

CER-BERT

Vous êtes Cerbert, un petit lutin chargé de veiller sur une pyramide. Vous devrez, dans un premier temps, collecter des objets que les pharaons ont oubliés dans leur fuite. Mais attention ! des esprits malins tenteront de vous nuire : c'est ainsi que vous aurez à éviter une boule de pierre

qui menacera de vous emporter dans sa chute... De même, prenez garde aux monstres qui vous poursuivront afin de vous croquer... Heureusement, un ascenseur vous permettra de remonter de temps à autre au sommet de l'édifice. Puis, vous devrez dans un deuxième temps vous

promener sur la pyramide de façon à en changer la couleur. Pour cela, chaque case que vous toucherez changera de couleur. La boule et le monstre, encore plus méchants, seront toujours là pour vous gêner dans votre travail. A noter que dans vos deux tâches principales vous

devrez toujours obligatoirement rejoindre le sommet de la pyramide. Cer-ber se joue au clavier ou avec un joystick.

NOTA : Attention aux effets de perspective : un petit entraînement sera nécessaire pour bien maîtriser les déplacements.

Lionel Paquin

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10 ***** [1164]
20 * [175]
30 CER-BERT * [501]
40 * [175]
50 * (c) L. PAQUIN juillet 86 * [1576]
60 * [175]
70 ***** [1164]
80 [117]
90 [117]
100 MODE 0:INK 0,0:BORDER 0:INK 1, [7178]
11:INK 2,1:INK 3,6:INK 4,2:INK 5,2
4:INK 6,1:INK 7,2:INK 8,11:INK 9,6
:INK 10,24:mo=29
110 x$="Lionel PAQUIN":l=300:coul= [2978]
3:GOSUB 520
120 x$="presents":l=275:coul=1:GOS [1015]
UB 520
130 x$="CER - BERT":l=180:coul=5:G [2358]
OSUB 520
140 INC=3.2:C=0:FOR L=0 TO 400 STE [4319]
F 4:MOVE 0,L,(FIX(C) MOD 6)+6,0:DR
AW FIX(C),400:MOVE ABS(FIX(C-640))
,0:DRAW 640,ABS(L-400):C=C+INC:NEX

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T
150 MOVE 0,399,3:DRAW 639,399:DRAW [3307]
639,0:DRAW 0,0:DRAW 0,399
160 GOSUB 570 [891]
170 A(1)=1:A(2)=2:A(3)=11:A(4)=6:A [2472]
(5)=24:D=2:C=1
180 FOR G=1 TO 90:CALL &BD19:CALL [3275]
&BD19:CALL &BD19:CALL &BD19
190 FOR I=1 TO 5:INK I+5,A(C):C=C+ [3495]
1:IF C=6 THEN C=1
200 NEXT I [375]
210 C=(G MOD 5)+1 [512]
220 NEXT G [377]
230 [117]
240 FOR X=0 TO 300:NEXT:MODE 1:INK [5238]
0,0:INK 1,24:INK 2,6:INK 3,2:mo=1
2:RESTORE 310
250 ORIGIN 56,0:L=399:COUL=6:c=160 [3832]
:X$="REGLES DU JEU":GOSUB 520
260 COUL=1:FOR XX=3 TO 20:READ X$: [9461]
L=400-(Xx*16):c=1:GOSUB 520:NEXT:G
OSUB 290:FOR xx=3 TO 19:READ x$:1=

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LISTING

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400-(XX*16):c=1:GOSUB 520:NEXT:GOS
UB 290
270 FOR xx=3 TO 14:READ x$:l=400-( [4894]
xx*16):c=1:GOSUB 520:NEXT:GOSUB 29
0:
280 MODE 0:mo=29:INK 15,24,11:coul [5207]
=15:x$="Le jeu se charge":l=216:GO
SUB 520:RUN "!CERBERT1"
290 WHILE INKEY$<>"" :WEND:LOCATE 9 [8696]
,25:PEN 3:PRINT "Pressez une touch
e:SVP";:WHILE INKEY$="":WEND:CLS:P
EN 1:RETURN
300 [117]
310 DATA " Vous etes CER-BERT,u [17186]
n.petit lutin","charge de veiller
sur une pyramide.", " ", " Vous dev
rez dans un premier temps col-", "l
e cter des objets que les anciens p
hara-","ons ont oublies dans leur
precipitation.", " "
320 DATA " Mais attention,les e [20447]
sprints malins","tenteront de vous
nuire tout au long de","votre jour
nee de travail : c'est ainsi","que
vous aurez a eviter une boule de"
,"pierre qui menacera periodiqueme
nt de ","vous emporter dans sa chu
te."
330 DATA " De meme,prenez garde [15772]
au monstre qui","vous poursuivra
pour vous devorer.", " Heureusem
ent,un ascenceur vous","permettra
de remonter de temps en temps","su
r le haut de l'edifice"
340 DATA " Dans un deuxieme tem [16609]
ps,vous devrez","vous promener sur
la pyramide de facon","a en chang
er entierement la couleur.", " E
n effet,chaque case que vous tou-
","cherez changera de couleur."
350 DATA " " Bien evidemment [15766]
vous serez la aussi","ennuye par l
a boule et le monstre,encore","plu
s enerves qu' auparavent...", " ", "
Notez que dans les deux niveaux
de","ce jeu,vous devrez terminer
votre tache"
360 DATA "en rejoignant le haut de [16659]
la pyramide.", " ", " ", " Vous vo
us dirigerez au choix a l'aide","d
u joystick ou du clavier.", " Da
ns ce dernier cas,les touches sero
nt:"
370 DATA " " [243]
380 DATA " A" [678]
390 DATA " 2" [820]
400 DATA " / 3 1 [657]
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\ "
410 DATA " 4" [824]
420 DATA " Z", [906]
" "
430 ' [117]
435 REM ' Remplacer les chiffres c [1652]
i-dessus suivant ce tableau
440 REM ' 1 = ctrl I [443]
450 REM ' 2 = ctrl K [928]
460 REM ' 3 = ctrl H [1496]
470 REM ' 4 = ctrl J [381]
480 ' [117]
485 ' [117]
490 DATA " "," Attention depend [14440]
ant aux effets dus a","la perspect
ive ! Une certaine accomo-","dati
on est de toute facon necessaire."
500 ' [117]
510 ' [117]
520 TAG:MOVER 0,0,coul,0:IF c=0 TH [2480]
EN c=(640-LEN(x$)*MO)/2
530 FOR t=1 TO mo+3 STEP 4 [1535]
540 FOR x=1 TO LEN(x$):MOVE c+(x-1 [2575]
)*t,1:PRINT MID$(x$,x,1):NEXT x,t
550 c=0:TAGOFF:RETURN [1405]
560 ' [117]
570 RESTORE 620:FOR X=1 TO 40 [1015]
580 READ N,T:IF N=0 THEN VOL=0:N=4 [2367]
ELSE VOL=15
590 SOUND 1,FIX(N/2),T*15,VOL:SOUN [5606]
D 2,FIX(N/2)-2,T*15,VOL:SOUND 3,0,
3,0
600 NEXT X [356]
610 RETURN [555]
620 DATA 319,1,319,1,358,1,379,2,3 [2296]
79,2,379,2,319,2,379,1,5,426,.5,47
8,1,426,1
630 DATA 379,2,5,0,.2,426,2,426,1, [3472]
426,1,319,2,319,1,319,1,379,3,75,4
78,1,2
640 DATA 319,1,319,1,358,1,379,2,3 [1983]
79,2,379,2,319,2,379,1,5,426,.5,47
8,1
650 DATA 426,1,379,2,5,426,2,426,1 [2799]
,426,1,319,2,319,1,319,1,478,3
660 [117]
670 ===== Fin de Listin [4225]
g Cerbert.bas (c) L. PAQUIN ==
=====
10 ***** [1476]
*****
15 ** Lionel PAQUIN present [1922]
s **
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20 ** [104]
**
25 ** CPC 664 / 6128 [505]
**
30 ** [104]
**
35 ** ----- [612]
**
40 ** ! CER - BERT ! [1249]
**
45 ** ----- [612]
**
50 ** (c) L.PAQUIN Juillet 198 [1959]
6 **
55 ** [104]
**
60 ***** [1476]
*****
65 [117]
70 [117]
75 [117]
80 DI:FOR x=0 TO 3:v=REMAIN(x):NEX [3631]
t:EI:kbjy$=""
85 RESTORE 95:DATA "Pyramid Master [15114]
".45920,"Captain BF",42830,"Cer-Be
rt jr.",40430,"Black Square",35000
,"Mr. Hot Dog",28760,"Mrs. Cold Ca
t",26910,"Rick Hochet",23070,"Pink
y Spirit",19030,"Al Ghosty",18710,
"Bob Terminus",16770
90 DIM case%(7,13),nom$(10),point( [7439]
10),obj$(4),coord%(7,13,1):man%=3:
FOR x=1 TO 10:READ nom$(x),point(x
):NEXT x:GOSUB 1360
95 [117]
100 [117]
105 PEN 6:LOCATE 1,1:PRINT "SCORE= [2908]
00000 LEVEL=1"
110 FOR s=1 TO 4 [898]
115 c=FIX(RND*3)+o*2.5:niv=o+3:IF [6404]
coord%(niv,c,0)=-1 OR case%(niv,c)
<>0 THEN 115
120 case%(niv,c)=FIX(RND*300*o)*10 [5376]
+200:TAG:MOVE coord%(niv,c,0),coor
d%(niv,c,1),o+7:PRINT obj$(o):NEX
T o:TAGOFF
125 asc1%=15:asc2%=18:PEN 8:LOCATE [11197]
18,15:PRINT ascen$:monsn%=7:monsc
%=4:MOVE coord%(monsn%,monsc%,0),c
oord%(monsn%,monsc%,1),9,1:TAG:PRI
NT monstre$:TAGOFF
130 TAG:jn%=1:jc%=7:MOVE coord%(jn [5938]
%,jc%,0),coord%(jn%,jc%,1),1,1:PRI
NT cerb$:TAGOFF:tps=TIME
135 i0%=1:EVERY 50/level%,0 GOSUB [2125]
530
140 i1%=1:EVERY 150,1 GOSUB 725 [2551]
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145 i2%=1:EVERY 95,2 GOSUB 855 [2341]
150 [117]
155 '::::::::::: [1489]
160 [117]
165 ' Centre du jeu [670]
170 [117]
175 '::::::::::: [1489]
180 DI:en=0:ec=0:IF INKEY(t1%)<>-1 [1759]
THEN GOTO 215
185 IF INKEY(t2%)<>-1 THEN GOTO 24 [2051]
0
190 IF INKEY(t3%)<>-1 THEN GOTO 27 [1234]
0.
195 IF INKEY(t4%)<>-1 THEN GOTO 32 [1093]
0
200 IF objet%=4 AND jn%=1 AND lev [916]
el1%=1 GOTO 435
205 IF couleur%=49 AND jn%=1 AND 1 [2134]
evel1%=2 GOTO 1035
210 IF flagp THEN 1755 ELSE EI:FOR [4674]
x=0 TO 90:NEXT:DI:IF flagp THEN 1
755 ELSE 180
215 ' [117]
220 ' Mouvement vers le h [1668]
aut
225 IF jc%=7 OR jn%=1 THEN 210 [1542]
230 IF jc%<7 THEN en=-1:ec=1 ELSE [1922]
en=-1:ec=-1
235 GOTO 340 [464]
240 [117]
245 ' Mouvement vers le b [1574]
as
250 IF jc%=7 OR jn%=7 THEN 210 [1302]
255 IF jc%<7 THEN ec=-1:en=1 [1351]
260 IF jc%>7 THEN ec=1:en=1 [1134]
265 GOTO 340 [464]
270 [117]
275 ' Mouvement vers la d [1618]
roite
280 IF jc%=13 AND asc1%=jn%*2+1 AN [4021]
D jn%<>1 THEN GOSUB 775:GOTO 210
285 IF coord%(jn%,jc%+1,0)=-1 AND [3917]
asc1%=jn%*2+1 AND jn%<>1 THEN GOSU
B 775:GOTO 210
290 IF jc%=13 THEN 210 [1487]
295 IF jn%=1 AND jc%=7 THEN en=1:e [1617]
c=1:GOTO 340
300 IF coord%(jn%,jc%+1,0)=-1 THEN [1929]
210
305 en=0:ec=1:GOTO 340 [1008]
310 [117]
315 ' Mouvement vers la g [2339]
auché
320 IF jc%=1 THEN 210 [252]
325 IF jn%=1 AND jc%=7 THEN en=1:e [1694]
c=-1:GOTO 340
330 IF coord%(jn%,jc%-1,0)=-1 THEN [1401]
```

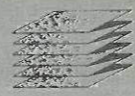
210			USING "###";tps;:PRINT "s Bonus="
335	en=0:ec=-1	[906]	;USING "####";bonus;:score=score+b
340		[117]	onus:PEN 1
345	Se deplacer	[321]	485 PEN 6:LOCATE 1,1:PRINT "SCORE= [3875]
350	flagp=0:SOUND 129,1100+(jc%+jn	[2839]	";USING "####";score;:PRINT " LE
)*30,20,15,,3		VEL=2"
355	DI:IF level%=1 THEN GOSUB 380:	[3621]	490 LOCATE ascc%,ascl%:PRINT " " [1627]
	DI ELSE GOSUB 995:DI:GOTO 370		495 RESTORE 1290:GOSUB 1175 [1669]
360	MOVE coord%(jn%,jc%,0),coord%([9193]	500 FOR c=1 TO 13:FOR niv=1 TO 7 [2203]
	jn%,jc%,1),1,1:TAG:PRINT cerb#;:jn		505 IF coord%(niv,c,0)=-1 THEN 515 [2630]
	%=jn%+en:jc%=jc%+ec:MOVE coord%(jn		510 case%(niv,c)=4:coul=4:GOSUB 13 [2495]
	%,jc%,0),coord%(jn%,jc%,1),1,1:PRI		00
	NT cerb#;:TAGOFF:GOSUB 685:DI:GOSU		515 NEXT niv,c:LOCATE 2,24:PRINT S [3037]
	B.955:DI:IF flagp THEN 1755 ELSE E		PAGE\$(18)
	I:GOTO 210		520 GOTO 125 [428]
365		[117]	525 ' [117]
370	MOVE coord%(jn%,jc%,0),coord%([14958]	530 ':::::::::::::::::::::::::::: [1489]
	jn%,jc%,1),case%(jn%,jc%),0:TAG:PR		535 ' [117]
	INT pa#;:jn%=jn%+en:jc%=jc%+ec:MOV		540 ' Interrup. 0 : la boule [1286]
	E coord%(jn%,jc%,0),coord%(jn%,jc%		545 ' [117]
	.1),5,0:PRINT cerb#;:TAGOFF:GOSUB		550 ':::::::::::::::::::::::::::: [1489]
	685:DI:GOSUB 955:DI:IF flagp THEN		555 IF i0%=0 OR (jn%=1 AND jc%=7 A [2445]
	1755 ELSE EI:GOTO 210		ND boul%=0) THEN RETURN
375		[117]	560 IF flagp=1 OR (bouln%=jn% AND [2135]
380	'::::::::::::::::::::::::::::	[1489]	boulc%=jc%) THEN RETURN
385		[117]	565 DI:IF boul%=1 GOTO 580 [1425]
390	Test case Level 1	[276]	570 IF RND<level%*0.26 THEN boul%= [7165]
395		[117]	1:bouln%=1:boulc%=7:MOVE coord%(bo
400	'::::::::::::::::::::::::::::	[1489]	uln%,boulc%,0),coord%(bouln%,boulc
405	IF case%(jn%+en,jc%+ec)=0 THEN	[1503]	%,1),6,1:TAG:PRINT boule#;:TAGOFF
	RETURN		ELSE boul%=0
410	objet%=objet%+1:SOUND 2,100,75	[9758]	575 EI:RETURN [416]
	,15,3:SOUND 4,200,75,15,3:coul=4:c		580 IF RND<0.2/level% THEN EI:RETU [1874]
	=jc%+ec:niv=jn%+en:GOSUB 1300:scor		RN
	e=score+case%(jn%+en,jc%+ec)		585 IF bouln%=7 THEN niv=bouln%:c= [3827]
415	case%(niv,c)=0	[755]	boulc%:GOSUB 805:boul%=0:EI:RETURN
420	LOCATE 7,1:PEN 6:PRINT USING "	[2836]	590 IF bouln%=1 THEN IF RND<0.5 TH [3426]
	####";score		EN bn=1:bc=-1:GOTO 660 ELSE bn=1:b
425	RETURN	[555]	c=1:GOTO 660
430		[117]	595 IF boulc%=7 THEN IF RND<0.5 GO [2482]
435	'::::::::::::::::::::::::::::	[1489]	TO 630 ELSE 650
440		[117]	600 x=FIX(RND*3)+1:ON x GOTO 610,6 [2072]
445	Gagne au level 1	[1241]	20,640
450		[117]	605 ' [117]
455	'::::::::::::::::::::::::::::	[1489]	610 IF boulc%<7 THEN bc=-1:bn=1:GO [2711]
460	tps=FIX((TIME-tps)/300):FOR x=	[5751]	TO 660 ELSE bc=1:bn=1:GOTO 660
	0 TO 3:y=REMAIN(x):NEXT:level%=2:m		615 ' [117]
	an%=man%+1		620 IF boulc%=13 THEN 650 [575]
465	MOVE 0,399,0,0:DRAW 0,0:DRAW 6	[6132]	625 IF coord%(bouln%,boulc%+1,0)=- [1887]
	39,0:DRAW 639,399:DI:FOR x=80 TO 0		1 THEN 650
	STEP -1:OUT &B97B,x:CALL &BD19:NE		630 bn=0:bc=1:GOTO 660 [825]
	XT:EI:CALL &BC65		635 ' [117]
470	MOVE 0,399,3,0:DRAW 0,0:DRAW 6	[2282]	640 IF boulc%=1 THEN 630 [433]
	39,0:DRAW 639,399		645 IF coord%(bouln%,boulc%-1,0)=- [2268]
475	IF tps>70 THEN bonus=100 ELSE	[2190]	1 THEN 630
	bonus=100+(70-tps)*75		650 bn=0:bc=-1:GOTO 660 [883]
480	PEN 13:LOCATE 2,24:PRINT "T=";	[8094]	655 ' [117]

LISTING

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660 IF level%=2 THEN 675 [1012]
665 MOVE coord%(boul%,boulc%,0),c [14959]
coord%(boul%,boulc%,1),6,1:TAG:PRI
NT boule$;:boul%=boul%+bn;boulc%
=boulc%+bc:MOVE coord%(boul%,boul
c%,0).coord%(boul%,boulc%,1),6,1:
PRINT boule$;:TAGOFF:SOUND 1,800,5
.15:GOTO 685
670 [117]
675 MOVE coord%(boul%,boulc%,0),c [15370]
oord%(boul%,boulc%,1),case%(boul
%,boulc%),0:TAG:PRINT pa$;:boul%=
boul%+bn;boulc%=boulc%+bc:MOVE co
ord%(boul%,boulc%,0).coord%(boul
%,boulc%,1),6,0:PRINT boule$;:TAGO
FF:SOUND 1,800,5,15
680 [117]
685 [1489]
690 [117]
695 Test Cer-Bert * Boule [76]
700 [117]
705 [1489]
710 IF boul%=0 THEN flagp=0:EI:RET [1489]
URN
715 IF boul%=jn% AND boulc%=jc% T [10710]
HEN MOVE coord%(boul%,boulc%,0),c
oord%(boul%,boulc%,1),6,0:TAG:PRI
NT boule$;:TAGOFF:flagp=1:RETURN E
LSE flagp=0:RETURN
720 [117]
725 [1489]
730 [117]
735 Interrup. 1 L'ascenceur [1741]
740 [117]
745 [1489]
750 IF i1%=0 OR RND>level%*0.4 THE [2429]
N RETURN
755 IF ascl%=3 THEN ascdep%=1:GOTO [3791]
765
760 IF ascl%=15 THEN ascdep%=-1 [1557]
765 SOUND 2,120,1,15:LOCATE ascc%, [7540]
ascl%:PRINT " ":ascc%=ascc%+ascde
p%:ascl%=ascl%+ascdep%*2:LOCATE as
cc%.ascl%:PEN 8:PRINT ascen$:EI:RE
TURN
770 [117]
775 [1489]
780 [117]
785 Cer-Bert dans l'ascenceur [1697]
790 [117]
795 [1489]
800 GOTO 810 [306]
805 IF level%=1 THEN coul=4:GOTO 1 [3948]
800 ELSE coul=case%(niv,c):GOTO 13
00
810 i1%=0:i0%=0:i3%=0:i2%=0:EI:niv [7660]
=jn%:c=jc%:GOSUB 805:IF boul%=1 AN
D boul%=1 THEN boul%=0:niv=boul%
:c=boulc%:GOSUB 805
815 11=399-(ascl%-1)*16:xx=(ascc%- [1974]
1)*32
820 TAG:FOR 1=11 TO 367 STEP 4:MOV [14282]
E xx,1-4,0,0:CALL &BD19:PRINT asce
n$;:MOVE xx+16,1:CALL &BD19:PRINT
cerb$;:MOVE xx,1,8:CALL &BD19:PRIN
T ascen$;:MOVE xx+16,1+4,1:CALL &B
D19:PRINT cerb$;:SOUND 1,0,5,9,1,,
20:WHILE SQ(1)>=128:WEND:NEXT 1
825 SOUND 1,100,550,15,2,2 [1361]
830 FOR c=xx TO 352 STEP -4:MOVE c [8834]
+4,367,0:CALL &BD19:PRINT ascen$;:
MOVE c+20,371:PRINT cerb$;:MOVE c,
367,8:CALL &BD19:PRINT ascen$;:MOV
E c+16,371,1:CALL &BD19:PRINT cerb
$;:FOR z=1 TO 40:NEXT z,c
835 TAGOFF:ascl%=3:ascc%=12:ascdep [12734]
%=1:LOCATE 12,3:PEN 8:PRINT ascen$
:PEN 1:LOCATE 12,2:PRINT " ":TAG:
jn%=1:jc%=7:IF level%=1 THEN MOVE
coord%(jn%,jc%,0).coord%(jn%,jc%,1
),1,1 ELSE MOVE coord%(jn%,jc%,0),
coord%(jn%,jc%,1),5,0
840 PRINT cerb$;:TAGOFF [390]
845 FOR x=1 TO 3:SOUND 1,426,15,15 [7369]
:SOUND 1,0,5,0:NEXT:SOUND 1,506,15
0,15,4:i0%=1:i1%=1:i2%=1:i3%=1:sco
re=score+1475:GOTO 420
850 [117]
855 [1489]
860 [117]
865 Interrup. 2 Le monstre [1198]
870 [117]
875 [1489]
880 IF i2%=0 OR RND>level%*0.8 THE [3627]
N RETURN
885 DI [84]
890 IF monsn%=1 THEN IF jn%<7 THEN [3959]
mn=1:mc=-1:GOTO 920 ELSE mn=1:mc=
1:GOTO 920
895 IF monsc%=7 THEN mn=0:IF jc%<7 [5271]
THEN mc%=-1:GOTO 920 ELSE mc%=1:G
OTO 920
900 IF monsn%=jn% THEN mn=0:IF jc% [4747]
>monsc% THEN mc=1:GOTO 920 ELSE mc
=-1:GOTO 920
905 [117]
910 IF monsn%<jn% THEN mn=1:IF mon [4724]
sc%<7 THEN mc=-1:GOTO 920 ELSE mc=
1:GOTO 920
915 mn=-1:IF monsc%<7 THEN mc=1 EL [2689]
SE mc=-1
920 [117]
925 IF level%=2 THEN 940 [1190]
930 MOVE coord%(monsn%,monsc%,0),c [14027]

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LISTING

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oord%(monsn%,monsc%,1),9,1:TAG:PRI
NT monstre$;:monsn%=monsn%+mn:monsc
c%=monsc%+mc:MOVE coord%(monsn%,mo
nsc%,0),coord%(monsn%,monsc%,1),9,
1:PRINT monstre$;:TAGOFF:SOUND 4,1
000-monsc%*30,10,15:SOUND 4,0,10,1
5,,monsn%*4
935 GOTO 980 [496]
940 MOVE coord%(monsn%,monsc%,0),c [12949]
oord%(monsn%,monsc%,1),case%(monsn
%,monsc%),0:TAG:PRINT pa$;:monsn%=
monsn%+mn:monsc%=monsc%+mc:MOVE co
ord%(monsn%,monsc%,0),coord%(monsn
%,monsc%,1),13,0:PRINT monstre$;:T
AGOFF:SOUND 4,1000-monsc%*30,10,15
945 SOUND 4,0,10,15,,monsn%*4 [1742]
950 ' [117]
955 ' [1489]
960 ' [117]
965 ' Test Cer-Bert * Monstre [977]
970 ' [117]
975 ' [1489]
980 IF NOT(monsn%=jn% AND monsc%=j [4228]
c%) THEN EI:RETURN
985 flagp=1:TAG:MOVE coord%(monsn% [4750]
,monsc%,0),coord%(monsn%,monsc%,1)
,12,0:PRINT monstre$;:TAGOFF:EI:RE
TURN
990 ' [117]
995 ' [1489]
1000 ' [117]
1005 ' Lev.2: Chgmt. de couleur [1772]
1010 ' [117]
1015 ' [1489]
1020 niv=jn%+en:c=jc%+ec:IF case%( [6962]
niv,c)=4 THEN case%(niv,c)=7:coule
ur%=couleur%+1 ELSE case%(niv,c)=4
:couleur%=couleur%-1
1025 coul=case%(niv,c):GOSUB 1300: [1267]
RETURN
1030 ' [117]
1035 ' [1489]
1040 ' [117]
1045 ' Fin level 2 [923]
1050 ' [117]
1055 ' [1489]
1060 FOR x=26 TO 0 STEP -1:BORDER [10645]
x,x MOD 12:CALL &BD19:SOUND 1,(x+0
.2)*100,10,15:SOUND 2,0,5,0:SOUND
2,(x+0.2)*100+5,10,15:NEXT x:BORDE
R 0:FOR x=1 TO 1000:NEXT x:RESTORE
1240:GOSUB 1175
1065 FOR x=1 TO 4:SOUND 1,700-x*35 [4297]
,20,15,,7:CALL &BD19:NEXT
1070 PEN 13:LOCATE 8,10:PRINT "BRA [11356]
VO !":LOCATE 1,12:PEN 8:PRINT "Vou
s etes vainqueur":PEN 9:LOCATE 3,1
4:PRINT "( Bonus= 10780 )":score=s
core+10780
1075 WHILE INKEY$<>":WEND:LOCATE [6832]
1,25:PEN 3:PRINT " < Une touche sv
p >":WHILE INKEY$="":WEND
1080 ' [117]
1085 ' [1489]
1090 ' [117]
1095 ' Palmares [1243]
1100 ' [117]
1105 ' [1489]
1110 MODE 1:PEN 1:IF score<point(1 [4882]
0) THEN k$="":GOTO 1135
1115 INPUT "Votre nom svp : ",k$ [1506]
1120 FOR x=1 TO 10 [803]
1125 IF score>=point(x) THEN FOR z [8663]
=10 TO x+1 STEP -1:point(z)=point(
z-1):nom$(z)=nom$(z-1):NEXT z:poin
t(x)=score:nom$(x)=k$:GOTO 1135
1130 NEXT [350]
1135 BORDER 1 [1011]
1140 CLS:x$=obj$(3):INK 3,24,12:IN [9552]
K 2,11:PEN 2:LOCATE 13,2:PRINT STR
ING$(14,x$):PRINT TAB(13);x$:SPACE
$(12);x$:PRINT TAB(13);x$;" ";:PE
N 1:PRINT "PALMARES";:PEN 2:PRINT
" ";x$:PRINT TAB(13);x$:SPACE$(12
);x$:PRINT TAB(13);STRING$(14,x$)
1145 PRINT:PRINT:PRINT [1082]
1150 FOR x=1 TO 10:IF nom$(x)=k$ T [2902]
HEN PEN 3 ELSE PEN 1
1155 PRINT TAB(8);nom$(x);TAB(27); [2973]
USING "#####";point(x):NEXT x
1160 WHILE INKEY$<>":WEND:FOR niv [3838]
=1 TO 7:FOR c=1 TO 13:case%(niv,c)
=0:NEXT c,niv
1165 WHILE INKEY$="":WEND:GOSUB 13 [2568]
60:GOTO 105
1170 ' [117]
1175 ' [1489]
1180 ' [117]
1185 ' Musiques diverses [1414]
1190 ' [117]
1195 ' [1489]
1200 READ a,b:IF a=255 THEN GOTO 1 [2666]
225 ELSE vol=15:IF a=0 THEN vol=0
1205 IF b<0 THEN b=ABS(b):READ a2, [5523]
b2:SOUND 12,a,b,vol-(2 AND (vol<>0
)):SOUND 33,a2,b2,vol:SOUND 1,0,5,
0:SOUND 4,0,5,0:GOTO 1220
1210 SOUND 1,a,b,vol,6 [1735]
1215 SOUND 3,0,5,0 [1224]
1220 GOTO 1200 [363]
1225 FOR x=0 TO 600:NEXT:RETURN [1856]
1230 ' [117]
1235 ' Musique Fin victorieuse [2238]
1240 DATA 358,-20,239,10,268,10,35 [2365]

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8,-20,284,20,358,-20,284,20
1245 DATA 0,-15,0,15,358,-20,284, [2106]
20,478,-20,268,20,478,-20,268,20
1250 DATA 0,-15,0,15,478,-20,268,1 [3428]
0,284,10,478,-20,319,20,478,-20,31
9,20,0,-15,0,15,478,-20,319,20,358
,-40,284,40
1255 DATA 0,-15,0,15,358,-10,239,1 [6965]
0,358,-10,268,10,358,-40,284,40,35
8,-20,284,20,358,-20,284,20,506,-3
0,268,30,506,-10,239,10,506,-20,21
3,20
1260 DATA 506,-20,268,20,506,-40,2 [3672]
84,40,506,-30,319,30,506,-10,319,1
0,358,-40,358,40,255,255
1265 ' [117]
1270 ' Musique Perdu [1553]
1275 DATA 426,39,426,30,426,13,426 [4739]
,39,358,30,379,13,379,21,426,13,42
6,21,451,13,426,39,255,255
1280 ' [117]
1285 ' Musique Level 2 [1444]
1290 DATA 478,10,426,10,379,10,319 [6215]
,10,379,20,319,10,379,20,319,10,37
9,25,0,5,478,10,426,10,379,10,379,
10,478,10,426,10,379,20,478,10,426
,20,478,25,255,255
1295 ' [117]
1300 ' [1489]
1305 ' [117]
1310 ' Coloriage d'une case [2113]
1315 ' [117]
1320 ' [1489]
1325 co=coord%(niv,c,0)+16:li=coor [4028]
d%(niv,c,1)+8:MOVER 0,0,coul,0
1330 FOR x=li-2 TO li-15 STEP -2:y [7313]
=x-li+2:MOVE co+y*2-4,x:DRAW co-y*
2,x:NEXT x:FOR x=li-29 TO li-17 ST
EP 2:y=x-li+29:MOVE co+y*2,x:DRAW
(co-y*2)-4,x:NEXT:RETURN
1335 ' [1489]
1340 ' [117]
1345 ' Initialisation [1184]
1350 ' [117]
1355 ' [1489]
1360 RANDOMIZE TIME:MODE 0:PAPER 0 [2071]
:PEN 1:CLS:BORDER 0
1365 INK 0,0:BORDER 0:INK 1,24:INK [8877]
2,12:INK 3,6:INK 4,1:INK 5,24:INK
6,15:INK 7,2:INK 8,16:INK 9,11:IN
K 10,24:INK 11,15:INK 12,24,6:INK
13,24,6:coul=4:level%=1:score=0
1370 ENV 1,8,1,1:ENT -1,1,0,8,1,10 [9140]
0,8,8,16,1:ENT -2,5,-10,2,5,11,2:E
NV 2,15,-1,75:ENV 3,15,-1,5:ENV 4,
15,-1,20:ENT 3,20,-45,1:ENT 4,30,3
,1:ENT 5,33,12,1:ENV 6,15,-1,25:EN
T 7,20,-30,1
1375 IF kbjy$<>" THEN 1385 [1516]
1380 CLS:PRINT "Clavier / Joystic [7565]
k ? (C / J)":z$="":WHILE z$<>
"C" AND z$<>"J":z$=UPPER$(INKEY$):
WEND:kbjy$=z$:CLS
1385 IF kbjy$="J" THEN t1%=72:t2%= [5138]
73:t3%=75:t4%=74 ELSE t1%=69:t2%=7
1:t3%=22:t4%=30
1390 SYMBOL AFTER 149 [1439]
1395 SYMBOL 155,1,2,4,8,16,32,64,1 [1946]
28
1400 SYMBOL 154,128,64,32,16,8,4,2 [2643]
,1
1405 SYMBOL 153,128,192,224,240,24 [2224]
8,252,254,255
1410 SYMBOL 152,1,2,5,10,21,42,85, [1910]
170
1415 SYMBOL 151,255,127,63,31,15,7 [1870]
,3,1
1420 SYMBOL 161,24,60,66,153,153,6 [1834]
6,60,24
1425 SYMBOL 162,231,195,165,24,24, [1891]
165,195,231
1430 SYMBOL 163,153,102,129,157,18 [2693]
5,129,102,153
1435 SYMBOL 164,126,195,189,165,16 [2388]
5,189,195,126
1440 SYMBOL 150,85,170,84,168,80,1 [1860]
60,64,128
1445 SYMBOL 156,126,129,165,129,16 [2564]
5,153,66,231
1450 SYMBOL 157,60,94,255,255,255, [2574]
255,126,60
1455 SYMBOL 158,126,165,129,153,16 [2293]
5,66,36,195
1460 SYMBOL 159,0,0,0,0,192,32,32, [2502]
31
1465 SYMBOL 160,0,0,0,0,3,4,4,248 [1906]
1470 cerb$=CHR$(156):boule$=CHR$(1 [10855]
57):monstre$=CHR$(158):ascen$=CHR$
(159)+CHR$(160):obj$(1)=CHR$(161):
obj$(2)=CHR$(162):obj$(3)=CHR$(163
):obj$(4)=CHR$(164):pa$=CHR$(143):
man%=3:objet%=0:couleur%=0:boul%=0
1475 ' [117]
1480 ' Dessin de la pyramid [1644]
e
1485 LOCATE 1,3:RESTORE 1515:FOR x [1822]
=1 TO 21:READ t,a$
1490 PRINT TAB(t);:FOR z=1 TO LEN( [730]
a$)
1495 z$=MID$(a$,z,1) [1056]
1500 IF z$="2" OR z$="0" THEN PEN [2302]
2 ELSE PEN 1
1505 PRINT CHR$(VAL(z$)+150); [1709]
1510 NEXT z,x [377]

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1515 DATA 10,"54"	[612]	1720 '	[117]
1520 DATA 10,"32"	[552]	1725 '::::::::::::::::::::::::::	[1489]
1525 DATA 9,"5104"	[96]	1730 FOR niv=1 TO 7:FOR c=1 TO 13	[1385]
1530 DATA 9,"3542"	[252]	1735 IF coord%(niv,c,0)=-1 GOTO 17	[2556]
1535 DATA 8,"513204"	[212]	45	
1540 DATA 8,"351042"	[240]	1740 GOSUB 1300	[950]
1545 DATA 7,"51354204"	[700]	1745 NEXT c,niv:RETURN	[685]
1550 DATA 7,"35132042"	[556]	1750 '	[117]
1555 DATA 6,"5135104204"	[531]	1755 '::::::::::::::::::::::::::	[1489]
1560 DATA 6,"3513542042"	[966]	1760 '	[117]
1565 DATA 5,"513513204204"	[606]	1765 ' PERDU	[389]
1570 DATA 5,"351351042042"	[1172]	1770 '	[117]
1575 DATA 4,"51351354204204"	[703]	1775 '::::::::::::::::::::::::::	[1489]
1580 DATA 4,"35135132042042"	[855]	1780 DI:flagp=0:FOR x=0 TO 3:y=REM	[7546]
1585 DATA 4,"13513510420420"	[1126]	AIN(x):NEXT:EI:niv=jn%:c=jc%:GOSUB	
1590 DATA 5,"135135420420"	[1286]	805:WHILE INKEY\$<>":WEND	
1595 DATA 6,"1351320420"	[465]	1785 FOR x=0 TO 50:CALL &BD19:OUT	[5826]
1600 DATA 7,"13510420"	[473]	&B97B,0:CALL &BD19:OUT &B97B,80:50	
1605 DATA 8,"135420"	[260]	UND 129,1000+x*50,5:NEXT:OUT &B97B	
1610 DATA 9,"1320"	[241]	,0:CALL &BC65	
1615 DATA 10,"10"	[668]	1790 FOR x=1 TO 2:SOUND 1,90,30,15	[5305]
1620 '	[117]	,,1:SOUND 1,0,4,0:NEXT x:SOUND 1,0	
1625 '	[117]	,2,0:FOR x=1 TO 3:SOUND 1,200,25,1	
1630 RESTORE 1665	[582]	5,,5:SOUND 1,0,1,0:NEXT	
1635 FOR niv=1 TO 7	[745]	1795 IF bouln%=0 THEN 1805	[875]
1640 FOR c=1 TO 13	[789]	1800 niv=bouln%:c=bouln%:GOSUB 805	[8793]
1645 READ x\$:IF x\$="*" THEN coord%	[4401]	:IF bouln%=2 AND bouln%=6 THEN bou	
(niv,c,1)=-1:coord%(niv,c,0)=-1:GO		ln%=0: ELSE MOVE coord%(bouln%,bou	
TO 1655		ln%,0),coord%(bouln%,bouln%,1),6,1:	
1650 coord%(niv,c,0)=VAL(x\$):READ	[2298]	TAG:PRINT bouln%\$:TAGOFF	
coord%(niv,c,1)		1805 man%=man%-1:niv=2:c=6:GOSUB 8	[10460]
1655 NEXT c,niv	[348]	05:IF man%<>0 THEN jn%=2:cn%=6:IF	
1660 MOVE 0,0,3,0:DRAW 639,0:DRAW	[4343]	level%=1 THEN MOVE coord%(jn%,cn%,	
639,399:DRAW 0,399:DRAW 0,0		0),coord%(jn%,cn%,1),1,1 ELSE MOVE	
1665 DATA *,*,*,*,*,*,304,359,*,*,	[1740]	coord%(jn%,cn%,0),coord%(jn%,cn%,	
,,*,*		1),5,0 ELSE 1835	
1670 DATA *,*,*,*,*,272,327,304,31	[2511]	1810 TAG:PRINT cerb%\$:TAGOFF	[1629]
1,336,327,*,*,*,*,*		1815 IF NOT(bouln%=1 AND bouln%=mon	[4296]
1675 DATA *,*,*,*,240,295,272,279,	[2726]	sn% AND bouln%=mons%) THEN c=mons	
304,263,336,279,368,295,*,*,*,*		c%:niv=mons%:GOSUB 805	
1680 DATA *,*,*,208,263,240,247,27	[3510]	1820 TAG:mons%=7:mons%=4:MOVE co	[7466]
2,231,304,215,336,231,368,247,400,		ord%(mons%,mons%,0),coord%(mons%	
263,*,*,*		%,mons%,1),9,1:TAG:PRINT monstre\$	
1685 DATA *,*,176,231,208,215,240,	[3123]	:TAGOFF	
199,272,183,304,167,336,183,368,19		1825 '	[117]
9,400,215,432,231,*,*		1830 GOTO 135	[382]
1690 DATA *,144,199,176,183,208,16	[4203]	1835 RESTORE 1275:GOSUB 1175	[1748]
7,240,151,272,135,304,119,336,135,		1840 IF level%=1 THEN 1085	[971]
368,151,400,167,432,183,464,199,*		1845 score=score+couleur%*220	[2357]
1695 DATA 112,167,144,151,176,135,	[4337]	1850 PEN 9:LOCATE 1,24:PRINT "Bonu	[6500]
208,119,240,103,272,87,304,71,336,		s : ";USING "###";couleur%:PRINT "	
87,368,103,400,119,432,135,464,151		*220=";USING "#####";couleur%*220:	
,496,167		FOR x=1 TO 4000:NEXT x:GOTO 1085	
1700 '	[117]	1855 '	[117]
1705 '::::::::::::::::::::::::::	[1489]	1865 ' ===== Fin de Listin	[3272]
1710 '	[117]	g Cerbert1.bas (c) L. PAQUIN	
1715 ' Coloriage des cases	[1115]	=====	