

BEACH RAID

Commandant d'un navire de guerre armé d'un superbe canon bitube, affrontez les chasseurs bombardiers et navires ennemis qui défendent efficacement les points stratégiques qu'il vous faut délivrer.

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Mode d'emploi :

Tapez et sauvegardez à la suite ces deux programmes (le second sous le nom de "BH28"). Le lancement du premier qui contient les règles et la présentation charge et lance automatiquement le programme principal.

LISTING 1

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70 BORDER 0:INK 0,0:INK 2,0:INK
1,9:INK 3,15
1020 MODE 1:LOCATE 1,1:FEN 2:PRINT
"BEACH":FEN 1
1030 FOR f=400 TO 384 STEP -2
1040 FOR g=0 TO 80 STEP 2
1050 c=TEST(g,f)
1060 IF c THEN LOCATE 1+g/2,(402-f
)/2:PRINT CHR$(143)
1070 NEXT g,f
1080 PEN 2:LOCATE 1,9:PRINT "-RAID
":PEN 1
1090 FOR Y=270 TO 256 STEP -2
1100 FOR X=0 TO 80 STEP 2
1110 D=TEST(X,Y)
1120 IF D THEN LOCATE 1+X/2,(290-Y
)/2:PRINT CHR$(143)
1130 NEXT X,Y
1140 SYMBOL AFTER 32
1150 SYMBOL 48,92,198,206,214,198,
198,92
1160 SYMBOL 48,24,24,88,24,24,24,9
4
1170 SYMBOL 50,44,102,6,44,96,102,
110
1180 SYMBOL 51,44,102,6,12,6,102,4
4
1190 SYMBOL 52,24,24,88,152,222,24
,60
1200 SYMBOL 53,110,98,96,44,6,102,
44
1210 SYMBOL 54,44,102,96,108,102,1
02,44
1220 SYMBOL 55,94,70,6,12,24,24,24
1230 SYMBOL 56,44,102,102,44,102,1
02,44
1240 SYMBOL 57,44,102,102,46,6,102
,44
1250 SYMBOL 65,24,12,102,102,126,1
02,231
1260 SYMBOL 67,44,102,192,192,192,
102,44
1270 SYMBOL 68,232,108,102,102,102
,108,232
1280 SYMBOL 69,238,98,104,104,104,
98,238
1290 SYMBOL 70,238,98,104,104,104,
96,240
1300 SYMBOL 71,44,102,192,192,206,
198,110
1310 SYMBOL 72,102,102,102,110,102
,102,102
1320 SYMEDI 75,240,96,96,96,98,102
,238
1330 SYMBOL 77,198,238,126,190,214
,198,198
1340 SYMBOL 78,198,102,182,218,204
,198,198
1350 SYMBOL 79,40,108,198,198,198,
108,40
1360 SYMBOL 80,236,102,102,108,108
,96,240
1370 SYMBOL 82,236,102,102,108,108
,102,226
1380 SYMBOL 83,44,102,96,44,6,102,
44
1390 SYMBOL 84,90,90,24,24,24,24,6
0
1400 SYMBOL 85,102,102,102,102,102
,102,44
10000 INK 3,15:PEN 3:GOSUB 10250
10010 PEN 3:LOCATE 26,22:PRINT "RE
GLS (O/N)"
10020 a$=INKEY$:IF a$="" THEN 1002
0
10030 IF a$="O" OR a$="o" THEN 100
40 ELSE 10220
10040 CLS:INK 3,6
10050 PEN 1:LOCATE 17,1:PRINT"REGL
ES"
10060 PEN 3:LOCATE 1,5:PRINT" Com
mandant d'une flotte de 4 navires,
votre mission est de delivrer une
serie de points strategiques sur
la Mediterra-nee."
10100 LOCATE 1,10:PRINT" ATTENTIO
N,ces bases sont defendues par l'avi
ation et la marine ennemie."
10110 LOCATE 1,12:PRINT" Grace a
votre canon bitube,interceptez les
chasseurs-bombardiers et coulez le
s navires ennemis."
10120 LOCATE 3,16:PRINT"DEPLACEMEN
TS : curseur au joystick"
10130 LOCATE 20,20:PRINT CHR$(240)
10140 LOCATE 19,21:PRINT CHR$(242)
10150 LOCATE 21,21:PRINT CHR$(243)
10160 LOCATE 20,22:PRINT CHR$(241)
10170 PEN 1:LOCATE 12,21:PRINT"gau
che"
10180 LOCATE 23,21:PRINT"droite"
10190 LOCATE 16,18:PRINT"canon bas
"
10200 LOCATE 15,24:PRINT"canon hau
t"
10210 a$=INKEY$:IF a$="" THEN 1021
0 ELSE 10240
10220 LOCATE 26,22:PEN 3:PRINT "IS
LOADING "
10230 FOR i=1 TO 1000:NEXT
10240 RUN" !BH28
10250 REM dessin navire
10260 PEN 3
10270 FOR i=16 TO 28 STEP 2

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10280 PLOT 64,i,3:DRAW 256,i
10290 NEXT
10300 J=184
10310 FOR i=30 TO 38 STEP 2
10320 PLOT J,i:DRAW 256,i
10330 J=J+16
10340 NEXT
10350 FOR i=28 TO 32 STEP 2
10360 PLOT 72,i:DRAW 152,i
10370 NEXT
10380 FOR i=34 TO 40 STEP 2
10390 PLOT 78,i:DRAW 148,i
10400 NEXT
10410 FOR i=28 TO 36 STEP 2
10420 PLOT 160,i:DRAW 184,i
10430 NEXT
10440 FOR i=42 TO 60 STEP 2
10450 PLOT 132,i:DRAW 148,i
10460 NEXT
10470 FOR i=42 TO 64 STEP 2
10480 PLOT 84,i:DRAW 90,i
10490 NEXT
10500 FOR i=62 TO 78 STEP 2
10510 PLOT 136,i:DRAW 142,i
10520 NEXT
10530 PLOT 182,38:DRAW 196,44
10540 PLOT 184,38:DRAW 198,44
10550 PLOT 174,38:DRAW 188,44
10560 PLOT 172,38:DRAW 186,44
10570 PLOT 148,62:DRAW 158,66
10580 PLOT 132,62:DRAW 122,66
10590 PLOT 72,34:DRAW 58,38
10600 RETURN

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LISTING 2

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10 KEY 139,"ink 1,24:ink 0,1;border
1:pen 1:paper 0:print remain(0);rema
in(1);remain(2);remain(3):cls
20 'utilisez la petite touche "ENTER
" si vous interrompez le programme
30 DIM SC(10):DIM PP(10):DIM NOM$(10
)
40 FOR I=1 TO 9:NOM$(I)="ARNOLD":SC(
I)=10000:PP(I)=1:NEXT
50 '*****
70 '* 1ER TABLEAU *
90 '*****
100 MODE 1:score=-1:pp1=0
110 '*****
120 '* initialisation *
130 '*****
140 ENV 1,1,2,10,15,-1,4
150 ENT 1,10,10,1
160 ENV 2,5,-2,20
170 ENV 3,1,0,10,15,-1,4
180 RANDOMIZE TIME
190 CLS
200 CLS
210 BORDER 0
220 FOR i=0 TO 3:INK i,0:NEXT
230 CLS:fff=1:bx=3:sc=0:bomb=5:vie=4
:dam=0:tableau=0:xyz=18
240 INK 1,18:PEN 1
250 LOCATE 13,11:PRINT"FACILE :1"
260 LOCATE 13,12:PRINT"MOYEN :2"
270 LOCATE 13,13:PRINT"DIFFICILE :3"
280 IF INKEY(64)<>-1 THEN abc=30:bcd
=20:cde=600:freqmun=65:pp=1:CLS:GOTO
360
290 IF INKEY(65)<>-1 THEN abc=26:bcd
=20:cde=500:freqmun=75:pp=2:CLS:GOTO
360
300 IF INKEY(57)<>-1 THEN abc=22:bcd
=20:cde=400:freqmun=90:pp=3:CLS:GOTO
360 ELSE GOTO 280
310 FOR i=0 TO 15:INK i,0:NEXT
320 CLS:fff=1:bx=3:bomb=5::dam=0:tab
leau=0
330 '*****
340 '*redefinition des caracteres*
350 '*****
360 SYMBOL 128,60,60,60,60,60,60,60,
60
370 SYMBOL 129,24,24,24,24,24,24,24,
24
380 SYMBOL 130,0,0,60,60,60,60,60,60
390 SYMBOL 131,60,24,24,24,24,24,24,
24
400 SYMBOL 132,0,0,0,0,60,60,60,60
410 SYMBOL 133,60,60,24,24,24,24,24,
24
420 SYMBOL 134,0,0,0,0,0,60,60,60
430 SYMBOL 135,60,60,60,24,24,24,24,
24
440 SYMBOL 136,0,0,8,28,127,34,0,0
450 SYMBOL 137,0,1,1,3,3,31,8,0
460 SYMBOL 138,0,128,128,192,192,248
,16,0
470 SYMBOL 139,1,1,1,1,7,7,7,127,48
480 SYMBOL 140,128,128,128,224,224,2
24,254,12
490 SYMBOL 141,24,24,24,24,24,126,90
,231
500 SYMBOL 142,0,255,255,48
510 SYMBOL 145,255,255,255
520 SYMBOL 144,0,255,255,12
530 SYMBOL 146,1,1,1,1,1,1,1,13
540 SYMBOL 147,128,128,128,128,128,1
28,224,176
550 SYMBOL 148,0,0,63,63,14
560 SYMBOL 149,13,30,255,255
570 SYMBOL 150,176,120,255,255
580 SYMBOL 151,0,0,252,252,56
590 SYMBOL 152,63,31
600 SYMBOL 153,255,255,1,1,15,15,1
610 SYMBOL 154,255,255,128,128,240,2
40,128
620 SYMBOL 155,254,252
630 SYMBOL 156,0,0,0,0,0,15
640 SYMBOL 157,0,0,1,3,3,7,31,255
650 SYMBOL 158,0,0,128,192,192,224,2
48,255
660 SYMBOL 159,0,0,0,0,0,0,248
670 SYMBOL 160,255,3,3,1,1,15,15,1
680 SYMBOL 161,255,192,192,128,128,2
40,240,128
690 SYMBOL 162,0,0,0,0,0,127,255,127
700 SYMBOL 163,3,3,3,7,31,255,255,25
5
710 SYMBOL 164,192,192,192,224,248,2
55,255,255
720 SYMBOL 165,0,0,0,0,0,254,255,254
730 SYMBOL 166,0,0,0,0,0,1,1,3
740 SYMBOL 167,0,0,0,0,0,128,128,192
750 SYMBOL 168,0,0,0,0,3,3,3,0
760 SYMBOL 169,60,60,60,60,255,255,2
55,60
770 SYMBOL 170,0,0,0,0,192,192,192,0
780 SYMBOL 171,255,255,255,127,0,0,0
,0
790 SYMBOL 172,255,255,255,255,255,0
,0,0
800 SYMBOL 173,255,255,255,254
810 SYMBOL 176,0,0,24,60,60,24,0,0
820 SYMBOL 175,0,0,0,24,24,0,0,0
830 SYMBOL 174,0,0,0,24
840 SYMBOL 178,0,4,0,72,18,128,36,12
9
850 SYMBOL 179,16,16,124,124,130,254
,124
860 SYMBOL 180,0,48,120,120,120,0,12
0
870 SYMBOL 181,4
880 SYMBOL 182,0,0,24
890 SYMBOL 183,0,0,0,0,192,192
900 SYMBOL 184,32
910 SYMBOL 185,0,0,24
920 SYMBOL 186,0,0,0,0,3,3
930 SYMBOL 189,0,0,0,0,0,2,5
940 SYMBOL 190,0,0,0,1,0,145,10,67
950 SYMBOL 191,0,0,0,64,128,17,32,79
960 SYMBOL 192,0,0,0,0,0,192,0
970 SYMBOL 193,0,1,2,0,17,27,4,0
980 SYMBOL 194,41,38,159,127,31,175,
85,41
990 SYMBOL 195,81,228,210,224,209,17
0,148,73
1000 SYMBOL 196,232,48,0,24,240,64,4
4,16
1010 SYMBOL 197,8,3,2
1020 SYMBOL 198,68,130,69,8,8,0,0,0
1030 SYMBOL 199,166,144,40,69,166,0,
0,0
1040 SYMBOL 200,192,0,192
1050 '*****
1060 '* dessin du tableau *
1070 '*****
1080 INK 1,0:FOR ay=400 TO 208 STEP
-2:PLOT 1,ay,2:DRAW 639,ay:NEXT
1090 FOR ay=206 TO 128 STEP -2:PLOT
1,ay,0:DRAW 639,ay:NEXT
1100 FOR ay=126 TO 0 STEP -2:PLOT 1,
ay,3:DRAW 639,ay:NEXT
1110 PAPER 0:PEN 1:x=10:y=15:LOCATE
x,y:PRINT CHR$(128);CHR$(128):LOCATE
x,y+1:PRINT CHR$(129);CHR$(129):LOC
ATE x,y+2:PRINT CHR$(129);CHR$(129)
1120 PLOT 1,126,1:DRAW 639,126
1130 PAPER 3:PEN 2
1140 LOCATE 2,21:PRINT "SCORE :
";SC
1150 LOCATE 2,22:PRINT "LEVEL :
";pp
1160 LOCATE 2,23:PRINT "SHIPS :
";STRING$(vie,CHR$(179))
1170 LOCATE 29,20:PRINT "MUNITIONS"
1180 LOCATE 30,21:PRINT CHR$(180);"
";CHR$(180);" ";CHR$(180);" ";CHR$(1
80)
1190 LOCATE 2,24:PRINT "DAMAGE :
";dam
1200 INK 0,1:INK 1,13:INK 2,11:INK 3
,0
1210 '*****
1220 '* envoi au 2eme tableau
1230 '*****
1240 AFTER 5000,0 GOSUB 4280
1250 '*****
1260 '* envoi au s-prog "avion"*
1270 '*****
1280 EVERY ABC,1 GOSUB 3490
1290 '*****
1300 '* envoi s-prog "munition" *
1310 '*****
1320 EVERY FREQMUN,2 GOSUB 3970
1330 '*****
1340 '* test joystick po.haute*
1350 '*****
1360 IF (INKEY(74)<>-1 OR INKEY(8)<>
-1) AND x=3 THEN GOSUB 1440:'gauche
1370 IF vie=0 THEN GOTO 4200
1380 IF tableau=1 THEN GOTO 4340
1390 IF (INKEY(75)<>-1 OR INKEY(1)<>
-1) AND x<=37 THEN GOSUB 1570:'droit
1400 IF INKEY(72)<>-1 OR INKEY(0)<>-
1 THEN GOTO 2230:'haut
1410 IF INKEY(76)<>-1 OR INKEY(9)<>-
1 THEN GOSUB 1770:'tir
1420 GOTO 1360
1430 '* s-prog gauche(pos. haute)*
1440 DI
1450 PAPER 0:PEN 1
1460 LOCATE x,y:PRINT " "
1470 LOCATE x,y+1:PRINT " "
1480 LOCATE x,y+2:PRINT " "

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1490 x=x-1
1500 LOCATE x,y:PRINT CHR$(128);CHR$(
128)
1510 LOCATE x,y+1:PRINT CHR$(129);CH
R$(129)
1520 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
1530 FOR i=1 TO bcd:NEXT
1540 EI
1550 RETURN
1560 '* s-prog droit(pos. haute)
1570 DI
1580 PAPER 0:PEN 1
1590 LOCATE x,y:PRINT " "
1600 LOCATE x,y+1:PRINT " "
1610 LOCATE x,y+2:PRINT " "
1620 x=x+1
1630 LOCATE x,y:PRINT CHR$(128);CHR$(
128)
1640 LOCATE x,y+1:PRINT CHR$(129);CH
R$(129)
1650 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
1660 FOR i=1 TO bcd:NEXT
1670 EI
1680 RETURN
1690 '* s-prog canon(pos. haute)
1700 DI:PAPER 0:PEN 1:LOCATE x,y:PRI
NT CHR$(128);CHR$(128)
1710 LOCATE x,y+1:PRINT CHR$(129);CH
R$(129)
1720 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
1730 FOR i=1 TO 75:NEXT
1740 EI
1750 GOTO 1360
1760 '* s-prog de tir(pos. haute)
1770 DI:PAPER 0:PEN 1
1780 bomb=bomb-1:IF bomb<=0 THEN bom
b=0:EI:RETURN ELSE GOSUB 3890
1790 SOUND 4,150,55,7,3,5
1800 LOCATE x,15:PRINT CHR$(130);CHR
$(130):FOR i=1 TO 50:NEXT:LOCATE x,1
5:PRINT CHR$(128);CHR$(128)
1810 PEN 3
1820 LOCATE x,13:PRINT CHR$(176);CHR
$(176):FOR i=1 TO 50:NEXT:LOCATE x,1
3:PRINT " "
1830 PAPER 2
1840 LOCATE x,8:PRINT CHR$(176);CHR$(
176):FOR i=1 TO 50:NEXT:LOCATE x,8:
PRINT " "
1850 LOCATE x,4:PRINT CHR$(175);CHR$(
175):FOR i=1 TO 50:NEXT:LOCATE x,4:
PRINT " "
1860 IF by=4 AND (x=bx-1 OR x=bx OR
x=bx+1) THEN GOSUB 3720
1870 EI
1880 RETURN
1890 '*****
1900 '* test joystick po.mi-haute
1910 '*****
1920 IF (INKEY(74)<>-1 OR INKEY(8)<>
-1) AND x=3 THEN GOSUB 2010:'gauche
1930 IF vie=0 THEN GOTO 4200
1940 IF tableau=1 THEN GOTO 4340
1950 IF (INKEY(75)<>-1 OR INKEY(1)<>
-1) AND x<=37 THEN GOSUB 2120:'droit
1960 IF INKEY(72)<>-1 OR INKEY(0)<>-
1 THEN GOTO 2760:'haut
1970 IF INKEY(73)<>-1 OR INKEY(2)<>-
1 THEN GOTO 1700:'bas
1980 IF INKEY(76)<>-1 OR INKEY(9)<>-
1 THEN GOSUB 2300:'tir
1990 GOTO 1920
2000 '*s-prog gauche(po.mi-haute)
2010 DI:PAPER 0:PEN 1:LOCATE x,y:PRI
NT " "
2020 LOCATE x,y+1:PRINT " "
2030 LOCATE x,y+2:PRINT " "
2040 x=x-1
2050 LOCATE x,y:PRINT CHR$(130);CHR$(
130)
2060 LOCATE x,y+1:PRINT CHR$(131);CH
R$(131)
2070 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
2080 FOR i=1 TO bcd:NEXT
2090 EI
2100 RETURN
2110 '*s-prog droit(pos.mi-haute)
2120 DI:PAPER 0:PEN 1:LOCATE x,y:PRI
NT " "
2130 LOCATE x,y+1:PRINT " "
2140 LOCATE x,y+2:PRINT " "
2150 x=x+1
2160 LOCATE x,y:PRINT CHR$(130);CHR$(
130)
2170 LOCATE x,y+1:PRINT CHR$(131);CH
R$(131)
2180 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
2190 FOR i=1 TO bcd:NEXT
2200 EI
2210 RETURN
2220 '* s-prog canon mi haut
2230 DI:PAPER 0:PEN 1:LOCATE x,y:PRI
NT CHR$(130);CHR$(130)
2240 LOCATE x,y+1:PRINT CHR$(131);CH
R$(131)
2250 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
2260 FOR i=1 TO 75:NEXT
2270 EI
2280 GOTO 1920
2290 '* s-prog tir(pos.mi-haute)

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Suite page 29

Suite de la page 9

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2300 DI:PAPER 0:PEN 1
2310 bomb=bomb-1:IF bomb<=0 THEN bomb=0:EI:RETURN ELSE GOSUB 3890
2320 SOUND 4,150,55,7,3,,5
2330 LOCATE x,15:PRINT CHR$(132);CHR$(132):FOR i=1 TO 50:NEXT:LOCATE x,15:PRINT CHR$(130);CHR$(130)
2340 PEN 3
2350 LOCATE x,13:PRINT CHR$(176);CHR$(176):LOCATE x,13:FOR i=1 TO 50:NEXT:PRINT " ":
2360 PAPER 2
2370 LOCATE x,9:PRINT CHR$(175);CHR$(175):FOR i=1 TO 50:NEXT:LOCATE x,9:PRINT " "
2380 LOCATE x,7:PRINT CHR$(174);CHR$(174):FOR i=1 TO 50:NEXT:LOCATE x,7:PRINT " "
2390 IF by=7 AND (x=bx-1 OR x=bx OR x=bx+1) THEN GOSUB 3760
2400 EI
2410 RETURN
2420 '*****
2430 '*test joystick pos.mi-basse
2440 '*****
2450 IF (INKEY(74)<>-1 OR INKEY(8)<>-1) AND x)=3 THEN GOSUB 2540:'gauche
2460 IF vie=0 THEN GOTO 4200
2470 IF tableau=1 THEN GOTO 4340
2480 IF (INKEY(75)<>-1 OR INKEY(1)<>-1) AND x<=37 THEN GOSUB 2640
2490 IF INKEY(72)<>-1 OR INKEY(0)<>-1 THEN GOTO 3280
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2500 IF INKEY(73)<>-1 OR INKEY(2)<>-1 THEN GOTO 2230
2510 IF INKEY(76)<>-1 OR INKEY(9)<>-1 THEN GOSUB 2830
2520 GOTO 2450
2530 '* s-prog gauche(pos.mi-bas)
2540 DI:PAPER 0:PEN 1:LOCATE x,y:PRINT " "
2550 LOCATE x,y+1:PRINT " "
2560 LOCATE x,y+2:PRINT " "
2570 x=x-1
2580 LOCATE x,y:PRINT CHR$(132);CHR$(132)
2590 LOCATE x,y+1:PRINT CHR$(133);CHR$(133)
2600 LOCATE x,y+2:PRINT CHR$(129);CHR$(129)
2610 FOR i=1 TO bcd:NEXT
2620 EI
2630 RETURN
2640 '* s-prog droit(pos.mi-bas)
2650 DI:PAPER 0:PEN 1:LOCATE x,y:PRINT " "
2660 LOCATE x,y+1:PRINT " "
2670 LOCATE x,y+2:PRINT " "
2680 x=x+1
2690 LOCATE x,y:PRINT CHR$(132);CHR$(132)
2700 LOCATE x,y+1:PRINT CHR$(133);CHR$(133)
2710 LOCATE x,y+2:PRINT CHR$(129);CHR$(129)
2720 FOR i=1 TO bcd:NEXT
2730 EI
2740 RETURN
2750 '* s-prog canon pos mi-bas
2760 DI:PAPER 0:PEN 1:LOCATE x,y:PRINT CHR$(132);CHR$(132)
2770 LOCATE x,y+1:PRINT CHR$(133);CHR$(133)
2780 LOCATE x,y+2:PRINT CHR$(129);CHR$(129)
2790 FOR i=1 TO 75:NEXT
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```
2800 EI
2810 GOTO 2450
2820 '* s-prog de tir(pos.mi-bas)
2830 DI:PAPER 0:PEN 1
2840 bomb=bomb-1:IF bomb<=0 THEN bomb=0:EI:RETURN ELSE GOSUB 3890
2850 SOUND 4,150,55,7,3,,5
2860 LOCATE x,15:PRINT CHR$(134);CHR$(134):FOR i=1 TO 50:NEXT:LOCATE x,15:PRINT CHR$(132);CHR$(132)
2870 PEN 3
2880 LOCATE x,13:PRINT CHR$(176);CHR$(176):FOR i=1 TO 50:NEXT:LOCATE x,13:PRINT " "
2890 PAPER 2
2900 LOCATE x,11:PRINT CHR$(175);CHR$(175):FOR i=1 TO 50:NEXT:LOCATE x,11:PRINT " "
2910 LOCATE x,10:PRINT CHR$(174);CHR$(174):FOR i=1 TO 50:NEXT:LOCATE x,10:PRINT " "
2920 IF by=10 AND x=bx THEN GOSUB 3790
2930 EI
2940 RETURN
2950 '*****
2960 '* test joystick po.basse
2970 '*****
2980 IF (INKEY(74)<>-1 OR INKEY(8)<>-1) AND x)=3 THEN GOSUB 3060:'gauche
2990 IF vie=0 THEN GOTO 4200
3000 IF tableau=1 THEN GOTO 4340
3010 IF (INKEY(75)<>-1 OR INKEY(1)<>-1) AND x<=37 THEN GOSUB 3170:'droit
3020 IF INKEY(73)<>-1 OR INKEY(2)<>-1 THEN GOTO 2760
3030 IF INKEY(76)<>-1 OR INKEY(9)<>-1 THEN GOSUB 3350
3040 GOTO 2980
3050 '* s-prog gauche(pos.basse)
3060 DI:PAPER 0:PEN 1:LOCATE x,y:PRINT " "
3070 LOCATE x,y+1:PRINT " "
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3080 LOCATE x,y+2:PRINT " "
3090 x=x-1
3100 LOCATE x,y:PRINT CHR$(134);CHR$(134)
3110 LOCATE x,y+1:PRINT CHR$(135);CHR$(135)
3120 LOCATE x,y+2:PRINT CHR$(129);CHR$(129)
3130 FOR i=1 TO bcd:NEXT
3140 EI
3150 RETURN
3160 '* s-prog droit(pos.basse)
3170 DI:PAPER 0:PEN 1:LOCATE x,y:PRINT " "
3180 LOCATE x,y+1:PRINT " "
3190 LOCATE x,y+2:PRINT " "
3200 x=x+1
3210 LOCATE x,y:PRINT CHR$(134);CHR$(134)
3220 LOCATE x,y+1:PRINT CHR$(135);CHR$(135)
3230 LOCATE x,y+2:PRINT CHR$(129);CHR$(129)
3240 FOR i=1 TO bcd:NEXT
3250 EI
3260 RETURN
3270 '* s-prog canon(pos.basse)
3280 DI:PAPER 0:PEN 1:LOCATE x,y:PRINT CHR$(134);CHR$(134)
3290 LOCATE x,y+1:PRINT CHR$(135);CHR$(135)
3300 LOCATE x,y+2:PRINT CHR$(129);CHR$(129)
3310 FOR i=1 TO 75:NEXT
3320 EI
3330 GOTO 2980
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A SUIVRE...


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5700 PAPER 2:PEN 1:PRINT inv$:LOCATE
x,10:PRINT CHR$(167);CHR$(168):PRIN
T vis$:EI:FOR i=1 TO 40:NEXT:DI:PAPE
R 2:PEN 3:GOSUB 8070
5710 EI
5720 RETURN
5730 '*****
5740 ' *test joystick pos.mi haut *
5750 '*****
5760 IF (INKEY(74)<>-1 OR INKEY(8)<>
-1) AND x)=3 THEN GOSUB 5870:'gauche

5770 IF vie=0 THEN GOTO 8800
5780 IF na1+na2+na3+na4=4 THEN GOTO
8840
5790 IF (INKEY(75)<>-1 OR INKEY(1)<>
-1) AND x<=37 THEN GOSUB 6000:'droi
te
5800 IF INKEY(72)<>-1 OR INKEY(0)<>-
1 THEN GOTO 6130:'haut
5810 IF INKEY(73)<>-1 OR INKEY(2)<>-
1 THEN GOTO 5840:'bas
5820 IF INKEY(76)<>-1 OR INKEY(9)<>-
1 THEN GOSUB 6210:'tir
5830 GOTO 5760
5840 DI:IF de>60 THEN GOTO 5440
5850 PAPER 3:PEN 1:de=de+0.5:LOCATE
24,23:PRINT USING "###.#";de:EI:GOTO
5760
5860 '*s-prog gauche(pos.mi-haut)*
5870 DI
5880 PAPER 0:PEN 1
5890 LOCATE x,y:PRINT " "
5900 LOCATE x,y+1:PRINT " "
5910 LOCATE x,y+2:PRINT " "
5920 x=x-1
5930 LOCATE x,y:PRINT CHR$(130);CHR$
(130)
5940 LOCATE x,y+1:PRINT CHR$(131);CH
R$(131)
5950 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
5960 FOR i=1 TO bcd:NEXT
5970 EI
5980 RETURN
5990 '*s-prog droit(pos.mi-haut) *
6000 DI
6010 PAPER 0:PEN 1
6020 LOCATE x,y:PRINT " "
6030 LOCATE x,y+1:PRINT " "
6040 LOCATE x,y+2:PRINT " "
6050 x=x+1
6060 LOCATE x,y:PRINT CHR$(130);CHR$
(130)
6070 LOCATE x,y+1:PRINT CHR$(131);CH
R$(131)
6080 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
6090 FOR i=1 TO bcd:NEXT
6100 EI
6110 RETURN
6120 '* s-prog canon pos.mi-hautex
6130 DI:de=de-0.5:PAPER 3:PEN 1:LOCA
TE 24,23:PRINT USING "###.#";de:IF de
<40 THEN GOTO 6830 ELSE EI:GOTO 5760
6140 PAPER 0:PEN 1:LOCATE x,y:PRINT
CHR$(130);CHR$(130)
6150 LOCATE x,y+1:PRINT CHR$(131);CH
R$(131)
6160 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
6170 FOR i=1 TO 75:NEXT
6180 EI
6190 GOTO 5760
6200 '* s-prog tir (pos.mi-haute)*
6210 DI
6220 SOUND 4,150,55,7,3,,5
6230 PAPER 0:PEN 1:LOCATE x,15:PRINT
CHR$(132);CHR$(132):EI:FOR i=1 TO 5
```

```
0:NEXT:DI:PAPER 0:LOCATE x,15:PRINT
CHR$(130);CHR$(130)
6240 PAPER 0:PEN 3:LOCATE x,14:PRINT
CHR$(176);CHR$(176):EI:FOR i=1 TO 2
5:NEXT:DI:PAPER 0:LOCATE x,14:PRINT
" "
6250 PAPER 2:PEN 3:LOCATE x,8:PRINT
CHR$(176);CHR$(176):EI:FOR i=1 TO 6
0:NEXT:DI:PAPER 2:LOCATE x,8:PRINT "
"
6260 PEN 3:LOCATE x,6:PRINT CHR$(175
);CHR$(175):EI:FOR i=1 TO 50:NEXT:DI
:PAPER 2:LOCATE x,6:PRINT " "
6270 PEN 3:LOCATE x,3:PRINT CHR$(175
);CHR$(175):EI:FOR i=1 TO 125:NEXT:DI
:PAPER 2:LOCATE x,3:PRINT " "
6280 PEN 3:LOCATE x,6:PRINT CHR$(174
);CHR$(174):EI:FOR i=1 TO 70:NEXT:DI
:PAPER 2:LOCATE x,6:PRINT " "
6290 PAPER 2:PEN 3:PRINT inv$:LOCATE
x,9:PRINT CHR$(174);CHR$(174):PRINT
vis$:EI:FOR i=1 TO 75:NEXT:DI
6300 IF x)=15 AND x<=20 AND na3=1 TH
EN PAPER 2:PEN 1:LOCATE x,9:PRINT "
":PAPER 0:PEN 2:LOCATE x,11:PRINT C
HR$(167);CHR$(168):FOR i=1 TO 40:NEX
T:LOCATE x,11:PRINT " ":GOTO 6400
6310 IF x)=33 AND x<=37 AND na4=1 TH
EN PAPER 2:PEN 1:LOCATE x,9:PRINT "
":PAPER 0:PEN 2:LOCATE x,11:PRINT C
HR$(167);CHR$(168):FOR i=1 TO 40:NEX
T:LOCATE x,11:PRINT " ":GOTO 6400
6320 GOSUB 8000
6330 IF x)=15 AND x<=20 AND de>bat3
THEN dist=(de-bat3)*200:PAPER 3:PEN
1:LOCATE 25,22:PRINT dist;"m LONG "
:GOTO 6400
6340 IF x)=15 AND x<=20 AND de<bat3
THEN dist=(bat3-de)*200:PAPER 3:PEN
1:LOCATE 25,22:PRINT dist;"m SHORT "
:GOTO 6390
6350 IF x)=15 AND x<=20 AND de=bat3
THEN PAPER 3:PEN 1:GOSUB 8140:LOCATE
25,22:PRINT "RIGHT ON ":GOSUB
8470:GOTO 6400
6360 IF x)=33 AND x<=37 AND de>bat4
THEN dist=(de-bat4)*200:PAPER 3:PEN
1:LOCATE 25,22:PRINT dist;"m LONG "
:GOTO 6400
6370 IF x)=33 AND x<=37 AND de<bat4
THEN dist=(bat4-de)*200:PAPER 3:PEN
1:LOCATE 25,22:PRINT dist;"m SHORT "
:GOTO 6390
6380 IF x)=33 AND x<=37 AND de=bat4
THEN PAPER 3:PEN 1:GOSUB 8140:LOCATE
25,22:PRINT "RIGHT ON ":GOSUB
8610:GOTO 6400
6390 PAPER 0:PEN 2:PRINT inv$:LOCATE
x,11:PRINT CHR$(167);CHR$(168):PRIN
T vis$:EI:FOR i=1 TO 40:NEXT:DI:PAPE
R 0:PEN 3:GOSUB 8040
6400 EI
6410 RETURN
6420 '*****
6430 '* test joystick pos.mi bas *
6440 '*****
6450 IF (INKEY(74)<>-1 OR INKEY(8)<>
-1) AND x)=3 THEN GOSUB 6560:'gauche

6460 IF vie=0 THEN GOTO 8800
6470 IF na1+na2+na3+na4=4 THEN GOTO
8840
6480 IF (INKEY(75)<>-1 OR INKEY(1)<>
-1) AND x<=37 THEN GOSUB 6690:'droi
te
6490 IF INKEY(72)<>-1 OR INKEY(0)<>-
1 THEN GOTO 6820:'haut
6500 IF INKEY(73)<>-1 OR INKEY(2)<>-
1 THEN GOTO 6530:'bas
6510 IF INKEY(76)<>-1 OR INKEY(9)<>-
1 THEN GOSUB 6900:'tir
6520 GOTO 6450
6530 DI:IF de>40 THEN GOTO 6140
6540 PAPER 3:PEN 1:de=de+0.5:LOCATE
24,23:PRINT USING "###.#";de:EI:GOTO
6450
6550 '* s-prog gauche(pos.mi bas)*
6560 DI
6570 PAPER 0:PEN 1
```

```
6580 LOCATE x,y:PRINT " "
6590 LOCATE x,y+1:PRINT " "
6600 LOCATE x,y+2:PRINT " "
6610 x=x-1
6620 LOCATE x,y:PRINT CHR$(132);CHR$
(132)
6630 LOCATE x,y+1:PRINT CHR$(133);CH
R$(133)
6640 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
6650 FOR i=1 TO bcd:NEXT
6660 EI
6670 RETURN
6680 '* s-prog droit (pos.mi-bas)*
6690 DI
6700 PAPER 0:PEN 1
6710 LOCATE x,y:PRINT " "
6720 LOCATE x,y+1:PRINT " "
6730 LOCATE x,y+2:PRINT " "
6740 x=x+1
6750 LOCATE x,y:PRINT CHR$(132);CHR$
(132)
6760 LOCATE x,y+1:PRINT CHR$(133);CH
R$(133)
6770 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
6780 FOR i=1 TO bcd:NEXT
6790 EI
6800 RETURN
6810 '* s-prog canon pos.mi-bas *

6820 DI:de=de-0.5:PAPER 3:PEN 1:LOCA
TE 24,23:PRINT USING "###.#";de:IF de
<20 THEN GOTO 7510 ELSE EI:GOTO 645
0
6830 PAPER 0:PEN 1:LOCATE x,y:PRINT
CHR$(132);CHR$(132)
6840 LOCATE x,y+1:PRINT CHR$(133);CH
R$(133)
6850 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
6860 FOR i=1 TO 75:NEXT
6870 EI
6880 GOTO 6450
6890 '* s-prog tir (pos.mi-bas) *
6900 DI
6910 SOUND 4,150,55,7,3,,5
6920 PAPER 0:PEN 1:LOCATE x,15:PRINT
CHR$(134);CHR$(134):EI:FOR i=1 TO 5
0:NEXT:DI:PAPER 0:LOCATE x,15:PRINT
CHR$(132);CHR$(132)
6930 PAPER 0:PEN 3:LOCATE x,14:PRINT
CHR$(176);CHR$(176):EI:FOR i=1 TO 2
5:NEXT:DI:PAPER 0:LOCATE x,14:PRINT
" "
6940 PAPER 2:PEN 3:LOCATE x,8:PRINT
CHR$(176);CHR$(176):EI:FOR i=1 TO 6
0:NEXT:DI:PAPER 2:LOCATE x,8:PRINT "
"
6950 PEN 3:LOCATE x,7:PRINT CHR$(175
);CHR$(175):EI:FOR i=1 TO 50:NEXT:DI
:PAPER 2:LOCATE x,7:PRINT " "
6960 PEN 3:LOCATE x,5:PRINT CHR$(175
);CHR$(175):EI:FOR i=1 TO 125:NEXT:DI
:PAPER 2:LOCATE x,5:PRINT " "
6970 PEN 3:LOCATE x,7:PRINT CHR$(174
);CHR$(174):EI:FOR i=1 TO 70:NEXT:DI
:PAPER 2:LOCATE x,7:PRINT " "
6980 PAPER 2:PEN 3:PRINT inv$:LOCATE
x,9:PRINT CHR$(174);CHR$(174):PRINT
vis$:EI:FOR i=1 TO 75:NEXT:DI
6990 IF x)=33 AND x<=37 AND na4<>1 T
HEN dist=(bat4-de)*200:PAPER 3:PEN 1
:LOCATE 25,22:PRINT dist;"m SHORT ":
GOSUB 8000:GOTO 7050
7000 IF x)=((petx+16)/16) AND x<=((p
etx+16)/16)+7 AND na5=1 THEN PAPER 2
:PEN 1:LOCATE x,9:PRINT " ":PAPER 0
:PEN 2:LOCATE x,11:PRINT CHR$(167);C
HR$(168):FOR i=1 TO 40:NEXT:LOCATE x
,11:PRINT " ":GOTO 7070
7010 GOSUB 8000
7020 IF x)=((petx+16)/16) AND x<=((p
etx+16)/16)+7 AND de>bat5 THEN dist=
(de-bat5)*200:PAPER 3:PEN 1:LOCATE 2
5,22:PRINT dist;"m LONG ":GOTO 7050
:EI:RETURN
7030 IF x)=((petx+16)/16) AND x<=((p
etx+16)/16)+7 AND de<bat5 THEN dist=
```

```
(bat5-de)*200:PAPER 3:PEN 1:LOCATE 2
5,22:PRINT dist;"m SHORT ":GOTO 7060
7040 IF x)=((petx+16)/16) AND x<=((p
etx+16)/16)+7 AND de=bat5 THEN PAPER
3:PEN 1:GOSUB 8140:LOCATE 25,22:PRI
NT "RIGHT ON ":GOSUB 8710:GOTO
7070
7050 PAPER 0:PEN 2:PRINT inv$:LOCATE
x,12:PRINT CHR$(167);CHR$(168):PRIN
T vis$:EI:FOR i=1 TO 40:NEXT:DI:PAPE
R 0:LOCATE x,12:PRINT " ":GOTO 707
0
7060 PAPER 0:PEN 2:PRINT inv$:LOCATE
x,13:PRINT CHR$(167);CHR$(168):PRIN
T vis$:EI:FOR i=1 TO 40:NEXT:DI:PAPE
R 0:IF x)=((petx+16)/16) AND x<=((pe
tx+16)/16)+7.25 THEN GOTO 7070 ELSE
LOCATE x,13:PRINT " ":GOTO 7070
7070 EI
7080 RETURN
7090 '*****
7100 '* test joystick pos. bas *
7110 '*****
7120 IF (INKEY(74)<>-1 OR INKEY(8)<>
-1) AND x)=3 THEN GOSUB 7230:'gauche
7130 IF vie=0 THEN GOTO 8800
7140 IF na1+na2+na3+na4=4 THEN GOTO
8840
7150 IF (INKEY(75)<>-1 OR INKEY(1)<>
-1) AND x<=37 THEN GOSUB 7360:'droi
te
7160 IF INKEY(73)<>-1 OR INKEY(2)<>-
1 THEN GOTO 7200:'bas
7170 IF INKEY(72)<>-1 OR INKEY(0)<>-
1 THEN GOSUB 7490:'haut
7180 IF INKEY(76)<>-1 OR INKEY(9)<>-
1 THEN GOSUB 7580:'tir
7190 GOTO 7120
7200 DI:IF de>20 THEN GOTO 6830
7210 PAPER 3:PEN 1:de=de+0.5:LOCATE
24,23:PRINT USING "###.#";de:EI:GOTO
7120
7220 '* s-prog gauche(pos. bas) *
7230 DI
7240 PAPER 0:PEN 1
7250 LOCATE x,y:PRINT " "
7260 LOCATE x,y+1:PRINT " "
7270 LOCATE x,y+2:PRINT " "
7280 x=x-1
7290 LOCATE x,y:PRINT CHR$(134);CHR$
(134)
7300 LOCATE x,y+1:PRINT CHR$(135);CH
R$(135)
7310 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
7320 FOR i=1 TO bcd:NEXT
7330 EI
7340 RETURN
7350 '* s-prog droit (pos.bas) *
7360 DI
7370 PAPER 0:PEN 1
7380 LOCATE x,y:PRINT " "
7390 LOCATE x,y+1:PRINT " "
7400 LOCATE x,y+2:PRINT " "
7410 x=x+1
7420 LOCATE x,y:PRINT CHR$(134);CHR$
(134)
7430 LOCATE x,y+1:PRINT CHR$(135);CH
R$(135)
7440 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
7450 FOR i=1 TO bcd:NEXT
7460 EI
7470 RETURN
7480 '* s-prog canon pos.basse *
7490 DI:IF de=0.5 THEN EI:RETURN
7500 de=de-0.5:PAPER 3:PEN 1:LOCATE
24,23:PRINT USING "###.#";de:EI:RETUR
N
7510 PAPER 0:PEN 1:LOCATE x,y:PRINT
CHR$(134);CHR$(134)
7520 LOCATE x,y+1:PRINT CHR$(135);CH
R$(135)
7530 LOCATE x,y+2:PRINT CHR$(129);CH
R$(129)
```

LE JUSTICIER



AU SECOURS!
C'EST AFFREUX!
TENEZ BON! J'ARRIVE!

JE SUIS UN MIROIR MAUDIT!
JE N'ARRIVE A REFLETER QUE
L'IMAGE DES
CRETINS!



Bouuu!



AMSTRAD



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```

7540 FOR i=1 TO 75:NEXT
7550 EI
7560 GOTO 7120
7570 '* s-prog tir (pos.basse) *
7580 DI
7590 SOUND 4,150,55,7,3,,5
7600 PAPER 0:PEN 1:LOCATE x,15:PRINT
" ":EI:FOR i=1 TO 50:NEXT:DI:PAPER
0:LOCATE x,15:PRINT CHR$(134);CHR$(
134)
7610 PAPER 0:PEN 3:LOCATE x,14:PRINT
CHR$(176);CHR$(176):EI:FOR i=1 TO 2
5:NEXT:DI:PAPER 0:LOCATE x,14:PRINT
" "
7620 PAPER 2:PEN 3:LOCATE x,8:PRINT
CHR$(176);CHR$(176):EI:FOR i=1 TO 6
0:NEXT:DI:PAPER 2:LOCATE x,8:PRINT "
"
7630 PEN 3:LOCATE x,7:PRINT CHR$(175
);CHR$(175):EI:FOR i=1 TO 50:NEXT:DI
:PAPER 2:LOCATE x,7:PRINT " "
7640 PEN 3:LOCATE x,6:PRINT CHR$(175
);CHR$(175):EI:FOR i=1 TO 125:NEXT:DI
:PAPER 2:LOCATE x,6:PRINT " "
7650 PEN 3:LOCATE x,7:PRINT CHR$(174
);CHR$(174):EI:FOR i=1 TO 70:NEXT:DI
:PAPER 2:LOCATE x,7:PRINT " "
7660 PAPER 2:PEN 3:PRINT inv$:LOCATE
x,9:PRINT CHR$(174);CHR$(174):PRINT
vis$:EI:FOR i=1 TO 75:NEXT:DI:GOSUB
8000
7670 IF x>=((petx+16)/16) AND x<=((pe
tx+16)/16)+7 AND na5=0 THEN dist=(b
at5-de)*200:PAPER 3:PEN 1:LOCATE 25,
22:PRINT dist;"m SHORT ":GOTO 7680
7680 PAPER 0:PEN 2:PRINT inv$:LOCATE
x,13:PRINT CHR$(167);CHR$(168):PRIN
T vis$:EI:FOR i=1 TO 40:NEXT:DI:PAPE

```

```

R 0:IF x>=((petx+16)/16) AND x<=((pe
tx+16)/16)+7.25 THEN GOTO 7690 ELSE
LOCATE x,13:PRINT " "
7690 EI
7700 RETURN
7710 '*****
7720 '* s-prog "petrolier" *
7730 '*****
7740 TAG
7750 MOVE petx,pety
7760 PRINT CHR$(163);CHR$(164);CHR$(
165);CHR$(165);CHR$(165);CHR$(165);C
HR$(165);CHR$(165);CHR$(166);
7770 MOVE petx+16,pety+16
7780 PRINT CHR$(158);CHR$(158);CHR$(
158);CHR$(159);CHR$(160);CHR$(161);C
HR$(162);CHR$(158);
7790 petx=petx-4
7800 TAGOFF
7810 IF petx=-148 THEN PEN 3:PAPER 3
:LOCATE 1,25:PRINT REMAIN(3):LOCATE
1,1
7820 RETURN
7830 '**** s-prog chgt1 canon ***
7840 DI:IF de=0.5 THEN de=1
7850 PAPER 3:PEN 1:de=de-0.5:LOCATE
24,23:PRINT USING "##.#";de
7860 IF de>60 THEN EI:GOTO 5440
7870 IF de>40 THEN EI:GOTO 6140
7880 IF de>20 THEN EI:GOTO 6830
7890 IF de>0 THEN EI:GOTO 7510
7900 '**** s-prog chgt2 canon ***
7910 DI:IF de=79.5 THEN de=79
7920 PAPER 3:PEN 1:de=de+0.5:LOCATE
24,23:PRINT USING "##.#";de
7930 IF de<20 THEN EI:GOTO 7510
7940 IF de<40 THEN EI:GOTO 6830
7950 IF de<60 THEN EI:GOTO 6140
7960 IF de<80 THEN EI:GOTO 5440
7970 '*****
7980 '* effacement bombes *
7990 '*****
8000 PAPER 2:IF x=3 OR x=4 OR x=5 TH
EN LOCATE 3,9:PRINT " ";CHR$(136);CH
R$(137);" ":RETURN
8010 IF x=16 OR x=17 THEN LOCATE 16,
9:PRINT " ";CHR$(145)" ":RETURN
8020 IF x=29 OR x=30 OR x=31 THEN LO
CATE 29,9:PRINT " ";CHR$(140);CHR$(1
41);" ":RETURN
8030 PAPER 2:LOCATE x,9:PRINT " " :
RETURN
8040 IF x)=15 AND x<=19 THEN LOCATE
15,11:PRINT " ";CHR$(151);CHR$(152);
CHR$(152);CHR$(152);" ":RETURN
8050 IF x)=33 AND x<=37 THEN LOCATE

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```

33,11:PRINT " ";CHR$(154);CHR$(155);
CHR$(156);CHR$(157);" ":RETURN
8060 LOCATE x,11:PRINT " ":RETURN
8070 IF x=3 OR x=4 OR x=5 THEN LOCAT
E 3,10:PRINT " ";CHR$(138);CHR$(139)
;" ":RETURN
8080 IF x=29 OR x=30 OR x=31 THEN LO
CATE 29,10:PRINT " ";CHR$(142);CHR$(
144);" ":RETURN
8090 IF x=35 OR x=36 THEN LOCATE 35,
10:PRINT " ";CHR$(153);" ":RETURN
8100 LOCATE x,10:PRINT " ":RETURN
8110 '*****
8120 '* affichage du score *
8130 '*****
8140 PEN 2:sc=sc+2000:PAPER 3:LOCATE
14,21:PRINT sc:PAPER 3:SOUND 2,0,-
1,0,2,,30:RETURN
8150 '*****
8160 '* s-prog "tir navir" *
8170 '*****
8180 SOUND 1,250,55,11,1,,30
8190 DI:PAPER 2:PEN 3:LOCATE xx,8:PR
INT CHR$(174);CHR$(174):EI:FOR i=1 T
O 75:NEXT:DI:LOCATE xx,8:PRINT " "
8200 LOCATE xx,6:PRINT CHR$(174);CHR
$(174):EI:FOR i=1 TO 90:NEXT:DI:LOCA
TE xx,6:PRINT " "
8210 LOCATE xx,1:PRINT CHR$(175);CHR
$(175):EI:FOR i=1 TO 125:NEXT:DI:LOC
ATE xx,1:PRINT " "
8220 PEN 3:LOCATE xx,4:PRINT CHR$(17
5);CHR$(175):EI:FOR i=1 TO 50:NEXT:DI
:PAPER 2:LOCATE xx,4:PRINT " "
8230 LOCATE xx,8:PRINT CHR$(176);CHR
$(176):EI:FOR i=1 TO 60:NEXT:DI:LOCA
TE xx,8:PRINT " "
8240 PAPER 0:LOCATE xx,14:PRINT CHR$(
176);CHR$(176):EI:FOR i=1 TO 25:NEX
T:DI:LOCATE xx,14:PRINT " "
8250 xx=xx+13:IF xx>35 THEN xx=4
8260 dam=dam+2:PAPER 3:PEN 2:LOCATE
14,24:PRINT dam:IF dam>=10 THEN GOSU
B 4150
8270 EI
8280 RETURN
8290 '*** s-prog bat1 coule ***
8300 DI:PAPER 2:PEN 3:EI
8310 FOR i=1 TO 800:NEXT
8320 DI:PAPER 2:PEN 3:LOCATE 4,9:PRI
NT " "
8330 LOCATE 4,10:PRINT CHR$(136);CHR
$(137):EI
8340 FOR i=1 TO 800:NEXT
8350 DI:PAPER 2:LOCATE 4,10:PRINT "
":EI

```

```

8360 na1=1
8370 RETURN
8380 '*** s-prog bat2 coule ***
8390 DI:PAPER 2:PEN 3:EI
8400 FOR i=1 TO 800:NEXT
8410 DI:PAPER 2:PEN 3:LOCATE 30,9:PR
INT " "
8420 LOCATE 30,10:PRINT CHR$(140);CH
R$(141):EI
8430 FOR i=1 TO 800:NEXT
8440 DI:PAPER 2:LOCATE 30,10:PRINT "
":EI
8450 na2=1
8460 RETURN
8470 '*** s-prog bat3 coule ***
8480 DI:PAPER 2:PEN 3:EI
8490 FOR i=1 TO 800:NEXT
8500 DI:PAPER 2:PEN 3:LOCATE 17,9:PR
INT " "
8510 LOCATE 16,10:PRINT " ";CHR$(145
);" "
8520 PAPER 0:LOCATE 16,11:PRINT CHR$(
146);CHR$(147);CHR$(148);CHR$(149);
CHR$(150):EI
8530 FOR i=1 TO 800:NEXT
8540 DI:PAPER 2:PEN 3
8550 LOCATE 17,10:PRINT " "
8560 PAPER 0
8570 LOCATE 16,11:PRINT " ";CHR$(145
);" "
8580 LOCATE 17,11:PRINT " ":EI
8590 na3=1
8600 RETURN
8610 '*** s-prog bat4 coule ***
8620 DI:PAPER 2:PEN 3:EI
8630 FOR i=1 TO 800:NEXT
8640 DI:PAPER 2:PEN 3:LOCATE 36,10:P
RINT " "
8650 PAPER 0
8660 LOCATE 34,11:PRINT " ";CHR$(15
3);" ":EI
8670 FOR i=1 TO 800:NEXT
8680 DI:PAPER 0:LOCATE 36,11:PRINT "
":EI
8690 na4=1
8700 RETURN
8710 '*** s-prog bat5 coule ***
8720 DI:PEN 3:PAPER 3:LOCATE 1,25:PR
INT REMAIN(3):LOCATE 1,1:EI
8730 FOR i=1 TO 800:NEXT
8740 DI:PAPER 0:PEN 3:LOCATE 1,12:PR
INT " "

```

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