

Pluies acides

Seuil dans votre tour de guet, au milieu de la forêt, vous devrez tenter d'arrêter l'horrible pluie acide qui risque de l'anéantir... Heureusement, vous êtes équipé du dernier modèle de générateur de nuages bioniques. Grâce au joystick, vous pouvez déplacer le curseur générateur de nuages, un appui sur

<fire> ou <COPY> crée le nuage. La pluie acide grille le paysage. Donc si elle touche le sol, vous perdez nombre de points d'autant plus grand que l'impact est situé près de la tour de guet. Par contre, tout rayon de pluie intercepté vous vaudra des points. Bonne chance pour votre mission écologique...

Daniel AUDIFFREN

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10 '***** [665]
20 '* pluies acides * [1646]
25 '* AMSTRAD * [722]
30 '* cpc 464/664/6128 * [1135]
40 '***** [665]
50 '* * [175]
60 '* DANIEL AUDIFFREN * [1296]
70 '* * [175]
80 '***** [665]
90 ' [117]
100 '* **** programme principal ** [1111]
***
110 ' [117]
120 DEFINT a-z:RANDOMIZE TIME:GOSU [6102]
B 1150:GOSUB 1470:INK 1,22:INK 2,1
5:INK 3,23:GOSUB 1530:BORDER 4:CLS
:GOSUB 1610
130 MODE 1:r1=0:p=0:FOR j=1 TO 3:G [2629]
OSUB 1380
140 r1=r1+5:GOSUB 1090:r=5+j*3:GOS [2884]
UB 210
150 IF b=4 OR j=3 THEN 170 [1145]
160 GOSUB 920:GOSUB 1050:NEXT [1903]
170 GOSUB 970:GOSUB 1050:GOTO 130 [2387]
180 ' [117]
190 '* **** jeu **** [417]
200 ' [117]
210 FOR d=1 TO r1:GOSUB 620:NEXT:o [2615]
!=TIME:GOSUB 580
220 GOSUB 280:GOSUB 670:GOSUB 280: [3620]
GOSUB 510:GOSUB 280:GOSUB 580
230 IF INT((TIME-o!)/1800)<24 AND [1778]
b<4 THEN 220
240 RETURN [555]
250 ' [117]
260 '* **** curseur **** [582]
270 ' [117]
280 a$=INKEY$ [278]
290 IF a$<>" " THEN PLOT c*16-4,(25 [1792]
-1)*16+8,0
300 IF a$=CHR$(224) THEN GOSUB 390 [1128]
310 IF a$=CHR$(241) AND I<20 THEN [1237]
I=I+1
320 IF a$=CHR$(240) AND I>4 THEN I [936]
=I-1

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330 IF a$=CHR$(242) AND c>2 THEN c [1067]
=c-1
340 IF a$=CHR$(243) AND c<38 THEN [888]
c=c+1
350 PLOT c*16-4,(25-1)*16+8,3:RETU [1943]
RN
360 ' [117]
370 '* **** tir **** [519]
380 ' [117]
390 SOUND 1,50,20,5,,,5 [1406]
400 PLOT 307,64,3:DRAW c*16-4,(25- [5527]
1)*16+8,3:PLOT 307,64,0:DRAW c*16-
4,(25-1)*16+8,0:GOSUB 440:RETURN
410 ' [117]
420 '* **** dessin nuage **** [1215]
430 ' [117]
440 FOR i=1 TO 5:IF I1(i)=0 THEN 4 [2272]
60
450 NEXT:RETURN [940]
460 LOCATE c-1,1-1:PEN 3:PRINT n1$ [2363]
:LOCATE c-1,1:PRINT n2$
470 LOCATE c-1,1+1:PRINT n3$:c1(i) [3185]
=c11(i)=1:t!(i)=TIME:RETURN
480 ' [117]
490 '* **** effacer nuage **** [2037]
500 ' [117]
510 FOR i=1 TO 5:IF I1(i)>0 AND t! [3365]
(i)+700<TIME THEN 530
520 NEXT:RETURN [940]
530 LOCATE c1(i)-1,I1(i)-1:PRINT e [3560]
f$:LOCATE c1(i)-1,I1(i):PRINT ef$
540 LOCATE c1(i)-1,I1(i)+1:PRINT e [3104]
f$:I1(i)=0:RETURN
550 ' [117]
560 '* **** affichages **** [1120]
570 ' [117]
580 PEN 3:LOCATE 3,25:PRINT"jour:" [8485]
;j:LOCATE 26,25:PRINT"score:";p:LO
CATE 14,25:PRINT"heure:";INT((TIME
-o!)/1800):RETURN
590 ' [117]
600 '* **** pluie **** [758]
610 ' [117]
620 s(d)=INT(RND*385)+8;z=INT(RND* [2919]
4)+1
630 c2(d)=f(z):r2!(d)=(c2(d)-s(d)) [3731]
/380:y(d)=400:RETURN
640 ' [117]
650 '* **** dessin pluie **** [968]
660 ' [117]
670 a!=a!+0.2:IF a!>r1 THEN a!=r1 [1276]
680 FOR k=1 TO a!:x!(k)=s(k)+ABS(( [7919]
y(k)-400)*r2!(k)):PLOT x!(k),y(k),
2:y(k)=y(k)-r:x!(k)=s(k)+ABS((y(k)
-400)*r2!(k)):DRAW x!(k),y(k),2
690 IF y(k)<72 THEN GOSUB 820:GOSU [4042]
B 750:GOTO 710
700 IF TESTR(0,-1)=3 THEN GOSUB 75 [2519]
0:GOSUB 780
710 NEXT:RETURN [940]
720 ' [117]
730 '* **** effacer pluie **** [2221]

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740 ' [117]
750 SOUND 1,300,30,5,,,5 [1332]
760 WHILE y(k)<400:x!(k)=s(k)+ABS( [7527]
(y(k)-400)*r2!(k)):PLOT x!(k),y(k)
,0:y(k)=y(k)+r:x!(k)=s(k)+ABS((y(k)
)-400)*r2!(k)):DRAW x!(k),y(k),0:W END
770 d=k:GOSUB 620:RETURN [1670]
780 p=p+80*j*(5-b):RETURN [1651]
790 ' [117]
800 ' ***** foret atteinte ***** [1369]
810 ' [117]
820 PEN 2:IF x!(k)>0 AND x!(k)<128 [4300]
AND f(1)<>0 THEN f(1)=0:GOSUB 140
0:GOSUB 880
830 IF x!(k)>127 AND x!(k)<256 AND [2967]
f(2)<>0 THEN f(2)=0:GOSUB 1410:GO
SUB 880
840 IF x!(k)>360 AND x!(k)<496 AND [4833]
f(3)<>0 THEN f(3)=0:GOSUB 1420:GO
SUB 880
850 IF x!(k)>495 AND x!(k)<641 AND [3354]
f(4)<>0 THEN f(4)=0:GOSUB 1430:GO
SUB 880
860 IF x!(k)>640 THEN x!(k)=640 [996]
870 p=p-320+ABS(320-CINT(x!(k))):P [2769]
EN 1:RETURN
880 b=b+1:FOR v=5 TO 8:SOUND 5,0,5 [4082]
0,13,0,0,v:NEXT:RETURN
890 ' [117]
900 ' ***** nouveau jour ***** [1356]
910 ' [117]
920 LOCATE 10,12:PRINT"Duf! un jou [6389]
r de moins.":LOCATE 8,15:PRINT"Ent
er pour un nouveau jour."
930 a$=INKEY$:IF a$<>CHR$(13) THEN [2690]
930 ELSE CLS:RETURN
940 ' [117]
950 ' ***** fin ***** [948]
960 ' [117]
970 PEN 1:IF b<4 THEN LOCATE 3,10: [6123]
PRINT"Bravo! vous avez tenu 3 long
s jours.":GOTO 990
980 LOCATE 5,10:PRINT"Helas! toute [4695]
la foret est morte."
990 LOCATE 9,13:PRINT"Une autre pa [3739]
rtie ? (O/N)"
1000 a$=INKEY$:IF a$="" THEN 1000 [1464]
1010 IF UPPER$(a$)="O" THEN RETURN [6137]
ELSE IF UPPER$(a$)="N" THEN SPEED
KEY 10,10:CLS:END ELSE 1000
1020 ' [117]
1030 ' ***** nouveau jeu ***** [1138]
1040 ' [117]
1050 ERASE f,s,c2,x!,y,r2!,c1,l1,t [2348]
!:b=0:a!=0:RETURN
1060 ' [117]
1070 ' ***** variables ***** [1520]
1080 ' [117]
1090 DIM s(r1),c2(r1),x!(r1),y(r1) [2946]
,r2!(r1),c1(5),l1(5),t!(5),f(5)
1100 FOR i=1 TO 4:f(i)=1:NEXT [2192]
1110 SPEED KEY 3,3:c=19:l=16:RETURN [2216]

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1120 ' [117]
1130 ' ***** redefinitions ***** [1713]
1140 ' [117]
1150 SYMBOL AFTER 238 [1458]
1160 SYMBOL 250,62,28,28,28,28,28, [2257]
28,60
1170 SYMBOL 251,28,28,20,20,28,44, [2353]
90,253
1180 SYMBOL 252,20,126,251,221,93, [2172]
251,255,255
1190 SYMBOL 253,3,15,31,63,127,234 [2260]
,255
1200 SYMBOL 254,128,224,240,248,25 [2237]
2,174,254
1210 SYMBOL 238,61,94,53,94,61,94, [2282]
61,28
1220 SYMBOL 239,8,24,60,94,61,94,6 [1902]
1,94
1230 SYMBOL 240,0,7,31,63,127,127, [2069]
127,126
1240 SYMBOL 241,7,31,191,255,249,2 [1859]
46,30,255
1250 SYMBOL 242,128,224,248,252,25 [2744]
2,254,254,252
1260 SYMBOL 243,61,61,63,127,255,2 [2435]
39,239,239
1270 SYMBOL 244,255,255,239,199,23 [2455]
9,255,255,187
1280 SYMBOL 245,252,120,188,188,19 [2043]
0,190,127,255
1290 SYMBOL 246,241,255,255,127,63 [2063]
,31,15,0
1300 SYMBOL 247,199,255,255,255,25 [2049]
5,248,240

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1310 SYMBOL 248,254,254,252,252,24 [2242]
0,224
1320 fs1$=STRING$(6,250):fs2$=STRI [5637]
NG$(6,238):fs3$=STRING$(6,239):fc1
$=STRING$(6,251):fc2$=STRING$(6,25
2):ef$=STRING$(3,32)

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1330 tr1$=STRING$(2,143);tr2$=CHR$ [8175]
(253)+CHR$(254);n1$=CHR$(240)+CHR$
(241)+CHR$(242);n2$=CHR$(243)+CHR$
(244)+CHR$(245);n3$=CHR$(246)+CHR$
(247)+CHR$(248)
1340 KEY DEF 72,1,240;KEY DEF 73,1 [5562]
,241;KEY DEF 74,1,242;KEY DEF 75,1
,243;KEY DEF 76,1,224;RETURN
1350 ' [117]
1360 ' ***** dessin ***** [978]
1370 ' [117]
1380 PEN 1;LOCATE 1,24;PRINT STRIN [6390]
G$(40,CHR$(207));PEN 3;LOCATE 19,2
3;PRINT tr1$;LOCATE 19,22;PRINT tr
2$;PEN 1
1390 GOSUB 1400;GOSUB 1410;GOSUB 1 [3627]
420;GOSUB 1430;RETURN
1400 LOCATE 2,23;PRINT fs1$;LOCATE [6868]
2,22;PRINT fs2$;LOCATE 2,21;PRINT
fs3$;RETURN
1410 LOCATE 10,23;PRINT fc1$;LOCAT [2757]
E 10,22;PRINT fc2$;RETURN
1420 LOCATE 24,23;PRINT fc1$;LOCAT [3153]
E 24,22;PRINT fc2$;RETURN
1430 LOCATE 33,23;PRINT fs1$;LOCAT [6416]
E 33,22;PRINT fs2$;LOCATE 33,21;PR
INT fs3$;RETURN
1440 ' [117]
1450 ' ***** presentation ***** [829]
1460 ' [117]
1470 SPEED INK 35,35;INK 0,0;INK 1 [6058]
,0;INK 2,0;INK 3,0;BORDER 4,17;CLS

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:GOSUB 1380
1480 PEN 2;LOCATE 13,12;PRINT"PLUI [5540]
ES -- ACIDES";FOR v=2 TO 5;LOCATE
13,12+v;PRINT STRING$(16,CHR$(58))
:NEXT
1490 c=13:l=8;GOSUB 460;c=28:l=8;G [7649]
OSUB 460;c=20;l=4;GOSUB 460;c=35:l
=14;GOSUB 460;c=6;l=14;GOSUB 460;E
RASE c1,11,t!;RETURN
1500 ' [117]
1510 ' ***** musique ***** [548]
1520 ' [117]
1530 ENV 1,1,15,1,1,-3,2,1,0,1,1,0 [3561]
,1,12,-1,4;ENV 2,1,15,1,1,0,1,1,0,
1,12,-1,8,2,-1,20
1540 RESTORE 1690;FOR v=1 TO 46:IF [1939]
v=32 THEN RESTORE 1690
1550 READ per,dur;dur=dur*15 [1629]
1560 SOUND 1,per,dur,6;SOUND 2,per [2868]
*2,dur,5,2;SOUND 4,per/3,dur,5,1
1570 NEXT;RETURN [940]
1580 ' [117]
1590 ' ***** regles ***** [777]
1600 ' [117]
1610 PEN 1;LOCATE 6,10;PRINT"VOULE [7528]
Z-VOUS DES EXPLICATIONS?";LOCATE
19,13;PRINT"O/N"
1620 a$=INKEY$;IF a$="" THEN 1620 [1548]
1630 IF UPPER$(a$)="N" THEN RETURN [3778]
ELSE IF UPPER$(a$)<>"O" THEN 1620
1640 CLS;PRINT " Seul dans vo [22313]
tre tour de guet, au milieu de la
foret,vous devez arreter l'horri
ble pluie acide qui risque d'ane-a
ntir chenes et sapins.Heureusement
vous disposez pour cela d'un gener
ateur de nuages bioniques."
1650 PEN 3;PRINT;PRINT;PRINT" [15467]
Vous pouvez deplacer le curseur
generateur de nuages,grace au joy
stick ou aux fleches.Fire et copy
permettant de creer les nuages."
1660 PEN 2;PRINT;PRINT;PRINT" [13303]
La pluie acide grille les arbres
.Quand elle touche le sol,vous per
dez un nombre de points d'autant p
lus grand quel'impact se situe pre
s de la tour."
1670 PEN 1;PRINT;PRINT;PRINT" [13351]
Tout rayon de pluie intercepte,
augmente votre score.Alors BON CO
URAGE car vous devrez (si possibl
e) tenir 3 longs jours."
1680 PEN 3;LOCATE 35,25;PRINT"ente [3334]
r";CALL &BB06;RETURN
1690 DATA 478,4,358,3,358,1,358,4, [4638]
319,4,284,3,284,1,284,6,358,2,319,
2,284,2,268,4,379,4,319,4,358,4
1700 DATA 239,2,239,2,284,2,213,6, [4197]
239,2,239,2,268,2,268,6,268,2,268,
2,319,2,239,6,268,2,268,2,284,2,28
4,4

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