

ABDUL ALAFREZ
MYSTÈRE ÉPAIS - MAGIE PROFONDE

présente
Le clavier enchanté
(p. 66)

TRI PATOUILLE
(Initiation)

WALL
(Amstrad)

LA FUITE DE THESEE
(Atari 800XL)

DUEL AERIEN
(C64)

TICO
(MSX)

KRYPTONIA
(Oric)

MAXORMAD
(M05)

CAHIER DES AS

MAC IIe
(Apple)

LE MAGAZINE DE LA MICRO PASSION

MICRO
v.o

LE
CAHIER
DU
LOGICIEL

N° 11

EDITO

Certains d'entre vous n'ont pas compris comment rentrer des programmes en langage machine.

Le listing d'un programme en langage machine contient trois colonnes :

La première indique l'adresse d'implantation du premier octet de la ligne en cours, cette adresse est en hexadécimal.

La deuxième ligne correspond aux codes hexadécimaux du programme que vous voulez rentrer.

La troisième ligne est la somme (calculée au moment du listing) de tous les octets de la ligne.

Nous publions, à chaque fois que cela est nécessaire, un programme qui vous permet de taper les codes hexadécimaux avec un contrôle de somme. Ce programme « loader » (appelé ELM en général) vous demandera d'abord l'adresse de début de chargement, il se chargera d'incrémenter les adresses au fur et à mesure que vous avancerez dans le travail. Vérifiez bien si elles correspondent au listing. Vous rentrez les codes ligne par ligne (groupe de huit octets), puis le programme vous demande la somme inscrite sur le listing. Tapez-la, si la somme que vous rentrez correspond à celle qu'il a obtenue, il vous laissera rentrer la ligne suivante. Sinon, il vous obligera à modifier la ligne que vous venez de rentrer. Vous me direz qu'il est possible d'obtenir la même somme avec deux lignes différentes. D'accord, mais personne n'est parfait, et si vous désirez plus de contrôles, faites-nous vos suggestions.

Testez le « loader » avant de vous mettre à taper de gros programmes. Sauvez-le, et gardez-le pour plus tard. Et, lorsque vous taperez les programmes en langage machine, n'hésitez pas à stopper le « loader » pour sauver le programme binaire. De toute façon, il faut toujours sauver un programme que vous avez tapé avant de le lancer : ça évite d'avoir la désagréable surprise de tout perdre.

François DUPIN

EXEMPLE DE LOADER POUR APPLE

```

10 REM SAVE ELM
20 HOME
30 REM -----
40 INPUT "ADRESSE DE DEBUT ";X$
50 IF LEFT$(X$,1) = "$" THEN X$ = MI
D$(X$,2,25): GOSUB 210:D = X: PRINT D:
GOTO 65
60 D = VAL (X$):X = D: GOSUB 180: PRINT
"$" RIGHT$( "000" + X$,4)
65 VTAB 22: HTAB 7: PRINT ".....
...."
70 FOR D = D TO 65535 STEP B
80 VTAB 23:X = D: GOSUB 180: PRINT "$"
RIGHT$( "000" + X$,4)"-";
90 INPUT " ";L$
100 IF LEN (L$) < > 16 THEN PRINT C
HR$(7);: GOTO 80
110 VTAB 23: HTAB 26: INPUT "SOMME: ";S
1: S = 0
120 FOR B = 1 TO 15 STEP 2: X$ = MID$(
L$,B,2): GOSUB 200: POKE (B - 1) / 2 + D
,X: S = S + X: NEXT B
130 IF S < > SI THEN PRINT CHR$(7);
: GOTO 80
140 PRINT
150 NEXT
160 END
170 REM ---- DECIM --> HEXA
180 X = X + 65536 * (X < 0):X$ = "":J =
16: FOR I = 0 TO 1:A = X - J * INT (X /
J):X = INT (X / J):I = (X = 0):X$ = C
HR$(48 + A + 7 * (A > 9)) + I$: NEXT
190 RETURN
200 REM ---- HEXA --> DECIM
210 J = 1:X = 0: FOR I = LEN (X$) TO 1
STEP - 1:A$ = MID$(X$,I,1):X = X + J
* (VAL (A$) + (A$) = "A" AND A$ < =
"F") * (ASC (A$) - 55)):J = J * 16: NEX
T
220 RETURN
  
```

Concours permanent de logiciel

Envoyez-nous vos logiciels sur cassette (en vitesse lente de préférence) ou disquette, accompagnés du bulletin de participation, ou une copie dûment remplie, ainsi que les explications nécessaires au fonctionnement et au listage de celui-ci (mode de chargement, mode de lancement, adresses de routines en langage machine...).

Nous choisissons, tout à fait arbitrairement les programmes que nous publions, selon leur originalité (relative à ce que

nous recevons évidemment). Le programme du Cahier des As est sélectionné davantage pour ses qualités techniques. Les cassettes et disquettes ne seront pas renvoyées, mais en compensation vous recevrez l'équivalent de votre support vierge, offert par SCOTCH. Sauf notification contraire de votre part, votre programme peut être édité même très longtemps après votre envoi. Aussi prévenez-nous si votre programme doit être édité dans une autre revue.

FICHE A RETOURNER AVEC VOS LOGICIELS

Machine:

Extensions:

Cassette Disquette

Langage:

Programme:

Nom:

Prénom:

Adresse:

Code Postal: Ville:

Tel: Date: / /86

N'hésitez pas à nous envoyer vos programmes sur support magnétique. Nous vous expédions en échange une disquette ou une cassette vierge, correspondant à votre expédition. Ces disquettes et cassettes vous sont offertes par SCOTCH.


```

601 GRAPHICS 17:GOSUB 810:POKE DL+26,1
34:MU=ASC(SC$(5C)):GOSUB 1000
602 OP=0:IF KH=5C THEN COLOR 168:PLOT
19,1:DRAMTO 19,16:COLOR 175:PLOT 19,4:
PLOT 19,10:PLOT 19,17
603 COLOR 39:PLOT 0,0:DRAMTO 19,0:PLOT
0,5:DRAMTO 19,5:PLOT 5,8:DRAMTO 14,8:
PLOT 0,11:PLOT 1,11:PLOT 18,11
604 PLOT 19,11:PLOT 0,14:DRAMTO 19,14:
PLOT 0,20:DRAMTO 19,20:PLOT 0,18:PLOT
1,18:PLOT 18,18:PLOT 19,18:PLOT 0,7
605 DRAMTO 19,7:PLOT 0,21:DRAMTO 19,21
:IF 5C=1 THEN PLOT 0,0:DRAMTO 0,21
606 COLOR 136:PLOT 0,6:DRAMTO 19,6:PLO
T 6,7:DRAMTO 13,7:COLOR 10:PLOT 0,13:D
RAMTO 19,13:PLOT 0,20:DRAMTO 19,20
607 POSITION 0,22:?"#6;" "Selle no":?"#
6;" "":EM=5C:TM=0:IF NU<128 THEN 615
611 NU=NU-128:COLOR 8:PLOT 6,0:DRAMTO
13,0:COLOR 32:PLOT 7,5:DRAMTO 12,5:PLO
T 6,6:DRAMTO 13,6:COLOR 10
612 PLOT 6,7:DRAMTO 13,7:COLOR 39:PLOT
5,6:PLOT 14,6:COLOR 11:PLOT 13,1:TM=1
:TX=13:OTX=5:DX=-1
613 IF LE>2 THEN COLOR 32:PLOT 6,5:PLO
T 13,5:IF LE=5 THEN PLOT 5,5:PLOT 14,5
615 GI=0:IF NU<64 THEN 620
616 MU=NU-64:COLOR 32:PLOT 6,5:DRAMTO
13,5:PLOT 6,6:DRAMTO 13,6:COLOR 10:PLO
T 6,7:DRAMTO 13,7:COLOR 39
617 PLOT 5,6:PLOT 5,7:PLOT 14,6:PLOT 1
4,7:GI=1:GN=6:OGX=6:MX=1
620 DI=0:IF NU<32 THEN 630
621 NU=NU-32:COLOR 39:PLOT 5,6:PLOT 14
,6:COLOR 32:PLOT 6,5:DRAMTO 13,5:PLOT
6,6:DRAMTO 13,6:COLOR 10:PLOT 6,7
622 DRAMTO 13,7:DI=1:DT=4:DR=9
630 IF NU<16 THEN 640
631 NU=NU-16:IF TM=0 THEN 635
632 COLOR 39:PLOT 6,0:DRAMTO 13,0:PLOT
6,5:DRAMTO 13,5:PLOT 9,15:DRAMTO 9,18
:PLOT 10,18:DRAMTO 10,15:COLOR 32
633 PLOT 13,1:COLOR 136:PLOT 5,6:DRAMT
O 14,6:PLOT 6,7:DRAMTO 13,7:TM=0:GOTO
640
635 COLOR 39:PLOT 5,6:DRAMTO 14,6:PLOT
5,7:DRAMTO 14,7:COLOR 32:PLOT 12,6:PL
OT 13,6:PLOT 6,5:PLOT 7,5:PLOT 6,6
636 PLOT 7,6:PLOT 9,5:DRAMTO 9,8:PLOT
10,5:DRAMTO 10,8:PLOT 12,5:PLOT 13,5:C
OLOR 10:PLOT 6,7:PLOT 7,7:PLOT 12,7
637 PLOT 13,7
640 IF NU<8 THEN 645
641 MU=NU-8:COLOR 32:FOR J=5 TO 8:PLOT
J,J:DRAMTO 19-J,J:NEXT J:COLOR 39:PLO
T 5,6:PLOT 6,7:PLOT 14,6:PLOT 13,7
642 OP=1
645 Q=0:IF NU<4 THEN 650
646 MU=NU-4:COLOR 39:PLOT 6,9:DRAMTO 8
,11:DRAMTO 10,11:DRAMTO 8,9:COLOR 136:
PLOT 5,7:DRAMTO 8,10:Q=1
650 IF NU<2 THEN 655
651 MU=NU-2:COLOR 39:PLOT 11,9:DRAMTO
9,11:DRAMTO 11,11:DRAMTO 13,9:COLOR 13
6:PLOT 14,7:DRAMTO 11,10:Q=Q+1
652 IF Q=2 THEN PLOT 8,9:DRAMTO 11,9:P
LOT 9,10:PLOT 10,10
655 EL=0:IF NU<1 THEN 660
656 MU=NU-2:COLOR 32:PLOT 3,12:DRAMTO

```

```

16,12:PLOT 4,13:DRAMTO 15,13:PLOT 5,14
:DRAMTO 14,14:COLOR 136:PLOT 3,14
657 EL=1:DRAMTO 1,12:PLOT 0,13:PLOT 1,
13:PLOT 16,14:DRAMTO 18,12:PLOT 19,13:
PLOT 18,13:FOR J=5 TO 9:PLOT J,25-J
658 DRAMTO 19-J,25-J:NEXT J:COLOR 39:P
LOT 0,11:PLOT 1,11:DRAMTO 5,15:DRAMTO
5,15:DRAMTO 0,14:PLOT 19,11
659 PLOT 18,11:DRAMTO 14,15:DRAMTO 19,
14:PLOT 5,20:PLOT 5,19:DRAMTO 9,15:PLO
T 10,15:DRAMTO 14,19:PLOT 14,20
660 IF GI THEN COLOR 9:PLOT 6,5
661 IF EL THEN 664
662 COLOR 172:PLOT 19,12:DRAMTO 12+LE,
12:PLOT 9,12:DRAMTO 2+LE,12:PLOT 0,19:
DRAMTO 7-LE,19:PLOT 10,19
663 PLOT 0,19:DRAMTO 7-LE,19:PLOT 10,1
9:DRAMTO 17-LE,19
664 IF Q+EL=3 THEN COLOR 136:PLOT 9,11
:PLOT 10,11:COLOR 39:PLOT 9,12:DRAMTO
9,14:PLOT 10,14:DRAMTO 10,12
690 IF KE=5C THEN RESTORE 3000+KE:READ
KX,KY:COLOR 174:PLOT KX,KY
691 IF MY THEN COLOR 174:PLOT 19,22
692 IF TM+GI<2 THEN 694
693 COLOR 39:PLOT 6,0:DRAMTO 13,0:PLOT
9,1:DRAMTO 9,6:PLOT 10,6:DRAMTO 10,1:
COLOR 32:PLOT 13,1:PLOT 6,5:GI=0:TM=0
694 POKE 77,0:GOTO 350
700 GRAPHICS 1:GOSUB 810:POKE 711,14:P
OKE 712,130:COLOR 39:PLOT 0,5:DRAMTO 2
,5:PLOT 0,11:DRAMTO 2,11:PLOT 0,17
705 DRAMTO 2,17:POKE DL+15,7:POSITION
0,13:?"#6;" "Enfin libere":POKE 710,
130
715 POSITION 9,5:RESTORE 6000+LE:READ
L$:?"#6:L$:COLOR 129:PLOT 0,Y-1:COLOR
3:PLOT 0,Y:POSITION 6,7
720 ?"#6;"TEMP$:"":TP5=INT((PEEK(18)*6
5536+PEEK(19)*256+PEEK(20))/3595.3646+
0.5):?"#6;TP5:" MM";
721 IF TP5>1 THEN ?"#6;"5"
722 POSITION 5,9:?"#6;"pressez START"
725 RESTORE 5100:FOR J=0 TO 31:READ B,
U:SOUND 0,B,10,6:SOUND 1,U,10,6:FOR T=
0 TO 6:GOSUB 800:NEXT T:NEXT J
730 FOR J=0 TO 500:GOSUB 800:NEXT J:GO
TO 725
800 IF PEEK(53279)=6 THEN POP :GOTO 55
0
805 RETURN
810 POKE 708,246:POKE 709,122:POKE 710
,12:POKE 711,58:POKE 756,0:POKE 512,79
:POKE 513,6:POKE 54286,192:RETURN
850 FOR J=0 TO 2:SOUND J,0,0,0:NEXT J:
RETURN
900 DATA 31,24,30,12,8,28,54,54,54,54,
54,28,8,8,8,12,113,190,62,28,38,66,131
,192
902 DATA 248,24,120,48,16,56,108,108
905 DATA 108,108,108,56,16,16,16,48,14
2,125,120,56,100,66,193,3,10,89,55,223
,251,255,191,236
907 DATA 255,129,189,165,165
910 DATA 189,129,255,255,0,255,0,255,0
,255,0,34,34,34,34,34,34,255,24,60,
66,90,90,66,255,129,126,129,129
915 DATA 126,0,0,0,0,126,201,201,247,1
19,62,62,42,0,0,0,64,163,191,64,0,255,

```

```

255,231,195,195,231,231,255,104,160
920 DATA 0,190,112,1,169,0,153,112,1,2
00,192,20,200,7,138,153,111,1,76,41,6,
185,112,1,201,140,200,8,153,111,1,169
925 DATA 0,153,112,1,76,11,6,160,20,19
0,251,1,169,0,153,251,1,136,192,0,200,
5,130,153,252,1,96,185,251,1,201,140
930 DATA 200,8,153,252,1,169,0,153,251
,1,76,51,6,72,169,28,141,10,212,141,22
,200,169,78,141,25,200,104,64
1000 OU=INT(RND(0)*3)+1:COLOR 173:PLOT-
10,4+7*(OU=2)+14*(OU=3)
1010 RETURN
2000 POSITION 0,22:?"#6;" "FIN
"??"#6;" "PRESSEZ START "":RESTOR
E 5150:U=1:Z=1:FOR Q=1 TO 27
2005 GOSUB 800:U=U-1:IF U=0 THEN SOUND
0,0,0,0:READ B,U:SOUND 1,B,10,6
2010 Z=Z-1:IF Z=0 THEN SOUND 1,0,0,0:R
EAD B,Z:SOUND 1,B,10,6
2015 FOR T=0 TO 25:NEXT T:NEXT Q:GOSUB
850:FOR Q=0 TO 300:GOSUB 800:NEXT Q:G
OTO 2000
3002 DATA 19,17
3003 DATA 18,10
3004 DATA 1,10
3005 DATA 18,10
3006 DATA 1,10
3009 DATA 18,17
3011 DATA 1,10
3016 DATA 18,17
3039 DATA 1,10
3042 DATA 18,10
3056 DATA 1,10
3060 DATA 15,4
3076 DATA 18,10
4007 DATA 0,0
4008 DATA 9,15
4009 DATA 11,14
4012 DATA 13,25
4014 DATA 19,20
4015 DATA 16,22
4022 DATA 29,30
4025 DATA 26,34
4030 DATA 39,41
4034 DATA 38,49
4041 DATA 42,59
4050 DATA 56,57
4057 DATA 60,63
4063 DATA 64,71
4071 DATA 76,80
4080 DATA 0,0
5000 DATA 60,2,72,2,60,4,60,2,72,2,60,
4,53,2,60,2,64,2,72,2,81,2,72,2,64,4
5050 DATA 60,2,91,2,91,1,91,1,91,2,91,
1,81,1,72,1,64,1,60,4,60,2,81,2,81,2,6
4,2,72,2,81,2,91,4
5100 DATA 47,121,53,121,60,121,53,121,
47,121,45,121,40,121,40,121,45,108,40,
108,47,121,45,121,53,128,45,128,60
5103 DATA 144,53,128,47,121,53,121,60,
121,53,121,47,121,45,121,40,121,40,121
,45,108,40,108,47,121,45,121,53,162
5107 DATA 53,128,60,121,0,0
5150 DATA 72,2,121,8,91,4,71,2,91,3,14
4,4,91,1,108,1,128,1,121,3,144,3,91,1,
144,1,91,1,144,1,91,1,144,1,91,1,144
5163 DATA 1,72,1,121,1,72,1,121,1,81,2
,128,2,91,3,144,3

```

```
6001 DATA alpha,6,2,5,0,0
6002 DATA beta,11,5,7,0,0
6003 DATA gamma,21,4,9,0,0
6004 DATA delta,41,3,12,0,0
6005 DATA epsilon,81,6,8,0,0
6050 RESTORE 6100
6100 FOR LR=1 TO 21:READ AD:FOR UJ=0 T
```

```
0 7:READ NB:POKE 39424+264+AD*8+UJ,NB:
NEXT UJ:NEXT LR
6110 DATA 0,0,56,68,132,132,68,58,0,1,
112,136,184,132,132,184,128,128,2,60,6
6,128,128,128,66,60,0
6115 DATA 3,56,16,8,4,116,132,132,120,
4,28,34,64,120,64,34,28,0,5,254,66,80,
224,80,64,192,0,6,96,144,146,116,24,48
6120 DATA 80,48,7,64,64,64,112,72,72,8
,8,8,16,0,16,16,16,104,198,0,11,24,36,
40,48,96,160,32,24,12,52,74,74,74
```

```
6125 DATA 74,128,128,13,176,72,72,72,7
2,8,8,8,14,0,24,36,66,66,36,24,0,15,56
,68,68,100,88,64,64,64,17,64,120,68
6130 DATA 64,64,64,224,0,18,30,34,64,6
0,2,66,60,0,19,0,62,72,8,8,8,16,0,20,0
,102,36,66,66,66,60,0,25,254,132
6135 DATA 8,48,40,66,254,0,26,12,8,136
,248,31,17,16,24,27,193,67,36,24,24,36
,194,131
6140 RETURN
```

AMSTRAD

WALL



**FREDERIC MESPLEDE
GAGNE
UN SVI 728**

Machine: Amstrad
Langage: Basic

Frédéric a dix-sept ans et programme depuis deux ans. La micro-informatique est son passe-temps favori, il y consacre environ dix heures par semaine. Il poursuit des études d'électronique (son second passe-temps favori) dans un lycée de Bordeaux.

Wall est un jeu d'arcade où se mêlent rapidité, réflexes et stratégie. Il est nécessaire de trouver un partenaire car il se joue exclusivement à deux. Le but est d'obtenir le premier score défini à l'avance (de 1 à 999 points). Pour obtenir ces points, il faut ramasser des objets disséminés: goutte (1 point),

bouteille (6 points), bague (10 points), étoile (50 points). Les bombes peuvent être utiles mais coûtent 10 points. Pour retarder l'adversaire, vous pouvez construire des murs. Un joueur enfermé peut faire sauter le mur avec une bombe. S'il n'a pas de bombe, la fonction HELP lui en donne une, mais elle coûte alors 50 points. Des mines invisibles peuvent être posées. Si quelqu'un pose le pied dessus - même s'il s'agit de celui qui l'a posée - il perd 1 point et une bombe. Les mouvements s'effectuent au joystick ou au clavier. Le premier joueur se dirige avec les lettres O (à gauche), P (à droite), Q (en haut) et A (en bas). Il construit le mur avec le bouton

feu ou la touche TAB, et pose une mine avec la barre d'espace. HELP s'obtient avec la touche H. Il détruit un mur avec la touche de direction voulue couplée avec la lettre Z. Le deuxième joueur se dirige avec les touches curseur. Il construit le mur avec le bouton feu de son joystick ou avec la touche COPY, et pose une mine avec la touche 8 du pavé numérique. La petite touche ENTER donne le HELP, et le mur est détruit avec la touche de direction voulue accompagnée de la touche DEL.

Frédéric MESPLEDE

```
100 ' ++++++
110 ' ++ INITIALISATION ++
120 ' ++++++
130 '
140 KEY DEF 66,0,0
150 KEY 138,"SPEED KEY 20,1"+CHR$(13)
160 MODE 1:INK 1,26,15:INK 0,0:INK 2,15,
26:INK 3,6:PAPER 0:BORDER 0
170 SYMBOL AFTER 32
180 SYMBOL 48,&7C,&C6,&C6,&CE,&CE,&CE,&7
C
190 SYMBOL 49,&18,&18,&18,&38,&38,&38,&3
8
200 SYMBOL 50,&7E,&66,&66,&7E,&60,&6E,&7E
210 SYMBOL 51,&7E,&66,&66,&3E,&E,&6E,&7E
220 SYMBOL 52,&CC,&CC,&DC,&FE,&1C,&1C,&1
C
230 SYMBOL 53,&7E,&66,&60,&7E,&E,&6E,&7E
240 SYMBOL 54,&7E,&66,&60,&7E,&6E,&6E,&7
E
250 SYMBOL 55,&7E,&66,&C,&C,&1C,&1C,&1C
260 SYMBOL 56,&3E,&36,&36,&7E,&6E,&6E,&7
```

```
E
270 SYMBOL 57,&7E,&66,&6E,&7E,&E,&E,&E
280 SYMBOL 190,14,27,60,48,24,140,70,62:
' JOUEUR 1-D
290 SYMBOL 191,112,216,60,12,24,49,98,12
4:' JOUEUR 1-6
300 SYMBOL 192,84,186,56,124,186,56,84,1
30:' JOUEUR 2
310 SYMBOL 200,24,36,74,133,133,137,66,6
0:' GOUTTE D'EAU
320 SYMBOL 64,251,251,0,223,223,0,251,25
1:' MUR
330 SYMBOL 202,24,60,24,36,66,66,36,24:'
BAGUE
340 SYMBOL 203,24,24,36,66,126,126,66,12
6:' BOUTEILLE
350 SYMBOL 204,30,16,60,126,255,255,255,
126:' GRENADE
360 SYMBOL 205,146,84,56,254,56,84,146:'
ETOILE
370 SYMBOL 42,255,255,255,255,255,25,25
```

```
550 '
560 ' ++++++
570 ' ++ DEBUT DE PROGRAMME ++
580 ' ++++++
590 '
700 DEFINIT A-Z:DIM PD(25,25)
710 ENT 2,5,1,1,10,-1,1,10,1,1:ENT 1,7,1
,1,3,-1,1:ENV 1,5,2,20:ENV 1,3,2,4,2,-3,
2:ENT -1,2,10,2,3,-5,4:ENV 3,5,-2,20
720 CASSE1=0:CASSE2=0:PTS1=0:PTS2=0:XM=0
:YM=0:ZN=0:AM=0:PTS=0:J1$=CHR$(190)
730 MODE 1:INK 1,26:INK 0,0:INK 2,20:INK
3,6:PAPER 0:BORDER 0:PEN 2
740 SPEED KEY 20,1:PEN 1:LOCATE 4,2:PRIN
T"ENTREZ VOS NOMS (13 Lettres MAXI !)"
750 PEN 2:LOCATE 2,7:PRINT"NOM DU JOUEUR
1":PEN 3:PRINT " [";CHR$(190);"] ":":P
EN 1:INPUT "",NJ1$:N=LEN(NJ1$):IF N>13 T
HEN CLS:GOTO 750
760 PEN 2:LOCATE 2,12:PRINT"NOM DU JOUEU
R 2":PEN 3:PRINT " [";CHR$(192);"] ":":
```

FICHE PROGRAMME

```

PEN 1:INPUT "",NJ2$:N=LEN(NJ2$):IF N>13
THEN CLS:GOTO 760
770 IF NJ1$="" THEN NJ1$="L'ANALPHABETE
1"
780 IF NJ2$="" THEN NJ2$="L'ANALPHABETE
2"
785 PEN 2:LOCATE 2,18:PRINT"SCORE A ATTE
INDRE POUR GAGNER ":PEN 3:INPUT "",PTS
786 IF PTS<1 OR PTS>999 THEN GOTO 785
787 PTS=PTS-1:PEN 1
790 CLS:SPEED KEY 1,1
800 FOR I=1 TO 25:LOCATE I,1:PRINT CHR$(
143):PO(I,1)=1:LOCATE I,25:PRINT CHR$(14
3):PO(I,25)=1:NEXT
810 FOR I=1 TO 25:LOCATE I,I:PRINT CHR$(
143):PO(I,1)=1:LOCATE 25,I:PRINT CHR$(14
3):PO(25,I)=1:NEXT
820 LOCATE 27,3:PRINT CHR$(150)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(156
)
830 LOCATE 27,4:PRINT CHR$(149):LOCATE 4
0,4:PRINT CHR$(149)
840 LOCATE 27,5:PRINT CHR$(147)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(153
)
850 PEN 3:LOCATE 32,4:PRINT"WALL":PEN 2:
LOCATE 32,7:PRINT"PAR"
860 PEN 3:LOCATE 27,9:PRINT"F & 6":PEN
1:PRINT" MESPLEDE"
870 PEN 2:LOCATE 26,13:PRINT CHR$(150)+C
HR$(154)+CHR$(154)+CHR$(154)+CHR$(154)+C
HR$(154)+CHR$(154)+CHR$(154)+CHR$(154)+C
HR$(154)+CHR$(154)+CHR$(154)+CHR$(154)+C
HR$(154)+CHR$(154)+CHR$(154)+CHR$(154)+C
HR$(154)+CHR$(156)
880 LOCATE 26,14:PRINT CHR$(149):"SCORE
":CHR$(190):":":LOCATE 40,14:PRINT CHR$(
149)
890 LOCATE 26,15:PRINT CHR$(149):"Bombes
":LOCATE 40,15:PRINT CHR$(149)
900 LOCATE 26,16:PRINT CHR$(151)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(157)
910 LOCATE 26,17:PRINT CHR$(149):"SCORE
":CHR$(192):":":LOCATE 40,17:PRINT CHR$(
149)
920 LOCATE 26,18:PRINT CHR$(149):"Bombes
":LOCATE 40,18:PRINT CHR$(149)
930 LOCATE 26,19:PRINT CHR$(147)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(153)
940 PEN 1:LOCATE 35,14:PRINT PTS1:LOCATE
35,15:PRINT CASSE1:LOCATE 35,17:PRINT P
TS2:LOCATE 35,18:PRINT CASSE2
950 GOSUB 1600
960 '

```

```

970 ' ++++++
980 ' ++ ROUTINE PRINCIPALE ++
990 ' ++++++
1000 '
1010 X=INT(RND*23)+2:Y=INT(RND*23)+2:Z=I
NT(RND*23)+2:A=INT(RND*23)+2
1020 FOR I=1 TO 20:SOUND 5,200:SOUND 5,4
095,5:SOUND 5,400,5:NEXT
1030 EVERY 300,0 GOSUB 1810
1040 DI:GOSUB 1350
1050 '
1060 ' ### JOUEUR 1 ###
1070 '
1080 LOCATE X,Y:PRINT " "
1090 IF (INKEY(75)=0 OR INKEY(27)=0) AND
PO(X+1,Y)<>1 THEN J1$=CHR$(190):X=X+1:G
OTO 1210
1100 IF (INKEY(74)=0 OR INKEY(34)=0) AND
PO(X-1,Y)<>1 THEN J1$=CHR$(191):X=X-1:G
OTO 1210
1110 IF (INKEY(72)=0 OR INKEY(67)=0) AND
PO(X,Y-1)<>1 THEN Y=Y-1:GOTO 1210
1120 IF (INKEY(73)=0 OR INKEY(69)=0) AND
PO(X,Y+1)<>1 THEN Y=Y+1:GOTO 1210
1130 IF INKEY(47)=0 THEN FOR I=70 TO 100
:SOUND 1,I,1:NEXT:XB=X:YB=Y:GOTO 1220
1140 IF (INKEY(76)=0 OR INKEY(68)=0) THE
N XM=X:YM=Y:PO(XM,YM)=1:GOTO 1310
1150 IF (INKEY(72)=0 OR INKEY(67)=0) AND
INKEY(71)=0 AND PO(X,Y-1)=1 AND CASSE1>
0 AND Y>2 THEN LOCATE X,Y-1:PRINT " ":PO(
X,Y-1)=0:CASSE1=CASSE1-1:SOUND 2,0,0,15,
3,,30:Y=Y-1:GOTO 1230
1160 IF (INKEY(73)=0 OR INKEY(69)=0) AND
INKEY(71)=0 AND PO(X,Y+1)=1 AND CASSE1>
0 AND Y<24 THEN LOCATE X,Y+1:PRINT " ":PO
(X,Y+1)=0:CASSE1=CASSE1-1:SOUND 2,0,0,15
,3,,30:Y=Y+1:GOTO 1230
1170 IF (INKEY(75)=0 OR INKEY(27)=0) AND
INKEY(71)=0 AND PO(X+1,Y)=1 AND CASSE1>
0 AND X<24 THEN LOCATE X+1,Y:PRINT " ":PO
(X+1,Y)=0:CASSE1=CASSE1-1:SOUND 2,0,0,15
,3,,30:GOTO 1230
1180 IF (INKEY(74)=0 OR INKEY(34)=0) AND
INKEY(71)=0 AND PO(X-1,Y)=1 AND CASSE1>
0 AND X>2 THEN LOCATE X-1,Y:PRINT " ":PO(
X-1,Y)=0:CASSE1=CASSE1-1:SOUND 2,0,0,15,
3,,30:X=X-1:GOTO 1230
1190 IF INKEY(44)=0 AND CASSE1<1 AND PTS
1<999 THEN CASSE1=1:PTS1=PTS1-50
1200 GOTO 1230
1210 IF XB<>0 THEN PO(XB,YB)=6:XB=0
1220 IF XM<>0 THEN LOCATE XM,YM:PRINT"e"
:XM=0
1230 PEN 1:LOCATE X,Y:PEN 1:PRINT J1$
1240 IF PO(X,Y)=3 THEN SOUND 4,100,32,9,
1,1:PTS1=PTS1+1:PO(X,Y)=0
1250 IF PO(X,Y)=4 THEN FOR I=1 TO 3:SOUN
D 1,50,5,7:SOUND 1,0,1:NEXT I:PTS1=PTS1+
6:PO(X,Y)=0
1260 IF PO(X,Y)=5 THEN SOUND 1,25,25,7,0
,2:PTS1=PTS1+10:PO(X,Y)=0
1270 IF PO(X,Y)=6 THEN PO(X,Y)=0:PTS1=PT

```

```

51-1:CASSE1=CASSE1-1:SOUND 130,0,-1,15,2
,1,30
1280 IF PO(X,Y)=7 THEN FOR I=100 TO 1 ST
EP -20:SOUND 5,I,0,5,15:NEXT I:PO(X,Y)=0
:CASSE1=CASSE1+1:PTS1=PTS1-10
1290 IF PO(X,Y)=8 THEN PTS1=PTS1+50:PO(X
,Y)=0:SOUND 1,100,25,15,0,2
1300 IF PTS1>PTS THEN J6$=NJ1$:GOTO 1930
1301 LOCATE 35,14:PRINT " ":LOCATE 35,1
4:PRINT PTS1:LOCATE 35,15:PRINT " ":LOC
ATE 35,15:PRINT CASSE1
1310 EI:GOTO 1040
1320 '
1330 ' ### JOUEUR 2 ###
1340 '
1350 '
1360 LOCATE Z,A:PRINT " "
1370 IF (INKEY(0)=0 OR INKEY(48)=0) AND
PO(Z,A-1)<>1 THEN A=A-1:GOTO 1490
1380 IF (INKEY(2)=0 OR INKEY(49)=0) AND
PO(Z,A+1)<>1 THEN A=A+1:GOTO 1490
1390 IF (INKEY(8)=0 OR INKEY(50)=0) AND
PO(Z-1,A)<>1 THEN Z=Z-1:GOTO 1490
1400 IF (INKEY(1)=0 OR INKEY(51)=0) AND
PO(Z+1,A)<>1 THEN Z=Z+1:GOTO 1490
1410 IF INKEY(11)=0 THEN FOR I=70 TO 100
:SOUND 1,I,1:NEXT:ZB=Z:AB=A:GOTO 1500
1420 IF (INKEY(9)=0 OR INKEY(52)=0) THEN
ZM=Z:AM=A:PO(ZM,AM)=1:RETURN
1430 IF (INKEY(0)=0 OR INKEY(48)=0) AND
INKEY(79)=0 AND PO(Z,A-1)=1 AND CASSE2>0
AND A>2 THEN LOCATE Z,A-1:PRINT " ":PO(Z
,A-1)=0:CASSE2=CASSE2-1:SOUND 2,0,0,15,3
,,30:A=A-1:GOTO 1510
1440 IF (INKEY(2)=0 OR INKEY(49)=0) AND
INKEY(79)=0 AND PO(Z,A+1)=1 AND CASSE2>0
AND A<24 THEN LOCATE Z,A+1:PRINT " ":PO(
Z,A+1)=0:CASSE2=CASSE2-1:SOUND 2,0,0,15,
3,,30:A=A+1:GOTO 1510
1450 IF (INKEY(8)=0 OR INKEY(50)=0) AND
INKEY(79)=0 AND PO(Z-1,A)=1 AND CASSE2>0
AND Z>2 THEN LOCATE Z-1,A:PRINT " ":PO(Z
-1,A)=0:CASSE2=CASSE2-1:SOUND 2,0,0,15,3
,,30:Z=Z-1:GOTO 1510
1460 IF (INKEY(1)=0 OR INKEY(51)=0) AND
INKEY(79)=0 AND PO(Z+1,A)=1 AND CASSE2>0
AND Z<24 THEN LOCATE Z+1,A:PRINT " ":PO(
Z+1,A)=0:CASSE2=CASSE2-1:SOUND 2,0,0,15,
3,,30:Z=Z+1:GOTO 1510
1470 IF INKEY(6)=0 AND CASSE2<1 AND PTS2
<999 THEN CASSE2=1:PTS2=PTS2-50
1480 GOTO 1510
R$(204):PO(PH,PV)=7:FOR I=1 TO 3:FOR J=5
0 TO 1 STEP-5:SOUND 3,J,1,15:NEXT J:NEXT
I:RETURN ELSE RETURN
1860 PH=INT(RND*25)+1:PV=INT(RND*25)+1:I
F PO(PH,PV)=0 THEN LOCATE PH,PV:PRINT CH
R$(205):PO(PH,PV)=8:SOUND 1,150,20,7,0,2
:RETURN ELSE RETURN
1870 RETURN
1880 '
1890 ' *****
1900 ' ** FIN DE PARTIE **

```



```

10 REM #####
20 REM ## DUEL AERIEN ##
30 REM ## RODOLPHE GABRIEL LE 12.07 ##
40 REM #####
50 REM ##### INITIALISATION #####
51 AL=500:ES=600:XA=500:MU=11:MC=.5:FC=1
:AC=0:RA=0:SE=0
52 FORL=54272T054296:POKE L,0:NEXT
55 XC=INT(RND(1)*500)-250
56 YC=INT(RND(1)*500)-250
60 V=53248:POKE V+21,7:POKE 2040,13:POKE
2041,14:POKE 2042,15
65 FOR A=1 TO 3
66 FOR N=0 TO 62:READ 0:POKE (12+A)*64+N
,0:NEXT N:A:POKE V+41,1
70 POKE V+39,0:POKE V+29,7:POKE V+23,3:P
OKE V+28,2:POKE V+40,1:POKE V+27,7
75 GOSUB 3000
77 PRINT CHR$(142)
80 POKE V,150:POKE V+1,100
85 POKE V+2,0:POKE V+3,0:POKE V+4,0:POKE
V+5,0
91 POKE 54277,17:POKE 54278,129:POKE 542
76,33:POKE 54296,10
92 POKE 54273,10
100 REM ##### DECOR #####
105 POKE 53281,14:POKE 53280,0
110 PRINT"
117 POKE 2023,160:POKE 56295,5
120 PRINT"
130 PRINT"
140 PRINT"
150 PRINT"
160 PRINT"
170 PRINT"
180 PRINT"
190 PRINT"RADAR" ALTITUDE" ESSENCE"
CHECK LIST":
200 PRINT"
210 PRINT"
RADAR ";
220 PRINT" + "PADR" MUNITION
S FUEL ";
230 PRINT" "
TIR ";
250 PRINT"
300 REM ##### AVION #####
305 DF=DF+1:IF INT(DF/20)=DF/20 THEN POK
E 53281,14
306 IF AC=7 THEN 1000
307 IF INT(RND(1)*30)+1=5 THEN POKE 5328
1,1
310 CD=127-PEEK(56320):PI=0
311 IF AL<400 AND INT(RND(1)*10)=3 THEN
313
312 GOTO 325
313 XE=INT(RND(1)*200)+50:YE=INT(RND(1)*
180)+20
314 POKE V+2,XE:POKE V+3,YE:ZZ=PEEK(V+30
)
315 FOR A=15 TO 0 STEP-1:POKE54296,15:PO

```

```

KE 54283,129:POKE54284,15
316 POKE 54280,40:POKE54279,200:NEXTA
317 POKE 54283,128
318 IF PEEK(V+30)=3THENFC=2:POKE 56255,2
:POKE 56254,2:AC=AC+1:LK=1
319 POKE V+2,0:POKE V+3,0
320 IF AC>5 THEN RA=1:POKE 56215,2:POKE
56214,2
321 IF LK=1 THEN LK=0:POKE53280,2:FORA=1
TO300:NEXTA:POKE53280,0
325 IF CD=1 OR CD=5 OR CD=9 THEN YC=YC+7
:PI=-2
330 IF CD=9 OR CD=8 OR CD=10 THEN XC=XC-
7
340 IF CD=10 OR CD=2 OR CD=6 THEN PI=2:Y
C=YC-7
350 IF CD=6 OR CD=4 OR CD=5THENXC=XC+7
360 IF CD>15 THEN 500
390 POKE 54273,8-PI
400 AL=AL+PI*3:IFAL<=0 THEN AC=7
410 PRINT"
415 IF PI>0 THEN POKE 1878,158
416 IF PI<0 THEN POKE 1878,161
417 IF PI=0 THEN POKE 1878,173
420 ES=ES-FC
430 IF INT(ES/50)=ES/50THEN SE=SE+1
440 POKE 1892-SE,160:POKE 1892+54272-SE,
0
450 IF ES=0 THEN AC=7
455 POKE 1988,160:POKE 1868,160:POKE 186
4,160:POKE 1984,160
457 IF RA=1 THEN 480
460 IF XC>0 AND YC<0 THENPOKE1988,209
465 IF XC>0 AND YC>0 THENPOKE1868,209
470 IF XC<0 AND YC>0 THENPOKE1864,209
475 IF XC<0 AND YC<0 THENPOKE1984,209
480 GET R$:IF R$<>" " THEN 498
481 POKE 1992,160:POKE 1993,160:POKE 562
64,5:POKE 56265,5
482 XC=INT(RND(1)*300)-150:YC=300-AL
483 PG=1:POKE V+41,0
488 IF PG=1 THEN 2100
499 GOTO 2000
500 REM ##### FIRE #####
501 IF MUC=0 AND PG=0 THEN 2000
502 ZZ=PEEK(V+30)
505 POKE 54296,15
510 POKE 54284,129:POKE54285,136:POKE 54
283,33:POKE 54280,7
520 FOR A=1 TO 500:NEXTA:POKE 54283,32
530 POKE 54296,10
535 IF ZZ=5 AND PG=1 THEN 700
540 IF PEEK(V+30)=5 THEN AT=AT+1:POKE 53
290,1:POKE 53280,0
550 MU=MU-MC
560 POKE 2001+INT(MU),160:POKE2001+54272
+INT(MU),0
570 IF AT>5 THEN 2000
575 POKE V+2,160+XC:POKE V+3,100-YC
580 POKE 54284,129:POKE54285,129:POKE 54
283,129:POKE 54280,20
590 FOR A=1 TO 1000:NEXT A
600 POKE 54283,128
605 IF ES=600 THEN RETURN
610 SC=SC+1:POKE V+2,0:POKEV+3,0:AT=0
620 XC=INT(RND(1)*500)-250
630 YC=INT(RND(1)*500)-250
640 IF INT(RND(1)*4)+1=1THEN AC=AC+1:MC=

```



```

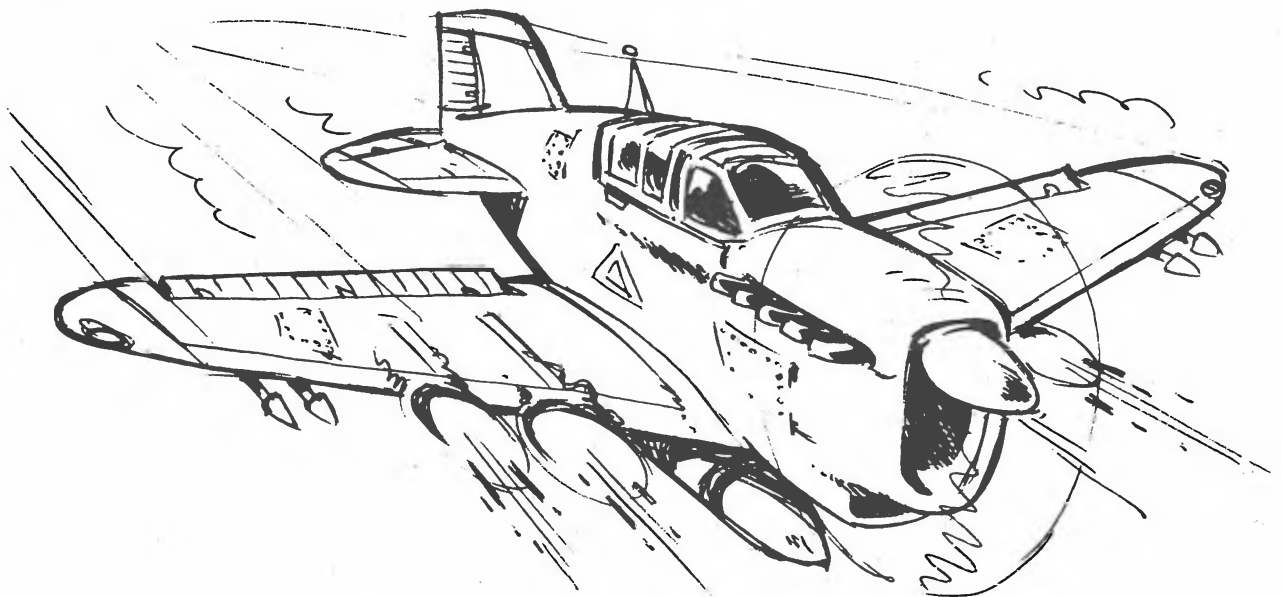
3300 PRINT"A VUE POUR LE COMBAT,LEQUEL P
EUT ETRE"
3310 PRINT"GENE PAR LA TRAVERSEE DE NUAG
ES BLANCS."
3320 PRINT"/OUBLIEZ PAS DE SURVEILLER V
OTRE "
3330 PRINT"ALTIMETRE ET SACHEZ QU'EN DES
SOUS DE 400":
3340 PRINT"METRES VOUS VOUS EXPOSEZ AU T
IR DE LA  ↖ ↗ ADVERSE."
3350 PRINT"↖ ↗ APPUYEZ SUR LA BARRE POUR L
A SUITE "
3360 GET R$: IF R$="" THEN 3360
3370 PRINT"↖ ↗ LES BOMBARDIERS SONT DES A
PPAREILS "
3380 PRINT"SOLIDES,IL FAUT AU MOINS 5 RA
FALES DE"
3390 PRINT"MITRAILLEUSE POUR LES ABATTRE
"
3400 PRINT"↖ ↗ VOTRE APPAREIL PEUT ETRE E
NDOMMAGE PAR":
3410 PRINT"LES ECLATS DE CETTE EXPLOSION
OU PAR"
3420 PRINT"CEUX DE L'EXPLOSION D'UN OBUS
DE ↖ ↗"
3430 PRINT"↖ ↗ LES DEGATS AINSI CONSTATES
S'AFFICHENT":
3440 PRINT"A DROITE DE L'ECRAN SOUS LA
CHECK-LIST":
3450 PRINT"--SI LE VOYANT 'RADAR' PASSE A
U ROUGE,"
3460 PRINT"O'EST QU'IL NE FONCTIONNE PLU
S"
3470 PRINT"--S'IL S'AGIT DU 'FUEL' OU DU
'TIR',VOUS"
3480 PRINT"EPUISEZ VOS RESERVES 2 FOIS
PLUS VITE"
3490 PRINT"OU'AUPARAVENT."
3495 PRINT"↖ ↗ APPUYEZ SUR LA BARR
E POUR LA SUITE "
3496 GET R$: IF R$="" THEN 3496
3500 PRINT"↖ ↗ QUAND CELLES-CI SERONT PRE
SQUE"
3510 PRINT"EPUISEES,IL VOUS FAUDRA EFFEC
T
UER UN "

```

```

3520 PRINT"RAVITAILLEMENT EN VOL:"
3530 PRINT"↖ ↗ APPUYEZ SUR LA BARRE POUR PRE
VENIR LE"
3540 PRINT"RAVITAILLEUR ET BRANCHER VOTR
E RADAR SUR":
3545 PRINT"↖ ↗ LUI,LE VOYANT ↖ ↗ DOIT S'ALL
E"
3550 PRINT"↖ ↗ SUIVEZ ALORS LES INDICATIONS
DU RADAR"
3560 PRINT"POUR LE REJOINDRE (IL VOLE ST
ATIONNAI--"
3570 PRINT"REMENT ENTRE 200 ET 400 M. D'
ALTITUDE)"
3580 PRINT"↖ ↗ APPUYEZ SUR 'FIRE' POUR
EFFECTUER"
3590 PRINT"LE RAVITAILLEMENT"
3600 PRINT"LE VOYANT ↖ ↗ S'ETEINT ET LE
RADAR SUIT":
3610 PRINT"A NOUVEAU LE BOMBARDIER."
3620 PRINT"↖ ↗ PLUS DE QUESTION ?..."
3630 PRINT"↖ ↗ ALORS A VOS AVIONS ET BONNE
CHASSE !"
3640 PRINT"↖ ↗ APPUYEZ SUR LA BARRE POUR
COMMENCER "
3650 GET R$: IF R$="" THEN 3650
3660 PRINT CHR$(142):RETURN
3990 END
3999 RETURN
50000 REM #### DATA SPRITES ####
50040 REM CIBLE
50050 DATA 0,.....,254,1,131,3,1,12
8,6,192,12,96,8,32,8,32,8,16,32
50060 DATA 8,56,32,8,16,32,8,32,12,96,
6,192,3,1,128,1,131,254,.....,0
50070 REM EXPLOSION
50080 DATA 128,0,64,128,192,192,144,33,1
30,16,8,24,8,48,8,72,96,7,27,192
50090 DATA 1,254,0,124,4,24,127,240,8,6
0,16,64,116,128,0,38,99,129,32
50095 DATA 65,1,16,34,17,0,32,16,16,
,0
50110 REM AVION
50120 DATA,.....,8,8,8,8,8,8,255
,128,28,62,127,255,255,8,127,8
50130 DATA 28,127,28,28,127,28,62,28,
,.....,0
55000 SYS 0

```



Machine: MSX
Langage: Basic



**BRUNO RATAJCZAK
GAGNE
UN SVI 728**

Bruno Ratajczak a quarante et un ans. Il enseigne la technologie dans un collège et anime également un club informatique. Prenant son rôle au sérieux, il suit actuellement un stage d'animateur de site informatique.

Tico doit ramener huit diamants disséminés au gré de 19 tableaux en se déplaçant avec le joystick ou avec le clavier. Des animaux du style effrayant tentent de lui barrer le passage et des pierres sont disposées là où il ne faut pas, comme de bien entendu. Il suffit de les déplacer pour passer, mais vite car les animaux ci-dessus mentionnés sont à l'affût. Tico perd des forces à mesure que le temps passe et plus encore s'il entre en contact avec un animal. Mais, il peut remonter son potentiel de force en absorbant des fruits, placés judicieusement à cet effet.

Bruno RATAJCZAK

```
10 '#####
20 '##### TIKI #####
30 '### PAR RATAJCZAK B. ###
40 '### C. JUILLET 1987 ###
50 KEYOFF:CLS
60 SCREEN1,2:COLOR11,1,1:CLEAR$00:DEFINT
  A-Y:WIDTH$1
70 'REDEFINITION CARACTERES
80 PP=BASE(5):PC=BASE(6):C=1:DIM DA(20),
  FR(20)
90 PD=96:FORI=0T07:READA:VPOKEPD*8+I,A:
  N EXT
100 DATA16,16,56,124,124,124,56,0
110 VPOKEPC+12,128+C
120 PD=120:FORI=0T055:READA:VPOKEPD*8+I,
  A:NEXT
130 DATA0,0,0,24,126,255,255,255
140 DATA16,16,84,84,84,84,56,16
150 DATA0,0,0,0,16,16,84,56
160 DATA0,0,0,0,0,1,3,7
170 DATA0,0,0,0,0,128,192,224
180 DATA224,192,128,0,0,0,0,0
190 DATA7,3,1,0,0,0,0,0
200 VPOKEPC+15,32+C
210 PD=128:FORI=0T031:READA:VPOKEPD*8+I,
  A:NEXT
```

```
220 DATA0,0,0,1,1,1,3,7,15
230 DATA0,0,0,128,128,192,224,240
240 DATA240,224,192,128,128,0,0,0
250 DATA15,7,3,1,1,0,0,0
260 VPOKEPC+16,208+C
270 PD=136:FORI=0T023:READA:VPOKEPD*8+I,
  A:NEXT
280 DATA255,255,255,255,255,255,255,255
290 DATA224,112,56,28,15,7,3,1
300 DATA7,14,28,56,240,224,192,128
310 VPOKEPC+17,96+C
320 PD=151:FORI=0T015:READA:VPOKEPD*8+I,
  A:NEXT
330 DATA255,66,66,66,255,66,66,66
340 DATA20,26,16,16,16,16,80,176
350 VPOKEPC+18,96+C
360 VPOKEPC+19,176+C
370 PD=160:FORI=0T07:READA:VPOKEPD*8+I,A
  :NEXT
380 DATA20,26,16,16,16,16,80,176
390 VPOKEPC+20,176+2
400 PD=168:FORI=0T07:READA:VPOKEPD*8+I,A
  :NEXT
410 DATA247,255,255,255,254,127,255,239
420 VPOKEPC+21,32+12
430 PD=176:FORI=0T031:READA:VPOKEPD*8+I,
  A:NEXT
440 DATA31,63,127,127,127,255,255,255
450 DATA240,252,254,254,254,255,255,255
460 DATA255,255,255,127,127,127,63,31
470 DATA255,255,255,254,254,254,252,248
480 VPOKEPC+22,32+C
490 PD=184:FORI=0T07:READA:VPOKEPD*8+I,A
  :NEXT
500 DATA0,16,40,76,254,76,40,16
510 VPOKEPC+23,112+C
520 PD=216:FORI=0T07:READA:VPOKEPD*8+I,A
  :NEXT
530 DATA247,255,255,255,254,127,255,239
540 VPOKEPC+27,208+C
550 PD=228:FORI=0T039:READA:VPOKEPD*8+I,
  A:NEXT
560 DATA31,63,127,127,127,255,255,255
570 DATA240,252,254,254,254,255,255,255
580 DATA255,255,255,127,127,127,63,31
590 DATA255,255,255,254,254,254,252,248
600 DATA60,126,254,255,255,126,124,60
610 VPOKEPC+28,208+C
620 VPOKEPC+29,208+C
```

```
630 PD=240:FORI=0T07:READA:VPOKEPD*8+I,A
  :NEXT
640 DATA255,128,128,128,255,16,16,16
650 VPOKEPC+30,138
660 VPOKEPC,144+C:VPOKEPC+1,144+C
670 'KEY1,"y":KEY2,"z":KEY3,"e":KEY4,"e"
  :KEY5,"e"
680 'KEY6,"(":KEY7,"!":KEY8,"j":KEY9,""
  :KEY10,"x"
690 'KEY1,"u":KEY2,"y":KEY3,"a":KEY4,"="
  :KEY5,"f"
700 'KEY6,"z":KEY7,"x":KEY8,"a":KEY9,"i"
  :KEY10,"i"
710 'KEY1,"a":KEY2,"c":KEY3,"u":KEY4,"e"
  :KEY5,"a"
720 'KEY6,"z":KEY7,"r":KEY8,"u":KEY9,"r"
  :KEY10,"f"
730 D(1)=395:D(2)=405:D(3)=364:D(4)=372:
  D(5)=333:D(6)=339:D(7)=302:D(8)=306
740 GOSUB3180:DI=8:DD=184:GOSUB3640
750 BEEP:PLAY"m20000SIT130L1004B12A.A126
  .612A.F126.E12A.A126.A12A.B12A.A126.612A
  .F126.E12A.A126.A126.E12A.A126.B12A
  .R126.B12A.R126.B12A.B126.A12A"
760 'DATALUTINS
770 DATA60,126,90,126,60,24,126,189,153,
  189,126,102,102,102,102,231
780 A=16:GOSUB4060:B*(2)=SP#
790 DATA60,126,123,126,60,24,61,127,216,
  152,30,62,54,103,192,224
800 A=16:GOSUB4060:A*(3)=SP#
810 DATA60,126,123,126,60,24,60,127,248,
  184,56,24,24,24,24,28
820 A=16:GOSUB4060:B*(3)=SP#
830 DATA60,126,222,126,60,24,188,254,27,
  25,120,124,102,230,3,7
840 A=16:GOSUB4060:A*(1)=SP#
850 DATA60,126,222,126,60,24,60,254,31,2
  9,28,24,24,24,24,56
860 A=16:GOSUB4060:B*(1)=SP#
870 DATA 0,0,0,0,0,0,0,1,12,148,255,15,2
  55,3,0,1,0,0,0,0,120,254,143,3,3,255,2
  55,254,142,195,196
880 A=32:GOSUB4060:CG#=SP#
890 DATA0,0,0,0,0,0,0,1,12,148,255,15,25
  5,3,6,12,0,0,0,0,120,254,143,3,3,255,2
  55,254,12,24,48
900 A=32:GOSUB4060:CL#=SP#
910 DATA0,0,0,0,0,0,30,127,241,192,192,255
```

FICHE PROGRAMME

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,255,127,113,195,97,0,0,0,0,0,0,128,48
,41,255,240,255,192,0,128
920 A=32:GDSUB4060:CD#=#SP#
930 DATA0,0,0,0,0,30,127,241,192,192,255
,255,127,48,24,12,0,0,0,0,0,0,128,48,4
1,255,240,255,192,96,48
940 A=32:GDSUB4060:CR#=#SP#
950 DATA0,0,4,10,1,3,5,103,154,131,133,2
6,34,36,4,2,0,0,32,80,128,192,160,230,89
,193,161,88,68,36,32,64
960 A=32:GDSUB4060:RA#=#SP#
970 DATA0,0,4,10,1,99,149,23,26,3,29,34,
68,152,32,0,0,0,32,80,128,198,169,232,88
,192,184,68,34,25,4
980 A=31:GDSUB4060:RB#=#SP#
990 DATA0,0,0,0,0,1,27,39,77,23,38,45,40
,14,4,6,0,0,28,114,216,128,176,200,100,2
08,200,104,40,224,64,192
1000 A=32:GDSUB4060:SA#=#SP#
1010 DATA0,0,0,0,113,11,199,173,23,6,29,
16,28,8,12,0,14,59,108,192,156,160,198,1
06,208,192,112,16,112,32,96
1020 A=31:GDSUB4060:SB#=#SP#
1030 DATA0,0,0,0,48,32,32,63,63,31,31,12
,24,16,16,8,0,0,0,0,8,14,250,255,244,2
46,224,96,48,16,32
1040 A=32:GDSUB4060:JD#=#SP#
1050 DATA0,0,48,32,32,63,63,31,31,56,112
,64,64,64,0,0,0,0,8,14,250,255,244,246
,224,96,48,28,4
1060 A=30:GDSUB4060:JR#=#SP#
1070 DATA0,0,0,0,0,16,48,95,255,47,111,7
,6,12,8,4,0,0,0,0,12,4,4,252,252,248,248
,48,24,8,8,16
1080 A=32:GDSUB4060:J6#=#SP#
1090 DATA0,0,0,16,48,95,255,47,111,7,6,1
2,55,32,0,0,0,0,12,4,4,252,252,248,248,2
8,14,2,2,2
1100 A=30:GDSUB4060:JL#=#SP#
1110 DATA0,0,0,0,0,1,1,1,27,47,63,67,1,2
,12,2,8,24,48,112,240,224,224,128,255,24
8,224,192
1120 A=28:GDSUB4060:DA#=#SP#
1130 DATA0,0,0,0,0,0,0,0,27,47,63,67,1,2
,12,2,0,0,0,0,0,0,0,255,248,224,192
1140 A=28:GDSUB4060:DB#=#SP#
1150 DATA1,65,33,19,15,15,31,255,31,15,1
5,19,33,65,1,0,0,4,8,144,224,224,240,255
,240,224,224,144,8,4
1160 A=30:GDSUB4060:SD#=#SP#
1170 DATA0,0,66,165,24,126,189,60
1180 A=8:GDSUB4060:TI#=#SP#
1190 'PRESENTATION
1200 SPRITE*(2)=B*(2):CB=9:PUTSPRITE2,(1
28,56),CB:RESTORE1270
1210 PLAY'T255S801V15AV14AV13AV12AV11AV1
0AV9AV7AV5AV3AV2A04"
1220 XP=-16:YP=24:SPRITE*(3)=SD#:NL=106:
T=0
1230 XP=XP+2:IFXP>248THENXP=-16:YP=YP+8:
IFYP=56THEN1280
1240 ND=(YP/8)*32+(XP/8):PUTSPRITE3,(XP,
YP-4),9

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1250 O=0+1:IF O=5THEND=1:IF NO=NL THEN R
EADN#:VPOKEPP+ND,15:NL=VAL(N#):BEEP
1260 GOTO1230
1270 DATA107,108,110,112,113,114,116,117
,118,139,142,144,148,150,171,174,176,180
,182,203,206,208,209,210,212,213,214,999
1280 PUTSPRITE3,(XP,209)
1290 LOCATE7,1,0:PRINT"*PAR RATAJCZAK B.
*"
1300 FOR I=1TO6000:NEXT
1310 LOCATE1,1,0:PRINT"POUR DEVENIR ROI
DU PAYS INCA":FORI=1TO6000:NEXT
1320 LOCATE1,1,0:PRINT" TICD DOIT RE
TROUVER ":FORI=1TO6000:NEXT
1330 LOCATE1,1,0:PRINT" LES HUIT DIAMA
NTS SACRES ":FORI=1TO6000:NEXT
1340 OD=32:GDSUB3640
1350 LOCATE1,1,0:PRINT" *1-CLAVIER *
2-JOYSTICK "
1360 X#=INPUT$(1)
1370 IF X#<>"1"ANDX#<>"2"THEN1360
1380 IF X#="1"THEN JT=0ELSE JT=1
1390 LOCATE0,1,0:PRINT"*A-FACILE *B-MOYE
N *C-DIFFICILE"
1400 X#=INPUT$(1)
1410 IFX#<>"A"ANDX#<>"B"ANDX#<>"C"ANDX#<
">"a"ANDX#<>"b"ANDX#<>"c"THEN1400
1420 IFX#="A"ORX#="a"THENVC=-5:VJ=-6:VA=
6:VS=5:V0=-6:GOTO1450
1430 IFX#="B"ORX#="b"THENVC=-6:VJ=-8:VA=
7:VS=6:V0=-7:GOTO1450
1440 VC=-7:VJ=-10:VA=9:VS=7:V0=-8
1450 LOCATE0,1,0:PRINT"
"
1460 'INITIALISATION
1470 FO=12:DI=0:SC=0:TA=15:CB=9
1480 LOCATE4,0,0:PRINT"FORCES:"
1490 LOCATE0,1,0:PRINT"SCORE:"
1500 LOCATE13,1,0:PRINT"-DIAMANTS:"
1510 FORI=1TOFD:VPOKEPP+11+I,3:NEXT:FORI
=1TO8:VPOKEPP+55+I,33:NEXT
1520 A=2:SPRITE*(2)=B*(2):X=128:Y=56
1530 DNSTRIG GDSUB3770,3770
1540 DN SPRITE GDSUB3900'GOTO3191
1550 FORI=1TO20:DA(I)=1:FR(I)=1:NEXT
1560 DNINTERVAL=3000GDSUB4010
1570 DN TA GDSUB2180,2260,2330,2400,2480
,2550,2620,2700,2770,2850,2940,3020,310
0,3180,3250,3330,3410,3490,3560
1580 XI=X:YI=Y
1590 STRIG(JT)DN:SPRITE0N:INTERVAL0N
1600 'BOUCLE
1610 PB=(Y/8)*32+(X/8)+PP:KX=0:KY=0
1620 IF VPEEK(PB+32)<151ANDVPEEK(PB)<151
THENKY=4:GOTO1790
1630 IFSTICK(JT)=0THEN1790ELSEONSTICK(JT)
GOTO1640,1660,1680,1700,1720,1740,1760,
1780
1640 A=2:IFVPEEK(PB-64)<168THENKY=-4
1650 GOTO1790
1660 A=3:IFVPEEK(PB-31)<168ANDVPEEK(PB-6
3)<168THENKX=4:KY=-4:GOTO1800
1670 GOTO1790

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1680 A=3:IFVPEEK(PB+1)<169ANDVPEEK(PB-31
)<168THENKX=4:GOTO1800
1690 GOTO1790
1700 A=3:IFVPEEK(PB+33)<169ANDVPEEK(PB+6
5)<168THENKX=4:KY=4:GOTO1800
1710 GOTO1790
1720 A=2:IFVPEEK(PB+32)<168THENKY=4
1730 GOTO1790
1740 A=1:IFVPEEK(PB+31)<168ANDVPEEK(PB+6
3)<168THENKX=-4:KY=4:GOTO1800
1750 GOTO1790
1760 A=1:IFVPEEK(PB-1)<169ANDVPEEK(PB-33
)<168THENKX=-4:GOTO1800
1770 GOTO1790
1780 A=1:IFVPEEK(PB-33)<168ANDVPEEK(PB-6
5)<168THENKX=-4:KY=-4:GOTO1800
1790 Y=Y+KY*2:PUTSPRITE2,(X-KX,Y-KY-8),C
B:GOTO1810
1800 X=X+KX*2:Y=Y+KY*2:SPRITE*(2)=A*(A):
PUTSPRITE2,(X-KX,Y-KY-8),CB
1810 DN AN GOTO1820,1840,1860
1820 SWAPAG$,AL#:SPRITE*(1)=AG#:XA=XA+VX
:IFXA<LDRXA<L6THENVX=-VX:SWAPAG$,AG$:SW
APAL$,AR#
1830 GOTO1870
1840 SWAPAV$,AV#:SPRITE*(1)=AV#:XA=XA+VX
:IFXA<LDRXA<L6THENVX=-VX
1850 GOTO1870
1860 SWAPAV$,AV#:SPRITE*(1)=AV#:XA=XA+VX
:IFXA<-16THENXA=255:T=T+1:YA=Y0:IFT=3THE
NT=0:YA=Y
1870 PUTSPRITE1,(XA,YA-8),CA
1880 SPRITE*(2)=B*(A):PUTSPRITE2,(X,Y-8)
,CB
1890 IFX<16ORX>240ORY<320ORY>168ORFO=0THE
N1900ELSEGOTO1600
1900 INTERVALOFF:STRIG(JT)OFF:SPRITEOFF
1910 IFX<16THENTA=TA-1:X=240:GOTO1950
1920 IFX>240THENTA=TA+1:X=16:GOTO1950
1930 IFY<32THENTA=TA+10:Y=168:GOTO1950
1940 IFY>168THENTA=TA-10:Y=32
1950 PUTSPRITE1,(XA,209):PUTSPRITE2,(X,2
09)
1960 IF FO=0THEN2070
1970 IFTA=15AND DI=8THEN1980ELSEGOTO1570
1980 CLS:GDSUB3180
1990 SPRITE*(2)=B*(2):CB=9:PUTSPRITE2,(1
28,56),9
2000 DI=8:OD=184:GDSUB3640
2010 PLAY'T255S801V15AV14AV13AV12AV11AV1
0AV9AV7AV5AV3AV2A04"
2020 SPRITE*(3)=TI#:PUTSPRITE3,(128,48),
11
2030 LOCATE10,2,0:PRINT"* BRAVO *":LOC
ATE10,4,0:PRINT"BDNUS: ";100*(X-VJ):SC=SC+
(100*(X-VJ))
2040 FOR I=1TO70:VPOKEPC+8,128+C:VPOKEPC
+9,128+C:VPOKEPC+10,128+C
2050 FOR U=1TO90:NEXT:VPOKEPC+8,176+C:VP
OKEPC+9,176+C:VPOKEPC+10,176+C:NEXT:FORI
=1TO3000:NEXT
2060 PUTSPRITE2,(0,209):PUTSPRITE3,(48,2
09)

```


MO5**MAXORMAD**

**SEBASTIEN BENABID
GAGNE
UN SVI 728**

Machine: MO 5

Langage: Basic 1.0

Vous êtes Max, l'explorateur bien connu. Votre but est de déconnecter le mécanisme d'un missile qui détruira notre lune... MaxorMad est un jeu d'adresse, de chance et surtout de

concentration. Son utilisation est incluse dans la partie « règle » du programme.

Sébastien BENABID

95 CLEAR, ,81
 100 DEF6R\$(0)=0,0,0,0,0,3,15,31
 101 DEF6R\$(1)=0,0,0,0,0,192,240,255
 102 DEF6R\$(2)=15,15,15,15,14,7,7,7
 103 DEF6R\$(3)=32,240,240,224,224,0,192,192
 104 DEF6R\$(4)=12,25,51,102,76,79,64,63
 105 DEF6R\$(5)=96,96,112,112,8,232,8,240
 106 DEF6R\$(6)=63,63,31,15,7,7,7,7
 107 DEF6R\$(7)=240,240,224,192,128,128,192,2,224
 108 DEF6R\$(8)=6,13,27,54,45,27,119,111
 109 DEF6R\$(9)=32,160,112,248,252,246,247,242
 110 DEF6R\$(10)=31,31,31,7,27,29,28,30
 111 DEF6R\$(11)=240,240,240,224,224,224,24,240
 112 DEF6R\$(12)=0,0,0,0,0,3,7,255
 113 DEF6R\$(13)=0,0,0,0,0,192,240,248
 114 DEF6R\$(14)=4,15,15,7,7,0,3,3
 115 DEF6R\$(15)=240,240,240,224,96,192,192,2,224
 116 DEF6R\$(16)=6,6,14,14,16,23,16,15
 117 DEF6R\$(17)=48,152,204,102,50,242,2,252
 118 DEF6R\$(18)=15,15,7,3,1,1,3,7
 119 DEF6R\$(19)=252,252,248,240,224,224,24,224
 120 DEF6R\$(20)=15,15,15,7,7,7,7,15
 121 DEF6R\$(21)=248,248,248,224,216,56,56,120
 122 DEF6R\$(22)=4,5,14,31,63,127,223,79
 123 DEF6R\$(23)=96,176,216,108,180,218,238,244
 124 DEF6R\$(24)=238,238,255,0,0,0,0,0
 125 DEF6R\$(25)=0,223,223,223,0,251,251,251
 126 DEF6R\$(26)=0,0,0,36,100,122,254,255
 127 DEF6R\$(27)=0,146,84,56,254,56,84,146
 128 DEF6R\$(28)=255,7,3,1,1,1,1,1

129 DEF6R\$(29)=255,224,192,128,128,128,128,128
 130 DEF6R\$(30)=1,1,1,1,1,1,1,1
 131 DEF6R\$(31)=128,128,128,128,128,128,128,128
 132 DEF6R\$(32)=255,255,255,255,255,255,255,255
 133 DEF6R\$(33)=255,60,60,126,255,219,219,219
 134 DEF6R\$(34)=3,3,5,26,61,106,213,127
 135 DEF6R\$(35)=224,224,96,184,84,170,85,254
 136 DEF6R\$(36)=0,8,15,111,63,19,127,255
 137 DEF6R\$(37)=255,255,3,63,127,127,0,1
 138 DEF6R\$(38)=0,192,192,128,143,255,255,255
 139 DEF6R\$(39)=255,95,95,95,94,224,192,192
 140 DEF6R\$(40)=0,0,0,252,255,249,244,247
 141 DEF6R\$(41)=239,239,238,253,30,28,28,56
 142 DEF6R\$(42)=0,0,0,0,0,128,192,64
 143 DEF6R\$(43)=112,120,252,207,3,0,0,0
 144 DEF6R\$(44)=0,0,0,0,0,0,192,240
 145 DEF6R\$(45)=252,255,255,255,255,254,252,224
 146 DEF6R\$(46)=0,0,0,0,0,0,0,7
 147 DEF6R\$(47)=15,31,255,255,255,127,31,31
 148 DEF6R\$(48)=129,195,255,251,247,239,23,129
 149 DEF6R\$(49)=122,118,110,94,126,126,60,60
 150 DEF6R\$(50)=255,129,129,66,60,24,24,24
 151 DEF6R\$(51)=16,32,64,255,64,32,16,0
 152 DEF6R\$(52)=0,15,16,252,16,15,0,0
 153 DEF6R\$(53)=60,126,255,255,255,255,12,6,60
 154 DEF6R\$(54)=0,126,158,158,158,126,126

,0
 155 DEF6R\$(55)=1,3,7,13,15,31,31,31
 156 DEF6R\$(56)=128,192,192,96,224,240,240,240
 157 DEF6R\$(57)=63,63,127,127,255,255,255,248
 158 DEF6R\$(58)=248,248,252,252,254,255,15,0
 159 DEF6R\$(59)=1,3,7,15,31,63,127,255
 160 DEF6R\$(60)=128,192,224,240,248,252,254,255
 161 DEF6R\$(61)=3,15,31,63,127,127,255,255
 162 DEF6R\$(62)=3,15,31,63,127,127,255,255
 163 DEF6R\$(63)=192,240,248,252,254,254,255,255
 164 DEF6R\$(64)=255,255,127,127,63,31,15,3
 165 DEF6R\$(65)=255,255,254,254,252,248,240,224
 166 DEF6R\$(66)=1,1,1,3,7,15,31,31
 167 DEF6R\$(67)=0,0,0,128,192,224,240,240
 168 DEF6R\$(68)=31,31,63,127,255,127,63,31
 169 DEF6R\$(69)=240,240,248,252,254,252,248,240
 170 DEF6R\$(70)=31,31,31,31,31,31,31,31
 171 DEF6R\$(71)=224,224,224,224,224,224,24,224
 172 DEF6R\$(72)=31,63,127,255,255,255,255,227
 173 DEF6R\$(73)=240,248,252,254,254,254,254,142
 174 DEF6R\$(74)=16,56,124,252,252,124,56,24
 175 DEF6R\$(75)=16,28,28,30,30,28,24,24
 176 DEF6R\$(76)=40,40,16,16,146,84,56,16
 177 DEF6R\$(77)=0,0,0,0,1,3,7,7
 178 DEF6R\$(78)=0,0,0,0,240,240,240,240
 179 DEF6R\$(79)=7,7,3,1,31,127,255,255
 180 DEF6R\$(80)=240,240,240,240,240,248,248,48
 200 GOSUB3170
 210 ' ** COMMENCEMENT **
 220 CONSOLE0,24,0,0:CLS:SCREEN,0,0
 230 MUSICMOR\$="04T5A0L12REL96SOL12REL96SOL12REL48SOL12REL48SOL12SIL9605REL12REL4


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804SISOL12SIL9605REL2404REL96SOL6SOSO"
240 MUSIC6AGN$="A004L24DOL42DOL24DOL42MI
#M1#SOSOL9605D0"
245 BRAS(0)=16:BRAS(1)=17:BRAS(2)=4:BRAS
(3)=5:JAMB(0)=18:JAMB(1)=19:JAMB(2)=6:JA
MB(3)=7
250 MANG$=CHR$(27)+CHR$(65)+6R$(12)+6R$(
13)+CHR$(8)+CHR$(8)+CHR$(10)+CHR$(27)+CH
R$(69)+6R$(14)+6R$(15)+CHR$(8)+CHR$(8)+C
HR$(10)+CHR$(27)+CHR$(65)+6R$(BRAS(0))+6
R$(BRAS(1))+CHR$(27)+CHR$(68)+CHR$(8)+CH
R$(8)+CHR$(10)+6R$(JAMB(0))+6R$(JAMB(1))
255 MUSICMOR3$="A0T504L96REL72REL24REL96
REL72FAL24MIL72MIL24REL72REL24D0#L96RE"
260 MAND$=CHR$(27)+CHR$(65)+6R$(0)+6R$(1
)+CHR$(27)+CHR$(69)+CHR$(8)+CHR$(8)+CHR$
(10)+6R$(2)+6R$(3)+CHR$(27)+CHR$(65)+CHR
$(8)+CHR$(8)+CHR$(10)+6R$(BRAS(2))+6R$(B
RAS(3))+CHR$(27)+CHR$(68)+CHR$(8)+CHR$(8
)+CHR$(10)+6R$(JAMB(2))+6R$(JAMB(3))
265 BOULE$=6R$(62)+6R$(63)+CHR$(8)+CHR$(
8)+CHR$(10)+6R$(64)+6R$(65)
270 BOXF(0,0)-(320,9),1:COLOR0,1:EMMER$=
"LSA005SILASOFAMIREDD"
275 MUSICMOR2$="A0T1003L8S004L90D003L16S
004L8D0L90MITS5L20D0L10MIL20SOL10FA#L20FA
L10RE#L20MIL10D003L20LAL10S004L60D0L10MI
"
280 VIE=6:TEM=1500:SC=0:BONUS=500:TABLEA
U=1:BLEU=0:VERT=0:IFRND).5THENVERT=1:ELS
EBLEU=1
290 LOCATE0,0,0:PRINT" Vie :";VIE;
300 LOCATE11,0,0:PRINT" Temps :";TEM
310 LOCATE26,0:PRINT" Score : ";SC
320 CONSOLE1,24:SCREEN,0,0:CLS
325 POKE&H2076,0:POKE&H2019,PEEK(&H2019)
DRB
330 '## 1 ER TABLEAU ##
350 CLS:ZUT=0:DRU=3:ETAG=0:LAZER=20:ZIRE
C=0
360 BOXF(0,7)-(7,12)6R$(25),15:BOXF(27,7
)-(36,12)6R$(25),15:LINE(39,7)-(39,12)6R
$(25),15:LINE(8,7)-(26,7)6R$(24),7:BOXF(
8,12)-(26,12)6R$(32),4:LINE(8,11)-(26,11
)6R$(26),4:LINE(0,1)-(39,1)6R$(25),15:SE
CON=0:DIREC=1
370 PLATEF$=6R$(28)+6R$(29)+CHR$(8)+CHR$(
8)+CHR$(10)+6R$(30)+6R$(31):LOCATE37,7:
COLOR5:PRINTPLATEF$:LINE(37,9)-(37,21)6R
$(30),5:LINE(38,9)-(38,21)6R$(31),5
380 BOXF(0,19)-(36,24)6R$(25),15:BOXF(37
,22)-(39,24)6R$(25),15:LINE(39,24)-(39,1
9)6R$(25),15
390 GOT0590
400 '## DEPLACEMENT ##
410 A$=INKEY$
415 IFA$=CHR$(32)THENZIREC=1:GOT0920
420 IFA$=CHR$(8)THENDIREC=-1:ZIREC=0:GOT
0445
430 IFA$=CHR$(9)THENDIREC=1:ZIREC=0:GOT0
445
435 IFA$=CHR$(10) THEN ON TABLEAU GOT062
0,1200,1600,1900,2250,2560

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440 IFZIREC=1THEN920
445 IFDIREC=-1THEN450ELSEIFDIREC=1THEN52
0
450 LOCATEZUT,DRU:PRINT" ":LOCATEZUT,DR
U+1:PRINT" ":LOCATEZUT,DRU+2:PRINT" ":
LOCATEZUT,DRU+3:PRINT" "
460 ZUT=ZUT-1:IFZUT<0THENZUT=0
470 LOCATEZUT,DRU:COLOR1:PRINT6R$(12)6R$(
13):LOCATEZUT,DRU+1:COLOR5:PRINT6R$(14)
6R$(15):LOCATEZUT,DRU+2:COLOR1:PRINT6R$(
BRAS(0))6R$(BRAS(1))
480 LOCATEZUT,DRU+3:COLOR4:PRINT6R$(JAMB
(0))6R$(JAMB(1))
490 IFBRAS(0)=16THENBRAS(0)=22:BRAS(1)=2
3ELSEIFBRAS(0)=22THENBRAS(0)=16:BRAS(1)=
17
500 IFJAMB(0)=18THENJAMB(0)=20:JAMB(1)=2
1ELSEIFJAMB(0)=20THENJAMB(0)=18:JAMB(1)=
19
510 LOCATE19,0:COLOR0,1:TEM=TEM-1:PRINTT
EM:IFTEM<0THEN2740ELSESC=SC+0.5:LOCATE3
4,0:PRINTUSING"#####";SC:COLOR,0:RETURN
520 LOCATEZUT,DRU:PRINT" ":LOCATEZUT,DR
U+1:PRINT" ":LOCATEZUT,DRU+2:PRINT" ":
LOCATEZUT,DRU+3:PRINT" "
530 ZUT=ZUT+1:IFZUT>38THENZUT=38
540 LOCATEZUT,DRU:COLOR1:PRINT6R$(0)6R$(
1):LOCATEZUT,DRU+1:COLOR5:PRINT6R$(2)6R$(
3):LOCATEZUT,DRU+2:COLOR1:PRINT6R$(BRAS
(2))6R$(BRAS(3))
550 LOCATEZUT,DRU+3:COLOR4:PRINT6R$(JAMB
(2))6R$(JAMB(3))
560 IFBRAS(2)=4THENBRAS(2)=8:BRAS(3)=9EL
SEIFBRAS(2)=8THENBRAS(2)=4:BRAS(3)=5
570 IFJAMB(2)=6THENJAMB(2)=10:JAMB(3)=11
ELSEIFJAMB(2)=10THENJAMB(2)=6:JAMB(3)=7
580 LOCATE19,0:COLOR0,1:TEM=TEM-1:PRINTT
EM:IFTEM<0THENGOT02740ELSESC=SC+.5:LOCA
TE34,0:PRINTUSING"#####";SC:COLOR,0:RETU
RN
590 '## JEU 1 ER TABLEAU ##
600 GOSUB 410:SECON=SECON+1
605 IF ETAG=1THEN740
610 IFSECON=24THENGOT0670ELSE600
615 GOT0 600
620 IF ZUT=37ANDZUT+1=38ANDDRU=3 THEN630
ELSE660
630 IFDIREC=-1THEN640ELSEIFDIREC=1THEN65
0
640 FORI=3TO15:LOCATE37,I:PRINTMANG$:LOC
ATE37,I+4:COLOR5:PRINTPLATEF$:LOCATE37,I
-1:PRINT" ":PLAY"LSA004SILASOFAMIREDD":
NEXTI:DRU=15:ETAG=1:DIREC=-1:GOT0600
650 FORI=3TO15:LOCATE37,I:PRINTMAND$:LOC
ATE37,I+4:COLOR5:PRINTPLATEF$:LOCATE37,I
-1:PRINT" ":PLAY"LSA004SILASOFAMIREDD":
NEXTI:DRU=15:ETAG=1:DIREC=-1
660 GOT0600
670 FORI=0TO50
680 ETO=INT(RND*26):IFETO<8THEN680
690 LOCATEETO,8:COLOR3:PRINT6R$(27):PLAY
"03L5T5D0#TIL1D0":LOCATEETO,8:PRINT" ":N

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EXTI
700 FORI=7TO9:LINE(8,I)-(26,I)6R$(24),7:
PLAY"T6L605SILA#LASO#SOFAMIFAMI#MI":LINE(
8,I)-(26,I)" "
710 NEXTI
720 IFZUT+1>7ANDZUT<27THENPLAYMUSICMOR$:
GOT0950
730 GOT0360
740 '## LAZER ##
760 IFTIR=3THEN820ELSEIIR=TIR+1
770 SEL=INT(RND*2):IFSEL=0THEN800
780 LAZER=LAZER+1:IFLAZER>34THENLAZER=34
790 COLOR6:LOCATELAZER-1,13:PRINT" ":LOC
ATELAZER,13:PRINT6R$(33) :GOT0860
800 LAZER=LAZER-1:IFLAZER<1THENLAZER=1
810 COLOR6:LOCATELAZER+1,13:PRINT" ":LOC
ATELAZER,13:PRINT6R$(33) :GOT0860
820 TIR=0:LINE(LAZER*8,112)-(LAZER*8,136
),1:LINE(LAZER*8+7,112)-(LAZER*8+7,136),
1
830 IFLAZER=ZUT OR LAZER=(ZUT+1) THEN PL
AYMUSICMOR$:GOT0950
835 LINE(LAZER*8,112)-(LAZER*8,136),-1:L
INE(LAZER*8+7,112)-(LAZER*8+7,136),-1
840 LAZER$="T1L4A404D0D0#RERE#MIFAF#SO
SO#LALA#SIO5D0D0#RERE#MIFAF#SOSO#LALA#S
IPP":PLAYLAZER$
860 IF ZUT=1 THEN TABLEU=TABLEAU+1:GOT0
880
870 GOT0600
880 CLS:TAB$=" TABLEAU SUIVANT "
890 LOCATE4,11,0:FORI=1TO18:ATTRB1,1:COL
ORO,INT(RND*7)+1:PRINTMID$(TAB$,I,1);NE
XTI:PLAY"T4A0"+MUSIC6AGN$
895 SC=SC+BONUS:ATTRBO,0:FORI=1TO10:LOCA
TE26,0:COLOR0,2:PRINT" Score : ":LOCATE3
4,0:PRINTUSING"#####";SC:PLAYEMMER$:LOCA
TE26,0:COLOR0,1:PRINT" Score : ":LOCATE3
4,0:PRINTUSING"#####";SC:PLAYEMMER$:NEXT
I
900 ATTRBO,0:COLOR,0:ON TABLEAU GOT010,1
070,1330,1730,2090,2430
910 '## SUR PLACE ##
920 COLOR0,1:TEM=TEM-1:LOCATE19,0:PRINTT
EM:COLOR,0
925 IFDIREC=-1THEN930ELSEIFDIREC=1THEN94
0
930 LOCATEZUT,DRU:PRINTMANG$:RETURN
940 LOCATEZUT,DRU:PRINTMAND$:RETURN
950 '## MORT ##
960 IFDIREC=1THEN970ELSEIFDIREC=-1THEN10
20
970 LOCATEZUT,DRU+1:PRINT" ":LOCATEZUT,
DRU+1:COLOR5:PRINT6R$(2)6R$(3):LOCATEZUT
,DRU+2:COLOR1:PRINT6R$(4)6R$(5):LOCATEZU
T,DRU+3:PRINT" ":PLAYEMMER$
980 LOCATEZUT,DRU+1:PRINT" ":LOCATEZUT,
DRU+2:COLOR5:PRINT6R$(2)6R$(3):LOCATEZUT
,DRU+3:COLOR1:PRINT6R$(4)6R$(5):PLAY"LSA
005SILASOFAMIREDD":LOCATEZUT,DRU+2:PRINT
" ":LOCATEZUT,DRU+3:COLOR5:PRINT6R$(2)6
R$(3):PLAYEMMER$
990 LOCATEZUT,DRU:PRINT" ":LOCATEZUT,DR

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U+1:COLOR1:PRINTGR$(0)GR$(1)
1000 LOCATEZUT,DRU+1:PRINT" ":LOCATEZUT
,DRU+2:PRINTGR$(0)GR$(1):PLAYEMMER$:GOTO
1050
1010 END'*****
1020 EMMER$="LSA00SSILASOFAMIREDO":LOCAT
EZUT,DRU+1:PRINT" ":LOCATEZUT,DRU+2:COL
OR5:PRINTGR$(14)GR$(15):LOCATEZUT,DRU+3:
COLOR1:PRINTGR$(16)GR$(17):PLAYEMMER$
1030 LOCATEZUT,DRU+2:PRINT" ":LOCATEZUT
,DRU+3:COLOR5:PRINTGR$(14)GR$(15):PLAYE
MMER$
1040 LOCATEZUT,DRU:PRINT" ":LOCATEZUT,D
RU+1:COLOR1:PRINTGR$(12)GR$(13):PLAYEMME
R$:LOCATEZUT,DRU+1:PRINT" ":LOCATEZUT,D
RU+2:COLOR1:PRINTGR$(12)GR$(13):PLAYEMME
R$
1050 VIE=VIE-1:COLOR0,1:LOCATE6,0:PRINTV
IE:COLOR,0:IFVIE<=0 THEN 3380
1060 ON TABLEAU GOTO330,1080,1330,1730,2
090,2440
1070 '** 2 EM TABLEAU **
1080 CLS:TABLEAU=2:LINE(0,24)-(39,24)GR$
(25),7:LINE(0,19)-(0,21)GR$(25),7:LINE(1
,21)-(39,21)GR$(25),7:BOXF(3,19)-(39,20)
GR$(25),7:LINE(0,23)-(39,23)GR$(26),1
1090 LOCATE1,19:COLOR3:PRINTPLATEF$:LINE
(0,11)-(0,12)GR$(25),7:BOXF(3,11)-(39,12)
GR$(25),7:DEJA=0
1100 DOUCHE$=GR$(34)+GR$(35):BOXF(0,1)-(
39,4)GR$(25),7:PLA(0)=96:PLA(1)=152:PLA(
2)=208:PLA(3)=96:LOCATE19,5:COLOR4:PRINT
DOUCHE$:LOCATE12,5:PRINTDOUCHE$:LOCATE26
,5:PRINTDOUCHE$
1110 ZUT=38:DRU=15:DIREC=-1:JA=0:TROU=IN
T(RND*30)+6
1130 GOSUB410:GOSUB1180
1150 IFJA=2THENLOCATETROU,19:COLOR7:PRIN
TGR$(25)GR$(25):JA=0:TROU=INT(RND*30+6):
PLAY"04T3L3A1SILARE" ELSE1160
1160 JA=JA+1:LOCATETROU,19:COLOR0:PRINTG
R$(32)GR$(32)
1170 GOTO1130
1180 IF TROU=ZUT OR TROU=(ZUT+1) OR TROU
+1=ZUT OR TROU+1=ZUT+1 THEN PLAY MUSICMO
R2$:GOTO950
1190 GOSUB 410
1200 IFDEJA=1THEN1260
1205 IF ZUT=1 THEN1210 ELSE410
1210 DEJA=1:IFDIREC=-1THEN1220ELSEIFDIRE
C=1THEN1230
1220 FORI=15TO7STEP-1:LOCATE1,1:PRINTMAN
G$:LOCATE1,1+4:COLOR3:PRINTPLATEF$:PLAYE
MMER$:NEXT1:GOTO1250
1230 FORI=15TO7STEP-1:LOCATE1,1:PRINTMAN
D$:LOCATE1,1+4:COLOR3:PRINTPLATEF$:PLAYE
MMER$:NEXT1:GOTO1250
1250 DRU=7:DIREC=1
1260 GOSUB410:C=INT(RND*6)+1
1270 IF C<=2 THEN PLA(0)=PLA(1) ELSE IF
C=3 OR C=4 THEN PLA(0)=PLA(2) ELSE IF
C=5 OR C=6 THEN PLA(0)=PLA(3)
1280 FOR I=PLA(0) TO PLA(0)+16 STEP 3:LI

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NE(I,48)-(I,87),3:NEXT I
1290 IF POINT(ZUT*8,DRU*8)=3 OR POINT((Z
UT+1)*8,DRU)=3 THEN PLAYMUSICMOR2$:GOTO9
50
1300 FORJ=PLA(0) TO PLA(0)+16 STEP3:LINE
(J,48)-(J,87),-1:NEXTJ
1310 IFTABLEAU=2THENIFZUT=38THENTABLEAU=
TABLEAU+1:GOTO880
1320 GOTO1260
1330 '** 3 EM TABLEAU **
1340 CLS:TABLEAU=3:BOXF(0,1)-(39,4)GR$(2
5),6:BOXF(0,11)-(36,14)GR$(25),6:LINE(39
,11)-(39,14)GR$(25),6:LOCATE37,11:COLOR4
:PRINTPLATEF$:LINE(37,13)-(37,22)GR$(30)
,4:LINE(38,13)-(38,22)GR$(31),4:FANT$=GR
$(55)+GR$(56)+CHR$(8)+CHR$(8)+CHR$(10)+G
R$(57)+GR$(58)
1350 LEZAR$=GR$(36)+GR$(38)+GR$(40)+GR$(
42)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$
(10)+GR$(37)+GR$(39)+GR$(41)+GR$(43):FLA
M$=GR$(46)+GR$(44)+CHR$(8)+CHR$(8)+CHR$
(10)+GR$(47)+GR$(45)+CHR$(8)+CHR$(8)
1360 BOXF(0,21)-(36,24)GR$(25),6:BOXF(36
,23)-(39,24)GR$(25),6:LINE(39,21)-(39,24)
GR$(25),6
1370 ZUT=1:DRU=7:DIREC=1:ARR=0:TA=0:DRA=
20:SABLIER=0:RENCON=0:POTION=0:RENCON2=0
:G1G1=0:SACE=0:FAN=INT(RND*36)+1:FIND=0
:PROUT=0
1380 '** JEU 3 EM TABLEAU **
1390 GOSUB410:IFSACE=1THEN1390
1395 GOSUB1530
1400 IF TA=2 THEN1530 ELSE TA=TA+1
1410 C=INT(RND*2):IFC=0THEN1450
1420 DRA=DRA+1:IFDRA<32THENDRA=32
1430 LOCATEDRA-1,9:PRINT" ":LOCATEDRA-1,
10:PRINT" ":LOCATEDRA,9:COLOR2:PRINTLEZA
R$
1440 GOTO1390
1450 DRA=DRA-1:IFDRA<3THENDRA=3
1460 LOCATEDRA+4,9:PRINT" ":LOCATEDRA+4,
10:PRINT" ":LOCATEDRA,9:COLOR2:PRINTLEZA
R$
1470 GOTO1390
1480 TA=0:LOCATEDRA-2,9:COLOR3:PRINTFLAM
$:PLAY"ASO2T4L3MIMIMIMIMIMIMIMIFAFAF
AFAFAD3SDSOSDLALASISISISISISISIRERERED
2DODODODOD"
1500 IF ZUT=DRA-2 OR ZUT=DRA-1 OR ZUT+1=
DRA-2 OR ZUT+1=DRA-1 THEN PLAYMUSICMOR3$
:GOTO950
1505 LOCATEDRA-2,9:COLOR1:PRINTFLAM$
1510 LOCATEDRA-2,9:PRINT" ":LOCATEDRA-2
,10:PRINT" ":IF FIND=1 THEN PROUT=1:DIR
EC=1:ZIREC=0:PLAYMUSICGAGN$:FIND=0:GOTO
1570
1520 GOTO1395
1530 IF POTION=1 THEN IF ZUT=(DRA-2) THE
NPLAYMUSICGAGN$:SACE=1:LOCATEDRA,9:COLOR
1:PRINTLEZAR$:PLAY"5L12PP":FOR I=72 TO
88:LINE(DRA*8,I)-((DRA+4)*8,I),-1:PLAY"TL
1L101DODD*#RERET5L12":NEXTI:LOCATEDRA,9:P
RINT" ":LOCATEDRA,10:PRINT" ":GOTO

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1390
1531 IF POTION=0 THEN IF ZUT=(DRA-2) THE
N PLAY MUSICMOR3$:GOTO950
1532 IF TA=2 THEN 1480
1533 IF RENCON=1 THEN 1570
1535 SABLIER=SABLIER+1:IFSABLIER>20THEN1
540ELSE1560
1540 IFZUT>1THEN1550ELSE1560
1550 RENCON=1:FORI=1TO15:LOCATE0,9:COLOR
I:PRINTGR$(48):LOCATE0,10:PRINTGR$(49):P
LAY"AOL3T3LSFAMISORELADDSI":NEXTI
1560 RETURN
1570 IFRENCON2=1THEN1560
1580 IF ZUT=0 THEN ZIREC=1:RENCON2=1:POT
ION=1:FIND=1
1590 GOTO1560
1600 IF ZUT<>37 THEN410
1605 IFARR=1THEN410
1610 ARR=1:IFDIREC=-1THEN1620ELSEIFDIREC
=1THEN1640
1620 FORI=7TO17:LOCATE37,1:PRINTMANG$:LO
CATE37,1+4:COLOR4:PRINTPLATEF$:PLAYEMMER
$:LOCATE37,1:PRINT" ":NEXTI
1630 DRU=17:GOTO1660
1640 FORI=7TO17:LOCATE37,1:PRINTMAND$:LO
CATE37,1+4:COLOR4:PRINTPLATEF$:PLAYEMMER
$:LOCATE37,1:PRINT" ":NEXTI
1650 DRU=17:DIREC=-1:GOTO1660
1660 GOSUB410:GOSUB1710
1670 IF G1G1=4 THEN 1700 ELSE 1673
1673 C=INT(RND*2):G1G1=G1G1+1:IF C=0 THE
N1690
1675 FAN=FAN+1:IF FAN>36 THEN FAN=36
1680 LOCATE FAN-1,15:COLOR7:PRINT" ":LOC
ATEFAN-1,16:PRINT" ":LOCATEFAN,15:PRINTF
ANT$:GOTO1660
1690 FAN=FAN-1:IF FAN<2 THEN FAN=2
1691 LOCATEFAN+2,15:COLOR7:PRINT" ":LOCA
TEFAN+2,16:PRINT" ":LOCATEFAN,15:PRINTFA
NT$:GOTO 1660
1700 LOCATEFAN,15:COLOR1:PRINTFANT$:PLAY
"03T5LSFADDSIRE":LOCATEFAN,15:COLOR2:PRI
NTFANT$:PLAY"03T5LSFADDSORE":IF ZUT=FAN
OR ZUT=FAN+1 OR ZUT+1=FAN OR ZUT+1=FAN+1
THEN 950 ELSE G1G1=0:GOTO 1705
1705 LOCATEFAN,15:PRINT" ":LOCATEFAN,16
:PRINT" ":FAN=INT(RND*36)+1:GOTO 1660
1710 IFZUT=0THENTABLEAU=TABLEAU+1:GOTO88
0 ELSE RETURN
1720 GOTO1660
1730 '** 4 EM TABLEAU **
1740 CLS:TABLEAU=4:BOXF(0,1)-(39,4)GR$(2
5),9:BOXF(0,10)-(35,13)GR$(25),9:BOXF(38
,10)-(39,13)GR$(25),9:LINE(39,14)-(39,17)
GR$(25),9
1750 BOXF(0,22)-(35,24)GR$(25),9:LINE(36
,24)-(39,24)GR$(25),9:BOXF(38,22)-(39,23)
GR$(25),9
1760 BOX(14,14)-(19,16)GR$(54),9:LINE(38
,14)-(38,17)GR$(25),9
1770 TEMIN=60:LOCATE36,10:COLOR10:PRINTP
LATEF$:LINE(36,12)-(36,23)GR$(30),10:LIN
E(37,12)-(37,23)GR$(31),10

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1780 LOCATE15,15:COLOR0,3:PRINTTEMIN
1790 ZUT=0:DRU=6:DIREC=1:AGAIN=0:FLECHE$
=6R$(51)+6R$(52):BOU=15:BOU1=5:PBOU=1:PB
OU1=1:COMM=0:ETOIL=0:ETOILE=INT(RND*26)+
5
1800 COLOR1,0:LOCATE38,17:PRINTFLECHE$
1810 '** JEU 4 EM TABLEAU **
1820 GOSUB 410
1830 LOCATEBOU,BOU1:PRINT" ":BOU1=BOU1+P
BOU1:BOU=BOU+PBOU:AGAIN=AGAIN+1
1840 COLOR5:LOCATEBOU,BOU1:PRINTGR$(53)
1850 IF BOU=ZUT OR BOU=(ZUT+1) AND (BOU1
>DRU AND BOU1<DRU+3) THEN PLAY MUSICMO
R$:GOTO950
1870 IF BOU<1 OR BOU>38 THEN PBOU=-PBOU:
PLAY"TL10D0D0T5"
1880 IF BOU<6 OR BOU>8 THEN PBOU1=-PBO
U1:PLAY"TL10SSISIT5"
1890 IF AGAIN=2 THEN AGAIN=0:GOTO 1820 E
LSE 1830
1900 IF COMM=1 THEN 410 ELSE 1910
1910 IF ZUT=36 THEN 1920 ELSE 410
1920 COMM=1:IF DIREC=-1 THEN 1930 ELSE19
50
1930 FORI=6 TO 18:LOCATE36,I:PRINTMANG$:
LOCATE36,I+4:COLOR10:PRINTPLATEF$:PLAYEM
MER$:LOCATE36,I:PRINT" ":NEXTI
1940 GOTO1960
1950 FORI=6 TO 18:LOCATE36,I:PRINTMAND$:
LOCATE36,I+4:COLOR10:PRINTPLATEF$:PLAYEM
MER$:LOCATE36,I:PRINT" ":NEXTI
1960 DRU=18:DIREC=-1
1970 GOSUB 410:GOSUB2020
1980 IF ETOIL=3 THEN 1990 ELSE 2000
1990 PLAY"AOT3L3FADOSORELAMISI":LOCATEET
DILE,19:PRINT" ":ETOILE=INT(RND*32)+1:ET
OIL=0:IF POINT(ETOILE*8+5,156)=5 OR POIN
T(ETOILE*8+1,156)=5 THEN ETOILE=ETOILE-4
2000 LOCATE ETOILE,19:COLOR3:PRINTGR$(27
):ETOIL=ETOIL+1:IF ETOILE=ZUT OR ETOILE=
ZUT+1 THEN PLAYMUSICMOR$:GOTO950
2010 GOTO1970
2020 IF ZUT=2 THEN 2080
2030 TEMIN=TEMIN-1:LOCATE15,15:COLOR0,3:
PRINTTEMIN:COLOR,0
2040 IF TEMIN<1 THEN 2050 ELSE RETURN
2050 LOCATE38,17:PRINT" ":PLAYEMMER$:LO
CATE38,18:COLOR1:PRINTFLECHE$:PLAYEMMER$
:LOCATE38,18:PRINT" ":PLAYEMMER$:LOCATE
38,19:PRINTFLECHE$:PLAYEMMER$
2060 FOR I=38 TO ZUT STEP-1:LOCATEI,19:C
OLOR1:PRINTFLECHE$ " ":PLAYEMMER$:NEXTI
2070 GOTO 950
2080 TABLEAU=TABLEAU+1:GOTO 880
2090 '** 5 EM TABLEAU **
2100 CLS:TABLEAU=5:BOXF(0,1)-(39,2)GR$(2
5),10:BOXF(0,12)-(1,15)GR$(25),10:BOXF(4
,12)-(39,15)GR$(25),10:BOXF(0,22)-(1,24)
GR$(25),10:BOXF(4,22)-(39,24)GR$(25),10
2110 COLOR9:LOCATE2,22:PRINTPLATEF$:LINE
(2,24)-(5,24)GR$(25),10
2120 ZUT=33:DIREC=-1:DRU=18:KL=0:LK=INT(
RND*23)+1

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2130 LOCATE27,11:COLOR7:PRINTGR$(59) " *
GR$(60):BOX(225,49)-(238,94),7:BOXF(227,
51)-(236,92),7:LOCATE28,5:PRINTGR$(61):F
ORI=232T0320STEP2:LINE(I,40)-(I,46),7:NE
XTI:LINE(232,39)-(272,32),7:LINE-(320,39
),7
2140 LINE(232,39)-(320,39),7:LINE(240,48
)-(320,48),7:LINE(240,64)-(256,48),7:BOX
(297,49)-(311,95),7:BOXF(299,51)-(309,93
),7:LOCATE36,11:PRINTGR$(59):LOCATE39,11
:PRINTGR$(60):LINE(280,48)-(296,64),7:LI
NE(312,64)-(320,56),7
2150 MASS=6R$(34)+6R$(35):MASS=38:TROU(
1)=INT(RND*34)+4:NI=0:TEMOIN=0:RADY=0:PR
EM=0
2160 '** JEU 5 EM TABLEAU **
2170 GOSUB 410:GOSUB 2320:IF RADY=1 THEN
2180 ELSETEMOIN=TEMOIN+1
2180 IF NI=3 THEN 2190
2185 IF TEMOIN<3 THEN 2205 ELSE RADY=1
2190 LOCATEMASS+1,16:PRINT" ":MASS=MASS-
1
2200 LOCATEMASS,16:COLOR5:PRINTMASS$
2203 IF MASS=0 THEN LOCATEMASS,16:PRINT"
":MASS=38
2205 IF NI=3 THEN 2230 ELSE NI=NI+1:GOTO
2210
2210 LOCATETROU(1),22:COLOR0:PRINTGR$(32
)GR$(32):IF TROU(1)=ZUT OR TROU(1)+1=ZUT
OR TROU(1)=ZUT+1 OR TROU(1)+1=ZUT+1 THE
N PLAYMUSICMOR2$:GOTO 950
2220 GOTO 2170
2230 LOCATETROU(1),22:COLOR10:PRINTGR$(2
5)GR$(25):TROU(1)=INT(RND*32)+4
2240 NI=0:PLAY"T2"+EMMER$:GOTO 2170
2250 IF PREM=1 THEN 410 ELSE 2260
2260 IF ZUT<>2 THEN 410 ELSE LOCATEMASS,
16:PRINT" "
2270 PREM=1:IF DIREC=1 THEN 2280 ELSE230
0
2280 FOR I=18 TO 8STEP-1:LOCATE2,I:PRINT
MAND$:LOCATE2,I+4:COLOR9:PRINTPLATEF$:PL
AYEMMER$:NEXTI
2290 GOTO 2310
2300 FORI=18 TO8STEP-1:LOCATE2,I:PRINTMA
N6$:LOCATE2,I+4:COLOR9:PRINTPLATEF$:PLAY
EMMER$:NEXTI
2310 DRU=8:DIREC=1:GOTO 2350
2320 IF ZUT=MASS OR (ZUT+1)=MASS OR ZUT=
(MASS+1) OR (ZUT+1)=(MASS+1) THEN 2330 E
LSERETURN
2330 FORI=(MASS*8) TO (MASS+2)*8-1STEP2:
LINE(I,135)-(I,175),2:PLAY"75L5D0FASI":N
EXTI:PLAYMUSICMOR2$:GOTO 950
2350 GOSUB 410:GOTO2400
2360 IF KL=2 THEN 2370 ELSE KL=KL+1:LOCA
TELK,2,0:COLOR0:PRINTGR$(32):GOTO 2350
2370 FORI=3T010:COLOR5:LOCATELK,I:PRINTG
R$(76):PLAY"73L303SILA#LASO#SOFA#FAMI#MI
":LOCATELK,I:PRINT" ":NEXTI:KL=0:LOCATEL
K,2:COLOR10:PRINTGR$(25):PLAY"73L303"+EM
MER$
2390 IF ZUT=LK OR ZUT+1=LK THEN PLAYMUSI

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CMOR3$:GOTO 950ELSELK=INT(RND*20)+5
2400 IF ZUT=25 THEN TABLEAU=TABLEAU+1:G0
TO 880ELSE2360
2410 GOTO 2350
2420 REM**/**/**/**/**/**/**/**/**/**
2430 '** 6 EM TABLEAU **
2440 CLS:TABLEAU=6:BOXF(0,1)-(32,2)GR$(2
5),1:BOXF(0,7)-(1,8)GR$(25),1:BOXF(4,7)-
(32,8)GR$(25),1:BOXF(0,14)-(5,15)GR$(25)
,1:BOXF(8,14)-(32,15)GR$(25),1
2450 BOXF(0,22)-(5,24)GR$(25),1:BOXF(8,2
2)-(39,24)GR$(25),1:LINE(2,24)-(3,24)GR$
(25),1:LOCATE2,7:COLOR5:PRINTPLATEF$:LOC
ATE6,14:PRINTPLATEF$
2460 LINE(2,9)-(2,15)GR$(30):LINE(6,24)-
(7,24)GR$(25),1:LINE(3,9)-(3,15)GR$(31),
5:LINE(6,16)-(6,23)GR$(30),5:LINE(7,16)-
(7,23)GR$(31),5
2470 BOXF(35,14)-(39,15)GR$(25),1:COLOR6
:LOCATE36,10:PRINTGR$(66)GR$(67):LOCATE3
6,11:PRINTGR$(68)GR$(69):LOCATE36,12:PRI
NTGR$(70)GR$(71):LOCATE36,13:PRINTGR$(72
)GR$(73)
2480 LOCATE29,5:COLOR3:PRINTGR$(48):LOCA
TE29,6:PRINTGR$(49):LOCATE31,12:COLOR4:P
RINTGR$(77)GR$(78):LOCATE31,13:PRINTGR$(
79)GR$(80):LOCATE31,20:COLOR2:PRINTGR$(7
7)GR$(78):LOCATE31,21:COLOR2:PRINTGR$(79
)GR$(80)
2490 LINE(33,21)-(39,21)GR$(24),2:LINE(3
3,13)-(35,13)GR$(24),4
2500 ZUT=1:DRU=3:DIREC=1:POT=0:FOI=0
2510 '** JEU DERNIER TABLEAU (6 EM) **
2520 GOSUB 410
2530 IF FOI=1 THEN 2540 ELSE IF ZUT=28 T
HEN POT=1:FOI=1:PLAY"T4"+ MUSICGAGN$
2540 IF ZUT>=32 THEN PLAYMUSICMOR3$:GOTO
950
2550 GOTO 2520
2560 IF POT=0 THEN 2520
2570 IF ZUT=2 AND DRU=3 THEN 2580 ELSE I
F ZUT=6 AND DRU=10 THEN 2620ELSE 2520
2580 IFDIREC=1 THEN 2590 ELSE 2600
2590 FOR I=3 TO 10:LOCATE2,I:PRINTMAND$:
LOCATE2,I+4:COLOR5:PRINTPLATEF$:PLAYEMME
R$:LOCATE2,I:PRINT" ":NEXTI:GOTO 2610
2600 FORI=3 TO 10:LOCATE2,I:PRINTMANG$:L
OCATE2,I+4:COLOR5:PRINTPLATEF$:PLAYEMMER
$:LOCATE2,I:PRINT" ":NEXTI
2610 DRU=10:DIREC=1:GOTO2670
2620 IF DIREC=1 THEN 2630 ELSE 2650
2630 FORI=10 TO 18:LOCATE6,I:PRINTMAND$:
LOCATE6,I+4:COLOR5:PRINTPLATEF$:PLAYEMME
R$:LOCATE6,I:PRINT" ":NEXTI:
2640 GOTO2660
2650 FORI=10T018:LOCATE6,I:PRINTMANG$:LO
CATE6,I+4:COLOR5:PRINTPLATEF$:PLAYEMMER$
:LOCATE6,I:PRINT" ":NEXTI
2660 DRU=18:DIREC=1
2670 GOSUB 410
2680 IF ZUT=28 THEN 2690 ELSE 2670
2690 IF DRU=10 THEN 2700 ELSE 2720
2700 IF BLEU=1 THEN PLAY MUSICMOR3$:GOTO

```

```

950 ELSE PLAYMUSICGAGN$:GOTO3440
2720 IF BLEU=1 THEN PLAY MUSICGAGN$:GOTO
3440 ELSE PLAYMUSICMOR$:GOTO950
2730 '## LA LUNE A SAUTE !!! ##
2740 CONSOLE0,24:CLS:SCREEN,0,0:LOCATE0,
0,0
2750 FORI=0T0100:PSET(INT(RND*320),INT(R
ND*200)),7:NEXTI:COLOR3:LOCATE17,10:PRIN
TBOULE$
2755 FORI=200T096STEP-1:PSET(144,I),2:PL
AY"T5L2D0":PSET(144,I),-1:NEXTI:LOCATE17
,10:COLOR3:PRINTBOULE$
2760 L=2:FORI=1T02:COLORL:LINE(128,64)-(
136,72):PLAY"T3L3D0":LINE(136,64)-(140,7
2):LINE(144,64)-(144,72):PLAY"FA":LINE(1
52,64)-(148,72):PLAY"MI":LINE(160,64)-(1
52,72):PLAY"SI":LINE(128,112)-(136,104):
LINE(136,112)-(140,104):LINE(144,112)-(1
44,104)
2765 PLAY"SIRE"
2770 LINE(152,112)-(148,104):PLAY"MISD":
LINE(160,112)-(152,104):PLAY"MLA":PLAY"
PPPPP":L=0:NEXTI
2780 LINE(104,88)-(192,88),1:PLAY"T5L5D0
":LINE(120,87)-(168,87),3:LINE(120,89)-(
168,89),3:PLAY"T4L3D0REFASILA"
2790 FORI=1T016:LINE(96,88+I)-(200,88+I)
,-1:LINE(96,88-I)-(200,88-I),-1:NEXTI
2795 FORI=0T044:PSET(104+I,88),-1:PSET(1
92-I,88),-1:NEXTI
2800 ATTRB0,1:COLOR6:LOCATE1,2:PRINT"La
lune vient d' etre detruite..."
2810 ATTRB0,0:PLAY"T10L20PP":PLAYMUSICMO
R3$:GOTO3390
2820 '## REGLES DU JEU "MAXORMAD" ##
2830 CONSOLE0,24,0,0:CLS:SCREEN,0,0
2840 ATTRB1,1:LOCATE13,2:COLOR6:PRINT"MA
XORMAD":LINE(0,35)-(320,35),1:CONSOLES,2
4:ATTRB0,0
2850 LOCATE0,5,0:PRINT:PRINT:PRINT" Vous
etes MAX l'explorateur bien connu.":PRI
NT:PRINT" Votre but est de deconnecter l
e mecanisme d'un missile qui det
uirait notre LUNE."
2860 PRINT:PRINT" Mais ATTENTION car vot
re trajet sera long et dangereux et p
renez garde a ne pas depasser le temps
prevu..."
2865 PRINT:PRINT"Le docteur MAD a prevu
de tres multiplespieges pour realiser so
n abominable reve.."
2870 PRINT:PRINT:PRINT"-> ENTREE"
2880 D$=INKEY$:IFD$<>CHR$(13)THEN2880
2890 CLS:PRINT"Vous vous dirigerez grace
aux touches : "
2900 PRINT:PRINT"<- gauche"
2910 PRINT"-> droite"
2920 PRINT"espace' stop"
2930 PRINT"et pour DESENDRE OU pour MONT
ER dans un ascenseur, pressez la touche
du curseur pointee vers le BAS"
2940 PRINT:PRINT"1 er TABLEAU":PRINT
2950 PRINT"Il vous faudra eviter un vieu

```

```

x pont qui s'ecroule sous vos pieds puis
un laser."
2955 PRINT:PRINT"-> ENTREE"
2956 D$=INKEY$:IFD$<>CHR$(13)THEN2956
2958 CLS
2960 PRINT:PRINT"2 em TABLEAU":PRINT
2970 PRINT"Vous devrez eviter des trous
et des douches aux rayons contamines
."
2980 PRINT"Pour l'etre vraiment tous le
corps doit recevoir des rayons."
2990 PRINT:PRINT"-> ENTREE"
3000 D$=INKEY$:IFD$<>CHR$(13)THEN3000
3010 CLS:PRINT:PRINT"3 em TABLEAU":PRINT
3020 PRINT"Il vous faudra attendre qu'un
e potion magique apparaisse sur l'ecra
n pour ensuite pouvoir tuer le lezar
d geant."
3030 PRINT"Une petite musique vous indi
uera qu'il fait effet apres que vous l'a
yez prise."
3040 PRINT:PRINT"-> ENTREE"
3050 D$=INKEY$:IFD$<>CHR$(13)THEN3050
3060 CLS:PRINT:PRINT"4 em TABLEAU":PRINT
3070 PRINT"Vous devrez eviter une boule
geante puisles etoiles de feu tout en r
gardant le temps."
3080 PRINT:PRINT"-> ENTREE"
3090 D$=INKEY$:IFD$<>CHR$(13)THEN3090
3100 CLS:PRINT:PRINT"5 em TABLEAU":PRINT
3110 PRINT"Il vous faudra eviter des tra
ppes en regardant la douche a rayo
ns contaminants qui vous suit."
3120 PRINT:PRINT"Vous vous retrouverez a
l'entree de la base si vous reussissez
a feinter les fleches meurtrieres qui
toibent du plafond..."
3130 PRINT:PRINT"-> ENTREE"
3133 D$=INKEY$:IFD$<>CHR$(13)THEN3133
3135 CLS:PRINT:PRINT"6 em TABLEAU":PRINT
3140 PRINT"Apres avoir ete cherche la po
tion vous devrez debranche le bon fil a
vos risques et perils."
3150 PRINT"Il se peut que vous activiez
le mecanisme ou que vous l'arret
iez!.."
3155 PRINT:PRINT"-> ENTREE"
3160 D$=INKEY$:IFD$<>CHR$(13)THEN3160ELS
ERETURN
3170 '## PRESENTATION ##
3180 CONSOLE0,24:CLS:SCREEN,0,0:LOCATE0,
0,0:FORI=0T0100:PSET(INT(RND*320),INT(RN
D*36)),7:NEXTI
3190 FORP=0T03.14159/25STEP.03:X1=20*COS(
P):Y1=20*SIN(P):LINE(224-X1,39-Y1)-(224+
X1,39-Y1),1:NEXT
3210 COLOR3:LOCATES,2:PRINT6$(53):LINE(
0,40)-(312,40),1:SI6$="MAXORMAD":LOCATE7
,7:ATTRB1,1:FORI=1T08:COLOR0,1:PRINTMID$(
SI6$,I,1);NEXTI:COLOR,0
3220 COLOR6:LINE(72,136)-(72,120):LINE-(
80,112):LINE-(104,112):LINE-(120,96):LIN
E-(120,88):LINE-(128,80):LINE-(136,80):L

```

```

INE-(152,72):LINE-(144,88):LINE-(144,96)
:LINE-(136,104):LINE-(128,104)
3230 LINE-(112,120):LINE-(112,144):LINE-
(104,152):LINE-(88,152):LINE-(88,144):LI
NE-(80,136):LINE-(72,136)
3240 LINE(160,64)-(152,72):LINE(140,84)-
(124,100):LINE(76,124)-(80,128):LINE-(88
,120):LINE-(92,124):LINE(84,116)-(80,120
):LINE-(88,128):LINE-(84,132)
3250 FORI=1T08:LINE(72+I,144+I)-(16+I,20
0+I),3:NEXTI
3260 ATTRB1,0:LOCATE26,8:COLOR1:PRINT"MA
X":ATTRB0,0:COLOR7:LOCATE19,11:PRINT"sau
vera t-il la LUNE":LOCATE17,13:PRINT"de
l'effroyable missile":LOCATE18,15:PRINT"
du docteur MAD ?"
3270 PLAY"04L24T5L4L48SIL24SIFAFAL36FAL1
6MIL48MIMIL24S105DOL16DODOL48REL2404FAL4
8MIREL24RELAFAL36MIL16REL48MIL24MIMIFA
L48S05OL16MIMIMIL36LAL16SOL24LALAL16MIMI
MIL36SIL24LASISILAL48SIL24FAL36FAL16MIL2
4MIMIS105L24DOL16DODOL48REL2404FAL96MIRE
"
3280 LOCATE12,23:COLOR0,2:PRINT"Pressez
une touche...":A=RND
3290 D$=INKEY$:IFD$=""THEN3280ELSE3300
3300 BOXF(208,64)-(320,72),-1:BOXF(152,8
8)-(320,96),-1:BOXF(136,104)-(320,112),-
1:BOXF(144,120)-(320,128),-1
3310 COLOR0,3:LOCATE18,12:PRINT"Quel est
ton nom : "
3320 COLOR0,1:LOCATE18,14,0:INPUTNM$
3330 COLOR0,5:LOCATE15,16,0:PRINT"Veux-t
u les regles(o/n) : "
3340 REP$=INPUT$(1)
3350 IFREP$="0"THEN2820
3360 IFREP$="N"THENRETURN
3370 GOTO3340
3380 '## FIN DE JEU ##
3390 PLAY MUSICMOR$
3400 CONSOLE0,24:CLS:SCREEN7,0,0
3410 LOCATE1,3,0:ATTRB0,1:PRINT"Desole,
vous avez echoue !.."
3420 PRINT:PRINT" Mais si vous en avez t
outefois le courage...recommencez"
:PLAY"L96T12PPP"
3430 GOTO 3480

```



```

3440 CONSOLE0,24:CLS:SCREEN7,0,0:ATTRB0,
1
3450 LOCATE1,5,0:PRINT"FFFFFformidable !
!!"
3460 PRINT:PRINT" Vous avez reussi a dec
onnecter le missile!!!!"

```

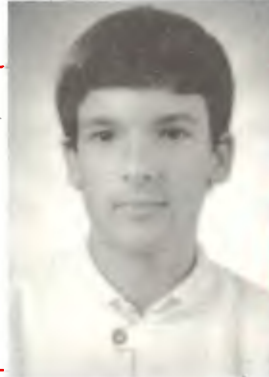
```
3470 PRINT:PRINT" Sebastien B. vous feli
cite...":PLAY"T12L96PPPP"
3480 CLS:COLOR,3:LOCATE3,3,0:PRINT" Vot
re score : ";SC"
3490 COLOR,1:LOCATE5,10:PRINT" Veux-tu
rejouer : ";NOM$"
```

```
3500 PRE$=INKEY$
3510 IFPRE$="O"THENATTRBO,0:GOTO210
3520 IFPRE$="N" THEN ATTRBO,0:CLS:SCREEN
4,6,6:POKE&H2076,7:POKE&H2019,PEEK(&H201
9) AND 247:END
3530 GOTO3500
```

```
3540 '*****
3550 '* CE PROGRAMME EST FACILEMENT *
3560 '* ADAPTABLE AU JOYSTICK. IL *
3570 '* SUFFIT DE CHANGER DE LA *
3580 '* LIGNE 410 A 435 *
3590 '*****
```

Atmos

KRYPTONIA



**CHRISTOPHE VEROT
GAGNE
UN SVI 728**

Machine : Oric / Atmos
Langage : Basic

Christophe a quatorze ans et demi, et il est en seconde. C'est sur un ZX81 qu'il a fait ses premières armes en programmation, il y a deux ans. Depuis, l'informatique occupe tout ses loisirs et il aimerait en faire son métier.

Téléporté par erreur - eh, oui! - dans une base spatiale inconnue et un peu folle, votre plus cher désir est de vous échapper pour retourner vers la civilisation. De multiples pièges électroniques et des monstres galactiques se mettent en travers de votre route, laquelle n'est déjà pas évidente à trouver. Les déplacements s'effectuent avec les flèches de direction et les mouvements dans la direction choisie avec la barre d'espace.

Des objets divers peuvent vous aider à vous sortir d'embaras, même momentanément : carte magnétique, démagnétiseur, réacteur pour faire des sauts au-dessus des obstacles, un simple tournevis, etc. La liste complète de ces objets et la façon de se les approprier, puis de les utiliser, est donnée en début de programme. Notez-la sur un papier avant de partir en expédition, elle sera très utile. La lettre I affiche l'inventaire de tout ce que vous avez en poche à n'importe quel moment. En dernier recours, si vous êtes désespéré, vous aurez la possibilité de vous suicider en appuyant sur la touche /

Christophe VEROT

```
1 EN=100:POKE61B,10
2 CR=500
3 PQ=2
5 CLS
6 PAPER0=INK3
7 P(5)=150
8 FORI=1TO4:A$(I)=CHR$(RAND(1)*4+65)+CHR
$(RAND(1)*4+49)
9 NEXT:FORI=1TO4:FORJ=1TO4:IFA$(I)=A$(J
)ANDI<>JTHEN8ELSENEXT:NEXT
10 FORI=1TO3:FORJ=1TO12:MUSIC1,6,J,15:P
LAY1,0,0,0:WAIT10
11 NEXT:NEXT:PLAY0,0,0,0
12 DOKE1B.48000:PRINT"C.VEROT PRESENTE
KRYPTONIA"
13 TR=INT(RND(1)*2)
15 '+++++REDEFINITION CARACTERES++++
19 FORI=46856TO47063
20 READZ:POKEI,Z:NEXT
30 DATA7,12,12,12,7,3,63,63,50,50,58,43
,3,15,11,11
```

```
40 DATA56,12,12,12,56,48,63,63,19,19,23
,53,48,60,52,52
50 DATA7,15,15,15,7,3,63,63,51,51,59,43
,3,15,15,15
60 DATA56,60,60,60,56,48,63,63,51,51,55
,53,48,60,60,60
70 DATA3,7,7,7,3,1,1,7,6,6,6,4,5,15,15,
15,56,48,48,48,56,48,48,56,24,24,24
80 DATA24,24,60,60,60
90 DATA7,3,3,3,7,3,3,7,6,6,6,6,6,15,15,
15
100 DATA48,56,56,56,48,32,32,48,24,24,2
4,8,40,60,60,60
110 DATA1,2,4,4,8,8,16,32,32,16,8,8,4,4
,2,1,63,0,0,0,0,0,0
120 DATA0,0,0,0,0,0,63,1,1,1,1,1,1,1,1,
1,32,32,32,32,32,32,32,32
130 DATA1,2,4,4,4,4,2,1,32,16,8,8,8,8,1
6,32
131 DATA21,42,21,42,21,42,21,42,63,63,6
3,63,63,63,63,63
```

```
132 DATA83,69,83,65,77,69
133 DATA1,3,3,7,15,31,31,63,63,31,31,15
,7,3,3,1
134 DATA32,48,48,56,60,62,62,63,63,62,6
2,60,56,48,48,32
141 FORI=1TO6:READA:L$=L$+CHR$(A):NEXT
142 '+++++INSTRUCTIONS (DATAS)+++++
143 DATAKRYPTONIA, ,+++++LE,DERNIE
R,JEU,DE,CHRISTOPHE,VEROT, , ,
144 DATAVOUS DEVEZ ESSAYER DE VOUS ECHA
PPER
145 DATADE LA BASE SPATIALE OU VOUS AVE
Z
146 DATAETE TELEPORTE PAR ERREUR
147 DATA , , , , , ,TOUCHES,-----,1
=CARTE MAGNETIQUE
148 DATA ,2=DEMAGNETISEUR, ,3=TOURNEVIS
149 DATA ,0=RIEN, \,=SUICIDE, ,I=INVENT
AIRE, ,0=OUVRIR (CAISSONS),
150 DATAU=UTILISER(CE QUE VOUS TENEZ),
,C=CHARGER (NECESSITE DE L'ENERGIE)
151 DATA ,R=REACTEUR, ,A=ALLUME (AMPOUL
E)
152 DATA ,ESPACE=AVANCER, ,FLECHES=TOUR
NER, , , , ,
153 DATA-----, , , , ,
154 DATA , , , , , , , , , , , , , ,
, , , , , , , , , , ,
158 FORI=46360TO46391
159 READZ:POKEI,Z:NEXT
160 GOSUB60050
1000 '+++++ROUTINE DEPLACEMENT+++++
2000 POKE#27C,16:POKE#27D,4
2010 GOTO10000
4500 A=PEEK(#208):GOTO4600
4501 IFA=172THENPO=1
4502 IFA=180THENPO=2
4503 IFA=156THENPO=3
4504 IFA=188THENPO=4
```



```

7059 FORI=1TD4
7060 IFD(I)<1BANDD(I)>THENPRINT@#I-1,
19-D(I);" ";@#I-1,19-D(I)+1;" "
7061 D(I)=D(I)+1
7062 IFD(I)<17ANDD(I)>THENPRINT@#I-1,
19-D(I);"qssr";@#I-1,19-D(I)+1;"rttq"
7063 IFD(I)>36THEND(I)=0
7065 IFPEEK(#208)<>156ANDPEEK(#208)<>18
OTHEN60SUB4500
7066 NEXT
7069 PRINT@X,Y;@#;@X,Y+1;M$
7070 IFY=15ANDS$<>"ss"THENY=0:GOTO7000
7071 IFY=1THEN60TD60000
7072 IFX=2ANDY=2THENPQ=3:GOTO10180
7081 60T07055
7996 S$=CHR$(SCRN(X,Y+3))+CHR$(SCRN(X+1
,Y+3)):IFS$="tt"THENS$="ss"
7997 EN=EN-1:IFY=16ANDS$<>"ss"THENY=0:
60T07000ELSE60T07058
7998 S$=CHR$(SCRN(X,Y+3))+CHR$(SCRN(X+1
,Y+3)):IFS$="tt"THENS$="ss"
7999 EN=EN-1:GOTO7008
8000 '++++CHANGEMENT DE SALLE++++
8001 60T08030
8003 IFPT=3THENPZ=P3ELSE IFPT=2THENPZ=P
2
8004 OK=0
8005 IFM$="UN TOURNEVIS"ANDPZ=4ANDPEEK(
#208)=133THENOK=PT
8006 IFM$="UNE CARTE MAGNETIQUE"ANDPZ=3
ANDPEEK(#208)=133THENOK=PT
8007 IFM$="UN DEMAGNETISEUR"ANDPZ=1ANDP
EEK(#208)=133THENOK=PT
8008 IFPZ=2THENOK=PT
8009 IFOK=1ANDPQ<>1THENOK=0
8010 IFOK=3ANDPQ<>4THENOK=0
8011 IFOK=2ANDPQ<>3THENOK=0
8020 RETURN
8030 PT=0
8031 IFX=11ANDY=16THENPT=1
8032 IFX=21ANDY=12THENPT=2
8033 IFX=31ANDY=16THENPT=3
8034 IFPT=0THENRETURN
8035 IFPT=1THENPZ=P1
8036 60T08003
8250 A=0:IFPQ=1THENX=11:Y=16:PQ=4
8251 IFPQ=2THENX=21:Y=12:PQ=2
8252 IFPQ=3THENX=31:Y=16:PQ=1
8253 60SUB4501:PT=0:OK=0:RETURN
9999 '+++SALLES (DECORS PARTICULIERS)+++
+++++PIEGES DIVERS+++++
10000 CLS:17=3:P7=1:60SUB5000:P1=3:P2=2
:P3=2:60SUB6000
10001 PRINT@17,4;"ELECTRONIC";@20,6;"SH
OP"
10002 60SUBB250
10003 60SUB4500:60SUBB000:IFOK=1THENPQ=
3:GOTO10040
10004 IFOK=2THEN60T010020
10005 IFOK=3THENPQ=1:GOTO10100
10006 60T010003
10020 CLS:PRINT"VOUS ETES CHEZ LE MARCH
AND":REPEAT:UNTILPEEK(#208)=56
10021 PRINT:PRINT:PRINT"VOUS POUVEZ ACH
ETER:":PRINT:PRINT
10022 PRINT:PRINT"1) BATTERIE:360 CR"
10023 PRINT:PRINT"2) AMPOULE:110 CR"
10024 PRINT:PRINT"3) REACTEUR:200 CR"
10025 PRINT:PRINT"4) TOURNEVIS:340 CR"
10026 PRINT:PRINT"0) PARTIR"
10027 PRINT:PRINT"VOUS DISEPOSEZ DE"CR"
CR":PRINT:PRINT:PRINT"VOTRE CHOIX ? ";
10028 GETI$:I=VAL(I$):IFASC(I$)>52ORASC
(I$)<48THEN10028ELSEPRINTCHR$(27);"L":I
10029 IFI=1ANDCR>=360THENJ4=J4+1:CR=CR-
360
10030 IFI=2ANDCR>=110THENJ5=J5+1:CR=CR-
110
10031 IFI=3ANDCR>=200THENRE=1:CR=CR-200
10032 IFI=4ANDCR>=340THENJ3=1:CR=CR-340
10033 IFI=0THENPQ=2:IFPEEK(#208)=56THEN
10000ELSE10033
10034 PING:PRINT:PRINT:PRINT:PRINT:GOTO
10021
10040 P7=4:17=3:60SUB5000:P3=3:P2=1:P1=
2:60SUB6000
10041 PRINT@16,6;"ascascascasc":60SUBB2
50
10042 60SUB4500:60SUBB000
10043 IFOK=1THENPQ=3:60SUB10060
10044 IFOK=3THENPQ=1:60SUB10000
10045 IFOK=2THENPQ=2:60SUB10440
10046 60T010042
10060 17=0:P7=6:60SUB5000:P1=3:P3=2:P2=
0:60SUB6000:X4=26:Y4=11:60SUB4560
10061 60SUBB250
10062 IFOK=3THENPQ=1:GOTO10040
10063 IFOK=1THENPQ=3:GOTO10060
10064 60SUB4500:60SUBB000:GOTO10062
10080 17=3:P7=0:P1=3:P3=3:P2=0:60SUB500
0:60SUB6000:60SUBB250
10081 PRINT@21,9;"#X";@21,10;"$&";@17,1
0;"'"
10082 60SUB4500:60SUBB000
10083 IFOK=3THENPQ=1:GOTO10060
10084 IFOK=1THENX=37:Y=16:GOTO7000
10085 IFX=17THENB=1ELSEB=0
10086 IFB=1THENPRINT@17,19;"z":FORI=11T
O18
10087 IFB=1THENIFI/2=INT(I/2)THENPRINT@
17,I;"q"ELSEPRINT@17,I;"r"
10088 IFB=1THENNEXT:GOTO60000
10089 60T010082
10100 17=4:P7=6:P1=2:P2=4:P3=2:60SUB500
0:60SUB6000
10101 X3=28:Y3=10:60SUB4550
10102 60SUBB250
10103 60SUB4500:60SUBB000:IFOK=1THENPQ=
3:GOTO10000
10104 IFOK=2THENPQ=2:GOTO10260
10105 IFOK=3THENX=2:Y=12:GOTO10120
10106 60T010103
10120 60SUB5010:P1=0:P2=0:P3=0:17=0:P7=
2:60SUB6030:PRINT@26,14;"z"
10122 60SUB4501:B=24
10123 PRINT@B,14;"ss"
10124 IFX=BORX+1=BTHENEN=EN-30
10125 IFPEEK(#208)<>156ANDPEEK(#208)<>1
80THEN60SUB4500
10126 IFX=2ANDPQ=1THENPQ=3:GOTO10100
10127 IFX=37ANDPQ=4THENX=2:GOTO10140
10128 PRINT@B,14;" ":B=B-2
10129 IFB=2THENB=24
10130 S$=CHR$(SCRN(X,Y+2))+CHR$(SCRN(X+
1,Y+2))
10131 IFS$=" "THENPRINT@X,Y;" ";@X,Y+
1;Q$;@X,Y+2;M$:Y=Y+1:GOTO10130
10137 60T010123
10140 60SUB5010:17=6:P7=0:60SUB6030:60S
UB4501
10141 PRINT@20,20;"#X#X";@20,15;" ";
@20,16;" "
10142 60SUB4501:B=0
10143 IFB/3=INT(B/3)THENPRINT@20,15;"
"ELSEPRINT@20,15;"yyyy"
10144 IFPEEK(#208)<>156ANDPEEK(#208)<>1
80THEN60SUB4500
10145 S$=CHR$(SCRN(X,Y+2))+CHR$(SCRN(X+
1,Y+2))
10146 IFS$=" "THENPRINT@X,Y;" ";@X,Y+
1;Q$;@X,Y+2;M$:Y=Y+1:GOTO10145
10147 IFX=2ANDPQ=1THENX=37:GOTO10120
10148 IFX=37ANDPQ=4THENPQ=1:GOTO10160
10149 IFY=18THEN60T060000
10151 B=B+1:GOTO10143
10160 60SUB5000:17=0:P7=3:P1=2:P2=1:P3=
):60SUB6000:X2=24:Y2=14:60SUB4540
10161 PRINT@2,25;"IL Y A UN CAISSON..":
50SUBB250
10162 60SUB4500:60SUBB000:IFOK=1THENX=3
7:GOTO10140
10163 IFPEEK(#208)=149THEN60SUB4530:OV=
1:IFP(1)=1THENDOV=0
10164 IFOV=1THENPRINT@2,24;"IL Y A UNE
CARTE MAGNETIQUE ET UNE"
10165 IFOV=1THENPRINT@2,25;"BATTERIE NE
VE DANS CE CAISSON"
10166 IFPEEK(#208)=157THENJ1=1:J4=J4+1
10167 IFJ1=1THENPRINT@2,24;"VOUS LES PR
ENEZ"
10168 IFJ1=1THENPRINT@2,25;"
":OV=0:P(1)=1
10169 IFOK=2THENPQ=2:GOTO10460
10179 60T010162
10180 P1=2:P3=2:P2=0:17=0:P7=0:60SUB500
0:60SUB6000:60SUBB250
10181 O$(2)="0":FORI=3TO8:O$(I)="y":NEX
T:O$(9)=" ":FORI=1TO9
10182 @I(1)=27-I:W(I)=13:NEXT:PRINT@2,24
;"AAH!UN SERPENT GEANT..."
10183 60SUB4500:60SUBB000
10184 60T010195
10185 IFRND(1)@10>5THEN10188
10186 IF@2<>XTHEN@2(1)=@2(2)+1ELSE@2(1)=@
2(2)-1
10187 60T010189
10188 IFW(2)<YTHENW(1)=W(2)+1ELSEW(1)=W
(2)-1

```



```

10443 60SUB4500:60SUBB000
10444 IFOK=2THENPQ=2:GOTO10040
10445 GOTO10443
10460 P7=4:I7=3:60SUB5000:P1=1:P2=1:P3=
1:60SUB6000:60SUBB250
10461 PRINT@19,5;"A.D.:";A$(4)
10462 IFOK=1THENPQ=3:GOTO10520
10463 IFOK=2THENPQ=2:GOTO10160
10464 IFOK=3THENPQ=1:GOTO10480
10465 60SUB4500:60SUBB000:GOTO10462
10480 P7=5:I7=0:P1=1:P2=4:P3=1:60SUB500
0:60SUB6000
10481 PRINT@17,6;"PONT B>>>"
10482 PRINT@18,10;"":@2,24;"IL Y A UNE
PRISE 3200 VOLTS." :60SUBB250
10483 IFPEEK(#208)<>186THEN 60SUB4500:6
0SUBB000ELSEGOTO10560
10484 IFOK=1THENPQ=3:GOTO10460
10485 IFOK=2THENPQ=2:GOTO10400
10486 IFOK=3THENGOTO10600
10488 GOTO10483
10520 P1=1:P3=1:P2=4:60SUB5000:I7=0:P7=
6:60SUB6000:Y4=27:Y4=10:60SUB4561
10521 60SUBB250
10522 IFOK=1THENX=36:GOTO10380
10523 IFOK=2THENPQ=2:GOTO10360
10524 IFOK=3THENPQ=1:GOTO10460
10525 60SUB4500:60SUBB000:GOTO10522
10560 IFX>18THENA=17ELSEIFX<18THENA=18
8
10561 60SUB4501:A=132: REPEAT:60SUB4501
:UNTILX=18
10562 A=156:60SUB4501:A=132:REPEAT:60SU
B4501:UNTILY=13
10563 EN=EN+1
10564 PRINT@2,22;"ENERGIE:";INT(EN); " W
ATTS #Z "
10565 IFINT(EN)=100THENPRINT@0,25;CHR$(
27)"Q"CHR$(27)"C"CHR$(27)"LSURCHARGE."
10566 IFEN>200THENGOTO60000
10567 IFEN>150ANDEN/2=INT(EN/2) THENPRIN
T@18,11;"q";@18,12;"r";@18,10;"r"
10568 IFEN>150ANDEN/2<>INT(EN/2) THENPRI
NT@18,11;"r";@18,12;"q";@18,10;"q"
10569 IFEN>150THENMUSIC1,0,INT(RND(1)*1
2)+1,15:PLAY1,0,0,0
10570 IFRND(1)*10>5THENPRINT@X,Y;"ag"EL
SEPRINT@X,Y;"ec"
10571 EN=INT(EN):GOTO10563
10600 CLS:INK3:PAPER0:PRINT@2,0;"qsssss
sssssssssssssssssssssssssssssr"
10601 FORI=1TO21:PRINT@2,I;"v
u"
10602 NEXT:PRINT@3,2;"PORTE A CODE DE T
YPE FT-1"
10603 PRINT@2,22;"rttttttttttttttttttt
ttttttttttttttttttttq":PRINT@10,10;"CODE: -
-----"
10604 PRINT@15,10;"INPUTS#
10605 FORI=1TO6
10607 U$=MID$(S$,I,1)
10608 G$=MID$(L$,I,1)
10609 IFU$=G$THENPRINT@16+I,9;"*ELSEPR

```

```

INT@16+I,9;" "
10610 NEXT:IFL$=S$THEN10620
10611 PRINT@3,9;CHR$(27)"L";@25,9;CHR$(
27);"J"
10612 WAIT100:GOTO10600
10620 CLS:PAPER0:INK3:PRINT@2,21;"VOUS
ETES SUR LE QUAI B"
10621 PRINT@2,8;"yyyyyyyyyyyyyyyyyy"
10622 Y$="zzzzzzzzzzzzzzzzzzzzzzzzzzzz
zzzzzzzz"
10623 PRINT@2,0;Y$:PRINT@2,2;Y$:PRINT@2
,20;Y$:PRINT@37,1;"y"
10624 I7=3:P7=0:60SUB6030
10625 PRINT@10,19;" 0 0"
10626 PRINT@10,18;" z z"
10627 PRINT@10,17;"zzzzzzzzzzzzzz"
10628 PRINT@9,16;"wzzzzzzzzzzzz"
10629 PRINT@9,14;"zzzzzzzzzz"
10630 PRINT@9,13;" zzzzzzzzz"
10631 PRINT@9,15;" zzzzzzzzz"
10632 PRINT@8,12;" $zzzz"
10633 PRINT@7,11;" $zzzz"
10634 PRINT@6,10;" $zzzz"
10635 X=2:Y=6
10636 IFPEEK(#208)<>156ANDPEEK(#208)<>1
80THEN60SUB4500
10637 IFX=18THEN10640
10639 GOTO10636
10640 FORI=YTO13:PRINT@X,I;" ":@X,I+1;
@X;@X,I+2;M$:NEXT
10641 PRINT@X,15;@X;@X,14;" "
10642 A=0:B=0
10645 PRINT@2,22;"PROCEDURE:
"
10646 PRINT@35,2;"ABCD";@34,3;"1....";@
34,4;"2....";@34,5;"3....";@34,6;"4...."
10647 PRINT@2,23;"QUEL BOUTON (1 LETTRE
+1 CHIFFRE)":60SUB10701
10648 IFA$=A$(1)THENPRINT@12,22;"FERMET
URE HABITACLE":A=1
10649 IFA$=A$(1)THENFORI=0TO2:PRINT@20-
I,15-1;"r":NEXT
10650 IFA$=A$(2)THENPRINT@10,19;"
":@10,18;" O& O&"
10651 IFA$=A$(2)THENPRINT@12,22;"RENTRE
E TRAIN "
10652 IFA$=A$(2)THENB=1:WAIT100:PRINT@1
0,18;" "
10653 IFA$=A$(3)ANDA+B=2THENPRINT@12,22
;"DECOLLAGE AUTOMATIQUE":GOTO10750
10654 IFA$=A$(4)THENPRINT@12,22;"AUTO D
ESTRUCTION "
10655 IFA$=A$(4)THENWAIT10:EXPLODE:WAIT
100:EXPLODE:GOTO60000
10700 GOTO10647
10701 GETT$:IFT$<>"A"ANDT$<>"B"ANDT$<>"
C"ANDT$<>"D"THEN10701
10702 A$=T$
10703 GETT$:IFT$<>"1"ANDT$<>"2"ANDT$<>"
3"ANDT$<>"4"THEN10703
10704 A$=A$+T$
10705 PING=R=ASC(MID$(A$,1,1))
10706 T=ASC(MID$(A$,2,1))

```

```

10707 R=R-65:T=T-49:PRINT@35+R,3+T;"z":
RETURN
10750 PRINT@B,17;"q";@B,15;"x";@B,13;"r
":FORI=2TO6:PRINT@34,I;" ":NEXT:PRIN
T@2,2;Y$
10751 FORI=1TO40
10752 PRINT@40-I,0;" ":@40-I,20;" ":@40
-I,2;" "
10753 IFI<16THENPRINT@18-I,8;" "
10754 IFI<40THENPRINT@39-I,1;"y "ELSEPR
INT@0,1;" "
10755 WAIT 80-(I*2):NEXT
10757 '+++++++JEU D'ACTION+++++++
10760 FORI=46856TO46887
10761 READA:POKEI,A:NEXT
10762 DATA0,0,0,8,44,61,63,63,63,63,47,
11,2,0,0,0
10763 DATA15,7,15,3,7,3,7,15,56,48,60,5
6,48,56,48,48
10764 R=0:S=0
10770 POKE#27C,3:POKE#27D,3:PRINT@0,20;
CHR$(27)"T"
10771 X=19
10772 CLS
10773 PRINT@0,20;CHR$(27)"T"
10780 PRINT@2,21;CHR$(27);"LALERTE. MET
EORITES.":GOTO10789
10781 PRINT@2,26;" "
10782 IFSCRN(X,2)+SCRN(X+1,2)<>64THEN60
000
10783 PRINT@X-1,1;" ":@X-1,0;" "
10785 X=X-(PEEK(#208)-188)+(PEEK(#208)-
172)
10786 IFX<3THENX=3
10787 IFX>36THENX=36
10788 PRINT@X,2;"%&";@X-1,1;"%&%&";@X-1
,0;" 11 ":RETURN
10789 S=S+1
10790 IFS=3THENT=INT(RND(1)*3)+1:P=INT(
RND(1)*34)+3
10791 IFS=3THENPRINT@P,16;LEFT$("aaa",T
);@P-1,17;"c";LEFT$("zzz",T);"d"
10792 IFS=3THENPRINT@P,18;LEFT$("bbb",T
)
10793 IFS=3ANDR<50THENS=-1
10794 IFS=3ANDR>=50ANDR<100THENS=0
10795 IFS=3ANDR>=100ANDR<1000THENS=1
10796 R=R+1:PRINT@2,22;"DISTANCE:";R;"
KM"
10797 IFR>200THEN10800
10798 60SUB10781:GOTO10789
10800 PRINT@0,21;CHR$(27);"LTUNNEL DIME
NSIONNEL";@0,20;CHR$(27)"P"CHR$(27)"C"
10801 S=2000:Y=20:PRINT@2,22;" "
10802 PRINT@2,22;"ANNEE:";+S
10803 PRINT@2,18;"yyyyyyyyyyyyyyyyyyyy
yyyyyyyyyyyyyyyyyyyy"
10804 PRINT@Y-3,18;" "
10805 60SUB10781
10806 Y=Y+RND(1)*2-RND(1)*2
10807 IFX<5THENX=5
10808 IFX>35THENX=35

```

```

10809 S=5-20
10810 IFS<=0THENGOTO10816
10811 GOTO10802
10815 '+++++++RETOUR SUR TERRE+++++
10816 FORI=1TO20:PRINT@2,26;" ":WAIT7:N
EXT:PAPER7:INK4:CLS
10817 POKE#27C,16:POKE#27D,4:GOTO10821
10818 PRINT@X,Y;" ";@X,Y+1;" $Z ";
@X,Y+2;" wzzr ";@X,Y+3;" wzzzX"
10819 RETURN
10821 X=3:Y=5:GOSUB10818
10822 PRINT@2,25;"zzzzzzzzzzzzzzzzzzzz
zzzzzzzzzzzzzzzzzzzz"
10823 FORI=2TO26STEP2:Z=INT(RND(1)*12):
FORJ=24TO24-ZSTEP-1
10824 PRINT@I,J;"yy":NEXT:NEXT
10825 FORX=3TO30:GOSUB10818:WAIT4:NEXT:
FORY=5TO10:GOSUB10818:WAIT10
10826 NEXT
10827 FORI=1TO11
10828 GOSUB10818:WAIT8:PRINT@2,26;"zzzz
zzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzz"

```

```

10829 NEXT:PRINT@0,0;
10830 FORI=1TO10:FORJ=1TO12:MUSIC1,6,J,
15:PLAY1,0,0,0:WAIT4
10831 NEXT:NEXT
10832 PLAY0,0,0,0:CLS:PRINT@2,25;"UNE A
UTRE PARTIE (O/N)"
10833 BETA$
10834 IFA$="O"THENCLEAR:RK=2:GOTO0
10835 IFA$="M"THENEND
10836 GOTO10833
10837 '+++++++INVENTAIRE+++++++
10840 FORI=21TO25:PRINT@2,I;"
":NEXT
10841 PRINT@2,21;
10842 PRINTRE;"REACTEUR ";J1;"CARTE MAG
NETIQUE"
10843 PRINTJ2;"DEMAGNETISEUR ";J3;"TOUR
NEVIS
10844 PRINTJ4;"BATTERIES ";J5;"AMPOULE
"
10847 FORI=1TO10:FORJ=1TO12:MUSIC1,6,J,
15:PLAY1,0,0,0:WAIT4:NEXT

```

```

10848 NEXT:FORI=21TO25:PRINT@2,I;"
":NEXT
10849 RETURN
59999 '+++++INSTRUCTIONS (AFFICHAGE)++
60000 FORI=12TO1STEP-1:MUSIC1,4,I,15:PL
AY1,0,0,0:WAIT23:NEXT:ZAP
60001 GOTO10832
60050 IFRK=0THENPAPER3:INK1 :RK=1:FORI=
1TO60 ELSE60080
60051 GOSUB60070:PRINT@Z,26;Z$
60052 IFZ=20THENPRINT@0,25;CHR$(27);"R"
60054 WAIT30:NEXT
60055 '
60056 FORI=1TO24:GOSUB60070:PRINT@Z,26;
Z$:WAIT5:NEXT:PING
60057 CLS:PAPER0:INK3
60058 RETURN
60070 READZ$:Z=(40-(LEN(Z$))):Z=Z/2:RET
URN
60080 FORI=1TO84:READA$:NEXT
60081 RETURN

```

INITIATION

Presque toutes machines

Pas de nouvelle, bonne nouvelle. Puisque je n'ai pas encore votre avis sur la rubrique Initiation précédente,

je persiste. Voici une autre méthode de tri autocomentée. Je ne me suis pas trop fatigué pour le taper car j'ai repris pas mal de lignes au programme précédent. Cette méthode de tri s'appelle tri par extraction. Ce n'est pas la meilleure (comparez les résultats obtenus avec le programme du mois dernier), mais ce qui nous intéresse

c'est de nous faire travailler les méninges. Je suggère aux profs (et à tous ceux qui sont intéressés par l'enseignement de la programmation) d'améliorer la présentation en fonction de leur machine et, s'ils ont des idées (ou des problèmes), de me les renvoyer.

François DUPIN

```

1 ' SAVE "TRIEXT.BAS
100 REM -----INITIALISATION-----
110 PRINT "- JE LIS D'ABORD LE NOMBRE DE
NOMS."
120 READ N
130 PRINT "- IL Y A ";N;"NOMS."
140 PRINT "- JE RESERVE DE LA PLACE MEMO
IRE, PUIS"
150 DIM T$(N)
160 PRINT " JE CHARGE LES DONNEES DANS
LE TABLEAU."
170 FOR I=1 TO N
180 READ T$(I)
190 NEXT I
200 PRINT "CASE < CONTENU DU TABLEAU >"
210 GOSUB 1020
220 PRINT "- JE VAIS TRIER CE TABLEAU."
230 PRINT "NB: UN NOM EST PLUS PETIT QU'
UN AUTRE"
240 PRINT " S'IL EST AVANT LUI DANS L'O
RDRE ALPHABETIQUE"
300 REM ----PROGRAMME DE TRI-----
310 FOR P1=1 TO N-1
320 PRINT "- JE CONSIDERE LE CONTENU DE
LA CASE":P1:" COMME LE MINIMUM."
330 P=P1
340 PRINT " JE VAIS PARCOURIR LE TABLEA
U DE LA CASE ":P1+1:" A LA CASE":N-J
350 PRINT " POUR VOIR S'IL Y EN A UN PL

```

```

US PETIT."
360 FOR P2=P1+1 TO N
370 E=E+1
380 PRINT "? JE COMPARE LE MINIMUM A
VEC LE CONTENU DE ":P2;".
390 PRINT " JE CONSTATE QUE ";T$(P
);" ";
400 IF T$(P)>T$(P2) THEN 440
410 PRINT "N'EST PAS PLUS GRAND QU
E ":T$(P2);"."
420 PRINT " DONC JE N'AI RIEN A F
AIRE."
430 GOTO 470
440 PRINT "EST PLUS GRAND QUE ";T
$(P2);"."
450 PRINT "'":T$(P2);"' DEVIENT LE
MINIMUM (CASE ":P2;")."
460 P=P2
470 GOSUB 1020
480 NEXT P2
490 PRINT "LE MINIMUM EST EN CASE ":P:"
DONC:"
500 PRINT "J'ECHANGE LES CONTENUS DES CA
SES":P:" ET ":P1;"."
510 WS=T$(P)
520 T$(P)=T$(P1)
530 T$(P1)=WS
540 PRINT "LE TABLEAU EST TRIE JUSQU'A L
A CASE ":P1

```

```

550 NEXT P1
560 PRINT "- TABLEAU TRIE! EN ";E;"FOIS.
"
570 END
1000 REM -----SOUS PROGRAMME-----
1010 REM ---AFFICHAGE DU TABLEAU----
1020 PRINT "-----"
1030 FOR I=1 TO N
1040 PRINT I;
1050 IF I>=P1 THEN 1080
1060 PRINT " T ";
1070 GOTO 1150
1080 IF I<>P THEN 1110
1090 PRINT "M< ";
1100 GOTO 1150
1110 IF I<>P1 AND I<>P2 THEN 1140
1120 PRINT "-> ";
1130 GOTO 1150
1140 PRINT " ";
1150 PRINT T$(I)
1160 NEXT I
1170 INPUT "-----SUITE";R$
1180 RETURN
9000 REM--DONNEES A TRIER-----
9010 DATA 8
9020 DATA GEORGES,JEAN-PAUL,VICTOR,JEAN-
JACQUES
9030 DATA ALBERT,EDOUARD,CHARLES,HECTOR,
JEAN-LOUP

```



CAHIER DES AS

MAC IIe



**OLIVIER GOGUEL
GAGNE
UN SVI 728
ET UN ROBOTARM
2000 B DE SPECTRAVIDEO**

Machine: Apple II
Langage: Basic + Langage Machine
sous DOS 3.3

Seize ans et demi, en classe de Terminale C, Olivier programme depuis trois ans. A débuté sur un Ti 99/4A et possède maintenant un Apple IIe. Passe environ dix heures par semaine devant son ordinateur.

Mac IIe est un « hello » tout à fait original, avec menus déroulants, inspiré du Finder du Macintosh (on reste en famille). C'est un programme pour Appelle, compatible avec les autres ordinateurs de la gamme Apple II. Il est écrit en Basic et en assembleur sous DOS 3.3 et fonctionne avec le joystick. Ce « hello » repère sur la disquette les fichiers verrouillés.

Toutes les fonctions pratiques sont présentes: exécuter, charger, verrouiller, catalog, changement de lecteur, imprimer le catalog, redémarrer. La structure du programme est indiquée par des remarques. Tapez le programme Basic. Puis sauvez-le. Vous pouvez taper ensuite le programme binaire sous le moniteur (CALL-151) si vous vous fichez de la checksum, ou à l'aide du programme ELM que nous republions pour ceux qui n'auraient pas suivi les épisodes précédents. Sauvez le programme binaire par l'instruction BSAVE « FONTS », A\$7F04, L\$8FD.

Olivier GOGUEL

```
100 REM +-----+
110 REM + MAC IIe +
120 REM +-----+
130 REM
140 REM (C) OLIVIER GOGUEL 1986
150 REM
160 REM
170 REM --> INITIALISATION.
180 REM -----
190 REM
200 HIMEM: 4096 * 4
210 ONERR GOTO 2820
220 HOME
230 PRINT : PRINT CHR$ (4)"BLOAD FONTS
,D1"
240 ONERR GOTO 2700
250 CALL 32736: CALL 4096 * 8 + 3
260 PRINT CHR$ (15) CHR$ (2) CHR$ (15)
CHR$ (4)
270 POKE 230,64
280 PRINT CHR$ (16): REM EFFACE ECRAN
290 DATA 32,123,221,32,82,231,32,26,21
4,144,3,76,65,217,162,90,76,18,212
300 FOR I = 768 TO 786: READ A: POKE I,
```

```
A: NEXT : POKE 1013,76: POKE 1014,0: POK
E 1015,3
310 DIM LI(24),CA$(100)
320 DATA 1024,1152,1280,1408,1536,1664
,1792,1920,1064,1192,1320,1448,1576,1704
,1832,1960,1104,1232,1360,1488,1616,1744
,1872,2000
330 FOR I = 1 TO 24: READ LI(I): NEXT
340 DR$ = "D1": POKE 32666,1
350 DATA 4
360 DATA " @ ",1,MAC IIe,1280
370 DATA FICHER,5,CATALOG,2400,EXECUT
ER,1800,CHARGER,1800,VEROUIILLER,2460,DEV
ERUIILLER,1800
380 DATA OPTION,2,LECTEUR,2290,IMPRIME
R,1550
390 DATA REDEMARER,2,PORT 6,2550,RETOU
R BASIC,2880
400 READ NB: DIM NAME$(NB),OP$(NB,10),F
E(NB,2)
410 FOR I = 1 TO NB
420 READ NAME$(I)
430 READ NO(I)
440 FOR J = 1 TO NO(I)
```

```
450 READ OP$(I,J),NL(I,J)
460 NEXT J
470 NEXT I
480 K = 1: FOR I = 1 TO NB
490 K = K + 1:FE(I,1) = K
500 K = K + LEN (NAME$(I)):FE(I,2) = K
510 NEXT
520 REM
530 REM --> MENU PRINCIPAL.
540 REM -----
550 REM
560 VTAB 1: PRINT CHR$ (14):: FOR I =
1 TO 40: PRINT "_": NEXT
570 VTAB 3: FOR I = 1 TO 40: PRINT "":
: NEXT
580 VTAB 2: PRINT CHR$ (9):: HTAB 1: P
RINT SPC( 40)
590 VTAB 2: FOR I = 1 TO NB
600 PRINT " ";NAME$(I);
610 NEXT
620 XP = 20:YP = 10
630 POKE - 16368,0: POKE 34,3
640 KL = PEEK (LI(YP) + XP - 1)
650 HTAB XP: VTAB YP
660 IF YP = 2 THEN PRINT CHR$ (9)"^"
CHR$ (14): GOTO 680
670 PRINT CHR$ (14)"^"
680 X = PDL (0):Y = PDL (1)
690 XA = XP:YA = YP
700 IF PEEK ( - 16287) > 127 THEN 870
710 IF X > 200 THEN 760
720 IF X < 50 THEN 780
730 IF Y > 200 THEN 800
740 IF Y < 50 THEN 820
750 GOTO 680
760 XA = XP + 1: IF XA = 40 THEN XA = 39
770 GOTO 840
780 XA = XP - 1: IF XA = 1 THEN XA = 2
790 GOTO 840
800 YA = YP + 1: IF YA = 24 THEN YA = 23
```

```

810 GOTD 840
820 YA = YP - 1: IF YA = 1 THEN YA = 2:
GOTO 840
830 GOTD 840
840 HTAB XP: VTAB YP: IF YP = 2 THEN P
RINT CHR$ (9);
850 PRINT CHR$ (KL - 128); CHR$ (14)
860 XP = XA:YP = YA: GOTD 640
870 IF YP < > 2 THEN 680
880 IF KL = 160 THEN 680
890 HTAB XP: VTAB YP: IF YP = 2 THEN P
RINT CHR$ (9);
900 PRINT CHR$ (KL - 128); CHR$ (14)
910 FOR I = 1 TO NB
920 IF XP > = FE(I,1) AND XP < = FE(I
,2) THEN FE = I: GOTD 980
930 NEXT : GOTD 630
940 REM
950 REM --> SOUS - MENU.
960 REM -----
970 REM
980 VTAB 2: HTAB FE(I,1): PRINT CHR$ (
14)NAME$(I): PRINT CHR$ (16)
990 HTAB FE(I,1) - 1: VTAB 4: PRINT "--
-----"
1000 FOR J = 1 TO NO(I)
1010 HTAB FE(I,1) - 1: PRINT "!"OP$(I,
J);: HTAB FE(I,1) + 12: PRINT "!"
1020 IF J = NO(I) THEN 1050
1030 HTAB FE(I,1) - 1: PRINT "!--" + "--
-----";"
1040 NEXT
1050 HTAB FE(I,1) - 1: PRINT "-----
-----"
1060 POKE - 16368,0
1070 J = 1
1080 GOSUB 1090: GOTD 1110
1090 HTAB FE(I,1): VTAB J * 2 + 3: PRIN
T CHR$ (9) SPC( 12);: HTAB FE(I,1): PRI
NT OP$(I,J) CHR$ (14)
1100 RETURN
1110 X = PDL (0):Y = PDL (1)
1120 IF PEEK ( - 16287) < = 127 THEN
1260
1130 IF X > = 200 THEN J = 0: GOTD 121
0
1140 IF X < = 50 THEN J = NO(I) + 1: 6
OTD 1210
1150 IF Y > = 200 THEN 1180
1160 IF Y < = 50 THEN 1200
1170 GOTD 1110
1180 :J = J + 1: IF J = NO(I) + 2 THEN J
= NO(I) + 1
1190 GOTD 1210
1200 :J = J - 1: IF J = - 1 THEN J = 0
1210 FOR K = 1 TO NO(I)
1220 IF K = J THEN GOSUB 1090: GOTD 12
40
1230 HTAB FE(I,1): VTAB K * 2 + 3: PRIN
T CHR$ (14) SPC( 12);: HTAB FE(I,1): PR
INT OP$(I,K)
1240 NEXT
1250 GOTD 1110

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```

1260 IF J < 1 OR J > NO(FE) THEN PRINT
CHR$ (14) CHR$ (16): HTAB FE(FE,1): VT
AB 2: PRINT CHR$ (9)NAME$(FE) CHR$ (14)
: GOTD 620
1270 & NL(I,J)
1280 REM
1290 REM --> ' MAC IIe '
1300 REM -----
1310 REM
1320 PRINT CHR$ (14) CHR$ (9)
1330 L = 4:C = 1:H = 9:N = 22: GOSUB 139
0
1340 HTAB 2: VTAB 6: PRINT " " CHR$ (9
)" MAC IIe " CHR$ (14)
1350 HTAB 2: VTAB 8: PRINT " PAR : "
1360 HTAB 2: VTAB 9: PRINT " OLIVIER 6
OGUEL."
1370 HTAB 2: VTAB 11: PRINT " (C)OPYRI
GHT 1986"
1380 POKE - 16368,0: WAIT - 16287,128
:J = 0: GOTD 1260
1390 REM
1400 REM --> TRACE FENETRE.
1410 REM -----
1420 REM
1430 PRINT CHR$ (14)
1440 VTAB L: HTAB C: FOR I = 1 TO N: PR
INT "--": NEXT
1450 FOR K = L + 1 TO L + H - 1: VTAB K
: HTAB C: PRINT "!"": FOR I = 1 TO N - 2
: PRINT " "": NEXT I: PRINT "!"": NEXT K
1460 VTAB L + H: HTAB C: FOR I = 1 TO M
: PRINT "--": NEXT
1470 RETURN
1480 REM
1490 REM --> DESACTIVATION.
1500 REM -----
1510 REM
1520 POKE 44601,32: POKE 44602,12: POKE
44603,253
1530 POKE 56,27: POKE 57,253: POKE 54,2
40: POKE 55,253: CALL 1002
1540 RETURN
1550 REM
1560 REM --> IMPRESSION.
1570 REM -----
1580 REM
1590 IF PEEK (49408) = 24 THEN 1610
1600 PRINT CHR$ (14) CHR$ (16):L = 5:C
= 4:H = 2:N = 30: GOSUB 1420: VTAB 6: H
TAB 5: PRINT "PAS D'IMPRIMANTE CONNECTEE
": POKE - 16368,0: WAIT - 16287,128:J
= 0: GOTD 1260
1610 PRINT : PRINT CHR$ (4)"PR#1": PRI
NT
1620 PRINT : PRINT "--> MAC IIe <--"
1630 POKE 44601,96
1640 PRINT : PRINT CHR$ (4)"CATALOG,"D
R#
1650 POKE 44601,32
1660 PRINT : PRINT CHR$ (4)"PR#0"
1670 CALL 4096 * 8 + 3
1680 PRINT CHR$ (15) CHR$ (2) CHR$ (15

```

```

) CHR$ (4)
1690 PRINT CHR$ (14) CHR$ (16):J = 0:
GOTO 560
1700 REM
1710 REM --> RECH. CATALOG.
1720 REM -----
1730 REM
1740 CALL 32688
1750 CALL 32516
1760 D = 6 * 4096 - 32:I = 1
1770 Y = PEEK (D + 32 * I): IF Y = 0 TH
EN 1790
1780 A$ = CHR$ (Y - 128): FOR K = 1 TO
29:A$ = A$ + CHR$ ( PEEK (D + 32 * I +
K) - 128): NEXT : VTAB 4: HTAB 20: PRINT
1:CA$(I) = A$:I = I + 1: GOTD 1770
1790 RETURN
1800 REM
1810 REM --> MENU FICHIER.
1820 REM -----
1830 REM
1840 PRINT CHR$ (14) CHR$ (16)
1850 VTAB 4: HTAB 3: PRINT OP$(I,J)
1860 POKE 34,5
1870 OP = J
1880 GOSUB 1740
1890 VTAB 4: HTAB 20: PRINT CHR$ (14)"
"
1900 CD = I - 1
1910 PB = INT (CD / 18)
1920 PA = 0
1930 IF PA = PB THEN KL = CD - PA * 18:
GOTO 1950
1940 KL = 18
1950 REM
1960 C = 2:L = 5:N = 35:H = KL + 1
1970 PRINT CHR$ (14) CHR$ (16): GOSUB
1390
1980 FOR K = PA * 18 + 1 TO PA * 18 + K
L: VTAB K - PA * 18 + 5: HTAB 3: PRINT C
A$(K)
1990 NEXT
2000 J = PA * 18 + 1: GOSUB 2010: GOTD 2
030
2010 VTAB J - PA * 18 + 5: HTAB 3: FOR
PD = 1 TO 33: PRINT CHR$ (9)" "": NEXT
: HTAB 3: PRINT CA$(J); CHR$ (14): RETUR
N
2020 VTAB J - PA * 18 + 5: HTAB 3: FOR
PD = 1 TO 33: PRINT CHR$ (14)" "": NEXT
: HTAB 3: PRINT CA$(J): RETURN
2030 POKE - 16368,0
2040 X = PDL (0):Y = PDL (1)
2050 IF PEEK ( - 16384) = 155 THEN J =
0: GOTD 2160
2060 IF PEEK ( - 16287) > = 128 THEN
2160
2070 IF Y < = 50 THEN 2100
2080 IF Y > = 200 THEN 2130
2090 GOTD 2040
2100 J = J - 1: IF J = 0 THEN J = 1: GOT
D 2040
2110 IF J = PA * 18 THEN PA = PA - 1: 6

```

```

OTO 1930
2120 :J = J + 1: 60SUB 2020:J = J - 1: 6
OSUB 2010: GOTO 2040
2130 J = J + 1: IF J = CD + 1 THEN J = C
O: GOTO 2040
2140 IF J = (PA + 1) * 18 + 1 THEN PA =
PA + 1: GOTO 1930
2150 :J = J - 1: 60SUB 2020:J = J + 1: 6
OSUB 2010: GOTO 2040
2160 POKE 34,3: IF J < 1 OR J > CD THEN
J = 0: GOTO 1260
2170 Y = PEEK (4096 * 7 - 1 + J)
2180 POKE 34,3
2190 IF Y = 128 AND OP = 3 THEN 2280
2200 IF OP = 2 OR OP = 3 THEN 60SUB 14
80: TEXT : HOME : 60SUB 1480: PRINT : PR
INT CHR$ (4)"MAXFILES1"
2210 IF OP = 3 AND Y = 130 THEN PRINT
: PRINT CHR$ (4)"LOAD "CA$(J)", "DR$
2220 IF OP = 3 AND Y = 132 THEN PRINT
: PRINT CHR$ (4)"BLOAD "CA$(J)", "DR$: E
ND
2230 IF OP = 2 AND Y = 130 THEN PRINT
: PRINT CHR$ (4)"RUN "CA$(J)", "DR$
2240 IF OP = 2 AND Y = 132 THEN PRINT
: PRINT CHR$ (4)"BRUN "CA$(J)", "DR$
2250 IF OP = 2 AND Y = 128 THEN PRINT
: PRINT CHR$ (4)"EXEC "CA$(J)", "DR$
2260 IF OP = 5 THEN PRINT : PRINT CHR
$ (4)"UNLOCK "CA$(J)", "DR$
2270 J = 0: GOTO 1260
2280 : PRINT CHR$ (14) CHR$ (16):C = 3:
L = 5:N = 20:H = 3: 60SUB 1390: HTAB 4:
VTAB 6: PRINT "ON NE PEUT CHARGER": HTAB
4: PRINT "UN FICHIER TEXTE !": POKE -
16368,0: WAIT - 16287,128:J = 0: GOTO 1
260
2290 REM
2300 REM --> LECTEUR.
2310 REM -----
2320 REM
2330 PRINT CHR$ (14) CHR$ (16)
2340 C = 3:L = 5:N = 21:H = 2: 60SUB 139
0
2350 IF DR$ = "D1" THEN DR$ = "D2": POK

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```

E 32666,2: GOTO 2370
2360 DR$ = "D1": POKE 32666,1
2370 REM
2380 HTAB 4: VTAB 6: PRINT "LECTEUR EN
LIGNE:"DR$
2390 POKE - 16368,0: WAIT - 16287,128
:J = 0: GOTO 1260
2400 REM
2410 REM --> CATALOG.
2420 REM -----
2430 REM
2440 CALL 32736: PRINT CHR$ (14) CHR$
(16): PRINT : PRINT CHR$ (4)"CATALOG , "
DR$
2450 POKE - 16368,0: WAIT - 16287,128
:J = 0: GOTO 1260
2460 REM
2470 REM --> VEROUILLER.
2480 REM -----
2490 REM
2500 PRINT CHR$ (14) CHR$ (16): PRINT
: PRINT " NOM DU PROGRAMME A VEROUILLER
:"
2510 PRINT : INPUT " -->":A$
2520 IF A$ = "" THEN 2540
2530 PRINT : PRINT CHR$ (4)"LOCK "A$",
"DR$
2540 J = 0: GOTO 1260
2550 REM
2560 REM --> PORT 6.
2570 REM -----
2580 REM
2590 60SUB 2600: GOTO 2640
2600 L = 10:C = 3:H = 2:N = 25: 60SUB 13
90
2610 VTAB 11: HTAB 4: PRINT "'RETURN' P
OUR QUITTER"
2620 POKE - 16368,0: WAIT - 16384,128
2630 RETURN
2640 IF PEEK ( - 16384) = 141 THEN HO
ME : TEXT : HOME : PR# 6
2650 J = 0: GOTO 1260
2660 REM
2670 REM --> ERREUR.
2680 REM -----

```

```

2690 REM
2700 IF PEEK (222) = 6 THEN A$ = "FICH
IER NON TROUVE.": GOTO 2770
2710 IF PEEK (222) = 13 THEN A$ = "ERR
EUR SUR LE TYPE DE FICHIER": GOTO 2770
2720 IF PEEK (222) = 8 OR PEEK (222)
= 16 THEN A$ = "E/S ERREUR": GOTO 2770
2730 IF PEEK (222) = 7 THEN A$ = "DESA
CCORD DE VOLUME": GOTO 2770
2740 IF PEEK (222) = 107 OR PEEK (222
) = 77 THEN A$ = "DEPASSEMENT MEMOIRE !"
: GOTO 2770
2750 IF PEEK (222) = 4 THEN A$ = "DISQ
UETTE PROTEGEE": GOTO 2770
2760 A$ = "ERREUR (INCONNUE) !"
2770 CALL 4096 * 8 + 3: PRINT CHR$ (15
) CHR$ (2) CHR$ (15) CHR$ (4): POKE 34,3
2780 PRINT CHR$ (14) CHR$ (16)
2790 L = 5:C = 2:N = 35:H = 2: 60SUB 139
0
2800 VTAB 6: HTAB 3: PRINT A$
2810 POKE - 16368,0: WAIT - 16287,128
: PRINT CHR$ (14) CHR$ (16): GOTO 560
2820 TEXT : HOME : VTAB 10: NORMAL : PR
INT "FICHIER 'FONTS' NON TROUVE !"
2830 PRINT : PRINT " APPUYEZ SUR : 'RET
URN' POUR RECOMMENCER"
2840 PRINT " 'ESC' POU
R QUITTER."
2850 POKE - 16368,0: WAIT - 16384,128
2860 Y = PEEK ( - 16384): IF Y = 155 TH
EN HOME : PR# 6
2870 IF Y = 141 THEN RUN
2880 REM
2890 REM --> RETOUR BASIC.
2900 REM -----
2910 REM
2920 60SUB 2600
2930 IF PEEK ( - 16384) = 141 THEN TE
XT : HOME : 60SUB 1510: NEW
2940 J = 0: GOTO 1260
2950 REM
2960 REM --> FIN.
2970 REM -----
2980 REM

```

SOUS-PROGRAMME EN LANGAGE MACHINE

B\$AVE « FONTS », A\$7F04, L\$8FD

| | | | |
|------------------------------|------------------------------|------------------------------|------------------------------|
| \$7F04-2084FEEAEAEA2058 1240 | \$7F6C-EAEAEA18692085FB 1247 | \$7FD4-EECE7FCAE000D0EC 1441 | \$803C-200E822C50C06090 732 |
| \$7F0C-FCA90085FF85F985 1324 | \$7F74-D002E6FCE6FFA5F9 1591 | \$7FDC-60000000A9F08D3A 704 | \$8044-C8C9ADD2C5D3A0C3 1547 |
| \$7F14-FB85FDA96085FCA9 1456 | \$7F7C-18692185F9D088CE 1142 | \$7FE4-AEA97F8D3BAEA920 1045 | \$804C-C9C1D2A0C7C5CEAO 1525 |
| \$7F1C-9085FAADF787BD99 1424 | \$7F84-9D7FD0A860000000 756 | \$7FEC-8D39AE602C10C0AD 893 | \$8054-D6C5D2D3C9CFCEAO 1606 |
| \$7F24-7FADF8B7EAEAEA9 1602 | \$7F8C-0000000000000000 0 | \$7FF4-61C0C98030036000 765 | \$805C-B1AEB08D00004000 732 |
| \$7F2C-0FBD9D7FA97FA09B 1048 | \$7F94-0000000001600100 98 | \$7FFC-004CF37F4C0F804C 741 | \$8064-0000000000850000 133 |
| \$7F34-20D903A908B85F9A0 974 | \$7F9C-1100A97F00900000 457 | \$8004-20800A00854C2583 547 | \$806C-0000000000000000 0 |
| \$7F3C-00B1F9E6F9E6F9C9 1585 | \$7FA4-01000160010001EF 339 | \$800C-4C2583202080A000 596 | \$8074-00912886EBA52885 892 |
| \$7F44-FFF033A6FFAEAB1 1612 | \$7FAC-D8D6CFCCA9938DBB 1485 | \$8014-B9438020EDFDCBC0 1294 | \$807C-2AA529091C0D6280 524 |
| \$7F4C-F9102BEAEA9D0070 1045 | \$7FB4-7FA000A900990070 721 | \$801C-1D90F560A9758538 989 | \$8084-852BA201B12A48E6 860 |
| \$7F54-E6F9B1F991FBC8C0 1693 | \$7FBC-C8C000D0F8A9608D 1254 | \$8024-A9808539A9198536 868 | \$808C-4ED00BE64FCAD006 1022 |
| \$7F5C-1ED0F7A90091FBC6 1248 | \$7FC4-CE7FA211A000A900 841 | \$802C-A981853720EA032C 799 | \$8094-497F912AA2502C00 673 |
| \$7F64-F9A5FCEAEAEA5FB 1784 | \$7FCC-990070C8C000D0FB 1113 | \$8034-52C02C57C0205583 845 | \$809C-C010EC68912ABABD 1110 |

| | | | | | | | |
|--------------------------|------|--------------------------|------|-------------------------|------|-------------------------|------|
| \$80A4-0401C9F8AD00C02C | 863 | \$827C-B006A9408D618060 | 877 | \$8454-A5ED6904B5EDD0E4 | 1317 | \$862C-033F3F003F3F031F | 289 |
| \$80AC-10C0901B482C6080 | 719 | \$8284-A9808D6480A9008D | 976 | \$845C-AD648048A523E901 | 907 | \$863A-1F0303001E3F033B | 192 |
| \$80B4-3018C99BD007A980 | 940 | \$828C-658060B006207184 | 784 | \$8464-A0008C6480209284 | 838 | \$863C-333F1E003333333F | 360 |
| \$80BC-8D6080D009C98DD0 | 1132 | \$8294-4C58FCA9008D6480 | 954 | \$846C-688D648060A52285 | 901 | \$8644-3F3333003F3F0C0C | 315 |
| \$80C4-05208E84A4246A6 | 781 | \$829C-8D658060B0A6AD73 | 1096 | \$8474-25A000B424F004A4 | 773 | \$864C-0C3F3F00B0B0B0B0 | 842 |
| \$80CC-EB60C9C9900CC9CD | 1295 | \$82A4-808524AD74808525 | 884 | \$847C-24A5254820928468 | 724 | \$8654-B3BF9EB0333B1F0F | 812 |
| \$80D4-F036B006C9CBF02B | 1163 | \$82AC-4C24FC9074A9C08D | 1126 | \$8484-186901C523A00090 | 666 | \$865C-1F3B330003030303 | 153 |
| \$80DC-90E0E06080C9C0D0 | 1219 | \$82B4-6480A9608D658060 | 959 | \$848C-F260A424A52584EE | 1110 | \$8664-033F3F0063776B63 | 553 |
| \$80E4-062071844CC8B0C9 | 888 | \$82BC-B006A9C08D678060 | 1011 | \$8494-20CE84A207AD6380 | 939 | \$866C-636363003333333F | 517 |
| \$80EC-C5D006208E844CC8 | 993 | \$82C4-A9008D6680609059 | 869 | \$849C-2C64801015A52A85 | 649 | \$8674-3B3333001E3F3333 | 356 |
| \$80F4-80C9C6D0066207B84 | 1028 | \$82CC-A9808D6480A9608D | 1072 | \$84A4-ECA52B4D658085ED | 1120 | \$867C-333F1E001F3F333F | 352 |
| \$80FC-4CC880C9C3F009C9 | 1250 | \$82D4-658060B04CA52465 | 879 | \$84AC-B1EC2C648050034D | 845 | \$8684-1F0303001E3F2323 | 200 |
| \$8104-C1D0C3C8C42190BC | 1357 | \$82DC-20C9289002A92785 | 760 | \$84B4-6380912ACBC42190 | 987 | \$868C-2B132E001F3F333F | 316 |
| \$810C-A425C8C423908520 | 989 | \$82E4-2038A521E5248521 | 717 | \$84BC-DCCA300BA4EEA52B | 1091 | \$8694-1F3B33001E3F031E | 267 |
| \$8114-22844CC8B085FFB6 | 1092 | \$82EC-A9008524A525C918 | 765 | \$84C4-186904852BD0CE60 | 819 | \$869C-303F1E003F3F0C0C | 291 |
| \$811C-EB8435202981A435 | 839 | \$82F4-9002A91785222C72 | 663 | \$84CC-A5254AAA29030D62 | 601 | \$86A4-0C0C0C0033333333 | 240 |
| \$8124-A6E8A5F20297F0E | 1099 | \$82FC-8030038D74804C22 | 674 | \$84D4-80852BBDE0846A65 | 1056 | \$86AC-333F1E0033333333 | 348 |
| \$812C-6180B057C9209003 | 868 | \$8304-FCB01FA524852165 | 927 | \$84DC-20852AB600000000 | 303 | \$86B4-331E0C006363636B | 497 |
| \$8134-4C7C83C91BB00A0A | 755 | \$830C-20C9289006A927E5 | 860 | \$84E4-50505050A0A0A0A0 | 960 | \$86BC-6877630033331E0C | 469 |
| \$813C-AABD4A8148BD4981 | 1025 | \$8314-208521E621A525C9 | 864 | \$84EC-B9A2A0D2E9A0F2A0 | 1512 | \$86CC-1E3333003333331E | 315 |
| \$8144-480E61806047827E | 734 | \$831C-189002A9178523E6 | 760 | \$84F4-A5B9C180C4CDA08C | 1372 | \$86CC-0C0C0C003F3F180C | 198 |
| \$814C-81AAB1D281ED811B | 1160 | \$8324-2360A9FF8D668060 | 1022 | \$84FC-A0ACA0A000000000 | 652 | \$86D4-063F3F001F1F0303 | 200 |
| \$8154-822382DCFB28B240 | 1003 | \$832C-B022A52065248524 | 713 | \$8504-000000001C1C1C1C | 112 | \$86DC-031F1F0003070E1C | 117 |
| \$815C-8204844882508258 | 766 | \$8334-A900852085222C72 | 659 | \$850C-001C1C0036362436 | 254 | \$86E4-387060001F1F1818 | 374 |
| \$8164-8273827B828E829F | 1059 | \$833C-8030068D73808D74 | 823 | \$8514-00000000123F3F12 | 162 | \$86EC-181F1F000038302C | 234 |
| \$816C-82AE82BB82C98247 | 1153 | \$8344-80A9288521A918B5 | 829 | \$851C-3F3F12000C3F033F | 285 | \$86F4-0E06000080808080 | 532 |
| \$8174-82D682048347822B | 853 | \$834C-234C22FC4C0980B0 | 786 | \$8524-303F0C000027170F | 200 | \$86FC-B080FFFF060C1830 | 856 |
| \$817C-835283B024A9808D | 994 | \$8354-24A900A012996280 | 762 | \$852C-3C3A390006090204 | 196 | \$8704-0000000000001E30 | 78 |
| \$8184-618060E931C909B0 | 989 | \$835C-8810FA202E83209A | 797 | \$8534-2A112E000C0C080C | 149 | \$870C-3E333E0003031F33 | 263 |
| \$818C-0DAE078085EE0A65 | 804 | \$8364-8120A581A9258D0A | 812 | \$853C-00000000381C0E0E | 112 | \$8714-33331F0000001E33 | 214 |
| \$8194-EE6D08B0D004A200 | 857 | \$836C-808D0D80A9838D0B | 862 | \$8544-0E1C3B000E1C3838 | 252 | \$871C-03331E0030303E33 | 293 |
| \$819C-A9858E68808D6980 | 1050 | \$8374-808D0E80604CC0C80 | 723 | \$854C-381C0E00082A1C3E | 238 | \$8724-33333E0000001E33 | 245 |
| \$81A4-60A9208D628060B0 | 936 | \$837C-0E6180B0A42C6780 | 854 | \$8554-1C2A08000C0C3F3F | 228 | \$872C-1F031E001C36061F | 183 |
| \$81AC-202C72803010A9FF | 806 | \$8384-100F50050E6780B0 | 537 | \$855C-0C0C000000000000 | 24 | \$8734-0606060000001E33 | 99 |
| \$81B4-8D7280A007B96280 | 961 | \$838C-08C9419004C95890 | 858 | \$8564-001C180C0000007F | 191 | \$873C-333E301E03031F33 | 279 |
| \$81BC-996A808810F7A524 | 987 | \$8394-0338E9200A26EFOA | 621 | \$856C-7F00000000000000 | 127 | \$8744-33333300000C000C | 177 |
| \$81C4-8D7380A5258D7480 | 971 | \$839C-26EFOA26E186D68 | 801 | \$8574-001C1C006070381C | 348 | \$874C-0C0C0C0030003030 | 180 |
| \$81CC-60A9408D628060B0 | 968 | \$83A4-8085EEA5EF29076D | 1060 | \$857C-0E0703001E333333 | 207 | \$8754-3033331E0303331B | 264 |
| \$81D4-0EAD7380C5248524 | 832 | \$83AC-698085EF20CC8465 | 1074 | \$8584-33331E003C363330 | 345 | \$875C-0F1B33000E0C0C0C | 143 |
| \$81DC-F002B0684C0584A9 | 904 | \$83B4-24852AB5EAC52B4D | 865 | \$858C-303030001E3F3338 | 344 | \$8764-0C0C1E0000003F5B | 208 |
| \$81E4-C08D6480A9008D65 | 972 | \$83BC-658085EDA424A5FF | 1219 | \$8594-0E3F3F001E3F303E | 343 | \$876C-5B5B5B0000001F33 | 355 |
| \$81EC-8060B01E2C728010 | 732 | \$83C4-9128A200A000B1EE | 922 | \$859C-303F1E00383C3633 | 362 | \$8774-3333330000001E33 | 234 |
| \$81F4-53A007B96A809962 | 920 | \$83CC-4D63802C64801011 | 609 | \$85A4-3F3030003F3F031F | 319 | \$877C-33331E0000001F33 | 214 |
| \$81FC-808B10F7A9008D72 | 951 | \$83D4-700D2C6380700401 | 513 | \$85AC-303F1E001C06031F | 209 | \$8784-331F030300003E33 | 201 |
| \$8204-808D7380A5228D74 | 968 | \$83DC-EC500621EC700241 | 770 | \$85B4-33331E003F3F301B | 330 | \$878C-333E303000001F33 | 291 |
| \$820C-80602C54C0AD6280 | 943 | \$83E4-EC812AC8C008B00D | 996 | \$85BC-0C0C0C001E3F331E | 210 | \$8794-0303030000001E03 | 42 |
| \$8214-C940D0302C55C060 | 938 | \$83EC-A52B6904852B4D65 | 671 | \$85C4-333F1E001E3F333E | 350 | \$879C-1E301E0006061F06 | 157 |
| \$821C-B02A208E844C9CFC | 1008 | \$83F4-8085ED90D1E624A5 | 1282 | \$85CC-303E1E00001C1C00 | 196 | \$87A4-06361C0000003333 | 190 |
| \$8224-B022207B844C2FC | 891 | \$83FC-24C5219020A90085 | 744 | \$85D4-001C1C00001C1C00 | 112 | \$87AC-33333E0000003333 | 266 |
| \$822C-C6241018A5218524 | 641 | \$8404-24E625A525C52390 | 881 | \$85DC-001C180C70381C0E | 274 | \$87B4-331E0C0000006D6D | 311 |
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| \$8264-C0AC00C010FBC083 | 1146 | \$843C-CE84A207A42188B1 | 1017 | \$8614-333F1F001E3F3303 | 292 | \$87EC-181E0E0077F0000 | 322 |
| \$826C-F0032C10C04C0184 | 704 | \$8444-2A91EC8B10F9CA30 | 1074 | \$861C-333F1E001F3F3333 | 340 | \$87F4-00000000FFFFF000 | 1020 |
| \$8274-B0D2A9008D638060 | 1019 | \$844C-DB18A52B6904852B | 736 | \$8624-333F1F003F3F031F | 305 | \$87FC-FFFFFFF4CBFFB04 | 1542 |