

ROLLING STONES

Velocité pour
 CPC 464
 CPC 664
 CPC 6128

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PRESENTATION

Le programme se compose de 3 fichiers BASIC :

1er fichier "Rolling"
 - présentation et explications (ce fichier est facultatif)

2ème fichier "Rolling1"

- DATA des sprites et de la routine en langage machine d'affichage

3ème fichier "Rolling2"

- corps principal du jeu

Dès le départ, il est possible d'accéder aux tableaux 1, 5, 9 ou 13 choisissant les lettres A, B, C ou D.

Les chiffres qui ornent la ligne des scores ont les significations suivantes :



B/2 ; équivalent au tableau n° 6
 0/5 NB de bombes ramassées/NB de bombes à ramasser
 150 NB de secondes restant à jouer
 10000 score

Le joueur se déplace de haut en bas et de droite à gauche. S'il touche une pierre, cette pierre avance dans la mesure où il n'y a pas d'obstacle. En appuyant **sur feu** la pierre disparaît si elle ne peut bouger.

Il est possible d'écraser ses poursuivants avec des pierres.

Dans certains tableaux, on obtient une bombe à la place du monstre ; dans d'autres, un instant de répit.

Le piège le plus classique est de coller deux bombes côte à côte contre un mur. Dans ce cas, il est impossible de les rentrer dans les puits. Seule solution la touche ESC.

Certains tableaux n'ont qu'une bombe à rentrer. Mais le parcours à suivre est un vrai casse-tête.

Bonne chance...

ROLLING

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10 REM ..... >YQ
20 REM : >DJ
30 REM : PRESENTATION : >TM
40 REM : ( facultative ) : >TW
50 REM : >EB
60 REM ..... >YW
70 GOSUB 570 >BK
80 SYMBOL AFTER 190 >NP
90 SYMBOL 191,18,30,45,45,30,12,0,12 >BC
100 SYMBOL 192,0,12,0,12,0,0,0,0 >YZ
110 SYMBOL 193,0,0,0,0,0,0,30,0 >XV
120 SYMBOL 194,12,0,12,0,12,0,0,51 >ZG
130 SYMBOL 195,0,0,18,0,0,0,33 >YQ
140 SYMBOL 196,18,0,0,0,18,18,18,0 >AA
150 MODE 0:BORDER 0:INK 0,0:INK 1,26:INK 2,13:INK 3,15: >CZ
    
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INK 4,16:INK 5,18:INK 6,6:INK 7,0:INK 8,24
160 PLOT 496,400,8:DRAW 496,144:DRAW 640,112:PLT 496,1 >LN
44:DRAW 0,0
170 enc=2:ca=191:GOSUB 180:enc=1:ca=193:GOSUB 180:enc=3 >KD
:ca=195:GOSUB 180:GOTO 220
180 PEN 7:LOCATE 1,24:PRINT CHR$(ca):LOCATE 1,25:PRINT >MH
CHR$(ca+1)
190 FOR h=32 TO 0 STEP -2:FOR q=2 TO 32 STEP 4:a=TEST(q >ZP
.h)
200 IF a=7 THEN LOCATE 10+(q/4),19-(h/2):PEN enc:PRINT >JN
CHR$(143)
210 NEXT q,h:RETURN >PZ
220 XT=192:YT=140:P=120:EN=2:GOSUB 240 >GM
230 GOTO 250 >YJ
240 PLOT 700,700,EN:P2=P*P:ORIGIN XT,YT:FOR H=0 TO P*0 >6D
71 STEP 2:J=SQR(P2-H*H):MOVE H,J:DRAW H,-J:MOVE J,H:DRA
W J,-H:MOVE -H,J:DRAW -H,-J:MOVE -J,H:DRAW -J,-H:NEXT: D
RIGIN 0,0:RETURN
    
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250 FOR H=1 TO 5:MOVE 30,H:DRAW 610,H,5:NEXT:FOR H=6 TO >PU
20:MOVE 30,H:DRAW 610,H,6:NEXT
260 FOR H=20 TO 22:MOVE 30,H:DRAW 610,H,1:NEXT:FOR H=1 >DB
TO 8:MOVE H,26:DRAW H,374,5:NEXT
270 FOR H=8 TO 20:MOVE H,26:DRAW H,374,6:NEXT:FOR H=20 >TB
TO 22:MOVE H,26:DRAW H,374,1:NEXT
280 FOR H=616 TO 620:MOVE H,26:DRAW H,374,1:NEXT:FOR H= >AP
620 TO 632:MOVE H,26:DRAW H,374,6:NEXT
290 FOR H=632 TO 636:MOVE H,26:DRAW H,374,5:NEXT:FOR H= >AM
394 TO 400:MOVE 30,H:DRAW 610,H,5:NEXT
300 FOR H=382 TO 392:MOVE 30,H:DRAW 610,H,6:NEXT:FOR H= >ZG
378 TO 380:MOVE 30,H:DRAW 610,H,1:NEXT
310 X=20:FOR T=1 TO 22:MOVE T,X:DRAW T,20,5:X=X-1:NEXT >AN
T
320 X=380:FOR T=1 TO 22:MOVE T,X:DRAW T,380:X=X+1:NEXT >AA
T
330 X=380:FOR T=618 TO 636:MOVE T,380:DRAW 618,X=X+1: >BR
NEXT T
340 X=1:FOR T=618 TO 636:MOVE T,20:DRAW T,X:X=X+1:NEXT >AH
T
350 PEN 1:LOCATE 7,13:PRINT CHR$(233)+CHR$(233):LOCATE >TX
7,14:PRINT CHR$(233):LOCATE 8,12:PRINT CHR$(233)
360 Z=0:a$="ROLLING" >PN
370 FOR H=1 TO LEN(A$):Z=Z+1 >VB
380 IF Z=6 THEN Z=1 >MN
390 B$=MID$(A$,H,1):PLOT -10,-10,Z >TA
400 TAG:MOVE 32+(H*40),336:PRINT B$:TAGOFF:NEXT >AA
410 a$="STONES":PLOT -10,-10,6 >XG
420 FOR H=1 TO LEN(A$) >PZ
430 B$=MID$(A$,H,1):TAG:MOVE 48+(H*40),290:PRINT B$:TA >MT
GOFF:NEXT
440 PEN 10:LOCATE 11,21:PRINT "by":LOCATE 1,1:PRINT CHR >RN
$(22)+CHR$(1)
450 PEN 8:LOCATE 8,23:PRINT "LMC SOFTWARE" >LG
460 WHILE INKEY$="" :WEND >UD
470 MODE 1:LOCATE 14,2:PEN 1:PRINT "ROLLING STONES":LOC >CL
ATE 14,3:PEN 3:PRINT "=====
480 PEN 2:LOCATE 1,6:PRINT " Pauvre BOULDER DASH,un so >ML
rt contraires'acharne sur lui."
490 LOCATE 11,6:PEN 3:PRINT"BOULDER DASH" >LA
500 PEN 2:LOCATE 1,9:PRINT" Une main malefique a lais >TN
se trainer des bombes dans son univers.Il doit s'endeb
arasser sous peine de mort en les faisant tomber dan
s des puits sans fond."
510 LOCATE 1,14:PRINT" Il y en a quatre a sa disposit >ZV
ion et il peut aussi faire eclater toutes les pierres
qui entravent sa marche."
520 LOCATE 1,18:PRINT" 16 tableaux vous attendent.Mal >XF
gres les apparences il existe au moins une solution
pour chacun."
530 LOCATE 1,22:PRINT" Certains sont si arduis qu'il >FU
arrive meme a l'auteur de s'y perdre..."
540 LOCATE 32,25:PEN 1:PRINT "<ENTER>" >FK
550 WHILE INKEY$="" :WEND >UD
560 RUN "ROLLING1" >NU
570 ENV 1,5,3,1,1,0,22,15,-1,3:ENT 1,2,1,1,1,-1,1 >NF
580 ENV 3,5,3,1,5,0,1,5,-3,2 >UL
590 RESTORE:READ L1,L2,L3:DIM AZ(3,L3,2):FOR A=1 TO L1: >AK
READ AZ(1,A,1),AZ(1,A,2):NEXT:FOR A=1 TO L2:READ AZ(2,A
,1),AZ(2,A,2):NEXT:FOR A=1 TO L3:READ AZ(3,A,1):NEXT:GO
SUB 830
600 RETURN >ZB
610 DATA 66,31,206 >LT
620 DATA 106,6,106,2,95,2,89,2,134,8,89,2,106,2,95,6,10 >KV
6,2,95,2,159,2,142,6,142,2,134,2,119,2,106,6,113,2,106,
2,95,2,89,6,179,2,159,2,179,2,95,4,106,4,113,2,106,2,11
3,4,142,2,80,1,89,1,80,1,95,1,89,1,80,1
630 DATA 89,206,106,2,95,2,89,2,134,8,89,2,106,2,95,6,1 >TA
06,2,95,2,159,2,142,6,142,2,134,2,119,2,106,6,113,2,106
,2,95,2,89,6,179,2,159,2,179,2,134,6,225,2,213,2,190,2,
213,6,284,4,358,2,426,8
640 DATA 90,6,107,2,96,2,90,2,136,8,90,2,107,2,96,6,107 >MJ
,2,96,2,161,2,143,6,143,2,135,2,120,2,107,6,114,2,107,2
,96,2,90,6,181,2,161,2,181,2,136,6,227,2,215,2,192,2,21
5,6,287,4,361,2,429,8
650 DATA 851,568,426,358,426,568,851,568,426,358,426,56 >DD
8,851,568,426,358,426,568,851,568,426,358,426,568,638,4
26,319,268,319,426,638,426,319,268,319,426,956,638,478,
379,478,638,758,506,379,301,379,478,638
660 DATA 716,478,358,284,358,478,716,478,402,284,402,27 >CD
8,536,358,284,213,284,358,568,379,319,225,319,379,851,5
68,426,358,426,568,536,358,268,213,268,358,758,506,379,
301,379,506,758,506,379,301,379,506
670 DATA 568,379,319,225,319,379,568,0,0,0,0,0 >LE
680 DATA 851,568,426,358,426,568,851,568,426,358,426,56 >KF
8,638,426,319,268,319,426,638,426,319,268,319,426,956,6
38,478,379,478,638,956,638,478,379,478,638
690 DATA 716,478,358,284,358,478,716,478,402,284,402,27 >KH
8,536,358,284,213,284,358,568,379,319,225,319,379,851,5
68,426,358,426,568,536,358,268,213,268,358,638,426,319,
268,319,426,568,379,319,225,319,379,851,568,426,358,426
,568,568,426,568,716,568,716,851
700 DATA 0 >GD
710 C1=C1+1:IF C1>L1 THEN C1=1 >WA
720 IF C1=1 THEN SOUND 33,AZ(1,1,1),AZ(1,1,2)*17,0,1,1: >EW
GOTO 740
730 DA=AZ(1,C1,1):DB=AZ(1,C1,2):IF DB>200 THEN DB=DB-20 >XD
0:SOUND 17,DA,DB*17,0,1,1 ELSE SOUND 1,DA,DB*17,0,1,1
740 ON SQ(1) GOSUB 710:RETURN >XD
750 C2=C2+1:IF C2>L2 THEN C2=1 >WK
760 DA=AZ(2,C2,1):DB=AZ(2,C2,2):IF C2=1 THEN SOUND 10,D >BL
A,DB*17,0,1,1 ELSE SOUND 2,DA,DB*17,0,1,1
770 ON SQ(2) GOSUB 750 >PQ
780 RETURN >AA
790 C3=C3+1:IF C3>L3 THEN C3=1 >WV
800 IF C3=13 THEN SOUND 12,AZ(3,1,1),17,0,3:GOTO 820 >TL
810 IF C3=L3 THEN SOUND 4,0,11*17 ELSE SOUND 4,AZ(3,C3, >GP
1),17,0,3
820 ON SQ(4) GOSUB 790:RETURN >XP
830 RESTORE:READ L1,L2,L3:C1=0:C2=0:C3=0:SOUND 135,0:ON >ZJ
SQ(1) GOSUB 710:ON SQ(2) GOSUB 750:ON SQ(4) GOSUB 790
840 RETURN >ZH

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BAOUM!

ROLLING 1

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10 A=&A000:F=&A340: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 THEN PRINT CHR$(7):"Ere
ur ligne":L=END ELSE L=L+5:WEND
100 DATA C0,C0,00,C0,C0,00,60,30,30,00,30,00,00,00,00,04B0
105 DATA 40,C0,C0,80,10,C0,C0,80,10,30,30,20,00,00,00,0990
110 DATA C0,C0,00,C0,C0,00,60,30,30,00,30,00,00,00,0E40
115 DATA 40,C0,C0,80,10,C0,C0,80,10,30,30,20,00,00,00,1320
120 DATA 00,00,C0,80,00,40,48,48,00,84,90,C0,80,48,24,48,1838
125 DATA C0,30,0C,4B,C0,24,0C,24,4B,0C,0C,1B,C0,0C,0C,0C,1BEC
130 DATA 60,08,0C,0C,1B,0C,04,0C,0C,0B,0C,0C,0C,0C,04,1CF4
135 DATA 0C,0C,20,0C,0C,1B,30,0C,4B,10,0C,4B,80,00,0C,C0,1F90
140 DATA 00,00,00,00,95,00,40,00,00,00,40,00,00,00,40,20E5
145 DATA 00,00,00,3C,2B,00,14,3C,3C,00,3C,F0,3C,2B,3C,B4,2455
150 DATA B4,2B,3C,B4,B4,2B,3C,F0,3C,2B,3C,B4,B4,2B,3C,B4,2B49
155 DATA B4,2B,3C,F0,3C,2B,3C,3C,2B,14,3C,3C,00,00,3C,2F59
160 DATA 2B,00,00,00,00,00,00,00,00,80,00,40,2B,2B,68,14,310D
165 DATA 2B,80,3C,00,80,00,80,00,00,2B,00,00,2B,2B,14,62,33DF
170 DATA 94,94,C0,14,00,2B,2B,00,00,2B,00,00,80,00,80,14,3767
175 DATA 2B,80,3C,40,2B,00,68,00,00,80,00,00,00,00,00,399B
180 DATA 00,00,00,00,00,00,00,00,08,04,00,00,0C,0C,00,39BF
185 DATA 04,04,08,08,04,04,08,08,00,0C,0C,00,00,04,08,00,3A13
190 DATA 00,C0,C0,00,44,40,80,8B,00,8C,4C,00,00,40,80,00,3EB7
195 DATA 00,04,08,00,00,CB,C4,00,00,8B,44,00,40,80,44,00,421F
200 DATA 00,00,40,80,00,00,00,00,00,00,00,00,00,04,08,42EB
205 DATA 00,00,0C,0C,00,00,0C,0B,08,00,0C,0B,08,00,0C,0C,4353
210 DATA 00,00,04,08,00,00,40,80,00,00,04,4B,00,00,40,80,452B
215 DATA 00,00,04,08,00,44,CB,C4,00,80,00,00,8B,80,00,00,48BF
220 DATA 8B,00,00,00,C0,00,00,00,00,00,00,00,00,00,04,49DB
225 DATA 08,00,00,0C,0C,00,04,04,0C,00,04,04,0C,00,00,0C,4A2F
230 DATA 0C,00,00,04,08,00,00,40,80,00,00,84,08,00,00,40,4BD3
235 DATA 80,00,00,04,08,00,00,CB,C4,8B,44,00,00,40,44,00,4F3B

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240 DATA 00,40,C0,00,00,00,00,00,00,00,00,00,04,08,00,00,5047
245 DATA 0C,0C,00,00,0C,0B,08,00,0C,0B,08,00,0C,0C,00,00,50AF
250 DATA 04,08,00,00,04,08,00,00,40,80,00,00,04,4B,00,00,51D3
255 DATA 40,80,00,00,04,08,00,00,40,80,00,00,CC,8B,00,40,54F3
260 DATA 00,8B,00,40,00,C0,00,00,00,00,00,00,00,04,08,00,56B7
265 DATA 00,0C,0C,00,04,04,0C,00,04,04,0C,00,00,0C,0C,00,56DF
270 DATA 00,04,08,00,00,04,08,00,00,40,80,00,00,84,00,00,5843
275 DATA 00,40,80,00,00,04,08,00,00,40,80,00,00,44,CC,00,5ADF
280 DATA 00,44,00,80,00,C0,00,80,00,33,00,00,33,00,00,00,5D49
285 DATA 00,00,00,00,00,33,33,22,00,00,00,00,00,00,00,00,5DD1
290 DATA 00,00,00,00,00,22,11,33,33,00,00,00,00,00,00,00,5E6A
295 DATA 00,00,00,00,00,33,33,00,11,00,00,00,00,00,00,00,5EE1
300 DATA 00,22,00,33,33,00,00,00,00,00,40,00,00,80,00,00,6029
305 DATA 00,00,F3,F3,F3,F3,E2,D1,E2,D1,E2,F9,F6,D1,F3,F3,6CE3
310 DATA F3,F3,F3,F3,F3,F3,F3,F0,F0,F3,00,F1,F2,00,00,F1,792F
315 DATA F2,00,44,B7,7B,8B,44,50,A0,8B,44,00,00,8B,44,00,7EEB
320 DATA 00,8B,44,00,00,8B,3C,00,00,3C,00,00,00,00,00,40,80F7
325 DATA 00,00,80,F3,F3,F3,F3,C0,D1,E2,C0,D4,F9,F6,EB,F3,8D14
330 DATA F3,F3,F3,F3,F3,F3,F3,F0,F0,F3,00,F1,F2,00,00,9962
335 DATA 7B,87,00,CC,B7,7B,CC,8B,50,A0,44,44,00,00,8B,3C,A022
340 DATA 00,00,3C,00,00,00,00,00,00,00,00,00,DD,5E,00,DD,A276
345 DATA 56,01,DD,6E,02,DD,66,03,06,10,CD,19,BD,F3,C5,E5,9B6
350 DATA 06,04,1A,77,13,23,10,FA,E1,CD,34,A3,C1,10,EF,FB,B0D1
355 DATA C9,00,00,00,7C,C6,08,67,DD,D5,11,50,C0,19,D1,C9,B7C4
360 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,B7C4
370 CLS:PRINT " FICHER LANGAGE MACHINE CORRECT..."
380 PRINT:PRINT:PRINT
390 PRINT" JOYSTICK ..... [ J ]
400 PRINT:PRINT:PRINT
410 PRINT" CLAVIER ..... [ C ]
420 a$=INKEY$:IF a$="" THEN 420
430 a$=UPPER$(a$):IF a$="J" THEN 460
440 IF a$="C" THEN POKE &A340,1:GOTO 460
450 GOTO 420
460 RUN"!ROLLING2"
470 REM FICHER DE 12 SPRITES + ROUTINE D'AFFICHAGE DES SPRITE
S
480 REM 12 SPRITES DE 4 OCTETS PAR 16 LIGNES DE PIXELS + 1 OCT
ET DE CONTROLE=1 SPRITE TOUS LES 65 OCTETS
510 REM LA ROUTINE D'AFFICHAGE COMMENCE EN &A30C:SYNTAXE CALL
&A30C,ADDEC,ADDRAM
520 REM ADDEC=ADRESSE ECRAN OU AFFICHER LE SPRITE
530 REM ADDRAM=ADRESSE EN RAM DU PREMIER OCTET DU SPRITE QUE L
'ON DESIRE AFFICHER
540 REM C LE MOULLEC 83 RUE J CURIE 22420 PLOUARET▲

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ROLLING 2

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10 REM :::::::::::::::::::: >WU
20 REM : : >EB
30 REM : CLAUDE LE MOULLEC : >VA
40 REM : : >ED
50 REM : 83 RUE J CURIE : >RE
60 REM : : >EF

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70 REM : 22420 PLOUARET : >TJ 580 FOR q=1 TO 13:jeu(1,q)=10:jeu(21,q)=10:NEXT q:SETUR >Bk
80 REM : : >EH N
90 REM : TEL 96 38 94 24 : >FE 590 GOSUB 570:GOSUB 4560:GOTO 710 >AY
100 REM : : >KB 600 PEN 1:LOCATE 1.1:PRINT "A/1 0/3 150 00000" >PE
110 REM : : >XR 610 PEN 9:LOCATE 1.3:PRINT tr$:car1$:LOCATE 1.4:PRINT c >VZ
120 REM : : >XT ar2$:jeu(2,2)=4
130 REM : : >KE 620 LOCATE 1.23:PRINT car1$:LOCATE 1.24:PRINT car2$:jeu >XP
140 REM : REDEFINITION : >TT (2,12)=4
150 REM : : >KG 630 LOCATE 19.3:PRINT car1$:LOCATE 19.4:PRINT car2$:jeu >KE
160 REM : : >XX (20,2)=4
170 SYMBOL AFTER 200 >PT 640 LOCATE 19.23:PRINT car1$:LOCATE 19.24:PRINT car2$:i >PD
180 SYMBOL 201.15.15.8.8.8.8.8.8.8 >YG eu(20,12)=4
190 SYMBOL 202.240.240.16.16.16.16.16.16 >FB 650 LOCATE 1.1:PRINT nr$:RETURN >AU
200 SYMBOL 203.8.8.8.8.8.8.15.15 >YB 660 REM : : >WR
210 SYMBOL 204.16.16.16.16.16.16.240.240 >FW 670 REM : : >LC
220 MEMORY &9FFF >LB 680 REM : tab +1 : >DH
230 REM : : >XV 690 REM : : >LE
240 REM : : >KE 700 REM : : >ML
250 REM : variable de base : >VF 710 ON TA GOTO 720,740,760,780,800,820,840,860,880,900, >KZ
260 REM : : >KJ 920,940,960,980,1000,1020,1040
270 REM : : >XZ 720 RESTORE 5000:GOSUB 1100 >VE
280 DEFINT a-z:CALL &BBFF:MODE 0:BORDER 0 >JJ 730 PEN 1:LOCATE 1.1:PRINT "A/1 0/5 150 00000":GOSUB >DR
290 INK 0,0:INK 1,26:INK 2,13:INK 3,15:INK 4,16:INK 5,1 >WD 4390:GOTO 1550
300 INK 6,6:INK 7,8:INK 8,24:INK 9,12:INK 10,14:INK 11,16 >AL
310 INK 12,0:INK 13,1:INK 14,26:INK 15,0 >DT 750 PEN 1:LOCATE 1.1:PRINT "A/2 0/3 150 00000":GOSUB >DT
300 DEF FN po(x,y)=&C002+(y-1)*80+(x-1)*4 >GX 4390:GOTO 1550
310 IF PEEK (&A340)=1 THEN qa=8:da=1:ht=0:ba=2:fe=9 ELS >RC 760 RESTORE 5110:GOSUB 1100:ca=6 >AM
E qa=74:da=75:ht=72:ba=73:fe=76 >OC 770 PEN 1:LOCATE 1.1:PRINT "A/3 0/9 150 00000":GOSUB >OC
320 DIM sp(12):FOR h=0 TO 11:sp(h+1)=&A000+(h*65):NEXT >XM 4390:GOTO 1550
330 car1$=CHR$(201)+CHR$(202) >WK 780 RESTORE 5150:GOSUB 1100:ca=4:trans=1 >JY
340 car2$=CHR$(203)+CHR$(204) >WR 790 PEN 1:LOCATE 1.1:PRINT "A/4 0/3 150 00000":GOSUB >DY
350 tr$=CHR$(22)+CHR$(1) >RL 4390:NBPIC=3:GOTO 1550
360 nr$=CHR$(22)+CHR$(0) >RE 800 RESTORE 5190:mr=1:GOSUB 1100:ca=0 >GE
370 pic=0:TEMPS=150:SC=0:vie=5 >AA 810 PEN 1:LOCATE 1.1:PRINT "B/1 0/5 150 00000":GOSUB >CT
380 ON BREAK GOSUB 5730:REM il ne faudra mette cette li >PZ 4390:nbpic=5:GOTO 1550
gne que lorsque le prog sera complement au point >AK
390 ENV 1,100,3,1:ENT 1,100,2,2 >WA 820 RESTORE 5230:GOSUB 1100:ca=4 >AK
400 ENV 2,10,-1,2:ENT 2,10,-2,2 >WL 830 PEN 1:LOCATE 1.1:PRINT "B/2 0/12 150 00000":GOSUB >OK
410 ENV 3,5,3,1,1,0,18,6,-3,4:ENT 3,5,1,1,10,-1,1,10,1, >PZ 4390:GOTO 1550
1,10,-1,1,15,1,1 >WA 840 RESTORE 5270:mr=1:GOSUB 1100:ca=0:GOSUB 1470 >UR
420 DIM jeu(21,13):DIM a1$(11) >WK 850 PEN 1:LOCATE 1.1:PRINT "B/3 0/8 150 00000":GOSUB >DB
430 GOTO 4820 >FJ 4390:GOTO 1550
440 REM : : >XY 860 RESTORE 5320:mr=1:GOSUB 1100:ca=0:GOSUB 1470 >UP
450 REM : : >KK 870 PEN 1:LOCATE 1.1:PRINT "B/4 0/2 150 00000":GOSUB >DY
460 REM : dessin de base : >TJ 4390:GOTO 1550
470 REM : : >LB 880 RESTORE 5370:mr=1:GOSUB 1100:ca=0:GOSUB 1470 >UX
480 REM : : >XC 890 PEN 1:LOCATE 1.1:PRINT "C/1 0/1 150 00000":GOSUB >DX
490 FOR h=1 TO 23 STEP 2 >DX 4390:GOTO 1550
500 CALL &A30C,FN po(1,h)-2,sp(1) >ZR 900 RESTORE 5420:GOSUB 1100:ca=0:trans=1 >JM
510 CALL &A30C,FN po(20,h)-2,sp(1) >AZ 910 PEN 1:LOCATE 1.1:PRINT "C/2 0/5 150 00000":nbpic >CM
520 NEXT >EC =5:GOSUB 4390:GOTO 1550
530 FOR h=1 TO 20 >CA 920 RESTORE 5460:mr=1:GOSUB 1100:ca=0:GOSUB 1470 >UR
540 CALL &A30C,FN po(h,1)-2,sp(1) >ZW 930 PEN 1:LOCATE 1.1:PRINT "C/3 0/1 150 00000":GOSUB >DU
550 CALL &A30C,FN po(h,24)-2,sp(1) >AH 4390:GOTO 1550
560 NEXT:GOTO 590 >MR 940 RESTORE 5510:mr=1:GOSUB 1100:ca=1:GOSUB 1470 >UD
570 FOR q=1 TO 21:jeu(q,1)=10:jeu(q,13)=10:NEXT q >RZ 950 PEN 1:LOCATE 1.1:PRINT "C/4 0/1 150 00000":GOSUB >DX
4390:GOTO 1550 >RZ 960 RESTORE 5560:GOSUB 1100:ca=1 >AU

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1220 FOR h=1 TO 11:READ a1 >TM
1230 a1$(h)=BIN$(a1,9):NEXT >VR
1240 FOR h=1 TO 11:FOR q=1 TO 9 >WP
1250 b1$=MID$(a1$(h),q,1):b1=VAL(b1$) >DD
1260 IF b1=1 THEN 1300 >NJ
1270 IF b1=0 THEN 1320 >NL
1280 jeu(q+11,h+1)=b1*cx >TA
1290 SOUND 1,INT(RND*600)+60,5,15:NEXT q,h:GOTO 1340 >WB
1300 adx=FN po(q+10,(h*2)+1):CALL &A30C,adx,sp(1) >TK
1310 GOTO 1280 >MD
1320 adx=FN po(q+10,(h*2)+1):CALL &A30C,adx,sp(10) >TZ
1330 GOTO 1280 >MF
1340 mur=0:GOSUB 610:READ nbpic >AA
1350 FOR h=1 TO nbpic:READ a,b >XH
1360 CALL &A30C,FN po(a,b),sp(3) >YD
1370 jeu(a+1,(b/2))=3 >ND
1380 NEXT:READ x,y:jeu(x+1,(y+1)/2)=2 >FH
1390 CALL &A30C,FN po(x,y),sp(5) >ZA
1400 n1=0:m1=0:READ MONS:IF MONS=0 THEN RETURN >QC
1410 IF MONS=1 THEN 1440 >RB
1420 READ nx,nv:CALL &A30C,FN po(nx,nv),sp(12) >PP
1430 sn=1:n1=1:EVERY 1100,3 GOSUB 4210 >EY
1440 READ mx,my:CALL &A30C,FN po(mx,my),sp(11) >PL
1450 sm=1:m1=1:EVERY 1000,1 GOSUB 4140 >EX
1460 RETURN >FE
1470 READ nb:FOR h=1 TO nb:READ a,b >BC
1480 CALL &A30C,FN po(a,b),sp(2) >YF
1490 jeu(a+1,(b/2))=1:NEXT:RETURN >CV
1500 REM : >XH
1510 REM : >RD
1520 REM :ROUTINE PRINCIPALE: >ZU
1530 REM : >RF
1540 REM : >XM
1550 EVERY 250,0 GOSUB 4360:SOUND 2,50,0,15,2,2,3,1 >RJ
1560 IF m1=1 THEN GOSUB 3510 >VK
1570 IF n1=1 THEN GOSUB 3850 >VV
1580 IF fin=1 THEN 4470 >QX
1590 IF INKEY(ba)=0 THEN s=2:GOTO 1750 >EJ
1600 IF INKEY(qa)=0 THEN s=3:GOTO 1820 >EE
1610 IF INKEY(da)=0 THEN s=4:GOTO 1920 >EE
1620 IF INKEY(ht)=0 THEN s=1:GOTO 1680 >EF
1630 IF INKEY(fe)=0 THEN 3120 >WP
1640 GOTO 1560 >NA
1650 CALL &A30C,FN po(x1,y1),sp(10) >BX
1660 jeu(x1+1,(y1+1)/2)=0:RETURN >AW
1670 REM :: VERS LE HAUT :: >VE
1680 x1=x:y1=y >BK
1690 y=y-2:IF jeu(x+1,(y+1)/2)=5 OR jeu(x+1,(y+1)/2)=6 >HE
THEN 4470
1700 IF jeu(x+1,(y+1)/2)=0 THEN GOSUB 1650:GOTO 1730 EL >WZ
SE py=(y+1)/2:y=y+2
1710 IF jeu(x+1,py)=1 THEN 2070 >XC
1720 IF jeu(x+1,py)=3 THEN 2660 >YC
1730 IF sens=1 THEN 1870 ELSE 1970 >ZK
1740 REM :: VERS LE BAS :: >UJ
1750 x1=x:y1=y:ss=2 >PM

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970 PEN 1:LOCATE 1,1:PRINT "D/1 0/15 150 00000":GOSUB >QV
4390:GOTO 1550
980 RESTORE 5600:GOSUB 1100:ca=0:TRANS=1 >JW
990 PEN 1:LOCATE 1,1:PRINT "D/2 0/5 150 00000":GOSUB >CF
4390:NBPIC=5:GOTO 1550
1000 RESTORE 5640:MUR=1:GOSUB 1100:ca=0:GOSUB 1470 >VZ
1010 PEN 1:LOCATE 1,1:PRINT "D/3 0/5 150 00000":GOSU >RC
B 4390:GOTO 1550
1020 RESTORE 5690:GOSUB 1100:ca=4:TRANS=1 >KE
1030 PEN 1:LOCATE 1,1:PRINT "D/4 0/6 150 00000":GOSU >DT
B 4390:NBPIC=6:GOTO 1550
1040 ta=1:GOTO 710 >MH
1050 REM : >XH
1060 REM : >RD
1070 REM : dessin tab >QX
1080 REM : >RF
1090 REM : >XM
1100 IF mur=1 THEN s1=1:cx=10 ELSE s1=2:cx=1 >LD
1110 FOR h=1 TO 11:READ a1 >TK
1120 a1$(h)=BIN$(a1,10):NEXT >WE
1130 FOR h=1 TO 11:FOR q=1 TO 10 >XG
1140 b1$=MID$(a1$(h),q,1):b1=VAL(b1$) >DB
1150 IF b1=1 THEN 1190 >NP
1160 IF b1=0 THEN 1210 >NG
1170 jeu(q+1,h+1)=b1*cx >RC
1180 SOUND 1,INT(RND*600)+60,5,15:NEXT q,h:GOTO 1220 >WW
1190 adx=FN po(q,(h*2)+1):CALL &A30C,adx,sp(1) >QB
1200 GOTO 1170 >LQ
1210 adx=FN po(q,(h*2)+1):CALL &A30C,adx,sp(10):GOTO 11 >BD

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1760 y=y+2:IF jeu(x+1,(y+1)/2)=5 OR jeu(x+1,(y+1)/2)=6 >HA
THEN 4470
1770 IF jeu(x+1,(y+1)/2)=0 THEN GOSUB 1650:GOTO 1800 EL >MG
SE py=(y+1)/2:y=y-2
1780 IF jeu(x+1,py)=1 THEN 2200 >XE
1790 IF jeu(x+1,py)=3 THEN 2760 >YL
1800 IF sens=1 THEN 1870 ELSE 1970 >ZH
1810 REM :: A GAUCHE ::: >RN
1820 x1=x:y1=y:sens=1 >RW
1830 x=x-1:IF jeu(x+1,(y+1)/2)=5 OR jeu(x+1,(y+1)/2)=6 >GF
THEN 4470
1840 IF jeu(x+1,(y+1)/2)=0 THEN GOSUB 1650:GOTO 1870 EL >RF
SE px=x+1:x=x-1
1850 IF jeu(px,(y+1)/2)=1 THEN 2330 >BC
1860 IF jeu(px,(y+1)/2)=3 THEN 2860 >BP
1870 CALL &A30C, FN po(x,y), sp(7) >ZF
1880 SOUND 1,300,5,1,1,1,15 >UD
1890 CALL &A30C, FN po(x,y), sp(9) >ZK
1900 jeu(x+1,(y+1)/2)=2:GOTO 1560 >AH
1910 REM ::: A DROITE ::: >RW
1920 x1=x:y1=y:sens=2 >RY
1930 x=x+1:IF jeu(x+1,(y+1)/2)=5 OR jeu(x+1,(y+1)/2)=6 >GE
THEN 4470
1940 IF jeu(x+1,(y+1)/2)=0 THEN GOSUB 1650:GOTO 1970 EL >RK
SE px=x+1:x=x-1
1950 IF jeu(px,(y+1)/2)=1 THEN 2470 >BJ
1960 IF jeu(px,(y+1)/2)=3 THEN 2970 >BT
1970 CALL &A30C, FN po(x,y), sp(6) >ZF
1980 SOUND 1,300,5,1,1,1,15 >UE
1990 CALL &A30C, FN po(x,y), sp(8) >ZK
2000 jeu(x+1,(y+1)/2)=2:GOTO 1560 >ZH
2010 REM :::::::::::::::::::: >XE
2020 REM : : >RA
2030 REM : POUSSE CAILLOUX : >WF
2040 REM : : >RC
2050 REM :::::::::::::::::::: >XJ
2060 REM :: VERS LE HAUT ::: >VY
2070 IF jeu(x+1,py-1)=5 THEN 2100 >ZB
2080 IF jeu(x+1,py-1)=6 THEN 2140 >ZH
2090 IF jeu(x+1,py-1)=0 THEN 2160 ELSE 1730 >HT
2100 m1=0:mu=REMAIN(1):SOUND 4,50,50,15,3,3:SC=SC+2:GOS >JQ
UB 4390
2110 AFTER 600,1 GOSUB 4160 >UV
2120 IF trans=1 THEN 2130 ELSE 2160 >AV
2130 CALL &A30C, FN po(x,(py*2)-3), sp(3):jeu(x+1,py-1)=3 >LP
:GOTO 1730
2140 n1=0:mu=REMAIN(3):SOUND 4,50,50,15,3,3:SC=SC+2:GOS >JY
UB 4390
2150 AFTER 500,3 GOSUB 4220:GOTO 2120 >CM
2160 CALL &A30C, FN po(x,(py*2)-1), sp(10) >GC
2170 ady=FN po(x,(py*2)-3):CALL &A30C, ady, sp(2) >QQ
2180 jeu(x+1,py-1)=1:jeu(x+1,py)=0:py=py-1:GOTO 2070 >YD
2190 REM :: VERS LE BAS ::: >UM
2200 IF jeu(x+1,py+1)=5 THEN 2230 >ZY
2210 IF jeu(x+1,py+1)=6 THEN 2270 >ZE
2220 IF jeu(x+1,py+1)=0 THEN 2290 ELSE 1800 >HM
2230 m1=0:mu=REMAIN(1):SOUND 4,50,50,15,3,3:SC=SC+2:GOS >JV

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UB 4390
2240 AFTER 600,1 GOSUB 4160 >UZ
2250 IF trans=1 THEN 2260 ELSE 2290 >AH
2260 CALL &A30C, FN po(x,(py*2)+1), sp(3):jeu(x+1,py+1)=3 >LK
:GOTO 1800
2270 n1=0:mu=REMAIN(3):SOUND 4,50,50,15,3,3:SC=SC+2:GOS >JC
UB 4390
2280 AFTER 500,3 GOSUB 4220:GOTO 2250 >CW
2290 CALL &A30C, FN po(x,(py*2)-1), sp(10) >G6
2300 ady=FN po(x,(py*2)+1):CALL &A30C, ady, sp(2) >QF
2310 jeu(x+1,py+1)=1:jeu(x+1,py)=0:py=py+1:GOTO 2200 >YN
2320 REM ::: A GAUCHE ::: >RK
2330 CALL &A30C, FN po(x,y), sp(7) >ZC
2340 IF jeu(px-1,(y+1)/2)=5 THEN 2370 >XZ
2350 IF jeu(px-1,(y+1)/2)=6 THEN 2410 >CW
2360 IF jeu(px-1,(y+1)/2)=0 THEN 2430 ELSE 1870 >MM
2370 m1=0:mu=REMAIN(1):SOUND 4,50,50,15,3,3:SC=SC+2:GOS >JA
UB 4390
2380 AFTER 600,1 GOSUB 4160 >UE
2390 IF trans=1 THEN 2400 ELSE 2430 >AE
2400 CALL &A30C, FN po(px-2,y), sp(3):jeu(px-1,(y+1)/2)=3 >LZ
:GOTO 1870
2410 n1=0:mu=REMAIN(3):SOUND 4,50,50,15,3,3:SC=SC+2:GOS >JY
UB 4390
2420 AFTER 500,3 GOSUB 4220:GOTO 2390 >CX
2430 CALL &A30C, FN po(px-1,y), sp(10) >CG
2440 CALL &A30C, FN po(px-2,y), sp(2) >CU
2450 jeu(px-1,(y+1)/2)=1:jeu(px,(y+1)/2)=0:px=px-1:GOTO >GB
2340
2460 REM :: A DROITE ::: >RU
2470 CALL &A30C, FN po(x,y), sp(6) >ZB
2480 IF jeu(px+1,(y+1)/2)=5 THEN 2510 >CY
2490 IF jeu(px+1,(y+1)/2)=6 THEN 2550 >CE
2500 IF jeu(px+1,(y+1)/2)=0 THEN 2570 ELSE 1970 >MM
2510 m1=0:mu=REMAIN(1):SOUND 4,50,50,15,3,3:SC=SC+2:GOS >JW
UB 4390
2520 AFTER 600,1 GOSUB 4160 >UA
2530 IF trans=1 THEN 2540 ELSE 2570 >AL
2540 CALL &A30C, FN po(px,y), sp(3):jeu(px+1,(y+1)/2)=3:G >JE
OTO 1970
2550 n1=0:mu=REMAIN(3):SOUND 4,50,50,15,3,3:SC=SC+2:GOS >JD
UB 4390
2560 AFTER 500,3 GOSUB 4220:GOTO 2530 >CY
2570 CALL &A30C, FN po(px-1,y), sp(10) >DD
2580 CALL &A30C, FN po(px,y), sp(2) >AN
2590 jeu(px+1,(y+1)/2)=1:jeu(px,(y+1)/2)=0:px=px+1:GOTO >GH
2480
2600 REM :::::::::::::::::::: >XK
2610 REM : : >RF
2620 REM : POUSSE BOMBES : >UA
2630 REM : : >RH
2640 REM :::::::::::::::::::: >XP
2650 REM :: VERS LE HAUT ::: >VD
2660 IF jeu(x+1,py-1)=0 THEN 2680 >ZQ
2670 IF jeu(x+1,py-1)=4 THEN 2710 ELSE 1730 >HC
2680 CALL &A30C, FN po(x,(py*2)-1), sp(10) >GK
2690 ady=FN po(x,(py*2)-3):CALL &A30C, ady, sp(3) >QZ

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2700 jeu(x+1,py-1)=3:jeu(x+1,py)=0:py=py-1:GOTO 2660 >YJ
2710 CALL &A30C, FN po(x, (py*2)-1), sp(10) >GD
2720 FOR h=5 TO 100 STEP 5: SOUND 1,50+h,3,5:NEXT >PN
2730 pic=pic+1:GOSUB 4320:IF pic=nbpic THEN 4620 >RJ
2740 jeu(x+1,py)=0:GOTO 1730 >WY
2750 REM :: VERS LE BAS :: >UP
2760 IF jeu(x+1,py+1)=0 THEN 2780 >ZQ
2770 IF jeu(x+1,py+1)=4 THEN 2810 ELSE 1800 >HA
2780 CALL &A30C, FN po(x, (py*2)-1), sp(10) >GL
2790 ady=FN po(x, (py*2)+1):CALL &A30C, ady, sp(3) >QW
2800 jeu(x+1,py+1)=3:jeu(x+1,py)=0:py=py+1:GOTO 2760 >YG
2810 CALL &A30C, FN po(x, (py*2)-1), sp(10) >GE
2820 FOR h=5 TO 100 STEP 5: SOUND 1,50+h,3,5:NEXT >PP
2830 pic=pic+1:GOSUB 4320:IF pic=nbpic THEN 4620 >RK
2840 jeu(x+1,py)=0:GOTO 1800 >WX
2850 REM :: A GAUCHE :: >RU
2860 CALL &A30C, FN po(x, y), sp(7) >ZF
2870 IF jeu(px-1, (y+1)/2)=0 THEN 2890 >CK
2880 IF jeu(px-1, (y+1)/2)=4 THEN 2920 ELSE 1870 >MD
2890 CALL &A30C, FN po(px-1, y), sp(10) >DJ
2900 CALL &A30C, FN po(px-2, y), sp(3) >CW
2910 jeu(px-1, (y+1)/2)=3:jeu(px, (y+1)/2)=0:px=px-1:GOTO >GN
2870
2920 CALL &A30C, FN po(px-1, y), sp(10) >DC
2930 FOR h=5 TO 100 STEP 5: SOUND 1,50+h,3,5:NEXT >PR
2940 pic=pic+1:GOSUB 4320:IF pic=nbpic THEN 4620 >RM
2950 jeu(px, (y+1)/2)=0:GOTO 1870 >ZC
2960 REM :: A DROITE :: >RZ
2970 CALL &A30C, FN po(x, y), sp(6) >ZG
2980 IF jeu(px+1, (y+1)/2)=0 THEN 3000 >CT
2990 IF jeu(px+1, (y+1)/2)=4 THEN 3030 ELSE 1970 >MX
3000 CALL &A30C, FN po(px+1, y), sp(10) >CA
3010 CALL &A30C, FN po(px, y), sp(3) >AC
3020 jeu(px+1, (y+1)/2)=3:jeu(px, (y+1)/2)=0:px=px+1:GOTO >GD
2980
3030 CALL &A30C, FN po(px-1, y), sp(10) >CD
3040 FOR h=5 TO 100 STEP 5: SOUND 1,50+h,3,5:NEXT >PJ
3050 pic=pic+1:GOSUB 4320:IF pic=nbpic THEN 4620 >RE
3060 jeu(px, (y+1)/2)=0:GOTO 1970 >ZW
3070 REM :::::::::::::::::::: >XM
3080 REM : : >RH
3090 REM : CASSE CAILLOUX : >VD
3100 REM : : >RA
3110 REM :::::::::::::::::::: >XG
3120 ON s GOTO 3130,3210,3300,3380 >ZV
3130 py=(y-1)/2:IF jeu(x+1,py)<1 THEN 1730 >KW
3140 IF jeu(x+1,py-1)<0 THEN 3170 >AW
3150 IF jeu(x+1,py-1)=0 THEN 2160 >ZC
3160 GOTO 1730 >MJ
3170 CALL &A30C, FN po(x, (py*2)-1), sp(4) >FW
3180 SOUND 2,50,0,15,2,2,31 >UB
3190 CALL &A30C, FN po(x, (py*2)-1), sp(10) >GG
3200 jeu(x+1,py)=0:GOTO 1730 >WP
3210 py=(y+3)/2:IF jeu(x+1,py)<1 THEN 1800 >KT
3220 IF jeu(x+1,py+1)<0 THEN 3260 >AT
3230 IF jeu(x+1,py+1)=0 THEN 2290 >ZD
3240 IF jeu(x+1,py)=1 THEN 2070 >XC
3250 GOTO 1800
3260 CALL &A30C, FN po(x, (py*2)-1), sp(4) >MG
3270 SOUND 2,50,0,15,2,2,31 >FW
3280 CALL &A30C, FN po(x, (py*2)-1), sp(10) >UB
3290 jeu(x+1,py)=0:GOTO 1800 >WX
3300 px=x:IF jeu(px, (y+1)/2)<1 THEN 1870 >HG
3310 IF jeu(px-1, (y+1)/2)<0 THEN 3340 >DL
3320 IF jeu(px-1, (y+1)/2)=0 THEN 2430 >CP
3330 GOTO 1870 >NC
3340 CALL &A30C, FN po(px-1, y), sp(4) >CV
3350 SOUND 2,50,0,15,2,2,31 >UA
3360 CALL &A30C, FN po(px-1, y), sp(10) >DB
3370 jeu(px, (y+1)/2)=0:GOTO 1870 >ZZ
3380 px=x+2:IF jeu(px, (y+1)/2)<1 THEN 1970 >KL
3390 IF jeu(px+1, (y+1)/2)<0 THEN 3420 >DR
3400 IF jeu(px+1, (y+1)/2)=0 THEN 2480 >CR
3410 GOTO 1970 >NC
3420 CALL &A30C, FN po(px-1, y), sp(4) >CU
3430 SOUND 2,50,0,15,2,2,31 >UZ
3440 CALL &A30C, FN po(px-1, y), sp(10) >DA
3450 jeu(px, (y+1)/2)=0:GOTO 1970 >ZZ
3460 REM :::::::::::::::::::: >VV
3470 REM : : >RJ
3480 REM : MONSTEP NR 1 : >RP
3490 REM : : >TA
3500 REM :::::::::::::::::::: >VP
3510 mx1=mx:my1=my >PH
3520 ON sm GOTO 3530,3640,3700,3750 >AN
3530 mx=mx+1:IF jeu(mx+1, (my+1)/2)=2 THEN 4470 >NC
3540 IF jeu(mx+1, (my+1)/2)=0 THEN 3600 >DC
3550 IF jeu(mx+1, (my+1)/2)=1 AND cail>0 THEN cail=cail- >JM
1:jeu(mx+1, (my+1)/2)=0:GOSUB 3570:GOTO 3580
3560 mx=mx-1 >HE
3570 sm=INT(RND*4)+1:IF sm=1 OR sm=3 THEN 3570 ELSE RET >BA
URN
3580 CALL &A30C, FN po(mx1, my1), sp(4) >DR
3590 SOUND 2,50,0,15,2,2,31 >UG
3600 CALL &A30C, FN po(mx1, my1), sp(10) >EP
3610 jeu(mx1+1, (my1+1)/2)=0 >VF
3620 CALL &A30C, FN po(mx, my), sp(11) >CZ
3630 jeu(mx+1, (my+1)/2)=5:RETURN >BC
3640 my=my+2:IF jeu(mx+1, (my+1)/2)=2 THEN 4470 >NU
3650 IF jeu(mx+1, (my+1)/2)=0 THEN 3600 >DE
3660 IF jeu(mx+1, (my+1)/2)=1 AND cail>0 THEN cail=cail- >JR
1:jeu(mx+1, (my+1)/2)=0:GOSUB 3680:GOTO 3580
3670 my=my-2 >HK
3680 sm=INT(RND*4)+1:IF sm=2 OR sm=4 THEN 3680 ELSE RET >BG
URN
3690 GOTO 3600 >NE
3700 mx=mx-1:IF jeu(mx+1, (my+1)/2)=2 THEN 4470 >NP
3710 IF jeu(mx+1, (my+1)/2)=0 THEN 3600 >DB
3720 IF jeu(mx+1, (my+1)/2)=1 AND cail>0 THEN cail=cail- >JK
1:jeu(mx+1, (my+1)/2)=0:GOSUB 3740:GOTO 3580
3730 mx=mx+1 >HB
3740 sm=INT(RND*4)+1:IF sm=3 OR sm=1 THEN 3740 ELSE RET >BY
URN
3750 my=my-2:IF jeu(mx+1, (my+1)/2)=2 THEN 4470 >NY

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3760 IF jeu(mx+1,(ny+1)/2)=0 THEN 3600 >D6
3770 IF jeu(mx+1,(ny+1)/2)=1 AND cai>0 THEN cai=cai- >JW
1:jeu(mx+1,(ny+1)/2)=0:GOSUB 3790:GOTO 3580
3780 my=ny+2 >HK
3790 sm=INT(RND*4)+1:IF sm=4 OR sm=2 THEN 3790 ELSE RET >CC
URN
3800 REM : >VT
3810 REM : >RG
3820 REM : MONSTRE NR 2 >RN
3830 REM : >RJ
3840 REM : >VX
3850 nx1=nx:ny1=ny >PV
3860 DN sn GOTO 3870,3980,4040,4090 >AX
3870 nx=nx+1:IF jeu(nx+1,(ny+1)/2)=2 THEN 4470 >NA
3880 IF jeu(nx+1,(ny+1)/2)=0 THEN 3940 >DV
3890 IF jeu(nx+1,(ny+1)/2)=1 AND cai>0 THEN cai=cai-1:j >DH
eu(nx+1,(ny+1)/2)=0:GOSUB 3910:GOTO 3920
3900 nx=nx-1 >HE
3910 sn=INT(RND*4)+1:IF sn=1 OR sn=3 THEN 3910 ELSE RET >BZ
URN
3920 CALL &A30C, FN po(nx1,ny1),sp(4) >DR
3930 SOUND 2,50,0,15,2,2,31 >UE
3940 CALL &A30C, FN po(nx1,ny1),sp(10) >EZ
3950 jeu(nx+1,(ny+1)/2)=0 >VQ
3960 CALL &A30C, FN po(nx,ny),sp(12) >CK
3970 jeu(nx+1,(ny+1)/2)=6:RETURN >BN
3980 ny=ny+2:IF jeu(nx+1,(ny+1)/2)=2 THEN 4470 >NF
3990 IF jeu(nx+1,(ny+1)/2)=0 THEN 3940 >DX
4000 IF jeu(nx+1,(ny+1)/2)=1 AND cai>0 THEN cai=cai-1:j >DH
eu(nx+1,(ny+1)/2)=0:GOSUB 4020:GOTO 3920
4010 ny=ny-2 >HA
4020 sn=INT(RND*4)+1:IF sn=2 OR sn=4 THEN 4020 ELSE RET >BL
URN
4030 GOTO 3940 >NA
4040 nx=nx-1:IF jeu(nx+1,(ny+1)/2)=2 THEN 4470 >NR
4050 IF jeu(nx+1,(ny+1)/2)=0 THEN 3940 >DJ
4060 IF jeu(nx+1,(ny+1)/2)=1 AND cai>0 THEN cai=cai-1:j >DW
eu(nx+1,(ny+1)/2)=0:GOSUB 4080:GOTO 3920
4070 nx=nx+1 >HB
4080 sn=INT(RND*4)+1:IF sn=3 OR sn=1 THEN 4080 ELSE RET >BX
URN
4090 ny=ny-2:IF jeu(nx+1,(ny+1)/2)=2 THEN 4470 >NA
4100 IF jeu(nx+1,(ny+1)/2)=0 THEN 3940 >DE
4110 IF jeu(nx+1,(ny+1)/2)=1 AND cai>0 THEN cai=cai-1:j >DM
eu(nx+1,(ny+1)/2)=0:GOSUB 4130:GOTO 3920
4120 ny=ny+2 >HA
4130 sn=INT(RND*4)+1:IF sn=4 OR sn=2 THEN 4130 ELSE RET >BQ
URN
4140 sn=INT(RND*4)+1:cai=ca:RETURN >FB
4150 REM UN OS ? TEL 96 38 94 24 (demandez CLAUDE) >PL
4160 mx=INT(RND*19)+1:my=INT(RND*12)+1 >HM
4170 IF jeu(mx,my)<0 THEN 4160 >YV
4180 jeu(mx,my)=5:mx=mx-1:my=(my*2)-1 >GT
4190 CALL &A30C, FN po(mx,my),sp(11) >CC
4200 m1=1:EVERY 800,1 GOSUB 4140:RETURN >GV
4210 sn=INT(RND*4)+1:cai=ca:RETURN >EN
4220 nx=INT(RND*19)+1:ny=INT(RND*12)+1 >HL
5230 IF jeu(nx,ny)<0 THEN 4220 >YD
4240 jeu(nx,ny)=6:nx=nx-1:ny=(ny*2)-1 >6X
4250 CALL &A30C, FN po(nx,ny),sp(12) >CC
4260 n1=1:EVERY 900,3 GOSUB 4210:RETURN >6D
4270 REM : >VV
4280 REM : >RJ
4290 REM : TEMPS/SCORE/ETC >WB
4300 REM : >RH
4310 REM : >VP
4320 IF NBPIC>9 THEN 4350 >TK
4330 PEN 0:LOCATE 6,1:PRINT CHR$(143):PEN 1:LOCATE 5,1: >RP
PRINT TR$:PIC
4340 SC=SC+1:GOSUB 4390:RETURN >ZT
4350 PEN 0:LOCATE 5,1:PRINT CHR$(143)+CHR$(143):PEN 1:L >UH
OCATE 4,1:PRINT TR$:PIC:GOTO 4340
4360 DI:TEMPS=TEMPS-5:PEN 1:LOCATE 10,1:PRINT TEMPS:PRI >QW
NT CHR$(7)
4370 IF TEMPS<5 THEN fin=1:EI:RETURN >FX
4380 EI:RETURN >GH
4390 PEN 0:IF SC>99 THEN LOCATE 16,1:PRINT CHR$(143)+CH >NB
R$(143)+CHR$(143):PEN 1:LOCATE 15,1:PRINT TR$:SC:NR$:RE
TURN
4400 IF SC>9 THEN LOCATE 17,1:PRINT CHR$(143)+CHR$(143) >KL
:PEN 1:LOCATE 16,1:PRINT TR$:SC:NR$:RETURN
4410 LOCATE 18,1:PRINT CHR$(143):PEN 1:LOCATE 17,1:PRIN >BY
T TR$:SC:NR$:RETURN
4420 REM : >VR
4430 REM : >RF
4440 REM : VIE -1 >LH
4450 REM : >RH
4460 REM : >VW
4470 FOR h=0 TO 3:mu=REMAIN(h):NEXT >D6
4480 fin=0:cai=0:cail=0 >TG
4490 vie=vie-1:BORDER 26:INK 0,26:INK 1,26:INK 2,26 >UL
4500 OUT &BC00,2:OUT &BD49,49:SOUND 4,1500,50,7,0,0,10: >DE
OUT &BC00,2:OUT &BD49,46
4510 FOR t=1 TO 4000:NEXT t >UL
4520 BORDER 0:INK 0,0:INK 1,26:INK 2,13 >EV
4530 GOSUB 4560:ERASE jeu:ERASE a1$:DIM jeu(21,13):DIM >GA
a1$(11)
4540 GOSUB 570:TEMPS=150:PIC=0 >ZX
4550 IF vie=0 THEN 4820 ELSE 710 >XE
4560 PEN 1:LOCATE 1,1:PRINT" ONE PLAYER MAN ":LOCAT >HE
E 18,1:PRINT VIE:RETURN
4570 REM : >VY
4580 REM : >TB
4590 REM : GAGNE >LC
4600 REM : >RE
4610 REM : >VT
4620 FOR h=0 TO 3:mu=REMAIN(h):NEXT >DD
4630 cail=0:cai=0:trans=0 >VA
4640 sc=sc+3:GOSUB 4390 >RU
4650 INK 12,18,0:FOR h=1 TO 20 >VP
4660 SOUND 1,h*10,10,14 >QF
4670 IF sens=1 THEN GOSUB 4690 ELSE GOSUB 4730 >MN
4680 NEXT h:TA=TA+1:INK 12,0:GOTO 4540 >F6
4690 CALL &A30C, FN po(x,y),sp(7) >ZJ

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4700 FOR t=1 TO 200:NEXT >RC
4710 CALL &A30C.FN po(x,y),sp(9) >ZD
4720 FOR t=1 TO 200:NEXT:RETURN >AH
4730 CALL &A30C.FN po(x,y),sp(6) >ZC
4740 FOR t=1 TO 200:NEXT >RG
4750 CALL &A30C.FN po(x,y),sp(8) >ZG
4760 FOR t=1 TO 200:NEXT:RETURN >AM
4770 REM : >VA
4780 REM : >TD
4790 REM : PERDU : >MD
4800 REM : >RG
4810 REM : >VV
4820 CLS:CALL &A30C.FN po(10,17),sp(5) >EQ
4830 WHILE INKEY$<>"" :WEND:vie=5 >BX
4840 PEN 3:LOCATE 4,20:PRINT "REVITALISATION": >RD
4850 PEN 2:LOCATE 3,22:PRINT "CHOIX DE L'ARENE" >RE
4860 PEN 3:LOCATE 4,24:PRINT"A - B - C - D" >KQ
4870 x=1 >YA
4880 CALL &A30C.FN po(10,X),sp(2) >ZZ
4890 FOR t=1 TO 200:NEXT >RN
4900 CALL &A30C.FN po(10,X),sp(10) >AW
4910 A$=INKEY$: IF A$="" THEN 4920 ELSE 4940 >HK
4920 x=x+2:IF x=17 THEN 4930 ELSE 4880 >DE
4930 SOUND 2,50,0,15,2,2,31:FOR t=1 TO 2000:NEXT:GOTO 4 >AH
870
4940 A$=UPPER$(A$):IF A$="A" THEN TA=1:CLS:GOTO 490 >UX
4950 IF A$="B" THEN TA=5:CLS:GOTO 490 >DC
4960 IF A$="C" THEN TA=9:CLS:GOTO 490 >DJ
4970 IF A$="D" THEN TA=13:CLS:GOTO 490 >EP
4980 GOTO 4920 >PD
4990 REM : tab 1 : >QE
5000 DATA 16,255,288,288,430,808,367,288,264,255,16 >RR
5010 DATA 32,508,130,10,490,75,458,26,10,508,32 >MY
5020 DATA 5,8,13,9,13,10,13,11,13,12,13,16,7,0 >KT
5030 REM : tab 2 : >PZ
5040 DATA 256,383,65,477,4,511,321,349,84,471,64 >NF
5050 DATA 128,254,2,443,160,190,130,238,40,491,8 >NB
5060 DATA 3,6,9,12,13,15,15,17,7,1,10,9 >DR
5070 DATA 256,383,65,477,4,511,321,349,84,471,64 >NJ
5080 DATA 128,254,2,443,160,190,130,238,40,491,8 >NE
5090 DATA 3,6,9,12,13,15,15,17,7,10,9,1,7 >FY
5100 REM : tab 3 : >PY
5110 DATA 0,131,130,226,0,477,277,469,85,477,0 >LR
5120 DATA 0,284,272,284,0,440,16,272,16,16,0 >JF
5130 DATA 9,7,9,13,9,16,7,3,15,3,19,7,15,7,17,7,19,18,2 >TP
1,13,21,2,9,19,2,5
5140 REM : tab 4 : >PD
5150 DATA 8,11,992,270,66,250,128,171,426,234,10 >NH
5160 DATA 4,500,22,468,276,470,80,478,0,492,20 >LV
5170 DATA 1,6,9,18,9,2,16,5,10,13 >YJ
5180 REM : tab 5 : >QA
5190 DATA 0,508,260,260,260,508,0,0,0,0,0 >FL
5200 DATA 0,254,130,130,130,254,0,0,0,0,0 >FK
5210 DATA 7,5,13,5,7,10,17,10,19,10,21,15,7,15,13,6,17, >HY
2,3,11,14,7
5220 REM : tab 6 : >PE
5230 DATA 128,16,256,264,108,0,273,132,12,96,76 >MM
5240 DATA 32,0,304,2,8,96,36,256,145,16,68 >GF
5250 DATA 12,4,3,1,9,1,19,6,9,5,23,7,23,9,15,12,3,13,9, >MV
19,7,19,13,16,17,3,9,2,16,9,5,19
5260 REM : tab 7 : >DB
5270 DATA 0,0,24,996,4,788,500,20,20,0,32 >FH
5280 DATA 16,0,160,160,188,163,128,159,96,0,0 >KR
5290 DATA 8,6,3,8,3,10,3,10,23,12,23,14,23,4,11,15,15,1 >DV
0,21,2,5,11,15,15
5300 DATA 6,7,11,5,13,13,15,15,13,6,9,14,17 >HY
5310 REM : tab 8 : >PG
5320 DATA 256,256,256,256,256,256,1022,0,0,0,0,0 >LY
5330 DATA 2,2,2,2,2,2,511,0,0,0,0,0 >YQ
5340 DATA 2,5,9,15,9,10,21,1,6,3 >XV
5350 DATA 6,3,3,3,13,8,5,16,3,16,11,12,9 >EB
5360 REM : tab 9 : >QE
5370 DATA 511,272,86,768,350,88,347,336,3,731,128 >PP
5380 DATA 510,15,480,6,480,119,372,0,374,372,4 >LT
5390 DATA 1,10,11,10,23,1,9,5 >VX
5400 DATA 5,14,3,15,3,2,19,8,15,18,11 >BU
5410 REM : tab 10 : >GV
5420 DATA 0,0,255,128,128,128,128,255,0,0 >KB
5430 DATA 0,0,508,4,4,4,4,4,508,0,0 >AH
5440 DATA 0,10,23,2,6,9,13,15 >VB
5450 REM : tab 11 : >QA
5460 DATA 0,511,256,271,256,264,264,256,507,8,8 >MA
5470 DATA 0,384,64,350,2,66,66,66,450,2,2 >FZ
5480 DATA 1,4,9,16,3,2,10,7,10,23 >YZ
5490 DATA 5,7,11,9,15,10,21,13,5,16,21 >CF
5500 REM : tab 12 : >QX
5510 DATA 0,0,0,960,64,126,0,1020,7,0,0 >DA
5520 DATA 0,0,0,0,0,511,0,248,488,15,0 >CU
5530 DATA 1,17,15,19,3,1,8,15 >VM
5540 DATA 10,1,13,2,13,3,13,1,15,2,15,3,15,9,17,10,17,1 >BE
1,17,19,15
5550 REM : tab 13 : >QD
5560 DATA 0,479,272,471,85,465,287,448,95,469,0 >MH
5570 DATA 0,510,2,186,170,170,170,170,170,238,0 >MT
5580 DATA 15,3,7,3,11,3,15,3,19,7,7,7,13,7,21,9,11,9,21 >JM
,11,17,13,9,13,19,15,11,17,9,17,19,5,3,1,17,21
5590 REM : tab 14 : >QJ
5600 DATA 0,0,0,0,1,3,1,0,0,0,0,0 >MT
5610 DATA 0,0,0,0,0,256,0,0,0,0,0,0 >YK
5620 DATA 0,6,11,2,15,19,5,3 >UC
5630 REM : tab 15 : >QE
5640 DATA 0,253,256,256,0,256,256,256,256,255,0 >MR
5650 DATA 0,508,2,2,2,2,0,2,2,252,0 >ZH
5660 DATA 5,10,11,10,13,10,15,9,13,11,13,6,11,2,5,3,15, >XT
23
5670 DATA 4,4,17,7,17,6,7,13,9 >WE
5680 REM : tab 16 : >DL
5690 DATA 0,0,469,349,393,329,457,0,127,0,0 >HP
5700 DATA 0,0,402,18,274,18,384,0,504,0,0 >FV
5710 DATA 2,15,15,18,15,10,23,2,3,3,18,3 >EX
5720 REM : tab 17 : BREAK : >UK
5730 FIN=1:RETURN >NB
5740 REM EN CAS D'IMPOSSIBILITE DE GAGNE POUR NE PAS A >GD
TTENDRE LA FIN DU TEMPS▲

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