SORTILÈGES

AMSTRAD

Heureusement doté de quelques pouvoirs (hishi, waga, sumoa et islev... entre autres), vous voilà à la recherche de votre fiancée, retenue prisonnière dans l'une des 187 pièces d'un sinistre château, où rôdent les infâmes sujets de l'ignoble GALVADOR...

Virgile DAPREMONT

```
10 '**********************
20 '*  sortileges       *
30 '*  par v.dapremont  *
40 '**********************
50 INK 0,0:INK 1,3:INK 2,1:INK
3,9:BORDER 0:PAPER 0:CLS:MODE 1
60 FOR i=0 TO 255:POKE STEP 1,RAND
,i,2:NEXT
70 CLS:SYMBOL AFTER 142:SPEED KEY
10,10
80 GOTO INK 2,3
90 LOCATE 17,2:PEN 3:PRINT "D.A.P"
100 LOCATE 11,4:PEN 1:PRINT "Press
ste"
110 LOCATE 13,6:PRINT STRING$(14,"
-")
120 PEN 1:LOCATE 13,7:PRINT "e":IF
N 2:LOCATE 15,7:PRINT"SORTILEGES":
PEN 1:LOCATE 26,7:PRINT "e"
130 LOCATE 13,8:PEN 1:PRINT STRING
$(14,"-")
140 LOCATE 16,9:PEN 3:PRINT "Dec 1
985"
150 FOR cal=1 TO 500
160 CALL &BD23
170 CALL &BD24
180 CALL &BD25
190 CALL &BD26
200 NEXT
210 ent=935:RESTORE 4890:GOSUB 49
20
220 GOSUB 4330
230 LOCATE 5,22:PEN 1:PRINT "voule
z-vous la regle du jeu ?"
240 rep$=UPPER$(INKEY$):IF rep$=""
THEN 240
250 IF rep$="O" THEN GOSUB 4540
260 CLEAR:MODE 1:INK 0,0:INK 1,24:
INK 2,1:PAPER 2:PEN 1:BORDER 0:CLS
:
270 WINDOW #1,2,10,2,15
280 WINDOW #2,16,19,7,24
290 WINDOW #3,16,39,2,20
300 WINDOW #4,16,39,22,24
310 for i=1 TO 4:PAPER #i,0:NEXT
320 CLS#1:CLS#2:CLS#3:CLS#4
330 FOR j=2 TO 18
340 LOCATE#3,i,j:PRINT #3,"! ! ! !
! ! ! ! ! ! ! !"
350 LOCATE#3,j,19:PRINT #3,"! 2 3
4 5 6 7 8 9 A
360 SOUND 1,i*200,1
370 NEXT j
380 FOR i=1 TO 18
390 FOR j=2 TO 22 STEP 2
400 LOCATE#3,j,i:PRINT #3,"."
410 SOUND 1,i*20+100,1
420 NEXT j,i
430 LOCATE#3,24,2:PRINT#3,"!"
440 LOCATE#3,24,3:PRINT#3,"2":LOCA
TE#3,24,4:PRINT#3,"3":LOCATE#3,24,
5:PRINT#3,"4":LOCATE#3,24,6:PRINT
#3,"5"
450 LOCATE#3,24,7:PRINT#3,"6":LOCA
TE#3,24,8:PRINT#3,"7":LOCATE#3,24,
9:PRINT#3,"8":LOCATE#3,24,10:PRINT
#3,"9":LOCATE#3,24,11:PRINT#3,"A":
LOCATE#3,24,12:PRINT#3,"B"
460 LOCATE#3,24,13:PRINT#3,"C":LOC
ATE#3,24,14:PRINT#3,"D":LOCATE#3,2
4,15:PRINT#3,"E":LOCATE#3,24,16:PR
INT#3,"F":LOCATE#3,24,17:PRINT#3,"
G":LOCATE#3,24,18:PRINT #3,"H"
470 DIM s$(11,7)
480 DIM m$(11,7)
490 DIM h$(11,7)
500 PRINT #2:"pouvoirs"
510 PRINT#2:PRINT#2,"hishi"
520 PRINT #2,"waga"
530 PRINT #2,"sumoa"
540 PRINT #2,"islev"
550 PRINT #2,"hashi"
560 PRINT #2,"pisto"
570 LOCATE 4,1:PRINT #4,"PATIEN
CE..."
580 "creation des pieces
590 RANDOMIZE TIME
600 a=INT(RND(1)*10+1)
610 c=INT(RND(1)*16)+
620 GOSUB 1450
630 FOR i=1 TO 11
640 FOR j=1 TO 17
650 if i=a AND j=2 THEN 690
660 a=INT(RND(1)*20)+1
670 ON a GOTO 1120,1150,1180,1210,
1240,1270,1300,1320,1350,1380,1270
,1410,1410,1410,1410,1410,1410,140
0,1420,1430,1410
680
690 NEXT j
700 NEXT i
710 SYMBOL AFTER 140
720 SYMBOL 140,64,192,60,126,60,10
2,66,255
730 SYMBOL 141,0,126,126,126,126,1
26,0,255
740 a$=CHR$(140)
750 aa$=CHR$(141)
760 for e=50:ksha=1:k$=pisto+Sislev
+ti$:usoma$=waga+Shishi+S
770 vchef$=waga+Sislev+Ssumoa+Shis
hi$:wama$=Ssumoa+Sislev+Sparti+Sifa
ttsmart$=Shashi+Sydre+7
780 coup=0
790 i=INT(RND(1)*10)+1
800 j=INT(RND(1)*16)+1
810 if ABS(a-i)<7 AND ABS(z-j)<7 T
HEN 790
820 LOCATE #2,6;2:PRINT #2,hishi
830 LOCATE #2,6;4:PRINT #2,waga
840 LOCATE #2,6;6:PRINT #2,sumoa
850 LOCATE #2,6;8:PRINT #2,islev
860 LOCATE #2,6;7:PRINT #2,hashi
870 LOCATE #2,6;8:PRINT #2,pisto
880 'debut du jeu
890
```

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```
900 CALL &BB18:SOUND 1,200,5
910 CLS#1
920 LOCATE#1,1;2:PRINT #1,a$(i,j)
:LOCATE#1,2;2:PRINT #1,"ab:"
930 LOCATE #3,i*2,j+1:PRINT #3,a$
940 coup=coup+1
950 ent="nouvoir"
960 IF a$(i,j)="serpent" THEN GOTO
1760
970 IF a$(i,j)="trou" THEN GOTO 15
20
980 IF a$(i,j)="gorille" THEN GOTO
1610
990 IF a$(i,j)="magicien" THEN GOT
O 1660
1000 IF a$(i,j)="cher" THEN GOTO 1
730
1010 IF a$(i,j)="kamik" THEN GOTO
1790
1020 IF a$(i,j)="squelet" THEN GOT
O 1830
1030 IF a$(i,j)="fantomes" THEN G
OTO 1880
1040 IF a$(i,j)="fiole" THEN GOTO
1930
1050 IF a$(i,j)="vide" THEN GOTO
2020
1060 IF a$(i,j)="force" THEN GOTO
2080
1070 IF a$(i,j)="pisto" THEN GOTO
2110
1080 IF a$(i,j)="hydre" THEN GOTO
2160
1090 IF a$(i,j)="fiancee" THEN GOT
O 2210
1100 GOTO 890
1110 END
1120 a$(i,j)="serpent"
1130 c=INT(RND(1)*4):t$(i,j)=c
1140 GOTO 680
1150 a$(i,j)="trou"
1160 h$(i,j)=1
1170 GOTO 680
1180 a$(i,j)="gorille"
1190 c=INT(RND(1)*4):t$(i,j)=c
1200 GOTO 680
1210 a$(i,j)="magicien"
1220 m$(i,j)=1
1230 GOTO 680
1240 a$(i,j)="cher"
1250 h$(i,j)=1
1260 GOTO 680
1270 a$(i,j)="kamik"
1280 c=INT(RND(1)*10):t$(i,j)=c
1290 GOTO 680
1300 a$(i,j)="force":nb$(i,j)=INT(R
ND(1)*15)+1:GOTO 680
1310 GOTO 680
1320 a$(i,j)="squelet"
1330 c=INT(RND(1)*4):t$(i,j)=c
1340 GOTO 680
1350 a$(i,j)="fantomes"
1360 c=INT(RND(1)*15):t$(i,j)=c
1370 GOTO 680
1380 a$(i,j)="fiole"
1390 m$(i,j)=1
1400 GOTO 680
1410 a$(i,j)="vide":nb$(i,j)=1:GOTO
680
1420 a$(i,j)="force":nb$(i,j)=INTR
ND(1)*15)+1:GOTO 680
1430 a$(i,j)="pisto":nb$(i,j)=1:GOT
O 680
1440 a$(i,j)="hydre":nb$(i,j)=INTR
ND(1)*2)+1:GOTO 680
1450 a$(i,j)="fiancee"
1460 RETURN
1470 'serpents
1480 RESTORE 3270
1490 GOSUB 4770
1500 vt=vserpent:n$(i,j)
1510 GOTO 680
1520 LOCATE #3,i*2,j+1:PRINT #3,aa
$
1530 i=INT(RND(1)*10)+1
1540 j=INT(RND(1)*16)+1
1550 RESTORE 3460
1560 GOSUB 4770
1570 FOR s=100 TO 300 STEP 5
1580 SOUND 1,s,5
1590 NEXT s
1600 GOTO 890
1610 'gorille
1620 vt=vgorille:n$(i,j)
1630 RESTORE 3330
1640 GOSUB 4770
1650 GOTO 680
1660 'magicien
1670 ch=INT(RND(1)*2)+1
1680 IF ch=1 THEN GOTO 1700
1690 vt=vmagicien:n$(i,j)
1700 RESTORE 3570
1710 GOSUB 4770
1720 GOTO 680
1730 'cher
1740 vt=vcher:n$(i,j)
1750 RESTORE 3630
```

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```
1760 GOSUB 4770
1770 GOTO 2330
1780 'kamikazes
1790 vt=vkamikaz:n$(i,j)
1800 RESTORE 3730
1810 GOSUB 4170
1820 GOTO 2330
1830 'squel
1840 vt=vsquelet:n$(i,j)
1850 RESTORE 3880
1860 GOSUB 4170
1870 GOTO 2330
1880 'fantomes
1890 vt=vfantomes:n$(i,j)
1900 RESTORE 3930
1910 GOSUB 4170
1920 GOTO 2330
1930 'fiole
1940 GOSUB 4180:LOCATE #4,1;2:PRINT #4,
"indice"
1950 RESTORE 3200
1960 GOSUB 4170
1970 PRINT CHR$(7):CLS#4:IF j< TH
EN PRINT#4,"cherchez donc plus hau
t"
1980 IF j>2 THEN PRINT #4,"cherche
z donc plus bas"
1990 IF ABS(z-j)<5 THEN PRINT#4,"v
ous n'etes pas loin
2000 IF ABS(z-j)>5 THEN PRINT#4,"v
ous n'etes pas loin
2010 CALL &BB18:GOTO 2330
2020 'vide
2030 CLS#4:LOCATE#4,1;2:PRINT #4,"
la piece est vide"
2040 RESTORE 3980
2050 GOSUB 4170
2060 CALL &BB18
2070 GOTO 2330
2080 'force
2090 CLS #4:PRINT#4:PRINT #4,"forc
e augmentee"+STR$(nb$(i,j))
2100 RESTORE 3830:GOSUB 4170:CALL
&BB18:GOTO 2330
2110 'pisto
2120 RESTORE 3520
2130 GOSUB 4170
2140 CLS #4:PRINT#4:PRINT #4,"nomb
re de pisto accru"+pisto$+pisto$(
i,j)
2150 CALL &BB18:GOTO 2330
2160 'hydre
2170 vt=vhydre:n$(i,j)
2180 RESTORE 3670
2190 GOSUB 4170
2200 GOTO 2330
2210 'fiancee trouvee
2220 RESTORE 4050:GOSUB 4170
2230 w=1
2240 FOR i=1 TO 3000:NEXT i
2250 RESTORE 4850
2260 GOSUB 4170
2270 MODE 1:INK 0,0:INK 1,1,3:INK
2,9:BORDER 0
2280 PAPER 0:PEN 1:CLS
2290 LOCATE 14,3:PRINT "TROUVE !!
"
2300 LOCATE 8,12:PEN 2:PRINT "il r
este :"+STR$(w)+" fiancee
2310 CALL &BB18
2320 GOTO 2630
2330 IF sumoa=" AND hishi=0 AND wa
ga=0 AND islev=0 AND hashi=0 AND p
isto=0 THEN GOTO
2340 CLS#4:LOCATE#4,1;2:INPUT#4,"q
ue faites vous"$
2350 IF ($=="ok" OR $=="HISHI")
AND hishi>0 THEN t=t+20:hishi=hish
i-1
2360 IF ($=="waga" OR $=="WAGA") A
ND waga>0 THEN t=t+2:waga=waga-1
2370 IF ($=="sumoa" OR $=="SUMOA")
AND sumoa>0 THEN t=t+8:sumoa=sumo
a-1
2380 IF ($=="islev" OR $=="ISLEV")
AND islev>0 THEN t=t+4:islev=islev
-1
2390 IF ($=="hashi" OR $=="HASHI")
AND hashi>0 THEN t=t+4:hashi=hash
i-1
2400 IF ($=="pisto" OR $=="PISTO")
AND pisto>0 THEN t=t+2:pisto=pisto
-1
2410 IF ($=="tron" OR $=="TRON") A
ND m$(i,j)="magicien" AND ch=1 THE
N CLS#4:PRINT#4,"et etait un magic
IRINT #4,"Il vous donne un hishi"
:hishi=hishi+1:m$(i,j)=0:GOTO 2470
2420 IF m$(i,j)="magicien" THEN 24
60
2430 CLS#4:LOCATE#4,1;2:PRINT#4,"a
utre O/N"
2440 if INKEY$<>"" THEN 2440
2450 IF i*s"o" OR r*s"O" THEN 2340
2460 IF i=s THEN GOTO 2430
2470 a$(i,j)="vide":nb$(i,j)=1
2480 GOTO 2330
2490 w=w-1:force=force-w:w=w+1:j,z
=
2500 IF force<0 THEN 2570
2510 CLS#4:LOCATE #4,1;2:PRINT #4,
"Nouvelle matrice a"+INT(f/vt)+10
0:j,k"
```

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```
2520 nb(i,j)=INT(w/f+1)
2530 IF nb(i,j)=0 THEN a$(i,j)="vi
de"
2540 CALL &BB18
2550 CLS#4:LOCATE #4,1;2:PRINT#4,"
force:"force
2560 GOTO 2330
2570 '**********************
2580 LOCATE 8,12:PRINT#4,"IL YOU
S RESTE :"+FORCE$+" FORCE"
2590 DATA 150,100,190,60,159,50,14
2,70,190,30,142,50,127,20,0,1,127,
20,0,1,127,20,0,1,127,20,0,1,127,2
0,0,1,127,20,142,25,127,25,119,50,
159,50,239,100
2600 RESTORE 2600
2610 FOR i=1 TO 7
2620 READ s,tps
2630 SOUND 1,s,tps
2640 NEXT i
2650 CALL &BB18:CLS#4:LOCATE #4,1;
2:PRINT#4,"LA SOLUTION:"A$" :)Z
2660 CALL &BB18
2680 MODE 1
2690 CLS:LOCATE 10,10:PRINT "VOULE
-VOUS REJOUER
2700 RX=INKEY$
2710 IF RX="" THEN 2700
2720 IF RX="O" OR RX="o" THEN 10 E
LSE END
2730 CLS #4
2740 LOCATE#4,1;2:PRINT #4,"force"
:force
2750 CALL &BB18
2760 CLS#4:LOCATE#4,1;2:PRINT#4,"e
b de coups joues "jcoup
2770 CALL &BB18
2780 LOCATE #2,6;3:PRINT #2,hishi
2790 LOCATE #2,6;4:PRINT #2,waga
2800 LOCATE #2,6;5:PRINT #2,sumoa
2810 LOCATE #2,6;6:PRINT #2,islev
2820 LOCATE #2,6;7:PRINT #2,hashi
2830 LOCATE #2,6;8:PRINT #2,pisto
2840 CLS#1
2850 if s$="o" OR s$="H" THEN h=1
2870 if r$="O" OR r$="H" THEN h=2
2880 if s$="o" OR s$="H" THEN h=3
2890 if r$="O" OR r$="H" THEN h=3
2900 h=0:hb=0:hhg=0:hd=0
2910 ON h GOTO
2920 IF h=1 THEN GOSUB 4040
2930 IF h=2 THEN GOSUB 4080
2940 IF h=3 THEN GOSUB 4110
2950 IF hb=1 THEN GOSUB 4140
2960 za=INT(RND(1)*4)+1
2970 IF za=1 THEN GOTO 3
2980 FOR,ps=1 TO za
2990 ON ps GOTO
3000 IF zb=1 THEN GOSUB 4040
3010 IF zb=2 THEN GOSUB 4080
3020 IF zb=4 THEN GOSUB 4140
3030 IF zb=3 THEN GOSUB 4080
3040 NEXT ps
3050 LOCATE #4,1;2:INPUT#4,"H B D
?"r$
3060 SOUND 1,200:S:SOUND 1,100,10
3070 IF r$="H" OR r$="h" AND h=1
THEN ,j=:LOCATE #3,i*2,j+2:PRI
NT#3,a$:GOTO 3120
3080 IF (r$="B" OR r$="b") AND h=
1 THEN ,j=:LOCATE #3,i*2,j+2:PRINT
#3,a$:GOTO 3120
3090 IF h=2 AND (r$="D" OR R$="d")
THEN i=i+1:LOCATE #3,(i-1)*2,j+1
:PRINT #3,aa$:GOTO 3120
3100 IF h=3 AND (r$="D" OR r$="g"
) THEN i=i-1:LOCATE #3,(i+1)*2,j+1
:PRINT #3,aa$:GOTO 3120
3110 GOTO 3050
3120 IF j=10 THEN j=1
3130 IF i=0 THEN i=1
3140 IF j=0 THEN j=17
3150 IF i=17 THEN i=1
3160 CLS#1:CLS#4
3170 GOTO 890
3180 '**********dessins*******
**
3190 'fiole**********************
**
3200 DATA 142,0,0,0,0,0,0,0,0,143,
0,0,0,2,3,3,3,67,144,0,0,0,0,0,128
,192,194
3210 DATA 145,0,0,0,0,0,0,0,0,150,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
```