

# T'AS UN BLOCUS 3D

Cet infâme jeu de mots n'annonce que le listing du mois, c'est-à-dire Blocus 3D. C'est un petit casse-tête qui se joue sur un damier (dont il est possible de choisir la taille). Le petit personnage que vous dirigez doit bloquer son adversaire. Mais tout se corse lorsque l'on sait qu'il se déplace comme les cavaliers aux échecs (ne vous affolez pas, tout est décrit dans la règle). Tout est contenu dans le jeu, alors pourquoi donner des informations supplémentaires ?

3D, zicmu et caetera, tout y est. Bon, c'est pas tout, mais avec le peu d'avance de listing que je possède pour vous, nous ne vieillirons pas ensemble. Alors premièrement, j'adresse un appel aux programmeurs pour qu'ils m'envoient des softs, deuxièmement, vous, les tapeurs de listings, écrivez-moi pour me dire quel genre de programme vous désirez voir dans nos pages. Salut et au mois prochain (si vous avez un ennui avec le listing, appelez-moi, je me ferai un plaisir de vous aider).

Sined le Barbare

```

10 REM
20 REM
30 REM
40 REM
50 REM
60 REM
70 REM
80 REM
90 REM
100 REM
110 REM
120 REM
130 REM
140 REM
150 REM
160 REM
170 GOTO 4330:REM presentation
180 GOSUB 2720:GOSUB 2720
190
200 SYMBOL 200,0,0,0,1,6,24,96
210 SYMBOL 201,1,6,24,96,128,0,0,0
220 SYMBOL 202,1,28,96,24,6,12,24,6
230 SYMBOL 203,0,0,0,0,128,96,12,24,6
240 SYMBOL 204,0,0,0,0,0,1,7,31
250 SYMBOL 205,0,1,7,31,127,255,255,255
260 SYMBOL 206,0,1,28,224,248,254,255,255
265
270 SYMBOL 207,0,0,0,0,128,224,248
280 SYMBOL 208,1,27,31,7,1,0,0,0
290 SYMBOL 209,255,255,255,255,127,31,7,
1
300 SYMBOL 210,255,255,255,255,254,248,2
310
320 SYMBOL 211,254,248,224,128,0,0,0
330 SYMBOL 212,128,128,128,128,128,128,1
340
350 SYMBOL 213,1,1,1,1,1,1,120,96
360 SYMBOL 214,0,0,0,0,7,31,120,96
370 SYMBOL 215,0,0,0,0,224,248,30,6
380 SYMBOL 216,96,120,31,7,0,0,0
390 SYMBOL 217,6,30,248,224,0,0,0
400 SYMBOL 220,252,132,132,132,132,255,4
4
410 REM
420 REM
430 REM
440 REM
450 REM
460 REM
470 MEMORY &8FFF
480 RESTORE 500:FOR H=&9000 TO &9000+68:
READ A$:POKE H,VAL("&"+A$):NEXT
500 DATA 70,01,00,10,04,00,03,0C,00,00,3
F,CF,00,01,FF,FF,08,01,F9,08,01,F9,
08,71,FF,FF,08,71,FF,FF,08,71,FF,FF,
F3,FE,7F,FC,F3,FF,FC,FC,37,0F,0F,DE,27,0
F,0F,4E,27,3F,CF,4E,03,4F,2F,0C,13,BC,13
510 REM
520 RESTORE 530:FOR H=&904A TO &904A+68:
READ A$:POKE H,VAL("&"+A$):NEXT
530 DATA 00,33,CC,00,00,CF,3F,00,11,0F,08
F,88,11,69,69,88,11,69,69,88,61,0F,0F,08
61,1E,87,68,C3,0F,0F,3C,C3,1E,87,3C,C3
CF,3F,3C,47,FF,FF,2E,57,FF,FF,AE,57,CF,3
F,AE,33,BF,DF,CC,23,4C,23,4C,30,C0,30,C
0,70,01,00,10,04
540 REM
550 RESTORE 560:FOR H=&908F TO &908F+68:
READ A$:POKE H,VAL("&"+A$):NEXT
560 DATA 22,00,00,72,04,88,80,FD,99,C
4,10,C0,32,88,05,84,ED,E6,00,11,5B,5B,20,1
00,ED,E6,57,00,32,88,A7,A2,23,88,57,27,1
7,2,01,FD,88,57,00,27,00,72,00,22,00,0
7,70,01,00,10,04
570 REM
580 RESTORE 590:FOR H=&90D4 TO &90D4+68:
READ A$:POKE H,VAL("&"+A$):NEXT
590 DATA 00,00,44,00,E4,00,4E,00,AE,11,F
B,40,E4,88,4E,AE,11,4C,54,5E,11,C4,00,AE
76,76,00,40,AD,AD,88,00,76,7B,12,0A,11,0
C4,30,80,11,4C,1A,08,40,88,00,44,00,11,0
0,E4,00,32,99,FB,10,11,02,E4,00,00,00,4
4,70,01,00,10,04
600 REM
610 RESTORE 620:FOR h=&A000 TO &A05C:REA
D A$:POKE h,VAL("&"+A$):NEXT
620 DATA DD,5E,00,DD,56,01,DD,6E,02,DD,6

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603,06,10,CD,19,BD,F3,C5,E5,06,04,1A,E6
88,28,06,4F,7E,E6,77,81,77,1A,E6,44,28,7
06,4F,7E,E6,8B,B1,77,1A,E6,22,28,06,4F,7
E,E6
630 DATA DD,B1,77,1A,E6,11,28,06,4F,7E,E
6,EE,B1,77,23,13,10,DD,E1,CD,51,A0,C1,10
C5,FB,C9,00,00,7C,C6,08,67,00,D5,11,50,
C0,19,DI,C9
640 REM
650 RESTORE 660:FOR h=&A060 TO &A07C:REA
D A$:POKE h,VAL("&"+A$):NEXT
660 DATA 11,00,A4,DD,6E,00,DD,66,01,06,1
0,C5,E5,06,4F,C9
670 REM
680 RESTORE 690:FOR h=&A080 TO &A09C:REA
D A$:POKE h,VAL("&"+A$):NEXT
690 DATA 11,00,A4,DD,6E,00,DD,66,01,06,1
0,C5,E5,06,04,1A,77,23,13,10,FA,E1,CD,5
1,A0,C1,10,EF,C9
700 FOR h=&A060 TO &A07C:a=PEEK(h):POKE
h+&100,a:NEXT:POKE &A162,&A3
710 FOR h=&A080 TO &A09C:a=PEEK(h):POKE
h+&100,a:NEXT:POKE &A1B2,&A3
720 REM
730 REM
740 REM
750 REM
760 REM
770 CALL &BBFF:INK 0,0:INK 1,26:INK 2,2:
INK 3,6: BORDER 0:PAPER 0:CLS
780 C1$=CHR$(200)+CHR$(201)+CHR$(202)+CH
R$(203)
790 C2$=CHR$(202)+CHR$(203)+CHR$(200)+CH
R$(201)
800 C3$=CHR$(204)+CHR$(205)+CHR$(206)+CH
R$(207)
810 C4$=CHR$(208)+CHR$(209)+CHR$(210)+CH
R$(211)
820 C5$=CHR$(212)+CHR$(8)+CHR$(10)+CHR$(
212)+CHR$(10)+CHR$(8)+CHR$(202)+CHR$(203
)+CHR$(8)+CHR$(213)+CHR$(8)+CHR$(11)+C
HR$(213)
830 C6$=CHR$(214)+CHR$(215)
840 C7$=CHR$(216)+CHR$(217)
850 tr$=CHR$(22)+CHR$(0)
860 nr$=CHR$(22)+CHR$(0)
870 WINDOW #1,4,37,24,24
880 DIM a1$(11):DIM jeu(13,13):DIM ph$(1
4)

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```
890 DEF FN PO(X,Y) = &C000 + (Y-1)*80 + (X-1)*
900 EC = &9005:FOR H=1 TO 4:SP(H) = EC:EC = EC
910 RESTORE 4250:FOR H=1 TO 14:READ A$
920 PH$(H) = A$:NEXT
930 GOTO 1500
940 REM :
950 REM :
960 REM :
970 REM :
980 REM :
990 REM :
1000 A1$(H) = BIN$(A1,11)
1010 NEXT H
1020 FOR H=1 TO 10:FOR Q=1 TO 10
1030 B1$ = MID$(A1$(H),Q,1):B1 = VAL(B1$)
1040 IF B1=1 THEN 1070
1050 NEXT Q,H:GOTO 1190
1060 GOTO 1210
1070 AX = (Q*2) + (H*2) - 3:BY = (12+H) - 9
1080 PEN 1:LOCATE AX, BY:PRINT TR$(C1$):LO
1090 AX = BY+1:PRINT C2$
1100 IF B2=1 THEN 1120
1110 PEN 1:LOCATE AX, BY+1:PRINT C5$
1120 D1$ = MID$(A1$(H+1),9,1):D1 = VAL(D1$)
1130 IF D1=1 THEN 1050
1140 PEN 1:LOCATE AX+2, BY+2:PRINT CHR$(2
12) : CHR$(213)
1150 LOCATE AX+2, BY+3:PRINT CHR$(212):LO
1160 LOCATE AX+2, BY+3:PRINT CHR$(200)
1170 LOCATE AX+3, BY+3:PRINT CHR$(201)
1180 GOTO 1050
1190 PLOT 26, 10: DRAW 26, 36
1200 MOVE 8+X, 222-Y:PRINT CHR$(H)
1210 X = 32:Y = 16:NEXT H
1220 X = 32:Y = 16:FOR H=49 TO 57
1230 MOVE 29+X, 62-Y:PRINT CHR$(H)
1240 X = 32:Y = 16:NEXT H:TAGOFF
1250 PEN 3:LOCATE 223:PRINT CHR$(220):L
OCATE 225:PRINT CHR$(221)
1260 LOCATE 29, 23:PRINT CHR$(222):LOCATE
1270 PLOT 26, 36: DRAW 26, 36
1280 FOR H=3 TO 11:FOR Q=3 TO 11:JEU(H,Q
) = 1:NEXT Q,H
1290 IF TAILLE=1 THEN RESTORE 1440
1300 IF TAILLE=2 THEN RESTORE 1430
1310 IF TAILLE=3 THEN RESTORE 1430
1320 IF TAILLE=4 THEN RESTORE 1430
1330 FOR H=1 TO 9:READ A1
1340 IF A1=1 THEN A1 = INT(RND*1023)
1350 A1$(H) = BIN$(A1,11)
1360 NEXT H
1370 FOR H=1 TO 10:FOR Q=1 TO 10
1380 B1$ = MID$(A1$(H),Q,1):B1 = VAL(B1$)
1390 IF B1=1 THEN JEU(H+1, H+2) = 0:GOTO 14
1400 NEXT Q,H:RETURN
1410 AX = (Q*2) + (H*2) - 3:BY = (12+H) - 9
1420 PEN 3:LOCATE AX, BY:PRINT TR$(C3$):LO
CATE AX, BY+1:PRINT C4$:GOTO 1400
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2740 X = (PY*2) + (PX*2):Y = (10+PY) - PX
2750 RETURN EFFACE SPRITE NR 1 ::
2760 FOR H=1 TO 5
2770 CALL &A080, FN PO(X,Y)
2780 CALL &A080, FN PO(X,Y), SP(3)
2790 FOR T=1 TO 100:NEXT T
2800 CALL &A080, FN PO(X,Y)
2810 CALL &A080, FN PO(X,Y)
2820 FOR SON=20 TO 200 STEP 20:SOUND 1,S
ON 22:NEXT H
2840 CALL &A080, FN PO(X,Y):RETURN
2850 REM : AFFICHE SPRITE NR1 ::
2860 CALL &A060, FN PO(X,Y)
3350 REM : ENCECERLE ?
3360 RESTORE 3610:CER=0:FOR H=1 TO 8
3370 READ A,B
3380 IF JEU(X+A, Y+B)=1 THEN CER=1
3390 NEXT H:RETURN
3400 REM :
3410 REM :
3420 REM :
3430 REM :
3440 REM :
3450 AFF$ = PERD$+PH$(9):GOSUB 2560
3460 GOSUB 2720:GOSUB 2720
3470 AFF$ = PH$(11):GOSUB 2560
3480 GOSUB 2720:GOSUB 2720
3490 IF PERD$=J1$ THEN 3500 ELSE 3510
3500 AFF$ = J2$+PH$(10):GOSUB 2560:GOTO 35
3510
3520 AFF$ = J1$+PH$(10):GOSUB 2560:
GOSUB 5540:GOSUB 2720:AFF$ = PH$(12):
GOSUB 2560
3530 A$ = INKEY$:IF A$="" THEN 3530
3540 A$ = UPPER$(A$):IF A$="N" THEN END
3550 IF A$="O" THEN PARTIE=1:GOTO 3570
3560 GOTO 3530
3570 ENV 1,15,-1:ENT 2,10,-1,0,10,1,1:
ENV 2,1,-1,4,-1:RESTORE 5000
3580 EVERY 15,1:GOSUB 4970:EVERY 60,3 GO
SUB 4960:EVERY 15,2:GOSUB 4980
3590 BORDER 5:MODE 1:INK 0,11:INK 1,0:IN
K 2,18:INK 3,26:GOTO 5150
3600 REM ON OS ? TEL 96 38 94 24 (DEMAND
EZ CLAUDE)
3610 DATA 1,-2,-2,-1,2,1,1,2,-1,2,-2,1,-2
-1,-1,-2
3620 DATA 1,-2,-2,-1,2,1,1,2,-1,2,-2,1,-2
-1,-1,-2
3630 REM :
3640 REM :
3650 REM :
3660 REM :
3670 REM :
3680 REM :
3690 REM :
3700 REM :
3710 REM :
3720 REM :
3730 REM :
3740 X = AX1+2:Y = AY1+2:GOSUB 3360:IF CER=0
THEN PERD$ = J1$:GOTO 3450
3750 AFF$ = PH$(13):GOSUB 2560:GOSUB 2720
3760 X2 = X+2:Y2 = Y+2
3770 FOR H=1 TO 8:POSB(H) = 0:LIBRE(H) = 0:N
EXT:CASE=0:LIB=0
3780 RESTORE 3610:FOR H=1 TO 8:READ A,B
3790 NEXT H
3800 FOR H=1 TO 8
3810 IF POSB(H)=0 THEN 3890
3820 RESTORE 3610:FOR G=1 TO H:READ A,B
3830 NEXT G
3840 NVX=X2+A:NVY=Y2+B
```

960

```
1430 DATA 1023,514,514,514,514,514,514,5
1440 DATA 1023,774,774,774,774,774,774,
1023,1023
1450 REM :
1460 REM :
1470 REM :
1480 REM :
1490 REM :
1500 GOSUB 950
1510 X1=5:Y1=5:GOSUB 2290:JEU(X1+2,Y1+2)
=2:XA=X:YA=Y
1520 X2=9:Y2=9:GOSUB 2380:JEU(X2+2,Y2+2)
=2:XB=X:YB=Y
1530 REM :
1540 REM :
1550 REM :
1560 REM :
1570 REM :
1580 AFF$ = J1$+PH$(11):GOSUB 2560
1590 GOSUB 2470:X1=REP
1600 AFF$ = J1$+PH$(2):GOSUB 2560
1610 GOSUB 2510:Y1=REP
1620 AFF$ = PH$(3):GOSUB 2560:PEN 2:LOCATE
19,24:PRINT X1
1630 LOCATE 32,24:PRINT CHR$(Y1+64)
1640 A$ = INKEY$:IF A$="" THEN 1640
1650 IF A$=CHR$(13) THEN 1690
1660 GOTO 1640
1670 AFF$ = PH$(5):GOSUB 2560:GOSUB 2720:G
OTO 1580
1690 GOSUB 2620:IF COR=0 THEN AFF$ = PH$(4
):GOSUB 2560:GOSUB 2720:GOTO 1580
1700 IF JEU(X1+2,Y1+2) < 1 THEN AFF$ = PH$(
6):GOSUB 2560:GOSUB 2720:GOTO 1580
1710 AX = AX1+2:AY = AY1+2:GOTO 1580
1720 PX = X1:PY = Y1:GOSUB 2740:GOSUB 2770
EU(X1+2,Y1+2)=2
1730 AFF$ = J1$+PH$(7):GOSUB 2560
1740 GOSUB 2470:BLOCKX=REP
1750 AFF$ = J1$+PH$(8):GOSUB 2560
1760 GOSUB 2510:BLOCKY=REP
1770 AFF$ = PH$(3):GOSUB 2560:PEN 2:LOCATE
19,24:PRINT BLOCKX
1780 LOCATE 32,24:PRINT CHR$(BLOCKY+64)
1790 A$ = INKEY$:IF A$="" THEN 1790
1800 IF A$="" THEN AFF$ = PH$(5):GOSUB 25
60:GOSUB 2720:GOTO 1730
1810 IF A$=CHR$(13) THEN 1830
1820 GOTO 1790
1830 IF JEU(BLOCKX+2,BLOCKY+2) < 1 THEN AFF
$ = PH$(6):GOSUB 2560:GOSUB 2720:GOTO 1730
1840 PX = BLOCKX:PY = BLOCKY:GOSUB 2740
1850 GOSUB 3210:JEU(BLOCKX+2,BLOCKY+2)=0
1860 X = BX2+2:Y = BY2+2:GOSUB 3360:IF CER=0
THEN PERD$ = J2$:GOTO 3450
1870 IF ORD1=1 THEN 3730
1880 REM :
1890 REM :
1900 REM :
1910 REM :
1920 REM :
1930 AFF$ = J2$+PH$(1):GOSUB 2560
1940 GOSUB 2470:X2=REP
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```
3060 NEXT H
3070 CALL &A180, FN PO(X,Y):RETURN
3080 REM : AFFICHE SPRITE NR2 ::
3090 CALL &A160, FN PO(X,Y)
3100 FOR H=1 TO 5
3110 CALL &A000, FN PO(X,Y), SP(3)
3120 FOR T=1 TO 100:NEXT T
3130 CALL &A180, FN PO(X,Y)
3140 CALL &A000, FN PO(X,Y), SP(4)
3150 FOR SON=20 TO 200 STEP 20:SOUND 1,S
ON 22:NEXT H
3160 NEXT H
3170 CALL &A180, FN PO(X,Y)
3180 CALL &A000, FN PO(X,Y), SP(2)
3190 XB = X:YB = Y:BX2=X2:BY2=Y2:RETURN
3200 REM : AFFICHE LOSANGE ::
3210 IF JEU(BLOCKX+1,BLOCKY+2)=2 THEN 3250
3220 IF JEU(BLOCKX+1,BLOCKY+3)=2 THEN 3250
3230 IF JEU(BLOCKX+2,BLOCKY+3)=2 THEN 3250
3240 GOTO 3330
3250 CALL &A180, FN PO(XB,YB)
3260 CALL &A080, FN PO(XA,YA)
3270 CALL &A080, FN PO(XA,YA)
3280 TE X-1,Y+2:PRINT C4$
3290 CALL &A160, FN PO(XB,YB)
3300 CALL &A060, FN PO(XA,YA), SP(1)
3310 CALL &A000, FN PO(XB,YB), SP(2)
3320 FOR H=1 TO 20:SOUND 1,100-h,2,5:NEX
T:RETURN
3330 PEN 3:LOCATE X-1,Y+1:PRINT C3$:LOCA
TE X-1,Y+2:PRINT C4$
3340 FOR H=1 TO 20:SOUND 1,100-h,2,5:NEX
T:RETURN
3380 X2 = X2-2:Y2 = Y2-2:EX2=X2:BY2=Y2
3390 X = (Y2*2) + (X2*2):Y = (10+Y2) - X2
2400 PEN 0:LOCATE X-1,Y+1:PRINT C3$:LOCA
TE X-1,Y+2:PRINT C4$
2410 CALL &A160, FN PO(X,Y)
2420 CALL &A000, FN PO(X,Y), SP(2)
2430 CALL &A000, FN PO(X,Y), SP(2)
2440 PEN 2:LOCATE 35-INT(LEN(J2$)/2),5:P
RINT J2$
2450 RETURN
2460 REM :
2470 A$ = INKEY$:IF A$="" THEN 2470
2480 REP = VAL(A$):IF REP < 1 OR REP > 9 THEN
RETURN
2490 REM :
2500 REM :
2510 A$ = INKEY$:IF A$="" THEN 2510
2520 A$ = UPPER$(A$):REP = ASC(A$)
2530 IF REP < 65 OR REP > 73 THEN 2510
2540 REP = REP - 64:RETURN
2550 REM : AFFICHAGE DIALOGUE ::
2560 LG = LEN(AFF$):CENTRE = INT((36-LG)/2)
2570 CLS #1:LOCATE #1,CENTRE:PRINT #1,MID$
FOR H=1 TO LEN(AFF$):CHR$(143);CHR$(8)
(AFF$ H,1):CHR$(143);CHR$(8)
2590 NEXT T,1,50,3,5,10:RETURN
2610 REM : VERIFIER DEPLACEMENT ::
2620 RESTORE 3610:COR=0:FOR H=1 TO 8
2630 READ A,B
2640 IF AX1=A+X1 AND AY1=B+Y1 THEN COR=1
2650 NEXT H:RETURN
2660 REM : IDEM AVEC SPRITE 2 ::
2670 RESTORE 3610:COR=0:FOR H=1 TO 8
2680 IF BX2=A+X2 AND BY2=B+Y2 THEN COR=1
2690 NEXT H:RETURN
2710 REM : TEMPORISATION ::
2720 FOR T=1 TO 2000:NEXT T,X,Y ::
2730 REM : TRANSFORME EN X,Y ::
```

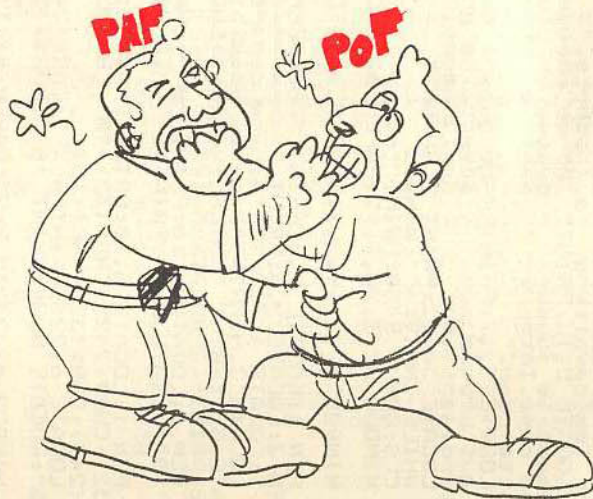
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3850 RESTORE 3610:FOR G=1 TO H:READ A,B
3860 IF JEU(NVX+A, NVY+B)=1 THEN LIBRE(H)
LIBRE(H)+1
3870 NEXT G
3880 IF LIBRE(H) > LIB THEN LIB = LIBRE(H):C
ASE=H
3890 NEXT H
3900 RESTORE 3610:FOR H=1 TO CASE:READ A
B:NEXT H
3910 X2=X2+A:Y2=Y2+B:X2=X2-2:Y2=Y2-2
3920 AFF$ = PH$(3):GOSUB 2560:PEN 2:LOCATE
19,24:PRINT X2
3930 LOCATE 32,24:PRINT CHR$(Y2+64)
3940 PX = BX2:PY = BY2:GOSUB 2740:GOSUB 2990
JEU(BX2+2,BY2+2)=1
3950 PX = X2:PY = Y2:GOSUB 2740:GOSUB 3090:J
EU(X2+2,Y2+2)=2
3960 AFF$ = PH$(14):GOSUB 2560:GOSUB 2720
3970 X1=X1+2:Y1=Y1+2
3980 FOR H=1 TO 8:POSB(H) = 0:LIBRE(H) = 0:N
EXT:CASE=0:LIB=0
3990 RESTORE 3610:FOR H=1 TO 8:READ A,B
4000 IF JEU(X1+A, Y1+B)=1 THEN POSB(H)=1
4010 NEXT H
4020 FOR H=1 TO 8
4030 IF POSB(H)=0 THEN 4110
4040 RESTORE 3610:FOR G=1 TO H:READ A,B
4050 NEXT G
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4060 NVX=X1+A:NVY=Y1+B
4070 RESTORE 3610:FOR G=1 TO H:READ A,B
4080 IF JEU(NVX+A,NVY+B)=1 THEN LIBRE(H)
=LIBRE(H)+1
4090 NEXT G
4100 IF LIBRE(H)>LIB THEN LIB=LIBRE(H):C
ASE=H
4110 NEXT H
4120 RESTORE 3610:FOR H=1 TO CASE:READ A
B:NEXT H
4130 BLOCX=(X1+A)-2:BLOCY=(Y1+B)-2
4140 AFF#PH#(3):GOSUB 2560:PEN 2:LOCATE
19,24:PRINT BLOCX
4150 LOCATE 32,24:PRINT CHR$(BLOCY+64)
4160 PX=BLOCX:PY=BLOCY:GOSUB 2740:GOSUB
2720
4170 GOSUB 3210:JEU(BLOCX+2,BLOCY+2)=0
4180 X=AX1+2:Y=AY1+2:GOSUB 3360:IF CER=0
THEN PERD#J1#GOTO 3450
4190 GOTO 1580
4200 REM :
4210 REM :
4220 REM : LES DIALOGUES :
4230 REM : :
4240 REM : :
4250 DATA " : QUELLE COLONNE ? " : QUEL
LE LIGNE ? " : COLONNE : " / LIGNE : " : "D
EPLACEMENT INCORRECT... " : "J'ANNULE TOUT
4260 DATA "OK" : "BLOCAGE LIGNÉ ?" : "CET
TE CASE EST OCCUPEE" : "BLOCAGE" : "COLO
NNE ?" : "BLOCAGE LIGNÉ ?" : "TU ES BL
OQUE..." : "GAGNE LA PARTIE" : "AUCUNE SORTIE POSSIBLE..." : "U
NE AUTRE ? (O / N)" : "DEPLACEMENT : L.M.C
REFLECHI..." : "BLOCAGE : L.M.C REFLECHI.
4280 REM :
4290 REM :
4300 REM : PRESENTATION :
4310 REM : :
4320 REM : :
4330 ENV 1,15 :
4340 ENV 1,15 : ENT 2,10,-1,0,10,1,1 :
4350 EVERY 15,1 : GOSUB 4970
4360 EVERY 15,2 : GOSUB 4980
4370 SYMBOL AFTER 195
4380 SYMBOL 196,0,0,0,48,124,255,126,24
4390 SYMBOL 197,0,0,0,56,124,108
4400 SYMBOL 198,118,234,246,235,245,235,
118,24
4410 SYMBOL 199,24,126,195,126,24,100,12
4,108
4420 SYMBOL 200,246,234,246,235,245,235,
118,24
4430 SYMBOL 201,24,126,255,126,153,231,2
53,235
4440 SYMBOL 202,245,235,245,235,245,235,
118,24
4450 SYMBOL 203,60,34,34,60,34,34,60,0
204,32,32,32,32,32,32,62,0
4460 SYMBOL 205,32,34,34,34,34,34,62,0
4470 SYMBOL 206,62,32,32,32,32,32,62,0
4480 SYMBOL 207,32,34,34,34,34,34,62,0
4490 SYMBOL 208,62,32,32,62,2,62,0
4510 SYMBOL 209,62,2,2,1,4,2,62,0

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4520 SYMBOL 210,60,34,34,34,34,60,0
4530 CLS:MODE 1:BORDER 0:INK 0,0:INK 1,0
2:0:INK 3,18
4540 FOR h=-800 TO 640 STEP 64
4550 PLOT h,0,1:DRAW h+802,400:NEXT
4560 PLOT h,1440 TO 0 STEP -64
4570 PLOT h,0:DRAW h-802,400:NEXT
4580 WINDOW #1,1,40,1,3:CLS #1
4590 WINDOW #1,1,40,1,25:CLS #1
4600 WINDOW #1,1,31,1,25:CLS #1
4610 WINDOW #1,38,40,1,25:CLS #1
4620 PLOT 48,48:DRAW 592,48:DRAW 592,352
:DRAW 48,352:DRAW 48,48:INK 1,26
4630 PLOT -10,-10,3
4640 FOR h=203 TO 210:a#=#+CHR$(h):NEXT
:PEN 2:LOCATE 1,25:PRINT A#
4650 I9=96:fin=0:px=28:py=160:GOSUB 4680
4660 I9=128:fin=98:px=-172:py=0:GOSUB 46
80

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4670 GOTO 4800
4680 FOR A=16 TO 0 STEP -2
4690 FOR B=19 TO fin STEP -2
4700 A=TEST(H,G):IF A<>0 THEN GOTO 4720
4710 NEXT H:X=X+8:NEXT G:RETURN
4720 TAG:MOVE px+(H*4)+X,py-16+(H*2)+(G*
2):PEN 3:PRINT CHR$(196);
4730 FOR t=1 TO 30:NEXT
4740 MOVE px+(H*4)+X,py+(H*2)+(G*2):PRIN
T CHR$(197):MOVE px+(H*4)+X,py-16+(H*2)
+(G*2):PRINT CHR$(198);
4750 FOR t=1 TO 30:NEXT;
4760 MOVE px+(H*4)+X,py+(H*2)+(G*2):PRIN
T CHR$(199):MOVE px+(H*4)+X,py-16+(H*2)
+(G*2):PRINT CHR$(200);
4770 FOR t=1 TO 30:NEXT;
4780 MOVE px+(H*4)+X,py+(H*2)+(G*2):PRIN
T CHR$(201):MOVE px+(H*4)+X,py-16+(H*2)
+(G*2):PRINT CHR$(202);
4790 FOR t=1 TO 30:NEXT;TAGOFF:GOTO 4710
4800 LOCATE 1,25:PRINT SPACE$(10):INK 2,
6
4810 PEN 2:LOCATE 24,17:PRINT "1 - JEU"
4820 LOCATE 20,20:PRINT "2 - REGLES"
4830 enc=2:FOR h=64 TO 0 STEP -4
4840 enc=enc+1:IF enc=5 THEN enc=0
4850 XT=16:YT=332:P=h:GOSUB 4870
4860 NEXT GOTO 4890
4870 PLOT 700,700,enc:P2=P*P:ORIGIN XT,Y
T:FOR H=0 TO P*0.71 STEP 2:J=SQR(P2-H*H)
:MOVE H,J:DRAW H,-J:MOVE J,H:DRAW J,-H:M
OVE -H,-J:DRAW -H,-J:MOVE -J,H:DRAW -J,-H
:NEXT:ORIGIN 0,0
4880 RETURN
4890 PLOT 112,40,1:DRAW 528,40:DRAW 528,
8:DRAW 112,8:DRAW 112,40
4900 PEN 2:LOCATE 9,24:PRINT CHR$(164)+
"LMC SOFTWARE - AVRIL 88"
4910 A#=#-INKEY$:IF A#="" THEN 4910
4920 IF A=1 THEN 5020
4940 IF A=2 THEN 5020
4950 GOTO 4910
4960 DI:SOUND 2,0,15,15,1,0,1:SOUND 2,0,
15,15,1,0,5:EI:RETURN
4970 DI:SOUND 2,0,15,15,1,0,5:EI:RETURN
4980 DI:READ s:IF s=0 THEN EI:RETURN ELS
E IF s=-1 THEN RESTORE 5000:GOTO 4980 EL
SE 4990
4990 SOUND 1,5,30,14,0,2:SOUND 4,s*2,30,
15,0,2:EI:RETURN
5000 DATA 451,0,379,0,301,0,0,451,379,0,
301,301,451,0,379,0,301,0,0,451,379,0,30
1,301,338,0,284,0,225,0,0,338,284,0,225,
225,338,0,284,0,225,0,0,338,284,0,225,22
5
5010 DATA 451,0,379,0,301,0,0,451,379,0,
301,301,451,0,379,0,301,0,0,451,379,0,30
1,301,338,0,301,338,379,0,451,-1
5020 BORDER 5:MODE 1:INK 0,11:INK 1,0:IN
K 2,18:INK 3,26
5030 TR#=#+CHR$(22)+CHR$(1):PRINT TR#
5040 IF a=1 THEN 5150
5050 GOSUB 5450
5060 WINDOW #2,3,39,3,24:PAPER #2,1:CLS
#2
5070 WINDOW #2,2,38,2,23:PAPER #2,0:CLS
#2
5080 PEN 1:LOCATE 16,4:PRINT"BLOCUS 3D"
:PEN 2:LOCATE 16,5:PRINT"=====
5090 PEN 1:LOCATE 5,6:PRINT" Ce jeu se
Joue a deux ou seul contre 1'ordinateur."
5100 LOCATE 5,9:PRINT" II se joue sur u

```

