

PLANET DEFENDER

Invincible héros à l'habileté légendaire, défendez par la justesse de votre tir, l'intégrité de votre planète.

Marcel G UWANG

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10 REM *****
20 REM
30 REM      MARCEL G UWANG
40 REM
50 REM      1985
60 REM
70 REM      PLANET DEFENDER
80 REM
90 REM      AMSTRAD CPC 464
100 REM
110 REM *****
120 REM
130 REM
140 REM      REDEFINITION DES
150 REM      CARACTERES
160 REM
170 SYMBOL AFTER 48
180 SYMBOL 48,124,198,202,21
0,226,226,124,0
190 SYMBOL 49,24,56,24,24,28
,28,28,0
200 SYMBOL 50,252,2,2,124,19
2,192,254,0
210 SYMBOL 51,252,2,2,124,6,
6,252,0
220 SYMBOL 52,192,194,194,25
4,6,6,6,0
230 SYMBOL 53,254,192,192,12
4,6,6,252,0
240 SYMBOL 54,126,192,192,25
2,230,230,124,0
250 SYMBOL 55,254,2,6,12,24,
24,24,0
260 SYMBOL 56,124,194,194,12
4,230,230,124,0
270 SYMBOL 57,124,194,194,12
6,6,6,252,0
280 SYMBOL 65,254,194,194,25
4,226,226,226,0
290 SYMBOL 66,252,194,194,25
2,226,226,252,0
300 SYMBOL 67,254,192,192,19
2,224,224,254,0
310 SYMBOL 68,252,194,194,19
4,226,226,252,0
320 SYMBOL 69,254,192,192,25
4,224,224,254,0
330 SYMBOL 70,254,192,192,25
4,224,224,224,0
340 SYMBOL 71,254,192,192,19
8,226,226,252,0
350 SYMBOL 72,194,194,194,25
4,226,226,226,0
360 SYMBOL 73,24,24,24,24,28
,28,28,0
370 SYMBOL 74,6,6,6,6,230,23
0,124,0
380 SYMBOL 75,94,196,200,240
,232,228,226,0
390 SYMBOL 76,192,192,192,19
2,224,224,255,0
400 SYMBOL 77,198,234,210,19
4,226,226,226,0
410 SYMBOL 78,194,226,210,20
2,230,226,226,0
420 SYMBOL 79,124,194,194,19
4,226,226,124,0
430 SYMBOL 80,254,194,194,25
4,224,224,224,0
440 SYMBOL 81,124,194,194,19
4,234,228,122,0
450 SYMBOL 82,254,194,194,25
4,232,228,226,0
460 SYMBOL 83,124,194,192,12
4,2,226,124,0
470 SYMBOL 84,254,48,48,48,5
6,56,56,0
480 SYMBOL 85,194,194,194,19
4,226,226,254,0
490 SYMBOL 86,194,194,194,19
4,226,100,56,0
500 SYMBOL 87,194,194,194,19
4,242,234,198,0
510 SYMBOL 88,194,196,104,48
,104,228,226,0
520 SYMBOL 89,194,194,100,48
,56,56,56,0
530 SYMBOL 90,254,2,4,24,48,
224,254,0
540 REM
550 REM PRESENTATION
560 REM
570 DEFINT A-Z
580 DIM I(3) : DIM L(3) : DIM
C(3)
590 MODE 1
600 INK 0,0 : INK 1,26 : INK
2,0 : PEN 2
610 LOCATE 1,1 : PRINT "PLAN
ET DEFENDER";
620 FOR Y=2 TO 14 STEP 2
630 FOR X=0 TO 254 STEP 2
640 IF TEST(X,385+Y)=2 THEN
PLOT X*2+50,Y*2+X+100,1 : PL
OT X*2+50,314-X+Y*2,1
650 NEXT X,Y
660 INK 1,26 : INK 0,0 : INK
2,19 : INK 3,24,6
670 BORDER 0 : SPEED INK 2,2 :
PEN 1
680 MODE 2
690 LOCATE 30,5
700 PRINT"REGLE DU JEU"
710 PRINT:PRINT
720 PRINT"      TIREZ LES
BOMBES QUI TOMBENT AVEC LA
BARRE D'ESPACE EN"
730 PRINT"      DIRI
GEANT LA FUSEE AVEC LES FLEC
HES. ";CHR$(242);" ";CHR$(2
43)
740 PRINT:PRINT"
      VOUS AVEZ TROIS FU
SEES..."
750 PRINT:PRINT"      SI
LES BOMBES TRANSPERCENT LE
SOL DE VOTRE PLANETE,"
760 PRINT"      ALO
RS VOUS AVEZ FAILLI A VOTRE
MISSION..."
770 PRINT:PRINT: PRINT "
      NIVEAU DE DIFFICU
LTE <1> <2> <3> "
780 D%=INKEY$
790 IF D$(">"1" AND D$(">"2" A
ND D$(">"3" THEN 780
800 MODE 1
810 D=VAL(D%)
820 IF D=1 THEN L(1)=252 : L
(2)=0 : L(3)=0
830 IF D=2 THEN L(1)=252 : L
(2)=252 : L(3)=0
840 IF D=3 THEN L(1)=252 : L
(2)=252 : L(3)=252
850 WINDOW #1,1,10,1,24
860 LOCATE #1,6,1 : PRINT #1
," PLANET " : PRINT #1," DE
FENDER"
870 PRINT #1 : PRINT #1," RE
CORD" : PRINT #1," ";HS
880 LOCATE #1,3,12 : PRINT #
1,"SCORE"
890 LOCATE #1,2,24 : PRINT #
1,CHR$(239)+CHR$(128)+CHR$(2
39)+CHR$(128)+CHR$(239)
900 LOCATE 12,25 : PRINT STR
ING$(29,CHR$(206));
910 PLOT 170,0 : DRAW 170,40
0,1
920 MOVE 170,14 : DRAW 640,1
4,2
930 MOVE 170,16 : DRAW 640,1
6,2
940 MOVE 180,18 : DRAW 630,1
8,2
950 MOVE 200,20 : DRAW 620,2
0,2
960 MOVE 230,22 : DRAW 590,2
2,2
970 MOVE 270,24 : DRAW 550,2
4,2
980 MOVE 320,26 : DRAW 500,2
6,2
990 MOVE 380,28 : DRAW 440,2
8,2
1000 T=20 : S=0 : V=3 : X=0
: Y=0 : A=0
1010 REM
1020 REM BOUCLE PRINCIPALE
1030 REM
1040 I(1)=INT(RND*25)+13:I(2
)=INT(RND*25)+13 : I(3)=INT(
RND*25)+13
1050 C(1)=L(1) : C(2)=L(2) :

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C(3)=L(3)
1060 FOR J=1 TO 22
1070 PLOT RND*430+170,RND*38
0+35,1
1080 CALL &BD19
1090 LOCATE I(1),J : PRINT C
HR$(128)+CHR$(8)+CHR$(10)+CH
R$(C(1));
1100 LOCATE I(2),J : PRINT C
HR$(128)+CHR$(8)+CHR$(10)+CH
R$(C(2));
1110 LOCATE I(3),J : PRINT C
HR$(128)+CHR$(8)+CHR$(10)+CH
R$(C(3));
1120 T=T+INKEY(1)-INKEY(8)
1130 IF T<13 THEN T=13
1140 IF T>39 THEN T=39

1150 LOCATE T-1,23 : PRINT C
HR$(128)+CHR$(239)+CHR$(128)
;
1160 IF J=22 THEN IF I(1)=T
AND C(1)=252 OR I(2)=T AND C

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OVE I(1)*16-14,A : DRAWR 8,0
;0 : MOVER -6,-1 : DRAWR 4,0
;0 : IF A<17 THEN 1880
1280 IF TEST(I(2)*16-9,A)=2
AND C(2)=252 THEN C(2)=0 : M
OVE I(2)*16-14,A : DRAWR 8,0
;0 : MOVER -6,-1 : DRAWR 4,0
;0 : IF A<17 THEN 1880
1290 IF TEST(I(3)*16-9,A)=2
AND C(3)=252 THEN C(3)=0 : M
OVE I(3)*16-14,A : DRAWR 8,0
;0 : MOVER -6,-1 : DRAWR 4,0
;0 : IF A<17 THEN 1880
1300 NEXT A
1310 A=0
1320 LOCATE #1,3,14 : PRINT
#1,S
1330 GOTO 1040
1340 REM
1350 REM EXPLOSION DE LA FUS
EE
1360 REM
1370 FOR A=0 TO 20

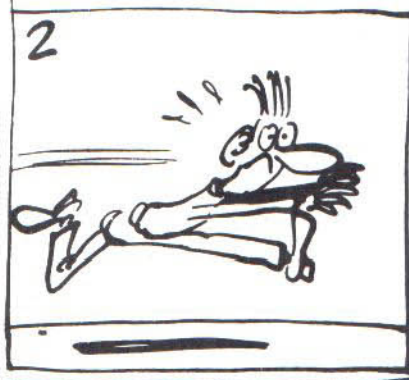
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1510 REM
1520 R=1 : AFTER 30 GOSUB 16
10
1530 FOR C=40 TO 400 STEP 40
1540 SOUND 1,C/40,2,5,0,0,3
: MOVE T*16-10,40 : DRAWR 0
,C,0 : DRAWR 0,C,1
1550 NEXT C
1560 IF T=I(1) AND C(1)=252
THEN 1650
1570 IF T=I(2) AND C(2)=252
THEN 1660
1580 IF T=I(3) AND C(3)=252
THEN 1670
1590 C=0
1600 GOTO 1180
1610 R=0 : RETURN
1620 REM
1630 REM EXPLOSION DES BOMBE
S
1640 REM
1650 C(1)=0 : LOCATE I(1),J+
1 : PEN 3: PRINT CHR$(238); :
PEN 1: GOTO 1680
1660 C(2)=0 : LOCATE I(2),J+
1 : PEN 3: PRINT CHR$(238); :
PEN 1: GOTO 1680
1670 C(3)=0 : LOCATE I(3),J+
1 : PEN 3: PRINT CHR$(238); :
PEN 1
1680 SOUND 1,200,10,7,0,0,1
1690 FOR A=0 TO 50 : NEXT A
1700 A=0
1710 S=S+30-J
1720 IF S>HS THEN HS=S
1730 LOCATE #1,3,14 : PRINT
#1,S
1740 LOCATE #1, 3,6 : PRINT
#1,HS
1750 IF C(1)=0 AND C(2)=0 AN
D C(3)=0 THEN GOSUB 1770 : G
OTO 1040
1760 GOTO 1180
1770 LOCATE 13,J+1 : PRINT S
FACE$(27);
1780 IF D<>3 THEN RETURN
1790 LOCATE #1,3,18 : PRINT
#1,"BONUS";
1800 S=S+50
1810 IF S>HS THEN HS=S
1820 LOCATE #1,3,14 : PRINT
#1,S
1830 LOCATE #1,3,6 : PRINT
#1,HS
1840 FOR A=0 TO 300 : NEXT A
1850 A=0
1860 LOCATE #1,3,18 : PRINT
#1," "
1870 RETURN
1880 X=XPOS : Y=YPOS+20 : IN
K 3,14,23
1881 PRINT CHR$(23)+CHR$(1)
1882 FOR I=0 TO 20
1890 SOUND 1,100+3*I,I/2+5,7
-I/4,,1
1900 MOVE X,Y
1910 DRAWR (RND*2-1)*I,RND*1
5*I+30,3
1920 NEXT I
1925 PRINT CHR$(23)+CHR$(0)
1930 LOCATE 20,12:PRINT "FIN
DE PARTIE";
1940 FOR A=0 TO 3000:NEXT A
1950 IF S>HS THEN HS=S
1960 GOTO 680

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JEU REMETTEZ CETTE B.D. DANS LE BON ORDRE CHRONOLOGIQUE.



Solution : 3/2/4/2

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(2)=252 OR I(3)=T AND C(3)=2
52 THEN 1370
1170 IF INKEY(47)=0 AND R=0
THEN 1490
1180 NEXT J
1190 REM
1200 REM IMPACT DES BOMBES
1210 REM
1220 IF C(1)=252 THEN LOCATE
I(1),23:PRINT CHR$(128);
1230 IF C(2)=252 THEN LOCATE
I(2),23:PRINT CHR$(128);
1240 IF C(3)=252 THEN LOCATE
I(3),23:PRINT CHR$(128);
1250 SOUND 1,20,2,7,0,0,4
1260 FOR A=28 TO 14 STEP -2
1270 IF TEST(I(1)*16-9,A)=2
AND C(1)=252 THEN C(1)=0 : M

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1380 SOUND 1,RND*100+10,1,7,
0,0,RND*15
1390 MOVE T*16-10,32 : DRAWR
(RND-0.5)*80,RND*55,3
1400 NEXT A
1410 V=V-1 : IF V=0 THEN 193
0
1420 LOCATE #1,2+2*V,24 : PR
INT #1," ";
1430 FOR A=0 TO 300 : NEXT A
1440 FOR Y=23 TO 19 STEP -1
1450 LOCATE 12,Y:PRINT SPACE
$(29)
1460 NEXT Y
1470 A=0 : Y=0
1480 GOTO 1040
1490 REM
1500 REM TIR LASER

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