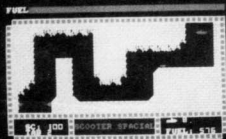


JEU



Valable pour
 ☒ CPC 464
 ☒ CPC 664
 ☒ CPC 6128

SCOOTER SPATIAL

Frédéric JULIEN

Vous avez un scooter et vous devez descendre dans des galeries sans toucher les murs et en faisant attention au monstre qui tire pour vous empêcher de passer.

Pour changer de tableau, vous devez vous poser doucement sur le téléporteur rouge. Le jeu comporte 7 tableaux et vous possédez 8 vies. Pour le déplacement du scooter vous avez les commandes : montée, droite, gauche, la descente se fait par l'attraction, il suffit de vous laisser tomber.

Voici les lignes à modifier pour voir tous les tableaux :

- Ligne 780 : Changer then 1080 par 790 ce qui vous permet de tous les traverser et pour voir le tableau suivant, posez-vous sur le téléporteur rouge.
- Ligne 1090 : changer vie = vie - 1 par vie = vie - 0

Comme vous le savez, ceci vous donnera des vies infinies. Les variables sont les suivantes :

- IN = inertie
- PE = vitesse de chute du scooter
- X5 = déplacement scooter droite gauche
- Y5 = montée et droite du scooter
- X1 = affichage du scooter
- Y1 = affichage du scooter

- X4 = choix dans le menu
- J1 = montée
- J2 = direction gauche
- J3 = direction droite
- tabl = numéro du tableau
- score = score
- vie = nombre de vies

Pour les 464, il faut supprimer la ligne 160 ainsi que toutes les instructions FILL contenues dans le listing.

```

1 '*****>FA 10 '*****>LA
****
2 ' * REDIFINITION >FB 20 ' * FREDERIC JULIEN >LB
 *
3 '*****>FC 30 ' * >LC
****
5 BORDER 0:IMK 0,0:CLS >QP 40 ' * PRESENTE >LD
10 SYMBOL AFTER 47:SYMBOL 250,30,70 >KE 50 ' * >LE
,40,100,70,30:SYMBOL 127,239,239,23
9,0,254,254,254,0:SYMBOL 224,119,11
9,149,137,138,77,66,64:SYMBOL 225,2
36,236,236,0,254,138,77,66:SYMBOL 2
26,204,138,77,66,1
20 SYMBOL 244,48,44,124,174,7,175,1 >DT
27,30:SYMBOL 240,1,3,63,255,255,63:
SYMBOL 242,0,0,0,254,252,254,0:SYMB
0L 239,0,0,0,0,127,63,127,0:SYMBOL
248,0,128,192,252,255,255,252,0
30 SYMBOL 48,&X1111110,&X1000010,&X >CB
1000010,&X1000010,&X1000010,&X10000
10,&X1111110,&X0:SYMBOL 49,&X1100,&
X1100,&X1100,&X1100,&X1100,&
X1100,&X0:SYMBOL 50,&X11111100,&X100
,&X100,&X11111100,&X10000000,&X100000
0,&X11111100,&X0
40 SYMBOL 51,&X11111100,&X100,&X100, >BE
&X11111100,&X100,&X100,&X11111100,&X0:
SYMBOL 52,&X1000100,&X1000100,&X100
0100,&X11111100,&X100,&X100,&X100,&X
0:SYMBOL 53,&X11111100,&X10000000,&X1
0000000,&X11111100,&X100,&X100,&X1111
100,&X0
50 SYMBOL 54,&X11111100,&X10000000,&X >FE
10000000,&X11111100,&X10000100,&X10001
00,&X11111100,&X0:SYMBOL 55,&X1111110
0,&X100,&X100,&X100,&X100,&X10
1000100,&X11111100,&X10000100,&X10001
00,&X11111100,&X0
60 SYMBOL 57,&X11111100,&X1000100,&X >PJ
1000100,&X11111100,&X100,&X100,&X111
1100,&X0:SYMBOL 148,&X10011000,&X11
010010,&X11111111,&X11101,&X11000,&
X1101100,&X11000110,&X10
70 RUN* jeu >GJ

```



```
220 PEN 2:PRINT*INSTRUCTION*
220 PEN 1:LOCATE 12,15:PRINT*"- *":>XJ
PEN 2:PRINT*CHOIX CLAVIER/JOY*
240 PEN 1:LOCATE 11,I4:PRINT CHR*(2)>FQ
27)
245 INK 1,6:INK 2,26:INK 3,2:OUT 48 >TQ
128,1:OUT 48384,1:FOR h=0 TO 40 STE
P 2:OUT 48384,h:FOR b=1 TO 60:NEXT
b,h
250 IF INKEY(0)=0 AND I4>12 THEN PR >XJ
00=-2:GOTO 290
255 IF INKEY(72)=0 AND I4>12 THEN P >RE
R00=-2:GOTO 290
260 IF INKEY(2)=0 AND I4<15 THEN PR >QA
00=2:GOTO 290
265 IF INKEY(73)=0 AND I4<15 THEN P >RF
R00=2:GOTO 290
270 IF INKEY(47)=0 OR INKEY(76)=0 T >HF
HEM 320
280 GOTO 250 >ZD
290 LOCATE 11,I4:PRINT "I4:I4:PRO >XL
D:PEN 1:LOCATE 11,I4:PRINT CHR*(227
)
300 FOR I=1 TO 50:NEXT >QT
310 IF INKEY(<)* THEN 310 ELSE 250 >AW

320 IF I4=11 THEN ORIGIN 0,0:GOTO 4 >DP
20
330 IF I4=13 THEN GOSUB 2050 >VX
340 IF I4=15 THEN GOTO 1230 >UB
360 GOTO 250 >ZC
370 PAPER 2:PEN 3:FOR A=1 TO 40:LOC >JW
ATE A,1:PRINT CHR*(233):NEXT
380 FOR A=1 TO 40:LOCATE A,24:PRINT >UH
CHR*(233):NEXT
390 FOR A=1 TO 23:LOCATE 1,A:PRINT >TH
CHR*(233):NEXT
400 FOR A=1 TO 23:LOCATE 40,A:PRINT >CQ
CHR*(233):NEXT:PAPER 0
410 RETURN >ZA
420 ***** >RG
****
620 's DESSIN TABLEUX >RH
s
440 ***** >EJ
****
450 nr=INT(RND*12)+6:FOR h=40 TO 0 >QT
STEP -2:OUT 48128,1:OUT 48384,h:FOR
b=1 TO 60:NEXT b,h
455 MODE 1:IF tab1=7 THEN FOR etoil >JK
e=1 TO 100:x=INT(RND*640):y=INT(RND
*300):PLOT x,y,INT(RND*1)+1:y=350:x
=400:WINDOW#2,2,24,5,20:PAPER#2,0:P
EM#2,0:CLS#2:NEXT
460 IF TAB#11 THEN TAB#1 >UM
470 IF TAB#1 THEN INK 2,9:INK 0,0: >AA
d=20:e=350:i=580:j=175:k=404:x1=0:y
1=0:p=580:RESTORE 930
480 IF TAB#2 THEN INK 2,26:e=350:d >BW
=550:xb=37:i=580:j=220:k=340:yb=12:
x1=0:y1=0:p=580:v#=CHR*(240)+CHR*(2
42):RESTORE 970
490 IF TAB#3 THEN INK 2,15:e=350: >RH
d=50:xb=38:i=580:j=270:k=292:p=580:
x1=0:y1=0:v#=CHR*(239)+CHR*(248):RE
STORE 1020
500 IF TAB#4 THEN INK 2,10:e=350:d >DQ
=550:xb=37:i=420:j=160:k=164:yb=12:
x1=0:y1=0:p=420:v#=CHR*(240)+CHR*(2
42):RESTORE 1680
510 IF TAB#5 THEN INK 2,1:e=350: >CM
=550:xb=37:i=470:j=160:k=150:yb=12:
x1=0:y1=0:p=470:v#=CHR*(240)+CHR*(2
42):RESTORE 1800
520 IF TAB#6 THEN INK 2,14:e=350: >BR
=20:xb=37:i=520:j=145:k=264:yb=12:x
1=0:y1=0:p=520:v#=CHR*(238)+CHR*(24
8):RESTORE 1900
530 IF TAB#7 THEN INK 2,17:e=350:d >BZ
=40:xb=37:i=300:j=145:k=156:yb=12:x
1=0:y1=0:p=300:v#=CHR*(238)+CHR*(24
8):RESTORE 1980
540 IF TAB#8 THEN 1400 >QP
575 IF tab1=1 THEN FOR etoil=e TO >DH
100:x=INT(RND*640):y=INT(RND*300):P
LOT x,y,INT(RND*1)+1:y=350:x=18:MEX
T
577 LOCATE 1,25:PRINT STRING$(40,12 >PG
8):LOCATE 1,24:PRINT STRING$(40,128
):LOCATE 1,23:PRINT STRING$(40,128)
:LOCATE 1,22:PRINT STRING$(40,128)
580 READ A,B,PN,L,C:IF A=-1 THEN 59 >RU
0 ELSE LOCATE B,A:PEN p#N:PRINT STRI
NG$(L,C):GOTO 580
590 ORIGIN 0,0:PEN 2:LOCATE 4,23:PR >PU
INT*SC*;Score:LOCATE 4,24:PRINT*TA
B*:TA:LOCATE 30,22:PRINT CHR*(239)+
CHR*(248):VIE:LOCATE 30,24:F=576:PR
INT*FUEL*:LOCATE 35,24:PRINT*F
600 PAPER 2:PEN 3:FOR a=1 TO 40:LOC >DI
ATE a,A:PRINT CHR*(233):NEXT:FOR a=1
TO 40:LOCATE a,21:PRINT CHR*(233)
:NEXT
605 FOR a=4 TO 24:LOCATE 1,a:PRINT >NW
CHR*(233):NEXT:FOR a=4 TO 24:LOCAT
E 40,a:PRINT CHR*(233):NEXT:FOR a=23
TO 38:LOCATE a,25:PRINT CHR*(233):
NEXT:LOCATE 12,22:PRINT CHR*(233):L
OCATE 12,23:PRINT CHR*(233):LOCATE
12,24:PRINT CHR*(233)
606 LOCATE 28,22:PRINT CHR*(233): >FF
LOCATE 28,23:PRINT CHR*(233):LOCATE 2
8,24:PRINT CHR*(233):PAPER 0:PEN 1:
LOCATE 13,22:PRINT STRING$(15,143):
LOCATE 13,23:PRINT STRING$(15,143):
LOCATE 13,24:PRINT STRING$(15,143):
LOCATE 13,23:PAPER 1:PEN 3
607 PRINT*SCOOTER SPACIAL*:PAPER 0: >GH
OUT 48128,1:OUT 48384,1:FOR h=0 TO
40 STEP 2:OUT 48384,h:FOR b=1 TO 60
:NEXT b,h
610 ***** >RH
****
620 's BOUCLE PRINCIPALE >EJ
s
630 ***** >RK
****
640 PEN 2:TAGOFF:LOCATE 1,2:PRINT*F >ZE
UEL*:PEN 2:PEN 3:LOCATE 5,2:PRINT
STRING$(36,143):s=d:y=e:xb=1:yb=j
650 PRINT CHR*(23)CHR*(11):TAG >YX
660 PLOT -2,-2,-2,3:IF f<0 THEN GOSUB >PX
860:GOTO 720
670 IF gel=0 THEN t=t+1:IF t=5 THEN >QV
t=0:GOSUB 860
680 IF INKEY(44)=0 THEN GOSUB 1760 >AQ
690 IF INKEY(43)=0 THEN SOUND 130,0 >JD
0,0,8,1,,20:gel=0:GOSUB 830:IF xs<8
THEN xs=xs+2
695 MOVE xb,yb:PRINT CHR*(154)+CHR*( >JE
154);
696 IF x#p THEN xb=xb+16:MOVE xb,y >EH
b:PRINT CHR*(154):xb=p
697 xb=xb-16 >GH
700 IF INKEY(42)=0 THEN SOUND 129,0 >KX
0,0,8,1,,20:gel=0:GOSUB 830:IF xs<8
THEN xs=xs+2
710 IF INKEY(41)=0 THEN SOUND 132,0 >KE
0,0,8,1,,30:gel=0:GOSUB 830:IF ys<6
THEN ys=ys+1
715 IF k=xb THEN xb=xb+16:MOVE xb, >FF
yb:PRINT CHR*(154):xb=i
720 x=xs+ys:y=ys >NY
730 IF y<350 OR y<34 THEN INK ys=0 >WG
740 IF x<608 THEN x=608:xs=0 >RD
750 IF x<0 THEN x=0:xs=0 >NV
760 MOVE x1,y1-16:PRINT v#; >VM
770 MOVE x,y-16:PRINT v#; >VU
780 IF gel=0 THEN t=TEST(x-2,y-34) >VI
OR TEST(x+18,y-34) OR TEST(x-2,y-1
6) OR TEST(x+18,y-16) OR TEST(x+34,
y-22) OR TEST(x+34,y-28):IF te<1 TH
EN 1060
790 IF gel=0 THEN IF TEST(x-2,y-32) >NY
=1 AND TEST(x+28,y-32)=1 AND ys<3 T
```



```

HEN tab1=tab1+1:Score=Score+100:TA=
TA+1:BORDER 0:GOTO 450
800 xl=x:yl=y:IF C(150 AND ff=0 THE >MV
N GOSUB 820
810 GOTO 660 >ZH
820 ff=1:EVERY 50,3 GOSUB 850:RETUR >EL
N
830 IF f>0 THEN f=f-2:MOVE f+64,368 >HX
:DRABR 0,14,3:TAGOFF:LOCATE 35,24:P
RINT F:TAG
840 RETURN >ZH
850 RETURN >ZJ
860 IF xs=2 THEN xs=xs-in >VL
870 IF xs<=2 THEN xs=xs+in >WA
880 IF ys<16 THEN ys=ys+pe >VB
890 RETURN >AC
900 * ***** >BK
****
910 'n TABLEAU No 1 2 et 3 >TA
*
920 * ***** >TB
****
930 DATA 11,2,2,1,215,12,2,2,1,143, >YI
12,3,2,1,215,12,20,2,1,214,12,21,2,
1,215,12,22,2,1,214,12,23,2,1,215,1
3,2,2,2,143,13,4,2,1,215,13,19,2,1,
214,13,20,2,4,143,13,24,2,1,215
940 DATA 14,2,2,3,143,14,5,2,1,215, >RF
14,8,2,1,214,14,9,2,1,215,14,18,2,1
214,14,18,2,6,143,14,25,2,1,215,15
,2,2,4,143,15,6,2,1,215,15,7,2,1,21
4,15,8,2,2,143,15,10,2,1,215
950 DATA 15,17,2,1,214,15,18,2,8,14 >UD
3,15,26,2,1,215,16,2,2,9,143,16,11,
2,1,215,16,16,2,1,214,16,17,2,10,14
3,16,27,2,1,215,16,33,2,1,214,17,2,
2,10,143,17,12,2,1,215,17,15,2,1,21
4,17,16,2,12,143,17,28,2,1,215,17,3
2,2,1,214,17,33,2,1,143
960 DATA 18,2,2,11,143,18,13,2,1,21 >DJ
5,18,14,2,1,214,18,15,2,14,143,18,2
9,2,1,215,18,31,2,1,214,18,32,2,2,1
43,19,2,2,32,143,19,34,3,1,246,19,3
5,1,4,143,19,39,3,1,247,20,2,2,32,1
43,15,39,1,1,244,-1,0,0,0,0
970 DATA 5,2,2,32,127,5,39,2,1,127, >VA
6,2,2,4,127,6,6,2,1,212,6,16,2,1,21
3,6,17,2,17,127,6,39,2,1,127,7,2,2,
4,127,7,17,2,6,127,7,39,2,1,127,8,
2,2,4,127,8,17,2,16,127,8,33,2,1,22
6,8,39,2,1,127
980 DATA 9,2,4,127,9,17,2,6,127,9 >MD
,23,2,1,212,9,39,2,1,127,10,2,2,4,1
27,10,17,2,6,127,10,39,2,1,127,11,2
,2,4,127,11,10,2,3,127,11,17,2,6,12

```

```

7,11,39,2,1,127
990 DATA 12,2,2,4,127,12,10,2,3,127 >MA
,12,17,2,6,127,12,39,2,1,127,13,2,2
,4,127,13,10,2,3,127,13,17,2,6,127,
13,28,2,1,214,13,29,2,1,127,14,2,2
,4,127,14,10,2,3,127,14,17,2,1,226,
14,18,2,4,127,14,22,2,1,226,14,28,2
,12,127
1000 DATA 15,2,2,3,127,15,5,2,1,226 >ZD
,15,10,2,3,127,15,28,2,12,127,16,2,
2,2,127,16,4,2,1,226,16,10,2,3,127,
16,28,2,12,127,17,2,2,1,127,17,3,2,
1,226,17,10,2,3,127,17,28,2,12,127,
18,2,2,1,127,18,9,2,1,214,18,10,2,3
,127,18,13,2,1,215,18,28,2,12,127
1010 DATA 19,2,2,1,127,19,3,1,246 >LH
,19,4,1,4,143,19,8,3,1,247,19,9,2,3
1,127,20,2,2,1,127,20,9,2,31,127,18
,27,2,1,214,12,38,2,1,214
1015 DATA 15,18,2,1,224,15,19,2,2,2 >LF
25,15,20,2,1,226,15,21,2,1,225,9,23
,2,1,224,9,24,2,1,225,9,25,2,1,226,
9,26,2,1,224,9,27,2,1,226,9,28,2,1,
225,9,29,2,1,224,9,30,2,1,225,9,31,
2,1,224,9,32,2,1,226,9,32,2,1,226,1
2,38,1,1,244
1016 DATA 6,6,2,1,224,6,7,2,1,225,6 >BU
,8,2,1,226,6,9,2,1,224,6,10,2,1,225
,6,10,2,1,226,6,11,2,1,226,6,12,2,1
,225,6,13,2,1,224,6,14,2,1,226,6,15
,2,1,225,6,16,2,1,226,-1,0,0,0,0
1020 DATA 5,2,2,1,127,5,8,2,32,127, >TQ
6,2,2,1,127,6,8,2,12,127,6,20,2,1,2
12,6,39,2,1,213,7,2,2,1,127,7,8,2,1
2,127,8,2,2,1,127,8,8,2,12,127,9,2,
2,1,127,9,8,2,12,127,10,2,2,1,127,1
0,8,2,1,226,10,9,2,11,127,10,25,2,3
,127,10,32,2,3,127,11,2,2,1,127
1030 DATA 11,3,2,1,215,11,15,2,5,12 >AB
7,11,25,2,3,127,11,32,2,3,127,12,2,
2,2,127,12,4,2,1,215,12,15,2,5,127,
12,25,2,3,127,12,32,2,3,127,13,2,2,
3,127,13,5,2,1,215,13,15,2,5,127,13
,25,2,3,127,13,32,2,3,127,14,2,2,8,
127,14,10,2,1,215
1040 DATA 14,15,2,5,127,14,25,2,3,1 >UP
27,14,32,2,3,127,15,2,2,9,127,15,15
,2,1,226,15,16,2,4,127,15,19,2,1,22
6,15,25,2,3,127,15,32,2,3,127,16,2,
2,9,127,16,25,2,3,127,16,32,2,3,127
,17,2,2,9,127,17,25,2,3,127,17,32,2
,3,127
1050 DATA 18,2,2,10,127,18,11,2,1,2 >AE
15,18,24,2,1,214,18,25,2,3,127,18,2
8,2,1,215,18,31,2,1,214,18,32,2,3,1

```

```

27,18,35,2,1,215,19,2,2,34,127,19,3
6,3,1,246,19,37,1,2,143,19,39,3,1,2
47,20,2,2,34,127
1065 DATA 6,20,2,1,224,6,21,2,1,225 >ZY
,6,22,2,1,226,6,23,2,1,224,6,24,2,1
,225,6,25,2,1,226,6,26,2,1,225,6,27
,2,1,226,6,28,2,1,224,6,29,2,1,225,
6,30,2,1,226,6,30,2,1,224,6,32,2,1,
225,6,33,2,1,226,6,34,2,1,225,6,35,
2,1,226,6,36,2,1,224,9,39,1,1,244
1066 DATA 6,37,2,1,225,6,38,2,1,224 >DC
,6,39,2,1,226,6,31,2,1,224,11,9,2,1
,225,11,10,2,1,226,11,11,2,1,224,11
,12,2,1,225,11,13,2,1,226,11,13,2,1
,224,11,14,2,1,225,16,16,2,1,224,16
,17,2,1,225,16,18,2,1,226,-1,0,0,0,0
1067 * ***** >IX
****
1070 'n VIE -1 >TA
*
1080 * ***** >YB
****
1090 vie=vie-1 >ZD
1100 * >XE
1110 MOVE x,y-16:PRINT CHR$(148)+CH >GF
R$(148):TAG:INK 0,0:SPEED INK 5,5:
BORDER 0,26:INK 0,0,26:OUT &BC00,2:
OUT &BD49,46:SOO:AND 4,700,50,9,9:OF
OR t=1 TO 400:NEXT:OUT &BC00,2:OUT
&BD49,46:BORDER 0:INK 0,0:MOVE x,y-
16:PRINT v$;
1120 MOVE x,y-16:PRINT CHR$(148)+CH >TV
R$(148):mvx=0:mys=0:y=e:x=d:t=0:x1=0
:yl=0:gel=0:TAGOFF:LOCATE 33,22:PRI
NT vie:PEN 2:TAGOFF:LOCATE 1,2:PRIN
T'FUEL':PEN 2:PEN 3:LOCATE 5,2:f=5
76:PRINT STRING$(36,143):LOCATE 35,
24:PRINT f
1130 IF vie=0 THEN 1150 >OK
1140 GOTO 650 >FC
1150 * ***** >IX
****
1160 'n GAME OVER >TA
*
1170 * ***** >YB
****
1180 LOCATE 1,2:PRINT STRING$(40,12) >QE
8):PEN 0:LOCATE 1,1:PRINT REMAIN(1)
:PEN 3:a$="GAME/OVER":FOR A=1 TO 1
STEP 30:FOR M=1 TO LEN(A$):C="A0956"
+(ASC(MID$(A$,M,1))-32)*8):D=C:FOR
N=42732 TO 42746 STEP 2:B=PEEK(C)
1190 ON INT(A/3+1) GOSUB 1210:C=C+1 >JJ
:NEXT:LOCATE N+(NO*10),A:PRINT CHR$

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(254)CHR*(8)CHR*(10)CHR*(255):NEXT:
NEXT:
1200 FOR T=1 TO 5000:NEXT:RUN >IG
1210 POKE M,B:POKE M+1,B:RETURN >AD
1220 "*****" >XH
***
1230 " * CHOIX CLAVIER OU JOYSTICK" >IJ
***
1240 "*****" >IX
***
1250 LOCATE 12,11:PRINT STRING$(20, >GQ
128)
1260 LOCATE 12,13:PRINT STRING$(20, >GU
128)
1270 LOCATE 12,15:PRINT STRING$(20, >GX
128)
1280 LOCATE 10,17:PRINT STRING$(22, >GA
128)
1290 LOCATE 10,13:PRINT*JOYSTICK >RU
CLAVIER*:LOCATE 11,15:PRINT* "
1300 PEN 3:LOCATE 10,16:PRINT* (1) >MJ
(2)*
1310 IF INKEY(13)=0 THEN J1=72:J2=7 >GQ
4:J3=75:J4=76:CLS:GOTO 100
1320 IF INKEY(14)=0 THEN J1=0:J2=8 >CB
J3=1:J4=47:CLS:GOTO 100
1330 GOTO 1310 >LX
1340 LOCATE 10,13:PRINT STRING$(22, >GT
128)
1350 LOCATE 10,16:PRINT STRING$(22, >GX
128)
1360 GOTO 200 >EH
1370 PEN 3:LOCATE 12,20:PAPER 1:PRI >GY
NT CHR*(70)+CHR*(82)+CHR*(69)+CHR*(
68)+CHR*(69)+CHR*(82)+CHR*(73)+CHR*(
67)+CHR*(46)+CHR*(74)+CHR*(85)+CHR
9(76)+CHR*(73)+CHR*(69)+CHR*(78):PA
PER 0
1380 RETURN >FF
1390 "*****" >YF
**
1400 " * GAGNE" >XH
***
1410 "*****" >IJ
**
1415 PEN 1:MODE 0:LOCATE 10,23:PRIN >ZH
T CHR*(214)+CHR*(215)
1420 PLOT 30,270:DRAW 70,270:DRAW 7 >AM
0,300:DRAW 50,300:DRAW 50,290:DRAW
60,290:DRAW 60,280:DRAW 40,280:DRAW
40,320:DRAW 70,320:DRAW 70,330:DRW
W 30,330:DRAW 30,270:PLOT 130,270:D
RAW 130,330:DRAW 180,330:DRAW 180,2
70:DRAW 170,270:DRAW 170,290
1430 DRAW 140,290:DRAW 140,270:DRAW >RY

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130,270:PLOT 170,320:DRAW 140,320:
DRAW 140,300:DRAW 170,300:DRAW 170,
320:PLOT 240,300:DRAW 260,300:DRAW
260,270:DRAW 220,270:DRAW 220,330:D
RAW 260,330:DRAW 260,320
1440 DRAW 230,320:DRAW 230,280:DRAW >QL
250,280:DRAW 250,290:DRAW 240,290:
DRAW 240,300:PLOT 310,270:DRAW 310,
330:DRAW 360,290:DRAW 360,330:DRAW
370,330:DRAW 370,270:DRAW 320,310:D
RAW 320,270:DRAW 310,270:PLOT 460,2
70:DRAW 420,270:DRAW 420,330:DRAW 4
60,330
1450 DRAW 460,320:DRAW 430,320:DRAW >QK
430,305:DRAW 445,305:DRAW 445,295:
DRAW 430,295:DRAW 430,280:DRAW 460,
280:DRAW 460,270:WINDOW#3,1,25,10,2
2:PAPER#3,0:PEN#3,0:CLS#3:PAPER 0 0
UT 48128,1:OUT 48384,1:FOR H=0 TO 4
0 STEP 2:OUT 48384,h:FOR B=1 TO 60:
NEXT B,h
1460 FOR T=1 TO 5000:NEXT:PLOT 320, >GT
49:DRAW 80,250:ORIGIN 50,275:FILL 1
:ORIGIN 0,0:CLS#3:FOR T=1 TO 1000:H
EXT:PLOT 320,49:DRAW 170,250:ORIGIN
160,295:FILL 2:ORIGIN 0,0:CLS#3:FO
R T=1 TO 1000:NEXT:PLOT 320,49:DRAW
250,250:ORIGIN 240,275:FILL 13:CLS
#3
1470 ORIGIN 0,0:FOR T=1 TO 1000:NEX >GJ
T:PLOT 320,49:DRAW 350,250:ORIGIN 3
15,290:FILL 7:CLS#3:ORIGIN 0,0:FOR
T=1 TO 1000:NEXT:PLOT 320,49:DRAW 4
40,250:ORIGIN 440,275:FILL 8:CLS#3
1480 PEN 2:SPEED INK 5,5:INK 1,3,26 >VK
:INK 2,26,3:INK 3,9,6:INK 4,6,16:IN
K 5,16,6:INK 6,9,3:INK 7,26,8:INK 8
,14,2:INK 9,3,6:LOCATE 10,23:PRINT*
":FOR A=1 TO 5000:NEXT:FOR T=15 T
0 50:LOCATE 1,1,T:PRINT CHR*(128):SOU
ND 1,T,50,9,9:NEXT
1490 SCORE=SCORE+90000:MODE 1:INK 1 >KM
,26:INK 2,2:INK 3,6:PEN 1:LOCATE 14
,1:PRINT*FELICITATION*:LOCATE 1,3:P
RINT*VOUS AVEZ REUSSI A VOUS FAIRE
EMAGNE VOTRE SCORE S'ELEVE A*:LOCAT
E 14,14:PEN 2:PAPER 3:PRINT*SCORE*:
SCORE:SPEED INK 5,5:INK 2,6,2:INK 3
,2,6
1500 PAPER 0:FOR T=1 TO 5000:NEXT:R >EB
UN
1650 "*****" >YE
****
1660 " * TABLEAU No 4" >YF

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1670 "*****" >YG
****
1680 DATA 5,2,2,33,127,5,39,2,1,127 >EK
,6,2,2,10,127,6,27,2,8,127,6,39,2,1
,127,6,12,2,1,226,6,26,2,1,226,7,3
,2,1,226,7,6,2,1,226,7,7,2,4,127,7,2
,2,1,127,7,11,2,1,226,7,27,2,1,226,
7,28,2,7,127,7,39,2,1,127,8,28,2,1
,226,8,29,2,6,127,8,34,2,1,226,8,39
,2,1,127
1690 DATA 8,2,2,1,127,9,2,2,1,127,9 >AU
,39,2,1,127,10,2,2,1,127,10,15,2,1
,214,10,16,2,9,127,10,25,2,1,215,10
,38,2,1,214,10,39,2,1,127,11,7,2,1,2
14,11,8,2,32,127,11,2,2,1,127,12,7
,2,1,226,12,8,2,18,127,12,26,2,1,226
1700 DATA 13,13,2,1,226,13,14,2,7,1 >TL
17,13,21,2,1,226,12,2,2,1,127,13,2
,2,1,127,14,2,2,1,127,14,14,2,1,226,
14,15,2,5,127,14,20,2,1,226,14,30,2
,1,214,14,31,2,2,127,14,33,2,1,215
,15,2,2,1,127,15,3,2,1,215,15,30,2,4
,127,16,2,2,9,127,16,11,2,2,1215
1710 DATA 16,29,2,1,214,16,30,2,4,1 >ML
27,16,34,2,1,215,17,2,2,10,127,17,2
0,2,1,214,17,21,2,14,127,17,35,2,1
,215,18,2,2,10,127,18,19,2,1,214,18
,20,2,16,127,19,2,2,10,127,19,12,2,1
,215,19,18,2,1,214,19,19,2,17,127
1720 DATA 19,36,3,1,246,19,37,1,2,1 >RX
43,19,39,3,1,247,20,2,2,34,127,16,2
8,1,1,244,-1,0,0,0
1730 "*****" >YD
****
1740 " * PAUSE" >YE
***
1750 "*****" >YF
***
1760 LOCATE 14,3:TAGOFF:PEN 2:PRINT >QX
" P A U S E "
1765 IF INKEY(45)=0 THEN LOCATE 14, >UA
3:PRINT STRING$(9,128):TAG:RETURN
1770 GOTO 1765 >PG
1770 "*****" >YH
****
1780 " * TABLEAU No 5" >YJ
***
1790 "*****" >YK
****
1800 DATA 5,2,2,33,127,5,39,2,1,127 >JV
,6,2,2,1,127,6,3,2,1,224,6,4,2,1,22
5,6,5,2,1,226,6,5,2,1,224,6,2,2,1,2

```



25,6,7,2,1,226,6,8,2,1,224,6,9,2,1,
224,6,10,2,1,225,6,11,2,1,226,6,12,
2,1,225,6,13,2,1,226,6,6,2,1,224,6,
14,2,1,225,6,15,2,1,226,6,16,2,1,22
4
1810 DATA 6,2,2,1,127,6,20,2,1,226, >HG
6,25,2,1,226,6,26,2,9,127,6,39,2,1,
127,6,17,2,3,127,7,2,2,1,127,7,17,2
,2,127,7,19,2,1,226,7,26,2,1,226,7,
27,2,8,127,7,39,2,1,127,8,2,2,1,127
,8,16,2,1,214,8,17,2,1,127,8,18,2,1
,226,8,27,2,1,226,8,28,2,6,127,8,34
,2,1,127
1820 DATA 8,39,2,1,127,9,2,2,1,127, >EV
9,9,2,1,214,9,10,2,1,127,9,11,2,1,2
15,9,16,2,1,127,9,17,2,1,226,9,39,2
,1,127,10,2,2,1,127,10,3,2,1,215,10
,9,2,3,127,10,16,2,1,127,10,21,2,1,
214,10,22,2,1,127,10,23,2,1,215,10,
39,2,1,127
1830 DATA 11,2,2,2,127,11,4,2,1,215 >TB
,11,9,2,3,127,6,11,2,1,127,11,21,2,
3,127,11,24,2,1,215,11,16,2,1,127,1
0,39,2,1,127,11,38,2,1,214,11,39,2,
1,127,12,2,2,3,127,12,5,2,1,215,12,
9,2,1,213,12,10,2,2,1,127,12,16,2,1,1
27,12,21,2,1,213,12,22,2,18,127
1840 DATA 13,2,2,4,127,13,10,2,1,12 >CR
7,13,11,2,1,212,13,16,2,1,127,13,17
,2,1,215,13,31,2,9,127,14,2,2,4,127
,14,10,1,2,127,14,16,2,1,213,14,17,
2,1,127,14,18,2,1,215,14,31,2,9,127
,15,2,2,4,127,15,10,2,1,127,15,17,2
,1,213,15,18,2,9,127,15,27,2,1,215
1850 DATA 15,31,2,1,213,15,32,2,8,1 >TB
27,16,2,2,4,127,16,10,2,1,127,16,32
,2,8,127,17,2,2,4,127,17,10,2,1,127
,17,32,2,8,127,18,2,2,4,127,18,10,2
,1,127,18,11,2,1,215,18,31,2,1,214,
18,32,2,8,127,19,2,2,4,127,19,10,2,
30,127
1860 DATA 20,2,2,4,127,20,6,3,1,246 >HW
,20,7,1,2,143,20,9,3,1,247,20,10,2,
30,127,16,31,1,1,244,-1,0,0,0,0
1870 * >YJ

1880 *# TABLEAU No 6 >YK
*
1890 * >ZA

1900 DATA 5,6,2,1,127,5,22,2,2,127, >UG
6,6,2,1,127,6,22,2,2,127,7,6,2,1,12
7,7,22,2,2,127,8,6,2,1,127,8,7,2,1,

215,8,14,2,1,226,8,15,2,2,127,8,17,
2,1,226,8,22,2,2,127,9,6,2,1,213,9,
7,2,4,127,9,10,2,1,215,9,15,2,2,127
,9,22,2,2,127,9,28,2,7,127,9,35,2,1
,215
1910 DATA 10,10,2,1,127,10,15,2,2,1 >LR
27,10,22,2,1,213,10,23,2,1,127,10,2
8,2,1,226,10,29,2,7,127,11,0,2,1,1
27,11,15,2,2,127,11,22,2,1,214,11,3
4,2,1,213,11,35,2,1,127,11,23,2,1,1
27,12,10,2,1,127,12,15,2,2,127,12,1
7,2,1,215,12,22,2,2,127,12,35,2,1,1
27
1920 DATA 13,2,2,4,127,13,6,2,1,226 >MT
,13,10,2,1,127,13,15,2,3,127,13,22,
2,2,127,13,24,2,1,215,13,35,2,1,127
,14,10,2,1,127,14,15,2,3,127,14,22,
2,8,127,14,30,2,1,215,14,35,2,1,127
,15,10,2,1,127,15,15,2,3,127,15,22,
2,9,127,15,35,2,1,127
1930 DATA 16,10,2,1,127,16,15,2,3,1 >MZ
27,16,22,2,1,213,16,23,2,7,127,16,3
0,2,1,226,16,35,2,1,127,17,5,2,1,22
6,17,6,2,4,127,17,10,2,1,226,17,15,
2,3,127,17,35,2,1,127,18,14,2,1,214
,19,15,2,3,127,19,18,2,1,215,19,34,
2,1,214,19,35,2,1,127
1940 DATA 18,15,2,3,127,18,35,2,1,1 >MN
27,19,36,3,1,246,19,37,1,2,143,19,3
9,3,1,247,20,2,2,34,127,17,34,1,1,2
44,-1,0,0,0,0
1950 * >TH

1960 *# TABLEAU No 7 >YJ
*
1970 * >YK

1980 DATA 5,2,2,1,127,5,7,2,18,127, >JT
6,2,2,1,127,6,7,2,18,127,7,2,2,1,12
7,7,7,2,1,213,7,8,2,17,127,8,2,2,1,
127,8,10,2,1,213,8,11,2,14,127,9,2,
2,1,127,9,12,2,9,127,9,21,2,1,212,1
0,2,2,1,127,10,3,2,1,215,10,12,2,9,
127
1990 DATA 11,2,2,6,127,11,8,2,1,215 >QJ
,11,12,2,9,127,12,2,2,7,127,12,12,2,
9,127,13,2,2,7,127,13,13,2,1,213,1
3,14,2,7,127,14,2,2,7,127,14,16,2,1
,213,14,17,2,3,127,14,20,2,1,212,14
,24,2,1,214,15,9,2,1,215,15,24,2,1,
127,15,2,2,7,127
2000 DATA 16,2,2,8,127,16,10,2,1,21 >FX
5,16,23,2,1,214,16,24,2,1,127,17,2,

2,9,127,17,11,2,1,215,17,22,2,1,214
,17,23,2,2,127,18,2,2,10,127,18,12,
2,1,215,18,22,2,3,127,19,2,2,23,127
,19,25,2,1,215,18,21,2,1,214,19,31,
1,5,140,20,2,2,38,127,17,21,1,1,244
2010 DATA -1,0,0,0,0 >MM
2020 * >IG
**
2030 *# INSTRUCTION >JH
*
2040 * >IJ
**
2050 CLS:LOCATE 14,1:PEN 1:PRINT*IN >HI
STRUCTION*:LOCATE 1,3:PRINT*ON EST
EN L'AN 2050*:LOCATE 1,5:PRINT*UN M
ATIN VOUS DECIDEZ DE VOUS ENGAGER D
ANS L'ARMEE SPATIALE*:PEN 3:PRINT*L
E CHEF DE LA BASE VOUS FAIT PASSER
UN TEST:
2060 PRINT*A L'AIDE D'UN SCOOTER SP >HM
ATIAL VOUS DEVEZ DESCENDRE DANS DES
GALERIES MAIS ATTENTION VOUS NE DE
VEZ PAS TOUCHER LES PAROIS SOUS PEI
NE DE PERDRE UNE VIE IL VOUS FAUDRA
AUSSI FAIRE ATTENTION AU MONSTRE Q
UI TIRE SANS ARRÊT POUR VOUS FAIRE*
2065 PRINT*PERDRE EGALEMENT UNE VIE >GC
2070 PRINT*SI VOUS Y ECHAPPER VOUS >TQ
M'AUREZ PLUS QU'A ALLER JUSQU'AU TE
LE PORTATEUR VOUS POSER DELICATEMEN
T SUR LA ZONE ROUGE ET VOUS PASSERE
Z AU TABLEAU SUIVANT ET AINSI DE SU
ITE AU DERNIER TABLEAU VOUS VOUS PO
SEREZ SUR LA PLATE-FORME
2080 PRINT *ROUGE ET PUIS SE SERA G >UX
AGME !!!*:LOCATE 10,24:PRINT*APPUTE
R SUR ESPACE POUR CONTINUER
2090 IF INKEY(47)=0 THEN 2110 >WB
2100 GOTO 2090 >WB
2110 CLS:PEN 1:LOCATE 1,1:PRINT*LE >HP
JEU SE COMPOSE DE 7 TABLEAU ET VOU
S DISPOSEZ DE 8 VIES*
2120 PEN 3:LOCATE 14,14:PRINT*H=PAU >MN
SE*:LOCATE 14,16:PRINT*J=ENLEVER PA
USE*:LOCATE 14,18:PRINT*CLAVIER=FLE
CHE*
2130 LOCATE 10,24:PRINT*APPUYER SUR >JK
ESPACE POUR CONTINUER
2140 IF INKEY(47)=0 THEN ORIGIN 0, >LJ
0:GOTO 100
2150 GOTO 2140 >MC
2160 ****** FIN DU SUPER LISTING >TB
