

# OIL

Oil est un jeu composé de deux parties. Tapez la première et sauvegardez-la sous le nom de "oil". Tapez ensuite la deuxième partie et sauvegardez-la sous le nom "OILJ".

Il s'agit, à l'aide d'un trépan, d'aller manger dans des galeries un maximum de pépites d'or. Quand vous en avez ramassé une certaine quantité (variable selon

les tableaux), l'accès à une nappe de pétrole devient possible : il faut alors amener le trépan

jusqu'à cette nappe pour accéder au tableau suivant.

Entre chaque tableau vous aurez

droit à une phase "Bonus". Les règles sont incluses dans ce jeu d'arcade, ainsi que les modifications à apporter selon le modèle de CPC utilisé. Les cinq meilleurs scores sont gardés en mémoire. Il va sans dire que la difficulté augmente en fonction du niveau de jeu. Bonne prospection...

Philippe Soupault

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10 ' ##### [542]
11 ' # # [252]
12 ' # PHILIPPE SOUPAULT # [562]
16 ' # # [252]
17 ' # Presente # [471]
18 ' # # [252]
19 ' # OIL # [86]
20 ' # # [252]
21 ' ##### [370]
23 ' sauver ce [1329]
prog sous le nom "oil"
24 KEY 139,"mode 2:ink 1,26:pen 1:1 [3515]
ist"+CHR$(13)
25 INK 0,26:BORDER 26:MODE 1:INK 0, [2892]
0:BORDER 0:INK 1,26:INK 2,11:INK 3,
0
26 GOSUB 32 [850]
27 FOR t=0 TO 2000:NEXT t:INK 1,0:I [2819]
NK 1,0:INK 2,0
28 PEN 2:LOCATE 1,25:PRINT "Un inst [4856]
ant S.V.P. ":LOCATE 3,3:PRINT "Pr
esente:"
29 PEN 3:LOCATE 22,25:PRINT "OIL is [11285]
Loading!":LOCATE 1,1:PRINT"ROBERT
SMITH L.T.D.":LOCATE 40,1:PRINT CH
R$(164):LOCATE 31,12:PRINT "Petrole
-":LOCATE 32,13:PRINT "Petrole"
30 INK 1,26:INK 2,16,6:INK 3,17:SPE [4759]
ED INK 20,10:FOR t=1 TO 26:SOUND 1+
RND*3,2000,25,7,0,0,t:NEXT t
31 RUN"oilj": que ceux et celles qu [2092]
i ont un 464 sans disque tapent:
RUN"!oilj"
32 FOR X=4 TO 40 [689]
33 SOUND 1,25,4,7,0,0,0:READ yh,yb, [8097]
flag:FOR y=yh TO yb:LOCATE x,y:PEN
1+RND:PRINT CHR$(233):NEXT y:IF fla
g=1 THEN 33

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34 IF flag=2 THEN RETURN [395]
35 NEXT x:RETURN [1045]
36 DATA 11,16,,9,18,,7,19,,6,20,,5, [4686]
21,,5,12,1,15,21,,5,11,1,16,21,,5,1
1,1,16,21,,6,12,1,15,20,,6,19,,7,19
,,8,18,,10,16,,12,15,,1,0,0
37 DATA 9,11,1,14,23,,9,11,1,14,23, [3450]
,9,11,1,14,23,,9,11,1,14,23,,9,11,1
,14,23,,1,0,0
38 DATA 5,8,1,18,22,,5,22,,5,22,,5, [5089]
22,,5,22,,5,8,1,18,22,,19,21,,19,21
,,19,21,,19,21,,19,21,,18,22,,18,22
,,18,22,,18,22,,18,22,2

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10 ' ##### [4371]
* PHILIPPE SOUPAUL
T *
* pr
esente : *
20 ' * >>> O i L <<< * [2122]
* Juillet
86 *
*****
25 ' sauver ce programme sous le no [2720]
m "oilj"
30 ' pour tout probleme, le S.A.V. [3247]
c ' est au 51/37/50/79 ,demandez Ph
ilippe
40 ' pour lister le progamme:petite [3851]
touche [enter]
50 KEY 139,"mode 2:ink 1,26:ink 0,0 [5212]
:pen 1:paper 0:border 0:speed key 8
,1:list"+CHR$(13)

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60 DIM xca(200),yca(200):DIM xy$(21 [1724]
,26)
70 RANDOMIZE TIME:DIR1=72:DIR2=74:D [4311]
IR3=75:DIR4=73:DIR5=76
80 FOR I=1 TO 5:HSC(5-I)=10000*I:NE [10342]
XT:HSC$(0)="ROBERT SMITH":HSC$(1)="
+ TONY BOY +":HSC$(2)=" DELPHINE.S
":HSC$(3)=" BANANA'S C.B.":HSC$(4)
=" ME & YOU & US !":ATT=50
90 SYMBOL AFTER 32 [1296]
100 LOCATE 1,1:FOR i=1 TO 30:PRINT [4411]
CHR$(11);:FOR t=1 TO 100:NEXT t,i
110 SYMBOL 140,0,1,3,7,15,31,63:SYM [3926]
BOL 141,0,127,127,127,127,127,1
27
120 PRINT CHR$(23);CHR$(1):PLOT 640 [3529]
,400,2
130 [117]
140 GOSUB 940:GOTO 140 [2316]
150 GOSUB 500 [913]
160 *** routine principale de jeu [2139]
***
170 ' deplacement trepan **** [1591]
180 FOR LM=1 TO 2+RND:GOSUB 190:NEX [2018]
T:GOSUB 360:GOTO 180
185 ' pour modifier difficulte du je [6193]
u:ligne 180 changer parametre lm (F
OR LM=1 TO 3 ou FOR LM=1 TO 4) ou e
nlever la boucle
190 IF INKEY(dir5)=0 THEN IF ca>1 T [7004]
HEN LOCATE xca(ca),yca(ca):PRINT "
":xy$(xca(ca),yca(ca))=" ":ca=ca-1:
xt=xca(ca):yt=yca(ca):RETURN
200 IF INKEY$="" THEN RETURN [1222]
210 IF INKEY(dir1)=0 THEN IF xy$(xt [7648]
,yt-1)=" " THEN yt=yt-1:ca=ca+1:xca
(ca)=xt:yca(ca)=yt:xy$(xt,yt)=t$:LO
CATE xt,yt:PRINT b$
220 IF INKEY(dir1)=0 THEN IF xy$(xt [5284]
,yt-1)=pt$ THEN yt=yt-1:ca=ca+1:xca
(ca)=xt:yca(ca)=yt:xy$(xt,yt)=t$:LO
CATE xt,yt:PRINT b$:GOSUB 320
230 IF INKEY(dir4)=0 THEN IF xy$(xt [6884]
,yt+1)=" " THEN yt=yt+1:ca=ca+1:xca
(ca)=xt:yca(ca)=yt:xy$(xt,yt)=t$:LO
CATE xt,yt:PRINT b$
240 IF INKEY(dir4)=0 THEN GOSUB 300 [8172]
:IF xy$(xt,yt+1)=pt$ THEN yt=yt+1:c
a=ca+1:xca(ca)=xt:yca(ca)=yt:xy$(xt
,yt)=t$:LOCATE xt,yt:PRINT b$:GOSUB
320
250 IF INKEY(dir3)=0 THEN IF xy$(xt [9634]
+1,yt)=" " THEN xt=xt+1:ca=ca+1:xca
(ca)=xt:yca(ca)=yt:xy$(xt,yt)=t$:LO
CATE xt,yt:PRINT b$
260 IF INKEY(dir3)=0 THEN IF xy$(xt [8907]
+1,yt)=pt$ THEN xt=xt+1:ca=ca+1:xca
(ca)=xt:yca(ca)=yt:xy$(xt,yt)=t$:LO
CATE xt,yt:PRINT b$:GOSUB 320
270 IF INKEY(dir2)=0 THEN IF xy$(xt [8171]
-1,yt)=" " THEN xt=xt-1:ca=ca+1:xca
(ca)=xt:yca(ca)=yt:xy$(xt,yt)=t$:LO
CATE xt,yt:PRINT b$
280 IF INKEY(dir2)=0 THEN IF xy$(xt [9862]
-1,yt)=pt$ THEN xt=xt-1:ca=ca+1:xca
(ca)=xt:yca(ca)=yt:xy$(xt,yt)=t$:LO
CATE xt,yt:PRINT b$:GOSUB 320
290 RETURN [555]
300 IF yt=23 THEN BORDER 0:ORIGIN 0 [8897]
,0:FOR i=0 TO 400:PLOT 0,i,3:DRAWR
640,0:SOUND 1,2000-i,2,15,0,0,1:NEX
T:sco=sco+1000:LOCATE 12,1:PRINT SC
0:FOR i=1 TO 1500:NEXT:GOSUB 1550:G
OSUB 500
310 RETURN [555]
320 SCO=SCO+50:LOCATE 12,1:PRINT SC [5609]
0:SOUND 1,yt*4,1,7:pb=pb+1:IF pb>pd
THEN 340
330 RETURN [555]
340 IF op=1 THEN RETURN [1203]
350 op=1:xy$(10,23)=" ":xy$(10,24)= [13338]
" ":LOCATE 10,23:PRINT " ":LOCATE 4
,25:PRINT "PASSAGE OUVERT":FOR I=1
TO 10:SOUND 1,50,4,7:SOUND 1,100,4,
7:BORDER RND*15:NEXT:BORDER 11:RETU
RN
360 monstres **** [784]
370 cm=RND*5:PEN 2:LOCATE xm(cm),ym [4472]
(cm):PRINT xy$(xm(cm),ym(cm)):xm(cm)
)=xm(cm)+sm(cm)
380 IF xm(cm)>20 THEN xm(cm)=20:ma$ [4233]
(cm)=mg$:sm(cm)=-1
390 IF xm(cm)<1 THEN xm(cm)=1:ma$(c [2785]
m)=md$:sm(cm)=1
400 LOCATE xm(cm),ym(cm):PRINT ma$( [5645]
cm):SOUND 2,ym(cm)*10,1,7,1,1,1:IF
xy$(xm(cm),ym(cm))=t$ THEN GOSUB 42
0:RETURN
410 RETURN [555]
420 [117]
430 FOR si=1 TO 15:SOUND 4,2500-si* [10156]
30,10,7,1,1,si:NEXT:FOR si=ca TO 1
STEP -1:LOCATE xca(si),yca(si):PRIN
T " ":xy$(xca(si),yca(si))=" ":NEXT
:xt=10:yt=6:ca=1:xca(1)=10:yca(1)=6
440 FOR si=1 TO 5:SOUND 4,200,15,7: [2746]
SOUND 4,50,5,7:NEXT
450 vi=vi-1:IF vi=0 THEN 470 [1457]
460 PAPER 10:LOCATE vi+1,3:PRINT " [6047]
":PAPER 3:PEN 10:LOCATE 10,6:PRINT
CHR$(224):RETURN
470 BORDER 5:ORIGIN 0,0:FOR a=0 TO [7226]
200 STEP 2:PLOT a*1.6,a,11:DRAW 640
-a*1.6,a:DRAW 640-a*1.6,400-a:DRAW

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# LISTING

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a*1.6,400-a:DRAW a*1.6,a:NEXT
480 bo1$="tu es carrement":bo2$="G [6990]
A M E O V E R":bo3$="mon petit !!
!":bo4$=" AAAARRRRGGGGHH !":GOSU
B 1840
490 IF sco>hsc(4) THEN GOSUB 1340:G [3319]
OTO 120: END
50) ' suivant **** [198]
510 xt=10:yt=6:ca=1:xca(1)=10:yca(1 [5470]
)=6:op=0:pb=0:pd=50+ta*18:IF pd>140
THEN pd=140
520 [117]
530 ' tableaux [805]
540 SYMBOL 253,56,127,236,248,240,2 [11146]
52.127,60:SYMBOL 254,28,254,55,31,1
5,63,254,60:SYMBOL 255,179,76,177,1
75,217,71,250,213:md$=CHR$(14)+CHR$
(3)+CHR$(15)+CHR$(2)+CHR$(253):mg$=
CHR$(14)+CHR$(3)+CHR$(15)+CHR$(2)+C
HR$(254):t$=CHR$(255)
550 b$=CHR$(14)+CHR$(3)+CHR$(15)+CH [2851]
R$(10)+CHR$(20):pt$=CHR$(144)
560 xm(0)=1:xm(1)=5:xm(2)=2:xm(3)=1 [8769]
4:xm(4)=10:xm(5)=16:ym(0)=7:ym(1)=1
0:ym(2)=13:ym(3)=16:ym(4)=19:ym(5)=
22:FOR i=0 TO 5:ma$(i)=md$:sm(i)=1:
NEXT
570 ga=0 [231]
580 RESTORE 630:FOR y=5+ga TO 7+ga [1922]
590 FOR x=0 TO 21 [804]
600 READ c:xy$(x,y)=CHR$(c) [1362]
610 NEXT x:NEXT y [980]
620 ga=ga+3:IF ga<16 THEN GOTO 580 [1087]
630 DATA 255,255,255,255,255,255,25 [9153]
5,255,255,255,255,255,255,255,255,2
55,255,255,255,255,255,255,255,255,
255,255,255,255,255,255,255,255,255
,255,255,255,255,255,255,255,255,25
5,255,255
640 DATA 255,144,144,144,144,144,14 [3446]
4,144,144,144,144,144,144,144,144,1
44,144,144,144,144,144,255
650 FOR x=1 TO 20:xy$(x,23)=CHR$(25 [1702]
5):NEXT
660 xy$(10,5)=CHR$(255):xy$(10,6)=" [2294]
"
670 ta=ta+1 [299]
680 [117]
690 FOR y=8 TO 20 STEP 3:h1=1+RND*1 [5504]
9:xy$(h1,y)=CHR$(144):xy$(h1,y+1)=C
HR$(144)
700 h2=1+RND*19:IF ABS(h2-h1)>2 THE [2466]
N 710 ELSE 700
710 xy$(h2,y)=CHR$(144):xy$(h2,y+1) [2243]
=CHR$(144)
720 h3=1+RND*19:IF ABS(h3-ABS(h2-h1 [1664]
))>2 THEN 730 ELSE 720
730 xy$(h3,y)=CHR$(144):xy$(h3,y+1) [3043]
=CHR$(144):NEXT
740 ' affichage [854]
750 MODE 0:BORDER 11:INK 0,L1:INK 1 [6402]
,6:INK 2,24:INK 3,0:INK 4,12:INK 5,
7:INK 6,17:INK 7,16:INK 8,18:INK 9,
27:INK 10,26:INK 11,25,6:PRINT CHR$
(23);CHR$(0)
760 SOUND 1,2010,1600,7:SOUND 2,201 [4862]
5,1600,7:SOUND 4,2020,1600,7
770 LOCATE 6,12:PEN 0:PAPER 1:PRINT [2771]
"TABLEAU";ta
780 FOR x=20 TO 1 STEP -1:FOR y=24 [2440]
TO 5 STEP -1
790 LOCATE x,y:PAPER 3:PEN 10:PRINT [2084]
CHR$(224)
800 IF xy$(x,y)=CHR$(144) THEN PAPE [3162]
R 3:PEN 2:LOCATE x,y:PRINT xy$(x,y)
810 IF xy$(x,y)=CHR$(255) THEN PAPE [4683]
R 5:PEN 4:LOCATE x,y:PRINT xy$(x,y)
820 NEXT y:NEXT x [401]
830 LOCATE 10,23:PEN 11:PAPER 3:PRI [1227]
NT CHR$(203)
840 LOCATE 10,5:PAPER 11:PEN 1:PRIN [1492]
T CHR$(231)
850 PLOT 320,336,3:DRAW 288,336:DRA [8170]
W 304,390:DRAW 320,336:DRAWR -24,16
:DRAWR 14,14:DRAWR -10,6:DRAWR 8,4:
PLOT 320,338:DRAWR 250,0:PLOT 304,3
92,11
860 PEN 8:PAPER 10:LOCATE 1,24:PRIN [10978]
T STRING$(20,255):PLOT 70,18,3:DRAW
R 420,0:PLOT 100,20:DRAWR 100,0:PLO
T 320,20:DRAWR 200,0:PLOT 80,22:DRA
WR 440,0:PLOT 150,24:DRAWR 420,0:PL
OT 190,26:DRAWR 200,0:PLOT 140,28:D
RAWR 380,0:PLOT 240,30:DRAWR 200,0
870 PAPER 10:PEN 1:LOCATE 1,1:PRINT [8975]
" 0":PEN 3:LOCATE 3,1:PRINT "IL ";
CHR$(164);" ":LOCATE 1,2:PRINT "LE
VEL";TA:GOSUB 890:GOTO 900
880 LOCATE 12,1:PAPER 3:PRINT SPC(8 [1178]
)
890 PAPER 10:PEN 6:LOCATE 1,3:PRINT [5527]
" ":FOR QQ=1 TO VI:LOCATE Q
Q,3:PRINT "v":NEXT:RETURN
900 PAPER 0:PEN 1:LOCATE 12,3:PRINT [12555]
CHR$(215)+CHR$(215)+CHR$(215):LOCA
TE 17,3:PRINT CHR$(150);CHR$(156):L
OCATE 17,4:PRINT CHR$(139);CHR$(135
):PAPER 3:PEN 9:LOCATE 12,4:PRINT C
HR$(143)+CHR$(135)+CHR$(139)
910 PLOT 500,338,3:DRAWR 32,0 [1352]
920 'FOR y=0 TO 26:FOR x=0 TO 21:PR [3125]
INT x;y:xy$(x,y);"#";NEXT x,y
930 RETURN [555]
940 INK 0,0:BORDER 0:INK 1,26:INK 2 [2993]

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,11:INK 3,17:PAPER 0:MODE 1
950 Q$=CHR$(233):GOSUB 1490 [1693]
960 M$=" >>> MENU <<< ":PAPER 1:PEN [12048]
0:LOCATE 14,3:GDSUB 1510:LOCATE 9,
8:PRINT " -1- : MODE D'EMPLOI ":
LOCATE 9,11:PRINT " -2- : CHOISIR J
OYSTICK ":LOCATE 9,14:PRINT " -3- :
CHOISIR CLAVIER ":LOCATE 9,17:PRI
NT " -4- : AFFICHER SCORE "
970 LOCATE 9,20:PRINT " -5- : JOUER [4894]
A OIL ":LOCATE 14,24:PRINT "
> Votre Choix ? < "
980 ' BRANCHEMENTS [1538]
990 IF INKEY(64)=0 OR INKEY(13)=0 T [1650]
HEN GOSUB 1060:RETURN
1000 IF INKEY(65)=0 OR INKEY(14)=0 [2499]
THEN GOSUB 1200:RETURN
1010 IF INKEY(57)=0 OR INKEY(5)=0 T [2980]
HEN GOSUB 1270:RETURN
1020 IF INKEY(56)=0 OR INKEY(20)=0 [1941]
THEN GOSUB 1430:RETURN
1030 IF INKEY(49)=0 OR INKEY(12)=0 [5783]
THEN vi=6:SOUND 1,200,30,7,0,0,1:GD
SUB 500:SPEED KEY 1,1:GOSUB 170:RET
URN
1040 ' *ICI ZIKMU* [519]
1050 GOTO 990 [502]
1060 ' *mde* [99]
1070 Q$=CHR$(191):GOSUB 1490 [1350]
1080 M$=" >I> MODE D'EMPLOI <I< ":P [11207]
APER 1:PEN 0:LOCATE 10,3:GOSUB 1510
:LOCATE 8,7:PRINT SPACE$(26):LOCATE
8,8:PRINT " AVEC ,(Prononcez
":M$=" Oil ":LOCATE 14,7:GOSUB 1
510:
1090 LOCATE 8,9:PRINT " hoy-le,pas [11457]
qual) vous ":LOCATE 8,10:PRINT "
aller pouvoir devenir le ":LOCATE
8,11:PRINT " Roi du Petrole mondial
!":LOCATE 8,12:PRINT SPACE$(26)
1100 LOCATE 8,15:PRINT SPACE$(26):L [18125]
OCATE 8,16:PRINT " Pour ce faire,vo
us allez ":LOCATE 8,17:PRINT " bala
der votre Trepan ":LOCATE 8,18:
PRINT " maniable et docile dans ":
LOCATE 8,19:PRINT " de sombres gale
ries ou "
1110 LOCATE 8,20:PRINT " rodent d'a [10914]
ffeux monstres ":LOCATE 8,21:PRINT
" qui pensent rien qu'a ":LOCATE
8,22:PRINT " vous embeter.
":LOCATE 16,24:PRINT " >ESPACE<
"
1120 WHILE INKEY(47)<>0:WEND:Q$=CHR [2237]
$(227):GOSUB 1490
1130 M$=" >I> MODE D'EMPLOI <I< ":P [15402]
APER 1:PEN 0:LOCATE 10,3:GOSUB 1510
:LOCATE 8,7:PRINT SPACE$(26):LOCATE
8,8:PRINT " Vous allez ramasser le
s ":LOCATE 8,9:PRINT " Pepites d'o
r qui traident":LOCATE 8,10:PRINT "
et rendu a une certaine "
1140 LOCATE 8,11:PRINT " dose,l'Acc [13176]
es au petrole ":LOCATE 8,12:PRINT
" s'ouvre.Vous bondissez ":LOCATE
8,13:PRINT " alors sur la naphte p
our ":LOCATE 8,14:PRINT " remplir l
es reservoirs "
1150 LOCATE 8,15:PRINT " de votre r [4736]
afinerie. ":LOCATE 8,16:PRINT
SPACE$(26)
1160 LOCATE 8,18:PRINT " A la Fin d [11455]
e chaque ":LOCATE 8,19:PRINT
" Tableau une page de BONUS":LOCATE
8,20:PRINT " s'affiche pour que vo
us ":LOCATE 8,21:PRINT " puissiez
augmenter votre "
1170 LOCATE 8,22:PRINT " SCORE. [5912]
":LOCATE 16,24:PRINT
" >ESPACE< ":WHILE INKEY(47)<>0:WE
ND:Q$=CHR$(32):GOSUB 1490
1180 MODE 0:M$="NE VOUS LAISSEZ PAS [10007]
":LOCATE 1,6:PEN 1:GOSUB 1510:M$="T
RIPOTER LE TREPAN":LOCATE 1,9:GOSUB
1510:M$="INOPUNEMENT":LOCATE 1,12:
GOSUB 1510:M$="L'AUTEUR":PEN 3:LOCA
TE 10,19:GOSUB 1510
1190 LOCATE 9,21:PRINT " _____" [9121]
:LOCATE 3,23:PEN 2:PRINT "Oil:":CHR
$(164):" (Juillet 86)":LOCATE 1,24
:PEN 6:PRINT " ROBERT SMITH L.T.D."
:FOR I=1 TO 7000:NEXT:RETURN
1200 ' JOY [103]
1210 Q$=CHR$(190):GOSUB 1490 [1790]
1220 M$=" >II JOYSTICK II< ":PAPE [11034]
R 1:PEN 0:LOCATE 11,3:GOSUB 1510:LD
CATE 9,9:PRINT SPACE$(24):LOCATE 9,
10:PRINT SPACE$(24):LOCATE 9,11:PRI
NT " MONTER ";CHR$(240);"
"
1230 LOCATE 9,12:PRINT SPACE$(24):L [11452]
OCATE 9,13:PRINT SPACE$(24):LOCATE
9,14:PRINT " GAUCHE ";CHR$(242);"
";CHR$(243);" DROITE ":LOCATE 9
,15:PRINT SPACE$(24):LOCATE 9,16:PR
INT SPACE$(24)
1240 LOCATE 9,17:PRINT SPACE$(12):C [11178]
HR$(241);" DESCENDRE ":LOCATE 9,18:
PRINT SPACE$(24):LOCATE 9,19:PRINT
SPACE$(24):LOCATE 9,20:PRINT " [FIR
E] : RETOUR TREPAN ":LOCATE 9,21:PR
INT SPACE$(24)
1250 DIR1=72:DIR2=74:DIR3=75:DIR4=7 [2365]
3:DIR5=76

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1260 LOCATE 16,24:PRINT " >ESPACE< [4036]
":WHILE INKEY(47)<>0:WEND:RETURN
1270 CLAV [445]
1280 Q#=CHR$(237):GOSUB 1490 [1212]
1290 M#=" III CLAVIER III ":PAPER [11229]
1:PEN 0:LOCATE 11,3:GOSUB 1510:LOC
ATE 9,9:PRINT SPACE$(24):LOCATE 9,1
0:PRINT " TOUCHES CURSEUR : ";
LOCATE 9,11:PRINT SPACE$(24)
1300 LOCATE 9,12:PRINT " MONTER [12646]
";CHR$(240);" ";LOCATE 9
,13:PRINT SPACE$(24):LOCATE 9,14:PR
INT SPACE$(24):LOCATE 9,15:PRINT "
GAUCHE ";CHR$(242);" ";CHR$(24
3);" DROITE ":LOCATE 9,16:PRINT SPA
CE$(24):LOCATE 9,17:PRINT SPACE$(24
)
1310 LOCATE 9,18:PRINT SPACE$(12);C [7934]
HR$(241);" DESCENDRE ":LOCATE 9,19:
PRINT SPACE$(24):LOCATE 9,20:PRINT
SPACE$(24):LOCATE 9,21:PRINT " [ESP
ACE]:RETOUR TREPAN ":LOCATE 9,22:PR
INT SPACE$(24)
1320 DIR1=0:DIR2=8:DIR3=1:DIR4=2:DI [2730]
R5=47
1330 LOCATE 16,24:PRINT " >ESPACE< [4036]
":WHILE INKEY(47)<>0:WEND:RETURN
1340 ' * SCORES * [306]
1350 FOR i=1 TO 20:a#=INKEY$:NEXT:a [1209]
#="":SPEED KEY 8,1
1360 INK 0,0:INK 1,26:INK 2,6:INK 3 [3251]
,16:PAPER 0:FOR i=1 TO 2000:NEXT:MO
DE 0
1370 M#="VOUS ETES UN ROI DU":LOCAT [8363]
E 1,3:PEN 1:GOSUB 1510:M#="TREPAN B
ALADEUR":LOCATE 3,6:GOSUB 1510:M#="
TRES CHER !!":LOCATE 5,9:GOSUB 1510
1380 M#="WHO ARE YOU ???":LOCATE 4, [7812]
12:PEN 2:GOSUB 1510:M#="WHAT'S YOUR
NAME ??":LOCATE 1,15:GOSUB 1510:PE
N 3:LOCATE 1,20:PRINT "#";:INPUT NO
M#
1390 I=0 [420]
1400 IF sco<hsc(i) THEN I=I+1:GOTO [1104]
1400
1410 FOR A=4 TO I+1 STEP -1:hsc(A)= [3306]
hsc(A-1):hsc$(A)=hsc$(A-1):NEXT
1420 hsc(i)=sco:hsc$(i)=LEFT$(nom$, [1101]
15)
1430 [117]
1440 INK 0,0:INK 1,26:INK 2,15:INK [2865]
3,6:INK 4,8,25:PAPER 0:FOR i=1 TO 2
000:NEXT:MODE 0
1450 M#=">>> HIGH-SCORES <<<":LOCAT [3192]
E 1,2:PEN 4:GOSUB 1510
1460 FOR i=0 TO 4:LOCATE 1,6+3*i:PE [6669]
N 6+i:PRINT "N.";i+1;"avec";hsc(i);
"Points":LOCATE 1,7+3*i:PRINT hsc$(
i):NEXT
1470 LOCATE 8,25:PEN 4:PRINT "[espa [4488]
ce]":WHILE INKEY(47)<>0:WEND:RETURN
1480 ' * SPIR. * [176]
1490 PAPER 0:FOR e=0 TO 13:PEN 1+RN [7364]
D*2:SOUND 1,100,1,7:FOR x=7+e TO 34
-e:LOCATE x,i+e:PRINT Q$:NEXT x:SOU
ND 1,150,1,7:PEN 1+RND*2:FOR y=2+e
TO 24-e:LOCATE 34-e,y:PRINT q$:NEXT
y
1500 SOUND 1,200,1,7:PEN 1+RND*2:FO [8609]
R x=34-e TO 7+e STEP -1:LOCATE x,25
-e:PRINT Q$:NEXT x:SOUND 1,75,1,7:P
EN 1+RND*2:FOR y=24-e TO 2+e STEP -
1:LOCATE 7+e,y:PRINT Q$:NEXT y:NEXT
e:RETURN
1510 qqq=-24580:' si vous n'utilise [4660]
z pas de disquette mettez qqq=-2329
6
1520 FOR N=1 TO LEN(M#):FOR T=0 TO [4891]
7:P=PEEK(qqq+(ASC(MID$(M#,N,1))-32)
*8+T)
1530 A(T)=P:NEXT:SYMBOL 140,A(0),A( [8925]
0),A(1),A(1),A(2),A(2),A(3),A(3):SY
MBOL 141,A(4),A(4),A(5),A(5),A(6),A
(6),A(7),A(7):PRINT CHR$(140);CHR$(
10);CHR$(8);CHR$(141);CHR$(11);:SOU
ND 2,50,7,5,0,0,1
1540 NEXT:RETURN [940]
1550 ' * BONUS * [442]
1560 bo1#=" C'EST L'HEURE":bo2#=" D [7213]
E TON BONUS":bo3#=" MON PETIT":IF
DIR5=76 THEN BOO#="[FIRE]" ELSE BOO
#="[ESPACE]"
1570 bo4#="PRESSEZ "+BOO#+" POUR LA [5442]
DESCENTE":GOSUB 1840:GOSUB 1590:PR
INT CHR$(23);CHR$(1)
1580 bo1#=" TON SCORE EST":bo2#="DE [10730]
"+STR$(SCO)+" POINTS":bo4#=" ET ON
PASSE AU TABLEAU "+STR$(TA+1):GOSU
B 1840:RETURN:'*** retour au progra
mme principal ***
1590 BORDER 0:INK 0,0:INK 1,6:INK 2 [6176]
,26:INK 3,8:PEN 2:PAPER 0:MODE 1:PR
INT CHR$(23);CHR$(0):LOCATE 2,1:PRI
NT"...BoNuS..."
1595 tat=40-ta*7:IF tat<10 THEN tat [2652]
=10
1600 FOR x=24 TO 640 STEP 64:PLOT x [3391]
,40,3:DRAWR 0,312:NEXT
1610 FOR x=24 TO 550 STEP 64:FOR y= [1598]
56 TO 320 STEP 32
1620 IF RND>0.3 AND TEST(x-8,y)<>3 [3169]
THEN PLOT x,y,3:DRAWR 64,0
1630 NEXT y:NEXT x [401]
1640 TAG [318]

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1650 PLOT -10,0,2:v=8+INT(RND*10)*6 [4941] 34,76,56
4:MOVE v,32:PRINT CHR$(251);CHR$(25
0);
1660 y=368:PLOT -10,0,1:FOR u=1 TO [2690]
10
1670 MOVE 592,y:PRINT CHR$(32);:FOR [9050]
x=16 TO 592 STEP 64:MOVE x,y:PRINT
CHR$(228);:MOVE x-64,y:PRINT CHR$(
32);:SOUND 1,27,2,7
1680 FOR p=1 TO Tat:IF INKEY(76)=0 [3741]
OR INKEY(47)=0 THEN 1700
1690 NEXT p:NEXT x:NEXT u:x=592 [1084]
1700 IF TEST(x-8,y-8)=3 THEN FOR i= [4973]
1 TO 4:x=x-16:GOSUB 1760:NEXT i:y=y
-16:GOSUB 1760
1710 IF TEST(x+24,y-8)=3 THEN FOR i [4425]
=1 TO 4:x=x+16:GOSUB 1760:NEXT i:y=
y-16:GOSUB 1760
1720 IF TEST(x+8,y-24)=3 THEN y=y-1 [2559]
6:GOSUB 1760
1730 IF TEST(x+8,y-24)=2 THEN GOTO [2581]
1770
1740 IF y=48 THEN 1810 [473]
1750 GOTO 1700 [359]
1760 MOVE x,y:PRINT CHR$(228);:SOUN [4033]
D 1,50+RND*200,4,5:RETURN
1770 ENV 2,80,15,9:TAGOFF:FOR o=100 [9773]
0 TO 5000 STEP 1000:LOCATE 17,1:PRI
NT "Good: ";o;"PoInTs":SOUND 2,300,
190,6,2,2:FOR t=1 TO 2000:NEXT t:NE
XT o:sco=sco+5000
1780 GOSUB 1820:LOCATE 1,24:FOR t=0 [8709]
TO 30:mu=mu-1:SOUND 1,mu,1,7:SOUND
1,mu*2,2,7:PRINT:FOR i=0 TO 50:NEX
T i:NEXT t:ATT=ATT-3:IF ATT<10 THEN
ATT=10
1790 GOSUB 2090 [865]
1800 RETURN [555]
1810 ENT 1,200,40,1:TAGOFF:LOCATE 1 [5584]
4,1:PRINT "SORRY,NO BONUS !":SOUND
1,200,190,7,1,1,0:FOR T=0 TO 2500:N
EXT:GOTO 1780
1820 mu=150:OUT &BC00,2:FOR I=47 TO [9853]
63:mu=mu-1:SOUND 1,mu,1,7:SOUND 1,
mu*2,2,7:OUT &BD00,I:FOR T=1 TO 50:
NEXT T:NEXT I:FOR I=1 TO 47:OUT &BD
00,I:mu=mu-1:SOUND 1,mu,1,7:SOUND 1
,mu*2,2,7:FOR T=1 TO 50:NEXT T:NEXT
I:RETURN
1830 ' * MISTER ZLIKA * [459]
1840 BORDER 26:INK 0,26:PAPER 0:PEN [3124]
1:INK 1,0:INK 2,8:INK 3,16,6:MODE
1
1850 IF vi=0 THEN INK 3,26 [1109]
1860 SYMBOL 232,0,28,58,58,59,49,57 [1850]
,241
1870 SYMBOL 236,123,63,72,196,166,1 [1472]
34,76,56
1880 SYMBOL 237,224,192,120,204,164 [1842]
,132,136,112
1890 SYMBOL 239,3,12,16,48,88,84,15 [2718]
0,149
1900 SYMBOL 240,3,0,0,0,0,4,6,129 [1590]
1910 SYMBOL 241,248,15,0,0,2,0,0,12 [1367]
8
1920 SYMBOL 242,0,224,60,6,66,18,13 [2508]
0,34
1930 SYMBOL 243,148,156,140,132,134 [2914]
,129,64,64
1940 SYMBOL 244,254,146,148,148,152 [1689]
,240,0,0
1950 SYMBOL 245,224,60,3,0,0,0,0,1 [1693]
1960 SYMBOL 246,6,12,240,0,128,128, [2489]
128,128
1970 SYMBOL 247,96,32,48,16,8,12,3, [1888]
0
1980 SYMBOL 248,0,0,0,0,0,0,129,255 [1644]
1990 SYMBOL 249,1,3,2,4,8,48,224,0 [1478]
2000 z$(0)=CHR$(32)+CHR$(232)+CHR$( [2958]
32)+CHR$(32)
2010 z$(1)=CHR$(32)+CHR$(236)+CHR$( [2936]
237)+CHR$(32)
2020 z$(2)=CHR$(239)+CHR$(240)+CHR$ [3414]
(241)+CHR$(242)
2030 z$(3)=CHR$(243)+CHR$(244)+CHR$ [2609]
(245)+CHR$(246)
2040 z$(4)=CHR$(247)+CHR$(248)+CHR$ [3302]
(249)+CHR$(32)
2050 PEN 3:LOCATE 2,2:PRINT "MisTer [10226]
ZLIKA SaYS":FOR X=1 TO 15:GOSUB 2
060:NEXT:GOSUB 2070:FOR t=0 TO 3500
:NEXT T:MODE 1:PEN 3:LOCATE 4,22:PR
INT B04$:FOR x=16 TO 35:GOSUB 2060:
NEXT:RETURN
2060 SOUND 1,50,1,7:SOUND 1,0,10:FO [5917]
R z=0 TO 4:PEN 1:LOCATE x,10+z:PRIN
T " ";z$(z):NEXT:FOR t=0 TO 150:NEX
T:SOUND 1,75,1,7:SOUND 1,0,10:RETUR
N
2070 PLOT 228,260,1:DRAW 432,260:PL [3644]
OT 320,260:DRAW 310,230:DRAW 340,26
0
2080 LOCATE 15,6:PEN 2:PRINT bo1$:L [4707]
OCATE 15,7:PRINT bo2$:LOCATE 15,8:P
RINT bo3$:RETURN
2090 FOR i=1 TO 26:SOUND 1,1000+i*1 [2893]
00,15,7,0,0,i:NEXT i:RETURN
3000 ' ne tapez pas cette ligne, el [1424]
le est la pour faire joli. Vous ave
z beaucoup de courage d'avoir
tape ce listing jusqu'au bout.Moi,
sincèrement , j'aurais
pas pu. Have a good time ! Fait to
urner !!!VvVVVVVviTTTee !

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