

PACC MANN

Classique ? D'accord ! Mais combien d'entre vous qui venez d'avoir un superbe CPC pour votre Noël auront plaisir à retrouver ce classique conçu pour se rapprocher le plus fidèlement possible du jeu de café ?

Sûrement un nombre certain... Alors laissez-vous tenter ! Pour contrôler le personnage, connectez votre joystick. A la fin de ce listing, vous retrouverez quelques lignes de programmes. Elles sont destinées aux possesseurs de 464 et 664 qui ne possèdent pas certaines instructions du 6128. Donc, si vous possédez un 464 ou 664, effectuez les modifications comme indiqué. Les possesseurs de 6128 n'ont pas à prendre en compte ces modifications. Bon amusement !

les modifications comme indiqué. Les possesseurs de 6128 n'ont pas à prendre en compte ces modifications. Bon amusement !

Roussel Olivier

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10 ***** [1383]
****
20 [117]
30 P A C M A N [824]
40 [117]
50 [117]
60 (C) ROUSSEL Olivier [624]
1986]
70 ***** [1383]
****
80 [117]
90 MODE 0 :RANDOMIZE TIME:SPEED INK [3629]
 20,20:BORDER 10
100 DEFINT A-z:DIM t(20,19),F(6),J( [4337]
 10),X(6),Y(6),e(20,19),R(6),A(6),mo
(20,20)
110 ===== [1776]
120 SYMBOL AFTER 245 [1407]
130 SYMBOL 245,2,5,8,20,98,247,247, [2483]
98
140 SYMBOL 246,0,24,36,36,66,255 [1922]
,24
150 SYMBOL 247,60,118,255,255,240,2 [2398]
55,126,60
160 SYMBOL 248,60,118,252,248,240,2 [2541]
52,126,60
170 SYMBOL 249,52,118,247,183,255,2 [2306]
55,126,60
180 SYMBOL 250,0,66,231,183,255,255 [2613]
,126,60
190 SYMBOL 251,60,110,255,255,15,25 [2427]
5,126,60
200 SYMBOL 252,60,110,63,31,15,63,1 [2250]
26,60
210 SYMBOL 253,60,126,255,255,237,2 [2013]
39,110,44
220 SYMBOL 254,60,126,255,255,237,2 [1849]
31,66,0
230 SYMBOL 255,60,126,219,255,255,2 [2733]
55,85,170
240 GOSUB 1720 [819]

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250 LOCATE 2,10:PRINT "Veuillez pat [3561]
ienter"
260 ===== [1764]
270 J(1)=1:J(2)=2:J(4)=3:J(8)=4:J(9 [4182]
)=4:J(10)=4:ENV 1,1,15,5,1,-5,5,10,
-1,19
280 B=0:SC=0:VI=3:M#=CHR$(255):MA=5 [3956]
000:pt=1:t=300
290 FOR I=1 TO 6:X(I)=11:Y(I)=10:A( [8969]
I)=1:F(I)=0:NEXT I:X=10:Y=13:PIL=1:
FOR I=1 TO 4:R(I)=I:NEXT I:A=INT(RN
D(4)*3+1):C=INT(RND(4)*3+1):R(A)=C:
R(C)=A:INK 12,18:fruit=0
300 ON ERROR GOTO 1540 [1511]
310 ===== [1764]
320 FOR I=1 TO 19 [338]
330 FOR J=1 TO 20 [734]
340 READ t(J,I):IF t(J,I)=0 THEN t( [4060]
J,I)=144
350 IF t(j,i)>159 OR t(j,i)<145 THE [1811]
N e(j,i)=0 ELSE e(j,i)=1
360 NEXT J,I [396]
370 DATA 150,154,154,154,154,154,15 [3057]
4,154,154,156,150,154,154,154,154,1
54,154,154,154,156
380 DATA 149,0,0,0,0,0,0,0,0,149,14 [2121]
9,0,0,0,0,0,0,0,0,149
390 DATA 149,0,146,154,158,156,0,14 [2349]
8,0,149,149,0,148,0,150,158,154,152
,0,149
400 DATA 149,238,0,0,149,149,0,149, [3560]
0,147,153,0,149,0,149,149,0,0,238,1
49
410 DATA 151,154,152,0,149,149,0,14 [3894]
9,0,0,0,0,149,0,149,149,0,146,154,1
57
420 DATA 149,0,0,0,147,153,0,147,15 [2885]
4,152,0,146,153,0,147,153,0,0,0,149
430 DATA 149,0,148,0,0,0,0,0,0,0,0 [2737]
0,0,0,0,0,0,148,0,149

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440 DATA 149,0,147,154,154,158,152, [3316]
0,150,32,146,156,,146,158,154,154,1
53,,149
450 DATA 153,0,0,0,0,149,0,,149,32, [2414]
32,149,,,149,,,,,147
460 DATA 32,,146,152,,149,,146,157, [2616]
32,32,151,152,,149,,146,152,,32
470 DATA 156,,,,,149,,149,32,32,14 [2482]
9,,,149,,,,,150
480 DATA 149,,150,154,154,155,152,, [3610]
147,154,154,153,,146,155,154,154,15
6,,149
490 DATA 149,,145,,,,,,32,,,,,,1 [1390]
45,,149
500 DATA 149,,,,,150,156,,150,154,15 [2298]
2,,146,156,,150,156,,,,,149
510 DATA 151,154,152,,149,149,,149, [3247]
,,,149,,149,149,,146,154,157
520 DATA 149,238,,149,149,,149,,15 [2782]
0,156,,149,,149,149,,238,149
530 DATA 149,,146,154,155,153,,145, [3040]
,149,149,,145,,147,155,154,152,,149
540 DATA 149,,,,,,149,149,,,,, [1367]
,,149
550 DATA 147,154,154,154,154,154,15 [3715]
4,154,154,153,147,154,154,154,154,1
54,154,154,154,153
560 '===== [1800]
570 '=====PARCOUR===== [2201]
580 '===== [1800]
590 CLS [91]
600 FOR I=1 TO 19 [338]
610 FOR J=1 TO 20 [734]
620 PRINT CHR$(T(J,I)); [1138]
630 NEXT J,I [396]
640 PRINT:PRINT"SCORE=";SC [1571]
650 PRINT:PRINT"VIES ";:FOR O=1 TO [4662]
VI:PRINT CHR$(247);:NEXT O
660 AFTER 1000+RND(5)*1000,2 GOSUB [2117]
1630
670 '===== [1800]
680 '===== DEPLACEMENT PAC ===== [1685]
690 '===== [1800]
700 i=-1 [453]
710 i=i+2 [447]
720 ON mo(x,y) GOTO 740,750 [536]
730 GOTO 760 [413]
740 mo(x,y)=0:IF pil=1 THEN 1340 EL [3503]
SE GOSUB 1280:GOTO 760
750 mo(x,y)=0:GOSUB 1690 [883]
760 X1=X:Y1=Y:ON J(JOY(0)) GOTO 780 [3144]
,800,820,840
770 GOTO 850 [330]
780 IF e(x,y-1)=0 THEN Y=Y-1:D=1:GO [2718]
TO 850
790 GOTO 850 [330]
800 IF e(x,y+1)=0 THEN Y=Y+1:D=3:GO [1489]
TO 850
810 GOTO 850 [330]
820 IF e(x-1,y)=0 THEN X=X-1:D=2:GO [604]
TO 850
830 GOTO 850 [330]
840 IF e(x+1,y)=0 THEN X=X+1:D=0 [1337]
850 B=-B+1 [514]
860 ON mo(x,y) GOTO 880,890 [468]
870 GOTO 930 [530]
880 mo(x,y)=0:IF pil=1 THEN 1340 EL [3620]
SE GOSUB 1280:GOTO 930
890 mo(x,y)=0:GOSUB 1690:GOTO 930 [965]
900 '===== [1752]
910 '=== DEPLACEMENT FANTOMES === [2241]
920 '===== [1752]
930 N=0 [233]
940 IF F(I)=1 THEN 1070 [1381]
950 mo(x(i),y(i))=0 [1340]
960 N=N+1:IF R(N)=A(I) THEN 960 [1419]
970 ON R(N) GOTO 980,1000,1020,1040 [1783]
980 IF e(X(I),Y(I)-1)=0 THEN Y(I)=Y [2344]
(I)-1:A=2:GOTO 1060
990 GOTO 960 [324]
1000 IF E(X(I),Y(I)+1)=0 THEN Y(I)= [1077]
Y(I)+1:A=1:GOTO 1060
1010 GOTO 960 [324]
1020 IF E(X(I)-1,Y(I))=0 THEN X(I)= [1606]
X(I)-1:A=4:GOTO 1060
1030 GOTO 960 [324]
1040 IF E(X(I)+1,Y(I))=0 THEN X(I)= [2609]
X(I)+1:A=3:GOTO 1060
1050 GOTO 960 [324]
1060 A(I)=A:mo(x(i),y(i))=1 [1395]
1070 A=INT(RND(4)*4+1):E=INT(RND(4) [3423]
*4+1):C=R(A):R(A)=R(E):R(E)=C
1080 ON q+1 GOTO 1090,1130 [1426]
1090 i=i+1;q=1:GOTO 930 [885]
1100 '===== [1752]
1110 '===== AFFICHAGE ===== [2402]
1120 '===== [1752]
1130 LOCATE X1,Y1:PRINT" ";:LOCATE [2782]
X,Y:PRINT CHR$(247+2*D+B)
1140 IF T(X,Y)=144 THEN SOUND 1,100 [4137]
,2,10 :SC=SC+1:LOCATE 7,21:PRINT SC
:PT=PT+1:GOTO 1160
1150 IF T(X,Y)=238 THEN FOR O=1 TO [6247]
10:SOUND 1,0*-10+150,1,15:NEXT O:SC
=SC+5 :LOCATE 7,21:PRINT SC:PIL=2:I
NK 12,26:AFTER t-50,1 GOSUB 1590
1160 T(X,Y)=32 [604]
1170 ON A(I) GOTO 1180,1190,1200,12 [1611]
10
1180 LOCATE X(I),Y(I)-1:PRINT CHR$( [2818]
T(X(I),Y(I)-1));:GOTO 1220
1190 LOCATE X(I),Y(I)+1:PRINT CHR$( [2555]
T(X(I),Y(I)+1));:GOTO 1220
1200 LOCATE X(I)-1,Y(I):PRINT CHR$( [2713]

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LISTING

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T(X(I)-1,Y(I));:GOTO 1220
1210 LOCATE X(I)+1,Y(I):PRINT CHR$( [3873]
T(X(I)+1,Y(I));:GOTO 1220
1220 PEN (12):LOCATE X(I),Y(I):PRIN [1769]
T M$::PEN(1)
1230 ON q+1 GOTO 1520,1240 [1079]
1240 q=0:i=i-1:GOTO 1170 [1092]
1250 '===== [1774]
1260 '===== MIAM ! ===== [1479]
1270 '===== [1774]
1280 FOR O=1 TO 4 [898]
1290 IF X(O)<>X THEN 1320 [803]
1300 IF Y(O)<>Y THEN 1320 [660]
1310 GOTO 1460 [391]
1320 NEXT O:RETURN [720]
1330 '=====PAC CAPUT !===== [1501]
1340 LOCATE x1,y1:PRINT " "; [1616]
1350 FOR O=0 TO 3 [716]
1360 FOR J=1 TO 100 STEP 4 [1205]
1370 SOUND 1,J+O*90,1,12 [1570]
1380 NEXT J,O [414]
1390 vi=vi-1:IF vi<>0 THEN 1410 [1628]
1400 LOCATE 5,9:a$=STRING$(11,CHR$( [13159]
154)):PRINT CHR$(150);a$;CHR$(156);
:LOCATE 5,10:PRINT CHR$(149);:PEN(1
0):INK 10,18,23:PRINT " GAME OVER "
::PEN (1):PRINT CHR$(149);:LOCATE 5
,11:PRINT CHR$(147);a$;CHR$(153);:C
LEAR INPUT:CALL &BB06:RUN
1410 LOCATE 7,23:FOR O=1 TO VI:PRIN [4032]
T CHR$(247);:NEXT O:PRINT " "
1420 FOR I=1 TO 4:LOCATE X(I),Y(I): [5055]
PRINT CHR$(T(X(I),Y(I)));:NEXT I:ER
ASE mo:DIM mo(20,20)
1430 FOR I=1 TO 4:X(I)=11:Y(I)=11:A [3228]
(I)=2:NEXT I:X=10:Y=13:PIL=1:B=0
1440 GOTO 700 [425]
1450 '=====FANTOME CAPUT ==== [1160]
1460 LOCATE X,Y:PRINT CHR$(247+2*D+ [5779]
B);:LOCATE x1,y1:PRINT " ";:FOR J=1
TO 100 STEP 2:SOUND 1,-J+100,1,15:N
EXT J
1470 SC=SC+100 [333]
1480 LOCATE 7,21:PRINT SC [1021]
1490 F(O)=1 [667]
1500 X(O)=11:Y(O)=11:A(O)=2:GOTO 13 [1719]
20
1510 '===== [1776]
1520 IF PT=164 THEN SC=SC+50:PT=1:R [7476]
ESTORE:CLS:ERASE mo:DIM mo(20,20):I
F SC>=MA THEN MA=MA+10000:VI=VI+1:G
OTO 1910:ELSE GOTO 1910
1530 ON i GOTO 710,710,700,710 [1311]
1540 IF ERR<>5 AND ERR<>9 THEN END [1573]
1550 IF ERL=1130 THEN x=20:RESUME [1468]
1560 IF ERL=840 THEN x=0:RESUME [2581]
1570 IF x(i)=0 THEN x(i)=20:mo(0,10 [2158]
)=0:RESUME
1580 x(i)=1:LOCATE 20,10:PRINT " "; [2893]
RESUME
1590 AFTER t,1 GOSUB 1610 [1001]
1600 INK 12,11,23:RETURN [728]
1610 INK 12,18:pil=1:FOR M=1 TO 4:f [3255]
(M)=0:NEXT M:RETURN
1620 '===== FRUITS ===== [1889]
1630 IF pt=1 OR vi=0 THEN RETURN [875]
1640 fruit=1 [216]
1650 IF f=3 THEN :LOCATE 10,13:PRIN [4190]
T CHR$(246):mo(10,13)=2:AFTER 300,2
GOSUB 1680:RETURN
1660 LOCATE 10,13:PRINT CHR$(245):m [4483]
o(10,13)=2:AFTER 400,2 GOSUB 1680:R
ETURN
1670 '===== [1579]
1680 fruit=0:mo(10,13)=0:LOCATE 10, [3145]
13:PRINT " ";:RETURN
1690 fruit=0:SOUND 1,50,10,,1 [1008]
1700 IF f=3 THEN f=1:sc=sc+200:RETU [1661]
RN
1710 f=f+1:sc=sc+50:RETURN [1180]
1720 '===== [1774]
1730 '===== PRESENTATION ===== [1096]
1740 '===== [1774]
1750 CLEAR INPUT:CLS [805]
1760 LOCATE 5,1:a$=STRING$(9,CHR$(1 [10773]
54)):PRINT CHR$(150);a$;CHR$(156);:
LOCATE 5,2:PRINT CHR$(149);:PRINT "
PAC MAN ";:PRINT CHR$(149);:LOCATE
5,3:PRINT CHR$(147);a$;CHR$(153);
1770 LOCATE 5,10:PRINT CHR$(247);" [1367]
VOUS"
1780 LOCATE 5,12:PRINT CHR$(245);" [2606]
50 POINTS"
1790 LOCATE 5,14:PRINT CHR$(246);" [3040]
200 POINTS"
1800 LOCATE 5,16:PEN (10):INK 10,26 [3575]
:PRINT CHR$(255);" 100 POINTS":P
EN (1)
1810 LOCATE 5,18:PRINT CHR$(144);" [2927]
1 POINT"
1820 LOCATE 5,20:PRINT CHR$(238);" [2810]
5 POINTS
1830 LOCATE 1,25:PRINT"(C) ROUSSEL [1579]
Olivier"
1840 WHILE INKEY$="" [1095]
1850 IF A=0 THEN A=1:GOTO 1870 [1145]
1860 A=0 [324]
1870 LOCATE 5,10:PRINT CHR$(247+A); [853]
1880 FOR I=1 TO 1000:NEXT I [674]
1890 WEND [390]
1900 CLS:RETURN [832]
1910 '===== INTERCALAIRE ===== [1621]
1920 PRINT" HAY ! HAY ! HAY !" [1441]
1930 TAG:A=0 [562]

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1940 FOR I=640 TO -80 STEP -6	[1985]	2070 FOR J=1 TO 100 STEP 2:SOUND 1, [2566]
1950 IF I<632 AND I>1 THEN MOVE I,5	[6555]	-J+100,1,15:NEXT J
0 :FRAME:PRINT CHR\$(251+A);" ";A=-		2080 TAGOFF:MODE 0:IF t>25 THEN t=t [2867]
A+1:ELSE MOVE 5,50:PRINT " ";		-25
1960 IF I+80<632 AND I+80>1 THEN MD	[3646]	2090 GOTO 290 [411]
VE I+80,50 :FRAME:PRINT M\$;" ";		
1970 NEXT	[350]	
1980 TAGOFF:LOCATE 1,1:PRINT "	[3973]	
GOULP !!! " :TAG		
1990 FOR I=1 TO 1000:NEXT I:FOR I=1	[3274]	1400 LOCATE 5,9:a\$=STRING\$(11,CHR\$([11531]
TO 10:SOUND 1,I*-10+150,1,15:NEXT		154)):PRINT CHR\$(150);a\$:CHR\$(156);
I		:LOCATE 5,10:PRINT CHR\$(149);:PEN(1
2000 TAGOFF:LOCATE 1,1:PRINT "	[3877]	0):INK 10,18,23:PRINT " GAME OVER "
A TABLE ! " :TAG		:PEN (1):PRINT CHR\$(149);:LOCATE 5
2010 FOR I=1 TO 700 STEP 8	[923]	,11:PRINT CHR\$(147);a\$:CHR\$(153):C
2020 IF I<640 THEN MOVE I,50:FRAME:	[5618]	ALL &BB03:CALL &BB06:RUN
PRINT " ";M\$;:ELSE MOVE 638,50:PRIN		1750 CALL &BB03:CLS [658]
T" ";		1950 IF I<632 AND I>1 THEN MOVE I,5 [4576]
2030 IF I-60>1 THEN MOVE I-60,50:FR	[1590]	0 :PRINT CHR\$(251+A);" ";A=-A+1:EL
AME:PRINT " ";CHR\$(247+A);:A=-A+1		SE MOVE 5,50:PRINT " ";
2040 NEXT I	[375]	1960 IF I+80<632 AND I+80>1 THEN MD [3809]
2050 FOR I=1 TO 700:NEXT I	[1204]	VE I+80,50 :PRINT M\$;" ";
2060 TAGOFF:LOCATE 1,1:PRINT "	[3070]	2020 IF I<640 THEN MOVE I,50:PRINT [4636]
M I A M "		" ";M\$;:ELSE MOVE 638,50:PRINT " ";
		2030 IF I-60>1 THEN MOVE I-60,50:PR [2348]
		INT " ";CHR\$(247+A);:A=-A+1