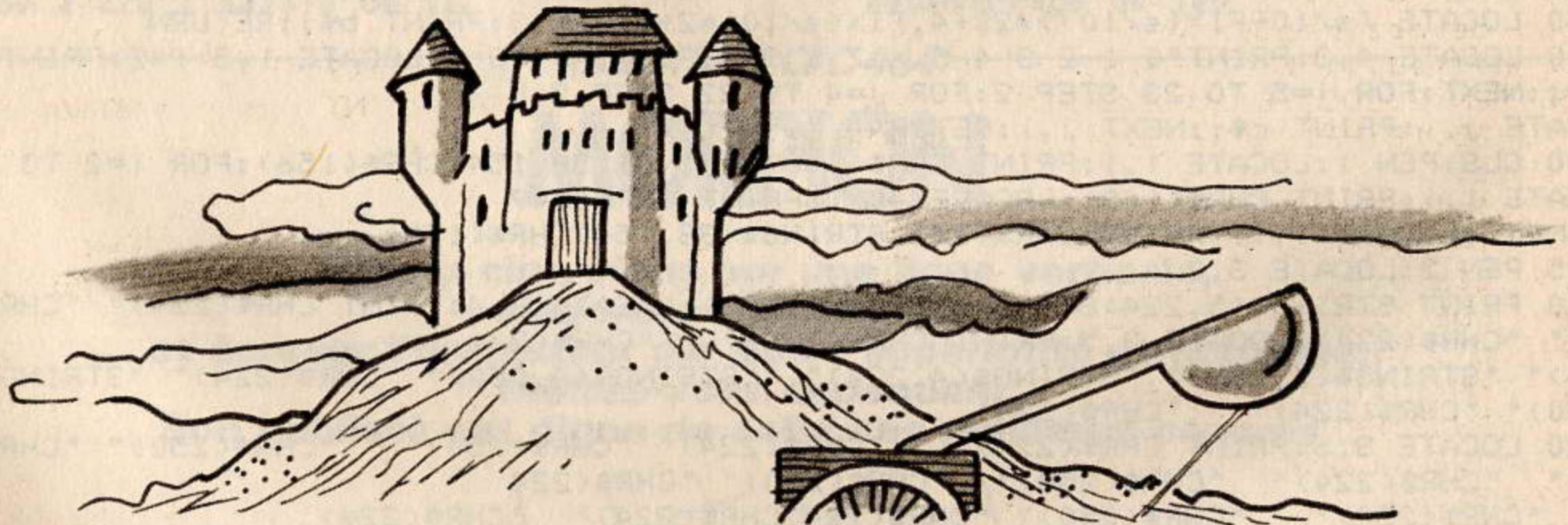


CATA-TIR

**Détruisez sans remord les dépôts de vivres de l'ennemi.
Vous pourrez ainsi vous rendre maître de toutes
ses places fortes.**

**Pour l'attaquer, vous disposez d'une catapulte
dernier modèle : il vous suffit
d'indiquer un angle de tir et de presser la touche « enter ».**



```

1 / ON BREAK GOSUB 8000
5 INK 0,0:INK 1,15:INK 2,9:INK 3,25
6 PAPER 0:BORDER 0
10 DIM xb(50),yb(50):ti=1
11 SYMBOL AFTER 199
12 SYMBOL 199,0,&X11000,&X11000,&X11000,&X1111110,&X11000,&X11000,0
13 SYMBOL 200,&X111100,&X100100,&X100100,&X11100111,&X10000001,&X11100111,&X1001
00,&X111100
14 SYMBOL 201,0,0,0,&X111100,&X1111110,&X1100110,&X1111110,&X1111110
15 SYMBOL 202,&X10001000,&X10001000,&X10001000,255,128,128,128,255
16 SYMBOL 203,&X10001,&X10001,&X10001,255,&X10000001,&X10000001,&X10000001,255
17 SYMBOL 204,8,8,8,255,128,128,128,255
18 SYMBOL 205,&X1111,&X1111,&X1111,255,131,131,131,255
19 a$=CHR$(14)+CHR$(1)+CHR$(15)+CHR$(2)+CHR$(200)+CHR$(22)+CHR$(1)+CHR$(8)+CHR$(
15)+CHR$(0)+CHR$(199)+CHR$(22)+CHR$(0)
20 b$=CHR$(14)+CHR$(0)+CHR$(15)+CHR$(1)+CHR$(201)
21 SYMBOL 206,&X11110000,&X11110000,&X11110000,255,&X11000001,&X11000001,&X11000
001,255
24 c$=CHR$(14)+CHR$(1)+CHR$(15)+CHR$(2)
25 SYMBOL 207,0,7,&X1111,&X11111,&X111111,&X111000,&X111111,&X111111

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26 SYMBOL 208,0,&X11100000,&X11110000,&X11111000,&X11111100,&X111100,&X11111100,&
X11111100
27 SYMBOL 209,&X1111111,&X1111111,&X1111111,&X1111111,&X1111111,&X1111111,&X1111111,&X1
11111
28 SYMBOL 210,&X11111100,&X11111100,&X11111100,&X11111100,&X11111100,&X11111100,&
&X11111100,&X11111100
29 SYMBOL 211,&X11111,&X11000,&X110000,&X11100000,&X1000000,&X1000000,&X1000000,&
X11000000
30 SYMBOL 212,&X11110000,&X11000,&X1100,&X111,&X10,&X10,&X10,&X11
31 SYMBOL 213,&X1000000,&X1000000,&X1000000,&X11000000,&X1000000,&X1000000,&X100
0000,&X11000000
32 SYMBOL 214,&X10,&X10,&X10,&X11,&X10,&X10,&X10,&X11
33 d$=CHR$(14)+CHR$(0)+CHR$(15)+CHR$(3)+CHR$(22)+CHR$(1)+CHR$(207)+CHR$(208)+CHR
$(10)+CHR$(8)+CHR$(8)+CHR$(209)+CHR$(210)+CHR$(22)+C
HR$(0)
50 cm$="vingtdeuxtrentequatretrentetroiscestchezmoi":xf$="vingtdeuxvingtquatrequ
atrevingthuit":cm=223433:xf=222488
100 MODE 1:CLS:GOSUB 600:LOCATE 1,1:PRINT STRING$(4,11);:LOCATE 1,1:PEN 2:PRINT "
"CHR$(164)" 1985 -LDIR-
110 LOCATE 6,2:PRINT b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b
$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b
115 x$=CHR$(202):y$=CHR$(203):z$=CHR$(204):w$=x$+y$:LOCATE 6,3:PRINT x$z$z$z$y$
"w$" "x$z$z$z$y$" "x$z$z$z$y$" "x$z$z$z$y$:LOCA
TE 6,4:PRINT w$" "w$" "w$" "w$" "w$"
120 LOCATE 6,5:PRINT w$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b
125 LOCATE 6,6:PRINT x$z$z$z$y$" "w$" "x$z$z$y$" "w$" "w$" "x$z$z$y$"
127 'PRINT xf$,cm$,cm,xf
130 LOCATE 7,7:PRINT " "w$" "w$" "w$" "w$" "w$" "w$:LOCATE 6,8:PRINT b$b
$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b
6,9:PRINT x$z$z$z$y$" "w$" "x$z$z$z$y$" "x$z$z$z$y$" "x$z$z$z$y$"
140 LOCATE 1,11:PEN 2:PRINT"Reglez votre canon pour casser les ";b$:PEN 2:PRINT
Vous devrez regler votre angle de tir etvotre puissa
nce de feu.":PEN 1:PRINT" 30<puissance<100 et 0<angle<90"
150 PEN 2:LOCATE 28,22:PRINT" " ENTER $":LOCATE 25,23:PRINT"-pour commencer-":LO
CATE 25,18:PRINT"3 Chateaux":LOCATE 25,19:PRINT"diff
erents."
160 n$=INKEY$:IF n$<>CHR$(13) THEN 160
200 ni=ti:ERASE xb,yb:DIM xb(50),yb(50):IF ti>3 THEN ni=ti-INT(ti/3)*3
210 MODE 0:PEN 1:LOCATE 1,12:PRINT" Chateau No";ti:FOR i=1 TO 5000:NEXT
300 MODE 1:CLS:ON ni GOSUB 1200,1300,600
499 GOTO 710
500 PEN 1:LOCATE 1,22:PRINT STRING$(40,131):RETURN
510 PEN 3:PAPER 0:DEG:x1=x-FIX(1*COS(a)):y1=y-FIX(1*SIN(a))
515 MOVE x1,y1:DRAW x,y,FF
530 RETURN
540 PEN 3:LOCATE 40,1:PRINT"M";:LOCATE 40,2:PRINT"U";:LOCATE 40,3:PRINT"N";:LOCA
TE 40,4:PRINT"I";:LOCATE 40,5:PRINT"T";:LOCATE 40,6:
PRINT"I";:LOCATE 40,7:PRINT"O";:LOCATE 40,8:PRINT"N";:LOCATE 40,9:PRINT"S"
550 m1=INT(mu/10):m2=mu-10*m1:m1$=STR$(m1):m2$=STR$(m2):PEN 2:LOCATE 39,11:PRINT
m1$:LOCATE 39,12:PRINT m2$:RETURN
600 CLS:GOSUB 500
610 FOR i=19 TO 21:LOCATE 3,i:PRINT c$CHR$(202);:PRINT STRING$(16,204);:PRINT CH
R$(203):NEXT i
620 LOCATE 2,18:PRINT CHR$(202);STRING$(18,204);CHR$(203)
630 FOR i=13 TO 17:LOCATE 1,i:PRINT CHR$(202);:LOCATE 16,i:PRINT CHR$(202);:LOCA
TE 2,i:PRINT STRING$(5,204);CHR$(203);:LOCATE 17,i:P
RINT STRING$(5,204);CHR$(203);:NEXT i
640 FOR i=16 TO 17:LOCATE 7,i:PRINT CHR$(205);STRING$(8,204);CHR$(206):NEXT i
650 FOR i=1 TO 7:LOCATE i,12:xb(i)=i:yb(i)=12:PRINT b$;:LOCATE i+15,12:xb(i+7)=i
+15:yb(i+7)=12:PRINT b$;:NEXT
660 LOCATE 8,15:FOR i=8 TO 15:xb(i+7)=i:yb(i+7)=15:PRINT b$;:NEXT i
670 LOCATE 2,14:PRINT a$:LOCATE 6,15:PRINT a$:LOCATE 2,16:PRINT a$:LOCATE 21,14:
PRINT a$:LOCATE 17,15:PRINT a$:LOCATE 21,16:PRINT a$
:FOR i=6 TO 10 STEP 2:LOCATE i,18:PRINT a$:NEXT i:FOR i=13 TO 17 STEP 2:LOCATE i
,18:PRINT a$:NEXT i
680 LOCATE 11,20:PRINT d$
699 PAPER 0:k=22:RETURN
710 x=FIX(RND(TIME)*100)+520:y=FIX(RND(TIME)*50)+70:PEN 1:FOR i=60 TO y:MOVE x-3

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0,i:DRAW x,i,3:NEXT:mu=35:ci=0
720 GOSUB 540:LOCATE 1,23:PEN 2:PRINT"Cibles";ci;"Force";Pu;"Angle";an;"sc";SC;"
";LOCATE 1,24:PEN 1:PRINT"Entrez votre puiss
ance: "CHR$(242)"; s"CHR$(243)" ":PEN 2:PRINT" "ENTERS pour valider
":pu=30
730 n$=INKEY$:LOCATE 34,24:PEN 1:PRINT pu:IF n$="" THEN 730
735 IF n$="s" AND pu>30 THEN pu=pu-0.5:a=0:ff=0:GOSUB 510:ff=1:l=pu:GOSUB 510:LO
CATE 35,24:PRINT" ":GOTO 730
740 IF n$=";" AND pu<100 THEN pu=pu+0.5:a=0:ff=1:l=pu:GOSUB 510:LOCATE 35,24:PRI
NT" ":GOTO 730
745 IF n$=CHR$(13) THEN l=pu:GOTO 760
750 GOTO 730
760 LOCATE 1,24:PEN 1:PRINT"Entrez votre angle de tir: "CHR$(240)"q a"CHR$(241)"
":PEN 2:PRINT" "ENTERS pour valider":an=45
765 n$=LOWER$(INKEY$):LOCATE 34,24:PEN 1:PRINT an:IF n$="" THEN 765
770 IF n$="q" AND an<90 THEN ff=0:a=-an:GOSUB 510:an=an+0.5:a=-an:ff=1:GOSUB 510
:LOCATE 35,24:PRINT" ":GOTO 765
780 IF n$="a" AND an>0 THEN ff=0:a=-an:GOSUB 510:an=an-0.5:a=-an:ff=1:GOSUB 510:
LOCATE 35,24:PRINT" ":GOTO 765
790 IF n$(<>CHR$(13) THEN GOTO 765
800 ff=1:FOR a=0 TO -an STEP -1:GOSUB 510:NEXT
810 mu=mu-1:FOR t=1 TO 500 STEP 0.1:IF y1<400 THEN xa=x1:ya=y1
820 x1=FIX(x-pu*COS(an)*t):y1=FIX(y+5-2*t*t+pu*SIN(an)*t)
830 IF y1>400 THEN 880
840 IF x1<0 THEN SOUND 7,3000,10,15:GOTO 900
850 IF y1<60 THEN SOUND 7,4000,10,15:GOTO 900
860 IF TEST(x1,y1)<>0 THEN 920
870 PLOT xa,ya,0:PLOT xa+1,ya,0:PLOT xa,ya+1,0:PLOT xa+1,ya+1,0:PLOT x1,y1,2:PLO
T x1+1,y1,2:PLOT x1,y1+1,2:PLOT x1+1,y1+1,2
880 SOUND 7,y1,2,13:NEXT t:GOTO 900
900 PLOT xa,ya,0:PLOT xa+1,ya,0:PLOT xa,ya+1,0:PLOT xa+1,ya+1,0:ff=0:FOR a=0 TO
-an-1 STEP -1:GOSUB 510:NEXT:IF mu>0 GOTO 720 ELSE 1
050
920 x3=INT(x1/16)+1:y3=25-INT(y1/16):FOR i=1 TO k:x2=xb(i):y2=yb(i)
940 IF x2=x3 AND y2=y3 THEN SOUND 7,500,50,15:LOCATE x2,y2:PRINT" ";:h=h-1:ci=ci
+1:sc=sc+10:IF ci<k THEN 900 ELSE GOTO 1000
950 NEXT :SOUND 7,500,50,15,0,0,1:MOVE x1,y1:DRAW x1-4,y1,0::MOVE x1,y1:DRAW x1-
4,y1-4,0:MOVE x1,y1:DRAW x1+4,y1,0:MOVE x1,y1:DRAW x
1+4,y1-4,0
960 GOTO 900
970 'cabriescalas
971 'chrichri
1000 SOUND 7,400,200,15:LOCATE 1,23:PEN 1:PRINT" BRAVO.....Vous avez detruit to
utes lescibles.Votre score est de:";sc+mu*100"
":LOCATE 1,25:PEN 3:PRINT"ENTERS Pour passer au chateau suivant.":sc=sc+m
u*100
1010 IF INKEY$(<>CHR$(13) THEN 1010
1020 ti=ti+1:GOTO 200
1050 SOUND 7,2000,200,13:LOCATE 1,23:PEN 3:PRINT"Vos munitions sont epuisees.La
partie est terminee.Votre score est:";sc+ci*20:FOR
i=1 TO 15000:NEXT:GOTO 1100
1100 CLS:RUN
1200 PAPER 0:GOSUB 500:FOR i=19 TO 21:LOCATE 1,i:PRINT c$CHR$(202)STRING$(20,204
)CHR$(203);:NEXT
1210 FOR i=15 TO 18:LOCATE 5,i:PRINT c$CHR$(202)STRING$(i-10,204)b$;:xb(i-14)=i-
4:yb(i-14)=i:NEXT
1220 FOR i=5 TO 10:LOCATE i,14:PRINT b$;:xb(i)=i:yb(i)=14:NEXT
1230 FOR i=16 TO 18:LOCATE 18,i:PRINT c$CHR$(202)CHR$(204):NEXT
1240 LOCATE 18,15:PRINT b$b$:xb(11)=18:xb(12)=19:yb(11)=15:yb(12)=15
1250 FOR i=20 TO 22:LOCATE i,18:PRINT b$;:xb(i-7)=i:yb(i-7)=18:NEXT
1255 FOR i=2 TO 20 STEP 2:LOCATE i,20:PRINT a$;:NEXT
1256 LOCATE 6,17:PRINT d$
1260 k=15:PAPER 0:RETURN
1300 GOSUB 500:FOR i=16 TO 21:LOCATE 1,i:PRINT c$CHR$(202)STRING$(20,204)CHR$(20
3);:NEXT
1310 i=15:LOCATE 1,i:PRINT c$CHR$(202)CHR$(203);:PAPER 0:PRINT" "c$CHR$(202)CHR
$(203);:PAPER 0:PRINT" "c$CHR$(202)CHR$(203);:PAPER
0:PRINT" "c$CHR$(202)CHR$(203);:PAPER 0:PRINT" "c$CHR$(202)CHR$(203);:PAPER 0

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:PRINT" "c$CHR$(202)CHR$(203);
1320 FOR i=1 TO 22 STEP 4:LOCATE i,14:PRINT b$b$;:xb(i)=i:yb(i)=14:xb(i+1)=i+1:y
b(i+1)=14:NEXT
1330 FOR i=3 TO 19 STEP 4:LOCATE i,15:PRINT b$b$;:xb(i)=i:yb(i)=15:xb(i+1)=i+1:y
b(i+1)=15:NEXT
1340 FOR i=3 TO 21 STEP 2:LOCATE i,17:PRINT a$;:NEXT
1350 LOCATE 10,20:PRINT d$
1360 FOR i=3 TO 21 STEP 3:LOCATE i,19:PRINT a$;:NEXT
1380 K=22:PAPER 0:RETURN
1400 PAPER 0
8000 RUN

```

COMMENTAIRES :

Ligne 5 : initialisation des couleurs de l'écran
 Ligne 6 : initialisation de l'écran
 Ligne 11 à 33 : redéfinition des caractères graphiques
 Ligne 110 à 130 : affichage du château
 Ligne 140 à 150 : définition de l'angle de tir

Ligne 210 : affichage du château n°X
 Ligne 300 : passage en mode graphique
 Ligne 540 à 745 : affichage des décors de jeu
 Ligne 760 à 770 : choix de l'angle de tir
 Ligne 800 à 960 : calcul et affichage du tir
 Ligne 1000 : vous avez gagné
 Ligne 1200 à 1380 : affichage d'une partie des décors