

Listings

AMSTRAD CPC 464 et 6128

« SUPER FALCON »

**renez plaisir à quelques
chamaileries aériennes entre
Russes (MIG 23) et Américains
(F 16). Que le meilleur gagne !...
Paix Falcon, c'est un Russe ! Jean
Contrepet.**

Les règles sont incluses dans le programme principal, ce jeu utilise le joystick. Sauvez le premier listing sous un nom de votre choix, et le second sous le nom de « FALCON ». Le lancement du troisième listing créé et sauve automatiquement le fichier binaire « FALCON.BIN » (après vérification). Quelques précisions et conseils :

- le point clignotant de la couleur du « FALCON » figure votre mire.
- Evitez de raser la mer, sinon...
- Les nuages servent à l'occasion de havres de paix.
- Vos réserves de munitions et de Kérozène diminuent à chaque niveau de difficulté. Faites donc les économies qui s'imposent.

D'après
Jean-Pierre GIBON

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90 MODE 1: BORDER 0
100 INK 0,0: INK 1,6: INK 2,18: INK 3,11
110 PRINT CHR$(23)CHR$(3)
120 SYMBOL AFTER 91
130 SYMBOL 91,255,0,255,0,255,0,255
140 SYMBOL 92,63,0,15,0,3
150 SYMBOL 93,0,0,192,0,240,0,252
160 SYMBOL 255,240,0,120,0,60,0,30
170 PLOT -2,-2,1: TAG
180 a=0:b=0
190 DATA 0,2,25,1,5,0,1,2,6,1,-5,0,1,2,6
,1,5,0,0,3,0,1,-4,-12,1,5,0,1,4,12,0,2,-
12,1,4,12,1,5,0,1,-2,-6,1,-5,0,0,28,6,1,
-5,0,1,-4,-12,1,5,0,0,0,6,1,-3,0,0,12,-6
,1,4,12,1,5,0,1,-2,-6,1,-5,0,1,2,0,1,8,-
6,1,21,0,*,0,0
200 READ e$,s,t:a=a+10*s:b=b+10*t
210 IF e$="*" THEN 430
220 IF t<>0 THEN a=a-5*s
230 IF e$="0" THEN MOVE a,b:PRINT CHR$(2
55):GOTO 200
240 IF e$<>"1" THEN 200
250 x=XPOS-16:y=YPOS:dh=a-x:dv=b-y
260 IF dh=0 THEN 370
270 IF dv=0 THEN 400
280 IF MAX(ABS(dh),ABS(dv))=ABS(dv) THEN
330
290 kh=INT(dh/ABS(dv)):kv=INT(SGN(dv))
300 FOR i=x TO a STEP kh
310 MOVE i,y:PRINT CHR$(255);
320 y=y+kv:NEXT:GOTO 200
330 kh=INT(SGN(dh)):kv=INT(dv/ABS(dh))
340 FOR i=y TO b STEP kv
350 MOVE x,i:PRINT CHR$(255);
360 x=x+kh:NEXT:GOTO 200
370 FOR i=y TO b STEP 2*SGN(dv)
380 MOVE a,i:PRINT CHR$(255);
390 NEXT:GOTO 200
400 FOR i=x TO a STEP 2*SGN(dh)
410 MOVE i,b:PRINT CHR$(255);
420 NEXT:GOTO 200
430 TAGOFF:PRINT CHR$(23)CHR$(0):PEN 2
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2120 IF kero<0 THEN GOSUB 2990
2130 MOVE 10+kero,36:DRAWR 0,8,7:RETURN
2140 '-----
2150 ' ALLIER ABATTU
2160 '-----
2170 CALL &8000,av1,xx,yy
2180 TAGOFF:PRINT CHR$(23)"3":TAG
2190 PLOT -2,-2,3:CALL &8008,251,x,y
2200 TAGOFF:PRINT CHR$(23)"0":GOTO 2640
2210 '-----
2220 SOUND 130,0,6,7,1,,20
2230 SOUND 2,0,6,7,1,,20
2240 SOUND 2,0,6,7,1,,20
2250 CALL &801E,x+12+4*vh,y-8+4*vve
2260 s=PEEK(&A000)
2270 IF s=4 OR s=12 THEN 2590
2280 zm=zm+0.8
2290 IF zm<4 THEN RETURN
2300 muni=muni-zm:zm=0
2310 IF muni<0 THEN 3080
2320 MOVE 10+muni,4:DRAWR 0,8,7:RETURN
2330 SOUND 132,0,6,7,1,,20
2340 SOUND 4,0,6,7,1,,20
2350 SOUND 4,0,6,7,1,,20
2360 CALL &805A,x+12+6*vhe,ye-8+6*vve
2370 s=PEEK(&A001)
2380 IF s=1 OR s=9 THEN 2170
2390 GOTO 2450
2400 CALL &8052,ave1,xxe,yye
2410 CALL &8052,ave,xe,ye
2420 ave1=ave:xxe=xe:yye=ye
2430 k=ABS(xe+6*vhe-x)+ABS(ye+6*vve-y)
2440 IF k<40 THEN 2330
2450 IF ye<130 THEN 2590
2460 IF x>xe+3*vhe THEN IF vhe<7+niv THEN
N ave=253:vhe=vhe+1:INT(niv/1.5)/2:GOTO
2490 ELSE 2490
2470 IF x<xe+3*vhe THEN IF vhe>-7-niv THEN
EN ave=254:vhe=vhe-1:INT(niv/1.5)/2:GOTO
2490 ELSE 2490
2480 ave=255
2490 IF y>ye+3*vve AND vve<7+niv THEN vv
e=vve+1:INT(niv/1.5)/2:GOTO 2510
2500 IF y<ye+3*vve AND vve>-7-niv THEN v
ve=vve-1:INT(niv/1.5)/2
2510 xe=xe+vhe:ye=ye+vve
2520 IF xe>630 THEN xe=0:GOTO 2540
2530 IF ye<10 THEN ye=620
2540 IF ye>398 THEN vve=0:ye=398
2550 RETURN
2560 '-----
2570 ' ENNEMI ABATTU
2580 '-----
2590 touch=1:abb=abb+1
2600 CALL &8052,ave1,xxe,yye
2610 TAGOFF:PRINT CHR$(23)"3":TAG
2620 PLOT -2,-2,3:CALL &8008,251,x,y
2630 '-----
2640 BORDER 7,18:INK 5,7,18
2650 FOR i=7 TO 1 STEP-1
2660 SOUND 4,0,30,i,,,31:NEXT
2670 TAGOFF:INK 5,0:BORDER 0
2680 WINDOW SWAP 1,0:PAPER 5
2690 LOCATE 1,1:PRINT CHR$(23)"0"CHR$(22
1*1":PEN 3
2700 '-----
2710 ' TOTALISEUR
2720 '-----
2730 IF touch=1 THEN 2840
2740 all=all-1
2750 IF all=5 THEN LOCATE 20,4:PRINT b$;
2760 IF all=4 THEN LOCATE 18,4:PRINT b$;
2770 IF all=3 THEN LOCATE 16,4:PRINT b$;
2780 IF all=2 THEN LOCATE 19,3:PRINT b$;
2790 IF all=1 THEN LOCATE 17,3:PRINT b$;
2800 IF all=0 THEN LOCATE 18,2:PRINT b$;
2810 WINDOW SWAP 0,1
2820 IF all=0 THEN 3170
2830 GOTO 2930
2840 touch=0:enn=enn-1
2850 IF enn=5 THEN LOCATE 15,2:PRINT b$;
2860 IF enn=4 THEN LOCATE 13,2:PRINT b$;
2870 IF enn=3 THEN LOCATE 11,2:PRINT b$;
2880 IF enn=2 THEN LOCATE 14,3:PRINT b$;
2890 IF enn=1 THEN LOCATE 12,3:PRINT b$;
2900 IF enn=0 THEN LOCATE 13,4:PRINT b$;
2910 WINDOW SWAP 0,1
2920 IF enn=0 THEN 3320
2930 WHILE INKEY$<>"":WEND
2940 FOR z=1 TO 2000:NEXT
2950 LOCATE 1,1:PRINT CHR$(22)"0":GOTO 1
760

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2960 '-----
2970 ' CARBURANT
2980 '-----
2990 TAGOFF:PEN 3
3000 LOCATE 2,20:PRINT"PLUS DE CARBURANT
"
3010 PEN 1:LOCATE 1,1:TAG:vv=-2
3020 FOR i=1 TO 10
3030 SOUND 1,120,30,4,,1
3040 NEXT:RETURN
3050 '-----
3060 ' MUNITIONS
3070 '-----
3080 TAGOFF:PEN 3
3090 LOCATE 2,20:PRINT"PLUS DE MUNITION"
3100 PEN 1:LOCATE 1,1:TAG
3110 FOR i=1 TO 10
3120 SOUND 1,120,30,4,,1
3130 NEXT:RETURN
3140 '-----
3150 ' FIN DE PARTIE
3160 '-----
3170 TAGOFF:INK 0,1:INK 10,1:BORDER 1
3180 LOCATE 5,10:PRINT"PAS DE CHANCE"
3190 IF abb>1 THEN 3220
3200 PRINT:PRINT"C'ETAIT VRAIMENT NUL"
3210 GOTO 3240
3220 PRINT:PRINT"VOUS AVEZ QUAND MEME"
3230 PRINT " ABATTU"abb"ENNEMIS"
3240 FOR i=100 TO 1000 STEP 50
3250 SOUND 1,i,20,7,,10
3260 NEXT
3270 FOR i=7 TO 1 STEP-1
3280 SOUND 1,60,20,i:NEXT
3290 FOR z=1 TO 2000:NEXT
3300 GOSUB 3940
3310 GOTO 170
3320 TAGOFF:BORDER 0:PRINT CHR$(23)"0"
3330 '-----
3340 IF niv<5 THEN 1080
3350 '-----
3360 ' VOUS AVEZ GAGNE
3370 '-----
3380 WHILE INKEY$<>"":WEND
3390 INK 0,1:INK 10,1:BORDER 1
3400 LOCATE 4,10:PRINT"FELICITATIONS"
3410 PRINT:PRINT" PASSEZ MAINTENANT"
3420 PRINT:PRINT " A UN AUTRE JEU !"
3430 FOR z=1 TO 4000:NEXT
3440 GOSUB 3940
3450 FOR i=7 TO 1 STEP-1
3460 SOUND 1,40,20,i:NEXT
3470 MODE 1
3480 FOR i=35 TO 1 STEP-1
3490 CALL &BD19
3500 LOCATE i,1:PRINT"Ready "
3510 CALL &BD19:NEXT
3520 FOR i=23 TO 2 STEP-1
3530 CALL &BD19
3540 LOCATE i,i+1:PRINT CHR$(143)
3550 LOCATE i+1,i+2:PRINT "
3560 CALL &BD19:NEXT
3570 LOCATE 2,3:PRINT "
3580 WHILE INKEY$<>"":WEND
3590 LOCATE 1,1:END
3600 '-----
3610 ' MUSIQUE
3620 '-----
3630 READ b,n,d
3640 IF d=0 THEN RESTORE 3690:GOTO 3630
3650 IF b=1 THEN SOUND 2,800,23,0,4,,1:S
OUND 2,800,23,0,5
3660 SOUND 1,n,d,0,2
3670 SOUND 4,n-1,d,0,2
3680 RETURN
3690 DATA 1,213,46,1,213,23,0,159,23,1,1
26,46,1,126,23,0,213,23,1,119,46,1,119,2
3,0,126,23,1,213,46,1,213,23,0,213,23,1,
119,46,1,119,23,0,126,23,1,213,46,1,213,
23,0,126,23,1,126,46,1,126,23,0,142,23,1
,142,46,1,142,46,1,142,46,1,2,46,0,0,0
3700 '-----
3710 ' AFFICHAGE NIVEAU
3720 '-----
3730 MODE 1:BORDER 13:INK 0,13
3740 INK 1,0:INK 2,7:INK 3,9
3750 PEN 1
3760 LOCATE 15,10:PRINT"*****"
3770 FOR i=11 TO 13
3780 LOCATE 15,i:PRINT"*SPC(10)*"
3790 NEXT
3800 LOCATE 15,14:PRINT"*****"
3810 PEN 2

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3820 LOCATE 17,12:PRINT"NIVEAU";
3830 PEN 3:PRINT niv
3840 FOR i=1 TO 5
3850 FOR j=350 TO 100 STEP-15
3860 SOUND 1,j,2,7:NEXT
3880 NEXT
3890 INK 3,9:BORDER 0
3900 RETURN
3910 '-----
3920 ' EFFACE L'ECRAN
3930 '-----
3940 TAGOFF:PRINT CHR$(23)"0":BORDER 0
3950 PLOT 0,0,5
3960 FOR i=0 TO 200 STEP 2
3970 PLOT i,i:DRAWR 640-2*i,0:DRAWR 0,40
0-2*i
3980 DRAWR -640+2*i,0:DRAW i,i
3990 NEXT
4000 RETURN

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10 ' ### Chargeur Falcon ###
20 MEMORY &8FFF
30 lig=100:FOR i=&9000 TO &91A0 STEP 8
40 som=0:FOR j=i TO i+7
50 READ byte$:byte=VAL("&H"+byte$):POKE
j,byte:som=som+byte:NEXT j
60 READ som$
70 IF VAL("&H"+som$)<>som THEN PRINT "Je
ris: erreur dans les datas, ligne: ";li
g:STOP
80 lig=lig+10:NEXT i
90 SAVE "falcon.bin",b,&9000,&1A8:END
100 DATA FE,03,C0,3E,01,CD,DE,BB,466
110 DATA DD,6E,00,DD,66,01,DD,5E,3CA
120 DATA 02,DD,56,03,DD,7E,04,CD,364
130 DATA C0,BB,CD,FC,BB,C9,FE,02,5CB
140 DATA C0,DD,6E,00,DD,66,01,DD,42C
150 DATA 5E,02,DD,56,03,DE,05,CD,41D
160 DATA F0,BB,32,00,A0,3E,01,CD,389
170 DATA DE,BB,CD,19,BD,E1,D1,D5,5C3
180 DATA E5,CD,EA,BB,CD,19,BD,3E,53D
190 DATA 01,CD,DE,BB,E1,D1,CD,EA,508
200 DATA BB,C9,FE,03,C0,3E,04,C3,44A
210 DATA 05,80,FE,02,C0,DD,6E,00,390
220 DATA DD,66,01,DD,5E,02,DD,56,3B4
230 DATA 03,D5,E5,CD,F0,BB,32,01,468
240 DATA A0,3E,04,CD,DE,BB,CD,19,42E
250 DATA BD,E1,D1,D5,E5,CD,EA,BB,69B
260 DATA CD,19,BD,3E,04,CD,DE,BB,44B
270 DATA E1,D1,CD,EA,BB,C9,06,00,4F3
280 DATA AF,21,00,06,11,18,0D,C3,1CF
290 DATA 50,BC,01,40,06,11,00,C0,224
300 DATA 21,00,40,ED,80,41,00,06,245
310 DATA 11,00,C8,21,00,4B,ED,80,2DF
320 DATA 01,40,06,11,00,D0,21,00,149
330 DATA 50,ED,80,01,40,06,11,00,245
340 DATA DB,21,00,5B,ED,80,01,40,32F
350 DATA 06,11,00,E0,21,00,60,ED,265
360 DATA B0,01,40,06,11,00,EB,21,211
370 DATA 00,68,ED,80,01,40,06,11,25D
380 DATA 00,F0,21,00,70,ED,80,01,31F
390 DATA 40,06,11,00,FB,21,00,78,1E8
400 DATA ED,80,C9,01,40,06,21,00,2CE
410 DATA C0,11,00,40,ED,80,01,40,2EF
420 DATA 06,21,00,C8,11,00,4B,ED,235
430 DATA B0,01,40,06,21,00,D0,11,1F9
440 DATA 00,50,ED,80,01,40,06,21,255
450 DATA 00,DB,11,00,5B,ED,80,01,2DF
460 DATA 40,06,21,00,E0,11,00,60,188
470 DATA ED,80,01,40,06,21,00,EB,2ED
480 DATA 11,00,68,ED,80,01,40,06,25D
490 DATA 21,00,F0,11,00,70,ED,80,32F
500 DATA 01,40,06,21,00,FB,11,00,171
510 DATA 78,ED,80,C9,01,80,07,11,377
520 DATA 00,FB,21,50,C0,ED,80,01,3C7
530 DATA 00,07,11,00,C0,21,00,C8,291
540 DATA ED,80,01,D0,07,11,00,C8,34E
550 DATA 21,00,D0,ED,80,01,D0,07,366
560 DATA 11,00,D0,21,00,DB,ED,80,377
570 DATA 01,D0,07,11,00,DB,21,00,1E2
580 DATA E0,ED,80,01,D0,07,11,00,366
590 DATA E0,21,00,EB,ED,80,01,D0,457
600 DATA 07,11,00,EB,21,00,F0,ED,2FE
610 DATA B0,01,D0,07,11,00,F0,21,2AA
620 DATA 00,FB,ED,80,C9,00,00,00,35E

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