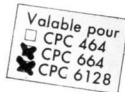




CROQUE

Henri CHAUVET



Ce jeu est destiné aux élèves du niveau du cours préparatoire.

Il s'agit de croquer des nombres de 2 chiffres suivant un ordre croissant de grandeur. En cas d'erreur, le programme se charge de tout rectifier. Je ne pense pas que les champions du jeu d'arcade seront comblés.

En revanche, pour un enfant de 6 ans obligé de contrôler les déplacements de sa petite bête tout en recherchant la victime suivante des yeux, le plaisir est assuré.



```

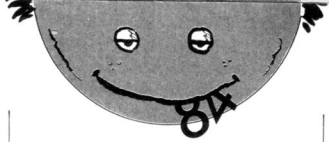
>L 0 '
20 GOSUB 190:'presentation
30 '
40 GOSUB 580:'initialisations
50 '
60 GOSUB 1140:'dplacements
70 '
80 GOSUB 1360:'collision bord
90 '
100 GOSUB 1430:'cannibalisme
110 '
120 GOSUB 1520:'rencontre nombre
130 '
140 '
150 REM*****
160 REM*** presentation ***
170 REM*****
180 '
190 NODE 1
200 INK 0,9:BORDER 9:INK 1,16:INK 3 >UE
,14:PAPER 0:PEN 1
210 a=CHR$(22)+CHR$(1)+CHR$(208)+C >PK
HR$(8)+CHR$(222)+CHR$(22)+CHR$(0)
220 b=CHR$(22)+CHR$(1)+CHR$(213)+C >PJ
HR$(8)+CHR$(223)+CHR$(22)+CHR$(0)
230 c=0 >MK
240 FOR i=1 TO 8 >MA
250 PRINT " "; >RA
260 FOR j=1 TO 36 >CK
270 READ a:IF a=6 THEN PRINT a$; EL >FH
SE IF a=3 THEN PRINT b$; ELSE PRINT
CHR$(203+a);
280 NEXT >EF
290 PRINT >PD
300 NEXT >DJ
310 LOCATE 23,9:PRINT CHR$(22)+CHR$ >UF
(1)+CHR$(213)+CHR$(215)+CHR$(8)+CHR
$(221)+CHR$(223)+CHR$(22)+CHR$(0)
320 c=c+1:LOCATE 1,16:IF c=1 THEN 2 >CK
40
330 INK 2,25,8:PEN 2:LOCATE 6,12:PR >UR
INT*** APPUIE SUR UNE TOUCHE ***
340 CLEAR INPUT:CALL LBB06 >VU
350 DATA -171,1,5,5,5,2,-171,1,5,5, >DI
    
```

```

5,2,-171,1,5,5,5,2,-171,1,5,5,5,2,1
,6,-171,-171,1,6,1,5,5,5,5,6
360 DATA 11,-60,-60,-60,12,19,11,-6 >ZB
0,-60,-60,12,19,11,-60,-60,-60,12,1
9,11,-60,-60,-60,12,19,-60,4,-171,-
171,-60,4,-60,-60,-60,-60,17 >ZC
370 DATA -60,4,-171,-171,-60,17,-60 >QR
4,-171,-171,-60,4,-60,4,-171,-171,
-60,4,-60,4,-171,-171,-60,4,-60,4,-
171,-171,-60,4,-60,4,-171,-171,-171
,-171
380 DATA -60,4,-171,-171,-171,-171, >MJ
-60,4,-171,-171,-60,17,-60,4,-171,-
171,-60,4,-60,4,-171,-171,-60,4,-60
4,-171,-171,-60,4,-60,17,5,6,-171,
-171
390 DATA -60,4,-171,-171,-171,-171, >QP
-60,-60,-60,-60,9,2,-60,4,-171,-171
,-60,4,-60,4,-171,-171,-60,4,-60,4,
-171,-171,-60,4,-60,-60,-60,17,-171
,-171
400 DATA -60,4,-171,-171,1,6,-60,4, >EF
-171,10,12,19,-60,4,-171,-171,-60,4,
,-60,4,-171,-171,-60,4,-60,4,-171,
-171,-60,4,-60,4,-171,-171,-171,-171
    
```

```

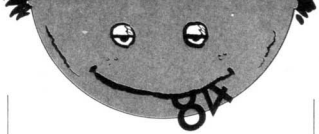
410 DATA -60,4,5,5,-60,17,-60,4,-17 >JP
1,-171,-60,4,-60,17,5,5,-60,17,-60,
17,5,5,-60,17,-60,17,5,5,-60,17,-60
,17,5,5,5,6
420 DATA 10,-60,-60,-60,9,-171,-60, >LV
17,-171,-171,-60,17,10,-60,-60,-60,
9,-171,10,-60,-60,-60,9,-171,10,-60
,-60,-60,9,-171,-60,-60,-60,-60,-60
,17
430 REM >UD
440 DATA 1,6,-171,-171,1,6,-171,1,5 >MH
,5,5,2,1,6,-171,-171,1,6,-171,1,5,5
,5,2,-171,1,5,5,5,2,1,5,5,5,5,6
450 DATA -60,17,2,-171,-60,4,11,-60 >MD
,-60,-60,12,19,-60,17,2,1,-60,4,11,
-60,-60,-60,12,19,11,-60,-60,-60,12
,19,-60,-60,-60,-60,-60,17
460 DATA -60,12,-171,2,-60,4,-60,4, >GM
-171,-171,-60,4,-60,12,-171,-171,-6
0,4,-60,4,-171,10,-60,4,-60,4,-171,
-171,-60,4,-60,4,-171,-171,-171,-171
1
470 DATA -60,-60,12,-171,-60,4,-60, >DQ
4,-171,-171,-60,4,-60,-60,12,11,-60
,4,-60,4,-171,-171,-60,17,-60,4,-17
1,-171,-60,17,-60,17,5,6,-171,-171
480 DATA -60,3,-60,12,-60,4,-60,4,- >YA
171,-171,-60,4,-60,3,-60,-60,-60,4,
-60,-60,-60,-60,9,2,-60,-60,-60,-60
,9,2,-60,-60,-60,17,-171,-171
490 DATA-60,4,10,-60,-60,4,-60,4,-1 >MG
71,-171,-60,4,-60,4,10,9,-60,4,-60,
4,-171,10,12,19,-60,4,-171,10,12,19
,-60,4,-171,-171,-171,-171
500 DATA -60,4,-171,10,-60,4,-60,4, >TE
5,5,-60,17,-60,4,-171,-171,-60,4,-6
0,17,5,5,-60,4,-60,4,-171,-171,-60,
4,-60,17,5,5,5,6
510 DATA -60,17,-171,-171,-60,17,10 >XE
,-60,-60,-60,9,-171,-60,17,-171,-17
1,-60,17,-60,-60,-60,-60,-60,17,-60
,17,-171,-171,-60,17,-60,-60,-60,-6
0,-60,17
520 RETURN >ZC
    
```



```
530 ' >RJ
540 REM***** >WJ
550 REM*** initialisations *** >YF
560 REM***** >VL
570 ' >TC
580 KEY 138,"speed key 30,2"+CHR$(1 >GZ
3)
590 SPEED KEY 5,2 >LD
600 ENV 1,15,-1,4 >DK
610 MODE 1 >HF
620 IF PEEK(&A000)=0 THEN 680 >WU
630 PEN 1:LOCATE 6,10:PRINT"Je suis >D
une gentille chenille."
640 LOCATE 12,12:PRINT"Aide-moi c >MD
roquer":PRINT" les nombres qui s
eront 0 l'ecran"
650 LOCATE 11,16:PRINT"Mais je t'en >HP
supplie,":PEN 3:LOCATE 12,18:PRINT
"...DANS L'ORDRE..."
660 PEN 2:LOCATE 6,25:PRINT"*** APP >MT
UIE SUR UNE TOUCHE ***:CLEAR INPUT
:CALL &BBO6
670 CLS >UH
680 INK 2,23 >VF
690 DEFINIT a-z >XB
700 DIM nh(101),yh(26) >PJ
710 SYMBOL AFTER 64 >ML
720 SYMBOL 64,48,24,120,12,124,204, >DF
118
730 SYMBOL 123,12,24,60,102,126,96, >CU
60
740 SYMBOL 248,124,230,255,31,15,15 >KL
9,254,124
750 SYMBOL 249,124,230,255,255,31,2 >LJ
55,254,124
760 SYMBOL 250,62,103,255,248,240,2 >KJ
48,127,62
770 SYMBOL 251,62,103,255,255,248,2 >KX
55,127,62
780 SYMBOL 252,98,227,227,183,191,2 >KJ
55,126,60
790 SYMBOL 253,118,247,247,191,191, >LZ
255,126,60
800 SYMBOL 254,60,126,255,253,237,1 >KJ
99,199,70
810 SYMBOL 255,60,126,255,253,253,2 >LK
39,239,110
820 q=9:"nombre de mots @ classer >YD
830 xmax=30:xplus=4:"les valeurs 38 >QM
et 2 compliquent le jeu en collant
parfois les nombres aux bords droi
t ou gauche
840 INK 3,10 >VA
850 WINDOW#1,1,40,1,2:WINDOW#2,1,40 >QF
3,23:WINDOW#3,1,40,24,25:PAPER#1,3
:PAPER#2,0:PAPER#3,3:PEN#1,0:BOARD
```

```
10:CLS#1:CLS#2:CLS#3
860 PEN#2,1 >XF
870 FOR i=1 TO 40:LOCATE#2,i,1:PRIN >XG
T#2,CHR$(207);:LOCATE#2,i,21:PRINT#
2,CHR$(207);:NEXT
880 FOR i=2 TO 20:LOCATE#2,1,i:PRIN >XH
T#2,CHR$(207);:LOCATE#2,40,i:PRINT#
2,CHR$(207);:NEXT
890 PEN#2,2 >TK
900 FOR i=1 TO 10 >CB
910 x(i)=i+29:y(i)=2 >NG
920 a$(i)=CHR$(231):a$(i)=CHR$(248) >UF
:a$(i)=CHR$(32):'LOCATE#2,15,2:PRI
NT#2,a$(i);
930 LOCATE#2,x(i),y(i):PRINT#2,a$(i) >EX
)
940 NEXT >EJ
950 PEN#2,1 >YF
960 FOR i=10 TO 99:nh(i)=i:NEXT >ZD
970 FOR ii=3 TO 20:yh(ii)=ii:NEXT >BQ
980 FOR j=1 TO q >ZH
990 b=j+RND*(101-j) >NJ
1000 IF nh(b)=0 THEN 990 >QM
1010 bb=j+(26-j)*(RND#1) >RZ
1020 IF yh(bb)=0 THEN 1010 >YU
1030 x=INT(RND*xmax)+xplus:LOCATE# >FE
2,xh,yh(bb):PRINT#2,MID$(STR$(nh(b)
),2)
1040 yh(bb)=yh(j):nh(b)=nh(j) >XH
1050 NEXT >XH
1060 PEN#2,2 >YJ
1070 CLEAR INPUT >LL
1080 RETURN >FC
1090 ' >YU
1100 REM***** >YU
1110 REM*** d(placements *** >VK
1120 REM***** >TV
1130 ' >XH
1140 k#=INKEY$:IF k#="" AND x=0 AND >MA
y=0 THEN 1140
1150 IF k#=CHR$(243) THEN x=1:y=0:a >HB
(1)=250
1160 IF k#=CHR$(242) THEN x=1:y=0: >JW
a(1)=248
1170 IF k#=CHR$(241) THEN x=0:y=1:a >HF
(1)=254
1180 IF k#=CHR$(240) THEN x=0:y=-1: >JQ
a(1)=252
1190 IF k#="a" THEN END >QG
1200 z=(z+1) MOD 2 >LW
1210 IF x(1)+x=1 OR x(1)+x=40 OR y >ML
(1)+y=1 OR y(1)+y=21 THEN GOSUB 1360
1220 LOCATE#2,x(1)+x,y(1)+y:c#>COPY >EZ
```

```
CHR$(#2):IF c#<>" OR ch=1 THEN IF
c#=CHR$(231) THEN GOSUB 1430 ELSE
GOSUB 1520
1230 FOR i=10 TO 1 STEP-1 >RX
1240 x(i)=x(i-1):y(i)=y(i-1) >WR
1250 NEXT >KX
1260 x(1)=x(2)+x:y(1)=y(2)+y >WY
1270 LOCATE#2,x(1),y(1):PRINT#2,CHR >MV
$(a(1)+z)
1280 LOCATE#2,x(2),y(2):PRINT#2,a$( >EA
2)
1290 LOCATE#2,x(10),y(10):PRINT#2,a >HF
$(10)
1300 GOTO 1140 >LH
1310 ' >XH
1320 REM***** >VL
1330 REM*** collision bord *** >XM
1340 REM***** >VM
1350 ' >YB
1360 SOUND 1,0,60,15,1,0,1 >TV
1370 PEN #1,1:LOCATE#1,10,1:PRINT#1 >JB
,"Paf ! dans le bord !":INK 2,19,7:
GOTO 2040
1380 ' >YE
1390 REM***** >TF
1400 REM*** cannibalisme *** >WM
1410 REM***** >TY
1420 ' >KX
1430 LOCATE#2,x(1)+x,y(1)+y:PRINT#2 >ML
,CHR$(a(1)):LOCATE#2,x(1),y(1):PRIN
T#2,CHR$(231):LOCATE#2,x(10),y(10):
PRINT#2," "
1440 INK 2,19,7 >QC
1450 FOR mu=100 TO 600 STEP 10:SOUD >XJ
D 1,mu,2,15:NEXT mu
1460 PEN#1,1:LOCATE #1,8,1:PRINT#1, >FN
"AAAAAhhh, je suis mort...":GOTO 2
040
1470 ' >YE
1480 REM***** >WV
1490 REM*** rencontre nombre *** >ZT
1500 REM***** >WM
1510 ' >KX
1520 ch=ch+1 >BE
1530 as=ASC(c#)-48 >MF
1540 IF ch=1 THEN u=as:qq=qq+1:GOTO >HW
1660
1550 LOCATE#2,x(1)+x,y(1)+y:PRINT#2 >WP
,CHR$(a(1)):LOCATE#2,x(1),y(1):PRIN
T#2,CHR$(231):LOCATE#2,x(10),y(10):
PRINT#2," "
1560 IF as=-16 THEN 1570 ELSE 1500 >ZJ
1570 FOR mu=100 TO 600 STEP 10:SOUD >XM
D 1,mu,2,15:NEXT mu
1580 PEN#1,1:LOCATE#1,5,1:PRINT#1, >HQ
"Je n'en ai mangé que la moitié !";
```



```

1NK 2,18,7:GOTO 2040
1590 nomb=u:u:as          >MP
1600 IF x=1 THEN nomb=10*nomb ELSE >KG
as=10*as
1610 nomb(qq)=nomb+as:nomb=0:as=0 >DL
1620 IF nomb(qq)<nomb(qq-1) THEN GO >VF
SUB 1730:RETURN
1630 ch=0                  >DA
1640 IF qq=q THEN 1650 ELSE 1670 >XB
1650 PEN#1,1:LOCATE#1,10,1:PRINT#1,>BF
"Merci pour le repas..." :GOSUB 1990
1660 inkk=inkk+1:1NK 2,ASC(MID#("GR >DR
NOHZPHFG",inkk,1))-64
1670 RETURN                >FH
1680 '                     >YH
1690 REM***** >YD

```

```

1700 REM*** erreur dans l'ordre *** >TN
1710 REM***** >YV
1720 '                     >YC
1730 PAPER 3:PEN#1,1      >MU
1740 LOCATE#1,15,1:PRINT#1,"ERREUR. >GR
...
1760 FOR mu=100 TO 600 STEP 10:SOUN >XH
D 1,mu,2,15:NEXT mu
1780 pn=0:FOR cli=1 TO 21:pn=pn+1:P >MQ
EN pn MOD 2+1:SOUND 1,(pn MOD 4)*20

```

```

,5:LOCATE 1,24:PRINT"Tu as":LOCATE
1,25:PRINT"r(pondu ";NEXT:PEN 1
1770 FOR at=1 TO 1000:NEXT >UP
1780 PRINT " " >DK
1790 FOR i=1 TO qq >LH
1800 PRINT nomb(i);CHR#(8); >WD
1810 NEXT i >VF
1820 FOR at=1 TO 3000:NEXT at >WU
1830 pn=0:FOR cli=1 TO 21:pn=pn+1:P >VQ
EN pn MOD 2+1:SOUND 1,(pn MOD 4)*20
,5:LOCATE 1,24:PRINT"J'aurais":LOCA
TE 1,25:PRINT"p{f{r{ ";NEXT:PEN 1
1840 FOR at=1 TO 1000:NEXT >UM
1850 FOR l=1 TO qq >LE
1860 IF nomb(l)>nomb(qq) AND flag=0 >NB
THEN PRINT " ";flag=1:pl=l-1
1870 PRINT nomb(l);CHR#(8); >WL
1880 NEXT i >WC
1890 FOR at=1 TO 2000:NEXT at >WA
1900 pn=0:FOR cli=1 TO 51:pn=pn+1:P >NK
EN pn MOD 2:LOCATE 9+qq#3,25:PRINT
nomb(qq):NEXT
1910 LOCATE 9+qq#3,25:PRINT" "; >AY
1920 FOR i=qq#3 TO pl#3 STEP-1 >XR

```

```

1930 IF i<qq#3 THEN SOUND 1,50,20, >CG
8:FOR at=1 TO 500:NEXT at
1940 LOCATE 9+i,24:PRINT nomb(qq) >BP
1950 NEXT i >WA
1960 SOUND 1,50,20,8:FOR at=1 TO 50 >RZ
0:NEXT at:LOCATE 10+i,24:PRINT "
"
1970 LOCATE 10+i,25:PRINT nomb(qq); >DH
1980 FOR at=1 TO 3000:NEXT at >WB
1990 ' >ZB
2000 REM***** >UM
2010 REM*** fin de partie *** >VX
2020 REM***** >UP
2030 ' >XH
2040 FOR at=1 TO 5000:NEXT at:CLEAR >RN
INPUT:MODE 1
2050 PAPER 0:PEN 1:LOCATE 8,12:PRIN >VX
T"0n recommence (O/N) ? ":PEN 2
2060 k#=INKEY#:IF k#="" OR INSTR("O YH
oNn",k#)=0 THEN 2060
2070 IF UPPER#(k#)="O" THEN 2080 EL >GD
SE 2090
2080 PRINT"OUI":FOR at=1 TO 1000:NE >EB
IT at:POKE &A000,0:RUN 40
2090 PRINT"NON":FOR at=1 TO 1000:NE >TJ
IT at:CLEAR INPUT:PAPER 0:PEN 1:CAL
L &BC02:MODE 1:SPEED KEY 30,2:END <

```

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