

INFERNAL MICRO

Vous vous rappelez tous de "l'antique" jeu de pendu auquel vous jouiez avec papier et crayon. Le voilà remis au goût du jour : le but du jeu est de découvrir le mot choisi par votre

adversaire (Amstrad ou autre joueur) avant la formation complète d'un ordinateur et de ses périphériques (qui joue désormais le rôle du pendu...). Nettement plus Hi-Tech que le

jeu classique, il n'en demeure pas moins un programme indispensable à tout passionné. Et attention ! Une fois n'est pas coutume... la formation d'une configuration informatique

complète vous est néfaste... Mode d'emploi inclus dans le programme.

Grégory Caill

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10 *****
[1143]
20 GREGORY CAILL * [473]
30 * [232]
40 PRESENTE * [115]
50 * [232]
60 INFERNAL MICRO * [1234]
70 * [232]
80 POUR * [404]
90 * [232]
100 AMSTRAD MAGASINE * [2306]
110 ***** [1164]
120 [117]
130 [117]
140 REDEFINITION DE CARACTERES [1217]
150 SYMBOL AFTER 128 [1440]
160 SYMBOL 129,255,129,129,129,129, [2410]

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129,129,255
170 CLEAR [217]
180 INK 1,26 [56]
190 MODE 1 [506]
200 W=5 [358]
210 sdu=30 [471]
220 L=1 [180]
230 PEN 1:PAPER 0 [958]
240 presentation [434]
250 LOCATE 13,2:PRINT "INFERNAL MIC [2928]
RO"
260 LOCATE 13,3:PRINT "----- [2617]
--"
270 LOCATE 3,5:PRINT CHR$(129);" 1 [1918]
JOUEUR"
280 LOCATE 3,7:PRINT CHR$(129);" 2 [1765]
JOUEURS"

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290 LOCATE 3,9:PRINT CHR$(129);" MO [2449]
DE D'EMPLOI"
300 LOCATE 10,18:PRINT "UTILISEZ LE [3525]
S FLECHES"
310 LOCATE 17,20:PRINT "^ & ";CHR$( [2951]
241)
320 LOCATE 8,22:PRINT " & [1413]
"
330 LOCATE 10,24:PRINT." ENTE [1459]
R"
340 PLOT 1,1,2:DRAW 634,1:DRAW 634, [3690]
138:DRAW 1,138:DRAW 1,1
350 PLOT 1,140,3:DRAW 634,140:DRAW [2915]
634,392:DRAW 1,392:DRAW 1,140
360 PLOT 2,142,1:DRAW 632,142:DRAW [2796]
632,390:DRAW 2,390:DRAW 2,142
370 QW$=INKEY$ [376]
380 IF QW$=CHR$(240) THEN W=W-2:IF [2612]
W<5 THEN W=5
390 IF QW$=CHR$(241) THEN W=W+2:IF [2221]
W>10 THEN W=9
400 IF W=5 THEN LOCATE 3,5:PRINT CH [5950]
R$(143):LOCATE 3,7:PRINT CHR$(129):
L=0
410 IF W=7 THEN LOCATE 3,7:PRINT CH [5825]
R$(143):LOCATE 3,5:PRINT CHR$(129):
LOCATE 3,9:PRINT CHR$(129):L=1
420 IF W=9 THEN LOCATE 3,9:PRINT CH [8077]
R$(143):LOCATE 3,7:PRINT CHR$(129):
LOCATE 3,5:PRINT CHR$(129):L=2
430 IF QW$=CHR$(13) THEN GOTO 450 [1386]
440 GOTO 370 [466]
450 MODE 2:PEN 1 [890]
460 IF L=0 THEN INPUT "Nom du joueu [3560]
r ";n$(2):N$(1)="AMSTRAD":GOTO 500

470 IF L=1 THEN INPUT "Nom du joueu [6416]
r 1 ";N$(1):INPUT "Nom du joueur 2
";n$(2):GOTO 2040
480 IF L=2 THEN GOSUB 2230 [1340]
490 GOTO 20 [398]
500 GOSUB 530 [931]
510 GOTO 1060 [311]
520 ' mise en place du graphisme [1323]
530 CLS:PEN 1:FOR N=1 TO 14:LOCATE [4667]
1,N:PRINT CHR$(219):LOCATE 28,N:PRI
NT CHR$(217):NEXT
540 FOR I=1 TO 28:LOCATE I,15:PRINT [2156]
CHR$(220):NEXT
550 RETURN [555]
560 ' dessin de l'ordinateur [1623]
570 REM ***** ECRAN ***** [1286]
580 PLOT 20,360 [302]
590 DRAW 100,360 [330]
600 DRAW 100,280 [554]
610 DRAW 20,280 [339]
620 DRAW 20,360 [307]

630 PLOT 22,358 [305]
640 DRAW 98,358 [448]
650 DRAW 98,282 [429]
660 DRAW 22,282 [439]
670 DRAW 22,358 [491]
680 PLOT 20,280 [254]
690 DRAW 20,269 [350]
700 DRAW 100,269 [325]
710 DRAW 100,280 [554]
720 PLOT 50,275:DRAW 53,275 [741]
730 PLOT 56,275:DRAW 59,275 [1110]
740 PLOT 62,275:DRAW 66,275 [945]
750 RETURN [555]
760 REM ***** CLAVIER ***** [705]
770 PLOT 20,230 [72]
780 DRAW 200,230 [399]
790 DRAW 200,195 [314]
800 DRAW 20,195 [356]
810 DRAW 20,230 [309]
820 PLOT 24,227:DRAW 120,227:DRAW 1 [1563]
20,199:DRAW 24,199:DRAW 24,227
830 PLOT 125,227:DRAW 147,227:DRAW [3911]
147,199:DRAW 125,199:DRAW 125,227
840 PLOT 151,199:DRAW 196,199:DRAW [3498]
196,205:DRAW 151,205:DRAW 151,199
850 FOR N=151 TO 196:PLOT N,210:DRA [2682]
W N,227:NEXT
860 RETURN [555]
870 RETURN [555]
880 REM ***** LECTEUR DE DISQUETTE [1539]
*****
890 PLOT 107,268:DRAW 137,268:DRAW [5962]
137,288:DRAW 107,288:DRAW 107,268:P
LOT 110,282:DRAW 132,282:LOCATE 17,
8:PRINT "."
900 RETURN [555]
910 REM ***** IMPRIMANTE ***** [1576]
920 PLOT 143,290:DRAW 200,290:DRAW [2401]
200,268:DRAW 143,268:DRAW 143,290
930 FOR N=292 TO 288 STEP -1:PLOT 1 [3073]
45,N:DRAW 198,N:NEXT
940 RETURN [555]
950 REM ***** CABLES ***** [626]
960 PLOT 40,269:DRAW 40,230 [1168]
970 PLOT 50,269:DRAW 50,230 [496]
980 SOUND 2,30,3 [1186]
990 FOR n=1 TO 100:NEXT [1045]
1000 PLOT 146,268:DRAW 146,230 [1639]

1010 SOUND 2,50,3 [1265]
1020 FOR n=1 TO 100:NEXT [1045]
1030 PLOT 117,268:DRAW 117,230 [1185]

1040 SOUND 2,40,3 [1209]
1050 GOTO 1830 [389]
1060 ' VARIABLES [486]
1070 NN=2 [115]
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1080 sdu=30 [471]
1090 RANDOMIZE(TIME) [1550]
1100 DIM YU(50):FOR ASD=1 TO 20:YU( [1782]
ASD)=0:NEXT
1110 DIM JK(100),EFGH(100) [518]
1120 C=INT (RND(TIME)*45) [1558]
1130 IF C=0 THEN 1120 [1362]
1140 DIM NN(100) [349]
1150 RESTORE [621]
1160 Y=0 [355]
1170 ' CHOIX DU MOT DE L'ORDINATEUR [3172]
1180 ' IL EST POSSIBLE D'AJOUTER D [9322]
ES MOTS A L'ORDINATEUR EN INSCRIVAN
T CEUX CI EN DATA,ET EN MODIFIANT L
E NOMBRE DE MOTS EN LIGNE 1120
1190 FOR N=1 TO C [593]
1200 DATA MAISONNETTE,BATEAU,CHANTE [16269]
R,CHANTIER,MANGER,POMME,POLISSON,FR
AMBOISE,INFORMATIQUE,CRAYON,REGL,E,P
APIER,FOURCHE,CLASSEUR,ANGLAISE,ESP
AGNE,ITALIEN,FRANCAIS,Ecrire,PORTER
,BOITE,CHIEN,CHAT,NAVIRE,CASSETTE,C
HAUSSETTE,CHAUSSURE,COFFRE,BUREAU,C
OIFFURE
1210 DATA LION,CISEAUX,TABLE,REVUE, [4832]
PROGRAMME,COUTEAU,FOURCHETTE,LIVRE,
FEUILLE,CARNET,VOITURE,CAMION,RADIO
,TROUSSE,HOMME
1220 READ A$ [309]
1230 NEXT [350]
1240 DIM M$(125),X(100):A$=LOWER$(A [1813]
$):FOR N=1 TO LEN(A$)
1250 M$(N)=MID$(A$,N,1) [821]
1260 NEXT [350]
1270 LOCATE 31,1:PRINT N$(2);" cont [3117]
re ";N$(1)
1280 ' DESSIN DES POINTILLES [2275]
1290 FOR I=1 TO LEN(A$) [791]
1300 PEN 1:LOCATE I+55,7:PRINT CHR$ [1811]
(208)
1310 PEN 1:LOCATE I+55,9:PRINT CHR$ [2010]
(210)
1320 PEN 3:LOCATE I+55,8:PRINT "-"; [1822]

1330 NEXT I [375]
1340 FOR PP=7 TO 9 [524]
1350 PEN 1:LOCATE 55,PP:PRINT CHR$( [2734]
209)
1360 LOCATE 55+LEN(A$)+1,PP:PRINT C [2707]
HR$(211)
1370 NEXT [350]
1380 ' DEBUT DU JEU AVEC TEST SUR L [1727]
ES LETTRES
1390 PEN 1 [549]
1400 FOR N=1 TO LEN(A$)+5 [938]
1410 LOCATE 51,8:PRINT " " [1830]
1420 INK 1,26:LOCATE 32,8:INPUT "DO [3000]
NNEZ UNE LETTRE ";B$
1430 B$=LOWER$(B$) [851]
1440 LOCATE 10,16:PRINT " [2315]
"
1450 IF LEN(B$)>1 THEN 1420 [865]
1460 FOR V=1 TO LEN(A$) [1292]
1470 IF B$="" THEN GOTO 1420 [1206]
1480 IF M$(V)=B$ AND X(V)=0 THEN NN [5591]
=NN+1:SOUND 1,50,3:LOCATE V+55,8:PR
INT B$:X(V)=1
1490 NEXT V [358]
1500 FOR GG=1 TO LEN(A$):IF B$=M$(G [3863]
G) AND X(GG)=1 THEN GOTO 1760 ELSE
NEXT GG
1510 IF NN=2 THEN GOTO 1520 ELSE GO [2171]
TO 1760
1520 NN=2 [115]
1530 JK=JK+1 [219]
1540 L$(JK)=B$ [640]
1550 FOR GH=1 TO JK+1 [833]
1560 IF L$(GH)=B$ AND EFGH(GH)=1 TH [3248]
EN JK=JK-1:GOTO 1410
1570 NEXT [350]
1580 EFGH(JK)=1 [747]
1590 FOR NNN=1 TO JK:IF B$=L$(NNN) [4775]
AND YU(NNN)=1 THEN YU(NNN)=1:GOTO 1
410 ELSE NEXT NNN
1600 ' LES LETTRES N'EXISTANT PAS [2623]
1610 SOUND 3,900,50:SOUND 2,800,50: [2123]
SOUND 1,700,50
1620 LOCATE 2,1:INK 1,26,6:PRINT "I [3138]
.N.F.E.R.N.A.L M.I.C.R.O"
1630 LOCATE 2,2:INK 1,23,4:PRINT "- [3108]
-----"
1640 GR=GR+1 [438]
1650 LOCATE 29,18:PRINT "LETTRES N' [4036]
EXISTANT PAS"
1660 LOCATE 39,19:PRINT CHR$(241) [888]
1670 PEN 1:FOR J=1 TO 21:LOCATE J+2 [4678]
8,20:PRINT CHR$(210):LOCATE J+28,22
::PRINT CHR$(208):NEXT
1680 LOCATE 28,21:PRINT CHR$(209) [1301]

1690 LOCATE 50,21:PRINT CHR$(211) [1276]
1700 LOCATE sdu,21:PRINT B$;" " :sd [1512]
u=sdu+4
1710 IF GR=1 THEN GOSUB 580 [1406]
1720 IF GR=2 THEN GOSUB 770 [718]
1730 IF GR=3 THEN GOSUB 890 [909]

1740 IF GR=4 THEN GOSUB 910 [896]
1750 IF GR=5 THEN GOSUB 960 [587]
1760 NN=2:FOR N=1 TO LEN(A$) [816]
1770 IF X(N)=0 THEN 1800 [1020]
1780 NEXT [350]
1790 GOTO 1850 [337]
1800 NEXT [350]

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1810 GOTO 1410	[393]	2150 LOCATE 1,12:INPUT A\$	[1810]
1820 ' PERDU !!!!	[913]	2160 IF LEN(A\$)>23 THEN 2130	[779]
1830 FOR N=1 TO 250:NEXT:FOR N=1 TO	[12844]	2170 PRINT:PRINT " ";n\$(2);" devra	[4116]
250:CALL &BD24:CALL &BD23:CALL &BD		trouver le mot:";A\$	
24:SOUND 1,INT(RND*255),1:NEXT:FOR		2180 CALL &BB06	[393]
N=1 TO 500:NEXT:INK 1,26:FOR I=1 TO		2190 MODE 2	[513]
680:SOUND 2,1,1:PLOT I,0:DRAW I,16		2200 GOSUB 530	[931]
0:NEXT:GOTO 1980		2210 GOTO 1240	[355]
1840 ' GAGNE !!!!	[693]	2220 ' REGLES DU JEU	[1499]
1850 DATA 319,284,253,319,284,284,2	[6359]	2230 MODE 1:CO=1	[1129]
84,253,239,239,253,253,319,284,253,		2240 PRINT " INFERNAL-MI	[1736]
319,284,284,284,253,239,239,213,213		CRO"	
,319,319,319,319		2250 PRINT " -----	[1381]
1860 RESTORE 1850	[884]	---	
1870 MODE 1	[506]	2260 PRINT	[361]
1880 FOR N=1 TO 28	[900]	2270 X\$="INFERNAL MICRO est un	[4682]
1890 WW\$=INKEY\$	[767]	jeu similaire au PENDU."	
1900 IF WW\$(">") THEN 2020	[1050]	2280 Y\$=" Le but du jeu est de de	[11431]
1910 LOCATE 10,1:PEN 5:PRINT " B.R	[1911]	couvrir le mot choisi par votre adv	
.A.V.O !!!!		ersaire(AMSTRAD ou joueur 1),avant	
1915 LOCATE 10,4:PEN 2:PRINT "** ";	[1888]	la formation de l'ordinateur et ses	
A\$;"**"		peripheriques."	
1920 LOCATE 3,6:PEN 6:PRINT " N'ETA	[3200]	2290 Z\$="l'ordinateur se forme dans	[4574]
IT TOUT DE MEME PAS SI FACILE"		l'ordre:"	
1930 LOCATE 3,13:PEN 3:PRINT "Il v	[4674]	2300 FOR n=1 TO LEN(X\$)	[574]
ous restait ";5-GR;" CHANCE"		2310 CO=CO+1:PEN CO:IF CO=3 THEN CO	[1842]
1940 LOCATE 1,23:PEN 2:PRINT "PRESS	[4253]	=1	
EZ UNE TOUCHE POUR CONTINUER...."		2320 PRINT MID\$(X\$,N,1);	[1003]
1950 READ C:SOUND 1,C,50:SOUND 1,C*	[2932]	2330 SOUND 1,14,1;	[1216]
0.5,1:NEXT		2340 NEXT	[350]
1960 GOTO 2010	[305]	2350 PRINT:PRINT	[743]
1970 ' PERDU !!!!!(suite)	[1220]	2360 FOR n=1 TO LEN(Y\$)	[570]
1980 PAPER 1:PEN 0:LOCATE 17,17:PRI	[3673]	2370 CO=CO+1:PEN CO:IF CO=3 THEN CO	[1842]
NT "PERDU"		=1	
1990 LOCATE 17,19:PRINT "C'ETAIT ";	[9084]	2380 PRINT MID\$(Y\$,N,1);	[1145]
FOR N=1 TO 10:LOCATE 24+N,19:PRINT		2390 SOUND 1,14,1	[1145]
"- -":NEXT:LOCATE 30,19:PRINT A\$:PA		2400 NEXT	[350]
PER 0:PEN 1:GOTO 2010		2410 PRINT:PRINT	[743]
2000 GOTO 1060	[311]	2420 FOR n=1 TO LEN(Z\$)	[565]
2010 CALL &BB06	[393]	2430 CO=CO+1:PEN CO:IF CO=3 THEN CO	[1842]
2020 CLS:GOTO 170	[951]	=1	
2030 ' CHOIX DU MOT DU JOUEUR 1	[2776]	2440 PRINT MID\$(Z\$,N,1);	[1536]
2040 MODE 1	[506]	2450 SOUND 1,14,1	[1145]
2050 lk\$=N\$(1)+" Prenez garde !!"+N	[7651]	2460 NEXT	[350]
\$(2)+" ne doit en aucun cas,voir l		2470 PRINT:PRINT:PRINT	[1082]
e mot que vous avez choisi."		2480 PEN 1:PRINT " 1-ECRAN"	[1397]
2060 as=1	[302]	2490 PEN 2:PRINT " 2-CLAVIER"	[1059]
2070 FOR n=1 TO LEN(lk\$)	[964]	2500 PEN 3:PRINT " 3-LECTEUR DE DI	[2733]
2080 PEN as	[351]	SQUETTE"	
2090 SOUND 1,26,1	[1193]	2510 PEN 5:PRINT " 4-IMPRIMANTE"	[1430]
2100 PRINT MID\$(lk\$,n,1);:	[1876]		
2110 as=as+1:IF as=4 THEN as=1	[1394]	2520 PEN 6:PRINT " 5-CABLES"	[930]
2120 NEXT	[350]	2530 PEN 1:PRINT:PRINT:PRINT:PRINT:	[4287]
2130 LOCATE 3,10:PRINT "Entrez ce m	[1823]	PRINT:PRINT " APPUYEZ SUR U	
ot:"		NE TOUCHE"	
2140 LOCATE 3,12:PRINT "-----	[3130]	2540 CALL &BB06	[393]
-----		2550 RETURN	[555]