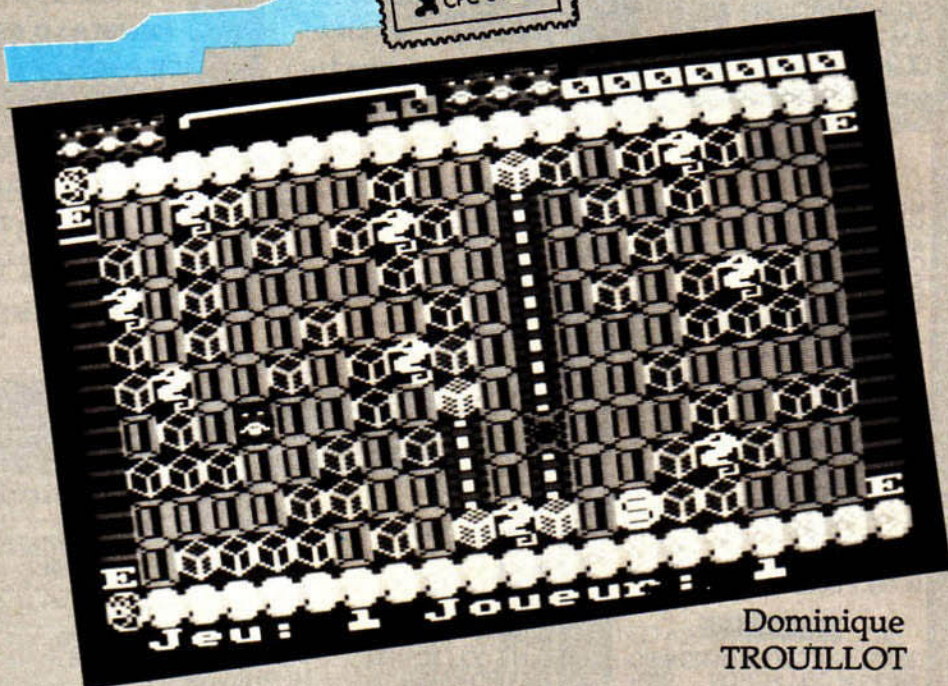


# DIABOLO

(7ème au concours Amstar)

**P**réparez-vous à pénétrer dans le premier des neuf labyrinthes qui vous sont offerts, à vous Dixy le petit crabe qui veut libérer les belles hippocampes. Dans chaque labyrinthe se trouvent des cubes rouges, bleus, verts, noirs et des lettres qui ont tous une fonction précise pour vous rendre bien entendu la tâche plus difficile. Alors, emparez-vous de la clé apparaissant à la fin de chaque tableau et vous pourrez ainsi libérer tout ce petit monde de l'empire de Diaboloclub!

Pour ce programme, aucune difficulté particulière puisqu'il n'est constitué que d'un seul listing Basic que vous sauvegarderez sous le nom de Diabolo. Le seul petit inconvénient est peut-être sa longueur mais, croyez-moi, vous serez récompensé de vos efforts...



Dominique  
TROUILLOT

```

10 CLEAR:MODE 1:PEN 1
20 INK 3,9:LOCATE 5,10:PRINT"POSSED
EZ VOUS UN MONITEUR ...":PRINT:PEN
2:PRINT TAB(5);"[1] COULEUR":PRINT:
PEN 3:PRINT TAB(5);"[2] VERT"
30 A$=INKEY$:IF A$="1" THEN ORDI=1
ELSE IF A$="2" THEN ORDI=2 ELSE GOT
D 30
40 KEY 9,"speed key 30,2"+CHR$(13):
DIM CUB1(4),CUB2(4),CUB3(4),CUB4(4)
:RANDOMIZE TIME:DIM aa(4):GOSUB 220
:GOSUB 1810
50 IF ORDI=2 THEN 60 ELSE FOR I=1 T
D 4:CUB1(I)=244:CUB2(I)=245:CUB3(I)
=246:CUB4(I)=247:NEXT I:GOTO 80
60 CUB1(1)=235:CUB2(1)=236:CUB1(2)=
244:CUB2(2)=245:CUB1(3)=237:CUB2(3)
=238:CUB1(4)=233:CUB2(4)=234
70 FOR I=1 TO 4:CUB3(I)=246:CUB4(I)
=247:NEXT I
80 GOTO 3540
90 MODE 1:FOR i=1 TO 200:PRINT:NEXT
100 S=1:PEN 2:LOCATE 2,8:INPUT"NOMB
RE DE JOUEUR :",nj:IF nj=0 OR nj>2
THEN 100
110 LOCATE 2,10:INPUT"NIVEAU DE DIF

```

&gt;PR

&gt;LP

&gt;UC

&gt;UL

&gt;NE

&gt;LD

&gt;NN

&gt;ZJ

&gt;DD

&gt;EK

&gt;BG

## Listing

```

FICULTE (1 a 3):",N:IF N<1 OR N>3 T
HEN 110
120 MODE 0
130 IF N=1 THEN T(1)=N:T(2)=N ELSE
IF N=2 THEN T(1)=4:T(2)=4 ELSE IF N
=3 THEN T(1)=7:T(2)=7
140 IF nj=1 THEN T(2)=0
150 SPEED KEY 1,1
160 ON T(S) GOSUB 1700,1710,1720,17
30,1740,1750,1760,1770,1780
170 KEY 9,"SPEED KEY 30,2"+CHR$(13)
180 VIE(1)=CHOIN:VIE(2)=CHOIN
190 GOSUB 1880
200 GOTO 960
210 '** REDEFINITION DE CARRACTERES
220 SYMBOL AFTER 48
230 SYMBOL 48,254,206,206,214,230,2
30,254,0
240 SYMBOL 49,56,24,24,24,126,126,1
26,0
250 SYMBOL 50,252,4,6,254,192,192,2
54,0

```

&gt;EC

&gt;HR

&gt;6H

&gt;JW

&gt;BD

&gt;JA

&gt;FA

&gt;DU

&gt;JU

&gt;JW

&gt;XD

&gt;AR

&gt;FD

&gt;AP

&gt;HJ

51,255

51,255

# PROGRAMMES

```

410 SYMBOL 148,126,189,195,179,179. >ME
179,179,179
420 SYMBOL 149,179,179,179,179,179. >MG
195,189,126
430 SYMBOL 150,195,102,60,60,165,66 >GL
,36,66
440 SYMBOL 151,129,66,66,165,60,60. >HF
102,195
450 SYMBOL 152,0,60,126,78,215,219. >HD
219,219
460 SYMBOL 153,219,219,219,215,78,1 >HF
26,60,0
470 SYMBOL 154,0,60,126,126,195,191 >JW
,191,191
480 SYMBOL 155,195,253,253,253,195. >JB
126,60,0
490 SYMBOL 156,0,60,126,126,195,219 >JD
,219,219
500 SYMBOL 157,195,223,223,223,94,1 >HU
26,60,0
510 SYMBOL 158,0,0,0,15,31,24,24,24 >AF
520 SYMBOL 159,0,0,0,255,255,0,0,0 >AN
530 SYMBOL 160,0,0,0,240,248,24,24. >CC
24
540 SYMBOL 161,24,24,24,31,15,0,0,0 >AC
550 SYMBOL 163,60,66,153,165,153,66 >GG
,60,24
560 SYMBOL 164,24,24,24,24,24,31,31 >DY
,21
570 SYMBOL 165,0,60,126,62,28,28,52 >DY
,48
580 SYMBOL 166,112,112,115,62,60,60 >FF
,56,0
590 SYMBOL 167,0,0,0,60,126,126,255 >EY
,255
600 SYMBOL 168,255,255,255,255,255. >KX
126,60,24
610 SYMBOL 169,66,129,195,102,102,0 >HR
,36,102
620 SYMBOL 170,0,60,24,66,189,24,24 >CW
,0
630 SYMBOL 171,56,68,186,162,186,68 >FU
,56,0
640 SYMBOL 233,0,0,16,28,20,20,0,64 >AG
650 SYMBOL 234,112,80,80,0,0,0,0,0 >AG
660 SYMBOL 235,0,0,28,28,24,20,0,11 >BV
2
670 SYMBOL 236,112,96,80,0,0,0,0,0 >AU
680 SYMBOL 237,0,0,20,20,20,28,8,80 >BH
690 SYMBOL 238,80,80,112,32,0,0,0,0 >BC
700 SYMBOL 252,127,127,127,127,127. >MB
127,127,127
710 SYMBOL 253,255,255,255,255,255. >MW
255,255,255
720 SYMBOL 254,240,240,240,240,255. >MX
255,255,255
730 SYMBOL 255,15,15,15,15,255,255. >HG
255,255
740 SYMBOL 240,28,54,231,255,31,15. >GD
62,126
750 SYMBOL 241,124,112,124,62,1,13. >EL
9,15
760 SYMBOL 242,0,20,36,16,6,15,62,1 >CM
20
770 SYMBOL 243,96,96,112,0,0,0,0,0 >AA
780 SYMBOL 244,8,20,42,85,170,85,17 >EV
0,85
790 SYMBOL 245,170,85,170,85,42,20. >DX
8,0
800 SYMBOL 246,8,20,34,65,193,163,1 >BV
49,137
810 SYMBOL 247,137,137,137,73,42,28 >EM
,8,0
820 SYMBOL 248,0,60,74,82,169,171,2 >GW
45,217
830 SYMBOL 249,217,245,139,139,82,9 >FB
8,60
840 SYMBOL 250,0,0,52,44,86,84,10,3 >CF
8
850 SYMBOL 251,38,10,52,54,44,28,0. >CA
0
860 ' >TE
870 '** MET CARACTERE DANS VARIABLE >TF
5 POUR AFFICHAGE PAGE GR
APHIQUE **
880 F1$=CHR$(135)+CHR$(131)+CHR$(13 >DM
9)
890 F2$=CHR$(133)+CHR$(128)+CHR$(13 >DT
8)
900 F3$=CHR$(254)+CHR$(140)+CHR$(25 >DH
5)
910 RETURN >ZF
920 '*** MUSIQUE JEU GAGNANT >TB
930 RESTORE 940:a=0:b=0:FOR i=1 TO >VP
40:READ a,b:SOUND 4,a:SOUND b,a/2,1
5,15:NEXT i:RETURN
940 DATA 284,1,426,2,253,1,239,1,23 >TX
9,1,284,1,379,2,239,1,426,2,426,2,2
84,1,426,2,253,1,239,1,239,1,284,1,
379,2,239,1,426,2,426,2,358,2,379,2
,426,2,239,1,239,1,319,2,358,2,379,
2,426,2,426,2,284,2,319,2,358,2,284
,2,379,2,319,2,358,2,379,2,426,2,42
6,2
950 '** CHARGEMENT TABLEAU ET >TE
AFFICHAGE **
960 a=0:b=0:INK 0,0:FOR i=1 TO 18:A >ZY
X(i)=0:BX(i)=0:NEXT i
970 i=0:j=0:FOR j=5 TO 22:FOR i=2 T >YR
O 19:V(S,i,j)=0:NEXT i:NEXT j:GOSUB
2650
980 a=0:b=0:i=0:j=0:FOR i=1 TO CR:C >AP
=1:READ a,b:V(S,a,b)=C:GOSUB 1060:N
EXT i
990 FOR i=1 TO CB:C=2:READ a,b:V(S, >BB
a,b)=C:AX(i)=a:BX(i)=b:GOSUB 1060:N
EXT i
1000 FOR i=1 TO CV:C=3:READ a,b:V(S >EF
,a,b)=C:GOSUB 1060:NEXT i
1010 FOR i=1 TO CN:C=4:READ a,b:V(S >EZ
,a,b)=C:GOSUB 1060:NEXT i
1020 FOR i=1 TO IP:READ a,b:C=5:V(S >RD
,a,b)=C:PEN 15:LOCATE a,b:PRINT CHR
$(240)::LOCATE a,b+1:PRINT CHR$(241
):CHR$(22);CHR$(1)::PEN 10:LOCATE a
,b:PRINT CHR$(242)::LOCATE a,b+1:PR
INT CHR$(243);CHR$(22);CHR$(0)::NEX
T i
1030 FOR j=5 TO 21:FOR i=2 TO 19:IF >AU
V(S,i,j)=0 THEN PEN 8:SOUND 4,0,1,
15,0,0,2:LOCATE i,j:PRINT CHR$(14B)
::LOCATE i,j+1:PRINT CHR$(149);
1040 NEXT i:j=j+1:NEXT j:GOTO 1070 >BF
1050 GOTO 1070 >MB
1060 PEN C:LOCATE a,b:PRINT CHR$(CU >HG
B1(C))::LOCATE a,b+1:PRINT CHR$(CUB
2(C));CHR$(22);CHR$(1)::PEN 5:LOCAT
E a,b:PRINT CHR$(CUB3(C))::LOCATE a
,b+1:PRINT CHR$(CUB4(C)):CHR$(22);C
HR$(0)::RETURN
1070 a1=0:i=0:FOR a1=1 TO CB:FOR i= >UB
BX(a1)+1 TO BX(a1+1)-1:V(S,AX(a1),i
)=6:NEXT i:NEXT a1
1080 '**** ENVELOPE SON ET DECLARAT >YB
ION DES VARIABLES PRINC
IPALES **
1090 X=2:Y=21 >LE
1100 ENT 1,100,-4,2:ENV 1,15,1,2,1, >UW
0,10,7,-1,5,8,-1,10:ENV 2,3,5,1,1,0
,35,15,-1,7:ENV 3,15,1,2,1,0,35,1,-
1,2
1110 IF M=1 THEN GOSUB 930 >TJ
1120 T3=INT(RND*8)+1:T3=21-T3-T3:T4 >BQ
=INT(RND*15)+1:IF T4=0 THEN 1120 EL
SE T4=T4+4:AV=T4:BV=T3
1130 OB2=INT(RND(1)*3)+1:IF OB2=0 T >JM
HEN 1130
1140 IF OB2=1 THEN O1=152:O2=153 EL >DE
SE IF OB2=2 THEN O1=156:O2=157 ELSE
IF OB2=3 THEN O1=154:O2=155
1150 bet=INT(RND*3)+1:IF bet=0 THEN >UA
1150 ELSE ON bet GOSUB 1170,1180,1
190
1160 GOTO 1210 >LK
1170 O3=150:O4=151:O5=0:O6=0:cu=9:c >RR
u1=9:RETURN
1180 O3=156:O4=157:O5=165:O6=166:cu >XJ
=7:cu1=13:RETURN
1190 O3=167:O4=168:O5=169:O6=170:cu >XN
=13:cu1=7:RETURN

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# PROGRAMMES

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1200 '*** PROGRAMME PRINCIPAL *** >XF
1210 IF S=1 THEN aa(1)=14:l=1:GOSUB >QH
1230:aa(1)=4:l=14:GOSUB 1230 ELSE
aa(1)=4:l=1:GOSUB 1230:aa(1)=14:l=1
4:GOSUB 1230
1220 GOTO 1240 >LK
1230 PEN I:LOCATE aa(1),1:PRINT CHR >DD
$(158)+CHR$(159)+CHR$(159)+CHR$(159
)+CHR$(159)+CHR$(159)+CHR$(160):RET
URN
1240 X=2:Y=21:NX=0:NY=0:OBJ=0:O=2:r >HW
=1:TE=0:TE1=0:TE2=0:TEMP3=0:ENER(1)
=0:ENER(2)=0:sit=0:sit2=0:CLE=0:PK=
0
1250 M=0:SOUND 1,280,-1,15,1,10,7:F >HM
OR a=1 TO 1500:NEXT a:PEN 1:LOCATE
X,Y:PRINT CHR$(141);:LOCATE X,Y+1:P
RINT CHR$(142);CHR$(22);CHR$(1);:PE
N 12:LOCATE X,Y:PRINT CHR$(143);:LO
CATE X,Y+1:PRINT CHR$(144);CHR$(22)
;CHR$(0);
1260 NX=0:NY=0:J=JOY(0):A=INKEY(0) >DR
1270 IF INKEY(66)<>-1 THEN 1260 >XD
1280 GOSUB 2820 >XF
1290 IF c1=20 AND OBJ<>IP THEN 2690 >AC
1300 IF c1=20 AND OBJ=IP AND CLE=1 >QF
OR OBJ=IP AND CLE=1 THEN CLE=0:sit=
0:bet=4:GOTO 2550
1310 IF AV=X AND BV=Y THEN 3130 >XP
1320 IF (J AND 1)=1 OR INKEY(0)<>-1 >XN
THEN NY=-2:GOTO 1400
1330 IF (J AND 2)=2 OR INKEY(2)<>-1 >WU
THEN NY=2:GOTO 1400
1340 IF (J AND 4)=4 OR INKEY(8)<>-1 >DT
THEN NX=-1:PK=1:GOTO 1400
1350 IF (J AND 8)=8 OR INKEY(1)<>-1 >CP
THEN NX=1:PK=1:GOTO 1400
1360 IF INKEY(27)<>-1 THEN GOSUB 26 >NQ
30:GOTO 1260
1370 IF INKEY(76)<>-1 OR INKEY(51)< >VV
>-1 THEN GOTO 3470
1380 IF TEMP3=1 THEN TEMP3=0:GOSUB >GY
1430:GOTO 1260 ELSE TEMP3=0
1390 GOTO 1260 >MK
1400 IF TEMP3=1 THEN TEMP3=0:GOSUB >GQ
1430:GOTO 1260 ELSE TEMP3=0
1410 ON V(S,X+NX,Y+NY) GOTO 1470,12 >FZ
60,2800,1470,1420,3070,1260
1420 i=8:GOSUB 1530:GOTO 1260 >WC
1430 SOUND 3,200+(RND*1000),15,15:I >AV
F S=1 THEN f=1 ELSE f=20
1440 PEN 14:LOCATE f,6+ENER(S):PRIN >GW
T CHR$(159);:ENER(S)=ENER(S)+1:IF E
NER(S)=NIV THEN sit=1:GOSUB 2930:GO
TO 2710 ELSE RETURN
1450 '** FIN PROGRAMME PRINCIPAL >YC
1460 '** SOUS PROGRAMME DIVERS GERA >YD
NT LE CONTACT DU CRABE AVEC LES DIF
FERENTS CUBES ET L'AFFICHAGE DU
CRABE
1470 IF V(S,X+NX,Y+NY)=1 THEN TEMP3 >FA
=1
1480 IF V(S,X+NX+NX,Y+NY+NY)>0 THEN >MN
1260 ELSE AFTER 1 GOSUB 2820:C=V(S
,X+NX,Y+NY):V(S,X+NX,Y+NY)=0
1490 V(S,X+NX+NX,Y+NY+NY)=C >XQ
1500 PEN C:LOCATE X+NX+NX,Y+NY+NY:F >CT
RINT CHR$(CUB1(C));:LOCATE X+NX+NX,
Y+NY+NY+1:PRINT CHR$(CUB2(C));CHR$(
22);CHR$(1);:PEN 5:LOCATE X+NX+NX,Y
+NY+NY:PRINT CHR$(CUB3(C));:LOCATE
X+NX+NX,Y+NY+NY+1:PRINT CHR$(CUB4(C
));:PRINT CHR$(22);CHR$(0);
1510 GOSUB 1580 >XD
1520 GOTO 1260 >ME
1530 AFTER 1 GOSUB 2820:IF V(S,X,Y) >YN
=6 THEN i=fb:07=145:08=145:09=146:0
10=146:GOTO 1540 ELSE i=8:07=148:08
=149:09=0:010=0
1540 DI:PEN i:LOCATE X,Y:PRINT CHR$ >NW
(07);:LOCATE X,Y+1:PRINT CHR$(08);:
PRINT CHR$(22);CHR$(1);:PEN 12:LOCA
TE X,Y:PRINT CHR$(09);:LOCATE X,Y+1
:PRINT CHR$(010);CHR$(22);CHR$(0);:
X=X+NX:Y=Y+NY:SOUND 4,0,1,15,0,0,2
1550 PEN 1:LOCATE X,Y:PRINT CHR$(14 >AV
1);:LOCATE X,Y+1:PRINT CHR$(142);CH
R$(22);CHR$(1);:PEN 12:LOCATE X,Y:P
RINT CHR$(143);:LOCATE X,Y+1:PRINT
CHR$(144);:PRINT CHR$(22);CHR$(0);:
EI
1560 IF V(S,X,Y)=5 THEN DI:SOUND 3, >QP
100,35,15:OBJ=OBJ+1:V(S,X,Y)=0:P(S)
=P(S)+10:EI:GOSUB 2510:RETURN
1570 RETURN >FG
1580 IF V(S,X,Y)=6 THEN i=fb:07=145 >QF
:08=145:09=146:010=146:GOTO 1590 EL
SE i=8:07=148:08=149:09=0:010=0
1590 DI:PEN i:LOCATE X,Y:PRINT CHR$ >VQ
(07);:LOCATE X,Y+1:PRINT CHR$(08);C
HR$(22);CHR$(1);:PEN 12:LOCATE X,Y:
PRINT CHR$(09);:LOCATE X,Y+1:PRINT
CHR$(010);CHR$(22);CHR$(0);:X=X+NX:
Y=Y+NY:SOUND 4,0,1,15,0,0,2
1600 PEN 1:LOCATE X,Y:PRINT CHR$(14 >JY
1);:LOCATE X,Y+1:PRINT CHR$(142);CH
R$(22);CHR$(1);:PEN 12:LOCATE X,Y:P
RINT CHR$(143);:LOCATE X,Y+1:PRINT
CHR$(144);CHR$(22);CHR$(0);:EI
1610 IF V(S,X+NX+NX,Y+NY+NY) THEN 16 >UH
30 ELSE RETURN
1620 '** EFFET DE LA VIBRATION DE L >YB
'ECRAN
1630 FOR kk=1 TO 20:BORDER 0:OUT 25 >JN
5,8:OUT 256,1:BORDER 26:NEXT kk:BO
RDER 0:SOUND 1,379,0,0,2,2,31:AFTER
30,3 GOSUB 2670:RETURN
1640 RETURN >FE
1650 >YE
1660 >YF
1670 >YG
1680 '***** >YH
****
1690 '***** CHARGEMENT NOMBRE DE CU >YJ
BE ET RESTORE DU TABLEAU
1700 CR=15:CB=4:CV=15:CN=22:fb=1:NI >FB
V=16:CHOIN=3:TIM=150:RESTORE 1970:R
ETURN
1710 CR=16:CB=16:CV=12:CN=14:fb=1:N >HH
IV=16:CHOIN=3:TIM=150:RESTORE 2030:
RETURN
1720 CR=15:CB=14:CV=9:CN=16:fb=1:NI >FE
V=16:CHOIN=3:TIM=150:RESTORE 2090:R
ETURN
1730 CR=15:CB=18:CV=13:CN=10:fb=2:N >HB
IV=12:CHOIN=2:TIM=100:RESTORE 2150:
RETURN
1740 CR=10:CB=14:CV=21:CN=13:fb=2:N >GA
IV=12:CHOIN=2:TIM=100:RESTORE 2210:
RETURN
1750 CR=14:CB=18:CV=13:CN=4:fb=2:NI >FT
V=12:CHOIN=2:TIM=100:RESTORE 2270:R
ETURN
1760 CR=8:CB=10:CV=22:CN=10:fb=3:NI >DV
V=8:CHOIN=1:TIM=50:RESTORE 2330:RET
URN
1770 CR=11:CB=8:CV=27:CN=24:fb=3:NI >DF
V=8:CHOIN=1:TIM=50:RESTORE 2390:RET
URN
1780 CR=21:CB=8:CV=28:CN=20:fb=3:NI >DK
V=8:CHOIN=1:TIM=50:RESTORE 2450:RET
URN
1790 '***** >YK
*****
1800 '*** INITIALISATION ***** >YB
1805 >YG
1810 MODE 0:BORDER 0:INK 0,0:DIM V( >ZM
2,22,25),VIE(2),AX(18),BX(18):DIM E
NER(2),T(2),P(2),HIS(5):OBJ=0:VIE(1
)=CHOIN:VIE(2)=CHOIN:P(1)=0:P(2)=0:
M=0
1820 INK 1,6:INK 2,11:INK 3,9:INK 4 >VJ
,0:INK 5,24:INK 6,15:INK 12,20:INK
15,16
1830 IF ORDI=2 THEN INK 1,21:INK 3, >VU
21:INK 4,21:INK 5,9
1840 IP=10 >LG
1850 I=0:J=0:FOR J=1 TO 2:FOR I=1 T >QL
O 22:V(J,1,2+I)=7:V(J,20,2+I)=7:NEX
T I:NEXT J:FOR J=1 TO 2:FOR I=1 TO

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# PROGRAMMES

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20:V(J,I,3)=7:V(J,I,4)=7:V(J,I,23)=
7:V(J,I,24)=7:NEXT I:NEXT J
1860 RESTORE 1870:FOR I=1 TO 5:READ >GP
A:HIS(I)=A:NEXT I:RETURN
1870 DATA 47340,38410,25900,17830,8 >DC
220
1880 CLS:aa(1)=4:aa(2)=14:PEN 1:FOR >RQ
i=1 TO 2:LOCATE aa(i),1:PRINT CHR$(
(158)+CHR$(159)+CHR$(159)+CHR$(159)
+CHR$(159)+CHR$(159)+CHR$(160):NEXT
i
1890 PEN 12:LOCATE 1,5:PRINT"E":LOC >EP
ATE 20,5:PRINT"E":PEN 0:FOR i=1 TO
16:LOCATE 1,5+i:PRINT CHR$(159)::LO
DATE 20,5+i:PRINT CHR$(159)::NEXT i
:PEN 3:FOR i=1 TO NIV:LOCATE 1,5+i:
PRINT CHR$(159)::LOCATE 20,5+i:PRIN
T CHR$(159)::NEXT i
1900 PEN 12:LOCATE 1,22:PRINT"E":LO >ZK
DATE 20,22:PRINT"E"
1910 PEN 5:LOCATE 4,2:PRINT"0000000 >JK
":LOCATE 14,2:PRINT"0000000"
1920 aa(1)=0:aa(2)=10:FOR j=1 TO 2: >CM
FOR i=1 TO CHOIN:PEN 3:LOCATE aa(j)
+i,1:PRINT CHR$(141)::LOCATE aa(j)+
i,2:PRINT CHR$(142);CHR$(22);CHR$(1
);:PEN 12:LOCATE aa(j)+i,1:PRINT CH
R$(143)::LOCATE aa(j)+i,2:PRINT CHR
$(144);CHR$(22);CHR$(0);
1930 NEXT i:NEXT j >MV
1940 aa(1)=3:aa(2)=23:FOR j=1 TO 2: >WZ
FOR i=1 TO 20:PEN 2:LOCATE i,aa(j):
PRINT CHR$(248)::LOCATE i,aa(j)+1:P
RINT CHR$(249);CHR$(22);CHR$(1)::PE
N 12:LOCATE i,aa(j):PRINT CHR$(250)
::LOCATE i,aa(j)+1:PRINT CHR$(251):
CHR$(22);CHR$(0)::NEXT i:NEXT j
1950 RETURN >FJ
1960 '***** DONNEES tableau 1 >YJ
1970 DATA 13,5,2,7,8,7,15,9,2,11,16 >NY
,11,3,15,15,15,9,17,5,19,17,19,8,21
,14,21,15,21,16,21
1980 DATA 12,5,12,21,10,15,10,21 >XN
1990 DATA 4,7,6,7,14,7,4,9,4,11,7,1 >AW
1,14,11,2,13,6,13,10,13,7,17,7,19,1
5,19,3,21
2000 DATA 5,5,9,5,15,5,17,5,10,7,16 >JD
,7,9,9,10,11,18,11,8,13,16,13,17,13
,18,13,8,15,2,17,3,17,4,17,16,17,18
,17,19,17,4,21,5,21,6,21
2010 DATA 4,5,16,5,9,7,2,9,17,11,3, >AZ
13,9,13,4,19,16,19,11,21
2020 '***** DONNEES tableau 2 >XG
2030 DATA 7,7,15,7,19,7,11,9,2,11,1 >WQ
5,11,19,13,3,15,7,15,11,15,15,15,4,
17,19,17,7,19,5,21,7,21
2040 DATA 5,5,5,11,5,11,5,17,9,5,9, >WZ

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11,9,11,9,17,13,5,13,11,13,11,13,17
,17,5,17,11,17,11,17,17
2050 DATA 2,5,3,7,19,9,7,11,11,11,1 >RB
9,11,8,19,9,19,12,19,14,19,6,21,17,
21
2060 DATA 3,11,19,15,3,17,7,17,8,17 >MX
,10,17,11,17,15,17,16,17,2,19,3,19,
10,19,16,19,18,19
2070 DATA 3,5,7,5,11,5,15,5,19,5,4, >AZ
11,6,17,12,17,14,17,8,21
2080 '***** DONNEES tableau 3 >YC
2090 DATA 2,5,19,5,9,9,10,9,11,9,4, >KX
11,8,11,11,11,16,11,10,13,3,15,3,19
,7,19,3,21,12,21
2100 DATA 2,7,2,15,18,15,18,21,10,1 >JT
5,10,21,18,7,18,15,14,15,14,21,14,7
,14,15,6,7,6,15
2110 DATA 12,7,15,7,16,7,17,7,4,15, >XU
16,15,16,17,9,19,6,21
2120 DATA 3,7,4,7,5,7,8,7,13,7,19,9 >RJ
,5,15,13,15,8,17,12,17,4,19,5,19,12
,19,15,19,8,21,13,21
2130 DATA 3,5,18,5,3,9,17,9,10,11,5 >CC
,13,15,13,6,19,16,19,13,19
2140 '***** DONNEES tableau 4 >XK
2150 DATA 8,9,12,9,8,11,12,11,8,13, >RC
12,13,4,15,16,15,6,19,10,19,14,19,4
,21,8,21,12,21,16,21
2160 DATA 7,5,7,17,13,5,13,17,9,7,9 >HA
,15,11,7,11,15,5,7,5,15,17,7,17,15,
3,7,3,15,15,7,15,15,19,5,19,17
2170 DATA 2,9,6,9,14,9,18,9,2,11,6, >YY
11,14,11,18,11,2,13,6,13,14,13,18,1
3,10,15
2180 DATA 8,15,4,17,11,17,12,17,15, >HP
17,17,17,18,17,2,19,19,19,5,21
2190 DATA 2,7,18,7,4,11,10,11,16,11 >EK
,2,15,12,15,18,15,9,21,19,21
2200 '***** DONNEES tableau 5 >XG
2210 DATA 4,7,12,7,6,9,8,11,15,11,1 >CR
9,13,2,15,8,15,10,15,13,19
2220 DATA 18,15,18,21,3,5,3,11,3,11 >JN
,3,21,18,5,18,11,14,5,14,15,11,7,11
,13,11,13,11,21
2230 DATA 7,5,11,5,5,7,8,7,16,7,7,9 >GK
,16,9,19,9,5,11,10,11,12,13,16,13,6
,15,12,17,13,17,14,17,15,17,16,17,1
7,17,5,19,8,21
2240 DATA 13,9,9,11,9,15,4,17,5,17, >WP
6,17,7,17,8,17,4,13,9,17,7,19,16,19
,5,21
2250 DATA 13,5,2,7,19,7,8,9,15,9,2, >BV
13,8,13,15,13,19,19,10,21
2260 '***** DONNEES tableau 6 >YC
2270 DATA 4,9,12,11,10,13,8,15,6,17 >MT
,11,17,13,17,9,19,12,19,14,19,8,21,
11,21,13,21,16,21

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2280 DATA 7,9,7,17,5,11,5,19,3,13,3 >MZ
,21,15,7,15,15,17,9,17,17,19,11,19,
19,9,7,9,15,11,5,11,13,13,5,13,13
2290 DATA 8,7,16,7,6,9,18,9,4,11,2, >XJ
13,10,15,14,15,8,17,16,17,6,19,18,1
9,4,21
2300 DATA 9,5,3,7,5,7,5,9 >RJ
2310 DATA 4,7,10,9,14,9,8,11,16,11, >CN
6,13,18,13,4,15,9,21,14,21
2320 '***** DONNEES tableau 7 >XK
2330 DATA 4,5,17,5,4,7,9,7,3,7,7,7, >GC
4,9,7,9
2340 DATA 8,5,8,15,11,7,11,21,18,11 >DT
,18,21,14,5,14,15,4,11,4,21
2350 DATA 5,11,6,11,7,11,9,11,10,11 >PL
,12,11,13,11,16,11,17,11,19,11,5,17
,6,17,7,17,8,17,9,17,10,17,12,17,13
,17,14,17,15,17,17,17,19,17
2360 DATA 7,9,15,9,5,13,13,5,5,15,6 >CM
,19,15,19,16,19,5,21,13,21
2370 DATA 5,5,18,5,6,9,16,9,12,13,6 >CR
,15,19,15,13,19,7,21,19,21
2380 '***** DONNEES tableau 8 >YF
2390 DATA 5,7,10,7,12,7,16,7,3,9,4, >EU
9,10,9,16,9,5,11,10,11,16,11
2400 DATA 2,5,2,13,19,5,19,13,6,5,6 >NU
,13,15,5,15,13
2410 DATA 8,5,8,7,13,7,8,9,13,9,8,1 >NF
1,13,11,3,13,4,13,5,13,8,13,10,13,1
1,13,12,13,13,13,14,13,16,13,17,13,
18,13,3,17,5,17,7,17,11,17,13,17,15
,17,17,17,19,17
2420 DATA 9,13,4,17,6,17,8,17,9,17, >KA
10,17,12,17,14,17,16,17,18,17,3,19,
5,19,7,19,9,19,11,19,13,19,15,19,17
,19,19,19,3,21,7,21,11,21,15,21,19,
21
2430 DATA 10,5,3,7,17,9,11,11,5,15, >EA
16,15,6,21,10,21,14,21,18,21
2440 '***** DONNEES tableau 9 >YC
2450 DATA 14,9,15,9,16,9,18,9,19,9, >JF
4,11,14,11,15,11,16,11,14,13,15,13,
14,15,15,15,16,15,18,15,19,15,14,17
,15,17,16,17,14,19,15,19
2460 DATA 17,5,17,21,9,5,9,21,13,5, >NA
13,21,5,5,5,21
2470 DATA 19,5,3,7,19,7,3,9,10,9,11 >HJ
,9,3,11,10,11,11,11,12,11,18,11,3,1
3,4,15,10,13,11,13,12,13,18,13,10,1
5,11,15,4,17,10,17,11,17,12,17,18,1
7,3,19,10,19,11,19,18,19
2480 DATA 6,9,7,9,8,9,6,11,7,11,6,1 >TE
3,7,13,8,13,6,15,7,15,8,15,6,17,7,1
7,6,19,7,19,8,19,4,21,6,21,7,21,8,2
1
2490 DATA 16,7,12,9,8,11,4,13,16,13 >EZ
,12,15,8,17,4,19,12,21,16,21

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# PROGRAMMES

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2500 '***** AFFICHAGE POINTS >XK
2510 IF S=1 THEN aa(1)=4 ELSE aa(1) >CB
=14
2520 PEN 8:LOCATE aa(1),2:PRINT USI >ED
NG "#####";P(S):RETURN
2530 '*****VIDAGE ECRAN >YC
2540 IF sit=1 THEN 2560 >QM
2550 IF sit=0 OR sit2=1 THEN P(S)= >FJ
P(S)+((20-cl)*80)*T(S):GOSUB 2510:G
OSUB 2880:GOSUB 2930:T(S)=T(S)+1:OB
J=0:VIE(S)=CHOIN:sit=0:GOSUB 4170:G
OTO 2570
2560 GOSUB 2930:GOSUB 4170 >UJ
2570 FOR i=1 TO 2:SOUND 5,400,0,9,0 >YB
,1,2:NEXT i:WINDOW #2,2,19,5,22:CLS
#2:WINDOW SWAP 2,1:ON T(S) GOSUB 1
700,1710,1720,1730,1740,1750,1760,1
770,1780
2580 '** REAFFICHE LES VIES >YH
2590 IF sit=1 THEN 960 ELSE 2600 >XZ
2600 sit=0:IF S=1 THEN a=0 ELSE a=1 >BV
0
2610 FOR i=1 TO CHOIN:PEN 3:LOCATE >CL
i+a,1:PRINT CHR$(141)::LOCATE i+a,2
:PRINT CHR$(142):CHR$(22):CHR$(1)::
PEN 12:LOCATE i+a,1:PRINT CHR$(143)
::LOCATE i+a,2:PRINT CHR$(144):CHR$
(22):CHR$(0)::NEXT i:M=1:GOTO 960
2620 '** TOUCHE P APPUYE pour PAUSE >YC
2630 PEN 14:LOCATE 1,25:PRINT" Repr >VM
ise par Espace":a$=INKEY$:IF INKEY(
47)<>-1 THEN LOCATE 1,25:PRINT"
":GOSUB 2650:RETURN
ELSE GOTO 2630
2640 '** AFFICHAGE RENSEIGNEMENT SU >YE
R JEU
2650 LOCATE 1,25:PRINT" >JE
":PEN 13:LOCATE 1,25:PRINT" Jeu
":T(S)"Joueur:";S:RETURN
2660 '**** ARRET EFFET VIBRATION >YG
2670 OUT 255,8:OUT 256,2:RETURN >ZA
2680 '**** VIE DE PERDUE >YJ
2690 GOSUB 2880:GOTO 2710 >TV
2700 GOSUB 2880 >XK
2710 IF sit=0 THEN GOSUB 2820:GOTO >EJ
1280 ELSE VIE(S)=VIE(S)-1:ON S GOTO
2720,2760
2720 IF VIE(S)=0 AND nj=1 THEN 4490 >AJ
2730 IF VIE(1)=0 AND VIE(2)=0 THEN >DA
4490
2740 PEN 0:LOCATE VIE(S)+1,1:PRINT >WP
CHR$(148)::LOCATE VIE(S)+1,2:PRINT
CHR$(149)::IF nj=1 THEN S=1 ELSE S=
2
2750 GOTO 2780 >NJ
2760 IF VIE(S)=0 AND VIE(1)=0 THEN >EF
4490
2770 PEN 0:LOCATE 11+VIE(S),1:PRINT >ZO
CHR$(148)::LOCATE 11+VIE(S),2:PRIN
T CHR$(149)::IF nj=1 THEN S=1 ELSE
S=1
2780 GOTO 2540 >NF
2790 '***** CONTACT CUBE VERT >ZA
2800 SOUND 4,2900,15,15,0,1:PEN 8:L >XW
OCATE X,Y:PRINT CHR$(148)::LOCATE X
,Y+1:PRINT CHR$(149)::NX=0:NY=0:X=2
:Y=21:GOSUB 1530:GOTO 1260
2810 '**AFFICHAGE BETE ET LETTRE SU >YD
IVANT LE CHRONO**
2820 IF cl=20 AND OBJ=IP AND CLE=1 >QP
OR OBJ=IP AND CLE=1 THEN CLE=0:sit=
0:bet=4:GOTO 2550
2830 IF cl=20 AND OBJ<>IP THEN 2690 >AD
2840 TE2=TE2+1:TE1=TE1+1:TE=TE+1:IF >VL
TE2=7 OR TE2>7 THEN TE2=0:GOSUB 31
30
2850 IF TE1=4 OR TE1>4 THEN TE1=0:G >XU
OSUB 2970
2860 IF AX(r)=X AND BX(r)+o=Y THEN >EC
2690
2870 IF TE=TIM THEN TE=0:aa(1)=3:aa >MA
(2)=23:SOUND 1,500,15,15:cl=cl+1:PE
N 7:FOR i=1 TO 2:LOCATE cl,aa(i):PR
INT CHR$(248)::LOCATE cl,aa(i)+1:PR
INT CHR$(249)::NEXT i:i=8:RETURN EL
SE RETURN
2880 ON bet GOSUB 2900,2910,2920 >YK
2890 RETURN >GC
2900 TEMP3=1:sit=0:RETURN >WT
2910 TE=TIM:sit=0:GOSUB 2870:RETURN >FD
2920 sit=1:RETURN >NV
2930 FOR i=1 TO 200:NEXT:aa(1)=3:aa >WK
(2)=23:FOR j=1 TO 2:FOR i=1 TO 20:P
EN 2:LOCATE i,aa(j):PRINT CHR$(248)
::LOCATE i,aa(j)+1:PRINT CHR$(249):
CHR$(22):CHR$(1);
2940 PEN 12:LOCATE i,aa(j):PRINT CH >MN
R$(250)::LOCATE i,aa(j)+1:PRINT CHR
$(251):CHR$(22):CHR$(0)::NEXT i:NEX
T j:cl=0
2950 PEN 12:LOCATE 1,5:PRINT"E":LOC >FW
ATE 20,5:PRINT"E":PEN 1:FOR i=1 TO
NIV:LOCATE 1,5+i:PRINT CHR$(159)::L
OCATE 20,5+i:PRINT CHR$(159)::NEXT
i:RETURN
2960 '** ANIME BETE >YK
2970 GOTO 3030 >NB
2980 bet=INT(RND*3)+1:IF bet=0 THEN >TK
2980 ELSE ON bet GOTO 3000,3010,30
20
2990 GOTO 3030 >ND
3000 O3=150:O4=151:O5=150:O6=151:cu >XA
=9:cu1=9:GOTO 3030
3010 O3=156:O4=157:O5=165:O6=166:cu >ZM
=7:cu1=13:GOTO 3030
3020 O3=167:O4=168:O5=169:O6=170:cu >ZR
=13:cu1=7:GOTO 3030
3030 PEN fb:LOCATE AX(r),BX(r)+o:PR >JX
INT CHR$(145)::LOCATE AX(r),BX(r)+o
+1:PRINT CHR$(145):CHR$(22):CHR$(1)
::PEN 12:LOCATE AX(r),BX(r)+o:PRINT
CHR$(146)::LOCATE AX(r),BX(r)+o+1:
PRINT CHR$(146):CHR$(22):CHR$(0):
3040 IF r>=1 AND o+4>(BX(r+1)-BX(r) >TX
) THEN o=0:r=r+2
3050 IF r>CB-1 AND o+4>(BX(r+1)-BX( >EZ
r)) THEN o=2:r=1:GOTO 2980
3060 o=o+2:PEN cu:LOCATE AX(r),BX(r) >RW
)+o:PRINT CHR$(O3)::LOCATE AX(r),BX
(r)+o+1:PRINT CHR$(O4):CHR$(22):CHR
$(1)::PEN cu1:LOCATE AX(r),BX(r)+o:
PRINT CHR$(O5)::LOCATE AX(r),BX(r)+
o+1:PRINT CHR$(O6):CHR$(22):CHR$(0)
::RETURN
3070 IF PK=1 THEN 3090 ELSE PK=0:i= >AD
8:GOSUB 1530:GOTO 1260
3080 'AJOUTE UN CUBE BLEU SI FRONTI >YD
ERE EST TRAVERSE HORIZONTALE
MENT
3090 AFTER 1 GOSUB 2820:IF V(S,X+1, >TM
Y)=2 OR V(S,X-1,Y)=2 AND V(S,X,Y)=6
THEN PK=0:GOTO 3070
3100 DI:PEN 2:LOCATE X,Y:PRINT CHR$ >UF
(CUB1(2))::LOCATE X,Y+1:PRINT CHR$(
CUB2(2)):CHR$(22):CHR$(1)::PEN 5:LO
CATE X,Y:PRINT CHR$(CUB3(2))::LOCAT
E X,Y+1:PRINT CHR$(CUB4(2)):CHR$(22
):CHR$(0)::V(S,X,Y)=2:X=X+NX:Y=Y+NY
3110 PEN 1:LOCATE X,Y:PRINT CHR$(14 >AN
1)::LOCATE X,Y+1:PRINT CHR$(142):CH
R$(22):CHR$(1)::PEN 12:LOCATE X,Y:F
RINT CHR$(143)::LOCATE X,Y+1:PRINT
CHR$(144):CHR$(22):CHR$(0)::SOUND 4
,0,1,15,0,0,2:PK=0:EI:GOTO 1260
3120 '** ANIME LETTRE >XJ
3130 IF AV=X AND BV=Y THEN 3350 >XW
3140 RD=INT(RND(1)*8)+1:ON RD GOSUB >XM
3300,3310,3320,3330,3330,3320,3310
,3300
3150 IF RD=0 THEN 3270 >PW
3160 ON V(S,AV+AV1,BV+BV1) GOTO 318 >LJ
0,3180,3180,3180,3270,3270,3270
3170 GOTO 3180 >NA
3180 IF V(S,AV,BV)=0 THEN i1=8:O7=1 >MA
48:O8=149:O9=0:O10=0:GOTO 3210
3190 IF V(S,AV,BV)=6 THEN i1=fb:O7= >UG
145:O8=145:O9=146:O10=146:GOTO 3210
3200 GOSUB 3270:GOTO 3220 >TX
3210 PEN i1:LOCATE AV,BV:PRINT CHR$ >NB

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# PROGRAMMES

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(07)::LOCATE AV,BV+1:PRINT CHR$(08)
:CHR$(22);CHR$(1):PEN 12:LOCATE AV,
BV:PRINT CHR$(09):LOCATE AV,BV+1:PR
INT CHR$(010);CHR$(22);CHR$(0);
3220 IF OBJ=IP THEN O1=163;O2=164;G >BZ
B2=4
3230 AV=AV+AV1;BV=BV+BV1;PEN 12:LOC >DN
ATE AV,BV:PRINT CHR$(01);:LOCATE AV
,BV+1:PRINT CHR$(02);
3240 IF X=AV AND Y=BV AND O1=163 AN >ME
D O2=164 THEN CLE=1:SOUND 5,400,0,9
,0,1;PEN 1:LOCATE AV,BV:PRINT CHR$(
141);:LOCATE AV,BV+1:PRINT CHR$(142
);CHR$(22);CHR$(1)::PEN 12:LOCATE A
V,BV:PRINT CHR$(143);:LOCATE AV,BV+
1:PRINT CHR$(144);CHR$(22);CHR$(0);
3250 IF C1=20 AND OBJ=IP AND CLE=1 >WC
OR OBJ=IP AND CLE=1 THEN CLE=0:GOTO
2550
3260 RETURN >FE
3270 IF V(S,AV,BV)>0 AND V(S,AV,BV) >GY
<5 THEN C=V(S,AV,BV):PEN C:LOCATE A
V,BV:PRINT CHR$(CUB1(C));:LOCATE AV
,BV+1:PRINT CHR$(CUB2(C));CHR$(22);
CHR$(1)::PEN 5:LOCATE AV,BV:PRINT C
HR$(CUB3(C));:LOCATE AV,BV+1:PRINT
CHR$(CUB4(C));CHR$(22);CHR$(0);
3280 RETURN >FG
3290 ** INCREMENT DE DEPLACEMENT >YG
DE LA LETTRE
3300 AV1=-1;BV1=0:RETURN >UJ
3310 BV1=-2;AV1=0:RETURN >UL
3320 AV1=1;BV1=0:RETURN >TV
3330 BV1=2;AV1=0:RETURN >TX
3340 ** CONTACT D'UNE LETTRE >YC
3350 SOUND 5,400,0,9,0,1;PEN 1:LOCA >FW
TE AV,BV:PRINT CHR$(141);:LOCATE AV
,BV+1:PRINT CHR$(142);CHR$(22);CHR$(
1);:PEN 12:LOCATE AV,BV:PRINT CHR$(
143);:LOCATE AV,BV+1:PRINT CHR$(14
4);CHR$(22);CHR$(0);:ON OB2 GOTO 33
70,3380,3390,2540
3360 GOTO 3220 >MG
3370 P(S)=P(S)+500;GOSUB 2510:GOTO >FE
3400
3380 sit=1;GOTO 2690 >PC
3390 P(S)=P(S)+1000;GOSUB 2510:GOTO >GM
3400
3400 OB2=INT(RND(1)*3)+1;IF OB2=0 T >JR
HEN 3400
3410 ON OB2 GOTO 3430,3440,3450 >XT
3420 T3=INT(RND*8)+1;T3=21-T3-T3;T4 >RE
=INT(RND*15)+1;IF T4=0 THEN 3420 EL
SE T4=T4+4;AV=T4;BV=T3;GOTO 1260
3430 O1=152;O2=153;GOTO 3420 >VB
3440 O1=156;O2=157;GOTO 3420 >WC
3450 O1=154;O2=155;GOTO 3420 >VH
3460 ***** PROJECTION DU CRABE D >YF
ANS UN AUTRE ENDROIT DU LABY
RHINTE
3470 T2=INT(RND*8)+1;T2=21-T2-T2 >AZ
3480 T1=INT(RND*15)+1;IF T1=0 THEN >FW
3480
3490 T1=T1+4;IF V(S,T1,T2)<0 THEN >FK
3470
3500 IF V(S,X,Y)=6 THEN i1=fb;O7=14 >CX
5;O8=145;O9=146;O10=146 ELSE i1=8;O
7=148;O8=149;O9=0;O10=0
3510 PEN i1:LOCATE X,Y:PRINT CHR$(O >YF
7)::LOCATE X,Y+1:PRINT CHR$(08);CHR
$(22);CHR$(1)::PEN 12:LOCATE X,Y:PR
INT CHR$(09);:LOCATE X,Y+1:PRINT CH
R$(010);CHR$(22);CHR$(0);
3520 PEN 1:LOCATE T1,T2:PRINT CHR$( >VP
141);:LOCATE T1,T2+1:PRINT CHR$(142
);CHR$(22);CHR$(1)::PEN 12:LOCATE T
1,T2:PRINT CHR$(143);:LOCATE T1,T2+
1:PRINT CHR$(144);CHR$(22);CHR$(0);
3530 TEMP3=1;GOSUB 2820:X=T1;Y=T2:T >ZL
1=0;T2=0:GOTO 1260
3540 ***** presentation >YE
3550 MODE 0 >FH
3560 SPEED KEY 1,1 >LY
3570 aa(1)=3;aa(2)=13;aa(3)=9;aa(4) >DH
=5
3580 RESTORE 4220;TAG=b=0;FOR j=1 T >WZ
O 4:FOR i=1 TO 19:READ a:PLOT -32+b
+(i*30),398-(j*20),aa(j):PRINT CHR$(
a);b=b+4:NEXT i;b=0:NEXT j
3590 MOVE 180,369:PRINT " ";:MOVE >LM
586,369:PRINT " ";:MOVE 180,328:PRI
NT " ";:MOVE 586,328:PRINT " ";
3600 MOVE 255,358:PRINT " ";:MOVE 25 >JX
5,339:PRINT " ";:MOVE 391,358:PRINT
" ";:MOVE 391,339:PRINT " ";
3610 MOVE 0,361:DRAW 650,361,2:MOVE >VR
0,342:DRAW 610,342,12:MOVE 0,323:D
RAW 650,323,1:TAGOFF
3620 a=0;FOR i=1 TO 5 >NV
3630 PEN 1:LOCATE 1+a,9:PRINT F1$ >AZ
3640 PEN 6:LOCATE 1+a,10:PRINT F2$ >BC
3650 PEN 11:LOCATE 1+a,11:PRINT F2$ >CE
3660 PEN 5:LOCATE 1+a,12:PRINT F3$ >BG
3670 a=a+4:NEXT i;a=0;FOR i=1 TO 5 >AD
3680 PEN 1:LOCATE 1+a,21:PRINT F1$ >BC
3690 PEN 6:LOCATE 1+a,22:PRINT F2$ >BL
3700 PEN 11:LOCATE 1+a,23:PRINT F2$ >CD
3710 PEN 5:LOCATE 1+a,24:PRINT F3$ >BF
3720 a=a+4:NEXT i;a=0;FOR i=1 TO 3 >AX
3730 PEN 1:LOCATE 5+a,15:PRINT F1$ >BF
3740 PEN 6:LOCATE 5+a,16:PRINT F2$ >BP
3750 PEN 11:LOCATE 5+a,17:PRINT F2$ >CR
3760 PEN 5:LOCATE 5+a,18:PRINT F3$ >BU
3770 a=a+4:NEXT i;a=0 >PV
3780 RESTORE 4270;FOR i=1 TO 13:REA >XT
D C1,C2,A,B,C,D,E,F
3790 IF ORD1=2 THEN ON i GOTO 4400. >EY
3800,3800,3800,3800,4410,3800,3800,
3800,4420
3800 PEN C1:LOCATE A,B:PRINT CHR$(C >AN
)::LOCATE A,B+1:PRINT CHR$(D);:PRIN
T CHR$(22);CHR$(1)::PEN C2:LOCATE A
,B:PRINT CHR$(E)::LOCATE A,B+1:PRIN
T CHR$(F);:NEXT I
3810 RESTORE 4430:F=4;G=13;A=0;B=1; >LW
FOR i=1 TO 36:READ C:IF i=8 THEN F=
B;G=13;A=0;B=2
3820 IF i=15 THEN F=12;G=13;A=0;B=3 >VM
ELSE IF i=22 THEN F=16;G=13;A=0;B=
6 ELSE IF i=29 THEN F=20;G=13;A=0;B
=12
3830 PEN B:LOCATE F,G+A:PRINT CHR$( >WO
C);:A=A+1:NEXT i
3840 TAG:MOVE 276,162:DRAW 330,162. >LL
14:DRAW 330,125:DRAW 276,125:DRAW 2
76,162:TAGOFF
3850 RESTORE 940;a=0;b=0;FOR i=1 TO >LW
40:READ a,b:SOUND 4,a/2,15,15:SOUN
D 4,a:SOUND b,a/2,30,15:A$=INKEY$:I
F INKEY(13)<-1 THEN 90
3860 IF INKEY(14)<-1 THEN 3910 >XH
3870 IF INKEY(5)<-1 THEN CLEAR:SPE >TO
ED KEY 30,2:MODE 1:INK 1,9;PEN 1:EN
D
3880 IF INKEY(20)<-1 THEN CLEAR:SP >WZ
EED KEY 30,2:MODE 1:INK 1,9;PEN 1:L
IST
3890 NEXT i:GOTO 3850 >PP
3900 >YE
3910 MODE 1:aa(1)=1;aa(2)=23;FOR j= >WF
1 TO 2:PEN 2:LOCATE 1,aa(j):PRINT S
TRING$(40,"%");NEXT j
3920 PEN 3:LOCATE 1,4:PRINT"Vous et >JT
es un crabe nomme DIXY.":PRINT TAB(
1);"Dans chacun des neuf labyrinthe
s se":PRINT TAB(1);"trouvent empris
onne dix hippocampes."
3930 PRINT TAB(1);"Votre mission es >WG
t de les delivrer de":PRINT TAB(1);
"l'emprise du monde de DIABOLOCUBE.
":PRINT TAB(1);"Dans chaque labyrin
the se trouvent":PRINT TAB(1);"des
cubes rouges, bleus, verts, noirs,"
3940 PRINT TAB(1);"des lettres, ( D >RW
,S,P),":PRINT TAB(1);"une cle et l'
escorte du diable,":PRINT TAB(1);"g
ardienne des frontieres, delimitées
":PRINT TAB(1);"par les cubes bleus
."
3950 PRINT TAB(1);"L'escorte se com >NC
posent du diable,":PRINT TAB(1);"du

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monstre, de la boule.":PRINT TAB(1);"Tout ce petit monde se deplace":PRINT TAB(1);"verticalement entre les cubes bleus."

3960 PRINT:PRINT TAB(1);"Alors attention au diable !!!"

3970 PEN 1:LOCATE 10,25:PRINT"APPUYEZ SUR ESPACE SVP!":IF INKEY(47)<>-1 THEN 3990

3980 GOTO 3970

3990 CLS

4000 MODE 2:INK 1,9:PEN 1:LOCATE 12,1:PRINT"DEPLACEMENT DE DIXY ET DETAIL DE LA REGLE.":PRINT TAB(12);STRING\$(42,"-");

4010 PRINT:PRINT"DIXY se deplace dans les 4 directions,touche,pousse les personnages ou objet qu'il rencontre et peut se transporter dans un autre endroit.":PRINT"Mais a chaque utilisation vous PERDEZ UNE UNITE D'ENERGIE."

4020 PRINT"La touche [ T ] ou le bouton FIRE de votre joystick vous le permet.":PRINT"LES CUBES rouges, bleus, verts et noirs.":PRINT STRING\$(40,"-");PRINT"Les cubes ROUGES se poussent mais vous font PERDRE UNE UNITE D'ENERGIE."

4030 PRINT"Les cubes BLEUS sont fixes et delimitent les frontieres ou se deplace":PRINT"l'escorte du diable.":PRINT"Les cubes VERTS sont fixes et a leur contact, vous vous retrouvez en bas":PRINT"a gauche de l'ecran."

4040 PRINT"Les cubes NOIRS se poussent mais n'ont aucun effet desagregable.":PRINT"Les personnages ou objets donnant des points.":PRINT STRING\$(44,"-");

4050 PRINT"A chaque IPPOCAMPES delivre vous GAGNEZ 10 Points.":PRINT"ATTENTION ! Il est imperatif de toucher la CLE qui se materialise au bout du 10-ieme IPPOCAMPE delivre, cela pour passer au tableau suivant."

4060 PRINT"A chaque contact de la LETTRE [ D ], vous GAGNEZ 500 Points.":PRINT"A chaque contact de la LETTRE [ S ], vous GAGNEZ 1000 Points.":PRINT"A chaque contact d'une lettre exepte [ P ], une autre se materialise aleatoirement dans un autre endroit."

4070 GOSUB 4130:PRINT"Les personnages ou objets vous donnant des ennuis.":PRINT STRING\$(50,"-");PRINT:PRINT"Les trois elements de la garde du diable.":PRINT"Le DIABLE vous fait PERDRE UNE VIE alors attention."

4080 PRINT"La LETTRE [ P ] vous fait PERDRE egaleement UNE VIE.":PRINT"La BOULE mangeuse d'ENERGIE vous en RETIRE UNE UNITE.":PRINT"Le MONSTRE mangeur de TEMPS vous en RETIRE UNE UNITE."

4090 PRINT:PRINT:PRINT"DIABOLOCUBE se compose de trois niveaux de difficultes de trois tableaux.":PRINT"A chaque niveau, le TEMPS et l'ENERGIE diminue.":PRINT

4100 PRINT"Enfin, DIABOLOCUBE possede un mode PAUSE, la touche [ P ].":PRINT"[ ESPACE ] permet d'annuler le mode.":PRINT"A chaque reussite de tableau, un BONUS s'ajoute aux points.":

4110 PRINT"il est calcule suivant le TEMPS restant et suivant le numero de tableau.":PRINT:PRINT:PRINT:PRINT"JE VOUS SOUHAITE UNE BONNE CHANCE DANS LE MONDE DE DIABOLOCUBE !!."

4120 GOSUB 4130:INK 1,6:GOTO 3540

4130 PEN 1:LOCATE 22,25:PRINT"APPUYEZ SUR ESPACE SVP !"

4140 IF INKEY(47)<>-1 THEN CLS:RETURN

4150 GOTO 4130

4160 \*\*\*\*\* TEST FIN DU JEU

4170 IF T(1)=10 AND n j=2 THEN S=2:GOTO 4180 ELSE 4190

4180 IF T(2)=10 THEN 4490

4190 IF T(1)=10 AND T(2)=10 THEN 4490

4200 IF T(1)=9 AND T(2)=10 THEN 4490

4210 RETURN

4220 DATA 253,215,252,214,215,253,215,214,215,253,128,214,215,135,139,133,138,253,215

4230 DATA 135,139,252,254,255,253,212,253,253,253,128,253,253,133,128,133,138,253,212

4240 DATA 254,255,252,133,138,253,215,253,253,253,128,253,253,133,128,133,138,253,215

4250 DATA 253,212,252,133,138,253,212,213,212,253,253,213,212,254,255,254,255,253,212

4260 \*\* donnees affichage presentation

4270 DATA 1,5,2,10,244,245,246,247

4280 DATA 7,13,6,10,156,157,165,166

4290 DATA 15,10,10,10,240,241,242,243

4300 DATA 12,12,14,10,154,155,0,0

4310 DATA 2,5,18,10,244,245,246,247

4320 DATA 3,5,2,22,244,245,246,247

4330 DATA 9,9,6,22,150,151,0,0

4340 DATA 12,12,10,22,163,164,0,0

4350 DATA 12,12,14,22,152,153,0,0

4360 DATA 0,5,18,22,244,245,246,247

4370 DATA 13,7,6,16,167,168,169,170

4380 DATA 1,12,10,16,141,142,143,144

4390 DATA 12,12,14,16,156,157,0,0

4400 C=235:D=236:GOTO 3800

4410 C=237:D=238:GOTO 3800

4420 C=233:D=234:C1=1:GOTO 3800

4430 DATA 49,32,74,111,117,101,114

4440 DATA 50,32,82,101,103,108,101

4450 DATA 51,32,70,105,110,105,114

4460 DATA 52,32,76,105,115,116,46

4470 DATA 171,49,57,56,55,46,100,116

4480 \*\* tableau des hiscores \*\*

4490 SPEED KEY 30,2:MODE 1:PEN 5:LOCATE 1,1:PRINT"APPUYEZ SUR [ESPACE] SVP"

4500 IF INKEY(47)<>-1 THEN 4510 ELSE 4500

4510 PEN 1:LOCATE 1,4:PRINT STRING\$(28,"%");PEN 2:LOCATE 1,5:PRINT"ALAIN --- 1 ---":LOCATE 1,6:PRINT" SEBASTIEN --- 2 ---"

4520 LOCATE 1,7:PRINT" JEROME --- 3 ---":LOCATE 1,8:PRINT" FABRIC E --- 4 ---"

4530 LOCATE 1,9:PRINT" PASCAL --- 5 ---":PEN 5:LOCATE 1,10:PRINT STRING\$(28,"%");

4540 F=0:FOR I=1 TO 5:LOCATE 20,4+I:PRINT USING "#####";HIS(I):NEXT I

4550 FOR J=1 TO 2:FOR I=1 TO 5:IF P(J)>HIS(I) THEN HIS(I)=P(J):GOSUB 4580

4560 NEXT I:NEXT J

4570 LOCATE 5,25:PRINT"APPUYEZ SUR [ESPACE]":IF INKEY(47)<>-1 THEN 3540 ELSE 4570

4580 PEN 2:LOCATE 1,20:PRINT "Votre nom joueur":INPUT S\$:PEN 0:LOCATE 1,4+I:PRINT " ":LOCATE 1,21:PRINT " "

4590 PEN 3:LOCATE 1,4+I:PRINT S\$:LOCATE 20,4+I:PRINT USING "#####";HIS(I):I=6:RETURN