



```

160 LOCATE 7,12: PEN 3: PRINT "Presen
te"
170 LOCATE 5,18: PEN 0: PRINT "LE PRI
SONNIER"
180 RESTORE 4860: FOR N=1 TO 30: READ
a: SOUND 1,a,30,15: NEXT n
190 FOR h=1 TO 4000: NEXT
200 MODE 1: PAPER 3: CLS: PEN 0
210 LOCATE 4,2: PRINT " Le PRISONN
IER c'est vous. Vous etes le PRISON
NIER d'une ville infernale. Il exis
te une facon d'en sortir et une seu
le. A vous de la trouver."
220 LOCATE 4,7: PRINT " Votre seul
crime est d'etre en possessio
n d'un CODE SECRET qu'il ne faud
ra jamais divulguer sous peine de
perdre la vie"
230 LOCATE 4,12: PRINT " Un dernie
r conseil ne collaborer jamais a
vec l'ENNEMI. Pensez toujours aux
pieges qu'il peut vous tendre."
240 LOCATE 20,25: PRINT "TAPEZ UNE TO
UCHE"
250 CALL &BB18
260 MODE 0: INK 4,1: PAPER 1: CLS: BORD
ER 0
270 LOCATE 7,3: PEN 0: PRINT "ATTENTIO
N"
280 LOCATE 6,6: PRINT "voici votre"
290 LOCATE 6,9: PRINT "CODE SECRET"
300 WINDOW #1,6,16,15,21: PAPER #1,3
: CLS #1:
310 CODE = INT (RND *900)+100
320 LOCATE #1,4,4: PRINT #1,code
330 x=10: LOCATE 17,24: PRINT x
340 FOR t=1 TO 1000: NEXT :x=x-1: LOC
ATE 17,24: PRINT " ": LOCATE 17,24:
PRINT x: PRINT CHR$(7): IF x=0 THEN 3
60 ELSE 340
350 ON BREAK GOSUB 4840
360 CLS: MODE 1: PAPER 3: CLS: PEN 0
370 LOCATE 4,4: PRINT "Pour la suite
du jeu il est necessaire que vous
reteniez votre numero"
380 LOCATE 4,12: INPUT "Donnez votr
e numero "; a$
390 a=VAL(a$): IF a=code THEN 2610 E
LSE 400
400 CLS : LOCATE 4,11: PRINT "Bon ref1
exe :

```

vosre capital energie est de 100

```

410 FOR t = 1 TO 5000 : NEXT
420 MODE 0: CLS:
430 WINDOW #1,1,10,1,20: PAPER #1,2:
CLS #1
440 WINDOW #2,11,20,1,20: PAPER #2,3
: CLS #2
450 WINDOW #3,1,13,21,25: PAPER #3,0
: CLS #3
460 WINDOW #4,14,20,21,25: PAPER #4,
1: CLS #4
470 BORDER 4
480 ener=100: LOCATE #4,1,2: PEN #4,3
: PRINT #4, "ENERGIE"
490 LOCATE #4,1,4: PEN #4,3: PRINT #4
, ENER
500 INK 4,26
510 PEN #1,4: LOCATE #1,3,4: PRINT #1
, "DOUANE"
520 PEN #1,3: LOCATE #1,2,8: PRINT #1
, "Presentez votre"
530 PEN #1,1: LOCATE #1,1,15: PRINT #
1, "PASSEPORT"
540 PEN #2,0: LOCATE #2,2,4: PRINT #2
, "1-MARTIN"
550 LOCATE #2,2,8: PRINT #2, "2-DUPON
T"
560 LOCATE #2,2,12: PRINT #2, "3-DURA
ND"
570 LOCATE #2,2,16: PRINT #2, "4-" : CL

```

LE PRISONNIER

pour CPC
Clavier

Ce jeu d'aventure ne possède pas d'analyse de syntaxe. Les actions sont gérées par un système de menus du genre "Questionnaire à Choix Multiples". Mais contrairement à ces derniers, une action ne donne pas toujours le même résultat.

```

100 REM
110 ON BREAK GOSUB 4840
120 CLS: GOSUB 3300
130 MODE 0: INK 0,11: INK 1,24: INK 2,
0: INK 3,6: INK 4,26: INK 5,9
140 PAPER 2: CLS: BORDER 9
150 LOCATE 4,6: PEN 1: PRINT "L.M.C S
SOFTWARE"

```

```

DE
580 CHANCE=INT (RND*5)+5
590 FOR H=1 TO chance
600 PEN #3,4: LOCATE #3,1,3: INPUT #3
, "Votre NOM "; A$: a=VAL (a$)
610 IF a=4 THEN 2610 ELSE 620
620 CLS #3: LOCATE #3,2,3: PRINT #3, "
C'est FAUX !!"; : PRINT CHR$(7)
630 FOR T = 1 TO 1500: NEXT
640 ener=ener+10: LOCATE #4,1,4: PEN
#4,3: PRINT #4, ENER
650 CLS #3: NEXT h
660 CLS #3: LOCATE #3,1,3: INPUT #3, "
Votre NOM "; A$: a=VAL (a$)
670 IF a=4 THEN 2610
680 CLS #3: LOCATE #3,2,3: PRINT #3, "
ADMETTONS !"; FOR t=1 TO 4000: NEXT
690 CLS
700 MODE 1: BORDER 4: PAPER 0: CLS
710 PEN 1: LOCATE 4,6: PRINT " Vous
avez acces maintenant a la vil
le qui va etre votre nouvel univers
"
720 LOCATE 4,10: PRINT " Ce nouvel
univers se compose de 10 elements
que vous pouvez appeller par leu
r numero"
730 LOCATE 4,15: PRINT " Ces numer
os resteront toujours les memes du
rant toute la partie"
740 GOTO 750
750 REM choix
760 LOCATE 1,24: PRINT "
"
770 LOCATE 2,24: INPUT "Tapez un num
ero "; a$: a= VAL (a$)
780 IF a<1 OR a>10 THEN 750 ELSE 79
0
790 ON a GOTO 800,980,1410,1130,119
0,1250,800,1310,1360,800
800 REM sur la barriere
810 GOSUB 2380
820 LOCATE 2,4: PEN 3: PRINT "BARRIER
E
830 LOCATE 22,8: PRINT " 1 - SAUTER "
840 LOCATE 22,12: PRINT " 2 - CONTINU
ER"
850 LOCATE 2,23: PRINT "
"
860 LOCATE 2,23: INPUT "VOTRE CHOIX
"; ch$: ch=VAL (ch$)
870 IF ch<1 OR ch>2 THEN 850
880 IF ch=1 THEN 2770
890 IF ch=2 THEN 750
900 REM choix 2
910 LOCATE 22,4: PEN 3: PRINT "POSSI
BILITES"
920 LOCATE 22,8: PRINT " 1 - ENTRER"
930 LOCATE 22,12: PRINT " 2 - CONTINU
ER"
940 LOCATE 2,23: PRINT "
"
950 LOCATE 2,23: INPUT "VOTRE CHOIX
"; ch$: ch=VAL (ch$)
960 IF ch<1 OR ch>2 THEN 940
970 RETURN
980 REM MAIRIE
990 GOSUB 2290: LOCATE 6,4: PRINT "
MAIRIE"
1000 GOSUB 900: GOSUB 1010: GOTO 3570
1010 REM perseverance
1020 IF ch=1 GOTO 1050
1030 ON BREAK GOSUB 4840
1040 IF ch=2 GOTO 750
1050 chan= INT (RND*5)+3
1060 FOR h=1 TO chan
1070 LOCATE 2,23: PRINT "
"
1080 LOCATE 2,23: PRINT " NON !"; FOR
t=1 TO 2000: NEXT
1090 GOSUB 950
1100 IF ch=2 GOTO 750
1110 ener=ener+10
1120 NEXT h: RETURN

```

```

1130 REM tribunal
1140 GOSUB 2290: LOCATE 6,4: PRINT "
TRIBUNAL"
1150 GOSUB 900: GOSUB 1010
1160 LOCATE 1,24: PRINT "
"
1170 LOCATE 1,24: INPUT "Mot de pass
e "; a$: a$=UPPER$(a$)
1180 IF a$="RIBU" THEN 3710 ELSE 11
50
1190 REM ecole
1200 GOSUB 2290: LOCATE 6,4: PRINT "
ECOLE"
1210 GOSUB 900: GOSUB 1010
1220 LOCATE 1,24: PRINT "
"
1230 LOCATE 1,24: INPUT "Mot de pass
e "; a$: a$=UPPER$(a$)
1240 IF a$="COLE" THEN 3980 ELSE 12
10
1250 REM casino
1260 GOSUB 2290: LOCATE 6,4: PRINT "
CASINO"
1270 GOSUB 900: GOSUB 1010
1280 LOCATE 1,24: PRINT "
"
1290 pa=code-20
1300 LOCATE 1,24: INPUT "Mot de pass
e "; a$: a=VAL (a$): IF a=pa THEN 4110
ELSE 900
1310 REM librairie
1320 GOSUB 2290: LOCATE 6,4: PRINT " L
IBRAIRIE"
1330 GOSUB 900: GOSUB 1010
1340 LOCATE 1,24: INPUT "Mot de pass
e "; a$: a$=UPPER$(a$)
1350 IF a$="LIRE" THEN 4500 ELSE 13
10
1360 REM magasin
1370 GOSUB 2290: LOCATE 6,4: PRINT "
MAGASIN"
1380 GOSUB 900: GOSUB 1010
1390 LOCATE 1,24: INPUT "Mot de pass
e "; a$: a$=UPPER$(a$)
1400 IF a$="GASI" THEN 4710 ELSE 13
60
1410 REM puit
1420 GOSUB 2490
1430 LOCATE 22,4: PEN 3: PRINT "POSSI
BILITES"
1440 LOCATE 22,8: PRINT " 1 - DESCEND
RE"
1450 LOCATE 22,12: PRINT " 2 - CONTIN
UER"
1460 LOCATE 2,23: PRINT "
"
1470 LOCATE 2,23: INPUT "VOTRE CHOI
X "; ch$: ch=VAL (ch$)
1480 IF ch<1 OR ch>2 THEN 1460
1490 IF ch=2 THEN 750
1500 PAPER 2: CLS: LOCATE 32,20: INK 0
,11: PEN 0: PRINT CHR$(168)+CHR$(168)
+CHR$(168)
1510 LOCATE 32,21: PRINT CHR$(143)+
CHR$(143)+ CHR$(143)
1520 LOCATE 32,22: PRINT CHR$(143)+
CHR$(143)+ CHR$(143)
1530 PEN 1: PLOT 396,300: DRAW 496,30
0: DRAW 496,350: DRAW 476,350: DRAW 47
6,340: DRAW 486,340: DRAW 486,300
1540 PLOT 639,300: DRAW 543,300: DRAW
543,350: DRAW 563,350: DRAW 563,340:
DRAW 553,340: DRAW 553,300
1550 PLOT 496,300: DRAW 496,50: PLOT
543,300: DRAW 543,50
1560 LOCATE 33,3: PEN 1: PRINT CHR$(1
66)
1570 IF echel=1 THEN 1920 ELSE 1580
1580 FOR h=3 TO 19
1590 LOCATE 33,h: PRINT CHR$(166)
1600 FOR t=1 TO 100: NEXT t: SOUND 2,
(h+100),10

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1610 LOCATE 33,h: PRINT CHR$(32)
1620 NEXT h
1630 SOUND 2,284,30,5,1,1,20
1640 LOCATE 33,19: PEN 0: PRINT CHR$(
169): FOR t = 1 TO 150: NEXT: LOCATE 33
,19: PRINT CHR$(32)
1650 LOCATE 2,4: PEN 1: PRINT " Nous
avons le regret"
1660 LOCATE 2,6: PRINT "de vous faire
part du "
1670 LOCATE 2,8: PRINT "deces de l'ag
ent"; : PEN 3: PRINT code
1680 LOCATE 2,10: PEN 1: PRINT "Mort e
n mission au "
1690 LOCATE 2,12: PRINT "service de 1
a FRANCE"; GOSUB 1700: GOTO 1910
1700 FOR g=1 TO 2
1710 SOUND 1,500,100,15
1720 SOUND 1,0,2
1730 SOUND 1,500,75,15
1740 SOUND 1,0,2
1750 SOUND 1,500,25,15
1760 SOUND 1,0,2
1770 SOUND 1,425,75,15
1780 SOUND 1,0,2
1790 SOUND 1,450,25,15
1800 SOUND 1,0,2
1810 SOUND 1,450,75,15
1820 SOUND 1,0,2
1830 SOUND 1,500,25,15
1840 SOUND 1,0,2
1850 SOUND 1,500,75,15
1860 SOUND 1,0,2
1870 SOUND 1,525,25,15
1880 SOUND 1,0,2
1890 SOUND 1,500,100,15
1900 NEXT g: RETURN
1910 FOR t=1 TO 10000: NEXT : CALL 0
1920 REM sortie
1930 FOR h=4 TO 18
1940 LOCATE 33,h: PEN 3: PRINT CHR$(1
70)
1950 NEXT h
1960 FOR t=1 TO 1000: NEXT
1970 FOR h=3 TO 17
1980 LOCATE 33,h: PEN 1: PRINT CHR$(1
66)
1990 FOR t=1 TO 100: NEXT t: SOUND 2,
(h+100),15
2000 LOCATE 33,h: PEN 3: PRINT CHR$(1
70)
2010 NEXT h
2020 LOCATE 33,17: PEN 1: PRINT CHR$(
166)
2030 LOCATE 31,16: PRINT " ": LOCATE
31,17: PRINT " "
2040 ON BREAK GOSUB 4840
2050 FOR t=1 TO 1000: NEXT
2060 LOCATE 33,17: PEN 3: PRINT CHR$(
170)
2070 PEN 1
2080 FOR h= 0 TO 31
2090 LOCATE (32-h),17: PRINT CHR$(16
7)
2100 FOR t=1 TO 50: NEXT
2110 LOCATE (32-h),17: PRINT CHR$(17
1)
2120 FOR t=1 TO 50: NEXT
2130 LOCATE (32-h),17: PRINT CHR$(32
)
2140 FOR t=1 TO 50: NEXT
2150 NEXT h
2160 LOCATE 2,4: PEN 1: PRINT " C'est
ainsi que "
2170 LOCATE 2,6: PRINT "1'AGENT "; : PE
N 3: PRINT code
2180 LOCATE 2,8: PEN 1: PRINT "retrouv
a sa "
2190 LOCATE 2,10: PEN 0: PRINT " L
IBERTE"
2200 RESTORE 2240: FOR n=1 TO 16
2210 READ a,b
2220 SOUND 2,a,b,15

```

```

2230 NEXT n
2240 DATA 319,20,284,20,253,20,239,
80
2250 DATA 319,20,284,20,253,20,239,
80
2260 DATA 319,20,284,20,253,20,239,
40
2270 DATA 284,40,358,40,284,40,319,
80
2280 RESTORE 2240: FOR n= 1 TO 16: RE
AD a,b : SOUND 2,a,b,15: NEXT: END
2290 REM dessin edifice
2300 MODE 1: PAPER 2: CLS
2310 PEN 1: PLOT 70,360: DRAW 300,360
70,360
2320 DRAW 300,320: DRAW 70,320: DRAW
70,360
2330 PLOT 100,320: DRAW 100,200: DRAW
270,200: DRAW 270,320
2340 PLOT 170,200: DRAW 170,260: DRAW
210,260: DRAW 210,200
2350 LOCATE 9,7: PRINT CHR$(207)
2360 LOCATE 16,7: PRINT CHR$(207)
2370 RETURN
2380 REM barriere
2390 MODE 1: PAPER 2: CLS: PEN 1
2400 FOR h= 2 TO 18
2410 LOCATE h,8: PRINT CHR$( 143)
2420 LOCATE h,11: PRINT CHR$( 143)
2430 NEXT h
2440 FOR h= 4 TO 16 STEP 3
2450 FOR m= 7 TO 12
2460 LOCATE h,m: PRINT CHR$( 143)
2470 NEXT m: NEXT h
2480 RETURN
2490 REM puit
2500 CLS: PLOT 80,300: DRAW 220,300: D
RAW 220,320: DRAW 80,320 : DRAW 80,30
0
2510 PLOT 100,320: DRAW 100,200: DRAW
200,200: DRAW 200,320
2520 PLOT 100,280: DRAW 130,280: DRAW
130,260: DRAW 100,260
2530 PLOT 200,210: DRAW 170,210: DRAW
170,230: DRAW 200,230
2540 PLOT 120,320: DRAW 120,300:
2550 PLOT 140,320: DRAW 140,300:
2560 PLOT 160,320: DRAW 160,300:
2570 PLOT 180,320: DRAW 180,300:
2580 LOCATE 4,3: PRINT "PUIT SANS FO
ND"
2590 RETURN
2600 END
2610 REM perdu
2620 MODE 0: PAPER 2: CLS: PEN 1: BORD
ER 22
2630 LOCATE 1,2: PRINT " Vous avez li
vrez"
2640 LOCATE 1,4: PEN 4: PRINT "
votre"
2650 LOCATE 1,6: PEN 3: PRINT " CODE
SECRET"
2660 LOCATE 1,14: PEN 5: PRINT " DIS
PARAISSEZ"
2670 LOCATE 19,22: PEN 1: PRINT CHR$(
166)
2680 FOR x=2 TO 22
2690 LOCATE 19,x: PRINT CHR$(252)
2700 FOR t=1 TO 100: NEXT t: SOUND 2,
(x+100),10
2710 LOCATE 19,x: PRINT CHR$(32)
2720 NEXT x
2730 BORDER 24,6
2740 LOCATE 19,22: PEN 4: PRINT CHR$(
238)
2750 SOUND 2,0,100,15,0,0,1
2760 FOR t=1 TO 6000: NEXT : CALL 0
2770 REM punition
2780 MODE 0: BORDER 6: PAPER 0: CLS
2790 LOCATE 1,6: PEN 1: PRINT "TENTATI
VE D'EVASION"
2800 LOCATE 11,12: PEN 2: PRINT "="
2810 LOCATE 7,18: PEN 3: PRINT "PUNITI

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DN"
2820 FOR t=1 TO 5000 :NEXT:CLS
2830 MODE 1:PAPER 2:CLS: BORDER 23
2840 LOCATE 1,10: PEN 1: PRINT "
    Un petit tour dans le "
2850 LOCATE 9,12: PEN 3: PRINT "LABYRI
NTHE du DESESPoir"
2860 LOCATE 7,14: PEN 1: PRINT "vous f
era du bien au moral"
2870 FOR h=1 TO 5000: NEXT: GOTO 2880

2880 REM labyrinthe
2890 GOSUB 3040
2900 REM gestion laby
2910 tour=tour+10
2920 chan=INT (RND*40)+(10-tour): IF
chan<10 THEN chan=chan+10
2930 FOR hh= 1 TO chan
2940 GOSUB 2970
2950 NEXT hh
2960 GOTO 750
2970 REM dessin laby
2980 CLS: PEN 1
2990 DN ch GOTO 3000,3010,3020,3030

3000 LOCATE 23,12: PRINT CHR$(167): G
OTO 3060
3010 LOCATE 23,9: PRINT CHR$(167): G
TO 3060
3020 LOCATE 16,9: PRINT CHR$(165): G
TO 3060
3030 LOCATE 15,12: PRINT CHR$(165): G
OTO 3060
3040 CLS: LOCATE 19,9: PRINT CHR$(166
)
3050 DN BREAK GOSUB 4840
3060 PLOT 150,380: DRAW 150,230: DRAW
300,320: DRAW 300,380:
3070 PLOT 450,380: DRAW 450,230: DRAW
300,320
3080 PLOT 210,265: DRAW 210,320: DRAW
240,338: DRAW 240,282
3090 PLOT 360,282: DRAW 360,338: DRAW
390,320: DRAW 390,265
3100 PLOT 350,185: DRAW 350,240: DRAW
380,258: DRAW 380,202
3110 PLOT 220,202: DRAW 220,258: DRAW
250,240: DRAW 250,185
3120 PEN 3: LOCATE 14,4: PRINT CHR$(7
8)
3130 LOCATE 24,4: PRINT CHR$(69)
3140 LOCATE 14,14: PRINT CHR$(79)
3150 LOCATE 24,14: PRINT CHR$(83)
3160 LOCATE 13,17: PRINT "Le LABYRIN
THE"
3170 LOCATE 32,4: PRINT "1 - NORD"
3180 LOCATE 32,7: PRINT "2 - OUEST"
3190 LOCATE 32,10: PRINT "3 - SUD"
3200 LOCATE 32,13: PRINT "4 - EST"
3210 LOCATE 32,16: PRINT "5 - "; code
3220 LOCATE 2,2: PRINT hh
3230 IF hh/2=INT(hh/2) THEN ener=en
er+20 ELSE ener=ener-10
3240 LOCATE 2,4: PRINT ener
3250 LOCATE 2,23: INPUT "VOTRE PORTE
DE SORTIE "; ch$
3260 IF ch$=CHR$(chan+32) THEN 3290
3270 ch=VAL(ch$): IF ch=5 THEN 2610
3280 RETURN
3290 CLS: END
3300 REM initialisation
3310 tour=0: echel=0: ener=0
3320 SYMBOL AFTER 164
3330 SYMBOL 165,6,6,60,12,18,16,104
,8: SYMBOL 166,153,90,60,24,24,36,36
,36: SYMBOL 167,96,96,28,48,72,8,22,
16
3340 SYMBOL 168,0,57,255,255,255,23
1,63,255
3350 SYMBOL 169,201,42,44,126,153,2
8,42,73
3360 SYMBOL 170,129,129,129,255,129
,129,129,255

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3370 SYMBOL 171,96,96,24,116,8,24,3
6,36
3380 SYMBOL 172,127,128,128,128,128
,128,128,129
3390 SYMBOL 173,127,128,176,176,128
,128,128,128
3400 SYMBOL 174,127,128,176,176,128
,128,128,129
3410 SYMBOL 175,127,128,176,176,128
,128,128,176
3420 SYMBOL 176,254,1,1,1,1,1,1,129

3430 SYMBOL 177,254,1,13,13,1,1,1,1
3440 SYMBOL 178,254,1,13,13,1,1,1,1
29
3450 SYMBOL 179,254,1,13,13,1,1,1,1
3
3460 SYMBOL 180,129,1,1,1,1,1,1,254
3470 SYMBOL 181,1,1,1,1,13,13,1,254
3480 SYMBOL 182,129,1,1,1,13,13,1,2
54
3490 SYMBOL 183,13,1,1,1,13,13,1,25
4
3500 SYMBOL 184,129,128,128,128,128
,128,128,127
3510 SYMBOL 185,128,128,128,128,176
,176,128,127
3520 SYMBOL 186,129,128,128,128,176
,176,128,127
3530 SYMBOL 187,176,128,128,128,176
,176,128,127
3540 SYMBOL 188,254,1,1,1,1,1,1,1
3550 SYMBOL 189,128,128,128,128,128
,128,128,127
3560 RETURN
3570 REM dans la mairie
3580 MODE 1:PAPER 2:CLS: PEN 1: BORDE
R 4
3590 FOR h= 20 TO 31: LOCATE h,10: PR
INT CHR$(143): NEXT
3600 FOR h= 21 TO 30: FOR g=11 TO 14
: LOCATE h,g: PRINT CHR$(143): NEXT g:
NEXT h
3610 LOCATE 24,9: PEN 0: PRINT CHR$(2
04)
3620 LOCATE 26,9: PRINT CHR$(205): LO
CATE 25,8: PRINT CHR$(225)
3630 LOCATE 2,2: PRINT "DANS LA MAIR
IE"
3640 LOCATE 2,4: PRINT "ENERGIE = "; E
NER
3650 LOCATE 2,21: PRINT "

3660 LOCATE 2,20: INPUT "Voulez vous
devenir le gardien du village .(O/
N) "; A$
3670 A$=UPPER$(A$)
3680 IF A$="N" THEN ener=ener+100: G
OTO 750
3690 IF A$="O" THEN ener=ener-100: L
OCATE 2,23: PRINT "Mot de passe pour
TRIBUNAL : RIBU": GOTO 750
3700 IF A$<>"O" OR A$<>"N" THEN 365
0
3710 REM dans le tribunal
3720 MODE 1:PAPER 2:CLS: PEN 3: BORDE
R 8
3730 FOR h= 25 TO 30: LOCATE h,5: PRI
NT CHR$(143): NEXT h
3740 FOR h= 5 TO 13: LOCATE 30,h: PRI
NT CHR$(143): NEXT h
3750 FOR h= 20 TO 35 :LOCATE h,14: P
RINT CHR$(127): NEXT h
3760 LOCATE 25,6: PRINT CHR$(149): LO
CATE 2,2: PRINT "AU TRIBUNAL"
3770 LOCATE 2,4: PRINT "ENERGIE = ";
: PEN 1: PRINT ener
3780 LOCATE 2,18: PRINT "Ici on joue
au jeu du PENDU . Si vous trouvez
le mot cache vous gagnez 1000 po

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ints d energie"
3790 FOR h= 5 TO 12: LOCATE h,13: PRI
NT CHR$(45): NEXT h
3800 FOR h= 1 TO 7
3810 LOCATE 2,24: PRINT "

3820 LOCATE 2,24: INPUT "TAPEZ UNE L
ETTRE "; a$: PRINT CHR$(7)
3830 DN h GOTO 3840,3850,3860,3870,
3880,3890,3900
3840 LOCATE 25,7: PRINT CHR$(225): G
OTO 3910
3850 LOCATE 25,8: PRINT CHR$(207): G
OTO 3910
3860 LOCATE 25,9: PRINT CHR$(207): G
OTO 3910
3870 LOCATE 24,8: PRINT CHR$(204): G
OTO 3910
3880 LOCATE 26,8: PRINT CHR$(205): G
OTO 3910
3890 LOCATE 24,10: PRINT CHR$(204): G
OTO 3910
3900 LOCATE 26,10: PRINT CHR$(205): G
OTO 3910
3910 FOR t=1 TO 1500: NEXT t
3920 NEXT h: GOSUB 1700
3930 LOCATE 23,25: PRINT "tapez une t
ouche"
3940 CALL &BB18: CLS: PEN 1: LOCATE 15
,12: PRINT "PAS DE CHANCE"
3950 LOCATE 6,14: PRINT "Vous allez s
ubir une punition"
3960 LOCATE 1,23: PEN 0: PRINT "PS. Mo
t de passe pour l'ecole : COLE"
3970 LOCATE 23,25: PRINT "tapez une t
ouche": CALL &BB18: GOTO 2830
3980 REM dans l ecole
3990 MODE 1:PAPER 2:CLS: PEN 1: BORDE
R 12
4000 r1=1100-code
4010 LOCATE 2,2: PRINT "A L'ECOLE": L
OCATE 21,5: PRINT "1100"
4020 LOCATE 2,4: PRINT "ENERGIE = ";
ener: LOCATE 20,7: PRINT "-"; r1
4030 LOCATE 19,8: PRINT "-----"
4040 LOCATE 1,15: PEN 0: PRINT " Donn
ez le resultat de cette operation e
t vous aurez le mot de passe pour l
e CASINO."
4050 LOCATE 2,20: INPUT "Resultat ";
a$: a=VAL(a$)
4060 DN BREAK GOSUB 4840
4070 IF a=code THEN 2610 ELSE 4080
4080 CLS: LOCATE 15,10: PEN 1: PRINT "B
ON REFLEXE"
4090 LOCATE 1,13: PEN 0: PRINT " Le m
ot de passe pour le CASINO est v
otre CODE SECRET moins 20 "
4100 LOCATE 23,25: PEN 3: PRINT "Tapez
une touche ": CALL &BB18: GOTO 1190
4110 REM dans le casino
4120 BORDER 16
4130 s1$=CHR$(172)+CHR$(176)
4140 i1$=CHR$(184)+CHR$(180)
4150 s2$=CHR$(173)+CHR$(188)
4160 i2$=CHR$(189)+CHR$(181)
4170 s3$=CHR$(174)+CHR$(176)
4180 i3$=CHR$(184)+CHR$(182)
4190 s4$=CHR$(173)+CHR$(177)
4200 i4$=CHR$(185)+CHR$(181)
4210 s5$=CHR$(174)+CHR$(178)
4220 i5$=CHR$(186)+CHR$(182)
4230 s6$=CHR$(175)+CHR$(179)
4240 i6$=CHR$(187)+CHR$(183)
4250 MODE 1:PAPER 2:CLS: PEN 1
4260 FOR h= 9 TO 29 STEP 10
4270 LOCATE h,7: PRINT s1$
4280 LOCATE h,8: PRINT i1$
4290 NEXT h
4300 LOCATE 2,2: PEN 0 :PRINT "AU CA
SINO"
4310 LOCATE 2,4: PRINT "ENERGIE = ";
ener

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4320 LOCATE 1,14: PRINT " Ici on j
oue aux DES . Il faut faire 3 six
pour obtenir le mot de passe de la
LIBRAIRIE .Pour lancer les DES *
appuyer sur <ESPACE>."
4330 LOCATE 1,18: PEN 3: PRINT " Ch
aque jet vous coute 10 points d
'energie. Si vous tombez a zero vous
sortez du casino. 3 six vous ra
pporte 150 points."
4340 LOCATE 24,25: PEN 1: PRINT "BONN
E CHANCE"
4350 po=9
4360 A$= INKEY$: IF A$<>CHR$(32) THE
N 4360
4370 des=INT (RND*6)+1
4380 DN des GOTO 4390,4400,4410,442
0,4430,4440
4390 LOCATE po,7: PRINT s1$: LOCATE p
o,8: PRINT i1$+CHR$(7): GOTO 4450
4400 LOCATE po,7: PRINT s2$: LOCATE p
o,8: PRINT i2$+CHR$(7): GOTO 4450
4410 LOCATE po,7: PRINT s3$: LOCATE p
o,8: PRINT i3$+CHR$(7): GOTO 4450
4420 LOCATE po,7: PRINT s4$: LOCATE p
o,8: PRINT i4$+CHR$(7): GOTO 4450
4430 LOCATE po,7: PRINT s5$: LOCATE p
o,8: PRINT i5$+CHR$(7): GOTO 4450
4440 LOCATE po,7: PRINT s6$: LOCATE p
o,8: PRINT i6$+CHR$(7): GOTO 4450
4450 ener=ener-10: LOCATE 13,4: PRINT
ener
4460 IF des=6 THEN po=po+10: IF po>2
9 THEN 4480
4470 GOTO 4360
4480 ener=ener+150: LOCATE 1,23: PRIN
T "Mot de passe pour LIBRAIRIE : ";
: PEN 0: PRINT " LIRE"
4490 LOCATE 1,25: PRINT "
tapez une touche ": CALL &
BB18: GOTO 1250
4500 REM dans la librairie
4510 MODE 1:PAPER 2:CLS: PEN 1: BORDE
R 20
4520 FOR h=150 TO 450 STEP 150
4530 FOR g=3 TO 30 STEP 3
4540 PLOT h+g,300: DRAW h+g,200: NEXT
g
4550 PLOT h,300: DRAW h+30,300: DRAW
h+30,200: DRAW h,200: DRAW h,300: DRAW
h+60,340: DRAW h+90,340: DRAW h+90,2
40: DRAW h+30,200
4560 PLOT h+30,300: DRAW h+90,340
4570 NEXT h
4580 LOCATE 9,14: PEN 3: PRINT "1"
4590 LOCATE 19,14: PRINT "2"
4600 LOCATE 29,14: PRINT "3"
4610 LOCATE 2,2: PRINT "LIBRAIRIE
ENERGIE = "; ener
4620 LOCATE 1,17: PEN 0: PRINT " Un
de ces livres contient un indice .
Faites le bon choix "
4630 LOCATE 1,20: PRINT "

4640 LOCATE 1,20: INPUT "Lequel "; a$
: a=VAL (a$): IF a>3 OR a<1 THEN 463
0
4650 ener=ener-150: IF a<>1 THEN 469
0
4660 CLS :LOCATE 10,10: PRINT "Voici
l indice"
4670 LOCATE 1,14: PEN 1: PRINT " MB
WFSJUF FTU BV GPOE EV QVJU"
4680 LOCATE 23,25: PRINT "Tapez une t
ouche": CALL &BB18: GOTO 1310
4690 LOCATE 2,24: PRINT "Mot de passe
pour MAGASIN : "; : PEN 1: PRINT "GASI"
4700 LOCATE 23,25: PRINT "Tapez une t
ouche": CALL &BB18: GOTO 1310
4710 REM dans le magasin
4720 CLS: BORDER 22: LOCATE 2,2: PEN 3
: PRINT "LE MAGASIN": LOCATE 2,4: PRIN
T "ENERGIE = "; ener
4730 PEN 1: FOR h= 5 TO 10: LOCATE 9,

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h: PRINT CHR$(170): NEXT
4740 LOCATE 19,6: PRINT CHR$(202): LO
CATE 19,7: PRINT CHR$(149): LOCATE 19
,8: PRINT CHR$(149): LOCATE 19,8: PRIN
T CHR$(190)
4750 LOCATE 29,8: PRINT "?"
4760 LOCATE 9,12: PRINT "1
3"
4770 LOCATE 1,14: PEN 0: PRINT " Vous
pouvez acheter un de ces elements
si votre energie est superieure a 4
00"
4780 LOCATE 1,18: PRINT "

4790 LOCATE 1,18: INPUT "LEQUEL "; A$
: a=VAL(a$): IF a>3 OR a<1 THEN 4780
4800 IF (ener-400)<0 THEN CLS: LOCAT
E 15,12: PRINT "IMPOSSIBLE": LOCATE 1
0,14: PEN 3: PRINT "pas assez d energi
e": FOR h= 1 TO 4000: NEXT : GOTO 980
4810 IF a=1 THEN echel=1: GOTO 4830
4820 IF a=3 THEN CLS: LOCATE 15,12: P
RINT "LA SURPRISE": LOCATE 2,14: PEN
3: PRINT "un bon pour une visite grat
uite du": LOCATE 25,16: PEN 1: PRINT "L
ABYRINTHE": FOR t= 1 TO 4000: NEXT: G
OTO 2880
4830 LOCATE 23,25: PRINT "taper une t
ouche": CALL &BB18: GOTO 1360
4840 REM break diver
4850 RUN
4860 DATA 95,100,95,100,95,127,106,
119,142,190,142,127,190,127,119
4870 DATA 95,100,95,100,95,127,106,
119,142,190,142,127,119,127,142

```