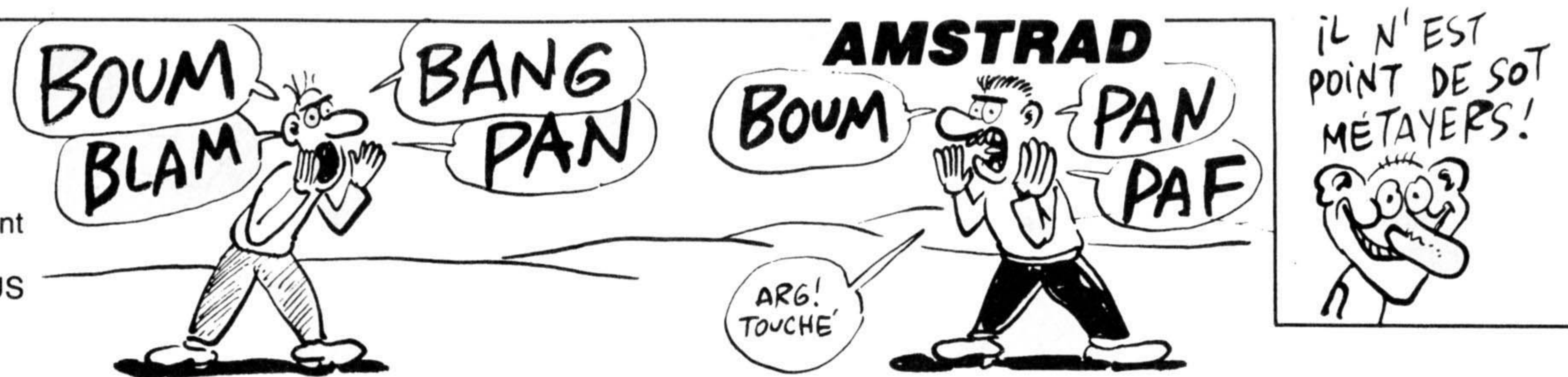




# TANK

Invitez votre adversaire à participer à un duel aussi bruyant qu'impitoyable...

Fathri KARMOUS



## SUITE DU N°142

```

2580 LOCATE 1,24:PAPER 2
2590 PRINT "
";
2600 PEN 0:LOCATE 1,24
2610 PRINT "      TANKS      MINES
      NOM"
2620 LOCATE 7,25
2630 FOR i=1 TO d
2640 PRINT CHR$(133);" ";NEXT
2650 LOCATE 18,25
2660 PRINT mn$
2670 LOCATE 27,25:PRINT STRING$(hf
f(2),CHR$(32));n2$;
2680 PRINT CHR$(22)+CHR$(1)
2690 ON ta GOSUB 7250,7430,7650,78
30,7970,8160
2700 PAPER 0:PEN 1
2710 LOCATE v,w:PRINT k$(e,1);PEN
2:LOCATE v,w:PRINT l$(e,1);
2720 PEN 1:LOCATE v,w+1:PRINT k$(e
,2);PEN 2:LOCATE v,w+1:PRINT l$(e
,2);
2730 PEN 2:LOCATE x,y:PRINT k$(f,1
);PEN 1:LOCATE x,y:PRINT l$(f,1);
2740 PEN 2:LOCATE x,y+1:PRINT k$(f
,2);PEN 1:LOCATE x,y+1:PRINT l$(f
,2);
2750 '***** Jeu *****
2760 IF g=1 THEN GOSUB 3260
2770 IF h=1 THEN GOSUB 3510
2780 GOSUB 4430:GOSUB 4730
2790 GOSUB 2840
2800 GOSUB 4730:GOSUB 4430
2810 ON pl GOSUB 3000,2920
2820 GOTO 2760
2830 '***** Joueur 1 *****
2840 IF INKEY(t1)=0 THEN e=e-1:GOT
0 3130
2850 IF INKEY(t2)=0 THEN e=e+1:GOT
0 3130
2860 IF INKEY(t3)=0 THEN g=0
2870 IF INKEY(t4)=0 THEN g=1
2880 IF INKEY(t5)=0 THEN GOSUB 434
0
2890 IF INKEY(t6)=0 THEN 3800
2900 RETURN
2910 '***** Joueur 2 *****
2920 IF INKEY(u1)=0 THEN f=f-1:GOT
0 3380
2930 IF INKEY(u2)=0 THEN f=f+1:GOT
0 3380
2940 IF INKEY(u3)=0 THEN h=0
2950 IF INKEY(u4)=0 THEN h=1
2960 IF INKEY(u5)=0 THEN GOSUB 464
0
2970 IF INKEY(u6)=0 THEN 3920
2980 RETURN
2990 '***** machine *****
3000 IF ra=1 THEN 3100
3010 ia=4:ja=1
3020 re=RND*ia+ja
3030 ON re GOTO 3040,3050,3060,308
0,3090
3040 IF RND<0.3 THEN f=f-1:GOTO 33
80 ELSE RETURN
3050 IF RND<0.3 THEN f=f+1:GOTO 33
80 ELSE RETURN
3060 IF RND<0.3 THEN h=h+1:h=h MOD
2
3070 RETURN
3080 IF RND<0.1 THEN 3920 ELSE RET
URN
3090 IF RND<0.7 THEN GOSUB 4640
3100 IF ri=1 THEN f=f-1 ELSE f=f+1

```

```

3110 GOTO 3380
3120 '***** not tank rouge *****
3130 IF e=9 THEN e=1
3140 IF e=0 THEN e=8
3150 vv=v:ww=w
3160 GOSUB 3640
3170 PEN 1:LOCATE v,w
3180 PRINT k$(e,1);
3190 PEN 2:LOCATE v,w
3200 PRINT l$(e,1);
3210 PEN 1:LOCATE v,w+1:PRINT k$(e
,2);
3220 PEN 2:LOCATE v,w+1:PRINT l$(e
,2);
3230 SOUND 1,150,8,11,,1,1
3240 RETURN
3250 '***** deP tank rouge *****
3260 vv=v:ww=w
3270 v=v+d(e,1):w=w+d(e,2)
3280 GOSUB 4940:IF eP=1 THEN 4040
3290 GOSUB 3640
3300 PEN 1:LOCATE v,w
3310 PRINT k$(e,1);
3320 PEN 2:LOCATE v,w:PRINT l$(e,1
);
3330 PEN 1:LOCATE v,w+1:PRINT k$(e
,2);
3340 PEN 2:LOCATE v,w+1:PRINT l$(e
,2);
3350 SOUND 1,1200,11,11,,31
3360 RETURN
3370 '***** not tank bleu *****
3380 IF f=9 THEN f=1
3390 IF f=0 THEN f=8
3400 xx=x:yy=y
3410 GOSUB 3720
3420 PEN 2:LOCATE x,y
3430 PRINT k$(f,1)
3440 PEN 1:LOCATE x,y
3450 PRINT l$(f,1)
3460 PEN 2:LOCATE x,y+1:PRINT k$(f
,2)
3470 PEN 1:LOCATE x,y+1:PRINT l$(f
,2)
3480 SOUND 2,120,8,11,,1,1
3490 RETURN
3500 '***** deP tank bleu *****
3510 xx=x:yy=y
3520 x=x+d(f,1):y=y+d(f,2)
3530 GOSUB 5040:IF eP=1 THEN 4190
3540 GOSUB 3720
3550 PEN 2:LOCATE x,y
3560 PRINT k$(f,1);
3570 PEN 1:LOCATE x,y
3580 PRINT l$(f,1);
3590 PEN 2:LOCATE x,y+1:PRINT k$(f
,2);
3600 PEN 1:LOCATE x,y+1:PRINT l$(f
,2);
3610 SOUND 2,1000,11,11,,31
3620 RETURN
3630 '***** effacement rouge *****
3640 PRINT CHR$(22)+CHR$(0)
3650 PEN 3:LOCATE vv,ww
3660 PRINT a1$;a2$
3670 LOCATE vv,ww+1
3680 PRINT a3$;a4$
3690 PRINT CHR$(22)+CHR$(1)
3700 RETURN
3710 '***** effacement bleu *****
3720 PRINT CHR$(22)+CHR$(0)
3730 PEN 3:LOCATE xx,yy
3740 PRINT a4$;a3$
3750 LOCATE xx,yy+1
3760 PRINT a2$;a1$
3770 PRINT CHR$(22)+CHR$(1)
3780 RETURN
3790 '***** mine rouge *****
3800 IF m<1 THEN RETURN
3810 P=v+m(e,1):q=w+m(e,2)

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3820 a=TEST(P*16-8,400-q*16+8)
3830 IF a>0 THEN RETURN
3840 PEN 1:LOCATE p,q:PRINT CHR$(2
04);
3850 PEN 2:LOCATE p,q:PRINT CHR$(2
05);
3860 m=m-1:PEN 1
3870 n(mn,1)=P:n(mn,2)=q:mn=mn+1
3880 LOCATE 18+m,2:PRINT CHR$(255)
;
3890 SOUND 1,100,10,12,,2,15
3900 RETURN
3910 '***** mine bleu *****
3920 IF n<1 THEN RETURN
3930 P=x+m(f,1):q=y+m(f,2)
3940 a=TEST(P*16-8,400-q*16+8)
3950 IF a>0 THEN RETURN
3960 PEN 2:LOCATE p,q:PRINT CHR$(2
04);
3970 PEN 1:LOCATE p,q:PRINT CHR$(2
05);
3980 n=n-1:PEN 2
3990 n(mn,1)=P:n(mn,2)=q:mn=mn+1
4000 LOCATE 18+n,25:PRINT CHR$(255
);
4010 SOUND 2,60,10,12,,2,15
4020 RETURN
4030 '***** mort tank rouge *****
4040 vv=v:ww=w:GOSUB 3640
4050 PEN 1
4060 LOCATE v,w:PRINT CHR$(232);CH
R$(233);
4070 LOCATE v,w+1:PRINT CHR$(234);
CHR$(235);
4080 PEN 2
4090 LOCATE v,w:PRINT CHR$(236);CH
R$(237);
4100 LOCATE v,w+1:PRINT CHR$(238);
CHR$(239);
4110 SOUND 1,4000,200,13,1,,31
4120 SOUND 4,500,200,13,1,4
4130 SOUND 2,2000,200,13,1,3
4140 IF SQ(1)>4 THEN 4140
4150 c=c-1:LOCATE 7+c*2,2
4160 PEN 1:PRINT CHR$(255);
4170 GOTO 5480
4180 '***** mort tank bleu *****
4190 xx=x:yy=y:GOSUB 3720
4200 PEN 2
4210 LOCATE x,y:PRINT CHR$(232);CH
R$(233);
4220 LOCATE x,y+1:PRINT CHR$(234);
CHR$(235);
4230 PEN 1
4240 LOCATE x,y:PRINT CHR$(236);CH
R$(237);
4250 LOCATE x,y+1:PRINT CHR$(238);
CHR$(239)
4260 SOUND 1,3000,150,13,1,,31
4270 SOUND 4,300,150,13,1,4
4280 SOUND 2,1000,150,13,1,3
4290 IF SQ(1)>4 THEN 4290
4300 d=d-1:LOCATE 7+d*2,25
4310 PEN 2:PRINT CHR$(255);
4320 GOTO 5480
4330 '***** dePart tir rouge *****
4340 SOUND 1,600,5,13,,13
4350 IF vb=0 THEN 4370
4360 GOSUB 4530
4370 vb=v+b(e,1):wb=w+b(e,2)
4380 vt=vb:wt=wb
4390 a=TEST(vb*16-8,400-wb*16+8)
4400 IF a>0 THEN 4600
4410 b1=e:GOTO 4490
4420 '**** dePlac tir rouge *****
4430 IF vb=0 THEN RETURN
4440 vt=vb+d(b1,1):wt=wb+d(b1,2)
4450 a=TEST(vt*16-8,400-wt*16+8)
4460 IF a>0 THEN 4590
4470 GOSUB 4530

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```

4480 vb=vt:wb=wt
4490 LOCATE vb,wb
4500 PEN 1:PRINT ba$(b1);
4510 RETURN
4520 '**** efface tir rouge *****
4530 PRINT CHR$(22)+CHR$(0)
4540 LOCATE vb,wb
4550 PEN 3:PRINT a1$;
4560 PRINT CHR$(22)+CHR$(1)
4570 RETURN
4580 '***** test tir rouge *****
4590 GOSUB 4530
4600 IF (vt=x OR vt=x+1) AND (wt=y
OR wt=y+1) THEN 4190
4610 vb=0
4620 RETURN
4630 '**** dePart tir bleu *****
4640 SOUND 2,400,5,13,,13
4650 IF xb=0 THEN 4670
4660 GOSUB 4830
4670 xb=x+b(f,1):yb=y+b(f,2)
4680 xt=xb:yt=yb
4690 a=TEST(xb*16-8,400-yb*16+8)
4700 IF a>0 THEN 4900
4710 b2=f:GOTO 4790
4720 '**** dePlac tir bleu *****
4730 IF xb=0 THEN RETURN
4740 xt=xb+d(b2,1):yt=yb+d(b2,2)
4750 a=TEST(xt*16-8,400-yt*16+8)
4760 IF a>0 THEN 4890
4770 GOSUB 4830
4780 xb=xt:yb=yt
4790 LOCATE xb,yb
4800 PEN 2:PRINT ba$(b2);
4810 RETURN
4820 '**** efface tir bleu *****
4830 PRINT CHR$(22)+CHR$(0)
4840 LOCATE xb,yb
4850 PEN 3:PRINT a2$;
4860 PRINT CHR$(22)+CHR$(1)
4870 RETURN
4880 '***** test tir bleu *****
4890 GOSUB 4830
4900 IF (xt=v OR xt=v+1) AND (yt=w
OR yt=w+1) THEN 4040
4910 xb=0
4920 RETURN
4930 '***** test rouge *****
4940 v1=v*16+8:w1=400-w*16+8
4950 ON e GOSUB 5150,5190,5230,527
0,5310,5350,5390,5430
4960 IF a1>0 OR a2>0 OR a3>0 THEN
4980
4970 eP=0:RETURN
4980 FOR i=1 TO mn
4990 IF v+2>n(i,1) AND v-1<n(i,1)
AND w-1<n(i,2) AND w+2>n(i,2) THEN
eP=1:i=mn+1
5000 NEXT
5010 v=v-d(e,1):w=w-d(e,2)
5020 RETURN
5030 '***** test bleu *****
5040 v1=x*16+8:w1=400-y*16+8
5050 ON f GOSUB 5150,5190,5230,527
0,5310,5350,5390,5430
5060 IF a1>0 OR a2>0 OR a3>0 THEN
5080
5070 eP=0:ra=0:RETURN
5080 FOR i=1 TO mn
5090 IF x+2>n(i,1) AND x-1<n(i,1)
AND y-1<n(i,2) AND y+2>n(i,2) THEN
eP=1:i=mn+1

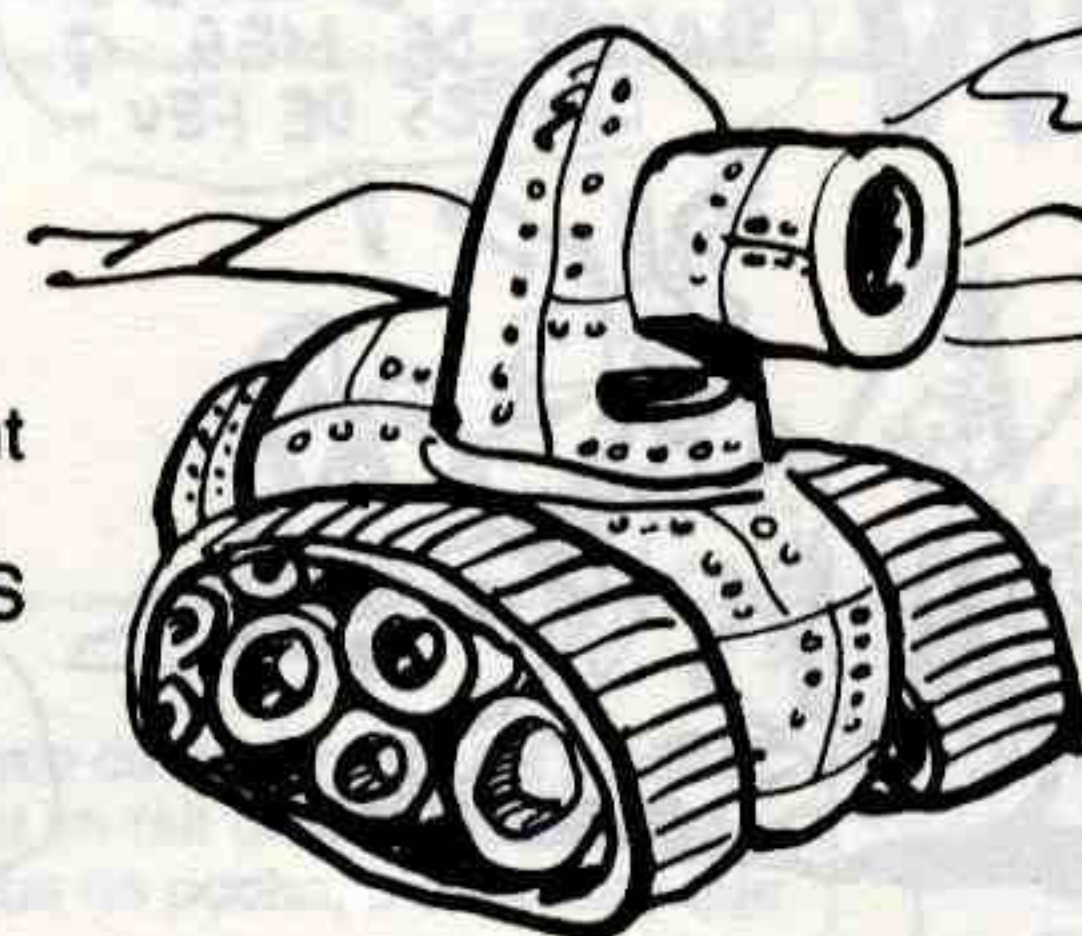
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**A SUIVRE...**

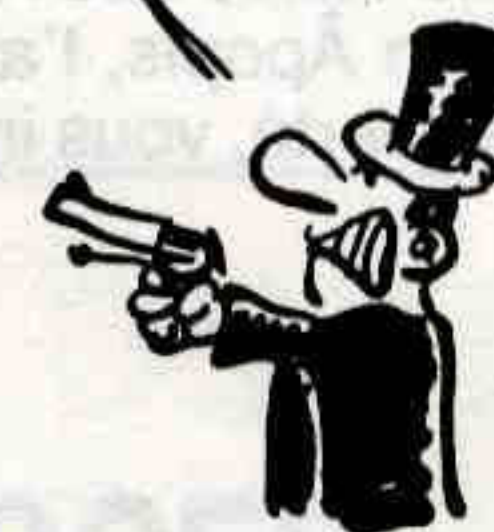
# TANK

Invitez votre adversaire à participer à un duel aussi bruyant qu'impitoyable...

Fathri KARMOUS



VOUS POUVEZ Y ALLER. J'AI MIS DES BOULES QUIÈS.



LE TAMPAX LES RÈGLES RESTENT

## SUITE DU N° 143

```

5100 NEXT
5110 x=x-d(f,1):y=y-d(f,2)
5120 IF ra=0 THEN ra=1:ri=RND*1+1
5130 RETURN
5140 '***** test Pur *****
5150 a1=TEST (v1,w1)
5160 a2=TEST (v1-16,w1)
5170 a3=0
5180 RETURN
5190 a1=TEST (v1-16,w1)
5200 a2=TEST (v1,w1)
5210 a3=TEST (v1,w1-16)
5220 RETURN
5230 a1=TEST (v1,w1)
5240 a2=TEST (v1,w1-16)
5250 a3=0
5260 RETURN
5270 a1=TEST (v1,w1)
5280 a2=TEST (v1,w1-16)
5290 a3=TEST (v1-16,w1-16)
5300 RETURN
5310 a1=TEST (v1,w1-16)
5320 a2=TEST (v1-16,w1-16)
5330 a3=0
5340 RETURN
5350 a1=TEST (v1,w1-16)
5360 a2=TEST (v1-16,w1-16)
5370 a3=TEST (v1-16,w1)
5380 RETURN
5390 a1=TEST (v1-16,w1-16)
5400 a2=TEST (v1-16,w1)
5410 a3=0
5420 RETURN
5430 a1=TEST (v1-16,w1-16)
5440 a2=TEST (v1-16,w1)
5450 a3=TEST (v1,w1)
5460 RETURN
5470 '***** changement *****
5480 vv=v:w=w:GOSUB 3640
5490 xx=x:y=y:GOSUB 3720
5500 PRINT CHR$(22)+CHR$(0)
5510 PEN 3:PAPER 0:FOR i=1 TO mn-1
5520 LOCATE n(i,1),n(i,2):PRINT a1
5530 NEXT
5540 IF vb>0 THEN LOCATE vb,wb:PEN
3:PRINT a1$
5550 IF xb>0 THEN LOCATE xb,yb:PRI
NT a2$
5560 v=2:w=4
5570 x=30:y=21
5580 m=5:n=5
5590 mn=1:op=0
5600 e=5:f=1
5610 g=0:h=0
5620 ri=0:ra=0
5630 vb=0:xb=0
5640 FOR i=1 TO 6000:NEXT
5650 IF c<1 OR d<1 THEN 5710
5660 LOCATE 18,2:PEN 0:PAPER 1:PRI
NT mn$
5670 LOCATE 18,25:PEN 0:PAPER 2:PR
INT mn$)
5680 PEN 3:PAPER 0:PRINT CHR$(22)+
CHR$(1)
5690 GOTO 2700
5700 '***** fin *****
5710 g1=0:g2=639
5720 g3=399:g4=0
5730 k=0:p=0
5740 PLOT g1,g3,p+1:p=p+1:p=p MOD

```

```

2
5750 DRAW 92,93:DRAW 92,94
5760 DRAW 91,94:DRAW 91,93
5770 g1=g1+2:g2=g2-2
5780 g3=g3-2:g4=g4+2
5790 k=k+1:IF k<100 THEN 5740
5800 FOR i=1 TO 500:NEXT
5810 lo=c-d:GOTO 1410
5820 LOCATE 1,4:PEN 3
5830 PRINT " Cette guerre effroyab
le est terminée"
5840 LOCATE 5,7:PEN 1
5850 PRINT "Le tank rouge Pilote P
ar "n1$
5860 LOCATE 5,9:PRINT "A ";
5870 GOSUB 6030:lo=d-c
5880 PRINT " ce combat"
5890 LOCATE 5,11:PEN 2
5900 PRINT "Le tank bleu Pilote Pa
r "n2$
5910 LOCATE 5,13:PRINT "A ";
5920 GOSUB 6030
5930 PRINT " ce combat"
5940 LOCATE 10,16:PEN 3
5950 PRINT "Voulez-vous rejouer ?"
;
5960 IF INKEY$("<") THEN 5960
5970 GOSUB 7030
5980 a$=LOWER$(a$):ch=0
5990 IF a$="o" THEN PRINT"oui":ch=
1
6000 IF a$="n" THEN PRINT"non":ch=
2
6010 IF ch=2 THEN MODE 1:PEN 1:PAP
ER 0:INK 0,0:INK 1,24:END
6020 P1=2:c=3:d=3:CLS:lo=0:GOTO 15
80
6030 IF lo=3 THEN PRINT "mene bril
lament";
6040 IF lo=2 THEN PRINT "remporte
facilement";
6050 IF lo=1 THEN PRINT "gagne tra
nquilement";
6060 IF lo=-1 THEN PRINT "perdu in
justement";
6070 IF lo=-2 THEN PRINT "perdu ro
ndement";
6080 IF lo=-3 THEN PRINT "perdu la
mentablement";
6090 RETURN
6100 '***** Page ecran *****
6110 PEN 1:LOCATE 10,5:PRINT"QUE D
ESIREZ-VOUS ?"
6120 LOCATE 10,7:PEN 2:PRINT"1";:P
EN 3:PRINT"# Les regles"
6130 LOCATE 10,8:PEN 2:PRINT"2";:P
EN 3:PRINT"# Le jeu"
6140 LOCATE 10,9:PEN 2:PRINT"3";:P
EN 3:PRINT"# Le tableau";ta
6150 LOCATE 10,10:PEN 2:PRINT"4";:
PEN 1:PRINT"# Un joueur"
6160 LOCATE 10,11:PEN 2:PRINT"5";:
PEN 2:PRINT"# Deux joueurs"
6170 IF de=0 THEN GOSUB 6690 ELSE
ON de GOSUB 6700,6740
6180 IF a$("<")"1" AND a$("<")"2" AND a$
("<")"3" AND a$("<")"4" AND a$("<")"5" THEN
6190
6190 IF a$="2" THEN RETURN
6200 IF a$="1" THEN GOSUB 6330
6210 IF a$("<")"3" THEN 6250
6220 ta=ta+1:IF ta=7 THEN ta=1
6230 LOCATE 26,9:PEN 3:PRINT ta;
6240 GOTO 6170
6250 IF a$("<")"4" THEN 6280
6260 P1=1:P2=3
6270 P1=1:GOTO 6110
6280 IF a$("<")"5" THEN 6110
6290 P1=3:P2=1

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```

6300 P1=2:GOTO 6110
6310 GOTO 6110
6320 '***** regles *****
6330 CLS:PEN 3
6340 PEN 3:LOCATE 1,3:PRINT " SI V
OUS VOULEZ DETUIRE QUELQU'UN,"
6350 PRINT
6360 PEN 2:PRINT " C'EST LE MOMENT
,ET CECI PAR LE BIAIS"
6370 PRINT
6380 PEN 1:PRINT " DE CE JEU DONT
LE BUT PRINCIPAL EST"
6390 PRINT
6400 PEN 2:PRINT " D'ANEANTIR L'AD
VERSAIRE AVANT QU'IL"
6410 PRINT
6420 PEN 1:PRINT " NE VOUS ANEANTI
SSE LUI MEME."
6430 PRINT
6440 PEN 2:PRINT " LA VERSION UN J
OUEUR EST DECONSEILLEE "
6450 PEN 1:PRINT" CAR TOTALEMENT A
LEATOIRE"
6460 PRINT
6470 PEN 3:PRINT " APPUYEZ S
UR UNE TOUCHE"
6480 PRINT " POUR CONTI
NUER"
6490 ON de GOSUB 6700,6740
6500 CLS:a$=CHR$(15)+CHR$(3)+"!"+C
HR$(15)+CHR$(2):b$=CHR$(15)+CHR$(1
)
6510 PEN 3:LOCATE 1,3:PRINT " U
TILISEZ LES TOUCHES SUIVANTES"
6520 PRINT
6530 PEN 1:PRINT "
ROUGE "a$" BLEU"
6540 PEN 3:PRINT "
|"
6550 PRINT "
|"
6560 PEN 3:PRINT " ROTATION:-GAUCH
E "b$("<Z") "a$("<1)"
6570 PEN 3:PRINT " -DROIT
E "b$("<X") "a$("<2)"
6580 PEN 3:PRINT "
|"
6590 PEN 3:PRINT " ALLUMAGE MOTEUR
"b$("<V") "a$("<enter>");
6600 PEN 3:PRINT "
|"
6610 PEN 3:PRINT " EXTINCTION MOTE
UR "b$("<C") "a$("<3)"
6620 PEN 3:PRINT "
|"
6630 PEN 3:PRINT " DEPOT DE MINE
"b$("<N") "a$("<. >)"
6640 PEN 3:PRINT "
|"
6650 PEN 3:PRINT " CANON ACTIONNE
"b$("<B") "a$("<0)"
6660 ON de GOSUB 6700,6740
6670 CLS:RETURN
6680 '***** musique jazz *****
6690 de=1:dd=53:RESTORE 6860
6700 GOSUB 6780
6710 IF dd>0 THEN RETURN
6720 SOUND 2,319,120,13,,5
6730 de=2:dd=53:RESTORE 6940
6740 GOSUB 6780
6750 IF dd>0 THEN RETURN
6760 SOUND 1,319,120,15,2:SOUND 2,
159,120,15,2:SOUND 4,80,120,15,2
6770 GOTO 6690
6780 a$=INKEY$:IF a$("<") THEN RETU
RN
6790 IF SQ(2)>4 THEN 6780
6800 dd=dd-1:IF dd<0 THEN RETURN
6810 READ nn,tt,vv

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```

6820 SOUND 4,nn/2,tt*11,vv+12
6830 SOUND 2,nn,tt*11,vv+11
6840 SOUND 1,nn*2,tt*11,vv+10
6850 GOTO 6780
6860 DATA 213,3,3,213,2,3,213,3,3,
284,1,1,253,2,1,284,1,1
6870 DATA 239,3,2,253,2,3,284,3,3,
284,1,1,253,2,1,284,1,1
6880 DATA 213,3,2,213,2,3,213,3,3,
213,1,1,190,2,1,213,1,1
6890 DATA 179,3,2,190,2,3,213,3,3,
426,1,1,379,2,1,338,1,1
6900 DATA 319,2,3,253,1,1,213,2,1,
253,1,1,319,2,3,338,1,1,358,2,3,25
3,1,1
6910 DATA 213,2,1,253,1,1,319,2,3,
358,1,2,379,2,3,159,1,1,190,2,1,20
1,1,1
6920 DATA 213,2,3,253,1,1,319,2,1,
379,1,3,239,2,3,253,3,3,213,1,3
6930 DATA 225,3,3,239,3,3,253,2,3,
268,1,1,284,1,3,301,1,1
6940 DATA 213,3,3,213,2,3,213,3,3,
284,1,1,253,2,1,284,1,1
6950 DATA 239,3,2,253,2,3,284,3,3,
284,1,1,253,2,1,284,1,1
6960 DATA 213,3,2,213,2,3,213,3,3,
213,1,1,190,2,1,213,1,1
6970 DATA 179,3,2,190,2,3,213,3,3,
426,1,1,379,2,1,338,1,1
6980 DATA 319,2,3,253,1,1,213,2,1,
253,1,1,319,2,3,338,1,1,358,2,3,25
3,1,1
6990 DATA 213,2,1,253,1,1,319,2,3,
358,1,2,379,2,3,159,1,1,190,2,1,20
1,1,1
7000 DATA 213,2,3,253,1,1,319,2,1,
379,1,3,239,2,3,253,3,3,213,1,3
7010 DATA 225,3,3,239,3,3,253,2,3,
239,1,1,225,1,3,213,1,1
7020 '***** musique fin *****
7030 dd=44:RESTORE 7110
7040 READ nn,tt,vv,11
7050 a$=INKEY$:IF a$("<") THEN RETU
RN
7060 IF SQ(1)>4 THEN 7050
7070 IF 11=0 THEN FOR i=1 TO 6:NEX
T
7080 SOUND 1,nn*1.266,tt*6.9+vv*1.
5
7090 dd=dd-1:IF dd<0 THEN 7030
7100 GOTO 7040
7110 DATA 127,1,2,0,119,1,2,1,113,
1,2,1,106,1,2,1
7120 DATA 80,4,3,0,80,4,3,0,80,4,3
,0
7130 DATA 84,1,2,0,80,1,2,1,63,1,2
,1,71,1,2,1
7140 DATA 80,8,3,0,84,4,2,1
7150 DATA 150,1,2,0,142,1,2,1,127,
1,2,1,119,1,2,1
7160 DATA 84,4,3,0,84,4,3,0,84,4,3
,0
7170 DATA 95,1,3,0,84,1,3,1,80,1,3
,1,84,1,3,1
7180 DATA 95,8,3,0,106,4,2,1
7190 DATA 127,1,2,0,119,1,2,1,113,
1,2,1,106,1,2,1
7200 DATA 80,4,3,0,80,4,3,0,80,4,3
,0
7210 DATA 84,2,3,0,80,2,3,1,75,8,3
,0,71,7,2,1
7220 DATA 71,1,3,0,63,4,3,0,80,4,3
,0,71,4,3,0

```

A SUIVRE...

