SUPER COPTER

AMSTRAD

En l'an 2048... ben c'est la guerre ! Pilote d'un hélicoptère particulièrement sophistiqué, vous êtes chargé de délivrer les vieilles badernes prisonnières du camp adverse.

Laurent BOUHEYRE

LISTING 1

Mode d'emploi :
Sauvegardez à la suite ces deux programmes. Vous devez "cueillir" tous les gémeaux dispersés à travers neuf tableaux, en prenant garde aux rochers qui se détachent et aux tanks qui tirent des missiles. Des explosions et des morceaux de mécanisme vous réapprovisionnent. Ce jeu utilise le joystick ou les touches directionnelles du curseur et COPY pour le tir. De même pour l'inscription du nom du joueur réalisant le meilleur score.

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10 ' ************************
20 ' ********* SUPER-COPTER *********
30 ' ********* PRESENTATION *********
40 ' ************************
50 MODE 1:PAPER 0:PEN 1:INK 0,0:BORDER 0
PEN 1:INK 0,6:INK 1,5:INK 2,26:INK 3,15:BORDER 0
60 DATA 8,0,0,0,H,E,Y,R,E,...,L,A,U,R,E,N,T,P
70 DATA R,E,S,E,N,T,E,R
80 PRINT#8,CHR$(23);CHR$(0)
90 TAG
100 LOCATE 15,24:FOR I=1 TO 15:PRINT CHR$(11);:NEXT:PRINT"PRESENTATION"
110 RESTORE 60:FOR H=1 TO 8:READ A$:FOR I=1 TO LEN(A$):A=ASC(MID$(A$,I,1)):A=A-64:IF A<0 THEN A=A+64
120 POKE &3D00+(H-1)*8+I,A:NEXT I,H
130 MODE 0:PRINT"PRESENTATION":LOCATE 15,1:PRINT ES$:LOCATE 1,3:PRINT"Vous devez recuperer tous les gemeaux":PRINT"dispersés dans les 9 tableaux":PRINT"Attention aux rochers qui tombent":PRINT"et aux missiles des tanks":PRINT"Vous pouvez vous reapprovisionner":PRINT"en carburant et en munitions":PRINT"Pour le tir, utilisez le joystick ou":PRINT"les touches directionnelles du curseur":PRINT"et COPY":PRINT"Bonne chance !":PRINT:PRINT"Inscrivez votre nom pour le tableau d'honneur":PRINT"Appuyez sur une touche pour commencer"
140 CALL &BB06:MODE 1:INK 0,0:INK 1,5:INK 2,26:INK 3,15:BORDER 0
150 DATA 0,0,0,U,H,E,Y,R,E,...,L,A,U,R,E,N,T,E,R
160 DATA 0,0,0,0,0,0,0,0
170 DATA R,E,S,E,N,T,E,R
180 PRINT#8,CHR$(23);CHR$(0)
190 TAG
200 LOCATE 15,24:FOR I=1 TO 15:PRINT CHR$(11);:NEXT:PRINT"PRESENTATION"
210 RESTORE 160:FOR H=1 TO 8:READ A$:FOR I=1 TO LEN(A$):A=ASC(MID$(A$,I,1)):A=A-64:IF A<0 THEN A=A+64
220 POKE &3D00+(H-1)*8+I,A:NEXT I,H
230 MODE 0:PRINT"PRESENTATION":LOCATE 15,1:PRINT ES$:LOCATE 1,3:PRINT"Vous devez recuperer tous les gemeaux":PRINT"dispersés dans les 9 tableaux":PRINT"Attention aux rochers qui tombent":PRINT"et aux missiles des tanks":PRINT"Vous pouvez vous reapprovisionner":PRINT"en carburant et en munitions":PRINT"Pour le tir, utilisez le joystick ou":PRINT"les touches directionnelles du curseur":PRINT"et COPY":PRINT"Bonne chance !":PRINT:PRINT"Inscrivez votre nom pour le tableau d'honneur":PRINT"Appuyez sur une touche pour commencer"
240 CALL &BB06:MODE 1:INK 0,0:INK 1,5:INK 2,26:INK 3,15:BORDER 0
250 DATA 0,0,0,U,H,E,Y,R,E,...,L,A,U,R,E,N,T,E,R
260 DATA 0,0,0,0,0,0,0,0
270 DATA R,E,S,E,N,T,E,R
280 PRINT#8,CHR$(23);CHR$(0)
290 TAG
300 LOCATE 15,24:FOR I=1 TO 15:PRINT CHR$(11);:NEXT:PRINT"PRESENTATION"
310 RESTORE 250:FOR H=1 TO 8:READ A$:FOR I=1 TO LEN(A$):A=ASC(MID$(A$,I,1)):A=A-64:IF A<0 THEN A=A+64
320 POKE &3D00+(H-1)*8+I,A:NEXT I,H
330 MODE 1:300,5:7,7,5,0
340 MODE 0
350 GOTO 360
360 FOR C=1 TO 25:INK 1,C+1:INK 2,C:INK 3,C:FOR T=1 TO 100:NEXT T,C
370 '
380 PEN 2:LOCATE 16,22:PRINT"LORD!M.../"RUN"!COPTER2"
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LISTING 2

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10 ' ************************
20 ' *** BOUHEYRE - LAURENT ***
30 ' ********* JUILLET 86 *********
40 ' ********* SUPER-COPTER *********
50 ON BREAK GOSUB 4300
60 MODE 1
70 ' *** DEFINITION DES CARACTERES
80 SYMBOL AFTER 162
90 SYMBOL 162,49,16,41,7,3,1,0,7
100 SYMBOL 163,254,32,252,230,254,230,254,230
110 SYMBOL 164,32,45,98,254,148,13,0,0
120 SYMBOL 167,255,255,195,195,195,195,255,255
130 SYMBOL 170,16,38,106,106,106,102,1,1
140 SYMBOL 171,0,0,63,3,15,63,96,6
150 SYMBOL 172,0,0,224,224,224,224,252,6,252
160 SYMBOL 173,0,0,7,7,7,63,96,63
170 SYMBOL 174,0,0,224,224,224,224,6,252
180 SYMBOL 175,189,161,161,189,161,161,129,126
190 SYMBOL 176,0,0,3,3,3,63,96,63
200 SYMBOL 177,128,128,224,224,224,224,252,6,252
210 SYMBOL 178,128,128,128,0,0,0,0,0
220 '
230 ' *** SELECTION PARAMETRES ***
240 INK 0,1:BORDER 0
250 ENV 1,10,2,1,10,-2,1
260 ENT 1,6,-6,1,12,1,1,6,-1,1
270 WINDOW#2,1,40,3,24
280 WINDOW#3,1,40,12,25
290 ' *** PRESENTATION ***
300 DIM ROCH%(40,25):TH%(40,25)
310 INK 1,0
320 LOCATE 1,1:PRINT"VIE :":VIE LOCATE 19,1:PRINT"ESS :":ESS LOCATE 34,1:PRINT"BOMBS :":BOMB LOCATE 3,25:PRINT"SC :";SC
330 FOR I=0 TO 40:LOCATE 1,2:PRINT CHR$(143);:NEXT
340 LOCATE 1,25:INK 3,0:PEN 3:PRINT"TABLEAU :";TB:LOCATE 25,25:PRINT"TABLEAU :";HI
350 BORDER 0:INK 0,0:INK 1,0:GOSUB 1020
360 FOR I=1 TO 9:LOCATE 1,25:PRINT I;:NEXT:I=1:NEXT
370 PEN 1:BORDER 1:INK 0,1:INK 1,C
380 LOCATE X,Y:PRINT HEL$
390 IF TIME>TH OR TH=0 THEN EVERY 50,1 GOSUB 3360
400 IF TIME>TH OR TH=0 THEN EVERY 20,2 GOSUB 3320
410 IF TH=0 THEN EVERY 10,0 GOSUB 3320
420 ' *** BOUCLE PRINCIPALE ***
430 DI
440 IF INKEY(72)=0 OR INKEY(0)=0 THEN Y=Y-1:GOSUB 500
450 IF INKEY(75)=0 OR INKEY(2)=0 THEN X=X-1:GOSUB 500
460 IF INKEY(74)=0 OR INKEY(8)=0 THEN Y=Y+1:GOSUB 500
470 IF INKEY(73)=0 OR INKEY(1)=0 THEN X=X+1:GOSUB 500
480 IF INKEY(76)=0 OR INKEY(9)=0 THEN Y=Y-2:GOSUB 500
490 MOVE 0,0
500 IF MU GOSUB 610:650,690,730,820,860,900,940,980
510 SOUND 5,0,0,2,1,0,4 /5,0,2,0,1,0,5
520 IF TB=1 THEN GOSUB 2240
530 IF MU<>30 THEN GOSUB 2330
540 IF E=1 AND E1=0 THEN GOSUB 327
0
550 GOSUB 2080
560 GOSUB 790
570 GOTO 430
580 ' *** HAUT ***
610 LOCATE X,Y:PRINT" ":Y=Y-1:IF ROCH(X,Y)=0 OR ROCH(X,Y)=1 GOTO 2300 :Y=Y+1
620 IF Y=0 THEN Y=3
630 LOCATE X,Y:PRINT HEL$:RETURN
640 ' *** BAS ***
650 LOCATE X,Y:PRINT" ":Y=Y+1:IF ROCH(X,Y)=1 OR ROCH(X,Y)=2 THEN GOTO 2300
660 IF Y=24 THEN Y=24
670 LOCATE X,Y:PRINT HEL$:RETURN
680 ' *** GAUCHE ***
690 LOCATE X,Y:PRINT" ":X=X-1:IF ROCH(X,Y)=0 OR ROCH(X,Y)=1 THEN GOTO 2300
700 IF X=0 THEN X=2
710 LOCATE X,Y:PRINT HEL$:RETURN
720 ' *** DROITE ***
730 LOCATE X,Y:PRINT" ":X=X+1:IF ROCH(X,Y)=1 OR ROCH(X,Y)=2 THEN GOTO 2300
740 IF X=41 THEN X=40
750 LOCATE X,Y:PRINT HEL$:RETURN
760 ' *** TEST SI MORT ***
770 PEN 1:BORDER 1:INK 0,1:INK 1,C
780 '
790 IF ROCH(X,Y)=2 THEN Y=Y+1:GOTO 790
800 IF ROCH(X,Y)=1 THEN GOSUB 2300
810 RETURN
820 ' *** MUNITIONS ***
830 LOCATE X,Y:PRINT" ":MU=MU+30:IF MU>999 THEN MU=999
840 LOCATE 11,1:PRINT MU:RETURN
850 ' *** CARBURANT ***
860 LOCATE X,Y:PRINT" ":E=E+200:IF E>1000 THEN E=1000
870 LOCATE 27,1:PRINT E:RETURN
880 ' *** BOMBES ***
890 ' *** BOMBES ***
900 LOCATE X,Y:PRINT" ":BOMB=BOMB+3:IF BOMB>99 THEN BOMB=99
910 LOCATE 41,1:PRINT BOMB:RETURN
920 ' *** TIRS DES CHARS ***
930 TC=INT(RND*30):IF TC<>0 THEN 1000
940 TCC=TCC+1:IF TCC>TC THEN TCC=0:GOTO 1000
950 FOR I=1 TO 40:IF ROCH(I,24)=0 THEN 970
960 NEXT:RETURN
970 TB=TB+1:XM=I:YM=24:CHUTE=0:PM=0:SCORE=SCORE+50:PEN 3:PRINT REMAIN(1):PEN 1:IF TB=10 THEN GOTO 2210 ELSE GOTO 340
980 ' *** ESSENCE ***
990 ES=ES+1:IF ES=1000 THEN ES=0:PRINT#8,CHR$(23);CHR$(0):PRINT#8,"HUMM-1-MUNIC]=80
1000 IF TIME>TH OR TH=0 THEN TH=TIME+RND(120)+50:ES=0:PRINT#8,CHR$(23);CHR$(0):PRINT#8,"HUMM-1-MUNIC]=80
1010 IF (XM=X AND YM=Y) THEN LOCATE XM,YM:PRINT" ":YM=YM-1:GOTO 1000
1020 LOCATE X,YM:PRINT"!":RETURN
1030 ' *** DECORS ***
1040 CLS#2:ERASE ROCH:DIM ROCH(40,25)
1050 '
1060 ERASE TH:DIM TH(40,25)
1070 CLS:PEN 2:LOCATE 1,1:PRINT CHR$(164);
1080 ON TB GOSUB 1160,1260,1360,1440,1520,1600,1680,1760,1840
1090 READ ROCH%,ROCHY:IF ROCH%=999 THEN 1100
1100 LOCATE ROCH%,ROCHY:PRINT ROCH$
1110 '
1120 LOCATE MX,MY:PEN 2:PRINT CHR$(164);
1130 TH(MX,MY)=2
1140 TH(MX+1,MY)=2
1150 ' *** TABLEAU 1ER ***
1160 MX=1:MY=1
1170 FOR I=2 TO 24:LOCATE 1,I:PRINT CHR$(164);:NEXT
1180 FOR I=6 TO 10:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=13 TO 20:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=30 TO 34:LOCATE 1,I:PRINT CHR$(164);:NEXT
1190 FOR I=6 TO 10:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=13 TO 20:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=30 TO 34:LOCATE 1,I:PRINT CHR$(164);:NEXT
1200 FOR I=1 TO 10:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=13 TO 20:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=30 TO 34:LOCATE 1,I:PRINT CHR$(164);:NEXT
1210 FOR I=1 TO 10:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=13 TO 20:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=30 TO 34:LOCATE 1,I:PRINT CHR$(164);:NEXT
1220 FOR I=1 TO 10:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=13 TO 20:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=30 TO 34:LOCATE 1,I:PRINT CHR$(164);:NEXT
1230 FOR I=1 TO 10:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=13 TO 20:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=30 TO 34:LOCATE 1,I:PRINT CHR$(164);:NEXT
1240 FOR I=1 TO 10:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=13 TO 20:LOCATE 1,I:PRINT CHR$(164);:NEXT:FOR I=30 TO 34:LOCATE 1,I:PRINT CHR$(164);:NEXT
1250 RETURN
1260 ' *** TABLEAU 2 ***
1270 MX=1:MY=1:FOR I=5 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1280 ' *** TABLEAU 3 ***
1290 MX=1:MY=1:FOR I=1 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1300 ' *** TABLEAU 4 ***
1310 MX=1:MY=1:FOR I=1 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1320 ' *** TABLEAU 5 ***
1330 MX=1:MY=1:FOR I=1 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1340 ' *** TABLEAU 6 ***
1350 MX=1:MY=1:FOR I=1 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1360 ' *** TABLEAU 7 ***
1370 MX=1:MY=1:FOR I=1 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1380 ' *** TABLEAU 8 ***
1390 MX=1:MY=1:FOR I=1 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1400 ' *** TABLEAU 9 ***
1410 MX=1:MY=1:FOR I=1 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1420 ' *** TABLEAU 10 ***
1430 MX=1:MY=1:FOR I=1 TO 34 STEP 2:LOCATE I,1:PRINT CHR$(164);:NEXT:RETURN
1440 DATA 24,20,27,20,29,20,31,20,33,20,35,20,37,20,39,20,41,20,43,20,45,20,47,20,49,20,51,20,53,20,55,20,57,20,59,20,61,20,63,20,65,20,67,20,69,20,71,20,73,20,75,20,77,20,79,20,81,20,83,20,85,20,87,20,89,20,91,20,93,20,95,20,97,20,99,20,101,20,103,20,105,20,107,20,109,20,111,20,113,20,115,20,117,20,119,20,121,20,123,20,125,20,127,20,129,20,131,20,133,20,135,20,137,20,139,20,141,20,143,20,145,20,147,20,149,20,151,20,153,20,155,20,157,20,159,20,161,20,163,20,165,20,167,20,169,20,171,20,173,20,175,20,177,20,179,20,181,20,183,20,185,20,187,20,189,20,191,20,193,20,195,20,197,20,199,20,201,20,203,20,205,20,207,20,209,20,211,20,213,20,215,20,217,20,219,20,221,20,223,20,225,20,227,20,229,20,231,20,233,20,235,20,237,20,239,20,241,20,243,20,245,20,247,20,249,20,251,20,253,20,255,20,257,20,259,20,261,20,263,20,265,20,267,20,269,20,271,20,273,20,275,20,277,20,279,20,281,20,283,20,285,20,287,20,289,20,291,20,293,20,295,20,297,20,299,20,301,20,303,20,305,20,307,20,309,20,311,20,313,20,315,20,317,20,319,20,321,20,323,20,325,20,327,20,329,20,331,20,333,20,335,20,337,20,339,20,341,20,343,20,345,20,347,20,349,20,351,20,353,20,355,20,357,20,359,20,361,20,363,20,365,20,367,20,369,20,371,20,373,20,375,20,377,20,379,20,381,20,383,20,385,20,387,20,389,20,391,20,393,20,395,20,397,20,399,20
1450 DATA 0,0,0,0,0,0,0,
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