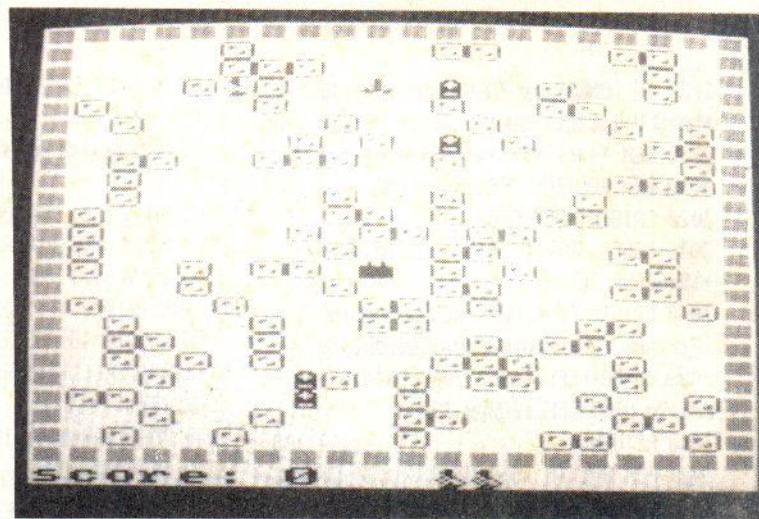


JEU

# ALCA



Pierre LE BORGNE



*Notre ami Alca a une tâche difficile à remplir : en effet, un avion lui a parachuté quatre piles pour que son générateur fonctionne à nouveau. Il doit donc mettre les piles dans le générateur en se frayant un chemin à travers les glaçons qui jalonnent la banquise. Pour corser la difficulté, un horrible monstre vous pourchasse et cherche à vous dévorer.*

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10 _____ >LA 270 MODE 0 >HG 490 FOR i=1 TO 4 >WD
20 _____ >LB 280 '----- >TA 500 x=INT(RND*14)+3 >NW
30 (c)-PIERRE LE BORGNE - >LC 290 '-routine de test ecran - >TB 510 y=INT(RND*19)+3 >ND
40 _____ >LD 300 as%=1 >CD 520 LOCATE x,y:PEN 1:PRINT CHR$(205 >DD
50 _____ >LE 310 screen=100:z%=HEX$(@as%.4):POKE >LK )
60 ===== >LF screen,&CD:POKE screen+1,&60:POKE >NG
70 ---- initialisation ---- >LG screen+2,&BB:POKE screen+3,&32:POKE >RK 530 NEXT i
75 DEFINT a-c,e-z >MR screen+4,VAL("&"+RIGHT$(z%,2)):POK >EE 540 '---- generateur ----
80 DIM h(10) >VA E screen+5,VAL("&"+LEFT$(z%,2)):POK >PH 560 LOCATE x,y:CALL screen:IF as%(<)
90 DIM h$(10) >AA E screen+6,&C9 >TE 32 THEN 550
100 FOR i=1 TO 10 >BD 320 '----- couleur a zero ----- >TD 570 PEN 2:PRINT CHR$(204)
110 h(i)=10:h$(i)="AMSTRAD" >VJ - >TE 580 '---- alca ----- >TD
120 NEXT i >NB 330 INK 0,0:INK 1,0:INK 2,0:INK 3,0 >RA 590 x=INT(RND*16)+2:y=INT(RND*21)+2 >EB
130 SYMBOL AFTER 200 >PN :INK 4,0:INK 5,0:INK 6,0:INK 7,26:P
140 SYMBOL 200,126,129,177,161,133, >MP APER 6:BORDER 0:CLS
141,129,126 >RH 340 '***** >RH 600 LOCATE x,y:CALL screen:IF as%(<) >PG
150 SYMBOL 201,24,24,24,60,90,255,2 >GT 350 '** ** >RJ 32 THEN 590
55,102 >RK 360 '** creation de l'ecran * >RK 610 PEN 3:PRINT CHR$(202) >TY
160 SYMBOL 202,24,56,24,44,82,41,30 >DB >TA 620 a=x:b=y >BC
,60 >TB 370 '** ** >TA 630 GOSUB 650 >HK
170 SYMBOL 203,24,28,24,52,74,148,1 >FJ >TC 380 '***** >TB 640 GOTO 710 >ZE
20,60 >JZ 390 '----- >TC 650 '---- monstre ---- >TB
180 SYMBOL 204,36,36,255,255,255,25 >KA >JZ 400 LOCATE 1,25:PEN 7:PRINT "TABLEA >JZ
5,255,255 U":ta
190 SYMBOL 205,28,54,34,54,62,62,34 >DV >RF 410 '---- glaçon ---- >RF 670 LOCATE x,y:CALL screen:IF as%(<) >PM
,62 >CD 420 FOR i=1 TO 24 >CD 32 THEN 660
200 GOTO 1910 >FA 430 FOR j=1 TO 7 >WB 680 PEN 5:PRINT CHR$(201) >TB
210 d=0.99 >HF 440 x=INT(RND*19)+1 >NC 690 zm=32 >GK
220 pin=2 >HB 450 LOCATE x,i:PEN 0:PRINT CHR$(200 >DG )
230 s=0 >PF 460 NEXT j >NK 700 RETURN >ZC
240 point=0 >CF 470 NEXT i >NK 710 '--- bordure ---- >RJ
250 ta=1 >YC 480 '----- piles ---- >TC 720 PEN 4 >AF
260 pile=4 >RE

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740 LOCATE 1,24:PRINT STRING$(20,CH >LF
R$(233))
750 FOR i=1 TO 24 >CK
760 LOCATE 1,i:PRINT CHR$(233); >ZE
770 LOCATE 20,i:PRINT CHR$(233); >AJ
780 NEXT i >PD
790 PEN 1 >AK
800 '--- commentaire ----- >RJ
810 LOCATE 1,25:PRINT "score:";s >CX
820 FOR i=1 TO pin >LC
830 LOCATE 11+i,25:PRINT CHR$(202); >CA

840 NEXT i >PA
845 'remise des couleurs - >TH
850 INK 0,2:INK 1,0:INK 2,6:INK 3,9 >EQ
:INK 4,16:INK 5,0,12:INK 6,26:PAPER
6:BORDER 1
860 '***** >TE
870 * * >TF
880 * deplacement ALCA * >TG
890 * * >TH
900 '***** >RK
910 IF INKEY(47)<>-1 OR INKEY(76)<> >VU
-1 THEN GOSUB 1110
920 PEN 3 >AG
930 aa=a >YE
940 bb=b >YJ
950 a=a+(INKEY(8)<>-1 OR INKEY(74)<> >UP
>-1)-(INKEY(1)<>-1 OR INKEY(75)<>-1
)
960 b=b+(INKEY(0)<>-1 OR INKEY(72)<> >UF
>-1)-(INKEY(2)<>-1 OR INKEY(73)<>-1
)
970 LOCATE a,b:CALL screen >VN
980 IF (as%<>32 AND as%<>201) OR (a >TG
=aa AND b=bb) THEN a=aa:b=bb:GOTO 1
030
990 IF a>aa THEN PRINT CHR$(203) >ZQ
1000 IF a<aa THEN PRINT CHR$(202) >ZB
1010 IF b<>bb THEN LOCATE a,b:PRINT >MX
CHR$(202)
1020 LOCATE aa,bb:PRINT " " >VL
1030 IF a=x AND b=y THEN 1800 >VL
1040 IF RND>d THEN GOSUB 1630 >WF
1050 GOTO 910 >FB
1060 '***** >XK
1070 * * >YA
1080 * deplacement glacon* >YB
1090 * * >YC
1100 '***** >XE
1110 IF INKEY(0)<>-1 OR INKEY(72)<> >LL
-1 THEN dgx=0:dgy=-1:GOTO 1160
1120 IF INKEY(2)<>-1 OR INKEY(73)<> >XF
-1 THEN dgx=0:dgy=1:GOTO 1160
1130 IF INKEY(8)<>-1 OR INKEY(74)<> >LZ
-1 THEN dgx=-1:dgy=0:GOTO 1160
1140 IF INKEY(1)<>-1 OR INKEY(75)<> >KJ
-1 THEN dgx=1:dgy=0:GOTO 1160
1150 RETURN >FA

1160 gx=a+dgx >RB
1170 gy=b+dgy >RF
1180 LOCATE gx,gy:CALL screen:z=as% >EL

1190 IF z<>200 AND z<>205 THEN RETU >DQ
RN
1200 ENT 1,10,9,1:SOUND 1,10,10,4,, >EL
1,30
1210 LOCATE gx+dgx,gy+dgy:CALL scre >QL
en:z=as%
1220 IF zz=204 AND z=205 THEN 1330 >ZT
1230 IF (zz<>32 AND zz<>201) AND z= >RT
205 THEN RETURN
1240 IF (zz<>32 AND zz<>201) THEN L >JD
OCATE gx,gy:PRINT " ":RETURN
1250 ' >YA
1260 PEN 0*(z=200)-(z=205) >TR
1270 gx=gx+dgx >DB
1280 gy=gy+dgy >DF
1290 LOCATE gx,gy:CALL screen:IF (a >PN
s%<>32 AND as%<>201) THEN RETURN
1300 PRINT CHR$(z) >MH
1310 LOCATE gx-dgx,gy-dgy:PRINT " " >DN

1320 IF gx=x AND gy=y THEN GOSUB 15 >DQ
40
1330 LOCATE gx+dgx,gy+dgy:CALL scre >PN
en:IF as%=204 AND z=205 THEN 1370
1340 IF as%=233 AND z=205 THEN pile >JF
=pile-1
1350 IF point>=pile THEN 1460 >XW
1360 GOTO 1270 >MH
1370 '--- pile placee --- >YD
1380 ENT 1,100,-11,1:SOUND 1,100,10 >CA
,5,,1:SOUND 1,100,10,5,,1
1390 LOCATE gx,gy:PRINT " " >WA
1400 point=point+1 >PE
1410 s=s+10 >TG
1420 LOCATE 1,25:PEN 1:PRINT "score >JZ
:";s
1430 IF point=4 THEN 1480 >TL
1440 IF point>=pile THEN 1470 >XX
1450 RETURN >FD
1460 'toutes piles placees >YD
1470 IF point>=pile THEN point=0:pi >VH
le=4:GOTO 1520
1480 s=s+100 >AD
1490 point=0 >KC
1500 d=d-0.005 >KD
1510 ta=ta+1 >DD
1520 GOTO 330 >EK
1530 'le monstre se fait avoir >YB
1540 ENT 2,100,-1,1:SOUND 2,100,100 >EF
,5,,2
1550 IF zm=205 THEN pile=pile-1 >ZE
1560 IF zm=204 THEN 330 >QG
1570 GOSUB 650 >QD
1580 s=s+1 >MF
1590 LOCATE 1,25:PEN 1:PRINT "score >JH
:";s
1595 PEN 0*(z=200)-(z=205) >TD
1600 RETURN >FA
1610 '***** >YA
1620 * * >YB
1630 * deplacement monstre * >YC
1640 * * >YD
1650 '***** >YE
1660 ENV 1,10,1,1:SOUND 3,100,10,5, >BV
1
1670 xx=x:yy=y >LU
1680 x=x+(x>a)-(x<a) >PE
1690 y=y+(y>b)-(y<b) >PM
1700 LOCATE xx,yy >MF
1710 PEN 0*(zm=200)-(zm=205)-2*(zm= >FU
204)
1720 PRINT CHR$(zm) >NK
1730 LOCATE x,y:CALL screen:zm=as% >DP

1740 PEN 5:PRINT CHR$(201) >UY
1750 IF a=x AND b=y THEN 1800 >VW
1760 RETURN >FH
1770 ' >YH
1780 '** ALCA devore ** >YJ
1790 ' >YK
1800 ENT 2,200,1,1:SOUND 1,0,100,5, >CR
,2
1810 pin=pin-1 >ZK
1820 IF pin<1 THEN 2220 >QU
1830 CLS >AB
1840 point=0 >KB
1850 GOTO 330 >FF
1860 ' >YH
1870 '***** >YJ
1880 '# presentation # >YK
1890 '***** >ZA
1900 ' >YC
1910 MODE 2 >PH
1920 INK 0,0:INK 1,26:BORDER 0:PAPE >QT
R 0:PEN 1:CLS
1930 TAG >ZG
1940 FOR i=1 TO 80 >LR
1950 PLOT 250,400-i,1:PEN 1:PRINT"P >YW
IERRE LE BORGNE";
1960 MOVE 250,402-i:DRAW 400,402-i, >CX
0
1970 NEXT i >WC
1980 TAGOFF >CA
1990 LOCATE 36,9:PRINT"PRESENTE": >CF
2000 RESTORE 2930:PEN 1 >RV
2010 FOR j=1 TO 14 >LC
2020 READ x >RK
2030 READ a,b >EC
2040 MOVE a,b >HA
2050 FOR i=1 TO x >FE
2060 READ a,b >EF
2070 DRAW a,b,1 >VG
2080 NEXT i >VF
2090 NEXT j >VH

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2100 LOCATE 5,25:PRINT"INSTRUCTION >QK
? (o/n)";
2110 x=1 >WF
2120 IF INKEY(34)<>-1 THEN 2520 >XT
2130 IF INKEY(46)<>-1 THEN GOTO 210 >BE

2140 GOSUB 3070 >WK
2150 IF x>25 THEN x=1 >NR
2160 x=x+1 >NA
2170 INK 1,x >YD
2180 GOTO 2120 >MD
2190 ' >YE
2200 '$$ best score $$ >XG
2210 ' >XH
2220 z$=INKEY$:IF z$<>" THEN 2220 >AU
2230 FOR i=1 TO 10 >LB
2240 IF s>h(i) THEN GOTO 2270 ELSE >GF
NEXT i
2250 i=0 >VE
2260 GOTO 2370 >MK
2270 INK 0,1:INK 1,24,1:INK 3,26:PA >UH
PER 0:PEN 1:MODE 0
2280 LOCATE 1,1:PRINT " NOUVEAU ME >BR
ILLEUR SCORE"
2290 LOCATE 1,10:PEN 3:INPUT " ENT >AT
REZ VOTRE NOM ";z$
2300 IF LEN(z$)>10 THEN z$=LEFT$(z$ >FD
,10)
2310 FOR j=10 TO i+1 STEP -1 >UP
2320 h(j)=h(j-1) >BK
2330 h$(j)=h$(j-1) >LB
2340 NEXT j >VF
2350 h(i)=s >UD
2360 h$(i)=z$ >EJ
2370 INK 0,1:INK 1,24:INK 2,24,1:PA >UJ
PER 0:PEN 1:MODE 1
2380 LOCATE 1,1:PRINT "Classement d >RD
es 10 meilleurs scores"
2390 FOR j=1 TO 10 >LK
2400 LOCATE 1-(j<10),3+j:PEN 1:PRIN >KT
T j;"-"
2410 IF i=j THEN PEN 2 ELSE PEN 1 >YV
2420 LOCATE 7,3+j:PRINT h(j) >WJ
2430 LOCATE 17,3+j:PRINT h$(j) >XG
2440 NEXT j >VG
2450 LOCATE 13,25:PEN 1:PRINT"<BARR >PC
E ESPACE>"
2470 IF INKEY(47)<>-1 THEN 200 >WW
2480 GOTO 2470 >NE
2490 ' >YH
2500 '&& instruction && >XK
2510 ' >YA
2520 MODE 1:INK 0,0:INK 1,13:PAPER >ZU
1:PEN 0:BORDER 13:CLS
2530 LOCATE 1,1:PRINT"%%%%%%%%%" >DB
"% ALCA %%%%%%%%%%"
2540 LOCATE 1,7:PRINT "Notre ami AL >UN
CA a une tache difficile a"
2550 PRINT "remplir.En effet,sur la >KV

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banquise ou il"
2560 PRINT "se trouve un avion lui >EW
a parachute"
2570 PRINT "4 piles pour que son ge >ZB
nerateur"
2580 PRINT "d'energie puisse foncti >NE
onner a nouveau."
2590 PRINT "Il doit donc mettre ces >FD
4 piles dans"
2600 PRINT "son generateur.Pour pou >RY
voir les y mettre";
2610 GOSUB 3070 >XB
2620 PRINT "il doit leurs faire un >LB
chemin entre les"
2630 PRINT "glacons qui jonchent la >JZ
banquise.Mais"
2640 PRINT "attention un horrible m >RA
onstre ne pensant";
2650 PRINT "qu'a le devorer le pour >VT
suit."
2660 LOCATE 13,25:PRINT"<BARR ESPA >JH
CE>"
2670 IF INKEY(47)<>-1 THEN 2700 >XH
2680 GOSUB 3070 >XJ
2690 GOTO 2670 >NK
2700 CLS:LOCATE 1,1:PRINT"%%%%%%%%%" >JW
"%%%%%%%%% ALCA %%%%%%%%%%"
2710 LOCATE 5,3:PRINT CHR$(203);"-> >KE
";"ALCA"
2720 LOCATE 5,5:PRINT CHR$(200);"-> >NC
";"GLACON"
2730 LOCATE 5,7:PRINT CHR$(205);"-> >AB
";"PILE:10 points"
2740 LOCATE 5,9:PRINT CHR$(204);"-> >UX
";"GENERATEUR"
2750 GOSUB 3070 >XG
2760 LOCATE 5,11:PRINT CHR$(201);"- >CW
>";"MONSTRE:1 point"
2770 LOCATE 3,13:PRINT "Pour deplac >BU
er ALCA utiliser le joystick"
2780 PRINT "ou le curseur.Pour ianc >GH
er un glacon,"
2790 PRINT "une pile ou casser un g >PF
lacon utiliser en";
2800 PRINT "meme temps qu'une touch >FV
e curseur la"
2810 PRINT "barre d'espace,ou ie jo >DD
ystick avec"
2815 PRINT "le bouton fire." >BY
2820 GOSUB 3070 >XE
2830 PRINT:PRINT "Vous aurez 100 po >UN
ints de bonus a chaque"
2835 PRINT "tableau termine." >DT
2860 LOCATE 13,25:PRINT"<BARR ESPA >JK
CE>"
2870 IF INKEY(47)<>-1 THEN 210 >WB
2880 GOSUB 3070 >YA
2890 GOTO 2870 >PD
2900 ' >YD

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2910 '<><> data presentation <><> >YE
2920 ' >YF
2930 DATA 9,0,48,0,96,152,240,216,2 >XK
40,128,96,88,96,112,128,72,128,40,9
6,0,96
2940 DATA 7,0,48,40,48,40,96,40,48, >BE
72,88,72,128,72,88,88,88
2950 DATA 6,88,96,88,48,128,48,128, >CW
96,128,48,216,216,216,240
2960 DATA 4,136,160,104,160,160,224 >RT
,184,224,136,160
2970 DATA 4,164,200,160,200,160,224 >QH
,160,200,128,160
2980 DATA 14,256,96,264,136,240,136 >DD
,272,240,248,240,192,96,192,48,256,
48,256,96,256,48,264,88,264,136,256
,136,272,192,272,240
2990 DATA 1,192,96,256,96 >RV
3000 DATA 15,320,96,320,48,448,48,4 >VF
48,96,320,96,320,240,392,240,408,20
0,384,200,376,224,344,224,352,144,4
00,144,392,176,416,176,448,96
3010 DATA 2,394,144,392,152,392,176 >AA
3020 DATA 8,408,200,408,176,384,176 >GM
,384,200,384,176,376,200,376,224,37
6,200,346,200
3030 DATA 8,512,96,424,240,496,240, >AR
640,96,600,96,576,128,528,128,552,9
6,512,96
3040 DATA 6,424,240,424,208,512,48, >ER
512,96,512,48,552,48,552,96
3050 DATA 8,552,80,576,80,576,128,5 >MC
76,80,600,48,600,96,600,48,639,48,6
39,96
3060 DATA 9,512,160,544,160,480,224 >UZ
,456,224,504,160,512,160,480,200,48
0,224,480,200,474,200
3065 '----- musique ----- >YG
3070 READ a,b >EH
3080 IF a=-1 THEN RESTORE 3130:GOTO >GD
3070
3090 SOUND 1,a,b/2,5 >NH
3100 SOUND 2,0.5*a,b/2,5 >RC
3110 SOUND 4,0.25*a,b/2,5 >TD
3120 RETURN >EK
3130 DATA 478,50,379,50,358,50,319, >TW
200,0,5,319,50,478,50,379,50,358,50
,319,200,0,5,319,100
3140 DATA 478,50,379,50,358,50,319, >PE
100,379,100,378,100,378,100,426,200
3150 DATA 0,5,426,50,379,50,0,5,379 >GT
,50,426,50,378,150,0,5,378,50
3160 DATA 379,100,319,100,0,5,319,5 >LJ
0,358,150,0,5,358,100,379,50,358,50
,319,100,379,100
3170 DATA 378,100,426,100,478,200,0 >PE
,5,478,50,-1,1

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