LES RUINES DU DIABLE

AMSTRAD

Vous qui aimez le danger et surtout la richesse, sachez que d'inestimables trésors gardés par d'horribles monstres sortis tout droit de l'enfer, dorment dans une maison en ruine jadis squatée par le diable. Ça sent le brûlé...

SERVEUR HEBDOGICIEL
3615 + HG PUIS ENVOI

Armand CATALLO

Mode d'emploi :
Sauvegardez à la suite ces deux programmes, les règles sont incluses.

LISTING 1

```
1 REM============================
2 REM=                           =
3 REM=   DES RUINES DU DIABLE    =
4 REM=                           =
5 REM============================
6 REM
7 IF HIMEM=42619 THEN Q=1284
10 MODE 1
20 TAG
30 INK 3,0:INK 2,0:INK 1,0:INK 0,0
:BORDER 0
40 TI$="ARMAND CATALLO"
50 GOSUB 110
60 TAGOFF:POKE &B1D1,16:PEN 3:GOSU
B 150
70 GOSUB 270
80 GOSUB 410
90 GOSUB 200
100 GOTO 170
110 FOR I=1 TO 14
120 PLOT 220-I,250-I,INT(I/5)+1:PR
INT TI$;
130 NEXT
140 RETURN
150 LOCATE 11,18:PRINT"POUR AMSTRA
D CPC 464":POKE &B1D1,34:RETURN
160 GOSUB 200
170 FOR T=1 TO 5000:NEXT
180 PEN 2:LOCATE 12,22:PRINT"CHARG
EMENT EN COURS":LOCATE 12,24:PRINT
"VEUILLEZ PATIENTER..."
190 RUN"!RUINES
200 FOR F=1 TO 2:RESTORE
210 FOR N=1 TO 9:READ NOTE,DUREE:S
OUND 1,NOTE,DUREE,6:SOUND 2,NOTE*0
.5,DUREE,7:SOUND 4,NOTE*0.25,DUREE
,6:NEXT
220 NEXT
230 DATA 568,40,478,40,426,80,358,
80,379,40,426,100,379,80,478,40,42
6,100
240 FOR N=1 TO 11:READ NOTE,DUREE:
SOUND 1,NOTE,DUREE,6:SOUND 2,NOTE*
0.5,DUREE,7:SOUND 4,NOTE*0.25,DURE
E,6:NEXT
250 DATA 568,40,478,40,426,80,358,
80,379,40,426,100,379,200,358,40,3
79,40,478,40,426,160
260 RETURN
270 SYMBOL AFTER 32
280 PEN 1
290 MOT$="LES RUINES DU DIABLE"
300 FOR L=1 TO LEN(MOT$)
310 CAR$=MID$(MOT$,L,1):A=ASC(CAR$
)
320 B=42248+(A-33)*8-Q
330 FOR I=1 TO 8:A(I)=PEEK((B-1)+I
):NEXT
340 SYMBOL 240,A(1),A(1),A(2),A(2)
,A(3),A(3),A(4),A(4)
350 SYMBOL 241,A(5),A(5),A(6),A(6)
,A(7),A(7),A(8),A(8)
360  POKE &B1C8,0:POKE &B1D0,255
370 LOCATE L,3:PRINT CHR$(240):LOC
ATE L,4:PRINT CHR$(241)
380 NEXT
390 POKE &B1C8,1:POKE &B1D0,68:POK
E &B1D1,34
400 RETURN
410 PEN 2
420 LOCATE 13,12:PRINT STRING$(16,
"~")
430 LOCATE 10,19:PRINT STRING$(22,
"~")
440 INK 3,14:INK 2,26:INK 1,6:INK
0,0:BORDER 0
450 RETURN
```

LISTING 2

```
10 REM ==========================
20 REM =                         =
30 REM =     LES    RUINES       =
40 REM =          DU             =
50 REM =        DIABLE           =
60 REM =                         =
70 REM =  PAR  ARMAND  CATALLO   =
80 REM =                         =
90 REM = POUR CPC  464,644,6128  =
100 REM=                         =
110 REM==========================
120 REM
140 SYMBOL AFTER 32
150 FOR I=1 TO 5:NOM$(I)=".......
....":NEXT
160 DIM S$(26):DIM  T(23,23)
170 GOTO 840
180 '  CLASSEMENT DES HI-SCORES
190 N=6
200 FOR L=1 TO 5
210 IF HS(L)<SCORE THEN N=N-1
220 NEXT
230 FOR CLAS=5 TO N STEP -1
240 HS(CLAS+1)=HS(CLAS):NOM$(CLAS+
1)=NOM$(CLAS)
250 NEXT
260 HS(N)=SCORE:NOM$(N)=MOT$
270 '  HI-SCORE
280 GOSUB 5470
290 MODE 1:INK 3,6,24:INK 2,8:INK
1,26:INK 0,0:BORDER 0
300 GOSUB 360
310 FOR I=10 TO 18 STEP 2
320 LOCATE 5,I:PEN 2:PRINT NOM$((I
/2)-4)"          ";:PEN 1:LOCATE 3
2,I:PRINT USING"#####";HS((I/2)-4)
330 NEXT
340 GOSUB 5500
350 FOR I=1 TO 7000:NEXT:GOTO 840
360 PEN 3
370 POKE &B1C8,0
380 TITRE$="HI-SCORE"
390 FOR U=5 TO 13
400 CAR$=MID$(TITRE$,U-4,1)
410 FOR Y=7 TO 1 STEP -1
420 LOCATE 1+U+Y,2:PRINT CAR$
430 FOR T=1 TO 20:NEXT
440 IF Y=1 THEN 460
450 LOCATE 1+U+Y,2:PRINT " "
460 NEXT:NEXT
470 POKE &B1C8,1:RETURN
480 GOTO 840
490 '  ENTREE DU NOM
500 SYMBOL AFTER 32
510 FOR B=1 TO 20:B$=INKEY$:NEXT
520 FOR C=1 TO 5:IF SCORE>HS(C) TH
EN Q=1
530 NEXT C:IF Q=1 THEN Q=0:GOTO 54
0 ELSE 840
540 GOSUB 5470:MODE 1
550 INK 0,4:BORDER 0:INK 1,6,8:INK
 2,24:INK 3,0
560 LOCATE 7,4:PRINT"BRAVO VOUS AV
EZ UN HI-SCORE !!"
570 LOCATE 9,8:PRINT"VEUILLEZ ENTR
ER VOTRE NOM"
580 MOVE 287,100:  DRAWR 96,0:DRAWR
 50,-50:MOVER -50,50:DRAWR 0,64:DR
AWR 50,50:MOVER -50,-50:DRAWR -96,
0:DRAWR -50,50:MOVER 50,-50:DRAWR
0,-64:DRAWR -50,-50:DRAWR 196,0:DR
AWR 0,164:DRAWR -196,0:DRAWR 0,-16
4
590 PEN 2
600 ALPHA$="ABCDEFGHIJKLMNOPQRSTUV
WXYZ #!"
610 PLACE=1
620 POKE &B1C8,0:POKE &B1D0,255
630 MOT$=""
640 GOSUB 5500
650 WHILE LEN(MOT$)<13
660 CAR$=MID$(ALPHA$,PLACE,1)
670 LOCATE 11,17:PRINT CAR$
680 A$=INKEY$
690 IF A$=">" OR A$="." THEN PLACE
=PLACE +1  :REM >=chr$(9)
700 IF PLACE=30 THEN PLACE =1
710 IF A$="<" OR A$="," THEN PLACE
=PLACE-1   :REM <=chr$(8)
720 IF PLACE=0 THEN PLACE=29
730 IF A$="X" OR A$=" " THEN GOSUB
 760
740 WEND
750 GOTO 180
760 IF ASC(CAR$)=33 OR ASC(CAR$)=3
5 THEN 770 ELSE 800
770 IF ASC(CAR$)=33 THEN POKE &B1C
8,1:POKE &B1D0,68:  GOTO 180
```

A SUIVRE...

LES RUINES DU DIABLE

AMSTRAD

Vous qui aimez le danger et surtout la richesse, sachez que d'inestimables trésors gardés par d'horribles monstres sortis tout droit de l'enfer, dorment dans une maison en ruine jadis squatée par le diable. Ça sent le brûlé...

Armand CATALLO

SUITE DU N°158

SERVEUR HEBDOGICIEL
3615 + HG
PUIS ENVOI

```
780 IF ASC(CAR$)=35 AND LEN(MOT$)>
0 THEN MOT$=MID$(MOT$,1,LEN(MOT$)-
1):POKE &B1C8,1:POKE &B1D0,68:LOCA
TE 15,11:PRINT"          "
790 GOTO 810
800 MOT$=MOT$+CAR$
810 POKE &B1C8,1:POKE &B1D0,68
820 PEN 3:LOCATE 15,11:PRINT MOT$
830 PEN 2:POKE &B1C8,0:POKE &B1D0,
255:RETURN
840 ' MENU DES RUINES DU DIABLE
850 GOSUB 5470
860 MODE 1
870 TITRE$=" LES RUINES DU DIABLE
"
880 WINDOW #2,1,40,1,3
890 PAPER #2,2:CLS #2
900 INK 0,0:BORDER 0:INK 1,11:INK
2,6:INK 3,24
910 PEN 3
920 GOSUB 950:GOSUB 970:GOSUB 990
930 GOSUB 5500
940 GOTO 1010
950 LOCATE 12,13:PRINT"1.....JOUER
"
960 RETURN
970 LOCATE 12,16:PRINT"2.....EXPLI
CATIONS"
980 RETURN
990 LOCATE 12,19:PRINT"3.....FIN"
1000 RETURN
1010 PEN 3:GOSUB 990:PEN 2:GOSUB 9
50:GOSUB 1080
1020 PEN 3:GOSUB 950:PEN 2:GOSUB 9
70:GOSUB 1080
1030 PEN 3:GOSUB 970:PEN 2:GOSUB 9
90:GOSUB 1080
1040 A$=INKEY$:IF A$="1" THEN VIE=
5:SCORE=0:R=1:GOTO 1100
1050 IF A$="2" THEN 4400
1060 IF A$="3" THEN SYMBOL AFTER 3
2:MODE 1:INK 0,1:BORDER 1:INK 1,24
:INK 2,11:INK 3,6:PEN 1:END
1070 GOTO 1010
1080 TITRE$=MID$(TITRE$,2,22)+MID$
(TITRE$,1,1)
1090 LOCATE 10,2:PRINT TITRE$:RETU
RN
1100 '  REDEFINITION CARACTERES
1110 REM
1120 VIE=5
1130 ENT 1,30,-50,5 :ENT 2,5,50,5:
ENT 3,5,-50,5:ENT 4,15,50,5:ENT 5,
15,-50,5:ENT 6,20,50,5
1140 ' CHR$(196)=TORCHE D
1150 SYMBOL 196,&7E,&7E,&3C,&3F,&1
8,&18,&1F,&18
1160 ' CHR$(197)=TORCHE G
1170 SYMBOL 197,&7E,&7E,&3C,&FC,&1
8,&18,&F8,&18
1180 ' CHR$(198)=CLEF
1190 SYMBOL 198,&38,&28,&38,&10,&1
0,&18,&10,&18
1200 ' CHR$(199 A 201)=COUPE
1210 SYMBOL 199,0,0,0,&28
1220 SYMBOL 200,0,&54
1230 SYMBOL 201,&7C,&28,&7C,&10,&1
0,&10,&38,&7C
1240 ' CHR$(202 A 206)=COURONNE
1250 SYMBOL 202,0,&8
1260 SYMBOL 203,0,0,0,0,&55
1270 SYMBOL 204,0,0,0,0,0,0,&2A
1280 SYMBOL 205,&8,&14,&8,&8
1290 SYMBOL 206,0,0,0,&55,&2A,&7F,
&14,&3E
1300 ' CHR$(207 A 211)=CHANDELIER
1310 SYMBOL 207,0,&81,&A5,&A5,&A5
1320 SYMBOL 208,0,0,0,0,0,&A5,0,&F
F
1330 SYMBOL 209,0,0,0,0,0,0,&A5
1340 SYMBOL 210,&18,0,0,0,&18
1350 SYMBOL 211,&66,&3C,&18,&18,0,
&18,&3C,&7E
1360 ' CHR$(212 A 215)=COFFRE
1370 SYMBOL 212,0,0,0,2,4,8,&10,&2
0
1380 SYMBOL 213,&2A,&55
1390 SYMBOL 214,&15,&2A
1400 SYMBOL 215,&40,&80,&FF,&FF,&F
F,&FF,&FF,&FF
1410 ' CHR$(216 A 219)=FEU 1
1420 SYMBOL 216,&28,&AA,&4C,&49,&2
1,2
1430 SYMBOL 217,0,0,0,0,&18,&24,&4
2,&81
1440 SYMBOL 218,0,0,0,0,0,&18,&24,
&42
1450 SYMBOL 219,0,0,0,0,0,0,&18,&3
C
1460 ' CHR$(220 A 223)=FEU 2
1470 SYMBOL 220,&42,&54,&25,&29,&2
2
1480 SYMBOL 221,0,0,0,0,&18,&24,&4
2,&81
1490 SYMBOL 222,0,0,0,0,0,&18,&24,
&42
1500 SYMBOL 223,0,0,0,0,0,0,&18,&3
C
1510 ' CHR$(124,125)=MONSTRE 1
1520 SYMBOL 124,&42,&A5,&7E,&3C,&F
F,&3C,&A5,&42
1530 SYMBOL 125,0,0,0,&C3
1540 ' CHR$(126,127)=MONSTRE 2
1550 SYMBOL 126,&81,&5A,&3C,&3C,&7
E,&3C,&5A,&81
1560 SYMBOL 127,0,0,0,&42
1570 ' CHR$(128,129)=MONSTRE 3
1580 SYMBOL 128,&3C,&5A,&FF,&BD,&9
9,&81,&A5,&E7
1590 SYMBOL 129,0,&24
1600 ' CHR$(130,131)=MONSTRE 4
1610 SYMBOL 130,&C3,&A5,&18,&18,&3
C,&18,&A5,&C3
1620 SYMBOL 131,0,0,0,&24
1630 ' CHR$(132,133)=MONSTRE 5
1640 SYMBOL 132,&24,&18,&24,&7E,&B
D,&5A,&24,&E7
1650 SYMBOL 133,0,&24,&18
1660 ' CHR$(134,135)=MONSTRE 6
1670 SYMBOL 134,&18,&99,&7E,&66,&3
C,&18,&66,&C3
1680 SYMBOL 135,0,&24,0,&18,0,0,&1
8
1690 REM
1700 REM    INITIALISATIONS
1710 REM
1720 ET$=CHR$(22)+CHR$(1):MODE 0:P
RINT ET$
1730 S$(18)=CHR$(15)+CHR$(7)+CHR$(
196)
1740 S$(19)=CHR$(15)+CHR$(7)+CHR$(
197)
1750 S$(20)=CHR$(15)+CHR$(6)+CHR$(
198)
1760 S$(21)=CHR$(15)+CHR$(11)+CHR$
(199)+CHR$(8)+CHR$(15)+CHR$(12)+CH
R$(200)+CHR$(8)+CHR$(15)+CHR$(6)+C
HR$(201)
1770 S$(22)=CHR$(15)+CHR$(13)+CHR$
(202)+CHR$(8)+CHR$(15)+CHR$(11)+CH
R$(203)+CHR$(8)+CHR$(15)+CHR$(12)+
CHR$(204)+CHR$(8)+CHR$(15)+CHR$(5)
+CHR$(205)+CHR$(8)+CHR$(15)+CHR$(6
)+CHR$(206)
1780 S$(23)=CHR$(15)+CHR$(10)+CHR$
(207)+CHR$(8)+CHR$(15)+CHR$(6)+CHR
$(208)+CHR$(8)+CHR$(15)+CHR$(11)+C
HR$(209)+CHR$(8)+CHR$(10)+CHR$(15)
+CHR$(12)+CHR$(210)+CHR$(8)+CHR$(1
5)+CHR$(6)+CHR$(211)
1790 S$(24)=CHR$(15)+CHR$(9)+CHR$(
212)+CHR$(8)+CHR$(10)+CHR$(15)+CHR
$(11)+CHR$(213)+CHR$(8)+CHR$(15)+C
HR$(12)+CHR$(214)+CHR$(8)+CHR$(15)
+CHR$(9)+CHR$(215)
1800 FEU1$=CHR$(15)+CHR$(14)+CHR$(
216)+CHR$(8)+CHR$(15)+CHR$(4)+CHR$
(217)+CHR$(8)+CHR$(15)+CHR$(6)+CHR
$(218)+CHR$(8)+CHR$(15)+CHR$(10)+C
HR$(219)
1810 FEU2$=CHR$(15)+CHR$(15)+CHR$(
220)+CHR$(8)+CHR$(15)+CHR$(4)+CHR$
(221)+CHR$(8)+CHR$(15)+CHR$(6)+CHR
$(222)+CHR$(8)+CHR$(15)+CHR$(10)+C
HR$(223)
1820 S$(25)=FEU1$+CHR$(8)+FEU2$
1830 M$(1)=CHR$(15)+CHR$(6)+CHR$(1
24)+CHR$(8)+CHR$(15)+CHR$(11)+CHR$
(125)
1840 M$(2)=CHR$(15)+CHR$(3)+CHR$(1
26)+CHR$(8)+CHR$(15)+CHR$(1)+CHR$(
127)
1850 M$(3)=CHR$(15)+CHR$(5)+CHR$(1
28)+CHR$(8)+CHR$(15)+CHR$(11)+CHR$
(129)
1860 M$(4)=CHR$(15)+CHR$(26)+CHR$(
130)+CHR$(8)+CHR$(15)+CHR$(8)+CHR$
(131)
1870 M$(5)=CHR$(15)+CHR$(8)+CHR$(1
32)+CHR$(8)+CHR$(15)+CHR$(3)+CHR$(
133)
1880 M$(6)=CHR$(15)+CHR$(4)+CHR$(1
34)+CHR$(8)+CHR$(15)+CHR$(1)+CHR$(
135)
1890 ' REDEFINITIONS DES SOLS
1900 EF$=CHR$(15)+CHR$(0)+CHR$(143
)+CHR$(8)+CHR$(11)+CHR$(143)
1910 SYMBOL 239,&AA,&AA,&FF,&18,&2
4,&24,&18,&FF
1920 SYMBOL 242,&FF,&A5,&A5,&99,&9
9,&81,&81,&81:SYMBOL 243,&C3,&C3,&
C3,&C3,&C3,&C3,&C3,&C3
1930 SYMBOL 240,&FF,&C,&30,&C,&30,
&C,&30,&FF:SYMBOL 241,0,0,&FF,&3C,
&3C,&3C,&3C,&FF
1940 SYMBOL 244,&EF,&EF,&EF,&EF,0,
&BB,&BB,&BB
1950 SYMBOL 245,&FF,&FF,&E7,&C3,&C
3,&E7,&FF,&FF
1960 SYMBOL 246,&FF,&FF,&FF,&FF,&7
F,&3E,&34,&20
1970 SYMBOL 247,&55,&55,&FF,&18,&2
4,&24,&18,&FF
1980 SYMBOL 248,&FF,&FF,&BD,&5A,&B
D,&FF,&FF
1990 SYMBOL 249,&FF,&81,&81,&FF,&F
F,&FF,&FF,&FF
2000 SYMBOL 255,255,129,253,197,21
3,221,193,255
2010 SYMBOL 250,255,255,85,170,85,
170,255,255
2020 SYMBOL 251,255,255,24,36,66,1
29,255,255
2030 SYMBOL 252,239,239,239,0,0,12
7,127,127
2040 SYMBOL 253,126,254,124,48,207
,239,237,247
2050 SYMBOL 254,10,94,255,255,255,
255,255,255
2060 ' INITIALISATIONS DES SOLS
2070 S$(0)=CHR$(15)+CHR$(0)+CHR$(1
43)
2080 S$(1)=CHR$(15)+CHR$(10)+CHR$(
239)
2090 S$(2)=CHR$(15)+CHR$(1)+CHR$(2
40)
2100 S$(3)=CHR$(15)+CHR$(1)+CHR$(2
41)
2110 S$(4)=CHR$(15)+CHR$(8)+CHR$(2
42)
2120 S$(5)=CHR$(15)+CHR$(8)+CHR$(2
43)
2130 S$(6)=CHR$(15)+CHR$(2)+CHR$(2
44)
2140 S$(7)=CHR$(15)+CHR$(6)+CHR$(2
45)
2150 S$(8)=CHR$(15)+CHR$(9)+CHR$(2
46)
2160 S$(9)=CHR$(15)+CHR$(10)+CHR$(
247)
2170 S$(10)=CHR$(15)+CHR$(5)+CHR$(
248)
2180 S$(11)=CHR$(15)+CHR$(4)+CHR$(
249)
2190 S$(12)=CHR$(15)+CHR$(6)+CHR$(
250)
2200 S$(13)=CHR$(15)+CHR$(5)+CHR$(
251)
2210 S$(14)=CHR$(15)+CHR$(3)+CHR$(
252)
2220 S$(15)=CHR$(15)+CHR$(7)+CHR$(
253)
2230 S$(16)=CHR$(15)+CHR$(8)+CHR$(
254)
2240 S$(17)=CHR$(15)+CHR$(10)+CHR$
(255)
2250 ' REDEFINITION HOMME
2260 ' a,b,c,d,e,f=HOMME 1 GAUCHE
2270 SYMBOL 97,&7E,&FF
2280 SYMBOL 98,0,0,&5E,&FF,&7E,&3C
2290 SYMBOL 99,0,0,0,0,0,0,&C,&1E
2300 SYMBOL 100,&32,&32,&32,&16,&C
,&C,&C
2310 SYMBOL 101,&C,&C,&C
2320 SYMBOL 102,0,0,0,&8,0,0,0,&1C
2330 ' g,h,i=BAS HOMME 2 GAUCHE
2340 SYMBOL 103,&32,&26,&E,&3E,&36
,&63,&63
2350 SYMBOL 104,&C,&18,&30
2360 SYMBOL 105,0,0,0,&41,0,0,0,&E
7
2370 ' j,k,i=BAS HOMME 3 GAUCHE
2380 SYMBOL 106,&32,&38,&38,&3E,&3
6,&63,&63
2390 SYMBOL 107,&C,&6,&2
2400 ' a,m,n,o,p,q=HOMME 1 DROITE
2410 SYMBOL 109,0,0,&7A,&FF,&7E,&3
C
2420 SYMBOL 110,0,0,0,0,0,0,&30,&7
8
2430 SYMBOL 111,&4C,&4C,&4C,&68,&3
0,&30,&30
2440 SYMBOL 112,&30,&30,&30
2450 SYMBOL 113,0,0,0,&10,0,0,0,&3
8
2460 ' r,s,t=BAS HOMME 2 DROITE
2470 SYMBOL 114,&4C,&64,&70,&7C,&6
C,&C6,&C6
2480 SYMBOL 115,&30,&18,&C
2490 SYMBOL 116,0,0,0,&82,0,0,0,&E
7
2500 ' t,u,v=BAS HOMME 3 DROITE
2510 SYMBOL 117,&4C,&1C,&3C,&7C,&6
C,&C6,&C6
2520 SYMBOL 118,&30,&60,&40
2530 ' w,x,y,z,(,&=HOMME SAUTE GAU
CHE
2540 SYMBOL 119,0,&7E,&FF,0,0,0,0,
0
2550 SYMBOL 120,0,0,0,&5E,&FF,&7E,
&3C
2560 SYMBOL 121,0,0,0,0,0,0,0,&C
2570 SYMBOL 122,&1E,&32,&32,&12,&4
,&18,&C
2580 SYMBOL 123,0,&C,&C,&C
2590 SYMBOL 38,0,0,0,0,&8,0,0,&1C
2600 ' w,),!,l,#,%=HOMME SAUTE DRO
ITE
2610 SYMBOL 125,0,0,0,&7A,&FF,&7E,
&3C
2620 SYMBOL 33,0,0,0,0,0,0,0,&30
2630 SYMBOL 108,&78,&4C,&4C,&48,&2
0,&18,&30
2640 SYMBOL 35,0,&30,&30,&30
2650 SYMBOL 37,0,0,0,0,16,0,0,&38
2660 ' INITIALISATIONS HOMME
2670 PRINT CHR$(22)+CHR$(1)
2680 TETE$=CHR$(15)+CHR$(3)+"a"+CH
R$(8)+CHR$(15)+CHR$(2)+"b"+CHR$(8)
+CHR$(15)+CHR$(1)+"c"
2690 HG$(1)=CHR$(15)+CHR$(1)+"d"+C
HR$(8)+CHR$(15)+CHR$(3)+"e"+CHR$(8
)+CHR$(15)+CHR$(2)+"f"+CHR$(8)+CHR
$(11)+TETE$
2700 HG$(2)=CHR$(15)+CHR$(1)+"g"+C
HR$(8)+CHR$(15)+CHR$(3)+"h"+CHR$(8
)+CHR$(15)+CHR$(2)+"i"+CHR$(8)+CHR
$(11)+TETE$
2710 HG$(3)=HG$(1)
2720 HG$(4)=CHR$(15)+CHR$(1)+"j"+C
HR$(8)+CHR$(15)+CHR$(3)+"k"+CHR$(8
)+CHR$(15)+CHR$(2)+"i"+CHR$(8)+CHR
$(11)+TETE$
2730 TETE$=CHR$(15)+CHR$(3)+"a"+CH
R$(8)+CHR$(15)+CHR$(2)+"m"+CHR$(8)
+CHR$(15)+CHR$(1)+"n"
2740 HD$(1)=CHR$(15)+CHR$(1)+"o"+C
HR$(8)+CHR$(15)+CHR$(2)+"q"+CHR$(8
)+CHR$(15)+CHR$(3)+"p"+CHR$(8)+CHR
$(11)+TETE$
2750 HD$(2)=CHR$(15)+CHR$(1)+"r"+C
HR$(8)+CHR$(15)+CHR$(2)+"t"+CHR$(8
)+CHR$(15)+CHR$(3)+"s"+CHR$(8)+CHR
$(11)+TETE$
2760 HD$(3)=HD$(1)
2770 HD$(4)=CHR$(15)+CHR$(1)+"u"+C
HR$(8)+CHR$(15)+CHR$(2)+"t"+CHR$(8
)+CHR$(15)+CHR$(3)+"v"+CHR$(8)+CHR
$(11)+TETE$
2780 HSG$=CHR$(15)+CHR$(1)+"z"+CHR
$(8)+CHR$(15)+CHR$(2)+"&"+CHR$(8)+
CHR$(15)+CHR$(3)+"("+CHR$(8)+CHR$(
11)+"w"+CHR$(8)+CHR$(15)+CHR$(2)+"
x"+CHR$(8)+CHR$(15)+CHR$(1)+"y".
2790 HSD$=CHR$(15)+CHR$(1)+"l"+CHR
$(8)+CHR$(15)+CHR$(2)+"%"+CHR$(8)+
CHR$(15)+CHR$(3)+"#"+CHR$(8)+CHR$(
11)+"w"+CHR$(8)+CHR$(15)+CHR$(2)+"
)"+CHR$(8)+CHR$(15)+CHR$(1)+"!"
2800 ' DEBUT DU JEU
2810 ERASE T:CLE=0
2820 DIM T(23,23)
2830 IF VIE<=0 THEN 4320
2840 GOSUB 5470
2850 FOR Z=1 TO 15:INK Z,0:NEXT
2860 MODE 0:BORDER 1:WINDOW #2,1,2
0,21,25:PAPER #2,3:CLS #2
2870 PRINT CHR$(22)+CHR$(1)
2880 ON R GOSUB 4680,4690,4700,471
0,4720,4730,4740
2890 PEN #2,7:LOCATE #2,1,2:PRINT
#2," RUINE"R:LOCATE #2,1,4:PRINT #
2," SCORE"SCORE:LOCATE #2,14,3:PRI
NT#2,"VIE"VIE
2900 READ X,Y
2910 READ MONSTRE
2920 FOR H=1 TO 4:READ XM(H),YM(H)
2930 PRINT CHR$(31)+CHR$(XM(H))+CH
R$(YM(H))+M$(MONSTRE)
2940 NEXT H
2950 READ FOIS
2960 FOR W=1 TO FOIS
2970 READ Z,I,J
2980 I$=""
2990 FOR P=0 TO Z-1:READ D:T(I+P,J
)=D:I$=I$+S$(D):NEXT:PRINT CHR$(31
)+CHR$(I)+CHR$(J)+I$:I$=""
3000 NEXT
3010 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+HG$(1)
3020 READ OBJET :IF OBJET=0 THEN 3
050
3030 READ I,J:T(I,J)=OBJET:PRINT C
HR$(31)+CHR$(I)+CHR$(J)+S$(OBJET)
3040 GOTO 3020
3050 INK 0,0:BORDER 0:INK 1,11:INK
 2,16:INK 3,6:INK 4,15:INK 5,5:INK
 6,24:INK 7,13:INK 8,18:INK 9,10:I
NK 10,26:INK 11,3,6:INK 12,9,18:IN
K 13,13,26:INK 14,0,6:INK 15,6,0
3060 GOSUB 5500
3070 ' PROGRAMME PRINCIPAL
3080 GOSUB 4570
3090 IF (INKEY(74)=0 AND INKEY(76)
=-1) OR (INKEY(39)=0 AND INKEY(47)
=-1) THEN GOTO 3170
3100 IF (INKEY(75)=0 AND INKEY(76)
=-1) OR (INKEY(31)=0 AND INKEY(47)
=-1) THEN GOTO 3240
3110 IF INKEY(72)=0 OR INKEY(69)=0
 THEN GOTO 3310
3120 IF INKEY(73)=0 OR INKEY(71)=0
 THEN GOTO 3410
3130 IF (INKEY(76)=0 AND INKEY(74)
=-1 AND INKEY(75)=-1) OR (INKEY(47
)=0 AND.INKEY(39)=-1 AND INKEY(31)
=-1 ) THEN 3710
3140 IF (INKEY(74)=0 AND INKEY(76)
=0) OR (INKEY(39)=0 AND INKEY(47)=
0) THEN 3510
3150 IF (INKEY(75)=0 AND INKEY(76)
=0) OR (INKEY(31)=0 AND INKEY(47)=
0) THEN 3610
3160 GOTO 3800
3170 ' VA A GAUCHE
3180 IF G<>1 THEN G=1:D=0:M=1 ELSE
 M=M+1
3190 IF M>4 THEN M=1
3200 X=X-1:IF X<1 THEN X=1:GOTO 32
30
```

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AMSTRAD

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```
3210 PRINT CHR$(31)+CHR$(X+1)+CHR$
(Y)+EF$
3220 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+HG$(M)
3230 GOTO 3840
3240 ' VA A DROITE
3250 IF D<>1 THEN G=0:D=1:M=1 ELSE
 M=M+1
3260 IF M>4 THEN M=1
3270 X=X+1:IF X>20 THEN X=20:GOTO
3300
3280 PRINT CHR$(31)+CHR$(X-1)+CHR$
(Y)+EF$
3290 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+HD$(M)
3300 GOTO 3840
3310 ' SAUTE RESSORT
3320 IF T(X,Y+1)<>2 THEN 3840
3330 SOUND 1,1000,50,15,0,5
3340 SAUVE=T(X,Y-3):PRINT CHR$(31)
+CHR$(X)+CHR$(Y+1)+EF$:PRINT CHR$(
31)+CHR$(X)+CHR$(Y+1)+S$(3):FOR T=
1 TO 100:NEXT T:PRINT CHR$(31)+CHR
$(X)+CHR$(Y+1)+EF$:PRINT CHR$(31)+
CHR$(X)+CHR$(Y+1)+S$(2)
3350 FOR Y=Y TO Y-3 STEP -1
3360 IF G=1 THEN PRINT CHR$(31)+CH
R$(X)+CHR$(Y)+HG$(1) ELSE PRINT CH
R$(31)+CHR$(X)+CHR$(Y)+HD$(1)
3370 FOR T=1 TO 30:NEXT T:PRINT CH
R$(31)+CHR$(X)+CHR$(Y)+EF$
3380 NEXT Y
3390 FOR T=1 TO 50:NEXT T:PRINT CH
R$(31)+CHR$(X)+CHR$(Y)+EF$
3400 PRINT CHR$(31)+CHR$(X)+CHR$(Y
+1)+S$(SAUVE):IF G=1 THEN PRINT CH
R$(31)+CHR$(X)+CHR$(Y)+HG$(1) ELSE
 PRINT CHR$(31)+CHR$(X)+CHR$(Y)+HD
$(1):GOTO 3840
3410 ' TOMBE DANS TRAPPE
3420 IF T(X,Y+1)<>4 THEN 3840
3430 SOUND 1,1000,50,15,0,4
3440 PRINT CHR$(31)+CHR$(X)+CHR$(Y
+1)+EF$:PRINT CHR$(31)+CHR$(X)+CHR
$(Y+1)+S$(5)
3450 FOR Y=Y TO Y+3
3460 IF G=1 THEN PRINT CHR$(31)+CH
R$(X)+CHR$(Y)+HG$(1) ELSE PRINT CH
R$(31)+CHR$(X)+CHR$(Y)+HD$(1)
3470 FOR T= 1 TO 30:NEXT:PRINT CHR
$(31)+CHR$(X)+CHR$(Y)+EF$
3480 NEXT Y
3490 IF G=1 THEN PRINT CHR$(31)+CH
R$(X)+CHR$(Y)+HG$(1) ELSE PRINT CH
R$(31)+CHR$(X)+CHR$(Y)+HD$(1)
3500.PRINT CHR$(31)+CHR$(X)+CHR$(Y
-3)+S$(5):FOR T=1 TO 50:NEXT T:PRI
NT CHR$(31)+CHR$(X)+CHR$(Y-3)+EF$:
PRINT CHR$(31)+CHR$(X)+CHR$(Y-3)+S
$(4):GOTO 3840
3510 ' SAUTE GAUCHE
3520 IF G<>1 THEN G=1:D=0
3530 SOUND 1,500,25,15,0,3:SOUND 1
,100,25,15,0,2
3540 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+EF$:PRINT CHR$(31)+CHR$(X)+CHR$(
Y)+HSG$:FOR T=1 TO 100:NEXT T:PRIN
T CHR$(31)+CHR$(X)+CHR$(Y)+EF$:PRI
NT CHR$(31)+CHR$(X)+CHR$(Y)+HG$(1)
:PRINT CHR$(31)+CHR$(X)+CHR$(Y)+EF
$
3550 X=X-1:Y=Y-1:IF X<1 THEN X=1
3560 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+HG$(1):FOR T=1 TO 50:NEXT T:PRIN
T CHR$(31)+CHR$(X)+CHR$(Y)+EF$
3570 IF T(X-1,Y+1)<>0 THEN X=X-1 E
LSE X=X-1:Y=Y+1
3580 IF X<1 THEN X=1
3590 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+HG$(1)
3600 GOTO 3840
3610 ' SAUTE A DROITE
3620 SOUND 1,500,25,15,0,3:SOUND 1
,100,25,15,0,2
3630 IF D<>1 THEN G=0:D=1
3640 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+EF$:PRINT CHR$(31)+CHR$(X)+CHR$(
Y)+HSD$:FOR T=1 TO 100:NEXT' T:PRIN
T CHR$(31)+CHR$(X)+CHR$(Y)+EF$:PRI
NT CHR$(31)+CHR$(X)+CHR$(Y)+HD$(1)
:PRINT CHR$(31)+CHR$(X)+CHR$(Y)+EF
$
3650 X=X+1:Y=Y-1:IF X>20 THEN X=20

3660 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+HD$(1):FOR T=1 TO 50:NEXT T:PRIN
T CHR$(31)+CHR$(X)+CHR$(Y)+EF$
3670 IF T(X+1,Y+1)<>0 THEN X=X+1 E
LSE X=X+1:Y=Y+1
3680 IF X>20 THEN X=20
3690 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+HD$(1)
3700 GOTO 3840
3710 ' SAUTE
3720 SOUND 1,478,25,15,0,3:SOUND 1
,478,25,15,0,2
3730 IF D=1 THEN 3770
```

A SUIVRE...

LES RUINES DU DIABLE

AMSTRAD

Vous qui aimez le danger et surtout la richesse, sachez que d'inestimables trésors gardés par d'horribles monstres sortis tout droit de l'enfer, dorment dans une maison en ruine jadis squatée par le diable. Ça sent le brûlé...

Armand CATALLO

ERRATUM sur AMSTRAD
LES RUINES DU DIABLE n° 158
Petite précision concernant ce programme :
Dans le listing 1, le caractère entre guillemets des lignes 420 et 430 s'obtient par CTRL/2.

SERVEUR HEBDOGICIEL
3615 + HG
PUIS ENVOI

SUITE DU N° 159

```
3740 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+EF$:PRINT CHR$(31)+CHR$(X)+CHR$(
Y)+HSG$:FOR T=1 TO 100:NEXT T:PRIN
T CHR$(31)+CHR$(X)+CHR$(Y)+EF$:PRI
NT CHR$(31)+CHR$(X)+CHR$(Y)+HG$(1)
:FOR T=1 TO 100:NEXT T:PRINT CHR$(
31)+CHR$(X)+CHR$(Y)+EF$
3750 Y=Y-1:PRINT CHR$(31)+CHR$(X)+
CHR$(Y)+HG$(1):FOR T=1 TO 50:NEXT
T:PRINT CHR$(31)+CHR$(X)+CHR$(Y)+E
F$
3760 Y=Y+1:PRINT CHR$(31)+CHR$(X)+
CHR$(Y)+HG$(1):FOR T=1 TO 50:NEXT
T:PRINT CHR$(31)+CHR$(X)+CHR$(Y)+E
F$:PRINT CHR$(31)+CHR$(X)+CHR$(Y)+
HSG$:FOR T=1 TO 100:NEXT T:PRINT C
HR$(31)+CHR$(X)+CHR$(Y)+EF$:PRINT
CHR$(31)+CHR$(X)+CHR$(Y)+HG$(1):GO
TO 3840
3770 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+EF$:PRINT CHR$(31)+CHR$(X)+CHR$(
Y)+HSD$:FOR T=1 TO 100:NEXT T:PRIN
T CHR$(31)+CHR$(X)+CHR$(Y)+EF$:PRI
NT CHR$(31)+CHR$(X)+CHR$(Y)+HD$(1)
:FOR T=1 TO 100:NEXT T:PRINT CHR$(
31)+CHR$(X)+CHR$(Y)+EF$
3780 Y=Y-1:PRINT CHR$(31)+CHR$(X)+
CHR$(Y)+HD$(1):FOR T=1 TO 50:NEXT
T:PRINT CHR$(31)+CHR$(X)+CHR$(Y)+E
F$
3790 Y=Y+1:PRINT CHR$(31)+CHR$(X)+
CHR$(Y)+HD$(1):FOR T=1 TO 50:NEXT
T:PRINT CHR$(31)+CHR$(X)+CHR$(Y)+E
F$:PRINT CHR$(31)+CHR$(X)+CHR$(Y)+
HSD$:FOR T=1 TO 100:NEXT T:PRINT C
HR$(31)+CHR$(X)+CHR$(Y)+EF$:PRINT
CHR$(31)+CHP$(X)+CHP$(Y)+HD$(1):GO
TO 3840
3800 ' NE BOUGE PAS
3810 IF D=1 THEN 3830
3820 IF M<>1 AND M<>3 THEN M=1:PRI
NT CHR$(31)+CHR$(X)+CHR$(Y)+EF$:PR
INT CHR$(31)+CHR$(X)+CHR$(Y)+HG$(M
):GOTO 3840
3830 IF M<>1 AND M<>3 THEN M=1:PRI
NT CHR$(31)+CHR$(X)+CHR$(Y)+EF$:PR
INT CHR$(31)+CHR$(X)+CHR$(Y)+HD$(M
):GOTO 3840
3840 GOTO 4120
3850 ' CHUTE
3860 IF Y=1 AND CLE=1 THEN 4650
3870 FOR Y=Y TO 20:IF G=1 THEN PRI
NT CHR$(31)+CHR$(X)+CHR$(Y)+HG$(1)
:SOUND 1,20*Y,10,15:PRINT CHR$(31)
+CHR$(X)+CHR$(Y)+EF$ ELSE PRINT CH
R$(31)+CHR$(X)+CHR$(Y)+HD$(1):SOUN
D 1,20*Y,10,15:PRINT CHR$(31)+CHR$
(X)+CHR$(Y)+EF$
3880 NEXT Y:VIE=VIE-1:GOTO 2800
3890 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+EF$:Y=Y+1:IF G=1 THEN PRINT CHR$
(31)+CHR$(X)+CHR$(Y)+HSG$:FOR I=1
TO 10:SOUND 1,I*100,5,15:NEXT I:PR
INT CHR$(31)+CHR$(X)+CHR$(Y)+EF$:P
RINT CHR$(31)+CHR$(X)+CHR$(Y)+HG$(
1):GOTO 3800
3900 PRINT CHR$(31)+CHR$(X)+CHR$(Y
)+HSD$:FOR I=1 TO 10:SOUND 1,I*100
,5,15:NEXT I:PRINT CHR$(31)+CHR$(X
)+CHR$(Y)+EF$:PRINT CHR$(31)+CHR$(
X)+CHR$(Y)+HD$(1):GOTO 3800
3910 ' MORT FEU
3920 FOR K=1 TO 10:SOUND 1,478,20,
15,0,0,12-K:NEXT
3930 VIE=VIE-1:GOTO 2800
3940 ' MORT MONSTRE
3950 VIE=VIE-1:SOUND 1,500,150,15,
0,6,1 :FOR I=1 TO 50:OUT &BC00,2:O
UT &BD00,45:FOR T=1 TO 10:NEXT T:O
UT &BC00,2:OUT &BD00,46:FOR T=1 TO
 10:NEXT T:NEXT I:OUT &BC00,2:OUT
&BD00,46:GOTO 2800
3960 GOTO 2800
3970 ' PREND CLEF
3980 CLE=1:SCORE=SCORE+10:SOUND 1,
478,50,15,0,1:IF T(X,Y)=20 THEN T(
X,Y)=0:ELSE T(X,Y+1)=0
3990 GOSUB 4310:RETURN
4000 ' PREND COUPE
4010 SCORE=SCORE+100:SOUND 1,478,5
0,15,0,1:IF T(X,Y)=21 THEN T(X,Y)=
0 ELSE T(X,Y+1)=0
4020 GOSUB 4310:RETURN
4030 ' PREND COURRONE
4040 SCORE=SCORE+500:SOUND 1,478,5
0,15,0,1:IF T(X,Y)=22 THEN T(X,Y)=
0 ELSE T(X,Y+1)=0
4050 GOSUB 4310:RETURN
4060 ' PREND CHANDELIER
4070 SCORE=SCORE+300:SOUND 1,478,5
0,15,0,1:IF T(X,Y-1)=23 THEN T(X,Y
-1)=0 ELSE T(X,Y)=0
4080 GOSUB 4310:RETURN
4090 ' PREND COFFRE
4100 SCORE=SCORE+1000:SOUND 1,478,
50,15,0,1:IF T(X,Y-1)=24 THEN T(X,
Y-1)=0 ELSE T(X,Y)=0
4110 GOSUB 4310:RETURN
4120 ' TEST GENERAL
4130 IF T(X,Y+1)=25 THEN 3910
4140 IF Y=1 AND CLE=1 THEN 4650
4150 IF T(X,Y)=20 OR T(X,Y+1)=20 T
HEN GOSUB 3970
4160 IF T(X,Y)=21 OR T(X,Y+1)=21 T
HEN GOSUB 4000
4170 IF T(X,Y)=22 OR T(X,Y+1)=22 T
HEN GOSUB 4030
4180 IF T(X,Y-1)=23 OR T(X,Y)=23 T
HEN GOSUB 4060
4190 IF T(X,Y-1)=24 OR T(X,Y)=24 T
HEN GOSUB 4090
4200 FOR I=1 TO 4:IF X=XM(I) AND Y
=YM(I) THEN MORT=1
4210 NEXT I:IF MORT=1 THEN MORT =0
:GOTO 3940
4220 IF T(X,Y+1)=1 THEN X=X+1 ELSE
 4240
4230 PRINT CHR$(31)+CHR$(X-1)+CHR$
(Y)+EF$:IF G=1 THEN PRINT CHR$(31)
+CHR$(X)+CHR$(Y)+HG$(M) ELSE PRINT
 CHR$(31)+CHR$(X)+CHR$(Y)+HD$(M)
4240 IF T(X,Y+1)=9 THEN X=X-1 ELSE
 4260
4250 PRINT CHR$(31)+CHR$(X+1)+CHR$
(Y)+EF$:IF G=1 THEN PRINT CHR$(31)
+CHR$(X)+CHR$(Y)+HG$(M) ELSE PRINT
 CHR$(31)+CHR$(X)+CHR$(Y)+HD$(M)
4260 IF T(X,Y+1)=0 AND T(X,Y+2)=0
THEN GOTO 3850
4270 IF T(X,Y+1)=0 AND T(X,Y+2)<>0
 THEN GOTO 3890
4280 FOR I=1 TO 4:IF X=XM(I) AND Y
=YM(I) THEN MORT=1
4290 NEXT I:IF MORT=1 THEN MORT =0
:GOTO 3940
4300 GOTO 3070
4310 PEN #2,7:LOCATE #2,1,2:PRINT
#2," RUINE"R:LOCATE #2,1,4:PRINT #
2," SCORE"SCORE:LOCATE #2,14,3:PRI
NT#2,"VIE"VIE:RETURN
4320 PRINT CHR$(22)+CHR$(0):PEN 13
:LOCATE 6,12:PRINT "GAME OVER"
4330 REM            I AM A VIKING
4340 ENV 10,1,0,200,10,-1,10:RESTO
RE 4370
4350 FOR I=1 TO 20:A$=INKEY$:NEXT
4360 FOR I=1 TO 43:A$=INKEY$:IF A$
<>""THEN 490 ELSE READ NOTE,DUREE:
DUREE=DUREE*1.3:NOTE=NOTE*2:SOUND
1,NOTE,DUREE,5,10:SOUND 2,NOTE*0.5
,DUREE,7,10:SOUND 4,NOTE*0.25,DURE
E,5,10: NEXT
4370 DATA 150,50,169,50,179,90,150
,50,134,50,127,90,150,50,179,50,16
9,90,127,50,150,50,134,90,169,50,1
79,50,201,90,150,50,134,50,127,150
,169,150,179,150
4380 DATA 150,50,169,50,179,90,150
,50,134,50,127,90,150,50,179,50,16
9,90,127,50,150,50,134,90,169,50,1
79,50,201,90,150,50,134,50,127,150
,169,150,179,150,169,150,150,150,1
34,300
4390 CLS:GOTO 490
4400 GOSUB 5520:GOSUB 5470:MODE 1:
INK 1,14:INK 2,6:INK 3,24:WINDOW #
1,5,35,1,5:PAPER #1,2:CLS#1:WINDOW
 #1,7,33,2,4:PAPER #1,3:CLS#1
4410 POKE &B1C8,0:POKE &B1D0,255:P
RINT#1,"":PRINT#1,"TOUCHES"
4420 POKE &B1C8,1:POKE &B1D0,68
4430 PRINT:PRINT:PRINT:PRINT
4440 PEN 3:POKE &B1D1,16
4450 PRINT:PRINT:PRINT:PRINT:PRINT
4460 PRINT"G A U C H E  > <"
:REM >=chr$(9)
4470 PRINT:PRINT
4480 PRINT"D R O I T E  > >"
:REM >=chr$(9)
4490 PRINT:PRINT
4500 PRINT"H A U T      > A"
:REM >=chr$(9)
4510 PRINT:PRINT
4520 PRINT"BAS          > Z"
:REM >=chr$(9)
4530 PRINT:PRINT
4540 PRINT"SAUT         > ESPACE"
:REM >=chr$(9)
4550 POKE &B1D1,34:LOCATE 1,12:PRI
NT"                    LE JOYSTICK
 EST ":PRINT:PRINT:PRINT"
                COMPATIBLE"
4560 LOCATE 25,24:PRINT"UNE TOUCHE
 S.V.P":GOSUB 5500:CALL &BB18:GOTO
 840
4570 ' GESTION DES MONSTRES
4580 FOR DIF=0 TO NIV
4590 S=S+1:IF S>4 THEN S=1
4600 F=INT(RND*3)-1
4610 IF T(XM(S)+F,YM(S))<>0 OR T(X
M(S)+F,YM(S)-1)<>0 OR T(XM(S)+F,YM
(S)+1)=0 THEN 4640
4620 PRINT CHR$(31)+CHR$(XM(S))+CH
R$(YM(S))+EF$:XM(S)=XM(S)+F:PRINT
CHR$(31)+CHR$(XM(S))+CHR$(YM(S))+M
$(MONSTRE)
4630 NEXT
4640 RETURN
4650 ' GAGNE
4660 FOR T=100 TO 2 STEP -1:FOR I=
1 TO 3:SOUND I,(3+I)*T,2,15:NEXT I
,T
4670 SCORE=SCORE+100*R:R=R+1:GOTO
2800
4680 RESTORE 4760:RETURN
4690 RESTORE 4910:RETURN
4700 RESTORE 5010:RETURN
4710 RESTORE 5110:RETURN
4720 RESTORE 5220:RETURN
4730 RESTORE 5330:RETURN
4740 NIV=NIV+1:R=1:RESTORE 4760:RE
TURN
4750 ' RUINE 1
4760 DATA 19,19,3,9,5,3,9,14,10,4,
14,12
4770 DATA 19,2,1,7,7,7,7,7,7,7,7,7
,7,7,7,7,7,7,7,7,7,7
4780 DATA 10,1,6,2,0,0,4,10,10,0,1
0,10,10
4790 DATA 10,11,7,10,10,0,0,0,4,15
,0,15,15
4800 DATA 4,1,10,2,6,6,6
4810 DATA 10,11,11,2,12,12,12,12,1
2,0,0,12,2
4820 DATA 2,8,14,7,7
4830 DATA 20,1,15,8,8,8,8,8,8,0,0,
0,0,1,1,1,1,1,1,1,7,2
4840 DATA 2,8,18,15,15
4850 DATA 6,6,19,2,15,0,0,0,15
4860 DATA 8,13,20,13,13,13,13,13,1
3,13,13
4870 DATA 6,1,20,25,25,25,25,25,25
,6,7,20,25,25,25,25,25,25
4890 DATA 25,20,2,18,20,3,21,5,5,2
0,12,6,24,1,13,,25,1,16,19,1,17,0
4900 ' RUINE 2
4910 DATA 11,19,4,5,15,2,19,17,15,
6,11,7
4920 DATA 20,1,1,12,12,12,12,0,12,
12,12,12,12,12,12,12,12,12,12,12,1
2,0,12
4930 DATA 1,19,6,2
4940 DATA 18,3,7,7,0,2,0,7,0,0,0,0
,0,0,0,0,0,7,0,0,25
4950 DATA 20,1,8,7,0,0,0,0,0,0,0,4
,7,0,4,0,0,7,0,0,0,0,7
4960 DATA 15,1,12,2,4,15,15,15,15,
15,15,15,4,1,1,0,0,2
4970 DATA 19,1,16,2,15,15,4,15,15,
15,15,0,9,1,0,15,15,2,15,15,4,2
4980 DATA 20,1,20,25,2,25,6,6,1,1,
1,1,6,6,9,9,9,9,6,6,25,2,25
4990 DATA 25,1,3,19,1,4,20,10,7,22
,11,11,23,8,14,21,13,15,0
5000 REM          RUINE 3
5010 DATA 19,19,2,8,3,6,11,15,15,5
,19,14
5020 DATA 14,4,4,4,8,8,8,8,4,4,4,4
,8,8,8,8,4
5030 DATA 2,2,5,8,8,2,18,5,8,8,5,1
,6,2,0,0,0,24,1,20,6,2
5040 DATA 14,4,8,9,9,2,9,4,9,0,0,1
,4,1,2,1,1,1,15,10,23,1,3,11,20
5050 DATA 16,3,12,1,2,1,1,4,1,2,0,
0,2,9,4,9,9,2,9
5060 DATA 7,2,15,21,0,0,0,0,0,22
5070 DATA 18,2,16,9,2,9,9,4,9,9,0,
0,0,0,1,1,4,1,1,2,1
5080 DATA 1,1,18,23,2,10,19,7,7
5090 DATA 20,1,20,7,7,7,7,7,7,7,2,
7,25,25,7,2,7,7,7,7,7,7,7,0,0,0
5100 ' RUINE 4
5110 DATA 2,19,1,8,3,11,15,15,11,9
,19,19
5120 DATA 1,20,4,13,2,18,3,12,12
5130 DATA 17,1,4,17,0,17,0,17,0,17
,17,17,0,17,0,4,0,0,0,9
5140 DATA 2,15,5,0,9,5,14,6,20,2,0
,0,24,6,14,7,9,0,0,0,0,2
5150 DATA 1,1,8,2,8,13,8,9,0,0,0,1
3,13,0,13
5160 DATA 1,12,9,9,1,11,10,9,1,10,
11,9
5170 DATA 20,1,12,2,0,0,0,0,0,0,0,
9,0,0,0,13,13,13,13,2,13,13,4
5180 DATA 1,8,13,9,1,7,14,9,4,6,15
,9,0,0,21
5190 DATA 20,1,16,2,0,0,0,4,0,0,0,
10,10,10,1,1,10,0,2,10,0,0,4
5200 DATA 1,19,19,22,10,1,20,2,10,
25,25,10,25,10,25,10,25,10,11,20,1
0,25,2,25,25,25,2,25,2,10,24,18,6,
0
5210 ' RUINE 5
5220 DATA 1,19,5,9,3,12,3,10,7,11,
17,19
5230 DATA 20,1,4,1,16,1,1,0,1,1,1,
4,1,1,4,1,1,1,0,0,0,16,16
5240 DATA 2,17,5,16,16,1,16,6,2,20
,1,8,8,2,0,0,0,0,0,0,8,25,25,8,0,0
,0,0,0,0,2,8
5250 DATA 6,8,9,8,0,8,8,0,8,12,5,1
0,8,8,0,0,0,0,0,0,0,8,8
5260 DATA 2,3,11,8,4,2,17,11,4,8,2
,1,12,2,8,4,9,12,2,0,0,2,2,19,12,8
,2
5270 DATA 8,7,13,11,11,25,25,25,25
,11,11,10,6,14,11,0,0,11,11,11,11,
0,0,11
5280 DATA 3,3,15,11,11,4,3,16,15,4
,11,11
5290 DATA 10,6,18,2,14,14,14,25,25
,14,14,14,2,14,4,19,14,14,0,14,14,
14,14,14,14,14,14,0,14,14
5300 DATA 10,1,20,14,14,14,25,25,2
5,25,25,25,25,10,11,20,25,25,25,25
,25,25,25,14,14,14
5310 DATA 21,1,3,21,20,3,23,9,6,23
,12,6,21,3,14,21,18,14,21,9,17,21,
12,17,20,20,19,0,0,0
5320 ' RUINES 6
5330 DATA 10,19,6,18,4,4,9,4,19,17
,19,24
5340 DATA 1,1,3,22,6,8,3,22,22,0,0
,22,22,1,20,3,20
5350 DATA 13,1,4,6,22,0,0,0,0,0,6,
6,4,4,6,6,1,20,4,6
5360 DATA 5,2,5,6,6,0,0,0,5,15,5,0
,0,0,6,6
5370 DATA 2,4,6,2,4,2,16,6,4,2,2,6
,7,14,14,2,14,7,14,14
5380 DATA 2,1,8,0,0,13,8,8,2,4,14,
14,4,2,0,0,0,0,0,0,0
5390 DATA 20,1,10,16,16,16,2,4,0,0
,0,0,0,0,0,0,0,0,4,2,16,16,16
5400 DATA 10,6,12,0,21,4,12,2,2,12
,4,21,0
5410 DATA 4,4,13,0,21,12,12,4,14,1
3,12,12,21,0
5420 DATA 18,2,14,0,21,12,12,0,0,0
,0,0,0,0,0,0,0,12,12,21,0
5430 DATA 2,2,15,12,12,3,18,15,12,
12,21,1,1,16,12,6,8,16,8,2,0,0,2,8
,1,20,16,12
5440 DATA 20,1,20,2,1,1,9,1,9,9,1,
1,9,1,9,9,1,9,1,9,9,9,2
5450 DATA 23,6,5,23,15,5,24,1,8,24
,2,8,24,18,8,24,19,8,24,20,8,23,9,
10,23,12,10,23,8,14,23,13,14,0,0,0
5460 REM   SCROLL ON
5470 FOR I=40 TO 0 STEP -1:OUT &BC
00,1:OUT &BD00,I:FOR T=1 TO 10:NEX
T:NEXT
5480 RETURN
5490 ' SCROLL OFF
5500 FOR I=0 TO 40 :OUT &BC00,1:OU
T &BD00,I:FOR T=1 TO 10:NEXT:NEXT
5510 RETURN
5520 ' EXPLICATIONS
5530 MODE 1:INK 0,0:BORDER 0:INK 1
,18:INK 2,7:INK 3,6:LOCATE 5,2:PEN
 2:POKE &B1C8,0:POKE &B1D0,255:MOT
$="EXPLICATIONS":GOSUB 5820:POKE &
B1C8,1:POKE &B1D0,68
5540 PEN 3:POKE &B1D1,32:SYMBOL 12
4,&18,&18,&18,&18,&18,&18,&18
5550 LOCATE 1,6:MOT$="    VOUS ETE
S UN AVENTURIER EN QUETE":GOSUB 58
20
5560 MOT$="                    DE RICHES
SES.":GOSUB 5820
5570 MOT$="     OR UN BEAU JOUR VO
US APPRENNEZ":GOSUB 5820
5580 MOT$="    L'EXISTENCE D'UNE M
AISON QUI FUT":GOSUB 5820
5590 MOT$="     DIT-ON HABITEE PAR
 LE DIABLE EN":GOSUB 5820
5600 MOT$="                    PERSONN
E.":GOSUB 5820
5610 MOT$="      CELLE CI,MAINTENA
NT EN RUINES":GOSUB 5820
5620 MOT$="  RECELERAIT DES TRESOR
S INESTIMABLES":GOSUB 5820
5630 MOT$="  ET SERAIT GARDEE PAR
LES SERVITEURS":GOSUB 5820
5640 MOT$="    DE LUCIFER:D'HORRIB
LES MONSTRES":GOSUB 5820
5650 MOT$="         SORTANT DROIT D
E L'ENFER.":GOSUB 5820
5660 MOT$="      N'ECOUTANT QUE VO
TRE COURAGE":GOSUB 5820
5670 MOT$="            (ET VOTRE CU
PIDITE)":GOSUB 5820
5680 MOT$="     VOUS DECIDEZ DE PE
NETRER DANS":GOSUB 5820
5690 PRINT:MOT$="            LES RUI
NES DU DIABLE.":GOSUB 5820
5700 PRINT:FOR TEMPO=1 TO 2000:NEX
T
5710 PRINT:MOT$="
    UNE TOUCHE S.V.P":GOSUB 5820:C
ALL &BB18
5720 CLS:LOCATE 1,8:MOT$="POUR VOU
S AIDER DANS CETTE AVENTURE":GOSUB
 5820
5730 MOT$="
  SACHEZ QUE:":GOSUB 5820
5740 PRINT:MOT$="LES RESSORTS SE D
ECLENCHENT LORSQUE":GOSUB 5820
5750 MOT$="        VOUS APPUYEZ VER
S LE HAUT":GOSUB 5820
5760 PRINT:MOT$="        ET LES TRA
PPES LORSQUE":GOSUB 5820
5770 MOT$="        VOUS APPUYEZ VER
S LE BAS":GOSUB 5820
5780 PRINT:MOT$="        POUR PASSE
R AU TABLEAU SUIVANT":GOSUB 5820
5790 MOT$="        VOUS DEVEZ POSSE
DER LA CLEF":GOSUB 5820
5800 PRINT:PRINT:FOR TEMPO=1 TO 20
00:NEXT:MOT$="
    UNE TOUCHE S.V.P":GOSUB 5820:C
ALL &BB18
5810 RETURN
5820 FOR PLACE=1 TO LEN(MOT$):LETT
RE$=MID$(MOT$,PLACE,1):IF LETTRE$=
" " THEN 5850
5830 FOR TOUR=1 TO 5:PRINT CHR$(12
4);CHR$(8);LETTRE$;CHR$(8);:NEXT
5840 SOUND 1,1000,3,5:SOUND 1,900,
3,5:SOUND 1,800,3,5:SOUND 1,700,3,
5
5850 PRINT CHR$(9);:NEXT:PRINT:RET
URN
```