,211,197,210,207
 1180 DATA 206,211,160,160,160,160,160,16
 0,160,160,170,160,160,170,160
 1190 DATA 160,160,170,160,160,170,141,17
 9,179,160,204,193,160,160,212,197

1200 DATA 211,212,197,160,160,160,160,16
 0,160,170,160,160,160,160,160
 1210 DATA 160,170,160,160,170,141,168,18
 1,182,169,182,180,160,180,177,160
 1220 DATA 184,177,160,160,160,160,160,16
 0,160,170,170,160,160,160,160
 1230 DATA 170,170,170,170,141,189,189,18
 9,189,189,189,189,189,189,189
 1240 DATA 189,160,160,160,160,160,160,16
 0,160,160,160,170,160,160,160,170
 1250 DATA 160,160,160,160,170,141,0,32,181,1
 30,160,160,160,160,160,160
 1260 DATA 160,160,160,160,160,160,160,16
 0,160,160,160,170,160,160,160,170
 1270 DATA 160,160,160,160,170,160,160,160
 0,141,160,160,160,160,160,160,160
 1280 DATA 160,160,160,160,160,160,160,160
 0,160,160,160,170,170,170,160
 1290 DATA 160,170,160,170,170,170,170,170
 0,160,170,141,160,160,160,160
 1300 DATA 160,160,160,160,160,160,160,16
 0,160,160,160,141,141,0,96,32
 1310 DATA 181,130,160,160,160,160,160,160
 0,197,160,194,213,212,160,196,197
 1320 DATA 160,195,197,160,202,197,213,16
 0,197,211,212,160,196,197,160,198
 1330 DATA 193,201,210,197,160,204,197,14
 1,160,160,160,205,197,201,204,204
 1340 DATA 197,213,210,160,211,195,207,21
 0,197,160,174,160,195,197,160,211
 1350 DATA 195,207,210,197,160,160,214,20
 7,213,211,160,204,167,160,160,160
 1360 DATA 160,160,160,207,194,212,197,20
 6,197,218,160,197,206,160,193,194
 1370 DATA 193,212,212,193,206,212,160,21
 2,206,160,205,193,216,201,205,213
 1380 DATA 205,160,160,196,197,160,160,16
 0,160,160,160,194,210,201,209,213
 1390 DATA 197,211,160,207,213,160,197,20
 6,160,198,193,201,211,193,206,212
 1400 DATA 160,194,213,212,160,174,195,16
 7,197,211,212,160,193,160,160,160
 1410 DATA 160,160,160,196,201,210,197,16
 0,197,206,160,212,207,213,195,200
 1420 DATA 193,206,212,160,160,213,206,19
 7,160,160,196,197,211,160,194,210
 1430 DATA 201,199,213,197,211,160,160,16
 0,0,32,181,130,160,160,160,205
 1440 DATA 193,210,210,207,206,211,160,19
 7,206,160,200,193,213,212,160,196
 1450 DATA 197,160,204,167,197,197,195,210,19
 3,206,141,160,160,160,160,160,195
 1460 DATA 200,193,209,213,197,160,194,21
 3,212,160,214,207,213,211,160,210
 1470 DATA 193,208,208,207,210,212,197,16
 0,177,176,176,160,208,212,211,160
 1480 DATA 160,160,160,160,160,160,160,197,212,16
 0,213,206,197,160,194,193,204,204
 1490 DATA 197,160,211,213,208,208,204,19
 7,205,197,206,212,193,201,210,197
 1500 DATA 160,174,160,205,193,201,211,16
 0,160,160,160,160,193,212,212
 1510 DATA 197,206,212,201,207,206,160,20
 4,197,160,160,202,197,213,160,160
 1520 DATA 196,197,214,201,197,206,212,16
 0,196,197,160,208,204,213,211,160
 1530 DATA 160,160,160,160,160,160,160,197,206,16
 0,208,204,213,211,160,210,193,208
 1540 DATA 201,198,197,160,193,160,195,20
 0,193,209,213,197,160,198,207,201
 1550 DATA 211,174,174,174,141,0,32,181,1
 30,160,160,160,160,160,214,207
 1560 DATA 213,211,160,196,201,210,201,19
 9,197,218,160,214,207,212,210,197
 1570 DATA 160,210,193,209,213,197,212,21
 2,197,160,193,214,197,195,160,160
 1580 DATA 160,160,160,160,204,197,160,20
 8,193,196,196,204,197,160,206,213
 1590 DATA 205,197,210,207,160,177,174,19
 7,212,160,208,207,213,210,160,196
 1600 DATA 197,194,213,212,197,210,160,16
 0,160,160,160,160,208,210,197,211
 1610 DATA 211,197,218,160,204,197,160,19
 4,207,213,212,207,206,160,206,213
 1620 DATA 205,197,210,207,160,177,160,17
 4,0,32,162,130,96,173,0,192
 1630 DATA 201,128,144,249,141,16,192,98,
 162,0,189,112,138,201,199,208
 1640 DATA 17,232,189,112,138,201,211,208
 ,9,232,189,112,138,201,194,208
 1650 DATA 1,96,32,181,130,132,208,210,16
 3,182,141,0,96,169,4,133
 1660 DATA 7,169,15,133,6,169,69,133,8,16
 9,3,133,9,169,1,133
 1670 DATA 28,133,31,133,29,133,234,169,0
 ,133,214,133,215,133,237,96
 1680 DATA 199,211,194,207,196,204,161,19
 6,208,211,207,202,210,214,198,213
 1690 DATA 161,161,209,211,198,212,198,20
 7,213,198,175,175,175,175,175,175
 1700 DATA 175,0,94
 1710 D\$=CHR\$(4) :AD=32768
 1720 FOR I = 0 TO 2706
 1730 READ X : POKE AD+I,X
 1740 NEXT I
 1750 PRINT D\$;"BSAVE SCORE-BUT,A32768,L2
 708"


```

210 GET A$:A = VAL (A$)
220 IF A = 3 THEN GOSUB 5000: GET
5490 NEXT I
5495 IF A$ = "F" THEN GOSUB 80
00
230 IF A = 1 THEN HOME : GOSUB
5630: GOTO 5000
240 IF A = 2 THEN HOME : GOSUB
5750: GOTO 5000
250 GOTO 210
5000 ONERR GOTO 6240
5010 TEXT : HOME
5020 Y = 1
5030 DE = 245376
5040 IF PR = 1 THEN PRE 1: PRINT
CHR$ ("9")"40N"
5050 IF V = 22 THEN 5270
5050 D = DE: GOSUB 5540
5060 VTAB (V): HTAB 1: PRINT R$
;"-";
5070 Q = ?
5080 P = 0
5090 FOR I = DE TO DE + 7
5100 IF DE > = 24832 THEN 5280
5110 IF DE < 24576 THEN 5030
5120 P = P + 1
5130 VA(P) = PEEK (1): POKE 880
5140 VTAB (V): HTAB (0)
5150 CALL 848
5160 Q = Q + 3
5170 NEXT I
5180 Q = Q + 1
5190 VTAB (V): HTAB (0): FOR I =
1 TO 8
5200 IF VA(I) < 31 AND VA(1) >
0 THEN VA(I) = VA(1) + 64: NORMAL
: PRINT CHR$ (VA(1));
5210 IF VA(I) = 0 THEN VA(1) =
128
5220 IF VA(I) + 64: NORMAL : GOTO 5250
5230 IF VA(I) = 95 THEN CA = CA +
128
5240 IF CA = 00 THEN 5690
5250 IF CA < 31 THEN CA = CA +
128: GOTO 5690
5260 IF CO = 1 THEN GOSUB 4070
: GOTO 5390
5270 IF CA < 95 THEN CA = CA +
128
5280 D = CA: GOSUB 5540
5290 UTAB (V): HTAB (0): FOR I =
1 TO 8
5300 IF VA(I) < 31 AND VA(1) >
0 THEN VA(I) = VA(1) + 64: NORMAL
: PRINT "MID$ (A$,1,1)" : MID$ (CH$,
1 + 1,1): NEXT
5310 IF A$ = "MID$ (A$,1,1)" THEN
6070 IF CA < 64 THEN POP : GOTO
5690
5320 CA = CA - 64: RETURN
6080 D = 0: FOR I = 1 TO LEN (A
$) - 1
5330 IF A$ = "CD" THEN GOSUB 9
00
5340 IF A$ = "C" THEN GOSUB
5350 IF A$ = "FIN" THEN TEXT :
END
5360 IF A$ = "PR61" THEN PR = 1
5370 IF A$ = "I" THEN INVERSE
:CO = 1: GOTO 5280
5380 IF PR = 1 THEN NORMAL :
CO = 0: GOTO 5280
5390 GOTO 5280
5400 R1 = D:R$ = ""
5410 R2 = INT (R1 / 16)
5420 R3 = R1 - 16 * R2: IF R3 >
9 THEN R3 = R3 + 55:R$ = CHR$ (R3): GOTO 5560
5570 R3$ = STR$ (R3)
5580 R$ = R3$ + R$: IF R2 < = 0
5590 R1 = R2: GOTO 5550
5600 IF EC$ = ":" THEN 5750
5610 Y$ = ""
5620 FOR I = 1 TO L - 1:Y$ = Y$ +
" MIDS (A$,1,1): NEXT 1:Y$ =
" Y$ + ":";
5630 FOR I = L + 1 TO LEN (A$)
5640 CA = ASC ( MID$ (A$,1,1))
5650 IF CA = 00 THEN 5690
5660 IF CA < 31 THEN CA = CA +
128: GOTO 5690
5670 IF CO = 1 THEN GOSUB 4070
: GOTO 5390
5680 IF CA < 95 THEN CA = CA +
128
5690 D = CA: GOSUB 5540
5700 UTAB (V): HTAB (0): PRINT "APPY
EZ SUR UNE TOUCHÉ POUR CONTI
NUER"; GET A$:
5710 HOME
5720 FOR PI = 0 TO 2
5730 FOR SI = 0 TO 16
5740 R$ = STR$ (PI):Y$ = "800E:
":Y$ + R$: GOSUB 5780:R
$ = STR$ (SE):Y$ = "800F:":
Y$ = Y$ + R$: GOSUB 5780
5750 IF SO = SC AND DO = DC THEN
UTAB (V + 1): CALL - 868: PRINT
"METTEZ L'ORIGINAL ET PRESSE
Z UNE TOUCHÉ": VTAB (V): HTAB
38: GET A$:
5760 VTAB (V): STR$ (SD * 10):Y$ =
868: PRINT "A PARTIR DU SECT
EUR": INPUT SI$:
5770 VTAB (V): INPUT SI$:
5780 VTAB (V): STR$ (SC * 10):Y$ +
R$: GOSUB 5780
5790 VTAB (V): STR$ (SD * 10):Y$ =
868: PRINT "JUSQUE LA PISTE"
: INPUT RI$:
5800 VTAB (V): HTAB 1: CALL -
868: PRINT "JUSQUE AU SECTEU
R": INPUT S2$:
5810 R$ = R$ + " :R1$ = R1$ +
:SI$ = SI$ + " :S2$ = S2$ +
5820 STR$ (R):R$ = R * 10:R$ =
" Y$ + R$: GOSUB 6090:P = D:A
PEEK (32779):Y$ = "8019:";Y
$ = R1$: GOSUB 6090:PI = D:A
$ = SI$: GOSUB 6090:SI = D:A
SL / 16: POKE 880,SD =
5830 VTAB (V): HTAB 20: CALL -
868: PRINT "SLOTE :"; INPUT R$:
5840 IF R$ = "" THEN 6180
5850 1F R$ > "6" OR R$ < "0" THEN
6160 1F R$ > "6" OR R$ < = 0
5860 R$ = R3$ + R$: IF R2 < = 0
6140 THEN RETURN
6170 R$ = VAL (R$):R$ = R * 10:R$ =
" 800B":Y$ =
" Y$ + R$: GOSUB 5780:SL =
PEEK (32779):Y$ = "8019:";Y
$ = Y$ + R$: GOSUB 5780:SD =
5870 SL / 16: POKE 880,SD =
6180 VTAB (V): HTAB 20: CALL -
868: PRINT "SLOTE :"; CALL -
6190 VTAB (V): HTAB 29: CALL -
868: POKE 34,V
6200 HOME
6210 VTAB (V + 1): HTAB 20: CALL -
868: PRINT "DRIVE :";DR =
PEEK (32780): POKE 880,DR: CALL
848: PRINT "PAR DEFAUT :"
: INPUT R$: IF R$ = "" THEN
6230 IF NO > = 24576
6240 IF NO > = 24831 THEN S =
9075 VTAB (V + 1): PRINT "APPY
EZ SUR UNE TOUCHÉ POUR CONTI
NUER"; GET A$:
9077 HOME
9080 FOR PI = 0 TO 2
9090 FOR SI = 0 TO 16
9095 R$ = STR$ (PI):Y$ = "800E:
":Y$ + R$: GOSUB 5780:R
$ = STR$ (SE):Y$ = "800F:":
Y$ = Y$ + R$: GOSUB 5780
9100 IF SO = SC AND DO = DC THEN
VTAB (V + 1): CALL - 868: PRINT
"METTEZ L'ORIGINAL ET PRESSE
Z UNE TOUCHÉ": VTAB (V): HTAB
38: GET A$:
9105 VTAB (V): STR$ (SD * 10):Y$ =
800B:Y$ = Y$ + R$: GOSUB 5
780:Y$ = "8019:";Y$ = Y$ + R
$: GOSUB 5780
9110 VTAB (V): STR$ (SC * 10):Y$ =
800B:Y$ = Y$ + R$: GOSUB 5
780:Y$ = "8019:";Y$ = Y$ + R
$: GOSUB 5780
9115 IF SO = SC AND DO = DC THEN
VTAB (V + 1): CALL - 868: PRINT
"METTEZ LA COPIE ET PRESSEZ
UNE TOUCHÉ : VTAB (V): HTAB
38: GET A$:
9116 VTAB (V): STR$ (SD * 10):Y$ =
800B:Y$ = Y$ + R$: GOSUB 5
780:Y$ = "8019:";Y$ = Y$ + R
$: GOSUB 5780
9119 IF S = S2 + 1 AND I = P1 THEN
6890
6890 IF S = 16 THEN 6880
6770 POKE 32782,I: POKE 32783,S
6780 : VTAB (V): HTAB (1): CALL
6790 GOSUB 5910
6800 NO = 24576
6810 IF NO > = 24831 THEN S =

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110 DATA 201,164,240,146,136,3
110 IF A$ = "L" THEN GOSUB 58
110 30 : TEXT : HOME : GOTO 5000
5370 IF A$ = "!" THEN TEXT : HOME : GOTO 5000
5380 IF A$ = "!" THEN TEXT : HOME : GOTO 5000
110 5780 UNTIL A$ = " "
110 5900 Y$ = "800F":Y$ + R$: GOSUB
110 5910 HOME : UTAB (V): HTAB 1: CALL
110 "LECTURE";: HTAB 10:T: PEEK
110 (32782): POKE 880,T: PRINT
110 PISTE ;:; CALL 848: HTAB 20
110 : POKE 35,22: UTAB 1: HTAB 1
110 : CALL 30098: TEXT : GOTO 50
110 00 : PRINT "SECTEUR":; CALL
110 5390 IF A$ = "D" THEN UTAB (V)
110 : HTAB 1: CALL - 868: INPUT R$
110 "A PARTIR DE ":"Y$ = Y$ +
110 "L": TEXT : HOME : V = 23: GOSUB
110 5920 POKE 32790,01
110 5930 CALL 32768
110 5940 HOME : RETURN
110 5950 UTAB (V): HTAB 1: CALL -
110 5960 PRINT "SAUVEGARDE":; HTAB
110 14
110 5970 T = PEEK (32782): POKE 880
110 5980 Y$ = "800E":Y$ + R$: GOSUB
110 5990 T = PEEK (32782): POKE 880
110 6000 "SLOT ORIGINAL":; INPUT
110 6010 S = PEEK (ND)
110 6020 IF R$ = " " THEN 5990
110 6030 GOSUB 5280
110 6040 IF A$ = "C" THEN UTAB (V)
110 : HTAB 1: CALL - 868: INPUT
110 6050 FOR I = 1 TO 1000: NEXT I
110 6060 IF A$ = "S" THEN GOSUB 59
110 6070 GOSUB 5280
110 6080 IF A$ = " " THEN 5280
110 6090 GOSUB 5280
110 6100 IF LEFT$(A$,1) = "/" THEN
110 6110 GOSUB 5260:DE = NO: TEXT : HOME
110 6120 : V = 1: GOTO 5040
110 6130 DATA 101,32,176,6,164,53,2
110 6140 ,40,2,9,128,133,68,132,52,185
110 6150 ,0,2,201,187,240,4,201,141,2
110 6160 ,08,128,76,92,117,185,0,2,200
110 6170 ,201,160,240,248,96,32,125,2
110 6180 ,44,165,248,16,19,201,142,208
110 6190 ,245,36,249,16,10,165,251,24
110 6200 ,0,6,230
140 DATA 250,208,2,230,249,96,
140 169,0,133,249,133,250,96,255
140 ,255,255,255,255,255,255
140 IF RIGHTS$(A$,1) = "=" THEN
140 D$ = "": FOR I = 1 TO (LEN
140 (A$)) - 1:D$ = D$ + MID$(A
140 $,I,1): NEXT I:D = VAL(D$):
140 GOSUB 5540: UTAB (V): HTAB
140 NEXT I
140 IF RIGHTS$(A$,1) = "=" THEN
140 D$ = "": FOR I = 1 TO (LEN
140 (A$)) - 1:D$ = D$ + MID$(A
140 $,I,1): NEXT I:D = VAL(D$):
140 GOSUB 5540: UTAB (V): HTAB
140 2: CALL - 868: PRINT A$;R$:
140 GOSUB 5280
140 IF RIGHTS$(A$,1) = "=" THEN
140 2$ = "": GOSUB 6090: UTAB (V)
140 : HTAB 2: CALL - 868: FOR
140 1 = 1 TO LEN(A$) - 1;2$ =
140 2$ + MID$(A$,I,1): NEXT : PRINT
140 "SAUVEGARDE":; HTAB 14:T =
140 PEAK (32782): POKE 880,T: PRINT
140 PISTE ;:; CALL 848: HTAB 2
140 615 = PEEK (32783): POKE 88
140 ,0: PRINT "SECTEUR":; CALL
140 6160 FOR I = 1 TO LEN(A$):0$ =
140 MID$(A$,I,1): IF 0$ = "*" OR
140 0$ = "/" OR 0$ = "-" OR 0$ =
140 "+": THEN GOSUB 6900: GOTO 5
140 6050 CALL 32768
140 6060 IF R$ = " " THEN 5280
140 6070 UTAB (V): HTAB 1: CALL
140 6080 PRINT "METTEZ L'ORIGINAL D
140 6090 UNTIL A$ = " "
140 6100 ANS LE DRIVE NO: "100
140 6110 FOR BT = 1 TO 2000: NEXT B
140 6120 S = 0: NEXT I
140 6130 UTAB (V): CALL - 868: HTAB
140 6140 15: PRINT "TROUVER": FOR I =
140 6150 1 TO 2000: NEXT I: RETURN
140 6160 S = 0: NEXT I
140 6170 UTAB (V): CALL - 868: HTAB
140 6180 10: PRINT "PAS TROUVER": FOR
140 6190 1 = 1 TO 2000: NEXT I: RETURN
140 6200 UTAB (V): HTAB 1: CALL
140 6210 PRINT "METTE LA COPIE
140 6220 D$ = "":CH = 0: FOR I = 3 TO
140 6230 LEN(A$):M$ = M$ + MID$(A
140 $,I,1): NEXT
140 6240 POKE 32790,02
140 6250 CALL 32768
140 6260 PRINT "FORMATAGE D
140 6270 U DISK NO: "1:DR = PEEK (327
140 6280 ;:; CALL 32768
140 6290 POKE 880,DR: CALL 848
140 6300 HOME : RETURN
140 6310 :;:; CALL 32768
140 6320 :;:; CALL 32768
140 6330 :;:; CALL 32768
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```

SNAKY

Ou la lutte pour la vie d'un serpent fou... et affamé.

"A" : haut
"Z" : bas
Flèche gauche : gauche
Flèche droite : droite

Jean-Christophe SALMON

Mode d'emploi : Si vous ne possédez pas d'assemblleur, faites CALL-151 et entrez les codes du listing 1. Sauvegardez ensuite par BSAVE SNAKY, A\$6000, L\$534 Si le "source" vous intéresse, il est à votre disposition (listing 2).

Dirigez votre serpent à l'aide des touches :

Passez en QWERTY si vous préférez utiliser "Q" et "W" pour les déplacements verticaux. Coût de votre gloutonnerie :
- Point vert : 1000 points
- Point rose : 10 000 points
- Point orange : montez !
- Son propre corps : beurk !

LISTING 1

*6000,6534

```
6000- A9 00 20 95 FE 20 58 FC
6008- 20 40 FB A9 00 85 18 A9
6010- 02 20 64 F8 A9 00 A4 18
6018- 20 00 F8 A9 27 38 E5 18
6020- A8 A9 27 20 00 F8 A0 00
6028- A9 27 38 E5 18 20 00 F8
6030- A0 27 A5 18 20 00 F8 A5
6038- 18 0A 0A A8 C8 84 19 A2
6040- 20 A4 19 AD 30 00 88 D0
6048- FD CA D0 F5 E6 18 A5 18
6050- C9 28 D0 C0 A9 0D 85 24
6058- A9 16 85 25 20 22 FC A9
6060- D3 20 ED FD A9 C3 20 ED
6068- FD A9 CF 20 ED FD A9 D2
6070- 20 ED FD A9 C5 20 ED FD
6078- A9 BA 20 ED FD A9 A0 20
6080- ED FD A9 B0 20 ED FD A9
6088- B0 20 ED FD A9 B0 20 ED
6090- FD A9 B0 20 ED FD A9 B0
6098- 20 ED FD A9 B0 20 ED FD
60A0- A9 02 8D 09 03 A9 14 A2
60A8- 00 9D 00 20 E8 D0 FA 8D
60B0- 00 30 1A 8D 01 30 1A 8D
60B8- 02 30 1A A2 03 9D 00 30
60C0- E8 D0 FA A9 03 85 18 A9
60C8- 00 85 06 20 AE EF A5 9F
60D0- 4A 4A 4A 18 69 03 85 07
60D8- 20 AE EF A5 9F 4A 4A 4A
60E0- 18 69 03 85 08 A9 09 20
60E8- 64 F8 A4 07 A5 08 20 00
60F0- F8 A2 7F A5 07 0A 18 69
60F8- 20 8D 30 C0 3A D0 FD CA
6100- D0 F1 E6 06 A5 06 C9 05
6108- D0 C1 A9 07 20 64 F8 AC
6110- 00 20 AD 00 30 20 00 F8
6118- A9 0D 20 64 F8 AC 01 20
```

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6120- AD 01 30 20 00 F8 AC 02
6128- 20 AD 02 30 20 00 F8 AC
6130- 03 20 AD 03 30 20 00 F8
6138- A9 B0 8D 00 03 8D 01 03
6140- 8D 02 03 8D 03 03 8D 04
6148- 03 8D 05 03 A9 00 8D 0A
6150- 03 AD 00 C0 C9 88 F0 0C
6158- C9 95 F0 08 C9 C1 F0 04
6160- C9 DA D0 ED A9 00 20 64
6168- F8 A6 18 BD 00 20 A8 BD
6170- 00 30 20 00 F8 A0 FF B9
6178- 00 20 99 01 20 B9 00 30
6180- 99 01 30 88 D0 F1 AD 00
6188- 20 8D 01 20 AD 00 30 8D
6190- 01 30 AD 00 C0 C9 88 D0
6198- 0B A9 FF 85 06 A9 00 85
61A0- 07 4C CE 61 C9 95 D0 0B
61A8- A9 01 85 06 A9 00 85 07
61B0- 4C CE 61 C9 C1 D0 0B A9
61B8- FF 85 07 A9 00 85 06 4C
61C0- CE 61 C9 DA D0 08 A9 01
61C8- 85 07 A9 00 85 06 A2 20
61D0- A0 00 88 D0 FD CA D0 F8
61D8- AD 00 20 18 65 06 8D 00
61E0- 20 AD 00 30 18 65 07 8D
61E8- 00 30 AC 00 20 AD 00 30
61F0- 20 71 F8 8D 06 03 C9 0B
61F8- F0 16 C9 0C F0 03 4C D4
6200- 62 EE 02 03 AD 02 03 C9
6208- BA D0 23 A9 B0 8D 02 03
6210- EE 01 03 AD 01 03 C9 BA
6218- D0 14 A9 B0 8D 01 03 EE
6220- 00 03 AD 00 03 C9 BA D0
6228- 05 A9 B0 8D 00 03 A5 18
6230- C9 C9 F0 03 4C B2 62 A9
6238- 00 20 64 F8 A6 18 BC 00
6240- 20 BD 00 30 20 00 F8 EE
6248- 02 03 AD 02 03 C9 BA D0
6250- 21 A9 B0 8D 02 03 EE 01
6258- 03 AD 01 03 C9 BA D0 12
6260- A9 B0 8D 01 03 EE 00 03
6268- AD 00 03 D0 05 A9 00 8D
6270- 00 03 A9 15 85 24 AD 00
6278- 03 20 ED FD AD 01 03 20
```

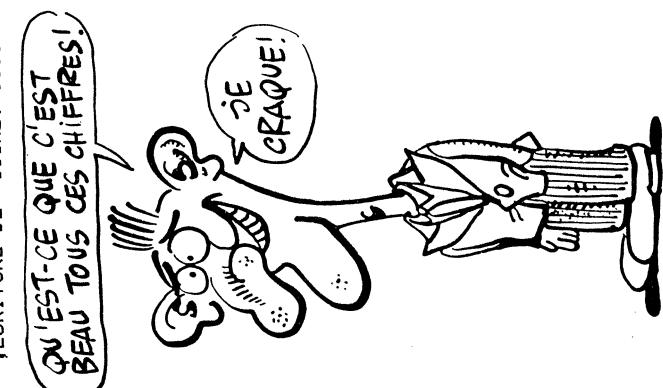
LISTING 2

Assemblage par PROCODE

0 ****
 1 ****
 2 ***
 3 ***
 4 ***
 5 ****
 6 ****
 7 ****
 8 *
 9 * PAR *
 10 * JEAN CHRISTOPHE *
 11 * SALMON *
 12 * PAU *
 13 ****
 14 ORG \$6000
 15 ****
 16 DEBUT LDA #\$00 JSR \$FE95
 17 ****
 18 COLONNES ;40
 19 ****
 20 FONCE POUR CADRE ;COULEUR BLEU
 21 ****
 22 FB ;HOME
 23 ****
 24 STA \$18 ;INI COMPTEUR CADRE
 25 ****
 26 ****
 27 ****
 28 ****
 29 ****
 30 ****
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6049: CA 62 DEX      ; INC COMPTEUR CADRE - FIN DE BOUCLE
604A: D0 F5 BNE      ; INC COMPTEUR CADRE - FIN DE BOUCLE
604C: E6 18 LONG     ; INC COMPTEUR CADRE - FIN DE BOUCLE
604E: A5 18 INC $18   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6050: C9 28 LDA $18   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6052: D0 C0 CMP ##28  ; INC COMPTEUR CADRE - FIN DE BOUCLE
6054: A9 0D BNE CADRE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6056: 85 24 LDA $18   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6058: A9 16 STA $16   ; INC COMPTEUR CADRE - FIN DE BOUCLE
605A: 85 25 STA $25   ; INC COMPTEUR CADRE - FIN DE BOUCLE
605C: 20 FC JSR $FC22 ; INC COMPTEUR CADRE - FIN DE BOUCLE
605F: A9 D3 LDA ##D3   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6061: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6064: A9 C3 LDA ##C3   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6066: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6069: A9 CF LDA ##CF   ; INC COMPTEUR CADRE - FIN DE BOUCLE
606B: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
606E: A9 D2 LDA ##D2   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6070: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6073: A9 C5 LDA ##C5   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6075: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6078: A9 BA LDA ##BA   ; INC COMPTEUR CADRE - FIN DE BOUCLE
607A: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
607D: A9 A0 LDA ##A0   ; INC COMPTEUR CADRE - FIN DE BOUCLE
607F: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6082: A9 B0 LDA ##B0   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6084: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6087: A9 B0 LDA ##B0   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6089: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
608C: A9 B0 LDA ##B0   ; INC COMPTEUR CADRE - FIN DE BOUCLE
608E: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6091: A9 B0 LDA ##B0   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6093: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
6096: A9 B0 LDA ##B0   ; INC COMPTEUR CADRE - FIN DE BOUCLE
6098: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
609B: A9 B0 LDA ##B0   ; INC COMPTEUR CADRE - FIN DE BOUCLE
609D: 20 ED FD STA $FDDE ; INC COMPTEUR CADRE - FIN DE BOUCLE
60A0: A9 02 LDA ##02   ; INC COMPTEUR CADRE - FIN DE BOUCLE
60A2: 8D 09 03 STA $309  ; INC COMPTEUR CADRE - FIN DE BOUCLE
60A5: A9 14 LDA ##14   ; INC COMPTEUR CADRE - FIN DE BOUCLE
60A7: A2 00 106 INSA ; INC COMPTEUR CADRE - FIN DE BOUCLE
60A9: 9D 00 20 107 INSA ; INC COMPTEUR CADRE - FIN DE BOUCLE
60AC: E8 108 INX     ; INC COMPTEUR CADRE - FIN DE BOUCLE
60AD: D0 FA 109 BNE INSA ; INC COMPTEUR CADRE - FIN DE BOUCLE
60AF: 8D 00 30 110 STA $3000 ; INC COMPTEUR CADRE - FIN DE BOUCLE
60B2: 1A 111 STA $3000 ; INC COMPTEUR CADRE - FIN DE BOUCLE
60B3: 8D 01 30 112 STA $3001 ; INC COMPTEUR CADRE - FIN DE BOUCLE
60B6: 1A 113 STA $3002 ; INC COMPTEUR CADRE - FIN DE BOUCLE
60B7: 8D 02 30 114 STA $3002 ; INC COMPTEUR CADRE - FIN DE BOUCLE
60BA: 1A 115 STA $3002 ; INC COMPTEUR CADRE - FIN DE BOUCLE
60BB: A2 03 116 LDX ##03 ; INC COMPTEUR CADRE - FIN DE BOUCLE
60BD: 9D 00 30 117 INSB ; INC COMPTEUR CADRE - FIN DE BOUCLE
60C0: E8 118 INX     ; INC COMPTEUR CADRE - FIN DE BOUCLE
60C1: D0 FA 119 BNE INSB ; INC COMPTEUR CADRE - FIN DE BOUCLE
60C3: A9 03 LDA ##03 ; INC COMPTEUR CADRE - FIN DE BOUCLE
60C5: 85 18 STA $18 ; INC COMPTEUR CADRE - FIN DE BOUCLE
;
```



```

;INI COMPTEUR DE SCORE: 000000
;ECRITURE DE SCORE: 000000
;INI COMPTEUR
;INI ABSCISSE
;INI COULEUR ENNEMIS = ORANGE
;PLACEMENT ENNEMIS
;MUSIQUE
;INI LONGUEUR
;PLACEMENT ENNEMIS

60C7: A9 00 LDA ##00
60C9: 85 06 STA $06
;RD ORDONNEE
;RD ABSCISSE
;RD COULEUR ENNEMIS = ORANGE
;PLACEMENT ENNEMIS
;MUSIQUE
;INI LONGUEUR
;PLACEMENT ENNEMIS

60CB: 20 AE EF JSR $EFAE
60CE: A5 9F LDA $9F
60D0: 4A 130 LSR
60D1: 4A 131 LSR
60D2: 4A 132 LSR
60D3: 18 133 CLC
60D4: 69 03 ADC ##03
60D6: 85 07 STA $07
;RD ORDONNEE
;RD ABSCISSE
;RD COULEUR ENNEMIS = ORANGE
;PLACEMENT ENNEMIS
;MUSIQUE
;INI LONGUEUR
;PLACEMENT ENNEMIS

60D8: 20 AE EF JSR $F864
60DB: A5 9F LDA $9F
60DD: 4A 139 LSR
60DE: 4A 140 LSR
60DF: 4A 141 LSR
60E0: 18 142 CLC
60E1: 69 03 ADC ##03
60E3: 85 08 STA $08
;RD ORDONNEE
;RD ABSCISSE
;RD COULEUR ENNEMIS = ORANGE
;PLACEMENT ENNEMIS
;MUSIQUE
;INI LONGUEUR
;PLACEMENT ENNEMIS

60E5: A9 09 LDA ##09
60E7: 20 64 F8 JSR $F864
60EA: A4 07 LDY $07
60EC: A5 08 LDA $08
60EE: 20 00 F8 JSR $F800
;RD ORDONNEE
;RD ABSCISSE
;RD COULEUR ENNEMIS = ORANGE
;PLACEMENT ENNEMIS
;MUSIQUE
;INI LONGUEUR
;PLACEMENT ENNEMIS

60F1: A2 7F LDX ##7F
60F3: A5 07 ATT1 LDA $07
60F5: 0A 155 ASL
60F6: 18 156 CLC
60F7: 69 20 ADC ##20
60F9: 8D 30 C0 STA $C030
60FC: 3A 158 DEA
60F1: A2 7F LDX ##7F
60F3: A5 07 ATT1 LDA $07
60F5: 0A 155 ASL
60F6: 18 156 CLC
60F7: 69 20 ADC ##20
60F9: 8D 30 C0 STA $C030
60FC: 3A 158 DEA
;
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6146: 8D 04 03 197 STA $304
6149: 8D 05 03 198 STA $305
614C: A9 00 199 ;INI FLAG FIN
614E: 8D 0A 03 200 ;ATTACH
6151: AD 00 C0 203 ;JEU
6154: C9 88 204 ;ATTACH
6156: F0 0C 205 ;ATTACH
6158: C9 95 206 ;ATTACH
615A: F0 08 207 ;ATTACH
615C: C9 C1 208 ;ATTACH
615E: F0 04 209 ;ATTACH
6160: C9 DA 210 ;ATTACH
6162: D0 ED 211 ;ATTACH
6164: A9 00 212 ;ATTACH
6166: 20 64 F8 213 ;COULEUR 0 POUR EFF BOUT DE LA QUE
6169: A6 18 214 ;COULEUR 0 POUR EFF BOUT DE LA QUE
616B: BD 00 20 215 ;EFF BOUT DE LA QUEUE
616E: A8 00 216 ;EFF BOUT DE LA QUEUE
616F: BD 00 30 217 ;EFF BOUT DE LA QUEUE
6172: 20 00 F8 218 ;EFF BOUT DE LA QUEUE
6175: A0 FF 219 ;EFF BOUT DE LA QUEUE
6177: B9 00 220 ;EFF BOUT DE LA QUEUE
617A: 99 01 221 ;EFF BOUT DE LA QUEUE
617D: B9 00 30 222 ;EFF BOUT DE LA QUEUE
617E: 99 01 30 223 ;EFF BOUT DE LA QUEUE
617F: 99 01 224 ;EFF BOUT DE LA QUEUE
6180: 99 01 30 225 ;EFF BOUT DE LA QUEUE
6183: 88 01 30 226 ;EFF BOUT DE LA QUEUE
6184: D0 F1 227 ;EFF BOUT DE LA QUEUE
6186: AD 00 20 228 ;EFF BOUT DE LA QUEUE
6189: 8D 01 20 229 ;EFF BOUT DE LA QUEUE
618C: AD 00 30 230 ;EFF BOUT DE LA QUEUE
618F: 8D 01 30 231 ;EFF BOUT DE LA QUEUE
6192: AD 00 C0 232 ;EFF BOUT DE LA QUEUE
6195: C9 88 233 ;EFF BOUT DE LA QUEUE
6197: D0 0B 234 ;EFF BOUT DE LA QUEUE
6199: A9 FF 235 ;EFF BOUT DE LA QUEUE
619B: 85 06 236 ;EFF BOUT DE LA QUEUE
619D: A9 00 237 ;EFF BOUT DE LA QUEUE
619F: 85 07 238 ;EFF BOUT DE LA QUEUE
61A1: 4C CE 61 239 ;EFF BOUT DE LA QUEUE
61A4: C9 95 240 ;EFF BOUT DE LA QUEUE
61A6: D0 0B 241 ;EFF BOUT DE LA QUEUE
61A8: A9 01 242 ;EFF BOUT DE LA QUEUE
61AA: 85 06 243 ;EFF BOUT DE LA QUEUE
61AC: A9 00 244 ;EFF BOUT DE LA QUEUE
61AE: 85 07 245 ;EFF BOUT DE LA QUEUE
61B0: 4C CE 61 251 ;EFF BOUT DE LA QUEUE
60FD: D0 FD 160 ;PROGRESSION D'UN CRAN
60FF: CA 161 ;PROGRESSION D'UN CRAN
6100: D0 F1 162 ;PROGRESSION D'UN CRAN
6102: E6 06 163 ;INC COMPTEUR - FIN DE BOUCLE
6104: A5 04 164 ;INC COMPTEUR - FIN DE BOUCLE
6106: C9 05 165 ;INC COMPTEUR - FIN DE BOUCLE
6108: D0 C1 166 ;INC COMPTEUR - FIN DE BOUCLE
610A: A9 07 167 ;INC COMPTEUR - FIN DE BOUCLE
610C: 20 64 F8 171 ;INC COMPTEUR - FIN DE BOUCLE
610F: AC 00 20 172 ;PLACEMENT SERPENT
6112: AD 00 30 173 ;COULEUR BLEUE POUR TETE
6115: 20 00 F8 174 ;PLACEMENT TETE
6118: A9 0D 175 ;PLACEMENT TETE
611A: 20 64 F8 176 ;COULEUR JAUNE POUR CORPS
611D: AC 01 20 177 ;PLACEMENT CORPS
6120: AD 01 30 180 ;PLACEMENT CORPS
6123: 20 00 F8 181 ;PLACEMENT CORPS
6126: AC 02 20 182 ;PLACEMENT CORPS
6129: AD 02 30 183 ;PLACEMENT CORPS
612C: 20 00 F8 184 ;PLACEMENT CORPS
612F: AC 03 20 185 ;PLACEMENT CORPS
6132: AD 03 30 186 ;PLACEMENT CORPS
6135: 20 00 F8 187 ;PLACEMENT CORPS
6138: A9 B0 188 ;PLACEMENT CORPS
613A: 8D 00 03 189 ;PLACEMENT CORPS
613D: 8D 01 03 190 ;PLACEMENT CORPS
6140: 8D 02 03 191 ;PLACEMENT CORPS
6143: 8D 03 03 192 ;PLACEMENT CORPS
6146: 8D 04 03 193 ;PLACEMENT CORPS
6149: 8D 05 03 194 ;PLACEMENT CORPS
614C: A9 00 195 ;PLACEMENT CORPS
614E: 8D 0A 03 196 ;PLACEMENT CORPS

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61B3: C9 C1    253 DD2      CMP #193          ;HAUT ?? SI OUI PAS VERTIC = -1, P
61B5: D0 0B    254          BNE DD3          AS HORIZ = 0
61B7: A9 FF    255          LDA #$FF
61B9: 85 07    256          STA $07
61BB: A9 00    257          LDA #$00
61BD: 85 06    258          STA $06
61BF: 4C CE    61          JMP FDD          ;ALLONGEMENT DU SERPENT
61C2: C9 DA    261 DD3      CMP #218          ;SI LONGUEUR LIMITE, EXTRA BONUS
61C4: D0 08    262          BNE FDD          ;SI LONGUEUR LIMITE, EXTRA BONUS
61C6: A9 01    263          LDA #$01          ;COULEUR = 0
61CB: 85 07    264          STA $07
61CA: A9 00    265          LDA #$00
61CC: 85 06    266          STA $06
61CE: A2 20    267          FDD          ;EFFACEMENT DE LA QUEUE
61D0: A0 00    269          BCATT1         ;EXBON
61D2: 88 270     BCATT2         ;EXBON
61D3: D0 FD    271          BNE BCATT2        ;EXBON
61D5: CA 272     DEX          BNE BCATT1        ;EXBON
61D6: D0 F8    273          BNE BCATT1        ;EXBON
61D8: AD 00    275          LDA $2000         ;+100 POINTS
61DB: 18 277     CLC          LDA $2000
61DC: 65 06    278          ADC $06
61DE: 8D 00    279          STA $2000
61E1: AD 00    280          LDA $3000         ;+100 POINTS
61E4: 18 281     CLC          LDA $3000
61E5: 65 07    283          ADC $07
61E7: 8D 00    284          STA $3000
61EA: AC 00    286          LDY $2000         ;POSITION TETE
61ED: AD 00    288          LDA $3000
61F0: 20 71 F8 289          JSR FB71
61F3: 8D 06 03 290          STA $306
61F6: C9 0B    291          CMP #$0B          ;TETE VERTIC
61F8: F0 16    293          BEQ C11          ;TEST COLLISION
61FA: C9 0C    295          CMP #$0C          ;EMPLACEMENT TETE
61FC: F0 03    296          BEQ C1           ;SUPER-POINT ?? SI OUI ON AJOUTE 1
61FE: 4C D4    62          JMP C2           ;0000 AU SCORE
6201: EE 02 03 298          C1           ;POINT ?? SI OUI ON AJOUTE 1000 AU
6204: AD 02 03 299          INC $302          ;SCORE
6207: C9 BA    300          LDA $302          ;MILLIERS
6209: D0 23    301          CMP #$BA
620B: A9 B0    302          BNE C22
6210: 8D 02 03 303          STA $302          ;MILLIERS
6213: AD 01 03 305          INC $301          ;10 MILLIERS
6216: C9 BA    306          CMP #$BA
6218: D0 14    307          BNE C22
621A: A9 B0    308          LDA #$BA
621C: 8D 01 03 309          STA $301          ;BRUITAGE
621F: EE 00 03 310          INC $300          ;BRUITAGE
6222: AD 00 03 311          LDA $300
6225: C9 BA    312          CMP #$BA
6227: D0 05 313          BNE C22
6229: A9 B0    314          LDA #$BA
622B: 8D 00 03 315          STA $300
622E: A5 18    316          LDA $18
6230: C9 C9    317          CMP #$C9
6232: F0 03 320          BEQ EB
6234: 4C B2    321          JMP ALL
6237: A9 00 322          LDA $18
6239: 20 64 F8 324          JSR F864
623C: A6 18    325          LDX $18
623E: BC 00 20 326          JSR F800
6244: 20 00 F8 327          JSR F800
6247: EE 02 03 331          INC $302
624A: AD 02 03 332          LDA $302
624D: C9 BA    333          CMP #$BA
624F: D0 21 334          BNE PTF
6251: A9 B0    335          LDA #$BA
6253: 8D 02 03 336          INC $301
6256: EE 01 03 337          LDA $301
6259: AD 01 03 338          INC $301
625C: C9 BA    339          CMP #$BA
625E: D0 12 340          BNE PTF
6260: A9 B0    341          LDA #$BA
6262: 8D 01 03 342          INC $301
6265: EE 00 03 343          LDA $300
6268: AD 00 03 344          LDA $300
626B: D0 05 345          BNE PTF
626D: A9 00 346          LDA $300
626F: 8D 00 03 348          STA $300
6272: A9 15    349          PTF
6274: 85 24 350          STA $24
6276: AD 00 03 351          STA $300
6279: 20 ED FD 352          JSR $FDED
627C: AD 01 03 354          LDA $301
627F: 20 ED FD 355          JSR $FDED
6281: AD 02 03 356          LDA $302
6285: 20 ED FD 357          JSR $FDED
6288: AD 03 03 358          LDA $303
628B: 20 ED FD 359          JSR $FDED
628E: AD 04 03 360          LDA $304
6291: 20 ED FD 361          JSR $FDED
6294: AD 05 03 362          LDA $305
6297: 20 ED FD 363          JSR $FDED
629A: A2 10    364          LDX $10
629C: A5 18    365          LDA $18
629E: 8D 30 C0 366          STA $C030
62A1: 3A       367          BEA
62A2: D0 FD 368          BRUIT2
62A4: CA       369          BNE BRUIT2
62A5: D0 F5 370          DEX
6211:           371          BNE BRUIT1
6212:           372          ;BRUITAGE

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62A7: A5 18 373 LDA $18 ;SI FIN EFFACEMENT, REPRENDRE LE J
62A9: C9 60 374 CMP #*$60 EU
62AB: F0 05 375 BEQ ALL ;BOUCLAGE EXTRA BONUS
62AD: C6 18 376 DEC $18
62AF: 4C 3C 62 378 JMP EXBON ;ALLONGEMENT DE 3
62B2: E6 18 379 INC $18
62B4: E6 18 380 ALL INC $18
62B6: E6 18 381 INC $18
62B8: E6 18 382 INC $18 ;MUSIQUE
62B9: A9 E0 384 LDA #*$0
62BA: A5 19 385 STA $19
62BC: A5 19 386 BC1 LDA $19 ;VERT POUR POINT
62BE: 38 387 SEC SBC #*$20 ;ROSE POUR SUPER-POINT
62BF: E9 20 388 STA $19
62C1: 85 19 389 LDX #*$05
62C3: A2 05 390 LDY $1,9
62C5: A4. 19 391 BC2 LDA $C030 ;RANDOM POUR METTRE LE POINT
62C7: AD 30 C0 392 BC3 DEY
62CA: 88 393 BC3 BNE BC3 ;ONNEE)
62CB: D0 FD 394 DEX
62CD: CA 395 BNE BC2 ;COULEUR
62CE: D0 F5 396 BNE BC1 ;ROSE POUR SUPER-POINT
62D0: A5 19 397 LDA $19
62D2: D0 EB 398 BNE BC1 ;COULEUR
62D4: AD 06 03 400 C2 LDA $306 ;RAPPET DE CE QU'IL Y A SOUS LA TE
62D7: C9 09 401 CMP #*$09 ;ENNEMI ?? SI OUI FIN
62D9: D0 05 402 BNE C3 LDA $306 ;FLAG FIN A 1
62DB: A9 01 404 LDA #$01
62DD: 8D 0A 03 405 STA $30A ;RAPPET DE CE QU'IL Y A SOUS LA TE
62E0: AD 06 03 407 C3 LDA $306 ;BORD ?? SI OUI FIN
62E3: C9 02 408 CMP #*$02
62E5: D0 05 409 BNE C32 ;FLAG FIN A 1
62E7: A9 01 411 LDA #$01
62E9: 8D 0A 03 412 STA $30A ;FLAG FIN A 1
62EC: AD 06 03 413 LDA $306 ;QUEUE ?? SI OUI FIN
62EF: C9 0D 414 C32 CMP #*$0D
62F1: D0 05 415 BNE C4 ;RANDOM
62F3: A9 01 416 LDA #$01
62F5: 8D 0A 03 419 STA $30A ;FLAG FIN A 1
62F8: 20 AE EF 421 C4 JSR #EFAE ;CHANCE / 256 POUR SUPER-POINT
62FB: A5 9F 422 BEQ C6 ;1 CHANCE / 32 POUR POINT
62FD: C9 7F 423 CMP #*$7F
62FF: F0 0F 425 BEQ C6 ;1 CHANCE / 32 POUR POINT
6301: 4A 427 LSR ;ENNEMI SOUS POINT ?? SI OUI PAS D
6302: 4A 428 LSR ;SCR RENVOIE COULEUR DE (Y,A) DAN
6303: 4A 429 LSR ;A
6304: C9 10 430 CMP #*$10 ;POINT

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**SERVEUR MINITEL
HEBDOGICIEL
36 15 91 77
HG puis Envoi.**

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63D1: 20 ED FD 528 JSR $FDED ;BRUIT DE FOND
63D4: CE 09 03 530 DEC $309
63D7: AD 09 03 531 LDA $309
63DA: DO 08 532 BNE PBF
63DC: A9 02 533 LDA #$02
63DE: 8D 09 03 534 STA $309
63E1: AD 30 00 535 LDA $C030 ;FIN SI FLAG FIN = 1

63E4: A9 01 536 PBF LDA #$01 ;BOUCLAGE
63E6: CD 0A 03 538 CMP $30A
63E9: F0 03 539 BEQ FIN ;MULTICOLORE + MUSIQUE

63EB: 4C 64 61 540 JMP JEUBCL ;BOUCLAGE
63EE: A9 01 543 FIN LDA #$01 ;MULTICOLORE
63F0: 85 19 544 STA $19 ;MULTICOLORE + MUSIQUE

63F2: A5 19 545 MUL LDA $19 ;MULTICOLORE
63F4: 29 0F 547 AND #$0F
63F6: 20 64 F8 548 JSR $F864
63F9: A6 18 549 LDX $18
63FB: BC 00 20 550 CPS LDY $2000,X
63FE: BD 00 30 551 LDA $3000,X
6401: 20 00 F8 552 JSR $F800
6404: CA 553 DEX
6405: DO F4 554 BNE CPS
6407: A2 0A 556 LDX #$0A ;MUSIQUE

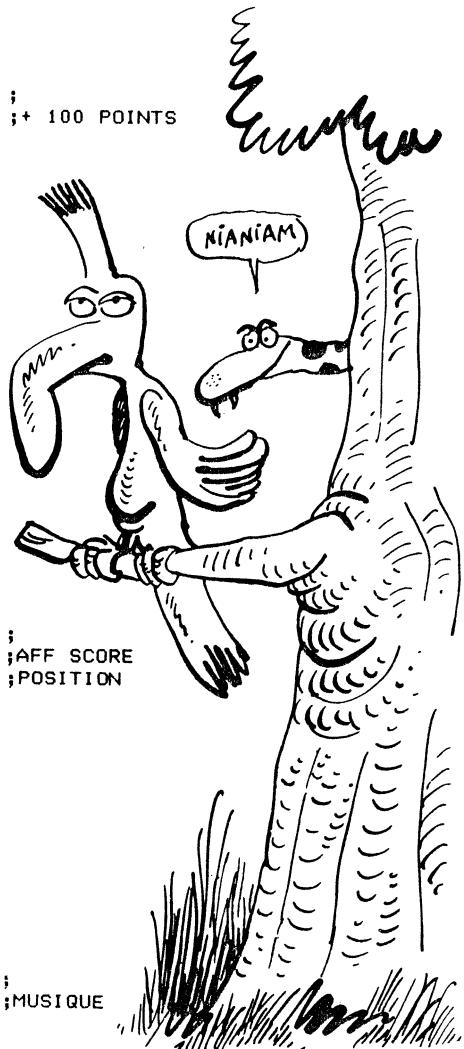
500 PT LDA #$07 ;COULEUR BLEUE POUR TETE
6390: A9 07 501 PT LDA #$07 ;COULEUR BLEUE POUR TETE
6392: 20 64 F8 502 JSR $F864 ;PLOT TETE
6395: AC 00 20 503 LDA $3000
6398: AD 00 30 504 JSR $F800
639B: 20 00 F8 505 JSR $F800 ;COULEUR JAUNE POUR CORPS
639E: A9 0D 506 JSR $F864 ;PLOT CORPS
63A0: 20 64 F8 507 LDA $3000
63A3: AC 01 20 509 JSR $F800
63A6: AD 01 30 510 LDA $3001
63A9: 20 00 F8 511 JSR $F800 ;AFF SCORE
63AC: A9 15 514 LDA #$15 ;POSITION
63AE: 85 24 515 STA $24 ;6 CHIFFRES
63B0: AD 00 03 516 LDA $300 ;100 MILLIERS
63B3: 20 ED FD 518 JSR $FDED
63B6: AB 01 03 519 LDA $301 ;10 MILLIERS
63B9: 20 ED FD 520 JSR $FDED
63BC: AD 02 03 521 LDA $302 ;10 MILLIERS
63BF: 20 ED FD 522 JSR $FDED
63C2: AD 03 03 523 LDA $303 ;10 MILLIERS
63C5: 20 ED FD 524 JSR $FDED
63C8: AD 04 03 525 LDA $304 ;10 MILLIERS
63CB: 20 ED FD 526 JSR $FDED
63CE: AD 05 03 527 LDA $305

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6409: A4 19    557 A2      LDY   $19
640B: AD 30 C0 558      LDA   $C030
640E: 88      559 A1      DEY
640F: D0 FD    560      BNE   A1
6411: CA      561      DEX
6412: D0 F5    562      BNE   A2
6414: E6 19    563      INC   $19
6416: A5 19    564      LDA   $19
6259: AD 01 03 339      LDA   $301
625C: C9 BA    340      CMP   #40A
6418: D0 D8    565      BNE   MUL
641A: A9 0D    566      ;RECOLORE LE CORPS EN JAUNE
641C: 20 64 F8 567      LDA   #0D
641F: A6 18    568      JSR   $F864
6421: BC 00 20 570 REC   LDX   $18
6424: BD 00 30 571      LDY   $2000,X
6427: 20 00 F8 572      LDA   $3000,X
642A: CA      573      JSR   $F800
642B: D0 F4    574      DEX
642D: A9 07    575      BNE   REC
642F: 20 64 F8 576      LDA   #07
6432: AC 00 20 577      JSR   $F864
6435: AD 00 30 578      LDY   $2000
6438: 20 00 F8 580      LDA   $3000
643B: A9 08    581      JSR   $F800
643D: 20 64 F8 582      ;BONUS + MUE DU SERPENT
6440: A6 18    583 BONUS  LDA   #08
6442: BC 00 20 584      JSR   $F864
6445: BD 00 30 585      LDX   $18
6448: 20 00 F8 586      LDY   $2000,X
644B: A9 07    587      LDA   $3000,X
644D: 20 64 F8 588      JSR   $F800
6459: EE 03 03 589      ;MARRON POUR MUE CORPS
645C: AD 03 03 590      LDA   #07
645D: AC 00 20 591      JSR   $F864
6453: AD 00 30 592      LDY   $2000
6456: 20 00 F8 593      LDA   $3000
6459: EE 03 03 594      JSR   $F800
6465: 8D 03 03 595      ;BLEU POUR NE PAS RECOUVRIR LA TET
6468: EE 02 03 596      E
646B: AD 02 03 597      ;+ 100 POINTS
646E: C9 BA    598      ;AFF SCORE
6470: D0 23    599      ;POSITION
6472: A9 B0    600      ;AFF POSITION
6474: 8D 02 03 601      ;AFF SCORE
6477: EE 01 03 602      ;AFF POSITION
647A: AD 01 03 603      ;AFF SCORE
647D: C9 BA    604      ;AFF POSITION
647F: D0 14    605      ;AFF SCORE
6481: A9 B0    606      ;AFF POSITION
6483: 8D 01 03 607      ;AFF SCORE
6486: EE 00 03 608      ;AFF POSITION
6489: AD 00 03 609      ;AFF SCORE
648C: C9 BA    610      ;AFF POSITION
648E: D0 05    611      ;AFF SCORE
6490: A9 B0    612      ;AFF POSITION
6492: 8D 00 03 613      ;AFF SCORE
6495: A9 15    622 AFF   ;AFF POSITION
6497: 85 24    623      ;AFF SCORE
6499: AD 00 03 624      ;AFF POSITION
649C: 20 ED FD 625      ;AFF SCORE
649F: AD 01 03 626      ;AFF POSITION
64A2: 20 ED FD 627      ;AFF SCORE
64A5: AD 02 03 628      ;AFF POSITION
64A8: 20 ED FD 629      ;AFF SCORE
64AB: AD 03 03 630      ;AFF POSITION
64AE: 20 ED FD 631      ;AFF SCORE
64B1: AD 04 03 632      ;AFF POSITION
64B4: 20 ED FD 633      ;AFF SCORE
64B7: AD 05 03 634      ;AFF POSITION
64BA: 20 ED FD 635      ;AFF SCORE
64BD: A2 60    636      ;MUSIQUE
64BF: 8E 20 03 637      ;AFF POSITION
64C2: 20 AE EF 638      ;AFF SCORE
64C5: A5 9F    640      ;AFF POSITION

```



64C7: 4A	641	LSR	
64C8: 4A	642	LSR	
64C9: 4A	643	LSR	
64CA: 18	644	CLC	
64CB: 69 40	645	ADC ##40	
64CD: 8D 21 03	646	STA \$321	
64D0: AC 21 03	647	BIP1 LDY \$321	
64D3: AD 30 C0	648	LDA \$C030	
64D6: 88	649	BIP2 DEY	
64D7: D0 FD	650	BNE BIP2	
64D9: CE 20 03	651	DEC \$320	
64DC: D0 F2	652	BNE BIP1	
	653		;
64DE: C6 18	654	DEC \$18	; BOUCLAGE BONUS
64E0: F0 03	655	BEQ APTCH	; SAUT TROP LONG
64E2: 4C 3B 64	656	JMP BONUS	
	657		;
	658		; ROTATION + ATTENTE
64E5: A9 14	659	APTCH LDA ##14	; POSITION
64E7: 85 25	660	STA \$25	
64E9: 20 22 FC	661	JSR \$FC22	
64EC: A9 07	662	LDA ##07	
64EE: 85 24	663	STA \$24	
	664		;
64F0: AD 1A 65	665	LDA DATA	; PERMUTATION
64F3: 8D 35 65	666	STA DATA+27	
64F6: A2 00	667	LDX ##00	
64F8: BD 1B 65	668	BOUKL LDA DATA+1,X	; BOUCLE DECALAGE
64FB: 9D 1A 65	669	STA DATA,X	
64FE: 20 ED FD	670	JSR \$FDED	
6501: E8	671	INX	
6502: E0 1B	672	CPX ##1B	
6504: D0 F2	673	BNE BOUKL	
	674		;
6506: A2 50	675	LDX ##50	; BOUCLE D'ATTENTE
6508: A0 FF	676	WAIT1 LDY ##FF	
650A: 88	677	WAIT2 DEY	
650B: D0 FD	678	BNE WAIT2	
650D: CA	679	DEX	
650E: D0 F8	680	BNE WAIT1	
	681		;
6510: AD 00 C0	682	LDA \$C000	; ATTENTE ESPACE POUR NOUVEAU JEU
6513: C9 A0	683	CMP #160	
6515: D0 CE	684	BNE APTCH	
6517: 4C 00 60	685	JMP DEBUT	
	686		;
651A: D0 CF D5			
D2 A0 D2			
C5 CA CF			
D5 C5 D2			
AC A0 A7			
C5 D3 D0			
C1 C3 C5			
A7 A0 AA			
AA AA AA	687	DATA ASC "POUR REJOUER, 'ESPACE' *** "	

SERVEUR MINITEL
HEBDOGICIEL
36 15 91 77
HG puis Envoi.

Table des symboles ordre alphabétique

-A1.....\$640E	-A2.....\$6409	-AFF.....\$6495	-ALL.....\$62B2
-APTCH....\$64E5	-ATT1....\$60F3	-ATT2.....\$60FC	-ATTCH....\$6151
-BC1.....\$62BC	-BC2.....\$62C5	-BC3.....\$62CA	-BCATT1....\$61D0
-BCATT2....\$61D2	-BIP1.....\$64D0	-BIP2.....\$64D6	-BONUS....\$643B
-BOUKL....\$64F8	-BRUIT1....\$629C	-BRUIT2.....\$62A1	-C1.....\$6201
-C11.....\$6210	-C2.....\$62D4	-C22.....\$622E	-C3.....\$62E0
-C32.....\$62EC	-C4.....\$62F8	-C51.....\$630B	-C52.....\$6312
-C6.....\$6310	-CADRE....\$6014	-CPS.....\$63FB	-DATA....\$651A
-DD1.....\$61A4	-DD2.....\$61B3	-DD3.....\$61C2	-DEBUT....\$6000
-DEPL....\$6177	-EB.....\$6237	-ENN.....\$60CB	-EXBON....\$623C
-FDD.....\$61CE	-FIN.....\$63EE	-HAUT.....\$6046	-INSA....\$60A9
-INSB....\$60BD	-JEUBCL....\$6164	-LONG.....\$6041	-MUL....\$63F2
-NP.....\$6345	-PBF.....\$63E4	-PT.....\$6390	-PTF....\$6272
-REC.....\$6421	-WAIT1....\$6508	-WAIT2....\$650A	

Table des symboles ordre numérique

-DEBUT....\$6000	-CADRE....\$6014	-LONG.....\$6041	-HAUT.....\$6046
-INSA....\$60A9	-INSB....\$60BD	-ENN.....\$60CB	-ATT1....\$60F3
-ATT2....\$60FC	-ATTCH....\$6151	-JEUBCL....\$6164	-DEPL....\$6177
-DD1.....\$61A4	-DD2....\$61B3	-DD3.....\$61C2	-FDD....\$61CE
-BCATT1....\$61D0	-BCATT2....\$61D2	-C1.....\$6201	-C11.....\$6210
-C22.....\$622E	-EB.....\$6237	-EXBON....\$623C	-PTF....\$6272
-BRUIT1....\$629C	-BRUIT2....\$62A1	-ALL.....\$62B2	-BC1.....\$62BC
-BC2.....\$62C5	-BC3.....\$62CA	-C2.....\$62D4	-C3.....\$62E0
-C32.....\$62EC	-C4.....\$62F8	-C51.....\$630B	-C6.....\$6310
-C52.....\$6312	-NP.....\$6345	-PT.....\$6390	-PBF....\$63E4
-FIN.....\$63EE	-MUL....\$63F2	-CPS.....\$63FB	-A2.....\$6409
-A1.....\$640E	-REC....\$6421	-BONUS....\$643B	-AFF....\$6495
-BIP1....\$64D0	-BIP2....\$64D6	-APTCH....\$64E5	-BOUKL....\$64F8
-WAIT1....\$6508	-WAIT2....\$650A	-DATA....\$651A	

SOLITAIRE

DÉPLACEMENT : CODIFICATION

1	2	1
1	1	3
3	3	1
2	3	2
1	3	3
1	1	2
1	2	1
1	1	2

Ces données sont regroupées sous forme de DATA de la ligne 1 690 à la ligne 1 740.

GRILLE : CODIFICATION

Ce programme, un classique solitaire, nous a semblé intéressant en ce qui concerne la gestion des pièces. La méthode utilisée peut être appliquée à d'autres jeux où il y a prise de pièce.

Patrick GESTIN

Les chiffres figurant sur la grille correspondent à la routine de déplacement concernée :

- *** POUR LE CHIFFRE 1 : Sp concerné - 320 à 490 2 possibilités de déplacement.
- *** POUR LE CHIFFRE 2 : Sp concerné - 500 à 590 1 possibilité de déplacement.
- *** POUR LE CHIFFRE 3 : Sp concerné - 600 à 700 4 possibilités de déplacement.

```
100 LDMEM: 25856
110 HOME :
CLEAR :
DIM CS% (999), ID% (999)
120 GOSUB 1940
RESTORE :
FOR T = 1 TO 269:
    READ A:
NEXT
140 FOR T = 1 TO 33
150 READ ID%(T)
160 LET CS%(T) = - 1
170 NEXT T
180 VTAB 710:
GOSUB 950
190 VTAB 22
200 INPUT "NO DU FION A ENLEVER :" ; A
210 LET CS%(A) = 1
220 GOSUB 950
230 HOME :
VTAB 22
240 INPUT "NO DE LA CASE DE DEPART :" ; C1%
250 PRINT
260 INPUT "NO DE LA CASE D'ARRIVEE :" ; C2%
270 IF CS%(C1%) = 1 THEN
    PRINT "ERREUR, CASE DE DEPART VIDE, RECOMMENCEZ";
    GOTO 240
280 ON ID%(C1%) GOSUB 320, 500, 600
290 GOSUB 1110
300 GOSUB 950
310 GOTO 230
320 LET V = 2
```

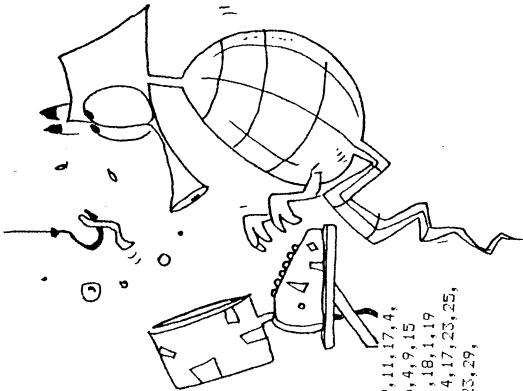
La codification de la grille s'effectue comme telle : La variable CS% (K) sera égale à - 1 si la case est occupée, à 1 si celle-ci est vide.
K étant le numéro de la case concernée.
On peut donc interpréter les lignes : 1 380, 1 390, 1 400 comme suit : CS% (BUT) = - 1 : la case d'arrivée, initialement vide, sera à la fin du coup occupée.
CS% (IN) = 1 : la case intermédiaire sera vidée.
CS% (CI%) = 1 : de même pour la case de départ.

```
1320 IF CS% = A(T) THEN
    LET BUT = A(T):
    LET IN = B(T):
    GOTO 1350
1330 NEXT
1340 PRINT "COUPS IMPOSSIBLE !!!";
    RETURN
1350 HOME :
VTAB 22
1360 IF CS%(BUT) = - 1 THEN
    PRINT "CASE D'ARRIVEE OCCUPEE !!!";
    RETURN
1370 IF CS%(IN) = 1 THEN
    PRINT "COUP IMPOSSIBLE !!!";
    RETURN
1380 LET CS%(BUT) = - 1
1390 LET CS%(IN) = 1
1400 LET CS%(CI%) = 1
1410 RETURN
1420 RESTORE :
FOR T = 1 TO 302;
```

```

330 IF CI% = 1 THEN
    LET A(1) = 3;
    LET B(1) = 2;
    LET A(2) = 9;
    LET B(2) = 4;
    GOSUB 1310
340 IF CI% = 4 THEN
    LET A(1) = 6;
    LET B(1) = 5;
    LET A(2) = 16;
    LET B(2) = 9;
    GOSUB 1310
350 IF CI% = 7 THEN
    LET A(1) = 9;
    LET B(1) = 8;
    LET A(2) = 21;
    LET B(2) = 14;
    GOSUB 1310
360 IF CI% = 8 THEN
    LET A(1) = 10;
    LET B(1) = 9;
    LET A(2) = 22;
    LET B(2) = 15;
    GOSUB 1310
370 IF CI% = 3 THEN
    LET A(1) = 1;
    LET B(1) = 2;
    LET A(2) = 11;
    LET B(2) = 6;
    GOSUB 1310
380 IF CI% = 6 THEN
    LET A(1) = 4;
    LET B(1) = 5;
    LET A(2) = 18;
    LET B(2) = 11;
    GOSUB 1310
390 IF CI% = 12 THEN
    LET A(1) = 10;
    LET B(1) = 11;
    LET A(2) = 26;
    LET B(2) = 19;
    GOSUB 1310
400 IF CI% = 13 THEN
    LET A(1) = 11;
    LET B(1) = 12;
    LET A(2) = 27;
    LET B(2) = 20;
    GOSUB 1310
410 IF CI% = 21 THEN
    LET A(1) = 7;
    LET B(1) = 14;
    LET A(2) = 23;
    LET B(2) = 22;
    GOSUB 1310
420 IF CI% = 22 THEN
    LET A(1) = 8;
    LET B(1) = 15;
    LET A(2) = 24;
    LET B(2) = 23;
    GOSUB 1310
430 IF CI% = 28 THEN
    LET A(1) = 16;
    LET B(1) = 23;
    LET A(2) = 30;
    LET B(2) = 29;
    GOSUB 1310
440 IF CI% = 31 THEN
    LET A(1) = 23;
    LET B(1) = 28;
    LET A(2) = 33;
    LET B(2) = 32;
    GOSUB 1310
450 IF CI% = 33 THEN
    LET A(1) = 25;
    LET B(1) = 30;
    LET A(2) = 31;
    LET B(2) = 32;
    GOSUB 1310
460 IF CI% = 30 THEN
    LET A(1) = 18;
    LET B(1) = 25;
    LET A(2) = 28;
    LET B(2) = 29;
    GOSUB 1310
470 IF CI% = 26 THEN
    LET A(1) = 12;
    LET B(1) = 19;
    LET A(2) = 24;
    LET B(2) = 25;
    GOSUB 1310
480 IF CI% = 27 THEN
    LET A(1) = 25;
    LET B(1) = 26;
    LET A(2) = 13;
    LET B(2) = 20;
    GOSUB 1310
490 RETURN
500 LET V = 1
510 IF CI% = 2 THEN
    LET A(1) = 10;
    LET B(1) = 5;
    GOSUB 1310
520 IF CI% = 5 THEN
    LET A(1) = 17;
    LET B(1) = 10;
    GOSUB 1310
530 IF CI% = 14 THEN
    LET A(1) = 16;
    LET B(1) = 15;
    GOSUB 1310
540 IF CI% = 15 THEN
    LET A(1) = 17;
    LET B(1) = 16;
    GOSUB 1310
550 IF CI% = 19 THEN
    LET A(1) = 17;
    LET B(1) = 18;
    GOSUB 1310
560 IF CI% = 20 THEN
    LET A(1) = 18;
    LET B(1) = 19;
    GOSUB 1310
570 IF CI% = 29 THEN
    LET A(1) = 17;
    LET B(1) = 24;
    GOSUB 1310
580 IF CI% = 32 THEN
    LET A(1) = 24;
    LET B(1) = 29;
    GOSUB 1310
590 RETURN
600 LET V = 4
610 IF CI% = 9 THEN
    LET A(1) = 1;
    LET B(1) = 4;
    LET A(2) = 23;
    LET B(2) = 16;
    LET A(3) = 7;
    LET B(3) = 8;
    LET A(4) = 11;
    LET B(4) = 10;
    GOSUB 1310
620 IF CI% = 10 THEN
    LET A(1) = 2;
    LET B(1) = 5;
    LET A(2) = 24;
    LET B(2) = 17;
    LET A(3) = 8;
    LET B(3) = 9;
    LET A(4) = 12;
    LET B(4) = 11;
    GOSUB 1310
630 IF CI% = 11 THEN
    LET A(1) = 3;
    LET B(1) = 6;
    LET A(2) = 25;
    LET B(2) = 18;
    LET A(3) = 9;
    LET B(3) = 10;
    LET A(4) = 13;
    LET B(4) = 12;
    GOSUB 1310
640 IF CI% = 16 THEN
    LET A(1) = 4;
    LET B(1) = 9;
    LET A(2) = 28;
    LET B(2) = 23;
    LET A(3) = 14;
    LET B(3) = 15;
    LET A(4) = 18;
    LET B(4) = 17;
    GOSUB 1310
650 IF CI% = 17 THEN
    LET A(1) = 5;
    LET B(1) = 10;
    LET A(2) = 29;
    LET B(2) = 23;24
    LET A(3) = 15;
    LET B(3) = 16;
    LET A(4) = 19;
    LET B(4) = 18;
    GOSUB 1310
660 IF CI% = 18 THEN
    LET A(1) = 6;
    LET B(1) = 11;
    LET A(2) = 30;25
    LET B(2) = 24;26
    LET A(3) = 16;
    LET B(3) = 17;

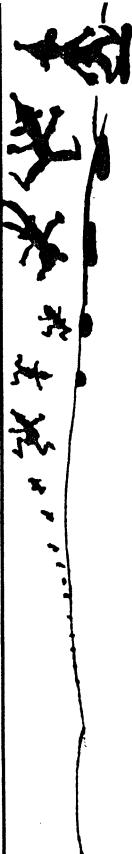
```



```

880      IF F2% = 2 THEN          1940   HOME
881          LET AY% = AY% + 1    1950   PRINT " ***SOLITAIRE***"
882          IF F2% = 3 THEN          1960   PRINT :
883              LET AY% = AY% - 1    1970   HTAB 5
884              DRAW F2% AT AX% + 2,AY%
885          LET AY% = TR%
886      NEXT V
887      NEXT T
888      RETURN
889      RESTORE :
890      FOR T = 1 TO 109;
891          READ A;
892          LET LECT% = 1
893          FOR T = 1 TO 7
894              READ AY%
895              READ NB%;
896              READ V = 1 TO NB%.
897              READ AX%
898              LET FO = (CS% (LECT%) = - 1)
899              * 11 + (CS% (LECT%) < >) * 12
900              HCOLOR= 0
901              DRAW 13 AT AX%,AY%
902              HCOLOR= 3
903              DRAW FO AT AX%,AY%
904              LET LECT% = LECT% + 1
905      NEXT V
906      NEXT T
907      RETURN
908      RESTORE
909      FOR T = 1 TO 33
910          READ C
911          FOR V = 1 TO C
912              READ D(V)
913          NEXT V
914          IF CS% (T) = 1 THEN
915              FOR V = 1 TO C
916                  IF CS% (D(V)) < > 1 THEN
917                      LET I = 1 + 1
918                      RETURN
919      NEXT V
920      NEXT T
921      FOR T = 1 TO 33
922          IF CS% (T) = - 1 THEN
923              LET I = 1 + 1
924              PRINT "IL RESTE : ";I;" PIONS";
925          PRINT ;
926          PRINT "DEZIREZ-VOUS REJOUER ?";A$;
927          IF A$ = "O" OR A$ = "OUI" THEN
928              GOSUB 950
929              VTAB 22;
930          END IF
931          HOME ;
932          VTAB 22;
933          FOR T = 1 TO V
934              READ A;
935              READ V = 1 TO NB%.
936              READ AX%
937              LET FO = (CS% (LECT%) = - 1)
938              * 11 + (CS% (LECT%) < >) * 12
939              HCOLOR= 0
940              DRAW 13 AT AX%,AY%
941              HCOLOR= 3
942              DRAW FO AT AX%,AY%
943              LET LECT% = LECT% + 1
944      NEXT V
945      NEXT T
946      RESTORE :
947      FOR T = 1 TO 7
948          READ AY%
949          READ NB%;
950          READ V = 1 TO NB%.
951          READ AX%
952          LET FO = (CS% (LECT%) = - 1)
953          * 11 + (CS% (LECT%) < >) * 12
954          HCOLOR= 0
955          DRAW 13 AT AX%,AY%
956          HCOLOR= 3
957          DRAW FO AT AX%,AY%
958          LET LECT% = LECT% + 1
959      NEXT V
960      NEXT T
961      RESTORE
962      FOR T = 1 TO 7
963          READ AY%
964          READ NB%;
965          READ V = 1 TO NB%.
966          READ AX%
967          LET FO = (CS% (LECT%) = - 1)
968          * 11 + (CS% (LECT%) < >) * 12
969          HCOLOR= 0
970          DRAW 13 AT AX%,AY%
971          HCOLOR= 3
972          DRAW FO AT AX%,AY%
973          LET LECT% = LECT% + 1
974      NEXT V
975      NEXT T
976      RESTORE
977      FOR T = 1 TO 7
978          READ AY%
979          READ NB%;
980          READ V = 1 TO NB%.
981          READ AX%
982          LET FO = (CS% (LECT%) = - 1)
983          * 11 + (CS% (LECT%) < >) * 12
984          HCOLOR= 0
985          DRAW 13 AT AX%,AY%
986          HCOLOR= 3
987          DRAW FO AT AX%,AY%
988          LET LECT% = LECT% + 1
989      NEXT V
990      NEXT T
991      RESTORE
992      FOR T = 1 TO 7
993          READ AY%
994          READ NB%;
995          READ V = 1 TO NB%.
996          READ AX%
997          LET FO = (CS% (LECT%) = - 1)
998          * 11 + (CS% (LECT%) < >) * 12
999          HCOLOR= 0
1000         DRAW 13 AT AX%,AY%
1001         HCOLOR= 3
1002         DRAW FO AT AX%,AY%
1003         LET LECT% = LECT% + 1
1004     NEXT V
1005     NEXT T
1006     RESTORE
1007     FOR T = 1 TO 33
1008         READ C
1009         FOR V = 1 TO C
1010             READ D(V)
1011         NEXT V
1012         IF CS% (T) = 1 THEN
1013             FOR V = 1 TO C
1014                 IF CS% (D(V)) < > 1 THEN
1015                     LET I = 1 + 1
1016                     RETURN
1017             NEXT V
1018             IF CS% (T) = 1 THEN
1019                 FOR V = 1 TO C
1020                     IF CS% (D(V)) < > 1 THEN
1021                         LET I = 1 + 1
1022                         RETURN
1023             NEXT V
1024             IF CS% (T) = - 1 THEN
1025                 LET I = 1 + 1
1026                 PRINT "IL RESTE : ";I;" PIONS";
1027             PRINT ;
1028             PRINT "DEZIREZ-VOUS REJOUER ?";A$;
1029             IF A$ = "O" OR A$ = "OUI" THEN
1030                 GOSUB 950
1031                 VTAB 22;
1032             END IF
1033             HOME ;
1034             VTAB 22;
1035             FOR T = 1 TO V
1036                 READ A;
1037                 READ V = 1 TO NB%.
1038                 READ AX%
1039                 LET FO = (CS% (LECT%) = - 1)
1040                 * 11 + (CS% (LECT%) < >) * 12
1041                 HCOLOR= 0
1042                 DRAW 13 AT AX%,AY%
1043                 HCOLOR= 3
1044                 DRAW FO AT AX%,AY%
1045                 LET LECT% = LECT% + 1
1046             NEXT V
1047             NEXT T
1048             RESTORE
1049             FOR T = 1 TO 7
1050                 READ AY%
1051                 READ NB%;
1052                 READ V = 1 TO NB%.
1053                 READ AX%
1054                 LET FO = (CS% (LECT%) = - 1)
1055                 * 11 + (CS% (LECT%) < >) * 12
1056                 HCOLOR= 0
1057                 DRAW 13 AT AX%,AY%
1058                 HCOLOR= 3
1059                 DRAW FO AT AX%,AY%
1060                 LET LECT% = LECT% + 1
1061             NEXT V
1062             NEXT T
1063             RESTORE
1064             FOR T = 1 TO 7
1065                 READ AY%
1066                 READ NB%;
1067                 READ V = 1 TO NB%.
1068                 READ AX%
1069                 LET FO = (CS% (LECT%) = - 1)
1070                 * 11 + (CS% (LECT%) < >) * 12
1071                 HCOLOR= 0
1072                 DRAW 13 AT AX%,AY%
1073                 HCOLOR= 3
1074                 DRAW FO AT AX%,AY%
1075                 LET LECT% = LECT% + 1
1076             NEXT V
1077             NEXT T
1078             RESTORE
1079             FOR T = 1 TO 7
1080                 READ AY%
1081                 READ NB%;
1082                 READ V = 1 TO NB%.
1083                 READ AX%
1084                 LET FO = (CS% (LECT%) = - 1)
1085                 * 11 + (CS% (LECT%) < >) * 12
1086                 HCOLOR= 0
1087                 DRAW 13 AT AX%,AY%
1088                 HCOLOR= 3
1089                 DRAW FO AT AX%,AY%
1090                 LET LECT% = LECT% + 1
1091             NEXT V
1092             NEXT T
1093             RESTORE
1094             FOR T = 1 TO 7
1095                 READ AY%
1096                 READ NB%;
1097                 READ V = 1 TO NB%.
1098                 READ AX%
1099                 LET FO = (CS% (LECT%) = - 1)
1100                 * 11 + (CS% (LECT%) < >) * 12
1101                 HCOLOR= 0
1102                 DRAW 13 AT AX%,AY%
1103                 HCOLOR= 3
1104                 DRAW FO AT AX%,AY%
1105                 LET LECT% = LECT% + 1
1106             NEXT V
1107             NEXT T
1108             RESTORE
1109             FOR T = 1 TO 33
1110                 READ C
1111                 FOR V = 1 TO C
1112                     READ D(V)
1113                 NEXT V
1114                 IF CS% (T) = 1 THEN
1115                     FOR V = 1 TO C
1116                         IF CS% (D(V)) < > 1 THEN
1117                             LET I = 1 + 1
1118                             RETURN
1119             NEXT V
1120             NEXT T
1121             RESTORE
1122             FOR T = 1 TO 33
1123                 READ C
1124                 FOR V = 1 TO C
1125                     IF CS% (T) = - 1 THEN
1126                         LET I = 1 + 1
1127                         RETURN
1128             NEXT V
1129             NEXT T
1130             RESTORE
1131             FOR T = 1 TO 33
1132                 READ C
1133                 FOR V = 1 TO C
1134                     READ D(V)
1135                 NEXT V
1136                 IF CS% (T) = 1 THEN
1137                     FOR V = 1 TO C
1138                         IF CS% (D(V)) < > 1 THEN
1139                             LET I = 1 + 1
1140                             RETURN
1141             NEXT V
1142             NEXT T
1143             RESTORE
1144             FOR T = 1 TO 33
1145                 READ C
1146                 FOR V = 1 TO C
1147                     READ D(V)
1148                 NEXT V
1149                 IF CS% (T) = 1 THEN
1150                     FOR V = 1 TO C
1151                         IF CS% (D(V)) < > 1 THEN
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1154             NEXT V
1155             NEXT T
1156             RESTORE
1157             FOR T = 1 TO 33
1158                 READ C
1159                 FOR V = 1 TO C
1160                     READ D(V)
1161                 NEXT V
1162                 IF CS% (T) = 1 THEN
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1166                             RETURN
1167             NEXT V
1168             NEXT T
1169             RESTORE
1170             FOR T = 1 TO 33
1171                 READ C
1172                 FOR V = 1 TO C
1173                     READ D(V)
1174                 NEXT V
1175                 IF CS% (T) = 1 THEN
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1177                         IF CS% (D(V)) < > 1 THEN
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1180             NEXT V
1181             NEXT T
1182             RESTORE
1183             FOR T = 1 TO 33
1184                 READ C
1185                 FOR V = 1 TO C
1186                     READ D(V)
1187                 NEXT V
1188                 IF CS% (T) = 1 THEN
1189                     FOR V = 1 TO C
1190                         IF CS% (D(V)) < > 1 THEN
1191                             LET I = 1 + 1
1192                             RETURN
1193             NEXT V
1194             NEXT T
1195             RESTORE
1196             FOR T = 1 TO 33
1197                 READ C
1198                 FOR V = 1 TO C
1199                     READ D(V)
1200                 NEXT V
1201                 IF CS% (T) = 1 THEN
1202                     FOR V = 1 TO C
1203                         IF CS% (D(V)) < > 1 THEN
1204                             LET I = 1 + 1
1205                             RETURN
1206             NEXT V
1207             NEXT T
1208             RESTORE
1209             FOR T = 1 TO 33
1210                 READ C
1211                 FOR V = 1 TO C
1212                     READ D(V)
1213                 NEXT V
1214                 IF CS% (T) = 1 THEN
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1216                         IF CS% (D(V)) < > 1 THEN
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1218                             RETURN
1219             NEXT V
1220             NEXT T
1221             RESTORE
1222             FOR T = 1 TO 33
1223                 READ C
1224                 FOR V = 1 TO C
1225                     READ D(V)
1226                 NEXT V
1227                 IF CS% (T) = 1 THEN
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1229                         IF CS% (D(V)) < > 1 THEN
1230                             LET I = 1 + 1
1231                             RETURN
1232             NEXT V
1233             NEXT T
1234             RESTORE
1235             FOR T = 1 TO 33
1236                 READ C
1237                 FOR V = 1 TO C
1238                     READ D(V)
1239                 NEXT V
1240                 IF CS% (T) = 1 THEN
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1245             NEXT V
1246             NEXT T
1247             RESTORE
1248             FOR T = 1 TO 33
1249                 READ C
1250                 FOR V = 1 TO C
1251                     READ D(V)
1252                 NEXT V
1253                 IF CS% (T) = 1 THEN
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1258             NEXT V
1259             NEXT T
1260             RESTORE
1261             FOR T = 1 TO 33
1262                 READ C
1263                 FOR V = 1 TO C
1264                     READ D(V)
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1275                 READ C
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1287             FOR T = 1 TO 33
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1297             NEXT V
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1300             FOR T = 1 TO 33
1301                 READ C
1302                 FOR V = 1 TO C
1303                     READ D(V)
1304                 NEXT V
1305                 IF CS% (T) = 1 THEN
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1307                         IF CS% (D(V)) < > 1 THEN
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1310             NEXT V
1311             NEXT T
1312             RESTORE
1313             FOR T = 1 TO 33
1314                 READ C
1315                 FOR V = 1 TO C
1316                     READ D(V)
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1325             RESTORE
1326             FOR T = 1 TO 33
1327                 READ C
1328                 FOR V = 1 TO C
1329                     READ D(V)
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1337             NEXT T
1338             RESTORE
1339             FOR T = 1 TO 33
1340                 READ C
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1351             RESTORE
1352             FOR T = 1 TO 33
1353                 READ C
1354                 FOR V = 1 TO C
1355                     READ D(V)
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1357                 IF CS% (T) = 1 THEN
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1363             NEXT T
1364             RESTORE
1365             FOR T = 1 TO 33
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1367                 FOR V = 1 TO C
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1391             FOR T = 1 TO 33
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1401             NEXT V
1402             NEXT T
1403             RESTORE
1404             FOR T = 1 TO 33
1405                 READ C
1406                 FOR V = 1 TO C
1407                     READ D(V)
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1409                 IF CS% (T) = 1 THEN
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1413                             RETURN
1414             NEXT V
1415             NEXT T
1416             RESTORE
1417             FOR T = 1 TO 33
1418                 READ C
1419                 FOR V = 1 TO C
1420                     READ D(V)
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1422                 IF CS% (T) = 1 THEN
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1429             RESTORE
1430             FOR T = 1 TO 33
1431                 READ C
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1442             RESTORE
1443             FOR T = 1 TO 33
1444                 READ C
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1454             NEXT T
1455             RESTORE
1456             FOR T = 1 TO 33
1457                 READ C
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1459                     READ D(V)
1460                 NEXT V
1461                 IF CS% (T) = 1 THEN
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1468             RESTORE
1469             FOR T = 1 TO 33
1470                 READ C
1471                 FOR V = 1 TO C
1472                     READ D(V)
1473                 NEXT V
1474                 IF CS% (T) = 1 THEN
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1476                         IF CS% (D(V)) < > 1 THEN
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1479             NEXT V
1480             NEXT T
1481             RESTORE
1482             FOR T = 1 TO 33
1483                 READ C
1484                 FOR V = 1 TO C
1485                     READ D(V)
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1491                             RETURN
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1493             NEXT T
1494             RESTORE
1495             FOR T = 1 TO 33
1496                 READ C
1497                 FOR V = 1 TO C
1498                     READ D(V)
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1500                 IF CS% (T) = 1 THEN
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1504                             RETURN
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1507             RESTORE
1508             FOR T = 1 TO 33
1509                 READ C
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1511                     READ D(V)
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1513                 IF CS% (T) = 1 THEN
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1520             RESTORE
1521             FOR T = 1 TO 33
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1534             FOR T = 1 TO 33
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1547             FOR T = 1 TO 33
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1597             NEXT T
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1599             FOR T = 1 TO 33
1600                 READ C
1601                 FOR V = 1 TO C
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1610             NEXT T
1611             RESTORE
1612             FOR T = 1 TO 33
1613                 READ C
1614                 FOR V = 1 TO C
1615                     READ D(V)
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1704                 READ C
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1820             FOR T = 1 TO 33
1821                 READ C
1822                 FOR V = 1 TO C
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1825                 IF CS% (T) = 1 THEN
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1829                             RETURN
1830             NEXT V
1831             NEXT T
1832             RESTORE
1833             FOR T = 1 TO 33
1834                 READ C
1835                 FOR V = 1 TO C
1836                     READ D(V)
1
```

SPRITES



Pour l'agrément de vos programmes, permettez à de sympathiques lutins d'envahir votre APPLE.

David DENAUX

Mode d'emploi:

Le programme SPRITE.OBJ0: Son but est de permettre la construction de vrais sprites qui se superposent au fond sans le modifier. 128 sprites de matrice 8x8 peuvent être ainsi créés. On les définit avec l'instruction : & DEF < n° de sprite>.arg1,arg2,... où le n° du sprite est une valeur de 0 à 127 et .arg1,...argn, des valeurs de 0 à 255. Comme le sprite est une superposition de 8 octets, chaque arg correspond à 1 octet (arg1 étant l'octet du haut) et chaque bit de l'octet correspondant à un point allumé de l'écran (en tenant compte du fait que l'image obtenue est inversée, le bit le plus à gauche correspondant au point le plus à droite et réciproquement...). Si on donne plus de 8 arguments, les octets suivants seront attribués au sprite suivant; un argument vide ne modifie pas le contenu de l'octet.
L'instruction & DATA spr,oct,val (.oct2,val2,...) place la valeur val dans l'octet situé en oct position du sprite n° spr.
L'instruction & DRAW spr AT x,y dessine le sprite correspondant aux coordonnées x et y.
L'instruction & XDRAW spr efface le sprite correspondant.
L'instruction & READ spr, x, y place dans x et y les coordonnées du sprite spr.
L'instruction & POP spr1,spr2,A teste s'il y a collision entre les sprites spr1 et spr2; si oui A = 1 sinon A = 0.

Une option permet de regrouper 4 sprites pour en former un autre de matrice 16x16 : & DRAW G,spr1,spr2,spr3,spr4 AT x,y tracer en x,y les 4 sprites comme suit :

spr1
spr2
spr3
spr4

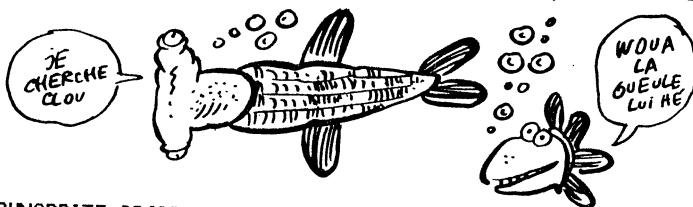
& XDRAW G,spr1,spr2,spr3,spr4 fonctionne comme & XDRAW spr. & POP Gspr1,spr1,A ou & POP spr,gspr1 fonctionnent comme & POP spr1,spr2,A. Il suffit de faire suivre G du premier sprite (spr1) du groupe. Et ce n'est pas tout ! ... Pour le même prix, vous disposez d'un éditeur de sprite dont le listing correspond au programme Basic CREASPRITE, qui vous permet de créer une table de sprites utilisables dans vos programmes, avec les instructions décrties ci-dessus. Ce programme vous permet de créer des sprites 8x8 ou 16x16. Pour l'utiliser, sachez que < RETURN > fait monter le curseur, "/" le fait descendre, les flèches <- et -> permettent un déplacement latéral, "E" efface le point situé sous le curseur et "T" le trace. "H" permet de visualiser le sprite en colonne paire et en colonne impaire. Pour entrer le programme Basic CREASPRITE, rien à signaler. Si vous avez un assembleur, entrez le programme SPRITE: si vous n'en avez pas, entrez dans le moniteur par CALL-151, entrez le programme SPRITE.OBJ0 en commençant par 8360: A0 02 B9 ... et sauvez-le par BSAVE SPRITE.OBJ0.A\$ 8360 LS 4A0, puis vérifiez-le avec HEXCHECK. Un dernier conseil, comme SPRITE.OBJ0 réinitialise HIMEM, il est nécessaire de l'activer au début de vos programmes Basic par un BRUN SPRITE.OBJ0.

LISTING 1

```

5 FOR A = 768 TO 772: READ B: POKE A,B: NEXT : DATA 160,0,76,20,132: REM LDY
E$00,JMP BYTETS
10 REM ****
11 REM *CREATION*
12 REM * DE *
13 REM * SPRITES *
14 REM * (C) 1985*
15 REM * DAVID *
16 REM * DENAUX *
17 REM ****
18 PRINT CHR$(4)"BRUNSPRITE.OBJ0":D0$ = CHR$(13) + CHR$(4)
19 DIM NO(4),TB(15,15),BY(7)
20 TEXT : HOME : INVERSE : PRINT SPC(200): UTAB 3: HTAB 10: NORMAL : PRINT *
CREASPRITE": UTAB 10: PRINT "FAITES VOTRE CHOIX": PRINT : PRINT
25 A$ = " " : PRINT A$"E)DITER LA TABLE": PRINT A$"L)IRE UNE TABLE DU DISQUE
*: PRINT A$"S)AUVEGARDER LA TABLE SUR LE DISQUE"
26 PRINT A$"D)ESSINER DES SPRITES DE LA TABLE"
29 PRINT A$"F)IN"
30 PRINT : PRINT : PRINT : PRINT "----> ";: GET RE$: ON RE$ = "E" GOTO 2000: ON
RE$ = "L" GOTO 3000: ON RE$ = "S" GOTO 3100
32 ON RE$ = "D" GOTO 3200
39 IF RE$ < > "F" THEN PRINT PRINT CHR$(7): GOTO 20
40 TEXT : HOME : END
1000 REM *** CODAGE DONNEES ***
1005 UTAB 23: PRINT "UN INSTANT S.V.P... "
1010 NS = 4: IF PT = 8 THEN NS = 1
1020 FOR B = 1 TO NS:X1 = 0:Y1 = 0: IF B = 2 THEN X1 = 8
1021 IF B = 3 THEN X1 = 8:Y1 = 8
1022 IF B = 4 THEN Y1 = 8
1025 FOR C = 0 TO 7:BY(C) = 0: NEXT : FOR Y = Y1 TO Y1 + 7: FOR X = X1 TO X1 +
7:BY(Y - Y1) = BY(Y - Y1) + TB(X,Y) * 2 ^ (X - X1): NEXT
1030 G = NO(B):H = (Y - Y1):I = BY(H): & DATA G,H,I: NEXT : NEXT : HOME : RE
TURN
1500 REM *** DECODAGE DONNEES ***
1506 IF PT = 8 THEN POKE 204,NO(1): GOSUB 1900:Z = 1: GOTO 1550
1510 FOR Z = 1 TO 4: POKE 204,NO(Z): GOSUB 1900: GOSUB 1550: NEXT : RETURN
1550 X1 = 0:Y1 = 0: IF Z = 2 OR Z = 3 THEN X1 = 8
1551 IF Z = 3 OR Z = 4 THEN Y1 = 8
1560 FOR B = 0 TO 7:A$ = ":"D = BY(B): FOR C = 7 TO 0 STEP - 1: IF D > (2 ^ C
- 1) THEN A$ = A$ + "1":D = D - 2 ^ C: GOTO 1565
1562 A$ = A$ + "0"
1565 NEXT : FOR C = 0 TO 7: UTAB 2 + Y1 + B: HTAB 12 + X1 + C: IF MID$(A$,8
- C,1) = "0" THEN NORMAL : PRINT ":";TB(X1 + C,Y1 + B) = 0: GOTO 1570
1567 INVERSE : PRINT ":";TB(X1 + C,Y1 + B) = 1
1570 NEXT : NORMAL : NEXT : RETURN
1900 CALL 768
1910 FOR A = 0 TO 7:BY(A) = PEEK (PEEK (254) + PEEK (255) * 256 + A): NEXT
1911 RETURN
2000 REM *** EDITION ***
2005 HOME : UTAB 1: HTAB 11: INVERSE : PRINT SPC(18): FOR A = 2 TO 17: HTAB

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11: VTAB A: INVERSE : PRINT " ";: NORMAL : PRINT SPC( 16);: INVERSE : PRINT " "
: NEXT : VTAB 18: HTAB 11: PRINT SPC( 18);: NORMAL
2006 POKE 34,20: HTAB 1
2010 VTAB 21: INPUT "8 OU 16 POINTS ? ";RE$;PT = VAL (RE$): ON PT < > 8 AND
PT < > 16 GOTO 2010: IF PT = 8 THEN INPUT "NO DE LA SPRITE ? ";NO(1): VTAB 10:
HTAB 12: INVERSE : PRINT SPC( 8): FOR A = 2 TO 10: HTAB 20: VTAB A: PRINT " "
NEXT : GOTO 2025
2020 NORMAL : FOR A = 1 TO 4: PRINT "NO DE LA SPRITE "A;: INPUT " ? ";NO(A): N
EXT
2025 NORMAL : GOSUB 1500
2030 HOME : VTAB 20: PRINT "H)IRES T)RACE E)FFACE F)IN.EDIT":CX = 0:CY = 0
2035 MG = 15: IF PT = 8 THEN MG = 7: GOTO 2050
2050 FOR CP = 0 TO 2 STEP 0:A = 0: IF PEEK (- 16384) < 128 THEN NEXT
2055 POKE 34,20: VTAB 20: PRINT "H)IRES T)RACE E)FFACE F)IN.EDIT"
2059 A = PEEK (- 16384) - 128: POKE - 16368,0: IF TB(CX,CY) = 1 THEN VTAB C
Y + 2: HTAB CX + 12: INVERSE : PRINT " ": NORMAL
2060 IF TB(CX,CY) = 0 THEN VTAB CY + 2: HTAB CX + 12: NORMAL : PRINT " "
2061 IF A = 13 THEN CY = CY - 1
2062 IF A = 8 THEN CX = CX - 1
2064 IF A = 21 THEN CX = CX + 1
2066 IF A = 47 THEN CY = CY + 1
2068 IF CX < 0 THEN CX = MG
2069 IF CX > MG THEN CX = 0
2070 IF CY < 0 THEN CY = MG
2071 IF CY > MG THEN CY = 0
2075 VTAB CY + 2: HTAB CX + 12: FLASH : PRINT " ": NORMAL
2080 IF A < > 72 THEN 2090
2081 HGR : GOSUB 1000: IF PT = 8 THEN & DRAW NO(1) AT 139,79: & DRAW NO(1)
AT 100,100: GOTO 2085
2082 & DRAW G,NO(1),NO(2),NO(3),NO(4) AT 139,79: & DRAW G,NO(1),NO(2),NO(3),
NO(4) AT 100,100
2085 VTAB 22: INPUT "APPUYEZ SUR RETURN : ";RE$: HOME : TEXT : NEXT
2090 IF A = 84 THEN TB(CX,CY) = 1: HTAB CX + 12: VTAB CY + 2: INVERSE : PRINT
" ": NORMAL : NEXT
2100 IF A = 69 THEN TB(CX,CY) = 0: HTAB CX + 12: VTAB CY + 2: NORMAL : PRINT
" ": NEXT
2110 IF A = 70 THEN GOSUB 1000:CP = 2: NEXT : TEXT : GOTO 20
2500 NEXT
2999 END
3000 REM *** LECTURE ***
3010 HOME : INPUT "NOM DE LA TABLE : ";NM$
3030 PRINT DO$"BLOAD"NM$,A$8800"
3040 GOTO 20
3100 REM *** SAUVEGARDE ***
3110 HOME : INPUT "NOM DE LA TABLE : ";NM$: PRINT DO$"BSAVE"NM$,A$8800,L$E00"
: GOTO 20
3200 HGR : HOME : VTAB 22: INPUT "8 OU 16 PTS ? ";PT:NO = 1: IF PT = 16 THEN N
O = 4
3205 FOR A = 1 TO NO: PRINT "SPRITE NO."A" ? ";: INPUT " ";NO(A): NEXT : IF NO
= 1 THEN & DRAW NO(1) AT 139,79: & DRAW NO(1) AT 100,100: GOTO 3220
3210 & DRAW G,NO(1),NO(2),NO(3),NO(4) AT 139,79: & DRAW G,NO(1),NO(2),NO(3),
NO(4) AT 100,100
3220 INPUT "UNE AUTRE SPRITE (O/N) ? ";RE$: ON RE$ = "0" GOTO 3200: ON RE$ = "
N" GOTO 20: GOTO 3220

```


STA YARR	JSR SPRINP	JSR CHRGET	BPL UN
JSR XDRAWPR2	LOOPDT JSR CHKCOM	LDA £\$0F	JMP ZERO
LDA TEMP+3	JSR GETBYT	STA LARG2	COIN3 EQU *
STA \$CE	CXP £\$08	JSR SPRINP	LDA XARR
LDA XARR	BCC OK	JMP ST2PP	CLC
CLC	JMP ILQTYER	NORM2 LDA £\$07	ADC LARG1
SBC £\$07	OK TXA	STA LARG2	STA XARR
STA XARR	TAY	JSR SPRINP	BCC OKADAR2
BCS SUBXD	JSR BYTETS	ST2PP JSR FNDBYT	INC XARR+1
DEC XARR+1	JSR CHKCOM	JSR INVPOS	OKADAR2 LDA YARR
SUBXD JMP XDRAWPR2	JSR GETBYT	JSR CHKCOM	CLC
READPR EQU *	TXA	LDA YARR	ADC LARG1
*	LDY \$FD	CMP \$E2	STA YARR
* SYNTAXE:	STA (\$FE),Y	BCC COIN3	CMP \$E2
* &READ SPR,X,Y	JSR CHRGOT	LDA \$E2	BCC ZERO
* X,Y VAR.REELLES	CMP £',	CLC	LDY XARR+1
*	BEQ LOOPDT	ADC LARG2	LDX XARR
JSR SPRINP	RTS	CMP YARR	JSR DBYTCP
JSR CHKCOM	POPPR EQU *	BCS SUITEP1	BMI ZERO
JSR FNDADR	*	JMP ZERO	BEQ UN
LDY £\$00	*&POP SPR1,SPR2,A	SUITEP1 EQU *	JSR ADDF
LDA (\$FE),Y	*SI UNE OU LES DEUX	LDY XARR+1	LDY XARR+1
PHA	*SPRITES SONT 16*16,	LDX XARR	LDX XARR
INY	*ALORS METTRE EN AR-	JSR DBYTCP	JSR DBYTCP
LDA (\$FE),Y	*GUMENT G,PUIS LA 1ERE	BNE SUITEP2	BMI UN
TAX	*SPRITE DU GROUPE :	JMP UN	BEQ UN
PLA	*&POP GO,1,A	SUITEP2 EQU *	* COIN4
TAY	*&POP 0,G1,A	BMI COIN2	LDA XARR
TXA	*&POP GO,G1,A	JSR ADDF	SEC
JSR GIVAYF	*	LDY XARR+1	SBC LARG1
JSR PTRGET	JSR CHRGOT	LDX XARR	STA XARR
TAX	CMP £'G'	JSR DBYTCP	BCS OKSBAR1
JSR MOUMF	BNE NORM1	BNE SUITEP3	DEC XARR+1
JSR CHKCOM	JSR CHRGET	JMP UN	OKSBAR1 LDY XARR+1
LDY £\$02	LDA £\$0F	SUITEP3 BPL SUITEP4	LDX XARR
LDA (\$FE),Y	STA LARG1	JMP UN	JSR DBYTCP
TAY	JSR SPRINP	SUITEP4 EQU *	BMI UN
JSR SNGFLT	JMP ST1PP	JMP ZERO	BEQ UN
JSR PTRGET	NORM1 LDA £\$07	COIN2 LDA XARR	ZERO LDY £\$00
TAX	STA LARG1	CLC	BEQ FINPP
JMP MOUMF	JSR SPRINP	ADC LARG1	UN LDY £\$01
DATAPR EQU *	ST1PP JSR FNDBYT	STA XARR	FINPP JSR SNGFLT
*	JSR INVPOS2	BCC OKADAR1	JSR PTRGET
* &DATA SPR,	JSR CHKCOM	INC XARR+1	TAX
* N1,B1(,N2,B2,N3,B3...)	JSR CHRGOT	OKADAR1 LDY XARR+1	JSR MOUMF
* N1:N0.OCTET (0-7)	CMP £'G'	LDX XARR	RTS
* B1:VALEUR OCTET	BNE NORM2	JSR DBYTCP	
*			

LISTING 2"

PROGRAMME --> SPRITE.OBJ0
*8360.8800

8360-	A0 02 B9 74 83 99 F5 03	8450-	2A 18 69 94 85 FF A5 CE	85B0-	20 99 84 AD 10 84 85 CE
8368-	88 10 F7 A9 83 85 74 A9	8458-	29 3F 0A 0A 85 FE 60 20	85B8-	AD 0D 84 18 E9 07 8D 0D
8370-	77 85 73 60 4C 77 83 20	8460-	49 84 A0 00 B1 FE AA C8	85C0-	84 B0 03 CE 0E 84 20 F2
8378-	B7 00 85 CE 20 B1 00 A5	8468-	B1 FE 85 EF CB B1 FE A4	85C8-	83 4C 99 84 20 49 84 A0
8380-	CE C9 83 F0 20 C9 B8 F0	8470-	EF 60 20 B0 83 A0 FF 84	85D0-	00 B1 FE 8D 0D 84 C8 B1
8388-	13 C9 94 F0 12 C9 95 F0	8478-	07 20 BE DE E6 07 20 B7	85D8-	FE 8D 0E 84 C8 B1 FE 8D
8390-	11 C9 A1 F0 13 C9 87 F0	8480-	00 C9 2C F0 F4 20 F8 E6	85E0-	0F 84 A9 00 85 07 A4 07
8398-	12 4C C9 DE 4C 72 84 4C	8488-	A4 07 20 14 84 8A 91 FE	85E8-	20 33 84 20 F2 83 20 11
83A0-	44 85 4C 16 86 4C B9 86	8490-	20 B7 00 F0 03 4C 79 84	85F0-	F4 A4 FD B1 FE A4 E5 91
83A8-	4C E1 86 4C 88 86 00 00	8498-	60 20 FC 83 20 03 84 20	85F8-	26 E6 E5 E6 07 A4 07 20
83B0-	20 F8 E6 E0 80 10 03 86	84A0-	49 84 A0 02 B9 E0 00 91	8600-	33 84 A4 FD B1 FE A4 E5
83B8-	CE 60 4C 99 E1 C4 E1 D0	84A8-	FE 88 10 F8 A0 00 84 07	8608-	91 26 E6 07 EE 0F 84 A5
83C0-	07 E4 E0 D0 03 A9 00 60	84B0-	A4 07 20 33 84 20 E5 83	8610-	07 C9 10 30 D1 60 20 B7
83C8-	C4 E1 90 09 D0 04 E4 E0	84B8-	A4 E5 B1 26 A4 FD 91 FE	8618-	00 C9 47 F0 06 20 B0 83
83D0-	90 03 A9 01 60 A9 FF 60	84C0-	E6 E5 E6 07 A4 07 20 33	8620-	4C CC 85 20 B1 00 A9 03
83D8-	AD AF 83 18 65 E0 85 E0	84C8-	84 A4 E5 B1 26 A4 FD 91	8628-	85 07 20 BE DE 20 B0 83
83E0-	90 02 E6 E1 60 20 EB 83	84D0-	FE E6 07 E6 E2 A5 07 C9	8630-	8A A4 07 99 10 84 C6 07
83E8-	4C 11 F4 A5 E2 A4 E1 A6	84D8-	10 30 D5 A9 00 85 EB A9	8638-	10 F0 AD 10 84 85 CE AD
83F0-	E0 60 AD 0F 84 AC 0E 84	84E0-	01 85 EC AD OF 84 85 ED	8640-	0F 84 18 69 08 8D 0F 84
83F8-	AE 0D 84 60 85 E2 84 E1	84E8-	AD 0D 84 85 EE AD 0E 84	8648-	20 CC 85 AD 11 84 85 CE
8400-	86 E0 60 8D 0F 84 8C 0E	84F0-	85 EF A4 EB 20 14 84 A5	8650-	AD 0D 84 18 69 07 90 03
8408-	84 8E 0D 84 60 A5 A0 A0	84F8-	ED A4 EF A6 EE 20 11 F4	8658-	EE 0E 84 8D 0D 84 20 CC
8410-	A0 E0 C5 A0 A5 CE 29 60	8400-	A4 FD B1 FE 25 EC D0 0F	8660-	85 AD 12 84 85 CE AD 0F
8418-	18 4A 4A 4A 4A 4A 18 69	8408-	85 08 A5 30 09 80 49 FF A4 E5	8668-	84 18 E9 08 8D 0F 84 20
8420-	88 85 FF A5 CE 29 1F 0A	8410-	80 02 C6 EF E6 EE D0 02	8670-	CC 85 AD 13 84 85 CE AD
8428-	0A 85 FE 84 FD B1 FE	8418-	85 38 E6 EF A5 EB C9 08 F0 03	8678-	0D 84 18 E9 07 8D 0D 84
8430-	85 FC 60 A5 CE 29 70 18	8420-	85 40 4C F2 84 60 20 87 00 C9	8680-	B0 03 CE 0E 84 4C CC 85
8438-	4A 4A 4A 4A 18 69 8C 85	8428-	85 50 E6 00 00 00 00 00 00	8688-	20 B0 83 20 BE 20 49
8440-	FF A5 CE 29 0F 0A 4C 27	8430-	85 58 E6 00 00 00 00 00 00	8690-	84 A0 00 B1 FE 48 C8 B1
8448-	84 A5 CE 29 40 18 2A 2A	8438-	85 68 E6 00 00 00 00 00 00	8698-	FE AA 68 A8 8A 20 F2 E2
		8440-	85 78 E6 00 00 00 00 00 00	86A0-	20 E3 DF AA 20 2B EB 20
		8448-	85 88 E6 00 00 00 00 00 00	86A8-	BE DE A0 02 B1 FE AB 20
		8450-	85 98 E6 00 00 00 00 00 00	86B0-	01 E3 20 E3 DF AA 4C 2B
		8458-	85 08 E6 00 00 00 00 00 00	86B8-	EB 20 B0 83 20 5E DE 20
		8460-	85 18 E6 00 00 00 00 00 00	86C0-	F8 E6 E0 08 90 03 4C BA
		8468-	85 28 E6 00 00 00 00 00 00	86C8-	83 8A A8 20 14 84 20 BE
		8470-	85 38 E6 00 00 00 00 00 00	86D0-	DE 20 F8 E6 8A A4 FD 91
		8478-	85 48 E6 00 00 00 00 00 00	86D8-	FE 20 B7 00 C9 2C F0 DC
		8480-	85 58 E6 00 00 00 00 00 00	86E0-	60 20 B7 00 C9 47 D0 0E
		8488-	85 68 E6 00 00 00 00 00 00	86E8-	20 B1 00 A9 0F 8D AE 83
		8490-	85 78 E6 00 00 00 00 00 00	86F0-	20 B0 83 4C FE 86 A9 07
		8498-	85 88 E6 00 00 00 00 00 00	86F8-	8D AE 83 20 B0 83 20 5F
		8500-	85 98 E6 00 00 00 00 00 00	8700-	84 20 03 84 20 BE DE 20
		8508-	85 08 E6 00 00 00 00 00 00	8708-	B7 00 C9 47 D0 0E 20 B1

8710-	A9 0F 8D AF 83 20 B0	83C0-	(*\$D3)	8650-	(*\$97)
8718-	83 4C 24 87 A9 07 8D AF	83C8-	(*\$6C)	8658-	(*\$97)
8720-	83 20 B0 83 20 5F 84 20	83D0-	(*\$6D)	8659-	(*\$89)
8728-	FC 83 20 BE AD 0F 84	83D8-	(*\$79)	8659-	(*\$CC)
8730-	C5 E2 90 54 A5 E2 18 6D	83E0-	(*\$BD)	8650-	(*\$43)
8738-	AF 83 CD 0F 84 B0 03 4C	83E8-	(*\$DD)	8708-	(*\$76)
8740-	DE 87 AC 0E 84 AE 0D 84	83F0-	(*\$80)	8598-	(*\$36)
8748-	20 BD 83 D0 03 4C E2 87	83F8-	(*\$45)	8590-	(*\$4F)
8750-	30 19 20 D8 83 AC 0E 84	8400-	(*\$82)	8500-	(*\$52)
8758-	AE 0D 84 20 BD 83 D0 03	8408-	(*\$46)	8508-	(*\$52)
8760-	4C E2 87 10 03 4C E2 87	8410-	(*\$07)	8500-	(*\$32)
8768-	4C DE 87 AD 0D 84 18 6D	8418-	(*\$23)	8508-	(*\$47)
8770-	83 BD 80 03 EE DE 84 AD	8420-	(*\$A5)	8500-	(*\$03)
8778-	0E 84 AC 0D 84 0E 0D 84	8428-	(*\$4D)	85EE-	(*\$F7)
8780-	20 BD 83 10 5D 4C DE 87	8430-	(*\$33)	85F0-	(*\$32)
8788-	AD 0D 84 18 6D AE 83 8D	8438-	(*\$78)	85F8-	(*\$47)
8790-	0D 84 90 03 EE DE 84 AD	8440-	(*\$D3)	8600-	(*\$46)
8798-	0F 84 18 6D AE 83 BD 0F	8448-	(*\$9E)	8608-	(*\$96)
87A0-	84 C5 E2 90 39 AC 0E 84	8450-	(*\$4E)	8616-	(*\$48)
87A8-	AE 0D 94 20 BD 83 30 2E	8458-	(*\$2D)	8618-	(*\$6B)
87B0-	F0 30 D8 83 04 AD 00	8460-	(*\$40)	8620-	(*\$3E)
87B8-	AE 0D 84 20 BD 83 30 22	8468-	(*\$06)	8628-	(*\$D1)
87C0-	F0 20 AD 0D 84 38 ED AE	8470-	(*\$47)	8630-	(*\$55)
87C8-	83 BD 00 03 CE 0E 84	8478-	(*\$31)	8638-	(*\$3F)
87D0-	84 AC 0E 84 AE 0D 84 20	8480-	(*\$DF)	8640-	(*\$F4)
87D8-	BD 83 30 06 F0 04 AD 00	8488-	(*\$F6)	8648-	(*\$1A)
87E0-	F0 02 A0 01 20 01 E3 20	8490-	(*\$D5)	8650-	(*\$C1)
87E8-	E3 DF AA 20 2B EB 40 00	8498-	(*\$B8)	8658-	(*\$B2)
87F0-	00 00 00 00 00 00 00 00	84A0-	(*\$A7)	8660-	(*\$57)
87F8-	00 00 00 00 00 00 00 00	84A8-	(*\$BD)	8668-	(*\$5B)
8800-	00 00 00 00 00 00 00 00	84B0-	(*\$72)	8670-	(*\$95)
8940-	8940.8800	84B8-	(\$E0)	8678-	(*\$7B)
8360-	(\$83)	8520-	(*\$CA)	8700-	(*\$51)
8368-	(\$1D)	8528-	(*\$3D)	8718-	(*\$8B)
8370-	(\$79)	8530-	(*\$41)	8728-	(*\$2C)
8378-	(\$C8)	8538-	(*\$75)	8738-	(*\$27)
8380-	(\$D5)	8540-	(*\$04)	8748-	(*\$9D)
8388-	(\$D0)	8548-	(*\$C6)	8758-	(*\$9D)
8390-	(\$24)	8550-	(*\$84)	8768-	(*\$C1)
8398-	(\$BF)	8558-	(*\$C5)	8778-	(*\$51)
83A0-	(\$6E)	8560-	(*\$7D)	8788-	(*\$B1)
83A8-	(\$69)	8568-	(*\$2B)	8798-	(*\$16)
83B0-	(\$CB)	8570-	(*\$3D)	8808-	(*\$00)
83B8-	(\$6F)	8578-	(*\$D6)	8818-	(*\$00)

STOP BALL

Pour vous détendre, ou améliorer vos réflexes, sans pour autant laisser la réflexion à l'abandon, je vous propose ce petit jeu dynamique. Méfiez-vous des "gags" que vous réserve celui-ci.

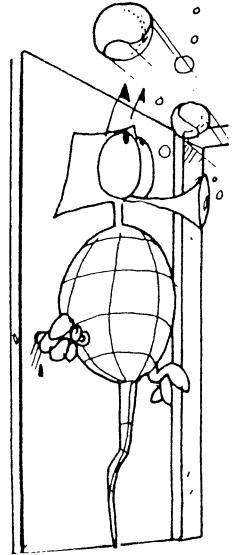
Roger ZENSS

Le mode d'emploi est inclus dans le programme.

Conseil sur l'utilisation:

Le programme Stop ball compte 3 lignes. Il sert à déplacer le programme principal Réflexe, pour que celui-ci n'empiète pas sur la page HGR. Pour sauver les codes de la table de formes, faites BSAVE MOTIFS, A\$ 6000, L\$ 188. Pour accélérer les 3 niveaux, il faut modifier la valeur de TE aux lignes 2770, 2780 et 2790. Les sous-programmes situés de 2860 à 2900 et de 2590 à 2710 peuvent vous être utiles:

Le premier permet une tabulation des chiffres de 0 à 999. Le second est un input qui rejette toutes les touches autres qu'alphanumériques, ← et →.



APPLE II

```

20 D$ = "": REM CTRL D
50 POKE 103,01: POKE 104,98: POKE
    2508B,0
60 PRINT D$;"RUNREFLEX"

10 REM STOP-BALL (ZENSS ROGER)
20 HOME
30 DIM U(16),T(16),Z(16),P(16)
40 K = 0
50 IF PEEK (24576) = 8 THEN 100
60 REM (A 24576,L 396)
70 POKE 232,0: POKE 233,96
80 D$ = CHR$ (4)
90 PRINT D$"BLOAD MOTIFS"
100 GOTO 3930
110 GOSUB 2910
120 HGR
130 GOSUB 3390
140 GOSUB 3870
150 REM
160 ROT= 0
170 SCALE= 1
180 HCOLOR= 3
190 C = 16
200 GOSUB 2130
210 GOSUB 2250
213 REM      INITIALISATION DES
            3 TABLEAUX,T(ABSCISSES)
            U(ORDONNEES),Z(POINTS)
            P(COMPTABILITE POINTS).
220 GOSUB 2360
230 REM REMISE A JOUR TABLEAU

240 W = 0:S = 0
250 FOR X = 1 TO 4
260 FOR Y = 1 TO 4
270 T(Y + S) = 58 + W
280 Z(Y + S) = Y + S
290 W = W + 30
300 NEXT Y
310 S = S + 4
320 W = 0
330 NEXT X
340 REM      CREATION DES NOMBRES
            ALEATOIRES
870 HCOLOR= 3
880 DRAW 3 AT T(X),U(X)
890 X = X + 1
900 POKE 768,1: POKE 769,100: CALL
    770
910 FOR Q = 1 TO TE: NEXT Q
920 B = PEEK (- 16384): POKE -
    16388,0
930 IF B = 160 THEN 960
940 GOTO 840
950 DRAW 3 AT T(X - 1),U(X - 1)
960 REM MISE A JOUR
970 HCOLOR= 3
980 DRAW 2 AT T(X - 1),U(X - 1)
990 IF P(Z(X - 1)) = 0 THEN GOSUB
    1740
1000 IF P(Z(X - 1)) < > 0 THEN
        GOSUB 1760
1010 P(Z(X - 1)) = Z(X - 1)
1020 HCOLOR= 0
1030 DRAW 3 AT T(X - 1),U(X - 1)
1040 GOSUB 1060
1050 GOTO 230
1060 REM COMPTEUR
1070 C = C - 1
1080 REM COMPTABILITE LIGNES
1090 S = 0:M = 0:V = 0
1100 FOR X = 1 TO 4
1110 FOR Y = 1 TO 4
1120 IF P(Y + M) = 0 THEN S = 0:
        Y = 4: GOTO 1140
1130 S = S + P(Y + M)
1140 NEXT Y
1150 V = V + S:M = M + 4:S = 0
1160 NEXT X
1170 C1 = V
1180 REM COMPTABILITE COLONNES
1190 V = 0:S = 0:M = 0
1200 FOR X = 1 TO 4
1210 FOR Y = 1 TO 4
1220 IF P(X + M) = 0 THEN S = 0:
        M = 0:Y = 4: GOTO 1250
1230 S = S + P(X + M)
1240 M = M + 4
1250 NEXT Y
1260 V = V + S:S = 0:M = 0
1270 NEXT X
1280 C2 = V
1290 REM COMPTABILITE DIAGO.1/

```

```

350 S = 0
360 FOR X = 1 TO 4
370 H = INT ( RND ( 1 ) * 4 ) + 1
380 Z = INT ( RND ( 1 ) * 4 ) + 1
390 IF H = Z THEN 380
400 I = T(H + S)
410 J = Z(H + S)
420 T(H + S) = T(Z + S)
430 T(Z + S) = I
440 Z(H + S) = Z(Z + S)
450 Z(Z + S) = J
460 S = S + 4
470 NEXT X
480 S = 0
490 FOR X = 1 TO 4
500 D = INT ( RND ( 1 ) * 4 ) + 1
510 T(D + S) = T(Z(D + S))
520 Z(D + S) = Z(Z(D + S))
530 S = S + 4
540 NEXT X
550 HCOLOR= 3: DRAW 5 AT 10,10
560 DRAW 6 AT 10,20: DRAW 7 AT 1
570 REM DEPART DE LA BALLE
580 HCOLOR= 3: DRAW 4 AT 200,100
590 FOR X = 1 TO 200: NEXT
600 HCOLOR= 0: DRAW 4 AT 200,100
610 FOR X = 1 TO 100: NEXT X
620 B = PEEK ( - 16384): POKE - 16368,0
630 IF B = 160 THEN 660
640 IF B = 155 THEN TEXT : GOTO 3810
650 GOTO 570
660 REM PREMIER PARCOURS
670 O = 0:P = 0
680 FOR X = 1 TO 6
690 READ M,N
700 HCOLOR= 0
710 DRAW 3 AT O,P
720 HCOLOR= 3
730 POKE 768,1: POKE 769,140: CALL 770
740 DRAW 3 AT M,N
750 O = M:P = N
760 FOR Q = 1 TO TE * 1.2: NEXT Q
770 NEXT X
780 RESTORE
790 HCOLOR= 0
800 DRAW 3 AT O,P
810 POKE - 16368,0
820 REM PARCOURS A POINTS
830 X = 1
840 HCOLOR= 0
850 DRAW 3 AT T(X - 1),U(X - 1)
860 IF X = 17 THEN GOSUB 1760: GOT 1030
1300 S = 0
1310 FOR X = 1 TO 16 STEP 5
1320 IF P(X) = 0 THEN S = 0:X =
16: GOTO 1340
1330 S = S + P(X)
1340 NEXT X
1350 C3 = S
1360 REM COMPTABILITE DIAGO.4/
13
1370 S = 0
1380 FOR X = 4 TO 13 STEP 3
1390 IF P(X) = 0 THEN S = 0:X =
13: GOTO 1410
1400 S = S + P(X)
1410 NEXT X
1420 C4 = S
1430 REM COMPTABILITE CARRE CEN
TRE
1440 C5 = P(6) + P(7) + P(10) + P
(11)
1450 IF P(6) = 0 OR P(7) = 0 OR
P(10) = 0 OR P(11) = 0 THEN
C5 = 0
1460 REM COMPTABILITE TOTALE
1470 C7 = C3 + C4
1480 TP = C1 + C2 + C3 + C4 + C5
1490 IF TP > HS THEN HS = TP: FOR
X = 1 TO 3: GOSUB 1740: NEXT
X
1500 INVERSE : VTAB 22: HTAB 3: PRI
" ";
1510 V = C1: GOSUB 2860
1520 VTAB 22: HTAB 3 + W: PRINT
V;
1530 VTAB 22: HTAB 14: PRINT "
";
1540 V = C2: GOSUB 2860
1550 VTAB 22: HTAB 14 + W: PRINT
V;
1560 VTAB 22: HTAB 26: PRINT "
";
1570 V = C7: GOSUB 2860
1580 VTAB 22: HTAB 25 + W: PRINT
C7;
1590 VTAB 22: HTAB 35: PRINT "
";
1600 V = C5: GOSUB 2860
1610 VTAB 22: HTAB 34 + W: PRINT
C5;
1620 VTAB 24: HTAB 8: PRINT "
";
1630 V = TP: GOSUB 2860
1640 VTAB 24: HTAB 8 + W: PRINT
V;
1650 VTAB 24: HTAB 23: PRINT "
";
1660 V = C: GOSUB 2860
1670 VTAB 24: HTAB 22 + W: PRINT
V;
1680 VTAB 24: HTAB 37: PRINT "
";

```

```

1690 V = HS: GOSUB 2860
1700 VTAB 24: HTAB 37 + W: PRINT
V;
1710 VTAB 1
1720 IF C = 0 THEN 1780
1730 RETURN
1740 POKE 768,2: POKE 769,100: CALL
770: POKE 768,2: POKE 769,14
O: CALL 770: POKE 768,2: POKE
769,160: CALL 770
1750 RETURN
1760 POKE 768,2: POKE 769,100: CALL
770: POKE 768,2: POKE 769,40
: CALL 770: POKE 768,2: POKE
769,100: CALL 770
1770 RETURN
1780 REM SI ON VEUT REJOUER

1790 NORMAL
1800 VTAB 21: HTAB 1: PRINT "
";
1810 VTAB 21: HTAB 1: PRINT "VOU
LEZ-VOUS REJOUER ? O/N:";
1820 GET A$
1830 IF ASC (A$) = 79 THEN 1860
1840 IF ASC (A$) = 78 THEN HOME
: TEXT : PRINT "AU REVOIR": END

1850 GOTO 1820
1860 FOR X = 1 TO 16
1870 P(X) = 0
1880 NEXT X
1890 C1 = 0:C2 = 0:C3 = 0:C4 = 0:
C5 = 0:C7 = 0
1900 C = 16
1910 K = K + 1
1920 TP = 0
1930 GOSUB 1500
1940 NORMAL
1950 HCOLOR= 0
1960 S = 0:V = 0:W = 0
1970 FOR X = 1 TO 4
1980 FOR Y = 1 TO 4
1990 T(Y + S) = 58 + W
2000 U(Y + S) = 58 + V
2010 W = W + 30
2020 NEXT Y
2030 S = S + 4:W = 0:V = V + 30
2040 NEXT X
2050 FOR X = 1 TO 16
2060 DRAW 2 AT T(X),U(X)
2070 NEXT X
2080 ON HA GOSUB 2100,2110,2120
2090 GOTO 150
2100 HN = HS:HS = 0: RETURN
2110 HD = HS:HS = 0: RETURN
2120 HI = HS:HS = 0: RETURN
2130 REM INITIALISATION DES
3 TABLEAUX,T(ABSCISSES)
U(ORDONNEES),Z(POINTS)
P(COMPTABILITE POINTS.)

2140 S = 0:W = 0:V = 0
2150 FOR X = 1 TO 4
2160 FOR Y = 1 TO 4
2170 U(Y + S) = 58 + V
2180 T(Y + S) = 58 + W
2190 Z(Y + S) = Y + S
2200 W = W + 30
2210 NEXT Y
2220 S = S + 4:W = 0:V = V + 30
2230 NEXT X
2240 RETURN
2250 REM TRACE DU FARCOURS

2260 IF K > = 1 THEN RETURN
2270 FOR X = 1 TO 6
2280 READ M,N
2290 DRAW 1 AT M,N
2300 NEXT X
2310 RESTORE
2320 FOR X = 1 TO 16
2330 DRAW 1 AT T(X),U(X)
2340 NEXT X
2350 RETURN
2360 REM DECORS

2370 IF K > = 1 THEN 2590
2380 M = 0:N = 0
2390 FOR Y = 1 TO 4
2400 FOR X = 1 TO 3
2410 HPLOT 70 + M,63 + N TO 86 +
M,63 + N
2420 HPLOT 63 + N,70 + M TO 63 +
N,86 + M
2430 M = M + 30
2440 NEXT X
2450 M = 0:N = N + 30
2460 NEXT Y
2470 M = 0
2480 FOR X = 1 TO 3
2490 HPLOT 68 + M,68 + M TO 88 +
M,88 + M
2500 HPLOT 68 + M,148 - M TO 88 +
M,128 - M
2510 M = M + 30
2520 NEXT X
2530 NORMAL
2540 REM PRESENTATION DES SCORE
S

2550 VTAB 22: HTAB 1: PRINT "L=
(136)*C= (136)**D= (68)
*M= (34)";
2560 VTAB 24: HTAB 1: PRINT "SCO
RE :";
2570 VTAB 24: HTAB 12: PRINT "***
** BALLE";
2580 VTAB 24: HTAB 26: PRINT "***
** HI/SC";
2590 REM GET$=INPUT AMELIORE

2600 VTAB 21: HTAB 28: PRINT "
";
2610 VTAB 21: HTAB 1: PRINT "NOM
DU JOUEUR (12 LETTRES) :";
2620 FOR X = 1 TO 12
2630 IF 28 + X < 29 THEN X = 1
2640 VTAB 21: HTAB 28 + X
2650 GET A$
2660 IF ASC (A$) = 13 THEN X =
12: GOTO 2710
2670 IF ASC (A$) = 45 THEN 2700
2680 IF ASC (A$) = 8 THEN VTAB
21: HTAB 28 + X - 1: PRINT "
:X = X - 1: GOTO 2630
2690 IF ASC (A$) < 65 OR ASC (
A$) > 90 THEN 2640
2700 VTAB 21: HTAB 28 + X: PRINT
A$;
2710 NEXT X
2720 VTAB 21: HTAB 1: PRINT "
";
2730 NORMAL
2740 REM NIVEAU DE DIFFICULTES

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N DEBUT DE PARTIE.LE SCORE
DE LA PARTIE JOUEE EST AFFI
CHE EN TEMPS REEL.";
3130 VTAB 8: PRINT
3140 VTAB 9: PRINT " *POUR MARQU
ER DES POINTS,ON DOIT AVOIR
BOUCHER AU MOINS 4 TROUS FOR
MANT ALORS:";
3150 VTAB 12: HTAB 1: PRINT " *
SOIT UNE LIGNE * UNE DIA
GONALE";
3160 VTAB 14: HTAB 1: PRINT " *
UNE COLONNE * LE CARRE
CENTRAL";
3170 VTAB 15: PRINT
3180 VTAB 16: PRINT " *CHAQUE TR
OU A UNE VALEUR: LE PREMIER
VAUT 1,LE DEUXIEME 2,LE SEI
ZIEME 16.";
3190 VTAB 18: PRINT
3200 VTAB 19: PRINT " L'ORDI
NATEUR ADDITIONNE ALORS LES
VALEURS DE CHAQUE TROU BOUC
HE,SI CEUX CI FORMENT UNE LI
GNE,UNE COLONNE,ETC...";
3210 VTAB 23: HTAB 1: PRINT " *
APPUYER SUR 'ESC' POUR CON
TINUER.";
3220 GET A$;
3230 IF ASC (A$) = 27 THEN 3250
3240 GOTO 3220
3250 HOME
3260 VTAB 1: HTAB 1: PRINT " * L
ORSQUE LA BALLE PASSE SUR UN
TROU";
3270 VTAB 3: HTAB 1: PRINT "DEJA
BOUCHE ET QUE L'ON APPUIE S
UR LA";
3280 VTAB 5: HTAB 1: PRINT "BARR
E D'ESPACE,LA BALLE EST PERD
UE.";
3290 VTAB 7: HTAB 3: PRINT "*****
*****";
3300 VTAB 9: HTAB 3: PRINT "* PE
NDANT TOUTE LA DUREE DE LA *
*
* * * * * PARTIE
,LE JOUEUR PEUT A TOUT *";
3310 VTAB 12: HTAB 3: PRINT "*
*";
3320 VTAB 13: HTAB 3: PRINT "* M
OMENT EN APPUYANT SUR 'ESC'
* * * * *";
3330 VTAB 15: HTAB 3: PRINT "* V
ISUALISER LA PAGE CALCUL
* * * * * *****";
3340 VTAB 22: HTAB 1: PRINT " *
APPUYER SUR 'ESC' POUR CONTI
NUER.";
3350 GET A$;
3360 IF ASC (A$) = 27 THEN HOME
: GOTO 3380
3370 GOTO 3350
3380 RETURN
3390 REM PAGE CALCUL

3400 NORMAL
3410 HTAB 1: VTAB 1: PRINT "
C1 C2 C3 C4   COLONNES
C1 -> 28";
3420 VTAB 2: PRINT " D1
C2 -> 32
";
3430 VTAB 3: PRINT " ****
***** C3 -> 36
";
3440 VTAB 4: PRINT "   *
C4 -> 40
";
3450 VTAB 5: PRINT "L1 *
* ---"
";

2750 VTAB 21: HTAB 1: PRINT "HAN
DICAP 1,2 OU 3?:";
2760 GET A$;
2770 IF ASC (A$) = 49 THEN TE =
110:HA = 1:HS = HN: GOTO 281
0
2780 IF ASC (A$) = 50 THEN TE =
70:HA = 2:HS = HD: GOTO 2810
2790 IF ASC (A$) = 51 THEN TE =
40:HA = 3:HS = HI: GOTO 2810
2800 GOTO 2750
2810 VTAB 21: HTAB 9: PRINT "
";
2820 VTAB 21: HTAB 10: PRINT A$;
2830 GOSUB 1500
2840 IF V < 10 THEN W = 2
2850 RETURN
2860 REM ALIGNEMENT DES
CHIFFRES
2870 W = 0
2880 IF V < 100 THEN W = 1
2890 IF V < 10 THEN W = 2
2900 RETURN
2910 REM REGLE DU JEU

2920 HOME
2930 VTAB 1: PRINT " SUPPORT *
DAMIER A 16 TROUS";
2940 VTAB 2: PRINT
2950 VTAB 3: PRINT "      BUT *
BOUCHER UN MAXIMUM DE TROUS
AVEC 16 BALLES"
;
2960 VTAB 5: PRINT
2970 VTAB 6: PRINT "      REGLES *
LE JOUEUR DOIT A L'AIDE DE
LA TOUCHE ESPACE,LIBERER UNE
BALLE QUI VA SE PROMENER S
UR LE DAMIER.";
2980 VTAB 9: PRINT
2990 VTAB 10: PRINT "      *
POUR BOUCHER LE TROU DESIR
EIL FAUT APPUYER SUR LA TOUC
HE D'ESPACE LORSQUE LA BALL
E S'Y TROUVE.";
3000 VTAB 13: PRINT
3010 VTAB 14: PRINT "      *
LA BALLE PASSE D'ABORD SUR
LES 4 TROUS DE LA PREMIERE
LIGNE,ENSUITESUR LES 4 SUIVA
NT DE LA DEUXIEME,ETC..";
3020 VTAB 17: PRINT
3030 VTAB 18: PRINT "      *
MAIS ATTENTION : SUR CHAQU
E LIGNE,LES TRAJECTOIRES SONT
ALEATOIRES, LA BALLE PEUT M
EME SAUTER UN TROU,POUR PAS
SER 2 FOIS SUR LE MEME.";
3040 VTAB 24: HTAB 1: PRINT " *
APPUYER SUR 'ESC' POUR CONTI
NUER.";
3050 VTAB 24: HTAB 38: GET A$
3060 IF ASC (A$) = 27 THEN 3080
3070 GOTO 3050
3080 HOME
3090 VTAB 1: PRINT "LE JEU POSS
EDE 3 NIVEAUX DE DIFFICULTES
";
3100 VTAB 2: PRINT "QUI AGISSENT
SUR LA VITESSE DE LA BALLE.
";
3110 VTAB 3: PRINT
3120 VTAB 4: PRINT "L'ORDINATEU
R MEMORISE LE HIGH/SCORE DE
CHAQUE NIVEAU ET L'AFFICHE E

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3460 VTAB 6: PRINT " *      *(MAX) -> 136
      ";
3470 VTAB 7: PRINT " *      "
      ";
3480 VTAB 8: PRINT " *      * LIGNES L1 -> 10
      ";
3490 VTAB 9: PRINT "L2 *      * L2 -> 26
      ";
3500 VTAB 10: PRINT " *      * L3 -> 4
      2";
3510 VTAB 11: PRINT " *      * L4 -> 5
      8";
3520 VTAB 12: PRINT " *      * --"
      -";
3530 VTAB 13: PRINT "L3 *      * (MAX) -> 13
      6";
3540 VTAB 14: PRINT " *      * *DIAGONALES D1 -> 3
      4";
3560 VTAB 16: PRINT " *      * D2 -> 3
      4";
3570 VTAB 17: PRINT "L4 *      * -"
      -";
3580 VTAB 18: PRINT " *      * (MAX) -> 6
      8";
3590 VTAB 19: PRINT " *****"
      ****";
3600 VTAB 20: PRINT " D2      CARRE MILIEU M -> 3
      4";
3610 INVERSE
3620 VTAB 5: HTAB 06: PRINT "01"
      ;
3630 VTAB 5: HTAB 10: PRINT "02"
      ;
3640 VTAB 5: HTAB 14: PRINT "03"
      ;
3650 VTAB 5: HTAB 18: PRINT "04"
      ;
3660 VTAB 9: HTAB 06: PRINT "05"
      ;
3670 VTAB 9: HTAB 10: PRINT "06"
      ;
3680 VTAB 9: HTAB 14: PRINT "07"
      ;
3690 VTAB 9: HTAB 18: PRINT "08"
      ;
3700 VTAB 13: HTAB 06: PRINT "09"
      ";
3710 VTAB 13: HTAB 10: PRINT "10"
      ";
3720 VTAB 13: HTAB 14: PRINT "11"
      ";
3730 VTAB 13: HTAB 18: PRINT "12"
      ";
3740 VTAB 17: HTAB 06: PRINT "13"
      ";
3750 VTAB 17: HTAB 10: PRINT "14"
      ";
3760 VTAB 17: HTAB 14: PRINT "15"
      ";
3770 VTAB 17: HTAB 18: PRINT "16"
      ";
3780 NORMAL
3790 VTAB 1: HTAB 1
3800 RETURN
3810 GET A$
3820 IF ASC (A$) = 27 THEN 3840
      I
3830 GOTO 3810
3840 POKE 49235,0
3850 POKE 49239,0: POKE 49232,0
3860 GOTO 570
3870 FOR I = 1 TO 12: READ J: NEXT
      I
3880 FOR I = 770 TO 806
3890 READ J: POKE I,J
3900 NEXT I
3910 RESTORE
3920 RETURN
3930 VTAB 8: HTAB 10: PRINT "***"
*****"
      *
      *
      *
      *****
3940 FLASH : VTAB 10: HTAB 12: PRINT
      "S T O P - B A L L";
3950 NORMAL
3960 VTAB 23: HTAB 3: PRINT "VOU
      LEZ-VOUS LES REGLES ? (O/N)
      :";
3970 GET A$
3980 IF ASC (A$) = 78 THEN HOME
      : GOTO 120
3990 IF ASC (A$) = 79 THEN 110
4000 GOTO 3970
4010 DATA 198,88,198,58,183,33
      ,158,18,128,18,105,33
4020 DATA 172,1,3,174,1,3,169,4
      ,32,168,252,173,48,192,232,2
      08,253,134,208,239,204,0,3,2
      08,231,96,32,32,112,8,24,216
      ,136,8,160,160,16,56
      SCALL-151
      *6000.6188
      6000- 08 00 12 00 38 00 5D 00
      6008- BC 00 FA 00 1D 01 4A 01
      6010- 6B 01 52 09 4D 69 D1 FB
      6018- DB FB 4A 49 49 89 DB 1B
      6020- DF 9B 49 49 49 D1 FB DB
      6028- FB 4A 69 09 4D DA DB DB
      6030- 9B 49 49 49 11 00 00 00
      6038- 92 49 29 6D 89 DB 3F 3F
      6040- DF 4A 29 0D 6D D1 1B 3F
      6048- 3F DF 4A 09 2D 4D D1 DB
      6050- DB DB 4A 49 49 89 DB DB
      6058- DB 13 00 00 00 49 29 6D
      6060- 89 DB 3B FF 9B 49 09 4D
      6068- 89 DB DB DB 13 6D 49 49
      6070- 35 3F DF DB 3F 2E 4D 49
      6078- 09 F5 DB DB DB 4A 49 4D
      6080- 89 DB 3B FF 9B 49 29 6D
      6088- 89 00 00 00 2D 4D 2D 4D
      6090- 2D 4D 2D 4D 2D DE DF 1B
      6098- DF 1F DF 1F DF 1B 2E 6D
      60A0- 29 6D 29 6D 69 49 AD 1B
      60AB- DF 1B DF 1F DF 1B DF 9F
      60B0- 2D 4D 4D 09 0D 4D 2D 4D
      60B8- 2D DE DB DB DB DB DB
      60C0- 9B 49 49 49 49 49 49 49
      60CB- 11 3F DF 3F DF 3F DF 3F
      60D0- DF 3F 6E 4D 0D 4D OD 4D
      60DB- OD 4D BD 3B DF 3B DF 3B
      60E0- DF 3F DF 3B 6E 4D OD 4D
      60EB- OD 4D OD 4D BD 3F DF 1F
      60F0- DF 1F DF 1F DF 3F 06 00
      60FB- 00 00 2D 6D 29 2D 4D 2D
      6100- F5 1B DF DB DF DB 2E 4D
      6108- 09 2D 6D 69 D1 1B DF DF
      6110- DB DB 2E 2D 4D 2D 6D 29
      6118- 2D 06 00 00 00 2D 6D 29
      6120- 2D 4D 2D 6D 29 2D DE FB
      6128- DB FB FB FB FB 33 2D 6D
      6130- 29 2D 4D 0D 6D 29 8D DB
      6138- DF DF DF DF DF DB 6E 49
      6140- 69 69 29 2D 4D 2D 35 00
      6148- 00 00 2D 6D 29 2D 4D 4D
      6150- DA FB FB FB DB 33 4D 49
      6158- 2D 6D 69 D1 1B DF DF DF
      6160- DB 2E 2D 4D 4D 4D 2D 35
      6168- 00 00 00 2D 6D 69 69 69
      6170- D1 1B DF DF DF DB 6E 49
      6178- 69 69 69 D1 1B DF DF DF
      6180- DB 2E 2D 4D 2D 6D 29 2D
      6188- 06
      *

```

SUITES PROPORTIONNELLES

```

100 HOME :P$: = "*": INVERSE
105 FOR H = 1 TO 40: VTAB 1: HTAB H: PRINT H: PRINT
    P$: VTAB 21: HTAB H: PRINT P$: NEXT H
110 FOR V = 2 TO 20: HTAB 1: VTAB V: PRINT
    P$: HTAB 40: VTAB V: PRINT P$: NEXT V:
NORMAL A$ = "MATHEMATIQUES": INVERSE : VTAB 7:
GOSUB 7000
130 A$ = "SUITES PROPORTIONNELLES"
    : VTAB 12: GOSUB 70000
135 A$ = "Classes de 6ème et de Seine": VTAB
140 A$ = "ANDRE RAVEAU 17/10/84": VTAB 18: GOSUB
    7000
160 VTAB 23: GET G$: HOME
200 REM =====MENU=====
210 VTAB 1: FLASH : PRINT "CHOISIS
    " : NORMAL : HTAB 5: PRINT "1-JE TE RAPELL
220 VTAB 5: HTAB 5: PRINT "2-JE T'EXPLIQUE
    CE QUE SONT DES": HTAB 7: PRINT "SUITE
    ES PROPORTIONNELLES"
230 VTAB 13: HTAB 5: PRINT "3-TU ME DIS SI
    LES SUITES SONT": HTAB 7: PRINT "PROP
    ORTIONNELLES"
235 VTAB 17: HTAB 5: PRINT "4-TU T'EXERCES
    A CALCULER DES": HTAB 7: PRINT "SUITE
    S PROPORTIONNELLES"
240 LET G$: IF (G$ < "1" AND G$ < "2
    " AND G$ < "3" AND G$ < "4") THEN
    240 ON VAL (G$) GOTO 1600,1000,3000,2000
250 ON REM ==CHOIX DES NIVEAUX==
300 HOME : VTAB 5: HTAB 11: FLASH : PRINT "
    CHOISIS": NORMAL
310 VTAB 5: HTAB 9: PRINT "LE NIVEAU DE DI
    FICULTE"
320 VTAB 9: HTAB 10: PRINT "1- TRES FACILE
    "
330 VTAB 12: HTAB 10: PRINT "2- FACILE"
350 VTAB 15: HTAB 10: PRINT "3- MOYEN"
360 VTAB 18: HTAB 10: PRINT "4- DIFFICILE"
365 FOR Z = 1 TO 1000: NEXT Z
370 GET G$: = VAL (G$): IF (N < .1 OR N >
    .4) THEN 370
380 RETURN
400 REM ==CALCUL DES SUITES ==
420 DIM S(E): DIM T(E): DIM U(E)
450 FOR X = 1 TO E
    S(X) = INT ((RND (1) * 10 ^ C) / 10 ^ P
D: IF S(X) = 0 OR S(X) = 1 THEN 470

```

Le programme permet soit de s'exercer à résoudre des exercices, soit de rechercher si des suites sont proportionnelles, soit enfin de faire ou de refaire une découverte complète des notions de base de cette matière. Les élèves pourront choisir entre cinq niveaux de difficulté selon leurs capacités. Il est d'ailleurs facile de modifier les difficultés en agissant sur les lignes 6100 à 6400. Pour les possesseurs d'autres machines la traduction est relativement simple:

```

1200 FOR X = 1 TO E: FOR R = 1 TO 5: VTAB
    7: HTAB 5 + 6 * X: PRINT " "
1210 IF H = 2 THEN C = U
1215 IF H = 1 THEN VTAB 7: HTAB 5 + 6 * X
    : PRINT "v"1C
1220 IF H = 2 THEN VTAB 7: HTAB 5 + 6 * X
    : PRINT "x"1C(X)
1225 IF H = 3 THEN VTAB 7: HTAB 5 + 6 * X
    : PRINT ";"1C
1230 NEXT R: NEXT X: IF H = 1 THEN A$ = "M
ULTIPLIE"
1235 SPEED= (255)
1240 IF H = 2 THEN GOTO 1700
1250 IF H = 3 THEN A$ = " DIVISE "
VTAB 11: HTAB 1: PRINT "TU REMARQUES
QUE CHAQUE NOMBRE DE LA SUITE 1 A E
TE "j
1245 FLASH : PRINT A$: : NORMAL : PRINT "P
AR LE ";" FLASH : PRINT "MEME": NORMAL
: PRINT "NOMBRE."
1300 FOR Z = 1 TO 8000: NEXT Z
1330 VTAB 15: HTAB 1: PRINT "POUR CETTE RA
ISON ON DIT QUE LES SUITES 1 ET 2 SONT
""; FLASH : PRINT "PROPORTIONNELLES";
    : NORMAL : PRINT " "
1335 FOR Z = 1 TO 8000: NEXT Z
1340 IF H = 1 THEN VTAB 19: HTAB 1: PRINT
    C;" S'APPELLE LE COEFFICIENT DE PROPOR
    TION -NALITE."
1350 FOR Z = 1 TO 8000: NEXT Z
1400 GOSUB 9800: NEXT H
1480 HOME :A$ "DEFINITION": GOSUB 7000
1530 VTAB 7: PRINT "DEUX SUITES DE
    NOMBRES SONT PROPORTION-
    "VTAB 9: ;HTAB 1: PRINT "NELLIES SI ON P
    ASE DE L'UNE A L'AUTRE EN"
1640 VTAB 11: HTAB 1: PRINT "MULTIPLIANT 0
    U EN DIVISANT CHAQUE FOIS": VTAB 13: HTAB
    1: PRINT "PAR LE MEME NOMBRE."
1650 FOR Z = 1 TO 5000: NEXT Z: GOSUB 9800
    : RUN 200
1700 VTAB 11: HTAB 1: PRINT "ICI LES SUITE
    S NE SONT PAS PROPORTIONNELLES CAR
    NEUS N'AVONS PAS MULTIPLIE CHAQUE FO
    IS PAR LE MEME NOMBRE."
1710 GOTO 1400
2000 REM ==SUITES A COMPLETER
2020 HOME : GOSUB 300: HOME
2040 ON N GOSUB 6100,6200,6300,6400
2050 GOSUB 400
2100 PRINT "LES SUITES 1 ET 2 SONT PROPORT
    IONNELLES TU DOIS TROUVER LES NOMBRES
    QUI SONT REPRÉSENTÉES PAR LES LETTRE
    S."

```

HOME efface l'écran.
 VTAB indique la ligne sur laquelle on écrit.
 HTAB est la tabulation horizontale.
 INVERSE donne des caractères en vidéo inverse.
 NORMAL revient à des caractères normaux.
 SPEED modifie la vitesse d'affichage des caractères.
 GET attend la frappe d'une touche.

```

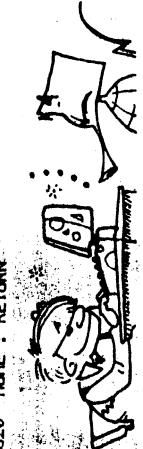
475 IF X < 2 THEN 490
480 FOR U = 1 TO X - 1: IF S(X) = S(U) THEN
485 NEXT U
490 NEXT X
500 FOR Y = 1 TO E - 1: FOR X = 1 TO E - 1
505 : IF S(X) > S(Y + 1) THEN GOTO 600
510 GOTO 640
515 K = S(X):S(Y) = S(X + 1):S(Y + 1) = K
520 NEXT X: NEXT Y
525 REM ==COEFFICIENT DE PROPORTIONNALITE
530 E
535 C = INT ( RND ( 1 ) * 10 ^ F ) / 10 ^ B: IF
540 C = 0 OR C = 1 THEN 700
545 .IF N = 1 AND C < 1 THEN 700
550 FOR X = 1 TO E:C$(X) = STR$ ( C )
555 C$(X) = STR$ ( INT ( RND ( 1 ) * 10 ^ F )
560 / 10 ^ B ): IF C$(X) = "0" OR C$(X) =
565 "1" THEN 730
570 NEXT X
575 FOR X = 1 TO E:T(X) = S(X) * C:U(X) =
580 S(X) * VAL ( C$(X) ): NEXT X: RETURN
585 REM ==DEFINITION DES SUITES PROPORTIO-
590 NNELLES
595 HOME : A$ = "SUITES PROPORTIONNELLES":
600 GOSUB 7000
605 DIM S(4): DIM T(4): DIM U(4)
610 FOR H = 1 TO 3:N = 1: GOSUB 6100: GOSUB
615 450
620 VTAB 3: HTAB 1: PRINT "VOICI UNE SUIT
625 E DE NOMBRES": PRINT
630 FOR X = 1 TO E: IF H = 1 OR H = 2 THEN
635 VTAB 5: HTAB 5 + 6 * X: PRINT S(X)
640 IF H = 3 THEN VTAB 5: HTAB 5 + 6 * X
645 : PRINT T(X)
650 NEXT X: FOR Z = 1 TO 2000: NEXT Z
655 E SUITE": FOR Z = 1 TO 2000: NEXT Z: FOR
660 X = 1 TO E
665 IF H = 1 THEN VTAB 9: HTAB 5 + 6 * X
670 : PRINT T(X)
675 IF H = 2 THEN VTAB 9: HTAB 5 + 6 * X
680 : PRINT U(X)
685 IF H = 3 THEN VTAB 9: HTAB 5 + 6 * X
690 : PRINT S(X)
695 NEXT X: VTAB 7: HTAB 1: PRINT "
700 VTAB 9: HTAB 1: INVERSE : PRINT "SUITE"
705 E 2": NORMAL : FOR Z = 1 TO 3000: NEXT
710 Z
715 SPEED= (100)
720
725 IF D$(X) = "M" THEN OT$ = "MULTIPLIE-
730 S": HTAB 12: VTAB X * 3: INVERSE : PRINT
735 "X": NORMAL
740 GOTO 2430
745 R$ = STR$ ( R ): IF LEFT$ ( R$, 1 ) = "."
750 THEN R$ = "0" + R$
755 VTAB 12: HTAB 20: PRINT "EXACT": VTAB
760 6 + 2 * X
765 IF H = 4 THEN HTAB 2 + B * ( R = VAL
770 ( STR$ ( T(X) ) )
775 IF H = - 4 THEN HTAB 10 - B * ( R =
780 VAL ( STR$ ( T(X) ) )
785 INVERSE : PRINT R$: NORMAL
790 VTAB 8: HTAB 20: PRINT "
795 "FOR Z = 1 TO 3000: NEXT Z
800 T = T + 1: IF T = E - 1 THEN GOTO 255
805
810 GOTO 2380
815 VTAB 8: HTAB 20: PRINT "
820 : VTAB 9: HTAB 20: PRINT "
825 : VTAB 12: HTAB 20: PRINT "BRAVO !!!": GOSUB
830 9800
835 RUN 200
840 REM ==LES SUITES SONT-ELLES PROPORTIO-
845 NNELLES?
850 HOME : GOSUB 300: HOME : VTAB 4: HTAB
855 1: PRINT "JE VAIS TE DONNER DEUX SUITE
860 S DE NOMBRES": VTAB 6: HTAB 1: PRINT "
865 APRES AVOIR FAIT LES CALCULS DEMANDES"
870 : VTAB 8: HTAB 1: PRINT "TU DEVRAS ME
875 DIRE SI ELLES SONT"
880 VTAB 10: HTAB 1: PRINT "PROPORTIONNEL
885 LES": GOSUB 9800
890 ON N GOSUB 6100,6200,6300,6400
895 GOSUB 400
900 C$ = STR$ ( C ): IF LEFT$ ( C$, 1 ) = "."
905 THEN C$ = "0" + C$
910 PP = 6: IF RND ( 1 ) > 0.4 THEN PP = 1
915 CL = - 9: IF RND ( 1 ) > 0.5 THEN CL =
920 9
925 FOR X = 1 TO E:C$(X) = C$: NEXT X: IF
930 PP = 1 THEN 3150
935 PP = 1: FOR X = 1 TO E: IF RND ( 1 ) >
940 0.5 GOTO 3120
945 C$(X) = STR$ ( INT ( RND ( 1 ) * 10 ^ F
950 ) / 10 ^ 6 ): IF C$(X) = "0" OR C$(X) =
955 "1" OR VAL ( C$(X) ) = C THEN 3110
960 PP = 0
965 NEXT X
970 VTAB 9: HTAB 1: INVERSE : PRINT "SUITE"
975 E 2": NORMAL : FOR Z = 1 TO 3000: NEXT
980 Z
985 SPEED= (100)
990
3430 IF D$(X) = "M" THEN OT$ = "DIVISES"
3440 IF D$(X) = "D" THEN OT$ = "DIVISE"
3450 NORMAL
3460 GOSUB 3980
3470 VTAB 1: HTAB 2B: PRINT "TU "OT$: VTAB
3480 2: HTAB 2B: PRINT "PAR COMBIEN?""
3490 INPUT "": R$(X): IF R$(X) = "" THEN R$
3500 (X) = "0"
3510 IF LEFT$ ( R$(X), 1 ) = ".": THEN R$(X) =
3520 "0" + R$(X)
3530 VTAB 23: HTAB 1: PRINT "
3540 VTAB X * 3: HTAB 13: INVERSE : PRINT
3550 R$(X): NORMAL : GOSUB 3980
3560 IF (CL = - 9 AND D$(X) = "M") AND R$(
3570 (X) = MUS (X)) THEN 3670
3580 IF (CL = - 9 AND D$(X) = "D") AND R$(
3590 (X) = DIS (X)) THEN 3670
3600 IF (CL = - 9 AND D$(X) = "D") AND ( LEN
3610 (DIS (X)) > 3 OR N < 3) THEN VTAB 22:
3620 LOCATION : VTAB 3 * X: HTAB
3630 12: PRINT "=====": FOR Z = 1 TO 3000:
3640 NEXT Z: GOSUB 3970:D$(X) = "M": GOTO
3650 3430
3660 IF (CL = 9 AND D$(X) = "D") AND R$(
3670 (X) = DIS (X)) THEN 3670
3680 IF (CL = 9 AND D$(X) = "M") AND R$(
3690 (X) = MUS (X)) THEN 3670
3700 IF (CL = 9 AND D$(X) = "M") AND ( LEN
3710 (MUS (X)) > 3 OR N < 3) THEN VTAB 22:
3720 HTAB 1: PRINT "FAIS PLUTOT UNE MULTIF
3730 LICATION": VTAB 3 * X: HTAB
3740 12: PRINT "=====": FOR Z = 1 TO 3000:
3750 NEXT Z: GOSUB 3970:D$(X) = "D": GOTO
3760 3430
3770 IF (CL = 9 AND D$(X) = "D") AND R$(
3780 (X) < > DIS (X)) THEN 3670
3790 IF (CL = 9 AND D$(X) = "D") AND R$(
3800 (X) < > MUS (X)) THEN 3670
3810 IF (CL = 9 AND D$(X) = "D") AND R$(
3820 (X) < > MUS (X)) THEN 3670
3830 VTAB 22: HTAB 1: PRINT "LE NOMBRE EST
3840 FAUX
3850 VTAB 13: PRINT "=====": FOR Z = 1 TO
3860 NEXT Z: GOSUB 3970: GOTO 3430
3870 VTAB 22: HTAB 1: PRINT "
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2110 PRINT : INVERSE : PRINT TAB(2) "SUITE
E 1"; NORMAL : PRINT TAB(9) " "; INVERSE
: PRINT TAB(10) "SUITE 2"; NORMAL
2120 FOR X = 5 TO 7 + 2 * E: VTAB X: HTAB
1: PRINT ":"; VTAB X: HTAB 9: PRINT "
": VTAB X: HTAB 17: PRINT ":"; NEXT
2125 FOR X = 1 TO 17: VTAB 8 + 2 * E: HTAB
X: PRINT "-"; NEXT
2130 FOR X = 1 TO E: S$(X) = STR$(S(X)): IF
LEFT$(S$(X), 1) = "" THEN S$(X) = "0
" + S$(X)
2135 T$(X) = STR$(T(X)): IF LEFT$(T$(X),
1) = "" THEN T$(X) = "0" + T$(X)
2140 NEXT X
2145 W = RND(1) > = 0.5
2150 C$ = "ABCDEF": FOR X = 1 TO E - 1: U =
RND(1)
2200 IF U < 0.5 THEN S$(X + W) = MIDS(C$
,X,1)
2210 IF U > = 0.5 THEN T$(X + W) = MIDS
(C$,X,1)
2220 NEXT X
2230 H = 4: IF RND(1) < 0.5 THEN H = - 4
2240 FOR X = 1 TO E: VTAB 6 + 2 * X: HTAB
6 - H: PRINT S$(X): VTAB 6 + 2 * X: HTAB
6 + H: PRINT T$(X): NEXT X
2350 T = 0
2360 VTAB 8: HTAB 20: PRINT "QUELLE LETTRE
": VTAB 9: HTAB 20: PRINT "VEUX TU
CALCULER?"
2365 VTAB 12: HTAB 20: PRINT "
2370 VTAB 12: POKE 36,19: INPUT G$
2375 L = 0
2400 FOR X = 1 TO E: IF S$(X) = G$ THEN HTAB
6 - H: VTAB 6 + 2 * X: FLASH : PRINT G
$: NORMAL : FOR Z = 1 TO 1000: NEXT : L
= 1: GOTO 2430
2410 IF T$(X) = G$ THEN HTAB 6 + H: VTAB
6 + 2 * X: FLASH : PRINT G$: NORMAL : FOR
Z = 1 TO 1000: NEXT : L = 1: GOTO 2430
2420 NEXT X: IF L = 0 THEN 2350
2430 VTAB 8: HTAB 20: PRINT "DONNE TA REPO
NSE": VTAB 9: HTAB 20: PRINT "
2440 VTAB 12: HTAB 20: PRINT "
2445 VTAB 12: HTAB 20: INPUT R
2450 FOR X = 1 TO E: IF (G$ < ) S$(X) AND
G$ < > T$(X) THEN GOTO 2475
2460 IF R = VAL (STR$(S(X))) THEN S$(X)
= STR$(R): GOTO 2500
2470 IF R = VAL (STR$(T(X))) THEN T$(X)
= STR$(R): GOTO 2500
2475 NEXT X: VTAB 8: HTAB 20: PRINT "
3180 FOR X = 1 TO E: MUS(X) = C$(X): DIS(X) =
STR$(1 / (VAL(C$(X)))); NEXT X
3185 FOR X = 1 TO E: IF LEFT$(DIS(X), 1) =
"" THEN DIS(X) = "0" + DIS(X): NEXT
3190 FOR X = 1 TO E: IF LEFT$(MUS(X), 1) =
"" THEN MUS(X) = "0" + MUS(X): NEXT
3200 "SUITE 1": NORMAL : VTAB 1: HTAB 2: PRINT
" : INVERSE : VTAB 1: HTAB 10: PRINT
" : INVERSE : VTAB 1: HTAB 20
3210 PRINT "SUITE 2": NORMAL
3215 FOR X = 1 TO 1 + 3 * E: VTAB X: HTAB
1: PRINT ":"; VTAB 9: PRINT "
": HTAB 19: VTAB X: PRINT ":"; HTAB 27
: VTAB X: PRINT ":"; NEXT X
3220 VTAB 2 + 3 * E: HTAB 1: PRINT "-----"
-----": VTAB 2 + 3 * E: HTAB 10: PRINT "
-----"
3240 FOR X = 1 TO E: S$(X) = STR$(S(X)): IF
LEFT$(S$(X), 1) = "" THEN S$(X) = "0
" + S$(X)
3250 T$(X) = STR$( (VAL(C$(X)) * S(X)): IF
LEFT$(T$(X), 1) = "" THEN T$(X) = "0
" + T$(X)
3260 NEXT X
3265 FOR X = 1 TO E: VTAB 3 * X: HTAB 11 +
CL: PRINT S$(X): VTAB 3 * X: HTAB 11 -
"=====": NEXT
3270 FOR X = 1 TO E
3275 L$(1) = "PREMIERE": L$(2) = "DEUXIEME":
L$(3) = "TROISIEME": L$(4) = "QUATRIEME"
"-----"
3280 L$(5) = "CINQUIEME": L$(6) = "SIXIEME"
3285 VTAB 1: HTAB 29: PRINT "SUR LA": VTAB
2: HTAB 29: PRINT L$(X): VTAB 3: HTAB
29: PRINT "LIGNE": VTAB 5: HTAB 29: PRINT "QUELLE": VTAB
6: HTAB 29: PRINT "OPERATION": VTAB 7:
HTAB 29: PRINT "FAIS TU POUR": VTAB 8
: HTAB 29: PRINT "PASSER DU": VTAB 9: HTAB
29: PRINT "NOMBRE DE"
3295 VTAB 10: HTAB 29: PRINT "GAUCHE AU": VTAB
11: HTAB 29: PRINT "NOMBRE DE": VTAB 1
2342 L$ = "CINQUIEME": L$(6) = "SIXIEME"
3345 VTAB 1: HTAB 29: PRINT "SUR LA": VTAB
2: HTAB 29: PRINT L$(X): VTAB 3: HTAB
3350 VTAB 5: HTAB 29: PRINT "QUELLE": VTAB
6: HTAB 29: PRINT "OPERATION": VTAB 7:
HTAB 29: PRINT "FAIS TU POUR": VTAB 8
: HTAB 29: PRINT "PASSER DU": VTAB 9: HTAB
3355 VTAB 10: HTAB 29: PRINT "GAUCHE AU": VTAB
11: HTAB 29: PRINT "DROITE ?"
3360 VTAB 12: HTAB 29: PRINT "SI C'EST UNE
": VTAB 13: HTAB 29: PRINT "SI C'EST UNE
": VTAB 14: HTAB 29: PRINT "MULTIPLICA
": VTAB 15: HTAB 29: PRINT "DIVISION"
: VTAB 16: HTAB 29: PRINT "TAPÉ D"
3365 VTAB 18: HTAB 29: PRINT "SI C'EST UNE
": VTAB 19: HTAB 29: PRINT "DIVISION"
: VTAB 20: HTAB 29: PRINT "TAPÉ D"
3370 GOSUB 3570
3420 GET UP$(X): IF OP$(X) < > "M" AND OP
$(X) < > "D" THEN GOTO 3420
3425 FOR X = 1 TO 2000: NEXT X
3430 FOR X = 1 TO 2000: NEXT X
3435 FOR X = 1 TO 2000: NEXT X
3440 FOR X = 1 TO 2000: NEXT X
3445 FOR X = 1 TO 2000: NEXT X
3450 FOR X = 1 TO 2000: NEXT X
3455 FOR X = 1 TO 2000: NEXT X
3460 FOR X = 1 TO 2000: NEXT X
3465 FOR X = 1 TO 2000: NEXT X
3470 FOR X = 1 TO 2000: NEXT X
3475 FOR X = 1 TO 2000: NEXT X
3480 FOR X = 1 TO 2000: NEXT X
3485 FOR X = 1 TO 2000: NEXT X
3490 FOR X = 1 TO 2000: NEXT X
3495 FOR X = 1 TO 2000: NEXT X
3500 FOR X = 1 TO 2000: NEXT X
3505 FOR X = 1 TO 2000: NEXT X
3510 FOR X = 1 TO 2000: NEXT X
3515 FOR X = 1 TO 2000: NEXT X
3520 FOR X = 1 TO 2000: NEXT X
3525 FOR X = 1 TO 2000: NEXT X
3530 FOR X = 1 TO 2000: NEXT X
3535 FOR X = 1 TO 2000: NEXT X
3540 FOR X = 1 TO 2000: NEXT X
3545 FOR X = 1 TO 2000: NEXT X
3550 FOR X = 1 TO 2000: NEXT X
3555 FOR X = 1 TO 2000: NEXT X
3560 FOR X = 1 TO 2000: NEXT X
3565 FOR X = 1 TO 2000: NEXT X
3570 FOR X = 1 TO 2000: NEXT X
3575 FOR X = 1 TO 2000: NEXT X
3580 FOR X = 1 TO 2000: NEXT X
3585 FOR X = 1 TO 2000: NEXT X
3590 FOR X = 1 TO 2000: NEXT X
3595 FOR X = 1 TO 2000: NEXT X
3600 FOR X = 1 TO 2000: NEXT X
3605 FOR X = 1 TO 2000: NEXT X
3610 FOR X = 1 TO 2000: NEXT X
3615 FOR X = 1 TO 2000: NEXT X
3620 FOR X = 1 TO 2000: NEXT X
3625 FOR X = 1 TO 2000: NEXT X
3630 FOR X = 1 TO 2000: NEXT X
3635 FOR X = 1 TO 2000: NEXT X
3640 FOR X = 1 TO 2000: NEXT X
3645 FOR X = 1 TO 2000: NEXT X
3650 FOR X = 1 TO 2000: NEXT X
3655 FOR X = 1 TO 2000: NEXT X
3660 FOR X = 1 TO 2000: NEXT X
3665 FOR X = 1 TO 2000: NEXT X
3670 FOR X = 1 TO 2000: NEXT X
3675 FOR X = 1 TO 2000: NEXT X
3680 FOR Z = 1 TO 2000: NEXT Z
3685 NEXT X
3720 GOSUB 3780: VTAB 21: HTAB 1: PRINT "LES
SUITES SON-ELLES PROPORTIONNELLES
?": VTAB 22: HTAB 1: PRINT "OUI OU NON
?": VTAB 22: PRINT "OUI OU NON
?": VTAB 22: POKE
3628 GET 6$: IF 6$ < > "O" AND 6$ < > "N
": VTAB 22: PRINT "OUI"
3730 GET 6$: IF 6$ < > "O" AND 6$ < > "N
": VTAB 22: PRINT "NON"
3740 IF 6$ = "O" THEN GOTO 3730
3745 IF 6$ = "N" THEN PRINT "NON"
3750 FOR Z = 1 TO 2000: NEXT Z: IF (G$ =
"0" AND PP = 1) OR (G$ = "N" AND PP =
0) THEN VTAB 21: PRINT "TRES B
IEN . C'EST EXACT
": VTAB 22: PRINT "T PAS PROPORTIONNELLES. REVOIS LA DEFINITION
"
3755 IF G$ = "N" AND PP = 1 THEN VTAB 21:
HTAB 1: PRINT "MAIS SI LES SUITES SON
T PROPORTIONNELLES REVOIS LA DEFINITION
"
3760 FOR Z = 1 TO 4000: NEXT Z
3765 GOSUB 9800: RUN 2000
3770 IF G$ = "N" AND PP = 1 THEN VTAB 21:
HTAB 1: PRINT "MAIS SI LES SUITES SON
T PROPORTIONNELLES REVOIS LA DEFINITION
"
3775 VTAB 22: HTAB 28: PRINT " "
22: POKE 36,28: RETURN
3800 FOR U = 1 TO 20: VTAB U: HTAB 28: PRINT
"=====": NEXT U: RETURN
3970 NSE: VTAB 22: HTAB 1: PRINT "DONNE TA REPO
"
3975 VTAB 22: HTAB 28: PRINT " "
22: POKE 36,28: RETURN
3980 FOR U = 1 TO 20: VTAB U: HTAB 28: PRINT
"=====": NEXT U: RETURN
6000 REM =====
6100 C = 2:D = 0:E = 4:F = 1:G = 0: RETURN
: REM NIVEAU 1
6200 C = 2:D = 0:E = 4:F = 2:G = 0: RETURN
: REM NIVEAU 2
6300 C = 2:D = 1:E = 5:F = 2:G = 1: RETURN
: REM NIVEAU 3
6400 C = 3:D = 1:E = 6:F = 2:G = 1: RETURN
: REM NIVEAU 4
7000 VTAB 25: HTAB 10: INVERSE : PRINT "AP
PUIS SUR UNE TOUCHE": NORMAL
7010 GET 6$: IF 6$ = "" THEN GOTO 9810
9810 HOME : RETURN
9820 HOME : RETURN

```

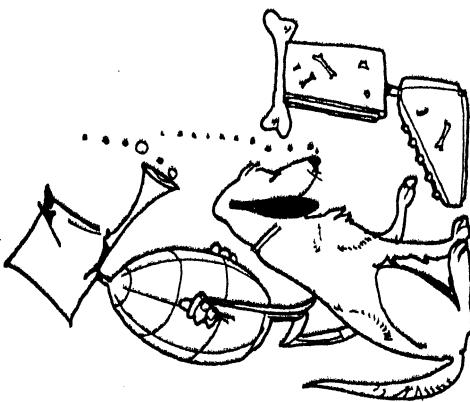


SWAP

SWAP comble les lacunes de votre Apple II: de nouvelles commandes pour vous faciliter la programmation. Ce programme fonctionne très bien pour les chiens programmeurs (SWAP SWAP!). NDTA: D'où le nom.

Mode d'emploi: Taper le listing 1 si vous possédez le DOS TOOL KIT ASSEMBLER. Sinon, entrez le listing 2 de cette façon: CALL:151 <RETURN>. 9300:A9 00 85 73 A9 93 85 74 <RETURN> 9308:A0 02 ... Sauvegarder par BSAVE SWAP& ,A\$ 9300,L\$ 25E. Lancer par BRUN SWAP& . Si vous utilisez SWAP dans un programme, exécutez-le au début, afin de modifier correctement HIMEM. Commandes accessibles:

& hr,a,b. Affiche la page graphique A avec 4 lignes de texte & hr 02. Sauvegarde la page graphique A avec 4 lignes de texte & swc a\$,b\$: met dans a\$ la chaîne b\$ et inversement. & beep freq,dur: exécute un son de fréquence freq et de durée dur. (ex: & beep 10,20). & scrn(x,y,a): met dans la variable A le code écran du caractère se trouvant aux coordonnées x,y. (ex: & scrn (30, 10, a). x est compris entre 0 et 39 et y entre 0 et 23.



selon B (0 où 1). (ex: & HR 2,1) & text repasse en mode texte sans modifier les valeurs de marge (gauche, droite, haut, bas). & goto permet de remplacer des valeurs numériques par des variables (ex: & GOTO COUCOU). & en x édite l'erreur x. (ex: & ERR 3)

& deck adr,A met dans la variable A la valeur sur deux octets de ce qui est contenu dans l'adresse adr. (ex: & DEEK 49392,A). & deck adr, val: fait un poke d'une valeur comprise entre 0 et 65535 à l'adresse adr. (ex: & DOKE 8192,30293). & swr a,b: échange les valeurs des variables réelles a et b. & swi a%,b%: échange les valeurs des variables entières a% et b%.

& swc a\$,b\$: met dans a\$ la chaîne b\$ et inversement. & beep freq,dur: exécute un son de fréquence freq et de durée dur. (ex: & beep 10,20). & scrn(x,y,a): met dans la variable A le code écran du caractère se trouvant aux coordonnées x,y. (ex: & scrn (30, 10, a). x est compris entre 0 et 39 et y entre 0 et 23.

Listing 2

```

94B0- 86 51 20 BE DE 20 F8 E6
94B8- 86 50 A4 51 A6 51 A9 04
94C0- 20 AB FC AD 30 C0 E8 D0
94C8- FD 88 D0 F0 C6 50 D0 EA
94D0- 60 20 F8 E6 86 CE 20 BE
94D8- DE 20 F8 E6 86 CF 20 BE
94E0- DE A0 80 20 01 E3 20 63
94E8- EB A4 CF 20 01 E3 A5 9D
94F0- 20 82 E9 20 63 EB A4 CE
94F8- 20 01 E3 A5 9D 20 C1 E7
9500- 20 63 EB A9 04 A0 00 20
9508- F2 E2 A5 9D 20 C1 E7 20
9510- 63 EB A5 CF C9 08 30 0C
9518- 20 3D 95 A5 CF C9 10 30
9520- 03 20 3D 95 20 53 EB 20
9528- 52 E7 A0 00 B1 50 A8 20
9530- 01 E3 20 E3 DF AA 20 2B
9538- EB 20 B8 DE 60 A9 03 A0
9540- D8 20 F2 E2 A5 9D 20 AA
9548- E7 20 63 EB 60 B5 00 99
9550- 00 00 B5 01 99 01 00 60
9558- 00 A2 35 4C 12 D4
9300- A9 00 85 73 A9 93 85 74
9308- A0 02 B9 14 93 99 F5 03
9310- 88 10 F7 60 4C 17 93 A0
9318- 00 8C CC 93 8C CD 93 A5
9320- B8 8D CE 93 A5 B9 8D CF
9328- 93 20 B7 00 F0 41 4C 34
9330- 93 20 B1 00 8D F9 93 AC
9338- CC 93 B9 D0 93 F0 33 CD
9340- F9 93 D0 06 EE CC 93 4C
9348- 31 93 EE CD 93 AD CE 93
9350- 85 B8 AD CF 93 85 B9 EE
9358- CC 93 AC CC 93 B9 D0 93
9360- D0 F5 EE CC 93 AC CC 93
9368- B9 D0 93 C9 FF D0 BA 4C
9370- C9 DE EE CD 93 AD CD 93
9378- C9 01 F0 29 C9 02 F0 28
9380- C9 03 F0 27 C9 04 F0 26
9388- C9 05 F0 25 C9 06 F0 24
9390- C9 07 F0 23 C9 08 F0 24
9398- C9 09 F0 25 C9 0A F0 26
93A0- C9 0B F0 25 00 4C FA 93
93A8- 4C 04 94 4C 35 94 4C 3C
93B0- 94 4C 46 94 4C 65 94 A9
93B8- 05 4C 87 94 A9 02 4C 87
93C0- 94 A9 03 4C 87 94 4C AD
93C8- 94 4C D1 94 87 A0 E5 A0
93D0- AB 00 48 52 00 89 00 45
93D8- 52 52 00 44 45 45 4B 00
93E0- 44 4F 4B 45 00 53 57 52
93E8- 00 53 57 49 00 53 57 43
93F0- 00 42 45 45 50 00 D7 00
93F8- FF F6 20 67 DD 20 52 E7
9400- 20 41 D9 60 20 F8 E6 EO
9408- 03 10 16 EO 00 F0 12 CA
9410- 86 CE 20 BE DE 20 F8 E6
9418- EO 02 10 05 86 CF 4C 24
9420- 94 4C 59 95 AD 50 CO AD
9428- 57 C0 A6 CE BD 54 C0 A6
9430- CF BD 52 C0 60 AD 51 C0
9438- AD 54 C0 60 A9 00 85 D8
9440- 20 F8 E6 4C 12 D4 20 67
9448- DD 20 52 E7 A0 00 B1 50
9450- 85 CE C8 B1 50 A4 CE 20
9458- F2 E2 20 BE DE 20 E3 DF
9460- AA 20 2B EB 60 20 67 DD
9468- 20 52 E7 A2 50 A0 CE 20
9470- 4D 95 20 BE DE 20 67 DD
9478- 20 52 E7 A0 00 A5 50 91
9480- CE C8 A5 51 91 CE 60 8D
9488- 58 95 20 E3 DF 84 CF 85
9490- CE 20 BE DE 20 E3 DF 84
9498- D7 85 D6 AC 58 95 88 B1
94A0- D6 AA B1 CE 91 D6 8A 91
94A8- CE 88 10 F3 60 20 F8 E6

```

SOURCE FILE: SWAP&

0000:	1	MSB	OFF	932E:4C 34 93	59	JMP	TESTCOM
DEB8:	2	CHKCLS	EQU \$DEB8	9331:20 B1 00	60	DEBUT1	EQU *
0050:	3	LINNUM	EQU \$50	9334:	61	JSR	CHRGET
DEBE:	4	CHKCOM	EQU \$DEBE	9334:8D F9 93	63	STA	LASTIN
DFE3:	5	PTRGET	EQU \$DFE3	9337:AC CC 93	64	LDY	CMD
00B1:	6	CHRGET	EQU \$B1	933A:B9 D0 93	65	LDA	CMDTBL,Y
00B7:	7	CHRGOT	EQU \$B7	933D:F0 33	66	BEQ	LANCEROUT
E982:	8	FMULTT	EQU \$E982	933F:CD F9 93	67	CMP	LASTIN
03F5:	9	AMPERV	EQU \$03F5	9342:D0 06	68	BNE	OTHERCOM
EB63:	10	MOVAF	EQU \$EB63	9344:EE CC 93	69	INC	CMD
EB53:	11	MOVFA	EQU \$EB53	9347:4C 31 93	70	JMP	DEBUT1
EB2B:	12	MOVFM	EQU \$EB2B	934A:	71	OTHERCOM	EQU *
DEC9:	13	SNTX	EQU \$DEC9	934A:EE CD 93	72	INC	ADRS
E7C1:	14	FADDT	EQU \$E7C1	934D:AD CE 93	73	LDA	RESTXTXTPTR
DD67:	15	FRMNUM	EQU \$DD67	9350:85 B8	74	STA	TXTPTR
E7AA:	16	FSUBT	EQU \$E7AA	9352:AD CF 93	75	LDA	RESTXTXTPTR+1
E2F2:	17	GIVAYF	EQU \$E2F2	9355:85 B9	76	STA	TXTPTR+1
00B8:	18	TXTPTR	EQU \$B8	9357:	77	OTHERCMD	EQU *
D412:	19	ERROR	EQU \$D412	9357:EE CC 93	78	INC	CMD
E6F8:	20	GETBYT	EQU \$E6F8	935A:AC CC 93	79	LDY	CMD
E752:	21	GETADR	EQU \$E752	935D:B9 D0 93	80	LDA	CMDTBL,Y
E301:	22	SNGFLT	EQU \$E301	9360:D0 F5	81	BNE	OTHERCMD
0000:	23	;		9362:EE CC 93	82	INC	CMD
0000:	24	;		9365:AC CC 93	83	LDY	CMD
0000:	25	;DENAUX DAVID		9368:B9 D0 93	84	LDA	CMDTBL,Y
0000:	26	;		936B:C9 FF	85	CMP	#\$FF
0000:	27	;SWAP		936D:D0 BA	86	BNE	DEBUTO
0000:	28	;POUR APPLE 2		936F:	87	SNERR	EQU *
0000:	29	;		936F:4C C9 DE	88	JMP	SNTX
0000:	30	; (C)DENAUX		9372:	89	LANCEROUT	EQU *
0000:	31	;DAVID 1984		9372:EE CD 93	90	INC	ADRS
0000:	32	;		9375:AD CD 93	91	LDA	ADRS
0000:	33	;		9378:C9 01	92	CMP	#\$01
----- NEXT OBJECT FILE NAME IS SWAP&.OBJ0				937A:F0 29	93	BEQ	GOTO
9300:	34	ORIG	ORG \$9300	937C:C9 02	94	CMP	#\$02
9300:A9 00	35	LDA	#\$00	937E:F0 28	95	BEQ	HIR
9302:85 73	36	STA	\$73	9380:C9 03	96	CMP	#\$03
9304:A9 93	37	LDA	#\$93	9382:F0 27	97	BEQ	TXT
9306:85 74	38	STA	\$74	9384:C9 04	98	CMP	#\$04
9308:A0 02	39	LDY	#\$02	9386:F0 26	99	BEQ	ER
930A:	40	INITIAL	EQU *	9388:C9 05	100	CMP	#\$05
930A:B9 14 93	41	LDA	VECTOR,Y	938A:F0 25	101	BEQ	DEK
930D:99 F3 03	42	STA	AMPERV,Y	938C:C9 06	102	CMP	#\$06
9310:88	43	DEY		938E:F0 24	103	BEQ	DOK
9311:10 F7	44	BPL	INITIAL	9390:C9 07	104	CMP	#\$07
9313:60	45	RTS		9392:F0 23	105	BEQ	SWR
9314:	46	VECTOR	EQU *	9394:C9 08	106	CMP	#\$08
9314:4C 17 93	47	JMP	DEBUT	9396:F0 24	107	BEQ	SWI
9317:	48	DEBUT	EQU *	9398:C9 09	108	CMP	#\$09
9317:A0 00	49	LDY	#\$00	939A:F0 25	109	BEQ	SWC
9319:8C CC 93	50	STY	CMD	939C:C9 0A	110	CMP	#\$0A
931C:8C CD 93	51	STY	ADRS	939E:F0 26	111	BEQ	BP
931F:A5 B8	52	LDA	TXTPTR	93A0:C9 0B	112	CMP	#\$0B
9321:8D CE 93	53	STA	RESTXTXTPTR	93A2:F0 25	113	BEQ	SCT
9324:A5 B9	54	LDA	TXTPTR+1	93A4:00	114	BRK	
9326:8D CF 93	55	STA	RESTXTXTPTR+1	93A5:	115	GOTO	EQU *
9329:	56	DEBUTO	EQU *	93A5:4C FA 93	116	JMP	GTOPRG
9329:20 B7 00	57	JSR	CHRGOT	93A8:	117	HIR	EQU *
932C:F0 41	58	BEQ	SNERR	93A8:4C 04 94	118	JMP	HR
				93AB:4C 35 94	119	TXT	JMP TEXT

93AE:4C 3C 94	120 ER	JMP	ERR	
93B1:4C 46 94	121 DEK	JMP	DEEK	
93B4:4C 65 94	122 DOK	JMP	DOKE	
93B7:A9 05	123 SWR	LDA	#\$05	
93B9:4C 87 94	124	JMP	SWAPSP	
93BC:A9 02	125 SWI	LDA	#\$02	
93BE:4C 87 94	126	JMP	SWAPSP	
93C1:A9 03	127 SWC	LDA	#\$03	
93C3:4C 87 94	128	JMP	SWAPSP	
93C6:4C AD 94	129 BP	JMP	BEEP	
93C9:4C D1 94	130 SCT	JMP	SCRT	
93CC:	131 CMD	DS	1	
93CD:	132 ADRS	DS	1	
93CE:	133 RESTXTPTR	DS	2	
93D0:	134 CMDTBL	EQU	*	
93D0:AB	135	DFB	\$AB	*GOTO
93D1:00	136	BRK		
93D2:48 52	137	ASC	"HR"	
93D4:00	138	BRK		
93D5:89	139	DFB	\$89	*TEXT
93D6:00	140	BRK		
93D7:45 52 52	141	ASC	"ERR"	
93DA:00	142	BRK		
93DB:44 45 45	143	ASC	"DEEK"	
93DE:4B				
93DF:00	144	BRK		
93E0:44 4F 4B	145	ASC	"DOKE"	
93E3:45				
93E4:00	146	BRK		
93E5:53 57 52	147	ASC	"SWR"	
93E8:00	148	BRK		
93E9:53 57 49	149	ASC	"SWI"	
93EQ:00	150	BRK		
93ED:53 57 43	151	ASC	"SWC"	
93F0:00	152	BRK		
93F1:42 45 45	153	ASC	"BEEP"	
93F4:50				
93F5:00	154	BRK		
93F6:D7	155	DFB	\$D7	*SCRN1
93F7:00	156	BRK		
93F8:FF	157	DFB	\$FF	
93F9:	158 LASTIN	DS	1	
93FA:	159 GTOPRG	EQU	*	
93FA:20 67 DD	160	JSR	FRMNUM	
93FD:20 52 E7	161	JSR	GETADR	
9400:20 41 D9	162	JSR	\$D941	*LISTER D93EL
9403:60	163	RTS		
9404:	164 HR	EQU	*	
9404:20 F8 E6	165	JSR	GETBYT	
9407:E0 03	166	CPX	#\$03	
9409:10 16	167	BPL	IQEHR	
940B:E0 00	168	CPX	#\$00	
940D:F0 12	169	BEQ	IQEHR	
940F:CA	170	DEX		
9410:86 CE	171	STX	\$CE	
9412:20 BE DE	172	JSR	CHKCOM	
9415:20 F8 E6	173	JSR	GETBYT	
9418:E0 02	174	CPX	#\$02	
941A:10 05	175	BPL	IQEHR	
941C:86 CF	176	STX	\$CF	
941E:4C 24 94	177	JMP	BR1HR	

9421:4C 59 95	178	IQEHR	JMP	ILQTYER
9424:AD 50 C0	179	BR1HR	LDA	\$C050 *GRAPHs
9427:AD 57 C0	180		LDA	\$C057 *HIRES
942A:A6 CE	181		LDX	\$CE
942C:BD 54 C0	182		LDA	\$C054,X
942F:A6 CF	183		LDX	\$CF
9431:BD 52 C0	184		LDA	\$C052,X
9434:60	185		RTS	
9435:	186	TEXT	EQU	*
9435:AD 51 C0	187		LDA	\$C051
9438:AD 54 C0	188		LDA	\$C054
943B:60	189		RTS	
943C:	190	ERR	EQU	*
943C:A9 00	191		LDA	#\$00
943E:85 D8	192		STA	\$D8
9440:20 F8 E6	193		JSR	GETBYT
9443:4C 12 D4	194		JMP	ERROR
9446:	195	DEEK	EQU	*
9446:20 67 DD	196		JSR	FRMNUM
9449:20 52 E7	197		JSR	GETADR
944C:A0 00	198		LDY	#\$00
944E:B1 50	199		LDA	(LINNUM),Y
9450:85 CE	200		STA	\$CE
9452:C8	201		INY	
9453:B1 50	202		LDA	(LINNUM),Y
9455:A4 CE	203		LDY	\$CE
9457:20 F2 E2	204		JSR	GIVAYF
945A:20 BE DE	205		JSR	CHKCOM
945D:20 E3 DF	206		JSR	PTRGET
9460:AA	207		TAX	
9461:20 2B EB	208		JSR	MOVMF
9464:60	209		RTS	
9465:	210	DOKE	EQU	*
9465:20 67 DD	211		JSR	FRMNUM
9468:20 52 E7	212		JSR	GETADR
946B:A2 50	213		LDX	#\$50
946D:A0 CE	214		LDY	#\$CE
946F:20 4D 95	215		JSR	MV2BYT
9472:20 BE DE	216		JSR	CHKCOM
9475:20 67 DD	217		JSR	FRMNUM
9478:20 52 E7	218		JSR	GETADR
947B:A0 00	219		LDY	#\$00
947D:A5 50	220		LDA	LINNUM
947F:91 CE	221		STA	(*CE),Y
9481:C8	222		INY	
9482:A5 51	223		LDA	LINNUM+1
9484:91 CE	224		STA	(*CE),Y
9486:60	225		RTS	
9487:	226	SWAPSP	EQU	*
9487:8D 58 95	227		STA	PARAM
948A:20 E3 DF	228		JSR	PTRGET
948D:84 CF	229		STY	*\$CF
948F:85 CE	230		STA	\$CE
9491:20 BE DE	231		JSR	CHKCOM
9494:20 E3 DF	232		JSR	PTRGET
9497:84 D7	233		STY	\$D7
9499:85 D6	234		STA	\$D6
949B:AC 58 95	235		LDY	PARAM
949E:88	236		DEY	
949F:B1 D6	237	BR1SWP	LDA	(*D6),Y
94A1:AA	238		TAX	
94A2:B1 CE	239		LDA	(*CE),Y
94A4:91 D6	240		STA	(*D6),Y
94A6:8A	241		TXA	
94A7:91 CE	242		STA	(*CE),Y
94A9:88	243		DEY	
94AA:10 F3	244		BPL	BR1SWP
94AC:60	245		RTS	
94AD:	246	BEEP	EQU	*
94AD:20 F8 E6	247		JSR	GETBYT
94B0:86 51	248		STX	LINNUM+1
94B2:20 BE DE	249		JSR	CHKCOM
94B5:20 F8 E6	250		JSR	GETBYT
94B8:86 50	251		STX	LINNUM
94BA:	252	; LINNUM=FREQ		
94BA:	253	; LNM+1=DUREE		
94BA:	254	BR3BP	EQU	*
94BA:A4 51	255		LDY	LINNUM+1

94BC:A6 51	256	BR1BP	LDX	LINNUM+1
94BE:A9 04	257		LDA	#\$04
94C0:20 A8 FC	258		JSR	\$FCAB
94C3:AD 30 CO	259		LDA	\$C030
94C6:	260	BR2BP	EQU	*
94C6:E8	261		INX	
94C7:D0 FD	262		BNE	BR2BP
94C9:88	263		DEY	
94CA:D0 F0	264		BNE	BR1BP
94CC:C6 50	265		DEC	LINNUM
94CE:D0 EA	266		BNE	BR3BP
94D0:60	267		RTS	
94D1:	268	SCRT	EQU	*
94D1:20 F8 E6	269		JSR	GETBYT
94D4:86 CE	270		STX	*CE
94D6:20 BE DE	271		JSR	CHKCOM
94D9:20 F8 E6	272		JSR	GETBYT
94DC:86 CF	273		STX	*CF *CE=X CF=Y
94DE:20 BE DE	274		JSR	CHKCOM
94E1:A0 80	275		LDY	#\$80
94E3:20 01 E3	276		JSR	SNGFLT
94E6:20 63 EB	277		JSR	MOVAF *ARG=128
94E9:A4 CF	278		LDY	*CF
94EB:20 01 E3	279		JSR	SNGFLT
94EE:A5 9D	280		LDA	*9D
94F0:20 82 E9	281		JSR	FMULTT
94F3:20 63 EB	282		JSR	MOVAF
94F6:A4 CE	283		LDY	*CE
94F8:20 01 E3	284		JSR	SNGFLT
94FB:A5 9D	285		LDA	*9D
94FD:20 C1 E7	286		JSR	FADDT
9500:20 63 EB	287		JSR	MOVAF
9503:A9 04	288		LDA	#\$04
9505:A0 00	289		LDY	#\$00
9507:20 F2 E2	290		JSR	GIVAYF
950A:A5 9D	291		LDA	*9D
950C:20 C1 E7	292		JSR	FADDT
950F:20 63 EB	293		JSR	MOVAF
9512:A5 CF	294		LDA	*CF
9514:C9 08	295		CMP	#\$08
9516:30 0C	296		BMI	BR1SCT
9518:20 3D 95	297		JSR	SPSCRN
951B:A5 CF	298		LDA	*CF
951D:C9 10	299		CMP	#\$10
951F:30 03	300		BMI	BR1SCT
9521:20 3D 95	301		JSR	SPSCRN
9524:20 53 EB	302	BR1SCT	JSR	MOVFA
9527:20 52 E7	303		JSR	GETADR
952A:A0 00	304		LDY	#\$00
952C:B1 50	305		LDA	(LINNUM),Y
952E:A8	306		TAY	
952F:20 01 E3	307		JSR	SNGFLT
9532:20 E3 DF	308		JSR	PTRGET
9535:AA	309		TAX	
9536:20 2B EB	310		JSR	MOVMF
9539:20 B8 DE	311		JSR	CHKCLS
953C:60	312		RTS	
953D:	313	SPSCRN	EQU	*
953D:A9 03	314		LDA	#\$03
953F:A0 D8	315		LDY	#\$D8
9541:20 F2 E2	316		JSR	GIVAYF
9544:A5 9D	317		LDA	*9D
9546:20 AA E7	318		JSR	FSUBT
9549:20 63 EB	319		JSR	MOVAF
954C:60	320		RTS	
954D:	321	I		
954D:	322	I\$-PROGS		
954D:	323	IUTILITAIRES		
954D:	324	I		
954D:	325	I*****		
954D:	326	I		
954D:B5 00	327	MV2BYT	LDA	#\$00,X *TRANSFERT 2 BYTES
954F:99 00 00	328		STA	#\$0000,Y *DEP->X
9552:B5 01	329		LDA	#\$01,X
9554:99 01 00	330		STA	#\$0001,Y *ARR->Y
9557:60	331		RTS	*PAGE 0
9558:00	332	PARAM	DFB	0
9559:A2 35	333	ILQTYER	LDX	#\$35

955B:4C 12 D4 334 JMP ERROR
 *** SUCCESSFUL ASSEMBLY: NO ERRORS

TABLEAU ANIMÉ

Ce programme conçu pour APPLE II le réalise un tableau animé en langage LOGO LCSI. Ce programme fonctionne également avec APPLE LOGO et LOGO ADAO. Ce programme est constitué de 12 procédures la procédure d'appel du programme est FILM.

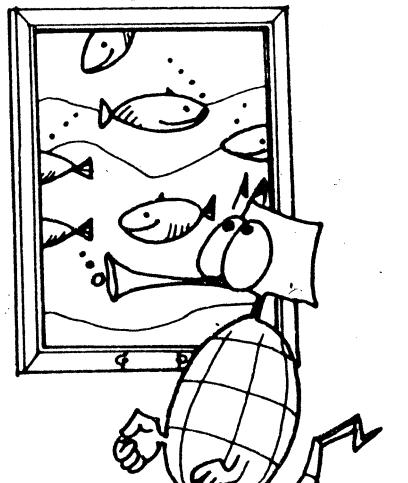
L'avantage de ce système de programmation est qu'il puisse permettre de réutiliser les procédures intercalaires (Arbre, toit, maison...). Comme primitives du langage.

LOGO

Janine BOUYGUES

```
?IMPS  
POUR FILM  
TABLEAU  
DONNE "X 0  
TABL :X  
FIN  
  
POUR TABL :X  
SI :X = 6 DONNE "X 05  
FDO :X  
ATTENDS 100  
TABL :X + 1  
FIN  
  
POUR ARBRE :X  
SI :X < 5 *STOP$  
AV :X DR 45  
ARBRE :X / 2  
  
GA 90  
ARBRE :X / 2  
DR 45  
ARBRE :X / 2  
RE :X  
FIN  
  
POUR SOLEIL  
PLEINECRAN  
FCC 3  
LC  
FPOS *50 50$  
BC  
REPETE 360 *AV 30 RE 30 DR 15  
REPETE 18 *AV 50 RE 50 DR 20$  
FIN  
  
POUR MAISON :B  
LC  
FPOS *-40 -80$  
BC  
REPETE 180 DR 90 AV 50 GA 90 RE 50 DR 90$  
FIN  
  
POUR TOIT :A  
LC AV 50 BC FCC 4  
GA 90  
TRIA :A  
DR 90  
RE 22 GA 90  
AV 45  
FIN  
  
POUR MAISON :B  
LC  
FPOS *-40 -80$  
BC  
REPETE 180 DR 90 AV 50 GA 90 RE 50 DR 90$  
FIN  
  
POUR TABLEAU  
CT  
DONNE "A 50  
DONNE "B 80  
DONNE "C 25  
DONNE "D 25  
DONNE "E 2  
HERBE  
FORET  
MAISON :B  
TOIT :C  
LC CENTRE AV 60 FCC 4 BC  
SOLEIL  
ENCADRE  
FIN  
  
POUR FORET  
LC  
FPOS *-95 -80$  
BC  
ARBRE 60  
ARBRE 40  
LC  
FPOS *-80 -80$  
BC  
ARBRE 50  
ARBRE 30  
LC  
FPOS *100 -80$  
BC  
ARBRE 60  
ARBRE 40  
LC  
FPOS *110 -80$  
BC  
ARBRE 50  
ARBRE 30  
FIN  
  
POUR ENCADRE  
LC CENTRE  
FCC 3  
FPOS *-140 -120$  
BC  
DONNE "X 240  
DONNE "Y 280  
AV :X  
CADRE :X :Y  
FIN  
  
POUR CADRE :X :Y  
SI :X - 1 = 230 *STOP$  
DR 90 AV :Y DR 90 AV :X  
CADRE :X - 1 :Y - 1  
FIN  
  
POUR HERBE  
FCC 2  
LC  
FPOS *-120 -100$  
BC  
DR 90  
REPETE 10 *AV 280 GA 90 AV 1 GA 90 AV 280 DR 90 AV 1 DR 90$  
GA 90  
FIN
```

APPLE II



TAROT

Prenez plaisir à disputer des parties de tarots contre votre APPLE, simulant avec bonheur vos trois adversaires.

M . GENEVE

Mode d'emploi :

Tapez et sauvegardez le listing 1 sous le nom de "TAROT". Tapez et sauvegardez le listing 2 sous le nom de "TRT2". Lancez le total par : RUN TAROT.

Ce jeu utilise le joystick.

LISTING 1

```
10 POKE 103,1: POKE 104
64: POKE 16384,0
20 PRINT CHR$(4); "RUN
RT2"
```

LISTING 2

```
5 HOME : PRINT "M.GENEVE - 1/
10/85":A$ = " T A R O T "
6 FOR F = 3 TO 16 STEP 2: FOR J
= 1 TO F: HTAB J: VTAB F: PRINT
A$;: FOR I = 1 TO 20: NEXT I,J,F
7 PRINT : PRINT : PRINT : PRINT
: PRINT "VOUS ETES LE JOUEUR N°1
": PRINT : PRINT "BONNE CHANCE ..
"
9 PRINT : GOSUB 8100
10 HOME : HGR
20 DIM A%(4,24),TA%(78),G%(78)
30 DIM SC(4,7)
50 FOR F = 1 TO 78:TA%(F) = F -
1: NEXT F
70 C$(1) = "PETITE":C$(2) = "POU
SSE":C$(3) = "GARDE SIMPLE":C$(4)
= "GARDE SANS LE CHIEN":C$(5) =
"GARDE CONTRE LE CHIEN":C$(6) =
"PASSER"
100 DTR = INT ( RND ( 1 ) * 4 ) +
1
110 HOME : HTAB 5; VTAB 21: PRI
NT "UN INSTANT...JE BAS LES CARTE
S"
120 FOR I = 78 TO 1 STEP - 1
121 F = INT ( I * RND ( 1 ) ) + 1
122 K = TA%(I):TA%(I) = TA%(F):T
A%(F) = K
123 NEXT I
130 DTR = DTR + 1: IF DTR = 5 TH
EN DTR = 1
132 FOR F = 19 TO 24:A%(1,F) =
99: NEXT F: FOR F = 1 TO 78:G%(F)
= 99: NEXT F
135 AA = 0:BB = 0:CB = 0:XSE = 0
:PJ = 0:BP = 0:PLI = 0:CRT = 0:MT
R = 0:CP = 0:AB = 0
136 AC = 0:AD = 0:AE = 0:CA = 0
AF = 1:XX = 8:YY = 85
137 FOR F = 0 TO 4:CPE(F) = 0:
NEXT F
```

```
480 HPLOT XX - 1,YY TO XX - 1,Y
Y + 3 TO XX + 3,YY + 3 TO XX + 3,
YY TO XX,YY
485 G = PDL (0)
490 IF G > 220 THEN 530
500 IF G < 30 THEN 550
505 FOR G = 1 TO 10: NEXT G:G =
PDL (1)
510 IF G < 30 THEN 570
520 IF G > 220 THEN 590
525 GOTO 610
530 XX = XX + 22: IF XX > 250 TH
EN XX = 250: GOTO 615
540 AF = AF + 1: GOTO 615
550 XX = XX - 22: IF XX < 8 THEN
XX = 8: GOTO 615
560 AF = AF - 1: GOTO 615
570 IF YY = 85 THEN 615
580 YY = 85:AF = AF - 12: GOTO 6
15
590 IF YY = 151 THEN 615
600 YY = 151:AF = AF + 12: GOTO
615
610 IF PEEK ( - 16287 ) > 127 T
HEN RETURN
615 HCOLOR= 5
620 HPLOT XX - 1,YY TO XX - 1,Y
Y + 3 TO XX + 3,YY + 3 TO XX + 3,
YY TO XX,YY
625 FOR G = 1 TO 50: NEXT G
630 GOTO 475
700 HOME : HTAB 1: VTAB 21
705 GOTO 6000
710 HOME : HTAB 1: VTAB 21: PRI
NT "VOULEZ-VOUS :"
715 PRINT " (1) PETITE
(2) POUSSÉ"
720 PRINT " (3) GARDE SIMPLE
(4) GARDE SANS"
730 PRINT " (5) GARDE CONTRE
(6) PASSER";
780 GET A$:CP(K) = VAL (A$): I
F CP(K) > 6 OR CP(K) < 1 THEN 710
790 IF CP(K) = 6 THEN CP(K) = 0
: GOTO 6215
795 GOTO 6205
800 IF CP(PRN) = 4 THEN GOSUB
4560: GOSUB 4710: GOTO 1120
810 IF CP(PRN) = 5 THEN GOSUB
4710: GOTO 1120
815 GOSUB 820: GOTO 880
820 HOME : HTAB 15: VTAB 21: PR
INT "CHIEN"
```

```

140 HOME : HTAB 4: UTAB 21: PRI
NT "C'EST LE JOUEUR N° ";DTR;" QU
I DISTRIBUE"
142 PRINT : PRINT " ON TOURNE
DANS LE SENS DES AIGUILLES";
145 HCOLOR= 7
150 HGR :X = 125:Y = 50: GOSUB
8510:X = 99:Y = 30: GOSUB 8520:X
= 125:Y = 5: GOSUB 8530:X = 151:Y
= 30: GOSUB 8540
155 K = DTR:I = 0:M = 1:X = - 2
1:Y = 90
160 FOR F = 0 TO 5
170 FOR L = 1 TO 4
180 K = K + 1: IF K = 5 THEN K =
1
190 FOR J = 1 TO 3
200 I = I + 1
210 A%(K,(J + (F * 3))) = TAX(I)

215 IF K = 1 THEN C% = TAX(I):X
= X + 22: GOSUB 8200: IF X > 240
THEN X = - 21:Y = 122
220 NEXT J
230 IF M < 7 THEN GOSUB 270
240 NEXT L
250 NEXT F
255 IF M < 7 THEN 150
260 GOTO 300
270 IF INT ( RND (1) * 2) = 0
THEN CHI(M) = TAX(I + 1):I = I +
1:M = M + 1: RETURN
280 RETURN
300 FOR F = 2 TO 4:A%(F,19) = 9
9: NEXT F
305 FOR F = 1 TO 4
310 FOR J = 1 TO 17
320 FOR I = 1 + J TO 18
330 IF A%(F,J) > A%(F,I) THEN K
= A%(F,J):A%(F,J) = A%(F,I):A%(F
,I) = K
340 NEXT I,J,F: HOME : HTAB 1:
UTAB 21: GOSUB 8100
346 GOSUB 350: GOTO 700
350 HGR : HTAB 1: VTAB 21: PRIN
T "VOICI VOS CARTES CLASSEES"
360 Y = 90:M = 1
370 FOR X = 1 TO 260 STEP 22
380 C% = A%(1,M): IF C% = 99 THE
N RETURN
385 GOSUB 8200
390 M = M + 1
400 NEXT X
410 IF M = 25 THEN 465
420 Y = 122: GOTO 370
465 RETURN
470 REM
475 HCOLOR= 0

830 Y = 20:J = 1
840 FOR X = 1 TO 111 STEP 22
850 C% = CHI(J): GOSUB 8200
860 J = J + 1
870 NEXT X: RETURN
880 REM
890 FOR F = 1 TO 6
900 A%(PRN,(18 + F)) = CHI(F)
910 NEXT F
920 FOR J = 1 TO 23
930 FOR I = J + 1 TO 24
940 IF A%(PRN,J) > A%(PRN,I) TH
EN K = A%(PRN,J):A%(PRN,J) = A%(P
RN,I):A%(PRN,I) = K
950 NEXT I,J
952 IF PRN < > 1 THEN 6500
955 GOSUB 8100
960 HOME : GOSUB 350
970 HOME : HTAB 1: VTAB 21: PRI
NT "INDIQUEZ LES CARTES A ECARTER
"
975 J = - 21
980 FOR F = 1 TO 6: GOSUB 470:C
HI(F) = A%(1,AF):K(F) = AF:J = J
+ 22
985 X = J:Y = 20:C% = CHI(F): GO
SUB 8200
987 X = XX - 7:Y = 90: IF AF > 1
2 THEN Y = 122
988 C% = 99: GOSUB 1490: NEXT F
990 FOR F = 1 TO 5
1000 FOR J = 1 + F TO 6
1010 IF CHI(F) = CHI(J) THEN 10
30
1020 NEXT J,F
1025 GOTO 1040
1030 VTAB 21: HTAB 1: PRINT "ER
REUR-VEUILLEZ RECOMMENCER": FOR F
= 1 TO 1500: NEXT F: GOSUB 350:
GOTO 970
1040 PRINT : PRINT "SI VOTRE EC
ART VOUS CONVIENT APPUYEZ SUR LE B
OUTON"
1045 FOR G = 1 TO 400
1047 IF PEEK (- 16287) > 127
THEN HOME : GOTO 1050
1048 NEXT G
1049 HOME : GOSUB 350: GOTO 970

1050 FOR F = 1 TO 6
1060 CHI(F) = A%(1,K(F)):A%(1,K(
F)) = 99
1070 NEXT F
1080 GOSUB 4560
1085 GOSUB 4710
1090 FOR J = 1 TO 23
1092 FOR I = 1 + J TO 24
1094 IF A%(PRN,J) > A%(PRN,I) T

```

```

HEN K = A%(PRN,J):A%(PRN,J) = A%
PRN,I):A%(PRN,I) = K
1096 NEXT I
1097 NEXT J
1098 IF PRN < > 1 THEN 1115
1100 HOME : GOSUB 350
1115 HTAB 1: VTAB 21: GOSUB 810
0
1120 JR = DTR
1125 X = 1:Y = 40:Z = PRN: HCOLD
R= 3: GOSUB 8390
1200 HCOLOR= 1: HPLOT 89,1 TO 1
77,1 TO 177,80 TO 89,80 TO 89,1
1205 IF PRN < > 1 THEN GOSUB
7000
1210 HOME : GOTO 1260
1240 GOSUB 1500
1250 IF CRT = 4 THEN 1270
1260 JR = JR + 1: IF JR = 5 THEN
JR = 1
1265 GOTO 1300
1270 IF MTR = PRN THEN GOSUB 4
500
1275 GOSUB 4650:PLI = PLI + 1
1277 HTAB 1: VTAB 21: PRINT "C'
EST LE JOUEUR N" ";MTR;" QUI PREN
D LE PLI": GOSUB 8100
1280 IF PLI = 18 THEN 4800
1290 JR = MTR:MTR = 0:CRT = 0:PJ
= 0:XSE = 0
1292 HCOLOR= 0: FOR G = 5 TO 77
: HPLOT 98,G TO 169,G: NEXT G
1300 HOME
1310 HTAB 1: VTAB 21: PRINT "C'
EST LE JOUEUR N" ";JR;" QUI JOUE"
1320 IF JR = 1 THEN 1370
1330 GOSUB 2000
1340 IF JR = 2 THEN X = 99:Y =
30: GOSUB 8200: GOTO 1450
1350 IF JR = 3 THEN X = 125:Y =
5: GOSUB 8200: GOTO 1450
1360 IF JR = 4 THEN X = 151:Y =
30: GOSUB 8200: GOTO 1450
1370 PRINT "INDIQUEZ LA CARTE J
OUVEE"
1375 GOSUB 470
1380 C% = A%(1,AF)
1390 IF C% = 99 THEN PRINT "CA
RTE DEJA JOUEE- RECOMMENCEZ -": F
OR G = 1 TO 500: NEXT G: HOME : H
TAB 1: VTAB 21: GOTO 1370
1392 IF CRT > 0 THEN GOTO 8800
1395 A%(1,AF) = 99
1400 X = 125:Y = 50: GOSUB 8200
1410 X = XX - 7:Y = 90: IF AF >
12 THEN Y = 122
1420 GOSUB 1490
1450 CRT = CRT + 1:P%(CRT) = C%
1451 IF C% = PF THEN PF = PF -
1
1770 IF C% > I THEN MTR = JR
1780 RETURN
1790 IF P%(1) = 0 THEN 1840
1800 IF C% < 22 THEN 1600
1810 IF JR = PRN THEN CPE(0) =
1
1820 RETURN
1840 IF CRT = 2 THEN MTR = JR:
RETURN
1845 IF P%(2) > 21 THEN 1860
1850 GOTO 1800
1860 Z = C%: GOSUB 1900:K = NCT
1870 Z = P%(2): GOSUB 1900
1880 IF NCT = K THEN 1690
1890 IF C% < 22 THEN 1896
1892 IF JR = PRN THEN CPE(NCT)
= 1:CPE(0) = 1
1894 RETURN
1896 IF JR = PRN THEN CPE(NCT)
= 1: GOTO 1600
1897 GOTO 1600
1900 IF Z = 0 THEN NCT = 5:D =
0:H = 0: RETURN
1910 IF Z < 22 THEN NCT = 0:D =
1:H = 21: RETURN
1920 IF Z > 21 AND Z < 36 THEN
NCT = 1:D = 22:H = 35: RETURN
1930 IF Z > 35 AND Z < 50 THEN
NCT = 2:D = 36:H = 49: RETURN
1940 IF Z > 49 AND Z < 64 THEN
NCT = 3:D = 50:H = 63: RETURN
1950 IF Z > 63 AND Z < 78 THEN
NCT = 4:D = 64:H = 77: RETURN
1960 IF Z = 99 THEN NCT = 99: R
ETURN
1970 STOP
2000 IF PLI = 16 AND A%(JR,1) =
0 THEN A%(JR,1) = 99:C% = 0: RET
URN
2002 IF JR = PRN AND CRT = 0 TH
EN 7055
2004 L = 0
2005 IF CRT = 0 THEN 3200
2010 IF CNP = 0 THEN 2090
2020 IF CNP = 5 AND CRT = 1 THE
N 3200
2030 IF CNP = 5 AND CRT > 1 THE
N 4250
2040 Z = P%(1): GOSUB 1900
2050 FOR F = 1 TO 18 - PLI
2060 IF A%(JR,F) < D OR A%(JR,F)
> H THEN 2080
2070 GOTO 2850
2080 NEXT F
2090 FOR F = 1 TO 18 - PLI
2100 IF A%(JR,F) > 0 AND A%(JR,
F) < 22 THEN 2400
2110 NEXT F
2120 IF PJ = 0 THEN 2150
2130 IF PRN = MTR THEN 2150
2140 GOTO 4000

```

```

1452 IF C% > 0 AND C% < 22 THEN
CA = CA + 1
1455 IF C% = 1 THEN BP = 1
1460 IF JR = PRN THEN PJ = 1
1465 IF JR = PRN AND C% = 0 THE
N XSE = 1
1470 IF CRT = 1 THEN Z = C%: GO
SUB 1900:CNP = NCT
1475 IF JR < > 1 THEN GOSUB 8
150
1480 GOTO 1240
1490 HCOLOR= 0: FOR G = 0 TO 27
: HPLOT X - 1,Y + G TO X + 18,Y +
G: NEXT G: HCOLOR= 3: RETURN
1500 IF CRT < > 1 THEN 1530
1510 IF C% = 0 THEN MTR = 0: RE
TURN
1520 MTR = JR: RETURN
1530 IF C% = 0 THEN RETURN
1540 IF P%(1) < 22 THEN 1790
1550 Z = C%: GOSUB 1900
1560 IF NCT = CNP THEN 1690
1570 IF NCT = 0 THEN 1598
1580 IF JR = PRN THEN CPE(CNP)
= 1:CPE(0) = 1
1590 RETURN
1598 IF JR = PRN THEN CPE(CNP)
= 1
1600 I = 0
1610 FOR F = 1 TO CRT - 1
1620 IF P%(F) < 1 OR P%(F) > 21
THEN 1640
1630 IF I < P%(F) THEN I = P%(F
)
1640 NEXT F
1650 IF C% > I THEN MTR = JR: R
ETURN
1660 RETURN
1670 STOP
1680 FOR F = 1 TO CRT - 1
1690 IF P%(F) > 0 AND P%(F) < 2
2 THEN RETURN
1710 NEXT F
1720 I = 0
1730 FOR F = 1 TO CRT - 1
1740 IF P%(F) < D OR P%(F) > H
THEN 1760
1750 IF I < P%(F) THEN I = P%(F
)
1760 NEXT F

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2700 IF A%(JR,1) = 1 AND MTR =
PRN THEN 2650
2701 IF A%(JR,2) = 1 AND MTR =
PRN THEN 2650
2702 K = 0
2710 FOR F = 1 TO CRT
2720 IF P%(F) > 21 THEN 2740
2730 IF K < P%(F) THEN K = P%(F
)
2740 NEXT F
2750 FOR F = 1 TO 18 - PLI
2760 IF A%(JR,F) > K AND A%(JR,
F) < 22 THEN C% = A%(JR,F):M = F:
GOTO 2800
2770 NEXT F
2780 IF PJ = 1 AND MTR = PRN TH
EN 2560
2781 IF JR = PRN THEN 2570
2782 FOR F = 1 TO CRT: IF P%(F)
= 21 AND MTR < > PRN THEN 2430:
NEXT F
2785 IF PJ = 1 THEN 2430
2790 GOTO 2560
2800 FOR F = 1 TO CRT: IF P%(F)
= 1 THEN 7075
2802 NEXT F
2805 IF JR = PRN THEN 2820
2810 L = 0: IF PJ = 0 THEN L = 1
: GOTO 2460
2820 A%(JR,M) = 99: RETURN
2850 IF PRN = JR THEN 5500
2852 IF CPE(0) = 1 AND CPE(NCT)
= 1 THEN 2870
2855 IF PJ = 0 THEN 3010
2860 IF PRN = MTR THEN 2910
2870 FOR F = 18 - PLI TO 1 STEP
- 1
2880 IF A%(JR,F) < D OR A%(JR,F
) > H THEN 2900
2890 GOTO 4300
2900 NEXT F
2905 STOP
2910 IF CPE(0) = 0 AND CPE(NCT)
= 1 THEN 3010
2920 K = 0
2930 FOR F = 1 TO CRT
2940 IF P%(F) < D OR P%(F) > H
THEN 2960
2950 IF K < P%(F) THEN K = P%(F
)
2960 NEXT F
2970 FOR F = 18 - PLI TO 1 STEP
- 1
2980 IF A%(JR,F) < D OR A%(JR,F
) > H THEN 3000
2990 IF A%(JR,F) > K AND A%(JR,
F) < H + 1 THEN 4300
3000 NEXT F
3010 FOR F = 1 TO 18 - PLI
3020 IF A%(JR,F) < D OR A%(JR,F
) > H - 3 THEN 3040
3030 GOTO 4300
3040 NEXT F
3050 FOR F = 1 TO 2

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3060 IF A%(JR,F) = 0 THEN 4300      2
3070 NEXT F
3080 FOR F = 1 TO 18 - PLI
3090 IF A%(JR,F) < D + 11 OR A%  
(JR,F) > H THEN 3110
3100 GOTO 4300
3110 NEXT F
3115 STOP
3200 IF CPE(0) = 1 THEN 4000
3210 IF BP = 1 THEN 3400
3220 IF A%(JR,1) = 1 OR A%(JR,2)  
) = 1 THEN CB = 0: GOTO 3400
3230 FOR F = 1 TO 18 - PLI
3240 IF A%(JR,F) = 21 THEN 4300
3250 NEXT F
3260 IF CB = 1 THEN GOTO 3340
3270 Z = 0
3280 FOR F = 1 TO 18 - PLI
3290 IF A%(JR,F) > 1 AND A%(JR,  
F) < 22 THEN Z = Z + 1
3300 IF Z = 5 THEN 3330
3310 NEXT F
3320 GOTO 3400
3330 CB = 1
3340 FOR F = 1 TO 18 - PLI
3350 IF A%(JR,F) > 1 AND A%(JR,  
F) < 22 THEN 4300
3360 NEXT F
3400 FOR J = 1 TO 4
3410 IF CPE(J) = 0 THEN 3500
3420 IF J = 1 THEN D = 22:H = 3
3430 IF J = 2 THEN D = 36:H = 4
6
3440 IF J = 3 THEN D = 50:H = 6
0
3450 IF J = 4 THEN D = 64:H = 7
4
3460 FOR F = 1 TO 18 - PLI
3470 IF A%(JR,F) < D OR A%(JR,F)  
) > H THEN 3490
3480 GOTO 4300
3490 NEXT F
3500 NEXT J
3510 REM
3520 FOR F = 0 TO 3
3530 Z = 0
3540 D = 22 + (14 * F):H = 35 +  
(14 * F)
3550 FOR J = 1 TO 18 - PLI
3560 IF A%(JR,J) < D OR A%(JR,J)  
) > H THEN 3590
3570 Z = Z + 1
3580 IF Z > 4 THEN 3620
3590 NEXT J
3600 NEXT F
3610 GOTO 3660
3620 FOR F = 1 TO 18 - PLI
3630 IF A%(JR,F) < D OR A%(JR,F)  
) > H THEN 3650
3640 GOTO 4300

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5510 IF P%(F) > 0 AND P%(F) < 2  
2 THEN 3010
5520 NEXT F
5525 IF CRT = 3 THEN 5750
5540 K = 0
5550 FOR F = 1 TO 18 - PLI
5560 IF A%(JR,F) < D OR A%(JR,F)  
) > H THEN 5580
5570 IF K < A%(JR,F) THEN K = A  
(JR,F)
5580 NEXT F
5585 IF K = H THEN 5690
5590 FOR F = 1 TO CRT
5600 IF P%(F) < D OR P%(F) > H  
THEN 5620
5610 IF P%(F) > K THEN 3010
5620 NEXT F
5625 A = 1:B = (PLI * 4) + 6: IF  
CP > 3 THEN A = 7
5630 FOR F = K + 1 TO H
5640 FOR J = A TO B
5650 IF TA%(J) = F THEN 5680
5660 NEXT J
5670 GOTO 3010
5680 NEXT F
5690 FOR F = 18 - PLI TO 1 STEP  
- 1
5700 IF A%(JR,F) < D OR A%(JR,F)  
) > H THEN 5720
5710 GOTO 4300
5720 NEXT F
5730 K = 0
5760 FOR F = 1 TO CRT
5770 IF P%(F) < D OR P%(F) > H  
THEN 5790
5780 IF K < P%(F) THEN K = P%(F)  

5790 NEXT F
5800 FOR F = 1 TO 18 - PLI
5810 IF A%(JR,F) < D OR A%(JR,F)  
) > H THEN 5830
5820 IF A%(JR,F) > K THEN 5690
5830 NEXT F
5840 GOTO 3010
6000 K = DTR: FOR F = 1 TO 4:CP(F)  
= 0: NEXT F: PRN = 0: CP = 0
6005 HTAB 1: VTAB 21
6010 FOR M = 1 TO 4
6015 I = 0:B = 0:L = 0
6020 K = K + 1: IF K = 5 THEN K  
= 1
4) THEN G(J) = 1
6560 IF A%(PRN,F) = 34 + (J * 1
4) THEN M(J) = 1
6570 NEXT J,F
6578 FOR G = 1 TO 4:Q(G) = 9: N  
EXT G
6580 FOR G = 1 TO 4
6584 F = INT (RND (1) * 4)
6586 IF F = Q(1) OR F = Q(2) OR  
F = Q(3) OR F = Q(4) THEN 6584
6588 Q(G) = F
6590 IF K(F) < 6 AND G(F) = 0 T  
HEN 6660
6600 IF K(F) < 4 AND G(F) = 1 A  
ND M(F) = 0 THEN 6740
6610 NEXT G
6615 FOR G = 1 TO 4:Q(G) = 9: N  
EXT G
6620 FOR G = 1 TO 4
6622 F = INT (RND (1) * 4)
6624 IF F = Q(1) OR F = Q(2) OR  
F = Q(3) OR F = Q(4) THEN 6622
6626 Q(G) = F
6630 IF K(F) < 5 AND G(F) = 0 A  
ND M(F) = 0 THEN 6740
6640 NEXT G
6650 PRINT "ECART IMPOSSIBLE -  
ON RECOMMENCE": FOR F = 1 TO 2000  
: NEXT F: GOTO 140
6660 FOR J = 24 TO 1 STEP - 1
6670 IF A%(PRN,J) > 21 + (14 *  
F) AND A%(PRN,J) < 35 + (14 * F)  
THEN GOTO 6700
6680 NEXT J
6690 GOTO 6610
6700 CHI(L) = A%(PRN,J): L = L +  
1:A%(PRN,J) = 99
6710 IF L = 7 THEN GOTO 6840
6720 NEXT J
6730 GOTO 6610
6740 FOR I = 1 TO K(F) - 1
6750 FOR J = 24 TO 1 STEP - 1
6760 IF A%(PRN,J) > 21 + (14 *  
F) AND A%(PRN,J) < 34 + (14 * F)  
THEN 6800
6770 NEXT J
6780 NEXT I
6790 GOTO 6640
6800 CHI(L) = A%(PRN,J): L = L +  
1:A%(PRN,J) = 99
6820 IF L = 7 THEN GOTO 6840

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3650 NEXT F
3660 FOR J = 0 TO 3
3670 D = 22 + (14 * J):H = 32 +
(14 * J)
3680 FOR F = 1 TO 18 - PLI
3690 IF A%(JR,F) < D OR A%(JR,F)
> H THEN 3710
3700 GOTO 4300
3710 NEXT F
3720 NEXT J
3730 FOR F = 1 TO 18 - PLI
3740 IF A%(JR,F) > 1 AND A%(JR,
F) < 22 THEN 4300
3750 NEXT F
3760 FOR J = 0 TO 3
3770 D = 32 + (J * 14):H = 35 +
(J * 14)
3780 FOR F = 1 TO 18 - PLI
3790 IF A%(JR,F) < D OR A%(JR,F)
> H THEN 3810
3800 GOTO 4300
3810 NEXT F
3820 NEXT J
3830 REM
3840 IF A%(JR,1) = 0 THEN C% =
0:A%(JR,1) = 99
3845 IF A%(JR,1) = 1 THEN C% =
1:A%(JR,1) = 99
3890 STOP
3900 FOR F = 1 TO 18 - PLI
3910 IF A%(JR,F) > 1 AND A%(JR,
F) < 22 THEN 4300
3920 NEXT F
3930 GOTO 3660
4000 FOR J = 1 TO 4
4010 IF CPE(J) = 0 THEN 4100
4020 IF J = 1 THEN D = 22:H = 3
5
4030 IF J = 2 THEN D = 36:H = 4
9
4040 IF J = 3 THEN D = 50:H = 6
3
4050 IF J = 4 THEN D = 64:H = 7
7
4060 FOR F = 18 - PLI TO 1 STEP
- 1
4070 IF A%(JR,F) < D OR A%(JR,F)
> H THEN 4090
4080 GOTO 4300
4090 NEXT F
4100 NEXT J
4110 FOR J = 35 TO 22 STEP - 1
4120 FOR I = 0 TO 3
4130 FOR F = 18 - PLI TO 1 STEP
- 1
4140 IF A%(JR,F) = J + (I * 14)
THEN 4300
4150 NEXT F
4160 NEXT I
4170 NEXT J
4180 FOR F = 18 - PLI TO 1 STEP
- 1
4190 IF A%(JR,F) < 22 THEN 4300
4200 NEXT F
4210 STOP
4250 IF P%(2) > 0 AND P%(2) < 2
2 THEN 2090
4260 Z = P%(2): GOSUB 1900: GOTO
2050
4300 C% = A%(JR,F):A%(JR,F) = 99
: RETURN
4500 FOR F = 1 TO 4
4510 IF P%(F) = 0 AND PLI < 17
THEN 4540
4520 AA = AA + 1
4530 G%(AA) = P%(F)
4540 NEXT F
4550 RETURN
4560 FOR F = 1 TO 6
4570 AA = AA + 1
4580 G%(AA) = CHI(F)
4870 IF CP = 4 THEN M = 80
4880 IF CP = 5 THEN M = 160
4900 PRINT "SES POINTS S'ELEVEN
T A :"
4905 PRINT " POINTS
TOTAL"
4910 EE = 0:X = 125:Y = 122:TT =
0:DD = 0:CC = CC + 1
4915 FOR F = 1 TO 78
4917 IF G%(F) = 99 THEN 5125
4920 C% = G%(F):Z = C%: GOSUB 19
00
4930 IF NCT = 0 THEN 5050
4940 IF NCT = 5 THEN PP = 4.5:D
D = DD + 1: GOTO 5100
4950 FOR J = D TO H - 4
4960 IF C% = J THEN PP = .5: GO
TO 5100
4970 NEXT J
4980 FOR J = D + 10 TO H
4990 IF C% < J THEN 5040
5000 IF J = D + 10 THEN PP = 1.
5: GOTO 5100
5010 IF J = D + 11 THEN PP = 2.
5: GOTO 5100
5020 IF J = D + 12 THEN PP = 3.
5: GOTO 5100
5030 IF J = D + 13 THEN PP = 4.
5: GOTO 5100
5040 NEXT J
5050 FOR I = 2 TO 20
5060 IF C% = I THEN PP = .5: GO
TO 5100
5070 NEXT I
5080 IF C% = 1 OR C% = 21 THEN
PP = 4.5:DD = DD + 1: GOTO 5100
5090 STOP
5100 TT = TT + PP
5103 FOR I = 1 TO 50: NEXT I
5104 GOSUB 1490
5105 VTAB 24: HTAB 10: PRINT "
";
5108 GOSUB 8202
5110 VTAB 24: HTAB 10: PRINT PP
;: HTAB 32: PRINT TT;
5120 NEXT F
5125 FOR I = 1 TO 100: NEXT I
5127 VTAB 23: HTAB 9: PRINT "
": HT
AB 10: VTAB 24: PRINT " "
5130 TEXT
5160 IF DD = 0 THEN PP = 56
5170 IF DD = 1 THEN PP = 51
5175 IF DD = 2 THEN PP = 41
5180 IF DD = 3 THEN PP = 36
5190 PRINT : PRINT "PUISQU'IL A
";DD;" BOUT(S) DANS SES": PRINT
"PLIS, IL LUI FAUT ";PP;" POINTS"
5210 PRINT
5220 REM
5230 PRINT "LE CONTRAT ETANT UN
E ";CP
5235 IF TT > = PP THEN TT = TT
- PP + M: GOTO 5260
5240 TT = TT - PP - M
5250 PRINT "IL A DONC PERDU ";T
T;" POINTS": GOTO 5265
5260 PRINT "IL A DONC GAGNE ";T
T;" POINTS"
5265 PRINT
5270 PRINT "POUR VOIR LE TABLEAU
DES SCORES": GOSUB 8100
5280 HOME
5290 PRINT " TABLEAU DES SCO
RES": PRINT : PRINT
5300 PRINT " JOUEUR 1 JOUEUR 2
JOUEUR 3 JOUEUR 4"
5320 IF PRN = 1 THEN SC(1,CC) =
TT * 3: FOR F = 2 TO 4:SC(F,CC)
= TT * - 1: NEXT F: GOTO 5360
5330 IF PRN = 2 THEN SC(2,CC) =
TT * 3:SC(1,CC) = TT * - 1:SC(3
,CC) = TT * - 1:SC(4,CC) = TT *
- 1
5340 IF PRN = 3 THEN SC(3,CC) =
TT * 3:SC(1,CC) = TT * - 1:SC(2
,CC) = TT * - 1:SC(4,CC) = TT *
- 1

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4590 NEXT F
4600 RETURN
4610 AA = AA + 1:G%(AA) = 0: RET
URN
4650 FOR F = 1 TO 4
4660 IF P%(F) = 0 AND XSE = 1 A
ND PLI < 17 THEN GOSUB 4610
4670 BB = BB + 1
4680 TA%(BB) = P%(F)
4690 NEXT F
4700 RETURN
4710 FOR F = 1 TO 6
4720 BB = BB + 1
4730 TA%(BB) = CHI(F)
4740 NEXT F
4750 RETURN
4800 HOME : HTAB 1: VTAB 21: PR
INT " PARTIE TERMINEE"
4805 HGR
4810 PRINT "POUR OBTENIR LE DEC
OMPTE DES POINTS " : GOSUB 8100
4820 HOME : HTAB 1: VTAB 21
4830 PRINT "C'EST LE JOUEUR N"
";PRN;" QUI A PRIS"
4840 IF CP = 1 THEN M = 10
4850 IF CP = 2 THEN M = 20
4860 IF CP = 3 THEN M = 40

6030 IF K = 1 THEN FOR G = 1 T
O 500: NEXT G: GOTO 710
6050 FOR F = 1 TO 18
6060 IF A%(K,F) > 1 AND A%(K,F)
< 21 THEN I = I + 3:B = B + 1: G
OTO 6130
6070 FOR J = 0 TO 3
6080 IF A%(K,F) = 35 + (14 * J)
THEN I = I + 5: GOTO 6130
6090 NEXT J
6100 IF A%(K,F) = 0 THEN I = I
+ 15
6110 IF A%(K,F) = 1 THEN I = I
+ 10:L = 1
6120 IF A%(K,F) = 21 THEN I = I
+ 20
6130 NEXT F
6135 IF L = 1 AND B < 6 THEN CP
(K) = 0: GOTO 6215
6140 IF I > 75 THEN CP(K) = 5:
GOTO 6205
6150 IF I > 67 THEN CP(K) = 4:
GOTO 6205
6160 IF I > 52 THEN CP(K) = 3:
GOTO 6205
6170 IF I > 43 THEN CP(K) = 2:
GOTO 6205
6180 IF I > 38 THEN CP(K) = 1:
GOTO 6205
6190 CP(K) = 0: GOTO 6215
6205 IF CP(K) > CP THEN CP = CP
(K):PRN = K: GOTO 6215
6213 CP(K) = 0
6215 HOME :AG = DTR
6216 FOR J = 1 TO M: VTAB 20 +
J: HTAB 1
6217 AG = AG + 1: IF AG = 5 THEN
AG = 1
6218 IF CP(AG) = 0 THEN PRINT
"LE JOUEUR N" ;AG;" PASSE": GOT
O 6220
6219 P$ = C$(CP(AG)): PRINT "LE
JOUEUR N" ;AG;" PREND UNE " ;P$;
6220 NEXT J
6230 NEXT M
6235 FOR G = 1 TO 2000: NEXT G
6240 IF CP < 0 THEN 6310
6250 HOME : HTAB 1: VTAB 21: PR
INT "AUCUN JOUEUR NE PREND": PRIN
T "VOILA CE QU'IL Y AVAIT DANS LE
CHIEN": GOSUB 830: GOSUB 8100
6300 GOTO 110
6310 PRINT : PRINT "C'EST LE JO
UEUR N" ;PRN;" QUI PREND POUR UN
E "C$(CP): GOSUB 8100: GOTO 800
6500 HOME : HTAB 1: VTAB 21: PR
INT " LE JOUEUR N" ;PRN;" CONST
ITUE SON ECART"
6510 FOR F = 0 TO 3:G(F) = 0:M(
F) = 0:K(F) = 0: NEXT F:L = 1
6520 FOR F = 1 TO 18
6530 FOR J = 0 TO 3
6540 IF A%(PRN,F) > 21 + (J * 1
4) AND A%(PRN,F) < 36 + (J * 14)
THEN K(J) = K(J) + 1
6550 IF A%(PRN,F) = 35 + (J * 1
4) AND A%(PRN,F) < 36 + (J * 14)
THEN K(J) = K(J) + 1
5350 IF PRN = 4 THEN SC(4,CC) =
TT * 3:SC(1,CC) = TT * - 1:SC(2,
CC) = TT * - 1:SC(3,CC) = TT *
- 1
5360 PRINT : FOR F = 1 TO CC
5370 PRINT F;" ";SC(1,F); TAB(
14);SC(2,F); TAB( 24);SC(3,F); T
AB( 34);SC(4,F)
5375 NEXT F
5380 T(1) = 0:T(2) = 0:T(3) = 0:
T(4) = 0
5390 FOR F = 1 TO CC
5400 T(1) = T(1) + SC(1,F)
5410 T(2) = T(2) + SC(2,F)
5420 T(3) = T(3) + SC(3,F)
5430 T(4) = T(4) + SC(4,F)
5435 NEXT F
5440 PRINT -----
5450 PRINT " ";T(1); TAB( 14);
T(2); TAB( 24);T(3); TAB( 34);T(
4)
5455 IF CC = 7 THEN PRINT : PR
INT "AU TERME DE CES 7 PARTIES,
ON REPART AUDEBUT": GOSUB 8100: R
UN
5460 GOSUB 8100: GOTO 130
5500 FOR F = 1 TO CRT

6830 GOTO 6770
6835 STOP
6840 HCOLOR= 0: FOR F = 19 TO 4
7: HPLOT 0,F TO 131,F: NEXT F
6847 : HOME : HTAB 1: VTAB 21
6850 GOTO 1080
7000 K = 0:AH = 0:KB = 0:NL = 0
7020 FOR F = 1 TO 18 - PLI
7030 IF A%(PRN,F) > 0 AND A%(PR
N,F) < 22 THEN K = K + 1
7040 NEXT F
7042 IF K > 8 THEN KB = 1: RETU
RN
7045 F = 0: IF A%(PRN,1) = 1 OR
A%(PRN,2) = 1 THEN F = 1
7050 IF K > 7 AND F = 0 THEN KB
= 1
7052 RETURN
7055 IF KB = 0 THEN 7100
7056 K = 0
7057 FOR F = 1 TO 18 - PLI
7059 IF A%(JR,F) > 0 AND A%(JR,
F) < 22 THEN K = K + 1
7060 NEXT F
7065 IF CA + K = 21 THEN 7100
7070 IF AH < 2 THEN AH = AH + 1
: GOTO 2570
7075 FOR F = 18 - PLI TO 1 STEP
- 1
7080 IF A%(JR,F) < 22 AND A%(JR
,F) > 1 THEN 4300
7090 NEXT F
7100 REM
7110 FOR J = 35 TO 77 STEP 14
7120 FOR F = 1 TO 18 - PLI
7130 IF A%(JR,F) = J THEN 4300
7140 NEXT F,J
7145 IF AE = 1 THEN 7300
7150 FOR F = 1 TO 4:G(F) = 0: N
EXT F:NL = 0
7160 FOR F = 1 TO 18 - PLI
7170 IF A%(JR,F) > 21 AND A%(JR
,F) < 36 THEN G(1) = G(1) + 1
7180 IF A%(JR,F) > 35 AND A%(JR
,F) < 50 THEN G(2) = G(2) + 1
7190 IF A%(JR,F) > 49 AND A%(JR
,F) < 64 THEN G(3) = G(3) + 1
7200 IF A%(JR,F) > 63 AND A%(JR
,F) < 77 THEN G(4) = G(4) + 1
7210 NEXT F
7220 FOR F = 1 TO 4
7225 FOR I = 1 TO 4
7230 IF G(F) > G(I) THEN NL = F

7240 NEXT I,F
7250 IF NL = 1 THEN AC = 22:AD
= 35: GOTO 7300
7260 IF NL = 2 THEN AC = 36:AD
= 49: GOTO 7300
7270 IF NL = 3 THEN AC = 50:AD
= 63: GOTO 7300
7280 IF NL = 4 THEN AC = 64:AD
= 77: GOTO 7300

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7290 IF NL = 0 THEN GOTO 2570
7300 FOR F = 1 TO 18 - PLI
7310 IF A%(JR,F) < AC OR A%(JR,
F) > AD THEN 7330
7320 GOTO 4300
7330 NEXT F
7340 AE = 0: GOTO 7150
8100 PRINT "APPUYEZ SUR LE BOUT
ON"
8110 IF PEEK (- 16287) > 127
THEN RETURN
8120 GOTO 8110
8150 FOR F = 1 TO 18 - PLI
8160 IF A%(JR,F) = 99 THEN A%(J
R,F) = A%(JR,(F + 1)):A%(JR,(F +
1)) = 99
8170 NEXT : RETURN
8200 REM
8201 Z = C%: GOSUB 1900
8202 CALL - 198
8205 HCOLOR= 6
8210 HPLOT X - 1,Y TO X + 17,Y
TO X + 17,Y + 27 TO X - 1,Y + 27
TO X - 1,Y
8215 HCOLOR= 3
8220 IF NCT = 0 OR NCT = 5 THEN
Y = Y + 10: GOTO 8300
8230 IF NCT = 1 THEN 8350
8240 IF NCT = 2 THEN 8450
8250 IF NCT = 3 THEN 8600
8260 IF NCT = 4 THEN 8640
8300 HPLOT X + 3,Y + 12 TO X +
13,Y + 12: HPLOT X + 3,Y + 13 TO
X + 13,Y + 13
8303 IF C% > 9 THEN 8315
8305 FOR G = 1 TO 10: IF C% = G
- 1 THEN X = X + 4: ON G GOSUB 8
500,8510,8520,8530,8540,8550,8560
,8570,8580,8590
8306 NEXT G
8307 X = X - 4:Y = Y - 10: RETUR
N
8315 IF C% > 19 THEN 8330
8320 FOR G = 1 TO 10: IF C% = G
+ 9 THEN 8322
8321 NEXT G

8322 GOSUB 8510
8323 X = X + 6
8324 ON G GOSUB 8500,8510,8520,
8530,8540,8550,8560,8570,8580,859
0
8325 Y = Y - 10:X = X - 6: RETUR
N
8330 GOSUB 8520
8332 X = X + 8
8335 IF C% = 20 THEN GOSUB 850
0
8336 IF C% = 21 THEN GOSUB 851
0
8338 X = X - 8:Y = Y - 10: RETUR
N
8350 HPLOT X + 8,Y + 13 TO X +
8,Y + 22: HPLOT X + 9,Y + 13 TO X
+ 9,Y + 22: HPLOT X + 7,Y + 15 T
0 X + 10,Y + 15
8351 HPLOT X + 6,Y + 16 TO X +
11,Y + 16: HPLOT X + 5,Y + 17 TO
X + 12,Y + 17
8352 HPLOT X + 5,Y + 18 TO X +
12,Y + 18: HPLOT X + 6,Y + 19 TO
X + 11,Y + 19
8353 HPLOT X + 7,Y + 22 TO X +
10,Y + 22
8360 IF C% > 31 THEN 8700
8370 Z = C% - 21
8380 IF Z = 10 THEN 8401
8390 ON Z GOSUB 8510,8520,8530,
8540,8550,8560,8570,8580,8590
8400 RETURN
8401 GOSUB 8510
8402 X = X + 6: GOSUB 8500
8403 X = X - 6: RETURN
8450 REM
8451 HPLOT X + 8,Y + 13: HPLOT
X + 7,Y + 14 TO X + 9,Y + 14
8452 HPLOT X + 6,Y + 15 TO X +
10,Y + 15: HPLOT X + 5,Y + 16 TO
X + 11,Y + 16
8453 HPLOT X + 4,Y + 17 TO X +
12,Y + 17: HPLOT X + 5,Y + 18 TO
X + 11,Y + 18
8454 HPLOT X + 6,Y + 19 TO X +
10,Y + 19: HPLOT X + 7,Y + 20 TO
X + 9,Y + 20
8455 HPLOT X + 8,Y + 21
8456 HCOLOR= 7
8460 IF C% > 45 THEN 8700
8470 Z = C% - 35
8480 GOTO 8380

8500 HPLOT X + 4,Y + 3: HPLOT X
+ 2,Y + 3 TO X + 2,Y + 9: HPLOT
X + 6,Y + 3 TO X + 6,Y + 9: HPLOT
X + 4,Y + 9: RETURN
8510 HPLOT X + 2,Y + 4: HPLOT X
+ 4,Y + 3 TO X + 4,Y + 9: RETURN

8520 HPLOT X + 2,Y + 3: HPLOT X
+ 4,Y + 3: HPLOT X + 6,Y + 3 TO
X + 6,Y + 6: HPLOT X + 4,Y + 6: H
PLOT X + 2,Y + 6 TO X + 2,Y + 9:
HPLOT X + 4,Y + 9: HPLOT X + 6,Y
+ 9: RETURN
8530 HPLOT X + 2,Y + 3: HPLOT X
+ 4,Y + 3: HPLOT X + 6,Y + 3 TO
X + 6,Y + 9: HPLOT X + 4,Y + 9: H
PLOT X + 2,Y + 9: HPLOT X + 2,Y
+ 6: HPLOT X + 4,Y + 6: RETURN
8540 HPLOT X + 2,Y + 3 TO X + 2
,Y + 7: HPLOT X + 4,Y + 7: HPLOT
X + 6,Y + 7: HPLOT X + 6,Y + 5 TO
X + 6,Y + 9: HPLOT X + 8,Y + 7:
RETURN
8550 HPLOT X + 6,Y + 3: HPLOT X
+ 4,Y + 3: HPLOT X + 2,Y + 3 TO
X + 2,Y + 6: HPLOT X + 4,Y + 6: H
PLOT X + 6,Y + 6 TO X + 6,Y + 9:
HPLOT X + 4,Y + 9: HPLOT X + 2,Y
+ 9: RETURN
8560 HPLOT X + 6,Y + 3: HPLOT X
+ 4,Y + 3: HPLOT X + 2,Y + 3 TO
X + 2,Y + 9: HPLOT X + 4,Y + 9: H
PLOT X + 6,Y + 9 TO X + 6,Y + 6:
HPLOT X + 4,Y + 6: RETURN
8570 HPLOT X + 2,Y + 3: HPLOT X
+ 4,Y + 3: HPLOT X + 6,Y + 3: HP
LOT X + 6,Y + 4: HPLOT X + 4,Y +
5: HPLOT X + 4,Y + 6: HPLOT X + 2
,Y + 7 TO X + 2,Y + 9: RETURN
8580 HPLOT X + 4,Y + 3: HPLOT X
+ 2,Y + 3 TO X + 2,Y + 9: HPLOT
X + 6,Y + 3 TO X + 6,Y + 9: HPLOT
X + 4,Y + 9: HPLOT X + 4,Y + 6:
RETURN
8590 HPLOT X + 2,Y + 3: HPLOT X
+ 4,Y + 3: HPLOT X + 6,Y + 3 TO
X + 6,Y + 9: HPLOT X + 4,Y + 9: H
PLOT X + 2,Y + 9: HPLOT X + 2,Y
+ 6: HPLOT X + 4,Y + 6: HPLOT X +
2,Y + 4 TO X + 2,Y + 5: RETURN
8600 HPLOT X + 7,Y + 13: HPLOT
X + 8,Y + 13: HPLOT X + 6,Y + 14
TO X + 9,Y + 14: HPLOT X + 7,Y +

```

```

15 TO X + 8,Y + 15
8601 HPLOT X + 4,Y + 16 TO X +
5,Y + 16: HPLOT X + 8,Y + 17 TO X +
6,Y + 17: HPLOT X + 4,Y + 18 T
0 X + 5,Y + 18
8602 HPLOT X + 10,Y + 16 TO X +
11,Y + 16: HPLOT X + 9,Y + 17 TO
X + 12,Y + 17: HPLOT X + 10,Y +
18 TO X + 11,Y + 18
8603 HPLOT X + 7,Y + 19 TO X +
8,Y + 19: HPLOT X + 6,Y + 20 TO X +
9,Y + 20: HPLOT X + 7,Y + 22 T
0 X + 8,Y + 22: HPLOT X + 6,Y + 2
3 TO X + 9,Y + 23
8604 HPLOT X + 7,Y + 21 TO X +
8,Y + 21
8610 IF C% > 59 THEN 8700
8620 Z = C% - 49
8630 GOTO 8380
8640 HPLOT X + 4,Y + 14 TO X +
6,Y + 14: HPLOT X + 9,Y + 14 TO X +
11,Y + 14: HPLOT X + 3,Y + 15
TO X + 12,Y + 15
8641 HPLOT X + 3,Y + 16 TO X +
12,Y + 16: HPLOT X + 3,Y + 17 TO
X + 12,Y + 17: HPLOT X + 4,Y + 18
TO X + 11,Y + 18
8642 HPLOT X + 5,Y + 19 TO X +
10,Y + 19: HPLOT X + 6,Y + 20 TO
X + 9,Y + 20: HPLOT X + 7,Y + 21
TO X + 8,Y + 21: HPLOT X + 7,Y +
22 TO X + 8,Y + 22
8649 HCOLOR= 7
8650 IF C% > 73 THEN 8700
8660 Z = C% - 63
8670 GOTO 8380
8700 FOR G = 32 TO 74 STEP 14:
IF C% = G THEN HPLOT X + 2,Y + 3
TO X + 2,Y + 6: HPLOT X + 4,Y +
7 TO X + 4,Y + 9: HPLOT X + 6,Y +
6 TO X + 6,Y + 3: RETURN
8705 NEXT G
8720 FOR G = 33 TO 75 STEP 14:
IF C% = G THEN HPLOT X + 4,Y + 3
: HPLOT X + 6,Y + 3: HPLOT X + 2,
Y + 4 TO X + 2,Y + 8: HPLOT X + 4
,Y + 9: HPLOT X + 6,Y + 9: RETURN
8730 NEXT G
8740 FOR G = 34 TO 76 STEP 14:
IF C% = G THEN HPLOT X + 2,Y + 3
TO X + 2,Y + 9: HPLOT X + 4,Y +
3: HPLOT X + 6,Y + 4 TO X + 6,Y +
8: HPLOT X + 4,Y + 9: RETURN
8750 NEXT G
8760 HPLOT X + 4,Y + 3: HPLOT X +
6,Y + 3: HPLOT X + 2,Y + 3 TO
X + 2,Y + 9: HPLOT X + 6,Y + 3 TO
X + 6,Y + 6: HPLOT X + 4,Y + 6:
HPLOT X + 6,Y + 8 TO X + 6,Y + 9:
RETURN
8800 IF C% = 0 THEN 1395
8810 IF CNP = 5 THEN 1395
8820 Z = C%: GOSUB 1900
8825 IF CNP = 0 THEN 8895
8830 IF NCT = CNP THEN 1395
8845 Z = P%(1): GOSUB 1900
8850 FOR F = 18 TO 1 STEP - 1
8860 IF A%(1,F) = 99 THEN 8890
8870 IF A%(1,F) < D OR A%(1,F)
> H THEN 8890
8880 GOTO 9020
8890 NEXT F
8895 L = 0
8900 FOR F = 18 TO 1 STEP - 1
8910 IF A%(1,F) > 0 AND A%(1,F)
< 22 THEN L = A%(1,F): GOTO 8940
8920 NEXT F
8930 GOTO 1395
8940 IF C% > 21 THEN 9020
8950 Z = 0
8960 FOR F = 1 TO CRT
8970 IF P%(F) > 21 THEN 8990
8980 IF Z < P%(F) THEN Z = P%(F)
)
8990 NEXT F
8995 IF Z = 0 AND C% < 22 THEN
GOTO 1395
9000 IF L > Z AND C% < Z THEN 9
020
9010 GOTO 1395
9020 FLASH : PRINT : PRINT "IL
NE FAUT PAS TRICHER !!!"
9025 NORMAL : PRINT "RECOMMENCE
Z"
9030 FOR F = 1 TO 2000: NEXT F
9040 HOME : HTAB 1: VTAB 21: GO
TO 1370
●

```

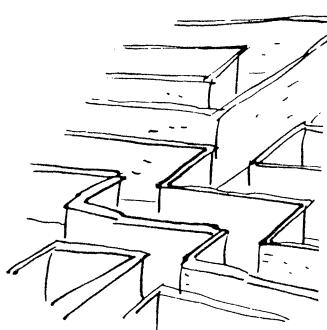
TEMPLE OF DOOM

Balayeurs futés, le nettoyage en règle des quelques vingt labyrinthes du temple, réclamera de votre part intelligence et stratégie.

Jean MAHIDDINE

Mode d'emploi :

Déplacez-vous à l'aide des touches I (haut), K (bas), J (gauche), L (droite) ou à l'aide du joystick. Sortez d'une situation bloquée par DELETE et revenez au début par ESC, CONTROL/A permet un BREAK. Avant de lancer le listing 2, exécutez le listing 1 sans le sauver; cette opération ne doit être réalisée qu'une seule fois.



LISTING 1

```
5 D$ = CHR$ (4)
10 PRINT D$"OPEN SC.TOD": PRINT
D$"WRITE SC.TOD": PRINT SC: PRIN
T LE: PRINT VA$: PRINT D$"CLOSE S
C.TOD"
```

LISTING 2

```
$LOAD TEMPLE OF DOOM
$LIST

10 D$ = CHR$ (4): DIM P$(40),FR
    $(40)
20 CALL 64600:R = 1: GOSUB 1890

30 IN = 5:LE = 1:EE = 1:S = 4920
    0: GR : GOSUB 1930: GOSUB 22
    20: GOSUB 380: GOTO 80
40 F = F + 1:Z = PEEK (49200) +
    PEEK (49200) + PEEK (49200)
    ) + PEEK (49200) + PEEK (4
    9200) + PEEK (49200) + PEEK
    (49200):SC = SC + 50: VTAB 2
    2: HTAB 7: PRINT SC
50 IF SC = 8000 OR SC = 16000 THEN
    IN = IN + 1: VTAB 22: HTAB 22: PRINT
    IN
60 RETURN
70 COLOR= 15: PLOT NN,NL: RETURN

80 ON LE GOSUB 390,450,490,570,
    660,700,770,830,890,980,1070
    ,1140,1190,1250,1340,1380,14
    40,1520,1580,1660
90 IF LE > 20 THEN LE = 1: GOTO
    80
100 IF C$ = "J" THEN 2280
110 P = PEEK (- 16384): IF P =
    129 THEN CALL - 1223: CALL
    64600: CALL - 1223: POKE -
    16384,0: END
120 IF P = 160 THEN POKE - 16
    368,0
130 IF P = 155 THEN POKE - 16
    368,0:SC = 0:F = 0:LE = 0: CALL
```

```
64600: GOSUB 2250: GOTO 30
140 IF P = 201 THEN GOSUB 220
150 IF P = 203 THEN GOSUB 230
160 IF P = 202 THEN GOSUB 240
170 IF P = 204 THEN GOSUB 250
180 IF P = 255 THEN POKE - 16
    368,0:F = 0:IN = IN - 1: VTAB
    22: HTAB 22: PRINT IN: GOTO
    80
190 IF IN = 0 THEN POKE - 163
    68,0: GOTO 1740
200 IF F = FF THEN F = 0:LE = L
    E + 1:EE = EE + 1: VTAB 22: HTAB
    38: PRINT EE: POKE - 16368,0: GOTO
    80
210 GOTO 110
220 NL = NL - 1: GOSUB 260: GOSUB
    70: RETURN
230 NL = NL + 1: GOSUB 290: GOSUB
    70: RETURN
240 NN = NN - 1: GOSUB 320: GOSUB
    70: RETURN
250 NN = NN + 1: GOSUB 350: GOSUB
    70: RETURN
260 IF SCRNC (NN,NL) = 14 THEN
    GOSUB 40: RETURN
270 IF SCRNC (NN,NL) < > 0 THEN
    NL = NL + 1: GOSUB 340
280 RETURN
290 IF SCRNC (NN,NL) = 14 THEN
    GOSUB 40: RETURN
300 IF SCRNC (NN,NL) < > 0 THEN
    NL = NL - 1: GOSUB 340
310 RETURN
320 IF SCRNC (NN,NL) = 14 THEN
    GOSUB 40: RETURN
330 IF SCRNC (NN,NL) < > 0 THEN
    NN = NN + 1: GOSUB 340
340 RETURN
350 IF SCRNC (NN,NL) = 14 THEN
    GOSUB 40: RETURN
360 IF SCRNC (NN,NL) < > 0 THEN
    NN = NN - 1: GOSUB 340
370 RETURN
380 CALL - 936: VTAB 22: HTAB
    1: PRINT "Score:";SC: VTAB 2
    2: HTAB 17: PRINT "Indy:";IN
    : VTAB 22: HTAB 32: PRINT "L
    evel:";LE: RETURN
390 FF = 19:NN = 20:NL = 35: GOSUB
    1730
400 COLOR= 0: FOR I = 2 TO 38 STEP
2: HLIN I,38 AT I - 1: NEXT : FOR
    I = 37 TO 2 STEP - 2: VLIN
    I,2 AT I + 1: NEXT
410 FOR I = 5 TO 20 STEP 3: HLIN
    5,10 + I AT I + 10: NEXT : VLIN
    15,30 AT 5: VLIN 30,34 AT 20
```

```

420 COLOR= 14: FOR I = 2 TO 30 STEP
10: PLOT I + 2,I: PLOT I + 8,I +
1: NEXT : FOR I = 20 TO 30 STEP
5: PLOT I + 8,I: NEXT
430 FOR I = 30 TO 37 STEP 5: PLOT
I + 1,I: NEXT : FOR I = 5 TO
10 STEP 5: PLOT I + 24,I: NEXT

440 FOR I = 5 TO 20 STEP 3: PLOT
5 + I,I + 10: NEXT : COLOR=
15: PLOT NN,NL: GOSUB 2260: RETU
RN
450 FF = 23: GOSUB 1730
460 COLOR= 0: FOR I = 1 TO 35: HLIN
I,35 - (I - 2) AT I + 2: NEXT : HLIN
29,38 AT 30:NN = 38:NL = 30: COLOR=
15: PLOT NN,NL
470 COLOR= 14: FOR I = 1 TO 15 STEP
3: PLOT I + 6,30 - (I - 5): NEXT
: FOR I = 30 TO 20 STEP - 2
: PLOT I - 6,30 - (I - 5): NEXT

480 FOR I = 5 TO 34 STEP 5: PLOT
I,3: NEXT : FOR I = 5 TO 34 STEP
5: PLOT I,37: NEXT : GOSUB 2260:
RETURN
490 FF = 20: GOSUB 1730
500 COLOR= 0: FOR I = 3 TO 36 STEP
2: HLIN I + 2,I - 2 AT I: NEXT
510 FOR I = 36 TO 3 STEP - 2: HLIN
I,I AT I: NEXT
520 FOR I = 2 TO 36 STEP 2: HLIN
I + 1,I - 1 AT I + 1: VLIN I
+ 1,I + 1 AT I: NEXT
530 FOR I = 4 TO 35 STEP 2: VLIN
I,35 AT I: NEXT : HLIN 4,35 AT
35
540 COLOR= 14: FOR I = 7 TO 35 STEP
5: PLOT I,35: PLOT 4,I: NEXT
550 FOR I = 8 TO 36 STEP 4: PLOT
I,I: NEXT
560 COLOR= 15:NN = 33:NL = 35: PLOT
NN,NL: GOSUB 2260: RETURN
570 FF = 23: GOSUB 1730
580 COLOR= 0: FOR I = 4 TO 34 STEP
2: HLIN I,35 - (I - 2) AT I + 2: NEXT

590 FOR I = 1 TO 32 STEP 2: IF
I < 19 THEN M = 2: GOTO 610
600 M = 3
610 VLIN I + 5,36 - (I - 1) AT
I + M: NEXT : VLIN 21,20 AT
20
620 HLIN 1,38 AT 21: VLIN 1,38 AT
18: VLIN 1,38 AT 9: VLIN 1,3
8 AT 26
630 COLOR= 14: FOR I = 1 TO 32 STEP
3: PLOT I + 3.6: NEXT

640 FOR I = 3 TO 32 STEP 5: PLOT
18,I + 3: NEXT
650 PLOT 5,32: PLOT 7,21: PLOT
9,18: PLOT 26,20: PLOT 28,30
: PLOT 30,15:NN = 18:NL = 37
: COLOR= 15: PLOT NN,NL: GOSUB
2260: RETURN
660 FF = 60: GOSUB 1730
670 COLOR= 0: FOR I = 1 TO 38 STEP
2: HLIN 1,37 AT I: VLIN 1,37 AT I
: NEXT
680 COLOR= 14: FOR I = 5 TO 34 STEP
2: PLOT I - 2,I + 2: PLOT I - 4,
I + 4: PLOT I + 2,I - 2: PLOT
I + 4,I - 4: NEXT
690 NN = 25:NL = 8: COLOR= 15: PLOT
NN,NL: GOSUB 2260: RETURN
700 FF = 26: GOSUB 1730
710 COLOR= 0: FOR J = 1 TO 35 STEP
6: FOR I = 1 TO 5: HLIN J,I + J AT
J: VLIN J,I + J AT J: VLIN J
,I + J AT J + 6: HLIN J,I +
(J + 1) AT J + 6: NEXT I,J:
720 FOR J = 1 TO 35 STEP 6: FOR
I = 1 TO 5: VLIN J,I + (J +
1) AT J + 7: NEXT I,J
730 FOR I = 25 TO 38 STEP 2: HLIN
1,16 AT I: NEXT : HLIN 17,30
AT 37
740 FOR I = 26 TO 36 STEP 4: PLOT
16,I: NEXT : FOR I = 28 TO 3
8 STEP 4: PLOT 1,I: NEXT
750 VLIN 25,15 AT 6: HLIN 1,6 AT
14: COLOR= 14: FOR J = 1 TO
35 STEP 6: FOR I = 1 TO 5 STEP
2: PLOT J,I + J: NEXT I,J
760 FOR I = 2 TO 38 STEP 5: PLOT
I,37: NEXT :NN = 1:NL = 14: COLO
R= 15: PLOT NN,NL: GOSUB 2260: RETURN

770 FF = 35: GOSUB 1730
780 COLOR= 0: FOR I = 10 TO 30:
HLIN 10,30 AT I: NEXT
790 FOR I = 3 TO 38 STEP 5: HLIN
1,38 AT I: VLIN 3,38 AT I -
1: NEXT
800 COLOR= 14: FOR I = 10 TO 30
STEP 5: PLOT I,12: PLOT I,1
7: PLOT I,22: PLOT I,27: NEXT

810 FOR I = 3 TO 38 STEP 8: PLOT
I,3: PLOT I,8: PLOT I,38: NEXT
820 COLOR= 15:NN = 1:NL = 18: PLOT
NN,NL: GOSUB 2260: RETURN

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830 FF = 12: GOSUB 1730
840 COLOR= 0: FOR I = 5 TO 18 STEP
2: HLIN 38,I - 1 AT I: VLIN I + (
I + 1),I AT I - 2: NEXT
850 FOR I = 3 TO 16 STEP 2: VLIN
I + 2,35 AT I: NEXT : HLIN 4
,15 AT 35: VLIN 5,16 AT 38: HLIN
38,16 AT 25: VLIN 18,25 AT 38
860 FOR I = 16 TO 36 STEP 2: VLIN
6,25 AT I: NEXT
870 COLOR= 14: FOR I = 16 TO 36
STEP 4: PLOT I,16: PLOT I,1
2: NEXT
880 NN = 11:NL = 35: COLOR= 15: PLOT
NN,NL: GOSUB 2260: RETURN
890 FF = 18: GOSUB 1730
900 COLOR= 0: FOR I = 1 TO 12 STEP
2: HLIN 1,11 AT I: VLIN 1,10 AT I
: NEXT
910 FOR I = 12 TO 23 STEP 2: HLIN
10,21 AT I: VLIN 12,21 AT I -
1: NEXT : VLIN 12,22 AT 9
920 FOR I = 23 TO 34 STEP 2: HLIN

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24,34 AT 35: VLIN 4,15 AT 37
1040 COLOR= 14: FOR I = 5 TO 30
STEP 2: PLOT 35 - I,1: NEXT
1050 FOR I = 5 TO 25 STEP 2: PLOT
25 - (I - 2),I: NEXT : PLOT
25,30: PLOT 30,30: PLOT 37,1
0
1060 NN = 35:NL = 34: COLOR= 15:
PLOT NN,NL: GOSUB 2260: RETURN
1070 FF = 9: GOSUB 1730
1080 COLOR= 0: FOR I = 1 TO 20 STEP
2: HLIN 20,I + I AT 38 - I: NEXT
1090 FOR I = 1 TO 20 STEP 2: VLIN
37,20 + (I - 2) AT 39 - I: NEXT
1100 PLOT 36,20: PLOT 34,22: VLIN
34,22 AT 32: VLIN 34,24 AT 3
0: VLIN 34,24 AT 28: VLIN 34
,26 AT 26: VLIN 34,26 AT 24:
VLIN 34,28 AT 22
1110 HLIN 20,38 AT 38: VLIN 19,
27 AT 19: PLOT 18,30: PLOT 1
4,32: PLOT 10,34: PLOT 6,36:
VLIN 29,36 AT 20
1120 COLOR= 14: FOR I = 1 TO 20
STEP 4: PLOT I + 19,30: NEXT

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20,31 AT I: VLIN 24,32 AT I -
2: NEXT : VLIN 23,33 AT 19
930 VLIN 5,38 AT 5: VLIN 22,38 AT
15: VLIN 34,38 AT 25: HLIN 6
,25 AT 38: HLIN 12,38 AT 6: HLIN
22,38 AT 16: HLIN 22,38 AT 27: VLIN
27,6 AT 38
940 COLOR= 14: FOR I = 1 TO 12 STEP
4: PLOT 2,I: PLOT 10,I: NEXT
950 FOR I = 12 TO 23 STEP 4: PLOT
14,I: PLOT 20,I: NEXT
960 FOR I = 23 TO 34 STEP 4: PLOT
25,I: PLOT 29,I: NEXT
970 NN = 38:NL = 16: COLOR= 15: PLOT
NN,NL: GOSUB 2260: RETURN
980 FF = 27: GOSUB 1730
990 COLOR= 0: FOR I = 1 TO 35 STEP
2: HLIN 1,35 - (I - 2) AT I + 2: NEXT
: VLIN 4,37 AT 1
1000 FOR I = 2 TO 36: HLIN 38 -
I,39 - I AT I + 2: NEXT
1010 HLIN 30,38 AT 15: HLIN 30,
38 AT 23: HLIN 25,33 AT 20: HLIN
25,33 AT 30
1020 VLIN 21,30 AT 25: VLIN 21,
30 AT 33: VLIN 15,22 AT 30: VLIN
15,22 AT 38
1030 HLIN 1,33 AT 38: HLIN 33,3
5 AT 33: VLIN 33,38 AT 33: VLIN

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```

: PLOT 18,29: PLOT 14,31: PLOT
10,33: PLOT 6,35
1130 COLOR= 15:NN = 2:NL = 37: PLOT
NN,NL: GOSUB 2260: RETURN
1140 FF = 12: GOSUB 1730
1150 COLOR= 0: FOR I = 18 TO 36
STEP 2: HLIN 38 - I,1 + I AT
I: NEXT
1160 FOR I = 18 TO 36 STEP 2: VLIN
2,I AT I + 2: NEXT : HLIN 2,38 AT
4: VLIN 18,36 AT 19: VLIN 18
,36 AT 20: VLIN 27,29 AT 16:
VLIN 27,29 AT 23: HLIN 2,38
AT 2: VLIN 4,36 AT 2: PLOT
2,3
1170 COLOR= 14: FOR I = 20 TO 3
8 STEP 2: PLOT I,10: NEXT : PLOT
2,36: PLOT 20,20
1180 NN = 2:NL = 2: COLOR= 15: PLOT
NN,NL: GOSUB 2260: RETURN
1190 FF = 12: GOSUB 1730
1200 COLOR= 0: FOR I = 2 TO 38 STEP
2: VLIN 2,10 AT I: VLIN 12,20 AT
I: NEXT

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```

1210 HLIN 1,38 AT 38: HLIN 2,38
AT 2: HLIN 2,38 AT 10: HLIN
2,38 AT 12: HLIN 2,38 AT 20:
PLOT 8,11: PLOT 20,11: PLOT
32,11
1220 VLIN 20,38 AT 19: VLIN 20,
38 AT 20
1230 COLOR= 14: PLOT 20,20: PLOT
20,10: PLOT 10,10: PLOT 2,12
: PLOT 5,12: PLOT 35,12: PLOT
38,12: PLOT 2,2: PLOT 10,2: PLOT
38,5: PLOT 38,38: PLOT 20,38
1240 NN = 1:NL = 38: COLOR= 15: PLOT
NN,NL: GOSUB 2260: RETURN
1250 FF = 8: GOSUB 1730
1260 COLOR= 0: HLIN 1,10 AT 2: HLIN
1,10 AT 10: VLIN 2,10 AT 1: VLIN
2,10 AT 10
1270 HLIN 10,20 AT 10: HLIN 10,
20 AT 20: VLIN 10,20 AT 10: VLIN
10,20 AT 20
1280 HLIN 20,30 AT 2: HLIN 20,3
0 AT 10: VLIN 2,10 AT 20: VLIN
2,10 AT 30
1290 HLIN 1,10 AT 20: HLIN 1,10
AT 30: VLIN 20,30 AT 1: VLIN
20,30 AT 10
1300 HLIN 20,30 AT 20: HLIN 20,
30 AT 30: VLIN 20,30 AT 20: VLIN
20,30 AT 30
1310 VLIN 30,35 AT 3: VLIN 30,3
5 AT 28: HLIN 4,28 AT 35: PLOT
11,9
1320 COLOR= 14: PLOT 3,35: PLOT
28,35: PLOT 10,30: PLOT 10,2
0: PLOT 20,20: PLOT 20,10: PLOT
1,2: PLOT 10,2
1330 NN = 15:NL = 36: COLOR= 15:
PLOT NN,NL: GOSUB 2260: RETURN
2,1 + 3: NEXT
1490 FOR I = 1 TO 20 STEP 2: PLOT
I + 19,I: NEXT
1500 FOR I = 30 TO 36 STEP 2: PLOT
I - 25,I + 1: NEXT
1510 NN = 38:NL = 38: COLOR= 15:
PLOT NN,NL: GOSUB 2260: RETURN
1520 FF = 18: GOSUB 1730
1530 COLOR= 0: FOR I = 1 TO 38 STEP
2: VLIN 1,38 AT 1: NEXT : RETURN
1540 FOR I = 4 TO 34: PLOT I -
1,I + 1: PLOT I - 3,I + 3: NEXT
1550 COLOR= 14: FOR I = 1 TO 38
STEP 4: PLOT I,1: NEXT
1560 FOR I = 3 TO 34 STEP 4: PLOT
I - 2,I + 2: NEXT
1570 NN = 1:NL = 38: COLOR= 15: PLOT
NN,NL: GOSUB 2260: RETURN
1580 FF = 23: GOSUB 1730
1590 COLOR= 0: FOR I = 1 TO 20,
HLIN 1,38 AT 1: NEXT : FOR
I = 22 TO 25: HLIN 1,38 AT 1
: NEXT : FOR I = 27 TO 33: HLIN
1,38 AT 1: NEXT
1600 FOR I = 22 TO 25: HLIN 1,3
8 AT 1: NEXT
1610 FOR I = 1 TO 38 STEP 2: PLOT
I,34: NEXT
1620 PLOT 1,1,26: PLOT 38,21
1630 COLOR= 14: FOR I = 1 TO 20
STEP 2: PLOT I,1: NEXT
1640 FOR I = 1 TO 38 STEP 3: PLOT
1,23: NEXT
1650 NN = 1:NL = 34: COLOR= 15: PLOT
NN,NL: GOSUB 2260: RETURN
1660 FF = 36: GOSUB 1730
1670 COLOR= 0: FOR I = 2 TO 36 STEP
2: HLIN I - 1,I + 1 AT 1: NEXT
1680 FOR I = 2 TO 36: PLOT I -
1,I + 2: PLOT I - 1,I + 1: NEXT
1690 FOR I = 1 TO 36: PLOT I +
2,I + 2: NEXT : HLIN 1,38 AT
38
1700 COLOR= 14: FOR I = 2 TO 36
STEP 2: PLOT 1,1: NEXT
1710 FOR I = 4 TO 36 STEP 2: PLOT
I - 2,I: NEXT : PLOT 38,38
1720 NN = 1:NL = 38: COLOR= 15: PLOT
NN,NL: GOSUB 2260: RETURN
1730 COLOR= 1: FOR I = 0 TO 39:
HLIN 0,39 AT 1: NEXT : RETURN
1740 COLOR= 15: FOR I = 15 TO 2
1: HLIN 1,38 AT 1: NEXT
1750 COLOR= 0: HLIN 2,4 AT 16: VLIN
17,19 AT 2: HLIN 2,4 AT 20: VLIN
17,19 AT 4
1760 HLIN 6,8 AT 16: VLIN 17,20
AT 6: VLIN 17,20 AT 8: PLOT
7,19
1770 VLIN 16,20 AT 10: VLIN 16,
18,20 AT 4
20 AT 14: PLOT 12,19: PLOT 1
1,18: PLOT 13,18: PLOT 11,17
: PLOT 13,17
1780 HLIN 16,18 AT 16: VLIN 16,
20 AT 16: HLIN 16,18 AT 20: PLOT
17,18
1790 HLIN 21,23 AT 16: VLIN 17,
20 AT 21: HLIN 21,23 AT 20: VLIN
17,20 AT 23
1800 VLIN 16,19 AT 25: PLOT 26,
20: VLIN 16,19 AT 27
1810 HLIN 29,31 AT 16: VLIN 16,
30,18
1820 HLIN 33,35 AT 16: VLIN 16,
20 AT 33: HLIN 33,35 AT 18: PLOT
35,17: PLOT 34,19: PLOT 35,20
1830 P = PEEK (- 16384): IF P =
160 THEN POKE - 16368,0:LL
= 0: GOTO 1860

```

```

2,7 AT 3 : NEXT : RETURN
1940 HLIN 7,10 AT 2: VLIN 2,7 AT " : NEXT : RETURN
32 * (J < 96 AND J > 64)
2090 IF J = 32 OR J = 45 OR J =
39 THEN H = 1 2260 IF IN = 0 THEN RETURN
2270 FOR I = 1 TO 7: COLOR= 0: PLOT
1950 VLIN 2,7 AT 12: VLIN 2,7 AT NN,NL: FOR J = 1 TO 80: NEXT : COLOR
16: PLOT 13,4: PLOT 13,5: PLOT = 15: PLOT NN,NL: FOR K = 1 TO 80
15,4: PLOT 15,3: PLOT 15,5: PLOT : NEXT K,1: RETURN
14,6: PLOT 13,3 :ER$ = RR$: NEXT : RETURN
2100 NEXT :RR$ = "" : FOR I = 1 TO
LEN (ER$):RR$ + FR$(I
1960 HLIN 18,21 AT 2: VLIN 2,7 AT 2280 P = PEEK (- 16384): IF P =
18: HLIN 18,21 AT 4: PLOT 21 129 THEN CALL - 1223: CALL
1970 VLIN 2,7 AT 23: HLIN 23,25 2120 P = PEEK (- 16384): IF P =
141 THEN POKE - 16368,0: VTAB
AT 7: HLIN 27,30 AT 2: HLIN 64600: CALL - 1223: POKE -
27,30 AT 7: VLIN 2,7 AT 27: PLOT 16368,0: END
28,5 23: HTAB V: PRINT " : GOTO 2200
1980 HLIN 12,16 AT 10: HLIN 12, 2290 IF PDL (0) = 0 THEN GOSUB
16 AT 16: VLIN 11,16 AT 12: VLIN 2130 IF P = 136 THEN V = U - 1;
2140 IF P < 156 AND P < > 141 THEN 240
2120 2300 IF PDL (0) = 255 THEN GOSUB
2150 250
2170 NEXT 2310 IF PDL (1) = 0 THEN GOSUB
2180 IF U > 37 THEN V = 37 220
2160 VTAB 23: HTAB V: GET P$(U)
2190 VTAB 23: HTAB V. POKE 50,6 : PRINT CHR$( F ): POKE 50,
2200 VTAB 24 AT 12: VLIN 18, 63: PRINT " "; POKE 50,255
1990 VLIN 18,24 AT 5: HLIN 5,8 AT 2170 NEXT
18: HLIN 5,8 AT 24: PLOT ?,1 2180 IF U < 2 THEN V = 2
9: PLOT 9,23: VLIN 20,22 AT 2190 VTAB 23: HTAB V. POKE 50,6
10 2200 IF U = 2 THEN ER$ = "MINAB
24 AT 16: HLIN 12,16 AT 18: HLIN 7 " : PRINT " "; POKE 50,255: PRIN
12,16 AT 24 2200 IF U = 2 THEN ER$ = "MINAB
2010 VLIN 18,24 AT 18: VLIN 18, 2210 EE$ = " : FOR I = 2 TO U -
24 AT 22: HLIN 19,22 AT 18: HLIN 1:EE$ = EE$ + P$(I): NEXT :E
2020 VLIN 18,24 AT 24: VLIN 18, R$ = EE$: RETURN
24 AT 28: VLIN 19,21 AT 25: VLIN 2220 VTAB 21: PRINT "Entrez vot
SC: POKE 50,255 re prenom." : VTAB 23: PRINT "
(SC$) / 2: POKE 50,63: PRINT 2230 IF LEN (ER$) = 1 THEN CALL
1910 UTAB 10: HTAB 10: PRINT "S
CORE :" ;LE: HTAB 12: HTAB 10: 64600: GOSUB 2380: RETURN
(SC$) / 2: POKE 50,63: PRINT 2240 GOSUB 2050: FOR I = 1 TO LEN
1920 WAIT - 16384,128: GET SD$ (ER$): VTAB 23: HTAB I + 1: PRINT
: IF ASC ( SD$ ) = 1 THEN CALL MID$ (ER$,I,1):" : FOR K =
64600: CALL - 1223: END 1 TO 40: NEXT K,I: VTAB 23: HTAB
1925 SC = 0: POKE - 16368,0: GOSUB 1 + 1: CALL - 868: FOR I = 1 TO
2250: PRINT D$"NOMON C,I,0": GOTO 200: NEXT : CALL 64600: GOSUB
20 32):H = 0: GOTO 2100 2380: RETURN
1930 COLOR= 15: HLIN 1,5 AT 2: VLIN 2250 FOR I = 1 TO 40:FR$(I) =

```

TRAITIMAGE

Comment compiler et trafiguer à souhait vos jolis graphismes : méthode pratique.

Philippe PIERNOT

Mode d'emploi :

Sauvegardez le listing 1 par SAVE TRAITIMAGE 1.4 et le listing 2 (rentré par CALL -151) par BSAVE TRAITIMAGE, A\$800, L\$562. Lancez par RUN TRAITIMAGE 1.4.

Selectionnez une option du menu en déplaçant la flèche par les touches fléchées gauche et droite puis validez par RETURN.

Délimitez le coin haut, gauche du cadre par les touches W, A, S, Z et le coin bas, droite par les touches I, J, K, M. Validez par RETURN.

L'option "réduire une fenêtre" est en fait un compresseur graphique demandé si vous désirez un traitement prétable. Il s'agit de modifier l'image de façon imperceptible pour améliorer le taux de compression. Une image en noir et blanc diffère légèrement de l'originale, par contre une image en couleur est strictement identique (une réduction peut prendre 20 sec.).

La opération choisie s'effectue toujours dans la page courante. Lors d'une question, l'appui sur RETURN permet le retour au menu principal.

LISTING 1

```

1 SPEED= 255:D$ = CHR$(13)+CHR$(4):S$ = " "; PRINT D$;"BLOADTRAITIMAGE": POKE 23 0,64:A = 62450: CALL A:P = 3
2: POKE 230,P: CALL A:V = 49 232:S = V - 64: POKE V + 2,0 : POKE V + 7,0
2 TEXT : HOME : HTAB 13:A$ = : : INVERSE : PRIN T A$: HTAB 13: PRINT " TRAITIMAGE 1.4 ": HTAB 13: PRINT A$: NORMAL L : PRINT : HTAB 11: PRINT "ECRIT PAR P. PIERNOT": UTAB 8: POKE 34,7
3 HOME :B = 8:A$ = " UNE FENETR E": PRINT "-> CHARGER UNE IMAGE NORMALE": PRINT S$"CHARGER A$"REDUIRE": PRINT S$"SY METRIE / HORIZONTALE": PRINT S$"SYMETRIE / VERTICALE": PRINT S$"INVERSER LES COULEURS": PRINT S$"COULEURS COMPLEMENTAIRES" : PRINT S$"REQUIRE"A$
4 PRINT S$"EFFACER"A$: PRINT S$" OPERATIONS LOGIQUES": PRINT S$"CHANGER LA PAGE COURANTE" : PRINT S$"TAPER UNE COMMANDE DU DOS": PRINT S$"STOCKER UNE IMAGE NORMALE": PRINT S$"STOCKER"A$"REDUIRE": PRINT S$"QUITTER TRAITIMAGE 1.4
5 UTAB 24: HTAB 8: PRINT "'ESPACE EN TEXTE'"; INVERSE : PRINT "PAGE1"';: NORMAL : PRINT "P AGE2"';: IF P = 64 THEN HTAB 23: PRINT "PAGE1"';: INVERSE : PRINT "PAGE2"';: NORMAL
6 HTAB 1:A = PEEK (49152): IF A = 149 OR A = 136 GOTO 10
7 IF A = 141 THEN POKE S,0: ON B - 7 GOTO 13,16,19,20,21,43 ,22,27,29,35,36,38,40,42
8 IF A < , 130 GOTO 6
9 POKE S,0: POKE V,0: GET A$: POKE V + 5,0: GET A$: POKE V + 4,0: POKE V + 1,0: GOTO 6
10 UTAB 8: PRINT S$: IF A = 149 THEN B = B + 1 - 14 * (B = 21): GOTO 12
11 B = B - 1 + 14 * (B = 8)
12 POKE S,0: UTAB B: PRINT "-": GOTO 6
13 HOME : PRINT "CHARGE UNE IMAGE DANS LA PAGE COURANTE.": PRIN T : INPUT "NOM (C=CATALOG)":;A$: IF A$ = "" GOTO 3
14 IF A$ = "C" THEN PRINT D$"CATALOG": GET A$: GOTO 3
15 PRINT D$"BLOAD"A$,A"P * 256 : GOTO 3
16 HOME : PRINT "CHARGE UNE IMAGE REDUIRE.": PRINT : INPUT "NOM (C=CATALOG)":;A$: IF A$ = "" GOTO 3
17 IF A$ = "C" GOTO 14
18 PRINT D$"BLOAD"A$,A$5FFC": CALL 33604: GOTO 3
19 A = 33184: GOTO 44
20 A = 33097: GOTO 44
21 A = 33237: GOTO 44

```

QUEL VOUZ TRAITER L'IMAGE ?

```

": GET A$: IF A$ < , "0" AND A $ < , "N" AND A$ < , "CHR$(13) GOTO 23
24 IF A$ = CHR$(13) GOTO 3
25 PRINT A$: GO SUB 45: IF A$ = "0" THEN CALL 33269
26 CALL 33397:L = PEEK (255) * 256 + PEEK (254) - 24572: POKE V + 4,0: POKE V + 1,0: PRINT : PRINT L" OCTETS.": GET A$: GOTO 3
27 HOME : PRINT "REMPILER UNE FE NETRE AVEC UN MOTIF.": PRINT : INPUT "MOTIF (0=NOIR,255=BLANC)":;A$: IF A$ = "" GOTO 3
28 POKE 4, VAL (-$):A = 33352: GOTO 34
29 HOME : PRINT "OPERATIONS LOGIQUES ENTRE LES 2 PAGES.": PRINT : PRINT "#AND #OR #ORA ":
30 A = 33039: GET A$: IF A$ = "A " THEN A = A - 10: GOTO 44
31 IF A$ = "E" THEN A = A + 5: GOTO 44
32 IF A$ = CHR$(13) GOTO 3
33 IF A$ < , "0" GOTO 30
34 GOTO 44
35 P = 32 + 32 * (P = 32): POKE 230,P: GOTO 5
36 HOME : PRINT "ACCES AU DOS.": PRINT : INPUT "":;A$: IF A $ < , " " THEN PRINT D$A$ 37 IN 38 HOME : PRINT "STOCKE LA PAGE COURANTE.": PRINT : INPUT "NOM":;A$: IF A$ < , " " THEN PRINT D$BSAVE"A$".A"P * 256",L$1FF8 39 GOTO 3
40 HOME : PRINT "STOCKE LA FENETRE REDUIRE.": PRINT : INPUT "NOM":;A$: IF A$ < , " " THEN PRINT D$BSAVE"A$".A$5FFC,L 41 GOTO 3
42 CALL 50689 :
43 A = 33253 :
44 GO SUB 45: CALL A: GET A$: GOTO 2
45 POKE V,0: POKE V + 3 + P / 3 ,2,0: CALL 32768: RETURN

```

LISTING 2

```

3000- A9 00 85 02 85 00 A9 28 ($2A)
3008- 65 01 A9 BF 85 03 20 B2 ($86)
3010- 60 AD 00 C0 10 FB 2C 10 ($3A)
3018- C0 C9 D7 F0 2E C9 C9 F0 ($F0)
3020- 36 C9 DA F0 42 C9 CD F0 ($63)
3028- 4E C9 C1 F0 58 C9 CA F0 ($1D)
3030- 50 C9 D3 F9 49 C9 2D F0 ($55)
3038- 72 C9 CB D0 D4 A6 01 E0 ($38)
3040- 28 F0 CE 20 B2 80 E6 01 ($E3)
3048- 4C AC 80 A6 02 F0 C2 20 ($06)
3050- B2 80 C6 02,4C AC E0 A6 ($30)
3058- 02 E8 E8 E4 03 B0 B2 20 ($C7)
3060- B2 80 C6 03 4C AC 80 A6 ($31)
3068- C2 E8 E8 E4 03 B0 A2 20 ($D7)
3070- B2 80 E6 02 4C AC 80 A6 ($10)
3078- 03 E0 BF F0 94 20 B2 80 ($2A)
3080- E6 03 4C AC 80 A6 00 F0 ($D3)
3088- 88 20 B2 80 C6 00 4C AC ($BC)
3090- 80 A6 00 E8 E4 01 B0 17 ($8C)
3098- 20 B2 80 C6 01 4C AC 80 ($B5)
30A0- A6 00 E8 E4 01 B0 08 20 ($33)

```

80A8-	B2	80	E6	00	20	B2	80	4C	(\$8A)
80B0-	11	80	A4	00	A6	03	BD	E2	(\$CF)
80B8-	83	85	0A	BD	A2	84	05	E6	(\$74)
80C0-	85	0B	B1	0A	49	7F	91	0A	(\$98)
80C8-	A6	02	BD	E2	83	25	0A	BD	(\$4A)
80D0-	A2	84	05	E6	85	0B	B1	0A	(\$F0)
80D8-	4F	7F	91	0A	C8	C4	01	D0	(\$70)
80E0-	D3	E8	BD	E2	83	85	0A	BD	(\$D5)
80E8-	A2	84	05	E6	85	0B	A4	00	(\$EF)
80F0-	B1	0A	49	01	91	0A	A4	01	(\$CD)
80F8-	88	B1	0A	49	40	91	0A	E8	(\$49)
8100-	E4	03	D0	DE	60	A9	31	4C	(\$5D)
8108-	11	81	A9	51	4C	11	81	A9	(\$1D)
8110-	11	BD	3B	B1	A9	40	A6	E6	(\$18)
8118-	E0	20	F0	01	4A	85	04	A6	(\$8F)
8120-	02	CA	E8	BD	E2	83	85	0A	(\$5C)
8128-	85	08	BD	A2	84	05	E6	E5	(\$73)
8130-	D9	45	E6	05	04	85	09	A4	(\$81)
8138-	00	B1	0A	51	08	91	0A	C8	(\$B1)
8140-	C4	01	D0	F5	E4	03	D0	DA	(\$0D)
8148-	60	A6	02	C6	01	CA	E8	BD	(\$9C)
8150-	E2	83	85	0A	BD	A2	84	05	(\$70)
8158-	E6	25	0B	A5	01	85	05	A4	(\$E8)
8160-	00	B1	0A	85	04	84	07	A4	(\$1D)
8168-	05	B1	0A	6A	26	04	6A	26	(\$BA)
8170-	04	6A	26	04	6A	26	04	6A	(\$6E)
8178-	26	04	6A	26	04	6A	26	04	(\$22)
8180-	6A	08	26	04	6A	6A	08	2A	(\$62)
8188-	28	6A	91	0A	A4	07	A5	04	(\$DB)
8190-	28	6A	91	0A	C8	C4	05	C4	(\$16)
8198-	05	90	C6	E4	03	D0	AF	60	(\$AB)
81A0-	A6	02	BD	E2	83	85	0A	BD	(\$4A)
81A8-	A2	84	05	E6	85	0B	A4	03	(\$EC)
81B0-	B9	E2	83	85	08	B9	A2	84	(\$CA)
81B8-	05	E6	85	09	A4	00	B1	0A	(\$70)
81C0-	48	B1	08	91	0A	68	91	08	(\$9B)
81C8-	C8	C4	01	D0	F1	E8	C6	03	(\$01)
81D0-	E4	03	90	CE	60	A9	E2	8D	(\$1F)
81D8-	67	82	A9	81	8D	68	82	4C	(\$E6)
81E0-	52	82	49	7F	60	A9	F2	3D	(\$50)
81E8-	67	82	A9	81	8D	68	82	4C	(\$E6)
81F0-	52	82	48	80	60	A9	02	8D	(\$5F)
81F8-	67	82	A9	82	BD	68	82	4C	(\$E5)
8200-	52	82	C9	80	F0	3C	C9	83	(\$1F)
8208-	F0	38	C9	87	F0	34	C9	8C	(\$07)
8210-	F0	30	C9	8F	F0	2C	C9	98	(\$0B)
8218-	F0	28	C9	9C	F0	24	C9	9F	(\$0F)
8220-	F0	20	C9	E0	F0	1C	C9	E3	(\$3F)
8228-	F0	18	C9	E7	F0	14	C9	F0	(\$1B)
8230-	F0	10	C9	F3	F0	0C	C9	F8	(\$17)
8238-	F0	08	C9	FC	F0	04	C9	FF	(\$0F)
8240-	D0	02	29	7F	60	A5	04	60	(\$25)
8248-	A9	45	8D	67	82	A9	62	8D	(\$22)
8250-	68	82	A6	02	CA	E8	BD	E2	(\$33)
8258-	83	85	0A	BD	A2	84	05	E6	(\$74)
8260-	85	0B	A4	00	B1	0A	20	00	(\$B1)
8268-	00	91	0A	C8	C4	01	D0	F4	(\$B2)
8270-	E4	03	D0	E1	60	38	A5	01	(\$2A)
8278-	8D	FD	5F	E5	00	85	FE	AA	(\$1B)
8280-	A9	60	85	FF	A4	02	8C	FE	(\$67)
8288-	5F	B9	E2	83	85	08	B9	A2	(\$11)
8290-	84	05	E6	85	09	A4	01	B1	(\$FF)
8298-	08	9D	00	60	88	CA	10	F7	(\$50)
82A0-	A6	02	E8	86	04	A9	29	85	(\$CB)
82A8-	07	BD	E2	83	85	08	BD	A2	(\$49)
82B0-	84	05	E6	85	09	A6	02	BD	(\$F2)
82B8-	E2	83	85	0A	BD	A2	84	05	(\$70)
82C0-	E6	85	0B	A9	00	65	06	A4	(\$E6)
82C8-	00	B1	08	D1	0A	F0	02	E6	(\$75)
82D0-	06	C8	C4	01	D0	F3	A5	04	(\$BB)
82D8-	C5	07	B0	04	85	07	B6	05	(\$77)
82E0-	E8	E4	04	D0	D2	A2	00	A4	(\$0C)
82E8-	05	98	81	FE	E6	FE	D0	C2	(\$28)
82F0-	E6	FF	B9	E2	83	85	0A	B9	(\$F7)
82F8-	A2	84	05	E6	85	0B	A4	00	(\$EF)
8300-	A9	03	85	07	B1	0A	C1	08	(\$41)
8308-	F0	01	18	A1	FE	24	B1	FE	(\$E3)
8310-	C8	C6	07	D0	EF	E6	FE	D0	(\$FB)
8318-	C2	E6	FF	C4	01	90	E1	A4	(\$0B)
8320-	00	8C	FC	5F	B1	08	D1	0A	(\$4D)
8328-	F0	06	81	FE	E6	FE	D0	02	(\$4D)
8330-	E6	FF	C8	C4	01	D0	ED	A6	(\$2F)
8338-	D4	E4	03	F0	03	4C	A2	82	(\$7C)
8340-	8E	FF	5F	60	38	AD	FD	5F	(\$79)
8348-	ED	FC	5F	85	FE	AA	69	06	(\$F0)
8350-	4A	4A	4A	85	00	A9	60	85	(\$83)
8358-	FF	AC	FE	5F	B9	E2	83	85	(\$AF)
8360-	08	B9	A2	84	05	E6	85	09	(\$F8)
8368-	AC	FD	5F	88	BD	FF	5F	91	(\$0A)
8370-	08	CA	D0	F7	AC	FE	5F	C8	(\$20)
8378-	84	04	B9	E2	83	85	08	B9	(\$6C)
8380-	A2	84	05	E6	85	09	A1	FE	(\$16)
8388-	E6	FE	D0	02	E6	FF	A8	B9	(\$C2)
8390-	E2	83	85	0A	B9	A2	84	05	(\$74)
8398-	E6	85	0B	AC	FC	5F	A5	00	(\$C2)
83A0-	85	02	A9	08	85	07	A1	FE	(\$FB)
83A8-	2A	B1	FE	B1	0A	B0	0A	84	(\$D0)
83B0-	01	A4	02	B1	FE	A4	01	E6	(\$AB)
83B8-	02	91	08	C8	CC	FD	5F	F0	(\$CD)
83C0-	0E	C6	07	D0	E1	C6	02	E6	(\$DC)
83C8-	FE	D0	D7	E6	FF	D0	D3	18	(\$FB)
83D0-	A5	FE	65	02	85	FE	90	02	(\$D5)
83D8-	E6	FF	A4	04	CC	FF	5F	D0	(\$05)
83E0-	96	60	00	00	00	00	00	00	(\$F6)
83E8-	00	00	80	80	80	80	80	80	(\$00)
83F0-	80	80	00	00	00	00	00	00	(\$00)
83F8-	00	00	80	80	80	80	80	80	(\$00)
8400-	80	80	00	00	00	00	00	00	(\$00)
8408-	00	00	80	80	80	80	80	80	(\$00)
8410-	80	80	00	00	00	00	00	00	(\$00)
8418-	00	00	80	90	80	80	80	80	(\$00)
8420-	80	80	28	28	28	28	28	28	(\$00)
8428-	28	28	A8	A8	A8	A8	A8	A8	(\$00)
8430-	A8	A8	28	28	28	28	28	28	(\$00)
8438-	28	28	A8	A8	A8	A8	A8	A8	(\$00)
8440-	A8	A8	28	28	28	28	28	28	(\$00)
8448-	28	28	A8	A8	A8	A8	A8	A8	(\$00)
8450-	A8	A8	28	28	28	28	28	28	(\$00)
8458-	28	28	A8	A8	A8	A8	A8	A8	(\$00)
8460-	A8	A8	50	50	50	50	50	50	(\$00)
8468-	50	50	D0	D0	D0	D0	D0	D0	(\$00)
8470-	D0	D0	50	50	50	50	50	50	(\$00)
8478-	50	50	D0	D0	D0	D0	D0	D0	(\$00)
8480-	D0	D0	50	50	50	50	50	50	(\$00)
8488-	50	50	D0	D0	D0	D0	D0	D0	(\$00)
8490-	D0	D0	50	50	50	50	50	50	(\$00)
8498-	50	50	D0	D0	D0	D0	D0	D0	(\$00)
8500-	1A	1E	02	06	0A	0E	12	16	(\$00)
8508-	1A	1E	02	06	0A	0E	12	16	(\$00)
8510-	1A	1E	03	07	0B	0F	13	17	(\$00)
8518-	1B	1F	03	07	0B	0F	13	17	(\$00)
8520-	1B	1F	00	04	08	0C	10	14	(\$00)
8528-	1B	1C	00	04	08	0C	10	14	(\$00)
8530-	1B	1C	01	05	09	0D	11	15	(\$00)
8538-	1B	1D	01	05	09	0D	11	15	(\$00)
8540-	1B	1D	02	06	0A	0E	12	16	(\$00)
8548-	1A	1E	02	06	0A	0E	12	16	(\$00)
8550-	1A	1E	03	07	0B	0F	13	17	(\$00)
8558-	1B	1F	03	07	0B	0F	13	17	(\$00)
8560-	1B	1F	FF	FF	FF	FF	FF	FF	(\$FB)

TRANS-BERMUDAS

Poussé par les vents de l'informatique, disputez une course de voiliers sur les flots bleus de la basse résolution.

Fabrice BLANCHARD

```
1 REM ****
2 REM * TRANS-BERMUDAS *
3 REM * sur APPLE IIe *
4 REM * par *
5 REM * F. BLANCHARD *
6 REM * Le 07/06/1985 *
7 REM ****
10 TEXT : HOME : GOSUB 10000: FOR
    Q = 1 TO 39: VTAB 10: HTAB Q
    : PRINT "_": VTAB 13: HTAB Q
    : PRINT "_": VTAB 9: HTAB Q:
    PRINT "_": VTAB 14: HTAB Q:
    PRINT "_": NEXT
20 SPEED= 200: FOR L = 1 TO 14:
    READ L$*
30 FOR T = 39 TO 12 + L STEP -
    1
40 VTAB 12: HTAB T: PRINT L$;*
50 NEXT T
60 NEXT L
70 SPEED= 255
80 VTAB 23: PRINT "VOULEZ-VOUS
LA REGLE DU JEU ? "; GET R$*
    : IF R$ = "0" THEN GOSUB 20
    000
90 HOME
99 REM *** PROGRAMME PRINCIPAL
    ***
100 VTAB 12: HTAB 4: PRINT "COM
BIEN DE JOUEURS ? (2 a 7) ";
    : GET F$: PRINT F$:F = VAL
    (F$): IF F < 2 OR F > 7 THEN
    90
110 HOME : VTAB 10: HTAB 12: PRINT
    "DIFFICULTES": PRINT TAB( 12)"-
    -----": PRINT : PRINT TAB(
    8)"1 - Parcour rapide": PRINT : PRINT
    TAB( 8)"2 - Parcour moyen": PRINT
    : PRINT TAB( 8)"3 - Parcour
    technique"
120 VTAB 22: HTAB 5: PRINT "QUE
L EST VOTRE CHOIX : "; GET
XX$: PRINT XX$:XX = VAL (XX
$): IF XX < 1 OR XX > 3 THEN
    120
130 IF XX = 1 THEN SS = .975
140 IF XX = 2 THEN SS = .95
150 IF XX = 3 THEN SS = .9
160 P = 2 * F: HOME
170 IF J = 0 THEN 190
180 HOME : VTAB 21: PRINT "Prol
ongez-vous la partie precede
nte "; GET R$: PRINT R$: IF
R$ = "0" THEN H = 1:M = M +
    1:NN = NN + 1:FLAG = 1:PLOC =
    1: GOTO 190
185 H = 0 !
190 GR : COLOR= 15: FOR U = 3 TO
    37: FOR V = 0 TO 38: IF RND
    (1) > SS THEN HLIN U,U + 1 AT
    V: HLIN U,U + 1 AT V + 1
195 NEXT V: NEXT U
200 S = INT ( RND (1) * 37) + 1
    :T = INT ( RND (1) * 37) +
    1: COLOR= 9: VLIN S,S + 1 AT
    0: COLOR= 11: VLIN T,T + 1 AT
    39
210 IF H = 1 THEN 230
220 FOR Z = 1 TO F:SC(Z) = 0: NEXT
    Z:M = 1:NN = 0
230 K = 1.5708: FOR Z = 1 TO F:D
    F(Z) = 0: NEXT Z:ASD = 0
240 FOR R = 1 TO F:X(R) = 0:Y(R)
    ) = S + .5: NEXT R
250 HOME : VTAB 21: FOR I = 1 TO
    F
253 IF NN = F THEN NN = 0
255 IF FLAG = 1 AND PLOC = 1 THEN
    I = I + NN:PLOC = 0
260 IF DF(I) = 1 THEN 460
265 COLOR= 9: VLIN S,S + 1 AT 0
    : FOR LL = 1 TO 5: COLOR= 15
    : PLOT X(I),Y(I): FOR TT = 1
    TO 50: NEXT TT: COLOR= 1 +
    1: PLOT X(I),Y(I): FOR TT =
    1 TO 50: NEXT TT: NEXT LL
270 INVERSE : HTAB 15: PRINT "
    JOUEUR ";;" : NORMAL : VTAB
    21: HTAB 30: PRINT "SCORE=";
    SC(1)
280 VTAB 22: HTAB 1: INPUT "VOI
    LURE (1 a 6)=";V$(1): VTAB
    22: HTAB 23: INPUT "ANGLE (D
    eg)=";A$(1): HOME
290 V(I) = VAL (V$(1)):A(I) = VAL
    (A$(1)): IF V(I) < 1 OR V(I) > 6 THEN
    270
300 IF A(I) < 0 OR A(I) > 360 THEN
    270
310 A(I) = (A(I) * 3.14159) / 18
    0:D(I) = 0:D(I) = ( SIN (A(I)
    ) - K) + 1) * V(I): IF D(I) =
    0 THEN 460
320 FOR G = 0 TO D(I)
330 U(I) = X(I):V(I) = Y(I): COLOR=
    0: PLOT U(I),V(I):X(I) = X(I) + COS
    (K - A(I)):Y(I) = Y(I) + SIN (-
    K + A(I))
340 IF X(I) < 0 THEN X(I) = 0
350 IF X(I) > 39 THEN X(I) = 39
360 IF Y(I) < 0 THEN Y(I) = 0
370 IF Y(I) > 39 THEN Y(I) = 39
380 IF SCRNC( X(I),Y(I)) = 11 THEN
    ASD = 1: GOTO 480
390 IF ASD = 1 THEN COLOR= 13:
    VLIN T,T + 1 AT 39
400 IF SCRNC( X(I),Y(I)) = 13 THEN
    800
410 IF SCRNC( X(I),Y(I)) = 0 OR
    SCRNC( X(I),Y(I)) = I + 1 OR
    SCRNC( X(I),Y(I)) = 9 THEN 4
    40
420 COLOR= 1: PLOT X(I),Y(I): CALL
    768: COLOR= 1 + I: PLOT X(I),Y(I)
    :SC(I) = SC(I) - 1
430 GOTO 460
440 COLOR= 1 + I: PLOT X(I),Y(I)
    )
450 NEXT G
460 NEXT I
470 FLAG = 0: GOTO 250
480 HOME : VTAB 22: HTAB 8: INVERSE
    : PRINT " LE JOUEUR ";I;" A GAGN
    E ! " : NORMAL : GOTO 700
500 TEXT : HOME : VTAB 2: HTAB
    9: PRINT "RESULTAT DE LA MAN
    CHE ";M
510 FOR J = 1 TO 39: VTAB 3: HTAB
```

```

J: PRINT "_": NEXT
520 FOR Z = 1 TO F: VTAB 5 + Z *
2: HTAB 5: PRINT "JOUEUR ";Z
;" => ";SC(Z);" POINT";: IF
ABS (SC(Z)) > 1 THEN PRINT
"S": GOTO 540
530 PRINT ""
540 NEXT Z:RES = - 100:Q = 0:S
C(0) = - 100
550 FOR Z = 1 TO F: IF SC(Z) =
> RES THEN RES = SC(Z): GOTO
560
555 GOTO 570
560 IF SC(Z) = RES AND SC(HH(Q))
= RES THEN Q = Q + 1:HH(Q)
= Z: GOTO 570
565 Q = 1:HH(Q) = Z
570 NEXT Z
580 FOR Z = 1 TO Q: INVERSE : VTAB
5 + 2 * HH(Z): HTAB 1: PRINT "
JOUEUR ";HH(Z);" => ";SC(HH
(Z));" POINT";
585 IF ABS (SC(HH(Z))) > 1 THEN
PRINT "S": GOTO 600
590 PRINT ""
600 NEXT Z: NORMAL
610 VTAB 23: PRINT "VOULEZ-VOUS
REJOUER ";: GET R$: PRINT R
$: IF R$ = "0" THEN J = 1: GOTO
110
620 HOME : FOR I = 1 TO 39: VTAB
11: HTAB I: PRINT "^": NEXT
I
625 FIN$ = " A BIENTOT , MATEL
OTS!... "
630 FOR O = 30 TO 2 STEP - 1
640 VTAB 6: HTAB O: PRINT " /"
645 VTAB 7: HTAB O: PRINT " /"
650 VTAB 8: HTAB O: PRINT " /"
655 VTAB 9: HTAB O: PRINT " /"
660 VTAB 10: HTAB O: PRINT " ---"
665 VTAB 11: HTAB O: PRINT " _"
670 GG = GG + 1: VTAB 10: HTAB 0
+ 9:TER$ = LEFT$ (FIN$,GG)
: PRINT TER$
680 FOR G = 1 TO 50: NEXT G,O: VTAB
23: END
695 FOR G = 1 TO 50: NEXT G,O: VTAB
23: END
700 SC(I) = SC(I) + F * 2: COLOR=
14: VLIN T,T + 1 AT 39
710 FOR D = 1 TO 20: VTAB 22: HTAB
1: PRINT CHR$(7): NEXT : HOME :
DF(I) = 1: GOTO 460
720 P = P - 2
730 SC(I) = SC(I) + P
740 DF(I) = 1: IF P = 2 THEN 500
750 GOTO 460
9999 REM *** MIOUSIQUE ***
10000 FOR I = 768 TO 850: READ
A: POKE I,A: NEXT I
10010 DATA 169,44,133,254,169
,3,133,255,160,0,177,254,240
,29,170,200,177,254,168,44,4
8,192,136,208,253,202,208,24
6,165,254,24,105,2,133,254,1
65,255,105,0,133,255,208,221
,96,255,109,255,109,255,131,
255,96,90,96
10020 DATA 255,109,255,109,255
,131,255,131,90,1,255,109,90
,1,255,109,255,131,255,96,25
5,109,255,109,255,131,127,13
1,0
10030 RETURN
10040 DATA T,R,A,N,S,-,B,E,R,M
,U,D,A,S
19999 REM *** REGLE DU JEU ***
20000 HOME : VTAB 1: HTAB 8: PRINT
"R E G L E D U J E U "
20010 FOR I = 1 TO 40: VTAB 2: HTAB
I: PRINT "_": NEXT I
20020 VTAB 5: HTAB 1: PRINT "
Le but de ce jeu est de simu
ler une course de voiliers
qui partent du bord gauche
de l'écran jusqu'au bord dr
oit."
20030 PRINT " Le vent (puisque
il sagit de voiliers) souffle
du haut de l'écran jusqu'au
bas."
20040 PRINT " Pour vous deplac
er vous devrez indiquer c
ombien vous mettez de voilur
e et quel est l'angle de vo
tre bateau en degres sacha
nt que le 0 est en haut de l
"
20045 PRINT "ecran, le 90 a dro
ite, le 180 en bas et le 270
a gauche."
20050 PRINT " Derniere recomme
ndation: on ne doit evidem
ment pas heurter ni les bate
aux adverses ni les îles q
ui parssemes votre route."
20060 VTAB 23: PRINT "APPUYEZ S
UR UNE TOUCHES";: GET K$
20070 HOME : VTAB 1: HTAB 8: PRINT
"R E G L E D U J E U "
20080 FOR I = 1 TO 40: VTAB 2: HTAB
I: PRINT "_": NEXT I
20090 VTAB 5: HTAB 1: PRINT "
L'arrivee se situe sur le ca
rre coloré a droite."
20100 PRINT " Pour une partie
qui se joue en plus d'une
manche, on remarque que le j
oueur qui part le dernier es
t defavorise, donc";
20110 PRINT "le depart de chaqu
e manche sera alterne (celui
qui est parti 1er a la prem
iere manche partira 2eme a
la deuxieme manche, le dernie
r d'une manche sera donc 1er
a la manche suivante etc...")
"
20120 VTAB 23: PRINT "APPUYEZ S
UR UNE TOUCHES";: GET R$: RETURN

```

TRANSASCII

Vous êtes coincé dans un jeu d'aventure ? La curiosité et l'emploi de ce programme vous apporteront peut-être la solution.

Franck FUZIOL

Mode d'emploi :

Si vous possédez l'assembleur BIG MAC, tapez le listing 1. Dans le cas contraire, tapez puis sauvegardez le listing 2 par BSAVE TRANSASCII, A\$ 4000, L\$ 183. Ce programme transforme le contenu de la mémoire en caractères ASCII et les affiche ainsi que les adresses correspondantes. Le principal intérêt d'un tel programme est de donner un coup de pouce aux passionnés de jeux d'aventure. Pour cela, il vous suffit de :

- 1-charger le jeu
- 2-le bloquer par n'importe quel moyen (même un "pomme ouverte-contrôle-reset")

3-charger TRANSASCII et le lancer.

Après avoir chargé TRANSASCII, ne pas oublier d'initialiser l'(((((par : POKE 1013,76 :POKE1014,0 :POKE1015,64 afin de le rendre entièrement contrôlable sous BASIC. La syntaxe est la suivante :

- (((((, adresse début, adresse fin).
 - si l'((((est seul, il prendra en compte les dernières adresses fournies. Il est conseillé de mettre TRANSASCII assez haut en mémoire (\$ 4000 par exemple) pour éviter l'écrasement des jeux. Pour lancer le défilement, la barre d'espacement doit être appuyée puis relâchée (après un "((((adresse début, adresse fin" puis "retour"). Pour stopper le défilement :
 - un court instant, appuyez sur ESPACE, le défilement s'arrête jusqu'au relâchement.
 - un long instant, appuyez sur une touche quelconque. Pour le relancer, appuyez sur ESPACE.
- Les caractères ← , → , ↑ , ↓ , ↵ sont remplacés par " ? ". Un "CTRL-C" arrête l'effet de l'((((, mais pas le programme dans lequel il est éventuellement contenu.

ERRATUM

Transascii du numéro 83

Il est préférable dans les explicatifs de remplacer chaque paquet de 5 parenthèses par un & .

```

1 ;*****
2 ;*      *
3 ;*      TRANSASCII      *
4 ;*      *
5 ;*      *
6 ;*      PAR F. FUZIOL      *
7 ;*      *
8 ;*      APPLE II+, III OU IIC *
9 ;*      *
10 ;*****-
11 ;
12 ;
13 TXTPTR EPZ $B8
14 ;
15 CA.DE2 EPZ $CF
16 CA.DEL EPZ $06
17 SAUV.Y EPZ $D7
18 CPTEUR EPZ $EB
19 ADB EPZ $EC
20 ADH EPZ $ED
21 DEB.B EPZ $EE
22 DEB.H EPZ $EF
23 RELAIS EPZ $F9
24 ADB.RE EPZ $FA
25 NOM.CA EPZ $FB
26 PART.B EPZ $FC
27 PART.H EPZ $FD
28 FIN.B EPZ $FE
29 FIN.H EPZ $FF
30 ;
31 ;
32 BUFFCL EQU $C010
33 PRBYTE EQU $FD0A
34 COUT EQU $FDED
35 ;
36 ;
37 ;
38 ;! PROGRAMME PRINCIPAL !
39 ;
40 ;
41     ORG $4000
42 ;
43 ;**-TEST POUR & SANS ADRESSES-**
44 ;
45     LDY $000
46     LDA (TXTPTR),Y
47     CMP $000
48     BEQ RETBAS
49     CMP $E3A
50     BEQ RETBAS
51 ;
52 ;**-CHARGEMENT CARACTERE DELIMITATEUR AD
R. DEBUT (C.A.D : ",")-**
53 ;
54     LDX $E2C
55     STX CA.DEL
56     STX CA.DE2
57     LDX $000
58     STX SAUV.Y
59 ;
60 ;**-ENVOI SOUSPROG TRANSFORMANT LES CARA
CTERES ADRESSE EN CHIFFRE HEX-**
61 ;
62     JSR SOUSPR
63 ;
64 ;**-SAUVEGARDE DES CARACTERES TRANSFORME
S EN HEX (ADR. DEBUT)-**
65 ;
66     LDX PART.B
67     STX DEB.B
68     LDX PART.H
69     STX DEB.H
70 ;
71 ;**-CHARGEMENT CARACTERE DELIMITATEUR AD
R. FIN (C.A.D : RET. CHA, ":" )-**
72 ;
73     LDX $000
74     STX CA.DEL
75     LDX $E3A
76     STX CA.DE2
77     INC SAUV.Y
78 ;
79 ;**-ENVOI SOUSPROG TRANSFORMANT LES CARA

```

91 ;

92 RETBAS JSR SUPRA

93 ;

94 ;--PASSAGE INSTRUCTION BASIC SUIVANTE
ET RETOUR BASIC--*

95 ;

96 LDY \$000

97 TOURNE LDA (TXTPTR),Y

98 CMP \$000

99 BEQ RETOUR

100 CMP \$E3A

101 BEQ RETOUR

102 INC TXTPTR

103 LDX TXTPTR

104 CPX \$000

105 BEQ INCPRO

106 JMP TOURNE

107 INCPRO INC TXTPTR+1

108 JMP TOURNE

109 RETOUR RTS

110 ;

111 ;-----

112 ;! SOUSPROG LECTURE ADRESSES !

113 ;-----

114 ;

115 ;

116 ;--INITIALISATION--*

117 ;

118 SOUSPR LDX \$000

119 STX CPTEUR

120 STX NOM.CA

121 STX PART.B

122 STX PART.H

123 STX RELAIS

124 LDY SAUV.Y

125 DEY

126 ;

127 ;--TEST SI RENCONTRE AVEC UN CAR. DELI
MITATEUR--*

128 ;

129 RECHCA INY

130 LDA (TXTPTR),Y

131 CMP CA.DEL

132 BEQ NOCATR

133 CMP CA.DE2

134 BEQ NOCATR

135 ;

136 ;--TEST SI SYNTAX ERROR ET COMPTAGE DU
NOMBRE DE CAR. DES ADRESSES--*

137 ;

138 CMP \$E30

139 BCS PASSYN

140 PLA

141 PLA

142 RTS

143 PASSYN CMP \$E3A

144 BCC CAROK

145 CMP \$E41

146 BCS PASSY2

147 PLA

148 PLA

149 RTS

150 PASSY2 CMP \$E47

151 BCC CAROK

152 PLA

153 PLA

154 RTS

155 CAROK INX

156 JMP RECHCA

157 ;

158 ;--RAJOUT DE 0 DEVANT LES ADRESSES < A
4 CAR.--*

159 ;

160 NOCATR STY SAUV.Y

161 STX NOM.CA

162 LDX \$004

163 STX CPTEUR

164 BOUCLI DEY

165 LDA (TXTPTR),Y

166 LDX NOM.CA

167 CPX \$000

168 BNE SAUT1

169 LDA \$030

170 ;

171 ;--TRANSFORMATION DES CAR. EN CHIFFRE
HEX--*

172 ;

173 SAUT1 CMP \$E3A

174 BCS SAUT2

175 SEC

176 SBC \$E30

177 JMP SAUT3

178 SAUT2 SEC

179 ;

180 ;--PLACEMENT DU CHIFFRE OBTENU A SA PL
ACE (C.A.D : UNITE, CENT. ETC..)--*

181 ;

182 SBC E\$37
 183 SAUT3 STA RELAIS
 184 LDX CPTEUR
 185 CPX E\$3
 186 BCS OPPABA
 187 CPX E\$01
 188 BCS OPPABA
 189 OPPABA CLC
 190 CPX E\$04
 191 BEQ OPBAUN
 192 LDA PART.B
 193 LDX E\$00
 194 ADC1 ADC RELAIS
 195 INX
 196 CPX E\$10
 197 BNE ADC1
 198 STA PART.B
 199 JMP SUITRA
 200 OPBAUN CLC
 201 LDA PART.B
 202 ADC RELAIS
 203 STA PART.B
 204 JMP SUITRA
 205 OPPABA CLC
 206 CPX E\$02
 207 BEQ OPBAUN
 208 LDA PART.H
 209 LDX E\$00
 210 ADC2 ADC RELAIS
 211 INX
 212 CPX E\$10
 213 BNE ADC2
 214 STA PART.H
 215 JMP SUITRA
 216 OPBAUN CLC
 217 LDA PART.H
 218 ADC RELAIS
 219 STA PART.H
 220 ;
 221 ;**-TEST POUR SAVOIR SI FINI--**
 222 ;
 223 SUITRA LDX NOM.CA
 224 CPX E\$00
 225 BEQ SAUT4
 226 DEC NOM.CA
 227 SAUT4 DEC CPTEUR
 228 LDX CPTEUR
 229 CPX E\$00
 230 BEQ FIN
 231 JMP BOUCL1
 232 FIN RTS
 233 ;
 234 ;-----
 235 ;: SOUSPROG TRANSFORMATION ASCII :
 236 ;
 237 ;
 238 ;
 239 ;**-SAUVEGARDE ADRESSE DEBUT--**
 240 ;
 241 SUPRA LDA ADB.B
 242 STA ADB
 243 LDA DEB.H
 244 STA ADH
 245 JMP AFFICH
 246 ;
 247 ;**-MISE A JOUR DES ADRESSES--**
 248 ;
 249 TESTAD INC ADB
 250 LDX ADB
 251 CPX E\$00
 252 BNE NOINC
 253 INC ADH
 254 NOINC STX ADB.RE
 255 ;
 256 ;**-TEST AFFICHAGE ADRESSE--**
 257 ;
 258 LDY E\$00
 259 TOUR LDX ADB.RE
 260 CPX E\$00
 261 BEQ AFFICH
 262 TXA
 263 SEC
 264 SBC E\$20
 265 STA ADB.RE
 266 INY
 267 CPY E\$00
 268 BNE TOUR
 269 JMP BOUCLE
 270 ;
 271 ;**-AFFICHAGE ADRESSE--**
 272 ;
 273 AFFICH LDA E!141
 274 JSR COUT
 275 LDA ADH
 276 JSR PRBYTE
 277 LDA ADB
 278 JSR PRBYTE

279 LDX E\$00
 280 LDA E!160
 281 IMPESP JSR COUT
 282 INX
 283 CPX E\$02
 284 BNE IMPESP
 285 ;
 286 ;**-CHARGEMENT DE A ET ENVOIT A COUT--**
 287 ;
 288 BOUCLE LDY E\$00
 289 LDA (A\$0),Y
 290 CMP E!160
 291 BCS ECR
 292 CMP E!128
 293 BCC ECR
 294 LDA E\$0F
 295 ECR JSR COUT
 296 ;
 297 ;**-TEST CLAVIER--**
 298 ;
 299 RETARD LDX BUFFCL
 300 CPX E\$03
 301 BEQ FIN2
 302 CPX E\$020
 303 BNE RETARD
 304 ;
 305 ;**-TEST POUR FIN OU PAS--**
 306 ;
 307 LDX ADB
 308 CPX FIN.B
 309 BEQ ETUPRO
 310 JMP TESTAD
 311 ETUPRO LDX A\$01
 312 CPX FIN.H
 313 BEQ FIN2
 314 ;
 315 ;**-RETOUR PROGRAMME PRINCIPAL--**
 316 ;
 317 JMP TESTAD
 318 FIN2 LDA E!141
 319 JSR COUT
 320 RTS
 321 END

!PRE0
 PRE0
 SCALL-151
 #4000.4183

4000-	A0	80	B1	B8	C9	80	F0	2E	4000-	(GBE)	
4000-	C9	3A	F0	2A	A2	2C	B6	D6	4000-	(GF7)	
4010-	86	CF	A2	80	84	D7	20	56	4010-	(GCC)	
4010-	40	A6	FC	86	EE	A6	FD	B6	4010-	(GAF)	
4020-	EF	A0	80	86	D4	A2	3A	86	4020-	(G83)	
4020-	CF	E4	D7	20	56	40	A6	FC	4020-	(G92)	
4030-	86	FE	A6	FD	84	FF	20	98	4030-	(G72)	
4030-	41	A0	80	B1	B8	C9	80	F0	4030-	(GD1)	
4040-	14	C9	3A	F0	10	E6	B8	A6	4040-	(GFF)	
4040-	88	E0	80	88	B3	4C	30	40	4040-	(GC9)	
4050-	E6	B9	4C	30	40	40	A2	88	4050-	(GAA)	
4050-	86	E8	B6	FB	86	FC	86	FD	4050-	(G11)	
4060-	86	F9	A4	D7	88	CB	B1	B8	4060-	(G45)	
4060-	C5	D6	F0	21	C5	CF	F0	1D	4060-	(G25)	
4070-	C9	30	B0	83	68	48	48	C9	4070-	(GE3)	
4070-	3A	90	E8	C9	41	B0	83	68	4070-	(GF7)	
4080-	68	60	C9	47	90	03	68	68	4080-	(G15)	
4080-	68	E9	4C	65	40	84	D7	B4	4080-	(G34)	
4090-	FB	A2	04	B4	E8	B8	B1	B8	4090-	(GB1)	
4090-	A6	FB	E0	80	D0	02	A9	30	4090-	(GF6)	
40A0-	C9	3A	B0	86	38	E9	30	4C	40A0-	(GEB)	
40A0-	A0	40	38	E9	37	85	F9	A6	40A0-	(GD1)	
40B0-	E8	E0	03	B8	84	E8	01	B0	40B0-	(GED)	
40B0-	1F	E8	10	E8	84	F0	10	A5	40B0-	(G5A)	
40C0-	A2	00	45	F9	E8	E8	10	D0	40C0-	(GF6)	
40C0-	F9	85	FC	4C	F4	40	18	A5	40C0-	(GC5)	
40D0-	FC	45	F9	85	FC	4C	F4	40	40D0-	(GE1)	
40D0-	18	E8	02	F8	10	A5	FD	A2	40D0-	(GE8)	
40E0-	00	65	F9	E8	E0	10	D6	F9	40E0-	(GAD)	
40E0-	85	FD	4C	F4	40	18	A5	FD	40E0-	(GCC)	
40F0-	45	F9	85	FD	A6	F8	E8	00	40F0-	(G99)	
40F0-	F0	02	C4	FB	C4	E8	A6	EB	40F0-	(GAF)	
4100-	E0	00	F0	03	4C	93	40	40	4100-	(GEA)	
4100-	A5	EE	85	EC	A3	EF	83	ED	4100-	(G88)	
4110-	4C	35	41	E6	E4	A6	EC	E8	4110-	(G98)	
4110-	80	D0	02	E6	ED	84	FA	A0	4110-	(G85)	
4120-	00	A6	FA	E8	00	F0	00	8A	4120-	(GC8)	
4120-	38	E9	20	85	FA	C8	C8	00	4120-	(G8E)	
4130-	D0	EF	4C	50	41	A9	80	20	4130-	(G66)	
4130-	ED	FD	A5	ED	20	DA	FD	A5	4130-	(GFA)	
4140-	EC	20	DA	FD	A2	80	A9	A8	4140-	(G40)	
4140-	20	ED	FD	E8	E8	02	D0	F8	4140-	(G12)	
4150-	A0	80	B1	EC	C9	A8	B8	04	4150-	(G22)	
4150-	C9	80	90	02	A9	BF	20	ED	4150-	(G80)	
4160-	FD	AE	10	C0	E0	03	F0	16	4160-	(G86)	
4160-	E0	20	D0	F5	A6	EC	E4	FE	4160-	(G85)	
4170-	F0	03	4C	13	41	A6	ED	E4	4170-	(G42)	
4170-	FF	00	80	03	4C	13	41	A9	80	4170-	(G36)
4180-	20	ED	FD	60					4180-	(G50)	

#4000.4183

TRISTAN ET ISEULT — APPLE



C'est l'histoire de TRISTAN, un mec un peu chevalier sur les bords, qui en pince pour ISEULT, une gonzesse vaguement princesse qui, comme toutes les princesses, est retenue prisonnière dans un château pas possible...

Patrick VILLENEUVE

Mode d'emploi :
Tapez et sauvegardez respectivement les listings 1 et 2 par :
SAVE TRISTAN ET ISEULT
SAVE PROG PRINCIPAL
Entrez les codes du listing 3 "sous" CALL-151 et sauvegardez par :
BSAVE DATA/SS PROG A2048, L2930
Lancez le jeu par RUN TRISTAN ET ISEULT. Pour le reste, consultez attentivement l'option "règles du jeu".

LISTING 1

```
0 REM * TRISTAN ET ISEULT *
1 REM * PATRICK VILLENEUVE *
5 PRINT CHR$(4); "MAXFILES1"
10 POKE 16384,0
20 POKE 103,1: POKE 104,64
30 PRINT CHR$(4); "RUN PROG PRINCIPAL"
```

LISTING 2

```
0 REM ****
1 REM *
2 REM * PATRICK VILLENEUVE *
3 REM *
4 REM * PRESENTE... *
5 REM *
6 REM *
7 REM * TRISTAN ET ISEULT *
8 REM *
9 REM ****
10 GOTO 10000
25 REM ****
26 REM *** SOUS-PROG ***
27 REM *** DESSIN ***
28 REM ****
30 HPLOT 40,0 TO 40,70 TO 160,0
35 HPLOT 0,130 TO 40,70: HPLOT
200,130 TO 160,70: RETURN
40 HPLOT 85,70 TO 85,40 TO 87,3
0 TO 90,25 TO 95,22 TO 100,2
0
45 HPLOT 115,70 TO 115,40 TO 11
3,30 TO 110,25 TO 105,22 TO
100,20: HCOLOR= 0: HPLOT 86,
70 TO 114,70: HCOLOR= 3: RETURRN
50 HCOLOR= 0: HPLOT 29,86 TO 15
,107: HPLOT 29,87 TO 15,108
55 HCOLOR= 3: HPLOT 30,86 TO 30
,50 TO 27,40 TO 25,35 TO 23,
33: HPLOT 15,107 TO 15,50 TO
18,40 TO 20,35 TO 23,33
56 HPLOT 30,87 TO 15,87: RETURN
60 HCOLOR= 0: HPLOT 171,86 TO 1
85,107: HPLOT 171,87 TO 185,
108
140 FOR I = 0 TO 2: HPLOT 130 +
1,82 TO 130 + I,90 + I * 3: HPLOT
143 + I,82 TO 143 + I,100: NEXT
145 FOR I = 0 TO 3: HPLOT 132,8
5 + I * 4 TO 143,85 + I * 4:
NEXT : RETURN
150 HPLOT 140,140 TO 150,140 TO
153,130 TO 137,130: HPLOT 140,140
TO 137,130: RETURN
155 HPLOT 137,130 TO 140,125 TO
150,125: HPLOT 153,130 TO 150,125
: HPLOT 140,125 TO 135,105 TO
143,95 TO 147,95: HPLOT 150,125 T
0 155,105 TO 147,95
160 HPLOT 137,130 TO 132,110 TO
135,105: HPLOT 153,130 TO 158,110
TO 155,105
165 FOR I = 0 TO 2: HPLOT 144 +
1,103 TO 144 + I,115: HPLOT 142,1
07 + I TO 148,107 + I: NEXT
: RETURN
170 HPLOT 137,130 TO 133,110 TO
139,100 TO 151,100: HPLOT 153,130
TO 157,110 TO 151,100
175 HPLOT 139,100 TO 142,110 TO
148,110: HPLOT 151,100 TO 148,110
TO 154,118 TO 153,130: HPLOT
142,110 TO 136,118 TO 137,130: RETURRN
180 FOR I = 0 TO 2: HPLOT 140 +
I,105 TO 140 + I,130: HPLOT 148 +
I,105 TO 148 + I,130: NEXT
185 FOR I = 0 TO 5: HPLOT 141,1
07 + I * 4 TO 149,107 + I *
4: NEXT : RETURN
190 FOR I = 0 TO 2: HPLOT 130 +
I,1 TO 130 + I,100: HPLOT 140 + I
,1 TO 140 + I,100: NEXT
195 FOR I = 0 TO 23: HPLOT 133,
4 + I * 4 TO 139,4 + I * 4: NEXT
200 HCOLOR= 0: HPLOT 74,70 TO 1
26,70: HCOLOR= 3
205 HPLOT 70,90 TO 130,90 TO 13
0,85 TO 70,85 TO 70,90 TO 76
,65: HPLOT 130,90 TO 124,65 T
0 76,65: RETURN
210 HCOLOR= 0
215 FOR I = 2 TO 6: HPLOT 1,110
TO I,158: NEXT : HCOLOR= 3:
RETURN
```

```

14,56 TO 15,108: RETURN
295 HCOLOR= 0: HPLOT 29,86 TO 1
      5,107: HPLOT 29,87 TO 15,108
      : HPLOT 23,50 TO 23,100
300 REM HCOLOR= 3: HPLOT 30,87 TO 1
      5,87: RETURN
305 HCOLOR= 0: HPLOT 120,70 TO
      160,70 TO 160,50: HCOLOR= 3
      70 TO 170,85: HCOLOR= 3
      170,85 TO 170,65 TO 1
      25,65 TO 125,85 TO 170,85: HP
      LOT 125,85 TO 120,70 TO 120,50 TO
      123,55 TO 125,65
315 HPLOT 120,50 TO 160,50 TO 1
      67,55 TO 170,65: HPLOT 167,5
      5 TO 123,55
320 FOR I = 0 TO 4: HPLOT 130 +
      1 * 5,58 TO 132 + 1 * 5,58: HPLOT
      132 + 1 * 5,62 TO 134 + 1 * 5,62:
      NEXT : RETURN
325 HPLOT 108,44 TO 113,39: HPLOT
      T 95,44 TO 90,39: HPLOT 85,39 TO
      117,39: HPLOT 85,39 TO 117,3
      9
330 IF PR = 1 THEN RETURN
335 HCOLOR= 0: HPLOT 98,65 TO 1
      0,65: HCOLOR= 3
340 POKE 232,212: POKE 233,13: X
      DRAW 2 AT 100,54: XDRAW 4 AT 100,
      54: RETURN
400 REM **** SS PRG SCORE ***
405 REM *** SS PRG SCORE ***
410 REM **** SS PRG SCORE ***
415 X$ = ":"; Y$ = "000000": POKE 2
      32,222: POKE 233,15
420 Z$ = STR$(K); X$ = RIGHTS$
      (Y$,5 - LEN(Z$)) + Z$*
425 FOR I = 1 TO 5: HCOLOR= 0: 0
      RAW 11 AT 239 + 1 * 7,K1: XDRAW U
      AL ( MID$(X$,I,1)) + 1 AT 239 +
      1 * 7,K1: NEXT
430 RETURN
435 :
500 REM **** AFFICHAGE SALLE
505 REM ****
510 REM ****
512 K = PEEK (2048 + (L - 1) *
      8 + 5)
515 X$ = PEEK (2048 + (L - 1) *
      8 + 5)
520 CALL 4030: GOSUB 210: GOSUB
      30
525 ON K GOSUB 530,535,540,545,
      550,555,560,565,570,575,580,
      585,590,595,600,605,610,615,
      620,625: GOTO 700
      XDRAW 4 AT 150,90: RETURN
745 GOSUB 250: GOSUB 270: RETURN
750 GOSUB 250: RETURN
755 GOSUB 150: GOSUB 170: RETURN
760 GOSUB 150: GOSUB 155: RETURN
765 GOSUB 150: GOSUB 155: RETURN
770 GOSUB 220: RETURN
775 GOSUB 220: RETURN
780 GOSUB 220: RETURN
785 GOSUB 305: RETURN
790 GOSUB 125: GOSUB 130: RETURN
795 GOSUB 125: RETURN
800 GOSUB 150: GOSUB 170: GOSUB
     180: RETURN
805 GOSUB 150: GOSUB 155: RETURN
810 GOSUB 305: RETURN
815 GOSUB 325: RETURN
820 :
825 REM **** AFFICH MONSTRE ***
830 REM ****
835 REM ****
840 REM ****
845 REM ****
850 REM ****
855 REM *** AFFICH MONSTRE ***
860 REM ****
865 REM ****
870 K2 = INT ( RND (1) * 70 )
875 1F K2 > K THEN MN = 0: GOTO
      950
880 MN = INT (2 * SQR ( RND (1
      ) * 16) + 1
      ) * 2,87 - 1 * 7 TO 30 + 1 * 2,80 -
      1 * 7 TO 32 + 1 * 2,80 -
      1 * 7: NEXT
885 ON MN GOSUB 915,900,905,910
      ,890,925,895,920: GOTO 950
890 POKE 232,41: POKE 233,10: XD
      RAW 1 AT 70,105: RETURN
895 POKE 233,41: POKE 233,10: XD
      RAW 2 AT 70,105: RETURN
900 POKE 232,207: POKE 233,10: X
      DRAW 1 AT 70,105: RETURN
905 POKE 232,112: POKE 233,11: X
      DRAW 1 AT 70,100: RETURN
910 POKE 232,118: POKE 233,12: XD
      RAW 1 AT 70,105: RETURN
915 POKE 232,118: POKE 233,12: XD
      RAW 2 AT 70,107: RETURN
920 POKE 232,59: POKE 233,13: XD
      RAW 2 AT 70,105: RETURN
925 POKE 232,59: POKE 233,13: XD
      RAW 3 AT 70,107: RETURN
      HCOLOR= 3: HPLOT 171,86 TO 1
      71,50 TO 174,40 TO 176,35 TO
      178,33: HPLOT 186,107 TO 186,30 TO
      183,40 TO 181,35 TO 178,33
      HPLOT 171,87 TO 186,87: RETURN
      HCOLOR= 0: HPLOT 15,107 TO 1
      129: HPLOT 15,108 TO 1,130:
      HPLOT 1,128 TO 15,107: HCOLOR
      RE = 3
      HCOLOR= 0: HPLOT 15,107 TO 40
      ,159: HPLOT 15,107 TO 15,114
      TO 13,114 TO 13,121 TO 11,1
      21 TO 11,128 TO 9,128 TO 9,1
      35 TO 7,135 TO 7,142 TO 5,14
      2 TO 5,149 TO 3,149
      FOR I = 0 TO 5: HPLOT 15 - 1
      * 2,114 + 1 * 7 TO 57 - 1 *
      2,5,114 + 1 * 7: NEXT
      85 HPLOT 5,145 TC 3,149 TO 3,15
      6 TO 1,156 TO 1,159: RETURN
      HCOLOR= 0: HPLOT 130,70 TO
      160,70 TO 160,30: HPLOT 160,
      70 TO 170,85
      HCOLOR= 3: HPLOT 130,70 TO
      29,86: HPLOT 29,87 TO 40,70
      .95 HCOLOR= 3: HPLOT 80,1 TO 80,
      70 TO 70,87 TO 30,87
      100 FOR I = 0 TO 4: HPLOT 70 +
      1 * 2,87 - 1 * 7 TO 70 + 1 *
      2,80 - 1 * 7 TO 72 + 1 * 2,80 - 1
      * 7: NEXT
      105 FOR I = 0 TO 11: HPLOT 30 +
      1 * 2,87 - 1 * 7 TO 30 + 1 * 2,80 -
      1 * 7 TO 32 + 1 * 2,80 -
      1 * 7: NEXT
      110 FOR I = 0 TO 4: HPLOT 30 +
      1 * 2,80 - 1 * 7 TO 70 + 1 *
      2,80 - 1 * 7: NEXT
      115 FOR I = 5 TO 11: HPLOT 30 +
      1 * 2,80 - 1 * 7 TO 80,80 - 1 * 7
      : NEXT
      90 HCOLOR= 0: GOSUB 265: HPLOT
      154,42 TO 154,80
      265 FOR I = 0 TO 1: HPLOT 150 +
      1 * 9,60 TO 150 + 1 * 9,64: NEXT
      : RETURN
      110 HCOLOR= 0: GOSUB 265: HPLOT
      154,43 TO 154,79: HPLOT 170,45 TO
      170,82: HPLOT 138,45 TO 138,82
      272 HPLOT 133,75 TO 137,82: HPLOT
      133,76 TO 137,83
      275 HCOLOR= 3: HPLOT 142,42 TO
      132,47 TO 132,85 TO 142,80: H
      PLT 166,42 TO 176,47 TO 176,85 TO
      166,30
      280 FOR I = 0 TO 2: HPLOT 142,5
      3 + 1 * 8 TO 166,53 + 1 * 8:
      NEXT : RETURN
      285 HPLOT 30,86 TO 30,43 TO 15,
      55 TO 15,107: HPLOT 23,49 TO
      290 HPLOT 31,43 TO 31,85: HPLOT

```

```

REM ****
950 IF DN = 1 THEN RETURN
955 IF DN = 1 THEN RETURN
957 POKE 232,212: POKE 233,13: X
DRAW 1 AT 100,105
960 IF PR = 0 THEN 970
965 XDRAW 2 AT 115,104: XDRAW 3
AT 115,104
970 K = 2048 + (L - 1) * 8
975 HCOLOR= 0: IF PEEK (K) = 0
THEN HCOLOR= 3
980 HPLOT 215,5 TO 220,5
HCOLOR= 0: IF PEEK (K + 1)
= 0 THEN HCOLOR= 3
985 HPLOT 215,30 TO 220,30
HCOLOR= 0: IF PEEK (K + 2)
= 0 THEN HCOLOR= 3
990 HPLOT 215,30 TO 220,30
HCOLOR= 0: IF PEEK (K + 1)
= 0 THEN HCOLOR= 3
995 HPLOT 205,15 TO 205,20: HC0
LOR= 3
1000 HPLOT 230,15 TO 230,20
HCOLOR= 0: IF PEEK (K +
3) = 0 THEN HCOLOR= 3
1005 HPLOT 230,15 TO 230,20
HCOLOR= 0: IF PEEK (K +
3) = 0 THEN HCOLOR= 3
1010 HPLOT 205,15 TO 205,20: HC0
LOR= 3
1015 :
1020 IF MN > = 1 THEN SPEED=
SP: GOTO 1500
1025 SPEED= 255,0B = PEEK <204
8 + (L - 1) * 8 + 6>; IF OB >
= 1 THEN 2000
1030 SPEED= 255
1035 PRINT "ACTION":; GET A$: P
RINT
1040 IF ASC (A$) = 27 THEN 400
0: REM SAVIEGARDE
1045 IF A$ = "N" THEN 1100
1050 IF A$ = "S" THEN 1110
1055 IF A$ = "E" THEN 1120
1060 IF A$ = "O" THEN 1130
1065 IF A$ = "H" THEN 1140
1070 IF A$ = "B" THEN 1160
1075 PRINT
1080 GOTO 1035
1085:
1090 GOTO 1035
1100 K = 2048 + (L - 1) * 8: IF
PEEK (K) = 0 THEN 1085
1105 GOTO 1200
1110 K = 2041 + 8 * L: IF PEEK
(K) = 0 THEN 1085
1115 GOTO 1200
1120 K = 2042 + 8 * L: IF PEEK
(K) = 0 THEN 1085
1125 XDRAW 2 AT 150,140: RETURN
1130 XDRAW 1 AT 151,140: RETURN
1135 XDRAW .3 AT 140,90: RETURN
REM ****
950 GOSUB 40: GOSUB 50: RETURN
0: RETURN
955 GOSUB 40: GOSUB 60: RETURN
0: RETURN
960 GOSUB 50: GOSUB 60: RETURN
965 RETURN
970 GOSUB 50: RETURN
975 GOSUB 60: RETURN
980 GOSUB 90: RETURN
985 GOSUB 50: GOSUB 90: RETURN
990 GOSUB 40: GOSUB 90: RETURN
995 GOSUB 60: GOSUB 90: RETURN
590 GOSUB 70: RETURN
595 GOSUB 40: GOSUB 70: RETURN
600 GOSUB 40: GOSUB 40: GOSUB 7
0: RETURN
605 GOSUB 60: GOSUB 70: RETURN
610 GOSUB 200: GOSUB 60: RETURN
615 GOSUB 190: RETURN
620 GOSUB 30: GOSUB 60: GOSUB 2
85: RETURN
625 GOSUB 30: GOSUB 60: GOSUB 2
95: GOSUB 295: RETURN
630 :
700 REM **** AFFICH OBJ ***
705 REM ****
710 REM ****
712 K = PEEK (2048 + (L - 1) *
8 + 6)
720 POKE 232,56: POKE 233,9
ON K GOSUB 730,735,740,745,
750,755,760,765,770,775,780,
785,790,795,800,805,810,815;
GOTO 350
730 XDRAW 2 AT 150,140: RETURN
735 XDRAW 1 AT 151,140: RETURN
740 XDRAW .3 AT 140,90: RETURN
REM ****
950 GOSUB 1650
1770 PRINT "CA MARCHE !": PRINT
"LE " ;?; " S EN UA . . . "
1775 ON MN GOSUB 915,900,905,91
0,800,925,395,920
1780 GOTO 1035
1785 :
2000 REM **** TRAITEMENT OBJ *
2005 REM * ****
2010 REM ****
2012 :
2015 SPEED= SP
2020 ON DB GOTO 2030,1030,2160,
0,2330,2330,2545,1030,2705,1
2025 GOTO 1030
2030 REM *** COFFRE FERME ***
2035 PRINT "IL Y A UN COFFRE"
S"
2040 PRINT "VOULEZ VOUS L'OUVRIR"
R ? (0,N) : ;: GET R$: PRINT
0: GOSUB 415
2045 IF R$ = "O" THEN 2065
2050 IF R$ = "N" THEN 2060
2055 GOTO 2035
2060 PRINT "TANT PIS POUR VOUS
. . .": GOTO 1030
2065 POKE 232,56: POKE 233,9
2070 XDRAW 2 AT 150,140: XDRAW
1 AT 151,140
2075 HH = RND (.1) * 100: IF HH >
25 THEN 2130
2080 HCOLOR= 1: GOSUB 2110.
2085 PRINT "DES GAZ ASPHYXIANTS
. . .": HCOLOR= 0: GOSUB 2110
:
2110 HCOLOR= 3
2115 DRAW 5 AT 140,133: GOSUB 2
125: DRAW 5 AT 140,130: GOSUB
2125 DRAW 5 AT 137,131: GOSUB 2
125: DRAW 6 AT 137,122: GOSUB
2125 DRAW 6 AT 133,125: GOSUB 2
125
2125 FOR I = 1 TO 50: NEXT : Z2 =
PEEK (- 16336) + PEEK (- 163
36): RETURN
2130 IF HH < 75 THEN 2145
2135 PRINT "LE COFFRE EST VIDE.
2140 POKE 2048 + (L - 1) * 8 +
6,2: GOTO 1030
2145 HH = INT ((HH - 24) / 2) +
1: PRINT "VOUS TROUEZ " ;HH;" ECU
S"
2150 EC = EC + HH: K = EC:K1 = 11
2155 GOTO 2140
2157 :
2160 REM ** POTION N **
2165 PRINT "IL Y A UNE POTION."
2170 PRINT "VOULEZ VOUS LA BOIR
E ? (O/N) : ;: GET R$: PRINT
2175 IF R$ = "O" THEN 2190
2180 IF R$ = "N" THEN 2060
2185 GOTO 2165
2190 PRINT "GLUP GLUP . . .": POKE
232,56: POKE 233,9: XDRAW 3 AT 1
40,90
2192 HH = INT ((RND (.1) * 20) -
10: IF HH = 0 THEN 2220
2195 IF HH < 0 THEN 2225
2200 PRINT "C'ETAIT DE L'EAU DE
JOUVENCE . . ."
PTS DE VIE: .:K = PV:K1 = 50:
GOSUB 415
2100 IF PV = 0 THEN 1730
2105 GOTO 2140

```

```

1540 A$ = "GUERRIER":B$ = "FRAPP
E":UU = 30:VV = 20: RETURN
1545 A$ = "VAMPIRE":B$ = "MORD":
UU = 20:VV = 20: RETURN
1550 A$ = "GARDIEN":B$ = "ECHARP
E":UU = 20:VV = 15: RETURN
1555 A$ = "SCORPION GEANT":B$ =
"PIQUE":UU = 15:VV = 10: RETU
1125 GOTO 1200
1130 K = 2043 + 8 * L: IF PEEK
(K) = 0 THEN 1085
1135 GOTO 1200
1140 IF L = 1 THEN 5000
1142 K = PEEK <2048 + (L - 1) *
8 + 4>; IF K = 0 THEN 1085
1145 IF K > 200 THEN 1085
1150 L = K - 100: GOTO 1205
1155 :
1160 K = PEEK <2048 + (L - 1) *
8 + 4>; IF K = 0 THEN 1085
1165 IF K < 200 THEN 1085
1170 L = K - 200: GOTO 1205
1175 :
1200 L = PEEK (K)
1205 GOTO 500
1210 :
1500 REM ****
1505 REM * TRAITEMENT MONSTRE *
1510 REM ****
1512 :
1515 ON MN GOSUB 1520,1525,1530
,1555,1540,1545,1550,1555: GO
TO 1570
1520 A$ = "NINJA":B$ = "ECLATÉ L
A TETE":UU = 30:VV = 60: RETU
RN 1525 A$ = "TYRANOSAURE":B$ = "LA
CERRE":UU = 60:VV = 40: RETURN
1530 A$ = "DRAGON":B$ = "FRAPPE"
:UU = 40:VV = 30: RETURN
1535 A$ = "IMAGE":B$ = "JETTE UN
SORT":UU = 20:VV = 40: RETURN
1540 PRINT "IL Y A UN ";A$;
1545 IF RND (1) * VU < 0.5 THEN
PRINT "VOUS PERDEZ ";K; P
TS DE VIE:PV = PV - K: IF P
V < = 0 THEN PV = 0
1550 K = PV:K1 = 50: GOSUB 415
1555 IF PV = 0 THEN 1730
1560 GOTO 1635
ON MN GOSUB 915,900,905,91
0,890,895,920
1565 :
1570 PRINT "IL Y A UN ";A$;
1575 IF RND (1) * FO < (UU + V
U) / 2 + RND (1) * (UU + VU
) THEN 1590
1580 PRINT "LE ";A$;" FUIT !"
1585 ON MN GOSUB 915,900,905,91
0,890,895,920: GOTO 1025
1590 PRINT "LUTTER A)MADOUER F
)UIR"; : GET R$: PRINT
1595 IF R$ = "L" THEN 1630
1600 IF R$ = "A" THEN 1755
1605 IF R$ = "F" THEN 1615
1610 PRINT "IL Y A UN ";A$: GOTO
1615 REM *** FUITE ***
1620 IF L = 34 THEN L = 32
1622 IF L = 37 OR L = 38 OR L =
39 THEN L = 19
1625 L = L + 1: IF PV = 1 THEN 1
1626 PV = PV - 1:K = PV:K1 = 50:
GOSUB 415
1627 PRINT : GOTO 500
1628 :
1630 REM *** COMBAT ***
1635 K = INT ( RND (1) * FO )
1640 PRINT "VOUS FAITES LE ";A
$; PRINT "LE ";A$; PERD ";K
1645 UU = UU - K: IF UU < = 0 TH
EN PRINT "LE ";A$;" EST MORT ."; G
OTO 1680
1650 PRINT "LE ";A$;" VOUS ";B$
1655 K = INT ( RND (1) * VU),
PRINT "VOUS PERDEZ ";K; P
TS DE VIE:PV = PV - K: IF P
V < = 0 THEN PV = 0
1660 IF ( PV - K ) * EX / 10 >
(UU + VU) / 2 + RND (1) * (
UU + VU) / 2 THEN 1770
1665 K = PV:K1 = 50: GOSUB 415
1670 IF PV = 0 THEN 1730
1675 GOTO 1635
1680 ON MN GOSUB 915,900,905,91
0,890,895,920
1690 PRINT "POUR CETTE VICTOIRE
"
1695 X = INT ((VV) / 4) * 10:EX
= EX + X
1700 PRINT "VOUS GAGNEZ ";X; P
TS D'EXPÉRIENCE"
1705 K = EX:K1 = 90: GOSUB 415
1710 Y = INT (VV / 10):FO = FO +
Y
1715 PRINT "ET ";Y; PTS DE FOR
CE "
1720 K = FO:K1 = 70: GOSUB 415;
1725 F RM = 1 THEN 2790
GOTO 1025
1730 REM *** MORT ***
1732 K = 0:K1 = 50: GOSUB 415
1735 PRINT "VOUS ETES MORT ... "
1740 POKE 232,212: POKE 233,13;
XDRAW 1 AT 100,105: HCOLOR=
3
1742 FOR I = 0 TO 1: HPLOT 100 +
1,105 TO 100 + 1,115: HPLOT 96,
108 + 1 TO 104,108 + 1: NEXT
1744 HPLOT 95,116 TO 103,116: HP
LOT 92,117 TO 107,117
1745 X = 4871:Y = 4900:T = 0.9; G
SUB 5000: GOTO 10016
1750 :
1755 REM *** AMADOUER ***
1760 IF ( RND (1) * EX ) / 10 >
(UU + VU) / 2 + RND (1) * (
UU + VU) / 2 THEN 1770
1765 PRINT "CA NE MARCHE PAS .";
```

```

2205 PRINT "VOUS GAGNEZ ";HH;"  

    PTS DE VIE"  

2210 PV = PV + HH:K = PV:K1 = 50  

    : GOSUB 415  

2215 POKE 2048 + (L - 1) * 8 +  

    6,0: GOTO 1030  

2220 PRINT "LA POTION NE VOUS F  

    AIT RIEN.": GOTO 2215  

2225 PRINT "C'ETAIT DU POISON..  

    .":PV = PV + HH: IF PV < 0 TH  

EN PV = 0  

2230 PRINT "VOUS PERDEZ "; ABS  

    (HH);" PTS DE VIE"  

2235 K = PV:K1 = 50: GOSUB 415  

2240 IF PV = 0 THEN 1730  

2245 GOTO 2215  

2247 :  

2250 REM *** POTION B ***  

2255 PRINT "IL Y A UNE FIOLE."  

2260 PRINT "VOULEZ VOUS LA BOIR  

    E ? (O/N) :";: GET R$: PRINT  

2265 IF R$ = "O" THEN 2280  

2270 IF R$ = "N" THEN 2060  

2275 GOTO 2255  

2280 PRINT "GLUP GLUP ..."  

2285 POKE 232,56: POKE 233,9: XD  

RAW 4 AT 150,90  

2290 HH = INT ( RND (1) * 20 ) -  

10: IF HH = 0 THEN 2315  

2295 IF HH < 0 THEN 2320  

2300 PRINT "CE BREUVAGE DECOUPLE  

    VOS FORCES !"  

2305 PRINT "VOUS GAGNEZ ";HH;"  

    PTS DE FORCE"  

2310 FO = FO + HH:K = FO:K1 = 70  

    : GOSUB 415: GOTO 2215  

2315 PRINT "LA FIOLE NE VOUS FA  

    IT RIEN ...": GOTO 2215  

2320 PRINT "C'ETAIT UNE BOISSON  

    PARALYSANTE !"  

2325 PRINT "VOUS PERDEZ "; ABS  

    (HH);" PTS DE FORCE.": GOTO  

    2310  

2327 :  

2330 REM *** TELEPORTATION **  

    *  

2335 PRINT "IL Y A UNE MACHINE  

    DE TELEPORTATION."  

2340 PRINT "VOULEZ VOUS Y ENTRE  

    Z ? (O/N) :";: GET R$: PRINT  

2490 IF R$ = "O" THEN 2505  

2495 IF R$ = "N" THEN 1030  

2500 GOTO 2480  

2505 GOSUB 270: IF L = 38 THEN  

    2535  

2510 K = INT ( RND (1) * 30 ) +  

    1: IF K > 20 THEN 2530  

2515 PRINT "VOUS TROUVEZ ";K;"  

    ECUS."  

2520 EC = EC + K:K = EC:K1 = 110  

    : GOSUB 415  

2525 POKE 2048 + (L - 1) * 8 +  

    6,5: GOTO 1030  

2530 PRINT "L'ARMOIRE EST VIDE.  

    ": GOTO 2525  

2535 PRINT "VOUS TROUVEZ UN PAR  

    CHEMIN SUR LEQUEL IL EST  

    ECRIT : '/";CD$;"/"  

2540 GOTO 2525  

2542 :  

2545 REM *** ORDINATEUR ***  

2548 IF PEEK (2331) = 35 THEN  

    1030  

2550 SPEED= SP: PRINT "IL Y A U  

    N ORDINATEUR."  

2555 PRINT "VOULEZ VOUS L'ALLUM  

    ER ? (O/N) :";: GET R$: PRINT  

2560 IF R$ = "O" THEN 2575  

2565 IF R$ = "N" THEN 1030  

2570 GOTO 2550  

2575 PRINT "L'ORDINATEUR AFFICH  

    E :"  

2580 INPUT "*** ENTRER LE CODE  

    :";R$  

2585 IF R$ = CD$ THEN 2590  

2587 PRINT "L'ORDINATEUR SE DEC  

    ONNECTE...": GOTO 1030  

2590 PRINT : HTAB 10: PRINT "**  

    * CODE CORRECT ***": PRINT  

2595 PRINT "LA PORTE OUEST S'OU  

    VRE..."  

2600 GOSUB 295  

2605 POKE 2331,35: POKE 2333,20  

    : GOTO 1030  

2607 :  

2610 REM *** CERCUEUIL FERME *  

    **  

2615 SPEED= SP  

2620 PRINT "IL Y A UN CERCUEUIL  

    ."  

2625 PRINT "VOULEZ VOUS L'OUVRI  

    R ? (O/N) :";: GET R$: PRINT

```

```

2345 IF R$ = "O" THEN 2360
2350 IF R$ = "N" THEN 1030
2355 GOTO 2335
2360 POKE 232,212: POKE 233,13:
    XDRAW 1 AT 100,105: XDRAW 1
    AT 155,134
2365 PRINT "IL Y A DEUX BOUTONS
    'A' ET 'B'"
2370 PRINT "SUR LEQUEL APPUYEZ
    VOUS ? (A/B/ESC) :"; GET R$
    : PRINT
2375 IF ASC (R$) = 27 THEN XDR
AW 1 AT 155,134: XDRAW 1 AT 100,1
05: GOTO 1030
2380 IF R$ = "A" THEN 2395
2385 IF R$ = "B" THEN 2415
2390 GOTO 2365
2395 IF L = 15 THEN NL = 29
2400 IF L = 29 THEN NL = 15
2405 IF L = 32 THEN NL = 15
2410 GOTO 2430
2415 IF L = 15 THEN NL = 32
2420 IF L = 29 THEN NL = 32
2425 IF L = 32 THEN NL = 29
2430 :
2435 FOR I = 30 TO 1 STEP - 1
2440 XDRAW 1 AT 155,134:A = PEE
K (- 16336)
2445 FOR J = 1 TO I * 2: NEXT J

2450 NEXT I
2455 L = NL:DN = 1: GOSUB 500:DN
    = 0: POKE 232,212: POKE 233
    ,13
2460 FOR I = 1 TO 30: XDRAW 1 AT
    155,134:A = PEEK (- 16336)
2465 FOR J = 1 TO I * 2: NEXT J
    : NEXT I
2470 GOTO 957
2472 :
2475 REM *** ARMOIRE ***
2480 PRINT "IL Y A UNE ARMOIRE.
"
2485 PRINT "VOULEZ VOUS L'OUVRI
R ? (O/N) :"; GET R$: PRINT
2630 IF R$ = "O" THEN 2645
2635 IF R$ = "N" THEN 1030
2640 GOTO 2620
2645 HCOLOR= 0: GOSUB 155: HCOLO
R= 3: GOSUB 150: GOSUB 170
2650 IF L = 12 THEN 2675
2652 :
2655 REM *** ECHELLE ***
2660 GOSUB 180
2665 PRINT "IL Y A UNE ECHELLE
    QUI DESCEND..."
2670 POKE 2180,238: POKE 2182,1
5: GOTO 1030
2672 :
2675 REM *** VAMPIRE ***
2680 POKE 232,59: POKE 233,13: X
DRAW 3 AT 140,117
2685 PRINT "IL Y AVAIT UN VAMPI
RE..."
2690 POKE 2142,7:MN = 6
2695 XDRAW 3 AT 140,117: XDRAW
    3 AT 70,107
2700 GOSUB 1545: GOTO 1575
2702 :
2705 REM *** TRAPPE ***
2710 PRINT "IL Y A UNE TRAPPE."
2715 PRINT "VOULEZ VOUS L'OUVRI
R : (O/N) :"; GET R$: PRINT
2720 IF R$ = "O" THEN 2735
2725 IF R$ = "N" THEN 1030
2730 GOTO 2710
2735 GOSUB 130: POKE 2196,239: P
OKE 2198,13
2740 PRINT "IL Y A UNE ECHELLE
    QUI DESCEND..."
2745 GOTO 1030
2747 :
2750 REM *** ISEULT ***
2755 POKE 232,190: POKE 233,12:
    XDRAW 1 AT 70,106
2760 PRINT : PRINT "LA BELLE IS
EULT EST LA..."
2765 PRINT "MAIS L'IGNOBLE TYRA
N 'IVAN LE TERRIBLE"

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```

2770 PRINT "EST LA AUSSI..."
2775 PRINT "IL SE JETTE SUR VOU
S...""
2780 A$ = "ROI":B$ = "FRAPPE":UU
= 40:VV = 40
2785 RM = 1: GOTO 1650
2787 :
2790 REM *** ROI MORT ***
2792 POKE 232,190: POKE 233,12:
XDRAW 1 AT 70,106
2795 PRINT "VOUS DELIVRER LA BE
LLE ISEULT..."
2800 GOSUB 340: HCOLOR= 3: HPLOT
98,65 TO 105,65
2805 XDRAW 2 AT 115,104: XDRAW
3 AT 115,105:PR = 1
2810 GOSUB 3000
2815 POKE 2326,0:RM = 0: GOTO 1
030
2820 :
3000 REM *** COEUR ***
3005 POKE 232,175: POKE 233,17
3010 HCOLOR= 5
3015 DRAW 1 AT 102,85: DRAW 1 AT
110,80
3020 DRAW 2 AT 98,70: DRAW 2 AT
115,55
3025 X = 4901:Y = 4966:T = 1: GOS
UB 6000
3030 RETURN
3035 :
4000 REM ****
4005 REM *** FCT UTILES ***
4010 REM ****
4012 :
4015 HOME : VTAB 21
4020 PRINT "1) VITESSE D'AFFICH
AGE"
4025 PRINT "2) SAUVER LE JEU"
4030 PRINT "VOTRE CHOIX :";: GET
R$
4035 IF R$ = "1" THEN 4050
4040 IF R$ = "2" THEN 4075
4045 GOTO 4015
4047 :
4050 REM *** SPEED ***
4055 HOME : VTAB 21: HTAB 11: PR
INT "VITESSE D'AFFICHAGE"
4060 PRINT "0 - LENT      255 -
RAPIDE"
4065 INPUT "ENTRER UNE VALEUR :
(0-255) ":";R$: IF R$ = "" TH
EN 4055

```

RINT

```

5035 L = 1: HOME : VTAB 21: GOSUB
5500: GOTO 500
5040 :
5050 REM ****
5055 REM *** VICTOIRE ***
5060 REM ****
5062 :
5065 POKE 232,175: POKE 233,17
5070 PRINT "ET ILS VECURENT HEU
REUX ET EURENT DE NOMBREU
X ENFANTS...": HCOLOR= 5
5075 DRAW 1 AT 102,85: DRAW 1 AT
110,80
5080 DRAW 2 AT 98,70: DRAW 2 AT
115,55
5090 :X = 4637:Y = 4870:T = 1.3:
GOSUB 6000
5095 IF PEEK (- 16384) < 128 T
HEN 5090
5100 GOTO 10016
5500 HCOLOR= 0: FOR I = 1 TO 6:
HPLOT 1,65 TO 1,140: HPLOT
193 + I,65 TO 193 + I,140: NE
XT I: RETURN
5505 HCOLOR= 3: HPLOT 130,100 TO
170,100 TO 170,50 TO 130,50 TO 1
30,100: HPLOT 140,100 TO 140
,60 TO 160,60 TO 160,100
5510 HPLOT 140,100 TO 150,90 TO
150,60: HPLOT 170,50 TO 175,50 TO
175,45 TO 150,35 TO 125,45 TO 125
,50 TO 130,50
5515 HPLOT 175,50 TO 190,35 TO
190,30 TO 175,45: HPLOT 190,
30 TO 165,20 TO 150,35
5520 HPLOT 125,45 TO 150,28 TO
165,20: HPLOT 170,100 TO 185
,85 TO 185,40
5525 FOR I = 0 TO 2: HPLOT 149 +
I,10 TO 149 + I,35: HPLOT 144,15
+ I TO 156,15 + I: NEXT I
5530 HPLOT 1,65 TO 129,65: HPLOT
185,65 TO 199,65
5600 POKE 232,212: POKE 233,13:
XDRAW 1 AT 100,105
5605 IF PR = 0 THEN 5615
5610 XDRAW 2 AT 115,104: XDRAW
3 AT 115,104
5615 RETURN
5620 END.
5625 :

```

```

4067 IF VAL (R$) < 0 OR VAL (
    R$) > 255 THEN 4055
4070 SP = VAL (R$): HOME : VTAB
21: GOTO 1030
4075 PRINT
4080 POKE 768,PR
4085 A = INT (PV / 256):B = PV -
A * 256
4090 POKE 769,A: POKE 770,B
4095 A = INT (FO / 256):B = FO -
A * 256
4100 POKE 771,A: POKE 772,B
4105 A = INT (EX / 256):B = EX -
A * 256
4110 POKE 773,A: POKE 774,B
4115 A = INT (EC / 256):B = EC -
A * 256
4120 POKE 775,A: POKE 776,B
4125 POKE 777,L
4130 FOR I = 1 TO 5: POKE 777 +
I, ASC (MID$ (CD$,I,1)): NEXT I
4135 PRINT CHR$ (4); "BSAVE PER
SO-JEU,A768,L20"
4140 PRINT CHR$ (4); "BSAVE DAT
A-JEU,A2048,L320"
4145 HOME : VTAB 21: GOTO 1030
4147 :
5000 REM *** SORTIE DU DONJON
***  

5002 :
5005 CALL 4030: GOSUB 5500: GOSU
B 5505: PRINT : PRINT : SPEED= SP
5008 IF PR = 1 THEN 5050
5010 PRINT "VOUS ETES A L'ENTRE
E DU DONJON...": PRINT
5015 IF EC = 0 THEN FOR I = 0 T
O 500: NEXT : GOTO 5030
5020 FOR Z = 1 TO EC:EC = EC -
1:K = EC:K1 = 110: GOSUB 415
5022 POKE 4604,50: POKE 4605,3:
CALL 4606
5025 PV = PV + 1:K = PV:K1 = 50:
GOSUB 415: NEXT Z
5030 PRINT "<RET> POUR ENTRER D
ANS LE DONJON..."; GET R$: P
6000 REM ****
6005 REM *** MUSIQUE ***
6010 REM ****
6015 POKE - 16368,0
6020 FOR I = X TO Y STEP 2
6025 IF PEEK (- 16384) > 127 T
HEN I = Y: GOTO 6035
6030 POKE 4604, PEEK (I): POKE
4605, PEEK (I + 1) / T: CALL
4606
6035 NEXT I
6040 RETURN
10000 REM ****
10005 REM *** INIT ***
10010 REM ****
10015 GOSUB 11000: REM PRESENT
ATION
10016 SPEED= 255: TEXT : HOME :
INVERSE : HTAB 11
10017 PRINT " TRISTAN ET ISEULT
": NORMAL : POKE 34,4: POKE
35,24
10020 HOME : SPEED= 255: TEXT :
PL = 1: VTAB 22: PRINT " <-
-> POUR CHOISIR , PUIS
<RET>"
10025 NORMAL : VTAB 8: HTAB 14:
IF PL = 1 THEN INVERSE
10027 PRINT "REGLES DU JEU"
10030 NORMAL : VTAB 12: HTAB 15
: IF PL = 2 THEN INVERSE
10032 PRINT "NOUVEAU JEU"
10035 NORMAL : VTAB 16: HTAB 15
: IF PL = 3 THEN INVERSE
10038 PRINT "ANCIEN JEU"
10040 CL = PEEK (- 16384): IF
CL < 128 THEN 10040
10042 IF CL = 141 THEN 10070
10045 IF CL = 149 THEN PL = PL +
1
10050 IF CL = 136 THEN PL = PL -
1
10055 POKE - 16368,0: IF PL =
4 THEN PL = 1
10060 IF PL = 0 THEN PL = 3

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```

10065 GOTO 10025
10070 ON PL GOTO 12000,10090,10
      500
10075 REM *****
10080 REM *** NOUVEAU JEU ***
10085 REM *****
10090 :
10095 PRINT CHR$(4); "BLOAD DA
      TA/SS PROG"
10100 L = 0:PV = 50:F0 = 20:EX =
      0:EC = 0:CD$ = ""
10105 FOR I = 1 TO 5:CD$ = CD$ +
      CHR$(INT((RND(1) * 26) + 65
      )):NEXT I
10110 HOME : HGR : HCOLOR= 3
10115 HPLOT 0,0 TO 200,0 TO 200
      ,159 TO 0,159 TO 0,0
10120 HPLOT 205,5 TO 230,5 TO 2
      30,30 TO 205,30 TO 205,5
10125 POKE 232,149: POKE 233,16

10130 FOR I = 1 TO 5: XDRAW I AT
      197 + I * 7,50: NEXT
10135 FOR I = 1 TO 4: XDRAW I +
      4 AT 197 + I * 7,110: NEXT
10140 FOR I = 1 TO 3: XDRAW I +
      8 AT 197 + I * 7,70: NEXT
10145 XDRAW 6 AT 225,70: XDRAW
      5 AT 232,70
10150 XDRAW 5 AT 204,90: XDRAW
      12 AT 211,90: XDRAW 1 AT 218
      ,90
10155 FOR I = 1 TO 4: XDRAW 13 A
      T 239,30 + I * 20: NEXT
10160 K = PV:K1 = 50: GOSUB 415:
      K = F0:K1 = 70: GOSUB 415
10165 K = EX:K1 = 90: GOSUB 415:
      K = EC:K1 = 110: GOSUB 415
10170 POKE 232,89: POKE 233,17:
      XDRAW 5 AT 252,0: POKE 232,
      149: POKE 233,16: XDRAW 8 AT
      252,29: XDRAW 5 AT 265,14: XDRAW
      10 AT 239,14
10175 HCOLOR= 3: HPLOT 254,10 TO
      254,25: HPLOT 247,17 TO 261,17
10180 RM = 0
10190 HOME : VTAB 19:SP = 140: P
      OKE - 16368,0:DN = 0
10195 IF L = 0 THEN 5000
10200 VTAB 21: GOTO 500

11030 IF A = 1 THEN POKE 232,1
      49: POKE 233,16
11035 IF A = 2 THEN POKE '232,8
      9: POKE 233,17
11040 IF B = 0 THEN 11050
11045 XDRAW B AT H + (I / 2) *
      7,J
11050 POKE 4604,100: POKE 4605,
      5: CALL 4606: NEXT
11055 J = J + 15:H = H + 21: IF
      J = 35 THEN 11065
11060 U = 0:V = 22: GOTO 11025
11065 A = 30:B = 40
11070 GOSUB 11570:A = A + 30: GO
      SUB 11580:A = A + 30: GOSUB 11600
      :A = A + 30: GOSUB 11615:A =
      A + 30: GOSUB 11570:A = A + 30: GO
      SUB 11630:A = A + 30: GOSUB 11645

11075 A = 120:B = 95: GOSUB 1169
      0:A = A + 20: GOSUB 11705
11080 A = 45:B = 140
11085 GOSUB 11600:A = A + 30: GO
      SUB 11615:A = A + 30: GOSUB 11655
      :A = A + 30: GOSUB 11670:A =
      A + 30: GOSUB 11680:A = A + 30: GO
      SUB 11570
11090 X = 4637:Y = 4870:T = 1.3:
      GOSUB 6000
11095 IF PEEK (- 16384) < 128
      THEN 11090
11100 RETURN
11500 RETURN
11505 DATA 1,1,2,1,2,2,1,11,1
      ,4,1,6,2,3,1,0,1,3,1,4,2,4,2
      ,4,1,5,2,5,1,5,1,7,1,3,1,5,1
      ,1,1,11,1,5,1,8,1,5,2,5,2,2,
      1,5,1,0,1,2,1,2,1,2
11550 REM *****
11555 REM *** LETTRES ***
11560 REM *****
11565 REM *** T ***
11570 HPLOT A,B TO A + 26,B TO
      A + 26,B + 6 TO A + 16,B + 6
      TO A + 16,B + 40 TO A + 10,
      B + 40 TO A + 10,B + 6 TO A,
      B + 6 TO A,B: RETURN
11575 REM *** R ***
11580 HPLOT A,B TO A + 20,B TO
      A + 26,B + 5 TO A + 26,B + 1
      5 TO A + 20,B + 20 TO A + 15
      ,B + 20 TO A + 26,B + 35 TO
      A + 26,B + 40

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```

10500 REM ****
10505 REM *** RESTAURATION ***
10510 REM ****
10515 NORMAL : HOME : ONERR GOT
0 10580
10520 PRINT CHR$ (4); "BLOAD DA
TA-JEU"
10525 PRINT CHR$ (4); "BLOAD PE
RSO-JEU"
10530 PR = PEEK (768)
10535 PV = PEEK (769) * 256 + P
EEK (770)
10540 FO = PEEK (771) * 256 + P
EEK (772)
10545 EX = PEEK (773) * 256 + P
EEK (774)
10550 EC = PEEK (775) * 256 + P
EEK (776)
10555 L = PEEK (777)
10560 CD$ = ""
10562 FOR I = 1 TO 5:CD$ = CD$ +
CHR$ (PEEK (777 + I)): NEXT I
10565 POKE 214,0: GOTO 10110
10570 REM *** ERREUR ***
10575 IF PEEK (222) < > 6 THEN
END
10580 VTAB 12: PRINT "IL N'Y A
PAS DE JEU SAUVEGARDE."
10582 POKE - 16368,0
10585 VTAB 15: PRINT "APPUYER S
UR UNE TOUCHES..."; GET R$
10590 GOTO 10016
11000 REM ****
11005 REM *** PRESENTATION ***
11010 REM ****
11015 PRINT CHR$ (4); "BLOAD DA
TA/SS PROG"
11020 HGR : POKE - 16302,0: HCO
LOR= 3:J = 5:H = 77:U = 0:V = 34
11022 SCALE= 1: ROT= 0
11025 FOR I = U TO V STEP 2: REA
D A,B
11585 HPLOT TO A + 20,B + 40 TO
A + 6,B + 20 TO A + 6,B + 40 TO
A,B + 40 TO A,B: HPLOT A + 6
,B + 5 TO A + 17,B + 5 TO A +
20,B + 9 TO A + 20,B + 12
11590 HPLOT TO A + 17,B + 15 TO
A + 6,B + 15 TO A + 6,B + 5: RETU
RN
11595 REM *** I ***
11600 HPLOT A + 6,B TO A + 20,B
TO A + 20,B + 6 TO A + 16,B
+ 6 TO A + 16,B + 34 TO A +
20,B + 34 TO A + 20,B + 40
11605 HPLOT TO A + 6,B + 40 TO
A + 6,B + 34 TO A + 10,B + 34 TO
A + 10,B + 6 TO A + 6,B + 6 T
0 A + 6,B: RETURN
11610 REM *** S ***
11615 HPLOT A,B TO A + 26,B TO
A + 26,B + 5 TO A + 6,B + 5 T
0 A + 6,B + 17 TO A + 26,B + 17 TO
A + 26,B + 40 TO A,B + 40 TO A,B
+ 35 TO A + 20,B + 35
11620 HPLOT TO A + 20,B + 22 TO
A,B + 22 TO A,B: RETURN
11625 REM *** A ***
11630 HPLOT A,B TO A + 26,B TO
A + 26,B + 40 TO A + 20,B +
40 TO A + 20,B + 22 TO A + 6
,B + 22 TO A + 6,B + 40 TO A
,B + 40 TO A,B
11635 HPLOT A + 6,B + 5 TO A +
20,B + 5 TO A + 20,B + 17 TO
A + 6,B + 17 TO A + 6,B + 5: RETUR
N
11640 REM *** N ***
11645 HPLOT A,B TO A + 6,B TO A
+ 20,B + 28 TO A + 20,B TO
A + 26,B TO A + 26,B + 40 TO
A + 20,B + 40 TO A + 6,B + 12 TO
A + 6,B + 40 TO A,B + 40 TO
A,B: RETURN
11650 REM *** E ***
11655 HPLOT A,B TO A,B + 40 TO
A + 26,B + 40 TO A + 26,B +
35 TO A + 6,B + 35 TO A + 6,
B + 22 TO A + 20,B + 22 TO A
+ 20,B + 17

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12055	PRINT : PRINT "	MAIS A	0910-	00	00	24	00	00	11	12	00
	TTENTION , LE CHATEAU EST	GARDE PAR DES MONSTRES SAN	0918-	00	00	25	00	00	13	0C	28
	GARDE PAR DES MONSTRES SAN	GUINAIRES , ETRECELE DE NOMB	0920-	00	00	00	24	7F	0A	01	28
	REUX PIEGES..."	REUX PIEGES..."	0928-	00	00	00	00	75	12	06	1E
12060	PRINT : PRINT : PRINT "	POUR VOUS DEPLACER , VOUS	0930-	00	00	00	00	77	12	01	1E
	DISPOSEZ DES TOUCHES SUIVAN	TES:"	0938-	06	00	A1	00	6E	00	58	00
12062	PRINT		0940-	49	00	42	00	0E	00	27	27
12065	HTAB 7: PRINT "N POUR NOR	D": HTAB 7: PRINT "S POUR SU	0948-	27	2D	2C	35	2D	25	35	35
	D": HTAB 7: PRINT "E POUR ES	T"	0950-	35	2D	34	37	3F	3E	3F	37
12070	HTAB 7: PRINT "O POUR OUE	ST": HTAB 7: PRINT "H POUR H	0958-	3F	3F	3F	24	27	27	2D	35
	AUT": HTAB 7: PRINT "B POUR	BAS"	0960-	6F	31	3F	2E	0D	25	3C	40
12075	PRINT : PRINT : PRINT "	VOUS NE POUVEZ VOUS DEPLAC	0968-	23	0D	3E	0E	25	08	15	15
	ER QUE LORSQUE 'ACTION:'	APPARAIT A L'ECRAN."	0970-	35	1F	3E	1C	37	45	43	43
12080	PRINT " DANS LES AUTRE	S CAS , REPONDEZ AUX QUESTI	0978-	36	00	3C	3F	3C	0C	35	2D
	ONS"		0980-	00	2D	35	3B	2E	15	15	36
12085	PRINT : PRINT : PRINT "	VOTRE PERSONNAGE EST DEFIN	0988-	36	3B	3F	1C	24	64	04	00
	I PAR": PRINT " - SES POINTS	DE VIE (P.VIE)"	0990-	2D	35	3B	2E	15	3F	BF	2D
12090	PRINT " - SA FORCE": PRINT	" - SON EXPERIENCE (EXP)": PRINT	0998-	2D	35	3F	37	2D	2D	35	
	" - SON ARGENT(ECUS)"		09A0-	3F	3F	77	2D	25	00	3F	3F
12095	PRINT : PRINT : PRINT " -	LES P.VIE DEFINISSENT L'ETA	09A8-	3F	3F	27	64	64	0C	2D	
	LES VOTREPERSOONNAGE , S'ils	TOMBENT A ZERO , VOUS E	09B0-	2D	2D	2D	2D	15	1B	1E	
	TES MORT"		09B8-	36	33	36	36	36	36	3F	3F
12100	PRINT " - LA FORCE SERT A	BATTRE LES MONSTRES DANS L	09C0-	3F	3F	3F	24	24	24	24	4D
	ES COMBATS"	ES	09C8-	49	32	4E	49	89	62	0C	0C
12105	PRINT " - L'EXPERIENCE VO	US SERT A AMADOUER LESMONSTR	09D0-	0C	0C	24	24	24	23	13	20
	ES , DANS LE BUT DE LES FAIR	E FUIR"	09D8-	00	3F	3F	3F	3F	3F	3F	36
12110	PRINT " - A CHAQUE FOIS Q	UE VOUS RESSORTEZ DU DONJON	09E0-	36	36	2E	2D	2D	2D	2D	2D
			09E8-	25	24	24	3C	1B	1B	13	6E
			09F0-	49	89	12	0C	0C	0C	0C	0C
			09F8-	24	24	24	9C	1E	1E	1E	9E
			0A00-	30	18	1B	1B	1B	1B	1B	63
			0A08-	0C	0C	0C	8C	2D	2D	2D	
			0A10-	2D	4C	24	24	24	3C	3F	
			0A18-	3F	3F	3F	3F	36	36	36	
			0A20-	49	49	49	49	60	24	24	23
			0A28-	00	02	00	5C	00	06	00	24
			0A30-	24	37	27	37	3F	37	36	36
			0A38-	36	0E	0E	35	36	36	36	25
			0A40-	24	24	24	0C	0C	24	24	1B
			0A48-	BB	2D	1E	6E	09	36	37	35
			0A50-	37	35	37	35	37	35	6F	21
			0A58-	24	24	0C	24	24	2C	3C	0C
			0A60-	24	24	0C	24	24	25	23	97

```

11660 HPLOT TO A + 6,B + 17 TO
A + 6,B + 5 TO A + 26,B + 5 TO A +
26,B TO A,B: RETURN
11665 REM *** U ***
11670 HPLOT A,B TO A,B + 40 TO
A + 26,B + 40 TO A + 26,B TO
A + 20,B TO A + 20,B + 34 TO A +
6,B + 34 TO A + 6,B TO A,B: R
ETURN
11675 REM *** L ***
11680 HPLOT A,B TO A,B + 40 TO
A + 26,B + 40 TO A + 26,B +
34 TO A + 6,B + 34 TO A + 6,
B TO A,B: RETURN
11685 REM *** e ***
11690 HPLOT A,B TO A + 16,B TO
A + 16,B + 4 TO A + 4,B + 4 T
O A + 4,B + 10 TO A + 10,B + 10 TO
A + 10,B + 14 TO A + 4,B + 14 TO
A + 4,B + 20
11695 HPLOT TO A + 16,B + 20 TO
A + 16,B + 24 TO A,B + 24 TO A,B
: RETURN
11700 REM *** t ***
11705 HPLOT A,B TO A + 16,B TO
A + 16,B + 4 TO A + 10,B + 4
TO A + 10,B + 24 TO A + 6,B +
24 TO A + 6,B + 4 TO A,B +
4 TO A,B: RETURN
12000 REM ****
*
12005 REM *** REGLES DU JEU ***
*
12010 REM ****
*
12015 HOME : HTAB 11: INVERSE :
PRINT "TRISTAN ET ISEULT": N
ORMAL
12020 POKE 34,4: POKE 35,24
12025 HOME
12030 VTAB 20: SPEED= 100
12035 PRINT "BUT DU JEU:"
12040 PRINT : PRINT "
L'IGNO
BLE TYRAN 'IVAN LE TERRIBLE'
A ENLEVE LA BELLE ISEULT ,
ET LA DETIENTPRISONIERE AU
FOND DE SON CHATEAU...""
12045 PRINT "
TRISTAN EST DE
VANT UN CAVEAU QUI EST L'ENTR
EE SECRETE DU DONJON D'IVAN.
"
12050 PRINT : PRINT "
VOUS E
TES TRISTAN , ET VOUS DEVEZ
DELIVRER VOTRE BIEN-AIMEE
ISEULT."

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, TOUS VOS ECUS SONT RECONV
ERTIS EN P.VIE"
12115 PRINT : PRINT : PRINT "
EN TAPANT 'ESC' APRES 'ACT
ION' , VOUSPOUVEZ CHANGER LA
VITESSE D'AFFICHAGE(1)OU SAU
VEGARDER UNE PARTIE EN COURS
(2)": PRINT
12120 PRINT " POUR RESTAURER
UNE PARTIE SAUVEE , CHOISI
SSEZ L'OPTION ANCIEN JEU"
12122 POKE - 16368,0: SPEED= 2
55
12125 PRINT : PRINT : PRINT "AP
PUYER SUR UNE TOUCHE POUR ME
NU ":"; GET R$: GOTO 10020

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LISTING 3

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0800- 04 00 02 00 00 04 00 00
0808- 00 08 03 01 00 05 00 0A
0810- 06 00 00 02 00 03 01 0A
0818- 00 01 05 00 00 07 00 0F
0820- 07 00 06 04 00 01 01 0F
0828- 00 03 00 05 00 06 06 0F
0830- 00 05 00 00 D6 0D 03 0F
0838- 02 00 09 00 DD 0F 04 0F
0840- 00 0A 00 08 00 06 00 0F
0848- 09 00 00 00 E0 0E 01 14
0850- 0C 00 00 00 DF 0E 00 14
0858- 00 0B 00 00 00 08 08 14
0860- 00 0F 00 00 7A 09 04 19
0868- 00 10 00 00 6B 09 00 19
0870- 0D 00 10 00 00 02 09 19
0878- 0E 00 00 0F 00 03 01 19
0880- 00 14 00 00 00 08 10 19
0888- 00 00 13 00 EA 10 00 19
0890- 00 15 14 12 00 05 0E 19
0898- 11 00 00 13 00 03 03 19
08A0- 13 00 00 00 6C 0B 06 19
08A8- 00 00 00 00 D5 0D 01 1E
08B0- 00 19 00 00 6F 09 00 1E
08B8- 00 00 19 00 6E 0C 04 1E
08C0- 17 1C 1A 18 00 01 01 1E
08C8- 00 00 00 19 00 06 00 00
08D0- 00 00 1C 00 ED 10 00 1E
08D8- 19 00 1D 1B 00 01 03 1E
08E0- 00 00 00 1C 00 06 0A 1E
08E8- 00 20 1F 00 00 07 00 23
08F0- 00 21 00 1E 00 06 01 23
08F8- 1E 00 21 00 00 02 0B 23
0900- 1F 00 22 20 00 01 00 23
0908- 00 00 00 21 76 0A 00 23

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0A68-	1F	23	23	0C	9F	3A	27	1C	2C	3C	1C
0A70-	96	2D	2D	36	27	1B	2E	3E			
0A78-	0D	35	3B	8D	AD	3F	2E	35			
0A80-	36	1F	24	04	00	95	37	35			
0A88-	6F	B4	36	36	36	36	27	24			
0A90-	24	24	3C	33	34	36	36	3E			
0A98-	24	24	24	2C	3C	2C	44				
0AA0-	23	23	3C	96	92	23	24	24			
0AA8-	24	25	0D	2E	24	27	27	3F			
0AB0-	0C	2C	2C	2C	2E	2E	36	3D			
0ABB-	23	1C	BF	15	35	75	32	3E			
0AC0-	36	0C	35	16	0C	0D	1C	1C			
0AC8-	0D	0C	0C	0C	0C	04	00	01			
0AD0-	00	04	00	3F	3F	67	2D	2D			
0AD8-	3C	3F	67	2D	2D	3C	3F	0C			
0AE0-	2D	25	3F	4C	64	64	64	2D			
0AE8-	6D	11	3F	1F	3F	2E	2D	2D			
0AF0-	2D	3E	16	3B	27	3F	27	37			
0AF8-	3E	2E	25	2D	17	36	4D	11			
0B00-	3F	3E	3F	24	3C	37	35	3F			
0B08-	2E	35	35	35	2D	3D	1B	1B			
0B10-	1C	3C	37	2E	25	1D	B3	3F			
0B18-	3F	3F	37	37	37	3E	3E	3E			
0B20-	37	3F	3E	37	3F	3E	3E	0D			
0B28-	08	2D	25	6F	2D	2D	25	24			
0B30-	BC	3E	3F	13	2D	2D	0D	2D			
0B38-	36	3E	2E	2D	25	1B	24	25			
0B40-	25	3F	26	3B	27	2D	3C	27			
0B48-	2D	35	2D	35	35	36	36	2E			
0B50-	2D	25	1B	23	2C	3C	2C	3C			
0B58-	2C	1C	1C	1C	3F	3C	37	37			
0B60-	6F	25	15	2E	2C	2E	26	40			
0B68-	43	2B	2E	26	28	3C	07	00			
0B70-	01	00	04	00	3C	3C	24	25			
0B78-	2C	3C	2C	2C	38	17	27	1C			
0B80-	1C	27	3B	3F	1C	3F	3F	77			
0B88-	36	36	2D	0C	2D	2D	2D	15			
0B90-	35	17	BF	17	BF	17	1F	24			
0B98-	23	23	23	6F	49	92	92	AD			
0BA0-	2D	15	AD	15	15	15	36	37			
0BA8-	37	37	37	37	37	37	3F	17			
0BB0-	2D	4C	2D	2D	2D	0D	76	BE			
0BB8-	2D	2D	1C	23	1C	24	25	3F			
0BC0-	3E	24	3C	37	37	3F	0C	0C			
0BC8-	0C	2D	35	2E	25	23	38	3F			
0BD0-	0C	2D	35	45	23	3F	3F	0C			
0BD8-	2D	2D	38	3F	28	2D	2D	38			
0BE0-	3F	23	33	27	24	23	63	08			
0BE8-	AE	15	15	15	2D	2D	38	3F			
0BF0-	0C	2D	25	3F	4C	25	3C	3C			
0BF8-	3C	6F	49	92	6D	11	3F	3F			
0C00-	3E	0D	6D	3A	3F	3F	36	33			
0C08-	33	1E	36	33	36	33	1E	1E			
0C10-	07	00	02	00	3F	00	06	00			
0C18-	3F	1E	36	33	36	36	96	09			
0C20-	27	24	25	24	0C	0C	15	15			
0C28-	36	B6	4A	27	24	25	24	24			
0C30-	23	1C	1C	44	23	17	3F	1C			
0C38-	1C	24	0C	0C	3C	24	2C	2D			
0C40-	3E	37	AD	37	15	15	0D	24			
0C48-	35	16	1B	3E	3F	3C	6C	32			
0C50-	00	B5	37	AD	3F	2E	35	3F			
0C58-	2E	35	3F	2E	2D	3E	3F	37			
0C60-	2D	2D	95	27	37	27	37	27			
0C68-	37	27	37	27	08	2D	3C	67			
0C70-	25	27	25	27	25	67	24	28			
0C78-	2C	2D	2E	2E	2D	2C	24				
0C80-	24	2C	9F	17	35	3E	3E	3C			
0C88-	2C	25	3B	37	1C	2C	3C	1C			
0C90-	24	25	27	25	23	3B	17	2D			
0C98-	3E	3F	2E	2E	35	3F	1C	8E			
0CA0-	2D	36	15	1C	23	1F	37	35			
0CA8-	35	3F	3C	1C	1C	77	77	36			
0CB0-	36	0E	2D	25	25	3D	23	3F			
0C88-	1C	36	2E	25	3F	00	01	00			
0CC0-	04	00	12	36	3E	36	36	36			
0CC8-	36	3F	4D	24	24	2C	3C	2C			
0CD0-	2C	2E	36	36	36	2E	2D	1C			
0CD8-	27	25	27	25	27	25	67	3F			
0CE0-	3C	27	2D	35	44	3B	3F	44			
0CE8-	3B	2C	35	2D	3C	45	3B	3F			
0CF0-	27	2D	2D	2C	35	2E	2D	2D			
0CF8-	35	26	40	2A	38	3F	67	21			
0D00-	24	24	24	1C	1B	9B	92	92			
0D08-	12	24	3B	3F	3E	3F	3F	37			
0D10-	35	3F	3F	2C	25	23	3C	3C			
0D18-	0C	15	4C	91	29	2D	25	2D			
0D20-	2D	1C	3F	3E	3F	0C	65				
0D28-	28	2D	38	3F	27	0D	0D	3C			
0D30-	3F	3F	28	2D	2D	25	1F	1F			
0D38-	1F	06	00	03	00	73	00	41			
0D40-	00	08	00	3E	36	36	37	36			
0D48-	2D	2D	2D	36	2E	25	23	24			
0D50-	3F	2C	25	3F	0C	2D	38	27			
0D58-	2D	3C	67	2D	3C	27	2D	1C			
0D40-	2B	2D	2D	2C	3D	1B	1B	27			
0D68-	25	23	08	3F	27	2D	25	3B			
0D70-	27	2D	B5	12	9B	3F	37	3E			
0D78-	3E	36	06	00	37	3F	3E	BF			
0D80-	2D	3E	37	2D	15	3F	77	2D			
0D88-	2D	25	2D	2D	2E	25	25	25			
0D90-	35	35	37	27	1F	13	77	91			
0D98-	27	27	27	2C	1C	3F	2E	3E			
0DA0-	37	36	25	1B	1B	9B	25	25			
0DA8-	25	25	3D	3B	3F	00	2D	2D			
0DB0-	8D	3F	3F	3F	17	2D	2D	2D			
0DB8-	2D	3E	3F	3F	1B	36	3E	3E			
0DC0-	36	36	2D	25	3F	2C	2D	38			
0DC8-	2C	25	1B	2D	2D	25	3F	27			
0DD0-	2D	2D	04	00	04	00	68	00			
0DD8-	4E	00	2A	00	0A	00	2D	25			
0DE0-	3F	27	2D	25	3F	27	3F	27			
0DE8-	27	24	AC	52	2A	2D	2E	2C			
0DF0-	2E	2C	2E	2C	24	24	1F	1B			
0DF8-	3B	37	2D	3E	27	00	2D	25			
0E00-	3F	27	2D	25	3F	3F	37	36			
0E08-	36	6E	49	09	24	24	24	3C			
0E10-	3F	3F	0C	2D	2D	25	1B	1B			
0E18-	38	27	2D	3C	77	49	92	12			
0E20-	04	00	2D	35	2E	36	36	35			
0E28-	36	36	3E	37	2E	44	1B	3B			
0E30-	37	3E	44	3B	24	24	24	25			
0E38-	24	2C	24	00	B5	3F	37	3D			
0E40-	35	3F	37	35	37	6D	25	27			
0E48-	37	35	37	6D	25	27	25	27			
0E50-	25	27	25	27	25	25	2C	24			
0E58-	24	24	33	3E	3E	2E	9F	9F			
0E60-	12	23	24	24	24	24	0C	36			
0E68-	2E	40	23	27	2D	26	38	3C			
0E70-	2C	35	25	24	25	3B	3F	17			
0E78-	35	45	28	05	00	00	00	00			
0E80-	00	00	00	00	00	00	80	80			
0E88-	80	80	80	80	80	80	00	00			
0E90-	00	00	00	00	00	00	80	80			
0E98-	80	80	80	80	80	80	00	00			
0EA0-	00	00	00	00	00	00	80	80			
0EA8-	80	80	80	80	80	80	00	00			
0EB0-	00	00	00	00	00	00	80	80			
0EB8-	80	80	80	80	80						

0ED8-	A8	A8	A8	A8	A8	28	28	28	1128-	2E	3E	2E	2D	3D	00	2D	35
0EE0-	28	28	28	28	28	A8	A8	A8	1130-	3B	2E	3E	2E	3E	17	2D	3D
0EE8-	A8	A8	A8	A8	A8	28	28	28	1138-	00	35	37	35	77	76	2C	3C
0EF0-	28	28	28	28	28	A8	A8	A8	1140-	0C	25	27	25	37	00	89	92
0EF8-	A8	A8	A8	A8	A8	50	50	50	1148-	2A	3E	04	00	2D	2D	3E	2E
0F00-	50	50	50	50	50	D0	D0	D0	1150-	3E	3F	24	37	36	36	25	24
0F08-	D0	D0	D0	D0	D0	50	50	50	1158-	00	05	00	45	00	3B	00	27
0F10-	50	50	50	50	50	D0	D0	D0	1160-	00	1C	00	0C	00	36	36	36
0F18-	D0	D0	D0	D0	D0	20	24	28	1168-	25	24	15	76	36	25	24	
0F20-	2C	30	34	38	3C	20	24	28	1170-	24	3C	36	36	00	36	36	36
0F28-	2C	30	34	38	3C	21	25	29	1178-	2D	2D	3C	24	24	3C	00	
0F30-	2D	31	35	39	3D	21	25	29	1180-	36	36	36	25	24	35	35	35
0F38-	2D	31	35	39	3D	22	26	2A	1188-	27	40	43	43	43	1B	33	2E
0F40-	2E	32	36	3A	3E	22	26	2A	1190-	25	25	37	00	2D	35	37	36
0F48-	2E	32	36	3A	3E	23	27	2B	1198-	36	27	24	24	27	00	2D	2D
0F50-	2F	33	37	3B	3F	23	27	2B	11A0-	3E	3F	37	35	37	35	37	6D
0F58-	2F	33	37	3B	3F	20	24	28	11A8-	25	27	25	3C	36	3B	00	02
0F60-	2C	30	34	38	3C	20	24	28	11B0-	00	37	00	06	00	6D	49	AD
0F68-	2C	30	34	38	3C	21	25	29	11B8-	3F	3F	1B	3F	BF	2D	2D	
0F70-	2D	31	35	39	3D	21	25	29	11C0-	2D	2D	35	3F	3F	3F	3F	
0F78-	2D	31	35	39	3D	22	26	2A	11C8-	37	2D	2D	2D	2D	35	3B	
0F80-	2E	32	36	3A	3E	22	26	2A	11D0-	3F	3F	3F	3F	2E	2D	2D	2D
0F88-	2E	32	36	3A	3E	23	27	2B	11D8-	2D	1E	3F	3F	3F	77	2D	2D
0F90-	2F	33	37	3B	3F	23	27	2B	11E0-	35	3B	3F	0E	25	00	6D	AD
0F98-	2F	33	37	3B	3F	20	24	28	11E8-	3F	3F	3F	2E	2D	2D	35	3F
0FA0-	2C	30	34	38	3C	20	24	28	11F0-	3F	3F	0E	2D	2D	3E	3F	77
0FA8-	2C	30	34	38	3C	21	25	29	11F8-	2D	1E	04	00	40	00	AE	FC
0FB0-	2D	31	35	39	3D	21	25	29	1200-	11	AD	30	C0	88	D0	05	CE
0FB8-	2D	31	35	39	3D	22	A2	01	1208-	FD	11	F0	10	EA	EA	EA	
0FC0-	BD	7D	0E	8D	D1	0F	BD	1D	1210-	EA	CA	F0	EA	EA	CA	F0	
0FC8-	0F	8D	D2	0F	A0	01	A9	00	1218-	E5	4C	04	12	60	80	10	66
0FD0-	99	D0	39	C8	C0	1C	D0	F6	1220-	10	55	10	40	10	33	10	55
0FD8-	E8	E0	9F	D0	E3	60	0B	00	1228-	10	40	10	33	10	80	10	66
0FE0-	A6	00	9D	00	90	00	83	00	1230-	10	55	10	40	10	33	10	55
0FE8-	76	00	67	00	56	00	4C	00	1238-	10	40	10	33	10	80	10	72
0FF0-	3B	00	2B	00	18	00	2D	2D	1240-	10	4D	10	39	10	30	10	4D
0FF8-	3E	3F	37	2D	2D	3E	3F	37	1248-	10	39	10	30	10	80	10	72
1000-	2D	2D	3E	3F	37	2D	2D	04	1250-	10	4D	10	39	10	30	10	4D
1008-	00	2D	2D	3E	2E	3E	3F	24	1258-	10	39	10	30	10	88	10	72
1010-	37	76	09	35	37	3D	3B	2F	1260-	10	55	10	39	10	30	10	55
1018-	00	2D	2D	3E	2E	3E	3F	24	1268-	10	39	10	30	10	88	10	72
1020-	37	36	35	37	2D	2D	3C	2C	1270-	10	55	10	39	10	30	10	55
1028-	04	00	2D	35	37	AD	3F	77	1278-	10	39	10	30	10	80	10	66
1030-	35	37	25	00	2D	2D	1E	1B	1280-	10	55	10	40	10	33	10	55
1038-	2B	3E	2E	3E	2E	3E	0D	2D	1288-	10	40	10	33	10	80	10	66
1040-	3C	2C	3C	3F	00	2D	2D	1E	1290-	10	55	10	40	10	33	10	55
1048-	1B	2B	3E	2E	2D	35	37	35	1298-	10	40	10	33	10	80	10	66
1050-	3F	3F	05	00	35	37	35	6F	12A0-	10	4D	10	33	10	26	10	80
1058-	35	36	25	24	24	3C	36	06	12A8-	10	66	10	4D	10	33	10	26
1060-	00	2D	2D	3E	2E	3E	3F	4E	12B0-	10	4D	10	33	10	26	10	80
1068-	35	37	3D	3B	2F	00	2D	2D	12B8-	10	72	10	5A	10	4D	10	39
1070-	3E	2E	3E	3F	37	35	37	2D	12C0-	10	5A	10	4D	10	39	10	80
1078-	2D	07	00	09	35	37	35	37	12C8-	10	5A	10	4D	10	39	10	5A
1080-	35	37	25	00	36	36	36	25	12D0-	10	4D	10	39	10	80	10	72
1088-	24	24	2C	2D	3E	2E	3E	2E	12D8-	10	5A	10	4D	10	39	10	5A
1090-	3E	2E	1F	05	00	0D	00	B7	12E0-	10	4D	10	39	10	88	10	72
1098-	00	B1	00	A4	00	99	00	8B	12E8-	10	55	10	39	10	2B	10	55
10A0-	00	7E	00	6E	00	60	00	53	12F0-	10	39	10	2B	10	88	10	72
10A8-	00	42	00	32	00	22	00	1C	12F8-	10	55	10	39	10	2B	10	55
10B0-	00	89	35	B7	35	27	00	6D	1300-	10	39	10	2B	10	88	10	4D
10B8-	35	3F	3B	0E	2D	3E	37	2D	1308-	30	55	40	40	40	44	30	4D
10C0-	15	3F	3B	2E	0D	25	00	36	1310-	60	4D	30	40	40	4D	40	40
10C8-	36	36	25	24	24	2C	2D	3E	1318-	30	44	60	40	30	39	40	40
10D0-	2E	1E	37	AD	3E	24	00	35	1320-	40	44	40	4D	C0	33	10	2B
10D8-	37	35	37	35	37	2D	2D	3C	1328-	20	33	10	2B	20	33	20	40
10E0-	2C	3C	2C	3C	3C	0D	07	00	1330-	10	33	20	40	10	33	20	40
10E8-	2D	2D	1E	1B	37	6D	3A	3F	1338-	20	4D	10	40	20	4D	10	40
10F0-	2E	3E	2E	05	00	2D	2D	1E	1340-	20	4D	10	40	10	4D	80	55
10F8-	1B	37	35	6F	2D	3E	2E	3E	1348-	10	4D	20	55	10	66	20	55
1100-	3F	2F	00	35	37	35	37	35	1350-	20	66	10	60	20	66	10	80
1108-	37	2D	2D	3C	2C	3C	2C	3C	1358-	40	80	10	72	20	80	10	AB
1110-	2C	06	00	2D	2D	1E	1B	37	1360-	20	AB	10	88	10	AB	80	00
1118-	35	37	35	37	2D	2D	07	00	1368-	FF	00	FF	00	FF	00	FF	00
1120-	2D	2D	1E	1B	37	6D	3A	3F									

TRON

Vivez à deux adversaires résolus, une aventure éprouvante qui laisse des traces...

Yann CHRISTIEN

Mode d'emploi :

Entrez le listing par CALL-151 et vérifiez la perfection de votre travail par HEX-CHECK (cf. HHHEBDO N°78). Sauvegardez par :

BSAVE TRON, A\$800, L\$EFO

Se joue en principe à deux, à l'aide des touches suivantes (QWERTY) :
- Adversaire de gauche : touches "E" (haut), "X" (bas), "S" (gauche) et "D" (droite).

- Adversaire de droite : touches ":" (haut), "M" (bas), "J" (gauche) et "K" (droite).

CHÉRIE, JE VIENS
DE VIVRE UNE
AVENTURE QUI
LAISSE DES TRACES!



0800-	A9	09	8D	17	03	A9	1D	8D	(\$00)	0AF0-	37	60	20	6C	0C	AD	00	03	(\$B9)	0DE0-	3A	F5	A2	00	A9	00	A0	BF	(\$DB)	10D0-	3F	3F	(\$00)									
0808-	18	03	A9	0F	8D	19	03	A9	(\$83)	0AF8-	8D	00	03	AD	02	03	8D	0E	(\$AC)	0DE8-	20	3A	F5	A2	00	A9	00	A0	(\$44)	10D8-	3F	3F	(\$00)									
0810-	0F	8D	20	03	A9	01	8D	E7	(\$63)	0B00-	03	AD	08	03	8D	F9	00	20	(\$F1)	0DF0-	1A	20	3A	F5	A2	01	A9	08	(\$F7)	10E0-	3F	3F	37	36	36	36	36	36	36	36	(\$08)	
0818-	00	EA	A9	00	8D	0F	03	8D	(\$4F)	0B08-	75	0D	20	19	0D	EE	10	03	(\$B1)	0DF8-	A0	1A	20	3A	F5	A2	01	A9	(\$5F)	10E8-	2E	20	2D	2D	2D	2D	2D	2D	2D	(\$03)		
0820-	10	03	20	BF	0D	A2	00	BD	(\$9E)	0B10-	AD	10	03	C9	0A	F0	47	20	(\$EA)	0E00-	08	A0	BE	20	3A	F5	A2	00	(\$5B)	10F0-	2D	2D	(\$00)									
0828-	00	40	9D	00	20	E8	D0	F7	(\$32)	0B18-	19	0D	A9	40	85	E6	20	19	(\$A7)	0E08-	A9	01	A0	BE	20	3A	F5	A2	(\$FB)	10F8-	2D	2D	(\$00)									
0830-	EE	29	08	EE	2C	08	AD	29	(\$81)	0B20-	0D	A9	20	85	E6	4C	25	08	(\$B6)	0E10-	00	A9	01	A0	1A	20	3A	F5	(\$FD)	1100-	2D	2D	(\$2D)									
0838-	08	C9	60	D0	EA	A9	40	8D	(\$FF)	0B28-	20	6C	0C	AD	01	03	8D	0D	(\$6F)	0E18-	A9	00	8D	00	03	(\$5E)	1108-	24	24	24	24	24	24	24	24	24	36	(\$12)				
0840-	29	08	A9	20	8D	2C	08	A9	(\$A8)	0B30-	03	AD	03	03	8D	0E	03	AD	(\$B3)	0E20-	A9	01	8D	0E	03	A9	1D	8D	(\$11)	1110-	3F	27	2C	28	28	28	28	28	28	25	27	(\$36)
0848-	40	85	E6	20	19	0D	A9	20	(\$9E)	0B38-	09	03	8D	F9	00	20	75	0D	(\$26)	0E28-	0A	03	20	51	0D	01	0D	0D	(\$59)	1118-	25	27	24	04	00	25	25	25	25	(\$05)		
0850-	85	E6	A9	00	8D	10	C0	8D	(\$1A)	0B40-	20	19	0D	EE	0F	03	AD	0F	(\$74)	0E30-	A9	D2	8D	0D	03	20	01	0D	(\$D4)	1120-	6F	2D	25	24	3F	3F	B7	92	92	(\$66)		
0858-	06	03	8D	07	03	8D	14	03	(\$16)	0B48-	03	C9	0A	F0	11	20	19	0D	(\$15)	0E38-	A9	33	8D	0D	03	A9	07	8D	(\$3A)	1128-	4A	2D	00	2D	2D	2D	2D	2D	2D	27	27	(\$48)
0860-	A9	FE	8D	05	03	A9	02	8D	(\$FA)	0B50-	A9	40	85	E6	20	19	0D	A9	(\$17)	0E40-	0E	03	A9	0D	8D	0A	03	20	(\$0D)	1130-	25	3F	2F	48	24	3F	3F	07	07	(\$5E)		
0868-	04	03	A9	69	8D	02	03	8D	(\$C6)	0B58-	20	85	E6	4C	25	08	AD	0F	(\$80)	0E48-	51	0D	20	01	0D	A9	15	8D	(\$41)	1138-	00	49	25	27	2D	47	23	24	24	(\$26)		
0870-	03	03	A9	19	8D	00	03	A9	(\$97)	0B60-	03	C9	0A	F0	08	A9	0B	8D	(\$17)	0E50-	0D	03	A9	13	8D	0E	03	A9	(\$9D)	1140-	DF	33	36	2E	2D	00	74	2D	2D	(\$80)		
0878-	F3	8D	01	03	A9	14	8D	08	(\$44)	0B68-	0F	03	4C	72	0B	A9	0B	8D	(\$16)	0E58-	0C	8D	0A	03	20	51	0D	20	(\$D4)	1148-	25	27	25	3F	24	2C	20	2D	2D	(\$02)		
0880-	03	A9	32	8D	09	03	A9	01	(\$B7)	0B70-	10	03	20	19	0D	A9	64	8D	(\$67)	0E60-	01	0D	A9	E8	8D	0D	03	20	(\$EE)	1150-	2D	00	2D	25	24	3F	3F	07	07	(\$2C)		
0888-	8D	E7	00	2C	50	C0	2C	57	(\$AD)	0B78-	0D	03	A9	5F	8D	0E	03	A9	(\$D1)	0E68-	01	0D	A9	5E	8D	0D	03	A9	(\$41)	1158-	36	27	24	24	2D	20	35	04	04	(\$22)		
0890-	CO	2C	54	CO	A9	70	8D	0D	(\$21)	0B80-	18	8D	0A	03	20	51	0D	20	(\$C0)	0E70-	15	8D	0E	03	A9	19	8D	0A	(\$A2)	1160-	00	29	3C	64	0C	3C	3F	3F	3F	(\$52)		
0898-	03	A9	5F	8D	0E	03	A9	00	(\$DC)	0B88-	9C	00	20	01	0D	A9	0B	8D	(\$92)	0E78-	03	20	51	0D	00	20	01	0D	(\$FA)	1168-	37	06	00	2D	24	3C	3F	3F	3F	(\$16)		
0940-	8D	F9	00	A9	0A	8D	0A	03	(\$53)	0B90-	0A	03	20	51	0D	20	01	0D	(\$59)	0E80-	6C	8D	0D	03	A9	1A	8D	0A	(\$DB)	1170-	36	27	24	24	2D	20	36	04	04	(\$21)		
0848-	20	51	0D	20	01	0D	00	(\$FD)	0E88-	03	20	51	0D	20	01	0D	09	(\$FA)	1178-	00	30	2D	2D	3C	2C	3C	3F	3F	3F	(\$23)												

09D0-	05 03 A9 1E 8D 09 03 4C	(\$7A)	0CC0-	03 F0 1D AA CA D0 FD EE	(\$4D)	0FB0-	3E 2E 20 04 00 40 43	(\$19)
09D8-	11 04 C9 CA D0 19 AD 05	(\$79)	0CC8-	11 03 A9 FF 8D 12 03 CE	(\$16)	0FB8-	23 25 27 1E 2E 00 24 24	(\$11)
09E0-	03 C9 02 F0 2C A9 FE 8D	(\$CE)	0CD0-	12 03 D0 FB 2C 30 C0 2C	(\$CA)	0FC0-	24 20 20 35 36 3F 36	(\$19)
09E8-	05 03 A9 07 03 A9	(\$8F)	0CD8-	30 C0 2C 30 C0 4C BE 0C	(\$D2)	0FC8-	6E 09 E4 4D 36 25 E4 24	(\$1D)
09F0-	32 8D 09 03 4C 11 0A C9	(\$2B)	0CE0-	88 D0 D6 60 CE 14 03 AE	(\$99)	0FD0-	2C 2D 20 95 DB 3F 57 92	(\$98)
09F8-	CB D0 16 AD 05 03 C9 FE	(\$91)	0CE8-	14 03 CA D0 FD A9 FF 8D	(\$2B)	0FD8-	29 20 00 24 24 20 20	(\$2D)
0A00-	F0 AF 02 8D 05 03 A9	(\$76)	0CF0-	11 03 CE 11 03 D0 FB 2C	(\$C9)	0FE0-	36 35 36 FE 1B 24 44 2B	(\$8)
0A08-	00 8D 07 03 A9 14 8D 09	(\$B0)	0CF8-	30 C0 2C 30 C0 2C 30 C0	(\$F0)	0FE8-	6D 09 40 2B 2D 75 36 34	(\$57)
0A10-	03 18 AD 04 03 6D 00 03	(\$DF)	0DD0-	60 AE 0D 03 AD 00 AD 0E	(\$C3)	0FF0-	17 3F 2C 3C 24 64 49	(\$0E)
0A18-	8D 00 03 18 AD 06 03 6D	(\$53)	0DD8-	03 20 11 F4 AE 0B 03 AC	(\$CC)	0FF8-	49 36 2E 35 36 25 44 2B	(\$18)
0A20-	02 03 8D 02 03 18 AD 05	(\$3D)	0D10-	0C 03 AD F9 00 20 5D F6	(\$D0)	1000-	25 24 4D 29 35 3F 2E 35	(\$74)
0A28-	03 4D 01 03 8D 01 03 18	(\$FB)	0D18-	60 A9 15 8D 00 03 A9 13	(\$E5)	1008-	3F 2E B5 3F 4D 21 24 24	(\$F7)
0A30-	AD 07 03 4D 03 03 8D 03	(\$4A)	0D20-	8D 0E 03 AD 0F 03 18 69	(\$50)	1010-	24 3C 3F 3F 3F 3F 3F 3F	(\$18)
0A38-	03 20 4B 0A 20 E3 0A 20	(\$8B)	0D28-	0C 8D 0A 03 A9 00 8D F9	(\$55)	1018-	3F 3F 3F 3F 3F 3F 3F 3F	(\$00)
0A40-	E4 0C 20 E4 0C 20 90 0A	(\$9A)	0D30-	00 20 51 0D 20 01 0D A9	(\$F9)	1020-	3F 3F 3F 3F 3F 3F 3F 3F	(\$09)
0A48-	4C 25 09 AE 00 03 A0 00	(\$6D)	0D38-	E8 8D 00 03 A9 13 8D 0E	(\$52)	1028-	36 36 36 2D 20 2D 20 2D	(\$00)
0A50-	AD 02 03 20 11 F4 AD 08	(\$CC)	0D40-	03 AD 03 18 69 0C 8D	(\$4D)	1030-	20 20 20 20 20 20 20 20	(\$00)
0A58-	03 8D F9 00 AE 17 03 AC	(\$61)	0D48-	0A 03 20 51 0D 20 01 0D	(\$59)	1038-	20 20 20 20 20 20 20 20	(\$00)
0A60-	19 03 AD F9 00 20 5D F6	(\$C5)	0D50-	60 AD 0A 03 0A AA BD CD	(\$14)	1040-	20 25 04 00 24 24 24 2D	(\$05)
0A68-	A5 EA 8D 15 03 AE 01	(\$78)	0D58-	0E 8D 0B 03 E8 BD CD OE	(\$1D)	1048-	20 35 D6 2B 35 36 3F 3F	(\$E6)
0A70-	AD 00 03 03 20 11 F4	(\$C8)	0D60-	8D 0C 03 18 AD 0B 03 69	(\$56)	1050-	24 4C 49 31 36 25 24 18	(\$3F)
0A78-	AD 09 03 8D F9 00 AE 17	(\$6A)	0D68-	CD 8D 0B 03 0C 03 69	(\$83)	1058-	24 20 20 36 35 36 3E 40	(\$6F)
0A80-	03 AC 19 03 AD F9 00	(\$C1)	0D70-	0E 8D 0C 03 60 A9 01 8D	(\$C9)	1060-	43 C3 3F 4F 49 09 36 36	(\$B0)
0A88-	5D F6 A5 EA 8D 14 03 60	(\$10)	0D78-	0A 03 20 51 0D 20 01 0D	(\$59)	1068-	25 24 C0 2C 2D 20 36 36	(\$CE)
0A90-	AE 00 03 AD 00 AD 02	(\$A1)	0D80-	A9 03 8D 0A 03 20 51 0D	(\$52)	1070-	36 3F 24 4D 49 30 24 8E	(\$D8)
0A98-	20 11 F4 AD 08 03 8D F9	(\$17)	0D88-	20 01 0D 0B 20 01 (\$FF)	(\$F9)	1078-	36 36 25 24 28 20 40 3F	(\$7B)
0AA0-	00 AE 17 03 AC 19 03 AD	(\$A1)	0D90-	0D EE 0A 03 AD 0A 03 C9	(\$87)	1080-	3F 97 92 44 2D 60 49 21	(\$58)
0AA8-	F9 00 20 5D F6 AE 18 03	(\$C7)	0D98-	0A D0 EA 60 AE 0D 03 A0	(\$50)	1088-	24 24 2C 2D 20 36 36 36	(\$1A)
0AB0-	AC 20 03 AD F9 00 20 01	(\$FA)	0DA0-	00 AD 0E 03 20 11 F4 AE	(\$CB)	1090-	3F 24 4D 49 30 24 8E	(\$AA)
0AB8-	F6 AE 01 03 AD 00 AD	(\$54)	0DA8-	0B 03 AC 0C 03 AD F9 00	(\$FF)	1098-	36 0E 15 45 2B 20 24 6C	(\$2B)
0AC0-	03 20 11 F4 AD 09 03	(\$EC)	0DB0-	20 01 F6 60 A2 FF A0 FF	(\$B5)	10A0-	36 36 36 25 24 28 6D 40	(\$32)
0AC8-	F9 00 AE 17 03 AC 19 03	(\$F5)	0DB8-	88 0D FD CA D0 F8 60	(\$07)	10A8-	3B 3F BF 92 52 29 2D 0D	(\$72)
0AD0-	AD F9 00 20 5D F6 AE	(\$69)	0DC0-	D8 F3 A2 03 20 F0 F6	(\$0C)	10B0-	24 24 24 2D 2D 35 36 3F	(\$18)
0AD8-	03 AC 20 03 AD F9 00	(\$FB)	0DC8-	00 A2 00 A9 19 20 57 F4	(\$91)	10B8-	3F 36 26 48 71 B6 2D 24	(\$A9)
0AE0-	01 F6 60 AD 15 03 C9	(\$C7)	0DD0-	A2 01 A9 09 A0 19 20 3A	(\$A0)	10C0-	24 24 24 3F 3F 3F 3F	(\$00)
0AE8-	D0 08 AD 16 03 C9 22, D0	(\$5B)	0DD8-	F5 A2 01 A9 09 A0 BF 20	(\$C9)	10C8-	3F 3F 3F 3F 3F 3F	(\$00)

1468-	43	69	0D	1C	1F	47	6B	0D	(\$05)	1548-	1C	47	3B	38	38	E0	17	44	(D3)								
1470-	1C	1F	1F	47	6B	0D	1C	1F	(\$3E)	1550-	BB	1E	44	BB	1E	1C	16	C0	(\$8E)								
1478-	1F	1F	1F	1F	1F	0C	0D	(\$01)	1558-	76	17	47	43	33	1E	30	OE	(\$76)									
1480-	0D	0D	0D	0D	1C	1F	1F	(\$11)	1560-	1F	30	15	1F	B0	F1	0D	DC	(\$B5)									
1488-	1F	1F	1F	1F	0C	0D	0D	(\$01)	1568-	13	4D	E1	DB	20	4D	11	4C	(\$54)									
1490-	0D	0D	0D	15	0E	15	46	(\$06)	1570-	40	0D	0D	95	4A	11	4D	20	(E3)									
13B8-	1F	17	1F	1F	1F	1F	1F	(\$08)	1498-	C3	18	D8	1F	1F	(\$1C)	1578-	DB	DB	DB	9B	45	6B	49	(\$FF)			
13C0-	0C	0D	0D	0D	45	6B	(\$2F)	14A0-	1F	1F	36	36	2D	2D	(\$1B)	1580-	09	40	43	C3	DB	DB	0B	45	(\$87)		
13C8-	0D	0D	45	FB	1F	1F	1E	(\$BF)	14A8-	2D	2D	75	0E	3F	3F	3F	3F	(\$7B)	1588-	6B	0D	8D	6B	15	15	15	(\$80)
13D0-	1F	1F	1F	1F	0C	0D	0D	(\$13)	14B0-	3F	3F	37	36	36	36	(\$08)	1590-	95	EA	DB	43	C3	4D	09	E0	(\$80)	
13D8-	0D	0D	45	49	49	FB	1F	(\$82)	14B8-	36	36	2D	2D	2D	24	24	(\$00)	1598-	47	3B	38	38	DB	DB	DD	(\$79)	
13E0-	1F	1F	1F	1F	DE	36	(\$E8)	14C0-	24	8E	76	36	2D	2D	2D	2D	(\$EA)	15A0-	D3	1E	1E	DE	36	36	36	(\$25)	
13E8-	36	2E	2D	2D	36	36	36	(\$18)	14C8-	2D	2D	25	24	27	3C	24	27	(\$19)	15A8-	36	2E	36	35	35	35	20	(\$03)
13F0-	36	36	36	2E	2D	2D	2D	(\$18)	14D0-	3C	2C	2D	25	24	24	DC	0D	(\$C9)	15B0-	2E	2D	2D	2D	2D	25	25	(\$02)
13F8-	2D	2D	24	24	24	24	24	(\$00)	14D8-	24	27	27	27	27	27	3F	3F	(\$03)	15B8-	25	25	25	25	2C	24	24	(\$09)
1400-	24	2C	2D	2D	24	24	24	(\$08)	14E0-	3F	3F	3F	3F	36	00	(\$36)	15C0-	24	3C	3C	3C	3C	3C	3C	(\$1B)		
1408-	3F	(\$00)	14E8-	2D	2C	25	25	25	25	2C	(\$08)	15C8-	3F	3F	3F	37	3F	37	37	(\$08)							
1410-	3F	3F	3F	37	36	00	2D	2D	(\$3E)	14F0-	24	24	3C	24	27	27	27	(\$18)	15D0-	37	37	76	49	49	89	3E	(\$F7)
1418-	3C	3F	27	2D	3C	3F	27	(\$00)	14F8-	3F	3C	3F	3E	37	37	37	37	(\$0A)	15D8-	36	35	35	35	35	35	25	(\$1A)
1420-	2D	2D	3C	3F	27	2D	3C	(\$18)	1500-	37	37	3E	36	36	3E	35	(\$13)	15E0-	3C	27	2D	32	00	2D	25	(\$0D)	
1428-	3F	27	2D	2D	3C	3F	6F	(\$49)	1508-	35	35	35	2D	2E	2D	40	43	(\$18)	15E8-	2D	3C	3F	27	2D	20	(\$0A)	
1430-	35	2E	36	35	2E	36	35	(\$18)	1510-	43	2B	65	0C	0C	24	24	3C	(\$31)	15F0-	27	2D	2D	3C	3F	27	2D	(\$03)
1438-	2D	2D	2D	2D	27	3C	24	(\$0F)	1518-	38	38	3F	3F	1E	1E	1E	(\$26)	15F8-	13C	3F	27	2D	3C	3F	67	(\$40)	
1440-	27	3C	3C	3F	3F	3F	2E	(\$00)	1520-	36	36	AE	15	15	2D	3E	(\$82)	15E0-	3C	27	2D	32	00	2D	25	(\$10)	
1448-	35	2E	36	35	2D	35	2D	(\$72)	1528-	3C	3C	3C	24	3C	37	35	76	(\$50)	15E8-	3C	27	24	40	92	2D	24	(\$85)
1450-	23	37	3F	27	27	3C	24	(\$14)	1530-	0E	0E	2D	2E	2C	24	24	(\$2B)	15F0-	36	36	36	36	36	36	E6	(\$D0)	
1458-	2D	2D	2D	2D	36	35	37	(\$1A)	1538-	6F	2E	24	35	44	2B	26	28	(\$31)	1618-	3C	3C	3C	3C	3D	35	35	(\$31)
1460-	3C	2C	15	36	40	43	43	(\$30)	1540-	66	3C	2C	25	3F	0C	1C	0D	(\$71)	1628-	20	20	E0	16	16	16	16	(\$02)

WARCHESS

Planeurs, Pommes, Tours, Serpents, Oubliettes, Rois et Soldats. Ce programme est un beau jeu d'échecs comprenant des règles un peu particulières: Vous devez ou bien tuer le Roi adverse par le serpent ou bien envahir la capitale opposée par le Roi, le Soldat ou le Planeur. La guerre sur échiquier, c'est Warchess. (NTA* : d'où le nom).

Mode d'emploi et règles de déplacement:

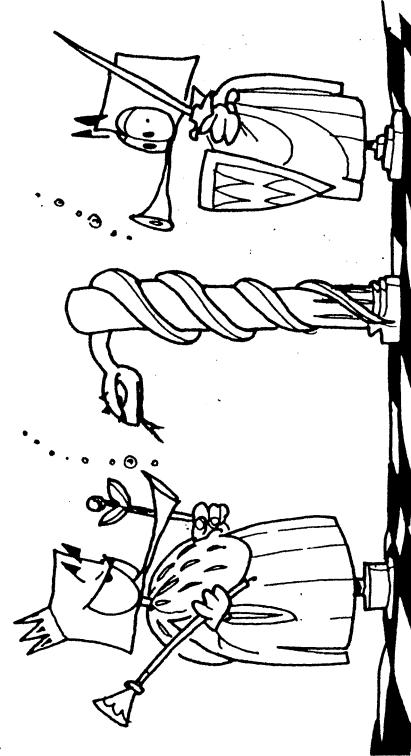
Après avoir entré et sauvegardé le programme Basic sous le nom Warchess, tapez les tables de forme en hexadécimal de la façon suivante:

CALL -151 < RETURN >
6000:19 01 34 00 84 00 EC 00 < RETURN >
6008:40 01 9C 01 etc...

Sauvegardez ces tables par BSAVE CHESSWAR,A\$ 6000,L\$ 1315

Pour lancer le programme, tapez RUN WARCHESS.
PLANEURS:Diagonales de six cases maximum
POMMES:Toutes directions de quatre cases max.
TOURS:Horizontales et verticales de six cases max.
SERPENTS:Diagonales de trois cases max.
OUBLIETTES:8 directions de deux cases max.
ROIS:8 directions de deux cases max.
SOLDATS:Ne reculent pas. Avancent de 3 cases max.
Valeurs des pièces:
L'oubliette détruit le soldat et la tour.
La pomme détruit le serpent.
Le serpent détruit le soldat.
Le soldat détruit le soldat.
Le roi détruit le roi.
Le planeur ne détruit rien.

(*) Note du testeur Apple



```

100 HIMEM: 24576 FOR A = 770 TO 845: READ B: POKE A,
B: NEXT A
120 TEXT : HOME
130 A$ = CHR$(4)
140 IF PEEK(24576) = 25 THEN 160
150 PRINT A$"BLAOUCHESHAW"
POKE 232,0: POKE 233,96
170 DIM A(18),B(10),C(18,10),D(34),B$(2)
180 HGR : ROT= 0: SCALE= 1: HOME
190 HGR HCOLOR= 3
200 FOR A = 1 TO 84: READ C,D
E = INT((A-1)*10+10)
220 IF E < 5 OR E > 22 THEN 220
DRAW E AT C * 13,D * 13
POKE -16368,0
250 IF D > G THEN H = 05:I = E:G = D: G
OSUB 1520
270 GOSUB 1470
NEXT A
280 VTAB 21: HTAB 4: INVERSE : PRINT "(
C) COPYRIGHT M.SICART & P-B.RIOU: NORMAL
300 FOR A = 1 TO 1600: NEXT A
HGR : ROT= 0: SCALE= 1: HOME
320 HCOLOR= 3:H = 150
330 FOR A = 1 TO 18*(A) = A * 13 + 1
340 FOR J = 1 TO 18*(B(J)) = J * 13
350 C(A,J) = 1
DRAW 1,AT(A),B(J)
370 NEXT J: NEXT A
380 GOSUB 1490
HCOLOR= 3
390 DRAW 1,AT(A),B(J)
400 DRAW 23,14,143: GOSUB 1470: DRAW 2
3: 14,143: GOSUB 1470
410 POKE -16368,0
420 DRAW 24,AT 0,13: GOSUB 1480: DRAW 2
5: 250,13: GOSUB 1480
430 HCOLOR= 3:G = 1
FOR A = 1 TO 17: READ K,L,M
N = M + 1:O = 19 - K:P = 11 - L
450 GOSUB 1490
470 DRAW M AT A(K),B(L): DRAW N AT A(O)
1,B(P)
480 POKE -16368,0
490 C(K,L) = MID(O,P) = N
500 D(M) = 1:D(N) = 2
510 NEXT A: GOSUB 1490: RESTORE
520 HOME : VTAB 21: INVERSE : PRINT "NO
M DU PREMIER JOUEUR":; NORMAL : INPUT B
$1)
530 HOME : VTAB 21: INVERSE : PRINT "NO
"1B$(2)": JOUE AVEC LES BLANCS": PRINT
"2-": "1B$(2)": JOUE AVEC LES NOIRS"
550 VTAB 24: PRINT "QUI COMMENCE A JOUE
R ? ";: NORMAL : HTAB 24: GOSUB 1540:F =

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1420 IF ASC(X$) = 79 THEN RUN
1430 GOTO 1400
1440 H = Q:I = 29
1450 FOR X = 10 TO 0 STEP .5: FOR Y = 3
TO 0 STEP .1: POKE 768,40 - Y: POKE 7
69,X + 10: CALL 770: NEXT Y: NEXT X: RET
1460 FOR X = 0 TO 5: POKE 768,215 - X:
POKE 763,16: CALL 770: NEXT X: RETURN
1470 FOR X = 5 TO 10: POKE 768,X: POKE
769,2: CALL 770: NEXT X: RETURN
1480 FOR X = 50 TO 100 STEP 10: POKE 76
8,150 - X: POKE 769,15: CALL 770: NEXT X
: RETURN
1490 POKE 768,H: POKE 769,10: CALL 770:
.RETURN
1500 POKE 768,180 + G: POKE 769,Z: CALL
770: RETURN
1510 FOR X = 100 TO 200 STEP 10: POKE 7
68,X: POKE 769,155: CALL 770: NEXT X: RE
TURN
1520 POKE 801,H: POKE 802,I: CALL 791:
POKE 801,00: POKE 802,186: RETURN
1530 FOR X = 15 TO 0 STEP -.5: POKE 7
68,X: POKE 769,3: CALL 770: NEXT X: RETU
RN
1540 H = 250: GET C$: GOSUB 149
0
1550 POKE - 16368,0: GET C$: GOSUB 149
0
1560 IF C$ = "" THEN 1550
1570 RETURN
1580 CALL 768
1590 IF PEEK(222) = 77 THEN VTAB 24:
INVERSE : PRINT "ERREUR": NORMAL : GOTO
560 RESUME
1600 DATA 173,48,192,136,208,5,206,1,3,
240,9,202,208,245,174,0,3,76,21,3,56
1620 DATA 162,64,163,10,33,0,1,73,48,19
2,188,0,186,136,208,253,202,208,244,198,
0,208,240,96
1630 DATA 169,1,133,0,169,160,133,1,154
,0,173,48,192,166,1,202,208,253,136,208,
245,198,1,208,239,96,216,160,0,76,44,254
1640 DATA 4,2,8,2,10,2,11,2,12,2,14,21
5,2,16,2,4,3,6,3,8,3,10,3,12,3,14,3,16,3
4,4,5,4,7,4,8,4,10,4,11,4,12,4,14,4,15,
4,16,4,17,4,4,5,8,5,10,5,12,5,14,5,17,5
1650 DATA 2,7,3,7,4,7,6,7,8,7,10,7,11,7
,12,7,14,7,15,7,16,7,18,7,19,7,20,7,2,8,
6,8,8,8,10,8,14,8,18,8,2,9,6,9,7,9,8,9,1
1660 DATA 1,1,15,1,3,7,1,5,7,1,7,1,9,
10,2,11,3,11,4,11,6,11,8,11,10,11,11,11
12,11,14,11,15,11,16,11,18,11,19,11,20,
11
1670 DATA 1,1,15,1,3,7,1,5,7,1,7,1,9,
15,2,1,1,2,2,19,2,3,19,2,4,19,2,5,2,6
13,2,7,19,2,8,19,2,9,19,2,10,21,3,1,9,
10,9
1400 VTAB 1: HTAB 1: INVERSE : PRINT "V
OULEZ-VOUS REJOUER (O/N) ? ";: NORMAL :
HTAB 30: GET X$
1410 IF ASC(X$) = 78 THEN END

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Listing N° 2

6000-	19	01	34	00	84	00	EC	00	61C0-	6C	49	2D	6D	49	FC	DB	3F	63A0-	2D	2D	2D	2D	2D	2D	3C	3F	
6008-	40	01	9C	01	EC	01	50	02	61C8-	FF	DB	6C	49	2D	6D	49	FC	63B0-	3F	3F	3F	3F	3F	04	00	92	
6010-	A6	02	03	03	59	03	B7	03	61F0-	2A	2D	2D	2D	2D	2D	2D	3C	63D0-	1B	6C	49	29	2D	6D	21	1F	
6018-	0A	04	6A	04	BD	04	18	05	61FB-	3F	3F	3F	3F	3F	3F	2C	2D	63E0-	6D	FC	DF	3B	DF	DB	6C	69	
6020-	70	05	C9	05	1F	06	78	06	6200-	2D	2D	2D	2D	2D	2D	3C	3F	63E8-	09	6D	49	FC	1B	FF	1B	1F	
6028-	CE	06	2A	07	81	07	D9	07	6210-	2D	2D	2D	2D	3C	3F	FF	DB	3F	63F0-	1F	6C	2D	4D	29	4D	21	DF
6030-	CC	0C	43	10	92	92	92	92	6218-	3F	'2C	2D	6D	49	2D	2D	3C	6400-	49	21	3F	3F	FF	23	4D	49	49
6038-	2A	2D	2D	2D	2D	2D	FC		6220-	3F	FF	DB	3F	3F	2C	2D	6D	6408-	27	00	92	92	92	92	2A	2D	
6040-	DB	DB	DB	1B	6C	49	49	49	6228-	49	2D	2D	3C	3F	3F	3F	3F	6410-	2D	2D	2D	2D	2D	2D	3C	3F	
6048-	09	FC	DB	DB	DB	1B	6C	49	6230-	3F	3F	2C	2D	2D	2D	2D	2D	6418-	3F	3F	3F	3F	2C	2D	2D	2D	
6050-	49	49	09	FC	DB	DB	DB	1B	6238-	2D	3C	3F	3F	3F	3F	3F	3F	6420-	2D	2D	2D	3C	3F	FF	3F	3F	
6058-	6C	49	49	49	09	FC	DB	DB	6240-	2C	2D	2D	2D	2D	2D	2D	3C	6428-	3F	27	2D	2D	6D	49	29	25	
6060-	DB	1B	6C	49	49	49	09	FC	6248-	3F	3F	3F	3F	3F	3F	04	00	6430-	FF	3B	FF	3B	3F	27	2D	2D	
6068-	DB	DB	DB	1B	6C	49	49	49	6250-	92	92	92	2A	2D	2D	2D	2D	6438-	4D	2D	4D	25	FF	3F	DF	3F	
6070-	09	FC	DB	DB	DB	1B	6C	49	6258-	2D	2D	2D	FC	DB	DB	1B	6260-	6C	49	49	09	FC	DB	DB	2D		
6078-	49	49	09	3C	3F	3F	3F	3F	6260-	6C	49	49	49	09	FC	DB	DF	6448-	3C	3F	DF	3F	1F	1F	27	6D	
6080-	3F	3F	04	00	92	92	92	92	6268-	DF	1B	6C	09	2D	2D	6D	09	6450-	09	20	4D	2D	25	3F	3F	DF	
6088-	2A	2D	2D	2D	2D	2D	3C		6270-	FC	3B	3F	3F	3F	3F	3F	3F	6458-	DB	3B	27	2D	2D	2D	2D	2D	
6090-	3F	3F	3F	3F	3F	3F	2C	2D	6278-	2D	2D	2D	4D	FC	3B	3B	3F	6460-	2D	25	3F	3F	3F	3F	3F	3F	
6098-	2D	2D	2D	2D	3C	3F	3F	3F	6280-	3F	DF	6C	29	2D	2D	2D	4D	6468-	27	00	92	92	92	92	2A	2D	
60A0-	3F	3F	3F	3F	2C	2D	2D	2D	6288-	FC	1B	FF	3B	2D	2D	4D	49	6470-	2D	2D	2D	2D	2D	FC	DB	DB	
60A8-	2D	2D	2D	3C	3F	3F	3F	3F	6290-	69	49	21	DF	1B	FF	DB	1B	6478-	DB	1B	6C	49	49	49	09	FC	
60B0-	3F	3F	2C	2D	2D	2D	2D	2D	6298-	6C	49	49	6D	09	3C	3F	3F	6480-	1B	3F	3F	FF	1B	6C	29	0D	
60B8-	2D	3C	3F	3F	3F	3F	3F	3F	62A0-	3F	3F	3F	3F	04	00	92	92	6488-	6D	6D	21	1F	3F	3F	3F	3F	
60C0-	2C	2D	2D	2D	2D	2D	2D	3C	62A8-	92	92	2A	2D	2D	2D	2D	2D	6490-	FF	6C	6D	29	4D	6D	FC	FF	
60C8-	3F	2C	62B0-	2D	3C	3F	3F	3F	3F	3F	6498-	3B	DF	FF	6C	4D	29	4D	69								
60D0-	2D	2D	2D	2D	3C	3F	3F	3F	62B8-	2C	2D	2D	2D	2D	2D	3C		64A0-	FC	DF	3F	FF	FB	6C	6D	29	
60E0-	3F	3F	3F	3F	2C	2D	2D	2D	62C0-	3F	FF	FF	3F	3F	2C	2D	4D	64A8-	4D	6D	FC	1B	FF	3B	23		
60E8-	2D	2D	2D	3C	3F	3F	3F	3F	62C8-	49	29	2D	3C	FF	DB	DB	3B	64B0-	4D	49	49	49	21	3F	3F	3F	
60F0-	2A	2D	2D	2D	2D	2D	3C		62D0-	27	2D	4D	49	49	2D	3C	FF	64B8-	3F	3F	27	00	92	92	92	92	
60FB-	3F	3F	3F	3F	3F	3F	2C	4D	62E0-	2D	3C	3F	3F	3F	3F	3F	64C0-	92	24	2D	2D	2D	2D	2D	2D		
6100-	49	49	09	25	FF	DB	DB	DB	62E8-	2D	2D	6D	2D	2D	2D	2D	2D	64C8-	3C	3F	3F	3F	3F	2C	2D	2D	
6108-	27	6D	49	49	49	25	FF	DB	62F0-	DF	3F	3F	3F	2C	2D	2D	2D	64D0-	2D	2D	2D	2D	2D	3C	3F	2C	
6110-	DB	27	6D	49	49	49	49	25	62F8-	4D	2D	25	3F	3F	3F	3F	3F	64D8-	DF	DB	3B	3F	2C	6D	69	69	
6118-	FF	DB	DB	DB	27	6D	49	49	6300-	3F	27	00	92	92	92	92	2A	64E0-	29	25	FF	DB	DB	27	6D		
6120-	49	25	FF	DB	DB	DB	27	6D	6308-	2D	2D	2D	2D	2D	2D	FC	DB	64E8-	29	4D	6D	29	3C	DF	FF	3B	
6128-	49	49	49	25	FF	DB	DB	DB	6310-	DB	DB	1B	6C	29	2D	2D	2D	64F0-	DF	27	6D	2D	4D	0D	25		
6130-	27	2D	2D	2D	2D	2D	25		6318-	4D	FC	3B	3F	1B	FF	23	4D	64F8-	FF	FF	FF	27	6D	29	4D		
6138-	3F	3F	3F	3F	3F	27	00		6320-	69	6D	4D	21	DF	FB	DB	DF	6500-	6D	29	3C	3F	DF	FF	3B	3F	
6140-	92	92	92	92	2A	2D	2D	2D	6328-	23	4D	29	2D	2D	4D	21	DF	6508-	2C	2D	2D	2D	2D	2D	3C	3F	
6148-	2D	2D	2D	3C	3F	3F	3F	3F	6330-	1F	DF	1F	6C	29	2D	2D	2D	6510-	3F	3F	3F	3F	3F	04	00	00	
6150-	3F	3F	2C	2D	2D	2D	2D	2D	6338-	2D	4D	FC	1F	1F	FF	1F	1F	6518-	92	92	92	92	92	2A	2D	2D	
6158-	2D	3C	FF	DB	DB	3B	27	2D	6340-	6C	2D	0D	6D	2D	0D	FC	DB	6520-	2D	2D	2D	FC	DB	3B	DF	DB	
6160-	4D	49	49	2D	3C	FF	DB	DB	6348-	DB	DB	1B	6C	49	49	49	09	6528-	6C	49	29	4D	49	FC	DE	3B	
6168-	3B	27	2D	4D	49	49	2D	3C	6350-	3C	3F	3F	3F	3F	3F	3F	04	6530-	DF	DB	2C	6D	29	2D	4D	2D	
6170-	FF	DB	DB	3B	27	2D	4D	49	6358-	00	92	92	92	2A	2D	2D	2D	6538-	3C	3F	3F	3F	3F	3F	2C	2D	
6178-	49	2D	3C	FF	DB	DB	3B	27	6360-	2D	2D	2D	3C	3F	3F	3F	3F	6540-	2D	2D	2D	2D	2D	2D	3C	3F	
6180-	2D	4D	49	49	2D	3C	3F	3F	6368-	3F	3F	2C	6D	49	49	29		6548-	3F	3F	FF	6C	29	2D	2D	2D	
6188-	3F	3F	3F	2C	2D	2D	2D	2D	6370-	25	3F	3F	3F	3F	3F	3F	27	6550-	2D	4D	FC	1B	3F	3F	FF	1B	
6190-	2D	2D	3C	3F	3F	3F	3F	3F	6378-	6D	4D	0D	2D	25	3F	FF	3F	6558-	6C	49	29	6D	49	FC	DB	3B	
6198-	3F	3F	04	00	92	92	92	92	6380-	FF	3F	27	2D	6D	49	09	2D	6560-	DF	DB	6C	49	49	49	09	3C	
61A0-	2A	2D	2D	2D	2D	2D	FC		6388-	25	3F	1F	FF	1F	3F	2C		6568-	3F	3F	3F	3F	3F	04	00	00	
61A8-	DB	DB	DB	1B	6C	49	49	49	6390-	6D	49	48	29	25	FF	1F	DF	6570-	92	92	92	92	2A	2D	2D	2D	
61B0-	09	FC	DB	DB	DB	1B	6C	49	6398-	1F	27	6D	09	4D	4D	29		6578-	2D	2D	2D	3C	3F	DF	3F		
61B8-	49	49	09	FC	DB	3F	FF	DB	63A0-	3C	3F	3F	3F	3F	3F	2C		6580-	3F	27	2D	2D	ED	29	2D	2D	

6588- 3C 3F 3F DF 3F 3F 67 09 6770- 3F 3F DF 23 4D 49 49 49 6950- 6D 49 09 6D 09 6D 49 09
 6590- 6D 49 6D 01 DB DB DB DB 6778- 21 3F 3F 3F 3F 3F 27 ,6958- 6D 09 6D 29 2D 2D 4D 29
 6596- 1B 48 49 49 49 09 FF DB 6780- 00 92 92 92 92 2A 2D 2D 6960- 4D 49 29 4D 29 4D 29 4D
 65A0- DB DB 1B 2C 4D 49 49 09 6788- 2D 2D 2D 2D 3C 3F 3F 27 ,6968- 4D 29 4D 49 29 4D 29 4D
 65A8- 25 3F DF DB DB 3F 2C 2D 6790- 3F 3F 3F 2C 2D 4D 6D 29 6970- 49 29 4D 29 4D 29 4D 29
 65B0- 4D 49 29 2D 3C 3F FF DB 6798- 2D 3C DF DB DB 1B 27 6D 6978- 29 40 49 29 4D 29 4D 6D
 65B8- 3F 3F 2C 2D 2D 4D 2D 2D 67A0- 4D 6D 69 25 FF DF FF FB 6980- 29 40 49 29 4D 29 4D 6D
 65C0- 25 3F 3F 3F 3F 3F 27 67A8- 27 6D 49 49 49 25 FF DF 6988- 4D 49 29 4D 29 4D 29 4D
 65C8- 00 92 92 92 92 2A 2D 2D 67B0- FF FB 27 6D 49 6D 25 6990- 6D 09 6D 49 29 6D 09 6D
 65D0- 2D 2D 2D FC 1B 3F 3F 67B8- FF 3B 3F 3F 27 6D 49 6D 25 6998- 69 09 25 3F DF DF FF 1B
 65DB- FF 1B 6C 05 6D 29 4D 21 67C0- 29 4D 29 25 3F FF DB 1B 69A0- FF 1B DF FF 1B 3F 3F FF
 65E0- DF 3F DF 6C 29 6D 67C8- 3F 27 2D 2D 2D 2D 69A8- 3B DF 3B DF FF 3B DF 3B FF
 65E8- 29 6D 21 1F FF 3F FF FF 67D0- 25 3F 3F 3F 3F 3F 27 69B0- DF FB 3B DF 3B DF FF 3B
 65F0- 6C 6D 29 4D 6D FC 3B 67D8- 00 92 92 92 92 4A 49 49 6988- DF 3B DF FF 3B DF 3B FF
 65F2- DF FF 6C 29 2D 2D 2D 4D 67E0- 49 49 49 49 49 49 49 69C0- DB 3B DF 3B DF FF 3B DF
 6600- FC 1B FF 3B DF 23 0D 6D 67E8- 49 49 49 49 49 49 49 69C8- 3B 3F DF 3F FF 1B FF 3B
 6608- 49 29 6D 3C 3F 3F 3F 3F 67F0- 49 49 49 49 49 49 49 69D0- DF FF 1B FF 3B DF FF 1B
 6610- FF 6C 6D 49 09 6D 3C 3F 67F8- 49 49 49 49 49 49 49 69D8- 3F 3F DF 3B DF 3B 3F 3F
 6618- 3F 3F 3F 3F 3F 04 00 92 6800- 49 49 49 49 49 49 49 69E0- DF FF 1B FF 3B DF FF 1B
 6620- 92 52, 92 2A 2D 2D 2D 6808- 49 49 49 49 49 49 49 69E8- 3F 3F DF 3B DF 3B DF FF
 6628- 2D 2D 3C 3F DF 3B 3B 3F 6810- 49 49 49 49 49 49 49 69F0- 3B DF 3B DF DB 3B 1F 48
 6630- 2C 2D 4D 6D 29 2D 3C FF 6818- 49 49 49 49 49 49 49 69F8- 6D 49 09 6D 09 6D 29 4D
 6638- 1B FF 1B 3F 2C 6D 09 6D 6820- 49 49 49 49 49 49 49 6A00- 6D 09 6D 29 2D 2D 4D 29
 6640- 09 2D 3C DF DF 1B DF 27 6828- 49 49 09 08 DB DB DB DB 6A08- 4D 6D 29 2D 29 4D 09 2D
 6648- 6D 29 4D 6D 29 3C DF FF 6830- DB DB DB DB DB DB 6A10- 6D 09 6D 49 2D 6D 09 6D
 6650- 3B DF 27 2D 4D 49 49 2D 6838- DB DB DB DB DB DB 6A18- 69 09 6D 09 6D 49 09 6D
 6658- 3C 3F DF FF 3B 3F 2C 4D 6840- DB DB DB DB DB DB 6A20- 09 2D 6D 29 2D 2D 4D 29
 6660- 2D 2D 6D 29 3C DF DB DB 6848- DB DB DB DB DB DB 6A28- 69 29 4D 29 4D 09 2D 6D
 6668- 1B 27 6D 29 2D 4D 25 6850- DB DB DB DB DB DB 6A30- 09 6D 29 2D 2D 4D 29 4D
 6670- 3F 3F 3F 3F 27 00 6858- DB DB DB DB DB DB 6A38- 6D 29 4D 29 4D 4D 29 4D
 6678- 92 92 92 92 2A 2D 2D 2D 6860- DB DB DB DB DB DB 6A40- 29 4D 6D 29 4D 29 4D 49
 6680- 2D 2D 2D FC DB DB 1B 6868- DB DB DB DB DB DB 6A48- 2D 4D 29 4D 6D 29 4D 29
 6688- 6C 09 2D 2D 6D 09 FC 3F 6870- DB DB DB DB DB DB 6A50- 4D 49 2D 3C DF DB 3B DF
 6690- FF 3B 3F 1F 6C 09 2D 2D 6878- 1B 48 2D 2D 2D 6D 09 6A58- 3B DF FF 3B DF 3B DF DB
 6698- 6D 09 FC 3F 3F 3F 3F 6880- 2D 2D 2D 2D 6D 09 2D 6D 09 6A60- 3B DF 3B DF FF 3B DF 3B
 66A0- 6C 09 6D 29 4D 21 DF FB 6888- 2D 2D 6D 09 2D 2D 2D 6D 09 6A68- DF DB 3B DF 3B DF FF
 66A8- FF DF 23 4D 6D 6D 21 6890- 6D 09 2D 2D 6D 09 6A70- DF 3B 3F 3F DF FF 1B 3F
 66B0- DF 3F 3F DF 6C 09 2D 6898- 2D 2D 2D 6D 09 6A78- FF DB FF 1B FF 3B 3F 3F
 66B8- 2D 6D 09 FC DB 3F FF DB 6900- 2D 2D 2D 6D 09 6A80- 4D 49 2D 3C DF DB 3B DF
 66C0- 6C 49 49 09 3C 3F 3F 69A0- 2D 2D 6D 09 2D 2D 2D 6D 09 6A88- DB 1B FF 1B 3F 3F FF
 66C8- 3F 3F 3F 3F 04 00 92 92 69A8- ED 09 2D 2D 2D 6D 09 6A90- DF 3B 3F DF 1B FF 1B 3F
 66D0- 92 92 2A 2D 2D 2D 2D 69B0- 2D 2D 2D 6D 09 6A98- FF DB FF 1B FF 3B DF FF
 66D8- 2D 3C 3F 3F 3F 3F 3F 69B8- 2D 2D 6D 09 6A90- 1B 3F 3F DF 3B DF 3B DF FF
 66E0- 2C 2D 4D 49 29 2D 3C DF 69C0- ED 09 2D 2D 2D 6D 09 6AA8- DB 3B DF 3B DF FF 3B DF
 66E8- 1B FF 2D 2D 6D 49 09 69C8- 2D 2D 2D 6D 09 6A80- 4D 49 2D 3C DF DB 3B DF
 66F0- 2D 25 FF DB DB 27 2D 69D0- 2D 2D 6D 09 6A88- 4D 6D 09 6D 29 2D 2D 4D
 66F8- 6D 29 4D 2D 25 3F FF DF 69D8- ED 09 2D 2D 6D 29 4D 29 6A90- DF 3B 3F DF 1B FF 1B 3F
 6700- 1F 3F 27 2D 4D 4D 4D 2D 69E0- 2D 2D 2D 6D 09 6A98- FF DB FF 1B FF 3B DF FF
 6708- 3C FF 1B FF 1B 3F 2C 2D 69E8- DF 3B DF 3B DF 3B DF 3B DF 3B DF 3B DF
 6710- 4D 49 29 2D 3C 3F FF DB 69F0- 3F DF FF 1B 3F DF 1B 3F 6A08- 4D 6D 09 2D 6D 09 6D 29
 6718- 3F 3F 2C 2D 2D 2D 2D 69F8- DF 3B DF 3F DF 3B DF 3B DF 3B DF 3B DF 3B DF
 6720- 2D 3C 3F 3F 3F 3F 3F 69G0- FF 3B DF 3B FF DB 3B DF 3B DF 3B DF 3B DF 3B DF
 6728- 04 00 92 92 92 2A 2D 69G8- 3B DF FF 3B DF 3B DF 3B DF 3B DF 3B DF 3B DF
 6730- 2D 2D 2D 2D FC DB DB 69H0- 3B DF
 6738- DB 1B 6C 09 6D 29 4D 21 69I0- 3B DF 3B DF DB 3B DF 3B DF 3B DF 3B DF
 6740- 1F 3F 3F 3F 3F 3F 3F 69I8- DF FF 3B DF 3B FF DB 3B DF 3B DF 3B DF 3B DF
 6748- 6D 29 0D 0D FC 1F FF 3B 69J0- DF 3B 3F 3F DF FF 1B 3F 6900- 4D 6D 29 4D 6D 29 4D
 6750- 1F 6C 2D 2D 2D 2D 6D 6928- DF 1B 3F DF 3B FF DB 3B DF 3B DF 3B DF 3B DF
 6758- FC 1F FF 3B 1F 1F 6C 4D 6930- DF 3B FF DB 3F DF 3B FF DB 3B DF 3B DF 3B DF
 6760- 2D 6D 69 FC FF DB 1B FF 6940- 48 6D 29 4D 6D 09 6D 49 09 6D 09 6D 09 6D 09
 6768- 6C 29 6D 29 6D 21 DF 3B 6948- 09 6D 09 6D 49 09 6D 09 6D 09 6D 09 6D 09

EB28-	DB	3B	DF	3B	3F	3F	DF	FF	EC80-	DB	DB	DB	DB	DB	DB	DB	DB	6DD8-	18	3F	FF	DB	3F	3F	08	2D
EB30-	1B	FF	1B	DF	FF	1B	FF	1B	EC88-	DB	DB	DB	DB	DB	DB	DB	DB	6DE0-	60	49	2D	2D	18	3F	3F	3F
EB38-	3F	3F	DB	3B	DF	3B	3B	DF	EC90-	DB	DB	DB	DB	DB	DB	DB	DB	6DE8-	3F	3F	3F	08	2D	2D	2D	2D
EB40-	3B	DF	FF	3B	DF	3B	DF	DB	EC98-	DB	DB	DB	DB	DB	DB	DB	DB	6DF0-	2D	2D	DB	DB	DB	DB	DB	DB
EB48-	3B	DF	3B	DF	3B	DF	3B	DF	ECA0-	DB	DB	DB	DB	DB	DB	DB	DB	6DF8-	20	2D	2D	2D	2D	2D	18	3F
EB50-	DF	DB	3B	DF	3B	DF	DB	3B	ECAB-	DB	DB	DB	DB	DB	DB	DB	DB	6E00-	3F	3F	3F	3F	08	2D	2D	6D
EB58-	DF	3B	DF	DB	3B	DF	3B	DF	ECB0-	DB	DB	DB	DB	DB	DB	DB	DB	6E08-	49	2D	2D	1B	3F	FF	DB	3F
EB60-	DB	3B	DF	3B	DF	3B	DF	3B	1F	ECB8-	DB	6E10-	3F	08	2D	6D	6D	2D	2D	1B						
EB68-	48	2D	4D	09	2D	4D	29	4D	ECC0-	DB	DB	DB	DB	DB	DB	DB	DB	6E18-	3F	FF	DB	3F	3F	08	2D	6D
EB70-	49	2D	4D	29	6D	49	2D	4D	ECC8-	DB	DB	1E	00	92	92	92	92	6E20-	2D	2D	2D	2D	2D	2D	18	3F
EB78-	29	4D	49	2D	4D	29	6D	49	ECD0-	92	92	92	92	92	92	92	92	6E28-	1F	3F	08	2D	6D	49	2D	2D
EB80-	2D	4D	29	6D	49	29	4D	29	ECD8-	92	92	92	92	92	92	92	92	6E30-	2D	18	3F	FF	DB	3F	3F	08
EB88-	ED	49	29	4D	29	4D	6D	29	ECE0-	92	92	92	92	92	92	92	92	6E38-	2D	2D	2D	2D	2D	2D	18	3F
EB90-	4D	29	4D	49	29	4D	29	2D	ECE8-	92	92	92	92	92	92	92	92	6E40-	3F	3F	3F	3F	48	49	49	49
EB98-	ED	09	6D	09	6D	29	4D	6D	ECF0-	92	92	92	92	92	92	92	92	6E48-	49	09	18	3F	3F	3F	3F	3F
EE80-	09	6D	09	2D	4D	29	4D	EDC8-	49	49	49	09	18	3F	3F	3F	6E50-	3F	08	2D	2D	2D	2D	2D	2D	
EE88-	ED	29	4D	29	4D	69	29	4D	ED00-	3F	3F	06	2D	2D	2D	2D	6E58-	18	3F	FF	DB	3F	3F	08	2D	
EE80-	29	6D	49	2D	4D	29	4D	49	ED08-	2D	2D	1B	3F	FF	DB	3F	6E60-	ED	49	2D	2D	18	3F	FF	3F	
EE88-	2D	4D	29	6D	49	2D	4D	29	ED10-	08	2D	6D	49	2D	2D	1B	3F	6E68-	3F	07	08	2D	2D	2D	2D	0D
EEC0-	4D	49	2D	3C	3F	3F	3F	3F	ED18-	FF	3F	3F	07	08	2D	2D	6E70-	2D	2D	1B	3F	FF	DB	3F	3F	
EEC8-	DF	3B	3F	3F	3F	3F	3F	3F	ED20-	2D	0D	2D	2D	1B	3F	FF	DB	6E78-	08	2D	6D	2D	2D	2D	05	18
EEB0-	3F	ED28-	3F	08	2D	6D	6D	2D	2D	6E80-	3F	FF	DB	3F	3F	08	2D	6D								
EEB8-	3F	ED30-	18	3F	FF	DB	3F	08	2D	6E88-	49	2D	2D	18	3F	3F	3F	3F								
EEB0-	DF	3B	3F	3F	3F	3F	3F	3F	ED38-	6D	49	2D	1B	3F	3F	3F	6E90-	3F	08	2D	2D	2D	2D	2D	2D	
EEB8-	3F	ED40-	3F	3F	06	2D	2D	2D	2D	6E98-	2D	08	2D	2D	1B	3F	FF	3F								
EEF0-	3F	ED48-	2D	2D	6D	DB	DB	1B	08	6E90-	2D	2D	2D	18	3F	FF	3F	3F								
EEF8-	DF	3B	3F	3F	3F	3F	3F	3F	ED50-	2D	2D	2D	2D	2D	18	3F	3F	6E88-	3F	3F	3F	08	2D	2D	6D	6D
EC00-	3F	ED58-	3F	3F	3F	3F	3F	3F	3F	6E80-	29	2D	05	1B	3F	FF	3B	3F								
EC08-	3F	ED60-	49	2D	2D	1B	3F	3F	3F	6E88-	3F	07	08	2D	2D	2D	1B	3F								
EC10-	DF	3B	3F	3F	3F	3F	3F	3F	ED68-	3F	08	2D	6D	6D	2D	2D	18	6E80-	18	3F	FF	DB	3F	3F	08	2D
EC18-	3F	ED70-	3F	FF	DB	3F	3F	08	2D	6E88-	6D	69	2D	2D	18	3F	FF	DF								
EC20-	3F	ED78-	49	2D	2D	1B	3F	FF	FF	6E80-	3F	08	2D	6D	69	2D	2D	1B								
EC28-	DF	3B	3F	3F	3F	3F	3F	3F	ED80-	3F	08	2D	6D	49	2D	2D	18	6E88-	18	3F	FF	3B	3F	07	08	
EC30-	49	49	49	49	49	49	49	49	ED88-	3F	FF	DB	3F	3F	08	2D	6E80-	2D	2D	2D	2D	2D	2D	1B	3F	
EC38-	49	49	49	49	49	49	49	49	ED90-	2D	2D	2D	2D	2D	1B	3F	6E88-	3F	3F	3F	48	49	49	49	49	
EC40-	49	49	49	49	49	49	49	49	ED98-	3F	3F	48	49	49	49	49	6E80-	49	09	18	3F	3F	3F	3F	3F	
EC48-	49	49	49	49	49	49	49	49	EDA0-	18	3F	3F	3F	3F	3F	3F	6E88-	3F	08	2D	2D	2D	2D	2D	2D	
EC50-	49	49	49	49	49	49	49	49	ED88-	2D	2D	2D	2D	2D	2D	1B	6E80-	18	3F	FF	DB	3F	3F	08	2D	
EC58-	49	49	49	49	49	49	49	49	ED80-	3F	DF	3F	3F	07	08	2D	6E88-	6D	49	2D	2D	18	3F	FF	3F	
EC60-	49	49	49	49	49	49	49	49	ED88-	4D	2D	05	1B	3F	3F	3F	6E88-	18	3F	07	08	2D	2D	2D	4D	
EC68-	49	49	49	49	49	49	49	49	EDC0-	3F	07	08	2D	2D	4D	2D	6E88-	2D	05	1B	3F	3F	3F	3F	3F	
EC70-	49	49	49	49	49	49	49	49	EDC8-	2D	05	1B	3F	FF	3B	3F	3F	6E88-	07	08	2D	2D	2D	2D	2D	2D
EC78-	49	49	49	49	09	08	08	08	EDD0-	07	08	2D	2D	6D	2D	2D	6E88-	18	3F	FF	DB	3F	3F	08	2D	

6F30-	6D	49	2D	2D	18	3F	3F	3F	7088-	49	FC	DB	DF	DB	1B	6C	49	71D8-	6C	49	2D	6D	49	FC	DB	3F
6F38-	3F	3F	08	2D	2D	2D	2D	2D	7090-	49	4D	09	FC	DB	3F	FF	DB	71E0-	FF	DB	6C	49	6D	4D	09	FC
6F40-	2D	2D	DB	DB	DB	DB	1B	08	7098-	EC	49	4D	09	FC	DB	3F	71E8-	DB	1F	FF	DB	6C	49	6D	4D	4D
6F48-	2D	2D	2D	2D	2D	2D	1B	3F	70A0-	FF	DB	6C	49	2D	6D	49	FC	71F0-	09	FC	DB	1B	FF	DB	6C	49
6F50-	3F	3F	3F	08	2D	6D	2D	2D	70A8-	DB	DB	1B	6C	49	49	49	71F8-	49	49	09	FC	DB	DB	DB	1B	
6F58-	49	2D	2D	1B	3F	FF	DB	3F	70B0-	09	3C	3F	3F	3F	3F	3F	7200-	2C	2D	2D	2D	2D	2D	2D	2D	
6F60-	3F	08	2D	6D	2D	2D	2D	05	70B8-	6C	49	49	49	09	FC	DB	7208-	DB	DB	DB	DB	DB	DB	DB	DB	
6F68-	18	3F	FF	DB	3F	3F	08	2D	70C0-	DB	1B	6C	49	2D	6D	49	FC	7210-	09	FC	DB	3F	FF	DB	6C	49
6F70-	6D	49	2D	2D	18	3F	FF	3F	70C8-	DB	3F	FF	DB	6C	49	4D	4D	7218-	2D	6D	49	FC	DB	DB	1B	3F
6F78-	3F	3F	07	08	2D	6D	49	2D	70D0-	09	FC	DB	3F	FF	DB	6C	49	7220-	6C	49	29	6D	49	FC	DB	3F
6FB0-	2D	18	3F	FF	DB	3F	3F	08	70D8-	2D	6D	49	FC	DB	DF	1B	3F	7228-	DF	DB	6C	49	49	4D	09	FC
6FB8-	2D	2D	2D	2D	2D	1B	3F	FF	70E0-	6C	49	2D	4D	49	FC	DB	7230-	DB	3F	FF	DB	6C	49	2D	6D	
6F90-	3F	3F	3F	48	49	49	49	49	70E8-	FF	DB	6C	49	49	49	09	7238-	49	FC	DB	DB	DB	1B	6C	49	
6F98-	49	09	18	3F	3F	3F	3F	3F	70F0-	DB	DB	DB	1B	2C	2D	2D	7240-	49	49	09	3C	3F	3F	3F	3F	
6FA0-	3F	08	2D	2D	2D	2D	2D	2D	70F8-	2D	7248-	3F	3F	6C	49	49	49	09	FC							
6FA8-	18	3F	FF	DB	3F	3F	08	2D	7100-	EC	49	49	49	09	FC	DB	7250-	DB	DB</td							

WINDOW BASIC

"Fenêtres" votre écran à tout va et... en Basic !

Bruno RAVALENO

Mode d'emploi :

Entrez le premier listing par CALL-151 et sauvez-le par :

BSAVE AMPER, A\$8DB7, L\$62E

Chargez-le par : BRUN AMPER, A\$555E7

Le second programme Basic contient une démonstration.

Ce programme inclut 18 nouvelles instructions à votre Basic; voici leur syntaxe et leur utilisation :

- &SWIN N° de fenêtre, colonne, ligne, hauteur, longueur : sauve la partie de l'écran définie par vos limites et lui assigne un numéro. Les paramètres peuvent être des variables ou des littéraux, mais sous forme numérique.
- &RWIN N° de fenêtre, colonne, ligne : restaure la partie de l'écran sauve sous "N° de fenêtre", à partir de la ligne colonne désirée. Vous pouvez ainsi restaurer une fenêtre, à un endroit différent de celui de la sauvegarde (paramètres numériques).
- &PCMO var : attend qu'une touche soit enfoncée en même temps que la pomme ouverte. Le code ASCII de la touche est mis dans var (variable alphanumérique).
- &POMF var : même fonction que &POMO, mais avec la pomme fermée.
- &PWIN colonne, ligne, hauteur, longueur : assigne à la fenêtre texte les valeurs que vous lui donnez. Ainsi, les commandes d'écriture de texte Basic n'agiront que sur cette portion de l'écran (paramètres numériques).
- &WINST : redonne à la fenêtre texte, ses valeurs standards.
- &SCO var : permet de sauvegarder les valeurs actuelles de la fenêtre texte, en lui assignant un numéro "var" qui permettra de les récupérer ensuite. Cette commande ne modifie en rien les valeurs (paramètre numérique).
- &RCO var : la taille de la fenêtre texte actuelle est remplacée par celle sauvegardée par la commande précédente, sous le numéro "var" (paramètre numérique). Attention, utilisez cette commande après avoir effectivement sauvegardé des valeurs.

- &BELL : permet d'émettre un son équivalent à celui obtenu par PRINT CHR\$(7).
- &WAIT : attend qu'une touche soit enfoncée, sans utiliser de variable ni afficher de curseur (ce qui est très pratique pour certaines présentations).
- &SWAP var1, var2 : échange le contenu de var1 et var2, qui doivent être des variables de même type. En sortie, var1 = var2 et var2 = var1 (paramètres numériques ou alphanumériques).
- &RPP var1, var2 : affiche var2 fois (paramètre numérique) la chaîne var1 (paramètre alphanumérique).
- &MOUSEON : passe en mode caractères "souris". Ces deux dernières fonctions correspondent respectivement aux séquences : INVERSE PRINT CHR\$(27) et NORMAL PRINT CHR\$(24).

- &MTEXT var : permet d'afficher la chaîne "var" en caractères "souris". Inutile de vous mettre au préalable en mode caractères "souris", ni de vous remettre ensuite en mode normal. Exemple : &MTEXT "A", affichera une pomme à la position du curseur. La fonction ne génère pas de retour chariot, ainsi dans notre exemple, l'affichage suivant se placera immédiatement après la pomme.
- &GET var1, var2 : fonction très puissante de réception d'un caractère frappé au clavier. Var1 et var2 doivent être des variables de type chaîne. Envoyez les différentes touches frappées au clavier et leurs répercussions sur les deux variables.

TOUCHE FRAPPEE : CONTENU DE var1

Escape	ESC
Tabulation	TAB
Flèche gauche	FLG
Flèche droite	FLD
Flèche haute	FLH
Flèche bas	FLB
Return	RET
Control/touche	Cx où x = touche frappée
Autres touches	Code ASCII de la touche

La variable var2 contiendra :
PO, si la pomme ouverte a été enfoncée.
PF, si la pomme fermée a été enfoncée.
PE, si les deux pommes ont été enfoncées simultanément.
PO, si aucune pomme n'a été enfoncée.

- &BOX colonne, ligne, hauteur, longueur : permet de dessiner un cadre dont les dimensions sont spécifiées par vos paramètres. En fait, le cadre s'affiche à "colonne 1" et "ligne 1", car c'est plus pratique à utiliser avec les autres fonctions utilisées pour les fenêtres. Ainsi, la séquence normale pour créer une fenêtre en Basic est :

10 &SWIN N°, A, B, C, D
20 &SCO N° : REM facultatif si c'est la première fenêtre.
30 &PWIN A, B, C-2, D-2 : REM fixe la taille de votre fenêtre pour la sortie des caractères sur l'écran.
40 &BOX A, B, C, D : REM entoure votre fenêtre avec un joli cadre.
45 REM traitement
50 REM Faites ici, selon votre imagination...
60 &RWIN N°, A, B : REM récupère la partie d'écran que vous aviez précédemment sauvégardee.
70 &RCO N° : REM récupère la taille de la fenêtre précédente.

Remarque : N° A, B, C, D représente des variables préalablement définies, ou bien directement des nombres.

Le programme Basic donne un exemple de programmation effectuée à l'aide de ces nouvelles instructions.

LISTING 1

*8DB7.93E5	8FD8- CA E0 50 B0 DB 86 1A 20	(\$AD)
8DB7- A9	8FE0- 8C 93 CA E0 18 B0 D1 86	(\$CA)
8DB8- 00 85 3C 85 42 A9 56 85	8FE8- 19 20 8C 93 E0 00 F0 C8	(\$FE)
(\$A9)	8FF0- 8A AE 00 03 9D 01 03 18	(\$AO)
(\$04)	8FF8- 65 19 C9 19 B0 BA 20 8C	(\$OA)
(\$15)	9000- 93 E0 00 F0 B3 8A AE 00	(\$14)
(\$7F)	9008- 03 9D 0B 03 85 1B 18 65	(\$75)
(\$A4)	9010- 1A C9 51 B0 A3 A9 00 85	(\$BD)
(\$E1)	9018- 3C A9 02 85 3D A5 1B 3A	(\$AB)
(\$OB)	9020- 85 3E A9 02 85 3F 64 42	(\$8C)
(\$F0)	9028- AD 00 03 1A 0A 0A 0A 85	(\$3B)
(\$3C)	9030- 43 20 B2 90 A9 01 85 1F	(\$73)
(\$30)	9038- 20 69 90 38 20 11 C3 AE	(\$BD)
(\$A4)	9040- 00 03 A5 1F DD 01 03 F0	(\$96)
(\$D4)	9048- 1F E6 1F E6 19 20 A7 90	(\$OE)
(\$15)	9050- 18 A5 1B 65 42 85 42 8D	(\$CB)
(\$7B)	9058- 18 03 A9 00 65 43 85 43	(\$51)
(\$3C)	9060- 8D 1C 03 20 B2 90 80 D0	(\$CO)
(\$D3)	9068- 60 C6 1B A5 19 20 C1 FB	(\$1B)
(\$79)	9070- A2 00 A5 1A 4A A8 A9 01	(\$57)
(\$57)	9078- 24 1A D0 0B 8D 55 C0 20	(\$DD)
(\$DB)	9080- 00 00 E4 1B F0 0F E8 8D	(\$65)
(\$19)	9088- 54 C0 20 00 00 E4 1B F0	(\$BB)
(\$45)	9090- 04 E8 C8 80 E7 8D 54 C0	(\$5A)
(\$9C)	9098- E6 1B 60 B1 28 9D 00 02	(\$9B)
(\$93)	90A0- 60 BD 00 02 91 28 60 A2	(\$A4)
(\$16)	90A8- 08 BD 14 03 95 3B CA D0	(\$16)
(\$50)	90B0- F8 60 A2 08 B5 3B 9D 14	(\$35)
(\$41)	90B8- 03 CA D0 F8 60 4C 99 E1	(\$B5)
(\$BA)	90C0- 20 8F 93 CA E0 50 B0 F5	(\$03)
(\$41)	90C8- 86 1A 20 8C 93 CA E0 18	(\$91)
(\$C7)	90D0- B0 EB 86 19 20 8C 93 E0	(\$1B)
(\$42)	90D8- 00 F0 E2 86 1B 18 A5 1A	(\$28)
(\$05)	90E0- 65 1B C9 51 B0 D7 A5 1A	(\$3E)
(\$C9)	90E8- 8D 7B 05 A5 19 20 5B FB	(\$CF)
(\$E8)	90F0- A6 1B 20 FF FF A9 1C 20	(\$08)
(\$1F)	90F8- F0 FD CA D0 F5 60 4C 99	(\$57)
(\$FF)	9100- E1 20 8F 93 CA E0 50 B0	(\$17)
(\$37)	9108- F5 E8 8E 7B 05 86 24 20	(\$6F)
(\$FC)	9110- 8C 93 CA E0 18 B0 E7 E8	(\$92)
(\$1E)	9118- 8A 20 58 FB 60 20 8F 93	(\$56)
(\$2F)	9120- CA E0 50 B0 D9 86 1A 20	(\$AF)
(\$5F)	9128- 8C 93 CA E0 18 B0 CF 86	(\$D4)
(\$E7)	9130- 19 20 8C 93 E0 00 F0 C6	(\$F0)
(\$45)	9138- 8A 85 1F 18 65 19 C9 19	(\$A4)
(\$D3)	9140- B0 BC 20 8C 93 E0 00 F0	(\$23)
(\$09)	9148- B5 8A 85 1B 18 65 1A C9	(\$OF)
(\$11)	9150- 51 B0 AB C6 1F A9 A1 8D	(\$16)
(\$E8)	9158- 80 90 8D 8B 90 A9 91 8D	(\$33)
(\$05)	9160- 81 90 8D 8C 90 A9 4C 8D	(\$E8)
(\$1A)	9168- 1D 03 20 69 90 A9 B7 8D	(\$54)
(\$03)	9170- 80 90 8D 8B 90 A9 91 8D	(\$33)
(\$BD)	9178- 81 90 8D 8C 90 A9 DF 8D	(\$7B)
(\$2E)	9180- 1D 03 E6 19 C6 1F F0 05	(\$CD)
(\$F6)	9188- 20 69 90 80 F5 A9 A1 8D	(\$29)
(\$52)	9190- 80 90 8D 8B 90 A9 91 8D	(\$33)
(\$CA)	9198- 81 90 8D 8C 90 20 69 90	(\$59)
(\$D9)	91A0- 60 E0 00 D0 04 A9 5A 80	(\$27)
(\$12)	91A8- 0B E4 1B D0 04 A9 5F 80	(\$56)
(\$0F)	91B0- 03 AD 1D 03 91 28 60 E0	(\$89)
(\$0A)	91B8- 00 D0 04 A9 5A 80 09 E4	(\$4A)
(\$D8)	91C0- 1B D0 04 A9 5F 80 01 60	(\$D8)
(\$CE)	91C8- 91 28 60 A9 61 8D EB 91	(\$E6)
(\$02)	91D0- 4C DB 91 A9 62 8D EB 91	(\$3A)
(\$CD)	91D8- 4C DB 91 20 E3 DF 20 6C	(\$56)
(\$B7)	91E0- DD 85 85 84 86 AD 00 C0	(\$B2)
(\$60)	91E8- 10 FB AD 61 C0 30 05 2C	(\$FE)
(\$C4)	91F0- 10 C0 80 F1 AD 00 C0 29	(\$E5)
(\$C7)	91F8- 7F 8D 1F 03 9C 20 03 A9	(\$F8)
(\$44)	9200- 1F A0 03 A2 00 20 E9 E3	(\$34)
(\$9B)	9208- 20 9A DA 2C 10 C0 60 AD	(\$51)
(\$33)	9210- 00 C0 29 7F C9 20 B0 E1	(\$2E)
(\$47)	9218- 8D 23 03 A9 C6 8D 21 03	(\$6D)
(\$E4)	9220- A9 93 8D 22 03 A2 00 BD	(\$89)

```

9228- BE 93 C9 FF F0 1E CD 23 ($1B)
9230- 03 F0 11 E8 AD 21 03 18 ($9D)
9238- 69 04 8D 21 03 90 E8 EE ($54)
9240- 22 03 80 E3 AD 21 03 AC ($61)
9248- 22 03 80 B7 A9 43 8D 1F ($6E)
9250- 03 AD 23 03 18 69 40 8D ($32)
9258- 20 03 9C 21 03 80 A0 A9 ($14)
9260- 30 8D E3 93 20 E3 DF 20 ($F1)
9268- 6C DD 85 85 84 86 20 BE ($2D)
9270- DE 20 E3 DF 20 6C DD 8D ($DE)
9278- 25 03 BC 26 03 AD 00 C0 ($E2)
9280- 10 FB AD 61 C0 10 03 EE ($1A)
9288- E3 93 AD 62 C0 10 06 EE ($87)
9290- E3 93 EE E3 93 20 OF 92 ($53)
9298- AD E3 93 C9 33 D0 04 A2 ($51)
92A0- 45 80 0E C9 32 D0 04 A2 ($46)
92A8- 46 80 06 C9 31 D0 05 A2 ($4F)
92B0- 4F 8E E3 93 AD 25 03 AC ($96)
92B8- 26 03 85 85 84 86 A9 E2 ($6C)
92C0- A0 93 4C 03 92 AD 00 C0 ($83)
92C8- 10 FB 2C 10 C0 60 20 8F ($D8)
92D0- 93 E0 50 B0 3D 8E 21 03 ($02)
92D8- 20 8C 93 E0 18 B0 33 8E ($CA)
92E0- 23 03 20 8C 93 8E 24 03 ($B6)
92E8- AD 23 03 18 6D 24 03 C9 ($16)
92F0- 19 B0 1F 8D 24 03 20 8C ($B0)
92F8- 93 8E 22 03 AD 21 03 18 ($AB)
9300- 6D 22 03 C9 51 B0 0B 82 ($CD)
9308- 03 BD 21 03 95 20 CA 10 ($F3)
9310- F8 60 4C 99 E1 64 20 64 ($8C)
9318- 22 A9 50 85 21 A9 18 85 ($4B)
9320- 23 60 20 48 93 A2 03 B5 ($AC)
9328- 20 92 FE E6 FE D0 02 E6 ($60)
9330- FF CA 10 F3 60 20 48 93 ($4D)
9338- A2 03 B2 FE 95 20 E6 FE ($40)
9340- D0 02 E6 FF CA 10 F3 60 ($82)
9348- 20 8F 93 E0 0A B0 C3 A9 ($0C)
9350- 96 85 FE A9 93 85 FF CA ($67)
9358- 30 0D A5 FE 18 69 04 85 ($96)
9360- FE 90 F4 E6 FF 80 F0 60 ($93)
9368- A9 3F 85 32 A9 1B 20 F0 ($43)
9370- FD 60 A9 FF 85 32 A9 18 ($CD)
9378- 20 F0 FD 60 20 7B DD 20 ($EB)
9380- 6C DD 20 68 93 20 3D DB ($AC)
9388- 20 72 93 60 20 BE DE 20 ($C1)
9390- 67 DD 20 FB E6 60 00 00 ($E7)
9398- 00 00 00 00 00 00 00 00 ($00)
93A0- 00 00 00 00 00 00 00 00 ($00)
93A8- 00 00 00 00 00 00 00 00 ($00)
93B0- 00 00 00 00 00 00 00 00 ($00)
93B8- 00 00 00 00 00 00 00 0D OB ($06)
93C0- 0A 15 08 1B 09 FF 52 45 ($ED)
93C8- 54 00 46 4C 48 00 46 4C ($1C)
93D0- 42 00 46 4C 44 00 46 4C ($06)
93D8- 47 00 45 53 43 00 54 41 ($07)
93E0- 42 00 50 30 00 00 00 ($22)
,3) = 11:A%(<1,4) = 44: REM
fenetre 2
60 A%(<2,1) = 7:A%(<2,2) = 11:A%(<2
,3) = 7:A%(<2,4) = 23: REM
test
70 A%(<3,1) = 10:A%(<3,2) = 5:A%(<3
,3) = 5:A%(<3,4) = 15: REM
option
80 A%(<4,1) = 19:A%(<4,2) = 15:A%(<
4,3) = 2:A%(<4,4) = 26: REM
touche
85 A%(<5,1) = 5:A%(<5,2) = 5:A%(<5
,3) = 12:A%(<5,4) = 40
87 A%(<6,1) = 40:A%(<6,2) = 4:A%(<6
,3) = 4:A%(<6,4) = 30
88 A%(<8,1) = 10:A%(<8,2) = 10:A%(<
8,3) = 4:A%(<8,4) = 50
89 A%(<7,1) = 3:A%(<7,2) = 3:A%(<7
,3) = 4:A%(<7,4) = 70
90 GOTO 2010: REM va au menu
200 REM -----
201 REM Faire une fenetre
202 REM -----
210 Z% = NO%: & SC0Z%: REM sau
ve la taille de la fenetre
220 & SWINNO%,A%(<NO%,1),A%(<NO%
,2),A%(<NO%,3) + 2,A%(<NO%,4) +
2: REM sauve ce qu'il y a s
ur l'ecran
230 & PWINA%(<NO%,1),A%(<NO%,2),A
%(<NO%,3),A%(<NO%,4): REM fix
e la taille de la nouvelle f
enetre de l'ecran
240 & BOXA%(<NO%,1),A%(<NO%,2),A%
(<NO%,3) + 2,A%(<NO%,4) + 2: REM
fait un joli cadre autour d
e la fenetre
245 HOME
250 RETURN
300 REM -----
301 REM Retirer une fenetre
302 REM -----
310 & RWINNO%,A%(<NO%,1),A%(<NO%
,2)
315 Z% = NO%
320 & RC0Z%
330 RETURN
1000 REM -----
1001 REM _CAT D1_
1002 REM -----
1010 NO% = 0: REM coordonnees e
t taille de la fenetre
1020 GOSUB 210: REM va faire l
a fenetre

```

LISTING 2

```

1360 IF LEN (C$) < 3 THEN 1410
1370 IF C$ = "FLD" THEN C$ = "U"
1375 IF C$ = "FLG" THEN C$ = "H"
1380 IF C$ = "FLH" THEN C$ = "K"
1385 IF C$ = "FLB" THEN C$ = "J"
1387 IF C$ = "RET" THEN C$ = "M"
1390 IF LEN (C$) = 3 THEN 1410
1400 PRINT "-"; & M TEXT C$: PRINT
1410 PRINT "-"; C$:
1200 REM _OPTION_
1201 REM _RE:1_
1202 REM _OPTION_
1210 NO% = 3: GOSUB 210: & M TEXT
1211 "A": PRINT "-C": CAT D2:
1220 & M TEXT "A": PRINT "-T":
1221 TEST*: & M TEXT "A": PRINT *
1222 -F : FIN "
1230 & PONOB$: REM attend une
touche avec la pomme ouverte
1240 IF B$ = "C" THEN GOSUB 11
1250 IF B$ = "F" THEN GOTO 128
0
1260 IF B$ = "T" THEN GOSUB 13
00
1270 GOTO 1230
1280 NO% = 3: GOSUB 310: RETURN
1300 REM
1310 NO% = 2: GOSUB 210: PRINT *
1320 & GET C$,P$
1330 IF C$ = "F" AND P$ = "P0" THEN
1335 IF C$ = "ESC" THEN 1420
1340 & M TEXT "A"
1345 IF P$ = "PF" THEN & M TEXT
1350 IF P$ = "PE" THEN & M TEXT
1355 IF P$ = "-" ; & M TEXT "A"
1360 IF LEN (C$) < 3 THEN 1410
1370 IF C$ = "FLD" THEN C$ = "U"
1375 IF C$ = "FLG" THEN C$ = "H"
1380 IF C$ = "FLH" THEN C$ = "K"
1385 IF C$ = "FLB" THEN C$ = "J"
1387 IF C$ = "RET" THEN C$ = "M"
1390 IF LEN (C$) = 3 THEN 1410
1400 PRINT "-"; & M TEXT C$: PRINT
1410 PRINT "-"; C$:
2120 GOTO 2070
3000 END
4997 REM
4998 REM Lecture d'un director
y
4999 REM
5000 PRINT D$;"CLOSE":X = 1
5010 PRINT D$;"OPEN%";"TDIR": REM
ouvre un directory
5020 PRINT D$;READ%: REM 1e
prerepare à être lu
5025 INPUT DES
5030 INPUT DES$ = LEFT$(DE
$,28): REM ligne de present
ation
5035 INPUT CAS$
5040 INPUT CA$: REM recueille l
es fichiers textes
5045 IF LEFT$(CA$,11) = "BLOC
KS FREE" THEN X = X - 2: GOTO
5100
5060 TA$(X,1) = MID$(CA$,1,17)
5070 TA$(X,2) = MID$(CA$,18,3)
5080 TA$(X,3) = MID$(CA$,21,8)
5090 X = X + 1: GOTO 5040
5100 PRINT D$;"CLOSE"
5110 RETURN
5497 REM
2010 & WINST: HOME : & M TEXT P
R$: & PWINO,1,23,80
2020 & POS 10,10: PRINT "fond
<C>air ou <F>ance": & BOX10
10,3,25
2030 & GET A$,B$: REM choix d
u fond
2035 IF A$ = "C" OR A$ = "c" THEN
HOME : GOTO 2070
2040 IF A$ = "F" OR A$ = "f" THEN
2060
2070 & BELL: GOTO 2030
2080 IF A$ = "1" THEN GOSUB 10
10: GOTO 2070
2090 IF A$ = "2" THEN GOSUB 11
10: GOTO 2070
2095 IF A$ = "3" THEN GOSUB 13
10: GOTO 2070
2100 IF A$ = "4" THEN GOSUB 57
00: GOTO 2070
2105 IF A$ = "5" THEN GOSUB 90
10: GOTO 2070
2110 IF A$ = "6" THEN GOTO 300
0
5600 IF A$ = "FLG
THEN GOSUB 6100: GOTO 557
0
5602 IF A$ = "RET" THEN INVERSE
TA$(FA,3):: NORMAL : & RC09;
GOSUB 8000: & POS 2,8: GOSUB
5000:NO% = 5: GOTO 5505
5605 GOTO 5570
5610 NO% = 5: GOSUB 310: RETURN
5610 NO% = 7: GOSUB 210
8005 NV$ = NS + "/- + MID$(TA$
(FA,1),2,16)
8010 PRINT " "; & M TEXT "A-
1:suppr.": PRINT " "; & M TEXT
-A-2:renom.": PRINT " "; & M TEXT
TEXT "A-3:lock": PRINT "
"; & M TEXT "A-4:unlock "
8020 & GET US,PS
8022 IF US = "ESC" THEN 8070
8025 IF PS (< ) "P0" THEN 8020
8030 IF US = "1" THEN PRINT D$;
"DELETE"NV$: GOTO 8070
8040 IF US = "2" THEN PRINT :
T : INPUT "Nouveau nom : ";NN$: PRIN
T D$;"RENAME"NV$;"";NS + "/- + NN$:
8050 IF US = "3" THEN PRINT D$;
"LOCK"NV$: GOTO 8070
8060 IF US = "4" THEN PRINT D$;
"UNLOCK"NV$: GOTO 8070
8070 NO% = 7: GOSUB 310: RETURN
8070 NO% = 8: GOSUB 3070
8070 NO% = 9: GOSUB 5500: REM
choix?
5740 GOSUB 10000: REM pause
5750 NO% = 6: GOSUB 310: RETURN
5800 INPUT "Prefixe ":";NS
5997 REM
5998 REM test de -)
5999 REM
6000 IF FA = X THEN GOTO 6030
6010 IF LA = LB THEN FA = FA +
1: HOME : FOR I = FA - 9 TO
FA: PRINT ".": TA$(I,1);TA$(I,
2);TA$(I,3): NEXT : GOTO 6
025
6020 & POS 2,LA: PRINT " ";FA
= FA + 1:LA = LA + 1
6025 & POS 2,LA: & M TEXT "U-
6030 RETURN
5498 REM affichage des fichiers
textes et choix
5499 REM
5500 NO% = 5: GOSUB 210: & SC09
5505 HOME : LH = 6:LB = 15:LA =
6:FA = 1
5510 PRINT * "DE$": & PWINAX(N
0%:,1,A%/NO%,2) + 1,A%(NO%,3
-) - 1,A%/NO%,4)
5520 FOR I = FA TO FA + 9
5530 PRINT * "TA$(I,1);TA$(I,
2);TA$(I,3)
5545 IF I = X THEN I = FA + 9
5550 NEXT
5560 & POS 2,LA: & M TEXT "U-
5570 & GET A$,B$
5580 IF A$ = "ESC" THEN 5610
5590 IF A$ = "FLD" OR A$ = "FLB
THEN GOSUB 6000: GOTO 557
0
5600 IF A$ = "FLG
THEN GOSUB 6100: GOTO 557
0
5602 IF A$ = "RET" THEN INVERSE
TA$(FA,3):: NORMAL : & RC09;
GOSUB 8000: & POS 2,8: GOSUB
5000:NO% = 5: GOTO 5505
5605 GOTO 5570
5610 NO% = 5: GOSUB 310: RETURN
5610 NO% = 7: GOSUB 210
8005 NV$ = NS + "/- + MID$(TA$
(FA,1),2,16)
8010 PRINT " "; & M TEXT "A-
1:suppr.": PRINT " "; & M TEXT
-A-2:renom.": PRINT " "; & M TEXT
TEXT "A-3:lock": PRINT "
"; & M TEXT "A-4:unlock "
8020 & GET US,PS
8022 IF US = "ESC" THEN 8070
8025 IF PS (< ) "P0" THEN 8020
8030 IF US = "1" THEN PRINT D$;
"DELETE"NV$: GOTO 8070
8040 IF US = "2" THEN PRINT :
T : INPUT "Nouveau nom : ";NN$: PRIN
T D$;"RENAME"NV$;"";NS + "/- + NN$:
8050 IF US = "3" THEN PRINT D$;
"LOCK"NV$: GOTO 8070
8060 IF US = "4" THEN PRINT D$;
"UNLOCK"NV$: GOTO 8070
8070 NO% = 7: GOSUB 310: RETURN
8070 NO% = 8: GOSUB 3070
8070 NO% = 9: GOSUB 5500: REM
noire implantée."
9000 REM modif fenêtres
9001 REM
9010 NO% = 8: GOSUB 210
9020 PRINT " "; Fonction non é
9030 PRINT " "; Consultez votre r
évendeur pour une remise à j
our éventuelle!"
9040 GOSUB 10000
9050 NO% = 8: GOSUB 310: RETURN
9050 NO% = 9: GOSUB 5500: REM
-WAIT-
10000 REM
10001 REM
10002 REM
10100 NO% = 4: GOSUB 210: REM f
aire une jolie fenêtre
10020 PRINT " "; Appuyez sur une
touche"; & WAIT : REM
ttend l'appui d'une touche
10030 GOSUB 310: RETURN

```

YAHTZEE

Ce programme au graphisme superbe (regardez la photo d'écran) tourne sur APPLE ou APPLE IIe, sans manette de jeux.

Les règles du jeu sont dans le programme et l'utilisation est à la fois simple et astucieuse. Vous jouez contre l'ordinateur et avec un peu de réflexion, vous devriez gagner. Les dés en sont jetés!

Daniel FROYSSINES

Mode d'emploi:

Entrez d'abord le programme de création de la table des formes (fastidieux, mais nécessaire!), puis le programme YATHZEE. Toutes les indications nécessaires au bon déroulement du jeu sont dans le programme.

```
0. LOMEM: 24576: HIMEM: 32767:UN =
1:ZE = 0:SIX = 6: REM YAHTS
EE AFFLE II,FRAYSSINES D
1 PRINT CHR$ (4);;"BLOADYAM,A$BO
00"
3 AD = 36864:LG = 48: FOR I = AD TO
AD + LG - UN: READ D: POKE I
,D: NEXT
4 DATA 165,31,41,127,168,166,26
,173,48,192,202,208,5,166,26
,173,48,192,165,31,240,16,13
6,208,13,168,48,5,198,26,152
,208,5,230,26,41,127,168,198
,28,208,224,198,29,16,220,96
,0
5 DATA COPYRIGHT <F>/<D>,23/05
/84,THANKS -ETSL-,VOULEZ VOU
S LA REGLE DU JEU (O/N) -->
6 DATA *****,*,*
*,*, YAHTSEE *,*
*,******,LE BUT
DU JEU EST DE REMFLIR UNE GR
ILLE DE LA,FACON LA PLUS REN
TABLE SELON LES DES OBTENUS.
,A SAVOIR QUE
7 DATA CASE AS = TOTAL DE TOUS L
ES 1,CASE DEUX = TOTAL DE TO
US LES 2,CASE TROIS = TOTAL
DE TOUS LES 3,CASE QUATRE =
TOTAL DE TOUS LES 4,CASE CIN
Q = TOTAL DE TOUS LES 5,CASE
SIX = TOTAL DE TOUS LES 6,M
OTIE,SUPERIEURE
8 DATA MOITIE,INFERIEURE,BREL
AN (3 DES IDENTIQUES) = TOTA
L DES DES,FULL(3 ET 2 DES ID
ENTIQUES) = 25 PTS,CARRE(4 D
ES IDENTIQUES) = TOTAL DES D
ES,PETITE SUITE (SUITE DE 4
DES) = 30 PTS,GRANDE SUITE (
SUITE DE 5 DES) = 40 PTS
9 DATA YAHTSEE( 5 DES IDENT
IQUES ) = 50 PTS,CHANCE = TO
TAL DES DES,FRESSEZ UNE TOUC
HE -->,* VOUS POUVEZ RETIRER
CHAQUE DES SORTIS,* VOUS NE
POUVEZ RETIRER CHAQUE DES Q
UE 2 FOIS,* POUR SELECTIONNE
R LE DES A CHANGER
10 DATA . SE DEPLACER JUSQU'A D
ES PAR LES FLECHES,. APPUYER
SUR RETURN POUR LE RECOUVRI
R (REVERSIBLE).. DESCENDRE J
USQU'A VOIR APPARAITRE 'TERM
INE',. APPUYER SUR <ESC> SI
VOUS ETES SERVI SINON <SPACE
>
11 DATA . REMARQUE,-----
-,UN CARRE PEUT SE METTRE DA
NS LE BRELAN LA CHANCE...LA
GRANDE SUITE DANS LA PETITE
SUITE ...,PRIME,----,* SI
TOTAL DE LA MOITIE SUPERIEUR
E DEFASSE 63 =PRIME+35
12 DATA * A CHAQUE YAHTSEE SUPP
LEMENTAIRE PLACE =PRIME+100,
APPUYER SUR UNE TOUCHE -->
15 POKE 232,0: POKE 233,128: ROT=
ZE: SCALE= UN: HCOLOR= 3
16 HGR2 : GOSUB 35000
17 HGR2
18 HPLOT 9,12 TO 238,12: FOR I =
13 TO 79 STEP + 11: HPLOT 9
,I TO 238,1: NEXT : HPLOT 9,
80 TO 238,80: HPLOT 9,88 TO
238,88
22 FOR I = 89 TO 159 STEP + 10:
HPLOT 9,I TO 238,I: NEXT : HPLOT
9,160 TO 238,160: HPLOT 9,16
8 TO 238,168: HPLOT 9,169 TO
238,169: HPLOT 9,179 TO 238,
179: HPLOT 9,12 TO 9,179
25 FOR I = 103 TO 169 STEP + 22
:HPLOT I,0 TO I,179: NEXT :
FOR I = 170 TO 171: HPLOT I
,0 TO I,179: NEXT : FOR I =
172 TO 238 STEP + 22: HPLOT
I,0 TO I,179: NEXT : HPLOT I
,03,0 TO 238,0
35 FOR I = UN TO 6:J = J + 13: DRAW
I AT J,5: NEXT : DRAW 6 AT 9
1,5:D = 57: FOR I = 19 TO 80
```

```

    STEP + 11:D = D + UN: DRAW
    D AT 90,I: NEXT : GOTO 50
41 REM =====
42 F = ASC ("MID$ (V$,FF,UN))
43 IF F <= 39 AND F <= 63 THEN
    F = F - 6: RETURN
44 IF F >= 65 AND F <= 90 THEN
    F = F - 5: RETURN
45 NE = UN: RETURN
46 REM =====
47 FOR FF = UN TO LEN (V$)
48 GOSUB 41: IF NE = UN THEN NE =
    ZE: NEXT
49 X = MG + (FF * SIX): DRAW F AT
    X,Y: NEXT : RETURN
50 REM =====
51 MG = 10
52 FOR Y = 19 TO 74 STEP + 11: READ
    V$: GOSUB 47: NEXT
53 V$ = "DEUX": Y = 30: GOSUB 47
54 V$ = "TOTAL (PRIME +35)": Y = B
    4:SIX = 5: GOSUB 47
55 SIX = 6
56 FOR Y = 95 TO 155 STEP + 10:
    READ V$: GOSUB 47: NEXT
57 SIX = 5
58 V$ = "TOTAL (PRIME +100)": Y =
    164:SIX = 5: GOSUB 47
59 SIX = 6:V$ = "TOTAL GENERAL":
    Y = 174: GOSUB 47
60 Y = 7
61 FOR MG = 101 TO 147 STEP + 2
    3: READ V$: GOSUB 47: NEXT
62 Y = 5
63 FOR MG = 107 TO 153 STEP + 2
    3: READ V$: GOSUB 47: NEXT
64 Y = 7
65 FOR MG = 170 TO 216 STEP + 2
    3: READ V$: GOSUB 47: NEXT
66 Y = 5
67 FOR MG = 176 TO 222 STEP + 2
    3: READ V$: GOSUB 47: NEXT
68 DATA AS,DEUX,TROIS,QUATRE,CIN
    Q,SIX,BRELAN,CARRE,FULL,PETI
    TE SUITE,GRANDE SUITE,YAHTZE
    E,CHANCE,1,2,3,ER,ME,ME,1,2,
    3,ER,ME,ME
69 DIM AS(2),DE(2),TR(2),OU(2),C
    I(2),SI(2),BR(2),CA(2),FU(2)
    ,PS(2),GS(2),YA(2),CH(2),MI
    (2),MS(2),TG(2),AD(5),ND(5)
100 GOTO 30000
300 TS = 24: IF SI(1) = ZE AND CA
    (1) = ZE THEN GOSUB 11000: ON
    CH GOTO 340,350
310 IF CA(1) = ZE THEN CA(1) = T
    S: POP :Y = 104: GOTO 10000
320 IF SI(1) = ZE THEN SI(1) = T
    S: FOF :Y = 74: GOTO 10500
330 RETURN
340 SI(1) = TS: POP :Y = 74: GOTO
    10500
350 CA(1) = TS: POF :Y = 104: GOTO
    10000
400 TS = 20: IF CI(1) = ZE AND CA
    (1) = ZE THEN GOSUB 11000: ON
    CH GOTO 440,450
410 IF CA(1) = ZE THEN CA(1) = T
    S: POP :Y = 104: GOTO 10000
420 IF CI(1) = ZE THEN CI(1) = T
    S: POP :Y = 63: GOTO 10500
430 RETURN
440 CI(1) = TS: POF :Y = 63: GOTO
    10500
450 CA(1) = TS: POF :Y = 104: GOTO
    10000
500 TS = 18: IF SI(1) = ZE AND BR
    (1) = ZE THEN GOSUB 11000: ON
    CH GOTO 540,550
510 IF SI(1) = ZE THEN SI(1) = T
    S: POP :Y = 74: GOTO 10500
520 IF BR(1) = ZE THEN BR(1) = T
    S + INT ( RND (1) * 12) + 2
    : POF :Y = 94: GOTO 10000
530 RETURN
540 SI(1) = TS:Y = 74: POP : GOTO
    10500
550 BR(1) = TS + INT ( RND (1) *
    12) + 2: POF :Y = 94: GOTO 1
    0000
600 TS = 16: IF OU(1) = ZE AND CA
    (1) = ZE THEN GOSUB 11000: ON
    CH GOTO 640,650
610 IF OU(1) = ZE THEN OU(1) = T
    S: POP :Y = 52: GOTO 10500
620 IF CA(1) = ZE THEN CA(1) = T
    S: POP :Y = 104: GOTO 10000
630 RETURN
640 OU(1) = TS:Y = 52: POP : GOTO
    10500
650 CA(1) = TS:Y = 104: POP : GOTO
    10000
700 TS = 15: IF CI(1) = ZE AND BR
    (1) = ZE THEN GOSUB 11000: ON
    CH GOTO 740,750
710 IF CI(1) = ZE THEN CI(1) = T
    S:Y = 63: POP : GOTO 10500
720 IF BR(1) = ZE THEN BR(1) = T
    S + INT ( RND (1) * 12) + 2
    : POF :Y = 94: GOTO 10000
730 RETURN
740 CI(1) = TS:Y = 63: POP : GOTO
    10500
750 BR(1) = TS + INT ( RND (1) *
    12) + 2:Y = 94: POF : GOTO 1
    0000
800 TS = 12: IF TR(1) = ZE AND BR
    (1) = ZE AND CA(1) = ZE THEN
    CH = INT ( RND (1) * 3) + U
    N: ON CH GOTO 850,860,870
    (BR(1)): GOSUB 47: GOTO 1700
1030 IF FU(1) < > ZE THEN 1500
1031 GOSUB 1005
1032 FU(1) = ZZ:Y = 114:V$ = STR$
    (FU(1)): GOSUB 47: GOTO 1700
1040 IF CH(1) < > ZE THEN 1500
1041 GOSUB 1005
1042 CH(1) = ZZ:Y = 154:V$ = STR$
    (CH(1)): GOSUB 47: GOTO 1700
1050 IF AS(1) < > ZE THEN 1500
1060 AS(1) = 5:Y = 19:V$ = STR$
    (AS(1)): GOSUB 47:TM = 5: GOTO
    1600
1100 IF DE(1) < > ZE THEN 1500
1110 DE(1) = 10:Y = 30:V$ = STR$
    (DE(1)): GOSUB 47:TM = 10: GOTO
    1600
1150 IF TR(1) < > ZE THEN 1500
1160 TR(1) = 15:Y = 41:V$ = STR$
    (TR(1)): GOSUB 47:TM = 15: GOTO
    1600
1200 IF OU(1) < > ZE THEN 1500
1210 OU(1) = 20:Y = 52:V$ = STR$
    (OU(1)): GOSUB 47:TM = 20: GOTO
    1600
1250 IF CI(1) < > ZE THEN 1500
1260 CI(1) = 25:Y = 63:V$ = STR$
    (CI(1)): GOSUB 47:TM = 25: GOTO
    1600
1300 IF SI(1) < > ZE THEN 1500
1310 SI(1) = 30:Y = 74:V$ = STR$
    (SI(1)): GOSUB 47:TM = 30: GOTO
    1600
1500 GOTO 6010
1600 V$ = STR$ (MS(1)):Y = 84: HCOLOR
    = ZE: GOSUB 47: HCOLOR= 3:MS(1) = M
    S(1) + TM:V$ = STR$ (MS(1))
    : GOSUB 47: GOTO 1800
1700 TM = ZZ:V$ = STR$ (MI(1)):
    Y = 164: HCOLOR= ZE: GOSUB 4
    7: HCOLOR= 3:MI(1) = MI(1) +
    TM:V$ = STR$ (MI(1)): GOSUB
    47: GOTO 1800
1800 V$ = STR$ (MI(1)): HCOLOR=
    ZE:Y = 174: GOSUB 47: HCOLOR=
    3:TG(1) = TG(1) + TS + TM:V$ =
    STR$ (TG(1)): GOSUB 47: RETUR
N
5000 REM ===PRGM PRINCIPAL===
5010 FOR I = UN TO 4
5020 TS = INT ( RND (1) * 50) +
    UN
5030 IF TS = 50 AND YA(1) = ZE THEN

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YA(1) = TS; Y = 144: GOTO 100
      :CA(1) = - UN: GOTO 10000
      6040 IF FS(1) < - UN AND PS(
      1) = ZE THEN Y = 124:TS = ZE
      5040 :FS(1) = - UN: GOTO 10000
      TS = 100: GOTO 1000
      6050 IF TS > = 40 AND TS < = 4
      1 AND GS(1) = TS;Y = 134: GOTO 1
      0000
      6050 IF TS > = 24 AND TS < = 2
      6 AND FU(1) = ZE THEN TS = 2
      5FU(1) = 25;Y = 114: GOTO 1
      0000
      5070 IF TS > = 29 AND TS < = 3
      1 AND PS(1) = ZE THEN TS = 3
      0:FS(1) = TS;Y = 124: GOTO 1
      0000
      5080 ON TS GOSUB 5100,5100,5100,
      5100,5100,5100,300,400,500,6
      00,700,800,900
      5090 NEXT
      5095 IF I = 5 THEN 6000
      5100 T = TS
      5105 TS = ( INT ( RND ( 1 ) * 4 ) +
      5105 * TS
      5110 ON T GOTO 5120,5140,5160,51
      80,5200,5220
      5120 IF AS(1) = ZE THEN AS(1) =
      TS(Y = 19: POP : GOTO 10500
      5130 RETURN
      5140 IF DE(1) = ZE THEN DE(1) =
      TS(Y = 30: POP : GOTO 10500
      5150 RETURN
      5160 IF TR(1) = ZE THEN TR(1) =
      TS(Y = 41: POP : GOTO 10500
      5170 RETURN
      5180 IF QU(1) = ZE THEN QU(1) =
      TS(Y = 52: POP : GOTO 10500
      5190 RETURN
      5200 IF CI(1) = ZE THEN CI(1) =
      TS(Y = 53: POP : GOTO 10500
      5210 RETURN
      5220 IF SI(1) = ZE THEN SI(1) =
      TS(Y = 74: POP : GOTO 10500
      5230 RETURN
      6000 IF CH(1) < > ZE THEN 6010
      6001 IF TS > = 30 THEN 6010
      6002 CH(1) = TS;Y = 154: GOTO 100
      00
      ,6010 IF YA(1) < - UN AND YA(
      1) = ZE THEN YA(1) = - UN: Y
      = 144:TS = ZE: GOTO 10000
      6020 IF GS(1) < > - UN AND GS(
      1) ZE THEN Y = 134:TS = ZE
      6030 IF CA(1) < > - UN AND CA(
      1) = ZE THEN Y = 104:TS = ZE
      00
      10100 CH = INT ( RND ( 1 ) * 2 ) +
      UN: RETURN
      20000 HCOLOR= ZE: DRAW 64 AT 4, Y
      : HCOLOR= 3: RETURN
      20005 A = 21: TS = PEEK (
      , - 16384) - 128
      20010 IF A = 21 THEN POKE - 16
      368,0: GOTO 20050
      20020 IF A = 21 THEN POKE - 163
      68,0: GOTO 20100
      20030 IF A = 13 THEN POKE - 16
      368,0: GOTO 20150
      20040 GOTO 20005
      20050 GOSUB 20000
      20060 IF Y = 74 THEN Y = 84:Y1 =
      10
      20070 IF Y = 154 THEN Y = 8:Y1 =
      11
      20080 V = Y + Y1
      20090 DRAW 64 AT 4, Y: GOTO 20005
      20100 GOSUR 20000
      20110 IF Y = 19 THEN Y = 164:Y1 =
      10
      20120 IF Y = 94 THEN Y = 85:Y1 =
      11
      20130 Y = Y - Y1
      20140 DRAW 64 AT 4, Y: GOTO 20005
      20150 HCOLOR= ZE: DRAW 64 AT 4, Y
      : HCOLOR= 3: RETURN
      21000 FOR I = UN TO S:T = INT (
      RND ( 1 ) * 29) + UN:AD(I) =
      21000 IF CH(1) = TS: GOTO 10000
      10000 VS = STR$ ( TS ): GOSUB 47
      10100 VS = STR$ ( MI(1) ): Y = 164:
      HCOLOR= ZE: GOSUB 47: HCOLOR=
      3
      10120 MI(1) = MI(1) + TS:VS =
      STR$ ( MI(1) ): GOSUB 47
      10130 VS = STR$ ( TS ): GOSUB 47
      10600 VS = STR$ ( MS(1) ): Y = 84: HCOLOR
      R= ZE: GOSUB 47: HCOLOR= 3
      10620 MS(1) = MS(1) + TS
      10621 IF MS(1) > = 63 AND MS =
      ZE THEN MS = UN:MS(1) = MS(1)
      + 35:TS = TS + 35
      10622 VS = STR$ ( MS(1) ): GOSUB 4
      7
      10630 VS = STR$ ( TG(1) ): HCOLOR=
      ZE: Y = 174: GOSUB 47: HCOLOR=
      3
      10640 TG(1) = TG(1) + TS:VS =
      STR$ ( TG(1) ): GOSUB 47: RETURN
      22200 POKE - 16388,0: HCOLOR= Z
      E: DRAW 72 AT X, Y: HCOLOR= 3
      : IF C = 5 THEN 22250
      22210 C = C + UN:Y = - 4 +
      (C *
      32): DRAW 72 AT X, Y: GOTO 22
      000
      22250 SIX = 5:VS = "TERMIN":MG =
      240:Y = 5: GOSUB 47:Y = - 4
      + (C * 32):X = 259:TE = UN:
      SIX = 6: GOTO 22000
      22300 POKE - 16368,0: IF ND(C) =
      ZE THEN ND(C) = UN: GOTO 223
      50
      22310 ND(C) = ZE: HCOLOR= 2E: DRAW
      71 AT X, Y: HCOLOR= 3: ND = ND
      - UN:F = AD(C) + 64: DRAW F
      AT X, Y: GOTO 22000
      22350 DRAW 71 AT X, Y:ND = ND + U
      N: GOTO 22000
      22400 POKE - 16368,0:VS =
      "TERM
      INE":Y = 5:MG = 240:
      HCOLOR= 0: GOSUB 47:X * 259
      :Y = - 4 + (C * 32):SIX = 6
      : HCOLOR= 3: IF TE = UN AND
      C = 5 THEN 22420
      22415 GOTO 22000
      22420 FOR I = UN TO 5:Y =
      259:Y: NEXT : RETURN
      22460 HCOLOR= 0:VS =
      "TERMIN":Y
      = 5:SIX = 5:MG = 240: GOSUB
      47: HCOLOR= 3
      22610 TE = ZE:C = 2E:X = 259: GOTO
      22200
      22700 POKE - 16368,0:VS =
      "TERM
      INE":Y = 5:SIX = 5:MG = 240:
      HCOLOR= 0: GOSUB 47: HCOLOR=
      3:SIX = 6: POP : GOTO 30060
      25000 Y = 19:Y1 = 11: DRAW 64 AT
      4,Y: GOSUB 20005
      27000 X = UN:H = ZE:Z2 = 2E:Z3
      :H = I
      27040 NEXT
      27050 Z2 = AD(H):AD(H) = AD(C):AD
      (J) = Z2
      ,6010 IF YA(1) < - UN AND YA(
      1) = ZE THEN YA(1) = - UN: Y
      = 144:TS = ZE: GOTO 10000
      6020 IF GS(1) < > - UN AND GS(
      1) ZE THEN Y = 134:TS = ZE
      6030 IF CA(1) < > - UN AND CA(
      1) = ZE THEN Y = 104:TS = ZE
      00
      22100 POKE - 16368,0: IF C = UN
      THEN C = SIX
      22110 HCOLOR= UN:Y = - 4 +
      (C * 3
      2): HCOLOR= 3
      22120 DRAW 72 AT X, Y: GOTO 22000
  
```


Table des formes

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5RUN
2 REM TABLE DATA TABLE FORME
3 UN = 1
4 AD = 32768 : LG = 2764 : FOR I = AD
TO AD + LG - UN : READ D : POKE I, D
: NEXT
7 DATA 72,0,147,0,182,0,227,0,26,1,72,
1,134,1,191,1,203,1,215,1,227,1,240,1,
1,2,14,2,26,2,39,2,49,2,60,2,73,2,82,2
8 DATA 95,2,108,2,121,2,134,2,147,2,16
0,2,172,2,183,2,193,2,203,2,217,2,230,
2,240,2,254,2,1,3,8,3,15,3,33,3,44,3,4
8,3
9 DATA 54,3,57,3,65,3,79,3,88,3,100,3,
112,3,126,3,139,3,150,3,160,3,173,3,18
6,3,189,3,193,3,202,3,211,3,221,3,229,
3,252,3
10 DATA 23,4,50,4,78,4,106,4,140,4,174
4,254,4,97,5,203,5,76,6,215,6,112,7,1
07,10,0,146,210,219,35,92,33,93,44,92,
45,93,226,36
11 DATA 93,63,94,39,92,39,95,60,93,109
9,93,45,93,55,95,63,94,47,93,149,0,14
6,210,219,39,93,60,93,44,92,44,92,231,
13,94,45,93,45,93
12 DATA 37,92,172,27,94,55,95,28,92,22
8,191,54,94,81,49,93,46,94,55,94,45,93
,60,95,255,3,0,28,92,227,36,95,47,94,4
5,94,54,95,60,95
13 DATA 45,94,46,94,55,93,55,95,54,95
108,73,73,192,28,93,49,93,61,95,55,93
46,93,62,92,39,92,39,92,37,95,44,92,39
,93,44,93,62,94
14 DATA 18,0,55,93,63,92,54,93,63,94,4
5,95,55,93,62,95,44,92,37,93,36,92,45
92,63,92,63,95,39,93,45,93,37,95,45,93
,62,94,47,93
15 DATA 45,93,60,95,63,95,146,0,219,27
,88,32,93,39,93,60,93,53,93,44,94,37,9
3,46,93,45,95,39,94,55,94,243,30,95,62
,94,61,95,62,94
16 DATA 53,93,52,95,119,9,88,34,95,46
93,46,92,53,93,36,93,37,93,52,94,54,95
,60,94,92,88,88,88,0,27,95,63,94,45,93
,55,95,46,94
17 DATA 47,94,45,93,45,93,37,93,36,92
62,94,55,95,63,95,27,92,36,92,20,93,53
,92,27,92,60,94,36,93,39,93,44,94,37,9
3,46,92,53,93
18 DATA 53,93,36,95,191,146,0,45,92,28
,95,191,46,95,54,93,73,36,0,63,92,44,9
3,173,30,93,242,63,95,36,0,9,88,28,95
,191,54,94,41,93
19 DATA 5,32,0,9,9,92,28,95,63,94,54,94
45,93,5,32,0,61,95,39,92,45,93,61,95,6
3,94,54,94,45,93,45,0,61,95,39,92,45,9
3,61,95
20 DATA 63,94,54,94,6,0,41,94,62,95,63
,88,36,92,41,93,45,0,45,92,52,94,54,95
,219,36,93,39,92,6,0,34,95,45,93,54,94
,46,95,63
21 DATA 0,33,92,47,93,55,94,246,63,88
36,0,63,92,52,94,54,93,73,28,92,99,12
92,0,192,51,94,54,93,45,93,5,0,38,92,2
27,54,94,110
22 DATA 9,92,36,95,37,92,0,28,92,51,94
,54,93,73,60,93,36,92,4,0,27,92,12,93
,173,54,94,59,95,7,32,4,0,63,92,44,93,1
73,30,95
23 DATA 63,95,49,94,6,0,14,94,33,88,22
8,63,95,50,94,14,93,5,0,53,93,34,88,22
4,63,95,54,93,55,94,6,0,173,30,95,63,9
2,8,92,99
24 DATA 45,93,5,0,36,95,47,93,45,95,55
,94,54,94,0,192,51,94,118,45,93,32,92
,36,0,192,51,94,14,94,97,12,92,36,0,52
,94,59,94,36
25 DATA 92,108,9,94,54,94,60,93,0,28,9
2,115,14,94,243,77,225,28,92,97,4,0,47
,93,12,92,223,51,94,113,54,0,12,92,61
,95,247,180,18,93
26 DATA 52,93,45,92,4,0,36,94,0,18,92
35,92,12,92,0,18,92,33,92,28,92,0,36,9
4,46,92,12,94,178,28,95,38,95,23,92,40
,92,28,92
27 DATA 0,36,94,54,94,36,93,61,95,63,9
3,0,50,95,178,0,63,93,45,93,7,0,18,94
,0,30,94,99,12,92,97,4,0,12,92,63,95,50
,94,14
28 DATA 92,46,93,5,32,36,0,36,94,47,94
,54,93,63,93,0,45,88,28,95,191,86,62,9
3,45,93,5,0,45,88,28,95,191,22,94,41,9
3,5,32,0
29 DATA 42,93,39,94,38,95,63,92,12,92
41,94,6,0,173,30,95,63,93,4,56,36,93,4
5,93,5,0,173,30,95,63,88,44,95,100,45
,93,0,30,94
30 DATA 100,12,92,61,95,63,93,0,173,30
,95,63,88,12,92,99,45,93,242,6,0,61,95
,7,32,41,93,21,94,246,63,95,7,0,176,6
,0,176,246,6
31 DATA 0,27,92,97,30,94,115,14,94,0,5
6,95,45,93,181,63,95,63,0,9,95,56,88,2
1,93,186,23,95,0,12,92,59,95,178,74,6
,0,223,35,92
32 DATA 100,45,93,45,93,21,94,54,94,54
,94,59,95,63,95,63,88,36,92,0,195,32,8
8,45,93,45,93,50,94,54,94,246,39,88,22
,95,63,95,63,88
33 DATA 36,92,36,92,12,93,0,76,32,88,1
73,54,94,54,94,30,95,63,95,39,88,22,95
,7,32,36,92,36,92,41,93,45,93,0,192,35
,88,191,54,94
34 DATA 54,93,249,118,45,93,45,92,176
,45,88,36,92,36,95,107,228,63,95,63,95
,0,220,32,88,191,54,94,54,93,249,118,45
,93,45,92,176,45,88,36
35 DATA 92,36,95,107,228,63,95,63,95,0
,27,92,32,88,191,54,94,54,93,249,118,45
,93,45,92,176,45,88,36
36 DATA 63,95,7,0,45,93,61,92,39,95,62
,92,37,95,60,95,63,93,53,93,54,94,46,9
3,45,95,62,94,55,92,60,94,62,92,62,95
,5,0,36,94
37 DATA 55,95,53,93,38,93,44,95,52,95
,63,95,219,219,219,36,92,36,92,36,92,97
,12,92,41,93,45,93,45,93,45,93,45,93,4
5,93,170,21,93,50
38 DATA 94,54,94,54,94,54,94,54,94,54
,94,243,30,94,59,95,63,95,63,95,63,95,6
3,95,63,95,56,88,7,56,32,92,36,92,36,9
2,4,0,219,219
39 DATA 219,219,36,92,36,92,36,92,97,1
2,92,41,94,146,62,94,47,94,53,92,44,94
,44,95,100,24,88,193,40,93,45,93,45,93
,45,93,45,93,21,93
40 DATA 170,21,94,54,94,54,94,54,94,54
,94,54,94,30,94,243,30,95,196,72,24,92
,39,95,37,93,52,93,62,93,61,94,63,94,1
54,145,63,95,63,95
41 DATA 63,95,63,95,63,95,224,28,92,35
,92,36,92,36,92,4,0,36,94,55,95,53,93
,38,93,44,95,108,73,73,73,36,92,36,92,2
28,92,227,183
42 DATA 18,94,53,93,55,95,60,94,53,92
,60,95,37,92,67,24,88,1,56,63,95,63,95
,63,95,63,95,191,23,95,186,54,94,54,94
,54,94,54,94,54
43 DATA 94,118,14,94,113,101,24,88,193
,60,92,47,92,37,94,53,95,45,95,182,146
,45,93,45,93,45,93,45,93,45,93,40,88,5
,40,32,92,36,92,36
44 DATA 92,36,0,219,219,219,36,92
,36,92,36,92,97,12,92,41,94,146,62,94,4
7,93,37,94,61,94,63,93,38,92,44,92,24
,88,193,40,93,45,93
45 DATA 45,93,45,93,45,93,173,21,93,17
0,223,27,94,55,95,45,94,47,94,44,92,61
,92,77,49,94,54,94,54,94,54,94,54,94,2
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47 DATA 94,47,94,63,95,211,36,92,36,92
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48 DATA 95,38,95,44,95,47,92,28,88,193
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6,23,95,106,73,62,94,47,94,45,92,61,92
,55,94,254,219,36
49 DATA 92,54,94,54,94,54,94,54,94,54
,94,14,94,113,14,93,68,216,8,92,39,95,3
7,93,52,94,37,94,61,94,150,18,93,45,93
,45,93,45,93,45
50 DATA 93,45,88,5,40,40,88,223,27,92,

```

X K N T Z E E	1ER	2ME	3ME	1ER	2ME	3ME	TERMINÉ
AS				3			
DEUX	2						
TROIS	3						
QUATRE	4						
CING	5						
SIX	6						
TOTAL (PRIME +35)	37						
BRELAN	18						
CARRE	24						
FULL							
PETITE SUITE							
GRANDE SUITE	40						
YAH TZEE							
CHANCE	24						
TOTAL (PRIME +100)	106						
TOTAL GENERAL	143						

39, 95, 45, 93, 61, 94, 36, 95, 52, 95, 45, 93, 73
 , 54, 92, 36, 92, 36, 92, 36, 0, 219, 219, 219, 21
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 , 54, 94, 54, 94, 39, 92, 36, 92, 36, 92, 36, 92, 36, 92, 3
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 94, 54, 94, 54, 94, 54, 94, 54, 94, 54, 95, 36, 92
 , 36, 92, 36, 92, 36, 92, 36, 92, 36, 92, 36, 92, 3
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 74 DATA 92, 36, 94, 55, 94, 54, 94, 54, 94, 54, 94, 54, 94, 54
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 , 39, 92, 36, 94, 55, 94, 60, 93, 74, 73, 73, 73, 7
 3, 73, 73, 73, 73
 75 DATA 73, 73, 49, 94, 54, 94, 54, 94, 54, 94, 54, 94, 54, 94
 , 36, 92, 36, 92, 46, 94, 54, 94, 54, 94, 54, 94, 44
 , 92, 36, 92, 36, 92, 62, 93, 54, 94, 54, 94, 44, 9
 2, 36, 92, 84, 50
 76 DATA 94, 44, 95, 0, 255
 1000 PRINT CHR\$(4) ; "BSAVEYAM,A\$B0000,L
 2764"

ANAGRAMMES

Voici un jeu de logique (en fait un casse-tête) qui en fera réfléchir plus d'un pour trouver la solution. Il convient aux groupes comme aux solitaires. Il consiste en un mot à remettre dans l'ordre alphabétique la combinaison que l'ordinateur a choisi. A cet effet, pour rendre le jeu plus intéressant et plus compliqué, certaines règles particulières ont été incluses au déplacement d'une lettre. On peut rencontrer six situations.

Daniel MAITRE

MP-FII

• Situation I : Si l'on désire déplacer la première lettre. Cela a pour effet d'intervertir les lettres en position 1 et 9, de même que celles en position 2 et 10.

Ex. Tirage : "C B I F E D G A H J" si l'on joue 1 CBIFEDGAHJ C→H→C et B→J→B donc H J I F E D G A C B

• Situation II : Si l'on désire déplacer la deuxième lettre.

Dans ce cas, la lettre en position 2 ira en position 3, puis la lettre qui était en position 3 ira en position 1 et la lettre qui était en position 1 ira en position 2.

Ex. "CBIFEDGAHJ" si l'on joue 2 CBIFEDGAHJ B→I→C→B donc ICBFEDGAHJ

• Situation III : Si l'on désire déplacer les 3, 4, 5, 6 et 7^e lettres.

Explication avec la 5^e lettre :

Il en résulte 2 inversements, l'un entre les lettres de la position 5 et 7, l'autre entre les lettres de la position 4 et 6.

Ex. L'on joue 5 CBIFEDGAHJ E→G→E
donc CBIDGF EAH J F→D→F

• Situation IV : Si l'on désire déplacer la 8^e lettre.

Dans ce cas, la lettre en position 8 ira en position 7, puis la lettre qui était en position 7 ira en position 9 et la lettre qui était en position 9 ira en position 8.

Ex. CBIFEDGAHJ A→G→H→A
donc C B I F E D A H G J

• Situation V : Si l'on désire déplacer la 9^e lettre.

Il en résulte 2 inversements. L'un entre les lettres de la position 9 et 1, l'autre entre les lettres de la position 8 et 10.

Ex. CBIFEDGAHJ H→C→H
donc H B I F E D G J C A

Situation VI : Si l'on désire déplacer la 10^e lettre.

Dans ce cas, la lettre en position 10 ira en position 9, puis la lettre en position 9 ira en position 1 et la lettre qui était en position 1 ira en position 10.

Ex. CBIFEDGAHJ J→H→C→J donc H B I F E D G A J C

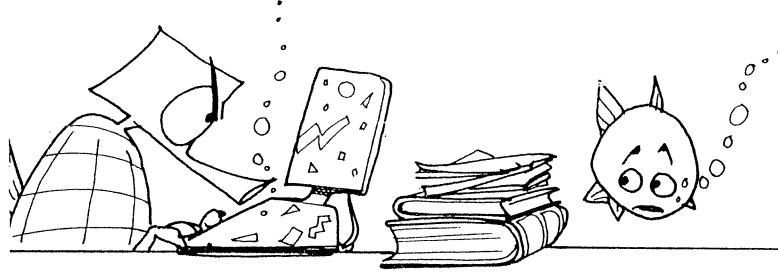
REMARQUE :

Il est possible de faire des retours en arrière (ils seront considérés comme un tour normal, donc totalisés par le compteur).

Pour les situations 1, 3, 5, on les obtient en rejouant la même situation que l'on a jouée précédemment.

Pour les situations 2, 4, 5, on les obtient en répétant 2 fois la même séquence que l'on a jouée dernièrement.

```
100 CLEAR : HOME
110 UTAB 5: HTAB 7: PRINT "BIEN VENUE A
U PAYS DU KIBUR"
120 HTAB 7: PRINT -----
130 UTAB 10: PRINT "VOTRE BUT : REMETTR
E DANS L'ORDRE"
140 PRINT : HTAB 13: PRINT "ALPHABETIQUE
E LA COMBINAISON"
150 PRINT : HTAB 13: PRINT "QUE L'ORDIN
ATEUR A CHOISIT"
160 PRINT : HTAB 13: PRINT "POUR VOUS,
DU CELLE QUE"
170 PRINT : HTAB 13: PRINT "VOUS AVEZ A
LUI PROPOSER."
180 PRINT : PRINT : HTAB 4: PRINT "A VO
US DE JOUER MAINTENANT ! . . . "
190 FOR I = 1 TO 7000: NEXT I
197 REM
198 REM MENU QUE PROPOSE L'ORDINATEUR
199 REM
200 HOME : CLEAR
210 UTAB 5: HTAB 11: PRINT "FAITES VOTR
E CHOIX"
220 HTAB 11: PRINT -----
230 UTAB 10: PRINT: "1 ---> SI VOUS AVEZ
UN JEU DE LETTRE"
240 PRINT : HTAB 9: PRINT "ENTRE A ET J
A ME PROPOSER"
250 UTAB 16: PRINT "2 ---> SI JE DOIS C
HERCHER UNE "
260 PRINT : HTAB 8: PRINT "COMBINAISON
EN VOTRE FAVEUR."
270 UTAB 21: HTAB 19: INPUT "? "/RE
280 IF RE = 1 THEN 310
290 IF RE = 2 THEN 700
300 GOTO 290
310 UTAB 24: INPUT "VOTRE COMBINAISON -
--> "/DD$ .
345 REM
346 REM AFFICHAGE DE LA COMBINAISON.
347 REM AVEC UNE DEMANDE DE CHANGEMENT
348 REM AINSI QUE SON EXECUTION
349 REM
350 HOME
360 UTAB 4: HTAB 17: PRINT "TOUR : "/HT
390 F = 0
400 FOR I = 1 TO 10
410 L$ = MID$(CO$, I, 1)
420 UTAB 11: HTAB 12 + F: PRINT L$
430 F = F + 2
440 NEXT I
450 UTAB 18: HTAB 14: PRINT "QUELLE LET
TRE"
460 UTAB 20: HTAB 3: PRINT "CHANGEZ-VOU
S DE PLACE (SON NUMERO)"
470 UTAB 22: HTAB 19: INPUT "? "/LN
480 DH LN GOSUB 1000, 1010, 1020, 1029, 102
9, 1020, 1029, 1030, 1040, 1050
490 IF CO$ < " " ABCDEFGHIJ" THEN NT
= NT + 1: GOTO 350
547 REM
548 REM MENU DE FIN DE PROGRAMME
549 REM
550 TEXT
```



```

560 UTAB 4: HTAB 11: PRINT "MES FELICIT
ATIIONS."
570 UTAB 6: PRINT "VOUS-AVEZ RETROUVE L
'ORDRE EN "/NT;" COUPS"
580 UTAB 9: HTAB 6: PRINT "DESIREZ-VOUS
UNE AUTRE PARTIE"
590 UTAB 11: HTAB 7: PRINT "(POUR VOUS
CREUSER LA TETE)"
600 UTAB 14: HTAB 11: INVERSE :
PRINT "OUI": NORMAL
610 UTAB 14: HTAB 19: PRINT "OU"
620 UTAB 14: HTAB 26: INVERSE :
PRINT "NON": NORMAL
630 UTAB 16: HTAB 17: INPUT "?": RE$
640 IF RE$ = "OUI" THEN 200
650 IF RE$ = "NON" THEN PRINT :
PRINT : PRINT "FAITES MIEUX LA PROCHA
INE FOIS": PRINT : PRINT "AU REVEILL... "
: HOME : END
660 GOTO 550
670 REM
671 REM RECHERCHE D'UNE COMBINAISON
672 REM PAR L'ORDINATEUR
673 REM
674 RESTORE
710 T1 = INT ( RND (1) * 6)
720 ON T1 GOSUB 900,910,920,930,940
730 T2 = INT ( RND (1) * 11)
740 FOR I = 1 TO T2
750 READ E$
760 NEXT I
770 FOR J = 1 TO 9
780 FOR K = 1 TO 3
790 READ F$
800 NEXT K
810 E$ = F$ + E$
820 NEXT J: C0$ = E$: GOTO 350
822 REM
832 REM PARTIE OU IL Y-A
834 REM TOUS LES SOUS-PROGRAMMES
835 REM
836 REM ELIMINATION DES DATA SUIVANT
837 REM LE TIRAGE DE T1 POUR LA
838 REM RECHERCHE DE LA COMBINAISON
839 REM
840 RETURN
910 FOR I = 1 TO 37
911 READ G$
913 NEXT I: RETURN
920 FOR I = 1 TO 74
921 READ G$
922 NEXT I: RETURN
930 FOR I = 1 TO 111
931 READ G$
932 NEXT I: RETURN
940 FOR I = 1 TO 148
941 READ G$
942 NEXT I: RETURN
997 REM
998 REM EXECUTION DE LA SITUATION 1
999 REM
1000 A$ = LEFT$ (C0$,1)
1001 B$ = MID$ (C0$,2,1)
1002 C$ = MID$ (C0$,9,1)
1003 D$ = RIGHT$ (C0$,1)
1004 P1$ = MID$ (C0$,3,6)
1005 C0$ = C$ + D$ + P1$ + A$ + B$:
RETURN
1007 REM
1008 REM EXECUTION DE LA SITUATION 2
1009 REM
1010 A$ = MID$ (C0$,2,1)
1011 B$ = LEFT$ (C0$,1)
1012 C$ = MID$ (C0$,3,1)
1013 P1$ = MID$ (C0$,4,7)
1014 C0$ = C$ + B$ + A$ + P1$: RETURN
1017 REM
1018 REM EXECUTION DE LA SITUATION 3
1019 REM
1020 A$ = MID$ (C0$,LN,1)
1021 B$ = MID$ (C0$,LN - 1,1)
1022 C$ = MID$ (C0$,LN + 1,1)
1023 D$ = MID$ (C0$,LN + 2,1)
1024 P1$ = LEFT$ (C0$,LN - 2)
1025 P2$ = RIGHT$ (C0$,LN - LN
+ 2))
1026 C0$ = P1$ + C$ + D$ + B$ + A$ +
P2$: RETURN
1027 REM
1028 REM EXECUTION DE LA SITUATION 4
1029 REM
1030 A$ = MID$ (C0$,8,1)
1031 B$ = MID$ (C0$,7,1)
1032 C$ = MID$ (C0$,9,1)
1033 P1$ = LEFT$ (C0$,6)
1034 P2$ = RIGHT$ (C0$,1)
1035 C0$ = P1$ + A$ + C$ + B$ + P2$:
RETURN
1037 REM
1038 REM EXECUTION DE LA SITUATION 5
1039 REM
1040 A$ = MID$ (C0$,9,1)
1041 B$ = MID$ (C0$,8,1)
1042 C$ = RIGHT$ (C0$,1)
1043 D$ = LEFT$ (C0$,1)
1044 P1$ = MID$ (C0$,2,6)
1045 C0$ = A$ + P1$ + C$ + D$ + B$:
RETURN
1047 REM
1048 REM EXECUTION DE LA SITUATION 6
1049 REM
1050 A$ = RIGHT$ (C0$,1)
1051 B$ = MID$ (C0$,9,1)
1052 C$ = LEFT$ (C0$,1)
1053 P1$ = MID$ (C0$,2,7)
1054 C0$ = B$ + P1$ + A$ + C$: RETURN
1056 REM
1057 REM DONNEES POUR COMBINAISON
1058 REM CHOISIES PAR L'ORDINATEUR
1059 REM
1100 DATA A,F,H,G,C,J,D,I,B,E,A,F,H,G,C
,J,D,I,B,E,A,F,H,G,C,J,D,I,B,E,A,F,H,G,C
,J,D
1101 DATA G,D,A,H,E,B,I,F,C,J,G,D,R,H,E
,B,I,F,C,J,G,D,A,H,E,B,I,F,C,J,G,D,R,H,E
,B,I
1102 DATA C,I,B,F,E,D,G,A,J,H,C,B,I,F,E
,D,G,A,J,H,C,I,B,F,E,D,G,A,J,H,C,B,I,F,E
,D,G
1103 DATA E,C,A,I,F,G,J,B,H,D,E,C,A,I,F
,G,J,B,H,D,E,C,A,I,F,G,J,B,H,D,E,C,A,I,F
,G,J
1104 DATA I,A,D,F,G,H,C,J,L,B,I,A,D,F,G
,H,C,J,L,B,I,A,D,F,G,H,C,J,L,B,I,A,D,F,G
,H,C

```

ARAIIGNEES

Le but du jeu est de survivre le plus longtemps possible face aux attaques répétées d'araignées géantes en marquant le plus possible de points. Pour cela vous pouvez vous déplacer à gauche, à droite et tirer. Mais plus le temps passe, plus elles vont vite.

Le programme donne un classement des joueurs suivant les points obtenus. Le son est de la fête vous vous en apercevrez rapidement. Toutes les règles sont dans le programme.

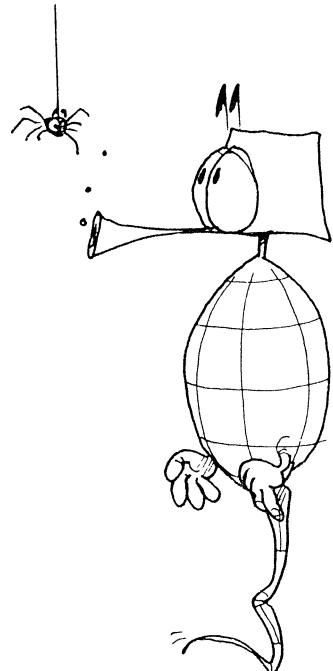
Christophe LE BOUIL

Mode d'emploi:

Le programme utilise des caractères programmables qui sont chargés à partir de la ligne 10080 jusqu'à la ligne 10160. Commencez donc par rentrer ce sous-programme, puis faites RUN. Vous avez maintenant accès à 12 nouveaux caractères que vous pouvez obtenir après être passé en mode caractères spéciaux (CTRL B); vous les obtiendrez alors de la façon suivante:

SHIFT CTRL 1 SHIFT CTRL 7
SHIFT CTRL 2 SHIFT CTRL Q
SHIFT CTRL 3 SHIFT CTRL W
SHIFT CTRL 4 SHIFT CTRL E
SHIFT CTRL 5 SHIFT CTRL R
SHIFT CTRL 6 SHIFT CTRL T

Pour afficher l'araignée de la ligne 78 par exemple, vous devez donc taper successivement, après le PRINT:
"CTRL B SHIFT CTRL 3" CTRL B RETURN



MP-FII

```
10 GOSUB 10000
15 DIM Y(18)
17 FOR CM = 1 TO NM
20 FOR JOU = 1 TO J: HOLLOWR = 3
30 HPLOT 0,25 TO 0,191 TO 259,191
TO 279,171 TO 279,05 TO 259,05
TO 259,191
40 HPLOT 0,25 TO 259,25
50 HPLOT 20,5 TO 279,5
52 VI = D / 10
55 SC = 0
70 FOR N = 1 TO 18
75 Y(N) = 23
78 UTAB 23: HTAB 2 * N: PRINT " "
80 NEXT N
90 X = 19
92 UTAB 2: HTAB 25: PRINT "N# JOU"
95 UTAB 2: HTAB 10: PRINT "SCORE"
100 UTAB 3: HTAB X - 1: PRINT " "
105 UTAB 2: HTAB 15: PRINT SC
108 FOR E = 1 TO 2
110 A = INT((RND(1) * 18) + 1
120 HTAB A * 2: UTAB Y(A): PRINT " "
130 Y(A) = Y(A) - VI
135 HTAB A * 2: UTAB Y(A)
140 PRINT " "
145 IF Y(A) < = 3.9 THEN GOTO 1000
150 HPLOT 0,25 TO 20,5
150 POKE 768,100: POKE 769,3: CALL 1770
)
165 NEXT E
170 CALL (300): I = PEEK(255)
180 IF I = 149 THEN X = X + 1
190 IF I = 136 THEN X = X - 1
200 IF I = 174 THEN GOSUB 500
210 IF X < 2 THEN X = 2
220 IF X > 37 THEN X = 37
230 IF X = 36 THEN HPLOT 279,5
TO 259,25
300 GOTO 100
500 POKE 768,15
510 POKE 769,4
520 CALL (770)
530 T = 0
540 FOR N = 5 TO 23
550 HTAB X: UTAB N: PRINT "*"
560 IF T < 20 THEN GOSUB 700:
NEXT N
570 IF H > = 23 THEN GOTO 600
580 T = 1
590 NEXT N
600 HTAB X: UTAB 23: PRINT " "
610 IF X < 2 < > INT(X / 2) THEN
RETURN
620 SC = SC + (24 - INT(Y(X / 2)))
630 VI = VI + .01
640 IF INT(Y(X / 2)) = 4 THEN
UTAB 4: HTAB X: PRINT " "
650 Y(X / 2) = 23
660 HTAB X
670 UTAB 23
680 PRINT " "
690 RETURN
700 HTAB X
710 UTAB N - 1
720 PRINT " "
```

```

730 POKE 768,N * 3
740 POKE 769,4
750 CALL (770)
760 RETURN
1000 REM
1010 FOR N = A + 2 TO X STEP SGN CX
    - A * 2
1020 UTAB 3: HTAB N: PRINT " "
1030 POKE 768,100: POKE 769,6: CALL (77
0)
1040 NEXT N
1050 GET A$: FOR N = 1 TO 24: UTAB 24:
PRINT : NEXT N
1055 UTAB 10: PRINT "SCORE": HTAB 11:
PRINT "#": HTAB 17: PRINT "VITESSE DES
ARaignees"
1060 PRINT : PRINT SC: HTAB 11:
PRINT "#": HTAB 17: PRINT VI
1070 PP = INT(SC * VI): PRINT :
PRINT "=";PP
1075 POC(JOU) = POC(JOU) + PP: PRINT :
PRINT "SCORE TOTAL : ";POC(JOU)
1080 GET A$
1090 HOME
1100 GOSUB 12000: REM CLASSEMENT
1120 NEXT JOU
1130 NEXT CM
1140 PRINT "FIN": GET A$: RUN
1200 END
10000 A$ = " 173 048 192 136 208 045 206
001 003 240 009 202 200 245 174 000 003
076 002 003 096 000 000"
10010 FOR N = 1 TO 23
10020 POKE N + 769, VAL C MID$(A$,N
* 4 - 3,4)
10030 NEXT N
10040 A$ = " 032 067 240 133 255 056"
10050 FOR N = 1 TO 6
10060 POKE N + 299, VAL C MID$(A$,N
* 4 - 3,4)
10070 NEXT N
10080 C = 12
10090 FOR N = 16384 TO 16383 + 68
    * C)
10100 READ A: POKE N,A: NEXT N
10110 DATA 29,29,0,127,0,0,54,99
10120 DATA 0,0,28,62,62,28,0,0
10130 DATA 0,127,73,73,0,62,65,65
10133 DATA 0,127,0,0,0,0,0,0
10135 DATA 0,126,2,2,2,98,34,34
10137 DATA 0,127,0,0,0,127,0,0
10140 DATA 0,63,32,32,32,35,34,34
10143 DATA 34,34,34,34,34,34,34,34
10145 DATA 34,98,2,2,2,126,0,0
10147 DATA 34,35,32,32,32,63,0,0
10150 DATA 34,98,2,2,2,98,34,34
10155 DATA 34,35,32,32,32,35,34,34
10160 POKE 2038,64
10170 HOME
10180 A$ = "ATTENTION":H = 15
10190 FOR N = H TO H + 8
10200 UTAB 1: HTAB N: PRINT MID$(A$,N
- 14,1)
10210 FOR M = 150 TO 20 STEP - 15
10220 POKE 768,M: POKE 769,10: CALL (77
0)
10230 NEXT M: NEXT N
10235 UTAB 3
10240 PRINT "DES AFFREUSES ARaignees GE
ANTES /N'AYANT"
10250 PRINT "PAS MANGE DEPUIS LONGTEMPS
, SONT"
10260 PRINT : PRINT "DECIDEES A VOUS DE
VORER DES QU'ELLES LE"
10270 PRINT : PRINT "POURONT"
10280 PRINT : PRINT "VOUS AVEZ REUSSI A
MONTER SUR UN MUR ,"
10290 PRINT : PRINT "MAIS ELLES SONT SU
R LE POINT DE MONTER"
10300 PRINT : PRINT "A LEUR TOUR"
10310 PRINT : PRINT "POUR LES EN EMPECH
ER,VOUS POUVEZ"
10320 PRINT : PRINT "LEUR LANDER DES PI
ERRES"
10325 PRINT : PRINT "LES POINTS QUE VOUS
RECEVEZ VARIENT"
10327 PRINT : PRINT "SELON LA HAUTEUR D
E L'ARaignee TOUCHEE"
10340 GET A$
10360 HOME
10365 SPEED= 255
10370 INPUT "NOMBRE DE JOUEUR(S) ?":J
10375 IF J > 8 THEN PRINT "DESOLE,M415
VOUS ETES TROP NOMBREUX": PRINT :
GOTO 10370
10380 DIM N$(J),PLC(J),POC(J),CC(J)
10390 FOR N = 1 TO J
10400 PRINT : PRINT "NOM DU JOUEUR ("N:
"": INPUT N$(N)
10410 PLC(N) = N
10420 NEXT N
10425 PRINT : PRINT : INPUT "COMBIEN DE
MANCHE ?":NM
10430 PRINT : INPUT "NIVEAU DE DIFFICUL
TE (1 A 30) ?":D
10440 IF D < 1 OR D > 30 THEN GOTO 104
40
10450 UTAB 22: PRINT "APPUYEZ SUR RETU
RN POUR CONTINUER"
10455 GET A$:A = ASC(A$)
10460 IF A < > 13 THEN GOTO 10460
10480 HOME
11000 REM PRESENTATION DES COMMANDES
11010 PRINT "COMMANDES:"
11020 UTAB 3: HTAB 2: PRINT "->" DR
DITE"
11030 UTAB 5: HTAB 2: PRINT "<->" GA
UCHE"
11040 UTAB 7: HTAB 2: PRINT "FIRE" TI
R"
11050 UTAB 22: PRINT "APPUYEZ SUR C P
OUR COMMENCER"
11060 GET A$: IF A$ < > "C" THEN
    GOTO 11060
11070 HOME
11080 RETURN
11220 HOME
12000 PRINT "-----"
12002 PRINT "II": INVERSE : PRINT "
    "
    HTAB 2
12003 PRINT " MANCHE " ;CM: TABC(14); "JO
UEUR ";JOU: TABC(25);N$(JOU);: NORMAL
12004 HTAB 40: PRINT "II": PRINT "I"
12005 PRINT "II": TABC(40); "II";
12006 PRINT "I"
12008 FOR N = 6 TO 21: PRINT "II";
    TABC(40); "II": NEXT N
12009 PRINT "I"
12010 FOR N = 1 TO J:CC(N) = 0: NEXT N
12020 FOR P = 1 TO J
12025 PH = - 1
12030 FOR JT = 1 TO J
12035 IF CC(JT) < > 1 AND POC(JT)
    > = PH THEN PH = POC(JT):JC = JT
12040 NEXT JT
12050 PLC(P) = JC:CC(JC) = 1
12060 NEXT P
12070 UTAB 4: HTAB 3: PRINT "NOM", "POIN
TS"
12080 FOR N = 1 TO J
12090 PRINT : HTAB 3: PRINT N$(PLC(N)),P
OC(PLC(N))
12100 NEXT N
12110 UTAB 24: PRINT "APPUYEZ SUR 'S' P
OUR LE JOUEUR SUIVANT"
12120 GET A$: IF A$ < > "S" THEN
    GOTO 12120
12130 HOME
12140 RETURN

```

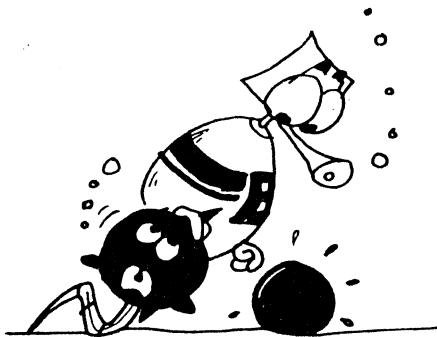
BOWLING

Un bowling pour vous tout seul, le rêve, non ! En tout cas,
n'en perdez pas la boule !

Stéphan BELLEGY

```
SLIST
7 A = 1
10 HOME : GOSUB 1000
17 CLEAR : HOME
20 SC = 0
25 GOSUB 2000
30 GOSUB 3000
35 FOR W = 1 TO TAB
40 CALL - 1998
45 COLOR= 6
50 REM DESSIN DU BOWLING
60 HLIN 0,39 AT 0
70 HLIN 0,39 AT 47
100 VLIN 0,47 AT 0
110 VLIN 0,47 AT 39
120 HLIN 0,35 AT 43
140 VLIN 41,42 AT 35: VLIN 1,2 AT
35
150 GOSUB 160: GOTO 240
160 REM DESSIN DES QUILLES
165 COLOR= 6
170 FOR I = 17 TO 23 STEP 2
180 PLOT 3,I: NEXT I
190 FOR I = 18 TO 22 STEP 2
200 PLOT 5,I: NEXT I
210 FOR I = 19 TO 21 STEP 2
220 PLOT 7,I: NEXT I
230 PLOT 9,20
235 RETURN
240 REM ARRIVEE DE LA BOULE
241 HTAB 10: VTAB 2: PRINT "SCOR
E:"SC
242 HTAB 2: VTAB 2: PRINT "ACT."
W
245 FOR B = A TO 2
250 FOR I = 2 TO 37
260 COLOR= 0: PLOT I - 1,45: COLOR=
3: PLOT 1,45: NEXT I
270 FOR I = 45 TO 2 STEP - 1
280 COLOR= 0: PLOT 37,I + 1: COLOR=
3: PLOT 37,I
290 CALL 770: IF PEEK (0) = 174
THEN 400
300 NEXT I
305 CALL 65338
310 FOR I = 2 TO 45
320 COLOR= 0: PLOT 37,I - 1: COLOR=
3: PLOT 37,I
330 CALL 770: IF PEEK (0) = 174
THEN 400
340 NEXT I
345 CALL 65338
350 GOTO 270
400 Z = Z + 1: FOR X = 37 TO 1 STEP
- 1
420 COLOR= 0: PLOT X + 1,I: COLOR=
3: PLOT X,I
430 NEXT X
440 COLOR= 0: PLOT X + 1,I
460 IF I = 17 THEN PLOT 3,17:SC
= SC + 10
470 IF I = 18 THEN PLOT 5,18: PLOT
3,17:SC = SC + 20
480 IF I = 19 THEN PLOT 3,17: PLOT
5,18: PLOT 3,19: PLOT 7,19:S
C = SC + 50
490 IF I = 20 THEN PLOT 9,20: PLOT
7,19: PLOT 7,21: PLOT 5,18: PLOT
5,20: PLOT 5,22: PLOT 3,17: PLOT
3,19: PLOT 3,21: PLOT 3,23:S
C = SC + 100
500 IF I = 21 THEN PLOT 7,21: PLOT
3,21: PLOT 5,22: PLOT 3,23:S
C = SC + 50
510 IF I = 22 THEN PLOT 5,22: PLOT
3,23:SC = SC + 20
520 IF I = 23 THEN PLOT 3,23:SC
= SC + 10
530 HTAB 10: VTAB 2: PRINT "SCOR
E:"SC
540 HTAB 2: VTAB 2: PRINT "ACT."
W
550 IF I < > 20 THEN NEXT B
560 IF I = 20 THEN CALL 65338: GOSUB
160: GOTO 250
600 NEXT W
620 REM **** FIN DE PARTIE ****
640 HOME : HTAB 12: VTAB 8
650 PRINT "VOTRE SCORE EST "SC
655 PRINT
660 PRINT : HTAB 10: VTAB 12: PRINT
"CE QUI FAIT UN TOTAL DE :"
661 PRINT : PRINT
663 HTAB 6: PRINT "- ";Z;" TIERS"
664 PRINT
666 HTAB 6: PRINT "- POUR UN FOU
RCENTAGE DE "; INT (SC / Z);
" POINTS": PRINT : PRINT : PRINT "PA
R BOULE"
668 REM **** UNE NOUVELLE PARTIE
? ****
669 PRINT : PRINT
670 INFUT "VOULEZ-VOUS REJOUER ? "
";RS"
680 IF RS$ = "O" OR RS$ = "OUI" THEN
SC = 0:Z = 0: GOSUB 3000: GOTO
35
690 TEXT : END
1000 REM PRESENTATION
1010 HOME
1020 HTAB 13
1025 VTAB 10
1030 PRINT "*****"
1032 HTAB 13
```

MP-FII



```

1035 PRINT "*          *"
1037 HTAB 13
1040 PRINT "*  BOWLING  *"
1042 HTAB 13
1044 PRINT "*          *"
1047 HTAB 13
1048 PRINT "*****"
1050 POKE 770,32: POKE 771,67: POKE
772,240: POKE 773,133: POKE
774,0: POKE 775,96
1055 PRINT : PRINT : PRINT : PRINT
: PRINT : PRINT
1060 PRINT "APPUYER SUR UNE TOUC
HE POUR COMMENCER...": GET A
$: VTAB 22: RETURN
2000 HOME
2010 REM *** PRESENTATION ***
2020 VTAB 4
2030 HTAB 16
2040 PRINT "BOWLING"
2050 HTAB 5
2060 VTAB 16
2070 PRINT "VOULEZ-VOUS DES INST
RUCTIONS ?";
2080 GET XX$
2090 IF MID$(XX$,1,1) = "O" THEN
2100 IF MID$(XX$,1,1) = "N" THEN
RETURN
2110 GOTO 2000
2150 TEXT
2160 PRINT "CE JEU EST STRUCTURE
EN TABLEAUX COMME "
2170 PRINT "LA PLUPART DES JEUX
D'ARCADES."
2180 PRINT
2190 PRINT "CHAQUE TABLEAU EST C
ONSTITUE PAR "
2200 PRINT
2210 PRINT "TROIS BOULES."
2220 PRINT :
2230 PRINT "AINSI, VOUS DEVEZ COU
CHER LES DIX QUILLES"
2240 PRINT "QUE COMPORTE UN TABL
EAU ."
2250 PRINT
2260 PRINT "HEUREUSEMENT, QUAND V
OUS FEREZ TOMBER "
2270 PRINT
2280 PRINT "LA QUILLE CENTRALE,V
OUS FEREZ TOMBER "
2290 PRINT
2300 PRINT "D'UN COUP, LES NEUF A
UTRES ET EN PLUS "
2310 PRINT
2320 PRINT "VOUS AUREZ DROIT A U
NE BOULE "
2330 PRINT

```

```

2340 PRINT "SUPPLEMENTAIRE EN GU
ISE DE BONUS."
2350 VTAB 22
2360 HTAB 34
2370 INVERSE
2380 PRINT "SUITE "
2390 NORMAL
2400 GET A$
2410 TEXT
2420 PRINT "QUAND LA BILLE AURA
UN MOUVEMENT"
2430 PRINT
2440 PRINT "VERTICAL, VOUS AUREZ
TOUT VOTRE TEMPS"
2450 PRINT
2460 PRINT "POUR TIRER: POUR CELA
VOUS DEVREZ APPUYER"
2470 PRINT "SUR LA TOUCHE 'FIRE'
"
2480 PRINT
2490 PRINT "QUAND VOUS AUREZ PRE
SSE CETTE TOUCHE, "
2500 PRINT
2510 PRINT "LA BALLE TRAVERSERA
L'ECRAN DE DROITE A "
2520 PRINT "GAUCHE ET FERA TOMBE
R DES QUILLES"
2530 PRINT
2540 PRINT "SI EVIDEMENT VOUS AV
EZ BIEN VISE... "
2550 INVERSE
2560 HTAB 34
2570 VTAB 23
2580 PRINT "SUITE"
2590 GET A$
2600 NORMAL
2610 RETURN
3000 TEXT
3010 VTAB 12
3020 PRINT "ALORS, COMBIEN VOULEZ
-VOUS DE TABLEAUX ?": GET T
AB
3030 RETURN
■

```

CARNET D'ADRESSE

Ce programme permet de tenir un carnet d'adresse. Les opérations possibles étant : la recherche d'une adresse, modification, ajout, suppression et liste du fichier d'adresse.

Rien de très original si ce n'est la méthode d'accès aux articles du fichier.

Vincent DI SANZO

Mode d'emploi :

L'accès direct tel que le permet le DOS 3.3 suppose la connaissance du rang de l'enregistrement dans le fichier, or il paraît difficile d'annoncer un nom à un numéro. Aussi ai-je simulé un accès indexé sur le nom. Qui dit accès indexé, dit table d'index. Celle-ci est conservée dans le fichier, ce qui évite d'avoir à le recréer à chaque utilisation du programme. Nous nous limitons à 100 articles maximum (102 !)

Stocker un fichier : longueur d'article 82. Les 17 premiers articles contiendront la table d'index. (6 noms par article)

Principe de recherche d'une adresse : on recherche le nom dans la table index, une fois celui-ci trouvé, l'indice ou le rand + 16 donne le rang de l'enregistrement dans le fichier. Cela suppose que l'on a initialisé une table en mémoire à partir de la table d'index résidant sur le fichier.

Ajout d'une adresse : On recherche dans la table un "trou", s'il n'y en a pas on prend la première place suivant le dernier poste occupé.

Suppression d'une adresse : on crée un trou dans la table.

On positionne un code de suppression à 0 dans l'enregistrement supprimé. A chaque opération modifiant l'état du fichier il y a réécriture de l'article où se trouve le nom index (on ne réécrit pas toute la table !)

Réécriture de l'enregistrement modifié.

Intérêts de la méthode :

- accès indexé sur le nom.
- création table d'index rapide puisqu'il s'agit de recopier la table de disque à mémoire.

- Pas de réorganisation de fichier puisqu'on gère les trous.

- Sécurité, en cas de plantage on peut toujours reconstituer le fichier d'index grâce au code de suppression d'enregistrement et à un programme non fourni !

- méthode simple et efficace tant que le fichier reste de volume faible (notre cas).

Inconvénients : ce n'est qu'une méthode qui demande beaucoup de rigueur dans la programmation et d'un peu d'astuces.

MP-FII

```
1279 :
1280 REM LISTE DU FICHIER
1281 :
1290 IF NB = 0 THEN 1420
1300 FOR I = 1 TO NB
1310 PRINT RD$; I + 16
1320 GOSUB 1920
1330 PRINT D$
1340 IF CODE$ < > "1" THEN 1410
1350 HOME : INVERSE
1360 PRINT "ARTICLE NUMERO ";I
1370 NORMAL
1380 PRINT
1390 GOSUB 2690
1400 VTAB 23: HTAB 6: INPUT "TAP
EZ RETURN POUR CONTINUER";A$
1410 NEXT
1420 HOME : VTAB 10: HTAB 10
1430 INVERSE : PRINT " FIN DE FI
CHIER "; NORMAL
1440 VTAB 23: HTAB 6: INPUT "TAP
EZ RETURN POUR CONTINUER";A$
1450 RETURN
1459 :
1460 REM FIN DU PROGRAMME
1461 :
1470 PRINT CL$
1480 NORMAL
1490 TEXT
1500 END
1509 :
1510 REM MODIF/SUPPR
1511 :
1515 POKE 34,20
1520 VTAB 21: HTAB 1: PRINT SPC(
80): VTAB 21: HTAB 1
1540 PRINT "MODIFICATION D'ARTIC
LE --> (1)"
1550 PRINT "SUPPRESSION D'ARTIC
LE --> (2)"
1560 PRINT
1570 INPUT "VOTRE CHOIX ";A$:A =
VAL (A$)
1580 IF A < 1 OR A > 2 THEN 1520
1590 ON A GOTO 1600,1840
1600 INVERSE : REM MODIF
1601 VTAB 9: HTAB 14: PRINT "1"
1602 VTAB 11: HTAB 14: PRINT "2"
1603 VTAB 13: HTAB 14: PRINT "3"
```

CASSE-TETE

Un vrai casse-tête où l'abandon est un véritable échec. Ne trichez pas, ça serait un peu cavalier.

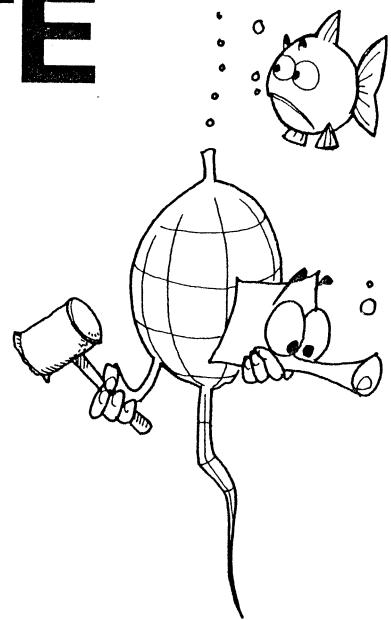
André LEGRAND

Mode d'emploi :

Le jeu se déroule dans un tableau de quatre lignes et quatre colonnes. Le but du jeu est de remplacer dans l'ordre alphabétique, les 15 cavaliers indiqués de A à O. La dernière case est libre et les cavaliers se déplacent comme aux échecs. Le programme est écrit en Basic Etendu et si ce n'est la présentation, peut donc être adapté très facilement.

MP-FII

```
75 REM PRESENTATION
76 REM -----
80 TEXT : NORMAL : SC = 0
90 GR : POKE 232,1 : POKE 233,144
95 RESTORE : GOSUB 2000
100 COLOR = 6
110 PLDT 11,5 : PLDT 13,5
115 PLDT 11,6 : PLDT 13,6
120 HLIN 10,14 AT 7
125 HLIN 10,14 AT 9
130 HLIN 8,10 AT 9 : HLIN 12,15 AT 9
135 HLIN 8,10 AT 10 : HLIN 12,15
AT 10
140 HLIN 5,15 AT 11
145 HLIN 5,15 AT 12
150 HLIN 6,16 AT 13
155 HLIN 6,16 AT 14
160 HLIN 5,8 AT 15 : HLIN 10,16 AT 15
165 HLIN 5,8 AT 16 : HLIN 10,16 AT 16
170 HLIN 9,15 AT 17
175 HLIN 9,15 AT 18
180 HLIN 9,15 AT 19
185 HLIN 9,15 AT 20
190 HLIN 9,15 AT 21
195 HLIN 9,15 AT 22
200 HLIN 9,15 AT 23
205 HLIN 9,15 AT 24
210 HLIN 6,18 AT 25
215 HLIN 6,18 AT 26
220 HLIN 6,18 AT 27
225 HLIN 6,18 AT 28
230 FOR I = 1 TO 20 : HTAB 25 : UTAB I :
PRINT "CASSE-TETE"
240 NEXT
245 HTAB 8 : UTAB 18 : PRINT "PAR"
250 HTAB 3 : UTAB 21 : PRINT " ANDRE LE G
RAND"
260 FOR I = 1 TO 1000 : NEXT
270 TEXT
280 HOME
290 HTAB 3 : UTAB 2 : PRINT "R E G L E S
D U J E U "
295 HTAB 15 : UTAB 4 : PRINT "-----"
305 UTAB 8 : PRINT "LA PARTIE SE JOUE SU
R UN DAMIER 4X4."
310 UTAB 18 : PRINT "VOUS DEVEZ REMETTRE
LES 15 CAVALIERS EN"
320 UTAB 12 : PRINT "DICES DE 'A' A 'O'
DANS L'ORDRE ALPHABETIQUE"
330 UTAB 14 : PRINT "TIRER, C'EST A DIRE
AINSI:"
340 UTAB 16 : HTAB 14 : PRINT "ABCD"
350 UTAB 17 : HTAB 14 : PRINT "EFGH"
360 UTAB 18 : HTAB 14 : PRINT "IJKL"
370 UTAB 19 : HTAB 14 : PRINT "MNO"
380 UTAB 21 : PRINT "LES CAVALIERS SE DE
PLACENT COMME AUX"
390 UTAB 23 : PRINT "ECHECS."
400 GET A$ : IF A$ = "" THEN 400
410 HOME
```



```

420 REM -----
425 REM           INITIALISATION
430 REM -----
440 DIM T$(4,4)
450 A$ = "ABODEFGHIJKLMNO"
460 FOR I = 1 TO 4
470 FOR J = 1 TO 4
480 A = INT((RND(1)*LEN(A$)))
485 IF A = 0 THEN A = 1
490 T$(I,J) = MID$(A$,A,1)
493 IF LEN(A$) = 1 THEN T$(I,J)
= A$: GOTO 510
495 IF A = 1 THEN A$ = RIGHT$(A$,
LEN(A$)-A): GOTO 510
500 A$ = LEFT$(A$,A-1)+RIGHT$(A$,
LEN(A$)-A)
510 NEXT J
520 NEXT I
521 REM -----
522 REM   JEU EN LUI-MEME
523 REM -----
525 SCALE= 2: ROT= 0: HCOLOR = 3:
HGR
526 HTAB 25: UTAB 9: PRINT "S -->STOP"
527 HTAB 25: UTAB 10: PRINT "T -->TERMI
NE"
530 FOR I = 1 TO 4
540 FOR J = 1 TO 4
550 HTAB 5 * J: UTAB 4 * I + 3:
PRINT T$(I,J)
560 DRAW 1 AT 35 * J - 13,32 * I
+ 26
570 NEXT J
580 NEXT I
585 KDRAW 1 AT 35 * 4 - 13,32 * 4
+ 26: A = 4: B = 4
587 HTAB 3: UTAB 22
590 PRINT "LEQUEL DEPLACEZ-VOUS ?"
600 GET R$: IF R$ = "S" THEN TEXT :
HOME : GOTO 1000
605 IF R$ = "" THEN GOTO 600
610 IF R$ = "T" THEN GOSUB 1500
620 IF ASC(R$) < 65 OR ASC(R$)
> 79 THEN GOTO 600
630 FOR I = 1 TO 4: FOR J = 1 TO 4:
IF T$(I,J) = R$ THEN X = I: Y = J
640 NEXT J,I
645 IF (ABS(A - X) = 1 AND ABS(Y
- B) = 2) OR (ABS(A - X) = 2
AND ABS(Y - B) = 1) THEN GOTO 650
647 GOTO 600
650 KDRAW 1 AT 35 * Y - 13,32 * X
+ 26
650 HTAB 5 * Y: UTAB 4 * X + 3:
PRINT " "
670 DRAW 1 AT 35 * B - 13,32 * A
+ 26
680 HTAB 5 * B: UTAB 4 * A + 3:
PRINT R$
690 Z$ = T$(A,B): T$(A,B) = T$(X,Y): T$(X,
Y) = Z$: A = X: B = Y
700 R$ = ""
710 SC = SC + 1
720 GOTO 600
1000 REM -----
1010 REM           ABANDON
1020 REM -----
1030 TEXT : HOME
1040 END
1050 REM -----
1051 REM           TERMINE ?
1052 REM -----
1053 T$ = ""
1054 FOR I = 1 TO 4
1055 FOR J = 1 TO 4
1056 T$ = T$ + T$(I,J)
1070 NEXT J
1080 NEXT I
1090 FOR J = 1 TO 11
1100 IF MID$(T$,J,1) < > CHR$(64
+ J) THEN 1150
1110 NEXT J
1120 TEXT : HOME
1130 HTAB 3: UTAB 9: PRINT "VOUS AVEZ R
EUSSI EN "/SC/" COUPS."
1140 END
1150 TEXT : HOME
1160 HTAB 3: UTAB 9
1170 PRINT "TOI Y EN A PAS CONNAITRE DR
DRE ALPHABETIQUE"
1180 FOR I = 1 TO 2000: NEXT I
1190 GOTO 1000
2000 REM -----
2010 REM           TABLE DE FORME
2020 REM -----
2030 DATA 0,1,0,4,0,45,45,45,45,45,36,36,3
9,60,36,39,55,39,55,55,63,62,54,45,37,53
,62,62,118,9,88,88,88,88,88,40,60,6
2040 FOR I = 36964 TO 36990
2050 READ A: POKE I,A
2060 NEXT
2065 RETURN
2070 REM -----
2080 REM           FIN PROGRAMME
2090 REM -----

```

DEPTH'S WAR



DEPTH'S WAR est un programme en 3 dimensions qui s'adresse particulièrement aux amateurs de Wargames et autres jeux de stratégie. C'est-à-dire que le hasard n'aura qu'une part infime dans votre délicate mission.

A bord de votre bâtiment de guerre, vous devrez détruire un sous-marin ennemi qui a pénétré dans votre zone de surveillance.

Patrice CAMUS

MP-FII

3 niveaux de difficulté vous sont proposés :

- 1) facile : vous voyez votre cible.
- 2) moyen : vous ne voyez pas votre cible mais vous avez des indications qui vous aideront à la retrouver.
- 3) difficile : vous ne disposez que d'un seul radar pour retrouver votre cible.

En début de partie, une grille de 20x20 apparaît sur l'écran, ainsi qu'un pupitre de commandes concernant vos déplacements, vos tirs et différents renseignements vous permettant de localiser le sous-marin. Votre bateau est représenté en bas à gauche de la grille, par un petit carré d'une case. Le sous-marin est placé aléatoirement dans la moitié droite de la grille.

"CONTROLE RADAR" vous indique la distance (en nombre de cases) qui vous sépare du sous-marin.

"INDICATEUR DIRECTION" vous donne la direction du sous-marin (qui varie de 1 à 8). Cette indication n'apparaît pas en niveau 3.

Ce qu'il faut savoir sur le sous-marin :

Il se déplace dans la même direction, à même vitesse, et à même profondeur, jusqu'à ce qu'il rencontre le bord de la grille. Si c'est le cas, il changera 1, 2 ou la totalité de ses paramètres et continuera sa course :

- * sa direction varie de 1 à 8
- * sa vitesse est de 1 à 3 cases
- * sa profondeur varie de 1 à 3.

Ce qu'il faut savoir sur les déplacements et les tirs du bateau :

1^o) Déplacement :

- vous vous déplacez de 1 à 5 cases dans l'une des 8 directions possibles.

- Après chacun de vos déplacements "CONTROLE RADAR" et éventuellement "INDICATEUR DIRECTION" vous donneront de nouveaux paramètres sur le sous-marin. Votre but initial est de vous rapprocher le plus près possible de l'ennemi, afin de vous mettre en position de tir. Mais, ATTENTION, si vous arrivez sur la même case que lui, il vous détruira.

2^o) Tirs :

- Vous ne pouvez tirer qu'après un déplacement de votre bateau.
- La portée du tir est de 5 cases, cela dans l'une des 8 directions possibles.

- Vous devez en plus de la direction et de la distance, indiquer une profondeur (1, 2 ou 3).

Après chaque tir : vous aurez pendant quelques secondes, en haut de l'écran le résultat de votre tir avec : l'écart de profondeur entre son impact et le sous-marin.

Votre stock de grenades sera diminué de 1. Si votre stock = 0 alors le sous-marin vous détruira.

Pour jouer : entrez une direction (1 à 8)

entrez une longueur (1 à 5)

entrez "O" ou "N" si vous voulez tirer ou non.

```

70  GOSUB 3000
75  GOSUB 4000
80  HOME : UTAB 10: PRINT "VOULEZ-VOUS C
ONSUETER LA REGLE DU JEU"
82  GET XX$: IF XX$ = "0" THEN HOME :
      GOSUB 2200
100  HOME
110  GOSUB 1000
115  REM   COORDONNEES DU BATEAU
120  X = 1:Y = 20
125  REM   COORDONNEES DU S-MARIN
130  H = INT ( RND (1) * 11 ) + 10
140  V = INT ( RND (1) * 20 ) + 1
145  IF PP$ = "1" THEN HD = 3: GOSUB 409
0
150  GOSUB 1500
150  GOSUB 1610
170  DI = INT ( RND (1) * 8 ) + 1
172  IF PP$ = "3" THEN 180
175  GOSUB 3500
180  REM   INITIALISATIONS
190  TIR = 10
200  GOSUB 1500
250  HTAB 38: UTAB 23: PRINT TIR
265  REM   DESSIN DU BATEAU
270  HD = 6: GOSUB 1700
280  REM   DEPLACEMENT DU BATEAU
285  IF TIR = 0 THEN GOSUB 3200:
      GOTO 990
290  HTAB 38: UTAB 11: INPUT Q
295  IF Q > 8 OR Q < 1 THEN 290
300  HTAB 38: UTAB 13: INPUT W
305  IF W > 5 THEN 300
306  GOSUB 1980
307  GOSUB 1500
308  REM   TIR
310  HTAB 38: UTAB 15: INPUT E$:
320  IF E$ = "0" THEN GOSUB 1900
350  REM   DEPLACEMENT DU S-MARIN
355  IF PP$ = "1" THEN HD = 0: GOSUB 409
0
360  IF DI = 1 THEN H = H + VI:U
      = U - VI
365  IF DI = 2 THEN H = H + VI
370  IF DI = 3 THEN H = H + VI:U
      = U + VI
375  IF DI = 4 THEN V = U + VI
380  IF DI = 5 THEN H = H - VI:U
      = U + VI
385  IF DI = 6 THEN H = H - VI
390  IF DI = 7 THEN H = H - VI:U
      = U - VI
395  IF DI = 8 THEN V = U - VI
400  IF H > 20 THEN H = 20
405  IF H < 1 THEN H = 1
410  IF V > 20 THEN V = 20
415  IF V < 1 THEN V = 1
420  IF V = 1,OR,V = 20 OR H = 1
      OR H = 20 THEN GOSUB 1600: GOSUB 161
0
430  IF H = 1 AND V = 1 THEN DI = 3:H
      = H + VI:U = U + VI
435  IF H = 20 AND V = 1 THEN DI
      = 5:H = H - VI:U = U + VI
440  IF H = 20 AND V = 20 THEN DI
      = 7:H = H - VI:U = U - VI
445  IF H = 1 AND V = 20 THEN DI
      = 1:H = H + VI:U = U - VI
450  IF H = 20 THEN DI = INT ( RND (1)
      * 3 ) + 5
455  IF H = 1 THEN DI = INT ( RND (1)
      * 3 ) + 1
460  IF V = 1 THEN DI = INT ( RND (1)

```

```

        * 3) + 3
470 IF U = 20 THEN DI = INT ( RND (1) * 3) + 7: IF DI = 9 THEN DI = 1
480 FOR F = 11 TO 21 STEP 2: HTAB 38: UTAB F: PRINT " "; NEXT F
482 IF PP$ = "3" THEN 499
495 GOSUB 3500
499 GOSUB 1500
495 IF PP$ = "1" THEN HD = 3: GOSUB 409
500 GOTO 280
500 REM EMPLACEMENT FINAL DU S-MARIN
500 HCOLOR = 3: HPLOT H * 8 + 4, U
      * 8 + 3 TO H * 8 + 9, U * 8 + 8:
      HPLOT H * 8 + 4, U * 8 + 8 TO H
      * 8 + 9, U * 8 + 7
510 GET XX$: TEXT : HOME : GOTO 75
500 REM DESSIN DU TERRITOIRE
1000 HGR
1020 FOR G = 10 TO 170 STEP 8
1030 HCOLOR = 3
1040 HPLOT 11,G TO 171,G
1050 NEXT G
1060 FOR G = 11 TO 171 STEP 8
1080 HPLOT G,10 TO G,170
1090 NEXT G
1095 REM DESSIN DU TABLEAU DE BORD
1100 HTAB 30: UTAB 1: PRINT "BATEAU"
1110 HTAB 28: UTAB 3: PRINT "DEPLACEMENT"
T"
1120 HTAB 29: UTAB 5: PRINT "7 8 1"
1130 HTAB 29: UTAB 7: PRINT "6 2"
1140 HTAB 29: UTAB 9: PRINT "5 4 3"
1150 HPLOT 208,52 TO 232,52
1160 HPLOT 220,43 TO 220,60
1170 HPLOT 206,60 TO 232,43
1180 HPLOT 208,43 TO 232,60
1190 HTAB 28: UTAB 11: PRINT "DIRECTION"
"
1200 HTAB 28: UTAB 13: PRINT "LONGUEUR"
1210 HTAB 28: UTAB 15: PRINT "TIR (D/H)
"
1220 HTAB 28: UTAB 17: PRINT "DIRECTION"
"
1230 HTAB 28: UTAB 19: PRINT "DISTANCE"
"
1240 HTAB 28: UTAB 21: PRINT "PROFONDEUR"
R"
1245 HTAB 28: UTAB 23: PRINT "GRENADES
"
1250 HPLOT 180,25 TO 180,95
1260 HPLOT 180,25 TO 185,20
1270 HPLOT 180,95 TO 185,100
1280 HPLOT 180,121 TO 180,174
1290 HPLOT 180,121 TO 185,116
1300 HPLOT 180,174 TO 185,179
1310 HTAB 1: UTAB 23: PRINT "CONTROLE-R
ADAR"
1400 RETURN
1490 REM CALCUL CONTROLE-RADAR
1500 K = ABS (H - X)/L = ABS (U
      - Y)
1510 IF K > = L THEN M = K
1520 IF L > K THEN M = L
1525 HTAB 20: UTAB 23: PRINT " "
1527 HTAB 20: UTAB 23: PRINT M
1528 IF M = 0 THEN HTAB 1: UTAB 1:
      PRINT "LE BATEAU COULE
      "
      GOSUB 3200: GOTO 900
1530 RETURN
1590 REM CALCUL PROFONDEUR/VITESSE
1600 FR = INT ( RND (1) * 3) + 1:
      RETURN
1610 VI = INT ( RND (1) * 3) + 1:
      RETURN
1690 REM REPRESENTATION DU BATEAU
1700 FOR F = X * 8 + 4 TO X * 8
      + 9: FOR G = Y * 8 + 3 TO Y * 8
      + 9: HCOLOR = HD: HPLOT F,G:
      NEXT G: NEXT F
1710 RETURN
1790 REM ENTREE DES DONNEES X TIR
1800 HTAB 38: UTAB 17: INPUT R
1805 IF R > 8 OR R < 1 THEN 1800
1810 HTAB 38: UTAB 19: INPUT T
1815 IF T > 5 THEN 1810
1820 HTAB 38: UTAB 21: INPUT U
1825 IF U > 3 OR U < 1 THEN 1820
1830 IF R = 1 THEN R = X + T:T = Y
      - T
1840 IF R = 2 THEN R = X + T:T = Y
1845 IF R = 3 THEN R = X + T:T = Y
      + T
1850 IF R = 4 THEN R = X:T = Y + T
1855 IF R = 5 THEN R = X - T:T = Y
      + T
1865 IF R = 6 THEN R = X - T:T = Y
1870 IF R = 7 THEN R = X - T:T = Y
      - T
1875 IF R = 8 THEN R = X:T = Y - T
1876 HTAB 21: UTAB 1: PRINT "
      "
1877 TIR = TIR - 1
1878 HTAB 38: UTAB 23: PRINT "
      "
      HTAB 38: UTAB 23: PRINT TIR
1879 HTAB 1: UTAB 1: PRINT "ECART PROFO
NDEUR : "; ABS (U - PR): FOR F = 1
      TO 5: HTAB 20: UTAB 1: PRINT "
      "
      FOR G = 1 TO 100: NEXT G: HTAB 20:
      UTAB 1: PRINT ABS (U - PR): FOR G
      = 1 TO 100: NEXT G: GOSUB 3600:
      NEXT F
1880 IF R = H AND T = U AND U = PR
      THEN FDR F = 1 TO 10: HTAB 19:
      UTAB 23: PRINT "
      "
      FOR G = 1 TO 100: NEXT G: HTAB 19: UTAB 23:
      PRINT "COULE": FOR G = 1 TO 100:
      NEXT G: NEXT F: GOSUB 3100: GOTO 900
1885 IF R = H AND T = U AND ABS (U
      - PR) = 1 THEN FOR F = 1 TO 5:
      HTAB 17: UTAB 23: PRINT "ENDOMMAGE":
      GOSUB 3400: FOR G = 1 TO 50: NEXT G:
      HTAB 17: UTAB 23: PRINT "
      "
      FOR G = 1 TO 50: NEXT G: NEXT F
1887 IF R = H AND T = U AND ABS (U
      - PR) = 1 THEN 1885
1890 FOR G = 1 TO 5: HTAB 19: UTAB 23:
      PRINT "RATE": FOR F = 1 TO 100: NEXT F:
      HTAB 19: UTAB 23: PRINT "
      "
      FOR F = 1 TO 100: NEXT F: NEXT G: GOSUB 330
      0
1895 HTAB 20: UTAB 23: PRINT M
1900 RETURN
1900 HD = 0: GOSUB 1700
1905 IF Q = 1 THEN X = X + W:Y = Y
      - W
2010 IF Q = 2 THEN X = X + W
2020 IF Q = 3 THEN X = X + W:Y = Y
      + W
2030 IF Q = 4 THEN Y = Y + W
2040 IF Q = 5 THEN X = X - W:Y = Y
      + W
2050 IF Q = 6 THEN X = X - W
2060 IF Q = 7 THEN X = X - W:Y = Y
      - W
2070 IF Q = 8 THEN Y = Y - W
2072 IF X > 20 THEN X = X - 20:
      GOTO 2076
2074 IF X < 1 THEN X = 20 - ABS (X)
2076 IF Y > 20 THEN Y = Y - 20:
      GOTO 2090
2078 IF Y < 1 THEN Y = 20 - ABS (Y)
2090 HD = 6: GOSUB 1700
2100 RETURN
2200 REM
2205 PRINT : PRINT : PRINT
2210 PRINT "VOUS ETES COMMANDANT D'UN B
ATIMENT DE"
2215 PRINT "GUERRE . VOTRE MISSION EST
DE DETRUIRE"

```

```

2220 PRINT "UN SOUS-MARIN ENNEMI QUI A
PENETRE"
2225 PRINT "VOTRE ZONE DE SURVEILLANCE"
2230 PRINT : PRINT "VOUS VOUS DEPLACEZ
DE 5 CASES AU PLUS"
2235 PRINT "DANS UNE DES 8 DIRECTIONS P
OSSIBLES"
2240 PRINT "MEMES REGLES POUR TIRER/CEP
ENDANT VOUS"
2245 PRINT "DEVREZ EN PLUS DONNER UNE P
ROFONDEUR"
2250 PRINT "ENTRE 1 ET 3"
2255 PRINT : PRINT "UN RADAR VOUS DONNE
RA LA DISTANCE QUI"
2260 PRINT "VOUS SEPARA DU S-MARIN ET L
A DIFFERENCE"
2265 PRINT "ENTRE LA PROFONDEUR DE VOTR
E TIR ET"
2270 PRINT "CELLE DU S-MARIN"
2275 PRINT "L'ENNEMI A UNE VITESSE ENTR
E 1 ET 3. IL"
2280 PRINT "CHANGE DE DIRECTION/VITESSE
ET"
2285 PRINT "PROFONDEUR DES QU'IL RENCON
TRE UN BORD"
2290 PRINT "SI VOUS ETES AU DESSUS DE L
UI, IL VOUS"
2295 PRINT "DETRUIRA !!!!!"
2300 GET XX$"
2305 RETURN
2990 REM ROUTINES MUSIQUE
3000 DATA 173,48,192,136,208,5,206,1,3,
240,9,202,209,245,174,9,3,76,2,3,96
3010 FOR F = 0 TO 20: READ D: POKE 770
+ F,D: NEXT F
3020 RETURN
3100 FOR F = 1 TO 3: POKE 769,254:
POKE 769,50: CALL 770: NEXT F
3110 FOR F = 1 TO 2: POKE 769,188:
POKE 769,100: CALL 770: NEXT F
3120 FOR F = 1 TO 2: POKE 769,167:
POKE 769,100: CALL 770: NEXT F
3130 POKE 769,125: POKE 769,100:
CALL 770
3140 POKE 769,150: POKE 769,50:
CALL 770
3150 POKE 769,188: POKE 769,255:
CALL 770
3160 RETURN
3200 FOR F = 1 TO 2: POKE 769,200:
POKE 769,254: CALL 770: NEXT F
3210 POKE 769,200: POKE 769,100:
CALL 770
3220 POKE 769,200: POKE 769,254:
CALL 770
3230 POKE 769,170: POKE 769,254:
CALL 770
3240 POKE 769,180: POKE 769,120:
CALL 770
3245 POKE 769,180: POKE 769,220:
CALL 770
3250 POKE 769,200: POKE 769,140:
CALL 770
3255 POKE 769,200: POKE 769,155:
CALL 770
3260 POKE 769,220: POKE 769,130:
CALL 770
3270 POKE 769,200: POKE 769,254:
CALL 770
3280 RETURN
3300 FOR F = 1 TO 3: POKE 769,180:
POKE 769,60: CALL 770: NEXT F
3310 POKE 769,162: POKE 769,60:
CALL 770
3320 POKE 769,180: POKE 769,90:
CALL 770
3330 POKE 769,240: POKE 769,100:
CALL 770
3340 RETURN
3400 FOR G = 1 TO 10: POKE 769,90:
POKE 769,8: CALL 770: NEXT G:
POKE 769,254: POKE 769,250: CALL 770
3420 RETURN
3500 HTAB 1: UTAB 1: PRINT "INDICATEUR
DIRECTION :"
3510 HTAB 23: UTAB 1: PRINT DI
3520 RETURN
3600 POKE 769,40: POKE 769,20: CALL 770
: RETURN
4000 HOME
4005 HTAB 12: UTAB 4: PRINT "DEPTH'S WAR
"
4010 HTAB 10: UTAB 8: PRINT "FACILE
-> 1"
4020 HTAB 10: UTAB 10: PRINT "MOYEN
-> 2"
4030 HTAB 10: UTAB 12: PRINT "DIFFICILE
-> 3"
4040 GET PP$"
4045 IF PP$ < "1" AND PP$ <
> "2" AND PP$ < "3" THEN 4040
4050 RETURN
4090 HCOLOR = HD
4100 HPLDT H * 8 + 4,U * 8 + 3 TO H
* 8 + 9,U * 8 + 8: HPLDT H * 8
+ 4,U * 8 + 8 TO H * 8 + 9,U * 8
+ 3: RETURN

```

FUTE

MP-FII

Le jeu utilisant les deux pages graphiques est constitué en grande partie en langage machine implanté de 1600 H à 193 F H.

Une chenille doit se déplacer dans deux labyrinthes différents et y dévorer le maximum de pastilles. Bien sûr, son corps s'allonge et devient vite un handicap ; de plus elle est poursuivie par quatre monstres.

Le passage d'un labyrinthe à l'autre se fait instantanément par les bords gauche et droit de l'écran.

Un programme de sauvegarde utilisable dans n'importe quel programme. Il autorise plusieurs sauvegardes consécutives et numérotées.

Emmanuel GUILLORY

UTILISATION

A suivre à la lettre !

Recopier d'abord le plus fidèlement possible le Basic. Ecrire CALL-159 et vérifier que les cases AF et BO ne dépassent pas ED et 15 ; au cas contraire supprimer les premières REM.

Recopier le langage machine de 1600 H à 193 F H c'est long mais le résultat en vaut la peine !

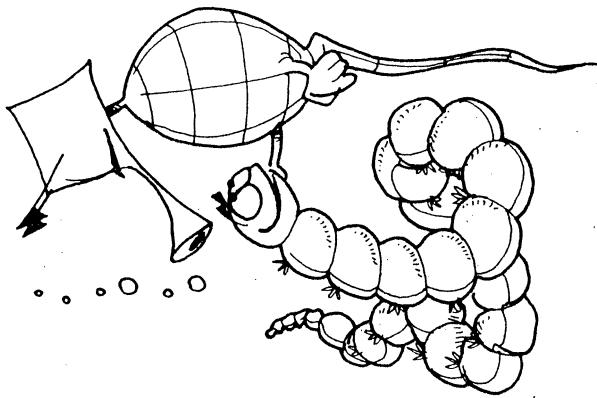
Revenir au Basic et faites RUN 1. Ça marche !

Faire CALL-159 et AF : 3F-19

Revenir vite au Basic et sauver le programme avant la coupure EDF.

Ca ne marche pas !

Vérifier les CALL du Basic et le langage machine.



```

4040 LIN COLOR = 5: HLIN 31, 38 AT 45: ULIN 0, 45 AT 29
4050 HLIN 31, 38 AT 45 AT 29: COLOR = 1
HLIN 31, 38 AT 19: HLIN 31, 39 AT 19
HLIN 31, 38 AT 31
4060 HTAB 32: HTAB 3: PRINT "SUDIE"
4070 HTAB 32: HTAB 19: PRINT "MELLE"
4075 HTAB 72: HTAB 7: PRINT "MELLE"
4080 HTAB 33: HTAB 12: PRINT "SUDIE"
4090 HTAB 32: HTAB 17: PRINT "MELLE"
4095 IF PEEK (72) = 160 THEN 17: ELSE 44
90: POKE 72, 32: GOTO 4010
4096 COLOR = 0: HLIN 14, 39 AT 0
4099 COLOR = 2
4100 FOR I = 2 TO 43 STEP 2: S
4110 FOR J = 2 TO 25 STEP 2: E
    RD (1) * 10 + 6 THEN PLOT Z, I
    PLOT J + 1, I: PLOT J, I + 1, I + 1
4115 NEXT J, I
4120 COLOR = 6: PLOT 33, 35: HLIN 33, 37 AT 44
    HLIN 36, 43 AT 35: HLIN 33, 37 AT 37
4200 REM PLOTS
4210 A = 0: COLOR = 5
4220 I = INT ( RND (.1) * 26 ) + 1: S
    = INT ( RND (.1) * 44 ) + 1
4230 IF SCRNC [I, J] = 0 THEN A = A
    + 1: PLOT I, J
4240 IF A = 110 THEN RETURN
4250 GOTO 4220
4300 REM
4350 REM 5641, 296: FOR I = 1 TO 50
    STEP 2: POKE 753, I: CALL 5632:
NEXT
4360 POKE 753, 0: CALL 5632: POKE 5631, 2
38
4370 RETURN
4400 REM MP
4410 COLOR = 2: FOR I = 0 TO 8
    STEP 4: GOSUB 4420: NEXT I: FOR I
    = 1 TO 9 STEP 4: GOSUB 4420: NEXT I:
GOTO 4430
4420 HLIN 4 + I, 24 - 1 AT 43 - 1: ULIN 2
    + I, 40 - 1 AT 2 + I: ULIN 5 + I, 40
    - 1 AT 26 - 1: RETURN

```

```

0. POKE 214,128: POKE 1910,117: POKE 101
1. 200: POKE 1012,195
1. REM *****-----*****
2. REM *****-----*****
3. REM *****-----*****
4. REM *****-----*****
5. REM PAR = EMMANUEL GUILLORY
6. REM
7. REM POUR # INUTILE
8. MA = HINERI: SSES: POKE 88,9:
POKE 89,0: POKE 89,0: POKE 1813,75:
POKE 1813,78: POKE 1815,22:
9. POKE 185,0: POKE 185,128: POKE 187,0:
POKE 188,128: POKE 189,0: POKE 112,129:
GOSUB 4300: GOSEE 7600: GOSEE 3700:
10. CALL 6105: GOSEE 4000: GOSEE 4500:
GOSUB 3100: CALL 6405
20. A = 200: OUT 0: FOR I = 1 TO 3:
    POKE 10: NEXT I: F = 0
100. S = CALL 6215: I = SERN: PEER 77:
    PEER (75)
104. IF I = 2 OR I = 1 THEN CALL 5845:
CALL 6455
106. IF I = 5 THEN GOSUB 200
110. J = SCRN: PEER (26): PEER (27):
120. IF PEER (225) = 0 THEN POKE 5641:
205. POKE 768,10: CALL 5632: FOR 5641,2
38. IF PEER (224) = 0 THEN J = 1:01
= 2
130. IF J = 1 OR J = 6 THEN 500
131. IF J = 5 THEN POKE 28,5
132. IF J = 2 THEN CALL 5814
135. IF P < > PEER (72): CALL 6274: HTAB 7:
= PEER (72): CALL 6274: HTAB 7:
UTAB 7: PRINT UT
160. GOSUB 100
200. REM POINTS
210. H = H - 1: CALL 6220: POKE 210,0
230. IF H < 1 THEN CALL 6105:
GOSUB 4350: GOSEE 4000: CALL 6405:
GOSUB 3200
250. POKE 768,245: CALL 5635
300. RETURN
500. U1 = U1 + 1: HTAB 38: UTAB 7:
PRINT U1: CALL 5632
530. FOR I = 0 TO 5: CALL 5923: POKE 768,
    ,230: CALL 5632: NEXT : GOSUB 3700:
    POKE 561,230: CALL 6105:
540. IF U1 = 3 THEN UTAB 11: PRINT "D
ER HI E R E (1) E E P U T S E 2":
    GOSUB 5000: MA .TA = 0: GOSUB 10
550. GOSUB 100
3000. CALL 5663: INVERSE : SPEED= 255
    UTAB 1: HTAB 1: PRINT "D
3002. AF = "
3005. FOR I = 1 TO 12: PRINT "A
NEXT UTAB 1: HTAB 10
3010. PRINT "*****-----*****

```

```

NORMAL : UTAB 2: HTAB 10
3020. PRINT "EMMANUEL GUILLORY":
    INVERSE
3030. HTAB 10: PRINT "*****-----*****
": NORMAL : UTAB 10: HTAB 14:
3050. PRINT "*****-----*****: INVERSE:
HTAB 14: PRINT "*****-----*****: INVERSE:
    HTAB 14: PRINT "*****-----*****: INVERSE:
    HTAB 15: HTAB 15:
3060. PRINT "*****-----*****: NORMAL : HTAB 16:
    PRINT "*****-----*****: HTAB 16: INVERSE :
    PRINT "*****-----*****: NORMAL : UTAB 21:
    HTAB 4
3070. PRINT "PRESSEZ UNE TOUCHÉ FOUR 1,2,3
    VENDER": CALL 5854: NORMAL : POKE 34,0:
3099. REM
3100. POKE 4,110: POKE 200,0: POKE 209,1
    : POKE 211,9: POKE 212,9
3123. RETURN
3200. S = PEER (4): S = 9 - 15: POKE 4,8
3219. S = PEER (211): S = S - 2: POKE 21
1): S = 0
3230. RETURN
3240. POKE 50,0: POKE 51,32: SINE 52,255
    : POKE 53,63: POKE 56,0: POKE 57,64:
    CALL = 4638
3250. POKE 60,0: POKE 61,32: SINE 62,255
    : POKE 63,95: POKE 66,0: POKE 67,64:
    CALL = 4638
3260. POKE 60,0: POKE 61,64: POKE 62,255
    : POKE 63,151: POKE 65,0: POKE 67,35:
    CALL = 4638
3270. REM
3280. POKE 60,0: POKE 61,96: POKE 62,255
    : POKE 63,127: POKE 66,0: POKE 67,160:
    CALL = 4638
3290. RETURN
3700. POKE 77,14: POKE 76,21: CALL 5640:
    FOR 54,14: POKE 67,21: CALL 5923
3710. RETURN
4000. MA = CALL 5663: UTAB 10: HTAB 1:
    PRINT "*****-----*****: 0=SORTE": 1
4001. PRINT "*****-----*****: 0=SORTE": 1
    UTAB 12: HTAB 11: PRINT "1=CUEIL":
    UTAB 14: HTAB 11: PRINT "2=CHAMPIRE
    CY: GET AF: PRINT CHR$ (7)
4232. AF = JAC (AF): IF AF < 0: JR 4
    2 THEN 4600
4233. ON 3670 4205,6110
    4234. CALL = 1105
4206. POKE 214,0: POKE 190,211
    POKE 1011,14: POKE 1012,163
4207. END
4208. GOSUB 3700: ON TA 6200 7500
    4209. POKE 72,160
    4210. CALL 5656: COLOR = 2
    4210. HLIN 8,23,47,2: HLIN 1,44,47,47
    4210. REM
    4211. GOSUB 4000
    4212. REM
    4213. CALL 60570
    4214. FOR P = 0 TO 2000: NEXT P
    4215. GOSUB 4000
    4216. REM
    4217. REM
    4218. REM
    4219. REM
    4220. REM
    4221. REM
    4222. REM
    4223. REM
    4224. REM
    4225. REM
    4226. REM
    4227. REM
    4228. REM
    4229. REM
    4230. REM
    4231. REM
    4232. REM
    4233. REM
    4234. REM
    4235. REM
    4236. REM
    4237. REM
    4238. REM
    4239. REM
    4240. REM
    4241. REM
    4242. REM
    4243. REM
    4244. REM
    4245. REM
    4246. REM
    4247. REM
    4248. REM
    4249. REM
    4250. REM
    4251. REM
    4252. REM
    4253. REM
    4254. REM
    4255. REM
    4256. REM
    4257. REM
    4258. REM
    4259. REM
    4260. REM
    4261. REM
    4262. REM
    4263. REM
    4264. REM
    4265. REM
    4266. REM
    4267. REM
    4268. REM
    4269. REM
    4270. REM
    4271. REM
    4272. REM
    4273. REM
    4274. REM
    4275. REM
    4276. REM
    4277. REM
    4278. REM
    4279. REM
    4280. REM
    4281. REM
    4282. REM
    4283. REM
    4284. REM
    4285. REM
    4286. REM
    4287. REM
    4288. REM
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    4420. REM
    4421. REM
    4422. REM
    4423. REM
    4424. REM
    4425. REM
    4426. REM
    4427. REM
    4428. REM
    4429. REM
    4430. COLOR = 0: HLIN 2,17 AT 14: HLIN 29,44 AT 14:
    HLIN 2,25 AT 22:
    4440. COLOR = 5: FOR I = 1 TO 24:
        STEP 3,5: FOR J = 4 TO 24: STEP 4:
            PLOT J,I: NEXT J,I
            4450. COLOR = 5: FOR I = 44 TO 24:
                STEP 3,5: FOR J = 4 TO 24: STEP 4:
                    PLOT J,I: NEXT J,I
                    4460. FOR I = 4 TO 45: STEP 3: PLOT 1,1:
                        PLOT 27,1: NEXT I
                        4480. COLOR = 9: HLIN 14,39 AT 28
                            : PLOT 34,38: PLOT 35,37: PLOT 36,36:
                                : PLOT 34,43: HLIN 33,36 AT 44
                                4500. RETURN
                                4500. REM DEPART
                                4505. ON NOT TA GOUB 3300
                                4510. POKE 32,29: POKE 33,30
                                4520. SPEED = 100: TA = 1
                                4530. HTAB 30: PRINT $: SPDC 22,3,4:
                                    SPDC 22,3,2: SPDC 22,3,2: SPDC 22,3,2:
                                    PRINT CHR$ (7): CHR$ (7): CHR$ (7): CHR$ (7):
                                    SPDC 30)
                                    5015. GOSUB 4350: RETURN
                                    5016. TEXT : INPUT "NOMBRE DE SHUGUARD
                                    S DESERES S.U.P": I
                                    5118. IF I > 9 THEN I = 9
                                    5128. IF I > 9 THEN I = 9
                                    5135. A = 16 * I + 21
                                    5125. HCDUR = 7: HPLOT 50,20 TO 187,20
                                    TO 187,20 TO 50,20 TO 47,16
                                    TO 190,16 TO 187,20: HPLOT 190,16
                                    TO 190,16 + 4 TO 177,4
                                    5126. HPLOT 190,0 + 4 TO 47,0 + 4
                                    TO 50,0: HPLOT 47,16 TO 47,0 + 4
                                    5127. FOR J = 1 TO I: UTAB 1,1:
                                        HCDUR + 2: HPLOT 50,20 TO 187,20
                                        THURE: PRINT "J: SHUGUARD": 0
                                        5140. AF = "FUIE": STR$ (J) +
                                        5150. FOR P = 1 TO LEN (AF): POKE 4119
                                            + P, ASC (MID$ (AF, P, 1)) + 128:
                                            NEXT P
                                            5160. POKE 60, PEER 103: PEER 61:
                                                PEER 1104: POKE 52, PEER 173:
                                                POKE 63, PEER 176)
                                                5170. CALL 60570
                                                5200. FOR P = 0 TO 2000: NEXT P
                                                GOTO 4000

```

ACALL-159

RL 1600-193F

1600- AD 30 C0 91 D2 09 C6 01
1600- 03 EE 00 07 F9 09 CA D0
1610- F2 AE 00 07 41 00 16 50
1610- 20 32 F9 AD 51 C0 60 A9 01
1620- 32 F8 AD 51 C0 60 A9 01
1620- 20 64 F5 20 E7 16 EA 49
1630- 06 20 64 F5 E4 A4 4D A5
1630- 4C 84 40 85 41 20 00 F8
1640- 20 43 F9 C0 56 D0 02 C6
1640- 4D C9 95 D0 01 E6 4D 09
1650- F0 D0 02 C0 41 C9 F1 D0
1650- 02 E6 40 43 46 C9 20 D0
1660- 23 A5 4D C9 FF D0 1D 20
1660- 34 17 20 D3 17 A9 1B 85
1670- 4D 85 49 20 21 17 20 17
1670- 19 A9 A9 85 43 AD 55 C0
1680- 20 2F 19 60 47 4D C9 1D
1680- D0 1C 20 34 17 20 D9 17
1690- A9 01 85 42 25 40 20 26
1690- 17 20 17 15 A9 20 85 49
16A0- AD 54 C0 20 2F 19 20 41
16A0- 17 20 75 17 63 A4 40 A5
16B0- 41 84 40 85 41 60 A4 15
16B0- A5 19 84 14 85 1B 60 H5
16C0- 48 85 1E 69 22 85 1F A9
16C0- 00 85 1D H3 01 1D 43 FF
16D0- 91 1D C0 00 F7 E6 1E A5
16D0- 1E C5 1F D2 EF 60 20 EF
16E0- 16 30 43 F2 F0 F8 60 A4
16E0- 40 A5 41 20 00 F8 A5 D0
16F0- C5 D1 D0 02 E4 D0 E5 D0
16F0- E6 D1 A5 D2 D2 00 E5 D2
1700- C6 D4 D0 0E A5 D3 85 D4
1700- C6 D2 A6 B1 A5 40 90 00
1710- 94 A5 41 5D 02 95 A9 00
1710- 20 64 F8 AE D2 D0 00 94
1720- A8 D0 00 97 20 00 F8 60
1720- A9 00 85 FF 22 F6 16 C6
1730- FF D0 F9 50 A2 00 20 64
1730- F8 A4 40 A5 41 20 00 F8
1740- 60 A2 00 44 00 ED 18 00
1740- 91 EB B1 ED 90 1B 00 00
1750- E8 E0 05 D0 F0 C0 14 D0
1750- 0D A9 05 85 ED A9 9A 85
1760- EE A9 00 85 00 60 C0 0F
1760- D0 00 A9 F1 85 ED A9 99
1770- 85 EE 84 00 60 A5 1C 20
1770- 64 F8 A4 1B A5 19 20 00
1780- F8 A9 00 85 1C A9 03 20
1780- 64 F8 A4 1A 84 1B A5 1B
1790- 85 19 20 00 F8 C4 40 B0
1790- 09 A5 40 E5 1A 85 0A 4C
17A0- AE 17 A5 14 E5 40 85 0A
17A0- A5 1B C5 41 D0 09 A5 41
17B0- E5 1B 85 0B 4C D0 17 A5
17B0- 1B E5 41 85 0B C5 DA B0
17C0- 0C A5 1A C5 40 D0 03 E6
17D0- 14 60 C6 14 60 A5 1B C5
17D0- 41 D0 03 E6 1B 60 C6 1B
17D0- 60 A9 9A 05 E0 05 EE A9
17E0- 05 85 ED A9 00 85 EB 85
17E0- 00 05 1C 20 64 F8 A4 1B
17F0- A5 19 20 00 F8 AC 00 9A
17F0- AD 01 8A 20 00 F8 AC 05
1800- 9A AD 06 94 20 00 F8 AC
1800- 0A 84 AD 0B 84 20 00 F8
1810- AC 0F 8A AB 1B 8A 20 00
1810- F8 A2 05 A3 01 9D 17 00
1820- CA D0 FA 8D 0B 8A 8D 00
1820- 8A 8D 05 94 8D 07 8A A3
1830- 1B 8D 8A 8A 8D 0C 8A 8D
1830- 0F 8A 8D 11 8A 89 2C 8D
1840- 06 9A 8D 0B 8A 8D 10 8A
1840- 8D 12 8A 8D F8 A5 01 89
1850- 25 85 01 90 8E A5 02 69
1850- 00 85 02 90 85 A5 03 69
1860- 00 85 03 D8 A5 03 C5 54
1860- D9 0B A5 02 C5 59 D9 04
1870- A5 01 C5 58 90 0C A5 01
1870- 85 58 A5 02 85 59 A5 03
1880- 85 5A A9 0D 85 25 A9 20
1880- 85 24 A5 54 A5 59 20 41
1880- F9 A5 58 20 D4 FD A9 04
1890- 85 25 A9 20 85 24 A5 03
18A0- 46 02 20 41 F9 A5 01 20
18A0- D4 FD 60 E6 E2 A5 E2 C5
18B0- 04 F0 01 60 A3 00 85 E2
18B0- 20 64 F8 A9 2F 85 2D A3
18C0- 2E A4 E9 2E 2E F8 C0 00
18C0- F9 03 C6 E0 60 E6 E2 A4
18D0- E0 00 28 D0 2D A9 03 83
18D0- E1 C0 1E D0 04 A9 05 83
18E0- E1 C0 0A D0 04 A9 05 83
18F0- E1 A5 E1 2D 64 F8 A9 0F
18F0- 85 2D A4 E0 A9 2E 2D 2D
1900- F8 60 C6 E0 60 A9 27 83
1900- 05 A9 00 85 E0 20 C0 13
1910- A4 E0 C4 05 D0 F7 60 A9
1910- 00 20 64 F8 A9 00 83 28
1920- 85 20 A9 2E 20 19 F8 A0
1920- 00 A3 2F 20 15 F8 60 A5
1930- E0 85 05 20 0F 19 60 A0
1930- 30 00 4B 20 C2 60 FF FF

GEOGRAPHIE

Un grand voyage en FRANCE pour votre MPFII Vérifiez vos connaissances, il ne vous pardonnera rien !

Vincent DI SANZO

Mode d'emploi :

Avant de charger le programme, frappez la commande MP qui, en superposant la page 1 (adresse 2000 à 4000) sur la page 2 (adresse A000 - C000), libère la place mémoire nécessaire au chargement du programme.

Le programme s'exécute par RUN ?

Après la présentation du jeu et du choix du nombre de villes à deviner, la partie commence.

Le point représentant la ville en question clignote, un bip sonore indique que le programme attend une réponse.

Le nom des villes est traité sur les quatre premiers caractères, on peut donc rentrer AVIG pour AVIGNON par exemple. Vous avez droit à 3 essais mais vous pouvez aussi donner votre langue au chat en frappant RETURN, auquel cas la solution est affichée. En fin de partie, une appréciation est portée en fonction du score obtenu



```
5 HIMEM: 35000
10 DIM U$(74),X(74),Y(74),T(4)
15 RESTORE
20 REM INIT COORDVILLES
25 FOR I = 1 TO 74
30 READ X(I),Y(I)
35 NEXT I
40 REM INIT VILLES
45 GOSUB 7500
50 REM INIT FORMES GRAPHIQUES
55 S = 35000
65 POKE 233, INT (S / 256): POKE 232,S
- ( INT (S / 256) * 256 )
70 READ N: POKE S,N: POKE S + 1,0
75 I1 = 2 + 2 * N: POKE S + 2,I1
    POKE S + 3,0
80 IN = I1
85 FOR F = 1 TO N - 1
90 READ T(F):IN = T(F) + IN
95 POKE S + 2 * (F + 1),IN
100 POKE S + 2 * (F + 1) + 1,0
105 NEXT F
110 READ T(N)
115 L = IN - I1 + T(N)
120 FOR F = 0 TO L - 1
125 READ X
130 POKE F + S + I1,X
135 NEXT F
155 GOSUB 6000
160 REM CHOIX EPREUVE
165 GOSUB 8000
190 HTAB 10: UTAB 3: PRINT "CHOIX DE L' "
    EPREUVE"
195 HTAB 10: UTAB 8: PRINT "1- 18 QUEST
IONS."
200 HTAB 10: UTAB 10: PRINT "2- 26 QUES
TIONS."
205 HTAB 10: UTAB 12: PRINT "3- 54 QUES
TIONS."
210 HTAB 10: UTAB 14: PRINT "4- 74 QUES
TIONS."
215 GET E$
220 IF E$ = "1" THEN E = 18: GOTO 260
225 IF E$ = "2" THEN E = 36: GOTO 260
230 IF E$ = "3" THEN E = 54: GOTO 260
235 IF E$ = "4" THEN E = 74: GOTO 260
240 GOTO 215
260 GOSUB 8000
261 REM DESSIN CARTE
265 HCOLOR = 3
270 FOR I = 1 TO 540
275 READ X,Y: HPLOT X,Y
285 NEXT I
290 HTAB 3: UTAB 2:
295 PRINT "EPREUVE NO "; VAL (E$)
300 REM JEU
305 U = 148:S = 0
310 P$ = "010203040506070809101112131415
1617181920212223242526272829303132333435
3637383940414243444546474849505152535455
56575859606162636465666768697071727374"
312 FOR K = 1 TO E
315 R = INT ( RND (1) * U ) + 1
320 IF INT ( R / 2 ) * 2 = R THEN 315
325 U = VAL ( MID$ (P$,R,2))
330 U = U - 2
335 P$ = MID$ (P$,1,R - 1) + MID$ (P$,
R + 2, LEN (P$) - 1 - R)
336 HTAB 25: UTAB 2: PRINT "QUESTION NO
":K
337 UTAB 20
340 FOR Q = 1 TO 20
345 HCOLOR = 0
350 HPLOT X(U),Y(U)
355 FOR J = 1 TO 20: NEXT J
360 IF INT (X(U) / 2) = X(U) THEN
    HCOLOR = 5
365 IF INT (X(U) / 2) < > X(U)
    THEN HCOLOR = 7
370 HPLOT X(U),Y(U)
375 FOR J = 1 TO 20: NEXT J: NEXT Q
380 FOR J = 1 TO 3
385 PRINT CHR$ (7)
390 INPUT "VOTRE REPONSE ? ";R$
395 IF R$ = "" THEN 420
400 IF LEFT$ (R$,4) = LEFT$ (USC(U),4)
    THEN 600
410 PRINT "C'EST FAUX"
415 NEXT J
420 PRINT : PRINT "LA REPONSE ETAIT ";U
    $ (U)
424 PRINT
425 PRINT "PRESSER UNE TOUCHE...":
    GET A$
```

```

430 HCOLOR = 0: HPLOT XCUX,YOU
435 HOME : NEXT K
440 PRINT "VOTRE SCORE : ";S;"."/";E;" "
;
450 SPEED= 0
499 REM APPRECIATION
500 A = INT (E / 4)*B = INT (E
/ 2)*C = INT (E * .75)
515 IF S < = A THEN PRINT "PLUTOT MIN
ABLE..."
520 IF S > A AND S < = B THEN
PRINT "PAS TERRIBLE..."
525 IF S > B AND S < = C THEN
PRINT "PAS TROP MAL..."
530 IF S > C THEN PRINT "C'EST BIEN...
"
535 GET A$: SPEED= 255: END
600 PRINT "C'EST EXACT"
605 S = S + 1
610 PRINT : GOTO 425
6000 REM PRESENTATION
6005 HGR : HCOLOR = 2
6010 SCALE= 120
6015 FOR R = 0 TO 64
6020 ROTA= R
6025 DRAW 1 AT 90,100
6030 NEXT R
6035 HCOLOR = 1
6040 FOR Y = 56 TO 100
6045 HPLOT 75,Y TO 100,Y
6050 NEXT Y
6055 SCALE= 2
6060 HCOLOR = 5
6065 DRAW 2 AT 102,87
6070 DRAW 3 AT 132,82
6075 DRAW 4 AT 157,77
6100 SPEED= 0: HOME : PRINT
6105 PRINT TAB(5);"REVISONS NOTRE GEO
GRAPHIE"
6110 PRINT TAB(5);"-----
"
6115 PRINT : PRINT : PRINT
6120 PRINT " SAUREZ-VOUS METTRE UN NOM
SUR CHAQUE": PRINT
6125 PRINT "DES VILLES QUI VOUS SERA PR
OPOSEE ?": PRINT
6130 PRINT " POUR CECI VOUS AVEZ DROIT
A TROIS": PRINT
6135 PRINT "ESSAIS AU BOUT DESQUELS VOU
S SERA "
6136 PRINT : PRINT "DONNEE LA SOLUTION.
": PRINT
6140 PRINT " POUR PASSER FRAPPER 'RETO
RN'." : PRINT : PRINT
6145 PRINT TAB(5);"PRESSER UNE TOUCHE
...": GET A$: SPEED= 255: RETURN
7000 REM COORDVILLES
7005 DATA 121,13,124,21,127,17,132,21,
120,27,133,31,118,34,109,33,140,40,121,4
2,124,46,109,39,95,37,88,38,99,47,157,37
,172,44,160,50,169,56,165,58,138,49,157
,64,132,57,116,55
7010 DATA 120,54,90,53,82,51,58,52,82
,64,92,61,105,62,111,60,121,67,129,68,145
,77,159,83,146,86,131,74,144,71,101,74,9
3,78,88,80,99,87,110,85,116,80,133,84,15
1,94,122,98,115,93,104,94,91,99,86,115
7015 DATA 92,121,97,122,113,126,103,11
6,104,109,123,115,126,130,133,104,140,10
9,160,102,162,109,159,122,172,113,155,12
8,147,111,119,112,130,121,139,109,111,10
1,147,52,147,63,130,98
7110 DATA 4,3,17,19,19
7120 DATA 44,62,0
7130 DATA 45,45,54,54,63,63,63,63,36,36
,36,36,45,45,45,45,0
7140 DATA 63,63,36,36,45,45,45,45,45,18,18
,18,18,27,63,63,63,36,36,0
7150 DATA 27,27,36,36,45,45,45,45,45,54,54
,54,54,63,63,63,63,36,36,0
7200 REM COORD FRANCE
7210 DATA 120,12,121,11,122,11,123,11
124,11,124,12,124,13,125,14,125,15,126,1
5,127,15,128,15,129,15,129,16,130,17,130
,18,131,18,132,18,133,19,134,19,135,20,1
36,20,137,21,138,22,138,23,138,24,138,25
,139,25,140,26,141,26,141,25,142,24
7220 DATA 143,23
7230 DATA 144,24,144,25,143,26,143,27
,144,27,145,28,146,29,147,29,148,29,149,3
0,150,31,150,32,151,32,152,31,153,31,154
,32,155,32,156,32,157,32,158,32,159,32,1
60,33,161,33,162,34,163,35,163,36,164,37
,165,36,166,36,167,37,168,37,169,37
7240 DATA 170,37,171,37
7250 DATA 172,38,173,38,174,38,175,38
,176,38,177,38,177,39,176,40,176,41,175,4
2,174,43,174,44,173,45,173,46,173,47,173
,48,173,49,172,50,172,51,172,52,172,52,1
72,54,172,55,172,56,172,57,172,58,172,59
,172,60
7260 DATA 171,60,170,61,169,60,168,61
,168,62,168,63,167,64,166,65,165,66,164,6
7,163,68,163,69,163,70,162,71,162,72,161
,72,160,72,160,73,160,74,160,75,161,76,1
60,77,159,78,159,79,160,79,161,79,162,78
,163,77,164,77,165,76,166,77,167,77
7265 DATA 167,77
7270 DATA 167,79,167,80,168,80,169,81
,169,82,168,83,167,84,167,85,168,86,169,8
7,169,88,170,89,170,90,170,91,170,92,169
,92,169,92,167,93,166,94,166,95,166,96,1
67,97,168,98,169,98,170,98,170,99
7280 DATA 170,100,169,101,169,102,169
,103,170,104,169,105,169,106,170,106,171
,106,172,107,173,108,174,109,175,106,176
,108,177,108,179,109,178,107,178,109,177
,110,177,111,177,112,176,113
7290 DATA 175,113,174,114,173,115,172
,116,171,117,170,118
7300 DATA 169,118,168,119,169,120,167
,121,167,122,168,122,166,123,165,123,164
,123,163,123,162,124,161,120,124,159
,124,159,123,157,123,156,123,155,123,154
,122,154,121,153,121,152,121,151,121,151
,120,152,119,151,118,150,119
7310 DATA 149,119,148,120,147,120,146
,120,145,119,146,121,144,119,143,119,142
,119,141,119,140,118,139,119,138,119,137
,120,136,121,135,122,134,122,133,122,132
,123,131,124,130,124,129,124
7320 DATA 130,125,130,126,130,127,130
,128,130,129,129,130,129,131
7330 DATA 130,132,130,133,129,134,128
,134,127,134,126,135,125,136,124,136,123
,136,122,135,121,135,120,135,119,135,119
,135,118,134,117,133,116,133,115,132,114
,132,113,131,112,130,111,131,110,131,109
,130
7340 DATA 108,130,107,129,106,129,105
,129,104,129,104,130,104,131,103,131,102
,131,101,131,100,131,100,130,99,130,98,13
0,97,131,96,130,96,129,95,129,94,130,93
,129,92,129,91,129,90,128,90,127
7350 DATA 99,127,98,127,97,127,96,126
,95,126,84,125,83,126,82,125,82,124,82,12
3,82,122,81,122,80,122,79,121,80,120,81
,119,82,118,82,117,82,116,83,115,83,114,8
3,113,83,112,84,111,84,110,84,109,84,108
,85,107,85,106,85,105,85,104,85,103
7360 DATA 86,103,87,102,87,101,86,101
,86,100,86,99,86,98,86,97,86,96,86,95,86
,94,87,93,87,92,87,91,87,90,88,90,89,91,9
0,92,90,93,90,94,91,96,91,95,91,94,91,93
,91,92,90,91,90,90,89,89,88,88,87,88,86
,88,85,87,85,86
7370 DATA 86,85,87,84,87,83,87,82,87,8
1,86,88,87,79,87,78,86,78,85,78,84,77,83
,77,82,77,81,76,80,75,80,74,79,73,79,72
,78,72,77,71,78,70,78,69,78,68,78,67,79,6
7,77,67,77,66,77,65,78,65,79,64,80,64,81
,65
7380 DATA 78,63,77,63,76,64,75,64,74,6
4,74,63,74,62,74,61,73,61,72,61,71,61,71
,60,71,59,70,59,6

```

KIBUR

Voici un petit casse-tête que je soumets à votre sagacité.

Le principe du jeu est simple: avec une série de dix lettres (de A à J) en désordre, et en utilisant les dix types de permutations possibles, il faut rétablir l'ordre alphabétique.

Bonne réflexion, et pensez au tube d'aspirine.

Daniel MAITRE

P.S.: Les dix permutations sont simples à découvrir! C'est le premier niveau du casse-tête.



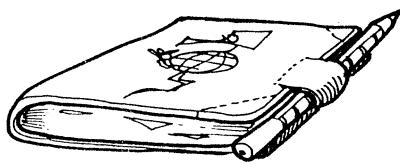
MP-FII

```
100 CLEAR : HOME
110 UTAB 5: HTAB 7: PRINT "BIEN VENUE A
U PAYS DU KIBUR"
120 HTAB 7: PRINT "-----"
130 UTAB 10: PRINT "VOTRE BUT : REMETTR
E DANS L'ORDRE"
140 PRINT : HTAB 13: PRINT "ALPHABETIQUE
E LA COMBINAISON"
150 PRINT : HTAB 13: PRINT "QUE L'ORDIN
ATEUR A CHOISIT"
160 PRINT : HTAB 13: PRINT "POUR VOUS,
DU CELLE QUE "
170 PRINT : HTAB 13: PRINT "VOUS AVEZ A
LUI PROPOSER."
180 PRINT : PRINT : HTAB 4: PRINT "A VO
US DE JOUER MAINTENANT! ."
190 FOR I = 1 TO 7000: NEXT I
197 REM
198 REM MENU QUE PROPOSE L'ORDINATEUR
199 REM
200 HOME : CLEAR
210 UTAB 5: HTAB 11: PRINT "FAITES VOTR
E CHOIX"
220 HTAB 11: PRINT "-----"
230 UTAB 10: PRINT "1 --> SI VOUS AVEZ
UN JEU DE LETTRE"
240 PRINT : HTAB 9: PRINT "ENTRE A ET J
A ME PROPOSER"
250 UTAB 16: PRINT "2 --> SI JE DOIS C
HERCHER UNE "
260 PRINT : HTAB 8: PRINT "COMBINATION
EN VOTRE FAUVEUR "
270 UTAB 21: HTAB 19: INPUT "? ";RE
280 IF RE = 1 THEN 310
290 IF RE = 2 THEN 700
300 GOTO 200
310 UTAB 24: INPUT "VOTRE COMBINAISON -
--> ";CD$
345 REM
346 REM AFFICHAGE DE LA COMBINAISON
347 REM AVEC UNE DEMANDE DE CHANGEMENT
348 REM AINSI QUE SON EXECUTION
349 REM
350 HOME
360 UTAB 4: HTAB 17: PRINT "TOUR : ";NT
390 P = 0
400 FOR I = 1 TO 10
410 L$ = MID$(CD$,I,1)
420 UTAB 11: HTAB 12 + P: PRINT L$
430 P = P + 2
440 NEXT I
450 UTAB 18: HTAB 14: PRINT "QUELLE LET
TRE"
460 UTAB 20: HTAB 3: PRINT "CHANGEZ-VOU
S DE PLACE (SON NUMERO)"
470 UTAB 22: HTAB 19: INPUT "? ";LN
480 ON LN GOSUB 1000,1010,1020,1020,102
0,1020,1020,1030,1040,1050
490 IF CD$ < "ABCDEFGHIJ" THEN NT
= NT + 1: GOTO 350
547 REM
548 REM MENU DE FIN DE PROGRAMME
549 REM
550 TEXT
```

```

560 UTAB 4: HTAB 11: PRINT "MES FELICIT
ATIONS."
570 UTAB 6: PRINT "VOUS-AVEZ RETROUVE L
'ORDRE EN "/NT;" COUPS"
580 UTAB 9: HTAB 6: PRINT "DESIREEZ-VOUS
UNE AUTRE PARTIE"
590 UTAB 11: HTAB 7: PRINT "(POUR VOUS
CREUSER LA TETE)"
600 UTAB 14: HTAB 11: INVERSE :
   PRINT "OUI": NORMAL
610 UTAB 14: HTAB 19: PRINT "OU"
620 UTAB 14: HTAB 26: INVERSE :
   PRINT "NON": NORMAL
630 UTAB 16: HTAB 17: INPUT "? ",RES
640 IF RES$ = "OUI" THEN 200
650 IF RES$ = "NON" THEN PRINT :
   PRINT ! PRINT "FAITES MIEUX LA PROCHA
INE FOIS": PRINT : PRINT "AU REVEIR...
: HOME : END
660 GOTO 550
670 REM RECHERCHE D'UNE COMBINAISON
680 REM PAR L'ORDINATEUR
690 REM
700 RESTORE
710 T1 = INT ( RND ( 1 ) * 6 )
720 DN T1 GOSUB 900,910,920,930,940
730 T2 = INT ( RND ( 1 ) * 11 )
740 FOR I = 1 TO T2
750 READ E$
760 NEXT I
770 FOR J = 1 TO 9
780 FOR K = 1 TO 3
790 READ F$
800 NEXT K
810 E$ = F$ + E$
820 NEXT J:CD$ = E$: GOTO 350
830 REM
840 REM PARTIE OU IL Y-A
850 REM TOUS LES SOUS-PROGRAMMEE
860 REM
870 REM ELIMINATION DES DATA SUIVANT
880 REM LE TIRAGE DE T1 POUR LA
890 REM RECHERCHE DE LA COMBINAISON
900 REM
910 RETURN
910 FOR I = 1 TO 37
911 READ G$
913 NEXT I: RETURN
920 FOR I = 1 TO 74
921 READ G$
922 NEXT I: RETURN
930 FOR I = 1 TO 111
931 READ G$
932 NEXT I: RETURN
940 FOR I = 1 TO 148
941 READ G$
942 NEXT I: RETURN
950 REM
960 REM EXECUTION DE LA SITUATION 1
970 REM
1000 A$ = LEFT$ ( CD$,1 )
1001 B$ = MID$ ( CD$,2,1 )
1002 C$ = MID$ ( CD$,3,1 )
1003 D$ = RIGHT$ ( CD$,1 )
1004 P1$ = MID$ ( CD$,3,6 )
1005 CD$ = C$ + D$ + P1$ + A$ + B$
   RETURN
1007 REM
1008 REM EXECUTION DE LA SITUATION 2
1009 REM
1010 A$ = MID$ ( CD$,2,1 )
1011 B$ = LEFT$ ( CD$,1 )
1012 C$ = MID$ ( CD$,3,1 )
1013 P1$ = MID$ ( CD$,4,7 )
1014 CD$ = C$ + B$ + A$ + P1$: RETURN
1017 REM
1018 REM EXECUTION DE LA SITUATION 3
1019 REM
1020 A$ = MID$ ( CD$,LN,1 )
1021 B$ = MID$ ( CD$,LN - 1,1 )
1022 C$ = MID$ ( CD$,LN + 1,1 )
1023 D$ = MID$ ( CD$,LN + 2,1 )
1024 P1$ = LEFT$ ( CD$,LN - 2 )
1025 P2$ = RIGHT$ ( CD$,10 - ( LN
   + 2 ) )
1026 CD$ = P1$ + C$ + D$ + B$ + A$ +
   + P2$: RETURN
1027 REM
1028 REM EXECUTION DE LA SITUATION 4
1029 REM
1030 A$ = MID$ ( CD$,8,1 )
1031 B$ = MID$ ( CD$,7,1 )
1032 C$ = MID$ ( CD$,9,1 )
1033 P1$ = LEFT$ ( CD$,6 )
1034 P2$ = RIGHT$ ( CD$,1 )
1035 CD$ = P1$ + A$ + C$ + B$ + P2$:
   RETURN
1037 REM
1038 REM EXECUTION DE LA SITUATION 5
1039 REM
1040 A$ = MID$ ( CD$,9,1 )
1041 B$ = MID$ ( CD$,8,1 )
1042 C$ = RIGHT$ ( CD$,1 )
1043 D$ = LEFT$ ( CD$,1 )
1044 P1$ = MID$ ( CD$,2,6 )
1045 CD$ = A$ + P1$ + C$ + D$ + B$:
   RETURN
1047 REM
1048 REM EXECUTION DE LA SITUATION 6
1049 REM
1050 A$ = RIGHT$ ( CD$,1 )
1051 B$ = MID$ ( CD$,9,1 )
1052 C$ = LEFT$ ( CD$,1 )
1053 P1$ = MID$ ( CD$,2,7 )
1054 CD$ = B$ + P1$ + A$ + C$: RETURN
1056 REM
1057 REM DONNEES POUR COMBINAISON
1058 REM CHOISIES PAR L'ORDINATEUR
1059 REM
1100 DATA A,F,H,G,C,J,D,I,B,E,A,F,H,G,C
,J,D,I,B,E,A,F,H,G,C,J,D,I,B,E,A,F,H,G,C
,J,D
1101 DATA G,D,A,H,E,B,I,F,C,J,G,D,A,H,E,B,I,F,C,J,G,D,A,H,E
,B,I
1102 DATA C,I,B,F,E,D,G,A,J,H,C,B,I,F,E
,D,G,A,J,H,C,I,B,F,E,D,G,A,J,H,C,B,I,F,E
,D,G
1103 DATA E,C,A,I,F,G,J,B,H,D,E,C,A,I,F
,G,J,B,H,D,E,C,A,I,F,G,J,B,H,D,E,C,A,I,F
,G,J
1104 DATA I,A,D,F,G,H,C,J,L,B,I,A,D,F,G
,H,C,J,L,B,I,A,D,F,G,H,C,J,L,B,I,A,D,F,G
,H,C

```

```

1604 VTAB 15: HTAB 12: PRINT "4-
5"
1605 VTAB 17: HTAB 14: PRINT "6"
1610 NORMAL : HOME
1630 PRINT : PRINT "QUE SOUHAITE
Z-VOUS MODIFIER"
1650 PRINT : INPUT "VOTRE CHOIX
(1,2,3,4,5,6) ";A$
1655 A = VAL (A$): IF A < 1 OR A
> 6 THEN 1610
1656 HOME
1660 IF A < 3 THEN 1710
1670 GOSUB 2160
1680 GOSUB 2230
1690 GOSUB 2300
1700 GOTO 1730
1710 ON A GOSUB 2020,2090,,2430,
2360,2500
1730 GOSUB 2690
1740 HOME
1760 PRINT "1-MODIFIER UNE AUTRE
DONNEE DE L'ARTICLE";
1770 PRINT "2-ENREGISTRER LES MO
DIFICATIONS"
1780 PRINT "3-ABANDONNER LES MOD
IFICATIONS"
1790 INPUT "VOTRE CHOIX (1,2,3)
";A$
1795 A = VAL (A$): IF A < 1 OR A
> 3 THEN 1740
1800 ON A GOTO 1600,1810,1830
1809 :
1810 REM ENREGISTREMENT
1811 :
1815 P = INT ((I - 1) / 6):T$(I)
= NOM$: GOSUB 2870
1820 PRINT WR$:ART: GOSUB 1990: PRINT
D$
1830 POKE 34,4: RETURN
1839 :
1840 REM SUPPRESSION
1841 :
1850 P = INT ((I - 1) / 6)
1860 T$(I) =
1870 GOSUB 2870
1880 PRINT WR$:ART
1890 CODE$ = "0"
1900 GOSUB 1990
1905 POKE 34,4
1910 PRINT D$: RETURN
1919 :
1920 REM LECTURE FICHAD
1921 :
1930 INPUT B$
1940 CODE$ = MID$ (B$, 1, 1):NOM$ =
MID$ (B$, 2, 12):PRENOM$ = MID$ (B$,
14, 15)
1950 GENREVOIE$ = MID$ (B$, 29, 3)
:NVOIE$ = MID$ (B$, 32, 15):N
UMERO$ = MID$ (B$, 47, 3)
1960 VILLE$ = MID$ (B$, 50, 15):CD
PST$ = MID$ (B$, 65, 5)
1970 INDTEL$ = MID$ (B$, 70, 2):TE
L$ = MID$ (B$, 72, 7)
1980 RETURN
2320 N = 3
2330 IF LEN (A$) > 3 THEN GOSUB
2650: GOTO 2310
2340 GOSUB 2790:NUMERO$ = A$
2350 RETURN
2359 :
2360 REM SAISIE VILLE
2361 :
2370 INPUT "VILLE ";A$
2380 N = 15: IF LEN (A$) < = N THEN
2410
2390 GOSUB 2640
2400 GOTO 2370
2410 GOSUB 2790:VILLE$ = A$
2420 RETURN
2429 :
2430 REM SAISIE CODE POSTAL
2431 :
2440 INPUT "CODE POSTAL ";A$
2450 N = 5: IF LEN (A$) < = N THEN
2480
2460 PRINT "PAS PLUS DE CINQ CHI
FFRES SVP"
2470 GOTO 2440
2480 GOSUB 2790:CDFST$ = A$
2490 RETURN
2499 :
2500 REM SAISIE INDICATIF TELEP
HONIQUE
2501 :
2510 INPUT "INDICATIF TELEPHONIQUE
";A$
2520 N = 2: IF LEN (A$) < = N THEN
2550
2530 PRINT "PAS PLUS DE DEUX CHI
FFRES SVP"
2540 GOTO 2510
2550 N = 2: GOSUB 2790:INDTEL$ =
A$
2559 :
2560 REM SAISIE NO TEL
2561 :
2570 PRINT
2580 INPUT "NUMERO DE TELEPHONE
";A$
2590 N = 7: IF LEN (A$) < = N THEN
2620
2600 PRINT "PAS PLUS DE SEPT CHI
FFRES SVP"
2610 GOTO 2560
2620 GOSUB 2790:TEL$ = A$
2630 RETURN
2639 :
2640 REM ERREUR CHAINE TROP LONGUE
2641 :
2650 PRINT : INVERSE
2660 PRINT "PAS PLUS DE ";N;" CARACTERES, SVP"
2670 NORMAL
2680 RETURN
2689 :
2690 REM AFFICHAGE DONNEES
2691 :
2700 VTAB 9: HTAB 1
2710 PRINT "NOM"; TAB( 18);NOM$
```

1270 RETURN

KOARKS

Mode d'emploi :

Lors de la présentation appuyez sur Q pour jouer seul, appuyez sur W pour jouer à 2.

Le programme est composé de deux parties. La première est le programme basic situé entre les adresses \$800 et \$2900. L'autre est le programme en langage machine placé aux adresses \$2E00 à \$3300. \$3000 à \$305F adresses réservées aux caractères graphiques utilisés par le programme.

\$3060 à \$32FF sous programme utilisés par le programme machine et le programme basic.

\$2E00 à \$2FA0 programme en langage machine formant la boucle participale du jeu.

Vous êtes seul au milieu de drôles de petites bêtes appelées KOARKS. Sur une planète hostile. La seule manière de survivre est de manger la substance énergétique recouvrant le sol. Les KOARKS naissent à partir d'œufs pondus par d'autres KOARKS. Ces œufs sont comestibles.

Il est donc possible d'éviter ces bêtes immondes... Bon appétit Messieurs !

Lionel CAILLER

MP-FII

Les données du programme en langage machine sont placées aux adresses \$500 à \$5A0. Les pages mémoires \$5000 à \$8FFF et \$D000 à \$FFFF sont utilisées pour stocker des pages d'écran durant le déroulement du jeu. Le contenu de l'adresse 558 sert à la liaison entre le programme machine et le programme basic. Dans le cas où ce contenu est égal à 5, le joueur a été rattrapé par l'un des ennemis ou KOARKS. Par contre lorsqu'il est égale à 10 le joueur a effacé la totalité de la couleur du fond, la partie reprendra alors à zéro, mais le score n'est pas remis à zéro, la partie continue. Le jeu est accéléré, un ennemi de plus apparaîtra et la course continue. Le jeu est accéléré, un ennemi de plus apparaîtra et la couleur du fond changera. Particularité : Les couleurs apparaissant au fur et à mesure que les parties se succèdent sont au nombre de 8 (le noir et le blanc non comptés).


```

2650 UTAB 5: HTAB 15: PRINT NDS: " "
2651 UTAB 6: HTAB 16: PRINT SPC( 10):
2652 HCOLOR = 5: R = N * 7 + 98: HPLOT R,4
2653 TO R + 7,45 TO R,46 TO R + 7,46
2654 IF N < 11 THEN 2545
2670 POKE 12739,100: CALL 12736
2997 REM ##### UTAB 15: PRINT SPC( 10):
2998 HCOLOR = 5: R = N * 7 + 98: HPLOT R,4
2999 TO R + 7,45 TO R,46 TO R + 7,46
3010 NDS(N) = NDS
3020 FOR N = 7 TO 1 STEP - 1: IF SD(N)
< SD(N + 1) THEN R = SD(N):R$ = NDS(N)
SD(N) = SD(N + 1):NDS(N) = NDS(N)
+ 1):SD(N + 1) = R:NDS(N + 1)
= R#
3030 NEXT N
3040 REM ####### UTAB 20: HTAB 5: PRINT "CLASSE-
MENT"
3045 REM ##### UTAB 20: HTAB 5: PRINT "CLASSE-
MENT"
3047 REM ####### UTAB 20: HTAB 5: PRINT "CLASSE-
MENT"
3050 % : UTAB 20: HTAB 5: PRINT "CLASSE-
MENT"
3060 FOR N = 1 TO 9
3065 IF SD(N) = 0 THEN 3080
3070 PRINT : PRINT TAB( 8);"-N" "NDS(N)
TAB( 26):SD(N)" POINTS."
3080 NEXT N: FOR N = 1 TO 3000:
NEXT N: RETURN
3500 R = X * 14 + 18: T = A * 16 + 112
3510 HPLOT R,T TO R,T + 12 TO R
+ 1,T + 12 TO R + 1,T TO R + 12,T
TO R + 12,T + 12 TO R + 13,T TO R
+ 13,T + 12 TO R,T + 12: RETURN
3600 GET R$: POKE 12737,150: POKE 12739
130: POKE 12741,4: CALL 12736
3610 RETURN
3995 REM ####### UTAB 20: HTAB 5: PRINT "CLASSE-
MENT"
3997 REM #### GESTION DE L'AFFICHAGE
3998 REM #### DE TOUTES LES DONNES
3999 REM #### DU JEU
#####
4000 SD(1,W) = 0:SD(2,W) = 0:SD(3,W)
= 0:NEC(W).= 2:VIC(W) = 220:RN(W)
= 1
4001 DY(W) = ( RND( 1 ) .5 ) +
RND( 0 ) < .5 ) * 255:PX(W)=
INT( RND( 1 ) * 38 ) + 1:PY(W)
= INT( RND( 1 ) * 13 ) + 7
4002 PO(1,W) = PX(W):PO(2,W) = PY(W)
4005 REM #####
#####
4010 COLOR = 0: HLIN 0,39 AT 0:
FOR B = 45 TO 47: HLIN 0,39 AT B:
NEXT B
4020 COLOR = 6: FOR B = 1 TO 5:
HLIN 0,39 AT B: NEXT B
4030 UTAB 2: HTAB 3: PRINT "SCORE" "N":00
0000": HTAB 26: PRINT "RECORD":"
4040 FOR N = 2 TO 0 STEP - 1:6:
= INT( PEEK( 1348 + N ) * 16):
PRINT AH: PEEK( 1348 + N ) - AH
* 16: : NEXT N
4045 CO(W) = CO(W) + 1: IF CO(W)
> 7 THEN CO(W) = 0
4050 IF PK < 10 THEN 4090
4060 IF NEC(W) < 30 THEN NEC(W) = NEC(W)
+ 1
4080 VIC(W) = VIC(W) - 30: IF VIC(W)
< 1 THEN VIC(W) = 200
4090 IF CO(W) = 1 OR CO(W) = 2 OR CO(W).
= 5 OR CO(W) = 6 THEN 4110
4100 PRINT : UTAB 4: FOR B = 1 TO 39:
PRINT CHR$( 242): CHR$( CD(CO(W)) );
CHR$( 242): CHR$( CD(CO(W)) ) + 1):
NEXT B: GOTO 4120
4110 COLOR = CO(W): FOR B = 6 TO 43:
HLIN 0,39 AT B: NEXT B
4120 FOR S = 0 TO 154 STEP 154:
FOR N = 0 TO 4 STEP 2:M = S + N:
HCOLOR = 6: HPLOT 0,22 + M TO 279,22
+ M: HCOLOR = 2: HPLOT 0,23 + M
TO 279,23 + M: NEXT N,S
4123 COLOR = 6: ULIN 4,44 AT 0:
ULIN 4,44 AT 39
4125 HCOLOR = 7: HPLOT 0,3 TO 279,3
TO 279,191 TO 0,191 TO 0,3 TO 1,3
TO 1,191 TO 278,191 TO 278,3 TO 277,3
TO 277,191
4130 CO(1,W) = PEEK( 43654 ):CD(2,W)
= PEEK( 43655 ):NM(1,W) = 0:NM(2,W)
= 0
4140 REM ##### TRANSFERT DES DONNEES #####
4150 REM # AU PROGRAMME EN L.MACHINE #
#####
4160 POKE 1344,SD(1,W): POKE 1345,SD(2,
W): POKE 1346,SD(3,W): POKE 1363,NEC(W):
POKE 1352,CD(1,W): POKE 1353,CD(2,W):
POKE 1354,VIC(W): POKE 1367,VIC(W)
4170 POKE 1358,NM(1,W): POKE 1359,NM(2,
W): POKE 1366,PO(1,W): POKE 1367,PO(2,W)
4180 FOR N = 1280 TO 1342 STEP 2:
POKE N,PX(W): POKE N + 1,PY(W):
POKE N + 96,0: POKE N + 97,DY(W):
NEXT N
4200 UTAB 24: HTAB 2: PRINT SPC( 6):
IF NC(W) > 1 THEN UTAB 24: HTAB 2:
FOR P = 1 TO NC(W) - 1: PRINT CHR$( 24
2): CHR$( 193): "": NEXT P
4205 HCOLOR = 7: HPLOT 0,191 TO 278,19
1
4210 UTAB PX(W) + 1: UTAB PY(W)
+ 1: PRINT CHR$( 242): CHR$( 193)
4215 POKE 12737,255: POKE 12739,255:
POKE 12741,2: CALL 12736: POKE 12739
130: CALL 12736: POKE 12739,100:
CALL 12736: GET R#
4220 IF PK < 10 THEN POKE 1362,0
4230 POKE 2, INT( RND( 1 ) * 200
+ 56): POKE 1366,1: POKE 1355,40:
POKE 1351,1: POKE 1360,169: POKE 1361
,2: POKE 1365,0: CALL 11776
4240 PK = PEEK( 1368): IF PK = 10
THEN 4010
4250 CALL 13000
4295 REM #####
4296 REM #### RETOUR DES NOUVELLES #####
4297 REM #### DONNEES #####
4298 REM #####
4300 SD(1,W) = PEEK( 1344 ):SD(2,W)
= PEEK( 1345 ):SD(3,W) = PEEK( 1346 )
:NEC(W) = PEEK( 1351 ):CD(1,W) =
PEEK( 1352 ):CD(2,W) = PEEK( 1353 )
4310 NM(1,W) = PEEK( 1358 ):NM(2,W)
= PEEK( 1359 ):PO(1,W) = PEEK( 1356 ):
:PO(2,W) = PEEK( 1357 )
4320 FOR N = 0 TO 2 * NEC(W) STEP 2
4330 UTAB PEEK( 1280 + W ) + 1:
PRINT " "
NEXT N
4340 RETURN
5000 % : UTAB 6: PRINT " VOUS DIRIGER
CET ANIMALE "; CHR$( 242): CHR$( 193)
5005 PRINT TAB( 3):"AVEC LES TOUCHES D
E DEPLACEMENT DU CURSEUR."
5010 PRINT : PRINT " VOUS ETES SEUL AU
MILIEU DE DROLES DE BETES APPELEES KOAR
KS, SUR UNE PLANETE HOSTILE. LA SEUL MA
NIERE DE SURVIVRE "
5020 PRINT "EST DE MANGER LA SUBSTANCE
ENERGETIQUE RECOUVRANT LE SOL."
5030 PRINT : PRINT " CES KOARKS, ";
CHR$( 242): CHR$( 195): " PONDENT DE
S DEUFS QUI APPARISSENT QUELQUE TE
MPS APRES AVOIR ETE PONDUS. "
5040 PRINT : PRINT " CES DEUFS SONT CO
MMESTIBLES. IL EST donc POSSIBLE D'EV
ITER LEUR ECLOSION. "
5050 PRINT : PRINT : PRINT TAB( 10):
CHR$( 242): CHR$( 196): TAB( 4):
CHR$( 242): CHR$( 193)
5060 FOR N = 1 TO 1000: NEXT N:
FOR N = 10 TO 39: UTAB 22: HTAB N:
PRINT " "; CHR$( 242): CHR$( 195):
FOR B = 1 TO 50: IF N = 20 THEN
UTAB 22: HTAB 19: PRINT " CHR$( 242):
CHR$( 204)
5070 NEXT B,N
5080 CALL 13000: RETURN
5090 REM #####
5091 REM IL EST POSSIBLE DE CHANGER
LE CODE DES TOUCHES DE
DIRECTION DU JEU.
5092 REM CES CODES POUVENT ETRES
CHANGÉS SE TROUVÉS AUX
ADRESSES:
5093 REM $430A FOUR ALLEZ A GAUCHE
$4310 " " " DROITE:
5094 REM $4316 " " " EN HAUT
$4310 " " " BAS.

```

MEMO

Une version adaptée au MPF II, de ce jeu de mémoire très classique où les joueurs doivent reconstituer les paires, parmi les cartes présentées face cachée à leur sagacité.
Ayez le coup d'œil et interdit de prendre des notes !

Ghislain DE JACQUELOT



MP-FII

```

1 LOMEM: 20000
5 GOSUB 6100
10 GOSUB 1000
20 GOSUB 2000
30 GOSUB 3000
35 GOSUB 7000
40 FOR I = 1 TO N
50 UTAB 24: HTAB 4: PRINT "JOUEUR ";I;
SPOK 223:
60 Z = Z + 1
80 GOSUB 4000
90 C = T(X,Y):A2 = A:B2 = B:X2 = X:Y2
= Y
100 GOSUB 4000
105 IF A2 = A AND B2 = B THEN 100
140 IF C = T(X,Y) THEN 160
145 IF S0 THEN POKE 769,225: POKE 768,
0: CALL 770
146 UTAB 24: HTAB 13: PRINT " TAPEZ SUR
UNE TOUCHÉ";
147 GET R#
148 GOSUB 500 .
150 NEXT I: GOTO 40
160 IF S0 THEN FOR L = 1 TO 10:
CALL 791: NEXT
170 : GOSUB 500: GOSUB 5000
180 GOTO 50
500 KDRAN C AT A2,B2 - 20
510 KDRAN T(X,Y) AT A,B - 20
520 RETURN
1000 DIM T(11,3),A(9): MA :P = 1
1010 HOME
1020 UTAB 10: HTAB 8: PRINT "PATIENTEZ
QUELQUES INSTANTS"
1030 UTAB 13: HTAB 10: PRINT "JE BAT LE
S CARTES"
1040 FOR I = 1 TO 23
1050 FOR J = 1 TO 2
1060 X = INT ( RND ( I * EXP ( 1 ) )
* 12 )
1070 Y = INT ( RND ( J * EXP ( 1 ) )
* 4 )
1080 IF T(X,Y) < > 0 THEN 1060
1090 T(X,Y) = I
1100 NEXT J,I
1105 FOR I = 0 TO 3: FOR J' = 0 TO 11:
IF T(J,I) = 0 THEN T(J,I) = 24
1106 NEXT J,I
1110 UTAB 20: HTAB 10: PRINT "VOILA C'E
ST FAIT !"
1120 HOME
1125 IF R THEN RETURN
1130 UTAB 10: HTAB 5: PRINT "COMBIEN DE
JOUEURS Y-A-T-IL ? "
1140 GET A#
1150 FOR L = 48 TO 57
1160 IF A# = CHR$(L).THEN B = 1
1170 NEXT L
1180 IF NOT B THEN 1140
1190 PRINT A#
1200 N = VAL (A$):X = 0:Y = 0: FOR I
= 1 TO N:A(I) = 0: NEXT
1250 RETURN
2000 HOME
2001 SCALE= 1
2002 HCOLOR = 3
2003 RDT= 0
2005 FOR I = 0 TO 3
2010 FOR J = 0 TO 11
2020 FOR K = 0 TO 19
2030 HPLOT J * 23 + K,I * 48
2040 HPLOT J * 23 + K,I * 48 + 35
2050 NEXT K,J,I
2060 FOR I = 0 TO 11
2070 FOR J = 0 TO 3
2080 FOR K = 0 TO 35
2090 HPLOT I * 23,J * 48 + K
2100 HPLOT I * 23 + 19,J * 48 + K
2110 NEXT K,J,I
2120 MP : TEXT .. MA
2130 RETURN
3000 FOR I = 0 TO 588
3010 READ A: POKE 16384 + I,A
3020 NEXT I
3030 POKE 232,0
3040 POKE 233,64
3050 DATA 24,0,50,0,74,0,94,0,122,0,15
2,0,175,0,204,0,219,0,240,0,009,1,15,1,15
2,1,69,1,93,1,116,1,140,1,152,1,178,1,20
3,1,236,1,8,2,24,2,39,2,62,2
3060 DATA 23,93,173,63,95,181,45,93,4
5,93,62,95,63,95,119,41,93,21,95,63,95,7
,0,0
3070 DATA 23,93,173,63,95,191,45,93,45
93,30,95,63,95,14,93,245,7,0,63
3080 DATA 43,93,62,95,159,45,93,45,93,6
2,95,63,95,55,93,13,93,41,94,26,95,39,94
,59,95,0,0,0
3090 DATA 27,93,13,93,21,95,63,95,63,95
,10,93,45,93,45,94,63,95,63,95,14,93,45
93,30,95,119,7,0,0
3100 DATA 73,23,93,62,95,30,93,45,94,63
,95,191,45,93,45,94,63,95,63,95,7,0,45
3110 DATA 43,93,21,95,63,95,23,93,45,93
,45,94,63,95,63,95,46,93,45,93,245,63,95
,119,45,93,0,0,0
3120 DATA 191,23,94,118,14,93,101,12,92
,229,28,95,0,0,0
3130 DATA 43,93,30,94,223,46,93,45,93,3
7,94,250,251,115,9,94,43,93,5,0,93
3140 DATA 63,95,54,94,54,94,45,93,45,93
,36,92,36,92,63,94,58,95,54,93,37,92,0,0
,119
3150 DATA 185,159,45,93,173,63,95,63,95
,46,93,45,93,53,95,63,95,63,94,41,93,45
93,0,0,4
3160 DATA 23,95,186,46,93,246,45,93,229
,44,93,228,28,92,0,0,95
3170 DATA 226,191,54,94,113,14,92,201,1
2,92,33,92,28,95,7,0,95
3180 DATA 73,63,95,63,95,54,94,54,94,45
,93,45,93,36,92,63,95,54,94,46,93,4,0,0
3190 DATA 59,95,46,94,179,46,93,58,95,7
7,41,93,60,92,33,88,60,92,57,95,7,0,0
3200 DATA 219,54,94,54,94,45,92,36,92,6
6,93,53,94,54,94,46,93,36,92,36,92,4,0,0
3210 DATA 73,63,94,62,95,54,95,55,94,6
,0,53
3220 DATA 63,95,54,94,54,94,45,93,45,93
,36,95,63,95,39,98,45,93,173,36,92,63,95
,0,0,4
3230 DATA 63,95,54,94,54,94,45,92,36,92
,108,54,94,246,45,93,36,92,36,92,63,95,0
,0,0
3240 DATA 73,63,95,63,95,46,93,105,53
,95,27,95,27,94,45,93,45,93,254,251,51,93
,13,93,41,94,63,95,63,95,7,0,0
3250 DATA 73,31,95,251,14,93,105,21,95
,251,31,94,185,13,93,258,31,95,115,13,93

```

```

169,31,95,251,4,0,0
3260 DATA 219,53,93,53,93,53,93,30,95,5
5,95,55,95,7,0,250
3270 DATA 219,34,93,45,93,45,94,223,54,
94,54,94,0,0,0
3280 DATA 45,93,54,94,58,94,63,95,63,95
,36,92,32,92,45,93,58,94,54,94,0,0,31
3290 DATA 23,95,186,21,93,170,44,92,97,
28,92,59,95,0,0,93
3300 RETURN
4000 GOSUB 4010: GOTO 4060
4010 A = K * 23 + 10: B = Y * 48 + 36
4020 HPLOT A,B TO A,B + 4
4030 HPLOT A,B TO A - 2,B + 2
4040 HPLOT A,B TO A + 2,B + 2
4050 RETURN
4060 GET A$:
4070 IF A$ = CHR$(8) AND K > 0
    THEN HCOLOR = 0: GOSUB 4010:X
    = X - 1: HCOLOR = 3: GOSUB 4010:
    GOTO 4060
4080 IF A$ = CHR$(21) AND K < 11
    THEN HCOLOR = 0: GOSUB 4010:X
    = X + 1: HCOLOR = 3: GOSUB 4010:
    GOTO 4060
4090 IF A$ = CHR$(113) AND Y < 3
    THEN HCOLOR = 0: GOSUB 4010:Y
    = Y + 1: HCOLOR = 3: GOSUB 4010:
    GOTO 4060
4100 IF A$ = CHR$(112) AND Y > 0
    THEN HCOLOR = 0: GOSUB 4010:Y
    = Y - 1: HCOLOR = 3: GOSUB 4010:
    GOTO 4060
4110 IF A$ = CHR$(8) OR A$ =
    CHR$(21) OR A$ = CHR$(112)
    OR A$ = CHR$(113) THEN 4060
4120 IF T(X,Y) < 0 THEN DRAN T(X,Y)
    AT A,B - 20: HCOLOR = 0: GOSUB 4010:
    HCOLOR = 3: RETURN
4130 GOTO 4060
5000 A(I) = A(I) + 1
5010 HCOLOR = 0
5020 HPLOT A,B - 1 TO A + 9,B - 1
    TO A + 9,B - 36 TO A - 10,B - 36
    TO A - 10,B - 1 TO A,B - 1
5030 HPLOT A2,B2 - 1 TO A2 + 9,B2
    - 1 TO A2 + 9,B2 - 36 TO A2 - 10,B2
    - 36 TO A2 - 10,B2 - 1 TO A2,B2
    - 1
5040 T(X,Y) = 0: T(X2,Y2) = 0
5050 N2 = N: MP = HTAB 1: UTAB 1
5060 FOR L = 0 TO INT((N - 1)
    / 3)
5070 IF N2 < 3 THEN D = N2: GOTO 5090
5080 D = 3:N2 = N2 - 3
5090 FOR M = 1 TO D
5100 FOR O = 1 TO 11: PRINT "*":
    NEXT O
5110 NEXT M: PRINT "*"
5120 FOR M = 1 TO D
5130 PRINT "# JOUEUR : " ; M + L * 3; " ; "
5140 NEXT M: PRINT "*"
5150 FOR M = 1 TO D
5160 PRINT "* " ;
5170 NEXT M: PRINT "*"
5180 FOR M = 1 TO D
5190 A$ = RIGHT$(" " + STR$(C(M
    + L * 3)) * 3)
5200 PRINT "* " ; A$; " "
5210 NEXT M: PRINT "*"
5220 FOR M = 1 TO D
5230 FOR O = 1 TO 11: PRINT "*":
    NEXT O
5240 NEXT M: PRINT "*"
5250 PRINT " "
5260 NEXT L
5270 H = 0
5280 FOR L = 1 TO N
5290 H = H + A(L)
5300 NEXT L
5310 PRINT : PRINT " TAPEZ SUR UNE TOUCH
E"
5320 GET A$: HCOLOR = 3
5330 IF H / P < 24 THEN MA : RETURN
5340 POP
5350 PRINT : PRINT : PRINT " VOILA C'
EST FINI !!!"
5360 PRINT : PRINT " VOUS AVEZ TROUVE EN
"; Z; " COUPS"
5370 PRINT : PRINT " VOULEZ-VOUS FAIRE U
NE AUTRE PARTIE ? "
5380 GET A$: IF A$ < > "0" AND A$ <
    > "N" THEN 5360
5390 PRINT A$:
5400 IF A$ = "N" THEN MA : HOME :
    UTAB 10: HTAB 15: INVERSE : PRINT "
        " : HTAB 15: PRINT " AU REVOIR "
    : HTAB 22: END
5410 R = 1
5420 PRINT : PRINT " Y A-T-IL LE MEME NO
MBRE DE JOUEURS ? "
5430 GET A$: IF A$ < > "0" AND A$ <
    > "N" THEN 5390
5440 PRINT A$: IF A$ = "0" THEN 5430
5450 PRINT : PRINT " COMBIEN Y EN A-T-IL
? "; GOSUB 1140: GOTO 5455
5460 PRINT : PRINT " VOULEZ-VOUS GARDER
LES SCORES? "; PRINT TAB(12); " PRECEDENTS
? "
5470 GET A$: IF A$ < > "0" AND A$ <
    > "N" THEN 5440
5480 F = F + 1
5490 PRINT A$: IF A$ = "N" THEN
    GOSUB 1230:P = 1
5500 HOME : MA
5510 GOSUB 1010
5520 Z = 0
5530 GOSUB 6000
5540 GOTO 40
5550 FOR I = 0 TO 3
5560 FOR J = 0 TO 11
5570 HPLOT J * 23,I * 48 TO J * 23
    + 19,I * 48
5580 HPLOT TO J * 23 + 19,I * 48
    + 35
5590 HPLOT TO J * 23,I * 48 + 35
5600 HPLOT TO J * 23,I * 48
5610 NEXT J,I
5620 RETURN
5630 HOME : HCOLOR = 3
5640 A = 0:B = 279:C = 0:D = 191
5650 HPLOT A,C TO B,C TO B,D TO A,D
    TO A,C
5660 A = A + 2:B = B + 2:C = C + 2:D
    = D - 2
5670 IF D - C > 20 THEN 5120
5680 UTAB 12: HTAB 16: PRINT " M E M O R
Y"
5690 FOR I = 300 TO 0 STEP - 1
5700 UTAB 23: HTAB 18: PRINT RIGHT$(" "
    + STR$(I) + " ",5)
5710 NEXT I
5720 PRINT CHR$(7)
5730 HOME : UTAB 10: PRINT " VOULEZ-VOUS
DES EXPLICATIONS (O/N) ? "
5740 GET A$: IF A$ = "N" THEN RETURN
5750 IF A$ < > "0" THEN 6210
5760 HOME : SPEED= 100
5770 PRINT "-LE JEU CONSISTE A RETROUVE
R 24 PARES": PRINT : PRINT " DE CARTES D
IFFERENTES EN VOUS DEPLACANT": PRINT :
    PRINT " SUR L'ECRAN AVEC LES FLECHES D
U CLAVIER."
5780 PRINT : PRINT " LORSQUE VOUS ETES POSITION
NE SUR UNE": PRINT : PRINT " CARTE, APPUY
EZ SUR UNE TOUCHE AUTRE": PRINT :
    PRINT " QU'UNE FLECHE, ET LE DESSIN AP
PARAIRA"
5790 PRINT : PRINT " CECI 2 FOIS CONSECU
TIVES, APRES QUDI": PRINT : PRINT " VOUS
REJOUEZ SI VOUS AVEZ TROUVE,": PRINT :
    PRINT : PRINT " DU LE JOUEUR SUIVANT T
ENTERA SA CHANCE": PRINT : PRINT " DANS L
E CAS CONTRAIRE."
5800 PRINT : PRINT "-ON NE PEUT VOIR QU
E 2 CARTES A LA FOIS": PRINT : PRINT " IL
FAUT DONC SE RAPELER DES ENDROITS":
    PRINT : PRINT " DU APPARAISSENT LES DI
FFERENTS DESSINS."
5810 SPEED= 255
5820 FOR I = 1 TO 1000: NEXT I
5830 RETURN
7000 UTAB 24: HTAB 4: PRINT " VOULEZ-VOU
S DU SON ? (O/N) "
7010 GET A$: IF A$ = "N" THEN 50
    = 0: RETURN
7020 IF A$ < > "0" THEN 7010
7030 PRINT " OUI": ; SO = 1
7040 FOR I = 0 TO 43
7050 READ A: POKE 778 + I,A
7060 NEXT
7070 RETURN
7080 DATA 173,48,192,136,208,5,206,1,3,
249,9,202,208,245,174,0,3,76,2,3,96
7090 DATA 160,2,132,255,169,100,141,0,3
    ,164,255,140,1,3,32,2,3,206,0,3,208,243,
    96

```

MORPION

Un classique jeu de MORPION avec visualisation des coups sur l'écran, affichage permanent du nombre de parties gagnées par le joueur, l'ordinateur, le nombre de partie nulle, etc...

– Particularité intéressante, le sous-programme qui fait jouer l'ordinateur est écrit en langage machine (incorporé en data dans le programme).

Temps de réponse : moins d'une seconde.

Régis RIVIERRE

Mode d'emploi :

– Lancez le programme.

– Sur l'écran, le TITRE s'affiche pendant l'initialisation du jeu et de la première partie (environ 10 secondes)

– le programme demande alors si vous voulez commencer.

– A votre tour de jouer, rentrer les coordonnées de votre coup.

Exemple : 23 0 1 2 3 4 5

00

10

20.....

30

– Vos coups sont représentés par "0" (ASCII222)

Ceux de l'ordinateur par "0" (ASCII223)

– Le sous-programme assembleur est implanté entre \$A200 et \$A31D

– Les adresses entre \$A000, \$A1D7 et \$300, \$32C sont également utilisées.

```

50 HOME
60 UTAB 5
62 PRINT "M M DDDDD RRRRR PPPPP III 0
0000 H H"
64 PRINT "MM MM 0 O R R P I 0
O H H H"
66 PRINT "M M M 0 0 RRRR PPPPP I 0
O H H H"
68 PRINT "M M 0 O R R P I 0
O H H H"
70 PRINT "M M DDDDD R R P III 0
0000 H H"
72 UTAB 13: HTAB 10
74 PRINT "11 00000 11 00000"
75 HTAB 10
76 PRINT "11 0 00 * * 11 0 00"
77 HTAB 10.
78 PRINT "11 0 0 0 * 11 0,0 0"
79 HTAB 10
80 PRINT "11 00 0 * * 11 00 0"
81 HTAB 10
82 PRINT "11 00000 11 00000"
100 REM
101 REM
110 GOSUB 200
112 GOSUB 400
114 HOME
116 GOSUB 500
118 REM
120 UTAB 22: HTAB 5
125 PRINT "VOULEZ VOUS FAIRE UNE AUTRE
PARTIE ?"
126 GOSUB 9000
127 IF R$ = "0" THEN UTAB 12: HTAB 20:
PRINT "OK": GOTO 112
130 GOSUB 7000
150 END
200 . REM
201 REM INITIALISATION DU JEU
202 } REM
205 DIM U1(21),U1(21),U2(21),U3(21)
207 REM
210 FOR R = 41472 TO 41757
215 READ DC
220 POKE R,DC
225 NEXT R
230 REM
235 FOR R = 770 TO 801
240 READ DC

```

MP-FII



```

245 POKE R,DC
250 NEXT R
255 REM
260 FOR J = 0 TO 21
265 POKE 40960 + J,0
270 POKE 40983 + J,0
275 POKE 41006 + J,0
280 NEXT J
285 REM
290 B = 0:A = 4:C = 1
300 FOR J = B TO A STEP C
302 READ UC(J)
304 U1(J) = INT(UC(J) / 65536)
306 U2(J) = INT(UC(J) / 256) - (256
* U1(J))
308 U3(J) = UC(J) - 256 * INT(UC(J)
/ 256)
310 POKE 40960 + J,U1(J)
312 POKE 40983 + J,U2(J)
314 POKE 41006 + J,U3(J)
316 NEXT J
318 IF C = 5 THEN 325
320 B = 5:A = 20:C = 5: GOTO 300
325 REM
330 F1 = 0:F2 = 0:F3 = 0
335 F4 = 0:F5 = 0
350 RETURN
400 REM
401 REM INITIALISATION DE LA PARTIE
402 REM
410 FOR J = 0 TO 99
412 POKE 41029 + J,0
414 POKE 41130 + J,0
416 POKE 41231 + J,0
418 POKE 41332 + J,0
420 NEXT J
430 H = 0:F = 0
450 RETURN
500 REM
501 REM PARTIE
502 REM
510 UTAB 15: HTAB 9
515 PRINT "VOULEZ VOUS COMMENCER ?"
520 GOSUB 9000
525 GOSUB 5000: GOSUB 10000
530 IF R$ = "0" THEN 560
540 GOSUB 1000
550 IF F < > 0 THEN 600
560 GOSUB 2000
570 IF F = 0 THEN 540
600 REM
601 FOR B = 0 TO 500: NEXT
602 UTAB 19: HTAB 25: PRINT "
"
603 PRINT : HTAB 27: PRINT "
"
605 UTAB 20: HTAB 5
610 IF F < > - 1 THEN 630
615 F1 = F1 + 1
620 F4 = F4 + H
625 PRINT "VOUS AVEZ GAGNE EN ";
630 IF F < > 1 THEN 650
635 F2 = F2 + 1
640 F5 = F5 + H
645 PRINT "J'AI GAGNE EN ";
650 IF F < > 2 THEN 670
655 F3 = F3 + 1
660 PRINT "PARTIE NULLE APRES ";
670 PRINT H/ " COUPS"
680 REM
690 GOSUB 10000
700 RETURN
1000 REM
1010 REM MFF-II JOUE
1020 REM
1100 HJ = 1
1110 UTAB 19: HTAB 25
1120 PRINT "JE POINTE"
1130 CALL 41472
1140 C = PEEK (810)
1150 A = PEEK (- 16336)
1160 PRINT : HTAB 27
1170 PRINT "EN " ; C
1180 REM
1190 E = C
1200 GOSUB 6000
1210 S = (PEEK (810) * 256 + PEEK (811
)) * 256 + PEEK (812)
1220 H = H + 1
1230 IF H = 100 OR (S = 0 AND H
> 1) THEN F = 2
1240 IF S > = V(20) THEN F = 1
1500 RETURN
2000 REM
2010 REM L'ADVERSaire JOUE
2020 REM
2100 HJ = 2
2120 UTAB 10: HTAB 25
2130 INPUT "VOTRE COUP " ; A$

```

```

1140 A = VAL (A$)
1150 IF A > = 0 AND A < = 99 THEN 221
0
2160 UTAB 15: HTAB 25
2170 PRINT "UH ENTIER ENTRE"
2180 HTAB 25
2190 PRINT "0 ET 99 SUP"
2200 GOSUB 8000: GOTO 2120
2210 IF PEEK (41029 + A) = 0 THEN 2270
2220 UTAB 15: HTAB 25
2230 PRINT "CASE DEJA"
2240 HTAB 25
2250 PRINT "OCCUPEE . . ."
2260 GOSUB 8000: GOTO 2120
2270 POKE 41029 + A,1
2280 REM
2290 E = A
2300 GOSUB 6000
2310 Z = ( PEEK (41130 + A) * 256
+ PEEK (41231 + A)) * 256 +
PEEK (41332 + A)
2320 H = H + 1
2330 IF H = 100 THEN F = 2
2340 IF Z > = UC4) THEN F = - 1
2350 REM
2360 UTAB 21: HTAB 27: PRINT "
2500 RETURN
5000 REM
5010 REM AFFICHAGE DE LA GRILLE
5020 REM
5130 UTAB 6: HTAB 8
5140 PRINT "0123456789"
5150 HTAB 6
5160 PRINT "00: : : : : : 00"
5170 FOR J = 10 TO 90 STEP 10
5180 HTAB 6
5190 PRINT J;": : : : : :";J
5200 NEXT J
5210 HTAB 8
5220 PRINT "0123456789"
5500 RETURN
6000 REM
6010 REM AFFICHAGE DES COUPS
6020 REM
6100 UTAB 7 + INT (E / 10)
6110 HTAB 8 + E - ( INT (E / 10)
* 10)
6120 IF HJ = 1 THEN PRINT "=":
GOTO 6500
6130 PRINT "="
6500 RETURN
7000 REM
7010 REM FIN
7020 REM
7050 IF F1 = 0 AND F2 = 0 THEN 7300
7100 IF F1 < > 0 THEN A1 = INT (F4
/ F1)
7105 IF F2 < > 0 THEN A2 = INT (F5
/ F2)
7110 HB = F1 + F2 + F3
7115 A$ = "AVEC UNE MOYENNE DE "
7120 B$ = " COUPS"
7125 UTAB 1: HTAB 14
7130 PRINT "SUR ";
7135 INVERSE : PRINT HB;: NORMAL
7140 PRINT " PARTIES"
7145 UTAB 8
7147 REM
7150 IF F2 = 0 THEN 7195
7155 HTAB 15
7160 PRINT "J'EN GAGNE ";
7165 INVERSE : PRINT F2;: NORMAL
7170 PRINT : HTAB 7
7175 PRINT A$;
7180 INVERSE : PRINT A2;: NORMAL
7185 PRINT B$;
7190 PRINT : PRINT : PRINT : PRINT
7192 REM
7195 IF F1 = 0 THEN 7260
7200 HTAB 13
7205 PRINT "VOUS EN GAGNE ";
7210 INVERSE : PRINT F1;: NORMAL
7215 PRINT : HTAB 7
7220 PRINT A$;
7225 INVERSE : PRINT A1;: NORMAL
7230 PRINT B$;
7235 PRINT : PRINT : PRINT : PRINT
7257 REM
7260 IF F3 = 0 THEN 7290
7265 HTAB 8
7270 PRINT "IL Y A EU ";
7275 INVERSE : PRINT F3;: NORMAL
7280 PRINT " PARTIES NULLE"
7282 REM
7290 GET A$
7292 HOME
7300 REM
7310 REM
7400 UTAB 8
7405 PRINT "SSSSSSSS AAAA A A LL
UU TTTTTT "
7410 PRINT "SSSSSSSS AA AA LL
UU TT "
7415 PRINT "SS AAAA A A LL
UU TT "
7420 PRINT "SSSSSSSS AAAA A A LL
UU TT "
7425 PRINT " SS AA AA LL
UU TT "
7430 PRINT "SSSSSSSS AA AA LLLLLL UUUU
UUU TT "
7435 PRINT "SSSSSSSS AA AA LLLLLL UUUU
UUU TT "
7440 REM
7450 GET A$
7460 HOME
7500 RETURN
8000 REM
8010 REM TEMPORISATION MESSAGE ERREUR
8020 REM
8100 B = 600
8200 FOR J = 0 TO B: NEXT
8210 UTAB 15: HTAB 25
8220 PRINT "
8230 HTAB 25
8240 PRINT "
8500 RETURN
9000 REM
9010 REM DUI OU NON
9020 REM
9100 GET R#
9110 IF R# < > "0" AND R# < > "N"
THEN PRINT : PRINT TABC 16;"DUI OU
NON": GOTO 9100
9200 HOME
9500 RETURN
10000 REM
10010 REM AFFICHAGE SCORE
10020 REM
10100 UTAB 1: HTAB 1
10110 PRINT "JOUEUR: ";F1;
10120 HTAB 13
10130 PRINT "MPP-II: ";F2;
10140 HTAB 26
10150 PRINT "PARTIE NULLE: ";F3
10200 PRINT "===== ===== =
=====
====="
10500 RETURN
11000 REM
11010 REM *****
11020 REM
11100 DATA 162,0,169,0,157,170,160,157
,15,161,157,116,161,232,224,100,200,242,
168,162,0,165,10,3
11110 DATA 157,35,3,200,232,224,6,208,2
44,140,1,3,172,36,3,173,38,3,141,2,3,152
,24,109
11115 DATA 2,3,141,6,3,24,109,40,3,141
,4,3,169,0,141,5,3,173,6,3,170,173,5,3
11120 DATA 24,125,69,160,141,5,3,138,24
,109,35,3,205,4,3,144,235,240,233,174,5
,3,189,0
11125 DATA 160,141,7,3,189,23,160,141,8
,3,189,46,160,141,9,3,208,13,173,8,3,208
,8,173
11130 DATA 7,3,208,3,76,171,162,173,6,3
,170,189,116,161,24,109,9,3,157,116,161
,189,15,161
11135 DATA 109,8,3,157,15,161,109,170,1
60,109,7,3,157,170,160,138,24,109,35,3,2
05,4,3,144
11140 DATA 217,240,215,173,2,3,205,39,3
,248,6,24,105,10,76,42,162,204,37,3,240
,4,200,76
11145 DATA 39,162,172,1,3,192,24,240,3
,76,19,162,169,0,141,42,3,141,43,3,141,44
,3,170
11150 DATA 109,69,160,208,51,189,170,16
0,205,42,3,144,42,208,20,189,15,161,205
,43,3,144,33,208
11155 DATA 10,189,116,161,205,44,3,144
,23,240,18,189,170,160,141,42,3,189,15,16
1,141,43,3,189
11160 DATA 116,161,141,44,3,142,35,3,23
2,224,100,208,195,174,35,3,169,5,157,69
,160,96
11165 REM
11170 REM
11175 DATA 1,0,5,0,90,4,9,4,9,0,50,36,1
0,0,9,0,50,40,11,0,5,0,50,44
11180 REM
11185 REM
11190 DATA 1,3,50,1000,2000000
11200 DATA 10,200,10000,100000000
11500 REM

```

MULTI-PUZZLE

Multitech MPF II (ou APPLE II)
Leçon du jour : multiplications.

Retrouvez quels chiffres se cachent derrière les #, et reconstituez la multiplication. Un excellent exercice pour toute la famille.

MP-FII

Michel ZINDY

```

10 DIM R$(8),F(3,5),AC(5,5),P(5,5),NC(5)
15 FOR I = 1 TO 8: READ R$(I): NEXT I:
REM PREPARATION
20 GOSUB 100
30 REM DOUBLE DES PARTIES
40 GOSUB 200: REM PROLOGUE
50 GOSUB 300: REM PARTIE
60 PRINT : PRINT "VOULEZ-VOUS UNE AUTRE
PARTIE (O OU N) ?": GET R$: IF R$<
"O" AND R$ < "N" THEN 60
70 HOME : IF R$ = "O" THEN 20
80 UTAB 9: HTAB 15: PRINT "AU REVGIR"
90 END
100 M$ = "====MULTI-PUZZLE===="
110 TEXT : FOR X = 1 TO 20
115 FOR Y = 40 TO 9 + X STEP - 1
116 B$ = MID$(M$,X,1)
117 UTAB 2: HTAB Y - 1: PRINT B$:
HTAB Y: PRINT " ";
118 NEXT Y,X
130 DATA "EXCELLENTE","TRES BONNE","BON
NE","AU DESSUS DE LA MOYENNE"
140 DATA "MOYENNE","EN DESSOUS DE LA MO
YENNE","PASSABLE","MAUVAISE"
199 RETURN
200 REM GENERATION DU PUZZLE
210 FOR I = 1 TO 5: FOR J = 1 TO 5: AC(I,
J) = - 1: NEXT J,I
220 FOR I = 0 TO 9: FOR J = 1 TO 5: FC(I,
J) = 0: NEXT J,I
230 AC(1,1) = INT(10 * RND(1)): AC(2,1) =
INT(10 * RND(1)): AC(3,1) =
INT(9 * RND(1)) + 1
240 AC(1,2) = INT(10 * RND(1)): AC(2,2) =
INT(9 * RND(1)) + 1
250 NC(1) = 100 * AC(2,1) + 10 * AC(2,1)
+ AC(1,1)*NC(2) = 10 * AC(2,2) + AC(1,2)
* NC(1) * 10 * NC(5) = NC(1) * NC(2)
270 M = 10: FOR I = 1 TO 5
280 FOR J = 3 TO 5:N1 = INT(NC(J))
* NC(1)*AC(1,J) = INT(NC(J)) - N1
* NC(1)*NC(J) = N1: NEXT J,I
290 AC(1,4) = - 1*AC(5,3) = - 1*N1
= 0:N2 = 0:N5 = 0
292 FOR I = 1 TO 5: FOR J = 1 TO 5:
IF AC(I,J) = - 1 THEN P$(I,J)
= "#": GOTO 294
294 NEXT J,I:P$(4,2) = "X "
299 RETURN
300 REM PARTIE
310 GOSUB 1000: REM AFFICHAGE
320 IF NS = 18 THEN 339
330 GOSUB 2000: GOTO 310: REM JOUEUR
339 GOSUB 2000
340 HOME : PRINT : PRINT "C'EST FINI...
": G = G + 1:T0 = T0 + N1
350 PRINT : PRINT "NOTE MOYENNE ";20
- N1 / G\20"
355 PRINT : PRINT "APRES ";G;". PARTIE":
IF G > 1 THEN PRINT "S";
360 PRINT " : ";20 - T0 / G\20":
PRINT : Q = INT((U \ 2)): IF Q<
1 THEN Q = 1: GOTO 370
365 IF Q > 8 THEN Q = 8
370 PRINT : PRINT "UDILA UNE PERFORMANCE"
371 PRINT : PRINT R$(Q): PRINT
399 RETURN
1000 U = 4: REM MACHINE

```

```

1010 FOR I = 1 TO 5
1020 UTAB U + I: HTAB 21
1030 FOR J = 5 TO 1 STEP - 1: PRINT P$(J,I):
NEXT J
1040 IF I = 2 OR I = 4 THEN PRINT "-U
= U + 1: HTAB 21: PRINT "-----"
1050 NEXT I
1060 UTAB 14: PRINT : PRINT "COUPS JOUE
S : ";N2: PRINT "
: PRINT "COUPS MANQUES : ";N1
1070 PRINT "
: PRINT "CHIFFRES TROUVES : ";NS:
PRINT "
: PRINT "
1099 RETURN
2000 N2 = N2 + 1: REM JOUEUR
2010 UTAB 22: HTAB 1: PRINT "ESSAI NO."
;N2;" COLONNE ? CHIFFRE ? "
2020 HTAB 22: GET R$: C = VAL(R$):
IF C = 0 THEN GOSUB 3000: GOTO 2010
2025 PRINT C: HTAB 34: GET R$: D
= VAL(R$): PRINT D
2030 IF D > 9 OR D < 0 OR C > 5
OR C < = 0 THEN UTAB 22: HTAB 1:
PRINT "REPOSE INCORRECTE, RETAPEZ
": GOSUB 2090: GOTO 2010
2040 IF F(C,D) = 1 THEN UTAB 22:
HTAB 1: PRINT "
: GOSUB 2090: GOTO 2010
2050 F(D,C) = 1
2060 N9 = NS
2070 FOR I = 1 TO 5: IF AC(C,I) = 0
THEN P$(C,I) = STR$(D) + " ";NS
= NS + 1
2080 NEXT I: IF NS = N5 THEN N1
= N1 + 1: UTAB 22: HTAB 1: PRINT "

```

```

MAUVAIS
2090 FOR T = 0 TO 300: NEXT T
2099 RETURN
3000 REM RAPPEL DES COUPS JOUES
3010 UTAB 15: HTAB 1: PRINT "ENTREES PR
ECEDENTES "
3020 FOR I = 1 TO 5: PRINT "COLONNE ";I
";": : FOR J = 0 TO 9: IF FC(J,I)
= 1 THEN PRINT J;
3030 NEXT J: PRINT "
: NEXT I: PRINT "
3999 RETURN
4000 REM -----
4010 REM
4020 REM CE PROGRAMME VOUS PERMET
4030 REM DE VOUS ENTRAINER AUX
4040 REM MULTIPLICATIONS
4050 REM EN VOUS FAISANT DEVINER
4060 REM LES CHIFFRES QUI SE
4070 REM CACHENT DERRIERE LES '#'
4080 REM
4090 REM SELECTIONNEZ LA COLONNE
4100 REM PUIS ENTREZ VOTRE CHIFFRE
4110 REM
4120 REM EN TAPANT COLONNE 0,
4130 REM VOUS OBTENEZ UN RAPPEL
4140 REM DES COUPS JOUES PRECEDEMMENT
4150 REM -----
4170 REM
4180 REM N'OUBLIEZ PAS DE SONORISER LE
S
4190 REM MESSAGES D'ERREUR AVEC 'CTRL
G'
4200 REM -----

```

MULTI UTILITAIRE

Après l'APPLE II et le COMMODORE 64, c'est maintenant au tour du MPF II de parler français. Avec ce seul programme vous aurez la possibilité, non seulement de "franciser" votre banc mais aussi de sonoriser le clavier, d'obtenir une version AZERTY de se disposer de minuscule au clavier !

Alain JACQUOT

Mode d'emploi :

Une fois le menu à l'écran, tapez sur la touche correspondant à votre choix.

Si vous avez choisi les minuscules vous disposerez alors d'une commande très intéressante : (mode direct ou dans un programme). Si vous êtes en majuscule, l'exécution de vous fera basculer en minuscule et réciproquement.

Cela permet, dans vos programmes, d'alterner les 2 modes d'affichage. Si vous avez choisi le clavier AZERTY, voici les différences :

CLAVIER QWERTY

Q	A
W	Z
A	Q
Z	W
:	M
M	:

CLAVIER AZERTY

tout le reste est inchangé.

100 REM INIT. INTERPRETEUR EN RAM

```

110 RESTORE
120 FOR I = 768 TO 836
130 READ A: POKE I,A: NEXT I
140 :
145 REM BASIC: C100-FFFF -> 4000-7EFF
150 POKE 60,0: POKE 61,193
160 POKE 62,255: POKE 63,255
170 POKE 66,0: POKE 67,64
180 CALL 768
185 :
190 REM C100-FFFF DEVIENT RAM.
195 REM PUIS 4000-7EFF -> C100-FFFF
210 CALL 803
220 :
230 REM VERIFICATION ETAT DU CLAVIER
235 AZ = 0: SH = 0
240 IF ((PEEK(56) = 0) AND (PEEK(57)
> = 144)) THEN SH = 1
250 IF ((PEEK(36881) = 0) AND (
PEEK(36882) = 144)) THEN SH = 1
260 IF ((PEEK(56) = 16) AND (
PEEK(57) = 144)) THEN AZ = 1
270 IF ((PEEK(36868) = 16) AND (
PEEK(36869) = 144)) THEN AZ = 1
499 :
500 REM . MENU ET BRANCHEMENTS

```

```

510 HOME
520 VTAB 1: HTAB 17: PRINT "* MENU *"
530 VTAB 2: HTAB 17: PRINT "-----"
540 VTAB 6
550 PRINT : PRINT TAB(11):"1) BASIC
FRANCAIS"
570 PRINT : PRINT TAB(11):"2) CLAVIE
R AZERTY"
590 PRINT : PRINT TAB(11):"3) CLAVIE
R SONORISE"
600 PRINT : PRINT TAB(11):"4) MINUSC
ULES (&M)"
620 PRINT : PRINT TAB(11):"5) QUIT"
700 VTAB 22: HTAB 12: PRINT "- VOTRE CH
OIX ? -"

```



```

710 GET R$: FOR I = 1 TO 5:Z2 =
PEEK (- 16336): NEXT
720 R = VAL(R$)
730 IF R < 1 OR R > 5 THEN 710
740 VTAB 22: HTAB 12: PRINT "SPC1 29"
750 HTAB 7: VTAB 5 + 2 * R: PRINT "-"
760 DH R GOTO 1000,8000,7000,5000,3000
800 HOME : END : REM

```

1000 REM CREATION BASIC FRANCAISE

```

1010 RESTORE
1020 FOR I = 1 TO 69
1030 READ A: NEXT I
1040 INC = 0:ADR = 32768
1050 FOR I = 1 TO 129
1060 READ A$:L = LEN(A$)
1070 IF L > 1 THEN 1200
1080 A = ASC(A$) + 128
1090 POKE ADR + INC,A
1100 INC = INC + 1
1120 GOTO 1200
1200 FOR J = 1 TO L - 1
1210 A = ASC(MID$(A$,J,1))
1220 POKE ADR + INC,A
1230 INC = INC + 1
1240 NEXT J
1250 A = ASC(RIGHT$(A$,1)) + 128
1260 POKE ADR + INC,A
1270 INC = INC + 1
1280 NEXT I
1290 :
1300 REM MOTS CLES : 8000 -> 0392
1320 POKE 60,000: POKE 61,128
1330 POKE 62,148: POKE 63,130
1340 POKE 66,146: POKE 67,195
1350 CALL 768
1360 :
1400 REM POUR ERROR ET BREAK
1410 POKE 50480,00: POKE 50713,58
1420 POKE 50720,32: POKE 50721,69
1430 POKE 50722,82: POKE 50723,82
1440 POKE 50724,69: POKE 50725,85
1450 POKE 50726,82: POKE 50730,69
1460 POKE 50735,65: POKE 50736,82
1470 POKE 50737,82: POKE 50738,69
1480 POKE 50739,84: POKE 50973,31
2000 :
2010 REM PATCHS MESSAGES D'ERREUR

```

```

2050 REM IDEM
2055 POKE 53919,13
2060 POKE 52529,20
2070 POKE 52957,35: POKE 54508,35
2080 POKE 54585,46
2090 POKE 56734,60
2095 POKE 50942,71
2100 POKE 52532,85
2110 POKE 54582,99
2120 POKE 54614,113

```

```

2130 POKE 57206,126
2140 POKE 54974,142
2150 POKE 53523,156
2160 POKE 55769,173
2170 POKE 55237,199
2180 POKE 51827,219
2190 POKE 54977,223
2200 GOTO 500: REM
5000 REM MINUSCULES AU CLAVIER

```

```

5010 RESTORE
5020 FOR I = 1 TO 198
5030 READ A$: NEXT I
5040 :
5050 REM CARACT: F200-F400 -> 9200-9400

```

MP-FII

```

5060 POKÉ 60,0: POKÉ 61,242
5070 POKÉ 62,255: POKÉ 63,243
5080 POKÉ 66,0: POKÉ 67,146
5090 CALL 768
5100 :
5110 REM MODIFICATION DE L'ALPHABET
5140 FOR I = 37384 TO 37599
5150 READ A: POKÉ I,A: NEXT I
5160 POKÉ 61469,146
5190 :
5200 REM INITIALISATION DE &M
5210 FOR I = 1 TO 48: READ A$: NEXT
5220 FOR I = 36928 TO 36958
5230 READ A: POKÉ I,A: NEXT
5240 POKÉ 1013,76: POKÉ 1014,64
5250 POKÉ 1015,144
5260 GOTO 500: REM
5700 REM SONORISATION CLAVIER
-----
7015 ON SH GOTO 7100
7020 POKÉ 36864,173: POKÉ 36865,40
7030 POKÉ 36866,192: POKÉ 36867,76
7040 Z = PEEK (56): POKÉ 36868,Z
7050 Z = PEEK (57): POKÉ 36869,Z
7060 :
7065 REM DETOURNER LA ROUTINE STANDARD
7070 POKÉ 56,0: POKÉ 57,144
7080 SH = 1: GOTO 500
7090 :
7100 HOME
7110 UTAB 10: PRINT "ATTENTION, CLAVIER
DEJA SONORISE !"
7120 FOR I = 1 TO 3
7130 FOR J = 1 TO 30
7140 A = PEEK (- 16336): NEXT J
7150 FOR J = 1 TO 60: NEXT J,I
7160 GOTO 500: REM
8000 REM CLAVIER AZERTY
-----
8015 ON AZ GOTO 8120
8020 RESTORE
8025 FOR I = 1 TO 406
8030 READ A$: NEXT I
8030 FOR I = 36980 TO 36926
8040 READ A: POKÉ I,A: NEXT I
8050 Z = PEEK (56): POKÉ 36881,Z
8050 Z = PEEK (57): POKÉ 36882,Z
8100 POKÉ 56,16: POKÉ 57,144
8105 AZ = 1: GOTO 500
8110 :
8120 HOME
8130 UTAB 10: PRINT "ATTENTION, CLAVIER
DEJA AZERTY !"
8140 FOR I = 1 TO 3
8150 FOR J = 1 TO 30
8160 A = PEEK (- 16336): NEXT J
8170 FOR J = 1 TO 60: NEXT J,I
8180 GOTO 500: REM
9010 REM ROUTINE LANGUAGE MACHINE
POUR MOVE ET ROM -> RAM
19000 DATA 169,0,168,177,60,145,66,32,1
3,3,144,247,96,230,66,208,2,230,67,165,6
0,197,62,165,61,229,63,230,60,208,2,230,
61,96
19500 DATA 255,44,91,192,169,0,133,66,1
69,64,133,61,169,255,133,62,169,126,133,
63,169,0,133,66,169,193,133,67,169,0,169
,32,0,3,96
19510 :
19520 REM MOTS CLES DU BASIC FRANCAIS
19800 DATA FIN,POUR,AUTRE,INFO,DEMANDE
19810 DATA OTE,DIM,LIT,GR,TEXT,E#,#
19820 DATA VA-LM,POINT,HLMN,VLMN,HGRZ
19830 DATA HGR,HGDL,HPOINT,BESSINE
19840 DATA XDESSINE,HTAB,EFFACE,ROT=
19850 DATA ECH=,CHF,PISTE,MONPST
19860 DATA NORMAL,INVERSE,#,CDUL,POF
19870 DATA UTAB,MAXM=,MINM=,SIERR
19880 DATA REPREND,RCL,STR,VIT=,SOIT
19890 DATA VA-SP,RETOUR,REM,STOP,SELON
19900 DATA ATT,CHARGE,SAUVE,DEF,TERM
19910 DATA ECRIT,CONT,LISTE,RAZ,CARTE
19920 DATA NPG,TABC,JUSQUE,FN,ESP
19930 DATA ALORS,EN,NOM,PAS,+, -,*,*
19940 DATA ET,OU,/,=,<,SIGN,ENT,ABEILLER
19950 DATA LIB,ECRC,#,PDS,RAC,HAB,LOC
19960 DATA EXP,COS,SIN,TAN,ATN,MULT
19970 DATA LON,CHN$,VAL,ASC,CAR$
19980 DATA GAUCHE$,DROITE$,MIL$,HC,IMP
20000 DATA NMIMP,MP,MA
20010 :
20020 REM MESSAGES D'ERREUR
20030 DATA *AUTRE $S POUR
20040 DATA SYNTAXE
20050 DATA RETOUR $S VA-SP
20060 DATA PLUS D'INFO
20070 DATA VALEUR ERROREE
20080 DATA DEBORDEMENT
20090 DATA MEMOIRE PLEINE
20100 DATA LIGNE INCONNU
20110 DATA MAUVAIS INDICE
20120 DATA TABLEAU REDIM
20130 DATA DIVISION P. ZERO
20140 DATA DIRECT ILLEGAL
20150 DATA DESACCORD DE TYPE
20160 DATA CHAINE TR. LONGUE
20170 DATA FORMULE TR. COMPLEXE
20180 DATA NE PEUT CONT.
20190 DATA FONCT. INCONNU
20195 :
20200 REM DATAS MINUSCULES
30000 DATA 0,0,0,28,32,60,34,60,0,2,2,7
0,34,34,34,30,0,0,0,60,2,2,60,0,32,32,
60,34,34,34,60,0,0,0,28,34,62,2,60,0,24,
36,4,30,4,4,4,0,0,0,28,34,34,60,32,28,0,0
30010 DATA 2,2,30,34,34,34,34,0,0,0,12,
8,8,8,28,0,16,0,0,24,16,16,18,12,0,2,2,74,
18,14,18,34,0,12,8,8,8,8,28,0,0,0,34,4
2,42,34,34,0,0,0,30,34,34,34,34,0,0,0,26
,34
30030 DATA 34,34,28,0,0,30,34,34,34,34,2,2
,0,0,60,34,34,60,32,32,0,0,0,58,6,2,2,2,
0,0,0,60,2,28,32,30,0,4,4,30,4,4,36,24,0
,0,0,34,34,34,50,44,0,0,0,34,34,34,20,0,
0
30060 DATA 0,0,34,34,42,42,54,0,0,0,34,
20,0,20,34,0,0,34,34,34,60,32,28,0,0,0,6
2,16,8,4,62
30070 :
30080 REM ROUTINE LM -> CLAVIER AZERTY
40000 DATA 32,15,253,201,193,208,3,169,
209,96,201,209,208,3,169,193,96,201,210,
208,3,169,215,96,201,215,208,3,169,210,9
6,201,205,208,3,169,186,96,201,196,208,2
,169,205,96,32,0
45000 :
45010 REM ROUTINE LM -> &M
50000 DATA 201,77,208,24,173,29,240,201
,242,240,8,169,242,141,29,240,76,89,144,
169,146,141,29,240,32,177,0,96,76,149,21
,0

```

NERKA

Si vous aimez la mer et si vous n'êtes pas claustrophobe, ce jeu de simulation est fait pour vous.

Michel ZINDY

Mode d'emploi :

Nerka est un jeu de simulation dans lequel les situations sont reproduites le plus fidèlement possible.

Vous êtes aux commandes d'un sous-marin nucléaire, armé de missiles mer-mer et de torpilles. Votre mission est de détruire le maximum de bâtiments ennemis. Vous pouvez plonger, rester en immersion périscopique, lancer vos torpilles, vos missiles, faire le mort en vous collant au fond, lâcher de l'huile, etc...

Les bateaux ennemis se déplacent et les corvettes tentent de vous envoyer par le fond avec leurs canons et leurs grenades sous-marines. Vous remarquerez que vous ne pouvez tirer vos torpilles que dans l'axe du submersible (tubes avant ou arrière), alors que les missiles se déplacent dans les huit directions et détruisent tout dans un rayon d'une case autour de leur point d'impact. Attention aux collisions avec les mines et les bateaux !!

Un certain nombre de bateaux ravitailleurs vous permettront de vous refaire une santé, les pleins de missiles, de carburant et de torpilles. Mais les situations qui peuvent se présenter sont tellement nombreuses que je vous laisse les découvrir.

Les touches de commande (voir listing) vous renvoient dans les sous-programmes correspondants. A noter que (P)ériscope permet de regarder tout autour de soi, puis de manœuvrer ou de tirer (M ou T). A noter également qu'il est presque toujours possible d'annuler une commande en tapant une autre touche que celles attendues (on revient alors au menu). Attention ! ne taper RETURN que lorsqu'apparaît le curseur après la question.



1 HOME
30 GOSUB 1200
40 GOSUB 1300
200 REM CORPS DU PROGRAMME
210 GOSUB 29999
225 GOSUB 300
230 GOSUB 6000
235 GOSUB 6500
240 GOSUB 5000: GOSUB 500
245 GOSUB 300
260 GOSUB 6500: GOSUB 6200
265 GOSUB 300
270 GOSUB 6000
275 GOSUB 6500: GOSUB 300
280 IF P < 10 THEN RIR = 1000: PU
= PU + 100: IF PU > 6000 THEN PU
= 6000

HTAB 16: UTAB 18: PRINT "PERISCOPE":
GOTO 590
585 COLOR = 6: HLIN 8,26 AT 34:
HLIN 8,26 AT 35
590 COLOR = '6: IF BA < = 0 THEN 23030
595 IF AIR < 10 THEN HOME : HTAB 1:
UTAB 21: PRINT "EQUIPAGE ASPHIXIE, "N
\$: GOSUB 700: GOTO 23099
599 RETURN
600 REM SONAR
605 FOR J = 4 TO 15: HTAB 6: UTAB J:
PRINT SPC(30): NEXT
606 IF D(7) = 1 THEN PE = 1: RETURN
607 HCOLOR = 3: HPLOT 35,23 TO 244,23
TO 244,119 TO 35,119 TO 35,23
609 IF D(5) = 1 AND RND (1) < .5
THEN HOME : HTAB 1: UTAB 22:
PRINT "GENERATEUR ENDOMMAGE":
GOSUB 700: HOME : RETURN

```

285 IF P > = 10 THEN AIR = AIR
- 50: PU = PU + 50: IF PU > 6000
THEN PU = 6000
290 GOSUB 5000
295 GOTO 225
300 REM TOUCHE ENFONCEE
301 HTAB 16: UTAB 21: PRINT "<A>UTO-DES
TRUCTION"
302 HTAB 1: UTAB 22: PRINT "<P>ERISCOPE
<M>ANDEUURES <T>IR <S>DHAR
<R>APPORT DOM. <C>ARTE"
305 HTAB 1: UTAB 21: PRINT "COMMANDE ?"
;
310 GET R$: POKE 768,150: POKE 769,20
CALL 770: INVERSE : PRINT R$: NORMAL :
HOME
320 IF R$ = "P" THEN PE = 1: GOSUB 2000
330 IF R$ = "M" THEN GOSUB 3000
340 IF R$ = "T" THEN GOSUB 4000
350 IF R$ = "C" AND P < = 10 AND D(5)
= 0 THEN GOSUB 21200
360 IF R$ = "R" THEN GOSUB 3600
370 IF R$ = "A" THEN GOSUB 3700
380 IF R$ = "S" THEN PE = 0: GOSUB 2000
390 HOME : RETURN
500 REM RAFFRAICHISSEMENT ECRAN
505 IF FH > 0 THEN FOR TT = 1 TO 5:
COLOR = 5: HLIN 18,22 AT 2: HLIN 18,
22 AT 3: POKE 768,90: POKE 768,100:
CALL 770: COLOR = 4: HLIN 18,22
AT 2: HLIN 18,22 AT 3: NEXT :
COLOR = 5: HLIN 18,22 AT 2: HLIN 18,
22 AT 3: GOTO 510
506 COLOR = 4: HLIN 18,22 AT 2:
HLIN 18,22 AT 3
510 HTAB 31: UTAB 2: INVERSE : IF XC
< 10 THEN _PRINT "0";
520 PRINT XC: HTAB 34: UTAB 2: IF YC
< 10 THEN PRINT "0";
530 PRINT YC
540 HTAB 37: UTAB 5: IF P < 10 THEN
PRINT "000";
541 IF P < 100 AND P > = 10 THEN
PRINT "00";
542 IF P < 1000 AND P > = 100 THEN
PRINT "0";
543 PRINT P
545 HTAB 38: UTAB 8: IF T < 10 THEN
PRINT "0";
546 PRINT T
550 HTAB 38: UTAB 11: PRINT "0"MI:
NORMAL
554 COLOR = 6: ULIN 10,30 AT 1
555 FOR I = 0 TO INT (AIR / 50):
COLOR = 2: ULIN 30,30 - I AT 1:
NEXT
556 COLOR = 6: ULIN 10,30 AT 3
560 FOR I = 0 TO INT (PU / 300):
COLOR = 5: ULIN 30,30 - I AT 3:
NEXT
564 IF C1 = 0 THEN C1 = 1
565 HTAB 7: UTAB 17: INVERSE : PRINT
MIDS (F$, (C1 * 3) - 2,3): NORMAL
570 HTAB 9: UTAB 19: INVERSE : IF S
< 10 THEN PRINT "000";
571 IF S < 100 AND S > = 10 THEN
PRINT "00";
572 IF S < 1000 AND S > = 100 THEN
PRINT "0";
574 PRINT S: NORMAL
575 HTAB 37: UTAB 13: PRINT "PUIS":
HTAB 37: UTAB 14: INVERSE : IF PU
< 10 THEN PRINT "000";
576 IF PU < 100 AND PU > = 10 THEN
PRINT "0";
577 IF PU < 1000 AND PU > = 100
THEN PRINT "0";
578 PRINT PU: NORMAL
580 IF PE = 1 AND P < = 10 THEN
610 FOR I = - 4 TO 4: FOR J =
- 4 TO 4: IF XC + I < 1 OR XC
+ I > 40 THEN 690
620 IF YC + J < 1 OR YC + J > 20
THEN 680
630 X7 = XC + I: Y7 = YC + J
640 IF T(X7,Y7) = 0 THEN 680
650 IF T(X7,Y7) = 1 OR T(X7,Y7)
= 3 OR T(X7,Y7) = 4 THEN HTAB 20
+ I: UTAB 10 + J: PRINT "*": POKE 768
,24: POKE 769,10: CALL 770
660 IF T(X7,Y7) = 2 THEN HTAB 20
+ I: UTAB 10 + J: INVERSE : PRINT " "
: NORMAL
670 HTAB 20: UTAB 10: PRINT "+"
680 NEXT J
690 NEXT I
695 RETURN
700 REM CONSTANTE DE TEMPS
710 FOR G = 1 TO 2000: NEXT
720 RETURN
800 REM CONVERSION ENERGIE
810 PRINT "VOULEZ-VOUS CONVERTIR DE L'E
NERGIE ?": GET R$: POKE 768,150:
POKE 769,20: CALL 770: INVERSE :
PRINT R$: NORMAL
820 IF R$ = "D" THEN 850
830 RETURN
850 IF FU < = 0 THEN HOME : PRINT "CO
NVERSION IMPOSSIBLE": GOSUB 700:
HOME : RETURN
855 PRINT "QUANTITE DISPONIBLE : "FU:
INPUT "QUANTITE A CONVERTIR : "; F3
860 IF F3 > FU THEN PRINT "IL NE RESTE
QUE "FU" LITRES.": GOSUB 700: GOTO 855
870 FU = FU - F3: PU = PU + F3 * 2:
PRINT "CONVERSION EFFECTUEE."
PRINT "PUISANCE DISPONIBLE : "PU:
GOSUB 700: HOME : GOSUB 500: RETURN
1000 REM DESSIN ECRAN
1010 COLOR = 6
1020 FOR I = 0 TO 5: HLIN 0,39 AT I:
NEXT
1030 FOR I = 0 TO 4: ULIN 6,29 AT I:
ULIN 6,29 AT I + 35: NEXT
1040 FOR I = 30 TO 39: HLIN 0,39
AT I: NEXT
1050 HTAB 2: UTAB 2: PRINT "A":
HTAB 4: UTAB 2: PRINT "M": HTAB 7:
UTAB 2: PRINT "CONDITION": HTAB 17:
UTAB 2: PRINT "I"
1070 HTAB 25: UTAB 2: PRINT "COORD":
HTAB 33: UTAB 2: PRINT "/": HTAB 2:
UTAB 3: PRINT "I": HTAB 4: UTAB 3:
PRINT "O"
1080 HTAB 2: UTAB 4: PRINT "R":
HTAB 4: UTAB 4: PRINT "T": HTAB 37:
UTAB 4: PRINT "PROF": HTAB 37:
UTAB 7: PRINT "DOPF"
1090 HTAB 37: UTAB 10: PRINT "MISE"
1100 HOLLOWR = 3: HPLDT 35,23 TO 244,23
TO 244,119 TO 35,119 TO 35,23
1110 HTAB 2: UTAB 17: PRINT "CAP.:":
HTAB 2: UTAB 19: PRINT "SCORE.:":
1120 HTAB 37: UTAB 17: PRINT "812":
HTAB 37: UTAB 19: PRINT "7+3":
HTAB 37: UTAB 19: PRINT "654"
1199 RETURN
1200 REM
1210 DIM T(40,20),CX(20),CY(20),GX(10):
GY(10)
1215 POKE 2039,128
1220 G$(1) = "____": G$(2) = "____": G
$(3) = "____": G$(4) = "____": G$(1) = "____"
"____": G$(2) = "____": G$(3) = "____": G$(4)
= "____": I$(1) = "____": I$(2)
= "____": I$(3) = "____": I$(4)
= "____"
1230 B$(1) = "____": B$(2) = "____": B
$(3) = "____": B$(4) = "____"
1240 RESTORE : FOR I = 1 TO 68:

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READ A1: NEXT
1250 FOR I = 1 TO 22: READ A1: POKE I
+ 769,A1: NEXT
1290 HTAB 1: UTAB 10: PRINT "VOULEZ-VOU
S VOIR LES REGLES ?": GET R$: POKE 769,1
50: POKE 769,20: CALL 770: IF R$ =
= "O" THEN GOSUB 19000
1295 RETURN
1299 REM INITIALISATIONS
1300 BA = INT ( RND (1) * 20 ) + 11: B
= INT ( BA / 10 + .5 )
1320 HTAB 1: UTAB 15: INPUT "VOTRE NOM
?": N$
1330 HTAB 1: UTAB 20: INPUT "MOT-CLE PO
UR AUTO-DESTRUCTION : "/MD$
1340 HOME : HTAB 1: UTAB 5: PRINT "CAPI
TAINE "N$: PRINT "VOICI VOTRE MISSION : "
1350 PRINT : PRINT "VOUS DEVEZ DETRUIRE
"BA" BATEAUX": PRINT "ENNEMIS."
PRINT : PRINT "POUR CELA, VOUS DISPOS
EZ DE : "
1360 PRINT : PRINT TAB(5)*" BATEAUX R
AVITAILLEURS"
1370 PRINT : PRINT "VOUS POURREZ Y FAIR
E LES PLEINS ET LES": PRINT : PRINT "REP
ARATIONS EVENTUELLES ."
1380 PRINT : PRINT "ACCEPTEZ-VOUS VOTRE
MISSION, ": PRINT "CAPITAINE "N" ?": GET R$: POKE 769,150: POKE 769,20: CALL 770: IF R$ = "O" THEN HOME : GOSUB 15000: RETURN
1390 IF R$ < > "O" AND R$ < > "N" THEN 1390
1400 HOME : HTAB 1: UTAB 10: INPUT "NOM
BRE DE BATEAUX (10-30) : "/BA
1410 IF BA < 10 OR BA > 30 THEN 1400
1420 HTAB 1: UTAB 15: INPUT "NOMBRE DE
BASES (3 MAX.) : "/B: IF B < 1 OR B
> 3 THEN 1420
1430 HOME : GOSUB 15000: RETURN
2000 REM COMMANDE PERISCOPE
2001 FH = 0
2002 FOR A1 = - 4 TO 4: FOR A2
= - 4 TO 4: IF XC + A1 < 1 OR XC
+ A1 > 40 THEN 2006
2003 IF YC + A2 < 1 OR YC + A2 > 20
THEN 2005
2004 IF T(XC + A1, YC + A2) = 4 THEN FH
= 1
2005 NEXT A2
2006 NEXT A1
2009 IF D(8) = 1 THEN POKE 769,240:
POKE 769,20: CALL 770: INVERSE :
HTAB 1: UTAB 22: PRINT "PERISCOPE END
OMMAGE": GOSUB 700: NORMAL : HOME
2010 IF PE = 1 THEN FOR J = -4 TO 15:
HTAB 6: UTAB J: PRINT SPCK(30):
NEXT J
2020 IF P > 10 OR PE = 0 THEN FOR J
= 4 TO 15: HTAB 6: UTAB J: PRINT
SPCK(30): NEXT J: GOSUB 600: RETURN
2025 HCOLDR = 3: HPLDT 35,23 TO 244,23
TO 244,119 TO 35,119 TO 35,23
2030 HCOLDR = 3: HPLDT 137,108
TO 137,118: HPLDT 127,112 TO 127,118:
HPLDT 147,112 TO 147,118: HPLDT 117,112
TO 117,118: HPLDT 157,112 TO 157,118:
HPLDT 107,112 TO 107,118: HPLDT 167,1
12 TO 167,118
2032 HPLDT 132,115 TO 132,118: HPLDT 14
2,115 TO 142,118: HPLDT 122,115 TO 122,1
18: HPLDT 152,115 TO 152,118: HPLDT 112,
115 TO 112,118: HPLDT 162,115 TO 162,118
/
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2360 IF YC + ZA > 20 THEN 2310
2370 Y1 = YC + ZA: FOR I = (ZA - 1)
TO 0 STEP - 1: IF XC + I > 40
THEN GOSUB 2960: GOTO 2390
2380 X1 = XC + I: GOSUB 2900
2390 NEXT I: GOTO 2310
2399 REM DIRECTION SUB
2400 ZA = 4: Z = 1: GOTO 2420
2410 ZA = ZA - 1: Z = 1: IF ZA < 1
THEN RETURN
2420 IF YC + ZA > 20 THEN 2410
2430 Y1 = YC + ZA: FOR I = (ZA - 1)
TO - ZA STEP - 1: IF XC + I
< 1 OR XC + I > 40 THEN GOSUB 2960:
GOTO 2440
2435 X1 = XC + I: GOSUB 2900
2440 NEXT I: GOTO 2410
2449 REM DIRECTION SUB-OUEST
2450 ZA = 4: Z = 1: GOTO 2470
2460 ZA = ZA - 1: Z = 1: IF ZA < 1
THEN RETURN
2470 IF YC > ZA > 20 THEN 2510
2480 Y1 = YC + ZA: FOR I = - 1 TO
- ZA STEP - 1: IF XC + I < 1
THEN GOSUB 2960: GOTO 2500
2490 X1 = XC + I: GOSUB 2900
2500 NEXT I
2510 IF XC - ZA < 1 THEN 2460
2520 X1 = XC - ZA: FOR I = (ZA - 1)
TO 0 STEP - 1: IF YC + I > 20
THEN GOSUB 2960: GOTO 2540
2530 Y1 = YC + I: GOSUB 2900
2540 NEXT I: GOTO 2460
2549 REM DIRECTION OUEST
2550 ZA = 4: Z = 1: GOTO 2570
2560 ZA = ZA - 1: Z = 1: IF ZA < 1
THEN RETURN
2570 IF XC - ZA < 1 THEN 2560
2580 X1 = XC - ZA: FOR I = (ZA - 1)
TO - ZA STEP - 1: IF YC + I
< 1 OR YC + I > 20 THEN GOSUB 2960:
GOTO 2590
2585 Y1 = YC + I: GOSUB 2900
2590 NEXT I: GOTO 2560
2599 REM DIRECTION NORD-OUEST
2600 ZA = 4: Z = 1: GOTO 2620
2610 ZA = ZA - 1: Z = 1: IF ZA < 1
THEN RETURN
2620 IF XC - ZA < 1 THEN 2660
2630 X1 = XC - ZA: FOR I = - 1 TO
- ZA STEP - 1: IF YC + I < 1
THEN GOSUB 2960: GOTO 2650
2640 Y1 = YC + I: GOSUB 2900
2650 NEXT I
2660 IF YC - ZA < 1 THEN 2610
2670 Y1 = YC - ZA: FOR I = - (ZA
- 1) TO 0: IF XC + I < 1 THEN
GOSUB 2960: GOTO 2690
2680 X1 = XC + I: GOSUB 2900
2690 NEXT I: GOTO 2610
2700 IF T(X1,Y1) = 0 THEN 2960
2910 HTAB (10 * (ZA - 4) OR ZA = 3)
+ 11 * (ZA = 2) + 16 * (ZA = 1)
+ Z: UTAB 8
2920 IF T(X1,Y1) = 4 THEN PRINT G$(ZA)
2930 IF T(X1,Y1) = 3 THEN PRINT C$(ZA)
2940 IF T(X1,Y1) = 2 THEN PRINT I$(ZA)
2950 IF T(X1,Y1) = 1 THEN PRINT B$(ZA)
2960 ON ZA + 1 GOTO 2965,2970,2980,2990
2995
2965 RETURN

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2034 HCOLOR = 3: HPLOT 137,24 TO 137,3
4: HPLOT 127,24 TO 127,30: HPLOT 147,24
TO 147,30: HPLOT 117,24 TO 117,30:
HPLOT 157,24 TO 157,30: HPLOT 107,24
TO 107,30: HPLOT 167,24 TO 167,30
2036 HPLOT 132,24 TO 132,27: HPLOT 142,
24 TO 142,27: HPLOT 122,24 TO 122,27:
HPLOT 152,24 TO 152,27: HPLOT 112,24
TO 112,27: HPLOT 162,24 TO 162,27
2040 IF R$ < > "P" THEN 2080
2050 HOME : HTAB 1: UTAB 21: PRINT "DIR
ECTION (1-8X)": GET R$: POKE 769,150:
POKE 769,20: CALL 770: INVERSE :
PRINT R$: NORMAL
2055 D3 = DI
2060 DI = VAL (R$)
2070 IF DI < 1 OR DI > 8 THEN DI
= D3: HOME : RETURN
2075 GOSUB 2080: GOTO 2050
2080 HTAB 6: UTAB 8: PRINT SPAC(30):
IF PE = 1 AND P < = 10 THEN
HTAB 16: UTAB 18: PRINT "PERISCOPE":
HTAB 19: UTAB 17: INVERSE : PRINT
MID$(F$, (DI * 3) - 2, 3): NORMAL
2085 HTAB 6: UTAB 9: PRINT "-----"
-----: HCOLOR = 3:
HPLOT 35,23 TO 244,23 TO 244,119
TO 35,119 TO 35,23
2090 DH DI GOTO 2100,2150,2250,2300,240
0,2450,2550,2600
2099 REM DIRECTION NORD
2100 ZA = 4:Z = 1: GOTO 2120
2110 ZA = ZA - 1:Z = 1: IF ZA < 1
THEN RETURN
2120 IF YC - ZA < 1 THEN 2110
2130 Y1 = YC - ZA: FOR I = - (ZA
- 1) TO ZA: IF XC + I < 1 OR XC
+ I > 40 THEN GOSUB 2960: GOTO 2140
2135 X1 = XC + I: GOSUB 2900
2140 NEXT I: GOTO 2110
2149 REM DIRECTION NORD-EST
2150 ZA = 4:Z = 1: GOTO 2170
2160 ZA = ZA - 1:Z = 1: IF ZA < 1
THEN RETURN
2170 IF YC - ZA < 1 THEN 2210
2180 Y1 = YC - ZA: FOR I = 1 TO ZA:
IF XC + I > 40 THEN GOSUB 2960:
GOTO 2200
2190 X1 = XC + I: GOSUB 2900
2200 NEXT I
2210 IF XC + ZA > 40 THEN 2160
2220 X1 = XC + ZA: FOR I = - (ZA
- 1) TO 0: IF YC + I < 1 THEN
GOSUB 2960: GOTO 2240
2230 Y1 = YC + I: GOSUB 2900
2240 NEXT I: GOTO 2160
2245 GOSUB 320
2249 REM DIRECTION EST
2250 ZA = 4:Z = 1: GOTO 2270
2260 ZA = ZA - 1:Z = 1: IF ZA < 1
THEN RETURN
2270 IF XC + ZA > 40 THEN 2260
2280 X1 = XC + ZA: FOR I = - (ZA
- 1) TO ZA: IF YC + I < 1 OR YC
+ I > 20 THEN GOSUB 2960: GOTO 2290
2285 Y1 = YC + I: GOSUB 2900
2290 NEXT I: GOTO 2260
2299 REM DIRECTION SUD-EST
2300 ZA = 4:Z = 1: GOTO 2320
2310 ZA = ZA - 1:Z = 1: IF ZA < 1
THEN RETURN
2320 IF XC + ZA > 40 THEN 2360
2330 X1 = XC + ZA: FOR I = 1 TO ZA:
IF YC + ZA > 20 THEN GOSUB 2960:
GOTO 2350
2340 Y1 = YC + I: GOSUB 2900
2350 NEXT I
2970 Z = Z + 11: GOTO 2998
2980 Z = Z + 6: GOTO 2998
2990 Z = Z + 4: GOTO 2998
2995 Z = Z + 3: GOTO 2998
2998 RETURN
3000 REM MANDEUVRES
3002 IF P1 = 0 THEN 3007
3005 FD = INT ((RND (1) * 1000)
+ 100
3007 HTAB 1: UTAB 21: PRINT "FOND A "FD
" METRES,"N": GOSUB 700: HOME
3008 IF P1 > FD THEN HTAB 1: UTAB 22:
PRINT "VOUS AVEZ DECHIRE LA CORDE SUR
LE FOND,"N": L'EAU S'ENGOUFFRE. ADIEU !
!": GOSUB 700: HOME : GOTO 23000
3010 IF NH < 20 THEN POKE 769,150:
POKE 769,20: CALL 770: HTAB 1:
UTAB 22: PRINT "PAS ASSEZ D'HOMMES PO
UR CONTROLE LES MOTEURS": GOSUB 700:
HOME : X6 = 0:Y6 = 0: GOTO 3500
3035 P1 = 0: IF DC(10) = 1 THEN POKE 769
/150: POKE 769,20: CALL 770: HTAB 1:
UTAB 22: PRINT RIGHT$(DC(10), 1) EN RE
PARATION": GOSUB 700: HOME : X6 = 0:Y6
= 0: GOTO 3500
3037 IF DC(3) = 1 THEN POKE 769,150:
POKE 769,20: CALL 770: HTAB 1:
UTAB 22: PRINT "HELICE EN REPARATIONS
//, "DEPLACEMENT IMPOSSIBLE": GOSUB 700
: HOME : X6 = 0:Y6 = 0: GOTO 3500
3040 IF DC(4) = 1 THEN POKE 769,150:
POKE 769,20: CALL 770: HTAB 1:
UTAB 22: PRINT MID$(DC(31,10)) ENDO
IMAGE": GOSUB 700: HOME : GOTO 3075
3045 HOME : C3 = C1: HTAB 1: UTAB 21:
PRINT "CIRCUIT (1-8) ?": GET R$:
POKE 769,150: POKE 769,20: CALL 770:
INVERSE : PRINT R$: NORMAL
3055 C1 = VAL (R$): IF C1 < 1 OR C1
> 8 THEN C1 = C3: RETURN
3075 RESTORE : FOR I = 1 TO 26:
READ X6,Y6: NEXT
3080 FOR X9 = 1 TO INT (C1 + .5):
READ X6,Y6: NEXT X9
3085 D1 = 1 - ((.27 + RND (1) * 10)
* (P < = 50))
3090 IF PU < 100 THEN POKE 769,150:
POKE 769,20: CALL 770: HTAB 1:
UTAB 22: PRINT "MANDEUURE IMPOSSIBLE
//, "PAS ASSEZ DE PUISSANCE": GOSUB 700:
HOME : GOTO 800
3095 HOME : POKE 769,240: POKE 769,20:
CALL 770
3100 HTAB 1: UTAB 21: PRINT "PUISSANCE
DISPONIBLE": PU: INPUT "PUISSANCE A UTIL
ISER : "/P1: HOME
3110 IF P1 < 0 OR P1 > PU THEN 3100
3112 GOTO 3500
3115 IF P1 < 100 THEN DI = C1:P
= P3:P1 = 0: GOSUB 500: GOSUB 2000:
GOTO 3310
3120 IF P1 < = 1000 THEN 3200
3130 IF RND (1) < .4 THEN 3200
3140 HOME : INVERSE : HTAB 1: UTAB 21:
PRINT "PILE ATOMIQUE : MASSE CRITIQUE!!"
//EVACUATION IMMEDIATE DU SOUS-MARIN "N"
3150 GOSUB 700: GOTO 23000
3200 X = XC:Y = YC:P4 = P
3205 PK = INT ((INT (P1 / 100 + .5)
* D1 + .5)
3210 FOR X2 = 1 TO PK

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3220 IF X + X6 > 8 AND X + X6 < 41
    AND Y + Y6 > 0 AND Y + Y6 < 21
    THEN 3250
3225 POKE 769,240: POKE 769,20:
    CALL 770
3230 HOME : HTAB 1: UTAB 21: PRINT "IMPOSSIBLE QUITTER ZONE /" ;N$; GOSUB 700:
    HOME
3240 X2 = PK: GOTO 3390
3250 ON T(X + X6,Y + Y6) + 1 GOTO 3260,
3270,3300,3350,3350,3260,3450
3260 X = X + X6:Y = Y + Y6:PU = PU
    - 100: IF PU < 0 THEN PU = 0
3262 P4 = P4 + INT ((P3 - P) / PK
    + .5)
3264 IF T(X,Y) > 1 THEN T(X,Y) = T(X,Y)
    - 5: GOTO 3266
3265 T(X,Y) = 5
3266 IF T(XC,YC) < 0 THEN T(XC,YC)
    = T(XC,YC) + 5: GOTO 3269
3268 T(XC,YC) = 0
3269 XC = X:YC = Y:P = P4: GOSUB 500:
    GOSUB 2000: GOTO 3390
3270 IF P4 > = 20 THEN 3260
3280 IF X2 = PK THEN 3420
3290 HOME : HTAB 1: UTAB 22: PRINT "VOUS VENEZ D'EPERONNER UN DE VOS", "RAVITAILLEURS, VOUS COULEZ, " ;N$
3295 GOSUB 700: HOME
3297 GOTO 23000
3300 HOME : HTAB 1: UTAB 21: PRINT "REGARDEZ DONC OU VOUS ALLEZ " ;N$: PRINT "VOUS VOUS ETES PRESQUE ECHOUÉ !!": GOSUB 70
0: HOME :X2 = PK: GOTO 3390
3310 P = P3: RETURN
3350 IF P4 > = 20 THEN 3260
3360 HOME : HTAB 1: UTAB 22: PRINT "VOUS AVEZ EPERONNE UN BATEAU, ", "VOUS COULEZ TOUS LES DEUX, " ;N$
3365 FOR G = 1 TO 2000: NEXT : HOME
3370 BA = BA - 1: IF BA = 0 THEN 23030
3380 GOTO 23000
3390 NEXT X2: POKE 769,150: POKE 769,20:
    CALL 770
3400 HOME : HTAB 1: UTAB 21: PRINT "MANOEUVRE ACCOMPLIE" : PU
    SSANCE DISPONIBLE : "PU
3410 GOSUB 700: HOME : GOTO 3310
3420 HOME : POKE 769,150: POKE 769,20:
    CALL 770: HTAB 1: UTAB 22: PRINT "ARRIMAGE RAVITAILLEUR OK", "CHARGEMENT ET REPARATIONS OK"
3425 GOSUB 700: HOME
3430 FOR I = 1 TO 10:D(I) = 0: NEXT :PU
    = 6100:T = 20:NH = 100:AI = 1000:MI
    = 3
3710 HOME : HTAB 1: UTAB 22: INPUT "MOT-CLE POUR AUTO-DESTRUCTION ?";MC$:
3720 IF MC$ = MD$ THEN INVERSE :
    PRINT "DISPOSITIF D'AUTO-DESTRUCTION AMORCE": GOTO 3730
3725 RETURN
3730 GOSUB 700: HGR
3735 HTAB 1: UTAB 10: INVERSE :
    PRINT "COMPTE A REBOURS ENCLENCHE , " ;N$
3740 RED = 99:Z$ = ""
3750 IF RED < 10 THEN Z$ = " "
3755 HTAB 19: UTAB 13: PRINT Z$;RED:RED
    = RED - 1: POKE 769,150: POKE 769,10:
    CALL 770
3760 FOR G = 1 TO 100: NEXT
3765 IF RED > = 1 THEN 3760
3770 TEXT : POKE 49232,0
3800 FOR I = 20 TO 120 STEP 5: FOR J
    = 1 TO 64 STEP 4: HCOLOR = 2:
    RDT = J: SCALE = I: DRAW 1 AT 140,96:
    POKE 769,200: POKE 769,10: CALL 770:
NEXT J,I
3810 GOSUB 700: GOTO 23000
4000 REM TIR SOUS-MARIN
4010 HTAB 1: UTAB 21: PRINT "OPTION (1-TORPILLES 2-MISSILES) ?": GET R$:
    POKE 769,150: POKE 769,20: CALL 770:
    INVERSE : PRINT R$: NORMAL.
4020 D = VAL (R$)
4030 IF D < 1 OR D > 2 THEN RETURN
4035 IF NH > = 10 THEN 4050
4040 POKE 769,200: POKE 769,20:
    CALL 770: HTAB 1: UTAB 21: PRINT "PAS ASSEZ D'HOMMES POUR TIRER",
    GOSUB 700: RETURN
4050 ON D GOTO 4052,4500
4052 IF P > 20 THEN POKE 769,200:
    POKE 769,20: CALL 770: HOME :
    PRINT "TIR IMPOSSIBLE, " ;N$: PRINT "PROFONDEUR TROP ELEVEE !!": GOSUB 700:
    GOTO 4010
4055 IF T = 0 THEN HOME : HTAB 1:
    UTAB 21: PRINT "PLUS DE TORPILLES, " ;N$:
    GOSUB 700: RETURN
4064 HOME : GOSUB 700
4065 HTAB 1: UTAB 21: PRINT "TUBES (0 ->AVANT 1 -->ARRIERE) ?": GET R$:
    POKE 769,150: POKE 769,20: CALL 770:
    INVERSE : PRINT R$: NORMAL : HOME
4067 TU = VAL (R$)
4070 IF TU < 0 OR TU > 1 THEN RETURN
4071 IF TU = 0 AND D(1) = 1 THEN
    HTAB 1: UTAB 22: PRINT "COMPARTIMENT TORPILLES AVANT INONDÉ": GOSUB 700:
    HOME : GOTO 4065

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3440 X2 = PK: GOTO 3260
3450 IF P4 > 1 = 20 THEN 3260
3455 HOME : HTAB 1: UTAB 22: PRINT "VOUS
S AVEZ TOUCHE UNE MINE, "N$: PRINT "VOUS
COULEZ !!!"
3457 GOSUB 700: HOME
3460 GOTO 23000
3500 REM CHANGEMENT DE PROFONDEUR
3510 IF D(6) = 0 AND D(5) = 0 THEN 3530
3515 POKE 768,150: POKE 769,20:
CALL 770: IF RND (1) < .4 THEN 3530
3520 HTAB 1: UTAB 22: PRINT MID$(D$,5
1,10)" EN REPARATIONS "N$: GOSUB 700:
GOTO 3115
3530 INPUT "NOUVELLE PROFONDEUR ?": P3:
IF INT (P3 / 2) > PU THEN PRINT "PAS A
SSEZ DE PUISSANCE "N$: GOSUB 700:
HOME : GOTO 3530
3535 IF P3 > FD THEN HOME : HTAB 1:
UTAB 21: PRINT "SONAR INDIQUE FOND A
"FD" METRES, "N$: GOTO 3530
3540 IF P3 > = 0 AND P3 < = 600
THEN 3570
3550 HTAB 1: UTAB 22: PRINT "PRESSION T
ROP ELEVEE, COQUE ECRASEE PAR PRESSION,
"N$" !"
3560 GOSUB 700: GOTO 23000
3570 IF FH = 0 THEN 3575
3571 IF P3 = FD THEN FI = 1: GOTO 3575
3572 FI = 0
3575 PU = PU - INT ( ABS (P - P3)
/ 2 + .5)
3585 IF P3 > 10 THEN PE = 0: GOSUB 600
3590 GOTO 3115
3600 REM RAPPORT DOMMAGES
3610 FOR I = 4 TO 15: HTAB 6: UTAB 1:
PRINT SPC(30): NEXT
3615 HCOLOR = 3: HPLOT 35,23 TO 244,23
TO 244,119 TO 35,119 TO 35,23
3620 FOR I = 1 TO 18: Z$ = MID$(D$,I
* 10) - 9,10: HTAB 7: UTAB 4 + I:
PRINT Z$: HTAB 18: UTAB 4 + I:
IF D(I) < 1 THEN PRINT "OK":
GOTO 3640
3630 PRINT "EN REPARATIONS"
3640 NEXT I: HTAB 1: UTAB 21: PRINT "OK
?": GET R$: HOME : GOSUB 2000: RETURN
3700 REM SABORDAGE
4072 IF TU = 1 AND D(2) = 1 THEN
POKE 768,200: POKE 769,20: CALL 770:
HTAB 1: UTAB 22: PRINT "COMPARTIMENT TOR
FILLES ARRIERE INONDE": GOSUB 700:
HOME : GOTO 4065
4080 GOSUB 700
4085 HTAB 1: UTAB 21: PRINT "PRESSER CF
IRE POUR LANCER LES TORPIELLES":
GET R$: POKE 768,240: POKE 769,20:
CALL 770
4110 C2 = ((C1 + (TU * 4)) / 8)
- INT ((C1 - .5 + (TU * 4)) / 8))
* 8: T = T - 2
4140 IF DI < > C2 OR PE = 0 OR P
> 10 THEN 4190
4150 X3 = 83: Y3 = 117: X4 = 189
4160 HCOLOR = 3: HPLOT X3,Y3: HPLOT X4
,Y3:X5 = X3:X6 = X4:Y4 = Y3:X3 = X3
+ X4 = X4 - 1: Y3 = Y3 - 1: HCOLOR
= 0: HPLOT X5,Y4: HPLOT X6,Y4: IF Y3
> 64 THEN 4160
4190 RESTORE : FOR I = 1 TO 26:
READ A1,A2: NEXT
4200 X2 = X1:Y2 = Y1: FOR J = 1 TO C2:
READ X3,Y3: NEXT : FOR I = 1 TO 4
4210 X4 = X2 + X3:Y4 = Y2 + Y3
4215 IF X4 < 1 THEN X4 = 1
4216 IF X4 > 40 THEN X4 = 40
4217 IF Y4 < 1 THEN Y4 = 1
4218 IF Y4 > 20 THEN Y4 = 20
4220 IF T(X4,Y4) < > 0 THEN X2
= X4:Y2 = Y4: GOTO 4290
4230 X2 = X4:Y2 = Y4
4240 NEXT I: HOME : POKE 768,150:
POKE 769,20: CALL 770: HTAB 1:
UTAB 21: PRINT "VOUS GACHEZ VOS TORPI
LLES, "N$:
4245 GOSUB 700: HOME
4250 RETURN
4255 IF DI < > C2 OR PE = 0 OR P
> 10 THEN 4305
4295 POKE 768,150: POKE 769,5
4300 HCOLOR = 0: FOR A1 = 3 TO 1
STEP - 1: FOR A2 = 64 TO 1 STEP
- 1: ROT = A2: SCALE = A1: XDRAW 2
AT 136,60
4302 KK = PEEK (- 16336) * PEEK (
- 16336) * PEEK (- 16336): NEXT A2,
A1: HTAB 17: UTAB 8: IF T(X2,Y2)

```

```

    < > 6 AND T(X2,Y2) < > 2 THEN
      PRINT " "
    4305 IF T(X2,Y2) = 6 THEN T(X2,Y2)
      = 0: HTAB 1: UTAB 22: PRINT "VOUS AVEZ
      TOUCHE UNE MINE, "H$: GOSUB 700:
      HOME : RETURN
    4310 IF T(X2,Y2) = 4 THEN S = S
      + 100:T(X2,Y2) = 0:BA = BA - 1:
      HTAB 1: UTAB 22: INVERSE : PRINT "VOUS
      LEVEZ UN NORMAL : PRINT H$: GOSUB 700:
      HOME : GOSUB 500: GOSUB 2000: RETURN
    4320 IF T(X2,Y2) = 3 THEN S = S
      + 50:T(X2,Y2) = 0:BA = BA - 1:
      HTAB 1: UTAB 22: INVERSE : PRINT "VOUS
      LEVEZ UN NORMAL : PRINT H$: GOSUB 700:
      HOME : GOSUB 500: GOSUB 2000: RETURN
    4330 IF T(X2,Y2) = 2 THEN HTAB 1:
      UTAB 22: PRINT "NE GROCHEZ PAS VOS TOR-
      FILLES SUR DES NOIX DE COCO ! "NS" !
      ": GOSUB 700: HOME : RETURN
    4340 IF T(X2,Y2) = 1 THEN HTAB 1:
      INVERSE : PRINT "MALHEUREUX ! VOUS VE-
      NEZ DE COULER UN DE VOS RAVITAILLEURS !
      "NS": NORMAL : GOSUB 700: HOME :
      GOSUB 500: GOSUB 2000: RETURN
    4350 RETURN
  4500 REM OPTION MISSILES
  4505 IF P > 200 OR P < 20 THEN
    HTAB 1: UTAB 22: PRINT "TIR IMPOSSIBLE
    E A CETTE PROFONDEUR.": GOSUB 700:
    HOME : GOTO 4010
  4510 IF NH < = 10 THEN HTAB 1:
    UTAB 22: PRINT "PAS ASSEZ D'HOMMES PO-
    UR EFFECTUER TIR.": GOSUB 700: HOME :
    GOTO 4010
  4515 IF D(9) = 1 THEN HTAB 1: UTAB 22:
    PRINT "TRAPPES EN REPARATION, "H$:
    GOSUB 700: HOME : GOTO 4010
  4520 IF MI < 1 THEN HTAB 1: UTAB 22:
    PRINT "PLUS DE MISSILES, "H$:
    GOSUB 700: HOME : GOTO 4010
  4530 IF T(XC,YC) < 0 THEN HOME :
    HTAB 1: UTAB 22: PRINT "TIR IMPOSSIBLE
    E, BATEAU A LA VERTICALE": GOSUB 700:
    HOME : GOTO 4010
  4550 HOME : HTAB 1: UTAB 21: PRINT "DIR-
    ECTION (<-> ?)": GET R$: POKE 768,150:
    POKE 769,20: CALL 770: INVERSE :
    PRINT R$: NORMAL
  4555 C2 = VAL(R$)
  4560 IF C2 < 1 OR C2 > 8 THEN RETURN
  4570 RESTORE : FOR I = 1 TO 26:
    READ A1,A2: NEXT I
  4580 FOR X9 = 1 TO C2: READ X1,Y1:
    NEXT X9
  4590 HOME : HTAB 1: UTAB 21: INPUT "CHA-
    RGE DE PROPULSION /";F1: IF F1 > 0
      AND F1 < = FU THEN 4605
  4600 HTAB 1: UTAB 21: PRINT "IL NE REST
    E QUE "FU" LITRES.": GOSUB 700: GOTO 459
  4605 HOME : HTAB 1: UTAB 21: PRINT "PRE-
    SSER <FIRE> POUR LANCER MISSILE.":_
    GET R$: POKE 768,240: POKE 769,20:
    CALL 770
  4610 F2 = INT(F1 / 75 + .5)
  4620 IF XC + X1 * F2 > 0 AND XC
    + X1 * F2 < 41 AND YC + Y1 * F2
    > 0 AND YC + Y1 * F2 < 21 THEN 4650
  4630 HTAB 1: UTAB 22: PRINT "MISSILE EC-
    HARPE AU CONTROLE "H$: GOSUB 700:
    HOME
  4640 MI = MI - 1: FU = FU - F1: FU
    = FU - 10: IF FU < 0 THEN FU = 0
  4645 HOME : GOSUB 500: GOSUB 2000:
    RETURN
  4650 FOR X7 = 0 TO F2 * 7: HCOLOR
    = 3: HPLOT 135 + X7 * X1,76 + X7
    * Y1: FOR G = 1 TO 50: NEXT :
    HCOLOR = 0: HPLOT 135 + X7 * X1,76
    + X7 * Y1: FOR G = 1 TO 50: NEXT :
    NEXT X7
    HOME : RETURN
  5430 IF RND (1) > .3 THEN GOSUB 5500
  5440 HTAB 1: UTAB 22: PRINT "MANQUE !!!"
    : GOSUB 700: HOME : GOTO 5420
  5500 HTAB 1: UTAB 22: INVERSE :
    PRINT "CHARGES DE PROFONDEUR":
    GOSUB 700: NORMAL : HOME
  5600 FOR TT = 1 TO 5: POKE 49233,0:
    FOR G = 1 TO 50: NEXT : KK = PEEK (-
    16336) * PEEK (- 16336): POKE 492
  32,0: FOR G = 1 TO 50: NEXT : KK =
    PEEK (- 16336) * PEEK (- 16336):
    NEXT TT
  5610 J = INT (RND (1) * 10) + 1:
    IF DJ(J) < = 0 THEN 5610
  5615 HTAB 1: UTAB 22
  5620 DN J GOSUB 5700,5710,5720,5730,574
  0,5750,5760,5770,5780,5790
  5630 GOSUB 700: HOME
  5650 D = D(1) + D(2) + D(3) + D(4)
    + D(5) + D(6) + D(7) + D(8) + D(9)
    + D(10)
  5660 IF D > 5 AND P > 50 THEN PRINT "U-
    OULEZ-VOUS LACHER DE L'HUILE ?":
    GET R$: PRINT R$: IF R$ = "O"
      THEN GOSUB 700: IF RND (1) > .5
        THEN PRINT "LES BATEAUX ENNEMIS VOUS
        CROYENT MORTS.": PDP : GOSUB 700:
        HOME : RETURN
  5670 PRINT "LE TIR CONTINUE": GOSUB 700
    : GOTO 5420
  5700 D(1) = 1: PRINT "COMPARTIMENT TORPI-
    LLES AVANT INONDÉ": NH = NH - 10:
    PRINT "10 MORTS...": RETURN
  5710 D(2) = 1: PRINT "COMPARTIMENT TORPI-
    LLES ARRIÈRE INONDÉ": NH = NH - 10:
    PRINT "10 MORTS...": RETURN
  5720 D(3) = 1: PRINT "ARBRE D'HELICE END-
    OMAGE": NH = NH - 5: RETURN
  5730 D(4) = 1: PRINT "GOUVERNAIL ENDOMMA-
    GE": PRINT "CHANGEMENT DE CAP IMPOSSIBLE
    ": RETURN
  5740 D(5) = 1: PRINT "GENERATEUR ENDOMMA-
    GE": PRINT "BATTERIES DE SECOURS ENCLEN-
    CHES": NH = NH - 5: RETURN
  5750 D(6) = 1: PRINT "BALLASTS ENDOMMAGE-
    S": NH = NH - 5: RETURN
  5760 D(7) = 1: PRINT "SONAR ENDOMMAGE": N
    H = NH - 5: RETURN
  5770 D(8) = 1: PRINT "PERISCOPE ENDOMMAG-
    E": NH = NH - 5: RETURN
  5780 D(9) = 1: PRINT "TRAPPES MISSILES B-
    LOQUES": NH = NH - 5: RETURN
  5790 D(10) = 1: PRINT "MOTEUR NUCLEAIRE
    INONDÉ": PRINT "PLUS DE PUISSANCE...": PU
    = 50: NH = NH - 20: RETURN
  5800 REM DEPLACEMENTS CORVETTES
  5805 NN = INT (RND (1) * (CH - 3))
    + 1
  5810 FOR I = NH TO NN + 3: IF T(GX(I),G
    Y(I)) < = 4 THEN 5160
  5815 GOSUB 6400: IF GX(I) + N < 1
    OR GX(I) + W > 40 OR GY(I) + V
    < 1 OR GY(I) + U > 20 THEN 5120
  5820 DN T(GX(I) + N, GY(I) + V) + 1
    GOTO 6150,6120,6120,6120,6120,6120,61
  5825 6150 T(GX(I) + N, GY(I) + U) = 4: T(GX(I),
    GY(I)) = 0: GX(I) = GX(I) + N: GY(I)
    = GY(I) + V
  5830 NEXT I: GOSUB 2000: RETURN
  5835 IF P < 10 THEN HOME : HTAB 1:
    UTAB 22: PRINT "VOUS AVEZ ETE EPERONN-
    E PAR UNE CORVETTE VOUS COULEZ, "H$: BA
    = BA - 1: GOSUB 700: GOTO 23000
  5840 GOTO 6160
  5845 HOME : HTAB 1: UTAB 22: PRINT "COR-
    VETTE DETRUITE PAR UNE MINE": BA = BA
    - 1: T(GX(I),GY(I)) = 0: T(GX(I)
    + N, GY(I) + V) = 0: GOSUB 700:
    HOME : GOTO 6160
  5850 REM DEPLACEMENT CARGOS
  5855 NN = INT (RND (1) * (CA - 5))
    + 1

```

```

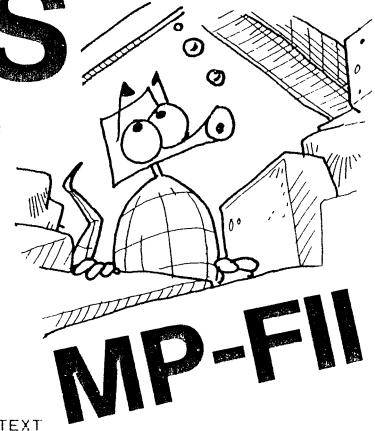
4655 HCOLOR = 0: FOR A1 = -3 TO 1
    STEP - 1: FOR A2 = 64 TO 1 STEP
    - 1: RDT = A2: SCALE = A1: XDRAW 2
    AT 135 + X7 * X1.76 + X7 * Y1:KK
    = PEEK (- 16336) * PEEK (- 16336)
    * PEEK (- 16336): NEXT A2,A1
4660 FOR I = XC + X1 * F2 - 1 TO XC
    + X1 * F2 + 1: FOR J = YC + Y1
    * F2 - 1 TO YC + Y1 * F2 + 1
4670 IF I < 1 OR I > 40 OR J < 1
    OR J > 20 THEN 4750
4680 IF T(I,J) = 4 THEN BA = BA
    - 1: S = S + 100: HTAB 1: UTAB 22:
    INVERSE : PRINT "CORVETTE COULEE !"
NORMAL : GOSUB 700: HOME : GOTO 4740
4690 IF T(I,J) = 3 THEN S = S + 50:BA
    = BA - 1: HTAB 1: UTAB 22: INVERSE :
    PRINT "CARDO COULE !": NORMAL :
    GOSUB 700: HOME : GOTO 4740
4700 IF T(I,J) = 2 THEN POKE 768,100:
    POKE 769,20: CALL 770: HTAB 1: UTAB 22:
    PRINT "VOUS AVEZ RASE UNE PARTIE DE L'IL
    E.",N$: GOSUB 700: HOME : GOTO 4750
4710 IF T(I,J) = 6 THEN HTAB 1:
    UTAB 22: PRINT "VOUS AVEZ EU UNE MINE
    ",N$: GOSUB 700: HOME : GOTO 4740
4720 IF T(I,J) = 1 THEN POKE 768,100:
    POKE 769,20: CALL 770: HTAB 1: UTAB 22:
    PRINT "VOUS VENEZ DE DETRUIRE UN DE VOS"
    /"RAVITAILLEURS", N$: GOSUB 700:
    HOME : GOTO 4740
4730 IF T(I,J) = 5 AND P < 50 THEN
    HTAB 1: UTAB 22: PRINT "VOUS VENEZ DE
    PRENDRE VOTRE MISSILE SUR LE COIN D
    E LA FIGURE", N$: GOSUB 700: HOME :
    GOTO 23000
4740 T(I,J) = 0
4750 NEXT J,I: GOTO 4640
5000 REM TIR BATEAU
5090 FE = 0:TIR = 0
5100 FOR J = - 3 TO 3: FOR I =
    - 3 TO 3
5105 IF XC + I > 40 OR XC + I < 1
    OR YC + J < 1 OR YC + J > 20 THEN 512
    0
5110 IF T(XC + I,YC + J) = 4 THEN TIR
    = TIR + 1
5120 NEXT I,J
5130 IF TIR = 0 THEN RETURN
5150 IF P < = 10 THEN 5400
5200 FE = FE + 1: IF FE > TIR OR FI
    = 1 THEN HOME : RETURN
5210 PG = P + INT ( RND ( 1 ) * 30 )
    - INT ( RND ( 1 ) * 30 )
5215 INVERSE : HTAB 1: UTAB 22:
    PRINT "ENNEMI TIRE GRENADES SOUS-MARI
    NES": NORMAL : GOSUB 700: HTAB 1:
    UTAB 22: PRINT SPCC 35)
5220 IF PG < P + 5 AND PG > P - 5
    THEN GOSUB 5500: GOTO 5300
5230 HTAB 1: UTAB 22: PRINT "MANQUE !"
    GOSUB 700: HOME
5300 GOTO 5200
5400 REM TIR CANNON
5410 INVERSE : HTAB 1: UTAB 22:
    PRINT "ENNEMI TIRE AU CANNON":
    NORMAL : GOSUB 700: HTAB 1: UTAB 22:
    PRINT SPCC 20)
5420 FE = FE + 1: IF FE > TIR THEN
    6230 FOR I = NN TO NN + 5: IF T(CX(I),C
    Y(I)) < > 3 THEN 6300
6240 GOSUB 6400: IF CX(I) + N < 1,
    OR CX(I) + N > 40 OR CY(I) + U
    < 1 OR CY(I) + U > 20 THEN 6240
6250 ON T(CX(I)) + N,CY(I) + U + 1
    GOTO 6280,6240,6240,6240,6240,63
    40
6280 T(CX(I)) + N,CY(I) + U) = 3:T(CX(I),
    CY(I)) = 0:CX(I) = CX(I) + N:CY(I)
    = CY(I) + U
6300 NEXT I: HOME : GOSUB 2000:
    RETURN
6320 IF P < 10 THEN HOME : HTAB 1:
    UTAB 21: PRINT "VOUS AVEZ ETE EPERONN
    E PAR UN CARGO, VOUS COULEZ, "N$:BA
    = BA - 1: GOSUB 700: HOME : GOTO 2300
    0
6330 GOTO 6300
6340 HOME : HTAB 1: UTAB 22: PRINT "CAR
    GO DETRUIT PAR UNE MINE":BA = BA
    - 1:T(CX(I)),CY(I)) = 0:T(CX(I))
    + N,CY(I) + U) = 0::: GOSUB 700:
    HOME : GOTO 6300
6400 RESTORE : FOR J = 1 TO 26:
    READ A1,A2: NEXT
6420 FOR X0 = 1 TO INT ( RND ( 1 ) *
    8) + 1: READ W,U: NEXT X0
6440 RETURN
6500 REM REPARATIONS
6510 IF RND ( 1 ) < .6 - ((P < 10)
    / 2) THEN RETURN
6540 X0 = INT ( RND ( 1 ) * 10 ) + 1
6550 IF D(X0) = 0 THEN RETURN
6570 POKE 768,220: POKE 769,20:
    CALL 770
6580 HTAB 1: UTAB 22: INVERSE :
    SPEED= 50: PRINT MID$ ( D$,CX0
    * 10) - 9,10)" OK": SPEED= 255:
    NORMAL : GOSUB 700: HOME
6600 D(X0) = 0
6620 RETURN
10000 REM REGLES
10100 HOME : PRINT "BIENVENUE A BORD DU
    SOUS-MARIN NERKA..."
10200 PRINT : PRINT "EQUIPAGE: 90 MARIN
    S 10 OFFIC
    IERS"
10300 PRINT : PRINT "MODE DE PROPULSION
    : NUCLEAIRE"
10400 PRINT : PRINT "ARMEMENT : 3 MISSI
    LES MER-MER 20 TORPI
    LLES"
10500 PRINT : PRINT "PROFONDEUR MAXIMUM
    : 600 METRES"
10600 PRINT : PRINT "EQUIPEMENT : SONAR
    ET RADAR (SURFACE)"
10700 PRINT : PRINT "PROFONDEUR TIR : M
    ISSILES (20-200) T
    ORPILLES (0-20)"
10800 PRINT : PRINT : PRINT "TAPER LA T
    OUCHE CORRESPONDANT A LA MANEUVERE
    DESIREE OU UNE AUTRE TOUCHE POUR POURS
    UIURE LE JEU"
10990 PRINT : PRINT "OK ?": GET R$:
    POKE 768,150: POKE 769,20: CALL 770:
    HOME

```


OBSTACLES

La vie, c'est bien connu, est remplie d'obstacles.
Ce programme vous en propose d'autres dans ce jeu réflexe.

Ah ! un dernier obstacle : ceux qui ne disposent pas d'un lecteur de disquette devront supprimer la ligne 10 et remplacer la ligne 20 par : 20 GOSUB 900.



André LE GRAND

MP-FII

```

1 REM -----
2 REM -----
3 REM      MPF-II          OBSTA
4 REM -----
5 REM -----
6 REM      PAR ANDRE LE GRAND
7 REM
8 REM -----
9 REM -----DISQUETTES-----
10 D$ = CHR$(4): REM CTRL-D
11 PRINT D$;"BLOAD ROUTINE"
12 REM -----FIN DISQUETTES
13 REM -----
14 REM      NE PAS OUBLIER GOSUB 9
15 00
16 REM      POUR CEUX QUI UTILISENT
17 REM      DES CASSETTES.
18 REM -----
19 REM -----
20 HOME : TEXT
21 SPEED= 255
22 FOR I = 1 TO 24: HTAB I: VTAB
23 12: PRINT "OBSTACLES": NEXT
24
25 A$ = "PAR ANDRE LE GRAND"
26 FOR J = 0 TO LEN (A$)
27 110 FOR I = 1 TO LEN (A$) - J: HTAB
28 I + 10: VTAB 23: PRINT " "; MID$
29 (A$, I, 1): NEXT I: NEXT J
30 HOME : HTAB 18: PRINT "OBSTA
31 CLES"
32 VTAB 8: PRINT "IL FAUT LES EVITER...."
33 VTAB 10: PRINT "EN SE DEPLACANT AVEC LES FLECHES ..."
34 VTAB 12: PRINT "OU AVEC LA FOIGNEE DE JEU"
35 VTAB 16: PRINT "IL EST ENCORE TEMPS D'ABANDONNER (RESET)"
36 VTAB 18: PRINT "SINON APPUYEZ SUR UNE TOUCHES (PAS RESET)"
37
38 GET A$
39 HOME : VTAB 5: PRINT "DEORM"

```

```

AIS IMPOSSIBLE DE VOUS ARRETEZ...."
200 VTAB 7: PRINT "...SAUF SUR UN OBSTACLE..."
210 VTAB 11: INPUT "NOMBRE D'OBSTACLES (>=100)": N
220 IF N < 100 THEN PRINT "TOI Y'EN A PA COMPRENDU :NOMBRE PLUS": PRINT "GRAND QUE 100": INPUT R
230 IF R < 100 THEN R = 100
240 HOME : VTAB 8: PRINT "NIVEAU CHOISI :"
250 VTAB 10: HTAB 15: PRINT "1-NUL"
260 VTAB 12: HTAB 15: PRINT "2-MOINS NUL"
270 VTAB 14: HTAB 15: PRINT "3-MOYEN"
280 VTAB 16: HTAB 15: PRINT "4-BON"
290 VTAB 18: HTAB 15: PRINT "5-TRES BON": GET N
295 IF N < 1 OR N > 5 THEN PRINT "NOMBRE ENTRE 1 ET 5": GET N
300 GOTO 295
310 FOR I = 1 TO R: PLOT INT (RND (1) * 39), INT (RND (1) * 39): NEXT : COLOR= 5
320 POKE 76, 20
330 POKE 77, 20
340 COLOR= 5: PLOT 20, 20: COLOR= 5
345 POKE 74, 0: POKE 249, 0: POKE 1385, 24
350 IF N = 1 THEN POKE 75, 255
360 IF N = 2 THEN POKE 75, 175
370 IF N = 3 THEN POKE 75, 100
380 IF N = 4 THEN POKE 75, 50
390 IF N = 5 THEN POKE 1385, 96
395 CALL 1392: IF PEEK (74) = 0 THEN 395
400 CALL 1332: POKE - 16336, 255
410 : IF SCRNL (PEEK (77), PEEK (76)) < > 6 THEN 400
500 REM FIN
510 TEXT : HOME .
520 VTAB 10: VTAB 10: PRINT "SCO

```

```

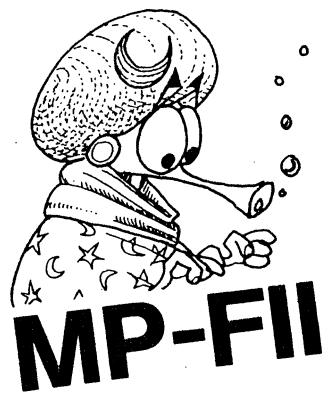
RE: "
530 HTAB 15: VTAB 15: PRINT PEEK (249); " POINTS."
540 VTAB 17: HTAB 8: PRINT "UNE AUTRE PARTIE... "
550 GET R$: IF R$ = "" THEN 550
560 IF R$ < > "0" AND R$ < > ". " THEN 600
570 VTAB 19: HTAB 8: PRINT "DANS LES MEMES CONDITIONS": GET R$:
580 IF R$ < > "0" AND R$ < > ". " THEN 190
590 GOTO 300
600 END
610 FOR I = 1280 TO 1406: READ A : POKE I, A: NEXT : RETURN
620 END
630 REM -----
640 REM ROUTINE EN LANGAGE MACHINE
650 REM -----
660 DATA 169, 39, 133, 44, 133, 45, 3
670 , 54, 248, 169, 6, 32, 100, 248, 16
680 9, 0, 168, 32, 40, 248, 169, 39, 168
690 , 169, 0, 32, 40, 248, 169, 0, 168, 1
700 69, 39, 170, 32, 25, 248, 169, 0, 17
710 0, 168, 32, 25, 248, 162, 0, 169, 6,
720 32, 100, 248, 96, 164, 77, 165, 76,
730 32, 0, 248, 32, 67
740 DATA 240, 144, 3, 133, 74, 24, 16
750 9, 136, 197, 74, 24, 208, 3, 198, 77
760 , 24, 169, 149, 197, 74, 208, 3, 230
770 , 77, 24, 169, 240, 197, 74, 208, 3,
780 198, 76, 24, 169, 241, 197, 74, 208
790 , 2
800 DATA 230, 76, 230, 249, 24, 165,
810 75, 32, 168, 252, 96, 169, 0, 32, 67
820 , 240, 144, 7, 133, 47, 24, 233, 127
830 , 133, 74, 96
840 REM -----
850 REM -----
860 REM -----
870 REM -----
880 FIN

```

OTHELLO

Mesurez-vous aux capacités de "raisonnement" de votre MPF II. Un bon programme d'OTHELLO où vous n'avez pas toujours la partie belle.
Le mode d'emploi ainsi que la règle du jeu se trouvent dans le programme.

Laurent KOENIG



```

70 TEXT
80 HIMEM= 37000: RESTORE
90 GOTO 300
100 S = 0
105 FOR K = 1 TO 8
110 I5 = X(K): J5 = Y(K): I6 = I + 1: J6 = J5
= J + 1: S1 = 0
115 IF AC(I6 + 1,J6 + 1) < > T2
THEN 190
120 S1 = S1 + 1: I6 = I6 + 1: J6 = J6
+ J5
125 IF AC(I6 + 1,J6 + 1) = T2 THEN 120
130 IF AC(I6 + 1,J6 + 1) < > T1
THEN 190
135 S = S + S1
140 IF U < > 1 THEN 190
145 I6 = I: J6 = J
150 FOR Z = 0 TO S1
155 AC(I6 + 1,J6 + 1) = T1
160 HCOLOR = 0
165 DRAW 17 AT J6 * 16 + 62,(I6
+ 1) * 16
170 HCOLOR = T1
171 IF T1 = 2 THEN HCOLOR = 1
175 DRAW 17 AT J6 * 16 + 62,(I6
+ 1) * 16
180 I6 = I6 + 1: J6 = J6 + J5
185 NEXT Z
190 NEXT K
195 IF U = 1 THEN 220
200 IF I = I7 AND I7 > 1 THEN I7
= I7 - 1
205 IF I = I8 AND I < 8 THEN I8
= I8 + 1
210 IF J = J7 AND J7 > 1 THEN J7
= J7 - 1
215 IF J = J8 AND J8 < 8 THEN J8
= J8 + 1
220 RETURN
222 REM
224 REM
226 REM ** L'ORDINATEUR JOUE **
228 REM
229 REM
230 B1 = B9:I9 = 0:T2 = H:J9 = 0:T1
= 0
240 FOR I = I7 TO I8
245 FOR J = J7 TO J8
247 IF AC(I + 1,J + 1) < > 1 THEN 270
249 U = - 1: GOSUB 100
251 S1 = S
253 IF S = 0 THEN 270
255 IF I = 1 OR I = 8 THEN S1 = S1
+ P
257 IF I = 2 OR I = 7 THEN S1 = S1
- P
259 IF J = 1 OR J = 8 THEN S1 = S1
+ P
261 IF J = 2 OR J = 7 THEN S1 = S1
- P
263 IF S1 < B1 THEN 270
265 IF S1 > B1 THEN B1 = S1:N2 = 1:I9
= I:J9 = J: GOTO 270
267 N2 = N2 + 1
269 IF INT ( RND ( 1 ) * N2 ) = 0
THEN I9 = I:J9 = J
270 NEXT J: NEXT I
274 IF B1 = B9 THEN UTAB 21: HTAB 8:
PRINT "JE DOIS PASSER MON TOUR": P9
= P9 + 1: GOTO 292
275 P9 = 0: I = I: J = J9
276 HOME : HTAB 8: PRINT "JE JOUE EN "
MID# ( C$, I + 1, 1 ): I
277 U = 1: GOSUB 100
278 O1 = O1 + S + 1:H1 = H1 - S:N1
= N1 + 1
279 HTAB 8: PRINT "CE QUI ME DONNE ",S:
280 IF S < = 1 THEN PRINT " PION"
285 IF S > 1 THEN PRINT " PIONS"
286 HTAB 34: UTAB 5: PRINT "
287 HTAB 34: UTAB 5: PRINT O1
288 HTAB 37: UTAB 5: PRINT H1
290 FOR F = 1 TO 2000: NEXT F
292 RETURN
293 REM
294 REM
295 REM ** INITIALISATION TABLEAUX ET
VARIABLES **
296 REM
297 REM
300 DIM AC(10,10),XC8,YC8,T(20)
305 C$ = " ABCDEFGH": B = 2:N = 3:B9
= - 100
310 FOR I = 1 TO 8: READ XC(I),YC(I):
NEXT I
330 FOR I = 1 TO 10: FOR J = 1 TO 10: AC
(I,J) = 1: NEXT J: NEXT I
335 AC(5,5) = B:AC(6,6) = B:AC(5,6)
= N:R(6,5) = N
340 O1 = 2:H1 = 2:N1 = 4:P9 = 0:I7
= 3:I8 = 6:J7 = 3:J8 = 6
345 REM
350 REM
355 REM ** INITIALISATION DRAW **
360 REM
370 REM
400 S = 37000
405 POKE 232, INT ( S / 256 ): POKE 232,S
- ( INT ( S / 256 ) * 256 )
410 READ M: POKE S,M: POKE S + 1,0
415 I1 = 2 + 2 * M: POKE S + 2,I1:
POKE S + 3,0
420 IN = I1
425 FOR F = 1 TO M - 1
430 READ T(F): IN = IN + T(F)
435 POKE S + 2 * ( F + 1 ),IN - (
INT ( IN / 256 ) * 256 )
440 POKE S + 2 * ( F + 1 ) + 1, INT ( IN
/ 256 )
445 NEXT F
450 READ T(M)
455 L = IN - I1 + T(M)
460 FOR F = 0 TO L - 1:
465 READ X:
470 POKE F + S + I1,X
475 NEXT F
476 REM
477 REM
480 REM ** EXPLICATIONS **
485 REM
490 REM
500 HOME
505 PRINT TAB( 15 ),"OTHELLO"
506 PRINT TAB( 15 ),"-----": PRINT
510 SPEED= 100
520 PRINT " LE JEU OTHELLO SE JOUE SUR
UN PLATEAU DE 64 CASES AVEC 64 PIONS R
EVERSIBLES. ","(UN COTE BLANC ET UN COTE
VERT) ": PRINT
525 PRINT " LE BUT DU JEU EST D'ENTOURER
LES PIONS ", "ADVERSES POUR QU'ILS SOIENT
DE LA ", "COULEUR DES VOTRES. ": PRINT
530 PRINT " ENTOURER, C'EST ENFERMER UN
PION DU ", "UNE RANGEE DE PIONS DE L'ADVERSE
RSIRE ", "ENTRE UN DE VOS PIONS DEJAPOSES
ET ", "CELUI QUE VOUS PLACEZ. ": PRINT
535 PRINT " VOUS DEVEZ TOUJOURS ENTOURER AU
MOINS ", "UN PIION ADVERSE A CHAQUE TOUR,
DU ALORS ", "VOUS DEVEZ PASSER VOTRE T
OUR. ": PRINT
538 PRINT
539 SPEED= 255

```

```

540 PRINT TAB(9); "PRESSER UNE TOUCHE
541 : GET R#
542 REM
543 REM
544 REM ** DESSIN DU DAMIER **
545 REM
546 REM
547 HGR : HCOLOR = 2
548 FOR Y = 20 TO 198 STEP 16
549 HPLDT 70,Y TO 198,Y
550 NEXT Y
551 FOR X = 70 TO 198 STEP 16
552 HPLDT X,20 TO X,148
553 NEXT X
554 SCALE= 1
555 HCOLOR = 5
556 FOR II = 1 TO 8
557 DRAW II AT 59,28 + 16 * (II
      - 1) : DRAW II + 8 AT 77 + 16 * (II
      - 1),9
558 NEXT II
559 GOSUB 3000
560 HOME
561 PRINT "VOULEZ-VOUS LES PIIONS BLANCS
DU JAUNES?", "(1 OU 2)": GET P#
      PRINT P#
562 PRINT
563 IF P# = "2" THEN D = H:H = B:
      GOTO 631
564 IF P# = "1" THEN D = B:H = H:
      GOTO 631
565 GOTO 615
566 HOME : GOSUB 2000
567 PRINT "VOULEZ-VOUS COMMENCER (O:N)
?": GET P#: PRINT P#
568 PRINT
569 IF P# < > "O" AND P# < > "N"
      THEN 555
570 IF P# = "O" THEN 700
571 GOSUB 230
572 IF H1 = 0 OR H1 = 64 OR P9 = 2
      THEN 855
573 REM
574 REM
575 REM ** LE JOUEUR JOUE **
576 REM
577 REM
700 T1 = H:T2 = 0
701 HOME
710 HTAB 8: INPUT "OU JOUEZ VOUS ? "; Z$:
      HTAB 8: PRINT " EN ", Z$:
711 I = VAL ( MID$( Z$,2,1 )):R#
      = MID$( Z$,1,1 )
712 IF I < 0 OR I > 8 THEN 705
713 IF I > 0 THEN 755
714 PRINT : HTAB 8: PRINT "PASSEZ VOUS
VOTRE TOUR ?": GET R#
715 IF R# = "N" THEN 705
716 GOSUB 900
717 IF H2 > 0 THEN 795
718 IF H2 < = 2 THEN P9 = P9 + 1:
      GOTO 850
719 J = 0
720 FOR Z = 1 TO 8
721 IF R# = MID$( C$,Z + 1,1 ) THEN J
      = Z:Z = 8
722 NEXT Z
723 IF J = 0 THEN 705
724 IF A(I + 1,J + 1) < > 1 THEN 705
725 U = - 1: GOSUB 100
726 IF S = 0 THEN 705
727 P9 = 0:U = 1: GOSUB 100
800 HOME : HTAB 8
801 PRINT "CECI VOUS DONNE ":";
802 IF S < = 1 THEN PRINT " PIION"
803 IF S > 1 THEN PRINT " PIIONS"
804 H1 = H1 + S + 1:O1 = O1 - S:H1
      = N1 + 1
830 HTAB 34: UTAB 5: PRINT " "
831 HTAB 37: UTAB 5: PRINT H1
832 HTAB 34: UTAB 5: PRINT O1
840 IF O1 > 0 AND N < 64 AND P9
      < 2 THEN 650
850 REM.
851 REM
852 REM ** FIN DE LA PARTIE **
853 REM
854 REM
855 HOME
860 PRINT "VOUS AVEZ ":"H1/" PIIONS ET MO
I ":"O1
865 IF H1 > O1 THEN PRINT " BRAVO, VOUS
AVEZ GAGNE.": GOTO 880
870 IF H1 = O1 THEN PRINT " NOUS SOMMES
EX-AEQUO.": GOTO 880
875 PRINT " J'AI GAGNE."

```

```

880 PRINT
881 PRINT "VOULEZ-VOUS REJOUER AVEC MOI
882 : GET R#
883 IF R# = "N" THEN TEXT : END
884 TEXT : RUN
885 REM
886 REM ** VOUS PASSEZ VOTRE TOUR ET L
ORDINATEUR JOUE POUR VOUS ***
887 REM
888 REM
889 N2 = 0:I9 = 0:J9 = 0
890 FOR I = 17 TO 18
891 FOR J = J7 TO J8
892 IF A(I + 1,J + 1) < > 1 THEN 940
893 U = - 1: GOSUB 100
894 IF S = 0 THEN 940
895 N2 = N2 + 1
935 IF INT ( RND ( 1 ) * N2 ) = 0
      THEN I9 = I:J9 = J
940 NEXT J: NEXT I
950 IF N2 = 0 THEN 975
955 I = I9:J = J9
960 HOME : HTAB 8: PRINT "VOUS AVIEZ ";
      N2://" POSSIBILITE";
965 IF N2 > 1 THEN PRINT "S"
970 PRINT : HTAB 8: PRINT "VOUS JOUEZ E
      N : MID$( C$,J + 1,1 ):I
972 FOR F = 1 TO 2000: NEXT F
975 RETURN
1000 DATA 0,1,-1,1,-1,0,-1,0,-1,1,-1
      ,1,0,1,1
1005 DATA 17,11,23,21,18,21,1
      7,13,23,25,23,19,19,19,19,17,23,35
1010 DATA 54,54,36,36,36,36,62,62,62
      ,62
1020 DATA 45,45,36,36,63,63,63,63,18,18
      ,45,45,45,45,18,18,63,63,63,63,36,36,0
1030 DATA 45,45,36,36,63,63,63,63,18,1
      8,9,45,45,45,45,54,54,63,63,63,63,0
1040 DATA 45,45,63,63,63,63,63,44,44,44,4
      4,44,44,54,54,54,54,54,0
1050 DATA 18,18,63,63,45,45,45,45,36,36
      ,36,63,63,63,36,44,45,45,45,0
1060 DATA 63,63,36,36,54,54,54,54,45,45
      ,45,45,36,36,63,63,0
1070 DATA 18,18,9,9,36,36,36,36,63,63,6
      3,63,0
1080 DATA 18,18,63,63,36,36,44,45,4
      5,37,36,63,63,54,46,45,45,53,54,54
      ,63,63,0
1090 DATA 45,45,36,36,63,63,63,63,54,54
      ,45,45,45,45,54,54,27,27,27,36,36,45,
      45,0
1100 DATA 63,63,36,36,45,45,45,45,54,54,
      63,63,63,54,54,45,45,45,36,36,6
      3,63,0
1110 DATA 27,27,36,36,45,45,45,45,45,18,18
      ,18,18,63,63,63,63,36,36,0
1120 DATA 27,27,36,36,45,45,45,45,53,53,54
      ,54,62,62,63,63,63,36,36,0
1130 DATA 63,63,36,36,45,45,45,45,45,18,18
      ,18,18,63,63,63,63,36,36,0
1140 DATA 63,63,36,36,45,45,45,45,45,18,18
      ,18,18,27,27,27,36,36,36,0
1150 DATA 45,45,54,54,63,63,63,63,36,36,3
      6,36,45,45,45,45,0
1160 DATA 63,63,36,36,9,9,9,9,54,54,54,
      54,27,27,27,36,45,45,45,45,0
1170 DATA 63,60,60,36,36,37,37,45,45,45,46
      ,46,54,54,55,55,63,60,60,36,37,37,45,
      46,46,54,55,55,39,60,36,45,54,39,0
1900 REM
1905 REM
1910 REM ** DESSIN DES QUATRES PIIONS D
E DEPARTS ***
1920 REM
1930 REM
2000 HCOLOR = 1
2010 DRAW 17 AT 126,80: DRAW 17
      AT 142,96
2020 HCOLOR = 3
2030 DRAW 17 AT 142,80: DRAW 17
      AT 126,96
2040 HCOLOR = 0
2051 IF O = 2 THEN HCOLOR = 1
2062 DRAW 17 AT 240,20
2070 HCOLOR = H
2071 IF H = 2 THEN HCOLOR = 1
2072 DRAW 17 AT 260,20
2080 RETURN
3000 UTAB 8: PRINT "OTHELLO"
3010 PRINT "-----"
3011 NORMAL
3020 PRINT "REVERSI"
3100 RETURN

```

SIMPF

Ce programme, en haute résolution graphique, en couleur et en musique, pour MPFII ou Apple IIe, très largement inspiré du célèbre jeu SIMON, vous propose de mettre votre mémoire à l'épreuve.

Arriverez-vous à répéter la séquence musicale jouée par "SIMON" sans vous tromper ?...

Luc LEMOEL et Didier KIMES

Mode d'emploi :

Trois niveaux de jeu vous sont proposés (lent, normal, rapide). Quand il a fini de jouer, "SIMON" vous donne la "main".

A chaque erreur, une nouvelle séquence recommence et une lettre de "SIMON" apparaît. Vous avez donc droit à cinq erreurs pour essayer de battre le High score.

Chaque fois que vous répétez une séquence correctement, "SIMON" vous en propose une autre plus longue d'une note. Chaque bonne note vaut 5 points.

```

40 GOSUB 5000: GOTO 100
50 POKE 769,30: POKE 768,65: CALL 770:X
= 101: Y = 39:H = 5: RETURN
60 POKE 769,30: POKE 768,75: CALL 770:X
= 100: Y = 39:H = 2: RETURN
70 POKE 769,30: POKE 768,85: CALL 770:X
= 101: Y = 120:H = 1: RETURN
80 POKE 769,30: POKE 768,95: CALL 770:X
= 100: Y = 120:H = 6: RETURN
90 REM ***** REGLES DU JEU *****
***** REGLES DU JEU *****
100 TEXT : HOME
110 PRINT " ? ? ? ? ? ? ? ? ? "
? ? ?
120 PRINT " ? ? ? ? ? ? ? ? ? "
? ? ?
130 PRINT " ? ? ? ? ? ? ? ? ? "
? ? ? ?
140 PRINT " ? ? ? ? ? ? ? ? ? "
? ? ?
150 PRINT " ? ? ? ? ? ? ? ? ? "
? ? ?
160 PRINT " ? ? ? ? ? ? ? ? ? "
? ? ?
170 PRINT " ? ? ? ? ? ? ? ? ? "
? ? ?
180 PRINT
190 HTAB 12: NORMAL : PRINT "*****"
*****"
200 HTAB 12: NORMAL : PRINT "*"
*
210 HTAB 12: NORMAL : PRINT "*":;
INVERSE : PRINT " ":
NORMAL : PRINT "*"
220 HTAB 12: NORMAL : PRINT "*":;
INVERSE : PRINT "REGLES DU JEU":;
NORMAL : PRINT "*"
230 HTAB 12: NORMAL : PRINT "*":;
INVERSE : PRINT " ":
NORMAL : PRINT "*"
240 HTAB 12: NORMAL : PRINT "*"
*
250 PRINT "*****":*****
*****";
```

```

260 PRINT "*"
*";
270 PRINT " * VOUS DEVEZ RECREER SANS VO
US TROMPER ** LA SEQUENCE MUSICALE JOUEE
PAR SIMON ** A L'AIDE DES TOUCHES <D> <
I> <K> <L> ** CHOISISSEZ VOTRE NIVEAU DE
JEU ** LENT NORMAL
RAPIDE **;
280 PRINT "*"
*";
290 PRINT "*****":*****
*****";
```

```

300 GET R$:
310 IF R$ = "L" THEN PAUSE = 200:
GOTO 350
320 IF R$ = "N" THEN PAUSE = 100:
GOTO 350
330 IF R$ = "R" THEN PAUSE = 01:
GOTO 350
340 GOTO 300
350 FOR I = 1 TO 24: FOR J = 1 TO 25:
NEXT J: PRINT : NEXT I
400 REM ***** DEBUT PROGRAMME *****
***** DEBUT PROGRAMME *****
405 GOSUB 6000
407 CE = 0
408 T = 1
500 FOR I = 1 TO T
510 S(I) = INT ( RND (1) * 4 + 1)
520 ON S(I) GOSUB 50,60,70,80
530 HCOLOR H:F = 0: SCALE = 1
535 DRAW 9 AT X - 9,Y - 9
540 FOR E = 10 TO 30 STEP 6
550 SCALE = E
560 DRAW 1 AT X,Y
570 NEXT E
580 IF F = 1 THEN HCOLOR 0: SCALE = 1:
DRAW 9 AT X - 9,Y - 9: GOTO 592
590 F = 1: HCOLOR 0: FOR P = 0 TO PAUSE:
NEXT P: GOTO 540
592 IF W = 1 THEN W = 0: RETURN
595 NEXT I
597 SCALE = 1: HCOLOR 3: DRAW 3 AT 232,1
30
```



MP-FII

```

600 FOR I = 1 TO T
605 VTAB 1
610 GET R$: IF R$ < > "I" AND R$ < > "O" AND R$ < > "K" AND R$ < > "L" THEN GOTO 610
612 IF R$ = "I" THEN R = 1
614 IF R$ = "O" THEN R = 2
616 IF R$ = "K" THEN R = 3
618 IF R$ = "L" THEN R = 4
620 IF R < > SC(I) THEN GOTO 700
622 SC = SC + 5: IF SC > HS THEN HS = SC
625 VTAB 22: HTAB 05: PRINT "SCORE="; SC
// HTAB 25: PRINT "HI-SCORE="; HS
630 W = 1: GOSUB 520: NEXT I: T = T + 1
632 HCOLOR 0: DRAW 3 AT 238,139
635 FOR P = 1 TO 1000: NEXT P: GOTO 500
699 REM *****
* F I N *
*****
700 IF CE = 5 THEN GOTO 900
710 FOR M = 1 TO 100: Q = PEEK(-16336): NEXT M
720 Y = 30 * CE + 10
725 CE = CE + 1
727 HCOLOR 0: SCALE= 1: DRAW 3 AT 238,130
730 HCOLOR 3: SCALE= 1
740 DRAW CE + 3 AT 10,Y
750 VTAB 24
760 FOR X = 15 TO 28: HTAB X: PRINT "< ERREUR >";: FOR P = 1 TO 30: NEXT P,X
770 FOR X = 28 TO 1 STEP - 1: HTAB X: PRINT "< ERREUR >";: FOR P = 1 TO 30: NEXT P,X
780 FOR X = 1 TO 15: HTAB X: PRINT "< ERREUR >";: FOR P = 1 TO 30: NEXT P,X
785 FOR P = 1 TO 150: NEXT P
790 HTAB 14: PRINT " ",: GOTO 490
800 GOTO 490
800 FOR M = 1 TO 100: Q = PEEK(-16336): NEXT M
803 FOR P = 1 TO 500: NEXT P
805 GOSUB 50: GOSUB 60: GOSUB 70: GOSUB 80
810 VTAB 24: HTAB 08: INPUT "VOULEZ-VOUS REJOUER (O/N) ";R$:
820 IF R$ = "N" THEN TEXT : HOME : END
825 PRINT : PRINT : PRINT : PRINT
830 VTAB 24: HTAB 08: PRINT "LOINT NORMALE RAPIDE "; GET R$:
840 IF R$ = "L" THEN PAUSE = 200: GOTO 945
842 IF R$ = "H" THEN PAUSE = 100: GOTO 945
843 IF R$ = "R" THEN PAUSE = 01: GOTO 945
844 GOTO 930
845 SC = 0
846 PRINT : PRINT : PRINT : PRINT
850 VTAB 22: HTAB 05: PRINT "SCORE="; SC
// HTAB 25: PRINT "HI-SCORE="; HS
860 HCOLOR 0: SCALE= 1:CE = 4
870 FOR Y = 0 TO 120 STEP 30
875 YY = Y + 10
880 DRAW CE AT 10,YY
885 CE = CE + 1
890 NEXT Y
899 GOTO 487
4999 REM *****
* ROUTINE-SOH *
*****
5000 POKE 770,173: POKE 771,48: POKE 772,192: POKE 773,135: POKE 774,208: POKE 775,5: POKE 776,206: POKE 777,1: POKE 778,3: POKE 779,249: POKE 780,9: POKE 781,202: POKE 782,208: POKE 783,245:
5010 REM *****
* GRAPHIQUES *
*****
6010 HGR : HCOLOR 3: ROT= 0
6020 POKE 232,0: POKE 233,96
6030 DIM S(25)
6040 HPLOT 62,0 TO 219,0 TO 219,159 TO 62,159 TO 62,0
6050 HPLOT 66,4 TO 136,4 TO 136,74 TO 66,74 TO 66,4
6060 HPLOT 145,4 TO 215,4 TO 215,74 TO 145,74 TO 145,4
6070 HPLOT 66,85 TO 136,85 TO 136,155 TO 66,155 TO 66,85
6080 HPLOT 145,85 TO 215,85 TO 215,155 TO 145,155 TO 145,85
6090 HPLOT 63,1 TO 218,1 TO 218,159 TO 63,159 TO 63,1
6100 HPLOT 67,5 TO 135,5 TO 135,73 TO 67,73 TO 67,5
6110 HPLOT 146,5 TO 214,5 TO 214,73 TO 146,73 TO 146,5
6120 HPLOT 67,86 TO 135,86 TO 135,154 TO 67,154 TO 67,86
6130 HPLOT 146,86 TO 214,86 TO 214,154 TO 146,154 TO 146,86
6140 HCOLOR 3: SCALE= 1: DRAW 2 AT 241,100
6150 VTAB 22: HTAB 05: PRINT "SCORE="; SC
// HTAB 25: PRINT "HI-SCORE="; HS
6160 RETURN

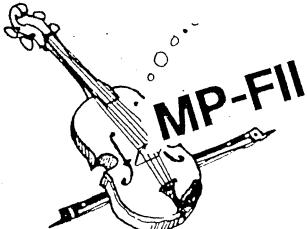
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60000-640E

```

6000- 09 00 14 00 1C 00 F3 00
6008- E7 01 5F 02 0F 02 3E 03
6010- AE 03 1E 04 21 3F 3E 2D
6018- 1C 00 00 00 2D 2D 2D 2D
6020- 4D 49 2D 2D 2D 2D D5 DF
6028- DB 1B DF DB DF DB 1B 6E
6030- 29 6D 69 49 69 29 6D A9
6038- FB FB DF DF DB DF FB 1B
6040- 6E 09 4D 69 49 69 69 4D
6048- D5 DF 1F DF DF DB DF FB
6050- 1B 6E 29 6D 69 49 69 29
6058- 6D A9 FB DE DE DF DE DF
6060- DE 1B 2E 2D 2D 2D 6D 49
6068- 29 2D 2D 2D AD DE DB DE
6070- 1B 3F DF DB DE 53 49 49
6078- 09 4D 69 49 49 89 DE DE
6080- DB FE DB DE DE 98 49 49
6088- 49 49 4D 49 49 89 DE DB
6090- DE DB DF DE DB 98 49 49
6098- 49 09 4D 49 49 49 1A 3F
60A0- 3F 3F 3F DF DF 3F 3F 3F
60A8- 3F 6E 49 49 4D 49 4D 49
60B0- 09 D5 DF 1B DF DF DF DF
60B8- 1F DF 6E 69 4D 4D 49 4D
60C0- 4D 09 D5 DF 1B DF DF DB
60C8- DF 3B DF 6E 69 4D 4D 49
60D0- 4D 4D 09 D5 DF 3F DF DF
60D8- DB DF 1F DF 6E 49 49 4D
60E0- 49 4D 49 09 D5 3F 3F 3F
60E8- 3F DF DB 3F 3F 3F 3F 0E
60F0- 09 00 00 49 49 49 49 29
60F8- ED 49 49 DA DB FF 3F 1F
6100- FF DB DE 98 49 49 49 2D
6108- 0D 2D 0D 2D 4D D1 DB 3F
6110- 1F 3F 1F 3F DF DB DE 4A
6118- 49 49 29 6D 2D 0D 2D 4D

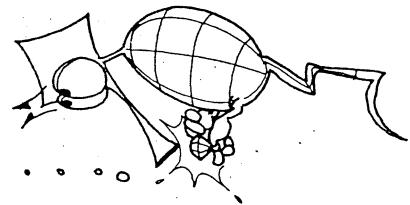
```



6140- 3F 3F 3F 7F 7F 3F 3F 3F
 6148- DF 52 49 59 5D 2B 5D 2B
 6150- 1D 2B 2B 1L 5T 2B 2F 2F
 6158- 3F 3F 3F 7F 7F DF DE 44
 6160- 49 09 3D 12 2D 2B 2B 2B
 6168- 2D 2D 2D 7F 7F 7F 7F
 6180- 3F DF DE 49 49 49 49 49
 6188- 49 49 49 49 49 49 49 49
 6190- DB 2B DE 92 00 00 29
 6198- 2D 2B 2B 2B 2B 2B 2B 2B
 6200- 09 3E 3F 3F 3F FF 1E
 6208- 6E 29 4D 49 49 01 DE DE
 6209- DE FE 37 41 41 49 49 49
 6210- DB DE DE 3E DF 6E 09 2D
 6218- 1D 1D 2D AD FF DE DE DE
 6220- 1D 2E 4D 49 49 31 DF
 6228- 3B 3F 3F 3F 3F 57 49 49
 6230- 49 ED 31 DF DF DE DB 9E
 6238- 49 49 49 49 49 49 49 49
 6240- DE DE 17 2D 2D 2D 2D 2D
 6248- 4B 21 DF DE DE DE 1D 6E
 6250- 49 49 49 49 49 49 49 49
 6258- 2F 2F 2F 2F 2F 2F 2F 2F
 6260- 2D 2D 2D 2D 2D 2D 2D 2D
 6268- DE DE DE 49 49 49 49 49
 6270- 3E 3F 3F 3F 3F 3F 3F 3F
 6278- 49 4D 69 49 04 DE DF FE
 6280- DB 4A 49 41 69 49 49 DA DE
 6288- DF FE DE 4A 49 4D 69 49
 6290- DA DE DF FE DE 4A 49 49
 6298- 69 49 04 DE DF FE DE 4A
 6300- 49 4D 69 49 49 04 DE DF FE
 6308- 2D 2D 2D 7F 7F 7F 7F
 6320- 49 49 49 49 49 49 49 49
 6328- 2B 2D FE DE DE DE DE DE
 6330- 49 49 49 49 49 49 49 49
 6338- 2D 2B 2B 2B 2B 2B 2B 2B
 6340- 09 3E 3F 3F 3F 3F 3F 3F
 6348- 6E 29 4D 49 49 31 DF DE
 6350- 6E 6E 6E 6E 6E 6E 6E 6E
 6358- 31 DF 1F FF FF DF 6E 6E
 6360- 6D 69 49 49 49 49 49 49
 6368- 6E 6E 6E 6E 6E 6E 6E 6E
 6370- 1B 3F 37 00 00 00 00 00
 6378- 2B 2D 2D 2D 2D 2D 2D 2D
 6380- 4D 2B 2B 2B 2B 2B 2B 2B
 6388- 3E 3F 3F 3F 3F 3F 3F 3F
 6390- 2F 3F DF 44 09 2D 2B 2B
 6398- 2D ED ED ED ED ED ED ED
 6400- 49 49 49 49 49 49 49 49
 6408- 2D 2D 2D 2D 2D 2D 2D 2D
 6410- 3F 3F 3F 3F 3F 3F 3F 3F
 6418- 1B 3F 37 00 00 00 00 00
 6420- 2B 2D 2B 2B 2D 2D 2B 2B
 6428- 3F 3F 3F 3F 3F 3F 3F 3F
 6430- 37 2D 2D 2B 2B 2D 2D 2B
 6438- 2D 2D 3E 3F 3F 3F 3F 3F

6360- 6E 69 49 49 49 49 FE DE DB
 6368- DE DF 6E 69 49 49 49 FE
 6370- FE DE DE DF 6E 69 49 49
 6378- 4D FE FE DE DE DF 6E 69
 6380- 49 49 49 FE FE DE DE DF
 6388- 6E 69 49 49 49 49 49 49
 6390- DE FF 33 4D 29 2D 2B 2B
 6398- 09 FE DE DE DE DE 4D
 6400- 49 49 49 FE 3F 3F 3F
 6408- 3F 3F 17 00 00 00 2D 2D
 6410- 49 49 2B 3E DF DE DF
 6418- DF 6E 09 4D 49 31 DF
 6420- 1B FF DF 6E 49 29 4D
 6428- 69 31 DF DF FF DE 1E 6E
 6430- 69 49 6D 4D FE 3B FF DE
 6438- FF 33 4D 2B 4D 09 6D 31
 6440- DF DE 1B FF DF 6E 69 29
 6448- 4D 49 31 DF DE FF 1B DF
 6450- 6E 69 49 62 49 FE 1B FF
 6458- DE FE 33 4D 4D 49 29 4D
 6460- FE FE DE DE DF 6E 69 49
 6468- 49 4D FE FE DE DE DF 6E
 6470- 6E 69 49 49 49 49 49 49
 6478- 2D 2D 2B 3E 3F 3F 3F
 6480- 2D 2D 2B 2D 2D 2D 2D 2D
 6488- 3F 3F 3F 3F 3F 3F 3F 3F
 6490- 2D 2D 2B 2D 2B 2D 2D 2D
 6498- 2D 3E 3F 3F 3F 3F 3F 3F
 6500- 3F 3F 3F 3F 3F 3F 3F 3F
 6508- 2D 2D 2D 2D 2D 2D 2D 2D
 6510- 3F 3F 3F 3F 3F 3F 3F 3F
 6518- 2D 2D 2D 2D 2D 2D 2D 2D
 6520- 49 49 49 49 49 49 49 49
 6528- 1B 3F 37 00 00 00 00 00
 6530- 2B 2D 2D 2D 2D 2D 2D 2D
 6538- 4D 49 49 49 49 49 49 49
 6540- 2D 2D 2D 2D 2D 2D 2D 2D
 6548- 3F 3F 3F 3F 3F 3F 3F 3F
 6550- 3F 3F 3F 3F 3F 3F 3F 3F
 6558- 2D 2D 2D 2D 2D 2D 2D 2D
 6560- 3F 3F 3F 3F 3F 3F 3F 3F
 6568- 2D 2D 2D 2D 2D 2D 2D 2D
 6570- 49 49 49 49 49 49 49 49
 6578- 2D 2D 2D 2D 2D 2D 2D 2D
 6580- 49 49 49 49 49 49 49 49

SOLITAIRE



Le but du jeu est de retirer le plus possible de pions parmi 48 disposées en 2 rangées le long du bord du damier (anglais 8x8) ou de l'échiquier (français). En enlever 30 à 39 c'est facile, 40 à 44 difficile, 45 à 47 cela tient de l'exploit. Le programme est très facilement adaptable à tout micro, il suffit de contrôler le déplacement en la prise d'un pion et d'afficher l'échiquier.

André LEGRAND

MP-FII

```

64      IF R4 = MIDS(4,1,1); E2 = ABS(-1)*R4;
65      IF R4 = -42      E2 = ABS(1)*R4;
66      B1# = MIDS(4,1,1); E1 = ABS(1)*E1;
67      B2# = MIDS(4,2,1); E2 = ABS(1)*E2;
68      REM ROUTINE SONORE
69      IF A1 < 1 OR A1 > 8 THEN E25
70      IF B2 < 1 OR B2 > 8 THEN E25
71      IF B1 < 1 OR B1 > 8 THEN E25
72      IF B2 < 1 OR B2 > 8 THEN E25
73      IF T(A1+B2) < 1 THEN E25
74      IF T(B1,B2) < 0 THEN E25
75      IF T((A1 + B1)/2, (C2 + E2))
75'     < 2 < 1 THEN E25
75"    IF ABS(A1 - B1) < 2 OR
    ABS(A2 - B2) < 2 THEN E25
76      REM COUP AUTORISE
77      REM
78      HODLOR = 0: DRAW 1 AT 18 * A1
    + 59,13 * B2 + 4
    * C42 + B2) / 2)
80      T(A1,B2) = 0
81      DRAW 1 AT 9 * (A1 + B1) + 59,9
84      HCOLOR = 3: DRAW 1 AT 18 * D1
    + 59,18 * B2 + 4
85      SC = SC + 1
86      GOTO 625
100      REM
101      REM FIN DU JEU
102      REM
103      TEXT : HOME
104      HCOLOR 3: HGR
105      FOR X = 1 TO 8
106      FOR Y = 1 TO 8
107      TC(X,Y) = 1
108      NEXT Y,X
109      FOR X = 1 TO 8
110      FOR Y = 1 TO 8
111      TC(X,Y) = 0
112      NEXT Y,X
113      FOR X = 1 TO 8
114      FOR Y = 1 TO 8
115      TC(X,Y) = 0
116      NEXT Y,X
117      FOR X = 1 TO 8
118      FOR Y = 1 TO 8
119      TC(X,Y) = 0
120      PRINT "0"; HTRB 14
121      REM
122      IF R4 = "N" THEN 300
123      REM
124      HOME
125      UTAB 3: HTRB 2
126      PRINT "IL S'AGIT D'ENLEVER LE PION
POSSIBLE"
125'     UTAB 5: HTRB 3
126'     PRINT "DE PIIONS, LES PRISES S'EFFET-
TUENT."
127'     UTAB 7: HTRB 3
128'     PRINT "COMME AUX DAMES, EN DIAGONAL
E."
125      UTAB 9: HTRB 8
126      PRINT "RESULTATS....."
126'     UTAB 11: HTRB 13
210      PRINT "30 A 39 ----- FACILE"
215      UTAB 12: HTRB 13
220      PRINT "40 A 44 ----- DIFFICILE"
225      UTAB 15: HTRB 13
230      PRINT "45 A 47 ----- L'EXPLOIT"
235'     UTAB 19: HTRB 3
235'     UTAB 17: HTRB 3: PRINT "TAPPEZ Qq LO
S"
236'     UTAB 000 AVEZ FINI."
260'     UTAB 28: HTRB 15: PRINT "DAMIER SOL
ITAIER"
270'     UTAB 21: HTRB 15: PRINT "-----"
280'     UTAB 22: HTRB 15: PRINT "-----"
290'     UTAB 23: HTRB 15: PRINT "-----"
295'     UTAB 24: HTRB 15: PRINT "-----"
310'     REM INITIALISATION

```

ERGER ?" SPEED=255
1595 CALL 778: GET R4
1600 IF R4 = "0" THEN RUN
1610 IF R4 < "N" THEN 1603
1620 HOME : END
4999 REM
4010 REM ROUTINE SONORE
4020 REM
4030 DATA 173,48,192,136,208,5,206,1,3
7240,9,202,209,245,174,0,76,2,3,96
5300 REM
5010 REM TABLE DE FORMES
5020 REM
5030 DATA 1,0,-5,0,-40,-2,9,9,36,60,
44,67,62,55,67,57,55,55,54,46,5
4,37,46,46,45,45,37,45,59,37,36,36,36
5100 REM
5110 REM LIGNES ET COLDHIES
5120 REM
5130 DATA 4,-6,-8,-10,-13,-15,-17,-19,-11,14
5140 REM
5150 DATA 17,19,-25,-27,-29
6030 REM
6040 REM SBR SDR
6050 REM
6060 FOR H = 770 TO 798: REHC B:
6070 REM A,B: NEXT
6080 RETURN
7000 REM
7010 REM PRESENTATION
7020 REM
7030 HGR : HCOLOR = 5: ROT= 9
7040 POKE 232,0: POKE 233,14+
7045 POKE 768,100: POKE 769,20
7050 POKE 768,100: POKE 769,20
7055 FOR H = 15 TO 5 STEP - 1
7060 SCALE= H, DRAW 1 AT 102,198
7070 HCOLOR = 3: SCALE= 2
7080 HCOLOR = 1: DRAW 1 AT 102,198
7090 DRAW 1 AT 102,198
7100 HCOLOR = 4: DRAW 1 AT 102,198
7110 HCOLOR = 5: DRAW 1 AT 102,198
7120 HCOLOR = 6: DRAW 1 AT 102,198
7130 HCOLOR = 7: DRAW 1 AT 102,198
7140 FOR R = 1 TO 100: NEKT B
7150 REM
7160 NEKT A
7170 HCOLOR = 9
7180 FOR R = 15 TO 5 STEP - 1
7190 SCALE= H: DRAW 1 AT 102,198
7200 REM
7210 DRAW 1 AT 102,198
7220 HCOLOR = 3
7230 HCOLOR = 5 TO 15
7240 SCALE= H: DRAW 1 AT 102,198
7250 NEKT A
7260 HTRB 30: UTAB 10: PRINT "AUTEUYER S
UR"
7270 HTRB 30: UTAB 12: PRINT "UNE TOUCH
E."
7280 GET R4
7290 RETURN
7300 REM

E50 A1# = MIDS(4,1,1); A1 = ABS(1)*R4;

SURVIE

Ce programme est un jeu d'aventure se déroulant sur la lune. Le but du jeu est d'en repartir à bord d'un astronef que l'on aura eu soin de réparer avec divers objets que l'on aura découvert en différents lieux et places de la planète.

Gérard ROUGEVIN

Le mode d'emploi se trouve dans le listing.

```
40 REM INITIALISE LE TEXTE
50 REM REGLES?
51 ONERR GOTO 370
55 POKE 32,0: POKE 34,0
60 HOME : DIM T$(57),MC(61,8),DC(16)
65 GOSUB 60000
70 PRINT "*****"
80 PRINT "*      LE SURVIVANT
*"
90 PRINT "*   VOULEZ-VOUS LES REGLES ?
*"
100 PRINT "*****"
110 GET D$:
120 IF D$ = "O" THEN INVERSE:
130 GOSUB 5040: NORMAL
130 PRINT "TAPEZ UNE TOUCHE POUR CONTIN
UER."
140 GET D$: PRINT : PRINT "PATIENTEZ UN
PEU S.V.P."
145 FOR I = 1 TO 16: READ T$(I):
NEXT I
150 FOR I = 1 TO 57: READ T$(I):
NEXT I
200 FOR I = 1 TO 61
210 FOR J = 1 TO 8
220 READ MC(I,J)
230 NEXT J
240 NEXT I
250 REM
300 REM AUTRES VARIABLES
350 REM
370 P = 1:CMOX = 3:C = 2:T1 = 0:T2
= 320:P1 = 230:P2 = 50:U = 0:F0
= 1:XT = 5
380 O(15) = 53:O(16) = 61:O(1) = 21:O(2)
= 19:O(3) = 99:O(4) = 6:O(5) = 32:O(6)
= 0:O(7) = 38:O(8) = 35:O(9) = 0:O(10)
= 35:O(11) = 99:O(12) = 33:O(14)
= 37
390 MC(14,4) = 0:MC(14,8) = MC(14,7)
+ 1:MC(2,8) = MC(2,7) + 1
400 F1 = 0:F2 = 0:F4 = 0:F4 = 0:F7
= 0:F9 = 0
500 POKE 34,0: POKE 32,0: HOME
590 PRINT "TEMPS ECOULE=";
650 H = T1 / 60:M1 = (H - INT(H)) * 60:H =
INT(H):M1 = INT(M1)
675 IF H = 0 THEN PRINT T1;" MINUTES"
680 IF H < 0 THEN PRINT H%;" HEURE(S")
& " M1;" MINUTES"
685 IF O(11) = 99 THEN PRINT "POWER UN
IT:";P1;" UNITES"
1130 IF D$ = "#" THEN END
1140 IF I = 0 THEN 1580
1150 IF MCP,I) = 0 THEN 1270
1160 IF MCP,I) = 99 THEN 2940
1170 Q = MCP,I)
1180 IF P = 12 THEN 3080
1190 IF P = 13 THEN 3200
1200 IF P = 22 THEN 3330
1210 IF P = 23 THEN 3440
1220 IF P = 29 THEN 3490
1230 R = P
1240 P = Q
1250 IF P = 35 THEN U = U + 1
1260 GOTO 500
1270 PRINT "VOUS NE POUVEZ PAS ALLER D
ANS CETTE DIRECTION !"
1280 GOTO 1040
1290 REM
1300 REM PROCESEUR COMMANDE 2 CARACTER
ES
1310 REM
1320 C$ = LEFT$(C$,3)
1330 IF C$ = "VOI" OR C$ = "ENU"
THEN 500
1340 IF C$ = "PRE" OR C$ = "DFT"
OR C$ = "REP" OR C$ = "EMP" OR C$ =
"TEM" OR C$ = "GAR" THEN 2190
1350 IF C$ = "LAC" OR C$ = "MET"
OR C$ = "REM" OR C$ = "POS" OR C$ =
"DEP" THEN 2580
1360 IF C$ = "INV" THEN 2760
1370 IF C$ = "QUI" OR C$ = "FIN"
THEN HOME : NEW
1380 IF C$ = "TRA" THEN 1750
1390 IF C$ = "CRE" OR C$ = "PIO"
THEN 1860
1400 IF C$ = "SAU" THEN 1610
1450 IF C$ = "FUE" OR C$ = "ESS"
THEN 4050
1500 IF C$ = "LIR" THEN 4260
1510 IF C$ = "DES" THEN 3910
1520 IF C$ = "BLA" THEN 4130
1530 IF C$ = "HAU" OR C$ = "MON"
THEN 1640
1540 IF C$ = "BAS" THEN 1640
1550 IF C$ = "SUD" THEN 1640
1560 IF C$ = "EST" THEN 1640
1570 IF C$ = "OUE" THEN 1640
1580 PRINT "INSTRUCTION INCONNUEDESOLE!
JE SUIS ASSEZ PEU INTELLIGENT !"
GOTO 1040
1590 PRINT "JE NE PEUX PAS EXECUTER VOT
RE ORDRE !"
1600 GOTO 1040
```

```

690 IF D(14) = 99 THEN PRINT "POWER PA
CK"; P2; " UNITES"
700 T1 = T1 + XT
710 IF D(11) = 99 AND P1 > 5 THEN P1
= P1 - 5
720 IF D(14) = 99 AND P2 > 5 THEN P2
= P2 - 5
730 IF D(11) = 99 AND P1 = 0 THEN 3700
740 IF D(14) = 99 AND P2 = 0 THEN 3700
750 IF T1 > 430 THEN XT = 10
760 IF T1 > 390 THEN 3950
770 IF T1 > 200 THEN 3760
780 IF FD = 1 THEN T2 = T2 - 5
790 IF T2 < 0 THEN T2 = 0
800 IF FD = 0 THEN 820
810 IF T2 > 0 THEN 860
820 IF F9 = 0 THEN 940
830 IF P > 21 THEN 2900
840 IF P < 18 THEN 2900
850 IF P = 38 THEN 1700
860 IF P = 39 THEN 3610
870 IF FD = 1 THEN PRINT "RESTE D'OXYG
ENE=";
872 H2 = T2 / 60:M2 = (H2 - INT(H2))
* 60:H2 = INT(H2):M2 = INT(M2)
874 IF H2 = 0 THEN PRINT T2;" MINUTES"
875 IF H2 < 0 THEN PRINT H2%;" HEUR
E(S)"/M2;" MINUTES"
880 INVERSE : PRINT "PRESENT LOCALISAT
ION: VOUS ETES ":" NORMAL
890 FOR I = M(P,7) TO M(P,8)
900 PRINT T$(I)
910 NEXT I
920 INVERSE : PRINT "CODE DE LOCALISAT
ION: ";P;" "
930 PRINT "XT=";XT: IF FD = 1 THEN
PRINT " 02 !";
937 IF FD < 1 THEN IF F9 = 1
THEN PRINT " 02 IN ";D(3);
938 NORMAL
940 IF P = 2 THEN 1920
946 PRINT "      IL Y A A CET ENDROIT:"

947 RI = 0
950 FOR I = 1 TO 16
960 IF D(I) < P THEN RI = RI
+ 1: GOTO 990
970 GOSUB 4420
980 PRINT B$
990 NEXT I
995 IF RI = 16 THEN PRINT "-RIEN D'AUT
RE."
1000 GOTO 2000
1010 REM
1020 REM LECTURE D'UNE TOUCHÉ
1030 REM
1035 GOSUB 10000
1036 POKE 34,13: POKE 32,20: HTAB 21:
VTAB 14
1040 INPUT B$
1050 I = 0
1060 IF LEN(B$) < 1 GOTO 1320
1070 IF B$ = "N" THEN I = 1
1080 IF B$ = "S" THEN I = 2
1090 IF B$ = "E" THEN I = 3
1100 IF B$ = "W" OR B$ = "O" THEN I
= 4
1110 IF B$ = "U" OR B$ = "H" THEN I
= 5
1120 IF B$ = "D" OR B$ = "B" THEN I
= 6
1610 PRINT "ENTREZ LE CODE DE LA LOCALI
SATION:";
1620 INPUT P
1621 IF P < 1 OR P > 61 THEN PRINT "UU
ALEUR INCORRECTE, RECOMMENCEZ!"
GOTO 1620
1630 GOTO 400
1640 D$ = B$
1650 B$ = LEFT$(D$,1)
1660 GOTO 1070
1670 REM
1680 REM PROCESSEUR POUR L'OXYGENE
1690 REM
1700 IF R < 39 THEN 2900
1710 GOTO 860
1720 REM
1730 REM PROCESSEUR DE TRANSPORT
1740 REM
1750 IF P < 36 THEN 1900
1760 IF D(8) = 99 THEN 1590
1770 P = D(8)
1780 PRINT "LE RAYON VOUS EMMENA UN AU
TRE ENDROIT (LA OU IL Y A UN AUTRE TR
ANSPORTEUR)"
1790 GOTO 500
1800 IF P < D(8) THEN 1590
1810 P = 36
1820 GOTO 1700
1830 REM
1840 REM PROCESSEUR DE COMMANDE DE CREU
SER
1850 REM
1860 IF P < 10 THEN 1590
1870 D(9) = 10
1875 POKE 32,0: POKE 34,0: HOME
1880 GOTO 940
1890 REM
1900 REM PERTE DE L'ILLUMINATEUR
1910 REM
1920 IF D(4) < 99 THEN 950
1930 D(4) = 100
1940 PRINT "VOUS AVEZ PERDU VOTRE ILLUM
INATEUR, VOUS!";
1950 PRINT "NE POUVEZ PAS LE RETROUVER!
"
1960 GOTO 950
1970 REM
1980 REM PROCESSEUR DU ROBOT
1990 REM
2000 IF D(5) = 28 THEN D(5) = 35
2010 IF D(5) = 42 THEN D(5) = 28
2020 IF D(5) = 41 THEN D(5) = 42
2030 IF D(5) = 27 THEN D(5) = 41
2040 IF D(5) = 25 THEN D(5) = 27
2050 IF D(5) < 35 THEN 2090
2060 IF P < 28 THEN 1010
2070 M(28,1) = 35
2080 GOTO 1010
2090 IF D(5) < 32 THEN 1010
2100 IF P < 32 THEN 1010
2110 D(5) = 25
2120 IF D(13) = 99 THEN 1010
2130 PRINT "LE ROBOT-GARDIEN NE VOUS A
Pas RECONNU, "
2140 PRINT "IL VOUS TIRE DESSUS AU PHAS
ER!"
2150 GOTO 3000
2160 REM
2170 REM PROCESSEUR DES PRISES
2180 REM
2190 TAKE = 1: GOSUB 4600
2200 IF I > 6 THEN 2260

```

```

2210 IF I < 0 THEN 2240
2220 PRINT "JE NE RECONNAIS PAS "
2230 PRINT RIGHT$(B$, LEN(B$) - J); ","
2230 GOTO 1840
2240 INVERSE : PRINT " QUEL OBJET "
2240 PRINT "NORMAL : INPUT N$IC$ = LEFT$(N$, 3): GOSUB 4660
2250 IF DRD = 11 THEN 2220
2255 IF IC = 3 OR I = 14 AND P
2255 = 53 THEN 2920
2256 GOTO 1040
2260 IF O(I) < > P THEN 2370
2270 IF C > CMOK THEN 2390
2280 IF I = 5 THEN 2410
2290 IF I = 10 THEN 2430
2300 IF I = 11 THEN 2460
2310 IF I = 14 THEN 2490
2320 C = C + 1
2330 O(I) = 99
2340 IF I = 3 THEN F0 = 1
2350 PRINT " OKI ! "
2360 GOTO 1040
2370 PRINT " IL N'Y A PAS DE "
2370 PRINT RIGHT$(B$, LEN(B$) - J): PRINT "ICI"
2380 GOTO 1040
2390 PRINT "VOUS NE POUVEZ PLUS LE PORT
ER ! "
2400 GOTO 1040
2410 PRINT "VOUS NE POUVEZ PAS TRANSPOR
TER UN ROBOT"
2420 GOTO 1040
2430 PRINT "VOUS NE POUVEZ PAS OBTENIR
LE MESSAGE."
2440 PRINT "IL EST SUR L'ECRAN TERMINA
L"
2450 GOTO 1040
2460 IF O(14) = 99 THEN 2520
2470 O(11) = 99
2480 GOTO 2320
2490 IF O(11) = 99 THEN 2520
2500 O(14) = 99
2510 GOTO 2320
2520 PRINT "VOUS NE POUVEZ PAS AVOIR P
LUS D'UNE"
2530 PRINT "UNITE DE PUISSANCE !"
2540 GOTO 1040
2550 REM
2560 REM PROCESEUR DE DEPOS D'OBJETS
2570 REM
2580 DRD = 1: GOSUB 4600
2590 IF I > 0 THEN 2620
2600 IF I < 0 THEN 2240
2610 GOTO 2220
2620 IF O(I) < > 99 THEN 2690
2630 C = C - 1
2640 O(I) = P
2650 IF I = 3 THEN F0 = 0
2660 IF I = 11 THEN 2710
2670 IF I = 14 THEN 2710
2680 GOTO 2350
2690 PRINT "VOUS N'AVEZ PAS DE ":"N$:"!
2700 GOTO 1040
2710 IF P < 22 THEN 2970
2720 IF P = 39 THEN 2970
2730 IF F3 = 1 THEN 2970
2740 GOTO 2350
2750 REM
2760 REM PROCESEUR D'INVENTAIRE
2770 REM
2775 HOME
2780 PRINT "VOUS AVEZ AVEC": PRINT :
2780 PRINT " VOUS ":" INVERSE :
2780 SPEED= 100
2785 FOR I = 1 TO 16
2790 IF O(I) < > 99 THEN 2820
2800 GOSUB 4420
2810 PRINT B$,"."
3095 HCOLOR = 3: HPLOT 80,144:
3095 HPLOT 81,144: HPLOT 80,14: HPLOT 81,1
45 HCOLOR := 0: HPLOT 105,16: HPLOT 105,
45,176: HPLOT 105,177: HPLOT 106,178
45 HCOLOR = 3: HPLOT 110,147: HPLOT 111,
45,147: HPLOT 110,148: HPLOT 111,148
3096 HCOLOR := 0: HPLOT 35,148:
3096 HPLOT 36/149: HPLOT 35,149: HPLOT 36
149: HPLOT 80/144: HPLOT 81/144:
149: HPLOT 80,145: HPLOT 81,145: HPLOT 80
147: HPLOT 111,147: HPLOT 110,148:
147: HPLOT 111,148
3097 HCOLOR := 3: HPLOT 40,170:
3097 HPLOT 41,171: HPLOT 40,170: HPLOT 41
171: HPLOT 60,165: HPLOT 61,166:
171: HPLOT 60,166: HPLOT 61,165: HPLOT 60
170: HPLOT 81,171: HPLOT 80,171:
170: HPLOT 81/170
3098 NEKTIPPI: POKE 34,13: POKE 32,20:
3098 HTAB 21: VTAB 14
3099 HOME
3100 PRINT "IL SE MET A PLEUVRIR DES ME
TEORITES !"
3110 PRINT "VOTRE COMBINAISON SPATIAL
E EN PREND UN VIEUX COUP !"
3115 SPEED= 255
3120 GOSUB 4900
3130 IF I < > 2 THEN 3000
3140 PRINT "VOTRE COMBINAISON EST MAIN
TEHANT ET REPAREE."
3150 F2 = 1
3160 GOTO 1230
3170 REM
3180 REM BOUCLEIR
3190 REM
3200 IF MCP,I) < > 22 THEN 1230
3210 IF F1 = 1 THEN 1230
3220 PRINT "LE BOUCLEIR EST EN PLACE U
OUS NE POUVEZ PAS PASSER!"
3230 GOSUB 4900
3240 IF I < > 1 THEN 3290
3250 PRINT "VOUS ETES DANS LE SAB"
3260 F1 = 1
3270 GOTO 1230
3280 PRINT "VOTRE TENTATIVE ECHOUVE
LAMENTABLEMENT."
3290 GOTO 1040
3300 REM
3310 REM PROCESEUR LUMIERE SHAFT
3320 REM
3330 IF MCP,I) < > 23 THEN 1230
3340 IF F4 = 1 THEN 1230
3350 PRINT "IL EST DANGEREUX DE S'AVEN
RER DANS L'OBSCURITE !"
3360 GOSUB 4900
3370 IF I < > 4 THEN 2940
3380 PRINT "LE SHAFT BAIGNE MAINTEN
ANT DANS LA LUMIERE."
3390 F4 = 1
3400 GOTO 1230
3410 REM
3420 REM PROCESEUR SHAFT SANS LUMIERE
3430 REM
3440 IF O(4) < > 99 THEN 2940
3450 GOTO 1230
3460 REM
3470 REM PROCESEUR LAZER BEAM
3480 REM
3490 IF MCP,I) < > 37 THEN 1230
3500 IF F3 = 1 THEN 1230
3510 PRINT "IL Y A UN LAZER BEAM ICI LE
PASSAGE"
3520 PRINT "N'EST PAS POSSIBLE AVEC LE
BEAM PRESENT"
3530 GOSUB 4900
3540 IF I < > 12 THEN 2960
3550 PRINT "LE BEAM EST MAINTEN
ANT DEFLECHI"
3560 F3 = 1

```

```

2820 NEXT I: NORMAL : SPEED= 255
2826 HOME
2830 GOTO 1040
2850 REM PROCESEUR DE REPONSES
2860 REM
2870 INVERSE : PRINT "VOUS N'AVEZ PAS D
E PACK DE PUISSANCE NID'UNITE D'ENERGIE
"
2880 PRINT "VOUS AVEZ FROLE LA MORT!!"
: NORMAL
2890 GOTO 3000
2900 INVERSE : PRINT "ICI,L'OXYGENE EST
EXIGE ET VOUS N'EN AVEZ PLUS !"
NORMAL
2910 GOTO 3000
2920 INVERSE : PRINT "UNE VIOLENTE
EXPLOSION VIENT DE SE PRODUIRE !"
NORMAL
2930 GOTO 3000
2940 INVERSE : PRINT "VOUS ETES MORT!!!"
! : NORMAL
2950 GOTO 3000
2960 INVERSE : PRINT "VOUS AVEZ ETE BAL
AYE PAR LE LASER." : NORMAL
2970 GOTO 3000
2980 INVERSE : PRINT "LA BASE LUNAIRE
VIENT DE SE DETRUIRE"
2990 PRINT "PAR UNE ENORME METEORI
TE" : NORMAL
3000 POKE 32,0: POKE 34,0: HOME
3005 PRINT "VOUS N'AVEZ PAS REUSSI A S
URVIVRE!!": INVERSE : PRINT : PRINT :
PRINT TAB(10): "TEMPS DE SURVIE=";T1
;"MN"
3010 PRINT " VOULEZ-VOUS REJOUER
RT?": NORMAL
3020 GET D$#
3030 IF D$# = "0" THEN 370
3035 IF D$# < > "N" THEN 3020
3040 RUN
3050 REM
3060 REM PLUIE DE METEORITES
3070 REM
3080 IF MCP,I) < > 13 THEN 1230
3085 SPEED=.0
3090 IF F2 = 1 THEN SPEED= 255:
GOTO 1230
3095 FOR PP = 1 TO 8
3091 POKE 32,0: POKE 34,0: HCOLOR
= 3: HPLOT 45,101: HPLOT 46,101:
HPLOT 45,102: HPLOT 46,102: HPLOT 85,
101: HPLOT 85,101: HPLOT 85,102:
HPLOT 87,102: HPLOT 115,101: HPLOT 11
6,101: HPLOT 115,102: HPLOT 116,102
3092 HCOLOR = 0: HPLOT 45,101:
HPLOT 46,101: HPLOT 45,102: HPLOT 46,
102: HCOLOR = 3: HPLOT 55,170: HPLOT 56
,170: HPLOT 55,171: HPLOT 56,171:
HCOLOR = 0: HPLOT 85,101: HPLOT 86,1
01: HPLOT 85,102: HPLOT 86,102
3093 HCOLOR = 3: HPLOT 70,174:
HPLOT 71,174: HPLOT 71,175: HPLOT 70,
174: HCOLOR = 0: HPLOT 115,101:
HPLOT 116,101: HPLOT 115,102:
HPLOT 116,102: HCOLOR = 3: HPLOT 105
,176 TO 106,176: HPLOT 105,177 TO 106,17
7
3094 HCOLOR = 0: HPLOT 55,170 TO 56,17
1: HPLOT 55,172 TO 56,172: HCOLOR
= 3: HPLOT 35,148 TO 36,148: HPLOT 35
,149 TO 36,149: HCOLOR = 0: HPLOT 70,17
4 TO 71,174: HPLOT 70,175 TO 71,175
3570 GOTO 1230
3580 REM
3590 REM PROCESEUR PRESSURISATION
3600 REM
3610 IF R < > 29 THEN 870
3620 IF F9 = 1 THEN 870
3630 F9 = 1
3640 PRINT "VOUS VENEZ SANS VOUS EN REN
DRE COMPTE DEDETRAQUER LE DISPOSITIF DE
PRESSURISATIONDE LA STATION SPATIALE."
3650 GOTO 870
3670 REM
3680 REM TEST POUR LA PUISSANCE
3690 REM
3700 IF P < 22 THEN 2870
3710 IF F9 = 1 THEN 2870
3720 GOTO 750
3730 REM
3740 REM DESACTIVER
3750 REM
3760 IF F5 = 1 THEN 780
3770 DC(6) = 14
3780 MC(2,8) = MC(2,7)
3790 MC(14,8) = MC(14,7)
3800 MC(14,4) = 2
3810 F5 = 1
3820 GOTO 780
3830 REM
3840 REM EXPLOSION BOMBE
3850 REM
3860 IF F7 = 0 THEN 2920
3870 GOTO 780
3880 REM
3890 REM DESACTIVATION BOMBE
3900 REM
3910 IF DC(6) < > 99 AND DC(6) <
> P THEN 3960
3920 IF DC(7) < > 99 AND DC(7) <
> P THEN 4000
3922 IF DC(6) = P AND DC(7) = 99 THEN
PRINT " IL FAUT AUSSI PRENDRE L
A BOMBE POUR LE FAIRE.": GOTO 1040
3925 IF DC(6) = 99 AND DC(7) = P THEN
PRINT "IL FAUT AUSSI PRENDRE L
E DESACT-UEUR POUR LE FAIRE":
GOTO 1040
3928 IF DC(6) = P AND DC(7) = P THEN
PRINT " IL FAUT PRENDRE LES DEUX OJEU
TS!": GOTO 1040
3930 F7 = 1
3940 PRINT "LA BOMBE EST MAINTEN
ANT DESAC- -TIVEE!""
3950 GOTO 1040
3960 PRINT "VOUS N'AVEZ RIEN A FAIRE A
VEC "
3970 GOTO 1040
3980 PRINT "IL NE SERT A RIEN DE LE FAI
RE."
3990 GOTO 1040
4000 PRINT "VOUS NE POUVEZ PAS LE FAIR
E D'ICI."
4010 GOTO 1040
4020 REM
4030 REM COMBUSTIBLE
4040 REM
4050 IF P < > 19 THEN 4000
4060 IF DC(9) < > 99 THEN 3960
4070 DC(9) = 99
4080 PRINT "LE COMBUSTIBLE (DILITH
IUM) EST CHARGE,PRET POUR L'ENVOI
"

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4090 GOTO 1040
4100 REM
4110 REM PROCESEUR BLASTOFFAGE
4120 REM
4130 IF P < > 21 THEN 4090
4140 IF O(9) < > 98 THEN 4210
4150 IF F7 = 1 THEN 4180
4160 PRINT "REPARATIONS NON ENCORE
TERMINNEES."
4170 GOTO 1040
4180 PRINT "FELICITATIONS, VOUS VENEZ JUSTE DE BLAS--TOFFER, VOUS REVENEZ VERS LA TERRE."
4190 PRINT "TEMPS MIS POUR VOUS ECHAPPER: " ; T1; " MN."
4200 GOTO 3010
4210 PRINT "VOTRE VAISSEAU N'A PAS DE FUEL!!!"
4220 GOTO 1040
4230 REM
4240 REM DILITHIUM
4250 REM
4260 IF P < > 35 THEN 4090
4270 GOSUB 4690
4280 IF I < > 10 THEN 3980
4290 IF U < > 0 THEN 4330
4300 PRINT "LE DESACTIVEUR DE LA BOMBE SE TROUVE A L'EST DE LA STATION SPATIALE SUR LA"
4310 PRINT "SURFACE LUNAIRE."
4320 GOTO 4370
4330 IF U < > 1 THEN 4380
4340 PRINT "SOURCE LOCALE DE FUEL: DI LITHIUM EN CRISTAUX."
4350 GOTO 4370
4360 PRINT "LE DILITHIUM SE TROUVE AUX ENDROITS OU LA CROUTE LUNAIRE EST MINCE."
4370 IF F7 = 1 THEN PRINT "LES REPARATIONS DU VAISSEAU SONT TERMINEES."
4380 GOTO 1040
4390 REM
4400 REM DESCRIPTION DE L'ENDROIT
4410 REM
4420 RESTORE
4430 FOR X = 1 TO I
4440 READ B$
4450 NEXT X
4460 RETURN
4570 REM
4580 REM CONVERSION OBJET-CHIFFRE
4590 REM
4600 FOR J = 1 TO LEN (B$)
4610 IF MID$ (B$, J, 1) = " " THEN 4650
4620 NEXT J
4630 I = - 1
4640 RETURN
4650 C$ = MID$ (B$, J + 1, 3)
4660 I = 0: IF TAKE = 1 OR DRD = 1
THEN C$ = LEFT$ (C$, 3)
4670 IF C$ = "SEA" OR C$ = "KEY"
OR C$ = "CLE" THEN I = 1
4680 IF C$ = "SEA" OR C$ = "KIT"
THEN I = 2
4690 IF C$ = "OXY" OR C$ = "MOD"
THEN I = 3
5240 RETURN
5250 REM
5260 REM DONNEES DES OBJETS
5270 REM
5280 DATA UNE CLE ELECTRONIQUE
5290 DATA UN SEALAUT=UN KIT DE REPARAT
ION POUR COMBINAISON SPATIALE
5300 DATA UN MODULE D'OXYGENE
5310 DATA UN ILLUMINATEUR
5320 DATA UN ROBOT
5330 DATA UN DESACTIVEUR
5340 DATA UNE BOMBE ATOMIQUE
5350 DATA UNE UNITE DE TRANSPORTEUR
5360 DATA DES CRYSTaux DE DILITHIUM
5370 DATA UN MESSAGE DE L'ORDINATEUR
5380 DATA UNE UNITE DE PUISSANCE
5390 DATA UN MIRRDIR
5400 DATA UN BADGE-CODE
5410 DATA UN PACK D'ENERGIE
5420 DATA UN HARNAS QUI PERMET DE TRAN
SPORTER 2 OBJETS DE PLUS
5430 DATA UN SAC POUVANT CONTENIR 2 OBJ
ETS.
5440 REM
5450 REM DONNEES DES ENDROITS
5460 REM
5470 DATA A MARE SERENITATIS
5480 DATA SUR RUIN OF POSIDONIUS
5490 DATA A UN ENDROIT VERS L'EST IL Y
A UNE ZONE D'OMBRE TOTALE
5500 DATA A TWIXT DAWS ET PHINIUS
5510 DATA A PASSE IN HAEMUS MINS
5520 DATA A CRATER MEMILUS
5530 DATA A MAKE VAFORUM
5540 DATA A MONT EXODUS
5550 DATA DANS LES ARISTOTELES
5560 DATA DANS UN PAYSAGE CHANGEANT
5570 DATA A LACUS SOMNIORUM
5580 DATA A LACUS MORTIS
5590 DATA LA CROUTE EST TRES FINE A CET
ENDROIT.
5600 DATA A L'EST DE MAR TERIUMS
5610 DATA A LA BASE DE PLATO CRATER
5620 DATA VOUS POUVEZ APERCEVOIR QUELQU
E CHOSE QUIBRILLE VERS L'OUEST.
5630 DATA DEVANT UN BOUCLIER METALLIQUE
5640 DATA UNE INSCRIPTION-VENTILATOR S
HAFT #82.
5650 DATA A L'EST DE MARE SERENITATIS
5660 DATA VOUS ETES DANS UNE TOTALE OBS
CURITE
5670 DATA UN ENDROIT OU UNE NAVETTE SP
ATIALE S'ESTECRASEE.
5680 DATA L'ENTREE DU VAISSEAU EST TOUT
PRES DE VOUS.
5690 DATA AU MILIEU DE MARE IBIRIUM
5700 DATA DANS LE SAS DE DECOMPRESSION
DU VAISSEAU
5710 DATA DANS LA SOUTE OU LE FUEL EST
ENTREPPOSE.
5720 DATA DANS LA SALLE DES MACHINES DU
SHUTTLE.
5730 DATA DANS LA SALLE DE CONTROLE DU
VAISSEAU.
5740 DATA DANS UN SAS DE DECOMPRESSION.
5750 DATA SOUS UNE TRAPPE UNE ECHELLE
5760 DATA DESCEND DANS UN PASSAGE DE V
ENTILATION.
5770 DATA DANS UN PASSAGE DE VENTILATIO
N.
5780 DATA A UNE OUIE DE VENTILATION A T
RAUVERS L'OUIE
5790 DATA UNE COURSIERE ECLAIREE.
5800 DATA DANS UN CORRIDOR ECLAIRE D'UN
E STATION SPATIALE.

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MP-FII

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4700 IF C$ = "ILL" THEN I = 4
4710 IF C$ = "ROB" THEN I = 5
4720 IF C$ = "DEA" OR C$ = "DES"
    THEN I = 6
4730 IF C$ = "BOM" THEN I = 7
4740 IF C$ = "TRA" THEN I = 8
4750 IF C$ = "CRI" OR C$ = "DIL"
    THEN I = 9
4760 IF C$ = "MES" THEN I = 10
4770 IF C$ = "UNI" THEN I = 11
4830 IF C$ = "MIR" THEN I = 12
4840 IF C$ = "BAD" THEN I = 13
4850 IF C$ = "PAC" OR C$ = "ENE"
    THEN I = 14
4860 IF C$ = "HAR" THEN I = 15:CMOX
    = CMOX + 3
4870 IF C$ = "SAC" THEN I = 16:CMOX
    = CMOX + 3
4880 RETURN
4890 REM
4900 REM PROCESSEUR D'ESSAIS
4910 INPUT B$
4920 C$ = LEFT$(B$,3)
4930 IF C$ = "TRY" OR C$ = "USE"
    OR C$ = "ESS" OR C$ = "UTI" THEN 4960
    REM
4940 I = - 1
4950 RETURN
4960 GOSUB 4600
4970 IF I < 1 THEN 5010
4980 IF O(5) = 99 THEN RETURN
4990 PRINT "VOUS N'AVEZ PAS DE ";
    RIGHTS (B$, LEN (B$) - J); "!"
5000 GOTO 4940
5007 IF O(5) = 27 OR O(5) = 28 THEN XX
    = 65:YY = 175
5010 PRINT "VOTRE TENTATIVE" ECHO
    UE!!!
5020 GOTO 4940
5030 REM
5040 REM INSTRUCTIONS
5050 REM
5060 PRINT "VOUS VOUS ETES ECRASE SUR L
    A SURFACE DE ";
5070 PRINT "LA PLANETE LUNE; VOUS AVEZ D
    ES RESERVES ";
5080 PRINT "ET UN TEMPS TRES LIMITES PO
    UR SURVIVER!";
5090 PRINT "POUR VOUS DEPLACER, VOUS DEU
    EZ ENTRER LES";
5100 PRINT "DIRECTIONS:NORD(OU N), SUD(O
    U S), OUEST(OU W)";
5110 PRINT "O OU W), HAUT, BAS(OU UP, DOWN
    , H, B, U, D), ";
5120 PRINT "VOUS ALLEZ FAIRE LA RENCONT
    RE DE DIVERS ";
5130 PRINT "OBJETS ET DE SITUATIONS PEN
    DANT LA DUREE";
5140 PRINT "DE VOTRE AVENTURE.POUR COMM
    UNIQUER AVEC ";
5150 PRINT "VOTRE PERSONNAGE, ENTREZ DES
    COMMANDES ";
5160 PRINT "VERBES A L'INFINITIF" SUIV
    IES PAR DES ";
5170 PRINT "NOMS D'OBJETS SI CELA EST N
    ECESSAIRE ";
5180 PRINT "POUR LA SITUATION DONNEE(EX
    :PRENDRE XXX,";
5190 PRINT "QUITTER, FIN, INVENTORIER, ETC
    ...).UNE FOIS";
5200 PRINT "QUE VOUS SEMBLER SURVIVER, L
    E BUT EST DE ";
5210 PRINT "RESTER LE MAXIMUM DE TEMPS
    EN VIE ";
5810 DATA DANS L'INFIRMERIE DE LA STATI
    ON SPATIALE
5820 DATA DANS LA BIBLIOTHEQUE QUI FAIT
    OFFICE DE SALLE DE LOISIRS.
5830 DATA DANS LE BUREAU DU COMMANDAN
    T DE LA STA- TION.
5840 DATA IL FAIT CHAUD ICI
5850 DATA DANS UN DEBARRAS-UNE SALLE
    DESAFECTEE.
5860 DATA DANS LES DORTOIRS.
5870 DATA DEVANT UN ASCENCEUR AU NIVEAU
    -2.
5880 DATA DEVANT UN ASCENCEUR AU NIVEAU
    0.
5890 DATA DANS LA SALLE DE CONTROLE DE
    LA STATION SPATIALE.
5900 DATA DANS LA SALLE DU TRANSPORTEUR
    .
5910 DATA DANS LE LABORATOIRE DE LA STA
    TION.
5920 DATA VERS LES HANGARS.
5930 DATA L'aire de lancement est juste
    au sud.
5940 DATA UNE ECHELLE DESCEND VERS LE
    S PROFONDEURS AU FOND IL Y A DE LA LUMIER
    E
5950 DATA A UN ENTRESOL(C'EST ANIME D
    ANS LA COIN).
5960 DATA DANS UNE ETROITE COURSIVE.
5970 DATA VOUS ETES DANS UNE PIECE RE
    LAIS.
5980 DATA A LA BASE D'UNE ECHELLE META
    LLIQUE.
5990 DATA DANS UNE PIECE AGREABLEMENT D
    ECOREE.
6000 DATA DANS UNE PIECE AUX MURS NUS/D
    ES PORTES..
6010 DATA DANS UNE RESERVE SECRETE-
    QUE D'OXYGENE! QUE DE PACKS!MAIS ILS SON
    T RADIACTIFS!
6020 DATA VOUS TROUVEZ UN HARNAIS QUI P
    EUX VOUS PERMETTRE DE TRANSPORTER 2 OB
    JETS.
6030 DATA VOUS TROUVEZ UN SAC POUVANT C
    ONTEMIR 2 OBJETS.
6040 REM
6050 REM DONNEES DES CODES
6060 REM
6070 DATA 07,04,02,15,00,00,01,01
6080 DATA 09,03,14,01,00,00,02,03
6085 DATA 02,05,14,04,00,00,04,04
6090 DATA 01,05,03,00,00,00,05,05
6095 DATA 04,00,03,06,00,00,06,06
6110 DATA 00,00,05,00,00,00,07,07
6120 DATA 08,01,09,11,00,00,08,08
6130 DATA 00,07,10,00,00,00,09,09
6140 DATA 10,02,14,07,00,00,11,11
6150 DATA 00,09,14,08,00,00,12,13
6160 DATA 12,15,07,16,00,00,14,14
6170 DATA 43,11,00,13,00,00,15,16
6180 DATA 00,16,12,22,00,00,17,18
6190 DATA 99,99,99,99,00,00,19,20
6200 DATA 11,18,01,00,00,00,21,22
6210 DATA 17,16,07,16,00,00,23,23
6220 DATA 16,17,11,17,00,00,23,23
6230 DATA 15,19,00,00,00,00,24,24
6231 DATA 18,00,20,00,00,00,25,25
6232 DATA 00,00,00,19,21,00,26,26
6233 DATA 00,00,00,00,00,00,28,27,27
6234 DATA 00,00,13,00,00,00,23,29,30
6235 DATA 24,00,00,00,22,00,31,31
6236 DATA 25,23,00,00,00,00,32,33
6237 DATA 27,26,33,32,24,00,34,34
6238 DATA 25,00,30,31,00,00,34,34
6239 DATA 34,25,41,00,00,00,34,34

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6240 DATA 00,29,42,36,00,00,34,34
6245 DATA 28,38,40,37,00,00,34,34
6250 DATA 00,00,00,26,00,00,35,35
6260 DATA 00,00,25,00,00,00,36,36
6270 DATA 00,00,25,00,00,00,37,38
6280 DATA 00,00,00,25,00,00,40,40
6290 DATA 00,27,00,00,00,00,39,39
6300 DATA 00,28,00,00,24,00,43,43
6310 DATA 00,00,28,00,00,00,44,44
6320 DATA 00,00,29,00,00,00,45,45
6330 DATA 29,00,39,00,00,00,46,47
6340 DATA 40,00,00,38,00,00,28,28
6350 DATA 00,39,00,29,00,00,10,10
6360 DATA 00,00,00,27,42,00,41,41
6370 DATA 00,00,00,28,00,41,42,42
6380 DATA 00,12,00,00,00,48,48,48
6390 DATA 00,48,00,00,00,52,52,52
6400 DATA 00,00,00,48,00,49,51,51
6410 DATA 00,00,45,00,00,51,53,53
6420 DATA 44,00,00,00,00,00,54,54
6430 DATA 00,46,45,47,43,50,49,49
6440 DATA 00,51,00,50,45,00,54,54
6450 DATA 00,51,49,00,48,00,50,50
6460 DATA 50,00,49,00,46,00,54,54
6470 DATA 00,59,56,00,44,00,54,54
6480 DATA 00,00,54,00,00,00,55,55
6490 DATA 00,56,53,00,00,00,54,54
6500 DATA 99,58,00,00,00,00,54,54
6510 DATA 54,60,57,52,00,00,54,54
6520 DATA 99,61,00,56,00,00,54,54
6530 DATA 55,00,59,00,00,00,54,54
6540 DATA 52,00,00,58,00,00,54,54
6550 DATA 56,00,00,00,00,00,54,54
6560 DATA 57,00,00,00,00,00,57,57
10000 REM
10005 REM - DESSIN HGR
10010 REM
10020 HCOLOR = 3: FOR DD = 0 TO 135:
    HPLOT DD,100: HPLOT DD,190: NEXT DD:
FOR DD = 100 TO 190: HPLOT 0,DD:
    HPLOT 135,DD: NEXT DD:
10100 IF P < = 20 THEN 10400
10200 IF P > 20 AND P < = 40 THEN PP
    = P - 20: GOTO 10410
10300 IF P > 40 AND P < = 61 THEN PP
    = P - 40: GOTO 10420
10400 ON P GOSUB 10500,11000,11500,12000
    0,12500,0,13000,13500,14000,14500,15000,15
    500,16000,16500,17000,17500,18000,18500,
    19000,19500,20000
10405 GOTO 10450
10410 ON PP GOSUB 20500,21000,21500,220
    00,22500,23000,23500,24000,24500,25000,2
    5500,26000,26500,27000,27500,28000,28500
    ,29000,29500,30000
10415 GOTO 10450
10420 ON PP GOSUB 30500,31000,31500,320
    00,32500,33000,33500,34000,34500,35000,3
    5500,36000,36500,37000,37500,38000,38500
    ,39000,39500,40000,40500
10450 PP = 0: RETURN
10500 REM P=1
10510 HPLOT 0,130 TO 25,140 TO 25,150
    TO 15,170 TO 0,170 TO 5,165 TO 15,170
    : HPLOT 5,165 TO 5,140 TO 0,140
10520 HPLOT 0,150 TO 5,145 TO 15,145
    TO 25,140: HPLOT 5,140 TO 15,145
    TO 25,160: HPLOT 5,170 TO 10,180
10530 HPLOT 15,150 TO 10,155 TO 10,165
    TO 15,160 TO 10,160: HPLOT 15,160
    TO 34,171 TO 29,176 TO 10,165:
    HPLOT 15,160 TO 15,150
*10540 HPLOT 12,167 TO 17,161: HPLOT 20,
    170 TO 2,166: HPLOT 23,173 TO 27,167:
    HPLOT 27,175 TO 31,169
10550 HPLOT 25,150 TO 50,147: HPLOT 45,
    160 TO 50,155 TO 51,143 TO 54,133
    TO 57,131 TO 74,134 TO 67,131
    TO 90,133 TO 100,149 TO 101,152
    TO 104,157
14010 HPLOT 0,150 TO 135,150: HPLOT 0,1
    65 TO 10,170 TO 30,185: HPLOT 50,153
    TO 60,155 TO 85,154: HPLOT 135,165
    TO 120,180 TO 100,178
14020 HPLOT 60,170 TO 55,165 TO 80,168
    TO 83,176 TO 65,180 TO 60,170
14030 GOSUB 10575: RETURN
14500 REM P=9
14510 HPLOT 0,144 TO 135,151: HPLOT 135
    ,160 TO 100,154 TO 50,160 TO 45,177
    TO 70,182 TO 110,180 TO 135,177
14520 GOSUB 10575: RETURN
15000 REM P=10
15010 HPLOT 0,148 TO 50,150 TO 135,149:
    GOSUB 10575
15020 IF D(9) < > 10 THEN RETURN
15030 HCOLOR = 0: HPLOT 50,170
    TO 55,172 TO 85,172 TO 90,170:
    HCOLOR = 3: HPLOT 50,170 TO 57,174
    TO 84,174 TO 90,170: HCOLOR = 0:
    HPLOT 50,170 TO 57,174 TO 84,174
    TO 90,170
15040 HCOLOR = 3: HPLOT 50,170
    TO 60,177 TO 70,178 TO 85,176
    TO 90,170: HTAB 10: UTAB 22: PRINT "#"
    #: RETURN
15500 REM P=11
15510 HPLOT 0,150 TO 100,147 TO 135,150
15520 HPLOT 0,153 TO 8,154 TO 17,165
    TO 22,172: HPLOT 32,168 TO 40,160
    TO 50,155 TO 70,151 TO 85,160
    TO 90,167: HPLOT 105,175 TO 110,172
    TO 120,160 TO 135,156
15530 GOSUB 10575: RETURN
16000 REM P=12
16010 HPLOT 0,150 TO 135,150: HPLOT 20,
    178 TO 40,185 TO 70,184: HPLOT 103,180
    TO 120,164 TO 135,165
16020 HPLOT 60,155 TO 70,155 TO 70,160
    TO 60,160 TO 60,155 TO 70,160: HPLOT 70,
    155 TO 60,160: HPLOT 4,165 TO 8,165:
    HPLOT 3,166 TO 9,166: HPLOT 3,167
    TO 9,167: HPLOT 3,168 TO 9,168:
    HPLOT 4,169 TO 8,169
16030 GOSUB 10575: RETURN
16500 REM P=13
16510 HPLOT 0,140 TO 135,140: HPLOT 0,1
    75 TO 135,175: HPLOT 28,178 TO 40,185
    TO 70,184: HPLOT 10,160 TO 18,155:
    HTAB 2: UTAB 21: PRINT "B": HTAB 5:
    UTAB 21: PRINT "#02"
16515 HTAB 5: UTAB 19: PRINT "VENTILATO
    R": HTAB 5: UTAB 20: PRINT "SHAFT"
16520 RETURN
17000 REM P=14
17010 IF M(14,8) < > M(14,7) THEN
    GOTO 17040
17020 HPLOT 0,149 TO 135,150: IF D(6)
    < > 14 THEN RETURN
17030 HPLOT 50,170 TO 60,170 TO 60,176
    TO 50,176 TO 50,170: HPLOT 53,172
    TO 56,172 TO 53,174
17040 GOSUB 10575: RETURN
17500 REM P=15
17510 HPLOT 0,120 TO 80,120 TO 100,130
    TO 100,150 TO 85,170 TO 0,170: HPLOT 100
    ,130 TO 110,125,TO 110,155 TO 100,150:
    HPLOT 15,120 TO 30,115 TO 40,120:
    HPLOT 20,170 TO 10,175 TO 0,175:
    HPLOT 65,170 TO 70,190
17520 HPLOT 80,120 TO 80,143 TO 38,143
    TO 10,170: HPLOT 38,143 TO 38,178:
    HPLOT 80,137 TO 90,137 TO 90,157
    TO 55,157 TO 55,143: HPLOT 90,157
    TO 67,146 TO 55,146: HPLOT 55,145
    TO 67,145: HPLOT 55,144 TO 67,144:
    HPLOT 95,178 TO 110,179 TO 135,165

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10560 HPLOT 100,150 TO 125,152 TO 135,1
48: HPLOT 79,174 TO 79,178 TO 80,168
    TO 97,166 TO 100,170 TO 99,173
    TO 95,175 TO 83,172 TO 79,170
10570 HPLOT 99,173 TO 102,172
10575 FOR PP = 0 TO 10: HPLOT (
    RND (1) * 110) + 3,(( RND (1)
    * 30) + 105): NEXT PP
10580 RETURN
10900 REM P=2
11010 HPLOT 0,148 TO 4,150 TO 50,150
    TO 70,151 TO 90,150 TO 100,151
11020 IF M(2,8) = M(2,7) THEN HPLOT
    TO 135,150
11030 HPLOT 39,154 TO 60,153 TO 90,154
    TO 97,156 TO 76,161 TO 32,156 TO 39,154
11040 HPLOT TO 25,154 TO 25,155
    TO 40,155 TO 41,156 TO 26,156
    TO 26,157 TO 42,157 TO 44,158
    TO 26,158 TO 46,158 TO 48,159
    TO 26,159
11045 GOSUB 10575
11050 RETURN
11500 REM P=3
11510 HPLOT 0,148 TO 4,150 TO 50,149
    TO 100,151 TO 120,150: HPLOT 47,155
    TO 63,155: HPLOT 47,156 TO 65,156:
    HPLOT 45,157 TO 67,157: HPLOT 44,158
    TO 64,158
11520 HPLOT 10,170 TO 15,170 TO 30,175
    TO 45,176 TO 57,167 TO 80,165: HPLOT 30,
    175 TO 35,170: HPLOT 57,167 TO 45,167:
    HPLOT 5,190 TO 15,185 TO 30,185
    TO 110,186 TO 130,190
11530 HPLOT 104,154 TO 115,154:
    HPLOT 107,155 TO 109,155: HPLOT 113,1
    55 TO 115,155
11535 GOSUB 10575
11540 RETURN
12000 REM P=4
12010 HPLOT 0,150 TO 105,150: HPLOT 100
    ,155 TO 115,140 TO 130,145 TO 135,142:
    HPLOT 20,178 TO 35,175 TO 65,180:
    HPLOT 100,180 TO 102,183 TO 130,180
12020 HPLOT 30,155 TO 35,152 TO 55,152
    TO 60,150 TO 65,152 TO 80,152 TO 85,155
    TO 80,158 TO 53,158 TO 53,156 TO 35,156
    TO 30,155: HPLOT 40,156 TO 37,161
12030 HPLOT 75,158 TO 79,161: HPLOT 80,
    155 TO 90,159: HPLOT 60,153 TO 60,156:
    HPLOT 57,153 TO 80,153
12040 GOSUB 10575: RETURN
12500 REM P=5
12510 HPLOT 0,150 TO 135,150: HPLOT 35,
    160 TO 45,155 TO 60,160: HPLOT 70,180
    TO 75,186 TO 90,170: HPLOT 125,155
    TO 135,158
12520 GOSUB 10575: RETURN
13010 HPLOT 0,150 TO 100,155 TO 135,150
    : HPLOT 30,175 TO 50,160 TO 100,163
    TO 95,180 TO 55,185 TO 30,175:
    HPLOT 45,180 TO 60,178 TO 50,160:
    HPLOT 60,170 TO 90,173 TO 100,163
13020 GOSUB 10575: IF D(4) = 6 THEN
    HTAB 4: UTAB 21: PRINT "-": RETURN
13500 REM P=7
13510 HPLOT 0,150 TO 50,150: HPLOT 100,
    150 TO 135,144: HPLOT 40,170 TO 60,130
    TO 80,135 TO 90,140 TO 110,160
13520 GOSUB 10575: RETURN
14000 REM P=8
17530 HPLOT 10,135 TO 60,135: HPLOT 4,1
    40 TO 40,140: HPLOT 5,110: HPLOT 60,114:
    HPLOT 110,110: HPLOT 125,140: HPLOT 130
    ,135: RETURN
18000 REM P=16
18100 GOTO 15000
18500 REM P=17
18510 GOTO 15000
19000 REM P=18
19100 HPLOT 0,100 TO 40,130 TO 41,130
    TO 1,100 TO 0,101 TO 40,131: HPLOT 13
    5,100 TO 95,130 TO 94,130 TO 134,100
    TO 135,101 TO 95,131: HPLOT 0,190
    TO 40,160 TO 40,159 TO 0,189 TO 1,190
    TO 41,161: HPLOT 135,190 TO 95,160
19110 HPLOT TO 94,160 TO 134,190
    TO 135,189 TO 95,159
19200 HPLOT 40,130 TO 95,130 TO 95,160
    TO 40,160: HPLOT 50,145 TO 67,135
    TO 67,155 TO 85,145 TO 50,145:
    HPLOT 85,130 TO 67,120 TO 50,130:
    HPLOT 40,135 TO 30,145 TO 40,155:
    HPLOT 50,160 TO 67,170 TO 85,160
19205 HPLOT 40,160 TO 40,130
19210 HPLOT 95,155 TO 105,145 TO 95,135
19300 HPLOT 0,100 TO 67,120 TO 135,100
    TO 105,145 TO 135,190 TO 67,170 TO 0,100
    TO 30,145 TO 0,100
19400 HPLOT 39,129 TO 96,129 TO 96,161
    TO 39,161 TO 39,129: RETURN
19500 REM P=19
19505 IF D(2) = 19 THEN UTAB 23:
    HTAB 11: PRINT "( )": UTAB 22:
    HTAB 12: PRINT "T"
19510 GOSUB 50000: GOSUB 50007:
    GOSUB 50004
19515 QQ = 0
19520 FOR PP = 15 TO 42: HPLOT PP,160
    TO PP,185: NEXT PP: FOR PP = 42
    TO 58: QQ = QQ - 1: HPLOT PP,160
    + QQ TO PP,185 + QQ: NEXT PP:
    UTAB 20: HTAB 2: PRINT "#####":
    UTAB 19: HTAB 3: PRINT "#####":
19530 UTAB 18: HTAB 5: PRINT "#####":
    RETURN
20000 REM P=20
20010 GOSUB 50001: GOSUB 50002:
    HCOLOR = 2: FOR PP = 105 TO 170:
    HPLOT 60,PP TO 75,PP: NEXT PP:
    HPLOT 61,171 TO 74,171: HPLOT 62,172
    TO 73,172: HCOLOR = 3
20015 HCOLOR = 0: HPLOT 25,175
    TO 25,137 TO 18,136
20016 HPLOT 50,160 TO 25,176: HCOLOR
    = 3
20020 FOR PP = 0 TO 20: HPLOT <15
    + 3 * COS (PP),165 - 3 * SIN (PP):
    HPLOT <(30 + 3 * COS (PP)),160 - 3 *
    SIN (PP): HPLOT <(42 + 3 *
    COS (PP)),165 - 3 * SIN (PP):
    NEXT PP
20030 FOR PP = 0 TO 3 STEP .1: HPLOT <(3
    0 + 20 * COS (PP)),165 + 10 * SIN (PP):
    HPLOT <(30 + 10 * COS (PP)),150
    + 5 * SIN (PP): HPLOT <(30 + 10
    * COS (PP)),130 + 5 * SIN (PP):
    NEXT PP
20040 FOR PP = 1 TO 4.2 STEP .1:
    HPLOT <(30 + 20 * COS (PP)),150
    + 10 * SIN (PP): NEXT PP

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      GOSUB 50002: GOSUB 50006: UTAB 14:
      HTAB 10: PRINT "E": UTAB 15: HTAB 9:
      PRINT "S+N": IF 0(5) = 27 THEN GOSUB 50
      050
      23520 RETURN
      24000 REM P=29
      24010 GOSUB 50001: GOSUB 50002
      GOSUB 50006: GOSUB 50004: UTAB 14:
      HTAB 10: PRINT "S": UTAB 15: HTAB 9:
      PRINT "N+E": IF 0(5) = 28 THEN GOSUB 50
      050
      24020 RETURN
      24500 REM P=29
      24510 GOSUB 50001: GOSUB 50002:
      GOSUB 50004: GOSUB 50006: RETURN
      25000 REM P=30
      25010 GOSUB 50001: GOSUB 50002
      25020 HCOLOR = 0: HPLLOT 100,160
      TO 90,160: HCOLOR = 3: HPLLOT 55,187
      TO 55,180 TO 50,175 TO 40,175 TO 40,170
      TO 50,165 TO 50,165 TO 50,170 TO 55,175
      TO 75,175 TO 70,180 TO 70,187
      25030 HPLLOT 40,170 TO 85,170 TO 85,175:
      HPLLOT 85,170 TO 90,165
      25040 HPLLOT 91,187 TO 91,160 TO 85,155
      TO 75,155 TO 85,150 TO 100,150 TO 100,18
      7
      25050 HCOLOR = 2: HPLLOT 75,155
      TO 85,170: HPLLOT 75,155 TO 90,165:
      HPLLOT 75,155 TO 40,170: HPLLOT 75,155
      TO 50,165: HCOLOR = 3: RETURN
      25500 REM P=31
      25510 GOSUB 50001: GOSUB 50004
      25520 HPLLOT 55,175 TO 60,170 TO 90,170
      TO 85,175 TO 55,175: HPLLOT 60,175
      TO 60,177: HPLLOT 60,175 TO 60,177
      25530 HPLLOT 50,135 TO 70,135 TO 70,160:
      HPLLOT 56,135 TO 56,160: HPLLOT 71,135
      TO 71,160: HPLLOT 56,142 TO 71,142:
      HPLLOT 64,135 TO 64,142: HPLLOT 56,152
      TO 70,152: HPLLOT 58,154 TO 71,154
      25540 HPLLOT 57,152 TO 57,154: HPLLOT 66,
      152 TO 66,160: HPLLOT 56,156 TO 71,156:
      HPLLOT 58,160 TO 58,157 TO 71,157:
      HPLLOT 66,158 TO 70,158: HPLLOT 71,146
      TO 70,146: HPLLOT 71,141 TO 70,141
      25550 HPLLOT 54,147 TO 54,149: HPLLOT 73,
      147 TO 73,149: HPLLOT 58,144 TO 69,144
      TO 69,152: HPLLOT 58,144 TO 58,152:
      HPLLOT 66,144 TO 66,152: HPLLOT 59,145
      TO 65,145 TO 65,151 TO 59,151 TO 59,145
      25560 HPLLOT 68,150: HPLLOT 68,148:
      HPLLOT 68,146: FOR PP = 71 TO 78:
      HPLLOT 71,135 TO PP,141: NEXT PP:
      RETURN
      26000 REM P=32
      26005 IF 0(5) = 32 THEN GOSUB 50050
      26010 GOSUB 50001: GOSUB 50004:
      HPLLOT 85,135 TO 85,160: FOR PP
      = 135 TO 160 STEP 5: HPLLOT 85,PP
      TO 100,PP: NEXT PP: HPLLOT 87,155
      TO 87,160: HPLLOT 90,155 TO 90,160
      26011 FOR PP = 85 TO 95: HPLLOT PP,140
      TO PP,145: NEXT PP
      26015 NEXT PP
      26020 FOR PP = 100 TO 95 STEP - 1:
      HPLLOT PP,155 TO PP,150: NEXT PP:
      FOR PP = 0 TO 6.3 STEP .1: HPLLOT (60
      + 6 * COS (PP)),165 - 3 * SIN (PP):
      NEXT PP: HPLLOT 45,165 TO 50,160
      TO 70,160 TO 75,165 TO 70,170
      26025 HPLLOT TO 50,170 TO 45,165
      26030 HPLLOT TO 45,190 TO 50,185
      TO 70,185 TO 75,180 TO 75,165:
      HPLLOT 50,185 TO 50,170: HPLLOT 70,185
      TO 70,170: HPLLOT 55,183 TO 65,183
      TO 65,175 TO 63,175 TO 60,172
      TO 57,175 TO 55,175 TO 55,183
      26040 RETURN

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20570 HPLOT 110,176 TO 110,175 TO 115,1
75 TO 115,176: HPLOT 65,167 TO 70,167
HPLOT 68,163 TO 73,163: HPLOT 107,167
TO 112,167: HPLOT 102,163 TO 107,163
HPLOT 75,158 TO 85,158 TO 85,162
TO 75,162 TO 75,158
20580 FOR PP = 75 TO 85 STEP 3:
HPLOT PP,164: NEXT PP: HPLOT 92,162
TO 97,162: HPLOT 93,161 TO 96,161
HPLOT 94,161 TO 94,159: HPLOT 95,161
TO 95,159: HPLOT 93,158 TO 96,158
HPLOT 94,157 TO 95,157
20590 FOR PP = 75 TO 85: HPLOT PP,175
TO PP,182: NEXT PP: HPLOT 76,182
TO 76,184 TO 84,184 TO 84,182
HPLOT 80,184 TO 80,188: HPLOT 77,188
TO 83,188: HPLOT 83,189: HPLOT 77,189
RETURN
21000 REM P=22
21010 GOSUB 50001: GOSUB 50004:
HPLOT 50,187 TO 80,187 TO 90,177
TO 60,177 TO 50,187: HPLOT 76,182
TO 90,167 TO 60,167 TO 60,177
HPLOT 71,169 TO 71,171 TO 78,171
TO 78,169
21020 HPLOT 65,177 TO 65,187: HPLOT 75,
177 TO 75,187: HPLOT 65,189 TO 75,188
HPLOT 65,185 TO 75,185
21030 RETURN
21500 REM P=23
21510 HPLOT 0,100 TO 60,130 TO 80,130
TO 135,190: HPLOT 8,190 TO 60,140
TO 60,130: HPLOT 125,190 TO 80,140
TO 80,130: HPLOT 60,140 TO 80,140
HPLOT 63,132 TO 75,132 TO 75,138
TO 64,138
21515 HPLOT 70,132 TO 63,132
21520 HPLOT 65,132 TO 65,138: HPLOT 67,
132 TO 67,138: HPLOT 69,132 TO 69,138
HPLOT 71,132 TO 71,138: HPLOT 73,132
TO 73,138
21530 HPLOT 60,110 TO 85,110 TO 80,120
TO 65,120 TO 60,110: HPLOT 65,120
TO 65,110: HPLOT 80,120 TO 80,170
21540 FOR PP = 125 TO 165 STEP 5:
HPLOT 65,PP TO 80,PP: NEXT PP:
RETURN
22000 REM P=24
22010 GOSUB 50001: FOR PP = 70 TO 100
STEP 5: HPLOT PP,130 TO PP,155:
NEXT PP: FOR PP = 130 TO 155 STEP 5:
HPLOT 70,PP TO 100,PP: NEXT PP: HPLOT 50
,110 TO 87,118 TO 87,147 TO 50,147
TO 58,118
22020 HPLOT 50,118 TO 63,123 TO 75,123
TO 87,118: HPLOT 58,147 TO 63,138
TO 75,138 TO 87,147: HPLOT 75,138
TO 75,123
22025 HPLOT 63,123 TO 63,138
22030 RETURN
22500 REM P=25
22510 GOSUB 50001: GOSUB 50003:
GOSUB 50004: GOSUB 50005: HPLOT 70,16
5 TO 95,165 TO 90,180 TO 65,180 TO 70,16
5 TO 70,180
22520 IF 0(5) = 25 THEN 50050
22530 RETURN
23000 REM P=26
23010 GOSUB 50001: GOSUB 50007:
GOSUB 50002: GOSUB 50004: RETURN
23500 REM P=27
23510 GOSUB 50001: GOSUB 50004:
26500 REM P=33
26510 GOSUB 50001: GOSUB 50002:
IF 0(12) = 33 THEN FOR PP = 0,
TO 6,28 STEP .1: HPLOT (40 + 5
* COS (PP)),140 - 9 * SIN (PP):
NEXT PP: HPLOT 36,139 TO 40,134:
HPLOT 38,143 TO 41,139
26520 HPLOT 50,170 TO 90,170 TO 90,177
TO 50,177 TO 50,170 TO 55,160 TO 55,157
TO 83,157 TO 83,160 TO 90,170: HPLOT 60,
177 TO 60,180: HPLOT 80,177 TO 80,180
26530 RETURN
27000 REM P=34
27010 GOSUB 50001: GOSUB 50005:
HTAB 11: VTAB 14: PRINT "S": HTAB 10:
VTAB 15: PRINT "E+W": IF 0(13) = 34
THEN VTAB 22: HTAB 12: PRINT "E"
27020 RETURN
27500 REM P=35
27510 IF 0(5) = 35 THEN GOSUB 50050
27520 GOTO 20500
28000 REM P=36
28010 GOSUB 50001: GOSUB 50004:
FOR PP = 0 TO 6,28 STEP .1: HPLOT (80
+ 18 * COS (PP)),140 + 18 * SIN (PP):
NEXT PP: FOR PP = 140 TO 145: HPLOT 70,
PP TO 90,PP: NEXT PP: HPLOT 70,140
TO 72,127 TO 78,127 TO 80,140
28015 HPLOT 70,140 TO 87,127 TO 90,140
28020 RETURN
28500 REM P=37
28510 GOSUB 50001: GOSUB 50004:
HPLOT 40,170 TO 100,170: HPLOT 50,170
TO 50,185: HPLOT 90,170 TO 90,185:
HPLOT 55,170 TO 55,180: HPLOT 85,170
TO 85,180: HTAB 8: VTAB 21: PRINT "CHIMI
E"
28520 RETURN
29000 REM P=38
29010 GOSUB 50001: GOSUB 50004:
HPLOT 52,130 TO 98,130 TO 98,158
TO 52,158 TO 52,130: FOR PP = 0
TO 6,2 STEP .1: HPLOT (75 + 20
* COS (PP)),147 + 10 * SIN (PP):
NEXT PP: HPLOT 55,147 TO 95,147:
HPLOT 75,137 TO 75,157
29020 VTAB 19: HTAB 11: PRINT "A"
29025 IF 0(7) < 38 THEN 29040
29030 HPLOT 50,170 TO 55,170: HPLOT 49,
171 TO 56,171: HPLOT 48,172 TO 56,172:
HPLOT 49,173 TO 56,173: HPLOT 50,174
TO 55,174: HPLOT 56,169 TO 60,169:
HPLOT 58,168 TO 60,168: HPLOT 56,175
TO 60,175: HPLOT 58,176 TO 60,176
29040 RETURN
29500 REM P=39
29510 GOSUB 50001: GOSUB 50005:
GOSUB 50003: RETURN
30000 REM P=40
30010 FOR PP = 2 TO 19: FOR DD = 14
TO 23: HTAB PP: VTAB DD: PRINT "?":
NEXT DD: NEXT PP: RETURN
30500 REM P=41
30510 IF 0(5) = 41 THEN 50050
30520 GOSUB 50001: GOSUB 50003:
GOSUB 50007: GOSUB 50005: GOSUB 50006
HTAB 11: VTAB 16: PRINT "-2": FOR PP
= 65 TO 70: FOR DD = 80 TO 85:
HPLOT PP,130 TO PP,160: HPLOT 00,130
TO 00,160: NEXT DD: NEXT PP: RETURN
31000 REM P=42
31005 IF 0(5) = 42 THEN GOSUB 50050
31010 GOSUB 50001: GOSUB 50002:

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      GOSUB 50005: GOSUB 50006: GOSUB 50007
      FOR PP = 65 TO 75: FOR DD = 80
      TO 85: HPLOT PP,130 TO PP,160:
      HPLOT DD,130 TO DD,160: NEXT DD:
      NEXT PP: HTAB 11: UTAB 16: PRINT "D":
      RETURN
      31500 REM P=43
      31510 GOSUB 50001: HPLOT 25,180
      TO 55,165 TO 100,165 TO 115,180
      TO 25,180: HPLOT 60,180 TO 60,165
      TO 80,165 TO 80,180: HPLOT 60,170
      TO 80,170: HPLOT 60,175 TO 80,175:
      RETURN
      32000 REM P=44
      32010 HPLOT 0,190 TO 50,160 TO 50,180
      HPLOT 135,190 TO 100,160 TO 100,180:
      HPLOT 65,180 TO 65,175: HPLOT 80,180
      TO 80,175: FOR PP = 105 TO 175 STEP 7:
      HPLOT 65,PP TO 80,PP: NEXT PP:
      RETURN
      32500 REM P=45
      32510 GOSUB 50001: FOR PP = 0 TO 6,2
      STEP .1: HPLOT (75 + 15 * COS (PP)),1
      75 + 6 * SIN (PP): NEXT PP: FOR PP
      = 73 TO 77: HPLOT PP,100 TO PP,180:
      NEXT PP: GOSUB 50002: HTAB 4:
      UTAB 14: PRINT "S+H": RETURN
      33000 REM P=46
      33010 HPLOT 0,160 TO 100,160 TO 100,180
      : HPLOT 100,160 TO 135,190: HPLOT 0,120
      TO 30,120 TO 30,160: UTAB 14: HTAB 2:
      PRINT "E": UTAB 16: HTAB 6: PRINT "D"
      : HTAB 13: PRINT "D": UTAB 18: HTAB 1:
      INVERSE : PRINT "#": NORMAL
      33020 HPLOT 53,112 TO 77,112 TO 77,137
      TO 53,137 TO 53,112: HPLOT 54,113
      TO 76,113 TO 76,136 TO 54,136
      TO 54,113: HPLOT 56,115 TO 74,115
      TO 74,134 TO 56,134 TO 56,115:
      HCOLOR = 5: FOR PP = 57 TO 73
      33025 HPLOT PP,125 TO PP,133: NEXT PP
      33030 HCOLOR = 3: HTAB 10: UTAB 16:
      INVERSE : PRINT "#": NORMAL :
      HPLOT 50,160 TO 50,140 TO 100,140:
      HPLOT 50,150 TO 100,150: HPLOT 50,145
      TO 60,145: HPLOT 60,140 TO 60,150
      33040 FOR PP = 60 TO 99 STEP 2:
      HPLOT PP,150 TO PP + 1,150: NEXT PP:
      HPLOT 70,150 TO 70,160: HPLOT 50,155
      TO 70,155: FOR PP = 52 TO 68 STEP 3:
      HPLOT PP,155 TO PP,160: NEXT PP:
      HPLOT 53,142 TO 53,143: HPLOT 53,147
      TO 53,148
      33050 HPLOT 55,153 TO 56,153: HPLOT 64,
      153 TO 65,153: HPLOT 110,190 TO 98,180
      TO 122,180: HPLOT 120,180 TO 120,190
      HPLOT 110,180 TO 110,190: FOR PP
      = 180 TO 190 STEP 3: HPLOT 110,PP
      TO 120,PP: NEXT PP
      33060 HPLOT 51,175 TO 51,172 TO 45,173
      TO 52,167 TO 82,167 TO 75,173 TO 71,173
      TO 71,175: HPLOT 71,173 TO 51,173:
      UTAB 22: HTAB 2: PRINT "#": HTAB 4:
      UTAB 23: PRINT "#": HTAB 10: UTAB 24
      PRINT "#":
      33070 FOR PP = 3.14 TO 4.7 STEP .07:
      HPLOT (135 + 35 * COS (PP)),100
      - 35 * SIN (PP): HPLOT (135 + 35
      * COS (PP)),100 - 60 * SIN (PP):
      NEXT PP: FOR PP = 3.14 TO 4.5
      STEP .07
      33075 HPLOT (135 + 35 * COS (PP)),100
      - 50 * SIN (PP): NEXT PP: FOR PP
      = 3.14 TO 4.1 STEP .07: HPLOT (135
      + 35 * COS (PP)),100 - 40 *
      SIN (PP): NEXT PP
      333400 RETURN
      33500 REM P=47
      33510 GOSUB 50001: GOSUB 50005:
      RETURN
      37010 GOSUB 50001: GOSUB 50005:
      GOSUB 50003: HTAB 10: UTAB 12:
      PRINT "S": HTAB 9: UTAB 13: PRINT "E+
      N": RETURN
      37500 REM P=55
      37510 GOSUB 50001: GOSUB 50002:
      HTAB 2: UTAB 21: PRINT "?": GOSUB 500
      04: HTAB 8: UTAB 14: PRINT "N+S":
      RETURN
      38000 REM P=56
      38010 GOSUB 50001: GOSUB 50002:
      GOSUB 50004: GOSUB 50003: GOSUB 50005
      : HTAB 8: UTAB 14: PRINT "N": HTAB 7:
      UTAB 15: PRINT "N+E": HTAB 8:
      UTAB 16: PRINT "S": RETURN
      38500 REM P=57
      38510 GOSUB 50001: GOSUB 50006:
      HTAB 13: UTAB 18: PRINT "?": GOSUB 50
      02: GOSUB 50004: HTAB 8: UTAB 14:
      PRINT "S+N": HTAB 2: UTAB 21:
      PRINT "?": HTAB 16: UTAB 20: PRINT "?"
      : RETURN
      39000 REM P=58
      39010 GOSUB 50001: GOSUB 50002:
      GOSUB 50004: RETURN
      39500 REM P=59
      39510 GOSUB 50001: GOSUB 50005:
      GOSUB 50003: RETURN
      40000 REM P=60
      40010 GOSUB 50001: GOSUB 50007:
      RETURN
      40500 REM P=61
      40510 GOSUB 50001: GOSUB 50006:
      IF D(16) = 61 THEN HPLOT 58,175
      TO 65,175: HPLOT 51,174 TO 64,174:
      HPLOT 52,173 TO 63,173: HPLOT 51,172
      TO 64,172: HPLOT 51,171 TO 64,171:
      HPLOT 54,169 TO 61,169: RETURN
      50000 REM
      50001 HPLOT 0,100 TO 50,110 TO 100,110
      TO 135,100: HPLOT 0,190 TO 50,180
      TO 100,160 TO 135,190: HPLOT 50,110
      TO 50,160: HPLOT 100,110 TO 100,160:
      RETURN
      50002 HPLOT 6,186 TO 6,135 TO 25,137
      TO 25,175: RETURN
      50003 HPLOT 31,171 TO 31,138 TO 43,139
      TO 43,164: RETURN
      50004 HPLOT 104,164 TO 104,139 TO 113,1
      37 TO 113,173: RETURN
      50005 HPLOT 55,160 TO 55,130 TO 70,130
      TO 70,160: RETURN
      50006 HPLOT 80,160 TO 80,130 TO 95,130
      TO 95,160: RETURN
      50007 HPLOT 65,160 TO 65,130 TO 85,130
      TO 85,160: RETURN
      50010 FOR PP = 0 TO 6,2 STEP .07:
      HPLOT (90 + 10 * COS (PP)),105
      + 4 * SIN (PP): NEXT PP: FOR PP
      = 89 TO 91: HPLOT PP,101 TO PP,170:
      NEXT PP: RETURN
      50050 REM ROBOT
      50060 IF D(5) = 25 THEN XX = 47:YY
      = 170
      50070 IF D(5) = 27 OR D(5) = 28
      OR D(5) = 41 OR D(5) = 42 THEN KK
      = 65:YY = 175
      50080 IF D(5) = 32 THEN XX = 98:YY
      = 175
      50090 IF D(5) = 35 THEN XX = 15:YY
      = 170
      50100 HPLOT 3 + XX,4 + YY TO 4 + XX,4
      + YY: HPLOT 12 + XX,4 + YY TO 13
      + XX,4 + YY: HPLOT 5 + XX,5 + YY:
      HPLOT 11 + XX,5 + YY: HPLOT 7
      + XX,5 + YY TO 9 + XX,5 + YY:
      HPLOT 6 + XX,6 + YY TO 10 + XX,6
      + YY: HPLOT 5 + XX,7 + YY: HPLOT 11
      + XX,7 + YY

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34000 REM P=48
34002 HTAB 10: UTAB 13: PRINT "S"
34005 HCOLOR = 5:00 = 0
34010 FOR PP = 100 TO 150 STEP
- 1:00 = 00 + .8: HPLOT (00 + 25),PP
TO (115 - 00),PP: NEXT PP: HCOLOR
= 3: HPLOT 0,180 TO 50,130 TO 85,130
TO 135,180
34020 HPLOT 50,130 TO 50,100: HPLOT 85,
130 TO 85,100: FOR PP = 65 TO 70:
HPLOT PP,110 TO PP,120: NEXT PP:
HPLOT 65,120 TO 60,130 TO 60,110
TO 75,110 TO 75,130 TO 70,120
34030 HPLOT 15,115 TO 15,115 TO 35,100
TO 35,144 TO 15,144: HPLOT 0,115
TO 15,115: HPLOT 120,164 TO 120,115
TO 100,100 TO 100,145 TO 120,145:
HPLOT 120,115 TO 135,115
34040 HPLOT 10,190 TO 50,145 TO 90,145
TO 130,190: HPLOT 50,145 TO 50,150:
HPLOT 50,190 TO 50,190: HPLOT 90,145
TO 90,150: HPLOT 90,180 TO 90,190:
HPLOT 25,190 TO 33,180: HPLOT 110,190
TO 102,180
34050 HPLOT 45,180 TO 45,180: HPLOT 95,
190 TO 95,180: HPLOT 58,190 TO 58,180:
HPLOT 78,190 TO 78,180: HPLOT 58,165
TO 58,100: HPLOT 78,165 TO 78,100:
HPLOT 57,190 TO 57,180: HPLOT 57,165
TO 57,100: HPLOT 77,190 TO 77,180:
HPLOT 77,165 TO 77,100: RETURN
34500 REM P=49
34510 GOSUB 50001: GOSUB 50010:
GOSUB 50005: GOSUB 50004: HTAB 3:
UTAB 14: PRINT "S": HTAB 2: UTAB 15:
PRINT "E+W": RETURN
35000 REM P=50
35010 GOSUB 50001: GOSUB 50006:
GOSUB 50002: HTAB 3: UTAB 14:
PRINT "S": UTAB 15: HTAB 2: PRINT "E+
W": HPLOT 55,100 TO 55,190: HPLOT 56,100
TO 56,190: HPLOT 85,100 TO 85,190:
HPLOT 86,100 TO 86,190: RETURN
35500 REM P=51
35510 GOSUB 50001: GOSUB 50002:
GOSUB 50004: GOSUB 50010: RETURN
36000 REM P=52
36010 GOSUB 50001: GOSUB 50005:
GOSUB 50002: GOSUB 50010: HTAB 3:
UTAB 13: PRINT "S": HTAB 2: UTAB 14:
PRINT "E+W": RETURN
36500 REM P=53
36510 GOSUB 50001: GOSUB 50004:
IF D(15) = 53 THEN FOR PP = 0
TO 6,28 STEP .04: HPLOT (75 + 15
* COS (PP)),170 - 3 * SIN (PP):
HPLOT (75 + 15 * COS (PP)),180
- 3 * SIN (PP): NEXT PP: HPLOT 70,17
0 TO 70,180 TO 80,180 TO 80,170 TO 70,17
0
36515 HCOLOR = 6: FOR PP = 25 TO 49:
HPLOT PP,130 TO PP,165: NEXT PP
36520 HCOLOR = 5: FOR PP = 20 TO 30:
HPLOT PP,140 TO PP,170: NEXT PP:
FOR PP = 30 TO 46: HPLOT PP,160
TO PP,175: NEXT PP: HCOLOR = 3:
FOR PP = 30 TO 40: HPLOT PP,145
TO PP,160: NEXT PP
36540 FOR PP = 47 TO 60: HPLOT PP,165
TO PP,175: NEXT PP
36550 RETURN
370000 REM P=54

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