

CPC TANK

Vous avez été envoyé par la Croix Rouge sur un champ de bataille pour récupérer des blessés. Des camions suicides vont tenter de rendre votre tâche de sauveteur difficile. A la guerre comme à la guerre, il vous faudra oublier que Genève est une belle ville où l'on a dû signer des

conventions qui peuvent vous faire perdre une vie...

Vous pourrez donc détruire ces camions mais ils réapparaîtront rapidement. Chaque camion détruit rapporte 1 point, chaque blessé ramassé en rapporte 10. Si vous touchez un camion, vous perdrez une vie.

Vous pouvez diriger votre tank à l'aide des touches de curseur et pour tirer vous utiliserez la touche <COPY>. Ne gaspillez pas vos munitions, vous ne disposez que de trente obus. Plusieurs tableaux seront proposés à votre courage et votre dextérité à manœuvrer dans de telles

conditions. Lorsque vous aurez recueilli dix blessés (vous devrez pour cela, placer votre tank sur les croix rouges), en vous positionnant sur le X clignotant, vous aurez gagné. Bonne chance !

J.-M. Parisot

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10 '*****
20 '***** PRESENTATION *****
30 '*****
40 KEY 139,"SYMBOL AFTER 100:MODE 1:INK 1,2
6:PEN 1"+CHR$(13)
50 MODE 0:INK 0,0:PAPER 0:BORDER 0:SYMBOL A
FTER 97
60 INK 1,RND*26:INK 2,RND*26:INK 3,RND*26:I
NK 4,RND*26:INK 5,RND*26:INK 6,RND*26:INK 7
,RND*26
70 SYMBOL 97,0,7,15,15,63,127,127,42
80 SYMBOL 98,0,192,255,224,248,252,252,168
90 TEX$=" MICHEL & PATRICE":LI=2:PE=2:GOS
UB 210
100 TEX$=" PARISOT":LI=4:PE=3:GOSUB 2
10
110 TEX$=" PRESENTENT":LI=9:PE=5:GOSUB
210
120 TEX$=SPACE$(4)+CHR$(150)+STRING$(12,154
)+CHR$(156):LI=14:PE=3:GOSUB 210
130 TEX$=" C.P.C. TANK":LI=15:PE=1:GOS
UB 210
140 LOCATE 4,15:PEN 3:PRINT CHR$(149):LOCAT
E 17,15:PRINT CHR$(149)
150 TEX$=SPACE$(4)+CHR$(147)+STRING$(12,154
)+CHR$(153):LI=16:PE=3:GOSUB 210
160 TEX$=" EN CHARGEMENT...":LI=24:PE=6:G
OSUB 210
170 MOVE 0,0:DRAWR 639,0,4:DRAWR 0,399:DRAW
R -639,0:DRAWR 0,-399
180 SPEED INK 20,20:INK 1,RND*26,RND*26:INK

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2,RND*26,RND*26:INK 3,RND*26,RND*26:INK 4,
RND*26,RND*26
190 RUN"!tank2"
200 END
210 FOR I=1 TO LEN(TEX$)-1
220 LOCATE 1,LI:PEN PE:PRINT RIGHT$(TEX$,I)
;:PEN 4:PRINT"ab";
230 FOR TPS=1 TO 70
240 NEXT TPS
250 SOUND 1,0,13,5,0,0,10+I
260 NEXT I
270 LOCATE LEN(TEX$),LI:PRINT " ";
280 RETURN

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10 '*****
20 '***** CPC TANK *****
30 '*****
40 ' PETITE TOUCHE ENTER POUR REVENIR AUX C
ARACTERES NORMAUX
50 ON BREAK GOSUB 3280
60 KEY 139,"SYMBOL AFTER 10:INK 1,24:INK 0,
1:BORDER 1:MODE 2:PEN 1"+CHR$(13)
70 MODE 1:DIM CASE(20,22):SYMBOL AFTER 32
80 INK 0,0:INK 1,26:INK 2,0:INK 3,9,21
90 SPEED INK 30,30:BORDER 0
100 '***** PRESENTATION *****
110 LOCATE 15,20:PEN 3:PRINT"Patience ...";
120 PEN 1:LOCATE 12,2:PRINT"Michel & Patric

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e"
130 PEN 3:LOCATE 17,4:PRINT"PARISOT"
140 PEN 1:LOCATE 16,7:PRINT"PRESENTENT"
150 TITRE$="C.P.C. Tank"
160 CAR=LEN(TITRE$):PIX=CAR*8
170 X=(639-CAR*32)/2
180 LOCATE 1,1:PEN 2:PRINT TITRE$;:PEN 1
190 TX=X:Y=220:Y2=398
200 FOR F=1 TO 8:X2=0:FOR G=1 TO PIX
210 IF TEST(X2,Y2)=2 THEN PLOT X,Y,2:PLOT X
,Y-2:PLOT X+2,Y:PLOT X+2,Y-2
220 X=X+4:X2=X2+2:NEXT G:Y=Y-4:Y2=Y2-2:X=TX
:NEXT F
230 LOCATE 1,1:PRINT SPACE$(CAR);
240 LOCATE 15,20:PRINT SPACE$(12);
250 LOCATE 13,21:INK 1,0,26:PRINT"Regles du
jeu ?"
260 LOCATE 18,23:PEN 3:PRINT"(D/N)"
270 INK 1,26:INK 2,6:INK 3,9:SPEED INK 25,5
0
280 MOVE 115,230:DRAWR 400,0,3:DRAWR 0,-50:
DRAWR -400,0:DRAWR 0,50
290 WHILE A$<>"0" AND A$<>"N":A$=UPPER$(INK
EY$):READ N1,N2
300 IF N1=-1 THEN N1=0:RESTORE 330
310 SOUND 49,N1,30,3:SOUND 42,N2,30,4:SOUND
28,N2+0.5,30,4
320 WEND
330 DATA 80,159,80,95,80,95,80,95,80,95,80,
95,63,80,63,80,80,95,80,95,89,106,89,106,95
,119,89,106,89,106,89,106,89,106,89,106,63,
80,63,80,80,95,80,95,89,106,89,106,95,119,8
9,106,89,106,89,106,89,106
340 DATA 89,106,63,80,63,80,80,95,80,95,89,
106,89,106,95,119,80,95,80,95,80,95,63,127,
71,142,71,142,71,142,63,127,80,95,80,95,80,
95,50,100,89,106,89,106,89,106,0,0,0,0,0,0,
0,0,-1
350 RESTORE 1090
360 IF A$="N" THEN CLS:GOTO 580
370 '***** REGLES *****
380 MODE 1
390 PEN 3:LOCATE 16,3:PRINT"CPC TANK"
400 PEN 1:PRINT:PRINT:PRINT"Vous avez ete e
nvoye par la croix rouge sur un champ de ba
taille pour recuperer des blesses.":PRINT:P
RINT"Mais des camions suicides rendent votr
e tache tres difficile..."
410 PRINT:PRINT"Vous pouvez les detruire ma
is il en reapparait a chaque fois de no
uveaux.":PRINT:PRINT"Chaque camion detruit
rapporte 1 point.":PRINT"Chaque blessé rama
sse en rapporte 10."
420 PRINT"Chaque collision avec un camion v
ous fait perdre une vie."
430 PRINT:PRINT"Vous dirigez votre tank ave
c le curseur.Vous tirez avec COPY."

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440 PRINT"Vous disposez de 30 obus."
450 PEN 3:LOCATE 12,25:PRINT"<TAPEZ UNE TOU
CHE>"
460 CALL &BB06:CLS
470 PEN 3:LOCATE 16,3:PRINT"CPC TANK"
480 PEN 1:PRINT:PRINT:PRINT"Au premier tabl
eau,vous etes dans la campagne,aux abord
s de la ville."
490 PRINT"Au second tableau,vous etes dans
la ville en ruine."
500 PRINT"Au troisieme tableau,la nuit tomb
e.."
510 PRINT"Au quatrieme tableau,la nuit est
tombee.":
520 PRINT:PRINT"Lorsque vous aurez ramasse
10 blesses, vous pourez changer de tableau
en vous placant sur le X clionotant."
530 PRINT:PRINT"Pour ramasser un blessé,vou
s devez placer votre tank sur les troi
x rouges."
540 PEN 3:LOCATE 14,22:PRINT"BONNE CHANCE"
550 LOCATE 11,25:PRINT"<TAPEZ UNE TOUCHE>"
560 CALL &BB06
570 '***** INITIALISATION *****
580 MODE 0
590 TABL=1:TK=4:SCORE=0:BLE=0:BLEP=0:TIR=30
600 C(1)=3:C(2)=7:C(3)=8:I=0
610 T(1)=2:K(1)=7:T(2)=19:K(2)=21:T(3)=17:K
(3)=2
620 X=11:Y=8:S=2:D=21:V=1:H$="a"
630 ERASE CASE:DIM CASE(20,22)
640 INK 0,0:INK 1,26:INK 2,18:INK 3,15:INK
4,6:INK 7,2:INK 9,26
650 WINDOW#1,1,20,23,25
660 SYMBOL AFTER 94
670 IF TABL=1 THEN SYMBOL 94,24,54,204,170,
241,206,104,118:NBCASE=107:PP=0.7
680 IF TABL=2 THEN INK 2,7:SYMBOL 94,238,0,
187,0,238,0,119,0:NBCASE=104:PP=0.8
690 IF TABL=3 THEN INK 2,1:SYMBOL 94,126,25
5,255,255,255,255,255,126:NBCASE=42:PP=0.9
700 IF TABL=4 THEN INK 2,0:NBCASE=36:PP=1
710 IF TABL=5 THEN GOSUB 2950:NBCASE=5:SYMB
OL 94,255,255,255,255,255,255,255,255:INK 2
,18:INK 0,9
720 '***** CARACTERES *****
730 SYMBOL 95,16,16,84,146,186,186,186,124
740 SYMBOL 96,120,132,240,255,240,132,120,0
750 SYMBOL 97,62,93,93,93,73,42,8,8
760 SYMBOL 98,0,30,33,15,255,15,33,30
770 SYMBOL 99,60,66,66,126,126,126,126,126
780 SYMBOL 100,0,254,249,249,249,249,254,0
790 SYMBOL 101,126,126,126,126,126,66,66,60
800 SYMBOL 102,0,127,159,159,159,159,127,0
810 SYMBOL 103,64,228,78,4,32,114,39,2
820 SYMBOL 104,128,192,240,248,252,254,255,
255

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830 SYMBOL 105,255,255,127,63,31,15,3,1
840 SYMBOL 106,1,1,3,15,31,63,127,255
850 SYMBOL 107,255,129,255,129,255,129,255,
129
860 SYMBOL 108,255,85,85,85,85,85,85,255
870 SYMBOL 109,255,254,252,252,248,240,224,
192
880 SYMBOL 110,0,63,1,3,6,12,12,15
890 SYMBOL 111,7,3,1,3,0,0,0,0
900 SYMBOL 112,0,254,192,224,48,24,24,248
910 SYMBOL 113,240,224,64,96,0,0,0,0
920 '***** DESSIN DU TERRAIN-INITIALISATION
*****
930 PEN 2
940 FOR J=1 TO 20:CASE(J,1)=1:LOCATE J,1:PR
INT "^";:NEXT J
950 FOR J=2 TO 21:CASE(1,J)=1:CASE(20,J)=1:
LOCATE 1,J:PRINT"^";:LOCATE 20,J:PRINT"^";:
NEXT J
960 FOR J=1 TO NBCASE:READ A,B:CASE(A,B)=1:
LOCATE A,B:PRINT CHR$(94);:NEXT J
970 IF TABL<>5 THEN 1080
980 INK 10,1:PEN 10
990 FOR J=1 TO 78:READ A,B:LOCATE A,B:PRINT
CHR$(94):CASE(A,B)=1:NEXT
1000 FOR J=1 TO 18:READ A,B:LOCATE A,B:PRIN
T CHR$(104):CASE(A,B)=1:NEXT
1010 FOR J=1 TO 11:READ A,B:LOCATE A,B:PRIN
T CHR$(105):CASE(A,B)=1:NEXT
1020 FOR J=1 TO 3:READ A,B:LOCATE A,B:PRINT
CHR$(106):CASE(A,B)=1:NEXT
1030 FOR J=1 TO 7:READ A,B:INK 11,0:PEN 11:
LOCATE A,B:PRINT CHR$(107):NEXT J
1040 FOR J=1 TO 4:READ A,B:LOCATE A,B:PRINT
CHR$(108):NEXT J
1050 CASE(16,16)=1:LOCATE 16,16:PEN 10:PRIN
T CHR$(109)
1060 PEN 4:LOCATE 17,3:PRINT CHR$(110):LOCA
TE 17,4:PRINT CHR$(111):LOCATE 18,3:PRINT C
HR$(112):LOCATE 18,4:PRINT CHR$(113)
1070 CASE(17,3)=1:CASE(17,4)=1:CASE(18,3)=1
:CASE(18,4)=1
1080 '***** PREMIER TABLEAU *****
1090 DATA 5,2,10,2,16,2
1100 DATA 5,3,8,3,10,3,12,3,16,3
1110 DATA 3,4,8,4,10,4,12,4,18,4
1120 DATA 3,5,8,5,12,5,18,5
1130 DATA 3,6,5,6,6,6,10,6,14,6,15,6,17,6,1
8,6
1140 DATA 3,7,5,7,6,7,8,7,10,7,12,7,14,7,15
,7,17,7,18,7
1150 DATA 8,8,10,8,12,8
1160 DATA 1,9,20,9
1170 DATA 3,10,4,10,5,10,8,10,9,10,10,10,12
,10,13,10,14,10,16,10,17,10,18,10
1180 DATA 3,11,16,11
1190 DATA 3,12,5,12,8,12,10,12,18,12
1200 DATA 3,13,5,13,8,13,12,13,14,13,16,13,
18,13
1210 DATA 8,14,10,14,12,14,14,14,16,14
1220 DATA 10,15,12,15,14,15
1230 DATA 3,16,5,16,6,16,8,16,10,16,12,16,1
4,16,15,16,16,18,16
1240 DATA 3,17,5,17,6,17,16,17,18,17
1250 DATA 3,18,14,18,18,18
1260 DATA 3,19,8,19,9,19,11,19,12,19,14,19,
18,19
1270 DATA 5,20,8,20,9,20,16,20
1280 DATA 5,21,11,21,12,21,16,21
1290 '***** SECOND TABLEAU *****
1300 DATA 5,2
1310 DATA 5,3,7,3,15,3
1320 DATA 5,4,7,4,10,4,11,4,12,4,13,4,15,4
1330 DATA 10,5,15,5,17,5,19,5
1340 DATA 2,6,4,6,5,6
1350 DATA 8,7,9,7,10,7,12,7,13,7,14,7,16,7,
17,7,18,7
1360 DATA 8,8,14,8,18,8
1370 DATA 3,9,4,9,5,9,8,9,16,9
1380 DATA 5,10,8,10,10,10,12,10,14,10,16,10
,18,10
1390 DATA 5,11,10,11,12,11,14,11,16,11,18,1
1
1400 DATA 3,12,5,12,6,12,7,12,8,12,12,12,18
,12
1410 DATA 3,13,10,13,14,13,15,13,16,13,18,1
3
1420 DATA 3,14,4,14,5,14,6,14,8,14,10,14,12
,14,14,14
1430 DATA 8,15,10,15,12,15,14,15
1440 DATA 3,16,5,16,6,16,8,16,16,16,17,16,1
8,16
1450 DATA 8,17,9,17,11,17,12,17,13,17,14,17
1460 DATA 2,18,3,18,4,18,6,18,9,18,11,18,16
,18
1470 DATA 6,19,13,19,14,19,16,19
1480 DATA 6,20,8,20,9,20,10,20,11,20,13,20,
16,20
1490 '***** TROISIEME TABLEAU *****
1500 DATA 4,4,18,4
1510 DATA 5,4,16,4
1520 DATA 7,5,14,5
1530 DATA 9,6,12,6
1540 DATA 3,8,4,8,6,8,15,8,17,8,18,8
1550 DATA 6,9,10,9,11,9,15,9
1560 DATA 6,10,10,10,15,10
1570 DATA 11,13
1580 DATA 6,14,10,14,11,14,15,14
1590 DATA 6,15,15,15
1600 DATA 3,16,4,16,6,16,15,16,17,16,18,16
1610 DATA 9,17,12,17
1620 DATA 7,18,14,18
1630 DATA 5,19,16,19
1640 DATA 3,20,18,20

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1650 '***** QUATRIEME TABLEAU *****
1660 DATA 4,4,5,4,16,4,17,4
1670 DATA 4,5,17,5
1680 DATA 4,6,17,6
1690 DATA 9,8,10,8,11,8,12,8
1700 DATA 9,9,12,9
1710 DATA 9,10
1720 DATA 4,11,5,11,6,11,9,11,15,11,16,11,1
7,11
1730 DATA 9,12,12,12
1740 DATA 9,13,10,13,11,13,12,13
1750 DATA 4,17,17,17
1760 DATA 4,18,17,18
1770 DATA 4,19,5,19,15,19,16,19
1780 '***** CINQUIEME TABLEAU *****
1790 DATA 2,19,3,19,5,19,5,20,5,21
1800 DATA 2,2,2,3,3,3,2,4,3,4,4,4,2,5,3,5,4
,5,5,5,4,6,5,6,6,6,5,7,6,7,7,7
1810 DATA 6,8,7,8,8,8,7,9,8,9,9,9,8,10,9,10
,11,10,9,11,11,11,12,11
1820 DATA 11,12,12,12,13,12,12,13,13,13,14,
13,15,13,16,13
1830 DATA 13,14,14,14,15,14,16,14,18,14,14,
15,15,15,16,15,18,15,19,15
1840 DATA 14,16,15,16,19,16,14,18,15,18,14,
19,15,19,14,20,15,20,16,20
1850 DATA 13,21,14,21,15,21,16,21,17,21
1860 DATA 8,11,8,12,8,13,9,12,9,13,9,14,9,1
5,9,16,9,17,9,18,9,19,9,21,10,16
1870 DATA 10,17,10,18,10,19,10,21
1880 DATA 3,2,4,3,5,4,6,5,7,6,8,7,9,8,11,9,
12,10,13,11,14,12,18,13,19,14,16,19
1890 DATA 17,20,18,21,10,15,11,21,3,6,4,7,5
,8,6,9,7,10,11,13,12,14
1900 DATA 13,15,18,16,19,17,8,14,13,20,12,2
1,8,21
1910 DATA 10,9,10,10,10,11,10,12,17,13,17,1
4,17,15,14,17,15,17,9,20,10,20
1920 PEN 2:FOR J=1 TO 20:CASE(J,22)=1:LOCAT
E J,22:PRINT "^";:NEXT J
1930 PEN 1:LOCATE 1,24:PRINT"SCORE  : ";SCO
RE:LOCATE 1,25:PRINT"RECORD  : ";RECORD
1940 LOCATE 15,24:PRINT"TANK":LOCATE 15,25:
PRINT STRING$(TK,"_")
1950 IF TABL=5 THEN LOCATE 1,23:PRINT"BLESS
ES: ";BLE
1960 PEN 1:LOCATE X,Y:PRINT"a";
1970 '***** BOUCLE PRINCIPALE *****
1980 WHILE TK<>0
1990 LOCATE X,Y:PRINT" "
2000 IF TABL=5 THEN DD=X:GG=Y:GOSUB 3130
2010 IF INKEY(0)=0 THEN IF CASE(X,Y-1)=1 TH
EN H$="a" ELSE Y=Y-1:H$="_":SOUND 1,4000,5,
7
2020 IF INKEY(2)=0 THEN IF CASE(X,Y+1)=1 TH
EN H$="_":ELSE Y=Y+1:H$="a":SOUND 1,4000,5,
7

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2030 IF INKEY(1)=0 THEN IF CASE(X+1,Y)=1 TH
EN H$="b":ELSE X=X+1:H$="":SOUND 1,4000,5,
7
2040 IF INKEY(8)=0 THEN IF CASE(X-1,Y)=1 TH
EN H$="":ELSE X=X-1:H$="b":SOUND 1,4000,5,
7
2050 IF INKEY(9)=0 AND TIR>0 AND TABL<>5 TH
EN GOSUB 2150
2060 IF INKEY(9)=0 AND TIR<=0 AND TABL<>5 T
HEN GOSUB 2330
2070 IF TABL=5 AND INKEY(47)=0 THEN GOSUB 3
040
2080 IF TABL=5 AND INKEY(9)=0 THEN GOSUB 21
60
2090 PEN 1:LOCATE X,Y:PRINT H$
2100 GOSUB 2470
2110 IF TABL<>5 THEN GOSUB 2610
2120 GOSUB 2900
2130 WEND
2140 '***** TIR *****
2150 TIR=TIR-1
2160 FOR V=7 TO 0 STEP-1
2170 SOUND 1,0,5,V,0,0,30
2180 NEXT V
2190 IF H$=" " THEN ORIGIN X*32-20,400-(Y*1
6)+6 ELSE GOTO 2220
2200 C=TESTR(0,2):IF (C=0 OR C=1 OR C=11) A
ND L<25 THEN DRAWR 0,1,1:L=L+1:GOTO 2200 EL
SE GOSUB 2320
2210 MOVER 0,-2:DRAWR 0,-3*L,0:L=0:RETURN
2220 IF H$=" " THEN ORIGIN X*32-20,400-(Y*1
6)+9 ELSE GOTO 2250
2230 C=TESTR(2,0):IF (C=0 OR C=1 OR C=11) A
ND L<25 THEN DRAWR 1,0,1:L=L+1:GOTO 2230 EL
SE GOSUB 2320
2240 MOVER -2,0:DRAWR -3*L,0,0:L=0:RETURN
2250 IF H$="b" THEN ORIGIN X*32-20,400-(Y*1
6)+6 ELSE GOTO 2280
2260 C=TESTR(-2,0):IF (C=0 OR C=1 OR C=11)
AND L<25 THEN DRAWR -1,0,1:L=L+1:GOTO 2260
ELSE GOSUB 2320
2270 MOVER 2,0:DRAWR 3*L,0,0:L=0:RETURN
2280 IF H$="a" THEN ORIGIN X*32-15,400-(Y*1
6)+6 ELSE GOTO 2310
2290 C=TESTR(0,-2):IF (C=0 OR C=1 OR C=11)
AND L<25 THEN DRAWR 0,-1,1:L=L+1:GOTO 2290
ELSE GOSUB 2320
2300 MOVER 0,2:DRAWR 0,3*L,0:L=0:RETURN
2310 RETURN
2320 IF C=3 OR C=7 OR C=8 THEN GOSUB 2380:R
ETURN ELSE RETURN
2330 LOCATE 1,23:INK 12,26,0:PEN 12:PRINT"P
LUS D'OBUS !"
2340 FOR TPS=1 TO 900:NEXT TPS
2350 LOCATE 1,23:PRINT SPACE$(20):PEN 1
2360 RETURN
2370 '***** CIBLE ATTEINTE *****

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2380 IF C=3 THEN LOCATE T(1),K(1):PRINT " ":
CASE(T(1),K(1))=0:T(1)=2:K(1)=7
2390 IF C=7 THEN LOCATE T(2),K(2):PRINT " ":
CASE(T(2),K(2))=0:T(2)=19:K(2)=21
2400 IF C=8 THEN LOCATE T(3),K(3):PRINT " ":
CASE(T(3),K(3))=0:T(3)=17:K(3)=2
2410 IF C<>3 AND C<>7 AND C<>8 THEN RETURN
2420 SOUND 1,1500,30,7,0,0,30
2430 SCORE=SCORE+1:LOCATE 10,24:PRINT SCORE
2440 IF SCORE>RECORD THEN RECORD=SCORE
2450 RETURN
2460 ***** DEPLACEMENT ENNEMI *****
2470 I=I+1:IF I=4 THEN I=1
2480 LOCATE T(I),K(I):PRINT " ":CASE(T(I),K(
I))=0
2490 IF TABL=5 THEN DD=T(I):GG=K(I):GOSUB 3
130
2500 IF T(I)<X AND CASE(T(I)+1,K(I))<1 THEN
T(I)=T(I)+PP:C$(I)="d"
2510 IF T(I)>X AND CASE(T(I)-1,K(I))<1 THEN
T(I)=T(I)-PP:C$(I)="f"
2520 IF K(I)>Y AND CASE(T(I),K(I)-1)<1 THEN
K(I)=K(I)-PP:C$(I)="c"
2530 IF K(I)<Y AND CASE(T(I),K(I)+1)<1 THEN
K(I)=K(I)+PP:C$(I)="e"
2540 LOCATE T(I),K(I):PEN C(I):PRINT C$(I):
PEN 1:CASE(T(I),K(I))=2
2550 SOUND 1,1000,1,7
2560 IF CINT(T(1))=X AND CINT(K(1))=Y THEN
LOCATE T(1),K(1):PRINT " ":CASE(T(1),K(1))=0
:T(1)=2:K(1)=7:X=11:Y=8:TK=TK-1:GOSUB 2760
2570 IF CINT(T(2))=X AND CINT(K(2))=Y THEN
LOCATE T(2),K(2):PRINT " ":CASE(T(2),K(2))=0
:T(2)=19:K(2)=21:X=11:Y=8:TK=TK-1:GOSUB 276
0
2580 IF CINT(T(3))=X AND CINT(K(3))=Y THEN
LOCATE T(3),K(3):PRINT " ":CASE(T(3),K(3))=0
:T(3)=17:K(3)=2:X=11:Y=8:TK=TK-1:GOSUB 2760
2590 RETURN
2600 ***** DEPLACEMENT BLESSES *****
2610 LOCATE S,D:PRINT " ":CASE(S,D)=0
2620 H1=RND*10:H2=RND*10
2630 IF H1>5 THEN S1=1 ELSE S1=-1
2640 IF H2>5 THEN D1=1 ELSE D1=-1
2650 IF S+S1<20 AND D+D1<22 AND CASE(S+S1,D
+D1)<1 THEN S=S+S1:D=D+D1
2660 LOCATE S,D:PEN 4:PRINT"g":PEN 1:CASE(S
,D)=2
2670 IF CINT(S)=X AND CINT(D)=Y THEN LOCATE
S,D:PRINT " ":CASE(S,D)=0:FOR SO=900 TO 600
STEP-10:SOUND 1,SO,1,5:NEXT:SCORE=SCORE+10
:BLE=BLE+1:GOSUB 2900:ELSE RETURN
2680 S=T(1)+V:D=K(1)+V
2690 IF S>20 OR D=22 OR CASE(S,D)=1 THEN S=
T(2)+V:D=K(2)+V
2700 IF S>20 OR D=22 OR CASE(S,D)=1 THEN S=
T(3)+V:D=K(3)+V
2710 IF S>20 OR D=22 OR CASE(S,D)=1 THEN V=
V+1:GOTO 2680
2720 IF SCORE>RECORD THEN RECORD=SCORE
2730 LOCATE 10,24:PRINT SCORE
2740 RETURN
2750 ***** FIN DE PARTIE *****
2760 IF TK=0 THEN CLS#1 ELSE GOTO 2850
2770 SYMBOL AFTER 94:LOCATE 2,24:PRINT"Une
autre partie ":LOCATE 2,9:PRINT CHR$(22)+C
HR$(1)+"Votre score : "SCORE:PRINT CHR$(22)
+CHR$(0)
2780 RESTORE 330
2790 WHILE REP$<>"0" AND REP$<>"N":REP$=UPP
ER$(INKEY$):READ N1,N2
2800 IF N1=-1 THEN N1=0:RESTORE 330
2810 SOUND 49,N1,30,3:SOUND 42,N2,30,4:SOUN
D 28,N2+0.5,30,4
2820 WEND
2830 IF REP$="N" THEN INK 0,1:INK 1,24:BORD
ER 1:PAPER 0:PEN 1:SYMBOL AFTER 94:MODE 2:E
ND:ELSE REP$="":CLS:RESTORE 1090:GOTO 580
2840 ***** TANK DETRUIT *****
2850 FOR SON=0 TO 30:SOUND 1,0,1,5,0,0,SON:
NEXT
2860 LOCATE 15,25:PRINT SPACE$(5)
2870 LOCATE 15,25:PRINT STRING$(TK,"_")
2880 RETURN
2890 ***** CHANGEMENT DE TABLEAU *****
2900 IF (BLE>=10 AND TABL=1)OR(BLE>=20 AND
TABL=2)OR(BLE>=30 AND TABL=3)OR(BLE>=40 AND
TABL=4) THEN CASE(20,20)=2:LOCATE 20,20:PE
N 15:PRINT"X"
2910 IF X=20 AND Y=20 THEN TABL=TABL+1:FOR
LIG=1 TO 25:CALL &BC4D:NEXT LIG:SOUND 1,239
,10,7:SOUND 2,239.5,10,7:SOUND 1,169,50,7:S
OUND 2,169.5,50,7:SOUND 1,179,10,7:SOUND 2,
179.5,10,7:SOUND 1,189,100,7:SOUND 2,189.5,
100,7:GOTO 610
2920 PEN 1
2930 RETURN
2940 ***** REGLES CINQUIEME TABLEAU *****
2950 CLS:MODE 1:PEN 3:LOCATE 16,1:PRINT"CPC
TANK":PEN 1:PRINT:PRINT"Felicitations pour
votre courage et votre obstination.":P
RINT
2960 PRINT"Vous allez maintenant devoir rap
atrier les"BLE;"blesses que vous avez recu
peres.";
2970 PRINT:PRINT"Vous transportez les bless
es 4 par 4 et vous avez une cargaison d'
obus illimitee."
2980 PRINT:PRINT"Les blesses sont rassemble
s dans les locaux de la Croix Rouge (en
bas de l'ecran,a gauche)."
2990 PRINT:PRINT"Dans ces locaux,en tapant
ESPACE, vous faites monter 4 blesses
dans votre tank."

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3000 PRINT:PRINT"Vous devez les convoyer ju
squ'a          l'helicoptere et les deposer
a proximitede celui-ci en tapant ESPACE."
3010 PEN 3:LOCATE 15,25:PRINT"<TAPEZ ENTER>
"
3020 WHILE PEEK(&B501)<>4:WEND:MODE 0:WINDO
W#1,1,20,23,25:RETURN
3030 '***** TRANSPORT BLESSES *****
3040 IF BLEP=1 THEN 3070
3050 IF X>1 AND X<5 AND Y<22 AND Y>19 THEN
BLEP=1:FOR SON=10 TO 100 STEP 10:SOUND 1,SO
N,3,5:SOUND 1,0,1:NEXT
3060 RETURN
3070 IF X>15 AND Y<6 THEN BLEP=0:BLE=BLE-4:
FOR SON=100 TO 10 STEP-10:SOUND 1,SON,3,5:S
OUND 1,0,1:NEXT:SCORE=SCORE+20:IF SCORE>REC
ORD THEN RECORD=SCORE
3080 IF BLE<=0 THEN GOSUB 3200:GOTO 2770
3090 LOCATE 1,23:PRINT SPACE$(19):LOCATE 1,
23:PRINT"BLESSES: ";BLE
3100 LOCATE 10,24:PRINT SCORE
3110 RETURN
3120 '***** FONTS *****
3130 IF DD<>10 AND GG<>17 AND DD<>17 AND GG

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<>20 THEN RETURN ELSE PEN 11
3140 IF DD=10 AND GG>8 AND GG<13 THEN AV$=C
HR$(107):LOCATE DD,GG:PRINT AV$
3150 IF DD=17 AND GG>12 AND GG<16 THEN AV$=
CHR$(107):LOCATE DD,GG:PRINT AV$
3160 IF GG=17 AND (DD=14 OR DD=15) THEN AV$
=CHR$(108):LOCATE DD,GG:PRINT AV$
3170 IF GG=20 AND (DD=9 OR DD=10) THEN AV$=
CHR$(108):LOCATE DD,GG:PRINT AV$
3180 PEN 1:RETURN
3190 '***** FELICITATIONS *****
3200 MODE 1:INK 0,0:SYMBOL AFTER 94
3210 PEN 3:LOCATE 16,3:PRINT"CPC TANK"
3220 PEN 1:PRINT:PRINT:PRINT"BRAVO...!!!"
3230 PRINT:PRINT:PRINT:PRINT:PRINT"Jamais j
e n'aurais cru que vous seriez aussi fort.
...."
3240 PEN 3:LOCATE 12,25:PRINT"<TAPEZ ENTER>
"
3250 WHILE INKEY(18)<>0:WEND:MODE 0
3260 RETURN
3270 '***** BREAK *****
3280 SYMBOL AFTER 10:INK 1,24:INK 0,1:BORDE
R 1:MODE 2:PEN 1:END

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