CIRCUS FOLIE

AMSTRAD

Gagnez le cœur du public par quelques clowneries à bascule...

Sylvain TIBERO

SERVEUR HEBDOGICIEL

3615 + HG PUIS ENVOI

```
20 ' ****************
30 ' *              *
40 ' * CIRCUS  FOLIE *
50 ' *              *
60 ' * Par Tiberio.S *
70 ' *              *
80 ' *  08 MOUZON   *
90 ' *              *
100 '*  le 15/8/85  *
110 '*              *
120 '****************
150 GOSUB 4060 'PRESENTATION
160 MODE 1:TAGOFF
170 PA=1:Pa1=1
180 ENT 1 ,20,-1,1
190 ENV 1,20,1,1
200 ENT -4,1,-5,5,1,5,5
210 DATA M T,12500,P S,9850,V H,71
50
220 DATA C V,6950,L I,6200,O S,495
0
230 DATA M L,4650,V B,3600,F K,185
0,N L,500
240 DIM XE(100),YE(100)
250 DIM hs(10),mn$(10)
260 RESTORE 210
270 FOR a=1 TO 10
280 READ hs$(a),hs(a)
290 NEXT
300 CLS#2:TAGOFF
310 co=0  :P=2
320 vie=2 :sc=0
330 xm2=34:ym2=9
340 xm1=1 :xm1=1
350 xb=20 :yb=20
360 FOR a=5 TO 30
370 xe(a)=1
380 NEXT
390 INK 0,0:INK 1,6:INK 2,16:INK 3
,26
400 '
410 ' ***************************
420 ' ** REDEFINITION DES CARS **
430 ' ***************************
440 '
450 SYMBOL AFTER 64
451 SYMBOL 64,0,0,0,127,0,0,0,0
460 SYMBOL 91,0,0,0,0,0,0,0,0
470 SYMBOL 170,129,129,255,129,129
,129,255,129
480 SYMBOL 171,208,208,144,240,96,
99,124,225
490 SYMBOL 172,0,0,1,14,120,254,25
5,255
500 SYMBOL 173,7,56,192,0,0,0,0,12
8
510 SYMBOL 174,208,208,144,240,96,
96,96,224
520 SYMBOL 175,0,0,0,240,240,240,9
6,240
530 SYMBOL 176,0,0,0,15,15,15,6,15
540 SYMBOL 177,11,11,9,15,6,6,6,7
550 SYMBOL 178,224,28,3,0,0,0,0,1
560 SYMBOL 179,0,0,128,112,30,127,
255,255
570 SYMBOL 180,11,11,9,15,6,198,62
,135
580 SYMBOL 181,0,0,0,0,0,3,28,224
590 SYMBOL 182,0,0,0,0,0,192,56,13
5
600 SYMBOL 183,170,85,170,85,129,1
29,255,129
610 SYMBOL 184,24,126,126,24,24,24
,126,255
620 SYMBOL 185 ,0,0,0,0,0,0,0,15
630 SYMBOL 186,60,60,24,255,60,60,
36,36
640 SYMBOL 187,0,0,0,255,0,0,0,1
650 SYMBOL 188,0,0,0,255,0,0,0,128
660 SYMBOL 189,0,0,0,255,24,126,25
5,255
670 WINDOW #2,4,33,5,20
680 PAPER 0:BORDER 11
690 PEN 2
700 xm2=34:ym2=9:xm1=1:xm1=1
710 CLS#2
720 IF PA=1 THEN 730 ELSE 1000
730 '
740 ' ***************************
750 ' * MISE EN PLACE DES DECORS
760 ' ***************************
770 '
780 WINDOW #1,1,40,21,25
790 PAPER #1,3:CLS #1
800 LOCATE 34,10:PRINT STRING$(5,C
HR$(216))
810 FOR a=5 TO 9
820 LOCATE 37,a:PRINT CHR$(170)
830 LOCATE 36,10:PRINT CHR$(183)
840 LOCATE 1,5:PRINT STRING$(3,CHR
$(218))
850 NEXT
860 FOR a=5 TO 20
870 LOCATE 38,a:PRINT CHR$(219)
880 NEXT
890 LOCATE 1,10:PRINT STRING$(3,CH
R$(216))
900 LOCATE 1,15:PRINT STRING$(3,CH
R$(216))
910 LOCATE 1,21:PRINT STRING$(40,C
HR$(143))
920 LOCATE 1,23:PRINT STRING$(40,C
HR$(143))
930 LOCATE 1,24:PRINT STRING$(40,C
HR$(143))
940 FOR a=11 TO 20
950 LOCATE 36,a:PRINT CHR$(170)
960 NEXT
970 FOR a=5 TO 20
980 LOCATE 2,a:PRINT CHR$(170)
990 NEXT
1000 '
1010 ' ***************************
1020 ' **** INITIALISATIONS ****
1030 ' ***************************
1040 '
1050 b$(1)=CHR$(178)+CHR$(179)+CHR
$(182)
1060 b$(2)=CHR$(178)+CHR$(179)+CHR
$(180)+CHR$(8)+CHR$(11)+CHR$(176)+
CHR$(10)
1070 b$(3)=CHR$(181)+CHR$(172)+CHR
$(173)
1080 b$(4)=CHR$(171)+CHR$(8)+CHR$(
11)+CHR$(175)++CHR$(10)+CHR$(172)+
CHR$(173)
1090 b$=CHR$(187)+CHR$(189)+CHR$(1
88)
1100 m$(1)=CHR$(177)+CHR$(8)+CHR$(
11)+CHR$(176)
1110 m$(2)=CHR$(174)+CHR$(8)+CHR$(
11)+CHR$(175)
1120 m$=" "+CHR$(8)+CHR$(11)+" "
1130 PEN 3:LOCATE xb,yb:PRINT b$(P
)
1140 PEN 3:LOCATE xm2,ym2:PRINT m$
(2)
1150 PAPER #1,2:LOCATE #1,2,3:PEN
#1,0:PRINT#1, "SCORE:";SC;"     "
1160 LOCATE #1,22,3:PRINT #1,"VIE:
";STRING$(VIE,CHR$(186));" "
1170 LOCATE #1,22,4:PRINT #1,"COEU
RS:";CO;"    "
1180 LOCATE #1,2,4:PRINT #1,"RECOR
D:";HS(1);"    "
1185 LOCATE #1,32,3:PRINT #1,"NIVE
AU:";a$
1190 c=1
1200 FOR a=0 TO 30
1210 c=c+2:IF c>3 THEN c=1
1220 IF xe(a)=1 THEN :LOCATE a,5:P
EN c:PRINT CHR$(228)
1230 NEXT
1240 b=1:c=1:IF PA=1 THEN 1250 ELS
E 1360
1250 FOR a=-100 TO 740
1260 DEG:PLOT 320,450,c
1270 DRAW a,338,c
1280 b=b+1:IF b=40 THEN c=c+2:b=1:
IF c>3 THEN c=1
1290 a$=INKEY$
1300 NEXT
1310 '
1320 ' ************************
1330 ' ***** QUESTIONAIRE *****
1340 ' ************************
1350 '
1360 IF Pa=1 OR Pa1=1 THEN Pa=2:Pa
1=2:GOTO 1370 ELSE 1550
1370 LOCATE 10,12:PEN 2:PRINT "MAN
ETTE OU TOUCHE ?"
1380 FOR t=1 TO 100:a$=INKEY$:NEXT

1390 PEN 2:LOCATE 34,10:PRINT STRI
NG$(2,CHR$(216)):PEN 3
1400 k$=INKEY$:IF k$="" THEN 1400

1410 IF k$="M" OR k$="m" THEN cc1=
74:cc2=75:GOTO 1440
1420 IF k$="T" OR k$="t" THEN cc1=
8:cc2=1:GOTO 1440
1430 GOTO 1400
1440 LOCATE 10,12:PRINT "
                    "
1450 PEN 2:LOCATE 13,12:PRINT "Niv
eau (1,2,3):"
1460 FOR t=1 TO 100:a$=INKEY$:NEXT
1470 a$=INKEY$:IF a$="" THEN 1470
1480 IF a$="1" THEN vit=25:GOTO 15
20
1490 IF a$="2" THEN vit=15:GOTO 15
20
1500 IF a$="3" THEN vit=0:GOTO 152
0
1510 GOTO 1470
1520 LOCATE 13,12:PRINT "
                    "
1525 LOCATE #1,32,3:PRINT #1,"NIVE
AU:";a$
1530 '
1540 ' ***************************
1550 ' ****        JEU        ****
1560 ' ***************************
1570 '
1580 FOR a=1 TO 20
1590 GOSUB 3090
1600 NEXT
1610 Pa=2
1620 '
1630 ' **************
1640 ' *** DEPARD ***
1650 ' **************
1660 '
1670 SOUND 1,80,20,15,15,1
1680 PEN 2:LOCATE 34,10:PRINT STRI
NG$(2,CHR$(216)):PEN 3
1690 FOR a=1 TO 3
1700 x1=xm2:y1=ym2:xm2=xm2-1:ym2=y
m2-1
1710 LOCATE x1,y1:PRINT m$
1720 CALL &BD19
1730 PEN 3:LOCATE xm2,ym2:PRINT m$
(2)
1740 GOSUB 3090
1750 NEXT
1760 v=RND*3
1770 FOR a=1 TO v
1780 x1=xm2:y1=ym2:xm2=xm2-1
1790 LOCATE x1,y1:PRINT m$
1800 CALL &BD19
1810 PEN 3:LOCATE xm2,ym2:PRINT m$
(2)
1820 GOSUB 3090
1830 NEXT
1840 FOR a=1 TO 4
1850 x1=xm2:y1=ym2:xm2=xm2-1:ym2=y
m2+1
1860 LOCATE x1,y1:PRINT m$
1870 CALL &BD19
1880 PEN 3:LOCATE xm2,ym2:PRINT m$
(2)
1890 GOSUB 3090
1900 NEXT
1910 x1=xm2:y1=ym2:ym2=ym2+1
1920 IF ym2=20 AND xm2=xb THEN GOS
UB 3380:GOTO 2040
1930 IF ym2=20 AND xm2<>yb THEN vi
e=vie-1:GOSUB 3550
1940 LOCATE x1,y1:PRINT m$
1950 CALL &BD19
1960 PEN 3:LOCATE xm2,ym2:PRINT m$
(2)
1970 GOSUB 3090
1980 GOTO 1910
1990 '
2000 ' ***************************
2010 ' *** TRAJECTOIRE HOMME ****
2020 ' ***************************
2030 '
2040 FOR a=20 TO 10 STEP-1
2050 x1=xm1:y1=ym1:ym1=ym1-1
2060 LOCATE x1,y1:PRINT m$
2070 LOCATE xm1,ym1:PRINT m$(1)
2080 GOSUB 3090
2090 NEXT
2100 v=INT (RND*2)
2110 IF XM1<=6 THEN V=1
2120 IF XM1>=31 THEN V=0
2130 v=v+1:ON v GOTO 2150,2310
2140 GOTO 2100
2150 FOR a=1 TO 2
2160 x1=xm1:y1=ym1:ym1=ym1-1:xm1=x
m1-1
2170 IF XM1<6 THEN XM1=6
2180 LOCATE x1,y1:PRINT m$
2190 LOCATE xm1,ym1:PRINT m$(1)
2200 GOSUB 3090
2210 NEXT
2220 v=RND*2+3
2230 FOR a=1 TO v
2240 x1=Xm1:y1=ym1:ym1=ym1+1:xm1=x
m1-1
2250 IF xm1<6 THEN xm1=6
2260 LOCATE x1,y1:PRINT m$
2270 LOCATE xm1,ym1:PRINT m$(1)
2280 GOSUB 3090
2290 NEXT
2300 GOTO 2460
2310 FOR a=1 TO 2
2320 x1=xm1:y1=ym1:ym1=ym1-1:xm1=x
m1+1
2330 IF xm1>31 THEN xm1=31
2340 LOCATE x1,y1:PRINT m$
2350 LOCATE xm1,ym1:PRINT m$(1)
2360 GOSUB 3090
2370 NEXT
2380 v=RND*2+3
2390 FOR a=1 TO v
2400 x1=Xm1:y1=ym1:ym1=ym1+1:xm1=x
m1+1
2410 IF xm1>31 THEN xm1=31
2420 LOCATE x1,y1:PRINT m$
2430 LOCATE xm1,ym1:PRINT m$(1)
2440 GOSUB 3090
2450 NEXT
2460 x1=xm1:y1=ym1:ym1=ym1+1
2470 IF ym1=20 AND xm1=xb+2 THEN G
OSUB 3740:GOTO 2580
2480 IF ym1=20 AND xm1<>xb+2 THEN
vie=vie-1:GOTO 3910
2490 GOSUB 3090
2500 LOCATE x1,y1:PRINT m$
2510 LOCATE xm1,ym1:PEN 3:PRINT m$
(1)
2520 GOTO 2460
2530 '
2540 ' ***************************
2550 ' *** TRAJECTOIRE HOMME  ***
2560 ' ***************************
2570 '
2580 FOR a=20 TO 11 STEP -1
2590 x1=xm2:y1=ym2:ym2=ym2-1
2600 LOCATE x1,y1:PRINT m$
2610 LOCATE xm2,ym2:PRINT m$(2)
2620 GOSUB 3090
2630 NEXT
2640 v=INT(RND*2)
2650 IF XM2<=3 THEN V=0
2660 IF XM2>=28 THEN V=1
2670 v=v+1:ON v GOTO 2690,2850
2680 GOTO 2640
2690 FOR a=1 TO 3
2700 x1=xm2:y1=ym2:ym2=ym2-1:xm2=x
m2+1
2710 GOSUB 3090
2720 IF xm2>=28 THEN xm2=28
2730 LOCATE x1,y1:PRINT m$
2740 LOCATE xm2,ym2:PEN 3:PRINT m$
(2)
2750 NEXT a
2760 v=INT(RND*3)+2
2770 FOR a=1 TO v
2780 x1=xm2:y1=ym2:ym2=ym2+1:xm2=x
m2+1
2790 GOSUB 3090
2800 IF xm2>28 THEN xm2=28
2810 LOCATE x1,y1:PRINT m$
2820 LOCATE xm2,ym2:PEN 3:PRINT m$
(2)
2830 NEXT a
2840 GOTO 3000
2850 FOR a=1 TO 3
2860 x1=xm2:y1=ym2:ym2=ym2-1:xm2-x
m2-1
2870 GOSUB 3090
2880 IF xm2<4 THEN xm2=4
2890 LOCATE x1,y1:PRINT m$
2900 LOCATE xm2,ym2:PEN 3:PRINT m$
(2)
2910 NEXT a
2920 v=INT(RND*3)+1
2930 FOR a=1 TO v
2940 x1=xm2:y1=ym2:ym2=ym2+1:xm2=x
m2-1
2950 GOSUB 3090
2960 IF xm2<4 THEN xm2=4
2970 LOCATE x1,y1:PRINT m$
2980 LOCATE xm2,ym2:PEN 3:PRINT m$
(2)
2990 NEXT a
3000 x1=xm2:y1=ym2:ym2=ym2+1
3010 IF ym2>=20 AND xm2=xb THEN GO
SUB 3380:GOTO 3070
3020 IF ym2>=20 AND xm2<>xb THEN v
ie=vie-1:GOTO 3500
3030 GOSUB 3090
3040 LOCATE x1,y1:PRINT m$
3050 LOCATE xm2,ym2:PRINT m$(2)
3060 GOTO 3000
3070 GOTO 2010
3080 END
3090 '
3100 ' ***************************
3110 ' *** DEPLACEMENT BALANCE **
3120 ' ***************************
3130 '
3140 FOR r=1 TO vit:NEXT
3150 ON P-1 GOTO 3160,5380,3170
3160 IF (ym2=5 OR ym2=6)AND xe(xm2
)=1 THEN GOSUB 5440:GOTO 3180 ELSE
 3180
3170 IF (ym1=5 OR ym1=6)AND xe(xm1
)=1 THEN GOSUB 5590
3180 '
3190 IF INKEY(cc1)<>0 AND INKEY(cc
2)<>0 THEN RETURN
3200 xb1=xb:yb1=yb
3210 IF INKEY(cc1)=0 THEN xb=xb-1:
GOTO 3230
3220 IF INKEY(cc2)=0 THEN xb=xb+1:
GOTO 3240
3230 IF xb<4 THEN xb=4:GOTO 3280 E
LSE 3250
3240 IF xb>31 THEN xb=31:GOTO 3280

3250 CALL &BD19
3260 LOCATE xb1,19:PRINT "   "
3270 LOCATE xb1,20:PRINT "   "
3280 PEN 3:LOCATE xb,yb:PRINT b$(P
)
3290 RETURN
3300 IF INKEY(8)=0 THEN xb=xb-1
3310 IF INKEY(1)=0 THEN xb=xb+1
3320 GOTO 3230
3330 '
3340 '***************************
3350 'PASSAGE DE 2->1 (BASCULE)
3360 '***************************
3370 '
3380 P=4
3390 SOUND 1,1020,2,15,15,1 ,15
3400 LOCATE xb,yb:PRINT b$
3410 LOCATE xb+2,yb-1:PRINT m$(1)
3420 LOCATE xb,yb-1:PRINT m$(2)
3430 FOR a=1 TO 20:NEXT
3440 LOCATE xb,yb:PRINT b$(P)
3450 LOCATE xb+2,yb-1:PRINT m$(1)
3460 LOCATE xb,yb-2:PRINT " "
3470 xm1=xb+2:ym1=19:sc=sc+50
3480 LOCATE #1,8,3:PRINT#1,Sc
3490 RETURN
3500 '
3510 ' ************************
3520 ' *** MORT DE L'HOMME 2 ***
3530 ' ************************
3540 '
3550 LOCATE xm2,ym2-1:PRINT m$
3560 LOCATE xm2,ym2:PEN 1:PRINT CH
R$(184)
3570 SOUND 1,956,20,15,15
```

A SUIVRE...

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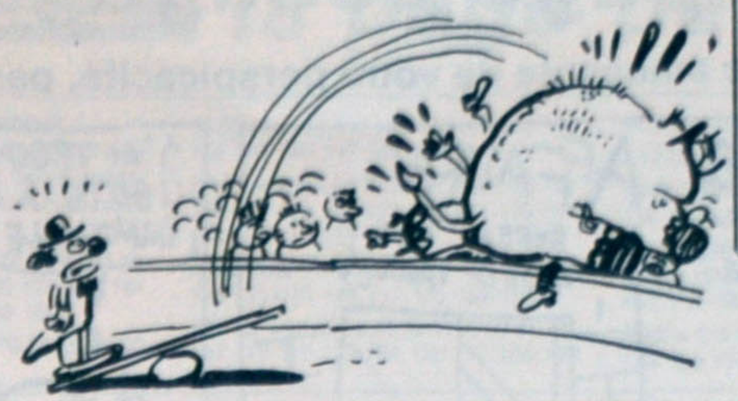
3615 + HG
PUIS ENVOI

AMSTRAD



ON NE FAIT PAS D'OMELETTES AU PLAT EN CASSANT DES ŒUFS DURS

SUITE DU N°164

```
3580 SOUND 1,716,20,15,15
3590 SOUND 1,758,30,15,15
3600 FOR t=1 TO 1000:NEXT
3610 FOR a=19 TO 8 STEP -1
3620 LOCATE xm2,a:PEN 3
3630 PRINT m$(1)+CHR$(8)+CHR$(11)+
CHR$(185)
3640 FOR t=1 TO 400:NEXT
3650 LOCATE xm2,a:PRINT m$+CHR$(8)
+CHR$(11)+" "
3660 NEXT
3670 LOCATE xm2,20:PRINT " "
3680 FOR t=1 TO 1000:NEXT:GOTO 405
0
3690 '
3700 ' ***************************
3710 ' PASSAGE DE 1->2 (BASCULE)
3720 ' ***************************
3730 '
3740 p=2
3750 SOUND 1,1000,2,15,15,1 ,15
3760 LOCATE xb,yb:PRINT b$
3770 LOCATE xb+2,yb-1:PRINT m$(1)

3780 LOCATE xb,yb-1:PRINT m$(2)
3790 FOR a=1 TO 20:NEXT
3800 LOCATE xb,yb:PRINT b$(p)
3810 LOCATE xb,yb-1:PRINT m$(2)
3820 LOCATE xb+2,yb-2:PRINT " "
3830 xm2=xb:ym2=19:sc=sc+50
3840 LOCATE #1,8,3:PRINT#1,Sc
3850 RETURN
3860 '
3870 ' ***************************
3880 ' *** MORT DE L'HOMME 1 ***
3890 ' ***************************
3900 '
3910 LOCATE xm1,ym1-1:PRINT m$
3920 LOCATE xm1,ym1:PEN 1:PRINT CH
R$(184)
3930 SOUND 1,956,20,15,15
3940 SOUND 1,716,20,15,15
3950 SOUND 1,758,30,15,15
3960 FOR a=1 TO 1000 :NEXT
3970 FOR a=19 TO 8 STEP -1
3980 LOCATE xm1,a:PEN 3
3990 PRINT m$(1)+CHR$(8)+CHR$(11)+
CHR$(185)
4000 FOR t=1 TO 400 :NEXT
4010 LOCATE xm1,a:PRINT m$+CHR$(8)
+CHR$(11)+" "
4020 NEXT
4030 LOCATE xm1,20:PRINT " "
4040 FOR t=1 TO 1000:NEXT
4050 IF vie=-1 THEN 5120 ELSE p=2:
GOTO 680
4060 '
4070 ' ************************
4080 ' **** PRESENTATION ****
4090 ' ************************
4100 '
4110 CLS:MODE 1
4120 BORDER 11
4130 INK 0,0:INK 1,6:INK 2,26: INK
 3,2
4140 PAPER 0:C=1:B=0
4150 FOR A=100 TO 370
4160 DEG
4170 PLOT 320,200,C
4180 DRAW 320+300*COS(A),120+50*SI
N(A),C
4190 IF a>170 AND a<360 THEN DRAW
320+300*COS(A),60+50*SIN(A),C
4200 PLOT 320+300*COS(A),120+50*SI
N(A),3
4210 B=B+1:IF B=20 THEN B=0:C=C+1:
IF C=3 THEN C=1
4220 NEXT
4230 RESTORE 4240
4240 DATA A,M,S,T,R,A,D
4250 FOR A=1 TO 7:READ W$(A):NEXT
4260 LOCATE 14,2:PEN 2:PRINT "CI";
:PEN 1:PRINT "RC";:PEN 2:PRINT "US
";
4270 PEN 1:PRINT " FO";:PEN 2:PRIN
T "L";:PEN 1:PRINT "IE";
4280 PEN 3:LOCATE 6,7 :PRINT "Par
TIBERIO SYLVAIN  (c) 1985"
4290 PLOT 318,200,3
4300 DRAW 318,250,3
4310 PLOT 320,250,0 :C=2
4320 FOR a=1 TO 50:a$=INKEY$:NEXT

4330 WHILE INKEY$ =""
4340 PLOT 320,250,3
4350 FOR A=1 TO 7
4360 TAG
4370 PLOTR 0,0,c:C=C+1 :IF C=4 THE
N C=2
4380 MOVER 1,-1:PRINT W$(A);
4390 NEXT
4400 PLOT 320,250,3
4410 v=(RND*100)*3:FOR A=1 TO v:NE
XT
4420 FOR A=1 TO 7
4430 PLOTR 0,0,0
4440 MOVER 1,-1 PRINT " ";
4450 NEXT
4460 PLOT 320,250,3:c=3
4470 FOR A=1 TO 7
4480 PLOTR 0,0,c:C=C+1 :IF C=4 THE
N C=2
4490 MOVER 1,2:PRINT W$(A);
4500 NEXT
4510 PLOT 320,250,3
4520 v=(RND*100)*3:FOR A=1 TO v:NE
XT
4530 FOR A=1 TO 7
4540 PLOTR 0,0,0
4550 MOVER 1,2:PRINT " ";
4560 NEXT
4570 PLOT 320,250,3
4580 WEND
4590 FOR A=1 TO 7
4600 PLOTR 0,0,c:C=C+1 :IF C=4 THE
N C=2
4610 MOVER 1,2:PRINT W$(A);
4620 NEXT
4630 PLOT 0,0,3:TAG:MOVE 320-(22*1
6)/2,100:PRINT "VOULEZ-VOUS LES RE
GLES";
4640 A$=INKEY$
4650 IF A$="O" OR A$="o" THEN 4680

4660 IF A$="N" OR A$="n" THEN RETU
RN
4670 GOTO 4640
4680 '
4690 ' ********************
4700 ' ******* REGLE *******
4710 ' ********************
4720 '
4730 TAGOFF
4740 CLS
4750 TAGOFF:INK 1,16:INK 2, 26:INK
 3,2
4760 LOCATE 18,2:PEN 1:PRINT "REGL
E"
4770 PEN 2
4780 LOCATE 4,4:PRINT "Vous etes e
mploye dans le cirque ":FOR A=1 TO
 500:NEXT
4790 PRINT:PRINT" AMSTRAD, de reno
mmee mondiale, comme ":FOR A=1 TO
500:NEXT
4800 PRINT :PRINT " voltigeur...":
FOR A=1 TO 500:NEXT
4810 PRINT:PRINT "    Le jeu consi
ste donc a faire ":FOR A=1 TO 500:
NEXT
4820 PRINT:PRINT " bouger la balan
ce avec le Joystick ":FOR A=1 TO 5
00:NEXT
4830 PRINT:PRINT " ou les fleches
du curseur, pour que ":FOR A=1 TO
500:NEXT
4840 PRINT :PRINT " les deux volti
geurs puissent rebondir ":FOR A=1
TO 500:NEXT
4850 PRINT:PRINT  " et prendre tou
s les coeurs qui vous ":FOR A=1 TO
 500:NEXT
4860 PRINT:PRINT  " rapportent 100
 points chacun." :FOR A=1 TO 500:N
EXT
4870 PRINT:PRINT:PEN 1:PRINT "
        BONNE CHANCE!!":FOR A=1 T
O 500:NEXT
4880 PEN 3:PRINT:PRINT  "     APPL
YER SUR LA BARRE D'ESPACE."
4890 WHILE INKEY(47)<>0:WEND
4900 RETURN
4910 '
4920 ' ****************
4930 ' ***** BONUS *****
4940 ' ****************
4950 '
4960 PEN 3:IF ym1<10 THEN LOCATE x
m1,ym1:PRINT m$(1) ELSE LOCATE xm2
,ym2:PRINT m$(2)
4970 LOCATE 16,12:PEN 2:PRINT "- B
ONUS -"
4980 FOR i=1 TO 20
4990 SOUND 1,100,5,15,10,1
5000 SC=SC+25
5010 PAPER #1,2:LOCATE #1,2,3:PEN
#1,0:PRINT#1, "SCORE:";SC;"     "

5020 FOR T=1 TO 200:NEXT
5030 NEXT
5040 CO=0:P=2
5050 FOR a=5 TO 30
5060 xe(a)=1
5070 NEXT
5080 Pa=2:vit=0
5090 GOTO 680
5100 '
5110 ' ********************
5120 ' ***** GAME OVER *****
5130 ' ********************
5140 '
5150 Pa1=1
5160 LOCATE xb,yb:PRINT b$(p)
5170 LOCATE #1,22,3:PRINT #1,"VIE
";"  "
5180 RESTORE 5190
5190 DATA G,A,M,E,-,O,V,E,R
5200 FOR a=1 TO 9
5210 READ cx$(a)
5220 NEXT
5230 RESTORE 5240
5240 DATA 3,6,1,4,7,9,2,5,8
5250 FOR a=1 TO 9
5260 READ xc(a)
5270 NEXT
5280 FOR a=1 TO 9
5290 PEN 3:LOCATE 16+xc(a),12:PRIN
T cx$(xc(a))
5300 SOUND 1,10+10*a,10,15,15
5310 FOR tem=1 TO 100
5320 A$=INKEY$
5330 NEXT tem,a
5340 PEN 2
5350 FOR a=1 TO 1000
5360 NEXT
5370 GOTO 5740
5380 END
5390 '
5400 ' ***************************
5410 ' ** COEUR ATTRAPE PAR 2 ***
5420 ' ***************************
5430 '
5440 co=co+1
5450 LOCATE xm2,5:PRINT " ";
5460 xe(xm2)=0:sc=sc+100
5470 SOUND 1,140,10,15,15,1
5480 LOCATE #1,29,4:PRINT #1,CO
5490 LOCATE #1,8,3:PRINT#1,Sc
5500 IF co=21 THEN 4970
5510 LOCATE 3,5:PEN 2:PRINT CHR$(2
18)
5520 PEN 3
5530 RETURN
5540 '
5550 ' ***************************
5560 ' ** COEUR ATTRAPE PAR 1 ***
5570 ' ***************************
5580 '
5590 co=co+1
5600 LOCATE xm1,5:PRINT " ";
5610 xe(xm1)=0:sc=sc+100
5620 SOUND 1,140,10,15,15,1
5630 LOCATE #1,29,4:PRINT #1,CO
5640 LOCATE #1,8,3:PRINT#1,Sc
5650 IF co=21 THEN 4970
5660 LOCATE 3,5:PEN 2:PRINT CHR$(2
18)
5670 PEN 3
5680 RETURN
5690 '
5700 ' ***************************
5710 ' *** 10 MEILLEURS SCORES **
5720 ' ***************************
5730 '
5740 CLS #2
5750 aa=11
5760 IF sc>HS(10) THEN 5770 ELSE 6
050
5770 LOCATE #2,4,10:PEN #2,2:PRINT
 #2,"VOUS ETES DANS LES 10"
5780 LOCATE #2,7,12:PRINT #2,"MEIL
LEURS SCORES."
5790 LOCATE #2,13,14:PEN #2,3:PRIN
T #2,"---"
5800 ec$="" :PO=13
5810 FOR A=1 TO 3
5820 FOR t=1 TO 100:a$=INKEY$:NEXT
5830 OC=64
5840 FOR t=1 TO 100:NEXT
5850 IF INKEY(8)=0 OR INKEY(74)=0
THEN OC=OC-1:IF OC<=64 THEN Oc=91
5860 IF INKEY(1)=0 OR INKEY(75)=0
THEN OC=OC+1:IF OC>=92 THEN OC=65
5870 LOCATE #2,PO,14:PEN #2,1:PRIN
T #2,CHR$(OC);
5880 IF (INKEY(9)=0 OR INKEY(76)=0
) AND oc<>64 THEN LOCATE #2,PO,14:
PEN #2,3:PRINT #2,CHR$(OC) :ec$(a)
=CHR$(oc):PO=PO+1 :GOTO 5890 ELSE
5840
5890 NEXT a
5900 nom$=ec$(1)+ec$(2)+ec$(3)
5910 a=1
5920 IF sc>hs(a) THEN aa=a:GOTO 59
50
5930 a=a+1:IF a=11 THEN END
5940 GOTO 5920
5950 FOR b=9 TO a STEP -1
5960 hs(b+1)=hs(b)
5970 hs$(b+1)=hs$(b)
5980 NEXT
5990 hs(a)=sc:hs$(a)=nom$
6000 '
6010 ' ************************
6020 ' ****** CLASSEMENT ******
6030 ' ************************
6040 '
6050 CLS#2:c=2
6060 LOCATE 15,5:PEN 1:PRINT "CLAS
SEMENT"
6070 FOR a=1 TO 10
6080 LOCATE 13,7+a
6090 PEN c
6100 PRINT A
6110 IF a=aa THEN PAPER c:PEN 0
6120 LOCATE 17,7+a
6130 PRINT hs$(a)
6140 PAPER 0:PEN c
6150 LOCATE 20,7+a
6160 PRINT hs(a)
6170 c=c+1:IF c=4 THEN c=2
6180 NEXT
6190 FOR a=1 TO 100:a$=INKEY$:NEXT
6200 FOR A=1 TO 1000 STEP 0.25
6210 a$=INKEY$
6220 IF a$<>"" THEN a=1001
6225 NEXT
6230 CLS #2
6240 LOCATE 12,12:PEN 1:PRINT "UNE
 AUTRE PARTIE ?"
6250 aa=11
6260 FOR A=1 TO 1000
6270 A$=INKEY$
6280 IF A$="O" OR A$="o" THEN 300
6290 IF A$="N" OR a$="n" THEN CLS:
END
6300 NEXT
6310 GOTO 6050
6320 END
```