

ROBBY

Jean-François STREIFF



Vous devez parcourir un labyrinthe comportant 30 pièces afin de retrouver 12 objets.

Dans chaque pièce, il peut y avoir entre et 1 et 6 monstres. Leur contact vous fait perdre une vie.

Pour vous protéger de ces créatures, vous

voulez emprunter.

En cas de blocage, appuyez sur la touche 1 (touche suicide).

Pour le jeu au clavier

Z gauche
X droit
J haut
N bas
[ESPACE] + Direction poser une bombe
1 suicide

Chargement

— Tapez le 1^{er} programme, sauvez-le sous le nom "ROBDATAS".

— Faites un RUN. Ce 1^{er} programme crée un fichier binaire appelé "DATAS.BIN".

— Faites un CTRL-SHIFT-ESC (ré-initialisation du CPC) ou éteignez et rallumez l'ordinateur.

— Tapez le 2^e programme, sauvez-le sous le nom "ROBBY1".

— Tapez le 3^e programme et sauvez-le sous le nom "ROBBY2".

Lancement

Pour jouer : RUN "ROBBY1"

disposez de 3 bombes (au début du jeu). Attention ces bombes s'autodétruisent après un certain laps de temps si aucun monstre ne les a touchées (la bombe se transforme en mur).

Dans chaque pièce se trouvent six joyaux. Après les avoir ramassés, les murs de la pièce explosent et laissent apparaître un point d'interrogation. Celui-ci peut contenir un des 12 objets à retrouver ou bien 2 nouvelles bombes. Chaque pièce comportent 3 sorties. Si vous empruntez l'une d'entre elles, vous réapparaîtrez devant l'une des deux autres. Parfois, un mur se trouve devant la sortie que vous

Robby

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10 REM 1er PROGRAMME
20 REM -----
30 MEMORY 36999
40 DEP=37000
50 FOR A=1 TO 11
60 READ A$
70 FOR X=1 TO 15
80 C$=MID$(A$,X*2-1,2)
90 POKE DEP,VAL("&"&C$)
100 DEP=DEP+1
110 NEXT X
120 NEXT A
130 DEP=37161
140 FOR A=1 TO 6
150 FOR S=1 TO 7
160 READ Q$
170 W$=W$+Q$
180 NEXT S
190 FOR D=1 TO 190
200 POKE DEP,VAL(MID$(W$,D,1))
210 DEP=DEP+1
220 NEXT D
230 W$=""
240 NEXT A
250 DEP=38301
260 FOR A=1 TO 6
270 READ A$
280 FOR X=1 TO 14
290 C$=MID$(A$,X*2-1,2)
300 POKE DEP,VAL("&"&C$)
310 DEP=DEP+1
320 NEXT X
330 NEXT A
340 FOR A=1 TO 4
350 READ A$
360 FOR X=1 TO 10
370 C$=MID$(A$,X*2-1,2)
380 POKE DEP,VAL("&"&C$)
390 DEP=DEP+1
400 NEXT X
410 NEXT A
420 FOR A=1 TO 4
430 READ A$
440 FOR X=1 TO 25
450 C$=MID$(A$,X,1)
460 POKE DEP,VAL(C$)
470 DEP=DEP+1
480 NEXT X
490 NEXT A
500 FOR A=1 TO 32
510 READ A$
520 FOR X=1 TO 10
530 C$=MID$(A$,X*2-1,2)
540 POKE DEP,VAL("&"&C$)
550 DEP=DEP+1
560 NEXT X
570 NEXT A
580 DEP=38837
590 FOR A=1 TO 3
600 READ A$
610 FOR X=1 TO 29
620 C$=MID$(A$,X,1)
630 POKE DEP,VAL(C$)
640 DEP=DEP+1
650 NEXT X
660 NEXT A
670 SAVE"DATAS.BIN",B,37000,1924
680 REM -----
690 REM --- DESSIN DU LABYRINTHE ---
700 REM -----
710 DATA 00F33A8B90CDB99006010E017E
720 DATA 79CB27F578CB2767F16FCD75BB
730 DATA 00000000000000000000000000000000
740 DATA 00000000000000000000000000000000
750 DATA 00000000000000000000000000000000
760 DATA 00000000000000000000000000000000
770 DATA 00000000000000000000000000000000
780 DATA 00000000000000000000000000000000
790 DATA 00000000000000000000000000000000
800 DATA 00000000000000000000000000000000
810 DATA 00000000000000000000000000000000
820 DATA 00000000000000000000000000000000
830 DATA 00000000000000000000000000000000
840 DATA 00000000000000000000000000000000
850 DATA 00000000000000000000000000000000
860 DATA 00000000000000000000000000000000
870 DATA 00000000000000000000000000000000
880 DATA 00000000000000000000000000000000
890 DATA 00000000000000000000000000000000
900 DATA 00000000000000000000000000000000
910 DATA 00000000000000000000000000000000
920 DATA 00000000000000000000000000000000
930 DATA 00000000000000000000000000000000
940 DATA 00000000000000000000000000000000
950 DATA 00000000000000000000000000000000
960 DATA 00000000000000000000000000000000
970 DATA 00000000000000000000000000000000
980 DATA 00000000000000000000000000000000
990 DATA 00000000000000000000000000000000

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PROGRAMMES

730 DATA CDE590C1E1230C79FE0B20E204 >GB	11112	1430 REM --- COORDS MONSTRES/ROBBY >FL
79FE	1080 DATA 2311123212221211111222111 >EH	---
740 DATA 14C81809FE012004212991C9FE >FU	22122	1440 REM ----- >BR
0220	1090 DATA 2212121114221212121241111 >EJ	---
750 DATA 0421E791C9FE03200421A592C9 >FN	11212	1450 DATA 0900070403091102020612040 >DM
FE04	1100 DATA 22121211122312121222111 >EA	A04
760 DATA 2004216393C9FE052004212194 >FJ	11232	1460 DATA 1106040203090C02070712081 >DK
C921	1110 DATA 222222222 >MD	202
770 DATA DF94C9FE01D8FE022005210891 >GC	1120 REM ----- >UZ	1470 DATA 0202110904021103080707070 >DJ
180C	1130 REM --- LABYRINTHE 4 --- >VP	208
780 DATA FE0320052113911803211E9106 >FU	1140 REM ----- >UB	1480 DATA 1102110511080A050A070A090 >DW
087E	1150 DATA 224222222211112111221121 >EH	609
790 DATA C05ABB2310F9FBC90E010F02E2 >GF	21212	1490 DATA 08070C0706040E04040710071 >DN
E208	1160 DATA 2112121212211212121221121 >EC	202
800 DATA 0808E2E20E00F03E0EE0080B >BK	11212	1500 DATA 04031108000902030F0211030 >DT
EBEC	1170 DATA 212222222211111111221121 >EF	702
810 DATA 0E000F03F1F2080808EFF00000 >FM	21212	1510 REM ----- >ZF
0000	1180 DATA 211212121221123232321122 >EQ	1520 REM --- 10 ROBBY --- DANSE --- >YH
820 REM ----- >TH	22222	1530 REM ----- >ZR
830 REM --- LABYRINTHE 1 --- >UY	1190 DATA 211111111421222212241111 >EJ	1540 DATA 9192939491C39394C0C3 >XR
840 REM ----- >TK	11122	1550 DATA 9394C09293948EBF9394 >XL
850 DATA 2242222222111113232212121 >EB	1200 DATA 211111112221111112223223 >EC	1560 DATA BE92939491BF93949192 >XY
2212	22322	1570 DATA C4C59192C1C2BEBFC4C5 >YK
860 DATA 212121111221112212212221221 >DA	1210 DATA 222222222 >ME	1580 REM ----- >YB
2112	1220 REM ----- >UA	1590 DATA 0000000040404040301050605 >AU
870 DATA 21112121222123111122212212 >DF	1230 REM --- LABYRINTHE 5 --- >VR	1600 DATA 0656564970806012301230123 >AK
2132	1240 REM ----- >UC	1610 DATA 0420420565678787901030284 >AD
880 DATA 21211111222111212112212221 >DC	1250 DATA 22422222221111111221212 >EK	1620 DATA 66675112111354545112111 >AB
2212	22212	1630 REM ----- >HC
890 DATA 21211111142121221212411122 >DB	1260 DATA 212111121221222321221211 >EF	1640 DATA 00002A7D96CD75BB2192 >XM
1212	11112	1650 DATA 9606097ECD5ABB2310F9 >XW
900 DATA 2121111122111221212232132 >DW	1270 DATA 2123222212211111121221222 >EM	1660 DATA C90F0191920008089394 >XF
1112	23212	1670 DATA 00002A9896CD75BB21B0 >XY
910 DATA 222222222 >MF	1280 DATA 211111121221222321221111 >EG	1680 DATA 9606097ECD5ABB2310F9 >XZ
920 REM ----- >TJ	11212	1690 DATA C90F02E9EA080808E7E8 >YM
930 REM --- LABYRINTHE 2 --- >UA	1290 DATA 2123222214212111111241222 >EU	1700 DATA 00002AB996CD75BB21CE >X0
940 REM ----- >TL	23212	1710 DATA 9606077ECD5ABB2310F9 >XQ
950 DATA 2242222222231112232222121 >ED	1300 DATA 2121111212212122221221111 >EX	1720 DATA C9202008080820200000 >MV
1112	11112	1730 DATA 2AD596CD75BB21EA9606 >YD
960 DATA 21111122122121231112212122 >DC	1310 DATA 222222222 >MF	1740 DATA 0B7ECD5ABB2310F9C90E >YC
1212	1320 REM ----- >UB	1750 DATA 010F02E2E2080808E2E2 >XC
970 DATA 21211112122111221112212122 >DE	1330 REM --- LABYRINTHE 6 --- >VU	1760 DATA 00002AF596CD75BB210A >XX
3222	1340 REM ----- >UD	1770 DATA 9706097ECD5ABB2310F9 >XA
980 DATA 21211111222121222122211111 >DB	1350 DATA 22422222222111111222222 >EQ	1780 DATA C90F03E0EE080808EBEC >YD
1112	32212	1790 DATA 00002A1397CD75BB212B >XU
990 DATA 22121212142111111112412121 >DH	1360 DATA 2311111112222111111222211 >EE	1800 DATA 9706097ECD5ABB2310F9 >XU
2122	11222	1810 DATA C90F03F1F2080808EFF0 >XB
1000 DATA 2111111122212121212221112 >EY	1370 DATA 211111112222111121221111 >EB	1820 DATA 00002A3197CD75BB2146 >XM
32132	11212	1830 DATA 9706097ECD5ABB2310F9 >XX
1010 DATA 222222222 >MC	1380 DATA 2121111312212111121221311 >EG	1840 DATA C90F03F5F6080808F3F4 >XY
1020 REM ----- >UY	11212	1850 DATA 00002A4F97CD75BB2164 >XP
1030 REM --- LABYRINTHE 3 --- >VM	1390 DATA 2121111214212111121241211 >EK	
1040 REM ----- >UA	11212	
1050 DATA 224222222211112212222121 >EJ	1400 DATA 222111122231111113222211 >ED	
11122	11222	
1060 DATA 2111122122221211111223111 >EE	1410 DATA 222222222 >MG	
23212	1420 REM ----- >BP	
1070 DATA 221211111222112212222121 >EC	---	

PROGRAMMES

1860 DATA 97060D7ECC5ABB2310F9	>YD	80 SYMBOL 52,0,0,96,96,100,127,4,0	>AF	250 SYMBOL 75,0,0,103,108,120,108,1	>ET
1870 DATA C90E010F03F9FB08080B	>XM	90 SYMBOL 53,0,0,127,96,127,3,63,0	>AK	03,0	
1880 DATA F7F80E0026172E11CD75	>XE	100 SYMBOL 54,0,0,127,96,127,99,127	>CZ	260 SYMBOL 76,0,0,96,96,96,96,127,0	>BU
1890 DATA BB218597060E7ECC5ABB	>YZ	,0			
1900 DATA 2310F9C9200B0816010F	>XU	110 SYMBOL 55,0,0,31,3,7,3,3,0	>WH	270 SYMBOL 77,0,0,99,127,99,99,99,0	>BJ
1910 DATA 0290080F01CC16002617	>WG	120 SYMBOL 56,0,0,127,99,127,99,127	>CB		
1920 DATA 2E10CD75BB21A797060E	>XJ	,0		280 SYMBOL 78,0,0,115,123,111,103,9	>DY
1930 DATA 7ECC5ABB2310F9C9200A	>YB	130 SYMBOL 57,0,0,127,99,127,3,127,	>CA	9,0	
1940 DATA 0816010F0290080F01CC	>XT	0		290 SYMBOL 79,0,0,127,99,99,99,127,	>CM
1950 DATA 16000000000000000000	>WG	140 SYMBOL 64,16,0,213,149,215,151,	>FE	0	
1960 DATA 3442213331111111113030331	>EA	149,0		300 SYMBOL 80,0,0,127,99,127,96,96,	>EN
1113		150 SYMBOL 65,0,0,127,99,127,99,99,	>CB	0	
1970 DATA 3333333033211314222221122	>EP	0		310 SYMBOL 81,0,0,127,99,99,107,127	>DD
2422		160 SYMBOL 66,0,0,127,99,110,99,127	>CD	,8	
1980 DATA 4111131422212222334442214	>EY	,0		320 SYMBOL 82,0,0,127,99,126,99,99,	>EY
4442 ■		170 SYMBOL 67,0,0,127,96,96,96,127,	>CW	0	
		0		330 SYMBOL 83,0,0,127,96,127,3,127,	>BB
		180 SYMBOL 68,0,0,126,99,99,99,126,	>CF	0	
		0		340 SYMBOL 84,0,0,126,24,24,24,24,0	>BB
		190 SYMBOL 69,0,0,127,96,120,96,127	>CE		
		,0		350 SYMBOL 85,0,0,99,99,99,99,127,0	>BG
10 REM 2eme PROGRAMME	>QN	200 SYMBOL 70,0,0,127,96,120,96,96,	>CA		
20 REM -----	>MJ	0		360 SYMBOL 86,0,0,99,99,99,54,28,0	>AT
30 SYMBOL AFTER 47	>MW	210 SYMBOL 71,0,0,127,96,103,99,127	>CU	370 SYMBOL 87,0,0,99,99,107,107,62,	>CV
40 SYMBOL 48,0,0,62,99,99,99,62,0	>ZD	,0		0	
50 SYMBOL 49,0,0,12,12,12,12,12,0	>ZW	220 SYMBOL 72,0,0,99,99,127,99,99,0	>BY	380 SYMBOL 88,0,0,99,99,28,99,99,0	>AG
60 SYMBOL 50,0,0,127,3,127,96,127,0	>BL			390 SYMBOL 89,0,0,99,99,127,28,28,0	>BY
		230 SYMBOL 73,0,0,24,24,24,24,24,0	>AM		
70 SYMBOL 51,0,0,127,3,15,3,127,0	>ZJ	240 SYMBOL 74,0,0,3,3,99,99,127,0	>ZH	400 SYMBOL 90,0,0,127,3,28,96,127,0	>BL ▶

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10 REM 2eme PROGRAMME
 20 REM -----
 30 SYMBOL AFTER 47
 40 SYMBOL 48,0,0,62,99,99,99,62,0
 50 SYMBOL 49,0,0,12,12,12,12,12,0
 60 SYMBOL 50,0,0,127,3,127,96,127,0
 70 SYMBOL 51,0,0,127,3,15,3,127,0

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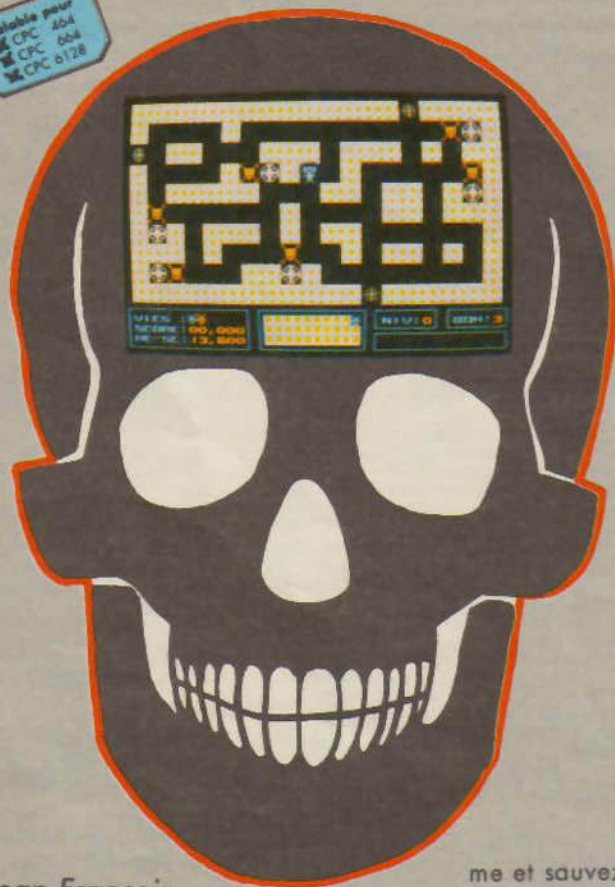
PROGRAMMES

410 SYMBOL 145,1,7,31,35,3,3,2,14 >ZK	750 SYMBOL 179,0,64,0,0,0,0,0,62 >YE	1110 SYMBOL 225,195,36,60,90,255,66 >GH
420 SYMBOL 146,128,224,248,196,192,192,64,112 >LR	760 SYMBOL 180,0,63,127,127,119,127,65,65 >BT	,60,24
430 SYMBOL 147,192,32,16,15,25,63,2,4,15 >EZ	770 SYMBOL 181,0,0,0,0,0,0,62,0 >XK	1120 SYMBOL 226,231,195,165,24,24,1 >LB
440 SYMBOL 148,3,4,8,240,152,252,24 >ET	780 SYMBOL 182,0,0,126,255,195,255,195,0 >FZ	65,195,231
,240	790 SYMBOL 183,0,0,0,0,24,0,60,0 >YX	1130 SYMBOL 227,170,84,168,80,160,6 >Hx
450 SYMBOL 149,27,15,158,255,29,16, >FF	800 SYMBOL 184,62,62,62,62,34,34,62 >CB	4,128,0
16,24	,0	1140 SYMBOL 228,42,21,10,5,2,1,0,0 >AA
460 SYMBOL 150,169,248,120,0,128,12 >HU	810 SYMBOL 185,0,0,0,0,0,0,0,20 >XC	1150 SYMBOL 229,0,1,2,5,10,21,42,85 >AG
8,128,0	820 SYMBOL 186,0,0,1,0,0,0,0,42 >XK	
470 SYMBOL 151,1,0,0,7,6,7,6,115 >YK	830 SYMBOL 187,40,0,0,0,0,0,0,0 >XJ	1160 SYMBOL 230,0,0,128,64,160,80,1 >FH
480 SYMBOL 152,128,128,128,128,192, >MF	840 SYMBOL 188,0,40,0,0,0,0,0,0 >XL	68,84
224,240,127	850 SYMBOL 189,0,0,124,124,56,56,16 >DT	1170 SYMBOL 231,32,64,160,16,15,15, >EQ
490 SYMBOL 153,63,254,134,132,4,8,0 >CU	,16	15,9
,0	860 SYMBOL 190,33,31,7,3,3,3,2,14 >ZV	1180 SYMBOL 232,4,2,5,8,240,240,240 >EG
500 SYMBOL 154,184,168,168,248,116, >GM	870 SYMBOL 191,132,248,224,192,192, >LR	,144
34,1,1	192,64,112	1190 SYMBOL 233,15,7,4,11,17,160,64 >DB
510 SYMBOL 155,0,0,8,4,132,134,254, >CN	880 SYMBOL 192,1,7,31,35,3,14,0,0 >ZU	,32
63	890 SYMBOL 193,192,32,16,15,19,63,2 >EP	1200 SYMBOL 234,240,224,32,208,136, >FT
520 SYMBOL 156,1,1,34,116,248,168,1 >BR	4,15	5,2,4
68,184	900 SYMBOL 194,3,4,8,240,200,252,24 >EN	1210 SYMBOL 235,0,7,9,17,41,69,67,1 >CF
530 SYMBOL 157,115,6,7,6,7,0,0,1 >YN	,240	27
540 SYMBOL 158,127,240,224,192,128, >MJ	910 SYMBOL 195,128,224,248,196,192, >HC	1220 SYMBOL 236,0,224,144,136,148,1 >LZ
128,128,128	112,0,0	62,194,254
550 SYMBOL 159,12,8,8,253,159,30,15 >DZ	920 SYMBOL 196,56,8,8,15,25,63,24,1 >DY	1230 SYMBOL 237,127,67,69,41,17,9,7 >DB
,27	5	,0
560 SYMBOL 160,0,128,128,128,0,120, >HW	930 SYMBOL 197,28,16,16,240,152,252 >HA	1240 SYMBOL 238,254,194,162,148,136 >LD
248,169	,24,240	,144,224,0
570 SYMBOL 161,15,24,63,25,15,16,32 >EA	940 SYMBOL 198,0,16,3,3,3,3,0,0 >XE	1250 SYMBOL 239,0,0,0,1,4,9,0,21 >YU
,192	950 SYMBOL 199,0,0,252,132,132,252, >DY	1260 SYMBOL 240,0,0,0,128,32,144,0, >DM
580 SYMBOL 162,240,24,252,152,240,8 >EU	0,0	168
,4,3	960 SYMBOL 200,0,0,0,120,120,0,0,0 >IX	1270 SYMBOL 241,21,0,9,4,1,0,0,0 >YN
590 SYMBOL 163,14,2,3,3,35,31,7,1 >ZV	970 SYMBOL 201,63,127,67,67,67,67,1 >EW	1280 SYMBOL 242,168,0,144,32,128,0, >DR
600 SYMBOL 164,112,64,192,192,196,2 >LR	24,0	0,0
48,224,128	980 SYMBOL 202,0,0,60,60,60,60,0,16 >BB	1290 SYMBOL 243,0,0,0,1,1,2,13,16 >ZV
610 SYMBOL 165,254,15,7,3,1,1,1,1 >ZM		1300 SYMBOL 244,0,0,128,64,64,32,88 >ER
620 SYMBOL 166,206,96,224,96,224,0, >FW	990 SYMBOL 203,0,0,0,0,0,0,2,0 >WA	,132
0,128	1000 SYMBOL 204,24,60,102,195,195,1 >JQ	1310 SYMBOL 245,13,2,1,1,0,0,0,0 >YC
630 SYMBOL 167,0,1,1,1,0,30,31,149 >AP	02,60,24	1320 SYMBOL 246,88,32,64,64,128,0,0 >CU
640 SYMBOL 168,24,8,8,184,255,121,2 >GP	1010 SYMBOL 205,252,240,224,192,192 >NA	,0
40,216	,224,240,252	1330 SYMBOL 247,0,3,7,12,24,24,24,0 >AB
650 SYMBOL 169,29,21,21,31,46,68,12 >FE	1020 SYMBOL 206,63,15,7,3,3,7,15,63 >BJ	
8,128		1340 SYMBOL 248,0,192,224,48,48,48, >GC
660 SYMBOL 170,252,127,97,33,32,16, >DJ	1030 SYMBOL 217,0,1,2,5,10,21,42,85 >AA	96,192
0,0		1350 SYMBOL 249,1,1,1,1,0,1,1,0 >XF
670 SYMBOL 171,128,128,68,46,31,21, >FZ	1040 SYMBOL 218,0,0,128,64,160,80,1 >FL	1360 SYMBOL 251,128,128,128,128,0,1 >JJ
21,29	68,84	28,128,0
680 SYMBOL 172,0,0,16,32,33,97,127, >DN	1050 SYMBOL 219,42,21,10,5,2,1,0,0 >AA	1370 SYMBOL 252,255,129,129,129,129 >NQ
252	1060 SYMBOL 220,170,84,168,80,160,6 >HR	,129,129,255
690 SYMBOL 173,149,31,30,0,1,1,1,0 >AT	4,128,0	1380 SYMBOL 253,251,161,45,133,177, >MF
700 SYMBOL 174,216,240,120,249,191, >JR	1070 SYMBOL 221,0,0,8,16,47,15,15,9 >BH	151,193,247
16,16,48		1390 SYMBOL 254,0,16,40,108,146,108 >BV
710 SYMBOL 175,1,1,1,1,3,7,15,254 >ZP	1080 SYMBOL 222,0,0,16,8,244,240,24 >FR	,40,16
720 SYMBOL 176,128,0,0,224,96,224,9 >FY	0,144	1400 CLS >ZE
6,206	1090 SYMBOL 223,15,7,4,43,17,8,0,0 >AY	1410 MEMORY 36999 >LQ
730 SYMBOL 177,0,14,4,0,0,32,0,0 >YW	1100 SYMBOL 224,240,224,32,212,136, >GU	1420 LOAD"DATAS.BIN" >FW
740 SYMBOL 178,0,0,0,4,4,4,127,126 >AB	16,0,0	1430 RUN"ROBBY2" >LH

A S U I V R E

ROBBY (SUITE)

Valable pour
 ☒ CPC 404
 ☒ CPC 604
 ☒ CPC 6128



Jean-François
 ● STREIFF

Voici la suite tant attendue de ce programme ayant été classé 2^e au concours qu'Amstar avait organisé l'été dernier.

Il s'agit ce mois-ci de saisir le troisième programme et de le sauver sous le nom "ROBBY 2".

Afin que vous n'ayez aucun problème, nous vous rappelons les procédures de chargement et de lancement du programme :

Chargement

- Tapez le 1^{er} programme, sauvez-le sous le nom "ROB-DATAS".
- Faites un RUN. Ce 1^{er} programme crée un fichier binaire appelé "DATAS.BIN".
- Faites un CTRL-SHIFT-ESC (réinitialisation du CPC) ou éteignez et rallumez l'ordinateur.
- Tapez le 2^e programme, sauvez-le sous le nom "ROBBY1".
- Tapez le 3^e programme et sauvez-le sous le nom "ROBBY2".

Lancement

Pour jouer : RUN "ROBBY1".

Robby

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10 REM ----- >MH 140 ENV 4,3,-7,2 >XB
20 REM 3eme PROGRAMME >QQ 150 ENV 5,1,15,2,5,-3,4 >PX
30 REM ----- >MK 160 ENV 6,1,14,1,4,-2,2,4,-1,4 >VN
40 REM INITIALISATION >TG 170 ENV 7,7,2,1,3,-3,5 >NH
50 REM ----- >MM 180 ENV 8,1,12,1,1,0,1,1,0,1,12,-1, >AT
60 MODE 1:CLS:INK 0,0:PAPER 0:BORDE >FL 8
R 0 190 ENT-1,2,10,2,3,-5,4 >QP
70 C1=14:C2=15:C3=25:POKE 38939,2 >AV 200 ENT-2,80,1,1,20,2,1 >QH
80 XC1$=" "+CHR$(8)+CHR$(11)+" "+CH >RP 210 ENT 3,1,-100,1,5,25,3 >FB
R$(10):YC1$=" "+CHR$(8)+CHR$(10)+" 220 ENT-4,1,-75,1,4,25,3 >QB
230 ENT-5,1,1,3,1,-1,3,1,0,1,1,1,3, >FE
1,-1,3
240 ENT 6,15,-15,4 >LE
250 AD=38385:FOR A=0 TO 9:RB$(A)=CH >LD
R$(PEEK(AD))+CHR$(PEEK(AD+1))+CHR$(
8)+CHR$(8)+CHR$(11)+CHR$(PEEK(AD+2)
)+CHR$(PEEK(AD+3)):AD=AD+4:NEXT A
260 V=145:FOR A=1 TO 8:ROB$(A)=CHR$ >ED
(V)+CHR$(V+1)+CHR$(8)+CHR$(8)+CHR$(
11)+CHR$(V+2)+CHR$(V+3):V=V+4:NEXT
A:ROB$(9)=ROB$(1)
270 RESTORE 5780:FOR X=1 TO 12:READ >JG
A,B,C:OBJ$(X)=CHR$(22)+CHR$(1)+CHR
$(15)+CHR$(1)+CHR$(A)+CHR$(8)+CHR$(
15)+CHR$(2)+CHR$(8)+CHR$(8)+CHR$(15
)+CHR$(3)+CHR$(C)+CHR$(22)+CHR$(0):
NEXT X
280 CD=38424:CM=38500:GOSUB 3650:GO >RW

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SUB 3710:PEN 3
290 LOCATE 5,6:PRINT STRING$(32,207) >EU
)
300 LOCATE 5,20:PRINT STRING$(32,20) >EX
7)
310 FOR A=7 TO 19 >CD
320 LOCATE 4,A:PRINT CHR$(207) >YC
330 LOCATE 37,A:PRINT CHR$(207) >ZL
340 NEXT A >MH
350 LOCATE 4,6:PRINT CHR$(217) >YV
360 LOCATE 37,6:PRINT CHR$(218) >ZE
370 LOCATE 4,20:PRINT CHR$(219) >YE
380 LOCATE 37,20:PRINT CHR$(220) >ZF
390 PEN 1 >AF
400 POKE 38525,9:POKE 38526,7:CALL >FE
38527
410 POKE 38525,9:POKE 38526,33:CALL >GR
38527
420 PEN 2:LOCATE 18,9:PRINT"ROBBY" >DC
430 PEN 3:LOCATE 18,10:PRINT"-----" >CZ

440 RESTORE 620 >DB
450 FOR A=12 TO 17 >LG
460 LOCATE 7,A:PEN 3:PRINT"-( )-" >AB
470 LOCATE 9,A:PEN 1:PRINT USING"#" >HA
;A-11
480 READ N$ >QH
490 LOCATE 14,A:PEN 2:PRINT N$ >YP
500 NEXT A >NF
510 GOSUB 3670:RESTORE 5490:PEN 1 >AR
520 ON PEEK(38939)GOTO 5250,5270 >ZR
530 GOSUB 5310 >PJ
540 IF INKEY(64)=0 THEN GOSUB 610:G >JV
OTO 630
550 IF INKEY(65)=0 THEN GOSUB 610:G >KT
OTO 4730
560 IF INKEY(57)=0 THEN GOSUB 610:G >KW
OTO 2490
570 IF INKEY(56)=0 THEN GOSUB 610:G >KC
OTO 4980
580 IF INKEY(49)=0 THEN 5240 >YV
590 IF INKEY(48)=0 THEN 5260 >YX
600 GOTO 530 >ZA
610 NT=1:FOR A=1 TO 10:GOSUB 5410:F >QL
OR b=1 TO 100:NEXT b:NEXT A:RETURN
620 DATA JOUER,DEMONSTRATION,VOIR M >AH
EILLEURS SCORES,CHANGER COULEURS,JO
YSTICK,CLAVIER
630 GOSUB 3710:GOSUB 2690:GOSUB 314 >PD
0:GOSUB 3340
640 REM ----- >UE
650 REM DEPLACEMENT DU JOUEUR >YA
660 REM ----- >UB
670 GOTO 3820 >GD
680 FOR J=1 TO K >YJ
690 TA=X*Y:POKE PD,1:POKE 38585,Y*2 >UH
:POKE 38586,X*2
700 IF INKEY(64)=0 THEN 3740 >VN
5
710 ON PEEK(38939)GOTO 730,800 >XD
720 REM --- JOYSTICK --- >RH
730 IF INKEY(76)=0 THEN GOSUB 3920: >VL
ON TE GOTO 740,860
740 IF INKEY(75)=0 THEN 1180 >VQ
750 IF INKEY(74)=0 THEN 1200 >VH
760 IF INKEY(73)=0 THEN 1220 >VK
770 IF INKEY(72)=0 THEN 1240 >VM
780 GOTO 890 >AJ
790 REM --- CLAVIER --- >QJ
800 IF INKEY(47)=0 THEN GOSUB 3920: >VE
ON TE GOTO 810,860
810 IF INKEY(63)=0 THEN 1180 >VK
820 IF INKEY(71)=0 THEN 1200 >VC
830 IF INKEY(46)=0 THEN 1220 >VH
840 IF INKEY(45)=0 THEN 1240 >VK
850 GOTO 890 >AG
860 ON PEEK(PQ)GOTO 870,890,1740,14 >UG
50,1310,870,4360
870 CALL 38587:CALL 38527 >TF
880 IF TA<X*Y THEN SOUND 2,1500,1, >HN
13,,31
890 POKE PD,6 >LK
900 CG=CG-1:IF CG=0 THEN 4160 >WK
910 REM ----- >TH
920 REM DEPLACEMENT MONSTRES >YC
930 REM ----- >TK
940 IF TM=K THEN 690 >NG
950 IF M(J)=0 THEN GOSUB 4680 >XM
960 P=M(J)*10+Z(J)+39989:POKE P,1:P >RG
OKE 38585,Z(J)*2:POKE 38586,W(J)*2
970 IF ABS(Z(J)-Y)-ABS(W(J)-X)>0 TH >JC
EN 1060
980 A=(W(J)>X)*2+1 >MM
990 ON PEEK(P+A*10)GOTO 1000,1010,1 >AC
010,1010,1010,1290,4240
1000 W(J)=W(J)+A:P=P+A*10:GOTO 1130 >CM
1010 IF Z(J)=Y THEN A=INT(RND*2)*2- >NZ
1:GOTO 1070
1020 A=(Z(J)>Y)*2+1 >MY
1030 IF PEEK(P+A)=7 THEN 4250 >WA
1040 IF PEEK(P+A)=1 THEN Z(J)=Z(J)+ >KB
A:P=P+A
1050 GOTO 1130 >LJ
1060 A=(Z(J)>Y)*2+1 >MC
1070 ON PEEK(P+A)GOTO 1080,1090,109 >YM
0,1090,1090,1300,4250
1080 Z(J)=Z(J)+A:P=P+A:GOTO 1130 >AL
1090 IF W(J)=X THEN A=INT(RND*2)*2- >MM
1:GOTO 990
1100 A=(W(J)>X)*2+1 >MT
1110 IF PEEK(P+A*10)=7 THEN 4240 >YB
1120 IF PEEK(P+A*10)=1 THEN W(J)=W >QY
J)+A:P=P+A*10
1130 POKE 38555,Z(J)*2:POKE 38556,W >TL
(J)*2:CALL 38587:CALL 38557:POKE P,
5
1140 IF DE=1 THEN 4780 >PM
1150 NEXT J >VD
1160 GOTO 680 >FH
1170 REM ----- >CZ
----
1180 IF PEEK(PD+10)=2 THEN 890 >WE
1190 X=X+1:PO=PO+10:POKE 38526,X*2: >DZ
POKE 38525,Y*2:GOTO 860
1200 IF PEEK(PD-10)=2 THEN 890 >WZ
1210 X=X-1:PO=PO-10:POKE 38526,X*2: >DW
POKE 38525,Y*2:GOTO 860
1220 IF PEEK(PD+1)=2 THEN 890 >WR
1230 Y=Y+1:PD=PD+1:POKE 38526,X*2:P >CT
OKE 38525,Y*2:GOTO 860
1240 IF PEEK(PD-1)=2 THEN 890 >WR
1250 Y=Y-1:PD=PD-1:POKE 38526,X*2:P >CZ
OKE 38525,Y*2:GOTO 860
1260 REM ----- >UG
1270 REM ATTRAPE >LN
1280 REM ----- >UJ
1290 W(J)=W(J)+A:GOTO 1310 >UD
1300 Z(J)=Z(J)+A >GG
1310 CALL 38587 >TH
1320 SPEED INK 2,2:INK 2,3,24 >VB
1330 SOUND 5,600,210,11,0,4 >UJ
1340 PEN 1 >FH
1350 FOR A=1 TO 4:FOR I=2 TO 9:PRIN >MN
T CHR$(J1)+CHR$(X*2)+CHR$(Y*2)+ROB#
(I):FOR B=1 TO 30:NEXT B:NEXT I,A
1360 INK 2,C2:FOR A=1 TO 200:NEXT A >ZF
:POKE 38555,Y*2:POKE 38556,X*2:CALL
38557
1370 V=V-1:GOSUB 3560 >PV
1380 FOR A=1 TO 500:NEXT A >TB
1390 GOSUB 4570 >YB
1400 IF V=-1 THEN 1930 >NG
1410 GOSUB 3360:GOTO 670 >RJ
1420 REM ----- >PW
1430 REM PASSAGE SECRET >TX
1440 REM ----- >PY
1450 CALL 38587 >UC
1460 FOR I=82 TO 86 >LA
1470 SOUND 1,ABS(I-120),12,6 >VN
1480 SOUND 2,ABS(I-60),8,8 >UW
1490 FOR II=1 TO 5:NEXT II >UQ
1500 NEXT I >VB
1510 IF T=7 THEN 4540 >NT
1520 B=INT(2*RND+1) >NK
1530 IF DE=1 AND T=6 THEN FOR A=1 T >XH
O 1500:NEXT A:GOTO 280
1540 IF DE=1 THEN 1600 >PD
1550 ON Q GOTO 1560,1600 >QU
1560 IF X=1 THEN XX=13:YY=9 >VG
1570 IF X=13 THEN XX=15:YY=2 >WC
1580 IF X=15 THEN XX=2:YY=3 >VD
1590 GOTO 1630 >NC
1600 IF X=1 THEN XX=15:YY=2 >VW
1610 IF X=13 THEN XX=2:YY=3 >VV

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1620 IF X=15 THEN XX=13:YY=9 >WF	TABLEAU DES MEILLEURS SCORES"	NT MID\$(EN\$,6,1)
1630 IF PEEK(XX*10+YY+39989)=2 THEN >GP	2040 LOCATE 13,11:PEN 1:PRINT"ENTRE >TE	2350 GOTO 2120 >MC
1670	Z VOTRE NOM"	2360 CND=CND-1:IF CND=0 THEN CND=40 >CR
1640 X=XX:Y=YY:PO=X*10+Y+39989:POKE >HJ	2050 Y\$="" >ED	2370 CNG=CNG-1:IF CNG=0 THEN CNG=40 >CF
38526,X*2:POKE 38525,Y*2	2060 MS\$="ABCDEFGHIJKLMNPOQRSTUVWXYZ >ZW	2380 EN\$=MID\$(MS\$,CNG,1)+LEFT\$(EN\$, >FG
1650 IF DE=1 THEN CALL 38527:GOTO 4 >DX	Z @<.!-+*=()\$[]"	10)
850	2070 EN\$=LEFT\$(MS\$,11):CNG=1:CND=11 >XM	2390 GOTO 2330 >MK
1660 GOTO 860 >GC	:LOCATE 15,15:PEN 2:PAPER 0:PRINT E	2400 S(9)=S:N\$(9)=LEFT\$(Y\$,11) >XJ
1670 IF X=1 THEN X=2 >NU	N\$	2410 U=0 >WE
1680 IF X=13 THEN Y=9 >NE	2080 LOCATE 20,15:PEN 1:PAPER 3:PRI >UW	2420 FOR L=1 TO 8 >CG
1690 IF X=15 THEN Y=2 >NA	NT MID\$(EN\$,6,1)	2430 IF S(L)<S(L+1)THEN GOSUB 2470 >AE
1700 PO=X*10+Y+39989:POKE 38525,Y*2 >EU	2090 LOCATE 15,19:PAPER 3:PRINT" >QV	2440 NEXT L >VJ
:POKE 38526,X*2:CALL 38527:SOUND 5,	" :PN=0	2450 IF U=1 THEN 2410 >NK
1000,10,10,3,3,15:GOTO 890	2100 MOVE 218,181:DRAW 406,181,3:DR >ZF	2460 GOTO 2490 >NE
1710 REM ----- >UG	AW 406,155,3:DRAW 218,155,3:DRAW 21	2470 S(L+1)=S(L):N\$(L+1)=N\$(L):S(L) >PB
1720 REM TRESORS >MQ	8,181,3	=S:N\$(L)=Y\$
1730 REM ----- >UJ	2110 GOSUB 3670 >XC	2480 U=1:RETURN >LJ
1740 CALL 38587 >UE	2120 IF INKEY(75)=0 OR INKEY(63)=0 >QB	2490 GOSUB 3650 >YB
1750 POKE PO,6 >TF	THEN GOTO 2300	2500 POKE 38525,6:POKE 38526,9:CALL >LB
1760 SOUND 2,100,32,9,1,1 >RL	2130 IF INKEY(74)=0 OR INKEY(71)=0 >QB	38527:POKE 38526,31:CALL 38527
1770 PEN 1:FOR A=1 TO 2:PRINT CHR\$(>PJ	THEN GOTO 2360	2510 LOCATE 31,6:PRINT RD\$ >VB
31)+CHR\$(X*2)+CHR\$(Y*2)+RB\$(0):FOR	2140 IF INKEY(76)=0 OR INKEY(47)=0 >KH	2520 LOCATE 13,6:PEN 2:PRINT"MEILLE >TC
C=1 TO 30:NEXT C:PRINT CHR\$(31)+CHR	THEN 2160	URS SCORES"
\$(X*2)+CHR\$(Y*2)+RB\$(7):FOR C=1 TO	2150 GOTO 2120 >MA	2530 LOCATE 13,7:PEN 3:PRINT"----- >MU
30:NEXT C:NEXT A	2160 IF MID\$(EN\$,6,1)="e"THEN SOUND >VM	-----"
1780 T=T+1 >MK	1,100,10,10,2,3:FOR A=1 TO 1000:NE	2540 FOR L=1 TO 9 >DA
1790 FOR A=1 TO 3 >BK	XT A:PAPER 0:GOTO 2400	2550 PEN 2:LOCATE 9,L+10:PRINT"()" >CH
1800 S=S+50 >UD	2170 IF MID\$(EN\$,6,1)("<"THEN SOUND >CQ	2560 PEN 1:LOCATE 10,L+10:PRINT USI >KN
1810 GOSUB 3600 >XB	5,300,6,11,3,3:GOTO 2190	NG"##";L
1820 GOSUB 3620:SOUND 5,70,4,12,1,3 >BQ	2180 GOTO 2220 >ME	2570 PEN 3:LOCATE 13,L+10:PRINT N\$(>EH
	2190 IF PN=0 THEN 2120 >PA	L)
1830 NEXT A >UK	2200 IF PN=11 THEN LOCATE 25,19:PEN >DQ	2580 PEN 2:LOCATE 25,L+10:PRINT":" >BX
1840 POKE 38525,Y*2:POKE 38526,X*2: >MH	1:PAPER 3:PRINT" ":PN=PN-1:Y\$=LEFT	2590 PEN 1:LOCATE 27,L+10:PRINT USI >TX
CALL 38527	\$(Y\$,PN):FOR A=1 TO 300:NEXT A:GOTO	NG"##,###";S(L)
1850 IF DE=1 AND TM=3 THEN 4840 >WD	2120	2600 NEXT L >VB
1860 IF T=6 THEN GOSUB 4420 >UF	2210 LOCATE PN+14,19:PEN 1:PAPER 3: >PQ	2610 ORIGIN 0,0:PLOT 96,84:DRAW 96, >BV
1870 IF T=7 THEN GOSUB 5790 >UV	PRINT" ":GOSUB 2280:Y\$=LEFT\$(Y\$,PN)	332:DRAW 116,352:DRAW 524,352:DRAW
1880 CALL 38527 >UD	:FOR A=1 TO 300:NEXT A:GOTO 2120	544,332:DRAW 544,84:DRAW 524,64:DRA
1890 GOTO 940 >GG	2220 PN=PN+1:IF PN=12 THEN PN=11:GO >JA	W 116,64:DRAW 96,84
1900 REM ----- >NJ	TO 2120	2620 LOCATE 6,25:PEN 0:PAPER 1:PRIN >VZ
1910 REM PARTIE PERDUE >RQ	2230 SOUND 5,500,5,12,4,3 >RK	T CHR\$(205);"E S P A C E P O U R C O N
1920 REM ----- >NL	2240 Y\$=Y\$+MID\$(EN\$,6,1) >RN	TINJER";CHR\$(206)
1930 WINDOW#2,12,29,10,12:PAPER#2,1 >YU	2250 LOCATE 15,19:PEN 0:PAPER 3:PRI >FA	2630 GOSUB 3670 >XK
:CLS#2:LOCATE#2,2,2:PEN#2,3:PRINT#2	NT Y\$:FOR A=1 TO 300:NEXT A	2640 IF INKEY(47)=-1 THEN 2640 >WU
,"G A M E O V E R"	2260 GOTO 2120 >MC	2650 PAPER 0:GOTO 280 >PF
1940 FOR A=1 TO 2000:NEXT A >UX	2270 FOR A=1 TO 1000:NEXT A:GOTO 24 >CJ	2660 REM ----- >YU
1950 IF S>S(9)THEN 2000 >QM	00	2670 REM INITIALISATION DE L'ECRAN >XA
1960 GOSUB 3650:GOSUB 3710:GOTO 280 >CF	2280 PN=PN-1:IF PN=-1 THEN PN=0 >YT	2680 REM ----- >YW
	2290 RETURN >FB	2690 CLS:GOSUB 3660 >NJ
1970 REM ----- >QZ	2300 CND=CND+1:IF CND=41 THEN CND=1 >CH	2700 V=2:GA=3:NI=0:PEN 1:LOCATE 2,2 >HC
1980 REM MEILLEURS SCORES >VQ	2310 CNG=CNG+1:IF CNG=41 THEN CNG=1 >CX	2:PRINT"VIES ":" :GOSUB 3560
1990 REM ----- >QB	2320 EN\$=RIGHT\$(EN\$,10)+MID\$(MS\$,CN >BW	2710 PEN 1:LOCATE 2,23:PRINT"SCORE: >RE
2000 GOSUB 3650 >WJ	D,1)	" :PEN 2:LOCATE 8,23:PRINT"00,000"
2010 PEN 1:LOCATE 14,4:PRINT"FELICI >PW	2330 LOCATE 15,15:PEN 2:PAPER 0:PRI >HF	2720 PEN 1:LOCATE 2,24:PRINT"ME-SC: >QD
TATIONS,"	NT EN\$	" :GOSUB 3640
2020 LOCATE 15,6:PEN 2:PRINT"VOUS F >MV	2340 LOCATE 20,15:PEN 1:PAPER 3:PRI >UV	
IGUREZ"		
2030 LOCATE 3,8:PEN 3:PRINT"DANS LE >TQ		

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2730 PEN 1:LOCATE 28,22:PRINT"NV:" >KY 3100 FOR A=1 TO 500:NEXT A >TT :GOTO 3490
:PEN 2:LOCATE 32,22:PRINT"0" >UA 3510 POKE 38525,Y*2:POKE 38526,X*2: >TL
2740 PEN 1:LOCATE 35,22:PRINT"BOM:" >KR 3120 REM DESSIN DU LABYRINTHE >YE CALL 38527:PO=X*10+Y+39989:RETURN
:PEN 2:LOCATE 39,22:PRINT"3" >UC 3520 REM ----- >XM
2750 FOR A=22 TO 24 >LE 3140 K%(PX,PY)=1 >LR 3530 REM AFFICHAGE SCORES,VIES... >CQ
2760 PEN 1:PAPER 2:LOCATE 16,A:PRIN >WG 3150 LZ(PX,PY)=INT(6*RND+1):M%(PX,P >TE
T STRING$(10,252) Y)=INT(6*RND+1):NI=INT(6*RND+1)
3540 REM ----- >XP
2770 NEXT A:PAPER 0 >NJ 3160 ON LZ(PX,PY)GOSUB 3250,3260,32 >UG
2780 MOVE 9,70:DRAW 214,70,1:DRAW 2 >BN 70,3280,3290,3300 "##";GA:RETURN
14,9:DRAW 9,9:DRAW 9,70 > 3560 LOCATE 8,22:PRINT" ":LOCA >JH
TE 8,22
2790 MOVE 233,70:DRAW 406,70:DRAW 4 >FD 3570 FOR G=1 TO V >FJ
06,9:DRAW 233,9:DRAW 233,70 >AR 3580 PE=1:IF G/2=INT(G/2)THEN PE=2 >BZ
2800 MOVE 423,70:DRAW 518,70:DRAW 5 >HX 3190 PAPER 0:FOR A=0 TO 189:POKE 40 >EW
18,42:DRAW 423,42:DRAW 423,70 000+A,PEEK(ADRE+A):NEXT A :RETURN
2810 MOVE 537,70:DRAW 630,70:DRAW 6 >HG 3200 ADRE=PEEK(37000)*14+38287 >XM 3600 IF S/10000=INT(S/10000)AND V< >RF
30,42:DRAW 537,42:DRAW 537,70 >HP 3210 FOR M=1 TO 6:W(M)=PEEK(ADRE):Z >HP
2820 MOVE 423,35:DRAW 630,35:DRAW 6 >FB (M)=PEEK(ADRE+1):ADRE=ADRE+2:POKE 3 6 THEN V=V+1: BORDER C1:FOR A=1 TO 4
30,9:DRAW 423,9:DRAW 423,35 8923+M*2,W(M):POKE 38924+M*2,Z(M):N >MP
2830 FOR A=1 TO 12 >LB EXT M :RETURN
2840 X=INT(10*RND+1) >PN 3220 X=PEEK(ADRE):Y=PEEK(ADRE+1) >BV 3620 LOCATE 8,23:PEN 2:PRINT USING" >LH
2850 Y=INT(3*RND+1) >NC 3230 POKE 38937,X:POKE 38938,Y >XF ##,###";S
2860 IF T%(X,Y)=1 THEN 2840 >UU 3240 RETURN >FC 3630 IF S<S(1)THEN RETURN ELSE LOCA >EA
2870 T%(X,Y)=1 >RC 3250 SYMBOL 226,231,195,165,24,24,1 >WM TE 8,24:PEN 2:PRINT USING"##,###";S
2880 NEXT A >VF 65,195,231:RETURN :RETURN
2890 PX=INT(10*RND+1):PY=INT(3*RND+ >GH 3260 SYMBOL 226,195,231,126,60,60,1 >WG 3640 LOCATE 8,24:PEN 2:PRINT USING" >ZW
1) 26,231,195:RETURN ##,###";S(1):RETURN
2900 PEN 1:PAPER 0:LOCATE PX+15,PY+ >YD 3270 SYMBOL 226,243,243,243,0,207,2 >TY 3650 CLS >AD
21:PRINT CHR$(225) >RC 3280 SYMBOL 226,24,36,70,137,145,98 >RU 3660 INK 0,C0:INK 1,C0:INK 2,C0:INK >PY
2910 GOSUB 3670:RETURN >UJ 36,24:RETURN 3,0:RETURN
2920 REM ----- >YQ 3290 SYMBOL 226,36,60,231,66,66,231 >RK 3670 INK 1,C1:INK 2,C2:INK 3,C3:RET >FK
2930 REM DEPLACEMENT SUR PLAN >UL 60,36:RETURN URN
2940 REM ----- >PB - >AE
2950 PX0=PX:PY0=PY >BC 3300 SYMBOL 226,153,24,60,255,255,6 >TE -
2960 IF INKEY(71)=0 OR INKEY(74)=0 >BD 3310 ----- >UK 3690 REM REMISE A ZERO DES VARIABLE >EG
THEN PX=PX-1:GOTO 3010 > 3320 AFFICHE MONSTRES+ROBBY >Y6 S
2970 IF INKEY(63)=0 OR INKEY(75)=0 >BE 3330 ----- >UM 3700 REM ----- >ZF
THEN PX=PX+1:GOTO 3010 >BF -
2980 IF INKEY(45)=0 OR INKEY(72)=0 >BG 3340 K=M%(PX,PY) >LZ 3710 FOR X=1 TO 10:FOR Y=1 TO 3:T%( >EP
THEN PY=PY-1:GOTO 3010 >BU X,Y)=0:K%(X,Y)=0:NEXT Y,X
2990 IF INKEY(46)=0 OR INKEY(73)=0 >BH 3350 FOR J=1 TO K:MO(J)=1:NEXT J >ZU 3720 DE=0:TM=0:CG=0:AG=0:T=0:S=0:OB >FF
THEN PY=PY+1:GOTO 3010 >BV =0
3000 GOTO 2960 >MH 3360 ADRE=38925 >BB 3730 RETURN >FG
3010 IF PX=0 OR PX=11 OR PY=0 OR PY >MN 3370 IF TM=K THEN 3480 >EK 3740 REM ----- >NA
=4 THEN PX=PX0:PY=PY0:GOTO 2960 >RD 3380 FOR J=1 TO K > 3750 REM BLOQUE >HH
3020 FOR A=1 TO 200:NEXT A >TQ 3390 IF MO(J)=1 THEN 3410 >MH 3760 REM ----- >NC
3030 PEN 2:IF T%(PX0,PY0)=1 THEN FE >DR 3400 GOTO 3460 > 3770 SOUND 1,3400,50,15,0,0,19 >WZ
N 3 3410 A=PEEK(ADRE):B=PEEK(ADRE+1) >BW 3780 POKE 38585,Y*2:POKE 38586,X*2: >MH
3040 LOCATE PX0+15,PY0+11:PRINT CHR >NC 440 3420 IF PEEK(A*10+B+39989)=1 THEN 3 >DL CALL 38587
$(253) . W(J)=A:Z(J)=B:CALL 38557 >DZ 3790 POKE X*10+Y+39989,1 >RD
3050 PEN 1:LOCATE PX+15,PY+11:PRINT >NJ 3430 W(J)=INT(RND*17+2):Z(J)=INT(RN >NC 3800 GOTO 1370 >MK
CHR$(225) D*B+2):A=W(J):B=Z(J):GOTO 3420 > 3810 REM ----- >YR
3060 IF K%(PX,PY)=1 THEN SOUND 5,11 >XH 3440 POKE 38556,A*2:POKE 38555,B*2: >DZ 3820 ON PEEK(38939)GOTO 3830,3860 >AE
5,20,2,3,2:GOTO 2950 > 3450 POKE A*10+B+39989,5 >RA 3830 IF INKEY(72)=0 OR INKEY(73)=0 >PZ
3070 SOUND 5,15,13,10,2,2 >RH 3460 ADRE=ADRE+2 >LN 3830 IF INKEY(72)=0 OR INKEY(73)=0 >PZ
3080 FOR A=1 TO 500:NEXT A >TA 3470 NEXT J >WA OR INKEY(74)=0 OR INKEY(75)=0 OR IN
3090 FOR A=1 TO 10:LOCATE 1,1:PRINT >TF 3480 X=PEEK(38937):Y=PEEK(38938) >AH KEY(76)=0 THEN 680
CHR$(11):SOUND 5,70,4,12,1,3:NEXT >DR 3490 IF PEEK(X*10+Y+39989)=1 THEN 3 >DR 3840 IF INKEY(64)=0 THEN 3740 >WT
A 510 :RETURN 3850 GOTO 3830 >NH
3500 X=INT(RND*17+2):Y=INT(RND*8+2) >PX 3860 IF INKEY(47)=0 OR INKEY(71)=0 >PU

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PROGRAMMES

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DR INKEY(63)=0 OR INKEY(45)=0 OR IN
KEY(46)=0 THEN 680
3870 IF INKEY(64)=0 THEN 3740 >WW
3880 GOTO 3860 >FD
3890 REM ----- >MF
3900 REM LACHER BOMBE >QY
3910 REM ----- >MY
3920 IF AG=1 OR GA=0 THEN 3990 >VB
3930 ON PEEK(38939)GOTO 4010,3950 >ZF
3940 REM --- CLAVIER --- >QH
3950 IF INKEY(63)=0 THEN GX=X+1:GY= >PL
Y:GOTO 4060
3960 IF INKEY(71)=0 THEN GX=X-1:GY= >PN
Y:GOTO 4060
3970 IF INKEY(46)=0 THEN GY=Y+1:GX= >PP
X:GOTO 4060
3980 IF INKEY(45)=0 THEN GY=Y-1:GX= >PR
X:GOTO 4060
3990 TE=1:RETURN >MZ
4000 REM --- JOYSTICK --- >RC
4010 IF INKEY(75)=0 THEN GX=X+1:GY= >FB
Y:GOTO 4060
4020 IF INKEY(74)=0 THEN GX=X-1:GY= >FD
Y:GOTO 4060
4030 IF INKEY(73)=0 THEN GY=Y+1:GX= >FB
X:GOTO 4060
4040 IF INKEY(72)=0 THEN GY=Y-1:GX= >FD
X:GOTO 4060
4050 TE=1:RETURN >ML
4060 IF PEEK(GX*10+GY+39989)=1 THEN >FG
4080
4070 TE=1:RETURN >MN
4080 SOUND 3,30,0,0,7,1 >QE
4090 GA=GA-1:GOSUB 3550:AG=1 >WW
4100 POKE GX*10+GY+39989,7 >UM
4110 POKE 38705,GY*2:POKE 38706,GX* >PK
2:CALL 38707
4120 CG=12:TE=2:RETURN >TF
4130 REM ----- >ZD
-
4140 REM TRANSFORMATION BOMBE EN MU >FY
R
4150 REM ----- >ZF
-
4160 FOR I=15 TO 1 STEP-3 >RK
4170 SOUND 5,400,20,1,,31 >TZ
4180 NEXT I >VJ
4190 POKE 38613,GY*2:POKE 38614,GX* >PM
2:CALL 38615
4200 PAPER 0:POKE GX*10+GY+39989,2: >XP
AG=0:CG=0:GOTO 940
4210 REM ----- >VA
4220 REM MONSTRE PRIS AU PIEGE >YF
4230 REM ----- >VC
4240 W(J)=W(J)+A:GOTO 4260 >UJ
4250 Z(J)=Z(J)+A >HD
4260 POKE 38555,Z(J)*2:POKE 38556,W >FY
(J)*2:CALL 38587:CALL 38557
4270 FOR I=1 TO 200 >LG
4280 SOUND 129,0 >EH
4290 NEXT I >WA
4300 POKE 38585,Z(J)*2:POKE 38586,W >TJ
(J)*2:CALL 38587:POKE W(J)*10+Z(J)+
39989,1:AG=0:CG=0
4310 FOR A=1 TO 9:S=S+50:GOSUB 3600 >WA
:GOSUB 3620:SOUND 5,70,4,12,1,3:NEX
T A
4320 TM=TM+1:MO(J)=0:GOTO 1140 >YM
4330 REM ----- >NJ
4340 REM REPREND BOMBE >FR
4350 REM ----- >NL
4360 SOUND 1,225,20,12,,6 >RM
4370 GA=GA+1:AG=0:CG=0 >QV
4380 GOSUB 3550:GOTO 870 >RX
4390 REM ----- >WJ
4400 REM DEUXIEME PARTIE DU JEU >ZC
4410 REM ----- >WB
4420 FOR B=2 TO 9 >CA
4430 FOR A=2 TO 18 >LG
4440 IF PEEK(A*10+B+39989)=2 THEN 4 >DR
530
4450 NEXT A >VA
4460 NEXT B >VC
4470 TX=INT(RND*18)+1:TY=INT(RND*9) >GC
+1
4480 IF PEEK(TX*10+TY+39989)<1 THE >HL
N 4470
4490 POKE 38735,TY*2:POKE 38736,TX* >PK
2:CALL 38737
4500 SOUND 1,100,20,10,3,6 >TX
4510 POKE TX*10+TY+39989,3 >UR
4520 RETURN >FE
4530 SOUND 5,400,2,15,8,,31:POKE 38 >GM
585,B*2:POKE 38586,A*2:CALL 38587:P
OKE A*10+B+39989,1:GOTO 4450
4540 FOR A=250 TO 10 STEP-10:SOUND >ZK
5,A,A*0.1,10,,4:NEXT A
4550 FOR A=1 TO 20:LOCATE 1,25:PRIN >EL
T CHR$(10):SOUND 5,70,4,12,1,3:NEXT
A:FOR A=1 TO 10:LOCATE 1,1:PRINT C
HR$(11):SOUND 5,70,4,12,1,3:NEXT A
4560 TM=0:T=0:AG=0:CG=0:GOSUB 2950: >ZT
GOSUB 3340:GOTO 670
4570 FOR J=1 TO K >FB
4580 IF TM=K THEN J=K:GOTO 4650 >YW
4590 IF MO(J)=1 THEN 4610 >RK
4600 GOTO 4650 >NC
4610 POKE 38586,W(J)*2:POKE 38585,Z >UR
(J)*2:CALL 38587
4620 SOUND 1,200,10,15,2,2,31 >VF
4630 FOR A=1 TO 80:NEXT A >RK
4640 POKE W(J)*10+Z(J)+39989,1 >XW
4650 NEXT J >WB
4660 RETURN >FK
4670 REM ----- >MF
4680 IF J=K THEN J=0 >NU
6690 J=J+1:IF MO(J)=1 THEN RETURN >BL
4700 IF J=K THEN J=1 >NA
4710 IF MO(J)=0 THEN 4690 >RL
4720 RETURN >FG
4730 REM ----- >NN
4740 REM DEMONSTRATION >TE
4750 REM ----- >NQ
4760 T=0:DE=1:CLS:DR=38836 >VF
4770 GOSUB 2690:LX(PX,PY)=1:M%(PX,P >TR
Y)=3:GOSUB 3160:GOSUB 3340:K=4:J=0:
PO=X*10+Y+39989
4780 J=J+1:IF J=K THEN J=1 >UB
4790 TA=X*Y:POKE PD,1:POKE 38585,Y* >VH
2:POKE 38586,X*2
4800 DR=DR+1:R=PEEK(DR):IF R=0 THEN >RH
GX=X-1:GY=Y:GOSUB 4080:GOTO 4820
4810 ON R GOSUB 4910,4920,4930,4940 >AN
4820 ON PEEK(PD)GOTO 4830,4890,1740 >YT
,1450,1130,4830,4830
4830 POKE 38525,Y*2:POKE 38526,X*2: >ZK
CALL 38587:CALL 38527
4840 IF TA<>X*Y THEN SOUND 1,1500,1 >JA
,14,,15
4850 POKE PD,6 >TK
4860 CG=CG-1:IF CG=0 THEN 4160 >WA
4870 IF TM=3 THEN FOR A=1 TO 10:NEX >ND
T A:GOTO 4790
4880 GOTO 940 >GJ
4890 ON R GOSUB 4940,4930,4920,4910 >AX
4900 GOTO 4850 >NH
4910 Y=Y+1:PO=PO+1:RETURN >WB
4920 X=X-1:PO=PO-10:RETURN >XB
4930 X=X+1:PO=PO+10:RETURN >WG
4940 Y=Y-1:PO=PO-1:RETURN >WJ
4950 REM ----- >QA
4960 REM CHANGER COULEURS >VU
4970 REM ----- >QC
4980 CLS:GOSUB 3660 >NN
4990 X=2 >YE
5000 POKE 38675,6:POKE 38676,4:CALL >GC
38677
5010 POKE 38613,9:POKE 38614,4:CALL >QD
38615:PAPER 0
5020 POKE 38645,12:POKE 38646,4:CAL >HD
L 38647
5030 POKE 38525,15:POKE 38526,4:CAL >HY
L 38527
5040 POKE 38705,18:POKE 38706,4:CAL >HC
L 38707
5050 POKE 38555,21:POKE 38556,4:CAL >HG
L 38557
5060 FOR A=1 TO 4 >BE
5070 LOCATE 16,A*2+7:PEN 3:PRINT"- >DW
-"
5080 LOCATE 17,A*2+7:PEN 1:PRINT US >NJ
ING"*";A-1

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PROGRAMMES

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5090 LOCATE 21,A*2+7:PEN 2:PRINT"CH >ZW
ANGER COULEUR":A-1
5100 NEXT A >UD
5110 LOCATE 16,17:PEN 3:PRINT"- -" >BE
5120 LOCATE 17,17:PEN 1:PRINT"Q" >AW
5130 LOCATE 21,17:PEN 2:PRINT"QUITT >HG
ER"
5140 IF INKEY(32)=0 THEN C0=C0+1:GO >EJ
SUB 5200:IF C0=27 THEN C0=0
5150 IF INKEY(64)=0 THEN C1=C1+1:GO >EV
SUB 5200:IF C1=27 THEN C1=0
5160 IF INKEY(65)=0 THEN C2=C2+1:GO >EB
SUB 5200:IF C2=27 THEN C2=0
5170 IF INKEY(57)=0 THEN C3=C3+1:GO >EH
SUB 5200:IF C3=27 THEN C3=0
5180 IF INKEY(67)=0 THEN FOR A=1 TO >XH
500:NEXT A:GOTO 280
5190 INK 0,C0:BORDER C0:INK 1,C1:IN >DZ
K 2,C2:INK 3,C3:GOTO 5140
5200 FOR A=1 TO 200:NEXT A:RETURN >AV
5210 REM ----- >TB
5220 REM JOYSTICK OU CLAVIER >XW
5230 REM ----- >TJ
5240 IF PEEK(38939)=1 THEN 530 >WQ
5250 POKE 38939,1:CALL 38769:GOTO 5 >DV
30
5260 IF PEEK(38939)=2 THEN 530 >WU
5270 POKE 38939,2:CALL 38803:GOTO 5 >DL
30
5280 REM ----- >MD
5290 REM ROBBY DANSE >PT
5300 REM ----- >MW
5310 READ NA,NT:IF NA+NT=0 THEN 551 >CC
0
5320 ON NA GOSUB 5380,5410,5420,543 >BQ
0
5330 AFTER 3 GOSUB 5350 >QV
5340 RETURN >FF
5350 CD=CD+1:IF CD=38500 THEN CD=38 >EH
425
5360 PRINT CHR$(31)+CHR$(7)+CHR$(9) >GF
+RB$(PEEK(CD)):PRINT CHR$(31)+CHR$(
33)+CHR$(9)+RB$(PEEK(CD))
5370 RETURN >FJ
5380 SOUND 2,900,6*NT,0,5,3,31:RETU >FD
RN
5390 SOUND 2,440,6*NT,0,5,4,20:RETU >FC
RN
5400 SOUND 2,340,6*NT,0,5,4,8:RETU >EQ
N
5410 SOUND 2,7,6*NT,0,8,5,1:RETURN >CZ
5420 SOUND 2,95,6*NT,0,5,0,10:RETU >EN
N
5430 SOUND 2,0,6*NT,0,0:RETURN >ZN
5440 DATA 1,2,4,2,2,2,1,2,3,2,4,2,1 >XF
,2,4,2,2,2,4,2,2,2,4,2,3,2,4,2,2,2,
4,2,0,0
5450 DATA 2,1,4,1,2,1,4,1,3,1,4,1,3 >FC
,1,4,1,2,1,4,1,2,1,4,1,3,1,4,1,3,1,
4,1,2,1,4,1,2,1,4,1,3,1,4,1,3,1,4,1,
2,1,4,1,0,0
5460 DATA 3,1,4,1,3,1,4,1,3,1,4,1,3 >FM
,1,4,1,3,1,4,1,3,1,4,1,3,1,4,1,3,1,
4,1,3,1,4,1,3,1,4,1,3,1,4,1,3,1,4,1,
3,1,4,1,3,1,4,1,3,1,4,1,3,1,4,1,0,
0
5470 DATA 1,1,4,1,2,1,4,1,2,1,4,1,1 >FY
,1,4,1,3,1,4,1,2,1,4,1,1,1,4,1,2,1,
4,1,2,1,4,1,2,1,4,1,2,1,4,1,2,1,4,1,
3,1,4,1,3,1,4,1,3,1,4,1,3,1,4,1,0,
0
5480 DATA 2,1,4,1,2,1,4,1,2,1,4,1,2 >FX
,1,4,1,2,1,4,1,2,1,4,1,2,1,4,1,2,1,
4,1,2,1,4,1,2,1,4,1,2,1,4,1,2,1,4,1,
2,1,4,1,2,1,4,1,2,1,4,1,2,1,4,1,0,
0
5490 DATA 2,1,4,1,2,1,4,1,2,1,4,1,2 >FY
,1,4,1,1,1,4,1,1,1,4,1,1,1,4,1,1,1,
4,1,2,1,4,1,2,1,4,1,2,1,4,1,2,1,4,1,
3,1,4,1,3,1,4,1,3,1,4,1,3,1,4,1,0,
0
5500 DATA 2,1,4,1,2,2,4,2,2,1,4,1,2 >FQ
,2,4,2,3,1,4,1,3,2,4,2,3,1,4,1,3,2,
4,2,2,1,4,1,2,2,4,2,2,1,4,1,2,2,4,2,
3,1,4,1,3,2,4,2,3,1,4,1,3,2,4,2,0,
0
5510 CM=CM+1:IF CM=38525 THEN 5540 >AV
5520 ON PEEK(CM)GOSUB 5680,5690,570 >ZV
0,5710,5720,5730,5740
5530 GOTO 5350 >ND
5540 P=1:NT=2 >ND
5550 FOR Q=1 TO 4 >DE
5560 FOR B=2 TO 9 >CG
5570 P=-P:IF P=1 THEN GOSUB 5410 EL >PY
SE GOSUB 5390
5580 PRINT CHR$(31)+CHR$(5+B)+CHR$( >UY
9)+XC1$+ROB$(B)
5590 PRINT CHR$(31)+CHR$(34-B)+CHR$( >YE
(9)+ROB$(10-B)+YC1$
5600 NEXT B >UK
5610 FOR B=8 TO 1 STEP-1 >QL
5620 P=-P:IF P=1 THEN GOSUB 5420 EL >PL
SE GOSUB 5400
5630 PRINT CHR$(31)+CHR$(6+B)+CHR$( >UW
9)+ROB$(B)+YC1$
5640 PRINT CHR$(31)+CHR$(33-B)+CHR$( >YY
(9)+XC1$+ROB$(10-B)
5650 NEXT B >VE
5660 NEXT Q >XA
5670 CM=38500:CD=38425:GOTO 5520 >ZM
5680 RESTORE 5440:RETURN >UR
5690 RESTORE 5450:RETURN >UU
5700 RESTORE 5460:RETURN >UL
5710 RESTORE 5470:RETURN >UN
5720 RESTORE 5480:RETURN >UQ
5730 RESTORE 5490:RETURN >UT
5740 RESTORE 5500:RETURN >UK
5750 REM ----- >MF
5760 REM DATA OBJETS >PM
5770 REM ----- >MH
5780 DATA 198,199,200,201,202,203,1 >LB
79,180,181,187,188,189,177,178,128,
179,180,181,184,185,186,182,183,128
,179,180,181,177,178,128,182,183,12
8,179,180,181
5790 POKE 38585,TY*2:POKE 38586,TX* >PZ
2:CALL 38587
5800 SOUND 5,15,12,10,3,1 >RK
5810 LOCATE TX*2,TY*2:PRINT CHR$(25 >FC
4)
5820 FOR A=1 TO 150:NEXT A >TF
5830 IF TX(PX,PY)=1 THEN OB=OB+1:PR >WG
INT CHR$(31)+CHR$(TX*2+1)+CHR$(TY*2
-1)+OBJ$(OB)+CHR$(22)+CHR$(0):GOSUB
5920 ELSE PRINT CHR$(31)+CHR$(TX*2
+1)+CHR$(TY*2-1)+CHR$(254)
5840 NB=2:IF TX(PX,PY)=1 THEN NB=1 >BQ
5850 FOR A=1 TO NB >LF
5860 IF GA=9 THEN A=NB:GOTO 5880 >ZY
5870 GA=GA+1:GOSUB 3550:SOUND 5,70, >KJ
4,12,1,3
5880 NEXT A >VJ
5890 IF OB=12 THEN 6040 >PF
5900 FOR A=1 TO 150:NEXT A >TE
5910 RETURN >FJ
5920 FOR II=1 TO 3 >LN
5930 FOR I=350 TO 390 STEP 10 >UF
5940 SOUND 5,450-I,7,0,4 >RW
5950 SOUND 2,46-I/10,7,0,4 >TW
5960 NEXT I >WF
5970 NEXT II >FB
5980 PRINT CHR$(31)+CHR$(27+OB)+CHR >NN
$(24)+OBJ$(OB)+CHR$(22)+CHR$(0)
5990 FOR A=1 TO 15 >LQ
6000 S=5+50:GOSUB 3600:GOSUB 3620 >AX
6010 SOUND 5,70,4,12,1,3 >RD
6020 NEXT A >UF
6030 RETURN >FC
6040 FOR A=1 TO 5:LOCATE 1,1:PRINT >BG
CHR$(11):SOUND 5,70,4,12,1,3:NEXT A
:FOR A=1 TO 3:LOCATE 1,25:PRINT CHR
$(10):SOUND 5,70,4,12,1,3:NEXT A
6050 FOR I=1 TO 10:FOR J=500 TO 15 >JY
TEP-10:SOUND 3,J,1,15:NEXT J,I
6060 FOR A=1 TO 100:LOCATE 1,1:PRIN >AE
T CHR$(11):SOUND 5,400,3,15,,,31:LO
CATE 1,25:PRINT CHR$(10):SOUND 5,40
0,3,15,,,31:NEXT A
6070 CLS:FOR A=1 TO 1000:NEXT A >YE
6080 INK 1,6,9:PEN 1 >MZ
6090 LOCATE 1,13:PRINT"BRAVO VOUS A >TX
VEZ RETROUVE TOUS LES OBJETS"
6100 GOTO 6100 >MB

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