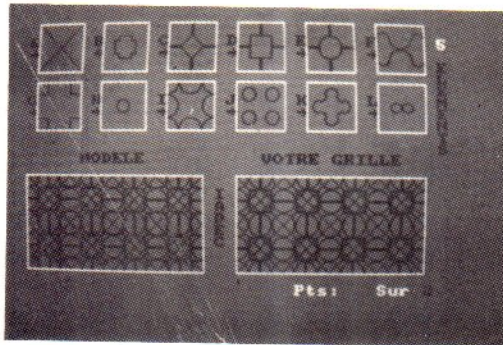


# FER FORGE



Fer forgé est un programme original de mémoire visuelle et d'attention. Il vous permettra de vous familiariser avec l'art de la ferronnerie.

Vous constaterez très vite que si les motifs de base sont simples, leur combinaison peut devenir très complexe. Il est préférable, au départ, de choisir les options "G" (voir des grilles) ou "C" (composer des grilles) avant de s'attaquer au jeu proprement dit (option "J").

```

10 '*
*****
20 '** FERFORGE **
30 '** JEU DU FERRONNIER **
40 '** J.Reingot **
50 '** Novembre 1986 **
60 '** Version 464-664-612B **
70 '*****
80 '
90 ' INITIALISATIONS
100 '
110 CLS
120 BORDER 13:INK 0,13:PAPER 0:INK 1,0:I
NK 2,26:INK 3,0,26
130 PEN 1
140 fl=0
150 DIM l$(24,4),z(6),p(24),x(24),y(24),
ra(12)
160 DIM n(32),d(32)
170 RESTORE 4470
180 FOR i=1 TO 32:READ n(i),d(i):NEXT
190 ENV 1,1,15,5,5,-1,10,10,-1,5
200 '
210 ' REDEFINITIONS SYMBOLES
220 '
230 SYMBOL AFTER 199
240 SYMBOL 200,0
250 SYMBOL 201,1,2,4,8,16,32,64,128
260 SYMBOL 202,128,64,32,16,8,4,2,1
270 SYMBOL 203,7,24,32,64,64,128,128,128
280 SYMBOL 204,224,24,4,2,2,1,1,1
290 SYMBOL 205,128,128,128,64,64,32,24,7
300 SYMBOL 206,1,1,1,2,2,4,24,224
310 SYMBOL 207,192,32,32,16,16,32,32,192
320 SYMBOL 208,3,4,4,8,8,4,4,3
330 SYMBOL 209,129,129,102,24

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340 SYMBOL 210,0,0,0,0,24,102,129,129
350 SYMBOL 211,1,1,1,1,1,1,1,1,1
360 SYMBOL 212,128,128,128,128,128,128,128,128,128
370 SYMBOL 213,0,0,0,0,0,0,0,255
380 SYMBOL 214,255
390 SYMBOL 215,255,128,128,128,128,128,128,128,128
400 SYMBOL 216,255,1,1,1,1,1,1,1,1
410 SYMBOL 217,128,128,128,128,128,128,128,128,128,255
420 SYMBOL 218,1,1,1,1,1,1,1,1,255
430 SYMBOL 219,1,1,1,1,1,15,8,8,248
440 SYMBOL 220,128,128,128,128,240,16,16,31
450 SYMBOL 221,248,8,8,15,1,1,1,1
460 SYMBOL 222,31,16,16,240,128,128,128,128
470 SYMBOL 223,0,0,0,3,12,8,16,16
480 SYMBOL 224,0,0,0,192,48,16,8,8
490 SYMBOL 225,16,16,8,12,3
500 SYMBOL 226,8,8,16,48,192
510 SYMBOL 255,0,8,4,126,126,4,8
520 DATA 0,1,2,0,1,0,0,2,2,0,0,1,0,2,1,0
530 '
540 ' DATA LIGNES
550 '
560 DATA 2,0,0,1,0,2,1,0,0,1,2,0,1,0,0,2
570 DATA 1,2,1,2,2,0,0,1,1,0,0,2,2,1,2,1
580 DATA 3,4,3,4,5,0,0,6,3,0,0,4,5,6,5,6
590 DATA 6,5,6,5,4,0,0,3,6,0,0,5,4,3,4,3
600 DATA 0,4,3,0,5,13,13,6,3,14,14,4,0,6,5,0
610 DATA 0,3,4,0,3,0,0,4,5,0,0,6,0,5,6,0
620 DATA 8,0,0,7,0,4,3,0,0,6,5,0,8,0,0,7
630 DATA 10,0,0,10,0,5,6,0,0,3,4,0,9,0,0,9

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640 DATA 0,11,12,0,13,1,2,13,14,2,1,14,0,11,12,0
650 DATA 0,11,12,0,13,15,16,13,14,17,18,14,0,11,12,0
660 DATA 0,11,12,0,13,3,4,13,14,5,6,14,0,11,12,0
670 DATA 11,0,0,12,18,0,0,17,16,0,0,15,1,0,0,12
680 DATA 13,18,17,13,0,0,0,0,0,0,0,14,16,15,14
690 DATA 19,0,0,20,0,0,0,0,0,0,0,21,0,0,22
700 DATA 0,11,12,0,13,19,20,13,14,21,22,14,0,11,12,0
710 DATA 0,0,0,0,0,22,21,0,0,20,19,0,0,0,0
720 DATA 0,0,0,0,0,10,10,0,0,9,9,0,0,0,0,0
730 DATA 0,0,0,0,0,8,7,0,0,8,7,0,0,0,0,0
740 DATA 23,24,23,24,25,26,25,26,23,24,23,24,25,26,25,26
750 DATA 0,23,24,0,23,26,25,24,25,24,23,26,0,25,26,0
760 DATA 26,0,0,25,0,0,0,0,0,0,0,24,0,0,23
770 DATA 18,0,0,17,0,0,0,0,0,0,0,16,0,0,15
780 DATA 0,0,0,0,23,24,0,0,25,26,0,0,0,0,0
790 '
800 '
810 ' FORMATION DES ELEMENTS
820 '
830 RESTORE 520
840 FOR j=1 TO 24
850 FOR i=1 TO 4
860 READ c1,c2,c3,c4
870 l$(j,i)=CHR$(200+c1)+CHR$(200+c2)+CHR$(200+c3)+CHR$(200+c4)
880 NEXT :NEXT
890 IF fl=1 THEN 1140
900 RANDOMIZE TIME:GOSUB 3030:'PRESENTATION
910 '
920 ' MENU PRINCIPAL
930 '
940 LOCATE 8,10:PRINT "Voir des grilles. ....<B>
950 LOCATE 8,12:PRINT "Composer des grilles.....<C>
960 LOCATE 8,14:PRINT "Jeu du Ferronnier .....<J>
970 rep$=INKEY$:IF rep$="" THEN 970
980 IF rep$="g" OR rep$="G" GOTO 3730
990 IF rep$="c" OR rep$="C" GOTO 3890
1000 IF rep$="j" OR rep$="J" THEN CLS:GOTO 1050
1010 GOTO 970
1020 '
1030 ' JEU
1040 '
1050 LOCATE 3,3:PRINT " Vous devez d'abord selectionner"
1060 LOCATE 3,5:PRINT "12 elements parmi les 24 qui vous"
1070 LOCATE 3,7:PRINT " sont pr oposes"
1080 LOCATE 2,11:PRINT " Pour cela il vous suffit de taper"
1090 LOCATE 2,13:PRINT " les lettres de s elements choisis"

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1100 LOCATE 15,24:PRINT "Appuyez sur une
touche":CALL &BB18:CLS
1110 '
1120 ' CHOIX DES ELEMENTS
1130 '
1140 PEN 1:FOR i=30 TO 512 STEP 96
1150 FOR j=385 TO 145 STEP -80
1160 ORIGIN i,j
1170 PLOT 0,0,2:DRAW 66,0:DRAW 66,-66:DR
AW 0,-66:DRAW 0,0
1180 NEXT j,i
1190 FOR i=1 TO 24:p(i)=0:NEXT
1200 m=0
1210 FOR j=0 TO 3
1220 FOR i=0 TO 5
1230 m=m+1
1240 FOR w=1 TO 4
1250 LOCATE 3+i*6,1+j*5+w:PRINT I$(m,w)
1260 LOCATE 2+i*6,3+j*5:PRINT CHR$(64+m)
1270 LOCATE 2+i*6,4+j*5:PRINT CHR$(255)
1280 y(m)=2+j*5:x(m)=3+i*6
1290 NEXT:NEXT:NEXT
1300 FOR i=1 TO 12
1310 ch$=INKEY$:IF ch$="" THEN 1310
1320 ch$=UPPER$(ch$)
1330 r=ASC(ch$)-64
1340 IF r>24 OR r<1 THEN SOUND 1,430,20,
15,,,20:GOTO 1310
1350 IF p(r)=1 THEN SOUND 1,430,20,15,,,
20:GOTO 1310
1360 p(r)=1
1370 PEN 1:LOCATE 2+i,24:PRINT ch$
1380 FOR w=1 TO 4
1390 LOCATE x(r),y(r)-1+w:PEN 3:PRINT I$
(r,w)
1400 NEXT
1410 PRINT CHR$(22)+CHR$(0):PEN 1:LOCATE
25,24:PRINT "encores":PEN 3:LOCATE 34,2
4:PRINT 12-i::SOUND 1,60,20,15,1
1420 PRINT CHR$(22)+CHR$(1)
1430 ra(i)=r
1440 NEXT i
1450 FOR i=1 TO 12:FOR w=1 TO 4:s$(w)=I$
(i,w):I$(i,w)=I$(ra(i),w):I$(ra(i),w)=s$
(w):NEXT:NEXT
1460 FOR t=0 TO 5000:NEXT
1470 '
1480 ' MENU DU JEU (1)
1490 '
1500 CLS:PEN 1
1510 LOCATE 7,2:PRINT "Pour fabriquer se
s grilles"
1520 LOCATE 6,3:PRINT "le ferronnier di
spose donc"
1530 LOCATE 5,4:PRINT "des 12 elements d
ifferents que"
1540 LOCATE 5,5:PRINT "voici"
1550 PRINT CHR$(22)+CHR$(0)
1560 ORIGIN 270,305:DRAW 66,0,2:DRAW 66,
-66:DRAW 0,-66:DRAW 0,0
1570 FOR i=1 TO 12
1580 FOR w=1 TO 4
1590 LOCATE 18,6+w:PRINT I$(i,w)
1600 NEXT w
1610 PRINT CHR$(7);
1620 LOCATE 16,8:PRINT CHR$(64+i)
1630 LOCATE 16,9:PRINT CHR$(255)
1640 FOR t=0 TO 800:NEXT t
1650 NEXT i
1660 LOCATE 7,12:PRINT "a l'image les el

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ements se"
1670 LOCATE 7,13:PRINT "superposit:"
1680 PRINT CHR$(22)+CHR$(1)
1690 ORIGIN 270,177:DRAW 66,0:DRAW 66,-6
6:DRAW 0,-66:DRAW 0,0
1700 FOR i=1 TO 8
1710 d=INT(RND*12)+1
1720 FOR T=0 TO 200:NEXT
1730 FOR w=1 TO 4
1740 LOCATE 18,14+w:PRINT I$(d,w)
1750 NEXT:NEXT
1760 LOCATE 7,20:PRINT "Vous devez trouv
er de quels"
1770 LOCATE 7,21:PRINT "elements il s'es
t servi."
1780 LOCATE 19,25:PRINT "Appuyez sur la
barre"
1790 CALL &BB18:CLS
1800 '
1810 ' MENU DU JEU (2)
1820 '
1830 PEN 1:LOCATE 3,6:PRINT "Entrainemen
t...2 elements <2>"
1840 LOCATE 3,8:PRINT "Tres facile....3
elements <3>"
1850 LOCATE 3,10:PRINT "Facile.....4
elements <4>"
1860 LOCATE 3,12:PRINT "Moyen.....5
elements <5>"
1870 LOCATE 3,14:PRINT "Difficile.....6
elements <6>"
1880 LOCATE 6,17:PRINT "Tapez le nombre
choisi"
1890 r$=INKEY$:IF r$="" THEN 1890
1900 k=VAL(r$):IF k<1 OR k>6 THEN SOUND
1,430,20,15,,,20:GOTO 1890
1910 CLS
1920 '
1930 ' AFFICHAGE FIXE
1940 '
1950 WINDOW #1,2,36,15,23:PAPER #1,0:CLS
#1
1960 WINDOW #2,2,25,24,25
1970 WINDOW #3,37,39,15,23
1980 CLS #3:PEN #3,3
1990 WINDOW #4,26,39,24,25:CLS #4
2000 FOR i=30 TO 512 STEP 96
2010 FOR j=385 TO 305 STEP -80
2020 ORIGIN I,J
2030 PLOT 0,0,2:DRAW 66,0:DRAW 66,-66:DR
AW 0,-66:DRAW 0,0
2040 NEXT j,i
2050 PEN 1:FOR i=0 TO 5
2060 FOR w=1 TO 4
2070 LOCATE 3+i*6,1+w:PRINT I$(i+1,w)
2080 NEXT w
2090 LOCATE 2+i*6,3:PRINT CHR$(65+i)
2100 LOCATE 2+i*6,4:PRINT CHR$(255)
2110 NEXT i
2120 FOR i=0 TO 5
2130 FOR w=1 TO 4
2140 LOCATE 3+i*6,6+w:PRINT I$(i+7,w)
2150 NEXT w
2160 LOCATE 2+i*6,8:PRINT CHR$(71+i)
2170 LOCATE 2+i*6,9:PRINT CHR$(255)
2180 NEXT i
2190 LOCATE 7,13:PRINT"MODELE V
OTRE GRILLE"
2200 PEN #4,2:LOCATE #4,1,1:PRINT#4,"Pts
: Sur:"

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2210 e$="ELEMENTS"
2220 FOR I=1 TO 8
2230 LOCATE 38,4+I:PRINT MID$(E$,I,1)
2240 NEXT
2250 PEN 2:LOCATE 37,3:PRINT K
2260 ORIGIN 0,0:PLOT 14,46:DRAW 272,46:D
RAW 272,176:DRAW 14,176:DRAW 14,46
2270 PLOT 318,46:DRAW 576,46:DRAW 576,17
6:DRAW 318,176:DRAW 318,46
2280 '
2290 ' TIRAGE AU SORT
2300 '
2310 J(1)=INT(RND*12)+1
2320 J(2)=INT(RND*12)+1
2330 IF J(2)=J(1) THEN 2320
2340 J(3)=INT(RND*12)+1
2350 IF J(3)=J(2) OR J(3)=J(1) THEN 2340
2360 J(4)=INT(RND*12)+1
2370 IF J(4)=J(3) OR J(4)=J(2) OR J(4)=J
(1) THEN 2360
2380 J(5)=INT(RND*12)+1
2390 IF J(5)=J(4) OR J(5)=J(3) OR J(5)=J
(2) OR J(5)=J(1) THEN 2380
2400 J(6)=INT(RND*12)+1
2410 IF J(6)=J(5) OR J(6)=J(4) OR J(6)=J
(3) OR J(6)=J(2) OR J(6)=J(1) THEN 2400
2420 '
2430 ' AFFICHAGE MODELE
2440 '
2450 WINDOW #1,2,37,15,23
2460 PEN #1,1
2470 PRINT#1,CHR$(22)+CHR$(1)
2480 FOR I=1 TO k
2490 FOR H=0 TO 3
2500 FOR V=0 TO 1
2510 FOR w=1 TO 4
2520 LOCATE #1,1+4*H,4+V*W
2530 PRINT#1,I$(J(I),w)
2540 NEXT:NEXT:NEXT:NEXT
2550 '
2560 ' REPONSE ET AFFICHAGE
2570 '
2580 FOR i=1 TO k
2590 a$=INKEY$:IF a$="" THEN 2590
2600 a$=UPPER$(a$):z(i)=ASC(a$)-64
2610 IF z(i)>12 OR z(i)<1 THEN SOUND 1,4
30,20,15,,,20:GOTO 2590
2620 PEN #1,1:LOCATE #1,18,i+1
2630 PRINT#1,a$:SOUND 1,60,20,15,1
2640 NEXT i
2650 PEN #2,1:PRINT#2,"a refaire o/n"
2660 r$=INKEY$:IF r$="" THEN 2660
2670 IF r$="o" OR r$="n" THEN CLS #2:PEN
#1,0:FOR i=1 TO k:LOCATE #1,18,i+1:PRIN
T#1,CHR$(143):NEXT i:GOTO 2580
2680 IF r$="n" OR r$="n" THEN CLS #2:GOT
O 2700
2690 GOTO 2660
2700 FOR j=1 TO k
2710 FOR h=0 TO 3
2720 FOR v=0 TO 1
2730 FOR w=1 TO 4
2740 PEN #1,1:LOCATE #1,20+4*H,4+V*W
2750 PRINT#1,I$(z(j),w)
2760 NEXT:NEXT:NEXT:NEXT
2770 ORIGIN 16,48
2780 '
2790 ' VERIFICATION ET SCORE
2800 '
2810 tt=tt+1:PEN #4,1:LOCATE #4,11,1:PRI

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NT#4,tt
2820 j$="JUSTE":fa$="FAUX"
2830 FOR x=0 TO 32
2840 FOR y=0 TO 32
2850 IF TEST(x,y)<>TEST(x+304,y) THEN 28
90
2860 NEXT: NEXT
2870 FOR i=1 TO 5:LOCATE #3,2,i+2:PRINT#
3,MID$(j$,i,1):FOR t=0 TO 100:NEXT:SOUND
1,63,10,15,1:NEXT i
2880 sc=sc+1:PEN #4,1:LOCATE #4,4,1:PRIN
T#4,sc:GOTO 2900
2890 PEN #3,3:FOR i=1 TO 4:LOCATE #3,2,i
+1:PRINT#3,MID$(fa$,i,1):FOR t=0 TO 100:
NEXT:SOUND 1,400,10,15,,20:NEXT:GOTO 29
00
2900 IF tt=10 THEN 2920
2910 PEN #2,1:PRINT#2,"Appuyez sur une t
ouche":CALL %BBIB:CLS #1:CLS #2:CLS #3:6
0TD 2260
2920 PRINT#2,"Une autre serie o/n"
2930 r$=INKEY$:IF r$="" THEN 2930
2940 IF r$="n" OR r$="N" THEN CALL 0
2950 IF r$="o" OR r$="O" THEN sc=0:tt=0:
CLS #2:PRINT #2,"D'autres elements? o/n"
2960 rr$=INKEY$:IF rr$="" THEN 2960
2970 IF rr$="o" OR rr$="O" THEN WINDOW 1
,40,1,25:CLS:ERASE I$,x,y,p,ra,z,n,d:fl=
1:RESTORE:GOTO 150
2980 IF rr$="n" OR rr$="N" THEN WINDOW 1
,40,1,25:CLS:GOTO 1830
2990 GOTO 2950
3000 '
3010 ' PRESENTATION
3020 '
3030 PRINT CHR$(22)+CHR$(1)
3040 ORIGIN 14,385:DRAW 130,0,2:DRAW 130
,-130:DRAW 0,-130:DRAW 0,0
3050 ORIGIN 174,369:DRAW 130,0:DRAW 130,
-66:DRAW 0,-66:DRAW 0,0
3060 ORIGIN 366,385:DRAW 258,0:DRAW 258,
-66:DRAW 0,-66:DRAW 0,0
3070 ORIGIN 30,241:DRAW 66,0:DRAW 66,-13
0:DRAW 0,-130:DRAW 0,0
3080 ORIGIN 542,289:DRAW 66,0:DRAW 66,-1
30:DRAW 0,-130:DRAW 0,0
3090 ORIGIN 14,80:DRAW 258,0:DRAW 258,-6
6:DRAW 0,-66:DRAW 0,0
3100 ORIGIN 334,96:DRAW 130,0:DRAW 130,-
66:DRAW 0,-66:DRAW 0,0
3110 ORIGIN 494,144:DRAW 130,0:DRAW 130,
-130:DRAW 0,-130:DRAW 0,0
3120 FOR i=1 TO 6
3130 g=INT(RND*24)+1
3140 FOR h=0 TO 1
3150 FOR v=0 TO 1
3160 GOSUB 4400
3170 FOR j=1 TO 4
3180 LOCATE 2+h*4,1+v*4+j:PRINT I$(g,j)
3190 NEXT: NEXT: NEXT
3200 g=INT(RND*24)+1
3210 FOR h=0 TO 1
3220 GOSUB 4400
3230 FOR j=1 TO 4
3240 LOCATE 12+h*4,2+j:PRINT I$(g,j)
3250 NEXT: NEXT
3260 g=INT(RND*24)+1
3270 FOR h=0 TO 3
3280 GOSUB 4400
3290 FOR j=1 TO 4

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3300 LOCATE 24+h*4,1+j:PRINT I$(g,j)
3310 NEXT: NEXT
3320 g=INT(RND*24)+1
3330 FOR v=0 TO 1
3340 GOSUB 4400
3350 FOR j=1 TO 4
3360 LOCATE 3,10+v*4+j:PRINT I$(g,j)
3370 NEXT: NEXT
3380 g=INT(RND*24)+1
3390 GOSUB 4400
3400 FOR v=0 TO 1
3410 GOSUB 4400
3420 FOR j=1 TO 4
3430 LOCATE 35,7+v*4+j:PRINT I$(g,j)
3440 NEXT: NEXT
3450 g=INT(RND*24)+1
3460 FOR h=0 TO 3
3470 GOSUB 4400
3480 FOR j=1 TO 4
3490 LOCATE 2+h*4,20+j:PRINT I$(g,j)
3500 NEXT: NEXT
3510 g=INT(RND*24)+1
3520 FOR h=0 TO 1
3530 GOSUB 4400
3540 FOR j=1 TO 4
3550 LOCATE 22+h*4,19+j:PRINT I$(g,j)
3560 NEXT: NEXT
3570 g=INT(RND*24)+1
3580 FOR h=0 TO 1
3590 FOR v=0 TO 1
3600 GOSUB 4400
3610 FOR j=1 TO 4
3620 LOCATE 32+h*4,16+v*4+j:PRINT I$(g,j
)
3630 NEXT: NEXT: NEXT
3640 NEXT i
3650 LOCATE 18,10:PRINT "J E U"
3660 LOCATE 19,12:PRINT "D U"
3670 LOCATE 11,14:PRINT "F E R R O N N I
E R"
3680 FOR T=0 TO 5000:NEXT
3690 CLS: RETURN
3700 '
3710 ' VOIR DES GRILLES
3720 '
3730 CLS
3740 GOSUB 4130
3750 GOSUB 4290
3760 FOR i=0 TO INT(RND*5)+5
3770 g=INT(RND*24)+1
3780 GOSUB 4190
3790 NEXT
3800 GOSUB 4340
3810 LOCATE 1,25:PRINT "Une autre grille
o/n"
3820 r$=INKEY$:IF r$="" THEN 3820
3830 IF r$="n" OR r$="N" THEN CLS:GOTO 9
40
3840 IF r$="o" OR r$="O" THEN CLS:GOTO 3
740
3850 GOTO 3820
3860 '
3870 ' COMPOSER DES GRILLES
3880 '
3890 CLS
3900 GOSUB 4130
3910 GOSUB 4290
3920 ORIGIN 30,14:DRAW 66,0:DRAW 66,66:ID
RAW 0,66:DRAW 0,0
3930 FOR i=1 TO 24

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3940 PRINT CHR$(22)+CHR$(0)
3950 FOR j=1 TO 4
3960 LOCATE 3,20+j:PRINT I$(i,j)
3970 NEXT
3980 LOCATE 10,22:PRINT "A utiliser O/N"
3990 r$=INKEY$:IF r$="" THEN 3990
4000 IF r$="o" OR r$="O" THEN g=i:GOSUB
4190:GOTO 4030
4010 IF r$="n" OR r$="N" THEN 4030 ELSE
60TD 3990
4020 SOUND 1,60,20,15
4030 NEXT i
4040 GOSUB 4340
4050 LOCATE 27,22:PRINT "Une autre O/N"
4060 r$=INKEY$:IF r$="" THEN 4060
4070 IF r$="o" OR r$="O" THEN 3890
4080 IF r$="n" OR r$="N" THEN CLS:GOTO 9
40
4090 GOTO 4060
4100 '
4110 ' DESSIN DU CADRE
4120 '
4130 ORIGIN 78,384:DRAW 450,0,1:DRAW 450
,-258:DRAW 0,-258:DRAW 0,0
4140 ORIGIN 76,386:DRAW 454,0:DRAW 454,-
262:DRAW 0,-262:DRAW 0,0
4150 RETURN
4160 '
4170 ' DESSIN DE LA GRILLE
4180 '
4190 PRINT CHR$(22)+CHR$(1)
4200 PEN 1
4210 FOR h=0 TO 6
4220 FOR v=0 TO 3
4230 GOSUB 4430
4240 FOR j=1 TO 4
4250 LOCATE 6+h*4,1+4*v+j
4260 PRINT I$(g,j)
4270 NEXT: NEXT: NEXT
4280 RETURN
4290 WINDOW #1,6,33,2,17:CLS #1:PAPER #1
,2:CLS #1: RETURN
4300 RETURN
4310 '
4320 ' COULEURS
4330 '
4340 FOR cc=1 TO 25:GOSUB 4430:INK 2,cc:
PAPER #1,2:FOR t=0 TO 400:NEXT: NEXT
4350 INK 2,26
4360 RETURN
4370 '
4380 ' MUSIQUE
4390 '
4400 m=m+1:IF m>32 THEN m=1
4410 SOUND 1,n(m),d(m)*2,15,1
4420 RETURN
4430 mm=mm+1:IF mm>32 THEN mm=1
4440 x=INT(RND*2)+2
4450 SOUND 1,n(mm)/x,d(mm),15,1
4460 RETURN
4470 DATA 159,20,142,20,127,20,159,20
4480 DATA 159,20,142,20,127,20,159,20
4490 DATA 127,20,119,20,106,40
4500 DATA 127,20,119,20,106,40
4510 DATA 106,15,95,5,106,10,119,10,127,
20,159,20
4520 DATA 106,15,95,5,106,10,119,10,127,
20,159,20
4530 DATA 159,20,213,20,159,40
4540 DATA 159,20,213,20,159,40

```