



# TENNIS 3D

Dans ce jeu en trois dimensions, vous pourrez vous replonger dans l'ambiance des grands matchs internationaux. Pour charger le jeu, pressez CTRL et ENTER. Les règles sont incluses dans le programme.

Pour jouer vous devez être deux. Le joueur noir se déplace à l'aide du joystick, l'autre joueur à l'aide du clavier : Utilisez : 5, pour aller vers le bas ; 6, pour aller vers le haut ; R, pour aller à gauche ; D, pour aller à droite.

Une fois le programme en mémoire, prenez-vous pour une vedette et écoutez la foule en délire vous acclamer... Un peu d'entraînement et ce sera la gloire...

*De Passeron Alain*

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10 REM*****
20 REM*****2 PARTIE DU JEU*****
30 REM***** PAR PASSERON .SYLVAIN***
40 REM*****
50 REM*****PRESENTATION*****
60 FOR K=0 TO 639 STEP 4
70 MOVE K,0:DRAW K,399,0
80 NEXT K
90 FOR K=2 TO 640 STEP 4
100 MOVE K,0:DRAW K,399,0
110 NEXT K
120 INK 0,2:INK 1,0
130 CLS
140 LOCATE 3,12:PRINT "VEUILLEZ PATIENTER 22.5 secondes"
150 FOR i=1 TO 5000:NEXT i
160 CLS:INK 0,2:INK 1,2:INK 2,2:INK 3,2
170 SYMBOL AFTER 99
180 SYMBOL 252,&38,&38,&12,&7C,&90,&28
190 SYMBOL 231,&2,&7,&2
200 SYMBOL 123,&FF,&49,&49,&FF,&49,&49,&FF,&49
210 SYMBOL 124,&FF,&24,&24,&FF,&24,&24,&FF,&24
220 SYMBOL 125,&FF,&92,&92,&FF,&92,&92,&FF,&92
230 SYMBOL 126,&49,&FF
240 SYMBOL 127,&24,&FF
250 SYMBOL 128,&92,&FF
260 SYMBOL 129,&FF,&1C,&2,&3,&2,&2,&3,&2
270 SYMBOL 130,&1C,&FF
280 SYMBOL 131,&FF,&38,&40,&C0,&40,&40,&C0,&40
290 SYMBOL 132,&38,&FF
300 SYMBOL 133,&0,&0,&0,&0,&0,&0,&1C,&3E
310 SYMBOL 134,&FF,&7F,&77,&7F,&77,&7F,&77,&7F
320 SYMBOL 135,&77,&FF,&77,&7F
330 SYMBOL 136,&0,&0,&0,&0,&0,&0,&38,&7C
340 SYMBOL 137,&FF,&FE,&EE,&FE,&EE,&FE,&EE,&FE
350 SYMBOL 138,&EE,&FF,&EE,&FE
360 SYMBOL 139,&38,&38,&96,&78,&1E,&19,&5,&4
370 SYMBOL 140,&38,&38,&92,&7E,&10,&38,&28,&28
380 SYMBOL 141,&38,&38,&69,&1E,&78,&98,&A0,&20
390 SYMBOL 142,&20,&20,&10,&1F,&9,&F,&10,&1F
400 SYMBOL 143,&0,&0,&0,&0,&0,&0,&80,&80
410 SYMBOL 144,&20,&20,&20,&40,&40,&7F,&80

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420 SYMBOL 145,&30,&40,&40,&20,&E0,&10
430 M$=CHR$(142)+CHR$(143)
440 M$=CHR$(144)+CHR$(145)
450 A$=CHR$(123)+CHR$(124)+CHR$(125)
460 B$=A$+A$+A$+CHR$(123)+CHR$(124)
470 C$=CHR$(126)+CHR$(127)+CHR$(128)
480 V$=C$+C$+C$+C$
490 CLS:MODE 1
500 INK 0,2:INK 1,2:INK 2,2:INK 3,2
510 REM*****PEINTURE DES BORDS*****
520 FOR L=1 TO 70
530 MOVE 413,334-L:DRAW 521,90-L,2
540 NEXT L
550 FOR L=1 TO 70
560 MOVE 211,334-L:DRAW 93,76-L,2
570 NEXT L
580 FOR L=1 TO 50
590 MOVE 213,334-L:DRAW 411,334-L,2
600 NEXT L
610 FOR L=1 TO 30
620 MOVE 0,38-L:DRAW 600,38-L,0
630 NEXT L
640 REM*****PEINTURE DE L'EXTERIEUR DU TERRAIN*****
650 FOR L=1 TO 200
660 MOVE 212+L,306:DRAW 212+L,38,3
670 NEXT L
680 FOR L=1 TO 100
690 MOVE 212,306:DRAW 113+L,38,3
700 NEXT L
710 FOR L=1 TO 100
720 MOVE 411,306:DRAW 511-L,38,3
730 NEXT L
740 REM*****PEINTURE DU TERRAIN*****
750 FOR L=1 TO 128
760 MOVE 248+L,275:DRAW 248+L,61,2
770 NEXT L
780 FOR L=1 TO 70
790 MOVE 375,273:DRAW 439-L,61
800 NEXT L
810 FOR L=1 TO 70
820 MOVE 248,275:DRAW 181+L,61

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830 NEXT L
840 REM*****CONTOUR DE L'ECRAN***
850 MOVE 92,38:DRAW 92,398,1
860 MOVE 522,38:DRAW 522,398
870 REM*****CONTOUR DU TERRAIN*****
880 MOVE 182,58:DRAW 247,276:DRAW 376,276:DRAW 441,58:DRAW 182,58
890 REM*****CONTOUR DU PARC*****
900 MOVE 92,318:DRAW 162,398:DRAW 461,398:DRAW 522,328
910 MOVE 162,398:DRAW 212,336:DRAW 411,336:DRAW 461,398
920 MOVE 212,336:DRAW 212,308:DRAW 412,308:DRAW 412,336:DRAW 522,98
930 MOVE 412,308:DRAW 511,38
940 MOVE 412,336:DRAW 522,100
950 MOVE 412,336:DRAW 522,102
960 MOVE 212,336:DRAW 92,78
970 MOVE 212,336:DRAW 92,80
980 MOVE 212,336:DRAW 92,82
990 MOVE 212,308:DRAW 112,38
1000 REM*****TRACE DES LIMITES SUR LE TERRAIN*****
1010 MOVE 312,234:DRAW 312,120,1
1020 MOVE 234,234:DRAW 389,234,1
1030 MOVE 204,120:DRAW 420,120,1
1040 REM*****FILET*****
1050 PRINT CHR$(22);CHR$(1)
1060 LOCATE 15,13:PEN 1:PRINT B$
1070 LOCATE 15,14:PEN 1:PRINT V$
1080 LOCATE 14,13:PEN 1:PRINT CHR$(129)
1090 LOCATE 14,14:PEN 1:PRINT CHR$(130)
1100 LOCATE 26,13:PEN 1:PRINT CHR$(131)
1110 LOCATE 26,14:PEN 1:PRINT CHR$(132)
1120 LOCATE 27,12:PEN 1:PRINT CHR$(133)
1130 LOCATE 27,13:PEN 1:PRINT CHR$(134)
1140 LOCATE 27,14:PEN 1:PRINT CHR$(135)
1150 LOCATE 13,12:PEN 1:PRINT CHR$(136)
1160 LOCATE 13,13:PEN 1:PRINT CHR$(137)
1170 LOCATE 13,14:PEN 1:PRINT CHR$(138)
1180 REM*****SPECTATEUR*****
1190 FOR L=1 TO 5
1200 LOCATE 12-L,1+L:PEN 2:PRINT CHR$(139)
1210 NEXT L
1220 FOR L=1 TO 5
1230 LOCATE 12-L,2+L:PEN 3:PRINT CHR$(139)
1240 NEXT L
1250 FOR L=1 TO 6
1260 LOCATE 13-L,2+L:PEN 1:PRINT CHR$(139)
1270 NEXT L
1280 FOR L=1 TO 6
1290 LOCATE 13-L,3+L:PEN 2:PRINT CHR$(139)
1300 NEXT L
1310 FOR L=1 TO 7
1320 LOCATE 14-L,3+L:PEN 3:PRINT CHR$(139)
1330 NEXT L
1340 FOR L=1 TO 7
1350 LOCATE 14-L,4+L:PEN 1:PRINT CHR$(139)

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1360 NEXT L
1370 FOR L=1 TO 6
1380 LOCATE 13-L,6+L:PEN 2:PRINT CHR$(139)
1390 NEXT L
1400 FOR L=1 TO 5
1410 LOCATE 12-L,8+L:PEN 3:PRINT CHR$(139)
1420 NEXT L
1430 FOR L=1 TO 4
1440 LOCATE 11-L,10+L:PEN 1:PRINT CHR$(139):NEXT
1450 FOR L=1 TO 3
1460 LOCATE 10-L,12+L:PEN 2:PRINT CHR$(139)
1470 NEXT L
1480 FOR L=1 TO 2
1490 LOCATE 9-L,14+L:PEN 3:PRINT CHR$(139)
1500 NEXT L
1510 LOCATE 7,17:PEN 1:PRINT CHR$(139)
1520 FOR L=1 TO 17 STEP 2
1530 LOCATE 11+L,1:PEN 1:PRINT CHR$(140)
1540 NEXT L
1550 FOR L=1 TO 16 STEP 2
1560 LOCATE 12+L,1:PEN 3:PRINT CHR$(140)
1570 NEXT L
1580 FOR L=1 TO 15 STEP 2
1590 LOCATE 12+L,2:PEN 2:PRINT CHR$(140)
1600 LOCATE 11+L,2:PEN 3:PRINT CHR$(140)
1610 NEXT L
1620 FOR L=1 TO 13 STEP 2
1630 LOCATE 12+L,3:PEN 1:PRINT CHR$(140)
1640 LOCATE 13+L,3:PEN 2:PRINT CHR$(140)
1650 NEXT L
1660 FOR L=1 TO 11 STEP 2
1670 LOCATE 13+L,4:PEN 3:PRINT CHR$(140)
1680 LOCATE 14+L,4:PEN 2:PRINT CHR$(140)
1690 NEXT L
1700 FOR L=1 TO 5
1710 LOCATE 28+L,1+L:PEN 1:PRINT CHR$(141)
1720 NEXT L
1730 FOR L=1 TO 5
1740 LOCATE 28+L,2+L:PEN 2:PRINT CHR$(141)
1750 NEXT L
1760 FOR L=1 TO 6
1770 LOCATE 27+L,2+L:PEN 3:PRINT CHR$(141)
1780 NEXT L
1790 FOR L=1 TO 5
1800 LOCATE 27+L,3+L:PEN 1:PRINT CHR$(141)
1810 NEXT L
1820 FOR L=1 TO 6
1830 LOCATE 26+L,3+L:PEN 2:PRINT CHR$(141)
1840 NEXT L
1850 FOR L=1 TO 6
1860 LOCATE 26+L,4+L:PEN 3:PRINT CHR$(141)
1870 NEXT L
1880 FOR L=1 TO 6

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# LISTING

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1890 LOCATE 27+L,6+L:PEN 1:PRINT CHR$(141)
1900 NEXT L
1910 FOR L=1 TO 5
1920 LOCATE 28+L,8+L:PEN 2:PRINT CHR$(141)
1930 NEXT L
1940 FOR L=1 TO 4
1950 LOCATE 29+L,10+L:PEN 3:PRINT CHR$(141)
1960 NEXT L
1970 FOR L=1 TO 3
1980 LOCATE 30+L,12+L:PEN 1:PRINT CHR$(141)
1990 NEXT L
2000 LOCATE 32,15:PEN 2:PRINT CHR$(141)
2010 LOCATE 33,16:PEN 2:PRINT CHR$(141)
2020 MOVE 162,398:DRAW 212,334,1:DRAW 411,334,1
2030 MOVE 212,336:DRAW 412,336
2040 MOVE 524,398:DRAW 524,38,1
2050 MOVE 90,398:DRAW 90,398,1
2060 REM#####CHASSE#####
2250 IF JOY(0)=8 THEN DI:I=I+1:IF I>24 THEN I=24:GOTO 2260 ELSE LOCATE I,X:PEN 1:PRINT CHR$(250):LOCATE I-1,X:PEN 2:PRINT CHR$(250):
MOVE 376,276:DRAW 441,58,1:MOVE 312,234:DRAW 312,120,1:EI
2260 IF INKEY(48)=0 THEN DI:BB=BB-1:IF BB<15 THEN BB=15:GOTO 2270 ELSE LOCATE DD,BB:PEN 3:PRINT CHR$(251):LOCATE DD,BB+1:PEN 2:PRINT
CHR$(251):MOVE 312,234:DRAW 312,120,1:MOVE 204,120:DRAW 420,120,1:EI
2270 IF JOY(0)=4 THEN DI:I=I-1:IF I<16 THEN I=16:GOTO 2280 ELSE LOCATE I,X:PEN 1:PRINT CHR$(250):LOCATE I+1,X:PEN 2:PRINT CHR$(250):
MOVE 182,58:DRAW 247,276,1:MOVE 312,234:DRAW 312,120,1:EI
2280 IF INKEY(50)=0 THEN DI:DD=DD-1:IF DD<15 THEN DD=15:GOTO 2290 ELSE LOCATE DD,BB:PEN 3:PRINT CHR$(251):LOCATE DD+1,BB:PEN 2:PRINT
CHR$(251):MOVE 312,234:DRAW 312,120,1:MOVE 204,120:DRAW 420,120,1:EI
2290 IF JOY(0)=1 THEN DI:X=X-1:IF X<10 THEN X=10:GOTO 2300 ELSE LOCATE I,X+1:PEN 2:PRINT CHR$(250):LOCATE I,X:PEN 1:PRINT CHR$(250):
MOVE 312,234:DRAW 312,120,1:EI
2300 IF INKEY(49)=0 THEN DI:BB=BB+1:IF BB>21 THEN BB=21:GOTO 2310 ELSE LOCATE DD,BB:PEN 3:PRINT CHR$(251):LOCATE DD,BB-1:PEN 2:PRINT
CHR$(251):MOVE 204,120:DRAW 420,120,1:MOVE 312,234:DRAW 312,120,1:EI
2310 IF JOY(0)=2 THEN DI:X=X+1:IF X>12 THEN X=12:GOTO 2320 ELSE LOCATE I,X-1:PEN 2:PRINT CHR$(250):LOCATE I,X:PEN 1:PRINT CHR$(250):
MOVE 312,234:DRAW 312,120,1:EI
2320 IF INKEY(51)=0 THEN DI:DD=DD+1:IF DD>25 THEN DD=25:GOTO 2330 ELSE LOCATE DD,BB:PEN 3:PRINT CHR$(251):LOCATE DD-1,BB:PEN 2:PRINT
CHR$(251):MOVE 204,120:DRAW 420,120,1:MOVE 312,234:DRAW 312,120,1:EI
2330 GOTO 2190
2340 REM###DEPLACEMENT DE LA BALLE###
2350 IF W=I AND I=16 AND Z=X THEN D=1:D1=0.5:SOUND 1,60,5,15
2360 IF W=I AND I=17 AND Z=X THEN D=1:D1=0.5:SOUND 1,60,5,15
2370 IF W=I AND I=18 AND Z=X THEN D=1:D1=0.5:SOUND 1,60,5,15
2380 IF W=I AND I=19 AND Z=X THEN D=1:D1=0.5:SOUND 1,60,5,15
2390 IF W=I AND I=20 AND Z=X THEN D=1:D1=0.5:SOUND 1,60,5,15
2400 IF W=I AND I=21 AND Z=X THEN D=1:D1=-0.5:SOUND 1,60,5,15
2410 IF W=I AND I=22 AND Z=X THEN D=1:D1=-0.5:SOUND 1,60,5,15
2420 IF W=I AND I=23 AND Z=X THEN D=1:D1=-0.5:SOUND 1,60,5,15
2430 IF W=I AND I=24 AND Z=X THEN D=1:D1=-0.5:SOUND 1,60,5,15
2440 IF W=DD AND Z=BB THEN D=-1:D1=0:SOUND 1,80,5,15
2450 IF Z=9 THEN GOSUB 2690
2460 IF Z=22 THEN GOSUB 2520
2470 IF (W=25 AND Z=13) OR (W=15 AND Z=11) THEN GOSUB 2690
2480 Z=Z+D:W=W+D1
2490 LOCATE W-D1,Z-D:PEN 2:PRINT CHR$(231)
2500 LOCATE W,Z:PEN 1:PRINT CHR$(231)
2510 RETURN
2070 LOCATE 13,11:PEN 1:PRINT N$
2080 LOCATE 13,12:PEN 1:PRINT N$
2090 REM###DEPLACEMENT DES DEUX JOUEURS#####
2100 Z=12:W=21:D1=-0.5:D=1
2110 DD=20:BB=19
2120 X=10:I=20
2130 PEN 1
2140 LOCATE I,X:PRINT CHR$(250)
2150 PEN 3:LOCATE DD,BB:PRINT CHR$(251)
2160 GOSUB 2860
2170 EVERY 12 GOSUB 2340
2180 DI
2190 LOCATE 15,13:PEN 1:PRINT B$
2200 LOCATE 15,14:PEN 1:PRINT V$
2210 EI
2220 T$=INKEY$
2230 IF T$="1" THEN DI:CALL &BB06:EI
2240 IF T$="4" THEN DI:PRINT CHR$(22);CHR$(0):CLS:END

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2520 REM###SCORE DU JOUEUR I#####
2530 IF SE=2 AND PO=0 THEN 4160
2540 IF PO=0 THEN PO=15:LOCATE #3,3,5:PEN 3:PEN #3,3:PRINT #3,PO:GOTO 2590
2550 IF PO=15 THEN PO=30:LOCATE #3,3,5:PEN #3,3:PRINT #3,PO:GOTO 2590
2560 IF PO=30 THEN PO=40:LOCATE #3,3,5:PEN #3,3:PRINT #3,PO:GOTO 2590
2570 IF JE=6 AND PO=40 THEN SE=SE+1:JE=0:PO=0:LOCATE #3,3,5:PEN #3,3:PRINT #3,PO:LOCATE #3,3,7:PRINT #3,JE:LOCATE #3,3,9:PRINT #3,SE
:GOTO 2590
2580 IF PO=40 THEN JE=JE+1:PO=0:LOCATE #3,3,5:PEN #3,3:PRINT #3,PO:LOCATE #3,3,7:PRINT #3,JE:GOTO 2590
2590 DI
2600 LOCATE W,Z:PEN 2:PRINT CHR$(231)
2610 LOCATE #2,5,1:PRINT #2,"
2620 LOCATE #2,5,1:PRINT #2,"ENGAGEMENT A ";NOMS$
2630 W=DD:Z=BB-1
2640 LOCATE W,Z:PEN 1:PRINT CHR$(231)
2650 D=-1:D1=0
2660 EI
2670 EVERY 12 GOSUB 2340
2680 RETURN
2690 REM###SCORE DU JOUEUR 2#####
2700 IF SEP=2 AND POI=0 THEN 3720
2710 IF POI=0 THEN POI=15:LOCATE #3,3,14:PEN #3,3:PRINT #3,POI:GOTO 2770
2720 IF POI=15 THEN POI=30:LOCATE #3,3,14:PEN #3,3:PRINT #3,POI:GOTO 2770
2730 IF POI=30 THEN POI=40:LOCATE #3,3,14:PEN #3,3:PRINT #3,POI:GOTO 2770
2740 IF JEU=6 AND POI=40 THEN SEP=SEP+1:JEU=0:POI=0:LOCATE #3,3,14:PEN #3,3:PRINT #3,POI:LOCATE #3,3,16:PRINT #3,JEU:LOCATE #3,3,18:
PRINT #3,SEP:GOTO 2770
2750 IF POI=40 THEN JEU=JEU+1:POI=0:LOCATE #3,3,14:PEN #3,3:PRINT #3,POI:LOCATE #3,3,16:PRINT #3,JEU:GOTO 2770
2760 DI
2770 LOCATE W,Z:PEN 2:PRINT CHR$(231)
2780 LOCATE #2,5,1:PRINT #2,"
2790 LOCATE #2,5,1:PRINT #2," ENGAGEMENT A ";NOMS$
2800 W=I:Z=X+1
2810 LOCATE W,Z:PEN 1:PRINT CHR$(231)
2820 D=1:D1=0
2830 EI
2840 EVERY 12 GOSUB 2340
2850 RETURN
2860 REM###PRESENTATION DES FENETRES#####
2870 WINDOW #1,1,5,3,23
2880 PAPER #1,2:CLS #1
2890 WINDOW #2,1,40,24,25
2900 PAPER #2,3:CLS #2
2910 WINDOW #3,34,40,3,23
2920 PAPER #3,2:CLS #3
2930 MOVE 0,38:DRAW 640,38,1
2940 MOVE 0,367:DRAW 92,367,1
2950 MOVE 522,367:DRAW 640,367,1
2960 FOR L=1 TO 10:MOVE 0,38-L:DRAW 640,38-L,3:NEXT L
2970 FOR L=1 TO 15:MOVE 92-L,365:DRAW 92-L,40,2:NEXT L
2980 LOCATE 1,2:PEN 2:PRINT "ROLAND":LOCATE 35,2:PEN 2:PRINT
"GARROS"
2990 LOCATE #1,2,2:PEN 1:PRINT #1,"MENU"
3000 LOCATE #1,2,3:PRINT #1,"----"
3010 LOCATE #1,1,5:PRINT #1,"1.PAUSE"
3020 LOCATE #1,1,7:PRINT #1,"2.REGLE"
3030 LOCATE #1,1,9:PRINT #1,"3.JEU"
3040 LOCATE #1,1,11:PRINT #1,"4.FIN"
3050 INK 0,2:INK 1,0:INK 2,22:INK 3,13
3060 X$=INKEY$
3070 IF X$="2" THEN 3110
3080 IF X$="3" THEN 3420
3090 IF X$="4" THEN PRINT CHR$(22);CHR$(0):CLS:END
3100 GOTO 3060
3110 REM###REGLE#####
3120 LOCATE #2,2,2:PEN 1:PRINT #2,"Ce jeu consiste a rattraper
la balle,"
3130 FOR I=1 TO 3000:NEXT I:CLS #2
3140 LOCATE #2,1,2:PRINT #2,"mais pour cela il faut etre deux"
3150 FOR L=1 TO 3000:NEXT L:CLS #2
3160 LOCATE #2,1,2:PRINT #2,"pour jouer a ce jeu SUPER !!!,"
3170 FOR L=1 TO 3000:NEXT L:CLS #2
3180 LOCATE #2,1,2:PRINT #2,"lorsque la balle sort de votre
terrain"
3190 FOR L=1 TO 3000:NEXT L:CLS #2
3200 LOCATE #2,1,2:PRINT #2,"elle marquera des points a votre
adversaire"
3210 FOR L=1 TO 3000:NEXT L:CLS #2
3220 LOCATE #2,1,2:PRINT #2,"ou bien le contraire."
3230 FOR L=1 TO 3000:NEXT L:CLS #2
3240 LOCATE #2,1,2:PRINT #2,"Lorsque vous avez 40 points,ceci
vous fait"

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