



Par tous les groupes de heavy-metal réunis, que Metallica me confesse, que Motorhead me découpe en rondelles, qu'Iron Maiden me décapite... Enfin un petit jeu qui est adressé à la musique. Dans un monde sans pitié, des monstres empêchent les hommes de jouir de leur musique. A vous de récupérer les cassettes et d'économiser votre énergie pour arriver à vos fins. Tapez les trois programmes pour que les fichiers binaires soient générés dans l'ordre. Que Satriani soit avec vous mes frères de claviers. Sined le sourd

SOS MUSIC

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10 *****
20 *
30 * S.O.S *
40 * MUSIC *
50 *
60 *****
70
80 Bui Huu Nhan - CLAVIER ou JOYSTICK
90
100 KEY 1,"mode 2:pen 1:list"+CHR$(13)
110 MODE 0:BORDER 0:FOR x=0 TO 15:READ a
:INK x;a:NEXT
120 DATA 0,26,20,11,14,0,2,1,6,24,15,13,
21,9,4,8
130 IF PEEK(&A000)=0 THEN MEMORY &5FFF:L
OAD"SOS2.BIN":LOAD"SOS3.BIN":CALL &A000:
LOAD"SOS4.BIN",&6000
140 IF PEEK(&8600)=0 THEN POKE &8600,63:
POKE &8601,46:POKE &8602,38
150 POKE &610D,8:POKE &61E8,7:POKE &6255
17:POKE &6334,7:POKE &640F,8:POKE &64EC,
7:POKE &654B,7:POKE &6635,8:POKE &66AE,7
:POKE &678A,8:POKE &67F9,7:POKE &6850,7:
POKE &68C9,7:POKE &69C6,8:POKE &6CB3,7
160 POKE &6D1F,7:POKE &6DFB,8:POKE &6EE5
17:POKE &6F2F,7:POKE &709A,8:POKE &716A,
7:POKE &71C6,8:POKE &723C,8:POKE &73B1,7
:POKE &73FF,8:POKE &7471,7:POKE &74DC,8:
POKE &756B,7
170
180 Presentation
190

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200 DEFINT a-z:ENV 1,15,-1,10
210 !SPRITE,&9160,4,191,2,8:!SPRITE,&916
0,96,191,2,8:!SPRITE,&9160,4,23,2,8:!SPR
ITE,&9160,96,23,2,8
220 FOR x=9 TO 95 STEP 8:!SPRITE,&9140,x
1,191,4,8:!SPRITE,&9140,x,23,4,8:NEXT
230 FOR y=183 TO 24 STEP -16:!SPRITE,&91
70,4,y,2,16:!SPRITE,&9170,96,y,2,16:NEXT
Y
240 a$="S O S MUSIC":x=110:y=180:GOSUB 1
030
250 a$="BUI HUU NHAN":x=10:y=10:GOSUB 10
600
260 a$="ENERGIE":x=110:y=140:GOSUB 1030
270 a$="CASSETTES":x=110:y=75:GOSUB 1030
280 a$="J JOYSTICK":x=30:y=120:GOSUB 103
0
290 a$="R REDEFINIR":x=30:y=100:GOSUB 10
30
300 a$="C CLAVIER":x=30:y=80:GOSUB 1030
310 WINDOW #1,2,12,3,22
320 PEN 5:LOCATE 15,10:PRINT"99 %":!DOU
BLE,15,10,5:LOCATE 15,18:PRINT"0%":!DOUBL
E,15,18,1:INK 5,5
330 WHILE INKEY#<>"" :WEND:RESTORE 970:FO
R t=1 TO 12:READ a:SOUND 1,a,15,15,1:SOU
ND 2,a+1,15,8,1:SOUND 4,a-1,15,8,1:NEXT:
READ a:SOUND 1,a,75,15,1:SOUND 2,a+1,75,
8,1:SOUND 4,a-1,75,8,1
340
350 Clavier ou joystick ?
360
370 IF INKEY(45)=0 THEN gau=74:dro=75:fe
u=76:GOTO 440
380 IF INKEY(50)=0 THEN GOSUB 1080
390 IF INKEY(62)=0 THEN gau=PEEK(&8601):
dro=PEEK(&8602):feu=PEEK(&8606):GOTO 440
400 GOTO 370
410
420 Initialisation
430
440 CLS #1:DIM pie(5,10),m(4):ene=99:k7=
0
450 adr=&6000:FOR y=1 TO 10:FOR x=1 TO 5
:pie(x,y)=adr:adr=adr+110:NEXT x,y
460 px=1:py=1:POKE &8000,0:POKE &8001,&9
0:POKE &8002,0:POKE &8003,0:POKE &8004,3
2:POKE &8005,135:POKE &8006,4:POKE &8007
16
470 CLS #1:adr=pie(px,py):EVERY 50,0 GOS
UB 810
480
490 Installation du tableau
500
510 nm=0:adm=&800C:adrk7=&8030:adrce=&8
03C:POKE &800C+9,0:POKE &8018+9,0:POKE &
8024+9,0:POKE &8027+9,0:POKE &8029,0:F
OR y=366 TO 78 STEP -32:FOR x=32 TO 352
STEP 32
520 a=PEEK(adr):adr=adr+1:IF a=0 THEN GO
TO 590
530 IF a=2 THEN !SPRITE,&90C0,INT(x/4),I
NT(y/2),4,16:GOTO 590 ELSE IF a=3 THEN !
SPRITE,&9100,INT(x/4),INT(y/2),4,16:GOTO
590
540 IF a=4 THEN POKE adm,&90:POKE adm+1
&91:POKE adm+4,INT(x/4):POKE adm+5,I
NT(y/2):POKE adm+6,4:POKE adm+7,16:!CA
LCUL,adm:!AFFI,adm:POKE adm+9,1:adm=
adm+12:nm=nm+1:GOTO 590
550 IF a=5 THEN POKE adm,&D0:POKE adm+1
&91:POKE adm+4,INT(x/4):POKE adm+5,I
NT(y/2):POKE adm+6,4:POKE adm+7,16:!CA
LCUL,adm:!AFFI,adm:POKE adm+9,1:adm=
adm+12:nm=nm+1:GOTO 590
560 IF a=6 THEN POKE adm,&10:POKE adm+1
&92:POKE adm+4,INT(x/4):POKE adm+5,I
NT(y/2):POKE adm+6,4:POKE adm+7,16:!CA
LCUL,adm:!AFFI,adm:POKE adm+9,1:adm=
adm+12:nm=nm+1:GOTO 590
570 IF a=7 THEN POKE adr,7,&50:POKE adr
7+1,&92:POKE adr,7+4,INT(x/4):POKE adr,7
+5,INT(y/2):POKE adr,7+6,4:POKE adr,7+7,
8:!CALCUL,adr,7:!AFFI,adr,7:POKE adr,7+9
,1:adm=adr-1:GOTO 590

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580 IF a=8 THEN POKE adrce,&B8:POKE adrce
+1,&92:POKE adrce+4,INT(x/4):POKE adrce
+5,INT(y/2):POKE adrce+6,4:POKE adrce+7,
8:!CALCUL,adrce:!AFFI,adrce:POKE adrce+9
,1:adm=adr-1:GOTO 590
590 NEXT x,y:!CALCUL,&8000:!AFFI,&8000
600
610 Routine principale
620
630 IF INKEY(gau)=0 AND INKEY(feue)=0 THE
N POKE &8000,&80:MOVE,5,&8000:GOTO 690
640 IF INKEY(dro)=0 AND INKEY(feue)=0 THE
N POKE &8000,&40:MOVE,6,&8000:GOTO 690
650 IF INKEY(feue)=0 THEN POKE &8000,0:IM
OVE,2,&8000:GOTO 690
660 IF INKEY(gau)=0 THEN POKE &8000,&80:
!MOVE,8,&8000:GOTO 690
670 IF INKEY(dro)=0 THEN POKE &8000,&40:
!MOVE,7,&8000:GOTO 690
680 !CLEAR,&8000:POKE &8000,0:!MOVE,4,&8
000
690 IF PEEK(&8004)=88 THEN POKE &8004,12
:px=px+1:GOTO 470 ELSE IF PEEK(&8004)=88
THEN POKE &8004,84:px=px-1:GOTO 470 ELSE
IF PEEK(&8005)=39 THEN POKE &8005,175:py
=py+1:GOTO 470 ELSE IF PEEK(&8005)=183
THEN POKE &8005,47:py=py-1:GOTO 470
700 adr=&800C:FOR t=1 TO nm:!MOVE,m(t),a
dr:adr=adr+12:NEXT t
710 !COLLI,&8000,&800C:IF PEEK(&8500)=1
THEN LOCATE 14,10:ene=ene-3:INK 5,0:PRIN
T ene:!DOUBLE,15,10,3:INK 5,5:GOTO 740
720 !COLLI,&8000,&8018:IF PEEK(&8500)=1
THEN LOCATE 14,10:ene=ene-3:INK 5,0:PRIN
T ene:!DOUBLE,15,10,3:INK 5,5:GOTO 740
730 !COLLI,&8000,&8024:IF PEEK(&8500)=1
THEN LOCATE 14,10:ene=ene-3:INK 5,0:PRIN
T ene:!DOUBLE,15,10,3:INK 5,5
740 !COLLI,&8000,adrk7:IF PEEK(&8500)=1
THEN !CLEAR,adrk7:LOCATE 14,18:k7=k7+1:I
NK 5,0:PRINT k7:!DOUBLE,15,18,2:INK 5,5:
POKE adr,7+9,0:POKE adm,0:SOUND 132,100
,50,15,1:SOUND 130,150,50,15,1:WHILE SQ(
2)<>4:WEND:IF k7=17 THEN GOTO 910
750 !COLLI,&8000,adrce:IF PEEK(&8500)=1
THEN !CLEAR,adrce:ene=ene+3:LOCATE 14,10
:INK 5,0:PRINT ene:!DOUBLE,15,10,3:INK 5
,5:POKE adrce+9,0:POKE adm,0:SOUND 132,1
00,50,15,1:SOUND 130,150,50,15,1:WHILE S
Q(2)<>4:WEND
760 IF ene=0 THEN GOTO 850
770 GOTO 630
780
790 Direction des monstres
800
810 FOR t=1 TO 3:m(t)=INT(RND*8)+1:NEXT:
RETURN
820
830 Ferdu !!!
840
850 a=REMAIN(0):!CLEAR,&8000:POKE &8000,
&78:POKE &8001,&92:!AFFI,&8000:OUT &BC00
,8:OUT &BD00,1:SOUND 1,0,150,15,1,31:WH
ILE SQ(1)>4:WEND:OUT &BC00,8:OUT &BD00,
0:FOR g=0 TO 200:NEXT g
860 CLS #1:a$="GAME OVER":x=30:y=100:GOSU
B 1030
870 FOR q=0 TO 500:NEXT:WHILE INKEY#<>""
:WEND:RESTORE 980:FOR t=1 TO 8:READ a:SO
UND 1,a,15,15,1:SOUND 2,a+1,15,8,1:SOUND
4,a-1,15,8,1:NEXT:READ a:SOUND 1,a,75,1
5,1:SOUND 2,a+1,75,8,1:SOUND 4,a-1,75,8,
1:CALL &8B06:RUN
880
890 Bravo...Vous avez recuperez les 17
cassettes
900
910 a=REMAIN(0):CLS#1:a$="FELICITATION":
x=25:y=100:GOSUB 1030
920 RESTORE 990:FOR q=0 TO 500:NEXT:WHIL
E INKEY#<>"" :WEND:READ a:SOUND 1,a,25,15
,1:SOUND 2,a+1,25,8,1:SOUND 4,a-1,25,8,1
:FOR t=1 TO 7:READ a:SOUND 1,a,15,15,1:S
OUND 2,a+1,15,8,1:SOUND 4,a-1,15,8,1:NEX
T:READ a

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