

POKER pour CPC AMSTRAD

Après avoir misé, le programme vous propose une "main". Changez les cartes à l'aide des flèches et validez avec "copy".

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10 * *****
*****
20 ' joachim Chalane
30 ' *****
130 :
140 INK 0,1:INK 1,24
150 RESTORE 420:SYMBOL AFTER 122
160 FOR ch=123 TO 146
170 FOR i=1 TO 8
180 READ n(i):NEXT i
190 SYMBOL ch,n(1),n(2),n(3),n(4),n
(5),n(6),n(7),n(8)
200 NEXT ch
210 '
220 '
230 '
260 MODE 0:x=7:GOSUB 2800
270 LOCATE 1,10:PEN 1:PRINT CHR$(16
4):"1985 Joachim CHALANE"
280 PEN 14:LOCATE 2,8:PRINT"Veuillez
z patienter"
290 '
300 ' Redefinition
310 '
320 sigle$(1)=CHR$(226):sigle$(2)=C
HR$(229):sigle$(3)=CHR$(227):sigle$
(4)=CHR$(228):posi$=" "+CHR$(244)+C
HR$(32)
330 RESTORE 560
335 PEN 1
340 FOR ch=147 TO 201
350 FOR i=1 TO 8
360 READ n(i)
370 NEXT i
380 SYMBOL ch,n(1),n(2),n(3),n(4),n
(5),n(6),n(7),n(8)
390 NEXT ch
400 KEY 139,"mode 2:paper 0:ink 1,2
4:list"+CHR$(13)
410 :
420 DATA 206,219,219,219,219,219,20
6,0,252,240,224,192,128,128,0,0
430 DATA 0,0,128,128,192,224,240,25
2,63,15,7,3,1,1,0,0
440 :
450 DATA 32,82,154,27,26,30,26,27,4
8,88,140,12,12,12,12,28
460 DATA 12,12,12,12,12,12,12,26
,26,26,58,26,26,26
470 DATA 172,76,12,12,12,12,12,76,6
,11,17,33,97,97,97,97
480 DATA 12,12,205,142,140,140,140,
140,96,176,16,32,64,64,32,48
490 DATA 12,22,35,66,196,200,208,22
4,24,44,13,14,12,12,12
500 DATA 96,176,0,0,0,0,0,26,27,2
6,26,26,63,91,26
510 DATA 172,28,12,12,8,16,160,192,
97,97,97,97,97,226,52,24
520 DATA 140,140,140,140,12,12,12,2
8,48,48,48,48,48,48,56
530 DATA 192,192,192,192,192,196,10
4,48,12,12,12,12,12,28,6,3
540 DATA 0,0,0,0,0,0,128,0,26,26,26
,26,26,26,26,26
550 ' Valet
560 DATA 0,0,0,1,3,7,15,3,1,15,255,
255,255,252,240,194
570 DATA 128,224,240,224,192,64,64,
32,1,1,2,13,59,85,46,56
580 DATA 192,64,192,128,3,0,31,4,32
,16,240,64,192,64,128,0
590 DATA 0,1,2,3,2,15,8,4,32,248,0,
192,1,3,2,3
600 DATA 28,116,170,220,176,64,128,
128,4,2,2,3,7,15,7,1
610 DATA 67,15,63,255,255,255,240,1
28,192,240,224,192,128,0,0,0
620 ' Dame
630 DATA 0,0,1,8,7,3,3,1,4,34,23,19
1,255,252,240,194
640 DATA 144,96,224,224,192,64,64,6
4,0,0,84,56,108,56,16,21
650 DATA 1,3,6,29,43,85,174,88,25,8
0,48,16,16,16,16,16
660 DATA 16,16,16,16,16,0,0,0,0,0,0
,8,8,8,8,8
670 DATA 8,8,8,8,8,12,10,152,26,117
,170,212,184,96,192,128
680 DATA 168,8,28,54,28,42,0,0,4,2,
2,3,7,7,6,9
690 DATA 67,15,63,255,253,232,68,32
,128,192,192,224,16,128,0,0
700 ' Roi
710 DATA 0,16,56,56,56,56,56,56,192
,64,224,179,28,7,15,4
720 DATA 32,16,240,192,64,192,224,2
24,56,56,56,56,56,56,56
730 DATA 56,56,56,56,124,16,16,16,1
44,96,224,224,192,64,64,32
740 DATA 8,8,8,62,28,28,28,28,28,28
,28,28,28,28,28,28
750 DATA 7,7,3,2,3,15,8,4,32,240,22
4,56,205,135,2,3
760 DATA 28,28,28,28,28,28,8,0,4,2,
2,3,7,7,6,9
770 ' Lettres inverses
780 DATA 56,16,254,254,254,56,56,0,
56,16,254,254,124,56,16,0
790 DATA 16,56,124,254,124,56,16,0,
16,56,124,254,254,254,108,0
800 DATA 126,24,24,24,24,28,24,0,12
6,102,6,60,96,102,60,0
810 DATA 60,102,96,56,96,96,98,60,0,12
0,48,254,50,52,56,48,0
820 DATA 60,102,96,60,6,70,126,0,60
,102,102,62,6,102,60,0
830 DATA 24,24,24,48,96,98,126,0
840 DATA 60,102,102,60,102,102,60,0
,60,102,96,124,102,102,60,0
850 DATA 115,219,219,219,219,219,11
5,0,24,60,102,102,102,102,0
860 DATA 62,108,204,204,204,108,62,
0,206,204,108,124,204,204,126,0
870 REM
880 FOR i=1 TO 4:sigle2$(i)=CHR$(18
4+i):NEXT
890 MODE 1:INK 1,24:INK 0,1
900 LOCATE 2,12:PEN 1:PRINT"Voulez-
vous la regle du jeu (O ou N) ?
910 w$=UPPER$(INKEY$)
920 IF w$<>"O" AND w$<>"N" THEN 900
930 IF w$="N" THEN 1310
940 ' Regle du jeu
950 MODE 2:INK 0,1:INK 1,24
960 x=45:GOSUB 2800
970 FOR i=1 TO 4:LOCATE 4*i-2,i:PRI
NT"1 1":LOCATE 4*i-2,i+6:PRINT"
1":LOCATE 4*i+1,i+3:PRINT sigle$(i)
:NEXT:LOCATE 20,10:PRINT"1"
980 FOR i=1 TO 3:PLOT 32*i+7,303-16
*i:DRAWR -31,0:DRAWR 0,112:DRAWR 56
,0:DRAWR 0,-15:NEXT:PLOT 104,352:DR
AWR 56,0:DRAWR 0,-112:DRAWR -55,0:D
RAWR 0,111
990 LOCATE 42,6:PRINT"Regles du jeu
":LOCATE 41,7:PRINT"-----
"
1000 LOCATE 30,8:PRINT"Le jeu consi
ste a avoir le solde le plus eleve"
:LOCATE 26,9:PRINT"possible, le sol
de de depart etant de 10 $."
1010 LOCATE 30,10:PRINT"1- Miser un
e somme, inferieure au solde." :LOCA
TE 30,11:PRINT"2- ' Enter ', 5 cart
es s'affichent."
1020 PRINT"3- Realiser des groupeme

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nts particuliers (voir ci-dessous)
en effaçant les car- tes ininter
ressantes a l'aide de " ;CHR$(242)
;" ", " ;CHR$(243);" " et ' Copy '
.On peut les rappe-"
1030 PRINT" 1er, en cas d'erreur,
a l'aide de " ;CHR$(240);" " ."
1040 PRINT"4- ' Enter ', les cartes
effacees sont remplacees, le group
ement obtenu s'affi- che et la m
ise, multipliee par le gain, est aj
outee au solde."
1050 PRINT"5- ' Enter ', les cartes
s'effacent et c'est reparti pour u
n tour !...":PRINT:PRINT" GROU
PEMENTS et GAINS : "
1060 PRINT" _ rien .....
..... 0 _ full (1 paire +
1 brellan)..... 10 _ 1 paire (2 c
artes de meme valeur). 1 _ carre
(4 cartes de meme valeur). 40"
1070 PRINT" _ 2 paires .....
..... 2 _ suite couleur ..
..... 100 _ brellan (3 ca
rtes de meme valeur)... 3 _ suite
couleur a l'as..... 500"
1080 PRINT" _ suite (... de 5 cartes
)..... 5":PRINT" _ couleur (5
cartes de meme signe).. 7
Bonne chance !..."
1090 ' Musique
1100 t=0:RESTORE 1110
1110 DATA 319,25,338,25,379,25,338,
55,426,25,319,25,338,25,319,25,284,
80,0,10,284,60,451,55,338,25,319,25
,338,25,379,25,338,55,426,25,319,25
,338,25,326,25,379,70,319,25,338,25
,379,25,426,80,0,10
1120 DATA 213,60,190,60,213,30,169,
80,213,55,190,55,213,30,169,30,190,
25,213,25,169,25,190,25,213,25,169,
25
1130 DATA 190,25,213,25,0,6,213,60,
0,10,213,60,190,60,213,30,169,70,15
9,25,169,25,159,25,142,80,0,6
1140 DATA 190,25,213,25,190,60,169,
25,190,80,284,25,253,25,225,25,213,
80
1150 DATA 319,25,338,25,379,25,426,
90
1160 FOR j=1 TO 2
1170 FOR i=1 TO 5:READ p,d:SOUND 1,
p,d,4:NEXT i
1180 RESTORE 1110
1190 NEXT j
1200 FOR i=1 TO 29:READ p,d:SOUND 1
,p,d,4:NEXT
1210 IF t=1 THEN RESTORE 1150:FOR i
=1 TO 4:READ p,d:SOUND 1,p,d,4:NEXT
:GOTO 1300
1220 FOR i=1 TO 14:READ p,d:SOUND 1
,p,d,4:NEXT
1230 FOR i=1 TO 14:READ p,d:SOUND 1
,p,d,4:NEXT
1240 RESTORE 1120
1250 FOR i=1 TO 14:READ p,d:SOUND 1
,p,d,4:NEXT
1260 RESTORE 1140
1270 FOR i=1 TO 9:READ p,d:SOUND 1,
p,d,4:NEXT
1280 IF t=0 THEN t=1:RESTORE 1110:G
OTO 1160
1290 IF g=1 THEN 1100
1300 '
1310 MODE 1
1320 INK 0,1:INK 1,0:INK 2,6:INK 3,
22
1330 x=22:GOSUB 2800
1340 score=10:par=0:LOCATE 31,22:PR
INT"Solde":LOCATE 34,24:PRINT"10 $"
1350 LOCATE 33,1:PRINT"Parties":LOC
ATE 36,3:PRINT par
1360 LOCATE 1,23:INPUT"Mise : ",mis
e:IF mise<0 AND mise>score THEN LOC

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ATE 10,23:PRINT SPC(15):GOTO 1360
1370 score=score-mise:LOCATE 29,24:
PRINT USING"#####";score
1380 '
1390 ' Choix des cartes
1400 '
1410 FOR i=1 TO 5
1420 carte(i)=2+INT(RND*13)+(1+INT(
4*RND))/10
1430 IF i=1 THEN 1470
1440 FOR j=1 TO i-1
1450 IF carte(i)=carte(j) THEN 1420
1460 NEXT j
1470 NEXT i
1480 '
1490 ' Dessin cartes
1500 FOR i=1 TO 5
1510 WINDOW$=i*8-7,i*8-1,6,18:PAPE
R$=i,3
1520 CLSfi:GOSUB 2220:GOSUB 2320
1530 NEXT i
1540 u=3:LOCATE u,19:PRINT posi$
1550 '
1560 ' Effacement des cartes
1570 '
1590 FOR i=1 TO 5:c(i)=0:carte.av(i
)=carte(i):NEXT i
1600 IF INKEY(1)=0 THEN uu=1:uuu=35
:GOSUB 2830
1610 IF INKEY(8)=0 THEN uu=-1:uuu=3
:GOSUB 2830
1620 IF INKEY(9)=0 THEN x=(u+5)/8:P
APER$=x,0:CLS$=x:c(x)=1:SOUND 1,0,5,4
,,,8
1630 IF INKEY(2)=0 THEN FOR f=1 TO
5:PAPER$=f,0:CLS$=f:c(f)=1:NEXT:SOUND
1,0,5,4,,,8
1640 IF INKEY(0)=0 THEN i=(u+5)/8:c
(i)=0:PAPER$=i,3:CLS$=i:GOSUB 2220:G
OSUB 2320
1650 IF INKEY(18)=0 THEN LOCATE u,1
9:PRINT"  ":GOTO 1700
1660 GOTO 1600
1670 '
1680 ' Redistribution
1690 '
1700 FOR i=1 TO 5
1710 IF c(i)=1 THEN carte(i)=2+INT(
RND*13)+(1+INT(RND*4))/10 ELSE 1800
1720 FOR j=1 TO 5:IF carte(i)=carte
.av(j) THEN 1710
1730 NEXT j
1740 IF i=1 THEN 1780
1750 FOR j=1 TO i-1
1760 IF carte(i)=carte(j) THEN 1710
1770 NEXT j
1780 PAPER$=i,3
1790 CLSfi:GOSUB 2220:GOSUB 2320
1800 NEXT i
1810 FOR tp=1 TO 100:NEXT
1820 '
1830 ' Detection de la main
1840 '
1850 ' 1, 2 paires - brelan - full
- carre
1860 p=0:FOR i=1 TO 4:FOR j=i+1 TO
5
1870 IF valeur(i)=valeur(j) THEN p=
p+1
1880 NEXT j,i
1890 ' couleur
1900 couleur=0:FOR i=2 TO 5:IF CINT
(signe(i))=CINT(signe(1)) THEN coul
eur=couleur+1
1910 NEXT
1920 ' suite
1930 moy=0:FOR i=1 TO 5:moy=moy+val
eur(i):NEXT:moy=moy/5
1940 e.t=0:FOR i=1 TO 5:e.t=e.t+(va
leur(i)-moy)^2:NEXT
1950 som=valeur(1)+valeur(2)+valeur
(3)+valeur(4)+valeur(5)
1960 IF couleur=4 AND (e.t=10 OR e.
t=9.23) AND (som=47 OR som=60) THEN

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main$="SUITE COULEUR A L'AS":gain=
500:br=10:GOTO 2060
1970 IF couleur=4 AND e.t=10 THEN m
ain$="SUITE COULEUR":gain=100:br=9:
GOTO 2060
1980 IF e.t=10 THEN main$="SUITE":g
ain=5:br=5:GOTO 2060
1990 IF couleur=4 THEN main$="COULE
UR":gain=7:br=6:GOTO 2060
2000 IF p=0 THEN main$="rien !":gai
n=0:br=1
2010 IF p=1 THEN main$="1 paire":ga
in=1:br=2
2020 IF p=2 THEN main$="2 paires":g
ain=2:br=3
2030 IF p=3 THEN main$="brelan":gai
n=3:br=4
2040 IF p=4 THEN main$="full":gain=
10:br=7
2050 IF p>=5 THEN main$="CARRE":gai
n=40:br=8
2060 FOR i=1 TO 5
2070 IF valeur(i)=14 THEN valeur(i)
=1:gain2=gain:br2=br:main2$=main$:G
OTO 1930
2080 NEXT i
2090 IF gain<gain2 THEN gain=gain2:
br=br2:main$=main2$
2100 LOCATE 1,23:PRINT SPC(17):LOCA
TE 1,3:PRINT main$
2110 score=score+gain*mise:LOCATE 2
9,24:PRINT USING"#####";score
2120 gain=0:gain2=0
2130 par=par+1:LOCATE 35,3:PRINT US
ING"###";par:GOSUB 2870
2140 IF score=0 THEN LOCATE 13,21:P
EN 2:PRINT"fin du jeu":FOR i=1 TO 5
00:NEXT:g=1:GOSUB 2990
"
2160 a$=INKEY$:IF a$<>CHR$(13) THEN
2160
2170 IF a$=CHR$(13) THEN LOCATE 1,3
:PRINT SPC(21):FOR i=1 TO 5:PAPER$=
i,0:CLSfi:NEXT:FOR tp=1 TO 500:NEXT:
LOCATE 3,23:PRINT SPC(9):GOTO 1360
2180 GOTO 2160
2190 '
2200 ' Signe carte
2210 '
2220 valeur(i)=INT(carte(i)):signe(
i)=10*(carte(i)-valeur(i)):IF signe
(i)<2.1 THEN z=1 ELSE z=2
2230 IF valeur(i)<=9 THEN valeur$=C
HR$(48+valeur(i)):valeur2$=CHR$(188
+valeur(i)):GOSUB 2360:RETURN
2240 IF valeur(i)=10 THEN valeur$=C
HR$(123):valeur2$=CHR$(198):GOSUB 2
360:RETURN
2250 IF valeur(i)=11 THEN valeur$="
V":valeur2$=CHR$(199):GOSUB 2360:RE
TURN
2260 IF valeur(i)=12 THEN valeur$="
D":valeur2$=CHR$(200):GOSUB 2360:RE
TURN
2270 IF valeur(i)=13 THEN valeur$="
R":valeur2$=CHR$(201):GOSUB 2360:RE
TURN
2280 IF valeur(i)=14 THEN valeur$="
1":valeur2$=CHR$(189):GOSUB 2360:RE
TURN
2290 '
2300 ' coins + valeurs + signes
2310 '
2320 PENfi,0:LOCATEfi,1,1:PRINTfi,
CHR$(124):LOCATEfi,7,1:PRINTfi, CHR
$(126):LOCATEfi,1,13:PRINTfi, CHR$(
125)
2330 PLOT 128*i-28,112,0:DRAW 11,0
:DRAW 0,11:DRAW -1,0:DRAW 0,-10:
DRAW -10,0:PLOT 128*i-24,114,0:DRA
W 5,0:DRAW 0,5:DRAW -1,0:DRAW 0
,-4:PLOT 128*i-22,116,0:DRAW 1,0:D
RAW 0,1:DRAW -1,0
2340 ' contour

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2350 PLOT 128*i-120,120:DRAW 0,191
,1:DRAW 95,0,1:DRAW 0,-191,1:DRAW
R -95,0,1:RETURN
2360 PENfi,z:LOCATEfi,2,2:PRINTfi,
valeur$:LOCATEfi,6,2:PRINTfi, valeu
r$:LOCATEfi,2,12:PRINTfi, valeur2$:
LOCATEfi,6,12:PRINTfi, valeur2$
2370 signe$=signe$(signe(i)):signe2
$=signe2$(signe(i))
2380 ON valeur(i) GOTO 2430,2460,24
30,2480,2430,2480,2480,2480,2430,24
80,2620,2660,2700
2390 '
2400 ' Position des signes
2410 '
2420 ' AS
2430 LOCATEfi,4,7:PRINTfi,signe$:IF
valeur(i)=14 THEN RETURN
2440 IF valeur(i)>3 THEN 2480
2450 ' DEUX
2460 LOCATEfi,4,3:PRINTfi,signe$:LO
CATEfi,4,11:PRINTfi,signe2$:RETURN
2470 ' QUATRE
2480 LOCATEfi,3,3:PRINTfi,signe$:LO
CATEfi,5,3:PRINTfi,signe$:LOCATEfi,
3,11:PRINTfi,signe2$:LOCATEfi,5,11:
PRINTfi,signe2$:IF valeur(i)<6 THEN
RETURN
2490 IF valeur(i)>8 THEN 2570
2500 ' SIX
2510 LOCATEfi,3,7:PRINTfi,signe$:LO
CATEfi,5,7:PRINTfi,signe$:IF valeur
(i)=6 THEN RETURN
2520 ' SEPT
2530 LOCATEfi,4,5:PRINTfi,signe$:IF
valeur(i)=7 THEN RETURN
2540 ' HUIT
2550 LOCATEfi,4,9:PRINTfi,signe2$:R
ETURN
2560 ' NEUF
2570 LOCATEfi,3,5:PRINTfi,signe$:LO
CATEfi,5,5:PRINTfi,signe$:LOCATEfi,
3,9:PRINTfi,signe2$:LOCATEfi,5,9:PR
INTfi,signe2$:IF valeur(i)=9 THEN
RETURN
2580 ' DIX
2590 LOCATEfi,4,4:PRINTfi,signe$:LO
CATEfi,4,10:PRINTfi, signe2$:RETURN
2600 ' VALET
2610 '
2620 LOCATEfi,2,3:PRINTfi,signe$+CH
R$(147)+CHR$(148)+CHR$(149)+signe$:
LOCATEfi,3,4:PRINTfi,CHR$(150)+CHR$
(151)+CHR$(152)
2630 LOCATEfi,3,10:PRINTfi,CHR$(153
)+CHR$(154)+CHR$(155):LOCATEfi,2,11
:PRINTfi,signe2$+CHR$(156)+CHR$(157
)+CHR$(158)+signe2$
2640 GOSUB 2740:RETURN
2650 ' DAME
2660 LOCATEfi,2,3:PRINTfi,signe$+CH
R$(159)+CHR$(160)+CHR$(161)+signe$:
LOCATEfi,2,4:PRINTfi,CHR$(162)+CHR$
(163)+CHR$(164)+CHR$(165):LOCATEfi,
2,5:PRINTfi,CHR$(164):LOCATEfi,2,6:
PRINTfi,CHR$(165)
2670 LOCATEfi,6,8:PRINTfi,CHR$(166)
:LOCATEfi,6,9:PRINTfi,CHR$(167):LOC
ATEfi,3,10:PRINTfi,CHR$(153)+CHR$(1
54)+CHR$(168)+CHR$(169):LOCATEfi,2,
11:PRINTfi,signe2$+CHR$(170)+CHR$(1
71)+CHR$(172)+signe2$
2680 GOSUB 2740:RETURN
2690 LOCATEfi,2,3:PRINTfi,signe$+CH
R$(159)+CHR$(160)+CHR$(178)+signe$:
LOCATE 2,4:PRINTfi,CHR$(173)+CHR$(1
50)+CHR$(174)+CHR$(175):LOCATEfi,2,
5:PRINTfi,CHR$(176):LOCATEfi,2,6:PR
INTfi,CHR$(177)
2700 LOCATEfi,2,3:PRINTfi,signe$+CH
R$(159)+CHR$(160)+CHR$(178)+signe$:
LOCATEfi,2,4:PRINTfi,CHR$(173)+CHR$
(150)+CHR$(174)+CHR$(175):LOCATEfi,

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2,5:PRINTfi,CHR$(176):LOCATEfi,2,6:
PRINTfi,CHR$(177)
2710 LOCATEfi,6,8:PRINTfi,CHR$(179)
:LOCATEfi,6,9:PRINTfi,CHR$(180):LOC
ATEfi,3,10:PRINTfi,CHR$(181)+CHR$(1
82)+CHR$(155)+CHR$(183):LOCATEfi,2,
11:PRINTfi,signe2$+CHR$(184)+CHR$(1
71)+CHR$(172)+signe2$
2720 GOSUB 2740:RETURN
2730 ' Corps V D R
2740 PLOT 128*i-70,255,z:DRAW 13,-
5:DRAW 7,-7:DRAW -50,-50:DRAW 4,
-4:PLOT 4,4:DRAW -12,29:DRAW 0,
17:DRAW 16,16:DRAW 10,0:DRAW 6,-
6:DRAW 7,0:DRAW 3,6
2750 PLOT -20,-13:DRAW -8,-8:DRAW
R 0,-6:PLOT 2,0:DRAW 0,7:PLOT 2,
2:DRAW 0,-10:PLOT -6,2:DRAW 23,-
10:PLOT 11,7:DRAW 0,15
2760 PLOT 128*i-75,176:DRAW -13,5:
DRAW -7,7:DRAW 50,50:DRAW -4,4:P
LOT 4,-4:DRAW 12,-29:DRAW 0,-17:
DRAW -16,-16:DRAW -10,0:DRAW -6,
6:DRAW -7,0:DRAW -3,-6
2770 PLOT 20,13:DRAW 8,8:DRAW 0,
6:PLOT -2,0:DRAW 0,-7:PLOT -2,-2
:DRAW 0,10:PLOT 6,-2:DRAW -23,10
:PLOT -11,-7:DRAW 0,-15
2780 RETURN
2790 ' Ecriture "POKER"
2800 PEN 3:LOCATE x,1:PRINT CHR$(12
7)+CHR$(128)+CHR$(132)+CHR$(129):LOC
ATE x,2:PRINT CHR$(130)+CHR$(131)+C
HR$(132)+CHR$(133)+CHR$(134)+CHR$(1
35)+CHR$(136)+CHR$(137)
2810 LOCATE x,3:PRINT CHR$(138)+CHR
$(139)+CHR$(140)+CHR$(141)+CHR$(142
)+CHR$(143)+CHR$(144)+CHR$(145):LOC
ATE x,4:PRINT CHR$(146):RETURN
2830 IF u=uuu THEN SOUND 1,190,3,6:
RETURN
2840 FOR x=1 TO 8:u=u+uu:LOCATE u,1
9:PRINT posi$:FOR t=1 TO 20:NEXT t,
x
2850 SOUND 1,239,10,5:SOUND 1,142,1
5,4:SOUND 1,201,22,5:RETURN
2860 ' SONS
2870 ON br GOTO 2880,2890,2890,2890
,2920,2920,2940,2940,2960,2960
2880 ENT 1,5,0,1,80,5,2:SOUND 1,379
,100,7,,1:RETURN
2890 SOUND 1,119,20,5:SOUND 1,0,4,5
OUND 1,119,15,5:SOUND 1,60,30,7:IF
br=2 THEN RETURN
2900 SOUND 1,71,15,5:SOUND 1,60,30,
7:IF br=3 THEN RETURN
2910 ENT 2,20,-1,1,20,1,1:SOUND 1,6
0,35,7,,2:RETURN
2920 SOUND 1,119,20,5:SOUND 1,95,20
,5:SOUND 1,80,20,5:SOUND 1,60,25,7:
SOUND 1,0,5:SOUND 1,71,20,6:SOUND 1
,60,30,7:IF br=5 THEN RETURN
2930 SOUND 1,60,35,7,,2:RETURN
2940 SOUND 1,95,20,5:SOUND 1,71,35,
7:FOR i=1 TO 6:SOUND 1,95,13,5:SOUN
D 1,0,3:NEXT:SOUND 1,113,20,5:SOUN
D 1,95,20,5:SOUND 1,71,35,7:IF br=7
THEN RETURN
2950 SOUND 1,0,4:SOUND 1,71,20,5:SO
UND 1,95,20,5:SOUND 1,113,20,5:SOUN
D 1,0,4:SOUND 1,113,20,5:SOUND 1,14
2,20,5:RETURN
2960 SOUND 1,159,25,7:1,190,30,7:SO
UND 1,0,10:SOUND 1,190,25,7:SOUND 1
,179,25,7:SOUND 1,159,25,7:SOUND 1,
95,35,7:SOUND 1,0,5:SOUND 1,95,25,7
:SOUND 1,0,5:SOUND 1,119,30,7:IF br
=9 THEN RETURN
2970 ENT 3,10,3,2,10,-3,2,10,3,2,10
,-3,2,10,3,2:FOR i=1 TO 3:SOUND 1,1
19,85,7,,3:NEXT:RETURN
2980 ' Fin du jeu
2990 SOUND 1,758,60,6:SOUND 1,0,5,8
OUND 1,758,50,6:SOUND 1,0,3

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3000 SOUND 1,758,20,6:SOUND 1,0,3:S  
OUND 1,758,40,6:SOUND 1,0,15  
3010 SOUND 1,638,40,6:SOUND 1,676,3  
0,6:SOUND 1,758,30,6:SOUND 1,0,5  
3020 SOUND 1,758,20,6:SOUND 1,0,5:S  
OUND 1,758,30,6  
3030 SOUND 1,0,3:SOUND 1,851,30,6:S  
OUND 1,758,50,6  
3040 PEN 3:FOR i=1 TO 2000:NEXT:CLS  
3050 LOCATE 6,3:PRINT"Voulez-vous r  
ejouer (O ou N) ?"  
3060 a$=UPPER$(INKEY$)  
3070 IF a$<>"O" AND a$<>"N" THEN 30  
60  
3080 IF a$="N" THEN CLS:LOCATE 7,12  
:PRINT"A la prochaine partie...":FO  
R t=1 TO 1000:NEXT:GOTO 950  
3090 LOCATE 1,10:PRINT"Avec ou Sans  
affichage de la regle":LOCATE 15,1  
2:PRINT"(A ou S) ?"  
3100 b$=UPPER$(INKEY$)  
3110 IF b$<>"A" AND b$<>"S" THEN 31  
00  
3120 IF b$="S" THEN 1310 ELSE 950
```