

SPACELAB

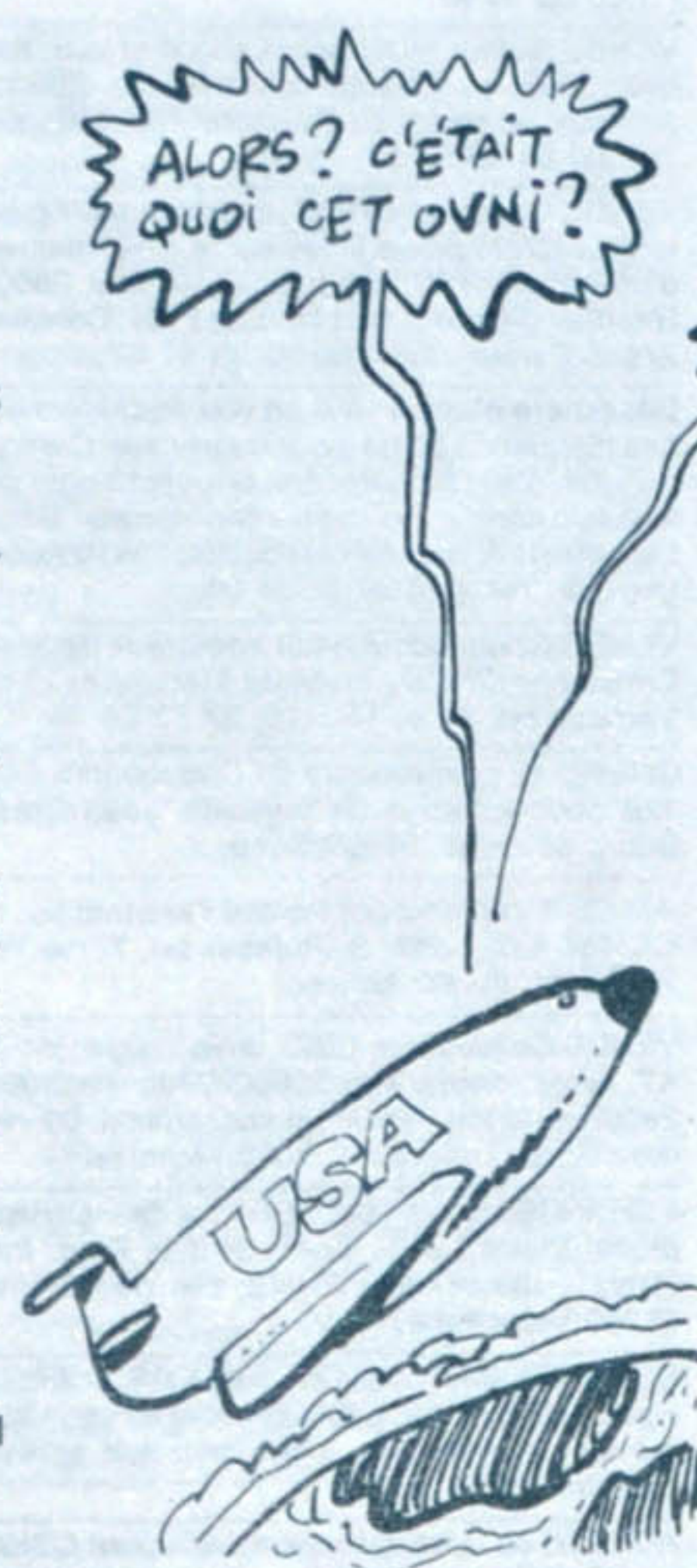
À bord de la navette DISCOVERY, participez à quelques héroïques et spectaculaires missions spatiales...

Jean-Luc ARBOGAST

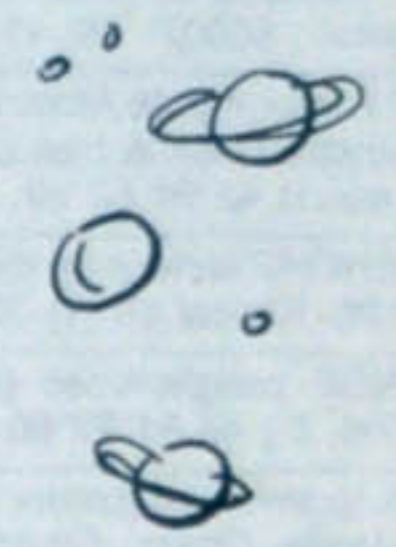
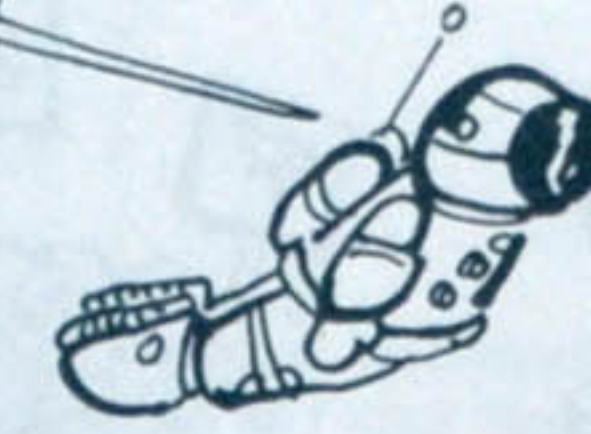
Mode d'emploi :

Tapez et sauvegardez à la suite ces trois listings. Le second contient la présentation et les règles succinctes et le troisième le programme principal. Ce dernier comporte quatre tableaux :

- 1er tableau : vous devez effectuer la jonction délicate entre un satellite français (rouge) et américain (bleu) en évitant une météorite (bleue). Vous disposez au départ de dix vaisseaux relatifs (vies). Autant de jonctions réussies (100 points) vous octroient de vaisseaux "valables" (10 maximum) qui seront vos vies du second tableau.
- 2ème tableau : manœuvrez l'extrémité du bras articulé de la navette Discovery, afin de récupérer quinze satellites défectueux (verts) sans heurter ceux en bon état. Le nombre de bras disponibles dépend du nombre de jonctions réussies dans le premier tableau.
- 3ème tableau : en évitant bien sûr les météorites, faites traverser plusieurs fois l'écran à un petit module galactique.
- 4ème tableau : sauvez la Terre de l'apocalypse, en détruisant les cinq missiles nucléaires qui la menacent.



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LISTING 1

```
10 CLS
20 INK 0,0
30 INK 1,6
40 INK 2,17
50 PAPER 0
60 BORDER 0
70 PEN 1:LOCATE 20,22:PRINT "SPACE
LAB is loading"
80 PEN 2:LOCATE 20,24:PRINT "Please
wait..."
90 RUN"
```

LISTING 2

```
10 CLS
15 i=1
20 INK 0,0:INK 1,13:INK 2,2:INK 3,
15
30 BORDER 0
40 SYMBOL AFTER 35
```

```
45 SYMBOL 35,255,255,255,255,255,2
55,255,255
50 SYMBOL 140,0,0,255,0,0,0,1,6
60 SYMBOL 141,0,0,253,3,1,245,223,
245
70 SYMBOL 142,0,0,127,128,0,64,192
,127
80 SYMBOL 143,0,0,255,0,0,4,14,223
90 '
100 SYMBOL 144,8,21,47,47,39,31,0,
4
110 SYMBOL 145,127,253,118,252,247
,241,32,16
120 SYMBOL 146,226,85,203,124,192,
0,128,64
130 SYMBOL 147,190,106,192,0,0,0,0
,0
140
150 SYMBOL 148,2,1,0,0,0,0,0,0
160 SYMBOL 149,16,255,0,0,0,0,0,0
170 SYMBOL 150,64,254,0,0,0,0,0,0
172 MODE 0
174 TAG
175 a=600
177 PLOT 400,400,1
180 MOVE a,300:PRINT CHR$(140)+CHR
$(141)+CHR$(142)+CHR$(143)+CHR$(14
```

```
);
190 MOVE a,284:PRINT CHR$(144)+CHR
$(145)+CHR$(146)+CHR$(147)+CHR$(32
);
200 MOVE a,268:PRINT CHR$(148)+CHR
$(149)+CHR$(150)+CHR$(32);
210 a=a-10:IF a<=300 THEN 230
214 i=i+7
215 ENV 1,3,-17,2:SOUND 5,450-i,20
,12,1,,2:SOUND 2,46-i/10,10,10,1,
11
220 GOTO 180
230 TAGOFF
240 DATA 100,250,350,450,450,350,3
50,350,250,350,250,350,250,100
250 FOR i=1 TO 14:READ a
260 SOUND 1,a,20,5:FOR c=1 TO 100:
NEXT c:NEXT i
265 PEN 2
270 LOCATE 1,10:PRINT "### ## ##
### ##"
280 LOCATE 1,11:PRINT "# # # # #
# # #
290 LOCATE 1,12:PRINT "### ## ##
# ##"
300 LOCATE 1,13:PRINT "# # # #
# # #
310 LOCATE 1,14:PRINT "### # # #
### ##"
315 PEN 3
320 LOCATE 1,16:PRINT "# # ##
###"
330 LOCATE 1,17:PRINT "# # # #
# # #
340 LOCATE 1,18:PRINT "# # ##
###"
350 LOCATE 1,19:PRINT "# # # #
# # #
360 LOCATE 1,20:PRINT "# ## # #
###"
370 IF INKEY(47)=0 OR INKEY(76)=0
THEN 400
380 GOTO 370
400 '
410 MODE 1
420 CALL &BB4E
430 SYMBOL AFTER 140
472 SYMBOL 144,254,142,134,130,130
,134,142,254
```

```
474 SYMBOL 145,127,113,97,65,65,97
,113,127
476 dolby$=CHR$(144)+CHR$(145)
490 INK 1,26
500 PEN 1
510 LOCATE 15,3:PRINT " *** SPACEL
AB ***"
520 INK 2,17
530 LOCATE 1,6:PRINT dolby$
535 PEN 2
540 LOCATE 4,6:PRINT "DOLBY STEREO
"
550 LOCATE 1,8:PRINT CHR$(164)
560 LOCATE 3,8:PRINT "1986 arbosof
t..."
600 LOCATE 1,10:PRINT "vous aidere
z ROCKY, qui est a bord de la navet
te discovery, a faire le jumelage
de deux satellites de telecommuni
cation Francais et Americain"
610 INK 3,24:PEN 3
620 PRINT "
630 PRINT "Plus vous réussirez les
jumelages, Plus vous aurez de bra
s articulés dans le tableau sui
vant."
640 PRINT "":PRINT "dans le 2e tab
leau vous devrez attraper un maxim
um de satellites defectueux sa
ns heurter un autre satellite sino
n vous perdrez le bras articulé."
650 LOCATE 12,25:PEN 2:PRINT "spac
elab is loading..."
660 RUN"
```

LISTING 3

```
1 GOSUB 5800:sc=0:v=0:vr=10:sat=0:
f=0
2 GOTO 5
3 vr=v:v=0
```

Suite page 30

9

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Suite de la page 9

```
5 sat=0:f=0:ex=0:INK 1,6:INK 2,11:
INK 3,18:INK 0,0:BORDER 0
6 PRINT CHR$(22) CHR$(0)
7 GOSUB 650
10 SYMBOL AFTER 140
20 SYMBOL 140,0,31,63,107,107,63,3
1,0
30 SYMBOL 141,0,248,252,254,254,25
2,248,0
40 SYMBOL 143,0,100,95,106,212,162
,150,120
50 SYMBOL 144,0,31,63,83,107,83,31
,0
60 SYMBOL 145,0,224,192,255,128,19
2,224,0
70 SYMBOL 146,0,0,0,192,0,0,0,0
80 ORIGIN 320,130:DEG
90 v$=CHR$(32)+CHR$(140)+CHR$(141)
+CHR$(32)
100 moi$=CHR$(32)+CHR$(144)+CHR$(1
45)+CHR$(146)
110 m$=CHR$(143)+CHR$(32)+CHR$(32)
+CHR$(32)
120 a=INT(RND(1)*320)
130 b=INT(RND(1)*200)
140 x2=320:y2=INT(RND(1)*170)
150 x=-300:y=0
160 IF b>=100 THEN b=100
170 IF y2=100 THEN y2=-140
180 LOCATE 1,1:PRINT "score :";sc
190 LOCATE 1,3:PRINT "vaisseaux va
lables :";v
200 LOCATE 1,5:PRINT "vaisseaux re
latifs :";vr
210 FOR c=1 TO 360
220 TAG:PLOT 400,400,2:MOVE x2,y2:
PRINT m$:TAGOFF
230 x2=x2-20:IF x2<=-400 THEN TAG:
MOVE x2,y2:PRINT "":TAGOFF:x2=3
20:y2=INT(RND(1)*320)
240 IF y2>=100 THEN y2=y
250 x1=a*COS(c)
260 y1=b*SIN(c)
270 TAG:PLOT 400,400,2:MOVE x1,y1:
PRINT v$:TAGOFF
280 PLOT x1+16,y1-2:DRAW x1+16,y1-
10,3
290 TAG:PLOT 400,400,1:MOVE x,y:PR
INT moi$:TAGOFF
```

```
300 TAG:MOVE x,y+16:PRINT "":TAG
AGOFF
310 TAG:MOVE x,y-16:PRINT "":TAG
AGOFF
320 IF INKEY(72)=0 OR INKEY(0)=0 T
HEN y=y+4
330 IF INKEY(73)=0 OR INKEY(2)=0 T
HEN y=y-4
340 IF INKEY(74)=0 OR INKEY(8)=0 T
HEN x=x-6
350 IF INKEY(75)=0 OR INKEY(1)=0 T
HEN x=x+6
360 t1=TEST(x+65,y-6)
365 IF x+65>=x2 AND x+65<=x2+16 AN
D y-6>=y2 AND y-6<=y2-16 THEN 510
370 IF t1=3 THEN 410
380 IF t1=2 THEN 510
390 IF y>=100 THEN y=100
400 NEXT c
410 REM *** game ***
420 sc=sc+100
430 v=v+1:vr=vr-1
440 ENT 1,100,-4,2:SOUND 5,400,0,9
,0,1
450 TAG:MOVE x,y+2:PRINT "":M
OVE x1,y1:PRINT "":MOVE x2,y2
:PRINT "":TAGOFF
460 LOCATE 1,1:PRINT "score :";sc
470 LOCATE 1,3:PRINT "vaisseaux v
alables :";v
480 LOCATE 1,5:PRINT "vaisseaux re
latifs :";vr
490 IF vr=0 AND v<>0 THEN 740
500 GOTO 120
510 REM *** explosion ***
520 vr=vr-1
530 IF vr=0 AND v<>0 THEN 740
540 IF vr=0 AND v=0 THEN 1820
550 LOCATE 1,1:PRINT "score :";sc
560 LOCATE 1,3:PRINT "vaisseaux va
lables :";v
570 LOCATE 1,5:PRINT "vaisseaux re
latifs :";vr
580 FOR i=15 TO 1 STEP -1:SOUND 1,
429,20,i,,,1:NEXT i
590 PLOT 400,400,0
600 TAG:MOVE x,y:PRINT "":TAG
OFF
610 FOR i=1 TO 500:NEXT i
620 TAG:MOVE x1,y1:PRINT "":
630 TAG:MOVE x2,y2:PRINT "":
TAGOFF
640 GOTO 120
650 REM *** decor ***
660 CLS
670 ORIGIN 0,0:FOR i=1 TO 100:x=IN
```

```
T(RND(1)*640):y=INT(RND(1)*400):PL
OT x,y,1:NEXT i
680 ORIGIN 320,500:DEG
690 FOR a=180 TO 360
700 x=250*COS(a)
710 y=250*SIN(a)
720 PLOT 0,0:DRAW x,y,2
730 NEXT:RETURN
740 ' 2e tableau.
750 INK 0,0:INK 1,26:INK 2,11:INK
3,12:PEN 1
760 CLS:CALL &BB4E
770 SYMBOL AFTER 140
780 SYMBOL 140,0,0,0,0,62,49,17,25
790 '
800 SYMBOL 141,48,56,12,14,7,1,12,
14
810 SYMBOL 142,128,128,64,32,16,13
6,252
820 SYMBOL 143,0,0,0,0,0,0,1,1
830 SYMBOL 144,0,0,0,0,0,0,248,46
840 '
850 SYMBOL 145,15,0,15,10,26,30,26
,2
860 SYMBOL 146,7,135,135,15,0,0,7,
7
870 SYMBOL 147,255,255,255,255,0,0
,255,255
880 SYMBOL 148,255,255,255,255,0,0
,255,252
890 SYMBOL 149,33,63,0,0,6,7,255
900 SYMBOL 150,128,192,48,124,124,
248,224
910 '
920 SYMBOL 151,12,224,255,0,0,0,0
930 SYMBOL 152,24,96,128,0,0,0,0,0
940 LOCATE 16,20:PRINT CHR$(140)
950 LOCATE 16,21:PRINT CHR$(141)+C
HR$(142)+CHR$(32)+CHR$(143)+CHR$(1
44)
960 LOCATE 16,22:PRINT CHR$(145)+C
HR$(146)+CHR$(147)+CHR$(148)+CHR$(
149)+CHR$(150)
970 LOCATE 16,23:PRINT CHR$(151)+C
HR$(152)
980 LOCATE 1,25:PRINT "score :";sc
: "bras :";v
990 ORIGIN 0,0:FOR i=1 TO 500:x=IN
T(RND(1)*640):y=INT(RND(1)*400):PL
OT x,y,2:NEXT i
1000 ORIGIN 0,400:DEG
1010 FOR a=260 TO 360
1020 x=150*COS(a)
1030 y=150*SIN(a)
1040 PLOT 0,0:DRAW x,y,2
1050 NEXT a
```

```
1060 ORIGIN 450,340:DEG
1070 FOR a=1 TO 360
1080 x=40*COS(a)
1090 y=40*SIN(a)
1100 PLOT 0,0:DRAW x,y,3
1110 NEXT a
1120 ORIGIN 280,100:PLOT 0,0:DRAW
0,-40,1
1130 SYMBOL 160,0,2,130,119,225,11
5,59,30
1140 SYMBOL 161,0,0,0,224,128,196,
200,112
1150 SYMBOL 162,14,3,15,32,0,0,0
1160 SYMBOL 163,64,192,224,112,56,
28,14,7
1170 '
1180 SYMBOL 164,0,0,3,255,255,3,1,
1
1190 SYMBOL 165,0,0,128,255,255,12
8,0,0
1200 SYMBOL 166,3,255,255,3,0,0,0,
0
1210 SYMBOL 167,128,255,255,128,12
8,0,0
1220 sab$=CHR$(160)+CHR$(161)+CHR$
(8)+CHR$(8)+CHR$(10)+CHR$(162)+CHR
$(163)
1230 saqm$=CHR$(164)+CHR$(165)+CHR$
(8)+CHR$(8)+CHR$(10)+CHR$(166)+CHR
$(167)
1240 a=-200:b=35
1250 a1=INT(RND(1)*350):b1=80
1260 a2=INT(RND(1)*350):b2=110
1270 x=INT(RND(1)*150):y=INT(RND(1)
)*150)
1280 PLOT 400,400,2:TAG:MOVE a,b:P
RINT CHR$(32)+CHR$(160)+CHR$(161):
MOVE a,b-16:PRINT CHR$(32)+CHR$(1
62)+CHR$(163):TAGOFF
1290 TAG:MOVE a1,b1:PRINT CHR$(160)
+CHR$(161)+CHR$(32):MOVE a1,b1-1
6:PRINT CHR$(162)+CHR$(163)+CHR$(3
2):TAGOFF
1300 PLOT 400,400,3:TAG:MOVE a2,b2
:PRINT CHR$(164)+CHR$(165)+CHR$(32)
:MOVE a2,b2-16:PRINT CHR$(166)+C
HR$(167)+CHR$(32):TAGOFF
1310 a=a+3:a1=a1-3:a2=a2-8
1320 IF a>=400 THEN a=-200
1330 IF a1<=-400 THEN a1=350
1340 IF a2<=-400 THEN a2=350
1350 IF INKEY(72)=0 OR INKEY(0)=0
THEN PLOT 0,0:DRAW x,y,0:y=y+5
```

A SUIVRE...

SPACELAB

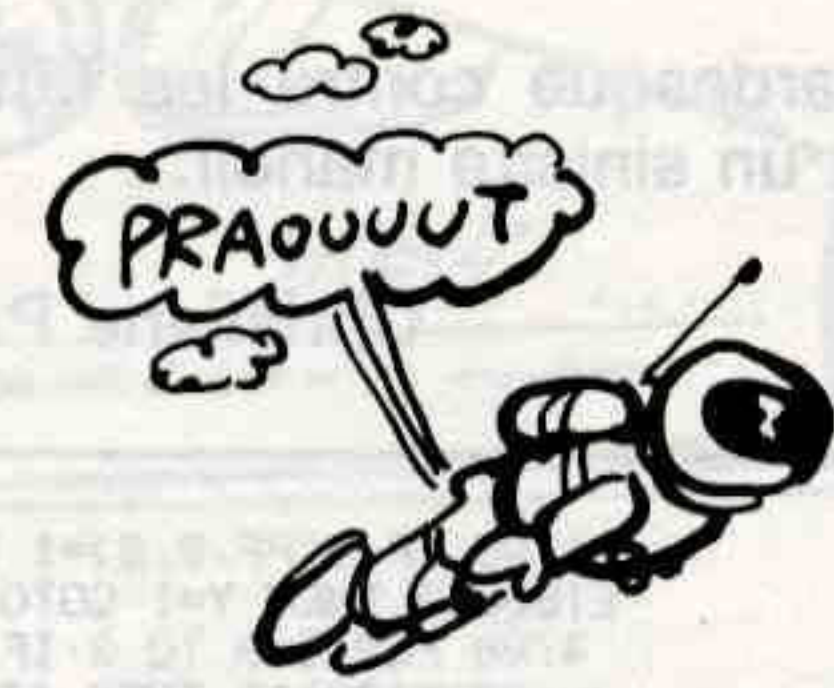
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AMSTRAD

MIEUX VAUT HÉTÉRO, QUE PÊTER AU PRINTEMPS



SUITE DU N°143

```

1360 IF INKEY(73)=0 OR INKEY(2)=0
THEN PLOT 0,0:DRAW x,y,0:y=y-5
1370 IF INKEY(74)=0 OR INKEY(8)=0
THEN PLOT 0,0:DRAW x,y,0: x=x-5
1380 IF INKEY(75)=0 OR INKEY(1)=0
THEN PLOT 0,0:DRAW x,y,0: x=x+5
1390 IF y<=0 THEN y=0
1400 IF y>=130 THEN y=130
1410 IF x>=150 THEN x=150
1420 IF x<=-150 THEN x=-150
1430 PLOT 0,0:DRAW x,y,1
1440 t1=TEST(x,y+2)
1450 IF t1=3 THEN PLOT 1680
1460 t2=TEST(a1,b1)
1470 t3=TEST(a1,b1-32)
1480 t4=TEST(a+48,b)
1490 t5=TEST(a+48,b-32)
1500 IF t4=1 OR t5=1 THEN 1540
1510 IF t2=1 OR t3=1 THEN 1540
1520 ENT -1,6,-1,1,12,1,1,6,-1,1:8
OUND 5,1978,30,9,0,1,4
1530 GOTO 1280
1540 ' bras casse
1550 v=v-1
1560 FOR J=15 TO 1 STEP -1:SOUND 2
,0,5,j,0,0,1:NEXT J
1570 TAG
1580 MOVE a,b:PRINT " "
1590 MOVE a,b-16:PRINT " "
1600 MOVE a1,b1:PRINT " "
1610 MOVE a1,b1-16:PRINT " "
1620 MOVE a2,b2:PRINT " "
1630 MOVE a2,b2-16:PRINT " "
TAGOFF
1640 PLOT 0,0:DRAW x,y,0
1650 LOCATE 1,25:PRINT "score :";s
c:"bras :";jv
1660 IF v<=0 THEN 1820
1670 GOTO 1240
1680 ' reussi
1690 FOR i=500 TO 1 STEP -20:SOUND
5,i,0,5,15:NEXT i
1700 sc=sc+100
1710 sat=sat+1:IF sat=11 THEN 1880
1720 TAG
1730 MOVE a,b:PRINT " "
1740 MOVE a,b-16:PRINT " "
1750 MOVE a1,b1:PRINT " "
1760 MOVE a1,b1-16:PRINT " "
1770 MOVE a2,b2:PRINT " "
1780 MOVE a2,b2-16:PRINT " "
TAGOFF
1790 PLOT 0,0:DRAW x,y,0
1800 LOCATE 1,25:PRINT "score :";s
c:"bras :";jv
1810 GOTO 1240
1820 ' Perdu
1830 CLS
1840 LOCATE 12,5:PRINT "vous avez
Perdu avec ";sc:"points"

```

```

1850 LOCATE 12,7:PRINT "vous ferez
Peut-etre mieux la Prochaine fois
...."
1860 LOCATE 15,20:PRINT "une autre
?(o/n)"
1870 IF INKEY(34)=0 THEN RUN ELSE
1870
1880 ' 3e tableau
1890 GOSUB 2810
1900 f=0
1910 INK 1,16:INK 2,26:INK 3,24
1920 SYMBOL AFTER 140
1930 SPEED INK 1,1
1940 SYMBOL 140,0,0,0,30,53,107,22
1,182
1950 SYMBOL 141,0,0,0,0,128,96,2
18
1960 SYMBOL 142,170,213,122,38,28
1970 SYMBOL 143,84,160,128
1980 '
1990 SYMBOL 144,0,0,0,0,0,248,14
2000 SYMBOL 145,161,191,128,128,13
4,135,255
2010 SYMBOL 146,128,192,48,124,124
,248,224
2020 met#=CHR$(140)+CHR$(141)+CHR$(
32)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(
10)+CHR$(142)+CHR$(143)+CHR$(32)
2030 v1#=CHR$(144)+CHR$(8)+CHR$(10
)+CHR$(145)+CHR$(146)
2040 ORIGIN 0,0
2050 LOCATE 1,1:PRINT "score :";sc
2060 LOCATE 1,3:PRINT "vaisseaux :
";jv
2070 x=3:y=12
2080 m1=INT(RND(1)*35)
2090 m2=INT(RND(1)*25)
2100 m3=INT(RND(1)*35)
2110 m4=INT(RND(1)*25)
2120 m5=INT(RND(1)*35)
2130 m6=INT(RND(1)*25)
2140 m7=INT(RND(1)*35)
2150 m8=INT(RND(1)*25)
2160 IF m2<=10 THEN m2=10
2170 IF m4<=10 THEN m4=10
2180 IF m6<=10 THEN m6=10
2190 IF m8<=10 THEN m8=10
2200 IF m2>=22 THEN m2=22
2210 IF m4>=22 THEN m4=22
2220 IF m6>=22 THEN m6=22
2230 IF m8>=22 THEN m8=22
2240 IF m1<=1 THEN m1=30
2250 IF m3<=1 THEN m3=30
2260 IF m5<=1 THEN m5=30
2270 IF m7<=1 THEN m7=30
2280 PEN 1
2290 LOCATE m1,m2:PRINT met#
2300 LOCATE m3,m4:PRINT met#
2310 LOCATE m5,m6:PRINT met#
2320 LOCATE m7,m8:PRINT met#
2330 e1=INT(RND(1)*640):e2=INT(RND
(1)*200):PLOT e1,e2,3
2340 m1=m1-1:IF m1<=1 THEN LOCATE
m1,m2:PRINT " " :LOCATE m1,m2+1:
PRINT " " :m1=30:m2=INT(RND(1)*
2):IF m2<=10 THEN m2=10:IF m2>=22
THEN m2=22

```

```

2350 m3=m3-1:IF m3<=1 THEN LOCATE
m3,m4:PRINT " " :LOCATE m3,m4+1:
PRINT " " :m3=30:m4=INT(RND(1)*
25):IF m4<=10 THEN m4=10:IF m4>=22
THEN m4=22
2360 m5=m5-1:IF m5<=1 THEN LOCATE
m5,m6:PRINT " " :LOCATE m5,m6+1:
PRINT " " :m5=30:m6=INT(RND(1)*2
5):IF m6<=10 THEN m6=10:IF m6>=22
THEN m6=22
2370 m7=m7-1:IF m7<=1 THEN LOCATE
m7,m8:PRINT " " :LOCATE m7,m8+1:
PRINT " " :m7=30:m8=INT(RND(1)*2
5):IF m8<=10 THEN m8=10:IF m8>=22
THEN m8=22
2380 IF x+1=m1 AND y=m2 THEN 2620
2390 IF x+1=m5 AND y=m6 THEN 2620
2400 IF x+1=m7 AND y=m8 THEN 2620
2410 IF x+1=m7 AND y=m8 THEN 2620
2420 IF x+1=m1 AND y=m2+1 THEN 262
0
2430 IF x+1=m3 AND y=m4+1 THEN 262
0
2440 IF x+1=m5 AND y=m6+1 THEN 262
0
2450 IF x+1=m7 AND y=m8+1 THEN 262
0
2460 IF x+1=m1 AND y+1=m2 THEN 262
0
2470 IF x+1=m3 AND y+1=m4 THEN 262
0
2480 IF x+1=m5 AND y+1=m6 THEN 262
0
2490 IF x+1=m7 AND y+1=m8 THEN 262
0
2500 LOCATE x,y:PRINT " "
2510 LOCATE x,y+1:PRINT " "
2520 IF INKEY(72)=0 OR INKEY(0)=0
THEN LOCATE x-2,y:PRINT " " :LOCA
TE x-2,y+1:PRINT " " :y=y-1
2530 IF INKEY(73)=0 OR INKEY(2)=0
THEN LOCATE x-2,y:PRINT " " :LOCA
TE x-2,y+1:PRINT " " :y=y+1
2540 PEN 2
2550 IF y<=0 THEN y=0
2560 IF y>=23 THEN y=23
2570 LOCATE x,y:PRINT v1#
2580 LOCATE x-1,y:PRINT " "
2590 LOCATE x-1,y+1:PRINT " "
2600 x=x+1:IF x=36 THEN sc=sc+250:
LOCATE x-1,y:PRINT " " :LOCATE x-1
,y+1:PRINT " " :LOCATE 1,1:PRINT "
score :";sc:x=3:f=f+1:IF f>=10 THE
N 2980
2610 GOTO 2290
2620 ' destroyed
2630 FOR i=0 TO 5:SOUND 5,0,50,13,
0,0,i:NEXT i
2640 SPEED INK 1,5:INK 2,6,12
2650 v=v-1:IF v<=0 THEN 1820
2660 PEN 2:LOCATE 1,3:PRINT "vaiss
eaux :";jv
2670 FOR i=1 TO 400:NEXT i
2680 LOCATE m1,m2:PRINT " "
2690 LOCATE m3,m4:PRINT " "
2700 LOCATE m5,m6:PRINT " "
2710 LOCATE m7,m8:PRINT " "

```

```

2720 LOCATE m1,m2+1:PRINT " "
2730 LOCATE m3,m4+1:PRINT " "
2740 LOCATE m5,m6+1:PRINT " "
2750 LOCATE m7,m8+1:PRINT " "
2760 LOCATE x,y:PRINT " "
2770 LOCATE x,y+1:PRINT " "
2780 FOR i=1 TO 500:NEXT i
2790 INK 2,26
2800 GOTO 2290
2810 ' decor
2820 CLS
2830 ORIGIN 640,400
2840 DEG
2850 FOR i=180 TO 280
2860 x=150*COS(i)
2870 y=150*SIN(i)
2880 PLOT 0,0:DRAW x,y,1
2890 NEXT i
2900 ORIGIN 320,350
2910 FOR i=1 TO 360
2920 x=50*COS(i)
2930 y=50*SIN(i)
2940 PLOT 0,0:DRAW x,y,3
2950 NEXT i
2960 ORIGIN 0,0:FOR i=1 TO 200:x=I
NT(RND(1)*640):y=INT(RND(1)*400):P
LOT x,y,3:NEXT i
2970 RETURN
2980 ' 4e tableau
2990 CLS
3000 INK 0,0:INK 1,11:INK 2,16:INK
3,12
3010 ORIGIN 110,-100:DEG
3020 FOR i=1 TO 180
3030 x=200*COS(i)
3040 y=200*SIN(i)
3050 PLOT 0,0:DRAW x,y,1
3060 NEXT i
3070 ORIGIN 200,300:DEG
3080 FOR i=1 TO 360
3090 x=50*COS(i)
3100 y=50*SIN(i)
3110 PLOT 0,0:DRAW x,y,2
3120 NEXT i
3130 ORIGIN 300,350:DEG
3140 FOR i=1 TO 360
3150 x=10*COS(i)
3160 y=10*SIN(i)
3170 PLOT 0,0:DRAW x,y,1
3180 NEXT i
3190 ORIGIN 400,360:DEG
3200 FOR i=1 TO 360
3210 x=25*COS(i)
3220 y=25*SIN(i)
3230 PLOT 0,0:DRAW x,y,3
3240 NEXT i
3250 ORIGIN 0,0:FOR i=1 TO 200:x=I
NT(RND(1)*640):y=INT(RND(1)*400):P
LOT x,y,3:NEXT i
3260 LOCATE 1,2:PEN 1:PRINT "score
";sc
3270 SYMBOL AFTER 140
3280 SYMBOL 141,16,8,4,194,33,24,5
3

```

Suite page 9



AMSTRAD

Suite de la page 8

```

3290 SYMBOL 142,4,8,16,32,64,248,2
24,208
3300 SYMBOL 143,0,0,0,0,7,9,19
3310 SYMBOL 144,0,0,0,56,113,227,1
99,142
3320 SYMBOL 145,0,0,0,0,192,128
3330 '
3340 SYMBOL 146,3,15,16,32,64,128
3350 SYMBOL 147,240,152,12,7,3,5,9
,19
3360 SYMBOL 148,39,78,156,56,113,2
27,199,238
3370 SYMBOL 149,28,63,58,228,200,1
44,32,64
3380 '
3390 SYMBOL 150,39,78,252,56,113,2
27,199,14
3400 SYMBOL 151,60,57,126,230,203,
241
3410 SYMBOL 152,128,0,0,0,0,175,23
9,124
3420 '
3430 SYMBOL 153,28
3440 SYMBOL 154,0,1,1
3450 SYMBOL 155,248,240,224
3460 sat1#=CHR$(141)+CHR$(142)+CHR
$(143)+CHR$(144)+CHR$(145)
3470 sat2#=CHR$(146)+CHR$(147)+CHR

```

```

$(148)+CHR$(149)
3480 sat3#=CHR$(150)+CHR$(151)+CHR
$(152)
3490 sat4#=CHR$(153)+CHR$(154)+CHR
$(155)
3500 PEN 3
3510 LOCATE 30,6:PRINT sat1#
3520 LOCATE 30,7:PRINT sat2#
3530 LOCATE 31,8:PRINT sat3#
3540 LOCATE 31,9:PRINT sat4#
3550 LOCATE 1,12:PEN 3:PRINT "bonu
s :";jv:"*";sc:"=";jv*sc
3560 sc=sc+v*sc:LOCATE 1,2:PEN 1:P
RINT "score :";sc
3570 SOUND 150,100,200,7
3580 FOR i=1 TO 250:NEXT i
3590 SOUND 150,200,200,7
3600 FOR i=1 TO 250:NEXT i
3610 SOUND 150,300,200,7
3620 FOR i=1 TO 250:NEXT i
3630 SOUND 150,400,200,6
3640 FOR i=1 TO 250:NEXT i
3650 SOUND 150,500,200,5
3660 FOR i=1 TO 250:NEXT i
3670 SOUND 150,600,200,4
3680 FOR i=1 TO 250:NEXT i
3690 SOUND 150,700,200,3
3700 FOR i=1 TO 250:NEXT i
3710 SOUND 150,800,200,2
3720 FOR i=1 TO 250:NEXT i
3730 SOUND 150,900,200,1
3740 FOR i=1 TO 300:NEXT i
3750 LOCATE 1,12:PRINT "
"

```

```

3760 SYMBOL AFTER 140
3770 SYMBOL 140,0,0,30,115,115,30
3780 SYMBOL 141,3,98,95,245,245,95
,98,3
3790 SYMBOL 142,255,6,254,84,84,25
4,6,255
3800 bomb#=CHR$(140)+CHR$(141)+CHR
$(142)+CHR$(32)
3810 ORIGIN 320,0
3820 PLOT -320,200:DRAW 320,200,3
3830 DATA -320,-300,-280,-260,-240
,-220,-200,-180,-160,-140,-120,-10
0,-80,-60,-40,-20,0,20,40,60,80,10
0,120,140,160,180,200,220,240,260,
280,300,320,340,360,380
3840 RESTORE 3830
3850 FOR i=1 TO 36:READ a
3860 PLOT a,400:DRAW a-100,200,3
3870 NEXT i
3880 PLOT -320,200:DRAW -320,0
3890 DRAW 319,0:DRAW 319,200
3900 a=0:b=1
3910 f2=INT(RND*50):ex=0
3920 DEG:FOR i=1 TO 180
3930 x=320*COS(i)
3940 y=130*SIN(i)
3950 TAG:PLOT -400,-100,3:MOVE x,y
:PRINT bomb#;MOVE x,y+16:PRINT "
";MOVE x,y-16:PRINT " ";:PL
OT -320,0:DRAW 319,0,3:DRAW 319,20
0,3
3960 PLOT a,b:DRAW -320,b,1:PLOT a
,b:DRAW 320,b,1
3970 PLOT a,b:DRAW a,200,1:PLOT a,

```

```

b:DRAW a,0,1
3980 IF INKEY(72)=0 OR INKEY(0)=0
THEN PLOT a,b:DRAW 320,b,0:PLOT a
,b:DRAW -320,b,0:b=b+8
3990 IF INKEY(73)=0 OR INKEY(2)=0
THEN PLOT a,b:DRAW 320,b,0:PLOT a
,b:DRAW -320,b,0:b=b-8
4000 IF INKEY(74)=0 OR INKEY(8)=0
THEN PLOT a,b:DRAW a,200,0:PLOT a
,b:DRAW a,0,0:a=a-8
4010 IF INKEY(75)=0 OR INKEY(1)=0
THEN PLOT a,b:DRAW a,200,0:PLOT a
,b:DRAW a,0,0:a=a+8
4020 f2=f2+1
4030 IF f2=80 OR f2=120 OR f2=200
OR f2=240 OR f2=280 OR f2=320 OR f
2=360 OR f2=400 OR f2=440 THEN GOS
UB 4060
4040 IF x<=-169 AND y<=110 THEN 52
60
4050 NEXT i
4060 ' tir
4070 FOR i1=500 TO 1 STEP -1:SOUND
2,i1,1,7:NEXT i1
4080 IF a>=x THEN 4090 ELSE 4120
4090 IF a<=x+48 THEN 4100 ELSE 412
0
4100 IF b<=y THEN 4110 ELSE 4120
4110 IF b>=y-16 THEN 4130
4120 RETURN
4130 ' missile destroyed
4140 TAGOFF

```

A SUIVRE...

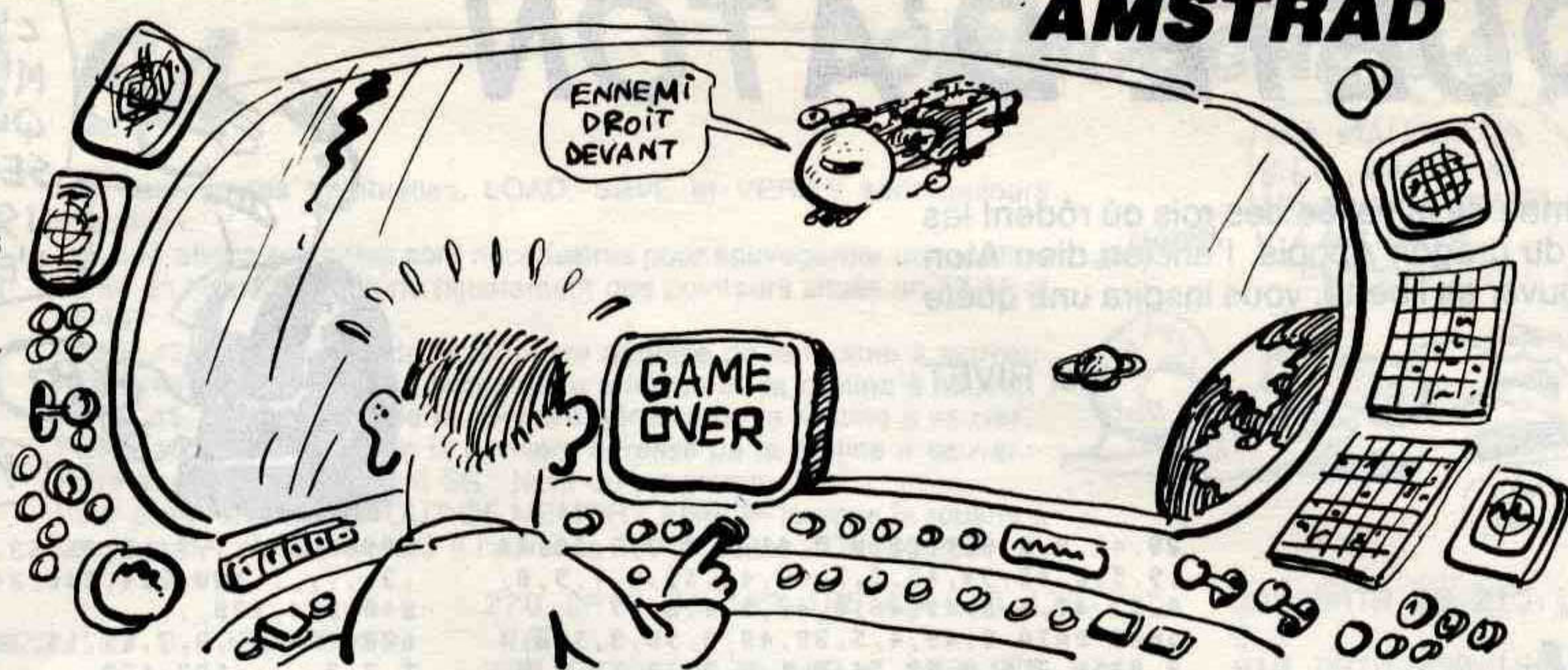
SPACELAB

AMSTRAD

APRÈS LA PLUIE
DE BOTINS,
LES BOSSES

A bord de la navette DISCOVERY, participez à quelques héroïques et spectaculaires missions spatiales...

Jean-Luc ARBOGAST



SUITE DU N° 144

```
4150 sc=sc+1000:LOCATE 1,2:PEN 1:P
RINT "score :";sc
4160 ex=ex+1:IF ex>=5 THEN 4240
4170 FOR i=0 TO 15:SOUND 5,0,50,13
,0,0,i:NEXT i
4180 INK 3,6
4190 FOR i=1 TO 400:NEXT i
4200 INK 1,11:INK 3,12:BOARDER 0
4210 TAG:MOVE x,y:PRINT " " ;:TA
GOFF
4220 FOR i=15 TO 1 STEP -1:SOUND 1
,20,i,,,1:NEXT i
4230 GOTO 3920
4240 ' game
4250 CLS
4260 SYMBOL AFTER 140
4270 INK 0,0:INK 1,0:INK 2,0:INK 3
,0
4280 SYMBOL 140,149,255,149,149,14
9,149,149,149
4290 SYMBOL 152,60,102,6,60,96,102
,60
4300 SYMBOL 141,2,255,2,2,255,2,2
,255
4310 SYMBOL 142,0,24,124,126,126,6
0,24,60
4320 SYMBOL 144,1,16,16,16,16,31
4330 SYMBOL 145,15,143,95,63,111,2
55,149,149
4340 SYMBOL 146,249,249,153,153,15
5,255,149,149
4350 SYMBOL 147,0,0,8,8,136,200,24
8
4360 SYMBOL 148,0,0,0,32,16,8,4,2
4370 SYMBOL 149,3,2,2,3,2,7,15,15
4380 SYMBOL 150,241,97,225,145,57,
241,249,249
4390 SYMBOL 151,0,1,1,1,1,1,1,9
4400 t1#=CHR$(144)+CHR$(145)+CHR$(
146)+CHR$(147)
4410 t2#=CHR$(148)+CHR$(149)+CHR$(
150)
4420 PRINT CHR$(22) CHR$(1)
4430 FOR i=13 TO 24:PEN 3
4440 FOR a=1 TO 40
4450 LOCATE a,i:PRINT CHR$(143)
4460 NEXT a:NEXT i
4470 PEN 1
4480 FOR i=10 TO 15
4490 LOCATE 27,i:PRINT CHR$(140)
4500 LOCATE 28,i:PRINT CHR$(140)
4510 NEXT i
4520 FOR i=29 TO 33
4530 FOR a=12 TO 15
4540 LOCATE i,a:PRINT CHR$(141)
4550 NEXT a:NEXT i
4560 LOCATE 26,9:PRINT t1#:LOCATE
26,8:PRINT t2#:LOCATE 28,7:PRINT C
HR$(151)
4570 LOCATE 29,13:PEN 2:PRINT "NA"
;CHR$(152);"A"
4580 FOR i=1 TO 26:PEN 2:LOCATE i,
13:PRINT "-" :LOCATE i,14:PRINT "-"
:NEXT i
4590 PRINT CHR$(22) CHR$(0):ORIGIN
0,0
4600 FOR i=1 TO 300
4610 c=INT(RND(2)*4)
4620 IF c<=1 THEN c=1
4630 IF c=0 THEN c=3
4640 x=INT(RND*640)
4650 y=INT(RND*75)
4660 PLOT -1,-1
4670 PEN 2
4680 TAG:MOVE x,y:PRINT CHR$(142)
;TAGOFF
4690 INK 1,1:INK 2,0:INK 3,0:INK 2
,6:INK 3,9
4700 INK 0,0
4710 TAGOFF
4720 SYMBOL AFTER 140
4730 SYMBOL 140,149,255,149,149,14
9,149,149,149
4740 SYMBOL 142,0,24,124,126,126,6
0,24,60
4750 SYMBOL 144,1,16,16,16,16,31
```

```
,14
4760 SYMBOL 144,48,48,57,79,244,6
4770 SYMBOL 145,0,1,255,224
4780 SYMBOL 146,254,252,240,64,224
4790 nav1#=CHR$(32)+CHR$(141)+CHR$(
142)+CHR$(143)
4800 nav2#=CHR$(32)+CHR$(144)+CHR$(
145)+CHR$(146)
4810 x=0:y=300
4820 TAG:MOVE x,y:PRINT " " ;
4830 PLOT -2,-2,1
4840 MOVE x,y-16:PRINT nav1#;
4850 MOVE x,y-32:PRINT nav2#;TAGO
FF
4860 x=x+4:IF x>=348 THEN 4900
4870 y=y-2:IF y<=254 THEN y=254
4880 IF x=96 AND y=254 THEN SOUND
1,20,20,7,1,1,5:SOUND 1,100,20,7,1
,1,5
4890 GOTO 4820
4900 draP#=CHR$(209)+CHR$(216)
4910 SOUND 5,0,50,1,0,0,7:SOUND 5,
0,50,3,0,0,7:SOUND 5,0,50,5,0,0,7
4920 PRINT CHR$(22) CHR$(1)
4930 FOR i=1 TO 20
4940 x=INT(RND(1)*39)
4950 y=INT(RND(1)*25)
4960 IF x<=1 THEN x=1
4970 IF y<=25 THEN y=24:IF y>18 THE
N y=21
4980 IF x>=38 THEN x=38
4990 c=INT(RND(1)*4):IF c>=3 THEN
c=0
5000 LOCATE x,y:PRINT draP#
5010 PEN c
5020 SOUND 5,0,50,13,0,0,7:NEXT i
5030 PEN 3:LOCATE 13,1:PRINT "****
*****"
5040 LOCATE 13,2:PRINT "*SPACELAB*"
"
5050 LOCATE 13,3:PRINT "*****"
"
5060 PEN 2:LOCATE 1,6:PRINT "BRAVO
!! VOUS VENNEZ DE SAUVER LA TERRE
"
5070 LOCATE 1,8:PEN 1:PRINT "(barr
e d'espace)"
5080 v=v+4:LOCATE 1,1:PRINT "vies
:";v
5090 LOCATE 24,1:PRINT "score :";s
c
5100 LOCATE 22,4:PEN 3:PRINT "4 vi
es de plus"
5110 SOUND 5,0,10,13,0,0,4:SOUND 5
,3500,1,15,1,0,1
5120 IF INKEY(47)=0 THEN 5140
5130 GOTO 5110
5140 FOR i=35 TO 60
5150 LOCATE 1,i:PRINT ""
5160 NEXT i
5170 CLS
5180 PEN 1
5190 LOCATE 1,1:PRINT "1/ refaire
une partie"
5200 LOCATE 1,3:PRINT "2/ continue
r la partie"
5210 LOCATE 1,5:PRINT "3/ arreter"
5220 IF INKEY(66)=0 THEN RUN
5230 IF INKEY(57)=0 THEN END
5240 IF INKEY(65)=0 THEN 3
5250 GOTO 5220
5260 ' explosion bombe nucleaire
5270 TAGOFF
5280 PRINT CHR$(22) CHR$(0)
5290 SYMBOL AFTER 150
5300 SYMBOL 150,0,0,1,15,31,31,63,
127
5310 SYMBOL 150,0,0,0,7,255,255,255,25
5,255,255
5320 SYMBOL 152,0,240,255,255,255,
255,255,255
5330 SYMBOL 153,0,3,31,63,255,254,
248,240
5340 SYMBOL 154,127,255,255,254,12
8,128,96,31
5350 SYMBOL 145,224,240,252,126,62
,14;31,231
5360 SYMBOL 146,240,255,255,255,72
,35,61,66
5370 SYMBOL 147,0,0,255,255,63,143
,64,127
5380 SYMBOL 148,15,255,254,253,225
,15,121,146
5390 crat#=CHR$(32)+CHR$(141)+CHR$(
142)+CHR$(10)+CHR$(8)+CHR$(8)+CHR
$(8)+CHR$(143)+CHR$(144)+CHR$(145)
+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(8)+
CHR$(146)+CHR$(147)+CHR$(148)
```

```
5390 SYMBOL 158,255,255,255,124,16
5390 SYMBOL 159,7,7,15,15,15,15,99
,131
5400 SYMBOL 160,224,224,224,224,22
4,224,224,225
5410 SYMBOL 161,0,0,0,0,112,80,16,
32
5420 SYMBOL 162,47,35,71,63,7,7,3,
3
5430 SYMBOL 163,242,244,247,240,22
4,224,224,224
5440 SYMBOL 164,0,0,192,192,64,32,
16,2
5450 SYMBOL 165,4,98,96,17,7,63,12
7,255
5460 SYMBOL 166,3,3,63,255,255,255
,255,255
5470 SYMBOL 167,224,224,248,252,25
4,255,255,255
5480 SYMBOL 168,4,8,16,32,0,192,24
0,248
5490 b1#=CHR$(165)+CHR$(166)+CHR$(
167)+CHR$(168)
5500 b2#=CHR$(161)+CHR$(162)+CHR$(
163)+CHR$(164)
5510 b3#=CHR$(32)+CHR$(159)+CHR$(1
60)
5520 b4#=CHR$(155)+CHR$(156)+CHR$(
157)+CHR$(158)
5530 b5#=CHR$(143)+CHR$(143)+CHR$(
143)+CHR$(154)
5540 b6#=CHR$(150)+CHR$(151)+CHR$(
152)+CHR$(153)
5550 INK 1,2,15:INK 3,24:BOARDER 13
,3
5560 SPEED INK 3,3:INK 2,6,15:PEN
2:LOCATE 10,20:PRINT b1#
5570 LOCATE 10,19:PRINT b2#
5580 FOR i=1 TO 200:NEXT i
5590 LOCATE 10,18:PRINT b3#
5600 FOR i=1 TO 200:NEXT i
5610 LOCATE 10,17:PRINT b4#
5620 FOR i=1 TO 200:NEXT i
5630 LOCATE 10,16:PRINT b5#
5640 FOR i=1 TO 200:NEXT i
5650 LOCATE 10,15:PRINT b6#
5660 FOR i=1 TO 200:NEXT i
5670 FOR i=0 TO 15:SOUND 5,0,50,13
,0,0,i:NEXT i
5680 ORIGIN 11,0
5690 x=INT(RND(1)*640)
5700 y=INT(RND(1)*400)
5710 c=INT(RND*4)
5720 PLOT 0,0:DRAW x,y,c
5730 SOUND 5,0,10,13,0,0,1
5740 IF INKEY(47)=0 OR INKEY(76)=0
THEN 1820
5750 GOTO 5690
5800 ' Presentation
5810 CLS:ORIGIN 0,0:BOARDER 0,0:INK
0,0:INK 1,1:INK 2,6:INK 3,16
5815 GOSUB 6190
5820 ORIGIN 0,0
5830 FOR i=1 TO 90 STEP 0.4
5840 x=250*COS(i)
5850 y=220*SIN(i)
5860 PLOT 0,0:DRAW x,y,1
5870 NEXT i
5880 SYMBOL AFTER 140
5890 SYMBOL 140,0,0,0,63,79,225,25
5
5900 SYMBOL 141,0,0,0,0,0,0,29
5910 SYMBOL 142,0,0,0,0,0,0,128
5920 SYMBOL 143,0,3,31,63,255,254,
248,240
5930 SYMBOL 144,127,255,255,254,12
8,128,96,31
5940 SYMBOL 145,224,240,252,126,62
,14;31,231
5950 SYMBOL 146,240,255,255,255,72
,35,61,66
5960 SYMBOL 147,0,0,255,255,63,143
,64,127
5970 SYMBOL 148,15,255,254,253,225
,15,121,146
5980 crat#=CHR$(32)+CHR$(141)+CHR$(
142)+CHR$(10)+CHR$(8)+CHR$(8)+CHR
$(8)+CHR$(143)+CHR$(144)+CHR$(145)
+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(8)+
CHR$(146)+CHR$(147)+CHR$(148)
```

```
5990 PRINT CHR$(22) CHR$(1):PEN 0
6000 LOCATE 1,14:PRINT crat#
6010 LOCATE 6,12:PRINT crat#
6020 LOCATE 3,20:PRINT crat#
6030 LOCATE 6,16:PRINT crat#
6040 LOCATE 8,21:PRINT crat#
6050 LOCATE 13,20:PRINT crat#
6060 LOCATE 2,11:PRINT crat#
6070 LOCATE 9,15:PRINT crat#
6080 LOCATE 10,18:PRINT crat#
6090 LOCATE 1,18:PRINT crat#
6100 LOCATE 1,11:PRINT CHR$(140)
6110 LOCATE 5,15:PRINT CHR$(140)
6120 LOCATE 12,16:PRINT CHR$(140)
6130 LOCATE 4,18:PRINT CHR$(140)
6140 LOCATE 1,23:PRINT CHR$(140)
6150 LOCATE 1,25:PRINT CHR$(140)
6160 LOCATE 3,24:PRINT CHR$(140)
6170 LOCATE 15,24:PRINT CHR$(140)
6180 LOCATE 12,24:PRINT CHR$(140)
6185 GOTO 6340:PEN 2
6190 FOR i=1 TO 200:x=INT(RND*640)
;y=INT(RND*400):PLOT x,y,2:NEXT i
ORIGIN 256,0
6200 DEG
6210 a=220:b=80
6220 FOR i=1 TO 96
6230 x=a*COS(i)
6240 y=b*SIN(i)
6250 PLOT 0,0:DRAW x,y,3
6260 NEXT i
6270 a=160:b=40
6280 FOR i=1 TO 100 STEP 0.5
6290 x=a*COS(i)
6300 y=b*SIN(i)
6310 PLOT 0,0:DRAW x,y,0
6320 NEXT i
6330 RETURN
6340 PEN 2:x=100:y=300
6345 FOR i=0 TO 4:x=x+1:y=y+1
6347 ORIGIN x,y
6350 PLOT 40,0:DRAW 70,0,2:DRAW 50
,30,2:DRAW 20,30,2:DRAW 0,60,2:DRA
W 30,60
6360 PLOT 90,0:DRAW 50,60,2:DRAW 8
0,60,2:DRAW 100,30,2:DRAW 70,30,2
6370 PLOT 130,0:DRAW 100,60,2:DRAW
130,60,2:DRAW 160,0,2:PLOT 115,30
:DRAW 145,30
6380 PLOT 200,0:DRAW 170,0,2:DRAW
140,60,2:DRAW 170,60
6390 PLOT 240,0:DRAW 210,0,2:DRAW
180,60,2:DRAW 210,60,2:PLOT 195,30
:DRAW 220,30,2
6400 PLOT 280,0:DRAW 250,0,2:DRAW
290,60
6410 PLOT 290,0:DRAW 330,60,2:DRAW
360,60,2:DRAW 320,0,2:PLOT 310,30
:DRAW 340,30
6420 PLOT 330,0:DRAW 360,0,2:DRAW
400,60,2:DRAW 370,60,2:DRAW 330,0
:PLOT 350,30:DRAW 380,30,2
6430 NEXT i
6440 SYMBOL 140,0,0,15,7,3,3,3,3
6450 SYMBOL 141,0,0,128,192,192,19
2,192,192
6460 SYMBOL 142,3,3,3,3,15,31,31,3
1
6470 SYMBOL 143,192,192,192,128,25
4,254,252,252
6480 JO#=CHR$(140)+CHR$(141)+CHR$(
10)+CHR$(8)+CHR$(8)+CHR$(142)+CHR$(
143)
6490 fm#=CHR$(242)+CHR$(233)+CHR$(
243)
6500 LOCATE 12,13:PEN 3:PRINT "vou
s Pouvez Jouer avec : "
6510 LOCATE 14,15:PRINT "le Joysti
ck : "
6515 LOCATE 27,14:PRINT JO#
6520 LOCATE 17,18:PRINT "ou les fl
eches :";fm#
6530 LOCATE 34,17:PRINT CHR$(240)
6540 LOCATE 34,19:PRINT CHR$(241)
6550 IF INKEY(47)=0 OR INKEY(76)=0
THEN RETURN ELSE 6550
```