

LES CREPES

Serge MARQUET

Malgré les facéties d'un chat plutôt gourmand, aidez un brave cuisinier, expert en crêpes flambées, à satisfaire sa clientèle.

SUITE DU N° 9

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500 SYMBOL 154.&X11111110.&X11111110
.&X11111110.&X11111110.&X11111110.&X1
111110.&X11111110.&X11111110
510 'bonhomme vie
520 SYMBOL 160.&X0.&X0.&X0.&X1111110.&
X1111100.&X1111100.&X0.&X0.&X0
530 SYMBOL 161.&X0.&X0.&X0.&X0.&X0
.&X1111100.&X1111100.&X1111100
540 SYMBOL 162.&X11111110.&X11111110
.&X11111110.&X10000010.&X0.&X0.&X0.&
X0
550 SYMBOL 163.&X0.&X0.&X0.&X0.&X1
000010.&X0.&X0.&X0
560 SYMBOL 164.&X0.&X0.&X0.&X111110
.&X1111100.&X1111100.&X1111100.&X0
570 SYMBOL 165.&X0.&X0.&X0.&X0.&X0
.&X0.&X1111100.&X0
580 'table
590 SYMBOL 166.&X0.&X0.&X0.&X0.&X0
.&X10000001.&X11111111.&X11111111
600 SYMBOL 167.&X11111111.&X11111111
11.&X1100110.&X1100110.&X1100110.&
X1100110.&X1100110.&X1100110
610 'chat droite
620 SYMBOL 168.&X0.&X0.&X0.&X11111
111.&X11111111.&X11111111.&X110110.&
X110110
630 SYMBOL 169.&X10001.&X111111.&X1
0101.&X11111111.&X11111110.&X11111
100.&X1101100.&X1101100
640 'chat a droite
650 SYMBOL 170.&X10001000.&X1111110
00.&X10101000.&X11111111.&X11111111
.&X11111111.&X110110.&X110110
660 SYMBOL 171.&X0.&X0.&X0.&X11111
111.&X11111111.&X11111100.&X110110
0.&X1101100
670 'sol
680 SYMBOL 172.&X111111111.&X1111111
11.&X111111111.&X111111111.&X1111111
11.&X111111111.&X111111111.&X111111111
690 'Jambe a droite
700 SYMBOL 173.&X0.&X0.&X0.&X0.&X0
.&X11111000.&X11111000.&X11111000
710 'Pied a droite
720 SYMBOL 174.&X0.&X0.&X0.&X0.&X1
10.&X110.&X110.&X110
730 'Jambe a gauche
740 SYMBOL 175.&X0.&X0.&X0.&X0.&X0
.&X0.&X11111.&X111111
750 'Pied a gauche
760 SYMBOL 176.&X0.&X0.&X0.&X0.&X1
100000.&X1100000.&X1100000.&X11000
00
770 'Plateau en bas
780 SYMBOL 177.&X0.&X0.&X0.&X0.&X1
00010.&X1100011.&X1100011.&X111001
1
790 SYMBOL 178.&X110010.&X10000.&X
0.&X0.&X0.&X0.&X0
800 'main basse
810 SYMBOL 179.&X0.&X0.&X0.&X0.&X0
.&X0.&X0.&X1100
820 SYMBOL 180.&X1100.&X1100.&X0.&
X0.&X0.&X0.&X0
830 'rideau
840 SYMBOL 181.&X111111111.&X111001
11.&X11000011.&X11100111.&X1111100
.&X11000.&X0.&X0
850 SYMBOL 182.&X0.&X11000.&X11110
0.&X11000.&X110000011.&X1100110.&X1
11100.&X11000
860 'horloge
870 SYMBOL 183.&X11.&X11110.&X1110
000.&X1000000.&X11000000.&X1000000
0.&X10000000.&X10000000
880 SYMBOL 184.&X11000000.&X1111100
0.&X1110.&X10.&X11.&X1.&X1
890 SYMBOL 185.&X10000000.&X100000
00.&X100000000.&X110000000.&X1000000
.&X1110000.&X11110.&X11
900 SYMBOL 186.&X1.&X1.&X1.&X11.&X
10.&X1110.&X1111000.&X11000000
910 SYMBOL 187.&X0.&X0.&X0.&X1.&X1
.&X0.&X0.&X110000
920 SYMBOL 188.&X0.&X0.&X0.&X0.&X0
.&X0.&X0.&X1100
930 SYMBOL 189.&X110000.&X0.&X0.&X
1.&X1.&X0.&X0.&X0
940 SYMBOL 190.&X0.&X0.&X0.&X10000
000.&X10000000.&X0.&X0.&X0
950 SYMBOL 191.&X0.&X0.&X0.&X10000
000.&X10000000.&X10000000.&X100000
00.&X100000000
960 SYMBOL 192.&X111111100.&X0.&X0
.&X0.&X0.&X0.&X0
970 'Pot
980 SYMBOL 193.&X0.&X0.&X11111000
.&X10001000.&X10001000.&X10001111.&
X11111110.&X11111110
990 SYMBOL 194.&X1111100.&X1111110
.&X11111111.&X11111111.&X11111111.&
X11111111.&X11111110.&X1111100
1000 'chandelier
1010 SYMBOL 195.&X0.&X110001.&X110
001.&X110001.&X110001.&X0.&X0.&X0
1020 SYMBOL 196.&X0.&X0.&X10001100.&X1
0001100.&X10001100.&X10001100.&X0
.&X0.&X0
1030 SYMBOL 198.&X0.&X0.&X0.&X0.&X
0.&X1111011.&X110001.&X1111111
1040 SYMBOL 200.&X0.&X0.&X0.&X0.&X
0.&X11011110.&X10001100.&X111111100
1050 SYMBOL 201.&X11111111.&X1.&X1.&
X1.&X1.&X11.&X1111.&X11111
1060 SYMBOL 202.&X111111100.&X10000
000.&X10000000.&X10000000.&X100000
00.&X11000000.&X11110000.&X1111100
0
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1070 'bouteille
1080 SYMBOL 203.&X1111100.&X11000.&
X11000.&X11000.&X11000.&X111100.&X
1111100.&X11111111
1090 SYMBOL 204.&X11111111.&X11111
111.&X10000001.&X10000001.&X100000
01.&X10000001.&X11111111.&X1111111
1
1100 SYMBOL 205.&X0.&X0.&X0.&X111110
.&X1111100.&X1111100.&X1111100.&X0
.&X0
1110 'carafe
1120 SYMBOL 206.&X0.&X11000.&X1111
00.&X111100.&X11000.&X111100.&X110
00.&X11000
1130 SYMBOL 207.&X11000.&X1111110
.&X11111111.&X11111111.&X11111111.&
X11111111.&X11111100.&X1111100
1140 'flamme
1150 SYMBOL 208.&X11111111.&X10000
001.&X10111101.&X10100101.&X101001
01.&X10111101.&X10000001.&X1111111
1
1160 SYMBOL 209.&X0.&X1111110.&X10
00010.&X1011010.&X1011010.&X100001
0.&X1111100.&X0
1170 'cendres
1180 SYMBOL 210.&X1.&X11.&X11.&X11
1.&X111.&X111111.&X111111.&X1111111
1190 SYMBOL 211.&X10000000.&X11100
000.&X11000000.&X11111000.&X111100
00.&X11111110.&X11111100.&X1111111
1
1200 '
1210 'initialisation
1220 '
1230 hs=0
1235 DIM sc(10):DIM nom$(10)
1236 FOR i=1 TO 9:nom$(i)="FREDERI
C":sc(i)=100:NEXT
1240 vi=6:sc=0
1250 MODE 0:PAPER 0:BORDER 0:INK 0
:INK 1,26:INK 2,16:INK 3,15:INK
4,24:INK 5,2:INK 6,6:INK 7,3:INK 8
,9:INK 9,2,6:INK 10,18:INK 11,24,6
:INK 12,6,24:x=3:y=14:z=0:q=0:xb=3
:yb=17:t=0:xf=17:yf=11:w=1:h=0
1260 GOSUB 2330:GOSUB 3080:GOSUB 3
190:GOSUB 3410:GOSUB 3730:GOSUB 37
80:GOSUB 3860:GOSUB 3970:GOSUB 391
0:GOSUB 3920:GOSUB 3960
1270 PRINT CHR$(22):CHR$(1):FOR n=
3 TO (vi*3) STEP 3:LOCATE n,3:PEN
1:PRINT CHR$(160):LOCATE n,3:PEN 2
:PRINT CHR$(161):LOCATE n,4:PEN 1:
PRINT CHR$(162):LOCATE n,4:PEN 2:P
RINT CHR$(163):LOCATE n,4:PEN 5:PR
INT CHR$(164):LOCATE n,4:PEN 3:PR
INT CHR$(165):NEXT
1280 PRINT CHR$(22):CHR$(0)
1290 PRINT CHR$(22):CHR$(1)
1300 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(3
4):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5):LOCATE x,y+2:PEN 6:PRINT CHR$(1
77):LOCATE x,y+2:PEN 2:PRINT CHR$(
179):LOCATE x,y+3:PEN 5:PRINT CHR$(
36):LOCATE x,y+3:PEN 3:PRINT CHR$(
37)
1310 LOCATE x,y+3:PEN 6:PRINT CHR$(
178):LOCATE x,y+3:PEN 2:PRINT CHR
$(180):PRINT CHR$(22):CHR$(0)
1320 '
1330 'mouvements
1340 '
1350 IF z=0 THEN IF INKEY(1)=0 OR
INKEY(75)=0 THEN GOTO 1430 ELSE G
OTO 1350
1360 IF z=1 THEN IF INKEY(8)=0 OR
INKEY(74)=0 THEN GOTO 1650 ELSE IF
INKEY(1)=0 OR INKEY(75)=0 THEN GO
TO 1510 ELSE IF (INKEY(0)=0 OR INK
EY(72)=0) AND s=1 THEN GOTO 1830 E
LSE GOTO 1370
1370 IF (INKEY(0)=0 OR INKEY(72)=0
) AND s=2 THEN GOTO 2030 ELSE IF (
INKEY(9)=0 OR INKEY(76)=0) AND s=1
THEN GOTO 2230 ELSE IF (INKEY(9)=
0 OR INKEY(76)=0) AND s=2 THEN GOT
O 2280 ELSE GOTO 1360
1380 IF z=2 THEN IF INKEY(8)=0 OR
INKEY(74)=0 THEN GOTO 2420 ELSE IF
INKEY(1)=0 OR INKEY(75)=0 THEN GO
TO 2540 ELSE IF (INKEY(0)=0 OR INK
EY(72)=0) AND s=1 THEN GOTO 2660 E
LSE GOTO 1390
1390 IF (INKEY(0)=0 OR INKEY(72)=0
) AND s=2 THEN GOTO 2860 ELSE GOTO
1380
1400 '
1410 'a droite sans crepe
1420 '
1430 x=x+1:ENT 1,100,2,2: SOUND 1,
600,1,14,4: IF x>17 THEN x=17:GOSUB
3120:GOSUB 3160:z=1:GOTO 1570
1440 LOCATE x-1,y:PRINT " ":LOCATE
x-1,y+1:PRINT " ":LOCATE x-1,y+2
:PRINT " ":LOCATE x-1,y+3:PRINT "
"
1450 PRINT CHR$(22):CHR$(1)
1460 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(3
4):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5):LOCATE x,y+2:PEN 6:PRINT CHR$(1
77):LOCATE x,y+2:PEN 2:PRINT CHR$(
179):LOCATE x,y+3:PEN 5:PRINT CHR$(
36):LOCATE x,y+3:PEN 3:PRINT CHR$(
37)
1470 LOCATE x,y+3:PEN 6:PRINT CHR$(
178):LOCATE x,y+3:PEN 2:PRINT CHR
$(180):PRINT CHR$(22):CHR$(0):GOTO
1350
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1480 '
1490 'a droite avec crepe
1500 '
1510 x=x+1:SOUND 1,600,1,14,4:IF x
>17 THEN x=17:GOSUB 3160
1520 s=1:LOCATE x-1,y:PRINT " ":LO
CATE x-2,y+1:PRINT " ":LOCATE x-2
,y+2:PRINT " ":LOCATE x-1,y+3:PRI
NT " "
1530 IF t=1 THEN GOSUB 3270
1540 IF t=0 THEN GOSUB 3240
1550 IF w=1 THEN GOSUB 4030
1560 IF w=0 THEN GOSUB 4000
1570 s=1
1580 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(3
4):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5):LOCATE x,y+3:PEN 5:PRINT CHR$(3
6):LOCATE x,y+3:PEN 3:PRINT CHR$(3
7):LOCATE x+1,y+1:PEN 4:PRINT CHR$(
41):LOCATE x+1,y+2:PEN 1:PRINT CH
R$(38)
1590 PRINT CHR$(22):CHR$(1)
1600 LOCATE x,y+3:PEN 5:PRINT CHR$(
36):LOCATE x,y+3:PEN 3:PRINT CHR$(
37):LOCATE x+1,y+1:PEN 4:PRINT CH
R$(41):LOCATE x+1,y+2:PEN 1:PRINT
CHR$(38):LOCATE x+1,y+2:PEN 2:PRIN
T CHR$(39):LOCATE x+1,y+1:PEN 6:PR
INT CHR$(40)
1610 PRINT CHR$(22):CHR$(0):GOSUB
3770:GOTO 1360
1620 '
1630 'a gauche avec crepe
1640 '
1650 IF t=1 THEN GOSUB 3270
1660 IF t=0 THEN GOSUB 3240
1670 IF w=1 THEN GOSUB 4030
1680 IF w=0 THEN GOSUB 4000
1690 x=x-1:SOUND 1,600,1,14,5:IF x
<4 THEN x=4
1700 IF x=5 THEN LOCATE 19,16:PRIN
T " ":PRINT CHR$(22):CHR$(1):PEN 7
:LOCATE 19,16:PRINT CHR$(93):LOCAT
E 19,16:PRINT CHR$(123):PEN 9:LOCA
TE 19,16:PRINT CHR$(95):LOCATE 19,
16:PEN 4:PRINT CHR$(126):PRINT CHR
$(22):CHR$(0):h=0
1710 s=2:LOCATE x+1,y:PRINT " ":LO
CATE x+1,y+1:PRINT " ":LOCATE x+1
,y+2:PRINT " ":LOCATE x+1,y+3:PRI
NT " "
1720 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(4
2):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5)
1730 PRINT CHR$(22):CHR$(1)
1740 LOCATE x,y+3:PEN 5:PRINT CHR$(
47):LOCATE x,y+3:PEN 3:PRINT CHR$(
91):LOCATE x-1,y+1:PEN 4:PRINT CH
R$(46):LOCATE x-1,y+2:PEN 1:PRINT
CHR$(43):LOCATE x-1,y+2:PEN 2:PRIN
T CHR$(44):LOCATE x-1,y+1:PEN 6:PR
INT CHR$(40)
1750 PRINT CHR$(22):CHR$(0):GOSUB
3770:IF x<4 THEN GOTO 1360 ELSE 1
760
1760 q=q+1:IF q>4 THEN q=4
1770 IF x=4 THEN n=150+q:LOCATE 3,
15:PRINT " ":PRINT CHR$(22):CHR$(1
):LOCATE 3,15:PEN 6:PRINT CHR$(40)
:LOCATE 2,16:PEN 4:PRINT CHR$(n):L
OCATE 2,16:PEN 7:PRINT CHR$(166):P
RINT CHR$(22):CHR$(0):sc=sc+50
1780 LOCATE 13,21:PEN 6:PRINT sc:I
F sc>hs THEN hs=sc:LOCATE 13,23:PE
N 6:PRINT hs
1790 IF x=4 THEN z=2:GOTO 2500
1800 '
1810 'saut a droite avec crepe
1820 '
1830 LOCATE x,y:PRINT " ":LOCATE x
,y+1:PRINT " ":LOCATE x,y+2:PRINT
" ":LOCATE x,y+3:PRINT " "
1840 IF t=1 THEN GOSUB 3270
1850 IF t=0 THEN GOSUB 3240
1860 IF w=1 THEN GOSUB 4030
1870 IF w=0 THEN GOSUB 4000
1880 y=y-1:ENT 1,100,2,2:SOUND 2,2
0,25,14,0,1:IF y<11 THEN y=11:GOTO
1920
1890 PRINT CHR$(22):CHR$(1)
1900 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(3
4):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5):LOCATE x,y+3:PEN 5:PRINT CHR$(3
6):LOCATE x,y+3:PEN 3:PRINT CHR$(3
7):LOCATE x+1,y+1:PEN 4:PRINT CHR$(
41):LOCATE x+1,y+2:PEN 1:PRINT CH
R$(38)
1910 LOCATE x+1,y+2:PEN 2:PRINT CH
R$(39):LOCATE x+1,y+1:PEN 6:PRINT
CHR$(40):PRINT CHR$(22):CHR$(0):GO
SUB 4160:GOTO 1830
1920 LOCATE x,y:PRINT " ":LOCATE x
,y+1:PRINT " ":LOCATE x,y+2:PRINT
" ":LOCATE x,y+3:PRINT " "
1930 IF t=1 THEN GOSUB 3270
1940 IF t=0 THEN GOSUB 3240
1950 IF w=1 THEN GOSUB 4030
1960 IF w=0 THEN GOSUB 4000
1970 y=y+1:PRINT CHR$(22):CHR$(1)
1980 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(3
4):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5):LOCATE x,y+3:PEN 5:PRINT CHR$(3
6):LOCATE x,y+3:PEN 3:PRINT CHR$(3
7):LOCATE x+1,y+1:PEN 4:PRINT CHR$(
41):LOCATE x+1,y+2:PEN 1:PRINT CH
R$(38)
1990 LOCATE x+1,y+2:PEN 2:PRINT CH
R$(39):LOCATE x+1,y+1:PEN 6:PRINT
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CHR$(40):PRINT CHR$(22):CHR$(0):GO
SUB 4160:GOSUB 3770:IF y=14 THEN G
OTO 1360 ELSE GOTO 1920
2000 '
2010 'saut a gauche avec crepe
2020 '
2030 LOCATE x,y:PRINT " ":LOCATE x
-1,y+1:PRINT " ":LOCATE x-1,y+2:P
RINT " ":LOCATE x,y+3:PRINT " "
2040 IF t=1 THEN GOSUB 3270
2050 IF t=0 THEN GOSUB 3240
2060 IF w=1 THEN GOSUB 4030
2070 IF w=0 THEN GOSUB 4000
2080 y=y-1:ENT 1,100,2,2:SOUND 2,2
0,25,14,0,1:IF y<11 THEN y=11:GOTO
2120
2090 PRINT CHR$(22):CHR$(1)
2100 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(4
2):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5):LOCATE x,y+3:PEN 5:PRINT CHR$(4
7):LOCATE x,y+3:PEN 3:PRINT CHR$(9
1):LOCATE x-1,y+1:PEN 4:PRINT CHR$(
46):LOCATE x-1,y+2:PEN 1:PRINT CH
R$(43)
2110 LOCATE x-1,y+2:PEN 2:PRINT CH
R$(44):LOCATE x-1,y+1:PEN 6:PRINT
CHR$(40):PRINT CHR$(22):CHR$(0):GO
SUB 4160:GOTO 2030
2120 LOCATE x,y:PRINT " ":LOCATE x
-1,y+1:PRINT " ":LOCATE x-1,y+2:P
RINT " ":LOCATE x,y+3:PRINT " "
2130 IF t=1 THEN GOSUB 3270
2140 IF t=0 THEN GOSUB 3240
2150 IF w=1 THEN GOSUB 4030
2160 IF w=0 THEN GOSUB 4000
2170 y=y+1:PRINT CHR$(22):CHR$(1)
2180 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(4
2):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5):LOCATE x,y+3:PEN 5:PRINT CHR$(4
7):LOCATE x,y+3:PEN 3:PRINT CHR$(9
1):LOCATE x-1,y+1:PEN 4:PRINT CHR$(
46):LOCATE x-1,y+2:PEN 1:PRINT CH
R$(43)
2190 LOCATE x-1,y+2:PEN 2:PRINT CH
R$(44):LOCATE x-1,y+1:PEN 6:PRINT
CHR$(40):PRINT CHR$(22):CHR$(0):GO
SUB 4160:GOSUB 3770:IF y=14 THEN G
OTO 1360 ELSE GOTO 2120
2200 '
2210 'lancer crepe a droite
2220 '
2230 xc=x+1:yc=y+1:LOCATE xc,yc:PR
INT " ":LOCATE xc,yc:PEN 6:PRINT C
HR$(40):FOR n=1 TO 4:LOCATE xc,yc
:n:PEN 4:PRINT CHR$(41):GOSUB 4300:
GOSUB 4090:FOR m=1 TO 4:LOCATE xc,
yc-m:PRINT " ":NEXT m:NEXT n
2240 FOR n=4 TO 1 STEP -1:LOCATE x
c,yc-n:PEN 4:PRINT CHR$(41):GOSUB
4300:FOR m=4 TO 1 STEP -1:LOCATE x
c,yc-m:PRINT " ":NEXT m:NEXT n:PRIN
T CHR$(22):CHR$(1):LOCATE xc,yc:PE
N 4:PRINT CHR$(41):LOCATE xc,yc:PE
N 6:PRINT CHR$(40):PRINT CHR$(22):
CHR$(0):GOTO 1360
2250 '
2260 'lancer crepe a gauche
2270 '
2280 xc=x-1:yc=y+1:LOCATE xc,yc:PR
INT " ":LOCATE xc,yc:PEN 6:PRINT C
HR$(40):FOR n=1 TO 4:LOCATE xc,yc
:n:PEN 4:PRINT CHR$(46):GOSUB 4300:
GOSUB 4090:FOR m=1 TO 4:LOCATE xc,
yc-m:PRINT " ":NEXT m:NEXT n
2290 FOR n=4 TO 1 STEP -1:LOCATE x
c,yc-n:PEN 4:PRINT CHR$(46):GOSUB
4300:FOR m=4 TO 1 STEP -1:LOCATE x
c,yc-m:PRINT " ":NEXT m:NEXT n:PRIN
T CHR$(22):CHR$(1):LOCATE xc,yc:PE
N 4:PRINT CHR$(46):LOCATE xc,yc:PE
N 6:PRINT CHR$(40):PRINT CHR$(22):
CHR$(0):GOTO 1360
2300 '
2310 'cadre
2320 '
2330 FOR n=1 TO 25:PEN 6:LOCATE 1,
n:PRINT CHR$(255):NEXT
2340 FOR n=2 TO 20:PEN 6:LOCATE n,
6:PRINT CHR$(255):NEXT
2350 FOR n=2 TO 20:PEN 6:LOCATE n,
1:PRINT CHR$(255):NEXT
2360 FOR n=2 TO 20:PEN 6:LOCATE n,
25:PRINT CHR$(255):NEXT
2370 FOR n=2 TO 20:PEN 6:LOCATE n,
19:PRINT CHR$(255):NEXT
2380 FOR n=1 TO 24:PEN 6:LOCATE 20
,n:PRINT CHR$(255):NEXT
2390 PEN 6:LOCATE 3,21:PRINT "SCOR
E " :LOCATE 3,23:PRINT "RECORD " :
2400 PEN 6:LOCATE 13,21:PRINT sc:L
OCATE 13,23:PRINT hs:RETURN
2410 '
2420 'a gauche avec plateau vide
2430 '
2440 x=x-1:SOUND 1,600,1,14,5:IF x
<4 THEN x=4
2450 s=2:LOCATE x+1,y:PRINT " ":LO
CATE x+1,y+1:PRINT " ":LOCATE x+1
,y+2:PRINT " ":LOCATE x+1,y+3:PRI
NT " "
2460 IF t=1 THEN GOSUB 3270
2470 IF t=0 THEN GOSUB 3240
2480 IF w=1 THEN GOSUB 4030
2490 IF w=0 THEN GOSUB 4000
2500 LOCATE x,y:PEN 1:PRINT CHR$(3
3):LOCATE x,y+1:PEN 2:PRINT CHR$(4
2):LOCATE x,y+2:PEN 1:PRINT CHR$(3
5)
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2510 PRINT CHR$(22);CHR$(1)
2520 LOCATE x,y+3:PEN 5:PRINT CHR$(47):LOCATE x,y+3:PEN 3:PRINT CHR$(91):LOCATE x-1,y+2:PEN 1:PRINT CHR$(43):LOCATE x-1,y+2:PEN 2:PRINT CHR$(44):LOCATE x-1,y+1:PEN 6:PRINT CHR$(40):PRINT CHR$(22);CHR$(0):GOSUB 3770:GOTO 1380
2530 '
2540 'a droite avec Plateau vide
2550 '
2560 x=x+1:SOUND 1,600,1,14,5:IF x>17 THEN x=17:z=1:GOTO 1360
2570 s=1:LOCATE x-1,y:PRINT " ":LOCATE x-2,y+1:PRINT " ":LOCATE x-2,y+2:PRINT " ":LOCATE x-1,y+3:PRINT " "
2580 IF t=1 THEN GOSUB 3270
2590 IF t=0 THEN GOSUB 3240
2600 IF w=1 THEN GOSUB 4030
2610 IF w=0 THEN GOSUB 4000
2620 LOCATE x,y:PEN 1:PRINT CHR$(33):LOCATE x,y+1:PEN 2:PRINT CHR$(34):LOCATE x,y+2:PEN 1:PRINT CHR$(35)

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2630 PRINT CHR$(22);CHR$(1)
2640 LOCATE x,y+3:PEN 5:PRINT CHR$(36):LOCATE x,y+3:PEN 3:PRINT CHR$(37):LOCATE x+1,y+2:PEN 1:PRINT CHR$(38):LOCATE x+1,y+2:PEN 2:PRINT CHR$(39):LOCATE x+1,y+1:PEN 6:PRINT CHR$(40):PRINT CHR$(22);CHR$(0):GOSUB 3770:GOTO 1380
2650 '
2660 'saut a droite Plateau vide
2670 '
2680 LOCATE x,y:PRINT " ":LOCATE x,y+1:PRINT " ":LOCATE x,y+2:PRINT " ":LOCATE x,y+3:PRINT " "
2690 IF t=1 THEN GOSUB 3270
2700 IF t=0 THEN GOSUB 3240
2710 IF w=1 THEN GOSUB 4030
2720 IF w=0 THEN GOSUB 4000
2730 y=y-1:ENV 1,100,2,2:SOUND 2,2,0,25,14,0,1:IF y<11 THEN y=11:GOTO 2770
2740 PRINT CHR$(22);CHR$(1)
2750 LOCATE x,y:PEN 1:PRINT CHR$(33):LOCATE x,y+1:PEN 2:PRINT CHR$(34):LOCATE x,y+2:PEN 1:PRINT CHR$(35):LOCATE x,y+3:PEN 5:PRINT CHR$(36):LOCATE x,y+3:PEN 3:PRINT CHR$(37):LOCATE x+1,y+2:PEN 1:PRINT CHR$(38)
2760 LOCATE x+1,y+2:PEN 2:PRINT CH

```

```

R$(39):LOCATE x+1,y+1:PEN 6:PRINT CHR$(40):PRINT CHR$(22);CHR$(0):GOSUB 4160:GOTO 2680
2770 LOCATE x,y:PRINT " ":LOCATE x,y+1:PRINT " ":LOCATE x,y+2:PRINT " ":LOCATE x,y+3:PRINT " "
2780 IF t=1 THEN GOSUB 3270
2790 IF t=0 THEN GOSUB 3240
2800 IF w=1 THEN GOSUB 4030
2810 IF w=0 THEN GOSUB 4000
2820 y=y+1:PRINT CHR$(22);CHR$(1)
2830 LOCATE x,y:PEN 1:PRINT CHR$(33):LOCATE x,y+1:PEN 2:PRINT CHR$(34):LOCATE x,y+2:PEN 1:PRINT CHR$(35):LOCATE x,y+3:PEN 5:PRINT CHR$(36):LOCATE x,y+3:PEN 3:PRINT CHR$(37):LOCATE x+1,y+2:PEN 1:PRINT CHR$(38)
2840 LOCATE x+1,y+2:PEN 2:PRINT CHR$(39):LOCATE x+1,y+1:PEN 6:PRINT CHR$(40):PRINT CHR$(22);CHR$(0):GOSUB 4160:GOSUB 3770:IF y=14 THEN GOTO 1380 ELSE GOTO 2770
2850 '
2860 'saut a gauche Plateau vide
2870 '
2880 LOCATE x,y:PRINT " ":LOCATE x-1,y+1:PRINT " ":LOCATE x-1,y+2:PRINT " ":LOCATE x,y+3:PRINT " "

```

```

2890 IF t=1 THEN GOSUB 3270
2900 IF t=0 THEN GOSUB 3240
2910 IF w=1 THEN GOSUB 4030
2920 IF w=0 THEN GOSUB 4000
2930 y=y-1:ENV 1,100,2,2:SOUND 2,2,0,25,14,0,1:IF y<11 THEN y=11:GOTO 2970
2940 PRINT CHR$(22);CHR$(1)
2950 LOCATE x,y:PEN 1:PRINT CHR$(33):LOCATE x,y+1:PEN 2:PRINT CHR$(34):LOCATE x,y+2:PEN 1:PRINT CHR$(35):LOCATE x,y+3:PEN 5:PRINT CHR$(36):LOCATE x,y+3:PEN 3:PRINT CHR$(37):LOCATE x-1,y+2:PEN 1:PRINT CHR$(43)
2960 LOCATE x-1,y+2:PEN 2:PRINT CHR$(44):LOCATE x-1,y+1:PEN 6:PRINT CHR$(40):PRINT CHR$(22);CHR$(0):GOSUB 4160:GOTO 2880
2970 LOCATE x,y:PRINT " ":LOCATE x-1,y+1:PRINT " ":LOCATE x-1,y+2:PRINT " ":LOCATE x,y+3:PRINT " "
2980 IF t=1 THEN GOSUB 3270
2990 IF t=0 THEN GOSUB 3240
3000 IF w=1 THEN GOSUB 4030
3010 IF w=0 THEN GOSUB 4000
3020 y=y+1:PRINT CHR$(22);CHR$(1)

```

A SUIVRE..

LES CREPES

Serge MARQUET

Malgré les facéties d'un chat plutôt gourmand, aidez un brave cuisinier, expert en crêpes flambées, à satisfaire sa clientèle.

SUITE DU N° 10

```
3030 LOCATE x,y: PEN 1: PRINT CHR$(3
3):LOCATE x,y+1: PEN 2: PRINT CHR$(4
2):LOCATE x,y+2: PEN 1: PRINT CHR$(3
5):LOCATE x,y+3: PEN 5: PRINT CHR$(4
7):LOCATE x,y+3: PEN 3: PRINT CHR$(9
1):LOCATE x-1,y+2: PEN 1: PRINT CHR$(
43)
3040 LOCATE x-1,y+2: PEN 2: PRINT CH
R$(44):LOCATE x-1,y+1: PEN 6: PRINT
CHR$(40): PRINT CHR$(22):CHR$(0):GO
SUB 4160:GOSUB 3770: IF y=14 THEN G
OTO 1380 ELSE GOTO 2970
3050 '
3060 'gaziniere
3070 '
3080 PRINT CHR$(22):CHR$(1):PEN 7:
LOCATE 19,16: PRINT CHR$(93):LOCATE
19,16: PRINT CHR$(123):PEN 9:LOCAT
E 19,16: PRINT CHR$(95):LOCATE 19,1
6: PEN 4: PRINT CHR$(126):LOCATE 19,
17: PEN 7: PRINT CHR$(125): PRINT CH
R$(22):CHR$(0):RETURN
3090 '
3100 ' chat init
3110 '
3120 LOCATE xb,yb: PEN 3: PRINT CHR$(
168)+CHR$(169):RETURN
3130 '
3140 'reaffichage crepe sur gaz
3150 '
3160 LOCATE 19,16: PRINT " ": PRINT
CHR$(22):CHR$(1):PEN 7:LOCATE 19,1
6: PRINT CHR$(93):LOCATE 19,16: PRIN
T CHR$(123):PEN 9:LOCATE 19,16: PRIN
T CHR$(95): PRINT CHR$(22):CHR$(0)
3170 IF h=0 THEN xcc=x+2: ycc=y+1: L
OCATE xcc,ycc: PRINT " ": FOR n=1 TO
5: LOCATE xcc,ycc-n: PEN 4: PRINT CH
R$(126):FOR m=1 TO 5: LOCATE xcc,yc
c-m: PRINT " ": NEXT m: NEXT n
3180 IF h=0 THEN FOR n=5 TO 1 STEP
-1: LOCATE xcc,ycc-n: PEN 4: PRINT C
HR$(126):FOR m=5 TO 1 STEP -1: LOCA
TE xcc,ycc-m: PRINT " ": NEXT m: NEXT
n: h=1: RETURN
3190 'table
3200 PRINT CHR$(22):CHR$(1):PEN 8:
LOCATE 2,17: PRINT CHR$(167):LOCATE
2,16: PEN 7: PRINT CHR$(166): PRINT
CHR$(22):CHR$(0):RETURN
3210 '
3220 'mouv chat
3230 '
3240 LOCATE xb,yb: PRINT " ": xb=xb+
1: LOCATE xb,yb: PEN 3: PRINT CHR$(16
8)+CHR$(169)
3250 IF xb>16 THEN xb=16: t=1
3260 RETURN
3270 LOCATE xb+1,yb: PRINT " ": xb=
xb-1: LOCATE xb+1,yb: PEN 3: PRINT CH
R$(170)+CHR$(171)
3280 IF xb<3 THEN xb=3: t=0
3290 RETURN
3300 '
3310 'perte d'une vie
3320 '
3330 FOR t=1 TO 200: NEXT t: vi=vi-1
3340 IF s=1 THEN GOSUB 3520: GOSUB
3350: FOR t=1 TO 2000: NEXT t
3350 IF s=2 THEN GOSUB 3570: GOSUB
3360: FOR t=1 TO 2000: NEXT t
3360 IF vi=0 THEN LOCATE 3,3: PRINT
```

```
" ":LOCATE 3,4: PRINT " ": GOTO 362
0
3370 GOTO 1250
3380 '
3390 'sol
3400 '
3410 PRINT CHR$(22):CHR$(1):FOR n=
2 TO 19: LOCATE n,18: PEN 4: PRINT CH
R$(172):LOCATE n,18: PEN 5: PRINT CH
R$(199):LOCATE n,18: PRINT CHR$(197
):NEXT: PRINT CHR$(22):CHR$(0):RETU
RN
3420 '
3430 ' musique chute
3440 '
3450 FOR i=1 TO 26
3460 SOUND 5,i*125,10
3470 NEXT i
3480 RETURN
3490 '
3500 'bonhomme assis droite
3510 '
3520 IF s=1 THEN LOCATE x,y: PRINT
" ":LOCATE x,y+1: PRINT " ":LOCATE
x,y+2: PRINT " ":LOCATE x,y+3: PRI
NT " ": PRINT CHR$(22):CHR$(1):LOCA
TE x,y+1: PEN 1: PRINT CHR$(33):LOCA
TE x,y+2: PEN 2: PRINT CHR$(34):LOCA
TE x,y+3: PEN 1: PRINT CHR$(35)
3530 LOCATE x+1,y+3: PEN 5: PRINT CH
R$(173):LOCATE x+1,y+3: PEN 3: PRINT
CHR$(174):LOCATE x+1,y+3: PEN 1: PR
INT CHR$(38):LOCATE x+1,y+3: PEN 2:
PRINT CHR$(39):LOCATE x+1,y+2: PEN
6: PRINT CHR$(40): PRINT CHR$(22):CH
R$(0):RETURN
3540 '
3550 'bonhomme assis gauche
3560 '
3570 IF s=2 THEN LOCATE x,y: PRINT
" ":LOCATE x-1,y+1: PRINT " ":LOC
ATE x-1,y+2: PRINT " ":LOCATE x,y
+3: PRINT " ": PRINT CHR$(22):CHR$(1
):LOCATE x,y+1: PEN 1: PRINT CHR$(33
):LOCATE x,y+2: PEN 2: PRINT CHR$(42
):LOCATE x,y+3: PEN 1: PRINT CHR$(35
)
3580 LOCATE x-1,y+3: PEN 5: PRINT CH
R$(175):LOCATE x-1,y+3: PEN 3: PRINT
CHR$(176):LOCATE x-1,y+3: PEN 1: PR
INT CHR$(43):LOCATE x-1,y+3: PEN 2:
PRINT CHR$(44):LOCATE x-1,y+2: PEN
6: PRINT CHR$(40): PRINT CHR$(22):CH
R$(0):RETURN
3590 '
3600 ' musique fin
3610 '
3620 SOUND 1,478,50,15: SOUND 1,0,1
,0: SOUND 1,478,50,15: SOUND 1,0,1,0
: SOUND 1,478,13,15: SOUND 1,0,1,0: S
OUND 1,478,100,15: SOUND 1,402,50,1
5: SOUND 1,426,13,15: SOUND 1,0,1,0:
SOUND 1,426,50,15: SOUND 1,478,13,1
5: SOUND 1,0,1,0: SOUND 1,478,50,15:
SOUND 1,506,13,15
3630 SOUND 1,478,75,15
3640 CLS: MODE 1: INK 0,1: INK 1,24: P
EN 1: PAPER 0: BORDER 1: GOSUB 8970: L
OCATE 5,12: PRINT "DESIREZ VOUS REJ
OUER : O - N ?":
3650 a$=INKEY$: IF a$="" THEN 3650
3660 a$=UPPER$(a$)
3670 IF a$="O" THEN 1240
3680 IF a$="N" THEN LOCATE 9,18: PE
N 1: PRINT "VOUS N'AVEZ PLUS FAIM ?
```

```
" :END
3690 GOTO 3650
3700 '
3710 'rideau
3720 '
3730 PRINT CHR$(22):CHR$(1):FOR n=
2 TO 9: LOCATE n,9: PEN 4: PRINT CHR$(
181):LOCATE n,9: PEN 6: PRINT CHR$(
182):NEXT:FOR n=12 TO 19: LOCATE n,
9: PEN 4: PRINT CHR$(181):LOCATE n,9
: PEN 6: PRINT CHR$(182):NEXT: PRINT
CHR$(22):CHR$(0):RETURN
3740 '
3750 'criteres de chute
3760 '
3770 IF ((xb=x) AND (yb=y+3)) OR (
(xb+1=x) AND (yb=y+3)) OR ((xb+2=x
) AND (yb=y+3)) THEN GOTO 3330 ELS
E RETURN
3780 '
3790 'horloge
3800 '
3810 PRINT CHR$(22):CHR$(1):PEN 3:
LOCATE 10,7: PRINT CHR$(183)+CHR$(1
84):LOCATE 10,8: PRINT CHR$(185)+CH
R$(186): PEN 6: LOCATE 10,7: PRINT CH
R$(187)+CHR$(188):LOCATE 10,8: PRIN
T CHR$(189)+CHR$(190): PEN 1: LOCATE
11,7: PRINT CHR$(191):LOCATE 11,8
3820 PRINT CHR$(192): PRINT CHR$(22
):CHR$(0):RETURN
3830 '
3840 'chandelier
3850 '
3860 PEN 3: LOCATE 4,7: PRINT CHR$(1
93):LOCATE 4,8: PRINT CHR$(194):RET
URN
3870 PRINT CHR$(22):CHR$(1):PEN 3:
LOCATE 14,7: PRINT CHR$(198)+CHR$(2
00): PEN 1: LOCATE 14,7: PRINT CHR$(1
95)+CHR$(196):LOCATE 14,8: PEN 3: PR
INT CHR$(201)+CHR$(202): PRINT CHR$(
22):CHR$(0):RETURN
3880 '
3890 'bouteille
3900 '
3910 PRINT CHR$(22):CHR$(1):PEN 5:
LOCATE 7,7: PRINT CHR$(203):LOCATE
7,8: PRINT CHR$(204): PEN 1: LOCATE 7
,8: PRINT CHR$(205): PRINT CHR$(22):
CHR$(0):RETURN
3920 PEN 10: LOCATE 18,7: PRINT CHR$(
206):LOCATE 18,8: PRINT CHR$(207):
RETURN
3930 '
3940 'dessin flamme
3950 '
3960 PRINT CHR$(22):CHR$(1):PEN 11
:LOCATE xf,yf: PRINT CHR$(208):PEN
12: LOCATE xf,yf: PRINT CHR$(209): PR
INT CHR$(22):CHR$(1):RETURN
3970 '
3980 'mouv flamme
3990 '
4000 LOCATE xf-1,yf: PRINT " ": PRI
NT CHR$(22):CHR$(1): xf=xf+1: LOCA
TE xf,yf: PEN 11: PRINT CHR$(208):LOCA
TE xf,yf: PEN 12: PRINT CHR$(209)
4010 IF xf>17 THEN xf=17: w=1
4020 PRINT CHR$(22):CHR$(0):RETURN
4030 LOCATE xf,yf: PRINT " ": PRINT
CHR$(22):CHR$(1): xf=xf-1: LOCATE x
f,yf: PEN 11: PRINT CHR$(208):LOCATE
xf,yf: PEN 12: PRINT CHR$(209)
4040 IF xf<3 THEN xf=3: w=0
```

```
4050 PRINT CHR$(22):CHR$(0):RETURN
4060 '
4070 ' crepe flambee
4080 '
4090 IF yc=nyf AND xc=xf THEN sc=
sc+25
4100 LOCATE 13,21: PEN 6: PRINT sc: I
F sc>hs THEN hs=sc: LOCATE 13,23: PE
N 6: PRINT hs
4110 IF xc=xf AND yc=nyf THEN xf=
17: yf=11
4120 RETURN
4130 '
4140 'chaPeau brule
4150 '
4160 IF x=xf AND y=yf THEN vi=vi-1
:FOR n=1 TO 200: NEXT: GOSUB 4220: GO
SUB 4170: GOTO 1250 ELSE RETURN
4170 IF vi=0 THEN LOCATE 3,3: PRINT
" ":LOCATE 3,4: PRINT " ": GOTO 362
0
4180 RETURN
4190 '
4200 ' cendres
4210 '
4220 LOCATE x,y: PRINT " ":LOCATE x
-1,y+1: PRINT " ":LOCATE x-1,y+2:
PRINT " ":LOCATE x,y+3: PRINT " "
: PEN 6: LOCATE x-1,17: PRINT CHR$(21
0):LOCATE x,17: PRINT CHR$(211):GOS
UB 4260: FOR t=1 TO 2000: NEXT t: RET
URN
4230 '
4240 'son chaPeau brule
4250 '
4260 FOR i=1 TO 30
4270 SOUND 5,i*12,10,12
4280 NEXT i
4290 RETURN
4300 SOUND 1,30,5: RETURN
8940 '
8950 'tableau des scores
8960 '
8970 INK 1,15: PEN 1: CLS: LOCATE 3,1
2: INPUT "ENTREZ VOTRE NOM "; nom$(1
0): IF LEN(nom$(10))>10 THEN 8970
8971 sc(10)=sc
8980 FOR i=1 TO 9: FOR j=i+1 TO 10
8990 IF sc(i)>sc(j) THEN cx=sc(i):
sc(i)=sc(j): sc(j)=cx: bx=PP(i): PP(i
)=PP(j): PP(j)=bx: ax$=nom$(i): nom$(
i)=nom$(j): nom$(j)=ax$
9000 NEXT: NEXT
9010 CLS
9020 INK 1,6: LOCATE 12,2: PRINT "HI
GH SCORE"
9030 INK 2,15: PEN 2
9040 FOR i=1 TO 10
9050 LOCATE 6,i+5: PRINT ".....
....."
9060 IF i=10 THEN LOCATE 3,i+5: PRI
NT i: GOTO 9080
9070 LOCATE 4,i+5: PRINT i
9080 LOCATE 7,i+5: PRINT nom$(i)
9100 LOCATE 19,i+5: PRINT USING "##
###": sc(i)
9110 NEXT
9130 LOCATE 15,24: PRINT "APPUYEZ S
UR UNE TOUCHE"
9140 a$=INKEY$: IF a$="" THEN GOTO
9140
9150 CLS: RETURN
```