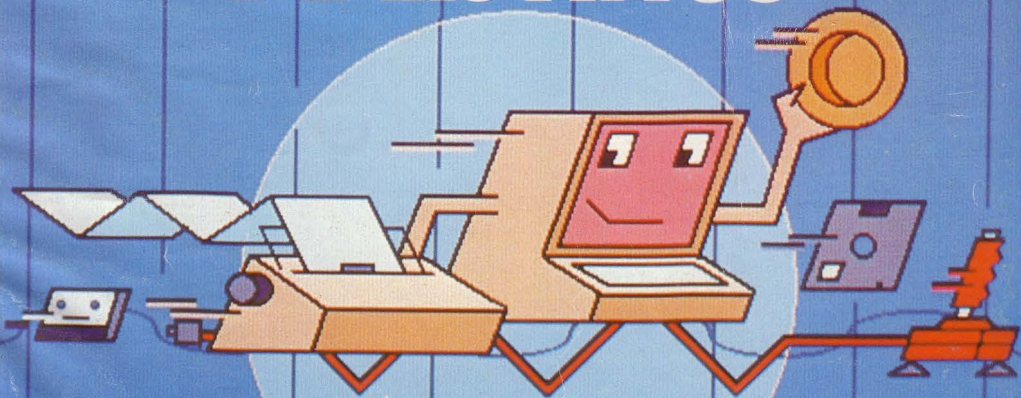


TOUT

MICROLOISIRS

AMSTRAD/APPLEII/
ATARI ST/ATARI XL/COMMODORE 64/
COMMODORE 128/EXL 100/M.S.X./
ORIC-ATMOS/PC IBM ET COMPATIBLES/QL/
SPECTRUM/THOMSON/ZX 81

240 **PAGES**
DE LISTINGS



TILT

MICROLOISIRS

240

PAGES

DE LISTINGS

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Tableaux des équivalences pour adapter tous les jeux à votre micro ordinateur

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ÉQUIVALENCES DES INSTRUCTIONS BASIC

| ORDRES BASIC ORDINATEURS | Valeur absolue | Cosinus inversé | Opérateur logique et | Codes ASCII d'un caractère | Sinus inversé | Tangente inversée | Lignes : numérotation automatique | Conversion d'un nbre bin. en décimale |
|-----------------------------|--|---|-----------------------------|---------------------------------------|--|--|--|---------------------------------------|
| APPLE II* | ABS | — | AND | ASC | — | ATN | — | — |
| ATARI 600 XL/800 XL/400/800 | ABS | — | AND | ASC | — | ATN | — | — |
| COMMODORE AMIGA | ABS | — | AND | ASC | — | ATN | — | — |
| AMSTRAD | ABS | — | AND | ASC | — | ATN | AUTO | & x |
| ORIC ATMOS | ABS | — | AND | ASC | — | ATN | — | — |
| ZX 81 | ABS | ACS | AND | — | ASN | ATN | — | — |
| SPECTRUM | ABS | ACS | AND | — | ASN | ATN | — | BIN |
| TI 99/4A | ABS | — | — | ASC | — | ATN | NUM | — |
| THOMSON - TO 7 | ABS | — | AND | ASC | — | — | AUTO | & B |
| MSX 1 | ABS | — | AND | ASC | — | ATN | AUTO | & B |
| ORDRES BASIC ORDINATEURS | Renvoie à une routine en langage machine | Donne un caractère à partir du code ASCII | Nombre en double conversion | Effacement des variables | Chargement d'un logiciel sur cassette | Chargement d'un logiciel sur disquette | Effacement de l'écran | Codes caractères |
| APPLE II* | CALL | CHR\$ | — | CLEAR | LOAD " " | LOAD | HOME | — |
| ATARI 600 XL/800 XL/400/800 | — | CHR\$ | — | CLR | CLOAD " " | LOAD DI | UTILISEZ GRAPHICS | — |
| COMMODORE AMIGA | CALL | CHR\$ | CDBL | CLEAR | — | LOAD | CLS | — |
| AMSTRAD | CALL | CHR\$ | — | CLEAR | LOAD " " | LOAD | CLS CLG | — |
| ORIC ATMOS | CALL | CHR\$ | — | CLEAR | CLOAD " " | FONCTION DU DOS | CLS | — |
| ZX 81 | RAND USR | CHR\$ mais pas ASCII | — | CLEAR | LOAD " " | — | CLS | CODE |
| SPECTRUM | RANDOMISE USR | — | — | CLEAR | LOAD " " | — | CLS | CODES |
| TI 99/4A | — | CHR\$ | — | — | OLD " " | OLD DS KI | CLEAR | — |
| THOMSON - TO 7 | EXEC | CHR\$ | CDBL | CLEAR | LOAD " " | LOAD | CLS | — |
| MSX 1 | USR | CHR\$ | CDBL | CLEAR | LOAD " " | LOAD | CLS | — |
| ORDRES BASIC ORDINATEURS | Suite d'exécution après stop | Couleur écran | Cosinus | Sauvegarde d'un logiciel sur cassette | Sauvegarde d'un logiciel sur disquette | Données en fichier | Définition d'une fonction mathématique | Conversion angulaire |
| APPLE II* | CONT | H COLOR | COS | SAVE | SAVE | DATA | DEF FN x = | — |
| ATARI 600 XL/800 XL/400/800 | CONT | COLOR | COS | C SAVE | SAVE DI | DATA | — | DEG |
| COMMODORE AMIGA | CONT | COLOR | COS | — | SAVE | DATA | DEF FN x = | — |
| AMSTRAD | CONT | INK | COS | SAVE | SAVE | DATA | DEF FN x = | DEG |
| ORIC ATMOS | CONT | INK | COS | C SAVE | SAVE | DATA | DEF FN x = | — |
| ZX 81 | CONT | — | COS | SAVE | — | — | — | — |
| SPECTRUM | CONTINUE | INK | COS | SAVE | — | DATA | DEF FN x = | — |
| TI 99/4A | CONT | COLOR | COS | SAVE | SAVE DS KI | DATA | DEF FN x = | — |
| THOMSON - TO 7 | CONT | COLOR | COS | SAVE | SAVE | DATA | DEF FN x = | — |
| MSX 1 | CONT | COLOR | COS | SAVE | SAVE | DATA | DEF FN x = | — |

ÉQUIVALENCES DES INSTRUCTIONS BASIC

| ORDRES BASIC ORDINATEURS | Dimensions de tableaux | Fin de programme | Exponentielle | Variable arrondie | Flash écran | Instruction début de boucle | Renvoie sous programme | Renvoie à une ligne de programme |
|-----------------------------|--|----------------------------------|----------------------------------|--|--|-------------------------------------|--------------------------------------|---|
| APPLE II* | DIM | END | EXP | — | FLASH | FOR I = x | GOSUB | GOTO |
| ATARI 600 XL/800 XL/400/800 | DIM | END | EXP | — | — | FOR I = x | GOSUB | GOTO |
| COMMODORE AMIGA | DIM | END | EXP | FIX | BEEP | FOR I = x | GOSUB | GOTO |
| AMSTRAD | DIM | END | EXP | FIX | INK | FOR I = x | GOSUB | GOTO |
| ORIC ATMOS | DIM | END | EXP | — | — | FOR I = x | GOSUB | GOTO |
| ZX 81 | DIM | — | EXP | — | — | FOR I = x | GOSUB | GOTO |
| SPECTRUM | DIM | — | EXP | — | FLASH | FOR I = x | GOSUB | GOTO |
| TI 99/4 A | DIM | END | EXP | — | — | FOR I = x | GOSUB | GOTO |
| THOMSON - TO 7 | DIM | END | EXP | FIX | — | FOR I = x | GOSUB | GOTO |
| MSX 1 | DIM | END | EXP | FIX | — | FOR I = x | GOSUB | GOTO |
| ORDRES BASIC ORDINATEURS | Conversion de décimale en hexadécimale | Test logique | Renvoie après test logique | Saisie d'une touche au clavier | Question enregistrée dans une variable | Partie entière d'un nombre | Écran en vidéo inversé | Extrait les caract. d'une chaîne en partant de gauche |
| APPLE II* | — | IF-THEN | — | éventuellement GET x\$ | INPUT | INT | INVERSE | LEFT\$ |
| ATARI 600 XL/800 XL/400/800 | — | IF-THEN | — | — | INPUT | INT | — | — |
| COMMODORE AMIGA | HEX | IF-THEN | ELSE | INKEY\$ | INPUT | INT | — | LEFT\$ |
| AMSTRAD | HEX | IF-THEN | ELSE | INKEY\$ | INPUT | INT | — | LEFT\$ |
| ORIC ATMOS | HEX\$ | IF-THEN | ELSE | KEY\$ | INPUT | INT | — | LEFT\$ |
| ZX 81 | — | IF-THEN | — | INKEY\$ | INPUT | INT | — | — |
| SPECTRUM | — | IF-THEN | — | INKEY\$ | INPUT | INT | INVERSE | — |
| TI 99/4A | — | IF-THEN | ELSE | KEY\$ | INPUT | INT | — | — |
| THOMSON - TO 7 | HEX\$ | IF-THEN | ELSE | INKEY\$ | INPUT | INT | — | LEFT\$ |
| MSX 1 | HEX\$ | IF-THEN | ELSE | INKEY\$ | INPUT | INT | — | LEFT\$ |
| ORDRES BASIC ORDINATEURS | Nbre caract. d'une chaîne alphabétique | Initialisation d'une variable | Logarithme népérien | Branchement à une ligne en fonct. d'1 var. | Env. d'une var. sur le port choisi | Lecture d'une adresse mémoire | Affichage d'un point à l'écran | Stock. d'1 var. à 1 adresse mémo. donnée |
| APPLE II* | LEN | LET | LOG | ON x GOTO | — | PEEK | PLOT | POKE |
| ATARI 600 XL/800 XL/400/800 | LEN | LET | LOG | ON x GOTO | — | PEEK | PLOT | POKE |
| COMMODORE AMIGA | LEN | LET | LOG | ON x GOTO | — | PEEK | PSET | POKE |
| AMSTRAD | LEN | LET | LOG | ON x GOTO | OUT | PEEK | PLOT | POKE |
| ORIC ATMOS | LEN | LET | LN | ON x GOTO | POKE | PEEK | PLOT | POKE |
| ZX 81 | LEN | LET | LN | — | — | PEEK | PLOT | POKE |
| SPECTRUM | LEN | LET | LN | — | OUT | PEEK | PLOT | POKE |
| TI 99/4A | LEN | LET | LOG | ON x GOTO | — | — | CALL M CHAR | — |
| THOMSON - TO 7 | LEN | LET | LOG | ON x GOTO | — | PEEK | PSET | POKE |
| MSX 1 | LEN | LET | LOG | ON x GOTO | OUT | PEEK | PSET | POKE |

EQUIVALENCES DES INSTRUCTIONS BASIC

| ORDRES BASIC | Positionne le curseur à l'écran | Impression d'un caractère | Impression variable num. avec formatage | Génération de nombres aléatoires | Lecture des data | Lignes ignorées par l'ordinateur | Initialisation des lectures de data | Fin de sous programme |
|-----------------------------|--|---|---|----------------------------------|--|----------------------------------|--|---|
| ORDINATEURS | | | | | | | | |
| APPLE II* | H TAB V TAB | PRINT | — | RND | READ | REM | RESTORE | RETURN |
| ATARI 600 XL/800 XL/400/800 | POSITION | PRINT | — | RND | READ | REM | RESTORE | RETURN |
| COMMODORE AMIGA | LOCATE | PRINT | PRINT USING | RND | READ | REM | RESTORE | RETURN |
| AMSTRAD | LOCATE | PRINT | PRINT USING | RND | READ | REM | RESTORE | RETURN |
| ORIC ATMOS | I @ | PRINT | — | RND | READ | REM | RESTORE | RETURN |
| ZX 81 | PRINT AT | PRINT | — | RND | — | REM | — | RETURN |
| SPECTRUM | PRINT AT | PRINT | — | RND | READ | REM | RESTORE | RETURN |
| TI 99/4A | — | PRINT | — | RND | READ | REM | RESTORE | RETURN |
| THOMSON - TO 7 | LOCATE | PRINT | PRINT USING | RND | READ | REM | RESTORE | RETURN |
| MSX 1 | LOCATE | PRINT | PRINT USING | RND | READ x | REM | RESTORE | RETURN |
| ORDRES BASIC | Extrait les caract. d'1 ch. alphanum. en part. de droite | Détecter si un point est allumé à l'écran | Signe d'une variable | Sinus | Racine carrée | Arrêt en cours d'exécution | Passage d'une variable numéq. en alphanuméq. | Redéfinition et animation d'un dessin définif |
| ORDINATEURS | | | | | | | | |
| APPLE II* | RIGHT\$ | SCRN | SGN | SIN | SQR | STOP | STR\$ | — |
| ATARI 600 XL/800 XL/400/800 | — | POINT | SGN | SIN | SQR | STOP | STR\$ | — |
| COMMODORE AMIGA | RIGHT\$ | POINT | SGN | SIN | SQR | STOP | STR\$ | OBJECT... |
| AMSTRAD | RIGHT\$ | TEST | SGN | SIN | SQR | STOP | STR\$ | — |
| ORIC ATMOS | RIGHT\$ | POINT | SGN | SIN | SQR | STOP | STR\$ | — |
| ZX 81 | — | — | SGN | SIN | SQR | STOP | STR\$ | — |
| SPECTRUM | — | POINT | SGN | SIN | SQR | STOP | STR\$ | — |
| TI 99/4A | — | — | SGN | SIN | SQR | STOP | STR\$ | CALL SPRITE |
| THOMSON - TO 7 | RIGHT\$ | POINT | SGN | SIN | SQR | STOP | STR\$ | — |
| MSX 1 | RIGHT\$ | POINT | SGN | SIN | SQR | STOP | STR\$ | SPRITE |
| ORDRES BASIC | Tangente | Mode texte | Horloge interne | Boucles conditionnelles | Valeur numérique d'une chaîne alphanumérique | Pause | | |
| ORDINATEURS | | | | | | | | |
| APPLE II* | TAN | TEXT | — | — | VAL | — | | |
| ATARI 600 XL/800 XL/400/800 | — | GRAPHICS | — | — | VAL | — | | |
| COMMODORE AMIGA | TAN | — | TIME \$ | REPEAT UNTIL | VAL | WAIT | | |
| AMSTRAD | TAN | — | TIME | WHILE WEND | VAL | — | | |
| ORIC ATMOS | TAN | TEXT | — | REPEAT | VAL | WAIT | | |
| ZX 81 | TAN | — | — | — | VAL | PAUSE | | |
| SPECTRUM | TAN | — | — | — | VAL | PAUSE | | |
| TI 99/4A | TAN | — | — | — | VAL | — | | |
| THOMSON - TO 7 | TAN | — | — | — | VAL | — | | |
| MSX 1 | TAN | SCREEN 1,1 | TIME | — | VAL | — | | |

AMSTRAD

ETOILES

Aux commandes de votre super vaisseau spatial, gare aux envahisseurs qui vous attaquent. Des particules neuroniques pleuvent de tous côtés, menaçant de vous détruire. Un jeu extrêmement rapide qui demande des réflexes impressionnants et des nerfs d'acier...

```
10 REM ***** ETOILES *****
20 REM COPYRIGHT 1986 BOULDER MAN-
30 REM *****
40 REM
50 REM initialisation de l'ecran
60 REM *****
70 MODE 1:INK 0,0:INK 1,6:INK 2,1:INK 3,
14:BORDER 1
80 PEN #0,1:PAPER #0,0:PEN #1,1:PAPER #1
,2:PEN #2,1:PAPER #2,2:PEN #3,3:PAPER #3
,2
90 WINDOW #0,11,30,1,20:WINDOW #1,1,10,1
,25:WINDOW #2,11,30,21,25:WINDOW #3,31,4
0,1,25
100 SPEED KEY 10,1
110 REM INITIALISATION DE VARIABLES
120 REM *****
130 DEFINT A-Z:DIM TOP$(7),TOP(7),t(9)
140 FOR I=0 TO 7:TOP$(I)=".....":NEXT
150 REM DEFINITION DE CARACTERES
160 REM *****
170 SYMBOL AFTER 244:FOR i=245 TO 252:RE
AD d1,d2,d3,d4,d5,d6,d7,d8:SYMBOL I,D1,D
2,d3,d4,d5,d6,d7,d8:NEXT
180 DATA 60,126,239,223,223,255,255,127
190 DATA 112,252,254,254,254,254,254,252
200 DATA 63,15,7,3,1,1,0,0
210 DATA 248,224,192,128,0,0,0,0
220 DATA 24,60,126,122,255,253,253,255,2
55,191,191,255,94,126,60,24
230 DATA 96,240,240,96,240,240,252,252,2
40,240,240,96,96,96,96,120
240 GOTO 750
250 REM AFFICHAGE DU TABLEAU
260 REM *****
270 SCORE=0:NBVIE=3:NBTAB=1:Y=11
280 FEU=0:FEUN=0:FOR i=0 TO 9:t(i)=0:NEX
T
290 GOSUB 820
300 CLS#2::LOCATE #2,8,4:PRINT #2,"ETOIL
ES"
310 CLS #3:LOCATE #3,2,21:PRINT #3,"TABL
EAUX":PRINT #3," ";NBTAB
320 LOCATE #3,3,24:PRINT #3," SCORE "
330 FOR I=1 TO NBVIE:LOCATE#3,1,I*4:PRIN
T #3," ";CHR$(245);CHR$(246):PRINT #3
," ";CHR$(247);CHR$(248):NEXT
340 LOCATE 1,21:FOR I=0 TO 19:PRINT:FOR
J=0 TO 50:NEXT:NEXT
350 FOR I=0 TO 100*NBTAB:PLOT 176+RND*28
```

```

8,80+RND*320,RND*2+1:NEXT
360 FOR I=1 TO 20 STEP 2:LOCATE 20,I:PR
INT CHR$(249);:LOCATE 20,i+1:PRINT CHR$(
250);:NEXT
370 REM JOUER
380 REM *****
390 LOCATE 1,Y:PRINT CHR$(251):PRINT CHR
$(252);
400 LOCATE #3,2,25:PRINT #3," ";SCORE
410 D=0:A#=INKEY$:IF A#=CHR$(248) AND Y<
>1 THEN D=-2
420 IF A#=CHR$(241) AND Y<>19 THEN D=2
430 IF D<>0 THEN LOCATE 1,Y:PRINT " ":PR
INT " ";Y=Y+D
440 IF FEU=0 THEN FEU=400-Y*16:X=176
450 IF FEUN<>0 THEN 480
460 H=INT(RND*10):H1=INT(RND*10):H2=INT(
RND*10):H3=INT(RND*10):H4=INT(RND*10):H5
=INT(RND*10):H6=INT(RND*10)
470 FEUN=96+32*H:FEUN1=96+32*H1:FEUN2=96
+32*H2:FEUN3=96+32*H3:FEUN4=96+32*H4:FEU
N5=96+32*H5:FEUN6=96+32*H6:YN=464
480 SOUND 1,X,1,15:PLOT X,FEU,0:PLOT XN
,FEUN,0:PLOT XN,FEUN1,0:PLOT XN,FEUN2,0:
PLOT XN,FEUN3,0:PLOT XN,FEUN4,0:PLOT XN,
FEUN5,0:PLOT XN,FEUN6,0
490 IF X<472 THEN X=X+15:PLOT X,FEU,1:GO
TO 520
500 HH=FEU/32-3:IF T(HH)=0 THEN SCORE=SC
ORE+100 ELSE IF SCORE<>0 THEN SCORE=SCOR
E-50
510 t(HH)=1:LOCATE 20,(9-HH)*2+1:PRINT "
";:LOCATE 20,(9-HH)*2+2:PRINT " ";:feu=
0
520 IF XN>168 THEN XN=XN-42:PLOT XN,FEUN
,3:PLOT XN,FEUN1,3:PLOT XN,FEUN2,3:PLOT
XN,FEUN3,3:PLOT XN,FEUN4,3:PLOT XN,FEUN5
,3:PLOT XN,FEUN6,3:GOTO 390
530 IF 19-2*H=Y OR 19-2*H1=Y OR 19-2*H2=
Y OR 19-2*H3=Y OR 19-2*H4=Y OR 19-2*H5=
Y OR 19-2*H6=Y THEN 650 ELSE FEUN=0
540 i=0
550 IF t(i)=0 THEN 390
560 i=i+1:IF i<>10 THEN 550
570 REM FIN DE PARTIE
580 REM *****
590 FOR i=0 TO 10
600 PEN #3,0:LOCATE #3,3,24:PRINT #3," B
ONUS":PRINT #3," +1000 ":FOR J=0 TO 10
0:NEXT
610 PEN #3,3:LOCATE #3,3,24:PRINT #3," B
ONUS":PRINT #3," +1000 ":SOUND 1,200,1
0,14:FOR J=0 TO 100:NEXT
620 NEXT
630 SCORE=SCORE+1000:NBTAB=NBTAB+1
640 GOTO 280
650 LOCATE 5,5:PRINT " TOUCHE"
660 NBVIE=NBVIE-1:IF NBVIE>-1 THEN 280
670 CLS
680 FOR I=0 TO 7:IF SCORE>TOP(I) THEN 70
0
690 NEXT:GOTO 750
700 CLS:PRINT "ENTREZ VOTRE NOM "
710 INPUT A$:IF LEN(A#)>6 THEN 700
720 IF I=7 THEN 740
730 FOR J=7 TO I+1 STEP -1:TOP*(J)=TOP*(

```

```

J-1):TOP(J)=TOP(J-1):NEXT
740 TOP(I)=SCORE:TOP*(I)=A#:GOSUB 820
750 CLS:PRINT " Utilisez les fle- ches
HAUT et BAS pour vous deplacer, votre
tir est auto- matique."
760 PRINT:PRINT " Vous devez detruire
les ruches inter-galactiques parmi les
etoiles dont lenombre augmentera sa
ns cesse pour genez la visibilite des
tirs."
770 PRINT:PRINT " APPUYEZ SUR UNE
TOUCHE":CALL &BBD6
780 CLS:PRINT:PRINT " Quand vous detruie

```

```

-sez une ruche vous gagnez 100 PTS ,si
vous tirez a cote vous perdez 50 PTS.
"
790 PRINT :PRINT" APPUYEZ SUR UNE TO
UCHE POUR JOUER":CALL &BBD6:GOTO 270
800 REM AFFICHAGE DES SCORES
810 REM *****
820 CLS#1:FOR I=0 TO 7
830 LOCATE #1,1,I*3+1
840 PRINT #1,I+1;TOP*(I):PRINT#1,SPC(3);
TOP(I)
850 NEXT:RETURN

```

AMSTRAD

ALPHA BOMB

Un bon programme qui allie le jeu à la réflexion. Un petit bonhomme fort sympathique est chargé de collecter les lettres disséminées sur l'écran. Il doit le faire en respectant l'ordre alphabétique et en ne repassant pas dans le sillage qu'il a laissé derrière lui. Plus ardu qu'on ne pense...

```

10 ? *****
11 ? * *
12 ? * ALPHA BOMB *
13 ? * *
14 ? * COPYRIGHT 1986 BOULDERMAN *
15 ? * *
16 ? *****
17 ?
18 ? POUR VOUS DIRIGER :
19 ? Q = HAUT A = BAS

```

```

20 ? O = GAUCHE P = DROITE
21 ?
22 ? LE BUT DU JEU EST DE COLLECTER LES
23 ? BOMBES DANS L'ORDRE ALPHABETIQUE
24 ? SANS JAMAIS REPASSER AU MEME
25 ? ENDROIT...
26 ? CONSIDEREZ VOUS COMME MORT A LA
27 ? MOINDRE ERREUR !
28 ? VOUS COMMENCEZ AVEC 8 BOMBES,
29 ? ARRIVEREZ-VOUS JUSQU'AU SCORE

```



```

30 ' CONSIDERE COMME IMPOSSIBLE DE
31 ' 26 BOMBES ?
32 '
33 MODE 1:BORDER 0:ENV 2,7,-1,30:ENV 3,4
,-1,40
34 INK 0,0:INK 1,26:INK 2,6:INK 3,24:PEN
1:PAPER 0
35 DEFSTR A-H:DEFINT I-Z:DIM T(41,25):PF
=6:KL=248:GOSUB 70
36 PB=0:X=20:Y=3:T(X,Y)=21:LOCATE X,Y:PR
INT CHR$(249)
37 ' BOUCLE PRINCIPALE
38 ' =====
39 X2=X:Y2=Y
40 C=INKEY$
41 IF C=""THEN 40
42 C=UPPER$(C)
43 IF C="O"THEN X=X-1
44 IF C="P"THEN X=X+1
45 IF C="Q"THEN Y=Y-1
46 IF C="A"THEN Y=Y+1
47 IF X=X2 AND Y=Y2 THEN 40
48 GOSUB 55
49 IF X<1 OR X>40 OR Y<1 OR Y>24 THEN X=
X2:Y=Y2:GOTO 40
50 LOCATE X2,Y2:PRINT CHR$(231):T(X2,Y2)
=20
51 LOCATE X,Y:PRINT CHR$(KL):KL=KL+1:IF
KL=255 THEN KL=248
52 GOTO 39
53 ' COLLISIONS
54 ' =====
55 IF T(X,Y)=0 THEN RETURN

56 IF T(X,Y)=20 THEN GOSUB 64:LOCATE 2,1
:PEN 3:PAPER 2:PRINT"IL NE FAUT JAMAIS R
EPASSER LA OU ON A":LOCATE 14,2:PRINT"DE
JA MARCHE":GOTO 61
57 IF T(X,Y)<>PB+1 THEN GOSUB 64:PEN 1:P
APER 2:LOCATE 3,1:PRINT"VOUS DEVEZ PREND
RE LES BOMBES DANS":LOCATE 15,2:PRINT"L'
ORDRE !":GOTO 61
58 PB=T(X,Y):T(X,Y)=0:IF PB=PF-1 THEN SO
UND 1,568,210,15,2:SOUND 4,1,210,12,3,0,
10:LOCATE 7,12:PAPER 2:PEN 1:PRINT"NIVEA
U SUPERIEUR":PRINT PF:PRINT"BOMBES":
FOR I=0 TO 19:C=INKEY$:NEXT:CALL &BBO6:M
ODE 1:GOSUB 70:GOTO 36:ELSE GOSUB 76:RET
URN
59 FIN DE PARTIE
60 ' =====
61 PEN 2:PAPER 3:LOCATE 11,12:PRINT"VOUS
AVEZ PERDU !":FOR I=0 TO 19:C=INKEY$:NE
XT:LOCATE 4,14:PRINT"PRESSEZ UNE TOUCHE
POUR REJOUER":CALL &BBO6:RUN
62 ' EXPLOSION
63 ' =====
64 OUT 255,8:OUT 256,1:FOR I=1 TO 2000:N
EXT:OUT 256,2:RETURN
65 ' CONTACT AVEC UNE BOMBE
66 ' =====
67 LOCATE 3,1:PEN 2:PAPER 1:PRINT"BRAVO
!!! VOUS AVEZ FRANCHIS TOUS LES":LOCATE
6,2:PRINT"TABLEAUX, VOUS ETES UN AS !":
LOCATE 4,14:PRINT"PRESSEZ UNE TOUCHE POU
R REJOUER":CALL &BBO6:RUN
68 ' PLACEMENT DES BOMBES

```

69 ? =====

70 IF PF=27 THEN 67

71 PAPER 0:PEN 2:ERASE T:DIM T(41,25):FO

R I=1 TO PF

72 X=INT(RND*34)+3:Y=INT(RND*18)+3:IF T(

X,Y)=0 THEN T(X,Y)=I:LOCATE X,Y:PRINT CH

R\$(64+I):ELSE 72

73 .NEXT:PF=PF+1:PAPER 0:PEN 1:RETURN

74 ? PRISE D'UNE BOMBE

75 ? =====

76 SOUND 1,478,210,15,2:SOUND 4,1,210,12

,3,0,10:RETURN

AMSTRAD

CHRONO POURSUITE

Deux adversaires s'affrontent dans une délirante partie de gendarme-voleur. Habillé de rouge ou de vert, vous poursuivez votre voleur de case en case et l'attrapez... Si vous n'y parvenez pas dans le temps imparti, vous vous transformez comme par magie en voleur et c'est à votre tour de prendre la poudre d'escampette.

1 ? *****

2 ? * CHRONO-POURSUITE *

3 ? * COPYRIGHT BOULDERMAN *

4 ? *****

5 ?

6 ? CE JEU NECESSITE 2 JOUEURS, LES

7 TOUCHES SONT : CURSEURS POUR LE 1er

8 ? W,Z,A,S, POUR LE SECOND

9

10 ? VOUS VOUS TROUVEZ DANS L'ARENE

11 ? SPATIALE D'ANDROMEDE, A BORD

12 ? D'UN ENGIN NOMME 'META-NAVETTE'.

13 ?

14 ? LE BUT DU JEU EST DE COMBATTRE

15 ? SON ADVERSAIRE EN SE PRECIPITANT

16 ? DESSUS A TOUTE VITESSE...



```

17 ' ALTERNATIVEMENT, LE JOUEUR SE VOIT
18 ' ATTRIBUE LE RÔLE DE POURSUIVANT
19 ' OU POURSUIVI...
20 SI VOUS ETES POURSUIVANT, CERCHEZ
21 ' PAR TOUS LES MOYENS POSSIBLES A LUI
22 RENTRER DEDANS, VOUS N'AVEZ
23 ' POUR CELA QUE 30 S., CE DELAI
24 ' EXPIRE, LES ROLES S'INVERSERONT
25 ' SI VOUS AVEZ LE RÔLE DE POURSUIVI,
26 VOUS DEVREZ TOUT FAIRE POUR L'
27 ' EVITER PENDANT CES 30 S. POUR
28 ' QUE LES ROLES SOIENT INVERSES.
29 ' LE JEU SE DERoule EN 5 MANCHES DE
30 ' 30 S.,AU BOUT DES QUELS SERA NOMME
31 ' VAINQUEUR, CELUI QUI AURA EU LE
32 ' PLUS GRAND NOMBRE DE VICTOIRE.
33 ' (IL PEUT Y AVOIR EGALITE)
34 ' LE ROLE DE CHACUN EST AFFICHE EN
35 ' PERMANENCE EN HAUT DE L'ECRAN
36 MODE 1:BORDER 0
37 INK 0,0:INK 1,24:INK 2,6:INK 3,2:CLS
38 SYMBOL 255,0,0,21,43,21,43,21,63
39 SYMBOL 254,1,131,71,175,87,187,125,255
40 DEFINIT I-Z:GOSUB 72
41 PEN 1:FOR J=2 TO 39:FOR I=2 TO 24
42 LOCATE J,I:PRINT CHR$(255);:NEXT I,J
43 .LOCATE X1,Y1:PEN 2:PRINT CHR$(254);
44 LOCATE X2,Y2:PEN 3:PRINT CHR$(254);
45 LOCATE 2,25:PEN 3:PRINT"TEMPS: 30":PEN
1:LOCATE 13,25:PRINT"TOUR:"WN:PEN 3:LOCATE

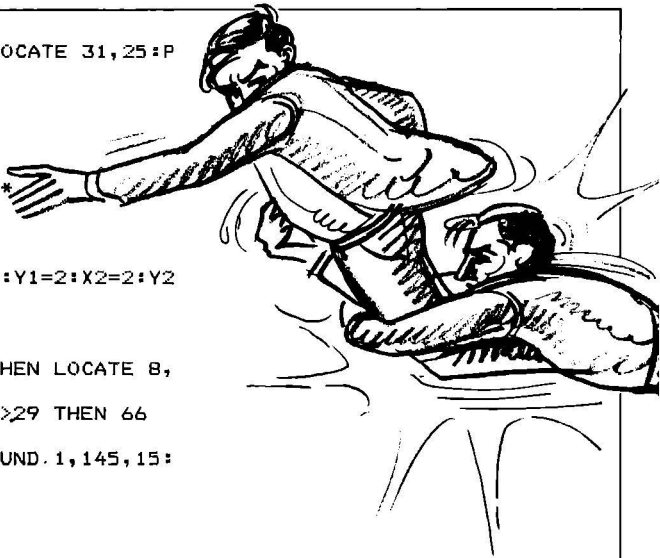
```




```

22,25:PRINT"BLEU: 0":PEN 2:LOCATE 31,25:P
RINT"ROUGE: 0"
46 '
47 ' *** BOUCLE PRINCIPALE ***
48 '
49 GOSUB 61:TD=TIME/300:X1=39:Y1=2:X2=2:Y2
=24
50 T=(TIME/300)-TD:IF T<>T2 THEN LOCATE 8,
25:PEN 2:PRINT 30-T:T2=T:IF T>29 THEN 66
51 IF X1=X2 AND Y1=Y2 THEN SOUND.1,145,15:
GOTO 65
52 X3=X1:Y3=Y1:X4=X2:Y4=Y2
53 X1=X1+(INKEY(8)<>-1)-(INKEY(1)<>-1):Y1=
Y1+(INKEY(D)<>-1)-(INKEY(2)<>-1)
54 X2=X2+(INKEY(69)<>-1)-(INKEY(60)<>-1):Y
2=Y2+(INKEY(59)<>-1)-(INKEY(71)<>-1)
55 X1=X1+(X1=40)-(X1=1):Y1=Y1+(Y1=25)-(Y1=
1)
56 X2=X2+(X2=40)-(X2=1):Y2=Y2+(Y2=25)-(Y2=
1)
57 LOCATE X3,Y3:PEN 1:PRINT CHR$(255):LOCA
TE X1,Y1:PEN 2:PRINT CHR$(254):LOCATE X4,Y
4:PEN 1:PRINT CHR$(255):LOCATE X2,Y2:PEN 3
:PRINT CHR$(254):GOTO 50
58 '
59 ' *** QUI DOIT ATTRAPER QUI ? ***
60 '
61 LOCATE 2,1:PEN 3-W:PRINT A$(W):RETURN
62 '
63 ' *** SCORE ET TOUR ***

```



```

64 '
65 WS(W)=WS(W)+1:LOCATE 22,25:PEN 3:PRINT"
BLEU:"WS(0):LOCATE 31,25:PEN 2:PRINT"ROUGE
:"WS(1)
66 W=-(W=0):WN=WN+1:LOCATE 13,25:PEN 1:PRI
NT"TOUR:"WN:IF WN<6 THEN LOCATE X1,Y1:PRIN
T CHR$(255):LOCATE X2,Y2:PRINT CHR$(255):G
OTO 49
67 LOCATE 1,1:PRINT SPACE$(38):LOCATE 2,1:
IF WS(0)-WS(1)<>0 THEN PRINT B$(WS(0)<WS(
1)):ELSE PRINT B$(2)
68 FOR I=0 TO 12000:NEXT:FOR I=0 TO 19:C#=
INKEY#:NEXT:CALL @BBO6:RUN
69 '
70 ' *** INITIALISATION DU JEU ***
71 '
72 WN=1:X1=39:Y1=2:X2=2:Y2=24:DIM WS(1),A$(
(1),B$(2)
73 A$(0)="LE BLEU DOIT ATTRAPER LE ROUGE
74 A$(1)="LE ROUGE DOIT ATTRAPER LE BLEU
75 B$(0)="LE VAINQUEUR EST LE BLEU !!!
76 B$(1)="LE VAINQUEUR EST LE ROUGE !!!
77 B$(2)="IL Y A EGALITE !!!
78 RETURN

```



MASTER MIND

Un grand classique dans la lutte sans merci
que se livrent neurones et octets. Ce programme d'aérobic
axonal vous offre la couleur en prime.

```

5 REM          master mind
6 REM (c) PATRICE LELARGE 1985
7 REM
10 GOSUB 510
20 DEF FNTitre$(nom$)=STRING$(85-LEN(nom$)/2," ")+" "+nom$+" "+STRING$(85-LEN(nom$)/2," ")
30 PRINT;PRINT;PRINT;PRINT
40 PRINT"      M M A      SSSS TTTT EEEEE RRRR      M M III      N
   DDDD"
50 PRINT"      MM MM A A S      T E R R      MM MM      NN N
   D D"
60 PRINT"      M M M A A S      T E R R      M M M      N N N
   D D"
70 PRINT"      M M AAAAA SSS T EEEE RRRR      M M I
   D D"
80 PRINT"      M M A A      S T E R R      M M I
   D D"
90 PRINT"      M M A A      S T E R R      M M I      N
   D D"
100 PRINT"      M M A A SSSS T EEEEE R R      M M III
   N DDDD"
110 PRINT;PRINT;PRINT;PRINT;PRINT;PRINT;PRINT;PRINT"
";"APPUYEZ SUR UNE TOUCHE POUR COMMENCER";CHR$(27)+";
q";attente=1
120 WHILE INKEY#="";attente=attente+1;IF attente>2000 THEN attente=INT(attente/2
56)
130 WEND
140 GOSUB 510
150 PRINT FNTitre$("M A S T E R M I N D "+CHR$(188)+" Bien placé "+C
HR$(187)+" Mal placé");PRINT
160 RANDOMIZE(attente)
170 FOR i=1 TO 5;numero(i)=INT(RND()*9)+1;NEXT i
180 coups=0
190 coups=coups+1;i=0
200 PRINT"ENTREZ VOS NUMEROS ";
210 I=i+1
220 n$=INKEY#;IF n$="" THEN 220
230 IF n$<"1" OR n$>"9" THEN 220
240 n(i)=VAL(n$);PRINT n$;" ";IF i<5 THEN 210
250 FOR i=1 TO 5;num(i)=numero(i);NEXT i
260 PRINT" ";
270 bien=0
280 FOR i=1 TO 5
290 IF num(i)=n(i) THEN bien=bien+1;n(i)=0;num(i)=0
300 NEXT i
310 mal=0
320 FOR i=1 TO 5
330 IF num(i)=0 THEN 380
340 FOR j=1 TO 5
350 IF n(j)=0 THEN 370
360 IF num(i)=n(j) THEN mal=mal+1;n(j)=0;num(i)=0

```



```

370 NEXT j
380 NEXT i
390 IF bien>0 THEN FOR i=1 TO bien:PRINT CHR$(189);" ";NEXT i
400 IF mal>0 THEN FOR i=1 TO mal:PRINT CHR$(187);" ";NEXT i
410 PRINT
420 IF bien<>5 THEN GOTO 190
430 PRINT
440 PRINT"Vous avez trouve en";coups;" coups"
450 PRINT:PRINT"VOULEZ VOUS REJOUER (O/N)"
460 r#=INPUT$(1)
470 r#=UPPER$(r#)
480 IF r#="F" THEN END
490 IF r#="O" THEN GOTO 140
500 END
510 PRINT CHR$(27)+"E"+CHR$(27)+"H";
520 RETURN

```

AMSTRAD

TURBOTRON

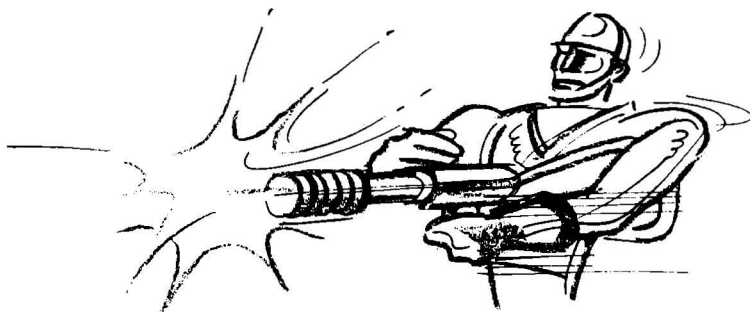
Qui ne connaît ce magnifique film de Walt Disney réalisé entièrement en images de synthèse ? Ici, vous vous livrez, dans une course effrénée, à une lutte sans merci contre un adversaire redoutable qui jalonne sa route d'embûches que vous devez éviter. Les sillons que vous laissez tous deux derrière vous s'avèrent mortels pour l'un comme pour l'autre !

| | |
|---|---|
| 10 ***** | INT #1,A3\$ |
| 20 * BOULDERMAN PRESENTE: * | 170 LOCATE #1,1,22:PRINT #1,A\$:PRINT #1, |
| 30 * TURBOTRON * | A2\$:PRINT #1,A3\$ |
| 40 ***** | 180 LOCATE #1,1,6:PRINT#1,"ROUGE ":"LOCA |
| 100 BORDER 0:MODE 1:INK 0,0:DEFINT A-Z:I | TE #1,2,11:PRINT #1,"BLEU :" |
| NK 1,20:INK 2,15:INK 3,26:WINDOW#1,34,40 | 190 X1=0:Y1=0:X2=0:Y2=0:D=1:E=1:ORIGIN 2 |
| ,1,25 | 56,200,0,512,0,400:CLG 0:MOVE 256,196:DR |
| 110 CLEAR:D=1:E=1 | AW 256,-200,3:DRAW -256,-200,3:DRAW -256 |
| 120 A#=CHR\$(150)+STRING\$(4,CHR\$(154))+CH | ,196,3:DRAW 256,196,3:MOVE 252,192:DRAW |
| R\$(156) | 252,-196,3:DRAW -252,-196,3:DRAW -252,19 |
| 130 A2#=CHR\$(149)+"TRON"+CHR\$(149) | 2,3:DRAW 252,192,3 |
| 140 A3#=CHR\$(147)+STRING\$(4,CHR\$(154))+C | 200 LOCA TE #1,3,8:PRINT #1,I1:LOCATE #1, |
| HR\$(153) | 3,14:PRINT #1,I2 |
| 150 CLS#1 | 210 ' |
| 160 PRINT #1:PRINT #1,A\$:PRINT #1,A2\$:PR | 220 ' *** BOUCLE PRINCIPALE *** |

```

230 ?
240 IF INKEY(47)=0 THEN m1=2:GOTO 290:EL
SE m1=1:IF a1<>0 THEN 280
250 to1=INKEY(67):tu1=INKEY(59):IF tu1=0
AND to1=0 THEN tu1=-1
260 D=D+(to1=0)*(4*(D<=1)+1)-(tu1=0)*(4*
(D>=4)+1):IF to1=0 OR tu1=0 THEN a1=1
270 GOTO 290
280 a1=a1+1+3*(a1=2)
290 c1=x1:b1=y1:x1=x1+4*m1*((D=1)-(D=3))
:y1=y1+4*m1*((D=4)-(D=2)):IF TEST(x1,y1)
<>0 OR TEST((x1+c1)/2,(y1+b1)/2)<>0 THEN
in=1:GOTO 410
300 MOVE c1,b1:DRAW x1,y1,1
310 IF INKEY(15)=0 THEN m2=2:GOTO 360:EL
SE m2=1:IF a2<>0 THEN 350
320 to2=INKEY(10):tu2=INKEY(11):IF tu2=0
AND to2=0 THEN tu2=-1
330 E=E+(to2=0)*(4*(E<=1)+1)-(tu2=0)*(4*
(E>=4)+1):IF to2=0 OR tu2=0 THEN a2=1
340 GOTO 360
350 a2=a2+1+3*(a2=2)
360 c2=x2:b2=y2:x2=x2+4*m2*((E=3)-(E=1))
:y2=y2+4*m2*((E=2)-(E=4)):IF TEST(x2,y2)
<>0 OR TEST((x2+c2)/2,(y2+b2)/2)<>0 THEN
in=2:GOTO 410
370 MOVE c2,b2:DRAW x2,y2,2:GOTO 240
380 REM
390 REM *FIN DE BOUCLE*
400 REM
410 MOVE c1,b1:DRAW (x1+c1)/2,(y1+b1)/2,
1:MOVE c2,b2:DRAW (x2+c2)/2,(y2+b2)/2,2:
IF x1=x2 AND y1=y2 THEN PRINT"EGALITE":G
OTO 450
420 ON in GOTO 430,440
430 i1=i1+1:OUT 255,8:OUT 256,1:FOR I=1
TO 1300:NEXT:OUT 256,2:IF i1>=3 THEN 460
:ELSE 450
440 i2=i2+1:OUT 255,8:OUT 256,1:FOR I=1
TO 1300:NEXT:OUT 256,2:IF i2>=3 THEN 470
450 FOR i=1 TO 1500:NEXT:GOTO 190
460 LOCATE #1,3,8:PRINT #1,I1:LOCATE #1,
3,16:PRINT #1,"LE":PRINT #1,"ROUGE":PRIN
T #1,"GAGNE":GOTO 480
470 LOCATE #1,3,14:PRINT #1,I2:LOCATE #1
,3,16:PRINT #1,"LE":PRINT #1," BLEU":PRI
NT #1," GAGNE"
480 i1=0:i2=0:FOR i=1 TO 5000:NEXT:GOTO
110

```



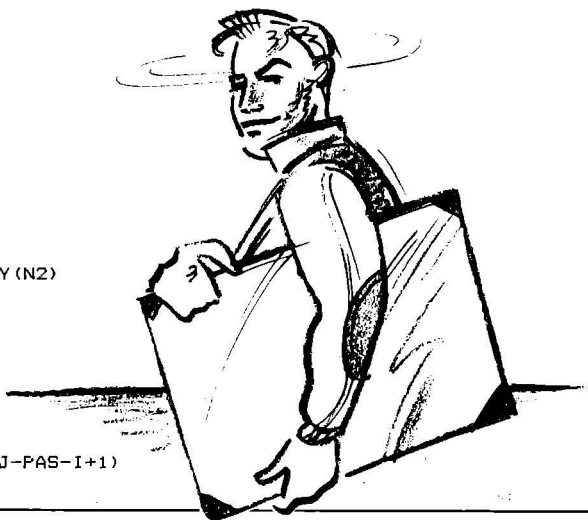
FRACTALES

Un programme destiné tout particulièrement aux mordus de la création. Il permet de réaliser, selon son talent, des merveilles, mais peut aussi s'utiliser en tant que sous-routine à l'intérieur d'œuvres créées auparavant.

```

5 .
10 .           FRACTALES
15 . (C) 1984
16 . auteurs MARY Patrick & ZINGRAFF Eric
17 .
18 .
20 MODE 1
30 BORDER 0
40 INK 0,0:INK 1,21
50 DIM MAT (65,65),X(1500),Y(1500)
60 CT=CT+1
70 X(1)=4:Y(1)=40:X(2)=320:Y(2)=399:X(3)=639:Y(3)=30
80 MOVE X(1),Y(1):DRAW X(2),Y(2):DRAW X(3),Y(3):DRAW X(1),Y(1):PRINT " ETAPE 1":F
OR I=1 TO 1000:NEXT
90 FOR I=1 TO 3:PLOT X(I),Y(I):NEXT
100 MAT (1,1)=1:MAT (1,65)=2:MAT (65,1)=3
110 CLS
120 PT=3:N=1
130 PAS=64
140 FOR I=1 TO 65-PAS STEP PAS
150 N1=MAT(I,1)
160 PLOT X(N1),Y(N1)
170 FOR J=1 TO 66-I-PAS STEP PAS
180 PT=PT+1
190 MAT (I,J+PAS/2)=PT
200 N1=MAT (I,J):N2=MAT (I,J+PAS)
210 GOSUB 680
220 DRAW X(PT),Y(PT)
230 DRAW X(N2),Y(N2)
240 NEXT J
250 NEXT I
260 PH=PH+1:PRINT " ETAPE":PH+1
270 FOR J=1 TO 65-PAS STEP PAS
280 N1=MAT(1,J)
290 PLOT X(N1),Y(N1)
300 FOR I=1 TO 66-PAS-J STEP PAS
310 PT=PT+1
320 MAT (I+PAS/2,J)=PT
330 N1=MAT (I,J):N2=MAT (I+PAS,J)
340 GOSUB 680
350 DRAW X(PT),Y(PT): DRAW X(N2),Y(N2)
360 NEXT I
370 NEXT J
380 FOR J=PAS+1 TO 65 STEP PAS
390 N1=MAT(1,J)
400 PLOT X(N1),Y(N1)
410 FOR I=1 TO J-PAS STEP PAS
420 PT=PT+1
430 MAT (I+PAS/2,J-I-PAS/2+1)=PT
440 N1=MAT (I,J-I+1):N2=MAT (I+PAS,J-PAS-I+1)
450 GOSUB 680

```



```

460 DRAW X(PT),Y(PT):DRAW X(N2),Y(N2)
470 NEXT I
480 NEXT J
490 FOR J=PAS/2+1 TO 65-PAS/2 STEP PAS
500 N1=MAT (1,J)
510 PLOT X(N1),Y(N1)
520 FOR I=1 TO J-(PAS/2)STEP PAS/2
530 N1=MAT(I+PAS/2,J-PAS/2-I+1)
540 DRAW X(N1),Y(N1)
550 NEXT I
560 NEXT J
570 FOR I= PAS/2+1 TO 65-PAS/2 STEP PAS/2
580 N1=MAT(I,1):PLOT X(N1),Y(N1)
590 FOR J=PAS/2+1 TO 65-I+1 STEP PAS/2
600 N1=MAT(I,J) :DRAW X(N1),Y(N1)
610 N2= MAT(I-PAS/2,J):DRAW X(N2),Y(N2)
620 PLOT X(N1),Y(N1)
630 NEXT J
640 NEXT I
650 FOR I=1 TO PH*2000:NEXT I
660 IF PH=5 THEN RUN
670 IF N<>7 THEN N=N+1:PAS=PAS/2:CLS:GOTO 140
680 A=(RND-0.5)/2:X(PT)=(X(N1)+X(N2))/2+A*(Y(N1)-Y(N2))
690 Y(PT)=(Y(N1)+Y(N2))/2+A*(X(N2)-X(N1)):RETURN
700 FOR I=1 TO 65-PAS
710 P1=MAT(I,1)
720 MOVE X(P1),Y(P1)
730 FOR J=1 TO 65-PAS STEP PAS
740 N1=MAT (I,J)
750 DRAW X(N1),Y(N1)
760 NEXT J
770 NEXT I
780 FOR I=0 TO 7
790 PAPER #I,0:PEN #I,1
800 NEXT

```

AMSTRAD

EXPLORER

En détresse à bord de votre vaisseau spatial,
vous devez absolument atterrir, question de vie ou de mort.

Pas si facile pour le novice que vous êtes de
mener à bien cette opération ! Tenir compte de la gravitation,
surveiller à la fois la stabilisation et la
rotation, autant de tâches délicates qu'il vous faudra
réussir si vous voulez sortir vivant de cet enfer.

```

10 REM
20 REM
30 REM explorer
40 REM
50 REM (c) ERIC ZINGRAFF 1986
60 REM
70 REM
80 BORDER 0
90 TAGOFF
100 CLS

```

```

110 KEY 128,"SPEED KEY 20,2
120 LOCATE 1,10
130 FOR i=1 TO 150
140 ha=INT(RND(1)*2)+1:IF ha=2 THEN PRINT CHR$(143);
150 PRINT " ";
160 NEXT i
170 LOCATE 2,24:PRINT CHR$(214);STRING$(4,143);CHR$(215);
180 SYMBOL AFTER 230:SYMBOL 233,&3C,&7E,&7E,&3C,&7E,&81,&81,&0
190 SPEED KEY 1,1
200 DEFINT A,X,Y
210 ON BREAK GOSUB 360
220 TAG
230 col=0:V=0.5:W=0.5:C=16:D=8:R=3:S#=CHR$(233):G=0.4
240 X=320:Y=400:A=0:B=0:SP#=""
250 XR=X:YR=Y:X=X+A:B=B-G:Y=Y+B
260 B=B+(V AND INKEY(0)=0)-(V AND INKEY(2)=0)
270 A=A+(W AND INKEY(1)=0)-(W AND INKEY(8)=0)
280 IF x>24 AND x<56 AND y<46 AND COL<10 THEN BORDER 1,10:GOTO 80
290 IF col=10 THEN FOR i=1 TO 18:MOVE x,y:PRINT CHR$(143+i);NEXT:GOTO 80
300 IF TEST(XR+(C AND A>0),YR-(C AND B<0))THEN B=-B+RND*R: A=-A+RND*R:col=col+1
310 IF TEST(XR+(C AND A>0),YR-(C AND B>=0))THEN B=-B+RND*R: A=-A+RND*R:col=col+1

320 IF TEST(XR+(C AND A<0),YR-(C AND B<0))<>0 THEN B=-B+RND*R: A=-A+RND*R:col=col-1
330 MOVE XR,YR:PRINT SP#;
340 MOVE X,Y:PRINT S#;
350 GOTO 250
360 SPEED KEY 20,2 :END

```

AMSTRAD

MINED IN

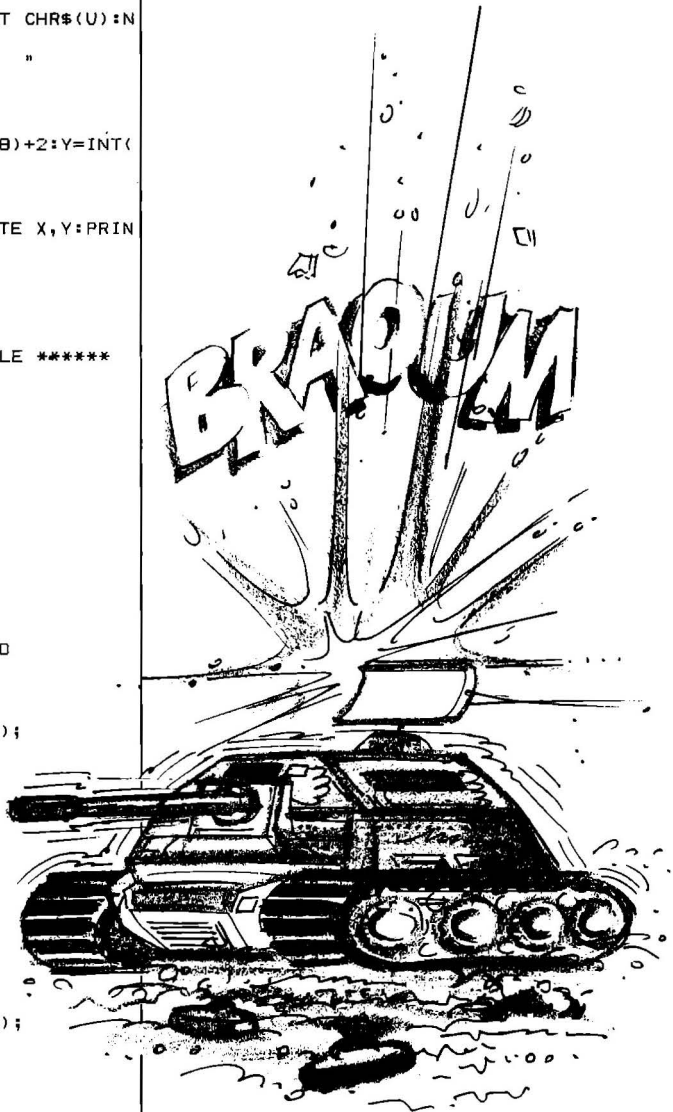
Attention où vous mettez les pieds ! Vous ne marchez pas sur
 des œufs ni à côté de vos pompes mais
 bel et bien dans un champ de mines. Heureusement, votre tank
 très performant se trouve équipé d'un radar
 qui permet de détecter les mines. Leur nombre augmente en
 fonction du temps que vous mettez à
 traverser le champ. Alors, un conseil, faites vite...

| | |
|---|---|
| <pre> 10 * ***** 20 * 30 * MINED IN, PAR BOULDERMAN 40 * 50 * ***** 60 * 70 * *** INITIALISATION *** 80 * 90 DEFINT A-Z:MI=60:U=207:TER=1:DIM M(41 </pre> | <pre> ,26):INK 3,24:INK 0,9:INK 1,6:PEN 1:PAPE R 0 100 MODE 1:BORDER 2:ERASE M:DIM M(41,26) :WINDOW#1,1,40,1,3:PAPER#1,2:CLS#1:PEN#1 ,0:LOCATE#1,7,2:INK'3,24:PRINT#1,"MINES A PROXIMITE : " 110 FOR I=2 TO 39:LOCATE I,4:PEN 2:PRINT CHR\$(U):NEXT:FOR I=5 TO 24:LOCATE 40,I: PRINT CHR\$(U):NEXT:FOR I=39 TO 2 STEP -1 </pre> |
|---|---|

```

:LOCATE 1,25:PRINT CHR$(U):NEXT:FOR I=24
  TO 5 STEP -1:LOCATE 1,I:PRINT CHR$(U):N
EXT:PEN 1:LOCATE 19,4:PRINT"  "
120 LOCATE 19,25:PRINT "  "
130 FOR I=0 TO MI:X=INT(RND*38)+2:Y=INT(
RND*20)+5:M(X,Y)=1:NEXT
140 M(20,25)=0:X=20:Y=25:LOCATE X,Y:PRIN
T CHR$(248)
150 '
160 ' ***** BOUCLE PRINCIPALE *****
170 '
180 IF M(X,Y+1)THEN V=V+1
190 IF M(X,Y-1)THEN V=V+1
200 IF M(X+1,Y)THEN V=V+1
210 IF M(X-1,Y)THEN V=V+1
220 GOSUB 390
230 Q$=INKEY$:IF Q$=""THEN 230
240 Q$=UPPER$(Q$)
250 LOCATE X,Y:PRINT CHR$(143);
260 X=X+(Q$="O")-(Q$="P")
270 Y=Y+(Q$="Q")-(Q$="A")
280 IF X<2 OR X>39 THEN 340
290 IF Y<4 THEN 430
300 IF Y>24 THEN 420
310 IF M(X,Y)THEN 340
320 LOCATE X,Y:PRINT CHR$(248);
330 GOTO 180
340 GOSUB 470:CLS#1:PRINT#1,"
  *** JEU FINI ***"
350 FOR X=1 TO 40:FOR Y=1 TO 25:IF M(X,Y
)THEN LOCATE X,Y:PEN 3:PRINT CHR$(181);
360 NEXT Y,X
370 FOR I=0 TO 19:Q$=INKEY$:NEXT

```



| | |
|--|--|
| 380 WHILE INKEY\$="" :WEND:RUN |)THEN LOCATE X,Y:PEN 3:PRINT CHR\$(1B1); |
| 390 IF V=0 THEN 410 | 450 NEXT Y,X:CLS#1:PRINT#1," BRAVO, V |
| 400 SOUND 1,284,15,5:SOUND 1,200,10,5 | OUS AVEZ PASSE LE TERRAIN ":PRINT#1,TAB(|
| 410 LOCATE#1,27,2:PRINT#1,V:V=0:RETURN | 15);"NUMERO";TER;:TER=TER+1:MI=MI+10 |
| 420 IF X<>20 AND X<>19 AND X<>21 THEN 34 | 460 CALL &BBO4:GOTO 100 |
| 0 ELSE 310 | 470 OUT 255,8:OUT 256,1:FOR I=1 TO 100:5 |
| 430 IF X<>20 AND X<>19 AND X<>21 THEN 34 | OUND 1,I,3:FOR J=248 TO 251:LOCATE X,Y:P |
| 0 | RINT CHR\$(J):NEXT J,I:OUT 256,2:RETURN |
| 440 FOR X=1 TO 40:FOR Y=1 TO 25:IF M(X,Y | |

AMSTRAD

MUR...

A l'aide des flèches ou d'un joystick,
renvoyez la balle sur un mur. En ceci, *Mur* ressemble à une
simulation de squash. Mais surtout, sa simplicité
permet de comprendre les éléments de base en programmation.

| | |
|--|--|
| 10 ' MUR | 350 LOCATE 1,1 |
| 100 MODE 1 | 360 PRINT CHR\$(143) |
| 110 LOCATE 10,10 | 370 A(1,1)=1 |
| 120 INPUT "Clavier ou Joystick ";R\$ | 380 NEXT |
| 130 R\$=UPPER\$(R\$) | 390 INK 1,11 |
| 140 IF R\$="C" THEN GG=8:GD=1:GOTO 170 | 400 PEN 2 |
| 150 IF R\$="J" THEN GG=74:GD=75:GOTO 170 | 410 GOSUB 870 |
| 160 RUN | 420 XR=19:COL=3 |
| 170 BORDER 0 | 430 GOSUB 900 |
| 180 INK 0,0 | 440 XB=5:YB=23 |
| 190 INK 1,0 | 450 XI=XB:YI=YB |
| 200 INK 2,24 | 460 COL=2:GOSUB 980 |
| 210 INK 3,6 | 470 ' |
| 220 PAPER 0 | 480 IF INKEY(GG)=-1 THEN 540 |
| 230 PEN 1 | 490 COL=0 |
| 240 MODE 1 | 500 GOSUB 900 |
| 250 DIM A(40,23) | 510 XR=XR-1 |
| 260 FOR I=1 TO 23 | 520 COL=3 |
| 270 LOCATE 1,I | 530 GOSUB 900 |
| 280 PRINT CHR\$(143) | 540 IF INKEY(GD)=-1 THEN 600 |
| 290 A(1,I)=1 | 550 COL=0 |
| 300 LOCATE 40,I | 560 GOSUB 900 |
| 310 PRINT CHR\$(143) | 570 XR=XR+1 |
| 320 A(40,I)=1 | 580 COL=3 |
| 330 NEXT | 590 GOSUB 900 |
| 340 FOR I=1 TO 40 | 600 IF A(XB+1,YB)=1 THEN XI=XI-1:IND=1 |


```

610 IF A(XB-1,YB)=1 THEN XI=XI+1:IND=1
620 IF A(XB,YB+1)=1 THEN YI=YI-1:IND=1
630 IF A(XB,YB-1)=1 THEN YI=YI+1:IND=1
640 COL=0:GOSUB 900
650 IF IND=1 THEN XB=XI:YB=YI
660 IF IND=0 THEN XB=XB+1:YB=YB-1
670 COL=2:GOSUB 900
680 IND=0
690 IF YB=23 THEN IF XB=XR THEN 720
700 IF XB>23 THEN 760
710 GOTO 480
720 SCOR=SCOR+100
730 GOSUB 870
740 SOUND 2,25,3
750 GOTO 480
760 INK 1,24:PEN 1:MODE 0
770 LOCATE 5,5
780 PRINT "SCORE ";SCOR
790 FOR I=1 TO 250:SOUND 1,50+I,5:NEXT
800 CLS
810 LOCATE 5,5

820 INPUT "UNE AUTRE ";R$
830 R$=UPPER$(R$)
840 IF R$="0" THEN RUN
850 IF R$="N" THEN CLS:END
860 GOTO 800
870 LOCATE 5,25
880 PRINT "SCORE:";SCOR
890 RETURN
900 IF XR<2 THEN XR=2
910 IF XR>38 THEN XR=38
920 IFCOL=3 THENA(XR,23)=1:A(XR+1,23)=1
930 IFCOL=0 THENA(XR,23)=0:A(XR+1,23)=0
940 LOCATE XR,23
950 PEN COL
960 PRINT STRING$(2,CHR$(10))
970 RETURN
980 '
990 PEN COL
1000 LOCATE XB,YB
1010 PRINT CHR$(231)
1020 RETURN

```

APPLE II

TRACOURBE

Pour les spécialistes, un « jeu » qui permet de résoudre des équations du type $f(x) = 0$, de calculer des intégrales, des dérivées, de tracer des fonctions paramétriques dans les systèmes cartésien et polaire, et de conserver la dernière courbe. Le tout grâce à huit options, dont sauvegarde, impression, abandon momentané ou modification de l'équation en cours.

SLIST

```

1 DEF FN Y(X) = 1 / (1 + X * X)
2 REM :::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
3 REM :
4 REM : TRACOURBE - AIDE A L'ETUDE DE FONCTIONS :
5 REM :
6 REM : (C) YOURI BELTCHENKO 1986 :
7 REM :
8 REM :::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
10 HIMEM: 36863: POKE 216,0: FOR G = 800 TO 809: READ A: POKE G,A: NEXT

20 REM : DEFINITION DE LA FONCTION DERIVEE :
30 K = 8:D = 4: DIM A(280),B(280):C$ = CHR$(4): DIM D$(K + 6)
40 DEF FN C(J) = ( FN Y(J + 1E - 06) - FN Y(J)) / 1E - 06: DEF FN D(J)
) = ( FN Y(J + 1E - 06) - FN Y(J)) / ( FN X(J + 1E - 06) - FN X(J)
)
50 E$ = " " REM 23 ESPACES DANS E$

```

```

60 ONERR GOTO 2680
70 REM ::::::::::::::::::::
80 REM :
90 REM : AFFICHAGE DU MENU
100 REM :
110 REM ::::::::::::::::::::
120 HOME : FOR G = 0 TO 20: READ A: POKE 768 + G,A: NEXT
130 FOR G = 0 TO 13: READ A: POKE 848 + G,A: NEXT : POKE 232,80: POKE 23
3,3
140 FOR G = 0 TO K + 4: READ D*(G): NEXT
150 FOR G = 0 TO 1: READ F*(G,0): READ F*(G,1): NEXT
160 TEXT ID = 4: HOME : INVERSE : PRINT TAB( 11)'FUNCTIONS PACKAGE 1.0'
: LEFT$(E$,9): VTAB 2: NORMAL : POKE 34,2
170 A*(0) = "PARAMETRIC":A*(1) = "CARTESIAN ":A*(2) = "POLAIRES ": VTAB
4: HTAB 30: PRINT A*(0): INVERSE : VTAB 5: HTAB 30: PRINT A*(1): NORMAL
: VTAB 6: HTAB 30: PRINT A*(2): IF = 5
180 NORMAL : VTAB 22: FOR G = 1 TO 40: PRINT CHR$( 95):: NEXT : VTAB 23
: PRINT TAB( 9)"USE ": INVERSE : PRINT "<-": NORMAL : PRINT " ":
INVERSE : PRINT "->": NORMAL : PRINT " & ": INVERSE : PRINT "<ENT
ER)":
190 NORMAL : PRINT " TO SELECT"
200 VTAB D: INVERSE : PRINT D*(0):D = D + 2: NORMAL : FOR G = 1 TO K: VTAB
D: PRINT D*(G):D = D + 2: NEXT :D = 4
210 CALL 768: IF PEEK (0) = 136 THEN C = - 2: GOSUB 280: GOTO 210
220 NORMAL
230 IF PEEK (0) = 155 THEN VTAB F: HTAB 30: NORMAL : PRINT A*(F - 4):F
= F + 1: IF F > 6 THEN F = 4
240 IF PEEK (0) = 155 THEN INVERSE : HTAB 30: VTAB F: PRINT A*(F - 4):
NORMAL : GOTO 210
250 IF PEEK (0) = 149 THEN C = 2: GOSUB 280: GOTO 210
260 IF PEEK (0) = 141 THEN GOSUB 310: GOTO 160
270 GOTO 210
280 NORMAL : VTAB D: PRINT D*(D / 2 - 2):D = D + C: IF D < 4 THEN D = 20
290 IF D > 20 THEN D = 4
300 INVERSE : VTAB D: PRINT D*(D / 2 - 2): RETURN
310 ON D / 2 - 1 GOSUB 370,820,940,1090,1400,1230,1570,1690,1630: RETURN

```

Commentaires :

Ce programme utilisant la page graphique, il faut le stocker entre les pages 1 et 2 (pas de HGR2, donc !). Pour cela, modifier les adresses 67H et 68H en 0 et 40H respectivement pour forcer le stockage à l'adresse 4000H, en utilisant la séquence d'instructions POKE 103,0, POKE 104,64.

Si vous disposez d'un joystick, l'option « tracé » vous offre une fonction zoom sur des portions visualisées par un cercle clignotant que vous déplacez.

Si vous ne disposez pas d'imprimante Dot Matrix Printer ou Imagewriter, modifiez les codes de commandes en fonction de votre machine (repérer les lignes commençant par REM).

```

320 REM ::::::::::::::::::::
330 REM :
340 REM : TRACE DE LA FONCTION
350 REM :
360 REM ::::::::::::::::::::
370 ON F - 3 GOSUB 540,430,730: RETURN
380 REM ::::::::::::::::::::
390 REM :
400 REM : REPERE CARTESIEN
410 REM :
420 REM ::::::::::::::::::::
430 G$ = "TRACE DE X0 A X1": GOSUB 2270:A$ = "":B$ = "": INVERSE
440 VTAB 6: HTAB 1: INPUT "X0=":A$: INPUT "X1=":B$:A = VAL (A$):B = VAL
(B$):
450 GOSUB 2280: IF (B < = A) THEN 440
460 NORMAL : VTAB 9: PRINT "CALCUL D'ECHELLE EN COURS ...": INVERSE
470 GOSUB 2210
480 GOSUB 2320: GOSUB 2010: RETURN
490 REM ::::::::::::::::::::
500 REM :
510 REM : FONCTION PARAMETRIQUE
520 REM :
530 REM ::::::::::::::::::::
540 G$ = "TRACE ENTRE P1 ET P2": GOSUB 2270:A$ = "":B$ = "": INVERSE
550 VTAB 6: HTAB 1: INPUT "P1=":A$: INPUT "P2=":B$:A = VAL (A$):B = VAL

```



```

1020 G$ = "DERIVEE EN P0": GOSUB 2270: INVERSE: VTAB 7: INPUT "P0=";M$:J
    = VAL (M$)
1030 C1 = FN D(J): VTAB 9: NORMAL: PRINT "DERIVEE EN "; INVERSE: PRINT
    J: NORMAL: PRINT " : "; INVERSE: PRINT "F'(";J;)"=";C1: NORMAL:
    GOT0 2250
1040 REM :
1050 REM :
1060 REM : RESOLUTION DE F(X)=0
1070 REM :
1080 REM :
1090 G$ = "RESOLUTION TYPE FX)=0": GOSUB 2270: VTAB 6: HTAB 1: INPUT "IN
    TERVAL DE RECHERCHE ";X0,D1
1100 INPUT "PRECISION ";P
1110 IF FN Y(X0) * FN Y(D1) > 0 THEN PRINT: PRINT TAB( 8)"AUCUNE OU
    PLUSIEURS RACINES .": PRINT TAB( 6)"TRACER LA COURBE ENTRE X0 ET X
    1": PRINT TAB( 8)"POUR AJUSTER VOTRE INTERVALLE.": GOT0 2250
1120 M = (X0 + D1) / 2: IF FN Y(M) = 0 THEN 1170
1130 IF FN Y(X0) * FN Y(M) < 0 THEN D1 = M: E1 = X0: GOT0 1150
1140 X0 = M: E1 = D1
1150 IF ABS (E1 - M) < = P THEN 1170
1160 GOT0 1120
1170 VTAB 10: PRINT "RACINE DE F(X)=0 SUR X0,X1 ";: INVERSE: PRINT M: NORMAL: GOT0 2250
1180 REM :
1190 REM :
1200 REM : SAUVEGARDE DES VALEURS :
1210 REM :
1220 REM :
1230 IF Y = 0 THEN HOME: VTAB 7: INVERSE: PRINT " AUCUNE COURBE N'A E
    NCORE ETE TRACE !!!": NORMAL: GOT0 2250
1240 G$ = "SAUVEGARDE DE LA COURBE ACTUELLE": GOSUB 2270
1250 VTAB 7: NORMAL: INPUT "NOM DE LA COURBE ";O$: IF O$ = "" THEN 125
    0
1260 VTAB 7: HTAB 19: INVERSE: PRINT O$: NORMAL
1270 O$ = O$ + ".CRB"
1280 G$ = "FONCTION PARAMETRIQUE ?": GOSUB 2400
1290 PRINT C$;"OPEN"O$: PRINT C$;"DELETE"O$: PRINT C$;"OPEN"O$: PRINT C$
    ;"WRITE"O$
1300 IF F1 = 1 THEN PRINT "P": GOT0 1340
1310 PRINT A: PRINT B: PRINT O: PRINT Q
1320 FOR G = 0 TO 279: PRINT A(G):
1330 NEXT: PRINT C$;"CLOSE"O$: GOT0 2250
1340: PRINT A: PRINT B: PRINT L: PRINT N: PRINT O: PRINT Q: FOR G = 0 TO
    279: PRINT B(G): PRINT A(G): NEXT: PRINT C$;"CLOSE"O$: GOT0 2250
1350 REM :
1360 REM :
1370 REM : CHARGEMENT DES VALEURS :
1380 REM :
1390 REM :
1400 G$ = "CHARGEMENT DES VALEURS D'UNE COURBE": GOSUB 2270
1410 VTAB 7: NORMAL: INPUT "NOM DE LA COURBE ";O$: IF O$ = "" THEN 141
    0
1420 VTAB 7: HTAB 19: INVERSE: PRINT O$: NORMAL
1430 O$ = O$ + ".CRB"
1440 PRINT C$;"OPEN"O$;L3600: PRINT C$;"READ"O$
1450 INPUT N$: IF N$ = "P" THEN 1490
1460 A = VAL (N$): INPUT B: INPUT O: INPUT Q: FOR G = 0 TO 279: INPUT A(
    G): NEXT: PRINT C$;"CLOSE"O$:G$ = "DESIREZ-VOUS UN TRACE ?": GOSUB
    2400
1470 IF F1 = 1 THEN HOME: G$ = "TRACE ENTRE X0 ET X1": GOSUB 2270: INVERSE
    : GOT0 480
1480 GOT0 2250
1490 INPUT A,B,L,N,O,Q: FOR G = 0 TO 279: INPUT B(G),A(G): NEXT: PRINT
    C$;"CLOSE"O$:G$ = "DESIREZ-VOUS UN TRACE ?"

```

```

1500 GOSUB 2400; IF F1 = 1 THEN HOME :G$ = "TRACE ENTRE P1 ET P2": GOSUB
2270; INVERSE : GOTO 630
1510 GOTO 2250
1520 REM :
1530 REM :
1540 REM : CATALOG DISK :
1550 REM :
1560 REM :
1570 HOME :G$ = "CATALOG DISK": GOSUB 2270; PRINT CHR$(4);"CATALOG": GOTO
2250
1580 REM :
1590 REM :
1600 REM : SORTIE DU PROG. :
1610 REM :
1620 REM :
1630 POKE 34,0; HOME : PRINT "SALUT !...": END
1640 REM :
1650 REM :
1660 REM : IMPRESSION :
1670 REM :
1680 REM :
1690 G$ = "IMPRESSION": GOSUB 2270
1700 REM :
1710 REM : ==>ATTENTION A P$ !!!
1720 REM : ==>SUIVANT VOTRE IMPRIMANTE !
1730 REM :
1740 P$ = CHR$(9)
1750 Q$ = ""
1760 HTAB 13; VTAB 8; INVERSE : PRINT D$(K + 1);; NORMAL : PRINT SPC(4
);D$(K + 2); HTAB 13; VTAB 10; PRINT D$(K + 3);; PRINT SPC(4);D$(K
+ 4)
1770 FOR G = 0 TO 1; HTAB 13; VTAB 8 + 2 * G;G1 = 13;H1 = 23; INVERSE : PRINT
D$(K + 1 + 2 * G);; NORMAL : HTAB 23; PRINT D$(K + 2 * (G + 1));
1780 CALL 768
1790 IF PEEK(0) = 136 THEN HTAB H1; NORMAL : PRINT D$(K + 2 * (G + 1
));; INVERSE : HTAB G1; PRINT D$(K + 1 + 2 * G);;F1 = 0; GOTO 1780
1800 IF PEEK(0) = 149 THEN HTAB G1; NORMAL : PRINT D$(K + 1 + 2 * G);
; INVERSE : HTAB H1; PRINT D$(K + 2 * (G + 1));;F1 = 1; GOTO 1780
1810 IF ( PEEK(0) < > 141) AND ( PEEK(0) < > 255) THEN 1780
1820 Q$ = Q$ + STR$(F1); NEXT
1830 NORMAL : VTAB 14;G$ = "IMPRESSION ? !"; GOSUB 2400; IF F1 = 0 THEN
1770
1840 : PRINT
1850 PRINT : PRINT "SWITCH PRINTER ON THEN ANY KEY TO BEGIN."
1860 PR$ 1
1870 FOR G = 1 TO 2; PRINT P$ + F$(G - 1, VAL ( MID$( Q$,G,1))); NEXT
1880 IF MID$( Q$,1,1) = "S" THEN R$ = "22Q" GOTO 1900
1890 R$ = "5Q"
1900 PRINT P$;R$
1910 PR$ 0
1920 GOTO 2250
1930 DATA 104,168,104,166,223,154,72,152,72,96
1940 DATA 173,16,192,173,0,192,48,7,173,97,192,16,246,169,255,133,0,173
,16,192,96
1950 DATA 1,0,4,0,18,63,32,100,45,21,54,30,7,0
1960 DATA TRACE DE FONCTIONS,INTEGRALE ENTRE 2 POINTS,DERIVEE EN X0,RESO
LUTION TYPE F(X)=0
1970 DATA CHARGER UNE COURBE,SAUVER UNE COURBE,CATALOG DISK,IMPRESSION
,QUIT
1980 DATA SIMPLE,DOUBLE,NORMAL,INVERSE
1990 DATA S,L,,C
2000 J1 = PEEK(37) + 2; PRINT : PRINT G$; FOR G = 1 TO 1000; NEXT : VTAB
J1; HTAB 1; CALL - 868; RETURN

```

```

2010 R = (Q - 0) / T: HGR: HCOLOR= 3: HPLOT U,T + V - ((A(0) - 0) / R):W
      = Y / 279: S = 1 / W
2020 FOR Q = 0 TO 279 STEP INT (S): HPLOT TO U + G * W,T + V - ((A(Q) -
      0) / R): NEXT
2030 VTAB 21: NORMAL: PRINT "X IDE ": INVERSE: PRINT A: NORMAL: PRINT
      " A ": INVERSE: PRINT B: NORMAL: PRINT " PAR ": INVERSE: PRINT
      (B - A) / 10
2040: VTAB 22: NORMAL: PRINT "Y IDE ": INVERSE: PRINT 0: NORMAL: PRINT
      " A ": INVERSE: PRINT Q: NORMAL: PRINT " PAR ": INVERSE: PRINT
      (Q - 0) / 10: NORMAL
2050 HPLLOT U,V TO U + Y,V TO U + Y,V + T TO U,V + T TO U,V
2060 GOSUB 2130: GOSUB 2170
2070 IF A * B > 0 THEN 2090
2080 HPLLOT U + ABS (A) * (Y / (B - A)),V TO U + ABS (A) * (Y / (B - A)
      ),V + T: A1 = U: U = U + ABS (A) * (Y / (B - A)): K1 = Y: Y = 0: GOSUB
      2130: Y = K1: U = A1
2090 IF 0 * Q > 0 THEN 2110
2100 HPLLOT U,V + Q * (T / (Q - 0)) TO U + Y,V + Q * (T / (Q - 0)): A1 = V
      : V = V + Q * (T / (Q - 0)): K1 = T: T = 0: GOSUB 2170: T = K1: V = A1
2110 PRINT TAB( 7) "PRESS ANY KEY FOR MAIN MENU": CALL 768: IF PEEK
      (0) = 255 THEN 2450
2120 RETURN
2130 FOR G = V TO V + T STEP T / 10: HPLLOT U,G TO U + 2,G
2140 IF Y = 0 THEN 2160
2150 HPLLOT Y + U - 2,G TO U + Y,G
2160 NEXT: RETURN
2170 FOR G = U TO U + Y STEP Y / 10: HPLLOT 0,V TO 0,V + 2
2180 IF T = 0 THEN 2200
2190 HPLLOT 0,V + T - 2 TO 0,V + T
2200 NEXT: RETURN
2210 H = (B - A) / 279: 0 = 1E38: 0 = - 1E38: FOR G = 0 TO 279: J = A + G *
      H: A(G) = FN Y(J)
2220 IF A(G) < 0 THEN 0 = A(G)
2230 IF A(G) > 0 THEN 0 = A(G)
2240 NEXT: RETURN
2250 PRINT: PRINT: PRINT TAB( 7) "PRESS ANY KEY FOR MAIN MENU": CALL
      768: IF D < > 4 AND D < > 12 THEN RETURN
2260 GOTO 2450
2270 K1 = INT ((40 - LEN (G*)) / 2): 0% = LEFT$ (E$,K1) + G% + LEFT$ (
      E$,K1): HOME: VTAB 3: INVERSE: PRINT G%: NORMAL: RETURN
2280 IF B < A AND F < > 4 THEN G% = "X1 > X0 !": GOSUB 2000: RETURN
2290 IF (B < = A) AND D < > 6 THEN G% = "P1 > P0 !": GOSUB 2000: RETURN
2300 RETURN
2310 PRINT: PRINT: PRINT G%
2320 NORMAL: VTAB 7: G% = "REPERE PLEIN ECRAN ?": GOSUB 2400: IF F1 = 1
      THEN Y = 279: T = 159: U = 0: V = 0: RETURN
2330 VTAB 9: INPUT "LONGUEUR DU CADRE < 20 A 280 > ": L$: Y = VAL (L$) -
      1
2340 IF Y < 20 OR Y > 280 THEN G% = "20 < LONGUEUR < 280 !": GOSUB 2000:
      GOTO 2320
2350 VTAB 11: INPUT "HAUTEUR DU CADRE < 20 A 160 > ": L$: T = VAL (L$) -
      1
2360 IF T > 160 OR T < 20 THEN G% = "20 < HAUTEUR DU CADRE < 160 !": GOSUB
      2000: GOTO 2350
2370 VTAB 13: INPUT "ABSCISSE DU CADRE < 0 A 140 > ": K$: U = VAL (K$):
      IF U < 0 OR U > 140 THEN G% = "0 < X < 140 !": GOSUB 2000: GOTO 237
      0
2380 VTAB 15: INPUT "ORDONNEE DU CADRE < 0 A 140 > ": S$: V = VAL (S$):
      IF V < 0 OR V > 140 THEN G% = "0 < Y < 140 !": GOSUB 2000: GOTO 238
      0
2390 RETURN
2400 A$(0) = "OUI": A$(1) = "NON": PRINT: PRINT: PRINT G%: " ": G1 = PEEK
      (36) + 1: INVERSE: PRINT A$(0): NORMAL: H1 = PEEK (36) + 2: HTAB
      H1: PRINT A$(1): IF F1 = 1
2410 (0) = 17: (1) = 18: (10) = 136 THEN HTAB H1: NORMAL: PRINT A$(1): INVERSE: HTAB G1: PRIN

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2420 IF PEEK (0) = 149 THEN HTAB 01: NORMAL : PRINT A$(0);: INVERSE : HTAB
      H1: PRINT A$(1);:IF1 = 0: GOTO 2410
2430 IF PEEK (0) < > 141 THEN 2410
2440 PRINT : NORMAL : RETURN
2450 IF D < > 4 AND D < > 12 THEN RETURN
2460 IF N$ = "P" THEN RETURN
2470 HOME : POKE - 16303,0: POKE - 16287,0
2480 ROT= 0: SCALE= 1:L1 = 500
2490 HTAB 1: VTAB 4: PRINT "MOVE JOYSTICK TO UPPER LEFT (0,0)"
2500 IF PDL (0) > 5 THEN 2490
2510 IF PDL (1) > 5 THEN 2490
2520 POKE - 16297,0: POKE - 16300,0: POKE - 16304,0
2530 M1 = U + 4:NI = V + 4:O1 = PDL (0) - 4:P1 = PDL (1) - 4
2540 M1 = U + PDL (0) - O1:NI = V + PDL (1) - P1: IF NI > V + T - 4 THEN
      NI = V + T - 4
2550 IF PEEK ( - 16287) > 127 THEN HPLOT M1,NI:Q1 = 127: IF L1 < 500 THEN
      2610
2560 IF Q1 = 127 THEN L1 = M1:R1 = NI:Q1 = 0: POKE - 16306,0
2570 IF NI < V + 4 THEN NI = V + 4
2580 IF M1 > U + Y - 4 THEN M1 = U + Y - 4
2590 IF M1 < U + 4 THEN M1 = U + 4
2600 XDRAW 1 AT M1,NI: FOR 0 = 1 TO 100: NEXT : XDRAW 1 AT M1,NI: GOTO 2
      540
2610 S1 = M1:T1 = NI: HPLOT L1,V TO L1,V + T: HPLOT S1,V TO S1,V + T
2620 Q1 = 0: IF S1 > L1 THEN U1 = S1:S1 = L1:L1 = U1
2630 I1 = L1 - (279 - Y) / 2:V1 = S1 - (279 - Y) / 2
2640 W1 = I1: IF V1 < I1 THEN I1 = V1:V1 = W1
2650 X1 = A
2660 A = A + (B - A) * I1 / Y: B = X1 + (B - X1) * V1 / Y: GOSUB 2210: GOTO
      2010
2670 STOP
2680 CALL 800: HOME :T$ = "": TEXT : IF PEEK (222) = 53 THEN T$ = "ILLE
      GAL QUANTITY"
2690 IF PEEK (222) = 66 THEN T$ = "OVERFLOW"
2700 IF PEEK (222) = 139 THEN T$ = "DIVISION BY ZERO"
2710 VTAB 4:U$ = T$ + " ERROR OCCURED": HTAB INT ((40 - LEN (U$)) / 2)
      : INVERSE : PRINT U$: NORMAL : PRINT I$ = " DO YOU WISH TO RESTA
      RT?": GOSUB 2400
2720 IF F1 = 1 THEN POKE 222,0: GOTO 140
2730 GOTO 1630

```

APPLE II

LA FORMULE OUBLIEE

Vous incarnez ici le célèbre professeur Korismi.
 Une catastrophe mondiale a détruit toute l'eau se trouvant à
 la surface de la Terre. Vous êtes le seul à détenir
 la recette magique. Vous devez atteindre la salle des
 ordinateurs du centre de recherches pour
 introduire dans le cerveau principal la formule oubliée...

5LIST

```

0 POKE 33,40: HOME
1 REM :::::::::::::::::::::::::::::::::::::
2 REM :::::::::::::::::::::::::::::::::::::
3 REM : LA FORMULE OUBLIEE :
4 REM : :

```

Commentaire :

Pour vous déplacer, utilisez les abréviations classiques : N = nord, S = Sud,
 E = est, O = ouest.


```

5 REM ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
6 POKE 33,39: GOSUB 9000
10 HOME : PRINT "NOUS SOMMES EN 1947.UN CONFLIT MONDIAL A ANEANTI PRESQU
  E TOUTE FORME DE VIE SUR TERRE."
15 PRINT "PLUS UNE GOUTTE D'EAU SUR SA SURFACE. VOUS,PROFESSEUR KORISMI
  ETES LE SEUL A VOUS SOUVENIR DE LA CELEBRE FORMULE..."
20 PRINT "VOUS ARRIVEZ AUX ABORDS DU SEUL CENTRE DE RECHERCHE ENCORE FON
  CTIONNEL.VOUS DEVREZ Y TROUVER LA SALLE DES ORDINATEURS ET Y RENTRER
  LA FORMULE OUBLIEE ..."
25 READ R1$,R2$
30 PRINT : PRINT "VOUS ETES DEVANT LA PORTE DU CENTRE.IL FAIT TRES TRES
  CHAUD.IL Y A UN OBJET QUI BRILLE PAR TERRE."
40 GOSUB 1000: IF W = 0 THEN GOSUB 3000: GOTO 30
50 PRINT : PRINT "C'EST UNE PIECE DE 5 ROUBLES ..."
55 READ R1$,R2$
60 GOSUB 1000
65 IF W = 1 THEN 80
70 IF W$ = "C" THEN PRINT : PRINT "IL Y'A UN MARCHAND DE GLACE .": GOSUB
  1000: IF W$ < > "M" THEN GOSUB 3000:W$ = "C": GOTO 70
75 GOSUB 3000: GOTO 60
80 PRINT : PRINT "VOILA UN BON DEBUT ..."
90 READ R1$,R2$
100 GOSUB 1000: IF W = 1 THEN 120
110 GOSUB 3000: GOTO 100
120 PRINT : PRINT "VOUS ETES DEVANT UN MARCHAND DE GLACES.":
130 READ R1$,R2$
140 GOSUB 1000: IF W = 1 THEN 160
145 GOSUB 3000: GOTO 140
160 PRINT : PRINT "VOUS ETES TOUT CONTENT.LE VENDEUR VOUS A DONNE UNE BE
  LLE GLACE A LA FRAISE ...":
165 READ R1$,R2$
170 GOSUB 1000: IF W = 1 THEN 190
172 PRINT : PRINT "FAITES ATTENTION , UN DANGER VOUS ... MENACE !":N =
  1
175 GOSUB 1000: IF W = 1 THEN 190
176 IF N = 1 THEN PRINT : PRINT "LE MARCHAND SEMBLE S'ENERVER ...":N =
  N + 1: GOTO 175
180 IF N = 2 THEN PRINT : PRINT "LE MARCHAND SORT UN MAGNUM ...":N = N +
  1: GOTO 175
182 IF N = 3 THEN PRINT : PRINT "VOUS VOILA BEAU AVEC UNE BALLE ENTRE
  LES DEUX YEUX !!!": PRINT : PRINT "LA PROCHAINE FOIS DEPECHEZ-VOUS
  UN PEU PLUS ... DE PARTIR !": END
190 PRINT : PRINT "OUF...VOUS ECHAPPEZ A UN REEL DANGER EN LA PERSONNE
  DU MARCHAND..."
195 READ R1$,R2$
200 PRINT : PRINT "VOUS REVOILA DEVANT LA PORTE DU CENTRE.ELLE EST GARDE
  R PAR UN COLOSSE ... IL SEMBLE AVOIR TRES CHAUD LE PAUVRE !"
205 GOSUB 1000: IF W = 1 THEN 230
210 PRINT : PRINT "LA CHALEUR NE SEMBLE PAS FAIRE DU BIEN AU COLOSSE ...
  ":N = 1
212 GOSUB 1000: IF W = 1 THEN 230
215 IF N = 1 THEN PRINT : PRINT "LE COLOSSE S'APPROCHE DE VOUS ...":N =
  N + 1: GOTO 212
218 IF N = 2 THEN PRINT : PRINT "LE COLOSSE VOUS MARMONNE UNE PHRASE A
  LAQUELLE VOUS NE COMPRENEZ RIEN !":N = N + 1: GOTO 212
220 IF N = 3 THEN PRINT : PRINT "VOUS ETES TRAINER EN PRISON PAR LE
  COLOSSE QUI NE SEMBLAIT PAS VOUS AIMER BEAUCOUP.VOUS ETES CONDAMNE
  A CROUPIR ICI JUSQU'A LA FIN DES TEMPS ..."
221 IF N = 3 THEN PRINT "LA PROCHAINE FOIS ESSAYEZ D'ETRE PLUS GENEREUX
  X !": END

```

Commentaire :
 Les commandes s'effectuent en utilisant un verbe suivi d'un nom. Ex. : LEVER
 MANETTE DROITE ou DETRUIRE MASQUE.

```

230 PRINT : PRINT "CETTE GLACE REND SA BONNE HUMEUR AU COLOSSE QUI VO
US AUTORISE A ENTRER ..."; PRINT "VOUS VOILA DANS LE HALL D'ACCEUIL
DU CENTRE.IL Y A UNE SECRETAIRE CHARMANTE.";
235 READ R1$,R2$
240 GOSUB 1000; IF W = 1 THEN 270
245 IF W$ = "M" THEN PRINT : PRINT "VOUS ETES DEVANT UNE PORTE CONDAMNE
E ..";N = 1
246 IF W$ = "M" THEN GOSUB 1000; IF W$ < > "C" THEN PRINT : PRINT "LE
SOL S'EFFONDRE SOUS VOS PIEDS ... VOUS ETES TUE PAR LA RADIOACTIV
ITE CONSIDERABLE QUI REGNE DANS LE SOUS-SOL"; END
250 PRINT : PRINT "LA SECRETAIRE SEMBLE AVOIR DU MAL A RESPIRER ...";
N = 1
255 GOSUB 1000; IF W = 1 THEN 270
258 IF N = 1 THEN PRINT : PRINT "LA PAUVRE SEMBLE COMMENCER A S'EVANOUI
R";N = N + 1; GOTO 255
259 IF N = 2 THEN PRINT : PRINT "ELLE SEMBLE ESSAYER DE VOUS DIRE
QUELQUE CHOSE ...";N = N + 1; GOTO 255
260 IF N = 3 THEN PRINT : PRINT "LA SECRETAIRE S'EVANOUI ... ELLE NE
POURRA PLUS VOUS DONNER LE RENSEIGNEMENT VITAL DONT VOU
S AVIEZ BESOIN ..."
265 IF N = 3 THEN PRINT : PRINT "LE PIECE EST ENVAHIE PAR DES VAPEUR
RADIOACTIVES SUFFOCANTES ... POUR VOUS C'EST LA FIN ..."; END
270 PRINT : PRINT "VOICI CE QU'ELLE VOUS DIT : VOUS AUREZ BESOIN DE VOUS
PROTEGER DES VAPEURS SUFFOCANTES ..."
275 PRINT : PRINT "VOUS REMARQUER UN OBJET BIZARRE SUR SONBUREAU ..."; READ
R1$,R2$
280 GOSUB 1000; IF W = 1 THEN 300
290 PRINT : PRINT "VOUS VOUS SENTER UN PEU FAIBLE ..";N = 1
292 GOSUB 1000; IF W = 1 THEN 300
294 IF N = 1 THEN PRINT : PRINT "ENCORE UN PEU ET VOUS N'AUREZ PLUS DU
TOUT DE FORCE ...";N = N + 1; GOTO 292
295 IF N = 2 THEN PRINT : PRINT "PEUT-ETRE CET OBJET AURAIT-IL PU VOUS
SAUVER..."; END
300 PRINT : PRINT "IL S'AGIT D'UN MASQUE A OXYGENE TRES PERFECTIONNE."
: READ R1$,R2$
310 GOSUB 1000; IF W = 1 THEN 330
318 PRINT : PRINT "DES VAPEURS ETRANGES SEMBLANT ENVAHIR LA PIECE ...";
N = 1
320 GOSUB 1000; IF W = 1 THEN 330
322 IF N = 1 THEN PRINT : PRINT "UNE IRRITATION DOULOUREUSE VOUS DEMANG
ELE NEZ ...";N = N + 1; GOTO 320
324 IF N = 2 THEN PRINT : PRINT "LA DEMANGEAISON DEVIENT INSOUTENABLE..
.";N = N + 1; GOTO 320
326 IF N = 3 THEN PRINT : PRINT "ETES VOUS SUR DE VOULOIR MOURRIR
ASPHYXIE ?";N = N + 1; GOTO 320
328 IF N = 4 THEN PRINT : PRINT "L'IRRITATION A DETRUIT TOUT VOTRE
SYSTEME RESPIRATOIRE ...ESSAYEZ DONC DEVOUS SERVIR DU MASQUE UNE AU
TRE FOIS !"; END
330 IF W$ = R1$ THEN MA = 1
335 PRINT : PRINT "LES VAPEURS RENDENT LA VISIBILITE DIFFICILE.ESSA
YEZ DONC DE VOUS ELOIGNERPENDANT QU'IL EN EST TEMPS ..."; READ R1$,R
2$
340 GOSUB 1000; IF W = 1 THEN 360
345 PRINT "DESOLE,VOUS AVEZ CHOISI LA MAUVAISE DIRECTION.PAR LES TEMP
S QUI COURRENT ONN'A QU'UNE SEULE CHANCE ...VOUS ETES DEVORES PAR
DES MUTANTS AFFAMES ..."; END
360 PRINT : PRINT "OUF...C'ETAIT LA BONNE DIRECTION"; IF MA = 0 THEN PRINT
"MALHEUREUSEMENT, VOUS N'AVIEZ PAS MIS VOTRE MASQUE VOUS MOURREZ ASP
HYXIE ..."; END
365 READ R1$,R2$

```

```

370 PRINT : PRINT "VOUS VOILA DEVANT LE PROFESSEUR ABSTEINIL A BESOIN D'
UN RENSEIGNEMENT URGENT.": PRINT : PRINT "DITES LUI LE NOM DU PREMIER
ORDINATEUR."
375 GOSUB 1000: IF W = 1 THEN 390
380 PRINT : PRINT "LE PROFESSEUR SEMBLE NE PAS AVOIR MANGEDU DEPUIS LONGTEM
PS ...":N = 1
385 GOSUB 1000: IF W = 1 THEN 390
387 IF N = 1 THEN PRINT : PRINT "UNE ECUME BLANCHE APPARAÎT SUR LES
LEVRES DU PROFESSEUR ABSTEIN ...":N = N + 1: GOTO 385
388 IF N = 2 THEN PRINT : PRINT "LE PROFESSEUR VA SE JETER SUR VOUS SI
VOUS NE LUI DONNEZ PAS SON RENSEIGNEMENT ...":N = N + 1
: GOTO 385
389 IF N = 3 THEN PRINT : PRINT "VOUS ETES DECHIQUETE PAR LE PROFESSEUR
ABSTEIN DEvenu FOU ... TRISTE FIN POUR UN GRAND SAVANT !": END
390 PRINT : PRINT "ABSTEIN VOUS FAIT REMARQUER QU'UN VIOLENT ORAGE
SULFUREUX VIENT D'ECLATERDEHORS ...": READ R1$,R2$
395 GOSUB 1000: IF W = 1 THEN 420
400 IF W$ = "C" THEN PRINT : PRINT "ABSTEIN,RENDU FOU PAR LES VAPEURS
SULFUREUSES VOUS PRECIPITE DANS UN GOUFFRE BEANT,ANCIEN MOTE
UR ATOMIQUE DU CENTRE ...DOMMAGE !": END
405 IF W$ = "L" THEN PRINT : PRINT "VOUS ETES DEVANT UNE PORTE BLINDEE
... VOUS ENTEDEZ UN CLIQUETIS A L'INTERIEUR ...": GOSUB
1000: IF W$ < > "Q" THEN GOSUB 3000:W$ = "L": GOTO 405
410 GOTO 395
420 PRINT : PRINT "SUITE A L'ORAGE,UNE PANNE D'ENERGIE PLONGE LE CENT
RE DANS L'OBSCURITE ...": PRINT : PRINT "VOUS DISTINGUEZ MALGRE TOUT
DEUX MANETTES LE LONG DU MUR ...": READ R1$,R2$
430 GOSUB 1000: IF W = 1 AND (W$ < > R2$) THEN 450
435 IF W$ = R2$ THEN PRINT : PRINT "VOUS VOUS ETES TROMPE DE MANNETTE ,
VOUS AVEZ REENCLANCHER LE PROCESSUS DE FUSION ATOMIQUE ... UNE E
NORME EXPLOSION DETRUIT A TOUT JAMAIS VOS ESPOIRS ...": END
440 PRINT : PRINT "VOUS DISTINGUEZ DES OMBRES MOUVANTES DANS L'OBSCURI
TE ...":N = 1
442 GOSUB 1000: IF W = 1 AND (W$ < > R2$) THEN 450
443 IF N = 1 THEN PRINT : PRINT "LES OMBRES S'APPROCHENT DE VOUS ...
VOUS SENTEZ UNE ODEUR DE SOUFFRE ...":N = N + 1: GOTO 442
444 IF N = 2 THEN PRINT : PRINT "UN APPENDICE GLUANT VOUS FROLE LE CORP
S VOUS FERIEZ MIEUX DE RETABLIR LA LUMIERE.":N = N + 1: GOTO 44
2
446 IF N = 3 THEN PRINT : PRINT "QUEL MALHEUR ,UN MUTANT VIENT DE
PRENDRE VOTRE TETE POUR UN FRUIT GEANT!AUTANT DIRE QUE VOUS ETES MA
L EN POINT AVEC VOTRE TETE SOUS LE BRAS !!! NJE CROIS QUE C'ES
T FINI POUR VOUS !": END
450 PRINT : PRINT "VOUS AVEZ ENCLENCHEZ LE GENERATEUR AUXILIAIRE,LA
LUMIERE REVIENT ... IL Y A UNE ENVELOPPE PAR TERRE ..."
452 READ R1$,R2$
455 GOSUB 1000: IF W = 1 THEN 480
460 PRINT : PRINT "L'ENVELOPPE VIENT D'ETRE RAPPELEE A SA VRAI PLACE : L
A 4EME DIMENSION.AVEC ELLE VOUS VOYEZ PARTIR VOTRE DERNIERE CHAN
CE ...": END
480 PRINT : PRINT "SUR L'ENVELOPPE IL Y'A MARQUE : CODE LITT"
485 PRINT : PRINT "UN ETRANGE PERSONNAGE APPARAÎT DEVANT VOUS.VOICI CE
QU'IL VOUS DIT: JE SUIS LE SEUL A ETRE REVENU DE LA SALLE DES ORDI
NATEURS."
490 PRINT "POUR CELA VOICI LE CHEMIN QUE J'AI SUIVI : "; FOR T = 0 TO
7: READ CH$(T): PRINT CHR$( ASC (CH$(T)) + 2) " "; NEXT
495 FOR T = 1 TO 8000: NEXT : HOME
500 PRINT "UNE FOIS DE PLUS,LA LUMIERE S'EST ETEINTE.A VOUS DE JOUE
R MAINTENANT ..."

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510 PRINT : FOR Y = 7 TO 0 STEP - 1: READ R1$: GOSUB 1000
515 IF W = 0 THEN PRINT : PRINT "VOUS VOUS ETES TROMPE DE CHEMIN OU VOUS
SN'AVEZ PAS ASSEZ REFLECHI PEUT-ETRE !!! QUOI QU'IL EN SOIT VOUS ETES
PERDU A TOUT JAMAIS DANS LES DECOMBRES DU CENTRE !!!": END
517 PRINT : PRINT V$(Y)
520 NEXT
530 PRINT : PRINT "VOUS VOICI ENFIN DEVANT LA PORTE DE LA SALLE DES O
RDINATEURS": PRINT : PRINT "IL Y A UN DECLENCHEUR EN FORME DE MAIN S
UR LA PORTE.": READ R1$,R2$
540 GOSUB 1000: IF W = 1 THEN 570
545 PRINT : PRINT "ESSAYEZ DE NE PAS ECHOUER SI PRES DU BUT ...":N = 1

550 GOSUB 1000: IF W = 1 THEN 570
552 IF N = 1 THEN PRINT : PRINT "UNE SIRENE D'ALARME VIENT DE SE
DECLENCHER ...":N = N + 1: GOTO 550
554 IF N = 2 THEN PRINT : PRINT "IL S'AGIT DE L'ALARME INDIQUANT UNE
DIMINUTION ANORMALE D'OXYGENE ...":N = N + 1: GOTO 550
556 IF N = 3 THEN PRINT : PRINT "ESSAYER DE VOUS A P P L I Q U E R ! "
:N = N + 1: GOTO 550
558 IF N = 4 THEN PRINT : PRINT "IL N'Y A PLUS ASSEZ D'OXYGENE POUR LES
HUMAINS, SEUL LES MUTANTS PEUVENT RESPIRER-D'AILLEURS IL SE JE
TTENT SUR VOUS ... VOUS AVEZ UNE FIN HORRIBLE..."
560 IF N = 4 THEN PRINT : PRINT "LA PROCHAINE FOIS, SUIVEZ DONC LES
CONSEIL A LA LETTRE ...PEUT-ETRE AUREZ VOUS ALORS PLUS DE CHANCE ..
!"
570 PRINT : PRINT "LA LOURDE PORTE S'EST OUVERTE DEVANT VOUS.VOUS ETES
DANS LA SALLE DES ORDINATEURS ..."
580 PRINT : PRINT "HAL (C'EST L'ORDINATEUR) SE MET EN ROUTE DES VOTR
E ENTREE..."
582 PRINT : READ R1$,R2$
585 HA$ = "TAPEZ LE CODE D'ACCES": GOSUB 6000
590 GOSUB 1000: IF W = 1 THEN 600
595 PRINT :HA$ = "CE N'EST PAS LE BON CODE.RECOMMENCEZ.": GOSUB 6000: PRINT
: GOTO 585
600 PRINT :HA$ = "RENTREZ LA FORMULE OUBLIEE PROFESSEUR ": GOSUB 6000
610 READ R1$:R2$ = R1$: GOSUB 1000
620 IF W = 0 THEN PRINT :HA$ = "DESQLE ...": GOSUB 6000: PRINT :HA$ = "
CE N'ETAIT PAS LA BONNE FORMULE ...": GOSUB 6000: PRINT :HA$ = "REVO
YEZ VOTRE FORMULAIRE DE CHIMIE...": GOSUB 6000: PRINT :HA$ = "ADIEU
PROFESSEUR ...": GOSUB 6000:PRIN
630 PRINT :HA$ = "BRAVO PROFESSEUR.MAINTENANT JE VAIS POUVOIR RESYNTH
ETISER DE L'EAU POUR TOUTE LA PLANETE.VOUS AVEZ SAUVER VOTRERACE
DE LA DESTRUCTION.": GOSUB 6000
999 END
1000 PRINT : INPUT "=":A$
1010 IF A$ = "" THEN PRINT : PRINT "N'ENTREZ PAS N'IMPORTE QUOI ...": GOTO
1000
2000 B$ = "": FOR T = 1 TO LEN (A$): IF MID$ (A$,T,1) = " " THEN 2020
2010 B$ = B$ + MID$ (A$,T,1)
2020 NEXT :W$ = "": FOR T = 1 TO LEN (B$):W$ = W$ + CHR$ ( ASC ( MID$
(B$,T,1) ) - 2): NEXT :W = (W$ = R1$) OR (W$ = R2$)
2030 RETURN
3000 A = INT ( RND (1) * 4): PRINT : PRINT F$(A): RETURN
6000 FOR T = 1 TO LEN (HA$):Q = PEEK (49202):Q = PEEK (49202): PRINT
MID$ (HA$,T,1): FOR K = 1 TO 30: NEXT : NEXT : PRINT : RETURN
9000 F$(0) = "EN CETTE PERIODE DE DESOLATION,IL N'Y A QUE LA BONNE EXPRE
SSION QUI VOUS FERAPROGRESSER ..."
9010 F$(1) = "RIEN NE SEMBLE SE PRODUIRE ..."
9020 F$(2) = "FAITES UN EFFORT DE REFLEXION AVANT DE REPONDRE ..."
9030 F$(3) = "CETTE PHRASE N'A AUCUN EFFET SUR LES CHOSES QUI VOUS ENTO

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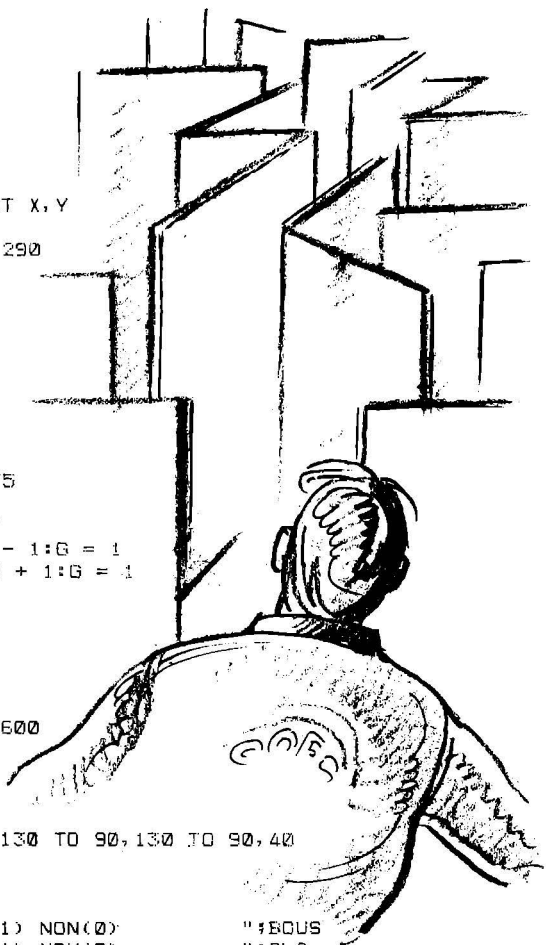
63 HOME : VTAB (21)
70 IF NI = 1 THEN GOSUB 4000
80 IF NI = 2 THEN GOSUB 4100
90 IF NI = 3 THEN GOSUB 4200
100 IF NI > 3 THEN GOTO 50
130 L = 1: X = 1: Y = 1
135 E = 0: S = 0: XE = 1: YE = 1: XS = 1: YS = 1
137 : PRINT : PRINT : PRINT : PRINT
140 GET P$: PRINT : PRINT : PRINT : PRINT
145 COLOR= CA: PLOT X,Y
147 IF P$ = CHR$(13) THEN GOTO 560
150 IF P$ = CHR$(21) THEN X = X + 1: REM ***** FLECHE DROITE *****
160 IF P$ = CHR$(8) THEN X = X - 1: REM ***** FLECHE GAUCHE *****
165 IF P$ = "N" THEN GOTO 50
170 IF P$ = "A" THEN Y = Y - 1
180 IF P$ = "Z" THEN Y = Y + 1
183 IF P$ = "R" THEN COLOR=0:E = 0:S = 0: PLOT XE,YE: PLOT XS,YS
185 IF P$ = "D" THEN GOSUB 5000
187 IF P$ = "E" THEN GOSUB 800
188 IF P$ = "S" THEN GOSUB 850
190 IF X > XMAX THEN X = XMAX
200 IF X < 1 THEN X = 1
210 IF Y < 1 THEN Y = 1
220 IF Y > YMAX THEN Y = YMAX
225 CA = SCRN( X,Y)
230 IF P$ = " " THEN L = - L
250 IF L = 1 THEN COLOR= 10: PLOT X,Y
260 IF L = 1 THEN GOTO 140
270 IF CA = 0 THEN CA = 15: GOTO 290
280 CA = 0
290 COLOR= CA: PLOT X,Y
300 GOTO 140
310 IF E = 0 THEN GOSUB 760
330 IF S = 0 THEN GOSUB 700
340 X = XE: Y = YE
345 COLOR= 0: PLOT X,Y
360 HGR
363 XM = XS: YM = YS: RA = 1
365 N = 1: G = 1: MV = - 1: GOTO 375
370 G = 0: GET A$
375 PRINT : PRINT : PRINT : PRINT
380 IF A$ = CHR$(8) THEN N = N - 1: G = 1
390 IF A$ = CHR$(21) THEN N = N + 1: G = 1
400 IF N = 5 THEN N = 1
410 IF N = 0 THEN N = 4
420 IF N = 1 THEN A = 0: B = - 1
430 IF N = 2 THEN A = 1: B = 0
440 IF N = 3 THEN A = 0: B = 1
450 IF N = 4 THEN A = - 1: B = 0
460 IF A$ = " " THEN G = 1: GOTO 600
465 IF G = 1 THEN HGR
470 IF G = 0 THEN GOTO 370
480 VTAB (21)
500 HCOLOR= 3
510 HPLLOT 90,40 TO 180,40 TO 180,130 TO 90,130 TO 90,40
530 IF BOUS = 1 THEN GOSUB 900
540 IF PLA = 1 THEN GOSUB 980
550 GOTO 1000
560 INPUT "OPTION BOUSSOLE ? OUI(1) NON(0) " : BSUBS
570 INPUT "OPTION POSITION ? OUI(1) NON(0) " : PLA

```

Commentaires :

Le programme occupe toute la mémoire. Ajouter des variantes risque de le bloquer.

Pour décider du jeu, écrire RUN MINOTAURE en majuscules.



```

590 GOTO 310
600 IF SCRNC( X + A,Y + B) = 0 THEN X = X + A:Y = Y + B:MV = MV + 1
610 RA = - RA: IF SGN (RA) = - 1 THEN GOTO 640
615 AM = SGN (X - XM):BM = SGN (Y - YM)
617 IF AM = 0 THEN GOTO 630
620 IF SCRNC( XM + AM, YM ) 0 THEN GOTO 630
625 XM = XM + AM: GOTO 640
630 IF SCRNC( XM, YM + BM) ) 0 THEN GOTO 640
635 YM = YM + BM
640 IF ABS (X - XM) < 4 THEN IF ABS (Y - YM) < 4 THEN GOTO 570
650 IF XM = X THEN IF YM = Y THEN GOTO 2500
660 GOTO 465
670 PRINT " ATTENTION AU M O N S T R E !!!": GOTO 650
690 GOTO 465
700 XS = INT ( RND (1) * XMAX)
705 IF XS = 0 THEN GOTO 700
710 YS = INT ( RND (1) * YMAX)
715 IF YS = 0 THEN GOTO 710
720 IF SCRNC( XS,YS) ) 0 THEN GOTO 700
730 IF ABS (XS - XE) < ((XMAX / 2) + 1) THEN GOTO 790
740 COLOR= 6: PLOT XS,YS
750 RETURN
760 XE = INT ( RND (1) * XMAX)
765 IF XE = 0 THEN GOTO 760
770 YE = INT ( RND (1) * YMAX)
775 IF YE = 0 THEN GOTO 770
780 RETURN
790 IF ABS (YS - YE) < ((YMAX / 2) + 1) THEN GOTO 700
795 GOTO 740
800 IF E = 1 THEN PRINT "DEJA UNE ENTREE": RETURN
810 COLOR= 1: PLOT X,Y
820 XE = X:YE = Y
830 E = 1
840 RETURN
850 IF S = 1 THEN PRINT "DEJA UNE SORTIE": RETURN
860 COLOR= 6: PLOT X,Y
870 XS = X:YS = Y
880 S = 1
890 RETURN
900 IF N = 1 THEN BO$ = "NORD"
910 IF N = 2 THEN BO$ = "EST"
920 IF N = 3 THEN BO$ = "SUD"
930 IF N = 4 THEN BO$ = "OUEST"
940 PRINT BO$,
950 RETURN
980 PRINT "X=";X,"Y=";Y
985 PRINT " XM=";XM,"YM=";YM
990 RETURN
1000 C = X:V = Y:H = A:I = B
1010 IF N = 1 THEN A = - A:B = - B
1020 IF N = 3 THEN A = - A:B = - B
1030 D = 0
1040 CA = SCRNC( C + B,V + A)
1050 IF CA ) 7 THEN CA = 3
1060 HCOLOR= CA
1070 HPLLOT 180,40 TO 165,55 TO 165,115 TO 180,130
1080 E = CA
1090 CA = SCRNC( C - B,V - A)
1100 IF CA ) 7 THEN CA = 3
1110 HCOLOR= CA

```



```

1120 H PLOT 90,40 TO 105,55 TO 105,115 TO 90,130
1130 F = CA
1140 IF SCRN( C + H,V + I ) > 0 THEN GOTO 3500
1141 C = C + H;V = V + I
1145 IF C = XM THEN IF V = YM THEN GOSUB 6000
1150 CA = SCRN( C + B,V + A)
1160 IF CA > 7 THEN CA = 3
1170 HCOLOR= CA
1180 IF E = 0 THEN H PLOT 180,55 TO 165,55 TO 155,115 TO 160,115
1190 H PLOT 165,55 TO 155,65 TO 155,105 TO 165,115
1200 E = CA
1210 CA = SCRN( C - B,V - A)
1220 IF CA > 7 THEN CA = 3
1230 HCOLOR= CA
1240 IF F = 0 THEN H PLOT 90,55 TO 105,55 TO 105,115 TO 90,115
1250 H PLOT 105,55 TO 115,65 TO 115,105 TO 105,115
1260 F = CA
1270 C = C + H;V = V + I
1275 IF C = XM THEN IF V = YM THEN GOSUB 6100
1280 IF C = XS THEN IF V = YS THEN GOSUB 6500
1285 IF SCRN( C,V ) > 0 THEN GOTO 3700
1287 IF C = XS THEN IF V = YS THEN GOSUB 6500
1290 CA = SCRN( C + B,V + A)
1300 IF CA > 7 THEN CA = 3
1310 HCOLOR= CA
1320 IF E = 0 THEN H PLOT 165,65 TO 155,65 TO 155,105 TO 165,105
1330 H PLOT 155,65 TO 150,70 TO 150,100 TO 155,105
1340 E = CA
1350 CA = SCRN( C - B,V - A)
1360 IF CA > 7 THEN CA = 3
1370 HCOLOR= CA
1380 IF F = 0 THEN H PLOT 105,65 TO 115,65 TO 115,105 TO 105,105
1390 H PLOT 115,65 TO 120,70 TO 120,100 TO 115,105
1400 F = CA
1420 C = C + H;V = V + I
1425 IF C = XM THEN IF V = YM THEN GOSUB 6200
1427 IF C = XS THEN IF V = YS THEN GOSUB 6600
1430 CA = SCRN( C,V)
1440 IF CA > 7 THEN CA = 3
1450 HCOLOR= CA
1460 H PLOT 120,70 TO 150,70 TO 150,100 TO 120,100 TO 120,70
1470 IF E = 0 THEN GOSUB 3000
1480 IF F = 0 THEN GOSUB 3050
1490 GOTO 370
2000 TEXT : GOSUB 10000
2010 PRINT " VOUS ETES SORTI EN ";MV;" COUPS "
2020 GET A$: GOTO 6
2500 TEXT : GOSUB 10000
2510 PRINT " ALFRED VOUS TROUVE DELICIEUX "
2520 GET A$: GOTO 6
3000 CA = SCRN( C + B,V + A)
3010 IF CA > 7 THEN CA = 3
3020 HCOLOR= CA
3030 H PLOT 155,70 TO 150,70: H PLOT 150,100 TO 155,100
3040 RETURN
3050 CA = SCRN( C - B,V - A)
3060 IF CA > 7 THEN CA = 3
3070 HCOLOR= CA
3080 H PLOT 115,70 TO 120,70: H PLOT 120,100 TO 115,100
3090 RETURN

```

```

3500 CA = SCRN( C + H, V + I )
3510 IF CA = 6 THEN GOTO 2000
3520 IF CA > 7 THEN CA = 3
3530 HCOLOR= CA
3540 HPLLOT 105,55 TO 165,55 TO 165,115 TO 105,115 TO 105,55
3545 CA = SCRN( C + B + H, V + I + A ): IF CA > 7 THEN CA = 7
3550 IF E = 0 THEN HCOLOR= CA
3553 IF E = 0 THEN HPLLOT 180,55 TO 165,55: HPLLOT 165,115 TO 180,115
3555 CA = SCRN( C + H - B, V + I - A ): IF CA > 7 THEN CA = 7
3560 IF F = 0 THEN HCOLOR= CA: HPLLOT 90,55 TO 105,55:
HPLLOT 105,115 TO 90,115
3570 GOTO 1490
3700 CA = SCRN( C, V )
3710 IF CA > 7 THEN CA = 3
3720 HCOLOR= CA
3730 HPLLOT 115,65 TO 155,65 TO 155,105 TO 115,105 TO 115,65
3735 CA = SCRN( C + B, V + A ): IF CA > 7 THEN CA = 7
3740 IF E = 0 THEN HCOLOR= CA
3743 IF E = 0 THEN HPLLOT 165,65 TO 155,65: HPLLOT 155,105 TO 165,105
3745 CA = SCRN( C - B, V - A ): IF CA > 7 THEN CA = 7
3750 IF F = 0 THEN HCOLOR= CA
3755 IF F = 0 THEN HPLLOT 105,65 TO 115,65: HPLLOT 115,105 TO 105,105
3760 GOTO 1490
4000 XMAX = 19:YMAX = 19: GR : GOSUB 4500
4010 FOR I = 20 TO 39
4020 VLIN 0,39 AT I: HLIN 0,19 AT I
4030 NEXT I
4040 VLIN 0,19 AT 0: HLIN 0,19 AT 0
4070 RETURN
4100 XMAX = 19:YMAX = 38: GR : GOSUB 4500
4110 FOR I = 20 TO 39
4120 VLIN 0,39 AT I
4130 NEXT I
4140 HLIN 0,19 AT 0: HLIN 0,19 AT 39
4150 VLIN 1,38 AT 0
4180 RETURN
4200 XMAX = 38:YMAX = 38: GR : GOSUB 4500
4210 HLIN 0,39 AT 0: HLIN 0,39 AT 39
4220 VLIN 1,38 AT 0: VLIN 1,38 AT 39
4250 RETURN
4500 X = 2:Y = 1
4505 COLOR= 15
4510 K = INT ( RND ( 1 ) * NI * 3 ) + 1
4520 IF Y + K ) YMAX THEN VLIN Y,YMAX AT X: GOTO 4550
4540 VLIN Y, (Y + K) AT X
4550 Y = Y + 2 + K: GOTO 4510
4560 IF X + 2 ) XMAX THEN COLOR= 1: RETURN
4570 X = X + 2:Y = 1
4580 GOTO 4510
5000 PRINT : PRINT : PRINT
5010 PRINT "*** F I C H I E R//L A B Y R I N T H E ***"
5020 PRINT
5030 INPUT " NOM DU LABYRINTHE ? ":L$
5040 D$ = "": REM ***** CTRL-D *****
5050 PRINT " SAUVER( S ) / CHARGER( C )"
5060 INPUT F$
5070 IF F$ = "S" THEN PRINT D$:"BSAVE":L$:",A1024,L1024": GOTO 5100
5080 IF F$ = "C" THEN PRINT D$:"BLOAD":L$:",A1024": GOTO 5100
5090 GOTO 5060
5100 PRINT : PRINT : PRINT : PRINT

```

```

5110 E = 0:S = 0
5120 RETURN
6000 HCOLOR= 3
6010 HPLOT 115,65 TO 105,74 TO 165,74 TO 155,65
6020 HPLOT 123,75 TO 123,100 TO 130,110 TO 139,110 TO 147,100 TO 147,75
6030 RETURN
6100 HCOLOR= 3
6110 HPLOT 121,70 TO 115,76 TO 155,76 TO 149,70
6120 HPLOT 127,77 TO 127,91 TO 131,97 TO 138,97 TO 142,91 TO 142,77
6130 RETURN
6200 HCOLOR= 3
6210 HPLOT 124,75 TO 120,79 TO 150,79 TO 146,75
6220 HPLOT 130,80 TO 130,90 TO 133,94 TO 136,94 TO 139,90 TO 139,80
6230 RETURN
6300 HCOLOR= 3
6310 HPLOT 145,75 TO 135,70 TO 125,75 TO 145,95 TO 135,100 TO 125,95
6320 RETURN
6400 HCOLOR= 3
6410 HPLOT 140,80 TO 135,75 TO 130,80 TO 140,90 TO 135,95 TO 130,90
6420 RETURN
10000 FOR BOUCLE = 1 TO 25
10010 PRINT
10020 NEXT BOUCLE
10030 RETURN

```

APPLE II

SPEEDWAY

La course classique : vous devez éviter la collision avec vos adversaires en vous déplaçant latéralement avec les flèches. Un seul niveau de difficulté.

```

←
←LIST
1 REM *****
2 REM **
3 REM ** SPEEDWAY JUNIOR **
4 REM **-----**
5 REM ** JUHEL PARENTEAU**
6 REM ** **
7 REM *****
9 REM
10 REM PRESENTATION ET INSTRUCTIONS
11 REM
20 HOME : PRINT : PRINT
22 PRINT " SPEEDWAY JUNIOR "
23 PRINT " -----"
24 PRINT : PRINT : PRINT " (-:GAUCHE -):DROITE"
30 PRINT : PRINT : PRINT " VOTRE SCORE AUGMENTE AU FUR ET A MESURE"
31 PRINT
49 GET I$: GOSUB 5000
50 GOSUB 2000
60 CLEAR
65 REM INITIALISATION
70 A = 20

```



```

80 X = 20:Y = 34:C = 34
90 GR
95 A = INT ( RND (1) * 4) + 15
97 POKE 7,X: POKE 6,Y: CALL 768
98 COLOR= 15
99 VLIN 0,39 AT 5: VLIN 0,39 AT 33
100 P = PEEK ( - 16384)
105 POKE 06,Y
110 IF P = 136 THEN IF X > 11 THEN X = X - 1: POKE 07,X: CALL 768
120 IF P = 149 THEN IF X < 24 THEN X = X + 1: POKE 07,X: CALL 768
124 IF B + 3 ( Y THEN GOTO 130
125 IF A ) = X THEN IF A ( = X + 3 THEN GOTO 1000
126 IF A ( = X THEN IF A + 3 ) = X THEN GOTO 1000
130 B = B + 1
135 A = A + INT ( RND (1) * 3 - 1)
140 IF B < 35 THEN POKE 06,B: POKE 7,A: CALL 768
145 IF B + 3 ( Y THEN GOTO 200
150 IF A ) = X THEN IF A ( = X + 3 THEN GOTO 1000
160 IF A ( = X THEN IF A + 3 ) = X THEN GOTO 1000
200 IF B = 35 THEN B = 0: GOTO 90
300 SC = SC + 1: PRINT SC
500 GOTO 100
900 REM EXPLOSION
1000 TEXT : GOSUB 5000
1010 PRINT " ***** ** ** ** ** "
1020 PRINT " ***** ** ** ** "
1030 PRINT " ** ** ** ** ** ** ** ** ** ** "
1040 PRINT " ** ** ** ** ** ** ** "
1050 PRINT " ***** ** ** ** ** "
1060 PRINT " ***** ** ** ** "
1070 PRINT " ** ** ** ** "
1080 PRINT " ** ** ** "
1090 PRINT " ***** ** "
1100 PRINT " ***** ** "
1200 GOSUB 5000
1210 HOME : PRINT "VOTRE SCORE EST :";SC
1215 GET Z$
1220 GET Z$: RUN
1990 REM *****
1991 REM * PROGRAMME *
1992 REM * LANGUAGE MACHINE *
1993 REM *****
2000 DATA 169,3,141,80,3,169,0,133,8,133,9,174,80,3,189,80,3,32,100,248
2010 DATA 238,80,3,24,165,7,101,9,168,24,165,6,101,8,32,0,248,173,81,3
2020 DATA 197,8,240,5,230,8,76,11,3,169,0,133,8,173,82,3,197,9,240,5
2030 DATA 230,9,76,11,3,96
2050 FOR I = 0 TO 65
2060 READ A
2070 POKE 768 + I,A
2080 NEXT
3000 DATA 0,4,5,0,0,0,0,0,5,0,0,5,0,0,15,15,15,0,0
3010 DATA 15,15,15,0,5,0,0,5,0,0,0,0
3020 FOR I = 0 TO 32
3030 READ B
3040 POKE 848 + I,B
3050 NEXT I
4000 RETURN
5000 FOR I = 0 TO 24
5010 PRINT
5020 NEXT I
5030 RETURN

```

DOUBLE HAUTE RESOLUTION

Ce programme fonctionne sur *Apple II e* muni
d'une carte 80 colonnes étendues ou *Chat mauve* sur un
Apple II c. Vous pouvez réaliser un dessin,
le sauvegarder, le charger ou l'imprimer sur une Dot Matrix.

```

JLIST
20 POKE - 16368,0
30 HIMEM: 8100
40 D$ = CHR$(4): PRINT D$;"PR#3
   ": PRINT
50 DRIVE$ = "D1"
60 PRINT D$;"BLOAD HARD"
70 GOTO 560
80 POKE 49160,0:A = PEEK (49246
   ):A = PEEK (49232):A = PEEK
   (49239)
90 A = PEEK (49165)
100 POKE 49234,0: POKE 49153,0: POKE
   49156,0: POKE 49154,0: POKE
   49236,0
110 HGR : POKE 49237,0: CALL 624
   50: POKE 49236,0: POKE 49234
   ,0
120 HCOLOR= 3
130 GET R$
140 IF R$ = "I" THEN Y = Y - 1: GOTO
   260
150 IF R$ = "O" THEN X = X + 1:Y
   = Y - 1: GOTO 260
160 IF R$ = "L" THEN X = X + 1: GOTO
   260
170 IF R$ = "." THEN X = X + 1:Y
   = Y + 1: GOTO 260
180 IF R$ = "," THEN Y = Y + 1: GOTO
   260
190 IF R$ = "M" THEN X = X - 1:Y
   = Y + 1: GOTO 260
200 IF R$ = "J" THEN X = X - 1: GOTO
   260
210 IF R$ = "U" THEN X = X - 1:Y
   = Y - 1: GOTO 260
220 IF R$ = CHR$(13) THEN GOTO
   610
230 IF R$ = "A" THEN E = 0: GOTO
   280
240 IF R$ = "E" THEN E = 1: GOTO
   280
250 IF R$ = "?" THEN GOSUB 420:
   GOTO 280
260 IF E = 1 THEN GOSUB 290: HCOLOR=
   0: GOSUB 340: HCOLOR= 3: GOTO
   280
270 GOSUB 290
280 GOTO 130
290 :
300 IF X < 0 THEN X = 0: GOTO 34
   0
310 IF Y < 0 THEN Y = 0: GOTO 34
   0
320 IF X > 559 THEN X = 559: GOTO
   340
330 IF Y > 191 THEN Y = 191: GOTO
   340
340 XX = INT (X / 7):PG = XX - 2
   * INT (XX / 2)
350 XX = INT (XX / 2) * 7 + X -
   7 * XX
360 POKE 49237,0: IF PG THEN POKE
   49236,0
370 IF XX > 279 THEN RETURN
380 :
390 HPL0T XX,Y
400 POKE 49236,0
410 RETURN
420 REM AIDE MEMOIRE COMMANDES
430 TEXT : HOME
440 PRINT "
   ": INVERSE : PRINT
   "* TABLEAU DES COMMANDES *":
   NORMAL : PRINT : PRINT
450 PRINT "          TOUCHES DE D
   IRECTIONS DU CURSEUR :
   U I O"
460 PRINT
470 PRINT "
   J L"
480 PRINT
490 PRINT "
   M , ."
500 PRINT
510 PRINT " (RETURN) - MENU PRIN
   CIPAL (?)"
   - AIDE-MEMOIRE COMMANDES"

```

```

520 PRINT " (A)      - ALLUME LE
      CURSEUR      (E)
      - ETEINT LE CURSEUR"
530 VTAB 23: PRINT " TAPEZ SUR (
      ESPACE) POUR REVENIR AU DES
      SIN"; GET R$
540 IF R$ = " " THEN GOSUB 1470
      : RETURN
550 GOTO 420
560 REM PRESENTATION & MENU PRI
      NCIPAL
570 TEXT : HOME
580 VTAB 10: PRINT "
      ";; INVERSE
      : PRINT "- D . H . R -"; NORMAL

590 VTAB 17: PRINT " Le programm
      e 'Double Haute Resolution'
      ne fonctionne que sur un APP
      LE ][e munie d'une carte 80
      colonnes etendue ou chat mau
      ve ou sur un APPLE ][c"
600 VTAB 23: PRINT " TAPEZ UNE
      TOUCHE"; GET R$
610 REM MENU
620 TEXT : HOME
630 VTAB 10: PRINT " 1) NOUVEAU
      DESSIN"
640 VTAB 12: PRINT " 2) SAUVEGAR
      DE DESSIN"
650 VTAB 14: PRINT " 3) CHARGEME
      NT D'UN DESSIN"
660 VTAB 16: PRINT " 4) IMPRESSI
      ON DU DESSIN SUR IMPRIMANTE
      D.M.P."
670 VTAB 18: PRINT " 5) REPRISE
      DU DESSIN"
680 VTAB 20: PRINT " 6) FIN"
690 VTAB 23: PRINT "VOTRE CHOIX:
      ";
700 GET R$
710 IF R$ = "1" THEN GOSUB 830:
      GOTO 80
720 IF R$ = "2" THEN GOSUB 780:
      GOTO 770
730 IF R$ = "3" THEN GOSUB 890:
      GOTO 770
740 IF R$ = "4" THEN GOSUB 1280
      : GOTO 770
750 IF R$ = "5" THEN GOSUB 830:
      GOSUB 1470: GOTO 120
760 IF R$ = "6" THEN END
770 GOTO 610
780 HOME : INPUT "NOM DE L'IMAGE
      A SAUVER:";NOM$
790 PRINT D$;"BSAVE";NOM$;"1,A$2
      000,L$2000,";DRIVE$
800 POKE 49237,0; PRINT D$;"BSAV
      E ";NOM$;"2,A$2000,L$2000,";
      DRIVE$
810 POKE 49236,0
820 RETURN
830 HOME

840 VTAB 1: PRINT " * ATENTION *
      "; PRINT " PENDANT LE DESSIN
      VOUS POUVEZ"
850 PRINT " TAPER ( "; INVERSE
      : PRINT "?"; NORMAL : PRINT
      " ) POUR AIDE-MEMOIRE DES CO
      MMANDES"
860 VTAB 22: PRINT " TAPEZ UNE T
      OUCHE"; GET R$
870 RETURN
880 :
890 HOME : VTAB 22: PRINT "POUR
      EFFECTUER UN CATALOG REPONDR
      E ? "
900 VTAB 23: PRINT "POUR RETOURN
      ER A L'ECRAN PRECEDENT CR "
910 VTAB 5: PRINT " Le programme
      D.H.R. sauvegarde l'image s
      ur la disquette en deux fich
      iers          ayant le meme no
      m suivi,l'un du chiffre '1',
      l'autre du chiffre '2.'"
920 PRINT " Pour la charger il v
      ous suffit d'ecrire le nom g
      enerique sans le nombre 1 ou
      2"
930 VTAB 12: HTAB 10: INPUT "NOM
      GENERIQUE DE L'IMAGE A CHAR
      GER ";A$
940 IF LEN (A$) = 0 THEN RETURN
950 IF ( ASC (A$) < 65 OR ASC (
      A$) > 90) AND A$ < > "?" THEN
      RETURN
960 IF A$ < > "?" THEN 1030
970 HOME
980 CALL 1002
990 PRINT D$;"CATALOG ";DRIVE$
1000 PRINT : INPUT "PRESSER LA T
      OUCHE RETURN POUR CONTINUER
      ";A$
1010 GOTO 890
1020 :
1030 GOSUB 1470
1040 :
1050 POKE 49153,0
1060 POKE 49236,0
1070 POKE 49156,0
1080 POKE 49154,0
1090 :
1100 HOME : HDR : POKE 49234,0; POKE
      49237,0; CALL 62450
1110 POKE 49236,0
1120 ONERR GOTO 1200
1130 PRINT D$;"BLOAD ";A$;"1,";D
      RIVE$
1140 POKE 49237,0
1150 PRINT D$;"BLOAD ";A$;"2,";D
      RIVE$
1160 POKE 49236,0
1170 POKE 216,0
1180 HOME : TEXT
1190 RETURN

```

```

1200 REM ERREUR CHARGEMENT
1210 TEXT : HOME : VTAB 11: HTAB
20: INVERSE
1220 PRINT "ACCES A CE FICHER I
MPOSSIBLE": NORMAL
1230 VTAB 23: PRINT "APPUYEZ SUR
UNE TOUCHE POUR CONTINUER "
: GET A$
1240 POKE 216,0: GOTO 880
1250 REM VISUALISATION D'UNE IM
AGE
1260 GOSUB 1470
1270 INPUT A$: HOME : TEXT : RETURN

1280 REM IMPRESSION
1290 HOME
1300 VTAB 7: HTAB 28: PRINT "1)
TAILLE 560*192, NORMALE"
1310 VTAB 10: HTAB 28: PRINT "2)
TAILLE 560*192, INVERSE"
1320 VTAB 13: HTAB 28: PRINT "3)
TAILLE 1120*384, NORMALE"
1330 VTAB 16: HTAB 28: PRINT "4)
TAILLE 1120*384, INVERSE"
1340 VTAB 19: HTAB 28: PRINT "5)
RETOUR AU MENU GENERAL"
1350 VTAB 23: INPUT "VOTRE REPON
SE (1..5)";A$
1360 IF LEN.(A$) < > 1 THEN 12
90

1370 IF ASC (A$) < 49 OR ASC (
A$) > 53 THEN 1290
1380 IF A$ = "5" THEN RETURN
1390 A1 = 1: IF A$ = "3" OR A$ =
"4" THEN A1 = 2
1400 A2 = 1: IF A$ = "2" OR A$ =
"4" THEN A2 = 2
1410 REM
1420 REM
1430 POKE 768,0: IF A1 = 2 THEN
POKE 768,200
1440 POKE 769,00: IF A2 = 2 THEN
POKE 769,200
1450 CALL 16432
1460 RETURN
1470 REM
1480 POKE 49160,0
1490 A = PEEK (49246)
1500 A = PEEK (49232)
1510 A = PEEK (49239)
1520 A = PEEK (49234)
1530 POKE 49165,0
1540 RETURN

```

Commentaires :
Pour dessiner, utiliser les touches U I O J L M.
Pour allumer et éteindre le curseur, A et B.

ATARI ST

AWARI

L'Awari est un jeu de stratégie traditionnel et très populaire en Afrique. Le cadre se dessine : chacun dispose de sept cases dont un pot qu'il faut remplir du maximum de pions possible. Au début du jeu, chaque case contient trois pions. On les sème à tour de rôle en pointant dans la case de départ choisie. Si le dernier pion semé arrive dans son propre pot, on rejoue et que le meilleur gagne !

```

10 'AWARI , Sotiriopoulos C. le 3/10/1986
30 '
50 fullw 2:clearw 2:clear:randomize 0:e=int(rnd+.5)
52 if peek(systab)=2 then gosub medium:goto 70
54 if peek(systab)=1 then gosub high:goto 70
56 end
70 effect=16:gosub effet:gosub awa:effect=0
90 gosub effet:dim b(16),k(16),g(16),h(16),xxx(20)
110 for ww=1 to 19:xxx(ww)=-3:next ww
130 for i=1 to 13:b(i)=3:next:b(7)=0:b(14)=0
150 linef 20,mm1,608,mm1:linef 20,mm2,608,mm2:linef 20,mm1+1,608,mm1+1
170 linef 20,mm2-1,608,mm2-1
190 linef 60,mm3,570,mm3:linef 60,mm4,570,mm4

```



```

210 for i=60 to 595 step 85
230 linef i,mm3,1,mm2:linef i,mm1,i,mm4
250 if i=60 or i=570 then linef i,mm2,i,mm1
270 next:color 1,1,2,3,2:fill mm5,mm6:effect=0:gosub effet
290 gotoxy mx,mine:"MOI":gotoxy my,mine1:"VDOUS"
310 start:j=14:j1=0:effect=4:gosub effet:for i=mx+1 to my step pas:j=j-1
330 gotoxy i,8:print b(j):j1=j1+1:gotoxy i,12:?b(j1):next
350 gotoxy cs,10:?b(14):gotoxy qq,10:?b(7):effect=1:gosub effet
370 j=55:j1=48:for i=mx+1 to my step pas:j=j-1:gotoxy i,5:?chr$(j)
390 gotoxy i,15:j1=j1+1:?chr$(j1):next
410 effect=16:gosub effet:gotoxy qq,5:?chr$(4):gotoxy q,15:?chr$(3)
430 gotoxy qq,15:?chr$(1):gotoxy q,5:?chr$(2):effect=0:gosub effet:goto game
450 effet:poke contr1,106:poke contr1+2,0:poke contr1+6,1
470 poke contr1+10,1:poke intin,effect:vd:sys
490 return
510 awa:if peek(systab)=2 then color 2,3
515 gotoxy awe,2:print "A":gotoxy awe+2,2:print "W"
530 gotoxy awe+4,2:print "A":gotoxy awe+6,2:print "R":gotoxy awe+8,2:print "I"
550 return
570 key:gotoxy avous1,a18:print " ":gotoxy avous1,a18
590 touch%=input$(1)
610 return
630 game:b=0:jeu=345:trouve=.8:super=99
650 for i=1 to 6
670 if b(i)<>0 then b=1
690 next:if b=0 goto resultat
710 b=0:trouve1=1948:xxx(0)=xxx(1):xxx(5)=xxx(5)+1
730 for i=8 to 13
750 if b(i)<>0 then b=1 else xxx(0)=not xxx(0)
770 next:if b=0 goto resultat
790 if e=1 then goto 1190
810 gotoxy avous,a18:"A vous de jouer":gosub key:a=val(touch%)
830 if a<1 or a>6 goto 810
850 if b(a)=0 goto 810
870 effect=1:sup=super
890 gosub effet:gotoxy avous1,a18:?chr$(a+48):gosub 1070
910 if e=1 and a=14 goto start
930 if a=7 goto start
950 if e=1 then e=0:goto start
970 e=1:goto start
990 a=j:sup=trouve+trouve1*abs(b-super)-xxx(5)+xxx(1)
1010 for z=1 to 14
1030 b(z)=g(z)
1050 next
1070 p=b(a):b(a)=0:for ww=6 to 10:xxx(ww)=b(a)+p:next
1090 for i=1 to p
1110 a=a+1:if a=15 then a=1
1130 b(a)=b(a)+1:xxx(2)=0
1150 next:sup=sup-1*.3
1170 return
1190 gotoxy avous,a18:"Je joue en ....."
1210 for j=1 to 14
1230 g(j)=b(j)
1250 next:sup=not sup or (trouve and trouve1):pass=-1
1270 if b(13)=1 goto 2110
1290 if b(13)>=3 goto 2110
1310 if b(12)>=3 goto 2130
1330 if b(11)>=4 goto 2150
1350 for j=13 to 8 step pass
1370 if g(j)=0 goto 1530
1390 gosub 990
1410 if a=14 goto 2210
1430 h(j)=a:sup=sup+h(j)

```

```

1450 for u=9 to 13
1470 z=u+b(u)
1490 if z=14 then k(j)=k(j)+1
1510 next u:sup=0:super=sup:swap trouve,trouve1
1530 next j:sup=trouve1:swap trouve,super:jeu=sup
1550 z=0
1570 if g(12)>=5 goto 2130
1590 if g(8)=1 goto 2190 else if g(9)=1 goto 2170
1610
1630 for j=8 to 13
1650 u=k(j):sup=k(j)
1670 if u>z then gosub 2230
1690 next j:sup=k(j)-trouve
1710 if z>0 then goto 1950
1730 z=8
1750 for j=8 to 12
1770 u=h(j)
1790 if u>z and u>0 then gosub 2230
1810 next
1830 if a>7 then goto 1950
1850 z=7:jeu=0:sup=super and &h254:trouve=trouve1 or 1
1870 for j=8 to 13
1890 u=h(j):jeu=jeu+1
1910 if u<z and u>0 then gosub 2230
1930 next
1950 coup:for u=8 to 13
1970 k(u)=0:h(u)=0
1990 next
2010 c=a-7
2030 gotoxy avous1,a18:effect=1:gosub effet:? chr$(c+48):sound 1,12,7,4,10
2050 sound 1,0:for tempo=1 to 3000:next:effect=0:gosub effet
2070 j=a:jeu=0:sup=999
2090 gosub 990:goto 910
2110 a=13:goto coup
2130 a=12:goto coup
2150 a=11:goto coup
2170 a=9:goto coup
2190 a=8:goto coup
2210 a=j:goto coup
2230 z=u:a=j:sup=z:sup=j+6
2250 return
2270 resultat:if b(14)>b(7) goto comp
2290 if b(14)<b(7) goto joueur
2310 gotoxy avous,a18:"Partie nulle " :e=int(rnd*.5):goto 2370
2330 joueur:gotoxy avous,a18:"Vous avez gagn  " :e=1:goto 2370
2350 comp:gotoxy avous,a18:"J' ai gagn  .....":e=0:joue=0
2370 gosub key:if touch$=" " goto 130
2390 clearw 2:end
2400 medium:mine1=10
2410 mmi=100:mm2=84:mm3=68:mm4=120:mm5=500:mm6=90:awe=28:mine=9
2415 mx=8:my=58:pas=9:qq=64:q=4:cs=2:avous=20:avous1=52:a18=16:return
2420 high:mine1=10
2430 mmi=200:mm2=168:mm3=136:mm4=232:mm5=500:mm6=180:awe=14:mine=10
2440 mx=4:my=31:pas=5:qq=34:q=2:cs=1:avous=10:avous1=26:a18=18:return

```

ATARI ST

JACK POT

Vous partez pour Las Vegas, l'enfer du jeu...
Devant vos yeux éblouis se dessinent les trois cases d'un
jackpot. Cinq dollars pour miser. Si vous perdez,
c'est la ruine ! Et si la combinaison « Jack » s'affiche à
l'écran, soyez heureux, vous avez décroché le gros lot !

```
10 'JACKPOT by Y.Beltchenko (c) 1986
20 '
30 fullw 2:clearw 2
35 ga$(0)=chr$(9):ga$(1)=chr$(11):ga$(2)="":ga$(3)=chr$(1)

38 ga$(4)="J":ga$(5)="A":ga$(6)="C":ga$(7)="K"
40 effect=16:gosub effet:a$="JACKPOT":for t=1 to 7:gotoxy 28+t*2,1
50 print mid$(a$,t,1):next:effect=0:gosub effet

60 xb=164:yb=36:lb=50:hb=10:gosub box
70 gotoxy 1,3:print "vous disposez de :"

80 somme=50:gosub money
90 print:gotoxy 45,4:print "START":xb=402:gosub box
100 xb=502:gosub box:gotoxy 57,4:print "QUIT"
105 taille=30:gosub giant:for t=1 to 4:gotoxy 15+t*8,9:print chr$(9)
107 next:taille=9:gosub giant
110 yb=61:lb=40:hb=33:for t=1 to 4:xb=121+t*72:gosub box
120 linef xb+41,yb+1,xb+41,yb+33:linef xb+2,yb+33,xb+41,yb+33:next
125 xb=160:yb=55:lb=306:hb=88:gosub box:color 1,1,1,3,2:fill 170,60
128 linef xb+lb+1,yb+2,xb+lb+1,yb+hb+1:linef xb+2,yb+hb+1,xb+lb+1,yb+hb+1
130 gosub mouse
140 qt=(xm<552 and xm>501 and ym<46 and ym>36 and button=1)
150 st=(xm<452 and xm>401 and ym<46 and ym>36 and button=1)
155 if st=-1 then goto debut else if qt=-1 then end
160 goto 130
400 debut:

410 game$="":jk$="":taille=30:gosub giant:for time=1 to 60:for t=1 to 4
420 gotoxy 15+t*8,9
430 jk$=ga$(int(rnd*80)):print jk$
435 next:next:for t=1 to 4:gotoxy 15+t*8,9:jk$=ga$(int(rnd*80)):bon=0
440 print jk$:game$=game$+jk$:next:print chr$(7):taille=9:gosub giant
450 for t=0 to 7:if instr(game$,string$(3,ga$(t)))>0 then bon=10:goto 500
460 if instr(game$,ga$(t)+ga$(t))>0 then bon=2:goto 500
470 next

475 if game$="JACK" then gosub jack
480 if game$=string$(4,chr$(9)) then bon=20
490 if game$=string$(4,chr$(11)) then bon=10
495 if bon=0 then bon=-5
500 somme=somme+bon
510 if somme>9999 then gotoxy 2,4:print "somme maximale atteinte"
520 if somme>9999 then gotoxy 2,4:print "vous repartez a zero ..."
525 for t=1 to 500:next
530 if somme>9999 then gotoxy 2,4:print " "
535 if somme<=0 then gotoxy 2,4:?"vous etes a sec !":sound 0,0,0,0,255:end
540 gosub money:goto 160
600 jack:
```

```

610 gotoxy 27,4:print "JACKPOT":for t=1 to 1000:next
620 gotoxy 27,4:print "      ":bon=200+int(rnd*101)
630 return
999 x$=input$(1):end
1000 box:
1010 linef xb,yb,xb+1b,yb:linef xb+1b,yb,xb+1b,yb+hb
1020 linef xb+1b,yb+hb,xb,yb+hb:linef xb,yb+hb,xb,yb
1030 return
2000 money:
2010 a$="":mon$=str$(somme):for t=2 to len(mon$)
2020 a$=a$+chr$(asc(mid$(mon$,t,1))-32):next
2030 gotoxy 19,4:print a$+string$(4-len(a$)," ")+"$"
2040 return
3000 effet:
3010 poke contrl,106:poke contrl+2,0:poke contrl+6,1:poke contrl+10,1
3020 poke intin,effet
3030 vdisys
3040 return
4000 mouse:
4010 poke contrl,124:poke contrl+2,0:poke contrl+6,0
4020 vdisys
4030 button=peek(intout):xm=peek(ptsout):ym=peek(ptsout+2)-20
4040 return
4775 if game$="JACK" then gosub jack
5000 giant:
5010 poke contrl,107:poke contrl+2,0:poke contrl+6,1:poke intin,taille
5020 vdisys
5030 return

```

ATARI ST

SKI

Un jeu de saison qui vous invite à de belles
glissades enneigées. Attention à bien suivre les courbes du
couloir, chaque incartade vous coûtant
des points. Chaussez vos skis et restez vigilants !

```

10 / SKI by Y.Beltchenko (c) 1986
20 /
30 fullw 2:clearw 2
40 effect=16:gosub effet:a$="G0":for t=1 to 2
50 gotoxy 33+t,0:print mid$(a$,t,1):next:effect=0:gosub effet
60 for t=1 to 17:gotoxy 31,t:print chr$(14):gotoxy 38,t:print chr$(15):next
62 score=100:xj=0:gosub mouse:if button=0 then goto 62
70 px=31:randomize 0:ine=1:for t=1 to 200
71 if ine=10 then ine=1
72 if ine>1 then px=px+(rnd(0)>.5)-(rnd(0)<.5):ine=ine+1:goto 75
73 px=px+(rnd>.5)-(rnd<.5):ine=ine+1
75 if px>40 then px=40 else if px<5 then px=5
78 gotoxy px,17:print chr$(14):gotoxy px+7,17:print chr$(15)
80 gosub key:xj=xj+(status=2)-(status=1):if xj<-28 then xj=-28
90 if xj>28 then xj=28
100 if 33+x1>px+10 then score=score-1
110 if 33+x1<px-4 then score=score-1
120 gosub affj
130 next:gosub poson:goto 10
135 poson:

```

```

140 gotoxy 1,5:print "score=";score:for t=1 to 1000:next:return
1000 box:
1010 linef xb,yb,xb+1b,yb:linef xb+1b,yb,xb+1b,yb+hb
1020 linef xb+1b,yb+hb,xb,yb+hb:linef xb,yb+hb,xb,yb
1030 return
2000 effet:
2010 poke contrl,106:poke contrl+2,0:poke contrl+6,1:poke contrl+10,1
2020 poke intin,effect
2030 vdisys
2040 return
3000 mouse:
3010 poke contrl,124:poke contrl+2,0:poke contrl+6,0
3020 vdisys
3030 button=peek(intout):xpos=peek(ptsout):ypos=peek(ptsout+2)-38
3040 return
4000 key:
4010 poke contrl,128:poke contrl+2,0:poke contrl+6,0
4020 vdisys
4030 status=peek(intout)
4040 return
5000 affj:
5005 gotoxy 33+x1,6:print " ":gotoxy 33+x1,7:print " "
5010 gotoxy 33+xj,7:print chr$(28)+chr$(29)
5020 gotoxy 33+xj,8:print chr$(30)+chr$(31)
5030 x1=xj
5050 return

```

ATARI ST

MUSIC

Les mélomanes ne sont pas oubliés. Voici un programme d'édition musicale très bien réalisé. Vous pouvez déterminer les notes, les octaves, la durée et l'amplification. Il suffit de cliquer l'option à l'aide de la souris.

```

10 'MUSIC 1/10/1986 Sotiropoulos c.
20 'POUR QUITTER LE PROGRAMME, EN MOYENNE RESOLUTION CONTROL+C
25 'EN HAUTE RESOLUTION POINTEZ SUR F I N
30 fullw 2:clearw 2:clear:a$(21),note(91),octave(91),volume(91)
35 if peek(systab)=2 then gosub medium:goto 40
37 if peek(systab)=1 then gosub high:goto 40
39 end
40 volume=11:octave=4:voice=1:duree=25:index=0
50 dim duree(100):yy=10
60 a$(1)="DO ":a$(2)="DO#":a$(3)="RE ":a$(4)="RE#":a$(5)="MI ":a$(6)="FA "
70 a$(7)="FA#":a$(8)="SO ":a$(9)="SO#":a$(10)="LA ":a$(11)="LA#":a$(12)="SI "
80 a$(13)=chr$(17):a$(14)=chr$(18):a$(15)=chr$(19):a$(16)=chr$(20)
90 a$(17)="Joue":a$(18)="Eff":a$(19)="Fin "
100 b$(1)="Duree 1":b$(2)="Duree 2":b$(3)="Duree 3":b$(4)="Duree 4"
110 b$(5)="Duree 5":b$(6)="Ampli 1":b$(7)="Ampli 2":b$(8)="Enleve"
120 gotoxy trois,0:print chr$(11);":":gotoxy trois,2:print "0 : "
130 gotoxy trois,4:print "D :":gotoxy trois,6:?"A : "
135 linef 228,mm1+3,690,mm1+3
140 linef 224,mm1+5,690,mm1+5:linef 224,mm1+5 ,224,mm2
141 linef 228,mm1+4,690,mm1+4
142 linef 232,mm1+1,690,mm1+1:linef 236,mm1,690,mm1
144 linef 240,mm1-2,690,mm1-2

```

```

145 effect=16:gosub effet:gosub prtnotes
150 effect=2:gosub effet:gosub affiche
160 gosub mouse:flag=0:if xpos<145 and xpos>80 then 180
170 flag=1:if xpos>250 and xpos<335 then 180 else 160
180 choix=int((ypos-sub)/matr):if button=0 goto 160
190 '
200 choix=choix+6:gosub affiche:effect=1
205 if choix>=17 and peek(systab)=2 then effect=2:goto 160
210 if flag=1 and choix>8 then effect=2:goto 160
220 if flag=1 then gosub effet:gotoxy mmx1,choix:?b$(choix+1);" " :goto 310
230 '
240 gosub effet:gotoxy mmx,choix:print a$(choix+1);" "
250 if choix>=18 then clearw 2:effect=0:gosub effet:end
260 effect=2:gosub effet:if choix<=0 then choix=0:gosub nota:goto 160
270 if choix>11 and choix<16 then gosub octav:goto 160
280 if choix=16 then gosub play:goto 160
290 if choix=17 then gosub annule:goto 160
295 '
300 if flag=0 then gosub nota:goto 160
310 effect=2:gosub effet:gosub other:goto 160
320 affiche:effe=effect:effect=0:gosub effet:gotoxy 1,0:print chr$(11);
330 print chr$(11):gotoxy 1,12:print "Octave":effect=effe:gosub effet
340 for i=0 to last:gotoxy mmx,i:print a$(i+1);:next i:print
350 for i=0 to 7:gotoxy mmx1,i:print b$(i+1);:next i
355 if peek(systab)=2 then return
360 for i=19 to 325 step 17:linef 80,i,144,i:next
370 linef 80,0,80,325:linef 144,0,144,325:linef 145,0,145,325
380 linef 250,0,250,138:linef 335,0,335,138:linef 336,0,336,136
390 for i=19 to 138 step 17:linef 250,i,335,i:next
400 return
410 mouse:
420 poke contr1,124:poke contr1+2,0:poke contr1+6,0
430 vdisys
440 button=peek(intout):xpos=peek(ptsout):ypos=peek(ptsout+2)
450 ypos=ypos-coord
460 return
470 effet:
480 poke contr1,106:poke contr1+2,0:poke contr1+6,1:poke contr1+10,1
490 poke intin,effect
500 vdisys
510 return
520 nota:if index=ttl then gosub play:index=0:goto 160
530 ct=ct+1:effe=effect:effect=4:gosub effet
540 gotoxy xx,yy:?a$(choix+1):xx=xx+plus:if ct=1tt then xx=xxp:yy=yy+1:ct=0
550 effect=effe:gosub effet
560 index=index+1:note(index)=choix+1:octave(index)=octave
570 volume(index)=volume:duree(index)=duree:gotoxy quatre,0:?a$(choix+1);
580 print" " :return
590 octav:octave=choix-1:gotoxy quatre,2:print choix-1:return
600 play:if index=0 then return
610 for i=1 to index:sound voice,volume(i),note(i),octave(i),duree(i)
620 sound 1,0:next
630 return
640 annule:
650 index=0:for i=1 to 90:note(i)=0:next:gosub enleve
660 return
670 other:
680 if choix<5 then duree=choix+20:gotoxy quatre,4:?choix+1:return
690 if choix=5 then volume=11:gotoxy quatre,6:print " 1":return
700 if choix=6 then volume=13:gotoxy quatre,6:print " 2":return
710 gosub enlnote
720 return
730 enleve:

```

```

740 for i=10 to 18:gotoxy xxp,i:print spc(45):next:xx=xxp:yy=10:ct=0
750 return
760 enlnote:
770 if index=0 then return
780 effe=effect:effect=4:gosub effet
790 if xx=xxp then xx=yyp:yy=yy-1:ct=9:goto 810
800 xx=xx-plus:ct=ct-1
810 gotoxy xx,yy:print"  "
820 index=index-1:effect=effe:gosub effet
830 return
840 prtnotes:gotoxy bas,9
850 print "N":gotoxy bas+2,9:print "O":gotoxy bas+4,9:print"T"
860 gotoxy bas+6,9:print "E":gotoxy bas+8,9:print"S":return
870 medium:coord=19:matr=9:sub=57:mmx=10:mmx1=30:last=16:xx=28:trois=50
880 mm1=80:mm2=185:quatre=59:bas=40:xxp=28:yyp=64:plus=4:ttl=70
885 ltt=10:return
890 high:coord=38:matr=16:sub=108:mmx=5:mmx1=15:last=18:xx=14:xxp=14
900 mm1=160:mm2=370:trois=25:quatre=29:bas=20:yyp=32:plus=2:ttl=90
910 ltt=10:return

```

ATARI ST

RUSSE

Pour les jours de gros cafard ou si vous voulez tester votre sang froid, un logiciel original qui vous confronte à la roulette russe. Dans une ambiance tendue, vous tournez le barillet et tirez... Toujours vivant ?

Bravo, on recommence. Et si vous abandonnez l'ordinateur se fera une joie de vous traiter de « poule mouillée ».

List of RUSSE.BAS

```

1      p=0:t=0
5      fullw 2:clearw 2
7      qosub com
10     color 4,9, 0,3,4
12     fill 20,20
15     color 2,0,1
16     gotoxy 10, 5 :print"roulette russe"
17     for i=1 to 3
18     read b,c,d,e,f
20     wave b,c,d,e,f,40
23     next i
25     data 3,4,14 ,100,8,14,16,20 ,14,32,8,4,12,10,25
30     qosub 1000
33     color 4
35     gotoxy 22,10:print"tourner[]"
38     gotoxy 22,12:print"tirer[]"
40     gotoxy 22,14:print"abandonner[]"
50     poke systab+24,1
55     poke contrl,124
60     poke contrl+2,0
65     poke contrl+4,1
70     poke contrl+6,0

```



```

75 poke contrl+8,1
80 vdisys(1)
85 xs=peek(ptsout)
90 ys=peek(ptsout+2)
95 key=peek(intout)
100 gotoxy 10,10
102 gosub curseur
106 color 1
107 gotoxy 2,2:print b$(int(rnd*4))
108 if key =1 then gosub test
110 goto 55
115 poke systab+24,0
120 end
500 com :
510 dim b$(4)
515 b$(0)="vas y, appuie!!"
520 b$(1)="ta mort est proche"
525 b$(2)="ton dernier BANG !"
530 b$(3)="fais tes pri
res 540 b$(4)="c'est la bonne!"
560 return
700 test :
710 if xs > 260 and xs < 264 and ys > 115 and ys < 118 then t =1:go
sub 7550
720 if xs>244 and xs < 248 and ys > 133 and ys < 136 then p=1
730 if xs>284 and xs<288 and ys>151 and ys<154 then goto abandon
750 rem
760 if p=1 and t=1 then gosub tir
770 return
1000 rem tempo & test souris
1010 poke contrl,124
1020 vdisys(1)
1030 key=peek(intout)
1040 if key =1 then clearw 2:return
1050 goto 1000
2000 tir :
2002 color int(rnd*8)+1:x=x+1:gotoxy 23,0:print"essai n°":x
2005 w=int(rnd*6)
2010 if w=5 then gotoxy 2,2:print"ah! t es mort aringao!":goto 115
2015 p=0:t=0
2020 gotoxy 2,2:print"click!!"
3000 curseur :
3010 poke contrl,122
3020 poke contrl+2,0
3030 poke contrl+4,0
3040 poke contrl+6,1
3050 poke contrl+8,0
3060 poke intin,0
3070 vdisys(1)
3080 return
4000 abandon :
4010 color 5
4020 gotoxy 2,2:print"poule mouille!"
5000 tempo :
5010 for f= 1 to 900:next f:return
7550 if t=1 and p=0 then gotoxy 2,2:print"barillet tourn!"
b tempo
7560 return

```

Commentaires :

1-5 : présentation
35-40 : affichage options
50-80 : désactivation Basic ; gestion position souris
85 : coordonnées X de la souris
90 : coordonnées Y de la souris
95 : test pression bouton souris
107 : affichage commentaires
108 : test pression bouton gauche de la souris
115 : réactivation Basic
720-730 : test localisation souris
1000-1050 : temporisation et test pression de la souris

POSTER

Affichez ou offrez vos plus belles réalisations sur tablette graphique Atari, sauvegardées et réutilisables en Basic. Il faut une imprimante Epson (ou toute autre dont la tête possède au moins huit aiguilles de haut) et un disque format Dos 2.0 (ou compatible) dans le lecteur n° 1. « Insert » pour sauver l'image sous le nom de « Picture » (toujours), puis lancez *Poster*.

```

100 REM *****
101 REM ** **
102 REM ** POSTER **
103 REM ** **
104 REM ** par Laurent Decomble **
105 REM ** **
106 REM ** Mai/Juin 1986 **
107 REM ** **
108 REM *****
1000 RESTORE 1630:FOR A=0 TO 57:READ B:?
   A:C=C+B:POKE 1536+A,B:NEXT A
1010 IF C<>5841 THEN ? "ERREUR DANS LES
   DATAS LANGAGE MACHINE SOMME INCORRECT
   E! DIFFERENCE=";C-5841
1020 POKE 82,0:POKE 710,0:POKE 709,255:D
   IM B(3,4),C(3,4),T(191),R$(15),N$(1)
1030 ? CHR$(125):POKE 709,14:POKE 710,0
1040 ? "Nom de l'image a recopier sur "
1050 ? " l'imprimante compatible EPSON"
1060 ? :? " Ex. D1:PICTURE.PIC "
1070 ? :? " ";:INPUT R$
1080 ? :? "Type de Largeur 0 1 ou 5 ";:I
   NPUT TAI
1090 ? :? "La reference est: Fond=feuille
   e de papier"
1100 ? :? "Normal ou Inverse ";:INPUT N$
1110 IF N$="N" THEN C=3
1120 IF N$="I" THEN C=0
1130 IF TAI=1 THEN YD=191:YF=0:MSB=3:LSB
   =192:GOTO 1250
1140 IF TAI=5 THEN GOTO 1200
1150 IF TAI<>0 THEN GOTO 1080
1160 ? "IL N'Y A QUE 480 POINTS DANS CE
   MODE QUELLE MOITIE DE L'IMAGE DESIRE
   Z VOUS INPRIMER /\=S \/=I";:INPUT N$
1170 IF N$="S" THEN YD=95:YF=0:GOTO 1240
1180 IF N$="I" THEN YD=191:YF=96:GOTO 12
   40
1190 GOTO 1150
1200 ? "IL N'Y A QUE 576 POINTS DANS CE
   MODE QUELLE PARTIE DE L'IMAGE DESIRE
   Z VOUS INPRIMER /\=S \/=I";:INPUT N$
1210 IF N$="S" THEN YD=76:YF=0:MSB=1:LSB
   =129:GOTO 1250
1220 IF N$="I" THEN YD=191:YF=76:MSB=2:L
   SB=68:GOTO 1250
1230 GOTO 1210
1240 MSB=1:LSB=224

1250 GOSUB 1400
1260 FOR X=0 TO 159
1270 ? #1;CHR$(27);CHR$(42);CHR$(TAI);CH
   R$(LSB);CHR$(MSB);
1280 FOR Y=YD TO YF STEP -1:LOCATE X,Y,A
   :A=ABS(C-A):FOR NL=0 TO 4:PUT #1,B(A,NL
   ):NEXT NL:T(Y)=A:NEXT Y
1290 ? #1;CHR$(27);CHR$(51);CHR$(2);
1300 ? #1
1310 ? #1;CHR$(27);CHR$(42);CHR$(TAI);CH
   R$(LSB);CHR$(MSB);
1320 FOR Y=YD TO YF STEP -1:FOR NL=0 TO
   4:PUT #1,C(T(Y),NL):NEXT NL:NEXT Y
1330 ? #1;CHR$(27);CHR$(51);CHR$(2);
1340 ? #1
1350 NEXT X
1360 CLOSE #1
1370 LPRINT CHR$(12)
1380 RUN
1390 REM **** INITIALISATION ****
1400 RESTORE 1500
1410 FOR NC=0 TO 3:FOR NL=0 TO 4:READ U:
   B(NC,NL)=U:NEXT NL:FOR NL=0 TO 4:READ U
   :C(NC,NL)=U:NEXT NL:NEXT NC
1420 GRAPHICS 31:IF C=3 THEN GOSUB 1590
1430 IF C=0 THEN GOSUB 1610
1440 OPEN #1,4,0,R$:SC=PEEK(88)+PEEK(89)
   *256
1450 X=USR(1536,1,4,SC,7680):CLOSE #1
1460 OPEN #1,8,0,"P":
1470 ? #1;CHR$(27);CHR$(51);CHR$(22);
1480 RETURN
1490 POKE 709,15:POKE 710,0
1500 DATA 0,0,0,0,0
1510 DATA 0,0,0,0,0
1520 DATA 170,85,170,85,170
1530 DATA 170,85,170,85,170
1540 DATA 136,34,136,34,136
1550 DATA 136,34,136,34,136
1560 DATA 255,255,255,255,255
1570 DATA 255,255,255,255,255
1580 SETCOLOR 3,0,0:SETCOLOR 2,0,0:SETCO
   LOR 1,0,0:SETCOLOR 0,0,0:RETURN
1590 POKE 708,6:POKE 709,10:POKE 710,15:
   POKE 712,0:RETURN
1600 RETURN
1610 POKE 708,10:POKE 709,6:POKE 710,0:P
   OKE 712,15:RETURN

```

1620 RETURN
1630 DATA 104,201,4,240,15,170,240,5,104
,104,202,208,251,169,3,133,185,76,64
1640 DATA 185,104,104,10,10,10,10,170,10

4,104,24,105,3,157,66,3,104,157,69
1650 DATA 3,104,157,68,3,104,157,73,3,10
4,157,72,3,32,86,228,152,48,214,96

ATARI XL

MINITEST

Ce programme vous servira à tester diverses possibilités
de votre Minitel,
et même à dessiner avec. Une nouvelle extension à peu de frais.

```
1000 REM *****
1010 REM ** **
1020 REM ** ** ** ** Comprenez **
1030 REM ** ** ** ** Utilisez **
1040 REM ** ** ** ** Dessinez **
1050 REM ** ** ** ** Testez **
1060 REM ** ** ** ** Votre **
1070 REM ** ** ** ** Minitel **
1080 REM ** ** ** ** par **
1090 REM ** ** ** ** Laurent **
1100 REM ** ** ** * DEOMBLE **
1110 REM ** **
1120 REM *****
1130 DIM CF(8),D(100)
1140 CF(1)=80:CF(2)=84:CF(3)=81:CF(4)=85
:CF(5)=82:CF(6)=86:CF(7)=83:CF(8)=87
1150 TIME=0
1160 GRAPHICS 0:SETCOLOR 2,0,0:SETCOLOR
1,0,14:POKE 82,0
1170 OPEN #1,13,0,"R3:"
1180 XIO 36,#1,10,0,"R3:"
1190 XIO 38,#1,2,0,"R3:"
1200 XIO 40,#1,0,0,"R3:"
1210 PUT #1,12
1220 ? "TEST MINITEL (1)"
1230 ? "TEXTE A (2)"
1240 ? "TEXTE B (3)"
1250 ? "TEXTE C (4)"
1260 ? "GRAPHIQUE (5)"
1270 INPUT REPONSE
1280 IF REPONSE<1 OR REPONSE>5 THEN GOTO
1220
1290 ON REPONSE GOTO 1300,1550,1620,1670
,1710
1300 REM CARACTERES NORMAUX
1310 PUT #1,15:FOR A=32 TO 127:PUT #1,A:
PUT #1,32:NEXT A
1320 PUT #1,10:PUT #1,13
1330 PUT #1,10:PUT #1,13
1340 REM CARACTERES MOSAIQUE
1350 PUT #1,14
1360 FOR A=32 TO 63:PUT #1,A:PUT #1,32:N
EXT A
1370 FOR A=95 TO 127:PUT #1,A:PUT #1,32:
NEXT A
1380 REM CARACTERES SPECIAUX
1390 RESTORE 2120
```

```
1400 PUT #1,15:PUT #1,10:PUT #1,10:PUT #
1,13
1410 FOR A=1 TO 21:PUT #1,25:READ X:READ
Y:PUT #1,X:PUT #1,Y:PUT #1,32:NEXT A
1420 FOR A=1 TO 13:PUT #1,25:READ X:PUT
#1,X:PUT #1,32:NEXT A
1430 PUT #1,10:PUT #1,13
1440 REM ATTRIBUTS DE VISUALISATION
1450 REM MODE ROULEAU
1460 PUT #1,27:PUT #1,58:PUT #1,105:PUT
#1,67
1470 PUT #1,10:PUT #1,13
1480 FOR B=1 TO 8
1490 RESTORE 2160:FOR A=1 TO 8:READ CC
1500 PUT #1,27:PUT #1,CF(B):PUT #1,27:PU
T #1,CC:PRINT #1;" ABCDEFGHIJKLMNOPQRST
UVWXYZ0123456789<>"
1510 PUT #1,10:PUT #1,13
1520 NEXT A
1530 NEXT B
1540 GOTO 1220
1550 PUT #1,31:PUT #1,64:PUT #1,65:REM I
MPRIME EN LIGNE 0
1560 REM FANHARD EST LA EN CLIGN EN HAUT
1570 PUT #1,31:PUT #1,66:PUT #1,65:FOR A
=1 TO 10:PUT #1,96:NEXT A:PUT #1,27:PUT
#1,72
1580 PRINT #1;"Fanhard est la.";
1590 PUT #1,27:PUT #1,73:FOR A=1 TO 11:P
UT #1,96:NEXT A
1600 GOTO 1220
1610 REM FANHARD EST LA EN INVER EN HAUT
1620 PUT #1,31:PUT #1,64:PUT #1,65:FOR A
=1 TO 10:PUT #1,96:NEXT A:PUT #1,27:PUT
#1,93
1630 PRINT #1;"Fanhard est la.";
1640 PUT #1,27:PUT #1,92:FOR A=1 TO 11:P
UT #1,96:NEXT A
1650 GOTO 1220
1660 REM FANHARD CLIGN ET INVERS EN HAUT
1670 PUT #1,31:PUT #1,64:PUT #1,65:FOR A
=1 TO 11:PUT #1,96:NEXT A:PUT #1,27:PUT
#1,93:PUT #1,27:PUT #1,72
1680 PRINT #1;"Fanhard te salue";
1690 PUT #1,27:PUT #1,92:PUT #1,27:PUT #
1,73:FOR A=1 TO 12:PUT #1,96:NEXT A
1700 GOTO 1220
```

```

1710 RESTORE 1830
1720 FOR T=1 TO TIME:NEXT T
1730 READ B: ? B
1740 IF B=-999 THEN CLOSE #1:END
1750 IF B<0 THEN PUT #1,ABS(B):GOTO 1720
1760 IF B=0 THEN READ B:FOR A=1 TO B:REA
D C:PUT #1,C:NEXT A:GOTO 1720
1770 READ C:FOR A=1 TO C:READ D:D(A)=D:N
EXT A
1780 FOR I=1 TO B:REM NBE DE REPETITION
S
1790 FOR J=1 TO C:PUT #1,D(J):REM GROUP
F A REPETER
1800 NEXT J
1810 NEXT I
1820 GOTO 1720
1830 DATA 0,3,31,48,57
1840 DATA 7,2,47,11
1850 DATA 3,1,8
1860 DATA 36,1,95
1870 DATA -13,-9
1880 DATA 3,1,10
1890 DATA 3,1,9
1900 DATA 4,1,126,-11,3,1,95
1910 DATA -13,-10,-10,-9,-9,-9
1920 DATA 4,2,47,11
1930 DATA -27,-78,-47,-27,-76,-126,-92
1940 DATA 4,4,8,10,47,8
1950 DATA -9,5,2,47,11
1960 DATA 2,3,10,123,8

1970 DATA -8,2,3,10,125,8
1980 DATA -10,5,2,47,11
1990 DATA 3,2,10,8,-10,-10
2000 DATA 5,2,47,11,2,2,10,8,-10,-126,-1
26,-11,-95,-95
2010 DATA -9,-11,-9,-11,5,4,8,10,47,8
2020 DATA -9,4,2,47,11
2030 DATA -27,-78,-47,-27,-76,-126,-92
2040 DATA 4,4,8,10,47,8
2050 DATA -8,-11,-11,-126,-126,-11,-95,-
95,-11,-11,-9,-9
2060 DATA 5,1,95,2,4,8,10,47,8,2,3,8,95,
8,-10,2,3,8,126,8
2070 DATA -9,-9,-11,-11,-11,5,4,8,10,47,
8
2080 DATA -9,-9,-9,2,2,9,11,3,3,123,8,10
2090 DATA -9,-9,5,2,11,47,-8,-11,3,1,95,
-10,-92,4,4,8,10,47,8
2100 DATA -10,5,3,8,126,8
2110 DATA -999
2120 DATA 65,97,65,101,65,117,66,101,67,
97,67,101,67,105,67,111,67,117,72,101,7
2,105,122,0,75,99
2130 DATA 67,65,65,69,66,69,67,73,67,79,
65,85,106,0,75,67
2140 DATA 35,36,38,44,45,46,47,48,49,56,
60,61,62
2150 REM COULEURS
2160 DATA 64,68,65,69,66,70,67,71

```

ATARI XL

LE TOUR DE L'ATARI

Personnalisez vos documents (lettres, enveloppes,...) en les agrémentant d'une superbe carte du monde en exergue. Il vous faut une imprimante plotter Atari 1020 ou Sony PRN-C 41. Sinon, amusez-vous sur un écran Haute Résolution. Si le périphérique est trop lent, ralentissez le Basic.

```

10 REM *****
20 REM *
30 REM * Le tour de l'ATARI *
40 REM *
50 REM * en 24 longitudes *
60 REM *
70 REM * par Laurent Decomble *
80 REM *
90 REM *****
100 MX=0.67:MY=0.66:POKE 709,15:POKE 710
,0
110 ? CHR$(125)
120 ? " TRACE UNE CARTE DU MONDE "
130 ? :? "SUR ECRAN SEULEMENT ?.....
1"
140 ? :? "SUR ECRAN ET IMPRIMANTE.....
2"
150 INPUT R1

```



```

160 IF R1<1 OR R1>2 THEN GOTO 150
170 IF R1=1 THEN GOTO 230
180 ? " IMPRIMANTE DE QUEL TYPE ?":?
190 ? "SONY PRN-C41 (Feuilles A4)....1"
200 ? "ATARI Plotter A 1020.....2"
210 INPUT TY
220 IF TY<1 OR TY>2 THEN GOTO 150
230 DIM RE(22),NI(22),NC(22,16)
240 RESTORE 9000
250 FOR A=1 TO 22:READ RE:RE(A)=RE:NEXT
  A
260 FOR A=1 TO 22:READ NI:NI(A)=NI:NEXT
  A
270 FOR A=1 TO 22:FOR B=1 TO NI(A)
280 READ NC:NC(A,B)=NC:NEXT B:NEXT A
290 IF R1=1 THEN GOTO 360
300 IF TY=2 THEN LPRINT CHR$(27);CHR$(7)
  :GOTO 320
310 LPRINT CHR$(27);"##"
320 LPRINT "H":LPRINT "I":LPRINT "C0"
330 PRINT "TAILLE :0.1 a 2 ou +":INPUT
  T
340 ? "CADRAGE X (0)":INPUT CX
350 ? "CADRAGE Y (0)":INPUT CY
360 GRAPHICS 24:COLOR 1
370 POKE 710,15:POKE 709,0
380 FOR N=1 TO 22:RESTORE RE(N)
390 FOR B=1 TO NI(N):READ X,Y
400 GOSUB 560:PLOT W,Z:IF R1=1 THEN GOTO
  430
410 GOSUB 500
420 LPRINT "M";Y;";";X
430 FOR A=1 TO NC(N,B):READ X,Y
440 GOSUB 560:DRAWTO W,Z:IF R1=1 THEN GO
  TO 470
450 GOSUB 500
460 LPRINT "D";Y;";";X
470 NEXT A:NEXT B:NEXT N
480 IF R1<>1 THEN LPRINT "H"
490 GOTO 490
500 X=X+CX:Y=Y+TY+CY
510 IF X<0 THEN X=0
520 IF X>960 THEN X=960
530 IF Y<0 THEN Y=0
540 IF Y>999 THEN Y=999
550 X=-X:RETURN
560 W=MX*X:Z=192-M*Y
570 IF W<0 THEN W=0
580 IF W>319 THEN W=319
590 IF Z<0 THEN Z=0
600 IF Z>191 THEN Z=191
610 RETURN
8999 REM ADRESSES POUR RESTORE
9000 DATA 21230,11000,21150,21190,21170,
  21210,12000,21250,16000,15000,21120
9010 DATA 21090,21040,21280,13000,21530,
  20000,18000,14000,21590,10000,21000
9099 REM NOMBRE D'ILES / GROUPE
9100 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
  1,5,5,16,1,3,1,1
9199 REM NBRE DE COUPLES / ILE
9200 DATA 5,94,8,4,7,3,169,11,26,7,16,3,
  3,5,4,5,15,9,7,9,6,4,12,11,24,7,5,10,3
9210 DATA 4,5,4,5,3,4,4,4,16,3,4,3,6,3,8,
  5,25,13,10,3,20,17,8,20,26,20,13,30,5
9220 DATA 15,5,3,4,16,5,59,8,4,7,109,20
9990 REM *****

```

```

9991 REM **ORIGINE 242,59 **
9992 REM **
9993 REM ** AFRIQUE **
9994 REM ** 110 COUPLES **
9995 REM **
9996 REM *****
10000 DATA 242,59,239,60,238,62,239,64,2
  36,70,233,76,232,81,233,82,229,89
10010 DATA 228,92,228,95,229,99,231,101,
  231,104,230,108,229,113,227,117
10020 DATA 224,120,223,122,224,126,224,1
  33,223,135,221,134,218,133,216,137
10030 DATA 213,139,208,137,205,135,200,1
  37,195,135,193,135,190,137,185,141
10040 DATA 184,145,180,150,180,152,179,1
  55,180,156,181,163,182,165,180,166
10050 DATA 183,168,187,171,191,179,193,1
  81,194,189,198,191,200,195,201,193
10060 DATA 204,193,206,192,211,195,216,1
  96,220,196,225,195,227,194,226,192
10070 DATA 228,191,225,189,227,188,234,1
  86,235,184,238,184,240,183,242,184
10080 DATA 242,187,245,188,247,187,250,1
  85,255,184,258,185,261,186,261,181
10090 DATA 267,171,268,169,271,166,272,1
  61,274,160,276,154,278,153,282,149
10100 DATA 280,147,282,147,284,145,295,1
  48,295,146,293,141,292,137,288,131
10110 DATA 284,128,278,120,275,117,275,1
  13,276,108,278,104,278,97,277,94
10120 DATA 274,92,269,89,267,85,268,82,2
  69,79,266,77,263,75,263,71
10130 DATA 260,68,254,61,250,60,246,60,2
  42,59
10990 REM *****
10991 REM **ORIGINE 115,16 **
10992 REM **
10993 REM ** AMERIQUE DU SUD **
10994 REM ** 95 COUPLES **
10995 REM **
10996 REM *****
11000 DATA 115,16,108,21,105,24,104,28,1
  02,29,100,32,97,48,96,58,91,82,89,90
11010 DATA 83,94,72,112,70,113,71,118,73
  ,119,71,121,71,126,76,132,76,138
11020 DATA 74,140,74,141,73,143,72,143,7
  1,141,70,141,68,142,68,144
11030 DATA 73,144,75,145,77,144,77,143,7
  9,145,81,149,83,149,87,150,86,146
11040 DATA 88,145,88,147,90,149,93,147,9
  9,147,99,148,101,147,103,147,105,148
11050 DATA 105,146,104,145,109,141,110,1
  39,115,138,120,134,122,129,121,125
11060 DATA 124,125,122,122,129,124,132,1
  21,137,120,141,120,144,117,148,115
11070 DATA 150,110,146,106,142,100,143,8
  8,140,81,136,80,130,76,131,70,128,63
11080 DATA 127,60,125,59,125,57,121,56,1
  17,58,117,56,120,54,120,53,122,53
11090 DATA 121,50,117,48,115,47,115,43,1
  12,43,113,41,114,40,112,39,113,36
11100 DATA 112,34,113,32,116,31,115,26,1
  16,21,114,20,115,16
11990 REM *****
11991 REM **ORIGINE 68,142 **
11992 REM **
11993 REM ** AMERIQUE DU NORD **

```

| | | | |
|--|-------------|----|--|
| 11994 REM ** | 170 COUPLES | ** | 36,220,239,225,245,227,247,232,252 |
| 11995 REM ** | | ** | 13090 DATA 236,259,244,263,250,262,250,2 |
| 11996 REM ***** | | | 60,254,261,255,259,258,260,264,258 |
| 12000 DATA 68,142,66,143,63,145,62,148,6 | | | 13100 DATA 265,256,263,253,258,254,256,2 |
| 0,152,56,153,52,157,50,159,48,160 | | | 55,257,252,258,250,261,248,260,251 |
| 12010 DATA 46,158,44,159,43,161,36,163,3 | | | 13110 DATA 264,250,265,252,267,254,269,2 |
| 2,168,35,170,32,180,30,193,28,194 | | | 53,269,256,268,257,267,259,271,258 |
| 12020 DATA 27,191,28,185,30,175,28,173,2 | | | 13120 DATA 271,255,273,255,275,258,279,2 |
| 6,178,26,181,23,184,26,185,24,189 | | | 59,280,258,286,259,287,257,288,258 |
| 12030 DATA 26,197,23,200,25,213,34,224,3 | | | 13130 DATA 287,260,288,262,290,261,292,2 |
| 6,234,41,248,38,251,38,254,32,257 | | | 59,296,258,297,259,294,262,293,264 |
| 12040 DATA 27,254,29,258,23,257,22,254,1 | | | 13140 DATA 294,266,293,268,298,267,298,2 |
| 4,250,2,250,10,252,18,256,14,256 | | | 64,302,259,302,256,299,255,303,254 |
| 12050 DATA 16,258,15,259,15,261,18,260,1 | | | 13150 DATA 304,258,304,259,305,260,309,2 |
| 7,262,21,265,25,263,29,265,24,266 | | | 57,307,260,306,262,303,261,300,265 |
| 12060 DATA 26,270,31,270,33,268,35,270,3 | | | 13160 DATA 300,268,302,264,306,264,303,2 |
| 3,273,36,274,38,273,45,276,50,275 | | | 66,304,267,309,265,311,263,310,266 |
| 12070 DATA 60,272,64,269,64,266,66,266,6 | | | 13170 DATA 305,269,310,270,311,271,310,2 |
| 5,263,67,261,71,260,70,263,76,265 | | | 72,316,274,322,274,321,275,322,279 |
| 12080 DATA 78,269,81,268,85,264,92,264,9 | | | 13180 DATA 325,278,324,277,327,277,328,2 |
| 5,265,100,262,102,264,104,261 | | | 76,329,277,333,277,335,276,336,274 |
| 12090 DATA 108,264,109,267,113,270,114,2 | | | 13190 DATA 333,269,336,272,340,272,341,2 |
| 68,112,260,115,261,119,264,121,262 | | | 71,346,272,347,271,352,270,351,272 |
| 12100 DATA 116,257,112,258,110,256,99,25 | | | 13200 DATA 355,273,358,271,362,268,362,2 |
| 2,91,246,92,241,97,237,101,236 | | | 70,364,269,371,270,369,272,379,273 |
| 12110 DATA 99,233,100,229,102,230,104,23 | | | 13210 DATA 384,271,391,272,396,269,406,2 |
| 5,111,238,110,244,117,250,122,249 | | | 69,405,272,414,271,422,271,428,269 |
| 12120 DATA 125,246,123,244,124,241,127,2 | | | 13220 DATA 429,270,433,269,435,265,431,2 |
| 42,130,246,131,235,135,231,134,228 | | | 65,425,268,426,265,424,264,428,263 |
| 12130 DATA 130,228,126,225,116,226,109,2 | | | 13230 DATA 430,261,428,260,428,255,420,2 |
| 19,117,223,118,221,115,220,116,218 | | | 54,421,250,423,250,426,248,427,245 |
| 12140 DATA 118,217,120,217,115,214,113,2 | | | 13240 DATA 428,241,429,236,419,243,417,2 |
| 12,112,213,114,217,111,216,108,214 | | | 47,418,251,418,254,416,258,414,255 |
| 12150 DATA 105,213,105,209,101,208,103,2 | | | 13250 DATA 413,257,410,256,410,252,412,2 |
| 07,99,206,95,203,93,205,93,201 | | | 50,408,249,408,251,407,251,399,248 |
| 12160 DATA 92,200,91,205,90,199,83,192,7 | | | 13260 DATA 398,245,395,240,401,238,402,2 |
| 9,190,78,187,79,180,77,176,76,178 | | | 39,406,237,405,236,407,235,410,229 |
| 12170 DATA 75,182,74,187,72,186,69,188,6 | | | 13270 DATA 412,223,411,218,410,215,408,2 |
| 5,188,67,185,63,186,58,187,50,181 | | | 16,406,214,407,211,404,208,409,204 |
| 12180 DATA 50,178,47,173,47,169,49,164,5 | | | 13280 DATA 411,200,408,197,406,202,403,2 |
| 1,163,53,164,55,163,57,165,58,170 | | | 03,402,207,399,207,397,206,396,209 |
| 12190 DATA 65,169,60,159,64,159,67,159,6 | | | 13290 DATA 394,211,392,206,391,204,393,2 |
| 6,148,68,144,68,142 | | | 03,395,201,397,203,399,202,400,201 |
| 12990 REM ***** | | | 13300 DATA 396,198,403,192,404,190,402,1 |
| 12991 REM **ORIGINE 200,196 | | | 89,404,188,405,184,404,179,402,174 |
| 12992 REM ** | | | 13310 DATA 399,172,397,171,396,173,395,1 |
| 12993 REM ** EUROPE URSS CHINE... | | | 70,392,169,391,167,390,169,387,170 |
| 12994 REM ** 417 COUPLES | | | 13320 DATA 384,167,385,163,389,158,392,1 |
| 12995 REM ** | | | 53,393,151,392,149,390,147,388,147 |
| 12996 REM ***** | | | 13330 DATA 388,145,386,143,386,146,383,1 |
| 13000 DATA 200,196,199,197,195,197,196,1 | | | 48,380,151,379,151,378,153,377,153 |
| 99,195,200,196,202,197,205,197,209 | | | 13340 DATA 377,150,376,147,379,141,384,1 |
| 13010 DATA 198,211,200,210,203,209,206,2 | | | 36,385,129,384,128,381,131,378,138 |
| 08,207,209,209,213,209,215,207,216 | | | 13350 DATA 378,140,375,142,374,142,374,1 |
| 13020 DATA 208,217,205,217,204,219,206,2 | | | 47,373,157,371,159,367,158,367,161 |
| 20,206,219,208,219,208,221,209,221 | | | 13360 DATA 365,164,362,166,360,169,358,1 |
| 13030 DATA 210,220,211,220,211,221,213,2 | | | 70,358,167,353,167,353,165,351,163 |
| 22,214,223,217,224,218,227,224,228 | | | 13370 DATA 343,156,343,151,342,147,342,1 |
| 13040 DATA 224,231,223,232,224,235,226,2 | | | 44,339,142,336,145,333,151,333,153 |
| 36,227,234,226,230,228,229,229,230 | | | 13380 DATA 331,158,329,169,328,167,325,1 |
| 13050 DATA 233,228,235,230,238,229,241,2 | | | 66,322,169,324,170,323,170,317,176 |
| 30,241,233,242,235,244,234,245,236 | | | 13390 DATA 311,175,303,176,301,178,298,1 |
| 13060 DATA 244,238,253,240,251,241,244,2 | | | 77,294,178,290,184,286,184,289,177 |
| 40,242,241,241,243,245,249,244,252 | | | 13400 DATA 292,174,293,176,293,173,295,1 |
| 13070 DATA 241,251,240,249,236,245,236,2 | | | 72,298,174,301,176,303,172,306,171 |
| 42,237,240,237,238,235,237,231,233 | | | 13410 DATA 308,169,305,165,305,162,303,1 |
| 13080 DATA 227,232,224,239,222,237,219,2 | | | 62,303,160,301,160,301,158,296,157 |

| | |
|--|--|
| 13420 DATA 295,155,290,153,282,150,281,1 | 15991 REM **ORIGINE DIVERSES ** |
| 55,280,158,278,160,277,164,274,164 | 15992 REM ** |
| 13430 DATA 273,170,269,173,270,175,266,1 | 15993 REM ** ILES NORD AM. DU NORD ** |
| 79,265,182,264,179,262,182,262,185 | 15994 REM ** ?? COUPLES ** |
| 13440 DATA 264,185,266,191,266,196,264,1 | 15995 REM ** |
| 97,263,195,261,195,259,197,257,195 | 15996 REM ***** |
| 13450 DATA 253,196,251,199,251,201,255,2 | 15999 REM ***** |
| 04,259,205,264,206,273,204,275,207 | 16000 DATA 130,247,126,251,126,253,123,2 |
| 13460 DATA 274,208,268,213,271,216,262,2 | 54,121,253,119,255,120,256,125,256 |
| 14,265,213,262,211,259,215,252,208 | 16010 DATA 130,259,127,266,123,264,119,2 |
| 13470 DATA 254,206,251,203,248,204,247,2 | 66,118,269,123,271,129,271,128,268 |
| 03,246,202,244,203,247,198,246,195 | 16020 DATA 132,269,138,265,138,260,141,2 |
| 13480 DATA 244,197,245,198,243,200,240,2 | 57,137,254,134,258,133,254,134,252 |
| 07,232,213,230,213,230,210,233,209 | 16030 DATA 133,250,129,252,130,247 |
| 13490 DATA 234,206,236,205,235,204,240,2 | 16099 REM *****2 |
| 03,240,202,238,202,237,201,238,200 | 16100 DATA 132,273,121,273,122,276,120,2 |
| 13500 DATA 235,197,235,200,232,205,226,2 | 78,122,279,124,276,133,275,132,273 |
| 08,226,210,224,210,220,207,217,209 | 16199 REM *****3 |
| 13510 DATA 215,209,214,208,211,206,210,2 | 16200 DATA 136,276,126,277,131,280,127,2 |
| 03,210,200,209,198,207,197,204,197 | 80,127,282,138,287,150,287,152,288 |
| 13520 DATA 200,196 | 16210 DATA 157,286,154,285,149,283,148,2 |
| 13990 REM ***** | 81,144,281,142,278,139,277,135,278 |
| 13991 REM **ORIGINE 433,41 ** | 16220 DATA 136,276 |
| 13992 REM ** | 16299 REM *****4 |
| 13993 REM ** AUSTRALIE ** | 16300 DATA 119,280,117,283,119,283,119,2 |
| 13994 REM ** 60 COUPLES ** | 80 |
| 13995 REM ** | 16399 REM *****5 |
| 13996 REM ***** | 16400 DATA 118,274,117,275,119,276,118,2 |
| 14000 DATA 433,41,431,43,429,42,425,46,4 | 74 |
| 27,50,425,52,427,56,422,52,421,56 | 16499 REM *****6 |
| 14010 DATA 420,59,415,59,410,58,407,57,4 | 16500 DATA 114,270,113,271,115,273,118,2 |
| 66,54,399,54,395,53,391,56,395,61 | 72,117,271,114,270 |
| 14020 DATA 394,71,396,72,396,76,398,80,4 | 16599 REM *****7 |
| 03,83,407,84,409,83,412,87,413,89 | 16600 DATA 114,275,112,276,113,278,117,2 |
| 14030 DATA 416,90,419,94,422,96,424,94,4 | 79,114,275 |
| 26,94,427,96,429,98,432,98,433,101 | 16699 REM *****8 |
| 14040 DATA 439,100,436,93,441,88,444,89, | 16700 DATA 106,269,105,272,108,274,111,2 |
| 447,96,447,100,449,104,450,99,450,95 | 73,109,270,106,269 |
| 14050 DATA 452,94,453,84,455,81,455,77,4 | 16799 REM *****9 |
| 57,76,456,73,458,71,457,67,455,62 | 16800 DATA 100,265,96,267,91,267,86,266, |
| 14060 DATA 450,55,445,51,445,49,441,44,4 | 86,269,91,269,88,271,90,273,93,273 |
| 36,43,433,41 | 16810 DATA 95,271,96,273,97,269,102,274, |
| 14990 REM ***** | 100,268,103,267,100,265 |
| 14991 REM **ORIGINE 155,243 ** | 16899 REM *****10 |
| 14992 REM ** | 16900 DATA 98,275,97,276,94,278,93,279,1 |
| 14993 REM ** GROENLAND ** | 01,280,103,277,107,279,108,277 |
| 14994 REM ** 65 COUPLES ** | 16910 DATA 106,275,98,275 |
| 14995 REM ** | 16999 REM *****11 |
| 14996 REM ***** | 17000 DATA 82,271,81,273,90,277,95,276,9 |
| 15000 DATA 155,243,154,245,152,244,150,2 | 4,275,90,274,86,271,82,271 |
| 48,150,250,151,252,149,253,149,256 | 17099 REM *****12 |
| 15010 DATA 154,260,157,262,154,264,157,2 | 17100 DATA 68,265,68,266,65,267,64,269,6 |
| 63,157,266,155,265,156,271,152,274 | 6,270,73,271,75,268,74,266,70,267 |
| 15020 DATA 147,274,144,275,145,277,149,2 | 17110 DATA 68,265 |
| 77,147,278,147,280,152,279,155,281 | 17990 REM ***** |
| 15030 DATA 152,281,152,282,162,285,164,2 | 17991 REM **ORIGINE DIVERSES ** |
| 84,172,284,173,285,174,284,175,281 | 17992 REM ** |
| 15040 DATA 176,285,185,287,193,286,190,2 | 17993 REM ** ILES VERS AUSTRALIE ** |
| 85,196,284,189,283,188,281,195,282 | 17994 REM ** ?? COUPLES ** |
| 15050 DATA 195,281,199,283,203,283,203,2 | 17995 REM ** |
| 81,199,280,197,275,195,275,196,272 | 17996 REM ***** |
| 15060 DATA 194,267,190,270,188,267,191,2 | 17999 REM ***** |
| 65,190,263,188,263,186,265,184,262 | 18000 DATA 449,21,450,22,451,21,449,21 |
| 15070 DATA 188,262,179,258,177,260,177,2 | 18099 REM *****2 |
| 57,174,255,171,254,168,254,162,250 | 18100 DATA 453,22,452,25,455,28,456,29,4 |
| 15080 DATA 155,243 | 57,29,463,31,464,32,466,33,467,36 |
| 15990 REM ***** | 18110 DATA 468,36,468,34,469,33,470,33,4 |

69,32,466,29,464,28,462,27,460,27
 18120 DATA 458,24,456,23,453,22
 18199 REM *****3
 18200 DATA 473,32,471,33,472,35,471,37,4
 171,38,474,38,476,41,476,48,477,41
 18210 DATA 478,43,478,39,479,38,481,39,4
 82,38,478,35,477,36,476,35,473,32
 18299 REM *****4
 18300 DATA 429,33,428,36,429,39,432,38,4
 35,39,434,37,431,33,430,34,429,33
 18399 REM *****5
 18400 DATA 389,113,386,114,385,116,383,1
 17,380,120,379,124,377,126,377,129
 18410 DATA 373,133,371,134,370,137,374,1
 36,376,134,379,130,380,130,385,126
 18420 DATA 384,124,386,122,389,122,391,1
 19,389,113
 18499 REM *****6
 18500 DATA 405,118,401,120,399,119,398,1
 21,397,119,396,122,396,124,393,125
 18510 DATA 394,130,398,129,399,131,401,1
 32,402,135,404,136,405,136,406,140
 18520 DATA 411,138,410,136,408,134,410,1
 31,408,131,411,127,409,126,408,124
 18530 DATA 407,123,407,121,405,118
 18599 REM *****7
 18600 DATA 413,114,411,115,412,118,411,1
 20,413,126,415,128,419,128,422,129
 18610 DATA 421,126,414,125,414,123,416,1
 24,419,124,415,122,417,119,416,118
 18620 DATA 418,116,416,115,414,119,413,1
 19,413,114
 18699 REM *****1
 18700 DATA 403,107,401,108,397,108,394,1
 09,390,110,388,111,391,113,393,111
 18710 DATA 396,111,397,113,398,111,400,1
 11,402,110,403,107
 18799 REM *****1
 18800 DATA 463,102,458,103,456,106,453,1
 08,451,105,447,107,442,108,444,111
 18810 DATA 442,115,437,117,434,118,433,1
 20,435,121,433,123,432,125,435,126
 18820 DATA 436,124,436,121,438,119,440,1
 19,441,121,443,122,452,118,455,115
 18830 DATA 456,113,457,113,459,111,457,1
 11,460,106,462,104,463,102
 18899 REM *****1
 18900 DATA 344,138,343,141,344,145,346,1
 42,348,139,344,138
 18999 REM *****1
 19000 DATA 421,138,419,139,419,142,416,1
 42,415,140,415,143,417,144,418,143
 19010 DATA 421,144,421,146,422,145,423,1
 45,422,140,421,139,420,141,421,138
 19099 REM *****1
 19100 DATA 407,143,408,145,410,149,411,1
 48,409,146,407,143
 19199 REM *****1
 19200 DATA 412,146,410,146,412,149,412,1
 46
 19299 REM *****1
 19300 DATA 414,147,414,149,415,150,415,1
 49,414,147
 19399 REM *****1
 19400 DATA 417,153,415,154,413,155,412,1
 54,409,159,410,159,409,164,412,164
 19410 DATA 412,162,413,162,413,160,412,1
 60,412,158,414,156,416,156,417,155
 19420 DATA 417,153
 19499 REM *****16
 19500 DATA 408,172,406,173,407,178,408,1
 78,409,175,408,172
 19990 REM *****
 19991 REM **ORIGINE DIVERSES **
 19992 REM **
 19993 REM ** ILES DU JAPON **
 19994 REM ** ?? COUPLES **
 19995 REM **
 19996 REM *****
 19999 REM *****1
 20000 DATA 417,191,416,195,415,193,414,1
 95,414,196,416,196,418,194,418,192
 20010 DATA 417,191
 20099 REM *****2
 20100 DATA 420,195,419,196,420,197,421,1
 98,421,196,420,195
 20199 REM *****3
 20200 DATA 424,197,422,198,422,199,420,1
 99,416,197,418,200,420,201,421,200
 20210 DATA 421,205,422,203,423,204,423,2
 09,422,211,423,213,424,212,426,210
 20220 DATA 427,206,426,205,428,203,428,2
 00,426,200,424,199,423,201,423,200
 20230 DATA 424,198,424,197
 20299 REM *****4
 20300 DATA 421,213,419,214,419,217,420,2
 17,418,222,423,219,424,220,426,218
 20310 DATA 424,217,424,215,421,216,420,2
 15,421,214,421,213
 20399 REM *****5
 20400 DATA 417,223,407,237,407,238,406,2
 40,411,234,417,229,415,229,416,226
 20410 DATA 418,225,419,224,417,223
 21000 DATA 284,76,282,78,282,80,281,82,2
 83,87,282,92,282,94,283,94,286,96
 21010 DATA 288,98,290,99,291,100,291,103
 ,293,100,294,95,292,96,292,93,290,86
 21020 DATA 287,77,285,77,284,76
 21030 REM ** G.B. **
 21040 DATA 203,222,205,224,207,225,204,2
 26,207,228,207,230,205,231,206,233
 21050 DATA 205,234,204,233,204,236,206,2
 38,208,239,208,237,210,237,208,234
 21060 DATA 209,233,212,230,212,228,214,2
 27,211,225,212,224,208,223,206,223
 21070 DATA 203,222
 21080 REM ** IRLANDE **
 21090 DATA 198,225,200,228,198,229,199,2
 30,201,231,200,232,202,232,203,231
 21100 DATA 204,230,203,229,203,226,198,2
 25
 21110 REM ** ISLANDE **
 21120 DATA 189,248,186,250,186,251,184,2
 51,186,252,185,253,187,255,188,253
 21130 DATA 194,254,196,253,197,252,195,2
 50,189,248
 21140 REM ** CUBA **
 21150 DATA 79,165,80,167,78,169,73,171,6
 9,171,72,173,80,171,86,166,79,165
 21160 REM ** HAITI **
 21170 DATA 90,162,85,163,88,164,87,165,9
 1,166,94,164,95,163,90,162
 21180 REM ** HONDURAS **
 21190 DATA 80,161,78,163,81,164,82,162,8

| | |
|--|--|
| 0,161 | 21450 DATA 364,275,360,277,360,279,363,279,367,278,364,275 |
| 21200 REM *** ANTILLES *** | 21460 REM *** 10 *** |
| 21210 DATA 97,161,97,163,99,162,97,161 | 21470 DATA 373,276,369,278,373,278,373,276 |
| 21220 REM *** TERRE DE FEU *** | 21480 REM *** 11 *** |
| 21230 DATA 120,14,116,16,115,18,118,20,123,16,120,14 | 21490 DATA 368,273,368,275,371,275,368,273 |
| 21240 REM *** TERRE-NEUVE *** | 21500 REM *** 12 *** |
| 21250 DATA 134,218,133,221,131,219,132,222,130,220,126,221,127,224,132,226 | 21510 DATA 409,274,407,274,409,277,410,276,409,274 |
| 21260 DATA 131,224,134,222,136,220,134,218 | 21520 REM *** ILES MEDITERRANEE *** |
| 21270 REM *** ILES DU NORD EUROPE ET NORVEGE *** | 21530 DATA 224,205,223,206,225,208,224,205 |
| 21280 DATA 235,272,233,274,233,276,231,276,229,278,235,279,238,277,235,272 | 21540 DATA 226,200,224,200,223,203,225,204,226,200 |
| 21290 REM *** 2 *** | 21550 DATA 234,195,230,196,234,197,234,195 |
| 21300 DATA 242,273,240,274,239,275,242,276,243,275,242,273 | 21560 DATA 248,191,245,192,246,193,247,192,252,193,252,192,248,191 |
| 21310 REM *** 3 *** | 21570 DATA 262,191,260,192,263,194,262,191 |
| 21320 DATA 242,277,239,278,237,280,241,281,244,279,242,277 | 21580 REM *** ILES DU PACIFIQUE *** |
| 21330 REM *** 4 *** | 21590 DATA 426,125,424,128,426,130,425,128,427,129,426,127,427,125,426,126 |
| 21340 DATA 282,262,278,263,276,266,278,271,282,274,288,275,283,272,280,269 | 21600 DATA 426,125 |
| 21350 DATA 279,266,280,265,282,262 | 21610 DATA 431,117,425,118,428,120,429,119,431,118 |
| 21360 REM *** 5 *** | 21620 DATA 463,112,461,112,460,114,462,113,466,115,467,116,468,115,463,112 |
| 21370 DATA 308,280,307,282,310,281,308,280 | 30000 POKE 82,0:POKE 709,15:POKE 710,0 |
| 21380 REM *** 6 *** | 32000 DATA 26,7,16,3,3,5,4,5,15,9,7,9 |
| 21390 DATA 310,282,308,283,310,285,313,284,310,282 | 32010 DATA 8,5,25,13,10 |
| 21400 REM *** 7 *** | 32020 DATA 3,20,17,8,20,26,20,13,30,5,15,5,3,4,16,5 |
| 21410 DATA 317,279,312,280,311,281,313,282,315,282,317,279 | 32030 DATA 7,5,5,10,3,4,5,4,5,3,3,4 |
| 21420 REM *** 8 *** | 32040 DATA 3,4,3,6,3 |
| 21430 DATA 319,277,318,281,320,281,321,279,319,277 | 32050 DATA 8,4,7 |
| 21440 REM *** 9 *** | |

ATARI XL

MINUTEL

Cet éditeur de ligne Minitel permet de coder la couleur, le clignotement, la taille et les coordonnées des textes à écrire.

| | |
|--------------------------------------|--------------------------------------|
| 100 REM ***** | 115 REM * |
| 101 REM * | 116 REM * Ceux qui ne possèdent pas* |
| 102 REM * UTILITAIRE POUR MINITEL * | 117 REM * L'Interface A850 peuvent * |
| 103 REM * | 118 REM * Contacter FANHARD sur * |
| 104 REM * Dans ce programme la * | 119 REM * sa Boîte Aux Lettres * |
| 105 REM * prise 3 de l'interface * | 120 REM * Minitel Tel 36 15 91 77 * |
| 106 REM * ATARI A850 est reliee * | 121 REM * Code d'accès SAM * |
| 107 REM * au Minitel Via un petit * | 122 REM * pour des renseignements * |
| 108 REM * montage electronique * | 123 REM * sur FANITEL * |
| 109 REM * qui adapte le +-12 Volts * | 124 REM ***** |
| 110 REM * aux 0/5 Volts du Minitel * | 125 REM * |
| 111 REM * | 126 REM * Programme realise par: * |
| 112 REM * SURTOUT NE PAS BRANCHER * | 127 REM * |
| 113 REM * | 128 REM * Laurent Decomble * |
| 114 REM *DIRECTEMENT A850 & MINITEL* | 129 REM * |


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130 REM *****
1000 GOTO 1140
1010 IF PEEK(753)<>3 THEN 1010
1020 R=PEEK(764):FOR A=1 TO 10:NEXT A:PO
KE 764,255:RETURN
1030 FOR A=8 TO 11:POSITION 32,A:? " ":N
EXT A:RETURN
1040 FOR A=14 TO 15:POSITION 32,A:? " ":
NEXT A:RETURN
1050 FOR A=18 TO 19:POSITION 32,A:? " ":
NEXT A:RETURN
1060 RETURN :REM SOUND 2,10,20,6:FOR A=1
TO 50:NEXT A:SOUND 2,0,0,0:RETURN
1070 RETURN :REM SOUND 2,240,10,10:FOR A
=1 TO 20:NEXT A:SOUND 2,0,0,0:RETURN
1080 RETURN :REM SOUND 2,2,2,6:FOR A=1 T
O 5:NEXT A:SOUND 2,0,0,0:RETURN
1090 FOR TEMPO=1 TO 10:NEXT TEMPO:RETURN

1100 IF B>63 THEN GOTO 1120
1110 B=B+32:GOTO 1130
1120 IF B<96 THEN B=B-64
1130 RETURN
1140 GOSUB 3040:REM INITIALISATIONS
1150 GOSUB 1460:REM MENU PRINCIPAL
1160 GOSUB 1010:REM SAISIE CARACTERE
1170 IF R=KL THEN GOSUB 1710
1180 IF R=KE THEN GOSUB 1060:GOSUB 1830
1190 IF R=KS THEN GOSUB 1060:GOTO 1990
1200 IF R=K1 OR R=K2 OR R=K3 OR R=K4 THE
N GOSUB 1060:GOSUB 2000
1210 IF R=K5 THEN GOSUB 1060:GOSUB 2060
1220 IF R=K6 OR R=K7 THEN GOSUB 1060:GOS
UB 2180
1230 IF R=K8 THEN GOSUB 1060:GOSUB 2220
1240 IF R=K9 OR R=K0 THEN GOSUB 1060:GOS
UB 2340
1250 IF R=KR THEN GOSUB 1060:GOSUB 2700
1260 IF R=KC THEN GOSUB 1060:GOSUB 2850
1270 IF R=KA THEN GOSUB 1030:GOSUB 1040:
GOSUB 1050:FSTC=0:FSFC=0:FSNI=0:FSPC=0:
NR=0:NC=1:GOSUB 1060
1280 TA=0
1290 IF FSTC=0 THEN GOTO 1310
1300 TA=TA+2
1310 IF FSFC=0 THEN GOTO 1330
1320 TA=TA+2
1330 IF FSFC=0 THEN GOTO 1350
1340 TA=TA+2
1350 IF FSFC=0 THEN GOTO 1370
1360 TA=TA+2
1370 IF FSNI=0 THEN GOTO 1390
1380 TA=TA+2
1390 IF FSPC=0 THEN GOTO 1410
1400 TA=TA+3:REM TROIS OCTETS !
1410 POSITION 13,0:? TA;" ?
1420 POSITION 23,0:? NR;" "
1430 POSITION 35,0:? NC;" "
1440 GOTO 1160:REM BOUCLE PRINCIPALE
1450 GOTO 1450:REM ARRET POUR ESSAIS
1460 POSITION 0,0:? "Nbe D'octets Ran
gee Colonne";
1470 ? "UTILITAIRE POUR MINITELpar Deco
mble 1 ";
1480 ? "-----
";
1490 ? "LIGNE TAMPON

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";
1500 ? " Ligne (A A
nnule) ";
1510 ? " (RC&1
2346790)";
1520 ? " Rangee (+/-)
";
1530 ? " Colonne (+/-)
";
1540 ? " /Normale (Retour)..1
";
1550 ? " Taille / Double H&L.....2
";
1560 ? " \ Double-Largeur....3
";
1570 ? " \Double-Hauteur....4
";
1580 ?
1590 ? " /Couleur.....5
";
1600 ? " Caractere< Fixe.....6
";
1610 ? " \Clignote.....7
";
1620 ?
1630 ? " /Couleur.....8
";
1640 ? " Fond < Normal (Retour)...9
";
1650 ? " \Inverse.....0
";
1660 ? "
";
1670 ? " Envoi Ligne Tampon > Mini
tel"
1680 ?
1690 ? " Stopper Liaison Atari->Mini
tel";:POSITION 0,0
1700 RETURN
1710 OPEN #1,4,0,"K":POSITION 2,4:? "Li
gne":GOSUB 1060
1720 POSITION 0,2:? "-----
";:POSITION 0,0
1730 FOR CAR=0 TO 38:POKE 753,0
1740 POSITION CAR,2:? "-";:POSITION CAR,
2:? "-";:POSITION 0,2

1750 IF PEEK(753)=0 THEN GOTO 1740
1760 POSITION CAR,2:GET #1,TOUCHE
1770 IF TOUCHE=155 THEN NCAR=CAR:CAR=38:
NEXT CAR:GOTO 1820
1780 IF CAR=0 AND TOUCHE=126 THEN CAR=CA
R-1:? "-";:POSITION 0,0:GOTO 1740
1790 IF TOUCHE<32 OR TOUCHE>122 THEN GOS
UB 1070:GOTO 1740
1800 ? CHR$(TOUCHE):GOSUB 1080
1810 NEXT CAR:NCAR=CAR
1820 CLOSE #1:GOSUB 1060:POSITION 2,4:?
"Ligne":RETURN
1830 IF FSPC=0 THEN GOTO 1850
1840 PUT #3,31:PUT #3,64+NR:PUT #3,64+NC
1850 IF FSTC=0 THEN GOTO 1870
1860 PUT #3,27:PUT #3,FSTC
1870 IF FSFC=0 THEN GOTO 1890
1880 PUT #3,27:PUT #3,FSFC
1890 IF FSFC=0 THEN GOTO 1910
1900 PUT #3,27:PUT #3,FSFC

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1910 IF FSCF=0 THEN GOTO 1930
1920 PUT #3,27:PUT #3,FSCF
1930 IF FSNI=0 THEN GOTO 1950
1940 PUT #3,27:PUT #3,FSNI
1950 IF FSCC<>0 OR FSCF<>0 THEN PUT #3,3
2:REM CODE ESPACE QUI VALIDE LES ATRIB
UTS
1960 FOR A=0 TO NCAR-1:B=PEEK(ECRAN+80+A
):C=B:GOSUB 1100
1970 PUT #3,B:GOSUB 1090
1980 NEXT A:RETURN
1990 CLOSE #3:? CHR$(125):POKE 752,0:END

2000 IF R=K1 THEN FSTC=76:Y=8:GOTO 2040

2010 IF R=K2 THEN FSTC=79:Y=9:GOTO 2040
2020 IF R=K3 THEN FSTC=78:Y=10:GOTO 2040
2030 FSTC=77:Y=11
2040 GOSUB 1030
2050 POSITION 32,Y:? "/":RETURN
2060 X=14:Y=13:GOSUB 2380:REM MENU COUL
EURS
2070 GOSUB 1010:REM SAISIE CARACTERE
2080 IF R<>KESC THEN GOTO 2110
2090 GOSUB 1070:FSCC=0:REM FONCTION INV
ALIDEE
2100 GOTO 2170
2110 IF R=K0 OR R=K1 OR R=K2 OR R=K3 OR
R=K4 OR R=K5 OR R=K6 OR R=K7 OR R=K8 TH
EN GOSUB 1080:GOTO 2130
2120 GOTO 2070:REM BOUCLE COULEUR CARAC
TERE
2130 GOSUB 2600:REM TRANSFORMATION MINI
TEL
2140 POSITION 32,13:? C#
2150 IF R=0 THEN GOTO 2090
2160 FSCC=R
2170 GOSUB 2490:RETURN
2180 IF R=K6 THEN FSFC=73:Y=14:GOTO 2200
2190 IF R=K7 THEN FSFC=72:Y=15:GOTO 2200
2200 GOSUB 1040:GOSUB 1080
2210 POSITION 32,Y:? "/":RETURN
2220 X=14:Y=13:GOSUB 2380:REM MENU COUL
EURS
2230 GOSUB 1010:REM SAISIE CARACTERE
2240 IF R<>KESC THEN GOTO 2270
2250 GOSUB 1070:FSCF=0:REM FONCTION INV
ALIDEE
2260 GOTO 2330
2270 IF R=K0 OR R=K1 OR R=K2 OR R=K3 OR
R=K4 OR R=K5 OR R=K6 OR R=K7 OR R=K8 TH
EN GOSUB 1080:GOTO 2290
2280 GOTO 2230:REM BOUCLE COULEUR CARAC
TERE
2290 GOSUB 2600:REM TRANSFORMATION MINI
TEL
2300 POSITION 32,17:? C#
2310 IF R=0 THEN GOTO 2250
2320 FSCF=R+16
2330 GOSUB 2490:RETURN
2340 IF R=K9 THEN FSNI=92:Y=18:GOTO 2360
2350 IF R=K0 THEN FSNI=93:Y=19:GOTO 2360
2360 GOSUB 1050:GOSUB 1080
2370 POSITION 32,Y:? "/":RETURN
2380 POSITION X,Y:? "Luminosite/Couleur"
2390 POSITION X,Y+1:? " 0 % Noir 1

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2400 POSITION X,Y+2:? " 40 % Bleu 2
"
2410 POSITION X,Y+3:? " 50 % Rouge 3
"
2420 POSITION X,Y+4:? " 60 % Violet 4
"
2430 POSITION X,Y+5:? " 70 % Vert 5
"
2440 POSITION X,Y+6:? " 80 % Cyan 6
"
2450 POSITION X,Y+7:? " 90 % Jaune 7
"
2460 POSITION X,Y+8:? "100 % Blanc 8
"
2470 POSITION X,Y+9:? "(PAS D'ATTRIBUT)
0"
2480 RETURN
2490 POSITION X,Y:? "ouleur.....5"
2500 POSITION X,Y+1:? "ixe.....
6"
2510 POSITION X,Y+2:? "lignote.....
7"
2520 POSITION X,Y+3:? "
"
2530 POSITION X,Y+4:? "ouleur.....
8"
2540 POSITION X,Y+5:? "ormal (Retour)...
9"
2550 POSITION X,Y+6:? "nverse.....
0"
2560 POSITION X,Y+7:? "
"
2570 POSITION X,Y+8:? "igne Tampon > Min
1"
2580 POSITION X,Y+9:? "
"
2590 RETURN
2600 IF R=31 THEN R=64:C#="/Noir ":GOTO
2690
2610 IF R=30 THEN R=68:C#="/Bleu ":GOTO
2690
2620 IF R=26 THEN R=65:C#="/Rouge ":GOTO
2690
2630 IF R=24 THEN R=69:C#="/Violet":GOTO
2690
2640 IF R=29 THEN R=66:C#="/Vert ":GOTO
2690
2650 IF R=27 THEN R=70:C#="/Cyan ":GOTO
2690
2660 IF R=51 THEN R=67:C#="/Jaune ":GOTO
2690
2670 IF R=53 THEN R=71:C#="/Blanc ":GOTO
2690
2680 IF R=K0 THEN R=0:C#=" "
2690 RETURN
2700 POSITION 2,6:? "Rangee"
2710 GOSUB 1010
2720 IF R=KPLUS OR R=KMOINS THEN GOTO 27
50
2730 IF R=KESC THEN GOTO 2840
2740 GOTO 2710
2750 IF R=KPLUS THEN GOTO 2790
2760 NR=NR-1:IF NR<0 THEN NR=24:GOTO 282
0
2770 POSITION 13,6:? "-":FOR A=3 TO NR:N
EXT A

```

```

2780 POSITION 13,6:? "-":GOTO 2820
2790 NR=NR+1:IF NR>24 THEN NR=0:GOTO 2820
2800 POSITION 11,6:? "+":FOR A=3 TO NR:N
EXT A
2810 POSITION 11,6:? "+ "
2820 POSITION 23,0:? NR;" "
2830 GOTO 2710
2840 FSPC=31:POSITION 2,6:? "Rangee":RET
URN
2850 POSITION 2,7:? "Colonne"
2860 GOSUB 1010
2870 IF R=KPLUS OR R=KMOINS THEN GOTO 29
00
2880 IF R=KESC THEN GOTO 2990
2890 GOTO 2860
2900 IF R=KPLUS THEN GOTO 2940
2910 NC=NC-1:IF NC<1 THEN NC=40:GOTO 297
0
2920 POSITION 13,7:? "-":FOR A=6 TO NC/2
:NEXT A
2930 POSITION 13,7:? "-":GOTO 2970.
2940 NC=NC+1:IF NC>40 THEN NC=1:GOTO 297
0
2950 POSITION 11,7:? "+":FOR A=6 TO NC/2
:NEXT A
2960 POSITION 11,7:? "+ "
2970 POSITION 35,0:? NC;" "
2980 GOTO 2860
2990 FSPC=31:POSITION 2,7:? "Colonne":RE
TURN
3000 OPEN #1,4,0,"K:"
3010 FOR CAR=0 TO 39

```

```

3020 POSITION CAR,2:? "-":POSITION CAR,2
:? "-"
3030 IF PEEK(753)=0 THEN GOTO 3020
3040 KI=0:KE=42:KS=62:K1=31:K2=30:K3=26:
KESC=28
3050 K4=24:K5=29:K6=27:K7=51:K8=53:K9=48
:K0=50
3060 KA=63:KR=40:KC=18:KPLUS=6:KMOINS=14
3070 NR=0:NC=1:DIM C*(8):C*=" "
3080 FSTC=0:REM Taille Caractere
3090 FSCC=0:REM Couleur Caractere
3100 FSFC=0:REM Fixe ou Clignotant
3110 FSCF=0:REM Couleur Fond
3120 FSNI=0:REM Normal ou Inverse
3130 FSFC=0:REM Position Curseur
3140 GRAPHICS 0:POKE 752,1:POKE 82,0:SET
COLOR 2,0,0:SETCOLOR 1,0,14:? CHR*(125)
3150 ECRAN=PEEK(88)+256*PEEK(89)
3160 REM INITIALISATION A850
3170 OPEN #3,13,0,"R3":REM SI PRISE 3
UTILISEE
3180 XIO 36,#3,10,0,"R3:"
3190 XIO 38,#3,2,0,"R3:"
3200 XIO 40,#3,0,0,"R3:"
3210 PUT #3,12:REM EFFACE L'ECRAN DU MI
NITEL (PEUT ETRE A ENLEVER)
3220 RETURN

```

Commentaires :

Ce programme est conçu pour le module Atari A 850. Si vous ne l'avez pas, remplacez la ligne 3100 par : OPEN# 3, 8, 0, *E:* : RETURN.
Les lettres du programme imprimées en ital sont à taper en inversion vidéo.

Si vous avez un problème, contactez « Fanhard » sur Télétel 3 : 36.15 SAM, rubrique Bal.

ATARI XL

MAITRE CORBEAU

Générez des camemberts zébrés de quatre couleurs ! Vous indiquez le nombre de traits désirés, celui des données à entrer, le résultat s'affiche à l'écran puis sortira sur imprimante Sony PRN-C41 (seule l'initiation du rayon et du passage en mode graphique diffère du plotter Atari).

```

10 REM *****
20 REM *
30 REM * MAITRE CORBEAU *
40 REM *
50 REM * Pour Plotter Sony Prn-c41 *
60 REM *
70 REM * par Decomble Laurent *
80 REM *
90 REM *****
100 PI=3.14159265
110 REM ***** MODULE No 1 *****
120 PRINT CHR*(125):? " MODULE ! "
130 RA=400
140 ? "QUEL EST LE NOMBRE DE TRAITS DESI
RES ";:INPUT K

```

```

150 ? "QUEL EST LE NOMBRE DE DONNEES ";:
INPUT ND
160 DIM D(ND+2),L*((ND+2)*10),R*(40),B*(
10):B$=""
170 FOR A=1 TO ND+2
180 L$((A-1)*10+1,(A-1)*10+10)=B$:NEXT A
190 J=ND+2:VR=INT(400/K):DIM AN(J),A1(J)
,A2(J),A3(J),T(J),NT(J),CR(J),C1(J),C2(
J),C3(J),RC(J),C(J)
200 DIM X1(J,K),X3(J,K),Y1(J,K),Y3(J,K)
210 IF FRE(0)<8000 THEN ? "TROP DE PARAM
ETRES, RELANCEZ LE PROGRAMME ":STOP :ST
OP
220 ? "Y-A-T'IL UNE SOMME GLOBALE (O/N)
";:INPUT R#

```

```

230 IF R$="O" THEN GOSUB 400:GOTO 1740
240 IF R$="N" THEN GOTO 260
250 GOTO 220
260 SG=0
270 FOR A=1 TO ND
280 GOSUB 360
290 SG=SG+D(A)
300 NEXT A
310 ? "LE TOTAL EST ";SG
320 FOR Z=0 TO J:NT(Z)=0:AN(Z)=0
330 A1(Z)=0:A2(Z)=0:A3(Z)=0:T(Z)=0:C1(Z)
=0:C2(Z)=0:C3(Z)=0:RC(Z)=0:C(Z)=0:CR(Z)
=0:NEXT Z
340 FOR X=0 TO J:FOR Z=0 TO K:X1(X,Z)=0:
X3(X,Z)=0:Y1(X,Z)=0:Y3(X,Z)=0:NEXT Z:NE
XT X
350 GOTO 590
360 ? "--Donnees No ";A;:INPUT DA:D(A)=DA
370 ? "--LIBELLE ";A;:INPUT R0:L=LEN(R
0):IF L>10 THEN GOTO 370
380 L$(A-1)*10+1,(A-1)*10+10)=R$(1,L)
390 RETURN
400 ? "DE QUEL MONTANT EST CETTE SOMME "
:INPUT SG
410 SP=0
420 FOR A=1 TO ND
430 GOSUB 360
440 SP=SP+D(A):NEXT A:DI=SG-SP:DJ=INT((D
I*10000)/SG)/100
450 IF SP=SG THEN GOSUB 500:RETURN
460 ND=ND+1
470 IF SP>SG THEN GOSUB 510:GOTO 490
480 GOSUB 540
490 RETURN
500 ? "TOTAL EQUILIBRE ":RETURN
510 ? "IL MANQUERA ";ABS(DI)
520 GOSUB 570
530 L$(ND-1)*10+1,(ND-1)*10+6)="MANQUE"
:D(ND)=DI:RETURN
540 ? "IL RESTERA ";ABS(DI)
550 GOSUB 570
560 L$(ND-1)*10+1,(ND-1)*10+6)="RESTE "
:D(ND)=DI:RETURN
570 ? " SOIT ";DJ,"%":RETURN
580 REM ***** MODULE No 2 *****
590 ? "  MODULE 2 ":B=0:CR=3
600 FOR A=1 TO ND:B=B+1:CR=CR+1
610 IF CR>3 THEN CR=0:IF A=ND THEN CR=2
620 C2(A)=(D(A)*2*PI)/SG
630 A2(B)=C2(A):CR(B)=CR
640 IF C2(A)>((320*PI)/180) THEN GOSUB 7
60:GOTO 660
650 IF C2(A)>((160*PI)/180) THEN A2(B)=C
2(A)/2:B=B+1:CR(B)=CR:A2(B)=C2(A)/2
660 NEXT A:NS=B
670 FOR A=1 TO ND
680 C1(A)=C3(A-1):C3(A)=C1(A)+C2(A)
690 NEXT A
700 FOR A=1 TO NS
710 A1(A)=A3(A-1):A3(A)=A1(A)+A2(A)
720 NEXT A
730 GOTO 790
740 REM * A1,A2,A3--> RAYURES ***
750 REM * C1,C2,C3--> SECTEURS **
760 A2(B)=C2(A)/3:B=B+1:CR(B)=CR:A2(B)=C
2(A)/3:B=B+1:CR(B)=CR:A2(B)=C2(A)/3
770 RETURN

```

```

780 REM ** CALCUL DES POINTS **
790 FOR Z=1 TO NS:?"-----No ";Z
800 A1=A1(Z):A2=A2(Z):A3=A3(Z)
810 GOSUB 1050
820 T(Z)=T:NT(Z)=INT(RA/T):RC(Z)=NT(Z)*T
830 FOR Y=1 TO NT(Z)
840 YY=T(Z)*Y
850 GOSUB 1150
860 NEXT Y
870 DS=0.9:DI=-0.9:B1=A1:B2=A2:B3=A3:NU=
0:RC=RC(Z)
880 GOSUB 1190
890 GOSUB 1230
900 IF (B2)<0.3 THEN GOTO 1010
910 NU=NU+1:C=160
920 C=C/2
930 GOSUB 1250
940 IF DT<0 THEN NU=NU-1:GOTO 1010
950 IF E<DI THEN GOTO 920
960 IF E>DS THEN C=C*1.5:GOTO 930
970 GOSUB 1340
980 X1=X5:Y1=Y5:X3=X7:Y3=Y7
990 GOSUB 1230
1000 B1=AD:B3=AF:B2=B3-B1:A1=B1:A2=B2:A3
=B3:RC=RA:GOTO 900
1010 NT(Z)=NT(Z)+NU
1020 NEXT Z
1030 GOTO 1380
1040 REM *** CALCUL DE T ***
1050 T=0:DE=VR:DS=0.24:DI=-0.24
1060 T=T+DE
1070 M1=(T*COS(A1)+T*COS(A3))/2
1080 M2=(-T*SIN(A1)+(-T*SIN(A3)))/2
1090 DV=SQR(M1*M1+M2*M2)
1100 E=DV-VR
1110 IF E>DS THEN T=T-DE:DE=DE/5:GOTO 10
60
1120 IF E<DI THEN GOTO 1060
1130 RETURN
1140 REM ** CALCUL SUR SECTEUR DROIT **
1150 X1(Z,Y)=YY*COS(A1):Y1(Z,Y)=-YY*SIN(
A1)
1160 X3(Z,Y)=YY*COS(A3):Y3(Z,Y)=-YY*SIN(
A3)
1170 RETURN
1180 REM *** CALCUL SUR SECTEUR COURBE *
**
1190 X1=RC*COS(A1):X3=RC*COS(A3)
1200 Y1=-RC*SIN(A1):Y3=-RC*SIN(A3)
1210 RETURN
1220 REM *** MX,MY ***
1230 MX=(X1+X3)/2:MY=(Y1+Y3)/2:RETURN
1240 REM *** CALCULS DT ***
1250 AD=(B2/C)+B1:AF=B3-(B2/C)
1260 A4=AF-AD
1270 X5=RA*COS(AD):X7=RA*COS(AF)
1280 Y5=-RA*SIN(AD):Y7=-RA*SIN(AF)
1290 NX=(X5+X7)/2:NY=(Y5+Y7)/2
1300 DT=SQR(NX*NX+NY*NY)-SQR(MX*MX+MY*MY
)
1310 E=DT-VR
1320 RETURN
1330 REM *** XI(Z,NU) ***
1340 W=NT(Z)+NU
1350 X1(Z,W)=X5:Y1(Z,W)=Y5
1360 X3(Z,W)=X7:Y3(Z,W)=Y7
1370 RETURN

```

```

1380 GOSUB 1610
1390 OX=80:OY=96:COLOR 1
1400 FOR A=1 TO ND
1410 PLOT OX,OY
1420 DRAWTO RE*COS(C1(A))+OX,-RE*SIN(C1(A))+OY
1430 PLOT OX,OY
1440 DRAWTO RE*COS(C3(A))+OX,-RE*SIN(C3(A))+OY
1450 NEXT A:GOSUB 1940
1460 GOSUB 1490
1470 GOSUB 1730
1480 GOTO 1480
1490 LPRINT CHR$(27);CHR$(35)
1500 LPRINT "I"
1510 LPRINT "M480,-480"
1520 LPRINT "I"
1530 RI=480
1540 LPRINT "M";RI;",";0"
1550 FOR M=0 TO 4*PI STEP PI/50
1560 X=RI*COS(M):Y=-RI*SIN(M)
1570 LPRINT "D";X;",";Y
1580 NEXT M
1590 LPRINT "D";RI;",";0"
1600 RETURN
1610 REM *** CERCLE A L'ECRAN ***
1620 GRAPHICS 15+16:POKE 708,70:POKE 709,236:POKE 710,188:POKE 712,0:S=PI/40:RE=79
1630 COLOR 3
1640 OX=80:OY=96:COLOR 1:PLOT OX,OY
1650 FOR M=S TO 2*PI STEP S
1660 X=(RE*COS(M)):U=(RE*COS(M-S))
1670 Y=(-RE*SIN(M)):V=(-RE*SIN(M-S))
1680 X=INT(X+0.5):U=INT(U+0.5)
1690 Y=INT(Y+0.5):V=INT(V+0.5)
1700 PLOT OX+U,OY+V

```

```

1710 DRAWTO OX+X,OY+Y
1720 NEXT M:RETURN
1730 FOR A=1 TO ND
1740 LPRINT "H"
1750 LPRINT "D";RI*COS(C1(A));",";RI*SIN(C1(A)),1
1760 LPRINT "D0,0"
1770 NEXT A
1780 FOR A=1 TO NS:LPRINT "H":LPRINT "C";CR(A):F=NT(A)
1790 FOR B=1 TO NT(A):PR=F-INT(F/2)*2
1800 IF PR=0 THEN GOTO 1880
1810 LPRINT "M";X1(A,B);",";Y1(A,B)
1820 LPRINT "D";X3(A,B);",";Y3(A,B)
1830 IF B=F THEN GOTO 1930
1840 B=B+1
1850 LPRINT "M";X3(A,B);",";Y3(A,B)
1860 LPRINT "D";X1(A,B);",";Y1(A,B)
1870 GOTO 1930
1880 LPRINT "M";X3(A,B);",";Y3(A,B)
1890 LPRINT "D";X1(A,B);",";Y1(A,B)
1900 IF B=F THEN GOTO 1930
1910 B=B+1:LPRINT "M";X1(A,B);",";Y1(A,B)
1920 LPRINT "D";X3(A,B);",";Y3(A,B)
1930 NEXT B:NEXT A:RETURN
1940 REM RAYURES
1950 FOR A=1 TO NS:COLOR CR(A)
1960 IF CR(A)=0 THEN COLOR 2
1970 IF A=NS THEN COLOR 2
1980 FOR B=1 TO NT(A)
1990 PLOT X1(A,B)/6.08+OX,Y1(A,B)/6.08+OY
2000 DRAWTO X3(A,B)/6.08+OX,Y3(A,B)/6.08+OY
2010 NEXT B:NEXT A:RETURN

```

ATARI XL

LIFSTING

Présentez des listings fignoles, avec vos commentaires en marge. En mode simulation, vous travaillez comme pour sortir sur imprimante, mais le texte est décortiqué à l'écran. Vous pouvez définir la taille de votre imprimante fictive, et travailler plus vite avec le Ram disk du 130 XE.

```

100 REM *****
110 REM *
120 REM * LIFSTING *
130 REM *
140 REM * Le LIFTING de vos LISTINGS *
150 REM *
160 REM * par laurent Decoble *
170 REM *
180 REM *****
190 DIM R$(255):POKE 752,1
200 POKE 82,0:POKE 710,0:POKE 709,15
210 PRINT CHR$(125)

```

```

220 ? " LIFSTING ":?
230 ? " Reamenage vos listings a la larg
eur":?
240 ? " desiree tout en decalant l'exce
s de ":?
250 ? " chaque ligne, faisant ainsi res
ortir":?
260 ? " les Numeros de ligne ":? :? :?
270 ? "Essai sur Ecran.....
..(E)":?
280 ? " (Compte le nombre de lignes &
290 ? " le nombre des depassements)":?

```

```

: ?
300 ? "Essai sur Imprimante.....
..(I)":?
310 ? " (Qualite courrier ou non &"
320 ? " 10 ou 12 caracteres par pouce)"
330 GOSUB 920:IF CAR<>42 AND CAR<>13 THE
N SOUND 2,202,12,8:GOTO 330
340 IF CAR=42 THEN POSITION 10,13:?"ECR
AN":POSITION 36,19:?"I"
350 IF CAR=13 THEN POSITION 10,19:?"IMP
RIMANTE":POSITION 36,13:?"E"
360 SOUND 2,64,12,10:FOR A=1 TO 50:NEXT
A:SOUND 2,32,12,14:FOR A=1 TO 30:NEXT A
:SOUND 2,0,0,0:POKE 764,255
370 POKE 752,0:FOR A=1 TO 500:NEXT A
380 ? CHR$(125):IF CAR=13 THEN GOTO 640
390 NL=0:NT=0:LT=0:LINF=255:LSUP=0:LTFT=
0:LFTI=255:LFTS=0
400 GOSUB 940:?"CHR$(125):POKE 752,1
410 POSITION 0,12:A=0:TRAP 910:INPUT #1,
R$:L=LEN(R$):LO=L:LT=LT+L:NL=NL+1
420 POSITION 0,0:?"*****Nombre*Long
.Moyenne*Long.Total*Lignes**
* * *
430 POSITION 0,2:?"*****
*****Troncons* *
* * *
440 POSITION 0,4:?"*****
*****Total** *
450 POSITION 0,6:?"*****L.Min**L.Ma
x.*
*Lignes** *
* *
460 POSITION 0,8:?"*****
*****Troncons* *
* *
470 POSITION 0,10:?"*****
****"
480 LML=INT((LT/NL)*10)/10:POSITION 10,5
:? NL+NT
490 IF NT>0 THEN LMT=INT((LTFT/NT)*10)/1
0
500 POSITION 10,1:?"NL:POSITION 18,1:?"L
ML;" ":POSITION 31,1:?"LT
510 POSITION 10,3:?"NT:POSITION 18,3:?"L
MT;" ":POSITION 31,3:?"LTFT
520 POSITION 10,7:?"LINF;" ":POSITION 17
,7:?"LSUP;" "
530 POSITION 10,9:?"LFTI;" ":POSITION 17
,9:?"LFTS;" "
540 IF L<LINF THEN LINF=L
550 IF L>LSUP THEN LSUP=L
560 IF L<LS THEN GOTO 410
570 IF L>LA THEN A=A+LA:L=L-LA
580 IF L>LA THEN A=A+LI:L=L-LI:NT=NT+1:G
OTO 580
590 IF L>0 THEN NT=NT+1:LTFT=LTFT+L
600 IF L=0 THEN GOTO 410
610 IF L<LFTI THEN LFTI=L
620 IF L>LFTS THEN LFTS=L

```

```

630 GOTO 410
640 POKE 752,1:?" lifasting
"
650 ? " IMPRIMANTE ":? :? :?
660 ? "Qualite Courrier.... Oui /Non....
..(Q)":?
670 ? " 10 Caracteres / pouce ( 80 col).
..(1)":?
680 ? " 12 Caracteres / pouce (132 col).
..(2)":?
690 ? "Validation de cette configuration
..(V)":?
700 COUR=1:OK=0
710 GOSUB 920:IF CAR<>47 AND CAR<>31 AND
CAR<>30 AND CAR<>16 THEN SOUND 2,202,1
2,8:GOTO 710
720 IF CAR=31 THEN OK=1:LAR=80:POSITION
1,8:?"10":POSITION 1,10:?"12":GOTO 710
730 IF CAR=30 THEN OK=1:LAR=77:POSITION
1,8:?"10":POSITION 1,10:?"12":GOTO 710
740 IF CAR=16 AND OK=1 THEN POKE 764,255
:GOTO 790
750 IF CAR=47 THEN COUR= NOT COUR
760 IF COUR=1 THEN POSITION 20,6:?" Oui
/Non"
770 IF COUR=0 THEN POSITION 20,6:?" Oui
/Non"
780 FOR A=1 TO 120:NEXT A:GOTO 710
790 CLOSE #2:TRAP 900:OPEN #2,8,0,"P:"
800 LPRINT CHR$(27);CHR$(LAR);CHR$(27);C
HR$(120);CHR$(COUR)
810 GOSUB 940
820 A=0:?"-----":R$="":TRAP 910:INPUT #
1;R$
830 L=LEN(R$):LO=L
840 IF L<LS THEN ? #2;R$(1,L):GOTO 820
850 IF L>LA THEN ? #2;R$(1+A,LA+A):A=A+L
A:L=L-LA
860 IF L>LA THEN ? #2;" ";R$(1+A,LI+A):?
R$(1+A,LI+A):A=A+LI:L=L-LI:GOTO 860
870 ? #2;" ";R$(LO-L+1,LO):? R$(LO-L+1,L
O)
880 GOTO 820
890 ? "erreur de disque":STOP
900 ? "erreur Imprimante":STOP
910 ? "erreur Fin De Fichier (EOF) ou di
sque":STOP
920 POKE 752,1:POKE 755,CUR+1:IF PEEK(75
3)<>3 THEN CUR= NOT CUR:FOR A=0 TO 60:N
EXT A:SOUND 2,0,0,0:GOTO 920
930 CAR=PEEK(764):POKE 755,2:RETURN
940 ? "LARGEUR DE LA LIGNE ";:INPUT LA
950 ? :?"-NOM DU PROGRAMME EX;D1:CELIA.
LST (doit etre sous forme Listing) ";:I
NPUT R$
960 LI=LA-1:LS=LA+1
970 TRAP 890:OPEN #1,4,0,R$
980 RETURN

```

MOTO CROSS

L'ordinateur est impartial ! Seule votre capacité à maîtriser le parcours sera prise en compte dans l'élaboration de la note finale. Soyez vigilant, ce concours international de moto-cross est réputé comme l'un des plus difficiles...

READY.

```

5 REM MOTOCROSS
10 POKE53270,200
20 POKE53264,0
30 V=53248:POKEV+21,0 :REM REGISTRE
40 POKE53280,6:POKE53281,14:POKE646,0
50 PRINTCHR$(147);"MOTO";CHR$(142);CHR$(8)
60 PRINT"
70 PRINT" MOTO CROSS
80 PRINT" MOTO CROSS
90 PRINT" MOTO CROSS
100 REM CADRE
110 FORT=1144T01144+39:POKET,127:POKET+54272,1:NEXT
120 FORT=1424T01424+39:POKET,127:POKET+54272,1:NEXT
130 FORT=1144T01424STEP40:POKET,127:POKET+54272,1:NEXT
140 FORT=1144+39T01424+39STEP40:POKET,127:POKET+54272,1:NEXT
145 FORT=1984T02023:POKET,160:POKET+54272,9:NEXT
150 REM CHRGT DES DATAS
160 :
170 FORN=0T062:READQ:POKE245*64+N,Q:NEXT :REM MOTO DROITE
180 FORN=0T062:READQ:POKE246*64+N,Q:NEXT :REM MOTO LEVEE
185 FORN=0T062:READQ:POKE247*64+N,Q:NEXT :REM NUAGE
188 FORN=0T062:READQ:POKE248*64+N,Q:NEXT :REM SOLEIL
190 PRINT"R(0)";SPC(15)"<SPACE>"
200 POKEV+40,1:POKEV+41,7
205 POKE2041,247:POKE2042,248
208 :
210 REM MOTO #1
220 DATA1,128,0,3,192,0,3,56,0
230 DATA3,192,0,1,206,0,0,30,0
240 DATA1,243,192,66,33,160
250 DATA114,33,224,126,31,128
260 DATA127,139,128,0,67,0
270 DATA14,231,112,63,153,252
280 DATA99,195,198,198,102,99
290 DATA204,102,51,192,102,3
300 DATA96,195,6,63,129,252,14,0,112
305 REM MOTO #2
310 DATA4,0,0,104,8,0,240,20,0
320 DATA248,60,0,118,102,0
330 DATA41,198,112,16,131,252,8,115,6
340 DATA196,15,195,255,230,115,120,46,3
350 DATA32,71,6,14,121,252,63,128,112
360 DATA99,192,0,198,96,0,204,96,0
370 DATA192,96,0,96,192,0,63,128,0,14,0,0
380 REM PRESENTATION MOTO-CROSS
390 POKEV+1,200:POKEV,0:POKEV+39,1
400 POKEV+23,1:POKEV+29,1:POKEV+21,1
    
```



```

410 POKE2040,245
420 X=X+4: IFX>255THENX=0
430 POKEV,X: IFRND(1)*1000<50THEN450
435 IFPEEK(203)=60THEN485
440 GOTO420
450 POKE2040,246
460 X=X+5: IFX>255THENX=0
470 POKEV,X: IFRND(1)*1000<50THEN410
475 IFPEEK(203)=60THEN485
480 GOTO460
485 FORT=0T024: POKEV+1,PEEK(V+1)-8: SYS59626: NEXTT: GOSUB12000
486 POKE53281,14: POKE53280,14
490 PRINTCHR$(147): POKE53280,14: POKE53281,14: POKEV+2,250: POKEV+3,150: POKEV+21,7
495 POKEV+4,170: POKEV+5,110
500 POKEV+23,0: POKEV+29,2: POKEV+39,11
510 REM BOUCLE PRINCIPALE
520 FORB=1T010: PRINT"  ": GOSUB1000
600 REM DECOR AU HASARD
610 PRINT"  "
612 PRINT"  "
613 PRINT"  "
615 POKEV+1,186: Y=186: POKEV+31,0: L=1
620 FORX=0T0250STEP2
630 D=PEEK(56320) : REM JOYSTICK
640 IFD=119THENL=L+.3: IFL>5THENL=5
645 IFD=123THENL=L-.3: IFL<0THENL=0
650 X=X+L: TE=TE+1: IFTE>100THENPRINT"  "
660 IFPEEK(V+31)=1THENY=Y-3.5: POKEV+31,0: GOTO670
665 Y=Y+1.5
670 POKEV,X: POKEV+1,Y: IFY<166THENPOKE2040,246
680 IFY>166THENPOKE2040,245
690 NEXTX: FORT=YT0190: POKEV+1,T: X=X+1: IFX>255THENX=255
692 POKEV,X: NEXTT
693 IFL=5THENPOKEV+16,1: GOSUB11000: GOTO9000
695 POKEV,0: POKEV+16,1: FORX=1T090: POKEV,X: FORT=1T05: NEXTT,X: POKEV,0: POKEV+16,0
698 GOSUB8000
700 NEXTB: GOTO10000
1000 :
1005 PRINT"  "
1010 PRINT"  "
1020 PRINT"  "
1025 PRINT"  "
1030 REM CHOIX D'UNE BOSSE AU HASARD
1040 I=INT(RND(1)*B)+1
1050 ONIGOSUB2000,2500,3000,3500,4000,4500,5000,5540
1060 RETURN
2000 PRINT"
2010 PRINT"
2020 PRINT"
2030 RETURN
2500 PRINT"
2510 PRINT"
2520 PRINT"
2530 RETURN
3000 PRINT"
3010 PRINT"
3020 PRINT"
3030 RETURN
3500 PRINT"
3510 PRINT"
3520 PRINT"
3530 RETURN
4000 PRINT"
4010 PRINT"

```



```

10100 FORT=1T010
10110 PRINT"BOSSSE #";T,"--->";TT(T)
10120 FORX=1T0100:NEXTX:M=M+TT(T):NEXTT
10130 PRINT"#";SPC(18)"TOTAL: ";M
10140 PRINT"UNE AUTRE PARTIE (O/N)?"
10150 GETA$: IFA$="" THEN10150
10160 IFA$="O" THENCLR:RESTORE:RUN
10170 IFA$="N" THENPRINT":END
10180 GOTO10150
11000 FORX=0T090STEP2.5:POKE2040,246
11010 Y=-ABS(SIN(W)*(15*PI))+190
11015 POKE2040,245
11020 POKEV,X:POKEV+1,Y:W=W+.09:NEXTX
11030 FORT=1T0100:POKE53270,200+INT(RND(1)*8):NEXT:POKE53270,200:RETURN
12000 POKE53280,1:POKE53281,1:POKE6446,5
12010 PRINTCHR$(14):CHR$(147)
12020 PRINT"LE BUT DU 'EU EST DE TOTALISER UN"
12030 PRINT"MAXIMUM DE 'DINTS, CALCULES PAR LES"
12040 PRINT"URYYS, EN EFFECTUANT LE PLUS DE 'AUTS"
12050 PRINT"LEUSSIS TOUT EN REGLANT LA 'ITESSE"
12060 PRINT"DE LA 'IG AVEC LE JOYSTICK #2:"
12070 PRINT" ■ GAUCHE = 'ALENTIR
12080 PRINT" ■ DROITE = 'ACCELERER
12090 PRINT" ( 'IG / 'IG / 'IG )"
12100 IFFEEK(56320)=111THENPRINTCHR$(142):RETURN
12110 GOTO12100

```

READY.

COMMODORE 64

GUERRE SOUS-MARINE

Vous êtes encerclé, les grenades ennemies foncent sur votre sous-marin. Il vous faut repérer le bâtiment de vos adversaires afin de l'anéantir avant que ses agressifs projectiles ne vous détruisent !

READY.

```

100 REM *****
110 REM GUERRE SOUS-MARINE
120 REM *****
130 REM PAR DAVID & BERNARD
140 REM *****
150 REM (C) 1986 .B.&.D.
160 REM *****
170 GOTO830
180 FORI=54272 TO 54296:POKE I,0:NEXT
190 POKE54272,209:POKE54273,18:POKE54277,136:POKE54278,136:POKE54296,15
200 POKE54276,33:FORB=1 TO 800:NEXT:POKE54276,32
210 MV=1:P=PEEK(56320):IFP=127THENMV=0
220 IF(PAND16)=0DRLTHENGOSUB430
230 IF(PAND8)=0THENAY=AY+1:X=12:IFAY>38THENAY=AY-1
240 IF(PAND4)=0THENAY=AY-1:X=10:IFAY<0THENAY=AY+1
250 IF(PAND2)=0THENAX=AX+40:IFAX>360THENAX=AX-40
260 IF(PAND1)=0THENAX=AX-40:IFAX<-80THENAX=AX+40

```



```

270 A=AX+AY+1424:P=PEEK(A):PO=PEEK(A+1):IFMVTHENPOKEA1,17:POKEA1+1,17
280 POKEA,X:POKEA+1,X+1:A1=A
290 IFP<2ORPO<2THEN730
300 LM=LM+1:IFLM<RRTHEN340
310 N1=N1+40:CO=PEEK(N1):IFN1=ADRN1=A+1THENPOKEN1-40,17:GOTO730
320 IFN1>ADRCO<3THEN670
330 POKEN1-40,17:POKEN1,1
340 IFM>VTHENPRINT"■□□□□□□□□□"MID$(A$(TT),H,40);
341 H=H+M2:IFH=H1THENM=0:H=1
350 M=M+1:IFM=VTHEN370
360 GOTO210
370 LM=0:N1=1344+AY:T=RND(1)*6+1:ONTGOTO420,410,400,390
380 TT=RND(1)*2+1:H=2:H1=44:M2=1:RR=40-(LM+AY):GOTO350
390 TT=RND(1)*2+3:H=44:H1=2:M2=-2:RR=-(LM-AY)/2:GOTO350
400 TT=RND(1)*2+3:H=46:H1=2:M2=-2:T=RND(1)*37:N1=1344+T:RR=3-(LM-T)/2:GOTO350
410 TT=4:H=46:H1=2:M2=-1:T=RND(1)*37:N1=1344+T:RR=3-(LM-T):GOTO350
420 TT=2:H=2:H1=44:M2=1:T=RND(1)*38:N1=1344+T:RR=40-(LM+T):GOTO350
430 L=L+1:IFL<2THENC=A:IFX=12THENC=A+1
440 C=C-40:CO=PEEK(C):IFCO<17THEN470
450 POKEC+40,17:IFC<1344THENL=0:RETURN
460 POKEC,14:RETURN
470 IFCO<>0ANDCO<>1THEN540
480 POKE54276,129:POKE54276,128
490 FORT=-1TO1:FORI=-1TO1:C1=PEEK(C+I+T*40)
500 IFC1=1THENRR=99:LM=0
510 IFC1>9ANDC1<14THENM1=1
520 L=0:POKEC+I+T*40,(RND(1)*2)+18:NEXT:NEXT:IFM1=1THEN730
530 FORT=-1TO1:FORI=-1TO1:POKEC+I+T*40,17:NEXT:NEXT:RETURN
540 PRINT"■□□□□□□□□□"MID$(A$(0),H,40):POKEC+40,17:POKEC-40,32
550 POKE54276,129:POKE54276,128
560 FORT=1TO100:NEXT
570 POKE646,1:PRINT"■□□□□□□□□□"
580 M=0:L=0:IFCO<7THENS=BS+1
590 IFCO>6THENS=MS+1
600 IFLM<RRTHENRR=99
610 IFMS+BS=5THENPOKE53281,7:V=20
620 IFMS+BS=15THENPOKE53281,14:V=10
630 IFMS+BS=30THENPOKE53281,10
640 IF(MS+BS)/5=INT((MS+BS)/5)THENFORT=1TO8:POKE1384+(RND(1)*359),0:NEXT:J=1
650 IFJ=1THENFORT=-1TO2:FORI=-1TO1:POKEA+T+I*40,17:NEXT:NEXT:J=0
660 RETURN
670 RR=99:ML=0:POKE54283,129:POKE54283,128
680 FORT=-1TO1:FORI=-1TO1:C1=PEEK(N1+I+T*40)
690 IFC1=14THENL=0
700 IFC1>9ANDC1<14THENM1=1
710 POKEN1+I+T*40,(RND(1)*2)+18:NEXT:NEXT:IFM1=1THEN730
720 FORT=-1TO1:FORI=-1TO1:POKEN1+I+T*40,17:NEXT:NEXT:GOTO340
730 POKEA,15:POKEA+1,16:POKE54286,0:POKE54290,129
740 FORT=230TO255STEP.15:POKE54287,255-T:POKE53281,15ANDT:NEXT:POKE54290,128
750 FORT=1TO50:POKEA,(RND(1)*2)+18:POKEA+1,(RND(1)*2)+18
760 NEXT:POKE53272,21:POKE53280,11:POKE53281,12
770 PRINTCHR$(147):POKE646,0:PRINT:PRINT:PRINTSPC(7)" SCORE:... "BS"BATEAUX"
780 PRINTSPC(8):PRINT:PRINT" ET"MS"TORPILLEURS"
790 PRINTSPC(1):PRINT:PRINT:PRINT:PRINT" TAPEZ UNE TOUCHE POUR CONTINUER S
.V.P."
800 POKE198,0:WAIT 198,1:I=1000
810 I=I+1:IFI>1000 THEN PRINT CHR$(147):;RUN
820 GOTO800
830 GOSUB990
840 PRINTCHR$(147):POKE53280,0:POKE53281,5
850 POKE53272,28:POKE54296,15:ZZ=80000
860 X=10:V=30:AX=360:AY=20:RR=30:H=2
870 PRINTSPC(11)"■□ GUERRE SOUS-MARINE "
880 A$(1)="

```

BCE "


```
1530 DATA17,74,148,125,218,180,221,182
1540 DATA255,255,255,255,255,255,255,255
1550 DATA191,213,187,92,171,237,190,219
1560 DATA247,174,181,125,235,189,173,222
1570 DATA-1
```

READY.

COMMODORE 64

POURSUITE

Poursuivi par un individu louche qui vous veut sûrement du mal, votre seule issue est de sortir du cadre que lui ne peut franchir. Un conseil : user de ruse et de rapidité pour laisser sur sa faim ce personnage patibulaire.

```
10 PRINT"Q"SPC(255)"POURSUITE"
20 POKE 650,128
30 C(1) = 214 : C(2) = 215
40 C(3) = 216 : C(4) = 32
50 PC(1) = .50 : PC(2) = 10
60 PC(3) = 1 : PC(4) = 0
70 POKE 53280,2 :POKE 53281,6
80 PRINTSPC(242)" VOULEZ-VOUS";
90 PRINT " LES REGLES (O/N)"
100 GET R$: IF R$ = "" THEN 100
110 IF R$ = "O" THEN GOSUB 590
120 XM = 39 : YM = 24
130 XJ = 0 : YJ = 0
140 FF = 1 : PT = 0
150 FOR T=54272 TO 54296
160 POKE T,0
170 NEXT T
180 POKE 54277,192
190 POKE 54296,15
200 POKE 54276,17
210 REM
220 REM
230 PRINT"Q"
240 FOR X=1 TO 50
250 FOR Y=1 TO 4
260 Q = INT(RND(1)*1000)
270 POKE 55296+Q,X+Y
280 POKE 1024+Q,C(Y)
290 NEXT Y
300 NEXT X
310 REM LE MONSTRE
320 POKE 56295,0
330 POKE 2023,28
340 MM = 999
350 REM VOUS
360 POKE 55296,0
370 POKE 1024,0
380 FOR T=1 TO 1000 :NEXT T
390 TI$ = "000000"
```

Commentaire :
Pour vous déplacer, utilisez les touches Z K M X.



```

400 GOSUB 840: REM MOUVEMENT "3"
410 GOSUB 970: REM MOUVEMENT "0"
420 REM
430 POKE 54276,16
440 REM POINTS
450 FOR T=1 TO 3
460 IF PEEK(1024+JJ) = C(T) THEN GOSUB 530
470 NEXT T
480 REM
490 POKE 55296+JJ,1
500 POKE 1024+JJ,0
510 IF MID$(TI$,6,1) < "3" THEN GOSUB 840
520 GOTO 400
530 REM PTS
540 PC = PC + PC(T)
550 POKE 54276,17
560 POKE 54272,PC(T)
570 POKE 54273,100-PC(T)
580 RETURN
590 REM REGLE DU JEU
600 PRINT "3 VOUS ETES POURSUIVIT PAR":

```

READY.

```

610 PRINT " UN INDIVIDU (";CHR$(92);")"
620 PRINTSPC(80)" QUI HEUREUSEMENT EST";
630 PRINT " PRISONNIER DU CADRE, VOUS NON"
640 PRINTSPC(80)" CELA EST VOTRE SEULE ISSUE";
650 PRINT" POUR LUI ECHAPPER"
660 PRINTSPC(80)"VOUS(";CHR$(64);") VOUS DEPLACE":
670 PRINT " AU MOYEN DES TOUCHES"
680 PRINT"          K  "
690 PRINT"          ↑  "
700 PRINT"          Z<-+>X "
710 PRINT"          I  "
720 PRINT"          M  "
730 PRINT"APPUYER SUR UNE TOUCHE POUR POURSUIVRE"
740 GET R$: IF R$ = "" THEN 740
750 PRINT"3"SPC(40)
760 PRINT" VOTRE SCORE AUGMENTERA SUIVANT"
770 PRINT" LES VALEURS DE:"
780 PRINTSPC(42)CHR$(C(1))," 50 POINT"
790 PRINTSPC(42)CHR$(C(2))," 10 POINTS"
800 PRINTSPC(42)CHR$(C(3))," 1 POINTS"
810 PRINTSPC(80)"APPUYER SUR UNE TOUCHE POUR POURSUIVRE"
820 GET R$: IF R$ = "" THEN 820
830 RETURN
840 POKE 1024+MM,32
850 REM
860 IF XM < XJ THEN XM = XM + FF + (XM+FF>39)
870 IF XM > XJ THEN XM = XM - FF + (XM-FF<1)
880 IF YM > YJ THEN YM = YM - FF + (YM-FF<1)
890 IF YM < YJ THEN YM = YM + FF + (YM+FF>24)
900 MM = XM + 40*YM
910 IF MM > 999 THEN MM = 999
920 IF MM < 0 THEN MM = 0
930 IF PEEK(1024+MM) = 0 THEN 1000
940 POKE 55296+MM,0
950 POKE 1024+MM,28

```

```

960 RETURN
970 REM
980 POKE 1024+JJ,32
990 GET R$
1000 IF R$ = "Z" THEN XJ = XJ - 1   IF XJ < 0 THEN XJ = 39   GOTO 1050
1010 IF R$ = "X" THEN XJ = XJ + 1   IF XJ > 39 THEN XJ = 0
1020 IF R$ = "K" THEN YJ = YJ - 1   IF YJ < 0 THEN YJ = 24   GOTO 1050
1030 IF R$ = "M" THEN YJ = YJ + 1   IF YJ > 24 THEN YJ = 0
1040 JJ = YJ*40 + XJ
1050 REM
1060 IF VAL(MID$(TI$,4,1)) = 3 THEN 1080
1070 RETURN
1080 REM **
1090 POKE 54278,13
1100 POKE 54276,17
1110 POKE 54272,2
1120 POKE 54273,2
1130 FOR T=1 TO 200 : NEXT T
1140 POKE 54276,128
1150 POKE 54273,2
1160 PRINT"␣ LA PARTIE EST TERMINE"
1170 PRINTSPC(40)"          SCORE",PC
1180 IF P0 < PC THEN P0 = PC
1190 PRINTSPC(40)" MEILLEURE SCORE",P0
1200 PRINTSPC(40)" UNE AUTRE PARTIE (O/N)

```

READY.

```

1210 GET R$ : IF R$ = "" THEN 1210
1220 IF R$ = "O" THEN PC = 0 : GOTO 120
1230 IF R$ <> "N" THEN 1210
1240 PRINT" AU REVOIR"
1250 FOR T=54272 TO 54296
1260 POKE T,0 : NEXT T
1270 END

```

READY.

COMMODORE 64

LE PALAIS DES HACHES

Ce ne sont pas des serpents sifflant sur vos têtes mais, dans ce palais aux nombreuses salles, des haches menaçantes qui se balancent au-dessus de vous. Essayez, en un temps record, de parcourir le maximum de salles sans vous blesser...

```

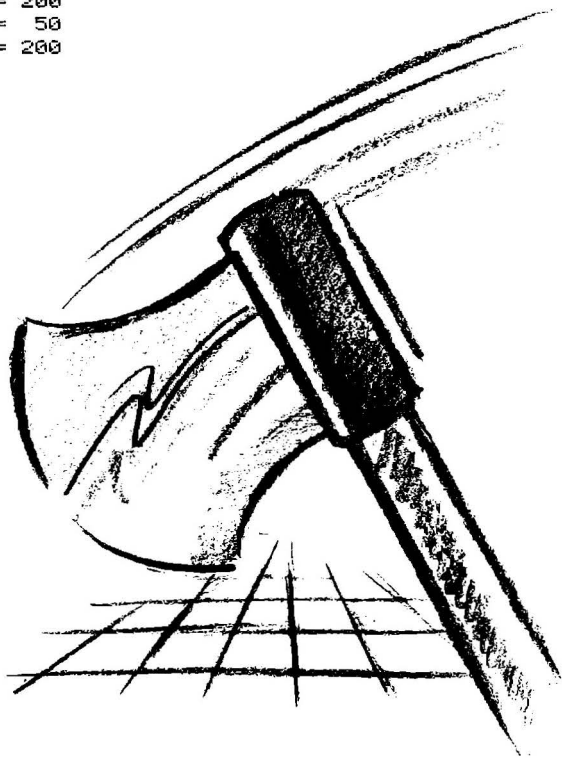
10 PRINT "␣ VISITEZ CHAQUE SALLE DU"
20 PRINT "␣ PALAIS DES HACHES "
30 PRINT "␣ SANS VOUS FAIRE BLESSE PAR"
40 PRINT "␣ DES HACHES QUI SE BALANCENT "
50 PRINT"␣ AU DESSUS DE VOS TETES"
60 PRINT "␣␣ ATTEIGNEZ LE NUMERO DES SALLES "

```

```

70 PRINT "AU MOYEN DES TOUCHES:"
80 PRINT "    >. POUR ALLER A DROITE"
90 PRINT "    <. POUR ALLER A GAUCHE"
100 PRINT "    ET DE LA BARRE ESPACE
110 PRINT "    POUR CHANGER DE DIRECTION "
120 PRINT "    DE HAUT EN BAS"
130 FOR T=1 TO 5000 : NEXT T
140 DX = 0 : DY = 3
150 D1 = 2 : D2 = -2
160 N1 = 0 : N2 = 1
170 X1 = 50 : X2 = 200
180 XX = 125 : YY = 125
190 DIM TD(6,2)
200 TD(1,1) = 1 : TD(1,2) = -1
210 TD(2,1) = -2 : TD(2,2) = 1
220 TD(3,1) = 1 : TD(3,2) = -1
230 TD(4,1) = 1 : TD(4,2) = 1
240 TD(5,1) = -2 : TD(5,2) = -2
250 TD(6,1) = 1 : TD(6,2) = 1
260 REM
270 DIM TC(6,2)
280 TC(1,1) = 50 : TC(1,2) = 50
290 TC(2,1) = 125 : TC(2,2) = 200
300 TC(3,1) = 200 : TC(3,2) = 50
310 TC(4,1) = 50 : TC(4,2) = 200
320 TC(5,1) = 125 : TC(5,2) = 50
330 TC(6,1) = 200 : TC(6,2) = 200
340 POKE 54277,102
350 POKE 54278,128
360 POKE 54276,17
370 POKE 54272,233
380 POKE 54296,15
390 N2 = 1
400 V = 53248
410 POKE V+30,0
420 POKE V+40,4
430 POKE V+41,8
440 POKE V+42,6
450 POKE V+43,0
460 POKE 2040,13
470 POKE 2041,14
480 POKE 2042,14
490 POKE 2043,15
500 FOR I=832 TO 894
510 READ Q
520 POKE I,Q
530 NEXT I
540 FOR I=896 TO 958
550 READ Q
560 POKE I,Q
570 NEXT I
580 FOR I=960 TO 1022
590 READ Q
600 POKE I,Q

```



READY.

```

610 NEXT I
620 GOSUB 1720

```



```

630 PRINT "3" TAB(27) "N0 DES SALLES"
640 PRINT TAB(30) " VISITEES"
650 REM
660 POKE V+21,31
670 POKE 53281,0
680 REM
690 POKE V,XE
700 POKE V+1,YE
710 POKE V+2,X1
720 POKE V+3,100
730 POKE V+4,X2
740 POKE V+5,150
750 POKE V+6,XX
760 POKE V+7,YY
770 TI$ = "000000"
780 GOTO 1120
790 POKE 54273,30-VAL(MID$(TI$,6,1))
800 IF PEEK(203) = 64 THEN 870
810 POKE V+23,VAL(MID$(TI$,5,1))
820 IF PEEK(203) = 47 THEN DX = DX-1 GOTO 870
830 POKE V+29,VAL(MID$(TI$,5,1))
840 IF PEEK(203) = 44 THEN DX = DX+1 GOTO 870
850 IF PEEK(203) = 60 THEN DY = -DY
860 POKE 54273,72
870 REM
880 XX = XX + DX
890 YY = YY + DY
900 POKE V+6,XX
910 POKE V+7,YY
920 IF XX < 50 THEN XX = 50
930 IF XX > 200 THEN XX = 200
940 IF YY < 50 THEN YY = 50
950 IF YY > 200 THEN YY = 200
960 IF XX = TC(1,1) AND YY = TC(1,2) THEN SS = 1 : GOSUB 1350
970 IF XX = TC(2,1) AND YY = TC(2,2) THEN SS = 2 : GOSUB 1350
980 IF XX = TC(3,1) AND YY = TC(3,2) THEN SS = 3 : GOSUB 1350
990 IF XX = TC(4,1) AND YY = TC(4,2) THEN SS = 4 : GOSUB 1350
1000 IF XX = TC(5,1) AND YY = TC(5,2) THEN SS = 5 : GOSUB 1350
1010 IF XX = TC(6,1) AND YY = TC(6,2) THEN SS = 6 : GOSUB 1350
1020 PP = PEEK(V+30)
1030 IF PP = 0 THEN 1110
1040 IF PP = 3 THEN 1110
1050 IF PP = 5 THEN 1110
1060 POKE V+6,125
1070 POKE V+7,125
1080 XX = 125
1090 YY = 125
1100 POKE 54273,30+VAL(MID$$,5,2))
1110 REM
1120 REM
1130 XE = XE + EX
1140 YE = YE + EY
1150 IF YE > 50 AND YE < 200 THEN 1250
1160 REM
1170 N1 = N1 + 1
1180 N2 = N2 + 1
1190 IF N2 > 6 THEN N2 = 1
1200 IF N1 > 6 THEN N1 = 1

```

READY.

```

1210 EX = (TC(N2,1) - TC(N1,1)) / 75
1220 EY = (TC(N2,2) - TC(N1,2)) / 75
1230 XE = TC(N1,1)
1240 YE = TC(N1,2)
1250 POKE V,XE
1260 POKE V+1,YE
1270 REM
1280 X1 = X1 + D1
1290 IF X1 < 50 OR X1 > 200 THEN D1 = -D1
1300 X2 = X2 + D2
1310 IF X2 < 50 OR X2 > 200 THEN D2 = -D2
1320 POKE V+2,X1
1330 POKE V+4,X2
1340 GOTO 790
1350 REM
1360 IF SJ(SS) = 1 THEN RETURN
1370 FOR T=1 TO 100 STEP 2
1380 POKE 54273,10+T
1390 NEXT T
1400 SJ(SS) = 1
1410 SJ = SJ + 1
1420 PRINTTAB(30);SS
1430 IF SJ < 6 THEN RETURN
1440 PRINT
1450 PRINT "      VOUS AVEZ VISITEZ"
1460 PRINT "      TOUT LE PALAIS"
1470 PRINT" EN ";MID$(TI$,3,2);" MINUTES"
1480 PRINT" ET ";MID$(TI$,5,2);" SECONDES"
1490 DX = 0
1500 DY = 0
1510 RETURN
1520 DATA 8,48,64,13,51,192,31,255,224
1530 DATA 31,255,224,63,255,240,31,255
1540 DATA 224,31,255,224,13,51,192,8
1550 DATA 48,64,0,48,0,0,48,0,0,48,0
1560 DATA 0,48,0,0,48,0,0,48,0,0,48,0
1570 DATA 0,48,0,0,48,0,0,56,0,0,56,0
1580 DATA 254,16,254
1590 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1600 DATA 63,0,0,30,0,0,127,255,255,127
1610 DATA 255,255,30,0,62,63,0,0,63,0,0
1620 DATA 127,128,0,127,128,0,255,192,0
1630 DATA 255,192,0,63,0,0,0,0,0,0,0,0
1640 DATA 0,0,0,128,0,128
1650 DATA 0,0,0,0,0,0,0,224,0,0,224,0
1660 DATA 0,240,0,0,255,128,0,255,192
1670 DATA 1,255,224,15,255,254,31,255
1680 DATA 255,31,255,255,31,255,255
1690 DATA 15,255,254,0,255,224,0,127
1700 DATA 192,0,63,192,0,3,192,0,3
1710 DATA 128,0,3,128,0,0,0,0,0,0
1720 PRINT"IT";
1730 PRINT " _____"
1740 PRINT " |1. | 5. | .3|"
1750 FOR W=1 TO 9
1760 PRINT " | _____"
1770 NEXT W
1780 PRINT " +-+ "
1790 FOR W=1 TO 9
1800 PRINT " | _____"

```

READY.

```
1810 NEXT W
1820 PRINT "14.      1      2.      1      .61"
1830 PRINT " _____"
1840 RETURN
```

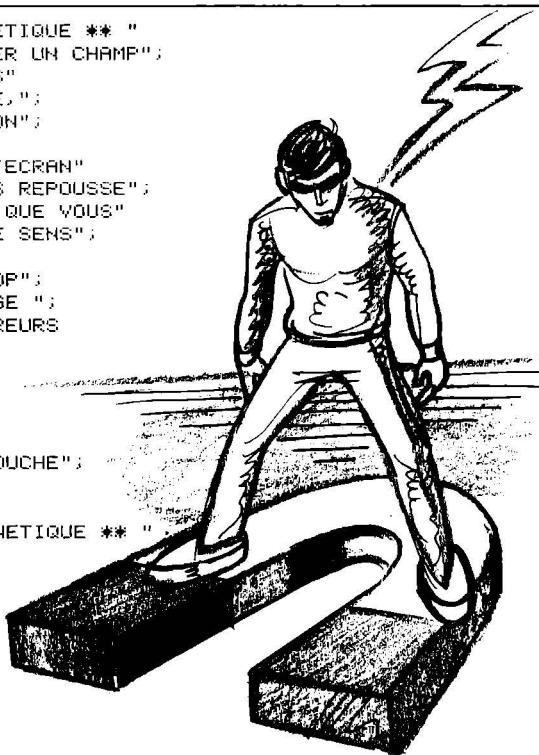
READY.

COMMODORE 64

CHAMP MAGNETIQUE

Un coin de paradis vous attend de l'autre côté de l'écran mais, pour votre malheur, vos chaussures à semelles de plomb sont attirées par les aimants qui jalonnent le champ que vous devez parcourir pour atteindre l'eden. Le temps vous est compté et plus il passe plus la traversée est difficile.

```
10 PRINT"□";SPC(7);"*** CHAMP MAGNETIQUE ** "
20 PRINTSPC(42)"VOUS DEVEZ TRAVERSER UN CHAMP";
30 PRINT " QUI EST ENVAHI D'AIMANTS"
40 PRINT " VOUS. BOUT DE FERRAILLE.";
50 PRINT " VOUS AVEZ UNE AIMANTATION";
60 PRINT " QUI EST VISUALISEE"
70 PRINT " EN BAS ET A DROITE DE L'ECRAN"
80 PRINTSPC(40)"ATTENTION VOUS ETES REPOUSSE";
90 PRINT " PAR LA MEME AIMANTATION QUE VOUS"
100 PRINT " ET ELLE VOUS CHANGE LE SENS";
110 PRINT " DE VOTRE AIMANTATION"
120 PRINTSPC(40)" NE TARDEZ PAS TROP";
130 PRINT " CAR DES ONDES DE BARRAGE ";
140 PRINT "SE CEENT LORS DE VOS ERREURS
150 PRINTSPC(40)" DEPLACEMENTS:"
160 PRINT," Z À GAUCHE "
170 PRINT," X À DROITE "
180 PRINT," K EN HAUT "
190 PRINT," M EN BAS "
200 PRINTSPC(82)"APPUYER SUR UNE TOUCHE";
210 PRINT " POUR DEBUTER"
220 GET R$: IF R$ = "" THEN 220
230 PRINT"□";SPC(7);"*** CHAMP MAGNETIQUE ** "
240 POKE 2023,81
250 A(1)=81 : A(2)=87
260 A(3)=81 : A(4)=32
270 FOR B=54272 TO 54296
280 POKE B,0
290 NEXT B
300 B = 1904
310 B(0) = 32
320 B(1) = 67 : B(2) = 32
330 POKE 650,128
340 POKE 53290,1:POKE 53281,0
```



```

350 RESTORE
360 TR = TR + 1
370 PRINT"§"SPC(33)"N0.:";TR
380 GOSUB 1030
390 GOSUB 1410
400 P = 1106 : XY = P
410 POKE P,127
420 TI$ = "000000"
430 PRINT"§  ■■■■";
440 PRINT VAL(MID$(TI$,5,2))
450 GET R$: IF R$ <> "" THEN 490
460 FOR T=1 TO 50 :NEXT T
470 IF VAL(MID$(TI$,4,1)) = 1 THEN 1010
480 GOTO 530
490 IF R$ = "X" THEN DX = 1
500 IF R$ = "M" THEN DX = 40
510 IF R$ = "Z" THEN DX = -1
520 IF R$ = "K" THEN DX = -40
530 XY = P + DX
540 IF XY = 1941 THEN 870
550 IF PEEK(XY) <> 32 THEN 600
560 POKE P,32
570 P = XY
580 POKE P,127
590 GOTO 430
600 REM BORD DU AIMANT

```

READY.

```

610 IF PEEK(XY) <> 86 THEN 660:REM "X"
620 POKE P,32
630 P = XY + DX
640 POKE P,127
650 GOTO 430
660 IF PEEK(XY) = 81 THEN 680:REM "0"
670 IF PEEK(XY) <> 87 THEN 710:REM "●"
680 IF PEEK(XY) <> PEEK(2023) THEN 860
690 V = 81 - (87-PEEK(2023))*6
700 POKE 2023,V
710 XY = P
720 POKE P,126
730 XY = XY - DX
740 IF PEEK(XY) <>32 THEN 860
750 POKE 54272,PEEK(XY)
760 POKE 54273,PEEK(XY)
770 POKE 54276,9
780 POKE P,32
790 P = XY
800 POKE P,127
810 I = INT(RND(1) * 3)
820 B = B - 1
830 POKE B,B(I)
840 POKE 54276,16
850 GOTO 710
860 IF XY <> 1941 THEN 430
870 REM TERMINE
880 FOR T=1 TO 10
890 POKE 54272,30
900 POKE 54273,15
910 POKE 54276,9
920 POKE 1941,127
930 POKE 1941,255
940 NEXT T

```

```

950 POKE 54278,255
960 POKE 54276,16
970 PRINT "  ENCORE UNE TRAVERSER (O/N)
980 GET R$: IF R$ = "0" THEN 340
990 IF R$ <> "N" THEN 980
1000 END
1010 PRINT "  § LE TEMPS EST ECOULE "
1020 END
1030 DI = 54272 : CR(1) = 0
1040 FOR X=1 TO 8
1050 READ CR(X)
1060 NEXT X
1070 READ AD
1080 READ XL
1090 READ YL
1100 GOSUB 1190
1110 POKE 1941,207
1120 POKE 53280,1
1130 POKE 53281,1
1140 POKE 54276,8
1150 POKE 54296,15
1160 POKE 54277,203
1170 POKE 54278,90
1180 RETURN
1190 REM
1200 D = AD + 1

```

READY.

```

1210 F = D + XL-2
1220 S1 = 1
1230 CA = 1
1240 GOSUB 1610
1250 D = F + 41
1260 F = D + (YL-2)*40
1270 S1 = 40
1280 CA = 3
1290 GOSUB 1610
1300 D = F + 39
1310 F = D - XL+2
1320 S1 = -1
1330 CA = 5
1340 GOSUB 1610
1350 D = F - 41
1360 F = D - (YL-2)*40
1370 S1 = -40
1380 CA = 7
1390 GOSUB 1610
1400 RETURN
1410 DX = 1
1420 FOR Z=1 TO 5
1430 GOSUB 1530
1440 NEXTZ
1450 DX = 40
1460 FOR Z=1 TO 5
1470 GOSUB 1530: NEXTZ
1480 POKE 1941,32
1490 POKE 1940,32
1500 POKE 1901,32
1510 POKE 1900,32
1520 RETURN
1530 X = INT(RND(1)*34) + 4
1540 Y = INT(RND(1)*18) + 4

```

```

1550 I = INT(RND(1)*2) + 1
1560 XY = 1024 + Y*40 + X
1570 POKE XY,86
1580 POKE XY+DX,A(I)
1590 POKE XY-DX,A(I+1)
1600 RETURN
1610 FOR XY = 0 TO F STEP 81
1620 IF XY < 1024 OR XY > 2023 THEN 1680
1630 POKE XY + DI,CO

```

```

1640 POKE XY,CA(CA)
1650 NEXT XY
1660 POKE XY + DI,CO
1670 POKE XY,CA(CA+1)
1680 RETURN
1690 DATA 67,110,93,125,67,109,93,112
1700 DATA 1065,37,22

```

READY.

COMMODORE 64

LES CHAMPS

Une histoire bucolique où un intrus s'amuse à ravager votre champ de maïs. Il ne partira que quand il aura ramassé son trèfle... Aidez-le dans sa tâche, vous protégerez en même temps votre récolte...

```

10 PRINT"POUR VOUS DEPLACER ET EMPECHER L'INTRUS"
20 PRINT" DE RAVAGER VOTRE CHAMP DE MAIS "
30 PRINT" UTILISEZ LES TOUCHES 'M' ET 'N'"
40 FOR T=1 TO 3000 : NEXT T
50 PRINT" LES CHAMPS "
60 POKE 53281,9
70 POKE 650,128
80 IN = 1
90 PE = 1744 AC= 55296-1024
100 P = 0
110 PX = PE
120 PI = 1024 + 100 RI = PI
130 TR = -4
140 GOSUB 580
150 REM
160 FOR X=1065 TO 1703 STEP 7
170 TR = TR + 1
180 POKE X+AC,5 POKE X,88
190 POKE X+1,32 POKE X+2,32
200 NEXT X
210 REM
220 GOSUB 670
230 IF MA < 20 THEN 220
240 REM POSE DE LA CLOTURE
250 GOSUB 730
260 REM
270 GET R$
280 IF R$ = "" THEN 420
290 IF INT(TI/100) = TT THEN 320
300 TT = INT(TI/100)
310 GOSUB 670
320 IF R$ = "M" THEN DX = 1
330 IF R$ = "N" THEN DX = -1
340 POKE PX,32 POKE PX+1,32
350 POKE PX+2,32 POKE PX+3,32
360 P = P + DX + ((P + DX > 36) - (P + DX < 1))
370 PX = PE + P

```



```

380 POKE PX+AC,0 : POKE PX+1+AC,0
390 POKE PX+2+AC,0
400 POKE PX,65 : POKE PX+1,90
410 POKE PX+2,65 : POKE PX+3,111
420 REM
430 X = INT(RND(1)*5-2)
440 Y = IN
450 RI = PI + (Y*40 + X)
460 IF TR = 0 THEN 780
470 IF RI < 1024 THEN RI = RI + 80 : IN = +1
480 IF RI > 2023 THEN RI = RI - 80 : IN = -1
490 IF RI=PX OR RI=PX+1 THEN IN = -1 :GOTO 260
500 IF RI=PX+2 OR RI=PX+3 THEN IN = -1 :GOTO 260
510 IF PEEK (RI) = 87 THEN MA = MA -1
520 IF PEEK (RI) = 88 THEN TR = TR -1
530 IF PEEK (RI) = 107 OR PEEK (RI) = 115 THEN 420
540 POKE PI,32
550 PI = RI
560 POKE PI + AC,1 : POKE PI,94
570 GOTO 260
580 REM
590 AE = 1024
600 DX = 1 : S0 = 0

```

READY.

```

610 FE = 2023 : FC = 56295
620 FOR X=PE TO PE + 38 STEP 3
630 POKE X+AC,15
640 NEXT X
650 TT = INT(TI / 100)
660 RETURN
670 REM
680 Z = INT((2023-PE-40)*RND(1)) + PE+40
690 IF PEEK(Z) = 87 THEN 720
700 POKE Z+AC,7 : POKE Z,87
710 MA = MA + 1
720 RETURN
730 FOR X=1024 TO 1984 STEP 40
740 POKE X+AC,0 : POKE X,107
750 POKE X+AC+39,0 : POKE X+39,115
760 NEXT X
770 RETURN
780 REM
790 PRINT"␣ L'INTRUS VOUS A MANGE TOUT LE TREFLE"
800 PRINT" MAIS VOTRE CHAMP DE MAIS"
810 PRINT" A UN TAUX DE GERMINATION "
820 PRINT " ACTUEL DE ";MA/20;"%"
830 END
840 IF S0 > SC THEN S0 = SC
850 PRINT "␣ DESIREZ-VOUS RECOMMENCER";
860 PRINT "CAR IL RODE TOUJOURS. (O/N)"
870 GET R$
880 IF R$ = "O" THEN 80
890 IF R$ <> "N" THEN 870
900 PRINT"␣          BON POP CORN "

```

READY.


```

900 REM BOUCLE PRINCIPALE
990 POKEV+7,INT(RND(1)*100)+100:CC=PEEK(V+7):POKEV+30,0
995 FORC=0T0255STEP8
1000 D=PEEK(56320)
1010 IFD=126 THEN Y=Y-3
1020 IFD=125 THEN Y=Y+3
1025 IFD=111 THEN POKEV+21,127:GOTO1030
1028 POKEV+21,63
1030 IFY>200 THEN Y=200
1040 IFY<70 THEN Y=70
1050 POKEV+1,Y:CC=CC-1:IFCC<0THENC=0
1060 A=A+5:IFA>240THENA=0:POKEV+5,225:AN=INT(RND(1)*5)+1
1070 POKEV+2,A :REM TANK
1080 B=B+5:IFB>240THENB=0:JK=INT(RND(1)*220)+30
1090 POKEV+4,B+10 :REM BALLE
1092 POKEV+13,Y+12:CO=PEEK(V+30)
1094 IFCO=90RCO=15THENFORT=1T0255:POKE53270,T:NEXT:POKE53270,200:GOTO1400
1095 IFB>JK THEN POKEV+5,PEEK(V+5)-AN
1098 IFCO=50RCO=11THENFORT=1T0150:POKE53281,T:NEXTT:GOTO1400
1100 S=S+8:PRINT"SCORE:";S
1102 IFCO=72ORCO=78THENFORT=1T020:POKEV+42,0:POKEV+42,14:NEXTT:S=S+500:GOTO990
1105 POKE16064,RND(1)*255:POKE16065,RND(1)*255:POKE16066,RND(1)*255 :REM LASER
1110 POKEV+6,C:POKEV+7,CC :REM HELICO
1120 NEXTC:POKEV+6,0:GOTO990
1400 FORT=1T024:SYS59626:NEXT
1500 POKEV+21,0:PRINTCHR$(147):PRINT"***** GAME OVER ***"
1510 FORT=1T02000:NEXT:FORT=1T024:SYS59626:NEXT:CLR:RESTORE:RUN

```

READY.

READY.

COMMODORE 64

TARZAN

Jane est très séduisante, les colliers lui vont à ravir. Pour trouver grâce à ses yeux, vous vous transformez en pêcheur de perles. L'océan n'a plus de secret pour vous mais attention à ne pas manquer d'air ! Et au requin affamé qui rôde...

READY.

```

5 REM TARZAN
10 POKE53269,0:REM ETEINDRE SPRITES
20 POKE650,128:V=53248 :REM REGISTRE
25 GOSUB2000
30 POKE53280,14:POKE53281,14:POKE646,1
40 PRINTCHR$(147);CHR$(142);CHR$(8)
50 PRINT"  T  A  A  Z  A  "
60 PRINT"  |  |  |  |  |  "
70 PRINT"  |  |  |  |  |  "
80 PRINT"  |  |  |  |  |  "
90 PRINT"  |  |  |  |  |  "
92 PRINT"  |  |  |  |  |  "

```

```

93 PRINT"
94 PRINT"
95 PRINT"
96 PRINT"
97 PRINT"
98 PRINT"
100 PRINT"
105 PRINT"
110 PRINT"
115 PRINT"
120 PRINT"
125 PRINT"
130 PRINT"
135 PRINT"
136 POKES6175,8:POKE56215,8
138 PRINT"
139 PRINT"
140 FORT=1944T02023:POKET,160:POKET+54272,8:NEXT
142 REM CHARGEMENT DES SPRITES
150 FORN=0T062:READQ:POKE245*64+N,Q:NEXT
160 FORN=0T062:READQ:POKE246*64+N,Q:NEXT
170 FORN=0T062:READQ:POKE247*64+N,Q:NEXT
180 FORN=0T062:READQ:POKE248*64+N,Q:NEXT
190 FORN=0T062:READQ:POKE249*64+N,Q:NEXT
200 FORN=0T062:READQ:POKE250*64+N,Q:NEXT
205 FORN=0T062:READQ:POKE251*64+N,Q:NEXT
210 REM DATAS TARZAN DEBOUT
220 DATA0,0,0,0,84,0,0,168,0
230 DATA0,236,0,0,152,0,0,168,0
240 DATA0,32,0,10,170,128,10,170,128
250 DATAB,168,128,8,168,128,8,220,128
260 DATA0,116,0,0,136,0,0,136,0,0,136,0
270 DATA0,136,0,0,136,0,0,136,0,0,136,0
280 DATA2,138,0
290 REM DATAS TARZAN #1
300 DATA0,0,0,0,0,0,0,0,0,0
310 DATA0,0,0,0,0,0,0,0,0,0
320 DATA0,0,0,0,0,0,0,0,0,0
325 DATA0,0,0,0,0,8,0,0,40,0,164,160
330 DATA162,174,128,170,166,8
340 DATA170,172,40,162,166,160
350 DATA2,130,128,10,0,0,40,0,0,32,0,0
360 REM DATAS TARZAN #2
370 DATA0,0,0,0,0,0,0,0,0,0,0
380 DATA0,0,0,0,0,0,0,0,0,0
390 DATA0,0,0,0,0,0,0,0,0,0,0,0
400 DATA32,0,0,40,0,0,0,10,26,0
410 DATA2,186,138,32,154,170
420 DATA40,58,170,10,154,138
430 DATA2,130,128,0,0,160,0,0,40,0,0,8
440 REM DATAS BARQUE
450 DATA0,0,0,0,0,0,0,0,0,0
460 DATA0,0,0,0,0,0,0,0,0,0
470 DATA0,0,0,0,0,0,0,0,0,0,0,0
480 DATA0,0,0,0,0,0,0,0,0,0,0,0
490 DATA255,255,255,127,255,254,63,255,252
500 DATA31,255,248,15,255,240,7,255,224
510 DATA3,255,192
520 REM DATAS PERLES
530 DATA0,0,0,0,60,0,0,255,0
540 DATA1,223,128,3,191,192
550 DATA7,127,224,6,255,224
560 DATA14,255,240,15,255,240
570 DATA15,255,240,7,255,224

```




```

1860 Y=-ABS(SIN(W)*(8*PI))+154
1870 POKEV+15,Y:W=W+0.15
1880 IFPEEK(203)=60THENPOKEV+21,0:PRINTCHR$(147):END
1890 GOTO1860
2000 POKE53280,3:POKE53281,3:POKE646,6
2010 PRINT"[]"
2020 PRINT" "
2030 FORT=1T021:PRINT"|"
2040 PRINT" "
2050 PRINT"#####";SPC(15)"TARZAN!"
2060 PRINT"■"
2070 PRINT"#####POUR CONQUERIR L'AMOUR DE TA M"
2080 PRINT"#####BIEN AIMEE 'JEANNE', TOI, TARZAN!"
2090 PRINT"#####AVEC POUR SEULE COMPAGNIE TA PIROGUE!"
2100 PRINT"#####IIRA CHERCHER AUX FONDS DES MERS....."
2110 PRINT"#####PERLES PRECIEUSES POUR POUVOIR!"
2120 PRINT"#####FAIRE UN COLLIER ET L'OFFRIR !"
2130 PRINT"#####A JEANNE, MAIS CE N'EST PAS SI!"
2140 PRINT"#####SIMPLE CAR LES MERS SONT PLEINES DE!"
2150 PRINT"#####REQUINS!!!"
2160 PRINT"#####";SPC(28)"<BOUTON>"
3000 IFPEEK(56320)=111THENRETURN
3010 GOTO3000

```

READY.

COMMODORE 64

LABYRINTHE

Pris au piège dans un labyrinthe, vos pas sont comptés pour en sortir. Il vous faudra non seulement trouver la sortie en utilisant le chemin le plus court mais aussi le parcourir le plus rapidement possible.

```

10 PRINT "[]  UN LABYRINTHE ■"
20 PRINT "XSORTEZ DU LABYRINTHE EN FAISANT"
30 PRINT " LE MOINS DE PAS POSSIBLES."
40 PRINT "M QUAND VOUS PASSEZ UNE PORTE";
50 PRINT " ELLE VOUS BONNIFIE DE 10 PAS"
60 PRINT "M AU DEPART VOUS EN AVEZ 100"
70 PRINT "M POUR VOUS DEPLACER UTILISEZ "
80 PRINT "M Z POUR ALLEZ A GAUCHE"
90 PRINT " M A DROITE"
100 PRINT " M EN BAS "
110 PRINT " K EN HAUT "
120 PRINT "M APPUYER SUR UNE TOUCHE";
130 PRINT " POUR COMMENCER"
140 GET R$: IF R$ = "" THEN 140
150 PRINT"[]"
160 POKE 53280,7
170 POKE 53281,0
180 RESTORE
190 GOSUB 740
200 GOSUB 1090
210 PA = 100
220 PRINT"#####";SPC(33);PA

```

```

230 P = 1483
240 XY = P
250 POKE P+DI,0
260 POKE P,87
270 TI$ = "000000"
280 T0 = 30-VAL(MID$(TI$,5,2))
290 PRINT"■ ■■■■";T0
300 IF VAL(MID$(TI$,5,2)) > 30 THEN 330
310 GET R$: IF R$ <> "" THEN 350
320 GOTO 280
330 PRINT"■ LE TEMPS EST ECOULE "
340 GOTO 710
350 IF R$ = "X" THEN DX = 1
360 IF R$ = "M" THEN DX = 40
370 IF R$ = "Z" THEN DX = -1
380 IF R$ = "K" THEN DX = -40
390 PA = PA - 1 : XY = P + DX
400 PRINT"■"SPC(33);" ■■■■";PA
410 IF PA = 0 THEN 710
420 IF XY = 1177 THEN 660
430 IF PEEK(XY) <> 32 THEN 490
440 POKE P,32
450 P = XY
460 POKE P+DI,0
470 POKE P,87
480 GOTO 280
490 REM
500 IF PEEK(XY) = 160 THEN 280
510 FOR Z=1 TO 4
520 IF PEEK(XY) = A(Z) THEN 560
530 NEXT Z
540 PRINT" ET BIEN OU ALLEZ-VOUS?" END
550 GOTO 1410
560 ON Z GOTO 570,580,580,570
570 ON SGN(DX)+2 GOTO 650,,590
580 ON SGN(DX)+2 GOTO 590,,650
590 POKE P,32
600 POKE P,32

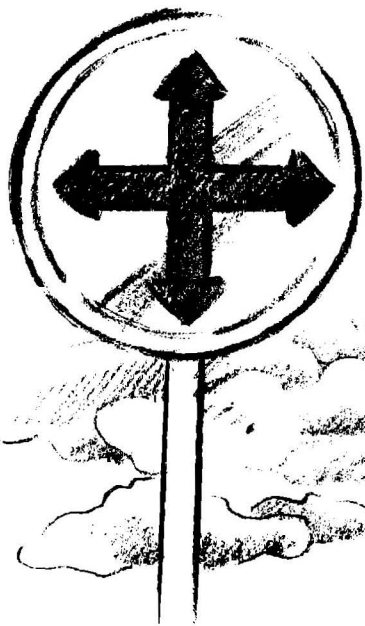
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READY.

```

610 P = XY + DX
620 POKE P+DI,0
630 POKE P,87
640 PA = PA + 10
650 GOTO 280
660 REM
670 POKE 1137,32
680 FOR T=1 TO 500
690 POKE 1177,94 : POKE 1177,112
700 NEXT T : GOTO 1410
710 PRINT"■"SPC(170);"VOUS ETES EPUISE ET"
720 PRINTSPC(10)"ELLE VA RESTEE VIDE"
730 GOTO 1410
740 DI = 54272
750 CA(1) = 0
760 TI$="000000"
770 FOR X=1 TO 8

```



```

780 READ CA(X)
790 NEXT X
800 READ AD
810 READ XL
820 READ YL
830 GOSUB 870
840 POKE 53280,1
850 POKE 53281,1
860 RETURN
870 REM
880 D = AD + 1
890 F = D + XL-2
900 S1 = 1
910 CA = 1
920 GOSUB 1450
930 D = F + 41
940 F = D + (YL-2)*40
950 S1 = 40
960 CA = 3
970 GOSUB 1450
980 D = F + 39
990 F = D - XL+2
1000 S1 = -1
1010 CA = 5
1020 GOSUB 1450
1030 D = F - 41
1040 F = D - (YL-2)*40
1050 S1 = -40
1060 CA = 7
1070 GOSUB 1450
1080 RETURN
1090 P = 1523
1100 L = 1
1110 DX = 1 : D = 1
1120 A(1) = 106 : A(2) = 116
1130 A(3) = 119 : A(4) = 111
1140 FOR Z = 0 TO L
1150 P = P + DX
1160 IF P < 1064 THEN 1270
1170 POKE P+DI,6
1180 POKE P,160
1190 NEXT Z
1200 L = L + 1

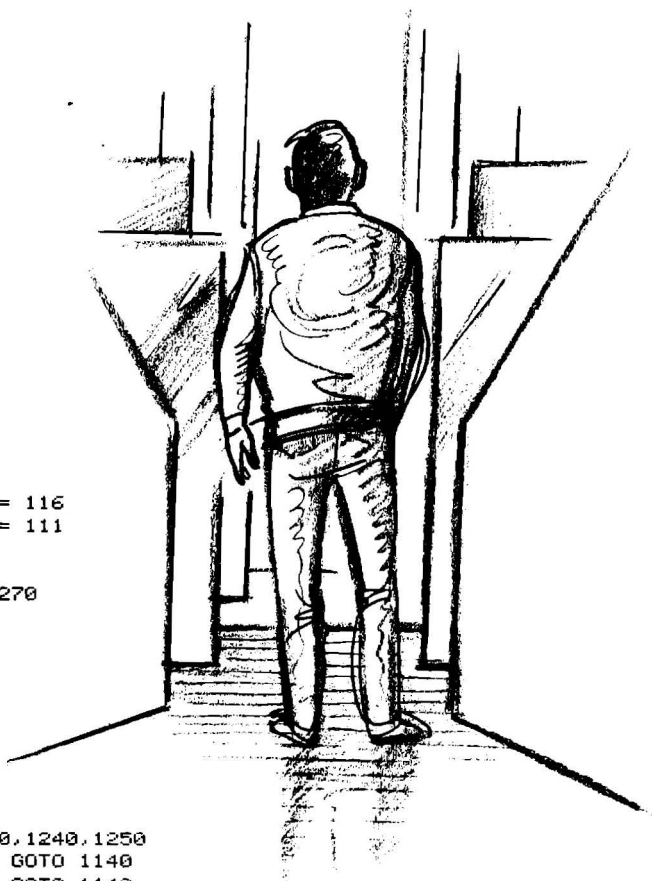
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READY.

```

1210 ON D GOTO 1220,1230,1240,1250
1220 DX = -40 : D = 2 : GOTO 1140
1230 DX = -1 : D = 3 : GOTO 1140
1240 DX = +40 : D = 4 : GOTO 1140
1250 DX = +1 : D = 1 : GOTO 1140
1260 GOTO 1140
1270 POKE P+40,32 : POKE P+80,32
1280 POKE P+122+DI,11 : POKE P+123+DI,11
1290 POKE P+122,112 : POKE P+123,115
1300 FOR Z=1 TO 22 STEP 2
1310 A = INT(RND(1)*2 + 1)

```



```

1320 POKE 1471+Z+1+DI,12
1330 POKE 1471+Z+1,A(A)
1340 POKE 1471+Z,32
1350 A = INT(RND(1)*2 + 3)
1360 POKE 1043+Z*40+40+((1083+Z*40<1523)*40)+DI,12
1370 POKE 1043+Z*40+40+((1083+Z*40<1523)*40),A(A)
1380 POKE 1043+Z*40+((1083+Z*40<1523)*40),32
1390 NEXT Z
1400 RETURN
1410 PRINTSPC(120)" ON RECOMMENCE (O/N)
1420 GET R$: IFR$ = "O" THEN PRINT"O" GOTO 160
1430 IF R$ <> "N" THEN 1420
1440 END
1450 FOR XY = D TO F STEP S1
1460 IF XY < 1024 OR XY > 2023 THEN 1520
1470 POKE XY + DI,CO
1480 POKE XY,CA(CA)
1490 NEXT XY
1500 POKE XY + DI,CO
1510 POKE XY,CA(CA+1)
1520 RETURN
1530 DATA 67,110,93,125,67,109,93,112
1540 DATA 1025,37,23

```

READY.

COMMODORE 64

DESSUS DESSOUS

Un jeu de pari où l'on peut jouer seul face à l'ordinateur, ou jusqu'à quatre personnes. Chacun dispose de la somme de 1 000 F dont il se servira pour miser. Le but du jeu consiste à deviner si la prochaine carte tirée par la machine sera supérieure ou inférieure à la précédente. Ambiance de tripot garantie...

```

10 CLR
20 PRINT"O"
30 PRINT" LE JEU CONSISTE"
40 PRINT"O A DEVINER SI LE HASARD VA TIRER"
50 PRINT"O UNE CARTE SUPERIEURE"
60 PRINT" OU INFERIEURE"
70 PRINT"O JEU DE 1 A 4 JOUEURS"
80 PRINT"O00 VOUS AVEZ CHACUN 1000F"
90 PRINT"O0000 ORDRE DES CARTES"
100 PRINTSPC(10)"2 3 4 5 6 7 8 9 10 V D R AS"
110 FOR T=1 TO 6000 : NEXT T
120 PRINT"O COMBIEN ETES-VOUS (1 A 4)"
130 GET R$: IF R$= "" THEN 130
140 NB = VAL(R$)
150 IF NB < 1 OR NB > 4 THEN 130
160 FOR X = 1 TO NB
170 TN(X) = 1000

```

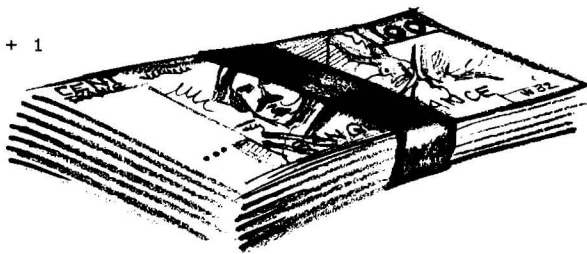


```

180 NEXT X
190 PRINT"§
200 TV$ = " 2 3 4 5 6 7 8 9 10 V D R 1"
210 TC$= "§§§§§§§§§§"
220 DIM JC(13,4)
230 POKE 53280,14 POKE 53281,15
240 GOSUB 680
250 P = 29 : GOSUB 830
260 GOSUB 750
270 V0 = V
280 GOSUB 910
290 PRINT"§§§§§ 'I' OU 'S' , MISE (RETURN)"
300 PRINT"JOUEUR NO:"
310 FOR X=1 TO NB
320 IF TM(X) = 0 THEN PRINT" " :GOTO 410
330 M(X) = 0
340 PRINTX;" §§§§§§§§§§";
350 INPUT R$(X),M(X)
360 IF R$(X) = "S" THEN R(X) = 1 GOTO 400
370 IF R$(X) = "I" THEN R(X) =-1 GOTO 400
380 IF R$(X) = "FIN" THEN 660
390 GOTO 350
400 IF M(X) > TM(X) THEN 350
410 NEXT X
420 GOSUB 750
430 P = 19 : GOSUB 830
440 GOSUB 910
450 SG = SGN(V-V0)
460 PRINT TAB(27) CHR$(61 + SG)
470 IF SG = 0 THEN 520
480 FOR X=1 TO NB
490 IF TM(X) = 0 THEN 510
500 TM(X) = TM(X) + M(X) * R(X) * SG
510 NEXT X
520 PRINT"§";
530 FOR X=1 TO NB
540 PRINT" §§§§§§§§§§";X;">"TM(X);
550 NEXT X
560 FOR T=1 TO 3500 : NEXT T
570 GOSUB 830
580 P = 29
590 FOR X=1 TO NB
600 IF TM(X) > 0 THEN 0 = 0 + 1

```

READY.



```

610 NEXT X
620 IF 0 = 0 THEN 650
630 0 = 0
640 GOTO 270
650 PRINT"§ VOUS N'AVEZ PLUS RIEN A MISER "
660 PRINT" A BIENTOT"
670 END
680 REM TAPIS
690 PRINT"§§§§§";TAB(17)" _____"
700 FOR T=1 TO 12
710 PRINT TAB(17);"|"

```

```

720 NEXT T
730 PRINT TAB(17);" _____"
740 RETURN
750 REM RECHERCHE CARTE
760 C = INT(4 * RND(0) + 1)
770 V = INT(13 * RND(0) + 1)
780 IF JC(V,C) = 1 THEN 760
790 JC(V,C) = 1
800 V$ = MID$(TV$,V*2-1,2)
810 C$ = MID$(TC$,C*2-1,2)
820 RETURN
830 REM UNE CARTE
840 PRINT"*****";TAB(P)" _____"
850 FOR T=1 TO 7
860 PRINT TAB(P);" |      |"
870 NEXT T
880 PRINT TAB(P);" _____"
890 PRINT TAB(27);" "
900 RETURN
910 REM AFFICHAGE CARTE
920 X = LEN(V$)
930 PRINT"*****" TAB(P+1) LEFT$(C$,1);
940 PRINT"||" TAB(P+1);V$;
950 PRINT TAB(P+4);V$;
960 PRINT"||" TAB(P+3);C$;
970 PRINT"||" TAB(P+1);V$;
980 PRINT TAB(P+4);V$;
990 PRINTCHR$(31)
1000 RETURN

```

READY.

COMMODORE 64

EVASIONS

Gardien d'un zoo un peu particulier où les animaux se révoltent, détruisent leurs cages et tentent de s'échapper, votre mission est de les anéantir avant qu'ils ne vous mangent... Ne vendez pas la peau de l'ours avant de l'avoir tué, ce jeu à tiroirs réserve bien des rebondissements !

```

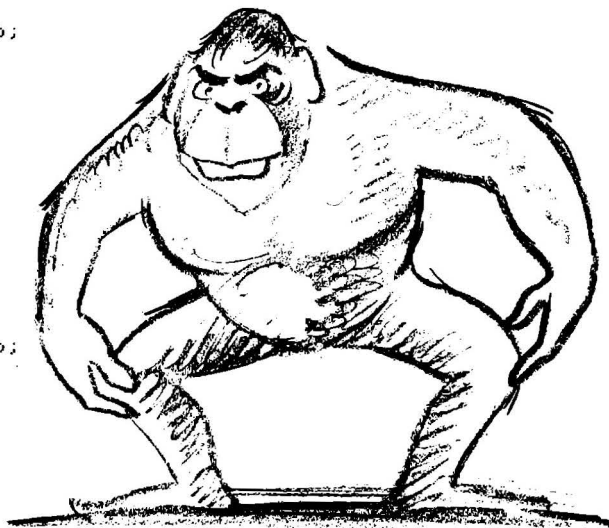
10 CLR : PRINT "C"
20 PRINT " DE DIFFERENTES PRISONS";
30 PRINT " DES PRISONNIERS"
40 PRINT "X SE REBELLENT "
50 PRINT "X L'ORDRE VOUS EST DONNE";
60 PRINT " DE LES ABATTRENT"
70 PRINT "X AVANT QU'ILS NE S'ECHAPPENT"
80 PRINT "X POUR CELA UTILISEZ";
90 PRINT " LA TOUCHE ESPACE"
100 PRINT "X ET POUR VOUS DEPLACER "
110 PRINT "X A GAUCHE --> TOUCHE 'N'"
120 PRINT " A DROITE --> TOUCHE 'M'"

```

```

130 FOR T=1 TO 5000 :NEXT T
140 PRINT "ATTENTION LE PLUS PROCHE";
150 PRINT " TIRE SUR VOUS"
160 PRINT " ET VOUS N'AVEZ QU'UNE VIE."
170 FOR T=1 TO 4000 : NEXT T
180 TI$ = "000000"
190 NA = 0 : NE = 0
200 NB = 3
210 D = 1
220 TP(0) = 1284
230 T = 0 : TT = 0
240 CU = 1964
250 CX = 20
260 NB = NB + 1
270 N1 = 0
280 N0 = NB
290 FOR X=1 TO NB
300 D = -D
310 TD(X) = D
320 TP(X) = TP(X-1) + 40
330 NEXT X
340 REM CONSTITUTION DE LA PRISON
350 PRINT "000000"
360 FOR Y=1 TO 2
370 PRINT CHR$(168);SPC(5);
380 FOR X=1 TO 29
390 PRINT CHR$(166);
400 NEXT X
410 PRINT SPC(4);CHR$(168);
420 NEXT Y
430 Y = 1
440 PRINT CHR$(168);SPC(5);
450 FOR X=1 TO 14-Y
460 PRINT CHR$(166);
470 NEXT X
480 FOR Z=1 TO Y
490 PRINT CHR$(32);
500 NEXT Z
510 PRINT CHR$(178);
520 FOR Z=1 TO Y
530 PRINT CHR$(32);
540 NEXT Z
550 FOR X=1 TO 14-Y
560 PRINT CHR$(166);
570 NEXT X
580 PRINT SPC(4);CHR$(168);
590 Y = Y + 1
600 IF Y <= N0 THEN 440

```



READY.

```

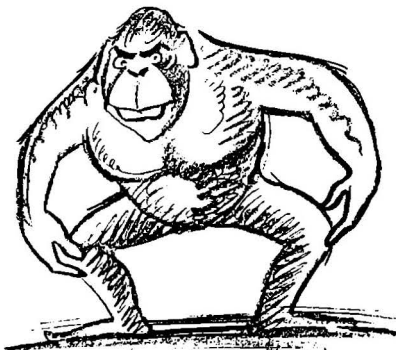
610 POKE 53280,8
620 POKE 53281,7
630 GET R$
640 IF R$ = " " AND T=0 THEN T=CU-40 : GOTO 820
650 POKE CU,32
660 POKE CU-40,32
670 IF R$ = "N" THEN CU=(CU-1+((CU-1)1982)-(CU-1(1945)))

```

```

680 IF R# = "M" THEN CU=(CU+1+((CU+1)1982)-(CU+1<1945)))
690 POKE CU,102
700 POKE CU-40,93
710 IF T = 0 THEN 820
720 REM TIR ↑
730 POKE T,32
740 FOR Z=1 TO N0
750 IF T = TP(Z) THEN 1030
760 NEXT Z
770 T = T - 40
780 IF T < 1263 THEN T = 0 : GOTO 820
790 IF PEEK(T) = 102 THEN T = 0 : GOTO 820
800 POKE T,46
810 REM DEPLACEMENT
820 Z = INT(RND(0)*NB + 1)
830 IF Z > N0 THEN 930
840 POKE TP(Z),32
850 TP(Z) = TP(Z) + TD(Z)
860 IF TP(Z) = T THEN 1030
870 IF PEEK(TP(Z)) <> 104 THEN 900
880 NE = NE + 1
890 GOTO 1070
900 IF PEEK(TP(Z)) = 102 THEN TD(Z) = -TD(Z)
910 POKE TP(Z),114
920 REM TIR DEFENSE
930 IF TT = 0 THEN TT = TP(N0) + 40
940 POKE TT,32
950 TT = TT + 40
960 POKE TT,32
970 IF TT = CU + 40 THEN 1200
980 IF TT > 2000 THEN TT = 0
990 IF TT = T THEN TT = 0 : T = 0
1000 POKE TT,58
1010 GOTO 630
1020 REM TUE
1030 POKE TP(Z),32
1040 NA = NA + 1
1050 T = 0
1060 REM
1070 N1 = N1 + 1
1080 IF N1 = NB THEN 1150
1090 N0 = N0 - 1
1100 FOR X=Z TO N0
1110 TP(X) = TP(X+1)
1120 NEXT X
1130 GOTO 630
1140 REM FIN DE MANCHE
1150 PRINT "Ⓜ PRISON N0";NB-3;
1160 PRINT NE;"EVASION(S)";NA;"ABATTUS"
1170 FOR T=1 TO 2000 : NEXT T
1180 POKE 53281,14
1190 GOTO 230
1200 PRINT "Ⓜ TOUCHE AU COURS DE LA MANCHE";

```



READY.

```

1210 PRINT " N0 ";NB-3
1220 PRINT " VOUS AVEZ TENU ";

```

```

1230 PRINT MID$(TI$,3,2);" MINUTE(S)"
1240 PRINT " ET ";MID$(TI$,5,2);" SECONDES"
1250 END

```

READY.

COMMODORE 64

LE PINCEAU

Une palette de couleurs, un pinceau, les touches de déplacement, vous voilà fin prêt pour débiter une grande carrière artistique !

```

10 PRINT "  VOUS ETES A MEME DE FAIRE DE LA "
20 PRINTSPC(90)"  DE LI EN ET DU NR DE"
30 PRINTSPC(169) " SANS VOUS SALIR "
40 FOR T=1 TO 5000 : NEXT T
50 PRINT "  UTILISEZ LES TOUCHES:"
60 PRINTSPC(120)" P POUR MONTER"
70 PRINTSPC(80)" . POUR DESCENDRE"
80 PRINTSPC(80)" L POUR ALLER A GAUCHE"
90 PRINTSPC(80)" ; POUR ALLER A DROITE"
100 PRINTSPC(120)" AINSI QUE CERTAINES TOUCHES"
110 PRINTSPC(80)" ALPHABETIQUES POUR CHOISIR:"
120 PRINT " LES COULEURS"
130 FOR T=1 TO 10000 : NEXT T
140 POKE 650,128
150 CC = 56058 : EE=1786
160 AE = 1024 : PE = 1984
170 AC = 55296 : DI = 54272
180 POKE 53280,0:POKE 53281,1
190 DEF FNL(X)=LEN(CHR$(INT(X)))
200 T1$ = "QWERTYUIASDFGHJK"
210 PRINT" "
220 CO = 0 : C = 1
230 XX = 20 : YY = 12
240 PRINT"  PALLETTE DES COULEURS "
250 FOR X = 1 TO 16
260 READ C$
270 PRINT TAB(9-LEN(C$));C$;" ";MID$(T1$,X,1)
280 NEXT X
290 REM PRINT"  PALLETTE DES COULEURS "
300 FOR L = 1 TO 16
310 FOR X = 1 TO 9
320 POKE AC+L*40+X,L-1
330 NEXT X
340 NEXT L
350 PRINT
360 PRINT" P "
370 PRINT" L ; "
380 PRINT" . "
390 PRINTSPC(40)"LA GRANDE BARRE";
400 PRINT " SERT A INVERSER LE TRACE";
410 PRINT "<AVEC OU SANS COULEURS>"

```



```

420 PP = -YY * 40 + XX
430 POKE EE,160
440 C1 = PEEK(PE+DI+PP)
450 GOSUB 690
460 POKE CC,CO
470 GET R$:IF R$="" THEN 440
480 REM RECHERCHE TABLE ZONE COULEUR
490 FOR X = 1 TO 16
500 IF R$ = MID$(T1$,X,1) THEN CO = X - 1 :GOTO 460
510 NEXT X
520 IF R$ = "P" THEN DX= 0 :DY= 1 :GOTO 600
530 IF R$ = "L" THEN DX=-1 :DY= 0 :GOTO 600
540 IF R$ = ";" THEN DX=+1 :DY= 0 :GOTO 600
550 IF R$ = "." THEN DX= 0 :DY=-1 :GOTO 600
560 IF R$ <> " " THEN GOSUB 690:GOTO 440
570 REM INVERSION
580 IF PEEK(EE) = 86 THEN POKE (EE),160 :C=1 :GOTO 440
590 IF PEEK(EE) =160 THEN POKE*(EE),86 :C=0 :GOTO 440
600 REM DEPLACEMENT
READY.
610 XX=XX+DX+(XX+DX>38)-(XX+DX<12)
620 YY=YY+DY+(YY+DY>22)-(YY+DY<1)
630 PN =-YY*40 + XX
640 IF C=1 THEN POKE PE+DI+PP,CO :POKE PE+PP,160
650 IF C=0 THEN POKE PE+DI+PP,C1 :POKE PE+PP,160
660 PP = PN
670 GOTO 440
680 REM
690 REM 'LE PINCEAU'
700 POKE PE+PP+DI,11
710 POKE PE+PP,73
720 POKE PE+PP,85
730 POKE PE+PP,66
740 POKE PE+PP+DI,C1
750 RETURN
760 STOP : REM DATA DES COULEURS
770 DATA NOIR,BLANC,ROUGE,TURQUOISE,VIOLET,VERT
780 DATA BLEU,JAUNE,ORANGE,MARRON,ROUGE-CL
790 DATA GRI-1,GRIS-2,VERT-CL,BLEU-CL,GRIS-3
800 FIN
READY.

```

COMMODORE 64

INSTRUMENTS

Un programme très utile aux mélomanes qui leur fera réaliser des économies substantielles sur l'achat d'instruments de musique divers. Votre *Commodore* se transformera à volonté en piano, violon ou orgue.

A vous de créer les mélodies qui charmeront votre entourage !

```

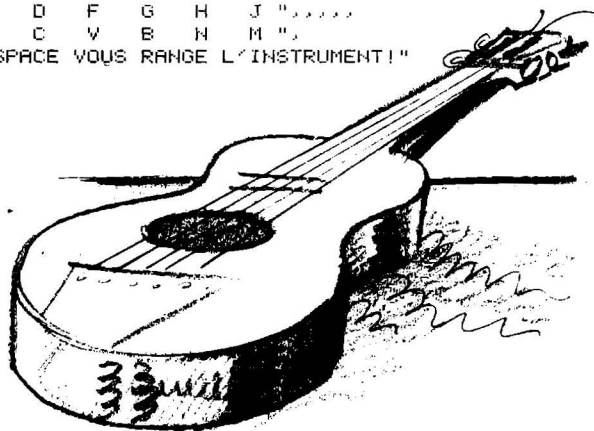
10 PRINTSPC(40)"□ UTILISEZ VOTRE CLAVIER"
20 PRINTSPC(40)" COMME □INSTRUMENT DE MUSIQUE■."

```

```

30 PRINTSPC(80)" LES TOUCHES FONCTIONS VOUS PERMETTENT"
40 PRINTSPC(40)" DE SELECTIONNER LE TYPE DE TONNALITE"
50 PRINTSPC(40)" QUI SE RAPPROCHE DU",,
60 PRINT" F1 - PIANO",,,
70 PRINT" F2 - VIOLON",,,
80 PRINT" F3 - ORGUE"
90 PRINTSPC(40)" LES TOUCHES CORRESPONDANTES AUX NOTES SONT:"
100 PRINT" 34■      Q   W   E   R   T   Y   U   ".....
110 PRINT" 35■      A   S   D   F   G   H   J   ".....
120 PRINT" 36■      Z   X   C   V   B   N   M   ",,
130 PRINTSPC(40)"LA BARRE ESPACE VOUS RANGE L'INSTRUMENT!"
140 O1$ = CHR$(133)
150 O2$ = CHR$(134)
160 O3$ = CHR$(135)
170 O$(1)="QWERTYU"
180 O$(2)="ASDFGHJ"
190 O$(3)="ZXCVBNM"
200 TS(1) = 65
210 TS(2) = 33
220 TS(3) = 17
230 DIM HF(22),BF(22)
240 N = 1
250 I = 1
260 RESTORE
270 READ HF(N)
280 READ BF(N)
290 IF HF(N) = -1 THEN 320
300 N = N + 1
310 GOTO 270
320 FOR L=54272 TO 54296
330 POKE L,O
340 NEXT L
350 GOSUB 590
360 POKE 54296,15
370 FOR Z=1 TO 250
380 GET R$
390 IF R$ <> "" THEN 430
400 NEXT Z
410 POKE 54276,TS(I)-1
420 GOTO 370
430 IF R$ = " " THEN PRINT"AU REVOIR" : END
440 IF R$=O1$ OR R$=O2$ OR R$=O3$ THEN 460
450 GOTO 470
460 I = ASC(R$)-132
470 FOR O=1 TO 3
480 FOR N = 1 TO 7
490 IF R$ = MID$(O$(O),N,1) THEN 530
500 NEXT N
510 NEXT O
520 GOTO 370
530 POKE 54276,TS(I)-1
540 X = (O - 1)*7 + N
550 HF = HF(X)
560 BF = BF(X)
570 GOSUB 660
580 GOTO 370
590 AD(1) = 12
600 AD(2) = 90

```



READY.


```

190 COLOR 4,1:COLOR 0,1:COLOR 5,2
200 FOR I=0 TO 30:PRINT TAB(INT(RND(1)*39))".":NEXT
210 PRINT"#####"
220 PRINT"#####"
230 PRINT CHR$(149)
240 FOR I=1984 TO 2023:POKE I,100:NEXT
245 PRINT"#####SPC(16)"STAGE";HJ
250 Q=20:W=90
260 SOUND 2,6527,494,1,2456,1353,2,442
270 MOVSPR 1,Q,W:SPRITE1,1,16
280 Q=Q+1:IFQ>=300 THEN Q=Q-1:W=W+1:SOUND 1,43712,1,1,2351,5351,1,3512
290 IF W>=230 THEN W=W-1:GOTO 310
300 GOTO 270
310 MOVSPR3,90,150:SPRITE3,1,3:SOUND 1,25348,2
320 SLEEP 2
330 MOVSPR4,180,70:SPRITE4,1,3:SOUND1,45123,2
340 SLEEP 2
350 MOVSPR5,265,180:SPRITE5,1,3:SOUND1,24718,2
360 X=270:Y=229
370 T= 400
380 MOVSPR2,X,Y:SPRITE2,1,2
390 T=T-1
400 PRINT"ENERGIE ";P :PRINT"TEMPS";T
410 IF JOY(2)=1 THEN Y=Y-3:SOUND 1,3223,1
415 IF P>=3000 THEN GOTO 520
420 IF BUMP(1)=6 THEN SPRITE3,0:P=P+1000:SOUND 2,12031,2
430 Y=Y+1
440 IF JOY(2)=3 THEN X=X+2:SOUND 1,3423,1
450 IF BUMP(2)=3 THEN T=T-10
455 IF T<=0 THEN GOTO 1000
460 IF BUMP(1)= 18THEN P=P+1000:SPRITE5,0:SOUND 1,8321,2
470 IF Y>=229 THEN Y=Y-1:SOUND 1,3123,1
480 IF JOY(2)=5 THEN Y=Y+2:SOUND 1,3223,1
490 IF BUMP(1)=10THEN P=P+1000:SPRITE4,0:SOUND 1,8262,2
500 IF JOY(2)=7 THEN X=X-2:SOUND 1,3423,1
510 GOTO 380
520 SOUND 2,6527,950,1,2456,1353,2,442
530 SPRITE2,0:F=300:G=229
540 MOVSPR 1,F,G
550 G=G-1:IF G<=90 THEN G=G+1:F=F-1
560 IF F<=20 THEN GOTO 580
570 GOTO 540
580 SCNCLR:SOUND2,6527,8
590 FOR I=1 TO 8:SPRITEI,0:NEXT
600 PRINT"##### VOUS AVEZ GAGNE AVEC 3000 D'ENERGIE"
610 SLEEP 4
620 P=0:NEXT HJ:RUN
1000 SCNCLR:SOUND2,6527,8
1010 FOR I=1 TO 8:SPRITEI,0:NEXT
1020 PRINT"##### GAME OVER"
1030 SLEEP 4
1040 RUN

```

READY.

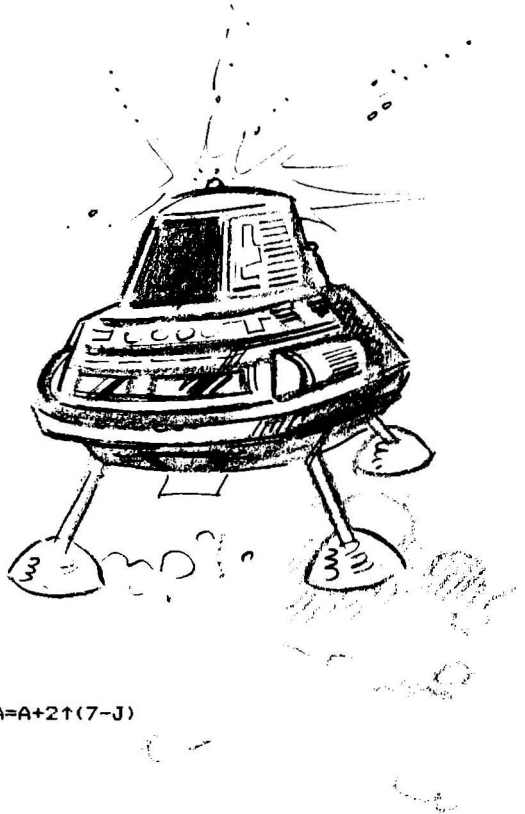
READY.

READY.

```

1 REM DEF SPRITE
2 PRINT"PATIENTEZ SVP"
3 SLEEP 4
10 FAST
20 FOR T=1 TO 1
30 A$=""
40 FOR G=0 TO 20
50 READ B$
60 IF LEN(B$)<24 THEN B$=B$+","
70 FOR I=0 TO 2
80 A=0
90 FOR J=0 TO 7
100 IF MID$(B$,I*8+J+1,1)="*"THEN A=A+2*(7-J)
110 NEXT J
120 A$=A$+CHR$(A)
130 NEXT I
140 NEXT G
150 SPRSAV A$,T
160 DATA**.....**..
170 DATA**.....**..
180 DATA..*.....*...
190 DATA...*.....*...
200 DATA...*.....*...
210 DATA...*.....*...
220 DATA...*....**..*...
230 DATA.....**....**..
240 DATA.....*.....*...
250 DATA.....**..**..
260 DATA.....*****...
270 DATA.....***...
280 DATA.....*.....*...
290 DATA.....*.....*...
300 DATA.....*.....*...
310 DATA.....*.....*...
320 DATA...*.....*...
330 DATA...*.....*...
340 DATA..*.....*...
350 DATA**.....**..
360 DATA**.....**..
370 FOR T=2 TO 2
380 A$=""
390 FOR G=0 TO 20
400 READ B$
410 IF LEN(B$)<24 THEN B$=B$+","
420 FOR I=0 TO 2
430 A=0
440 FOR J=0 TO 7
450 IF MID$(B$,I*8+J+1,1)="*"THEN A=A+2*(7-J)
460 NEXT J
470 A$=A$+CHR$(A)
480 NEXT I
490 NEXT G
500 SPRSAV A$,T
510 DATA.....**..
520 DATA.....**..
530 DATA.....***...
540 DATA.....*****...
550 DATA.....***...
560 DATA.....*****...
570 DATA.....***..**..

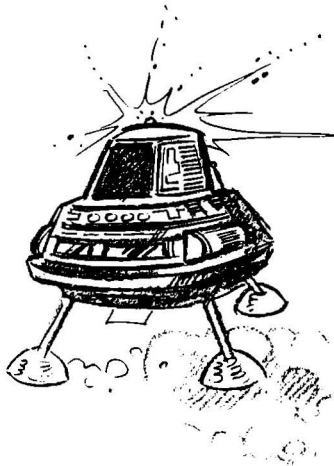
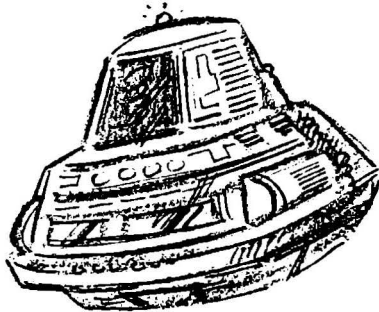
```



```

580 DATA.....**.....*****.....
590 DATA.....**.....*****.....
600 DATA.....**.....*****.....
610 DATA.....*****.....*****.....
620 DATA.....*.....*****.....
630 DATA.....*****.....**.....
640 DATA.....*****.....
650 DATA.....*****.....**.....
660 DATA.....*****.....
670 DATA.....**.....*.....*.....
680 DATA.....**.....*.....
690 DATA.....**.....*.....*.....
700 DATA.....**.....*.....*.....*.....
710 DATA.....*****.....*.....
720 FOR T=3 TO 3
730 A$=""
740 FOR G=0 TO 20
750 READ B$
760 IF LEN(B$)<24 THEN B$=B$+"."
770 FOR I=0 TO 2
780 A=0
790 FOR J=0 TO 7
800 IF MID$(B$,I*B+J+1,1)="*"THEN A=A+2*(7-J)
810 NEXT J
820 A$=A$+CHR$(A)
830 NEXT I
840 NEXT G
850 SPRSAV A$,T:SPRSAV A$,4:SPRSAV A$,5
860 SLOW
870 DATA.....
880 DATA.....
890 DATA.....*****.....*****.....
900 DATA.....*****.....*****.....
910 DATA.....*****.....*****.....
920 DATA.....*****.....*****.....
930 DATA.....*****.....*****.....
940 DATA.....*****.....*****.....
950 DATA.....**.....**.....
960 DATA.....**.....
970 DATA.....*****.....
980 DATA.....*****.....
990 DATA.....*****.....
1000 DATA.....**.....**.....
1010 DATA.....**.....**.....
1020 DATA.....*****.....*****.....
1030 DATA.....*****.....*****.....
1040 DATA.....*****.....*****.....
1050 DATA.....*****.....*****.....
1060 DATA.....*****.....*****.....
1070 DATA.....*****.....*****.....
1080 SCNCLR
1090 INPUT"DISK :D , CASS :C ";A$
1100 IF A$="D" THEN DLOAD"URANIUM"
1200 IF A$="C" THEN LOAD"URANIUM"
1210 GOTO 1090

```



READY.


```

480 DATA.....
490 DATA.....
500 DATA.....
510 DATA.....
520 REM
530 FOR T=1 TO 1
540 A$=""
550 FOR G=0 TO 20
560 READ B$
570 IF LEN(B$)<24 THEN B$=B$+","
580 FOR I=0 TO 2
590 A=A+0
600 FOR J=0 TO 7
610 IF MID$(B$,I*8+J+1,1)="" THEN A=A+2*(7-J)
620 NEXT J
630 A$=A$+CHR$(A)
640 NEXT I
650 NEXT G
660 SPRSAV A$,T:SPRSAV A$,2
670 NEXT T
680 REM 012345678901234567890123
690 DATA.....
700 DATA.....
710 DATA.....***.....
720 DATA.....**.*.....*.....
730 DATA.....*****.....
740 DATA.....*****.....
750 DATA.....*****.....
760 DATA.....*.....*.....*.....
770 DATA.....*.....*.....*.....
780 DATA.....***.....
790 DATA.....**.....
800 DATA.....*.....*.....
810 DATA.....***.....
820 DATA.....*.....
830 DATA.....*.....
840 DATA.....*.....
850 DATA.....*.....
860 DATA.....
870 DATA.....
880 DATA.....
890 DATA.....
900 REM
910 FOR I=1 TO 8:SPRITEI,0:NEXT
920 F=3000:A=4
930 MOVSPR3,282,68:MOVSPR 2,94,60:MOVSPR 1,214,60:MOVSPR4,278,216:MOVSPR5,218,1
88
940 SCNCLR

```



```

950 COLOR 4,1:COLOR 0,1:COLOR 5,2:COLOR 1,2
960 PRINT"-----+++++ ++++++++"
970 PRINT"      ++  +++  +  "
980 PRINT"    +  +  +++  ++  "
990 PRINT"  +  ++  +  +  +++"
1000 PRINT"      ++  ++  ++  "
1010 PRINT"    +  +  +  +  +  "
1020 PRINT"      ++  ++  ++  "
1030 PRINT"    +  +++  ++  +++"
1040 PRINT"      ++  +  +  "
1050 PRINT"        +++  ++  "
1060 PRINT"    +  ++  +  +  "
1070 PRINT"      +  +  ++  +  "
1080 PRINT"      +++  ++  ++  "
1090 PRINT"    +  +  ++  +  ++"
1100 PRINT"      +++  ++  +  +  "
1110 PRINT"    +  +  ++  ++  +  "

```


PARA

Un ciel noir de parachutistes ennemis qui tentent d'envahir la ville que vous êtes chargé de surveiller. La chance se trouve de votre côté puisque vous volez aux commandes d'un merveilleux hélicoptère qui hache menu menu les adversaires. Ne vous endormez pas, votre superbe engin n'est pas si facile à contrôler !...

```

READY.
5 REM PARA
10 FAST
15 FOR DI=1 TO 5
20 SCNCLR
30 COLOR 4,1:COLOR 0,1:COLOR 5,2
40 FOR I=0 TO 30
50 JI=INT(RND(1)*32):PRINT TAB(JI) "  ."
60 NEXT
70 P=0
80 FOR I=1984 TO 2024:POKE I,160:NEXT
90 PRINT"....."
100 Q=30:W=100
110 N=320
120 SPRITE1,1,2
130 A=200:S=172:T=220
140 SPRITE2,1,2,0,1,1:SPRITE3,1,2,0,1,1:SPRITE4,1,2:SPRITE5,1,3
150 I=55
160 D=INT(RND(1)*320)+1:H=INT(RND(1)*220)
170 SLOW
180 MOVSPR1,Q,W:MOVSPR5,N,H
190 MOVSPR2,S,A:MOVSPR3,T,A:MOVSPR4,D,I
200 PRINT"SCORE :";P:PRINT"TEMPS :";C
201 PRINT"#:":PRINT SPC(16)"STAGE";DI
210 I=I+1:N=N-8
220 IF BUMP(1)=17 THEN SOUND2,2321,3,1:GOTO 400
230 S=S-2:T=T-2
240 IF JOY(2)=1 THEN W=W-2
250 IF BUMP(1)=9 THEN GOTO 330
260 IF JOY(2)=3 THEN D=D-5:S=S-5:T=T-5:SOUND3, 253,10,1,234,4535,3
270 IF N<=-20 THEN H=INT(RND(1)*220):N=320
280 IF JOY(2)=5 THEN W=W+2
290 IF I>=175 THEN GOTO 400
300 IF JOY(2)=7 THEN D=D+2:S=S+2:T=T+2
310 C=C+1:IF C>=300 THEN GOTO 400
320 GOTO 180
330 SOUND1,1947,3:SPRITE4,0:I=55:D=INT(RND(1)*320)+1:MOVSPR4,D,I:SPRITE4,1:P=P+1
00:IF P>=1200 THEN GOTO 350
340 GOTO 280
350 SCNCLR
360 FOR G=1 TO 8:SPRITEG,0:NEXT
370 PRINT".....BRAVO , VOUS AVEZ SAUVEZ LES VILLES EN TUANT LES PARACHUTISTES ENNEMIS..."
380 PRINT".....VOUS AVEZ ";:PRINT"#:":PRINT"#:POINTS"
390 SLEEP 4:RUN
400 FOR VC=1 TO 8:SPRITE VC,0:NEXT VC
410 SCNCLR
420 PRINT".....VOUS AVEZ PERDU (E) "
430 SLEEP 4
440 NEXT DI:RUN
    
```

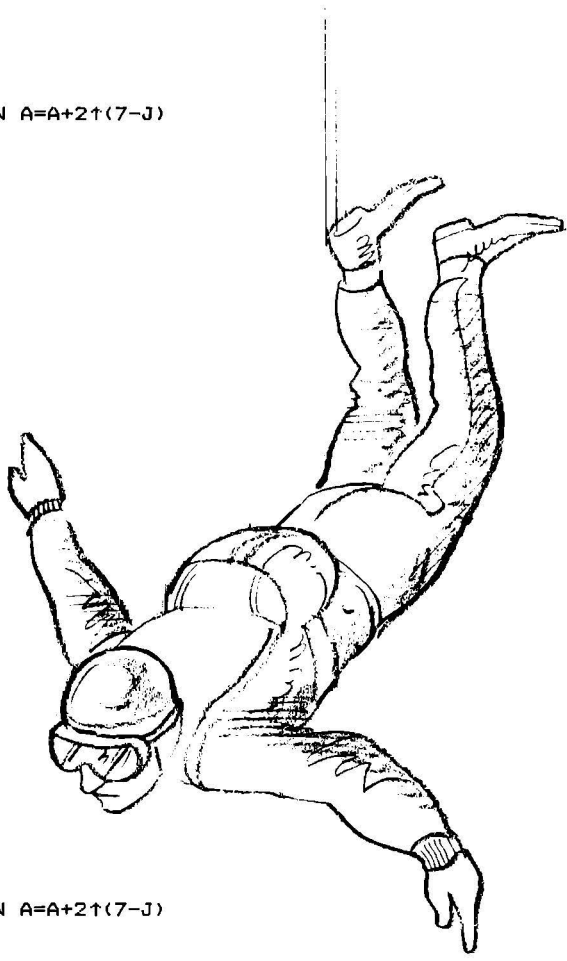
READY.

READY.

```

5 REM SPRITE PARA
10 FAST
20 FOR T=1 TO 1
30 A$=""
40 FOR G=0 TO 20
50 READ B$
60 IF LEN(B$)<24 THEN B$=B$+","
70 FOR I=0 TO 2
80 A=0
90 FOR J=0 TO 7
100 IF MID$(B$,I*8+J+1,1)="*"THEN A=A+2↑(7-J)
110 NEXT J
120 A$=A$+CHR$(A)
130 NEXT I
140 NEXT G
150 SPRSAV A$,T
160 DATA.....
170 DATA.....
180 DATA.....
190 DATA.....
200 DATA.....*****
210 DATA**.....*
220 DATA***.....*****
230 DATA***.....*****
240 DATA.....*****
250 DATA.....*****
260 DATA.....*****
270 DATA.....
280 DATA.....
290 DATA.....
300 DATA.....
310 DATA.....
320 DATA.....
330 DATA.....
340 DATA.....
350 DATA.....
360 DATA.....
370 FOR T=2 TO 2
380 A$=""
390 FOR G=0 TO 20
400 READ B$
410 IF LEN(B$)<24 THEN B$=B$+","
420 FOR I=0 TO 2
430 A=0
440 FOR J=0 TO 7
450 IF MID$(B$,I*8+J+1,1)="*"THEN A=A+2↑(7-J)
460 NEXT J
470 A$=A$+CHR$(A)
480 NEXT I
490 NEXT G
500 SPRSAV A$,T:SPRSAV A$,3
510 DATA.....
520 DATA.....****
530 DATA.....*
540 DATA.....*
550 DATA.....*
560 DATA.*.*.....*
570 DATA.....*.*.*

```




```

580 DATA...*.....**.....*.....
590 DATA*****.....*.....*.....
600 DATA...*.....**.....*.....
610 DATA*****.....**.....*.....
620 DATA...*****.....
630 DATA*****.....*****.....
640 DATA*****.....*****.....
650 DATA*****.....*****.....
660 DATA*****.....*****.....
670 DATA*****.....*****.....
680 DATA...**.....**.....
690 DATA.....**.....**.....
700 DATA.....*****.....*****.....
710 DATA.....*****.....
720 FOR T=4 TO 4
730 A$=""
740 FOR G=0 TO 20
750 READ B$
760 IF LEN(B$)<24 THEN B$=B$+ "."
770 FOR I=0 TO 2
780 A=0
790 FOR J=0 TO 7
800 IF MID$(B$,I*8+J+1,1)="*"THEN A=A+2↑(7-J)
810 NEXT J
820 A$=A$+CHR$(A)
830 NEXT I
840 NEXT G
850 SPRSAV A$,T
860 SLOW
870 DATA.....*****.....
880 DATA.....*****.....
890 DATA.....*****.....
900 DATA.....*****.....
910 DATA.....*****.....
920 DATA.....*****.....
930 DATA.....*.....*.....
940 DATA.....**.....**.....
950 DATA.....*.....*.....
960 DATA.....***.....
970 DATA.....*.....**.....*.....
980 DATA.....*.....*.....*.....
990 DATA.....*****.....
1000 DATA.....*.....*.....
1010 DATA.....***.....
1020 DATA.....*.....*.....
1030 DATA.....*.....*.....
1040 DATA.....*.....*.....
1050 DATA.....*.....*.....
1060 DATA.....*.....*.....
1070 DATA.....*.....*.....
1080 FOR T=5 TO 5
1090 A$=""
1100 FOR G=0 TO 20
1110 READ N$
1120 IF LEN(N$)<24 THEN N$=N$+ "."
1130 FOR I=0 TO 2
1140 A=0
1150 FOR J=0 TO 7
1160 IF MID$(N$,I*8+J+1,1)="*"THEN A=A+2↑(7-J)
1170 NEXT J

```



```

1180 A$=A$+CHR$(A)
1190 NEXT I
1200 NEXT G
1210 SPRSAV A$,T
1220 DATA.....
1230 DATA.....
1240 DATA.....
1250 DATA.....
1260 DATA.....****.
1270 DATA.....*****.
1280 DATA.....*****.
1290 DATA.....
1300 DATA.....*****.
1310 DATA.....*****.
1320 DATA.....****.
1330 DATA.....
1340 DATA.....
1350 DATA.....
1360 DATA.....
1370 DATA.....
1380 DATA.....
1390 DATA.....
1400 DATA.....
1410 DATA.....
1420 DATA.....
1430 DLOAD"PARA"

```

COMMODORE 128

TANKS

Aux commandes d'un Mig 25 à triple propulseur et à laser Argon, vous vous trouvez pris au piège par une armée de chars ennemis qui veulent votre perte. Ne vous laissez pas détruire et profitez-en pour les anéantir !

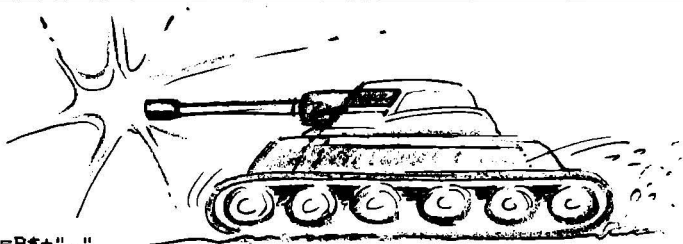
READY.

READY.

```

5 REM TANKS
10 FAST
20 FOR T=1 TO 1
30 A$=""
40 FOR G=0 TO 20
50 READ B$
60 IF LEN(B$)<24 THEN B$=B$+"."
70 FOR I=0 TO 2
80 A=0
90 FOR J=0 TO 7
100 IF MID$(B$,I*B+J+1,1)="*"THEN A=A+2↑(7-J)
110 NEXT J
120 A$=A$+CHR$(A)
130 NEXT I
140 NEXT G

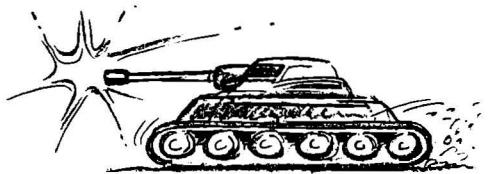
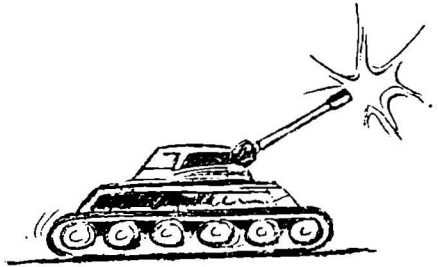
```



```

150 SPRSAV A$,T
160 DATA.....
170 DATA.....
180 DATA.....
190 DATA.....
200 DATA.....
210 DATA.....**.*
220 DATA.....**.*
230 DATA.....*****.*
240 DATA.....*.....*
250 DATA.....*.....*
260 DATA.....*.....*
270 DATA.....*.....*
280 DATA.....*.....*
290 DATA.....*.....*
300 DATA.....
310 DATA.....
320 DATA.....
330 DATA.....
340 DATA.....
350 DATA.....
360 DATA.....
370 FOR T=2 TO 2
380 A$=""
390 FOR G=0 TO 20
400 READ B$
410 IF LEN(B$)<24 THEN B$=B$+","
420 FOR I=0 TO 2
430 A=0
440 FOR J=0 TO 7
450 IF MID$(B$,I*B+J+1,1)="*"THEN A=A+2*(7-J)
460 NEXT J
470 A$=A$+CHR$(A)
480 NEXT I
490 NEXT G
500 SPRSAV A$,T;SPRSAV A$,3;SPRSAV A$,4
510 DATA.....
520 DATA.....
530 DATA.....
540 DATA.....
550 DATA.....
560 DATA.....
570 DATA.....
580 DATA.....
590 DATA.....
600 DATA.....
610 DATA.....*.....
620 DATA.....*.....
630 DATA.....*.....
640 DATA.....*****
650 DATA.....*****
660 DATA.....*****
670 DATA.....*****
680 DATA.....*****
690 DATA.....*.....*.....*.....*.....*.....*.....
700 DATA.....*****
710 DATA.....
720 FOR T=5 TO 5
730 A$=""
740 FOR B=0 TO 20

```



```

750 READ B$
760 IF LEN(B$)<24 THEN B$=B$+","
770 FOR I=0 TO 2
780 A=0
790 FOR J=0 TO 7
800 IF MID$(B$,I*B+J+1,1)="*"THEN A=A+2^(7-J)
810 NEXT J
820 A$=A$+CHR$(A)
830 NEXT I
840 NEXT G
850 SPRSAV A$,T
860 SLOW
870 DATA.....
880 DATA.....
890 DATA.....
900 DATA.....
910 DATA.....
920 DATA.....
930 DATA.....
940 DATA.....
950 DATA.....
960 DATA.....
970 DATA.....
980 DATA.....*..*..
990 DATA.....**.**..
1000 DATA.....*****.
1010 DATA.....***.
1020 DATA.....***.
1030 DATA.....***.
1040 DATA.....***.
1050 DATA.....*.
1060 DATA.....
1070 DATA.....
1080 FOR HJ=0 TO 5
1085 SCNCLR:COLOR 4,1:COLOR 0,1:COLOR 5,2
1090 SOUND 1, 3245,290,2,1342,2425,1,431
1100 D=20
1110 MOVSPR2,D,100:SPRITE2,1,16,0,1,1
1120 D=D+1:IF D>=159 THEN D=D-1:GOTO 1140
1130 GOTO 1110
1140 COLOR 5,2:COLOR 0,1:COLOR 4,1
1150 PRINT".....ITANKS"
1160 SLEEP 4
1170 MOVSPR2,100,230
1180 FOR I=1 TO 8:SPRITEI,0:NEXT
1190 SCNCLR
1200 COLOR 4,1:COLOR 0,1:COLOR 5,2
1210 FOR I=0 TO 30:K=INT(RND(1)*39):PRINT TAB(K)".":NEXT
1215 PRINT"~":PRINT"....."
1216 PRINT"~":PRINT"....."
1217 PRINT"~";SPC(16)"STAGE";HJ
1220 Z=500
1230 FOR I=1984 TO 2024:POKE I,100:NEXT
1240 S=100:D=230:F=140:G=230:U=180:I=230:Y=100:X=100:N=100:M=100
1250 SPRITE1,1,2:SPRITE2,1,16,0,0,0:SPRITE3,1,16:SPRITE4,1,16
1260 SOUND 1,3245,32767,2,1342,2425,1,431
1270 SPRITE5,0:M=100
1280 MOVSPR1,Y,X:MOVSPR2,S,D:MOVSPR3,F,G:MOVSPR4,U,I:MOVSPR5,N,M
1290 PRINT"~#POINTS ~";C:PRINT"TEMPS";Z
1300 S=S+2:F=F+2:U=U+2:Y=Y-4:N=N-4

```

```

1310 Z=Z-1:IF Z<=0 THEN 1400
1320 IF JOY(2)=128 THEN SPRITE5,1,5:M=M+2
1330 IF BUMP(1)=18 THEN SPRITE2,0:C=C+1000:GOTO 1270
1340 IF JOY(2)<>128 THEN GOTO 1270
1350 IF BUMP(1)=20 THEN SPRITE3,0:C=C+1000:GOTO 1270
1360 IF M>=230 THEN GOTO 1270
1370 IF C=3000 THEN GOTO 1460
1380 IF BUMP(1)=24 THEN SPRITE4,0:C=C+1000:GOTO 1270
1390 GOTO 1280
1400 SCNCLR
1410 SOUND 1,53245,0,2,1342,2425,1,431
1420 FORQ=1 TO 8:SPRITEQ,0:NEXT
1430 PRINT"
1440 SLEEP 4
1450 RUN 1080-
1460 SCNCLR
1470 FOR A=1 TO 8:SPRITEA,0:NEXT
1480 PRINT"
1490 PRINT"
1500 SLEEP 4
1510 NEXT HJ:RUN 1080-

```

READY.

COMMODORE 128

BANK

D'un côté de l'autoroute, vous. De l'autre, la banque qui regorge d'argent facile à gagner. La circulation est intense, il serait trop bête de se faire écraser avant d'atteindre le but ! Parvenu de l'autre côté, il vous faudra soudoyer le balayeur pour qu'il vous révèle le numéro du coffre. La fortune vous sourira-t-elle aujourd'hui ?

READY.

```

1999 REM BANK
2000 FOR I=1 TO 8 :SPRITE I,0:NEXT
2010 COLOR4,8:COLOR0,12
2020 R=10000:G=1
2030 SCNCLR
2040 PRINT":
2050 PRINT"
2060 PRINT"
2070 PRINT"
2080 PRINT"
2090 PRINT"
2100 PRINT"
2110 PRINT"
2120 PRINT"
2130 PRINT"
2140 PRINT"
2150 PRINT"
2160 FOR I=1 TO 4
2170 PRINT"

```



```

2820 COLOR 4,1:COLOR 0,1:COLOR 5,2
2830 IF B<>J THEN WINDOW0,0,39,24:FOR T=1 TO 8:SPRITET,0:NEXT:SCNCLR: PRINT"
:GAME OVER!":SOUND1,53554,4,1,4534:SLEEP 4:GOTO 2000
2840 IF B=J THEN FOR D=1 TO 8 :SPRIDED,0:NEXT:WINDOW0,0,39,24:SCNCLR:SLEEP 4:GO
TO 2860
2850 END
2860 SCNCLR
2870 COLOR 4,1:COLOR 0,1:COLOR 5,2
2880 MOVSPR 3,160,100
2890 SPRITE3,1,2,0,1,1,0
2900 PRINT"VOUS AVEZ GAGNER AVEC ...":PRINT"R":PRINT"POI
NTS"
2910 SLEEP 4:GOTO 2000

```

READY.

READY.

```

5 REM SPRITE BANK
10 FAST
20 FOR T=1 TO 1
30 A$=""
40 FOR G=0 TO 20
50 READ B$
60 IF LEN(B$)<24 THEN B$=B$+ "."
70 FOR I=0 TO 2
80 A=0
90 FOR J=0 TO 7
100 IF MID$(B$,I*8+J+1,1)="*"THEN A=A+2*(7-J)
110 NEXT J
120 A$=A$+CHR$(A)
130 NEXT I
140 NEXT G
150 SPRSAV A$,T
160 DATA.....
170 DATA.....
180 DATA.....
190 DATA.....
200 DATA.....*.....
210 DATA.....*****.....
220 DATA.....*.....*.....
230 DATA.....*.....*.....
240 DATA.....*****.....
250 DATA.....*****.....
260 DATA.....*****.....
270 DATA.....*****.....
280 DATA.....***.....**.....
290 DATA.....****.....****.....
300 DATA.....***.....**.....
310 DATA.....
320 DATA.....
330 DATA.....
340 DATA.....
350 DATA.....
360 DATA.....
370 FOR T=2 TO 2
380 A$=""
390 FOR G=0 TO 20
400 READ B$
410 IF LEN(B$)<24 THEN B$=B$+ "."
420 FOR I=0 TO 2

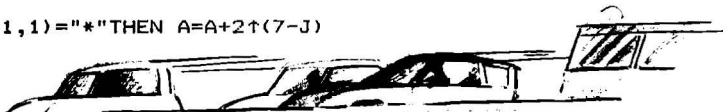
```



```

430 A=0
440 FOR J=0 TO 7
450 IF MID$(B$,I*B+J+1,1)="*"THEN A=A+2↑(7-J)
460 NEXT J
470 A$=A$+CHR$(A)
480 NEXT I
490 NEXT G
500 SPRSAV A$,T
510 DATA.....
520 DATA.....
530 DATA.....
540 DATA.....
550 DATA.....
560 DATA.....
570 DATA.....***.....
580 DATA.....*.*.*.....
590 DATA.....*.*.*.....
600 DATA.....*****.....
610 DATA.....*****.....
620 DATA.....*****.....
630 DATA.....*****.....
640 DATA.....**.....**.....
650 DATA.....****.....****.....
660 DATA.....**.....**.....
670 DATA.....
680 DATA.....
690 DATA.....
700 DATA.....
710 DATA.....
720 FOR T=3 TO 3
730 A$=""
740 FOR G=0 TO 20
750 READ B$
760 IF LEN(B$)<24 THEN B$=B$+",".
770 FOR I=0 TO 2
780 A=0
790 FOR J=0 TO 7
800 IF MID$(B$,I*B+J+1,1)="*"THEN A=A+2↑(7-J)
810 NEXT J
820 A$=A$+CHR$(A)
830 NEXT I
840 NEXT G
850 SPRSAV A$,T
870 DATA.....***.....
880 DATA.....***.....
890 DATA.....***.....
900 DATA.....*****.....
910 DATA.....*****.....
920 DATA.....*.*.*.*.*.....
930 DATA.....**.*.....***.....
940 DATA.....****.....***.....
950 DATA.....****.*.....**.....
960 DATA.....*****.....
970 DATA.....*****.....
980 DATA.....*****.....
990 DATA.....*****.....
1000 DATA.....
1010 DATA.....****.....
1020 DATA.....*****.....
1030 DATA.....**.*.....**.....

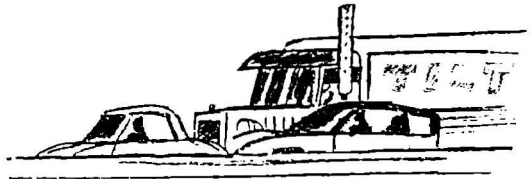
```




```

1040 DATA.....***.....**
1050 DATA.....**.....**
1060 DATA.....**.....**
1070 DATA.....**.....**
1080 FOR T=5 TO 5
1090 A$=""
1100 FOR G=0 TO 20
1110 READ N$
1120 IF LEN(N$)<24 THEN N$=N$+","
1130 FOR I=0 TO 2
1140 A=0
1150 FOR J=0 TO 7
1160 IF MID$(N$,I*8+J+1,1)="*"THEN A=A+2*(7-J)
1170 NEXT J
1180 A$=A$+CHR$(A)
1190 NEXT I
1200 NEXT G
1210 SPRSAV A$,T
1215 SLOW
1220 DATA.....
1230 DATA.....
1240 DATA.....*****
1250 DATA.....****
1260 DATA.....*****
1270 DATA.*.....*.*
1280 DATA.*.....*
1290 DATA.*.....
1300 DATA.***.....****
1310 DATA.****.*****
1320 DATA.*.*****
1330 DATA.*.*.****.*
1340 DATA.***.....***.*
1350 DATA.*.*.....**
1360 DATA.****.***.***
1370 DATA.*.....**.*
1380 DATA.****.*.***
1390 DATA.***.*.***
1400 DATA.****.*.***
1410 DATA.*****.***
1420 DATA.*.*.***
1430 DLOAD"BANK"

```



EXL 100

THREAT STAR

A bord de votre vaisseau spatial, vous disposez d'une centaine de munitions pour détruire les engins ennemis.

A chaque objectif atteint, 5 000 points de gain, mais chaque tir vous coûte huit munitions. Si vous arrivez à vous en sortir vivant, vous passerez au deuxième tableau avec mille points par munition restante. Bonne chasse !

```

100 ! *****
102 ! * THREAT STAR *

```

```

104 !           * TILT/CHAGNY *
106 !           * Jeu ARCADES *
108 !           *****
110 FL1$="83AF5139282726BE4452A37EE5F8ECD14DEE75E36E540E8959856F99C5D11F3ABE4654"
112 FL2$="C7FEA2F8E2C05DEEB3E2B385740D378CCF16D26D9F339E5B88D4F9F2FF"
114 FLI$=FL1$&FL2$
116 BU$="28D5AA4C35B39094B932956E5CC2E4D0704A872D242D9008B4881F71398D59326DA85"
118 O$="2A6C1A2D0D0D2F254EB4D14C6A5819C93496AE506C6525AB2E5A19AE65AC64D99583D2"
120 N$="B1949424AB53B5D831922DCE9EA94AC9898AB602FCFF"
122 J$="56B14C92A89806D5CA59A1334F75CB340A28505D010B76257DDB1B53959CC4C05323"
124 !           *****
126 !           * PRESENTATION *
128 !           * GRAPHIQ/SOND *
130 !           *****
132 CALL POKE(50920,162,5,45,162,136,45,10):CALL EXEC(50920)
134 CLS "WBB"
136 CALL COLOR("OYBL")
138 FOR I=6 TO 19
140 CALL COLOR("OYBL"):IF (I/2)-INT(I/2)=0 THEN CALL COLOR("ORBL")
142 LOCATE (I,(I-5)*2):PRINT "*****"
144 CALL SPEECH("L,"&"OD7CCB37BAB602FC")
146 NEXT I
148 FOR I=1 TO 21:PRINT:PAUSE .1:CALL SPEECH("L,"&"OD7C5E5EBAB602FC"):NEXT I
150 L$="Tilt"
152 CALL COLOR("ORB")
154 FOR I=2 TO 21
156 CALL SPEECH("L,"&"OD7C4321BAB602FC")
158 LOCATE (I,1):PRINT RPT$(L$,10)
160 NEXT I
162 CALL COLOR("1YBHL")
164 LOCATE (4,4):PRINT "CCHHAAGGNYY"
166 CALL COLOR("1YBHL")
168 LOCATE (5,4):PRINT "CCHHAAGGNYY"
170 CALL COLOR("1RBHLF")
172 FOR I=1 TO 2:CALL SPEECH("L,"&BU$&J$&O$&N$):PAUSE .4:NEXT I
174 LOCATE (6,8):PRINT "TTIILLTT"
176 LOCATE (7,8):PRINT "TTIILLTT"
178 CALL COLOR("OYB")
180 DE$="APPUYEZ SUR UNE TOUCHE POUR LA SUITE.           "
182 CALL COLOR("OYB"):LOCATE (1,1):DS$=SEG$(DE$,1,38):PRINT " ";DS$; " "
184 LOCATE (2,1):DS$=SEG$(DE$,1,38):PRINT " ";DS$; " "
186 DE$=SEG$(DE$,2,40)&SEG$(DE$,1,1):PRINT .04:CALL KEY(A,B):IF B(<>) THEN 202
188 GOSUB 194
190 GOTO 182
192 CALL COLOR("O"&S1$):LOCATE (L,4):PRINT "CCHHAAGGNYY":RETURN
194 S1$="bBHL":L=4:GOSUB 192:S1$="bBHL":L=5:GOSUB 192:S1$="MBHL":L=4
196 GOSUB 192:S1$="MBHL":L=5:GOSUB 192:S1$="GBHL":L=4:GOSUB 192:S1$="GBHL"
198 L=5:GOSUB 192:S1$="YBHL":L=4:GOSUB 192:S1$="YBHL":L=5:GOSUB 192
200 S1$="CBHL":L=4:GOSUB 192:S1$="CBHL":L=5:GOSUB 192:RETURN
202 DIM O$(20),B$(10)
204 S5$="04D87E62021DF080052C650010D70E0FF01":CM=39
206 EX1$="0BF0347B015E652EC0FC330479A998040B212E05566009CCA7440509906F02A4B0"
208 EX2$="081664AC00259E2BA0FB3405E4902680EC2A199073060172CB2040BCEEFF"
210 EXP$=EX1$&EX2$
212 S1$="0E6B3FC7031EF040043CE0010F78C00216E040042C65010F5840031AD0B006FE0B"
214 S2$="07502A73031BC840063210010F58400181666A00125361BA0F83403E490A50101E49C"
216 S3$=S2$&"41010AF3F"
218 S6$="0D9816C301E72C8BB4CBECED7D88AA6F33A2DD41AAF6BDB46407AFDAE3"
220 S8$="CEAA1EAA6AB7BE4A7CB8EADCE0D37C9E04BE87411B508C044302FE":S7$=S8$&S6$
222 S9$="8702B8E0648ED1D3AFBDCD8907CD9E3FC32C3F161838FCD0A3B47CBA1C6C2921E35A5"
224 SA1$="5A1F857CB8E744B01CB8E5201D9471820C54A03243FA980"
226 SA2$="983605107BA700E2EC6040F29D0448718B0031B7FF3F":HDN$=SA2$&S3$&"BAB602FC"
228 DATA 90,000000000000000000,110,82442C1830C000000000
230 DATA 40,00000203030303070F0C,109,00000000000000FF181818
232 DATA 41,18183CEFFFEFFFE7E700,108,412234180C0300000000
234 DATA 43,000040C0C0C0C0E0F030,107,00000000E0E00000000

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236 DATA 100,00000000030C18342241,10E,02010101010101010102
238 DATA 101,1B181BFF00000000000,105,814200000000000042B1
240 DATA 102,00000000C03018284482,104,40808080808080808040
242 DATA 39,4122183C66FFDB7E24E7,33,3C5AFFFFDBDBFF5A3C,35,3C5A5AFFFFA59999A5A5
244 DATA 37,3C7EDB7E3C24244242FF,31,99E73C668BDBD7E2442C3
246 DATA 120,109249686F27353D3F3F,121,0B499AD6F6E4AC8CFCFC
248 DATA 122,3F3F3E34376363438101,123,FCFC7C2CECC6C6C28180
250 DATA 103,00000070700000000,91,00221441142200000000
252 FOR I=1 TO 25:READ CARA,CODE$:CALL CHAR(CARA,CODE$):NEXT
254 NA$="" "&CHR$(40)&CHR$(41)&CHR$(43)&" " :P$=CHR$(90):MD9$=CHR$(39)&P$
256 MD1$=CHR$(31)&P$:MD3$=CHR$(33)&P$:MD5$=CHR$(35)&P$:MD7$=CHR$(37)&P$
258 CLS "RRB":CALL CF(12,19,1,82,66):PRINT CHR$(120)&CHR$(121):LOCATE (13,19)
260 PRINT CHR$(122)&CHR$(123):CALL COLOR("OYBHL"):LOCATE (4,14)
262 PRINT "TTHRRREEAATT":LOCATE (5,14):PRINT "TTHRRREEAATT"
264 CALL COLOR("OWBL"):LOCATE (7,16):PRINT "ssttaarr"
266 CALL CF(1,4,0,87,66):PRINT "TILT*":CALL CF(1,30,0,98,66):PRINT "CHAGNY J"
268 CALL CF(2,6,0,82,66):PRINT "Tilt"
270 CALL CF(20,30+DF,1,82,66):PRINT " "&CHR$(31)&" "
272 CALL SPEECH("L,"&HON$)
274 CALL CF(20,4+DF,1,98,66):PRINT " "&CHR$(33)&" "
276 CALL CF(16,32+DF,1,77,66):PRINT " "&CHR$(35)&" "
278 CALL CF(17,18+DF,1,71,66):PRINT " "&CHR$(37)&" "
280 CALL CF(16,9+DF,1,67,66):PRINT " "&CHR$(39)&" "
282 CALL CF(22,7,0,77,66):PRINT "Choix du niveau 1, 2, 3..."
284 ! *****
286 ! * PROGRAMME *
288 ! * PRINCIPAL *
290 ! *****
292 CALL KEY1(S,T):IF T=0 THEN DF=-DF+1:GOTO 270
294 IF S<49 OR S>51 THEN 292
296 IF S=49 THEN DIF=1
298 IF S=50 THEN DIF=4
300 IF S=51 THEN DIF=2
302 GOSUB 398:CM=39
304 CLS "WBB":CALL HRON("B",12,9):B$(1)="" :B$(3)="" :B$(5)="" :B$(7)="" :B$(9)=""
306 REPA=0:CALL CF(1,1,1,82,66):PRINT RPT$(MD1$,20):CALL CF(3,1,1,77,66)
308 PRINT RPT$(MD3$,20):CALL CF(5,1,1,71,66):PRINT RPT$(MD5$,20):NX=17
310 CALL CF(7,1,1,98,66):CM=39:PRINT RPT$(MD7$,20):CALL CF(9,1,1,67,66)
312 PRINT RPT$(MD9$,20):CALL CF(21,NX,1,77,66):PRINT NA$:LOCATE (21,NX)
314 PRINT NA$:R$=RPT$(" ",21):CALL CF(22,1,1,82,66):PRINT RPT$(CHR$(12),39)
316 FOR I=1 TO 20
318 DH=INTRND(7):EH=INTRND(7):RH=15-(DH+EH)
320 D$(I)=RPT$(MD9$,DH)&MD1$&MD1$&RPT$(MD7$,EH)&RPT$(MD3$,3)&RPT$(MD5$,RH)
322 NEXT
324 H=INTRND(20):LOCATE (22,5):PRINT SCORE
326 NX=NX-((A=129)*3 AND NX(31))+((A=131)*3 AND NX(6))
328 CALL CF(21,NX,1,87,66):PRINT NA$
330 CALL COLOR("1YB"):LOCATE (11,1):U$=SEG$(D$(H),1,38):PRINT " "&U$&" "
332 CALL SPEECH("L,"&S5$):BT=INTRND(DIF):IF BT=2 THEN GOSUB 374
334 D$(H)=SEG$(D$(H),2,40)&SEG$(D$(H),1,1):CALL KEY1(A,B):IF B=0 THEN 328
336 IF A=32 THEN 338 ELSE 326
338 CALL CF(22,1,1,66,66):PRINT RPT$(" ",39):CM=CM-.4:CALL CF(22,1,1,82,66)
340 PRINT RPT$(CHR$(12),INT(CM)):IF INT(CM)=0 THEN 388
342 FOR I=1 TO 5:CALL LINE("Y", (NX*8)+28,189,(NX*8)+28,171)
344 CALL LINE("B", (NX*8)+28,189,(NX*8)+28,171)
346 CALL SPEECH("L,"&S1$):NEXT I:GOSUB 352
348 IF REPA=1 THEN 304
350 GOTO 324
352 TN=NX+3:CALL ECR(11,TN,CA,C,F,J)
354 IF CA=90 THEN 364
356 SCORE=SCORE+(100*(40-CA)):IF SCORE>5.E+05 AND DIF>3 THEN 468
358 LOCATE (11,TN+1):PRINT CHR$(91):FOR I=1 TO 5:CALL SPEECH("L,"&EXP$):NEXT I
360 LOCATE (CA-30,1):PRINT B$(CA-30):B$(CA-30)=B$(CA-30)&" "
362 IF B$(CA-30)=R$THEN CM=CM+10:GOSUB 366
364 RETURN
366 FOR I=1 TO 5:CALL SPEECH("L,"&FLI$):PAUSE .4:NEXT I

```

```

368 IF B*(1)=R$AND B*(3)=R$AND B*(5)=R$AND B*(7)=R$THEN 370 ELSE 372
370 IF B*(9)=R$THEN GOSUB 400
372 RETURN
374 IF Z<3 OR Z=0 THEN Z=45
376 Z=Z-3:CALL LINE("W",Z*8,171,Z*8,189)
378 CALL LINE("R",Z*8,171,Z*8,189)
380 PAUSE .05
382 CALL LINE("E",Z*8,171,Z*8,189)
384 CALL SPEECH("L","&S2$"):IF (NX+4)*8=Z*8 THEN 388
386 RETURN
388 CALL HROFF:CALL POKE(50920,162,5,45,162,136,45,10):CALL EXEC(50920)
390 CLS "YYY":PAUSE .2:CLS "BBB":PAUSE .2:CLS "RRR":PAUSE .2
392 CLS "WWW":PAUSE .2:CLS "BBB":PAUSE .2:CLS "RRR":PAUSE .2
394 LOCATE (5,10):CALL COLOR("OYB"):PRINT "Votre score :";SCORE
396 CALL CF(22,12,0,87,66):PRINT "ENCORE ?..Tapez [ENTER]":PAUSE:RUN
398 !
400 CALL HROFF:CLS "Wbb":CALL COLOR("OBB"):BB=31:REPA=0
402 CALL POKE(50920,162,5,45,162,136,45,10):CALL EXEC(50920)
404 FOR I=3 TO 20:LOCATE (I,5):PRINT RPT$(" " ,30):NEXT I:A=5:B=15
406 CALL SPEECH("L","&S6$&"B&B&O2FC"):CALL CF(22,1,1,98,98):PRINT RPT$(" " ,39)
408 CALL CF(22,1,1,82,66):PRINT RPT$(CHR$(12),INT(CM)):IF CM=0 THEN 388
410 CALL CF(22,5,1,66,82):PRINT SCORE
412 CALL CF(B+1,A+1,1,77,66):PRINT " "&CHR$(BB)&" "
414 U=A:V=B
416 A=A+2*INT(RND*2)-1
418 B=B+2*INT(RND*2)-1
420 CALL KEY1(D1,D2)
422 CALL SPEECH("A,"")
424 B=B-2*(D1=130)+2*(D1=128)
426 A=A-2*(D1=129)+2*(D1=131)
428 IF B<4 OR B>19 THEN B=16
430 IF A<6 OR A>30 THEN A=9
432 LOCATE (V+1,U+1):PRINT " "
434 LOCATE (10,19):PRINT CHR$(100)&CHR$(101)&CHR$(102):LOCATE (11,18)
436 PRINT CHR$(103)&CHR$(104)&CHR$(105)&CHR$(106)&CHR$(107):LOCATE (12,19)
438 PRINT CHR$(108)&CHR$(109)&CHR$(110)
440 IF D1=32 THEN CALL SPEECH("L","&S3$"):GOSUB 448
442 IF REPA=1 THEN GOTO 446
444 GOTO 406
446 RETURN
448 CALL CF(22,1,1,82,66):PRINT RPT$(CHR$(12),INT(CM)):IF INT(CM)=0 THEN 388
450 CM=CM-3:LOCATE (N+1,30-N)
452 IF (B)=8 AND B=(12)AND (A)=17 AND A=(21)THEN 454 ELSE 460
454 SCORE=SCORE+5000:BB=BB+2:IF BB>40 THEN REPA=1:SCORE=SCORE+(INT(CM)*2000)
456 CALL SPEECH("L","&EXP$")
458 CALL CF(22,5,0,66,82):PRINT SCORE:IF SCORE>5.E+05 AND DIF>3 THEN 468
460 RETURN
462 ! *****
464 ! * CODE SECRET *
466 ! *****
468 CALL HROFF:CLS "WWW":CALL CF(5,5,0,66,87):PRINT "BRAVO..."
470 LOCATE (7,5):PRINT "Voici le code.":LOCATE (9,5):PRINT "Prenez un crayon."
472 LOCATE (11,5):PRINT "Le code ne reste qu'un instant."
474 LOCATE (13,5):PRINT "Taper la touche [ENTER]":PAUSE
476 CALL COLOR("ObwHL"):LOCATE (19,5):PRINT "TTIILLTTBRRRAAVUOD"
478 LOCATE (20,5):PRINT "TTIILLTTBRRRAAVUOD":PAUSE 5:RUN
480 ! *****
482 ! *SOUS-ROUTINES*
484 ! *****
486 SUB ECR(L,C,T,O,F)
488 LOCATE (L,C):CALL COLOR(STR$(T)&CHR$(O)&CHR$(F)):SUBEND
490 SUB ECR(Y,X,CA,C,F,J)
492 DATA 138,193,3,208,14,138,193,2,208,13,124,82,121,72,1,14,73,0,13,222,122
494 DATA 72,122,14,121,0,13,246,215,40,208,125,115,7,125,188,188,188,208,127
496 DATA 115,3,127,188,188,208,124,115,7,124,215,40,208,123,10
498 FOR I=0 TO 54:READ A:CALL POKE(50176+I,A):NEXT

```

```

500 CALL POKE(121,Y,X):CALL EXEC(50176)
502 CALL PEEK(123,CA,C,F):CALL PEEK(127,J):SUBEND
504 ! *****
506 ! * FIN LISTING *
508 ! *****

```

EXL 100

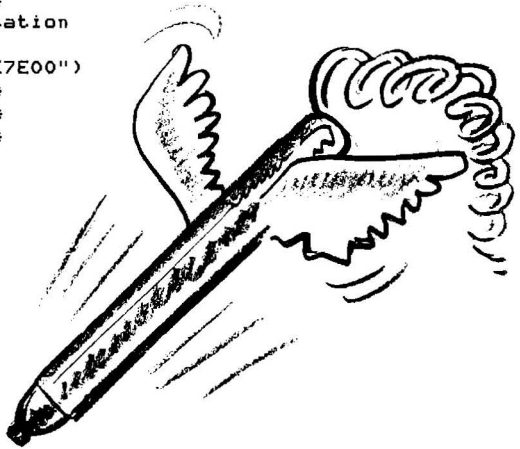
CRAYON MAGIQUE

Une palette de huit couleurs (option par barre d'espace),
huit directions sélectionnées par les
chiffres 1 à 9, vous permettent à peu de frais un très
chouette programme pictural. # pour avancer sans tracé ou
gommer point par point. * pour tout effacer.

```

100 ! *****
105 ! * CRAYON MAGIQUE *
110 ! * pour exlvision *
115 ! * EXL 100 *
120 ! * TILT/ CHAGNY J *
125 ! *****
130 GOSUB: E10: !envoi a la presentation
135 PF=-2
140 CALL CHAR(1,"007E7E7E7E7E7E7E7E00")
145 ! *****
150 ! * DESSIN TABLEAU *
155 ! *****
160 CLS "Btb"
165 C$="RGNCYbWB"
170 X=160:Y=100:D$="C":XF=0
175 CALL HRON("B",1,19)
180 FOR I=3 TO 38 STEP 5
185 IF I=3 THEN J$="R"
190 IF I=8 THEN J$="G"
195 IF I=13 THEN J$="M"
200 IF I=18 THEN J$="C"
205 IF I=23 THEN J$="Y"
210 IF I=28 THEN J$="b"
215 IF I=33 THEN J$="w"
220 IF I=38 THEN J$="E"
225 CALL COLOR("1"&J$&"B")
230 LOCATE (20,I):PRINT CHR$(1)
235 NEXT I
240 ! *****
245 ! * PROGRAMME *
250 ! *****
255 CALL PLOT(D$,X,Y)
260 CALL KEY1(XE,TE):A$=CHR$(XE):IF TE=0 THEN 260
265 IF XE=42 THEN GOSUB 435:GOSUB 470:GOSUB 380:GOTO 255
270 IF XE=35 THEN GOSUB 360:GOTO 260
275 IF XE=32 THEN CALL SPEECH("L,"&"0E583FC7031EFBAB602FC"):GOTO 160
280 IF XE<49 OR XE>57 THEN 260
285 IF A$="8"THEN A$="E":GOTO 315
290 IF A$="4"THEN A$="B":GOTO 315

```



```

295 IF A$="6"THEN A$="4":GOTO 315
300 IF A$="8"THEN A$="1":GOTO 315
305 IF A$="1"THEN A$="5":GOTO 315
310 IF A$="5"THEN A$="E"
315 F=-2*(VAL(A$)<5)-1
320 A=X:B=Y
325 U=VAL(A$)+2*(F-1)
330 ON U GOSUB 395,415,410,400
335 D=-(X>0 AND X<319 AND Y>0 AND Y<189)
340 IF D=0 THEN CALL SPEECH("L,"%0D7C4FEA2B%02FC"):GOSUB 425
345 IF S=35 THEN CALL PLOT("B",A,B)
350 CALL SPEECH("L,"%0D7C02FC")
355 GOTO 255
360 CALL SPEECH("L,"%0D7CFFFFB%02FC")
365 PAUSE .4
370 S=35:SS=SS+1:IF SS>1 THEN SS=0:S=0:RETURN
375 RETURN
380 IF XF>8 THEN XF=1
385 D$=SEG$(C$,XF,1)
390 RETURN
395 Y=Y+F
400 X=X+F
405 RETURN
410 GOSUB 400
415 Y=Y-F
420 RETURN
425 X=A:Y=B
430 RETURN
435 ! *****
440 ! * POINTEUR CHOIX *
445 ! * DES 8 COULEURS *
450 ! *****
455 CALL SPEECH("L,"%07DC5372B%02FC")
460 XF=XF+1:IF XF>8 THEN XF=1:RETURN
465 RETURN
470 ! *****
475 ! * SELECTION SENS *
480 ! * ET COULEURS. *
485 ! *****
490 FOR I=3 TO 38 STEP 5
495 IF I=3 THEN J$="R"
500 IF I=8 THEN J$="G"
505 IF I=13 THEN J$="M"
510 IF I=18 THEN J$="C"
515 IF I=23 THEN J$="Y"
520 IF I=28 THEN J$="b"
525 IF I=33 THEN J$="w"
530 IF I=38 THEN J$="B"
535 LOCATE (20,I)
540 CALL COLOR("%1"%J$%B")
545 PRINT CHR$(1)
550 NEXT I
555 IF XF=1 THEN I=3:J$="R":W$="B"
560 IF XF=2 THEN I=8:J$="G":W$="B"
565 IF XF=3 THEN I=13:J$="M":W$="B"
570 IF XF=4 THEN I=18:J$="C":W$="B"
575 IF XF=5 THEN I=23:J$="Y":W$="B"
580 IF XF=6 THEN I=28:J$="b":W$="B"
585 IF XF=7 THEN I=33:J$="w":W$="B"
590 IF XF=8 THEN I=38:J$="B":W$="w"

```

```

595 CALL COLOR("1" & W & J & "F")
600 LOCATE (20,I):PRINT CHR$(1)
605 RETURN
610 ! *****
615 ! * PRESENTATION *
620 ! *****
625 CLS "BCb"
630 A=1:GOSUB 655
635 B=1:GOSUB 710
640 C=1:GOSUB 710
645 D=1:GOSUB 710
650 RETURN
655 ! *****
660 ! * DESSIN MANETTE *
665 ! *****
670 CALL COLOR("1BY")
675 LOCATE (18,5):PRINT "*EXL* CRAYON MAGIQUE *EXL*"
680 CALL COLOR("1YB")
685 LOCATE (20,5):PRINT "*100* TILT / CHAGNY J *100*"
690 FOR I=4 TO 15
695 CALL COLOR("1BB")
700 LOCATE (I,16):PRINT " "
705 NEXT I
710 FOR I=8 TO 14 STEP 2
715 CALL COLOR("1BY")
720 FOR J=17 TO 21 STEP 2
725 S=S+1:S$=STR$(S)
730 IF C=1 AND S=12 THEN CALL COLOR("1WRF")
735 IF S=10 THEN S$="*"
740 IF S=11 THEN S$="O"
745 IF S=12 THEN S$="#"
750 IF B=1 THEN CALL COLOR("1WRF")
755 IF B=1 AND S=9 THEN CALL COLOR("1BY")
760 IF B=1 AND S=5 THEN CALL COLOR("1BY")
765 IF D=1 AND S=10 THEN CALL COLOR("1WRF")
770 LOCATE (I,J):PRINT S$
775 IF B=1 THEN CALL COLOR("1WRF")
780 IF D=1 AND S=10 THEN CALL COLOR("1BY")
785 NEXT J
790 NEXT I
795 IF A=1 THEN CALL COLOR("1WRF")
800 IF C=1 THEN CALL COLOR("1BY")
805 IF B=1 THEN CALL COLOR("1BY")
810 LOCATE (5,16):PRINT "! "
815 LOCATE (5,21):PRINT "!"
820 IF B=1 THEN 840
825 IF C=1 THEN 845
830 IF D=1 THEN 850
835 LOCATE (2,12):PRINT "* EFFACEMENT *":PAUSE 10:A=0:S=0
840 IF B=1 THEN LOCATE (2,11):PRINT "* ORIENTATIONS *":PAUSE 9:B=0:S=0
845 IF C=1 THEN LOCATE (2,11):PRINT "* DEPLACEMENTS *":PAUSE 9:C=0:S=0
850 IF D=1 THEN LOCATE (2,11):PRINT "* COULEURS --> *":PAUSE 9:D=0:S=0
855 CALL COLOR("1BY"):RETURN
860 ! *****
865 ! * FIN DU LISTING *
870 ! *****

```

MUSICORGUE

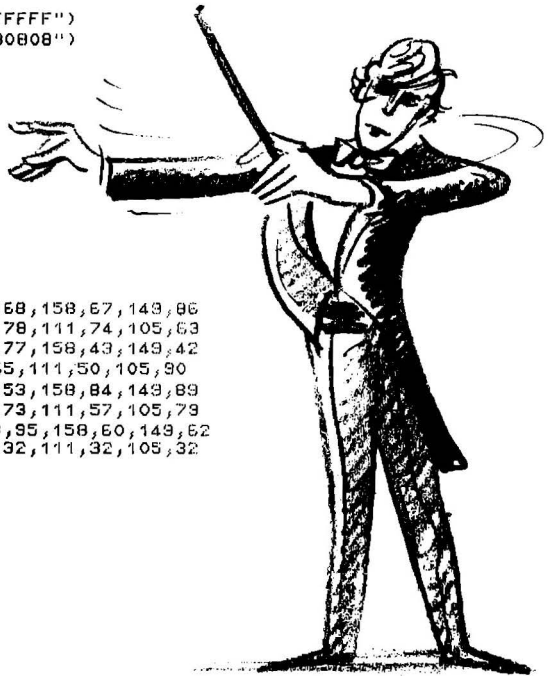
Voilà votre EXL 100 transformé en un orgue à quatre octaves.

Un programme très court qui permet de se prendre pour Jean-Sébastien Bach et vous offre, en prime, une partition de *Au clair de la lune* afin de vous familiariser avec les touches musicales. A vos orgues, prêt, musique !

```

1 ! *****
2 ! * MUSICORGUE *
3 ! * pour exlvision *
4 ! *
5 ! * TILT/CHAGNY J *
6 ! *****
7 !
8 ! ***DECLARATIONS***
9 !
10 CALL POKE(50920,162,5,45,162,136,45,10):CALL EXEC(50920)
11 DIM NT(128)
12 CALL CHAR(33,"FFFFFFFFFFFFFFFF")
13 CALL CHAR(34,"08080808080808080808")
14 DI$=CHR$(33):TV$=CHR$(34)
15 FOR I=1 TO 128:NT(I)=200:NEXT
16 CALL POKE(50688,165,8,6,10)
17 CALL POKE(49156,198,0)
18 !
19 ! *****
20 ! * AFFECTATIONS *
21 ! * DE NOTES AUX *
22 ! * TOUCHES POUR *
23 ! * LE CLAVIER. *
24 ! *****
25 !
26 DATA 199,87,188,83,176,88,168,68,158,67,149,86
27 DATA 141,71,133,66,125,72,118,78,111,74,105,63
28 DATA 199,46,188,76,176,47,168,77,158,43,149,42
29 DATA 141,13,133,9,125,49,118,65,111,50,105,30
30 DATA 199,69,188,52,176,82,168,53,158,84,149,89
31 DATA 141,55,133,85,125,56,118,73,111,57,105,79
32 DATA 199,80,188,35,176,126,168,95,158,60,149,62
33 DATA 141,32,133,32,125,32,118,32,111,32,105,32
34 FOR J=0 TO 3
35 FOR I=1 TO 12
36 B=2^J
37 READ A:A=A/B:READ N
38 NT(N)=A
39 NEXT I:NEXT J
40 CLS "BCB"
41 CALL COLOR("1BW")
42 !
43 ! ***DESSIN PIANO***
44 !
45 LOCATE (14,2):PRINT " "&DI$&" "&DI$&" "&TV$&" "&DI$&" "&DI$&" "&DI$&" "&TV$
46 LOCATE (15,2):PRINT " "&DI$&" "&DI$&" "&TV$&" "&DI$&" "&DI$&" "&DI$&" "&TV$
47 LOCATE (16,2):PRINT " "&DI$&" "&DI$&" "&TV$&" "&DI$&" "&DI$&" "&DI$&" "&TV$
48 LOCATE (17,2):PRINT " "&TV$&" "&TV$&" "&TV$&" "&TV$&" "&TV$&" "&TV$&" "&TV$
49 LOCATE (18,2):PRINT "O"&TV$&"R"&TV$&"M"&TV$&"F"&TV$&"S"&TV$&"L"&TV$&"S"&TV$
50 LOCATE (19,2):PRINT "O"&TV$&"E"&TV$&"I"&TV$&"A"&TV$&"O"&TV$&"A"&TV$&"I"&TV$
51 LOCATE (22,2):PRINT "W"&TV$&"X"&TV$&"C"&TV$&"U"&TV$&"B"&TV$&"N"&TV$&"?"&TV$

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52 LOCATE (14,16):PRINT " " &DI#&" " &DI#&" " &TV#&" " &DI#&" " &DI#&" " &DI#&" " &TV#
53 LOCATE (15,16):PRINT " " &DI#&" " &DI#&" " &TV#&" " &DI#&" " &DI#&" " &DI#&" " &TV#
54 LOCATE (16,16):PRINT " " &DI#&" " &DI#&" " &TV#&" " &DI#&" " &DI#&" " &DI#&" " &TV#
55 LOCATE (17,16):PRINT " " &TV#&" " &TV#&" " &TV#&" " &TV#&" " &TV#&" " &TV#&" " &TV#
56 LOCATE (18,16):PRINT "D"&TV#&"R"&TV#&"M"&TV#&"F"&TV#&"S"&TV#&"L"&TV#&"S"&TV#&
57 LOCATE (19,16):PRINT "O"&TV#&"E"&TV#&"I"&TV#&"A"&TV#&"D"&TV#&"A"&TV#&"I"&TV#&
58 LOCATE (22,16):PRINT ". "&TV#&"/"&TV#&+" "&TV#&*" "&TV#&"E"&TV#&"A"&TV#&"Z"&TV#&
59 LOCATE (14,30):PRINT " " &DI#&" " &DI#&" " &TV#&" " &DI#&" " &DI#
60 LOCATE (15,30):PRINT " " &DI#&" " &DI#&" " &TV#&" " &DI#&" " &DI#
61 LOCATE (16,30):PRINT " " &DI#&" " &DI#&" " &TV#&" " &DI#&" " &DI#
62 LOCATE (17,30):PRINT " " &TV#&" " &TV#&" " &TV#&" " &TV#&" " &TV#
63 LOCATE (18,30):PRINT "D"&TV#&"R"&TV#&"M"&TV#&"F"&TV#&"S"&TV#&
64 LOCATE (19,30):PRINT "O"&TV#&"E"&TV#&"I"&TV#&"A"&TV#&"D"&TV#&
65 LOCATE (22,30):PRINT "E"&TV#&"R"&TV#&"T"&TV#&"Y"&TV#&"U"&TV#&
66 CALL COLOR("OWB"):LOCATE (21,3):PRINT "S"
67 LOCATE (21,3):PRINT "S"
68 LOCATE (21,3):PRINT "S"
69 LOCATE (21,5):PRINT "D"
70 LOCATE (21,9):PRINT "G"
71 LOCATE (21,11):PRINT "H"
72 LOCATE (21,13):PRINT "J"
73 LOCATE (21,17):PRINT "L"
74 LOCATE (21,19):PRINT "M"
75 LOCATE (21,23):PRINT "e"
76 LOCATE (21,25):PRINT "1"
77 LOCATE (21,27):PRINT "2"
78 LOCATE (21,31):PRINT "4"
79 LOCATE (21,33):PRINT "5"
80 LOCATE (21,37):PRINT "7"
81 LOCATE (21,39):PRINT "8"
82 !
83 !      ***LA PARTITION***
84 !
85 LOCATE (2,4):PRINT ". . . / + / . . + / / ."
86 LOCATE (4,4):PRINT ". . . / + / . . + / / ."
87 LOCATE (6,4):PRINT "/ / / / N N / . ? N B"
88 LOCATE (8,4):PRINT ". . . / + / . . + / / ."
89 CALL COLOR("OBWL"):LOCATE (2,30):PRINT "AAUU"
90 LOCATE (4,27):PRINT "CCLLAAIIRR"
91 LOCATE (6,27):PRINT "DDEE LLA A"
92 LOCATE (8,28):PRINT "LLUUNNEE"
93 LOCATE (10,1):PRINT RPT$( "_",40)
94 CALL COLOR("OBWLH"):LOCATE (11,11):PRINT "MMUUSIICCOORRGUUEE"
95 LOCATE (12,11):PRINT "MMUUSIICCOORRGUUEE"

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96 !
97 !      ***SAISIES NOTE***
98 !
99 CALL KEY1(A,U)
100 ON ERROR 99
101 IF U=-1 THEN 99
102 IF U=0 THEN 104
103 CALL POKE(258,NT(A),132):GOTO 99
104 CALL POKE(259,45):GOTO 99
105 !
106 !      *****
107 !      * FIN PROGRAMME. *
108 !      *****

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EXL 100

CLAVIER BAVARD

Pour apprendre à manipuler votre micro sans regarder vos mains. Sur le clavier vu de dessus, la touche à appuyer clignote, tandis que l'ordinateur prononce la lettre. Le score s'affiche en bas.

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1 !      *****
2 !      * CLAVIER BAVARD *
3 !      * POUR EXL 100 *
4 !      * CHAGNY JEAN. *
5 !      *****
6 !

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7 !      ****DECLARATIONS****
8 !
9 DIM L$(26)
10 DATA A,Z,E,R,T,Y,U,I,O,P,Q,S,D,G,H,J,K,L,M,W,X,C,V,B,N,F
11 DATA "Tab",A,Z,E,R,T,Y,U,I,O,P,Q,S,D,G,H,J,K,L,M,W,X,C,V,B,N,F
12 DATA "Esc",1,2,3,4,5,6,7,8,9,0,~,
13 DATA "Ctl",O,S,D,F,G,H,J,K,L,M,~,
14 DATA "`",W,X,C,V,B,N,?,/,+,*
15 DATA "<",">"," ","!","~","Fct","(X)"," \ ","LoK"
16 FOR I=1 TO 25:READ L$(I):NEXT I:READ G$
17 GOSUB 32
18 GOSUB 54
19 !
20 !      ****JEUX ET SCORE****
21 !
22 RESTORE 11:H=INTRND(26):SUR=SUR+1:IF SUR=21 THEN PRINT "FIN":PAUSE 2:RUN
23 A%=L$(H):S%=A%:GOSUB 123
24 PAUSE 3-(SUR/10)
25 CALL KEY1(A,B):IF CHR$(A)=A%THEN POINT=POINT+1
26 CALL COLOR("1WB"):LOCATE (21,11):PRINT "POINTS : ";POINT;"/":SUR
27 GOSUB 54
28 GOTO 22
29 !
30 !      ****PRESENTATION****
31 !
32 F%=RPT$(CHR$(12),38)
33 CLS "BCb"
34 CALL COLOR("1BB")
35 FOR I=4 TO 17
36 LOCATE (I,2)
37 PRINT F%
38 NEXT I
39 CALL COLOR("1bBH")
40 LOCATE (18,3):PRINT "Appuyez sur la touche prononcee..."
41 LOCATE (19,3):PRINT "Appuyez sur la touche prononcee..."
42 CALL COLOR("1WBH")
43 LOCATE (4,5)
44 PRINT "EXL100"
45 LOCATE (5,5)
46 PRINT "EXL100"
47 CALL COLOR("1bB")
48 LOCATE (5,13)
49 PRINT "exelvision"
50 RETURN
51 !
52 !      ****AFFICHAGE****
53 !
54 CALL COLOR("1BY")
55 LOCATE (9,4)
56 READ T$
57 IF T%=A%THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
58 PRINT T$
59 FOR J=8 TO 32 STEP 2
60 LOCATE (9,J)
61 READ T$
62 IF T%=A%THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
63 PRINT T$
64 NEXT J
65 LOCATE (7,5)
66 READ T$
67 IF T%=A%THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
68 PRINT T$
69 FOR J=9 TO 31 STEP 2
70 LOCATE (7,J)
71 READ T$
72 IF T%=A%THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")

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73 PRINT T$
74 NEXT J
75 LOCATE (11,5)
76 READ T$
77 IF T$=A$THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
78 PRINT T$
79 FOR J=9 TO 32 STEP 2
80 LOCATE (11,J)
81 READ T$
82 IF T$=A$THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
83 PRINT T$
84 NEXT J
85 LOCATE (13,7)
86 READ T$
87 IF T$=A$THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
88 PRINT T$
89 FOR J=10 TO 30 STEP 2
90 LOCATE (13,J)
91 READ T$
92 IF T$=A$THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
93 PRINT T$
94 NEXT J
95 FOR J=9 TO 12 STEP 2
96 LOCATE (15,J)
97 READ T$
98 IF T$=A$THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
99 PRINT T$
100 NEXT J
101 J=13
102 LOCATE (15,J)
103 READ T$
104 IF T$=A$THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
105 PRINT T$
106 FOR J=27 TO 29 STEP 2
107 LOCATE (15,J)
108 READ T$
109 IF T$=A$THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
110 PRINT T$
111 NEXT J
112 FOR I=7 TO 13 STEP 2
113 CALL COLOR("1WR")
114 READ T$
115 LOCATE (I,35)
116 IF T$=A$THEN CALL COLOR("1YMF") ELSE CALL COLOR("1BY")
117 PRINT T$
118 NEXT I
119 RETURN
120 !
121 !      ****SYNTHESE VOCALE****
122 !
123 T=ASC(S$)
124 CALL VOIX(T)
125 RETURN
126 SUB VOIX(T)
127 VOX=50286:D=50296:CALL POKE(VOX,136,196,120,10,251,10):GOSUB 129
128 CALL EXEC(VOX):SUBEXIT
129 T=T-64:IF T>27 THEN SUBEXIT
130 IF T<11 THEN 133
131 IF T<21 THEN T=T-10:GOTO 134
132 T=T-20:GOTO 135
133 ON T GOTO 139,143,150,155,162,167,173,180,186,189
134 ON T GOTO 196,200,206,213,220,225,231,235,243,251
135 ON T GOTO 255,259,265,276,282,292
136 !
137 !      ****CODES POUR A a Z****
138 !

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139 CALL POKE(D,173,41,97,60,194,171,172,162,152,117,107,159,189,170,84)
 140 CALL POKE(D+15,219,195,171,202,173,110,181,203,91,238,124,167,59,158,94)
 141 CALL POKE(D+30,177,210,84,143,8,105,81,83,114,72,204,153,46,151,137,169)
 142 CALL POKE(D+46,20,153,167,228,255,7):RETURN
 143 CALL POKE(D,40,143,200,189,45,226,144,146,137,113,143,140,69,74,162,91)
 144 CALL POKE(D+16,173,51,18,171,168,105,241,41,75,172,198,174,56,43,49,146)
 145 CALL POKE(D+32,26,155,86,239,170,73,90,104,58,194,171,209,40,170,116)
 146 CALL POKE(D+47,214,242,197,171,28,206,61,34,230,220,114,21,195,24,90)
 147 CALL POKE(D+62,213,156,93,204,108,36,221,41,90,118,149,230,87,197,60,213)
 148 CALL POKE(D+78,81,131,149,153,218,87,10,81,74,16,146,159,37)
 149 CALL POKE(D+91,149,241,194,248,108,150,210,255,7):RETURN
 150 CALL POKE(D,4,232,98,148,1,221,172,8,160,133,85,1,12,213,98,1,9,104,32)
 151 CALL POKE(D+19,101,195,157,187,101,234,148,85,231,100,86,177,87,209,125)
 152 CALL POKE(D+34,161,105,206,217,229,42,135,13,176,204,57,187,220,197,206)
 153 CALL POKE(D+49,123,218,162,161,2,124,162,114,241,171,18,220,234,40,193)
 154 CALL POKE(D+64,170,76,241,38,132,8,69,177,142,115,115,242,255):RETURN
 155 CALL POKE(D,200,71,98,162,179,45,145,140,200,180,202,12,73,74,172,218,58)
 156 CALL POKE(D+17,83,36,169,152,113,171,74,145,164,230,42,164,166,77,165,186)
 157 CALL POKE(D+33,251,212,32,183,57,202,38,140,34,105,202,40,155,82,204,206)
 158 CALL POKE(D+49,41,187,156,213,170,134,49,240,170,57,187,220,197,72,134,53)
 159 CALL POKE(D+65,176,172,57,35,232,70,32,171,171,52,187,73,193,169,182,82)
 160 CALL POKE(D+81,117,163,68,162,250,85,82,153,224,132,206,133,171,249,127)
 161 RETURN
 162 CALL POKE(D,33,41,53,213,185,202,148,184,136,212,8,93,49,138,236,67,220)
 163 CALL POKE(D+17,108,214,42,170,46,85,231,197,163,40,46,197,84,23,141,162)
 164 CALL POKE(D+33,152,18,11,155,53,243,145,21,231,26,106,179,86,90,93,177)
 165 CALL POKE(D+49,154,45,26,97,113,33,110,126,170,186,193,240,94,191,34,141)
 166 CALL POKE(D+65,40,197,218,176,52,15,198,132,232,148,43,42,242,255,3):RETURN
 167 CALL POKE(D,169,234,59,211,41,219,172,106,170,17,143,88,180,171,81,21,235)
 168 CALL POKE(D+17,218,57,161,87,217,156,75,122,87,217,249,72,171,118,42,175)
 169 CALL POKE(D+33,210,37,136,86,34,189,197,40,63,82,231,200,172,205,128,46)
 170 CALL POKE(D+49,93,4,48,77,169,4,36,32,1,9,104,64,3,26,16,192,84,237,8,156)
 171 CALL POKE(D+69,165,84,133,106,4,37,102,245,142,36,155,85,35,7,107,30,214)
 172 CALL POKE(D+86,86,165,248,255):RETURN
 173 CALL POKE(D,169,88,134,197,48,211,148,106,90,87,38,77,91,218,29,66,13,216)
 174 CALL POKE(D+18,105,233,78,45,85,34,69,173,219,177,61,136,41,183,233,150)
 175 CALL POKE(D+34,82,101,178,218,218,27,84,133,211,77,171,27,51,245,138,86)
 176 CALL POKE(D+50,189,30,117,87,70,158,57,123,214,189,158,213,44,103,49,179)
 177 CALL POKE(D+66,17,15,109,168,81,85,154,219,184,81,85,87,174,134,83,19,74)
 178 CALL POKE(D+83,187,84,169,74,116,194,99,35,237,10,33,112,205,205,118,254)
 179 CALL POKE(D+99,255):RETURN
 180 CALL POKE(D,169,46,97,210,194,87,237,118,116,185,84,164,215,156,221,237)
 181 CALL POKE(D+16,118,23,43,74,57,188,172,74,119,47,184,81,39,71,138,169,226)
 182 CALL POKE(D+33,223,20,174,26,114,12,112,98,155,5,44,224,1,3,220,216,225,1)
 183 CALL POKE(D+51,11,56,96,151,116,3,28,151,33,1,161,119,91,138,162,173,131)
 184 CALL POKE(D+68,28,189,89,134,154,118,82,180,234,30,65,213,137,201,139,104)
 185 CALL POKE(D+84,85,104,33,70,163,106,217,97,255,31):RETURN
 186 CALL POKE(D,162,56,130,88,179,235,134,232,50,100,207,153,148,147,88,164)
 187 CALL POKE(D+16,114,17,18,203,173,156,139,156,231,52,71,201,239,136,68,123)
 188 CALL POKE(D+32,163,36,119,2,178,234,169,26,13,175,106,237,255,1):RETURN
 189 CALL POKE(D,38,26,64,84,163,92,185,162,15,83,241,206,84,170,173,92,72,229)
 190 CALL POKE(D+18,109,155,174,9,99,82,54,101,186,33,93,137,153,245,174,247)
 191 CALL POKE(D+34,173,61,62,149,68,180,182,110,135,68,49,206,82,154,109,24)
 192 CALL POKE(D+50,188,114,113,169,151,34,174,202,197,181,42,213,166,36,145)
 193 CALL POKE(D+65,85,59,85,19,147,90,77,237,92,230,34,101,147,145,104,78,229)
 194 CALL POKE(D+82,154,164,160,67,214,232,13,29,220,14,40,118,34,180,51,35)
 195 CALL POKE(D+98,240,154,105,51,90,253,127):RETURN
 196 CALL POKE(D,1,168,181,112,68,37,58,23,79,236,83,148,148,218,30,179,111)
 197 CALL POKE(D+17,181,234,148,90,203,99,242,104,82,43,169,204,49,179,78,205)
 198 CALL POKE(D+33,35,114,171,244,106,228,169,150,187,85,229,25,79,63,89,113)
 199 CALL POKE(D+49,153,105,150,48,175,50,163,231,96,139,178,250,255):RETURN
 200 CALL POKE(D,161,24,105,52,56,155,140,124,200,228,137,156,180,138,230,76)
 201 CALL POKE(D+16,202,39,242,46,103,57,203,81,180,164,34,89,145,91,214,157)
 202 CALL POKE(D+32,170,202,37,238,105,73,170,102,119,125,53,42,126,22,166)
 203 CALL POKE(D+48,173,23,54,123,193,78,52,184,100,138,36,35,57,227,136,14)
 204 CALL POKE(D+64,149,148,148,37,39,11,138,19,162,87,139,104,169,136,139,90)

205 CALL POKE(D+80,91,163,169,18,174,234,240,180,12,245,255):RETURN
 206 CALL POKE(D,45,207,193,116,114,194,172,178,122,179,242,9,179,139,85,52,31)
 207 CALL POKE(D+17,26,218,149,119,177,242,238,67,156,163,118,168,178,85,14)
 208 CALL POKE(D+32,213,201,46,139,138,60,57,234,132,52,107,54,99,159,27,226)
 209 CALL POKE(D+48,164,84,156,125,73,142,114,144,233,224,6,165,234,156,107)
 210 CALL POKE(D+63,155,147,156,137,90,68,26,122,242,161,89,105,106,168,41,153)
 211 CALL POKE(D+79,118,37,233,36,135,40,17,97,116,140,164,83,184,154,201,39)
 212 CALL POKE(D+95,146,87,102,81,99,229,255,1):RETURN
 213 CALL POKE(D,169,154,110,216,205,23,179,114,202,84,235,152,53,202,234,219)
 214 CALL POKE(D+16,42,38,202,172,70,217,163,169,233,212,217,101,42,138,86,114)
 215 CALL POKE(D+32,201,218,46,43,18,181,121,170,196,52,37,85,18,13,85,149,20)
 216 CALL POKE(D+49,22,137,154,212,113,131,159,4,89,241,56,13,94,148,172,65)
 217 CALL POKE(D+65,151,198,185,94,112,180,110,26,239,56,91,105,241,178,75,82)
 218 CALL POKE(D+81,244,228,77,59,146,74,213,130,26,146,102,154,50,245,178,146)
 219 CALL POKE(D+97,180,215,200,48,102,255,15):RETURN
 220 CALL POKE(D,172,8,250,194,68,156,134,44,136,79,84,237,229,114,239,223,86)
 221 CALL POKE(D+17,116,103,40,108,60,37,181,149,161,240,230,82,132,122,231,44)
 222 CALL POKE(D+33,229,65,94,169,80,239,152,133,212,155,79,97,234,21,35,231)
 223 CALL POKE(D+49,216,116,138,406,11,140,102,199,33,122,206,146,50,19,221,31)
 224 CALL POKE(D+65,208,232,198,255,15):RETURN
 225 CALL POKE(D,4,200,180,172,197,53,138,168,100,237,149,53,207,236,209,179)
 226 CALL POKE(D+16,119,182,173,149,15,47,228,57,115,118,62,178,110,132,178,58)
 227 CALL POKE(D+32,202,76,70,216,181,96,102,87,110,110,85,76,93,29,58,25,85)
 228 CALL POKE(D+49,163,117,142,100,167,4,46,254,22,114,149,200,117,245,90,56)
 229 CALL POKE(D+65,33,162,82,62,27,174,20,129,83,149,170,80,13,0,128,255,7)
 230 RETURN
 231 CALL POKE(D,6,168,62,200,0,125,181,165,164,85,38,149,104,219,178,22,29)
 232 CALL POKE(D+17,177,100,77,205,122,214,179,158,148,168,57,69,26,125,84,131)
 233 CALL POKE(D+33,236,6,163,104,65,61,91,232,212,186,149,253,109,166,148,214)
 234 CALL POKE(D+49,31):RETURN
 235 CALL POKE(D,45,25,98,216,202,39,142,162,169,226,234,24,57,170,18,212,219)
 236 CALL POKE(D+17,39,204,172,86,85,189,75,121,85,222,213,42,155,15,14,205)
 237 CALL POKE(D+33,202,187,216,249,202,106,8,46,239,202,59,109,105,14,97,150)
 238 CALL POKE(D+49,89,178,100,77,109,154,88,172,144,101,59,170,26,21,85,182)
 239 CALL POKE(D+65,104,164,161,184,14,81,81,107,42,90,169,120,177,165,90,149)
 240 CALL POKE(D+81,161,230,196,52,238,30,161,198,21,253,168,167,25,9,122,8)
 241 CALL POKE(D+97,166,97,41,213,40,38,184,135,57,53,34,105,153,145,81,86)
 242 CALL POKE(D+113,255,31):RETURN
 243 CALL POKE(D,45,107,42,37,51,39,182,60,155,176,205,12,189,202,26,212,51,38)
 244 CALL POKE(D+18,202,42,154,77,174,168,40,39,107,193,36,189,95,143,184,42)
 245 CALL POKE(D+34,227,178,49,147,130,44,149,91,151,172,11,42,15,113,13,209)
 246 CALL POKE(D+50,12,24,178,133,1,147,150,49,160,171,14,14,48,96,243,50,6,76)
 247 CALL POKE(D+68,49,78,128,197,202,24,48,213,10,5,56,192,7,14,15,96,144,226)
 248 CALL POKE(D+86,160,228,196,234,177,180,147,154,188,69,218,65,73,74,202)
 249 CALL POKE(D+101,156,237,142,216,201,222,155,167,5,60,33,121,99,158)
 250 CALL POKE(D+115,222,244,254,31):RETURN
 251 CALL POKE(D,6,168,42,101,68,61,24,153,214,236,155,158,108,120,7,141,92)
 252 CALL POKE(D+17,188,243,153,183,108,40,5,207,172,210,147,30,151,160,73,161)
 253 CALL POKE(D+33,174,14,147,29,167,99,170,122,153,98,149,18,56,215,70,202)
 254 CALL POKE(D+49,251,127):RETURN
 255 CALL POKE(D,46,202,92,209,54,51,186,36,49,97,251,76,81,242,150,4,41,117)
 256 CALL POKE(D+18,115,41,122,112,132,210,46,61,175,121,74,155,19,164,177,77)
 257 CALL POKE(D+34,57,170,65,118,157,158,20,83,124,182,180,202,255,3):RETURN
 258 CALL POKE(D,44,171,208,213,139,23,185,178,193,52,74,93,20,154,198,67,84)
 259 CALL POKE(D+17,185,118,106,135,46,85,214,68,181,43,253,210,105,106,100)
 260 CALL POKE(D+32,171,247,181,79,221,146,33,166,108,167,52,85,21,75,90,237)
 261 CALL POKE(D+48,81,53,227,100,225,179,103,181,171,85,13,27,168,17,115,118)
 262 CALL POKE(D+64,181,203,157,175,116,24,71,205,156,220,130,38,21,71,178,76)
 263 CALL POKE(D+80,177,170,33,234,234,48,78,15,130,227,50,200,10,201,72,157)
 264 CALL POKE(D+96,179,144,247,255):RETURN
 265 CALL POKE(D,164,230,108,162,50,98,146,70,146,202,72,175,72,90,137,43,59)
 266 CALL POKE(D+17,205,17,105,21,201,172,140,88,163,61,206,83,63,28,183,189)
 267 CALL POKE(D+33,225,112,79,236,90,242,10,51,41,169,75,42,18,233,148,128,52)
 268 CALL POKE(D+50,166,200,192,75,18,189,170,42,8,13,55,85,23,202,236,149,205)
 269 CALL POKE(D+67,204,113,41,75,97,49,246,250,165,42,137,93,48,155,173,178)
 270 CALL POKE(D+83,169,80,14,222,188,171,94,167,182,232,96,9,89,92,250,174)

271 CALL POKE(D+99,147,85,36,85,26,166,74,21,149,36,121,72,67,151,206,146,218)
 272 CALL POKE(D+116,184,118,163,109,38,137,203,22,143,182,185,64,45,159,61)
 273 CALL POKE(D+131,219,86,87,163,20,149,85,70,222,173,163,87,206,233,113,243)
 274 CALL POKE(D+147,155,86,200,138,200,201,170,82,112,38,135,56)
 275 CALL POKE(D+159,45,50,181,171,20,42,36,47,37,190,92,233,255,3):RETURN
 276 CALL POKE(D,33,219,72,216,226,71,167,98,11,37,146,155,92,202,201,132,57)
 277 CALL POKE(D+17,54,106,73,54,39,230,220,42,57,224,33,2,167,42,85,161,26,0)
 278 CALL POKE(D+35,96,128,234,32,29,208,109,144,2,156,183,208,128,4,24,176,85)
 279 CALL POKE(D+52,135,4,36,32,1,1,12,125,166,172,165,206,66,188,81,80,83,80)
 280 CALL POKE(D+70,106,91,50,65,77,137,101,61,193,26,201,91,117,207)
 281 CALL POKE(D+84,149,203,133,255,7):RETURN
 282 CALL POKE(D,202,99,136,212,115,156,164,112,3,22,235,11,93,194,195,136)
 283 CALL POKE(D+16,173,182,74,141,82,50,176,80,100,56,21,153,199,106,91,230)
 284 CALL POKE(D+32,152,148,142,132,94,185,37,3,100,199,60,138,102,83,60,172)
 285 CALL POKE(D+48,244,42,135,24,11,116,150,53,179,43,93,213,89,166,85,107)
 286 CALL POKE(D+63,183,167,173,174,204,163,107,223,246,182,171,104,33,187)
 287 CALL POKE(D+77,189,42,143,184,70,229,200,10,83,252,162,69,38,146,140)
 288 CALL POKE(D+92,241,170,65,141,72,199,8,156,170,84,133,106,0,0,4,160,107)
 289 CALL POKE(D+109,9,6,44,237,148,244,36,140,59,221,114,83,106,48,156,50)
 290 CALL POKE(D+125,163,73,202,145,178,53,200,4,33,90,142,240,148,170,132)
 291 CALL POKE(D+140,96,69,43,58,234,255,3):RETURN
 292 CALL POKE(D,174,44,40,57,45,102,134,122,145,48,82,107,19,218,43,60,132)
 293 CALL POKE(D+17,213,113,236,210,116,100,168,177,218,74,253,83,239,42,170)
 294 CALL POKE(D+32,56,245,91,148,169,154,227,82,103,233,210,218,149,87,211)
 295 CALL POKE(D+47,116,113,120,206,222,237,234,186,107,142,140,201,179,27)
 296 CALL POKE(D+61,221,48,73,97,62,185,183,174,41,60,48,220,71,145,138,107)
 297 CALL POKE(D+77,183,236,178,200,74,165,77,178,42,18,43,140,52,142,170)
 298 CALL POKE(D+92,136,36,23,202,36,171,45,162,92,242,224,172,182,152,242)
 299 CALL POKE(D+107,174,90,82,34,210,240,155,76,10,169,41,211,25,122,182)
 300 CALL POKE(D+122,166,237,99,36,201,209,185,182,133,80,37,4,235,22,94)
 301 CALL POKE(D+137,212,254,31):RETURN
 302 SUBEND
 303 !
 304 ! *****
 305 ! * FIN DE PROGRAMME *
 306 ! *****

EXL 100

FORMULE 1

Le but de la course : établir le meilleur rapport chrono/
 consommation/tours, et bien sûr éviter les autres
 véhicules. Vous contrôlez les divers paramètres grâce à
 quatre rectangles qui se remplissent (time) ou se vident
 (fuel) progressivement. Déplacements avec les flèches.

```

1 ! *****
2 ! * FORMULE 1 *
3 ! * POUR EXL 100 *
4 ! * CHAGNY JEAN. *
5 ! *****
6 !
7 ! ****DECLARATIONS****
8 !
9 MT$=""0E68D2CD031EF040043CE0010F7BC00216E040042CE0010F5B40031AD0B006FE"
10 EX$=""0BA02163031B1800BD1E139840073A108100F0901E81080480478F0944200205"
11 EX$=EX$&"70CEBD02110840704E118B40043CE0010F7BC00316E0B0052C20010348B002"
12 EX$=EX$&"14A000052B"
  
```

```

13 CALL POKE(50920,162,5,45,162,136,45,10):CALL EXEC(50920)
14 FU=73:D=18
15 DIM Z$(6),P$(9),M$(6),C$(6)
16 C$(1)="C":C$(2)="R":C$(3)="M":C$(4)="Y":C$(5)="G":C$(6)="b"
17 M0$="C72090C7031EF040043CE0010F78C00216E040042C60010F5840031AD080006FE"
18 V0$=" "&CHR$(120)&CHR$(121)&CHR$(122)&CHR$(123)&" "
19 VP$=" "&CHR$(124)&CHR$(121)&CHR$(122)&CHR$(125)&" "

20 CHOC=0
21 RANDOMIZE
22 X=20
23 !
24 !      ****GRAPHISMES****
25 !
26 CALL CHAR(92,"FFFFFFFFFFFFFFFFFFFF")
27 CALL CHAR(33,"FEFCFCFBF0E0C0C08000")
28 CALL CHAR(34,"7F3F3F1F0F0703030100")
29 CALL CHAR(35,"00000000100000000000")
30 CALL CHAR(36,"00000000800000000000")
31 CALL CHAR(37,"00000000303000000000")
32 CALL CHAR(38,"00000000C0C000000000")
33 CALL CHAR(39,"0000001F191F1B000000")
34 CALL CHAR(40,"00000FB98FB800000000")
35 CALL CHAR(41,"00000300030303030303")
36 CALL CHAR(42,"0000FF04C9D2FFDFC7C0")
37 CALL CHAR(43,"0000FF20934BFFFFB8303")
38 CALL CHAR(44,"0000C000C0C0C0C0C0C0")
39 CALL CHAR(50,"FFFFFFFFF00000000000")
40 CALL CHAR(51,"00006666000066660000")
41 CALL CHAR(52,"0F0F0000000000000000")

42 CALL CHAR(53,"03000000000000000000")
43 CALL CHAR(61,"FFFFFFFF00000000000000")
44 CALL CHAR(62,"FFFFFFFFF00000000000")
45 CALL CHAR(100,"00080808080808080000")
46 CALL CHAR(101,"18181818181800001818")
47 CALL CHAR(102,"1818181818000003838")
48 CALL CHAR(103,"3838383838000007878")
49 CALL CHAR(104,"787878787878000000")
50 CALL CHAR(105,"00F8F8F8F8F8F8F8F8")
51 CALL CHAR(106,"000000003C0000000000")
52 CALL CHAR(107,"E01C0300000000031CE0")
53 CALL CHAR(108,"0738C000000000C03807")
54 CALL CHAR(120,"FF007CFEFEFEFEFEFE7C")
55 CALL CHAR(121,"FF0811254EFFFF3F0F00")
56 CALL CHAR(122,"FF1088A472FFFFFCF000")
57 CALL CHAR(123,"FF003E7F7F7F7F7F3E")
58 CALL CHAR(124,"FF007C828282FE82827C")
59 CALL CHAR(125,"FF003E41141417F41413E")
60 TG$=CHR$(33):TD$=CHR$(34)
61 Z$(1)=" "&CHR$(37)&CHR$(38)&" "
62 Z$(2)=" "&CHR$(39)&CHR$(40)&" "

63 Z$(3)=" "&CHR$(41)&CHR$(42)&CHR$(43)&CHR$(44)&" "
64 Z$(4)=" "&CHR$(41)&CHR$(42)&CHR$(43)&CHR$(44)&" "
65 Z$(5)=" "&CHR$(120)&CHR$(121)&CHR$(122)&CHR$(123)&" "
66 Z$(6)=" "&CHR$(120)&CHR$(121)&CHR$(122)&CHR$(123)&" "

67 P$(1)=CHR$(53)
68 P$(2)=CHR$(52)
69 P$(3)=CHR$(50)
70 P$(4)=CHR$(51)&CHR$(51)
71 P$(5)="COCACOLA"
72 P$(6)="TILT Jeux"
73 P$(7)="AUTOMOTO"
74 P$(8)="PIOTPNEU"
75 P$(9)="exel 100"
76 M$(1)=CHR$(100)
77 M$(2)=CHR$(101)
78 M$(3)=CHR$(102)
79 M$(4)=CHR$(103)
80 M$(5)=CHR$(104)
81 M$(6)=CHR$(105)
82 !
83 !      ****PRESENTATION****
84 !
85 CLS "WBB"
86 CALL HIRON("b",17,4):CALL POKE(50920,162,5,45,162,136,45,10):CALL EXEC(50920)
87 FOR I=1 TO 5
88 CALL COLOR("0BB"):LOCATE (I,1):PRINT RPT$( " ",40)
89 NEXT I
90 CALL COLOR("0YBHL"):LOCATE (3,12):PRINT "FFOORRRMUULLEE 11"
91 LOCATE (4,12):PRINT "FFOORRRMUULLEE 11"
92 CALL COLOR("1RB"):LOCATE (4,2):PRINT VP$:LOCATE (4,33):PRINT VP$
93 FOR I=6 TO 10
94 CALL COLOR("0CC"):LOCATE (I,1):PRINT RPT$( " ",40)
95 NEXT I
96 FOR I=11 TO 16
97 IF DEPART=1 AND I=16 THEN GOTO 101

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98 CALL COLOR("0GG"):LOCATE (I,1):PRINT RPT$(" ",40)
99 CALL COLOR("1GB"):LOCATE (I,20-(I-7)):PRINT TG$&RPT$(" ",(I-7)*2)&TD$
100 CALL COLOR("1WB"):LOCATE (I,20):PRINT M$(I-10)
101 NEXT I
102 IF DEPART=0 THEN GOSUB 220:GOTO 96
103 CALL COLOR("0bb"):LOCATE (21,1):PRINT RPT$(" ",40)
104 CALL COLOR("0WB"):LOCATE (21,4):PRINT "FUEL"
105 LOCATE (21,14):PRINT "TIME"
106 LOCATE (21,24):PRINT "BOUM"
107 LOCATE (21,34):PRINT "RACE"
108 CALL COLOR("0bb"):LOCATE (22,2):PRINT RPT$(" ",38)
109 GOSUB 170
110 CALL SPEECH("L,"&MT$):H=INTRND(6):CO=INTRND(6):GOSUB 202
111 !
112 !     ****JEUX****
113 !
114 IND=INT(RND*9)-1:D=18
115 FOR I=12 TO 16:D=D+IND:CALL SPEECH("L,"&MT$)
116 CALL COLOR("1WB"):LOCATE (16,12):PRINT RPT$(" ",8)&M$(6)&RPT$(" ",9)
117 CALL KEY1(A,B):IF B=0 THEN 120
118 X=X-((A=129 AND X(24)*4)+((A=131 AND X)12)*4)
119 O=O-((A=32 AND O(.6)*.1)+((A=130 AND O)O)*.1)
120 LOCATE (16,X):PRINT VP$:LOCATE (16,X):PRINT VO$
121 IF H=3 THEN GOSUB 145:GOTO 128
122 IF H=4 THEN GOSUB 145:GOTO 128
123 CALL COLOR("1"&C$(CO)&"B")
124 LOCATE (I,D):PRINT Z$(I-10):LOCATE (I-1,D):PRINT RPT$(" ",5)
125 IF I<16 THEN 127
126 IF D+4)=X AND D-4<X THEN GOSUB 134 ELSE GOSUB 183
127 CALL COLOR("1WB"):LOCATE (I-1,20):PRINT M$(I-11)
128 NEXT I
129 GOTO 110
130 !
131 !     ****EXPLOSION BOLIDE****
132 !
133 CALL COLOR("1RY")
134 LOCATE (16,12):PRINT CHR$(106)&RPT$(CHR$(107),4)
135 LOCATE (16,25):PRINT RPT$(CHR$(108),4)&CHR$(106)
136 CALL COLOR("1YRL")
137 LOCATE (16,17):PRINT "BBDOUUMM"
138 CALL SPEECH("L,"&EX$)
139 CHOC=CHOC+1:GOSUB 189
140 IF CHOC>2 THEN CLS "WWW":PAUSE 1:CLS "RRR":CLS "WWW":RUN
141 RETURN
142 !
143 !     ****PAYSAGE****
144 !
145 IF I=16 THEN GOSUB 155:GOTO 151
146 IF I=15 THEN CALL COLOR("1GW"):GOSUB 164:GOTO 151
147 IF I=14 THEN CALL COLOR("1WG"):GOSUB 166:GOTO 151
148 IF I=13 THEN CALL COLOR("1WG"):GOSUB 168:GOTO 151
149 CALL COLOR("1WG")
150 LOCATE (11,20-(I-7)):PRINT P$(I-11)
151 RETURN
152 !
153 !     ****COMPTEURS****
154 !
155 HA=INTRND(5)
156 CALL COLOR("0GG"):LOCATE (11,24-(I-7)):PRINT " "
157 CALL COLOR("0"&C$(INTRND(6))&"W")
158 LOCATE (11,20-(I-7)):PRINT SEG$(P$(I+HA-12),1,4)
159 LOCATE (12,20-(I-7)):PRINT SEG$(P$(I+HA-12),5,4)
160 PAUSE .1:CALL COLOR("0GG")
161 LOCATE (11,20-(I-7)):PRINT " "
162 LOCATE (12,20-(I-7)):PRINT " "
163 RETURN

```



```

164 CALL COLOR("1RW"):LOCATE (11,22-(I-7)):PRINT P*(I-11)
165 RETURN
166 CALL COLOR("1WG"):LOCATE (11,22-(I-7)):PRINT P*(I-11)
167 RETURN
168 CALL COLOR("1WG"):LOCATE (11,21-(I-7)):PRINT P*(I-11)
169 RETURN
170 FOR I=169 TO 193
171 CALL LINE("B",8,I,72,I)
172 CALL LINE("B",88,I,144,I)
173 CALL LINE("B",168,I,232,I)
174 CALL LINE("B",248,I,304,I)
175 NEXT I
176 FOR I=171 TO 191
177 CALL LINE("M",8,I,72,I)
178 NEXT I
179 RETURN
180 !
181 !      ****PROGRESSION COURSE RACE****
182 !
183 RAC=RAC+(.4+Q):RACE=INT(RAC):IF RACE>56 THEN 209
184 CALL LINE("Y",248+RACE,171,248+RACE,191)
185 FU=FU-(.1+Q):FUE=INT(FU):IF FUE<9 THEN CLS "YYY":CLS "WWW":PAUSE 1:RUN
186 CALL LINE("B",FUE,171,FUE,191)
187 RETURN
188 !
189 !      ****CHOC****
190 !
191 FOR J=169 TO 171+(CHOC*7)
192 CALL LINE("R",170,J,230,J)
193 NEXT J
194 FOR K=169 TO 193
195 CALL LINE("B",248,K,304,K)
196 NEXT K
197 RAC=0:Q=0
198 RETURN
199 !
200 !      ****TEMPS****
201 !
202 T=T+.3
203 CALL LINE("G",90,193-T,142,193-T)
204 IF T>25 THEN CLS "WWW":PAUSE 1:CLS "RRR":PAUSE 1:CLS "YYY":PAUSE 1:RUN
205 RETURN
206 !
207 !      ****PERDU****
208 !
209 CALL HROFF
210 CALL POKE(50920,162,5,45,162,136,45,10):CALL EXEC(50920)
211 CLS "BbR":CLS "BbY":PAUSE .5:CLS "BbB":CLS "BbM":PAUSE .5:CLS "BbW"
212 CALL COLOR("1WRH"):LOCATE (11,8):PRINT "CCHHAAMPPIIODNN"
213 LOCATE (12,8):PRINT "CCHHAAMPPIIODNN"
214 CALL COLOR("ORW"):LOCATE (22,30):PRINT "PRESS KEY"
215 CALL KEY(A,B):IF B=0 THEN 215
216 RUN
217 !
218 !      ****AFFICHAGE DEPART****
219 !
220 CALL COLOR("1WB"):LOCATE (16,20):PRINT VO#
221 CALL SPEECH("L",&MT$)
222 LOCATE (11,17):PRINT RPT$(CHR$(61),8):DEPART=1:PAUSE .3
223 LOCATE (11,17):PRINT RPT$(CHR$(62),8):CALL COLOR("OBW"):PAUSE .2
224 LOCATE (11,17):PRINT RPT$(CHR$(32),8):PAUSE .1
225 LOCATE (11,16):PRINT RPT$(CHR$(32),10):PAUSE .05
226 LOCATE (12,16):PRINT RPT$(CHR$(32),10)
227 CALL SPEECH("L",&MT$)
228 LOCATE (11,14):PRINT RPT$(CHR$(32),14)
229 LOCATE (12,14):PRINT RPT$(CHR$(32),14)

```

```

230 CALL SPEECH("L,"&MT$)
231 LOCATE (13,14):PRINT RPT$(CHR$(32),14)
232 CALL COLOR("0BWL"):LOCATE (12,15):PRINT "DDEEPPAARRTT"
233 CALL SPEECH("L,"&MT$)
234 CALL COLOR("0BW"):LOCATE (11,13):PRINT RPT$(CHR$(32),16)
235 LOCATE (12,13):PRINT RPT$(CHR$(32),16)
236 CALL SPEECH("L,"&MT$)
237 LOCATE (13,13):PRINT RPT$(CHR$(32),16)
238 CALL SPEECH("L,"&MT$)
239 LOCATE (14,13):PRINT RPT$(CHR$(32),16)
240 LOCATE (15,13):PRINT " ":LOCATE (15,28):PRINT " "
241 LOCATE (16,13):PRINT " ":LOCATE (16,28):PRINT " "
242 CALL COLOR("0BWLH"):LOCATE (12,15):PRINT "DDEEPPAARRTT"
243 CALL SPEECH("L,"&MT$)
244 LOCATE (13,15):PRINT "DDEEPPAARRTT"
245 CALL COLOR("0BY"):LOCATE (22,31):PRINT "PRESS KEY"
246 CALL COLOR("1WB"):LOCATE (16,20):PRINT VD$
247 CALL SPEECH("L,"&MT$):PAUSE .4
248 LOCATE (16,20):PRINT VP$
249 CALL KEY1(A,B):IF B=0 THEN 246
250 CALL COLOR("1WB"):LOCATE (16,20):PRINT VD$
251 RETURN
252 !
253 ! *****
254 ! * FIN DU PROGRAMME *
255 ! *****

```

MSX

BREAK OUT

Vous aimez les jeux d'arcade rapides à vous mettre les nerfs en pelote? Voici un programme qui vous est destiné.
Un cassebriques fort bien réalisé qui étonne tant par la vitesse du jeu que par ses qualités graphiques et sonores.

```

10 REM BRBAK-OUT
20 REM PAR
30 REM MANFREDI DOMINICO
40 REM (C) 1986
50 CS=0: B=2473
60 KEY OFF: CLS
70 LOCATE 8,10:PRINT "OCTETS A CHARGER:"
80 FOR I=50148! TO 52621!
90 READ A:FORKI, A:CS=CS+A
100 LOCATE 25,10
110 PRINTUSING "####":B:B=B-1:EXIT
120 IF CS<>239641! THEN PRINT"ERREUR DATA":END
130 DEF USR=&HC3B5:PRINTUSR(O)
140 DATA000,033,001,001,034,234,243,205,111,000
150 DATA033,002,203,017,000,002,001,122,000,205
160 DATA092,000,033,004,204,017,000,003,001,064
170 DATA000,205,092,000,033,114,203,017,128,001
180 DATA001,080,000,205,092,000,033,127,204,017
190 DATA160,002,001,016,000,205,092,000,033,143
200 DATA204,017,128,003,001,208,000,205,092,000
210 DATA033,095,205,017,128,004,001,008,000,205
220 DATA092,000,033,103,205,017,014,032,001,005
230 DATA000,205,092,000,033,005,032,062,128,001
240 DATA008,000,205,086,000,062,144,033,000,024
250 DATA001,000,033,205,086,000,062,032,033,231
260 DATA024,001,019,200,205,086,000,033,007,025
270 DATA001,019,000,205,086,000,033,039,025,001

```

```

280 DATA019,000,205,086,000,033,071,025,001,019
290 DATA000,205,086,000,033,103,025,001,019,000
300 DATA205,086,000,033,135,025,001,019,000,205
310 DATA086,000,033,167,025,001,019,000,205,086
320 DATA000,033,199,025,001,019,000,205,086,000
330 DATA033,231,025,001,019,000,205,086,000,033
340 DATA108,205,017,008,025,001,017,000,205,092
350 DATA000,033,125,205,017,040,025,001,017,000
360 DATA205,092,000,033,245,203,017,137,025,001
370 DATA015,000,205,092,000,033,238,203,017,205
380 DATA025,001,008,000,205,092,000,033,128,004
390 DATA017,016,208,001,008,000,205,089,000,033
400 DATA016,208,017,015,208,001,008,000,237,160
410 DATA234,240,196,058,015,208,050,023,208,033
420 DATA016,208,017,128,004,001,008,000,205,092
430 DATA000,062,064,050,077,212,205,073,201,062
440 DATA001,205,216,000,040,197,033,003,034,034
450 DATA075,212,033,034,000,034,077,212,062,032
460 DATA033,000,024,001,000,003,205,086,000,033
470 DATA008,000,205,239,197,033,072,000,205,239
480 DATA197,033,136,000,205,239,197,033,200,000
490 DATA205,239,197,033,202,203,017,002,024,001
500 DATA029,000,205,092,000,033,231,203,017,226
510 DATA026,001,029,000,205,092,000,062,096,033
520 DATA032,024,001,032,000,205,086,000,062,096
530 DATA033,192,026,001,032,000,205,086,000,062
540 DATA100,033,032,024,205,077,000,062,101,033

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| | | | |
|------|---|------|---|
| 550 | DATA063,024,205,077,000,062,102,033,192,026 | 1330 | DATA000,043,195,109,200,058,079,212,254,000 |
| 560 | DATA205,077,000,062,103,033,223,026,205,077 | 1340 | DATA032,010,062,008,030,000,205,147,000,195 |
| 570 | DATA000,033,032,024,062,097,205,000,198,033 | 1350 | DATA164,200,061,050,079,212,205,062,001,203 |
| 580 | DATA063,024,062,099,205,000,198,033,018,203 | 1360 | DATA111,040,014,058,084,212,254,000,040,068 |
| 590 | DATA017,000,056,001,008,000,205,092,000,033 | 1370 | DATA254,001,040,056,195,251,200,033,001,027 |
| 600 | DATA068,204,017,008,056,001,008,000,205,092 | 1380 | DATA205,074,000,071,033,005,027,205,074,000 |
| 610 | DATA000,033,081,024,001,076,204,205,014,198 | 1390 | DATA184,032,059,033,004,027,205,074,000,071 |
| 620 | DATA033,113,024,001,089,204,205,014,198,062 | 1400 | DATA050,074,212,033,000,027,205,074,000,050 |
| 630 | DATA128,033,005,032,001,005,000,205,086,000 | 1410 | DATA073,212,184,056,028,062,016,033,074,212 |
| 640 | DATA062,032,033,012,032,205,077,000,033,102 | 1420 | DATA134,033,073,212,190,056,016,195,171,200 |
| 650 | DATA204,017,000,032,001,004,000,205,092,000 | 1430 | DATA062,002,050,084,212,195,251,200,062,003 |
| 660 | DATA195,053,198,034,000,212,033,194,203,237 | 1440 | DATA050,084,212,058,078,212,254,240,202,006 |
| 670 | DATA091,000,212,001,008,000,205,092,000,201 | 1450 | DATA201,195,080,198,062,000,050,078,212,062 |
| 680 | DATA030,020,001,032,000,009,205,077,000,029 | 1460 | DATA008,030,015,205,147,000,062,001,030,001 |
| 690 | DATA194,002,198,201,062,010,237,067,002,212 | 1470 | DATA205,147,000,006,007,030,001,062,000,205 |
| 700 | DATA034,000,212,034,004,212,042,002,212,237 | 1480 | DATA147,000,062,032,050,077,212,205,073,201 |
| 710 | DATA091,000,212,001,012,000,245,205,092,000 | 1490 | DATA062,000,028,060,184,032,251,123,254,240 |
| 720 | DATA241,042,004,212,001,064,000,009,061,194 | 1500 | DATA056,231,005,120,254,004,032,223,062,008 |
| 730 | DATA020,198,201,062,112,050,106,204,205,236 | 1510 | DATA030,000,205,147,000,205,088,201,195,187 |
| 740 | DATA198,062,001,205,216,000,040,246,033,106 | 1520 | DATA197,197,058,077,212,071,058,077,212,061 |
| 750 | DATA204,017,000,027,001,012,000,205,092,000 | 1530 | DATA032,253,016,248,193,201,062,003,050,075 |
| 760 | DATA205,073,201,205,095,198,205,095,198,205 | 1540 | DATA212,001,003,000,033,226,028,062,066,205 |
| 770 | DATA173,198,195,254,198,062,001,205,213,000 | 1550 | DATA086,000,033,018,024,006,002,205,074,000 |
| 780 | DATA254,001,040,007,254,005,040,031,195,164 | 1560 | DATA254,057,040,016,060,205,077,000,058,078 |
| 790 | DATA198,033,004,027,205,074,000,254,017,218 | 1570 | DATA212,061,061,050,076,212,050,077,212,201 |
| 800 | DATA164,198,061,205,077,000,033,008,027,205 | 1580 | DATA016,011,033,017,024,062,048,205,077,000 |
| 810 | DATA074,000,061,205,077,000,195,164,198,033 | 1590 | DATA195,104,201,062,048,205,077,000,043,195 |
| 820 | DATA008,027,205,074,000,254,167,210,164,198 | 1600 | DATA109,201,058,075,212,061,040,092,050,075 |
| 830 | DATA060,205,077,000,033,004,027,205,074,000 | 1610 | DATA212,205,201,201,058,076,212,050,077,212 |
| 840 | DATA060,205,077,000,201,197,013,040,253,016 | 1620 | DATA033,228,026,205,074,000,254,066,040,011 |
| 850 | DATA251,193,201,033,000,000,034,080,212,033 | 1630 | DATA033,228,026,062,032,205,077,000,195,198 |
| 860 | DATA000,027,205,074,000,203,063,203,063,203 | 1640 | DATA201,062,032,205,077,000,195,053,198,062 |
| 870 | DATA063,071,042,080,212,017,032,000,025,034 | 1650 | DATA008,030,015,205,147,000,062,001,030,001 |
| 880 | DATA080,212,016,244,017,000,024,025,034,080 | 1660 | DATA205,147,000,006,028,030,001,062,000,205 |
| 890 | DATA212,033,001,027,205,074,000,203,063,203 | 1670 | DATA147,000,062,096,050,077,212,205,073,201 |
| 900 | DATA063,203,063,040,010,095,022,000,042,080 | 1680 | DATA062,000,028,060,184,032,251,123,254,224 |
| 910 | DATA212,025,034,080,212,201,058,106,204,061 | 1690 | DATA056,231,062,008,030,000,205,147,000,201 |
| 920 | DATA254,064,056,004,050,106,204,201,062,112 | 1700 | DATA033,226,026,062,032,205,077,000,062,008 |
| 930 | DATA050,106,204,201,058,084,212,254,000,202 | 1710 | DATA030,015,205,147,000,062,001,030,000,205 |
| 940 | DATA154,199,254,001,002,066,199,254,002,202 | 1720 | DATA147,000,006,001,030,001,062,000,205,147 |
| 950 | DATA004,200,042,080,212,205,074,000,254,032 | 1730 | DATA000,062,032,050,077,212,205,073,201,062 |
| 960 | DATA202,068,199,254,098,202,069,199,254,099 | 1740 | DATA000,028,060,184,032,251,123,254,192,056 |
| 970 | DATA202,100,199,254,103,202,121,199,062,032 | 1750 | DATA231,004,120,254,031,032,223,062,008,030 |
| 980 | DATA205,077,000,205,061,200,042,080,212,017 | 1760 | DATA000,205,147,000,033,000,032,062,000,001 |
| 990 | DATA031,000,025,205,074,000,254,032,202,100 | 1770 | DATA004,000,205,086,000,033,118,204,017,108 |
| 1000 | DATA199,195,121,199,062,003,050,084,212,205 | 1780 | DATA025,001,009,000,205,092,000,033,001,027 |
| 1010 | DATA132,199,033,001,027,205,074,000,060,205 | 1790 | DATA062,255,205,077,000,033,005,027,205,077 |
| 1020 | DATA077,000,195,058,200,062,002,050,084,212 | 1800 | DATA000,033,009,027,205,077,000,062,001,205 |
| 1030 | DATA205,143,199,195,076,199,062,000,050,084 | 1810 | DATA216,000,040,249,062,066,033,226,026,001 |
| 1040 | DATA212,205,132,199,033,001,027,205,074,000 | 1820 | DATA003,000,205,086,000,062,034,050,076,212 |
| 1050 | DATA061,205,077,000,195,058,200,062,001,050 | 1830 | DATA050,077,212,062,003,050,075,212,062,000 |
| 1060 | DATA084,212,205,143,199,195,108,199,033,000 | 1840 | DATA050,078,212,062,032,033,108,025,001,009 |
| 1070 | DATA207,205,074,000,060,205,077,000,201,033 | 1850 | DATA000,205,086,000,033,005,024,017,000,211 |
| 1080 | DATA000,027,205,074,000,061,205,077,000,201 | 1860 | DATA001,004,000,205,089,000,033,026,024,017 |
| 1090 | DATA042,080,212,205,074,000,254,032,202,100 | 1870 | DATA005,211,001,004,000,205,089,000,006,001 |
| 1100 | DATA199,254,098,202,121,199,254,097,202,154 | 1880 | DATA221,033,000,211,253,033,005,211,221,128 |
| 1110 | DATA201,254,102,202,154,201,001,062,032,205,077 | 1890 | DATA000,253,190,000,040,005,048,016,195,233 |
| 1120 | DATA000,205,061,200,042,080,212,017,033,000 | 1900 | DATA202,120,254,004,040,008,221,035,233,035 |
| 1130 | DATA025,205,074,000,254,032,202,068,199,195 | 1910 | DATA004,195,184,202,001,004,000,033,000,211 |
| 1140 | DATA089,199,042,080,212,205,074,000,254,032 | 1920 | DATA017,005,211,237,176,033,005,211,017,026 |
| 1150 | DATA202,121,199,254,097,202,154,201,254,100 | 1930 | DATA024,001,004,000,205,092,000,001,004,000 |
| 1160 | DATA202,154,201,254,096,202,100,199,062,032 | 1940 | DATA062,048,033,005,024,205,086,000,062,048 |
| 1170 | DATA005,077,000,205,061,200,042,080,212,017 | 1950 | DATA033,017,024,001,002,000,205,086,000,195 |
| 1180 | DATA031,000,167,237,062,205,074,000,254,032 | 1960 | DATA187,197,060,066,153,161,161,153,066,060 |
| 1190 | DATA202,069,199,195,068,199,042,080,212,205 | 1970 | DATA254,254,230,230,254,254,230,230,056,124 |
| 1200 | DATA074,000,254,032,202,080,199,254,096,202 | 1980 | DATA254,254,230,230,124,056,126,254,224,224 |
| 1210 | DATA068,199,254,099,202,121,199,254,101,202 | 1990 | DATA224,224,254,126,252,254,230,230,230,230 |
| 1220 | DATA100,199,062,032,205,077,000,205,061,200 | 2000 | DATA254,252,254,254,224,248,248,224,254,254 |
| 1230 | DATA042,080,212,017,033,000,167,237,062,205 | 2010 | DATA254,254,224,248,248,248,224,224,224,230,254 |
| 1240 | DATA074,000,254,032,202,121,199,195,100,199 | 2020 | DATA254,254,230,230,230,230,230,230,230,254 |
| 1250 | DATA195,143,200,082,000,030,100,205,147,000 | 2030 | DATA254,230,230,230,254,254,056,056,056,056 |
| 1260 | DATA062,001,030,001,205,147,000,062,062,046 | 2040 | DATA254,254,252,254,230,230,254,252,224,224 |
| 1270 | DATA128,095,062,007,205,147,000,062,068,030 | 2050 | DATA252,254,230,230,252,252,230,126,254 |
| 1280 | DATA015,205,147,000,058,078,212,060,050,078 | 2060 | DATA224,252,126,014,254,252,194,230,254,254 |
| 1290 | DATA212,062,006,050,079,212,033,008,024,006 | 2070 | DATA230,230,230,230,124,254,230,230,230,230 |
| 1300 | DATA004,205,074,000,254,057,040,005,060,205 | 2080 | DATA254,124,024,056,120,248,056,056,254,254 |
| 1310 | DATA077,000,201,018,011,033,005,024,062,048 | 2090 | DATA060,126,198,012,120,224,254,254,252,254 |
| 1320 | DATA205,077,000,195,104,200,062,048,205,077 | 2100 | DATA014,062,062,014,254,252,224,224,236,236 |

| | |
|--|--|
| 2110 DATA254,254,012,012,254,254,224,252,254,014 | 2370 DATA028,028,028,056,248,062,060,060,060 |
| 2120 DATA254,252,124,254,224,252,254,230,254,124 | 2380 DATA060,062,255,028,014,014,014,014,028 |
| 2130 DATA254,254,206,028,024,056,056,056,124,254 | 2390 DATA248,061,060,060,060,060,060,254,224 |
| 2140 DATA230,124,254,230,254,124,124,254,206,254 | 2400 DATA240,112,120,056,060,028,126,252,004,000 |
| 2150 DATA126,014,254,252,000,126,126,126,126,126 | 2410 DATA000,000,000,032,224,032,000,000,000 |
| 2160 DATA126,126,076,067,058,048,048,048,048,048 | 2420 DATA000,004,252,031,062,060,060,060,062 |
| 2170 DATA032,032,032,032,071,073,058,048,048,032 | 2430 DATA063,248,060,028,028,028,028,060,252,062 |
| 2180 DATA032,032,032,072,073,058,048,048,048,048 | 2440 DATA060,060,060,060,060,060,254,060,028,028 |
| 2190 DATA048,066,066,066,032,032,032,032,064,032 | 2450 DATA028,028,028,028,254,254,060,060,060 |
| 2200 DATA049,057,056,054,032,074,065,075,032,077 | 2460 DATA060,060,063,062,028,060,056,112,112,224 |
| 2210 DATA065,071,070,075,069,068,073,032,068,046 | 2470 DATA224,031,062,060,060,060,060,060,248 |
| 2220 DATA000,000,000,000,255,000,000,255,009,009 | 2480 DATA060,028,028,028,028,028,028,060,060,060 |
| 2230 DATA009,009,009,009,009,009,255,000,000,255 | 2490 DATA060,060,060,062,031,028,028,028,028 |
| 2240 DATA000,000,000,000,144,144,144,144,144,144 | 2500 DATA028,060,248,254,060,060,060,060,060 |
| 2250 DATA144,144,000,000,000,000,015,008,008,009 | 2510 DATA060,126,028,028,028,028,028,028,255 |
| 2260 DATA000,000,000,000,240,016,016,144,009,008 | 2520 DATA143,007,007,007,007,007,254,226,192 |
| 2270 DATA006,015,000,000,000,000,144,016,016,240 | 2530 DATA192,192,192,192,192,007,007,007,007 |
| 2280 DATA000,000,000,000,024,024,024,024,024,024 | 2540 DATA007,007,031,192,192,192,192,192,192 |
| 2290 DATA024,024,001,025,001,025,009,025,009,025 | 2550 DATA224,000,000,000,000,000,000,060,126,126 |
| 2300 DATA017,025,017,025,015,025,001,025,001,025 | 2560 DATA060,000,000,000,000,000,000,255,129,189 |
| 2310 DATA009,025,009,025,017,025,017,025,079,223 | 2570 DATA165,165,189,129,255,160,160,160,071 |
| 2320 DATA127,095,104,112,000,015,088,016,001,010 | 2580 DATA112,113,112,113,112,118,120,121,124,125 |
| 2330 DATA096,016,001,010,084,065,077,069,032,046 | 2590 DATA136,126,127,130,131,132,133,114,115,116 |
| 2340 DATA085,069,075,254,254,230,224,238,230,254 | 2600 DATA117,114,119,122,123,116,117,137,128,129 |
| 2350 DATA254,230,230,230,108,108,124,056,056,255 | 2610 DATA128,129,134,135 |
| 2360 DATA062,060,060,060,060,062,063,240,056,028 | |

MSX

BOMBARDIER

Aux commandes de votre soucoupe volante, vous devez détruire la base mobile ennemie en lâchant au moment opportun une bombe nucléaire. Huit niveaux proposés qui augmentent la vitesse de déplacement de la base. Vous pouvez définir au départ le nombre de bombes dont vous disposerez.

```

10 ' BOMBER
20 HS=0: SCREEN 2:COLOR,1,1:CLS
30 GOTO 420
40 SC=0: SCREEN 2: GOSUB 370:ON SPRITE GOSUB 180
50 SPRITE ON
60 SPRITE$(2)=CHR$(255)+CHR$(213)+CHR$(171)+CHR$(213)+CHR$(171)+CHR$(255)
70 SPRITE$(3)=CHR$(204)+CHR$(72)+CHR$(48)+CHR$(120)+CHR$(120)+CHR$(120)+CHR$(48)+CHR$(48)
80 SPRITE$(1)=CHR$(&H18)+CHR$(&H3C)+CHR$(&H66)+CHR$(&HDB)+CHR$(&HE7)+CHR$(&H7E)+CHR$(&H24)+CHR$(&H42)
90 X=0:Y=0:DX=1:D=0:BOMB=0:BX=0:BY=0
100 PUT SPRITE 0,(X,Y),13,1:L$=INKEY$
110 X=X+DX
120 IFX>250 THEN X=0:Y=Y+8
130 GOSUB 250
140 IF V=-1 THEN GOTO 520
150 IF L$=" "AND BOMB =0 THEN V=V-1: GOSUB 290
160 IF BOMB=1 THEN GOSUB 330
170 GOTO 100
180 'explosion
190 FOR Y=-7 TO 0
200 FOR X=-7 TO 0
210 SET ADJUST(X,Y)
220 NEXTX
230 NEXT Y
240 SC=SC+1

```

```

250 'SP DEPLACEMENT TANK
260 PUT SPRITE 1, (D,186),4,2
270 D=D-N
280 RETURN
290 'CHUTE BOMBE
300 BOMBE=1
310 BX=X:BY=Y+8
320 'D&P BOMB
330 PUT SPRITE 2, (BX, BY), 12, 3
340 BY=BY+DX
350 IF BY=193 THEN BOMB=0
360 RETURN
370 'AFFICHAGE SCORE
380 OPEN "GRP:" FOR OUTPUT AS #1
390 PRESET (170, 0)
400 PRINT#1, "HIGH SC: "; HS
410 RETURN

```

```

420 'présentation prg
430 INPUT "nombres de bombes,
pas plus de 12";V
440 IF V>12 THEN 430
450 INPUT "niveau 1 à 8";N
460 A$="O4CDO3BO4E2R4"
470 B$="O4EFDG2R4"
480 C$="O4GAGO5C2R4"
490 PLAY A$,B$,C$
500 SCREEN 2: GOTO 40
510 COLOR 15,4,4
520 'CHECK UP
530 SCREEN 0
540 IF SC>HS THEN HS=SC
550 PRINT "PLUS DE BOMBE:SC=";SC:PRINT"
NOUVEAU JEU...":CLOSE:GOTO 420

```

MSX

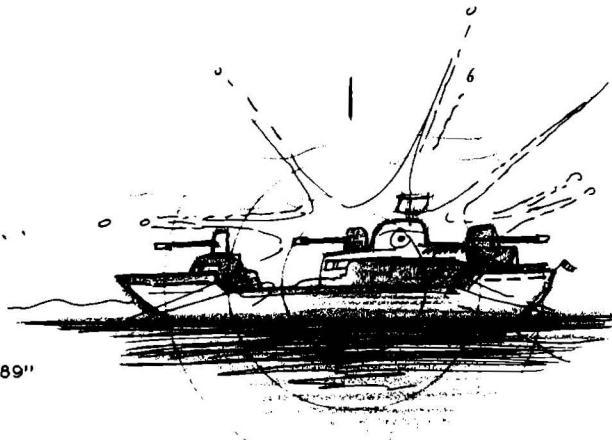
BATAILLE NAVALE

Des croiseurs ennemis cherchent à faire couler votre navire. Votre unique chance de survie : en détruire le plus possible en un minimum de temps. Le nombre de torpilles et celui de vaisseaux ennemis sont paramétrables.

```

10 ' TORPILLE
20 ON INTERVAL=50 GOSUB 580
30 INTERVAL ON:GOSUB 420
40 'dimension tableau
50 SCREEN 0:DIM A(10,10)
60 A$="O3CACC":B$="CDEFG2.R"
70 COLOR,1,1:CLS
80 'INIT VARIABLES
90 NOMBRE=C
100 FOR F=1 TO NOMBRE
110 X=INT(RND(10)*10)
120 Y=INT(RND(10)*10)
130 'TEST DE PRÉSENCE
140 IF A(X,Y)=1 THEN 110
150 A(X,Y)=1
160 NEXT F
170 'AFFICHAGE TABLEAU
180 LOCATE 5,5:PRINT " 123456789"
190 FOR F= 5 TO 13
200 LOCATE 4,F+1:PRINT F-4
210 NEXT F
220 LOCATE 23,20:PRINT"TORPILLE:";T
230 LOCATE 0,0:INPUT"COORDONNÉES X CAP";CX
240 IF CX>9 OR CX<1 THEN 230
250 LOCATE 0,0:INPUT"COORDONNÉES Y CAP";CY
260 IF CY>9 OR CY<1 THEN 250
270 GOSUB 470
280 IF A(CX,CY)=0 THEN:GOSUB 310: PLAY A$:GOSUB 360
290 IF A(CX,CY)=1 THEN GOSUB 310:PLAY B$:GOSUB 390
300 GOTO 220
310 'BRUIT LANC DE TORPILLE
320 FOR F=1 TO 50

```



```

330 BEEP
340 NEXT F
350 RETURN
360 'AFFICHAGE RAT
370 LOCATE CX+5,CY+5:PRINT"O"
380 RETURN
390 'AFFICHAGE TOUCHé
400 LOCATE CX+5,CY+5:PRINT"X":A(CX,CY)=2:SC=SC+1
410 RETURN
420 'RèGLES
430 CLS: PRINT"VOUS DEVREZ DÉTRUIRE EN UN MINIMUM DE TEMPS LE MAXIMUM DE BATEAUX
"
440 INPUT"NOMBRES DE BATEAUX ENNEMIS";C
450 INPUT"NOMBRES DE TORPILLES";T
460 IF INKEY$="" THEN 460 ELSE CLS: GOTO 40
470 'DéCOMPTE TORPILLE
480 'TEST PLUS DE TORPILLE
490 IF T=0 THEN GOTO 520
500 T=T-1
510 RETURN
520 'CHECK UP
530 CLS: PRINT"PLUS DE TORPILLES!!!"
540 PRINT:GOTO 550
550 'SCORE
560 CLS: PRINT"VOTRE SCORE EST DE ";SC:END
570 'TEST TEMPS
580 TEMPS=TEMPS+1
590 IF TEMPS=50 THEN CLS: PRINT"TEMPS éCOULÉ":PRINT:GOTO 550
600 RETURN

```

MSX

GAME 86

Votre *MSX* se met à faire de l'humour... vous ne lui
 connaissiez pas ce talent ! Ne prenez pas cet air stupide s'il
 vous déclare que « le frétilant nabot crache sur le bureau »
 ou que « la princesse aboie dans les toilettes ». C'est le
 jeu ! Vous pouvez aussi bien sûr augmenter son vocabulaire.

```

10 'GAMES 86 OU CADAVRE EXQUIS
20 COLOR 4,1,1:SCREEN 0
30 'REM ARTICLE MASCULIN
40 DATA"LE","MON","TON"
50 DATA"LA","MA","TA"
60 REM ADJECTIF MASCULIN
70 DATA"GRAND","PETIT","GIGANTESQUE","MAGNIFIQUE","LISSE","RAPEUX","PREMIER","DE
RNIER","LUMINEUX","VOLUMINEUX","FRETILLANT","REPUGNANT","BAVEUX"
80 'SUJET MASCULIN
90 DATA"CABOT","POSTÉRIEUR","BRAS","PIED","PORC","CRANE","TAPIS","PRINCE","PALFR
ONNIER","NAIN","GEANT","NABOT"
100 'SUJET FEMININ
110 DATA"LIMACE","FESSE","JAMBE","GRENOUILLE","TRUIE","TETE","MOQUETTE","PRINCES
SE","PALFRONNIERE","NAINE","GEANTE","NABOTE"
120 'VERBE
130 DATA"MANGE","BOIT","CHANTE","GONFLE","ABOIE","GROGNE","CRACHE","LOUCHE","SE
GRATTE","COGNE","S'EMBRASSE"
140 'LIEUX

```

```

150 DATA "SUR LE ROCHER", "DANS LES TOILETTES", "SUR LE BUREAU", "DANS LA PORCHERIE",
,"DANS L'EPOUVANTABLE ODEUR", "SUR SES CHAUSSURES", "DANS LE TELEVISEUR", "SUR LES
WC"
160 A=INT(RND(1)*3):PRINT A
170 IF A=1 THEN RESTORE 40 ELSE RESTORE 50
180 IF A=1 THEN MAS =1 ELSE MAS=0
190 FOR F=1 TO INT(RND(1)*3)
200 READ A$
210 NEXT F
220 'LECTURE ADJECTIF
230 RESTORE 70
240 FOR F= 1 TO INT(RND(1)*14)
250 READ B$
260 NEXT F
270 IF MAS=0 THEN GOSUB 460
280 'SUJET M-F
290 IF MAS=1 THEN RESTORE 90 ELSE RESTORE 110
300 FOR F=1 TO INT(RND(1)*13)
310 READ C$
320 NEXT F
330 RESTORE 130
340 'VERBE
350 FOR F= 1 TO INT(RND(1)*12)
360 READ D$
370 NEXT F
380 RESTORE 150
390 'LIEUX
400 FOR F=1 TO INT(RND(1)*9)
410 READ E$
420 NEXT F
430 'AFFICAGE PHRASE
440 CLS:PRINT A$+" "+B$+" "+C$+" "+D$+" "+E$
450 IF INKEY$="" THEN GOTO 450 ELSE CLS:GOTO 160
460 'SP ACCORD M-F
470 R$=RIGHT$(B$,1)
480 IF R$="X" THEN O=LEN(B$):B$=LEFT$(B$,O-1):B$=B$+"SE":RETURN
490 B$=B$+"E":RETURN

```

ORIC

EPIDEMIE

Une grave maladie ravage la ville. Dans un premier temps, elle atteint la tête puis s'attaque au corps.

Vous avez six étapes pour lutter contre la maladie en détruisant les virus sans endommager les anticorps. Attention aussi aux vaisseaux sanguins !

```

10 REM*****
14 REM* EPIDEMIE - R. JUHEL 1986 *
15 REM*****
16 REM
18 PAPER1:INKO
19 POKE618,10
20 FOR I=0 TO 167
30 READ AA
40 POKE 46856+I,AA

```

```

50 NEXT
54 REM
55 REM HOMME
56 REM
60 DATA0,12,30,30,30,30,12,30
70 DATA1,7,15,15,15,13,13,13
80 DATA63,63,63,63,63,63,63,63
90 DATA32,56,60,60,60,44,44,44
100 DATA9,12,12,12,8,13,9,9

```

```

110 DATA36,12,12,12,4,44,36,36
120 DATA1,1,1,1,1,1,1,1
130 DATA63,63,51,51,51,33,51,51
140 DATA32,32,32,32,32,32,32,32
150 DATA1,1,1,1,7,31,0,0
160 DATA51,51,51,33,51,0,0,0
170 DATA32,32,32,32,56,62,0,0
174 REM
175 REM PARTICULES
176 REM
180 DATA 14,4,10,10,10,14,4,4

```

```

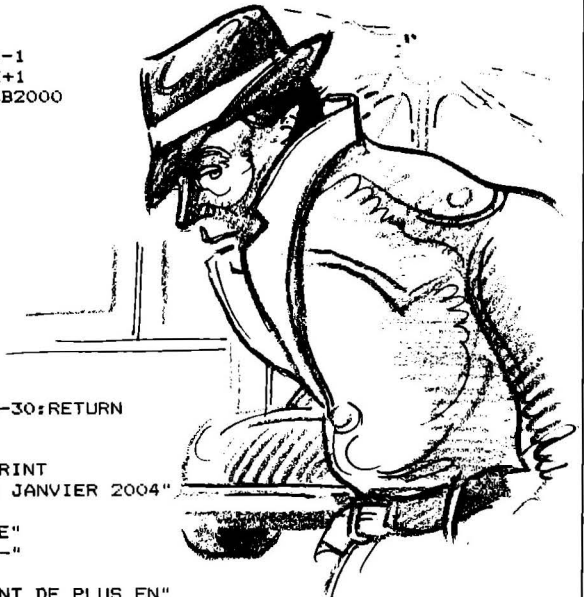
190 DATA 0,30,33,37,33,25,6,0
200 DATA0,12,18,18,12,51,0,0
210 DATA0,4,4,11,26,4,4,0
220 DATA32,32,47,28,28,4,4,4
230 DATA33,18,30,12,12,30,18,33
240 DATA63,51,45,29,21,29,45,21
250 DATA63,35,45,41,45,37,59,63
260 DATA49,59,53,53,53,49,59,59
270 GOTO3000
289 REM
290 REM VARIABLES

```

```

291 REM
300 A$(1)="cccccccc"          ccccccccc":A(1)=10:B(1)=30
310 A$(2)="cccccccccc"      ccccccccc":A(2)=12:B(2)=28
320 A$(3)="ccccccccccccc"   ccccccccccc":A(3)=14:B(3)=26
330 A$(4)="ccccccccccccccc" cccccccccccc":A(4)=16:B(4)=24
331 X=20:Y=20
332 PH=1:C=1:G=1000:GOSUB4000
333 PH=2:C=2:G=2000:GOSUB4000
334 PH=3:C=2:G=5000:Y=21:GOSUB4000
335 PH=4:C=3:G=6000:GOSUB4000
336 PH=5:C=3:G=10000:Y=22:GOSUB4000
337 GOTO5000
340 PV=100
450 FORI=1TO26:PRINTA$(1):NEXTI
500 K=1
504 REM
505 REM BOUCLE JEU
506 REM
510 FORI=1TO 30
520 PRINTA$(K)
521 IFSCRN(X,Y)<>32THENGOSUB2000
530 FOR F=1TOC:PLOTINT(RND(1)*(B(K)-A(K)+1)+A(K)),25,CHR$(INT(RND(1)*7)+110)
540 NEXTF
550 P=PEEK(#20B)
555 W=X
560 IF P=172 THEN PLOT X,Y," ":X=X-1
570 IFP=188 THEN PLOT X,Y," ":X=X+1
575 IFW<>XANDSCRN(X,Y)<>32THENGOSUB2000
580 PLOT X,Y,"m"
590 IFPV>=6THENRETURN
600 IFPV<=0THEN GOTO 6000
1530 NEXT
1535 PLOT3,23,"PT VIE:"
1536 PLOT3,25,STR$(PV)
1540 K=K+1
1550 IF K=5 THENK=1
1560 GOTO 510
1990 REM
2000 REM INSTRUCTIONS
2001 REM
2010 SC=SCRN(X,Y)
2020 IFSC=99THENPV=PV-100:RETURN
2030 IFSC<113THENPV=PV-(SC-109)*30-30:RETURN
2040 PV=PV+(SC-112)*10:RETURN
3000 REM
3010 CLS:PRINT:PRINT"TOP SECRET":PRINT
3015 PRINT"                                10 JANVIER 2004"
3016 PRINT
3020 PRINT"          RAPPORT EPIDEMIE"
3030 PRINT"          -----"
3040 PRINT:PRINT:PRINT
3050 PRINT"          LA SITUATION DEVIENT DE PLUS EN"
3060 PRINT"          PLUS CRITIQUE.LA MALADIE SE          PROPAGE A UNE "

```




```

3070 PRINT"VITESSE FOLLE."
3080 PRINT"      TOUT LES SERUMS SE SONT REVE-      LES INUTILES.";
3090 PRINT"CEPENDANT IL NOUS      RESTE UNE MAIGRE CHANCE:"
3100 PRINT:PRINT"      STATUS I"
3110 PRINT:PRINT"      STATUS I EST UN SYSTEME EXPERI-      MENTAL.";
3120 PRINT"IL A ETE MIS AU POINT      AVANT QUE L'EPIDEMIE NE SE"
3130 PRINT"      DECLARE."
3140 PRINT:PRINT"      DR.RIEUX"
3150 PRINT" <PRESSEZ UNE TOUCHE>"
3200 GETZ$
3210 FOR I=1 TO 30:PRINT:NEXTI
3215 CLS
3220 PRINT:PRINT"      MODE D'EMPLOI : STATUS I"
3230 PRINT:PRINT:PRINT"      <-:GAUCHE      ->:DROITE"
3240 PRINT:PRINT"VOUS ALLEZ VOUS DEPLACER DANS LES";
3245 PRINT"      ARTERES ET LES VAISSEAUX ";
3250 PRINT"SANGUINS      D'UN MALADE."
3260 PRINT"SI VOUS GUERISSEZ LE MALADE ,SON SANG POURRA SERVIR A CREER UN SERUM
";
3270 PRINT" QUI      NEUTRALISERA LA MALADIE."
3280 PRINT:PRINT"LE SORT DU GENRE HUMAIN EST ENTRE VOS MAINS."
3290 PRINT:PRINT"POINTS DE VIE:"
3300 PRINT"A EVITER: n:-60 o:-90 p:-120 c:-100"
3310 PRINT"A DETRUIRE: q:10 r:20 s:30 t:40"
3400 PRINT:PRINT"<PRESSEZ UNE TOUCHE>":GETZ$:GOTO300
3990 REM
4000 REM DEBUT PHASE
4010 REM
4015 CLS
4020 PRINT:PRINT"      PHASE:";PH
4030 PRINT:PRINT"      a"
4040 PRINT"      bcd"
4050 PRINT"      ecf"
4060 PRINT"      ghi"
4070 PRINT"      jkl"
4080 PLOT11,2+C,STR$(PH) :PLOT11,2+C,"<"
4090 PRINT:PRINT"POINT DE VIE NECESSAIRE:";B
4095 WAIT200
4100 PRINT:PRINT:PRINT:PRINT"<PRESSEZ UNE TOUCHE>":GETZ$:GETZ$:GOTO340
5000 REM GAGNE
5010 CLS:PRINT:PRINT" TOP SECRET"
5020 PRINT:PRINT"      10 MARS 2004":PRINT
5030 PRINT"      RAPPORT EPIDEMIE"
5040 PRINT"      -----"
5050 PRINT:PRINT"      TOUT DANGER EST MAINTENANT"
5060 PRINT"      ECARTE,LA VIE VA POUVOIR":PRINT"      REPRENDRE SON COURS NORMAL
"
5070 PRINT"TOUT CELA NOUS LE DEVONS A UN MYSTERIEUX INCONNU";
5080 PRINT" QUI GRACE A SON HABILITE NOUS A SAUVE."
5090 PRINT:PRINT:PRINT" BRAVO ET MERCI"
5100 PRINT:PRINT"      DR.RIEUX"
5500 GOTO7000
6000 CLS:PRINT:PRINT" PERDU":GOTO 7000
7000 INPUT"VOUS RECIDIVEZ (O/N)";A$
7010 IF A$="O"THEN RUN
7020 END

```

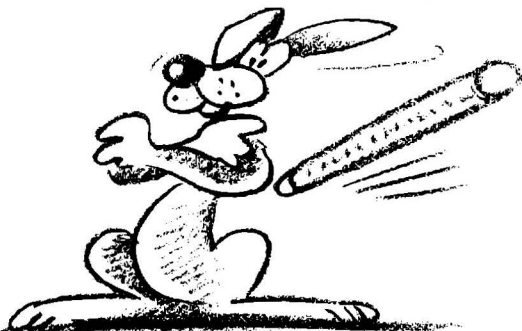
MASTER DESIGN

Ce logiciel vous propose de dessiner vos propres personnages afin de réaliser des jeux d'aventures graphiques. Vous pouvez aussi créer des motifs qui serviront de toile de fond à l'histoire et il est possible, en prime, de garder le tout en mémoire !

```

4 REM*****
5 REM* MASTER DESIGN *
6 REM* R. JUHEL 1986 *
7 REM*****
8 REM
9 REM *****
10 REM INITIALISATION
11 REM *****
12 CLS
13 POKE618,10
14 DIMA(100)
15 A=1:B=1
16 REM *****
17 REM ENTREE DES PARAMETRES
18 REM *****
19 INPUT"INSTRUCTIONS (O/N)";A$:IFA$="O"ORA$="OUI"THEN GOSUBB10
20 INPUT" DESIREZ VOUS REDEFINIR PLUSIEURS CARACTERES";A$
30 IF A$<>"O" AND A$<>"OUI" THEN INPUT"CODE ASCII";A(1):GOTO70
40 INPUT"NOMBRE DE CARACTERES DE GAUCHE A DROITE (1-5)";A
50 IF A>5 OR A<1 THEN GOTO 40
60 INPUT"NOMBRE DE CARACTERES DE BAS EN HAUT (1-3)";B
61 FOR J=1TO B
62 FOR I=1 TO A:Z=Z+1
63 PRINT "CARACTERE DE COORDONNEES "; "(";I; "-" ;J; ")":INPUTA(Z)
64 NEXT
65 NEXTJ
70 CLS
73 FORI=0TO7:POKE46840+I,63:NEXTI
77 REM *****
78 REM MISE EN PAGE
79 REM *****
80 DOKE 18,48000:PRINT" 1 2 3 4 5 "
90 CLS
100 PLOT 2,0,"1":PLOT2,8,"2":PLOT2,16,"3"
110 PLOT2,26,"<F>FIN <E>EFFACE <I>INVERSE"
120 MX=2+A*6:MY=B*B-1
121 REM *****
122 REM TRACE DES CARACTERES
123 REM *****
129 Z=0
130 FOR J=1TOB
140 FORI=1TOA
145 Z=Z+1
146 E=A(Z)-97:E=E*B:E=46856+E
158 FORK=0TO7
160 F=E+K:P=PEEK(F):M=64

```



```

162 FORL=OT05:M=M/2
163 IFP-M>=0THENP=P-M:PLOT3+L+(I-1)*6,K+(J-1)*8,"L"
164 NEXTL:NEXTK:NEXTI:NEXTJ
190 X=3:Y=0
195 SC=SCRN(X,Y)
197 REM *****
198 REM BOUCLE PRINCIPALE
199 REM *****
200 GETP$
215 G=0
216 C=X:D=Y
220 IF P$="Z"AND X>3 THEN X=X-1:G=1
230 IF P$="X"AND X<MX THEN X=X+1:G=1
240 IF P$="'"AND Y>0 THEN Y=Y-1:G=1
250 IF P$="/"AND Y<MY THEN Y=Y+1:G=1
280 IF P$="C"AND SC=32 THEN SC=95:GOTO300
290 IF P$="C"AND SC=95 THEN SC=32
300 IF G=1 THEN PLOT C,D,CHR$(SC):SC=SCRN(X,Y)
310 PLOT X,Y,"*"
320 IF P$="I"THEN GOTO 410
330 IFP$="E"THENGOTO470
400 IF P$<>"F" THEN GOTO 200
401 PLOTX,Y,CHR$(SC):GOTO600
404 REM *****
405 REM INVERSE
406 REM *****
410 XA=INT((X-3)/6):YA=INT(Y/8)
415 PLOTX,Y,CHR$(SC)
420 FOR I=(3+XA*6) TO (8+XA*6)
430 FOR J=YA*8 TO (YA*8+7)
440 IF SCRNI,J)=95 THEN PLOTI,J," "ELSE PLOTI,J,"L"
444 REM *****
445 REM EFFACE
446 REM *****
450 NEXTJ:NEXTI
460 GOTO195
470 XA=INT((X-3)/6):YA=INT(Y/8)
480 FOR I=(3+XA*6) TO (8+XA*6)
490 FOR J=YA*8 TO (YA*8+7)
500 PLOTI,J," "
510 NEXTJ:NEXTI
520 GOTO195
597 REM *****
598 REM REDEFINITION DES CARACTERES
599 REM *****
600 Z=0
610 FOR J=1TO8
620 FORI=1TOA
630 Z=Z+1
640 E=A(Z)-97:E=E*8:E=46856+E
650 FORK=0TO7
660 F=E+K:P=0:M=64
670 FORL=OT05:M=M/2
680 IFSCRN(3+L+(I-1)*6,K+(J-1)*8)<>32 THEN P=P+M
690 NEXTL:POKEF,P:NEXTK:NEXTI:NEXTJ
182 REM *(*****
695 REM AFFICHAGE DES 8 OCTETS
696 REM *****
700 Z=0:CLS
710 FORJ=1TO8

```

```

720 FORI=1TOA
725 Z=Z+1
730 PLOT3+(I-1)*6,(J-1)*8,CHR$(A(Z))
740 E=A(Z)-97:E=E*8:E=46856+E
750 FORK=0TO7
760 PLOT4+(I-1)*6,(J-1)*8+K,STR$(PEEK(E+K))
780 NEXTK:NEXTI:NEXTJ
790 PLOT3,26,"<PRESSEZ SPACE>":GETZ$:IFZ$="" THEN RUN ELSE GOTO790
804 REM *****
805 REM INSTRUCTIONS
806 REM *****
810 CLS
820 PRINT:PRINT"          MASTER DESIGN":PRINT
830 PRINT"A CHAQUE CARACTERE CORRESPOND DES COORDONNEES SUR L'ECRAN"
840 PRINT"ABCISSE (1-5),DE GAUCHE A DROITE."
850 PRINT"ORDONNEE (1-3),DE HAUT EN BAS."
860 PRINT"A CHAQUE CARACTERE CORRESPOND AUSSI UN CODE ASCII (EX:A=65)."
870 PRINT"(MANUEL ATMOS P.263)
880 PRINT:PRINT"<E>EFFACE":PRINT:PRINT"<I>INVERSE":PRINT
890 PRINT"<F>FIN
900 PRINT:PRINT"Z:GAUCHE  X:DROITE  C:INVERSE LE POINT":PRINT
910 PRINT":HAUT  /:BAS"
1012 GETZ$: CLS:RETURN

```

ORIC

ZAXXON

Un jeu d'arcade réalisé en trois dimensions qui vous entraîne dans un univers de guerre apocalyptique. Votre mission : sauver le monde des envahisseurs en détruisant leurs vaisseaux et leurs réservoirs d'essence...

| | |
|---------------------------------------|------------------------------------|
| 10 REM***** | 140 DATA0,0,3,4,8,16,16,24 |
| 11 REM* ZAXXON R. JUHEL 1986 * | 150 DATA0,60,2,3,1,3,5,9 |
| 12 REM***** | 160 DATA23,16,24,23,16,16,8,7 |
| 13 REM | 170 DATA51,5,9,49,2,6,8,56 |
| 14 REM***** | 180 DATA0,0,3,7,15,31,31,31 |
| 15 REM* REDEFINITION DES CARACTERES * | 190 DATA0,60,62,63,63,63,61,57 |
| 16 REM***** | 200 DATA0,0,10,4,14,14,4,0 |
| 17 POKE618,10: CLEAR:PAPER3: | 210 DATA0,0,7,25,33,33,38,56 |
| A=1:F=30:W=10 | 220 DATA62,49,47,44,58,41,37,55 |
| 20 FOR I=0 TO199 | 230 DATA0,0,32,16,8,60,34,17 |
| 30 READZ | 240 DATA45,44,58,41,37,51,45,44 |
| 40 POKE46856+I,Z | 250 DATA15,41,57,47,41,25,15,41 |
| 50 NEXT | 260 DATA26,9,5,3,1,0,0,0 |
| 60 DATA0,0,4,7,24,14,1,0 | 270 DATA57,47,41,25,15,41,25,15 |
| 70 DATA0,14,20,36,4,4,52,28 | 280 DATA0,0,17,31,15,7,3,2 |
| 80 DATA0,0,0,0,7,15,1,0 | 290 DATA0,0,0,34,62,60,48,0 |
| 90 DATA0,0,0,12,56,56,48,0 | 300 DATA35,28,35,28,35,28,35,28 |
| 100 DATA0,0,0,0,0,0,0,3 | 304 REM***** |
| 110 DATA0,0,0,0,3,12,48,0 | 305 REM BRANCHEMENT A 10000=ENVOIE |
| 120 DATA2,28,56,0,0,0,0,0 | DES INSTRUCTIONS |
| 130 DATA0,0,0,0,12,28,8,0 | 306 REM***** |
| | 310 GOSUB10000 |


```

1630 IF H=2THEN PLOT0,P,"p"
1690 IF GO=2 THEN PLOT00,CO," "
1700 IFQ<1&AND M<1&ANDU<1&AND GO=1THENGO=2:B=0:00=35:CO=INT(RND(1)*6)+2
1710 IF GO=2 THEN 00=00-4:CO=CO+2
1715 IF 00<2 THEN GO=1
1740 IF GO=2THEN PLOT 00,CO,"wx"
1810 IF R>20 THEN A=1
1815 :IFA=2 AND SCRN(R,S)<>32 THEN EXPLODE:A=1:GOSUB4000
1820 IF PEEK(#20B)=132THEN R=X:S=Y:A=2:ZAP
1830 IF A=2 THEN R=R+2:S=S-1
1840 IFA=2 AND SCRN(R,S)<>32 THEN EXPLODE:A=1:GOSUB4000
1850 IF A=2 THEN PLOT R,S,"h"
1980 F=F-0.1
1990 PLOT F,24," "
1991 IF F<=21 THEN 3000
2000 UNTIL X=89
2001 REM*****
2002 REM FIN DE LA BOUCLE DU JEU **
2003 REM*****
2004 REM
2997 REM*****
2998 REM GESTION DES VIES PERDUES **
2999 REM*****
3000 II= SCRN(X,Y):IJ=SCRN(X+1,S)
3001 POKE(#20B),0
3100 : :PLOTX,Y,"**":WAIT15:PLOTX,Y," ":F=30:W=W-2
3110 IFW=4THENCLS:INPUT"VOUS RECIDIVEZ":A$:IFA$<>"0"THEN3110ELSERUN
3200 WAIT200
3205 CLS
3210 PLOT4,4,"abab":PLOTW,4," "
3500 GOTO495
3900 REM*****
3901 REM** GESTION DES BATIMENTS *
3902 REM** DETRUIITS. *
3903 REM*****
4000 IFO=(XORX+1)ANDP=YTHEN:PLOT0,P," ":H=1
4010 IFR=00ORR=00+1ANDS=COTHENPLOT00,CO," ":GO=1:SC=SC+5000
4011 IFR=00-20RR=00-1ANDS=CO+1THENPLOT00,CO," ":GO=1:SC=SC+1000
4020 IFR=UORR=U+1ANDS=T+1ORS=TTHENPLOTU,T," ":PLOTU,T+1," ":C=1:SC=SC+1000
4025 IFR=QORR=Q+1ANDS=L+1ORS=LTHENPLOTQ,L," ":PLOTQ,L+1," ":D=1:SC=SC+2000
4030 IFR=MORR=M+1ANDS=N+2THEN A=1
4040 IFR=GHAND S=GKTHENLI=2:PLOTGH,GK," ":SC=SC+10000:FL=0
4500 RETURN
5990 END
6001 PING
6050 RETURN
6060 END
6999 REM *****
7000 REM * INSTRUCTIONS *
7001 REM *****
10000 CLS:PAPERO:INK3
10010 PRINT:PRINTCHR$(27);"N";" ab ZAXXON ab"
10020 PRINTCHR$(27);"N";" ab ZAXXON ab"
10030 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT"A>OBLIQUE GAUCHE"
10040 PRINT"Z>OBLIQUE DROITE"
10050 PRINT"<ESPACE>>TIR
10060 PRINT:PRINT:PRINT "i j 1000 mn 2000 wx 5000 y 10000"
10065 PRINT"k1 k1 "
10070 PRINT:PRINT"qr INDESTRUCTIBLE":PRINT"st":PRINT"uv"
10080 PRINT:PRINT:PRINT"p RESERVE DE CARBURANT"
10100 GETA$
10110 CLS

```

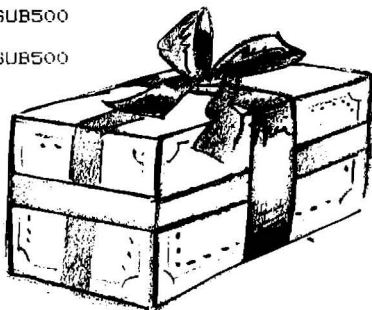
```
10200 RETURN
10299 REM *****
10300 REM * FIN *
10301 REM *****
```

ORIC

EDDY LODE

Collectez vingt trésors qui ressemblent à des paquets cadeaux sans vous faire prendre par les ennemis qui sont à vos trousses. Trois tableaux pour vous exercer à la voltige, grimper aux échelles, descendre dans des trous de gryère...

```
0 '*****
1 '* EDDY LODE *
2 '* R. JUHEL *
3 '*****
4 '
5 PH=1
6 A(1)=65:A(2)=90:A(3)=60:A(4)=62:A(5)=77:ZT=700
8 GOSUB1040
10 POKE618,10:CLS:PRINT:PAPER0:INK6
14 DOKE18,48000:PRINT" MICROJEUX - EDDY LODE - R. JUHEL      "
20 CLS:PRINT:PRINT"          MENU":PRINT"          ----"
30 PRINT:PRINT:PRINT" <1> INSTRUCTIONS"
40 PRINT" <2> JOUER"
50 GETZ$:IFZ$="1"THEN GOSUB12010
60 CLS
100 BO=21:LE=1:GOSUB2000:GOSUB1300:GOSUB11510:GOSUB500
101 CLS
110 BO=17:LE=2:GOSUB3000:GOSUB1300:GOSUB11510:GOSUB500
111 CLS
120 BO=17:LE=3:GOSUB4000:GOSUB1300:GOSUB11510:GOSUB500
130 PRINT"BRAVO":GETZ$
140 PRINT"LE TEMPS EST DIMINUE DE 50 UNITES."
150 PRINT"DEPECHEZ VOUS!!!!"
155 ZT=ZT-50
160 WAIT100:GETZ$
170 GOTO60
499 '*****
500 '* BOUCLE JEU *
501 '*****
510 GOSUB 1300
520 T=ZT
590 XY=48963:W=32:DI=1:G=1
591 XY(1)=48163:XY(3)=48554:L=1:DI(1)=1:DI(3)=3:C(1)=32 :C(3)=32
595 PLOT35,25,STR$(LE)
600 REPEAT:P=PEEK(#208):IFP<>56THENPOKEYY,W
601 X1=PEEK(XY-40):X2=PEEK(XY):X3=PEEK(XY+40)
602 IFX1=107ORX2=106THEN610
603 IFX3=107THENPOKEYY,32:XY=XY+40:W=107:XC=1:GOTO665
604 IFX3=108THENBO=BO-1:X3=32:W=32:SC=SC+100:G=1
605 IFX3=32THENPOKEYY,W :XY=XY+40:W=32:DI=1:GOTO680
610 IFP=188ANDPEEK(XY+1)<>105THENXY=XY+1:DI=1
620 IFP=172ANDPEEK(XY-1)<>105THENXY=XY-1:DI=3
630 IFP=180ANDX3<>(105AND107) THENXY=XY+40:DI=5:IFDI<>106THENDI=1
640 IFP=156AND(X1<>105ANDW=106) ORX1=106) THENXY=XY-40:DI=5:IFX1<>106THENDI=1
```



```

665 IFP<>56THEN W=PEEK(XY)
666 IFW=108THENBO=BO-1;W=32;SC=SC+100;G=1
670 IFPEEK(XY-40)=107THENDI=7
680 POKEYY,(96+DI+R)
690 L=-L;A=L+2;F=2-L;POKEYY(F),C(F)
692 IFXY(1)=XYORXY(2)=XYTHEN GOTO7000
693 IFXY>XY(A)+40ANDPEEK(XY(A)+40)<>105THEND=40;GOTO720
696 IFXY<XY(A)-40ANDPEEK(XY(A)-40)<>105THEND=-40;GOTO720
699 IFXY>XY(A)ANDPEEK(XY(A)+1)<>105THEND=1;DI(A)=1;GOTO720
700 IFXY<XY(A)ANDPEEK(XY(A)-1)<>105THEND=-1;DI(A)=3;GOTO720
710 D=0
720 POKEYY(A),C(A):XY(A)=XY(A)+D;C(A)=PEEK(XY(A)):POKEYY(A),(96+DI(A)+R(A))
730 IFR(A)=OTHENR(A)=1ELSER(A)=0
740 IFXY(1)=XYORXY(3)=XYTHEN7000
780 IFG=1THEN PLOTB,25,STR$(SC):G=0
785 T=T-1;PRINTA21,25;STR$(T);" ":IFT=OTHEN 7000
789 IFR=OTHENR=1ELSER=0
790 UNTILBO=0
800 RETURN
804 '*****
805 '* FIN BOUCLE *
806 '*****
1000 '
1039 '*****
1040 '* REDEFINITION DES CARACTERES *
1041 '*****
1050 FORI=0TO111:READZ:POKE46856+I,Z:NEXT:RETURN
1199 '*****
1200 '* BAS D'ECRAN *
1201 '*****
1300 PLOT2,24,"iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"
1320 PLOT2,25,"SCORE:iiiiii TIME:iiiiii LEVEL:ii":RETURN
1996 '*****
1997 '* TABLEAU 1 *
1998 '*****
2000 PRINT:PRINT"iiiiiiiiikkkkiiiiiiii iiii"
2001 PRINT"i 1 1 j l iiii"
2002 PRINT"i iijiiii iiiiijiiii jiiii ii"
2003 PRINT"i j j l iiii j ii i"
2004 PRINT"iii j iiiiijiiii iii j il i"
2005 PRINT"ii j j ii j iiii i"
2006 PRINT"ii j j kkkkkkkk j i"
2007 PRINT"ii l j j j l j iiii"
2008 PRINT"iiii j iiiiij iijij j l i"
2009 PRINT"ii j: iiii j j j iijj"
2010 PRINT"ii j iij l iiii j j ji"
2020 PRINT"ii jl ijiiii i j j ji"
2021 PRINT"iiiiiii ij i l jiiiiii ji"
2022 PRINT"i kkk j iii iii j ji"
2023 PRINT"i j j i l lj l ji"
2024 PRINT"i iiii jiiii i ii iij iiii ji"
2025 PRINT"i l j l ii l jiiiiiiiij"
2026 PRINT"iijii j ii iiii ji j l ji"
2027 PRINT"i j kkkkkk jji jii ji"
2028 PRINT"i l j jji jl ji"
2029 PRINT"iiiiiiiiiii iiiiijjiiiiiiiiji"
2030 PRINT"i jji ji"
2031 PRINT"i ji l ji"
2050 RETURN
2996 '*****
2997 '* TABLEAU 2 *
2998 '*****
3000 PRINT:PRINT"i kkkkkkkkk i"
3001 PRINT"i 1 i"

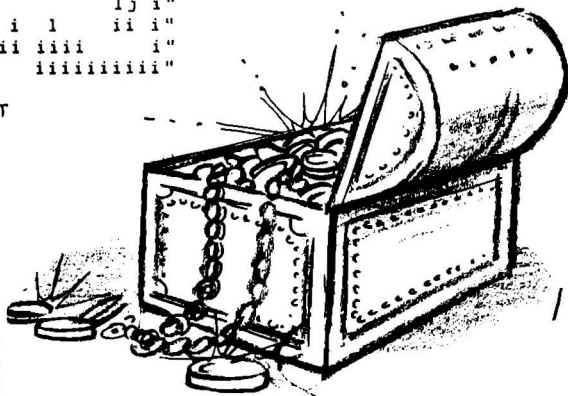
```



```

3002 PRINT"ijjiiiiiiijii          1  i"
3003 PRINT"i  j              j          iiiijiiii  i"
3004 PRINT"i  j              j          j          i"
3005 PRINT"i  j              j          j  l  ii"
3006 PRINT"i  j              kkkkkkkk  j  iii  i"
3007 PRINT"i          l              j          i"
3008 PRINT"i  iiiijiiiiii          l  j          i"
3009 PRINT"i          jkkkkkkkkkkkkkkiiiiiiiiiiii  i"
3010 PRINT"i  l  j          l          i"
3011 PRINT"iiii  j  l  iiij          l          i"
3012 PRINT"i          j  iii  iiij  iiiiiiiiiiiijiiii"
3013 PRINT"i          j          iiij          j  i"
3014 PRINT"i          j          iiij  l          j  i"
3015 PRINT"iiiiiiiiii  l  iiiiiiiiiiiijiiiiiiiiii  i"
3016 PRINT"i          ii              j          i"
3017 PRINT"i          l              j          l  i"
3018 PRINT"i  iiiiiiiiiijiiiiiiiiiiij  iiiiii"
3019 PRINT"i  l          jkkkkkkkkkkkkkj          i"
3020 PRINT"i  iii          l  j          j  l  i"
3021 PRINT"i          jiiiiii          iiiiiiiij  i"
3022 PRINT"i          j          l          j  i"
3023 RETURN
3996 *****
3997 * TABLEAU 3*
3998 *****
4000 PRINT:PRINT"ikkkkkkkkkkkj          1          j  i"
4001 PRINT"i          jiiiiijiii          j  li"
4002 PRINT"i  l          j          ij          jiii"
4003 PRINT"iiii  jiiiiii  j  iiii          j  i"
4004 PRINT"i          j          ij  iiii          j  i"
4005 PRINT"i  iiijiiiiii  ijiii  iiii  j  i"
4006 PRINT"ij  l  ilj          i  ij  l  iii  j  i"
4007 PRINT"ijii  ijii  iiii  ijiiiiii  iiiiiii  i"
4008 PRINT"iji  iji  jkkkkj          i"
4009 PRINT"iji  iji  iiji  ij  iiiiiiiiiiiiii"
4010 PRINT"iji  ij  l  i  jii  ij          kkkjkk  i"
4020 PRINT"iji  iiijiii  ji  l  ij  l          j  li"
4030 PRINT"iji          ji  i  ij  iiii  j  iii"
4040 PRINT"iji  iiiiiiiiii  ij  iii  j  iii"
4050 PRINT"ij          l  ij  ii  j  ii"
4051 PRINT"ij          jiii  ij          j  l  i"
4052 PRINT"ij          j  ij          i  iiiijii"
4053 PRINT"iiiiiiiiiiiiii  jiiiij  l          j  i"
4054 PRINT"i  kkkkkkkkkkkkj  ij  iiiiiiiii  j  i"
4055 PRINT"il          j  ij          lj  i"
4056 PRINT"ii          j  ij  l  i  l  ii  i"
4057 PRINT"i          j  ijiiiiii  iiii  i"
4058 PRINT"i          j  ij          iiiiiiiiii"
4060 RETURN
7000 CLS:PRINT" PERDU":PRINT:PRINT
7005 PRINT"VOTRE SCORE":SC
7010 GETZ#:RUN
8800 RETURN
9999 *****
10000 * DATA CARACTERES *
10001 *****
10100 DATA6,4,30,7,6,30,18,3
10110 DATA6,4,14,22,7,14,20,6
10120 DATA24,8,30,56,24,30,18,48
10130 DATA24,8,28,26,56,28,10,24
10140 DATA45,41,63,45,45,43,43,49
10145 DATA45,41,63,45,45,43,43,49
10146 DATA45,41,62,12,12,20,36,40
10147 DATA45,37,31,12,12,10,9,5

```



```

10160 DATA59,59,59,0,47,47,47,0
10170 DATA33,63,33,63,33,63,33,63
10180 DATA0,0,0,0,0,0,0,63
10190 DATA0,0,0,54,54,0,54,54
10200 DATA12,12,28,47,12,12,18,33
10210 DATA0,0,0,0,0,0,0,0
11499 '*****
11500 '* CADRE *
11501 '*****
11510 PLOT2,0,"iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"
11512 PLOT2,24,"iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"
11513 RETURN
11999 '*****
12000 '* INSTRUCTIONS *
12001 '*****
12010 CLS:PRINT:PRINT" INSTRUCTIONS":PRINT
12020 PRINT" a > VOUS MEME."
12030 PRINT" 1 > TRESOR A RECUPERER."
12040 PRINT" m > ENNEMIS A EVITER":PRINT" ATTENTION ILS SE DEPLACENT":
12045 PRINT" DANS L'ESPACE."
12050 PRINT:PRINT
12060 PRINT" a j kkkk "
12070 PRINT"iii f h "
12080 PRINT" j "
12090 PRINT:PRINT"-----"
12100 PRINT" VOTRE TEMPS EST LIMITE."
12110 PRINT" IL Y A 3 TABLEAU DIFFERENTS."
12115 PRINT" LES DEPLACEMENTS S'EFFECTUENT":PRINT" AVEC LES FLECHES."
12120 PRINT" BONNE CHANCE."
12130 PRINT:PRINT" <PRESSEZ UNE TOUCHE>"
12140 GETZ$:RETURN
12999 '*****
13000 '* FIN *
13001 '*****

```

ORIC

CATERPILLAR

Ce logiciel propose cinq tableaux de difficulté croissante. Une chenille se promène dans un labyrinthe où elle doit collecter le plus de pilules d'énergie possible. Mais attention, si elle se mord la queue, elle meurt !

```

0 REM*****
1 REM* CATERPILLAR *
2 REM*****
3 REM R. JUHEL
4 PAPER4:INK7
5 GOSUB5000
6 '*****
7 '* INITIALISATION *
8 '*****
10 POKE618,10:CLS:GOSUB6000:CLEAR
20 TI=500:DIMX(30):DIMY(30):GOTO1000

```



```

1030 BO=25:GOSUB960:GOSUB460
1040 TI=TI-50
1100 GOTO1000
4999 '*****
5000 '* REDEFINITION DES CARACTERES *
5001 '*****
5010 FORI=0TO23:READZZ:POKE46800+I,ZZ:NEXT:RETURN
5020 DATA63,63,63,63,63,63,63,63,00,12,18,45,45,18,12,0
5025 DATA12,30,63,63,63,63,30,12
5400 '*****
5500 '* INSTRUCTIONS *
5600 '*****
6000 DOKE18,48000:PRINT"          CATERPILLAR"
6010 CLS:PRINT:PRINT" vous devez absorber les capsules d'energies [ et";
6015 PRINT" eviter les parois."
6020 PRINT"votre temps est limite."
6030 PRINT"il decroit au fur et a mesure."
6100 GETAA$:GETAA$:RETURN
6400 '*****
6500 '* DISPERSION DES CAPSULES *
6600 '*****
10000 Z=0
10005 M=INT(RND(1)*35)+3:N=INT(RND(1)*21)+3
10010 IFSCRN(M,N)<>32THEN10005
10015 PLOTM,N,"C"
10020 Z=Z+1:IFZ<25THEN10005
10030 RETURN
10039 '*****
10040 '* FIN *
10041 '*****

```

ORIC

RESCUE

Des parachutistes largués par leur avion en flammes espèrent votre aide. Ils ne doivent pas atteindre le sol inhospitalier et sont déviés par un vent d'enfer.

Sous le feu de F 16 ennemis qui cherchent à détruire votre hélicoptère, allez-vous réussir à les sauver ?

| | |
|-------------------------------------|---------------------------------|
| 0 REM***** | 14 FOR A=0TO87 |
| 1 REM* RESCUE * | 15 PING |
| 2 REM* R.JUHEL 1986 * | 20 READ B |
| 3 REM***** | 30 POKE46856+A,B |
| 4 REM | 40 NEXT |
| 5 PAPER0:INK5 :POKE618,10: B=25:CLS | 50 DATA28,23,16,31,0,0,0,0 |
| 6 REPEAT | 60 DATA60,14,3,3,14,60,2,62 |
| 7 PLOTS,B," RESCUE ":WAIT15:CLS | 70 DATA15,28,48,48,28,15,16,31 |
| 8 B=B-1 | 80 DATA60,7,0,7,56,48,34,62 |
| 9 UNTIL B=1 | 90 DATA 14,58,2,62,0,0,0,0 |
| 10 GOSUB2050 | 95 DATA 63,63,63,63,63,63,63,63 |
| 11 REM | 96 DATA15,56,0,56,14,3,1,31 |
| 12 REM REDEFINITION DE CARACTERES | 97 DATA0,0,0,0,0,0,63,0 |
| 13 REM | 98 DATA60,15,15,7,15,15,60,0 |

```

99 DATA 0,56,62,56,0,0,0,30,63,63,22,
42,28,8,20
104 REM
105 REM INITIALISATION
106 REM
110 PAPER6:INK0
115 CLS
120 PLOT2,24,20
130 PLOT2,25,20
200 A=20:B=10
201 K=1:R=0:X=5:Y=15

```

```

202 V(1)=2:W(1)=7
203 V(2)=12:W(2)=20
250 PLOT3,2,"RESCAPES:"
260 PLAY0,1,4,50
269 REM
270 REM BOUCLE JEU
271 REM
299 REPEAT
300 R=R+1:IFR=4THEN R=1
310 P$=KEY$:IFP$<>" " THEN X$=P$
316 IF K=1 THEN PLOT A,B," h "

```

```

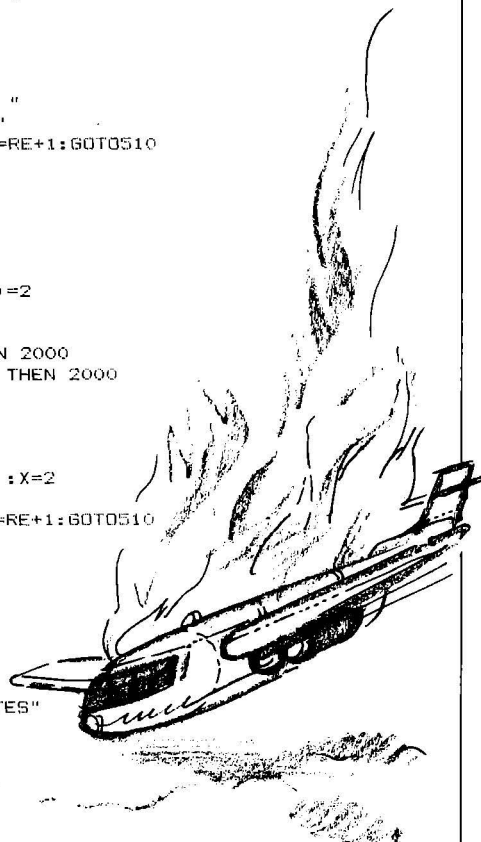
317 IF K=2 THEN PLOT A,B," h "
318 IFX$<>" "THEN PLOTA,B," ";PLOTA,B+1," "
320 IF X$="A" AND B>5 THEN B=B-1
330 IF X$="Z" AND B<23 THENB=B+1
340 IF X$="."AND A>2 THENA=A-1:K=1
350 IF X$="/"AND A<35 THEN A=A+1:K=2
370 IF K=1 THEN PLOT A,B+1,"cde":PLOTA,B,"h "
380 IF K=2 THEN PLOTA,B+1,"agb":PLOTA,B," h "
381 IFB+1=YAND (X=AORX=A+1ORX=A+2) THENX=38:RE=RE+1:GOTO510
382 IFB+1=24THEN GOTO2000
385 FORI=1TO2
390 PLOTV(I),W(I)," "
391 V(I)=V(I)+1
392 IFR<>1AND W(I)>B+1 THEN W(I)=W(I)-1
393 IF W(I)<B+1ANDR<>1 THEN W(I)=W(I)+1
400 IF V(I)=38THENW(I)=INT(RND(1)*17)+6 :V(I)=2
410 PLOTV(I),W(I),"ij"
411 IF V(I)<36 THEN412 ELSE 415
412 IF W(I)=B+1 AND V(I)>=A AND V(I)<=A+3THEN 2000
413 IF W(I)=B+1 AND V(I)+2>=A AND V(I)<=A+1 THEN 2000
415 NEXT
421 IF W(1)=W(2) THEN S=S+1
500 PLOT X,Y," ":X=X+1
505 Y=Y+0.25
510 IF X=38ORINT(Y)=25THENY=INT(RND(1)*17)+6 :X=2
520 PLOTX,Y,"k"
530 IFB+1=YAND (X=AORX=A+1ORX=A+2) THENX=38:RE=RE+1:GOTO510
600 PLOTS,3,STR$(RE)
1000 UNTIL A=90
1490 REM
1500 REM FIN DE PARTIE
1510 REM
2000 PING:EXPLODE
2005 WAIT200:CLS
2010 PRINT"PERDU"
2015 PRINT"VOUS AVEZ SAUVE ";RE;" PARACHUTISTES"
2020 INPUT"VOUS RECIDIVEZ (O/N)";A$
2030 IFA$="O"THEN RUN ELSE CLS:END
2040 REM
2050 REM INSTRUCTIONS
2060 REM
2070 CLS:PRINT:PRINT" RESCUE"
2080 PRINT" -----"
2090 PRINT:PRINT
2100 PRINT"VOUS PILOTEZ UN HELICOPTERE . VOTRE BUT:"
2110 PRINT"SAUVER LES PARACHUTISTES EN LES RECEUILLANT A BORD DE VOTRE "
2120 PRINT"HELICOPTERE."
2130 PRINT"IL FAUDRA EVITER LES F-16 ENNEMIS QUI TENTERONT DE VOUS DETRUIRE."
2140 PRINT:PRINT
2150 PRINT"-----"
2160 PRINT" LES TOUCHES"
2170 PRINT" -----"
2180 PRINT"
2190 PRINT" A>HAUT Z>BAS

```

```

2200 PRINT:PRINT" .>GAUCHE />DRDITE"
2210 PRINT:PRINT"<PRESSEZ UNE TOUCHE">
2220 GETZ$
2230 RETURN

```



QUAI DES ORFEVRES

La police judiciaire vous confie la difficile mission de reconnaître le truand à l'aide d'un portrait-robot que vous n'avez eu sous les yeux que quelques instants. Arriverez-vous à vous souvenir de tous les détails ?

```

0 REM*****
1 REM* QUAI DES ORFEVRES *
2 REM*****
3 REM R. JUHEL 1985
4 REM INITIALISATION
5 TEXT:POKE61B,10:CLR:RESTORE:GOSUB2000
6 CLR:CLS
7 REM NIVEAU
9 CLR: INPUT"NIVEAU DE DIFFICULTE (1-DUR A 10-FACILE)":AM:IFAM<10RAM>10THEN6
10 AM=AM*20:HIRES:PAPER7:INK7
11 C(1)=110:C(2)=140:C(3)=160:D(1)=250:D(2)=270:E(1)=200:E(2)=220:E(3)=290
12 E(4)=310
13 C$(1)="MECHE":C$(2)="CHAUVE":C$(3)="CHAPEAU":D$(1)="NEZ FIN"
14 D$(2)="NEZ BOXEUR":E$(1)="GRAIN":E$(2)="LUNETTES":E$(3)="FOSSETTE"
15 E$(4)="CICATRICE"
16 DIMID(100)
20 GOTO400
30 REM DESSINS
50 REM VISAGE
60 A=X:B=Y:CURSETA,B,1:DRAW0,16,1:DRAW4,2,1:DRAW7,0,1
70 DRAW2,-3,1:DRAW0,-15,1:CURSETA+4,B+13,1:DRAW5,0,1
80 CURSETA+7,B+4,1:DRAW0,6,1:CURSETA-1,B+4,1:DRAW0,4,1
90 CURSETA+14,B+4,1:DRAW0,4,1
100 CURSETA+4,B+4,1:CURSETA+10,B+4,1:RETURN
110 REM MECHE
120 CURSETA,B+3,1:DRAW0,-7,1:DRAW12,-3,1:DRAW1,9,1:DRAW-10,-4,1:DRAW-3,5,1
130 RETURN
140 REM CHAUVE
150 CURSETA,B+1,1:DRAW3,-6,1:DRAW7,0,1:DRAW3,6,1:RETURN
160 REM CHAPEAU
170 CURSETA+1,B-10,1:DRAW11,0,1:DRAW1,7,1:DRAW5,3,1:DRAW-24,0,1:DRAW6,-3,1
180 DRAW1,-7,1
190 RETURN
200 REM GRAIN
210 CURSETA+11,B+B,1:RETURN
220 REM LUNETTES
230 CURSETA+2,B+3,1:DRAW9,0,1:DRAW0,3,1:DRAW-4,-1,1:DRAW-5,1,1:DRAW0,-3,1
240 RETURN
250 REM NEZ FIN
260 CURSETA+6,B+9,1:DRAW2,0,1:RETURN
270 REM NEZ BOXEUR
280 CURSETA+5,B+10,1:DRAW3,0,1:RETURN
290 REM FOSSETTE
300 CURSETA+7,B+16,1:DRAW0,1,1:RETURN
310 REM CICATRICE
320 CURSETA+1,B+7,1:DRAW2,2,1:RETURN
400 REM AFFICHAGE DES TETES ET DESCRIPTION
410 AZ=INT(RND(1)*9)+1 :Z=0
500 FORX=20TO200STEP90:FORY=20TO150STEP60:GOSUB50:
505 Z=Z+1

```

```

510 IA(Z)=INT(RND(1)*3)+1:GOSUBC(IA(Z))
520 IB(Z)=INT(RND(1)*2)+1:GOSUBD(IB(Z))
530 FORIC=1TO4
540 ID((Z-1)*4+IC)=INT(RND(1)*2)+1
550 IFID((Z-1)*4+IC)=1THENGOSUBE(IC)
560 NEXT
600 NEXTY,X
620 PRINTC$(IA(AZ)):"-";D$(IB(AZ)):"-";
630 FORI=1TO4
640 IFID((AZ-1)*4+I)=1THENPRINTE$(I);"-";
650 NEXTI
660 GETZ$:CLS:O=0:INKO:SS=SC
665 REM TEST DE LA REPOSE
670 FORI=AMTD1STEP-1:PRINT"TEMPS: ";I
675 WAITB :SC=SC+1
680 K$=KEY$:IFK$<>"THENI=1:O=1
690 NEXT
700 IFO=0THENB00
710 K=ASC(K$)-48:IFK<10RK>9THENB00
720 IFIB(K)<>IB(AZ)ORIA(K)<>IA(AZ)THENB00
730 FORI=1TO4
740 IFID((K-1)*4+I)<>ID((AZ-1)*4+I)THENB00
750 NEXT
760 CLS:PRINT"BRAVO...";GETZ$
770 PRINT"VOTRE SCORE: ";SC:GETZ$
780 HIRES:PAPER7:INK7:GOTO400
790 REM PERDU
800 SC=SS
810 TEXT:PRINT"VOTRE SCORE: ";SC
820 INPUT"VOUS RECIDIVEZ (O/N)";Z$:IFZ$="O"THEN RUN
830 END
2000 REM PRESENTATION
2005 CLS
2010 DIMX(18):DIMY(18):DIMCH(18):DIMA(18):DIMB(18)
2020 FORI=1TO17:READA:CH(I)=A:NEXT
2030 FORI=6TO23:X(I-5)=I:Y(I-5)=10:NEXT
2040 DATA81,85,65,73,32,68,69,83,32,79,82,70,69,86,82,69,83
2050 FORI=1TO17:A(I)=INT(RND(1)*34)+2:B(I)=INT(RND(1)*24)+1
2060 PLOTA(I),B(I),CHR$(CH(I))
2070 NEXT
2075 FORJ=1TO30
2080 FORI=1TO17:IFA(I)>X(I)THENGOSUB3000:A(I)=A(I)-1
2090 IFA(I)<X(I)THENGOSUB3000:A(I)=A(I)+1
2100 IFB(I)>Y(I)THENGOSUB3000:B(I)=B(I)-1
2110 IFB(I)<Y(I)THENGOSUB3000:B(I)=B(I)+1
2115 PLOTA(I),B(I),CHR$(CH(I))
2116 IFKEY$<>"THENI=17:J=30
2120 NEXTI,J
2125 REM INSTRUCTIONS
2130 FORI=1TO50:PRINT:NEXT
2140 PRINT"          INSTRUCTIONS"
2150 PRINT"VOUS VOICI PROMUS AU RANG DETECTIVE ,VOTRE BUT DECOUVRIR LES";
2160 PRINT" VISAGES DES CRIMINELS D'APRES UNE BREVE DESCRIPTION...";
2170 PRINT"VOTRE TEMPS EST LIMITE."
2180 PRINT:PRINT"LE NUMERO DES PORTRAITS SONT PLACES COMME SUIV."
2185 PRINT" 1 4 7";PRINT" 2 5 8";PRINT" 3 6 9"
2190 FORI=1TO10:PRINT:NEXT:GETZ$:FORI=1TO50:PRINT:NEXT:RETURN
2990 REM SOUS-PROGRAMME
3000 PLOTA(I),B(I)," ";RETURN
30010 REM***** FIN *****

```



CAMEL'S BATTLE

Aux commandes de votre vaisseau, le tableau de bord affiche les messages de la base qui communique avec vous.

Des Xzorks déguisés en chameaux vous menacent et, pour les anéantir, il vous faut les toucher à dix reprises...

```

0 REM*****
1 REM* CAMEL'S BATTLE *
3 REM*****
4 REM
5 REM*****
6 REM* R. JUHEL *
7 REM* 1986 *
8 REM*****
9 REM
10 POKE618,10:CLS:CLR
11 A$="cd ced ceed cdcdd ceed
   cd ced"
12 PAPER0:INK7
29 REM*****
30 REM* REDEFINITION *
31 REM* DES CARACTERES *
32 REM*****
50 FOR I=0TO79
60 READ A:GG=GG+A
70 POKE46856+I,A
80 NEXT I
90 DATA0,0,14,62,62,7,0,0
100 DATA0,0,28,31,31,56,0,0
110 DATA1,3,7,7,15,15,31,63
120 DATA32,48,56,56,60,60,62,63
130 DATA63,63,63,63,63,63,63,63
140 DATA12,12,12,12,12,12,12,12
150 DATA12,12,12,12,12,12,18,30
160 DATA 12,12,12,24,24,24,36,30
170 DATA 0,28,62,63,31,12,0,0
180 DATA0,0,0,0,0,0,0,0

185 IFGG<>1960THENPRINT"ERREUR
   DE DATA ":END
190 CLS:INPUT"INSTRUCTIONS (O/N)";Z$
191 IFZ$="O"ORZ$="Q"ITHEGOSUB9000
192 REM*****
193 REM* INITIALISATION *
194 REM*****
195 REM
196 CLS:GOSUB8000
200 FOR I=21TO25
210 PLOT2,I,"#####
   #####"
220 NEXT
300 NI=NI+10:PLOT28,2,STR$(NI/10)
399 REM
400 FORI=1TO7:X(I)= 180+(I-1)*45:NEXTI
405 FORI=1TO7:GH(I)=0:NEXTI
410 FORI=1TO7:DE(I)=0:NEXTI
420 DF=INT(RND(1)*7+1):PRINT#3,7;"
   DETRIRE LE XZORK ":DF;"AVANT"
421 PRINT#3,8;" QUE LE TEMPS SOIT NUL."
490 A=2:I=1:S=15:R=32 :W=1:Q=0:TE=500
491 X=92:Y=15:JB=0
492 Z=1:K=1:L=1:O=1:ZB=-1
493 REM
494 REM*****
495 REM* @OUCLE DU JEU *
496 REM*****
497 REM
500 REPEAT
501 IFTE=0THEENTE=TE-1:PRINT#10,10;TE
502 IFTE=0ANDGH(DF)=0THEN7000

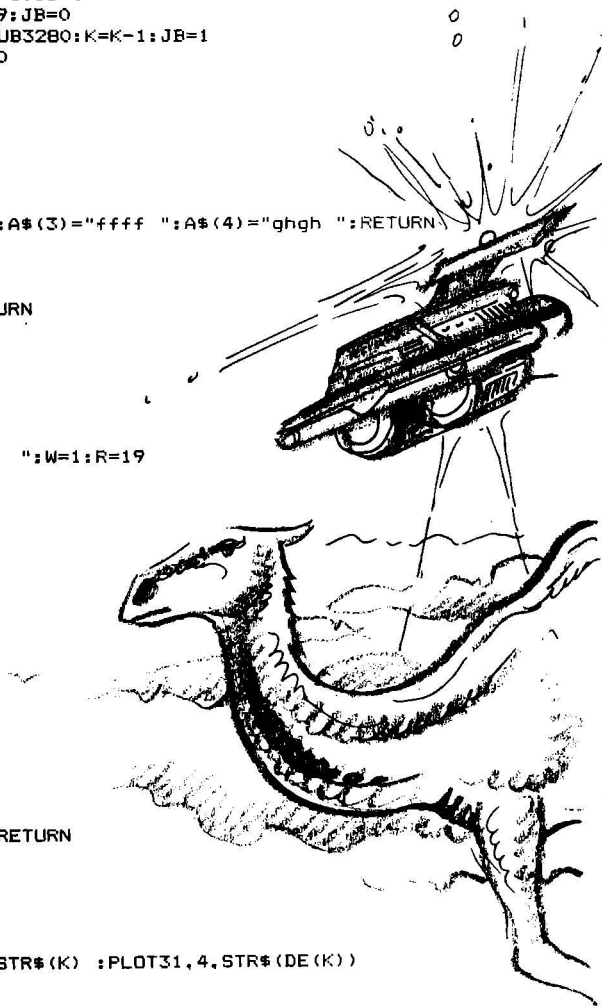
505 L=-L:IFL=1THENFORI=1TO7:X(I)=X(I)-1:NEXTI
506 IFX(0)=0THEN7000
508 PRINT#10,11;X(0); " ";0; " X:";X
510 IF PEEK(#208)=188 THEN A=1:ZB=+1
515 IF PEEK(#208)=172 THEN A=2:ZB=-1
520 SN=SCRN(20+ZB,Y):IFSN<>32ANDSN<>45THENEXPLODE:GOTO7000
521 IFX<19THENX=19:A=2:ZB=-1
522 IFPEEK(#208)=132ANDV=0THEENN=20:M=Y:AC=1:PLOTN,M,"-":PB=P:ZAP
523 IFAC=0THEN530
524 IFAC=1ANDSCRN(N,M)<>45THENGOSUB5000
525 IFAC=1THENPLOTN,M," ":V=V+1:IFV=5THENAC=0:V=0
526 IFAC=1THENN=N+PB:IFSCRN(N,M)<>32THEN GOSUB5000
527 IFAC=1THENPLOTN,M,"-"
530 IFPEEK(#208)=180ANDY<20THENPLOT20,Y," ":Y=Y+1
540 IF PEEK(#208)=156ANDY<13THENPLOT20,Y," ":Y=Y-1
545 SN=SCRN(20,Y):IFSN<>97ANDSN<>98ANDSN<>32 THENEXPLODE :GOTO7000
550 IFA=1THENPLOT20,Y,"b":A$=MID$(A$,2)+LEFT$(A$,1):PLOT2,20,A$:X=X-1:F=+1
560 IFA=2THENPLOT20,Y,"a":A$=RIGHT$(A$,1)+LEFT$(A$,36):PLOT2,20,A$:X=X+1:F=-1
565 IFJB=0AND X+18>INT(X(K))ANDAC>1THENR=2:W=0:GOSUB3190:JB=1

```

```

575 IFW=0THENFORI=0TO3:PLOT R,S+I," "":NEXT
587 IFJB=1THENIFA=1THENR=R-.5ELSER=R+1.5
595 IFW=0THENPLOT R,S,"ceed":PLOT R,S+1,"eeeei":PLOT R,S+2,"ffff"
596 IFW=0THENZ=-Z:IFZ=1THENPLOT R,S+3,"ghgh"ELSEPLOT R,S+3,"hghg"
700 SN=SCRN(20,Y):IFSN<>97ANDSN<>98ANDSN<>32 THENEXPLODE
800 IFINT(R)>32THENGOSUB3009:K=K+1:JB=0
810 IFINT(R)=3ANDA=1THENGOSUB3099:JB=0
820 IFA=1ANDX(K-1)>X-17.5THENGOSUB32B0:K=K-1:JB=1
2000 UNTIL KEY$="S":GETZ$:GOTO500
2001 REM*****
2002 REM* FIN BOUCLE JEU *
2003 REM*****
2990 END
2997 REM*****
2998 REM* VARIABLES CHAMEAUX *
2999 REM*****
3000 A$(1)="ceed ":A$(2)="eeeei ":A$(3)="ffff ":A$(4)="ghgh ":RETURN
3006 REM*****
3007 REM* SCROLLING DROIT 1 *
3008 REM*****
3009 GOSUB3000:IFW=1THENR=19:RETURN
3010 FORJ=5TO0STEP-1
3020 FORI=1TO4
3030 A$(I)=LEFT$(A$(I),J)
3040 PLOT33,14+I," "
3050 PLOT39-J,14+I,A$(I)
3060 NEXTI
3070 NEXTJ:IFGJ<>5THENPLOT31,4," "":W=1:R=19
3080 RETURN
3094 REM*****
3095 REM* SCROLLING GAUCHE 1 *
3096 REM*****
3099 GOSUB3000:IFW=1THENRETURN
3100 FOR J=5TO0STEP-1
3110 FORI=1 TO4
3120 A$(I)=RIGHT$(A$(I),J)
3130 PLOT2,14+I," "
3140 PLOT2,14+I,A$(I)
3150 NEXTI
3160 NEXTJ:W=1
3161 PLOT31,4," "
3170 RETURN
3174 REM*****
3175 REM* SCROLLING GAUCHE 2 *
3176 REM*****
3190 GOSUB3000:IFGH(K)=1THENW=1:RETURN
3200 FOR J=1TO5
3210 FOR I=1 TO4
3220 A$(I)=RIGHT$(A$(I),J)
3230 PLOT2,14+I," "
3240 PLOT2,14+I,A$(I)
3250 NEXT I:IFGJ<>5THENPLOT12,4,STR$(K) :PLOT31,4,STR$(DE(K))
3255 GOSUB3000
3260 NEXTJ
3261 IFGH(K)=0THENPLOT31,4,STR$(DE(K))
3270 RETURN
3274 REM*****
3275 REM* SCROLLING DROIT 2 *
3276 REM*****
3280 GOSUB3000:IFGH(K-1)=1THENR=33:RETURN
3290 FORJ=1TO5
3300 FORI=1TO4
3310 A$(I)=LEFT$(A$(I),J)
3320 PLOT33,14+I," "
3330 PLOT38-J,14+I,A$(I)

```



```

3340 NEXTI
3345 GOSUB3000
3350 NEXTJ:W=0:R=33:IFGH(K-1)=0THENPLOT31,4,STR$(DE(K-1)):PLOT12,4,STR$(K-1)
3360 RETURN
3999 REM*****
4000 REM* ROUTINE DES TIRS *
4001 REM*****
5000 DE(K)=DE(K)+1:
5001 SHOOT
5010 V=0:AC=0
5015 PRINT&31,4:DE(K)
5020 IFDE(K)=NITHEN TU=TU+1:GH(K)=1:EXPLODE:GOSUB5200:W=1:JB=0
5030 IFTU=7THEN6000
5040 FORI=7TO1STEP-1
5050 IFGH(I)=0THEN0=I
5055 NEXTI
5100 RETURN
5200 FORJ=1TO10
5210 FORI=0TO3
5220 PLOT R,S+I,A$(I)
5230 NEXTI
5240 FORI=0TO3
5250 PLOT R,S+I," "
5260 NEXTI
5270 NEXTJ:PLOT31,4," "
5280 RETURN
5299 REM*****
5300 REM* GAGNE *
5301 REM*****
6000 CLS
6010 PRINT"FELICITATIONS UNITE ZX-67."
6020 PRINT"VOUS AVEZ REUSSI VOTRE MISSION AVEC BRIO."
6030 INPUT"VOULEZ VOUS ENCORE VOUS RENDRE UTILE ?":Z$
6040 IFZ$<"O"ANDZ$<"OUI"THENCLS:END
6050 PRINT"VOTRE ADRESSE N'A D'EGALE QUE VOTRE COURAGE."
6060 PRINT"MAIS ATTENTION L'ESCADRE DE XZORKS QUE VOUS ALLEZ AFFRONTER SERA"
6070 PRINT" PLUS DIFFICILE A ABATTRE QUE LES PRECEDENTES."
6080 TU=0:GETZ$:GETZ$
6500 GOTO195
6899 REM*****
6900 REM* PERDU *
6901 REM*****
7000 WAIT50:CLS:PRINT:PRINT" UNE AUTRE PARTIE?"
7010 INPUTZ$:IFZ$="O"ORZ$="OUI"THENRUN
7020 CLS:END
7200 STOP
7899 REM*****
7900 REM* TABLEAU D'AFFICHAGE *
7901 REM*****
8000 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"
8010 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"
8020 PRINT"e UNITE:ZX-67e MISSION no e e"
8030 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee ee e"
8040 PRINT"e XZORK no 1 e NOMBRE DE TIRS:0 e e"
8050 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee ee e"
8060 PRINT"e MESSAGE: e e"
8070 PRINT"e e ee e"
8080 PRINT"e e e e"
8090 PRINT"e e ee e"
8100 PRINT"e TEMPS: e e"
8110 PRINT"e DANGER: e e"
8120 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"
8130 RETURN
8899 REM *****

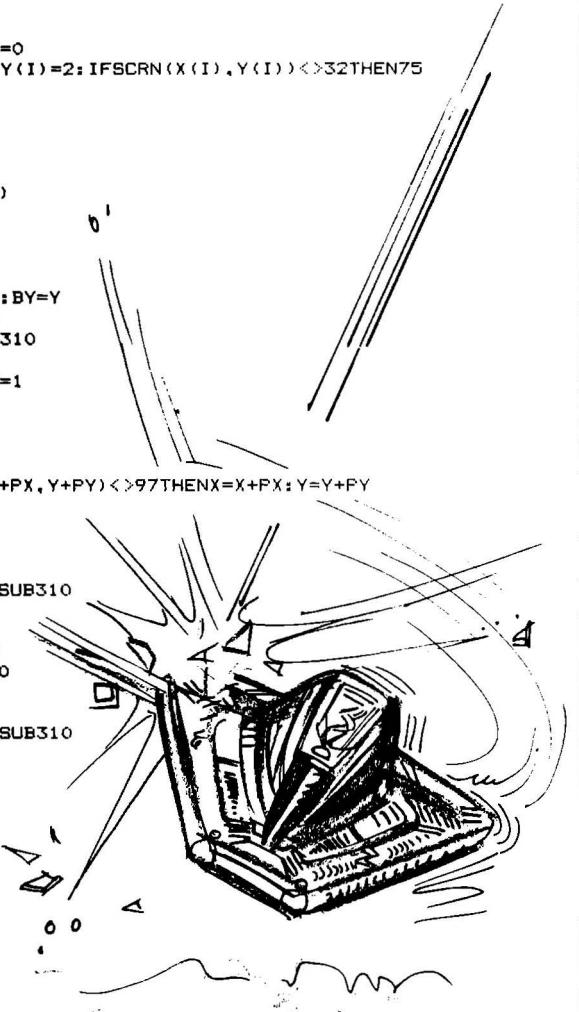
```



```

41 PRINT" SCORE:          FUEL:          b b b"
42 PLOT30+V,0," "
45 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa"
50 FORI=1TO23:PRINT"a"
51 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa"
52 '
53 ' VARIABLES
54 '
55 M=1;X=20;Y=13;PX=0;PY=-1;F=500;B=0
56 FORI=1TOA:X(I)=INT(RND(1)*35)+3;Y(I)=2:IFSCRN(X(I),Y(I))<>32THEN75
57 NEXT
58 '
59 'BOUCLE JEU
60 '
61 REPEAT
62 PLOT10,0,STR$(S):PLOT24,0,STR$(F)
63 F=F-1:IFF=0THEN500
64 U=U+1:IFU=10THENU=0:GOSUB600
65 P=PEEK(#208)
66 IFB=1THENPLOTBX,BY," "
67 IFP=132THENZAP:B=1:GOSUB400:BX=X:BY=Y
68 IFB=1THENBX=BX+XB:BY=BY+YB
69 IFB=1ANDSCRN(BX,BY)<>32THENGOSUB310
70 IFB=1THENPLOTBX,BY,"+"
71 IFP=172THENM=M+1;J=1:IFM=5THENM=1
72 IFM=1ANDJ=1THENPX=0:PY=-1
73 IFM=2ANDJ=1THENPX=1:PY=0
74 IFM=3ANDJ=1THENPX=0:PY=1
75 IFM=4ANDJ=1THENPX=-1:PY=0
76 IFP=180THENPLOTX,Y," ":IFSCRN(X+PX,Y+PY)<>97THENX=X+PX:Y=Y+PY
77 IFSCRN(X,Y)=103THENF=F+10
78 PLOTX,Y,CHR$(97+M)
79 IJ=IJ+1:IFIJ<4THENB0
80 FORI=1TOA
81 IFB=1ANDX(I)=BXANDY(I)=BYTHENGOSUB310
82 IFX(I)=XANDY(I)=YTHEN500
83 PLOTX(I),Y(I)," "
84 IFY(I)>YTHENY(I)=Y(I)-1:GOTO180
85 IFY(I)<YTHENY(I)=Y(I)+1 :GOTO180
86 IFX(I)<XTHENX(I)=X(I)+1
87 IFX(I)>XTHENX(I)=X(I)-1
88 IFB=1ANDX(I)=BXANDY(I)=BYTHENGOSUB310
89 PLOTX(I),Y(I),"f"
90 IFX(I)=XANDY(I)=YTHEN500
91 J=0
92 NEXT
93 UNTILP=169
94 '
95 ' FIN BOUCLE JEU
96 '
97 ' ROUTINE DE TEST DE LA BALLE
98 '
99 W=SCRN(BX,BY)
100 IFW=97THENB=0:RETURN
101 SHOOT
102 FORI=1TO6
103 IFX(I)=BXANDY(I)=BYTHENPLOTX(I),Y(I)," ":X(I)=3:Y(I)=2:S=S+10:B=0:RETURN
104 NEXT
105 '
106 'CALCUL DE LA TRAJECTOIRE DE LA BALLE
107 '
108 IFM=1THENXB=0:YB=-1:RETURN
109 IFM=2THENXB=1:YB=0:RETURN
110 IFM=3THENXB=0:YB=1:RETURN
111 IFM=4THENXB=-1:YB=0:RETURN

```



```

499 * GESTION DES VIES PERDUS
500 V=V-2:PLOT30+V,0," ":WAIT300:CLS
505 EXPLODE
510 IFV>1THEN39
520 CLS:INPUT"VOUS RECIDIVEZ (O/N)";Z#:IFZ#="O" THENRUNELSECLS:END
599 *AFFICHAGE DU FUEL
600 J=INT(RND(1)*35)+3;K=INT(RND(1)*19)+2:IFSCRN(J,K)=32THENPLOTJ,K,"q"
610 RETURN
699 *
700 * INSTRUCTIONS
701 *
710 CLS:PRINT" METEOR "
720 PRINT:PRINT"VOTRE MISSION: SURVIVRE":PRINT:PRINT"VOUS RECUPEREZ LE FUEL<q> "
;
730 PRINT"VOUS DETRUISEZ LES METEORITES <f>":PRINT:PRINT" TOUCHES:"
740 PRINT"<-:CHANGEMENT DE DIRECTION":PRINT"<SPACE>:FEU"
750 PRINT"FLECHE BAS:AVANCER":GETZ#:RETURN
760 *
770 * METEOR FIN
780 *

```

ORIC

FREEZE BERT

Un jeu rafraîchissant qui se déroule sur quinze niveaux.
 Zozo, charmant glaçon, cherche d'une part à glacier tout ce qui tombe entre ses petits doigts gelés et d'autre part à manger le maximum de boules de feu. Il doit aussi échapper au très méchant Creasy qui veut le dévorer...

```

0 REM*****
1 REM** FREEZE*BERT **
2 REM** 1986 R. JUHEL **
3 REM** ORIC1/ATMOS **
4 REM*****
5 REM*****
6 REM** VARIABLES DU DEBUT *
7 REM*****
8 CLS:POKE618,10:VI=3:PAPERO:INK6:
TI=1000:GOSUB 5000
9 REM**REDEFINITION DES CARACTERES***
10 FOR I=0TO175
20 READ A
30 POKE46856+I,A
40 NEXT
50 DATA0,0,0,1,2,4,15,8
60 DATA0,0,0,63,3,5,57,9
70 DATA8,10,8,8,15,4,4,29
80 DATA9,41,10,12,56,16,16,48
90 DATA63,63,63,0,0,0,0,0
91 DATA0,0,0,63,48,40,39,36
92 DATA0,0,0,48,8,4,60,4
93 DATA36,37,20,12,7,2,2,3
94 DATA4,20,4,4,60,8,8,46
95 DATA2,20,36,18,10,10,9,39
96 DATA20,34,36,21,37,42,52,49
97 DATA48,10,18,40,36,19,8,7
98 DATA4,20,18,5,9,50,4,56

```

```

99 DATA14,10,10,15,0,0,0,15
100 DATA28,20,20,60,0,0,0,60
101 DATA0,0,15,0,0,15,0,15
102 DATA0,0,60,0,0,60,0,60
103 DATA14,10,10,15,0,15,0,0
104 DATA28,20,20,60,0,60,0,0
105 DATA15,0,0,15,0,0,15
106 DATA60,0,0,60,0,0,0,60
107 DATA63,63,63,30,12,4,0,0
108 DOKE 18,48000:PRINT" MICROJEUX -
FREEZE*BERT - R. JUHEL ":CLS
109 REM ENVOIE AU INSTRUCTIONS
110 GOTO 3000
120 REM*****
130 REM*** DECOR ,TABLEAU *
140 REM*** VARIABLES DU JEU *
150 REM*****
190 IF TI>100 THEN TI=TI-100
191 DOKE 18,48000:PRINT" MICROJEUX -
FREEZE*BERT - R. JUHEL ":CLS
195 P=0
200 BO=TI
205 FOR I=3 TO33STEP 6
210 PLOTI,24,"eeee"
220 NEXT I
230 FOR I=6TO30STEP6
240 PLOTI,22,"eeee"
250 NEXT I

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```

260 FOR I=9T028STEP6
270 PLOT I,20,"eeee"
280 NEXT I
290 FOR I=12 T024 STEP 6
300 PLOT I,18,"eeee"
310 NEXT I
320 FOR I=15 T021STEP6
330 PLOT I,16,"eeee"
331 PLOT2,13,"BONUS:";PLOT2,14,"vvvvvvvvv"
332 PLOT2B,13,"SCORE:";PLOT2B,14,"vvvvvvvvvvv"
333 PLOT2,2,"VIE:";PLOT2,3,"vvvvv"
340 NEXT I
341 FOR I=15T021STEP6:PLOT I,12,"eeee";NEXT I
342 FOR I=12T024STEP6:PLOT I,10,"eeee";NEXT I
343 FOR I=9T028STEP6:PLOT I,8,"eeee";NEXT I
344 FOR I=12T024STEP6:PLOT I,6,"eeee";NEXT I
345 FOR I=15T021STEP6:PLOT I,4,"eeee";NEXT I
346 PLOT1B,2,"eeee"
350 PLOT1B,14,"eeee"
390 REM*****
391 REM** VARIABLES REPRESENTANT **
392 REM** DES COORDONNEES SUR LA **
393 REM** PYRAMIDE. **
394 REM*****
400 PO=1;X=4;Y=22;PE=1;V=19;W=12;CV=1;R=22;S=2
405 REM IL EST NECESSAIRE D'AFFICHER ZOE ET CREAZY DES LE DEBUT DU JEU .
406 REM SINON IL N'APPARAISSENT PAS TOUT DE SUITE
410 PLOT V,W,"r=";PLOT V,W+1,"tu"
420 PLOT R,S,"jk";PLOT R,S+1,"lm"
450 REM*****
460 REM** BOUCLE PRINCIPALE **
470 REM** DU JEU. **
480 REM*****
500 REPEAT
501 BO=BO-1
502 IF BO=0 THEN GOSUB 2000
504 TI=TI-1
505 PLOT 7,13,STR$(TI);PLOT 33,13,STR$(SC)
506 PLOT 5,2,STR$(VI)
510 X$=KEY$
600 IF PEEK(#20B)=187 THEN GOSUB 900;X=X+3;Y=Y-2;PO=2
610 IF PEEK(#20B)=159 THEN GOSUB 900;X=X+3;Y=Y+2;PO=2
620 IF PEEK(#20B)=174 THEN GOSUB 900;X=X-3;Y=Y-2;PO=1
630 IF PEEK(#20B)=170 THEN GOSUB 900;X=X-3;Y=Y+2;PO=1

640 IF X=R AND Y=S THEN SC=SC+15
650 IF SCR(X,Y+2)=32 THEN GOSUB 2000
661 IF X=1 THEN GOSUB 2000
660 IF SCR(X,Y+3)=32 THEN PLOT X-1,Y+3,"vvvv";PING:P=P+1;SC=SC+10
661 IF P=36 THEN ZAP:CLS:SC=SC+BO:GOTO 190
670 IF PO=1 THEN PLOT X,Y,"ab";PLOT X,Y+1,"cd"
680 IF PO=2 THEN PLOT X,Y,"fg";PLOT X,Y+1,"hi"
689 IF CV=ND THEN 690 ELSE 750
690 IF X<V AND W>Y AND SCR(V-3,W)<>32 THEN GOSUB 910;V=V-3;W=W-2
700 IF X>V AND W>Y AND SCR(V+3,W)<>32 THEN GOSUB 910;V=V+3;W=W-2
705 IF W=21 THEN 730
710 IF X>V AND Y>W AND SCR(V+3,W+4)<>32 THEN GOSUB 910;V=V+3;W=W+2
720 IF X<V AND Y>W AND SCR(V-3,W+4)<>32 THEN GOSUB 910;V=V-3;W=W+2
730 IF PE=1 THEN PLOT V,W,"no";PLOT V,W+1,"pq" ELSE PLOT V,W,"rs";PLOT V,W+1,"tu"
732 CV=0
740 PE=-PE
750 CV=CV+1
751 IF X=V AND W=Y THEN GOSUB 2000
759 IF S=2 AND Y=0 THEN 780
760 IF CH=7 THEN PLOT R,S," ";PLOT R,S+1," ";GOTO 761 ELSE 780
761 IF X>RANDY>S AND SCR(R+3,S+4)<>32 THEN R=R+3;S=S+2

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762 IF X<R AND Y<S AND SCRN(R-3,S)<>32 THEN R=R-3:S=S-2
763 IF X<RANDY>SAND SCRN(R-3,S+4)<>32 THEN R=R-3:S=S+2
764 IF X>R AND Y<SAND SCRN(R+3,S)<>32 THEN R=R+3:S=S-2
765 IF SCRN(R,S+3)=86 THEN P=P-1:PLOTR-1,S+3," "
766 PLOT R,S,"jk":PLOTR,S+1,"1m"
767 IF SCRN(R,S+3)<>32 THEN P=P-1:PLOTR-1,S+3," "
770 CH=0
780 CH=CH+1
800 UNTILX$="S"
900 PLOTX,Y," ":PLOTX,Y+1," ":RETURN
910 PLOTV,W," ":PLOTV,W+1," ":RETURN
999 END
1000 CALLDEEK(#FFFA) ;REM POUR REDEFINIR VOS CARACTERES
1995 REM*****
1996 REM** GESTION DES VIES **
1997 REM** PERDUES. **
1998 REM*****
2000 X=4:Y=22:VI=VI-1:FOR I=0 TO 7:WAIT1:MUSIC1,I,4,15:NEXT:PING
2010 POKE(#20B),0
2015 WAIT100
2020 IFVI=0 THENGOSUB6000:GOTO 3921
2023 PLOTV,W," ":PLOTV,W+1," "
2024 PLOTR,S," ":PLOTR,S+1," "
2025 PLOT X,Y," ":PLOT X,Y+1," "
2026 V=19:W=12:R=22:S=2
2027 PLOTV,W,"rs":PLOTV,W+1,"tu"
2028 PLOTR,S,"jk":PLOTR,S+1,"1m"
2030 RETURN
2100 REM*****
2200 REM** INSTRUCTIONS *
2300 REM*****
3000 CLS
3001 REM*****
3002 REM** TITRE **
3003 REM*****
3010 PRINT:PRINTCHR$(27);"N";" FREEZE*BERT "
3020 PRINTCHR$(27);"N";" FREEZE*BERT"
3030 PRINT:PRINT" OU LES TRIBULATIONS D'UN GLACON"
3035 PRINT:PRINT:PRINT
3036 REM*****
3037 REM** SITUATION DU CONTEXTE *
3038 REM*****
3040 PRINT:PRINT"ab VOICI ZOZO QUI DOIT GLACIFIE TOUTE cd LA PYRAMIDE."
3045 PRINT
3050 PRINT"jk ZOE-FAIT FONDRE LA PYRAMIDE A 1m MESURE QUE ZOZO AVANCE.";
3055 PRINT(15PTS).
3060 PRINT
3070 PRINT"rsCREAZY-IL VEUT REDUIRE ZOZO A L'ETATtuLIQUIDE."
3075 GET A$
3080 PRINT:PRINT:PRINT
3081 REM*****
3082 REM*PRESENTATION DU CLAVIER**
3083 REM*****
3090 PRINT"-----"
3100 PRINT" DEPLACEMENTS"
3110 PRINT:PRINT
3120 PRINT" <'> HAUT/DROITE"
3130 PRINT" <A> HAUT/GAUCHE"
3140 PRINT" </> BAS/DROITE"
3150 PRINT" <Z> BAS/GAUCHE"
3160 PRINT:PRINT:PRINT"-----"
3161 REM*****
3162 REM** OPTIONS **
3163 REM*****
3165 PRINT:PRINT"'J' POUR JOUER / 'T' POUR LES SCORES"
3166 GET B$

```



```

3167 IFB*<>"T"ANDB*<>"J"THEN3166
3170 GET B$
3171 IF B$="T"THEN 3190
3172 REM*****
3173 REM*** NIVEAU DE DIFFICULTE ***
3174 REM*****
3175 INPUT"NIVEAU DE DIFFICULTE ,DE 1(DUR) A 15(FACILE)";ND
3176 IFND<1 THEN PRINT"VOUS SAVEZ PAS LIRE.";GOTO3175
3177 IFND>15THEN PRINT"VOUS FAITES EXPRES!";GOTO3175
3180 TI=1000;VI=3;CLS:GOTO190
3181 REM*****
3182 REM* TABLEAU DES SCORES ***
3183 REM*****
3190 CLS:PRINT
3200 PRINTCHR$(12)
3210 PRINTCHR$(4);
3220 PRINT CHR$(27);"N";
3230 PRINT"          TABLEAU DES SCORES"
3240 PRINT CHR$(4);
3250 PRINT:PRINT:PRINT:PRINT
3251 REM*****
3252 REM** AFFICHAGE *****
3253 REM*****
3260 PRINT"-----"
3270 PRINT"ù NOMS          ù SCORE          u"
3280 PRINT"-----"
3290 FOR I=1 TO 9
3300 PRINT"ù ";SC$(I);" ù ";SC(I)
3305 PLOT28,B+I,"ù"
3310 NEXT
3315 PRINT"-----":PRINT:PRINT
3316 REM*****
3317 REM*** OPTIONS *****
3318 REM*****
3320 PRINT"'J' POUR JOUER / 'I' POUR INSTRUCTIONS"
3330 GETA$:IF A$="I" THEN 3000
3335 IF A$<>"J"THEN 3330
3340 REM*****
3350 REM*** NIVEAU DE DIFFICULTE ***
3360 REM*****
3370 INPUT"NIVEAU DE DIFFICULTE ,DE 1(DUR) A 15(FACILE)";ND
3380 IF ND<1 THEN PRINT"VOUS EXAGEREZ.";GOTO3370
3390 IF ND>15THEN PRINT "AH,C'EST MALIN.";GOTO3370
3400 TI=1000;VI=3;CLS:GOTO190
3900 REM*****
3910 REM*** SAISIE DU NOM DU JOUEUR*
3920 REM*****
3921 CLS
3922 REM*** EXPLICATIONS *****
3930 PRINT" VOUS VOUS DEPLACEZ AVEC LES FLECHES,VOUS ECRIVEZ AVEC <SPACE>,VOUS"
;
3940 PRINT" EFFACEZ AVEC <DEL>,VOUS CONCLUEZ AVEC<RETURN>"
3945 WAIT400
3950 GETX$:CLS
4000 PRINT:PRINT:PRINT:PRINT"          C'EST QUOI TON PETIT NOM ?"
4010 PRINT:PRINT: PRINT:PRINT:PRINT"          ";
4015 N=0
4016 REM*****
4017 REM** BOUCLE DE SAISIE. *****
4018 REM*****
4020 FOR I=65TO90:PRINTCHR$(I);:NEXT
4030 X=5:N(0)=32 :N=0
4040 REPEAT
4045 WAIT5
4050 IF PEEK(#208)=172 AND X>5 THEN X=X-1

```

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4060 IF PEEK(#208)=188 AND X<31 THEN X=X+1
4070 PLOTX-1,9," ^ "
4080 IF PEEK(#208)=132 THEN N=N+1:N(N)=SCRN(X,B):WAIT 20:POKE(#208),189
4090 PLOT 6+N,11,CHR$(N(N))
4095 IFFPEEK(#208)=175THENFORZ=(N+1)TO9:N(Z)=32:N=N+1:NEXTZ
4096 IFFPEEK(#208)=173ANDN>0THENPLOT6+N,11," ":N=N-1:WAIT 20:POKE(#208),189
4100 UNTIL N=9
4101 FOR I=1TO 9:N$=N$+CHR$(N(I)):NEXT
4105 REM*****
4106 REM*** MISE A JOUR DU FICHER **
4107 REM*** DES NOMS ET DES SCORES **
4108 REM*****
4120 FOR I=1 TO 9
4130 IF SC>SC(I) THEN 4500
4135 IFFSC>SC(9)AND SC<SC(B) THENSC(9)=SC:SC$(9)=N$:GOTO3190
4140 NEXT
4200 GOTO3190
4500 FOR B=9TO(I+1) STEP-1:SC(B)=SC(B-1):SC$(B)=SC$(B-1):NEXT

4550 IFFSC>SC(I) THEN SC(I)=SC:SC$(I)=N$
4600 GOTO3190
4995 REM*****
4996 REM*** VARIABLES NUMERIQUES ***
4997 REM*** ET ALPHANUMERIQUES , ***
4998 REM*** POUR LES SCORES ***
4999 REM*****
5000 REM
5010 SC(1)=1000:SC$(1)="DRACULA "
5020 SC(2)=5000:SC$(2)="MICKEY "
5030 SC(3)=2500:SC$(3)="STEPHANIE"
5040 SC(4)=2000:SC$(4)="SANDRA "
5050 SC(5)=1000:SC$(5)="Q*BERT "
5060 SC(6)=800:SC$(6)="PAC-MAN "
5070 SC(7)=700:SC$(7)="YOYO "
5080 SC(8)=500:SC$(8)="BRUND "
5090 SC(9)=1:SC$(9)="JEREMY "
5100 RETURN
5500 REM*****
5600 REM** DESSIN EN HAUTE **
5700 REM** RESOLUTION **
5800 REM*****
6000 HIRES
6001 :POKE618,10
6005 CURSET74,106,1
6006 DRAW23,-34,1
6007 DRAW52,5,1
6010 DRAW-37,33,1
6020 DRAW-39,-3,1
6030 DRAW-2,34,1
6040 DRAW36,5,1
6050 DRAW37,-15,1
6060 DRAW6,-53,1

6070 CURSET112,109,1
6071 DRAW-4,36,1
6075 CURSET82,117,1
6076 CIRCLES,1
6080 CURSET97,121,1
6081 CIRCLES,1
6085 CURSET83,133,1
6086 DRAW4,-4,1
6087 DRAW9,10,1
6090 CURSET77,143,1
6091 DRAW-11,15,1
6092 DRAW-9,-8,1
6093 DRAW-3,5,1
6094 DRAW16,6,1
6095 DRAW10,-19,1
6100 CURSET124,139,1
6105 DRAW19,14,1
6110 DRAW-13,10,1
6115 DRAW6,5,1
6120 DRAW11,-18,1
6125 DRAW-16,-13,1
6500 PRINT" C'EST DUR D'ETRE
UN GLACON";
6600 WAIT300
6610 TEXT
6620 POKE618,10
6630 FORI=1TO4:MUSIC1,I,3,12:WAIT20:
NEXT:PING
6640 RETURN
6999 END
8000 REM*****
8010 REM**FREEZE*BERT PAR R.JUHEL *
8020 REM*****

```



PAC ATOUT

Vous disposez de deux minutes pour trouver la sortie du labyrinthe. Mais pour augmenter le score, votre petit Pac Man peut grignoter des atouts au passage : 300 points pour un cœur, 400 pour un carreau, 500 pour un trèfle, 600 pour un pique.

```
1 REM *****
2 REM *                PAC ATOUT                *
3 REM *                -C- TILT N'CHYGA J        *
4 REM *                Pour IBM PC et compatibles *
5 REM *****
6 REM *****
7 REM *                DECLARATIONS              *
8 REM *****
9 ON ERROR GOTO 135
10 DEFINT A-Z:DEF SEG:POKE 106,0:KEY OFF
11 T$=TIME$:X=0:TW=-1
12 FOR I = 2 TO 3:X=X*60+ VAL(MID$(T$, (3*I-2),2)):NEXT:RANDOMIZE X-32000
13 TIME$="00.00.00"
14 REM *****
15 REM *                PRSENTATION              *
16 REM *****
17 CLS:COLOR 0,2
18 LOCATE 7,35:PRINT "PAC ATOUT"
19 LOCATE 9,30:PRINT "-C- TILT / N'CHYGA J"
20 LOCATE 18,35:COLOR 4,1:PRINT CHR$(3);" = 300 Pts."
21 LOCATE 19,35:COLOR 4,1:PRINT CHR$(4);" = 400 Pts."
22 LOCATE 20,35:COLOR 0,1:PRINT CHR$(5);" = 500 Pts."
23 LOCATE 21,35:COLOR 0,1:PRINT CHR$(6);" = 600 Pts."
24 LOCATE 22,30:COLOR 7,1:PRINT "LABYRINTHE = 200 Pts."
25 LOCATE 16,19:COLOR 0,3:PRINT "TEMPS POUR LE PARCOURS DU LABYRINTHE = 1 Mn."
26 COLOR 0,5
27 LOCATE 13,30,0:PRINT "GENERATION DU TABLEAU"
28 REM *****
29 REM *                GENERATION LABYRINTHE    *
30 REM *****
31 REM
32 DIM L(10,12),M(10,12),P(10),S(10,12)
33 P(10)=120:FOR I=1 TO 9:P(I)=INT(1+.1*I*P(10)):NEXT I:I=1
34 J=1:R=1:X1=1+INT(12*RND):C=X1:L(1,C)=1:CN=1:N=2
35 IF R=10 THEN X(1)=9999 ELSE X(1)=L(R+1,C)
36 IF R=1 THEN X(2)=9999 ELSE X(2)=L(R-1,C)
37 IF C=1 THEN X(3)=9999 ELSE X(3)=L(R,C-1)
38 IF C=12 THEN X(4)=9999 ELSE X(4)=L(R,C+1)
39 FOR K=1 TO 4:IF X(K)=0 GOTO 48 ELSE NEXT K
40 IF C=12 THEN C=0:IF R=10 THEN R=1 ELSE R=R+1
41 C=C+1:IF TW THEN IF L(R,C)=0 GOTO 40 ELSE CNT=L(R,C):GOTO 35
42 IF L(R,C)<>0 GOTO 40
43 IF R<>1 THEN IF L(R-1,C)<>0 THEN R=R-1:CN=L(R,C):GOTO 35
44 IF R<>10 THEN IF L(R+1,C)<>0 THEN R=R+1:CN=L(R,C):GOTO 35
45 IF C<>1 THEN IF L(R,C-1)<>0 THEN C=C-1:CN=L(R,C):GOTO 35
46 IF C<>12 THEN IF L(R,C+1)<>0 THEN C=C+1:CN=L(R,C):GOTO 35
```

```

47 GOTO 40
48 K=1+INT(4*RND):IF X(K)<>0 GOTO 48
49 ON K GOTO 54,53,52,50
50 IF M(R,C)=0 THEN M(R,C)=2 ELSE M(R,C)=3
51 C=C+1:GOTO 56
52 C=C-1:M(R,C)=2:GOTO 56
53 R=R-1:M(R,C)=1:GOTO 56
54 IF M(R,C)=0 THEN M(R,C)=1 ELSE M(R,C)=3
55 R=R+1
56 CNT=CNT+1:L(R,C)=CNT
57 N=N+1:IF N<=P(I) GOTO 35
58 IF I=9 THEN TW=0
59 IF I<10 THEN I=I+1:IF N<= P(I) GOTO 35 ELSE 58
60 X=0:FOR C=1 TO 12:IF L(10,C)>X THEN X=L(10,C)
61 NEXT C:FOR C=1 TO 12:IF L(10,C)=X GOTO 62 ELSE NEXT C
62 X2=C:IF D=M(10,C) THEN M(10,C)=1 ELSE M(10,C)=3
63 CLS:COLOR 7,1:PRINT CHR$(218):
64 FOR C=1 TO 11:IF C=X1 THEN PRINT " "; ELSE PRINT STRING$(3,196):
65 IF M(1,C)<2 THEN PRINT CHR$(194): ELSE PRINT CHR$(196):
66 NEXT C:IF X1=12 THEN PRINT " "; ELSE PRINT STRING$(3,196):
67 PRINT CHR$(191)
68 FOR R=1 TO 10
69 PRINT CHR$(179)::FOR C=1 TO 12
70 IF 2>M(R,C) THEN PRINT " ";CHR$(179): ELSE PRINT " ";
71 NEXT C:PRINT
72 IF R=10 THEN PRINT CHR$(192): ELSE IF M(R,1)=0 OR M(R,1)=2 THEN PRINT CHR$(19
5): ELSE PRINT CHR$(179):
73 FOR C=1 TO 12
74 IF 0=M(R,C) OR 2=M(R,C) THEN PRINT STRING$(3,196)::A=1 ELSE PRINT " "":A=0
75 IF C<>12 THEN IF M(R,C+1)=0 OR M(R,C+1)=2 THEN A=A+8
76 IF M(R,C)<2 THEN A=A+2
77 IF R<10 THEN IF M(R+1,C)<2 THEN A=A+4
78 ON A+1 GOTO 79,84,82,80,82,81,82,83,84,84,85,86,87,88,89,90
79 PRINT " "":GOTO 91
80 PRINT CHR$(217)::GOTO 91
81 PRINT CHR$(191)::GOTO 91
82 PRINT CHR$(179)::GOTO 91
83 PRINT CHR$(180)::GOTO 91
84 PRINT CHR$(196)::GOTO 91
85 PRINT CHR$(192)::GOTO 91
86 PRINT CHR$(193)::GOTO 91
87 PRINT CHR$(218)::GOTO 91
88 PRINT CHR$(194)::GOTO 91
89 PRINT CHR$(195)::GOTO 91
90 PRINT CHR$(197)::GOTO 91
91 NEXT C:PRINT:NEXT R
92 REM *****
93 REM * JEU ET DEPLACEMENT DE PAC *
94 REM *****
95 GOSUB 120
96 LOCATE 12,65,0:PRINT "SCORE: "
97 KEY OFF:FOR I=1 TO 14:KEY(I) OFF:NEXT I
98 W=4*X1-1:X=2:L=X:C=W
99 ON KEY(11) GOSUB 115
100 ON KEY(12) GOSUB 116
101 ON KEY(13) GOSUB 117
102 ON KEY(14) GOSUB 118
103 LOCATE 12,60,0:PRINT "SCORE: ";CO*100
104 LOCATE 10,60,0:PRINT "TEMPS: ";MID$(TIME$,5,4):IF VAL(MID$(TIME$,5,1))>F+1 T
HEN 135

```

```

105 COLOR 6,1
106 LOCATE L,C,0:PRINT CHR$(2):LOCATE L,C,0:PRINT CHR$(32)
107 COLOR 7,1
108 IF SCREEN(X,W)=32 AND L=21 THEN ERASE L,M,S,P:CO=CO+2:F=F+1:GOTO 17
109 KEY(11) ON:KEY(12) ON:KEY(13) ON:KEY(14) ON
110 KEY(11) STOP:KEY(12) STOP:KEY(13) STOP:KEY(14) STOP
111 IF SCREEN (X,W)>2 AND SCREEN (X,W)<7 THEN SOUND 550,8:CO=CO+SCREEN(X,W):LOCA
TE X,W,0:PRINT " ":LOCATE 12,60:PRINT "SCORE: ":CO*100
112 IF SCREEN (X,W)<>32 THEN SOUND 50,5:X=L:W=C:GOTO 104
113 L=X:C=W
114 GOTO 104
115 KEY(11) STOP:KEY(12) STOP:KEY(13) STOP:KEY(14) STOP:X=X-1:RETURN
116 KEY(12) STOP:KEY(12) STOP:KEY(13) STOP:KEY(14) STOP:W=W-1:RETURN
117 KEY(13) STOP:KEY(12) STOP:KEY(13) STOP:KEY(14) STOP:W=W+1:RETURN
118 KEY(14) STOP:KEY(12) STOP:KEY(13) STOP:KEY(14) STOP:X=X+1:RETURN
119 GOTO 10
120 REM *****
121 REM *                E M P L A C E M E N T   D E S   A T O U T S                *
122 REM *****
123 FOR I=1 TO 5
124 RANDOMIZE 324
125 EL=INT(RND*17):EC=(RND*45):EL=EL+2:EC=EC+2
126 AT=INT(RND*4)
127 IF AT<2 THEN COLOR 4,1 ELSE COLOR 0,1
128 LOCATE EL,EC:PRINT CHR$(AT+3)
129 COLOR 7,1
130 NEXT I
131 RETURN
132 REM *****
133 REM *                F I N   D E   P A R T I E                *
134 REM *****
135 LOCATE 20,60:PRINT "FIN...Appuyer sur une touche":FOR I=1 TO 200:NEXT I
136 AS=INKEYS:IF AS="" THEN 136
137 RUN

```

PC IBM et Compatibles

TILTATACK

Vous disposez de vingt vies pour détruire l'ennemi,
qui tous les 1 000 points réapparaît dans toute son intégrité.

```

10 REM *****
20 REM *                T L I T A T A K   j e u   p o u r   I B M   P C   e t   C O M P A T I B L E S                *
30 REM *                - C - 1 9 8 6   T I L T   /   N °   C H Y G A   J                *
40 REM *****
50 REM ***** D E C L A R A T I O N S *****
60 CLS
70 L=23: C=39: HL=2: HC=20: VIE=20: MAX=10000
80 GOSUB 280
90 GOSUB 320
100 REM ***** A F F I C H A G E   J E U *****
*
110 COLOR 4, 0
120 LOCATE 18, 24: PRINT "  T  T  I  T  "
130 LOCATE 19, 24: PRINT "  "
140 LOCATE 20, 24: PRINT "  "

```

```

150 LOCATE 21, 24: PRINT"
160 LOCATE 22, 24: PRINT"
170 REM *****AFFICHAGE MOBILE*****
180 GOSUB 650
190 FOR HL= 2 TO 4
200 GOSUB 540
210 NEXT HL
220 COLOR 6, 0: LOCATE 1, 65: PRINT "VIE: "; VIE
230 IF SC>MAX THEN MAX=MAX+10000: GOTO 180
240 COLOR 7, 0: LOCATE L, C: PRINT M$: GOSUB 670: LOCATE L, C: COLOR 0, 0: PRINT " "
250 KEY(11) ON: KEY(12) ON: KEY(13) ON: KEY(14) ON: KEY(10) ON
260 KEY(11) STOP: KEY(12) STOP: KEY(13) STOP: KEY(14) STOP: KEY(10) STOP
270 GOTO 220
280 REM *****GRAPHIQUE*****
290 M$=CHR$(201)+CHR$(219)+CHR$(187)
300 RETURN
310 REM *****INITIALISATION DEPLACEMENT OU TIR*****
320 KEY OFF
330 ON KEY(11) GOSUB 350: ON KEY(12) GOSUB 380: ON KEY(13) GOSUB 410: ON KEY(14) GO
SUB 440: ON KEY(10) GOSUB 470
340 RETURN
350 REM DEPLACEMENT MOBILE VERS LE HAUT
360 IF L<15 THEN L=12 ELSE L=L-3
370 RETURN
380 REM DEPLACEMENT MOBILE VERS LA GAUCHE
390 IF C<19 THEN C=21 ELSE C=C-2
400 RETURN
410 REM DEPLACEMENT MOBILE VERS LA DROITE
420 IF C>55 THEN C=58 ELSE C=C+3
430 RETURN
440 REM DEPLACEMENT CURSEUR VERS LE BAS
450 IF L>20 THEN L=23 ELSE L=L+3
460 RETURN
470 REM TIR
480 SOUND 850, 1
490 FOR I=L-1 TO 1 STEP -1
500 IF SCREEN (I, C+1, 1)=2 THEN Z=2: LOCATE I, C+1: COLOR 0, 0: PRINT " ": I=1: SC=SC+50
: LOCATE 1, 1: COLOR 6, 0: PRINT "SCORE: ", SC: GOTO 520
510 LOCATE I, C+1: PRINT "O": LOCATE I, C+1: PRINT " "
520 NEXT I
530 RETURN
540 REM *****AFFICHAGE ENNEMI*****
550 REM
560 COLOR 0, 0: LOCATE HL-1, HC: PRINT "
570 LOCATE HL, HC: COLOR 2, 0: PRINT "
580 LOCATE HL+1, HC: COLOR 2, 0: PRINT "
590 LOCATE HL+2, HC: COLOR 2, 0: PRINT "
600 LOCATE HL+3, HC: COLOR 2, 0: PRINT "
610 LOCATE HL+4, HC: COLOR 2, 0: PRINT "
620 LOCATE HL+5, HC: COLOR 2, 0: PRINT "
630 RETURN
640 REM *****ATTAK DE L'ENNEMI*****
650 FOR K=1 TO 3: FOR H=100 TO -600 STEP -20: SOUND 1200-ABS(H), 1: H=H-5: NEXT H
, K
660 RETURN
670 REM ATTAK HEBDO
680 IF AC>60 THEN AC=20 ELSE AC=AC+1
690 FOR AL=10 TO 23
700 IF SCREEN(AL, AC, 1)=4 THEN Z=2: LOCATE AL, AC: COLOR 0, 0: PRINT " ": AL=23: GOTO 73
0
710 IF SCREEN(AL, AC, 1)=7 THEN VIE=VIE-1: LOCATE AL, AC: COLOR 6, 0: PRINT "***": SOUND
200, 1: AL=23: GOTO 730
720 COLOR 2, 0: LOCATE AL, AC: PRINT "*": COLOR 0, 0: LOCATE AL, AC: PRINT " "
730 IF VIE=0 THEN CLS: PRINT "VOTRE SCORE: "; SC: END
740 NEXT AL

```

Commentaires:
 Vous vous déplacez avec les flèches
 F 10 pour tirer
 Le score s'affiche à la fin.

H E B D O

PC IBM et Compatibles

ESPACE ATTACK

Détruisez un maximum d'assailants en évitant leurs bombes.

Si votre score est inférieur à 0, ou si le total de vos explosions et du nombre d'envahisseurs qui atterrissent atteint 10, vous avez perdu. Un capital de 100 points au départ, mais les ennemis se multiplient au même rythme.

```

1 REM          ESPACE ATTACK
2 REM
3 REM          -C-1986 TILT / N'CHYGA J
10 REM *****
20 REM *          POUR IBM PC ET COMPATIBLE          *
30 REM *****
40 REM
50 REM
100 ON ERROR GOTO 800
110 GOSUB 1000
115 CLS
250 ON KEY(12) GOSUB 700
260 ON KEY(13) GOSUB 720
270 ON KEY(10) GOSUB 760
280 GOSUB 730
290 REM *****
295 REM *          PROGRAMME PRINCIPAL          *
300 REM *****
310 LOCATE 24,5:COLOR 7,1:PRINT "SCORE : ";S;
311 LOCATE 24,35:COLOR 7,4:PRINT "PASSER : ";PASSER;
312 LOCATE 24,62:COLOR 0,2:PRINT "TOUCHER : ";TOUCHE;
313 COLOR 13,0
330 KEY(10) ON:KEY(12) ON:KEY(13) ON
340 KEY(10) STOP:KEY(12) STOP:KEY(13) STOP
350 IF IN>INT(S/25) THEN 420
360 IN=INT(RND(1)*10)+1
370 Z=INT(RND(1)*14)+1:L=Z*5+1
380 LOCATE K(Z),L:PRINT QS::K(Z)=K(Z)+2
390 IF K(Z)=23 THEN K(Z)=1:S=S-25:PASSER=PASSER+1:PLAY S4$:IF PASSER>3 THEN GOSU
B 670
400 LOCATE K(Z),L:PRINT T$::M=K(Z)+1
410 GOTO 300
420 LOCATE M,L+1:PRINT QS::M=M+1
430 IF M<22 THEN 460
440 IN=1:IF SCREEN(M,L+1)<>32 THEN GOSUB 620
450 GOTO 300
460 LOCATE M,L+1:PRINT CHR$(248)::GOTO 300
480 IF SCREEN(T,X)=25 THEN IN=1:LOCATE T,X:PRINT P$::PLAY S3$:LOCATE T,X:PRINT "
":S=S+5:RETURN
500 VL=0:IF SCREEN(T,X-1)<>32 THEN VL=VL-1
510 IF SCREEN(T,X+1)<>32 THEN VL=VL+1
520 IF VL=0 THEN X=X-1:GOTO 550

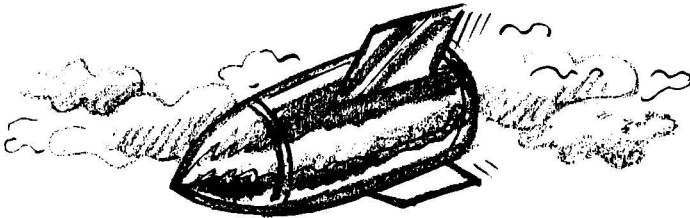
```

Commentaires :
F 10 pour tirer
Vous vous déplacez avec les flèches.

```

530 IF SCREEN(T,X+2)<>32 THEN VL=VL+1 ELSE VL=VL-1
540 IF VL=-2 THEN X=X-2
550 COLOR 6,0
560 LOCATE T,X:PRINT US::PLAY S1$
570 COLOR 13,0
580 LOCATE T,X:PRINT QS:
590 X=X-1:Z=INT(X/5):K(Z)=1:S=S+15
600 RETURN
620 COLOR 4,0
630 COLOR 14,0:LOCATE 22,W*3:PRINT VS::PLAY S2$
640 COLOR 13,0
650 LOCATE 22,W*3:PRINT S$:
660 TOUCHE=TOUCHE+1:S=S-30:IF TOUCHE>3 THEN GOSUB 670
661 RETURN
670 IF PASSER+TOUCHE>10 THEN 800
700 KEY(13) STOP:KEY(10) STOP:KEY(12) STOP:W=W-1:IF W=0 THEN W=1
710 GOTO 730
720 KEY(12) STOP:KEY(10) STOP:KEY(13) STOP:W=W+1:IF W=24 THEN W=23
730 COLOR 7,0:LOCATE 22,W*3:PRINT S$::COLOR 13,0
740 RETURN
760 KEY(12) STOP:KEY(13) STOP:KEY(10) STOP:X=W*3+5
770 FOR T=21 TO 1 STEP -1:IF SCREEN(T,X)<>32 THEN GOSUB 480:T=1:GOTO 790
780 LOCATE T,X:PRINT CHR$(254)::LOCATE T,X:PRINT " ";
790 NEXT T:S=S-5:RETURN
800 LOCATE 12,20:PRINT "FIN...Pressez une touche"
801 S$=INKEY$:IF S$="" THEN 801
802 RUN
997 REM *****
998 REM *           DECLARATIONS           *
999 REM *****
1000 KEY OFF:FOR I=1 TO 14:KEY(I) OFF:NEXT I
1001 S=100
1030 S1$="L4T25003F"
1040 S2$="L4T25002GB"
1050 S3$="L4T25001FA1"
1060 S4$="L4T25001EAD"
1140 FOR I= 1 TO 2
1141 CLS:COLOR 4,1:LOCATE 12,30: PRINT "ESPACE ATTAQUE"
1142 LOCATE 14,30: PRINT "TILT J CHAGNY"
1150 FOR K=1 TO 2:FOR H=100 TO -600 STEP -20:SOUND 1200-ABS(H),1:H=H-5:NEXT H,K
1151 NEXT I
1160 FOR I=1 TO 10:NEXT I:COLOR 13,0
1170 DIM K(14):FOR I=1 TO 14:K(I)=1:NEXT I
1190 QS=""
1195 R$=CHR$(176)+CHR$(176)+CHR$(176)
1200 S$=QS+CHR$(199)+CHR$(220)+CHR$(219)+CHR$(220)+CHR$(182)+QS
1210 T$=CHR$(195)+CHR$(254)+CHR$(180)
1220 U$=CHR$(62)+CHR$(42)+CHR$(60):P$=CHR$(176)
1230 V$=R$+CHR$(177)+CHR$(177)+CHR$(178)+CHR$(177)+CHR$(177)+R$:G$=""
1240 W=10
1300 RETURN

```



OTILTO

Dans cette variante d'Othello,
vous jouez contre la machine pour remplir un damier de
soixante-quatre cases. Pour gagner des pions
adverses, encerclez-les en vous déplaçant avec les flèches.

```
1 REM *****
2 REM *                               OTILTO                               *
3 REM *                               -C- TILT N'CHYGA J                       *
4 REM *                               pour IBM PC et compatibles             *
5 REM *                               *                                     *
6 REM *****
7 ON ERROR GOTO 252
8 REM *****
9 REM *                               INITIALISATION                             *
10 REM *****
11 GOSUB 259
12 LI=5:CO=25
13 RESTORE
14 FOR I=0 TO 99
15 READ G(I)
16 H(I)=G(I)
17 NEXT I
18 FOR I=9 TO 12
19 A=11*(I\12)
20 G(91+I)=I-A
21 G(95+I)=A-I
22 NEXT I
23 GOSUB 169
24 GOSUB 142
25 REM *****
26 REM *                               JEU PC                                   *
27 REM *****
28 LOCATE 7,5:PRINT "Je réfléchis";
29 B=0
30 C=0
31 FOR D=E TO F
32 IF G(D)=0 THEN D=D+2
33 IF G(D)>0 THEN 46
34 L=0
35 FOR M=100 TO 107
36 A=D
37 N=0
38 A=A+G(M)
39 IF G(A)<1 THEN 42
40 IF G(A)=1 THEN N=N-G(D): GOTO 38
41 L=L+N
42 NEXT M
43 IF L=0 GOTO 46
44 IF L>B THEN B=L: G(108)=D: C=1
45 IF L=B THEN G(108+C)=D: C=C+1
46 NEXT D
47 IF B>0 THEN 59
48 REM *****
49 REM *                               COUP IMPOSSIBLE PC                       *
50 REM *****
51 LOCATE 7,5
52 PRINT "Ne peux jouer"
```

Commentaire :
On peut tricher grâce à la touche (f1),
qui renverse la situation. N'en abusez pas...

```

53 FOR WI=1 TO 20: SOUND 300,1: NEXT WI
54 VS=1
55 GOTO 78
56 REM *****
57 REM *                PIONS GAGNES PAR PC                *
58 REM *****
59 I=G(107+INT(C*RND(1)+1))
60 LI=I\10
61 CO=I-LI*10
62 G(I)=2
63 GOSUB 126
64 A=I
65 VQ=0
66 FOR M=100 TO 107
67 N=0
68 I=A
69 I=I+G(M)
70 IF G(I)<1 THEN 76
71 IF G(I)=2 THEN 74
72 N=N+1
73 GOTO 69
74 I=A
75 IF N>0 THEN VZ=VZ: FOR L=1 TO N: I=I+G(M): G(I)=2: GOSUB 126: NEXT L
76 NEXT M
77 GOSUB 142
78 GOSUB 200
79 REM *****
80 REM *                BRANCHEMENT CHOIX UTILISATEUR        *
81 REM *****
82 IF (T<11) OR (T>88) OR (G(T)>0) GOTO 113
83 REM *****
84 REM *                PIONS GAGNES UTILISATEURS            *
85 REM *****
86 VS=0
87 L=0
88 FOR M=100 TO 107
89 A=T
90 N=0
91 A=A+G(M)
92 IF G(A)<1 THEN 103
93 IF G(A)=2 THEN N=N+1: GOTO 91
94 I=T
95 IF N=0 THEN 103
96 IF G(I)<0 THEN G(I)=1: GOSUB 126
97 FOR VP=1 TO N
98 I=I+G(M)
99 G(I)=1
100 L=L+1
101 GOSUB 126
102 NEXT VP
103 NEXT M
104 IF L=0 THEN 113
105 U=T-11
106 IF U<E THEN E=U
107 IF G(E)=0 THEN E=E+1: GOTO 107
108 U=T+11
109 IF U>F THEN F=U
110 IF G(F)=0 THEN F=F-1: GOTO 110
111 GOSUB 142
112 GOTO 28
113 LOCATE 7,5
114 REM *****
115 REM *                COUP IMPOSSIBLE UTILISATEUR          *
116 REM *****
117 PRINT "Impossible !"

```

```

118 FOR WI=1 TO 20: SOUND 500,1: NEXT WI
119 GOSUB 155
120 GOTO 78
121 VQ=1
122 GOTO 28
123 REM *****
124 REM *                AFFICHAGE DES PIONS                *
125 REM *****
126 IF I<11 OR I>88 THEN 138
127 S=I\10
128 B=7*(I-S*10)-2
129 S=3*S-1
130 IF G(I)=2 THEN PION$=CHR$(3)+CHR$(3): LO=4: LF=7: GOTO 132 ELSE PION$=CHR$(6)+C
HR$(6): LO=0: LF=6
131 IF G(I)=1 THEN PION$=CHR$(6)+CHR$(6): LO=0: LF=6 ELSE GOTO 138

132 PION$=PION$+PION$
133 COLOR LO,LF
134 LOCATE S,B+20
135 PRINT PION$;
136 LOCATE S+1,B+20
137 PRINT PION$;
138 RETURN
139 REM *****
140 REM *                AFFICHAGE DES SCORES                *
141 REM *****
142 UT=0
143 PC=0
144 FOR I=11 TO 88: IF G(I)=1 THEN UT=UT+1
145 IF G(I)=2 THEN PC=PC+1
146 NEXT I
147 LOCATE 4,5: COLOR 4,7
148 PRINT UT: LOCATE 4,16: COLOR 7,0: PRINT PC
149 RETURN
150 REM *****
151 REM *                TEST FIN DE PARTIE                *
152 REM *****
153 IF PC=0 THEN LOCATE 7,5: PRINT "Vous gagnez !": GOTO 252
154 IF UT=0 THEN LOCATE 7,5: PRINT "J'ai gagne !": GOTO 252
155 IF (UT+PC=64) AND UT=PC THEN LOCATE 7,5: PRINT "MATCH NUL !": GOTO 252
156 IF (UT+PC=64) AND UT>PC THEN LOCATE 7,5: PRINT "Vous gagnez !": GOTO 252
157 IF (UT+PC=64) AND UT<PC THEN LOCATE 7,5: PRINT "J'ai gagne !": GOTO 252
158 RETURN
159 REM *****
160 REM *                INVERSION DE LA PARTIE                *
161 REM *****
162 FOR I=11 TO 88
163 IF G(I)=1 THEN G(I)=2: GOSUB 126: GOTO 165
164 IF G(I)=2 THEN G(I)=1: GOSUB 126
165 NEXT I
166 GOSUB 142
167 GOSUB 155
168 GOTO 78
169 REM *****
170 REM *                MASQUES DU JEU                *
171 REM *****
172 CLS
173 LOCATE 1,23
174 COLOR 0,2
175 PRINT "
176 FOR A=1 TO 23
177 LOCATE A+1,23
178 IF (A\3)*3=A THEN PRINT " | " ELSE PRINT " | ";
179 NEXT A
180 LOCATE 25,23

```

```

181 PRINT "
182 COLOR 7, 0
183 FOR I=11 TO 88
184 GOSUB 126
185 NEXT I
186 COLOR 7, 1
187 LOCATE 17, 2: PRINT "┌"+STRING$(18, CHR$(205))+"┐"
188 LOCATE 18, 2: PRINT "│ "+"[f1] = Inversion"+"│"
189 LOCATE 19, 2: PRINT "│ "+"[f2] = Passer "+"│"
190 LOCATE 20, 2: PRINT "│ "+"[f5] = Abandon "+"│"
191 LOCATE 21, 2: PRINT "│ "+"[f10] = Valider "+"│"
192 LOCATE 22, 2: PRINT "│ "+"[f1@ches] = █ "+"│"
193 LOCATE 23, 2: PRINT "└"+STRING$(18, CHR$(205))+"┘"
194 COLOR 0, 6: LOCATE 1, 2: PRINT "┌"+STRING$(18, CHR$(205))+"┐"
195 LOCATE 2, 2: PRINT "│ "+" POINTS "+"│"
196 LOCATE 3, 2: PRINT "│ "+" Vous Moi "+"│"
197 LOCATE 4, 2: PRINT "│ "+" "+"│"
198 LOCATE 5, 2: PRINT "└"+STRING$(18, CHR$(205))+"┘"
199 RETURN
200 REM *****
201 REM * CHOIX UTILISATEUR *
202 REM *****
203 LOCATE 7, 4
204 PRINT STRING$(14, " ");
205 LOCATE (3*LI)-1, (7*CO)+19, 1
206 KEY OFF: FOR I=4 TO 14: KEY(I) OFF: NEXT I
207 ON KEY(11) GOSUB 219: ON KEY(12) GOSUB 222: ON KEY(13) GOSUB 225: ON KEY(14) GO
SUB 228: ON KEY(1) GOSUB 242: ON KEY(2) GOSUB 245: ON KEY(10) GOSUB 248
208 ON KEY(5) GOSUB 252
209 VA$=" "
210 KEY(11) ON: KEY(12) ON: KEY(13) ON: KEY(14) ON: KEY(1) ON: KEY(2) ON: KEY(5) ON: K
EY(10) ON
211 KEY(11) STOP: KEY(12) STOP: KEY(13) STOP: KEY(14) STOP: KEY(1) STOP: KEY(2) STOP
: KEY(5) STOP: KEY(10) STOP
212 IF VA$="VALIDATION" THEN 231
213 IF VA$="REVERSION" THEN 159
214 IF VA$="PASSE" THEN 28
215 GOTO 209
216 REM *****
217 REM * GESTION DU CURSEUR *
218 REM *****
219 IF LI=1 THEN LI=8 ELSE LI=LI-1
220 LOCATE (3*LI)-1, (7*CO)+19, 1
221 RETURN
222 IF CO=1 THEN CO=8 ELSE CO=CO-1
223 LOCATE (3*LI)-1, (7*CO)+19, 1
224 RETURN
225 IF CO=8 THEN CO=1 ELSE CO=CO+1
226 LOCATE (3*LI)-1, (7*CO)+19, 1
227 RETURN
228 IF LI=8 THEN LI=1 ELSE LI=LI+1
229 LOCATE (3*LI)-1, (7*CO)+19, 1
230 RETURN
231 REM *****
232 REM * INITIALISATION CHOIX UTILISATEUR *
233 REM *****
234 T=INT(10*LI+CO)
235 LOCATE 8, 4
236 PRINT STRING$(14, " ");
237 LOCATE 7, 4
238 PRINT STRING$(19, " ");
239 RETURN
240 REM *****
241 REM * GESTION DES CHOIX SPECIAUX UTILISATEUR *
242 REM *****

```

```

243 VA$=" REVERSION"
244 RETURN
245 '
246 VA$=" PASSE"
247 RETURN
248 '
249 VA$=" VALIDATION"
250 RETURN
251 REM *****
252 REM *                               FIN DE PARTIE *
253 REM *****
254 LOCATE 8,5:PRINT "FIN"
255 LOCATE 9,5:PRINT "PRESSEZ [TOUCHE]"
256 QQ$=INKEY$: IF QQ$="" THEN 256
257 RUN
258 REM *****
259 REM *                               DECLARATIONS *
260 REM *****
261 KEY OFF
262 DIM G(200),H(100)
263 CLS
264 E=33
265 F=66
266 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
267 DATA 0, 1, -1, -15, -15, -15, -15, -1, 2, 0
268 DATA 0, -1, -1, -5, -5, -5, -5, -1, -1, 0
269 DATA 0, -15, -5, -12, -10, -10, -12, -5, -15, 0
270 DATA 0, -15, -5, -10, 2, 1, -10, -5, -15, 0
271 DATA 0, -15, -5, -10, 1, 2, -10, -5, -15, 0
272 DATA 0, -15, -5, -12, -10, -10, -12, -5, -15, 0
273 DATA 0, -1, -1, -5, -5, -5, -5, -1, -1, 0
274 DATA 0, 2, -1, -15, -15, -15, -15, -1, 1, 0
275 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
276 RETURN

```

QL

LE CHATEAU MAUDIT

Un jeu d'aventures textuel rigolo où il faut s'emparer
de microfilms et sortir du château.

Pas si facile, il y a des pièges partout ! Les dialogues se font
sous la forme « VERBE À L'INFINITIF/COMPLÉMENT. »

```

1 REMark *****
2 REMark Le chateau-maudit
3 REMark par J.M. PARMENTIER
4 REMark *****
100 DEFine PROCedure bounce
110 WINDOW #1,512,256,0,0
120 PAPER 0
130 INK 7
140 CLS
150 CLS #0
160 A$="Le chateau maudit"
170 JUGGLE = 4
180 CSIZE 3,1
190 FOR i=1 TO LEN(A$)
200 Z$=A$(i)

```

```

210 IF Z$=" " THEN NEXT i
220 INK 7
230 FOR A=0 TO 45 + RND(-JUGGLE TO
JUGGLE) STEP 2
240 BEEP 200,30-A
250 CURSOR 16*i+50,A
260 PRINT Z$
270 NEXT A
280 FOR T=11 TO 1 STEP -2
290 FOR y=1 TO STEP 2
300 CURSOR 16*i+50,A-y: PRINT Z$
310 PAUSE T/15 : NEXT y
320 FOR y=T TO 1 STEP -2
330 CURSOR 16*i+50,A-y:PRINT Z$
340 PAUSE T/15:NEXT y

```

```

350 BEEP 400,T
360 END FOR T
370 END FOR i
380 CSIZE 0,0
390 CURSOR 150,100:PRINT
   "par J.M. PARMENTIER"
400 PAUSE 10
410 END DEFine bounce
420 bounce:PAUSE
430 PAPER 1:CLS
440 initialisation
450 saisie
460 GO TO 450
470 DEFine PROCedure initialisation
480 inv=0

490 RESTORE
500 WINDOW #1,450,255,0,0:INK 7 :PAPER 0
510 DIM N(28),s(28),e(28),o(28)
520 DIM objet$(30,25)
530 DIM article$(30,3),ob(30)
540 FOR i=1 TO 28
550 READ N(i),s(i),e(i),o(i)
560 NEXT i
570 FOR i=1 TO 30
580 READ article$(i),objet$(i)
590 NEXT i
600 FOR i=1 TO 30
610 READ ob(i)
620 NEXT i
630 y=14

640 CLS:PRINT:PRINT
650 PRINT "Bonjour, agent QL.22. Votre mission est de retrouver un
   precieux microfilm que l'infame VAXON nous a volé."
660 PRINT "Nous savons qu'il est caché dans le chateau de WEINDERBERG.
   Vous vous y rendrez donc et ne revenez que votre mission accomplie
   "
670 PRINT:PRINT
   "...BONNE CHANCE..."
680 PRINT:PRINT
   "                               signe:008"
690 DATA 0,0,102,0,0,7,3,101,0,8,4,2,0,9,5,3,0,10,6,4,0,0,0,5,2,11,0,0
700 DATA 3,0,9,0,0,13,0,8,5,14,0,0,7,15,12,0,0,16,0,11,9,17,14,0,10,0,0,13
710 DATA 11,0,16,0,12,20,17,15,13,0,18,16,0,22,0,17,0,24,0,0,16,25,21,0
720 DATA 0,0,0,20,18,27,0,0,0,0,24,0,19,0,25,23,20,0,26,24,0,0,27,25,22,0,
   128,26,0,0,0,127
730 DATA "un", "parchemin", "une", "fiole", "une", "boite", "un", "bouton", "un",
   "couteau", "un", "tournevis", "une", "armure", "un", "coffre-bleu", "un",
   "coffre-rouge"
740 DATA "un", "coffre-vert", "un", "collier", "une", "statuette", "une",
   "tablette", "un", "livre", "une", "armoire", "une", "table"
750 DATA "une", "chaise", "une", "cassette", "un", "magnétophone", "une",
   "torche", "un", "briquet", "une", "arquebuse", "un", "microfilm", "un", "ecrin",
   "un", "pedestal"
760 DATA "du", "sable", "un", "sac", "une", "chaussure", "une", "cheminee", "un", "
   lit"
770 DATA 8,20,0,0,27,19,7,4,4,4,23,2,6,21,13,10,10,0,21,24,8,22,0,1,1
780 DATA 0,9,0,16,15
790 re=0
800 INPUT "que faites-vous ?",ww$
810 IF ww$<>"entrer" THEN PRINT "impossible":GO TO 800
820 CLS
830 PRINT "vous etes dans l'entree. ( N O )"
840 END DEFine initialisation
850 DEFine PROCedure saisie
860 INPUT "que faites-vous ?",action$
870 IF LEN(action$)=1 AND action$<>"i" THEN deplacement
880 IF action$="i"
890 PRINT "vous avez:"
900 FOR i=1 TO 30
910 IF ob(i)-50 THEN PRINT article$(i) ! objet$(i)
920 NEXT i
930 END IF
940 IF LEN(action$)<>1 then action
950 END DEFine saisie
960 DEF PROCedure deplacement
970 CLS
980 IF action$="n" AND N(y)>0 AND N(y)<29 THEN y=N(y)
990 IF action$="s" AND s(y)>0 AND s(y)<29 THEN y=s(y)
1000 IF action$="e" AND e(y)>0 AND e(y)<29 THEN y=e(y)
1010 IF action$="o" AND o(y)>0 AND o(y)<29 THEN y=o(y)
1020 SLEct on y

```

```

1030 ON y-1
1040 PRINT "Vous etes dans un donjon du chateau"
1050 ON y-2
1060 PRINT "Vous etes dans une antichambre"
1070 ON y-3
1080 PRINT "Vous etes dans une grande salle"
1090 ON y-4
1100 PRINT "Vous etes dans une crypte peinte en rouge"
1110 ON y-5
1120 PRINT "Vous etes dans un couloir. ( S E )"
1130 ON y-6
1140 PRINT "Vous etes dans une tour. ( O )"
1150 ON y-7
1160 PRINT "Vous etes dans un corridor. ( N S )"
1170 ON y-8
1180 PRINT "Vous etes dans une petite salle de garde. ( N E )"
1190 ON y-9
1200 PRINT "Vous etes dans une chambre. ( O S )"
1210 ON y-10
1220 PRINT "Vous etes dans une salle a manger. ( N S )"
1230 ON y=11
1240 PRINT "vous etes dans un long couloir. ( N S E )"
1250 ON y-12
1260 PRINT "vous etes dans une cuisine. ( O S )"
1270 ON y=13
1280 PRINT "vous etes dans la dependance d'une cuisine. ( N S E )"
1290 ON y=14
1300 PRINT "vous etes dans l'entree. ( N O )"
1310 ON y=15
1320 PRINT "vous etes dans la salle de reception. ( N E )"
1330 ON y=16
1340 PRINT "vous etes dans un grand corridor. ( N S E O )"
1350 ON y=17
1360 PRINT "vous etes dans une chambre bleue. ( N E O )"
1370 ON y=18
1380 PRINT "vous etes dans une chambre rouge. ( S O )"
1390 ON y=19
1400 PRINT "vous etes dans une petite antichambre. ( S )"
1410 ON y=20
1420 PRINT "vous etes dans un tunnel etroit. ( N E S )"
1430 ON y=21
1440 PRINT "vous etes dans un cul de sac. ( O )"
1450 ON y=22
1460 PRINT "vous etes dans une alcove. ( N S )"
1470 ON y=23
1480 PRINT "vous etes dans un donjon. ( E )"
1490 ON y=24
1500 PRINT "vous etes a un embranchement. ( N O E )"
1510 ON y=25
1520 PRINT "vous etes dans une salle de garde. ( N O E )"
1530 ON y=26
1540 PRINT "vous etes dans un petit couloir. ( E O )"
1550 ON y=27
1560 PRINT "vous etes dans une etrange piece rouge, ( N O )"
1570 ON y=28
1580 PRINT "vous sentez l'air frais vous fouetter le visage...la sortie!!!
"
1590 IF ob(23) 50 THEN PRINT "mais vous n'avez pas lke microfilm...
minable...": ELSE PRINT "BRAVO"
1600 STOP
1610 END SElect
1620 PRINT "vous voyez :"
1630 FOR i=1 TO 30
1640 IF ob(i)-y THEN PRINT article$(i) ! objet$(i)
1650 NEXT i
1660 END DEFINE deplacement

```

```

1670 DEFine PROCEDURE action
1680 FOR i=2 TO LEN(action$)-1
1690 IF action$(i)="-"
1700 v$=action$(1 TO i-1)
1710 o$=action$(i+1 TO LEN(action$))
1720 i=LEN(action$)-1
1730 END IF
1740 NEXT i
1750 x=0
1760 FOR i=1 TO 30
1770 IF o$=objet$(i) THEN x=i
1780 NEXT i
1790 IF x=0 THEN PRINT "impossible" :GO TO 860
1800 IF v$="prendre"
1810 IF x=8 OR x=9 OR x=10 OR x=12 OR x=15 OR x=16 OR x=17 OR x=25 OR x=29
OR x=30 THEN PRINT "impossible":GO TO 860
1820 IF ob(x)>50 THEN PRINT "vous l'avez deja !":GO TO 860
1830 IF ob(x)<>y THEN PRINT "je n'en vois pas !":GO TO 860
1840 IF (x=23 OR x=24) AND ob(26) =1 THEN PRINT "boooOOOOM, le piedestal
etait piege...BYE-BYE":STOP
1850 IF x=26 AND ob(27)<>50 THEN PRINT "vous n'avez pas de recipient !":GO
TO 840
1860 IF inv<7 THEN ob(x)=50:PRINT "ok":inv=inv+1
1870 IF inv>6 THEN PRINT "vous etes trop charge !":GO TO 860
1880 END IF
1890 IF v$="poser"
1900 IF ob(x)<>50 THEN PRINT "vous ne l'avez pas !":GO TO 860
1910 IF x=26 THEN ob(27)=y
1920 ob(x)=y :PRINT "ok":inv=inv-1
1930 END IF
1940 IF v$="regarder"
1950 IF ob(x)<>y AND ob(x)<>50 THEN PRINT "je n'en vois pas !":GO TO 860
1960 IF x=7 THEN PRINT "vous voyez une boite dans l'armure...":ob(3)=y:GO
TO 860
1970 IF x=3 THEN PRINT "il y a un bouton dessus...":GO TO 860
1980 IF x=16 THEN PRINT "il y a tas de sable sur la table...":ob(26)=y:GO
TO 860
1990 IF x=29 THEN PRINT "il y a une chaussure dans la cheminee...":ob(28)=
y:GO TO 860
2000 IF x=13 THEN PRINT "il y a ecrit : 'ne prenez ni le ciel, ni la terre'
":GO TO 860
2010 IF x=12 THEN PRINT "c'est un buste de cerbere...":GO TO 860
2020 IF x=1 THEN PRINT "il y a écrit : 'celui qui tourne trouvera'":GO TO
860
2030 IF x=25 THEN PRINT "il est richement sculpte":GO TO 860
2040 IF x=30 THEN PRINT "il est defait depuis peu...":GO TO 860
2050 IF x=28 THEN PRINT "il y a une cassette dedans...":ob(18)=y:GO TO 860
2060 PRINT "il n'y a rien d'autre a dire..."
2070 END IF
2080 IF v$="ouvrir"
2090 IF ob(x)<>y AND ob(x)<>50 THEN PRINT "je n'en vois pas !":GO TO 860
2100 IF x=3 THEN PRINT "elle saute a peine ouverte...BYE-BYE":STOP
2110 IF x=8 THEN PRINT "boooOOOOOOOM...BYE-BYE":STOP
2120 IF x=9 THEN PRINT "il y a une inscription a l'interieur: LA PREMIERE
DIAGONALE EST LA MEILLEURE MAIS LA PLUS DANGEREUSE":GO TO 860
2130 IF x=15 THEN PRINT "elle est vide...":GO TO 860
2140 IF x=10 THEN PRINT "un serpent sort du coffre et vous mord...BYE-BYE"
: STOP
2150 IF x=24 THEN PRINT "il y a un MICROFILM a l'intérieur":ob(23)=y:GO TO
860
2160 IF x=14 THEN PRINT "un mauvais sort envoutait ce livre...BYE-BYE":
STOP
2170 PRINT "impossible"
2180 END IF
2190 IF v$="tourner"
2200 IF y< 2 OR x<12 THEN PRINT "impossible":GO TO 860

```



```

2210 PRINT "une porte apparait a l'ouest":o(y)=1:e(1)=2
2220 END IF
2230 IF v$="appuyer"
2240 IF x=4
2250 IF ob(3)> 50 AND ob(3)<>y THEN PRINT "impossible":GO TO 860
2260 IF y<27 OR re=0 THEN PRINT "c'est fait...":GO TO 860
2270 IF re=1 THEN PRINT "une porte s'ouvre a l'est...":e(27)=28
2280 END IF
2290 END IF
2300 IF v$="ecouter"
2310 IF (ob(18)=50 OR ob(18)=y) AND (ob(19)=50 OR ob(19)=y) THEN PRINT
"une voix dit:mefier vous du berceau...":GO TO 860
2320 PRINT "etrange comme question..."
2330 END IF
2340 IF v$="boire"
2350 IF (ob(2)=50 OR ob(2)=y) AND x=2 THEN PRINT "le liquide etait
empoisonne...BYE-BYE":GO TO 860
2360 PRINT "impossible"
2370 END IF
2380 IF v$="reparer"
2390 IF x=3 AND (ob(6)=y OR ob(6)=50) THEN PRINT "la boite est reparee..."
:re=1:GO TO 860
2400 PRINT "impossible"
2410 END IF
2420 GO TO 860

```

QL

MASTER MIND

Un jeu de réflexion classique qui vous invite à vous confronter à l'ordinateur. Puisque vous connaissez déjà les règles, sachez seulement que les formes proposées ici sont le rond, le carré, le triangle, la croix et le losange. Le premier paramètre affiché par la machine représente le nombre de formes bien placées, le second le nombre de formes mal placées. A tour de rôle, vous serez codeur ou décodeur.

```

1 REMark *****
2 REMark Le master mind
3 REMark par J.M. PARMENTIER
4 REMark *****
100 DIM score (2)
110 a$="":FOR i=1 TO 4:a$=a$ & RND (1 TO 5)
120 WINDOW 511,255,0,0:CLS
130 WINDOW 200,255,20,0:CLS:BORDER 3,7,0
140 WINDOW #2,100,255,220,0:CLS #2:BORDER #2,3,0
150 WINDOW #0,150,255,320,0:CLS #0:BORDER #0,3,7,0
160 CLS:CLS #2:FOR i=0 TO 100 STEP 9
170 LINE 0,i TO 200,i:LINE #2,0,i TO 100,i
180 NEXT i
190 FOR i=0 TO 100 STEP 14
200 LINE i,0 TO i,100:
210 NEXT i
220 LINE #2,13,0 TO 13,100

```

```

230 AT #0,5,0:PRINT #0,"Mon score :":PRINT #0,score(0)
240 AT #0,9,0:PRINT #0,"Votre score :":PRINT #0,score(1):coup=0
250 REPEAT boucle
260 r$=""
270 FOR i=0 TO 3
280 q$=INKEY$:IF q$="" THEN GO TO 280
290 IF q$="c" THEN carre i,coup:r$=r$ & 1
300 IF q$="r" THEN rond i,coup:r$=r$ & 2
310 IF q$="+" THEN croix i,coup:r$=r$ & 3
320 IF q$="l" THEN losange i,coup:r$=r$ & 4
330 IF q$="t" THEN triangle i,coup:r$=r$ & 5
340 IF q$ INSTR "cr+lt"=0 THEN GO TO 280
350 NEXT i
360 we=test(a$,r$)
370 CURSOR #2,15,230-coup*22:PRINT #2,INT(we):CURSOR #2,60,230-coup*22:
PRINT #2,(we-INT(we))*10:IF we=4 OR coup=10 THEN EXIT boucle
380 coup=coup+1
390 END REPEAT boucle
400 score(1)=score(1)+10-coup
410 sc:PAUSE:CLS:CLS#2
420 FOR i=0 TO 100 STEP 9
430 LINE 0,i TO 200,i:LINE #2,0,i TO 100,i
440 NEXT i
450 FOR i=0 TO 100 STEP 14
460 LINE i,0 TO i,100:
470 NEXT i
480 LINE #2,13,0 TO 13,100
490 joue
500 score (0)=score(0)+10-p
510 GO TO 160
520 DEFine FUNction test(bon$,essai$)
530 LOCAL z,b$,e$:b$=bon$:e$=essai$
540 z=0
550 FOR i=1 TO 4:IF e$(i)=b$(i) THEN z=z+1:e$(i)=" ":b$(i)=" "
560 FOR i=1 TO 4
570 FOR j=1 TO 4:IF e$(i)=b$(j) AND b$(j) " " THEN z=z+1:b$(j)=" ":es$(i)=" "
580 NEXT j
590 RETURN z
600 END DEFine
610 DEFine PROCedure carre(c,k)
620 FILL 1
630 LINE c*14+4,k*9+3 TO c*14+4,k*9+7 TO c*14+8,k*9+7 TO c*14+8,k*9+3
640 FILL 0
650 END DEFine
660 DEFine PROCedure triangle(c,k)
670 FILL 1
680 LINE c*14+4,k*9+3 TO c*14+6,k*9+7 TO c*14+8,k*9+3
690 FILL 0
700 END DEFine
710 DEFine PROCedure rond(c,k)
720 FILL 1:CIRCLE c*14+6,k*9+5,2
730 FILL 0
740 END DEFine
750 DEFine PROCedure losange(c,k)
760 FILL 1
770 LINE c*14+4,k*9+5 TO c*14+6,k*9+7 TO c*14+8,k*9+5 TO c*14+6,k*9+3 TO
c*14+4,k*9+5
780 FILL 0
790 END DEFine

```

```

800 DEFine PROCEDURE croix(c,k)
810 LINE c*14+4,k*9+5 TO c*14+8,k*9+5
820 LINE c*14+6,k*9+3 TO c*14+6,k*9+7
830 END DEFine
840 DEFine PROCEDURE joue
850 p=0:DIM esd$(10,4),repo(10)
860 FOR ii=1 TO 5
870 FOR jj=1 TO 5
880 FOR kk=1 TO 5
890 FOR ll=1 TO 5
900 a$=ii & jj & kk & ll:flag=0
910 IF p=0 THEN GO TO 950
920 FOR m=1 TO p
930 IF ABS(test(a$,esd$(m))-repo(m))>5E-4 THEN flag=1:m=p
940 NEXT m
950 IF flag<>1 THEN aff:IF rr=4 THEN GO TO 970
960 NEXT ll:NEXT kk:NEXT jj:NEXT ii
970 END DEFine
980 DEFine PROCEDURE sc
990 AT #0,6,0:PRINT #0,score(0)
1000 AT #0,10,0:PRINT #0,score(1)
1010 END DEFine
1020 DEFine PROCEDURE aff
1030 FOR u=1 TO 4
1040 IF a$(u)=1 THEN carre u-1,p
1050 IF a$(u)=2 THEN rond u-1,p
1060 IF a$(u)=3 THEN croix u-1,p
1070 IF a$(u)=4 THEN losange u-1,p
1080 IF a$(u)=5 THEN triangle u-1,p
1090 NEXT u:p=p+1
1100 CURSOR #2,15,230-(p-1)*22:INPUT #2,rr:CURSOR #2,60,230-(p-1)*22:INPUT
#2,qq
1110 repo(p)=rr+qq/10:esd$(p)=a$
1120 END DEFine

```

QL

LE COMPTE EST BON

Pour tous les matheux ou ceux qui ont besoin de progresser
en calcul mental, voilà un exercice
utile, mais non moins amusant, à tester en famille...

```

100 REMark *****
101 REMark le compte est bon
102 REMark par J.M. PARMENTIER
103 REMark *****
104 ms=0:vs=0
105 DIM a(100)
106 WINDOW 511,255,0,0:PAPER 0:INK 7:CLS
107 CSIZE 3,1:AT 5,5:PRINT "LE COMPTE EST BON"
108 CSIZE 1,0:AT 20,20:INPUT "Votre Niveau (3 a 0) :";niv
109 IF niv 0 OR niv 3 THEN GO TO 180
200 CLS:WINDOW #0,511,35,0,0:BORDER #0,2,7,0:INK #0,7:PAPER #0,3:CLS #0
210 CSIZE #0,1,0:PRINT #0," MON SCORE VOTRE
SCORE"

```

```

220 score
230 OPEN_NEW #3,scr_22x22a200x100:OPEN_NEW #4,scr_22x22a222x100:OPEN_NEW #5,
scr_22x22a244x100:CLS #3:CLS #4:CLS #5:INK #3,7:INK #4,7:INK #5,7:CSIZE
#3,2,1:CSIZE #4,2,1:CSIZE #5,2,1
240 BORDER #3,1,7:BORDER #4,1,7:BORDER #5,1,7
250 WINDOW #2,511,30,0,200:INK #2,0:PAPER #2,7:BORDER #2,1,7,0
260 CLS #2
270 FOR i=1 TO 8:LINE #2,i*170,0 TO i*170,600
280 tire
290 CSIZE #2,2,1:FOR i=1 TO 8:AT #2,0,i*5-3:PRINT #2,a(i):PAUSE 50
300 trouve a
310 chiffre$=s+RND(-niv TO niv):r-chiffre$
320 PRINT #3,chiffre$(1)
330 PRINT #4,chiffre$(2)
390 PRINT #5,chiffre$(3)
400 PAUSE 1700
410 AT 5,10:INPUT "votre resultat :";es
420 AT 6,10:PRINT "mon resultat :";s
430 IF ABS(es-r)\=ABS(s-r) THEN PRINT "
PAUSE 100:expl a,es:GO TO 200
Bravo, expliquez vous...":
440 PRINT " Je gagne car..."
450 PAUSE 100
460 CLS:AT 5,5:PRINT s;" = ";w$:PAUSE
470 IF s-r=0 THEN ms=ms+6:ELSE ms=ms+4
480 GO TO 200
490 DEFine PROCEDURE trouve (a)
500 s=0
510 w$=""
520 FOR i=1 TO 8
530 w=RND(1 TO 4)
540 SElect ON w
550 ON w=1
560 s=s+a(i):w$=w$ & "+" & a(i)
570 ON w=2
580 s=s*a(i):w$=w$ & "*" & a(i)
590 ON w=3
600 IF s>a(i) THEN s=s-a(i):w$=w$ & "-" & a(i):ELSE GO TO 530
610 ON w=4
620 IF s/a(i)=INT(s/a(i)) THEN s=s/a(i):w$=w$ & "/" & a(i):ELSE GO
TO 530
630 END SElect
640 FOR j=1 TO i:IF s=a(j) THEN w$= " " & a(j)
650 NEXT i
660 IF s<103 OR s>997 THEN GO TO 500
670 IF w$(1)="*" OR w$(1)="/"
680 m="+" INSTR w$:n="-" INSTR w$
690 IF (m<n AND m<>0) OR n=0 THEN w$=w$(m TO)
700 IF (n<m AND n<>0) OR m=0 THEN w$=w$(n to)
710 END IF
720 w$=w$(2 TO)
730 END DEFine
740 DEFine PROCEDURE tire
750 q$="1112223334445556667778889999aaabcde"
760 FOR i=1 TO 8
770 r=RND(1 TO 34)
780 IF r<28
790 a(i)=q$(r)
800 ELSE
810 IF q$(r)="a" THEN a(i)=10
820 IF q$(r)="b" THEN a(i)=25
830 IF q$(r)="c" THEN a(i)=50
840 IF q$(r)="d" THEN a(i)=75

```

```

850 IF q$(r)="e" THEN a(i) =100
860 END IF
870 NEXT i
880 END IF
890 END DEFine
900 DEFine PROCedure score
910 AT #0,2,10:PRINT #0;FILLS$("O" ,4-LEN(ms)) & ms:AT #0,2,51:PRINT #0,FILLS
("O",4-LEN(vs)) & vs
920 END DEFine
930 DEFine PROCedure expl(a,es)
940 CLS:j=8:erreur=0
950 FOR i=1 TO 8:PRINT a(i);".....";NEXT i:PRINT:PRINT
960 REPEAT boucle
970 flag=0
980 PRINT " ";:INPUT d::PRINT " ";
990 FOR i=1 TO j
1000 IF d=a(i) THEN a(i)=0:flag=1:i=j
1010 NEXT i
1020 IF flag=0 THEN PRINT " ERREUR":erreur=1EXIT boucle
1030 INPUT E$:PRINT " ";
1040 flag=0
1050 INPUT f;
1060 FOR i=1 TO j
1070 IF f=a(i) THEN a(i)=0:flag=1:i=j
1080 NEXT i
1090 IF flag=0 THEN PRINT " ERREUR":erreur=1:EXIT boucle
1100 IF E$<>"+" AND E$<>"-" AND E$<>"*" AND E$<>"/" THEN PRINT " ER
REUR":erreur=1:EXIT boucle
1110 IF E$="+" THEN res=d+f:j=j+1:a(j)=res
1120 IF E$="*" THEN res=d*f:j=j+1:a(j)=res
1130 IF E$="/" AND d/f=INT(d/f) THEN res=d/f:j=j+1:a(j)=res:IF res<>INT(res)
THEN PRINT " ERREUR"erreur=1:EXIT boucle

```

QL

ARENE 2024

Ce jeu permet de s'initier à la programmation de manière ludique. Deux robots doivent s'affronter dans une arène. Mais avant tout, il vous faudra les créer grâce à un mini-langage de programmation avancé. Le menu, sous forme d'icônes, permet une utilisation aisée.

```

1 REMark *****
2 REMark Arene 2024
3 REMark par J.M. PARMENTIER
4 REMark *****
100 DIM prgm$(100,2,200)
110 CSIZE 1,0:CSIZE #0,1,0:CSIZE #2,1,0
120 WINDOW 512,255,0,0:PAPER 0:CLS:PAPER 7:INK 0
130 WINDOW #2,470,170,0,40
140 WINDOW 470,40,0,0:BORDER 2,0,7:BORDER #2,2,7:INK #2,7:PAPER #2,0:CLS
#2
150 CLS
160 WINDOW #0,470,40,0,210:INK #0,7:PAPER #0,0:BORDER #0,2,7,0
170 q=ask("Editer", "Charger", "Sauver", "Jouer", "Fin")
180 SElect ON q
190 ON q=1:prog
200 ON q=2:char

```

```

210     ON q-3:sauv
220     ON q-4:joue
230     ON q-5:fin
240 END SElect
250 GO TO 170
260 DEfINE PROCEDURE prog
270 CLS #2
280 INPUT #2,"Nom du robot a editer : ".nom$
290 IF nom$=prgm$(0,0) THEN robot=0
300 IF nom$=prgm$(0,1) THEN robot=1
310 IF nom$<>prgm$(0,0) AND nom$<>prgm$(0,1)
320     INPUT #2,"Robot no 1 ou 2 ? ",robot
330     IF robot<>1 AND robot<>2
340         THEN GO TO 320
340     robot=robot-1
350 prgm$(0,robot)=nom$
360 creer:END IF
370 CLS #2
380 w=ask("Liste","Modif","Créer","Fin"," ")
390 SElect ON w
400     ON w-1:liste
410     ON w-2:modif
420     ON w-3:creer
430     ON w-4 : GO TO 460
440     ON w-5 : GO TO 380
450 END SElect :GO TO 380
460 END DEfINE
470 DEfINE PROCEDURE liste
480 CLS #2
490 FOR i=1 TO 99
500 IF prgm$(i,robot)="" THEN i=99:GO TO 530
510 PRINT #2,i,prgm$(i,robot)
520 PAUSE
530 NEXT i

```

```

540 END DEfINE
550 DEfINE PROCEDURE modif
560 INPUT #2,"Ligne :",ligne
570 PRINT #2,prgm$(ligne,robot)
580 INPUT #2,a$:IF a$<>" "
590     THEN prgm$(ligne,robot)=a$
590 END DEfINE
600 DEfINE PROCEDURE creer
610 CLS #2
620 FOR i=1 TO 99
630 PRINT #2,i:INPUT #2,prgm$(i,robot)
640 IF prgm$(i,robot)="" THEN i=99
650 NEXT i
660 END DEfINE
670 DEfINE PROCEDURE char
680 CLS #2:INPUT #2,"Nom du fichier: ".nom$
690 OPEN_IN #3,"mdv1_" & nom$ & "_1"
700 OPEN_IN #4,"mdv1_" & nom$ & "_2"
710 FOR i=0 TO 99
720 INPUT #3,prgm$(i,0)
730 INPUT #4,prgm$(i,1)
740 NEXT i
750 END DEfINE
760 DEfINE PROCEDURE sauv
770 CLS #2:INPUT #2,"Nom du fichier: ".nom$
780 OPEN_NEW #3,"mdv1_" & nom$ & "_1"
790 OPEN_NEW #4,"mdv1_" & nom$ & "_2"
800 FOR i=0 TO 99
810 PRINT #3,prgm$(i,0)
820 PRINT #4,prgm$(i,1)
830 NEXT i
840 END DEfINE
850 DEfINE Function ask(a1$,a2$,a3$,a4$,a5$)
860 LOCAL x:LOCAL y

```

```

870 CLS
880 LINE 0,45 TO 1000,45:FOR i=1 TO 1000 STEP 200:LINE i,0 TO i,45
890 AT 2,2:PRINT a1$:AT 2,14:PRINT a2$:AT 2,27:PRINT a3$
900 AT 2,37:PRINT a4$:AT 2,49:PRINT a5$
910 x=0
920 AT 0,x:PRINT " "
930 y=x+(KEYROW(1)=16 AND x<56)-(KEYROW(1)=2 AND x>0)
940 IF KEYROW(1)=64 THEN
950 SElect ON y
960     ON y=0 TO 11
970     RETurn 1
980     ON y=12 TO 22
990     RETurn 2
1000    ON y=23 TO 33
1010    RETurn 3
1020    ON y=34 TO 44
1030    RETurn 4
1040    ON y=45 TO 56
1050    RETurn 5
1060 END SElect
1070 END IF
1080 IF y=x THEN GO TO 930
1090 AT 0,x:PRINT " ":x=y:GO TO 920
1100 END DEfINE
1110 DEfINE PROCEDURE joue
1120 WINDOW #2,250,147,80,50
1130 BORDER #2,3,7
1140 CLS #2:CLS:AT 0,0:PRINT prgm$(0,0):AT 0,40:PRINT prgm$(0,1)
1150 DIM x(2),y(2),dx(2),dy(2),ax(2),ay(2),co(2),p(2),table(28,13)
1160 FOR i=0 TO 1: x(i)=RND(0 TO 28):y(i)=RND(0 TO 13):ax(i)=x(i):ay(i)=
y(i):p(i)=999
1170 FOR i=0 TO 1:AT #2,y(i),x(i):PRINT #2,i+1
1180 co(1)=1:co(0)=1:r=1:dx(0)=1:dx(1)=1:dy(1)=0:dy(0)=0
1190 REpeat programme
1200 r=-r+1
1210 z$=prgm$(co(r),r)
1220 IF z$="av"
1230 IF (dx(r)=1 AND x(r)<28) OR (dx(r)=-1 AND x(r)>0) OR (dy(r)=1 AND

```

Commentaires :

Liste des mots compris :

av : fait avancer le robot dans la dernière direction suivie.

goto : suivi d'un numéro de ligne, y envoie le programme.

td : fait pivoter le robot à droite.

tg : fait pivoter le robot à gauche.

if mur : le programme exécute les lignes suivantes (jusqu'à « end if ») si le robot rencontre un mur.

if scan : comme « if mur », dans le cas où l'autre robot est à portée de tir du premier.

end if : fin d'une commande « if ».

sult : dirige le robot vers l'autre.

fuit : fait fuir le robot.

tire : fait perdre 30 unités d'énergie à l'autre robot si celui-ci est à moins de deux cases.

Chaque action use de l'énergie du robot.

```

y(r)<13) OR (dy(r)--1 AND y(r)>0) THEN x(r)-x(r)+dx(r):y(r)-y(r)+dy
(r):p(r)-p(r)-10
1240 GO TO 1650
1250 END IF
1260 IF z$(1 TO 4)="-goto"
1270 co(r)-z$(6 TO 8)
1280 GO TO 1700
1290 END IF
1300 IF z$="td"
1310 p(r)-p(r)-10
1320 IF dx(r)<0 THEN dy(r)-dx(r):dx(r):dx(r)=0:GO TO 1650
1330 IF dy(r)<0 THEN dx(r)--dy(r):dy(r)=0:GO TO 1650
1340 GO TO 1650
1350 END IF
1360 IF z$="if mur"
1370 IF dx(r)-1 AND x(r)-28 OR dx(r)--1 AND x(r)=0 OR dy(r)=1 AND y(r)-13
OR dy(r)--1 AND y(r)=0 THEN GO TO 1650
1380 FOR g=co(r) TO 99:IF prgm$(g,r)="-end if" THEN co(r)=g:GO TO 1650
1390 END IF
1400 IF z$="tg"
1410 p(r)-p(r)-10
1420 IF dx(r)<0 THEN dy(r)--dx(r):dx(r)=0:GO TO 1650
1430 IF dy(r)<0 THEN dx(r)-dy(r):dy(r)=0:GO TO 1650
1440 END IF
1450 IF z$="suit"
1460 p(r)-p(r)-20
1470 IF ABS(x(-r+1)-x(r)) ABS(y(-r+1)-y(r)) THEN dy(r)=sgn(y(-r+1)-y(r)) :
dx(r)=0:ELSE sgn(x(-r+1)-x(r)) :dy(r)=0
1480 GO TO 1650
1490 END IF
1500 IF z$="fuit"
1510 p(r)-p(r)-20
1520 IF ABS(x(-r+1)-x(r))>ABS(y(-r+1)-y(r)) THEN dx(r)--sgn(x(-r+1)-x(r))
:dy(r)=0:ELSE dy(r)--sgn(y(-r+1)-y(r)):dx(r)=0
1530 GO TO 1650
1540 END IF
1550 IF z$="if scan"
1560 p(r)-p(r)-2
1570 IF Sqrt((x(-r+1)-x(r))^2+(y(-r+1)-y(r))^2)>1 THEN FOR z=co(r) TO 99:IF
prgm$(z,r)="-end if" THEN co(r)=z:GO TO 1650
1580 GO TO 1650
1590 END IF
1600 IF z$="tire"
1610 p(r)-p(r)-20
1620 IF Sqrt((x(-r+1)-x(r))^2+(y(-r+1)-y(r))^2) <= 1 THEN p(-r+1)-p(-r+1)-
30
1630 GO TO 1650
1640 END IF
1650 co(r)-co(r)+1:FOR i=0 TO 1:AT #2,ay(i),ax(i):PRINT #2," "
1660 FOR i=0 TO 1:AT #2,y(i),x(i):PRINT #2,i+1:IF table(x(i),y(i))-1 THEN
table (x(i),y(i))-0:p(i)-p(i)-100
1670 FOR i=0 TO 1:ay(i)-y(i):ax(i)-x(i)
1680 FOR i=0 TO 1:AT 2,i*40:PRINT FILL$( "0",4-LEN(p(i))) & p(i):AT 2,i*40+
7:PRINT " " :AT 2,i*40+7:PRINT prgm$(co(i),i)
1690 IF p(r)<=0 OR P(-r+1)<=0 THEN EXIT programme
1700 END REPEAT programme
1710 PAUSE:GO TO 110
1720 DEFine FuNction sgn(p)
1730 IF p=0 THEN RETURN 0
1740 RETURN p/ABS(p)
1750 END DEFine

```

WORM

Faites déjeuner la petite chenille cybernétique
 tout en évitant les nombreux écueils.
 Les flèches de votre clavier permettent le déplacement.

```

100 REMark *****
110 REMark PAR J.M PARMENTIER
120 REMark *****
130 pres
140 flag=0:p=10:long=1:i=1:CSIZE #0,2,1:INK #0,7
150 CLS #0:PRINT #0,"          SCORE":score=0:sc
160 WINDOW 470,200,0,0:INK 7:PAPER 0:BORDER 5,7
170 CLS
180 DIM an(1000,2)
190 DIM tab(60,60)
200 FOR j=1 TO p
210 a=RND(1 TO 48) :b=RND(1 TO 20) :tab(a,b)=2:BLOCK 9,9,a*9,b*9,3
220 a=RND(1 TO 48) :b=RND(1 TO 20) :tab(a,b)=1:BLOCK 9,9,a*9,b*9,7:BLOCK 5,5
    ,a*9+2,b*9+2,0
230 NEXT j
240 joue
250 IF flag=1 THEN flag=0:p=p*2:CLS:GO TO 190
260 CLS:AT 10,10:PRINT "score ":score
270 PAUSE:PAUSE:PAUSE:RUN
280 DEFine PROCEDURE joue
290 SDATE 1986,7,1,0,0,0:i=long+1
300 dx=1:dy=0
310 BLOCK 9,9,an(i,1) ,an(i,2) ,7:IF KEYROW(1)<7 THEN GO TO 310
320 REPEAT boucle
330 IF KEYROW(1)=2 THEN dx=-1:dy=0
340 IF KEYROW(1)=16 THEN dx=1:dy=0
350 IF KEYROW(1)=4 THEN dx=0:dy=-1
360 IF KEYROW(1)=128 THEN dx=0:dy=1
370 i=i+1:IF i=1000 THEN i=long:FOR j=1000-long TO 999:an(j+long-999,1)=
    an(j,1):an(j+long-999,2)=an(j,2)
380 an(i,1)=an(i-1,1)+9*dx:an(i,2)=an(i-1,2)+9*dy
390 BLOCK 9,9,an(i-long,1),an(i-long,2),0
400 tab(an(i-long,1)/9,an(i-long,2)/9)=0
410 IF an(i,1)<0 OR an(i,2)<0 OR an(i,2)>180 OR an(i,1) >441 THEN BEEP
    10000,200:EXIT boucle
420 IF tab(an(i,1)/9,an(i,2)/9)=1 THEN BEEP 10000,200:EXIT boucle
430 IF tab(an(i,1)/9,an(i,2)/9)=2 THEN long=long+1:BEEP 100,20:score=score+
    10:sc
440 tab(an(i,1)/9,an(i,2)/9)=1
450 BLOCK 9,9,an(i,1),an(i,2),7
460 w$=DATES:IF w$(17)=1 THEN flag=1 :EXIT boucle
470 END REPEAT boucle
480 END DEFine
490 DEFine PROCEDURE sc
500 AT #0,1,16:PRINT #0,score
510 END DEFine
520 DEFine PROCEDURE pres
530 WINDOW 511,255,0,0
540 INK 7:PAPER 0
550 CLS
560 CSIZE 3,1:AT 5,5:PRINT "      ....WORM...."
570 CSIZE 0,0
580 AT 20,10 :PRINT "PRESSER UNE TOUCHE":PAUSE:CLS
590 END DEFine
    
```


QIX

L'écran de votre ordinateur est envahi de vecteurs
qui se déforment et se déplacent en tous sens.

Usez de ruse et prévoyez leurs mouvements car votre mission
est de les encercler sans les toucher...

Vous utiliserez pour réaliser les « lassos » les touches 5 6 7 8.

```

uix
1 REM écrit Par m.w.elias,et Peaufine Par erick cabenia
2 GO SUB 8000
5 LET k=5
6 LET ni=1
10 REM *****
11 REM      FOOL-LINE                               But du jeu                               Attein
dre le score de                               150 Points et ceci                               sans toucher la ligne
      folle.                                       Utiliser les                               cu

nseurs (5,6,7,8)
15 REM *****
16 REM touche 0 Pour rePartir
20 BORDER 0: PAPER 0: INK 6
30 CLS
35 INK 5: PLOT 10,150: DRAW 235,0: DRAW
   0,-140: DRAW -235,0: DRAW 0,140
40 REM *****
45 REM  initialisation des
46 REM  variables
50 REM *****
60 LET x=INT (RND*210)+20
61 LET y=INT (RND*130)+20
62 LET x1=INT (RND*210)+20
63 LET y1=INT (RND*130)+20
64 LET h=150
65 LET b=10

66 LET d=245
67 LET q=10
68 LET q=0
69 LET w=0
70 LET f=0
71 LET e=0
73 LET j=1
74 LET sc=0
75 LET t=0
80 PRINT AT 1,20: INK 2;"NIVEAU:";ni
100 REM *****
101 REM  Routine Principale
102 REM *****
105 INK 5
110 GO SUB 1000
120 GO SUB 3000
122 LET t=0

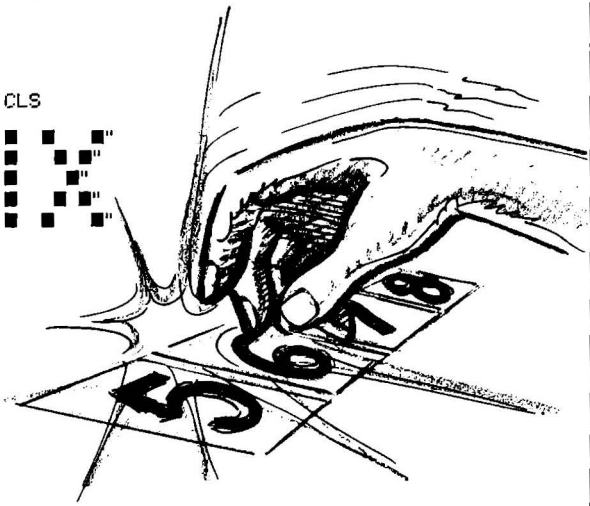
123 PRINT AT 1,5: INK 2; OVER 0;"SCORE:";sc;" "
124 IF sc>=150 THEN GO TO 5000: REM test record
199 PLOT x,y: DRAW x1-x,y1-y
200 GO TO 100
1000 REM *****
1005 REM  test clavier
1010 REM *****
1020 IF INKEY$="6" THEN LET h=h-2: LET sc=sc+1: GO SUB 2020
1030 IF INKEY$="7" THEN LET b=b+2: LET sc=sc+1: GO SUB 2030
1040 IF INKEY$="8" THEN LET q=q+2: LET sc=sc+1: GO SUB 2040
1050 IF INKEY$="5" THEN LET d=d-2: LET sc=sc+1: GO SUB 2050
1055 IF INKEY$="0" THEN GO TO 1
1090 RETURN
2000 REM *****
2005 REM  afficheage des limites
2006 REM  du terrain
2010 REM *****
2020 LET t=6: PLOT q,h: DRAW 255-(255-d)-q,0: RETURN
2030 LET t=7: PLOT q,b: DRAW 255-(255-d)-q,0: RETURN
2040 LET t=8: PLOT q,b: DRAW 0,175-(175-h)-b: RETURN
2050 LET t=5: PLOT d,b: DRAW 0,175-(175-h)-b: RETURN

```

```

3000 REM *****
3005 REM  calcul des coordonnees
3006 REM      de la droite
3010 REM *****
3019 LET x=x-(k AND q=1)
3020 LET x=x+(k AND q=0)
3021 IF x+k>=d THEN LET q=1: IF t=5 THEN GO SUB 4000
3022 IF x-k<=9 THEN LET q=0: IF t=8 THEN GO SUB 4000
3023 LET y=y-(k AND w=1): INK 4:
3024 LET y=y+(k AND w=0)
3025 IF y+k>=h THEN LET w=1: IF t=6 THEN GO SUB 4000
3026 IF y-k<=b THEN LET w=0: IF t=6 THEN GO SUB 4000
3027 LET x1=x1-(k AND e=1)
3028 LET x1=x1+(k AND e=0)
3029 IF x1-k<=9 THEN LET e=0: IF t=8 THEN GO SUB 4000
3030 IF x1+k>=d THEN LET e=1: IF t=5 THEN GO SUB 4000
3031 LET y1=y1-(k AND f=0)
3032 LET y1=y1+(k AND f=1)
3033 IF y1+k>=h THEN LET f=0: IF t=6 THEN GO SUB 4000
3034 IF y1-k<=b THEN LET f=1: IF t=7 THEN GO SUB 4000
3090 PLOT x,y: DRAW x1-x,y1-y
3100 RETURN
3110 REM *****
3115 REM  test collision
3120 REM *****
3130 REM      MALUS
4000 REM *****
4010 IF x>=d OR x<=9 OR y>=h OR y<=b OR x1>=d OR x1<=9 OR y1>=h OR y1<=b THEN GO
  TO 4015
4011 RETURN
4015 PLOT x,y: DRAW x1-x,y1-y
4020 LET sc=sc-INT (RND*20): IF sc<0 THEN LET sc=0
4030 FOR f=1 TO 30: BORDER 0: BORDER 1: BORDER 0: BORDER 2: BORDER 0: BEEP .002:
f: NEXT f
4040 PLOT x,y: DRAW x1-x,y1-y
4050 RETURN
5000 REM *****
5005 REM      BRAV000!
5010 REM *****
5020 CLS : FOR f=1 TO 20: PRINT AT 10,12: INK f/3:"BRAVO!": BEEP .01:f: NEXT f
5030 FOR f=1 TO 100: NEXT f
5040 LET k=k+5
5045 LET ni=ni+1
5050 GO TO 20
8000 REM Presentation
8001 LET qix=1: BORDER 0: PAPER 0: CLS
8013 LET qix=qix+1
8015 PRINT AT 12,8: INK qix: "■■■■ ■■ ■■ ■■"
8016 PRINT AT 13,8: INK qix: "■ ■ ■■ ■■ ■■ ■■"
8017 PRINT AT 14,8: INK qix: "■ ■ ■■ ■■ ■■ ■■"
8018 PRINT AT 15,8: INK qix: "■ ■ ■■ ■■ ■■ ■■"
8019 PRINT AT 16,8: INK qix: "■■■■ ■■ ■■ ■■"
8050 IF qix=7 THEN LET qix=1
8060 IF INKEY$="" THEN GO TO 8013
8065 GO TO 5
9998 REM ligne sauvegarde
9999 SAVE "qix" LINE 1

```



TRONIX

Chevauchant votre moto photonique, vous devez lutter contre votre ennemi mortel, motorisé lui aussi.

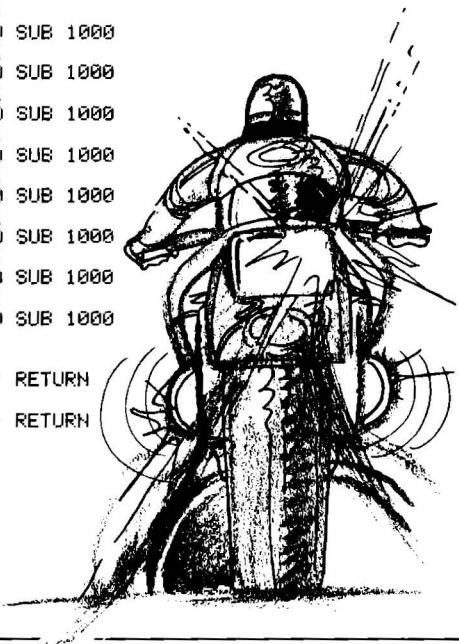
Le sillage laissé par les deux motos est mortel pour l'un comme pour l'autre. Se joue au joystick (si vous possédez une interface AGF ou Protek) ou au clavier (utiliser les touches 5678 ou T Y U I).

tronix 14/6/86

```

1 REM joueur a:5678
2 REM joueur b:tyui
3 BORDER 0: PAPER 0: INK 4: CLS
4 FOR f=USR "a" TO USR "m"+7
5 READ user: POKE f,user
6 NEXT f
7 GO SUB 2000: CLS
9 INK 6: FOR f=0 TO 31: PRINT AT 0,f;"C":AT 21,f;"G": NEXT f: FOR f=0 TO 21:
PRINT AT f,0;"I":AT f,31;"E": NEXT f: PRINT AT 0,0;"B":AT 0,31;"D":AT 21,0;"H":A
T 21,31;"F"
10 LET a=20: LET b=14: LET c=20: LET d=16
15 LET p1=0: LET p2=0: LET p3=1: LET p4=0
16 LET m1=0: LET m2=0: LET m3=1: LET m4=0
17 LET z=0: LET x=0
20 PRINT AT a,b: INK 2;"A":AT c,d: INK 1;"A"
21 FOR f=9 TO 0 STEP -1: PRINT AT 12,15: INK 7:f: BEEP .2,f: NEXT f: PRINT AT
12,15;" "
25 IF INKEY$="5" THEN GO SUB 200: LET p1=1
27 IF p1=1 THEN GO SUB 310: GO SUB 510: GO SUB 1000
30 IF INKEY$="t" THEN GO SUB 220: LET m1=1
33 IF m1=1 THEN GO SUB 320: GO SUB 700: GO SUB 1000
40 IF INKEY$="6" THEN GO SUB 200: LET p2=1
45 IF p2=1 THEN GO SUB 355: GO SUB 500: GO SUB 1000
50 IF INKEY$="y" THEN GO SUB 220: LET m2=1
55 IF m2=1 THEN GO SUB 365: GO SUB 700: GO SUB 1000
60 IF INKEY$="7" THEN GO SUB 200: LET p3=1
65 IF p3=1 THEN GO SUB 305: GO SUB 500: GO SUB 1000
70 IF INKEY$="u" THEN GO SUB 220: LET m3=1
75 IF m3=1 THEN GO SUB 315: GO SUB 700: GO SUB 1000
80 IF INKEY$="8" THEN GO SUB 200: LET p4=1
85 IF p4=1 THEN GO SUB 360: GO SUB 500: GO SUB 1000
90 IF INKEY$="i" THEN GO SUB 220: LET m4=1
95 IF m4=1 THEN GO SUB 370: GO SUB 700: GO SUB 1000
100 GO TO 25
200 REM reinitialisation claPet:a
205 LET p1=0: LET p2=0: LET p3=0: LET p4=0: RETURN
220 REM reinitialisation claPet:b
225 LET m1=0: LET m2=0: LET m3=0: LET m4=0: RETURN
300 REM decrement
305 LET a=a-1: RETURN
310 LET b=b-1: RETURN
315 LET c=c-1: RETURN
320 LET d=d-1: RETURN
350 REM increment
355 LET a=a+1: RETURN
360 LET b=b+1: RETURN
365 LET c=c+1: RETURN

```



```

370 LET d=d+1: RETURN
500 REM test collision joueur a
510 IF ATTR (a,b)<>4 THEN LET z=a: LET x=b: GO SUB 5000: GO TO 6512
515 RETURN
700 REM test collision joueur b
705 IF ATTR (c,d)<>4 THEN LET z=c: LET x=d: GO SUB 5000: GO TO 6707
710 RETURN
1000 PRINT AT a,b: INK 2;"A":AT c,d: INK 1;"A": RETURN
1500 REM redefinition CHR#
1510 DATA 60,52,195,195,153,195,50,60
1520 DATA 0,0,7,13,8,12,4,10
1525 DATA 0,0,219,100,2,128,54,219
1530 DATA 0,0,224,48,144,48,160,16
1535 DATA 152,72,216,144,72,72,144,160
1540 DATA 136,152,144,16,72,16,224,0
1545 DATA 0,108,147,4,160,86,153,0
1560 DATA 9,13,5,6,8,12,3,0
1565 DATA 9,27,18,9,25,18,10,9
1570 DATA 0,0,0,63,255,255,63,0
1575 DATA 48,48,19,51,239,255,255,0
1580 DATA 129,16,2,144,8,34,0,137
1585 DATA 0,0,0,20,64,0,18,0
2000 REM Presentation
2002 CLS : LET q=2: PRINT AT 21,0: INK 6;"erick caberia Presente tronix"
2003 PRINT AT 0,0: INK 2: PAPER 7: FLASH 1;"MOTO PHOTONIQUE OPERATIONNELLE.."
2005 DIM b$(2): LET b$(1)="L": LET b$(2)="H"
2010 LET a$="LK"
2020 PRINT AT 12,15: INK 1;a$
2025 LET q=q+1: IF q>3 THEN LET q=2
2030 PAUSE 10: PRINT AT 12,17: INK q;b$(q-1)
2034 IF INKEY#<>" " THEN RETURN
2035 GO TO 2025
5000 REM explosion
5010 FOR f=1 TO 20
5011 LET q=q+1: IF q>3 THEN LET q=2
5015 PRINT AT z,x: INK q;b$(q-1)
5016 BEEP .0123,f: NEXT f
5020 RETURN
6000 REM constat d'accident
6512 PAUSE 120: CLS : PRINT "la moto rouge a perdu...": PAUSE 0: RUN
6707 PAUSE 120: CLS : PRINT "la moto bleue a perdu...": PAUSE 0: RUN
7000 REM CHR# graphiques abcdefghijklm

```

SPECTRUM

DESTROYER

Vous devez récupérer, en un temps limité, les piles
de combustible nécessaires à la propulsion de votre vaisseau.

En cas de collision avec les étoiles, la puissance
de votre bouclier diminue. De bonnes soirées en perspective...

destroyer

```

1 LET hi=0: GO SUB 5000: REM 86/07.e.c
2 BORDER 0: PAPER 0: INK 6: CLS
3 GO SUB 2000: GO SUB 1000: CLS
4 REM initialisations

```

```

5 LET v=15: LET choc=6: LET fuel=200: LET ln=0: LET temps=0
10 PRINT AT 10,12;"NIVEAU:";ln: FOR f=1 TO 10: BEEP .03,f: NEXT f: GO SUB 4200
14 CLS
20 POKE 23692,-1
21 REM *****
22 REM test fin de Partie
23 REM *****
25 IF choc=1 THEN GO TO 4000
27 IF fuel=0 THEN GO TO 4000: REM rapport
28 REM etoiles aleatoires
29 REM *****
30 LET tank=INT (RND*(n*10))>1
35 IF tank=5 OR tank=10 THEN PRINT AT 21,RND*31: INK 3;"B"
50 PRINT AT 21,RND*31: INK 7;"A"
55 PRINT #2
57 PRINT AT 10,v;" "
58 REM test clavier
59 REM *****
60 LET v=v+(INKEY$="8" AND v<30)-(INKEY$="5" AND v>1)
62 REM *****
63 REM test collision etoiles
64 REM *****
65 IF ATTR (11,v)=7 OR ATTR (11,v+1)=7 THEN FOR f=1 TO 12: OUT 254,f: BEEP .02
-f: NEXT f: BORDER 0: LET choc=choc-1
66 REM test collision fuel
67 IF ATTR (11,v)=3 OR ATTR (11,v+1)=3 THEN LET fuel=fuel+ln+5: BEEP .1,10
70 PRINT AT 0,0: PAPER 1: INK 7;"BOUCLIER:";choc: PRINT AT 0,24: PAPER 1: INK
7;"FUEL:";fuel;AT 0,13: INK 7: PAPER 1;"TEMPS:";temps
80 BEEP .003,0: PRINT AT 11,v: INK 2;"CD"
85 LET fuel=fuel-1
86 LET temps=temps+1
90 FOR f=1 TO ln: NEXT f
100 GO TO 20
999 REM *****
1000 REM Presentation
1001 REM *****
1002 PRINT AT 0,12: INK 7: PAPER 1: FLASH 1;"MENU"
1005 PRINT AT 5,0: INK 2: PAPER 7: FLASH 1;"1:"; FLASH 0: PAPER 0: INK 4;" vites
se des etoiles lente . ravitaillements frequents et Plus importants"
1006 PRINT AT 9,0: INK 2: PAPER 7: FLASH 1;"2:"; FLASH 0: PAPER 0: INK 4;" vites
se des etoiles moyenne ravitaillements reguliers"
1007 PRINT AT 12,0: INK 2: PAPER 7: FLASH 1;"3:"; FLASH 0: PAPER 0: INK 4;" vite
sse des etoiles rapide ravitaillements rares et Peu importants"
1020 IF INKEY$="1" THEN LET n=1: LET ln=30: RETURN
1030 IF INKEY$="2" THEN LET n=2: LET ln=20: RETURN
1040 IF INKEY$="3" THEN LET n=3: LET ln=10: RETURN
1050 GO TO 1020
1999 REM *****
2000 REM Presentation
2001 REM *****
2005 LET i=1
2008 CLS : LET i=i+1: INK i
2009 IF i>7 THEN LET i=1
2010 FOR f=72 TO 79
2020 POKE 23681,f: LPRINT " DESTROYER "
2040 NEXT f:
2045 IF INKEY$="" THEN BEEP .05,-10: GO TO 2008
2050 CLS : RETURN
3999 REM *****
4000 REM rapport
4001 REM *****
4010 CLS
4020 PRINT AT 0,13: INK 2: PAPER 7: FLASH 1;"RAPPORT": GO SUB 4200
4030 IF choc=1 THEN PRINT AT 10,0;"destroyer Galactique detruit ParPerte de bouc
lier..."
4040 IF fuel=0 THEN PRINT AT 14,0;"destroyer Galactique immobilise Par manque de

```

```

carburant"
4041 IF temps>hi THEN LET hi=temps
4042 PRINT AT 18,0; INK 1;"SCORE:";temps;AT 18,14; INK 1;"HIGHSCORE:";hi
4050 PRINT AT 21,0; INK 6;"PRESSEZ UN TOUCHE": PAUSE 0: PAUSE 0: GO TO 2
4199 REM *****
4200 REM musique
4201 REM *****
4205 RESTORE 4210: FOR f=1 TO 14: READ m,n: BEEP m,n: NEXT f: RETURN
4210 DATA .15,0,.5,5,.15,7,.5,8,.15,0,.25,5,.15,7,.25,8,.15,12,1,11,.03,10,.03,8
,.03,7,.03,5
4999 REM *****
5000 REM redef CHR#
5001 REM *****
5010 RESTORE 5010: FOR f=USR "a" TO USR "d"+7
5020 READ a: POKE f,a
5025 NEXT f: RETURN
5040 DATA 146,84,56,238,56,84,146,16
5045 DATA 56,68,40,16,56,254,84,56
5050 DATA 0,7,10,31,63,8,20,54
5055 DATA 128,224,176,248,252,8,20,54

```

SPECTRUM

XOGS

Aux commandes de votre chasseur, vous devez contrer l'attaque Xogs qui est menée avec férocité. Au premier niveau, l'ennemi essaie de passer votre défense. Au second, il n'hésite pas à vous tirer dessus. Attention aussi à la barrière d'énergie qui vous désintègre en deux temps trois mouvements !

```

xogs
1 REM ERIC CABERIA 1983
2 PAPER 0: CLS : BEEP .7,2: BEEP .7,9: BEEP .5,0: BEEP .7,-5: GO SUB 1000
3 LET q$="O": LET e$="": LET t$="DS ": LET a$="M*****"
M: LET i$="TO"
4 GO SUB 500: LET sc=0: LET v=4: REM initialisation
5 IF sc=70 THEN LET v=v+1: PRINT AT 1,7;v
6 CLS : INK 6: PRINT AT 1,23; PAPER 2; BRIGHT 1;"score ";isc: PRINT AT 1,2; PA
PER 2;"vies "; INK 6;v;AT 1,8; INK 2; PAPER 5; FLASH 1;"*****"; INK 2; FLASH 1;
"XOGS"; INK 2; PAPER 5;"*****"
7 FOR m=1 TO 21: PRINT AT m,1; INK 5;"E": BEEP .005,m: NEXT m
8 PRINT AT 21,2; INK 6; BRIGHT 1; FLASH 0;s#
9 IF b=.008 THEN LET e$=q$: REM type vaisseau
10 IF b=.004 THEN LET e$=t$
12 BORDER 0: PAPER 0: INK 7
17 REM plot etoile
18 FOR a=1 TO 30
20 LET x=INT (RND*250)+1
21 LET y=INT (RND*175)+1
22 IF x<20 THEN LET x=20
23 IF y>155 THEN LET y=155
25 PLOT x,y: NEXT a
27 RANDOMIZE : LET z=INT (RND*19)+1
28 IF b=.008 THEN PRINT #0; INK 6;" niveau:1"
29 IF b=.004 THEN PRINT #0; INK 3;" niveau:2"
35 LET q=10: LET w=3: LET e=0: LET r=2: LET t=30
37 RANDOMIZE : IF sc<=0 THEN LET sc=0:

```

```

38 LET q=q+e: PRINT AT 1,29; INK 6; PAPER 2;sc: REM afficheage score
39 LET y=INT (RND*2)+1: IF y=1 THEN LET r=r-1
40 IF y=2 THEN LET r=r+1
41 LET t=t-1
42 IF r<3 THEN LET r=3: REM tests bords ecran
43 IF r>19 THEN LET r=19
44 IF t<0 THEN GO SUB 150
45 IF q>20 THEN GO TO 994
46 IF q<3 THEN LET q=3
49 PRINT AT q-1,w;" ";AT q+1,w;" ";AT q,w; INK 4;i#
52 PRINT AT r-1,t;" ";AT r+1,t;" ";AT r,t; INK 9;" ";e$: BEEP b,20
53 IF w=t-1 AND r=q THEN GO SUB 9997: GO TO 160
54 IF b=.008 THEN GO TO 57
55 IF r=q THEN GO SUB 8100
56 IF w=t AND r=q-1 THEN GO SUB 9997: GO TO 160
57 IF w=t AND r=q+1 THEN GO SUB 9997: GO TO 160
59 REM test clavier
60 IF INKEY$="6" THEN LET e=1: GO TO 38
65 IF INKEY$="7" THEN LET e=-1: GO TO 38
70 IF INKEY$="0" THEN GO SUB 100: LET sc=sc-10
80 GO TO 37
99 REM laser
100 FOR F=1 TO 1: PRINT AT q,w+2; INK 4;"#####": PRINT AT q,
w+2;" "
105 GO SUB 9995: NEXT f
110 IF q=r THEN GO TO 120
113 IF t<w THEN RETURN
115 REM : IF q<>r THEN LET sc=sc-10
117 RETURN
119 REM explosion
120 FOR d=1 TO 1: PRINT AT r,t; INK 6;"C": BEEP .1,-30: PRINT AT r,t; INK 6;"EN
": BEEP .1,-30.1: PRINT AT r,t; INK 6;"CP": BEEP .1,-35: PRINT AT r,t;" ": BEEP
.02,-15: NEXT d: LET sc=sc+10: PRINT AT 1,29; INK 3;sc
130 IF sc=70 THEN GO TO 9000
135 IF sc=140 THEN GO TO 2100
140 GO TO 6
149 REM franchissement
150 PRINT AT 21,10; INK 2; PAPER 7; FLASH 1;"barriere franchie": GO SUB 9995: G
O SUB 9997: FOR q=0 TO 100: NEXT q
160 LET v=v-1
169 REM game over
170 IF v=0 THEN PRINT AT 10,12; FLASH 1; PAPER 7; INK 4;"GAME OVER": FOR C=30 T
O 1 STEP -1: BEEP .005,C: NEXT C: FOR x=1 TO 200: NEXT x: GO TO 2

```

```

175 GO TO 6
499 REM CHR# 9raPhiques
500 POKE USR "T",BIN 10000000
505 POKE USR "T"+1,BIN 11000000
510 POKE USR "T"+2,BIN 11000000
515 POKE USR "T"+3,BIN 11100000
520 POKE USR "T"+4,BIN 01111111
525 POKE USR "T"+5,BIN 01111111
530 POKE USR "T"+6,BIN 10111100
535 POKE USR "T"+7,BIN 01111100
540 REM >
545 POKE USR "U",BIN 00000000
550 POKE USR "U"+1,BIN 00000000
555 POKE USR "U"+2,BIN 00000000
560 POKE USR "U"+3,BIN 00000000
565 POKE USR "U"+4,BIN 11110000
570 POKE USR "U"+5,BIN 11111111
575 POKE USR "U"+6,BIN 11110000
580 POKE USR "U"+7,BIN 00000000
600 POKE USR "O",BIN 00011000
605 POKE USR "O"+1,BIN 01111110
610 POKE USR "O"+2,BIN 11010101

```

```

615 POKE USR "O"+3,BIN 01111110
620 POKE USR "O"+4,BIN 00011000
625 POKE USR "O"+5,BIN 00100100
630 POKE USR "O"+6,BIN 01000010
635 POKE USR "O"+7,BIN 11000011
700 POKE USR "E",BIN 00111100
710 POKE USR "E"+1,BIN 00100100
720 POKE USR "E"+2,BIN 00100100
725 POKE USR "E"+3,BIN 00100100
730 POKE USR "E"+4,BIN 00100100
735 POKE USR "E"+5,BIN 00100100
740 POKE USR "E"+6,BIN 00100100
745 POKE USR "E"+7,BIN 00100100
750 REM
755 POKE USR "D",BIN 00000000
760 POKE USR "D"+1,BIN 00111000
765 POKE USR "D"+2,BIN 01111100
770 POKE USR "D"+3,BIN 01100011
775 POKE USR "D"+4,BIN 11100111
780 POKE USR "D"+5,BIN 01111100
785 POKE USR "D"+6,BIN 00111000
790 POKE USR "D"+7,BIN 00000000

```

```

795 REM
800 POKE USR "S",BIN 00000001
805 POKE USR "S"+1,BIN 001111010
810 POKE USR "S"+2,BIN 011111100
815 POKE USR "S"+3,BIN 111111110
820 POKE USR "S"+4,BIN 111111110
825 POKE USR "S"+5,BIN 011111100
830 POKE USR "S"+6,BIN 001111010
835 POKE USR "S"+7,BIN 000000001
840 POKE USR "M",BIN 00000000
845 POKE USR "M"+1,BIN 000000000
850 POKE USR "M"+2,BIN 000000000
855 POKE USR "M"+3,BIN 000000000
860 POKE USR "M"+4,BIN 000000000
865 POKE USR "M"+5,BIN 111111111
870 POKE USR "M"+6,BIN 000000000
875 POKE USR "M"+7,BIN 000000000
880 POKE USR "C",BIN 00000000
881 POKE USR "C"+1,BIN 000000000
882 POKE USR "C"+2,BIN 001111100
883 POKE USR "C"+3,BIN 010000100
884 POKE USR "C"+4,BIN 001111100
885 POKE USR "C"+5,BIN 000000000
886 POKE USR "C"+6,BIN 000000000
887 POKE USR "C"+7,BIN 000000000
889 REM
900 POKE USR "B",BIN 00000111
901 POKE USR "B"+1,BIN 0111000
902 POKE USR "B"+2,BIN 10000011
903 POKE USR "B"+3,BIN 10000010
904 POKE USR "B"+4,BIN 01110011

```

```

905 POKE USR "B"+5,BIN 00001000
906 POKE USR "B"+6,BIN 00000111
907 POKE USR "B"+7,BIN 00000000
910 REM n
911 POKE USR "N",BIN 11100000
912 POKE USR "N"+1,BIN 00011100
913 POKE USR "N"+2,BIN 10000010
914 POKE USR "N"+3,BIN 10000010
915 POKE USR "N"+4,BIN 10111000
916 POKE USR "N"+5,BIN 00100000
917 POKE USR "N"+6,BIN 11000000
918 POKE USR "N"+7,BIN 00000000
919 REM qP
920 POKE USR "G",BIN 00001010
921 POKE USR "G"+1,BIN 01010001
922 POKE USR "G"+2,BIN 00000000
923 POKE USR "G"+3,BIN 10010100
924 POKE USR "G"+4,BIN 01000001
925 POKE USR "G"+5,BIN 00000000
926 POKE USR "G"+6,BIN 01001000
927 POKE USR "G"+7,BIN 00000010
930 REM
931 POKE USR "P",BIN 01010000
932 POKE USR "P"+1,BIN 00000000
933 POKE USR "P"+2,BIN 01010100
934 POKE USR "P"+3,BIN 00000001
935 POKE USR "P"+4,BIN 01000000
936 POKE USR "P"+5,BIN 00001010
937 POKE USR "P"+6,BIN 01000000
938 POKE USR "P"+7,BIN 10101000
940 RETURN

```

```

994 GO SUB 9997
995 FOR f=1 TO 1: PRINT AT 9-1,w: INK 6;"C": BEEP .1,-30: PRINT AT 9-1,w: INK 6
;"EN": BEEP .1,-30.1: PRINT AT 9-1,w: INK 6;"G": BEEP .1,35: PRINT AT 9-1,w:"
": GO SUB 9997: NEXT f: GO TO 160
1000 CLS : PAPER 0: BORDER 0: CLS : INK 7: LET z=.008
1050 LET vx=.004: LET b=0
1060 PRINT TAB 12: FLASH 1: INK 2;"ALERTE"
1065 PRINT AT 7,0: BRIGHT 1: INK 4;"POURREZ VOUS REPOUSSER "
1070 PRINT AT 9,0: BRIGHT 1: INK 4;"L'ECLAIREUR BARBARE DES XOGS ?"
1090 IF INKEY#<>" " THEN LET b=z: RETURN
1449 REM bravo!
1450 FOR f=1 TO 30: BEEP .01,f-10: BEEP .02,f: GO TO 1090
2000 CLS : PRINT TAB 11: INK 1;"FELICITATIONS !!!": PRINT AT 7,5;"L'ENNEMI ABAND
ONNE !": FOR Z=1 TO 255: OUT 254,z: NEXT z: PRINT AT 10,7: INK 1: PAPER 7: FLASH
1:"PRESSEZ UNE TOUCHE": PAUSE 0: FOR f=1 TO 22: PRINT #1: NEXT f: GO TO 1
2099 REM fuite ennemie
2100 FOR l=30 TO 5 STEP -1: PRINT AT 20,l: INK 2;t$:" ": BEEP .03,10: NEXT l: FO
R e=20 TO 0 STEP -1: PRINT AT e+1,5:" ": AT e,5: INK 1;t$: BEEP .05,e+20: NEXT
e: PRINT AT 0,0:" "
2150 GO TO 2000
2200 SAVE "XOGS 4" LINE 1
2250 STOP
8100 LET l=INT (RND*2)+1
8200 IF l=1 THEN RETURN
8400 FOR f=1 TO 1: PRINT AT r,t-17: INK 9;"#";PRINT AT r,t-17:"
": GO SUB 9995: NEXT f
8700 IF r=q THEN GO TO 8900
8900 FOR f=1 TO 1: PRINT AT q,w: INK 6;"C": BEEP .1,-30: PRINT AT q,w: INK 6;"EN
": BEEP .1,-30.1: PRINT AT q,w: INK 6;"G": BEEP .1,35: PRINT AT q,w:" ": GO SU
B 9997: NEXT f: GO TO 160
8910 GO SUB 9991: GO TO 8900
9010 CLS : FOR c=1 TO 5: FOR h=0 TO 7: PRINT AT 10,11: INK h;"NIVEAU 2 !!!": FOR
S=1 TO 7: NEXT S: NEXT h: NEXT c: RESTORE 9980: FOR z=1 TO 12
9015 READ a: BEEP .2,a: NEXT z

```



```

9820 FOR f=1 TO 120: BORDER 5: BORDER 1: BORDER 2: BORDER 4: BORDER 3: BORDER 5:
  BORDER 0: NEXT f
9980 DATA 0,0,4,12,11,9,-1,-1,2,11,9,7
9990 LET B=vx: GO TO 5
9991 REM tir
9992 FOR j=1 TO 3: BEEP .01,0: BEEP .01,10: NEXT j: RETURN
9995 REM sirene
9996 FOR j=1 TO 5: BEEP .02,10: BEEP .01,-5: BEEP .01,20: NEXT j: RETURN
9997 REM explosion
9998 FOR j=1 TO 3: BEEP .01,-10: BEEP .01,-5: BEEP .01,-20: NEXT j: RETURN

```

SPECTRUM

BARRAGE

Des terroristes veulent faire sauter
le barrage d'Assouan, mettant ainsi en danger des milliers
de vies humaines. Sauverez-vous, tel Zorro,
la population, les chats, les chiens grâce à vos Exocet ?

assoan erick.c

```

2 RESTORE 7000: FOR f=USR "c" TO USR "1"+7: READ user: POKE f,user: NEXT f
3 BORDER 0: PAPER 0: INK 4: CLS : GO SUB 5000
10 REM *****
15 REM      BARRAGE
20 REM *****
30 REM initial, decors
40 REM *****
41 LET sc=0
42 LET cp=0
45 BORDER 0: PAPER 0: INK 7: CLS
50 REM test exocets
51 IF cp=10 THEN CLS : PRINT "exocets epuises!!!": BEEP 1,-10: PAUSE 0: RUN
60 RESTORE : FOR f=USR "a" TO USR "a"+15: READ a: POKE f,a: NEXT f
70 DATA 255,145,145,145,255,129,129,255,BIN 00110001,BIN 01111001,255,BIN 1111
1110,BIN 11111110,255,BIN 01111001,BIN 00110001
100 FOR f=4 TO 21: PRINT AT f,6: INK 7: PAPER 2:"AA": NEXT f
110 PRINT AT 21,0: INK 7: PAPER 2:"AAAAAAAAAAAAAAAAAAAA"
120 FOR f=20 TO 5 STEP -1: PRINT AT f,0: INK 5:"■■■■■■": NEXT f
130 FOR f=10 TO 26
131 LET a#=CHR# (INT (RND*7)+129)
150 FOR g=20 TO 17+INT (RND*5) STEP -1
160 PRINT AT g,f: PAPER 1: INK 6:a#: NEXT g: NEXT f
165 LET y=INT (RND*13)+10
166 LET x=20
167 LET v=0
170 FOR f=20 TO 15 STEP -1: PRINT AT f,y," ": NEXT f
180 PRINT AT 20,y: INK 4: PAPER 0;"I"
190 LET y1=30: LET x1=INT (RND*8)+10
200 REM *****
205 REM Programme Principal
210 REM *****
211 PRINT AT 0,20:"SCORE:";sc
212 PRINT AT 2,10:"ESSAI No:";cp
214 PRINT AT 0,0:"ATTENTION 10"
215 PRINT AT x1,y1: INK 2;"J ": FOR f=10 TO 0 STEP -1: PRINT AT 0,0:"ATTENTION
  "JINT f;" ": BEEP .01,10: NEXT f: REM compte a rebours
220 PRINT AT x1,y1: INK 2;"J "

```



```

3 REM initialisations
4 GO SUB 9000: GO SUB 5000
8 GO SUB 1000
9 RESTORE 6000: FOR t=1 TO 3: READ A
10 LET ITEM=0: CLS : GO SUB 2000: POKE 23609,10: DIM q(800): DIM w(800): BORDE
R 0: PAPER 0: INK 4: CLS : LET v=21: LET h=15: LET Pointeur=0: LET a=8: REM a=ob
jets
11 REM decor
12 FOR f=0 TO 21: PRINT AT f,0: PAPER 0: INK 2;"A":AT f,31: PAPER 0: INK 2;"A"
: NEXT f: FOR f=0 TO 31: PRINT AT 1,f: PAPER 0: INK 2;"A":AT 21,f: PAPER 0: INK
2;"A": NEXT f
14 PRINT AT 1,15;" "
15 LET com=0
16 REM *****
17 REM disPosition mines
18 REM *****
20 FOR f=1 TO a
30 LET x=INT (RND*30)+1
40 LET y=2+INT (RND*17)+1
50 PRINT AT y,x: INK 0: PAPER 1;"■"
60 NEXT f
61 REM Presentation signaleur
62 IF t=2 THEN FOR f=1 TO 7: PRINT AT 13,5: INK 6;"G": BEEP .2,0: PRINT AT 13,
5: INK 6;"H": BEEP .2,0: PRINT AT 13,5: INK 6;"F": BEEP .2,0: NEXT f
64 IF t=3 THEN GO SUB 7000
70 GO SUB 600
75 REM *****
76 REM test crash
77 REM *****
90 IF ATTR (v,h)=a THEN FOR f=1 TO 7: PRINT AT v,h: INK 6;"D": PAUSE 10: PRINT
AT v,h: INK 6;"C": BEEP .02,-20: PRINT AT v,h;" " : PAUSE 10: NEXT f: FOR f=1 TO
20: OUT 254,f: BEEP .02,-20: NEXT f: GO SUB 700: GO SUB 500: GO TO 850
92 REM *****
93 REM test signaleur
94 REM *****
95 IF ATTR (v,h)=6 THEN FOR f=1 TO 15: BEEP .05,f: OUT 254,f: NEXT f: LET item
=item+1
97 BEEP .01,v: PRINT AT v,h: INK 6;"B"
101 LET Pointeur=0
109 REM *****
110 REM test scanner
111 REM *****
115 IF ATTR (v+1,h)=a THEN LET Pointeur=Pointeur+1
120 IF ATTR (v-1,h)=a THEN LET Pointeur=Pointeur+1
125 IF ATTR (v,h+1)=a THEN LET Pointeur=Pointeur+1
130 IF ATTR (v,h-1)=a THEN LET Pointeur=Pointeur+1
138 IF Pointeur<>0 THEN BEEP .01,-40: BEEP .01,0
139 IF v=2 AND h=15 THEN PRINT AT 0,7: INK 1: PAPER 7: FLASH 1;" BRAVO!!
": PAUSE 200: FOR f=1 TO 15: OUT 254,f: BEEP .02,f: NEXT f: GO SUB 700: GO SUB 5
00: GO TO 850
140 PRINT AT 0,11: PAPER 4: INK 0;" " :Pointeur:" :MINES "
142 GO SUB 900
145 GO SUB 640
150 GO TO 65
499 REM *****
500 REM ralenti de l'action
501 REM *****
510 FOR f=1 TO com: REM il faut une variable terminale
520 PRINT AT q(f),w(f): INK 2: PAPER 6;"B": BEEP .03,RND*30: PRINT AT q(f),w(f)
: PAPER 7;" " : NEXT f: PRINT AT q(f-1),w(f-1): INK 2: PAPER 6: FLASH 1;"B": PAUS
E 0
530 NEXT f
540 RETURN
570 REM *****
572 REM test clavier
573 REM *****

```

```

600 LET v=v+(INKEY$="6" AND v<20)-(INKEY$="7" AND v>2): GO SUB 900
610 LET h=h+(INKEY$="8" AND h<30)-(INKEY$="5" AND h>1): GO SUB 900
615 RETURN
640: PRINT AT v,h: PAPER 1: INK 2:" "
645 RETURN
699 REM *****
700 REM rap mine
701 REM *****
703 LET h=2
704 PRINT AT 0,8: INK 1: PAPER 7: FLASH 1:"ACTION REPLAY!"
705 FOR f=2 TO 29
707 BEEP .01,f-20
710 IF ATTR (h,f)=0 THEN PRINT AT h,f: INK 3:"E"
720 NEXT f
725 LET h=h+1
730 IF h=20 THEN RETURN
735 GO TO 705
800 REM next data
801 NEXT t
840 REM *****
849 REM rapPort ,niveau>>>
850 REM *****
851 CLS : FOR F=1 TO 10: BEEP .01,F: NEXT F: PRINT AT 0,10: INK 2: PAPER 7: FLA
SH 1:"RAPPORT": PRINT : PRINT
852 IF T=1 AND V=2 AND H=20 THEN PRINT "BRAVO! VOUS PASSEZ AU NIVEAU SU-PERIEUR
": BEEP .5,10: PAUSE 0: GO TO 800
854 IF t=2 AND item=1 AND v=2 AND h=20 THEN PRINT "BRAVO! VOUS AVEZ LE SIGNALEU
R VOUS PASSEZ AU NIVEAU SUPERIEUR.": PAUSE 0: BEEP .2,10: GO TO 800
855 IF t=2 AND item=1 THEN PRINT "IL NE SUFFIT PAS D'AVOIR LE SIG-NALEUR,IL FAU
T TRAVERSER LE CHA-P DE MINES": PAUSE 0: BEEP .2,10: GO TO 10
857 IF T=2 THEN PRINT "DOMMAGE,IL VOUS MANQUE LE SIGNA-LEUR:IL VOUS FAUT RECOMM
ENCER": PAUSE 0: BEEP .5,0: GO TO 10
865 IF T=3 AND ITEM=2 AND V=2 AND H=20 THEN PRINT "BRAVO! LE CHALLENGE EST FINI
": PRINT AT 21,7: INK 2:"PRESSEZ UNE TOUCHE": PAUSE 0: RUN
870 IF T=3 AND ITEM=1 THEN PRINT "IL VOUS MANQUE UN SIGNALEUR:"
885 PRINT "VOUS AVEZ EU DE LA CHANCE VOUS NE PERDEZ Q'UN BRAS:RECOMMENCEZ C'ES
T UN ORDRE...": BEEP .5,-20: PAUSE 0: GO TO 10
890 STOP
900 IF INKEY$<>" " THEN LET com=com+1: LET a(com)=v: LET w(com)=h: RETURN
905 RETURN
999 REM *****
1000 REM Presentation
1001 REM *****
1005 LET i=1
1008 CLS : LET i=i+1: INK i
1009 IF i>7 THEN LET i=1
1010 FOR f=72 TO 79
1020 POKE 23681,f: LPRINT " Mines 8 6"
1040 NEXT f
1045 IF INKEY$="" THEN BEEP .05,10: GO TO 1008
1050 RETURN
1999 REM *****
2000 REM Presentation nivea
2001 REM *****
2010 BORDER 0: PAPER 0: INK 7: CLS
2012 PRINT AT 10,10: INK 6:"Niveau:";t
2020 PRINT AT 10,5:"F";AT 10,24:"G"
2025 BEEP .2,-15
2030 PRINT AT 10,5:"H";AT 10,24:"H"
2035 BEEP .2,0
2040 PRINT AT 10,5:"G";AT 10,24:"F"
2045 BEEP .2,-15
2046 IF INKEY$<>" " THEN GO SUB 4205: RETURN
2050 GO TO 2020
4200 REM musique
4205 RESTORE 4210: FOR f=1 TO 14: READ m,n: BEEP m,n: NEXT f: RETURN

```

```

4210 DATA .15,0.,.5,5.,.15,7.,.5,8.,.15,0.,.25,5.,.15,7.,.25,8.,.15,12,1,11.,.03,10.,.03,8
.,.03,7.,.03,5
5000 REM *****
5001 REM redef CHR$
5005 REM *****
5010 RESTORE 5020: FOR f=USR "a" TO USR "h"+7
5015 READ a: POKE f,a: NEXT f: RETURN
5020 DATA 36,36,18,255,36,255,18,36
5025 DATA 0,16,16,40,214,40,16,16
5030 DATA 128,17,128,8,33,0,73,32
5035 DATA 0,0,16,0,40,0,16,0
5040 DATA 0,0,0,0,0,24,126,255
5045 DATA 0,0,6,6,8,16,84,108
5050 DATA 0,0,192,192,32,16,84,108
5055 DATA 0,16,56,56,16,16,84,108
5999 REM *****
6000 REM data nombre mines
6001 REM *****
6010 DATA 45,60,75
7000 REM signaleur 3
7005 FOR f=1 TO 7
7010 PRINT AT 13,5: INK 6;"F";AT 13,24;"G": BEEP .1,0
7015 PRINT AT 13,5: INK 6;"H";AT 13,24;"H": BEEP .1,0
7020 PRINT AT 13,5: INK 6;"G";AT 13,24;"F": BEEP .1,0
7030 NEXT f: RETURN
9000 REM texte Presentation
9010 LET a$="SOLDAT,VOUS DEVREZ TRAVERSER TR-OIS CHAMPS DE MINES SUCESSIFS . EN
VOUS AIDANT D'UN SCANNER DE PROXIMITE,AU NIVEAU 2&3 VOUS AU-REZ AUSSI UN 'SIGNA
LEUR' A RECU-PERER: Bonne Chance"
9100 LET W=LEN A$
9200 FOR J=1 TO W: PRINT INK INT (RND*5+2);A$(J TO J): INK 7;"|": PRINT CHR$ 8:
BEEP .01,CODE A$(J)-80: NEXT J: PAUSE 0: RETURN

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SPECTRUM

CAISM

Contrairement à beaucoup de ses confrères, ce carnet
d'adresses souple et complet ne vous laissera pas tomber.

Vous pouvez effectuer des tris par ordre alphabétique,
par index, code postal ou ville, faire une recherche
à partir des deux premières lettres d'une chaîne et
lister tout ce qui vous est utile sur imprimante.

C.A INDEXES SEQUENTIELS MULTICLES

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1 GO SUB VAL "2000"
2 INK 4: POKE VAL "23658",0: POKE
VAL "23617",238: LET Y=(X/2,5): POKE VAL "23609",100: BORDER 0: PAPER 0: CLS :
GO SUB VAL "350": PRINT AT 2,11: INK 3;"AAAAA":AT 1,12: INK 7;"MENU":AT 5,1: IN
K 1;"1-LISTING(AUSCULTATION)":AT 8,1: INK 2;"2-ENREGISTREMENT":AT 11,1: INK 3;"3
-SAVE-LOAD":AT 14,1: INK 4;"4-LISTING REVERSE":AT 17,1: INK 5;"5-RECHERCHE(MODIF
.SELECT)":AT 20,1: INK 7;"6-SUPPRESSION":AT 1,12:"MENU": PRINT #1: INK 6;"REMPLI
E A ";INT Y;" %"
3 LET L$=INKEY$: LET A=SGN PI
4 IF L$="4" THEN GO TO VAL "590"
5 IF L$="1" THEN GO TO VAL "280"
6 IF L$="2" THEN GO TO VAL "11"
7 IF L$="3" THEN GO TO VAL "400"

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8 IF L$="5" THEN GO TO VAL "990"
9 IF L$="6" THEN GO TO VAL "1200"
10 GO TO VAL "3"
11 CLS : BEEP .1,-20: PRINT : PRINT TAB 10; INK A+A;"COMPTEUR:";X-1: PRINT AT
2,10; INK 3;"AAAAAAA": GO SUB VAL "345"
12 IF (X-1)=1 THEN GO TO 2
13 BEEP .1,-20: INPUT INK 6;"NOMBRE D'ENREGISTREMENTS?": LINE R$: GO SUB 2398
: LET GISTREMENTS?: LINE R$: GO SUB 2398: LET S=VAL R$: BEEP .1,-25
14 IF S>1 THEN GO TO VAL "2"
15 BEEP .2,10
17 LET Z=(X+S)-1: LET T=0
20 FOR F=X TO Z: LET T=T+1
25 CLS : INK 7: BORDER 4: PRINT AT 0,0; INK A+A; PAPER 7; FLASH 1;" ENTREE "
:T": : INPUT : INK 7; PAPER 0;"NOM & PRENOM?": LINE R$: GO SUB VAL "750": GO
SUB VAL "2050": PRINT AT 3,0; PAPER 0;"NOM:";A$(F): INPUT INK 7; PAPER 0;"INDEX
?": LINE R$: GO SUB VAL "2080": PRINT AT 5,0; PAPER 0;"INDEX:";D$(F): INPUT INK
7; PAPER 0;"ADRESSE?": LINE R$: GO SUB VAL "2100": PRINT AT 7,0; PAPER 0;"ADRES
SE:";X$(F)
26 INPUT INK 7; PAPER 0;"TELEPHONE?": LINE R$: GO SUB VAL "2130": PRINT AT 9,
0; PAPER 0;"TELEPHONE:";T$(F): INPUT INK 7; PAPER 0;"VILLE?": LINE R$: GO SUB V
AL "2160": PRINT AT 11,0; PAPER 0;"VILLE:";V$(F): INPUT INK 7; PAPER 0;"CODE POS
TAL?": LINE R$: GO SUB 2398: BORDER 4: LET C(F)=VAL R$: PRINT AT 13,0; INK 7; P
APER 0;"CODE POSTAL:";C(F)
27 BEEP .1,-10: INPUT INK VAL "6": PAPER 0;"CONFIRMATION?": LINE N$: IF N$="n
" OR N$="N" THEN GO TO VAL "25"
30 NEXT F
50 PRINT #0; FLASH A; INK 1; PAPER 7;" FIN D'ENREGISTREMENT " : BEEP .
1,-25: PAUSE VAL "60": GO TO A
280 BEEP .1,-25: INPUT INK 6;"DEBUT DU LISTING?": LINE R$: GO SUB 2398: LET B=
VAL R$: INPUT INK 6;"FIN DU LISTING?": LINE R$: GO SUB 2398: LET M=VAL R$
281 IF M>L OR M<1 THEN GO TO VAL "290"
282 IF B>L OR B<A THEN GO TO VAL "280"
285 INPUT INK 6;"IMPRIMANTE?": LINE B$
290 IF CODE B$=VAL "79" OR CODE B$=VAL "111" THEN GO TO VAL "500"
300 CLS : BORDER 0
310 PRINT : FOR F=B TO M: PAUSE VAL "20": POKE VAL "23692",255: PRINT : PRINT I
NK A+A;"No " ;F;TAB 7; INK 4;A$(F): BEEP .01,15: IF INKEY$="P" THEN PAUSE 4E4
313 IF INKEY$="0" THEN GO TO 2
314 NEXT F
318 PRINT #NOT PI; INK A; PAPER 7; FLASH A;" FIN DE LISTE-PRESSEZ UNE TOUCHE":
FOR G=A TO VAL "100": NEXT G: PAUSE 4E4
340 GO TO A+A
343 PLOT 0,0: DRAW 0,175: PLOT 0,0: DRAW 255,0: PLOT 0,175: DRAW 255,0: PLOT 25
5,175: DRAW 0,-175: PLOT 0,155: DRAW 255,0: PLOT 0,140: DRAW 255,0: RETURN
345 PLOT 0,0: DRAW 0,175: PLOT 0,0: DRAW 255,0: PLOT 0,175: DRAW 255,0: PLOT 25
5,175: DRAW 0,-175: RETURN
350 PLOT 0,0: DRAW 0,175: PLOT 0,0: DRAW 255,0: PLOT 0,175: DRAW 255,0: PLOT 25
5,175: DRAW 0,-175: PLOT 0,150: DRAW 255,0: RETURN
381 INK 3: PLOT 0,120: DRAW 0,23: PLOT 0,143: DRAW 255,0: PLOT 255,143: DRAW 0,
-23: PLOT 0,120: DRAW 255,0: RETURN
400 REM S-L
405 CLS : PRINT PAPER 1; INK 7; FLASH 1;" MAGNETOPHONE " : PRI
NT : BEEP .1,-25: PRINT INK A+A;"1-SAVE FICHER": PRINT : PRINT INK 3;"2-LOAD FI
CHIER": PRINT #0; INK VAL "6";"0=MENU"
415 IF INKEY$="1" THEN GO TO VAL "435"
416 IF INKEY$="0" THEN GO TO A+A
418 IF INKEY$="2" THEN GO TO VAL "420"
419 GO TO VAL "410"
420 CLS : GO SUB VAL "470": GO SUB VAL "490"
421 CLS : INK 0: BEEP .1,-25: PRINT AT 12,10; INK 1; PAPER 7; FLASH 1;"LOAD " ;F
$: LOAD F$ DATA D$( ): LOAD F$ DATA X$( ): LOAD F$ DATA V$( ): LOAD F$ DATA T$( ): L
OAD F$ DATA C$( ): LOAD F$ DATA A$( )
425 GO TO a
435 CLS : GO SUB VAL "470": GO SUB VAL "495"
436 CLS : PRINT AT 12,10; PAPER 1; INK 7; FLASH 1;"SAVE " ;F$: SAVE F$ DATA D$( )
: POKE VAL "23736",181: SAVE F$ DATA X$( ): POKE VAL "23736",181: SAVE F$ DATA V$

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(<): POKE VAL "23736",181: SAVE F# DATA T#(<): POKE VAL "23736",181: SAVE F# DATA
C(<): POKE VAL "23736",181: SAVE F# DATA A#(<)
440 CLS : BORDER a: INK 0: PRINT AT 9,0: PAPER 2: INK 6: FLASH a;"-Sauvegarde t
erminee remontez " : PRINT : PRINT INK 6: PAPER 2: FLASH a;"-la bande Pour veri
fication,...."
441 PRINT AT 14,9: PAPER 1: INK 7: FLASH 1;"verifie "F#; VERIFY F# DATA D#(<):
VERIFY F# DATA X#(<): VERIFY F# DATA V#(<): VERIFY F# DATA T#(<): VERIFY F# DATA CC
): VERIFY F# DATA A#(<): BORDER 0: PAPER 0: CLS : PRINT AT 10,0: INK 7: PAPER a:
FLASH a: " SAUVEGARDE CORRECTE " : BEEP 1,-10: GO TO a
448 PRINT : INPUT LINE f#: GO TO VAL "452"
450 PRINT AT 5,0: INK 6: PAPER A+A;F#: PRINT : PRINT INK 7: PAPER A+A;"-CONFIRM
ATION ?": INPUT LINE H#: IF CODE H#=VAL "111" THEN RETURN
451 GO TO VAL "400"
452 IF LEN f#>VAL "10" THEN GO TO VAL "448"
453 GO TO VAL "450"
455 RETURN
460 CLS : PRINT INK 2: FLASH 1;" " PROCEDURE EN COURS " "
462 PAUSE 0: GO TO VAL "400"
470 PRINT AT 0,10: INK 6;"MAGNETOPHONE": PRINT AT 1,9: INK 3;"AAAAAAAAAAAA":
RETURN
490 BEEP .1,-25: PRINT INK 7: PAPER A+A: FLASH 1;"-NOM DU FICHER A CHARGER ?
" : GO SUB VAL "448": RETURN
495 BEEP .1,-25: PRINT INK 7: PAPER A+A: FLASH 1;"-NOM DU FICHER A SAUVEGARDER
?": GO SUB VAL "448"
496 IF F#="" THEN GO TO VAL "435"
497 RETURN
499 RETURN
500 LPRINT "NO";" " ;"TITRES";" " ; INK A+A;"P.B.S " : LPRINT FOR F#B TO m:
LPRINT F;TAB 4;A#(F): NEXT F: GO TO A+A
550 REM kiki 18/3/84
590 BEEP .1,-25: INPUT #0: INK 6;"DEBUT LISTING REVERSE " : LINE r#: GO SUB VAL
"2398": LET 0=VAL r#: LET m=0: IF 0>L OR 0<A THEN GO TO 590
594 BORDER 0: PAPER 0: CLS : INK 5: PLOT 0,103: DRAW 255,0: PLOT 0,63: DRAW 255
,0: PLOT 0,63: DRAW 0,40: PLOT 255,63: DRAW 0,40: BEEP .1,-25: PRINT AT 7,0: INK
3;" no TITRES"
595 PRINT AT VAL "20",0: INK VAL "6";"6+ 7=- 0=MENU R=R.A"
605 LET P#=INKEY#
610 PRINT AT 11,1: INK 3;m: INK 4;" " ;A#(m)
615 IF P#="6" THEN LET m=m+A: BEEP .01,15
620 IF P#="7" THEN LET m=m-A: BEEP .01,40
625 IF P#="0" THEN GO TO VAL "2"
627 IF P#="r" THEN GO TO VAL "700"
630 IF m<A THEN LET m=A
635 IF m>L THEN LET m=L
640 GO TO VAL "605"
700 PAPER 3: BORDER 3: CLS : BEEP .1,15: PRINT AT 1,0: PAPER 0: INK 7;"NOM": P
APER 0: INK 7;A#(m): PRINT AT 3,0: PAPER 0: INK 7;"INDEX": INK 7: PAPER 0;D#(m)
: PRINT AT 5,0: INK 7: PAPER 0;"ADRES": INK 7: PAPER 0;X#(m): PRINT AT 10,0: PA
PER 0: INK 7;"TELEPHONE": INK 7: PAPER 0;T#(m): PRINT AT 13,0: PAPER 0: INK 7;"
VILLE": INK 7: PAPER 0;V#(m): PRINT AT 16,0: PAPER 0: INK 7;"CODE POSTAL": INK
7: PAPER 0;C(m)
704 PRINT #1: INK 2: PAPER 7: FLASH 1;"0=MENU Z=COPY M=MODIF.SELEC"
705 IF INKEY#="0" THEN CLS : GO TO VAL "594"
706 IF INKEY#="z" OR INKEY#="Z" THEN COPY
707 IF INKEY#="m" THEN GO TO VAL "700"
710 GO TO VAL "705"
750 IF r#="" THEN GO TO VAL "25"
751 IF CODE r#=VAL "32" THEN GO TO VAL "25"
752 RETURN
989 REM recherche
990 BEEP .1,-20: INK 2: CLS : GO SUB VAL "350": PRINT AT 1,10: INK VAL "4";"REC
HERCHE": LET c=0
991 PRINT AT 2,10: INK 3;"AAAAAAA"
994 PRINT #A: INK VAL "6";"0=MENU"
995 PRINT INK 1:AT 5,1;"1-Par titres":AT 7,1: INK 2;"2-Par ville":AT 9,1: INK 3
;"3-Par code Postal":AT 11,1: INK 4;"4-Par index":AT 13,1: INK 5;"5-Par ordre al

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Phabetique"

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999 IF INKEY$="1" THEN GO TO VAL "1013"
1000 IF INKEY$="2" THEN GO TO VAL "5500"
1003 IF INKEY$="4" THEN GO TO VAL "6000"
1005 IF INKEY$="3" THEN GO TO VAL "5800"
1007 IF INKEY$="0" THEN GO TO VAL "2"
1008 IF INKEY$="5" THEN GO TO VAL "1800"
1010 GO TO VAL "999"
1011 REM RE N
1013 BEEP .1,-20
1020 INPUT INK 6;"NOM ? "; LINE R$: CLS : GO SUB VAL "8600"
1021 LET I=0: LET Q=1
1030 FOR E=1 TO L
1032 IF E=X+1 THEN GO TO VAL "1050"
1037 IF INKEY$="P" THEN PAUSE 4e4
1038 IF INKEY$="r" THEN GO TO VAL "1055"
1040 PRINT AT 21,0: IF R$(C TO LEN R$)=A$(E TO LEN R$) THEN POKE VAL "23692",255
: PRINT TAB 1: INK 0;E;"-";TAB 5;A$(E): LET I=I+1: LET Q=Q+1: BEEP .1,20: PRINT
: GO SUB VAL "8600": LET c=e: IF LEN R$>2 THEN GO TO VAL "1052"
1042 IF Q=VAL "7" THEN LET Q=A
1048 NEXT E
1050 IF I=0 THEN CLS : PRINT INK 2; PAPER 7; FLASH 1; INEXISTANT
: BEEP 1.5,-30: GO TO VAL "990"
1052 GO SUB VAL "8700": GO SUB VAL "3500": IF I>1 THEN GO TO VAL "1055"
1053 LET M=c: GO TO VAL "700"
1055 GO SUB VAL "8700": PLOT 0,173: DRAW 255,0: INPUT #0: INK 6;"ENTREZ NUMERO "
: LINE R$: GO SUB 2398: LET u=VAL R$: IF u<1 OR u>1 THEN GO TO VAL "1055"
1056 LET m=u: GO TO VAL "700"
1200 REM SUP
1205 CLS : INK 3: GO SUB VAL "350": PRINT AT 1,9: INK A+A;"COMPTEUR:";X-1: LET D
=0: PRINT AT 5,1: INK 6;"-QUI DESIREZ VOUS SUPPRIMER ?": BEEP .1,-10: INPUT LINE
R$: PRINT AT 7,2: INK 2;R$
1209 PRINT AT 9,1: INK 6;"-CONFIRMATION ? (O-N)": INPUT LINE U$: IF U$="N" OR U$
="n" THEN GO TO A+A
1210 CLS : GO SUB VAL "8600"
1211 LET v=LEN R$: LET b=dr-v
1212 FOR n=a TO b: LET r$=r$+" ": NEXT n
1220 LET Q=A: LET I=NOT PI
1225 FOR E=1 TO L: LET Q=Q+A
1226 IF E=X+A THEN GO TO VAL "1500"
1240 IF R$=A$(E) THEN GO TO VAL "1513": LET I=I+A: LET Q=Q+A
1242 IF Q=VAL "7" THEN LET Q=A
1245 NEXT E
1500 IF I=NOT PI THEN GO TO VAL "1050"
1513 LET A$(E)="" : LET T$(E)="" : LET X$(E)="" : LET V$(E)="" : LET D$(E)="" : LET C
=0
1514 LET KO=E+A: IF A$(E+1)<>" " THEN GO SUB VAL "4500"
1516 CLS : PRINT AT 0,0: INK 7; PAPER 1; SUPPRESSION EFFECTUE : BEEP
.5,-30: PAUSE VAL "40": GO TO A
1800 REM alpha
1805 BEEP .1,-30: INPUT INK 6;"IMPRIMANTE ? "; LINE R$
1809 CLS : GO SUB VAL "8600"
1810 FOR f=1 TO x: FOR P=2 TO x
1815 LET m$=a$(P-1)
1820 IF a$(P)<X=a$(P-1) THEN GO TO 1840
1830 GO TO 1860
1840 LET a$(P-1)=a$(P):
1850 LET a$(P)=m$
1851 LET c$=v$(P-1): LET v$(P-1)=v$(P): LET v$(P)=c$
1852 LET c$=x$(P-1): LET x$(P-1)=x$(P): LET x$(P)=c$
1853 LET c$=d$(P-1): LET d$(P-1)=d$(P): LET d$(P)=c$
1854 LET c$=c$(P-1): LET c$(P-1)=c$(P): LET c$(P)=c$
1855 LET c$=t$(P-1): LET t$(P-1)=t$(P): LET t$(P)=c$
1860 NEXT P: NEXT f
1862 CLS : BORDER 5
1863 LET KO=2: GO SUB VAL "4500"

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1870 FOR P=A TO x-1
1875 IF R$="o" THEN LPRINT P;TAB 4;a$(P): NEXT P: GO TO 2
1876 PAUSE VAL "20"
1880 PRINT : POKE VAL "23692",255: PRINT INK 3;P;TAB 3: INK 2;a$(P): BEEP .01,15
1881 IF INKEY$="p" THEN PAUSE 4e4
1882 IF INKEY$="0" THEN GO TO a
1890 NEXT P
1895 PRINT #1: INK 1: PAPER 7: FLASH 1:" FIN DE LISTE: PRESSEZ UNE TOUCHE": PAUSE
4E4: GO TO a
2000 FOR E=A TO L
2010 IF A$(E,1)=" " THEN LET X=E: GO TO VAL "2021"
2020 NEXT E
2021 FOR E=NOT PI TO 7: POKE USR "A"+E,0: NEXT E
2022 POKE USR "A",255
2030 RETURN
2049 REM
2050 IF LEN r$<=DR THEN LET A$(F)=r$: GO SUB VAL "4000": RETURN
2060 BEEP .5,-25: PRINT AT 0,0: INK A+A: PAPER 7: FLASH A: BRIGHT A:" Pas Plus
de ";DR;" caracteres ": INPUT INK 7: PAPER 2:"REFAITES L'ENTREE": LINE r$: GO
SUB VAL "2050"
2062 IF LEN r$>DR THEN GO TO 2050
2063 RETURN
2080 IF LEN r$<=GT THEN LET D$(F)=r$: GO SUB VAL "4000": RETURN
2085 BEEP .5,-25: PRINT AT 0,0: INK A+A: PAPER 7: FLASH A: BRIGHT 1:" Pas Plus
de ";GT;" caracteres ": INPUT INK 7: PAPER A+A:"REFAITES L'ENTREE": LINE r$
: GO SUB VAL "2080"
2090 GO TO VAL "2080"
2100 IF LEN r$<=DR THEN LET X$(F)=r$: GO SUB VAL "4000": RETURN
2110 BEEP .5,-25: PRINT AT 0,0: INK 2: PAPER 7: FLASH A: BRIGHT A:" Pas Plus
de ";DR;" caracteres ": INPUT INK 7: PAPER 2:"REFAITES L'ENTREE": LINE r$: GO
SUB VAL "2100"
2115 GO TO VAL "2100"
2130 IF LEN r$<=QW THEN LET T$(F)=r$: GO SUB VAL "4000": RETURN
2135 BEEP .5,-25: PRINT AT 0,0: INK A+A: PAPER 7: FLASH A: BRIGHT 1:" Pas Plus
de ";QW;" caracteres ": INPUT INK 7: PAPER A+A:"REFAITES L'ENTREE": LINE r$:
GO SUB VAL "2130"
2150 GO TO VAL "2130"
2160 IF LEN r$<=QE THEN LET V$(F)=r$: GO SUB VAL "4000": RETURN
2165 BEEP .1,-25: PRINT AT 0,0: INK A+A: PAPER 7: FLASH 1: BRIGHT 1:" Pas Plus
de ";QE;" caracteres ": INPUT INK 7: PAPER 2:"REFAITES L'ENTREE": LINE r$:
IF LEN r$<=QE THEN LET V$(F)=r$: GO SUB VAL "4000": RETURN
2170 GO TO VAL "2165"
2398 LET 19=LEN r$: IF r$="" THEN LET r$="0": RETURN
2399 BEEP .1,-30: FOR k=1 TO 19
2401 IF CODE r$(k TO 19)>57 OR CODE r$(k TO 19)<48 THEN GO TO 2410: RETURN
2402 NEXT k
2403 RETURN
2410 PAPER 0: BORDER 0: CLS : INK 7: GO SUB VAL "350": BORDER 0: PAPER 0: BEEP .
1,-25: PRINT AT 5,1: INK 2: FLASH 1;r$: LET W$=" JE N'ACCEPTÉ QU'UNE ENTREE NU
MERIQUE ! REFAITES L'ENTREE !... ": BEEP .6,-20: GO SUB VAL
"3700": PAUSE 50: FOR F=1 TO LEN W$-VAL "20": PRINT AT 1,5: INK 6: PAPER 2:W$(F
TO F+20): BEEP .08,-20: NEXT F: GO SUB VAL "3700": INPUT INK 2:"REFAITES L'ENTR
EE ": LINE R$: CLS : GO TO 2398
3500 INK 4: GO SUB VAL "345": PRINT #1: INK 6:"R=R.A 0=MENU"
3510 IF INKEY$="r" THEN RETURN
3515 IF INKEY$="0" THEN GO TO a+a
3520 GO TO VAL "3510"
3700 PRINT AT 1,1: INK 2: PAPER 7: FLASH 1:" ENTREE INCORRECTE ": RET
URN
4000 REM ecran
4010 PRINT AT 0,0:" ": PRINT AT 0,8: INK 2: PAPER
7: FLASH 1:" ENTREE ";T:" ": RETURN
4500 FOR P=KO TO x: LET a$(P-1)=a$(P): LET x$(P-1)=x$(P): LET d$(P-1)=d$(P): LET
v$(P-1)=v$(P): LET c$(P-1)=c$(P): LET t$(P-1)=t$(P): NEXT P: LET a$(x)="": LET x$
(x)="": LET d$(x)="": LET v$(x)="": LET c$(x)=0: LET t$(x)="
4501 RETURN

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5500 BEEP .1,-20: INPUT #0; INK 6;"ENTREZ VILLE "; LINE K#
5510 LET v=LEN k#: LET b=0W-v
5515 FOR n=A TO b: LET K#="K#+" ": NEXT n
5516 CLS
5518 LET Q=A: LET I=NOT PI: GO SUB VAL "8600"
5550 FOR E=A TO L
5555 IF E=X+A THEN GO TO VAL "1050"
5558 IF q=7 THEN LET q=a
5560 PRINT AT 21,NOT PI: POKE VAL "23692",255: IF K#="V*(E)" THEN PRINT TAB 1; INK
Q;E;"-" ;A*(E): PRINT : GO SUB VAL "8600": BEEP .1,20: LET i=i+1: LET q=q+a: LET
c=c+e
5565 IF INKEY#="p" THEN PAUSE 4E4
5566 IF INKEY#="r" THEN GO TO VAL "1055"
5570 NEXT E
5810 LET Q=A: LET i=NOT PI: BEEP .1,-25: INPUT #0; INK 6;"ENTREZ CODE POSTAL ";
LINE r#: GO SUB VAL "2398": LET J=VAL r#: CLS : GO SUB VAL "8600"
5820 FOR E=A TO L
5825 IF E=X+A THEN GO TO VAL "1050"
5832 IF INKEY#="p" THEN PAUSE 4E4
5833 IF INKEY#="r" THEN GO TO VAL "1055"
5840 POKE VAL "23692",255: PRINT AT 21,0: IF J=C(E) THEN PRINT TAB 1; INK Q;E;"-"
;A*(E): PRINT : GO SUB VAL "8600": BEEP .1,20: LET i=i+1: LET q=q+a: LET c=c+e
5842 IF Q=7 THEN LET Q=A
5845 NEXT E
6000 BEEP .1,-15: REM IND
6010 LET Q=A: LET I=0
6015 INPUT #0; INK 6;"ENTREZ INDEX "; LINE R#: CLS : GO SUB VAL "8600"
6020 FOR E=A TO L
6025 IF E=X+A THEN GO TO VAL "1050"
6045 POKE VAL "23692",255
6055 POKE VAL "23692",255: PRINT AT 21,0: IF R#( TO LEN R#)=D*(E, TO LEN R#) THEN
N POKE VAL "23692",255: PRINT TAB 1; INK Q;E;"-" ;A*(E): PRINT : GO SUB VAL "8600"
": BEEP .1,20: LET I=I+A: LET q=q+a: LET c=c+e
6056 IF INKEY#="p" THEN PAUSE 4E4
6057 IF INKEY#="r" THEN GO TO VAL "1055"
6060 IF Q=7 THEN LET Q=A
6065 NEXT E
7000 BORDER 0: PAPER 0: CLS : INK 1: BEEP .1,-15: REM MS
7010 PRINT AT 1,5; INK 2;"MODIFICATION POUR:";AT 3,0; INK 7: PAPER 0;"-" ;A*(m);A
T 5,1; FLASH 0; PAPER 0; INK 1;"1-TITRES";AT 7,1; INK 2;"2-INDEX";AT 9,1; INK 3;
"3-ADRESSE";AT 11,1; INK 4;"4-VILLE";AT 13,1; INK 5;"5-CODE POSTAL";AT 15,1; INK
6;"6-TELEPHONE": PRINT #0; INK 6;"0=MODE RECH"
7011 GO SUB VAL "343"
7020 IF INKEY#="1" THEN GO TO VAL "7500"
7025 IF INKEY#="2" THEN GO TO VAL "7550"
7030 IF INKEY#="3" THEN GO TO VAL "7600"
7035 IF INKEY#="4" THEN GO TO VAL "7650"
7037 IF INKEY#="5" THEN GO TO VAL "7700"
7040 IF INKEY#="0" THEN GO TO VAL "990"
7045 IF INKEY#="6" THEN GO TO VAL "8000"
7050 GO TO VAL "7020"
7510 CLS : BEEP .1,-5: PRINT INK 2; PAPER 7; FLASH 1;" MODIFICATION TITRES"
7515 INPUT INK 5;"ENTREZ TITRE "; LINE R#: GO SUB VAL "8500": LET F=M: GO SUB VA
L "2050": LET M=F
7520 LET A*(M)=R#
7525 CLS : PRINT INK 7; PAPER 1;" MODIFICATION EFFECTUE ": PAUSE VAL "3
0": BEEP .5,-5: GO TO VAL "700"
7550 CLS : BEEP .1,-5: PRINT FLASH 1; INK A+A; PAPER 7;" MODIFICATION INDEX
": PRINT AT 5,0; INK 2;"-POUR:"; INK 7;A*(m): GO SUB VAL "381"
7555 INPUT INK 5;"ENTREZ INDEX "; LINE R#: LET F=M: GO SUB VAL "2080": LET M=F
7560 LET D*(m)=R#
7570 GO TO VAL "7325"
7605 CLS : BEEP .1,-5: PRINT INK 2; PAPER 7; FLASH 1;" MODIFICATION ADRESSE
": PRINT AT 5,0; INK 2;"-POUR:"; INK 7;A*(m): GO SUB VAL "381"
7610 INPUT INK 5;"ENTREZ ADRESSE "; LINE R#: LET F=M: GO SUB VAL "2100": LET M=F

```

```

7630 LET X$(M)=R$: GO TO VAL "7525"
7655 CLS : BEEP .1,-5: PRINT INK 2; PAPER 7; FLASH 1;"          MODIFICATION VILLE
   ": PRINT AT 5,0; INK 2;"-POUR:"; INK 7;A$(M): GO SUB VAL "381"
7670 INPUT INK 5;"ENTREZ VILLE " ; LINE R$: LET F=M: GO SUB VAL "2160": LET M=F
7675 LET V$(M)=R$: GO TO VAL "7525"
7700 REM R CP
7710 CLS : BEEP .1,-5: PRINT INK 2; PAPER 7; FLASH 1;"          MODIFICATION CODE POST
AL   ": PRINT AT 5,0; INK 2;"-POUR:"; INK 7;A$(M): GO SUB VAL "381"
7715 INPUT INK 5;"ENTREZ CODE POSTAL " ; LINE R$: GO SUB VAL "2398": LET R=VAL R$
7720 LET C(M)=R: GO TO VAL "7525"
8000 REM TE
8010 CLS : BEEP .1,-5: PRINT INK 2; PAPER 7; FLASH 1;"          MODIFICATION TELEPHON
E    ": PRINT AT 5,0; INK 2;"-POUR:"; INK 7;A$(M): GO SUB VAL "381": INPUT INK
5;"ENTREZ TELEPHONE " ; LINE R$: LET F=M: GO SUB VAL "2130": LET M=F: LET T$(M)=R
$: GO TO VAL "7525"
8500 IF CODE R#=32 OR R#="" THEN GO TO VAL "7515"
8510 RETURN
8600 PRINT AT 0,0; INK 2; PAPER 7; FLASH 3;"          PROCEDURE EN COURS          ": RET
URN
8700 PRINT AT 0,0;"          ": RETURN
9000 LET A=SGN PI: DIM T$(L,QW): DIM C(L): DIM V$(L,QE): DIM A$(L,DR): DIM X$(L,
DR): DIM D$(L,GT): BORDER 0: PAPER 0: INK 4: POKE VAL "23659",2: GO TO VAL "1"
9010 LET L=VAL "250": LET QW=VAL "15": LET QE=VAL "15": LET DR=VAL "25": LET GT=
VAL "8": GO TO VAL "9000"
9999 REM erick caber13 3/84

```

SPECTRUM

RADS

Un inquiétant nuage plane au-dessus de vos plantations.
 Attention aux radiations qui s'en dégagent
 et tombent de façon aléatoire sur vos champs de salades !
 Arrêtez-les grâce à votre base mobile...

RADS

```

1 BORDER 0: PAPER 0: INK 4: CLS : GO SUB 5000
2 GO SUB 2000: LET hs=0: REM redef CHR$
8 REM *****
9 REM initialisaion
10 REM *****
11 LET v=10: DIM a(11): DIM b$(4): LET sc=0: LET vie=3
15 LET b$(1)="c": LET b$(2)="d": LET b$(3)="e": LET b$(4)="f"
22 FOR f=10 TO 20: PRINT AT 15,f; INK 4;"a": PRINT AT 4,f; INK 2;"a": NEXT f
24 REM depart ennemie
25 FOR f=1 TO 11: LET a(f)=4: NEXT f
26 FOR f=0 TO 31: PRINT AT 0,f; INK 1;"■": NEXT f: LET z=INT (RND*4)+1
27 PRINT AT 0,0; PAPER 1; INK 7;"score:";sc;AT 0,25; PAPER 1; INK 7;"vie:";vi
e;AT 0,13; PAPER 1; INK 7;"hisc:";hs
29 REM hasard ennemie & test collisions
30 LET b=INT (RND*11)+1: LET a(b)=a(b)+1: IF a(b)=14 THEN LET vie=vie-1: FOR f
=1 TO 10: BEEP .01,-10: OUT 254,f: NEXT f: BORDER 0: GO SUB 1000: GO SUB 4205: C
LS : GO TO 20
32 REM *****
33 REM Print ennemies
34 REM *****
35 PRINT AT a(b),9+b; INK 6;b$(z)
39 REM *****

```

```

40 REM test clavier
41 REM *****
50 LET v=v+(INKEY#="8" AND v<19)-(INKEY#="5" AND v>9)
59 REM *****
60 REM Print base
61 REM *****
70 PRINT AT 14,v; INK 3;" G "
75 REM *****
76 REM tir rayon
77 REM *****
82 IF INKEY#="0" THEN FOR f=13 TO 5 STEP -1: PRINT AT f,v+1; INK 5;"B": NEXT f
: FOR f=13 TO 5 STEP -1: PRINT AT f,v+1;" ": BEEP .01,f+10: NEXT f: LET
a(v-8)=4: LET sc=sc+1: PRINT AT 0,0; PAPER 1; INK 7;"score":isc
200 GO TO 28
997 REM *****
998 REM tests vie & inc score
999 REM *****
1000 IF vie=0 THEN PRINT AT 21,11; FLASH 1; INK 2; PAPER 7;"GAME OVER": GO SUB 4
300: GO SUB 3000: PAUSE 0: CLS : GO TO 10
1010 RETURN
2000 REM CHR#
2010 RESTORE 2100: FOR x=USR "a" TO USR "9"+7
2020 READ user: POKE x,user
2030 NEXT x: RETURN
2100 DATA 0,0,0,102,255,181,255,173
2150 DATA 68,72,36,36,68,66,36,68
2200 DATA 34,20,8,40,50,28,16,8
2250 DATA 84,68,84,68,84,68,84,68
2300 DATA 80,4,32,8,84,0,36,16
2350 DATA 16,185,40,145,56,169,16,145
2400 DATA 0,36,66,90,60,24,24,126
3000: IF sc>hs THEN LET hs=sc
3005 RETURN
4000 REM musique yesterday
4005 RESTORE 4005: FOR f=1 TO 29: READ m,n: BEEP m,n: NEXT f: RETURN
4010 DATA .25,7,.25,5,1.5,5,.25,9,.25,11,.25,13,.25,14,.25,16,.25,17,.25,16,.15,
14,1.5,14,.25,14,.24,14,.25,12,.25,10,.25,9,.25,7
4020 DATA .5,10,.25,9,.75,9,.5,7,.5,5,.25,9,.75,7,.5,2,.5,5,.25,9,1,25,9
4200 REM musique
4205 RESTORE 4210: FOR f=1 TO 14: READ m,n: BEEP m,n: NEXT f: RETURN
4210 DATA .15,0,.5,5,.15,7,.5,8,.15,0,.25,5,.15,7,.25,8,.15,12,1,11,.03,10,.03,8
,.03,7,.03,5
4300 REM musique requiem
4305 RESTORE 4310: FOR f=1 TO 10: READ m,n: BEEP m,n: NEXT f: RETURN
4310 DATA .9,0,.9,0,.1,0,.9,0,.9,3,.4,2,.9,2,.9,0,.4,-1,.9,0
5000 REM Presentation
5010 LET a#="eric caberia & tilt vous Presente nads,vous devrez a l'aide de vot
re base mobile et de votre rayon laser,empEcher des radiations mortelles d'atbei
ndre la terre...les controles sont 5,8,0..."
5100 LET w=LEN a#
5150 FOR j=1 TO w: PRINT INK INT (RND*5+2))a#(j TO j); INK 7;"|": PRINT CHR# 8)
: BEEP .01,CODE a#(j)-80: NEXT j: GO SUB 4000: CLS : FOR f=1 TO 20: BEEP .02,20)
NEXT f: RETURN

```

SPECTRUM

SPECTDRAW

Un logiciel de création graphique qui propose huit couleurs
et la possibilité de réaliser des dessins,

de remplir les surfaces et de déplacer les figures.

Très utile pour les futurs Rembrandt !

```
1 GO SUB 8000: LET PaPer=0: GO SUB 9000: LET border=0: LET ink=7: BORDER 0: P
```

```

APER 0: INK 7: CLS
2 DRAW 255,0: DRAW 0,175: DRAW -255,0: DRAW 0,-175
3 OVER 1
10 DIM z(500)
15 LET x1=0: LET y1=0
20 LET x=100: LET y=100
30 LET P=1
99 REM test clavier
100 PAPER 1: INK ink: GO SUB 2000
102 LET y=y+(INKEY$="w")-(INKEY$="x")
105 LET y1=y1+(INKEY$="7")-(INKEY$="6")
110 LET x=x+(INKEY$="d")-(INKEY$="a")
111 LET x1=x1+(INKEY$="8")-(INKEY$="5")
120 PLOT x,y: DRAW x1,y1
121 IF INKEY$="s" THEN SAVE a$SCREEN$: REM sauvegarde image
122 IF INKEY$="f" THEN GO SUB 7000: POKE 59293,paper: RANDOMIZE USR 59136
123 IF INKEY$="b" THEN GO SUB 4000
124 IF INKEY$="e" THEN GO SUB 3000
125 IF INKEY$="" THEN GO TO 125
126 IF CODE INKEY$=13 THEN GO SUB 210
130 PLOT x,y: DRAW x1,y1
200 GO TO 100
210 LET z(p)=x: LET z(p+1)=y: LET z(p+2)=x1: LET z(p+3)=y1: LET p=p+4
220 LET x=x+x1: LET y=y+y1
230 LET x1=0: LET y1=0
240 RETURN
300 FOR f=1 TO 500 STEP 4
310 PLOT z(f),z(f+1): DRAW z(f+2),z(f+3)
320 NEXT f
1999 REM tests bord d'ecran
2000 IF x>=254 THEN LET x=254: RETURN
2005 IF x+x1>=254 THEN LET x1=x1-1: RETURN
2010 IF x<=1 THEN LET x=1: RETURN
2011 IF x+x1<=1 THEN LET x1=x1+1: RETURN
2015 IF y>=174 THEN LET y=174: RETURN
2016 IF y+y1>=174 THEN LET y1=y1-1: RETURN
2020 IF y<=1 THEN LET y=1: RETURN
2021 IF y+y1<=1 THEN LET y1=y1+1: RETURN
2030 RETURN
3000 REM encre
3010 LET ink=0
3014 IF INKEY$="5" THEN LET ink=ink-1: BEEP .5,10: IF ink<0 THEN LET ink=0
3015 IF INKEY$="8" THEN LET ink=ink+1: BEEP .5,10: IF ink>7 THEN LET ink=7
3020 PRINT AT 21,1: INK ink: FLASH 0: "■"
3035 IF CODE INKEY$=13 THEN PRINT AT 21,1: PAPER paper," ": RETURN
3040 GO TO 3014
4000 REM couleur border
4010 IF INKEY$="5" THEN LET border=border-1: BEEP .05,10: IF border<0 THEN LET border=0
4020 IF INKEY$="8" THEN LET border=border+1: BEEP .05,10: IF border>7 THEN LET border=7
4025 BORDER border
4030 IF CODE INKEY$=13 THEN RETURN
4035 GO TO 4010
6000 REM fill
6010 DATA 58,125,92,95,58,126,92,87,58,157,231,50,143,92,75,66,66,205,84,231,75,
4,120,254,174,210,49,231,197,213
6020 DATA 205,206,34,209,193,197,213,205,213,45,209,193,60,61,254,1,194,17,231,6
6,75,205,84,231,75,5,120,254,1,218
6030 DATA 83,231,197,213,205,206,34,209,193,197,213,205,213,45,209,193,60,61,254
,1,194,50,231,201,75,197,213,205,229,34,209,193,12,121,254,255,210,120,231,197,2
13,205,206,34,209,193,197,213,205,213
6040 DATA 45,209,193,60,61,254,1,194,85,231,75,197,213,205,229,34,209,193,13,121
,254,1,218,156,231
6050 DATA 197,213,205,206,34,209,193,197,213,205,213,45,209,193,60,61,254,1,194,
121,231,201,58

```

```

7000 REM Papier
7001 IF PaPer<0 THEN LET PaPer=0
7010 IF INKEY$="5" THEN LET PaPer=PaPer-1: BEEP .1,10: IF PaPer<0 THEN LET PaPer
=0
7015 PRINT AT 21,1: INK PaPer;"■"
7020 IF INKEY$="8" THEN LET PaPer=PaPer+1: BEEP .1,10: IF PaPer>7 THEN LET PaPer
=7
7030 IF CODE INKEY$=13 THEN PRINT AT 21,1: PAPER PaPer;" ": RETURN
7040 GO TO 7001
8000 INPUT "NOM DU DESSIN?";A$: CLS : RETURN
9000 RESTORE 6000: REM remplissage
9010 FOR f=59136 TO 59293 : READ data: POKE f,data: NEXT f: RETURN
9999 REM e.c 29/6/86
10000 REM merci a vachha & rumsey

```

SPECTRUM

PENDU

Un programme bien réalisé qui permet de jouer
contre l'ordinateur ou un adversaire humain.
La variable « MOT » définit en ligne 5 le nombre
de mots contenus dans le dictionnaire intégré. C'est en
l'incrémentant qu'il est possible de l'étendre.

```

PendU
 2 GO SUB 1000
 4 REM MENU
 5 FOR F=1 TO 20: BEEP .1,F: NEXT F: LET MOT=118: POKE 23658,8: BORDER 0: PAPE
R 0: INK 4: CLS
10 PRINT "voulez vous Jouer a deux ou      contre moi..."
20 PRINT AT 16,1: FLASH 1: INK 2: PAPER 7;"1": PRINT AT 16,3:"a deux"
22 PRINT AT 18,1: FLASH 1: INK 2: PAPER 7;"2": PRINT AT 18,3:"contre moi"
24 PRINT AT 20,1: FLASH 1: INK 2: PAPER 7;"3": PRINT AT 20,3:"arrêter"
29 REM TEST CLAVIER
30 IF INKEY$="1" THEN BEEP .1,20: GO TO 50
40 IF INKEY$="2" THEN BEEP .1,20: GO TO 700
42 IF INKEY$="3" THEN NEW
43 GO TO 30
49 CLS : INPUT "introduisez un mot sans le laissez voir Par votre Partenaire.
..";d$: IF LEN D$>10 THEN BEEP 1,-10: GO TO 10

 53 LET t=0: LET h=t: LET r=2: LET y=10
 58 DIM e$(LEN d$)
100 FOR i=1 TO LEN d$
110 PRINT AT y,y+i: INK 1: FLASH 1;"■"
120 NEXT i
161 LET v=-y
162 LET b$=INKEY$
165 IF b$="" THEN GO TO 162
166 PRINT AT t,h;b$
170 FOR i=1 TO LEN d$
180 IF b$<>d$(i) THEN GO TO 190
181 LET e$(i)=d$(i)
185 BEEP .07,10: PRINT AT y,y+i;i;b$
186 LET v=h
187 IF e$=d$ THEN GO TO 598
190 NEXT i

195 IF v<>h THEN FOR F=1 TO 15: BEEP .04,F: NEXT F: GO SUB 300+h
200 GO TO 161
300 PRINT AT y+h/r,t: INK 2;"■■■■■■■■■■"
301 GO TO 500
302 PRINT AT y+h/r,t: INK 2;"■"AT y+h/r,t+4: INK 6: PAPER 3;"■."
303 GO TO 500
308 PRINT AT y+h/r,t: INK 2;"■"AT y+h/r,t+3: INK 5;"■.■"

```

```

309 GO TO 500
310 PRINT AT y+h/r,t; INK 2;"|"AT y+h/r,t+2; INK 7;" " "
311 GO TO 500
316 PRINT AT y+h/r,t; INK 2;"|"
317 GO TO 500
319 PRINT INK 2; PAPER 7; FLASH 1;"SOLUTION: ";#8#; FOR F=1 TO 60: OUT 254,F: NE
XT F: BORDER 0
322 PRINT AT 21,6; INK 6;"PRESSEZ UNE TOUCHE " : FOR F=1 TO 40: BEEP .07,F: NEXT
F
323 PAUSE 0: FOR F=1 TO 50: NEXT F: PAUSE 0
325 CLS : GO TO 10
500 LET h=h+r
510 RETURN
599 REM SUCCES
600 PRINT AT 21,0;"VOUS AVEZ GAGNE": FOR F=1 TO 20: OUT 254,F: BEEP .03,F: NEXT
F: PAUSE 0: PAUSE 0: GO TO 1
699 REM DICTIONNAIRE
700 RESTORE : FOR F=1 TO INT (RND*100)+1
705 READ Z#: NEXT F: LET D#=Z#: CLS : GO TO 53
710 DATA "MAIN", "MIME", "MARS", "AOUT", "GANT", "PRIX", "CHAT", "OEUF", "YEUX", "LIVRE"
, "BAGUE", "POIRE", "SINGE", "DEVOIR", "TROQUER", "ECRAN", "FELIN", "SIROP", "QUATRE", "BO
UCLE", "MANGER", "BOUTON", "MONTRE", "RIDEAU", "LAVABO", "ORDINATEUR"
720 DATA "CHEMISE", "ROBINET", "SECRETS", "BOUCHON", "MUSIQUE", "TOUCHER", "MEMOIRE",
"LESSIVE", "OBSTACLE", "CADAVRE", "ENFONCER", "BLANCHIR", "EROTIQUE", "CHIFFRER", "CERT
IFIER", "ARME", "BLINDE", "MISSILE", "FLEUR"
730 DATA "LUMIERE", "OBSCURITE", "PYRAMIDE", "RABOTER", "TABOURET", "MATELAS", "CHARNE
T", "APARTHEID", "CLAVIER", "SANG", "MORT", "GROUPE", "ETHNIE", "MENSUEL", "CANAL", "DECO
DEUR", "ANTENNE"
740 DATA "IMPRIMANTE", "CIEL", "ESPOIR", "FRERES", "RUE", "DEMAIN", "MEILLEUR", "CHANS
ON", "AMOUR", "PAIX", "PHARAON", "LECTEUR", "JOUEUR", "MAITRISE", "HUMANITE"
750 DATA "LIBERTE", "ECARTELER", "AMNISTIE", "TAFIS", "BOUTON", "SONNER", "FORTUNE", "
RHYME", "MOUCHER", "SIFFLER", "GUITARE", "FREQUENCE", "SQUALE", "MORSURE", "VAMPIRE", "
FUSIL", "PLANCHE", "LIGNE", "SONORITE", "SACHET"
760 DATA "COMBAT", "MATRICE", "VITAMINE", "BANDIT", "TORCHE", "PLAQUER", "CLEF", "POT"
, "LAIT", "VACHE", "BUFFLE", "TIGRE", "LION", "CRABE", "CHATTE", "PARC", "CHASSER", "MILIT
AIRE", "CRETIN", "TEMPS"
1000 REM PRESENTATION
1004 CLS : PRINT AT 0,0; INK 3;"E.C & TILT PRESENTE:";AT 21,0; INK 6;"PRESSEZ UN
E TOUCHE"
1005 FOR F=60 TO 1 STEP -1: POKE 23606,F: PRINT AT 10,15; PAPER 1; INK 6;"PENDU"
: BEEP .02,F;-25: NEXT F: BORDER 0
1010 IF INKEY#<>" " THEN FOR F=1 TO 50: OUT 254,F: BEEP .03,F: NEXT F: FOR F=1 TO
22: PRINT #1: BEEP .03,F: NEXT F: RETURN
1020 GO TO 1010
9999 REM E.C

```

THOMSON

DESCRIPTION

Testez votre mémoire visuelle : un « suspect »
apparaît cinq secondes à l'écran. A vous d'établir ensuite un
portrait-robot, grâce aux « signes
particuliers » : chapeau, cicatrice, calvitie, nœud pap...

| | | | | |
|----|-----------------------------------|----|--|---|
| 10 | '*****' | 60 | '* | * |
| 20 | '* | 70 | '*****' | * |
| 30 | '* DESCRIPTION * | 80 | CLEAR500; &H0FFF, 76; CONSOLE0, 24; SCREEN | |
| 40 | '* | 90 | 0, 14, 4: DEFINTA-2: PRINTCHR\$(20) | |
| 50 | '* Fait par Christophe DUASNARD * | | FOR I=0 TO 75: READ A, B, C, D, E, F, G, H: DEFGR\$(| |

```

(1)=A,B,C,D,E,F,G,H: NEXT
100 '*****
110 '* DONNEES GRAPHIQUES *
120 '*****
130 DATA63,64,159,32,3,12,0,3,240,12,242
,13,229,21,234,62,2,3,3,3,3,3,3,0,0,12
8,128,192,192,192,192,0,0,0,0,1,3,6,28
,24,48,96,192,128,0,0,1,7,1,3,3,3,1
140 DATA128,224,192,192,224,224,224,192,
2,21,42,80,160,64,32,81,64,168,84,10,5,7
4,180,72,28,28,28,30,15,7,3,3,56,56,56,1
20,240,224,192,192
150 DATA33,34,81,32,16,42,21,2,32,212,42
,4,8,84,168,64,3,3,3,3,7,6,6,3,192,192,1
92,192,224,96,96,192,0,0,0,0,35,31,15,30
,0,0,0,0,196,252,192,128,0,0,31,31,31,31
,3,3
160 DATA0,0,128,192,224,248,128,128,31,2
8,28,8,0,0,0,0,3,3,3,3,0,0,128,128,1
28,128,128,128,0,0
170 DATA0,0,0,0,2,1,5,11,0,0,0,2,153,85,
42,175,0,0,0,168,85,218,183,222,0,0,0,16
0,92,182,170,85,13,2,13,6,5,13,10,5,251,
106,95,240,192,128,3,127
180 DATA170,87,223,32,0,0,0,0,187,101,25
5,12,7,3,193,253,128,192,64,160,192,64,1
60,192,5,10,7,3,5,6,5,3,0,4,30,126,30,4,
0,0,2,12,16,32,64,128,130,124
190 DATA0,32,120,126,120,32,0,0,0,160,192,
32,192,96,192,160,192,6,3,2,7,1,1,1,1,0,
0,0,1,7,1,0,0,0,36,126,255,129,255,126,2
4,0,0,0,0,128,224,128,0,0
200 DATA160,192,224,192,128,128,128,128,
128,64,96,16,12,7,2,2,0,0,0,32,80,143,0,
0,1,2,28,16,224,64,64,64
210 DATA0,0,0,1,1,1,3,0,0,0,128,128,12
8,192,192,7,24,32,64,64,128,128,128,255,
0,0,0,0,0,0,4,224,24,4,2,2,1,0,0,0,0,0
,0,0,128,128
220 DATA3,5,9,9,9,5,7,5,0,28,62,28,0,0,0,
0,4,8,16,32,64,128,132,124,0,112,248,11
2,0,0,0,0,0,128,224,144,144,160,160,192,12
8,5,14,4,4,4,0,0,0,0,128,128,64,64,32,32
,16
230 DATA0,0,0,255,60,0,0,0,1,2,2,4,4,8,8
,16,16,8,4,3,2,2,2,0,0,33,222,0,0,0,0,
32,64,192,64,64,64,64,64,0,1,7,15,31,31,
63,63,15,255,255,255,255,255,255,255
240 DATA1,131,131,131,199,199,199,239,22
4,255,255,255,255,255,255,0,0,128,22
4,240,240,248,248,63,63,63,63,63,127
250 DATA127,127,255,255,255,239,239,239,
231,231,255,239,215,239,255,239,215,239,
255,255,189,222,1,235,255,255
260 DATA255,255,255,251,251,251,243,243,
248,252,252,252,252,254,254,254,231,129,
153,48,48,153,129,231,231,227,229,233,23
9,239,239,239
270 DD$=CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)+
CHR$(10):A$(0)=GR$(0)+GR$(1)+DD$+GR$(4)+
GR$(5):A$(1)=GR$(2)+GR$(3)+DD$+GR$(6)+GR
$(7)
280 A$(2)=GR$(8)+GR$(9)+DD$+GR$(12)+GR$(
13):A$(3)=GR$(10)+GR$(11)+DD$+GR$(14)+GR
$(15)

```

```

290 A$(4)=GR$(16)+GR$(17)+DD$+GR$(20)+
":A$(5)=GR$(18)+GR$(19)+DD$+GR$(21)+GR$(
22)
300 T$(0)=GR$(23)+GR$(24)+GR$(25)+GR$(26
)+":T$(1)=GR$(27)+GR$(28)+GR$(29)+GR$(
30)+GR$(31)
310 T$(2)=GR$(32)+": "+GR$(36):T$(3)=GR
$(37)+CHR$(27)+CHR$(65)+GR$(38)+GR$(39)+
GR$(40)+CHR$(27)+CHR$(64)+GR$(41)
320 T$(4)=" "+GR$(42)+GR$(43)+GR$(44):T$
(5)=" "+GR$(45)+CHR$(127)+GR$(46)
330 T$(4)=" "+GR$(42)+GR$(43)+GR$(44)+
"
340 TT$(0)=" "+GR$(45)+CHR$(127)+GR$(46)
+" ":TT$(1)=" "+CHR$(27)+CHR$(64)+GR$(47
)+GR$(48)+GR$(49)+GR$(50)
350 TT$(2)=GR$(51)+": "+GR$(55):TT$(3)=
GR$(56)+GR$(57)+CHR$(27)+CHR$(65)+GR$(58
)+CHR$(27)+CHR$(64)+GR$(59)+": "
360 TT$(4)=" "+GR$(60)+GR$(61)+GR$(62)+":
":N$(0)=GR$(34):N$(1)=GR$(53)
370 Y$(0)=GR$(33)+": "+GR$(35):Y$(1)=GR$(
52)+": "+GR$(54)
380 P$(0)=GR$(63)+CHR$(127)+GR$(64)+GR$(65)
+GR$(66)+CHR$(127)+GR$(67)
390 P$(0)=GR$(68)+GR$(69)+CHR$(127)+CHR$(
127)+GR$(71)+GR$(72)+GR$(73):P$(1)=GR$(6
8)+GR$(69)+CHR$(127)+CHR$(127)+GR$(74)+
GR$(72)+GR$(73)
400 P$(2)=GR$(68)+GR$(69)+CHR$(127)+GR$(
70)+GR$(71)+GR$(72)+GR$(73):P$(3)=GR$(68
)+GR$(69)+CHR$(127)+GR$(70)+GR$(74)+GR$(
72)+GR$(73)
410 P$(4)=GR$(68)+GR$(69)+CHR$(127)+GR$(
75)+CHR$(127)+GR$(72)+GR$(73):P$(5)=GR$(
68)+GR$(69)+CHR$(127)+GR$(70)+CHR$(127)+
GR$(72)+GR$(73)
420 DI$(0)="REGARDEZ BIEN, LA PERSONNE Q
UI VA":DI$(1)="APPARAITRE EN HAUT DE L'E
CRAN, "
430 DI$(2)="LORSQUE VOUS APPUYEREZ SUR U
NE ":DI$(3)="TOUCHE. ELLE N'Y RESTERA
QUE CING"
440 DI$(4)="SECONDES. APRES IL FAUDRA, F
AIRE ":DI$(5)="SON PORTRAIT ROBOT, LE PL
US "
450 DI$(6)="FIDELEMENT POSSIBLE.
"
460 '*****
470 '* AFFICHAGE DE L'ECRAN 1 *
480 '*****
490 CLS:BOXF(11,0)-(28,9)?"",0,7:BOX(88,
0)-(231,79),0:ATTRBO,0:ATTRBO,1
500 FORI=0T04:LOCATE0,1+I#2:COLORI:PRINT
"DESCRIPTION":LOCATE29,1+I#2:PRINT"DESCR
IPTION":NEXT
510 ATTRBO,0:COLDR0,7:FORI=1T07:CO(I)=7:
NEXT
520 FORI=0T06:LOCATE3,11+I#2:PRINTDI$(I)
":NEXT:A$=INKEY$
530 A$=INKEY$:A=RND:IFA$=""THEN530ELSECD
LDR0,14
540 T=CINT(RND):CT=CINT(3#RND):N=CINT(RN
D):Y=CINT(RND):CY=2*(CINT(RND#3)):P=CINT
(RND#5):CP=CINT(RND#5)

```



```

550 A=CINT(RND*5):CA=CINT(RND*6):H=CINT(RND*12):J=CINT(RND):YY=Y:NN=N:AA=A:PP=P:HH=H:JJ=J:Q=15:QQ=3:CAA=CA:CTT=CT:CYY=CY:CPP=CP:SC=0
560 BOXF(12,1)-(27,8) " ",7,7:COLOR,7:IFT=0THENGOSUB600ELSEGOSUB620
570 GOSUB640:GOSUB660:GOSUB700:GOSUB680:GOSUB720
580 FORI=0TO5000:NEXT:GOTO790
590 *****AFFICHAGE DE LA TETE *****
600 COLOR0,CO(1):FORI=0TO4:LOCATEQ,I+QQ-1:PRINTT$(I):NEXT:RETURN
610 *****AFFICHAGE DE LA TETE 1*****
620 COLORCTT,CO(1):FORI=0TO4:LOCATEQ,I+QQ-1:PRINTT$(I):NEXT:RETURN
630 *****AFFICHAGE DES YEUX*****
640 COLORCYY,CO(2):LOCATEQ+1,QQ+1:PRINTY$(YY):RETURN
650 *****AFFICHAGE DU NEZ*****
660 COLOR0,CO(3):LOCATEQ+2,QQ+1:PRINTN$(NN):RETURN
670 *****AFFICHAGE DE L'ARME*****
680 COLORCAA,CO(4):ATTRB1,1:LOCATEQ+7,QQ+3:PRINTA$(AA):ATTRB0,0:RETURN
690 *****AFFICHAGE DU PULL*****
700 COLORCPP,CO(5):LOCATEQ-1,QQ+4:PRINTP$(LOCATEQ-1,QQ+5:PRINTP$(PP)):RETURN
710 *****AFFICHAGE DE L'HEURE*****
720 COLOR0,CO(6):LOCATEQ+6,QQ-1:PRINTHH:COLOR,CO(7):IFJJ=0THENPRINT"AM"ELSEPRINT"PM"
730 RETURN
740 *****EFFACEMENT DE LA FENETRE*****
750 BOXF(0,10)-(39,24) " ",0,6:RETURN
760 *****
770 *# CREATION DU PORTRAIT ROBOT *
780 *****
790 GOSUB750:BOXF(11,0)-(28,9)?"",0,7:BOX(88,0)-(231,79),0
800 COLOR3,4:ATTRB1,1:LOCATE10,15:PRINT"1":LOCATE27,15:PRINT"2":COLOR0,7:ATTRB0,0:CTT=0
810 Q=8:QQ=18:GOSUB600:Q=26:GOSUB620
820 A$=INPUT$(1):IFA$="1"THENTT=0:CTT=0:GOTO870ELSEIFA$="2"THENTT=1ELSE820
830 GOSUB750:Q=5:FORCTT=0TO3:GOSUB620:Q=Q+8:NEXT
840 ATTRB1,1:COLOR3,4:LOCATE6,15:PRINT"1":LOCATE14,15:PRINT"2":LOCATE22,15:PRINT"3"
850 LOCATE30,15:PRINT"4":ATTRB0,0
860 A$=INPUT$(1):IFA$="1"ORA$="2"ORA$="3"ORA$="4"THENCCTT=VAL(A$)-1ELSE860
870 BOXF(12,1)-(27,8) " ",7,7:Q=15:QQ=3:IFTT=0THENGOSUB600ELSEGOSUB620
880 GOSUB750:Q=8:QQ=17:YY=0:CYY=0:COLOR,7:GOSUB640:Q=26:YY=1:GOSUB640:ATTRB1,1
890 COLOR3,4:LOCATE10,15:PRINT"1":LOCATE27,15:PRINT"2":COLOR0,7:ATTRB0,0
900 A$=INPUT$(1):IFA$="1"HENYY=0ELSEIFA$="2"HENYY=1ELSE900
910 GOSUB750:Q=5:COLOR,7:FORCYY=0TO6STEP2:GOSUB640:Q=Q+8:NEXT
920 ATTRB1,1:COLOR3,4:LOCATE6,15:PRINT"1":LOCATE14,15:PRINT"2":LOCATE22,15:PRINT

```

```

"3"
930 LOCATE30,15:PRINT"4":ATTRB0,0
940 A$=INPUT$(1):IFA$="1"ORA$="2"ORA$="3"ORA$="4"THENCYCY=(VAL(A$)-1)*2ELSE940
950 Q=15:QQ=3:COLOR,7:GOSUB640
960 GOSUB750:Q=8:QQ=17:NN=0:COLOR,7:GOSUB660:Q=26:NN=1:GOSUB660:ATTRB1,1
970 COLOR3,4:LOCATE10,15:PRINT"1":LOCATE27,15:PRINT"2":COLOR0,7:ATTRB0,0
980 A$=INPUT$(1):IFA$="1"THENNN=0ELSEIFA$="2"THENNN=1ELSE980
990 Q=15:QQ=3:COLOR,7:GOSUB660
1000 GOSUB750:COLOR,7:Q=7:QQ=12:CPF=0:FDRPP=0TO2:GOSUB700:Q=Q+10:NEXT
1010 QQ=18:Q=7:FDRPP=3TO5:GOSUB700:Q=Q+10:NEXT
1020 ATTRB1,1:COLOR3,4:LOCATE8,14:PRINT"1":LOCATE18,14:PRINT"2":LOCATE28,14:PRINT"3"
1030 LOCATE8,20:PRINT"4":LOCATE18,20:PRINT"5":LOCATE28,20:PRINT"6":ATTRB0,0
1040 A$=INPUT$(1):IFA$="1"ORA$="2"ORA$="3"ORA$="4"ORA$="5"ORA$="6"THENPP=(VAL(A$)-1)ELSE1040
1050 GOSUB750:COLOR,7:Q=7:QQ=12:FORCPP=0TO2:GOSUB700:Q=Q+10:NEXT
1060 QQ=18:Q=7:FORCPP=3TO5:GOSUB700:Q=Q+10:NEXT
1070 ATTRB1,1:COLOR3,4:LOCATE8,14:PRINT"1":LOCATE18,14:PRINT"2":LOCATE28,14:PRINT"3"
1080 LOCATE8,20:PRINT"4":LOCATE18,20:PRINT"5":LOCATE28,20:PRINT"6":ATTRB0,0
1090 A$=INPUT$(1):IFA$="1"ORA$="2"ORA$="3"ORA$="4"ORA$="5"ORA$="6"THENCPP=(VAL(A$)-1)ELSE1040
1100 Q=15:QQ=3:COLOR,7:GOSUB700
1110 GOSUB750:H$="" :LOCATE5,16:PRINT"A QUELLE HEURE : ":COLOR7,4:PRINTSPC(2)
1120 A$=INPUT$(1):L=LEN(H$):W=ASC(A$):IF W<13THEN1150ELSEIFW<3ANDL>0THENH$=LEFT$(H$,L-1):A$="" :GOTO1140
1130 IFW<48ORW>57ORL=2THEN1120
1140 COLOR7,4:H$=H$+A$:LOCATE22,16:PRINTSPC(2):LOCATE22,16:PRINTH$:GOTO1120
1150 HH=VAL(H$):IFHH>12THEN1120ELSEGOSUB750
1160 COLOR0,6:LOCATE10,16:PRINT"AM":LOCATE28,16:PRINT"PM":COLOR3,4:ATTRB1,1
1170 LOCATE10,14:PRINT"1":LOCATE28,14:PRINT"2":ATTRB0,0
1180 A$=INPUT$(1):IFA$="1"ORA$="2"THENJJ=(VAL(A$)-1)ELSE1180
1190 Q=15:QQ=3:GOSUB720
1200 GOSUB750:QQ=16:Q=-2:CAA=0:FORAA=0TO5:GOSUB680:Q=Q+5:NEXT
1210 ATTRB1,1:COLOR3,4:LOCATE6,15:PRINT"1":LOCATE11,15:PRINT"2":LOCATE16,15:PRINT"3"
1220 LOCATE21,15:PRINT"4":LOCATE26,15:PRINT"5":LOCATE31,15:PRINT"6":ATTRB0,0
1230 A$=INPUT$(1):IFA$="1"ORA$="2"ORA$="3"ORA$="4"ORA$="5"ORA$="6"THENAA=(VAL(A$)-1)ELSE1230
1240 GOSUB750:QQ=16:Q=-2:FDRCAA=0TO5:GOS

```

```

UB680:Q=Q+5:NEXT
1250 ATTRB1,1:COLOR3,4:LOCATE6,15:PRINT"
1":LOCATE11,15:PRINT"2":LOCATE16,15:PRIN
T"3"
1260 LOCATE21,15:PRINT"4":LOCATE26,15:PR
INT"5":LOCATE31,15:PRINT"6":ATTRB0,0
1270 A$=INPUT$(1):IFA$="1"ORAS$="2"ORAS$="
3"ORAS$="4"ORAS$="5"ORAS$="6"THENCAA=(VAL(A
$)-1)ELSE1230
1280 Q=15:QQ=3:COLOR,7:GOSUB680
1290 GOSUB750:IFCY=CY THENSC=1ELSECO(2)
=8
1300 IFCA=CAA THENSC=SC+1ELSECO(4)=8
1310 IFT=TT THENSC=SC+1ELSECO(1)=8
1320 IFT=0THENSC=SC+1ELSEIFCT=CTT THENSC
=SC+1
1330 IFY=YY THENSC=SC+1ELSEIFCO(2)=8THEN
CO(2)=10ELSECO(2)=8
1340 IFN=NN THENSC=SC+1ELSECO(3)=8
1350 IFA=AA THENSC=SC+1ELSEIFCO(4)=8THEN

```

```

CO(4)=10ELSECO(4)=8
1360 IFF=PP THENSC=SC+1ELSECO(5)=8
1370 IFCP=CPP THENSC=SC+1ELSEIFCO(5)=8TH
ENCO(5)=10ELSECO(5)=8
1380 IFH=HH THENSC=SC+1ELSECO(6)=8
1390 IFJ=JJ THENSC=SC+1ELSECO(7)=8
1400 SC=20*(SC/11):ATTRB0,1:LOCATE5,15:P
RINT"VOTRE SCORE : ";SC;" / 20":ATTRB0,0
1410 COLOR5,6:LOCATE0,22:PRINT"APPUYEZ S
UR UNE TOUCHE POUR LA SOLUTION";
1420 A$=INPUT$(1):AA=A:CAA=CA:CTT=CT:NN=
N:YY=Y:CY=CY:PP=P:CPP=CP:HH=H:JJ=J:Q=15
:QQ=3
1430 LOCATE0,22:PRINTSPC(40):;COLOR,7:1F
T=0THENGOSUB60ELSEGOSUB620
1440 GOSUB640:GOSUB660:GOSUB700:GOSUB720
:GOSUB680:COLOR,6
1450 LOCATE2,22:PRINT"APPUYEZ SUR UNE TO
UCHE POUR REJOUER":A$=INPUT$(1):GOTO490

```

THOMSON

LE METALLURGISTE

Vous devez d'abord traverser une usine sur
des poutres roulantes. Un seul pied dans le vide est permis.
Ensuite, il faut aller quérir divers
objets, le plus vite possible, en évitant les écraseurs.

```

10 '*****
20 '*
30 '* LE METALLURGISTE *
40 '*
50 '* Fait par Christophe COUASNARD *
60 '*
70 '*****
80 CLEAR500,&HDIFF,70:CONSOLE0,24,0,0
90 FORI=0TO69:READA,B,C,D,E,F,G,H:DEFGR$(
I)=A,B,C,D,E,F,G,H:NEXT:C=10
100 '*****
110 '* DDNNEES GRAPHIQUE *
120 '*****
130 DATA1,3,15,255,15,15,7,7,128,192,240
,255,192,64,224,192,255,231,195,129,129,
195,231,255,255,195,165,153,153,165,195,
255,0,120,125,127,63,127,125,120
140 DATA0,0,84,254,255,254,84,0,24,60,10
2,219,219,102,60,24,24,52,100,200,128,0,
0,0,0,0,0,0,0,0,0,1,1,3,63,51,39,47,11
1,0,0,128,192,192,224,240,240
150 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,3,
1,1,3,7,15,63,255,255,189,90,60,255,255,
60,90,189,128,128,192,224,240,252,255,25
5,0,0,0,0,0,0,0,192,0,0,0,0,0,0
160 DATA7,6,14,12,28,24,62,63,224,96,48
,48,24,24,62,63,7,15,31,63,127,127,255,2
55,255,255,255,255,225,225,225,225,2
55,255,255,255,255,255,255,255,255,2

```

```

55,255,255,255,255
170 DATA224,240,248,252,254,254,255,255,
248,248,31,15,15,31,248,248,0,7,255,248,
248,255,7,0,0,0,0,0,0,24,36,36,24,60,102
,195,195,102,60,24,0,0,0,255,255,127,45,
41
180 DATA36,126,255,255,247,247,126,60,16
,0,8,32,16,74,32,36,1,0,9,34,10,170,54,8
5,144,1,68,18,72,210,69,36,129,36,128,68
,193,8,97,146,4,34,1,9,66,14,17,8,4,210,
0,42,164,16,163,74
190 DATA17,34,33,73,38,36,66,193,132,69,
50,10,132,20,34,137,1,200,0,162,32,201,4
8,169,37,1,80,18,4,16,2,84,69,34,36,148,
72,18,36,32,16,73,42,20,8,100,2,130
200 DATA162,68,36,66,66,66,36,24,16,193,33,
33,154,4,168,4,66,75,134,36,68,8,68,22,1
,144,50,64,128,161,192,144,164,145,0,72,
62,127,255,255,255,34,144,9,75,7,135,175
,255
210 DATA0,178,187,178,88,125,252,253,150
,101,42,170,83,36,191,255,165,0,75,26,69
,84,203,255,147,79,159,95,63,127,127,255
,154,225,249,250,252,254,255,255,12,45
220 DATA78,192,235,56,230,21
230 DATA28,62,127,127,126,60,56,24,57,12
5,252,124,56,24,8,0,239,239,206,68,0,0,0
,0,56,124,254,124,56,48,32,0,56,124,254,
254,126,60,60,56

```

```

240 DATA24,8,0,0,0,2,2,6,255,195,129,128,
128,129,195,255,1,1,1,1,1,57,41,57,254,
134,2,0,0,2,134,254,24,48,32,0,0,128,192,
192
250 DATA14,30,63,127,127,126,62,28,0,0,3
2,112,249,251,251,112,0,0,0,136,140,222,
222,140,1,1,19,59,127,251,249,112,224,22
4,240,248,248,248,240,224
260 DATA16,15,14,13,13,12,11,10,10,9,8,8,
7,7,6,6,5,5,4,4,4,3,3,3,2,2,1,1,0,0
270 A$="" +CHR$(27)+CHR$(64)+GR$(0)+GR$(
1)+" ":B$=CHR$(10)+CHR$(8)+CHR$(8)+CHR$(
8)+CHR$(8):C$="" +CHR$(27)+CHR$(68)+GR$(9)
+GR$(10)+" ":D$="" +GR$(18)+GR$(19)+"
"
280 E$=GR$(4)+GR$(5):F$=GR$(6)+GR$(6)+GR
$(7):G$=GR$(25)+GR$(26):H$=GR$(27)+CHR$(
10)+CHR$(8)+GR$(30):I$=GR$(28)+GR$(29)
290 J$=GR$(12)+GR$(13)+GR$(14)+GR$(15)+G
R$(16):K$=GR$(20)+GR$(23)+GR$(23)+GR$(23
)+GR$(24):L$=GR$(2)+GR$(3)
300 FORI=0TO10:M$=M$+L$:NEXT:O$=M$+M$:M$
=M$+" ":N$=SPACE$(15)+M$
310 AA$=CHR$(27)+CHR$(64)+GR$(0)+GR$(1):
BB$=CHR$(10)+CHR$(8)+CHR$(8):CC$=CHR$(27
)+CHR$(68)+GR$(9)+GR$(10):DD$=GR$(18)+GR
$(19)
320 CC$(1)=GR$(55)+GR$(56)+GR$(57)+GR$(5
8)+GR$(59)
330 CC$(2)=GR$(60)+GR$(61)+GR$(62)+GR$(6
3)+GR$(64)
340 CC$(3)=GR$(65)+GR$(66)+GR$(67)+GR$(6
8)+GR$(69)
350 *****
360 *          ECRAN PRINCIPAL          *
370 *****
380 CLS:SCREEN9,7,0:A=48:B=144:CONSOLE22
,24:SCREEN,1:CONSOLE0,24:COLOR,7:RESTORE
260:SC=0:TA=0:PA=0:PRINTCHR$(20)
390 BOXF(0,49)-(88,81):BOXF(0,145)-(88,1
77):BOXF(160,49)-(176,81):BOXF(160,145)-
(176,177)
400 BOXF(248,49)-(320,81):BOXF(248,145)-
(320,177)
410 FORI=1TO32:READX:LINE(88,I+A)-(X+88,
I+A):LINE(176,I+A)-(X+176,I+A):LINE(88,I
+B)-(X+88,I+B):LINE(176,I+B)-(X+176,I+B)
:LINE(248,I+A)-(248-X,I+A)
420 LINE(160,I+A)-(160-X,I+A):LINE(160,I
+B)-(160-X,I+B):LINE(248,I+B)-(248-X,I+B)
:NEXT
430 BOXF(248,49)-(320,81):BOXF(248,145)-
(320,177)
440 COLOR8:BOXF(0,48)-(104,50):BOXF(144,
48)-(192,50):BOXF(232,48)-(320,50)
450 LOCATE4,7:COLOR7,0:PRINTCC$(1):LOCA
TE4,8:COLOR1:PRINTCC$(2):LOCATE4,9:COLOR7
:PRINTCC$(3)
460 LOCATE33,7:COLOR7,0:PRINTCC$(1):LOCA
TE33,8:COLOR1:PRINTCC$(2):LOCATE33,9:COL
OR7:PRINTCC$(3)
470 LOCATE4,19:COLOR7,0:PRINTCC$(1):LOCA
TE4,20:COLOR1:PRINTCC$(2):LOCATE4,21:COL
OR7:PRINTCC$(3)
480 LOCATE33,19:COLOR7,0:PRINTCC$(1):LOC

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```

ATE33,20:COLOR1:PRINTCC$(2):LOCATE33,21:
COLOR7:PRINTCC$(3):COLOR8
490 BOXF(0,144)-(104,146):BOXF(144,144)-
(192,146):BOXF(232,144)-(320,146)
500 GOSUB710:GOSUB940:GOTO770
510 *****
520 *          AFFICHAGE DE L'OUVRIER          *
530 *****
540 LOCATEX,Y:PRINTA$:B$:C$:B$:D$:RETURN
550 *****
560 *          CHUTE DE L'OUVRIER          *
570 *****
580 IFX<14THENCOLOR:LOCATE0,5:PRINTRIGH
T$(M$,X):X=X+1:GOSUB540:GOTO580ELSEY=Y-1
590 FDRS=0TO17:LOCATEX+1,Y+S-1:PRINT"
":LOCATEX+1,Y+S:PRINTAA$:BB$:CC$:BB$:DD$:
NEXT:GOSUB710:RETURN
600 *****
610 *          AFFICHAGE DE L'ECRASSEUR          *
620 *****
630 COLOR0:IFD=1THENLOCATEP,C+3:PRINT"
"
640 LOCATEP,C:PRINT" ":GR$(2):" ":LOC
ATEP,C+1:PRINTJ$:LOCATEP,C+2:PRINTK$
650 IFC<15ANDD=0THENC=C+1ELSED=1
660 IFC<9ANDD=1THENC=C-1ELSED=0
670 RETURN
680 *****
690 *          AFFICHAGE DU FEU          *
700 *****
710 COLOR1,7:FORE=0TO11STEP11:LOCATE15+E
,17:PRINTGR$(31):LOCATE14+E,18:PRINTGR$(
32):GR$(33):GR$(34)
720 LOCATE13+E,19:PRINTGR$(35):GR$(36):G
R$(37):GR$(38):GR$(39):LOCATE12+E,20:PRI
NTGR$(40):GR$(41):GR$(42):GR$(43):GR$(44
):GR$(45):GR$(46)
730 LOCATE12+E,21:PRINTGR$(47):GR$(48):G
R$(49):GR$(50):GR$(51):GR$(52):GR$(53):N
EXT:RETURN
740 *****
750 *          BOUCLE PRINCIPAL          *
760 *****
770 I=3:Y=2:X=0:GOSUB540:COLOR0:LOCATE20
,5:PRINTL$:LOCATE0,5:PRINTL$
780 LOCATE18,23:COLOR1,7:PRINT"ACTION":L
OCATE18,23:A=RND:COLOR7,1:PRINT"ACTION":L
IFSTRIG(0)=0THEN780ELSELOCATE18,23:PRINT
" ":COLOR,7
790 IFSTICK(0)=3THENX=X+1:SC=SC+(X*CINT(
RND)):GOSUB540ELSEIFSTICK(0)=7ANDX>0THEN
X=X-1:GOSUB540
800 IFX<I-3ANDX<12THENLOCATEX,Y:PRINT"
":Y=Y+1:GOSUB540:GOSUB590:GOTO890
810 IFX<I-3ANDX>11ANDX<16THENGOSUB590:GO
TO890
820 IFX>I-3ANDX>15ANDX<18THENLOCATEX,Y:P
RINT" ":Y=Y+1:GOSUB540:GOTO890
830 IFX<J+13ANDX>20ANDX<23THENLOCATEX,Y:
PRINT" ":Y=Y+1:GOSUB540:GOTO890
840 IFX<J+13ANDX>22ANDX<27THENGOSUB590:G
OTO890
850 IFX>28THENS=C+SC+1000:GOSUB940:GOTO89
0
860 I=I+CINT(1.5*RND)-CINT(1*RND):IFI<3T

```

```

HENI=3ELSEIFI>20THENI=20
870 J=J+CINT(1.5*RND)-CINT(1.5*RND):IFJ<
3THENJ=3ELSEIFJ>19THENJ=19
880 COLOR0:LOCATE0,5:PRINTRIGHT$(M$,I):L
OCATE22,5:PRINTMID$(N$,23-J,18):GOTO790
890 GOSUB940:IFSC>RE THENRE=SC:GOSUB940
900 LOCATE18,23:COLOR1,7:PRINT"ACTION":L
OCATE18,23:COLOR7,1:PRINT"ACTION":IFSTRIG
(O)=0THEN890ELSE380
910 '*****
920 '* AFFICHAGE DU SCORE *
930 '*****
940 COLOR4,7:LOCATE0,23:PRINT"SCORE : ";
:PRINTUSING"#####":SC:LOCATE27,23:PRINT"
RECORD : ";:PRINTUSING"#####":RE:RETURN
950 '*****
960 '* ECRAN SECONDAIRE *
970 '*****
980 CONSOLE0,15:CLS:CONSOLE0,24:ZZ=17
990 BDXF(1,1)-(38,8)L$,0:GOSUB1380
1000 ATTRB1,1:LOCATE4,5:PRINT"LE METALLU
RGISTE":ATTR0,0:Y=14:X=19:GOSUB540:GOSU
B1380
1010 '*****
1020 '* BOUCLE SECONDAIRE *
1030 '*****
1040 C=9:P=13:LOCATE13,13:PRINT" ":F
ORI=0T03:GOSUB630:GOSUB630:GOSUB630:SC=S
C-1:IFSC=0THENGOSUB1320
1050 IFSTICK(O)=3ANDX<31THENX=X+1:GOSUB5
40ELSEIFSTICK(O)=7ANDX>0THENX=X-1:GOSUB5
40
1060 IFX>10ANDX<17ANDC>11THEN1320
1070 NEXT:GOSUB1380
1080 IFX=2ANDTA=0THENSC=SC+100:TA=1:PLAY
"L10SISIRERE":LOCATE2,16:PRINT" ":GOSUB
540:PA=0:GOSUB940
1090 IFX=30ANDTA=1THENSC=SC+200:TA=2:PLA
Y"L10SISIRERE":LOCATE30,16:PRINT" ":GO
SUB540:PA=0:GOSUB940
1100 IFX<3ANDTA=2THENSC=SC+300:TA=3:PLAY
"L10SISIRERE":LOCATE2,16:PRINT" ":GOSUB
540:PA=0:GOSUB940
1110 IFX>29ANDTA=3THENSC=SC+400:TA=4:PLA
Y"L10SISIRERE":PA=0:GOSUB940
1120 IFX<3ANDTA=4THENSC=SC+500:TA=5:PLAY
"L10SISIRERE":LOCATE2,16:PRINT" ":GOSUB
540:PA=0:GOSUB940
1130 C=9:LOCATE24,13:PRINT" ":FORI=0
T03:P=24:GOSUB630:GOSUB630:GOSUB630

```

```

1140 IFSTICK(O)=3ANDX<31THENX=X+1:GOSUB5
40ELSEIFSTICK(O)=7ANDX>0THENX=X-1:GOSUB5
40
1150 IFX>21ANDX<28ANDC>11THEN1320
1160 NEXT:GOSUB1380
1170 IFTA=0ANDPA=0THENLOCATE2,16:COLDR0:
PRINTM$:PA=1:PLAY"L5RERESISI"
1180 IFX<3ANDTA=0THENSC=SC+100:TA=1:PLAY
"L10SISIRERE":LOCATE2,16:PRINT" ":GOSUB
540:PA=0:GOSUB940
1190 IFTA=1ANDPA=0THENLOCATE30,16:COLDR2
:PRINTM$:PA=1:PLAY"L5RERESISI"
1200 IFX>29ANDTA=1THENSC=SC+200:TA=2:PLA
Y"L10SISIRERE":LOCATE30,16:PRINT" ":GO
SUB540:PA=0:GOSUB940
1210 IFTA=2ANDPA=0THENLOCATE2,16:COLDR0:
PRINTM$:PA=1:PLAY"L5RERESISI"
1220 IFX<3ANDTA=2THENSC=SC+300:TA=3:PLAY
"L10SISIRERE":LOCATE2,16:PRINT" ":GOSUB
540:PA=0:GOSUB940
1230 IFTA=3ANDPA=0THENLOCATE30,15:COLDR3
:PRINTM$:PA=1:PLAY"L5RERESISI"
1240 IFX>29ANDTA=3THENSC=SC+400:TA=4:PLA
Y"L10SISIRERE":PA=0:GOSUB940
1250 IFTA=4ANDPA=0THENLOCATE2,16:COLDR3:
PRINTM$:PA=1:PLAY"L5RERESISI"
1260 IFX<3ANDTA=4THENSC=SC+500:TA=5:PLAY
"L10SISIRERE":LOCATE2,16:PRINT" ":GOSUB
540:PA=0:GOSUB940
1270 IFTA=5THENATTRB1,1:COLOR4,15:LOCATE
16,11:PRINT"BRAVO":ATTRB0,0:GOSUB940:GOT
O1330
1280 GOSUB940:GOTO1040
1290 '*****
1300 '* FIN DE PARTIE *
1310 '*****
1320 FORZ=0T021:GOSUB1380:NEXT:GOSUB940
:GOTO1330
1330 GOSUB940:IFSC>RE THENRE=SC:GOSUB940
:LOCATE4,9:ATTRB0,1:COLOR1,0:PRINT"VIVE
LA REVOLUTION PROLETARIENNE":ATTRB0,0:PL
AY"L5SOLASIDOLASIDDDDFDOPPPDOPPPD"
1340 LOCATE18,23:COLOR1,7:PRINT"ACTION":
LOCATE18,23:A=RND:COLOR7,1:PRINT"ACTION"
:IFSTRIG(O)=0THEN1330ELSE380
1350 '*****
1360 '* AFFICHAGE D'UNE BARRE *
1370 '*****
1380 COLOR0:LOCATE0,ZZ:PRINTMID$(O$,1+IN
T(ABS(COS(Z))),40):Z=Z+1.5708:RETURN

```

THOMSON

DISKIX

Ce programme vous permet de percer les secrets d'une disquette : inspectez par secteur, modifiez, écrivez, bidouillez.

```

10 FOR T=&HD600 TO &HCA9E
20 READ A$

```

```

30 POKE T,VAL("&H"+A$)
40 NEXT

```

```

45 EXEC &HD&00
50 DATAC6,8C,BD,E8,03,8D,02,20,28,C6,0D,
BD,E8,03,86,28,C6,2D,BD,E8,03,4A,26,FA
60 DATA39,54,48,45,20,44,49,53,4B,20,45,
58,50,4C,4F,52,45,52,2F,45,44,49,54,4F
70 DATA52,CC,0A,01,17,01,F3,8E,D6,19,E6,
80,BD,E8,03,8C,D6,31,26,F6,C6,00,02,17
80 DATA01,E0,8D,BD,20,07,54,52,01,43,4B,
28,3A,CC,01,04,17,01,CF,8E,D6,4E,E6,80
90 DATABD,E8,03,8C,D6,55,26,F6,C6,11,8D,
E8,03,CC,08,04,17,01,B7,C6,18,BD,E8,03
100 DATA8D,02,20,35,86,02,10,8E,DA,9E,BD
,E8,06,5D,27,FA,C1,8C,27,DC,17,01,B1,C1
110 DATAFF,27,EF,E7,A0,BD,E8,03,4A,26,E7
,E6,A2,A6,A2,17,01,BC,1E,89,17,01,B7,17
120 DATA01,AC,8E,00,00,3A,30,86,39,8C,00
,27,22,B2,1F,10,F7,DA,98,20,88,53,45,43
130 DATA54,4F,52,20,3A,CC,0C,04,17,01,5F
,8E,D6,BD,E6,80,BD,E8,03,8C,D6,C5,26,F6
140 DATA8D,A2,8C,00,10,22,E6,8C,00,00,27
,E1,1F,10,F7,DA,97,17,03,48,8E,A0,00,C6
150 DATA14,BD,E8,03,17,01,74,CC,06,06,B7
,60,1B,F7,80,20,1E,89,17,01,25,C6,3E,BD
160 DATAE8,03,C6,09,BD,E8,03,BD,E8,03,C6
,3C,BD,E8,03,C6,08,BD,E8,03,BD,E8,03,BD
170 DATAE8,03,BD,E8,03,BD,E8,06,5D,27,FA
,C1,03,26,06,C6,0C,BD,E8,03,39,C1,0D,10
180 DATA27,FF,2D,C1,0B,10,27,01,C3,C1,0A
,10,27,01,E4,C1,09,10,27,02,06,C1,00,10
190 DATA27,02,1F,C1,54,26,13,8E,A0,00,B6
,60,1B,F6,60,20,34,06,17,01,06,35,06,16
200 DATAFF,90,C1,59,26,05,8E,A0,58,20,E7
,C1,55,26,05,8E,A0,20,DE,C1,4D,26,48
210 DATAF6,DA,97,C1,10,26,11,F6,DA,98,C1
,27,27,97,7C,DA,98,C6,01,F7,DA,97,20,03
220 DATA7C,DA,97,B6,60,1B,F6,60,20,34,06
,CC,08,04,17,00,81,B6,DA,98,17,02,CC,CC
230 DATA14,04,17,00,75,B6,DA,97,17,02,C2
,17,02,76,1F,31,17,00,AB,35,06,16,FF,32
240 DATAC1,4C,26,1D,F6,DA,97,C1,01,26,11
,F6,DA,98,10,27,FF,4B,7A,DA,98,C6,10,F7
250 DATADA,97,20,B7,7A,DA,97,20,B2,C1,57
,26,06,17,02,75,16,FF,32,86,02,10,8E,DA
260 DATA9E,17,00,44,C1,FF,10,27,FF,23,34
,04,C6,09,BD,E8,03,35,04,E7,A0,BD,E8,03
270 DATA4A,26,06,17,FE,85,1F,10,16,01,97
,BD,E8,06,5D,27,FA,17,00,1C,C1,FF,27,F3
280 DATA20,E1,34,06,C6,1F,BD,E8,03,35,06
,8E,40,CB,40,BD,E8,03,1E,89,BD,E8,03,39
290 DATAC1,30,25,0F,C1,39,22,02,20,08,C1
,41,25,05,C1,46,22,01,39,C6,FF,39,1C,FE
300 DATA56,56,56,56,56,39,C1,3A,25,06,C4
,0F,CB,09,20,02,C4,0F,39,CC,01,06,1F,13
310 DATA17,FF,B7,86,08,B7,DA,9C,B7,DA,9D
,86,02,B7,DA,9B,86,08,B7,DA,9C,1F,10,1E
320 DATA89,F7,DA,9A,8D,02,20,13,59,59,59
,59,59,C4,0F,CB,30,C1,3A,25,02,CB,07,BD
330 DATAE8,03,39,F6,DA,9A,8D,ED,1F,10,F7
,DA,9A,7A,DA,9B,26,DA,C6,3A,BD,E8,03,C6
340 DATA20,BD,E8,03,E6,84,8D,D0,E6,80,8D
,D1,7A,DA,9C,26,EE,86,08,C6,20,BD,E8,03
350 DATABD,E8,03,30,18,E6,80,C1,20,25,09
,C1,7F,22,05,BD,E8,03,20,05,C6,2E,BD,E8
360 DATA03,4A,26,E9,C6,0D,BD,E8,03,C6,0A
,BD,E8,03,BD,E8,03,7A,DA,9D,10,26,FF,7B
370 DATA17,FD,06,39,17,00,8A,B6,60,1B,F6
,60,20,81,06,26,14,11,83,A0,00,27,10,33
380 DATA58,1F,31,34,06,17,FF,4B,35,06,16
,FD,D5,80,02,16,FD,00,39,17,00,63,B6,60
390 DATA1B,F6,60,20,81,14,26,16,11,83,A0
,C8,27,E9,33,48,1F,31,34,04,17,FF,24,35
400 DATA04,86,14,16,FD,AC,8B,02,16,FD,A7
,17,00,3B,86,60,1B,F6,60,20,C1,1B,24,05
410 DATACB,03,16,FD,95,C6,06,08,02,81,14
,23,02,86,14,16,FD,88,17,00,1C,B6,60,1B
420 DATAF6,60,20,C1,06,27,05,C0,03,16,FD
,76,C6,1B,80,02,81,06,22,02,66,06,16,FD
430 DATA69,C6,20,BD,E8,03,C6,09,BD,E8,03
,BD,E8,03,C6,20,BD,E8,03,C6,08,BD,E8,03
440 DATABD,E8,03,BD,E8,03,BD,E8,03,39,34
,04,C6,08,BD,E8,03,BD,E8,03,BD,E8,03,17
450 DATAFF,CF,86,60,1B,F6,60,20,88,06,48
,48,1F,31,1E,89,3A,1E,89,C1,09,27,1B,C1
460 DATA0C,27,1B,C1,0F,27,1B,C1,12,27,1B
,C1,15,27,1B,C1,18,27,1B,C1,1B,27,1B,4F
470 DATA20,1A,86,01,20,16,86,02,20,12,86
,03,20,0E,86,04,20,0A,86,05,20,06,86,06
480 DATA20,02,86,07,30,86,35,04,E7,84,B6
,60,1B,F6,60,20,CB,03,C1,1E,26,0A,8B,02
490 DATA81,16,25,02,86,14,C6,06,34,06,1F
,31,17,FE,3C,35,06,16,FC,C6,8D,39,C6,02
500 DATAF7,60,48,5F,F7,60,49,F7,60,4A,8E
,A0,00,EF,60,4F,F6,DA,97,F7,60,4C,F6,DA
510 DATA98,F7,60,4B,BD,E8,2A,24,0B,C6,07
,BD,E8,03,BD,E8,03,BD,E8,03,39,8D,08,C6
520 DATA08,F7,60,48,7E,DA,3B,5F,5A,F7,60
,80,C6,10,F7,60,48,BD,E8,2A,39,34,02,46
530 DATA46,46,46,8D,02,35,02,84,0F,8B,30
,81,39,23,02,8B,07,1F,89,BD,E8,03,39,02
540 DATA13,C6,38,00,00,00,30

```

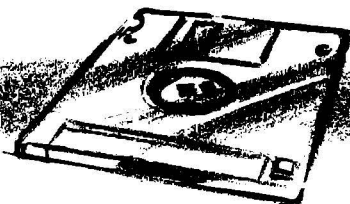
Commentaires :

T Y U positionnent l'écran sur le secteur.

W écrit le buffer courant à la piste et secteur indiqués.

M et L changent de secteur : vous vous déplacez dans le buffer courant avec les flèches.

NB : l'article 47, titre V, de la loi 85-600 du 43 juillet 1985, autorise une copie unique de sauvegarde...



SNAKE

Vous êtes un serpent mangeur de petits points qui se multiplie dans la pièce où vous évoluez. Vous vous orientez avec les flèches, mais attention : si vous cognez dans un mur, ou vous mordez la queue, vous êtes mort ! Quatre niveaux de difficulté. Si vous voulez souffler, tapez « stop ».

```

10 '*** SNAKE TO7,M05
20 ' SOTIROPOULOS C.
30 '
40 CLEAR1000
50 DEFINT A-B,D-Z:DEFSTR C
60 DIM E(100):SCREEN0,7,2:PL=24
70 CLS:PRINTCHR$(20):PRINT:PRINT:PRINT
Niveau 1-4 ? " :X$=INPUT$(1):IFVAL(X$)<1
OR VAL(X$)>4 THEN RUN
80 XX=106-(VAL(X$)-1)*27:CLS:IF XXX<106 AND
VAL(X$)>2 THEN BOXF(10,10)-(20,90)
90 BOX(0,0)-(XX,102):LINE(20,102)-(30,10
2),-8:LINE(20,102)-(17,100):LINE(19,102)
-(16,100):LOCATE1,15:PRINT"Porte":LOCATE
2,14:PRINT"^^"
100 ALEA=RND(0):ATTRB1,0:COLOR3,2:LOCATE
2,21:PRINT"LE SERPENT MANGEUR":ATTRB0,
0
110 C="" :L=24:M=0:P=24:Q=60:P1=P:Q1=72:B
=0:A=11:X=24:Y=24:F=-1:K=19:I=A
120 LOCATE20,2:COLOR7,4:PRINT"Points :":
LOCATE30,2:PRINT L
130 LOCATE 20,6:COLOR7,2:PRINT"RECORD : "
:LOCATE30,6:PRINT PL:COLOR0,7:LOCATE20,
9:PRINT"Niveau " :VAL(X$)
140 IF F=-1 AND POINT(X,Y)=0 THEN 500
150 IF POINT(X,Y)=-8THEN 240
160 IF F=-1THEN 240
170 H=0
180 FOR G=0 TO F
190 IF E(G)<>X+Y*256 THEN 210
200 M=M+5:FOR J=G TO F:E(J)=E(J+1):NEXT
F=F-1:PLAY"03T1S1#":GOTO240
210 H=H+1
220 NEXT
230 IF H=F+1 THEN500
240 PSET(X,Y):IF P<>P1 OR Q<>Q1 THEN PSE

```

```

T(P,Q),-8
250 P1=P:Q1=Q
260 D$=INKEY$:IF D$=CHR$(8) OR D$=CHR$(9
)OR D$=CHR$(10) OR D$=CHR$(11) THEN A=AS
C(D$)
270 IF A<>B THEN C=C+CHR$(X)+CHR$(Y)+CHR
$(A)
280 B=A
290 K=K-(K<>20)
300 IF K=20 AND F<19 THEN GOSUB430
310 L=L-(M<>0):IF M<>0 THEN PLAY"03T1S1"
:LOCATE 30,2:COLOR7,4:PRINT L:COLOR 0,7
320 IF PL<L THEN PL=L:COLOR7,3:LOCATE 30
,6:PRINTPL:COLOR0,7
330 M=M+(M>0)
340 IF M>0 THEN 400
350 IF LEN(C)=0 THEN380
360 IF P<>ASC(MID$(C,1,1)) OR Q<>ASC(MID
$(C,2,1)) THEN 380
370 I=ASC(MID$(C,3,1)):C=MID$(C,4,LEN(C)
-3)
380 P=P+(I=8)-(I=9)
390 Q=Q+(I=11)-(I=10)
400 X=X+(A=8)-(A=9)
410 Y=Y+(A=11)-(A=10)
420 GOTO140
430 IF F=19 THEN RETURN
440 O=RND(1)*XX+1:R=RND(1)*102+1
450 IF POINT(O,R)=0 THEN 440
460 F=F+1:E(F)=O+R*256
470 PSET(O,R)
480 K=0
490 RETURN
500 X=X-(A=8)+(A=3):Y=Y-(A=11)+(A=10):FO
R I=1 TO10:BEEP:BEEP:BEEP:PSET(X,Y):PSET
(X,Y),-8:NEXT
510 GOTO070

```

LE POULLAILLER

Recueillez dans votre brouette (!) la ponte de vos poules. A la douzaine, allez à gauche du poulailler, tirez la manette à vous pour emballer. Attention : si vous dépassez la douzaine, vous les cassez tous. Au-delà de cent œufs cassés, c'est la ruine.


```

30 '* LE POULAILLE *
40 '* *
50 '* Fait par Christophe COUASNARD *
60 '* *
70 '*****
80 CLEAR500,3HDIFF,49:CONSOLE0,24,0,0:CLS:SCREEN0,11,8:DEFINTA-Z:CO=7
90 FORI=0T048:READA,B,C,D,E,F,G,H:DEFGR$(1)=A,B,C,D,E,F,G,H:NEXT
100 CONSOLE0,24:CLS:SCREEN0,11,8:CONSOLE0,7:SCREEN,6:CONSOLE22,24:SCREEN,10:CONSULE0,24:BOXF(240,0)-(320,175),4:COLOR15,1:VE=0:VC=0:VB=0
110 FORI=0T021:LOCATE0,I,0:PRINTGR$(26):LOCATE29,1:PRINTGR$(26):NEXT:FORI=0T0239:LINE(120,0)-(1,64),3:NEXT:ATTR0,1
120 COLOR4,11:LOCATE9,6:PRINT"LE POULAILLER":ATTR0,0:COLOR15:FORI=1T028:LOCATEI,13:PRINTGR$(27):NEXT
130 ATTRB1,0:COLOR0:LOCATE30,0:PRINT" TUP":LOCATE30,1:PRINT"SCORE":LOCATE30,10:PRINT"VOTRE":LOCATE30,11:PRINT"SCORE":ATTR0,0
140 GOSUB770:GOSUB720:COLOR,11
150 A$=""+CHR$(27)+CHR$(67)+GR$(0)+GR$(1)+":B$=CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)
160 C$=""+CHR$(27)+CHR$(113)+GR$(2)+CHR$(27)+CHR$(64)+GR$(3)+":D$=CHR$(10)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)
170 E$=""+CHR$(27)+CHR$(65)+GR$(4)+GR$(5)+GR$(6)+":F$=CHR$(10)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)
180 G$=""+CHR$(27)+CHR$(119)+GR$(7)+GR$(8)+GR$(9)+GR$(10)+GR$(11)+CHR$(27)+CHR$(68)+GR$(12)+GR$(13)+":
190 H$=""+CHR$(27)+CHR$(119)+GR$(14)+GR$(15)+GR$(16)+CHR$(27)+CHR$(64)+GR$(17)+GR$(18)+GR$(19)+GR$(20)+":
200 I$=GR$(22)+CHR$(10)+CHR$(8)+GR$(23)+GR$(24)
210 CC$(1)=GR$(34)+GR$(35)+GR$(36)+GR$(37)+GR$(38)
220 CC$(2)=GR$(39)+GR$(40)+GR$(41)+GR$(42)+GR$(43)
230 CC$(3)=GR$(44)+GR$(45)+GR$(46)+GR$(47)+GR$(48)
240 COLOR7:FORI=3T026:STEPS:LOCATEI,11:PRINTI$:NEXT
250 I=25:RND:IFI<6:THENI=6:GOSUB450ELSEGOSUB450
260 Z=RND:COLOR7,0:LOCATE32,22:PRINT"ACTION":COLOR,7:LOCATE32,22:PRINT"ACTION":IFSTRIG(0)=0:THEN260
270 COLOR10,10:LOCATE32,22:PRINTSPC(6):COLOR,11
280 '*****
290 '* BOUCLE PRINCIPALE *
300 '*****
310 GOSUB540:GOSUB490
320 IFSTICK(0)=3ANDI<25:THENI=I+1:GOSUB420ELSEIFSTICK(0)=7ANDI>6:THENI=I-1:GOSUB420ELSEIFSTICK(0)=5ANDI=6ANDVE=12:THENGOSUB810
330 IFSTICK(0)=3ANDI<25:THENI=I+1:GOSUB420ELSEIFSTICK(0)=7ANDI>6:THENI=I-1:GOSUB420ELSEIFSTICK(0)=5ANDI=6ANDVE=12:THENGOSUB810

```

```

340 IFX>1-4ANDX<I ANDY=19:THENVE=VE+1:PLAY"A1L10MIMI":GOSUB720:LOCATEX,Y:PRINT":GOTO310
350 IFX>I ANDX<I+3 ANDY=17:THEN400
360 IFX=1 ANDY=19:THEN400
370 IFVC=100:THEN400
380 IFY=21:THENVC=VC+1:PLAY"A1L10DDDD":GOSUB720:LOCATEX,Y:PRINT":GOTO310
390 GOSUB490:GOTO320
400 GOSUB870:IFVB>RB:THENRB=VB:PLAY"A2L10DDREMIASOLASILASOFAMIRE2":GOSUB770ELSEPLAY"DDDDDDDDDDDDDDDDDD"
410 COLOR7,0:LOCATE32,22:PRINT"ACTION":COLOR0,7:LOCATE32,22:PRINT"ACTION":IFSTRIG(0)=0:THEN410ELSE100
420 '*****
430 '* AFFICHAGE DU PAYSAN *
440 '*****
450 LOCATEI,17:PRINTA$:B$:C$:D$:E$:F$:G$:H$:RETURN
460 '*****
470 '* AFFICHAGE DE L'OEUF *
480 '*****
490 COLOR7,11:IFY<>13:THENLOCATEX,Y:PRINT"
500 Y=Y+1:LOCATEX,Y:PRINTGR$(21):RETURN
510 '*****
520 '* COORDONNEES DE L'OEUF *
530 '*****
540 X=1+(1+(RND*23)03)*3:LOCATEX,14:PRINTGR$(21):Y=13:PLAY"L12AISIS1":RETURN
550 '*****
560 '* DONNEES GRAPHIQUES *
570 '*****
580 DATA0,0,0,0,0,3,7,63,0,0,0,0,0,192,224,252,15,7,13,31,7,11,15,1,240,240,240,240,224,128,192,128,0,0,0,0,0,3,7,7,15,31,63,247,207,15
590 DATA192,192,224,224,224,224,224,224,0,0,0,0,0,3,15,255,127,63,31,31,63,248,225,255,255,255,255,255,255,255
600 DATA224,255,255,255,255,255,195,1,0,255,255,129,0,0,0,128,31,31,31,31,15,31,31,56
610 DATA224,224,240,248,248,240,224,112,31,31,63,63,31,31,15,3,240,240,248,248,240,240,224,128,0,0,0,0,0,0,4,7,7,7,56,112,112,112,224,248,248,248,112,56,56,28,156,255,255,255
620 DATA24,60,60,126,126,126,126,60,0,16,48,216,56,24,28,28,29,63,63,63,63,31,15,7,224,250,255,254,252,248,240,224
630 DATA0,104,206,231,207,220,104,0,237,237,237,255,219,187,187,187,255,255,255,0,0,0,0,0,0,0,3,7,15,31,0,0,0,0,0,129,195,231,0,0,0,0,192,224,240,248
640 DATA127,63,63,31,31,15,7,3,255,255,255,255,231,195,129,254,252,252,248,248,240,224,192
650 DATA28,62,127,127,126,60,56,24,57,125,252,124,56,24,8,0,239,239,206,68,0,0,0,0,56,124,254,124,56,48,32,0,56,124,254,254,126,60,60,56
660 DATA24,8,0,0,0,2,2,6,255,195,129,128,128,129,195,255,1,1,1,1,1,57,41,57,254,134,2,0,0,2,134,254,24,48,32,0,0,128,192,192
670 DATA14,30,63,127,127,126,62,28,0,0,3

```

```

2,112,249,251,251,112,0,0,0,136,140,222,
222,140,1,1,19,59,127,251,249,112,224,22
4,240,248,248,248,240,224
690 '*****
700 '* AFFICHAGE DU SCORE *
710 '*****
720 IFVE=13THENVE=0:VC=VC+12
730 LOCATE31,14,0:COLOR7,1:PRINTGR$(21);
" :":PRINTUSING"#####";VE:LOCATE31,17:C
OLOR3,1:PRINTGR$(25);" :":PRINTUSING"##
###";VC:COLOR,11:RETURN
740 '*****
750 '* AFFICHAGE DU TOP-SCORE *
760 '*****
770 COLOR,4:XX=31:YY=4:GOSUB820:XX=-4:YY
=-22:COLOR7,1:ATTRBO,1:PRINTUSING"#####";
RS:ATTRBO,0:RETURN

```

```

/80 '*****
790 '* AFFICHAGE D'UNE BOITE *
800 '*****
810 XX=XX+4:VB=VB+1:VE=0:IF(VB/10)=(VB/1
0) THENXX=0:VC=0:CD=CD-1
820 LOCATEXX,YY:COLOR3,10:PRINTGR$(28);G
R$(29);GR$(30):LOCATEXX,YY+1:COLORCD:PRI
NTGR$(31);GR$(32);GR$(33);:RETURN
830 GOSUB810:A$=INPUT$(1):GOTO830
840 '*****
850 '* ECRAN FINAL *
860 '*****
870 FORJ=0TO7:FORI=0TO5:LOCATEI*5,J*3:CO
LOR7,0:PRINTCC$(1):LOCATEI*5,J*3+1:COLR
1:PRINTCC$(2):COLOR7:LOCATEI*5,J*3+2:PRI
NTCC$(3):NEXT:NEXT
880 RETURN

```

. THOMSON

L'HORTICULTEUR

Arrosez les fleurs de couleur mate avant qu'elles ne noircissent et meurent. Pour ce, tirez la manette à vous lorsque la pomme d'arrosoir se trouve à droite de la fleur. A dix fleurs fanées, vous êtes viré ! Pour puiser l'eau, suivez les flèches.

```

10 '*****
20 '* *
30 '* L' HORTICULTEUR *
40 '* *
50 '* Fait par Christophe COUASNARD *
60 '* *
70 '*****
80 CLEAR500,3HDFFF,SS:DINA$(16),B$(16):C
UNGLE0,24,0,0:CLS:SCREEN0,7,0:DEFINTA-Y
:PRINTCHR$(20)
90 FORI=0TO54:READA,B,C,D,E,F,G,H:DEFGR$(
I)=A,B,C,D,E,F,G,H:NEXT
100 '*****
110 '* DONNEES GRAPHIQUES *
120 '*****
130 DATA0,0,0,3,7,15,31,255,0,0,0,128,19
2,224,240,255,15,31,30,30,30,15,15,7,240
,150,240,252,240,192,240,248
140 DATA1,3,15,12,29,29,29,29,192,192,22
1,96,184,184,188,188,29,13,13,13,13,13,2
9,184,184,184,184,188,188,188,188,184
150 DATA7,8,8,63,127,255,255,255,192,32,
32,240,248,249,255,255,0,0,1,119,254,1
40,24,255,255,255,255,127,127,0,0
160 DATA255,254,252,252,248,248,0,0,1,2,
3,5,4,2,5,8,224,208,104,212,74,170,171,7
,7,0
170 DATA8,28,53,115,123,127,63,31,56,44,
14,188,190,254,252,248,8,29,63,127,127,1
27,63,31,32,112,248,252,252,252,248,240
180 DATA146,210,90,111,63,63,31,15,77,20
1,155,246,254,252,248,240,4,14,31,63,63,
31,18,7,63,238,255,255,255,254,252,248
190 DATA7,3,129,225,227,243,118,63,227,1

```

```

93,142,158,62,60,124,240,31,14,12,79,110
,60,28,12,0,112,224,192,0,0,0,0
200 DATA28,62,127,127,126,60,56,24,57,12
5,252,124,56,24,8,0,239,239,206,68,0,0,0
,0,56,124,254,124,56,48,32,0,56,124,254,
254,126,60,60,56
210 DATA24,8,0,0,0,2,2,6,255,195,129,128
,128,129,195,255,1,1,1,1,1,57,41,57,254,
134,2,0,0,2,134,254,24,48,32,0,0,128,192
,192
220 DATA14,30,63,127,127,126,62,28,0,0,3
2,112,249,251,251,112,0,0,0,136,140,222,
222,140,1,1,19,59,127,251,249,112,224,22
4,240,248,248,248,240,224
230 DATA62,65,66,32,30,65,129,126,0,0,0,
0,117,85,85,119,0,0,0,0,119,84,100,87,0,
0,0,0,112,80,96,112,0,0,0,0,0,0,255,0,
0,0,0,0,0,255,0,4,6,7,7,15,255
240 DATA0,0,0,128,192,224,240,255,0,0,
0,0,0,0,0,255,0,0,0,0,0,0,255,15,7,7,6
,4,0,0,224,192,128,0,0,0,0,219,191,251
,247,189,239,219,247
250 A$=CHR$(27)+CHR$(67)+" "+GR$(0)+GR$(
1)+" " :B$=CHR$(0)+CHR$(2)+CHR$(8)+CHR$(8)
+CHR$(8)+CHR$(10):C$=" "+CHR$(27)+CHR$(64)+GR$(
2)+CHR$(27)+CHR$(113)+GR$(3)+" "
260 D$=" "+CHR$(27)+CHR$(68)+GR$(4)+GR$(
5)+" " :E$=" "+GR$(6)+GR$(7)+" " :F$=" "+C
HR$(27)+CHR$(69)+GR$(8)+GR$(9)+GR$(10)+"
"
270 G$=CHR$(8)+" "+GR$(11)+GR$(12)+" " :H
$=GR$(13) :I$=GR$(23)+GR$(24) :J$=GR$(25)+
GR$(26)
280 FL$(0)=GR$(15)+GR$(16):FL$(1)=GR$(17)

```



```

) +GR$(15):FL$(2)=GR$(19)+GR$(20):FL$(3)=
GR$(21)+GR$(22):BB$=CHR$(8)+CHR$(9)+CHR$(
10)
290 FORI=0TO16:A$(I)="1":B$(I)="4":NEXT:
CLS:SCREEN0,7:SC=0:MD=0:CO=0
300 '*****
310 '* AFFICHAGE D' ECRAN PRINCIPAL *
320 '*****
330 CONSOLE10,12:SCREEN15,15:CONSOLE23,2
4:SCREEN15,15:CONSOLE0,24:COLOR10,7
340 FORI=0TO16:LOCATEI#2,8:PRINTI#;BB$:J
$:NEXT:COLOR0,7:FORI=0TO1:LOCATE35,8+I:P
RINTGR$(54)+" "+GR$(54):NEXT:COLOR10,7
350 FORI=0TO16:LOCATEI#2,21:PRINTI#;BB$:
J$:NEXT:COLOR0,7:FORI=0TO1:LOCATE35,21+I
:PRINTGR$(54)+" "+GR$(54):NEXT:COLOR4
360 BOXF(280,24)-(320,63):BOXF(280,128)-
(320,167)
370 LOCATE36,4:COLOR0,4:PRINTGR$(42):GR$(
43):GR$(44):GR$(45)
380 LOCATE36,17:COLOR0,4:PRINTGR$(42):GR
$(43):GR$(44):GR$(45)
390 LOCATE36,5:PRINTGR$(46):GR$(47):GR$(
48):GR$(49)
400 LOCATE36,18:PRINTGR$(46):GR$(47):GR$(
48):GR$(49)
410 LOCATE36,6:PRINTGR$(50):GR$(51):GR$(
52):GR$(53)
420 LOCATE36,19:PRINTGR$(50):GR$(51):GR$(
52):GR$(53)
430 LOCATE35,0:COLOR7,0:PRINTGR$(27):GR$(
28):GR$(29):GR$(30):GR$(31):COLOR1
440 LOCATE35,1:PRINTGR$(32):GR$(33):GR$(
34):GR$(35):GR$(36):COLOR7
450 LOCATE35,2:PRINTGR$(37):GR$(38):GR$(
39):GR$(40):GR$(41)
460 COLOR1,7:Z=0:FORX=0TO16:LOCATEX#2,7:
PRINTFL$(ABS(COS(Z))):Z=Z+1.57:NEXT
470 COLOR4,2=0:FORX=0TO16:LOCATEX#2,20:P
RINTFL$(2+ABS(COS(Z))):Z=Z+1.57:NEXT
480 GOSUB570:1=0:J=1:GOSUB530
490 A=RND:LOCATE17,23:COLOR7,0:PRINT"ACT
ION":COLOR0,7:LOCATE17,23:PRINT"ACTION":
IFSTRIG(0)=0THEN490ELSELOCATE17,23:COLOR
,15:PRINT" ":GOTO790
500 '*****
510 '* AFFICHAGE DE L'HORTICULTEUR *
520 '*****
530 LOCATE1,7:COLOR7,7:PRINTA#;B#;C#;B#;D
#:B#;E#;B#;F#;B#;G#:RETURN
540 '*****
550 '* AFFICHAGE DU SCORE *
560 '*****
570 LOCATE1,11:COLOR7,0:PRINT"CONT.":;C0
:LOCATE11,11:PRINT"MDRTE.":;MD:LOCATE22,1
1:PRINT"SCORE.":;PRINTUSING"####";SC:LOCA
TE32,11:PRINT"TOP.":;PRINTUSING"####";TF
580 RETURN

```

```

590 '*****
600 '* FIN DE LA PARTIE *
610 '*****
620 IFSC>TP THENTP=SC:PLAY"A402D0REMIFAS
0S1":GOSUB570ELSEPLAY"A201S0SODDDDDMM1S0
LA"
630 LOCATE17,23:COLOR7,0:PRINT"ACTION":C
OLOR0,7:LOCATE17,23:PRINT"ACTION":IFSTRI
G(0)=0THEN630ELSE290
640 '*****
650 '* AFFICHAGE DU RANGE 1 *
660 '*****
670 COLOR1,7:LOCATEQ#2,7:COLORVAL(A$(Q))
:PRINTFL$(ABS(COS(Z))):Z=Z+1.57:RETURN
680 '*****
690 '* AFFICHAGE DU RANGE 2 *
700 '*****
710 COLOR4,7:LOCATEQ#2,20:COLORVAL(B$(Q)
):PRINTFL$(2+ABS(COS(Z))):Z=Z+1.57:RETUR
N
720 '*****
730 '* AFFICHAGE DE L'EAU *
740 '*****
750 COLOR6,7:LOCATEI+3,J+5:PRINTH#;PLAY"
04A2L1D0L2D0L3D0L4D0":LOCATEI+3,J+5:PRIN
T" ":RETURN
760 '*****
770 '* BOUCLE PRINCIPALE *
780 '*****
790 FORPA=0TO10:IFSTICK(0)=3THENI=I+1ELSL
EIFSTICK(0)=7THENI=I-1ELSEIFSTICK(0)=5AN
DC0)THEN890
800 IFI<0ANDJ=1THENJ=14:I=30:BOXF(8,8)-(
24,54),7ELSEIFI>30ANDJ=14THENJ=1:I=0:BOX
F(240,112)-(264,158),7:CO=5:GOSUB570
810 IFI<0ANDJ=14THENJ=1:I=30:BOXF(8,112)
-(24,158),7ELSEIFI>30ANDJ=14THENJ=14:I=0:
BOXF(240,8)-(264,54),7:CO=5:GOSUB570
820 GOSUB530:NEXTPA:IFRND>RNDTHEN860
830 XX=(RND*15)+1:IFA$(XX)="9"THENA$(XX)
="0":MD=MD+1:GOSUB570:Q=XX:GOSUB670:IFM
D>9THEN620
840 IFA$(XX)="1"THENA$(XX)="9":Q=XX:GOSU
B670
850 GOTO790
860 XX=(RND*15)+1:IFB$(XX)="12"THENB$(XX)
="0":MQ=MQ+1:GOSUB570:Q=XX:GOSUB710:IFM
D>9THEN620
870 IFB$(XX)="4"THENB$(XX)="12":Q=XX:GOS
UB710
880 GOTO790
890 IFI/2=I2THENGOSUB750:X=(I/2)+1ELSE7
90
900 IFB$(X)="12"ANDJ=14THENS=SC+1:B$(X)
="4":Q=X:GOSUB710:GOTO920
910 IFJ=1ANDA$(X)="3"THENS=SC+1:A$(X)="
1":Q=X:GOSUB670
920 CO=CO-1:GOSUB570:GOTO790

```



MORSE

Initiez-vous à l'alphabet morse : apprentissage,
traduction. Une lampe de poche, et vous économiserez du
téléphone si vous êtes en vue de vos correspondants.

```

10 '*****
20 '* *
30 '* APPRENTISAGE DU MORSE *
40 '* *
50 '* Fait par Christophe COUASNARD *
60 '* *
70 '*****
80 CLEAR=500, &HDFFF, 9; CONSOLE=0, 24; SCREEN=
,4,4; DEFINITA=2; PRINTCHR$(20)
90 FORI=0T08: READA, B, C, D, E, F, G, H: DEFGR$(
I)=A, B, C, D, E, F, G, H: NEXT
100 '*****
110 '* DONNEES GRAPHIQUES *
120 '*****
130 DATA0,0,0,24,24,0,0,0,0,0,126,126,
0,0,0,66,102,90,66,66,66,66,0,0,0,228,
166,165,244,0,0,0,0,174,170,170,174,8,
140 DATA0,0,8,169,169,169,237,0,0,0,8,20
5,73,73,229,0,0,0,0,213,213,21,221,0,0,0
,0,192,64,128,64,0
150 A$(0)=" "; A$(1)=GR$(0); A$(2)=GR$(1);
M$(GR$(2))+GR$(3)+GR$(4)+GR$(5)+GR$(6)+GR
$(7)+GR$(8)
160 D2$(0)="ECOUTEZ ATTENTIVEMENT LA LET
TRE":D2$(1)="MORSE, ET TAPÉZ CETTE LETTR
E AU"
170 D2$(2)="CLAVIER. POUR LA REENTENDRE
":D2$(3)="APPUYEZ SUR LA TOUCHE 'ENTR
EE"
180 D3$(0)="REGARDEZ LA LETTRE MORSE ECR
ITE":D3$(1)="EN NOIRE, ET TAPÉZ LA LETTR
E"
190 D3$(2)="ALPHABETIQUE EQUIVALANTE AU
":D3$(3)="CLAVIER.
"
200 D4$(0)="ECOUTEZ ATTENTIVEMENT LA LET
TRE":D4$(1)="MORSE, ET REGARDEZ-LA. TAPÉ
Z AU"
210 D4$(2)="CLAVIER, LA LETTRE ALPHABETI
QUE":D4$(3)="EQUIVALANTE. POUR LA REENTE
NDRE":D4$(4)=D2$(3)
220 '*****
230 '* DONNEES DU MORSE *
240 '*****
250 DATA"A",1,2,0,0,0,"B",2,1,1,1,0,"C",
2,1,2,1,0,"D",2,1,1,0,0,"E",1,0,0,0,0,"F"
,1,1,2,1,0,"G",2,2,1,0,0,"H",1,1,1,1,0,
260 DATA"I",1,1,0,0,0,"J",1,2,2,2,0,"K",
2,1,2,0,0,"L",1,2,1,0,0,"M",2,2,0,0,0,"N"
,2,1,0,0,0,"O",2,1,2,2,0,0,"P",1,2,2,1,0
270 DATA"Q",2,2,1,2,0,"R",1,2,1,0,0,"S",
1,1,1,0,0,"T",2,0,0,0,0,"U",1,1,2,0,0,"V"
,1,1,1,2,0,"W",1,2,2,0,0,"X",2,1,1,2,0
280 DATA"Y",2,1,2,2,0,"Z",2,2,1,1,0,"1",
1,2,2,2,2,"2",1,1,2,2,2,"3",1,1,1,2,2,"4"
,1,1,1,1,2,"5",1,1,1,1,1,"6",2,1,1,1,1

```

```

290 DATA"7",2,2,1,1,1,"8",2,2,2,1,1,"9",
2,2,2,2,1,"0",2,2,2,2,2,"FIN",0,0,0,0,0
300 '*****
310 '* MENU *
320 '*****
330 CLS:SCREEN=0,4:LOCATE12,4:ATTRB1,1:PR
INT"MENU"
340 ATTRB0,0:LOCATE3,10:COLOR3:PRINT"1";
:COLOR7:PRINT" APPRENTISAGE DU MORSE"
350 LOCATE3,13:COLOR3:PRINT"2";:COLOR7:P
RINT" TESTS SONORES"
360 LOCATE3,16:COLOR3:PRINT"3";:COLOR7:P
RINT" TESTS VISUELS"
370 LOCATE3,19:COLOR3:PRINT"4";:COLOR7:P
RINT" TESTS VISUELS ET SONNORE":A$=INKEY
$
380 Z=RND:A$=INKEY$:A=VAL(A$):IFA<10RA>5
THEN$0EL$EONA GOT0430,550,660,770
390 GOT0380
400 '*****
410 '* APPRENTISAGE DU MORSE *
420 '*****
430 RESTORE250:GOSUB850
440 FORJ=0T02:FORI=0T011:READA$,A,B,C,D,
E:COLOR1:LOCATEJ*10,I*2:PRINTA$:COLOR0:
PRINT" ";A$(A);A$(B);A$(C);A$(D);A$(E);:
NEXT: NEXT
450 LOCATE32,0:COLOR1:PRINT"POINT":LOCAT
E32,2:COLOR0:PRINTA$(1);A$(2);A$(1);A$(2
);A$(1);A$(2)
460 LOCATE32,5:COLOR1:PRINT"ERREUR":LOCA
TE31,7:COLOR0:PRINTA$(1);A$(1);A$(1);A$(
1);A$(1);A$(1);A$(1);A$(1)
470 LOCATE32,10:COLOR1:PRINT"DEBUT":LOCA
TE30,12:PRINT"D'EMISSION":LOCATE32,14:CO
LORO:PRINTA$(2);A$(1);A$(2);A$(1);A$(2)
480 LOCATE33,17:COLOR1:PRINT"FIN":LOCATE
30,19:PRINT"D'EMISSION":LOCATE32,21:COL
ORO:PRINTA$(1);A$(2);A$(1);A$(2);A$(1)
490 RESTORE250:LOCATE2,24:COLOR3:PRINT"T
APEZ AU CLAVIER LA LETTRE VOULU":B$=INP
UT$(1)
500 IFB$=CHR$(30) THEN330
510 READA$,A,B,C,D,E:IFA$="FIN" THEN490E
LSEIFA$=B$ THENPLAYC$(A)+C$(B)+C$(C)+C$(
D)+C$(E):GOTO490ELSE510
520 '*****
530 '* TESTS SONORES *
540 '*****
550 GOSUB850:ATTRB1,1:LOCATE6,2:PRINT"TE
STS SONNORES":PA=0:RE=0
560 COLOR0,7:ATTRB0,0,:FORI=0T03:LOCATE4
,7+I*2:PRINTD2$(I):NEXT
570 RESTORE250:LOCATE14,19:COLOR,4:PRINT
SPC(10):LOCATE12,20:PRINTSPC(20):Z=35*RN

```

```

D:FORI=0T0Z:READA$,A,B,C,D,E:NEXT:PA=PA+
1
580 PLAYC$(A)+C$(B)+C$(C)+C$(D)+C$(E)
590 B$=INPUT$(1):IFB$=CHR$(13)THENS80ELS
EIFB$=CHR$(30)THEN320
600 IFA$=B$ THENLOCATE14,20:COLOR4,3:ATT
RB1,1:PRINT"BRAVO":ATTRB0,0:RE=RE+1ELSEL
OCATE12,20:COLOR0,4:PRINT"NON, C'ETAIT "
:;COLOR1:PRINTA$
610 COLOR0,7:LOCATE12,15:PRINT"NOTE :";R
E:""/;PA
620 B$=INPUT$(1):IFB$=CHR$(13)THENS70ELS
EIFB$=CHR$(30)THENS30ELSE620
630 '*****
640 '* TESTS VISUELS *
650 '*****
660 CLS:ATTRB1,1:LOCATES,2:PRINT"TESTS V
ISUELS":PA=0:RE=0
670 COLOR0,7:ATTRB0,0:FORI=0T03:LOCATE4
,7+I*2:PRINT0$(I):NEXT
680 RESTORE250:LOCATE14,21:COLOR,4:PRINT
SPC(10):LOCATE10,22:PRINTSPC(20):Z=35*RN
D:FORI=0T0Z:READA$,A,B,C,D,E:NEXT
690 PA=PA+1:ATTRB1,1:LOCATES,18:COLOR1:P
RINTM$;"":;COLOR0:PRINTA$(A)+A$(B)+A$(C
)+A$(D)+A$(E):ATTRB0,0
700 B$=INPUT$(1):IFB$=CHR$(30)THEN320
710 IFA$=B$ THENLOCATE14,22:COLOR4,3:ATT
RB1,1:PRINT"BRAVO":ATTRB0,0:RE=RE+1ELSEL
OCATE12,22:COLOR0,4:PRINT"NON, C'ETAIT "
:;COLOR1:PRINTA$
720 COLOR0,7:LOCATE12,15:PRINT"NOTE :";R
E:""/;PA
730 B$=INPUT$(1):IFB$=CHR$(13)THENS680ELS
EIFB$=CHR$(30)THENS30ELSE730
740 '*****

```

```

10 '*****
20 '*
30 '* TRADUCTION DU MORSE *
40 '*
50 '* Fait par Christophe COUASNARD *
60 '*
70 '*****
80 CLEAR500,8:HDFFF,4:CONSOLE0,24:SCREEN0
,4,4:DEFINTA-Z:PRINTCHR$(20)
90 DEFGR$(0)=0,0,0,24,24,0,0,0:DEFGR$(1)
=0,0,0,126,126,0,0,0:DEFGR$(2)=16,48,126
,50,18,2,254,0
100 DEFGR$(3)=0,0,32,64,255,64,32,0:A$(0)
)="":A$(1)=GR$(0):A$(2)=GR$(1)
110 '*****
120 '* DONNEES DU MORSE *
130 '*****
140 DATA"A",1,2,0,0,0,0,"B",2,1,1,1,0,0,
"0",2,1,2,1,0,0,0,"D",2,1,1,0,0,0,"E",1,0,
0,0,0,0,"F",1,1,1,2,1,0,0,0,"G",2,2,1,0,0,0,
"H",1,1,1,1,0,0,0
150 DATA"I",1,1,0,0,0,0,"J",1,2,2,2,0,0,
"K",2,1,2,0,0,0,0,"L",1,2,1,1,0,0,0,"M",2,2,
0,0,0,0,"N",2,1,0,0,0,0,0,"O",2,2,2,0,0,0,
"P",1,2,2,1,0,0,0
160 DATA"Q",2,2,1,2,0,0,0,"R",1,2,1,0,0,0,
"S",1,1,1,0,0,0,0,"T",2,0,0,0,0,0,"U",1,1,
2,0,0,0,0,"V",1,1,1,2,0,0,0,"W",1,2,2,0,0,0,
"X",2,1,1,2,0,0,0
170 DATA"Y",2,1,2,2,0,0,0,"Z",2,2,1,1,0,0,
"1",1,2,2,2,0,0,0,"2",1,1,2,2,2,0,0,"3",1,1,

```

```

750 '* TESTS VISUELS ET SONORES *
760 '*****
770 GOSUB850:ATTRB0,1:LOCATE7,2:PRINT"TE
STS VISUELS ET SONNORES":PA=0:RE=0
780 COLOR0,7:ATTRB0,0:FORI=0T04:LOCATE4,
5+I*2:PRINT0$(I):NEXT
790 RESTORE250:LOCATE14,21:COLOR,4:PRINT
SPC(10):LOCATE10,22:PRINTSPC(20):Z=35*RN
D:FORI=0T0Z:READA$,A,B,C,D,E:NEXT:PA=PA+
1
800 ATTRB1,1:LOCATES,18:COLOR1:PRINTM$;"
":;COLOR0:PRINTA$(A)+A$(B)+A$(C)+A$(D)+
A$(E):ATTRB0,0:PLAYC$(A)+C$(B)+C$(C)+C$(
D)+C$(E)
810 B$=INPUT$(1):IFB$=CHR$(13)THENS800ELS
EIFB$=CHR$(30)THEN320
820 IFA$=B$ THENLOCATE14,22:COLOR4,3:ATT
RB1,1:PRINT"BRAVO":ATTRB0,0:RE=RE+1ELSEL
OCATE12,22:COLOR0,4:PRINT"NON, C'ETAIT "
:;COLOR1:PRINTA$
830 COLOR0,7:LOCATE12,15:PRINT"NOTE :";R
E:""/;PA
840 B$=INPUT$(1):IFB$=CHR$(13)THENS790ELS
EIFB$=CHR$(30)THENS30ELSE840
850 '*****
860 '* VITESSE SONORE *
870 '*****
880 COLORS:LOCATES,23:PRINT"VITESSE SONO
RE (1 a 3)":A$=INPUT$(1):A=VAL(A$)
890 IFA<10RA>3THEN880
900 IFA=1THENP$="L5":PP$="L20"
910 IFA=2THENP$="L10":PP$="L30"
920 IFA=3THENP$="L20":PP$="L40"
930 CLS:C$(0)="":C$(1)=P$+"SIL5P":C$(2)=
PP$+"SIL5P":RETURN

```

```

1,2,2,0,"4",1,1,1,1,1,2,0,"5",1,1,1,1,1,0,
"6",2,1,1,1,1,0,0
180 DATA"7",2,2,1,1,1,0,0,"8",2,2,2,1,1,0,
"9",2,2,2,2,1,0,0,"0",2,2,2,2,2,0,0,".",1,2,
1,2,1,2,"FIN",0,0,0,0,0,0
190 '*****
200 '* MENU *
210 '*****
220 CLS:SCREEN0,4:LOCATE12,4:ATTRB1,1:PR
INT"MENU":ATTRB0,0
230 LOCATE3,9:PRINT"TRADUCTION D'UNE PHR
ASE
240 LOCATE3,12:COLOR3:PRINT"1":;COLOR7:P
RINT" MORSE EN ALPHABETIQUE
250 LOCATE3,15:COLOR3:PRINT"2":;COLOR7:P
RINT" ALPHABETIQUE EN MORSE VISUEL
260 LOCATE3,18:COLOR3:PRINT"3":;COLOR7:P
RINT" ALPHABETIQUE EN MORSE SONORE
270 A$=INKEY$:A=VAL(A$):IFA<10RA>5THEN27
0ELSENA GOTO320,680,850
280 GOTO270
290 '*****
300 '*TRADUCTION MORSE -> ALPHABETIQUE*
310 '*****
320 CLS:GOSUB410:L=0:P=0:FORI=0T09:MM$(I
)="":NEXT
330 LOCATE0,4:COLOR,6:PRINT"VALIDATION":
LOCATE30,4:PRINT" MENU "
340 LOCATE0,23:COLOR,7:PRINT"POINTEZ LES
CASES AVEC LE CRAYON OPTIQUE"
350 PEN0(0,0)-(72,24):PEN1(72,0)-(152,

```

```

24):PEN2:(152,0)-(232,24):PEN3:(232,0)-(
312,24):GOTO470
360 IFPTRIG=-1THENONPENPGOTO420,430,440,4
50ELSE360
370 GOTO360
380 IFLEN(MM$(L))=30THENL=L+1
390 MM$(L)=MM$(L)+A$:LOCATE5,15+L*2:COLL
RO,4:PRINTMM$(L):GOSUB410:GOTO470
400 ATTR1,1:COLRO,7:M$=M$+A$:P=P+1:IFP
=7THEN470ELSELOCATE15,8:PRINTM$:ATTRBO,0
:GOSUB410:GOTO360
410 BOXF(0,0)-(9,3)A$(0),0,7:BOXF(10,0)-
(19,3)A$(1),0,7:BOXF(20,0)-(29,3)A$(2),0
,7:BOXF(30,0)-(39,3)GR$(2),0,7:RETURN
420 BOXF(0,0)-(9,3)A$(0),0,1:IFP=0THENA$
=" ":GOTO380ELSE460
430 BOXF(10,0)-(19,3)A$(1),0,1:A(P)=1:A$
=A$(1):GOTO400
440 BOXF(20,0)-(29,3)A$(2),0,1:A(P)=2:A$
=A$(2):GOTO400
450 BOXF(30,0)-(39,3)GR$(2),0,1:GOTO220
460 READA$,A,B,C,D,E,F:IFA$="FIN"THENA$=
"":GOTO470ELSEIFA=A(0)ANDB=A(1)ANDC=A(2)
ANDD=A(3)ANDE=A(4)ANDE=A(5)THEN380ELSE46
0
470 RESTORE:LOCATE15,8:ATTRB1,1:COLRO,7
:PRINTSPC(6):ATTRBO,0:M$=""
480 P=0:A(0)=0:A(1)=0:A(2)=0:A(3)=0:A(4)
=0:A(5)=0:GOSUB410:GOTO360
490 '*****
500 '* PRISE DU TEXTE ALPHABETIQUE *
510 '*****
520 CLS:ATTRB1,1:COLRO,4:LOCATE9,2:PRIN
T"TRADUCTION":ATTRBO,0
530 BOXF(0,5)-(39,11)" ",,6:L=0:A$="":FO
RI=0T02:MM$(1)="":NEXT
540 LOCATE4,15:COLRO,4:PRINT"TAPEZ VOTR
E TEXTE, ET LORSQU'IL":LOCATE2,17:PRINT"
SERA TERMINE, APPUYER SUR LA TOUCHE
550 LOCATE2,19:COLOR4,3:PRINT"ENTREE":C
OLOR0,4:PRINT". POUR LE CORRIGER, APPUYE
Z
560 LOCATE2,21:PRINT"SUR LA TOUCHE ":CO
LOR0,7:PRINTGR$(3):COLOR0,4:PRINT" ET S
UR ":COLOR0,7:PRINTGR$(2):
570 COLOR0,4:PRINT" POUR":LOCATE2,23:PRIN
T"REVENNIR AU MENU.":GOTO640
580 A$=INPUT$(1):AA=ASC(A$):IFAA=8ANDLEN
(MM$(L))>0THENMM$(L)=LEFT$(MM$(L),LEN(MM
$(L))-1):GOTO640
590 IFAA=8ANDLEN(MM$(L))=0ANDL>0THENL=L-
1:MM$(L)=LEFT$(MM$(L),LEN(MM$(L))-1):GOT
O640
600 IFAA=13THENRETURNELSEIFAA=30THEN220
610 IFAA=46DRAA>90ORAA=47OR(AA>57ANDAA<6
5)THEN580
620 IFLEN(MM$(L))=38ANDL<2THENL=L+1
630 IFLEN(MM$(L))<38THENMM$(L)=MM$(L)+A$
640 COLOR0,7:LOCATE1,6+L*2:PRINTSPC(38):
LOCATE1,6+L*2:PRINTMM$(L):GOTO580
650 '*****
660 '*TRADUCTION ALPHAB. ->MORSE VISUEL*
670 '*****
680 GOSUBS20:BOXF(0,5)-(39,24)" ",,3:CON
SOLE6,24:CLS:CONSOLE0,24:L=0:P=3:Q=7:COL

```

```

OR0,5:PS=0
690 LOCATE1,5:PRINTSPC(38):LOCATE1,5:PRI
NTMM$(0):A=2:B=1:C=2:D=1:E=2:F=0:G=0:COL
OR0,6:GOTO740
700 P=P+7:IFP=38THENP=3:Q=Q+2
710 G=6+1:IFG>LEN(MM$(L))THENIFG<40ANDL
N(MM$(L+1))=0THENLOCATEP,Q:COLOR0,6:PRIN
TA$(1):A$(2):A$(1):A$(2):A$(1):A$(0):PS=
1:GOTO750ELSE750
720 B$=MD$(MM$(L),G,1):RESTORE:COLOR0,7
730 READA$,A,B,C,D,E,F:IFA$<B$THEN730
740 LOCATEP,Q:PRINTA$(A):A$(B):A$(C):A$(
D):A$(E):A$(F):GOTO700
750 COLOR1,7:LOCATE8,23:PRINT"VOULEZ-VOU
S L'IMPRIMER ?
760 A$=INPUT$(1):IFA$="0"THENLOCATE8,23:
PRINTSPC(24):SCREENPRINTEELSEIFA$="N"THEN
770ELSE760
770 BOXF(0,5)-(39,24)" ",,3:CONSOLE6,24:
CLS:CONSOLE0,24:L=L+1
780 IFLEN(MM$(L))=0ANDPS=0THEN710
790 IFLEN(MM$(L))=0ANDPS=1THENCOLOR4,4:G
OTO220
800 COLOR0,5:LOCATE1,5:PRINTSPC(38):LOCA
TE1,5:PRINTMM$(L)
810 G=0:P=-4:Q=7:COLOR0,7:GOTO700
820 '*****
830 '*TRADUCTION ALPHAB. ->MORSE SONDRE*
840 '*****
850 GOSUBS20:BOXF(0,13)-(39,24)" ",,4:L=
0:P=3:Q=7:GOSUB1000:COLOR0,5:PS=0
860 LOCATE4,15:COLOR0,4:PRINT"TAPEZ SUR
LA TOUCHE ":COLOR4,3:PRINT"ENTREE":COL
OR0,4
870 PRINT",":LOCATE4,17:PRINT"SI VOUS VD
ULEZ REENTENDRE":LOCATE4,19:PRINT"VOTRE
TEXTE. ET TAPEZ LA"
880 LOCATE4,21:PRINT"TOUCHE ":COLOR7,0:
PRINTGR$(2):COLOR0,4:PRINT" POUR REVENN
IR AU":LOCATE4,23:PRINT"MENU.
890 A=2:B=1:C=2:D=1:E=2:F=0:G=0:L=0:GOTO
930
900 G=6+1:IFG>LEN(MM$(L))THEN940
910 B$=MD$(MM$(L),G,1):RESTORE
920 READA$,A,B,C,D,E,F:IFA$<B$THEN920
930 PLAY"10P"+C$(A)+C$(B)+C$(C)+C$(D)+C
$(E)+C$(F):GOTO900
940 A=1:B=2:C=1:D=2:E=1:F=0:IFPS=0THENPS
=1:GOTO930
950 A$=INPUT$(1):IFA$=CHR$(13)THENPS=0:G
OTO890
960 IFA$=CHR$(30)THEN220ELSE940
970 '*****
980 '* VITESSE SONDRE *
990 '*****
1000 COLOR5:LOCATE5,23:PRINT"VITESSE SON
DRE (1 a 3)":A$=INPUT$(1):A=VAL(A$)
1010 IFA<1ORA>3THEN1000
1020 IFA=1THENPS="L5":PP$="L20"
1030 IFA=2THENPS="L10":PP$="L30"
1040 IFA=3THENPS="L20":PP$="L40"
1050 C$(0)="":C$(1)=P$+"SIL5P":C$(2)=PP$
+"SIL5P"
1060 LOCATE5,23:PRINTSPC(25):RETURN

```

PUISSANCE 4

Vous indiquez votre choix parmi sept colonnes. L'ordinateur valide et joue. Deux niveaux de difficulté, et cinq manches. Des flèches visualisent les colonnes examinées.

```

1 'PUISSANCE IV /M05 - T07
2 'SOTIROPOULOS C.
3
4 CLS: CLEAR,,10: FORI=1 TO PEEK(8241): ALE
A=RND: NEXT: SCREEN0,7,1: LOCATE0,0,0
10 DIMA(5,10),N(20)
20 N(0)=.789:N(1)=.01:N(2)=.1:N(3)=10:N(
4)=1000:N(6)=1:N(11)=100:N(16)=1E4
30 GOSUB2000
100 GOSUB1000
102 LOCATE0,2: PRINT"OBJECTIF: ALIGNER 4 P
IONS": LOCATE0,3: PRINT"NIVEAU (1,2) ?":
X$=INPUT$(1): NIVEAU=ASC(X$)-48: GOSUB1100
:LOCATE0,3: PRINT"TIRAGE AU SORT DU 1ER J
OUEUR": LOCATE0,23: PRINT"NIVEAU=": IF NIV
EAU<>1 THEN PRINT "2": ELSE PRINT NIVEA
U:
103 I=INT(ALEA#2+1)
105 IF I<>1 THEN 300
200 ' JOUEUR JOUE
201 C=C+1: SIE%=590
202 IF C=36 THEN 500
203 GOSUB1100
204 LOCATE0,1: PRINT"A VOUS DE JOUER": LOC
ATE0,2: PRINT"NO DE COLONNE ?"
205 Z$=INKEY$: IF Z$="" THEN 205
207 X=ASC(Z$)-48
208 IF X<1 OR X>7 THEN 220
209 IF K(X)=5 THEN 230
210 GOSUB1100
211 LOCATE0,2: PRINT"OK EN ";X
212 Y=5-K(X)
213 A(Y,X)=1
214 K(X)=K(X)+1
215 Z$=HUM$: SIE%=-590#.566
216 GOSUB1300
218 IF G(X)=1 THEN 600
219 GOT0300
220 LOCATE0,3: PLAY"DODO": PRINT"ENTRE 1 E
T 7 SVP"
221 GOT0205
230 LOCATE0,3: PLAY"DODO": PRINT"COLONNE C
OMPLÈTE. REJOUÉZ"
231 GOT0205
300 ' ORD JOUE
301 C=C+1
302 IF C=36 THEN 500
303 GOSUB1100
304 LOCATE0,2: PRINT"A MOI DE JOUER": LOCA
TE0,3: PRINT"JE REFLECHIS"
305 B=0: M=-10: ON ERROR GOT05000
306 FORX=1 TO 7: IF NIVEAU=1 THEN GOSUB 4
00: GOT0310
307 GOSUB400: TT=T: IF A(Y,X-1)+A(Y+1,X-2)
+A(Y+2,X-3)=3 THEN T=-10
308 IF A(Y,X+1)+A(Y+1,X+2)+A(Y+2,X+3)=3
THEN T=-10
309 GOT06000
310 IF T<M THEN 312 ELSE M=T
311 XM=X
312 NEXTX
313 X=XM
350 GOSUB1100
351 LOCATE0,2: PRINT"JE JOUE EN ";X
352 Y=5-K(X)
353 A(Y,X)=5
354 K(X)=K(X)+1
355 Z$=M0$
356 GOSUB1300
357 B=1
358 GOSUB400
359 GOT0200
400 ' REFLEXION
401 LOCATE3*X-2,4: PRINT"^"
402 G(X)=0: T=0
404 Y=5-K(X)
405 IF Y<>0 THEN 430
406 T=-11
407 GOT0400
430 IF Y=5 THEN436
431 S=0
432 FORJ=1 TO 4
433 S=S+A(J,X): SIE%=0
434 NEXT
435 GOSUB1200
436 IF Y=1 THEN 442
437 S=0
438 FORJ=2 TO 5
439 S=S+A(J,X)
440 NEXT
441 GOSUB1200
442 IF Y>4 THEN 451
443 FORD=1 TO X
444 S=0
445 FORI=0 TO D+3
446 S=S+A(Y,I)
447 NEXT
448 GOSUB1200
449 NEXT
450 GOT0458
451 FORD=X-3 TO 4
452 S=0
453 FORI=0 TO D+3
454 S=S+A(Y,I)
455 NEXT
456 GOSUB1200
457 NEXT: SIE%=-1
458 A=X+Y
459 IF Y=5 OR A>8 OR A<5 THEN466
460 S=0
461 FORJ=1 TO 4
462 I=A-J

```

```

463 S=S+A(J,I)
464 NEXT
465 GOSUB1200
466 IFY=1 OR A<6 OR A>9 THEN 473
467 S=0
468 FORJ=2 TO 5
469 I=A-J
470 S=S+A(J,I)
471 NEXT
472 GOSUB1200
473 A=X-Y
474 IFY=5 OR A<0 OR A>3 THEN 481
475 S=0
476 FORJ=1 TO 4
477 I=A+J
478 S=S+A(J,I)
479 NEXT
480 GOSUB1200
481 IFY=1 OR A<-1 OR A>2 THEN490
482 S=0
483 FORJ=2 TO 5
484 I=A+J
485 S=S+A(J,I)
486 NEXT:GOSUB1200
490 RETURN
500 'EGALITE
501 GOSUB1100
502 LOCATE0,2:PRINT"EGALITE,VOUS VOUS DE
FENEZ BIEN"
503 FORTP=1 TO 3000:NEXT
504 GOSUB1000
505 GOTO200
600 'JOUEUR GAGNE
601 GOSUB1100
602 LOCATE0,2:PRINT"OK VOUS AVEZ GAGNE":
FOR TP=1 TO 3:PLAY"DO":PLAY"REMI":NEXT
603 R(1)=R(1)+1:IF R(1)=5 THEN CLS:ATTRB
1,1:LOCATE5,10:PRINT"GAGNE ";R(1)-"R(2)
":ATTRB0,0:END
605 GOSUB1000:GOTO300
700 'M05 GAGNE
701 GOSUB1100
702 LOCATE0,2:PRINT"DESOLE,JE JOUE EN ";
X
703 Z$=M0$
704 Y=5-K(X)
705 GOSUB1300
706 LOCATE0,3:PRINT"ET JE GAGNE!":FOR TP
=1 TO 3:PLAY"MILASI":NEXT:PLAY"DOREMIFAS
OLASIPMILASI"
708 R(2)=R(2)+1:IF R(2)=5 THEN CLS:ATTRB
1,1:LOCATE5,10:PRINT"PERDU ";R(2)-"R(1)
":ATTRB0,0:END
709 GOSUB1000:GOTO200
1000 'TRACE GRILLE
1001 FORJ=1 TO 7
1002 G(J)=0:K(J)=0:C=0
1005 FORI=1 TO 5:A(I,J)=0:NEXTI,J:LOCATE
0,0
1011 COLOR7,0:PRINT"          PUISSANCE IV
";
1012 COLOR0,7:LOCATE0,5:PRINT" 1 2 3

```

```

4 5 6 7":HR$=CHR$(127)+""+CHR$(127)
+" "+CHR$(127)+""+CHR$(127)+""+CHR$(
127)+""+CHR$(127)+""+CHR$(127)+""
+CHR$(127)
1013 FOR OR=1 TO 22:PRINTCHR$(127):NEXT
:XL=0:Y1=7
1014 FORI=1 TO 5:LOCATEX1,Y1
1015 PRINTHR$
1016 PRINTHR$
1017 FORCR=1 TO 22:PRINTCHR$(127):NEXT
1018 Y1=Y1+3:NEXTI
1020 LOCATE23,11:PRINT"SCORE":LOCATE23,
14:PRINT"VOUS":LOCATE30,14:PRINTR(1):LOC
ATE23,17:PRINT"MOI":LOCATE30,17:PRINTR(2
)
1021 RETURN
1100 'EFFACEMENT
1101 FORTP=1 TO 2000:NEXT:FORI=1 TO 4
1102 LOCATE0,I:PRINTCHR$(24):NEXT:RETURN
1200 'ANALYSE
1201 IFS=3 THEN G(X)=1
1202 IFS=15 AND B=0 THEN 700
1203 T=T+(N(X)+1)
1204 RETURN
1300 'AFFICHE PION
1301 LOCATE3*X-2,4+3*Y:PRINTZ$;
1302 RETURN
2000 DEFGR$(1)=0,0,7,15,31,63,63,63:DEFG
R$(2)=0,0,224,240,240,252,252,252:DEFGR$(
3)=63,63,63,31,15,7,0,0:DEFGR$(4)=252,2
52,252,248,240,224,0,0
2100 DEFGR$(5)=0,0,7,8,16,32,32,32:DEFGR
$(6)=0,0,224,16,8,4,4,4:DEFGR$(7)=32,32,
32,16,8,7,0,0:DEFGR$(8)=4,4,4,8,16,224,0
,0
2200 M0$=GR$(1)+GR$(2)+CHR$(8)+CHR$(8)+C
HR$(10)+GR$(3)+GR$(4)
2300 HUM$=GR$(5)+GR$(6)+CHR$(8)+CHR$(8)+
CHR$(10)+GR$(7)+GR$(8)
2400 RETURN
5000 IF T=-10 THEN RESUME NEXT
5010 T=T:RESUME NEXT
6000 IF A(Y-1,X+1)+A(Y-1,X+2)+A(Y-1,X+3)
=3 THEN T=-10
6010 IF A(Y-1,X-1)+A(Y-1,X-2)+A(Y-1,X-3)
=3 THEN T=-10
6015 IF A(Y,X-1)+A(Y-2,X+1)+A(Y-3,X+2)=3
THEN T=-10
6018 IF A(Y,X+1)+A(Y-2,X-1)+A(Y-3,X-2)=3
THEN T=-10
6020 IF A(Y-1,X-1)+A(Y-1,X-2)+A(Y-1,X+1)
=3 THEN T=-10
6025 IF A(Y-1,X-1)+A(Y-1,X+1)+A(Y-1,X+2)
=3 THEN T=-10
6027 IF A(Y+1,X-2)+A(Y,X-1)+A(Y-2,X+1)=3
THEN T=-10
6029 IF A(Y+1,X+2)+A(Y,X+1)+A(Y-2,X-1)=3
THEN T=-10
6030 GOTO 310
6040 FOR I=1 TO 10
6050 IF A(Y-1,X)<-10 THEN A(Y-1)=A(Y-2)
6060 NEXT

```

PROCESSEUR

Si vous êtes maniaque, ce « jeu » vous permettra d'étudier le mode d'action des opérantes sur les registres. Bon travail !

```

20 '*****M05**** PROCESSEUR *****M05*****
20 '
30 '          SOTIROPOULOS C.
40 '
50 'EXEC &H93F4 avec crayon optique
60 'EXEC &H93FA clavier (touches 0 - 9)
70 'Faire RUN pour implantation
80 'Adresses :&H9300-&H9FE1
90 '
100 CLEAR,&H92FF:AD=&H9300
110 ON ERROR GOTO 160
120 FOR I=1 TO 23:READ X#:A#=#+X#:A=A+V
AL("&H"+X#):NEXT
130 READX#:N1=INT(A/256):N2=A-N1*256:IF
VAL("&H"+X#<X)N2 THEN PRINT"CS ERROR IN
":A=PEEK(&H2130)*256+PEEK(&H2131):A=A+3
:PRINTPEEK(A)*256+PEEK(A+1)-10:END
140 B=LEN(A#)/2-1:FOR I=0 TO B
150 POKE AD+I,VAL("&H"+MID(A#,2*I+1,2))
:NEXT:IF E=4 THEN END ELSE A#="" :A=0:AD=
AD+B+1:GOTO120
160 E=4:RESUME# 140
170 DATA40,53,40,00,40,53,52,00,52,4F,4C
,00,52,4F,52,00,4E,45,47,00,43,4F,4D,75
180 DATA00,41,4E,44,00,4F,52,00,45,4F,52
,00,4C,44,00,03,04,04,00,00,00,00,0F,5
190 DATA00,00,09,00,00,00,00,00,00,FF,00
,52,45,47,00,42,49,4E,00,48,45,58,41,E5
200 DATA00,44,45,43,00,49,4E,53,00,50,43
,00,43,43,00,44,50,00,53,00,55,00,58,63
210 DATA00,59,00,41,00,42,00,44,00,44,65
,63,61,6C,61,67,65,20,67,61,75,63,68,4E
220 DATA65,00,44,65,63,61,6C,61,67,65,20
,64,72,6F,69,74,00,52,6F,74,61,74,69,20
230 DATA6F,6E,20,67,61,75,63,68,65,00,52
,6F,74,61,74,69,6F,6E,20,64,72,6F,69,88
240 DATA74,65,00,43,6F,6D,70,6C,65,6D,65
,6E,74,20,61,20,32,00,43,6F,6D,70,6C,6B
250 DATA65,6D,65,6E,74,20,61,20,31,00,45
,54,20,6C,6F,67,69,71,75,65,00,4F,53,3E
260 DATA20,6C,6F,67,69,71,75,65,00,58,4F
,52,20,6C,6F,67,69,71,75,65,00,43,6D,00
270 DATA61,72,67,65,20,72,65,67,69,73,74
,72,65,00,7F,9F,E0,7E,95,06,7F,9F,E0,39
280 DATA73,9F,E0,7E,95,06,C6,1B,3F,02,C6
,20,3F,02,F6,93,26,CA,40,3F,02,C6,1B,32
290 DATASF,02,C6,20,3F,02,F6,93,27,CA,50
,3F,02,C6,1B,3F,02,F6,93,28,CA,60,3F,AF
300 DATA82,C6,1B,3F,02,F6,93,26,CA,40,3F
,02,C6,1B,3F,02,F6,93,27,CA,50,3F,02,4B
310 DATA86,93,26,F6,93,27,CA,50,CA,40,CA
,40,34,04,C6,1F,3F,02,E6,E0,3F,02,1F,89,4C
320 DATA3F,82,C6,14,3F,02,9F,16,24,C0,7E
,E8,DF,0F,42,8E,9D,8E,9F,5E,5F,9E,4E,08
330 DATA7E,D9,C1,F6,93,26,BD,E6,86,F6,93
,27,7E,E6,89,E6,80,27,04,3F,02,20,F8,77
340 DATA39,10,8E,93,2A,3A,0A,5D,27,FB,C1

```

```

,03,27,18,C1,30,25,F3,C1,39,23,08,C1,4E
350 DATA41,25,E8,C1,46,22,E7,E7,00,3F,02
,4A,26,E0,39,32,62,16,02,67,7F,93,26,FD
360 DATAC6,18,F7,93,27,BD,94,73,C6,0C,3F
,02,C6,03,F7,93,26,5C,F7,93,27,F7,93,75
370 DATA28,BD,94,03,10,DE,19,6F,E2,10,DF
,72,7E,C3,7D,34,76,C6,17,F7,93,26,5C,86
380 DATAF7,93,27,17,FF,0A,C6,07,F7,93,26
,C6,01,F7,93,27,C6,04,F7,93,28,17,FF,08
390 DATA08,35,F6,7C,93,27,7C,93,27,16,FF
,3C,BD,E9,00,C6,14,3F,02,7F,93,26,C6,AF
400 DATA18,F7,93,27,17,FF,5B,C6,0C,3F,02
,8E,93,26,6F,80,8C,93,39,26,F9,C6,03,C3
410 DATAF7,93,26,5C,F7,93,27,F7,93,20,17
,FE,CE,16,00,30,17,00,6E,C6,27,F7,93,94
420 DATA26,C6,03,F7,93,27,C6,30,34,04,17
,FE,F6,35,04,3F,02,7C,93,27,7C,93,27,BF
430 DATA50,C1,3A,26,EC,C6,03,F7,93,26,5C
,F7,93,27,17,FE,C5,39,7F,93,26,7F,93,4C
440 DATA27,BD,94,42,8E,93,39,17,FF,08,BD
,94,0B,7F,93,27,C6,0B,F7,93,26,17,FE,2D
450 DATABD,8D,02,20,08,C6,07,F7,93,27,7F
,93,26,16,FE,9A,8E,93,3D,17,FE,E5,C6,F7
460 DATA17,F7,93,26,7F,93,27,17,FE,90,8D
,02,20,04,C6,01,20,DE,8E,93,41,17,FE,A1
470 DATA0C,C6,1E,F7,93,26,7F,93,27,17,FE
,84,8D,02,20,05,C6,02,16,FF,C4,8E,93,93
480 DATA46,17,FE,B2,C6,24,7F,93,26,7F,93
,27,17,FE,6A,C6,03,F7,93,26,C6,04,F7,99
490 DATA93,27,17,FE,47,8E,93,4A,17,FE,94
,7F,93,26,C6,03,F7,93,27,17,FE,4C,8E,CB
500 DATA93,4E,17,FE,83,17,FE,FE,8E,93,51
,17,FE,7A,17,FE,F5,8E,93,54,17,FE,91,92
510 DATA17,FE,EC,8E,93,57,17,FE,68,17,FE
,E3,8E,93,59,17,FE,5F,17,FE,DA,8E,93,EC
520 DATASB,17,FE,56,17,FE,D1,8E,93,5D,17
,FE,4D,17,FE,C8,8E,93,5F,17,FE,44,17,59
530 DATAFE,BF,8E,93,61,17,FE,3B,17,FE,B6
,8E,93,63,17,FE,32,C6,24,F7,93,26,C6,85
540 DATA03,F7,93,27,17,FD,8E,8E,93,00,17
,FE,1F,17,FE,9A,8E,93,04,17,FE,16,17,1B
550 DATAFE,91,8E,93,08,17,FE,0D,17,FE,08
,8E,93,0C,17,FE,04,17,FE,7F,8E,93,10,82
560 DATA17,FD,FB,17,FE,76,8E,93,14,17,FD
,F2,17,FE,6D,8E,93,18,17,FD,E9,17,FE,A2
570 DATA6A,8E,93,1C,17,FD,09,17,FE,5B,8E
,93,1F,17,FD,D7,17,FE,52,8E,93,23,17,F2
580 DATAFD,CE,8D,08,7D,9F,E0,27,03,17,FE
,7D,16,00,5B,17,06,F3,17,07,AA,17,08,83
590 DATAS0,17,07,10,17,07,C8,17,08,70,17
,07,15,17,07,08,17,08,75,17,07,19,17,02
600 DATA07,D7,17,08,79,17,07,2D,17,07,EF
,17,08,7A,17,07,2E,17,07,F0,17,08,7E,5E
610 DATA17,07,2F,17,07,F1,17,08,82,17,07
,31,17,07,F2,17,08,86,17,07,36,17,07,73
620 DATAFB,17,08,8C,17,07,3B,17,08,94,17
,08,92,39,7D,9F,E0,10,07,00,4A,3F,0A,D2

```


630 DATA50,27,FB,C1,03,10,27,FD,87,C1,30
10,27,00,D2,C1,31,10,27,00,F5,C1,32,00
640 DATA10,27,01,1A,C1,33,10,27,01,3F,C1
34,10,27,01,64,C1,35,10,27,01,89,C1,06
650 DATA36,10,27,01,AE,C1,37,10,27,01,D3
C1,38,10,27,01,F8,C1,39,10,27,02,10,9E
660 DATA16,FF,B6,17,3C,EE,34,30,BD,9D,6C
35,30,8C,FF,FF,27,00,8C,00,64,10,23,CF
670 DATAFD,32,8C,01,19,25,94,10,8C,00,14
25,8E,10,8C,00,23,10,23,00,70,10,8C,EE
680 DATA00,33,10,23,00,91,10,8C,00,43,10
23,00,B4,10,8C,00,53,10,23,00,D7,10,C6
690 DATA8C,00,63,10,23,00,FA,10,8C,00,73
10,23,01,1D,10,8C,00,83,10,23,01,4A,0F
700 DATA10,8C,00,9C,10,23,01,63,10,8C,00
A3,10,23,01,8E,10,8C,00,B3,10,23,01,42
710 DATA99,16,FF,3B,7F,93,26,C6,17,F7,93
27,BD,94,42,C6,11,3F,02,C6,18,3F,82,09
720 DATA8D,94,DB,7F,93,26,C6,18,F7,93,27
BD,94,42,C6,18,3F,82,0E,8E,93,65,24
730 DATA8D,94,7F,8D,D1,8E,93,00,BD,94,7F
3F,0A,5D,27,FB,C1,03,10,27,FE,FB,C1,9C
740 DATA41,10,27,01,A3,C1,42,10,27,01,D7
20,E7,BD,97,F1,8E,93,75,BD,94,7F,BD,9D
750 DATA97,DE,8E,93,04,BD,94,7F,3F,0A,5D
27,FB,C1,03,10,27,FE,00,C1,41,10,27,34
760 DATA01,EC,C1,42,10,27,01,F3,20,E7,BD
97,F1,8E,93,84,BD,94,7F,BD,97,DE,8E,9C
770 DATA93,08,BD,94,7F,3F,0A,5D,27,FB,C1
03,10,27,FE,AS,C1,41,10,27,01,0B,C1,A7
780 DATA42,10,27,01,E3,20,E7,BD,97,F1,8E
93,94,BD,94,7F,BD,97,DE,8E,93,0C,BD,4A
790 DATA94,7F,3F,0A,5D,27,FB,C1,03,10,27
FE,7A,C1,41,10,27,01,CC,C1,42,10,27,8E
800 DATA01,04,20,E7,BD,97,F1,8E,93,A4,BD
94,7F,BD,97,DE,8E,93,10,BD,94,7F,3F,28
810 DATA0A,5D,27,FB,C1,03,10,27,FE,4F,C1
41,10,27,01,BD,C1,42,10,27,01,C5,20,E8
820 DATAE7,BD,97,F1,8E,93,83,BD,94,7F,BD
97,DE,8E,93,14,BD,94,7F,3F,0A,5D,27,D4
830 DATAFB,C1,03,10,27,FE,24,C1,41,10,27
01,AE,C1,42,10,27,01,B6,20,E7,BD,97,4C
840 DATAF1,8E,93,C2,BD,94,7F,BD,97,DE,8E
93,18,BD,94,7F,3F,0A,5D,27,FB,C1,03,68
850 DATA10,27,FD,F9,C1,41,10,27,01,9F,C1
42,10,27,01,8C,20,E7,BD,97,F1,8E,93,6A
860 DATACD,BD,94,7F,BD,97,DE,8E,93,1C,BD
94,7F,3F,0A,5D,27,FB,C1,03,10,27,FD,9C
870 DATACE,C1,41,10,27,01,BA,C1,42,10,27
01,D7,20,E7,BD,97,F1,8E,93,D8,BD,94,6A
880 DATA7F,BD,97,DE,8E,93,1F,BD,94,7F,3F
0A,5D,27,FB,C1,03,10,27,FD,A3,C1,41,26
890 DATA10,27,01,D5,C1,42,10,27,01,F2,20
E7,BD,97,F1,8E,93,E4,BD,94,7F,BD,97,AF
900 DATADE,8E,93,23,BD,94,7F,3F,0A,5D,27
FB,C1,03,10,27,FD,78,C1,41,10,27,01,64
910 DATAF0,C1,42,10,27,02,0A,C1,58,10,27
02,89,C1,59,10,27,02,CE,C1,55,10,27,7F
920 DATA03,15,C1,44,10,27,02,12,20,CF,3F
02,B6,93,37,F6,93,30,1F,9A,48,1F,A9,9A
930 DATA87,93,37,F7,93,30,BD,9D,37,BD,9D
50,BD,9D,68,BD,9E,31,BD,9D,0A,BA,9E,5B
940 DATAF5,BD,9E,95,BD,9F,8C,BD,9F,4A,8D
9E,4D,BD,9F,19,BD,9F,AA,16,FD,18,3F,6F
950 DATA02,F6,93,38,B6,93,30,1F,8A,58,1F
A9,F7,93,38,B7,93,30,BD,9D,54,BD,9D,48
960 DATA5E,BD,9D,68,BD,9E,3F,BD,9D,DA,BD
9E,4D,BD,9F,07,BD,9E,95,BD,9F,19,BD,15

970 DATA9F,9B,BD,9F,40,BD,9F,AA,16,FC,DE
3F,02,B6,93,37,F6,93,30,1F,9A,44,20,63
980 DATA8A,3F,02,F6,93,37,B6,93,30,1F,8A
54,20,B7,3F,02,B6,93,37,F6,93,30,1F,7A
990 DATA9A,49,12,FF,6F,3F,02,F6,93,38,B6
93,30,1F,8A,59,16,FF,9B,3F,02,B6,93,1E
1000 DATA37,B6,93,30,1F,9A,45,16,FF,53,3
F,02,F6,93,38,B6,93,30,1F,8A,56,16,FF,E6
1010 DATA7F,3F,02,B6,93,37,F6,93,38,1F,9
A,40,16,FF,37,3F,02,F6,93,38,B6,93,30,C1
1020 DATA1F,8A,50,16,FF,63,3F,02,B6,93,3
7,F6,93,30,1F,9A,43,16,FF,1B,3F,02,F6,4E
1030 DATA93,38,B6,93,30,1F,8A,53,16,FF,4
7,3F,02,C6,20,3F,02,8E,02,BD,94,88,10,75
1040 DATA8E,20,3A,EC,A4,BD,9D,1F,34,02,B
6,93,37,F6,93,30,1F,9A,A4,E0,16,FE,EA,FE
1050 DATA3F,02,C6,20,3F,02,8E,02,BD,94,8
8,10,8E,93,2A,EC,A4,BD,9D,1F,34,02,FE,59
1060 DATA93,38,B6,93,30,1F,8A,E4,E0,16,FE
F,01,3F,02,C6,20,3F,02,8E,02,BD,94,88,90
1070 DATA10,8E,93,2A,EC,A4,BD,9D,1F,34,0
2,B6,93,37,F6,93,30,1F,9A,AA,E0,16,FE,2A
1080 DATA84,3F,02,C6,20,3F,02,8E,02,BD,9
4,88,10,8E,93,2A,EC,A4,BD,9D,1F,34,02,07
1090 DATAF6,93,38,B6,93,30,1F,8A,EA,E0,1
6,FE,BB,3F,02,C6,20,3F,02,8E,02,BD,94,8
1100 DATA88,10,8E,93,2A,EC,A4,BD,9D,1F,3
4,02,B6,93,37,F6,93,30,1F,9A,80,E0,16,B2
1110 DATAFE,5E,3F,02,C6,20,3F,02,8E,02,B
D,94,88,10,8E,93,2A,EC,A4,BD,9D,1F,34,0
1120 DATA02,F6,93,38,B6,93,30,1F,8A,E0,E
0,16,FE,75,3F,02,C6,20,3F,02,8E,02,BD,E3
1130 DATA94,88,10,8E,93,2A,EC,A4,BD,9D,1
F,34,02,F6,93,30,1F,9A,A6,E0,16,FE,1B,DD
1140 DATA3F,02,C6,20,3F,02,8E,02,BD,94,8
8,10,8E,93,2A,EC,A4,BD,9D,1F,34,02,B6,19
1150 DATA93,30,1F,8A,E6,E0,16,FE,35,3F,0
2,C6,20,3F,02,8E,04,BD,94,88,10,8E,93,77
1160 DATA2A,EC,A1,BD,9D,1F,34,02,EC,A1,8
D,9D,1F,1F,89,35,02,34,06,F6,93,30,1F,5D
1170 DATA9A,EC,E1,1F,01,1F,A9,F7,93,30,B
F,93,37,BD,9D,37,BD,9D,54,BD,9D,58,BD,40
1180 DATA9D,68,BD,9E,31,BD,9E,FE,5D,9F,8
C,BD,9E,3F,BD,9F,07,BD,9F,9B,BD,9E,40,65
1190 DATA8D,9F,19,BD,9F,AA,BD,9D,DA,BD,9
E,95,BD,9F,40,16,FA,DD,3F,02,C6,20,3F,8E
1200 DATA02,8E,04,BD,94,88,10,8E,93,2A,EC
C,A1,BD,9D,1F,34,02,EC,A1,BD,9D,1F,1F,21
1210 DATA93,35,02,34,06,F6,93,30,1F,9A,A
E,E1,1F,A9,F7,93,30,BF,93,33,BD,9D,60,8C
1220 DATBD,9D,58,BD,9E,1C,BD,9E,E1,BD,9
F,72,BD,9D,DA,BD,9E,95,BD,9F,40,16,FA,03
1230 DATA9E,3F,02,C6,20,3F,02,8E,04,BD,9
4,88,10,8E,93,2A,EC,A1,BD,9D,1F,34,02,F4
67,F6,93,38,1F,9A,10,AE,E1,1F,A9,F7,93,82
1250 DATA30,10,BF,93,35,BD,9D,64,BD,9D,5
8,BD,9E,26,BD,9E,EB,BD,9F,7F,BD,9D,DA,0
1260 DATBD,9E,95,BD,9F,40,16,FA,45,3F,0
2,C6,20,3F,02,8E,04,BD,94,88,10,8E,93,0D
1270 DATA2A,EC,A1,BD,9D,1F,34,02,EC,A1,8
D,9D,1F,1F,89,35,02,34,06,F6,93,30,1F,5D
1280 DATA9A,EE,E1,1F,A9,F7,93,30,FF,93,3
1,BD,9D,5C,BD,9D,58,BD,9E,12,BD,9E,07,B5
1290 DATBD,9F,65,BD,9D,DA,BD,9E,95,02,B9
F,40,16,F9,FA,8D,0D,48,48,48,34,02,7A
1300 DATA1F,98,8D,03,AA,E0,39,80,30,81,0
9,23,02,80,07,39,C6,11,F7,93,27,C6,03,7A
1310 DATAF7,93,26,BD,94,42,C6,03,F7,93,2


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6,5C,F7,93,27,BD,94,2C,C6,3E,3F,82,C6,D1
1320 DATA13,20,E1,C6,05,20,DD,C6,08,20,D
9,C6,0D,20,D5,C6,0F,20,D1,C6,15,20,CD,FC
1330 DATAC6,03,F7,93,26,C6,04,F7,93,27,B
D,94,2C,C6,03,F7,93,26,C6,05,F7,93,27,66
1340 DATRED,94,42,C6,20,3F,02,7C,93,27,7
C,93,27,BE,93,27,81,17,26,EC,39,31,31,DB
1350 DATA31,31,31,31,31,31,30,30,30,30,3
0,30,30,00,46,46,30,30,00,36,35,32,2F
1360 DATA38,30,00,5F,10,8E,9D,98,17,00,9
C,5F,10,8E,9D,A0,17,00,94,C6,03,F7,93,85
1370 DATA27,C6,05,F7,93,26,17,F6,71,17,F
7,85,8E,9D,98,16,F6,A5,F6,93,30,10,8E,AE
1380 DATA9D,98,17,00,74,C6,05,20,DE,1F,B
9,10,8E,9D,98,17,00,67,C6,07,20,D1,1F,8F
1390 DATA40,8D,02,20,12,1E,89,10,8E,9D,9
8,17,00,54,1F,89,10,8E,9D,A0,8D,4C,39,7B
1400 DATAC6,09,16,FF,B4,FC,93,31,8D,E4,C
6,08,16,FF,AA,FC,93,33,8D,DA,C6,0D,16,6B
1410 DATAFF,AD,FE,93,35,DF,4E,BD,9F,D9,C
6,0F,16,FF,A0,F6,93,37,0F,4E,D7,4F,BD,5E
1420 DATA11,16,FF,87,F6,93,38,10,8E,9D,9
8,8D,10,C6,13,16,FF,79,FC,93,37,17,FF,21
1430 DATAA8,C6,15,16,FF,6E,34,12,8E,00,0
8,86,30,A7,A0,58,24,02,6C,3F,30,1F,26,7D
1440 DATAF5,6F,A4,35,92,5F,8E,9D,A9,17,0
1,42,ED,81,5F,17,01,3C,ED,81,6F,A4,C6,A4
1450 DATA03,F7,93,27,C6,17,F7,93,26,BD,9
4,42,BD,95,A9,8E,9D,A9,7E,94,7F,F6,93,BD
1460 DATA30,8E,9D,A9,17,01,19,ED,81,6F,8
4,C6,05,20,DB,1F,B9,8E,9D,A9,17,01,09,29
1470 DATRED,81,6F,84,C6,07,20,CB,1F,43,8
D,02,20,16,1F,30,1F,89,8E,9D,A9,17,00,22
1480 DATAF1,ED,81,1F,30,17,00,EA,ED,81,6
F,84,39,C6,09,16,FF,AA,FE,93,31,8D,E0,06

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1490 DATAC6,08,16,FF,A0,FE,93,33,8D,D6,C
6,0D,16,FF,96,FE,93,35,8D,CC,C6,0F,16,35
1500 DATAFF,8C,F6,93,37,8E,9D,A9,BD,9F,B
7,ED,81,6F,84,C6,11,16,FF,7A,F6,93,38,BA
1510 DATA8E,9D,A9,BD,9F,B7,ED,81,6F,84,C
6,13,16,FF,68,FE,93,37,8D,9E,C6,15,16,82
1520 DATAFF,5E,0F,4E,0F,4F,BD,9F,D9,C6,0
3,F7,93,27,C6,1D,F7,93,26,BD,94,42,BD,AA
1530 DATA95,C2,8E,9D,AE,7E,94,7F,F6,93,3
0,0F,4E,D7,4F,BD,9F,D9,C6,05,20,DE,1F,1A
1540 DATAE9,0F,4E,D7,4F,BD,9F,D9,C6,07,2
0,D1,10,DF,4E,BD,9F,D9,C6,09,20,C7,FE,55
1550 DATA93,31,DF,4E,BD,9F,D9,C6,0B,16,F
F,BA,FE,93,33,0F,4E,BD,9F,D9,C6,0D,16,D5
1560 DATAFF,AD,FE,93,35,DF,4E,BD,9F,D9,C
6,0F,16,FF,A0,F6,93,37,0F,4E,D7,4F,BD,5E
1570 DATA9F,D9,C6,11,16,FF,91,F6,93,38,0
F,4E,D7,4F,BD,9F,D9,C6,13,16,FF,82,FC,DA
1580 DATA93,37,DD,4E,BD,9F,D9,C6,15,16,F
F,75,34,04,54,54,54,8D,11,35,02,34,20
1590 DATA04,1F,89,C4,0F,8D,07,1F,98,35,0
4,1E,89,39,C1,0A,25,02,CB,07,CB,30,39,DB
1600 DATA34,76,17,F4,88,35,F6,00,FF

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Commentaires :

RUN pour implanter à l'adresse : 8H9300 : 8H9FE1

Définissez vos instructions avec le crayon ou les touches.

Pour les instructions de rotation et pour COM et NEG, tapez A ou B pour choisir l'accumulateur.

Pour les instructions logiques, introduisez A ou B, puis en hexa la valeur désirée 00/FF.

Pour LD, introduire A B D X Y U, puis les valeurs hexa 00/FF pour A et B, 0000/FFFF pour D X Y U.

Pour quitter, CNT/C ou pointez en haut à gauche.

ZX81

INTRODUCTION AU ZX

Découvrez quelques astuces de programmation étonnantes, du plus bel effet lors d'une démonstration.

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1 SAVE "INTRODUCTION AU ZX"
4 REM (introduction au zx)
5 LET P=6
10 LET AS="JE SUIS UN MICRO ORDINATEUR"
20 GOSUB 900
30 LET AS="MON NOM EST..ZX81(16K.OCTETS)"
40 GOSUB 900
42 LET AS="...OU ZX81 TOUT COURT"
45 GOSUB 900
46 CLS
47 LET AS=" maintenant'je te regardes "
48 GOSUB 900
50 LET AS="MAIS...ES-TU BIEN REVEILLE ??"
60 GOSUB 900
70 LET AS="ALORS..REPONDS MOI:OUI OU NON"
80 GOSUB 900
90 INPUT AS
100 IF AS="NON" THEN GOTO 1000
105 IF AS<>"OUI" THEN GOTO 30

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106 CLS
107 LET P=2
110 LET AS="ok'nous pouvons donc converser"
120 GOSUB 900
130 CLS
135 REM carre d'un nombre
140 LET P=2
150 LET AS=" je sais elever au carre "
160 GOSUB 900
170 GOSUB 1050
200 PRINT AT 10,10;A;"*";A;"=";A**2
210 PAUSE 50
220 CLS
222 REM racine carree
225 LET P=2
230 LET AS=" je sais extraire une racine "
240 GOSUB 900
250 GOSUB 1050
260 PRINT AT 10,3;"RACINE DE ";A;"=";SQR A

```

```

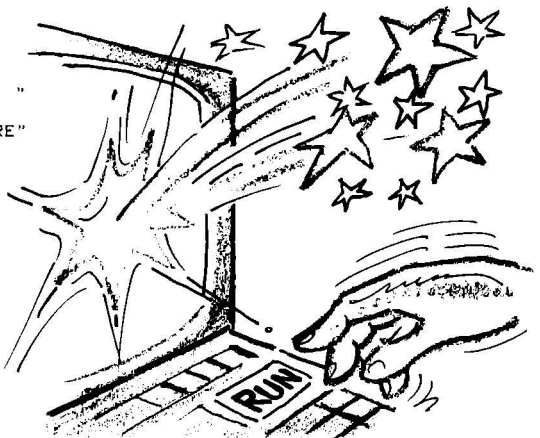
290 PAUSE 50
300 CLS
305 REM changement de theme
310 LET P=2
320 LET AS="DE PLUS, JE CONNAIS UN TAS DE"
330 GOSUB 900
340 LET AS="CHOSSES, PLUS MERVEILLEUSES"
350 GOSUB 900
360 LET AS="ENCORE QUE CELA "
370 GOSUB 900
380 PAUSE 50
390 CLS
395 REM choix d'un jeu
400 LET P=2
410 LET AS="PAR EXEMPLE. veux-tu un jeu !"
420 GOSUB 900
430 LET AS="REPONDS-MOI OUI OU NON"
432 LET P=P-2
435 GOSUB 900
440 INPUT AS
450 IF AS="NON" THEN GOTO 510
460 IF AS<>"OUI" THEN GOTO 440
462 REM jeu de des
465 LET P=2
470 LET AS=" jouons aux des'veux-tu: "
480 GOSUB 900
490 INPUT AS
500 IF AS="QUI" THEN GOTO 550
505 IF AS<>"NON" THEN GOTO 490
510 LET AS="NON, VRAIMENT PAS?.. "
515 GOSUB 900
520 PAUSE 50
525 CLS
530 GOTO 637
535 LET AS="ATTENTION.... "

540 GOSUB 900
545 PAUSE 50
550 LET Z=INT (RND*7)+1
555 IF Z<>7 THEN GOTO 595
560 CLS
565 LET AS="ZUI..CASSE, JE RECOMMENCE"
570 GOSUB 900
575 LET P=P-6
580 PAUSE 50
585 CLS
590 GOTO 550
595 LET AS="LE POINT JOUE EST "
600 GOSUB 900
605 PRINT AT P-2,18;"...=";Z
610 LET AS="ON CONTINUE??"
615 GOSUB 900
620 INPUT AS
625 CLS
630 LET P=P-4
635 GOTO 500
636 REM jeu du loto
637 LET P=2
640 LET AS="maintenant' je propose un loto"
645 GOSUB 900
646 LET AS="ATTENTION"
647 GOSUB 900
648 CLS
650 LET X=1
651 LET Z1=INT (RND*49)+1
652 LET Z2=INT (RND*49)+1
653 IF Z1<>Z2 THEN GOTO 655
654 GOTO 652
655 LET Z3=INT (RND*49)+1
656 IF Z3<>Z2 AND Z3<>Z1 THEN GOTO 658
657 GOTO 655

658 LET Z4=INT (RND*49)+1
659 IF Z4<>Z3 AND Z4<>Z2 AND Z4<>Z1 THEN GOTO 661
660 GOTO 658
661 LET Z5=INT (RND*49)+1
662 IF Z5<>Z4 AND Z5<>Z3 AND Z5<>Z2 AND Z5<>Z1 THEN GOTO 664
663 GOTO 661
664 LET Z6=INT (RND*49)+1
665 IF Z6<>Z5 AND Z6<>Z4 AND Z6<>Z3 AND Z6<>Z2 AND Z6<>Z1 THEN GOTO 667

666 GOTO 664
670 PRINT AT X,0;"NO=";X/2+.5;";";TAB 6;Z1;TAB 10;Z2;TAB 14;Z3;TAB 18;Z4;TAB 22
Z5;TAB 26;Z6;
673 LET X=X+2
674 IF X<16 THEN GOTO 651
675 PAUSE 200
676 LET P=17
677 LET AS=" as-tu bien releve ta grille! "
678 GOSUB 900
679 LET AS="SINON, JE T EN REFAIS UNE AUTRE"
680 GOSUB 900
681 CLS
682 LET P=2
683 LET AS=" veux-tu une autre grille! "
684 GOSUB 900
685 LET AS="REPONDS-MOI PAR OUI OU NON"
686 GOSUB 900
687 INPUT AS
688 IF AS="OUI" THEN GOTO 648
689 IF AS<>"NON" THEN GOTO 687
690 LET AS="BON..QUE VAS-T ON FAIRE?"
691 GOSUB 900
692 LET AS="VEUX-TU QUE JE ME MONTRES??"
693 GOSUB 900
694 LET AS="REPONDS-MOI"
695 GOSUB 900

```



```

696 INPUT AS
697 IF AS="NON" THEN GOTO 800
698 IF AS<>"OUI" THEN GOTO 697
699 CLS
700 DIM B$(5,6)
701 LET B$(1)="-"      "
702 LET B$(2)="-"      "
703 LET B$(3)="-"      "
704 LET B$(4)="-"      "
705 LET B$(5)="-"      "
706 FOR N=1 TO 10
707 PRINT AT 11,N;B$(1)
708 PRINT TAB N;B$(2)
709 PRINT TAB N;B$(5)
710 PRINT TAB N;B$(4)
711 PRINT TAB N;B$(5)
713 NEXT N
714 PRINT AT 13,N-1;B$(3);AT 15,N-1;B$(5)
715 PAUSE 50
717 LET P=2
718 LET AS="alors'suis-je beau! 719 GOSUB 900
720 PAUSE 50
721 FOR N=1 TO 12
722 PRINT AT 13-6*COS (N/6*PI),13+6*SIN (N/6*PI);"*"
723 PRINT AT 13-7*COS (N/6*PI),13+7*SIN (N/6*PI);"*"
725 PRINT AT 13-8*COS (N/6*PI),13+8*SIN (N/6*PI);"*"
728 NEXT N
729 PAUSE 200
730 LET P=18
731 LET AS=" c etait le bouquet final "
732 GOSUB 900
733 PAUSE 50
734 CLS
735 REM il reste jusqu a ligne 800 pour ajouter un jeu
800 REM adieu final
810 CLS
815 LET P=10
820 LET AS="OK...MAINTENANT,ADIEU "
825 GOSUB 900
830 LET P=16
835 LET AS="JE DECONNECTE MON ECRAN"
840 GOSUB 900
845 CLS
850 FOR K=1 TO 21
855 PRINT " : "
860 NEXT K
865 PRINT "yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy"
866 FOR N=1 TO 30
867 PRINT AT 10,13;"RIDEAU"
868 PRINT AT 10,13;"rideau"
869 NEXT N
870 PRINT AT 11,4;"";AT 11,21;""
871 PRINT AT 12,4;B$(1);AT 12,21;B$(1)
872 PRINT TAB 4;B$(2);TAB 21;B$(2)
873 PRINT TAB 4;B$(3);TAB 21;B$(5)
874 PRINT TAB 4;B$(4);TAB 21;B$(4)
875 PRINT TAB 4;B$(5);TAB 21;B$(5)
876 PRINT TAB 4;"";TAB 21;""
877 FOR N=11 TO 17
878 PRINT AT N,4;"";AT N,21;""
879 NEXT N
897 PAUSE 4E4
898 CLS
899 GOTO 5
900 REM ecriture pas a pas
910 FOR N=1 TO LEN AS
920 PRINT AT P,N;AS(N);"
950 NEXT N
960 PRINT AT P,N;""
970 PAUSE 50
975 LET P=P+2

```

Commentaires :
Testez pour exemple les lignes 550 à 605, 640 à 675, 700 à 720, 721 à 729,
850 à 868, 900 à 980.

```

980 RETURN                                1062 GOSUB 900
990 REM lponse negative                  1070 INPUT A
1000 CLS                                  1080 IF A<=0 THEN GOTO 1100
1005 LET P=5                              1090 RETURN
1010 LET AS="ALORS...SALUT,VAS AU DODD"  1100 LET P=4
1015 GOSUB 900                            1110 LET AS="je refuses ton nombre negatif"
1020 GOTO 780                              1120 GOSUB 900
1050 LET P=4                              1130 LET AS="CHANGES-MOI CELA VITE FAIT..."
1055 LET AS="ALORS,ENTRE UN NOMBRE POSITIF"  1140 GOSUB 900
1060 GOSUB 900                            1150 PAUSE 50
1061 LET AS="                               "  1170 GOTO 1050

```

REMARQUES:

Partout ou ce listing est écrit en minuscules, mettre à l'écran des majuscules et en vidéo inverse (TOUCHES SHIFT/GRAPH)

Si le signe "]" apparaît, mettre un "-" en vidéo inverse

Ligne 990 lire: REM 1 réponse négative

Lignes 700 à 705, voir ci-dessous pour le graphisme

Ligne 855, mettre 32 pavés noirs: SHIFT/GRAPH et 32 SPACE

ZX81

421

De plus en plus difficile, et de vexantes « nénettes » viennent même stigmatiser vos erreurs. Les contrats à remplir sont rappelés en début de jeu.

```

10 PRINT "*****JEU DE DES*****"
20 PRINT AT 3,0;"JE LANCE LES DES POUR DEUX",,""JOUEURS ET,APRES 5 TOURS,"",,""
J AFFICHE LES SCORES."
30 PAUSE 120
40 CLS
50 PRINT "VOICI LES SCORES POSSIBLES:"
60 PRINT
70 PRINT "*421          +-100 POINTS",,"" *2 AS X          =+X*10 POINTS",,"" *NENETT
E Y  --Y*10 POINTS"
80 PRINT
90 PRINT "*3 AS          +-200 POINTS",,"" *TIERCE          =+50 POINTS",,"" *TOUS LES
Z  --100 POINTS"
100 PAUSE 240
110 CLS
120 LET I=2
130 LET F=I+1
140 LET E=F+F
150 DIM S(2,5,5)
160 DIM Z(2)
170 RAND
180 CLS
190 FOR M=1 TO 5
200 LET A=E
210 LET B=I+F
220 FOR N=1 TO 2
230 LET Z(N)=0
240 PRINT AT 20,0;"Joueur NO: ";N;AT 20,15;"LANCER NO=";M

```

```

250 IF N=1 THEN GOSUB 1500
260 IF N=2 THEN GOSUB 1600
270 LET O=1
280 LET A=(E*F)-(B+B)
290 LET B=E+E+E
300 GOSUB 1000
310 PRINT AT 21,0;"DE NO=";O;AT 21,15;"POINTS=";S(N,M,O);"/";
320 LET O=2
330 LET A=E
340 LET B=I+F
350 GOSUB 1000
360 PRINT AT 21,6;O;AT 21,24;S(N,M,O);"/";
370 LET O=3
380 LET A=E*F
390 GOSUB 1000
400 PRINT AT 21,6;O;AT 21,26;S(N,M,O)
410 PAUSE 120
420 POKE 16437,255
430 CLS
440 NEXT N
450 NEXT M
460 CLS
470 FOR N=1 TO 2
480 IF N=1 THEN GOSUB 1500
490 IF N=2 THEN GOSUB 1600
500 LET Z(N)=0
510 PRINT "joueurs ";N
520 PRINT
530 FOR M=1 TO 5
540 PRINT M;" ";
550 FOR O=1 TO 3
560 PRINT S(N,M,O);" ";
570 LET W=S(N,M,1)
580 LET X=S(N,M,2)
590 LET Y=S(N,M,3)
600 NEXT O
610 IF (W+X+Y=F+I+I/I) AND (W=4 OR X=4 OR Y=4) THEN GOSUB 2000
620 IF (W+X+Y=F-I/I) AND (W=I/I AND X=I/I AND Y=I/I) THEN GOSUB 2500
630 IF (W+X=I) AND (Y<>I/I) THEN GOSUB 2100
640 IF (X+Y=I) AND (W<>I/I) THEN GOSUB 2200
650 IF (W+Y=I) AND (X<>I/I) THEN GOSUB 2300
660 IF (W+X=F) AND (W=I) THEN GOSUB 2400
670 IF (X+Y=F) AND (X=I) THEN GOSUB 2600
680 IF (W+Y=F) AND (Y=I) THEN GOSUB 2700
690 LET U=W+X+Y
700 IF U/3=W AND U/3=X AND U/3=Y THEN GOSUB 2900
710 IF (U-W=3 AND (X+2=Y OR Y+2=X)) OR (U-X=3 AND (W+2=Y OR Y+2=W)) OR (U-Y=3 AND (W+2=X OR X+2=W)) THEN GOSUB 2800
720 PRINT
730 NEXT M
740 PRINT
750 NEXT N
760 PRINT
770 FOR G=0 TO 43 STEP 2
780 PLOT 40,G
790 NEXT G
800 FOR G=0 TO 63 STEP 2
810 PLOT G,29
820 NEXT G
830 IF Z(1)>Z(2) THEN PRINT AT 0,22;"gagnant";AT 2,22;"SCORE ";Z(1);AT 4,22;"POINTS";AT 8,22;"perdant";AT 10,22;"SCORE ";Z(2);AT 12,22;"POINTS"
840 IF Z(2)>Z(1) THEN PRINT AT 8,22;"gagnant";AT 10,22;"SCORE ";Z(2);AT 12,22;"POINTS";AT 0,22;"perdant";AT 2,22;"SCORE ";Z(1);AT 4,22;"POINTS"
850 IF Z(2)=Z(1) THEN PRINT AT 8,22;"gagnant";AT 10,22;"SCORE ";Z(2);AT 12,22;"POINTS";AT 0,22;"gagnant";AT 2,22;"SCORE ";Z(1);AT 4,22;"POINTS"
999 STOP

```

Commentaires :

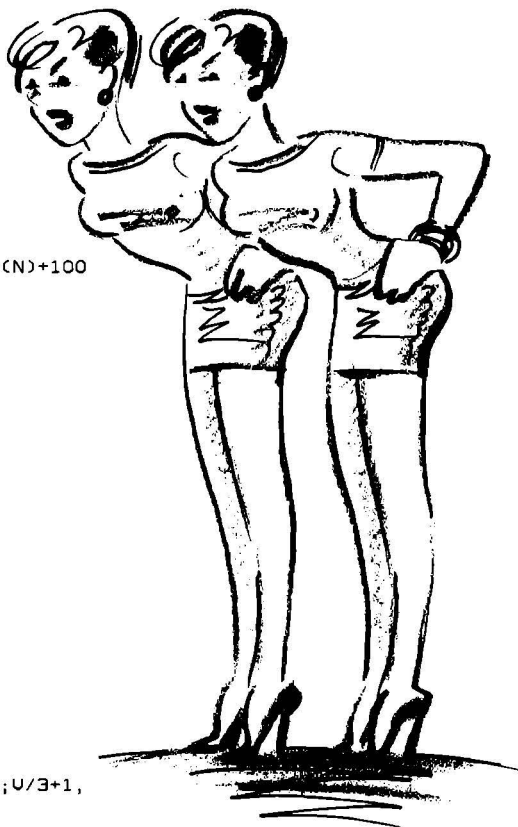
Si vous n'avez pas d'Eprom graphique intégrée, n'écrivez pas les lignes 250-260-1500 à 1610 (CF « Jeu de dés »), ni 9990 à 9996, destinées à une Eprom Toolkit.

```

1000 LET S(N,M,0)=INT (RND*(T+F))+T/T
1010 FOR X=A TO A+E+E
1020 PLOT X,B
1030 PLOT X,B+E+E
1040 NEXT X
1050 FOR X=B TO B+E+E
1060 PLOT A,X
1070 PLOT A+E+E,X
1080 NEXT X
1100 IF S(N,M,0)<>INT (S(N,M,0)/T)*T THEN PLOT A+E,B+E
1110 IF S(N,M,0)<T THEN RETURN
1120 PLOT A+F,B+E+F
1130 PLOT A+E+F,B+F
1140 IF S(N,M,0)<F THEN RETURN
1150 PLOT A+E+F,B+E+F
1160 PLOT A+F,B+F
1170 IF S(N,M,0)<T+F THEN RETURN
1180 PLOT A+F,B+E
1190 PLOT A+E+F,B+E
1200 RETURN
1500 LET L=USR 11924
1510 RETURN
1600 LET L=USR 11939
1610 RETURN
2000 PRINT TAB 10;"4212005 LET Z(N)=Z(N)+100
2010 RETURN
2100 PRINT TAB 10;"DEUX AS ";Y,
2105 LET Z(N)=Z(N)+Y*10
2110 RETURN
2200 PRINT TAB 10;"DEUX AS ";W,
2205 LET Z(N)=Z(N)+W*10
2210 RETURN
2300 PRINT TAB 10;"DEUX AS ";X,
2305 LET Z(N)=Z(N)+X*10

2310 RETURN
2400 PRINT TAB 10;"NENETTE ";Y,
2405 LET Z(N)=Z(N)-Y*10
2410 RETURN
2500 PRINT TAB 10;"trois as",
2505 LET Z(N)=Z(N)+200
2510 RETURN
2600 PRINT TAB 10;"NENETTE ";W,
2605 LET Z(N)=Z(N)-W*10
2610 RETURN
2700 PRINT TAB 10;"NENETTE ";X,
2705 LET Z(N)=Z(N)-X*10
2710 RETURN
2800 PRINT TAB 10;"TIERCE ";U/3-1;U/3;U/3+1,
2805 LET Z(N)=Z(N)+50
2810 RETURN
2900 PRINT TAB 10;"TOUS LES ";W,
2905 LET Z(N)=Z(N)+100
2910 RETURN
9980 STOP
9990 POKE 16417,1+128*(PEEK 16417>127)
9991 SLOW
9992 RAND USR 12494
9993 INPUT DATA
9994 POKE 16507,DATA-256*INT (DATA/256)
9995 POKE 16508,INT (DATA/256)
9996 GOTO 9992

```



NE PAS TENIR COMPTE DES LIGNES 9990 A 9996

Elles ne servent qu avec une eprom integree de "TOOLKIT" dont j ai dote mon ZX 81

JEU DE DES

Vous jouez à deux, mais c'est la machine qui lance les dés au hasard. Le programme dessine les dés, affiche le nombre de lancers, les gains, et désigne le vainqueur.

```

1 SAVE "JEU DE DES"
20 LET T=2
30 LET F=T+T
40 LET E=F+F
50 DIM S(2,5,5)
60 RAND
70 CLS
80 FOR M=1 TO 5
90 LET A=E
100 LET B=T+F
110 FOR N=1 TO 2
120 PRINT AT 20,0;"JOUEUR NO: ";N;AT 20,15;"LANCER NO=":M
130 IF N=1 THEN GOSUB 1500
140 IF N=2 THEN GOSUB 1600
150 LET O=1
160 LET A=(E*F)-(B+B)
170 LET B=E+E+E
180 GOSUB 1000
190 PRINT AT 21,0;"DE NO=":O;AT 21,15;"POINTS=":S(N,M,O);"/";
200 LET O=2
210 LET A=E
220 LET B=T+F
230 GOSUB 1000
240 PRINT AT 21,6;O;AT 21,24;S(N,M,O);"/";
250 LET O=3
260 LET A=E*F
270 GOSUB 1000
280 PRINT AT 21,8;O;AT 21,26;S(N,M,O)
290 PAUSE 120
300 POKE 16437,255
310 CLS
320 NEXT N
330 NEXT M
340 CLS
345 FOR N=1 TO 2
346 PRINT "joueur ";N
347 PRINT
350 FOR M=1 TO 5
355 PRINT M;" ";
360 FOR O=1 TO 3
370 PRINT S(N,M,O);" ";
380 NEXT O
385 IF S(N,M,1)+S(N,M,2)+S(N,M,3)=F+I+I/I THEN GOSUB 2000
386 PRINT
390 NEXT M
395 PRINT
400 NEXT N
410 PRINT
999 STOP

```

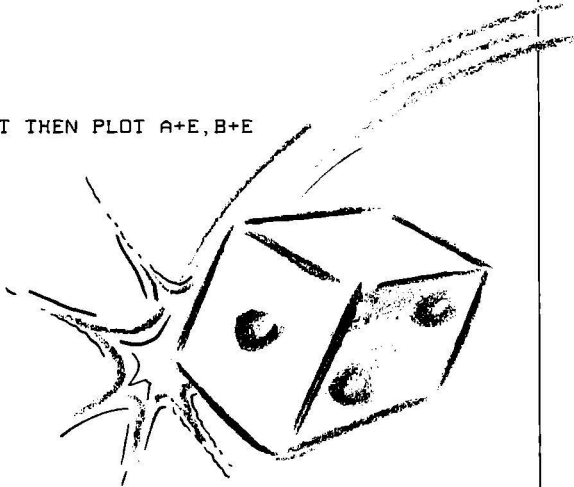
Commentaires :

Si vous n'avez pas d'Eprom graphique intégrée, n'écrivez pas les lignes 130-140-1500 à 1610 (inversion complète de l'écran selon le joueur).

```

1000 LET S(N,M,O)=INT (RND*(T+F))+I/T
1010 FOR X=A TO A+E+E
1020 PLOT X,B
1030 PLOT X,B+E+E
1040 NEXT X
1050 FOR X=B TO B+E+E
1060 PLOT A,X
1070 PLOT A+E+E,X
1080 NEXT X
1100 IF S(N,M,O)<>INT (S(N,M,O)/T)*T THEN PLOT A+E,B+E
1110 IF S(N,M,O)<T THEN RETURN
1120 PLOT A+F,B+E+F
1130 PLOT A+E+F,B+F
1140 IF S(N,M,O)<F THEN RETURN
1150 PLOT A+E+F,B+E+F
1160 PLOT A+F,B+F
1170 IF S(N,M,O)<T+F THEN RETURN
1180 PLOT A+F,B+E
1190 PLOT A+E+F,B+E
1200 RETURN
1500 LET L-USR 11924
1510 RETURN
1600 LET L-USR 11939
1610 RETURN
2000 PRINT TAB 10;"gagnant",
2010 RETURN
9980 STOP

```



ZX81

CALCULS

Essayez de piéger (!) la machine en lui soumettant des mots dont elle doit estimer la longueur, déceler les fautes d'orthographe. Et surtout, attendez ses réponses...

```

 1 SAVE "CALCULS"
 90 CLS
 95 PRINT "CALCULS"
100 PRINT
102 PRINT "1)RACINES CARREES"
104 PRINT
110 PRINT "ENTREZ UN NOMBRE,REPONDEZ PAR OUI=" "O" " OU PAR NON=" "N" " "

111 INPUT R$
112 IF R$="O" THEN GOTO 120
113 IF R$<>"O" AND R$<>"N" THEN GOTO 111
114 IF R$="N" THEN GOTO 195
115 GOTO 90
120 CLS
121 PRINT "ALLEZ-Y POUR UN NOMBRE..."
125 PRINT "(SI VOUS NE VOULEZ PLUS JOUER,ENTREZ NON=" "N" " " )
126 INPUT R$
127 IF R$="N" THEN GOTO 190
128 INPUT A
130 IF A<0 THEN GOTO 170

```



```

140 IF A>0 THEN GOTO 150
150 PRINT A,SQR A
155 PAUSE 150
160 GOTO 120
170 PRINT "ERREUR..NOMBRE NEGATIF;VERIFIEZ VOS CONNAISSANCES"
180 GOTO 121
190 CLS
195 PRINT
197 PRINT
198 PRINT
200 PRINT "2)MESURE DES LONGUEURS DE MOTS"
202 PRINT
210 PRINT "VOULEZ-VOUS ENTRER UN MOT ?      REPONDEZ PAR OUI=""O""
      OU PAR NON=""N"""
211 INPUT R$
212 IF R$=""O"" THEN GOTO 220
214 IF R$=""N"" THEN GOTO 90
215 GOTO 190
220 CLS
221 PRINT "ALLEZ-Y POUR UN MOT...(DOUX??)"
222 PRINT
223 PRINT
224 PRINT
225 INPUT A$
226 IF A$=""N"" THEN GOTO 100
227 IF LEN A$=1 THEN GOTO 250
228 IF LEN A$>25 THEN GOTO 270
229 IF A$=""BAISER"" THEN GOTO 300
230 PRINT A$,LEN A$
235 PAUSE 150
240 GOTO 220
250 PRINT "ERREUR..UN MOT N ESTPAS UNE LETTRE"
260 GOTO 202
270 PRINT "ERREUR..CE N,EST PAS DU FRANCAIS"
275 GOTO 202
280 PRINT "ALORS,ON PERD LA TETE?? ALLEZ Y"
290 GOTO 222
300 PRINT "QUEL SENS A CE MOT?REPONDEZ PAR",,,"BON=""B"" OU..MOINS BON=""M"""

310 INPUT D$
320 IF D$=""B"" THEN GOTO 230
330 IF D$=""M"" THEN GOTO 335
335 PRINT
336 PRINT
337 PRINT
340 PRINT "ALLEZ VOUS RHABILLER...,JE SUIS UN ORDINATEUR SERIEUX"

345 PAUSE 250
350 GOTO 220

```

```

ZX          ZXZXZXZXZXZXZXZXZXZXZXZX
ZX          ZX
ZX  ZX  ZXZXZX  ZX  ZX  ZXZXZX
ZXZX  ZX  ZX  ZX  ZX  ZXZXZXZX
ZX          ZX  ZX  ZXZXZX  ZX  ZXZXZXZX
ZX
ZX

```

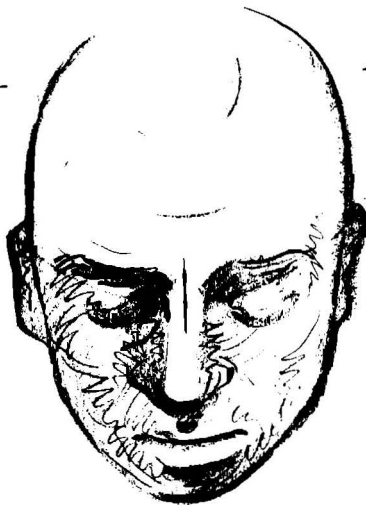
NUMEROSCOPIE

Inspiré de la numérologie — science divinatoire — ce programme analyse à partir du décodage de vos noms et prénoms, vos comportements, hérédité, personnalité, affinités.

```

1 GOTO 10
2 RAND USR 30460
3 REM S76NUMEROSCOPIE
4 REM *****
5 REM CREE PAR MICHEL DECOMBLE, EN FEVRIER 1983, PARTANT D UN ARTICLE PARU DAN
S""PARIS-GUIDE""
6 REM *****
7 REM
8 REM
95 REM etude masculine
96 REM
98 LET AS=" entrez son"
100 LET BS=" entrez votre"
110 LET CS=" prenom "
120 LET DS=" nom "
130 LET ES=" vous avez' "
135 LET FS="(FAITES N/L)"
140 PRINT BS;CS
150 INPUT PS
160 PRINT PS
165 LET IS=PS
170 GOSUB 4000
180 IF IO>=10 THEN GOSUB 5000
190 LET IP=IO
200 PRINT BS;DS
210 INPUT NS
220 PRINT NS
230 LET IS=NS
240 GOSUB 4000
250 IF IO>=10 THEN GOSUB 5000
250 LET IN=IO
270 PRINT CS;"-";IP
280 PRINT DS;" -";IN
290 PRINT " ----"
300 LET IO=IP+IN
310 PRINT "TOTAL -";IO
320 IF IO>=10 THEN GOSUB 5000
330 LET IT=IO
340 PRINT AT 21,15;FS
350 PAUSE 4E4
360 CLS
365 LET X=0
370 LET XS="passons aux resultats"
375 GOSUB 5500
380 PRINT
390 PRINT "1) LE NOMBRE DU PRENOM A UNE"... INFLUENCE ACTIVE SUR LE"... C
OMPORTEMENT QUOTIDIEN"
400 PRINT
410 PRINT PS;" ";NS;" ";ES
420 PRINT
430 GOSUB IP*10+2000
435 PRINT AT 21,15;FS
440 PAUSE 4E4
450 CLS

```




```

980 PRINT
990 PRINT OS;" ";QS;" ";ES
1000 PRINT
1010 GOSUB TN*10+3000
1015 PRINT AT 21,15;FS
1020 PAUSE 4E4
1030 CLS
1040 PRINT "3) LE NOMBRE TOTAL,PRENOM ET NOM",," EST LA PERSONNALITE ET PERMET
",," DE DEFINIR LES TRAITS",," DU CARACTERE"

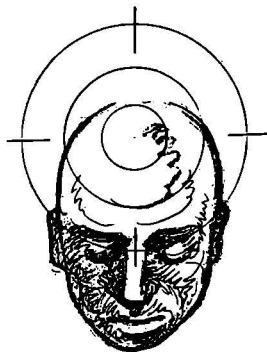
1050 PRINT
1060 PRINT OS;" ";QS;" ";ES
1070 PRINT
1080 GOSUB TIF*10+3000
1085 PRINT AT 21,15;FS
1090 PAUSE 4E4
1100 CLS
1105 LET X=6
1110 LET XS="voulez-vous a present verifier"
1112 GOSUB 5500
1115 LET XS="vos affinites avec votre amie!"
1117 GOSUB 5500
1120 PRINT
1130 PRINT AT.10,15;FS
1140 PAUSE 4E4
1150 CLS
1160 PRINT PS;" ";NS
1165 PRINT
1170 PRINT "VOTRE CHIFFRE EST-";IT
1180 PRINT
1190 PRINT OS;" ";QS
1195 PRINT
1200 PRINT "VOTRE CHIFFRE EST-";TIF
1205 GOSUB 6000
1210 PRINT
1220 LET XS="la table de concordance dit que"
1222 GOSUB 5500
1225 LET XS=" votre entente est "
1228 GOSUB 5500
1230 LET S$=RS(IT,TIF)
1240 IF S$="E" THEN PRINT "exallente"
1250 IF S$="B" THEN PRINT "bonne"
1260 IF S$="M" THEN PRINT "moyenne"
1270 IF S$="D" THEN PRINT "douteuse"
1290 STOP
2000 REM comportement masculin
2010 PRINT "*UNE FORTE PERSONNALITE",,"*DE LA VOLONTE",,"*DE LA LOYAUTE",,"
*MAIS ETES VIOLENT",,"*ET EGOISTE."
2015 RETURN
2020 PRINT "*DE L EQUILIBRE",,"*DE LA DIPLOMATIE",,"*DE LA SENSIBILITE",,"*MAI
AIS ETES SOUMIS",,"*ET PASSIF."
2025 RETURN
2030 PRINT "*DE LA CREATIVITE",,"*DE L ENERGIE",,"*DE L INDEPENDANCE",,"*MAI
S ETES ORGUEILLEUX",,"*ET INSTABLE"
2035 RETURN
2040 PRINT "*DE L ORGANISATION",,"*DU SENS PRACTIQUE",,"*DE LA PATIENCE",,"*D
E LA TENACITE",,"*MAIS ETES DE VUE ETROITE",,"*ET MANQUEZ DE TACT"
2045 RETURN
2050 PRINT "*L AMOUR DE LA VIE",,"*PLEIN DE CHARME",,"*DU DYNAMISME",,"*MAIS
ETES AUSSI IMPULSIF",,"*ET VERSATILE"
2055 RETURN
2060 PRINT "*DE L HARMONIE",,"*DE L INTUITION",,"*DE LA TENDRESSE",,"*MAIS
MANQUEZ DE SENS PRACTIQUE"
2065 RETURN

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2070 PRINT "DE LA REFLEXION",,"*UNE VIE INTERIEURE",,"*MAIS ETES PESSIMISTE",
,,, "ET TIMIDE"
2075 RETURN
2080 PRINT "DE L ORIGINALITE",,"*DE L ENERGIE",,"*DU MAGNETISME",,"*DE L A
UTORITE",,"*MAIS ETES DUR",,"*ET AGRESSIF"
2085 RETURN
2090 PRINT "DE L IDEALISME",,"*DE LA SENSIBILITE",,"*UN CARACTERE PASSIONNE"
,,, "UN GRAND SENS ARTISTIQUE",,"*MAIS ETES DESORDONNE",,"*ET AVEZ L ESPRIT DE
DESTRUCTION"
2095 RETURN
3000 REM comportement feminin
3010 PRINT "UNE FORTE PERSONNALITE",,"DE LA VOLONTE",,"DE LA LOYAUTE",,"MAI
S ETES VIOLENTE",,"*ET EGOISTE."
3015 RETURN
3020 PRINT "DE L EQUILIBRE",,"DE LA DIPLOMATIE",,"DE LA SENSIBILITE",,"MAIS
ETES SOUMISE",,"*ET PASSIVE."
3025 RETURN
3030 PRINT "DE LA CREATIVITE",,"DE L ENERGIE",,"DE L INDEPENDANCE",,"MAIS ET
ES ORGUEILLEUSE",,"*ET INSTABLE"
3035 RETURN
3040 PRINT "DE L ORGANISATION",,"DU SENS PRAIQUE",,"DE LA PATIENCE",,"DE LA
TENACITE",,"*MAIS ETES DE VUE ETROITE",,"*ET MANQUEZ DE TACT"
3045 RETURN
3050 PRINT "L AMOUR DE LA VIE",,"PLEIN DE CHARME",,"DU DYNAMISME",,"MAIS ET
ES AUSSI IMPULSIVE",,"*ET VERSAILE"
3055 RETURN
3060 PRINT "DE L HARMONIE",,"DE L INTUITION",,"DE LA TENDRESSE",,"MAIS MAN
QUEZ DE SENS PRAIQUE"
3065 RETURN
3070 PRINT "DE LA REFLEXION",,"UNE VIE INTERIEURE",,"MAIS ETES PESSIMISTE",
, "ET TIMIDE"
3075 RETURN
3080 PRINT "DE L ORIGINALITE",,"DE L ENERGIE",,"DU MAGNETISME",,"DE L AUTOR
ITE",,"MAIS ETES DURE",,"*ET AGRESSIVE"
3085 RETURN
3090 PRINT "DE L IDEALISME",,"DE LA SENSIBILITE",,"UN CARACTERE PASSIONNE",
"UN GRAND SENS ARTISTIQUE",,"MAIS ETES DESORDONNE",,"*ET AVEZ L ESPRIT DE DEST
RUCTION"
3095 RETURN
3990 STOP
4000 LET IO=0
4010 FOR Z=1 TO LEN IS
4012 IF CODE IS(Z)<=37 THEN LET WO=CODE IS(Z)
4013 IF CODE IS(Z)>=38 AND CODE IS(Z)<=46 THEN LET WO=37
4014 IF CODE IS(Z)>=47 AND CODE IS(Z)<=55 THEN LET WO=46
4015 IF CODE IS(Z)>=56 AND CODE IS(Z)<=63 THEN LET WO=55
4016 IF CODE IS(Z)>=64 THEN LET WO=CODE IS(Z)
4025 PRINT CODE IS(Z)-WO;
4030 LET IO=IO+CODE IS(Z)-WO
4040 NEXT Z
4050 PRINT " -";IO
4060 PRINT
4070 RETURN
5000 LET US=SIR$ IO
5010 LET IO=0
5020 FOR Z=1 TO 2
5030 PRINT US(Z); " ";
5040 LET IO=IO+VAL US(Z)
5050 NEXT Z
5055 PRINT "S/TOTAL=";IO
5056 IF IO>=10 THEN GOSUB 5000
5057 PRINT
5060 RETURN
5500 REM ecriture pas a pas
5510 FOR W=1 TO LEN XS
5520 PRINT AT X,W;XS(W);

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5530 NEXT W
5550 LET Y=RND**RND
5560 LET X=X+2
5570 RETURN
6000 DIM R$(9,9)
6010 LET R$(1)="-DEMBDEBDD"
6020 LET R$(2)="-EMMBBEDED"
6030 LET R$(3)="-MMEDEBBDBB"

6040 LET R$(4)="-BBDEDBEBE"
6050 LET R$(5)="-DBBDEBMBD"
6060 LET R$(6)="-EEBBEBDBM"
6070 LET R$(7)="-BDDEMDIBE"
6080 LET R$(8)="-DEBBBBDBB"
6090 LET R$(9)="-DBBDEBEBE"
6100 RETURN
9980 STOP
9990 POKE 16417,1+128*(PEEK 16417>127)
9991 SLOW
9992 RAND USR 12494
9993 INPUT DATA
9994 POKE 16507,DATA-256*INT (DATA/256)
9995 POKE 16508,INT (DATA/256)
9996 GOTO 9992

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NE PAS TIENIR COMPTE DES LIGNES 9990 A 9996.elles ne servent qu avec une epron in
tegre de TOOL-KIT

