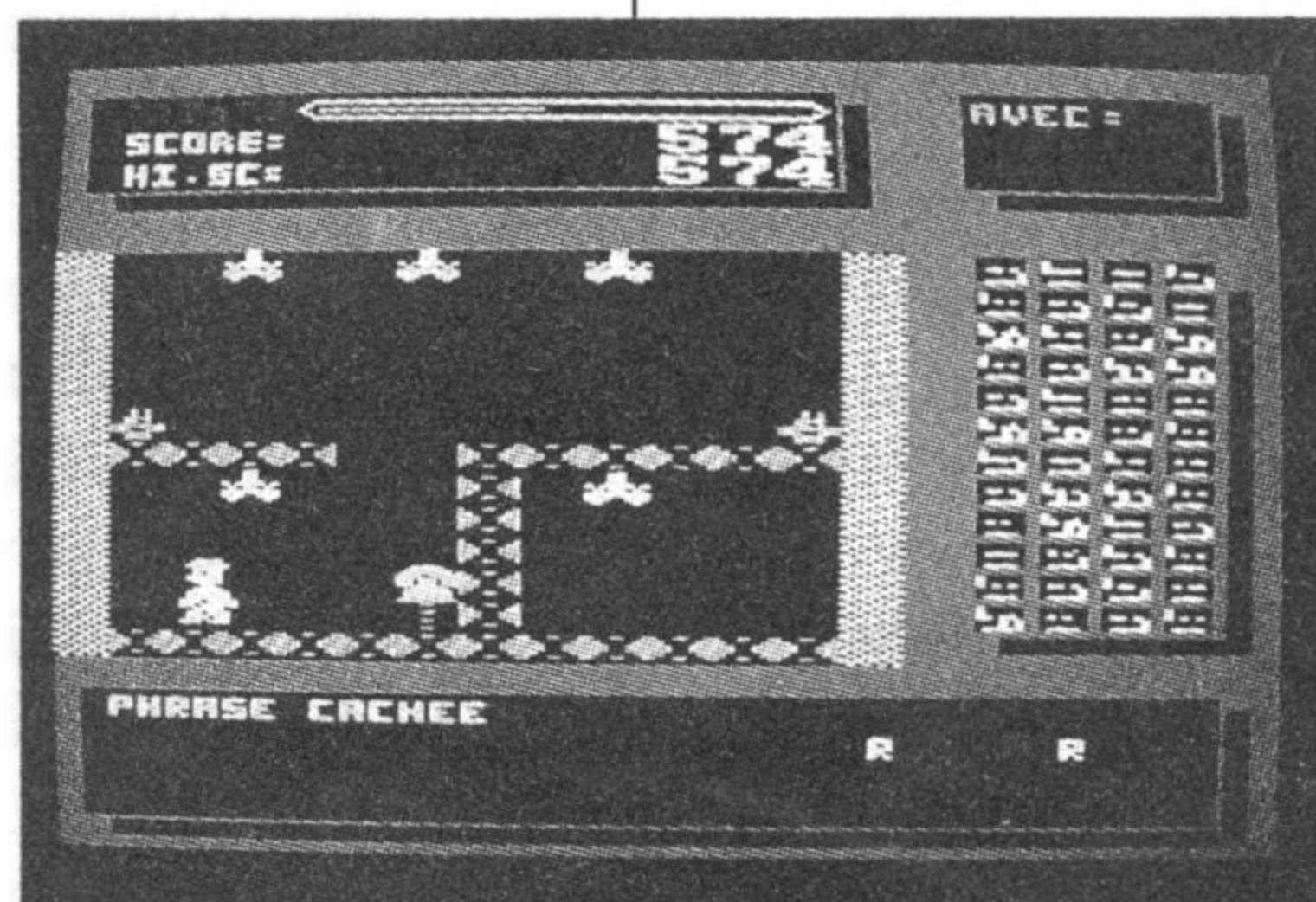


GASTON



James Bond 007, vous connaissez ? L'espion au service de sa Majesté est bien sûr aussi célèbre que Margaret Thatcher. Mais en France, nous avons Gaston l'agent de la DST et celui-ci est aussi très efficace.

Sa mission : découvrir les messages codés envoyés par des espions à la solde d'une puissance étrangère.

Le lieu : un immeuble truffé de téléphones et d'ascenseurs.

Les messages secrets se trouvent en clair dans le programme, alors ne trichez pas : tapez le listing les yeux fermés !

```

10 *****
*
* GASTON Y A L' TELEFON QUI SON *
*
20 * gilles GUIGON MARS 1987 *
*
* pour CPC 464 *
*
*****
30 ON BREAK GOSUB 7740
40 SPEED KEY 10,7
50 SYMBOL AFTER 32
60 MODE 0
70 LOCATE 2,7:PRINT"P A T I E N T E Z"
80 LOCATE 4,13:PRINT". S . V . P ."
90 FOR I=1 TO 2000:NEXT
100 GOTO 2960:REM mise en page
110 *****
*
* REDEFINITION DE GASTON *
*
*****
120 SYMBOL 196,60,126,231,219,219,60,126
,126: telephone
130 SYMBOL 65,0,0,0,0,0,0,0,0: efface

```

```

140 *****
*
* bonhomme marche vers la droite *
*
*****
150 SYMBOL 66,60,126,60,52,62,60,24,60
160 SYMBOL 67,126,126,247,251,60,118,110
,119
170 SYMBOL 68,0,128,0,0,128,0,0,0
180 SYMBOL 69,128,128,128,128,0,0,0,0
190 SYMBOL 70,15,31,15,13,15,15,6,15
200 SYMBOL 71,27,27,27,29,15,6,6,7
210 SYMBOL 72,192,224,192,64,224,192,128
,192
220 SYMBOL 73,224,224,112,176,192,96,224
,112
230 SYMBOL 74,3,7,3,3,3,3,1,3
240 SYMBOL 75,7,7,15,15,3,7,6,7
250 SYMBOL 76,240,248,240,208,248,240,96
,240
260 SYMBOL 77,248,252,254,246,248,218,14
,140
270 SYMBOL 78,0,1,0,0,0,0,0,0
280 SYMBOL 79,1,3,7,6,0,1,3,3
290 *****
*
* bonhomme marche vers la gauche *
*
*****
300 SYMBOL 80,60,126,60,44,124,60,24,60
310 SYMBOL 81,126,126,239,223,60,110,118
,238
320 SYMBOL 82,240,248,240,176,240,240,96
,240
330 SYMBOL 83,216,216,216,184,240,96,96,
224
340 SYMBOL 84,0,1,0,0,0,0,0,0
350 SYMBOL 85,1,1,1,1,0,0,0,0
360 SYMBOL 86,192,224,192,192,192,192,12
8,192
370 SYMBOL 87,224,224,240,240,192,224,96
,224

```

```

380 SYMBOL 88,3,7,3,2,7,3,1,3
390 SYMBOL 89,7,7,14,13,3,6,7,14
400 SYMBOL 90,0,128,0,0,0,0,0,0
410 SYMBOL 91,128,192,224,0,0,128,192,19
2
420 SYMBOL 92,15,31,15,11,31,15,6,15
430 SYMBOL 93,31,63,127,111,31,91,112,49
440 DIM d$(4,2),g$(4,2)
450 d$(1,1)=CHR$(66)+CHR$(65):d$(1,2)=CH
R$(67)+CHR$(65)
460 d$(2,1)=CHR$(70)+CHR$(68):d$(2,2)=CH
R$(71)+CHR$(69)
470 d$(3,1)=CHR$(74)+CHR$(72):d$(3,2)=CH
R$(75)+CHR$(73)
480 d$(4,1)=CHR$(78)+CHR$(76):d$(4,2)=CH
R$(79)+CHR$(77)
490 g$(1,1)=CHR$(65)+CHR$(80):g$(1,2)=CH
R$(65)+CHR$(81)
500 g$(2,1)=CHR$(84)+CHR$(82):g$(2,2)=CH
R$(85)+CHR$(83)
510 g$(3,1)=CHR$(88)+CHR$(86):g$(3,2)=CH
R$(89)+CHR$(87)
520 g$(4,1)=CHR$(92)+CHR$(90):g$(4,2)=CH
R$(93)+CHR$(91)
530 *****
*
* presentation *
*
*****
540 BORDER 1:INK 15,11:INK 14,12:INK 13,
23:INK 12,14:INK 11,1:INK 10,15:INK 9,24
,0:INK 8,0,6:INK 7,9:INK 6,15:INK 5,6:IN
K 2,18:INK 1,26:INK 0,0
550 WINDOW#0,1,20,1,26
560 TEXT$="PHRASE CACHEE":TX=2:TY=21:PEN
5:GOSUB 4730
570 WINDOW#0,2,13,11,17
580 TEXTE$="R POUR REGLE DU JEU

J POUR JOUER "
590 TX=1:TY=1:PEN 2:GOSUB 4640
600 WHILE INKEY$<>"":WEND:CALL &BB06
610 que$=INKEY$:IF que$="" THEN 610
620 IF que$="J" OR que$="j" THEN GOTO 96
0
630 CLS
640 WINDOW#0,1,20,7,19
650 text$="REGLES DU JEU":TX=4:TY=2:PEN
2:GOSUB 4730
660 TEXT$="ENFONCEZ UNE TOUCHE":PEN 4:TX
=3:TY=13:GOSUB 4730
670 WINDOW#0,2,13,11,17
680 TEXTE$="EXPLICATION DES TABLEAUX"
690 TX=1:TY=4:PEN 5:GOSUB 4640:GOSUB 776
0
700 TEXTE$="VOUS REMARQUEZ A DROITE DOUZ
E LIGNES DE QUATRE RANGEES C EST LE
PLANDE L IMMEUBLE CHAQUE DESSI
N REPRESENTEUNE DES TROIS VARIETES DE P
IECES"

```

```

710 TX=1:TY=1:PEN 3:GOSUB 4640:GOSUB 776
0
720 TEXTE$="EXEMPLES          PIECES
ES SANS ASCENSEUR          MONTANT
          PIECES AVEC ASCENSEUR  DESC
ENDANT"
730 TX=1:TY=1:GOSUB 4640
740 LOCATE 8,3:PEN 6:PRINT CHR$(135);
750 LOCATE 8,5:PRINT CHR$(123)
760 LOCATE 8,7:PRINT CHR$(126):GOSUB 776
0
770 TEXTE$="LE CADRE MARQUE  AVEC CONTI
ENDRA LE NOMBRE DE VIES A VOTRE ACTIF
          LE CADRE AU DESSUS SE  PASSE DE COMM
ENTAIRES  LE CADRE DU BAS CONTIENTLA PH
RASE A DECOUVRIR"
780 TX=1:TY=1:PEN 3:GOSUB 4640:GOSUB 776
0
790 TEXTE$=" DEROULEMENT DU JEU"
800 TX=1:TY=4:PEN 6:GOSUB 4640:GOSUB 776
0
810 TEXTE$="VOUS ETES GASTON LESPIONAGEN
T DE LA DST          DES INFORMATIONS SOR
TENTDE FRANCE GRACE A UNE  TAUPE ET VOU
S DEVEZ          INTERCEPTER CES FUITES"
820 TX=1:TY=1:PEN 3:GOSUB 4640:GOSUB 776
0
830 TEXTE$="COMME LES ESPIONS SONT DES
GENS MEFIANTS ILS NETRANSMETTENT LES DOC
S  QUE LETTRE PAR LETTRE ETJAMAIS DEUX
FOIS AU          MEME TELEFON"
840 TX=1:TY=1:PEN 3:GOSUB 4640:GOSUB 776
0
850 TEXTE$="VOUS DEVEZ DONC ALLER  D UN
TELEFON A  L AUTRE POUR VOUS SITUER DAN
S LEPLAN SUIVEZ LE POINT  BLANC  LES
POINTS VERTSVOUS SERVIRONT AUSSI"
860 TX=1:TY=1:PEN 3:GOSUB 4640:GOSUB 776
0
870 TEXTE$=" QUELQUES CONSEILS"
880 TX=2:TY=4:PEN 6:GOSUB 4640:GOSUB 776
0
890 TEXTE$="POUR VOUS DEPLACER  UTIL
ISEZ LES FLECHES DU CURSEUR DROITE ET GA
UCHEET COPY POUR SAUTER  POUR REPONDR
E AU TELEFONIL FAUT VOUS PLACER  DESS
US ET LE BIP SARRETE"
900 TX=1:TY=1:PEN 3:GOSUB 4640:GOSUB 776
0
910 TEXTE$="MORMALEMENT UNE LETTRE IRA
S AFFICHER DANS LE CADRE DU BAS SAUF S
IL S AGIT  D UN ESPACE"
920 TX=1:TY=1:PEN 3:GOSUB 4640:GOSUB 776
0
930 TEXTE$="SI VOUS VOULEZ ALLER A  LA P
IECE VOISINE ET QUINASCENSEUR VOUS OBLIG
E A MONTER DU A DESCENDRE  SAUTEZ POUR
L EVITER ENENFONCANT LA TOUCHE COPYAVEC

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```

LA FLECHE DIRECTION"
940 TX=f:TY=1:PEN 3:GOSUB 4640:GOSUB 776
0
950 '*****
*
*   FIN DE LA PRESENTATION
*
*****
960 EVERY 100,1 GOSUB 7490
970 REM
980 PEN #4,1
990 INK 1,26
1000 PRINT#4,STRING$(4,66);
1010 PRINT#4,STRING$(4,67);
1020 FOR cam=0 TO 3
1030 xcam(cam)=0
1040 ycam(cam)=-10
1050 NEXT cam
1060 vies=5
1070 WINDOW#0,1,14,7,19:CLS
1080 gpa=6:gpo=2
1090 a=526:b=84
1100 ORIGIN 1,129
1110 x=XPOS:y=YPOS
1120 PRINT CHR$(22)+CHR$(0);
1130 CLS:PRINT CHR$(23)+CHR$(0);
1140 temps=400
1150 PLOT 144,246,12:DRAW# 252,0
1160 ON gaston(gpa,gpo) GOSUB 5570,5610,
5650,5690,5730,5770,5810,5860,6010,6050,
6200,6240,4910,5270,5370,5470
1170 PEN 1
1180 n=1
1190 SPEED KEY 1,1
1200 PRINT CHR$(23)+CHR$(1);
1210 TAG
1220 x=x+32:y=y+16
1230 d=1:
1240 GOSUB 1890
1250 '*****
*
*   BOUCLE DEPLACEMENTS
*
*****
1260 te=0
1270 IF tim=0 AND times=200 THEN GOTO 71
00
1280 IF condi=1 THEN GOSUB 1940:GOTO 242
0
1290 IF INKEY(9)=0 THEN GOTO 1960
1300 IF INKEY(8)=0 THEN GOTO 1610
1310 IF INKEY(1)=0 THEN GOTO 1330
1320 GOTO 1270
1330 '*****
*
*   GASTON MARCHE VERS LA DROITE
*
*****
1340 '

```

```

1350 IF nt(gpa,gpo)=1 THEN INK 8,6:h=REM
AIN(0)
1360 IF x<376 THEN GOTO 1430
1370 IF NOT (gaston(gpa,gpo)>3 AND gasto
n(gpa,gpo)<13) THEN GOTO 1410
1380 IF y=112 THEN GOSUB 1890:b=b-8:y=1:
x=328:GOTO 1220
1390 IF gpa=12 THEN GOSUB 1890:GOTO 2670
1400 GOSUB 1890:gpa=gpa+1:b=b-8:y=96:x=3
28:TAGOFF:GOSUB 6280:GOTO 1130
1410 IF gpo=4 THEN GOSUB 1890:GOTO 2670
1420 GOSUB 1890:gpo=gpo+1:a=a+32:x=1:y=y
-16:TAGOFF:GOSUB 6280:GOTO 1130
1430 IF y<112 THEN GOTO 1500
1440 IF tex=12 THEN 1490
1450 IF TEST(x+30+(n*10),y-12)<>8 OR nt(
gpa,gpo) THEN 1490
1460 nt(gpa,gpo)=1:GOSUB 6700
1470 INK 8,6
1480 tel=ASC(nt$(gpa,gpo))-32
1490 IF TEST(x+30+(N*5),y-36)=0 THEN GOS
UB 1890:GOTO 2400 ELSE 1560
1500 IF x<300 AND TEST(x+60,y)<>0 THEN G
OSUB 1890:GOTO 1590
1510 IF tex=6 THEN 1560
1520 IF TEST(x+30+(n*10),y-12)<>8 OR nt(
gpa,gpo) THEN 1560
1530 tel=ASC(nt$(gpa,gpo))-32
1540 nt(gpa,gpo)=1:GOSUB 6700
1550 INK 8,6
1560 GOSUB 1890
1570 N=N+1:IF N=5 THEN N=1:x=x+24
1580 D=1:X=X+8
1590 GOSUB 1890
1600 GOTO 1270
1610 '*****
*
*   GASTON MARCHE VERS LA GAUCHE
*
*****
1620 '
1630 IF nt(gpa,gpo)=1 THEN INK 8,6:h=REM
AIN(0)
1640 IF x>16 THEN GOTO 1710
1650 IF NOT((gaston(gpa,gpo)<4) OR (gast
on(gpa,gpo)>6 AND gaston(gpa,gpo)<13)) T
HEN GOTO 1690
1660 IF y<112 THEN GOSUB 1890:b=b+8:y=96
:x=1:GOTO 1220
1670 IF gpa=1 THEN GOSUB 1890:GOTO 2670
1680 GOSUB 1890:gpa=gpa-1:b=b+8:y=1:x=1:
TAGOFF:GOSUB 6280:GOTO 1130
1690 IF gpo=1 THEN GOSUB 1890:GOTO 2670
1700 GOSUB 1890:gpo=gpo-1:a=a-32:y=y-16:
x=328:TAGOFF:GOSUB 6280:GOTO 1130
1710 IF y<112 THEN GOTO 1780
1720 IF tex=12 THEN 1770
1730 IF TEST(x+30-(n*10),y-12)<>8 OR nt(
gpa,gpo) THEN 1770

```

```

1740 tel=ASC(nt$(gpa,gpo))-32
1750 nt(gpa,gpo)=1:GOSUB 6700
1760 INK 8,6
1770 IF TEST(x+42-(N*5),y-38)=0 THEN GOS
UB 1890:GOTO 2400
1780 IF x>70 AND TEST(x,y)<>0 THEN GOSUB
1890:GOTO 1870
1790 IF tex=6 THEN 1840
1800 IF TEST(x+30-(n*10),y-12)<>8 OR nt(
gpa,gpo) THEN 1840
1810 nt(gpa,gpo)=1:GOSUB 6700
1820 INK 8,6
1830 tel=ASC(nt$(gpa,gpo))-32
1840 GOSUB 1890
1850 N=N+1:IF N=5 THEN N=1:x=x-24
1860 D=0:X=X-8
1870 GOSUB 1890
1880 GOTO 1270
1890 '*****
*
*      EFFACE et AFFICHE      *
* LA POSITION ACTUELLE DE GASTON *
*
* *****
1900 IF temps-142<=0 THEN GOTO 1940
1910 temps=temps-2
1920 IF temps/4<>INT(temps/4) THEN GOTO
1940
1930 PLOT temps,246,12
1940 IF D=1 THEN DI:PLOT a,b,1:MOVE X,Y:
PRINT D$(N,1);:MOVE X,Y-16:PRINT D$(N,2)
;:EI:RETURN
1950 DI:PLOT a,b,1:MOVE X,Y:PRINT G$(N,1
);:MOVE X,Y-16:PRINT G$(N,2);:EI:RETURN
1960 '*****
*
*      GASTON SAUTE      *
*
* *****
1970 '
1980 IF INKEY(1)=0 THEN t+=12:GOTO 2020
1990 IF INKEY(8)=0 THEN T=-12:GOTO 2210
2000 T=0
2010 IF d=0 THEN GOTO 2210
2020 IF y=112 THEN GOTO 2040
2030 IF x<300 THEN IF t=0 THEN GOTO 1270
ELSE t=-12:GOTO 1270
2040 FOR I=1 TO 4
2050 GOSUB 1890
2060 SOUND 1,150-y,1,4
2070 D=1:Y=Y+4:X=X+T
2080 GOSUB 1890
2090 NEXT I
2100 IF x<376 THEN GOTO 2140
2110 GOSUB 1890
2120 IF gpo=4 THEN GOTO 2670
2130 gpo=gpo+1:a=a+32:x=1:y=y-32:TAGOFF:
GOSUB 6280:GOTO 1130
2140 FOR I=1 TO 4

```

```

2150 GOSUB 1890
2160 SOUND 1,150-y,1,5
2170 D=1:Y=Y-4:X=X+T
2180 GOSUB 1890
2190 NEXT i
2200 GOTO 1270
2210 IF y=112 THEN GOTO 2230
2220 IF x>70 THEN IF t=0 THEN GOTO 1270
ELSE t+=12:GOTO 1270
2230 FOR i=1 TO 4
2240 GOSUB 1890
2250 SOUND 1,150-y,1,5
2260 d=0:y=y+4:x=x+t
2270 GOSUB 1890
2280 NEXT i
2290 IF x>1 THEN GOTO 2330
2300 GOSUB 1890
2310 IF gpo=1 THEN GOTO 2670
2320 gpo=gpo-1:a=a-32:x=328:y=y-32:TAGOF
F:GOSUB 6280:GOTO 1130
2330 FOR i=1 TO 4
2340 GOSUB 1890
2350 SOUND 1,150-y,1,5
2360 d=0:y=y-4:x=x+t
2370 GOSUB 1890
2380 NEXT i
2390 GOTO 1270
2400 '*****
*
*      gaston tombe      *
*
* *****
2410 '
2420 IF d=0 THEN 2550
2430 x=x+16:y=y-4
2440 IF y>0 THEN GOTO 2500
2450 TAGOFF:CLS
2460 vies=vies-1:IF vies=0 THEN GOTO 728
0
2470 LOCATE#4,vies,1:PRINT#4," ";
2480 LOCATE#4,vies,2:PRINT#4," ";
2490 x=1:y=1:b=b-8:condi=0:GOTO 1130
2500 y=y-8
2510 GOSUB 1940
2520 SOUND 1,50+y,3,,1
2530 GOSUB 1940
2540 GOTO 2440
2550 y=y-4
2560 IF y>0 THEN GOTO 2620
2570 TAGOFF:CLS
2580 vies=vies-1:IF vies=0 THEN GOTO 728
0
2590 LOCATE#4,vies,1:PRINT#4," ";
2600 LOCATE#4,vies,2:PRINT#4," ";
2610 x=1:y=1:b=b-8:condi=0:GOTO 1130
2620 y=y-8
2630 GOSUB 1940
2640 SOUND 1,50+y,3,,1
2650 GOSUB 1940

```

```

2660 GOTO 2560
2670 '*****
*
*      gaston sort du tableau *
*
* *****
2680 '
2690 x=260:y=200:
2700 IF d=1 THEN GOTO 2830
2710 IF y>0 THEN GOTO 2780
2720 TAGOFF:CLS:vies=vies-1:IF vies=0 TH
EN GOTO 7280
2730 LOCATE#4,vies,1:PRINT#4," ";
2740 LOCATE#4,vies,2:PRINT#4," ";
2750 x=1:y=1
2760 IF NOT (b-20)/16=INT((b-20)/16) THE
N b=b-8
2770 GOTO 1130
2780 y=y-8
2790 GOSUB 1940
2800 SOUND 1,50+y,3,,1
2810 GOSUB 1940
2820 GOTO 2710
2830 IF y>10 THEN GOTO 2910
2840 TAGOFF:CLS
2850 vies=vies-1:IF vies=0 THEN GOTO 728
0
2860 LOCATE#4,vies,1:PRINT#4," ";
2870 LOCATE#4,vies,2:PRINT#4," ";
2880 x=1:y=1
2890 IF NOT (b-20)/16=INT((b-20)/16) THE
N b=b-8
2900 GOTO 1130
2910 y=y-8
2920 GOSUB 1940
2930 SOUND 1,50+y,3,,1
2940 GOSUB 1940
2950 GOTO 2830
2960 '*****
*
*      mise en page      *
*
* *****
2970 DEFINT a-z
2980 MODE 0
2990 FOR i=0 TO 15:INK i,0:NEXT i
3000 BORDER 0:PAPER 15:CLS:PAPER 0
3010 '*****
*
*      trace du cadre des commentaires *
*
* *****
3020 SYMBOL AFTER 32
3030 SYMBOL 150,255,255,255,143,143,143,
143,143
3040 SYMBOL 151,143,143,143,143,143,143,
143,143
3050 SYMBOL 152,255,240,240,240,240,255,
255,255

```

```

3060 SYMBOL 153,255,0,0,0,255,255,255
3070 SYMBOL 154,143,15,15,15,15,255,255,
255
3080 WINDOW#3,1,20,21,25:CLS#3
3090 PEN#3,15:LOCATE#3,20,1:PRINT#3,CHR$
(150);
3100 FOR i=2 TO 4:LOCATE#3,20,i:PRINT#3,
CHR$(151);:NEXT i
3110 FOR i=1 TO 4:LOCATE#3,1,i:PRINT#3,C
HR$(133);:NEXT i
3120 LOCATE#3,1,5:PRINT#3,CHR$(143)+STRI
NG$(18,153)+CHR$(154);
3130 WINDOW#3,2,19,21,24:CLS#3
3140 '*****
*
*      trace du carre du plan      *
*
* *****
3150 WINDOW#1,16,20,8,19:CLS#1
3160 PEN#1,15:FOR i=1 TO 11:LOCATE#1,5,i
:PRINT#1,CHR$(151);:NEXT i
3170 LOCATE#1,1,12:PRINT#1,CHR$(152)+STR
ING$(3,153)+CHR$(154);
3180 WINDOW#1,16,19,7,18:CLS#1
3190 '*****
*
*      trace du carre de vies      *
*
* *****
3200 WINDOW#4,16,20,2,5:CLS#4
3210 PEN#4,15:LOCATE#4,5,1:PRINT#4,CHR$(
150);
3220 FOR i=2 TO 3:LOCATE#4,5,i:PRINT#4,C
HR$(151);:NEXT i
3230 LOCATE#4,1,4:PRINT#4,CHR$(152)+STRI
NG$(3,153)+CHR$(154);
3240 SYMBOL 156,0,0,117,85,117,87,82,0
3250 SYMBOL 157,0,0,119,68,100,68,119,0
3260 SYMBOL 158,0,0,0,48,0,48,0,0
3270 PEN #4,12:LOCATE#4,1,1:PRINT#4,CHR$
(156)+CHR$(157)+CHR$(158);
3280 WINDOW#4,16,19,3,4:CLS#4
3290 '*****
*
* affichage du tableau des scores *
*
* *****
3300 WINDOW#2,2,14,2,5:CLS#2
3310 PEN#2,15:LOCATE#2,13,1:PRINT#2,CHR$
(150);
3320 FOR i=2 TO 3:LOCATE#2,13,i:PRINT#2,
CHR$(151);:NEXT i
3330 LOCATE#2,1,4:PRINT#2,STRING$(12,153
)+CHR$(154);
3340 SYMBOL 150,0,0,238,170,234,138,142,
0
3350 SYMBOL 151,0,0,234,78,78,78,234,0
3360 SYMBOL 161,0,0,238,72,78,66,78,0
3370 SYMBOL 152,0,0,31,32,64,32,31,0

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```

3380 SYMBOL 153,0,0,255,0,0,0,255,0
3390 SYMBOL 154,0,0,248,4,2,4,248,0
3400 SYMBOL 155,0,0,119,68,116,20,119,0
3410 SYMBOL 156,0,0,118,85,86,85,117,0
3420 SYMBOL 157,0,0,112,70,112,70,112,0
3430 SYMBOL 158,0,0,87,82,114,82,87,0
3440 SYMBOL 159,0,0,7,4,7,33,7,0
3450 SYMBOL 160,0,0,112,70,64,70,112,0
3460 PEN#5,6
3470 WINDOW#2,1,13,2,4:PEN#2,15
3480 FOR i=1 TO 3:LOCATE#2,1,i:PRINT#2,C
HR$(133);:NEXT i
3490 WINDOW#2,2,13,2,4:CLS#2
3500 PEN#2,7:LOCATE#2,1,1
3510 PRINT#2,CHR$(150)+CHR$(151)+CHR$(16
1);
3520 PEN #2,6:PRINT#2,CHR$(152)+STRING$(
7,153)+CHR$(154);
3530 PEN#2,5:LOCATE#2,1,2
3540 PRINT#2,CHR$(155)+CHR$(156)+CHR$(15
7);
3550 PEN#2,6:PRINT#2,STRING$(9,"0");
3560 PEN#2,1:LOCATE#2,1,3
3570 PRINT#2,CHR$(158)+CHR$(159)+CHR$(16
0);
3580 PEN#2,6:PRINT#2,STRING$(9,"0");
3590 WINDOW#2,5,13,3,4
3600 SYMBOL AFTER 32
3610 '*****
*
*      plan      *
*
* *****
3620 SYMBOL AFTER 32
3630 SYMBOL 122,255,129,129,129,129,129,
129,255
3640 SYMBOL 123,255,193,193,253,129,129,
189,255
3650 SYMBOL 124,255,193,193,237,129,129,
189,255
3660 SYMBOL 125,255,193,193,213,129,129,
189,255
3670 SYMBOL 126,255,129,129,189,131,131,
191,255
3680 SYMBOL 127,255,129,129,181,131,131,
191,255
3690 SYMBOL 128,255,129,129,169,131,131,
191,255
3700 SYMBOL 129,255,193,193,253,131,131,
191,255
3710 SYMBOL 130,255,193,193,237,139,139,
191,255
3720 SYMBOL 131,255,193,193,237,131,131,
191,255
3730 SYMBOL 132,255,193,193,245,147,147,
191,255
3740 SYMBOL 133,255,193,193,245,131,131,
191,255
3750 SYMBOL 134,255,193,193,217,131,131,

```

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191,255
3760 SYMBOL 135,255,129,129,189,129,129,
189,255
3770 SYMBOL 136,255,129,129,173,129,129,
189,255
3780 SYMBOL 137,255,129,129,181,129,129,
189,255
3790 SYMBOL 138,255,129,129,169,129,129,
189,255
3800 DIM salle(12,4),prov(12,4),gaston(1
2,4)
3810 GOSUB 3820:GOTO 4020
3820 FOR i=1 TO 12:FOR j=1 TO 4:LOCATE#1
,j,i:PRINT#1,CHR$(32);:NEXT j,i
3830 PRINT#1,CHR$(22)+CHR$(1);
3840 FOR i=1 TO 12
3850 FOR j=1 TO 4
3860 salle=INT(RND*4)+1
3870 prov(i,j)=salle
3880 IF j=1 THEN 3920
3890 FOR h=1 TO j-1
3900 IF prov(i,j)=prov(i,h) THEN GOTO 38
60
3910 NEXT h
3920 IF prov(i,j)=1 THEN salle(i,j)=INT(
RND*3)+1:GOTO 3950
3930 IF prov(i,j)=2 THEN salle(i,j)=INT(
RND*3)+4:GOTO 3950
3940 salle(i,j)=INT(RND*10)+7
3950 PEN#1,6:LOCATE#1,j,i:PRINT#1,CHR$(1
22+salle(i,j));
3960 PEN#1,15:LOCATE#1,j,i:PRINT#1,CHR$(
122);
3970 gaston(i,j)=salle(i,j)
3980 NEXT j
3990 NEXT i
4000 PRINT#1,CHR$(22)+CHR$(0);
4010 RETURN
4020 '*****
*
*      trace du cadre #0      *
*
* *****
4030 WINDOW#0,1,14,7,19:CLS
4040 '*****
*
*      trace des tableaux      *
*
* *****
4050 SYMBOL 197,24,24,24,24,90,90,165,66
4060 SYMBOL 198,0,0,0,165,0,165,66,0:
LAMPE
4070 SYMBOL 140,0,0,224,160,224,160,160,
0:'A
4080 SYMBOL 170,0,0,14,10,14,10,10,0:
A
4090 SYMBOL 141,0,0,192,160,192,160,224,
0:'B
4100 SYMBOL 171,0,0,12,10,12,10,14,0:

```

```

B
4110 SYMBOL 142,0,0,224,128,128,128,224,
0:'C
4120 SYMBOL 172,0,0,14,8,8,8,14,0:
C
4130 SYMBOL 143,0,0,192,160,160,160,224,
0:'D
4140 SYMBOL 173,0,0,12,10,10,10,14,0:
D
4150 SYMBOL 144,0,0,224,128,192,128,224,
0:'E
4160 SYMBOL 174,0,0,14,8,12,8,14,0:
E
4170 SYMBOL 145,0,0,224,128,192,128,128,
0:'F
4180 SYMBOL 175,0,0,14,8,12,8,8,0:
F
4190 SYMBOL 146,0,0,224,128,160,160,224,
0:'G
4200 SYMBOL 176,0,0,14,8,10,10,14,0:
G
4210 SYMBOL 147,0,0,160,160,224,160,160,
0:'H
4220 SYMBOL 177,0,0,10,10,14,10,10,0:
H
4230 SYMBOL 148,0,0,224,64,64,64,224,0:
I
4240 SYMBOL 178,0,0,14,4,4,4,14,0:
I
4250 SYMBOL 149,0,0,224,64,64,64,192,0:
J
4260 SYMBOL 179,0,0,14,4,4,4,12,0:
J
4270 SYMBOL 150,0,0,160,192,192,160,160,
0:'K
4280 SYMBOL 180,0,0,10,12,12,10,10,0:
K
4290 SYMBOL 151,0,0,128,128,128,128,224,
0:'L
4300 SYMBOL 181,0,0,8,8,8,8,14,0:
L
4310 SYMBOL 152,0,0,160,224,160,160,160,
0:'M
4320 SYMBOL 182,0,0,10,14,10,10,10,0:
M
4330 SYMBOL 153,0,0,160,224,224,224,160,
0:'N
4340 SYMBOL 183,0,0,10,14,14,14,10,0:
N
4350 SYMBOL 154,0,0,224,160,160,160,224,
0:'O
4360 SYMBOL 184,0,0,14,10,10,10,14,0:
O
4370 SYMBOL 155,0,0,224,160,224,128,128,
0:'P
4380 SYMBOL 185,0,0,14,10,14,8,8,0:
P
4390 SYMBOL 156,0,0,224,160,160,160,224,
32:'Q

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```

4400 SYMBOL 186,0,0,14,10,10,10,14,2:
Q
4410 SYMBOL 157,0,0,224,160,224,192,160,
0:'R
4420 SYMBOL 187,0,0,14,10,14,12,10,0:
R
4430 SYMBOL 158,0,0,224,128,224,32,224,0:
S
4440 SYMBOL 188,0,0,14,8,14,2,14,0:
S
4450 SYMBOL 159,0,0,224,64,64,64,64,0:
T
4460 SYMBOL 189,0,0,14,4,4,4,4,0:
T
4470 SYMBOL 160,0,0,160,160,160,160,224,
0:'U
4480 SYMBOL 190,0,0,10,10,10,10,14,0:
U
4490 SYMBOL 161,0,0,160,160,160,224,64,0:
V
4500 SYMBOL 191,0,0,10,10,10,14,4,0:
V
4510 SYMBOL 162,0,0,160,160,160,224,160,
0:'W
4520 SYMBOL 192,0,0,10,10,10,14,10,0:
W
4530 SYMBOL 163,0,0,160,160,64,160,160,0:
X
4540 SYMBOL 193,0,0,10,10,4,10,10,0:
X
4550 SYMBOL 164,0,0,160,224,64,64,64,0:
Y
4560 SYMBOL 194,0,0,10,14,4,4,4,0:
Y
4570 SYMBOL 165,0,0,224,32,64,128,224,0:
Z
4580 SYMBOL 195,0,0,14,2,4,8,14,0:
Z
4590 SYMBOL 33,255,255,255,255,255,2
55,255:'plein
4600 SYMBOL 166,20,20,60,52,255,231,60,6
0:'camelaser
4610 SYMBOL 167,255,24,0,24,0,24,0,24:'t
able
4620 GOSUB 6350:GOTO 110
4630 *****
*
* CONVERTIT LES LETTRES
*
*****
4640 texte=INT(LEN(texte$)/24)+1
4650 INK 3,0
4660 FOR j=1 TO texte
4670 text$=MID$(texte$, (J*24)-23, 24)
4680 GOSUB 4730
4690 TY=TY+1
4700 NEXT J
4710 INK 3,20:INK 4,24
4720 RETURN

```

```

4730 TEXT=LEN(TEXT$)
4740 INK 4,0
4750 IF TEXT/2<>INT(TEXT/2) THEN TEXT$=T
EXT$+" ":GOTO 4730
4760 TEX1$="":TEX2$=""
4770 FOR I=1 TO TEXT STEP 2
4780 TEX1=ASC(MID$(TEXT$, I, 1))
4790 TEX2=ASC(MID$(TEXT$, I+1, 1))
4800 IF TEX1=32 THEN TEX1=-43
4810 IF TEX2=32 THEN TEX2=-73
4820 TEX1$=TEX1$+CHR$(TEX1+75)
4830 TEX2$=TEX2$+CHR$(TEX2+105)
4840 NEXT I
4850 PRINT CHR$(22)+CHR$(1);
4860 LOCATE TX, TY:PRINT TEX1$;
4870 LOCATE TX, TY:PRINT TEX2$;
4880 PRINT CHR$(22)+CHR$(0);
4890 RETURN
4900 *** tableau 13 **
4910 TEX=(INT(RND*2)+1)*6:tx=7
4920 LOCATE tx, tex:PEN 14
4930 PRINT CHR$(167);
4940 LOCATE tx, TEX-1:PEN 8
4950 PRINT CHR$(196);
4960 PRINT CHR$(22)+CHR$(1);
4970 INK 8,0,6
4980 FOR j=2 TO 13
4990 PEN 14:LOCATE j,7:PRINT CHR$(33);
5000 PEN 11:LOCATE j,7:PRINT CHR$(1)+CHR
$(24);
5010 PEN 14:LOCATE j,13:PRINT CHR$(33);
5020 PEN 11:LOCATE j,13:PRINT CHR$(1)+CH
R$(24);
5030 NEXT j
5040 EVERY 100,0 GOSUB 7510
5050 FOR i=4 TO 10 STEP 3
5060 LOCATE i,1:PEN 10:PRINT CHR$(197);:
LOCATE i,8:PRINT CHR$(197);
5070 LOCATE i,1:PEN 9:PRINT CHR$(198);:L
OCATE i,8:PRINT CHR$(198);
5080 NEXT i
5090 FOR j=1 TO 13
5100 LOCATE 1, j:PEN 15:PRINT CHR$(33);
5110 LOCATE 14, j:PRINT CHR$(33);
5120 NEXT j
5130 LOCATE 2,6:PEN 2:PRINT CHR$(166);
5140 LOCATE 13,6:PRINT CHR$(166);
5150 GOSUB 7670:h=REMAIN(2)
5160 FOR cam=0 TO 3
5170 xcam=INT(RND*4)+1
5180 ycam=(INT(RND*3)+1)+(cam*3)
5190 IF xcam=gpo AND ycam=gpa THEN EVERY
100,2 GOSUB 7540
5200 xcam(cam)=xcam:ycam(cam)=ycam
5210 NEXT cam
5220 GOSUB 7660
5230 PEN 1
5240 PRINT CHR$(22)+CHR$(0);
5250 RETURN

```

```

5260 '***      tableau 14      **
5270 tex=6:tx=8
5280 LOCATE tx,tex:PEN 14
5290 PRINT CHR$(167);
5300 LOCATE tx,tex-1:PEN 8
5310 PRINT CHR$(196);
5320 GOSUB 4960
5330 PEN 0:LOCATE 6,7:PRINT" ";
5340 LOCATE 6,8:PRINT" ";
5350 RETURN
5360 '***      tableau 15      **
5370 TEX=6:tx=7
5380 LOCATE tx,tex:PEN 14
5390 PRINT CHR$(167);
5400 PEN 8:LOCATE tx,tex-1
5410 PRINT CHR$(196);
5420 GOSUB 4960
5430 PEN 0:LOCATE 8,7:PRINT" ";
5440 LOCATE 8,8:PRINT" ";
5450 RETURN
5460 '***      tableau 16      **
5470 tex=6:tx=8
5480 LOCATE tx,tex:PEN 14
5490 PRINT CHR$(167);
5500 PEN 8:LOCATE tx,tex-1
5510 PRINT CHR$(196);
5520 GOSUB 4960
5530 PEN 0:LOCATE 4,7:PRINT" ";:LOCATE
10,7:PRINT" ";
5540 LOCATE 4,8:PRINT" ";:LOCATE 10,8:P
RINT" ";
5550 RETURN
5560 '***      tableau 01      **
5570 GOSUB 4910
5580 PEN 9:FOR i=1 TO 13:LOCATE 1,i:PRIN
T CHR$(207);:NEXT i
5590 RETURN
5600 '***      tableau 02      **
5610 GOSUB 5270
5620 GOSUB 5580
5630 RETURN
5640 '***      tableau 03      **
5650 GOSUB 5470
5660 GOSUB 5580
5670 RETURN
5680 '***      tableau 04      **
5690 GOSUB 4910
5700 PEN 9:FOR i=1 TO 13:LOCATE 14,i:PRI
NT CHR$(207);:NEXT i
5710 RETURN
5720 '***      tableau 05      **
5730 GOSUB 5370
5740 GOSUB 5700
5750 RETURN
5760 '***      tableau 06      **
5770 GOSUB 5470
5780 GOSUB 5700
5790 RETURN
5800 '***      tableau 07      **

```

```

5810 GOSUB 4910
5820 GOSUB 5580
5830 GOSUB 5700
5840 RETURN
5850 '***      tableau 08      **
5860 GOSUB 5320
5870 TEX=12:tx=7
5880 LOCATE tx,tex:PEN 14
5890 PRINT CHR$(167);
5900 PEN 8:LOCATE tx,tex-1
5910 PRINT CHR$(196);
5920 PRINT CHR$(22)+CHR$(1);
5930 FOR j=8 TO 12
5940 PEN 14:LOCATE 8,j:PRINT CHR$(33);
5950 PEN 11:LOCATE 8,j:PRINT CHR$(1)+CHR
$(24);
5960 NEXT j
5970 PRINT CHR$(22)+CHR$(0);
5980 GOSUB 5820
5990 RETURN
6000 '***      tableau 09      **
6010 GOSUB 5270
6020 GOSUB 5820
6030 RETURN
6040 '***      tableau 10      **
6050 GOSUB 5420
6060 TEX=12:tx=8
6070 LOCATE tx,tex:PEN 14
6080 PRINT CHR$(167);
6090 PEN 8:LOCATE tx,tex-1
6100 PRINT CHR$(196);
6110 PRINT CHR$(22)+CHR$(1);
6120 FOR j=8 TO 12
6130 PEN 14:LOCATE 6,j:PRINT CHR$(33);
6140 PEN 11:LOCATE 6,j:PRINT CHR$(1)+CHR
$(24);
6150 NEXT j
6160 PRINT CHR$(22)+CHR$(0);
6170 GOSUB 5820
6180 RETURN
6190 '***      tableau 11      **
6200 GOSUB 5370
6210 GOSUB 5820
6220 RETURN
6230 '***      tableau 12      **
6240 GOSUB 5470
6250 GOSUB 5820
6260 RETURN
6270 '*****
*
*      affichage du score      *
*
*****
6280 SC=SC+INT((TEMPS-106)/4)+(TEL*TIM)
6290 IF sc<0 THEN sc=0
6300 LOCATE#2,1,1:PRINT#2,USING"#####
#";sc;
6310 IF sc>record THEN record=sc:LOCATE#
2,1,2:PRINT#2,USING"#####";record;

```

```

6320 TEL=0:
6330 RETURN
6340 '*****
*
*      DISTRIBUE LES LETTRES      *
*
*****
6350 DIM NT$(12,4),NT(12,4),PH$(48)
6360 pd$=STRING$(48,32)
6370 READ'phc$
6380 PHC=LEN(PHC$)
6390 PHC$=PHC$+STRING$(48-PHC,32)
6400 IF PHC/2=INT(PHC/2) THEN PHC1=PHC E
LSE PHC1=PHC+1
6410 PHC1$=MID$(PHC$,1,PHC1):PC$=PHC1$
6420 PHC=48
6430 FOR I=1 TO 12:FOR J=1 TO 4:NT(I,J)=
0:NEXT J,I
6440 FOR PH=1 TO PHC
6450 PH$(PH)=MID$(PHC$,PH,1)
6460 NEXT PH
6470 FOR NSA=1 TO 12
6480 FOR NSO=1 TO 4
6490 NT=INT(RND*PHC)+1
6500 NT$(NSA,NSO)=PH$(NT)
6510 WHILE NT<PHC
6520 PH$(NT)=PH$(NT+1)
6530 NT=NT+1
6540 WEND
6550 PHC=PHC-1
6560 NEXT NSO
6570 NEXT NSA
6580 RETURN
6590 END
6600 '*****
*
*      PHRASES CACHEES      *
*
*****
6610 DATA "L HOMME EST CONDAMNE A ETRE L
IBRE"
6620 DATA "ETRE CONTESTE C EST ETRE CO
NSTATE"
6630 DATA "ON N AIME PLUS PERSONNE DES
QU ON AIME"
6640 DATA "LA SINGULARITE EST DANGEREUSE
EN TOUT"
6650 DATA "TOUT CE QUI EST PLUS EST INFI
NIMENT MOINS QU UN"
6660 DATA "LA MORALE EST LA FAIBLESSE DE
LA CERVELLE"
6670 DATA " GOUVERNER C EST CHOISI
R"
6680 DATA "BOHEMIENS VOUS AVEZ EMPORTE
TOUS LES ENFANTS"
6690 '*****
*
*      reconstitue la phrase      *
*
*****

```

```

*****
6700 IF tim=0 THEN GOTO 6880
6710 GOSUB 1890
6720 TAGOFF
6730 INK 8,6
6740 PRINT CHR$(22)+CHR$(1);
6750 LOCATE tx,tex-1:PEN 0::PRINT CHR$(1
96);
6760 gao=ASC(NT$(GPa,GPO))
6770 IF gao=32 THEN gao=0 ELSE gao=32
6780 LOCATE tx,tex-1:PEN 8:PRINT CHR$(AS
C(NT$(GPa,GPO))+gao);
6790 WHILE INKEY$<>"" :WEND
6800 IF INKEY(0)=-1 AND INKEY(2)=-1 THEN
6800
6810 IF INKEY(2)=-1 THEN fe=1
6820 LOCATE tx,tex-1:PEN 0:PRINT CHR$(AS
C(NT$(GPa,GPO))+gao);
6830 LOCATE tx,tex-1:PEN 8:PRINT CHR$(19
6);
6840 PRINT CHR$(22)+CHR$(0);
6850 TAG
6860 GOSUB 1890
6870 IF fe=1 THEN fe=0:RETURN
6880 i=1
6890 h$=MID$(PC$,I,1)
6900 IF H$<>NT$(GPA,GPO) THEN 7070
6910 PC$=MID$(PC$,I,I-1)+"0"+RIGHT$(PC$,
PHC1-I)
6920 PD$=LEFT$(PD$,I-1)+H$+RIGHT$(PD$,PH
C1-I)
6930 PD1$="":PD2$=""
6940 FOR ci=1 TO PHC1 STEP 2
6950 h1=ASC(MID$(pd$,ci,1))
6960 h2=ASC(MID$(pd$,ci+1,1))
6970 IF h1=32 THEN h1=-43
6980 IF h2=32 THEN h2=-73
6990 pd1$=pd1$+CHR$(h1+75)
7000 pd2$=pd2$+CHR$(h2+105)
7010 NEXT ci
7020 PRINT#3,CHR$(22)+CHR$(1)::PEN#3,1
7030 LOCATE#3,1,2:PRINT#3,pd1$
7040 LOCATE#3,1,2:PRINT#3,pd2$
7050 PRINT#3,CHR$(22)+CHR$(0);
7060 GOSUB 7110:RETURN
7070 i=i+1:IF i=PHC1+1 THEN 7080 ELSE GO
TO 6890
7080 TEL=-10*(ASC(NT$(GPA,GPO))):RETURN
7090 '*****
* *
* VERIFICATION DE LA PHRASE *
* *
*****
7100 H=REMAIN(0):GOSUB 1890:GOSUB 7110:T
IM=1:GOTO 7130
7110 IF PD$=PHC1$ THEN GOTO 7120 ELSE RE
TURN
7120 TAGOFF:WINDOW#0,2,13,11,17:CLS:text
e$="BRAVO          VOUS AVEZ BI

```

```

EN JOUE   MAIS SAUREZ VOUS TROUVER LA
PROCHAINE PHRASE":TX=1:TY=5:GOSUB 4640:G
OTO 7340
7130 TAGOFF
7140 CLS
7150 WINDOW#0,1,20,7,19
7160 text$="REGLES DU JEU":TX=4:TY=2:PEN
2:GOSUB 4730
7170 TEXT$="ENFONCEZ UNE TOUCHE":PEN 4:T
X=3:TY=13:GOSUB 4730
7180 WINDOW#0,2,13,11,17
7190 TEXTE$=" LE TEMPS QUI VOUS ETAITIMP
ARTI EST ECOULE          VOUS ALLEZ DEVOIR
ALLERCHERCHER LES LETTRES QUI VOUS MANQU
ENT"
7200 TX=1:TY=1:PEN 3:GOSUB 4640:GOSUB 77
60
7210 IF PARTIE=2 THEN GOTO 7250
7220 TEXTE$=" QUAND VOUS REPONDREZ AUTEL
EFON UNE LETTRE IRA S AFFICHER A LA PLA
CE DUTELEFON          VOUS POURR
EZ LA GARDER OU LA JETER          C
EST A VOUS DE CHOISIR":TX=1:TY=1:GOSUB 4
640:GOSUB 7760
7230 TEXTE$=" SI VOUS VOULEZ GARDER LA
LETTRE APPUYEZ SUR LAFLECHE QUI DESCEND
          SI VOUS VOULEZ JETER LALETTRE APPU
YEZ SUR LA FLECHE QUI MONTE":TX=1:TY=1
:GOSUB 4640:GOSUB 7760
7240 TEXTE$=" FAITES LE BON CHOIX OU VOU
S PERDREZ LES POINTS QUE VOUS AUREZ GAGN
ES AUPARAVANT":TX=1:TY=2:GOSUB 4640:GO
SUB 7760
7250 WINDOW#0,1,14,7,19:CLS
7260 GOSUB 6420
7270 GOTO 1080
7280 *****
* *
* TEST DE FIN *
* *
*****
7290 TAGOFF
7300 CLS
7310 h=(REMAIN(0) AND REMAIN(1) AND REMA
IN(2))
7320 WINDOW#0,2,13,11,17:CLS
7330 SPEED KEY 10,7
7340 texte$=" VOULEZ VOUS REJOUER LINEAUT
RE PARTIE          O POUR OUI
          N POUR NON          FAITES VOTR
E CHOIX":TX=1:TY=1:PEN 3:GOSUB 4640
7350 WHILE INKEY$<>"" :WEND:CALL &BB06
7360 que$=INKEY$:IF que$="" THEN 7360
7370 IF que$<>"o" AND que$<>"O" THEN GOT
O 7740
7380 WINDOW#3,2,19,21,24
7390 CLS#3
7400 TIM=0
7410 PARTIE=PARTIE+1:IF PARTIE=6 THEN PA

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```

RTIE=1:RESTORE
7420 RECORD=SC
7430 LOCATE#2,1,2:PRINT#2,USING"#####
#";record;
7440 LOCATE#2,1,1:PRINT#2,USING"#####
#";sc;
7450 times=0
7460 GOSUB 6360
7470 GOSUB 3820
7480 CLS:GOTO 550
7490 '*****
* *
*          times          *
* *
*****
7500 times=times+1:RETURN
7510 '*****
* *
*          SOUND          *
* *
*****
7520 SOUND 1,150,25,5:RETURN
7530 '*****
* *
*          LASER          *
* *
*****
7540 CHOIX(1)=&E378:CHOIX(2)=&E39F
7550 CHO=INT(RND*2)+1
7560 IF CHO=1 THEN CHA=1 ELSE CHA=-1
7570 FOR CHOX=CHOX(CHO) TO CHOX(CHO+CHA)
STEP CHA
7580 IF PEEK(CHOX)>3 THEN condi=1:RETURN
7590 POKE CHOX,255
7600 SOUND 3,CHOX-&E377,1
7610 NEXT
7620 FOR CHOX=CHOX(CHO) TO CHOX(CHO+CHA)
STEP CHA
7630 POKE CHOX,0
7640 NEXT
7650 RETURN
7660 '*****
* *
*          CAMERAS          *
* *
*****
7670 PRINT CHR$(23)+CHR$(1);
7680 FOR cir=0 TO 3
7690 PLOT 456+(xcam(cir)*32),186-(ycam(c
ir)*16),2
7700 PLOT 468+(xcam(cir)*32),186-(ycam(c
ir)*16),2
7710 NEXT cir
7720 RETURN
7730 '*****
7740 SPEED KEY 10,7:SYMBOL AFTER 32:END
7750 '*****
7760 WHILE INKEY$<>"" :WEND:CALL &BB06:CL
S:RETURN

```