

# CPC

ISSN 0296-6689

REVUE DES STANDARDS AMSTRAD

HORS SERIE N° 5

## JEUX :

DON JEAN  
ET Dr AGON  
CENDRILLON  
GHOST

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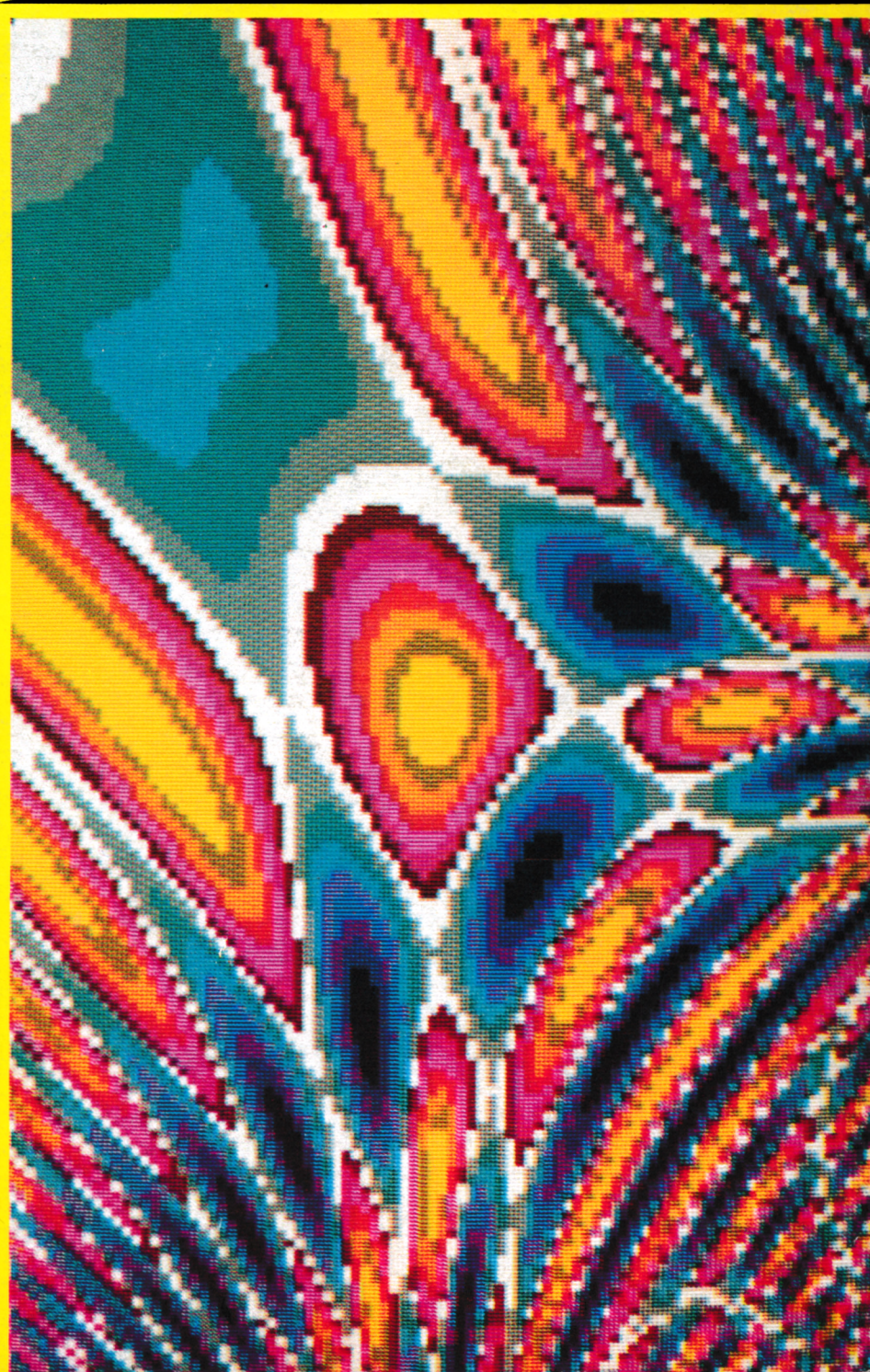
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CPC



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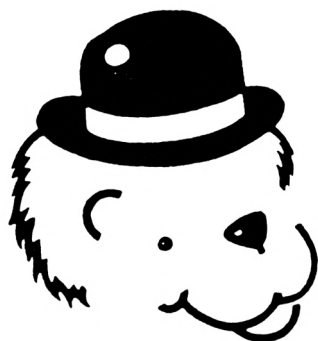
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CPC

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CPC est une publication du  
groupe de presse FAUREZ-  
MELLET

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BRETAGNE PHOTOGRAVURE  
**IMPRESSION :**  
Presse de Bretagne  
**Secrétariat-Rédaction**  
SORACOM Editions  
La Haie de Pan  
35170 BRUZ  
RCS Rennes B319 816 302  
Tél. 99.52.98.11 +  
Télex SORMHZ 741.042 F  
Serveur 3615 + MHZ  
CCP Rennes 794.17V  
Distribution NMPP  
Dépôt légal à parution  
Code APE 5120

AMSTRAD est une marque déposée.  
CPC est une revue mensuelle totalement indé-  
pendante d'AMSTRAD GB et d'AMSTRAD  
FRANCE.

Distribué en Suisse par SEMAPHORE  
Tél. 022.54.11.95

et en Belgique par COMPUTER  
MARKET

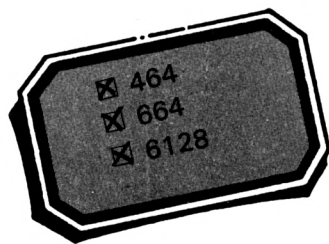
170, rue Antoine Dansaert  
1000 BRUXELLES – tél. 513.53.58

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la revue.

# 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 0 pour l'écran ou 8 pour l'imprimante.

```

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$(23) >KC<
120 FOR I=0 TO 22:READ g$: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,J,K,L,M,N, >FF<
P,Q,R,T,U,V,W,X,Y,Z
150 ' ANTI-BUG FICHER >XB<
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-Z >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 >KK<
STANDARD AMSTRAD ET SCHNEIDER"
280 WINDOW 1,80,3,23 >FL<
290 m$="Realise par Gregory NOE" >BM<
300 f$="" >QD<
310 FOR i=1 TO LEN(m$) >RE<
320 f$=f$+MID$(m$,i,1) >WF<

```

```

330 LOCATE 70-i,5:PRINT f$ >XG<
340 FOR t=1 TO 100 >LH<
350 NEXT t,i >FJK<
360 ' >JK<
370 '***** >FL<
380 ' >LM<
390 LOCATE 2,1:PRINT"ENTREZ LE NOM >QN<
DU FICHIER : ";
400 INPUT "",NF$ >TE<
410 LOCATE 2,3:PRINT"TANT QUE LE LI >UF<
STAGE N'EST PAS TERMINE"
420 LOCATE 2,5:PRINT"NE PAS ARRETE >GG<
R LE MAGNETOPHONE OU NE"
430 LOCATE 2,7:PRINT"PAS SORTIR LA >FH<
DISQUETTE"
440 LOCATE 2,10:PRINT"PRESSEZ UNE T >HJK<
DUCHE POUR LA LECTURE"
450 CALL &BB05 >VK<
460 OPENIN "!"+nf$ >WL<
470 CLS:PRINT"TRAITEMENT EN COURS.. >EM<
."
480 ca=0 ' CANAL DE SORTIE >QN<
490 LINE INPUT#9,b$:a$=UPPER$(b$) >UP<
500 IF ca<>8 THEN GOSUB 910 >UF<
510 IF INKEY(66)=0 THEN STOP >UG<
520 ' >GH<

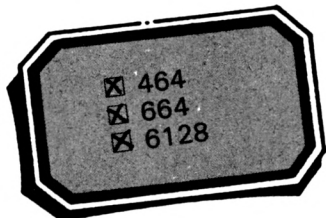
530 ' CALCUL DE LA CLE DE CONTROLE >FJK<
540 ' >JK<
550 a=0 >GL<
560 FOR i=1 TO LEN(a$) >LM<
570 l$=MID$(a$,i,1) >KN<
580 IF l$=CHR$(32) THEN 600 >JP<
590 a=a+ASC(l$) >VQ<
600 NEXT i >PG<
610 c=INT(a/23) >DH<
620 p=a-(c*23) >EJ<
630 C$=G$(P) >LK<
640 a=0 >GL<
650 FOR i=1 TO 6 >EM<
660 l$=MID$(a$,i,1) >KN<
670 IF l$<"0" OR l$>"9" THEN 700 >HP<
680 li$=li$+l$:a=a+VAL(l$) >HQ<
690 NEXT >VR<
700 c=INT(a/23) >DH<
710 p=a-(c*23) >EJ<
720 C$=C$+G$(P) >VK<
730 ' >KL<
740 IF ca<>8 THEN 750 ELSE 770 >EM<
750 PRINT li$;TAB(10) USING ">\\<"; >AN<
c$
760 li$="":GOTO 840 >KP<

770 li$="":PRINT#ca, LEFT$(b$,35);T >UQ<
AB(37) USING ">\\<";c$
780 IF LEN(b$)<35 THEN 840 >XR<
790 fg=1 >XT<
800 b$=MID$(b$,36,LEN(b$)) >UJ<
810 PRINT#ca,LEFT$(b$,35) >BK<
820 IF fg=1 AND ca<>8 THEN fg=0:GOS >HL<
UB 910:GOTO 830
830 GOTO 780 >GM<
840 IF EOF=-1 THEN CLOSEIN ELSE GOT >PN<
O 490
850 CALL &BB03:PRINT TAB(50) "UNE T >LP<
DUCHE...":CALL &BB05
860 CLS:PRINT"MAINTENANT RECHARGEZ >FQ<
";NF$;" ET CORRIGEZ LES LIGNES QUE
VOUS AVEZ NOTEES.."
870 END >GR<
880 'TRAITEMENTS DES ERREURS >CT<
890 ' >TU<
900 IF ERR=25 THEN CLS:PRINT CHR$(7 >AK<
);CHR$(24);"FICHIER NON ASCII";CHR$
(24):END ELSE CONT
910 com=com+1:IF com>19 THEN CALL & >GL<
BB03:PRINT TAB(50) "UNE TOUCHE...":
CALL &BB05:COM=1
920 RETURN >QM<

```

# CENDRILLON

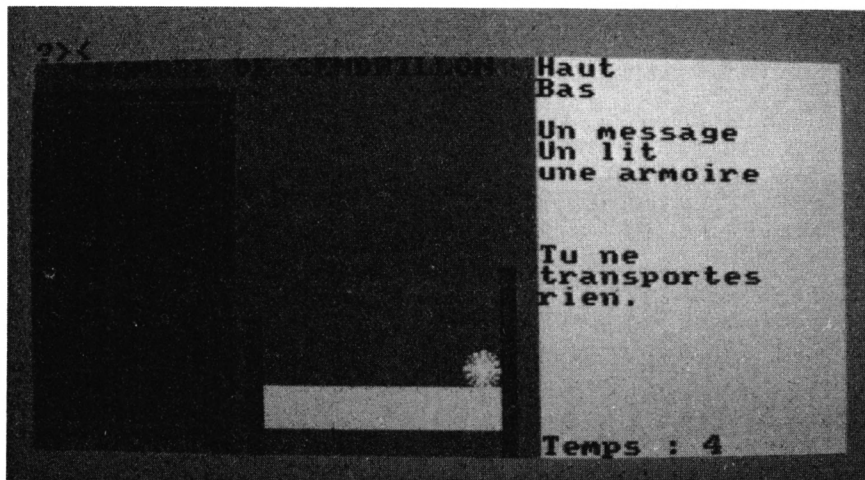
JEU



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<sup>er</sup> listing sous le nom "CENDRIO", faites de même avec le second listing (nom : "CENDRIO1").

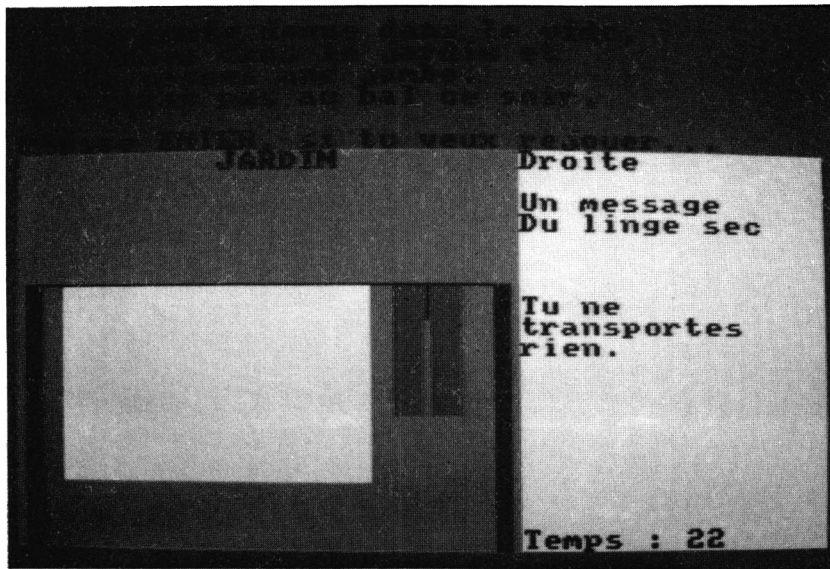


```

10 ' >YB<
20 'CENDRILLON loader >MC<
30 ' >AD<
40 'Laurent CHABERT >LE<
50 'mai 1986 >WF<
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 "!cendrio1" >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 >HH<
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 >FJK<
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 >WK<
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

```

```

30 '** TEST OBJETS EN POCHE ** >JD<
40 PRINT#2:PRINT#2:PRINT#2 >GE<
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 >XG<

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 #3,1,1:PRINT#3 >AF<
,"Temps :";tps:IF tps=60 THEN CLS:P
RINT"Tu n'es pas allee voir":PRINT"
ta belle-mere depuis plus d'une heu
re,":PRINT"tu es privee de bal.":60
TO 50000
150 RETURN >KG<
160 '** TEST TACHES EFFECTUEES ** >PH<
170 t=t-1: >EJ<
180 IF t>1 THEN PRINT"il te reste"; >HK<
t;"taches a effectuer."
190 IF t=1 THEN PRINT"il ne te rest >JL<
e qu'une tache a effectuer."
200 IF t=0 THEN PRINT"Tu as termine >YC<
ton travail, retourne":PRINT"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<

```

```

1 ' >WB<
2 'CENDRILLON >HC<
3 ' >YD<
4 'Laurent CHABERT >JE<
5 'Mai 1986 >UF<
6 ' >BG<
10 ON BREAK GOSUB 410 >UB<
15 GOSUB 65000:RESTORE >KG<
20 GOTO 880 >WC<

```

```

i
260 NEXT i >RJ<
270 IF esp=0 THEN PRINT"Je ne compr >NK<
end pas !":RETURN
280 actg$=LEFT$(act$,esp-1):ver$=LE >XL<
FT$(actg$,4)
290 actd$=RIGHT$(act$,LEN(act$)-esp >NM<
):obj$=LEFT$(actd$,4)
300 ver=0:obj=0 >FD<
310 RESTORE 30000 >WE<
320 FOR i=1 TO 15 >AF<
330 READ dat$:IF dat$=ver$ THEN ver >KG<
=1
340 NEXT i >QH<
350 FOR i=1 TO 28 >HJ<
360 READ dat$:IF dat$=obj$ THEN obj >ZK<
=1
370 NEXT i >UL<
380 IF ver=0 THEN PRINT"Je ne compr >PM<
end pas ";actg$;" !"
390 IF obj=0 THEN PRINT"Je ne compr >TN<
end pas ";actd$;" !"
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,280,2: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<
50,270,1:DRAW 150,20,1:DRAW 10,20:M
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 >CN<
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 >QM<
450 '** DESSIN ASPIRATEUR ** >VK<
451 MOVE 196,0:DRAW 244,0,2:MOVE 19 >PL<

```

## Listing 2

```

6,2:DRAW 244,2,2:MOVE 198,4:DRAW 24
2,4,2:MOVE 214,6:DRAW 226,6,2
452 FOR y=8 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 >CP<
,y:DRAW 238,y,2:NEXT y
455 MOVE 204,122:DRAW 236,122,2:MOV >TQ<
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 >JR<
8,y:DRAW 222,y,3:NEXT y
457 FOR y=70 TO 110 STEP 2:MOVE 218 >GT<
,y:DRAW 222,y,3:NEXT y
458 MOVE 218,152:DRAW 222,152,2:PLO >CU<
T 220,154,2
459 RETURN >YV<
800 ** INTERROGATION ** >ZJ<
801 act$="":PRINT >AK<
802 LOCATE 1,VPOS(#0):PRINT">";act >RL<
$;"< ";
803 IF LEN(act$)=26 THEN SOUND 4,20 >JM<
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$="" GOTO 804 >TN<
805 IF in$=CHR$(13) GOTO 870 >KP<
806 IF in$=CHR$(127) AND LEN(act$)= >XQ<
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$) >GR<
0 THEN act$=LEFT$(act$,LEN(act$)-1)
:GOTO 802
808 act$=act$+in$:GOTO 802 >JT<
870 PRINT " ":act$=UPPER$(act$):RET >YR<
URN
880 ** DEBUT ** >DT<
885 ENV 1,2,1,2,2,-1,2:ENV 2,2,-2,4 >ZY<
890 GOSUB 40000 >HU<
891 MODE 1 >YV<
895 DEG >GZ<
900 WINDOW #0,1,40,1,6:PAPER 0:PEN >GK<
2:CLS
910 WINDOW #1,1,25,7,25:PAPER #1,1: >TL<
PEN #1,2:CLS #1
920 WINDOW #2,26,40,7,24:PAPER #2,3 >FM<
:PEN #2,2:CLS #2
930 WINDOW #3,26,40,25,25:PAPER #3, >PN<
3:PEN #3,2:CLS #3
940 brk=0:fp=0:t=8:gri=0:clam=0:ccl >EP<
ebu=0:cclcja=0:cof2=0:cof8=0:arm4=0
:arm6=0:arm7=0:arm9=0:arm10=0:ref=0
:con=0:portcav=0:portja=0
950 clebu=1:cleja=1:aspdef=1:aspbon >VQ<
=1:lam=1:dra=1:ser=1:linsal=1:linse
c=1:via=1:boi=1:bou=1
951 coef=12 >GR<
960 poch$="" >BR<
970 tps=0:LOCATE #3,1,1:PRINT#3,"Te >FT<
mps ":"tps
980 EVERY 250,3 GOSUB 130 >AU<
990 GOTO 10000 >DV<
1000 ** GRENIER #1 ** >WB<
1005 BORDER 1:INK 0,1:INK 1,15:INK >ZG<
2,26:INK 3,0
1010 CLS #1:CLS #2 >ZC<
1020 LOCATE #1,8,1:PRINT#1,"GRENIER >GD<
N. 1"
1029 CLS #2 >KN<
1030 PRINT#2,"Gauche":PRINT#2,"Droi >EE<
te":PRINT#2,"Bas":PRINT#2:PRINT#2,"
Un message"
1040 GOSUB 30 >PF<
1050 GOSUB 800 >YG<
1070 IF act$="DROITE" GOTO 2000 >HJ<
1080 IF act$="BAS" GOTO 6000 >BK<
1090 IF act$="GAUCHE" THEN gri=1:GO >QL<
TO 11000
1100 IF act$="HAUT" GOTO 1140 >UC<
1110 GOSUB 220 >QD<
1120 IF esp=0 OR ver=0 OR obj=0 GOT >CE<
0 1050
1130 IF ver$="LIRE" AND obj$="MESS" >XF<
THEN PRINT"Faire du feu.":GOTO 105
0
1140 PRINT"Impossible !":GOTO 1050 >AG<
2000 ** GRENIER #2 ** >YC<
2005 BORDER 0:INK 0,0:INK 1,13:INK >ZH<
2,26:INK 3,3
2010 CLS #1:CLS #2 >AD<
2020 LOCATE #1,8,1:PRINT#1,"GRENIER >JE<
N. 2"
2021 FOR y=0 TO 60 STEP 2:MOVE 120, >KF<
y:DRAW 280,y,3:NEXT y
2022 FOR y=0 TO 60 STEP 10:MOVE 120 >QG<
,y:DRAW 280,y,0:NEXT y:MOVE 120,0:D
RAW 120,60,0:MOVE 280,0:DRAW 280,60
,0
2023 x1=122:x2=278:FOR y=62 TO 70 S >KH<
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 >NK<
2,y,0:DRAW 280,60,0
2029 CLS #2 >LP<
2030 PRINT#2,"Gauche":PRINT#2 >NF<
2040 PRINT#2,"Un coffre" >NG<
2050 IF clebu=1 AND cof2=1 THEN PRI >GH<
NT#2,"Une cle"
2060 GOSUB 30 >TJ<
2070 GOSUB 800 >BK<
2090 IF act$="GAUCHE" GOTO 1000 >GM<
2100 IF act$="HAUT" OR act$="DROITE >DD<
" OR act$="BAS" GOTO 2160
2110 GOSUB 220 >RE<
2120 IF esp=0 OR ver=0 OR obj=0 GOT >GF<
0 2070
2130 IF ver$="OUVR" AND obj$="COFF" >MG<
AND cof2=1 THEN PRINT"Le coffre es
t deja ouvert.":GOTO 2070
2140 IF ver$="OUVR" AND obj$="COFF" >KH<
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" >YJ<
AND cof2=1 AND clebu=1 THEN PRINT"D
'accord.":clebu=0:cclcja=1:GOTO 202
9
2160 PRINT"Impossible !":GOTO 2070 >BK<
3000 ** GRENIER #3 ** >AD<
3005 BORDER 13:INK 0,13:INK 1,2:INK >FJ<
2,0:INK 3,26
3010 CLS #1:CLS #2 >BE<
3020 LOCATE #1,8,1:PRINT#1,"GRENIER >LF<
N. 3"
3030 PRINT#2,"Droite":PRINT#2 >TG<
3040 IF aspdef=1 THEN PRINT#2,"Un a >YH<
spirateur":GOSUB 450
3050 GOSUB 30 >TJ<
3060 GOSUB 800 >BK<
3080 IF act$="DROITE" GOTO 4000 >NM<
3090 IF act$="HAUT" OR act$="GAUCHE >HN<
" OR act$="BAS" GOTO 3130
3100 GOSUB 220 >RE<
3110 IF esp=0 OR ver=0 OR obj=0 GOT >GF<
0 3060
3120 IF ver$="PREN" AND obj$="ASPI" >NG<
AND poch$="" THEN PRINT"D'accord."
:aspdef=0:poch$="Aspirateur":GOTO 3
010
3130 PRINT"Impossible !":GOTO 3060 >EH<
4000 ** GRENIER #4 ** >CE<
4005 BORDER 0:INK 0,0:INK 1,2:INK 2 >UK<
,25:INK 3,1
4010 CLS #1:CLS #2 >CF<
4020 LOCATE #1,8,1:PRINT#1,"GRENIER >NG<
N. 4"
4021 GOSUB 420 >XH<
4029 CLS #2 >NR<
4030 PRINT#2,"Gauche":PRINT#2,"Droi >UH<
te":PRINT#2
4040 PRINT#2,"Un message":PRINT#2, >LJ<
Une armoire"
4050 IF arm4=1 AND cleja=1 THEN PRI >GK<
NT#2,"Une cle"
4060 GOSUB 30 >VL<
4070 GOSUB 800 >DM<
4090 IF act$="GAUCHE" GOTO 3000 >LP<
4100 IF act$="DROITE" GOTO 5000 >HF<
4110 IF act$="HAUT" OR act$="BAS" G >CB<
OTO 4180
4120 GOSUB 220 >VH<

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4130 IF esp=0 OR ver=0 OR obj=0 GOT >MJ<
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 arm4=0 THEN PRINT"Il y a une c
le a l'interieur.":arm4=1:GOTO 4029

4160 IF ver$="OUVR" AND obj$="ARMO" >GM<
AND arm4=1 THEN PRINT"Elle est dej
a ouverte":GOTO 4070
4170 IF ver$="PREN" AND obj$="CLE" >BN<
AND arm4=1 AND cleja=1 THEN PRINT"D
'accord.":cleja=0:cleja=1:GOTO 402
9
4180 PRINT"Impossible !":GOTO 4070 >NP<
5000 ** GRENIER #5 ** >EF<
5005 BORDER 9:INK 0,9:INK 1,8:INK 2
,0:INK 3,25 >VL<
5010 CLS #1:CLS #2 >DG<
5020 LOCATE #1,8,1:PRINT#1,"GRENIER >QH<
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
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$="GAUCHE" GOTO 4000 >NQ<
5100 IF act$="BAS" GOTO 10000 >VG<
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 >MM<
6000 ** LINGERIE ** >HB<
6005 BORDER 26:INK 0,26:INK 1,14:IN >ZM<
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 >QU<
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 arm6=1 AND dra=1 THEN PRINT >FM<
#2,"Des draps"
6060 IF arm6=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 arm6=0 THEN PRINT"Il y a des s
erviettes et":PRINT"des draps a l'i
nterieur.":arm6=1:GOTO 6029
6180 IF ver$="OUVR" AND obj$="ARMO" >RR<
AND arm6=1 THEN PRINT"Elle est dej
a ouverte.":GOTO 6080
6190 IF ver$="PREN" AND obj$="SERV" >VT<
AND arm6=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 arm6=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 arm6=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" >TM<
AND poch$="Bouillotte" AND arm7=1
THEN PRINT"D'accord.":poch$="":GOSU
B 160:GOTO 7029
7131 IF ver$="OUVR" AND obj$="ARMO" >FN<
AND arm7=0 THEN PRINT"Elle ne cont
ient rien d'interessant.":arm7=1:GO
TO 7060
7132 IF ver$="OUVR" AND obj$="ARMO" >PP<
AND arm7=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 96:MOVE 100,y:DRAW >UP<
190,y,3:NEXT y
8024 MOVE 220,140:DRAW 220,160,2:MO >JQ<
VE 222,138:DRAW 222,162,2:MOVE 224,
138:DRAW 224,162,2:MOVE 226,140:DR
A W 226,160,2
8025 MOVE 320,140:DRAW 320,160,2:MO >UR<
VE 322,138:DRAW 322,162,2:MOVE 324,
138:DRAW 324,162,2:MOVE 326,140:DR
A W 326,160,2
8026 MOVE 220,156:DRAW 320,156,2:MO >LT<
VE 220,144:DRAW 320,144,2
8029 CLS #2 >TW<
8030 PRINT#2,"Gauche":PRINT#2,"Droi >YM<
te":PRINT#2
8040 PRINT#2,"Un message":PRINT#2," >GN<
Un coffre & un":PRINT#2,"Porte-serv
iette"
8050 IF cof8=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 >ZM<
8130 IF esp=0 OR ver=0 OR obj=0 GOT >WN<
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
O 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" O >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<
O 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,"CHAMBR >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<
eraine ton travail.":PRINT"tu peux
te preparer pour aller au bal.":fp=

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1: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 gr1=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 linsec<>1 GOTO 11070 >GJ<
11061 PRINT#2,"Du linge sec" >VK<
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 >MM<
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 >WK<
11075 IF gr1=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

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11120 IF act$="DROITE" GOTO 12000 >KF<
11130 GOSUB 220 >WG<
11140 IF esp=0 OR ver=0 OR obj=0 GO >PH<
TO 11080
11150 IF ver$="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$="LING >CK<
" AND linsec=1 AND poch$="" THEN PR
INT"D'accord.":linsec=0:poch$="Ling
e sec":FOR y=50 TO 198 STEP 2:MOVE
40,y:DRAW 350,y,1:NEXT y:GOTO 11039
11170 PRINT"Impossible !":GOTO 1108 >NL<
0
12000 ** ENTREE ** >ED<
12005 BORDER 1:INK 0,1:INK 1,4:INK >ZJ<
2,26:INK 3,0
12010 CLS #1:CLS #2 >DE<
12020 LOCATE #1,11,1:PRINT#1,"ENTRE >PF<
E"
12029 CLS #2 >PQ<
12030 PRINT#2,"Gauche":PRINT#2,"Dro >CG<
ite":PRINT#2,"Haut":PRINT#2,"Bas":P
RINT#2
12040 GOSUB 30 >UH<
12045 IF ref=1 THEN CLS:PRINT"Tu as >KN<
oublie de fermer le refrigerateur,
":PRINT"tu es privree de bal.":GOTO
50000
12050 GOSUB 800 >CJ<
12070 IF act$="HAUT" GOTO 6000 >EL<
12080 IF act$="BAS" GOTO 17000 >KM<
12090 IF act$="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 >WK<
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:DRA >NJ<
W 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< 14040 PRINT#2,"Une table":PRINT#2," >PK<
AW x,130,3:MOVE x,170:DRAW x,210,3:
NEXT x
13029 CLS #2 >QR< 14050 GOSUB 30 >XL<
13030 PRINT#2,"Gauche":PRINT#2,"Dro >MH<
ite":PRINT#2,"Bas":PRINT#2
13040 PRINT#2,"refrigerateur" >JJ< 14055 IF ref=1 THEN CLS:PRINT"Tu as >NR<
13050 GOSUB 30 >WK< 14060 GOSUB 800 >FM<
13060 GOSUB 800 >EL< 14080 IF act$="HAUT" GOTO 14160 >RP<
13080 IF act$="HAUT" GOTO 13190 >TN< 14090 IF act$="GAUCHE" GOTO 13000 >TQ<
13090 IF act$="GAUCHE" GOTO 12000 >QP< 14100 IF act$="DROITE" GOTO 15000 >PG<
13100 IF act$="DROITE" GOTO 14000 >MF< 14110 IF act$="BAS" GOTO 19000 >HH<
13110 IF act$="BAS" AND cclebu=0 TH >HG< 14120 GOSUB 220 >YJ<
EN PRINT"La porte est fermee a cle. >TK<
":GOTO 13060 14130 IF esp=0 OR ver=0 OR obj=0 GO
TO 18000 14140 IF ver$="PASS" AND obj$="ASPI >WL<
13120 IF act$="BAS" AND cclebu=1 GO >YH< " AND poch$="Aspirateur" AND aspdef
TO 18000 =0 THEN CLS:PRINT"Cet aspirateur es
13130 GOSUB 220 >YJ< t defectueux,":PRINT"Il fait sauter
13140 IF esp=0 OR ver=0 OR obj=0 GO >RK< les plombs,":PRINT"Tu es privree de
TO 13060 bal.":GOTO 50000
13150 IF ver$="OUVR" AND obj$="REFR >DL< 14150 IF ver$="PASS" AND obj$="ASPI >RM<
" AND ref=0 THEN PRINT"D'accord.":r " AND poch$="Aspirateur" AND aspbon
ef=1:GOTO 13060 =0 THEN PRINT"D'accord.":poch$="":G
13160 IF ver$="OUVR" AND obj$="REFR >XM< OSUB 160:GOTO 14029
" AND ref=1 THEN PRINT"Il est deja >RN<
ouvert.":GOTO 13060 0
13170 IF ver$="RANG" AND obj$="VIAN >VN< 15000 ** SALON ** >GG<
" AND ref=1 AND poch$="Viande" THEN >QM<
PRINT"D'accord.":poch$="":GOSUB 16 15005 BORDER 14:INK 0,14:INK 1,25:I
0:GOTO 13029 NK 2,2:INK 3,3
13180 IF ver$="RANG" AND obj$="VIAN >DP< 15010 CLS #1:CLS #2 >GH<
" AND ref=0 AND poch$="Viande" THEN >RJ<
PRINT"Le refrigerateur est ferme." >KK<
:GOTO 13060 15020 LOCATE #1,11,1:PRINT#1,"SALON
13184 IF ver$="FERM" AND obj$="REFR >MU< "
" AND ref=0 THEN PRINT"Il est deja >DL<
ferme.":GOTO 13060 90,40:DRAW COS(i)*10,SIN(i)*10:ORI
13185 IF ver$="FERM" AND obj$="REFR >AV< GIN 310,40:DRAW COS(i)*10,SIN(i)*10
" AND ref=1 THEN PRINT"D'accord.":r :NEXT i:ORIGIN 0,0
ef=0:GOTO 13060 15023 FOR y=21 TO 70 STEP 2:MOVE 10 >KM<
13190 PRINT"Impossible !":GOTO 1306 >TQ< 6,y:DRAW 295,y,2:NEXT y
0 15024 MOVE 108,71:DRAW 293,71,2:MOV >PN<
14000 ** SALLE A MANGER ** >UF< E 110,73:DRAW 291,73,2
14005 BORDER 15:INK 0,15:INK 1,14:I >WL< 15025 MOVE 80,0:DRAW 320,0,3:DRAW 3 >QP<
NK 2,1:INK 3,26 20,30,3:DRAW 80,30,3:DRAW 80,0,3
14010 CLS #1:CLS #2 >FG< 15026 MOVE 106,30:DRAW 106,15,3:DRA >BQ<
14020 LOCATE #1,7,1:PRINT#1,"SALLE >GH< W 295,15,3:DRAW 295,30,3:MOVE 160,1
A MANGER" 5:DRAW 160,30,3:MOVE 240,15:DRAW 24 >CJ<
14021 GOSUB 440 0,30,3
14022 FOR x=35 TO 40 STEP 2:MOVE x, >TK< 15027 MOVE 106,21:DRAW 106,70,3:DRA >ZR<
0:DRAW x,140,2:MOVE x+60,0:DRAW x+6 W 110,73,3:DRAW 291,73,3:DRAW 295,7
0,60,2:MOVE x+265,0:DRAW x+265,60,2 0,3:DRAW 295,21,3
:MOVE x+325,0:DRAW x+325,140,2:NEXT >TJ<
x:FOR y=60 TO 65 STEP 2:MOVE 40,y, >TU<
DRAW 100,y,3:MOVE 300,y:DRAW 360,y, >YK<
3:NEXT y 15030 PRINT#2,"Gauche":PRINT#2,"Dro
14029 CLS #2 >RT< ite":PRINT#2
14030 PRINT#2,"Gauche":PRINT#2,"Dro >NJ<
ite":PRINT#2,"Bas":PRINT#2
,y,3:NEXT y:MOVE 32,22:DRAW 48,22,3
:MOVE 38,24:DRAW 42,24,3:MOVE 36,26
:DRAW 44,26,3
15060 GOSUB 30 >ZN<
15070 GOSUB 800 >HP<
15090 IF act$="HAUT" OR act$="BAS" >QR<
GOTO 15150
15100 IF act$="GAUCHE" GOTO 14000 >LH<
15110 IF act$="DROITE" GOTO 16000 >TJ<
15120 GOSUB 220 >ZK<
15130 IF esp=0 OR ver=0 OR obj=0 GO >WL<
TO 15070
15140 IF ver$="PREN" AND obj$="BOUI >TM<
" AND bou=1 AND poch$="" THEN PRINT
"D'accord.":bou=0:poch$="Bouillotte
":FOR y=0 TO 26 STEP 2:MOVE 30,y:DR
AW 50,y,1:NEXT y:GOTO 15029
15150 PRINT"Impossible !":GOTO 1507 >UN<
0
16000 ** BIBLIOTHEQUE ** >PH<
16005 BORDER 14:INK 0,14:INK 1,22:I >QN<
NK 2,3:INK 3,16:p=1
16010 CLS #1:CLS #2 >HJ<
16020 LOCATE #1,8,1:PRINT#1,"BIBLIO >DK<
THEQUE"
16021 FOR y=0 TO 120 STEP 2:MOVE 18 >HL<
0,y:DRAW 220,y,3:DRAW 340,y,0:DRAW
380,y,3:NEXT y:FOR y=121 TO 150 STE
P 2:MOVE 160,y:DRAW 398,y,2:NEXT y
16022 MOVE 220,120:DRAW 220,0,2:DRA >JM<
W 340,0,2:DRAW 340,120,2:MOVE 180,1
20:DRAW 180,0,2:DRAW 380,0,2:DRAW 3
80,120,2:MOVE 225,10:DRAW 335,10,2:
MOVE 225,40:DRAW 335,40,2:FOR x=230
TO 330 STEP 9:MOVE x,0:DRAW x,50,2
:NEXT x
16023 FOR x=10 TO 140 STEP 6:p=p+1: >BN<
IF p=2 THEN p=3
16024 IF p=4 THEN p=0 >AP<
16025 FOR i=x TO x+6 STEP 2:MOVE i, >PQ<
10:DRAW i,240,p:NEXT i:NEXT x
16026 FOR x=0 TO 10 STEP 2:MOVE x,0 >PR<
:DRAW x,240,2:MOVE x+140,0:DRAW x+1
40,240,2:NEXT x
16027 FOR y=0 TO 240 STEP 40:FOR i= >HT<
y TO y+8 STEP 2:MOVE 0,i:DRAW 150,i
,2:NEXT i:NEXT y
16029 CLS #2 >UV<
16030 PRINT#2,"Gauche":PRINT#2,"Hau >DL<
t":PRINT#2,"Bas":PRINT#2
16040 PRINT#2,"Des livres":PRINT#2, >CM<
"Une cheminee"
16050 GOSUB 30 >ZN<
16060 GOSUB 800 >HP<
16080 IF act$="DROITE" GOTO 16150 >GR<
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 >XM< 2,0:INK 3,26
TO 16060 18010 CLS #1:CLS #2 >KL<
16140 IF ver$="FAIR" AND obj$="FEU" >TN< 18020 LOCATE #1,10,1:PRINT#1,"BUAND >RM<
AND poch$="Bois" THEN PRINT"D'acco ERIE"
rd.":poch$="":GOSUB 160:GOTO 16029 18021 FOR x=150 TO 250 STEP 2:MOVE >PN<
16145 IF ver$="LIRE" AND obj$="LIVR >KU< x,0:DRAW x,120,3:NEXT x
" THEN PRINT"Tu n'es pas la pour li 18022 MOVE 150,0:DRAW 250,0,2:DRAW >CP<
re.":GOTO 16060 250,120,2:DRAW 150,120,2:DRAW 150,0
16150 PRINT"Impossible !":GOTO 1606 >VP< ,2:MOVE 150,100:DRAW 250,100,2
0 18023 MOVE 155,115:DRAW 165,115,0:M >FQ<
17000 '** CAVE #1 ** >YJ< OVE 155,106:DRAW 170,106,0:FOR x=23
17005 BORDER 15:INK 0,15:INK 1,13:I >UP< 0 TO 240 STEP 2:MOVE x,105:DRAW x,1
NK 2,3:INK 3,20 15,0:NEXT x
17010 CLS #1:CLS #2 >JK< 18024 FOR i=1 TO 180 STEP 6:ORIGIN >XR<
17020 LOCATE #1,9,1:PRINT#1,"CAVE N >KL< 200,50:MOVE COS(i)*20,SIN(i)*20:DRA
. 1" W COS(i)*20,SIN(i)*-20,2:NEXT i:ORI
17030 PRINT#2,"HAUT":PRINT#2 >NM< GIN 0,0
17040 PRINT#2,"Un message" >JN< 18029 CLS #2 >WX<
17041 IF boi<>1 GOTO 17060 >VP< 18030 PRINT#2,"Haut":PRINT#2 >PN<
17042 FOR i=1 TO 360 STEP 30 >WQ< 18040 PRINT#2,"Une machine a":PRINT >HP<
17043 ORIGIN 140,10:DRAW COS(i)*11, >HR< #2,"laver"
SIN(i)*11,2:ORIGIN 170,10:DRAW COS( >BQ<
i)*11,SIN(i)*11,2:ORIGIN 200,11:DRA 18050 GOSUB 30
W COS(i)*11,SIN(i)*10,2:ORIGIN 230, >TW<
11:DRAW COS(i)*11,SIN(i)*11,2:ORIGI 18055 IF ref=1 THEN CLS:PRINT"Tu as
N 260,11:DRAW COS(i)*11,SIN(i)*11,2 oublie de fermer le refrigerateur,
":PRINT"tu es privee de bal.":GOTO
50000
17044 ORIGIN 155,30:DRAW COS(i)*11, >FT< 18060 GOSUB 800 >KR<
SIN(i)*11,2:ORIGIN 185,30:DRAW COS( >LU<
i)*11,SIN(i)*11,2:ORIGIN 215,30:DRA 18080 IF act$="GAUCHE" OR act$="DRO
W COS(i)*11,SIN(i)*11,2:ORIGIN 245, >NV<
30:DRAW COS(i)*11,SIN(i)*11,2 18090 IF act$="HAUT" GOTO 13000
17045 ORIGIN 170,50:DRAW COS(i)*11, >CU< >AL<
SIN(i)*11,2:ORIGIN 200,50:DRAW COS( 18100 GOSUB 220
i)*11,SIN(i)*11,2:ORIGIN 230,50:DRA >ZM<
W COS(i)*11,SIN(i)*11,2 TO 18060
17057 NEXT i >JX< 18120 IF ver$="LAVE" AND obj$="LING >XN<
17058 ORIGIN 0,0 >GY< " AND poch$="Linge sale" THEN PRINT
17059 PRINT#2,"Du bois" >ZZ< "D'accord.":poch$="":GOSUB 160:GOTO
17060 GOSUB 30 >BQ< 18029
17070 GOSUB 800 >KR< 18130 PRINT"Impossible !":GOTO 1806 >XP<
17090 IF act$="GAUCHE" OR act$="DRO >MU< 0
ITE" OR act$="BAS" GOTO 17150 19000 '** CAVE #2 ** >BL<
17100 IF act$="HAUT" GOTO 12000 >CK< 19005 BORDER 25:INK 0,25:INK 1,16:I >XR<
17110 GOSUB 220 >AL< NK 2,1:INK 3,2
17120 IF esp=0 OR ver=0 OR obj=0 GO >ZM< 19010 CLS #1:CLS #2 >LM<
TO 17070 19020 LOCATE #1,9,1:PRINT#1,"CAVE N >NN<
. 2"
17130 IF ver$="LIRE" AND obj$="MESS >PN< 19030 PRINT#2,"Haut":PRINT#2,"Droit >UP<
" THEN PRINT"Ranger la bouillotte d e":PRINT#2
ans":PRINT"la chambre de la belle-m >YQ<
ere.":GOTO 17070 19040 PRINT#2,"Un message":IF aspbo >YQ<
17140 IF ver$="PREN" AND obj$="BOIS >YP< n=1 THEN PRINT#2,"Un aspirateur":GO
" AND boi=1 AND poch$="" THEN PRINT SUB 450
"D'accord.":boi=0:poch$="Bois":GOTO >CR<
17010 19050 GOSUB 30
17150 PRINT"Impossible !":GOTO 1707 >YQ< 19055 IF con=1 THEN CLS:PRINT"Tu as
0 >AX<
oublie de fermer le congelateur,":
18000 '** BUANDERIE ** >HK< PRINT"tu es privee de bal.":GOTO 50
18005 BORDER 2:INK 0,2:INK 1,17:INK >PQ< 000
19060 GOSUB 800 >LT<
19080 IF act$="GAUCHE" OR act$="BAS >GV<
" GOTO 19150
19090 IF act$="HAUT" GOTO 14000 >QW<
19100 IF act$="DROITE" GOTO 20000 >QM<
19110 GOSUB 220 >CN<
19120 IF esp=0 OR ver=0 OR obj=0 GO >CP<
TO 19060
19130 IF ver$="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.
":aspbon=0:poch$="Aspirateur":GOTO
19010
19150 PRINT"Impossible !":GOTO 1906 >BT<
0
20000 '** CAVE #3 ** >UC<
20005 BORDER 1:INK 0,1:INK 2,26:INK >GH<
3,0
20010 CLS #1:CLS #2 >CD<
20020 LOCATE #1,9,1:PRINT#1,"CAVE N >FE<
. 3"
20030 CLS #2 >EF<
20040 PRINT#2,"Gauche":PRINT#2 >RG<
20050 IF clam<>1 THEN INK 1,0:PRINT >AH<
#2,"Il fait noir.":GOTO 20080
20051 INK 1,16 >DJ<
20052 FOR y=0 TO 100 STEP 2:MOVE 10 >CK<
0,y:DRAW 300,y,2:NEXT y
20053 MOVE 100,0:DRAW 300,0,3:DRAW >CL<
300,80,3:DRAW 100,80,3:DRAW 100,0,3
20054 MOVE 100,85:DRAW 300,85,3:DRA >RM<
W 300,100,3:DRAW 100,100,3:DRAW 100
,85,3
20055 FOR x=117 TO 130 STEP 4:PLOT >VN<
x,92,3:NEXT x
20060 PRINT#2,"Un congelateur" >PJ<
20070 IF con=1 AND via=1 THEN PRINT >LK<
#2,"De la viande"
20080 GOSUB 30 >XL<
20090 GOSUB 800 >FM<
20110 IF act$="DROITE" OR act$="BAS >FE<
" OR act$="HAUT" GOTO 20220
20120 IF act$="GAUCHE" GOTO 19000 >PF<
20130 GOSUB 220 >WG<
20140 IF esp=0 OR ver=0 OR obj=0 GO >QH<
TO 20090
20150 IF ver$="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$="LAMP >DL<
" AND clam=0 GOTO 20220
20180 IF clam<>1 GOTO 20220 >GM<
20190 IF ver$="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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" 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 >KG<
0
21000 '** CAVE #4 ** >WD<
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 pied 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 >NE<
,RANG,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 disseminés dans la m
aison."
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.

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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'infinifitif 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$<>" " GOTO 40500 >AK<
40510 FOR t=1 TO 0.5 STEP -0.1 >UL<
40511 bp=bp+1 >GM<
40512 WHILE SQ(1)>127:WEND >EN<
40513 IF bp=1 THEN BORDER 4:INK 0,4 >TP<
:INK 1,26
40514 IF bp=2 THEN BORDER 25:INK 0, >VQ<
25:INK 1,0
40515 IF bp=3 THEN BORDER 26:INK 0, >FR<
26:INK 1,6
40516 IF bp=4 THEN BORDER 16:INK 0, >CT<
16:INK 1,3
40517 IF bp=5 THEN BORDER 14:INK 0, >YU<
14:INK 1,1
40520 RESTORE 60000 >LM<
40530 FOR i=1 TO 114 >PN<
40540 READ so:so=so*t:READ d:d=d*12 >LP<
:READ sob:sob=sob*t
40550 SOUND 4,so,d,15,2:SOUND 1,so/ >RQ<
2,d,15,2:SOUND 2,sob,d,13,1
40560 IF INKEY$=CHR$(13) THEN i=114 >AR<
:t=0.5:brk=1
40570 NEXT i,t >UT<
40580 IF brk=0 GOTO 40060 >HU<
40590 FOR i=1 TO 8:CALL &A000:NEXT >HV<
i:RETURN
50000 '** FIN DE PARTIE ** >YF<
50005 AFTER 1,3 GOSUB 120 >HL<
50007 GOSUB 63000 >MN<
50010 LOCATE 1,6:PRINT"Presse ENTER >EG<
, si tu veux rejouer...";
50020 IF INKEY$<>" " GOTO 50020 >WH<
50030 IF INKEY$<>CHR$(13) GOTO 5003 >AJ<
0
50040 CLEAR:FOR i=1 TO 8:CALL &A000 >YK<
:NEXT i:GOTO 1
60000 '** MUSIQUE PRESENTATION ** >YG<
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

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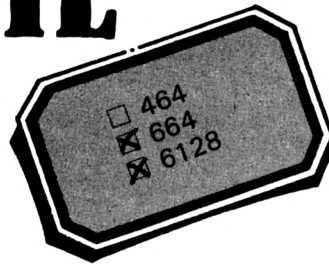
```

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, >QM<
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, >WQ<
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 &9FFF:RESTORE 65090 >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 65080 >AU<
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

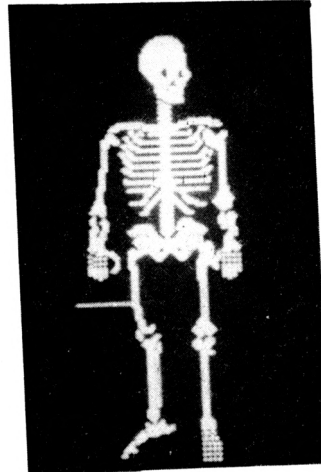
Paul SERNA



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 radius. Je vous le parie (étal) : à la fin du questionnaire vous serez occis, à l'hôpital.

O Temporal, ô mores, les jeunes ne connaissent plus l'anatomie, c'est consternum, 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 "l'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 151,12,12,12,12,12,12,12	>EE<	490 SYMBOL 169,255,24,8,140,199,99,	>WP<
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	>GF<	500 SYMBOL 170,252,0,0,0,0,192,120,	>CF<
241,249,255		,255		0	
150 SYMBOL 135,252,252,252,252,230,	>YG<	330 SYMBOL 153,224,63,0,128,255,0,0	>RG<	510 SYMBOL 171,28,28,60,62,127,254,	>TG<
231,163,190		,255		126,62	
160 SYMBOL 136,127,62,63,63,30,31,7	>YH<	340 SYMBOL 154,14,255,14,14,255,14,	>HH<	520 SYMBOL 172,1,0,0,1,1,0,0,1	>XH<
,17		14,255		530 SYMBOL 173,216,24,128,136,156,1	>YJ<
170 SYMBOL 137,60,28,248,248,168,80	>BJ<	350 SYMBOL 155,0,255,0,0,255,0,0,25	>XJ<	40,204,204	
,248,248		5		540 SYMBOL 174,4,28,0,0,0,0,126,255	>MK<
180 SYMBOL 138,12,31,14,31,14,31,14	>BK<	360 SYMBOL 156,96,196,13,25,232,6,1	>XK<	550 SYMBOL 175,31,14,31,14,31,14,31	>FL<
,31		2,248		,14	
190 SYMBOL 139,0,0,0,0,0,0,0,63	>LL<	370 SYMBOL 157,248,56,24,24,24,24,2	>KL<	560 SYMBOL 176,12,7,0,0,30,63,63,12	>JM<
200 SYMBOL 140,0,0,0,0,0,0,0,248	>BC<	4,24		7	
210 SYMBOL 141,0,0,0,0,0,0,1,31	>RD<	380 SYMBOL 158,12,7,1,0,4,7,0,0	>CM<	570 SYMBOL 177,0,0,0,0,0,0,192,240	>GN<
220 SYMBOL 142,0,0,0,0,0,0,255,255	>WE<	390 SYMBOL 159,0,0,255,0,0,255,0,0	>NN<	580 SYMBOL 178,24,0,19,55,51,59,27,	>QF<
230 SYMBOL 143,0,0,0,0,0,0,0,224	>BF<	400 SYMBOL 160,28,24,24,24,24,24,24	>QE<	27	
		,56		590 SYMBOL 179,0,0,0,128,0,0,0,0	>ZQ<
				600 SYMBOL 180,1,1,1,1,1,1,1,1	>ZG<
				610 SYMBOL 181,140,152,152,152,152,	>UH<
				152,152,152	
				620 SYMBOL 182,1,3,7,7,7,7,3	>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 189,1,1,1,1,1,1,3,1	>WR<
				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	>KM<
				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 198,0,2,0,2,0,2,2,2 >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 206,2,0,0,0,0,0,0,0 >AQ<
870 SYMBOL 207,168,168,32,0,0,0,0,0 >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 211,64,0,0,0,0,0,0,0 >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, >GE<
96,96
1040 SYMBOL 224,96,96,96,96,96,96,9 >NF<
6,96
1050 SYMBOL 225,13,13,13,13,13,12,3 >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 >ZJ<
,192
1080 SYMBOL 228,0,0,0,0,0,0,0,1 >AK<
1090 SYMBOL 229,30,12,4,33,31,60,15 >WL<
8,222
1100 SYMBOL 230,0,0,128,128,200,248 >FC<
,224,0
1110 SYMBOL 231,192,128,0,0,0,0,0,0 >VD<
1120 SYMBOL 232,0,212,0,170,0,170,0 >ME<
,170
1130 SYMBOL 233,0,170,0,0,0,0,0,0 >DF<
1140 SYMBOL 234,28,64,85,192,149,0, >LG<
149,149
1150 n=0:c=0:d=0 >EH<
1160 p=0 >YJ<
1170 IF n=10 THEN GOTO 2260 >VK<
1180 MODE 1:BORDER 0:PAPER 0:PEN 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$(145)+CH >KG<
R$(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$(128)+CHR$(174)+CHR$(17
5)+CHR$(176)+CHR$(177)+CHR$(178)+CH
R$(179)
1280 k$=CHR$(180)+CHR$(181)+CHR$(18 >ZM<
2)+CHR$(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$(212)+C >HG<
HR$(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 >CG<
1420 CLS >MH<
1430 MODE 1:BORDER 18:PAPER 0:PEN 1 >VJ<
: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 1 >VG<
1510 a$="Paul SERNA" >JH<
1520 FOR i=1 TO LEN(a$) >KJ<
1530 b$=MID$(a$,i,1) >YK<
1540 PEN 3:LOCATE 15+i,11:PRINT b$ >KL<
1550 FOR t=1 TO 100:NEXT t >UM<
1560 NEXT i >YN<
1570 c$="presente" >TP<
1580 FOR i=1 TO LEN(c$) >UQ<
1590 d$=MID$(c$,i,1) >JR<
1600 FOR j=29 TO 16+i STEP -1 >RH<
1610 LOCATE j,13:PRINT d$ >QJ<
1620 LOCATE j+1,13:PRINT " " >CK<
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,metatarses,frontal,orbite
1700 DATA maxillaire superieur,maxi >EJ<
llaire inferieur,clavicule,sternum,
humerus,vertebre lombaire,os iliaqu
e,sacrum,tete du femur,grand trocha
nter,rotule
1710 DATA tibia,perone >MK<
1720 RANDOMIZE TIME >PL<
1730 v=INT(RND*35)+1 >FM<
1740 PEN 2:LOCATE 5,3:PRINT LEN(a$( >UN<
v)):LOCATE 3,4:PRINT "LETTRES":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 >XM<
1770 IF v=3 THEN MOVE 256,376:DRAW >XR< t"
298,384,2 272,174,2 2460 PEN 4 >AN<
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 >EU< 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 >WL<
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$ NK 1,26:INK 2,18:INK 3,24
282,270,2 2130 c$=LOWER$(b$) >JG< 2550 END >FN<
1830 IF v=9 THEN MOVE 224,252:DRAW >WN< 2140 IF c$=a$(v) THEN GOTO 2160 >EH< 2560 CLS #2:PRINT #2,"Cet os s'appe >XP<
244,252,2 2150 IF c$<>a$(v) THEN GOTO 2200 >RJ< lle: ";PEN #2,3:PRINT #2,UPPER$(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 2570 FOR t=1 TO 2000:NEXT t >AQ<
1850 IF v=11 THEN MOVE 224,244:DRAW >MQ< #2,1 2580 GOTO 1160 >HR<
300,244,2 2170 FOR t=1 TO 2000:NEXT t >WL< 2590 MODE 1:PAPER 0:PEN 1:INK 0,0:1 >KT<
1860 IF v=12 THEN MOVE 224,232:DRAW >LR< 2180 CLS #2 >JM< NK 1,11:INK 2,18:INK 3,15
240,232,2 2190 GOTO 1170 >FN< 2600 CLS >NJ<
1870 IF v=13 THEN MOVE 224,226:DRAW >VT< 2200 CLS #2:PEN #2,3:PRINT #2," >GE< 2610 PEN 2:LOCATE 14,3:PRINT "INDIC >KK<
240,226,2 NON !!!....":PEN #2,1 ATIONS"
1880 IF v=14 THEN MOVE 224,218:DRAW >ZU< 2210 p=p+1 >EF< 2620 PEN 1:LOCATE 5,7:PRINT "Un " >XL<
240,218,2 2220 c=c+1 >CG< 2630 PEN 3:LOCATE 8,7:PRINT "SQUELE >MM<
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 >BN<
1900 IF v=16 THEN MOVE 224,198:DRAW >TL< 2250 GOTO 2120 >YK< paraitre. 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 >GM< T" 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 >YN<
282,100,2 acte" 2670 LOCATE 5,10:PRINT "Dix questio >DR<
1930 IF v=19 THEN MOVE 224,96:DRAW >KP< 2290 IF d=2 THEN PRINT " Reponses >YP<
290,96,2 exactes" 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); 2700 LOCATE 1,14:PRINT "tion sera f >GK<
1950 IF v=21 THEN MOVE 304,386:DRAW >NR< 2310 IF INT(c/2)<2 THEN PRINT " Rep >DG<
336,386,2 onse fausse" ournie.Il faudra bien la me-"
1960 IF v=22 THEN MOVE 312,374:DRAW >HT< 2320 IF INT(c/2)>2 THEN PRINT " Re >DH<
336,374,2 ponses fausses" 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 >ZN<
1990 IF v=25 THEN MOVE 328,338:DRAW >UW< 2370 PEN 2:LOCATE 9,5:PRINT "VOULEZ >AN<
360,338,2 -VOUS REJOUER" 2740 GOSUB 2780 >TP<
2000 IF v=26 THEN MOVE 300,326:DRAW >JC< 2380 PEN 3:INK 3,6:LOCATE 5,10:PRIN >JP<
360,326,2 T " * Si OUI ----> touche 0" 2750 IF INKEY(47)=0 THEN 2760 >ZQ<
2010 IF v=27 THEN MOVE 344,304:DRAW >LD< 2390 LOCATE 5,12:PRINT " * Si NON - >YQ<
360,304,2 ----> touche N" 2760 MODE 1:BORDER 0:PAPER 0:INK 0, >CR<
2020 IF v=28 THEN MOVE 300,264:DRAW >QE< 2400 tou$=INKEY$ >XG< 0:INK 1,26:INK 2,18:INK 3,24
360,264,2 2410 IF tou$="" THEN GOTO 2400 >FH< 2770 RETURN >YT<
2030 IF v=29 THEN MOVE 312,252:DRAW >PF< 2420 IF tou$="o" OR tou$="0" THEN G >DJ< 2780 f$="...< Barre Espace >...POUR >RU<
360,252,2 OTO 1150 0TO 1150 CONTINUER.."
2040 IF v=30 THEN MOVE 300,248:DRAW >PG< 2430 IF tou$="n" OR tou$="N" THEN G >FK< 2790 FOR num=1 TO LEN(f$) >HV<
360,248,2 OTO 2440 2800 g$=MID$(f$,num,1) >RL<
2050 IF v=31 THEN MOVE 320,246:DRAW >PH< 2440 MODE 0:PAPER 0:PEN 1:INK 0,0:1 >DL< 2810 LOCATE num,24:PRINT g$ >EM<
360,246,2 NK 1,26:INK 2,18:INK 3,24:INK 4,15: 2820 FOR t=1 TO 50:NEXT t >XN<
2830 NEXT num >FP<
2840 k$=INKEY$ >TQ<
2850 IF k$="" THEN GOTO 2840 >KR<
2860 RETURN >YT<

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# UTILITAIRE

# SUPER DISC

David MERLIER  
Yannick KARCHER



Super-Disc est un programme simple, rassemblant plusieurs instructions disques telles que effacement de fichiers, échanges de noms, sous une forme plus pratique que les RSX d'origine. Le mode d'emploi est inclus dans le programme.

N.B. : le symbole X s'obtient en tapant "CTRL" + "X" simultanément.

## Listing 1

```

10 REM ***** >QB<
20 REM * * >WC<
30 REM * * >XD<
40 REM * S U P E R   D I S C * >YE<
50 REM * * >ZF<
60 REM * * >AG<
70 REM * copyright KARCHER Y. et* >DH<
80 REM * * >CJ<
90 REM * * >DK<
100 REM * MERLIER D. * >VB<
110 REM * * >YC<
120 REM * * >ZD<
130 REM ***** >WE<
140 REM * * * * * >DF<
150 REM * * >CB<
160 REM * * >DH<
170 REM * PRESENTATION * >JJ<
180 REM * * >FK<
190 REM * * >GL<
200 REM ***** >YC<
210 REM >HD<
220 INK 0,0:PAPER 0:BORDER 0:MODE 1 >LE<
:CLS:INK 1,15:INK 3,1:INK 2,26:SPEE
D KEY 20,1
230 FOR i=399 TO 320 STEP -2:MOVE 1 >MF<
,i:DRAW 640,I,3:NEXT:FOR i=30 TO 40
STEP 2:PLOT 40,380,1:DRAW i,370:NE
XT
240 FOR i=40 TO 70 STEP 2:MOVE i,38 >YG<
0:DRAW i,370:NEXT
250 FOR i=30 TO 40 STEP 2:MOVE i,37 >FH<
0:DRAW i,360:NEXT:FOR i=40 TO 60:MO
VE i,360:DRAW i,350,1:NEXT:FOR i=30
TO 40:PLOT 40,350:DRAW i,360:NEXT:
FOR i=60 TO 70:PLOT 60,360:DRAW i,3
50:NEXT
260 FOR i=60 TO 70:PLOT 60,330:DRAW >WJ<

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i,340:NEXT:FOR i=60 TO 70:MOVE i,3
50:DRAW i,340:NEXT:FOR i=30 TO 60:M
OVE i,340:DRAW i,330:NEXT
270 FOR i=340 TO 380 STEP 2:MOVE 10 >FK<
0,i:DRAW 110,i:MOVE 120,i:DRAW 130,
i:NEXT:FOR i=100 TO 110:PLOT 110,33
0:DRAW i,340:NEXT:FOR i=120 TO 130:
PLOT 120,330:DRAW i,340:NEXT:FOR i=
110 TO 120:MOVE i,340:DRAW i,330:NE
XT
280 FOR i=330 TO 380 STEP 2:MOVE 16 >YL<
0,i:DRAW 170,i:MOVE 220,i:DRAW 230,
i:MOVE 280,i:DRAW 290,i:NEXT:FOR i=
170 TO 180:MOVE i,380:DRAW i,370:MO
VE i,360:DRAW i,350:NEXT
290 FOR i=180 TO 190:MOVE i,370:DRA >XM<
W i,360:PLOT 180,380:DRAW i,370:PLO
T 180,350:DRAW i,360:NEXT:FOR i=220
TO 250:MOVE i,380:DRAW i,370:MOVE
i,340:DRAW i,330:NEXT:FOR i=230 TO
240:MOVE i,360:DRAW i,350:NEXT
300 FOR i=280 TO 300:MOVE i,380:DRA >PD<
W i,370:MOVE i,360:DRAW i,350:NEXT:
FOR i=300 TO 310:PLOT 300,350:DRAW
i,330:NEXT:FOR i=290 TO 300:PLOT 30
0,330:DRAW i,350:NEXT:FOR i=300 TO
310:MOVE i,370:DRAW i,360:PLOT 300,
380:DRAW i,370:PLOT 300,350:DRAW i,
360:NEXT
310 FOR i=330 TO 380 STEP 2:MOVE 37 >HE<
0,i:DRAW 380,i:MOVE 430,i:DRAW 440,
i:NEXT:FOR i=340 TO 370 STEP 2:MOVE
390,i:DRAW 400,i:MOVE 540,i:DRAW 5
50,i:NEXT:FOR i=380 TO 390:MOVE i,3
80:DRAW i,370:MOVE i,340:DRAW i,330
:NEXT
320 FOR i=390 TO 400:PLOT 390,380:D >LF<
RAW i,370:PLOT 390,330:DRAW i,340:N
EXT:FOR i=470 TO 480:PLOT 480,380:D
RAW i,370:PLOT 480,350:DRAW i,360:N
EXT:FOR i=480 TO 510:MOVE i,380:DRA
W i,370:NEXT
330 FOR i=470 TO 480:MOVE i,370:DRA >FG<
W i,360:NEXT:FOR i=480 TO 500:MOVE
i,360:DRAW i,350:NEXT:FOR i=470 TO
500:MOVE i,340:DRAW i,330:NEXT:FOR
i=500 TO 510:MOVE i,350:DRAW i,340:

```

```

PLOT 500,360:DRAW i,350:PLOT 500,33
0:DRAW i,340:NEXT
340 FOR i=550 TO 570:MOVE i,380:DRA >XH<
W i,370:MOVE i,340:DRAW i,330:NEXT:
FOR i=540 TO 550:PLOT 550,380:DRAW
i,370:PLOT 550,330:DRAW i,340:NEXT
350 PEN 2:LOCATE 19,9:PRINT"par":PL >JJ<
OT 280,250,3:DRAW 340,250:DRAW 340,
276:DRAW 280,276:DRAW 280,250
360 LOCATE 1,14:PRINT" MERLIER D >HK<
avid et KARCHER Yannick"
370 PLOT 50,200,1:DRAW 50,166:DRAW >RL<
584,166:DRAW 584,200:DRAW 50,200
380 PLOT 40,210,1:DRAW 40,156:DRAW >TM<
594,156:DRAW 594,210:DRAW 40,210
390 PLOT 50,200:DRAW 40,210:PLOT 50 >AN<
,166:DRAW 40,156:PLOT 584,166:DRAW
594,156:PLOT 584,200:DRAW 594,210
410 PAPER 2:PEN 0:LOCATE 3,23:PRINT >MF<
"Voulez-vous le mode d'emploi (0/N)
?"
420 o$=UPPER$(INKEY$):IF o$="0" THE >VG<
N 440 ELSE 430
430 IF o$="N" THEN 630 ELSE 420 >BH<
440 m=1:FOR i=1 TO 320 STEP 2:PLOT >GJ<
i,1,0:DRAW i,400:PLOT 640-m,1:DRAW
640-m,400:m=m+2:NEXT
450 MODE 1:INK 1,6,3:SPEED INK 10,5 >NK<
:PEN 1:PAPER 0:PRINT" * L E M O
D E D ' E M P L O I * "
460 SYMBOL AFTER 32:SYMBOL 91,0,0,2 >ZL<
55,89,0:PEN 2:INK 2,11:PRINT"[[[[[[[
[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[
470 INK 3,26:PEN 1:WINDOW 1,40,3,25 >HM<
:PRINT"CATALOGUE":PEN 3
480 PRINT"CETTE OPTION PERMET DE VO >RN<
IR LE CONTENU D'UN DISC.":PRINT
490 PEN 1:PRINT"EXECUTER:":PEN 3 >JP<
500 PRINT"CELA VOUS PERMET DE LANCE >QF<
R UN PROGRAMME ET DONC QUITTE << SU
PER DISC >> ."
510 PRINT:PEN 1:PRINT"RENOMMER:":PE >WG<
N 3
520 PRINT"COMME SON NOM L'INDIQUE E >QH<
LLE PERMET DE RENOMMER UN FICHIER
D'UN DISC C'EST A DIRE CHANGER SON
NOM SANS L'EFFACER.":PRINT
530 PRINT:PEN 1:PRINT"EFFACER:":PEN >RJ<
3
540 PRINT"CETTE OPTION PERMET D'EFF >PK<
ACER UN FICHIER D'UN DISC , MAIS ATT
ENTION ! CE FICHIER EST ALORS IRREC
UPERABLE ."
550 LOCATE 12,23:PEN 2:PRINT"APPUYE >UL<
Z SUR ESPACE":IF INKEY(47)=0 THEN 5
60 ELSE PEN 3:LOCATE 12,23:PRINT"AP
PUYEZ SUR ESPACE":GOTO 550
560 CLS:PEN 1:PRINT"LISTER:":PEN 3 >GM<
570 PRINT" C'EST UNE OPTION UN PEU >HN<

```



```

SPECIALE , CAR ELLE PERMET DE REPRES
NDRE LE LISTING D'UNPROGRAMME QUE V
OUS AURIEZ PROTEGE AUPARAVANT. MAIS
ATTENTION ! CE N'EST PAS UN DEPLO
MBEUR !?":PRINT
580 PEN 1:PRINT"SPEEDER:":PEN 3 >HP<
590 PRINT"CETTE OPTION PERMET D'ACC >NQ<
ELERER LA VITESSE DU DISC DE 30% ."
:PRINT
600 PEN 1:PRINT"QUITTER:":PEN 3 >RG<
610 PRINT"CELA PERMET DE QUITTER << >YH<
SUPER DISC>> ETDONC DE REVENIR AU B
ASIC AMSTRAD .":PRINT
620 LOCATE 12,23:PEN 2:PRINT"APPUYE >MJ<
Z SUR ESPACE":IF INKEY(47)=0 THEN 6
30 ELSE PEN 3:LOCATE 12,23:PRINT"AP
PUYEZ SUR ESPACE":GOTO 620
630 PAPER 2:INK 2,26:MODE 1:PEN 1:I >GK<
NK 1,2,1:LOCATE 10,12:PRINT"Chargem
ent en cours...":RUN"disc.p"

```

## Listing 2

```

5 ON ERROR GOTO 860 >UF<
10 REM ##### >PB<
20 REM >EC<
30 REM "SUPER DISC" par : >PD<
40 REM >GE<
50 REM KARCHER.Y & MERLIER.D >AF<
60 REM >JG<
70 REM pour les AMSTRADS >XH<
80 REM >LJ<
90 REM avec lecteur de disquette >HK<
100 REM >FB<
110 REM uniquement (CPC) >ZC<
120 REM >HD<
130 REM (c) 1987 >FE<
140 REM >KF<
150 REM PROGRAMME PRINCIPAL >KG<
160 REM >MH<
170 REM ##### >LJ<
180 REM >PK<
190 REM PRESENTATION >VL<
200 REM >GC<
210 INK 0,0:INK 1,26:INK 2,18:INK 3 >JD<
,15:PAPER 0:MODE 1:CLS:SYMBOL AFTER
1:SPEED KEY 20,1:DIM a$(8):BORDER
0:PEN 2:SYMBOL 91,0,255,255,255,255
,255,255,255
220 PRINT" CCC C C CCC CCC CCC >TE<
CCC C CCC CCC C C C C C C C C
C C C C C CCC C C CCC CC
CCC C C C CCC C C C C C
C CC C C C C C CCC
CCC C CCC C C CCC C CCC CCC
"
230 PEN 1:PRINT:PRINT:FOR i=1 TO 7: >AF<
READ d$:a$(i)=d$:LOCATE 15,i+9:PRIN

```

```

T a$(i):NEXT
240 DATA " CATALOGUE "," EXECUTER >PG<
"," RENOMMER "," EFFACER "," LIS
TER "," SPEEDER "," QUITTER
"
250 PEN 3:FOR I=14 TO 26:LOCATE I,9 >GH<
:PRINT CHR$(127):LOCATE I,17:PRINT
CHR$(127):NEXT
260 FOR I=10 TO 16:LOCATE 14,I:PRIN >PJ<
T CHR$(127):LOCATE 26,I:PRINT CHR$(
127):NEXT:y=1
270 REM >PK<
280 REM LE MENU >JL<
290 REM >RM<
300 PEN 1:LOCATE 15,y+9:PRINT"X":a$ >XD<
(y):"X"
310 o$=INKEY$:IF o$=" " THEN SOUND >GE<
1,130,2,6:SOUND 1,0,1,0:GOTO 340
320 IF o$=CHR$(13) THEN FOR d=100 T >MF<
0 0 STEP -10:SOUND 1,d,2:NEXT:GOTO
360
330 INK 2,INT(RND*26):GOTO 300 >ZG<
340 IF y<>7 THEN LOCATE 15,y+9:PRIN >XH<
T a$(y):y=y+1:GOTO 330 ELSE 350
350 LOCATE 15,16:PRINT a$(7):y=1:GO >MJ<
TO 330
360 WINDOW 1,40,8,25:CLS >RK<
370 IF y<>6 AND y<>7 THEN 410 ELSE >JL<
620
380 REM >RM<
390 REM TESTE LA DISQUETTE >AN<
400 REM >JE<
410 OUT (&FA7E),1 >UF<
420 FOR i=1 TO 999:NEXT >LG<
430 OUT (&FB7F),4 >BH<
440 OUT (&FB7F),2-PEEK(&A700) >GJ<
450 dk=INP(&FB7F) >CK<
460 OUT (&FA7E),0 >YL<
470 IF (dk AND 32)=0 THEN PRINT"Dep >FM<
echez vous d'inserez la disquette !
":GOTO 370
480 IF (dk AND 64) THEN PRINT"Mais >YN<
cette disquette est protegee !":FOR
i=1 TO 3000:NEXT:RUN
490 IF y=1 THEN 700 >LP<
500 IF y=2 THEN 740 >HF<
510 IF y=3 THEN 570 >LG<
520 IF y=4 THEN 780 >RH<
530 IF y=5 THEN 820 >NJ<
540 REM >PK<
550 REM RENOMME UN FICHIER >VL<
560 REM >RM<
570 MODE 2:CAT:INPUT " Ancien nom " >EN<
;an$:PRINT CHR$(11):INPUT " Nouveau
nom ";nn$
580 :REN,@nn$,@an$:RUN >XP<
590 REM >VQ<
600 REM AUGMENTE LA VITESSE >JG<
610 REM >MH<

```

```

620 IF y=6 THEN INK 0,1:INK 1,24:BO >BJ<
RDER 1:RUN"discl.bin"
630 REM >PK<
640 REM QUITTER >XL<
650 REM >RM<
660 IF y=7 THEN !BASIC >XN<
670 REM >UP<
680 REM CATALOGUE >NQ<
690 REM >WR<
700 MODE 2:CAT:LOCATE 77,25:PRINT"X >XH<
";"-":;"X":CALL &BB06:CALL &BB06:RU
N
710 REM >NJ<
720 REM EXECUTER >FK<
730 REM >QL<
740 MODE 2:CAT:INPUT" Nom du fichier >RM<
r a execute ";f$:INK 0,0:BORDER 1:I
NK 1,24:MODE 1:PEN 1:PAPER 0:CLS:RU
N f$
750 REM >TN<
760 REM EFFACER >DP<
770 REM >VQ<
780 MODE 2:CAT:INPUT " Nom du fichi >BR<
er a efface ";ef$:!ERA,@ef$:RUN
790 REM >XT<
800 REM LISTER >WJ<
810 REM >PK<
820 MODE 2:CAT:INPUT " Nom du fichi >JL<
er a lister ";df$:LOAD df$:LIST
830 REM >RM<
840 REM Ne tapez pas cette ligne ca >WN<
r elle est la pour faire beau !!!
850 REM *** F I N *** >HP<
860 MODE 1:PRINT"Erreur dans la lig >XQ<
ne no X";ERL;"X.".":STOP

```

## Listing 3

```

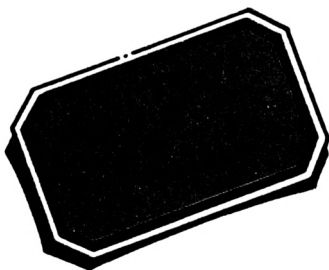
10 ON ERROR GOTO 140 >GB<
20 ' >ZC<
30 ' PROGRAMME PERMETTANT D'ACCE- >YD<
LERER
40 ' >BE<
50 ' LA VITESSE DE VOTRE LECTEUR DE >LF<
60 ' >DG<
70 ' *** 30 % *** >BH<
80 ' >FJ<
90 FOR X=&1000 TO &1012:READ A:POKE >UK<
X,A:NEXT
100 CALL &1000:CALL &BBBA:CALL &BC0 >CB<
2:MODE 1:PEN 1:PAPER 0
110 PRINT"SUPER DISC":PRINT:PRINT"A >LC<
CCELERE LE DISC DE 30%"
120 NEW >PD<
130 DATA 33,10,16,223,7,16,201,13,1 >TE<
98,7,35,0,200,0,1,1,10,0,3
140 MODE 1:PRINT"ERREUR DANS LA LIG >MF<
NE no X";ERL;"X.".":STOP

```

# 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

```

1 ' ***** >QB<
2 ' ***** >DC<
3 ' **** DON JEAN & Dr AGON **** >RD<
4 ' ***** >FE<
5 ' ***** >VF<
6 ' >BG<
7 ' par Michel BUZON - CPC 464/6128 >KH<
8 ' ----- >VJ<
9 ' * AVRIL 1987 * >XK<
10 ' ----- >GB<
11 ' >ZC<
12 ' ***** >HD<
13 ' ** >JE<
14 ' * PRESENTATION & LOADER * >RF<
15 ' ** >LG<
16 ' ***** >MH<
17 ' >FJ<
18 ' >GK<
20 CALL &BB4E:CALL &BBFF:GOSUB 6010 >HC<
0:CALL &BC65:SYMBOL AFTER 126:OPEND
UT"d":MEMORY &5FFF:FOR F=&6000 TO &
6017:READ A$:POKE F,VAL("&"+A$):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 G
OSUB 61520
    
```

```

25 DATA 21,00,C0,11,18,60,01,00,40, >HH<
ED,B0,C9,21,18,60,11,00,C0,01,00,40
,ED,B0,C9
26 SYMBOL 126,255,128,128,255,8,8,2 >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 >DM<
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 >ZM<
52,254,0
39 SYMBOL 139,255,253,248,242,248,2 >BN<
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<
    
```

```

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 >HM<
48 SYMBOL 148,17,17,31,31,7,7,3,3 >FN<
49 SYMBOL 149,0,0,240,240,144,144,1 >EP<
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 >ZB<
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 >DH<
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$ >KG<
(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$(207
)CHR$(207)
122 LOCATE 2,22:PRINT CHR$(222)CHR$ >KF<
(207);:PEN 6:PRINT CHR$(129)CHR$(13
0);:PEN 5:PRINT STRING$(15,CHR$(207
))
123 LOCATE 1,23:PEN 4:PRINT CHR$(22 >QG<
2);:PEN 5:PRINT CHR$(207)CHR$(207)C
HR$(218)CHR$(218)STRING$(15,CHR$(20
7))
124 LOCATE 1,24:PEN 4:PRINT STRING$ >WH<
(20,CHR$(216)):CALL &6000
125 CALL &600C:LOCATE 2,25:PAPER 0: >UJ<
PEN 1:PRINT"Regle du jeu (D/N)":GOS
UB 60000:PRE=1:WHILE INKEY$<>"":WEN
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"!DJDA1JEU.BAS":ELSE
IF R$<>"0" THEN 130
135 ' >JK<
140 '***** >DF<
150 '***** REGLE DU JEU ***** >DG<
160 '***** >FH<
170 MODE 1:GOSUB 60100:WINDOW 1,40, >CJ<
1,25:PAPER 2:PEN 3:CLS:WINDOW #1,4,
37,4,19:PAPER #1,2:PEN #1,1:CLS#1
180 FOR F=1 TO 39 STEP 2:LOCATE F,1 >MK<
:PRINT CHR$(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$(142):
NEXT
200 WINDOW #2,1,40,23,25:PAPER #2,0 >JC<
:PEN #2,1:CLS#2:WINDOW SWAP 0,1:GOS
UB 295
210 PRINT:PRINT" La princesse T >GD<
AIK'ONERY a ete":PRINT" enlevee par
l'ignoble Dr AGON qui":PRINT" l
a sequestre dans l'une des 64":PRIN
T"pieces de son chateau.":PRINT
220 PRINT:PRINT"Vous, DON JEAN HERAL >NE<
D BOLL,devez la":PRINT" delivrer et
la ramener dans votre":PRINT" inexp
ugnable citadelle....":GOSUB 60000
:WHILE INKEY$<>"":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 >LG<
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<
nvolvera avec la":PRINT"princesse da
ns sa chambre secrete."
260 PRINT:PRINT" Lors de vos deplac >WJ<
ements a l'aide":PRINT" des touch
es flechees,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"
reveillerez le Dr AGON qui vous":
PRINT" poursuivra en volant d'une
case"
280 PRINT"a la fois.":PRINT:PRINT" >ZL<
Reperez 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<
13:NEXT:RETURN
60101 ' >MJ<
60996 '***** >UH<
60997 '***** S O N S ***** >KJ<
60998 '***** >WK<
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 >KK<
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\D,D,11,1 >DN<
61060 SOUND 2,N2\D,D,14,1 >KP<
61070 SOUND 4,N4\D,D,11,1 >MQ<
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 >WK<
61120 DATA 10,239,319,379 >XL<
61125 '----- >AR<
61130 DATA 60,239,319,379 >DM<
61140 DATA 10,239,319,379 >ZN<
61150 DATA 10,239,319,379 >AF<
61155 '----- >DV<
61160 DATA 20,239,319,379 >CQ<
61170 DATA 20,319,379,478 >JR<
61180 DATA 20,239,319,379 >ET<
61190 DATA 20,190,239,319 >WU<
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 >QN<
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 10,239,319,402 >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 >NW<
61400 DATA 10,213,253,319 >EM<

```

```

61405 '----->BT<
61410 DATA 60,213,253,319>LN<
61420 DATA 10,213,253,319>GP<
61430 DATA 10,213,253,319>HQ<
61435 '----- SOL 7>VW<
61440 DATA 20,213,253,358>NR<
61450 DATA 20,253,358,426>WT<
61460 DATA 20,213,253,358>QU<
61470 DATA 20,159,213,253>QV<
61475 '----->JA<
61480 DATA 20,179,213,253>UW<
61490 DATA 20,213,253,358>UX<
61500 DATA 20,179,213,253>LN<
61510 DATA 20,106,127,179>NP<
61520 ON SQ(2) GOSUB 61000:ON SQ(1)>VQ<
        GOSUB 61000:ON SQ(4) GOSUB 61000:R
        ETURN

```

# Listing 2

```

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 '----->FJ<
18 '----->GK<
20 DEFINT A-R,T-Z:DIM MUR(187),NO$(>TC<
    11):FOR F=1 TO 9:SCORE(F)=22222-F*
    F*2222:READ NOM$(F):NEXT:FAC=0
30 DATA HARRY COVER,JEAN EMARD,RENE>GD<
    E GHA,PAULE AUNET,PIERRE AFEU,YVAN
    DECLOU,JIM NASTIC,SAM DIRIEN,MARC H
    EUMAL
40 ENV 1,10,1,1,20,-1,1,20,1,1,127,>PE<
    -1,1:SOUND 7,4000,600,10,1,,31:MODE
    1:BORDER 9:GOSUB 60100:WINDOW 16,4
    0,1,25:PAPER 2:PEN 1:CLS:WINDOW #1,
    1,15,1,25:PAPER #1,0:PEN #1,1:CLS#1
    :WINDOW #2,2,14,2,6:PAPER #2,3:PEN
    #2,2:CLS#2
50 PEN 0:FOR Y=2 TO 24:LOCATE 2,Y:P>HF<
    RINT STRING$(23,CHR$(207)):NEXT:ORI
    GIN 15,303:DRAW 0,82:DRAWR 210,0:DR
    AWR 0,-82:DRAWR -210,0:PRINT#2:PRIN
    T#2," DON JEAN":PRINT#2:PRINT#2,"

```

```

& Dr AGON":ORIGIN 2,2:DRAW 0,395:D
RAWR 232,0:DRAWR 0,-395:DRAWR -232,
0
60 PEN 1:PAPER 0:LOCATE 1,1:FOR f=1>YB<
    TO 25:PRINT CHR$(126);:NEXT:FOR f=
    2 TO 24:LOCATE 1,F:PRINT CHR$(126):
    LOCATE 25,F:PRINT CHR$(126):NEXT:LO
    CATE 1,25:FOR f=1 TO 25:PRINT CHR$(
    126);:NEXT
70 ORIGIN 239,2:DRAW 0,397:ORIGIN 6>TH<
    39,399:DRAW 0,-397:REM DRAWR -400,0
80 PAPER 2:FOR Y=4 TO 22 STEP 3:LOC>KJ<
    ATE 2,Y:PRINT STRING$(23," "):NEXT
    90 FOR X=4 TO 22 STEP 3:FOR Y=2 TO>NK<
    24:LOCATE X,Y:PRINT " ":NEXT Y,X
    100 FOR x=2 TO 6 STEP 2:LOCATE #1,x>QB<
    ,8:PRINT#1,CHR$(24)CHR$(127)CHR$(12
    8):LOCATE #1,x,9:PRINT#1,CHR$(129)C
    HR$(130)CHR$(24):NEXT:LOCATE #1,8,8
    :PRINT#1,CHR$(24)CHR$(135)CHR$(136)
    :LOCATE#1,8,9:PRINT#1,CHR$(137)CHR$(
    138)CHR$(24)
    110 LOCATE#1,10,8:PEN #1,3:PRINT#1,>MC<
    CHR$(139)CHR$(140):LOCATE #1,10,9:P
    RINT#1,CHR$(141)CHR$(142)
    120 PEN#1,1:LOCATE #1,13,8:PRINT#1,>MD<
    CHR$(131)CHR$(132):LOCATE #1,13,9:P
    RINT#1,CHR$(133)CHR$(134)
    130 WINDOW #3,2,14,11,24:PAPER #3,3>DE<
    :PEN #3,0:CLS#3:ORIGIN 15,15:DRAW 0
    ,226:DRAWR 210,0:DRAWR 0,-226:DRAWR
    -210,0:CALL &6000:WINDOW #4,3,38,2
    1,23:PAPER #4,0:PEN #4,1:GOSUB 6020
    0
    140 A$="..... A l'aide des>PF<
    touches flechees, placez votre cit
    adelle ou vous le desirez, puis app
    uyez sur [copy] pour valider votre
    choix ....."
    150 C=2:ENT 1,20,-1,1:WHILE INKEY$<>QG<
    >"" :WEND:F=FRE(""):GOSUB 60000:WHIL
    E INKEY$="" :D$=LEFT$(A$,1):C$=RIGHT
    $(A$,LEN(A$)-1):A$=C$+D$:B$=LEFT$(A
    $,34):C=C*2:C=C+7*(C>4):SOUND C,80/
    C,4,4,1:LOCATE #4,2,2:PRINT#4,B$:W
    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
    TO 31:SOUND 5,0,1,7,,F:NEXT:XC=2:
    X=XC:YC=8:Y=YC:CA=131:PA=0:PE=1:GOS
    UB 60300
    160 FL$=" TOUCHES"+SPACE$(19)+CHR>JH<
    $(242)+" "+CHR$(240)+" "+CHR$(241)+
    " "+CHR$(243):CLS#3:LOCATE#3,1,2:PR
    INT#3,FL$:LOCATE#3,6,6:PRINT#3,"PUI
    S":LOCATE#3,5,8:PRINT#3,"[COPY]":LO
    CATE#3,6,10:PRINT#3,"POUR":LOCATE#3
    ,4,12:PRINT#3,"VALIDER"

```

```

165 WHILE INKEY(9):SOUND 2,0,10,2,,>UN<
    ,1:IF INKEY(0) AND INKEY(1) AND INK
    EY(2) AND INKEY(8) THEN 165 ELSE XC
    1=XC+3*(INKEY(8)=0 AND XC>4)-3*(INK
    EY(1)=0 AND XC<21):YC1=YC+3*(INKEY(
    0)=0 AND YC>4)-3*(INKEY(2)=0 AND YC
    <21)
    170 X=XC:Y=YC:GOSUB 60400:XC=XC1:YC>FJ<
    =YC1:X=XC:Y=YC:PE=1:PA=0:CA=131:GOS
    UB 60300:PA=3:SOUND -1*(XC<=11)-4*(
    XC>=14),XC*YC*4,8,7+(XC\3)*(XC\4)+
    ((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
    FUIT":LOCATE#3,5,7:PRINT#3,"AVEC":L
    OCATE#3,6,9:PRINT#3,"LA":LOCATE#3,3
    ,11:PRINT#3,"PRINCESSE"
    190 FOR F=10 TO 8 STEP -2:LOCATE#1,>UL<
    F,8:PRINT#1," ":LOCATE#1,F,9:PRINT
    #1," ":FOR S=1000 TO 0 STEP -20:S0
    UND -4*(F=10)-1*(F=8),S,1,7:NEXT S,
    F
    195 CH=1:GOSUB 60600:ORIGIN 120,274>GR<
    :DRAW 0,-22:DRAWR 92,0::FOR O=0 TO
    12 STEP 4:ORIGIN 120+O,276+O:DRAW 9
    2,0:DRAWR 0,-22:NEXT
    200 RANDOMIZE TIME:XP=INT(RND(1)*8)>YC<
    +1:XP=XP*3-1:YP=INT(RND(1)*8)+1:YF=
    YF*3-1:XT=XP:YT=YF:XT1=XC:YT1=YC:t=
    9:GOSUB 60500:SOUND XT1+1,0,1,7,,
    XT:IF FLAG THEN 200 ELSE XA=XP:YA=Y
    P
    204 '----->FG<
    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=
    0 TO 6:MUR(INT(RND(1)*76)+11-100*(S
    >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
    060,61070,61080,61090,61100,61110,6
    1120,61130,61140,61150,61160,61170,
    61180,61190,61200
    224 '----->HJ<
    225 '----- INITIALISATION ----->UK<
    230 MORT=0:VI=4:PD=0:RV=0:ND=0:CH=N>KF<
    M*10+1:TI=CH\2:EVERY 50 GOSUB 60600
    234 '----->JK<
    235 '----- VIES=VIES-1 ----->ML<
    240 VI=VI-1:IF VI=0 THEN PAPER 1:PE>TG<
    N 0:FOR L=0 TO 1:LOCATE XP,YP+L:PRI
    NT CHR$(135+L*2)CHR$(136+L*2):NEXT:
    GOTO 2010
    250 XJ=XC:YJ=YC:FOR L=0 TO 1:LOCATE>BH<
    #1,VI*2,8+L:PRINT#1,CHR$(32+122*MOR
    T+L*2*MORT)CHR$(32+123*MORT+L*2*MOR
    T):NEXT:FOR S=31 TO 1 STEP -1:SOUND
    S\7+1,0,1,7,,S:NEXT:GOSUB 60700:C
    LS#3

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```

254 ' >LM<
255 '----- BOUCLE DE VIE ----- >ZN<
260 NC=VI*2+3:GOSUB 60810 >XJ<
264 ' >MN<
265 '-- BOUCLE DE COUPS A JOUER -- >KP<
270 WHILE INKEY$<>"":WEND:NC=NC+1*( >YK<
NC>0):IF NC=0 THEN 900 ELSE LOCATE#
3,10,12:PRINT#3,NC
274 ' >NP<
275 '----- DON JEAN JOUE ----- >NQ<
280 IF CH<1 THEN 2000 ELSE IF RV=0 >KL<
AND CH<TI THEN GOSUB 1000
285 SE$=INKEY$:IF SE$<CHR$(240) OR >WR<
SE$>CHR$(243) THEN 280
290 ND=ND+1:XT=XJ+1*(SE$=CHR$(242) >PM<
AND XJ>4)-2*(SE$=CHR$(243) AND XJ<2
1):YT=YJ+1*(SE$=CHR$(240) AND YJ>4)
-2*(SE$=CHR$(241) AND YJ<21):IF XT=
XJ AND YT=YJ THEN 280
294 ' >QR<
295 '----- TEST MUR ? ----- >ET<
300 IF SE$=CHR$(240) OR SE$=CHR$(24 >KD<
1) THEN TE=100+(XT\3)+1*(YT\3) E
LSE TE=(XT\3)*10+(YT\3)+1
304 ' >GH<
305 '----- STOP MUR ! ----- >VJ<
310 IF MUR(TE)=0 THEN 400 ELSE CLS# >VE<
3:LOCATE#3,1,4:PRINT#3," STOP !"
+SPACE$(30)+"ICI, IL Y A"+SPACE$(31
)+"UN MUR"
320 PAPER 0:PEN 1:FOR F=-1 TO 2:LOC >RF<
ATE XT-P*(TE>99),YT-P*(TE<99):PRINT
CHR$(126):NEXT
330 ORIGIN 639,2:DRAW 0,397:RANDOMI >RG<
ZE TIME:FOR F=10 TO 100 STEP 10:SOU
ND -1*(XT<13)-4*(XT=13),1000,4,7+
(XT\4)*(XT<13)+((25-XT)\4)*(XT=13):
INK 1,INT(RND(1)*12)+14:FOR W=1 TO
F*3:NEXT W,F:INK 1,0:GOTO 900
394 ' >RT<
395 '-TEST Nlle POS. de DON JEAN- >FU<
400 IF XJ=XC AND YJ=YC THEN 410 ELS >CE<
E X=XJ:Y=YJ:GOSUB 60400
410 XJ=XJ+3*(SE$=CHR$(242))-3*(SE$= >YF<
CHR$(243)):YJ=YJ+3*(SE$=CHR$(240))-
3*(SE$=CHR$(241))
420 IF PD=0 AND XJ=XP AND YJ=YP AND >BG<
(XP<>XA OR YP<>YA) THEN PD=1
430 IF PD=2 AND XJ=XC AND YJ=YC THE >LH<
N PAPER 1:PEN 0:FOR L=0 TO 1:LOCATE
XC,YC+L:PRINT CHR$(135+L*2)CHR$(13
6+L*2):NEXT:GOTO 3000
440 IF XJ=XC AND YJ=YC THEN 510 >RJ<
498 ' >XY<
499 '----- R A S ----- >DZ<
500 X=XJ:Y=YJ:PA=2:CA=127-8*(PD>0): >KF<
GOSUB 60300
510 ENT 1,10,-10,1:SOUND -1*(XJ<=11 >XG<
)-4*(XJ)=14),2000+1900*(PD>0),10,7+
(XJ\3)*(XJ<14)+((25-XJ)\3)*(XJ=11),

```

```

,1
520 IF PD=2 AND XJ=XC AND YJ=YC THE >AH<
N 3000
530 IF RV=0 THEN T=6:XT=XJ:YT=YJ:XT >NJ<
1=XA:YT=YA:GOSUB 60500:IF FLAG THE
N GOSUB 1000
598 ' >YZ<
599 '----- PRINCESSE DECOUVERTE ---- >JA<
600 IF PD<>1 THEN 700 >JB<
610 CLS#3:LOCATE#3,4,2:PRINT#3,"RAM >HH<
ENEZ":LOCATE#3,7,4:PRINT#3,"LA":LOC
ATE#3,3,6:PRINT#3,"PRINCESSE":LOCAT
E#3,6,8:PRINT#3,"DANS":LOCATE#3,7,1
0:PRINT#3,"LA":LOCATE#3,3,12:PRINT#
3,"CITADELLE"
620 FOR W=1 TO 34:SOUND 5,W,W,W\6+1 >LJ<
:INK 3,INT(RND(1)*12)+14:FOR I=0 TO
W:NEXT I,W:FOR W=1 TO 2000:NEXT:IN
K 3,3:PD=2:IF NC=1 THEN NC=0:GOTO 9
00: ELSE GOSUB 60800
698 ' >ZA<
699 '- LE Dr AGON VOUS ATTAQUE - >DB<
700 IF XJ=XA AND YJ=YA AND (XJ<>XC >RH<
OR YJ<>YC) THEN 710 ELSE GOTO 270
710 CLS#3:LOCATE#3,1,4:PRINT#3," L >DJ<
E Dr AGON"+SPACE$(31)+"VOUS"+SPACE$
(34)+"ATTAQUE":PAPER 0:PEN 3:FOR L=
0 TO 1:LOCATE XA,YA+L:PRINT CHR$(13
9+L*2)CHR$(140+L*2):NEXT
720 RANDOMIZE TIME:FOR F=10 TO 100 >NK<
STEP 10:SOUND XA\4+1,F*20,F,7:I=INT
(RND(1)*12)+14:INK 0,I:BORDER I:FOR
W=1 TO F*16:NEXT W,F:BORDER 9:INK
0,13
730 X=XA:Y=YA:GOSUB 60400:MORT=1:IF >QL<
XA=XP AND YA=YP THEN PD=2
798 ' >AB<
799 '----- PRINCESSE MORTE ----- >GC<
800 PM=0:IF PD=0 THEN 240 ELSE PM=1 >YJ<
:A$="La Princesse est morte, vous n
e pouvez lui survivre":GOTO 2020
898 ' >BC<
899 '----- Dr AGON JOUE ----- >BD<
900 IF CH<1 THEN 2000 ELSE IF RV=0 >NK<
OR (XJ=XC AND YJ=YC AND XA=XP AND Y
A=YP) THEN 260
910 CLS#3:LOCATE#3,1,4:PRINT#3," L >WL<
E Dr AGON"
920 IF XJ=XC AND YJ=YC THEN LOCATE# >JM<
3,1,7:PRINT#3," RETOURNE"+SPACE$(
31)+"CHEZ LUI":FOR F=6 TO 1 STEP -1
:GOSUB 940:NEXT:XA=XA-3*(XP>XA)+3*(
XP<XA):YA=YA-3*(YP>YA)+3*(YP<YA):IN
K 0,13:GOTO 260
930 LOCATE#3,1,7:PRINT#3," VOUS >GN<
"+SPACE$(33)+"POURSUIT":FOR F=1 TO
6:GOSUB 940:NEXT:XA=XA-3*(XJ>XA)+3*
(XJ<XA):YA=YA-3*(YJ>YA)+3*(YJ<YA):I
NK 0,13:IF XA=XJ AND YA=YJ AND (XJ<
>XC OR YJ<>YC) THEN 710 ELSE GOTO 2

```

```

60
940 FOR B=1 TO 31:SOUND F,0,2,F,,,B >BP<
:INK 0,INT(RND(1)*14)+12:NEXT:FOR W
=1 TO 100-F*10:NEXT:RETURN
998 ' >CD<
999 '-- LE Dr AGON SE REVEILLE --- >EE<
1000 CLS#3:LOCATE#3,3,4:PRINT#3,"LE >AB<
Dr AGON":LOCATE#3,7,7:PRINT#3,"SE"
:LOCATE#3,4,10:PRINT#3,"REVEILLE":P
APER#2,0:PEN#2,3:FOR L=0 TO 1:LOCAT
E#2,12,1+L:PRINT#2,CHR$(139+L*2)CHR
$(140+L*2):NEXT
1010 FOR F=7 TO 1 STEP-1:FOR R=10 T >TC<
O 1 STEP-1:SOUND 5,0,2,8-F,,,F*4:IN
K 0,INT(RND(1)*14)+12:FOR W=1 TO F*
R*3:NEXT W,R,F:INK 0,13:RV=2:GOSUB
60800:LOCATE#3,10,12:PRINT#3,NC:RET
URN
1993 ' >AZ<
1994 '***** >EA<
1995 '* * >UB<
1996 '* P E R D U * >MC<
1997 '* * >WD<
1998 '***** >JE<
1999 ' >GF<
2000 A$="Tiens !...!.....!.... Les >EC<
rois faineants existent encore ?":
GOTO 2020
2010 A$="Plus aucune vie, pas d'esp >UD<
oir"
2020 R=REMAIN(0):PAPER 1:PEN 0:FOR >HE<
L=0 TO 1:LOCATE XP,YP+L:PRINT CHR$(
135+L*2)CHR$(136+L*2):NEXT:PAPER 0:
PEN 3:FOR L=0 TO 1:LOCATE XA,YA+L:P
RINT CHR$(139+L*2)CHR$(140+L*2):NEX
T
2023 IF VI<1 OR CH<1 THEN PAPER 0:P >PH<
EN 3:FOR L=0 TO 1:LOCATE XJ,YJ+L:PR
INT CHR$(154+L*2)CHR$(155+L*2):NEXT
2025 CLS#3:PEN#3,1:FOR L=2 TO 9:LOC >JK<
ATE#3,7,L:PRINT#3,CHR$(143):NEXT:LO
CATE#3,4,4:PRINT#3,STRING$(7,CHR$(1
43)):IF (XA=XP AND YA=YP) OR PM=1 T
HEN PAPER 3+2*(CH<1):PEN 0:FOR L=0
TO 1:LOCATE XP,YP+L:PRINT CHR$(135+
L*2)CHR$(136+L*2):NEXT
2030 B$=STRING$(20,".")A$=B$+A$+. >DF<
.....ADIEU !.....Appuyez
sur [ESPACE] pour rejouer.....
.
2035 '----- >GL<
2040 N$(2)="23923923923920121321323 >QB<
9239268239000"
2050 D$(2)="12009003012009003009003 >FH<
0090030120120"
2060 N$(1)="40247835860240231935842 >EJ<
6"
2070 D$(1)="36012012012009003009003 >LK<
0"
2080 N$(4)="47863860253647863856850 >QL<

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6"
2090 D$(4)="24012012012021003009003 >GM<
0"
2095 '----- >NT<
2100 C(2)=-2:C(1)=C(2):C(4)=C(2):EN >ND<
V 1,120,-1,15:EVERY 30 GOSUB 2150
2110 GOSUB 60200:F=FRE("):WHILE IN >KE<
KEY$<>" :D$=LEFT$(A$,1):C$=RIGHT$(
A$,LEN(A$)-1):A$=C$+D$:B$=LEFT$(A$,
34):LOCATE #4,2,2:PRINT#4,B$:WEND
2120 FAC=FAC+1*(FAC=1) >TF<
2130 SOUND 135,0:R=REMAIN(0):GOTO 4 >MG<
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( >KF<
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( >ZG<
4)=1
2410 SOUND 4,VAL(MID$(N$(4),C(4),3) >WH<
),VAL(MID$(D$(4),C(4),3)),4:RETURN
2993 ' >BA<
2994 '***** >FB<
2995 '* * >VC<
2996 '* G A G N E * >FD<
2997 '* * >XE<
2998 '***** >KF<
2999 ' >HG<
3000 SOUND 135,0:R=REMAIN(0):FAC=2: >PD<
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 >TG<
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(
10)=INT((CH#VI*10000)/ND):SCORE$(10
)=MID$(STR$(SCORE(10)),2):LOCATE#2,
7-LEN(SCORE$(10))\2,4:PRINT#2,SCORE
$(10)
3010 RANDOMIZE TIME:FOR F=1 TO 224 >FE<
STEP 4:INK 2,INT(RND(1)*22)+4:SOUND
2,225-F,20,7:SOUND 1,227-F,20,7:SO
UND 4,229-F,20,7
3020 ORIGIN 16,16:DRAW 206,F,INT(RN >UF<
D(1)*4)+1:ORIGIN 222,16:DRAW -206,F
,INT(RND(1)*4)+1:ORIGIN 222,238:DRA
W -206,-F,INT(RND(1)*4)+1:ORIGIN 16
,238:DRAW 206,-F,INT(RND(1)*4)+1:NE
XT:INK 2,12
3030 PLOT 0,0,1:PAPER #3,1:PEN #3,2 >LG<
:A$=" BRAVD":FOR F=3 TO 11 STEP 2:L
OCATE#3,F,F:PRINT#3,MID$(A$,F\2+1,1
):NEXT
3040 '----- >DH<
3050 N$(2)="11910609508009508009508 >AJ<
00950800950710800710800950890630600
53060063071063060063089080071080127
119106119127119095080060000"
3060 D$(2)="03003003009001506001509 >WK<
00300450150600300300300301800300300
30060030030030030090030030030060030
010010010015015015015030060"
3070 N$(1)="19017915923909509531909 >LL<
51192390950953190951192250950952251
90113179142119127142150127119106239
09512714212711931908008017915914221
3106179239319379478000000"
3080 N$(4)="23925331923911911931911 >PM<
91592391191193191191592251131132842
25159213179142159179150159142127239
11915917915914231910610621319017931
9127213239319379478000000"
3085 '----- >NT<
3090 C(2)=-2:C(1)=C(2):C(4)=C(2):SO >DN<
UND 135,0:F=FRE("):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 ----- >RU<
3096 ' >WV<
3100 LOCATE#2,1,4:PRINT#2," ..... >LE<
...":LOCATE#2,1,4:PRINT#2,NOM$(10):
WHILE INKEY$<>"":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 NO$(X)="" >DG<
:X=X+1*(X>0):GOTO 3140
3130 IF X=10 THEN 3110 ELSE X=X+1:N >PH<
O$(X)=R$
3140 FOR F=1 TO X-1*(X=0):NOM$(10)= >NJ<
LEFT$(NOM$(10),F)+NO$(F):NEXT:GOTO
3100
3150 SPEED KEY 8,2:NOM$(10)=MID$(NO >JK<
M$(10),2):IF NOM$(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$(F):SCORE(F)=SCO
RE:NOM$(F)=NOM$
3800 NEXT T,F >HM<
3900 ' >PN<
4000 ' MISE EN FORME DES >YE<
CHAINES/SCORES
4100 '----- >BF<
4200 ' >HG<
5000 FOR F=1 TO 9 >AF<
5100 SCORE$(F)=MID$(STR$(SCORE(F)), >PG<
2)
5200 CH$(F)=NOM$(F)+STRING$(20-LEN( >EH<
NOM$(F))-LEN(SCORE$(F)),".")+SCORE$
(F)
5300 NEXT >PJ<
5400 ' >LK<
5500 '***** >QL<
5600 '* * >EM<
5700 '* AFFICHAGE DES SCORES * >ZN<
5800 '* MODE 0 * >CP<
5900 '***** >VQ<
5930 ' >VU<
5960 ' >YX<
6000 MODE 0:BORDER 0:FOR I=0 TO 15: >QB<
INK I,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" S C O R E S"
6010 LOCATE 5,2:PRINT"-----": >UH<
A$=".....TAPEZ [ESPACE] POUR REJOU
E.....":FOR F=1 TO 9:LOCATE 1,3+F*2
:PEN F+5:PRINT CH$(F):NEXT:INK 1,12
:INK 2,14:INK 3,26:INK 4,16:FOR F=1
TO 9:INK F+5,F+5,F+4:NEXT:SPEED IN
K 2,2:WHILE INKEY$<>"":WEND:F=FRE("
")
6020 WHILE INKEY$<>"":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$:INK F+5,INT(R
ND(1)*25)+1,INT(RND(1)*25)+1:PEN F+
5:LOCATE 1,3+F*2:PRINT CH$(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) >MG<
),VAL(MID$(D$(2),C(2),3)),5:RETURN
33000 C(1)=C(1)+3:IF C(1)>153 THEN >UG<
C(1)=1
33100 SOUND 1,VAL(MID$(N$(1),C(1),3) >WH<
),30,4:RETURN
34000 C(4)=C(4)+3:IF C(4)>153 THEN >HH<
C(4)=1

```

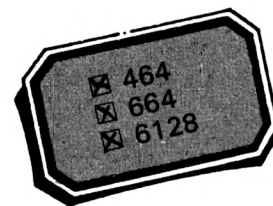
```

34100 SOUND 4,VAL(MID$(N$(4),C(4),3 >GJ<
)),30,4:RETURN
59998 ' >XU<
59999 '- definir les INK MODE 1 -- >TV<
60000 INK 0,13:INK 1,0:INK 2,12:INK >EG<
3,3:RETURN
60098 ' >DA<
60099 '--- toutes les INK = 9 --- >VB<
60100 FOR F=0 TO 15:INK F,9:NEXT:RE >RH<
TURN
60199 '- effacer #4 et entourer - >GC<
60200 CLS#4:ORIGIN 33,33:DRAW 0,48: >QJ<
DRAWR 576,0:DRAWR 0,-48:DRAWR -576,
0:RETURN
60298 ' >FC<
60299 '---- remplir une case ---- >UD<
60300 PEN PE:PAPER PA:LOCATE X,Y:PR >TK<
INT CHR$(CA)CHR$(CA+1):LOCATE X,Y+1
:PRINT CHR$(CA+2)CHR$(CA+3):RETURN
60398 ' >GD<
60399 '---- effacer une case ---- >UE<
60400 PEN 0:PAPER 2:FOR L=0 TO 1:LO >KL<
CATE X,Y+L:PRINT CHR$(207)CHR$(207)
:NEXT:RETURN
60498 ' >HE<
60499 '-rien a moins de 3 cases ?- >BF<
60500 FLAG=0:FOR X=XT-t TO XT+t STE >JM<
P 3:FOR Y=YT-t TO YT+t STEP 3:FLAG=
FLAG-1*(X=XT1 AND Y=YT1):NEXT Y,X:R
ETURN
60598 ' >JF<
60599 '----- CHRONO ----- >LG<
60600 CH=CH+1*(CH>0):MN=CH\60:SC=CH >YN<
-MN\60:IF SC<10 THEN SC$="0"+RIGHT$(
STR$(SC),1) ELSE SC$=RIGHT$(STR$(S
C),2)
60610 IF MN<10 THEN MN$="0"+RIGHT$( >NP<
STR$(MN),1) ELSE MN$=RIGHT$(STR$(MN
),2)
60620 CH$=MN$+" "+SC$:LOCATE#1,9,9: >UQ<
PAPER #1,2:PEN#1,1:PRINT#1,CHR$(24)
CH$CHR$(24):PAPER#1,0:ORIGIN 126,25
6:DRAW 0,16:DRAWR 80,0:SOUND 2,10,2
,3:RETURN
60698 ' >KG<
60699 'Vous etes dans la citadelle >FH<
60700 CLS#3:LOCATE#3,1,4:PRINT#3," >MP<
VOUS ETES A"+SPACE$(15)+"L'ABRI DAN
S"+SPACE$(19)+"LA"+SPACE$(21)+"CITA
DELLE"+CHR$(7):SOUND 5,0,300,1,,31
:FOR W=0 TO 2000:NEXT:RETURN
60798 ' >LH<
60799 '-MESSAGE TOUCHES FLECHEES- >HJ<
60800 CLS#3 >QQ<
60810 LOCATE#3,1,2:PRINT#3,FL$+SPAC >FR<
E$(44)+"NOMBRE DE"+SPACE$(18)+"COUP
S A"+SPACE$(18)+"JOUER ":"CHR$(7):F
=FRE(""):RETURN
60960 ' >BY<
60970 '***** >KZ<
60980 '* L A B Y R I N T H E S * >EA<
60990 '***** >MB<
60995 ' >KG<
61000 READ NM:FOR F=1 TO NM:READ Z: >ZH<
MUR(Z)=1:NEXT:RETURN
61010 RESTORE 61015:GOTO 61000 >MJ<
61015 DATA 49,11,21,31,41,51,61,71, >HP<
22,42,62,33,53,34,44,54,64,25,56,27
,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
61020 RESTORE 61025:GOTO 61000 >PK<
61025 DATA 48,12,22,72,13,23,33,63, >VQ<
73,14,24,34,44,54,64,74,15,25,35,55
,65,75,16,26,66,76,17,77,131,141,15
1,161,171,142,152,162,153,145,155,1
36,146,156,166,127,137,147,157,167,
177
61030 RESTORE 61035:GOTO 61000 >RL<
61035 DATA 42,22,42,62,13,33,53,73, >TR<
24,44,64,15,35,55,75,26,46,66,17,37
,57,77,121,141,161,132,152,172,123,
143,163,134,154,174,125,145,165,136
,156,176,127,147,167
61040 RESTORE 61045:GOTO 61000 >UM<
61045 DATA 46,21,41,61,42,23,63,24, >RT<
44,64,25,45,65,26,66,47,28,48,68,11
1,141,151,181,122,132,162,172,113,1
43,153,183,124,134,164,174,115,145,
155,185,126,136,166,176,117,147,157
,187
61050 RESTORE 61055:GOTO 61000 >WN<
61055 DATA 47,11,13,14,24,44,64,74, >VU<
15,35,55,75,16,48,121,131,141,151,1
61,171,122,132,142,152,162,172,133,
143,153,163,173,135,145,155,165,175
,126,136,146,156,166,176,127,137,14
7,157,167,177
61060 RESTORE 61065:GOTO 61000 >YP<
61065 DATA 46,12,22,32,42,52,62,72, >AV<
14,24,34,44,54,64,74,16,26,36,46,56
,66,76,18,38,58,121,141,161,132,152
,172,123,143,163,134,154,174,125,14
5,165,136,156,176,127,147,167,177
61070 RESTORE 61075:GOTO 61000 >AQ<
61075 DATA 28,11,31,51,71,22,42,62, >WW<
13,33,53,73,24,44,64,15,35,55,75,26
,46,66,17,37,57,77,28,48,68
61080 RESTORE 61085:GOTO 61000 >CR<
61085 DATA 28,111,131,151,171,122,1 >NX<
42,162,182,113,133,153,173,124,144,
164,184,115,135,155,175,126,146,166
,186,117,137,157,177
61090 RESTORE 61095:GOTO 61000 >ET<
61095 DATA 30,12,72,23,63,14,44,74, >TY<
15,45,75,26,66,17,77,121,141,151,17
1,132,162,143,153,145,155,136,166,1
27,147,157,177
61100 RESTORE 61105:GOTO 61000 >MJ<
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
44,174,135,126,146,166,137,177
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 >WN<
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
7,77,121,171,132,162,143,153,134,16
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 >GU<
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,

```

# UTILITAIRE

# MACHINE A ECRIRE



Robert DUHAUBOIS

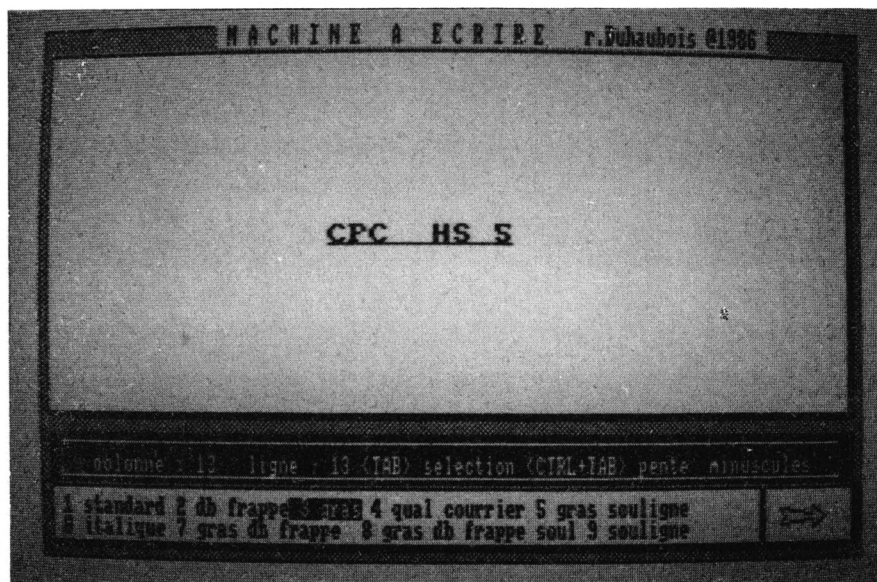
Ce programme permet de piloter une imprimante et de transformer cette dernière en machine à écrire.

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 <ESPACE> 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)+ "I".



*Listing 1*

```

10 REM ***** >HB<
20 REM programme "Ecrire" >AC<
30 REM page ecran de >GD<
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
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 >QG<
160 DRAW 0,50 >RH<
170 DRAW -400,0 >TJ<
180 DRAW 0,-50 >TK<
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 >EG<
250 FOR i=1 TO 10 >XH<
260 ORIGIN 120,150 >GJ<
270 MOVER 40*i,0:DRAW 50+30*i,75 >YK<
280 NEXT >PL<
290 ORIGIN 120,150 >KM<
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 >NB<
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 >MM<
390 PLOT -5*h+5,10,1:DRAW -20,0:D >WN<
RAW 0,30:DRAW 390,0:DRAW 30,50:D
RAW 5,0:DRAW -30,-50
400 DRAW -5,0:DRAW 0,-30:DRAW -3 >WE<
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
430 x=INT(RND*9+6):y=INT(RND*3)+13 >EH<
440 PRINT CHR$(22):CHR$(1): >XJ<
450 LOCATE x,y:PEN 6:PRINT CHR$(160 >EK<
)
460 SOUND 1,1500,7,7,0,0,1 >CL<
470 LOCATE 10,7:PEN 14:PRINT CHR$(2 >JM<
44)
480 ORIGIN 210,280:PLOT-5*h,0,0 >VN<
490 IF h=22 THEN 580 >EP<
500 PLOT 5,10,0:DRAW -20,0:DRAW >KF<
0,30:DRAW 390,0:DRAW 30,50:DRAW
5,0:DRAW -30,-50
510 DRAW -5,0:DRAW 0,-30:DRAW -3 >YG<
90,0
520 PLOT 50,30:DRAW 210,0,0:PLOT >BH<
R -210,-30:DRAW 0,75,0:DRAW 200,0
:DRAW 0,-75

```



```

530 DRAWR -200,0:PLOTR 200,0:DRAWR >AJ<
10,0,0:DRAWR 0,80,0:DRAWR -200,0:DR
AWR 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 >RN<
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<

```

## Listing 2

```

100 REM ***** >TB<
110 REM * - machine a ecrire - * >DC<
* horizontale diagonale *
120 REM * * >ZD<
130 REM * r. DUHAUBOIS aout 1986 * >ZE<
140 REM ***** >XF<
150 MODE 2 >LG<
160 INK 1,0 >NH<
170 INK 0,0 >NJ<
180 BORDER 15,16 >XK<
190 ENV 2,1,0,10,15,-1,6 >VL<
200 ENV 1,12,-1,4 >AC<
210 PEN 1 >KD<
220 FOR I=1 TO 80:LOCATE I,1:PRINT >ME<
CHR$(127):NEXT
230 FOR I=1 TO 80:LOCATE I,19:PRINT >AF<
CHR$(127):NEXT
240 FOR I=1 TO 25:LOCATE 1,I:PRINT >CG<
CHR$(127):NEXT
250 FOR I=1 TO 80:LOCATE I,25:PRINT >NH<
CHR$(127)::NEXT
260 FOR I=1 TO 25:LOCATE 80,I:PRINT >PJ<
CHR$(127)::NEXT
270 CLEAR >GK<
280 PEN 1 >TL<
290 SYMBOL AFTER 128 >AM<
300 GOSUB 2550 >ZD<
310 imp=8:cap=0:mem=1:i$=CHR$(24) >BE<
320 INK 0,13:INK 1,0 >DF<
330 REM ***** >YG<
340 REM ECRAN >EH<
350 REM ***** >AJ<
360 WINDOW #1,2,79,20,21:PAPER #1,1 >TK<
:CLS#1:PEN#1,0

```

```

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 580,33:DRAWR -4,6,1:DRAW >EG<
R 25,-4:DRAWR 0,6:DRAWR 10,-8:DRAWR
-10,-8:DRAWR 0,6:DRAWR -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:DRAWR 6 >ZM<
23,0:DRAWR 0,-273:DRAWR -623,0:DRAW
R 0,273
480 PLOTR 624,-3:DRAWR 0,-268:DRAWR >NN<
-622,0:DRAWR 6,-1:DRAWR 617,0:DRAW
R 0,266:PLOTR 1,-3:DRAWR 0,-264:DR
AWR -614,0:PLOTR 6,-1:DRAWR 608,0:DR
AWR 0,264:DRAWR 1,-3:DRAWR 0,-261

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

560 PLOTR -2,0:DRAWR 0,-40:PLOTR -1 >AM<
,0,0:DRAWR 0,40 :PLOTR -1,0:DRAWR 0
,-40
570 DRAWR -66,0,1:PLOTR 0,1:DRAWR 6 >PN<
6,0:PLOTR 0,1,0:DRAWR -66,0:DRAWR 6
9,0:DRAWR 0,41,1:PLOTR -1,0:DRAWR 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<

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610 REM boucle curseur >UH<
620 REM ***** >XJ<
630 EVERY 20,1 GOSUB 4630 >UK<
640 ORIGIN 1,1:DRAWR 0,398:DRAWR 13 >UL<
0,0:PLOTR 440,0:DRAWR 68,0:DRAWR 0,
-398:DRAWR -638,0
650 CLS#2:PRINT#2, "1 standard 2 db >WM<
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 >NQ<
4430:GOTO 880
690 IF gras=1 THEN x=mem:xx=0:xc=xc >GR<
+y:gras=0:t=mem:GOTO 710
700 IF soul=1 THEN LOCATE t+1,z:FRI >VH<
NT CHR$(22);CHR$(0);" ";:LOCATE t+1
,z
710 IF soul=2 THEN LOCATE t+1,z:FRI >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 880,840,920,960,1000 >EJ<
,1040,1080,1090,1130,1140
810 REM ***** >BK<
820 REM double frappe <esc "E"> >BL<
830 REM ***** >DM<
840 PRINT #imp,CHR$(27);"E";:LOCATE >FN<
#2,1,1:PRINT#2, "1 standard";i$;"
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 "W"+n >NK<
910 REM ***** >CL<
920 PRINT #imp,CHR$(27);"W";CHR$(1) >ZM<
;:PRINT#2, "1 standard 2 db frappe"

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:i$;" 3 gras";i$;" 4 qual courrier
5 gras souligne ":mem=x:x\2:xx=1:
gras=1:GOTO 1140
930 REM ***** >EN<
940 REM qualite courrier <esc "(" >JP<
950 REM ***** >GQ<
960 PRINT #imp,CHR$(27);"(::PRINT# >RR<
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 >MB<
);CHR$(27);"-1";:PRINT#2, "1 standa
rd 2 db frappe 3 gras 4 qual. courr
ier";i$;" 5 gras souligne";i$;mem=
x:x\2:xx=1:gras=1:soul=2:GOTO 114
0
1010 REM ***** >AC<
1020 REM mode alterne = italique >YD<
<esc "4">
1030 REM ***** >CE<
1040 PRINT #imp,CHR$(27);"4";:PRINT >AF<
#3, " ";i$;"6 italique";i$;" 7 gra
s db frappe 8 gras db frappe soul 9
souligne":GOTO 1140
1050 REM ***** >EB<
1060 REM mode gras double frappe >RH<
souligne <esc "!"
+chr$(48)+esc "-1">
1070 REM ***** >GJ<
1080 PRINT #imp,CHR$(27);"!";CHR$(4 >JK<
8);:PRINT#3, "6 italique";i$;" 7 gr
as db frappe ";i$;" 8 gras db frapp
e soul 9 souligne":mem=x:x\2:xx=1:
gras=1:GOTO 1140
1090 PRINT #imp,CHR$(27);"!";CHR$(4 >GL<
8);CHR$(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$(27);"-1";:PRIN >YF<
T#3, "6 italique 7 gras db frappe
8 gras db frappe soul ";i$;"9 souli
gne";i$:soul=1
1140 BORDER 13:y=0 >MG<
1150 IF INKEY(70)=0 THEN GOSUB 434 >AH<
0
1160 REM ***** >GJ<
1170 REM SAISIE DE LA FRAPPE >NK<
1180 REM ***** >JL<
1190 EI:a$=INKEY$ >WM<
1200 IF INKEY(68)=128 THEN GOTO 450 >QD<
0
1210 IF scroll=2 THEN zz=z-1 ELSE I >GE<
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$(1);:LOCATE t+1,zz:PRI
NT "_";:LOCATE t+1,z
1280 IF soul=2 AND sl=1 THEN PRINT >ZM<
CHR$(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 >YG<
1330 xc=xc+1 >VH<
1340 IF x>68 OR t>68 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 >NG<
1420 REM ***** >FH<
1430 PRINT #imp,CHR$(27);"1";CHR$(x >DJ<
);
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 mem+1,z:PRINT a$;:mem=mem+2:GOTO
1490
1480 LOCATE t+1,z:PRINT a$; >GP<
1490 IF gras =1 THEN t=mem 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$=" ":RET >CR<
URN
1690 IF ASC(A$)=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 >YM<
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 >AP<
THEN GOTO 1800
1760 a$=a$+":":RETURN >QQ<
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$:RETURN >XP<
1850 a$=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$:RETURN >AL<
1910 a$=h1$:RETURN >CM<
1920 a$=i1$:RETURN >EN<
1930 a$=j1$:RETURN >GP<
1940 a$=k1$:RETURN >JQ<
1950 a$=l1$:RETURN >LR<

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1960 a\$m1\$:RETURN	>NT<	2540 REM ***** >KM<	0,60,0
1970 a\$n1\$:RETURN	>QU<	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<	,0	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 11\$=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 >GW<
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 >XP<
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, >CN<	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 >JF<	2950 SYMBOL 154,240,60,60,192,0,0,0 >AT<
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 >KV<
2220 a\$neuf\$: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 >MW<
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 >JD<
2280 a\$c2\$:RETURN	>ZN<	maj	0,12,0
2290 a\$d2\$:RETURN	>BF<	2710 SYMBOL 139,15,60,240,240,240,2 >ZL<	3010 r1\$=CHR\$(131)+CHR\$(158):REM R >LE<
2300 a\$e2\$:RETURN	>UF<	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 >AF<
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, >ZB<
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	>GM<	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 >LJ<
2380 a\$m2\$:RETURN	>LP<	60,0	3060 SYMBOL 162,252,204,192,192,192 >BK<
2390 a\$n2\$:RETURN	>NQ<	2760 h1\$=CHR\$(141)+CHR\$(142):REM H >VR<	,192,240,0
2400 a\$o2\$:RETURN	>FG<	maj	3070 t1\$=CHR\$(161)+CHR\$(162):REM T >VL<
2410 a\$p2\$:RETURN	>HH<	2770 SYMBOL 143,63,3,3,3,3,3,63,0 >TT<	maj
2420 a\$q2\$:RETURN	>KJ<	2780 SYMBOL 144,252,192,192,192,192 >VU<	3080 SYMBOL 163,60,60,60,60,60,60,1 >KM<
2430 a\$r2\$:RETURN	>MK<	,192,252,0	5,0
2440 a\$s2\$:RETURN	>PL<	2790 i1\$=CHR\$(143)+CHR\$(144):REM I >EV<	3090 SYMBOL 164,60,60,60,60,60,60,2 >PN<
2450 a\$t2\$:RETURN	>RM<	maj	40,0
2460 a\$u2\$:RETURN	>UN<	2800 SYMBOL 145,0,0,0,0,240,240,63, >GL<	3100 u1\$=CHR\$(163)+CHR\$(164):REM U >VE<
2470 a\$v2\$:RETURN	>WF<	0	maj
2480 a\$w2\$:RETURN	>YQ<	2810 SYMBOL 146,252,240,240,240,240 >LM<	3110 SYMBOL 165,60,60,60,60,60,15,0 >XF<
2490 a\$x2\$:RETURN	>AR<	,240,192,0	,0
2500 a\$y2\$:RETURN	>TH<	2820 j1\$=CHR\$(145)+CHR\$(146):REM J >EN<	3120 SYMBOL 166,60,60,60,60,60,240, >UG<
2510 a\$z2\$:RETURN	>VJ<	maj	192,0
2520 REM *****	>HK<	2830 SYMBOL 147,252,60,60,63,60,60, >DF<	3130 v1\$=CHR\$(165)+CHR\$(166):REM V >EH<
2530 REM REDEFINITION DES	>RL<	252,0	maj
CARACTERES ELARGIS		2840 SYMBOL 148,60,60,240,192,240,6 >EQ<	3140 SYMBOL 167,240,240,240,243,255 >PJ<

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

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4200 SYMBOL 237,63,48,0,1,0,0,0,0 >ZG<
4210 SYMBOL 238,252,60,60,240,252,2 >BH<
40,240,0
4220 sept$=CHR$(237)+CHR$(238) >NJ<
4230 SYMBOL 239,15,60,60,15,60,60,1 >MK<
5,0
4240 SYMBOL 240,240,60,60,240,60,60 >LL<
,240,0
4250 huit$=CHR$(239)+CHR$(240) >JM<
4260 SYMBOL 241,15,60,60,15,0,60,15 >ZN<
,0
4270 SYMBOL 242,240,60,60,252,60,60 >VF<
,240,0
4280 neuf$=CHR$(241)+CHR$(242) >UQ<
4290 SYMBOL 243,63,240,240,243,252, >MR<
240,63,0
4300 SYMBOL 244,240,60,252,60,60,60 >QH<
,240,0
4310 zero$=CHR$(243)+CHR$(244) >LJ<
4320 RETURN >QK<
4330 REM ***** >JL<
4340 REM test capitales >LM<
4350 REM ***** >LN<
4360 IF cap=0 THEN cap=1 ELSE cap=0 >DP<

4370 IF cap=1 THEN LOCATE #1,65,1:P >GQ<
RINT #1,"MAJUSCULES" ELSE LOCATE #1
,65,1:PRINT#1,"minuscules"
4380 FOR temp=1 TO 500::NEXT >VR<

4390 RETURN >YT<
4400 REM ***** >GJ<
4410 REM TEST IMPRIMANTE BRANCHEE? >ZK<
4420 REM ***** >JL<
4430 LOCATE 25,3:PRINT I1$;M1$;P1$; >YM<
R1$;I1$;M1$;A1$;N1$;T1$;E1$;
4440 LOCATE 25,6:PRINT N2$;O2$;N2$; >ZN<
" ";B1$;R1$;A1$;N1$;C1$;H1$;E1$;E1
$;
4450 PRINT #0:CLS:RETURN >XP<
4460 REM ***** >NQ<
4470 REM ***** >PR<
4480 REM ANGLE D'ECRIURE >VT<
4490 REM ***** >RU<
4500 CLS#2:CLS#3:CLS#5:scroll=0 >YK<
4510 BORDER 3,24 >UL<
4520 IF GRAS=1 THEN X=MEM >GM<
4530 PRINT #2:PRINT #2,"ecriture en >DN<
montee ou descente " :
4540 PRINT #3,"horizontal =>ESPACE< >NP<
= ,1 descente, 2 montee"
4550 LOCATE #2,40,1: PRINT #2,"vot >AQ<
re choix " :A$=INKEY$:IF A$="" THEN
4550
4560 IF a$="" THEN pente=35.8 ELSE >FR<
IF a$="1" THEN pente=0 ELSE IF A$=
"2" THEN pente=71.6 ELSE GOTO 4550
4570 IF pente=35.8 THEN BORDER 0:GO >RT<

TO 4600 ELSE IF pente>35.8 THEN :BO
RDER 3:GOTO 4580 ELSE BORDER 5:GOTO
4590
4580 ORIGIN 580,33:scroll=2:DRAWR - >UU<
6,6,1:DRAWR 20,2:DRAWR -3,7:DRAWR 1
2,0:DRAWR -2,-12:DRAWR -6,2:DRAWR -
15,-15:DRAWR 1,10:GOTO 780
4590 ORIGIN 580,33:scroll=1:DRAWR - >QV<
6,-6,1:DRAWR 20,-2:DRAWR -3,-7:DRAW
R 12,0:DRAWR -2,12:DRAWR -6,-2:DRAW
R -15,15:DRAWR 1,-10:GOTO 780
4600 ORIGIN 580,33:DRAWR -4,6:DRAWR >KL<
25,-4:DRAWR 0,6:DRAWR 10,-8:DRAWR
-10,-8:DRAWR 0,6:DRAWR -25,-4:DRAWR
4,6
4610 scroll=0 >TM<
4620 GOTO 780 >KN<
4630 DI >BP<
4640 PRINT CHR$(22);CHR$(1); >FQ<
4650 IF z>16 THEN z1=16:GOTO 4670 >XR<
4660 IF z<1 THEN z1=1 ELSE z1=z >LT<
4670 LOCATE t+1,z1:PRINT CHR$(246); >RU<

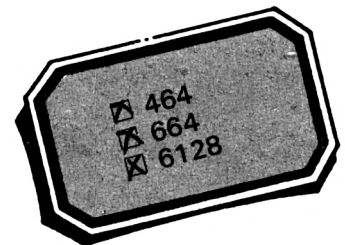
4680 FOR t1=1 TO 50:NEXT >QV<
4690 LOCATE t+1,z1:PEN 0:PRINT CHR$ >UW<
(246)::PEN 1
4700 EI >AM<
4710 PRINT CHR$(22);CHR$(0); >CN<
4720 RETURN >VP<

```

# 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 !

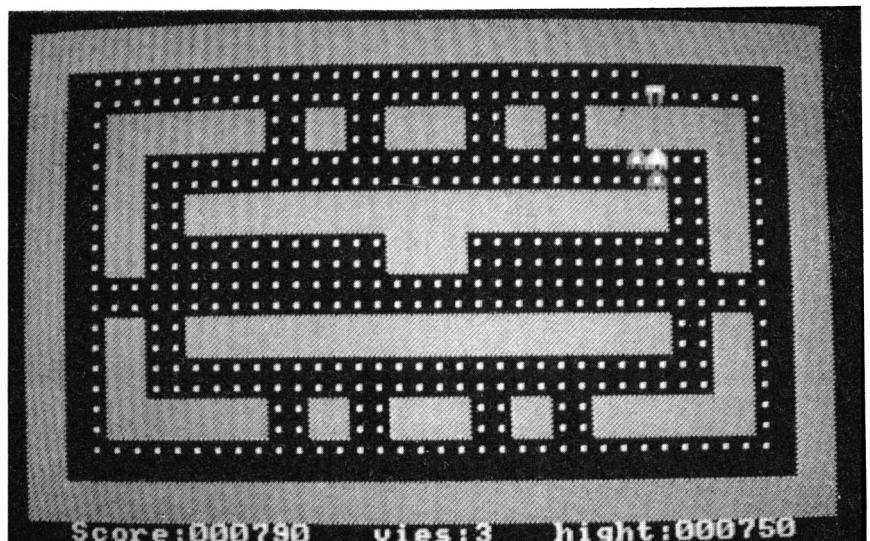
Chargement du programme :

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+K>32767):IF A<=F THEN POKE A,K
20 NEXT:READ D$:T=VAL("&"+D$):IF T<>S 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
0,30,30,30,30,04A4
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
1,01,05,00,02,02,07D8
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 02,01,00,00,00,00,06,00,00,0  
0,00,00,00,00,00,0850  
125 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,0850  
130 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,0850  
135 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,0850  
140 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,0850  
145 DATA 00,00,00,00,00,10,80,10,80,10,8  
0,10,80,00,00,00,0A90  
150 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,0A90  
155 DATA 00,00,00,00,00,10,80,10,80,10,8  
0,10,80,00,00,00,0CD0  
160 DATA 00,00,00,00,00,00,00,00,00,A0,A  
0,A0,A0,50,50,50,1040  
165 DATA 50,A0,A0,A0,A0,50,50,50,50,A0,A  
0,A0,A0,50,50,50,17C0  
170 DATA 50,A0,A0,A0,A0,50,50,50,50,A0,A  
0,A0,A0,50,50,50,1F40  
175 DATA 50,A0,A0,A0,A0,50,50,50,50,A0,A  
0,A0,A0,50,50,50,26C0  
180 DATA 50,A0,A0,A0,A0,50,50,50,50,A0,A  
0,50,50,A0,A0,50,2E40  
185 DATA 50,A0,A0,50,50,A0,A0,50,50,A0,A  
0,50,50,A0,A0,50,35C0  
190 DATA 50,A0,A0,50,50,A0,A0,50,50,01,0  
8,03,0C,07,0E,2F,3A2C  
195 DATA 4F,0F,0F,0F,0F,0A,05,0A,05,10,F  
F,77,FF,FF,FD,00,3F56  
200 DATA 73,00,73,FF,FD,77,FF,10,FF,22,4  
4,66,66,66,66,66,4721  
205 DATA 66,EE,77,FF,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  
0,00,00,00,00,00,640F  
220 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,640F  
225 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,640F  
230 DATA 00,00,00,00,00,00,00,00,3E,01,0  
6,01,0E,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,D5,FE,0  
1,28,08,11,B9,75,7D73  
260 DATA CD,A0,77,18,06,11,F9,75,CD,A0,7  
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,AA31  
295 DATA 3A,C3,76,47,E5,C5,E5,3A,C1,76,4  
7,1A,77,23,13,10,B109  
300 DATA FA,E1,CD,26,BC,C1,10,ED,E1,C9,0  
1,01,01,01,01,01,BB01  
305 DATA 01,01,01,01,01,01,01,01,01,0  
1,01,01,01,01,00,BB10  
310 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,BB10  
315 DATA 00,01,01,00,01,01,01,01,01,0  
1,00,00,01,01,01,BB1C  
320 DATA 01,01,01,01,00,01,01,00,01,00,0  
0,00,00,00,00,00,BB23  
325 DATA 00,00,00,00,00,00,00,01,00,01,0  
1,00,01,00,01,01,BB29  
330 DATA 01,01,01,00,00,01,01,01,01,0  
0,01,00,01,01,00,BB34  
335 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,01,00,01,BB36  
340 DATA 00,01,01,00,01,00,01,00,00,0  
0,00,00,00,00,00,BB3A  
345 DATA 00,00,00,01,00,01,01,00,01,00,0  
1,01,01,01,01,00,BB43  
350 DATA 00,01,01,01,01,01,00,01,00,01,0  
1,00,01,00,00,00,BB4C  
355 DATA 00,00,00,00,00,00,00,00,00,0  
0,01,00,01,01,00,BB4F  
360 DATA 01,01,01,01,01,01,01,00,00,01,0  
1,01,01,01,01,01,BB5D  
365 DATA 00,01,01,00,00,00,00,00,00,0  
0,00,00,00,00,00,BB5F  
370 DATA 00,00,00,00,00,01,01,01,01,0  
1,01,01,01,01,01,BB6A  
375 DATA 01,01,01,01,01,01,01,01,01,0  
1,01,01,01,01,01,BB7A  
380 DATA 01,01,01,01,01,01,01,01,01,0  
1,01,01,01,01,00,BB89  
385 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,BB89  
390 DATA 00,01,01,00,01,00,01,00,01,00,0  
0,01,01,00,00,01,BB91  
395 DATA 00,01,00,01,00,01,01,00,01,00,0  
1,00,01,00,00,01,BB99  
400 DATA 01,00,00,01,00,01,00,01,00,01,0  
1,00,00,00,00,00,BB9F  
405 DATA 00,00,01,01,01,01,00,00,00,0  
0,00,00,01,01,00,BBA5  
410 DATA 01,00,01,00,01,00,00,00,00,0  
0,01,00,01,00,01,BBAB

415 DATA 00,01,01,00,01,00,01,00,01,00,0  
0,01,01,00,00,01,BBB3  
420 DATA 00,01,00,01,00,01,01,00,00,00,0  
0,00,00,00,01,01,BBB9  
425 DATA 01,01,00,00,00,00,00,00,01,0  
1,00,01,00,01,00,BBBF  
430 DATA 01,00,00,00,00,00,00,01,00,01,0  
0,01,00,01,01,00,BBC5  
435 DATA 01,00,01,00,01,00,00,00,00,0  
0,01,00,01,00,01,BBCB  
440 DATA 00,01,01,00,00,00,00,00,00,0  
0,00,00,00,00,00,BBCD  
445 DATA 00,00,00,00,00,01,01,01,01,01,0  
1,01,01,01,01,01,BBD8  
450 DATA 01,01,01,01,01,01,01,01,01,0  
1,01,01,01,01,01,BBE8  
455 DATA 01,01,01,01,01,01,01,01,01,0  
1,01,01,01,01,00,BBF7  
460 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,BBF7  
465 DATA 00,01,01,00,01,00,00,01,01,01,0  
0,00,00,00,01,01,BBFF  
470 DATA 01,00,00,01,00,01,01,00,01,00,0  
0,00,00,01,00,00,B905  
475 DATA 00,00,01,00,00,00,00,01,00,01,0  
1,00,01,01,01,01,B90D  
480 DATA 00,01,00,01,01,00,01,00,01,01,0  
1,01,00,01,01,00,B917  
485 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,B917  
490 DATA 00,01,01,00,01,00,00,00,00,01,0  
1,00,00,01,01,00,B91E  
495 DATA 00,00,00,01,00,01,01,00,01,01,0  
1,01,00,01,00,00,B926  
500 DATA 00,00,01,00,01,01,01,01,00,01,0  
1,00,01,00,00,00,B92E  
505 DATA 00,01,00,01,01,00,01,00,00,00,0  
0,01,00,01,01,00,B935  
510 DATA 01,00,00,01,01,01,00,00,00,00,0  
1,01,01,00,00,01,B93D  
515 DATA 00,01,01,00,00,00,00,00,00,0  
0,00,00,00,00,00,B93F  
520 DATA 00,00,00,00,00,01,01,01,01,01,0  
1,01,01,01,01,01,B94A  
525 DATA 01,01,01,01,01,01,01,01,01,0  
1,01,01,01,01,01,B95A  
530 DATA 01,01,01,01,01,01,01,01,01,0  
1,01,01,01,01,00,B969  
535 DATA 00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,B969  
540 DATA 00,01,01,00,01,01,01,01,00,01,0  
0,01,01,00,01,00,B973  
545 DATA 01,01,01,01,00,01,01,00,01,00,0  
0,00,00,00,00,00,B97A  
550 DATA 00,00,00,00,00,00,00,01,00,01,0  
1,00,01,00,01,01,B980  
555 DATA 01,01,01,01,01,01,01,01,01,0  
0,01,00,01,01,00,B98D

560 DATA 01,00,00,00,00,00,00,01,01,00,0  
0,00,00,00,00,01,B991  
565 DATA 00,01,01,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,B993  
570 DATA 00,00,00,00,00,01,01,00,01,00,0  
1,01,01,01,01,01,B99C  
575 DATA 01,01,01,01,01,01,00,01,00,01,0  
1,00,01,00,00,00,B9A6  
580 DATA 00,00,00,00,00,00,00,00,00,00,0  
0,01,00,01,01,00,B9A9  
585 DATA 01,01,01,01,00,01,00,01,01,00,0  
1,00,01,01,01,01,B9B5  
590 DATA 00,01,01,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,B9B7  
595 DATA 00,00,00,00,00,01,01,01,01,01,0  
1,01,01,01,01,01,B9C2  
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  
610 DATA 00,00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,B9E1  
615 DATA 00,01,01,00,01,01,01,01,00,00,0  
1,01,01,01,01,00,B9EC  
620 DATA 01,01,01,01,00,01,01,00,00,00,0  
0,00,00,00,00,00,B9F2  
625 DATA 00,00,00,00,00,00,00,00,00,01,0  
1,00,01,01,01,01,B9F8  
630 DATA 00,00,01,01,01,01,01,00,01,01,0  
1,01,00,01,01,00,BA03  
635 DATA 00,00,00,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,BA03  
640 DATA 00,01,01,00,01,01,01,01,00,00,0  
1,01,01,01,01,00,BA0E  
645 DATA 01,01,01,01,00,01,01,00,00,00,0  
0,00,00,00,00,00,BA14  
650 DATA 00,00,00,00,00,00,00,00,00,01,0  
1,00,01,01,01,01,BA1A  
655 DATA 01,01,01,01,01,01,01,01,01,01,0  
1,01,00,01,01,00,BA28  
660 DATA 01,01,01,01,01,01,01,01,01,01,0  
1,01,01,01,01,01,BA38  
665 DATA 00,01,01,00,00,00,00,00,00,00,0  
0,00,00,00,00,00,BA3A  
670 DATA 00,00,00,00,00,01,01,01,01,01,0  
1,01,01,01,01,01,BA45  
675 DATA 01,01,01,01,01,01,01,01,01,01,2  
A,CD,76,E5,D1,29,BD9B  
680 DATA 19,29,19,29,29,19,23,22,CD,76,7  
C,C9,3A,C3,76,47,C2E8  
685 DATA E5,C5,E5,3A,C1,76,4F,06,00,ED,B  
0,E1,CD,26,BC,C1,CC2B  
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,28,03,77,18,0  
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,C8,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,34,11,06,02,ED,53,CB,76,11,A  
A,7B,C3,10,77,11,F44E  
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  
730 DATA 11,BA,7A,C3,10,77,11,B2,01,ED,5  
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,0B,32,C3,76,2A,C5,76,11,8  
9,76,CD,A0,77,2A,187C  
745 DATA C7,76,11,59,76,CD,A0,77,3E,FF,3  
2,D2,76,C3,F6,7E,216B  
750 DATA 3A,BA,76,FE,01,CA,BA,7D,CD,24,B  
B,CB,47,F5,C4,3B,2A87  
755 DATA 7E,F1,CB,4F,F5,C4,42,7E,F1,CB,5  
7,F5,C4,34,7E,F1,34F8  
760 DATA CB,5F,F5,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,F5,C4,3B,7E,4654  
770 DATA F1,CB,4F,F5,C4,42,7E,F1,CB,57,F  
5,C4,34,7E,F1,CB,5112  
775 DATA 5F,F5,C4,17,7E,F1,3A,D2,76,FE,0  
1,CB,FE,00,CB,2A,59E9  
780 DATA BF,76,2B,7C,B5,20,FB,C3,4B,7D,3  
E,00,CD,1E,BB,C4,61C5  
785 DATA 3B,7E,3E,02,CD,1E,BB,C4,42,7E,3  
E,01,CD,1E,BB,C4,6891  
790 DATA 17,7E,3E,0B,CD,1E,BB,C4,34,7E,3  
A,D2,76,FE,00,CB,6FD0  
795 DATA FE,01,CB,3A,BD,76,FE,00,CA,AF,7  
D,3E,00,CD,1E,BB,77DC  
800 DATA C4,3B,7E,3E,02,CD,1E,BB,C4,42,7  
E,3E,01,CD,1E,BB,7EAB  
805 DATA C4,17,7E,3E,0B,CD,1E,BB,C4,34,7  
E,3A,D2,76,FE,00,85E3  
810 DATA CB,FE,01,CB,C3,AF,7D,11,02,18,3  
E,03,32,C9,76,2A,8C68  
815 DATA C5,76,19,7E,FE,10,CA,49,7E,FE,5  
0,CB,FE,2F,CA,C3,95A9  
820 DATA 7E,C3,5D,7E,3E,01,11,FE,17,18,E  
1,11,B0,17,3E,02,9B3B  
825 DATA 1B,DA,11,50,1B,3E,04,1B,D3,CD,9  
4,7C,2A,CB,76,2B,A146  
830 DATA 7C,B5,20,06,3E,00,32,D2,76,C9,2  
2,CB,76,11,A9,76,A7B1  
835 DATA 2A,C5,76,CD,A0,77,3A,C9,76,FE,0  
1,2B,17,FE,02,2B,AED9  
840 DATA 22,FE,03,2B,2D,11,50,00,01,99,7  
6,3A,D0,76,3C,32,83B0  
845 DATA D0,76,1B,2B,11,FE,FF,01,69,76,3  
A,CF,76,3D,32,CF,BAE4  
850 DATA 76,1B,1C,11,B0,FF,01,79,76,3A,D  
0,76,3D,32,D0,76,C173

855 DATA 1B,0D,11,02,00,01,89,76,3A,CF,7  
6,3C,32,CF,76,2A,C607  
860 DATA C5,76,19,22,C5,76,C5,D1,CD,A0,7  
7,C9,21,55,75,CD,CEB3  
865 DATA AA,BC,C9,3E,01,32,D2,76,CD,83,8  
5,C9,3E,32,32,BE,D699  
870 DATA 76,21,67,75,11,03,00,19,77,21,7  
0,75,19,C6,96,77,DBA2  
875 DATA 21,67,75,CD,AA,BC,21,70,75,CD,A  
A,BC,3A,BE,76,C6,E43F  
880 DATA 05,FE,64,CB,1B,DB,2A,C7,76,3A,D  
0,76,47,3A,D7,76,EC13  
885 DATA 90,20,14,37,3F,3A,CF,76,47,3A,D  
1,76,90,3B,04,3E,F19E  
890 DATA 01,1B,27,3E,03,1B,23,3A,CF,76,4  
7,3A,D1,76,90,C2,F6F3  
895 DATA E5,7F,3A,D7,76,47,3A,D0,76,90,3  
8,04,3E,04,1B,0A,FCD5  
900 DATA 3E,02,1B,06,CD,6A,7C,E6,03,3C,3  
2,C9,76,2A,C7,76,02E3  
905 DATA 11,79,75,CD,A0,77,3A,C9,76,FE,0  
1,2B,23,FE,02,2B,09B1  
910 DATA 31,FE,03,2B,3F,11,50,00,06,00,0  
E,01,1B,3D,11,52,0C78  
915 DATA 00,06,01,0E,01,1B,34,11,4E,00,0  
6,FF,0E,01,1B,2B,0E90  
920 DATA 11,FE,FF,06,FF,0E,00,1B,22,11,A  
E,FF,06,FF,0E,FF,15BB  
925 DATA 1B,19,11,B0,FF,06,00,0E,FF,1B,1  
0,11,B2,FF,06,01,1AB0  
930 DATA 0E,FF,1B,07,11,02,00,06,01,0E,0  
0,2A,C7,76,19,7E,1E02  
935 DATA FE,A0,2B,90,FE,50,2B,8C,FE,22,2  
8,0A,FE,10,2B,06,24EB  
940 DATA FE,FF,2B,02,1B,06,3E,01,32,D2,7  
6,C9,3A,D1,76,80,2BB0  
945 DATA 32,D1,76,3A,D7,76,81,32,D7,76,2  
2,C7,76,11,79,75,330E  
950 DATA CD,7C,7C,2A,C7,76,11,59,76,CD,A  
0,77,21,5E,75,CD,3ABF  
955 DATA AA,BC,C3,50,7D,2A,C7,76,11,79,7  
5,CD,A0,77,3A,CF,4308  
960 DATA 76,47,3A,D1,76,90,3B,0E,3A,D0,7  
6,47,3A,D7,76,90,49FA  
965 DATA DA,37,80,C3,7D,80,3A,D0,76,47,3  
A,D7,76,90,DA,14,5217  
970 DATA 80,C3,5A,80,11,02,00,01,50,00,C  
D,A0,80,FE,00,2B,57AB  
975 DATA 0B,3A,C4,76,FE,00,C2,34,7F,C3,5  
5,7F,3A,C4,76,FE,5FA6  
980 DATA 00,C2,94,7F,C3,5E,7F,11,FE,FF,0  
1,50,00,CD,A0,80,6767  
985 DATA FE,00,2B,0B,3A,C4,76,FE,00,C2,3  
4,7F,C3,55,7F,3A,6E50  
990 DATA C4,76,FE,00,C2,70,7F,C3,67,7F,1  
1,02,00,01,B0,FF,75A5  
995 DATA CD,A0,80,FE,00,2B,0B,3A,C4,76,F  
E,00,C2,34,7F,C3,706D  
1000 DATA 82,7F,3A,C4,76,FE,00,C2,94,7F,

C3,8B,7F,11,FE,FF,8690  
1005 DATA 01,B0,FF,CD,A0,80,FE,00,28,0B,  
3A,C4,76,FE,00,C2,8E92  
1010 DATA 34,7F,C3,82,7F,3A,C4,76,FE,00,  
C2,70,7F,C3,79,7F,96E7  
1015 DATA 2A,C7,76,09,7E,32,C4,76,2A,C7,  
76,19,7E,32,CA,76,9DB1  
1020 DATA C9,3E,C0,CD,08,BC,3E,01,CD,0E,  
BC,21,00,00,22,D3,A3F5  
1025 DATA 76,22,D5,76,3E,01,21,41,75,CD,  
BC,BC,3E,02,21,4B,A9DF  
1030 DATA 75,CD,BC,BC,3E,01,32,BA,76,C9,  
21,00,C0,11,A4,00,B099  
1035 DATA 19,22,C5,76,3E,00,32,CF,76,32,  
D0,76,32,D7,76,3E,B6F9  
1040 DATA 23,32,D1,76,11,46,00,19,22,C7,  
76,06,40,21,79,75,BBB9  
1045 DATA 36,00,23,10,FB,C9,3E,03,32,C2,  
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  
1060 DATA 90,BB,3E,00,CD,96,BB,CD,83,85,  
CD,83,85,CD,83,85,D7C5  
1065 DATA CD,F1,81,CD,DB,76,CD,C9,7C,CD,  
F4,76,CD,DA,80,3E,E2CD  
1070 DATA 05,CD,1E,BB,C0,CD,23,7D,2A,C5,  
76,11,A9,76,CD,A0,EA7  
1075 DATA 77,2A,C7,76,11,79,75,CD,A0,77,  
3A,D2,76,FE,00,28,F210  
1080 DATA 5F,CD,CC,7E,3A,C2,76,3D,32,C2,  
76,FE,00,28,1A,26,F905  
1085 DATA 17,2E,19,CD,75,BB,3A,C2,76,C6,  
30,CD,5A,BB,2A,C5,0099  
1090 DATA 76,11,A9,76,CD,A0,77,18,83,11,  
A9,76,2A,C5,76,CD,0850  
1095 DATA A0,77,CD,83,85,CD,83,85,CD,CC,  
7E,CD,83,85,2A,D3,11FA  
1100 DATA 76,37,3F,ED,5B,D5,76,ED,52,DA,  
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,76,2598  
1115 DATA CD,C9,7C,C3,4C,81,3E,01,32,BC,  
76,CD,C9,7C,C3,4C,2DFE  
1120 DATA 81,3E,01,06,18,0E,18,CD,32,BC,  
CD,DB,BB,26,01,2E,3375  
1125 DATA 01,CD,75,BB,21,E6,82,06,22,7E,  
CD,5A,BB,23,10,F9,3AB0  
1130 DATA 26,01,2E,02,CD,75,BB,21,09,83,  
CD,BF,7C,26,01,2E,400E  
1135 DATA 05,CD,75,BB,21,19,83,CD,BF,7C,  
26,01,2E,07,CD,75,4673  
1140 DATA BB,21,32,83,CD,BF,7C,26,01,2E,  
09,CD,75,BB,21,4A,4CD2  
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0E,3E,40,CD,1E,BB,53B3

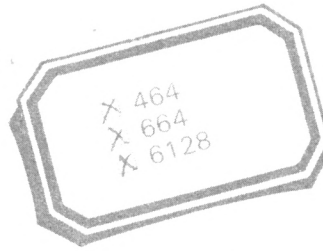
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2E,11,CD,75,BB,21,65B3  
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A0,0F,22,BF,76,18,789A  
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54,2C,72,65,61,6C,8FE5  
1200 DATA 69,73,65,20,70,61,72,20,50,61,  
73,63,61,6C,20,44,9561  
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,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,30,2D,20,44,55,52,2C,  
6A,65,20,73,75,69,AA8B  
1225 DATA 73,20,75,6E,20,62,6F,6E,2E,FF,  
2D,31,2D,20,46,41,AFDC  
1230 DATA 43,49,4C,45,2C,6A,65,20,73,75,  
69,73,20,75,6E,20,B4FB  
1235 DATA 66,61,69,62,6C,65,2E,2E,2E,FF,  
2A,56,69,74,65,73,BB1C  
1240 DATA 73,65,20,64,75,20,6A,65,75,20,  
3F,FF,2D,30,2D,20,C059  
1245 DATA 54,72,65,73,20,72,61,70,69,64,  
65,2E,2E,2E,2E,FF,C643  
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FF,2D,32,2D,20,41,CA7B  
1255 DATA 73,73,65,7A,20,6C,65,6E,74,2E,  
2E,2E,FF,2A,4A,6F,D07F  
1260 DATA 79,73,74,69,63,6B,20,3F,20,2B,  
4F,2F,4E,29,FF,26,D5D7  
1265 DATA 02,2E,0A,CD,75,BB,CD,DB,BB,CD,  
DB,76,21,43,84,7E,DDF2  
1270 DATA D6,30,FE,00,C8,FE,09,28,33,FE,  
01,28,3D,FE,02,28,E4AC  
1275 DATA 3E,FE,03,28,40,FE,04,28,42,FE,  
05,28,44,FE,06,28,EASA  
1280 DATA 46,FE,07,28,48,3E,00,06,00,ES,  
C5,CD,90,BB,C1,78,F154  
1285 DATA CD,96,BB,3E,D6,CD,5A,BB,E1,23,  
1B,C3,E5,CD,7B,BB,FB2C  
1290 DATA 2C,26,02,CD,75,BB,E1,23,18,B5,  
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1295 DATA 02,06,00,18,D4,3E,00,06,03,18,

CE,3E,03,06,02,18,0386  
1300 DATA C8,3E,02,06,03,18,C2,3E,02,06,  
02,18,BC,3E,03,06,06D4  
1305 DATA 03,18,B6,32,36,36,36,36,34,  
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1310 DATA 32,34,38,32,36,36,36,36,34,  
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1315 DATA 36,34,38,32,36,36,36,36,34,  
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1320 DATA 31,33,38,31,37,38,38,38,31,37,  
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1325 DATA 31,37,38,31,31,31,31,31,33,  
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1330 DATA 31,33,39,31,37,38,38,38,38,38,  
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1335 DATA 31,37,38,31,37,38,38,38,31,37,  
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1340 DATA 38,38,38,38,38,31,37,38,38,38,  
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1345 DATA 36,34,38,31,35,36,36,36,31,37,  
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1350 DATA 31,37,38,31,35,36,36,36,36,34,  
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1355 DATA 38,38,39,31,37,31,31,31,31,37,  
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1360 DATA 31,37,38,31,37,38,38,38,31,37,  
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1365 DATA 31,37,38,38,38,31,37,38,38,38,  
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1375 DATA 31,37,38,38,38,38,38,38,31,37,  
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1380 DATA 38,38,39,31,35,36,36,36,31,37,  
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1385 DATA 31,37,38,31,35,36,36,36,31,37,  
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1390 DATA 31,37,38,38,38,31,37,38,38,38,  
39,31,31,31,31,31,42E2  
1395 DATA 31,33,38,31,33,38,38,38,31,33,  
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1400 DATA 31,33,38,31,31,31,31,31,33,  
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FB,C9,00,00,00,00,4F53  
1410 DATA 00,00,00,00,00,00,00,00,00,00,  
00,00,00,00,00,00,4F53  
1415 DATA 00,00,00,00,00,00,00,00,00,00,  
00,00,00,00,00,00,4F53  
1420 DATA 00,00,00,00,00,00,00,00,00,00,  
00,00,00,00,00,00,4F53  
1425 DATA 00,00,00,00,00,00,00,00,00,00,  
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1430 DATA 00,00,00,00,00,00,00,00,00,00,  
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1435 DATA 00,00,00,00,00,00,00,00,00,00,  
00,00,00,00,00,00,4F53  
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# EDUCATIF

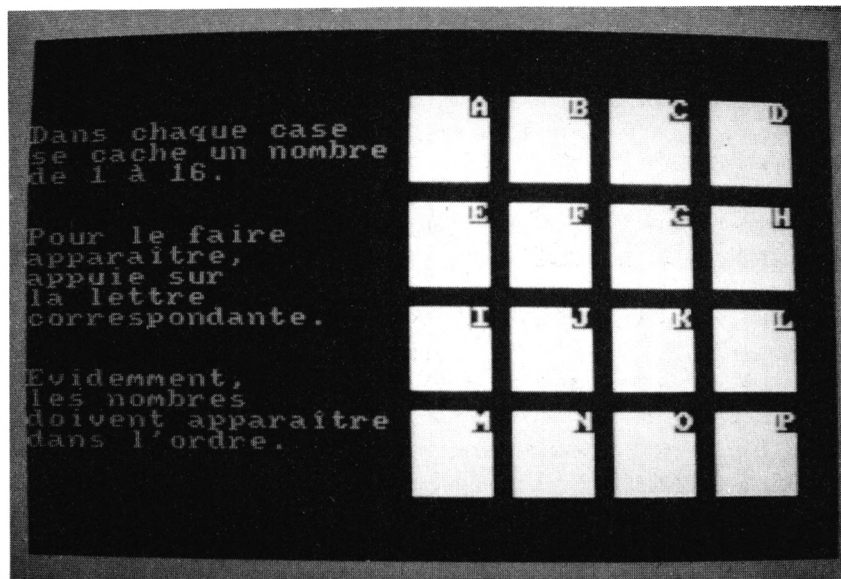
# MEMOIRE



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<
20 GOSUB 1340: ' redefinition des >GC<
   caracteres
30 GOSUB 1430: ' presentation >CD<
40 RANDOMIZE TIME >DE<
50 REM----- >KF<
60 REM---dessin du cadre--- >UG<
70 REM----- >MH<
80 CLS >JJ<
90 INK 1,8 >XK<
100 DIM a(81),nombre(81),n(81) >TB<
110 PAPER 2 >XC<
120 PEN 2:FOR li=3 TO 23:LOCATE 19, >TD<
   li:PRINT " " :NEX
   T:PAPER 3
130 FOR h=0 TO 4 >TE<
140 LOCATE 19,h+3+4*h:PRINT " >EF<
   "
150 NEXT >KG<
160 FOR n=0 TO 20 >CH<
170 FOR v=0 TO 4 >MJ<
180 LOCATE v+19+4*v,3+n:PRINT " >WK<
190 NEXT >PL<
200 NEXT >FC<
210 REM----- >DD<
220 REM---écriture des 16 lettres a >PE<
   leur place respective---
230 REM----- >FF<
240 PAPER 0:PEN 2 >NG<
250 y=-1 >EH<
260 FOR i=0 TO 15 >CJ<
270 x=23+(i MOD 4)*5 >FK<
280 IF i MOD 4=0 THEN y=y+5 >PL<
290 LOCATE x,y:PRINT CHR$(65+i) >RM<
300 NEXT >GD<
310 REM----- >NE<
320 REM---regles du jeu--- >GF<
330 REM----- >QG<
340 LOCATE 1,5:PEN 1:PRINT"Dans cha >NH<
   que case"
350 PRINT"se cache un nombre":PRINT >AJ<
   "de 1 "+CHR$(201)+" 16."
360 PRINT:PRINT:PRINT"Pour le faire >MK<
   ":PRINT"appara"+CHR$(202)+"tre," :PR
   INT "appuie sur":PRINT"la lettre":P
   RINT"correspondante."
370 PRINT:PRINT:PRINT"Evidemment." :>BL<
   PRINT"les nombres":PRINT"doivent ap
   para"+CHR$(202)+"tre":PRINT"dans l'
   ordre."
380 CALL &BB06 >YM<
390 FOR ef=5 TO 20:LOCATE 1,ef:PRIN >BN<
   T" " :NEXT
400 PEN 2:LOCATE 1,4:PRINT"On peut >JE<
   jouer "+CHR$(201):PRINT"un ou deux
   joueurs"
410 PRINT:PRINT:PRINT"Combien "+CHR >LF<
   $(204)+"tes-vous":PRINT " (1 ou 2)
   ?"
420 PEN 1 >NG<
430 k$=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 no
   m ?":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 >WN<
   :PRINT:PRINT:PRINT:PRINT"Nom du jou
   eur N"+CHR$(205)+" 1"
490 xx=POS(#0):yy=VPOS(#0):GOSUB 16 >MP<
   90:n$(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$:GOTO 530
520 GOTO 430 >UH<
530 nj=nj-1:FOR w=1 TO 1000:NEXT w: >VJ<
   FOR ef=4 TO 24:LOCATE 1,ef:PRINT SP
   ACE$(18):NEXT
540 IF k$="1" THEN LOCATE 1,8:PRINT >VK<
   "A toi de jouer," :PRINT UPPER$(n$):
   GOTO 570
550 no=no+1:LOCATE 1,8:PRINT"A toi >DL<
   de jouer," :PRINT UPPER$(n$(no))
560 REM----- >MM<
570 REM---attribution d'un nombre >CN<
   par case---
580 REM----- >PF<
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 >NL<
650 x=INT(RND(1)*v)+1 >CM<
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 nombjuste=1 >TL<

```

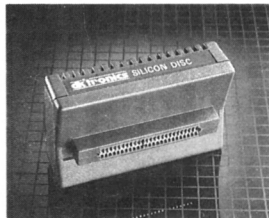
740 LOCATE 1,15:PRINT"nombre de cou >MK	1070 IF coup(no)>34 AND coup(no)<45 >HJ<	0
ps":LOCATE 7,16:PAPER 2:PRINT coup(	THEN PRINT:PRINT:PRINT" ...tu pe	1380 SYMBOL 203,48,24,60,102,126,96 >BN<
no)	ux sans doute faire mieux ..."	,60
750 WHILE nombjuste<17 >NN<	1080 IF coup(no)>44 AND coup(no)<55 >MK<	1390 SYMBOL 204,24,36,60,102,126,96 >AP<
760 PAPER 2:PEN 1 >XP<	THEN PRINT:PRINT:PRINT" ...j'ai	,60
770 coup(no)=coup(no)+1 >GD<	vu d";CHR\$(200);"j";CHR\$(201);" vu	1400 SYMBOL 205,48,120,72,120,48 >XF<
780 k\$=INKEY\$:IF k\$="" THEN 780 >YR<	beaucoup mieux..."	1410 RETURN >MG<
790 IF ASC(UPPER\$(k\$))<65 OR ASC(UP >LT<	1090 IF coup(no)>54 THEN PRINT:PRIN >AL<	1420 REM----- >VH<
PER\$(k\$))>80 THEN 780:' cas ou la l	T:PRINT"...c'est vraiment beaucoup	1430 REM---presentation--- >NJ<
ettre n'est pas dans le cadre (entr	trop !!!"	1440 REM----- >XK<
e A et P)	1100 GOTO 1230 >RC<	1450 MODE 0 >QL<
800 l=ASC(UPPER\$(k\$))-65 >EJ<	1110 REM resultats si deux joueurs >VD<	1460 INK 2,11,24:INK 3,6,19:INK 4,1 >DM<
810 IF n(1)<nombjuste THEN 780:' ca >AK<	1120 LOCATE 8,6:PRINT"ET VOICI LE P >QE<	6,17
s ou le nombre est deja affiche	ALMARES":LOCATE 8,7:PRINT"=====	1470 FOR t=0 TO 360 STEP 5:ORIGIN 3 >FN<
820 x=20+(1 MOD 4)*5:y=6+1+1\4-(1 M >BL<	=====	20,300:GRAPHICS PEN t MOD 3+2:DRAW
OD 4)	1130 LOCATE 3,10:PRINT UPPER\$(n\$(1) >QF<	COS(t)*250,SIN(t)*80:NEXT
830 LOCATE 7,16:PRINT coup(no) >HM<	):LOCATE 25,10:PRINT coup(1):"coups	1480 ORIGIN 0,0:GRAPHICS PEN 1 >DP<
840 LOCATE x,y:PRINT n(1) >NN<	"	1490 tit\$=" E R I O M E M" >MQ<
850 IF n(1)=nombjuste THEN nombjust >LP<	1140 LOCATE 3,12:PRINT UPPER\$(n\$(2) >YG<	1500 TAG >EG<
e=nombjuste+1:SOUND 1,50,8,8:SOUND	):LOCATE 25,12:PRINT coup(2):"coups	1510 FOR j=0 TO 14 STEP 2 >BH<
1,30,8,8:SOUND 1,50,8,8:GOTO 870:'	"	1520 FOR i=1 TO 390-18*j STEP 5 >EJ<
reponse juste	1150 IF coup(1)>coup(2) THEN mn\$=UP >ZH<	1530 FRAME >NK<
860 FOR w=1 TO 500:NEXT:PEN 2:LOCAT >VQ<	PER\$(n\$(1)):GOTO 1190	1540 MOVE i,166:PRINT MID\$(tit\$,j+1 >KL<
E x,y:PRINT nombre(1):' effacage de	1160 IF coup(2)>coup(1) THEN mn\$=UP >BJ<	,2);
la reponse fausse	PER\$(n\$(2)):GOTO 1190	1550 NEXT i,j >AM<
870 WEND >BR<	1170 LOCATE (36-LEN(n\$(1))-LEN(n\$(2) >QK<	1560 TAGOFF >ZK<
880 PAPER 0:IF n(j)>0 THEN 900 ELSE 9 >HT<	))\2,18:PRINT UPPER\$(n\$(1));" et "	1570 FOR mu=1 TO 18 >LP<
90	;UPPER\$(n\$(2))	1580 READ note,duree >YQ<
890 REM---on continue s'il y reste >QU<	1180 PRINT:PRINT" VAINQUEUR >BL<	1590 SOUND 1,note,duree:SOUND 2,no+ >ZR<
encore un joueur---	S A EGALITE !":GOTO 1230	5,duree:SOUND 4,note+1,duree
900 FOR ef=5 TO 23:LOCATE 1,ef:PRIN >ZK<	1190 LOCATE 12,18:PRINT"LE VAINQUEU >CM<	1600 NEXT >NH<
T SPACE\$(18):NEXT:PAPER 2:' effacag	R EST":LOCATE (40-LEN(mn\$))\2,20:PR	1610 DATA 80,24,0,4,80,12,0,4,80,12 >KJ<
e du texte de gauche	INT mn\$	,0,4,80,24,0,4,80,24
910 FOR ef=0 TO 15 >BL<	1200 REM----- >PD<	1620 DATA 71,48,80,48 >EK<
920 x=21+(ef MOD 4)*5:y=6+ef+ef\4-( >CM<	1210 REM---fin de partie--- >LE<	1630 DATA 0,4,80,24,60,24,80,24,89, >TL<
ef MOD 4)	1220 REM----- >RF<	24,95,24,80,36
930 LOCATE x,y:PRINT" ":NEXT:' eff >MN<	1230 CALL &BB06:CLS >DG<	1640 FOR w=1 TO 2000:NEXT w >DM<
acage des 16 nombres trouves par le	1240 PAPER 0:PEN 2:CLS >AH<	1650 MODE 1 >UN<
premier joueur	1250 LOCATE 1,12:PRINT"Une autre pa >DJ<	1660 INK 2,20:INK 3,6:BORDER 11 >CF<
940 PAPER 0 >GP<	rtie (O/N) ? ";	1670 RETURN >WQ<
950 GOTO 530 >CQ<	1260 k\$=INKEY\$:IF k\$="" THEN 1260 >PK<	1680 ' reentree des noms par INKEY\$ >JR<
960 REM----- >ER<	1270 PEN 1 >VL<	1690 curtr\$=CHR\$(22)+CHR\$(1)+CHR\$(9 >HT<
970 REM---resultats--- >NT<	1280 IF UPPER\$(k\$)="O" THEN PRINT"O >TM<	5)+CHR\$(22)+CHR\$(0)
980 REM----- >GU<	UI":FOR w=1 TO 300:NEXT:CLEAR:GOTO	1700 nn\$="":k\$="":CLEAR INPUT >DJ<
990 FOR w=1 TO 2000:NEXT w >JV<	80	1710 LOCATE xx,yy:PRINT curtr\$ >YK<
1000 PAPER 1:PEN 0:CLS >TB<	1290 IF UPPER\$(k\$)="N" THEN PRINT"N >DN<	1720 WHILE k\$<>CHR\$(13) >JL<
1010 IF flag=1 THEN 1030 ELSE 1120 >WC<	DN":FOR w=1 TO 300:NEXT:CLS:PEN 1:C	1730 k\$=INKEY\$:IF k\$="" THEN 1730 >UM<
1020 ' resultat si un seul joueur >PD<	ALL &BC02:END	1740 IF LEN(nn\$)>16 THEN 1780 >BN<
1030 LOCATE 1,12:PRINT UPPER\$(n\$(1) >DE<	1300 GOTO 1260 >XE<	1750 IF k\$=CHR\$(127) AND nn\$<>" TH >CP<
);", tu as mis";coup(no);"coups."	1310 REM----- >JF<	EN LOCATE xx+LEN(nn\$),yy:PRINT CHR\$
1040 IF coup(no)<21 THEN PRINT:PRIN >HF<	1320 REM---redefinition des lettres >PG<	(8)+" ":nn\$=LEFT\$(nn\$,LEN(nn\$)-1)
T:PRINT"... et je peux dire que tu	accentuees---	1760 kk\$=UPPER\$(k\$):ask=ASC(kk\$):IF >XQ<
m"+CHR\$(200)+"pates !!!"	1330 REM----- >LH<	(ask)<64 AND ask<91) OR ask=32 OR a
1050 IF coup(no)>20 AND coup(no)<26 >LG<	1340 SYMBOL AFTER 200 >PJ<	sk=45 THEN nn\$=nn\$+k\$
THEN PRINT:PRINT:PRINT"... bravo,	1350 SYMBOL 200,12,24,60,102,126,96 >KK<	1770 LOCATE xx,yy:PRINT nn\$+curtr\$ >KR<
c'est tr"+CHR\$(203)+"s bien !!!"	,60	1780 WEND >ET<
1060 IF coup(no)>25 AND coup(no)<35 >WH<	1360 SYMBOL 201,48,24,120,12,124,20 >QL<	1790 LOCATE xx+LEN(nn\$),yy:PRINT" " >TU<
THEN PRINT:PRINT:PRINT" ... p	4,118	1800 RETURN >QK<
as mal du tout !!!"	1370 SYMBOL 202,24,36,56,24,24,24,6 >MM<	

# dktronics

les complices de vos Amstrad

CPC

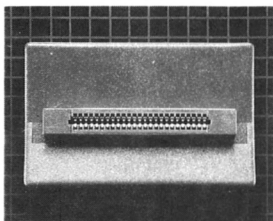
## extension 256 K



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 6128 ..... 999 F
- extension 256 K silicon disc :**
- pour CPC 464-664 ..... 999 F
  - pour CPC 6128 ..... 999 F

## Extension 64 K



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

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

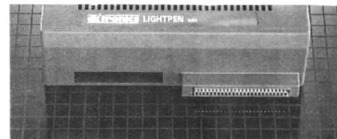
## Synthétiseur vocal



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 6128 ..... 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 6128 ..... 299 F
- crayon optique (avec logiciel sur cassette) :**
- pour CPC 464 664 ..... 269 F

PCW

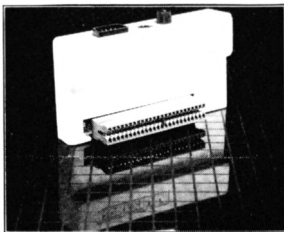
## extension 256 K RAM



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

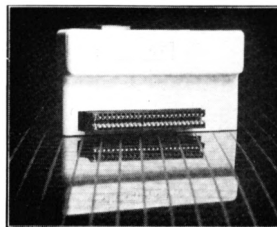
## Interface manette + synthétiseur



**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 entrée/sortie vous permet le contrôle d'appareils externes.

- Interface manette + synthétiseur :**
- pour PCW ..... 499 F

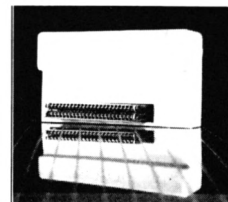
## Interface manette



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 T.V. 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.

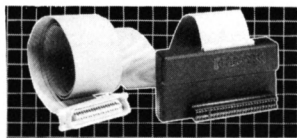
- extension horloge :**
- pour PCW ..... 499 F

Tous les produits DK TRONICS pour Spectrum fonctionnent sur les modèles 48 K, 128 K et 128 K" + 2"

dernière minute : interface manette disponible

SPECTRUM

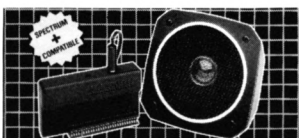
## Interface centronics



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

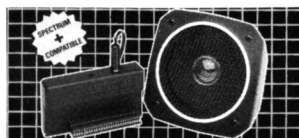
## synthétiseur vocal



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 indéniables 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.O.

- Crayon optique :**
- crayon optique ..... 249 F

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