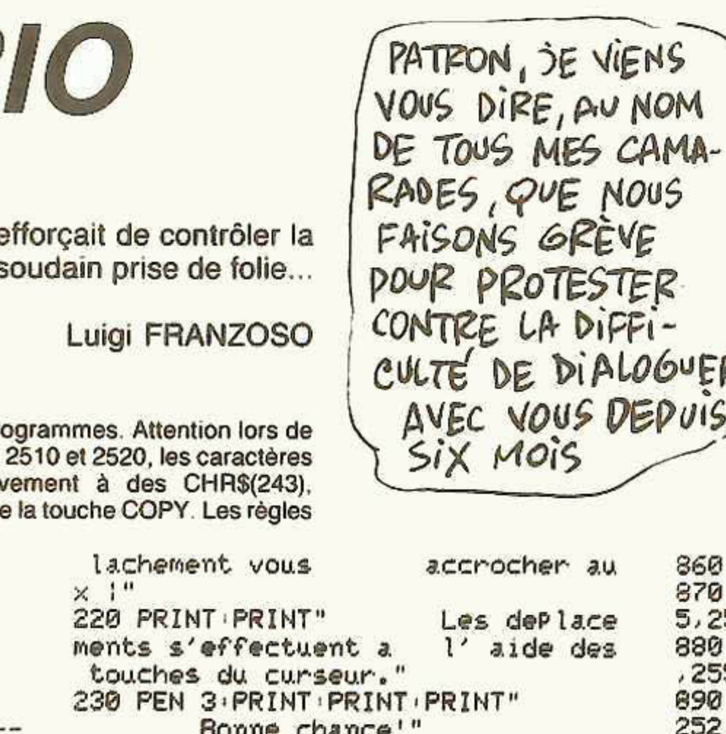
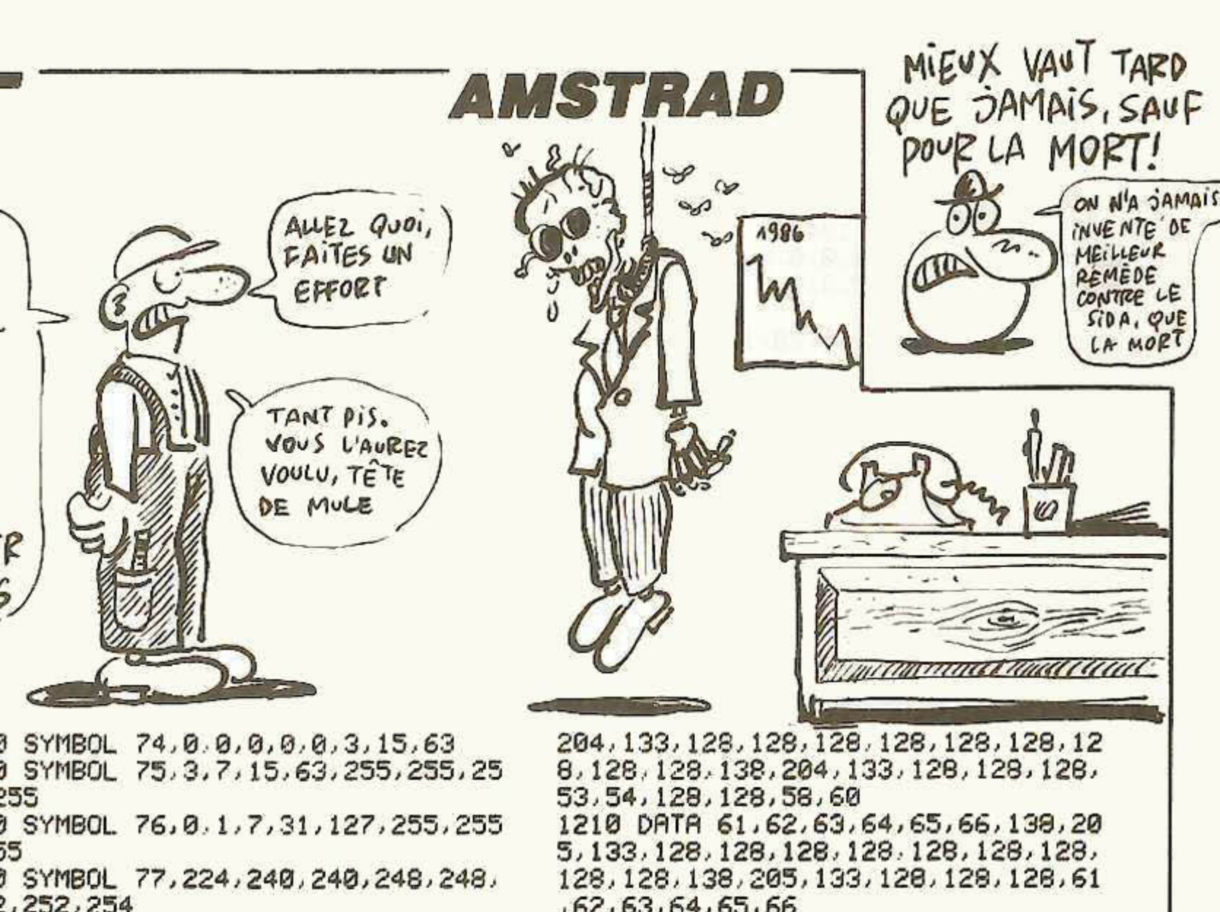
L'USINE DE CIMENT DE MARIO





Tant bien que mal, l'ami MARIO s'efforçait de contrôler la production de ciment de son usine soudain prise de folie...

Luigi FRANZOSO

Mode d'emploi :
Tapez et sauvegardez à la suite ces deux programmes. Attention lors de la frappe du listing 2 : aux lignes 2460, 2480, 2510 et 2520, les caractères "s", "r" et "'", correspondent respectivement à des CHR$(243), CHR$(242) et CHR$(224) à recopier à l'aide de la touche COPY. Les règles sont incluses.

LISTING 1

```
10 '
20 '!-------------------------------!
30 '! L'usine de ciment de MARIO    !
40 '!                               !
50 '!      Par FRANZOSO Luigi       !
60 '!                               !
70 '!          Mai 1986             !
80 '!-------------------------------!
90 '
100 DATA 215,128,128,214,128,214,1
43,215,128,214,143,215,128,143,128
,143,143,143
110 DATA 143,215,214,143,128,143,1
28,143,128,143,128,143,128,143,128
,143,128,143
120 DATA 143,143,143,143,128,143,1
43,143,128,143,143,212,128,143,128
,143,128,143
130 DATA 143,143,143,143,128,143,1
28,143,128,143,213,215,128,143,128
,143,128,143
140 DATA 143,213,212,143,128,143,1
28,143,128,143,128,143,128,143,128
,143,143,143
150 :
160 :
170 MODE 1:BORDER 0:INK 0,0:INK 1,
0:INK 2,0:INK 3,0:POKE &B28F,123
180 LOCATE 3,7:PRINT"L ' U S I N E
  D E  C I M E N T  D E"
190 FOR y=1 TO 5
200 FOR x=11 TO 28
210 READ a:LOCATE x,9+y:PRINT CHR$
(a);
220 NEXT:NEXT
230 PEN 3:LOCATE 11,18:PRINT"Par":
PEN 1:LOCATE 15,18:PRINT"FRANZOSO
Luigi"
240 INK 1,24:INK 2,20:INK 3,6
250 RUN"!"
```

LISTING 2

```
10 ' Aux lignes 1380, 2060, 2090,
2390, 2790 et 2800, le caractere "
X" correspond au caractere obtenu
en faisant [ctrl] x
20 '
30 '
40 ENT -1,6,-8,1,12,1,1,6,-1,1:SOU
ND 5,978,700,15,1,1,0
50 FOR i=1 TO 500:INK 1,24:INK 2,6
:INK 3,20:INK 1,6:INK 2,20:INK 3,2
4:INK 1,20:INK 2,24:INK 3,6:NEXT
60 FOR i=1 TO 24:PRINT CHR$(13):FO
R j=1 TO 99:NEXT:NEXT
70 '
80 '
90 '     ***** REGLES ****
100 '
110 '
120 PEN 3:LOCATE 8,1:PRINT"L' usin
e de ciment de":LOCATE 31,1:PEN 2:
PRINT"MARIO"
130 PRINT:PRINT:PRINT:PEN 1
140 PRINT"        L'usine de ciment
 de Mario s'est embalee: elle est
devenue diaboliquementproductive."
150 PRINT"        De vos doigts agi
les aidez-le a' empecher le ciment
 de couler hors des    tremies."
160 PRINT"        Pour ce faire vou
s devrez sauter athletiquement d'a
scenceur en ascenceur,et actionner
 la trappe des tremies de    manier
e a faire couler le ciment a un
niveau inferieur."
170 PRINT:PRINT"        Fastoche! V
ous dites-vous conne- ment! He bie
n sachez que les trois vies que vo
us possedez ne seront pas de trop:
chacune des tremies ne peut admett
re     plus de trois charges et l'u
sine acce-  lere progressivement s
a production."
180 PEN 2:LOCATE 1,25:PRINT"Presse
z une touche":CALL &BB18:CLS:PEN 1
190 PRINT:PRINT:PRINT"        A 100
0 puis 3000 points le nombre de vi
es est remis a 3."
200 PRINT:PRINT"        A 100, 500,
 1100 et 1500 points   les tremies
superieurs s' ouvrent auto- matiqu
ement durant un temps independant
de ma volonte."
210 PRINT:PRINT"        Vous pouvez
 lachement vous       accrocher au
 x !"
220 PRINT:PRINT"        Les deplace
ments s'effectuent a    l' aide des
 touches du curseur."
230 PEN 3:PRINT:PRINT:PRINT"
          Bonne chance!"
240 PEN 2:LOCATE 1,25:PRINT"Presse
z une touche":CALL &BB18
250 '
260 '
270 '++++ PROGAMME PRINCIPAL +++++
280 '
290 '
300 vie=4
310 ON ERROR GOTO 330:ON BREAK GOS
UB 340
320 GOTO 350
330 CALL &BB4E:INK 1,24:PEN 1:PRIN
T"ERREUR EN LIGNE ",ERL:STOP
340 CALL &BB4E:INK 1,24:PEN 1:STOP
350 MODE 1:BORDER 0:INK 0,0:INK 1,
0:INK 2,0:INK 3,0,26
360 LOCATE 6,13:PEN 3:PRINT"VEUILL
EZ PATIENTER S.V.P...":FOR i=1 TO
3000:NEXT:INK 3,0
370 DIM co(255),x(9),aaa(5,4)
380  x(1)=13:x(2)=5:x(3)=9:x(4)=9:
x(5)=13:x(6)=5:x(7)=5:x(8)=9:x(9)=
13
390 '
400 '
410 '*REDEFINITION DES CARACTERES*
420 '
430 '
440 SYMBOL AFTER 32
450 SYMBOL 33,0,63,31,15,12,27,63,
127
460 SYMBOL 34,0,252,248,240,48,216
,252,254
470 SYMBOL 35,0,1,3,7,15,31,31,63
480 SYMBOL 36,0,128,192,224,240,24
8,248,252
490 SYMBOL 37,0,0,0,0,0,1,1,3
500 SYMBOL 38,63,127,127,252,248,2
27,143,255
510 SYMBOL 39,255,224,15,63,255,25
5,255,255
520 SYMBOL 40,255,7,240,252,255,25
5,255,255
530 SYMBOL 41,252,254,254,63,31,19
9,241,255
540 SYMBOL 42,0,0,0,0,128,128,19
2
550 SYMBOL 43,3,3,7,7,7,15,15,15
560 SYMBOL 44,255,252,240,224,224,
224,224,224
570 SYMBOL 45,0,0,0,15,15,15,15,15
580 SYMBOL 46,192,0,0,0,0,0,0,0
590 SYMBOL 47,0,31,255,255,255,255
,255,126
600 SYMBOL 48,1,0,0,0,0,0,0,0
610 SYMBOL 49,0,63,255,255,255,255
,255,255
620 SYMBOL 50,255,63,15,7,7,7,7,7
630 SYMBOL 51,0,0,0,240,240,240,24
0,240
640 SYMBOL 52,192,192,224,224,224,
240,240,240
650 SYMBOL 53,7,7,7,7,3,1,0,0
660 SYMBOL 54,224,224,192,192,192,
192,192,0
670 SYMBOL 55,15,15,15,31,31,28,1,
15
680 SYMBOL 56,191,223,239,247,192,
31,255,255
690 SYMBOL 57,127,191,223,239,3,24
8,255,255
700 SYMBOL 58,7,7,3,3,3,3,3,0
710 SYMBOL 59,240,240,240,248,248,
59,131,240
720 SYMBOL 60,224,224,224,224,192,
128,0,0
730 SYMBOL 61,0,0,3,6,4,5,13,12
740 SYMBOL 62,63,255,254,29,204,23
7,232,203
750 SYMBOL 63,255,224,15,255,0,255
,0,255
760 SYMBOL 64,255,7,240,255,0,255,
0,255
770 SYMBOL 65,252,255,127,184,51,1
83,23,211
780 SYMBOL 66,0,0,192,96,32,160,17
6,48
790 SYMBOL 67,14,15,31,28,28,28,28
,28
800 SYMBOL 68,24,251,255,0,0,0,0,0
810 SYMBOL 69,0,255,255,0,0,0,0,0
820 SYMBOL 70,0,255,255,0,0,0,0,0
830 SYMBOL 71,24,223,255,0,0,0,0,0
840 SYMBOL 72,112,240,248,56,56,56
,56,56
850 SYMBOL 73,255,129,129,255,0,0,
0,0
860 SYMBOL 74,0,0,0,0,0,3,15,63
870 SYMBOL 75,3,7,15,63,255,255,25
5,255
880 SYMBOL 76,0,1,7,31,127,255,255
,255
890 SYMBOL 77,224,240,240,248,248,
252,252,254
900 SYMBOL 78,0,0,128,128,192,192,
224,224
910 SYMBOL 79,224,240,248,248,252,
254,255,255
920 SYMBOL 80,0,0,0,192,192,192,19
2,192
930 SYMBOL 81,0,0,0,3,3,3,3,3
940 '
950 '
960 '**** DATAS POUR LE DECOR ****
970 '
980 '
990 DATA 128,128,128,128,128,128,1
28,128,143,143,143,143,128,128,128
,128,128,128,143,143,143,143,128,1
28,128,128,128,128,128,128
1000 DATA 128,128,128,128,128,128,
128,128,143,143,143,143,128,128,12
8,128,128,128,143,143,143,143,128,
128,128,128,128,128,128,128
1010 DATA 128,128,128,128,128,128,
128,128,128,143,143,143,128,128,12
8,128,128,128,143,143,143,128,128,
128,128,128,128,128,128
1020 DATA 128,128,128,128,128,128,
128,128,128,143,143,143,128,128,12
8,128,128,128,143,143,143,143,77,1
28,128,128,128,128,128,128
1030 DATA 128,128,128,128,128,128,
128,74,75,143,143,143,128,128,128,
128,128,128,149,128,128,143,143,78
,128,128,128,128,128,128
1040 DATA 128,128,128,128,128,128,
76,143,143,143,143,143,128,128,128
,128,128,128,128,128,128,143,143,7
9,128,128,128,128,128,128
1050 DATA 128,128,128,128,128,128,
143,143,143,143,143,143,128,128,12
8,128,128,128,128,128,128,143,143,
143,128,128,128,128,128,128
1060 DATA 143,128,128,128,128,143,
143,143,143,143,143,143,128,128,12
8,128,128,128,128,128,128,143,143,
143,143,128,128,128,128,143
1070 DATA 143,128,128,128,128,143,
80,128,128,128,128,128,128,128,128
,128,128,128,128,128,128,128,128,8
1,143,128,128,128,128,143
1080 DATA 213,215,95,95,214,212,12
8,128,128,128,128,128,128,128,128,
128,128,128,128,128,128,128,128,12
8,213,215,95,95,214,212
1090 DATA 128,128,128,128,128,128,
128,128,128,128,128,128,128,128,12
8,128,128,128,128,128,128,128,128,
128,128,128,128,128,128,128
1100 DATA 143,128,128,128,128,143,
73,73,73,73,73,73,128,128,128,128,
128,128,73,73,73,73,73,73,143,128,
128,128,128,143
1110 DATA 143,128,128,128,128,143,
80,128,128,128,128,128,128,128,128
,128,128,128,128,128,128,128,128,8
1,143,128,128,128,128,143
1120 DATA 213,215,95,95,214,212,12
8,128,128,128,128,128,128,128,128,
128,128,128,128,128,128,128,128,12
8,213,215,95,95,214,212
1130 DATA 128,128,128,128,128,128,
128,128,128,128,128,128,128,128,12
8,128,128,128,128,128,128,128,128,
128,128,128,128,128,128,128
1140 DATA 128,128,128,128,128,128,
73,73,73,149,73,73,128,128,128,128
,128,128,73,73,73,73,73,73,128,128
,128,128,128,128
1150 DATA 128,128,128,128,128,128,
138,205,133,149,128,128,128,128,12
8,128,128,128,138,205,133,128,128,
128,128,128,128,128,128,128
1160 DATA 128,128,33,34,128,128,13
8,204,133,128,128,128,128,128,128,
128,128,128,138,204,133,128,128,12
8,128,128,33,34,128,128
1170 DATA 128,35,143,143,36,128,13
8,205,133,128,128,128,128,128,128,
128,128,128,138,205,133,128,128,12
8,128,35,143,143,36,128
1180 DATA 37,38,39,40,41,42,138,20
4,133,128,128,128,128,128,128,
128,128,138,204,133,128,128,128,37
,38,39,40,41,42
1190 DATA 43,44,46,48,50,52,138,20
5,133,128,128,128,128,128,128,
128,128,138,205,133,128,128,128,43
,44,46,48,50,52
1200 DATA 53,54,128,128,58,60,138,
204,133,128,128,128,128,128,128,12
8,128,128,138,204,133,128,128,128,
53,54,128,128,58,60
1210 DATA 61,62,63,64,65,66,138,20
5,133,128,128,128,128,128,128,128,
128,128,138,205,133,128,128,128,61
,62,63,64,65,66
1220 DATA 67,68,69,70,71,72,138,20
4,133,128,128,128,128,128,128,128,
128,128,138,204,133,128,128,128,67
,68,69,70,71,72
1230 '
1240 '
1250 '      ***** DECOR *****
1260 '
1270 '
1280 co(73)=1:FOR i=61 TO 72:co(I)
=1 :NEXT:co(133)=1:co(138)=1:co(20
4)=1:co(205)=1:CO(80)=2:CO(81)=2:C
O(149)=2
1290 FOR Y=2 TO 25
1300 FOR X=5 TO 34
1310 READ A:LOCATE X,Y:PEN co(A)+1
:PRINT CHR$(A);
1320 NEXT:NEXT
1330 PRINT CHR$(22)+CHR$(1)
1340 LOCATE 11,17:PRINT CHR$(136):
LOCATE 13,17:PRINT CHR$(132):LOCAT
E 23,17:PRINT CHR$(136):LOCATE 25,
17:PRINT CHR$(132)
1350 LOCATE 6,22:PRINT CHR$(45)+CH
R$(47)+CHR$(49)+CHR$(51):LOCATE 6,
23:PRINT CHR$(55)+CHR$(56)+CHR$(57
)+CHR$(59)
1360 LOCATE 30,22:PRINT CHR$(45)+C
HR$(47)+CHR$(49)+CHR$(51):LOCATE 3
0,23:PRINT CHR$(55)+CHR$(56)+CHR$(
57)+CHR$(59):PEN 2:LOCATE 14,17:PR
INT CHR$(73)
1370 INK 1,18:INK 2,6:INK 3,26
1380 CALL &BB4E:LOCATE 1,1:PEN 1:P
RINT"XDERNIER 0000X":LOCATE 26,1:P
EN 2:PRINT"XMEILLEUR 0000X":PEN 3:
LOCATE 30,2:PRINT"XVIE: 3X"
1390 PRINT CHR$(22)+CHR$(1)
1400 '
1410 '
1420 '***** DESSIN DE MARIO *****
1430 '
1440 '
1450 SYMBOL AFTER 32
1460 SYMBOL 33,7,12,21,16,12,7,4,3
1470 SYMBOL 34,240,124,28,14,30,20
,5,15
1480 SYMBOL 35,0,0,0,72,84,232,240
,120
1490 SYMBOL 36,0,3,6,252,59,95,169
,75
1500 SYMBOL 37,254,1,3,2,1,0,15,57
1510 SYMBOL 38,192,128,0,0,224,16,
48,88
1520 SYMBOL 39,3,6,6,6,7,12,24,15
1530 SYMBOL 40,33,32,32,32,32,160,
32,224
1540 SYMBOL 41,12,248
1550 SYMBOL 42,255,129,129,255,0,0
,0,0
1560 SYMBOL 58,0,0,0,18,42,23,15,6
2
1570 SYMBOL 59,15,62,56,112,120,40
,160,240
1580 SYMBOL 60,224,48,136,8,48,224
,32,192
1590 SYMBOL 61,3,1,0,0,7,8,12,26
1600 SYMBOL 62,127,128,192,64,128,
0,240,156
1610 SYMBOL 63,0,192,96,63,220,250
,149,210
1620 SYMBOL 64,48,31
1630 SYMBOL 65,132,4,4,4,4,5,4,7
1640 SYMBOL 66,192,96,96,96,224,48
,24,240
1650 SYMBOL 67,0,0,0,1,1,0,0,0
1660 SYMBOL 68,63,248,226,192,224,
163,128,195
1670 SYMBOL 69,128,192,160,32,192,
128,128,0
1680 SYMBOL 70,0,3,6,13,6,3,1,3
1690 SYMBOL 71,255,0,192,186,249,2
49,129,1
1700 SYMBOL 72,0,192,96,60,156,252
,128,128
1710 SYMBOL 73,6,6,6,6,7,12,24,15
1720 SYMBOL 74,29,31,55,54,54,54,5
5,247
1730 SYMBOL 75,128,128,128,192,192
,128,224,224
1740 SYMBOL 76,0,3,7,7,5,60,60,58
1750 SYMBOL 77,0,240,248,248,40,20
0,200,16
1760 SYMBOL 78,7,56,56,63,12,24,49
,25
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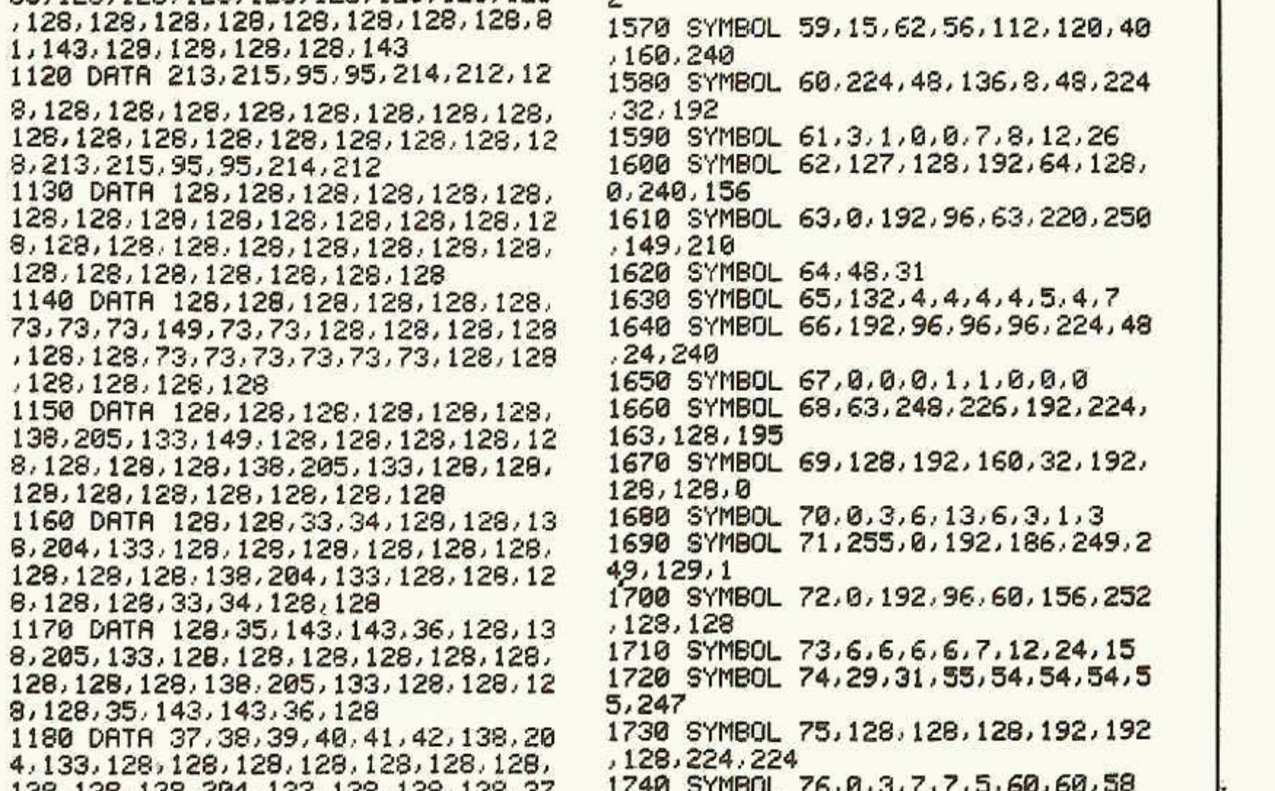
Suite page 82



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```
1770 SYMBOL 79,248,4,4,252,12,6,22
7,38
1780 SYMBOL 80,15,16,15
1790 SYMBOL 81,60,194,60
1800 SYMBOL 82,0,0,0,0,0,31,49,84
1810 SYMBOL 83,0,0,0,0,0,192,240,1
12
1820 SYMBOL 84,64,48,28,16,12,63,6
3,0
1830 SYMBOL 85,56,121,83,22,56,224
,255,0
1840 SYMBOL 86,224,176,24,15,0,71,
248,0
1850 SYMBOL 87,0,0,224,160,32,160,
224,96
1860 SYMBOL 88,0,7,31,31,31,0,0,0
1870 SYMBOL 89,252,248,240,192,0,0
,0,0
1880 SYMBOL 90,0,3,15,15,31,31,31,
15
1890 SYMBOL 91,0,192,240,240,248,2
48,248,240
1900 SYMBOL 92,0,0,128,254,255,255
,255,6
1910 SYMBOL 93,0,0,0,0,224,248,248
,224
1920 SYMBOL 94,255,255,255,255,255
,255,255,0
1930 SYMBOL 96,28,15,15,7,7,3,1,0
1940 SYMBOL 97,0,128,192,224,224,2
24,192,0
1950 '--------------------------------
1960 d$=CHR$(96)+CHR$(97):e$=CHR$(
88)+CHR$(89):f$=CHR$(92)+CHR$(93):
g$=CHR$(90)+CHR$(91):h$=CHR$(94)+C
HR$(94)+CHR$(94)+CHR$(94):i$=CHR$(
213)+CHR$(94)+CHR$(94)+CHR$(212)
1970 j$=CHR$(42)+CHR$(42)+CHR$(42)
1980 n$=CHR$(82)+CHR$(83):o$=CHR$(
84)+CHR$(85)+CHR$(86)+CHR$(87)
1990 y$=CHR$(22)+CHR$(0):z$=CHR$(2
2)+CHR$(1)
2000 '
2010 '
2020 '***** INITIALISATION *****
2030 '
2040 '
2050 vie=vie-1:vit=vit+10:trf=0:co
v1=0:cov2=0:cov3=0:cov4=0:debo=0:p
ase1=0:tremi1=0:coule1=0:pase2=0:t
remi2=0:coule2=0
2060 PRINT y$:PEN 3:LOCATE 34,2:PR
INT"X";VIE;"X"
2070 IF vie=0 THEN vie=3
2080 IF vie=3 THEN score1=score:sc
ore=0:vit=100:pase3=0:pase4=0:sd=0
:sl=0:WINDOW #2,11,28,11,12:PEN #2
,3:PRINT#2,"Presser une touche":EN
V 1,2,-2,2:FOR i=1 TO 26:READ per,
dur:SOUND 1,per,dur,0,1:NEXT:CALL
&BB18:CLS#2
2090 LOCATE 34,2:PRINT"X";VIE;"X":
PRINT z$
2100 PEN 0
2110 IF mario THEN GOSUB 3020
2120 PEN 0
2130 LOCATE 26,4:PRINT f$:LOCATE 2
8,6:PRINT d$:LOCATE 31,8:PRINT g$
2140 LOCATE 12,6:PRINT e$:LOCATE 1
0,7:PRINT e$:LOCATE 8,8:PRINT g$
2150 LOCATE 3,24:PRINT g$:LOCATE 3
5,24:PRINT g$
2160 FOR i=0 TO 1:FOR j=1 TO 2
2170 LOCATE 6+24*i,8+j:PRINT h$
2180 IF vie=3 THEN LOCATE 6+24*i,1
2+j:PRINT h$
2190 NEXT
2200 LOCATE 6+24*i,11:PRINT i$
2210 IF vie=3 THEN LOCATE 6+24*i,1
5:PRINT i$
2220 NEXT
2230 WINDOW #1,17,22,1,25:CLS#1
2240 marioY=12:marioX=11
2250 PEN 3:GOSUB 3020
2260 DATA 127,15,239,15,213,15,179
,15,127,15,0,20,63,13,119,13,106,1
3,84,13,63,13,0,20,63,15,119,20,63
,15,119,20,67,15,67,15,63,15,60,20
,0,10,239,20,0,10,268,24,0,10,301,
30
2270 RESTORE 2260
2280 '
2290 '
2300 '      ***** JEU *****
2310 '
2320 '
2330 EVERY vit,1 GOSUB 3230:IF vit
>60 AND tot=1 THEN arr=REMAIN(1):v
it=vit-8:tot=0:GOTO 2330
2340 EI
2350 IF pase1=3 AND coule1=3 THEN
debo=1:arr=REMAIN(1):GOTO 4230
2360 IF pase2=3 AND coule2=3 THEN
debo=2:arr=REMAIN(1):GOTO 4230
2370 IF marioY=4 THEN arr=REMAIN(1
):ENV 2,5,3,1,1,0,90,5,-3,2:ENT 2,
25,10,2,60,-10,1:SOUND 5,560,150,0
,2,2:FOR I=1 TO 999:NEXT:GOTO 2020
2380 IF marioY=20 AND mario>252 AN
D aaa(5,3)=0 AND aaa(5,4)=0 THEN a
rr=REMAIN(1):marioY=24:PEN 3:GOSUB
 3020:FOR j=5 TO 1 STEP -1:SOUND 1
,0,20,j,0,0,20:NEXT:FOR I=1 TO 999
:NEXT:GOTO 2020
2390 IF (score=1000 OR score=1010
OR score=3000 OR score=3010) AND v
ie<3 THEN arr=REMAIN(1):FOR i=0 TO
 60 STEP 0.5:SOUND 1,INT(SIN(i)*15
0)+200,2,12:SOUND 4,INT(COS(I)*100
)+150,1,14:NEXT:vie=3:PRINT y$:PEN
 3:LOCATE 34,2:PRINT"X";VIE;"X":PR
INT z$:GOTO 2330
2400 IF (score=100 OR score=110 OR
 score=500 OR score=510 OR score=1
100 OR score=1110 OR score=1500 OR
 score=1510) AND frt=0 THEN arr=RE
MAIN(1):ENV 1,1,15,1,1,0,1,1,0,1,1
2,-1,2:FOR i=11 TO 30:i=i+0.5:SOUN
D 1,105,i,1,1:NEXT:frt=1:trf=1:GOT
O 2330
2410 IF NOT((score>=100 AND score<
=300) OR (score>=500 AND score<=70
0) OR (score>=1100 AND score<=1400
) OR (score>=1500 AND score<=1510)
) THEN GOTO 2460
2420 IF trf=1 AND pase2>0 THEN mar
io=260:DI:GOTO 2660
2430 IF trf=1 AND pase1>0 THEN mar
io=110:DI:GOTO 2660
2440 mario=marioX*(marioY-2)
2450 IF score=1000 OR score=1010 T
HEN arr=REMAIN(1):FOR i=1 TO 20:PR
INT CHR$(7):NEXT:vie=3:GOTO 2330
2460 r$=INKEY$:IF r$="s" OR r$="r"
 OR R$="`" THEN DI:GOTO 2480
2470 GOTO 2340
2480 IF r$="`" AND (mario=110 OR m
ario=154 OR mario=260 OR mario=364
) THEN GOTO 2660
2490 PEN 0:GOSUB 3020
2500 SOUND 1,300,3,15
2510 IF r$="s" THEN marioX=marioX+
3
2520 IF r$="r" THEN marioX=marioX-
3
2530 IF marioX<11 THEN marioX=11:E
LSE IF marioX>26 THEN marioX=26
2540 IF marioX<17 AND marioY=8 THE
N marioX=17
2550 IF marioX>23 AND marioY=8 THE
N marioX=23
2560 IF marioX<14 AND marioY=20 TH
EN marioX=14
2570 IF marioX>21 AND marioY=20 TH
EN marioX=21
2580 IF marioX<17 OR marioX>20 THE
N cov1=0:cov2=0:cov3=0:cov4=0:PEN
3:GOSUB 3020:GOTO 2340
2590 IF marioX=20 AND aaa((25-mari
oY)/4,1)=1 THEN cov1=1:cov2=0:cov3
=0:cov4=0:PEN 3:GOSUB 3020:GOTO 23
40
2600 IF marioX=20 AND aaa((25-mari
oY)/4,2)=1 THEN cov2=1:cov1=0:cov3
=0:cov4=0:PEN 3:GOSUB 3020:GOTO 23
40
2610 IF marioX=17 AND aaa((marioY-
1)/4,3)=1 THEN cov3=1:cov1=0:cov2=
0:cov4=0:PEN 3:GOSUB 3020:GOTO 234
0
2620 IF marioX=17 AND aaa((marioY-
1)/4,4)=1 THEN cov4=1:cov1=0:cov2=
0:cov3=0:PEN 3:GOSUB 3020:GOTO 234
0
2630 arr=REMAIN(1):GOTO 4100
2640 '
2650 '
2660 '
2670 IF mario=110 THEN bra=0:lig=0
 ELSE IF mario=260 THEN bra=24:lig
=0
2680 IF mario=154 THEN bra=0:lig=4
 ELSE IF mario=364 THEN bra=24:lig
=4
2690 pase=1
2700 IF mario=110 AND pase1=0 THEN
 pase=0
2710 IF mario=260 AND pase2=0 THEN
 pase=0
2720 IF mario=154 AND pase3=0 THEN
 pase=0
2730 IF mario=364 AND pase4=0 THEN
 pase=0
2740 IF pase=0 THEN LOCATE 7+bra,1
1+lig:PEN 0:PRINT CHR$(95)+CHR$(95
):LOCATE 7+bra,12+lig:PEN 1:PRINT
CHR$(211):FOR i=1 TO 30:NEXT:PEN 0
:LOCATE 7+bra,12+lig:PRINT CHR$(21
1):PEN 1:LOCATE 7+bra,11+lig:PRINT
 CHR$(95)+CHR$(95):EI:GOTO 2340
2750 IF sd OR sl THEN GOTO 2340
2760 IF mario=110 THEN score=score
+10:pase3=pase3+1:pase5=pase3 ELSE
 IF mario=260 THEN score=score+10:
pase4=pase4+1:pase5=pase4
2770 IF mario=154 THEN score=score
+20:pase3=pase3-1:pase5=1 ELSE IF
mario=364 THEN score=score+20:pase
4=pase4-1:pase5=1
2780 PRINT y$
2790 frt=0:PEN 1:PRINT"X":LOCATE 9
,1:PRINT USING"####";score:PRINT"X
"
2800 IF score>score1 THEN PEN 2:PR
INT"X":LOCATE 35,1:PRINT USING"###
#";score:PRINT"X"
2810 PRINT z$
2820 FOR kc=1 TO 200 STEP 35:SOUND
 5,kc,0.5,15:NEXT
2830 LOCATE 7+bra,12+lig:PEN 1:PRI
NT CHR$(211)
2840 PEN 3:FOR i=0 TO 3-pase5:LOCA
TE 7+bra,12+i+lig:PRINT CHR$(138)+
CHR$(133):NEXT:PEN 0:LOCATE 6+bra,
11+lig:PRINT i$:FOR i=0 TO 3-pase5
:LOCATE 7+bra,12+i+lig:PRINT CHR$(
138)+CHR$(133):NEXT
2850 IF mario=154 OR mario=364 OR
pase3=4 OR pase4=4 THEN GOTO 2870
2860 PEN 3:LOCATE 6+bra,16-pase5:I
F pase5=1 THEN PRINT i$ ELSE PRINT
 h$
2870 PEN 0:LOCATE 7+bra,12+lig:PRI
NT CHR$(211)
2880 IF mario=110 AND pase1=1 THEN
 pase1=0:coule1=coule1-1
2890 IF mario=260 AND pase2=1 THEN
 pase2=0:coule2=coule2-1
2900 IF mario=110 AND pase1=2 THEN
 pase1=0:coule1=coule1-1:tremi1=2:
IF coule1>0 THEN ty=1
2910 IF mario=260 AND pase2=2 THEN
 pase2=0:coule2=coule2-1:tremi2=2:
IF coule2>0 THEN ty2=1
2920 IF mario=154 AND pase3=1 THEN
 sd=1
2930 IF mario=364 AND pase4=1 THEN
 sl=1
2940 IF mario=110 AND pase1=3 THEN
 pase1=0:coule1=coule1-1:tremi1=2:
z=1:IF coule1>0 THEN ty=1
2950 IF mario=260 AND pase2=3 THEN
 pase2=0:coule2=coule2-1:tremi2=2:
z2=1:IF coule2>0 THEN ty2=1
2960 IF mario=154 AND pase3=2 THEN
 sd=2
2970 IF mario=364 AND pase4=2 THEN
 sl=2
2980 IF pase3=4 THEN debo=3:pase3=
3:arr=REMAIN(1):GOTO 4230 ELSE IF
pase4=4 THEN debo=4:pase4=3:arr=RE
MAIN(1):GOTO 4230
2990 GOTO 2340
3000 '
3010 '
3020 '**** AFFICHAGE DE MARIO ****
3030 '
3040 '
3050 marioZ=marioY-2
3060 mario=marioX*marioZ
3070 ec=2:eco=1
3080 IF mario=138 OR mario=252 THE
N cara=75:GOTO 3160
3090 IF mario=40 OR mario=374 OR m
ario=440 THEN marioX=18:GOTO 3190
3100 IF mario=102 OR mario=200 OR
mario=238 OR mario=260 OR mario=36
0 OR mario=364 THEN cara=32
3110 IF mario=110 OR mario=120 OR
mario=154 OR mario=170 OR mario=28
0 OR mario=306 THEN cara=57
3120 IF mario=140 OR mario=196 OR
mario=230 OR mario=322 THEN cara=6
6
3130 FOR i=0 TO ec:FOR j=0 TO ec:c
ara=cara+1
3140 LOCATE marioX+j,marioZ+i:PRIN
T CHR$(cara)
3150 NEXT:NEXT:GOTO 3200
3160 FOR i=0 TO ec:FOR j=0 TO eco:
cara=cara+1
3170 LOCATE marioX+j,marioZ+i:PRIN
T CHR$(cara)
3180 NEXT:NEXT:GOTO 3200
3190 LOCATE marioX,marioZ:PRINT n$
:LOCATE marioX,marioZ+1:PRINT o$
3200 RETURN
3210 '
3220 '
3230 '*** ASCENCEURS DE DROITE ***
3240 '
3250 '
3260 AFTER vit/2 GOSUB 3670
3270 DI
3280 IF c=0 THEN d=d+1:ascen=x(d):
IF d=9 THEN d=0
3290 IF c>0 GOTO 3310
3300 GOTO 3320
3310 IF cor>1 THEN LOCATE 20,cor:P
EN 0:PRINT j$:aaa(c,1)=0:IF cov1=1
 THEN GOSUB 3020
3320 PEN 0:IF tes=1 THEN LOCATE 20
,cord:PRINT j$:aaa(f,2)=0:IF cov2=
1 THEN GOSUB 3020
3330 SOUND 1,150,5,15
3340 c=c+1
3350 cor=25-(c*4):IF cor<=1 GOTO 3
410
3360 IF cov1=1 THEN marioY=marioY-
4:PEN 3:GOSUB 3020
3370 LOCATE 20,cor:PEN 1:PRINT j$:
aaa(c,1)=1
3380 IF cor=ascen THEN tes=1
3390 IF TES=1 GOTO 3410
3400 GOTO 3490
3410 f=f+1:IF f=6 THEN f=0:c=0:tes
=0:GOTO 3490
3420 cord=25-(f*4)
3430 IF cov2=1 THEN marioY=marioY-
4:PEN 3:GOSUB 3020
3440 PEN 1:LOCATE 20,cord:PRINT j$
:aaa(f,2)=1
3450 '
3460 '
3470 '----------------------------
3480 '
3490 '
3500 IF sd THEN PEN 0:LOCATE 6,15-
sd:PRINT h$:PEN 3:LOCATE 6,15:PRIN
T i$:sd=0
3510 IF (pase1=2 AND coule1=0) THE
N tempo1=tempo1+1:IF tempo1<4 GOTO
 3640
3520 IF (pase1=3 AND coule1=0) THE
N tempo1=tempo1+1:IF tempo1<8 GOTO
 3640
3530 IF coule1>0 THEN tempo1=0
3540 coule1=coule1+1:IF (coule1>3
OR ty=1) GOTO 3580 ELSE ON coule1
GOTO 3550,3560,3570
3550 LOCATE 12,6:PEN 3:PRINT e$:GO
TO 3640
3560 LOCATE 12,6:PEN 0:PRINT e$:PE
N 3:LOCATE 10,7:PRINT e$:GOTO 3640
3570 PEN 0:LOCATE 10,7:PRINT e$:PE
N 3:LOCATE 8,8:PRINT g$:GOTO 3640
3580 tremi1=tremi1+1:ON tremi1 GOT
O 3590,3600,3610
3590 PEN 0:LOCATE 8,8:PRINT g$:PEN
 3:LOCATE 6,9:PRINT h$:GOTO 3640
3600 IF pase1>=2 GOTO 3620 ELSE PE
N 0:LOCATE 6,9:PRINT h$:PEN 3:LOCA
TE 6,10:PRINT h$:GOTO 3640
3610 IF pase1=1 THEN GOTO 3620 ELS
E PEN 0:LOCATE 6,10-Z:PRINT h$:PEN
 3:LOCATE 6,11:PRINT i$
3620 IF ty=1 THEN ty=0:Z=0:coule1=
coule1-1:tremi1=0:pase1=pase1+1:GO
TO 3540
3630 coule1=0:tremi1=0:pase1=pase1
+1:IF pase1=4 THEN pase1=3
3640 z=0:EI:RETURN
3650 '
3660 '
3670 '*** ASCENSEURS DE GAUCHE ***
3680 '
3690 '
3700 DI
3710 IF cg=0 THEN p=p+1:asceng=x(p
)+8:IF p=9 THEN p=0
3720 IF cg>0 GOTO 3740
3730 GOTO 3750
3740 IF corg<25 THEN LOCATE 17,cor
g:PEN 0:PRINT j$:aaa(cg,3)=0:IF co
v3=1 THEN GOSUB 3020
3750 PEN 0:IF tesg=1 THEN LOCATE 1
7,cordg:PRINT j$:aaa(fg,4)=0:IF co
v4=1 THEN GOSUB 3020
3760 SOUND 1,100,5,15
3770 cg=cg+1
3780 corg=(cg*4)+1:IF corg>=25 GOT
O 3840
3790 IF cov3=1 THEN marioY=marioY+
4:PEN 3:GOSUB 3020
3800 LOCATE 17,corg:PEN 1:PRINT j$
:aaa(cg,3)=1
3810 IF corg=asceng THEN tesg=1
3820 IF TESg=1 GOTO 3840
3830 GOTO 3920
3840 fg=fg+1:IF fg=6 THEN fg=0:cg=
0:tesg=0:GOTO 3920
3850 cordg=(fg*4)+1
3860 IF cov4=1 THEN marioY=marioY+
4:PEN 3:GOSUB 3020
3870 PEN 1:LOCATE 17,cordg:PRINT j
$:aaa(fg,4)=1
3880 '
3890 '
3900 '----------------------------
3910 '
3920 '
3930 IF sl THEN PEN 0:LOCATE 30,15
-sl:PRINT h$:PEN 3:LOCATE 30,15:PR
INT i$:sl=0
3940 IF (pase2=2 AND coule2=0) THE
N tempo2=tempo2+1:IF tempo2<4 GOTO
 4070
3950 IF (pase2=3 AND coule2=0) THE
N tempo2=tempo2+1:IF tempo2<8 GOTO
 4070
3960 IF coule2>0 THEN tempo2=0
3970 coule2=coule2+1:IF coule2>3 O
R ty2=1 GOTO 4010 ELSE ON coule2 G
OTO 3980,3990,4000
3980 PEN 3:LOCATE 26,4:PRINT f$:GO
TO 4070
3990 PEN 0:LOCATE 26,4:PRINT f$:PE
N 3:LOCATE 28,6:PRINT d$:GOTO 4070
4000 PEN 0:LOCATE 28,6:PRINT d$:PE
N 3:LOCATE 31,8:PRINT g$:GOTO 4070
4010 tremi2=tremi2+1:ON tremi2 GOT
O 4020,4030,4040
4020 PEN 0:LOCATE 31,8:PRINT g$:PE
N 3:LOCATE 30,9:PRINT h$:GOTO 4070
4030 IF pase2>=2 THEN GOTO 4050 EL
SE PEN 0:LOCATE 30,9:PRINT h$:PEN
3:LOCATE 30,10:PRINT h$:GOTO 4070
4040 IF pase2=1 THEN GOTO 4050 ELS
E PEN 0:LOCATE 30,10-Z2:PRINT h$:P
EN 3:LOCATE 30,11:PRINT i$
4050 IF ty2=1 THEN ty2=0:Z2=0:coul
e2=coule2-1:tremi2=0:pase2=pase2+1
:GOTO 3970
4060 coule2=0:tremi2=0:pase2=pase2
+1:IF pase2=4 THEN pase2=3
4070 z2=0:tot=1:EI:RETURN
4080 '
4090 '
4100 '      ***** MARIO TOMBE *****
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```
4110 '
4120 '
4130 FOR k=marioY TO 26 STEP 4
4140 PEN 0:GOSUB 3020:DI
4150 marioY=k
4160 PEN 3:GOSUB 3020:DI
4170 FOR b=0 TO 25 STEP 5:SOUND 1,
b+k*2,1,15:NEXT:NEXT
4180 FOR b=5 TO 1 STEP -1:SOUND 1,
0,20,b,0,0,20:NEXT
4190 FOR i=1 TO 1000:NEXT
4200 GOTO 2020
4210 '
4220 '
4230 '***** LE CIMENT DEBORDE ****
4240 '
4250 '
4260 IF debo=1 THEN x=5:y=8:w=3:PE
N 0:LOCATE 8,8:PRINT g$
4270 IF debo=2 THEN x=33:y=8:w=35:
PEN 0:LOCATE 31,8:PRINT g$
4280 IF debo=3 THEN x=5:y=12:w=3
4290 IF debo=4 THEN x=33:y=12:w=35
4300 PEN 3:LOCATE x,y:PRINT g$:FOR
 i=1 TO 500:NEXT:PEN 0:LOCATE x,y:
PRINT g$
4310 FOR i=y TO 24
4320 FOR j=1 TO 50:NEXT
4330 LOCATE w,i-1:PEN 0:PRINT g$:L
OCATE w,i:PEN 3:PRINT g$
4340 SOUND 5,100,5,15,0,1
4350 NEXT
4360 FOR i=1 TO 1000:NEXT
4370 GOTO 2020
```