

PENTE

Sous ce doux nom rendant nostalgiques ceux d'entre-vous qui reviennent des sports d'hiver se cache en réalité un jeu traditionnel japonais, le GOMOKU NINUKI. De part ses origines asiatiques, le PENTE utilise un plateau de jeu de GO, et comme dans ce dernier, les pions utilisés, blancs et noirs, sont posés l'un après l'autre par les deux joueurs. Le but n'est pas de créer des territoires, mais des alignements de cinq pions de même couleur (comme au morpion qui en tire ses origines) et de prendre des paires de pions adverses (cinq paires prises assurent la victoire), cette dernière caractéristique fait tout l'intérêt du jeu.

Utilisation du programme

Lors du démarrage d'une partie,

l'ensemble des règles est visualisé en plusieurs tableaux. ATTENTION, celui qui joue le premier doit jouer au centre et

positionner son deuxième pion à au moins trois intersections de ce centre (de toute façon, l'AMSTRAD veille au grain). De plus, un dernier tableau donne la légende des icônes utilisées sur le plateau du jeu.

En pointant la flèche noire sur l'icône CLAVIER et en pressant la touche <ESPACE>, l'option JOYSTICK est choisie et les déplacements du pointeur se feront avec lui. Il suffira de cliquer sur le JOYSTICK pour revenir au CLAVIER et utiliser les touches fléchées pour se déplacer. De même, en pressant <ESPACE> sur l'icône STOP, on peut arrêter le programme à tout moment.

Les deux autres icônes sont utilisés par l'AMSTRAD qui indiquera par un doigt pointé vers

vous que c'est à vous de jouer, et en faisant "pouce" quand c'est à lui. Il visualise sa réflexion par la rotation d'une petite hélice dans le quatrième icône. De toute façon, il garde pour lui le curseur quand il joue pour éviter toute erreur.

Le choix de la position de jeu est réalisé en déplaçant le curseur au clavier ou au joystick et en pressant <ESPACE> à la bonne place. L'ordinateur calcule l'intersection choisie comme étant la plus proche du curseur.

Le programme étant écrit entièrement en BASIC, l'étude d'un plateau de jeu complet (19x19 intersections) nécessite environ une minute de réflexion.

Norbert SILVESTRE

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10 ***** [2798]
*****
*****
20 * [175]

*
30 * P R O G R A M M E [1365]
    P E N T E
*
40 * [175]

*
50 * N o r b e r t S I [3079]
    L V E S T R E - F E V R I E R
    1 9 8 7 *
60 * [175]

*
70 * A M S T R A D [1822]
    4 6 4 - 6 6 4 - 6 1 2 8
*
80 * [175]
    
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*
90 ***** [2798]
*****
*****
100 [117]
110 INITIALISATION DE L'EC [1511]
RAN
120 [117]
130 DIM EVAL(729):DEFINT D,I,J,K,Q [3194]
    ,H,V,O:DEBUT=1
140 MODE 1:INK 0,0:INK 1,0:INK 2,0 [2757]
    :INK 3,0
150 BORDER 0:PEN 1 [957]
160 WINDOW#1,3,38,3,22:WINDOW#2,1, [2780]
    40,1,24:WINDOW#3,3,38,6,20
170 PAPER#2,2:PAPER#1,0:PAPER#3,0 [1753]
180 CLS#2:CLS#1 [639]
190 ENV 1,2,15,5,1,0,88,30,-1,1 [1115]
200 ENV 2,2,15,1,1,-30,1 [911]
210 SON=1 [513]
220 [117]
230 REDEFINITION DES SYMBO [1260]
    
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LES	
240	[117]
250 SYMBOL AFTER 187	[1433]
260 SYMBOL 188, &F0, &70, &30, &10, &8,	[2334]
&C, &E, &F	
270 SYMBOL 189, &F, &E, &C, &8, &10, &30	[1934]
, &70, &F0	
280 SYMBOL 190, &1, &3, &7, &F, &F0, &E0	[2233]
, &C0, &80	
290 SYMBOL 191, &80, &C0, &E0, &F0, &F,	[2127]
&7, &3, &1	
300 SYMBOL 192, &7, &8, &10, &20, &40, &	[2714]
B7, &A2, &B2	
310 SYMBOL 193, &E0, &10, &8, &4, &2, &E	[1604]
D, &AB, &AD	
320 SYMBOL 194, &92, &B2, &80, &40, &20	[2903]
, &10, &8, &7	
330 SYMBOL 195, &A9, &E9, &1, &2, &4, &8	[1779]
, &10, &E0	
340 SYMBOL 196, &F8, &F7, &EF, &DF, &BF	[3294]
, &48, &5D, &4D	
350 SYMBOL 197, &1F, &EF, &F7, &FB, &FD	[1741]
, &12, &54, &52	
360 SYMBOL 198, &6D, &4D, &7F, &BF, &DF	[1765]
, &EF, &F7, &FB	
370 SYMBOL 199, &56, &16, &FE, &FD, &FB	[2914]
, &F7, &EF, &1F	
380 SYMBOL 200, &FF, &FF, &C0, &C0, &CF	[2366]
, &CF, &CC, &CC	
390 SYMBOL 201, &FF, &FF, &3, &3, &F3, &	[2531]
F3, &33, &33	
400 SYMBOL 202, &CC, &CC, &CC, &CC, &FF	[2195]
, &FF, &0, &0	
410 SYMBOL 203, &F3, &F3, &3, &3, &FF, &	[2229]
FF, &0, &0	
420 SYMBOL 204, &FC, &FC, &C, &C, &CC, &	[2605]
CC, &CC, &CC	
430 SYMBOL 205, &CC, &CC, &CF, &CF, &C0	[2146]
, &C0, &FF, &FF	
440 SYMBOL 206, &C, &C, &FC, &FC, &C, &C	[2500]
, &FC, &FC	
450 SYMBOL 207, &3F, &3F, &30, &30, &3F	[2620]
, &3F, &30, &30	
460 SYMBOL 208, &33, &33, &33, &33, &30	[2641]
, &30, &3F, &3F	
470 SYMBOL 209, &33, &33, &F3, &F3, &3,	[2234]
&3, &FF, &FF	
480 SYMBOL 210, &0, &0, &FF, &FF, &C0, &	[1466]
C0, &CF, &CF	
490 SYMBOL 211, &0, &0, &FF, &FF, &33, &	[2189]
33, &33, &33	
500 SYMBOL 212, &33, &33, &F3, &F3, &F,	[2476]
&F, &FC, &FC	
510 SYMBOL 213, &CC, &CC, &CF, &CF, &F0	[2833]
, &F0, &3F, &3F	
520 SYMBOL 214, &FC, &FC, &F, &F, &F3, &	[1946]
F3, &33, &33	
530 SYMBOL 215, &3F, &3F, &F0, &F0, &CF	[2363]
, &CF, &CC, &CC	
540 SYMBOL 216, &10, &10, &10, &10, &FF	[2557]
, &10, &10, &10	
550 SYMBOL 217, &10, &10, &10, &38, &FF	[2093]
, &38, &10, &10	
560 SYMBOL 218, &FB, &F0, &FB, &FC, &BE	[1926]
, &1F, &E, &4	
570 SYMBOL 219, &1, &3, &7, &3, &3, &3, &	[2307]
20, &7C	
580 SYMBOL 220, &0, &80, &C0, &80, &80,	[2254]
&84, &3E, &3F	
590 SYMBOL 221, &FC, &7C, &21, &1, &1, &	[2181]
3, &1, &0	
600 SYMBOL 222, &3E, &4, &C0, &C0, &C0,	[2428]
&E0, &C0, &80	
610 SYMBOL 223, &0, &0, &4, &A, &11, &21	[1890]
, &42, &65	
620 SYMBOL 224, &30, &68, &78, &78, &B0	[1483]
, &40, &C0, &20	
630 SYMBOL 225, &52, &48, &24, &12, &9,	[2385]
&4, &2, &1	
640 SYMBOL 226, &10, &8, &18, &28, &48,	[2115]
&90, &A0, &C0	
650 SYMBOL 230, &0, &F, &7, &7, &7, &7, &	[1841]
7, &7	
660 SYMBOL 231, &0, &F0, &18, &1C, &1C,	[2478]
&1C, &1C, &18	
670 SYMBOL 232, &0, &F, &7, &7, &7, &7, &	[2085]
7, &7	
680 SYMBOL 233, &0, &FC, &4, &4, &0, &20	[1504]
, &20, &E0	
690 SYMBOL 234, &0, &F, &7, &7, &7, &7, &	[1819]
7, &7	
700 SYMBOL 235, &0, &E, &84, &C4, &64, &	[2109]
34, &1C, &C	
710 SYMBOL 236, &0, &F, &8, &0, &0, &0, &	[1916]
0, &0	
720 SYMBOL 237, &0, &FE, &E2, &E0, &E0,	[2463]
&E0, &E0, &E0	
730 SYMBOL 238, &3C, &7E, &FF, &FF, &FF	[3267]
, &FF, &7E, &3C	
740 SYMBOL 240, &7, &7, &7, &7, &7, &7, &	[1784]
F, &0	
750 SYMBOL 241, &F0, &0, &0, &0, &0, &0,	[2014]
&80, &0	
760 SYMBOL 243, &20, &20, &0, &0, &4, &4	[2203]
, &FC, &0	
770 SYMBOL 245, &4, &4, &4, &4, &4, &4, &	[1627]
E, &0	
780 SYMBOL 246, &0, &0, &0, &0, &0, &0, &	[1895]
1, &0	
790 SYMBOL 247, &E0, &E0, &E0, &E0, &E0	[2476]
, &E0, &F0, &0	
800 SYMBOL 248, &0, &1F, &26, &29, &29,	[2357]
&27, &40, &40	
810 SYMBOL 249, &0, &0, &C0, &38, &C, &C	[2301]


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4,&22,&2E
820 SYMBOL 250,&27,&20,&20,&17,&20 [2145]
,&20,&1F,&0
830 SYMBOL 251,&C4,&24,&38,&C0,&20 [2508]
,&20,&C0,&0
840 SYMBOL 252,&3,&4,&4,&4,&F,&10, [2268]
&10,&13
850 SYMBOL 253,&0,&80,&80,&80,&E0, [2732]
&10,&10,&E0
860 SYMBOL 254,&20,&20;&13,&10,&10 [2622]
,&B,&10,&F
870 SYMBOL 255,&10,&10,&E0,&10,&10 [2538]
,&E0,&10,&E0
880 [117]
890 DESSIN DE L'ECRAN [1005]
900 [117]
910 LOCATE#2,1,1:PRINT#2,CHR$(200) [5563]
+CHR$(201):LOCATE#2,39,1:PRINT#2,C
HR$(200)+CHR$(201)
920 LOCATE#2,1,2:PRINT#2,CHR$(205) [5151]
+CHR$(212):LOCATE#2,39,2:PRINT#2,C
HR$(213)+CHR$(209)
930 LOCATE#2,1,23:PRINT#2,CHR$(200) [5039]
)+CHR$(214):LOCATE#2,39,23:PRINT#2
,CHR$(215)+CHR$(201)
940 LOCATE#2,1,24:PRINT#2,CHR$(205) [5310]
)+CHR$(209):LOCATE#2,39,24:PRINT#2
,CHR$(205)+CHR$(209);
950 FOR I=0 TO 17 [510]
960 LOCATE#2,3+2*I,1:PRINT#2,C [2226]
HR$(200)+CHR$(201);
970 LOCATE#2,3+2*I,2:PRINT#2,C [2357]
HR$(202)+CHR$(203);
980 LOCATE#2,3+2*I,23:PRINT#2, [2916]
CHR$(210)+CHR$(211);
990 LOCATE#2,3+2*I,24:PRINT#2, [1884]
CHR$(205)+CHR$(209);
1000 NEXT I [375]
1010 FOR I=0 TO 9 [492]
1020 LOCATE#2,1,3+2*I:PRINT#2, [2143]
CHR$(200)+CHR$(204);
1030 LOCATE#2,39,3+2*I:PRINT#2 [3010]
,CHR$(207)+CHR$(201);
1040 LOCATE#2,1,4+2*I:PRINT#2, [1768]
CHR$(205)+CHR$(206);
1050 LOCATE#2,39,4+2*I:PRINT#2 [2041]
,CHR$(208)+CHR$(209);
1060 NEXT I [375]
1070 MOVE 29,44:DRAWR 582,0,0:DRAW [3731]
R 0,327,0:DRAWR -582,0,0:DRAWR 0,-
327,0
1080 LOCATE#1,11,8:K=1 [1163]
1090 GOSUB 2750 [901]
1100 LOCATE#1,11,9:K=1 [944]
1110 GOSUB 2830 [909]
1120 RESTORE 2740 [898]
1130 LOCATE#1,10,12:PRINT#1,"Norbe [3376]
rt SILVESTRE"
1140 LOCATE#1,13,14:PRINT#1,"Fevri [1991]
er 1987"
1150 LOCATE#1,7,19:PRINT#1,"Appuye [2920]
r sur une touche..."
1160 BORDER 16:INK 0,16:INK 1,0:IN [3769]
K 2,26:INK 3,3
1170 R$=INKEY$:IF R$="" THEN 1170 [2543]
1180 INK 1,16:INK 2,16:INK 3,16:CL [2461]
S#3
1190 LOCATE#2,13,1:K=2 [918]
1200 GOSUB 2750 [901]
1210 LOCATE#2,13,2:K=2 [902]
1220 GOSUB 2830 [909]
1230 BORDER 16:INK 0,16:INK 1,0:IN [3769]
K 2,26:INK 3,3
1240 RESTORE 4900 [787]
1250 EVERY 12,1 GOSUB 4810 [1308]
1260 FOR I=1 TO 2000:NEXT I [936]
1270 LOCATE#1,12,2:PRINT#1,"REGLES [1968]
DU JEU"
1280 LOCATE#1,12,3:PRINT#1,"==== [2881]
===="
1290 LOCATE#1,1,5 [567]
1300 PRINT#1," Le jeu se joue a [6563]
deux sur un plateau quadrille
19*19."
1310 PRINT#1:PRINT#1," Le premie [10093]
r joueur doit poser un pion de sa
couleur au centre.L'adversaire po
se ou il le desire sur une inter
section libre."
1320 PRINT#1:PRINT#1," Celui qui [13131]
a pose le premier pion doit oblig
atoirement poser le second a au mo
ins trois intersections du premie
r pour reduire l'avantage du trai
t."
1330 R$=UPPER$(INKEY$):IF R$="" TH [3087]
EN 1330 ELSE R$="":CLS#3
1340 LOCATE#1,1,5:PRINT#1," Ensui [9249]
te chaque joueur posera a tour
de role un pion de sa couleur sur
une intersection libre."
1350 PRINT#1:PRINT#1," Le vainqu [5934]
eur est le premier des joueurs qu
i : "
1360 PRINT#1:PRINT#1," -Align [6543]
era 5 pions horizontaux, ver
ticaux ou en diagonale."
1370 PRINT#1:PRINT#1," ou -Prend [4001]
ra 5 paires de pions a l'a
dversaire."
1380 R$=UPPER$(INKEY$):IF R$="" TH [3086]
EN 1380 ELSE R$="":CLS#3
1390 LOCATE#1,1,5:PRINT#1," Un jo [16775]
ueur capture une ou plusieurs pair

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es de pions adverses quand, en pos
ant son pion, il prend deux pions
adverses en tenaille."
1400 PRINT#1:PRINT#1," Les pions [9718]
    ainsi captures sont enleves d
u plateau et les paires prises c
omptabilisees a part."
1410 R$=UPPER$(INKEY$):IF R$="" T [2990]
HEN 1410 ELSE R$="":CLS#3
1420 ' [117]
1430 ' DEFINITION DES I [1147]
CONES
1440 ' [117]
1450 LOCATE#1,10,2:PRINT#1,"LEGEND [1975]
E DES ICONES"
1460 LOCATE#1,10,3:PRINT#1,"==== [2150]
=====
1470 PLOT 100,300,1 [778]
1480 FOR I=0 TO 1 [468]
1490 FOR J=0 TO 2 [702]
1500 MOVE 100+I*220,300-80 [881]
*J
1510 DRAW 34,0:DRAW 0,-3 [3147]
4:DRAW -34,0:DRAW 0,34
1520 NEXT J [370]
1530 NEXT I [375]
1540 MOVE 324,136:DRAW 26,0:DRAW [3348]
0,-26:DRAW -26,0:DRAW 0,26
1550 TAG:H=1:I=0 [970]
1560 MOVE 102,298:PRINT CHR$(219)+ [2585]
CHR$(220);
1570 MOVE 102,282:PRINT CHR$(221)+ [2661]
CHR$(222);
1580 MOVE 102,218:PRINT CHR$(223)+ [1433]
CHR$(224);
1590 MOVE 102,202:PRINT CHR$(225)+ [2505]
CHR$(226);
1600 MOVE 102,138:PRINT CHR$(192)+ [2825]
CHR$(193);
1610 MOVE 102,122:PRINT CHR$(194)+ [2544]
CHR$(195);
1620 MOVE 322,298:PRINT CHR$(248)+ [3073]
CHR$(249);
1630 MOVE 322,282:PRINT CHR$(250)+ [2342]
CHR$(251);
1640 MOVE 322,218:PRINT CHR$(252)+ [1497]
CHR$(253);
1650 MOVE 322,202:PRINT CHR$(254)+ [2605]
CHR$(255);
1660 MOVE 150,280:PRINT"CLAVIER"; [3163]
MOVE 150,200:PRINT"JOYSTICK";
1670 MOVE 150,120:PRINT"ARRET";:MO [3406]
VE 370,280:PRINT"A VOUS !!!";
1680 MOVE 370,200:PRINT"POUCE! A M [4550]
OI.";:MOVE 370,120:PRINT"JE REFLEC
HIS !";
1690 FOR J=1 TO 100:NEXT J:H=H+1:I [2439]

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F H=5 THEN H=1
1700 MOVE 330,130:PRINT CHR$(187+H [1832]
);
1710 R$=UPPER$(INKEY$):IF R$="" TH [3730]
EN 1690 ELSE R$=""
1720 ' [117]
1730 ' DESSIN DU PLATEAU D [1250]
E JEU
1740 ' [117]
1750 CLS#1:DIM PLATEAU(729):LOCATE [4568]
#1,3,10:PRINT#1,"Jouez-vous le pre
mier ?(O/N) :";
1760 R$=UPPER$(INKEY$):IF R$="" TH [2415]
EN 1760
1770 IF R$<>"O" AND R$<>"N" THEN 1 [2084]
760 ELSE PRINT#1,R$
1780 IF R$="O" THEN JOUEUR=1:DJ=1 [3846]
ELSE JOUEUR=0:DJ=0
1790 TAGOFF:PRINT CHR$(23)+CHR$(0) [3409]
;:TAG
1800 FOR I=1 TO 1000:NEXT I:CLS#1 [1237]
1810 TOUR=0:INK 3,16:PEN 3 [971]
1820 TAG [318]
1830 PLOT 40,359,3 [554]
1840 FOR I=0 TO 18 [529]
1850 MOVE 40,359-16*I [694]
1860 FOR J=0 TO 18 [575]
1870 PRINT CHR$(216); [1149]
1880 NEXT J [370]
1890 NEXT I [375]
1900 MOVE 39,360:DRAW 306,0:DRAW [4254]
0,-306:DRAW -306,0:DRAW 0,306
1910 FOR I=0 TO 2 [471]
1920 FOR J=0 TO 2 [702]
1930 MOVE 88+I*96,311-J*96 [2349]
:PRINT CHR$(217);
1940 NEXT J [370]
1950 NEXT I [375]
1960 FOR I=0 TO 1 [468]
1970 FOR J=0 TO 1 [699]
1980 MOVE 136+I*96,263-J*9 [1953]
6:PRINT CHR$(217);
1990 NEXT J [370]
2000 NEXT I [375]
2010 DI [84]
2020 INK 3,3:PEN 1:PLOT 370,350,1; [5069]
DRAW 230,0:DRAW 0,-160:DRAW -23
0,0:DRAW 0,160
2030 MOVE 486,310:DRAW 0,-120:MOV [3945]
E 370,310:DRAW 230,0
2040 MOVE 380,330:PRINT"PAIRES PRI [2213]
SES";
2050 MOVE 559,98:DRAW 34,0:DRAW [2808]
0,-34:DRAW -34,0:DRAW 0,34
2060 MOVE 499,98:DRAW 34,0:DRAW [3715]
0,-34:DRAW -34,0:DRAW 0,34
2070 MOVE 439,98:DRAW 34,0:DRAW [2993]

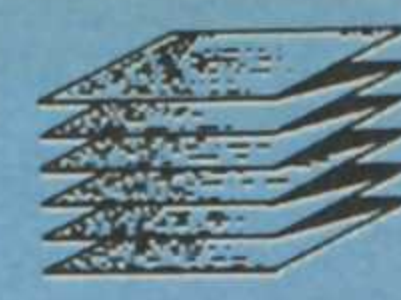
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0,-34:DRAWR -34,0:DRAWR 0,34
2080 MOVE 379,98:DRAWR 34,0:DRAWR [3462]
0,-34:DRAWR -34,0:DRAWR 0,34
2090 MOVE 382,94:DRAWR 26,0:DRAWR [4909]
0,-26:DRAWR -26,0:DRAWR 0,26
2100 MOVE 500,96:PRINT CHR$(219)+C [2397]
HR$(220);
2110 MOVE 500,80:PRINT CHR$(221)+C [2685]
HR$(222);
2120 MOVE 560,96:PRINT CHR$(192)+C [2201]
HR$(193);
2130 MOVE 560,80:PRINT CHR$(194)+C [2307]
HR$(195);
2140 IF JOUEUR=1 THEN MOVE 440,96: [5243]
PRINT CHR$(248)+CHR$(249);:MOVE 44
0,80:PRINT CHR$(250)+CHR$(251);:GO
TO 2180
2150 MOVE 440,96:PRINT CHR$(252)+C [2847]
HR$(253);
2160 MOVE 440,80:PRINT CHR$(254)+C [2551]
HR$(255);
2170 ' [117]
2180 ' TEST ET DEPLACEMENT DU C [1384]
URSEUR
2190 ' [117]
2200 X=388:Y=128 [751]
2210 TAGOFF:PRINT CHR$(23)+CHR$(1) [4433]
;:TAG:PLOT 700,700,1
2220 IF CURSJOY=0 THEN G=8:D=1:H=0 [2708]
:B=2:SAISIE=47:GOTO 2240
2230 G=74:D=75:H=72:B=73:SAISIE=76 [1142]
2240 MOVE X,Y:PRINT CHR$(218); [4147]
'DESSIN DE LA FLECHE
2250 IF JOUEUR=0 THEN MOVE X,Y:PRI [5037]
NT CHR$(218);:GOSUB 3170 'JEU DE
L'AMSTRAD
2260 IF INKEY(SAISIE)=0 THEN 2400 [2313]
ELSE X2=X:Y2=Y
2270 IF INKEY(G)=0 THEN X=X-4:MVT= [1227]
1
2280 IF INKEY(D)=0 THEN X=X+4:MVT= [1733]
1:GOTO 2310
2290 IF INKEY(B)=0 THEN Y=Y-4:MVT= [1416]
1
2300 IF INKEY(H)=0 THEN Y=Y+4:MVT= [2619]
1:GOTO 2330
2310 IF X<35 THEN X=35 [1457]
2320 IF X>575 THEN X=575 [969]
2330 IF Y<65 THEN Y=65 [1034]
2340 IF Y>365 THEN Y=365 [1358]
2350 IF MVT=1 THEN MVT=0 ELSE 2260 [1644]
2360 TAGOFF:PRINT CHR$(23)+CHR$(1) [4433]
;:TAG:PLOT 700,700,1
2370 MOVE X2,Y2:PRINT CHR$(218); [1484]
2380 GOTO 2220 [367]
2390 ' [117]
2400 ' TEST DU CURSEUR [880]
2410 ' [117]
2420 IF X>=500 AND X<=532 AND Y>=6 [6392]
4 AND Y<=98 AND INKEY(SAISIE)=0 TH
EN GOSUB 2480 'CHANGEMENT CURSEU
R/JOYSTICK
2430 IF X>=35 AND X<=340 AND Y>=60 [5429]
AND Y<=360 AND INKEY(SAISIE)=0 TH
EN GOSUB 2890 'JEU DU JOUEUR
2440 IF X>=560 AND X<=592 AND Y>=6 [3614]
4 AND Y<=98 AND INKEY(SAISIE)=0 TH
EN FIN=1:GOTO 2600 'FIN DE L
A PARTIE
2450 IF RETOUR=1 THEN RETOUR=0:TAG [3869]
OFF:PRINT CHR$(23)+CHR$(0);:TAG:GO
TO 1740
2460 GOTO 2260 [359]
2470 ' [117]
2480 ' CHOIX CURSEUR / JOYSTICK [1978]
2490 ' [117]
2500 MOVE X,Y:PRINT CHR$(218);:TAG [5826]
OFF:PRINT CHR$(23)+CHR$(0);:TAG:MO
VE 558,96
2510 CURSJOY=CURSJOY XOR 1:IF CURS [4991]
JOY=0 THEN SAISIE=47:G=8:D=1:H=0:B
=2 ELSE SAISIE=76:G=74:D=75:H=72:B
=73
2520 MOVE 500,96:IF CURSJOY=1 THEN [4744]
PRINT CHR$(223)+CHR$(224); ELSE P
RINT CHR$(219)+CHR$(220);
2530 MOVE 500,80:IF CURSJOY=1 THEN [5284]
PRINT CHR$(225)+CHR$(226); ELSE P
RINT CHR$(221)+CHR$(222);
2540 TAGOFF:PRINT CHR$(23)+CHR$(1) [3592]
;:TAG
2550 MOVE X,Y:PRINT CHR$(218); [2275]
2560 RETURN [555]
2570 ' [117]
2580 ' FIN DE LA PARTIE [730]
2590 ' [117]
2600 RESTORE 5240:SON=1:EVERY 12,1 [1698]
GOSUB 4790:EI
2610 MOVE X,Y:PRINT CHR$(218); [2275]
2620 MOVE 370,160:PRINT "A BIENTOT [1601]
...";
2630 MOVE 380,130:PRINT "PEUT-ETRE [1726]
!!!";
2640 TAGOFF:PRINT CHR$(23)+CHR$(0) [3409]
;:TAG
2650 MOVE 560,96:PRINT CHR$(196)+C [2565]
HR$(197);
2660 MOVE 560,80:PRINT CHR$(198)+C [2614]
HR$(199);
2670 FOR I=1 TO 300:NEXT I [526]
2680 MOVE 560,96:PRINT CHR$(192)+C [2201]
HR$(193);
2690 MOVE 560,80:PRINT CHR$(194)+C [2307]
HR$(195);

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2700 FOR I=1 TO 300:NEXT I:GOTO 26 [1469]
50
2710 IF FIN=0 THEN CLS#1:RESTORE 4 [1394]
900:SON=1
2720 CLS:END [578]
2730 ' [117]
2740 ' [117]
2750 ' ECRITURE DU LOGO PENTE [1788]
2760 ' [117]
2770 PRINT#K,CHR$(32); [951]
2780 FOR I=0 TO 3 [474]
2790 PRINT#K,CHR$(229+I*2+1)+C [3142]
HR$(230+I*2+1)+CHR$(32);
2800 NEXT I [375]
2810 PRINT#K,CHR$(232)+CHR$(233)+C [1549]
HR$(32);
2820 RETURN [555]
2830 RESTORE 5410 [717]
2840 PRINT#K,CHR$(32);:FOR I=0 TO [1322]
4
2850 READ A,B [544]
2860 PRINT#K,CHR$(A)+CHR$(B)+C [1797]
HR$(32);
2870 NEXT I [375]
2880 RETURN [555]
2890 ' [117]
2900 ' CHOIX D'UNE POSITION DE JEU [4157]
PAR LE JOUEUR
2910 ' [117]
2920 JX=CINT((X-48)/16):JY=CINT((3 [3047]
48-Y)/16):CX=113+JX+27*JY
2930 DC=MAX(ABS(JX-9),ABS(JY-9)) [1180]
2940 IF PLATEAU(CX)<>0 THEN RETURN [928]
2950 IF DJ=1 AND TOUR=0 AND CX<>36 [5624]
5 THEN TAGOFF:PRINT CHR$(7);:TAG:R
ETURN
2960 IF DJ=1 AND TOUR=1 AND DC<3 T [4170]
HEN TAGOFF:PRINT CHR$(7);:TAG:RETU
RN
2970 IF JX<0 OR JY<0 THEN RETURN E [2415]
LSE JOUEUR=0
2980 EVAL(CX)=1:PLATEAU(CX)=2:TOUR [2007]
=TOUR+1
2990 KX=40+16*JX:KY=358-16*JY [1119]
3000 MOVE X,Y:PRINT CHR$(218); [2275]
3010 TAGOFF:PRINT CHR$(23)+CHR$(0) [6136]
;:TAG:PLOT KX,KY,2:PRINT CHR$(238)
;
3020 PLOT 700,700,1 [587]
3030 MOVE 440,96:PRINT CHR$(252)+C [2847]
HR$(253);
3040 MOVE 440,80:PRINT CHR$(254)+C [2551]
HR$(255);
3050 TAGOFF:PRINT CHR$(23)+CHR$(1) [3592]
;:TAG
3060 IF DJ=1 OR TOUR<>1 THEN 3150 [1770]
3070 FOR I=1 TO 4 [450]
3080 FOR K=-1 TO 1 [590]
3090 FOR L=-1 TO 1 [921]
3100 EVAL(CX+K*I+L*I*27) [1519]
=5-I
3110 EVAL(365+K*I+L*I*27 [2546]
)=EVAL(365+K*I+L*I*27)+5-I
3120 NEXT L [368]
3130 NEXT K [373]
3140 NEXT I [375]
3150 QX=CX:GOSUB 3710:IF RETOUR=1 [3477]
THEN RETURN 'TEST SI ALIGN
EMENT DE 5 PIONS
3160 GOSUB 3850:IF RETOUR=1 THEN R [3702]
ETURN 'TEST DE LA PR
ISE DE DOUBLES
3170 ' [117]
3180 ' INITIALISATION DU JEU DE L [2748]
'AMSTRAD
3190 ' [117]
3200 JOUEUR=1:PEN 1 [999]
3210 EVERY 26,1 GOSUB 4180:EI [920]
3220 IF TOUR=0 AND DJ=0 THEN PLATE [4180]
AU(365)=1:EVAL(365)=0:JEU=365:GOTO
3310
3230 IF DJ=1 AND TOUR=1 THEN 3450 [2997]
'CHOIX IERE R
EPONSE
3240 IF DJ=1 OR TOUR<>1 THEN 3300 [2527]
'2EME TOUR AM
STRAD
3250 FOR I=281 TO 287:EVAL(I)=EVAL [2767]
(I)+100:NEXT I
3260 FOR I=443 TO 449:EVAL(I)=EVAL [3041]
(I)+100:NEXT I
3270 FOR I=0 TO 4 [477]
3280 EVAL(308+27*I)=EVAL(308+2 [2127]
7*I)+100:EVAL(314+27*I)=EVAL(314+2
7*I)+100
3290 NEXT I [375]
3300 GOSUB 3540 [981]
3310 JY=INT((JEU-113)/27):JX=CINT( [3604]
(((JEU-113)/27)-INT((JEU-113)/27))
*27)
3320 KX=40+16*JX:KY=358-16*JY [1119]
3330 DI:TAGOFF:PRINT CHR$(23)+CHR$ [5168]
(0);:TAG:MOVE KX,KY:PRINT CHR$(238)
);
3340 TAGOFF:PRINT CHR$(23)+CHR$(1) [3764]
;:TAG:EI
3350 QX=JEU:GOSUB 3710:IF RETOUR=1 [4121]
THEN RETURN 'TEST DES 5 P
IONS
3360 GOSUB 3850:IF RETOUR=1 THEN R [3032]
ETURN 'TEST DES PAI
RES
3370 TAGOFF:PRINT CHR$(23)+CHR$(0) [3409]
;:TAG

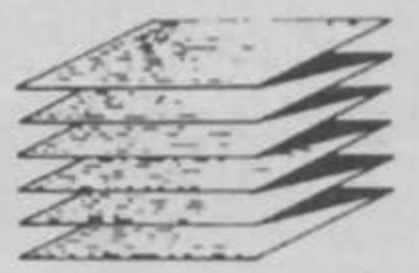
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3380 DI:MOVE 440,96:PRINT CHR$(248 [2370]
)+CHR$(249);
3390 MOVE 440,80:PRINT CHR$(250)+C [2408]
HR$(251);
3400 TAGOFF:PRINT CHR$(23)+CHR$(1) [3592]
;:TAG
3410 MOVE X,Y:PRINT CHR$(218); [2275]
3420 IF TOUR>1 THEN GOSUB 4690 [1570]
3430 RETURN [555]
3440 ' [117]
3450 ' CHOIX ALEATOIRE 1ERE RE [1911]
PONSE
3460 ' [117]
3470 T=TIME:T=INT(((T/8)-INT(T/8)) [2779]
*8)
3480 IF T>0 AND T<=3 THEN JEU=365- [1987]
29+T
3490 IF T>=7 AND T<=9 THEN JEU=365 [2591]
+19+T
3500 IF T=4 OR T=6 THEN JEU=365-5+ [2370]
T
3510 IF T=0 OR T=5 THEN 3470 [1454]
3520 PLATEAU(JEU)=1:EVAL(JEU)=0:GO [1355]
TO 3310
3530 ' [117]
3540 ' BALAYAGE DU PLATEAU [1344]
3550 ' [117]
3560 ' [117]
3570 PX=113:JEU=0:MAXI=0 [1110]
3580 FOR J=0 TO 18 [575]
3590 FOR I=0 TO 18 [529]
3600 OCCUP=0 [888]
3610 QX=PX+27*J+I:IF PLAT [2670]
EAU(QX)<>0 THEN 3660
3620 IF PLATEAU(QX-28)<>0 [12952]
OR PLATEAU(QX-27)<>0 OR PLATEAU(Q
X-26)<>0 OR PLATEAU(QX-1)<>0 OR PL
ATEAU(QX+1)<>0 OR PLATEAU(QX+26)<>
0 OR PLATEAU(QX+27)<>0 OR PLATEAU(
QX+28)<>0 THEN OCCUP=1
3630 IF OCCUP=1 THEN GOSU [1684]
B 3700
3640 IF EVAL(QX)=1000 TH [1661]
EN I=18:J=18
3650 IF EVAL(QX)>MAXI THE [2523]
N MAXI=EVAL(QX):JEU=QX
3660 NEXT I [375]
3670 NEXT J [370]
3680 PLATEAU(JEU)=1:EVAL(JEU)=0 [1258]
3690 RETURN [555]
3700 ' [117]
3710 ' TEST DES POSITIONS [1064]
3720 ' [117]
3730 FOR P=4 TO 0 STEP-1 [962]
3740 HOR=10000*PLATEAU(QX-P)+1000* [8145]
PLATEAU(QX-(P-1))+100*PLATEAU(QX-(
P-2))+10*PLATEAU(QX-(P-3))+PLATEAU
(QX-(P-4))
3750 VER=10000*PLATEAU(QX-P*27)+10 [6723]
00*PLATEAU(QX-(P-1)*27)+100*PLATEA
U(QX-(P-2)*27)+10*PLATEAU(QX-(P-3)
*27)+PLATEAU(QX-(P-4)*27)
3760 DIAG1=10000*PLATEAU(QX-P*28)+ [6422]
1000*PLATEAU(QX-(P-1)*28)+100*PLAT
EAU(QX-(P-2)*28)+10*PLATEAU(QX-(P-
3)*28)+PLATEAU(QX-(P-4)*28)
3770 DIAG2=10000*PLATEAU(QX+P*26)+ [6479]
1000*PLATEAU(QX+(P-1)*26)+100*PLAT
EAU(QX+(P-2)*26)+10*PLATEAU(QX+(P-
3)*26)+PLATEAU(QX+(P-4)*26)
3780 IF HOR=11111 OR VER=11111 OR [6345]
DIAG1=11111 OR DIAG2=11111 THEN JO
UEUR=0:P=-1:GOSUB 4570 'GAIN AMSTR
AD
3790 IF HOR=22222 OR VER=22222 OR [6797]
DIAG1=22222 OR DIAG2=22222 THEN JO
UEUR=0:P=-1:GOSUB 4600 'GAIN JOUEU
R
3800 IF JOUEUR=1 THEN GOSUB 4030 [990]
3810 IF RETOUR=1 THEN P=0 [1601]
3820 NEXT P [364]
3830 RETURN [555]
3840 ' [117]
3850 ' PRISE DE DEUX PIONS [424]
3860 ' [117]
3870 FOR I=3 TO 0 STEP-1 [1018]
3880 FOR K=0 TO 1 [1301]
3890 DOUBLE=0 [542]
3900 FOR J=3 TO 0 STEP-1 [784]
3910 IF I=3 THEN II=-2 [1531]
5 ELSE II=I
3920 DOUBLE=DOUBLE+(10 [3735]
^J)*PLATEAU(QX+((-1)^K)*J*(26+II))
3930 NEXT J [370]
3940 IF DOUBLE=2112 THEN T [5081]
AGOFF:PRINT CHR$(7);:TAG:GOSUB 429
0 ' PRISE JOUEUR
3950 IF DOUBLE=1221 THEN D [4866]
I:TAGOFF:PRINT CHR$(7);:TAG:GOSUB
4250:EI ' PRISE AMSTRAD
3960 IF RETOUR=1 THEN I=0:K=1:J=0 [2249]
3970 NEXT K [373]
3980 NEXT I [375]
3990 TAGOFF:PRINT CHR$(23)+CHR$(1) [3592]
;:TAG
4000 MOVE 380,120:PLOT 700,700,1 [1079]
4010 RETURN [555]
4020 ' [117]
4030 ' EVALUATION DES POSITIONS [1885]
4040 ' [117]
4050 RESTORE 5330 [773]
4060 FOR JJ=1 TO 2 [622]
4070 READ NBPOS [552]
4080 FOR II=1 TO NBPOS [1262]

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4090 READ POSIT,VALUE [700]
4100 IF HOR=POSIT OR VER=P [4907]
OSIT OR DIAG1=POSIT OR DIAG2=POSIT
THEN EVAL(QX)=EVAL(QX)+VALUE
4110 NEXT II [453]
4120 HOR=VAL(RIGHT$(STR$(HOR),4)): [3140]
VER=VAL(RIGHT$(STR$(VER),4))
4130 DIAG1=VAL(RIGHT$(STR$(DIAG1), [5489]
4)):DIAG2=VAL(RIGHT$(STR$(DIAG2),4
))
4140 NEXT JJ [442]
4150 RESTORE 5320 [767]
4160 RETURN [555]
4170 ' [117]
4180 ' VISUALISATION DE LA REFLE [647]
XION
4190 ' [117]
4200 TAGOFF:PRINT CHR$(23)+CHR$(0) [3409]
;:TAG
4210 H=H+1:IF H>=4 THEN H=0 [1759]
4220 MOVE 388,88:PRINT CHR$(188+H) [1126]
;
4230 RETURN [555]
4240 ' [117]
4250 ' PRISE D'UNE PAIRE DE PIONS [1031]
PAR AMSTRAD
4260 ' [117]
4270 PRISAMS=1 [1017]
4280 ' [117]
4290 ' PRISE D'UNE PAIRE DE PIONS [1151]
PAR LE JOUEUR
4300 ' [117]
4310 PRISE1=QX+((-1)^K)*2*(26+II): [3564]
PRISE2=QX+((-1)^K)*(26+II)
4320 FOR PX=0 TO 2 [992]
4330 FOR PY=0 TO 2 [1088]
4340 POINT=197+II*6+JJ*162 [1202]
4350 IF PRISE1=POINT THEN [1957]
YY=1 ELSE YY=0
4360 IF PRISE2=POINT THEN [2840]
ZZ=1 ELSE ZZ=0
4370 NEXT PY [451]
4380 NEXT PX [448]
4390 IF PRISE1=365 OR PRISE1=281 O [4370]
R PRISE1=287 OR PRISE1=443 OR PRIS
E1=449 THEN YY=1 ELSE YY=0
4400 IF PRISE2=365 OR PRISE2=281 O [6165]
R PRISE2=287 OR PRISE2=443 OR PRIS
E2=449 THEN ZZ=1 ELSE ZZ=0
4410 PLATEAU(PRISE1)=0:PLATEAU(PRI [3596]
SE2)=0:EVAL(PRISE1)=0:EVAL(PRISE2)
=0
4420 JY1=INT((PRISE1-113)/27):JX1= [3485]
CINT(((PRISE1-113)/27)-INT((PRISE
1-113)/27))*27)
4430 JY2=INT((PRISE2-113)/27):JX2= [3777]
CINT(((PRISE2-113)/27)-INT((PRISE
2-113)/27))*27)
4440 KX1=40+16*JX1:KX2=40+16*JX2:K [4092]
Y1=358-16*JY1:KY2=358-16*JY2
4450 TAGOFF:PRINT CHR$(23)+CHR$(0) [4171]
;:TAG:PLOT 700,700,3
4460 MOVE KX1,KY1:PRINT CHR$(216+Y [1946]
Y);
4470 MOVE KX2,KY2:PRINT CHR$(216+Z [2051]
Z);
4480 PLOT 700,700,1+PRISAMS [902]
4490 PAIRE(PRIASAMS)=PAIRE(PRIASAMS) [6835]
+1:MOVE 404+116*PRISAMS,310-20*PAI
RE(PRIASAMS):PRINT CHR$(238)+CHR$(3
2)+CHR$(238);
4500 TAGOFF:PRINT CHR$(23)+CHR$(1) [5190]
;:TAG:PLOT 700,700,2-PRISAMS
4510 IF PAIRE(PRIASAMS)=5 THEN IF P [4095]
RISAMS=0 THEN 4620 ELSE GOTO 4570
4520 PRISAMS=0 [1018]
4530 RETURN [555]
4540 ' [117]
4550 ' GAIN DE L'AMSTRAD [1215]
4560 ' [117]
4570 DI:MOVE 390,150:PRINT"J'AI GA [2633]
GNE!!!";
4580 GOTO 4640 [537]
4590 ' [117]
4600 ' GAIN DU JOUEUR [1321]
4610 ' [117]
4620 MOVE 380,150:PRINT "BRAVO ! " [2028]
;
4630 MOVE 380,130:PRINT"UNE REVANC [1791]
HE ?";
4640 DUREE=0:NOTE=0 [1020]
4650 RESTORE 5070:SDN=2:EVERY 12,1 [1917]
GOSUB 4810:EI
4660 IF DUREE=-1 AND NOTE=-1 THEN [2688]
RETOUR=1:DI ELSE 4660
4670 ERASE PLATEAU [723]
4680 ' [117]
4690 ' RAZ DE EVAL [981]
4700 ' [117]
4710 K=113 [385]
4720 FOR J=0 TO 18 [575]
4730 FOR I=0 TO 18 [529]
4740 Q=113+J*27+I:EVAL(Q)= [1145]
0
4750 NEXT I [375]
4760 NEXT J [370]
4770 RETURN [555]
4780 ' [117]
4790 ' MUSIQUE DE FOND [1909]
4800 ' [117]
4810 ZZ=(SQ(1)AND &7):IF ZZ<=1 THE [1817]
N 4880
4820 READ NOTE,DUREE [1245]
4830 IF NOTE=0 AND DUREE=0 THEN RE [2346]
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LISTING

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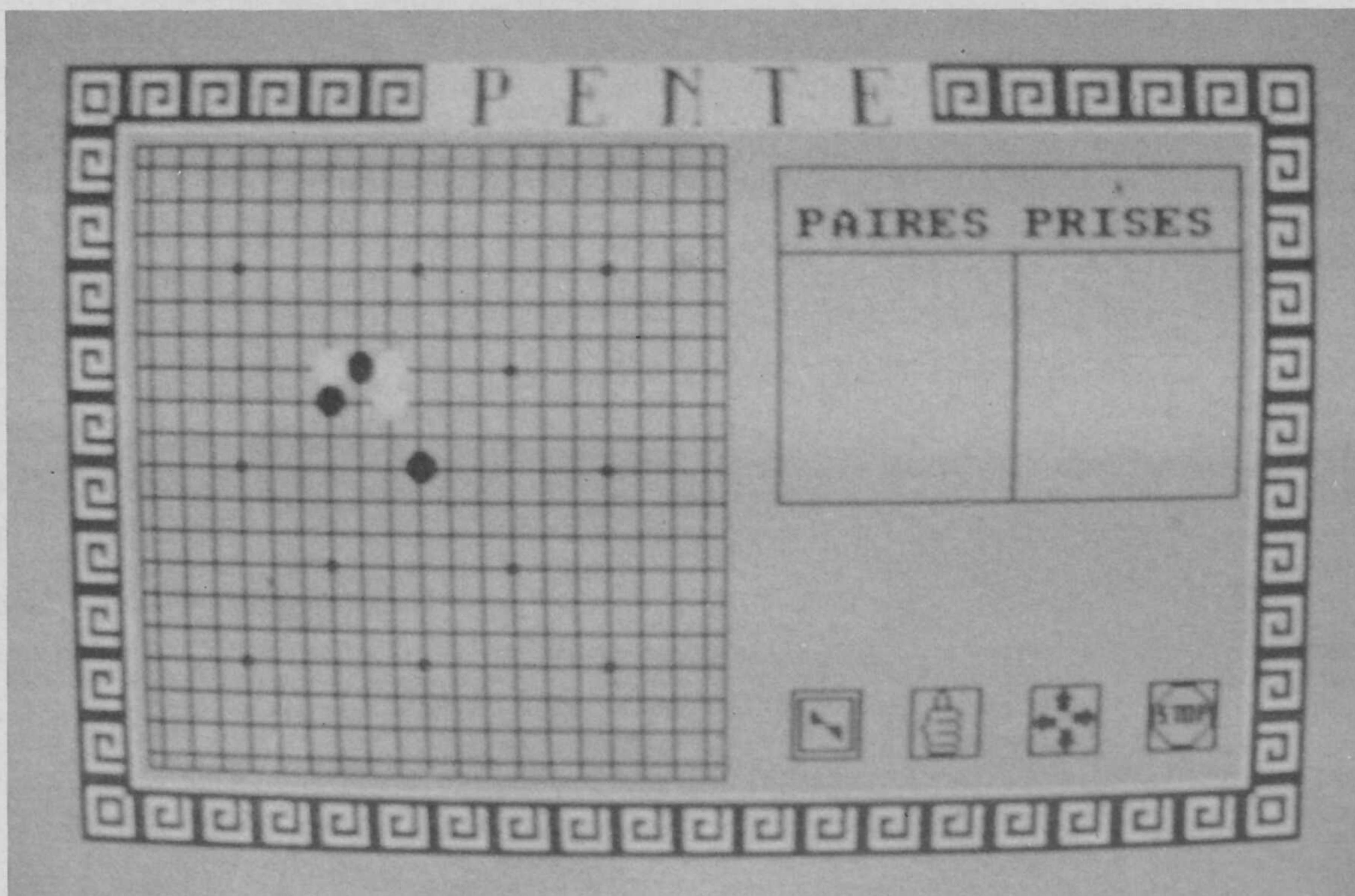
STORE 4900
4840 IF NOTE=-1 AND DUREE=-1 THEN [1173]
RETURN
4850 IF NOTE=-2 AND DUREE=-2 THEN [1211]
2720
4860 IF NOTE=2 THEN VOL=0 ELSE VOL [1785]
=14
4870 SOUND 1,NOTE,DUREE*3,VOL,SON [2656]
4880 RETURN [555]
4890 'NOTES DE TOM DOOLEY [1803]
4900 DATA 239,4,239,8,239,4,213,8, [2464]
179,8,142,16,142,16
4910 DATA 239,4,239,8,239,4,213,8, [2100]
179,8,159,32
4920 DATA 239,4,239,8,239,4,213,8, [2375]
179,8,159,16,159,16
4930 DATA 159,4,159,8,142,4,179,8, [1864]

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5010 DATA 159,4,159,8,127,4,142,8, [1578]
159,8,179,32
5020 DATA 239,4,239,8,239,4,213,8, [2464]
179,8,142,16,142,16
5030 DATA 239,4,239,8,239,4,213,8, [2100]
179,8,159,32
5040 DATA 239,4,239,8,239,4,213,8, [2375]
179,8,159,16,159,16
5050 DATA 159,4,159,8,142,4,179,8, [1953]
213,8,179,32,0,0
5060 'NOTES DE LA CUCARACHA [1356]
5070 DATA 239,4,239,4,239,4,179,8, [2177]
142,4,239,4,239,4,239,4
5080 DATA 179,8,142,16,179,4,179,4 [2315]
,190,4,190,4,213,4,213,4
5090 DATA 239,12,239,4,239,4,239,4 [1982]
,190,8,159,4,239,4,239,4,239,4

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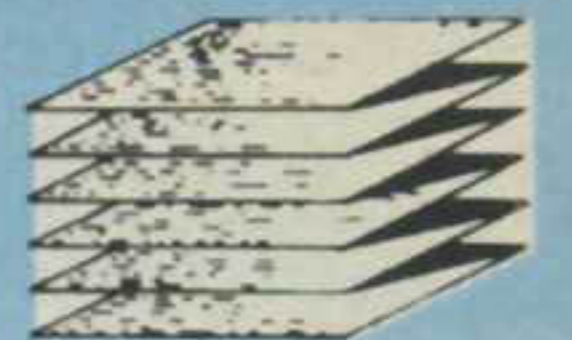
213,8,179,24,2,12
4940 DATA 239,4,239,8,239,4,213,8, [2464]
179,8,142,16,142,16
4950 DATA 239,4,239,8,239,4,213,8, [2100]
179,8,159,32
4960 DATA 239,4,239,8,239,4,213,8, [2375]
179,8,159,16,159,16
4970 DATA 159,4,159,8,142,4,179,8, [1864]
213,8,179,24,2,12
4980 DATA 119,4,119,8,119,4,106,8, [2251]
95,8,106,16,119,16
4990 DATA 142,4,142,8,142,4,142,8, [2192]
119,8,127,32
5000 DATA 119,4,119,8,119,4,119,8, [2636]
106,8,119,16,159,16

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5100 DATA 190,8,159,16,119,4,106,4 [2611]
,119,4,127,4,142,4,159,4
5110 DATA 179,12,239,4,239,4,239,4 [2277]
,179,8,142,4,239,4,239,4,239,4
5120 DATA 179,8,142,16,179,4,179,4 [3030]
,179,4,190,4,190,4,213,4,213,4
5130 DATA 239,12,239,4,239,4,239,4 [1982]
,190,8,159,4,239,4,239,4,239,4
5140 DATA 190,8,159,16,119,4,106,4 [2914]
,119,4,127,4,142,4,159,4,179,12
5150 DATA 239,4,239,4,179,4,179,4, [2481]
142,4,142,4,119,4,142,16
5160 DATA 119,4,106,4,119,4,127,4, [3250]
142,4,119,4,127,8,159,16
5170 DATA 239,4,239,4,190,4,190,4, [3021]

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159,4,159,4,127,8,159,16
5180 DATA 127,4,119,4,127,4,142,4, [2692]
159,4,127,4,142,8,179,16
5190 DATA 239,4,239,4,179,4,179,4, [2197]
142,4,142,4,119,8,142,16
5200 DATA 119,4,106,4,119,4,127,4, [3250]
142,4,119,4,127,8,159,16
5210 DATA 239,4,239,4,190,4,190,4, [3021]
159,4,159,4,127,8,159,16
5220 DATA 119,4,106,4,119,4,127,4, [3009]
142,4,159,4,179,12,-1,-1
5230 NOTES DE TANTO PE CANTA [1142]
5240 DATA 119,32,119,8,127,8,119,8 [3068]
.127,9,119,32,119,8,127,8,119,8,10
6,8
5250 DATA 119,8,106,8,119,8,127,8, [2875]
119,16,127,16,142,16,159,16,159,32
5260 DATA 127,32,127,8,106,8,119,8 [3410]
,127,8,127,32,127,8,106,8,119,8,12
7,8
5270 DATA 106,8,127,8,127,8,119,8, [3291]
106,16,127,16,142,16,159,16,159,32
5280 DATA 119,32,119,8,106,8,119,8 [3361]
,127,8,119,32,119,8,127,8,119,8,12
7,8

5290 DATA 119,8,127,8,119,8,119,8, [3107]
119,16,95,16,106,16,142,16,142,8,1
42,8,127,8,119,8
5300 DATA 106,8,119,8,127,8,142,8, [4727]
119,24,127,8,142,16,159,16,159,8,1
59,8,142,8,127,8
5310 DATA 142,8,159,8,159,8,159,8, [3829]
106,24,95,8,106,8,119,24,119,8,-2,
-2
5320 [117]
5330 DATA 22 [97]
5340 DATA 11110,1000,11101,1000,11 [2693]
011,1000,10111,1000,01111,1000
5350 DATA 22202,900,22022,900,2022 [1987]
2,900,22220,900,2222,900
5360 DATA 21100,106,12200,106,1220 [2617]
,106,112,-400,2220,225,1110,225
5370 DATA 1101,225,1011,225,2202,2 [2658]
25,2022,225,111,225,222,225
5380 DATA 10 [93]
5390 DATA 1110,13,112,106,221,106, [2201]
0110,9,220,12,10,1,2022,14,2202,14
5400 DATA 20,1,122,106 [604]
5410 DATA 240,241,240,243,240,245, [1596]
246,247,240,243