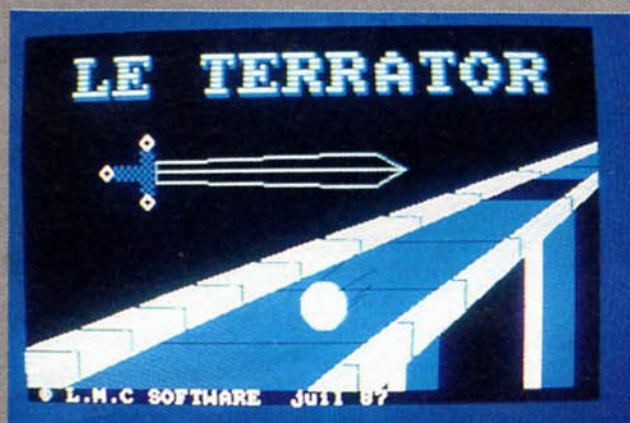


# TERRATOR

● Claude LEMOULLEC



Valable pour  
 CPC 464  
 CPC 664  
 CPC 6128



**U**n pont immense sur lequel de multiples dangers vous guettent. Un ciel étoilé et un croissant de lune. Allez-vous dans un décor aussi inhospitalier parvenir à traverser le Terrator, ce pont censé relier le monde des morts à celui des vivants. Seuls votre courage et votre épée pourront vous aider dans cette terrible aventure.

Le mode d'emploi est contenu dans le programme.

## CHARGEMENT :

Tapez et sauvez les 3 programmes sous les noms indiqués au début de chaque listing.

(TERRATOR, TERRATO 1, TERRATO 2)

```

10 REM ..... >BH 70 MODE 1:INK 0,0:BORDER 1:INK 1,0: >TW
20 REM : ..... >EC INK 2,2:INK 3,19
30 REM :presentation(facultatif) : >ET 80 a$="LE TERRATOR":x=64:y=368:GOSU >JV
40 REM : ..... : >EE B 100
50 REM ..... : >BM 90 GOTO 170 >TF
60 EVERY 25,2 GOSUB 490 >QW 100 a=LEN(a$):a8=a*8 >NT ▶
  
```



# PROGRAMMES

TERRATO

1

```

110 LOCATE 1,1:PEN 1:PRINT a$;PEN >CN
1
120 tx=x:y2=398 >LG
130 FOR f=1 TO 8:x2=0:FOR g=1 TO a8 >AT
140 IF TEST(x2,y2)=1 THEN PLOT x+4 >PZ
,y,2:PLOT x+4,y-2:PLOT x,y-2:PLOT x
+2,y-2:PLOT x+4,y-4:PLOT x+2,y-4:PL
OT x,y-4:PLOT x-2,y+2,3:PLOT x,y+2:
PLOT x+2,y+2:PLOT x+2,y:PLOT x-2,y:
PLOT x,y:PLOT x,y,color:PLOT x+2,y
:
150 x=x+6:x2=x2+2 >MM
160 NEXT g:y=y-6:tx=tx:y2=y2-2:x=tx >NY
:NEXT f
170 LOCATE 1,1:PRINT SPACE$(12):INK >GG
1,26
180 FOR H=2 TO 304 STEP 2:PLOT H,1, >WG
2:DRAW 720,304:NEXT
190 Y=64:FOR H=1 TO 8:PLOT 1,X,0:DR >HJ
AW 640,x:y=y-7:x=x+y:NEXT
200 FOR h=215 TO 237 STEP 2:PLOT 50 >XQ
0,h:DRAW 640,h:NEXT
210 FOR h=-160 TO 2 STEP 2:PLOT H,1 >XQ
,3:DRAW 720,304:NEXT
220 FOR h=306 TO 386 STEP 2:PLOT H, >ZG
1,3:DRAW 720,304:NEXT
230 PLOT -160,0,1:DRAW 720,304:PLOT >YW
-80,0:DRAW 720,304:PLOT 2,0:DRAW 7
20,304
240 PLOT 304,0,1:DRAW 720,304:PLOT >FR
336,0,1:DRAW 720,304:PLOT 386,0,1:D
RAW 720,304
250 x=0:z=30:FOR h=0 TO 576 STEP 64 >AH
260 PLOT h,x,0:DRAW h,x+z >UL
270 DRAW h-100,x+z:x=x+27:z=z-3:NEX >FE
T
280 x=306:z=20:FOR h=-1 TO 304 STEP >DP
44
290 PLOT x,h:DRAW x+z,h:DRAW x+z,h- >FR
50
300 x=x+59:z=z-2:NEXT >RN
310 x=0:FOR h=416 TO 432 STEP 2 >WY
320 PLOT h,0,1:DRAW h,30+x:x=x+1.25 >JJ
:NEXT
330 x=0:FOR h=434 TO 466 STEP 2 >WH
340 PLOT h,0,2:DRAW h,42+x:x=x+1.9: >HF
NEXT
350 x=0:FOR h=560 TO 576 STEP 2 >XD
360 PLOT h,0,1:DRAW h,160+x:x=x+1.2 >KF
5:NEXT
370 x=0:FOR h=578 TO 610 STEP 2 >XD
380 PLOT h,0,2:DRAW h,172+x:x=x+1.9 >JB
:NEXT
390 PEN 1:LOCATE 7,10:PRINT CHR$(20 >GB
2);PEN 2:PRINT CHR$(206);CHR$(206)
;CHR$(206)
400 FOR H=9 TO 11:LOCATE 10,h:PRINT >UR

```

```

CHR$(206):NEXT
410 PEN 1:LOCATE 10,8:PRINT CHR$(20 >MA
2):LOCATE 10,12:PRINT CHR$(202)
420 PLOT 162,248,3:DRAW 162,258:DR >QC
W 400,264:DRAW 432,248:DRAW 162,248
430 DRAW 162,236:DRAW 400,230:DRAW >HJ
432,248
440 XT=344:YT=104:P=25:EN=3 >WF
450 PLOT 700,700,EN:P2=P*P:ORIGIN X >MZ
T,YT:FOR H=0 TO P*0.71:STEP 2:J=SQR
(P2-H*H):MOVE H,J:DRAW H,-J:MOVE J,
H:DRAW J,-H:MOVE -H,J:DRAW -H,-J:MO
VE -J,H:DRAW -J,-H:NEXT:ORIGIN 0,0
460 PLOT 360,120,0:DRAW 400,140:PLD >ZB
T 370,100:DRAW 389,115:PLOT 375,108
:DRAW 395,125:PLOT 340,130:DRAW 380
,160
470 LOCATE 1,25:PRINT SPACE$(39):PE >FC
N 1:LOCATE 2,25:PRINT CHR$(164);" L
.M.C SOFTWARE juil 87"
480 RUN"!terratol" >QV
490 DI:IF (SQ(1) AND 7)=0 THEN EI:R >QA
ETURN ELSE READ p,a:IF p=-1 THEN RE
STORE 510:GOTO 490
500 SOUND 7,p,a,15:GOTO 490 >VN
510 DATA 159,24,0,10,119,72,0,10,10 >GG
6,8,0,10,159,8,0,10,106,8,0,10
520 DATA 95,24,0,10,95,24,0,10,95,2 >RN
4,0,10,95,8,0,10,89,8,0,10,119,8,0,
10
530 DATA 95,36,0,10,106,12,0,10,119 >HQ
,48,0,10
540 DATA 106,18,0,10,95,6,0,10,95,1 >KQ
8,0,10,106,6,0,10,119,24,0,10,106,1
8,0,10,95,6,0,10
550 DATA 95,24,0,10,106,18,0,10,95, >VV
6,0,10,95,24,0,10,119,18,0,10,106,6
,0,10
560 DATA 106,24,0,10,142,18,0,10,14 >JU
2,6,0,10,142,24,0,10,127,24,0,10
570 DATA 119,48,0,10,106,8,0,10,159 >TW
,8,0,10,106,8,0,10
580 DATA 95,24,0,10,95,24,0,10,95,2 >RV
4,0,10,95,8,0,10,89,8,0,10,119,8,0,
10
590 DATA 95,36,0,10,106,12,0,10,119 >HX
,48,0,10
600 DATA 106,18,0,10,95,6,0,10,95,1 >KM
8,0,10,106,6,0,10,119,24,0,10,106,1
8,0,10,95,6,0,10
610 DATA 95,24,0,10,106,18,0,10,95, >HU
6,0,10,95,24,0,10,106,8,0,10,95,8,0
,10,106,8,0,10
620 DATA 119,72,0,10,119,8,0,10,156 >TU
,8,0,10,119,8,0,10
630 DATA 119,48,0,10,119,24,0,40,-1 >CQ
,-1

```

```

10 REM : >WQ
20 REM : >DJ
30 REM : >DK
40 REM : >EA
50 REM : >EB
60 REM : CLAUDE LE MOULLEC : >VA
70 REM : >ED
80 REM : >EE
90 REM : >EF
100 REM : >KB
110 REM : >XR
120 SYMBOL AFTER 96 >NL
130 SYMBOL 97,0,124,68,124,68,68,0, >CK
0
140 SYMBOL 99,0,60,64,64,64,60,0,0 >AJ
150 SYMBOL 101,0,124,64,124,64,124, >DH
0,0
160 SYMBOL 104,0,68,68,124,68,68,0, >CJ
0
170 SYMBOL 105,0,56,16,16,16,56,0,0 >BG
180 SYMBOL 108,0,64,64,64,64,124,0, >BG
0
190 SYMBOL 109,0,40,84,84,84,84,0,0 >BY
200 SYMBOL 111,0,124,68,68,68,124,0 >CL
,0
210 SYMBOL 115,0,56,64,56,4,120,0,0 >AG
220 SYMBOL 116,0,124,16,16,16,16,0, >BM
0
230 SYMBOL 118,0,68,68,68,40,16,0,0 >BU
240 SYMBOL 201,0,252,252,252,0,63,6 >EJ
3,63
250 SYMBOL 202,0,255,255,255,0,252, >HK
252,252
260 SYMBOL 203,129,68,36,24,24,36,6 >FF
8,129
270 SYMBOL 204,0,64,8,0,0,0,24,0 >YW
280 SYMBOL 205,0,0,96,4,0,16,0,96 >ZW
290 SYMBOL 206,255,4,2,255,1,1,1,25 >BF
5
300 SYMBOL 207,16,16,16,255,16,16,1 >EV
6,16
310 SYMBOL 210,0,48,0,0,0,4,16,0 >YL
320 SYMBOL 211,255,0,0,255,0,0,0,25 >BK

```

# PROGRAMMES

610-580

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5
330 SYMBOL 212,5,2,5,8,16,32,64,128 >BP
340 SYMBOL 216,238,238,238,238,238 >KC
238,238,0
350 SYMBOL 226,0,0,64,0,0,12,0,0 >YM
360 SYMBOL 236,240,240,240,240,240 >LE
240,240,240
370 SYMBOL 237,15,15,15,15,15,15 >DF
,15
380 SYMBOL 252,0,0,67,254,67,0,0,0 >AA
390 SYMBOL 253,0,119,216,188,189,24 >HQ
8,119,0
400 SYMBOL 254,15,11,6,12,28,24,48 >CB
96
410 SYMBOL 255,32,16,24,12,14,11,31 >DP
,15
420 REM :::::::::::variables de base >CM
430 MEMORY &74FE:OPENOUT "rien":ME >GU
MORY HIMEM-1:CLOSEOUT
440 REM ::::::::::: HOMME NR 1 :::::::::: >AM
450 RESTORE 460:FOR h=&9B00 TO &9B0 >UX
0+63:READ A$:POKE H,VAL("&"+A$):NEX
T
460 DATA 00,11,EE,02,00,11,EB,02,00 >AA
,11,E0,02,00,00,E0,02,00,F0,C0,02,3
0,F0,E0,02,60,30,F0,02,00,30,90,87,
00,70,00,C2,00,0E,00,02,00,0F,00,00
,01,0F,0B,00,0F,09,0C,00,0F,00,0E,0
8,0B,00,07,0B,00,00,01,00
470 REM ::::::::::: HOMME NR 2 :::::::::: >AR
480 RESTORE 490:FOR h=&9B41 TO &9B4 >UP
1+63:READ A$:POKE H,VAL("&"+A$):NEX
T
490 DATA 00,77,8B,00,00,71,8B,00,00 >ZL
,70,8B,00,00,70,00,00,00,30,F0,00,0
0,70,F0,C0,00,F0,C0,60,10,90,C0,00,
30,00,E0,00,00,00,0E,00,00,00,0F,00
,00,01,0F,0B,00,03,09,0F,01,07,00,0
F,01,0E,00,01,00,0C,00,00
500 REM ::::::::::: HOMME NR 3 :::::::::: >AL
510 RESTORE 520:FOR h=&9B82 TO &9B8 >UM
2+63:READ A$:POKE H,VAL("&"+A$):NEX
T
520 DATA 00,11,EE,00,00,10,E6,00,00 >ZN
,10,E2,00,00,00,C0,00,00,10,E0,00,0
0,30,F0,00,00,70,D0,80,00,F0,B0,80,
10,90,E0,00,00,00,0E,00,00,01,0E,00
,00,03,0E,00,00,07,03,00,00,06,03,0
0,00,06,03,00,00,0E,07,00
530 REM ::::::::::: HOMME NR 4 :::::::::: >AQ
540 RESTORE 550:FOR h=&9BC3 TO &9BC >UV
3+63:READ A$:POKE H,VAL("&"+A$):NEX
T
550 DATA 00,77,8B,00,00,76,80,01,00 >ZB
,74,80,02,00,30,00,04,00,70,80,08,0
0,F0,C1,00,10,B0,C2,00,10,D0,A4,00,
00,70,80,00,00,07,00,00,00,07,0B,00
,00,07,0C,00,00,0C,0E,00,00,0C,06,0
0,00,0C,06,00,00,0E,07,00
560 REM ::::::::::: TRANSFERT D'ECRAN :::::::::: >TK
570 RESTORE 580:FOR h=&9C60 TO &9C7 >PG
9:READ A$:POKE H,VAL("&"+A$):NEXT
580 DATA 21,00,C5,11,00,75,06,20,C5 >NX
,E5,06,50,7E,12,13,23,10,FA,E1,CD,
26,BC,C1,10,EF,C9
590 REM ::::::::::: RETOUR D'ECRAN :::::::::: >PG
600 RESTORE 610:FOR h=&9C7E TO &9C9 >QJ
7:READ A$:POKE H,VAL("&"+A$):NEXT
610 DATA 21,00,C5,11,00,75,06,20,C5 >NA
,E5,06,50,1A,77,13,23,10,FA,E1,CD,2
6,BC,C1,10,EF,C9
620 REM ::::::::::: DATAS WC :::::::::: >ZX
630 RESTORE 640:FOR h=&9E00 TO &9E3 >PH
F:READ A$:POKE H,VAL("&"+A$):NEXT
640 DATA 06,00,30,00,03,00,30,00,01 >AR
,08,30,00,00,0C,30,00,00,06,30,00,0
0,03,30,00,00,01,38,00,00,00,3C,00,
FF,FF,FC,00,F0,F0,F0,00,F0,F0,F0,00
,70,F0,E0,00,30,F0,E0,00,10,F0,70,0
0,30,F0,30,00,70,F0,30,00
650 REM ::::::::::: FLASH WC :::::::::: >ZB
660 FOR h=1 TO 80:POKE &9E43+h,INT( >RK
RND*254):NEXT
670 REM ::::::::::: DATAS PONT :::::::::: >BZ
680 RESTORE 690:FOR h=&9D00 TO &9D0 >YY
0+(40*4):READ A$:POKE H,VAL("&"+A$)
:NEXT
690 DATA 3,4,3,4,3,4,3,4,3,4,3,4,3, >MB
4,3,4,3,4,3,4
700 DATA 3,4,3,4,3,4,3,4,3,4,3,4,3, >MT
4,3,4,3,4,3,4
710 DATA 0,0,0,0,0,0,1,2,1,2,1,2,1, >MF
2,0,0,0,0,0,0
720 DATA 0,0,0,0,0,0,1,2,1,2,1,2,1, >MG
2,0,0,0,0,0,0
730 DATA 0,0,0,0,0,0,0,0,1,2,1,2,0, >MB
0,0,0,0,0,0,0
740 DATA 0,0,0,0,0,0,0,0,1,2,1,2,0, >MC
0,0,0,0,0,0,0
750 DATA 0,0,0,0,0,0,0,0,0,2,1,0,0, >MA
0,0,0,0,0,0,0
760 DATA 0,0,0,0,0,0,0,0,0,2,1,0,0, >MB
0,0,0,0,0,0,0
770 REM ::::::::::: AFFICHAGE DES SPRITE :: >DJ
:
780 RESTORE 790:FOR h=&A019 TO &A03 >PP
9:READ A$:POKE H,VAL("&"+A$):NEXT
790 DATA DD,SE,00,DD,56,01,DD,6E,02 >YT
,DD,66,03,06,10,C5,E5,06,04,1A,00,7
7,13,23,10,F9,E1,CD,26,BC,C1,10,EE,
C9
800 REM ::::::::::: SCROLLING DROITE :::::::::: >AW
810 RESTORE 820:FOR h=&A050 TO &A06 >PY
8:READ A$:POKE H,VAL("&"+A$):NEXT
820 DATA 21,01,C5,06,20,C5,E5,D1,E5 >KT
,23,01,4D,00,1A,ED,B0,12,E1,CD,26,
BC,C1,10,ED,C9
830 REM ::::::::::: SCROLLING GAUCHE :::::::::: >AW
840 RESTORE 850:FOR h=&A070 TO &A08 >PJ
8:READ A$:POKE H,VAL("&"+A$):NEXT
850 DATA 21,4E,C5,06,20,C5,E5,D1,E5 >KJ
,2B,01,4D,00,1A,ED,B8,12,E1,CD,26,B
C,C1,10,ED,C9
860 RUN"!terrat02" >QY

```

TERRATO  
2

200  
500

```

10 REM ::::::::::: >WQ
20 REM : >DJ
30 REM : >DK
40 REM : >EA
50 REM : >EB
60 REM : CLAUDE LE MOULLEC : >VA
70 REM : >ED
80 REM : >EE
90 REM : >EF
100 REM : >KB
110 REM ::::::::::: >XR
120 GOTO 3110 >EF
130 REM ::::::::::: >XU
140 REM : >KF
150 REM : variable de base : >VP
160 REM : >KH
170 REM ::::::::::: >XY
180 DEF FN po(x,y)=&C000+(y-1)*80+( >BZ
x-1)*2
190 CALL &BFFF:BORDER 1:INK 0,0:INK >QQ
1,26:INK 2,6:INK 3,9:CLS:BORDER 0
200 tr$=CHR$(22)+CHR$(1) >RE
210 nr$=CHR$(22)+CHR$(0) >RY
220 bo$=CHR$(253)+CHR$(32) >UM
230 fl$=CHR$(252)+CHR$(32) >UN
240 sc=0:ta=1:rec=0:vie=3:av=0 >ZW
250 epe=1:fin=0:tl=10:temps=12 >ZW
260 ENT 1,15,-1,3:ENV 1,15,-1,3 >WA

```

# PROGRAMMES

```

270 ENT 2,200,20,5:ENT 3,100,-50,3 >ZQ 0:y=INT(RND*224)+166:PLOT x,y,1:NEX
T
280 REM :::::::::::::::::::: >EK 530 PEN 3:LOCATE 32,3:PRINT CHR$(25 >MD
:: 5):LOCATE 32,4:PRINT CHR$(254)
290 REM : >LK 540 CALL &9C60 >LD
: 550 REM :::::::::::::::::::: >EK
300 REM : dessin de base >UD ::
: 560 REM : >LK
310 REM : >LC :
: 570 REM : routine principale >ZV
320 REM :::::::::::::::::::: >EE :
:: 580 REM : >MB
330 WINDOW #1,1,40,22,25:CLS #1 >XJ :
340 PEN 2:LOCATE 4,23:PRINT"sc >ZC 590 REM :::::::::::::::::::: >EP
22 vi 3 ta":LOCATE 4, ::
24:PRINT"hi 22 ti 600 RESTORE 3100:GOSUB 2960 >VR
me" 610 EVERY 600,2 GOSUB 2910 >TJ
350 PEN 1:LOCATE 7,23:PRINT "00000" >EW 620 CALL &A019,&C478,&9BC3 >TX
:LOCATE 7,24:PRINT "00000" 630 IF fin=1 THEN 2410 >PU
360 GOSUB 2560:GOSUB 2570:GOSUB 258 >DR 640 IF INKEY(da)=0 AND epe=1 THEN 7 >CY
0 60 650 IF INKEY(ht)=0 AND epe=1 THEN 1 >DG
370 PLOT 44,12,1:DRAW 44,52:DRAW 19 >FY 280 660 IF INKEY(fe)=0 AND epe=1 THEN 1 >DE
6,52:DRAW 196,12:DRAW 44,12 >GU 010
380 PLOT 428,12:DRAW 428,52:DRAW 59 >GU 670 IF INKEY(ga)=0 AND .epe=0 THEN 8 >CF
6,52:DRAW 596,12:DRAW 428,12 70
390 FOR h=12 TO 52:PLOT 208,h:DRAW >QA 70 680 IF el>0 THEN el=el-1 >RV
416,h:NEXT h: 690 st=st+1:IF st<t1 THEN 630 >XK
400 PEN 3:LOCATE 20,23:PRINT tr$;"L >RN 700 st=0:GOSUB 1490:GOTO 630 >WR
E":LOCATE 17,24:PRINT "TERRATOR" >EH
410 LOCATE 1,10:PRINT tr$:add=&9D00 >DJ ::
720 REM : >LH
420 FOR g=17 TO 20:FOR h=1 TO 40 >XW 730 REM : avance du guerrier >YW
430 a=PEEK(add):IF a=0 THEN 480 >YJ :
440 IF a=1 THEN PEN 3:LOCATE h,g:PR >WQ 740 REM : >LK
INT CHR$(201):PEN 1:LOCATE h,g:PRIN 750 REM :::::::::::::::::::: >EM
T CHR$(204):GOTO 480 :
450 IF a=2 THEN PEN 3:LOCATE h,g:PR >HE 760 SOUND 1,20,1:CALL &A019,&C478,& >FN
INT CHR$(202):PEN 1:LOCATE h,g:PRIN 9BC3
T CHR$(205) 770 FOR t=1 TO 50:NEXT:CALL &A050 >AN
460 IF a=3 THEN PEN 3:LOCATE h,g:PR >CC 780 CALL &A019,&C478,&9B00 >TF
INT CHR$(143):PEN 1:LOCATE h,g:PRIN 790 FOR t=1 TO 50:NEXT:CALL &A050 >AQ
T CHR$(206):PEN 0:LOCATE h,g:PRINT >TF
CHR$(226):GOTO 480 800 IF el<20 THEN el=el+2 >ZD
470 IF a=4 THEN PEN 3:LOCATE h,g:PR >CT 810 av=av+1:GOSUB 1490:GOTO 630 >ZD
INT CHR$(143):PEN 1:LOCATE h,g:PRIN 820 REM :::::::::::::::::::: >EK
T CHR$(211):PEN 0:LOCATE h,g:PRINT 830 REM : >LK
CHR$(210):GOTO 480 :
480 add=add+1:NEXT h,g >RF 840 REM : recul du guerrier >XK
490 PEN 2:FOR h=1 TO 40:LOCATE h,1: >ME 850 REM : >MB
PRINT CHR$(131):LOCATE h,21:PRINT C 860 REM :::::::::::::::::::: >EP
HR$(131):NEXT :
500 FOR h=2 TO 20:LOCATE 1,h:PRINT >DQ 870 CALL &A019,&C478,&9B41 >TL
CHR$(133):LOCATE 40,h:PRINT CHR$(13 880 FOR h=1 TO 10 >CH
8):NEXT >TN
510 LOCATE 1,1:PRINT CHR$(135):LOCA >JQ 890 CALL &A019,&C478,&9B41 870 >TN
TE 40,1:PRINT CHR$(139):LOCATE 10,1 900 FOR t=1 TO 50:NEXT:CALL &A070 >AK
0:PRINT nr$ >TL
520 FOR h=1 TO 100:x=INT(RND*620)+1 >XE 910 CALL &A019,&C478,&9B82 >TL
920 FOR t=1 TO 50:NEXT:CALL &A070 >AM
930 LOCATE h+2,16:PRINT CHR$(32):LO >QB
CATE h+3,16:PEN 2:PRINT CHR$(212)
940 NEXT:epe=1 >ED
950 IF fi=1 THEN RETURN ELSE GOTO 6 >DG
20
960 REM :::::::::::::::::::: >EQ
::
970 REM : >ME
:
980 REM : l'eepe tourne >MD
:
990 REM : >MG
:
1000 REM :::::::::::::::::::: >FH
:::
1010 CALL &A019,&C478,&9B00 >UM
1020 PEN 0:LOCATE 14,15:PRINT tr$+C >ZM
HR$(209)+CHR$(8)+CHR$(10)+CHR$(209)
+nr$
1030 SOUND 1,600,20,7,0,3:PEN 2:FOR >JF
h=1 TO 20
1040 LOCATE 15,15:PRINT CHR$(203):L >HQ
OCATE 15,15:PRINT CHR$(207)
1050 NEXT:LOCATE 15,15:PRINT CHR$(3 >FK
2)
1060 CALL &A019,&C478,&9B00 1000 >UT
1070 feu=1:GOSUB 1490:feu=0:GOTO 63 >EJ
0
1080 REM :::::::::::::::::::: >FR
:::
1090 REM : >TF
:
1100 REM : envoi de l'eepe >NY
:
1110 REM : >RJ
:
1120 REM :::::::::::::::::::: >FL
:::
1130 PEN 0:LOCATE 14,15:PRINT tr$+C >ZP
HR$(209)+CHR$(8)+CHR$(10)+CHR$(209)
+nr$
1140 SOUND 1,200,100,7,0,2 >TT
1150 PEN 2:RESTORE 1220:FOR h=15 TO >KG
4 STEP -1
1160 CALL &A019,wc,&9C10:wc=wc+2 >ZG
1170 CALL &A019,wc,&9E00 >RG
1180 READ ha:FOR g=1 TO 5 >RM
1190 LOCATE h,ha:PRINT CHR$(203):LO >QV
CATE h,ha:PRINT CHR$(207):NEXT g
1200 LOCATE h,ha:PRINT CHR$(32) >ZR
1210 NEXT h:PEN 2:LOCATE 3,16:PRINT >FC
CHR$(212):epe=0:RETURN
1220 DATA 15,14,13,12,12,12,12,1 >JM

```

# PROGRAMMES

## JOUEZ, CRÉEZ, APPRENEZ LA MUSIQUE AVEC LE SYNTHÉTISEUR MUSICAL T.M.P.I.

12 VOIES STEREO pour CPC 464, 664, 6128.

**1350F** (OPTIONNEL)



**NUMERO VERT**  
05 40 44 17  
APPEL GRATUIT

**980F** DISQ

DISPONIBLES CHEZ VOTRE REVENDEUR - VENTE DIRECTE PAR CORRESPONDANCE  
PORT GRATUIT

**T.M.P.I.**

LE NUMÉRO 1 DU SON INFORMATIQUE  
TECHNI-MUSIQUE & PAROLE INFORMATIQUE

rue Fontaine-du-Bac 63000 Clermont-Ferrand

2,12,13,14	:	1660 RETURN	>FG
1230 REM :::::::::::::::::::: >FN	1470 REM :	1670 ta=ta+1:GOSUB 2560:sc=sc+500:G >BV	
:::	:	OSUB 2590:pas=0:t1=5	
1240 REM :	>TC	1680 PEN 1:LOCATE 38,15:PRINT f1\$:m >RW	
:	:	x=38:RETURN	
1250 REM : le guerrier saute >YH	1490 ON ta GOTO 1500,1540,1610,1700 >HF	1690 REM **** tab 4 LA FLECHE **** >XD	
:	,1800,1870,2010,2050,2140,2330		
1260 REM :	>TE	1700 mx=mx-1:PEN 1:LOCATE mx,15:PRI >KU	
:	1500 REM **** tab 1 RIEN **** >UN	NT f1\$	
1270 REM :::::::::::::::::::: >FT	1510 IF av<39 THEN RETURN ELSE 1520 >BZ	1710 IF mx>15 THEN RETURN >UN	
:::	1520 av=0:ta=ta+1:GOSUB 2560:sc=sc+ >UB	1720 IF mx=15 AND feu=1 THEN 1760 >YY	
1280 SOUND 1,200,45,15,1,1 >TF	100:GOSUB 2590	1730 IF mx=14 AND feu=1 THEN 1760 >YY	
1290 IF e1<4 THEN 1380 >PX	1530 PEN 0:LOCATE 38,17:PRINT CHR\$( >JT	1740 IF mx=13 THEN fin=1 >RR	
1300 sau=1:CALL &A019,&C478,&9C10 >ZB	143)+CHR\$(143):PEN 1:RETURN	1750 RETURN >FG	
1310 CALL &A019, FN po(13,14),&9B00 >ZJ	1540 REM **** tab 2 UN TROU **** >WA	1760 LOCATE mx,16:PRINT " ":pas=pas >PP	
1320 FOR h=1 TO 4:CALL &A050: >VB	1550 IF av>78 THEN av=0:GOTO 1580 >ZE	+1:mx=38:CALL &A019,&C478,&9BC3	
1330 GOSUB 1490:CALL &A050:NEXT h >AB	1560 IF sau=1 THEN RETURN >UG	1770 IF pas=5 THEN 1780 ELSE RETURN >CM	
1340 CALL &A019, FN po(13,14),&9C10: >JG	1570 IF TEST(208,142)=1 THEN RETURN >YZ		
av=av+4	ELSE fin=1:RETURN	1780 ta=ta+1:GOSUB 2560:sc=sc+600:G >HT	
1350 CALL &A019,&C478,&9B00 >UV	1580 ta=ta+1:GOSUB 2560:sc=sc+200 : >MG	OSUB 2590:pas=0:CALL &9C7E	
1360 sau=0:e1=0:GOSUB 1490:GOTO 630 >CH	GOSUB 2590	1790 PEN 0:LOCATE 38,17:PRINT CHR\$( >JB	
	1590 POKE &9C85,8:CALL &9C7E:POKE & >JU	143)+CHR\$(143):PEN 1:RETURN	
1370 REM ::::: saut sans elan :: >CA	9C85,32	1800 REM **** tab 5 UN TROU **** >WW	
:::	1600 PEN 2:LOCATE 38,16:PRINT bo\$:m >RN		
1380 CALL &A019,&C478,&9C10 >UA	x=38:RETURN	1810 IF av>78 THEN 1840 >QH	
1390 CALL &A019, FN po(13,14),&9BC3 >AH	1610 REM **** tab 3 UN BOULET *** >YL	1820 IF sau=1 THEN RETURN >UF	
1400 GOSUB 1490:FOR t=1 TO 100:NEXT >BG	*	1830 IF TEST(208,142)=1 THEN RETURN >YY	
	1620 mx=mx-1:IF mx=2 THEN LOCATE mx >UD	ELSE fin=1:RETURN	
1410 CALL &A019, FN po(13,14),&9C10 >ZM	,16:PRINT " ":pas=pas+1:IF pas=3 TH	1840 ta=ta+1:GOSUB 2560:sc=sc+200 >BC	
1420 CALL &A019,&C478,&9BC3 >UR	EN 1670 ELSE mx=38	1850 PEN 0:LOCATE 38,17:PRINT CHR\$( >RG	
1430 GOSUB 1490:GOTO 630 >RJ	1630 PEN 2:LOCATE mx,16:PRINT bo\$ >BB	143)+CHR\$(143)	
1440 REM :::::::::::::::::::: >FR		1860 GOSUB 2590:mx=38:RETURN >YV	
:::	1640 IF sau=1 THEN RETURN >UF	1870 REM **** TAB 6 TROU+FLE **** >YM	
1450 REM :	1650 IF mx=13 OR mx=14 THEN fin=1 >ZR		
:		1880 IF TEST(208,142)=0 AND sau=0 T >AF	
1460 REM : les dix tableaux >XG		HEN fin=1:LOCATE mx,15:PRINT " ":R	

# PROGRAMMES

<pre> ETURN 1890 IF TEST(208,142)=0 THEN pas=pa &gt;EH s+1 1900 mx=mx-1:PEN 1:LOCATE mx,15:PRI &gt;KW NT fl\$ 1910 IF mx&gt;15 THEN RETURN &gt;UQ 1920 IF mx=15 AND feu=1 THEN 1960 &gt;YC 1930 IF mx=14 AND feu=1 THEN 1960 &gt;YC 1940 IF mx=13 THEN fin=1 &gt;RU 1950 RETURN &gt;FJ 1960 LOCATE mx,16:PRINT " ":mx=38:C &gt;BN ALL &amp;A019,&amp;C47B,&amp;9BC3 1970 IF pas&gt;4 THEN 1980 ELSE RETURN &gt;CR * 1980 ta=ta+1:GOSUB 2560:sc=sc+600 &gt;BM 1990 GOSUB 2590:av=0:CALL &amp;9C7E:RET &gt;GU URN 2000 REM **** tab 7 RIEN **** &gt;UQ * 2010 IF av&lt;39 THEN RETURN ELSE 2020 &gt;BQ * 2020 av=0:ta=ta+1:GOSUB 2560:sc=sc+ &gt;UX 100:GOSUB 2590 2030 PEN 0:LOCATE 37,17:PRINT CHR\$( &gt;RW 143)+CHR\$(143) 2040 LOCATE 21,17:PRINT CHR\$(143)+C &gt;BW HR\$(143):PEN 1:RETURN 2050 REM **** tab 8 DEUX TROUS *** &gt;ZP * 2060 IF av&gt;78 THEN 2090 &gt;QD 2070 IF sau=1 THEN RETURN &gt;UD 2080 IF TEST(208,142)=1 THEN RETURN &gt;YW ELSE fin=1:RETURN 2090 POKE &amp;9C85,8:CALL &amp;9C7E:POKE &amp; &gt;JP 9C85,32 2100 ta=ta+1:GOSUB 2560:sc=sc+600 &gt;BW 2110 GOSUB 2590:CALL &amp;A019,&amp;C4AB,&amp;9 &gt;EE E00 2120 wc=&amp;C4AB:pas=0:wc1=1:RETURN &gt;CE 2130 REM **** tab 9 WC *** &gt;RA * 2140 wc=wc-1:CALL &amp;A019,wc,&amp;9E00 &gt;ZZ 2150 wc=wc-1:CALL &amp;A019,wc,&amp;9E00 &gt;ZA 2160 IF wc&gt;&amp;C47D THEN RETURN &gt;WJ 2170 IF wc=&amp;C47D AND feu=1 THEN 222 &gt;BW 0 2180 IF wc=&amp;C47C AND feu=1 THEN 222 &gt;BW 0 2190 IF wc=&amp;C47B AND feu=1 THEN 222 &gt;BW 0 2200 IF wc&lt;&amp;C47B THEN fin=1 &gt;UZ 2210 RETURN &gt;EJ 2220 GOSUB 1130:pas=pas+1 &gt;UK 2230 IF pas=4 THEN 2240 ELSE RETURN &gt;BC * 2240 son=0:FOR h=1 TO 10:CALL &amp;A019 &gt;KV ,wc,&amp;9E43 2250 FOR t=1 TO 90:NEXT t:CALL &amp;A01 &gt;LB </pre>	<pre> 9,wc,&amp;9E00 2260 SOUND 1,46+son,3,5:son=son+10 &gt;CV 2270 FOR t=1 TO 90:NEXT t:h:CALL &amp;A &gt;PB 019,wc,&amp;9C10 2280 av=0:ta=ta+1:GOSUB 2560:sc=sc+ &gt;VC 1000:GOSUB 2590 2290 fi=1:GOSUB 870:fi=0 &gt;TC 2300 PEN 0:LOCATE 38,17:PRINT CHR\$( &gt;JN 143)+CHR\$(143):PEN 1:RETURN 2310 REM un os ? TEL 96.38.94.24 (d &gt;FU emande CLAUDE) 2320 REM **** tab 10 UN TROU *** &gt;XY * 2330 IF av&gt;78 THEN gain=1:GOTO 2680 &gt;BH * 2340 IF sau=1 THEN RETURN &gt;UD 2350 IF TEST(208,142)=1 THEN RETURN &gt;YW ELSE fin=1:RETURN 2360 REM :::::::::::::::::::::::::::: &gt;FU ::: 2370 REM : &gt;TH : 2380 REM : VIE -1 &gt;LD : 2390 REM : &gt;TK : 2400 REM :::::::::::::::::::::::::::: &gt;FN ::: 2410 FOR h=1 TO 10:OUT &amp;BC00,2:OUT &gt;QD &amp;BD00,49:FOR t=1 TO 70:NEXT:SOUND 4 ,1500+h*100,20,7,0,0,h:OUT &amp;BC00,2: OUT &amp;BD00,43:FOR t=1 TO 70:NEXT:NEX T h:OUT &amp;BC00,2:OUT &amp;BD00,46 2420 IF wc1=1 THEN CALL &amp;A019,wc,&amp;9 &gt;KZ C10:wc1=0 2430 IF mx&gt;1 THEN PEN 0:LOCATE mx,1 &gt;JL 5:PRINT CHR\$(143):LOCATE mx,16:PRIN T CHR\$(143) 2440 fin=0:vie=vie-1:av=0:epe=1 &gt;AE 2450 IF ta&gt;7 THEN ta=7 ELSE ta=1 &gt;YA 2460 pas=0:tl=15:temps=12:tps=REMAI &gt;KZ N(2) 2470 GOSUB 2560:GOSUB 2570:GOSUB 25 &gt;EA 80 2480 LOCATE 13,15:PRINT " ":LOCAT &gt;XB E 13,16:PRINT " " 2490 IF vie&lt;1 THEN 2680 &gt;QF 2500 CALL &amp;9C7E:RESTORE 3080:GOSUB &gt;RJ 2960:GOTO 610 2510 REM :::::::::::::::::::::::::::: &gt;FQ ::: 2520 REM : &gt;TE : 2530 REM : gestion des scores &gt;ZX : 2540 REM : &gt;TG : 2550 REM :::::::::::::::::::::::::::: &gt;FV </pre>	<pre> ::: 2560 LOCATE 10,10:PRINT nr\$:PEN 1: &gt;AB LOCATE 35,23:PRINT USING "###";ta:RE TURN 2570 LOCATE 10,10:PRINT nr\$:PEN 1: &gt;AW LOCATE 31,23:PRINT USING "#";vie:RE TURN 2580 PEN 3:LOCATE 32,24:PRINT CHR\$( &gt;CE 216)+CHR\$(216):PEN 1:LOCATE 34,24:P RINT CHR\$(216)+CHR\$(216)+CHR\$(216)+ CHR\$(216):RETURN 2590 IF sc&lt;1000 THEN LOCATE 9,23:PR &gt;YM INT nr\$;" ":LOCATE 8,23:PEN 1:PRI NT tr\$;sc,nr\$:RETURN 2600 IF sc&gt;999 THEN LOCATE 8,23:PRI &gt;YK NT nr\$;" ":LOCATE 7,23:PEN 1:PRI NT tr\$;sc,nr\$:RETURN 2610 IF rec&lt;1000 THEN LOCATE 9,24:P &gt;BV RINT nr\$;" ":LOCATE 8,24:PEN 1:PR INT tr\$;rec,nr\$:RETURN 2620 IF rec&gt;999 THEN LOCATE 8,24:PR &gt;BC INT nr\$;" ":LOCATE 7,24:PEN 1:PR INT tr\$;rec,nr\$:RETURN 2630 REM :::::::::::::::::::::::::::: &gt;FU ::: 2640 REM : &gt;TH : 2650 REM : perdu/gagne &gt;TJ : 2660 REM : &gt;TK : 2670 REM :::::::::::::::::::::::::::: &gt;FY ::: 2680 PRINT tr\$:fin=0 &gt;PX 2690 WINDOW #2,12,29,8,14:PAPER #2, &gt;JW 1:CLS #2 2700 WINDOW #3,13,28,9,13:PAPER #3, &gt;JR 2:CLS #3 2710 IF gain=1 THEN PEN 3:LOCATE 15 &gt;DM ,10:PRINT"YOU HAVE WIND":gain=0:GOT O 2730 2720 PEN 3:LOCATE 15,10:PRINT"RUN A &gt;NJ RBORED" 2730 LOCATE 13,12:PRINT"TRY AGAIN? &gt;QN (Y/N)";nr\$ 2740 FOR h=1 TO 30:SOUND 1,46+(h*10 &gt;MB ),3,5:NEXT 2750 IF sc&gt;rec THEN rec=sc:GOSUB 26 &gt;EH 10 2760 sc=0:LOCATE 7,23:PEN 1:PRINT"0 &gt;HL 0000" 2770 q\$=INKEY\$:IF q\$="" THEN 2770 &gt;ZD 2780 q\$=UPPER\$(q\$):IF q\$="Y" THEN 2 &gt;EL 810 2790 IF q\$="N" THEN RESTORE 3090:60 &gt;PA SUB 2960:END 2800 GOTO 2770 &gt;ND 2810 RESTORE 3090:GOSUB 2960 &gt;WB </pre>
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# PROGRAMMES

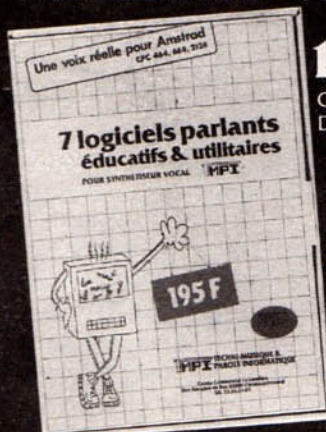
```

2820 PAPER #2,0:CLS #2:ta=1:vie=3:6 >NH 3000 REM :::::::::::::::::::: >FK 3170 IF T$="3" THEN GOTO 3280 >VG
OSUB 2560:GOSUB 2570:GOSUB 2580 ::: 3180 T$="":GOTO 3110 >NL
2830 FOR H=1 TO 15:X=INT(RND*256)+1 >DA 3010 tempo=12:note=1:WHILE note<>0 >EB 3190 MODE 1:LOCATE 16,1:PEN 1:PRINT >RF
92 3020 READ note,duree >QD "LE TERRATOR":PEN 2:LOCATE 16,2:PRI
2840 y=INT(RND*96)+160:PLOT x,y,1:N >HA 3030 SOUND 49,note/2,INT(tempo/2*du >VP NT"-----"
EXT ree*0.8334),15 3200 PEN 3:LOCATE 1,4:PRINT" Le >UY
2850 CALL &9C7E:av=0:pas=0:GOTO 600 >CC 3040 SOUND 42,note,INT(tempo*duree* >QA TERRATOR est un pont entre le mo
0.8334),15 3050 SOUND 28,note/3,INT(tempo/2*du >VP nde des morts et celui des vivants.
2860 REM :::::::::::::::::::: >FZ 3060 WEND >JD A vous de savoir si vous le franch
:: 3070 FOR t=1 TO 1000:NEXT t:CALL &B >NC irez."
2870 REM : >UC 3080 DATA 478,1,426,1,379,2,319,2,3 >JH 3210 LOCATE 1,7:PRINT" Il vous >XG
: sera difficile d'arriver sain et
2880 REM : temps -1 >NQ 19,2,478,1,426,1,379,2,319,2,319,2, >JH sera difficile d'arriver sain et
: st pas tout a fait impossible."
2890 REM : >UE 478,1,426,1,379,2,319,2,358,2,506,2 >JH 3220 LOCATE 1,10:PRINT" Vous n' >HF
: avez que trois vies pour reussir
2900 REM :::::::::::::::::::: >FU 3090 DATA 478,2,319,1,358,1,379,2,4 >WC a vous en sortir.Il vous faudra ev
:: iter tous les pieges mortels qui se
2910 DI:LOCATE 2,2:PRINT CHR$(7):te >FH 78,2,284,1,319,1,358,2,478,2,253,1, >WC dresseront devant vous."
mps=temps-1:IF INT(temps/2)=temps/2 284,1,319,2,239,2,478,2,319,1,358,1 >WC 3230 LOCATE 1,14:PRINT" Il vous >VE
THEN GOTO 2930 ELSE 2920 ,379,2,478,2,284,1,319,1,358,2,478, >WC faudra aussi combattre a l'epe l
2920 PEN 0:LOCATE 32+((temps-1)/2), >VC 2,253,1,284,1,319,2,239,2,0,0 >WC ignoble WC ultime rempart entre vo
24:PRINT tr$;CHR$(138);nr$:GOTO 295 >VC us et la victoire."
0 3100 DATA 478,2,426,1,358,1,379,1,4 >WV 3240 LOCATE 1,17:PRINT" Attenti >XL
2930 PEN 0:LOCATE 32+(temps/2),24:P >CN 26,1,319,2,319,2,319,1,284,1,379,1, >XL on pour que votre saut soit efficac
RINT tr$;CHR$(133);nr$ 358,1,426,2,426,2,426,1,358,1,379,1 >XL e il vous faudra de l'elan.Les fl
2940 IF temps=0 THEN fin=1 >UV 1,426,1,478,1,239,1,253,1,284,1,319, >XL eches et l'ignoble WC se combattent
2950 EI:RETURN >GJ 1,358,1,379,1,426,1,478,1,0,0 >AZ a l'epe.(FIRE ou COPY)"
2960 REM :::::::::::::::::::: >FA 3110 PEN 1:t$="":WHILE INKEY$<>"":W >AZ 3250 LOCATE 15,22:PEN 1:PRINT"BONNE >MD
:: ICK [3]-CURSEUR " CHANCE"
2970 REM : >UD 3120 WHILE T$="":B$=LEFT$(A$,1) >YN 3260 GOTO 3110 >MD
: 3130 LOCATE 1,25:PRINT A$ >TH 3270 ga=74:da=75:ht=72:fe=76:GOTO 1 >FD
2980 REM : intermedes musicaux >BU 3140 T$=INKEY$:A$=RIGHT$(A$,LEN(A$) >FD 80
: -1)+B$:WEND 3280 ga=8:da=1:ht=0:fe=9:GOTO 180 >BB
2990 REM : >UF 3150 IF T$="1" THEN GOTO 3190 >VC 3290 END >ZC
: 3160 IF T$="2" THEN GOTO 3270 >VD

```

## LE SEUL SYNTHETISEUR VOCAL PARLANT VRAIMENT FRANÇAIS

POUR CPC  
464, 664,  
6128



**195 F**

CASS.  
DISQ.

**NUMERO VERT**  
05 40 44 17

APPEL GRATUIT



**110 F**  
AMPLIFICATEUR  
(OPTIONNEL)

SYNTHETISEUR VOCAL

pour Amstrad CPC 464 CPC 664 CPC 6128

TECHNI-MUSIQUE

Créer commercial - 63000 CLERMONT-FERRAND

71 24 21 04

**545 F**

CASS.  
DISQ.

DISPONIBLES CHEZ VOTRE REVENDEUR  
VENTE DIRECTE PAR CORRESPONDANCE  
PORT GRATUIT POUR ACHAT SUPÉRIEUR A 500 F.

**LE NUMÉRO 1 DU SON INFORMATIQUE**  
**TECHNI-MUSIQUE & PAROLE INFORMATIQUE**

rue Fontaine-du-Bac 63000 Clermont-Ferrand

**MPI**