

CPC

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REVUE DES STANDARDS AMSTRAD

HORS SERIE N° 5

JEUX :

DON JEAN
ET Dr AGON
CENDRILLON
GHOST

EDUCATIFS :

SQUELETTE
MEMOIRE

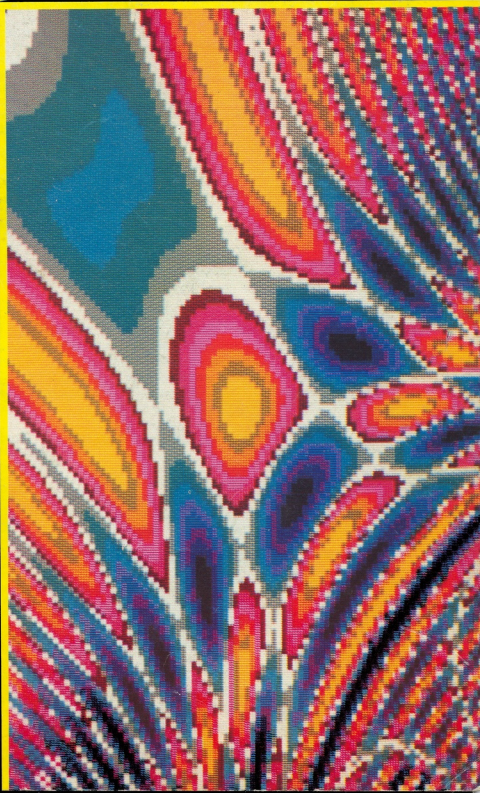
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CPC

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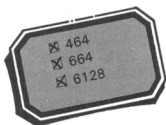
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ANTI-ERREURS



Il est difficile de taper un programme d'une revue sans commettre d'erreurs. Quand les erreurs sont signalées (Syntax error in..., Line does not exist in...), la correction est facile puisque la ligne est indiquée, mais lorsqu'au "point de vue" du CPC, le programme est correct, il peut en être tout autrement pour le lecteur : si le fonctionnement du programme ne correspond pas vraiment au programme original, alors il est impossible de retrouver l'erreur commise, à moins de comparer les lignes de votre programme avec celles du journal, mais c'est très long et on risque de passer sur une erreur sans la voir.

C'est pourquoi ce programme a été créé ; il est à utiliser si vous ne retrouvez pas vos erreurs. La frappe d'un programme de votre journal favori terminée, vous faites "RUN" et là, vous corrigez toutes les erreurs signalées par le CPC en vous référant au journal pour comparer. Si, malgré cela, il ne tourne toujours pas, suivez cette procédure :

— Sauvez votre programme en ASCII grâce à l'instruction :
SAVE "nom.prog",A
Puis, si vous êtes sur K7, réembobi-

nez la bande jusqu'au début du fichier.

— Chargez Anti-Erreurs.
— Entrez le nom de votre programme et insérez le support où il se trouve (K7 ou disquette).

Après quelques secondes, les numéros de lignes vont défiler. Vous remarquerez qu'à chaque ligne correspond un code de 2 lettres sous cette forme :

>XX<, c'est ce code qui va vous permettre de savoir d'où proviennent les erreurs. Pour cela, il faut que vous compariez les codes du journal à ceux de l'écran. Si un code diffère, notez sur papier le numéro de ligne qui correspond à ce code. Continuez ainsi jusqu'à la fin du listage.

Le défilement terminé, rechargez votre programme et corrigez les lignes que vous avez notées en comparant avec le journal. Faites "RUN" et, oh ! miracle ! ça marche ! Attention, lors de la frappe du programme à traiter, n'omettez aucun caractère (sauf les espaces), car Anti-Erreurs les prend en compte et, bien sûr, ne tapez pas les codes de contrôle.

N.B. : la ligne 480 contient le numéro de canal O pour l'écran ou 8 pour l'imprimante.

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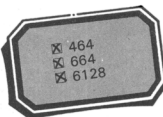
10 *****>YB<
20 '#>AC<
30 '* ANTI - ERREURS *>RD<
40 '#>CE<
50 *****>CF<
60 '>DG<
70 '(c)CPC & GREGORY NOE 1987>LH<
80 '>FJ<
90 ON ERROR GOTO 900>VK<
100 MODE 2>FB<
110 DIM g$(23)>XC<
120 FOR I=0 TO 22:READ g$:g$(I)=g:>XD<
NEXT
130 ' ATTENTION LA LIGNE DE DATA CI >PE<
-DESSOUS NE CONTIENT PAS TOUTES LES
LETTRES DE L'ALPHABET !!!
140 DATA A,B,C,D,E,F,G,H,I,K,L,M,N,>FF<
P,Q,R,T,U,V,W,X,Y,Z
150 ' ANTI-BUG FICHER>XG<
160 IF PEEK(HIMEM+1)=255 THEN 210>BH<
170 OPENOUT "cpc">ZJ<
180 MEMORY HIMEM-2>JK<
190 CLOSEOUT>UL<
200 POKE HIMEM+1,255>FC<
210 DEFINT A-2>HD<
220 '>DE<
230 BORDER 6:INK 0,1:INK 1,16:PEN 1>BF<
:PAPER 0
240 MOVE 0,16:DRAW 650,16>HG<
250 PRINT TAB(27) "A N T I - E R R">FH<
E U R S"
260 MOVE 0,385:DRAW 650,385>JJ<
270 LOCATE 18,25:PRINT"CPC REVUE DU">KX<
STANDARD AMSTRAD ET SCHNEIDER"
280 WINDOW 1,80,3,23>FL<
290 ns="Realise par Gregory NOE">BM<
300 f$="">BD<
310 FOR i=1 TO LEN(ns)>RE<
320 f$=f$+MID$(ns,i,1)>MF<

```

330 LOCATE 70,i,5:PRINT #	>XG<	530 ' CALCUL DE LA CLE DE CONTROLE >FJ<	770 li\$="" :PRINT#ca, LEFT\$(b\$,35);T >UD<
340 FOR t=1 TO 100	>LH<		AB(37) USING ">\\<<;c\$
350 NEXT t,i	>FJ<	540 ' >JK<	780 IF LEN(b\$)<35 THEN 840 >XR<
360 ' >JK<		550 a=0 >GL<	790 fg=1 >XT<
370 '***** >FL<		560 FOR i=1 TO LEN(a\$) >LM<	800 b\$=MID\$(b\$,36,LEN(b\$)) >LJ<
380 ' >LM<		570 i\$=MID\$(a\$,i,1) >KN<	810 PRINT#ca,LEFT\$(b\$,35) >BK<
390 LOCATE 2,1:PRINT"ENTREZ LE NOM >QN<		580 IF i\$=CHR\$(32) THEN 600 >JP<	820 IF fg=1 AND ca<8 THEN fg=0:GOS >HL<
DU FICHIER : "		590 a=a+ASC(i\$) >VQ<	UB 910:GOTO 830
400 INPUT "",NF\$ >TE<		600 NEXT i >PB<	830 GOTO 780 >BM<
410 LOCATE 2,3:PRINT"TANT QUE LE LI >UF<		610 c=INT(a/23) >DH<	840 IF EOF=-1 THEN CLOSEIN ELSE GOT >PN<
STAGE N'EST PAS TERMINE"		620 p=a-(c*23) - >EJ<	D 490
420 LOCATE 2,5:PRINT"NE PAS ARRETE >GB<		630 C\$=G\$(P) >LK<	850 CALL &BB03:PRINT TAB(50) "UNE T >LP<
R LE MAGNETOPHONE OU NE"		640 a=0 >BL<	DUCHE..." :CALL &BB05
430 LOCATE 2,7:PRINT"PAS SORTIR LA >FH<		650 FOR i=1 TO 6 >EM<	860 CLS:PRINT"MAINTENANT RECHARGEZ >FQ<
DISQUETTE"		660 i\$=MID\$(a\$,i,1) >KN<	" ;NF\$;" ET CORRIGEZ LES LIGNES QUE
440 LOCATE 2,10:PRINT"PRESSEZ UNE T >HJ<		670 IF i\$<"0" OR i\$>"9" THEN 700 >HP<	VOUS AVEZ NOTEES.."
DUCHE POUR LA LECTURE"		680 li\$=li\$+i\$:a=a+VAL(i\$) >HQ<	870 END >BR<
450 CALL &BB05 >VK<		690 NEXT >VR<	880 "TRAITEMENTS DES ERREURS >CT<
460 OPENIN "! :nf\$ >ML<		700 c=INT(a/23) >DH<	890 ' >TJ<
470 CLS:PRINT"TRAITEMENT EN COURS.. >EM<		710 p=a-(c*23) >EJ<	900 IF ERR=25 THEN CLS:PRINT CHR\$(7 >AK<
"		720 C\$=C\$+G\$(P) >VK<);CHR\$(24) ;"FICHIER NON ASCII";CHR\$
480 ca=0 ' CANAL DE SORTIE >QN<		730 ' >KL<	(24):END ELSE CONT
490 LINE INPUT#7,b\$:a\$=UPPER\$(b\$) >UP<		740 IF ca<8 THEN 750 ELSE 770 >EM<	910 com=com+1:IF com>19 THEN CALL & >BL<
500 IF ca<8 THEN GOSUB 910 >UF<		750 PRINT li\$;TAB(10) USING ">AN<	&BB03:PRINT TAB(50) "UNE TOUCHE..." :
510 IF INKEY(66)=0 THEN STOP >UG<		c\$ >AK<	CALL &BB05:COM=1
520 ' >GH<		760 li\$="" :GOTO 840 >XP<	920 RETURN >QM<

CENDRILLON

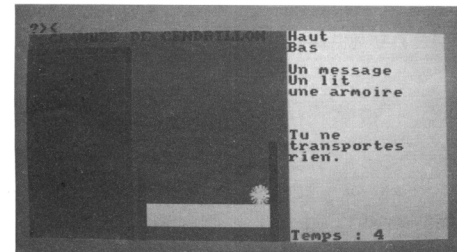
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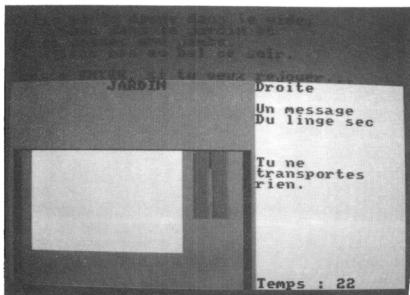
Laurent CHABERT

Un bal, une citrouille et une marraine ayant quelques pouvoirs magiques. Voilà les ingrédients nécessaires au déroulement d'un conte fort célèbre. Le jeu qui vous est proposé a été actualisé mais le but est le même pour se rendre au bal. Cendrillon doit effectuer des tâches ménagères. A vous de la guider correctement pour qu'elle puisse aller s'amuser.

Chargement : Tapez et sauvez le 1^{er} listing sous le nom "CENDRIO1", faites de même avec le second listing (nom : "CENDRIO1").



10 ' >YB<
20 'CENDRILLON loader >MC<
30 ' >AD<
40 'Laurent CHABERT >LE<
50 'mai 1986 >MF<
60 ' >DG<
70 MODE 1:BORDER 0:INK 0,0:PAPER 0: >MH<
INK 1,14,25:INK 2,25,16:INK 3,16,14
80 MOVE 120,225 >AJ<
90 FOR i=1 TO 140:READ x,y >QK<
100 p=p+1:IF p=4 THEN p=1 >MB<
110 DRAW x+20,y-50,p:NEXT >JC<
120 PLOT 375,230,1 >QD<
130 LOCATE 38,25:FOR i=1 TO 3:PEN i >TE<
:PRINT":NEXT
140 RUN "cendrion1" >CF<
150 DATA 90,280,70,275,60,270,55,26 >RG<
5,45,258,40,250,35,244,30,220,32,21
8,34,205,36,200,38,185,42,182,50,18
0,60,175,70,170,80,170,86,175,94,17
8,104,180,110,182,120,186
160 DATA 125,205,136,208,142,210,15 >HK<
0,215,155,220,153,222,146,230,140,2
32,130,224,124,218,125,205,130,190,
140,188,148,186,154,188,162,190
170 DATA 175,192,178,204,180,212,17 >FJ<
8,220,176,230,180,240,190,238,198,2
22,200,210,202,198,200,210,198,222,
202,238,210,240,220,230,226,200,238
,204



```

180 DATA 246,210,250,230,258,240,27 >MK<
0,236,258,240,250,230,246,210,252,2
00,268,204,270,210,274,220,260,300,
274,220,280,208,290,214
190 DATA 302,222,306,254,304,256,30 >GL<
0,256,302,248,306,250,314,254,322,2
58,326,254,322,240,326,215,340,222,
350,230
200 DATA 355,240,355,260,355,240,36 >XC<
0,232,370,238,380,242
210 DATA 390,250,395,270,400,285,40 >ND<
4,300,406,320,398,330,380,328,376,3
20,380,300,386,284,395,270,400,250,
410,240,422,246
220 DATA 430,255,436,270,440,288,44 >RE<
4,302,446,320,440,340,424,338,420,3
20,426,300,430,282,436,270,446,258,
454,250,460,260
230 DATA 470,275,474,282,480,290,49 >EF<
0,286,480,290,474,282,470,275,472,2
60,480,256,484,258,490,262,494,272,
490,286,500,294
240 DATA 506,300,516,290,522,260,51 >VB<
6,290,520,300,530,306,540,296,546,2
66,560,270

```

Listing 2

```

1 ' >WB<
2 'CENDRILLON >HC<
3 ' >YD<
4 'Laurent CHABERT >JE<
5 'Mai 1986 >LF<
6 ' >BG<
10 DN BREAK GOSUB 410 >UB<
15 GOSUB 65000:RESTORE >KB<
20 GOTO 880 >MC<

```

```

30 '** TEST OBJETS EN POCHE ** >JD<
40 PRINT#2:PRINT#2:PRINT#2 >BE<
50 IF ccleja=0 AND cclebu=0 AND cla >MF<
m=0 AND poch$="" THEN PRINT#2,"Tu n
e":PRINT#2,"transportes":PRINT#2,"r
ien.":RETURN
60 PRINT#2,"Tu transportes":PRINT#2 >KG<

70 IF clam=0 THEN PRINT#2,"Une lam >NH<
pe"
80 IF ccleja=1 AND cclebu=1 THEN PR >RJ<
INT#2,"Deux cles"
90 IF ccleja=1 AND cclebu=0 THEN PR >RK<
INT#2,"Une cle"
100 IF ccleja=0 AND cclebu=1 THEN P >KB<
RINT#2,"Une cle"
110 IF poch$<>"" THEN PRINT#2,poch$ >YC<

120 RETURN >GD<
130 '** TEST VISITE BELLE-MERE ** >BE<
140 tps=tps+1:LOCATE #3,1:PRINT#3 >AF<
,"Temps :";tps:IF tps=60 THEN CLS:P
RINT#2,"Tu n'es pas allée voir":PRINT
ta belle-mère depuis plus d'une heu
re.":PRINT#2,"tu es privée de bal.":60
TO 50000
150 RETURN >KB<
160 '** TEST TACHES EFFECTUEES ** >PH<
170 t=t-1: >EJ<
180 IF t=1 THEN PRINT#2"il te reste"; >HK<
t;"taches a effectuer."
190 IF t=1 THEN PRINT#2"il ne te rest >JL<
e qu'une tache a effectuer."
200 IF t=0 THEN PRINT#2"Tu as termine >YC<
ton travail, retourne":PRINT#2"dans
ta chambre, pour te preparer."
210 RETURN >GD<
220 '** TEST VOCABULAIRE ** >TE<
230 esp=0 >HF<
240 FOR i=1 TO LEN(act$) >VG<
250 IF MID$(act$,i,1)=" " THEN esp= >DH<

```

```

i
260 NEXT i >RJ<
270 IF esp=0 THEN PRINT#2"Je ne compr >NK<
end pas !":RETURN
280 act$=LEFT$(act$,esp-1):ver$=LE >XL<
FT$(act$,4)
290 act$=RIGHT$(act$,LEN(act$)-esp >NH<
):obj$=LEFT$(act$,4)
300 ver=0:obj=0 >FD<
310 RESTORE 30000 >ME<
320 FOR i=1 TO 15 >AF<
330 READ dat$:IF dat$=ver$ THEN ver >KB<
=1
340 NEXT i >QH<
350 FOR i=1 TO 20 >HJ<
360 READ dat$:IF dat$=obj$ THEN obj >ZK<
=1
370 NEXT i >UL<
380 IF ver=0 THEN PRINT#2"Je ne compr >PM<
end pas !";act$;" !"
390 IF obj=0 THEN PRINT#2"Je ne compr >TN<
end pas !";act$;" !"
400 RETURN >HE<
410 WINDOW #0,1,40,1,25:MODE 2:INK >ZF<
0,13:PAPER 0:INK 1,0:PEN 1: BORDER 1
3:LIST
420 '** DESSIN ARMOIRE ** >EG<
421 FOR x=0 TO 20 STEP 2:MOVE x,0:D >TH<
RAW x,200,2:NEXT x
422 FOR x=20 TO 140 STEP 2:MOVE x,1 >GJ<
0:DRAW x,280,2:NEXT x
423 FOR x=140 TO 160 STEP 2:MOVE x, >MK<
0:DRAW x,280,2:NEXT x
424 MOVE 10,20:DRAW 10,270,1:DRAW 1 >ML<
0,270,1:DRAW 150,20,1:DRAW 10,20:H
OVE 80,20:DRAW 80,270,1
425 MOVE 60,140:DRAW 70,140,1:MOVE >BM<
90,140:DRAW 100,140,1
426 RETURN >RN<
430 '** DESSIN LIT ** >LH<
431 FOR y=20 TO 50 STEP 2:MOVE 180, >WJ<
y:DRAW 370,y,3:NEXT y
432 FOR x=170 TO 180 STEP 2:MOVE x, >HK<
0:DRAW x,100,2:NEXT x
433 FOR x=370 TO 380 STEP 2:MOVE x, >TL<
0:DRAW x,140,2:NEXT x
434 FOR i=1 TO 360 STEP 15:ORIGIN 3 >QM<
55,65:DRAW COS(i)*14,SIN(i)*14,3:NE
XT i
435 ORIGIN 0,0:RETURN >ON<
440 '** DESSIN TABLE ** >AJ<
441 FOR x=145 TO 160 STEP 2:MOVE x, >GK<
0:DRAW x,100,2:MOVE x+95,0:DRAW x+9
5,100,2:NEXT x
442 FOR y=100 TO 110 STEP 2:MOVE 10 >GL<
0,y:DRAW 300,y,3:NEXT y
443 RETURN >QH<
450 '** DESSIN ASPIRATEUR ** >WK<
451 MOVE 196,0:DRAW 244,0,2:MOVE 19 >PL<

```

```

6,2:DRAW 244,2,2:MOVE 198,4:DRAW 24
2,4,2:MOVE 214,6:DRAW 226,6,2
452 FOR y=0 TO 50 STEP 2:MOVE 218,y >BMK
:DRAW 222,y,3:NEXT y
453 MOVE 206,52:DRAW 234,52,2:MOVE >QNK
206,54:DRAW 234,54,2:MOVE 204,56:DR
AW 236,56,2:MOVE 204,58:DRAW 236,58
,2
454 FOR y=60 TO 120 STEP 2:MOVE 202 >CPK
,y:DRAW 238,y,2:NEXT y
455 MOVE 204,122:DRAW 236,122,2:MOV >TQK
E 204,124:DRAW 236,124,2:MOVE 206,1
26:DRAW 234,126,2:MOVE 206,128:DRAW
234,128,2
456 FOR y=130 TO 150 STEP 2:MOVE 21 >JRK
8,y:DRAW 222,y,3:NEXT y
457 FOR y=70 TO 110 STEP 2:MOVE 218 >GTK
,y:DRAW 222,y,3:NEXT y
458 MOVE 218,152:DRAW 222,152,2:PLD >DUK
T 220,154,2
459 RETURN >YVK
800 ** INTERROGATION ** >ZJK
801 act$=":PRINT >AKK
802 LOCATE 1,VPOS(0):PRINT"?":act >RLK
$:" "
803 IF LEN(act$)=26 THEN SOUND 4,20 >JMK
0,50,7:SOUND 1,200/3,50,7:SOUND 2,2
00/5,50,7:PRINT " :PRINT"Cette phra
se est trop longue !":GOTO 800
804 in$=INKEY$:IF in$="" GOTO 804 >TNK
805 IF in$=CHR$(13) GOTO 870 >XPK
806 IF in$=CHR$(127) AND LEN(act$)= >XQK
0 THEN SOUND 4,100,10,7:SOUND 1,100
/3,10,7:SOUND 2,100/5,10,7:GOTO 804
807 IF in$=CHR$(127) AND LEN(act$) >BRK
0 THEN act$=LEFT$(act$,LEN(act$)-1)
:GOTO 802
808 act$=act$+in$:GOTO 802 >JTK
870 PRINT " :act$=UPPER$(act$):RET >YRK
URN
880 ** DEBUT ** >DTK
885 ENV 1,2,1,2,2,-1,2:ENV 2,2,-2,4 >ZYK
890 GOSUB 40000 >HJK
891 MODE 1 >YVK
895 DEG >GZK
900 WINDOW #0,1,40,1,6:PAPER 0:PEN >BKK
2:CLS
910 WINDOW #1,1,25,7,25:PAPER #1,1: >TLK
PEN #1,2:CLS #1
920 WINDOW #2,26,40,7,24:PAPER #2,3 >FMK
:PEN #2,2:CLS #2
930 WINDOW #3,26,40,25,25:PAPER #3, >PNK
3:PEN #3,2:CLS #3
940 brk=0:fp=0:t=8:gr1=0:clm=0:cc1 >EPK
ebu=0:ccleja=0:cof2=0:cof8=0:arm4=0
:arm5=0:arm7=0:arm9=0:arm10=0:ref=0
:con=0:portcav=0:portj=0
950 clebu=1:cleja=:aspdef=:aspbon >VQK
=:lam=:dra=:iser=:linsal=:linse
r=:via=:boi=:bou=1
951 coe=12 >GRK
960 poch$="" >BRK
970 tps=0:LOCATE #3,1,1:PRINT#3,"Te >FTK
mps :":tps
980 EVERY 250,3 GOSUB 130 >AJK
990 GOTO 10000 >DVK
1000 ** GRENIER #1 ** >MBK
1005 BORDER 1:INK 0,1:INK 1,15:INK >ZBK
2,26:INK 3,0
1010 CLS #1:CLS #2 >ZCK
1020 LOCATE #1,8,1:PRINT#1,"GRENIER >GDK
N. 1"
1029 CLS #2 >XNK
1030 PRINT#2,"Gauche":PRINT#2,"Droi >EEK
te":PRINT#2,"Bas":PRINT#2:PRINT#2,"
Un message"
1040 GOSUB 30 >PFK
1050 GOSUB 800 >YBK
1070 IF act$="DROITE" GOTO 2000 >HJK
1080 IF act$="BAS" GOTO 6000 >BKK
1090 IF act$="GAUCHE" THEN gr1=1:GO >QLK
TO 11000
1100 IF act$="HAUT" GOTO 1140 >UCK
1110 GOSUB 220 >QDK
1120 IF esp=0 OR ver=0 OR obj=0 GOT >CEK
O 1050
1130 IF ver$="LIRE" AND obj$="MESS" >XFK
THEN PRINT"Faite du feu.":GOTO 105
0
1140 PRINT"Impossible !":GOTO 1050 >AGK
2000 ** GRENIER #2 ** >YCK
2005 BORDER 0:INK 0,0:INK 1,13:INK >ZHK
2,26:INK 3,3
2010 CLS #1:CLS #2 >ADK
2020 LOCATE #1,8,1:PRINT#1,"GRENIER >JEK
N. 2"
2021 FOR y=0 TO 60 STEP 2:MOVE 120, >XFK
y:DRAW 280,y,3:NEXT y
2022 FOR y=0 TO 60 STEP 10:MOVE 120 >QDK
,y:DRAW 280,y,0:NEXT y:MOVE 120,0:D
RAW 120,60,0:MOVE 280,0:DRAW 280,60
,0
2023 x1=121:x2=278:FOR y=62 TO 70 S >XHK
TEP 2:MOVE x1,y:DRAW x2,y,3:x1=x1+6
:x2=x2-6:NEXT y
2025 MOVE 120,60:DRAW x1,y,0:DRAW x >NKK
2,y,0:DRAW 280,60,0
2029 CLS #2 >LPK
2030 PRINT#2,"Gauche":PRINT#2 >NFK
2040 PRINT#2,"Un coffre" >NBK
2050 IF clebu=1 AND cof2=1 THEN PRI >GDK
NT#2,"Une cle"
2060 GOSUB 30 >TJK
2070 GOSUB 800 >BKK
2090 IF act$="GAUCHE" GOTO 1000 >GDK
2100 IF act$="HAUT" OR act$="DROITE >DDK
" OR act$="BAS" GOTO 2160
2110 GOSUB 220 >REK
2120 IF esp=0 OR ver=0 OR obj=0 GOT >GFK
O 2070
2130 IF ver$="OUVR" AND obj$="COFF" >MBK
AND cof2=1 THEN PRINT"Le coffre es
t deja ouvert.":GOTO 2070
2140 IF ver$="OUVR" AND obj$="COFF" >XHK
AND cof2=0 THEN PRINT"Il y a une c
le a l'interieur.":cof2=1:GOTO 2029
2150 IF ver$="PREN" AND obj$="CLE" >YJK
AND cof2=1 AND clebu=1 THEN PRINT"D
'accord.":clebu=0:cclebu=1:GOTO 202
9
2160 PRINT"impossible !":GOTO 2070 >BKK
3000 ** GRENIER #3 ** >ADK
3005 BORDER 13:INK 0,13:INK 1,2:INK >FJK
2,0:INK 3,26
3010 CLS #1:CLS #2 >BEK
3020 LOCATE #1,8,1:PRINT#1,"GRENIER >LFK
N. 3"
3030 PRINT#2,"Droite":PRINT#2 >TBK
3040 IF aspdef=1 THEN PRINT#2,"Un a >YHK
spirateur":GOSUB 450
3050 GOSUB 30 >TJK
3060 GOSUB 800 >BKK
3080 IF act$="DROITE" GOTO 4000 >NKK
3090 IF act$="HAUT" OR act$="GAUCHE >HNK
" OR act$="BAS" GOTO 3130
3100 GOSUB 220 >REK
3110 IF esp=0 OR ver=0 OR obj=0 GOT >GFK
O 3060
3120 IF ver$="PREN" AND obj$="ASPI" >NBK
AND poch$="" THEN PRINT"D'accord."
:aspdef=0:poch$="Aspirateur":GOTO 3
010
3130 PRINT"Impossible !":GOTO 3060 >EHK
4000 ** GRENIER #4 ** >CEK
4005 BORDER 0:INK 0,0:INK 1,2:INK 2 >LKK
,25:INK 3,1
4010 CLS #1:CLS #2 >CFK
4020 LOCATE #1,8,1:PRINT#1,"GRENIER >NBK
N. 4"
4021 GOSUB 420 >XHK
4029 CLS #2 >NRK
4030 PRINT#2,"Gauche":PRINT#2,"Droi >UHK
te":PRINT#2
4040 PRINT#2,"Un message":PRINT#2," >LJK
Une armoire"
4050 IF arm4=1 AND cleja=1 THEN PRI >BKK
NT#2,"Une cle"
4060 GOSUB 30 >VLK
4070 GOSUB 800 >DMK
4090 IF act$="GAUCHE" GOTO 3000 >LPK
4100 IF act$="DROITE" GOTO 5000 >HFK
4110 IF act$="HAUT" OR act$="BAS" G >CGK
OTO 4180
4120 GOSUB 220 >YHK

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4130 IF esp=0 OR ver=0 OR obj=0 GOT >JL<
0 4070
4140 IF ver$="LIRE" AND obj$="MESS" >MK<
THEN PRINT"Passer l'aspirateur dan
s":PRINT"la salle a manger.":GOTO 4
070
4150 IF ver$="OUVR" AND obj$="ARMO" >FL<
AND arm=0 THEN PRINT"Il y a une c
le a l'interieur.":arm=1:GOTO 4029
4160 IF ver$="OUVR" AND obj$="ARMO" >GM<
AND arm=1 THEN PRINT"Elle est dej
a ouverte":GOTO 4070
4170 IF ver$="PREN" AND obj$="CLE" >BN<
AND arm=1 AND cleja=1 THEN PRINT"D
'accord.":cleja=0:cleja=1:GOTO 402
9
4180 PRINT"Impossible !":GOTO 4070 >NP<
5000 ** GRENIER N5 ** >EF<
5005 BORDER 9:INK 0,9:INK 1,8:INK 2 >VL<
,0:INK 3,25
5010 CLS #1:CLS #2 >DG<
5020 LOCATE #1,8,1:PRINT#1,"GRENIER >QK<
N. 5"
5021 GOSUB 440 >AJ<
5029 CLS #2 >PT<
5030 PRINT#2,"Gauche":PRINT#2,"Bas" >HJ<
:PRINT#2
5040 PRINT#2,"Une table" >HK<
5050 IF lam=1 THEN PRINT#2,"Une lam >EL<
pe":FOR y=112 TO 130 STEP 2:MOVE 22
0,y:DRAW 234,y,2:NEXT:FOR y=122 TO
126 STEP 2:MOVE 224,y:DRAW 230,y,3:
NEXT
5060 GOSUB 30 >WM<
5070 GOSUB 800 >EN<
5090 IF act$="GAUCHE" GOTO 4000 >ND<
5100 IF act$="BAS" GOTO 10000 >VB<
5110 IF act$="HAUT" OR act$="DROITE" >NH<
" GOTO 5150
5120 GOSUB 220 >WJ<
5130 IF esp=0 OR ver=0 OR obj=0 GOT >PK<
0 5070
5140 IF ver$="PREN" AND obj$="LAMP" >CL<
AND lam=1 THEN PRINT"D'accord.":la
m=0:clam=2:FOR y=112 TO 130 STEP 2:
MOVE 220,y:DRAW 234,y,1:NEXT y:GOTO
5029
5150 PRINT"Impossible !":GOTO 5070 >MK<
6000 ** LINGERIE ** >HG<
6005 BORDER 26:INK 0,26:INK 1,14:IN >ZK<
K 2,1:INK 3,17
6010 CLS #1:CLS #2 >EH<
6020 LOCATE #1,10,1:PRINT#1,"LINGER >RJ<
IE"
6021 GOSUB 420 >ZK<
6029 CLS #2 >QL<
6030 PRINT#2,"Droite":PRINT#2,"Haut" >DK<
:PRINT#2,"Bas":PRINT#2
6040 PRINT#2,"Un message":PRINT#2," >NL<
Une armoire"
6050 IF arm=1 AND dra=1 THEN PRINT >FM<
#2,"Des draps"
6060 IF arm=1 AND ser=1 THEN PRINT >RN<
#2,"Des serviettes"
6070 GOSUB 30 >YP<
6080 GOSUB 800 >GQ<
6100 IF act$="HAUT" GOTO 1000 >UH<
6110 IF act$="BAS" GOTO 12000 >ZJ<
6120 IF act$="DROITE" GOTO 7000 >PK<
6130 IF act$="GAUCHE" GOTO 6220 >QL<
6140 GOSUB 220 >ZM<
6150 IF esp=0 OR ver=0 OR obj=0 GOT >VN<
0 6080
6160 IF ver$="LIRE" AND obj$="MESS" >MP<
THEN PRINT"Prendre la viande dans
le congelateur":PRINT"et la ranger
dans le refrigerateur.":GOTO 6080
6170 IF ver$="OUVR" AND obj$="ARMO" >HQ<
AND arm=0 THEN PRINT"Il y a des s
erviettes et":PRINT"des draps a l'i
nterieur.":arm=1:GOTO 6029
6180 IF ver$="OUVR" AND obj$="ARMO" >RR<
AND arm=1 THEN PRINT"Elle est dej
a ouverte.":GOTO 6080
6190 IF ver$="PREN" AND obj$="SERV" >VT<
AND arm=1 AND ser=1 AND poch$=""
THEN PRINT"D'accord.":ser=0:poch$="
Serviette":GOTO 6029
6200 IF ver$="PREN" AND obj$="DRAP" >UJ<
AND arm=1 AND dra=1 AND poch$=""
THEN PRINT"D'accord.":dra=0:poch$="
Draps":GOTO 6029
6210 IF ver$="RANG" AND obj$="LING" >GK<
AND arm=1 AND poch$="Linge sec" T
HEN PRINT"D'accord.":poch$="":GOSUB
160:GOTO 6029
6220 PRINT"Impossible !":GOTO 6080 >NL<
7000 ** CHAMBRE DE LA BELLE-MERE * >UH<
*
7005 BORDER 25:INK 0,25:INK 1,16:IN >CN<
K 2,3:INK 3,17
7010 CLS #1:CLS #2 >FJ<
7020 LOCATE #1,1,1:PRINT#1,"CHAMBRE >AK<
DE LA BELLE-MERE"
7021 GOSUB 420:GOSUB 430 >VL<
7029 CLS #2 >RV<
7030 PRINT#2,"Gauche":PRINT#2,"Droi >XL<
te":PRINT#2
7040 PRINT#2,"Un lit":PRINT#2,"Une >FM<
armoire"
7050 GOSUB 30 >XN<
7060 GOSUB 800 >FP<
7080 IF act$="HAUT" OR act$="BAS" G >LR<
OTO 7140
7090 IF act$="GAUCHE" GOTO 6000 >TT<
7100 IF act$="DROITE" GOTO 8000 >PJ<
7110 GOSUB 220 >XK<
7120 IF esp=0 OR ver=0 OR obj=0 GOT >RL<
0 7060
7130 IF ver$="RANG" AND obj$="BOUI" >TK<
AND poch$="Bouillotte" AND arm=1
THEN PRINT"D'accord.":poch$="":GOSU
B 160:GOTO 7029
7131 IF ver$="OUVR" AND obj$="ARMO" >FN<
AND arm=0 THEN PRINT"Elle ne cont
ient rien d'interessant.":arm=1:G0
TO 7060
7132 IF ver$="OUVR" AND obj$="ARMO" >PP<
AND arm=1 THEN PRINT"Elle est dej
a ouverte.":GOTO 7060
7140 PRINT"Impossible !":GOTO 7060 >PN<
8000 ** SALLE DE BAIN ** >ZJ<
8005 BORDER 16:INK 0,16:INK 1,26:IN >TP<
K 2,2:INK 3,0
8010 CLS #1:CLS #2 >GK<
8020 LOCATE #1,7,1:PRINT#1,"SALLE D >ML<
E BAIN"
8021 FOR y=0 TO 110 STEP 4:MOVE 100 >XM<
,y:DRAW 190,y,2:MOVE 100,y+2:DRAW 1
90,y+2,0:NEXT y
8022 MOVE 100,0:DRAW 190,0,3:DRAW 1 >JN<
90,110,3:DRAW 100,110,3:DRAW 100,0,
3
8023 FOR y=93 TO 110 STEP 4:MOVE 100,y:DRAW >UP<
190,y,3:NEXT y
8024 MOVE 220,140:DRAW 220,160,2:MD >JQ<
VE 222,138:DRAW 222,162,2:MOVE 224,
138:DRAW 224,162,2:MOVE 226,140:DR
W 226,160,2
8025 MOVE 320,140:DRAW 320,160,2:MD >UR<
VE 322,138:DRAW 322,162,2:MOVE 324,
138:DRAW 324,162,2:MOVE 326,140:DR
W 326,160,2
8026 MOVE 220,156:DRAW 320,156,2:MD >LT<
VE 220,144:DRAW 320,144,2
8029 CLS #2 >TK<
8030 PRINT#2,"Gauche":PRINT#2,"Droi >YM<
te":PRINT#2
8040 PRINT#2,"Un message":PRINT#2," >GN<
Un coffre a un":PRINT#2,"Porte-serv
iette"
8050 IF cof=1 AND linsal=1 THEN PR >RP<
INT#2,"Du linge sale"
8060 GOSUB 30 >ZQ<
8070 GOSUB 800 >HR<
8090 IF act$="HAUT" OR act$="BAS" G >VU<
OTO 8190
8100 IF act$="GAUCHE" GOTO 7000 >LK<
8110 IF act$="DROITE" GOTO 9000 >TL<
8120 GOSUB 220 >ZK<
8130 IF esp=0 OR ver=0 OR obj=0 GOT >MK<
0 8070
8140 IF ver$="LIRE" AND obj$="MESS" >LP<
THEN PRINT"Ranger le linge sec dan
s la lingerie.":GOTO 8070
8150 IF ver$="OUVR" AND obj$="COFF" >NQ<

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AND cof8=1 THEN PRINT"il est deja
ouvert.":GOTO 8070
8160 IF ver$="OUVR" AND obj$="COFF" >PR<
AND cof8=0 THEN PRINT"il y a du li
nge sale a l'interieur.":cof8=1:GOT
0 8029
8170 IF ver$="PREN" AND obj$="LING" >WT<
AND cof8=1 AND linsal=1 AND poch$=
" THEN PRINT"D'accord.":linsal=0:p
och$="Linge sale":GOTO 8029
8180 IF ver$="ACCR" AND obj$="SERV" >XU<
AND poch$="Serviette" THEN PRINT"D
'accord.":poch$="":GOSUB 160:GOTO 8
029
8190 PRINT"Impossible !":GOTO 8070 >YV<
9000 ** CHAMBRE DES SOEURS ** >XK<
9005 BORDER 15:INK 0,15:INK 1,14:IN >TQ<
K 2,0:INK 3,6
9010 CLS #1:CLS #2 >HL<
9020 LOCATE #1,5,1:PRINT#1,"CHAMBRE >HM<
DES SOEURS"
9021 GOSUB 430:GOSUB 420 >XN<
9029 CLS #2 >UX<
9030 PRINT#2,"Gauche":PRINT#2 >WN<
9040 PRINT#2,"Un lit":PRINT#2,"Une >HP<
armoire"
9050 GOSUB 30 >ZQ<
9060 GOSUB 800 >HR<
9080 IF act$="HAUT" OR act$="BAS" >YU<
R act$="DROITE" GOTO 9130
9090 IF act$="GAUCHE" GOTO 8000 >XV<
9100 GOSUB 220 >YL<
9110 IF esp=0 OR ver=0 OR obj=0 GOT >VM<
0 9060
9120 IF ver$="FAIR" AND obj$="LIT" >JN<
AND poch$="Draps" THEN PRINT"D'acco
rd.":poch$="":GOSUB 160:GOTO 9029
9128 IF ver$="OUVR" AND obj$="ARMO" >BX<
AND arm9=1 THEN PRINT"Elle est dej
a ouverte.":GOTO 9060
9129 IF ver$="OUVR" AND obj$="ARMO" >JY<
AND arm9=0 THEN PRINT"Elle est vid
e.":arm9=1:GOTO 9060
9130 PRINT"Impossible !":GOTO 9060 >TP<
10000 ** CHAMBRE DE CENDRILLON ** >NB<
10005 BORDER 14:INK 0,14:INK 1,16:I >QG<
NK 2,1:INK 3,25
10010 CLS #1:CLS #2:IF tps<1 THEN C >HC<
LS:LOCATE 1,6
10020 LOCATE #1,3,1:PRINT#1,"CHAMB >XD<
E DE CENDRILLON"
10025 GOSUB 420:GOSUB 430 >VJ<
10030 PRINT#2,"Haut":PRINT#2,"Bas" >TE<
PRINT#2:PRINT#2,"Un message":PRINT#
2,"Un lit":PRINT#2,"une armoire"
10040 GOSUB 30 >RF<
10045 IF t=0 THEN CLS:PRINT"Tu as t >YL<
ermine ton travail.":PRINT"tu peux
te preparer pour aller au bal.":fp=
l:coef=10:GOTO 50000
10050 GOSUB 800 >AG<
10070 IF act$="DROITE" OR act$="GAU >YJ<
CHE" GOTO 10150
10080 IF act$="HAUT" GOTO 5000 >CK<
10090 IF act$="BAS" GOTO 16000 >HL<
10100 GOSUB 220 >RC<
10110 IF esp=0 OR ver=0 OR obj=0 GO >FD<
TO 10050
10120 IF ver$="OUVR" AND obj$="ARMO >XE<
* AND arm10=0 THEN PRINT"Elle est v
ide.":arm10=1:GOTO 10050
10130 IF ver$="OUVR" AND obj$="ARMO >YF<
* AND arm10=1 THEN PRINT"Elle est d
eja ouverte.":GOTO 10050
10140 IF ver$="LIRE" AND obj$="MESS >QG<
* THEN PRINT"Faire le lit des soeur
s.":GOTO 10050
10150 PRINT"Impossible !":GOTO 1005 >FH<
0
11000 ** JARDIN ** >RC<
11005 BORDER 2:INK 0,2:INK 1,18:INK >HH<
2,0:INK 3,26
11010 CLS #1:CLS #2 >CD<
11015 IF gr=1 GOTO 11030 >WJ<
11020 tps=0:LOCATE #3,1,1:PRINT#3," >EE<
Temps :":tps:PRINT"Tu es venue voir
ta belle-mere.":PRINT"ton temps re
commence a 0."
11030 LOCATE #1,11,1:PRINT#1,"JARDI >CF<
N"
11032 FOR x=10 TO 20 STEP 2:MOVE x, >MH<
0:DRAW x,200,2:MOVE x+370,0:DRAW x+
370,200,2:NEXT x:MOVE 20,200:DRAW 3
90,200,2
11039 CLS #2 >PQ<
11040 PRINT#2,"Droite":PRINT#2 >VG<
11050 PRINT#2,"Un message" >DH<
11060 IF linsc<1 GOTO 11070 >GJ<
11061 PRINT#2,"Du linge sec" >VJ<
11062 FOR y=50 TO 198 STEP 2:MOVE 4 >PL<
0,y:DRAW 280,y,3:NEXT y
11063 FOR y=100 TO 170 STEP 2:MOVE >MH<
300,y:DRAW 320,y,0:MOVE 330,y:DRAW
350,y,0:NEXT y:FOR y=172 TO 198 STE
P 2:MOVE 300,y:DRAW 350,y,0:NEXT y:
MOVE 326,175:DRAW 326,198,2
11070 GOSUB 30 >MK<
11075 IF gr=1 THEN CLS:PRINT"Cette >UQ<
porte donne dans le vide.":PRINT"t
u tombes dans le jardin et":PRINT"t
u te casses une jambe.":PRINT"tu n'
iras pas au bal ce soir.":GOTO 5000
0
11080 GOSUB 800 >EL<
11090 tps=0:LOCATE #3,1,1:PRINT#3," >EM<
Temps :":tps
11110 IF act$="HAUT" OR act$="BAS" >GE<
OR act$="GAUCHE" GOTO 11170
11120 IF act$="DROITE" GOTO 12000 >XF<
11130 GOSUB 220 >WG<
11140 IF esp=0 OR ver=0 OR obj=0 GO >PH<
TO 11080
11150 IF ver$="LIRE" AND obj$="MESS >AJ<
* THEN PRINT"Accrocher une serviett
e dans":PRINT"la salle de bain.":GO
TO 11080
11160 IF ver$="PREN" AND obj$="LING >CK<
* AND linsc=1 AND poch$=" THEN PR
INT"D'accord.":linsc=0:poch$="Ling
e sec":FOR y=50 TO 198 STEP 2:MOVE
40,y:DRAW 350,y,1:NEXT y:GOTO 11039
11170 PRINT"Impossible !":GOTO 1108 >NL<
0
12000 ** ENTREE ** >ED<
12005 BORDER 1:INK 0,1:INK 1,4:INK >ZJ<
2,26:INK 3,0
12010 CLS #1:CLS #2 >BE<
12020 LOCATE #1,11,1:PRINT#1,"ENTRE >PF<
E"
12029 CLS #2 >PQ<
12030 PRINT#2,"Gauche":PRINT#2,"Dro >CG<
ite":PRINT#2,"Haut":PRINT#2,"Bas":P
RINT#2
12040 GOSUB 30 >UH<
12045 IF ref=1 THEN CLS:PRINT"Tu as >KN<
oublie de fermer le refrigerateur,
":PRINT"tu es privee de bal.":GOTO
50000
12050 GOSUB 800 >CJ<
12070 IF act$="HAUT" GOTO 6000 >EL<
12080 IF act$="BAS" GOTO 17000 >RM<
12090 IF act$="DROITE" GOTO 13000 >UN<
12100 IF act$="GAUCHE" AND ccleja=0 >ZE<
THEN PRINT"La porte est fermee a c
le.":GOTO 12050
12110 IF act$="GAUCHE" AND ccleja=1 >JF<
GOTO 11000
12120 GOSUB 220 >WG<
12130 IF esp=0 OR ver=0 OR obj=0 GO >MH<
TO 12050
12140 PRINT"Impossible !":GOTO 1205 >JJ<
0
13000 ** CUISINE ** >PE<
13005 BORDER 16:INK 0,16:INK 1,14:I >MK<
NK 2,26:INK 3,0
13010 CLS #1:CLS #2 >EF<
13020 LOCATE #1,10,1:PRINT#1,"CUISI >YG<
NE"
13021 FOR x=130 TO 260 STEP 2:MOVE >HH<
x,0:DRAW x,220,2:NEXT x
13022 MOVE 130,0:DRAW 130,158,3:DR >NJ<
AW 260,158,3:DRAW 260,0,3:DRAW 130,0
,3
13023 MOVE 130,162:DRAW 130,220,3:D >KK<
RAW 260,220,3:DRAW 260,162,3:DRAW 1
30,162,3

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13024 FOR x=140 TO 144:MOVE x,70:DR >JL<
AM x,130,3:MOVE x,170:DRAW x,210,3:
NEXT x
13029 CLS #2 >QR<
13030 PRINT#2,"Gauche":PRINT#2,"Dro >MH<
ite":PRINT#2,"Bas":PRINT#2
13040 PRINT#2,"refrigerateur" >JJ<
13050 GOSUB 30 >MK<
13060 GOSUB 800 >EL<
13080 IF act$="HAUT" GOTO 13190 >TN<
13090 IF act$="GAUCHE" GOTO 12000 >QP<
13100 IF act$="DROITE" GOTO 14000 >MF<
13110 IF act$="BAS" AND cclebu=0 TH >HG<
EN PRINT"La porte est fermee a cle.
":GOTO 13060
13120 IF act$="BAS" AND cclebu=1 GO >YH<
TO 18000
13130 GOSUB 220 >YJ<
13140 IF esp=0 OR ver=0 OR obj=0 GO >RK<
TO 13060
13150 IF ver$="OUVR" AND obj$="REFR >DL<
" AND ref=0 THEN PRINT"D'accord.":r
ef=1:GOTO 13060
13160 IF ver$="OUVR" AND obj$="REFR >XM<
" AND ref=1 THEN PRINT"il est deja
ouvert.":GOTO 13060
13170 IF ver$="RANG" AND obj$="VIAN >VN<
" AND ref=1 AND poch$="Viande" THEN
PRINT"D'accord.":poch$="":GOSUB 16
0:GOTO 13029
13180 IF ver$="RANG" AND obj$="VIAN >DP<
" AND ref=0 AND poch$="Viande" THEN
PRINT"Le refrigerateur est ferme.
":GOTO 13060
13184 IF ver$="FERM" AND obj$="REFR >MJ<
" AND ref=0 THEN PRINT"il est deja
ferme.":GOTO 13060
13185 IF ver$="FERM" AND obj$="REFR >AV<
" AND ref=1 THEN PRINT"D'accord.":r
ef=0:GOTO 13060
13190 PRINT"Impossible !":GOTO 1306 >TQ<
0
14000 ** SALLE A MANGER ** >UF<
14005 BORDER 15:INK 0,15:INK 1,14:I >ML<
NK 2,1:INK 3,26
14010 CLS #1:CLS #2 >FG<
14020 LOCATE #1,7,1:PRINT#1,"SALLE >GH<
A MANGER"
14021 GOSUB 440 >CJ<
14022 FOR x=35 TO 40 STEP 2:MOVE x, >TK<
0:DRAW x,140,2:MOVE x+60,0:DRAW x+6
0,60,2:MOVE x+265,0:DRAW x+265,60,2
:MOVE x+325,0:DRAW x+325,140,2:NEXT
x:FOR y=60 TO 65 STEP 2:MOVE 40,y:
DRAW 100,y,3:MOVE 300,y:DRAW 360,y,
3:NEXT y
14029 CLS #2 >RT<
14030 PRINT#2,"Gauche":PRINT#2,"Dro >NJ<
ite":PRINT#2,"Bas":PRINT#2
14040 PRINT#2,"Une table":PRINT#2," >PK<
Des chaises"
14050 GOSUB 30 >XL<
14055 IF ref=1 THEN CLS:PRINT"tu as >NR<
oublie de fermer le refrigerateur,
":PRINT"tu es privee de bal.":GOTO
50000
14060 GOSUB 800 >FM<
14080 IF act$="HAUT" GOTO 14160 >RP<
14090 IF act$="GAUCHE" GOTO 13000 >TQ<
14100 IF act$="DROITE" GOTO 15000 >PG<
14110 IF act$="BAS" GOTO 19000 >HK<
14120 GOSUB 220 >YJ<
14130 IF esp=0 OR ver=0 OR obj=0 GO >TK<
TO 14060
14140 IF ver$="PASS" AND obj$="ASPI >ML<
" AND poch$="Aspirateur" AND aspdf
=0 THEN CLS:PRINT"Cet aspirateur es
t defectueux.":PRINT"il fait sauter
les plombs.":PRINT"tu es privee de
bal.":GOTO 50000
14150 IF ver$="PASS" AND obj$="ASPI >RM<
" AND poch$="Aspirateur" AND aspon
=0 THEN PRINT"D'accord.":poch$="":G
OSUB 160:GOTO 14029
14160 PRINT"Impossible !":GOTO 1406 >RK<
0
15000 ** SALON ** >GG<
15005 BORDER 14:INK 0,14:INK 1,25:I >QM<
NK 2,2:INK 3,3
15010 CLS #1:CLS #2 >GH<
15020 LOCATE #1,11,1:PRINT#1,"SALON >RJ<
"
15021 FOR y=0 TO 30 STEP 2:MOVE 80, >KK<
y:DRAW 320,y,2:NEXT y
15022 FOR i=1 TO 360 STEP 10:ORIGIN >DL<
90,40:DRAW COS(i)*10,SIN(i)*10:ORI
GIN 310,40:DRAW COS(i)*10,SIN(i)*10
:NEXT i:ORIGIN 0,0
15023 FOR y=21 TO 70 STEP 2:MOVE 10 >KM<
6,y:DRAW 295,y,2:NEXT y
15024 MOVE 108,71:DRAW 293,71,2:MOV >PN<
E 110,73:DRAW 291,73,2
15025 MOVE 80,0:DRAW 320,0,3:DRAW 3 >QP<
20,30,3:DRAW 80,30,3:DRAW 80,0,3
15026 MOVE 106,30:DRAW 106,15,3:DR >BQ<
W 295,15,3:DRAW 295,30,3:MOVE 160,1
5:DRAW 160,30,3:MOVE 240,15:DRAW 24
0,30,3
15027 MOVE 106,21:DRAW 106,70,3:DR >ZR<
W 110,73,3:DRAW 291,73,3:DRAW 295,7
0,3:DRAW 295,21,3
15029 CLS #2 >TUK<
15030 PRINT#2,"Gauche":PRINT#2,"Dro >YK<
ite":PRINT#2
15040 PRINT#2,"Un canape" >FL<
15050 IF bou=1 THEN PRINT#2,"Une bo >DM<
uillotte":MOVE 32,0:DRAW 48,0,3:FOR
y=2 TO 20 STEP 2:MOVE 30,y:DRAW 50
,y,3:NEXT y:MOVE 32,22:DRAW 48,22,3
:MOVE 38,24:DRAW 42,24,3:MOVE 36,26
:DRAW 44,26,3
15060 GOSUB 30 >ZN<
15070 GOSUB 800 >HF<
15090 IF act$="HAUT" OR act$="BAS" >QR<
GOTO 15150
15100 IF act$="GAUCHE" GOTO 14000 >LH<
15110 IF act$="DROITE" GOTO 16000 >TJ<
15120 GOSUB 220 >ZK<
15130 IF esp=0 OR ver=0 OR obj=0 GO >ML<
TO 15070
15140 IF ver$="PREN" AND obj$="BOUI >TM<
" AND bou=1 AND poch$="" THEN PRINT
"D'accord.":bou=poch$="Bouillotte
":FOR y=0 TO 26 STEP 2:MOVE 30,y:DR
AW 50,y,1:NEXT y:GOTO 15029
15150 PRINT"Impossible !":GOTO 1507 >UN<
0
16000 ** BIBLIOTHEQUE ** >PH<
16005 BORDER 14:INK 0,14:INK 1,22:I >QN<
NK 2,3:INK 3,16:p=1
16010 CLS #1:CLS #2 >HJ<
16020 LOCATE #1,8,1:PRINT#1,"BIBLIO >DK<
THEQUE"
16021 FOR y=0 TO 120 STEP 2:MOVE 18 >HL<
0,y:DRAW 220,y,3:DRAW 340,y,0:DRAW
380,y,3:NEXT y:FOR i=121 TO 150 STE
P 2:MOVE 160,y:DRAW 398,y,2:NEXT y
16022 MOVE 220,120:DRAW 220,0,2:DR >JM<
W 340,0,2:DRAW 340,120,2:MOVE 180,1
20:DRAW 180,0,2:DRAW 380,0,2:DRAW 3
80,120,2:MOVE 225,10:DRAW 335,10,2:
MOVE 225,40:DRAW 335,40,2:FOR x=230
TO 330 STEP 9:MOVE x,0:DRAW x,50,2
:NEXT x
16023 FOR x=10 TO 140 STEP 6:p=p+1: >BN<
IF p=2 THEN p=3
16024 IF p=4 THEN p=0 >AP<
16025 FOR i=x TO x+6 STEP 2:MOVE i, >PQ<
10:DRAW i,240,p:NEXT i:NEXT x
16026 FOR x=0 TO 10 STEP 2:MOVE x,0 >PR<
:DRAW x,240,2:MOVE x+140,0:DRAW x+1
40,240,2:NEXT x
16027 FOR y=0 TO 240 STEP 40:FOR i >HT<
y TO y+8 STEP 2:MOVE 0,i:DRAW 150,i
,2:NEXT i:NEXT y
16029 CLS #2 >UV<
16030 PRINT#2,"Gauche":PRINT#2,"Hau >DL<
t":PRINT#2,"Bas":PRINT#2
16040 PRINT#2,"Des livres":PRINT#2, >CM<
"Une cheeinee"
16050 GOSUB 30 >ZN<
16060 GOSUB 800 >HF<
16080 IF act$="DROITE" GOTO 16150 >BR<
16090 IF act$="HAUT" GOTO 10000 >HT<
16100 IF act$="GAUCHE" GOTO 15000 >NJ<
16110 IF act$="BAS" GOTO 21000 >CK<
16120 GOSUB 220 >AL<

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16130 IF esp=0 OR ver=0 OR obj=0 GO >XK<
TO 16060
16140 IF ver$="FAIR" AND obj$="FEU" >TK<
AND poch$="Bois" THEN PRINT"D acco
rd.":poch$="":GOSUB 160:GOTO 16029
16145 IF ver$="LIRE" AND obj$="LIVR" >KJ<
" THEN PRINT"Tu n'es pas la pour li
re.":GOTO 16060
16150 PRINT"Impossible !":GOTO 1606 >VP<
0
17000 ** CAVE #1 ** >YJ<
17005 BORDER 15:INK 0,15:INK 1,13:I >UP<
NK 2,3:INK 3,20
17010 CLS #1:CLS #2 >JK<
17020 LOCATE #1,9,1:PRINT#1,"CAVE N >KL<
. 1"
17030 PRINT#2,"HAUT":PRINT#2 >NM<
17040 PRINT#2,"Un message" >JN<
17041 IF boi<0 GO TO 17060 >VP<
17042 FOR i=1 TO 360 STEP 30 >WQ<
17043 ORIGIN 140,10:DRAW COS(i)*11, >HR<
SIN(i)*11,2:ORIGIN 170,10:DRAW COS
(i)*11,SIN(i)*11,2:ORIGIN 200,11:DRA
W COS(i)*11,SIN(i)*10,2:ORIGIN 230,
11:DRAW COS(i)*11,SIN(i)*11,2:ORIGI
N 260,11:DRAW COS(i)*11,SIN(i)*11,2
17044 ORIGIN 155,30:DRAW COS(i)*11, >FT<
SIN(i)*11,2:ORIGIN 185,30:DRAW COS(
i)*11,SIN(i)*11,2:ORIGIN 215,30:DRA
W COS(i)*11,SIN(i)*11,2:ORIGIN 245,
30:DRAW COS(i)*11,SIN(i)*11,2
17045 ORIGIN 170,50:DRAW COS(i)*11, >DU<
SIN(i)*11,2:ORIGIN 200,50:DRAW COS(
i)*11,SIN(i)*11,2:ORIGIN 230,50:DRA
W COS(i)*11,SIN(i)*11,2
17057 NEXT i >JX<
17058 ORIGIN 0,0 >GY<
17059 PRINT#2,"Du bois" >ZZ<
17060 GOSUB 30 >BQ<
17070 GOSUB 800 >KR<
17090 IF act$="GAUCHE" OR act$="DRO >MU<
ITE" OR act$="BAS" GOTO 17150
17100 IF act$="HAUT" GOTO 12000 >CK<
17110 GOSUB 220 >AL<
17120 IF esp=0 OR ver=0 OR obj=0 GO >ZM<
TO 17070
17130 IF ver$="LIRE" AND obj$="MESS" >PN<
" THEN PRINT"Ranger la bouillotte d
ans":PRINT"la chambre de la belle-m
ere.":GOTO 17070
17140 IF ver$="PREN" AND obj$="BOIS" >YP<
" AND boi=1 AND poch$="" THEN PRINT
"D accord.":boi=0:poch$="Bois":GOTO
17010
17150 PRINT"Impossible !":GOTO 1707 >YQ<
0
18000 ** BUANDERIE ** >HK<
18005 BORDER 2:INK 0,2:INK 1,17:INK >PQ<
2,0:INK 3,26
18010 CLS #1:CLS #2 >KL<
18020 LOCATE #1,10,1:PRINT#1,"BUAND >RM<
ERIE"
18021 FOR x=150 TO 250 STEP 2:MOVE >PN<
x,0:DRAW x,120,3:NEXT x
18022 MOVE 150,0:DRAW 250,0,2:DRAW >CP<
250,120,2:DRAW 150,120,2:DRAW 150,0
,2:MOVE 150,100:DRAW 250,100,2
18023 MOVE 155,115:DRAW 165,115,0:M >FQ<
OVE 155,106:DRAW 170,106,0:FOR x=23
0 TO 240 STEP 2:MOVE x,105:DRAW x,1
15,0:NEXT x
18024 FOR i=1 TO 180 STEP 6:ORIGIN >XR<
200,50:MOVE COS(i)*20,SIN(i)*20:DRA
W COS(i)*20,SIN(i)*-20,2:NEXT i:ORI
GIN 0,0
18029 CLS #2 >WJ<
18030 PRINT#2,"Haut":PRINT#2 >PK<
18040 PRINT#2,"Une machine a:PRINT >HP<
#2,"laver" x
18050 GOSUB 30 >BQ<
18055 IF ref=1 THEN CLS:PRINT"Tu as >TW<
oublie de fermer le refrigerateur,
":PRINT"tu es privee de bal.":GOTO
50000
18060 GOSUB 800 >KR<
18080 IF act$="GAUCHE" OR act$="DRO >LU<
ITE" OR act$="BAS" GOTO 18130
18090 IF act$="HAUT" GOTO 13000 >NV<
18100 GOSUB 220 >AL<
18110 IF esp=0 OR ver=0 OR obj=0 GO >ZM<
TO 18060
18120 IF ver$="LAVE" AND obj$="LING" >XN<
" AND poch$="Linge sale" THEN PRINT
"D accord.":poch$="":GOSUB 160:GOTO
18029
18130 PRINT"Impossible !":GOTO 1806 >XP<
0
19000 ** CAVE #2 ** >BL<
19005 BORDER 25:INK 0,25:INK 1,16:I >XR<
NK 2,1:INK 3,2
19010 CLS #1:CLS #2 >LM<
19020 LOCATE #1,9,1:PRINT#1,"CAVE N >NK<
. 2"
19030 PRINT#2,"Haut":PRINT#2,"Droit >UP<
e":PRINT#2
19040 PRINT#2,"Un message":IF aspo >YQ<
n=1 THEN PRINT#2,"Un aspirateur":GO
SUB 450
19050 GOSUB 30 >CR<
19055 IF con=1 THEN CLS:PRINT"Tu as >AX<
oublie de fermer le congelateur,":
PRINT"tu es privee de bal.":GOTO 50
000
19060 GOSUB 800 >LT<
19080 IF act$="GAUCHE" OR act$="BAS >GV<
" GOTO 19150
19090 IF act$="HAUT" GOTO 14000 >QW<
19100 IF act$="DROITE" GOTO 20000 >QM<
19110 GOSUB 220 >DK<
19120 IF esp=0 OR ver=0 OR obj=0 GO >CP<
TO 19060
19130 IF ver$="LIRE" AND obj$="MESS" >HQ<
" THEN PRINT"Laver le linge sale.":
GOTO 19060
19140 IF ver$="PREN" AND obj$="ASPI" >CR<
" AND poch$="" THEN PRINT"D accord.
":aspon=0:poch$="Aspirateur":GOTO
19010
19150 PRINT"Impossible !":GOTO 1906 >BT<
0
20000 ** CAVE #3 ** >UC<
20005 BORDER 1:INK 0,1:INK 2,26:INK >GN<
3,0
20010 CLS #1:CLS #2 >CD<
20020 LOCATE #1,9,1:PRINT#1,"CAVE N >FE<
. 3"
20030 CLS #2 >EF<
20040 PRINT#2,"Gauche":PRINT#2 >RG<
20050 IF clam<0 THEN INK 1,0:PRINT >AH<
#2,"Il fait noir.":GOTO 20080
20051 INK 1,16 >DJ<
20052 FOR y=0 TO 100 STEP 2:MOVE 10 >CX<
0,y:DRAW 300,y,2:NEXT y
20053 MOVE 100,0:DRAW 300,0,3:DRAW >CL<
300,80,3:DRAW 100,80,3:DRAW 100,0,3
20054 MOVE 100,85:DRAW 300,85,3:DRA >RM<
W 300,100,3:DRAW 100,100,3:DRAW 100
,85,3
20055 FOR x=117 TO 130 STEP 4:PLOT >VN<
x,92,3:NEXT x
20060 PRINT#2,"Un congelateur" >PJ<
20070 IF con=1 AND via=1 THEN PRINT >LK<
#2,"De la viande"
20080 GOSUB 30 >XL<
20090 GOSUB 800 >FM<
20110 IF act$="DROITE" OR act$="BAS >FC<
" OR act$="HAUT" GOTO 20220
20120 IF act$="GAUCHE" GOTO 19000 >PF<
20130 GOSUB 220 >WB<
20140 IF esp=0 OR ver=0 OR obj=0 GO >QH<
TO 20090
20150 IF ver$="ALLU" AND obj$="LAMP" >ZJ<
" AND clam=2 THEN PRINT"D accord.":
clam=1:GOTO 20030
20160 IF ver$="ALLU" AND obj$="LAMP" >QK<
" AND clam=1 THEN PRINT"Elle est de
ja allumee.":GOTO 20090
20170 IF ver$="ALLU" AND obj$="LAMP" >DL<
" AND clam=0 GOTO 20220
20180 IF clam<0 GO TO 20220 >GM<
20190 IF ver$="OUVR" AND obj$="CONG" >BN<
" AND con=0 THEN PRINT"Il y a de la
viande a l'interieur.":con=1:GOTO
20030
20200 IF ver$="OUVR" AND obj$="CONG" >KE<

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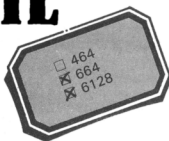
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* AND con=1 THEN PRINT"Il est deja
ouvert.":GOTO 20090
20210 IF ver$="PREN" AND obj$="VIAN">JF<
* AND con=1 AND via=1 THEN PRINT"D'
accord.":via=0:poch$="Viande":GOTO
20030
20214 IF ver$="FERM" AND obj$="CONG">ZK<
* AND con=0 THEN PRINT"Il est deja
ferme.":GOTO 20090
20215 IF ver$="FERM" AND obj$="CONG">QL<
* AND con=1 THEN PRINT"D'accord.":c
on=0:GOTO 20090
20220 PRINT"Impossible !":GOTO 2009 >XG<
0
21000 ** CAVE #4 ** >XD<
21005 BORDER 2:INK 0,2:INK 1,16:INK >RJ<
2,26:INK 3,9
21010 CLS:CLS #1:CLS #2 >ME<
21020 LOCATE #1,9,1:PRINT#,1,"CAVE N" >HF<
. 4"
21025 GOSUB 30 >XL<
21030 MOVE 202,0:DRAW 240,0,3:MOVE >XG<
200,2:DRAW 240,2,3:MOVE 200,4:DRAW
240,4,3
21031 MOVE 188,6:DRAW 240,6,3:MOVE >DH<
188,8:DRAW 240,8,3
21032 MOVE 200,10:DRAW 240,10,3:MOV >UJ<
E 200,12:DRAW 240,12,3:MOVE 202,14:
DRAW 240,14,3
21040 PRINT"Ton piet roule sur une >YH<
bouteille":PRINT"et tu te casses un
bras.":PRINT"Tu ne pourras pas all
er au bal ce soir.":GOTO 50000
30000 ** DATAS VOCABULAIRE ** >VD<
30010 DATA LIRE,OLVR,PREN,FAIR,ACCR >ME<
,RANS,PASS,POSE,LAVE,ALLU,FERM,GAUC
,DROI,BAS,HAUT
30020 DATA BIBL,PANT,MESS,COFF,CLE, >UF<
ASPI,LAMP,ARMO,DRAP,SERV,LIT,LING,V
IAN,BOIS,REFR,CONG,TABL,BOUI,PORT,C
HAI,CANA,LIVR,CHEM,FEU,GAUC,DROI,BA
S,HAUT
40000 MODE 2:WINDOW #0,1,80,1,25:BO >ME<
RDER 0:INK 0,0:PAPER 0:INK 1,0:PEN
1
40010 PRINT:PRINT:PRINT" Tu es >TF<
Cendrillon et tu veux aller danser.
Tu n'auras l'autorisation d'y a
ller que lorsque tu auras termine t
out ton travail."
40020 PRINT:PRINT:PRINT" Tu sau >DG<
ras ce que tu dois faire en lisant
les messages dissemines dans la a
ison."
40030 PRINT:PRINT:PRINT" En out >BH<
re, tu dois aller voir ta belle-mer
e dans le jardin au moins une foist
outes les heures, sous peine d'etre
privee de bal.
40035 PRINT:PRINT:PRINT:PRINT" >VN<
Tu peux te deplacer en indiquant se
ulement : gauche, droite, haut et b
as."
40040 PRINT:PRINT:PRINT" Par co >KJ<
ntre, tes autres actions doivent se
composer de deux mots : un verbe a
l'infinitif et le nom auquel il s'
applique."
40050 PRINT:PRINT:PRINT:PRINT:PRINT >EK<
TAB(28) "Presse ENTER pour jouer..
.":
40060 bp=0 >ZL<
40500 IF INKEY$(<>) GOTO 40500 >AK<
40510 FOR t=1 TO 0.5 STEP -0.1 >UL<
40511 bp=bp+1 >GM<
40512 WHILE SQ(1)>127:WEND >EN<
40513 IF bp=1 THEN BORDER 4:INK 0,4 >TP<
:INK 1,26
40514 IF bp=2 THEN BORDER 25:INK 0, >VQ<
25:INK 1,0
40515 IF bp=3 THEN BORDER 26:INK 0, >FR<
26:INK 1,6
40516 IF bp=4 THEN BORDER 16:INK 0, >CT<
16:INK 1,3
40517 IF bp=5 THEN BORDER 14:INK 0, >YU<
14:INK 1,1
40520 RESTORE 60000 >LM<
40530 FOR i=1 TO 114 >FM<
40540 READ so:so=sob*t:READ d:d=d*12 >LP<
:READ sob:sob=sob*t
40550 SOUND 4,so,d,15,2:SOUND 1,so/ >RQ<
2,d,15,2:SOUND 2,sob,d,13,1
40560 IF INKEY$=CHR$(13) THEN i=114 >AR<
:t=0.5:brk=1
40570 NEXT i,t >UT<
40580 IF brk=0 GOTO 40060 >HU<
40590 FOR i=1 TO 8:CALL @0000:NEXT >HV<
i:RETURN
50000 ** FIN DE PARTIE ** >YF<
50005 AFTER 1,3 GOSUB 120 >HL<
50007 GOSUB 63000 >MN<
50010 LOCATE 1,6:PRINT"Presse ENTER >EG<
, si tu veux rejouer...":
50020 IF INKEY$(<>) GOTO 50020 >WH<
50030 IF INKEY$<CHR$(13) GOTO 5003 >AJ<
0
50040 CLEAR:FOR i=1 TO 8:CALL @0000 >YK<
:NEXT i:GOTO 1
60000 ** MUSIQUE PRESENTATION ** >YB<
60010 DATA 284,2,568,190,2,568,213, >LH<
2,568,190,1,568,284,2,568,284,1,568
,190,2,568,213,2,568,190,2,568
60020 DATA 239,2,478,190,2,478,213, >MJ<
2,478,190,1,478,239,2,478,239,1,478
,190,2,478,213,2,478,190,2,478
60030 DATA 319,2,638,213,2,638,239, >QK<
2,638,213,1,638,319,2,638,319,1,638
,213,2,638,239,2,638,213,2,638
60040 DATA 319,2,638,213,2,638,239, >RL<
2,638,213,1,638,319,2,638,319,1,638
,213,2,638,239,2,638,213,2,638
60050 DATA 284,2,568,190,2,568,213, >QK<
2,568,190,1,568,284,2,568,284,1,568
,190,2,568,213,2,568,190,2,568
60060 DATA 239,2,478,190,2,478,213, >RN<
2,478,190,1,478,239,2,478,239,1,478
,190,2,478,213,2,478,190,2,478
60070 DATA 319,2,638,213,2,638,239, >VP<
2,638,213,1,638,319,2,638,319,1,638
,213,2,638,239,2,638,213,2,638
60080 DATA 319,2,638,213,2,638,239, >MQ<
2,638,213,1,638,319,2,638,319,1,638
,213,2,638,239,2,638,213,2,638
60090 DATA 119,2,568,127,2,568,142, >BR<
2,568,159,1,568,142,6,568
60100 DATA 159,1,568,142,1,568,159, >ZH<
1,568,119,2,478,127,2,478,142,2,478
,159,1,478,142,6,478
60110 DATA 159,1,478,142,1,478,159, >QJ<
1,478,119,2,638,127,2,638,142,2,638
,159,1,638,213,8,638
60120 DATA 119,2,568,127,2,568,142, >VK<
2,568,159,1,568,142,6,568
60130 DATA 159,1,568,142,1,568,159, >CL<
1,568,119,2,478,127,2,478,142,2,478
,159,1,478,142,6,478
60140 DATA 159,1,478,142,1,478,159, >UM<
1,478,119,2,638,127,2,638,142,2,638
,159,1,638,213,8,638
61000 ** MUSIQUE GAGNE ** >EH<
61010 DATA 239,2,213,4,426,2,426,2, >PJ<
358,2,284,2,239,2,284,2,239,2,284,4
62000 ** MUSIQUE PERDU ** >NJ<
62010 DATA 478,2,358,2,319,2,284,4, >LK<
284,4,284,2,319,2,284,2,268,2,284,4
63000 ** MUSIQUE FIN DE PARTIE ** >DK<
63010 IF fp=0 THEN RESTORE 62000 EL >QL<
SE RESTORE 61000
63020 FOR i=1 TO 10 >FM<
63030 READ so:READ d:d=d*coef >MN<
63040 SOUND 1,so,d,15,1:SOUND 2,so/ >RP<
3,d,13,2
63050 NEXT i >CQ<
63060 RETURN >ZR<
65000 MEMORY 19FFF:RESTORE 65000 >KM<
65010 oct=@9FFF >XN<
65020 oct=oct+1 >RP<
65030 READ pok# >DQ<
65040 pok=VAL("%*pok#") >NR<
65050 POKE oct,pok >KT<
65060 IF pok#="c9" GOTO 65000 >AJ<
65070 GOTO 65020 >WV<
65080 RETURN >DW<
65090 DATA 97,21,00,c0,cb,3e,23,bc, >UX<
20,fa,c9

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SQUELETTE

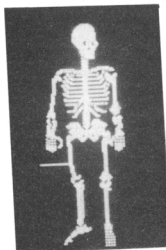
Paul SERNA



Pour éviter de tomber sur un os, il vaut mieux le connaître sur le bout des phalanges. Si ce programme ne vous fait (mur) pas vous tenir les côtes, il vous donnera néanmoins un sourire radieux. Je vous le parie (état) : à la fin du questionnaire vous serez occis, à l'hôpital.

O Temporal, ô mores, les jeunes ne connaissent plus l'anatomie, c'est consternant, s'exclame le père Honnet. Crânes, ils préfèrent suivre des yeux la navette en orbite.

Bah, comme le disait la mère de Zorro : métacarpe noire, il va faire froid ce soir. Le mode d'emploi est inclus dans le programme. (Extraits de "Illiaque et l'Odyssée d'Os Mère").



10	***** SQUELETTE *****	>RB<	240	SYMBOL	144,255,7,144,169,64,112	>WB<	410	SYMBOL	161,14,14,255,30,63,235,	>YF<
20	CLS	>CC<	,31,128				110,206			
30	GOSUB 1420	>RD<	250	SYMBOL	145,0,1,0,3,3,15,14,14	>ZH<	420	SYMBOL	162,0,0,255,0,0,255,128,	>HG<
40	GOSUB 2590	>CE<	260	SYMBOL	146,255,224,1,128,198,22	>HJ<	128			
50	DIM a\$(35)	>HF<	6,97,13				430	SYMBOL	163,3,14,252,0,2,254,0,0	>LH<
60	FOR i=1 TO 35	>BG<	270	SYMBOL	147,255,255,14,255,14,14	>XK<	440	SYMBOL	164,24,24,24,24,24,24,24	>PJ<
70	READ a\$(i)	>YH<	,255,14				,24			
80	NEXT i	>PJ<	280	SYMBOL	148,254,224,1,255,0,1,25	>QL<	450	SYMBOL	165,48,48,48,48,112,112,	>JK<
90	SYMBOL AFTER 129	>XK<	5,0				248,216			
100	SYMBOL 130,63,255,255,255,255,2	>NB<	290	SYMBOL	149,1,24,18,39,103,231,1	>JM<	460	SYMBOL	166,3,0,0,0,0,1,0,0	>DL<
55,255,255			47,51				470	SYMBOL	167,255,3,6,4,12,249,3,6	>UM<
110	SYMBOL 131,0,0,1,3,7,7,15,15	>UC<	300	SYMBOL	150,240,0,0,12,156,248,2	>TD<	480	SYMBOL	168,142,30,63,111,206,14	>EN<
120	SYMBOL 132,128,224,240,248,248,	>LD<	40,248				2,31,14			
248,252,252			310	SYMBOL	151,12,12,12,12,12,12	>EE<	490	SYMBOL	169,255,24,8,140,199,99,	>MP<
130	SYMBOL 133,15,15,15,15,7,3,1,0	>HE<	,12				48,24			
140	SYMBOL 134,255,255,255,249,241,	>YF<	320	SYMBOL	152,4,2,27,9,4,6,3,1	>BF<	500	SYMBOL	170,252,0,0,0,0,192,120,	>DF<
241,249,255			330	SYMBOL	153,224,63,0,128,255,0,0	>RB<	0			
150	SYMBOL 135,252,252,252,252,230,	>YG<	,255				510	SYMBOL	171,28,28,60,62,127,254,	>TB<
231,163,190			340	SYMBOL	154,14,255,14,14,255,14,	>HH<	126,62			
160	SYMBOL 136,127,62,63,63,30,31,7	>YH<	14,255				520	SYMBOL	172,1,0,0,1,1,0,0,1	>XK<
,17			350	SYMBOL	155,0,255,0,0,255,0,0,25	>XJ<	530	SYMBOL	173,216,24,128,136,156,1	>YJ<
170	SYMBOL 137,60,28,248,248,168,80	>BJ<	5				40,204,204			
,248,248			360	SYMBOL	156,96,196,13,25,232,6,1	>XK<	540	SYMBOL	174,4,28,0,0,0,0,126,255	>MK<
180	SYMBOL 138,12,31,14,31,14,31,14	>BK<	2,248				550	SYMBOL	175,31,14,31,14,31,14,31	>FL<
,31			370	SYMBOL	157,248,56,24,24,24,24,2	>KL<	,14			
190	SYMBOL 139,0,0,0,0,0,0,0,63	>LL<	4,24				560	SYMBOL	176,12,7,0,0,30,63,63,12	>JM<
200	SYMBOL 140,0,0,0,0,0,0,0,248	>BC<	380	SYMBOL	158,12,7,1,0,4,7,0,0	>CM<	7			
210	SYMBOL 141,0,0,0,0,0,0,1,31	>RD<	390	SYMBOL	159,0,0,255,0,0,255,0,0	>NN<	570	SYMBOL	177,0,0,0,0,0,0,192,240	>GN<
220	SYMBOL 142,0,0,0,0,0,0,255,255	>ME<	400	SYMBOL	160,28,24,24,24,24,24,24	>QE<	580	SYMBOL	178,24,0,19,55,51,59,27,	>QP<
230	SYMBOL 143,0,0,0,0,0,0,224	>BF<	,56				27			
							590	SYMBOL	179,0,0,0,128,0,0,0,0	>ZQ<
							600	SYMBOL	180,1,1,1,1,1,1,1,1,1	>ZG<
							610	SYMBOL	181,140,152,152,152,152,	>UH<
							152,152,152			
							620	SYMBOL	182,1,3,7,7,7,7,7,3	>QJ<
							630	SYMBOL	183,255,255,255,255,255,	>JK<
							255,254,254			
							640	SYMBOL	184,143,255,245,255,245,	>VL<
							255,53,63			
							650	SYMBOL	185,255,255,255,255,255,	>GM<
							255,143,143			
							660	SYMBOL	186,248,252,254,254,254,	>LN<
							254,252,248			
							670	SYMBOL	187,27,26,14,7,2,2,2,2	>CP<
							680	SYMBOL	188,0,0,0,128,128,128,12	>PQ<
							8,128			
							690	SYMBOL	189,1,1,1,1,1,1,1,3,1	>MR<
							700	SYMBOL	190,152,152,184,176,176,	>EH<
							176,176,56			
							710	SYMBOL	191,3,1,0,0,0,0,0,1	>AJ<
							720	SYMBOL	192,255,131,57,125,253,1	>HK<
							25,57,27			
							730	SYMBOL	193,31,142,196,228,255,2	>YL<
							55,239,205			
							740	SYMBOL	194,31,60,121,251,243,24	>XM<
							7,179,155			
							750	SYMBOL	195,248,48,128,224,224,2	>AN<
							28,254,62			
							760	SYMBOL	196,2,2,6,14,14,15,15,15	>HP<
							770	SYMBOL	197,128,128,128,0,0,0,12	>QQ<

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8,192
780 SYMBOL 198,0,2,0,2,0,2,2 >WR<
790 SYMBOL 199,119,1,168,0,168,0,16 >NT<
8,169
800 SYMBOL 200,3,131,195,67,67,67,1 >FJ<
95,129
810 SYMBOL 201,251,225,128,0,0,0,12 >NK<
8,128
820 SYMBOL 202,141,248,240,96,0,0,0 >ZL<
,0
830 SYMBOL 203,136,252,120,48,0,0,0 >UM<
,0
840 SYMBOL 204,46,14,62,60,125,125, >DN<
113,112
850 SYMBOL 205,128,0,64,0,64,0,64,6 >PP<
4
860 SYMBOL 206,2,0,0,0,0,0,0 >AQ<
870 SYMBOL 207,168,168,32,0,0,0,0 >ZR<
880 SYMBOL 208,128,128,128,128,128, >HT<
128,128,128
890 SYMBOL 209,112,112,112,112,48,4 >AU<
8,48,48
900 SYMBOL 210,21,21,21,4,0,0,0,0 >HK<
910 SYMBOL 211,64,0,0,0,0,0,0 >CL<
920 SYMBOL 212,1,1,1,1,1,1,0,0 >YM<
930 SYMBOL 213,128,128,128,128,128, >BN<
128,192,192
940 SYMBOL 214,48,48,48,48,48,48,48 >TP<
,48
950 SYMBOL 215,192,192,192,96,96,98 >TQ<
,54,188
960 SYMBOL 216,0,0,0,0,0,0,1,3 >ER<
970 SYMBOL 217,48,48,48,112,240,248 >TT<
,252,254
980 SYMBOL 218,128,193,67,30,62,30, >PU<
12,13
990 SYMBOL 219,0,128,0,0,128,128,12 >NV<
8,128
1000 SYMBOL 220,1,0,0,1,3,3,1,0 >RB<
1010 SYMBOL 221,252,200,0,156,156,2 >DC<
48,240,112
1020 SYMBOL 222,13,13,13,13,13,13,1 >ND<
3,13
1030 SYMBOL 223,108,96,96,96,96,96, >BE<
96,96
1040 SYMBOL 224,96,96,96,96,96,96,9 >NF<
6,96
1050 SYMBOL 225,13,13,13,13,12,3 >RG<
0,30
1060 SYMBOL 226,96,96,240,248,216,2 >EH<
16,0,216
1070 SYMBOL 227,3,3,10,24,56,108,64 >JX<
,192
1080 SYMBOL 228,0,0,0,0,0,0,1 >AK<
1090 SYMBOL 229,30,12,4,33,31,60,15 >ML<
8,222
1100 SYMBOL 230,0,0,128,128,200,248 >FC<
,224,0
1110 SYMBOL 231,192,128,0,0,0,0,0 >VD<
1120 SYMBOL 232,0,212,0,170,0,170,0 >ME<
,170
1130 SYMBOL 233,0,170,0,0,0,0,0 >DF<
1140 SYMBOL 234,28,64,85,192,149,0, >LB<
149,149
1150 n=0:c=0:d=0 >EH<
1160 p=0 >YJ<
1170 IF n=10 THEN GOTO 2260 >WK<
1180 MODE 1:BORDER 0:PAPER 0:FEN 1: >ML<
INK 0,0:INK 1,26
1190 LOCATE 18,1:PRINT CHR$(131)+CH >QM<
R$(130)+CHR$(132)
1200 LOCATE 18,2:PRINT CHR$(133)+CH >TD<
R$(134)+CHR$(135)
1210 LOCATE 19,3:PRINT CHR$(136)+CH >XE<
R$(137)
1220 LOCATE 17,4:PRINT CHR$(139)+CH >MF<
R$(140)+CHR$(138)+CHR$(141)+CHR$(14 >
2)+CHR$(143)
1230 LOCATE 16,5:PRINT CHR$(145)+CH >KB<
R$(146)+CHR$(144)+CHR$(147)+CHR$(14 >
8)+CHR$(149)+CHR$(150)
1240 LOCATE 16,6:PRINT CHR$(151)+CH >GH<
R$(152)+CHR$(153)+CHR$(154)+CHR$(15 >
5)+CHR$(156)+CHR$(157)
1250 LOCATE 16,7:PRINT CHR$(160)+CH >NJ<
R$(158)+CHR$(159)+CHR$(161)+CHR$(16 >
2)+CHR$(163)+CHR$(164)
1260 LOCATE 16,8:PRINT CHR$(165)+CH >EK<
R$(166)+CHR$(167)+CHR$(168)+CHR$(16 >
9)+CHR$(170)+CHR$(171)
1270 LOCATE 15,9:PRINT CHR$(172)+CH >GL<
R$(173)+CHR$(172)+CHR$(174)+CHR$(17 >
5)+CHR$(176)+CHR$(177)+CHR$(178)+CH >
R$(179)
1280 k=CHR$(180)+CHR$(181)+CHR$(18 >
2)+CHR$(183)+CHR$(184)+CHR$(185)+CH >
R$(186)+CHR$(187)+CHR$(188)
1290 LOCATE 15,10:PRINT CHR$(189)+C >KN<
HR$(190)+CHR$(191)+CHR$(192)+CHR$(1 >
93)+CHR$(194)+CHR$(195)+CHR$(196)+C >
HR$(197)
1300 LOCATE 15,11:PRINT CHR$(198)+C >VE<
HR$(199)+CHR$(200)+CHR$(201)+CHR$(2 >
02)+CHR$(203)+CHR$(204)+CHR$(234)+C >
HR$(205)
1310 LOCATE 15,12:PRINT CHR$(206)+C >AF<
HR$(207)+CHR$(180)+CHR$(208)+CHR$(1 >
28)+CHR$(128)+CHR$(209)+CHR$(210)+C >
HR$(211)
1320 LOCATE 17,13:PRINT CHR$(212)+C >HB<
HR$(213)+CHR$(128)+CHR$(128)+CHR$(2 >
14)
1330 LOCATE 18,14:PRINT CHR$(215)+C >NH<
HR$(128)+CHR$(216)+CHR$(217)
1340 LOCATE 18,15:PRINT CHR$(218)+C >JJ<
HR$(219)+CHR$(220)+CHR$(221)
1350 LOCATE 18,16:PRINT CHR$(222)+C >PK<
HR$(128)+CHR$(128)+CHR$(223)
1360 LOCATE 18,17:PRINT CHR$(222)+C >TL<
HR$(128)+CHR$(128)+CHR$(224)
1370 LOCATE 18,18:PRINT CHR$(225)+C >YM<
HR$(128)+CHR$(128)+CHR$(224)
1380 LOCATE 17,19:PRINT CHR$(228)+C >HN<
HR$(229)+CHR$(230)+CHR$(128)+CHR$(2 >
26)
1390 LOCATE 17,20:PRINT CHR$(227)+C >VP<
HR$(231)+CHR$(128)+CHR$(128)+CHR$(2 >
32)
1400 LOCATE 21,21:PRINT CHR$(233) >HF<
1410 GOSUB 1720 >CB<
1420 CLS >MH<
1430 MODE 1:BORDER 18:PAPER 0:PEN 1 >WJ<
:INK 0,0:INK 1,26:INK 2,18:INK 3,24
1440 FOR I=1 TO 150 STEP 10 >LK<
1450 d=1 >TL<
1460 FOR d=1 TO d+3 >YM<
1470 SOUND 1,d,4 >DN<
1480 MOVE d,d:DRAW d,400-d,2:DRAW 6 >JP<
40-d,400-d:DRAW 640-d,d:DRAW d,d
1490 NEXT d >VQ<
1500 NEXT I >VB<
1510 a$="Paul SERVA" >JH<
1520 FOR i=1 TO LEN(a$) >KJ<
1530 b$=MID$(a$,i,1) >WK<
1540 PEN 3:LOCATE 15+i,11:PRINT b$ >KL<
1550 FOR t=1 TO 100:NEXT t >UM<
1560 NEXT i >YK<
1570 c$="presente" >TP<
1580 FOR i=1 TO LEN(c$) >UQ<
1590 d$=MID$(c$,i,1) >JR<
1600 FOR j=29 TO 16+1 STEP -1 >RH<
1610 LOCATE j,13:PRINT d$ >QJ<
1620 LOCATE j+1,13:PRINT " " >DK<
1630 NEXT j >XL<
1640 NEXT i >XM<
1650 PEN 1:LOCATE 15,15:PRINT "LE S >VN<
QUELETTE "
1660 FOR t=1 TO 2000:NEXT t >ZP<
1670 RETURN >WQ<
1680 DATA parietal,occipital,tempor >HR<
al,vertebre cervicale,tete de l'hum >
erus,cotes,vertebre dorsale,cote,cu >
bitus
1690 DATA radius,coccyx,carpe,metac >ET<
arpe,phalanges,ischion,femur,condyl >
e femoral,malleole interne,calcaneu >
m,metatarse,frontal,orbite
1700 DATA maxillaire superieur,maxi >EJ<
llaire inferieur,clavicule,sternum, >
humerus,vertebre lombaire,os iliaqu >
e,sacrum,tete du feuur,grand trocha >
nter,rotule
1710 DATA tibia,perone >MK<
1720 RANDOMIZE TIME >PL<
1730 v=INT(RND*35)+1 >FK<
1740 PEN 2:LOCATE 5,3:PRINT LEN(a$( >UN<
v)):LOCATE 3,4:PRINT "LTTRES":PEN >
1
1750 IF v=1 THEN MOVE 256,392:DRAW >NF<
288,392,2

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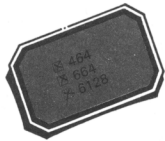
1760 IF v=2 THEN MOVE 256,384:DRAW >KQ< 2060 IF v=32 THEN MOVE 332,240:DRAW >GJ< INK 5,11
290,384,2 360,240,2 2450 PEN 5:LOCATE 6,5:PRINT "C'etai >XK<
1770 IF v=3 THEN MOVE 256,376:DRAW >XR< 2070 IF v=33 THEN MOVE 224,174:DRAW >ZK< t"
298,384,2 272,174,2 2460 PEN 4 >AK<
1780 IF v=4 THEN MOVE 256,346:DRAW >BT< 2080 IF v=34 THEN MOVE 324,128:DRAW >YL< 2470 st$="LE SQUELETTE" >CP<
300,346,2 360,128,2 2480 FOR num=1 TO LEN(st$) >JQ<
1790 IF v=5 THEN MOVE 224,326:DRAW >EJ< 2090 IF v=35 THEN MOVE 224,128:DRAW >GM< 2490 squ$=MID$(st$,num,1) >WR<
256,326,2 286,128,2 2500 LOCATE 3+num,12:PRINT squ$ >TH<
1800 IF v=6 THEN MOVE 224,312:DRAW >QK< 2100 WINDOW #1,1,40,1,21:WINDOW #2, >YD< 2510 FOR t=1 TO 50:NEXT t >TJ<
278,312,2 1,40,22,25 2520 NEXT num >BK<
1810 IF v=7 THEN MOVE 224,272:DRAW >NL< 2110 n=n+1 >ZE< 2530 FOR t=1 TO 2000:NEXT t >ML<
300,272,2 2120 CLS #2:INPUT #2,"Comment s'app >ZF< 2540 MODE 1:PAPER 0:PEN 1:INK 0,0:1 >LM<
1820 IF v=8 THEN MOVE 224,270:DRAW >WM< elle cet os";b$ >JG< NK 1,26:INK 2,18:INK 3,24
282,270,2 2130 c$=LOWER$(b$) >JB< 2550 END >FN<
1830 IF v=9 THEN MOVE 224,252:DRAW >WN< 2140 IF c$=a$(v) THEN GOTO 2160 >EH< 2560 CLS #2:PRINT #2,"Cet os s'appe >XP<
244,252,2 2150 IF c$(v) THEN GOTO 2200 >RJ< l1e: ";PEN #2,3:PRINT #2,UPPER$(a$
1840 IF v=10 THEN MOVE 224,252:DRAW >VP< 2160 d=d+1:CLS #2:PEN #2,3:PRINT #2 >EK< (v):PEN #2,1
248,252,2 ," C'est tres bien.":PEN >AQ<
1850 IF v=11 THEN MOVE 224,244:DRAW >MQ< #2,1 >HR< 2570 FOR t=1 TO 2000:NEXT t >KT<
300,244,2 2170 FOR t=1 TO 2000:NEXT t >ML< 2580 GOTO 1160 >NR<
1860 IF v=12 THEN MOVE 224,232:DRAW >LR< 2180 CLS #2 >JM< 2590 MODE 1:PAPER 0:PEN 1:INK 0,0:1 >KT<
240,232,2 2190 GOTO 1170 >JN< NK 1,11:INK 2,18:INK 3,15
1870 IF v=13 THEN MOVE 224,226:DRAW >VT< 2200 CLS #2:PEN #2,3:PRINT #2, " >GE< 2600 CLS >NJ<
240,226,2 NON !!!!!":PEN #2,1 >NK<
1880 IF v=14 THEN MOVE 224,218:DRAW >ZU< 2210 p=p+1 >EF< 2620 PEN 1:LOCATE 5,7:PRINT "Un " >XK<
240,218,2 2220 c=c+1 >CB< 2630 PEN 3:LOCATE 8,7:PRINT "SQUELE >ML<
1890 IF v=15 THEN MOVE 224,192:DRAW >XV< 2230 FOR t=1 TO 2000:NEXT t >TH< TTE"
288,192,2:DRAW 292,236,2 2240 IF p=2 THEN GOTO 2560 >YJ< 2640 PEN 1:LOCATE 18,7:PRINT "va ap >BK<
1900 IF v=16 THEN MOVE 224,198:DRAW >TL< 2250 GOTO 2120 >YK< paraître. Un trait"
266,198,2 2260 CLS:LOCATE 16,3:PRINT "RESULTA >YL< 2650 PEN 2:LOCATE 1,8:PRINT "VERT" >VP<
1910 IF v=17 THEN MOVE 224,176:DRAW >BM< T" >GQ< 2660 PEN 1:LOCATE 6,8:PRINT "indiqu >GQ<
280,176,2 2270 PEN 2:LOCATE 10,9:PRINT d; >LM< era l'os a decouvrir."
1920 IF v=18 THEN MOVE 224,100:DRAW >HN< 2280 IF d<2 THEN PRINT " Reponse ex >YK< 2670 LOCATE 5,10:PRINT "Dix questio >DR<
282,100,2 acte" >NK< ns seront posees."
1930 IF v=19 THEN MOVE 224,96:DRAW >KP< 2290 IF d=2 THEN PRINT " Reponses >YP< 2680 LOCATE 5,12:PRINT "Si deux rep >GT<
290,96,2 exactes" >YQ< onses fausses sont "
1940 IF v=20 THEN MOVE 224,88:DRAW >DQ< 2300 PEN 3:LOCATE 10,11:PRINT INT(c >YF<
262,88,2 /2); >YR< 2690 LOCATE 1,13:PRINT "donnees pou >DU<
1950 IF v=21 THEN MOVE 304,386:DRAW >NR< 2310 IF INT(c/2)<2 THEN PRINT " Rep >DG< r le meme os, alors la solu-
336,386,2 onse fausse" >BK< 2700 LOCATE 1,14:PRINT "tion sera f >BK<
1960 IF v=22 THEN MOVE 312,374:DRAW >HT< 2320 IF INT(c/2)=2 THEN PRINT " Re >DH< ournie.Il faudra bien la me-
336,374,2 ponses fausses" >NK< 2710 LOCATE 1,15:PRINT "moriser car >NL<
1970 IF v=23 THEN MOVE 306,362:DRAW >GU< 2330 PEN 1 >TJ< la meme question peut reve-
336,362,2 2340 GOSUB 2780 >NK< 2720 LOCATE 1,16:PRINT "nir plusieu >UM<
1980 IF v=24 THEN MOVE 308,354:DRAW >NV< 2350 IF INKEY(47)=0 THEN GOTO 2360 >FL< rs fois."
336,354,2 2360 CLS >RM< 2730 PEN 3 >ZK<
1990 IF v=25 THEN MOVE 328,338:DRAW >UM< 2370 PEN 2:LOCATE 9,5:PRINT "VOULEZ >AK< 2740 GOSUB 2780 >TP<
360,338,2 -VOUS REJOUER" >NK< 2750 IF INKEY(47)=0 THEN 2760 >ZQ<
2000 IF v=26 THEN MOVE 300,326:DRAW >JC< 2380 PEN 3:INK 3,6:LOCATE 5,10:PRIN >JP< 2760 MODE 1:BORDER 0:PAPER 0:INK 0, >CR<
360,326,2 T * Si OUI ----> touche 0" >JQ< 0:INK 1,26:INK 2,18:INK 3,24
2010 IF v=27 THEN MOVE 344,304:DRAW >LD< 2390 LOCATE 5,12:PRINT " * Si NON - >YQ< 2770 RETURN >YT<
360,304,2 ----> touche N" >YR< 2780 f$="... Barre Espace ...POUR >RJ<
2020 IF v=28 THEN MOVE 300,264:DRAW >QE< 2400 tou$=INKEY$ >XG< CONTINUER.."
360,264,2 2410 IF tou$="" THEN GOTO 2400 >FH< 2790 FOR num=1 TO LEN(f$) >HV<
2030 IF v=29 THEN MOVE 312,252:DRAW >PF< 2420 IF tou$="o" OR tou$="0" THEN G >DJ< 2800 g$=MID$(f$,num,1) >RL<
360,252,2 0TO 1150 >JL< 2810 LOCATE num,24:PRINT g$ >EM<
2040 IF v=30 THEN MOVE 300,248:DRAW >PG< 2430 IF tou$="n" OR tou$="N" THEN G >FK< 2820 FOR t=1 TO 50:NEXT t >XN<
360,248,2 0TO 2440 >JQ< 2830 NEXT num >FP<
2050 IF v=31 THEN MOVE 320,246:DRAW >PH< 2440 MODE 0:PAPER 0:PEN 1:INK 0,0:1 >DL< 2840 k$=INKEY$ >TQ<
360,246,2 NK 1,26:INK 2,18:INK 3,24:INK 4,15: >KR< 2850 IF k$="" THEN GOTO 2840 >KR<
2860 RETURN >YT<

```


JEU

DON JEAN & Dr AGON

Michel BUZON



Argh ! L'horrible Dr Agon a capturé la jolie princesse. Vous tenez le rôle de Don Jean. A vous de sauver la belle des griffes du démoniaque docteur. Le second listing doit impérativement être sauvegardé sous le nom "DJDA1JEU".

Listing ↗

```

1 ***** >QB<
2 ***** >DC<
3 **** DON JEAN & Dr AGON >RD<
4 ***** >FE<
5 ***** >VF<
6 ***** >BG<
7 par Michel BUZON - CPC 464/6128 >XK<
8 ----- >VJ<
9 * AVRIL 1987 * >XK<
10 ----- >GB<
11 * >ZC<
12 ***** >HD<
13 ** ** >JE<
14 * PRESENTATION & LOADER * >RF<
15 ** ** >LG<
16 ***** >MK<
17 ***** >FJ<
18 ***** >BK<
19 CALL &B&A:CALL &B&F:GOSUB &010 >HC<
0:CALL &B&C5:SYMBOL AFTER 126:OPEND
UT"d":MEMORY &SFFF:FOR F=66000 TO &
&6017:READ A$:POKE F,WAL("!"*A$):NEX
T: DAT=0:ENV 1,1,127,1,16,-1,8:ENT
1,80,0,1,120,1,1,120,1,1:EVERY 30 6
OSUB 61520
    
```

```

25 DATA 21,00,C0,11,18,60,01,00,40 >HK<
ED,B0,C9,21,18,60,11,00,C0,01,00,40
,ED,B0,C9
26 SYMBOL 126,255,128,128,255,0,8,2 >TJ<
55,0
27 SYMBOL 127,0,5,7,9,11,29,29,62 >JK<
28 SYMBOL 128,0,164,228,132,196,252 >KL<
,228,228
29 SYMBOL 129,62,29,29,11,10,4,12,0 >MK<
30 SYMBOL 130,228,228,228,228,68,36 >ND<
,52,0
31 SYMBOL 131,255,146,146,128,130,1 >AE<
94,224,240
32 SYMBOL 132,255,73,73,1,1,3,7,15 >ZF<
33 SYMBOL 133,248,248,248,248,240,2 >XG<
24,128,255
34 SYMBOL 134,159,159,31,31,15,7,1 >CH<
255
35 SYMBOL 135,0,49,19,19,17,31,7,3 >LJ<
36 SYMBOL 136,0,0,192,64,0,240,144, >MK<
144
37 SYMBOL 137,3,3,7,15,31,63,127,0 >BL<
38 SYMBOL 138,144,216,224,240,248,2 >ZK<
52,254,0
39 SYMBOL 139,255,253,248,242,248,2 >BK<
54,128,140
40 SYMBOL 140,255,191,31,79,31,127, >FE<
1,49
41 SYMBOL 141,158,191,183,227,247,2 >UF<
47,240,255
42 SYMBOL 142,25,13,141,207,239,239 >TG<
,15,255
44 SYMBOL 144,1,1,2,3,5,6,11,13 >WJ<
    
```

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45 SYMBOL 145,21,26,37,58,85,106,18 >YK<
1,218
46 SYMBOL 146,0,0,49,49,19,19,23,19 >ZL<
47 SYMBOL 147,0,0,0,0,192,192,64,64 >HK<
48 SYMBOL 148,17,17,31,31,7,7,3,3 >FK<
49 SYMBOL 149,0,0,240,240,144,144,1 >EF<
44,144
50 SYMBOL 150,3,3,3,3,7,7,15,15 >EF<
51 SYMBOL 151,144,144,216,216,224,2 >QG<
24,240,240
52 SYMBOL 152,31,31,63,63,127,127,0 >FH<
,0
53 SYMBOL 153,248,248,252,252,254,2 >QJ<
54,0,0
54 SYMBOL 154,255,159,156,232,242,2 >RK<
30,224,249
55 SYMBOL 155,255,249,57,23,79,103, >ML<
7,159
56 SYMBOL 156,252,251,248,244,238,1 >LM<
59,159,255
57 SYMBOL 157,63,223,31,47,119,249, >UN<
249,255
100 PRE=0:MODE 0:WINDOW 1,20,1,25: >B<
ORDER 13:PAPER 0:PEN 1
101 LOCATE 2,1:PEN 3:PRINT "CPC & M >EC<
ichel BUZON"
103 LOCATE 6,3:PEN 1:PRINT "present >BE<
ent"
106 WINDOW #1,1,20,5,7:PAPER #1,3:P >DK<
EN #1,2:CLS#1:PRINT#1:PRINT#1," DON
JEAN & Dr AGON"
109 LOCATE 20,9:PEN 5:PRINT CHR$(14 >HL<
4)
110 LOCATE 2,10:FOR F=1 TO 4:PRINT >VC<
CHR$(207) " ";NEXT:LOCATE 20,10:PRI
NT CHR$(145)
111 LOCATE 2,11:FOR F=1 TO 4:PRINT >RD<
CHR$(207) " ";NEXT:PRINT " ";PEN 3:
PRINT CHR$(139)CHR$(140):LOCATE 19,
11:PEN 5:PRINT CHR$(144)CHR$(207)
112 LOCATE 2,12:FOR F=1 TO 7:PRINT >QE<
CHR$(207)";NEXT:LOCATE 11,12:PEN 3:
PRINT CHR$(141)CHR$(142):LOCATE 19,
12:PEN 5:PRINT CHR$(145)CHR$(207)
113 LOCATE 2,13:PRINT CHR$(207)CHR$ >QF<
(207)CHR$(217)CHR$(207)CHR$(207)CHR
$(207)CHR$(207):LOCATE 18,13:PRINT
CHR$(144)CHR$(207)CHR$(207)
114 LOCATE 2,14:PRINT CHR$(221)CHR$ >XG<
(207)CHR$(217)CHR$(207)CHR$(207)CHR
$(207)CHR$(220):LOCATE 18,14:PRINT
CHR$(145)CHR$(207)CHR$(207)
115 LOCATE 3,15:FOR F=1 TO 5:PRINT >VH<
CHR$(207);NEXT:LOCATE 14,15:PEN 7:
PRINT CHR$(146)CHR$(147):LOCATE 19,
15:PEN 5:PRINT CHR$(207)CHR$(207)
116 LOCATE 3,16:PRINT CHR$(207)CHR$ >YJ<
(207)CHR$(207)CHR$(219)CHR$(207):LO
CATE 14,16:PEN 7:PRINT CHR$(148)CHR
$(149):LOCATE 19,16:PEN 5:PRINT CHR
    
```

```

*(207)CHR*(207)
117 LOCATE 3,17:PRINT CHR*(207)CHR* >NK<
(207)CHR*(207)CHR*(219)CHR*(207):LO
CATE 14,17:PEN 7:PRINT CHR*(150)CHR
*(151):LOCATE 19,17:PEN 5:PRINT CHR
*(207)CHR*(217)
118 LOCATE 3,18:FOR F=1 TO 5:PRINT >CL<
CHR*(207):NEXT:LOCATE 14,18:PEN 7:
PRINT CHR*(152)CHR*(153):LOCATE 19,
18:PEN 5:PRINT CHR*(207)CHR*(217)
119 LOCATE 3,19:FOR F=1 TO 5:PRINT >UM<
CHR*(207):NEXT:LOCATE 19,19:PRINT
CHR*(207)CHR*(207)
120 LOCATE 3,20:PRINT CHR*(207)CHR* >QD<
(220)CHR*(221)CHR*(207):FOR F=1 TO
6:PRINT CHR*(207) " ";NEXT:PRINT C
HR*(207)CHR*(207)
121 LOCATE 3,21:PRINT CHR*(207):PE >JE<
N 6:PRINT CHR*(127)CHR*(128):PEN 5
:PRINT CHR*(207):FOR F=1 TO 6:PRIN
T CHR*(207) " ";NEXT:PRINT CHR*(20
7)CHR*(207)
122 LOCATE 2,22:PRINT CHR*(222)CHR* >KF<
(207):PEN 6:PRINT CHR*(129)CHR*(13
0):PEN 5:PRINT STRING$(15,CHR*(20
7))
123 LOCATE 1,23:PEN 4:PRINT CHR*(22 >QD<
2):PEN 5:PRINT CHR*(207)CHR*(207)C
HR*(218)CHR*(218)STRING$(15,CHR*(20
7))
124 LOCATE 1,24:PEN 4:PRINT STRING$ >MH<
(20,CHR*(216)):CALL 86000
125 CALL 8600C:LOCATE 2,25:PAPER 0: >UJ<
PEN 1:PRINT"Regle du jeu (0/N):GOS
UB 60000:PRE=1:WHILE INKEY$<">:MEN
D
130 R$=UPPER$(INKEY$):IF R$="N" THE >XE<
N R$=REMAIN(0):SOUND 135,0:LOCATE 2,
25:PRINT"Veuillez patienter":INK 6,
1:INK 7,16:RUN"DJDAIJEU.BAS":ELSE
IF R$<"0" THEN 130
135 >JK<
140 >DF<
150 >DG<
160 >FH<
170 MODE 1:GOSUB 60100:WINDOW 1,40, >CJ<
1,25:PAPER 2:PEN 3:CLS:WINDOW #1,4
,37,4,19:PAPER #1,2:PEN #1,1:CLS#1
180 FOR F=1 TO 39 STEP 2:LOCATE F,1 >MK<
:PRINT CHR*(139)CHR*(140):LOCATE F,
2:PRINT CHR*(141)CHR*(142):LOCATE F
,21:PRINT CHR*(139)CHR*(140):LOCATE
F,22:PRINT CHR*(141)CHR*(142):NEXT
190 FOR F=3 TO 19 STEP 2:LOCATE 1,F >FL<
:PRINT CHR*(139)CHR*(140):LOCATE 1,
F+1:PRINT CHR*(141)CHR*(142):LOCATE
39,F:PRINT CHR*(139)CHR*(140):LOCA
TE 39,F+1:PRINT CHR*(141)CHR*(142):
NEXT
200 WINDOW #2,1,40,23,25:PAPER #2,0 >JC<

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```

:PEN #2,1:CLS#2:WINDOW SWAP 0,1:GOS
UB 295
210 PRINT:PRINT" La princesse T >GD<
AIK'ONERY a ete":PRINT" enlevee par
l'ignoble Dr AGON qui":PRINT" a
a sequestre dans l'une des 64"PRIN
T"pieces de son chateau.":PRINT
220 PRINT:PRINT"Vous,DON JEAN HERAL >NE<
D BOLL,devez la":PRINT" delivrer et
la ramener dans votre":PRINT"inexp
ugnable citadelle....":GOSUB 60000
:WHILE INKEY$<">:WEND:WHILE INKEY$
="":WEND:CLS#2:CLS:INK 1,12
230 PRINT:PRINT"Le Dr AGON n'est vi >JF<
sible que quand":PRINT"il attaque s
es adversaires."
240 PRINT:PRINT"Vous avez droit a t >LB<
rois vies.":PRINT:PRINT" La premi
ere vous permet de vous":PRINT" dep
lacer de 8 cases a la fois, la":PRI
NT" deuxieme de 6, la troisieme de
4."
250 PRINT" Il vous faudra d'abor >YH<
d choisir":PRINT"la case de votre c
itadelle....":INK 1,0:GOSUB 295:WH
ILE INKEY$<">:WEND:WHILE INKEY$="
:WEND:CLS#2:CLS:INK 1,12
255 PRINT:PRINT"Puis le Dr AGON s'e >PN<
nvoleira avec la":PRINT"princesse da
ns sa chambre secrete."
260 PRINT:PRINT" Lors de vos deplac >MJ<
ements a l'aide":PRINT" des touch
es fleches,il se peut":PRINT" que
vous soyez arrete par un mur":PRIN
T" invisible qui se materialiser
a":PRINT"alors ainsi : *STRING$(4,C
HR*(126))
270 INK 1,0:GOSUB 295:WHILE INKEY$ >TK<
>":WEND:WHILE INKEY$="":WEND:CLS#2
:CLS:INK 1,12:PRINT"Si vous etes a
moins de 3 cases de":PRINT"la piece
ou est la princesse, vous":PRINT"
veillerez le Dr AGON qui vous":
PRINT" poursuivra en volant d'une
case"
280 PRINT"a la fois.":PRINT:PRINT >ZL<
Reperce bien votre position quand":
PRINT"il se reveillera, sinon...."
290 PRINT:PRINT:PRINT" B O N N E >MM<
C H A N C E !":INK 1,0:GOSUB 295
:WHILE INKEY$<">:WEND:WHILE INKEY$
="":WEND:MODE 0:GOTO 125
295 LOCATE #2,4,2:PRINT#2,"** TAPE >XT<
Z ESPACE POUR LA SUITE ***":RETURN
59999 >YV<
60000 INK 0,13:INK 1,0:INK 2,12:INK >BG<
3,3:INK 4,9:INK 5,15:INK 6,1:INK 7
,16:RETURN
60100 BORDER 13:FOR F=0 TO 7:INK F, >UH<

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13:NEXT:RETURN
60101 ' >MJ<
60996 ***** >UH<
60997 ***** S O N S ***** >KJ<
60998 ***** >MK<
60999 ' >PL<
61000 DAT=DAT+1:IF DAT=85 THEN 6109 >DH<
0
61010 0=-1*(DAT/43)-2*(DAT/42) >XJ<
61020 IF DAT=43 THEN RESTORE 61100 >KX<
61030 IF PRE=1 THEN INK 6,INT(RND(1 >HL<
)*13)+14:INK 7,INT(RND(1)*13)+14
61040 READ D,N2,N1,N4 >TM<
61050 SOUND 1,N1\0,D,11,1 >DN<
61060 SOUND 2,N2\0,D,14,1 >XP<
61070 SOUND 4,N4\0,D,11,1 >KQ<
61080 RETURN >ZR<
61090 SOUND 1,80,320,5,,1:SOUND 2,6 >KT<
0,320,5,,1:SOUND 4,95,320,5,,1:DAT=
0:RESTORE 61100:RETURN
61095 ----- DO M >WY<
61100 DATA 60,239,319,379 >AJ<
61110 DATA 10,239,319,379 >MK<
61120 DATA 10,239,319,379 >XL<
61125 ----- >AM<
61130 DATA 60,239,319,379 >DR<
61140 DATA 10,239,319,379 >ZK<
61150 DATA 10,239,319,379 >AP<
61155 ----- >DV<
61160 DATA 20,239,319,379 >CQ<
61170 DATA 20,239,319,478 >JY<
61180 DATA 20,239,319,379 >ET<
61190 DATA 20,190,239,319 >MU<
61195 ----- >HZ<
61200 DATA 20,239,319,379 >XK<
61210 DATA 20,319,379,478 >DL<
61220 DATA 20,239,319,379 >ZM<
61230 DATA 20,190,239,319 >QK<
61235 ----- DO M >RU<
61240 DATA 60,239,319,402 >RP<
61250 DATA 10,239,319,402 >MQ<
61260 DATA 10,239,319,402 >NR<
61265 ----- >FX<
61270 DATA 60,239,319,402 >VT<
61280 DATA 20,239,319,402 >QU<
61290 DATA 10,239,319,402 >RV<
61295 ----- >JA<
61300 DATA 20,239,319,402 >JL<
61310 DATA 20,319,402,478 >QM<
61320 DATA 20,239,319,402 >LN<
61330 DATA 20,201,239,319 >JP<
61335 ----- >DV<
61340 DATA 20,239,319,402 >NQ<
61350 DATA 20,319,402,478 >VR<
61360 DATA 20,239,319,402 >QT<
61370 DATA 20,201,239,319 >NU<
61375 ----- SOL >LZ<
61380 DATA 60,213,253,319 >TV<
61390 DATA 10,213,253,319 >NK<
61400 DATA 10,213,253,319 >EM<

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61405 ----- >BT< & Dr AGON*:ORIGIN 2,2:DRAW 0,395:D
61410 DATA 60,213,253,319 >LN< RAW 232,0:DRAWR 0,-395:DRAWR -232,
61420 DATA 10,213,253,319 >GP< 0
61430 DATA 10,213,253,319 >HQ< 60 PEN 1:PAPER 0:LOCATE 1,1:FOR F=1 >YB<
61435 ----- SOL 7 >NR< TO 25:PRINT CHR$(126);:NEXT:FOR F=
61440 DATA 20,213,253,358 >VW< 2 TO 24:LOCATE 1,F:PRINT CHR$(126):
61450 DATA 20,253,358,426 >NR< LOCATE 25,F:PRINT CHR$(126):NEXT:LO
61460 DATA 20,213,253,358 >QV< CATE 1,25:FOR F=1 TO 25:PRINT CHR$(
61470 DATA 20,159,213,253 >QV< 126);:NEXT
61475 ----- >JA< 70 ORIGIN 239,2:DRAW 0,397:ORIGIN 6 >TH<
61480 DATA 20,179,213,253 >UM< 39,399:DRAW 0,-397:REM DRAWR -400,0
61490 DATA 20,213,253,358 >UX< 80 PAPER 2:FOR Y=4 TO 22 STEP 3:LOC >KJ<
61500 DATA 20,179,213,253 >LN< ATE 2,Y:PRINT STRING$(23," ") :NEXT
61510 DATA 20,106,127,179 >NF< 20 FOR X=4 TO 22 STEP 3:FOR Y=2 TO >NK<
61520 DN SQ(2) GOSUB 61000:DN SQ(1) >VQ< 24:LOCATE X,Y:PRINT " ":NEXT Y,X
GOSUB 61000:DN SQ(4) GOSUB 61000:R >QB<
100 FOR X=2 TO 6 STEP 2:LOCATE #1,X >QB<
:PRINT#1,CHR$(24)CHR$(127)CHR$(12 >B<
:LOCATE #1,X,9:PRINT#1,CHR$(129)C >B<
HR$(130)CHR$(24):NEXT:LOCATE #1,8,8 >B<
:PRINT#1,CHR$(24)CHR$(135)CHR$(136 >B<
:LOCATE#1,8,9:PRINT#1,CHR$(137)CHR$ >B<
(138)CHR$(24)
110 LOCATE#1,10,8:PEN #1,3:PRINT#1, >MC<
CHR$(139)CHR$(140):LOCATE #1,10,9:P >B<
RINT#1,CHR$(141)CHR$(142)
120 PEN#1,1:LOCATE #1,13,8:PRINT#1, >MD<
CHR$(131)CHR$(132):LOCATE #1,13,9:P >B<
RINT#1,CHR$(133)CHR$(134)
130 WINDOW #3,2,14,11,24:PAPER #3,3 >DE<
:PEN #3,0:CLS#3:ORIGIN 15,15:DRAW 0 >B<
,226:DRAWR 210,0:DRAWR 0,-226:DRAWR >B<
-210,0:CALL #6000:WINDOW #4,3,38,2 >B<
1,23:PAPER #4,0:PEN #4,1:GOSUB 6020 >B<
0
140 A$="..... A l'aide des >PF<
touches fleches, placez votre cit >B<
adelle ou vous le desirez, puis app >B<
uyez sur [C] pour valider votre >B<
choix ....."
150 C=2:ENT 1,20,-1,1:WHILE INKEY< >QB<
*****:WEND:F=FRE(""):GOSUB 60000:WHIL >B<
E INKEY$="":D$=LEFT$(A$,1):C$=RIGHT >B<
$(A$,LEN(A$)-1):A$=C$+D$:B$=LEFT$(A >B<
$,34):C=C+2:C=C+7*(C):4):SOUND C,80 >B<
C,4,4,,1:LOCATE #4,2,2:PRINT#4,B$:W >B<
END
153 ----- >JK<
154 "emplacement de la citadelle" >VL<
155 CALL #6000:FOR F=0 TO 1:LOCATE >JM<
#1,13,8:F:PRINT#1, " ":NEXT:FOR F=1 >B<
TO 31:SOUND 5,0,1,7,,F:NEXT:XC=2: >B<
X=XC:YC=8:Y=YC:CA=131:PA=0:PE=1:GOS >B<
UB 60300
160 FL$=" TOUCHES"+SPACE$(19)+CHR >JK<
$(242)+ " "+CHR$(240)+" "+CHR$(241)+ >B<
" "+CHR$(243):CLS#3:LOCATE#3,1,2:PR >B<
INT#3,FL$:LOCATE#3,6,6:PRINT#3,"PUI >B<
S":LOCATE#3,5,8:PRINT#3,"[C]":LO >B<
CATE#3,6,10:PRINT#3,"POUR":LOCATE#3 >B<
4,12:PRINT#3,"VALIDER"
165 WHILE INKEY(9):SOUND 2,0,10,2,, >UN<
1,I:IF INKEY(0) AND INKEY(1) AND INK >B<
EY(2) AND INKEY(8) THEN 165 ELSE XC >B<
1=XC+3*(INKEY(8)=0 AND XC):4)-3*(IN >B<
KEY(1)=0 AND XC(21):YC1=YC+3*(INKEY >B<
(9)=0 AND YC):4)-3*(INKEY(2)=0 AND >B<
YC <21)
170 X=XC:Y=YC:GOSUB 60400:XC=XCI:YC >FJ<
=YCI:X=XCI:Y=YCI:PE=1:PA=0:CA=131:GOS >B<
UB 60300:PA=3:SOUND -1*(XC=11)-4*( >B<
XC=14),XC*Y*4,8,7,(XC\3)* (XC(14)+ >B<
(25-XC)\3)* (XC(11)):WEND
175 "emplacement chambre secretaire" >CP<
180 CLS#3:LOCATE#3,2,3:PRINT#3,"LE >JK<
Dr AGON":LOCATE#3,3,5:PRINT#3,"S'EN >B<
FUIT":LOCATE#3,5,7:PRINT#3,"AVEC":L >B<
OCATE#3,6,9:PRINT#3,"LA":LOCATE#3,3 >B<
,11:PRINT#3,"PRINCESSE"
190 FOR F=10 TO 8 STEP -2:LOCATE#1, >UL<
F,8:PRINT#1, " ":LOCATE#1,F,9:PRINT >B<
#1, " ":FOR S=1000 TO 0 STEP -20:SO >B<
UND -4*(F=10)-1*(F=8),S,1,7:NEXT S, >B<
F
195 CH=1:GOSUB 60600:ORIGIN 120,274 >BR<
:DRAW 0,-22:DRAWR 92,0:FOR O=0 TO >B<
12 STEP 4:ORIGIN 120+0,276+0:DRAW 9 >B<
2,0:DRAWR 0,-22:NEXT
200 RANDOMIZE TIME:XF=INT(RND(1)*8) >YC<
+1:XP=XP*3-1:YP=INT(RND(1)*8)+1:YF= >B<
YP*3-1:XT=XP:YT=YF:XT1=XC:YT1=YC:T >B<
9:GOSUB 60500:SOUND XT1+41,0,1,7,, >B<
XT:IF FLAG THEN 200 ELSE XA=XF:YA=Y >B<
P
204 ----- >FB<
205 "tirage au sort du labyrinthe" >VH<
210 FOR F=1 TO 187:MUR(F)=0:NEXT:IF >DD<
FAC=0 THEN S=INT(RND(1)*2):FOR NM= >B<
0 TO 6:MUR(INT(RND(1)*7)+1)-100*(S >B<
>0)=1:NEXT:FAC=1:GOTO 230
220 LAB=INT(RND(1)*20)+1:ON LAB GOS >CE<
UB 61010,61020,61030,61040,61050,61 >B<
060,61070,61080,61090,61100,61110,6 >B<
1120,61130,61140,61150,61160,61170, >B<
61180,61190,61200
224 ----- >HJ<
225 "----- INITIALISATION" >UK<
230 MORT=0:VI=4:PD=0:RV=0:ND=0:CH= >KF<
M*10+1:T1=CHV2:EVERY 50 GOSUB 60600 >B<
234 ----- >JK<
235 "----- VIES=VIES-1" >ML<
240 VI=VI-1:IF VI=0 THEN PAPER 1:PE >TB<
N 0:FOR L=0 TO 1:LOCATE XP,YP+:PRI >B<
NT CHR$(135+L*2)CHR$(136+L*2):NEXT: >B<
GOTO 2010
250 XJ=XC:YJ=YC:FOR L=0 TO 1:LOCATE >BH<
#1,VI*2,0,L:PRINT#1,CHR$(32+122+MOR >B<
T+L*2*MORT)CHR$(32+123*MORT+L*2+MOR >B<
T):NEXT:FOR S=31 TO 1 STEP -1:SOUND >B<
S\7+1,0,1,7,,S:NEXT:GOSUB 60700:C >B<
LS#3

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Listing 2

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1 ***** >LB<
2 **** >ZC<
3 **** DON JEAN & Dr AGON **** >RD<
4 ***** >XE<
5 ***** >QF<
6 ----- >BG<
7 par Michel BUZON - CPC 464/6128 >KH<
8 ----- >VJ<
9 * AVRIL 1987 * >XK<
10 ----- >GB<
11 ----- >ZC<
12 ----- >KD<
13 *** >AE<
14 ** J E U ** >HF<
15 *** >CG<
16 ***** >PH<
17 ----- >GK<
20 DEFINIT A-R,T-Z:DIM MUR(187),ND$( >TC<
11):FOR F=1 TO 9:SCORE(F)=22222-F* >B<
F*2222:READ ND$(F):NEXT:FAC=0
30 DATA HARRY COVER,JEAN EYARD,RENE >GD<
E SHA,PAULE AUNET,PIERRE AFEU,YVAN >B<
DECLOU,JIM NASTIC,SAM DIRIEN,MARC H >B<
EUMAL
40 ENV 1,10,1,1,20,-1,1,20,1,1,1,27 >PE<
-1,1:SOUND 7,4000,600,10,1,,31:MODE >B<
1:BORDER 9:GOSUB 60100:WINDOW 16,4 >B<
0,1,25:PAPER 2:PEN 1:CLS:WINDOW #1, >B<
1,15,1,25:PAPER #1,0:PEN #1,1:CLS#1 >B<
:WINDOW #2,2,14,2,6:PAPER #2,3:PEN >B<
#2,2:CLS#2
50 PEN 0:FOR Y=2 TO 24:LOCATE 2,Y:P >HF<
RINT STRING$(23,CHR$(207)):NEXT:ORI >B<
GIN 15,303:DRAW 0,82:DRAWR 210,0:DR >B<
AWR 0,-82:DRAWR -210,0:PRINT#2:PRIN >B<
T#2," DON JEAN":PRINT#2:PRINT#2,"

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```

254 ' >LMC ,1
255 '----- BOUCLE DE VIE ----- >ZMK 520 IF PD=2 AND XJ=XC AND YJ=YC THE >AHC
260 NC=VI*2+3:GOSUB 60B10 >XJC N 3000
264 ' >MKC 530 IF RV=0 THEN T=6:XT=XJ:YT=YJ:XT >NJK
265 '--- BOUCLE DE COUPS A JOUER --- >KPC 1=XA:YT1=YA:GOSUB 60500:IF FLAG THE
270 WHILE INKEY#(<):**WEND:NC=NC+1*( >YKC N GOSUB 1000
NC):IF NC=0 THEN 900 ELSE LOCATE# >YJC
3,10,12:PRINT#3,NC >YJC
274 ' >NPK 598 '----- PRINCESSE DECOUVERTE ---- >JAC
275 '----- DON JEAN JOUE ----- >NKC 600 IF PD<1 THEN 700 >JBC
280 IF CH<1 THEN 2000 ELSE IF RV=0 >KLC 610 CLS#3:LOCATE#3,4,2:PRINT#3,"RAM
AND CH(TI THEN GOSUB 1000 >XLC ENEZ":LOCATE#3,7,4:PRINT#3,"LA":LOC
285 SE#=INKEY#&:IF SE#CHR#(240) DR >MKC ATE#3,3,6:PRINT#3,"PRINCESSE:LOC
SE#>CHR#(243) THEN 280 >MKC E#3,6,8:PRINT#3,"DANS":LOCATE#3,7,1
290 ND=ND+1:XT=XJ+1*(SE#CHR#(242) >PKC 0:PRINT#3,"LA":LOCATE#3,3,12:PRINT#
AND XJ)4-2*(SE#CHR#(243) AND XJ(2 >PKC 3,"CITADELLE"
AND YJ)+1*(SE#CHR#(240) AND YJ)4) >PKC 620 FOR W=1 TO 34:SOUND 5,W,W,W#6+1 >LJC
-2*(SE#CHR#(241) AND YJ(21):IF XT= >PKC :INK 3,INT(RND(1)*12)+14:FOR I=0 TO
XJ AND YT=YJ THEN 280 >PKC W:NEXT I,W:FOR W=1 TO 2000:NEXT:IN
294 ' >QRC K 3,3:PD=2:IF NC=1 THEN NC=0:GOTO 9
295 '----- TEST MUR ? ----- >ETC 00: ELSE GOSUB 60800
300 IF SE#CHR#(240) DR SE#CHR#(24 >KDC 698 '----- >ZAC
1) THEN TE=100*(XT\3+1)+0*(YT\3) E >KDC 699 '--- Le Dr AGON VOUS ATTAQUE - >DBC
LSE TE=(XT\3)+0*(YT\3)+1 >KDC 700 IF XJ=XA AND YJ=YA AND (XJ<>XC) >RHC
304 ' >GHC DR YJ<>YC) THEN 710 ELSE GOTO 270
305 '----- STOP MUR ! ----- >VJC 710 CLS#3:LOCATE#3,1,4:PRINT#3," L >DJC
310 IF MUR(TE)=0 THEN 400 ELSE CLS# >VJC E Dr AGON"*SPACE#(31)+1*"VOUS"*SPACE#
3:LOCATE#3,1,4:PRINT#3," STOP !" >VJC (34)+1*"ATTQUE":PAPER 0:PEN 3:FOR L=
+SPACE#(30)+1*"ICI, IL Y A"*SPACE#(31 >VJC 0 TO 1:LOCATE XA,YA:L:PRINT CHR#(13
)*"UN MUR" >VJC 9#4+2)CHR#(140#L+2):NEXT
320 PAPER 0:PEN 1:FOR P=-1 TO 2:LOC >RFC 720 RANDOMIZE TIME:FOR F=10 TO 100 >NKC
ATE XT=P*(TE>99),YT=P*(TE<99):PRINT >RFC STEP 10:SOUND XA+1,F#20,F,7:1=INT
CHR#(126):NEXT >RFC (RND(1)*12)+14:INK 0,1:BORDER 1:FOR
330 ORIGIN 639,2:DRAW 0,397:RANDOMI >RGC W=1 TO F#16:NEXT W,F:BORDER 9:INK
ZE TIME:FOR F=10 TO 100 STEP 10:SOU >RGC 0,13
ND -1*(XT<13)-4*(XT=13),1000,4,7+ >RGC XA=XP AND YA=YP THEN PD=2
(XT\4)*(XT<13)+(25-XT\4)*1*(XT<13): >RGC 798 '----- >ABC
INK 1,INT(RND(1)*12)+14:FOR W=1 TO >RGC 799 '----- PRINCESSE MORTE ----- >BCC
F#3:NEXT W,F:INK 1,0:GOTO 900 >RGC 800 PM=0:IF PD=0 THEN 240 ELSE PM=1 >YJC
394 ' >RKC :A#="La Princesse est morte, vous n
395 '-TEST Nlle POS. de DON JEAN- >VJC e pouvez lui survivre":GOTO 2020
400 IF XJ=XC AND YJ=YC THEN 410 ELS >CEC 898 '----- >BCC
E X=XJ:Y=YJ:GOSUB 60400 >BCC 899 '----- Dr AGON JOUE ----- >BDC
410 XJ=XJ+3*(SE#CHR#(242))-3*(SE# >YFC 900 IF CH<1 THEN 2000 ELSE IF RV=0 >NKC
CHR#(243))+YJ=YJ+3*(SE#CHR#(240))- >YFC DR (XJ=XC AND YJ=YC AND XA=XP AND Y
3*(SE#CHR#(241)) >YFC A=YP) THEN 260
420 IF PD=0 AND XJ=XP AND YJ=YP AND >BGC 910 CLS#3:LOCATE#3,1,4:PRINT#3," L >MLC
(XP<>XA DR YP<>YA) THEN PD=1 >BGC E Dr AGON"
430 IF PD=2 AND XJ=XC AND YJ=YC >LHC 920 IF XJ=XC AND YJ=YC THEN LOCATE# >JMK
N PAPER 1:PEN 0:FOR L=0 TO 1:LOCATE >LHC 3,1,7:PRINT#3," RETOURNE"+SPACE#(
XC,YC:L:PRINT CHR#(135#L+2)CHR#(13 >LHC 31)+1*"CHEZ LUI":FOR F=6 TO 1 STEP -1
6#L+2):NEXT:GOTO 3000 >LHC :GOSUB 940:NEXT:XA=X#3*(XP>XA)+3*(
440 IF XJ=XC AND YJ=YC THEN 510 >RJC XP(XA):YA=Y#3*(YP>YA)+3*(YP(YA):IN
498 ' >XJC K 0,13:GOTO 260
499 '----- R A S ----- >DZC *SPACE#(33)+1*"POURSUITE":FOR F=1 TO
500 X=XJ:Y=YJ:PA=2:CA=127-0*(PD):0) >KFC 6:GOSUB 940:NEXT:XA=X#3*(XJ>XA)+3*
GOSUB 60300 >KFC (XJ(XA):YA=Y#3*(YJ>YA)+3*(YJ(YA):I
510 ENT 1,10,-10,1:SOUND -1*(XJ<=11 >XGC NK 0,13:IF XA=XJ AND YA=YJ AND (XJ<
)-4*(XJ=14),2000+1900*(PD),10,7+ >XGC >XC DR YJ<>YC) THEN 710 ELSE GOTO 2
(XJ\3)*(XJ<14)+1*(25-XJ\3)*(XJ\11),

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6"
2090 D(4)="24012012012021003009003 >BKC
0"
2095 ----- >NTC
2100 C(2)=-2:C(1)=C(2):C(4)=C(2):EN >NDK
V 1,120,-1,15:EVERY 30 GOSUB 2150
2110 GOSUB 60200:F=FREE("):WHILE IN >XEC
KEYS<> ":D#<LEFT$(A$,1):C#<RIGHT$(
A$,LEN(A$)-1):A#<C#<D#<B#<LEFT$(A$,
34):LOCATE #4,2:PRINT#4,B#<WEND
2120 FAC=FAC+1*(FAC=1) >TF<
2130 SOUND 135,0;R=REMAIN(0):GOTO 4 >MB<
0
2150 ON SQ(2) GOSUB 2200:ON SQ(1) G >YJ<
OSUB 2300:ON SQ(4) GOSUB 2400:RETUR
N
2200 C(2)=C(2)+3:IF C(2)>36 THEN C >RE<
2=1
2210 SOUND 2,VAL(MID$(N$(2),C(2),3) >HF<
),VAL(MID$(D$(2),C(2),3)),10,1:RETU
RN
2300 C(1)=C(1)+3:IF C(1)>24 THEN C >XF<
1=1
2310 SOUND 1,VAL(MID$(N$(1),C(1),3) >DG<
),VAL(MID$(D$(1),C(1),3)),4:RETURN
2400 C(4)=C(4)+3:IF C(4)>24 THEN C >ZB<
4=1
2410 SOUND 4,VAL(MID$(N$(4),C(4),3) >MH<
),VAL(MID$(D$(4),C(4),3)),4:RETURN
2993 ----- >BAC
2994 ***** >FBC
2995 * * * >VC<
2996 * * * G A G N E * * >FD<
2997 * * * * * >XE<
2998 ***** >XF<
2999 * * * * * >HB<
3000 SOUND 135,0;R=REMAIN(0):FAC=2:
IF XA<>XC OR YA<>YC THEN PAPER 0;PE
N 3;FOR L=0 TO 1:LOCATE XA,YA;L:PRI
NT CHR$(139+L*2)CHR$(140+L*2):NEXT
3003 IF XA<>XP OR YA<>YP THEN PAPER >TB<
0;PEN 1;FOR L=0 TO 1:LOCATE XP,YP+
L:PRINT CHR$(131+L*2)CHR$(132+L*2):
NEXT
3005 PAPER#2,2;PEN#2,3;CLS#2:LOCATE >CJ<
#2,2,2:PRINT#2,"VOTRE SCORE":SCORE(1
0)=INT((CH*V1*10000)/ND):SCORE*(10
)=MID$(STR$(SCORE(10)),2):LOCATE#2,
7-LEN(SCORE*(10))\2,4:PRINT#2,SCORE
*(10)
3010 RANDOMIZE TIME:FOR F=1 TO 224 >FE<
STEP 4:INK 2,INT(RND(1)*22)+4:SOUND
2,225-F,20,7:SOUND 1,227-F,20,7:SO
UND 4,229-F,20,7
3020 ORIGIN 16,16:DRAW 206,F,INT(RN >UF<
D(1)*4)+1:ORIGIN 222,16:DRAW -206,F
,INT(RND(1)*4)+1:ORIGIN 222,238:DR
W -206,-F,INT(RND(1)*4)+1:ORIGIN 16
-238:DRAW 206,-F,INT(RND(1)*4)+1:NE
XT:INK 2,12
3030 PLOT 0,0,1:PAPER #3,1;PEN #3,2 >LB<
:A#="BRAVO":FOR F=3 TO 11 STEP 2:L
OCATE#3,F,F:PRINT#3,MID$(A$,FV2+1,1
):NEXT
3040 ----- >DH<
3050 N$(2)="11910609508009508009508
0095080095071080071080095080630600
53060663071063060630809080071080127
119106119127119095080060000"
3060 D$(2)="03003003009001506001509 >MK<
003004501506003003003003001800300300
306060030030030030090030030030060030
010010010015015015015030060"
3070 N$(1)="19017915923909509531909 >LL<
51192390950953190951192250950952251
90113179142119127142150127119106239
09512714212711931908008017915914221
310617923931937947800000"
3080 N$(4)="23925331923911911931911 >PM<
91592391191193191191592251131132842
2515923179142159179150159142127239
11915917915914231910610621319017931
912721323931937947800000"
3085 ----- >NT<
3090 C(2)=-2:C(1)=C(2):C(4)=C(2):SO >DK<
UND 135,0;F=FREE("):EVERY 10 GOSUB
30000:IF SCORE(10)/SCORE(9) THEN 50
00 ELSE CLS#2:LOCATE#2,2,2:PRINT#2,
"VOTRE NOM ?":FOR F=0 TO 10:ND$(F)=
"*:NEXT:NOM$(10)="":X=0
3094 ----- >UT<
3095 ----- ENTREE DU NOM ----- >RJ<
3096 * * * * * >WK<
3100 LOCATE#2,1,4:PRINT#2," * ..... >LE<
...":LOCATE#2,1,4:PRINT#2,NOM$(10):
WHILE INKEYS<>":WEND
3110 R#<UPPER$(INKEY$):IF R#="" THE >AF<
N 3110 ELSE IF R#<CHR$(13) THEN 315
0
3120 IF R#<CHR$(127) THEN ND$(X)="" >DG<
:X=X+1*(X=0):GOTO 3140
3130 IF X=10 THEN 3110 ELSE X=X+1:N >PH<
0$(X)=R#
3140 FOR F=1 TO X-1*(X=0):NOM$(10)= >NJ<
LEFT$(NOM$(10),F)+ND$(F):NEXT:GOTO
3100
3150 SPEED KEY 8,2:NOM$(10)=MID$(ND >JK<
N$(10),2):IF NOM$(10)="" THEN NOM$(
10)="* INCONNU *"
3200 ----- >GF<
3300 ----- CLASSEMENT DES SCORES >RG<
ET DES NOMS
3400 ----- >DH<
3500 ----- >KJ<
3600 FOR F=10 TO 2 STEP -1:FOR T=1 >AK<
TO F-1
3700 IF SCORE(T)<SCORE(F) THEN SCOR >QL<
E=SCORE(T):NOM$=NOM$(T):SCORE(T)=SC
ORE(F):NOM$(T)=NOM$(F):SCORE(F)=SC
ORE(T):NOM$(F)=NOM$
3800 NEXT T,F
3900 NEXT T,F
4000 ----- MISE EN FORME DES >YEC<
CHAINES/SCORES
4100 ----- >BF<
4200 ----- >HB<
5000 FOR F=1 TO 9 >AF<
5100 SCORE*(F)=MID$(STR$(SCORE(F)), >PB<
2)
5200 CH$(F)=NOM$(F)+STRING$(20-LEN( >EH<
NOM$(F))-LEN(SCORE*(F)),".")+SCORE*(
F)
5300 NEXT >PJ<
5400 ----- >KL<
5500 ***** >XK<
5600 * * * >EM<
5700 * * * AFFICHAGE DES SCORES * >ZN<
5800 * * * MODE 0 * >CP<
5900 ***** >VQ<
5930 ----- >YU<
5960 ----- >XK<
6000 MODE 0;BORDER 0;FOR I=0 TO 15: >QB<
INK 1,0:NEXT:PAPER 0;PEN 4;FOR L=0
TO 1:LOCATE 2,1+L:PRINT CHR$(135+L*
2)CHR$(136+L*2):NEXT:PEN 2;FOR L=0
TO 1:LOCATE 17,1+L:PRINT CHR$(127+L
*2)CHR$(128+L*2):NEXT:PEN 1:LOCATE
5,1:PRINT"SCORES"
6010 LOCATE 5,2:PRINT"-----": >UH<
A#=".....TAPEZ (ESPACE) POUR REJOU
R.....":FOR F=1 TO 9:LOCATE 1,3+F*2
:PEN F+5:PRINT CHR$(F):NEXT:INK 1,12
:INK 2,14:INK 3,26:INK 4,46:FOR F=1
TO 9:INK F+5,F+5,F+4:NEXT:SPEED IN
K 2,2:WHILE INKEYS<>":WEND:F=FREE("
*)
6020 WHILE INKEYS<>":FOR F=1 TO 9 >FJ<
:D#<LEFT$(A$,1):C#<RIGHT$(A$,LEN(A$
)-1):A#<C#<D#<B#<LEFT$(A$,20):PEN 3
:LOCATE 1,24:PRINT B#<INK F+5,INT(R
ND(1)*25)+1,INT(RND(1)*25)+1:FEN F+
5:LOCATE 1,3+F*2:PRINT CHR$(F):NEXT:
WEND:R=REMAIN(0):SOUND 135,0;GOTO 4
0
29999 ----- >QR<
30000 ON SQ(2) GOSUB 32000:ON SQ(1) >ED<
GOSUB 33000:ON SQ(4) GOSUB 34000:R
ETURN
32000 C(2)=C(2)+3:IF C(2)>120 THEN >LF<
C(2)=1;R=REMAIN(0):EVERY 10 GOSUB 3
0000
32100 SOUND 2,VAL(MID$(N$(2),C(2),3) >MB<
),VAL(MID$(D$(2),C(2),3)),5:RETURN
33000 C(1)=C(1)+3:IF C(1)>153 THEN >UB<
C(1)=1
33100 SOUND 1,VAL(MID$(N$(1),C(1),3) >MH<
),30,4:RETURN
34000 C(4)=C(4)+3:IF C(4)>153 THEN >HH<
C(4)=1

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34100 SOUND 4,VAL(MID$(N$(4),C(4),3 >BJ< 60980 * L A B Y R I N T H E S * >EA<
)) ,30,4:RETURN > 60990 ***** >MB<
59998 ' >XU< 60995 ' >KG<
59999 '- definir les INK MODE 1 -- >TV< 61000 READ NM:FOR F=1 TO NM:READ Z: >ZH<
60000 INK 0,13:INK 1,0:INK 2,12:INK >EB< MUR(Z)=1:NEXT:RETURN
3,3:RETURN >PK<
60098 ' >DA< 61010 RESTORE 61015:GOTO 61000 >MJ<
60099 '--- toutes les INK = 9 --- >VB< 61015 DATA 49,11,21,31,41,51,61,71 >HP<
60100 FOR F=0 TO 15:INK F,9:NEXT:RE >RH< 22,42,62,33,53,34,44,54,64,25,56,27
TURN >XK< 47,67,18,28,38,48,58,68,112,142,18
2,113,123,153,173,183,114,144,184,1
15,125,145,155,175,185,116,146,166,
186,187
60199 '- effacer #4 et entourer - >GC< 61020 RESTORE 61025:GOTO 61000 >PK<
60200 CLS#4:ORIGIN 33,33:DRAW 0,48: >QJ< 61025 DATA 48,12,22,72,13,23,33,63 >VQ<
DRAW# 576,0:DRAW# 0,-48:DRAW# -576, > 73,14,24,34,44,54,64,74,15,25,35,55
0:RETURN > 65,75,16,26,66,76,17,77,131,141,15
60298 ' >FC< 1,161,171,142,152,162,153,145,155,1
60299 '--- remplir une case --- >UD< 36,146,156,166,127,137,147,157,167,
177
60300 PEN PE:PAPER PA:LOCATE X,Y:PR >TK< 61030 RESTORE 61035:GOTO 61000 >RL<
INT CHR$(CA):CHR$(CA+1):LOCATE X,Y+1 > 61035 DATA 42,22,42,62,13,33,53,73 >TR<
:PRINT CHR$(CA+2):CHR$(CA+3):RETURN > 24,44,64,15,35,55,75,26,46,66,17,37
60398 ' >GD< 1,57,77,121,141,161,132,152,172,123,
143,163,134,154,174,125,145,165,136
60399 '--- effacer une case --- >UE< 156,176,127,147,167
60400 PEN 0:PAPER 2:FOR L=0 TO 1:L0 >KL< 61040 RESTORE 61045:GOTO 61000 >UM<
CATE X,Y:L:PRINT CHR$(207):CHR$(207) > 61045 DATA 46,21,41,61,42,23,63,24 >VU<
:NEXT:RETURN > 44,64,25,45,65,26,66,47,28,48,68,11
60498 ' >HE< 1,141,151,181,122,132,162,172,113,1
60499 '-rien a moins de 3 cases ? >BF< 43,153,183,124,134,164,174,115,145,
155,185,126,136,166,176,117,147,157
60500 FLAG=0:FOR X=1-T TO XT+T STE >JM< 187
P 3:FOR Y=T TO Y+T STEP 3:FLAG= > 61050 RESTORE 61055:GOTO 61000 >MN<
FLAG-1*(X=XT AND Y=YT):NEXT Y,X:R > 61055 DATA 47,11,13,14,24,44,64,74 >VU<
ETURN > 15,35,55,75,16,48,121,131,141,151,1
60598 ' >JF< 61,171,122,132,142,152,162,172,133,
143,153,163,173,135,145,155,165,175
60599 '----- CHRND ----- >LG< 126,136,146,156,166,176,127,137,14
7,157,167,177
60600 CH:CH+1:(CH):MN=CH:0:SC=CH >YN< 61060 RESTORE 61065:GOTO 61000 >YP<
-MN+0:IF SC=10 THEN SC="0"+RIGHT$ > 61065 DATA 46,12,22,32,42,52,62,72 >AV<
(STR$(SC),1) ELSE SC=RIGHT$(STR$(S > 14,24,34,44,54,64,74,16,26,36,46,56
C),2) > 66,76,18,38,58,121,141,161,132,152
1,72,123,143,163,134,154,174,125,14
5,165,136,156,176,127,147,167,177
60610 IF MN<10 THEN MN="0"+RIGHT$( >NP< 61070 RESTORE 61075:GOTO 61000 >AQ<
STR$(MN),1) ELSE MN=RIGHT$(STR$(MN > 61075 DATA 28,11,31,51,71,22,42,62 >WM<
),2) > 13,33,53,73,24,44,64,15,35,55,75,26
60620 CH="MN"+""+SC:LOCATE#1,9,9: >UQ< 46,66,17,37,57,77,28,48,68
PAPER #1,2:PEN#1,1:PRINT#1,CHR$(24) > 61080 RESTORE 61085:GOTO 61000 >CR<
CH:CHR$(24):PAPER#1,0:ORIGIN 126,25 > 61085 DATA 28,111,131,151,171,122,1
6:DRAW 0,16:DRAW# 80,0:SOUND 2,10,2 > 42,162,182,113,133,153,173,124,144,
164,184,115,135,155,175,126,146,166
3,3:RETURN > 186,117,137,157,177
60698 ' >KG< 61090 RESTORE 61095:GOTO 61000 >ET<
60699 'Vous etes dans la citadelle >FH< 61095 DATA 30,12,72,23,63,14,44,74 >TY<
60700 CLS#3:LOCATE#3,1,4:PRINT#3," >MP< 15,45,75,26,66,17,77,121,141,151,17
1,132,162,143,153,145,155,136,166,1
S"+SPACES(19)+"LA"+SPACES(21)+"CITA > 27,147,157,177
DELLE"+CHR$(7):SOUND 5,0,300,1,,31 > 61100 RESTORE 61105:GOTO 61000 >CR<
:FOR W=0 TO 2000:TEXT:RETURN > 61105 DATA 28,111,131,151,171,122,1
60798 ' >LH< 42,162,182,113,133,153,173,124,144,
164,184,115,135,155,175,126,146,166
60799 '-MESSAGE TOUCHES FLECHES- >HJ< 186,117,137,157,177
60800 CLS#3 >QQ< 61090 RESTORE 61095:GOTO 61000 >ET<
60810 LOCATE#3,1,2:PRINT#3,FL+SPAC >FR< 61095 DATA 30,12,72,23,63,14,44,74 >TY<
E#(44)+"NOMBRE DE"+SPACES(18)+"COUP > 15,45,75,26,66,17,77,121,141,151,17
S A"+SPACES(18)+"JOUER "+CHR$(7):F > 1,132,162,143,153,145,155,136,166,1
=FRE(""):RETURN > 27,147,157,177
60960 ' >BY< 61100 RESTORE 61105:GOTO 61000 >MJ<
60970 ***** >KZ<
61105 DATA 33,12,32,52,72,14,34,54 >LP<
74,26,36,56,66,76,17,37,47,67,77,12
2,142,162,182,114,134,154,174,135,1
65,126,156,127,147,177
61110 RESTORE 61115:GOTO 61000 >PK<
61115 DATA 35,12,32,42,62,33,53,44 >AQ<
15,35,55,65,75,26,66,17,37,57,77,15
1,171,122,162,123,133,153,173,124,1
44,174,135,166,146,166,137,177
61120 RESTORE 61125:GOTO 61000 >RL<
61125 DATA 20,22,62,23,63,44,45,26 >BR<
66,27,67,122,132,162,172,144,154,12
6,136,166,176
61130 RESTORE 61135:GOTO 61000 >UM<
61135 DATA 44,12,22,42,52,62,23,33 >XT<
63,73,34,44,45,55,16,26,56,66,27,37
47,67,77,131,171,122,132,162,172,1
23,153,163,124,144,154,174,135,145,
175,126,136,166,176,127,167
61140 RESTORE 61145:GOTO 61000 >MN<
61145 DATA 40,12,22,62,72,13,33,53 >CU<
73,14,44,74,15,25,35,45,55,65,75,16
26,36,46,56,66,76,17,27,37,47,57,6
7,77,121,171,132,162,143,153,136,16
4,
61150 RESTORE 61155:GOTO 61000 >YP<
61155 DATA 48,11,21,31,41,51,61,12 >YV<
22,32,52,72,13,23,33,43,63,73,14,24
34,44,54,64,74,15,25,35,45,55,65,7
5,16,26,46,56,66,76,17,37,47,57,67,
77,28,38,48,58,68
61160 RESTORE 61165:GOTO 61000 >AQ<
61165 DATA 48,12,13,43,53,73,14,54 >FW<
64,74,15,65,75,16,66,76,77,111,121,
131,141,151,161,171,122,132,142,152
162,123,124,134,144,125,135,145,15
5,136,146,156,166,176,127,137,147,1
57,167,177,187
61170 RESTORE 61175:GOTO 61000 >CR<
61175 DATA 41,12,13,63,73,14,15,16 >BX<
66,76,17,121,131,141,151,161,132,14
2,152,162,133,143,153,163,124,134,1
44,154,164,135,145,155,165,136,146,
156,166,127,137,147,157,167
61180 RESTORE 61185:GOTO 61000 >ET<
61185 DATA 20,12,52,43,34,74,15,65 >FY<
46,37,77,141,132,172,123,163,154,13
5,126,166,157
61190 RESTORE 61195:GOTO 61000 >BU<
61195 DATA 34,12,32,52,62,13,53,63 >YZ<
24,44,74,45,26,66,17,47,77,131,141,
122,152,172,124,134,154,174,184,125
135,165,175,146,156,127,177
61200 RESTORE 61205:GOTO 61000 >PK<
61205 DATA 48,11,31,51,71,22,32,42 >TQ<
52,62,33,43,53,44,45,36,46,56,27,37
47,57,67,18,38,58,78,112,122,172,1
82,123,133,163,173,124,134,144,154,
164,174,125,135,165,175,116,126,176
186,

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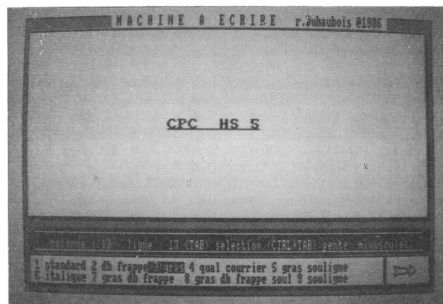
UTILITAIRE

MACHINE A ECRIRE



Robert DUHAUBOIS

Ce programme permet de piloter une imprimante et de transformer cette dernière en machine à écrire. Son maniement est très simple : au démarrage, chaque lettre frappée est reproduite à la fois sur l'écran et sur l'imprimante. Pour changer les paramètres d'impression (double-frappe, italique, souligné...), il faut appuyer sur <TAB> puis choisir un chiffre entre 1 et 9 afin d'accéder aux options indiquées en permanence au bas de l'écran (pas de validation, le retour à la page active est automatique). Pour écrire en diagonale (montée ou descente), il faut appuyer sur <CTRL+TAB> simultanément puis taper "1" pour l'écriture descendante, "2" pour l'écriture montante ou <SPACE> pour l'horizontale (toujours sans validation). La flèche en bas à droite indique le sens d'écriture. Ce programme a été testé sur DMP-2000. Le symbole "--" s'obtient en tapant CTRL (CONTROL) + "1".



Listing 1

```

10 REM ***** >HB<
20 REM programme "Ecrire" >AC<
30 REM page ecran de >BD<
40 REM la machine a ecrire >FE<
50 REM @ r.duhaubois >BF<
60 REM ***** >NG<
70 CLG >VH<
80 CLS >JJ<
90 MODE 0 >KK<
100 WINDOW #1,1,20,23,25 >KB<
110 BORDER 12:INK 0,12:INK 1,0:INK >HC<
14,12,4 290 ORIGIN 120,150

120 ENV 1,15,-1,4 >ED<
130 ENV 2,1,0,10,15,-1,6 >NE<
140 ORIGIN 320,100 >AF<
150 DRAW 200,0,1 >DB<
160 DRAW 0,50 >RH<
170 DRAW -400,0 >TK<
180 DRAW 0,-50 >IT<
190 DRAW 200,0 >UL<
200 MOVER 200,50 >CC<
210 DRAW -50,75 >BD<
220 DRAW -300,0 >ME<
230 DRAW -50,-75 >CF<
240 ORIGIN 120,150 >EB<
250 FOR i=1 TO 10 >XH<
260 ORIGIN 120,150 >GJ<
270 MOVER 40*1,0:DRAM 50+30*i,75 >YK<
280 NEXT >PL<
290 ORIGIN 120,150 >XN<

300 MOVER 15,20:DRAW# 375,0 >FD<
310 MOVER -15,20:DRAW# -345,0 >BE<
320 MOVER 15,20:DRAW# 315,0 >BF<
330 ORIGIN 170,225 >NG<
340 DRAW# 0,50:DRAW# 300,0:DRAW# 0, >GH<
-50:PLOT# 0,50:DRAW# -5,10:DRAW# -2
90,0:DRAW# -5,-10
350 REM ***** >YJ<
360 REM chariot >GK<
370 REM ***** >AL<
380 FOR h=1 TO 22:ORIGIN 210,280 >MY<
390 PLOT# -5*h+5,10,1:DRAW# -20,0:D >NK<
DRAW# 0,30:DRAW# 390,0:DRAW# 30,50:D
DRAW# 5,0:DRAW# -30,-50
400 DRAW# -5,0:DRAW# 0,-30:DRAW# -3 >ME<
90,0
410 PLOT# 50,30:DRAW# 210,0,0:PLOT >DF<
R -210,-30:DRAW# 0,75,4:DRAW# 200,0
:DRAW# 0,-75
420 DRAW# -200,0:PLOT# 200,0:DRAW# >DB<
10,0,1:DRAW# 0,80,4:DRAW# -200,0:DR
>ED<
AWR 0,-10
>NE<
430 x=INT(RND*9+6):y=INT(RND*3)+13 >EH<
>AF<
440 PRINT CHR$(22):CHR$(1): >XJ<
>DB<
450 LOCATE x,y:PEN 6:PRINT CHR$(16) >EK<
>RH<
)
>TK<
460 SOUND 1,1500,7,7,0,0,1 >CL<
>IT<
470 LOCATE 10,7:PEN 14:PRINT CHR$(2 >JM<
)UL<
44)
>CC<
480 ORIGIN 210,280:PLOT#-5*h,0,0 >VN<
>BD<
490 IF h=22 THEN 580 >EP<
>ME<
500 PLOT# 5,10,0:DRAW# -20,0:DRAW# >KF<
0,30:DRAW# 390,0:DRAW# 30,50:DRAW#
>EB<
5,0:DRAW# -30,-50
>XH<
510 DRAW# -5,0:DRAW# 0,-30:DRAW# -3 >YB<
90,0 >GJ<
>YK<
520 PLOT# 50,30:DRAW# 210,0,0:PLOT >BH<
R -210,-30:DRAW# 0,75,0:DRAW# 200,0
:DRAW# 0,-75
>XN<
:DRAW# 0,-75

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530 DRAW# -200,0:PLOTR 200,0:DRAW# >AJ<
10,0,0:DRAW# 0,00,0:DRAW# -200,0:DR
AW# 0,-10
540 LOCATE x,y:PEN 0:PRINT CHR$(160) >YK<
)
550 LOCATE 10,7:PEN 14:PRINT CHR$(2) >BL<
(02)
560 READ a$:PRINT#1, a$; >VM<
570 NEXT >FM<
580 SOUND 2,20,-1,15,1 >RP<
590 DATA M,A,C,H,I,N,E,,A,,E,C,R, >PQ<
I,R,E,,PAR, ROBERT,..DUHAUBOIS
600 REM ***** >YG<
610 REM lancement du 2eme programme >DH<

620 REM sauvegarde sous le nom: >EJ<
630 REM "MACHECR" >FK<
640 REM ***** >CL<
650 RUN "MACHECR" >PM<

370 WINDOW#2,3,68,23,23: >XL<
380 WINDOW#3,3,65,24,24 >KM<
390 WINDOW#5,72,79,23,24 >BN<
400 LOCATE #1,5,2:PRINT#1,"colonne >PE<
: 1 ligne : 1 (TAB) selection <
CTRL+TAB) pente"
410 WINDOW #1,2,79,21,21 >ZF<
420 ORIGIN 50,33:DRAW# -4,6,1:DRAW >EB<
R 25,-4:DRAW# 0,6:DRAW# 10,-8:DRAW
-10,-8:DRAW# 0,6:DRAW# -25,-4:DRAW
R 4,6
430 WINDOW 3,78,3,18 >RH<
440 pente =35.8:b=1 >YJ<
450 z=1 >JK<
460 WINDOW #4,1,80,1,1:LOCATE #4,18 >YL<
,1:PRINT #4, " M A C H I N E A
E C R I R E r.Duhaubois @1986 "
470 ORIGIN 0,0:PLOT 6,381,1:DRAW# 6 >ZM<
23,0:DRAW# 0,-273:DRAW# -623,0:DRAW
R 0,273
480 PLOTR 624,-3:DRAW# 0,-268:DRAW# >NK<
-622,0:DRAW# 6,-1:DRAW# 617,0:DRAW
R 0,266:PLOTR 1,-3:DRAW# 0,-264:DR
AW# -614,0:PLOTR 6,-1:DRAW# 608,0:DR
AW# 0,264:DRAW# 1,-3:DRAW# 0,-261

490 ORIGIN 0,0:PLOT 8,55:DRAW# 552, >RP<
0:DRAW# 0,-41:DRAW# -552,0,0:DRAW#
0,-1:DRAW# 552,0,0:DRAW# 0,-1,1:DR
AW# -552,0:DRAW# 0,-1:DRAW# 552,0:DR
AW# 0,-1,1:DRAW# -552,0,1:DRAW# 0,4
5
500 PLOTR 553,-3 :DRAW# 0,-43:DRAW# >LF<
-550,0:PLOTR 3,-1:DRAW# 548,0:DRAW
R 0,43
510 PLOTR -555,10:DRAW# 624,0 >ZG<
520 PLOTR 0,-2:DRAW# -624,0:PLOTR >MH<
0,3:DRAW# 622,0:PLOTR -8,1:DRAW# -6
05,0,0
530 DRAW# 0,25:DRAW# 605,0:DRAW# 0, >KJ<
-25
540 PLOTR 13,-8:DRAW# 0,-45,1:DRAW# >UK<
-71,0:DRAW# 0,45:DRAW# 71,0
550 PLOTR 1,-4:DRAW# 0,-42:DRAW# -6 >XL<
7,0:PLOTR 68,0:DRAW# 0,41:DRAW# -1,
1:DRAW# 0,-41:PLOTR -1,1:DRAW# 0,41

560 PLOTR -2,0:DRAW# 0,-40:PLOTR -1 >AM<
,0,0:DRAW# 0,40 :PLOTR -1,0:DRAW# 0
,-40
570 DRAW# -66,0,1:PLOTR 0,1:DRAW# 6 >PN<
6,0:PLOTR 0,1,0:DRAW# -66,0:DRAW# 6
9,0:DRAW# 0,41,1:PLOTR -1,0:DRAW# 0
,43
580 ORIGIN 0,383:FOR I=0 TO 640 STE >UP<
P 3:PLOT I,0,1:NEXT
590 ORIGIN 0,56:FOR I=0 TO 640 STEP >PQ<
3:PLOT I,0,1:NEXT
600 REM ***** >VG<

610 REM boucle curseur >UH<
620 REM ***** >XJ<
630 EVERY 20,1 GOSUB 4630 >UK<
640 ORIGIN 1,1:DRAW# 0,398:DRAW# 13 >UL<
0,0:PLOTR 440,0:DRAW# 68,0:DRAW# 0,
-398:DRAW# -638,0
650 CLS#2:PRINT#2, "1 standard 2 db >MH<
frappe 3 gras 4 qual courrier 5 gr
as souligne "
660 GOSUB 4370 >LN<
670 PRINT#3, "6 italique 7 gras db >BP<
frappe 8 gras db frappe soul 9 sou
ligne"
680 IF start=0 THEN start=1:GOSUB >ND<
4430:GOTO 880
690 IF gras=1 THEN x=mem:xx=0:xc=c >GR<
+y:gras=0:t=mem:GOTO 710
700 IF soul=1 THEN LOCATE t+1,z:PRI >VH<
NT CHR$(22);CHR$(0); " ";LOCATE t+1
,z
710 IF soul=2 THEN LOCATE t+1,z:PRI >XJ<
NT CHR$(22);CHR$(0); " ";LOCATE t+
1,z
720 xx=0:xc=xc+y:gras=0 >VK<
730 REM ***** >CL<
740 REM MODULE DE CHOIX >GM<
DES CARACTERES
750 REM ***** >EN<
760 soul=0:s1=0: b$=INKEY$:IF b$="" >LP<
THEN 760
770 b=VAL(b$):IF b(1 OR b)9 THEN >QQ<
760
780 CLS#2:PRINT#2, "1 standard 2 db >AR<
frappe 3 gras 4 qual courrier 5 gr
as souligne "
790 PRINT#3, "6 italique 7 gras db >ET<
frappe 8 gras db frappe soul 9 sou
ligne"
800 ON b GOTO 800,840,920,960,1000 >EJ<
,1040,1080,1090,1130,1140
810 REM ***** >BK<
820 REM double frappe (<esc "E") >BL<
830 REM ***** >DM<
840 PRINT #imp,CHR$(27);"E":LOCATE >FM<
#2,1,1:PRINT#2, "1 standard":i$;
2 db frappe";i$; " 3 gras 4 qual cou
rrier 5 gras souligne " :GOTO 1140
850 REM ***** >FP<
860 REM mode standard (<esc "P") >PQ<
870 REM ***** >HR<
880 PRINT #imp,CHR$(27);"P":PRINT# >LT<
2, " ";i$;"1 standard";i$; " 2 db fra
ppe 3 gras 4 qual courrier 5 gras s
ouligne " :GOTO 1140
890 REM ***** >KU<
900 REM mode gras (<esc "M"+n >NK<
910 REM ***** >LQ<
920 PRINT #imp,CHR$(27);"M";CHR$(1) >ZM<
;:PRINT#2, "1 standard 2 db frappe"

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Listing 2

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;i$;" 3 gras";i$;" 4 qual courrier
5 gras souligne "aem=x;x\2:xx=1:
gras=1:GOTO 1140
930 REM ***** >EN<
940 REM qualite courrier (<esc ">JP<
950 REM ***** >BQ<
960 PRINT #imp,CHR$(27);";":PRINT#
2, "1 standard 2 db frappe3 gras";i
$;" 4 qual courrier";i$;" 5 gras so
uligne ":GOTO 1140
970 REM ***** >JT<
980 REM mode gras (<esc "W"+n >CU<
et souligne (<esc "-1")
990 REM ***** >LV<
1000 PRINT #imp,CHR$(27);"W";CHR$(1
);CHR$(27);"-1";:PRINT#2, "1 standa
rd 2 db frappe 3 gras 4 qual. courr
ier";i$;" 5 gras souligne";i$;aem=
x;x\2:xx=1:gras=1:soul=2:GOTO 114
0
1010 REM ***** >AC<
1020 REM mode alterne = italique >YD<
(esc "4")
1030 REM ***** >CE<
1040 PRINT #imp,CHR$(27);"4";:PRINT
#3, " ";i$;"6 italique ";i$;" 7 gr
as db frappe 8 gras db frappe soul 9
souligne":GOTO 1140
1050 REM ***** >EG<
1060 REM mode gras double frappe >RH<
souligne (<esc "1"
+chr$(48)+esc "-1")
1070 REM ***** >BJ<
1080 PRINT #imp,CHR$(27);";":CHR$(4
8);:PRINT#3, "6 italique";i$;" 7 gr
as db frappe ";i$;" 8 gras db frapp
e soul 9 souligne";aem=x;x\2:xx=1
:gras=1:GOTO 1140
1090 PRINT #imp,CHR$(27);";":CHR$(4
8);CHR$(27);"-1";:PRINT#3, "6 itali
que 7 gras db frappe ";i$;" 8 gras
db frappe soul ";i$;"9 souligne";me
m=x;x\2:soul=2:gras=1:GOTO 1140
1100 REM ***** >AC<
1110 REM standard souligne >UD<
(esc "-1")
1120 REM ***** >CE<
1130 PRINT #imp,CHR$(27);"-1";:PRIN
T#3, "6 italique 7 gras db frappe
8 gras db frappe soul ";i$;"9 souli
gne";i$;:soul=1
1140 BORDER 13:y=0 >MG<
1150 IF INKEY(70)=0 THEN GOSUB 434 >AH<
0
1160 REM ***** >BJ<
1170 REM SAISIE DE LA FRAPPE >NK<
1180 REM ***** >JL<
1190 EI:a$=INKEY$ >NM<
1200 IF INKEY(68)=128 THEN GOTO 450 >QD<
0
1210 IF scroll=2 THEN zz=z-1 ELSE I >BE<
F scroll=1 THEN zz=z+1 ELSE zz=z
1220 IF zz=0 THEN zz=1 >DF<
1230 IF soul=1 AND sl=0 THEN PRINT >PG<
CHR$(22);CHR$(1);:LOCATE t+1,zz:PRI
NT "_";:sl=1:LOCATE t+1,z:GOTO 1250
1240 IF soul=2 AND sl=0 THEN PRINT >VH<
CHR$(22);CHR$(1);:LOCATE t+1,zz:PRI
NT "_";:sl=1:LOCATE t+1,z:GOTO 125
0
1250 IF a$="" THEN 1150 >UJ<
1260 DI >XK<
1270 IF soul=1 AND sl=1 THEN PRINT >UL<
CHR$(22);CHR$(1);:LOCATE t+1,zz:PRI
NT "_";:LOCATE t+1,z
1280 IF soul=2 AND sl=1 THEN PRINT >UM<
CHR$(22);CHR$(1);:LOCATE t+1,zz:PRI
NT "_";:LOCATE t+1,z
1290 IF a$=CHR$(13) THEN 1560 >FN<
1300 IF a$="" THEN 1650 >EE<
1310 REM y=y+xx >KF<
1320 x=x+1 >YB<
1330 xc=xc+1 >VH<
1340 IF x>60 OR t>60 THEN 1600 >EJ<
1350 IF x>77 OR t>75 THEN 1520 >EK<
1360 IF scroll=1 THEN z=z+1 ELSE IF >KL<
scroll=2 THEN z=z-1
1370 IF z=0 THEN z=1:LOCATE 1,1:PRI >DM<
NT CHR$(11)
1380 IF z>15 THEN LOCATE 1,17:PRINT >GN<
CHR$(13);:z=15:SOUND 2,20,-1,15,1
1390 IF a$=CHR$(32) THEN SOUND 2,35 >NP<
,-1,15,1
1400 REM ***** >DF<
1410 REM envoi des codes impression >NB<
1420 REM ***** >FH<
1430 PRINT #imp,CHR$(27);"1";CHR$(x
);
1440 PRINT #imp,CHR$(27);"j";CHR$(p >VK<
ente);
1450 PRINT #imp,a$ >XL<
1460 DI >ZM<
1470 IF gras=1 THEN GOSUB 1680:LOCA >LN<
TE aem+1,z:PRINT a$:aem=aem+2:GOTO
1490
1480 LOCATE t+1,z:PRINT a$; >GF<
1490 IF gras =1 THEN t=aem ELSE t=x >GQ<
1500 LOCATE #1,14,1:PRINT#1,t+1:LOC >WG<
ATE #1,27,1:PRINT #1,z
1510 EI:GOTO 1190 >VH<
1520 x=1:xc=1:y=0:z=z+1:MEM=0:t=0:P >BJ<
RINT #8, CHR$(13)
1530 SOUND 2,20,-1,15,1 >FK<
1540 PRINT >BL<
1550 GOTO 1360 >FM<
1560 x=0:xc=1:y=0:z=z+1:T=0:MEM=0:P >EN<
RINT #8, CHR$(13)
1570 SOUND 2,20,-1,15,1 >UP<
1580 PRINT >FQ<
1590 LOCATE #1,14,1:PRINT#1,t+1:LOC >ER<
ATE #1,27,1:PRINT #1,z:GOTO 1190
1600 SOUND 1,150-x >CH<
1610 GOTO 1350 >BJ<
1620 REM ***** >HK<
1630 REM initialisation imprimante >DL<
avant changement de frappe
1640 REM ***** >KM<
1650 PRINT #imp,CHR$(27);"@"; >TN<
1660 BORDER 13,1 >TP<
1670 GOTO 650 >HQ<
1680 IF ASC(A$)=32 THEN A$="" :RET >CR<
1690 IF ASC(A$)=13 THEN X=0:T=0:ME >BT<
M=0:RETURN
1700 REM ***** >GJ<
1710 REM SAISIE DES CARACTERES >BK<
ELARGIS
1720 REM ***** >JL<
1730 IF ASC(a$)>64 AND ASC(a$)<91 G >YK<
OTO 1780
1740 IF ASC(a$)>47 AND ASC(a$)<58 T >JN<
HEN GOTO 1790
1750 IF ASC(a$)>96 AND ASC(a$)<123 >AQ<
THEN GOTO 1800
1760 a$=a$+":":RETURN
1770 RETURN >XR<
1780 ON ASC(a$)-64 GOTO 1840,1850,1 >JT<
860,1870,1880,1890,1900,1910,1920,1
930,1940,1950,1960,1970,1980,1990,2
000,2010,2020,2030,2040,2050,2060,2
070,2080,2090
1790 ON ASC(a$)-47 GOTO 2130,2140,2 >MU<
150,2160,2170,2180,2190,2200,2210,2
220
1800 ON ASC(a$)-96 GOTO 2260,2270,2 >LK<
280,2290,2300,2310,2320,2330,2340,2
350,2360,2370,2380,2390,2400,2410,2
420,2430,2440,2450,2460,2470,2480,2
490,2500,2510
1810 REM ***** >JL<
1820 REM MAJUSCULES >ZM<
1830 REM ***** >LN<
1840 a$=a1$:RETURN >XF<
1850 a$=b1$:RETURN >ZQ<
1860 a$=c1$:RETURN >BR<
1870 a$=d1$:RETURN >DT<
1880 a$=e1$:RETURN >FU<
1890 a$=f1$:RETURN >HV<
1900 a$=g1$:RETURN >AW<
1910 a$=h1$:RETURN >DM<
1920 a$=i1$:RETURN >EN<
1930 a$=j1$:RETURN >EP<
1940 a$=k1$:RETURN >JQ<
1950 a$=l1$:RETURN >LR<

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1960 a\$=n1\$:RETURN	>NT<	2540 REM *****	>KM<	0,60,0
1970 a\$=n1\$:RETURN	>QJ<	2550 SYMBOL 129,3,15,60,60,63,60,60	>LN<	2850 k1\$=CHR\$(147)+CHR\$(148):REM K >PR<
1980 a\$=o1\$:RETURN	>TV<			maj
1990 a\$=p1\$:RETURN	>VW<	2560 SYMBOL 130,192,240,60,60,252,6	>XP<	2860 SYMBOL 149,0,0,0,0,12,60,252,0 >MT<
2000 a\$=q1\$:RETURN	>CC<	0,60,0		
2010 a\$=r1\$:RETURN	>ED<	2570 a1\$=CHR\$(129)+CHR\$(130):REM Am >PQ<		2870 l1\$=CHR\$(135)+CHR\$(149):REM L >RU<
2020 a\$=s1\$:RETURN	>GE<	ajus		maj
2030 a\$=t1\$:RETURN	>JF<	2580 SYMBOL 131,255,60,60,63,60,60	>ER<	2880 SYMBOL 150,240,252,255,255,243 >YV<
2040 a\$=u1\$:RETURN	>LG<	255,0		,240,240,0
2050 a\$=v1\$:RETURN	>NH<	2590 SYMBOL 132,240,60,60,240,60,60	>TT<	2890 SYMBOL 151,60,252,252,252,60,6
2060 a\$=w1\$:RETURN	>QJ<	,240,0		0,60,0
2070 a\$=x1\$:RETURN	>TK<	2600 b1\$=CHR\$(131)+CHR\$(132):REM B >XJ<		2900 m1\$=CHR\$(150)+CHR\$(151):REM M >BM<
2080 a\$=y1\$:RETURN	>VL<	maj		maj
2090 a\$=z1\$:RETURN	>XM<	2610 SYMBOL 133,15,60,240,240,240,6	>LK<	2910 SYMBOL 152,240,252,255,243,240 >MN<
2100 REM *****	>CD<	0,15,0		,240,240,0
2110 REM CHIFFRES	>YE<	2620 SYMBOL 134,240,60,0,0,0,60,240	>KL<	2920 SYMBOL 153,60,60,60,252,252,60
2120 REM *****	>EF<	,0		,60,0
2130 a\$=zero\$:RETURN	>NG<	2630 c1\$=CHR\$(133)+CHR\$(134):REM C >GM<		2930 n1\$=CHR\$(152)+CHR\$(153):REM N >LQ<
2140 a\$=un\$:RETURN	>UH<	maj		maj
2150 a\$=deux\$:RETURN	>EJ<	2640 SYMBOL 135,255,60,60,60,60,60	>DN<	2940 o1\$=CHR\$(133)+CHR\$(136):REM O >PR<
2160 a\$=trois\$:RETURN	>EK<	255,0		maj
2170 a\$=quat\$:RETURN	>ML<	2650 SYMBOL 136,192,240,60,60,60,24	>JP<	2950 SYMBOL 154,240,60,60,192,0,0,0
2180 a\$=cinq\$:RETURN	>WM<	0,192,0		,0
2190 a\$=six\$:RETURN	>MN<	2660 d1\$=CHR\$(135)+CHR\$(136):REM D >RQ<		2960 p1\$=CHR\$(131)+CHR\$(154):REM P >RU<
2200 a\$=sept\$:RETURN	>GE<	maj		maj
2210 a\$=huit\$:RETURN	>FF<	2670 SYMBOL 137,252,12,192,192,192	>WR<	2970 SYMBOL 156,15,60,240,240,243,2
2220 a\$=neuff\$:RETURN	>UG<	12,252,0		40,63,0
2230 REM *****	>CH<	2680 e1\$=CHR\$(131)+CHR\$(137):REM E >TT<		2980 SYMBOL 157,192,240,60,60,204,2
2240 REM MINUSCULES	>JJ<	maj		40,60,0
2250 REM *****	>EK<	2690 SYMBOL 138,252,12,192,192,192	>EU<	2990 q1\$=CHR\$(156)+CHR\$(157):REM Q >HX<
2260 a\$=a2\$:RETURN	>VL<	0,0,0		maj
2270 a\$=b2\$:RETURN	>XM<	2700 f1\$=CHR\$(131)+CHR\$(138):REM F >NK<		3000 SYMBOL 158,240,60,60,240,240,6
2280 a\$=c2\$:RETURN	>ZN<	maj		0,12,0
2290 a\$=d2\$:RETURN	>BP<	2710 SYMBOL 139,15,60,240,240,240,2	>ZL<	3010 r1\$=CHR\$(131)+CHR\$(158):REM R >LE<
2300 a\$=e2\$:RETURN	>JF<	40,63,0		maj
2310 a\$=f2\$:RETURN	>WG<	2720 SYMBOL 140,240,60,0,0,252,60,2	>AM<	3020 SYMBOL 159,15,60,60,15,0,60,15
2320 a\$=g2\$:RETURN	>YH<	52,0		,0
2330 a\$=h2\$:RETURN	>AJ<	2730 g1\$=CHR\$(139)+CHR\$(140):REM G >VN<		3030 SYMBOL 160,240,60,0,240,60,60
2340 a\$=i2\$:RETURN	>CK<	maj		,240,0
2350 a\$=j2\$:RETURN	>EL<	2740 SYMBOL 141,60,60,60,63,60,60,6	>LP<	3040 s1\$=CHR\$(159)+CHR\$(160):REM S >VH<
2360 a\$=k2\$:RETURN	>BM<	0,0		maj
2370 a\$=l2\$:RETURN	>JN<	2750 SYMBOL 142,60,60,60,252,60,60	>QQ<	3050 SYMBOL 161,63,51,3,3,3,3,15,0
2380 a\$=m2\$:RETURN	>LP<	60,0		>LJ<
2390 a\$=n2\$:RETURN	>NQ<	2760 h1\$=CHR\$(141)+CHR\$(142):REM H >VR<		3060 SYMBOL 162,252,204,192,192,192
2400 a\$=o2\$:RETURN	>FG<	maj		,192,240,0
2410 a\$=p2\$:RETURN	>HH<	2770 SYMBOL 143,63,3,3,3,3,3,63,0	>TT<	3070 t1\$=CHR\$(161)+CHR\$(162):REM T >VL<
2420 a\$=q2\$:RETURN	>KJ<	2780 SYMBOL 144,252,192,192,192,192	>VJ<	maj
2430 a\$=r2\$:RETURN	>MK<	,192,252,0		3080 SYMBOL 163,60,60,60,60,60,60,1
2440 a\$=s2\$:RETURN	>FL<	2790 i1\$=CHR\$(143)+CHR\$(144):REM I >EV<		5,0
2450 a\$=t2\$:RETURN	>RM<	maj		3090 SYMBOL 164,60,60,60,60,60,60,2
2460 a\$=u2\$:RETURN	>UN<	2800 SYMBOL 145,0,0,0,0,240,240,63	>GL<	40,0
2470 a\$=v2\$:RETURN	>WP<	0		3100 u1\$=CHR\$(163)+CHR\$(164):REM U >VE<
2480 a\$=w2\$:RETURN	>YQ<	2810 SYMBOL 146,252,240,240,240,240	>LM<	maj
2490 a\$=x2\$:RETURN	>AR<	,240,192,0		3110 SYMBOL 165,60,60,60,60,60,15,0
2500 a\$=y2\$:RETURN	>TH<	2820 j1\$=CHR\$(145)+CHR\$(146):REM J >EN<		>IF<
2510 a\$=z2\$:RETURN	>VJ<	maj		,0
2520 REM *****	>HK<	2830 SYMBOL 147,252,60,60,63,60,60	>DP<	3120 SYMBOL 166,60,60,60,60,60,240
2530 REM REDEFINITION DES	>RL<	252,0		>UG<
CARACTERES ELARGIS		2840 SYMBOL 148,60,60,240,192,240,6	>EQ<	192,0
				3130 v1\$=CHR\$(165)+CHR\$(166):REM V >EH<
				maj
				3140 SYMBOL 167,240,240,240,243,255 >PJ<

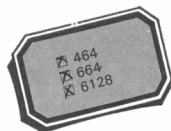
,252,240,0
3150 SYMBOL 168,60,60,60,60,252,252 >ZK<
,60,0
3160 w1\$=CHR\$(167)+CHR\$(168): REM W >FL<
maj
3170 SYMBOL 169,240,60,15,15,60,240 >EM<
,192,0
3180 SYMBOL 170,60,240,192,192,240, >FM<
60,60,0
3190 x1\$=CHR\$(169)+CHR\$(170): REM X >PP<
maj
3200 SYMBOL 171,60,60,60,15,3,3,15, >RF<
0
3210 SYMBOL 172,60,60,60,240,192,19 >BG<
2,240,0
3220 y1\$=CHR\$(171)+CHR\$(172): REM Y >EH<
maj
3230 SYMBOL 173,255,240,192,3,15,60 >FJ<
,255,0
3240 SYMBOL 174,252,60,240,192,12,6 >DK<
0,252,0
3250 z1\$=CHR\$(173)+CHR\$(174): REM Z >PL<
maj
3260 SYMBOL 175,0,0,63,0,63,243,60, >ZM<
0
3270 SYMBOL 176,0,0,192,240,240,240 >NM<
,60,0
3280 a2\$=CHR\$(175)+CHR\$(176) >CP<
3290 SYMBOL 177,252,252,63,60,60,60 >NQ<
,207,0
3300 SYMBOL 178,0,0,240,60,60,60,24 >YG<
0,0
3310 b2\$=CHR\$(177)+CHR\$(178) >BH<
3320 SYMBOL 179,0,0,15,60,60,60,15, >XJ<
0
3330 SYMBOL 180,0,0,240,60,0,60,240 >KK<
,0
3340 c2\$=CHR\$(179)+CHR\$(180): REM c >GL<
min
3350 SYMBOL 181,3,0,15,60,60,60,15, >WM<
0
3360 SYMBOL 182,240,240,240,240,240 >AN<
,240,60,0
3370 d2\$=CHR\$(181)+CHR\$(182) >ZP<
3380 SYMBOL 183,0,0,15,60,63,60,15, >BQ<
0
3390 SYMBOL 184,0,0,240,60,252,0,24 >ER<
0,0
3400 e2\$=CHR\$(183)+CHR\$(184): REM e >GH<
min
3410 SYMBOL 185,3,15,15,63,15,15,63 >MJ<
,0
3420 SYMBOL 186,240,60,0,192,0,0,19 >BK<
2,0
3430 f2\$=CHR\$(185)+CHR\$(186) >GL<
3440 SYMBOL 187,0,0,15,60,60,15,0,6 >CM<
3
3450 SYMBOL 188,0,0,252,60,60,252,6 >YN<
0,240
3460 g2\$=CHR\$(187)+CHR\$(188) >QP<
3470 SYMBOL 189,252,60,60,63,60,60, >LQ<
252,0
3480 SYMBOL 190,0,0,240,60,60,60,60 >ZR<
0
3490 h2\$=CHR\$(189)+CHR\$(190) >FT<
3500 SYMBOL 191,3,0,15,3,3,3,15,0 >CJ<
3510 SYMBOL 192,192,0,192,192,192,1 >XK<
92,240,0
3520 i2\$=CHR\$(191)+CHR\$(192) >DL<
3530 SYMBOL 193,0,0,0,0,0,60,60,15 >DM<
3540 SYMBOL 194,12,0,252,60,60,60,6 >VN<
0,240
3550 j2\$=CHR\$(193)+CHR\$(194) >MP<
3560 SYMBOL 195,252,60,60,60,63,60, >HQ<
252,0
3570 SYMBOL 196,0,0,60,240,192,240, >RR<
60,0
3580 k2\$=CHR\$(195)+CHR\$(196) >WT<
3590 SYMBOL 197,15,3,3,3,3,3,15,0 >XU<
3600 SYMBOL 198,192,192,192,192,192 >MK<
,192,240,0
3610 l2\$=CHR\$(197)+CHR\$(198) >VL<
3620 SYMBOL 199,0,0,60,255,243,243, >ZM<
240,0
3630 SYMBOL 200,0,0,240,252,60,60,6 >TN<
0,0
3640 m2\$=CHR\$(199)+CHR\$(200) >JP<
3650 SYMBOL 201,0,0,243,60,60,60,60 >UQ<
,0
3660 SYMBOL 202,0,0,192,60,60,60,60 >ZR<
,0
3670 n2\$=CHR\$(201)+CHR\$(202) >YT<
3680 o2\$=CHR\$(199)+CHR\$(178) >DU<
3690 SYMBOL 203,0,0,243,60,60,63,60 >WV<
,255
3700 SYMBOL 204,0,0,240,60,60,60,24 >RL<
0,0
3710 p2\$=CHR\$(203)+CHR\$(204) >ZM<
3720 SYMBOL 205,0,0,63,240,240,63,0 >EN<
,63
3730 SYMBOL 206,0,0,60,240,240,240, >QP<
240,252
3740 q2\$=CHR\$(205)+CHR\$(206) >HD<
3750 SYMBOL 207,0,0,243,60,60,60,25 >KR<
5,0
3760 SYMBOL 208,0,0,192,240,0,0,0,0 >HT<
0
3770 r2\$=CHR\$(207)+CHR\$(208) >RU<
3780 SYMBOL 209,0,0,15,60,15,0,63,0 >WV<
0
3790 SYMBOL 210,0,0,240,0,240,60,24 >RW<
0,0
3800 s2\$=CHR\$(209)+CHR\$(210) >FM<
3810 SYMBOL 211,15,15,63,15,15,15,3 >DN<
,0
3820 SYMBOL 212,0,0,240,0,0,60,240, >BP<
0
3830 t2\$=CHR\$(211)+CHR\$(212) >ED<
3840 SYMBOL 213,0,0,60,60,60,60,15, >TR<
0
3850 SYMBOL 214,0,0,60,60,60,60,252 >AT<
,0
3860 u2\$=CHR\$(213)+CHR\$(214) >NU<
3870 SYMBOL 215,0,0,60,60,60,15,3,0 >TV<
0
3880 SYMBOL 216,0,0,60,60,60,240,19 >LW<
2,0
3890 v2\$=CHR\$(215)+CHR\$(216) >XX<
3900 SYMBOL 217,0,0,240,243,243,255 >QN<
,60,0
3910 SYMBOL 218,0,0,60,60,60,252,24 >DP<
0,0
3920 w2\$=CHR\$(217)+CHR\$(218) >MQ<
3930 SYMBOL 219,0,0,240,60,15,60,24 >DR<
0,0
3940 SYMBOL 220,0,0,60,240,192,240, >ET<
60,0
3950 x2\$=CHR\$(219)+CHR\$(220) >VU<
3960 SYMBOL 221,0,0,60,60,60,15,0,6 >VY<
3
3970 SYMBOL 222,0,0,60,60,60,60,60, >HM<
240
3980 y2\$=CHR\$(221)+CHR\$(222) >UX<
3990 SYMBOL 223,0,0,63,48,3,15,63,0 >HY<
0
4000 SYMBOL 224,0,0,252,240,192,0,2 >ME<
52,0
4010 z2\$=CHR\$(223)+CHR\$(224) >HF<
4020 SYMBOL 225,3,15,3,3,3,3,63,0 >EG<
4030 SYMBOL 226,192,192,192,192,192 >NH<
,192,252,0
4040 un\$=CHR\$(225)+CHR\$(226) >DJ<
4050 SYMBOL 227,15,60,0,15,60,60,63 >DK<
,0
4060 SYMBOL 228,240,60,60,240,0,60, >ML<
252,0
4070 deux\$=CHR\$(227)+CHR\$(228) >HM<
4080 SYMBOL 229,15,48,0,3,0,48,15,0 >EN<
0
4090 SYMBOL 230,240,60,60,240,60,60 >NP<
,240,0
4100 trois\$=CHR\$(229)+CHR\$(230) >VF<
4110 SYMBOL 231,3,15,51,195,255,3,1 >KG<
5,0
4120 SYMBOL 232,192,192,192,192,240 >AH<
,192,240,0
4130 quat\$=CHR\$(231)+CHR\$(232) >ZJ<
4140 SYMBOL 233,63,60,60,15,0,60,15 >AK<
,0
4150 SYMBOL 234,252,12,0,240,60,60, >FL<
240,0
4160 cinq\$=CHR\$(233)+CHR\$(234) >PM<
4170 SYMBOL 235,15,60,60,63,60,60,1 >PN<
5,0
4180 SYMBOL 236,240,60,0,240,60,60, >LP<
240,0
4190 six\$=CHR\$(235)+CHR\$(236) >MQ<

4200 SYMBOL 237,63,48,0,1,0,0,0,0 >ZG<	4390 RETURN >YT<	TO 4600 ELSE IF pente>35.8 THEN :BO
4210 SYMBOL 238,252,60,60,240,252,2 >BHC	4400 REM ***** >BJ<	RDR 3:GOTO 4500 ELSE BORDER 5:GOTO
40,240,0	4410 REM TEST IMPRIMANTE BRANCHEE? >ZK<	4590
4220 sep t\$=CHR\$(237)+CHR\$(238) >NJL<	4420 REM ***** >JL<	4580 ORIGIN 500,33:scroll=2:DRAWR ->JUC<
4230 SYMBOL 239,15,60,60,15,60,60,1 >MK<	4430 LOCATE 25,3:PRINT I1\$;M1\$;P1\$; >YM<	6,6,1:DRAWR 20,2:DRAWR -3,7:DRAWR 1
5,0	R1\$;I1\$;M1\$;A1\$;N1\$;T1\$;E1\$;	2,0:DRAWR -2,-12:DRAWR -6,2:DRAWR -
4240 SYMBOL 240,240,60,60,240,60,60 >LLC	4440 LOCATE 25,6:PRINT N2\$;O2\$;N2\$; >ZN<	15,-15:DRAWR 1,10:GOTO 780
,240,0	" :B1\$;R1\$;A1\$;N1\$;C1\$;H1\$;E1\$;E1	4590 ORIGIN 500,33:scroll=1:DRAWR ->QV<
4250 huit\$=CHR\$(239)+CHR\$(240) >JMK	\$;	6,-6,1:DRAWR 20,-2:DRAWR -3,-7:DRAW
4260 SYMBOL 241,15,60,60,15,0,60,15 >ZNC	4450 PRINT #8:CLS:RETURN >XP<	R 12,0:DRAWR -2,12:DRAWR -6,-2:DRAW
,0	4460 REM ***** >NQ<	R -15,15:DRAWR 1,-10:GOTO 780
4270 SYMBOL 242,240,60,60,252,60,60 >VP<	4470 REM ***** >PR<	4600 ORIGIN 500,33:DRAWR -4,6:DRAWR >KL<
,240,0	4480 REM ANGLE D'ECRITURE >VT<	25,-4:DRAWR 0,6:DRAWR 10,-8:DRAWR
4280 neuf\$=CHR\$(241)+CHR\$(242) >UD<	4490 REM ***** >RUJ<	-10,-8:DRAWR 0,6:DRAWR -25,-4:DRAWR
4290 SYMBOL 243,63,240,240,243,252, >MR<	4500 CLS#2:CLS#3:CLS#5:scroll=0 >YK<	4,6
240,63,0	4510 BORDER 3,24 >UL<	4610 scroll=0 >TMK<
4300 SYMBOL 244,240,60,252,60,60,60 >QHK	4520 IF GRAS=1 THEN X=MEM >GM<	4620 GOTO 780 >KNK<
,240,0	4530 PRINT #2:PRINT #2,"ecriture en >DN<	4630 DI
4310 zero\$=CHR\$(243)+CHR\$(244) >LJK<	montee ou descente ";	4640 PRINT CHR\$(22):CHR\$(1); >FQK<
4320 RETURN >QK<	4540 PRINT #3,"horizontal =>ESPACE >NP<	4650 IF z16 THEN z1=16:GOTO 4670 >XR<
4330 REM ***** >JLK<	= ,1 descente, 2 montee"	4660 IF z1 THEN z1=1 ELSE z1=z >LT<
4340 REM test capitales >LMK<	4550 LOCATE #2,40,1: PRINT #2,"vot >AQ<	4670 LOCATE t+1,z1:PRINT CHR\$(246); >RJK<
4350 REM ***** >LKN<	re choix " :A\$=INKEY\$:IF A\$="" THEN	
4360 IF cap=0 THEN cap=1 ELSE cap=0 >DP<	4550	
	4560 IF a\$="" THEN pente=35.8 ELSE >FR<	4680 FOR t1=1 TO 50:NEAT >QVK<
4370 IF cap=1 THEN LOCATE #1,65,1:P >QQ<	IF a\$="1" THEN pente=0 ELSE IF A\$=	4690 LOCATE t+1,z1:PEN 0:PRINT CHR\$ >UMK<
RINT #1,"MAJUSCULES" ELSE LOCATE #1	"2" THEN pente=71.6 ELSE GOTO 4550	(246):PEN 1
,65,1:PRINT#1,"minuscules"		4700 EI >AMK<
4380 FOR temp=1 TO 500::NEXT >VR<	4570 IF pente=35.8 THEN BORDER 0:GO >RT<	4710 PRINT CHR\$(22):CHR\$(0); >CNK<
		4720 RETURN >VP<

GHOST

JEU

Pascal DELALANDE



Ce jeu, écrit entièrement en assembleur, est un remake de l'illustrissime PAC-MAN. On retrouve le labyrinthe bien connu et les pastilles à avaler. La différence réside dans le fait que votre adversaire est seul. Ce qui ne l'empêche nullement d'être très rapide !

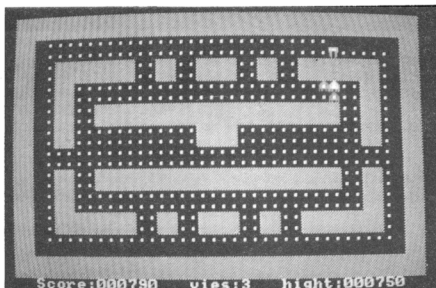
Chargement du programme :

Tapez et sauvez le listing, puis faites "RUN". Lorsque le "READY" apparaît, entrez l'instruction suivante :
SAVE "GHOST", b, 30000, 4300

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5 ***** GHOST *****
10 A=30000:F=34300:L=100:WHILE A<=F:FOR
A=A TO A+15:READ C$:K=VAL("%"+C$):S=S+K+
65536*(S+C)32767:IF A<=F THEN POKE A,K
20 NEXT:READ D$:T=VAL("%"+D$):IF T<D$ TH
EN PRINT CHR$(7);"Erreur ligne":L:END EL
SE L=L+5:WEND
100 DATA C3,21,81,30,30,30,30,30,FF,3
0,30,30,30,30,30,04AA
105 DATA FF,03,02,07,01,01,00,01,07,FE,0
1,03,03,02,01,01,06C2
110 DATA 00,01,06,FF,01,01,01,00,00,02,0
1,01,05,00,02,02,07DB
115 DATA 00,64,00,00,01,02,00,01,01,00,0

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0,00,00,00,06,00,0847
120 DATA 02,01,00,00,00,00,00,06,00,00,0
0,00,00,00,00,00,0850
125 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00,0850
130 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00,0850
135 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00,0850
140 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00,0850
145 DATA 00,00,00,00,00,10,80,10,80,10,8
0,10,80,00,00,00,0090
150 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00,0090
155 DATA 00,00,00,00,00,10,80,10,80,10,8
0,10,80,00,00,00,0C00
160 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,50,50,50,1040
165 DATA 50,00,00,00,50,50,50,50,00,00,0
0,00,00,50,50,17C0
170 DATA 50,00,00,00,00,50,50,50,50,00,0
0,00,00,50,50,1F40
175 DATA 50,00,00,00,00,50,50,50,50,00,0
0,00,00,50,50,26C0
180 DATA 50,00,00,00,00,50,50,50,50,00,0
0,50,50,00,00,2E40
185 DATA 50,00,00,00,50,50,00,00,50,00,0
0,50,50,00,00,35C0
190 DATA 50,00,00,00,50,50,00,00,50,01,0
8,03,0C,07,0E,2F,3AC2
195 DATA 4F,0F,0F,0F,0F,0A,05,0A,05,10,F
F,7F,FF,FD,00,3F5E
200 DATA 73,00,73,FF,FD,7F,FF,10,FF,22,4
4,66,66,66,66,66,4721
205 DATA 66,EE,77,FF,7C,F3,FF,FF,FF,0
0,FF,EE,FB,FF,EA,5427
210 DATA 00,EA,00,FB,FF,FF,EE,FF,00,FF,F
F,FA,F3,FF,FF,EE,60CE
215 DATA 77,66,66,66,66,66,66,22,44,00,0
0,00,00,00,00,640F
220 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,640F
225 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,640F
230 DATA 00,00,00,00,00,00,00,00,00,00,0
0,01,0E,01,CD,32,6563
235 DATA BC,3E,02,06,01,0E,01,CD,32,BC,3
E,03,06,01,0E,01,6887
240 DATA CD,32,BC,C9,3E,01,06,18,0E,18,C
D,32,BC,3E,02,0E,6D97
245 DATA 13,06,13,CD,32,BC,3E,03,06,0D,0
E,0D,CD,32,BC,C9,7271
250 DATA 3E,04,32,C1,76,3E,10,32,C3,76,2
1,00,C0,3E,14,32,773A
255 DATA B9,76,3E,0C,32,BB,76,1A,DS,FE,0
1,28,08,11,B9,75,7D73
260 DATA CD,00,77,18,06,11,F9,75,CD,00,7
7,3A,B9,76,3D,D1,854F

265 DATA 32,B9,76,FE,00,28,07,23,23,23,2
3,13,18,D9,3E,14,89BF
270 DATA 32,B9,76,3A,BB,76,3D,FE,00,28,0
C,32,BB,76,D5,11,9043
275 DATA 54,00,19,D1,13,18,C0,26,03,2E,1
9,CD,75,BB,21,86,9580
280 DATA 77,CD,BF,7C,21,3A,75,CD,BF,7C,2
1,8D,77,CD,BF,7C,9E04
285 DATA 21,33,75,C3,BF,7C,53,63,6F,72,6
5,3A,FF,20,20,20,A460
290 DATA 76,69,65,73,3A,33,20,20,20,68,6
9,67,68,74,3A,FF,A431
295 DATA 3A,C3,76,47,ES,CS,ES,3A,C1,76,4
7,1A,77,23,13,10,B109
300 DATA FA,E1,CD,26,EC,C1,10,ED,E1,C9,0
1,01,01,01,01,01,8B01
305 DATA 01,01,01,01,01,01,01,01,01,01,0
1,01,01,01,01,00,8E10
310 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,8B10
315 DATA 00,01,01,00,01,01,01,01,01,01,0
1,00,00,01,01,01,8B1C
320 DATA 01,01,01,01,00,01,01,00,01,00,0
0,00,00,00,00,8B23
325 DATA 00,00,00,00,00,00,00,00,01,00,01,0
1,00,01,00,01,01,8B29
330 DATA 01,01,01,00,00,01,01,01,01,01,0
0,01,00,01,01,00,8B34
335 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,01,00,01,8B36
340 DATA 00,00,01,00,01,00,01,00,00,00,0
0,00,00,00,00,8B3A
345 DATA 00,00,00,01,00,01,01,00,01,00,0
1,01,01,01,01,00,8B43
350 DATA 00,01,01,01,01,01,01,00,01,00,01,0
1,00,01,00,00,8B4C
355 DATA 00,00,00,00,00,00,00,00,00,00,0
0,01,00,01,01,00,8B4F
360 DATA 01,01,01,01,01,01,01,00,00,01,0
1,01,01,01,01,01,8B5D
365 DATA 00,01,01,00,00,00,00,00,00,00,0
0,00,00,00,00,8B5F
370 DATA 00,00,00,00,00,01,01,01,01,01,0
1,01,01,01,01,01,8B6A
375 DATA 01,01,01,01,01,01,01,01,01,01,0
1,01,01,01,01,01,8B7A
380 DATA 01,01,01,01,01,01,01,01,01,01,0
1,01,01,01,01,00,8B89
385 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,8B89
390 DATA 00,01,01,00,01,00,01,00,01,00,0
0,01,01,00,00,8B91
395 DATA 00,01,00,01,00,01,01,00,01,00,0
1,00,01,00,00,8B99
400 DATA 01,00,00,01,00,01,00,01,00,01,0
1,00,00,00,00,8B9F
405 DATA 00,00,01,01,01,01,01,00,00,00,0
0,00,00,01,01,00,8BA5
410 DATA 01,00,01,00,01,00,00,00,00,00,0

0,01,00,01,00,01,8BAB
415 DATA 00,01,01,00,00,01,00,01,00,01,00,0
0,01,01,00,00,01,8BB3
420 DATA 00,01,00,01,00,01,01,00,00,00,0
0,00,00,00,01,01,8BB9
425 DATA 01,01,00,00,00,00,00,00,01,0
1,00,01,00,01,00,8BBF
430 DATA 01,00,00,00,00,00,00,01,00,01,0
0,01,00,01,01,00,8BC5
435 DATA 01,00,01,00,01,00,00,00,00,00,0
0,01,00,01,00,8BCB
440 DATA 00,01,01,00,00,00,00,00,00,00,0
0,00,00,00,00,8BCD
445 DATA 00,00,00,00,00,01,01,01,01,01,0
1,01,01,01,01,8BD8
450 DATA 01,01,01,01,01,01,01,01,01,01,0
1,01,01,01,01,8BEB
455 DATA 01,01,01,01,01,01,01,01,01,01,0
1,01,01,01,01,00,8BF7
460 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,8BF7
465 DATA 00,01,01,00,01,00,00,01,01,01,0
0,00,00,00,01,01,8BF7
470 DATA 00,00,00,01,00,01,01,00,01,00,0
0,00,00,01,00,8905
475 DATA 00,00,01,00,00,00,00,01,00,01,0
1,00,01,01,01,01,890D
480 DATA 00,00,00,00,01,01,00,00,00,00,0
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485 DATA 00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,8917
490 DATA 00,01,01,00,01,00,00,00,00,01,0
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500 DATA 00,00,01,00,01,01,01,01,00,01,0
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595 DATA 00,00,00,00,00,01,01,01,01,01,0
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600 DATA 01,01,01,01,01,01,01,01,01,01,0
1,01,01,01,01,01,B9D2
605 DATA 01,01,01,01,01,01,01,01,01,01,0
1,01,01,01,01,00,B9E1
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660 DATA 01,01,01,01,01,01,01,01,01,01,0
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0,00,00,00,00,B03A
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675 DATA 01,01,01,01,01,01,01,01,01,01,2
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680 DATA 19,29,19,29,29,19,23,22,CD,76,7
C,C9,3A,C3,76,47,C2EB
685 DATA ES,C5,ES,3A,C1,76,4F,06,00,ED,B
0,E1,CD,26,BC,C1,C2CB
690 DATA 10,EF,E1,C9,2A,D3,76,23,22,D3,7
6,21,3A,75,11,04,D2BA
695 DATA 00,19,7E,3C,FE,3A,2B,03,77,18,0
6,3E,30,77,2B,18,D6AD
700 DATA F1,26,09,2E,19,CD,75,BB,21,3A,7
5,CD,BF,7C,C9,7E,DE30
705 DATA FE,FF,CB,CD,5A,BB,23,10,F6,CD,D

B,BB,CD,DB,76,3A,E8BB
710 DATA BC,76,FE,01,2B,19,FE,02,2B,22,F
E,03,2B,2B,FE,04,E8CA
715 DATA 2B,3A,11,06,02,ED,53,CB,76,11,A
A,78,C3,10,77,11,F4AE
720 DATA DA,01,ED,53,CB,76,11,BA,77,C3,1
0,77,11,F6,01,ED,FC2B
725 DATA 53,CB,76,11,9A,79,C3,10,77,11,D
E,01,ED,53,CB,76,039E
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3,CB,76,11,7A,7B,0A48
735 DATA C3,10,77,21,EA,66,22,CD,76,CD,F
4,76,3E,02,32,C1,11D2
740 DATA 76,3E,08,32,C3,76,2A,C5,76,11,B
9,76,CD,00,77,2A,187C
745 DATA C7,76,11,59,76,CD,00,77,3E,FF,3
2,02,76,C3,F6,7E,2168
750 DATA 3A,BA,76,FE,01,CA,BA,7D,CD,24,B
B,CB,47,FS,C4,3B,2AB7
755 DATA 7E,F1,CB,4F,FS,C4,42,7E,F1,CB,5
7,FS,C4,34,7E,F1,34F8
760 DATA CB,5F,FS,C4,17,7E,F1,3A,D2,76,F
E,01,CB,FE,00,CB,3E70
765 DATA 3A,BD,76,FE,01,20,2B,CD,24,BB,C
B,47,FS,C4,3B,7E,4654
770 DATA F1,CB,4F,FS,C4,42,7E,F1,CB,57,F
5,C4,34,7E,F1,CB,5112
775 DATA 5F,FS,C4,17,7E,F1,3A,D2,76,FE,0
1,CB,FE,00,CB,2A,59E9
780 DATA BF,76,2B,7C,BS,20,FB,C3,48,7D,3
E,00,CD,1E,BB,C4,61C5
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E,01,CD,1E,BB,C4,6891
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E,3E,01,CD,1E,BB,7EAB
805 DATA C4,17,7E,3E,06,CD,1E,BB,C4,34,7
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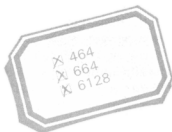
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935 DATA FE,00,2B,90,FE,50,2B,8C,FE,22,2
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6,C9,3A,D1,76,80,2B80
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D,00,80,FE,00,2B,57AB
975 DATA 0B,3A,C4,76,FE,00,C2,34,7F,C3,5
5,7F,3A,C4,76,FE,3FA6
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4,7F,C3,55,7F,3A,6E50
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995 DATA CD,00,80,FE,00,2B,0B,3A,C4,76,F
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C2, 70, 7F, C3, 79, 7F, 96E7
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1025 DATA 76, 22, D5, 76, 3E, 01, 21, 41, 75, CD,
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76, 06, 40, 21, 79, 75, B8B9
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76, 3E, 03, 32, BC, 76, C136
1050 DATA 21, 00, 00, 22, D3, 76, 06, 06, 21, 3A,
75, 36, 30, 23, 10, FB, C532
1055 DATA C9, CD, B1, 80, CD, 06, 81, CD, BF, 83,
CD, F4, 76, 3E, 01, CD, CE9F
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CD, 83, 85, CD, 83, 85, D7C5
1065 DATA CD, F1, 81, CD, D8, 76, CD, C9, 7C, CD,
F4, 76, CD, DA, B0, 3E, E2CD
1070 DATA 05, CD, 1E, BB, C0, CD, 23, 70, 2A, C5,
76, 11, A9, 76, CD, A0, EAA7
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3A, D2, 76, FE, 00, 28, F210
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76, FE, 00, 28, 1A, 26, F905
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1095 DATA A0, 77, CD, 83, 85, CD, 83, 85, CD, CC,
7E, CD, 83, 85, 2A, D3, 11FA
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24, 81, 2A, D3, 76, 22, 19CC
1105 DATA D5, 76, 21, 3A, 75, 11, 33, 75, 01, 06,
00, ED, B0, C3, 24, 81, 1FAC
1110 DATA 3E, 03, 32, C2, 76, 3A, BC, 76, 3C, FE,
06, 28, 09, 32, BC, 76, 259B
1115 DATA CD, C9, 7C, C3, 4C, 81, 3E, 01, 32, BC,
76, CD, C9, 7C, C3, 4C, 2DFE
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CD, DB, BB, 26, 01, 2E, 3375
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CD, 5A, BB, 23, 10, F9, 3AB0
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CD, BF, 7C, 26, 01, 2E, 400E
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26, 01, 2E, 07, CD, 75, 4673
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0E, 3E, 40, CD, 1E, BB, 53B3

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00, 32, B0, 76, 26, 01, 5858
1155 DATA 2E, 0D, CD, 75, BB, 21, 6A, 83, CD, BF,
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1195 DATA 3E, 00, 32, BA, 76, C9, 47, 48, 4F, 53,
54, 2C, 72, 65, 61, 6C, BFES
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1205 DATA 45, 4C, 41, 4C, 41, 4E, 44, 45, FF, 46,
45, 56, 52, 49, 45, 52, 9AA9
1210 DATA 20, 31, 39, 38, 36, 2E, 2E, FF, 2A,
4E, 69, 76, 65, 61, 75, 9FBC
1215 DATA 20, 64, 65, 20, 64, 69, 66, 66, 69, 63,
75, 6C, 74, 65, 65, 20, A569
1220 DATA 3F, FF, 2D, 30, 20, 20, 44, 55, 52, 2C,
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1225 DATA 73, 20, 75, 6E, 20, 6F, 6E, 2E, FF, 2A,
2D, 31, 2D, 20, 46, 41, AFDC
1230 DATA 43, 49, 4C, 45, 2C, 6A, 65, 20, 73, 75,
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2A, 56, 69, 74, 65, 73, BB1C
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1265 DATA 02, 2E, 0A, CD, 75, BB, CD, DB, BB, CD,
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01, 2B, 30, FE, 02, 28, E4AC
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05, 28, 44, FE, 06, 28, EASA
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1285 DATA CD, 96, BB, 3E, D6, CD, 5A, BB, E1, 23,
18, C3, E5, CD, 78, BB, FB2C
1290 DATA 2C, 26, 02, CD, 75, BB, E1, 23, 18, B5,
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1380 DATA 38, 38, 39, 31, 35, 36, 36, 36, 31, 37,
38, 31, 37, 38, 38, 3C42
1385 DATA 31, 37, 38, 31, 35, 36, 36, 36, 31, 37,
38, 32, 36, 36, 36, 3F94
1390 DATA 31, 37, 38, 38, 38, 31, 37, 38, 38, 38,
39, 31, 31, 31, 31, 31, 42E2
1395 DATA 31, 33, 38, 31, 33, 38, 38, 31, 33,
38, 31, 31, 31, 31, 31, 461B
1400 DATA 31, 33, 38, 31, 31, 31, 31, 31, 31, 33,
38, 38, 38, 31, 33, 38, 4954
1405 DATA 31, 38, 38, 30, 21, FF, FB, 2B, 7C, B5, 20,
FB, C9, 00, 00, 00, 00, 4F53
1410 DATA 00, 00, 00, 00, 00, 00, 00, 00, 00, 00,
00, 00, 00, 00, 00, 4F53
1415 DATA 00, 00, 00, 00, 00, 00, 00, 00, 00, 00,
00, 00, 00, 00, 00, 4F53
1420 DATA 00, 00, 00, 00, 00, 00, 00, 00, 00, 00,
00, 00, 00, 00, 00, 4F53
1425 DATA 00, 00, 00, 00, 00, 00, 00, 00, 00, 00,
00, 00, 00, 00, 00, 4F53
1430 DATA 00, 00, 00, 00, 00, 00, 00, 00, 00, 00,
00, 00, 00, 00, 00, 4F53
1435 DATA 00, 00, 00, 00, 00, 00, 00, 00, 00, 00,
00, 00, 00, 00, 00, 4F53
1440 DATA 00, 00, 00, 00, 00, 00, 00, 00, 00, 00,
00, 00, 00, 00, 00, 4F53

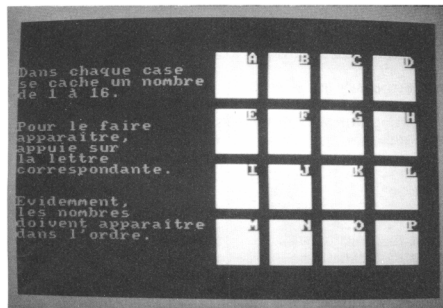
MEMOIRE



Henri CHAUVET

Il est prouvé que les capacités mentales s'amenuisent avec l'âge. En revanche, la mémoire ne nécessiterait qu'un bon entraînement pour être à peu près performante. Ce logiciel se propose d'exercer vos talents sous forme de jeu. Le mode d'emploi est inclus dans le programme.

Les 464 doivent supprimer toutes les instructions GRAPHICS PEN et FRAME



10 CLS	>BB<	200 NEXT	>FC<
20 GOSUB 1340: ' redefinition des caracteres	>GC<	210 REM-----	>DD<
30 GOSUB 1430: ' presentation	>CD<	220 REM---écriture des 16 lettres a leur place respective---	>PE<
40 RANDOMIZE TIME	>DE<	230 REM-----	>FF<
50 REM-----	>KF<	240 PAPER 0:PEN 2	>NG<
60 REM---dessin du cadre---	>UB<	250 y=-1	>EH<
70 REM-----	>MH<	260 FOR i=0 TO 15	>CJ<
80 CLS	>JJ<	270 x=23+(i MOD 4)+5	>FK<
90 INK 1,8	>XK<	280 IF i MOD 4=0 THEN y=y+5	>PL<
100 DIM a(81),nombre(81),n(81)	>TB<	290 LOCATE x,y:PRINT CHR\$(65+i)	>RM<
110 PAPER 2	>XC<	300 NEXT	>GD<
120 PEN 2:FOR li=3 TO 23:LOCATE 19,1:PRINT " " :NEXT	>TD<	310 REM-----	>NE<
T:PAPER 3		320 REM---regles du jeu---	>GF<
130 FOR h=0 TO 4	>TE<	330 REM-----	>GG<
140 LOCATE 19,h+3+4*h:PRINT " "	>EF<	340 LOCATE 1,5:PEN 1:PRINT "Dans chaque case"	>NH<
		350 PRINT"se cache un nombre":PRINT "de 1 "+CHR\$(201)+" 16."	>AJ<
150 NEXT	>KG<	360 PRINT:PRINT:PRINT"Pour le faire"	>MK<
160 FOR n=0 TO 20	>CH<	" :PRINT"appara"+CHR\$(202)+"tre," :PRINT	>MJ<
170 FOR v=0 TO 4	>NJ<	INT "appuie sur":PRINT"la lettre":PRINT	>MK<
180 LOCATE v+19+4*v,3+n:PRINT " "	>MK<	RINT"correspondante."	>PL<
190 NEXT	>FL<		
		370 PRINT:PRINT:PRINT"Evidemment," :>BL<	
		PRINT"les nombres":PRINT"doivent appar">PR<	
		para"+CHR\$(202)+"tre":PRINT"dans l'ordre."	
		380 CALL 58006	>YM<
		390 FOR ef=5 TO 20:LOCATE 1,ef:PRINT ">BK<	
		T " :NEXT	
		400 PEN 2:LOCATE 1,4:PRINT"On peut" >JE<	
		jouer "+CHR\$(201):PRINT"un ou deux" >JK<	
		joueurs"	
		410 PRINT:PRINT:PRINT"Combien "+CHR\$>LF<	
		\$(204)+"tes-vous":PRINT" (1 ou 2)" >LJ<	
		?"	
		420 PEN 1	>NG<
		430 k\$=INKEY\$:IF k\$="" THEN 430	>FH<
		440 IF k\$="1" THEN 450 ELSE 470	>XJ<
		450 LOCATE 8,10:PRINT k\$:nj=1:flag=>TK<	
		1:PRINT:PRINT:PRINT"Quel est ton nom" >TL<	
		a ?":PRINT	
		460 xx=POS(#0):yy=vPOS(#0):GOSUB 16 >CL<	
		90:n\$(1)=nn\$:GOTO 530	
		470 IF k\$="2" THEN 480 ELSE 430	>AM<
		480 LOCATE 8,10:PRINT k\$:nj=2:PRINT >NK<	
		:PRINT:PRINT:PRINT"Nom du joueur" >NL<	
		N"+CHR\$(205)+" "	
		490 xx=POS(#0):yy=vPOS(#0):GOSUB 16 >MF<	
		90:n\$(1)=nn\$	
		500 PRINT:PRINT"Nom du joueur N"+CH >LF<	
		R\$(205)+" "	
		2"	
		510 xx=POS(#0):yy=vPOS(#0):GOSUB 16 >ZG<	
		90:n\$(2)=nn\$:GOTO 530	
		520 GOTO 430	>UH<
		530 nj=nj-1:FOR w=1 TO 1000:NEXT w: >VJ<	
		FOR ef=4 TO 24:LOCATE 1,ef:PRINT SP >VK<	
		ACE\$(18):NEXT	
		540 IF k\$="1" THEN LOCATE 1,8:PRINT >VK<	
		"A toi de jouer," :PRINT UPPER\$(n\$): >VL<	
		GOTO 570	
		550 no=no+1:LOCATE 1,8:PRINT"A toi" >DL<	
		de jouer," :PRINT UPPER\$(n\$(no)) >DM<	
		560 REM-----	>MM<
		570 REM---attribution d'un nombre >CN<	
		par case---	
		580 REM-----	>PP<
		590 LOCATE 1,1	>EQ<
		600 FOR a=0 TO 15	>RG<
		610 nombre(a)=a	>AH<
		620 NEXT	>MJ<
		630 v=16	>NK<
		640 FOR a=0 TO 15	>ML<
		650 x=INT (RND(1)*v)+1	>XK<
		660 d=nombre(x)+1	>JN<
		670 n(a)=d	>EP<
		680 nombre(x)=nombre(v):v=v-1 >CQ<	
		690 NEXT	>VR<
		700 REM-----	>KH<
		710 REM---programme principal---	>FJ<
		720 REM-----	>MK<
		730 nomjuste=1	>TL<

```

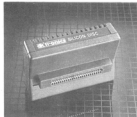
740 LOCATE 1,15:PRINT"nombre de cou >M<
ps">LOCATE 7,16:PAPER 2:PRINT coup(
no)
750 WHILE nombjuste<17 >N<
760 PAPER 2:FEN 1 >X<
770 coup(no)=coup(no)+1 >G<
780 k=INKEY$:IF k="" THEN 780 >Y<
790 IF ASC(UPPER$(k))<65 OR ASC(UP
PER$(k))>80 THEN 780: cas ou la l
ettre n'est pas dans le cadre (entr
e A et P)
800 l=ASC(UPPER$(k))-65 >E<
810 IF n(1)<nombjuste THEN 780: ca >A<
s ou le nombre est deja affiche
820 x=20+(1 MOD 4)*5:y=6+1+1\4-(1 M >B<
OD 4)
830 LOCATE 7,16:PRINT coup(no) >M<
840 LOCATE x,y:PRINT n(1) >N<
850 IF n(1)=nombjuste THEN nombjust
e=nombjuste+1:SOUND 1,50,8,8:SOUND
1,30,8,8:SOUND 1,50,8,8:GOTO 870:
reponse juste
860 FOR w=1 TO 500:NEXT:FEN 2:LOCAT >V<
E x,y:PRINT nombre(1): effacage de
la reponse fausse
870 WEND >B<
880 PAPER 0:IF n(1)=0 THEN 900 ELSE 9 >H<
90
890 REM---on continue s'il y reste >Q<
encore un joueur
900 FOR ef=5 TO 23:LOCATE 1,ef:PRIN >Z<
T SPACE$(18):NEXT:PAPER 2: effacag
e du texte de gauche
910 FOR ef=0 TO 15 >B<
920 x=21+(ef MOD 4)*5:y=6+ef+1\4-( >C<
ef MOD 4)
930 LOCATE x,y:PRINT " :NEXT: eff >M<
acage des 16 nombres trouves par le
premier joueur
940 PAPER 0 >G<
950 GOTO 530 >C<
960 REM >E<
970 REM---resultats--- >N<
980 REM >G<
990 FOR w=1 TO 2000:NEXT w >J<
1000 PAPER 1:PEN 0:CLS >T<
1010 IF flag=1 THEN 1030 ELSE 1120 >M<
1020 ' resultat si un seul joueur >P<
1030 LOCATE 1,12:PRINT UPPER$(n(1) >E<
):", tu as mis: coup(no): "coups."
1040 IF coup(no)<21 THEN PRINT:PRIN >H<
T:PRINT"... et je peux dire que tu
m="+CHR$(200)+"pates !!!"
1050 IF coup(no)>20 AND coup(no)<26 >L<
THEN PRINT:PRINT"... bravo,
c'est tr">CHR$(203)+"s bien !!!"
1060 IF coup(no)>25 AND coup(no)<35 >M<
THEN PRINT:PRINT:PRINT" ... p
as mal du tout !!!"
1070 IF coup(no)>34 AND coup(no)<45 >H<
THEN PRINT:PRINT:PRINT" ... tu pe
ux sans doute faire mieux ..."
1080 IF coup(no)>44 AND coup(no)<55 >M<
THEN PRINT:PRINT:PRINT" ... j'ai
vu d";CHR$(200);"j";CHR$(201);" vu
beaucoup mieux..."
1090 IF coup(no)>54 THEN PRINT:PRIN >A<
T:PRINT"...c'est vraiment beaucoup
trop !!!"
1100 GOTO 1230 >R<
1110 REM resultats si deux joueurs >V<
1120 LOCATE 8,6:PRINT"ET VOICI LE P >G<
ALMARES":LOCATE 8,7:PRINT"=====
=====
1130 LOCATE 3,10:PRINT UPPER$(n(1) >G<
):LOCATE 25,10:PRINT coup(1):"coups
"
1140 LOCATE 3,12:PRINT UPPER$(n(2) >Y<
):LOCATE 25,12:PRINT coup(2):"coups
"
1150 IF coup(1)>coup(2) THEN mn$=UP >Z<
PER$(n(1)):GOTO 1190
1160 IF coup(2)>coup(1) THEN mn$=UP >B<
PER$(n(2)):GOTO 1190
1170 LOCATE (36-LEN$(n(1)))-LEN(n(2) >Q<
))\2,18:PRINT UPPER$(n(1));" et "
;UPPER$(n(2))
1180 PRINT:PRINT" VAINQUEUR >B<
S A EGALITE !":GOTO 1230
1190 LOCATE 12,18:PRINT"LE VAINQUEU >C<
R EST":LOCATE (40-LEN$(n(1))\2,20:PR
INT mn$
1200 REM----- >P<
1210 REM---fin de partie--- >L<
1220 REM----- >R<
1230 CALL @BB06:CLS >G<
1240 PAPER 0:PEN 2:CLS >A<
1250 LOCATE 1,12:PRINT"Une autre pa >D<
rtie (O/N) ? "
1260 k=INKEY$:IF k="" THEN 1260 >P<
1270 FEN 1 >V<
1280 IF UPPER$(k)="O" THEN PRINT">T<
M":FOR w=1 TO 300:NEXT:CLEAR:GOTO
80
1290 IF UPPER$(k)="N" THEN PRINT"N >N<
O":FOR w=1 TO 300:NEXT:CLS:FEN 1:C
ALL @BC02:END
1300 GOTO 1260 >X<
1310 REM----- >J<
1320 REM---redefinition des lettres >P<
accentues---
1330 REM----- >L<
1340 SYMBOL AFTER 200 >P<
1350 SYMBOL 200,12,24,60,102,126,96 >K<
,60
1360 SYMBOL 201,48,24,120,12,124,20 >Q<
,4,118
1370 SYMBOL 202,24,36,56,24,24,6 >M<
0
1380 SYMBOL 203,48,24,60,102,126,96 >B<
N<,60
1390 SYMBOL 204,24,36,60,102,126,96 >A<
P<,60
1400 SYMBOL 205,48,120,72,120,48 >X<
F<
1410 RETURN >M<
1420 REM----- >H<
1430 REM---presentation--- >N<
1440 REM----- >X<
1450 MODE 0 >Q<
1460 INK 2,11,24:INK 3,6,19:INK 4,1 >D<
M<,6,17
1470 FOR t=0 TO 360 STEP 5:ORIGIN 3 >F<
N<
20,300:GRAPHICS PEN t MOD 3+2:DRAW
COS(t)*250,SIN(t)*80:NEXT
1480 ORIGIN 0,0:GRAPHICS PEN 1 >D<
P<
1490 tit$=" E R I O M E M " >M<
1500 TAG >E<
1510 FOR j=0 TO 14 STEP 2 >B<
H<
1520 FOR i=1 TO 390-18*: STEP 5 >E<
J<
1530 FRAME >N<
1540 MOVE 1,166:PRINT MID$(tit$,j+1 >L<
,2);
1550 NEXT i,j >A<
M<
1560 TAGOFF >Z<
N<
1570 FOR mu=1 TO 18 >L<
P<
1580 READ note,duree >Y<
Q<
1590 SOUND 1,note,duree:SOUND 2,no >Z<
R<
5,duree:SOUND 4,note+1,duree
1600 NEXT >N<
H<
1610 DATA 80,24,0,4,80,12,0,4,80,12 >K<
J<
,0,4,80,24,0,4,80,24
1620 DATA 71,48,80,48 >E<
K<
1630 DATA 0,4,80,24,60,24,80,24,89. >T<
L<
24,95,24,80,36
1640 FOR w=1 TO 2000:NEXT w >D<
M<
1650 MODE 1 >U<
N<
1660 INK 2,20:INK 3,6:BORDER 11 >C<
P<
1670 RETURN >W<
Q<
1680 ' renree des noms par INKEY$ >J<
R<
1690 curtr$=CHR$(22)+CHR$(11)+CHR$(9 >H<
T<
5)+CHR$(22)+CHR$(0)
1700 nn$="" :k$="" :CLEAR INPUT >D<
J<
1710 LOCATE xx,yy:PRINT curtr$ >Y<
K<
1720 WHILE k$<>CHR$(13) >J<
L<
1730 k$=INKEY$:IF k$="" THEN 1730 >U<
M<
1740 IF LEN(nn$)>16 THEN 1780 >B<
N<
1750 IF k$=CHR$(127) OR nn$<>" TH >C<
P<
EN LOCATE xx+LEN(nn$),yy:PRINT CHR$(
B)+ " :nn$=LEFT$(nn$,LEN(nn$)-1)
1760 k$=UPPER$(k$):ask=ASC(k$):IF >X<
Q<
(ask)<64 AND ask<91) OR ask=32 OR a
sk=45 THEN nn$=nn$+k$
1770 LOCATE xx,yy:PRINT nn$+curtr$ >K<
R<
1780 WEND >E<
T<
1790 LOCATE xx+LEN(nn$),yy:PRINT" >T<
U<
X<
1800 RETURN >Q<
K<

```

dktronics

les complices de vos Amstrad

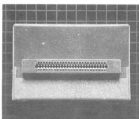
extension 256 K



Version RAM, augmente de 256 K la capacité mémoire de votre CPC version silicon disk; permet le travail sur fichiers comme sur un disque normal mais avec un temps d'accès hyper-rapide.

- extension 256 K RAM :**
- pour CPC 464-664 999 F
 - pour CPC 8128 999 F
- extension 256 K silicon disc :**
- pour CPC 464-664 999 F
 - pour CPC 8128 999 F

Extension 64 K



Avec cette extension votre CPC 464 (ou 664) pourra, lui aussi, faire tourner DBRSE II, multiplan ou simplement vous permettre d'être moins "à l'étroit" pour vos propres programmes.

- Extension 64 K :**
- Extension 64 K 499 F

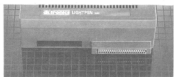
Synthétiseur vocal



Grâce à ce synthétiseur votre Amstrad va enfin pouvoir s'exprimer. Très simple à programmer il donnera un "plus" de qualité à vos programmes. Son origine anglaise lui vaut de conserver cet accent même lorsqu'il parle en français. Livré avec haut-parleur.

- synthétiseur vocal (avec logiciel en ROM) :**
- pour CPC 8128 499 F
 - pour CPC 464-664 499 F
- synthétiseur vocal (avec logiciel en cassette) :**
- pour CPC 464-664 449 F

Crayon optique



Exploitez pleinement et facilement les capacités graphiques de votre Amstrad. Avec ce crayon vous dessinerez encore plus facilement que sur du papier grâce à de nombreuses fonctions (cercle, ligne, carré, trait fin, gras, aérographe...). Vous pourrez même signer vos chefs d'œuvre!

- crayon optique (avec logiciel en ROM) :**
- pour CPC 464-664 299 F
 - pour CPC 8128 299 F
- crayon optique (avec logiciel sur cassette) :**
- pour CPC 464-664 269 F

CPC

PCW

SPECTRUM

extension 256 K RAM



Que ce soit en traitement de texte, gestion de fichier ou tout autre application cette extension mémoire vous permettra d'être plus "à l'aise" et vous évitera d'incessants accès disque.

- extension 256 K :**
- pour PCW 8256 399 F

Interface manette + synthétiseur



- Interface joystick + contrôleur de son :**
- En plus de la possibilité de brancher un joystick, vous avez la possibilité de créer des sons ou de la musique sur 3 canaux et 8 octaves. De plus un port externe/sortie vous permet le contrôle d'appareils externes.
- Interface manette + synthétiseur :**
- pour PCW 499 F

Interface manette



Enfin vous allez pouvoir jouer sans "tricoter" avec vos doigts sur le clavier. Vous pourrez également utiliser le joystick dans votre propres programmes que ce soit en basic ou sous CP/M.

- Interface manette :**
- Interface joystick PCW 399 F
 - Interface joystick + joystick magnum 449 F

extension horloge

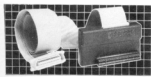


Cette extension va vous permettre d'avoir en permanence non seulement l'heure à la seconde près mais également le jour de la semaine et la date du jour. De plus un système d'alarme programmable vous évitera de rater l'heure de l'apéritif ou du film à la TV. Grâce à des piles (non fournies) cette extension restera active même lorsque vous aurez arrêté votre PCW et gardera en mémoire les instructions que vous aurez programmées dans ses 50 bytes de RAM non volatile.

- extension horloge :**
- pour PCW 499 F

Tous les produits DK TRONICS pour Spectrum fonctionnent sur les modèles 48 K, 128 K et 128 K" + 2" dernière minute : interface manette disponible

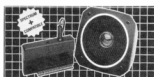
Interface centronics



Le complément indispensable de votre Spectrum. Vous allez enfin pouvoir utiliser les instructions LPRINT (ou L LIST) mais aussi faire des copies d'écran sur imprimante.

- Interface centronics :**
- Interface centronic 399 F

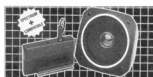
synthétiseur vocal



Grâce à ce synthétiseur votre Spectrum va enfin pouvoir vous parler. Très simple à utiliser, il vous étonnera par sa capacité de parler en français, allemand, espagnol, anglais... avec, malgré tout, un typique accent anglais. Livré avec haut-parleur.

- Synthétiseur vocal :**
- Synthétiseur vocal 299 F

Synthétiseur musical



Exploitez pleinement les capacités sonores et musicales de votre spectrum! Cette interface vous permettra de créer un bruit d'explosion ou de tir laser tout autant qu'une symphonie ou le dernier "tube" à la mode. Livré avec haut-parleur.

- Synthétiseur musical :**
- Synthétiseur musical 299 F

crayon optique



Les capacités graphiques de votre spectrum sont idéales mais peu faciles à utiliser en basic. Grâce à ce crayon optique vous aurez enfin le moyen de réaliser des chefs d'œuvre. De nombreuses fonctions (carré, cercle, colorer, effacer, fin, gras...) vous faciliteront la tâche et font de ce produit une bonne initiation au D.A.D.

- Crayon optique :**
- Crayon optique 249 F

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JE POUSSÈDE: CPC 6128 CPC 464 CPC 664 PCW 8256 PCW 8512 SPECTRUM 48K SPECTRUM 128K

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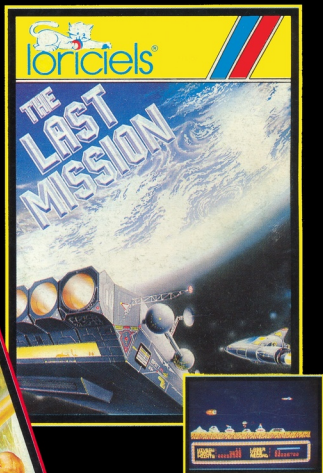
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