





# Le justicier

## AMSTRAD

Suite de la page 5

```
1660 IF s>64 THEN d=0:RETURN
1670 x=xm:y=ym:d=d+0.05:GOSUB 1440
1680 REM
1690 REM Retour vers la routine de
tir
1700 REM
1710 IF s<(SQR(RND)*32 THEN RETURN
1720 IF SQR((xp-xm)*m2+(ym-yp)*m2)
>s*2 THEN RETURN
1730 IF RND>0.6 THEN RETURN
1740 MOVE xm-10,ym:DRAW xp,yp,6
1750 MOVE xm+10,ym:DRAW xp,yp,6
1760 ENT 1,10,5,1:ENT -9,239,20,1:
ENV 9,7,-2,2:FOR A=20 TO 31 STEP 3
:SOUND 2,5,5,7,1,1,A:NEXT
1770 MOVE xm-10,ym:DRAW xp,yp,6
1780 MOVE xm+10,ym:DRAW xp,yp,6
1790 IF RND>0.85 THEN ox=xp:oy=yp:
GOTO 1200
1800 RETURN
1810 REM
1820 REM Explosion et routine sono
re
1830 REM
1840 ORIGIN x,y:c=3:GOSUB 1860
1850 c=24:GOSUB 1860:ORIGIN 0,0:RE
TURN
```



MES YEUX!  
MES YEUX!

HÉ BEN, QU'EST-CE  
QUI T'ARRIVE?



J'AI PERDU MES LUNETTES.  
SANS ELLES, J'Y VOIS  
RIEN!

```
*c:DRAW -g*c,(g-5)*c,((c MOD 2)+1)
*4
1870 MOVE (5-g)*c,g*c*0.5:DRAW (g-
5)*c,-g*c*0.5,((c MOD 2)+1)*4:NEXT
:RETURN
1880 ORIGIN x,y:c=3:GOSUB 1900
1890 c=6:GOSUB 1900:ORIGIN 0,0:RET
URN
1900 FOR g=0 TO 2+c:MOVE g*c,(5-g)
*c:DRAW -g*c,(g-5)*c,(((c+1) MOD 2
)+1)*4
1910 MOVE (5-g)*c,g*c*0.5:DRAW (g-
5)*c,-g*c*0.5,(((c+1) MOD 2)+1)*4:
NEXT:RETURN
1920 REM
1930 REM Fin du jeu
1940 REM
1950 PRINT CHR$(23)CHR$(0);:wp=0:L
OCATE 6,10:PEN 3:PRINT "GAME OVER"
1960 IF hi<inv THEN hi=inv
1970 EI:i=REMAIN(2):FOR at=0 TO 30
00:NEXT:GOTO 30
1980 REM
1990 REM Affichage de la progressi
on dans l'espace
2000 REM
2010 LOCATE 9+prg,25:PAPER 2:PRINT
" ";:PAPER 0
2020 prg=prg+1:IF prg<12 THEN RETU
RN
2030 wall=-1:RETURN
2040 REM
2050 REM Utilisation du joystick
2060 REM
2070 IF (j AND 8)=8 THEN xp=xp+12
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```
2080 IF (j AND 4)=4 THEN xp=xp-12
2090 IF (j AND 2)=2 THEN yp=yp-12
2100 IF (j AND 1)=1 THEN yp=yp+12
2110 IF xp>624 OR xp<16 OR yp>304
OR yp<11 THEN 1190
2120 GOTO 1180
2130 REM
2140 REM Routine d'affichage du ta
nk de patrouille envoie p
ar le MCP
2150 REM
2160 IF wp>0 THEN 2200 ELSE i=REMA
IN(2)
2170 wp=1:INK 7,10:PEN #2,7
2180 x=xm:y=ym:GOSUB 1440
2190 pl=1000
2200 x=xp:y=yp:GOSUB 1020:xm=0:ym=
0
2210 WINDOW #2,10-wp,11+wp,16+wp,1
5-wp
2220 LOCATE #2,wp+1,wp+1:PRINT #2,
CHR$(64);CHR$(168);
2230 LOCATE #2,wp+1,wp+2:PRINT #2,
CHR$(169);CHR$(170);
2240 GOSUB 1020
2250 IF al=0 THEN al=1 ELSE al=0
2260 wp=wp+al:IF wp<10 THEN RETURN
2270 x=xp:y=yp:SOUND 2,600,50,4,3,
0,8:GOSUB 1810:IF vie<0 THEN 1920
ELSE 2380
2280 REM
2290 REM Tir sur le tank de patrou
ille
2300 REM
2310 ENV 3,5,10,20:ENT 1,239,20,1:
```

```
ENV 2,7,-2,2:SOUND 1,60,0,3,2,1:IF
hit OR xp<>320 OR yp<>160 THEN RE
TURN
2320 SOUND 4,0,25,7,0,0,5:hit=-1
2330 x=320:y=160:GOSUB 1810:GOSUB
1810:GOTO 1420
2340 REM
2350 REM Sortie triomphante du tan
k joueur de la batail
le
2360 REM
2370 x=ox:y=oy:GOSUB 1020:y=oy+28:
GOSUB 1020
2380 up=-1:WINDOW #2,1,20,10,22:PA
PER #2,0
2390 PLOT 0,320,15:PLOT 639,320,3
2400 FOR i=1 TO 21:PRINT #2,CHR$(1
1);:FOR et=1 TO 9:XXX=RND*640:YY%=
RND*320:PLOT XXX,YY%,3:NEXT et:NEX
T
2410 pl=250:GOSUB 1420
2420 GOTO 1920
2430 REM
2440 REM Musique
2450 REM
2460 DATA 478,478,426,478,379,478,
478,426,379,358,319,478,478,426,37
9,358,319,478,478,426,478,319,478,
284,478,253,478,253,284,319,358,37
9,426,478,506,568,478,478,0
```