

3D MORPION

Dans un cube à quatre étages, "alignez-vous" contre la malice de votre machine.

Remi LANGE

Mode d'emploi :

Dans un cube à quatre niveaux, tentez d'aligner quatre pions suivant les diagonales, verticales et horizontales. Il vous suffit pour cela, de rentrer les coordonnées de la case à jouer.

```

1000 '*****
1010 '*
1020 '* 3D MORPION *
1030 '*
1040 '*KEY 1985 Remi LANGE*
1050 '*
1060 '*****
1070 '
1080 '
1090 '-----
1100 ' INITIALISATIONS
1110 '-----
1120 '
1130 MODE 1:INK 0,0:INK 1,6:
INK 2,11
1140 INK 3,26:BORDER 0:PAPER
0
1150 ORIGIN 32,16,32,496,0,3
68
1160 WINDOW 1,40,1,1
1170 WINDOW#1,3,34,3,25
1180 WINDOW#2,35,40,4,25
1190 PEN 3:PEN#3,3
1200 PAPER#1,0:PAPER#3,0
1210 DEFINT a-z:DEFREAL m,s
1220 ENV 1,15,-1,4
1230 ENV 2,1,0,10,15,-1,6
1240 GOSUB 1520:GOSUB 2000
1250 GOSUB 2330
1260 GOSUB 2980
1270 FOR i=0 TO 63:POKE (&70
00+i),0: NEXT
1280 PRINT TAB(7) "Vous comm
encez (O/N) ?"
1290 SOUND 2,20,-1,15,1
1300 k$="":WHILE k$<>"O"AND
k$<>"N"
1310 k$=UPPER$(INKEY$):WEND
1320 CLS
1330 IF k$="O"THEN o=0:GOTO
1450
1340 '
1350 '-----
1360 ' BOUCLE PRINCIPALE
1370 '-----
1380 '
1390 IF n=0 THEN RANDOMIZE T
IME:t=-3*(RND>0.5)-12*(RND>0
.5)-48*(RND>0.5):GOSUB 2880:
n=1:GOTO 1440
1400 GOSUB 2760
1410 IF n>=64 OR (MX=0 AND M
N=0) THEN 3580
1420 IF MN<-100000000 THEN 3
720
1430 IF MX>100000000 THEN 38
70
1440 o=1
1450 p=0:GOSUB 3260
1460 GOTO 1390
1470 '
1480 '-----
1490 'CARACTERES GRAPHIQUES
1500 '-----
1510 '
1520 RESTORE 1600
1530 FOR z=252 TO 255
1540 PRINT CHR$(25)CHR$(z);
1550 FOR z1=1 TO 8
1560 READ x:PRINT CHR$(x);
1570 NEXT z1,z
1580 RETURN
1590 '
1600 DATA &x00000111
1610 DATA &x00011111
1620 DATA &x01111100
1630 DATA &x11110000
1640 DATA &x11111000
1650 DATA &x01111111
1660 DATA &x00011111
1670 DATA &x00000000
1680 '
1690 DATA &x11111100
1700 DATA &x11111110
1710 DATA &x00011111
1720 DATA &x00001111
1730 DATA &x00111110
1740 DATA &x11111000
1750 DATA &x11100000
1760 DATA &x00000000
1770 '
1780 DATA &x00000110
1790 DATA &x00000110
1800 DATA &x00000011
1810 DATA &x00000011
1820 DATA &x00011111
1830 DATA &x01111001
1840 DATA &x11100000
1850 DATA &x00000000
1860 '
1870 DATA &x00000011
1880 DATA &x00001111
1890 DATA &x00111100
1900 DATA &x11110000
1910 DATA &x10000000
1920 DATA &x10000000
1930 DATA &x11000000
1940 DATA &x00000000
1950 '
1960 '-----
1970 ' TITRE
1980 '-----
1990 '
2000 PEN#2,1:PAPER#2,0:CLS#2
2010 RESTORE 2070
2020 READ d$:WHILE d$<>"FIN"
2030 PRINT#2,CHR$(VAL("&8"+d
$));
2040 READ d$
2050 WEND:RETURN
2060 '
2070 DATA 0,0,0,0,0,0
2080 DATA 6,3,4,A,3,3
2090 DATA 0,8,1,A,0,A
2100 DATA 0,0,5,A,0,A
2110 DATA 9,C,1,A,C,6
2120 DATA 0,0,0,0,0,0
2130 DATA 0,8,5,8,3,9
2140 DATA 7,6,5,A,0,A
2150 DATA 5,1,5,A,0,A
2160 DATA 5,0,5,2,C,6
2170 DATA 0,0,0,0,0,0
2180 DATA 7,3,4,A,3,3
2190 DATA 5,0,5,A,0,A
2200 DATA 7,7,0,A,3,1
2210 DATA 5,2,4,A,0,0
2220 DATA 0,0,0,0,0,0
2230 DATA 5,6,9,A,4,A
2240 DATA 5,5,A,9,A
2250 DATA 5,5,A,2,E
2260 DATA 5,9,6,A,0,B
2270 DATA FIN
2280 '
2290 '-----
2300 ' ROUTINE L M
2310 '-----
2320 '
2330 RESTORE 2410
2340 MEMORY &EFFF
2350 ad=&8000:READ d$
2360 WHILE d$<>"FIN"
2370 POKE ad,VAL("&"+d$)
2380 READ d$:ad=ad+1
2390 WEND:RETURN
2400 '
2410 DATA 00,21,00,70,FD,21,
00,78
2420 DATA 21,00,78,06,15,36,
00,23
2430 DATA 10,FB,16,04,1E,04,
21,04
2440 DATA 00,7A,43,4D,CD,C0,
80,20
2450 DATA FB,CD,
DA,80,7B,45,4A,CD

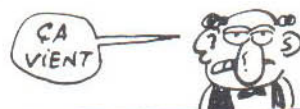
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2460 DATA C0,80,20,F8,CD,DA,
80,7D
2470 DATA 42,4E,CD,C0,80,20,
F8,CD
2480 DATA DA,80,1D,20,D9,7A,
45,4D
2490 DATA CD,C0,80,20,F8,CD,
DA,80
2500 DATA 1E,01,7A,43,4D,1C,
CD,C0
2510 DATA 80,20,F7,CD,DA,80,
1E,01
2520 DATA 7B,42,4D,1C,CD,C0,
80,20
2530 DATA F7,CD,DA,80,7D,42,
4D,CD
2540 DATA C0,80,20,F8,CD,DA,
80,1E
2550 DATA 01,7D,43,4A,1C,CD,
C0,80
2560 DATA 20,F7,CD,DA,80,7D,
45,4A
2570 DATA CD,C0,80,20,F8,CD,
DA,80
2580 DATA 15,20,89,7D,45,4D,
CD,C0
2590 DATA 80,20,F8,CD,DA,80,
1E,01
2600 DATA 7B,45,4D,1C,CD,C0,
80,20
2610 DATA F7,CD,DA,80,1E,01,
7B,43
2620 DATA 4D,CD,C0,80,20,F8,
CD,DA
2630 DATA 80,1E,01,7D,43,4D,
1C,CD
2640 DATA C0,80,20,F7,CD,DA,
80,C9
2650 DATA F5,79,3D,87,87,87,
87,05
2660 DATA 80,80,80,80,47,F1,
3D,80
2670 DATA 32,D5,80,DD,7E,00,
84,67
2680 DATA 2D,C9,7C,32,E0,80,
FD,34
2690 DATA 00,21,04,00,C9
2700 DATA FIN
2710 /
2720 /-----
2730 / JEU DE LA MACHINE
2740 /-----
2750 /
2760 MX=-1E+10:MN=1E+10:t=0
2770 FOR a=0 TO 63
2780 IF PEEK(&7000+a)<>0 THEN
N 2850
2790 POKE &7000+a,1
2800 CALL &8000
2810 s=PEEK(&7801)+100*PEEK(
&7802)+10000*PEEK(&7803)+1E+
10*PEEK(&7804)-10*PEEK(&7805
)-1000*PEEK(&780A)-100000*PE
EK(&780F)-1E+10*PEEK(&7814)
2820 IF s>MX THEN MX=s:t=a
2830 IF s<MN THEN MN=s
2840 POKE &7000+a,0
2850 NEXT
2860 IF MN<-100000000 THEN R
ETURN
2870 IF MN=0 AND MX=0 THEN R
ETURN
2880 POKE &7000+t,1
2890 LOCATE#1,(t AND &C)+2*(
t\16)+4, 21-5*(t AND 3)-(t\1
6)
2900 PEN#1,1
2910 PRINT#1,CHR$(22)CHR$(1)
CHR$(252) CHR$(253)CH
R$(22)CHR$(0);
2920 RETURN
2930 /
2940 /-----
2950 / TRACE DU TERRAIN
2960 /-----
2970 /
2980 CLG
2990 PRINT CHR$(23)CHR$(3)
3000 WINDOW SWAP 0,1:TAG
3010 FOR i=0 TO 3
3020 FOR j=0 TO 4
3030 MOVE 64*j+16,80*i+8:DRA
WR 0,8,2: DRAW 128,64
3040 IF j=4 THEN DRAW 0,-8:
DRAW -128,-64
3050 PLOT 32*j+16,80*i+16*j+
16
3060 DRAW 256,0:DRAW 0,-8
3070 IF j=0 THEN DRAW -256,
0:DRAW 0,8: MOVER -16,4:PLO
TR 600,0,3: MOVER -600,0:PRI
NT CHR$(85+i);
3080 NEXT j,i
3090 MOVE 280,24:PLOTR 600,0
,3: MOVER -600,3:PRINT"1";
3100 MOVER 18,16:PRINT"2";
3110 MOVER 18,16:PRINT"3";
3120 MOVER 18,16:PRINT"4";
3130 TAGOFF
3140 PEN 3
3150 PRINT CHR$(22)CHR$(1);
3160 LOCATE 3,22:PRINT"A B
C D
3170 WINDOW SWAP 0,1
3180 PRINT CHR$(22)CHR$(0)
3190 FOR i=0 TO 63:POKE &700
0+i,0:NEXT
3200 RETURN
3210 /
3220 /-----
3230 / SAISIE DU COUP DU
JOUEUR
3240 /-----
3250 /
3260 IF a<>0 THEN EVERY 15,1
GOSUB 3500
3270 PRINT TAB(7)"Du jouez v
ous ? ---
3280 SOUND 2,15,-1,15,1
3290 x=23
3300 a=0:b=0:c=0
3310 k$="":WHILE k$=""
3320 k$=UPPER$(INKEY$):WEND
3330 IF k$=CHR$(&7F) THEN 327
0
3340 i=ASC(k$)
3350 IF i>=85 AND i<=88 AND
a=0 THEN a=i-84:LOCATE x,1:P
RINT k$:SOUND 130,20,-1,15,1
:x=x+1
3360 IF i>=65 AND i<=68 AND
b=0 THEN b=i-64:LOCA
TE x,1:PRINT k$:SOUND
130,20,-1,15,1:x=x+1
3370 IF i>=49 AND i<=52 AND
c=0 THEN c=i-48:LOCA
TE x,1:PRINT k$:SOUND
130,20,-1,15,1:x=x+1
3380 IF a=0 OR b=0 OR c=0 TH
EN 3310
3390 t1=a+4*b+16*c-21
3400 IF PEEK(&7000+t1) THEN
PRINT TAB(8) "Case deja
occupee!!!":SOUND 130,
2110,-1,15,2:WHILE SQ(2)<>4
:WEND: GOTO 3270
3410 POKE &7000+t1,5
3420 i=REMAIN(1)
3430 IF a<>0 AND p=0 THEN GO
SUB 3500
3440 LOCATE#1,(t1 AND &C)+2*(
t1\16)+4, 21-5*(t1 AN
D 3)-(t1\16)
3450 PEN#1,3
3460 PRINT#1,CHR$(22)CHR$(1)
CHR$(254) CHR$(255)CH
R$(22)CHR$(0)
3470 CLS
3480 n=n+1:RETURN
3490 /
3500 IF p THEN PEN #1,2:PRIN
T#1,CHR$(8) CHR$(8)"__"
;:ELSE PEN#1,1:PRINT#1,
CHR$(8)CHR$(8)CHR$(22)CHR$(
1)CHR$(252)CHR$(253)C
HR$(22)CHR$(0);
3510 p=1-p:RETURN
3520 /
3530 /
3540 /-----
3550 / PARTIE NULLE
3560 /-----
3570 /
3580 PRINT TAB(14)"Partie nu
lle...
3590 RESTORE 3650
3600 READ n:WHILE n<>0
3610 IF( SQ(2)AND 7)<>0 THEN
SOUND 2,n,30,15,1 ELSE 3610
3620 READ n:WEND
3630 WHILE (SQ(2)AND 7)<>4:W
END
3640 GOTO 4030
3650 DATA 30,24,20,15,20,24,
30,40,32
3660 DATA 30,0
3670 /
3680 /-----
3690 / LE JOUEUR A GAGNE
3700 /-----
3710 /
3720 PRINT TAB(9) "Sinceres
felicitations!!!"
3730 RESTORE 3790
3740 READ n:WHILE n<>0:READ
d
3750 IF( SQ(2)AND 7)<>0 THEN
SOUND 2,n,d,15,1 ELSE 3750
3760 READ n:WEND
3770 WHILE (SQ(2)AND 7)<>4:W
END
3780 GOTO 4030
3790 DATA 40,15,40,45,40,15,
30,30
3800 DATA 24,15,20,15,15,45,
30,15

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3D MORPION

```
3810 DATA 40,45,27,15,30,-1,
0
3820 '
3830 '-----
3840 ' LA MACHINE A GAGNE
3850 '-----
3860 '
3870 EVERY 15,1 GOSUB 3500
3880 PRINT TAB(11)"Amicaleme
nt votre...
3890 FOR i=1 TO 2
3900 RESTORE 3960
3910 READ n:WHILE n(>)0:READ
d
3920 IF (SQ(2)AND 7)<>0 THEN
SOUND 2,n,d,15,1 ELSE 3920
3930 READ n:WEND
3940 NEXT
3950 WHILE (SQ(2)AND 7)<>4:W
END
3960 DATA 30,15,30,15,40,15,
27,15
3970 DATA 30,30,40,30,0
3980 '
3990 '-----
4000 ' NOUVELLE PARTIE ?
4010 '-----
4020 '
4030 LOCATE#3,12,3:PRINT#3,
"Pressez une touche"
4040 WHILE INKEY$<>"":WEND
4050 WHILE INKEY$="":WEND
4060 i=REMAIN(1):CLS
4070 GOTO 1260
```