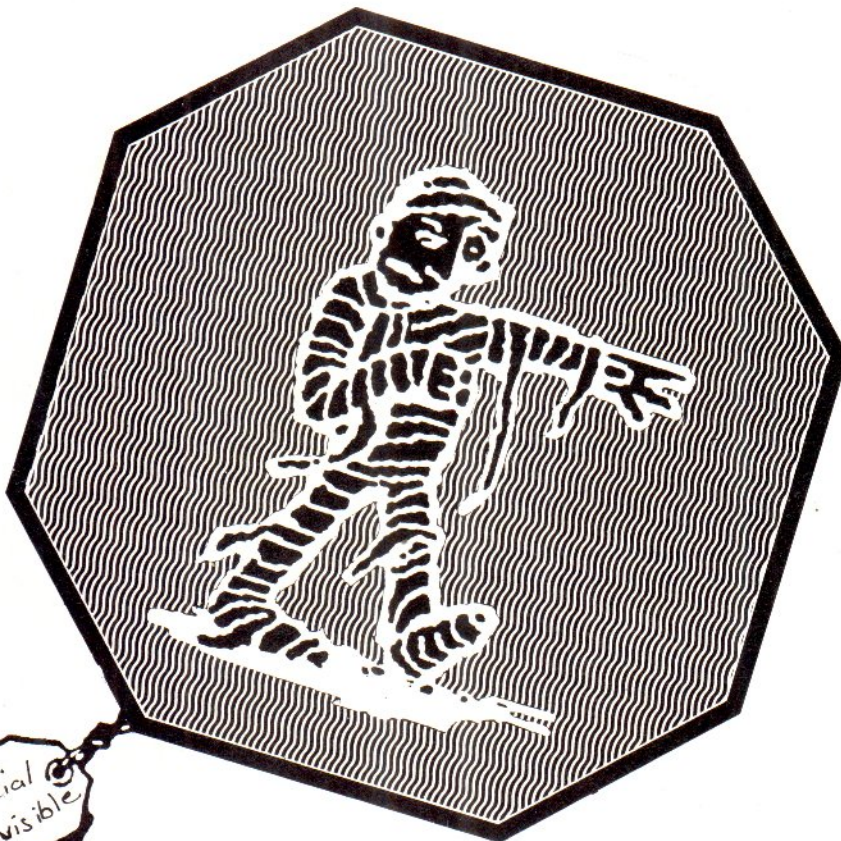


Malheureux ! Vous avez osé profaner la pyramide du pharaon Fégafatéfes. Il est trop tard pour faire marche arrière : vous devez ramasser les diamants éparpillés dans le tombeau sans vous faire toucher par l'âme invisible du défunt pharaon.

Si vous trouvez les six tableaux trop faciles, vous avez la possibilité d'en créer d'autres à la manière de Lode Runner. Les explications sont incluses dans le jeu.



Filter spécial
momie invisible

10

```

10 REM :
20 REM :
30 REM : CLAUDE LE MOULLEC :
40 REM :
50 REM : 83 RUE JOLIOT CURIE :
60 REM :
70 REM : 22420 PLOUARET :
80 REM :
90 REM : TEL 96 38 94 24 :
92 REM :
94 REM : CHARGEUR MOMIE :
100 REM :
110 REM :
115 REM
120 MODE 1:BORDER 15:INK 0,1:INK 1,20:IN
K 2,0:INK 3,24:PAPER 0:CLS:WINDOW #1,1,4
0,15,24:PAPER #1,1:CLS #1
130 LOCATE 2,25:PEN 3:PRINT CHR$(164);"
L.M.C SOFTWARE nov 86"
140 FOR h=1 TO 60:x=INT(RND*640)+1:y=INT
(RND*224)+176:PLOT x,y,1:NEXT
150 y=0:FOR h=1 TO 25:x=INT(RND*15)+1:y=
y+x:IF y>160 THEN GOTO 170
160 PLOT 1,16+y,3:DRAW 640,16+y
170 NEXT
180 y=0:FOR h=16 TO 144 STEP 2:PLOT 1,h,
0:DRAW 1+y,h:y=y+7.5:NEXT
190 PEN 0:FOR h=1 TO 15:LOCATE h,16:PRIN
T CHR$(145):NEXT
200 y=0:FOR h=1 TO 20:x=INT(RND*15)+1:y=
y+x:IF y>160 THEN 220
210 PLOT 1,16+y,1:DRAW 1+(y*4),16+y
220 NEXT
230 FOR h=192 TO 464 STEP 2:PLOT 320,320
,2:DRAW h,144:NEXT

```



```

240 FOR h=468 TO 560 STEP 2:PLOT 320,320
,1:DRAW h,144:NEXT
250 FOR h=160 TO 320 STEP 2:PLOT 256,224
,2:DRAW h,96:NEXT
260 FOR h=322 TO 394 STEP 2:PLOT 256,224
,1:DRAW h,96:NEXT
270 FOR h=32 TO 170 STEP 2:PLOT 112,192,
2:DRAW h,64:NEXT
280 FOR h=172 TO 208 STEP 2:PLOT 112,192
,1:DRAW h,64:NEXT
290 PLOT 320,320,2:DRAW 464,144:DRAW 532
,168:DRAW 320,320
300 FOR h=1 TO 3:PLOT 320,320:DRAW 464+(
h*16),144+(h*6):NEXT
310 PLOT 256,224:DRAW 320,96:DRAW 380,11
2:DRAW 256,224
320 FOR h=1 TO 3:PLOT 256,224:DRAW 320+(
h*14),96+(h*4):NEXT
330 PLOT 112,192:DRAW 170,64:DRAW 202,72
:DRAW 112,192
340 FOR h=1 TO 2:PLOT 112,192:DRAW 170+(
h*10),64+(h*5):NEXT
350 PLOT 320,320,1:DRAW 190,144:PLOT 256
,224:DRAW 172,112:PLOT 112,192:DRAW 30,6
4
360 FOR h=1 TO 360 STEP 2:DEG:PLOT 580,2
80:DRAW 580+32*COS(h),280+32*SIN(h):NEXT

370 b1$=" ":c1$=" ":PRINT CHR$(22)+CHR$(
1)
380 DIM B$(40):DIM C$(40)
390 SYMBOL AFTER 32:11=0
400 ph$="L A M O M I E I N V I S I B
L E"
410 FOR j=1 TO LEN(ph$):FOR T=0 TO 7:P=P
EEK((HIMEN+1+(ASC(MID$(ph$,j,1))-32)*8+T)

420 M(T)=P:NEXT:SYMBOL 140,M(0),M(0),M(1
),M(1),M(2),M(2),M(3),M(3):SYMBOL 141,M(
4),M(4),M(5),M(5),M(6),M(6),M(7),M(7)
430 A$=CHR$(140)+CHR$(10)+CHR$(8)+CHR$(1
41)+CHR$(11)
440 GOSUB 490
450 PEN 3:LOCATE j+2,3:PRINT A$;SOUND 2
,50,7,5,0,0,1
460 NEXT
470 FOR h=1 TO 20:b1$=b1$+b$(h):c1$=c1$+
c$(h):NEXT
480 PRINT CHR$(22)+CHR$(0):RUN "momie"
490 11=11+1:b$(11)=CHR$(140):c$(11)=CHR$
(141)
500 TAB:PLOT 639,1,2
510 MOVE 20+(j*16),370:PRINT b$(11);
520 MOVE 20+(j*16),354:PRINT c$(11);
530 TAGOFF:RETURN

```

```

10 REM :
20 REM :
30 REM : CLAUDE LE MOULLEC :
40 REM :
50 REM : 83 RUE JOLIOT CURIE :

```

```

60 REM :
70 REM : 22420 PLOUARET :
80 REM :
90 REM : TEL 96 38 94 24 :
100 REM :
110 REM :
120 REM
130 REM initialisation
140 REM
150 REM :
160 SYMBOL AFTER 199
170 SYMBOL 200,6,6,60,12,18,16,104,8:bq1
$=CHR$(200)
180 SYMBOL 201,6,6,24,46,16,24,36,bq2
$=CHR$(201)
190 SYMBOL 202,96,96,28,48,72,8,22,16:bd
1$=CHR$(202)
200 SYMBOL 203,96,96,24,116,8,24,36,36:b
d2$=CHR$(203)
210 SYMBOL 204,153,90,60,24,24,36,36,36:
bt$=CHR$(204)
220 SYMBOL 205,0,255,255,118,114,96,192,
64:pa$=CHR$(205)
230 SYMBOL 206,195,255,153,126,36,24,0,0
::ame$=CHR$(206)
240 SYMBOL 207,6,6,24,46,8,30,33,64:bsg$
=CHR$(207):SYMBOL 208,96,96,24,116,16,12
0,132,2:bsd$=CHR$(208)
250 SYMBOL 209,247,7,112,118,6,110,224,2
47
260 SYMBOL 210,255,153,24,24,24,24,24,24
:as$=CHR$(210)
270 SYMBOL 220,255,129,129,129,255,129,1
29,129:he$=CHR$(220)
280 SYMBOL 221,16,52,110,223,221,251,86,
44:ail$=CHR$(221)
290 SYMBOL 223,255,0,0,0,0,0,0,0:glu$=CH
R$(223)
300 SYMBOL 224,0,126,126,126,0,239,239,0
310 SYMBOL 225,0,0,0,16,40,84,40,16:dia$
=CHR$(225)
320 SYMBOL 226,0,0,0,16,16,16,16,255:pic
c$=CHR$(226)
330 SYMBOL 227,24,248,24,24,24,31,24,24
340 SYMBOL 228,28,24,20,12,28,24,20,12
350 SYMBOL 229,0,127,15,111,111,111,96,2
54:mr$=CHR$(209)
360 SYMBOL 230,126,66,64,64,126,2,2,66

370 nr$=CHR$(22)+CHR$(0):tr$=CHR$(22)+CH
R$(1):ef$=nr$+" "
380 REM :
390 REM
400 REM dessin et variables de base
410 REM
420 REM :
430 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK
2,24:INK 3,6:PAPER 0:CLS
440 WINDOW #1,10,38,1,23:PAPER #1,0:CLS
#1:WINDOW #2,2,6,4,6:WINDOW #3,2,6,2,23

450 ENV 4,15,-1,1:ENT 3,20,3,5:ENV 2,5,2
,2:ENT 2,2,-5,2,3,-2,2,2,-10,2
460 DIM a(40,24):ta=0:sc=0:vie=5:x=10:y=
3
470 GOTO 3450
480 CLS:GOSUB 500:GOTO 1070
490 CLS:GOSUB 500:GOTO 1070
500 PLOT 1,399,3:DRAW 110,399:DRAW 110,1
7:DRAW 1,17:DRAW 1,399:PLOT 8,391:DRAW 1

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```

02,391:DRAW 102,25:DRAW 8,25:DRAW 8,391
510 PLOT 1,399:DRAW 8,391:PLOT 110,399:D
RAW 102,391:PLOT 110,17:DRAW 102,24:PLOT
1,17:DRAW 8,25
520 PLOT 14,352,2:DRAW 96,352:DRAW 96,30
2:DRAW 14,302:DRAW 14,352
530 PEN 1:LOCATE 2,2:PRINT"RADAR":LOCATE
3,8:PRINT"TAB":LOCATE 3,12:PRINT"SCO":
LOCATE 3,16:PRINT"AIL":LOCATE 3,20:PEN
3:PRINT"VIE":LOCATE 7,22:PRINT " "
540 PEN 1:FOR h=2 TO 6:LOCATE h,22:PRINT
bq1$:NEXT:PEN 2:LOCATE 4,10:PRINT "1":L
OCATE 4,14:PRINT"0":GOSUB 550:GOTO 560
550 LOCATE 3,18:PEN 1:PRINT AIL$+" "+AIL
$:RETURN
560 PEN 1:FOR h=2 TO 23:LOCATE 9,h:PRINT
mr$:LOCATE 39,h:PRINT mr$:NEXT:PEN 2:FO
R h=9 TO 39:LOCATE h,24:PRINT pa$:NEXT
570 PEN 3:LOCATE 8,24:PRINT as$
580 RETURN
590 REM :
600 REM
610 REM dessin tableau
620 REM
630 REM :
640 ERASE a:DIM a(40,24)
650 READ mur,pas,he,dia,pic
660 PEN 1:FOR h=1 TO mur:READ d,f,g
670 FOR c=d TO f:LOCATE g,c:PRINT mr$:a(
g,c)=4:NEXT c:NEXT h
680 FOR h=1 TO pas:READ d,f,g
690 FOR c=d TO f:LOCATE c,g:PEN 2:LOCATE
c,g:PRINT pa$:a(c,g)=1:NEXT c:NEXT h
700 PEN 1:FOR h=1 TO he:READ d,f,g
710 PRINT nr$:FOR c=d TO f:LOCATE g,c:PR
INT he$:a(g,c)=3:NEXT c:NEXT h
720 PEN 3:FOR h=1 TO dia:READ d,f
730 LOCATE d,f:PRINT dia$:a(d,f)=5:NEXT
h
740 IF pic=0 THEN GOTO 780
750 FOR h=1 TO pic:READ d,f
760 LOCATE d,f:PRINT pic$:a(d,f)=7:NEXT
h
770 PEN 2:LOCATE 3,10:PRINT nr$:ta
780 RETURN
790 REM :
800 REM
810 REM vie -1
820 REM
830 REM :
840 vie=vie-1:fin=0:PRINT nr$:CLS #2:LOC
ATE x,y:PRINT ef$
850 IF a(x,y)=3 THEN PEN 1:LOCATE x,y:PR
INT he$
860 IF a(x,y)=7 THEN PEN 3:LOCATE x,y:PR
INT pic$
870 IF vie<0 THEN GOTO 2640
880 PEN 3:LOCATE 8,23:PRINT as$:LOCATE 8
,24:PRINT CHR$(149):SOUND 6,20,1
890 PEN 1:FOR h=2+vie TO 8:LOCATE h,22:P
RINT bq1$:FOR t=1 TO 50:NEXT:LOCATE h,22
:PRINT bq2$:FOR t=1 TO 50:NEXT t:LOCATE
h,22:PRINT " ":NEXT h:LOCATE 8,22:PRINT
bq1$
900 GOSUB 910:GOTO 950
910 FOR h=22 TO 1 STEP -1:PEN 1:LOCATE 8
,h:PRINT nr$:bq1$:PEN 3:LOCATE 8,h+1:PRI
NT as$:LOCATE 8,h+2:PRINT CHR$(149):SOUN
D 6,20,1:FOR t=1 TO 30:NEXT t:NEXT h
920 PEN 1:FOR h=8 TO 10:LOCATE h,1:PRINT

```



```

bg1$:FOR t=1 TO 50:NEXT:LOCATE h,1:PRIN
T bg2$:FOR t=1 TO 50:NEXT t:LOCATE h,1:P
RINT " " :NEXT h
930 FOR h=1 TO 3:LOCATE 10,h:PRINT bt$:F
OR t=1 TO 50:NEXT:LOCATE 10,h:PRINT " " :
NEXT h:LOCATE 10,3:PRINT bg1$
940 FOR h=2 TO 23:PEN 3:LOCATE 8,h:PRINT
" " :LOCATE 8,h+1:PRINT as$:SOUND 6,20,1
:FOR t=1 TO 30:NEXT t:NEXT h:RETURN
950 x=dx: y=dy: x1=dx1: y1=dy1: PEN 3: LOCATE
x1,y1:PRINT ame$:GOSUB 2630:WHILE INKEY
$(<)" :WEND
960 as$=INKEY$:IF as$="" THEN 960
970 LOCATE x1,y1:PRINT ef$
980 IF as$=" " THEN CLS #1:CLS #2:GOTO 10
70
990 GOTO 1250
1000 FOR h=1 TO 15:OUT &BC00,2:OUT &BD00
,49:FOR t=1 TO 70:NEXT:SOUND 4,1500+h*10
0,20,7,0,0,h:OUT &BC00,2:OUT &BD00,43:FO
R t=1 TO 70:NEXT:NEXT h:OUT &BC00,2:OUT
&BD00,46
1010 FOR h=1 TO 2000:NEXT:RETURN
1020 REM .....
1030 REM
1040 REM          tableau +1
1050 REM
1060 REM .....
1070 ta=ta+1: PEN 2: LOCATE 3,10:PRINT nr$
:ta
1080 ON ta GOTO 1090,1100,1110,1120,1130
,1140,1150
1090 he$=CHR$(230):RESTORE 4340:GOSUB 64
0:diam=0:glu=2:dx=10:dy=3:dx1=37:dy1=3:6
OTO 840
1100 he$=CHR$(220):RESTORE 4400:GOSUB 64
0:diam=0:glu=2:dx=10:dy=3:dx1=20:dy1=22:
GOSUB 550:GOTO 900
1110 pa$=CHR$(224):RESTORE 4460:GOSUB 64
0:diam=0:glu=2:dx=10:dy=3:dx1=20:dy1=2:6
OSUB 550:GOTO 900
1120 pa$=CHR$(229):he$=CHR$(227):RESTORE
4520:GOSUB 640:diam=0:glu=2:dx=10:dy=3:
dx1=20:dy1=9:GOSUB 550:GOTO 900
1130 pa$=CHR$(224):he$=CHR$(228):RESTORE
4590:GOSUB 640:diam=0:glu=2:dx=10:dy=3:
dx1=25:dy1=2:GOSUB 550:GOTO 900
1140 pa$=CHR$(229):he$=CHR$(230):RESTORE
4660:GOSUB 640:diam=0:glu=2:dx=10:dy=3:
dx1=20:dy1=14:GOSUB 550:GOTO 900
1150 PEN 2:LOCATE 16,12:PRINT"UNE AUTRE
?(O/N)"
1160 as$=INKEY$:IF as$="" THEN 1160
1170 as$=UPPER$(as$):IF as$="O" THEN RUN
1180 IF as$="N" THEN END
1190 GOTO 1160
1200 REM .....
1210 REM
1220 REM          routine principale
1230 REM
1240 REM .....
1250 GOSUB 2600:GOSUB 2420
1260 IF fin=1 THEN GOSUB 1000:GOTO 840
1270 IF JOY(0)=8 THEN sens=1:GOSUB 2590:
GOTO 1380
1280 IF JOY(0)=4 THEN sens=2:GOSUB 2590:
GOTO 1510
1290 IF JOY(0)=1 THEN GOSUB 2590:GOTO 16
50
1300 IF JOY(0)=2 THEN GOSUB 2590:GOTO 19

```

```

20
1310 IF JOY(0)=16 THEN GOSUB 2590:GOTO 1
750
1320 GOTO 1250
1330 REM .....
1340 REM
1350 REM          vers la droite
1360 REM
1370 REM .....
1380 x=x+1:IF a(x,y)=1 OR a(x,y)=4 THEN
x=x-1:GOTO 1250
1390 LOCATE x-1,y:PRINT ef$:IF a(x-1,y)=
3 THEN PEN 1:LOCATE x-1,y:PRINT he$
1400 PEN 1:LOCATE x,y:PRINT tr$:bg2$:FOR
t=1 TO 50:NEXT:IF a(x,y)=3 THEN GOTO 14
10 ELSE LOCATE x,y:PRINT ef$:LOCATE x,y:
PRINT bg1$
1410 IF a(x,y)=5 THEN GOSUB 2180:a(x,y)=
0:IF diam=dia THEN GOSUB 2320
1420 IF a(x,y+1)=0 THEN GOTO 2030
1430 IF a(x,y+1)=7 THEN GOTO 1450
1440 GOTO 1250
1450 LOCATE x,y:PRINT ef$:LOCATE x,y+1:P
RINT tr$:bt$:fin=1:y=y+1:GOSUB 1000:GOTO
840
1460 REM .....
1470 REM
1480 REM          vers la gauche
1490 REM
1500 REM .....
1510 x=x-1:IF a(x,y)=4 THEN x=x+1:GOTO 1
250
1520 IF a(x,y)=1 THEN x=x+1:GOTO 1250
1530 LOCATE x+1,y:PRINT ef$:IF a(x+1,y)=
3 THEN PEN 1:LOCATE x+1,y:PRINT he$
1540 PEN 1:LOCATE x,y:PRINT tr$:bd2$:FOR
t=1 TO 50:NEXT:IF a(x,y)=3 THEN GOTO 15
50 ELSE LOCATE x,y:PRINT ef$:LOCATE x,y:
PRINT bd1$
1550 IF a(x,y)=5 THEN GOSUB 2180:a(x,y)=
0:IF diam=dia THEN GOSUB 2320
1560 IF a(x,y)=10 THEN GOTO 2330
1570 IF a(x,y+1)=0 THEN GOTO 2030
1580 IF a(x,y+1)=7 THEN GOTO 1450
1590 GOTO 1250
1600 REM .....
1610 REM
1620 REM          vers le haut
1630 REM
1640 REM .....
1650 IF a(x,y)=3 THEN LOCATE x,y:PEN 1:P
RINT nr$:he$ ELSE 1250
1660 y=y-1:IF a(x,y)=3 THEN PEN 1:LOCATE
x,y:PRINT tr$:bt$:FOR t=1 TO 50:NEXT t:
GOTO 1250
1670 ON sens GOTO 1680,1690
1680 LOCATE x,y:PRINT bg1$:GOTO 1250
1690 LOCATE x,y:PRINT bd1$:GOTO 1250
1700 REM .....
1710 REM
1720 REM          saut
1730 REM
1740 REM .....
1750 IF a(x,y)=3 THEN GOTO 1250
1760 ON sens GOTO 1770,1820
1770 IF a(x+1,y+1)=7 THEN GOTO 1790
1780 IF a(x+1,y+1)<>0 THEN GOTO 1250
1790 FOR h=1 TO 3:x=x+1:IF a(x,y)=4 OR a
(x,y)=3 OR a(x,y)=5 THEN x=x-1
1800 LOCATE x-1,y:PRINT ef$:LOCATE x,y:P

```

```

RINT bsg$:NEXT
1810 IF a(x,y+1)=0 THEN GOTO 2030 ELSE 1
250
1820 IF a(x-1,y+1)=7 THEN GOTO 1840
1830 IF a(x-1,y+1)<>0 THEN GOTO 1250
1840 FOR h=1 TO 3:x=x-1:IF a(x,y)=4 OR a
(x,y)=3 OR a(x,y)=5 THEN x=x+1
1850 LOCATE x+1,y:PRINT ef$:LOCATE x,y:P
RINT bsd$:NEXT
1860 IF a(x,y+1)=0 THEN GOTO 2030 ELSE 1
250
1870 REM .....
1880 REM
1890 REM          descente ou depose de l'ail
1900 REM
1910 REM .....
1920 IF a(x,y+1)=1 AND a(x,y)<>3 THEN GO
TO 1960
1930 IF a(x,y+1)<>3 THEN GOTO 1250
1940 y=y+1:IF a(x,y-1)=0 THEN LOCATE x,y
-1:PRINT ef$ ELSE LOCATE x,y-1:PRINT nr$
:he$
1950 LOCATE x,y:PEN 1:PRINT tr$:bt$:FOR
t=1 TO 30:NEXT t:GOTO 1250
1960 IF glu=0 OR a(x,y)=8 THEN 1250
1970 PEN 3:LOCATE x,y+1:PRINT tr$:glu$:a
(x,y)=8:LOCATE 1+(glu*2),18:PRINT ef$:gl
u=glu-1:GOTO 1250
1980 REM .....
1990 REM
2000 REM          chute libre
2010 REM
2020 REM .....
2030 LOCATE x,y:PRINT " " :GOSUB 2590
2040 y=y+1:GOSUB 2600:PEN 1:SOUND 1,46+s
on,3,5
2050 IF a(x,y)=0 THEN son=son+10:LOCATE
x,y:PRINT bt$
2060 IF a(x,y+1)<>0 THEN son=0
2070 IF a(x,y+1)=2 THEN GOTO 1250
2080 IF a(x,y+1)=3 THEN GOTO 1250
2090 IF a(x,y+1)=1 THEN GOTO 1250
2100 IF a(x,y+1)=7 THEN GOTO 1450
2110 IF a(x,y+1)=5 THEN GOSUB 2180:a(x,y
+1)=0:IF diam=dia THEN GOSUB 2320
2120 FOR t=1 TO 20:NEXT t:GOTO 2030
2130 REM .....
2140 REM
2150 REM          rubis +1
2160 REM
2170 REM .....
2180 diam=diam+1:sco=sco+10:PEN 3:LOCATE
2,14:PRINT sco:pose=0
2190 IF a(x1,y1)=9 THEN LOCATE x1,y1:PRI
NT ef$:PEN 0:LOCATE x1,y1+1:PRINT tr$:gl
u$:a(x1,y1)=0
2200 IF a(x1,y1+1)=1 OR a(x1,y1)=3 THEN
LOCATE x1,y1:PRINT tr$:ame$
2210 SOUND 2,40,0,5,2,2:FOR h=1 TO 10:LO
CATE x1,y1:PEN 1:PRINT ame$:FOR t=1 TO 2
0:NEXT:LOCATE x1,y1:PEN 3:PRINT ame$:FOR
t=1 TO 20:NEXT:NEXT
2220 IF a(x1,y1)=0 THEN PEN 1:LOCATE x1,
y1:PRINT ef$:RETURN
2230 IF a(x1,y1)=3 THEN PEN 1:LOCATE x1,
y1:PRINT nr$:he$:RETURN
2240 IF a(x1,y1)=4 THEN PEN 1:LOCATE x1,
y1:PRINT nr$:ar$:RETURN
2250 IF a(x1,y1)=5 THEN PEN 3:LOCATE x1,
y1:PRINT nr$:dia$:RETURN

```



```

2260 RETURN
2270 REM :
2280 REM
2290 REM   ouverture de la porte
2300 REM
2310 REM :
2320 SOUND 3,20,100,15,0,3:FOR h=1 TO 10
:LOCATE 9,23:PEN 3:PRINT nr$:FOR t=1 TO
30:NEXT t:LOCATE 9,23:PRINT ef$:FOR t=1
TO 30:NEXT t:NEXT h:a(9,23)=10:RETURN
2330 FOR h=1 TO 25 :SOUND 1,0,15,15,4,,5
:LOCATE #1,29,23:PRINT #1,CHR$(32):FOR t
=1 TO 50:NEXT t:NEXT h:CLS #2
2340 LOCATE 9,23:PRINT ef$:PEN 1:LOCATE
8,23:PRINT bd1$:FOR t=1 TO 60:NEXT t:LOC
ATE 8,23:PRINT bd2$:FOR t=1 TO 60:NEXT t
2350 LOCATE 8,23:PRINT bg1$:FOR t=1 TO 6
0:NEXT t:LOCATE 8,23:PEN 3:PRINT as$:LOC
ATE 8,24:PRINT CHR$(149):PEN 1:LOCATE 8,
22:PRINT bg1$
2360 GOTO 1070
2370 REM :
2380 REM
2390 REM   deplacement de l'axe
2400 REM
2410 REM :
2420 IF pose=1 THEN 2530 ELSE GOSUB 2610

2430 IF y>y1 AND a(x1,y1+1)=1 THEN GOTO
2480
2440 IF a(x1,y1+1)=0 THEN y1=y1+0.5:GOTO
2500
2450 IF y>y1 AND a(x1,y1+1)=3 THEN y1=y1
+0.5:GOTO 2500
2460 IF y<y1 AND a(x1,y1-1)=3 THEN y1=y1
-0.5:GOTO 2500
2470 IF y<y1 AND a(x1,y1)=3 THEN y1=y1-0
.5:GOTO 2500
2480 IF x>x1 THEN x1=x1+0.5:GOTO 2500
2490 IF x<x1 THEN x1=x1-0.5
2500 IF a(x1,y1)=8 THEN pose=1:a(x1,y1)=
9 ELSE GOTO 2520
2510 PEN 3:LOCATE x1,y1:PRINT tr$:ame$
2520 GOSUB 2620:RETURN
2530 IF a(x,y)=9 THEN fin=1:a(x,y)=0:RET
URN ELSE RETURN
2540 REM :
2550 REM
2560 REM   radar
2570 REM
2580 REM :
2590 PLOT (x*2)+16,352-(y*2),0:RETURN
2600 PLOT (x*2)+16,352-(y*2),1:RETURN
2610 PLOT (x1*2)+16,352-(y1*2),0:RETURN
2620 IF TEST((x1*2)+16,352-(y1*2))<>0 TH
EN fin=1
2630 PLOT (x1*2)+16,352-(y1*2),2:RETURN
2640 REM :
2650 REM
2660 REM   PERDU
2670 REM
2680 REM :
2690 WHILE INKEY$<>"":WEND
2700 RESTORE 2730:WINDOW 9,29,6,16:CLS:W
INDOW 10,31,7,17:PAPER 1:CLS:WINDOW 1,40
,1,25
2710 PEN 0:B=8:FOR I=1 TO 2:FOR X=11 TO
26 STEP 5:FOR Y=B TO B+3:LOCATE X,Y:FOR
J=1 TO 4:READ A:PRINT CHR$(A):NEXT J:NE
XT Y:SOUND 1,0,15,15,1,,15:NEXT X:B=13:N

```

```

EXT 1
2720 FOR t=1 TO 2000:NEXT:WHILE INKEY$<>
"":WEND:CALL &BB18:ERASE a:GOTO 380
2730 DATA 214,143,143,215,143,32,32,1
43,32,213,215,213,143,143,212
2740 DATA 214,143,143,215,143,32,32,143,
143,143,143,143,32,32,143
2750 DATA 143,215,214,143,143,143,143,14
3,143,213,212,143,143,32,32,143
2760 DATA 143,143,143,143,143,140,140,32
,143,131,131,32,143,143,143,143
2770 DATA 214,143,143,215,143,32,32,143,
143,32,32,143,213,143,143,212
2780 DATA 143,32,32,143,143,32,32,143,21
3,215,214,212,32,213,212,32
2790 DATA 143,143,143,143,143,140,140,32
,143,131,131,32,143,143,143,143
2800 DATA 143,143,143,215,143,32,32,143,
143,143,143,212,143,32,213,215
2810 REM :
2820 REM
2830 REM   creation et sauvegarde
2840 REM
2850 REM :
2860 CLS:ERASE a:DIM a(40,25):pa$=CHR$(2
9):GOSUB 500:GOSUB 560
2870 CLS #1:CLS #3:PLOT 14,352,0:DRAW 96
,352:DRAW 96,302:DRAW 14,302:DRAW 14,352

2880 FOR h=2 TO 23:a(9,h)=4:a(39,h)=4:NE
XT:FOR h=9 TO 39:a(h,24)=1:NEXT
2890 PEN 1:LOCATE 3,2:PRINT "M="+ar$:LOCA
TE 3,5:PEN 2:PRINT "T="+pa$:LOCATE 3,8:PE
N 1:PRINT "H="+he$:LOCATE 3,11:PEN 3:PRIN
T "R="+dia$:LOCATE 3,14:PRINT "P="+picc$
2900 PEN 1:LOCATE 2,17:PRINT "C=CLS":PEN
2:LOCATE 2,20:PRINT "E=EFF":PEN 3:LOCATE
2,23:PRINT "F=FIN"
2910 LOCATE #1,1,6:PEN #1,1:PRINT #1," 1
- CHOISSIR L'ELEMENT DE":LOCATE #1,1,9:P
RINT #1," DECORS":LOCATE #1,1,12:PRINT
#1," 2- DEPLACEMENT AVEC CURSEUR"
2920 LOCATE #1,1,15:PRINT #1," 3- VALIDA
TION AVEC <COPY>":PEN 2:LOCATE 31,20:PRI
NT "<ENTER>"
2930 CALL &BB18:CLS #1:PEN 2:LOCATE 10,4
:PRINT pa$:a(10,4)=1:PEN 1
2940 fy=2:px=10:py=2:LOCATE px,py:PRINT
CHR$(43)
2950 k$=INKEY$:IF k$="" THEN 2950
2960 k$=UPPER$(k$):IF k$="M" THEN b$=ar$
:c=4:co=1:fy1=2:GOSUB 3380
2970 IF k$="T" THEN b$=pa$:c=1:co=2:fy1=
5:GOSUB 3380
2980 IF k$="H" THEN b$=he$:c=3:co=1:fy1=
8:GOSUB 3380
2990 IF k$="R" THEN b$=dia$:c=5:co=3:fy1
=11:GOSUB 3380
3000 IF k$="P" THEN b$=picc$:c=7:co=3:fy
1=14:GOSUB 3380
3010 IF k$="C" THEN GOTO 2860
3020 IF k$="E" THEN b$=ef$:c=0
3030 IF k$="F" THEN GOTO 3190
3040 IF k$=CHR$(240) AND py>2 THEN GOSUB
3100:py=py-1:GOSUB 3170
3050 IF k$=CHR$(241) AND py<24 THEN GOSUB
B 3100:py=py+1:GOSUB 3170
3060 IF k$=CHR$(242) AND px>10 THEN GOSUB
B 3100:px=px-1:GOSUB 3170
3070 IF k$=CHR$(243) AND px<38 THEN GOSUB

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B 3100:px=px+1:GOSUB 3170
3080 IF k$=CHR$(224) THEN LOCATE px,py:P
EN co:PRINT nr$:b$=a(px,py):c:IF b$=ef$
THEN PEN 1 ELSE PEN 0
3090 LOCATE px,py:PRINT tr$:CHR$(43):GOT
O 2950
3100 tra=a(px,py)
3110 IF tra=0 THEN LOCATE px,py:PEN 0:PR
INT CHR$(143):RETURN
3120 IF tra=1 THEN LOCATE px,py:PEN 2:PR
INT nr$:pa$:RETURN
3130 IF tra=3 THEN LOCATE px,py:PEN 1:PR
INT nr$:he$:RETURN
3140 IF tra=4 THEN LOCATE px,py:PEN 1:PR
INT nr$:ar$:RETURN
3150 IF tra=5 THEN LOCATE px,py:PEN 3:PR
INT nr$:dia$:RETURN
3160 IF tra=7 THEN LOCATE px,py:PEN 3:PR
INT nr$:picc$:RETURN
3170 IF a(px,py)=0 THEN PEN 1:LOCATE px,
py:PRINT CHR$(43) ELSE PEN 0:LOCATE px,p
y:PRINT tr$:CHR$(43):RETURN
3180 RETURN
3190 LOCATE 1,25:PEN 1:PRINT " J = JE
U : S = SAUVEGARDE"
3200 A$=INKEY$:IF A$="" THEN 3200
3210 A$=UPPER$(A$):IF A$="J" THEN GOTO 3
240
3220 IF A$="S" THEN GOTO 3300
3230 GOTO 3200
3240 GOSUB 3250:PRINT nr$:GOTO 900
3250 GOSUB 3390:PEN 1:LOCATE 3,25:INPUT
"OMBRE DE DIAMANTS " :dia
3260 GOSUB 3390:CLS #3:GOSUB 500
3270 ta=1:diam=0:glu=2:idx=10:idy=3:dx1=15
:dy1=3:GOSUB 3100
3280 IF a(dx1,dy1)<>0 THEN dx1=dx1+1:dy1
=dy1+1:GOTO 3280
3290 RETURN
3300 GOSUB 3250:GOSUB 3390:PEN 1:LOCATE
1,25:PRINT " press any key when Rea
dy":CALL &BB18
3310 GOSUB 3390:PEN 1:LOCATE 1,25:PRINT "
NOM DU FICHIER " :PEN 2:PRINT "TABLEAU"
3320 OPENOUT "TABLEAU"
3330 FOR h=1 TO 40:FOR g=1 TO 25
3340 PRINT #9,a(h,g):NEXT g:NEXT h
3350 PRINT #9,dia:PRINT #9,dx1:PRINT #9,
dy1
3360 CLOSEOUT
3370 GOSUB 3390:PEN 1:LOCATE 12,25:PRINT
"SAUVEGARDE TERMINEE":FOR T=1 TO 3000:NE
XT :RUN
3380 LOCATE 2,fy:PRINT ef$:fy=fy1:PEN 3:
LOCATE 2,fy:PRINT CHR$(243):RETURN
3390 PEN 0:LOCATE 1,25:PRINT STRING$(35,
CHR$(143)):RETURN
3400 REM :
3410 REM
3420 REM   menu carrefour
3430 REM
3440 REM :
3450 CLS:PEN 3:LOCATE 11,5:PRINT STRING$
(21,""):LOCATE 11,21:PRINT STRING$(21,"
"):FOR h=6 TO 20:LOCATE 11,h:PRINT " ":
LOCATE 31,h:PRINT "*" :NEXT
3460 PEN 2:LOCATE 14,7:PRINT "1 -":PEN 1
:PRINT " EXPLICATIONS"
3470 PEN 2:LOCATE 14,10:PRINT "2 -":PEN
1:PRINT " JEU"

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3480 PEN 2:LOCATE 14,13:PRINT"3 -";PEN
1:PRINT" CLAVIER"
3490 PEN 2:LOCATE 14,16:PRINT"4 -";PEN
1:PRINT" CREATION"
3500 PEN 2:LOCATE 14,19:PRINT"5 -";PEN
1:PRINT" CHARGEMENT"
3510 A$=INKEY$:IF A$="" THEN GOTO 3510
3520 PRINT CHR$(7):IF A$="1" THEN GOTO 4
010
3530 IF A$="2" THEN GOTO 480
3540 IF A$="3" THEN GOTO 3630
3550 IF A$="4" THEN GOTO 2860
3560 IF A$="5" THEN GOTO 3780
3570 GOTO 3510
3580 REM :
3590 REM
3600 REM      version clavier
3610 REM
3620 REM :
3630 d1$=CHR$(243):d2$=CHR$(242):d3$=CHR
$(240):d4$=CHR$(241):d5$=CHR$(224)
3640 CLS:LOCATE 14,1:PEN 1:PRINT"MODE CL
AVIER":PEN 2:LOCATE 14,2:PRINT"-----
----"
3650 PEN 3:LOCATE 1,4:PRINT" L'algorith
me du jeu est plus efficace avec un JOYS
TICK mais si vous n'en pos- sedez pas ta
pez les lignes suivantes."
3660 PEN 1:LOCATE 1,8:PRINT"1250 a$=inke
y$:GOSUB 2600:GOSUB 2420"
3670 LOCATE 1,10:PRINT"1270 IF a$=d1$ TH
EN sens=1:GOSUB 2590:GOTO 1380"
3680 LOCATE 1,13:PRINT"1280 IF a$=d2$ TH
EN sens=2:GOSUB 2590:GOTO 1510"
3690 LOCATE 1,16:PRINT"1290 IF a$=d3$ TH
EN GOSUB 2590:GOTO 1650"
3700 LOCATE 1,19:PRINT"1300 IF a$=d4$ TH
EN GOSUB 2590:GOTO 1920"
3710 LOCATE 1,22:PRINT"1310 IF a$=d5$ TH
EN GOSUB 2590:GOTO 1750"
3720 LOCATE 33,24:PEN 3:PRINT"<enter>":C
ALL &BB18:GOTO 3450
3730 REM :
3740 REM
3750 REM      chargement
3760 REM
3770 REM :
3780 CLS:ERASE a:DIM a(40,25):GOSUB 500:
GOSUB 560:pa$=CHR$(229)
3790 GOSUB 3390:PEN 1:LOCATE 1,25:PRINT"
CHARGEMENT EN COURS"
3800 OPENIN "tableau"
3810 FOR h=1 TO 40:FOR g=1 TO 25
3820 INPUT #9,a(h,g):NEXT g:NEXT h
3830 INPUT #9,dia:INPUT #9,dx1:INPUT #9,
dy1
3840 CLOSEIN
3850 GOSUB 3390:PEN 1:LOCATE 1,25:PRINT"
CHARGEMENT TERMINE"
3860 FOR h=1 TO 40:FOR g=1 TO 25
3870 tra=a(h,g)
3880 IF tra=0 THEN GOTO 3940
3890 IF tra=1 THEN PEN 2:LOCATE h,g:PRIN
T pa$:GOTO 3940
3900 IF tra=3 THEN PEN 1:LOCATE h,g:PRIN
T he$:GOTO 3940
3910 IF tra=4 THEN PEN 1:LOCATE h,g:PRIN
T nr$:GOTO 3940
3920 IF tra=5 THEN PEN 3:LOCATE h,g:PRIN
T dia$:GOTO 3940

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3930 IF tra=7 THEN PEN 3:LOCATE h,g:PRIN
T picc$
3940 NEXT g:NEXT h
3950 GOSUB 3390:ta=1:dia=0:glu=2:dx=10:
dy=3:GOTO 900
3960 REM :
3970 REM
3980 REM      explications
3990 REM
4000 REM :
4010 CLS:LOCATE 12,1:PRINT"LA MOMIE INVI
SIBLE":PEN 2:LOCATE 12,2:PRINT"-----
-----"
4020 PEN 3:LOCATE 1,4:PRINT" Toi etre ex
plorateur ";PEN 2:PRINT"TULADANLOS."
4030 PEN 3:LOCATE 1,5:PRINT" Toi avoir t
rouve entree pyramide."
4040 LOCATE 1,6:PRINT" Pyramide de ";PE
N 2:PRINT"FEFATEFES ";PEN 3:PRINT"gra
nd Pharaon."
4050 LOCATE 1,7:PRINT" Toi faire main ba
sse sur tresors."
4060 LOCATE 1,8:PRINT" Toi homme vil..."
4070 LOCATE 1,9:PRINT" Toi poursuivi par
ame de FEFATEFES."
4080 LOCATE 1,10:PRINT" Aee invisible,tr
averser murs."
4090 LOCATE 1,11:PRINT" Dur,dur pour toi
..."
4100 LOCATE 1,12:PRINT" Mais toi >voir v
u film ";PEN 1:PRINT"GHOSTBUSTER."
4110 PEN 3:LOCATE 1,13:PRINT" Toi avoir
radar a fantomes."
4120 LOCATE 1,14:PRINT" Toi avoir aussi
vu film ";PEN 1:PRINT"DRACULA."
4130 PEN 3:LOCATE 1,15:PRINT" Toi avoir
gousses d'ail."
4140 LOCATE 1,16:PRINT" Ca etre grands s
ortileges."
4150 LOCATE 1,17:PRINT" Toi avoir peut e
tre une chance."
4160 LOCATE 1,18:PRINT" Si toi faire les
six tableaux."
4170 LOCATE 1,19:PRINT" Moi donner a toi
grand pouvoir."
4180 LOCATE 1,20:PRINT" Pouvoir de fabri
quer tableau tout seul."
4190 PEN 1:LOCATE 1,22:PRINT" Toi avoir
tout compris blablaba ?"
4200 LOCATE 1,23:PRINT" Toi pas bete.Toi
taper touche...."
4210 CALL &BB18
4220 CLS:LOCATE 15,1:PRINT"DEPLACEMENTS"
:PEN 2:LOCATE 15,2:PRINT"*****"
4230 LOCATE 1,4:PRINT"Joystick":PEN 1:LO
CATE 1,5:PRINT"-----"
4240 LOCATE 8,7:PRINT CHR$(241):LOCATE 1
4,7:PRINT" depose de l'ail"
4250 LOCATE 5,9:PRINT"<FIRE> = saut"
4260 PEN 2:LOCATE 1,11:PRINT"Clavier":PE
N 1:LOCATE 1,12:PRINT"-----"
4270 LOCATE 8,13:PRINT CHR$(241):LOCATE
14,13:PRINT" depose de l'ail"
4280 LOCATE 5,15:PRINT"<COPY> = saut"
4290 PEN 3:LOCATE 6,17:PRINT STRING$(30,
"=)
4300 PEN 2:LOCATE 4,19:PRINT"<ANY KEY>":
LOCATE 14,19:PEN 1:PRINT" depart de ta
bleau"
4310 PEN 2:LOCATE 5,21:PRINT"<SPACE>":LO

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CATE 14,21:PEN 1:PRINT" changement de
tableau"
4320 LOCATE 33,25:PEN 1:PRINT"<ENTER>":C
ALL &BB18:CLS:GOTO 3450
4330 REM ***** datas tableau 1 *****
4340 DATA 2,7,5,6,0
4350 DATA 2,23,9,2,23,39
4360 DATA 9,39,24,10,13,4,23,38,4,19,26,
9,29,33,12,15,23,18,29,37,18
4370 DATA 4,23,12,4,17,36,9,17,22,18,23,
16,18,23,31
4380 DATA 11,3,27,3,19,8,32,11,15,17,30,
17
4390 REM ***** datas tableau 2 *****
4400 DATA 2,7,9,16,0
4410 DATA 2,23,9,2,23,39
4420 DATA 10,13,4,24,25,4,23,27,8,19,29,
12,16,33,16,13,35,20,9,39,24
4430 DATA 4,7,23,8,11,22,8,11,27,12,15,1
9,12,15,29,16,19,16,19,33,20,23,13,20
,23,35
4440 DATA 25,3,24,7,26,7,20,11,24,11,28,
11,21,15,25,15,31,15,19,19,24,19,29,19,1
6,23,22,23,27,23,32,23
4450 REM ***** datas tableau 3 *****
4460 DATA 2,11,4,9,0
4470 DATA 2,23,9,2,23,39
4480 DATA 10,12,4,19,26,3,28,38,3,18,29,
7,17,23,11,27,33,13,10,13,19,15,20,16,22
,28,19,33,38,19,9,39,24
4490 DATA 4,7,13,3,18,37,16,23,21,19,23,
33
4500 DATA 35,2,19,6,22,10,29,12,18,15,27
,18,10,18,18,23,37,23
4510 REM ***** datas tableau 4 *****
4520 DATA 3,10,5,10,2
4530 DATA 2,23,9,2,23,39,11,19,13
4540 DATA 10,11,4,12,20,6,13,33,10,35,38
,10,16,24,13,20,25,17,28,33,17,13,18,20,
28,38,21,9,39,24
4550 DATA 4,23,11,13,19,15,20,23,19,6,9,
21,17,20,33
4560 DATA 18,5,15,9,29,9,37,9,20,12,21,1
6,31,16,14,19,38,20,33,23
4570 DATA 25,10,17,20
4580 REM ***** datas tableau 5 *****
4590 DATA 8,12,6,10,4
4600 DATA 2,23,9,2,23,39,5,12,16,8,12,21
,4,7,24,4,5,34,17,23,15,17,20,19
4610 DATA 10,16,4,24,30,3,32,34,3,29,34,
6,21,31,8,16,21,13,28,29,12,32,33,14,36,
38,11,15,26,16,19,28,21,9,39,24
4620 DATA 4,23,10,16,23,14,8,12,20,3,7,2
3,6,23,27,11,23,37
4630 DATA 16,3,22,7,25,7,34,2,31,7,38,10
,29,11,33,13,28,20,24,23
4640 DATA 18,13,29,8,29,24,34,24
4650 REM ***** datas tableau 6 *****
4660 DATA 5,15,4,12,4
4670 DATA 2,23,9,2,23,39,5,14,24,17,23,1
9,15,23,28
4680 DATA 10,13,4,16,19,4,22,25,4,28,31,
4,34,38,4,14,16,7,18,21,9,21,23,11,30,38
,10,30,38,11,19,25,15,27,28,15,16,19,17,
35,38,17,9,39,24
4690 DATA 7,23,13,17,23,20,10,23,29,17,2
3,34
4700 DATA 17,3,23,3,29,3,37,3,16,6,20,8,
23,10,38,9,37,16,37,23,27,23,22,23
4710 DATA 32,10,33,10,15,24,24,24

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