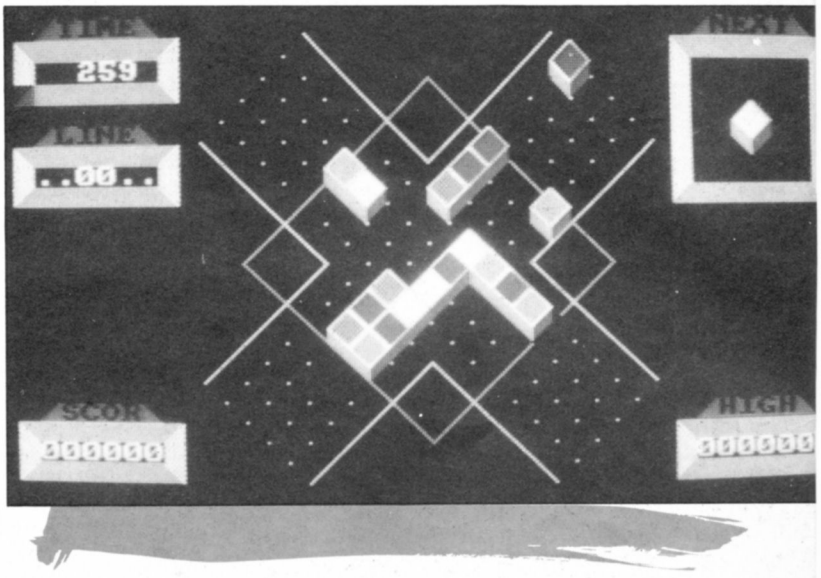
EMPIRE



C. LE MOULLEC

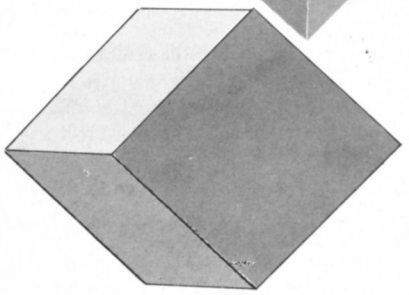
Valable pour CPC
464 – 6128

Si vous aimez Tetro (voir ce numéro) vous avez de grandes chances d'apprécier EMPIRE. Les figures à assembler sont ici de simples cubes.

Mais l'action se déroule en 3D et risque de changer certaines habitudes. Le mode d'emploi est inclus dans le jeu.

Chargement :

Le premier fichier est le programme EMPIRE. Ensuite, EMPIDATA doit être lancé afin d'obtenir EMPIBIN. C'est en faisant alors RUN "EMPIRE" que le jeu commence.



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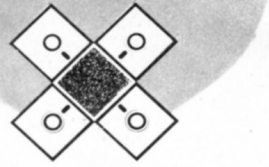
10 REM  ::::::::::::::::::::::::      >YQ
20 REM  :                      :      >EA
30 REM  :  CLAUDE LE MOULLEC  :      >WG
40 REM  :                      :      >EC
50 REM  :    83 RUE J CURIE    :      >RC
60 REM  :                      :      >EE
70 REM  :    22420 PLOUARET    :      >TX
80 REM  :                      :      >EG
90 REM  :   TEL  96 38 94 24   :      >PZ
100 REM :                      :      >KD
110 REM ::::::::::::::::::::::::      >YA
120 SYMBOL AFTER 230                  >PQ
130 SYMBOL 231,0,138,142,138,138,13 >HK
8,234,0
140 SYMBOL 232,0,224,128,128,128,12 >HH
8,224,0
150 SYMBOL 233,0,238,138,138,234,42 >GB
,238,0
160 SYMBOL 234,0,238,132,132,196,13 >HE
2,132,0
170 SYMBOL 235,0,174,170,170,174,23 >HL
4,170,0
180 SYMBOL 236,0,238,168,232,204,16 >HA
8,174,0
190 MEMORY &7FFF                      >LF
200 LOAD "EMPIBIN",&9C10              >TJ
210 GOSUB 3070:REM PRESENTATION/EXP >RT
LICATIONS
220 REM ::::::::::::::::::::::::      >YC
230 REM :                      :      >KH
240 REM :  VARIABLES DE BASE   :      >WR
250 REM :                      :      >KK
260 REM ::::::::::::::::::::::::      >YG
270 DEFINT a-z:MODE 1                 >PZ
280 BORDER 0:INK 0,0:INK 1,6:INK 2, >LX
2:INK 3,19
290 DEF FN po(x,y)=&D000+(y-1)*80+( >GC
x-1)*2
300 DIM sp(15):FOR h=0 TO 11:sp(h+1 >XL
)=&9C10+(h*84):NEXT
310 TR$=CHR$(22)+CHR$(1):NR$=CHR$(2 >MA
2)+CHR$(0)
320 DIM je(17,17):dp1=INT(RND*4)+1  >BD

330 temps=360:tp=temps:WINDOW #1,9, >MA
32,1,23
340 ENV 1,15,-1,1:ENT 2,200,20,5    >XD
350 DATA 10,11,12,13,14,26,27,28,29 >LN
,30,30,29,28,27,26,14,13,12,11,10
360 DATA 5,4,3,2,1,1,2,3,4,5,17,18, >ZD
19,20,21,21,20,19,18,17
370 DATA 1,2,3,4,5,5,4,3,2,1,5,4,3, >MK
2,1,1,2,3,4,5
380 DIM px(20):RESTORE 350:FOR h=1  >FY
TO 20:READ a:px(h)=a:NEXT
390 DIM py(20):RESTORE 360:FOR h=1  >FC
TO 20:READ a:py(h)=a:NEXT
400 DIM nv(20):RESTORE 370:FOR h=1  >FJ
TO 20:READ a:nv(h)=a:NEXT
410 REM ::::::::::::::::::::::::      >YD
420 REM :                      :      >KJ
430 REM :     DESSIN DECOR     :      >TD
```



```
440 REM :                        :     >LA
450 REM ::::::::::::::::::::::::       >YH
460 GOSUB 470:GOTO 570                 >QU
470 PLOT 176,208,2:DRAW 320,352:DRA    >PF
W 464,208:DRAW 320,64:DRAW 176,208
480 PLOT 224,384,3:DRAW 320,288:DRA    >JQ
W 416,384:PLOT 496,304:DRAW 400,208
:DRAW 496,112
490 PLOT 224,32:DRAW 320,128:DRAW 4    >CC
16,32:PLOT 144,112:DRAW 240,208:DRA
W 144,304
500 z1=0:FOR g1=0 TO 3:ORIGIN 160+z    >FU
1,96-z1:GOSUB 510:z1=z1+16:NEXT g1:
GOTO 530
510 x1=0:FOR h1=0 TO 272 STEP 16:a1    >UU
=TEST(h1,x1):IF a1=0 THEN PLOT h1,x
1
520 x1=x1+16:NEXT h1:RETURN            >YF
530 z1=0:FOR g1=0 TO 3:ORIGIN 160+z    >VQ
1,320+z1:GOSUB 550:z1=z1+16:NEXT g1

540 ORIGIN 0,0:RETURN                  >RD
550 x1=0:FOR h1=0 TO 272 STEP 16:a1    >UY
=TEST(h1,x1):IF a1=0 THEN PLOT h1,x
1
560 x1=x1-16:NEXT h1:RETURN            >YM
570 X=1:Y=20:A$="SCOR":GOSUB 660       >AG
580 X=33:Y=20:A$="HIGH":GOSUB 660      >BR
590 X=1:Y=1:A$="TIME":GOSUB 660        >ZX
600 X=1:Y=6:A$="LINE":GOSUB 660        >ZL
610 X=33:A$="NEXT":Y=6:GOSUB 660:Y=    >GK
3:GOSUB 660:Y=1:GOSUB 660
620 PRINT TR$:FOR H=3 TO 8:PEN 2:LO    >DD
CATE X,H:PRINT CHR$(143):LOCATE X+7
,H:PRINT CHR$(143):NEXT
630 FOR H=3 TO 8:PEN 3:LOCATE X,H:P    >WF
RINT CHR$(207):LOCATE X+7,H:PRINT C
HR$(207):NEXT:LOCATE 1,1:PRINT NR$
640 WINDOW #2,34,39,3,8:CLS #2:CALL    >YR
 &A00E,&C186,sp(dp1)
650 GOTO 730                           >ZH
660 PEN 2:FOR H=X TO X+7:LOCATE H,Y    >VE
+1:PRINT CHR$(143):LOCATE H,Y+3:PRI
NT CHR$(143):NEXT
670 LOCATE X,Y+2:PRINT CHR$(143):LO    >KD
CATE X+7,Y+2:PRINT CHR$(143)
680 PEN 1:LOCATE X+1,Y:PRINT CHR$(2    >VN
14)+CHR$(143)+CHR$(143)+CHR$(143)+C
HR$(143)+CHR$(215)
690 PEN 0:LOCATE X+2,Y:PRINT TR$;A$    >RL
:PEN 3:LOCATE X,Y+1:PRINT CHR$(223)
:LOCATE X+7,Y+1:PRINT CHR$(222)
700 LOCATE X,Y+2:PRINT CHR$(207):LO    >KZ
CATE X+7,Y+2:PRINT CHR$(207)
710 LOCATE X,Y+3:PRINT CHR$(220):LO    >KT
CATE X+7,Y+3:PRINT CHR$(221)
720 LOCATE 1,1:PRINT NR$:RETURN        >AR
730 PEN 3:sc=0:GOSUB 2690:li=0:GOSU    >WC
B 2730:GOSUB 2760
740 GOSUB 2240:GOSUB 2200:pas=0:IF     >TP
fin=1 THEN 2890
750 REM ::::::::::::::::::::::::       >ZC
760 REM :                        :     >LF
770 REM : ROUTINE  PRINCIPALE :        >ZC
780 REM :                        :     >LH
790 REM ::::::::::::::::::::::::       >ZG
800 zd=INT(RND*20)+1:x=px(zd):y=py(    >YW
zd):niv=nv(zd):
810 dp=dp1:dp1=INT(RND*4)+1:CLS #2:    >EC
CALL &A00E,&C186,sp(dp1)
820 CALL &A00E,FN po(x,y),sp(dp):tp    >LB
=temps
830 GOTO 2800                          >FJ
840 IF INKEY(1)*INKEY(75)=0 THEN pa    >VL
s=pas+1:GOTO 900
850 IF INKEY(8)*INKEY(74)=0 THEN pa    >VA
s=pas+1:GOTO 960
860 IF INKEY(9)*INKEY(76)=0 THEN 10    >DN
60
870 GOTO 830                           >AC
880 WHILE INKEY$<>"":WEND:FOR t=1 T    >AY
O 100:NEXT t:GOTO 830
890 REM ::: SENS AIGUILLES MONTRE :    >EZ
::
900 SOUND 1,100,2,5:IF pas>5 THEN 1    >DT
060
910 CALL &A00E,FN po(x,y),sp(dp)       >ZA
920 zd=zd+1:IF zd=21 THEN zd=1         >YP
930 x=px(zd):y=py(zd):niv=nv(zd):CA    >KW
LL &A00E,FN po(x,y),sp(dp)
940 GOTO 880                           >AF
950 REM ::: SENS CONTRAIRE AIGUILLE    >JN
S :::
960 SOUND 1,100,2,5:IF pas>5 THEN 1    >DZ
060
970 CALL &A00E,FN po(x,y),sp(dp)       >ZG
980 zd=zd-1:IF zd=0 THEN zd=20         >YY
990 x=px(zd):y=py(zd):niv=nv(zd):CA    >KC
LL &A00E,FN po(x,y),sp(dp)
1000 GOTO 880                          >FC
1010 REM ::::::::::::::::::::::::      >ZB
1020 REM :                       :     >RC
1030 REM :   CHUTE DES CUBES     :     >VH
1040 REM :                       :     >RE
1050 REM ::::::::::::::::::::::::      >ZF
1060 SOUND 1,200,50,7,0,2              >RB
1070 IF zd<6 THEN ss=1:GOTO 1110       >ZT
1080 IF zd<11 THEN ss=2:GOTO 1110      >ZA
1090 IF zd<16 THEN ss=3:GOTO 1110      >ZH
1100 ss=4                              >FD
1110 ON ss GOTO 1130,1190,1250,1310    >AE
1120 REM ::: CHUTE SENS 1 :::          >VE
1130 st=13:FOR h=13 TO 1 STEP -1:IF    >FD
 je(6+niv,h)<>0 THEN st=h-1
1140 NEXT                              >KH
1150 FOR h=1 TO st-1:CALL &A00E,FN     >RL
po(x,y),sp(dp)
1160 x=x+1:y=y+1:CALL &A00E,FN po(x    >WM
,y),sp(dp):NEXT
1170 ax=6+niv:by=st:GOSUB 1540:je(a    >MF
x,by)=dp:GOSUB 1690:GOTO 740
1180 REM ::: CHUTE SENS 2 :::          >VM
1190 st=5:FOR h=5 TO 17:IF je(h,12-    >XZ
niv)<>0 THEN st=h+1
1200 NEXT                              >KE
1210 FOR h=17 TO st+1 STEP -1:CALL     >BL
&A00E,FN po(x,y),sp(dp)
1220 x=x-1:y=y+1:CALL &A00E,FN po(x    >WL
,y),sp(dp):NEXT
1230 ax=st:by=12-niv:GOSUB 1540:je(    >NL
ax,by)=dp:GOSUB 1690:GOTO 740
1240 REM ::: CHUTE SENS 2 :::          >VJ
1250 st=5:FOR h=5 TO 17:IF je(6+niv    >WX
,h)<>0 THEN st=h+1
1260 NEXT                              >LA
1270 FOR h=17 TO st+1 STEP -1:CALL     >BT
&A00E,FN po(x,y),sp(dp)
1280 x=x-1:y=y-1:CALL &A00E,FN po(x    >WV
,y),sp(dp):NEXT
1290 ax=6+niv:by=st:GOSUB 1540::je(    >NF
ax,by)=dp:GOSUB 1690:GOTO 740
1300 REM ::: CHUTE SENS 4 :::          >VH
1310 st=13:FOR h=13 TO 1 STEP -1:IF    >GM
 je(h,12-niv)<>0 THEN st=h-1
1320 NEXT                              >KH
1330 FOR h=1 TO st-1:CALL &A00E,FN     >RL
po(x,y),sp(dp)
1340 x=x+1:y=y-1:CALL &A00E,FN po(x    >WP
,y),sp(dp):NEXT
1350 ax=st:by=12-niv:GOSUB 1540:je(    >NP
ax,by)=dp:GOSUB 1690:GOTO 740
1360 REM ::::::::::::::::::::::::      >ZK
1370 REM :                       :     >TA
1380 REM :   EFFACER UN CUBE     :     >VL
1390 REM :                       :     >TC
1400 REM ::::::::::::::::::::::::      >ZE
1410 CALL &A00E,FN po(x,y),sp(dp+4)    >CH
1420 IF je(ax-1,by)=0 AND je(ax-1,b    >WZ
y+1)=0 THEN CALL &A00E,FN po(x,y),s
p(9)
1430 IF je(ax-1,by)=0 AND je(ax-1,b    >ZV
y+1)<>0 THEN CALL &A00E,FN po(x,y),
sp(11)
1440 IF je(ax,by+1)=0 AND je(ax-1,b    >XQ
y+1)=0 THEN CALL &A00E,FN po(x,y),s
p(10)
1450 IF je(ax,by+1)=0 AND je(ax-1,b    >ZW
y+1)<>0 THEN CALL &A00E,FN po(x,y),
sp(12)
1460 IF je(ax,by-1)=0 AND je(ax+1,b    >AW
y-1)<>0 THEN CALL &A038,FN po(x,y-2
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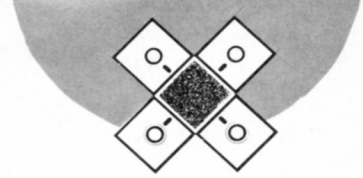

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),sp(9)
1470 IF je(ax+1,by)=0 AND je(ax+1,b >BP
y-1)<>0 THEN CALL &A038,FN po(x,y-2
),sp(10)
1480 RETURN                          >FG
1490 REM ::::::::::::::::::::::::    >ZP
1500 REM :                       :   >RF
1510 REM :  AFFICHER UN  CUBE    :   >WY
1520 REM :                       :   >RH
1530 REM ::::::::::::::::::::::::    >ZJ
1540 CALL &A00E,FN po(x,y),sp(dp)    >AB
1550 CALL &A038,FN po(x,y),sp(dp+4)  >CC
1560 IF JE(AX-1,BY)<>0 AND JE(AX-1,  >XF
BY+1)<>0 AND JE(AX,BY+1)<>0 THEN RE
TURN
1570 IF JE(AX-1,BY)=0 AND JE(AX-1,B  >AR
Y+1)=0 AND JE(AX,BY+1)=0 THEN GOSUB
 1640:GOSUB 1650:RETURN
1580 IF JE(AX-1,BY)=0 AND JE(AX-1,B  >VW
Y+1)<>0 AND JE(AX,BY+1)=0 THEN GOSU
B 1640:GOSUB 1650:GOSUB 1670:RETURN
1590 IF JE(AX-1,BY)<>0 AND JE(AX-1,  >WM
BY+1)<>0 AND JE(AX,BY+1)=0 THEN GOS
UB 1650:GOSUB 1660:GOSUB 1670:RETUR
N
1600 IF JE(AX-1,BY)=0 AND JE(AX-1,B  >WJ
Y+1)<>0 AND JE(AX,BY+1)<>0 THEN GOS
UB 1640:GOSUB 1670:GOSUB 1680:RETUR
N
1610 IF JE(AX-1,BY)<>0 AND JE(AX-1,  >KT
BY+1)=0 AND JE(AX,BY+1)=0 THEN GOSU
B 1650:RETURN
1620 IF JE(AX-1,BY)=0 AND JE(AX-1,B  >KX
Y+1)=0 AND JE(AX,BY+1)<>0 THEN GOSU
B 1640:RETURN
1630 RETURN:REM un os ? tel 96 38 9  >CK
4 24
1640 CALL &A038,FN po(x,y),sp(9):RE  >HE
TURN
1650 CALL &A038,FN po(x,y),sp(10):R  >JJ
ETURN
1660 A=JE(AX-1,BY):CALL &A038,FN po  >FM
(x-1,y+1),sp(a+4):RETURN
1670 A=JE(AX-1,BY+1):CALL &A038,FN   >FH
po(x,Y+2),sp(a+4):RETURN
1680 A=JE(AX,BY+1):CALL &A038,FN po  >FK
(x+1,y+1),sp(a+4):RETURN
1690 ON ss GOTO 1760,1860,1960,2060  >AV
1700 REM ::::::::::::::::::::::::    >ZH
1710 REM :                       :   >RJ
1720 REM :  DECALAGE DES CUBES   :   >YA
1730 REM :                       :   >TA
1740 REM ::::::::::::::::::::::::    >ZM
1750 REM ::: DECALAGE SENS 1 :::     >YT
1760 IF by<>4 THEN RETURN            >UU
1770 pla=0:FOR h=13 TO 5 STEP -1:IF  >ZZ
 je(AX,H)=0 THEN pla=h
1780 NEXT:IF pla=0 THEN RETURN       >ZZ
1790 x1=ax:y1=by:FOR h=4 TO pla:IF   >YY
je(AX,H)=0 THEN 1810
1800 x=(AX+H)+2:y=(11+H)-AX:dp=je(A  >BZ
X,H):BY=H:GOSUB 1410
1810 NEXT:FOR h=pla TO st+1 STEP -1  >GL
:je(AX,H)=je(AX,H-1):NEXT
1820 je(x1,y1)=0:FOR h=4 TO pla:IF   >XH
je(AX,H)=0 THEN 1840
1830 x=(AX+H)+2:y=(11+H)-AX:dp=je(A  >BH
X,H):BY=H:GOSUB 1550
1840 NEXT:RETURN                     >MB
1850 REM ::: DECALAGE SENS 2 :::     >YV
1860 IF ax<>14 THEN RETURN           >VN
1870 pla=0:FOR h=5 TO 13:IF je(h,by  >QZ
)=0 THEN pla=h
1880 NEXT:IF pla=0 THEN RETURN       >ZA
1890 x1=ax:y1=by:FOR h=14 TO PLA ST  >HB
EP -1:IF je(h,by)=0 THEN 1910
1900 x=(h+by)+2:y=(11+by)-h:dp=je(h  >BE
,by):ax=h:GOSUB 1410
1910 NEXT:FOR h=pla TO st+1:je(h,by  >YN
)=je(h+1,by):NEXT
1920 je(x1,y1)=0:FOR h=14 TO PLA ST  >GL
EP -1:IF je(h,by)=0 THEN 1940
1930 x=(h+by)+2:y=(11+by)-h:dp=je(h  >BN
,by):ax=h:GOSUB 1550
1940 NEXT:RETURN                     >MC
1950 REM ::: DECALAGE SENS 3 :::     >YX
1960 IF by<>14 THEN RETURN           >VR
1970 pla=0:FOR h=5 TO 13:IF je(AX,H  >QY
)=0 THEN pla=h
1980 NEXT:IF pla=0 THEN RETURN       >ZB
1990 x1=ax:y1=by:FOR h=14 TO PLA ST  >HR
EP -1:IF je(AX,H)=0 THEN 2010
2000 x=(AX+H)+2:y=(11+H)-AX:dp=je(A  >BR
X,H):BY=h:GOSUB 1410
2010 NEXT:FOR h=pla TO st+1:je(AX,H  >YA
)=je(AX,H+1):NEXT
2020 je(x1,y1)=0:FOR h=14 TO PLA ST  >GR
EP -1:IF je(AX,H)=0 THEN 2040
2030 x=(AX+H)+2:y=(11+H)-AX:dp=je(A  >BA
X,H):BY=h:GOSUB 1550
2040 NEXT:RETURN                     >MU
2050 REM ::: DECALAGE SENS 4 :::     >YP
2060 IF ax<>4 THEN RETURN            >UK
2070 pla=0:FOR h=13 TO 5 STEP -1:IF  >ZV
 je(h,by)=0 THEN pla=h
2080 NEXT:IF pla=0 THEN RETURN       >ZT
2090 x1=ax:y1=by:FOR h=4 TO pla:IF   >YM
je(h,by)=0 THEN 2110
2100 x=(h+by)+2:y=(11+by)-h:dp=je(h  >BX
,by):ax=h:GOSUB 1410
2110 NEXT:FOR h=pla TO st+1 STEP -1  >GJ
:je(h,by)=je(h-1,by):NEXT
2120 je(x1,y1)=0:FOR h=4 TO pla:IF   >XX
je(h,by)=0 THEN 2140
2130 x=(h+by)+2:y=(11+by)-h:dp=je(h  >BF
,by):ax=h:GOSUB 1550
2140 NEXT:RETURN                     >MV
2150 REM ::::::::::::::::::::::::    >ZH
2160 REM :                       :   >RJ
2170 REM :  TEST LIGNE/SORTIE    :   >YU
2180 REM :                       :   >TA
2190 REM ::::::::::::::::::::::::    >ZM
2200 fin=0:FOR h=7 TO 11             >RD
2210 IF je(h,4)<>0 OR je(h,14)<>0 O  >RD
R je(4,h)<>0 OR je(14,h)<>0 THEN fi
n=1
2220 NEXT:RETURN                     >MU
2230 REM ::: LIGNE COMPLETE ? :::    >ZU
2240 FOR g=5 TO 13:FOR h=5 TO 9:IF   >UL
je(h,g)=0 THEN 2270
2250 com=1:FOR z=h TO h+4:IF je(z,g  >UE
)<>je(h,g) THEN com=0 ELSE lx=h:ly=
g
2260 NEXT z:IF com=1 THEN GOSUB 237  >PQ
0:GOSUB 2480
2270 NEXT h,g                        >KF
2280 FOR h=5 TO 13:FOR g=5 TO 9:IF   >UK
je(h,g)=0 THEN 2310
2290 com=1:FOR z=g TO g+4:IF je(h,z  >UH
)<>je(h,g) THEN com=0 ELSE lx=h:ly=
g
2300 NEXT z:IF com=1 THEN GOSUB 258  >PN
0:GOSUB 2480
2310 NEXT g,h:RETURN                 >QQ
2320 REM ::::::::::::::::::::::::    >ZG
2330 REM :                       :   >RH
2340 REM : EFF LIGNE HORIZONT    :   >YV
2350 REM :                       :   >RK
2360 REM ::::::::::::::::::::::::    >ZL
2370 by=ly:FOR ax=lx TO lx+4         >XR
2380 x=(ax+by)+2:y=(11+by)-ax:dp=je  >MD
(ax,by)
2390 je(ax,by)=0:CALL &A00E,FN po(x  >QK
,y),sp(dp+4)
2400 IF je(ax,by+1)=0 THEN CALL &A0  >YT
0E,FN po(x,y),sp(10)
2410 NEXT:IF je(lx-1,by)<>0 THEN RE  >HJ
TURN
2420 x=(lx+by)+2:y=(11+by)-lx:CALL   >NY
&A00E,FN po(x,y),sp(9):RETURN
2430 REM ::::::::::::::::::::::::    >ZJ
2440 REM :                       :   >RK
2450 REM :    REMISE A JOUR      :   >TV
2460 REM :                       :   >TB
2470 REM ::::::::::::::::::::::::    >ZN
2480 sc=sc+85:GOSUB 2690:li=li+1:GO  >MH
SUB 2730
2490 temps=temps-10:IF temps<60 THE  >QD
N temps=60
2500 GOSUB 470:FOR BY=5 TO 13:FOR A  >NK
X=5 TO 13:IF JE(AX,BY)=0 THEN 2520
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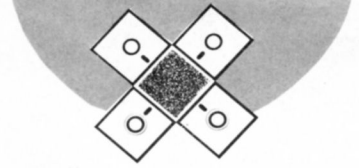

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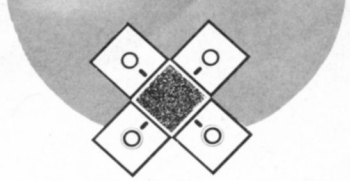
2510 x=(AX+BY)+2:y=(11+BY)-AX:dp=je >ZZ
(AX,BY):GOSUB 1550
2520 NEXT AX,BY:RETURN              >TC
2530 REM ::::::::::::::::::::::::   >AA
2540 REM :                      :   >TB
2550 REM :  EFF LIGNE VERTICALE :   >ZD
2560 REM :                      :   >TD
2570 REM ::::::::::::::::::::::::   >AE
2580 ax=lx:FOR by=ly TO ly+4        >XW
2590 x=(ax+by)+2:y=(11+by)-ax:dp=je >MG
(ax,by)
2600 je(ax,by)=0:CALL &A00E,FN po(x >QD
,y),sp(dp+4)
2610 IF je(ax-1,by)=0 THEN CALL &A0 >XD
0E,FN po(x,y),sp(9)
2620 NEXT:IF je(ax,ly+5)<>0 THEN RE >HN
TURN
2630 x=(ax+ly+4)+2:y=(11+ly+4)-ax:C >UL
ALL &A00E,FN po(x,y),sp(10):RETURN
2640 REM ::::::::::::::::::::::::   >AC
2650 REM :                      :   >TD

2660 REM :  SCORE,TEMPS,ETC..   :   >YJ
2670 REM :                      :   >TF
2680 REM ::::::::::::::::::::::::   >AG
2690 PEN 3:LOCATE 2,22:PRINT nr$;"0 >FZ
00000":IF sc=0 THEN RETURN
2700 IF sc<100 THEN LOCATE 6,22:PRI >FH
NT nr$;"  ":LOCATE 5,22:PRINT tr$;s
c:RETURN
2710 IF sc<1000 THEN LOCATE 5,22:PR >HQ
INT nr$;"   ":LOCATE 4,22:PRINT tr$
;sc:RETURN
2720 IF sc<10000 THEN LOCATE 4,22:P >KC
RINT nr$;"    ":LOCATE 3,22:PRINT t
r$;sc:RETURN
2730 PEN 3:LOCATE 2,8:PRINT nr$;".. >EH
00..":IF li=0 THEN RETURN
2740 IF li<10 THEN LOCATE 5,8:PRINT >AZ
 nr$;" ":LOCATE 4,8:PRINT tr$;li:RE
TURN
2750 LOCATE 4,8:PRINT nr$;"  ":LOCA >JN
TE 3,8:PRINT tr$;li:RETURN
2760 PEN 3:LOCATE 34,22:PRINT nr$;" >JG
000000":IF rec=0 THEN RETURN
2770 IF rec<100 THEN LOCATE 38,22:P >LZ
RINT nr$;"  ":LOCATE 37,22:PRINT tr
.$;rec:RETURN
2780 IF rec<1000 THEN LOCATE 37,22: >PG
PRINT nr$;"   ":LOCATE 36,22:PRINT
tr$;rec:RETURN
2790 IF rec<10000 THEN LOCATE 36,22 >RC
:PRINT nr$;"    ":LOCATE 35,22:PRIN
T tr$;rec:RETURN
2800 tp=tp-1                        >GJ
2810 PEN 3:LOCATE 3,3:PRINT nr$;tp  >CM
2820 IF tp>0 THEN 840               >NY
2830 ENT 4,20,3,5:SOUND 4,20,100,15 >QD
,0,4:GOTO 1070
2840 REM ::::::::::::::::::::::::   >AE
2850 REM :                      :   >TF
2860 REM :    FIN DE PARTIE     :   >TC
2870 REM :                      :   >TH
2880 REM ::::::::::::::::::::::::   >AJ
2890 FIN=0:FOR t=1 TO 200:SOUND 1,t >PD
,1,14:NEXT t
2900 FOR g=1 TO 17:FOR h=1 TO 17    >XC
2910 IF je(h,g)=0 THEN 2930         >UA
2920 sc=sc+10:SOUND 1,0,15,15,1,,15 >NR
:GOSUB 2690
2930 NEXT h,g:PEN 1:PAPER #1,0:ERAS >WZ
E JE:DIM JE(17,17)
2940 IF rec<sc THEN rec=sc:GOSUB 27 >EN
60
2950 FOR h=1 TO 25:LOCATE #1,24,23: >AG
PRINT #1,CHR$(10):NEXT
2960 PEN 3:LOCATE 16,10:PRINT "UNE  >TP
AUTRE?":LOCATE 18,12:PRINT "(O/N)"
2970 A$=INKEY$:IF A$="" THEN 2970   >ZY
2980 A$=UPPER$(A$):IF A$="N" THEN E >DE
ND
2990 IF A$="O" THEN 3000 ELSE 2970  >YR
3000 FOR h=1 TO 25:LOCATE #1,24,23: >AT
PRINT #1,CHR$(10):NEXT
3010 CLS #2:GOSUB 470:DP1=INT(RND*4 >MZ
)+1:DP=DP1:TEMPS=360:GOTO 730
3020 REM ::::::::::::::::::::::::   >ZE
3030 REM :                      :   >RF
3040 REM :    PRESENTATION      :   >UU
3050 REM :                      :   >RH
3060 REM ::::::::::::::::::::::::   >ZJ
3070 CALL &BBFF:MODE 1:BORDER 0:INK >HR
 0,0:INK 1,6:INK 2,2:INK 3,19
3080 PEN 3:LOCATE 11,8:PRINT STRING >PZ
$(21,"*"):LOCATE 11,15:PRINT STRING
$(21,"*"):FOR h=9 TO 14:LOCATE 11,h
:PRINT "*":LOCATE 31,h:PRINT"*":NEX
T
3090 PEN 2:LOCATE 13,10:PRINT"1 -"; >LP
:PEN 1:PRINT" EXPLICATIONS"
3100 PEN 2:LOCATE 13,13:PRINT"2 -"; >BQ
:PEN 1:PRINT" ACTION"
3110 A$=INKEY$:IF a$="" THEN 3110   >YD
3120 PRINT CHR$(7):IF A$="1" THEN 3 >DM
140
3130 IF A$="2" THEN mu=REMAIN(2):RE >RB
TURN ELSE 3110
3140 RESTORE 3640:EVERY 20,2 GOSUB  >FP
3620
3150 LMC$=CHR$(231)+CHR$(232)+CHR$( >QU
233)+CHR$(234)+CHR$(235)+CHR$(236)
3160 tr$=CHR$(22)+CHR$(1):nr$=CHR$( >NZ
22)+CHR$(0)
3170 MODE 0:BORDER 2:INK 0,0:INK 1, >BA
26:INK 2,14:INK 3,1:INK 4,3:INK 5,2
1:INK 6,18:INK 7,9:INK 8,6:INK 9,24
:INK 10,13:INK 11,15:INK 12,17:INK
13,20:INK 14,24:INK 15,0
3180 FOR T=0 TO 810:PLOT RND*640,RN >DH
D*400+175,RND*10+1:NEXT
3190 WINDOW #1,1,20,15,25:PAPER #1, >KT
13:CLS#1
3200 PLOT 0,5,1:DRAW 639,5:PLOT 0,1 >GF
00:DRAW 639,100:PLOT 0,150:DRAW 639
,150:PLOT 0,175:DRAW 639,175
3210 PLOT 0,5:DRAW 316,175:PLOT 639 >CL
,5:DRAW 324,175:PLOT 0,75:DRAW 316,
175:PLOT 639,75:DRAW 324,175:PLOT 1
60,5:DRAW 316,175:PLOT 480,5:DRAW 3
24,175:PLOT 0,120:DRAW 318,175:PLOT
 639,120:DRAW 324,175:PLOT 0,155:DR
AW 316,175:PLOT 639,155:DRAW 324,17
5
3220 DEG:ORIGIN 300,175:FOR T=-94 T >CW
0 100 STEP 0.5:MOVE 0,0:PLOT SIN(T)
*200,COS(T)*200,14:DRAWR 20,0:DRAWR
 20,0,13:DRAWR 20,0,12:DRAWR 20,0,1
1:DRAWR 20,0,10:NEXT:ORIGIN 0,0
3230 ORIGIN 0,0                     >XK
3240 A=0:FOR T=0 TO 28:PLOT 200+A,1 >VU
10+T,15:DRAW 300+A,110+T:A=A+1.2:NE
XT
3250 FOR T=0 TO 70:PLOT 200,120+T:D >YQ
RAW 270,120+T,5:NEXT:A=0:FOR T=190
TO 202:PLOT 200+A,T:DRAW 270+A,T,8:
DRAW 270+A,120+A,7:A=A+2:NEXT
3260 A=0:FOR T=0 TO 28:PLOT 500+A,5 >TT
0+T,15:DRAW 600+A,50+T:A=A+1.2:NEXT
3270 FOR T=0 TO 70:PLOT 500,60+T:DR >VA
AW 570,60+T,2:NEXT:A=0:FOR T=130 TO
 142:PLOT 500+A,T:DRAW 570+A,T,10:D
RAW 570+A,60+A,8:A=A+2:NEXT
3280 A=0:FOR T=0 TO 28:PLOT 20+A,10 >RP
+T,15:DRAW 150+A,10+T:A=A+1.2:NEXT
3290 FOR T=0 TO 90:PLOT 20,20+T:DRA >UT
W 110,20+T,8:NEXT:A=0:FOR T=110 TO
132:PLOT 20+A,T:DRAW 110+A,T,2:DRAW
 110+A,20+A,10:A=A+1.2:NEXT
3300 PEN 0:LOCATE 7,22:PRINT tr$;"L >WF
'EMPIRE":LOCATE 13,24:PRINT "ECLATE
"
3310 PEN 11:LOCATE 2,2:PRINT lmc$;n >EE
r$
3320 WHILE INKEY$="":WEND           >UD
3330 REM ::::::::::::::::::::::::   >ZJ
3340 REM :                      :   >RK
3350 REM :    EXPLICATION       :   >TD
3360 REM :                      :   >TB
3370 REM ::::::::::::::::::::::::   >ZN
3380 CALL &BBFF:MODE 1:BORDER 0:INK >HW
 0,0:INK 1,6:INK 2,2:INK 3,19
```



```
3390 CLS:MODE 1:LOCATE 13,1:PRINT"L >BB
'EMPIRE ECLATE":PEN 2:LOCATE 13,2:P
RINT"---------------"
3400 PEN 3:LOCATE 1,4:PRINT"    L'E >TP
MPIRE ECLATE c'est un TETRIS a lapu
issance 4 et en trois dimensions."
3410 PEN 2:LOCATE 1,4:PRINT"    L'E >LB
MPIRE ECLATE":PEN 1:LOCATE 30,4:PRI
NT "TETRIS"
3420 PEN 3:LOCATE 1,7:PRINT"    Des >FA
 cubes de couleurs arrivent par 4vo
ies différentes pour s'arréter d
ansl'aire qui leur est réservée."
3430 LOCATE 1,11:PRINT"    Votre t >KC
ache consiste à en aligner 5de la m
ème couleur pour les voir dispa-ra
itre.Plus facile à dire qu'à faire.
"
3440 LOCATE 1,15:PRINT"    Le dépl >GM
acement de chaque cube estlimité
à cinq pas et ils n'hésitent pas à
 jouer des coudes pour se faire de
 laplace."
3450 LOCATE 1,20:PRINT"    Mais au >BH
grand jamais ils ne devronts'échap
per en passant la frontiere car.."
3460 LOCATE 10,23:PEN 1:PRINT"LA LI >AJ
BERTE DES PEUPLES"
3470 LOCATE 10,25:PRINT"C'EST L'EMP >TC
IRE ECLATE."
3480 WHILE INKEY$="":WEND          >VC
3490 CLS:LOCATE 15,1:PRINT"DEPLACEM >GG
ENTS":PEN 2:LOCATE 15,2:PRINT"*****
*******"
3500 LOCATE 1,4:PRINT"Joystick/curs >QE
eur":PEN 1:LOCATE 1,5:PRINT"-------
---------"
3510 LOCATE 1,7:PRINT "  "+CHR$(243 >TN
)+"  =  déplacement du cube dans le
 sensdes aiguilles d'une montre."
3520 LOCATE 1,11:PRINT "  "+CHR$(24 >RG
2)+"  =  déplacement du cube dans l
e senscontraire des aiguilles d'une
 montre."
3530 LOCATE 4,15:PRINT "<COPY> ou < >KQ
FIRE> =  le cube tombe"
3540 PEN 3:LOCATE 6,19:PRINT STRING >MF
$(30,"=")
3550 PEN 2:LOCATE 4,22:PRINT "<ANY  >EZ
KEY>":LOCATE 14,22:PEN 1:PRINT"=  d
epart de la partie"
3560 LOCATE 33,25:PEN 1:PRINT"<ENTE >BF
R>":WHILE INKEY$="":WEND:CLS:GOTO 3
070
3570 REM ::::::::::::::::::::::::    >ZQ
3580 REM :                      :    >TF
3590 REM :  MUSIQUE MAESTRO !   :    >XQ
3600 REM :                      :    >RJ
3610 REM ::::::::::::::::::::::::    >ZK
3620 DI:IF (SQ(1) AND 7)=0 THEN EI: >RJ
RETURN ELSE READ p:IF p=-1 THEN RES
TORE 3640:GOTO 3620
3630 SOUND 1,p,28,7:SOUND 1,p,1,0:G >KY
OTO 3620
3640 DATA 239,239,253,239,239,239,2 >CM
53,239,213,239,253,284,239,239,253,
239,239,239,253,239,284,319,379,358
,319,319,319,319,319,358,379,426,37
9,358,319
3650 DATA 284,319,319,358,319,319,3 >CH
19,284,253,284,319,358,379,426,379,
426,478,478,426,379,358,426,319,213
,213,239,213,213,213,239,253,284,25
3,239,213
3660 DATA 190,213,213,239,213,213,2 >PC
13,190,179,190,213,190,179,190,179,
190,213,239,253,284,253,284,319,319
,284,253,239,284,239,-1,-1◆
```

OFFRE EXCEPTIONNELLE

4 CASSETTES POUR 100 F !*

Une cassette comprend les jeux, éducatifs ou utilitaires qui ont été publiés dans le numéro CPC correspondant.

---

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7 : Cherry Paint – Discut – Conjugaison – Calcul – Colditz – Double hauteur Référence croisée des variables basic
9 : Cherry Paint – Creedata – Serpent Madness
12 : Cherry Paint – Mozart – Louisiane – Prot disc – Etik disk.
15 : Cherry Paint – Gemaine – Moniteur de disquette – Boîte à rythmes.
16 : Poker patience – Attentif – Menu 2+.
24 : CAO 3D – Anti-erreurs – 1000 Bornes – Justification – Twenty Copy – Trames et collages – Graphofrance – Machines.
28 : Anti-erreurs II – Routines machines – CAO 3D – Fichiers – Générateur de sprites – Catprog.

Je commande ____ lots(s) de 4 cassettes à 100 F le lot _____
Numéros des cassettes souhaitées : _____
Si une des cassettes était épuisée, je désire à la place
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Nom : _____ Prénom : _____
Adresse : _____
Code postal : _____ Ville : _____
Date : _____ Signature : _____

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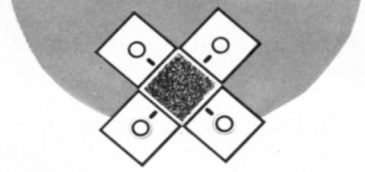
(Recommandé : + 10 F) ***Délai minimum de livraison : 15 jours à réception de la commande***



EMPADATA

```
5 MEMORY &8FFF:MODE 1
7 LOCATE 1,10:PRINT " DATAS DE LA LIGNE
      CORRECTS":PEN 2
10 A=&9C10:F=&A090:L=100:WHILE A<=F:FOR
 A=A TO A+15:READ C$:K=VAL("&"+C$):S=S+
K+65536*(S+K>32767):IF A<=F THEN POKE A
,K
20 NEXT:READ D$:T=VAL("&"+D$):IF T<>S T
HEN PRINT CHR$(7);"Erreur ligne";L:END
ELSE L=L+5
25 LOCATE 20,10:PRINT l-5:WEND
100 DATA 00,01,08,00,00,13,8C,00,00,37,
CE,00,00,7F,EF,00,031B
105 DATA 01,FF,FF,08,13,FF,FF,8C,37,FF,
FF,CE,7F,FF,FF,EF,0E2E
110 DATA 3F,FF,FF,DE,1F,FF,FF,BC,0F,FF,
FF,78,0F,7F,EF,F0,1914
115 DATA 0F,3F,DE,F0,0F,1F,BC,F0,07,0F,
78,E0,03,0F,F0,C0,203A
120 DATA 01,0F,F0,80,00,0F,F0,00,00,07,
E0,00,00,03,C0,00,2463
125 DATA 00,01,80,00,00,11,88,00,00,23,
4C,00,00,47,2E,00,2661
130 DATA 00,8F,1F,00,11,0F,0F,88,23,0F,
0F,4C,47,0F,0F,2E,28E6
135 DATA 8F,0F,0F,1F,4F,0F,0F,3E,2F,0F,
0F,7C,1F,0F,0F,F8,2C5B
140 DATA 0F,8F,1F,F0,0F,4F,3E,F0,0F,2F,
7C,F0,07,1F,F8,E0,333C
145 DATA 03,0F,F0,C0,01,0F,F0,80,00,0F,
F0,00,00,07,E0,00,3864
150 DATA 00,03,C0,00,00,01,80,00,00,11,
88,00,00,32,C4,00,3B37
155 DATA 00,74,E2,00,00,F8,F1,00,11,F0,
F0,88,32,F0,F0,C4,43C5
160 DATA 74,F0,F0,E2,F8,F0,F0,F1,7C,F0,
F0,F2,3E,F0,F0,F4,5124
165 DATA 1F,F0,F0,F8,0F,F8,F1,F0,0F,7C,
F2,F0,0F,3E,F4,F0,5BA1
170 DATA 07,1F,F8,E0,03,0F,F0,C0,01,0F,
F0,80,00,0F,F0,00,61E0
175 DATA 00,07,E0,00,00,03,C0,00,00,01,
80,00,00,11,88,00,64A4
180 DATA 00,32,4C,00,00,65,A6,00,00,DA,
5B,00,11,A5,A5,88,6945
185 DATA 32,5A,5A,4C,65,A5,A5,A6,DA,5A,
5A,5B,6D,A5,A5,B6,7122
190 DATA 3E,5A,5A,7C,1F,A5,A5,F8,0F,DA,
5B,F0,0F,6D,B6,F0,7947
195 DATA 0F,3E,7C,F0,07,1F,F8,E0,03,0F,
F0,C0,01,0F,F0,80,8040
200 DATA 00,0F,F0,00,00,07,E0,00,00,03,
C0,00,00,01,80,00,836A
205 DATA 00,01,08,00,00,13,8C,00,00,37,
CE,00,00,7F,EF,00,8685
210 DATA 01,FF,FF,08,13,FF,FF,8C,37,FF,
FF,CE,7F,FF,FF,EF,9198
215 DATA 37,FF,FF,CE,13,FF,FF,8C,01,FF,
FF,08,00,7F,EF,00,9AAD
220 DATA 00,37,CE,00,00,13,8C,00,00,01,
08,00,00,00,00,00,9C5A
225 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,9C5A
230 DATA 00,00,00,00,00,11,88,00,00,23,
4C,00,00,47,2E,00,9DD7
235 DATA 00,8F,1F,00,11,0F,0F,88,23,0F,
0F,4C,47,0F,0F,2E,A05C
240 DATA 8F,0F,0F,1F,47,0F,0F,2E,23,0F,
0F,4C,11,0F,0F,88,A2FF
245 DATA 00,8F,1F,00,00,47,2E,00,00,23,
4C,00,00,11,88,00,A52A
250 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,A52A
255 DATA 00,00,00,00,00,00,00,00,00,11,
88,00,00,32,C4,00,A6B9
260 DATA 00,74,E2,00,00,F8,F1,00,11,F0,
F0,88,32,F0,F0,C4,AF47
265 DATA 74,F0,F0,E2,F8,F0,F0,F1,74,F0,
F0,E2,32,F0,F0,C4,BC52
270 DATA 11,F0,F0,88,00,F8,F1,00,00,74,
E2,00,00,32,C4,00,C300
275 DATA 00,11,88,00,00,00,00,00,00,00,
00,00,00,00,00,00,C399
280 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,11,88,00,C432
285 DATA 00,32,4C,00,00,65,A6,00,00,DA,
5B,00,11,A5,A5,88,C8D3
290 DATA 32,5A,5A,4C,65,A5,A5,A6,DA,5A,
5A,5B,65,A5,A5,A6,D098
295 DATA 32,5A,5A,4C,11,A5,A5,88,00,DA,
5B,00,00,65,A6,00,D5ED
300 DATA 00,32,4C,00,00,11,88,00,00,00,
00,00,00,00,00,00,D704
305 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,D704
310 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,D704
315 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,D704
320 DATA 08,00,00,00,0C,00,00,00,0E,00,
00,00,0F,00,00,00,D735
325 DATA 0F,08,00,00,0F,0C,00,00,07,0E,
00,00,03,0F,00,00,D78E
330 DATA 01,0F,00,00,00,0F,00,00,00,07,
00,00,00,03,00,00,D7B7
335 DATA 00,01,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,D7B8
340 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,D7B8
345 DATA 00,00,00,00,00,00,00,10,00,00,
00,30,00,00,00,70,D868
350 DATA 00,00,00,F0,00,00,10,F0,00,00,
30,F0,00,00,70,E0,DCC8
355 DATA 00,00,F0,C0,00,00,F0,80,00,00,
F0,00,00,00,E0,00,E1B8
360 DATA 00,00,C0,00,00,00,80,00,00,00,
00,00,00,00,00,00,E2F8
365 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,E2F8
370 DATA 00,00,00,00,00,00,00,00,08,00,
00,00,0C,00,00,00,E30C
375 DATA 0E,00,00,00,0F,00,00,00,0F,08,
00,00,0F,0C,00,00,E35B
380 DATA 07,0E,00,00,03,0F,00,00,01,0E,
00,00,00,0C,00,00,E39D
385 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,E39D
390 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,E39D
395 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,10,E3AD
400 DATA 00,00,00,30,00,00,00,70,00,00,
00,F0,00,00,10,F0,E63D
405 DATA 00,00,30,F0,00,00,70,E0,00,00,
F0,C0,00,00,70,80,EB4D
410 DATA 00,00,30,00,00,00,00,00,00,00,
00,00,00,00,00,00,EB7D
415 DATA 7C,C6,08,67,D0,D5,11,50,C0,19,
D1,C9,00,00,DD,5E,F2E2
420 DATA 00,DD,56,01,DD,6E,02,DD,66,03,
06,15,CD,19,BD,F3,F95A
425 DATA C5,E5,06,04,1A,AE,77,13,23,10,
F9,E1,CD,00,A0,C1,009B
430 DATA 10,EE,FB,C9,00,00,00,00,DD,5E,
00,DD,56,01,DD,6E,0717
435 DATA 02,DD,66,03,06,15,CD,19,BD,F3,
C5,E5,06,04,1A,E6,0DC4
440 DATA 88,28,06,4F,7E,E6,77,B1,77,1A,
E6,44,28,06,4F,7E,140B
445 DATA E6,BB,B1,77,1A,E6,22,28,06,4F,
7E,E6,DD,B1,77,1A,1BF6
450 DATA E6,11,28,06,4F,7E,E6,EE,B1,77,
23,13,10,D0,E1,CD,23A8
455 DATA 00,A0,C1,10,C5,FB,C9,00,00,00,
00,00,00,00,00,00,27A2
460 DATA 00,00,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,27A2
700 CLS:PRINT " FICHIER LANGAGE MACHINE
 CORRECT..."
710 PRINT:PRINT:PRINT
720 PRINT "UNE TOUCHE POUR LA SAUVEGARD
E...."
730 CALL &BB18
740 SAVE "EMPIBIN",B,&9C10,&480◆
```