

RESCUE MISSION

pour CPC
Clavier et joystick

Pilote d'hélicoptère, vous devez sauver vos compagnons d'armes d'une mort certaine. Bien entendu, de méchants et abjects personnages font tout pour que vous ne puissiez réussir

Remarques.

Saisissez le premier listing et sauvegardez-le sous RESCUE. Ensuite, tapez le second listing et enregistrez-le à la suite du premier sous RESCUE1. Pour lancer le programme : RUN"RESCUE".

```
20 CLS
30 BORDER 0
40 INK 0,0:INK 1,11:INK 2,6:INK 3,2
4
50 PAPER 0:MODE 0:LOCATE 7,9:PEN 2:
PRINT "SOFTWARE"
60 FOR i=1 TO 80 :INK 1,RND(1)*16+1
: PLOT 155,385-i:DRAW 175,385-i:PLO
T 275,385-i:DRAW 295,385-i:PLOT 345
,385-i:DRAW 365,385-i:PLOT 425,385-
i:DRAW 445,385-i:NEXT
70 FOR i=1 TO 20 :INK 1,RND(1)*16+1
: PLOT 175,325-i:DRAW 215,325-i:PLO
T 235,325-i:DRAW 255,325-i:PLOT 385
,325-i:DRAW 405,325-i:PLOT 450,325-
i:DRAW 485,325-i:NEXT
80 FOR i=0 TO 20 :INK 1,RND(1)*16+1
:PLOT 445,385-i:DRAW 485,385-i:PLOT
295,385-i:DRAW 296+i,385-i:PLOT 34
5,385-i:DRAW 344-i,385-i:NEXT
90 FOR i=0 TO 24 :INK 1,RND(1)*16+1
:PLOT 295+i,365-i:DRAW 345-i,365-i:
```

```
NEXT
100 FOR i=1 TO 15:STEP 2:INK 1,RND(
1)*16+1:PLOT 1,226-i^2:DRAW 639,226
-i^2,1:PLOT 320,225:DRAW 1,226-i^2:
PLOT 320,225:DRAW 639,226-i^2,1,NEX
T i:PLOT 320,225:DRAW 100,1,1:PLOT
320,225:DRAW 540,1,1:PLOT,320,225:D
RAW 250,1,1:PLOT 320;225:DRAW 390,1
,1
110 INK 1,11:PEN 8:LOCATE 7,16:PRIN
T"presente"
120 PEN 3:PRINT CHR$(22)+CHR$(1):LO
CATE 3,20:PRINT" RESCUE MISSION"
130 PEN 15:LOCATE 1,24:PRINT "YOUR
GAME IS LOADING"
140 RUN "rescue1
```

```
120 GOSUB 2490:REM variables
130 GOSUB 4690:REM regles
140 REM :::::::::::tableau:::::::::::::
:
150 MODE 1:BORDER 0
160 WINDOW #1,1,40,3,16
170 WINDOW #2,1,40,17,25
180 INK 0,0::INK 1,0:INK 2,0:INK 3,
0
190 PAPER #1,0:CLS #1
200 PAPER #2,2:CLS #2
210 FOR H= 14 TO 16:PEN 1
220 LOCATE 1,h:PRINT STRING$(40,CHR
$(143))
230 NEXT h
240 LOCATE #1,1,11:PEN #1,1:PRINT #
1,ca$:cb$:LOCATE #1,8,11:PEN #1,2:P
RINT #1,he2$
250 GOSUB 3170
260 INK 0,14:INK 1,12:INK 2,0:INK 3
,26
270 x=8:
280 FOR t=1 TO 2000:NEXT
290 IF foi=1 THEN GOTO 320
300 ph$=ph1$:GOSUB 4950
310 ph$=ph2$:GOSUB 4950:foi=1
320 GOSUB 1760
330 EVERY 650,2 GOSUB 3110
340 EVERY 950,1 GOSUB 3280
350 SOUND 1,200,-2000,1,1,1,5
360 REM::::::::::::::::::
:
370 REM
380 REM déplacement des collines
390 REM
400 REM::::::::::::::::::
:
410 FOR h=0 TO 320 STEP esc
420 DI:TAG
430 MOVE c1-h,207:PRINT ca$:cb$:cc$
;
440 GOSUB 1440
450 EI:NEXT h:GOSUB 3490
460 FOR h=0 TO 320 STEP esc
470 DI:TAG
480 MOVE c1-h,207:PRINT cb$:cc$:cc$
;
490 GOSUB 1440
500 EI:NEXT h:GOSUB 3490
510 FOR h=0 TO 320 STEP esc
520 DI:TAG
530 MOVE c1-h,207:PRINT cc$:cc$:c1$
;
540 GOSUB 1440
550 EI:NEXT h
560 FOR h=0 TO 320 STEP esc
570 DI:TAG
580 MOVE c1-h,207:PRINT cc$:c1$:
590 MOVE c2-h,192:PRINT c2$
600 GOSUB 1440
610 EI:NEXT h:GOSUB 3490
620 FOR h=0 TO 320 STEP esc
630 DI:TAG
640 MOVE c1-h,207:PRINT c1$:
650 MOVE 320-h,192:PRINT c2$:
660 MOVE c2-h,177:PRINT c9$:
670 GOSUB 1440
```