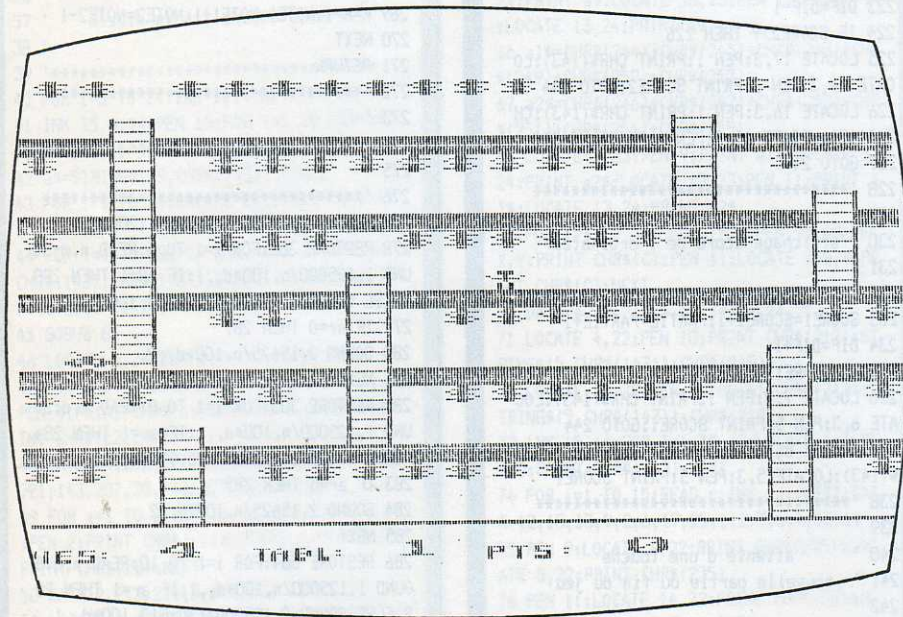


DOLLARS ET SNAFF

Christian MATHIS



Les temps sont durs, il vous faut gagner votre vie, et vous avez trouvé un château plein de dollars.

Mais un affreux monstre ne l'entend pas de cette oreille, et il fera tout pour vous empêcher d'attraper les précieux billets verts. Oh ! Mais attendez, ce n'est pas l'unique problème. La nature a été cruelle avec vous, mais vous n'êtes pas rancunier, après tout, plus c'est petit, plus c'est mignon. Manque de chance, les dollars sont suspendus au plafond. Il vous faudra sauter pour les attraper. Pour vous débarrasser du monstre, deux solutions se présentent à vous : jouer avec les échelles ou creuser des trous dans le plancher afin d'enterrer votre dangereux poursuivant. Mais, je ne vous en dis pas plus, le mode d'emploi est inclus dans le programme. Tapez-le, vous ne serez pas déçu.

**GARDEZ LE
BON
CONTACT!**



Utilisez le serveur MHZ

24 h./24 à votre disposition sur Télétel 3

**Composez le 3615
puis tapez le code MHZ**

Au menu :

- Les dernières nouvelles
- Les petites annonces électronique et informatique
- Les sommaires de vos journaux
- Et une boîte aux lettres sérieuse et personnalisée qui vous permettra de poser vos questions à la rédaction.

**VOUS AVEZ VU MES DOIGTS?!
LA PROCHAINE FOIS, JE
COMMANDE LA DISQUETTE
CPC!**



**La disquette du CPC
Hors-Série n° 2
est DISPONIBLE**

Si vous n'avez pas le temps de tout taper ou si vous avez des ampoules au bout des doigts après avoir entré un kilo-octet, commandez la disquette HS 2 qui contient tous les programmes du présent numéro plus un programme inédit. Utilisez le bon de commande figurant en dernière page.

10 '
20 'DOLLARS par C.MATHIS & CPC
30 '
40 MODE 0: BORDER 0
50 INK 0,0: INK 1,20: INK 2,15: INK 3,25: INK
K 4,7: INK 5,18: INK 6,10: INK 7,26: INK 8,6
,15
60 GOSUB 3140
70 DIM ta%(20,24)
80 SYMBOL AFTER 200
90 SYMBOL 201,24,60,60,24,24,60,126,255
100 SYMBOL 203,0,0,0,0,0,0,0
110 SYMBOL 204,66,36,24,126,219,255,102,
24
120 SYMBOL 205,0,0,0,233,85,93,85,85
130 SYMBOL 206,0,0,0,144,82,208,82,152
140 SYMBOL 230,0,0,0,238,164,228,132,132
150 SYMBOL 231,0,0,0,224,132,224,36,224
160 SYMBOL 253,0,0,0,171,170,171,170,75
170 SYMBOL 254,0,0,0,184,34,184,10,184
180 SYMBOL 255,129,255,129,129,129,255,1
29,129
190 ech%=CHR\$(255):tomb%=CHR\$(201):mo%=C
HR\$(204):vie%=CHR\$(253)+CHR\$(254):tabl%=
CHR\$(205)+CHR\$(206):pt%=CHR\$(230)+CHR\$(2
31)
200 MEILLEURSCORE=0
210 tableau=1:VIE=4:SCORE=0
220 '
230 'le tableau
240 '
250 DATA 36,36,0,36,36,36,36,36,36,36,
36,36,36,0,36,36,36,36,211
260 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,211
270 DATA 0,0,255,0,0,0,0,0,0,0,0,0,2
55,0,0,0,0,211
280 DATA 143,143,255,143,143,143,143,143,
143,143,143,143,143,143,255,143,143,143,
143,211
290 DATA 36,203,255,203,36,36,36,36,36,36,
36,36,36,203,255,203,211
300 DATA 0,203,255,203,0,0,0,0,0,0,0,0,
0,203,255,203,0,0,211
310 DATA 0,0,255,0,0,0,0,0,0,0,0,0,2
55,0,0,255,0,211
320 DATA 143,143,255,143,143,143,143,143,
143,143,143,143,143,143,143,143,255,
143,211
330 DATA 36,203,255,203,36,36,36,0,36,36,
36,36,36,36,36,36,203,255,203,211
340 DATA 0,203,255,203,0,0,0,0,0,0,0,0,
0,0,0,203,255,203,211
350 DATA 0,0,255,0,0,0,0,0,255,0,0,0,0,
0,0,0,255,0,211
360 DATA 143,143,255,143,143,143,143,255,
143,143,143,143,143,143,143,143,143,
143,211
370 DATA 0,203,255,203,36,36,203,255,203,
36,36,36,36,36,36,0,36,36,211
380 DATA 0,203,255,203,0,0,203,255,203,0

,0,0,0,0,0,0,0,211
390 DATA 0,0,255,0,0,0,0,255,0,0,0,0,0,
0,0,255,0,0,211
400 DATA 143,143,143,143,143,143,143,255,
143,143,143,143,143,143,143,255,143,
143,211
410 DATA 36,36,36,0,36,36,203,255,203,36,
36,36,36,36,36,203,255,203,36,211
420 DATA 0,0,0,0,0,0,203,255,203,0,0,0,
0,0,203,255,203,0,211
430 DATA 0,0,0,255,0,0,0,255,0,0,0,0,0,
0,0,255,0,0,211
440 DATA 143,143,143,255,143,143,143,143,
143,143,143,143,143,143,143,255,143,
143,211
450 DATA 36,36,203,255,203,36,36,36,36,36,
36,36,36,36,36,203,255,203,36,211
460 DATA 0,0,203,255,203,0,0,0,0,0,0,0,
0,0,203,255,203,0,211
470 DATA 0,0,0,255,0,0,0,0,0,0,0,0,0,0,
0,255,0,0,211
480 DATA 208,208,208,208,208,208,208,208,
208,208,208,208,208,208,208,208,208,
208,211
490 '
500 '2e tableau
510 '
520 DATA 36,36,36,36,0,36,36,36,36,36,36,
36,36,36,0,36,36,36,36,211
530 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,211
540 DATA 0,0,0,0,255,0,0,0,0,0,0,0,0,2
55,0,0,0,0,211
550 DATA 143,143,143,143,255,143,143,143,
143,143,143,143,143,143,255,143,143,143,
143,211
560 DATA 36,36,36,203,255,203,36,36,36,36,
36,36,36,203,255,203,36,0,36,211
570 DATA 0,0,0,203,255,203,0,0,0,0,0,0,
0,203,255,203,0,0,211
580 DATA 0,0,0,255,0,0,0,0,0,0,0,0,2
55,0,0,255,0,211
590 DATA 143,143,143,143,255,143,143,143,
143,143,143,143,143,143,143,143,255,
143,211
600 DATA 36,36,36,203,255,203,36,36,36,36,
36,0,36,36,36,36,203,255,203,211
610 DATA 0,0,0,203,255,203,0,203,0,0,0,
0,0,0,0,203,255,203,211
620 DATA 0,0,0,255,0,0,0,0,0,255,0,0,0,
0,0,0,255,0,211
630 DATA 143,143,143,143,143,143,143,143,
143,143,255,143,143,143,143,143,143,255,
143,211
640 DATA 0,0,0,36,36,36,36,36,203,255,
203,36,36,36,36,203,255,203,211
650 DATA 0,0,0,0,0,0,0,0,203,255,203,0,
0,0,0,203,255,203,211
660 DATA 0,0,0,0,0,0,0,0,0,255,0,0,0,
0,0,255,0,211
670 DATA 143,143,143,143,143,143,143,143,
143,143,255,143,143,143,143,143,143,143,
143,211
680 DATA 36,36,36,0,36,36,36,36,203,2
55,203,0,36,36,36,36,36,211
690 DATA 0,0,0,0,0,0,0,0,203,255,203,0,
0,0,0,0,0,211
700 DATA 0,0,0,255,0,0,0,0,0,255,0,255

,0,0,0,0,0,211
710 DATA 143,143,143,255,143,143,143,143,
143,143,143,143,255,143,143,143,143,
143,211
720 DATA 36,36,203,255,203,36,36,36,36,36,
36,36,203,255,203,36,36,36,36,211
730 DATA 0,0,203,255,203,0,0,0,0,0,0,203,
255,203,0,0,0,0,211
740 DATA 0,0,0,255,0,0,0,0,0,0,0,255,0,
0,0,0,0,211
750 DATA 208,208,208,208,208,208,208,208,
208,208,208,208,208,208,208,208,208,
208,211
760 '
770 '3e TABLEAU
780 '
790 DATA 36,36,36,36,36,36,36,0,36,36,36,
0,36,36,36,36,36,36,211
800 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,211
810 DATA 0,0,0,0,0,0,255,0,0,0,255,0,0,
0,0,0,0,211
820 DATA 143,143,143,143,143,143,143,255,
143,143,143,255,143,143,143,143,143,143,
143,211
830 DATA 36,36,36,0,36,203,255,203,0,
203,255,203,36,36,36,36,36,211
840 DATA 0,0,0,0,0,203,255,203,0,203,2
55,203,0,0,0,0,0,211
850 DATA 0,0,0,0,255,0,0,255,0,255,0,255,
0,0,0,0,0,0,211
860 DATA 143,143,143,143,255,143,143,143,
143,255,143,143,143,143,143,143,143,143,
143,211
870 DATA 36,36,36,203,255,203,36,36,203,
255,203,36,36,0,36,36,36,36,211
880 DATA 0,0,0,203,255,203,0,0,203,255,2
03,0,0,0,0,0,0,0,211
890 DATA 0,0,0,255,0,0,0,0,255,0,0,0,
255,0,0,0,211
900 DATA 143,143,143,143,255,143,143,143,
143,143,143,143,143,143,255,143,143,143,
143,211
910 DATA 0,0,0,203,255,203,36,36,36,36,36,
36,36,36,203,255,203,36,36,211
920 DATA 0,0,0,203,255,203,0,0,0,0,0,0,
0,203,255,203,0,0,211
930 DATA 0,0,0,255,0,0,0,0,0,0,0,0,2
55,0,0,0,211
940 DATA 143,143,143,143,143,143,143,143,
143,143,143,143,143,255,143,143,143,
143,211
950 DATA 36,0,36,36,36,36,0,36,36,36,
36,36,203,255,203,36,36,36,211
960 DATA 0,0,0,0,0,0,0,0,0,0,0,0,203,2
55,203,0,0,0,211
970 DATA 0,255,0,0,0,0,255,0,0,0,0,0,
255,0,0,0,211
980 DATA 143,255,143,143,143,143,143,255,
143,143,143,143,143,143,143,143,143,
143,211
990 DATA 203,255,203,36,36,203,255,20
3,36,36,36,36,36,36,36,36,211
1000 DATA 203,255,203,0,0,0,203,255,203,
0,0,0,0,0,0,0,0,211
1010 DATA 0,255,0,0,0,0,255,0,0,0,0,
0,0,0,0,0,211
1020 DATA 208,208,208,208,208,208,208,20
8,208,208,208,208,208,208,208,208,20


```

8,208,211
1030 '
1040 ' 4e TABLEAU
1050 '
1060 DATA 36,36,36,36,36,36,36,36,0,0,0,
36,36,36,0,0,36,36,36,211
1070 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,211
1080 DATA 0,0,0,0,0,0,0,0,0,255,0,0,0,0,
255,0,0,0,211
1090 DATA 143,143,143,143,143,143,143,143,14
3,143,255,143,143,143,143,255,143,143,14
3,143,211
1100 DATA 36,36,36,36,36,36,36,0,203,255
,203,36,36,203,255,203,36,36,36,211
1110 DATA 0,0,0,0,0,0,0,0,203,255,203,0,
0,203,255,203,0,0,211
1120 DATA 0,0,0,0,0,0,0,0,0,255,0,0,0,0,
255,0,0,0,211
1130 DATA 143,143,143,143,143,143,143,14
3,143,255,143,143,143,143,143,143,14
3,143,211
1140 DATA 36,36,36,36,36,36,36,0,203,255
,203,36,36,36,36,36,36,36,211
1150 DATA 0,0,0,0,0,0,0,0,203,255,203,0,
0,0,0,0,0,211
1160 DATA 0,0,0,0,0,0,0,0,255,0,0,0,0,
0,0,0,0,211
1170 DATA 143,143,143,143,143,143,143,14
3,143,255,143,143,143,143,143,143,14
3,143,211
1180 DATA 0,0,0,0,36,36,36,36,203,255,20
3,0,36,36,36,36,36,36,36,211
1190 DATA 0,0,0,0,0,0,0,0,203,255,203,0,
0,0,0,0,0,211
1200 DATA 0,0,0,0,0,0,0,0,255,0,0,0,0,
0,0,0,0,211
1210 DATA 143,143,143,143,143,143,143,14
3,143,255,143,143,143,143,143,143,14
3,143,211
1220 DATA 36,36,36,0,0,36,36,36,203,255,
203,0,36,36,36,36,36,36,211
1230 DATA 0,0,0,0,0,0,0,0,203,255,203,0,
0,0,0,0,0,211
1240 DATA 0,0,0,0,255,0,0,0,0,255,0,0,0,
0,0,0,0,211
1250 DATA 143,143,143,143,255,143,143,14
3,143,255,143,143,143,143,143,143,14
3,143,211
1260 DATA 36,36,36,203,255,203,36,36,203
,255,203,0,36,36,36,36,36,36,211
1270 DATA 0,0,0,203,255,203,0,0,203,255,
203,0,0,0,0,0,0,211
1280 DATA 0,0,0,0,255,0,0,0,0,255,0,0,0,
0,0,0,0,211
1290 DATA 208,208,208,208,208,208,208,20
8,208,208,208,208,208,208,208,208,20
8,208,211
1300 BORDER 0:d=0
1310 FOR y=1 TO 24
1320 FOR x=1 TO 20
1330 READ a:IF a=143 OR a=208 THEN PEN 1
ELSE IF a=255 THEN PEN 2 ELSE IF a=36 T
HEN PEN 3 ELSE PEN 0
1340 LOCATE x,y:PRINT CHR$(a)
1350 ta%(x,y)=a
1360 NEXT x:NEXT y
1370 PEN 1:LOCATE 6,25:PRINT tab1$:PEN 2
:LOCATE 8,25:PRINT tableau
1380 PEN 8:LOCATE 11,25:PRINT pt$:LOCATE

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13,25:PRINT score
1390 x=11:y=11 :PEN 5:LOCATE x,y:PRINT C
HR$(248)
1400 x1=2:y1=15:PEN 4:LOCATE x1,y1:PRINT
mo$
1410 PEN 5:LOCATE 1,25:PRINT vie$:LOCATE
3,25:PRINT vie
1420 m=0 :u=0:z=0:t=40
1430 IF JOY(0)=4 OR INKEY(8)=0 THEN GOSU
B 1510
1440 IF JOY(0)=8 OR INKEY(1)=0 THEN GOSU
B 1600
1450 IF JOY(0)=1 OR INKEY(0)=0 THEN GOSU
B 1690:GOTO 1490
1460 IF JOY(0)=2 OR INKEY(2)=0 THEN GOSU
B 1770:GOTO 1490
1470 IF JOY(0)=16 OR INKEY(47)=0 THEN GO
SUB 1860
1480 GOSUB 2270
1490 IF X=X1 AND Y=Y1 THEN GOTO 2870
1500 GOTO 1430
1510 '
1520 ' A GAUCHE
1530 '
1540 IF ta%(x-1,y)=203 OR ta%(x-1,y)=143
THEN RETURN
1550 IF ta%(x,y+1)=32 THEN 2120
1560 PEN 2:LOCATE X,Y:IF TAZ(X,Y)<>0 THE
N PRINT ech$ ELSE PRINT " "
1570 X=X-1:IF X<1 THEN X=1
1580 A$=CHR$(251):PEN 5:LOCATE X,Y:PRINT
A$
1590 RETURN
1600 '
1610 ' A DROITE
1620 '
1630 IF ta%(x+1,y)=203 OR ta%(x+1,y)=143
THEN RETURN
1640 IF ta%(x,y+1)=32 THEN 2120
1650 PEN 2:LOCATE X,Y:IF TAZ(X,Y)<>0 THE
N PRINT ech$ ELSE PRINT " "
1660 X=X+1:IF X>19 THEN X=19
1670 A$=CHR$(250):PEN 5:LOCATE X,Y:PRINT
A$
1680 RETURN
1690 '
1700 ' EN HAUT
1710 IF ta%(x,y)<>255 THEN GOSUB 1930
1720 IF TAZ(X,Y-1)<>255 THEN RETURN
1730 PEN 2:LOCATE X,Y:PRINT ech$
1740 Y=Y-1
1750 A$=CHR$(248):PEN 5:LOCATE X,Y:PRINT
A$
1760 RETURN
1770 '
1780 ' EN BAS
1790 '
1800 IF TAZ(X,Y+1)<>255 THEN RETURN
1810 PEN 2:LOCATE X,Y:PRINT ech$
1820 Y=Y+1
1830 A$=CHR$(248):PEN 5:LOCATE X,Y:PRINT
A$
1840 RETURN
1850 '
1860 ' TROUS
1870 '
1880 IF y=23 OR x=1 OR x=19 OR z<>0 THEN
RETURN
1890 IF A$=CHR$(251) AND(ta%(x-1,y)<>255
AND ta%(x-1,y+1)<>204) THEN LOCATE X-1,

```

```

Y+1:PRINT " ":TAZ(X-1,Y+1)=32 :z=1
1900 IF A$=CHR$(250) AND(ta%(x+1,y)<>255
AND ta%(x+1,y+1)<>204) THEN LOCATE X+1,
Y+1:PRINT " ":TAZ(X+1,Y+1)=32:z=1
1910 m=0
1920 RETURN
1930 '
1940 ' SAUT
1950 '
1960 IF TAZ(X,Y)=255 THEN RETURN
1970 FOR I=1 TO 2
1980 LOCATE X,Y:PRINT " "
1990 Y=Y-1
2000 PEN 5:LOCATE X,Y:PRINT CHR$(248)
2010 NEXT
2020 IF TAZ(X,Y)=36 THEN d=d+1:SCORE=SCO
RE+5:PEN 7:LOCATE 13,25:PRINT SCORE :TAZ
(X,Y)=0:IF d=77 THEN CLS:tableau=tableau
+1:vie=vie+1:score=score+50:IF tableau>4
THEN 2950 ELSE GOTO 1300
2030 ENT 1,50,2,2:SOUND 1,70,10,15,0,1:E
NT 1,50,-2,2:SOUND 1,50,20,15,0,1
2040 FOR i=1 TO 2
2050 PEN 5:LOCATE x,y:PRINT " "
2060 y=y+1
2070 LOCATE x,y:PRINT CHR$(248)
2080 NEXT
2090 IF ta%(x,y+1)=204 THEN GOSUB 2740
2100 u=u+1
2110 GOSUB 2270:RETURN
2120 '
2130 ' CHUTE DANS LE TROU
2140 '
2150 ENT 1,100,2,2:SOUND 1,150,30,15,0,1
:SOUND 1,0,7,7,0,0,2
2160 FOR i=0 TO 3
2170 LOCATE x,y:IF TAZ(X,Y)=36 THEN PEN
3:PRINT CHR$(36) ELSE PRINT " "
2180 y=y+1
2190 LOCATE x,y:IF i=3 THEN PEN 5:PRINT
tomb$ ELSE PEN 7:PRINT CHR$(248)
2200 NEXT i
2210 PEN 1:LOCATE x,y-3:PRINT CHR$(143):
ta%(x,y-3)=143
2220 SOUND 1,500,100,15:SOUND 1,0,2:SOUN
D 1,500,75,15:SOUND 1,0,2:SOUND 1,500,25
,15:SOUND 1,0,2:SOUND 1,425,75,15:SOUND
1,0,2:SOUND 1,450,25,15:SOUND 1,0,2:SOUN
D 1,450,75,15:SOUND 1,0,2:SOUND 1,500,25
,15:SOUND 1,0,2:SOUND 1,500,75,15:SOUND
1,0,2
2230 SOUND 1,525,25,15:SOUND 1,0,2:SOUND
1,500,100,15
2240 FOR i=1 TO 2000:NEXT i
2250 LOCATE x,y:IF ta%(x,y)=255 THEN PRI
NT ech$ ELSE PRINT " "
2260 GOTO 2930
2270 '
2280 ' BESTIOLE A DROITE
2290 '
2300 t=t+1:IF t<=40 THEN RETURN
2310 IF ta%(x1,y1)=204 AND m<=2 THEN GOS
UB 2800 :RETURN
2320 IF ta%(x1,y1-1)=255 AND y1>y THEN G
OSUB 2520:RETURN
2330 IF ta%(x1,y1+1)=255 AND y1<y THEN G
OSUB 2600 :RETURN
2340 IF TAZ(X1+1,Y1)=203 OR TAZ(X1+1,Y1)
=143 THEN RETURN
2350 IF ta%(x1,y1+1)=32 THEN 2670

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2360 IF y=y1 AND x<x1 THEN p=1
2370 IF y=y1 AND x>x1 THEN p=0
2380 IF p<>0 THEN 2430
2390 PEN 2:LOCATE x1,y1:IF taZ(x1,y1)=25
5 THEN PRINT ech$ ELSE PRINT*
2400 x1=x1+1:IF x1>19 THEN x1=19:p=1
2410 PEN 4:LOCATE x1,y1:PRINT mo$
2420 RETURN
2430 '
2440 ' BESTIOLE GAUCHE
2450 '
2460 IF taZ(x1-1,y1)=203 OR taZ(x1-1,y1)
=143 THEN RETURN
2470 IF taZ(x1,y1+1)=32 THEN 2670
2480 PEN 2:LOCATE x1,y1:IF taZ(x1,y1)=25
5 THEN PRINT ech$ ELSE PRINT*
2490 x1=x1-1:IF x1<1 THEN x1=1:p=0
2500 PEN 4:LOCATE x1,y1:PRINT mo$
2510 RETURN
2520 '
2530 ' BESTIOLE HAUT
2540 '
2550 IF y1=y THEN 2600
2560 PEN 2:LOCATE x1,y1:IF taZ(x1,y1)=25
5 THEN PRINT ech$ ELSE PRINT*
2570 y1=y1-1
2580 PEN 4:LOCATE x1,y1:PRINT mo$
2590 RETURN
2600 '
2610 ' BESTIOLE EN BAS
2620 '
2630 PEN 2:LOCATE x1,y1:IF taZ(x1,y1)=25
5 THEN PRINT ech$ ELSE PRINT*
2640 y1=y1+1
2650 PEN 4:LOCATE x1,y1:PRINT mo$
2660 RETURN
2670 '
2680 ' BESTIOLE DANS TROU
2690 '
2700 LOCATE x1,y1:PRINT*
2710 y1=y1+1:PEN 4:LOCATE x1,y1:PRINT mo
$:taZ(x1,y1)=204
2720 SOUND 1,1000,30,7,0,0,9
2730 RETURN
2740 '
2750 ' BESTIOLE ENFERMEE.
2760 '
2770 m=m+1
2780 IF m=2 THEN PEN 1: LOCATE x,y+1:PR
INT CHR$(143):taZ(x,y+1)=143 :x1=1:y1=15
:u=0:z=0:t=0:m=0:SCORE=SCORE+1:PEN 7:LOC
ATE 13,25:PRINT SCORE
2790 RETURN
2800 '
2810 ' BESTIOLE BOUCHE TROU
2820 '
2830 u=u+1
2840 IF u<14 THEN RETURN ELSE SOUND 1,50
,10,7,4,1,1:SOUND 1,0,10,7,0,0,15:LOCATE
x1,y1:PRINT mo$:taZ(x1,y1)=143:y1=y1-1:
PEN 4:LOCATE x1,y1:PRINT mo$:PEN 1:LOCAT
E x1,y1+1:PRINT CHR$(143)
2850 u=0:z=0
2860 RETURN
2870 '
2880 ' bonhomme mange
2890 '
2900 ENT 1,100,2,2:SOUND 1,100,100,15,0,
1
2910 LOCATE X1,Y1:PEN 8:PRINT mo$

```

```

2920 FOR I=1 TO 1000:NEXT
2930 PEN 2:LOCATE X1,Y1:IF taZ(X1,Y1)=25
5 THEN PRINT ech$ ELSE PRINT*
2940 VIE=VIE-1:IF VIE=0 THEN 2950 ELSE G
OTO 1390
2950 '
2960 ' SCORE
2970 '
2980 FOR I=1 TO 100:NEXT:CLS
2990 IF score>meilleurscore THEN 3090
3000 PEN 8:LOCATE 4,1:PRINT*MEILLEUR SCO
RE*
3010 PEN 4:LOCATE 9,7:PRINT MEILLEURSCO
RE
3020 PEN 6:LOCATE 6,12:PRINT*VOTRE SCORE
*
3030 PEN 1:LOCATE 9,16:PRINT SCORE
3040 PEN 7:LOCATE 6,24:PRINT*UNE AUTRE ?
*
3050 R$=INKEY$
3060 IF R$="0" OR R$="o" OR JOY(0)=16 TH
EN SOUND 1,50,10,7:RESTORE :CLS:GOTO 210

3070 IF r$="n" OR r$="N" THEN ENT 1,100,
2,2:SOUND 1,100,50,15,0,1:MODE 1:END

3080 GOTO 3050
3090 '
3100 ' MEILLEUR SCORE
3110 '
3120 MEILLEURSCORE=SCORE
3130 GOTO 3000
3140 '
3150 ' PRESENTATION
3160 '
3170 PEN 1
3180 M$="C.MATHIS"
3190 n$="presente"
3200 FOR X=1 TO LEN(M$)
3210 FOR Y=15 TO 5 STEP -1
3220 LOCATE X+6,Y:PRINT CHR$(248)
3230 FOR R=1 TO 5:NEXT R
3240 LOCATE X+6,Y:PRINT*
3250 IF Y=5 THEN PEN x:LOCATE X+6,Y+1:PR
INT MID$(M$,X,1):BORDER x
3260 NEXT Y
3270 ENT 1,50,2,2:SOUND 1,70,10,15,0,1:E
NT 1,50,-2,2:SOUND 1,50,20,15,0,1
3280 NEXT X
3290 ENT 1,100,-2,2:SOUND 1,100,100,15,0
,1
3300 FOR x=1 TO LEN(n$)
3310 LOCATE x+6,20:PRINT CHR$(251):FOR i
=1 TO 100:NEXT i:LOCATE x+6,20:PRINT MID
$(n$,x,1):NEXT x
3320 FOR i=1 TO 2000:NEXT i:CLS
3330 ENT 1,100,-2,2:SOUND 1,200,150,15,0
,1
3340 PEN 8: LOCATE 7,13:PRINT*DOLLARS*
3350 FOR I= 90 TO 40 STEP -1
3360 ENT 1,50,-2,2:SOUND 1,i,5,15,0,1

3370 NEXT I
3380 FOR I= 1 TO 200:NEXT I
3390 CLS
3400 SOUND 1,100,10,7
3410 PEN 5:LOCATE 6,10:PRINT*Voulez vous
*:LOCATE 2,12:PRINT*les regles du jeu ?"
:LOCATE 8,14:PRINT*(O/N)"
3420 R$=INKEY$

```

```

3430 IF R$="0" OR R$="o" THEN SOUND 1,50
,10,7:GOTO 3460
3440 IF R$="N" OR R$="n" OR JOY(0)=16 TH
EN SOUND 1,200,10,7:CLS:RETURN
3450 GOTO 3420
3460 '
3470 ' REGLES DU JEU
3480 '
3490 BORDER 0:MODE 1
3500 PEN 1:LOCATE 14,2:PRINT*REGLES DU J
EU*
3510 PEN 2:PRINT:PRINT:PRINT:PRINT:PRINT
:PRINT*Vous vous trouvez dans les caves
d'un*
3520 PRINT*chateau ou sont entasses des
dollars*
3530 PEN 1:PRINT*Mais vous n'etes pas gr
and et pour les*
3540 PRINT*attraper vous devrez sautez e
n evitant*
3550 PRINT*de vous faire devorer par la
bestiole*
3560 PRINT*qui vous poursuit...!*
3570 PEN 3:PRINT*Pour vous proteger de l
a bestiole vous*
3580 PRINT*pouvez percer un trou dans le
plancher*
3590 PRINT*a l'aide du 'bouton de feu' d
u joy.*
3600 PRINT*Quand la bestiole sera dans l
e trou*
3610 PRINT*sautez lui rapidement deux fo
is dessus*
3620 PRINT*-(maintenir le joy.en haut pe
ndant 2*
3630 PRINT*sauts)-pour l'enterrer,sinon
elle*
3640 PRINT*bouchera le trou et vous fonc
era dessus*
3650 LOCATE 29,25:PRINT*(tapez 'C')*
3660 IF INKEY(62)=0 THEN CLS ELSE GOTO 3
660
3670 SOUND 1,50,10,7:PEN 2:PRINT:PRINT:P
RINT:PRINT:PRINT*Sachez que vous ne pouv
ez pas faire de*
3680 PRINT*trou sous les echelles,ou au
dessus des*
3690 PRINT*echelles ni tout au fond de l
a cave*
3700 PRINT*Quand un trou est fait il fau
t attendre que la bestiole le rebouche po
ur pouvoir en faire un autre*
3710 PRINT*Vous etes plus rapide que la
bebetes pour monter et descendre mais mef
iez vous elle est tres rapide pour sorti
r du trou*
3720 PRINT*Enfin,si vous tombez dans le
trou vous perdez une vie*
3730 PEN 1:PRINT*Notez:il y aura 4 table
aux:1 dollar=5pts:la bebetes enfermee=1pt
:chaque tableau=1 vie supp.+50 pts*
3740 PEN 3:PRINT*Ce jeu ce joue avec un
joystick ou avec*
3750 PRINT*les touches du curseur.Si voi
s utilisez ces touches faites les trous
avec la *
3760 PRINT*barre 'ESPACE'*
3770 LOCATE 29,25:PRINT*(tapez 'C')*
3780 IF INKEY(62)=0 THEN SOUND 1,100,10,
7:MODE 0:RETURN ELSE GOTO 3780

```