

SOUCOUBE

Tel un invincible héros de science-fiction, affrontez maints dangers aux commandes de votre cuper soucoupe.

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Mode d'emploi :

Lors de la frappe de ce programme, soyez attentif aux lignes 7150 à 7210. Les "j" minuscules correspondent au caractère de code ASCII 233. L'appui sur la touche CLR affiche le caractère désiré, en tapant au préalable KEY DEF 16, 1, 233.

Vous avez la possibilité d'interrompre la présentation, en appuyant un instant sur la barre d'espace. Choisissez ensuite l'option "touches" ou "manette". Vous devez, aux commandes de votre soucoupe, éviter divers obstacles et atterrir sans encombre sur une petite plate forme bleue. Vous aurez à affronter des missions de plus en plus dangereuses, dont voici la plus périlleuse : tenter d'atterrir sur une base sous un feu nourri, pour la défendre ensuite contre l'ennemi et désamorcer une bombe posée par un saboteur.

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10 REM (c) E.B. & Hebdo
20 HC=100:NC$="AMSTRAD"
30 SYMBOL AFTER(32)
40 SYMBOL 143,0,88,56,106,11
0,20,24,0
50 SYMBOL 238,0,0,1,31,53,29
,0,0
60 SYMBOL 239,0,0,128,240,92
,216,0,0
70 SYMBOL 144,0,24,0,66,66,0
,24,0
80 SYMBOL 210,0,0,31,42,31,6
,0,0
90 SYMBOL 212,0,16,44,30,78,
0,34
100 SYMBOL 213,130,0,52,220,
48,2,32,132
110 SYMBOL 240,0,0,3,15,3,0,
0,0
120 SYMBOL 241,0,0,192,240,1
92,0,0,0
130 SYMBOL 211,0,0,248,84,24
8,96,0,0
140 SYMBOL 161,0,2,2,18,36,1
20,32,16
150 ENV 1,1,15,100
160 ENV 2,10,1,1,7,-1,5,1,0,
20
170 ENV 3,1,2,1,1,10,3,9,-1,
5
180 ENT 1,30,1,1,1,-30,5,30,
1,1,1,-30,5,30,1,1
190 ENT 2,10,-1,1,30,1,1,1,0
,60
200 ENT 3,20,10,5,20,5,5
210 ENT 4,10,-1,1,30,1,1,10,
6,2
220 REM -- PRESENTATION --
230 DIM C(10)
240 FOR N= 1 TO 2
250 SOUND 1,119,100,4,2,1:SO
UND 2,95,100,4,2,1:SOUND 4,8
0,100,4,2,1
260 SOUND 1,119,100,4,2,2,8:
SOUND 2,95,100,4,2,1,1
270 SOUND 1,119,100,10,1:SOU
ND 2,95,100,10,1:SOUND 4,80,
200,10,1
280 NEXT
290 MODE 0
300 INK 0,0:BORDER 0,1
310 INK 2,6
320 INK 3,11
330 INK 4,19
340 INK 5,22
350 SPEED INK 5,5
360 INK 1,24:PEN 5
370 LOCATE 6,4:PRINT "SOUCOU
PE":PEN 1
380 PLOT 100,280,2:DRAW 480,
280,2
390 DRAW 480,380,2:DRAW 100,
380,2:DRAW 100,280,2
400 PLOT 90,270,4:DRAW 495,2
70,4
410 DRAW 495,390,4:DRAW 90,3
90,4:DRAW 90,270,4
420 FOR N= 100 TO 105:PLOT 1
50,N,1:DRAW 300,0,1:NEXT
430 FOR N= 105 TO 150:PLOT N
+45,N:DRAW 300-2*(N-105),0,
2:NEXT
440 PLOT 195,150,4:DRAW 250,
180,4:DRAW 350,180,4:DRAW 40
5,150,4
450 PLOT 195,150,4:DRAW 405,
150,4:PLOT 195,151,4:DRAW 40
4,151,4
460 PLOT 150,105,3:DRAW 195,
150,3
470 PLOT 180,105,3:DRAW 210,
150,3
480 PLOT 220,105,3:DRAW 240,
150,3
490 PLOT 270,105,3:DRAW 275,
150,3
500 PLOT 320,105,3:DRAW 315,
150,3
510 PLOT 370,105,3:DRAW 350,
150,3
520 PLOT 415,105,3:DRAW 377,
150,3
530 PLOT 450,105:DRAW 405,15
0,3
540 PLOT 200,95,3:DRAW 400,9
5,3
550 PLOT 199,93,1:DRAW 398,9
3,1
560 PLOT 300,180,5:DRAW 0,6
0,5:PLOTR 0,0,2:PLOTR 0,1,2
570 REM --- ANIMATION ---
580 PLOT 70,200,3:TAG:PRINT
CHR$(210);CHR$(211);
590 XX=XP0S:IF INKEY(47)<>-1
THEN 690
600 FOR Y= 200 TO 30 STEP -1
610 MOVE 70,Y:TAG:PRINT CHR$(
210);CHR$(211);:NEXT:IF INK
EY(47)<>-1 THEN 690
620 FOR X=70 TO 660:MOVE X,3
0:TAG:PRINT CHR$(210);CHR$(2
11);:NEXT:IF INKEY(47)<>-1 T
HEN 690
630 FOR X=-100 TO 200:MOVE X
,30:TAG:PRINT"SPACE"+ CHR$(2
10);CHR$(211);:NEXT:IF INKEY
(47)<>-1 THEN 690
640 FOR Y=30 TO -10 STEP -1:
MOVE 366,Y:TAG:PRINT CHR$(21
0);CHR$(211);:NEXT
650 BORDER 1:INK 5,14,5
660 WHILE INKEY(47)=-1:WEND
670 DATA 8,1,0,2,9
680 DATA 74,75,72,73,76
690 MODE 1:BORDER 1
700 PEN 2:TAGOFF:PRINT:PRINT
TAB(10);"**** SOUCOUBE ****
":PRINT
710 WHILE INKEY$<>"" :WEND:A$
=" MANETTES OU TOUCHES [M]
[ ] "
720 WHILE T$="" :B$=RIGHT$(A$
,1)
730 PRINT "X":LOCATE 2,4:PRI
NT A$
740 PRINT "X"
750 T$=INKEY$:A$=B$+LEFT$(A$
,LEN(A$)-1):WEND
760 IF UPPER$(T$)="M" THEN R
ESTORE 680:GOTO 790
770 IF UPPER$(T$)="T" THEN R
ESTORE 670:GOTO 790
780 T$="" :GOTO 710
790 READ GA,DA,HA,BA,FE
800 REM --- VARIABLES ----
810 X=320:Y=400
820 TX=TIME/300
830 BOX=0
840 SC=0
850 AC=0:TA=0
860 VA=4:VB=VA
870 CA=300
880 TA=0
890 G=0
900 REM ----- ENTREE ----
910 TAGOFF:MODE 1
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920 WINDOW #1,1,40,24,25
930 WINDOW #0,1,40,1,23
940 CLS #1:CLS
950 PEN #1,0:PAPER #1,1
960 CLS #1
970 LOCATE #1,1,2:PRINT #1,"
Temps "
980 LOCATE #1,1,1:PRINT #1,"
Soucoupe ";STRING$(VA,CHR$(2
10))
990 LOCATE #1,15,1:PRINT #1,
"Carburant ";PRINT"ENTREE"
1000 FOR N= 30 TO 40:PLOT 1,
N,2:DRAWR 640,0,2:NEXT
1010 FOR N= 1 TO 10:PLOT N,4
0,2:DRAWR 0,340,2:NEXT
1020 FOR N= 630 TO 640:PLOT
N,40,2:DRAWR 0,340,2:NEXT
1030 FOR N= 200 TO 250:PLOT
N,41,3:DRAWR 0,15,3:NEXT
1040 RESTORE 3980:FOR N=1 TO
3:READ RX,RY:LOCATE RX,RY:P
RINT CHR$(213):READ RX,RY:LO
CATE RX,RY:PRINT CHR$(143):N
EXT
1050 PLOT X,Y,3:TAG
1060 REM --- ANIMATION ---
1070 TAG:=MOVE X,Y:PRINT CHR
$(210)+CHR$(211);
1080 X=X+2*SGN(INKEY(DA))-INK
EY(GA))
1090 Y=Y+2*SGN(INKEY(HA))-INK
EY(BA))-G
1100 G=G+0.05-SGN(INKEY(HA)+
1)
1110 CA=CA-(INKEY(HA)+1)-(IN
KEY(BA)+1)
1120 IF G<2 THEN G=2
1130 IF G<-1 THEN G=-1
1140 LOCATE #1,25,1:PRINT #1
,CA
1150 IF CA<1 THEN 1390
1160 IF TEST(X+19,Y+6)<>0 OR
TEST(X+16,Y-16)<>0 THEN 12
20
1170 IF TEST(X-2,Y-8)<>0 OR
TEST(X+30,Y-8)<>0 THEN 1220
1180 IF TEST(X+2,Y-14)<>0 OR
TEST(X+24,Y-14)<>0 OR TEST(
X+8,Y+2)<>0 THEN 1220
1190 TRX=TIME/300
1200 LOCATE #1,8,2:PRINT #1,
TRX-TX
1210 GOTO 1070
1220 REM ----- TEST -----
1230 A=REMAIN(0)
1240 IF TEST(X+2,Y-14)=3 AND
TEST(X+24,Y-14)=3 OR TEST(X
+2,Y-16)=3 AND TEST(X+24,Y-1
6)=3 THEN GOTO 1340
1250 IF VA<1 THEN 1390
1260 SOUND 1,239,50,10,1,2,5
1270 GOSUB 5290:REM ** EXPL

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OSION **
1280 VA=VA-1
1290 VB=VA:X=320:Y=400:PLOT
1,1,3
1300 IF TA<0 THEN TAGOFF:CL
S
1310 ON TA GOSUB 1630,1870,2
120
1320 CLS #1:LOCATE #1,1,2:PR
INT #1,"Temps ":LOCATE #1,1,
1:PRINT #1,"Soucoupe ";SPACE
$(VA):LOCATE #1,1,1:PRINT #1
,"Soucoupe ";STRING$(VA,CHR$(
210)):LOCATE #1,15,1:PRINT
#1,"Carburant "
1330 GOTO 1060
1340 REM ----- REUSSI -----
1350 TA=TA+1:ON TA GOSUB 150
0,1760,2020
1360 IF TA=4 THEN GOTO 2310
1370 TX=TIME/300
1380 GOTO 1060
1390 REM -- PREMIERE FIN -
1400 MODE 0:INK 2,1,6:PEN 2:
FOR N=0 TO 3:A=REMAIN(N):NEX
T:IF INKEY$(") THEN GOTO 13
90
1410 PRINT:PEN 1:PRINT"*";:P
EN 3:PRINT"*";:PEN 2:PRINT"
ZFIN DE PARTIEZ";:PEN 3:PRI
NT" *";:PEN 1:PRINT"*"
1420 PRINT:PEN 1:INFUT"Nom "
;NOM$
1430 IF NOM$="" THEN NOM$="A
nalphabete"
1440 PEN 2:PRINT:PRINT NOM$;
" ";SC
1450 IF SC>HC THEN NC$=NOM$:
HC=MAX(SC,HC):PRINT
1460 INK 6,22:PEN 6:PRINT:PR
INT "Record :":HC:PRINT:PRINT
"De X"+NC$+"X"
1470 INK 1,24:INK 2,6
1480 FOR N=1 TO 3000:NEXT
1490 MODE 1:T$="":PEN 1:GOTO
690
1500 REM --- TABLEAU I ---
1510 SC=SC+100-ROUND(TIME/30
0-TX)
1520 BOX=(RND+2)*(SC/15+5)
1530 BCX=BOX*(RND*5+5)
1540 GOSUB 5230:REM MUSIQUE
1550 TAGOFF:LOCATE 1,24:FOR
N= 1 TO 30:PRINT:NEXT
1560 IF VA<VB THEN VB=VA:GO
TO 1630
1570 CLS #1:LOCATE #1,1,1:PRI
NT #1,"Score ";SC;" Bonus "
1580 FOR N= 1 TO 2000:NEXT:P
EN #1,2:FOR N= 1 TO BOX:LOCA
TE #1,20,1:PRINT CHR$(7):PRI
NT #1,N:NEXT
1590 PEN #1,1:FOR N=1 TO 200

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0:NEXT
1600 SC=SC+BOX
1610 PRINT #1,"Bonus carbura
nt:";BCX
1620 CA=CA+BCX
1630 FOR N= 30 TO 40:PLOT 1,
N,2:DRAWR 640,0,2:NEXT:FOR N
= 1 TO 10:PLOT N,40,2:DRAWR
0,340,2:NEXT:FOR N= 630 TO 6
40:PLOT N,40,2:DRAWR 0,340,2
:NEXT
1640 FOR N=200 TO 210:PLOT 1
,N,2:DRAWR 250,0,2:NEXT
1650 FOR N=200 TO 210:PLOT 3
50,N,2:DRAWR 290,0,2:NEXT
1660 FOR N=7 TO 33 STEP 4:LO
CATE N,18:PRINT CHR$(213):LO
CATE N+2,18:PRINT CHR$(143):
NEXT:FOR N=400 TO 450:PLOT N
,200,3:DRAWR 0,15,3:NEXT:PLO
T 350,210,2:DRAW 350,300,2:P
LOT 250,210,2:DRAW 250,300,2
1670 PEN #1,0:CLS #1:LOCATE
#1,1,2:PRINT #1,"Temps "

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1680 LOCATE #1,1,1:PRINT #1,
"Soucoupes ";STRING$(VA,CHR$(
210))
1690 EVERY 60 GOSUB 1720
1700 LOCATE #1,15,1:PRINT #1
;"Carburant ":LOCATE #0,1,1:
PRINT TAB(6);"Tableau I"
1710 SA=250:SB=350:X=320:Y=8
0:PLOT X,Y,3:AC=1:TX=TIME/30
0:RETURN
1720 SA=SA+1:SB=SB-1
1730 PLOT SA,200,1:DRAWR 0,1
0,1
1740 PLOT SB,200,1:DRAWR 0,1
0,1
1750 MOVE X,Y:RETURN
1760 REM -- Tableau II ---
1770 SC=SC+150-ROUND(TIME/30
0-TX)
1780 BOX=(RND+1)*(SC/15+2)
1790 GOSUB 5230:REM MUSIQUE
1800 TAGOFF:LOCATE 1,24:FOR
N= 1 TO 30:PRINT:NEXT
1810 IF VA<>VB THEN VB=VA:GO
TO 1860
1820 CLS#1:LOCATE #1,1,1:PRI

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NT #1,"Score ";SC;" Bonus "
1830 FOR N=1 TO 2000:NEXT:PE
N #1,2:FOR N=1 TO BOX:LOCATE
#1,20,1:PRINT #1,N:PRINT CH
R$(7):NEXT
1840 SC=SC+BOX:BCX=BOX*(RND*
5+5)
1850 PRINT #1,"Bonus carbu
rant ";BCX
1860 FOR N=1 TO 2000:NEXT:PE
N #1,0
1870 FOR N= 30 TO 40:PLOT 1,
N,2:DRAWR 640,0,2:NEXT:FOR N
= 1 TO 10:PLOT N,40,2:DRAWR
0,340,2:NEXT:FOR N= 630 TO 6
40:PLOT N,40,2:DRAWR 0,340,2
:NEXT
1880 FOR N= 300 TO 310:PLOT
200,N,2:DRAWR 200,0,2:NEXT
1890 FOR N= 200 TO 210:PLOT
200,N,2:DRAWR 50,0,2:PLOT 35
0,N,2:DRAWR 50,0,2:NEXT
1900 PLOT 250,200,2:DRAW 250
,100,2:PLOT 350,200,2:DRAW 3
50,100,2
1910 PLOT 100,310,2:DRAW 540
,310,2
1920 FOR N=300 TO 350:PLOT N
,300,3:DRAWR 0,15,3:NEXT
1930 CLS #1:LOCATE #1,1,2:PR
INT #1,"Temps ":LOCATE #1,1,
1:PRINT #1,"Soucoupes ";STRI
NG$(VA,CHR$(210)):LOCATE #1,
15,1:PRINT #1,"Carburant ":L
OCATE #0,1,1:PRINT TAB(6);"T
ableau II"
1940 EVERY 25 GOSUB 1970
1950 FOR N= 200 TO 210:PLOT
N,200:DRAWR 0,100,2:PLOT N+1
90,200,2:DRAWR 0,100,2:NEXT
1960 SA=10:SB=630:SH=40:AC=2
:X=300:Y=250:PLOT X,Y,3:RETU
RN
1970 REM --- FERMETURE ---
1980 SA=SA+1:PLOT SA,310,1
1990 SB=SB-1:PLOT SB,310,1
2000 SH=SH+1:PLOT 10,SH,1:DR
AWR 620,0,1
2010 PLOT 1,1,3:MOVE X,Y:RET
URN
2020 REM -- Tableau III --
2030 SC=SC+100-ROUND(TIME/30
0-TX):BCX=10
2040 BOX=RND*(SC/30+1)
2050 GOSUB 5230
2060 TAGOFF:LOCATE 1,24:FOR
N= 1 TO 30:PRINT:NEXT
2070 IF VA<>VB THEN VB=VA:GO
TO 2120
2080 CLS#1:LOCATE #1,1,1:PRI
NT #1,"Score ";SC;" Bonus "
2090 FOR n= 1 TO 2000:NEXT:P
EN #1,2:FOR N= 1 TO BOX:LOCA
TE #1,20,1:PRINT CHR$(7):PRI
NT #1,N:NEXT
2100 PEN #1,0:FOR N=1 TO 200
0:NEXT
2110 SC=SC+BOX:CA=CA+BCX:FRI
NT #1,"Bonus carburant ";BCX
2120 FOR N= 30 TO 40:PLOT 1,
N,2:DRAWR 640,0,2:NEXT:FOR N
= 1 TO 10:PLOT N,40,2:DRAWR
0,340,2:NEXT:FOR N= 630 TO 6
40:PLOT N,40,2:DRAWR 0,340,2
:NEXT
2130 PLOT 100,300,2:DRAW 500
,300,2
2140 PLOT 80,140,1:DRAW 90,1

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50,1:PLOT 520,140,1:DRAW 510
,150,1
2150 PLOT 10,200,2:DRAW 60,1
30,2:DRAW 100,130,2:DRAW 150
,40,2:DRAW 450,40,2:DRAW 500
,130,2:DRAW 540,130,2:DRAW 6
40,200,2
2160 FOR N= 300 TO 340:PLOT
N,35,3:DRAWR 0,10,3:NEXT
2170 FOR N= 130 TO 140:PLOT
60,N,1:DRAWR 40,0,1:PLOT 500
,N,1:DRAWR 40,0,1:NEXT
2180 CLS #1:LOCATE #1,1,2:PR
INT #1,"Temps ":LOCATE #1,1,
1:PRINT #1,"Soucoupes ";STRI
NG$(VA,CHR$(210)):LOCATE #1,
15,1:PRINT #1,"Carburant ":L
OCATE #0,1,1:PRINT TAB(6);"T
ableau III"
2190 SXA=90:SYA=150:AXB=510:
SYB=SYA
2200 X=320:Y=390:AC=3:PLOT X
,Y,3:AFTER 100 GOSUB 2210:RE
TURN
2210 DEG:REM TIR
2220 IF X<320 THEN FX=SXA:FY
=SYA ELSE FX=SXB:FY=SYB
2230 DX=X+ROUND(RND*100-100)
:DY=Y+ROUND(RND*80-80)
2240 PLOT FX,FY,1:DRAW DX,DY
,1
2250 FOR N=1 TO 360 STEP 12
2260 PLOT DX+10*COS(N),DY+10
*SIN(N),1
2270 DRAW DX,DY,1:NEXT
2280 SOUND 1,239,50,10,1,2,5
:PLOT FX,FY,0:DRAW DX,DY,0:P
LOT 1,1,3:MOVE X,Y
2290 AFTER INT(RND*100)+N/2
GOSUB 2210
2300 RETURN
2310 REM *****
2320 REM ** FIN DE LA **
2330 REM * PREMIERE PARTIE*
2340 REM *****
2350 REM *****
2360 MODE 1:WINDOW #1,1,40,1
3,25
2370 PEN #1,0:PAPER #1,2:CLS
#1
2380 GOSUB 5230:GOSUB 5380:R
EM MUSIQUE
2390 REM Texte
2400 RESTORE 3800:WHILE INKE
Y$(<)"":WEND
2410 PRINT #1:FOR N=1 TO 4:R
EAD A$
2420 PRINT #1,A$:PRINT #1:NE
XT
2430 PRINT #1
2440 PRINT #1,"Pour continue
r [ XSPACEX J"
2450 WHILE INKEY(47)=-1:WEND
2460 CLS #1:PRINT #1
2470 FOR N=1 TO 4:PRINT #1:R
EAD A$
2480 PRINT #1,A$:NEXT
2490 PRINT #1:PRINT #1,"Pour
continuer [ XSPACEX J"
2500 WHILE INKEY(47)=-1:WEND
2510 FOR N=1 TO 4:READ A$:PR
INT #1:PRINT #1,A$:NEXT
2520 INPUT#1,"Voulez vous co
nsulter le mode d'emploi des
instruments ... (O/N) ";A$
2530 A$=UPPER$(A$):IF LEN(A$
)<>1 THEN 2520
ELSE IF A$=""

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" THEN MODE 1:CLS#1:GOSUB 45
30 ELSE 2540
2540 PRINT #1:PRINT #1,"Pour
continuer [ XSPACEX ]":WH
ILE INKEY(47)=-1:WEND
2550 CA=CA+SC/4+ROUND(RND*10
0):EN=0
2560 SC=SC+100:IF CA>400 THE
N CA=400
2570 MODE 1:WINDOW #1,4,37,4
,10
2580 PAPER #1,3:CLS #1:VF=0:
EF=0
2590 LOCATE #1,1,7:PEN #1,2:
PRINT #1,STRING$(34,CHR$(207
));
2600 PLOT 40,360,3:DRAW 600,
360,3:DRAW 600,230,3:DRAW 40
,230,3:DRAW 40,360,3
2610 FOR N=100 TO CA+100 STE
P 2
2620 PLOT N,150,2:DRAWR 0,6,
2:NEXT
2630 PLOT 40,360,3:DRAWR 5,-
5,3
2640 PLOT 600,360,3:DRAWR -5
,-5,3
2650 PLOT 600,230,3:DRAWR -5
,5,3
2660 PLOT 40,230,3:DRAWR 5,5
,3
2670 PLOT 50,130,1:DRAW 520,
130,1
2680 DRAW 520,170,1:DRAW 50,
170,1:DRAW 50,130,1
2690 LOCATE 5,16:PRINT"E":L
OCATE 12,22:PRINT"RADAR"
2700 REM VARIABLES
2710 Y=300:CO=CA:DI=0:ORI=
0:ANG=0
2720 AT=0:DT=0:TF=0:DET=0:AD
ET=DET
2730 ADIST=0:AANG=0:SA=0:AOR
I=ORI:AY=Y
2740 LOCATE 10,12:PRINT"ANGL
E:"ORI
2750 PEN 1:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
2760 LOCATE 24,12:PRINT "CHA
RGE:"SA"X"
2770 LOCATE 22,19:PRINT "BAS
ES:"STRING$(VA,CHR$(231))
2780 DEG:FOR N=1 TO 360 STEP
2::PLOT 100+60*COS(N),60+60
*SIN(N),2:NEXT:PLOT 100,120,
2:DRAWR 0,-120,2:PLOT 40,60,
2:DRAWR 120,0,2:REM BOUSSOLE
2790 REM * INITIALISATION *
2800 AFTER 1500,2 GOSUB 3530
:REM ENNEMI
2810 EVERY 50,1 GOSUB 3160
2820 PRINT CHR$(23)+CHR$(1)
2830 PLOT 1,1,1:MOVE 312,Y:T
AG #1:PRINT #1,CHR$(144);
2840 REM SAISIE DES TOUCHES
DEPLACEMENT
2850 Y=Y+2*SGN(INKEY(HA))-INK
EY(BA))
2860 ORI=ORI+2*SGN(INKEY(GA))
-INKEY(DA))
2870 IF INKEY(69)<>-1 THEN 3
050
2880 IF INKEY(FE)<>-1 THEN 3
370
2890 ON INKEY(71)+1 GOSUB 42
50
2900 IF Y>350 THEN Y=350
2910 IF Y<250 THEN Y=250
2920 IF ORI>=360 THEN ORI=0
2930 IF ORI<0 THEN ORI=358
2940 IF CA<0 THEN GOTO 3210
2950 ON EF GOTO 4350,4350,32
10
2960 IF EN>9 THEN 5740
2970 IF EF=0 AND VF=2 THEN G
OSUB 4450:VF=0
2980 IF AORI=ORI AND AY=Y TH
EN 2850
2990 SOUND 1,2000,8,2:PLOT 1
,1,1
3000 DI:MOVE 312,AY:TAG #1:P
RINT #1,CHR$(144);
3010 MOVE 312,Y:PRINT #1,CHR
$(144);
3020 LOCATE 16,12:PRINT USIN
G"###";ORI
3030 EI:AY=Y
3040 GOTO 2850
3050 SA=SA+1:IF SA>9 THEN SA
=9:GOTO 2850
3060 IF CA<=0 THEN 3210
3070 SOUND 1,60,2,5:LOCATE 3
1,12:PRINT"X"SA"X"
3080 CA=CA-6
3090 REM * CARBURANT *
3100 DI:FOR N=CO-2 TO CA STE
P -2
3110 PLOT N+100,150,3:DRAWR
0,6,3
3120 SOUND 1,60,2,5:SOUND 1,
60,2,0
3130 NEXT:EI:PLOT 1,1,1:MOVE
312,Y
3140 CO=CA:GOTO 2850
3150 REM ***** RADAR *****
3160 IF AORI=ORI AND AY=Y AN
D TF=0 THEN 3200
3170 BMX=XPOS:BY=YPOS
3180 PLOT 100,60,1:DRAW 100+
60*COS(AORI),60+60*SIN(AORI)
,1
3190 PLOT 100,60,1:DRAW 100+
60*COS(ORI),60+60*SIN(ORI),1
3200 AORI=ORI:MOVE BMX,BMY:R
ETURN
3210 REM *** EXPLOSION ***
3220 SPEED INK 5,5:C=4
3230 FOR N=1 TO 31:SOUND 2,0
,C,15,0,0,N
3240 NEXT:INK 1,24,15:INK 2,
3,17:INK 3,1,9
3250 SOUND 1,4,300,15,0,0,31
3260 SOUND 4,2000,300,10,2,1
,31
3270 OUT &BC00,13
3280 FOR N=1 TO 100
3290 OUT &BD00,2
3300 FOR T=1 TO 10:NEXT
3310 OUT &BD00,0:FOR T=1 TO
10:NEXT:NEXT
3320 INK 2,6:INK 1,24:INK 3,
11
3330 FOR N=0 TO 3:A=REMAIN(N
):NEXT
3340 CA=CA+100:VA=VA-1:IF CA
>400 THEN CA=400
3350 IF VA<=0 THEN PRINT CHR
$(23)+CHR$(0):GOTO 1390
3360 FOR N=1 TO 1000:NEXT:EF
=0:GOTO 2570
3370 REM ***** TIR *****
3380 IF TF=1 OR SA<=0 THEN 2
850
3390 DI:PLOT 40,310,2:DRAW 3
20,Y,2
3400 PLOT 40,290,2:DRAW 320,
Y,2
3410 PLOT 600,310,2:DRAW 320
,Y,2
3420 PLOT 600,290,2:DRAW 320
,Y,2:EI
3430 SA=SA-1:LOCATE 31,12:PR
INT"X"SA"X"
3440 SOUND 1,200,50,6,2,4,3:
SOUND 1,200,50,3,2,4,3:SOUND
1,200,50,0,2,4,3
3450 DI:PLOT 40,310,2:DRAW 3
20,Y,2
3460 PLOT 40,290,2:DRAW 320,
Y,2
3470 PLOT 600,310,2:DRAW 320
,Y,2
3480 PLOT 600,290,2:DRAW 320
,Y,2:EI
3490 TF=1:AT=ORI:DT=0:ADT=DT
3500 EVERY 25,0 GOSUB 4180
3510 GOTO 2850
3520 SOUND 1,200,50,6,2,4,3:
SOUND 1,200,50,3,2,4,3:SOUND
1,200,50,0,2,4,3
3530 REM * ALERTE ROUGE *
3540 IF TF=0 THEN 3560
3550 PLOT 100+DT*COS(AT),60+
DT*SIN(AT),1:A=REMAIN(0):TF=
0
3560 FOR N=1 TO 10
3570 PEN 2:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
3580 SOUND 1,250,40,5,2
3590 SOUND 2,300,40,8,1,2
3600 SOUND 1,250,40,0
3610 SOUND 2,300,40,0
3620 PEN 1:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
3630 NEXT
3640 EF=1:DET=60:ANG=INT(RND
*340)+10:STA=100
3650 PEN 2:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
3660 EVERY 80,2 GOSUB 3700
3670 BMY=YPOS:BMX=XPOS
3680 PLOT 100+DET*COS(ANG),6
0+DET*SIN(ANG),1
3690 AANG=ANG:ADET=DET:MOVE
BMX,BMY:RETURN
3700 REM * MUT ENNEMI *
3710 DET=DET-ROUND(STA/20):B
MY=YPOS:BMX=XPOS
3720 ANG=ANG+2
3730 IF DET<0 THEN EF=3:A=RE
MAIN(2)
3740 IF STA<0 THEN A=REMAIN(
2):EF=0:GOTO 3770
3750 PLOT 100+DET*COS(ANG),6
0+DET*SIN(ANG),1:PLOT 100+AD
ET*COS(AANG),60+ADET*SIN(AAN
G),1
3760 AANG=ANG:ADET=DET:MOVE
BMX,BMY:RETURN
3770 PEN 1:LOCATE 17,2:PRINT
STRING$(6,CHR$(233)):SC=SC+
20:EN=EN+1
3780 AFTER 600,2 GOSUB 3530:
IF TEST(100+ADET*COS(AANG),6
0+ADET*SIN(AANG))=0 THEN PLO
T 100+DET*COS(ANG),60+DET*SI
N(AANG),1 ELSE PLOT 100+ADET
*COS(AANG),60+ADET*SIN(AANG)
,1

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SOUCOUBE

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3790 GOTO 3760
3800 REM * Zone des DATAs *
3810 DATA Vous avez reussi
a atterrir sur la
3820 DATA base . Maintenant
defendez vous contre
3830 DATA l'envahisseur . De
truiuez le
3840 DATA Avant que lui ne v
ous detruise
3850 DATA Pour faire FEU . A
ppuyer sur
3860 DATA 10A10 .... Pour a
rmer les lasers
3870 DATA 10Z10 .... Pour a
nnuler un tir
3880 DATA 10FIRE40 ou 10COP
Y10 pour tirer
3890 DATA Attention l'effet
de ces lasers n'est pas imme
diat , il lui faut du temps
pour arriver jusqu'a sa ci
ble
3900 DATA 65,225,80,249,76,2
56,60,240
3910 DATA 108,288,111,299,10
0,295,50,250
3920 DATA 38,261,60,270,65,2
65,50,250
3930 DATA 38,262,50,250,52,2
45,56,240
3940 DATA 60,240
3950 DATA 211,331,221,399,25
6,399,268,390,274,385,270,37
5,261,369,250,360,230,360,21
7,367,207,375,203,385
3960 DATA 15,0,10,-5,0,-10,-
10,-5,-15,0,-10,5,0,10,10,5
3970 DATA 274,385,248,310,27
0,375,248,310,261,369,242,30
5,250,360,240,305,230,360,23
6,305,217,367,233,305,207,37
5,230,310
3980 DATA 12,12,5,19,30,7,20
,4,27,16,32,8
3990 DATA 1,2,11,10,14,20,8,
4,9,24
4000 DATA M,a,i,l,h,e,u,r,s,e,u,
s,e,m,e,n,t," ",u,n," ",S,A,
E,O,T,E,U,R,O,s,"r,e,s,t," "
i,n,t,r,o,d,u,i,t," ",d,a,n,
s," ",l,a," ",b,a,s,e,0
4010 DATA e,t," ",a," ",p,o,
s,e," ",u,n,e," ",b,o,m,b,e,
" ",a," ",r,e,t,a,r,d,e,m,e,
n,t
4020 DATA A," ",v,o,u,s," ",
," ",l,a," ",n,e,u,t,r,a,l,i,
s,e,r,0
4030 DATA e,n," ",t,r,o,u,v,
a,n,t," ",l,e," ",c,o,d,e,"
",d,e," ",q,u,a,t,r,e,0
4040 DATA C,H,I,F,R,E,S,"
",," ",A,v,a,n,t," ",l,a,"
",f,i,n," ",d,u," ",c,o,m,p,
t,e," ",0
4050 DATA a," ",r,e,b,o,u,r,
s,"",0
4060 DATA v,o,u,s," ",e,t,e,
s," ",a,i,d,e," ",p,a,r," ",
v,o,t,r,e," ",d,e,c,o,d,e,u,
r,0,*," ":c,h,i,f,f,r,e," "
,e,x,a,c,t," ",&," ",b,i,e,n,
," ",p,l,a,c,e,0
4070 DATA +," ":c,h,i,f,f,r,
e," ",e,x,a,c,t," ",m,a,i,s,
," ",m,a,l," ",p,l,a,c,e,0,-
," ":c,h,i,f,f,r,e," ",i,n,
e,x,a,c,t,0
4080 DATA 55,52,49,48,56,53,
50,247,57,54,51,161
4090 DATA 4,160,45,1,60,15,2
,159,15,1,80,15,2,190,15,1,7
1,15,2,179,15
4100 DATA 4,190,45,1,95,15,2
,213,15,1,89,15,2,169,15,1,1
27,15,2,128,15
4110 DATA 4,239,100,1,119,10
0,2,120,100
4120 REM ANIMATION DES ENCRE
S
4130 REM EFFET DE FLASH
4140 FOR V=1 TO 3
4150 C=C+1:IF C>10 THEN C=1
4160 INK V,C(C)
4170 NEXT:RETURN
4180 REM * MUT DU TIR *
4190 DT=DT+5:RX=XPOS:RY=YPOS
4200 PLOT 100+ADT*COS(AT),60
+ADT*SIN(AT),1:PLOT 100+DT*C
OS(AT),60+DT*SIN(AT),1
4210 ADT=DT:FA=ABS(AT-ANG):R
D=ABS(ET-DT)
4220 IF FA<10 AND RD<5 AND E
'F'>0 THEN 4290
4230 IF DT>60 THEN 4250
m,a,i,n,t,e,n,a,n,t," ",d,e,
4240 MOVE RX,RY:RETURN
4250 IF TF=0 THEN 4240
4260 SOUND 1,100,2,5:SOUND 1
,100,2,0
4270 PLOT 100+ADT*COS(AT),60
+ADT*SIN(AT),1
4280 TF=0:A=REMAIN(0):GOTO 4
240
4290 REM * ENNEMI TOUCHE *
4300 EF=2:DG=5*(10-RD)+(20-A
BS(HT-HE))+3*(10-FA)
4310 PEN 3:LOCATE 17,2:PRINT
STRING$(6,CHR$(233))
4320 STA=STA-DG:INK 3,1,6:PL
OT 100+COS(AT)*DT,60+SIN(AT)
*DT,1
4330 SOUND 1,300,50,4,3,2,6:
FOR N=1 TO 100:NEXT:INK 3,11
4340 SOUND 1,300,50,4,3,2,6:
TF=0:PEN 1:A=REMAIN(0):GOTO
4240
4350 REM AFFICHAGE SOUCOUBE
4360 RA=ORI-ANG
4370 IF VF=2 THEN GOSUB 4450
4380 IF EF=0 OR RA>16 OR RA<
-20 THEN VF=0 ELSE VF=1
4390 IF VF=0 THEN 2980
4400 PLOT 1,1,1
4410 IF DET<30 THEN CH=238 E
LSE CH=240
4420 DI:MOVE 320+(RA*10),300
4430 PRINT #1,CHR$(CH)+CHR$(
CH+1);:EI
4440 VF=2:ACH=CH:ARA=RA:GOTO
2980
4450 DI:PLOT 1,1,1:MOVE 320+
(ARA*10),300
4460 PRINT #1,CHR$(ACH)+CHR$(
ACH+1);:EI
4470 RETURN
4480 PLOT 3,0,1:DRAW 30,0,
1
4490 DRAW 3,-3,1:DRAW 0,-3
0,1
4500 DRAW -3,-3,1:DRAW -30
,0,1
4510 DRAW -3,3,1:DRAW 0,30
,1
4520 DRAW 3,3,1:RETURN
4530 REM Mode d'emploi des a
ppareils

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4540 PRINT#1,"Vous vous trouvez dans une base"
4550 PRINT#1,"utilisez la Manette ou les touches"
4560 PRINT#1,"pour diriger votre tourelle [";CHR$(&F2);CHR$(32);CHR$(&F3);"]"
4570 PRINT#1,"d'observation de gauche a droite"
4580 PRINT#1,"la ligne sur le radar indique la direction"
4590 PRINT#1,"d'observation . Lors d'une alerte"
4600 PRINT#1,"(sirene & voyant rouge) L'ennemi est"
4610 PRINT#1,"materialise sur le RADAR par un point"
4620 PRINT#1,"Mobile qui se rapproche du centre"
4630 PRINT#1,"Dirigez alors votre ligne d'observation"
4640 PRINT#1,"vers lui . Vous le verrez alors "
4650 PRINT#1,"apparaitre sur votre ecran principal"
4660 PRINT#1,": Ajustez le et apres avoir arme les"
4670 PRINT#1,"laser tirez jusqu'a ce qu'il disparaisse et que les voyants reviennent au"
4680 PRINT#1,"JAUNE et attendez une nouvelle alerte ..."
4690 RETURN
4700 REM COMPTE A REBOURS
4710 SOUND 5,100,15,10,2
4720 TEMPS=TEMPS-1
4730 IF TEMPS<0 THEN F=1:GOTO 4770
4740 A=INT(TEMPS/60)
4750 PRINT #1,TAB(5);USING"#";A;
4760 PRINT #1,"";USING"##";(TEMPS-A*60)
4770 T=TIME:RETURN
4780 REM * MESSAGE *
4790 ON M GOTO 4800,4810,4820,4830,4850,4860,4870
4800 PRINT #2,"Utilisez le PAVE NUMERIQUE":M=2:GOTO 4890
4810 PRINT #2,"pour entrer le code . ":M=3:GOTO 4890
4820 PRINT #2,"', ' Pour corriger (Delete)":M=4:GOTO 4890
4830 PRINT #2,"'ent' Pour valider le code"
4840 M=5:GOTO 4890
4850 PRINT #2,"Une reponse Inexacte ":M=6:GOTO 4890
4860 PRINT #2,"donne 5 secondes de temps ":M=7:GOTO 4890
4870 PRINT #2,TAB(2);"en MOINS "
4880 M=1:PRINT #2
4890 RETURN
4900 IF LEN(B$)=0 THEN 4940
4910 PAPER 0:X=POS(#0):Y=VPOS(#0):LOCATE X-1,Y:PRINT " ":LOCATE X-1,Y
4920 PAPER 2:L=LEN(B$):IF L<1 THEN 4940
4930 B$=LEFT$(B$,L-1)
4940 GOTO 6930
4950 REM *** EXPLOSION ***
4960 FOR N=0 TO 3:A=REMAIN(N):NEXT
4970 EVERY 5,0 GOSUB 4120
4980 FOR N=1 TO 31:SOUND 2,0,4,15,0,0,N
4990 NEXT:SOUND 1,4,300,15,0,0,31
5000 OUT &EC00,13
5010 FOR N=1 TO 60
5020 OUT &ED00,2
5030 FOR T=1 TO 10:NEXT
5040 OUT &ED00,0:FOR T=1 TO 10:NEXT:NEXT
5050 MODE 1:PAPER 0:PEN 1:LOCATE 10,10:PRINT" UNE BASE EN MOINS ! "
5060 FOR N=1 TO 2000:NEXT
5070 A=REMAIN(0):F=0:VA=VA-1
5080 INK 2,6:INK 1,24:INK 3,11
5090 IF VA<=0 THEN 1390
5100 GOTO 6100
5110 ON N GOTO 5120,5130,5140,5150
5120 IF A=M THEN 5190 ELSE 5160
5130 IF A=C THEN 5190 ELSE 5160
5140 IF A=D THEN 5190 ELSE 5160
5150 IF A=U THEN 5190 ELSE 5160
5160 EF=0
5170 IF A=M OR A=C OR A=D OR A=U THEN PRINT"+":SOUND 1,60,15,7:SOUND 4,0,15,7:EF=0:GOTO 5220
5180 SOUND 1,240,20,4,2:PRINT"-":GOTO 5220
5190 SOUND 1,30,10,7:SOUND 4,0,10,7
5200 SOUND 1,50,10,7:SOUND 4,0,10,7
5210 PRINT"*":EF=EF AND 1
5220 RETURN
5230 REM * MOTIF SONORE *
5240 SOUND 1,239,150,5,2:SOUND 2,239,50,5,2:SOUND 2,190,100,5,2:SOUND 4,239,100,5,2:SOUND 4,159,50,5,2
5250 SOUND 1,239,100,5,2:SOUND 2,179,100,5,2:SOUND 4,142,100,5,2
5260 SOUND 1,239,100,5,2:SOUND 2,190,100,5,2:SOUND 4,95,100,5,2
5270 SOUND 1,190,100,5,2:SOUND 2,119,100,5,2:SOUND 4,80,100,5,2
5280 RETURN
5290 REM ** EXPLOSION **
5300 PLOT 1,1,1
5310 MOVE X,Y:TAG
5320 PRINT CHR$(212)+CHR$(213);
5330 FOR N=10 TO 200 STEP 10
5340 FOR W=1 TO 10
5350 PLOT RND*N+X-N/2,RND*N+Y-N/2,1
5360 NEXT:NEXT:PLOT 1,1,3
5370 RETURN
5380 REM * DESSIN *
5390 PLOT 60,240,2:RESTORE 3900
5400 FOR N=1 TO 17:READ X,Y
5410 DRAW X,Y,2:NEXT
5420 A=250:FOR N=50 TO 59 STEP 0.25
5430 PLOT N,A,2:A=A-0.2
5440 DRAW 48,45,2:NEXT:PLOT 59,240:DRAW 45,48,2
5450 A=245:FOR N=52 TO 57 STEP 0.5
5460 PLOT N,A,2:A=A-0.4:NEXT
5470 FOR N=1 TO 100
5480 X=ROUND(RND*50)
5490 Y=ROUND(RND*50)+200
5500 A=Y-X-180
5510 B=3*X-5*Y+1100
5520 IF A>=0 AND B>=0 THEN PLOT X,Y,1
5530 NEXT
5540 PLOT 203,385:FOR N=1 TO 12
5550 READ X,Y:DRAW X,Y,2:NEXT
5560 PLOT 230,390,2:FOR N=1 TO 8
5570 READ X,Y:DRAW X,Y,2:NEXT
5580 RESTORE 3960
5590 PLOT 230,388,2:FOR N=1 TO 8
5600 READ X,Y:DRAW X,Y,2:NEXT
5610 FOR N=1 TO 7:READ SXA,SYA,SXB,SYB
5620 PLOT SXA,SYA,2:DRAW SXB,SYB
5630 NEXT
5640 PLOT 230,310,2:DRAW 233,305,2
5650 DRAW 240,305,2:DRAW 248,310,2
5660 FOR N=1 TO 100
5670 X=ROUND(RND*45)+225
5680 Y=ROUND(RND*20)+380
5690 A=3*X+Y-1045
5700 B=3*X-Y-380
5710 IF A>0 AND B<0 THEN PLOT X,Y,1
5720 NEXT
5730 RETURN
5740 REM * FIN *
5750 REM INITIALISATION
5760 FOR N=0 TO 3:A=REMAIN(N):NEXT
5770 MODE 1:PEN 3
5780 LOCATE 3,5:PRINT" BRAVO VOUS AVEZ REPOUSSE L'ATTACHE"
5790 C=1:PRINT CHR$(23)+CHR$(2)
5800 FOR Y=322 TO 337 STEP 2
5810 PLOT 48,Y,C:DRAW 550,0,C:C=C+1
5820 IF C>3 THEN C=1
5830 NEXT
5840 RESTORE 3990
5850 FOR X=1 TO 10
5860 READ C(X):NEXT:C=1
5870 GOSUB 5230:FOR N=1 TO 140:GOSUB 4120:NEXT
5880 PRINT CHR$(22)+CHR$(0)
5890 REM Texte
5900 EVERY 5,0 GOSUB 4120
5910 PRINT " ";:FOR N=1 TO 90
5920 READ A$:IF A$="" THEN PRINT:PRINT:PRINT" "; ELSE PRINT A$;
5930 SOUND 1,200,5,14,1,1:SOUND 1,4000,5,14,1,1

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SOUCOUBE

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5940 NEXT:BOX=CA+100*RND:PRI
NT:PRINT:Y=VPOS(#0)
5950 PEN 1:FOR N=BOX TO 0 ST
EF -4
5960 LOCATE 4,Y:PRINT "BONUS
:"N
5970 SOUND 1,0,7,2:NEXT:SC=S
C+BOX
5980 LOCATE 4,Y:PRINT "BONUS
: 0 SCORE:"SC;" BONUS VIE
":VA=VA+1
5990 WHILE INKEY$("<>"):"WEND
6000 PRINT:PRINT " SPACE
POUR CONTINUER "
6010 WHILE INKEY(47)=-1:WEND
6020 MODE 1:PRINT:PRINT " ";
6030 FOR N=1 TO 227:READ A$
6040 IF A$="0" THEN PRINT:PR
INT:PRINT " "; ELSE PRINT A
$;
6050 SOUND 1,200,5,14,1,1:SO
UND 1,4000,5,14,1,1:NEXT
6060 PRINT
6070 PRINT " SPACE POUR CON
TINUER "
6080 WHILE INKEY$("<>"):"WEND
6090 WHILE INKEY(47)=-1:WEND
:A=REMAIN(0)
6100 REM DESSIN
6110 MODE 1:INK 1,24:INK 2,6
:INK 3,11
6120 PRINT CHR$(23)+CHR$(0)
6130 PLOT 120,360,2:DRAW 310
,360,2
6140 DRAW 310,290,2:DRAW 120
,290,2
6150 DRAW 120,360,2
6160 PLOT 115,365,2:DRAW 315
,365,2
6170 DRAW 315,285,2:DRAW 115
,285,2
6180 DRAW 115,365,2
6190 PLOT 120,360,2:DRAW 115
,365,2
6200 PLOT 310,360,2:DRAW 315
,365,2
6210 PLOT 120,290,2:DRAW 115
,285,2
6220 PLOT 310,290,2:DRAW 315
,285,2
6230 FOR X=115 TO 315 STEP 4
6240 PLOT X,365,2:DRAW 5,10
,2
6250 NEXT:PLOT 115,365,2:DRA
W 120,375,2
6260 DRAW 320,375,2:DRAW 0,
-70,2
6270 DRAW 315,285,2
6280 FOR Y=360 TO 290 STEP -
4
6290 PLOT 315,Y,2:DRAW 5,5,
2:NEXT
6300 FOR X=122 TO 308 STEP 2
6310 PLOT X,358,2:DRAW 0,-6
5,1:NEXT
6320 PLOT 340,100,3:DRAW 0,
-5,3
6330 DRAW 80,95,3:DRAW 0,5,
3
6340 DRAW 340,100,3:DRAW 30
,60,3
6350 DRAW 0,-5,3:DRAW -30,
-60,3
6360 FOR Y=110 TO 180 STEP 1
0
6370 PLOT 100,Y,3:DRAW 0,-5
,3
6380 DRAW 80,0,3:DRAW 0,5,

```

```

3
6390 PLOT 180,Y-5,3:DRAW 185
,Y-2,3
6400 PLOT 90,Y+10,1:DRAW 80,
Y,1
6410 DRAW 120,0,1:DRAW 10,
20,1
6420 NEXT
6430 FOR X=210 TO 310 STEP 5
0
6440 FOR N=X TO X+25 STEP 2
6450 PLOT N,190,2:DRAW 0,-8
5,2
6460 NEXT:NEXT
6470 FOR Y=102 TO 190 STEP 6
6480 PLOT 336,Y,2:DRAW 25,5
0,2
6490 NEXT
6500 FOR Y=102 TO 190 STEP 6
6510 PLOT 236,Y,2:DRAW 25,5
0,2
6520 NEXT
6530 FOR Y=102 TO 190 STEP 6
6540 PLOT 286,Y,2:DRAW 25,5
0,2
6550 NEXT
6560 PLOT 80,190,3:DRAW 335,
190,3
6570 PLOT 80,192,0:DRAW 335,
192,0
6580 PLOT 80,194,0:DRAW 335,
194,0
6590 PLOT 80,195,0:DRAW 335,
195,0
6600 PLOT 80,195,3:DRAW 80,1
90,3
6610 PLOT 80,196,3:DRAW 335,
196,3
6620 PLOT 335,196,3:DRAW 335
,190,3
6630 PLOT 335,196,3:DRAW 30
,60,3
6640 PLOT 335,190,3:DRAW 30
,60,3
6650 FOR X=80 TO 335 STEP 2
6660 PLOT X,198,3:DRAW 30,6
0,3
6670 NEXT
6680 FOR X=454 TO 550 STEP 4
8
6690 FOR Y=88 TO 240 STEP 48
6700 MOVE X,Y:GOSUB 4480:NEX
T:NEXT
6710 PLOT 448,44,3:DRAW 448,
295,3
6720 DRAW 453,300,3:DRAW 588
,300,3
6730 DRAW 594,295,3:DRAW 594
,44,3
6740 DRAW 588,40,3:DRAW 455,
40,3
6750 DRAW 450,44,3
6760 FOR Y=44 TO 295 STEP 2
6770 PLOT 596,Y,2:DRAW 10,2
0,2:NEXT
6780 PLOT 606,315,2:DRAW 600
,320,2
6790 DRAW 590,302,2:PLOT 600
,320,2
6800 DRAW 464,320,2:DRAW 454
,302,2
6810 RESTORE 4080:PEN 1
6820 FOR X=30 TO 38 STEP 3
6830 FOR Y=12 TO 22 STEP 3
6840 READ A:LOCATE X,Y:PRINT

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CHR$(A)
6850 NEXT:NEXT
6860 REM ** DERNIERE PARTIE
6870 WINDOW #1,9,19,5,5:WIND
OW #2,1,26,21,24:PEN #2,1:PA
PER #2,0:CLS#2:F=0
6880 PEN #1,0:PAPER #1,1:PEN
3:T=TIME
6890 TEMPS=180:REM TEMPS INT
IAL
6900 U=INT(RND*9):D=INT(RND*
9):C=INT(RND*9):MI=INT(RND*9
)
6910 EVERY 50,0 GOSUB 4700:P
EN 0:B$=""
6920 EVERY 100,1 GOSUB 4780:
PAPER 2
6930 A$=INKEY$:IF F=1 THEN 4
950
6940 IF A$="" THEN 6930 ELSE
SOUND 1,30,10,7:SOUND 4,0,1
0,3,1
6950 IF ASC(A$)=13 OR A$="."
OR A$)="0" AND A$("<="9" THEN
6970
6960 GOTO 6930
6970 IF ASC(A$)=13 THEN GOTO
7020
6980 IF A$="." THEN GOTO 490
0
6990 IF LEN(B$)>=4 THEN B$=L
EFT$(B$,4):GOTO 6930
7000 B$=B$+A$

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7010 LOCATE 31,9:PRINT B$;:GOTO 6930
7020 FOR N=1 TO 4
7030 SOUND 1,30,10,7:SOUND 4,0,10,3,1:SOUND 1,50,10,7:SOUND 4,0,10,3,1:NEXT
7040 WHILE LEN(B$)<4:B$=B$+"0":WEND
7050 B$=LEFT$(B$,4):EF=1:LOCATE 31,9
7060 FOR N=1 TO 4:A$=MID$(B$,N,1)
7070 A=VAL(A$):GOSUB 5110:NEXT
7080 WHILE INKEY$<>"":WEND:IF EF=1 THEN 7120 ELSE DI:TEMPS=TEMPS-5:EI
7090 WHILE INKEY$="" AND F=0:7100 WEND
7110 PAPER 0:LOCATE 31,9:PRINT "      ":PAPER 2:B$="":GOTO 6930
7120 REM ** FIN DES FIN **
7130 A=REMAIN(0):A=REMAIN(1):PAPER 0
7140 PEN 3:CLS:PRINT CHR$(23)+CHR$(2):LOCATE 1,5
7150 PRINT TAB(5):"      iii
      i      iii i"

7160 PRINT TAB(5):"      i      i
      i      i      i      i"
7170 PRINT TAB(5):"      i      i
      i      i      i      i"
7180 PRINT TAB(5):"      i      i
      i      ii     i      i"
7190 PRINT TAB(5):"      i      i
      i      i      i      i"
7200 PRINT TAB(5):"      i      i
      i      i      i      "
7210 PRINT TAB(5):"      iii
      iii      i      i"
7220 C=1:FOR X=96 TO 496 STEP 2
7230 PLOT X,226,C:DRAW X,335,C
7240 C=C+1:IF C>3 THEN C=0
7250 NEXT:EVERY 5,0 GOSUB 4120
7260 PRINT:FEN 1
7270 PRINT TAB(5):"      BONUS :
      "
7280 FOR N=TEMPS TO 0 STEP -4
7290 LOCATE 3,16:PRINT"TEMPS :
      "N
7300 NEXT:SC=SC+TEMPS
7310 LOCATE 15,16:PRINT"50 x
      "STRING$(VA,CHR$(231)):SC=S
C+50*VA:EVERY 7 GOSUB 4120
7320 RESTORE 4090:CALL &BCA7:DI
7330 SOUND 1,119,50,4,3,3:SOUND 2,95,50,4,3,3:SOUND 4,159,50,4,3,3
7340 SOUND 1,95,50,4,3,3:SOUND 2,80,50,4,3,3:SOUND 4,60,50,4,3,3
7350 SOUND 1,80,50,4,3,3:SOUND 2,60,50,4,3,3:SOUND 4,41,50,4,3,3
7360 FOR N=1 TO 17:READ A,C,TEMPS:SOUND A,C,TEMPS,4,3:NEXT:EI
7370 PRINT:PRINT"      VOULEZ VOUS CONTINUER ? [O/N]"
7380 A$="":WHILE A$="":A$=INKEY$:WEND
7390 A$=UPPER$(A$):PRINT CHR$(23)+CHR$(0)
7400 IF A$="N" THEN 1390 ELSE IF A$="O" THEN 7410 ELSE 7370
7410 A=REMAIN(0):INK 1,24:INK 2,6
7420 INK 3,11:GOTO 800

```