

SESAME

LA CHENILLE

En Basic pour Amstrad CPC : la classique chenille qui s'allonge, s'allonge...
Une option du menu permet de définir les touches utilisées pour le déplacement.

10-30 Redéfinition des caractères 1330-1530 Affichage de la chenille et affichage
50-140 Choix du type de jeu aléatoire des obstacles
150-360 Redéfinition des touches

1760-1810 Routine "Perdu"

CHENILLE TRADITIONNELLE

370-440 Règle du jeu Le commentaire des 2 autres jeux n'est pas nécessaire
460 DEFINT A-Z met toutes les variables entre l'auteur a simplement changé quelques paramètres tels
A et Z en entier que : la longueur de la chenille ; absence d'obstacle dans
540-550 Mise en tableaux des variables A et B le jeu "chenille pierre" remplacés par des chiffres qu'il
faut manger avant qu'ils n'arrivent à zéro.
Ces deux variables contiennent les coordonnées de position de la chenille

CHENILLE ACCORDEON

560-640 Choix de la force de 1 à 8
650-780 Choix des obstacles
800-850 Affichage des obstacles
860-890 Calcul du temps par rapport à la force entre deux déplacements de la chenille
K=temps

CHENILLE PIERRE

900-950 Affichage du décor
1080-1220 Déplacement de la chenille
1230-1290 Test coordonnées chenille
1300-1320 Test si la chenille ne se mange pas ou si elle ne sort pas du terrain
La seule grande modification par rapport aux deux autres jeux consiste à remplacer des obstacles par des chiffres qui se décrémentent chaque seconde. Il faut les manger avant qu'ils n'atteignent zéro.

```
10 SYMBOL AFTER 229
20 DATA 60,255,153,255,255,129,255,
126,126,254,159,255,255,135,254,126
,126,127,249,255,255,225,127,126,12
6,255,153,255,255,129,255,60,126,12
6,126,0,243,243,243,0,0,224,248,255
,255,248,224,0
30 FOR I=230 TO 235:READ A,B,C,D,E,
F,G,H:SYMBOL I,A,B,C,D,E,F,G,H:NEXT
```

```
50 MODE 1: CLEAR: INK 0,1: BORDER 1: IN
K 1,24: INK 3,6: INK 2,9: INK 4,1
60 PEN 3: LOCATE 15,1: PRINT "*** MEN
U ***": LOCATE 15,2: PRINT "
```

```
70 PEN 2: LOCATE 3,6: PRINT "QUEL JEU
VOULEZ-VOUS?": LOCATE 3,7: PRINT "
```

```
80 PEN 1: LOCATE 1,11: PRINT "1. CHEN
ILLE TRADITIONNELLE": LOCATE 5,12: PRI
NT "(qui s'allonge..et qui s'allong
e..)"
```

```
90 LOCATE 1,15: PRINT "2. CHENILLE A
GRANDISSANT SON TERRITOIRE":
100 LOCATE 1,19: PRINT "3. CHENILLE
QUI S'ALLONGE ET SE RETRECIT":
```

```
110 PEN 3: LOCATE 8,25: PRINT "---- FA
ITES VOTRE CHOIX ----":
```

```
120 CH#=UPPER$(INKEY$): IF CH#="" TH
EN 120
```

```
130 IF CH#="1" OR CH#="2" OR CH#="3
" THEN PRINT CHR$(7): GOTO 150
140 GOTO 120
```

```
150 '### REDEFINITION TOUCHES ###
160 MODE 1: INK 0,1: BORDER 1
170 IF INKEY$<>" THEN 170
```

```
180 PEN 3: LOCATE 8,5: PRINT "REDEFIN
ITION DES TOUCHES ": LOCATE 8,6: PR
INT "-----":
```

```
190 PEN 1: FOR I=1 TO 4
200 IF I=1 THEN LOCATE 15,10: PRINT
"GAUCHE ":
210 IF I=2 THEN LOCATE 15,12: PRINT
"DROITE ":
```

```
220 IF I=3 THEN LOCATE 15,14: PRINT
"HAUT ":
230 IF I=4 THEN LOCATE 15,16: PRINT
"BAS ":
```

```
240 Z#=UPPER$(INKEY$): IF Z#="" THEN
240
```

```
250 PRINT CHR$(7);
260 IF I=1 THEN C1#=Z#
270 IF I=2 THEN C2#=Z#
280 IF I=3 THEN C3#=Z#
290 IF I=4 THEN C4#=Z#
```

```
300 PEN 2: PRINT Z#: PEN 1: NEXT
310 PEN 3: LOCATE 13,21: PRINT "ETES-
VOUS SUR?": LOCATE 13,22: PRINT "
```

```
320 Z#=UPPER$(INKEY$): IF Z#="" THEN
320
```

```
330 PRINT CHR$(7);
340 IF Z#="O" THEN MODE 1: GOTO 370
350 IF Z#="N" THEN 160
360 GOTO 320
```

```
370 ON VAL(CH#) GOTO 380,2490,1940
380 LOCATE 6,1: PRINT "*** CHENILLE
TRADITIONNELLE ***": LOCATE 6,2: PRIN
T "-----":
```

```
390 PEN 2: LOCATE 3,6: PRINT "Regle :
```

```
": LOCATE 3,7: PRINT "-----":
400 PEN 1: LOCATE 1,10: PRINT "1. Dir
iger la chenille avec les touches
redefinies.": LOCATE 1,12: PRINT "2
. La chenille ne doit pas se couper
, ni percuter les bords ou les (e
ventuels) obstacles."
```

```
410 LOCATE 1,15: PRINT "3. Si la che
nille passe sur le petit bon homm
e, la valeur de celui-ci est ajou
tee au score."
```

```
420 LOCATE 1,18: PRINT "4. Si la che
nille passe par une porte, sa t
ete ressortira a la porte opposee
et le score augmentera de 100 poin
ts."
```

```
430 PEN 3: LOCATE 4,25: PRINT "---- PO
UR JOUER, PRESSEZ [ J ] ----":
```

```
440 IF INKEY(45)=-1 THEN 440
450 '### LISTING CHENILLE TRAD. ###
460 DEFINT A-Z
```

```
470 MODE 1: INK 0,1: BORDER 1: PEN 1
480 k=450
490 U1#=CHR$(206)+CHR$(206)+CHR$(20
6)
```

```
500 U2#=CHR$(206)
510 U3#=CHR$(143)+CHR$(143)+CHR$(14
3)
```

```
520 U4#=CHR$(143)
530 DIM a(1500)
540 DIM b(1500)
550 DIM a$(40,25)
```

```
560 CLS
570 BORDER 9
580 PEN 1
```

```
590 LOCATE 12,10: PRINT "*** CHENILLE
***"
```

```
600 LOCATE 11,14: PRINT "*** FORCE ?
O/8 ***": LOCATE 1,1
```

```
610 v$=INKEY$: IF v$="" GOTO 610
620 IF v$<"O" OR v$>"8" THEN 610
630 s=VAL(v$)
640 CLS
```

```
650 LOCATE 1,1: PRINT "FORCE ";v$
660 LOCATE 9,14: PRINT "*** AVEC OBS
TACLES ? ***"
```

```
670 LOCATE 12,16: PRINT "*** (O ou N
) ***"
```

```
680 x$=INKEY$: IF x$="" GOTO 680
690 IF UPPER$(x$)="N" THEN CLS: GOTO
860
```

```
700 IF UPPER$(x$)="O" THEN 720
710 GOTO 680
720 CLS
```

```
730 LOCATE 1,1: PRINT "FORCE ";v$
740 LOCATE 7,14: PRINT "*** NOMBRE D
'OBSTACLES ? ***"
```

```
750 LOCATE 14,16: PRINT "*** 3 a 9 *
**"
```

```
760 c$=INKEY$: IF c$="" GOTO 760
770 IF c$<"3" OR c$>"9" THEN 760
780 CLS
```

```
790 PEN 2
800 FOR i=1 TO VAL(c$)
810 q=INT(RND*17+1)+6
820 o=INT(RND*36+1)+2
```

```
830 IF a$(o,q)="O" THEN 810
840 a$(o,q)="O": LOCATE o,q: PRINT CH
R$(143);
```

```
850 NEXT i
860 FOR i=0 TO 9
870 k=k-50
880 IF s=i THEN 900
```

```
890 NEXT i
900 PEN 2: FOR I=1 TO 40: LOCATE I,4:
PRINT CHR$(143): LOCATE I,5: PRINT C
HR$(143): LOCATE I,25: PRINT CHR$(14
3): NEXT
```

```
910 FOR I=5 TO 25: LOCATE I,I: PRINT
CHR$(143): LOCATE 40,I: PRINT CHR$(1
43): NEXT
```

```
920 LOCATE 2,2: PRINT "force : ";: PE
N 3: PRINT v$: PEN 2
```

```
1290 IF EN=1 THEN v=v+100: GOSUB 172
0
```

```
1300 IF X=1 OR X=40 THEN 1760
1310 IF y=5 OR y=25 THEN 1760
1320 IF a$(x,y)="O" THEN 1760
```

```
1330 a(c)=x
1340 b(c)=y
1350 IF a$(x,y)=CHR$(249) THEN 1670
```

```
1360 a$(x,y)="O"
1370 IF C=R+1 THEN 1400
1380 IF C=1 THEN 1400
1390 LOCATE A(C-1),B(C-1): PRINT "O"
```

```
1400 PEN 1: LOCATE x,y: PRINT CHR$(22
9+AQ): PEN 3
```

```
1410 NEXT g
1420 h=1
1430 IF m=1 THEN 1450
```

```
1440 NEXT I
1450 f=f+1
1460 IF f=2 THEN LOCATE e,d: PRINT "
```

```
1470 IF f=2 THEN 1600
1480 d=INT(RND*17+1)+6
1490 e=INT(RND*36+1)+2
```

```
1500 IF a$(e,d)="O" THEN 1480
1510 a$(e,d)=CHR$(249)
1520 PEN 1
```

```
1530 LOCATE e,d: PRINT CHR$(249);
1540 PEN 3
```

```
1550 w=INT(RND*10+1)
1560 LOCATE 24,2: PRINT " ";
1570 LOCATE 23,2: PRINT w;
```

```
1580 z=INT(RND*16+1)+50
1590 GOTO 1060
1600 f=0
```

```
1610 a$(e,d)=" "
1620 LOCATE 24,2: PRINT " ";
1630 h=w
```

```
1640 IF w<5 THEN h=5
1650 m=1
1660 GOTO 1150
```

```
1670 v=v+w
1680 a$(e,d)="O"
1690 LOCATE A(C-1),B(C-1): PRINT "O"
```

```
1700 LOCATE A(R),B(R): PRINT " ";
1710 LOCATE e,d: PRINT "O";
```

```
930 LOCATE 15,2: PRINT "valeur ";
940 LOCATE 28,2: PRINT "score ";
```

```
950 PEN 3
960 v=0: ORD1=-1: ORD=-1
970 z=1
980 g=1
990 h=1
```

```
1000 x=20
1010 y=16: Y9=-1
1020 f=0
1030 r=0
```

```
1040 c=1: AQ=4
1050 a$(x,y)="O"
1060 m=0
```

```
1070 FOR i=1 TO z
1080 a(c)=x
1090 b(c)=y
```

```
1100 r=r+1
1110 IF r=1501 THEN r=1
1120 DQ=DQ+1: IF DQ=50 THEN DQ=0: GOS
UB 1820
```

```
1130 LOCATE a(r),b(r): PRINT " ";
1140 a$(a(r),b(r))=" "
```

```
1150 FOR g=1 TO h
1160 z#=UPPER$(INKEY$)
1170 IF z#=C3$ THEN X9=0: AQ=4: Y9=-1
```

```
: GOTO 1210
1180 IF z#=C4$ THEN X9=0: AQ=1: Y9=1:
GOTO 1210
```

```
1190 IF z#=C1$ THEN Y9=0: AQ=2: X9=-1
: GOTO 1210
```

```
1200 IF z#=C2$ THEN Y9=0: AQ=3: X9=1:
GOTO 1210
```

```
1210 FOR u=1 TO k: NEXT U: X=X+X9: Y=Y
+Y9: C=C+1
```

```
1220 IF c=1501 THEN PEN 3: LOCATE A(
1500),B(1500): PRINT "O";: C=1
```

```
1230 IF X>2 AND X<39 AND Y>6 AND Y<
24 THEN 1320
```

```
1240 IF POR=0 THEN 1300
1250 IF X=1 AND (Y=Y1 OR Y=Y1+1 OR
Y=Y1+2) THEN X=39: EN=1: GOTO 1290
```

```
1260 IF X=40 AND (Y=Y1 OR Y=Y1+1 OR
Y=Y1+2) THEN X=2: EN=1: GOTO 1290
1270 IF Y=5 AND (X=X2 OR X=X2+1 OR
X=X2+2) THEN Y=24: EN=1
1280 IF Y=25 AND (X=X2 OR X=X2+1 OR
X=X2+2) THEN Y=6: EN=1
```

SESAME

```

1720 LOCATE 36,2:PRINT " ";
1730 LOCATE 35,2:PRINT v;
1740 IF EN=1 THEN EN=0:RETURN
1750 GOTO 1600
1760 CLS
1770 SOUND 1,239,80,7:SOUND 2,190,8
0,7
1780 LOCATE 14,10:PRINT "*** PERDU
***";
1790 LOCATE 12,14:PRINT "*** SCORE
":V;" ***";
1800 PEN 3:LOCATE 6,24:PRINT "--- R
ETOUR AU MENU : [ R ] ---";
1810 IF INKEY(50)=-1 THEN 1810 ELSE
MODE 1:RUN 50
1820 IF DEB=0 THEN 1870
1830 PEN 2:POR=0:IF ORD=-1 THEN 185
0
1840 LOCATE 1,Y1:PRINT U4$;:LOCATE
1,Y1+1:PRINT U4$;:LOCATE 1,Y1+2:PRI
NT U4$;:LOCATE 40,Y1:PRINT U4$;:LOC
ATE 40,Y1+1:PRINT U4$;:LOCATE 40,Y1
+2:PRINT U4$;:GOTO 1860
1850 LOCATE X2,5:PRINT U3$;:LOCATE
X2,25:PRINT U3$;
1860 PEN 3:ORDI=-ORDI:IF ORDI=1 THE
N RETURN
1870 PEN 2:ORD=-ORD:POR=1
1880 IF ORD=1 THEN 1900
1890 DEB=1:X2=INT(RND*34+1)+2:LOCAT
E X2,5:PRINT U1$;:LOCATE X2,25:PRIN
T U1$;:PEN 3:RETURN
1900 DEB=1:Y1=INT(RND*15+1)+6:LOCAT
E 1,Y1:PRINT U2$;:LOCATE 1,Y1+1:PRI
NT U2$;:LOCATE 1,Y1+2:PRINT U2$;:LO
CATE 40,Y1:PRINT U2$;:LOCATE 40,Y1+
1:PRINT U2$;:LOCATE 40,Y1+2:PRINT U
2$;:PEN 3:RETURN
1910 '### FIN LISTING CHEN.TRAD. ##
#
1920 '
1930 '
1940 '## CHEN. ALLONGE. RETRECIT. #
#
1950 LOCATE 9,1:PRINT "CHENILLE (el
astique...):LOCATE 9,2:PRINT "-----
";
1960 PEN 2:LOCATE 3,6:PRINT "Regle
":LOCATE 3,7:PRINT "-----":PEN
1
1970 LOCATE 1,10:PRINT "1. Cette ch
enille s'allonge tres vite mai
s se raccourcit egalement tres
vite selon la valeur du petit bon
homme (si elle lui a passe d
essus, evidemment...)"
1980 LOCATE 1,17:PRINT "2. Plus le
jeu avance et plus la che-
nille va vite alors attention !!!";
1990 PEN 3:LOCATE 4,25:PRINT "---- P
OUR JOUER, PRESSEZ [ J ] ----";
2000 IF INKEY(45)=-1 THEN 2000
2010 A=0:B=0:C=0:D=0:E=0:F=0:G=0:H=
0
2020 MODE 1:DEFINT A-Z
2030 BORDER 9:PEN 1:INK 3,6
2040 DIM F1(2000),F2(2000),A$(40,25
),C$(40,25)
2050 AQ=2:U=30:L=10:V=150:P=5:X=-1:
Y=0:A=20:B=12
2060 IF Z=0 THEN 2080
2070 FOR T=T+1 TO T+P
2080 V$=UPPER$(INKEY$)
2090 IF V$=C3$ THEN Y=-1:X=0:AQ=4
2100 IF V$=C4$ THEN Y=1:X=0:AQ=1
2110 IF V$=C1$ THEN X=-1:Y=0:AQ=2
2120 IF V$=C2$ THEN X=1:Y=0:AQ=3
2130 A=A+X:B=B+Y
2140 IF A=0 OR A=41 OR B=0 OR B=26
THEN 2460
2150 IF Z=1 THEN 2180
2160 R=R+1:H=H+1:T=T+1:Q=Q+1
2170 IF T=2001 THEN PEN 3:LOCATE F1
(2000),F2(2000):PRINT "O":PEN 1:T=1
2180 F1(T)=A:F2(T)=B
2190 IF T=R THEN 2220
2200 IF T=1 THEN 2220
2210 PEN 3:LOCATE F1(T-1),F2(T-1):P
RINT "O";
2220 PEN 1:LOCATE A,B:PRINT CHR$(22
9+AQ);
2230 IF A$(A,B)="O" THEN 2460
2240 IF A=C AND B=D THEN U=U-1:L=L-
2:V=V-37:K=K+1:S=0:C=0:D=0:GOTO 239
0
2250 A$(A,B)="O"
2260 FOR G=1 TO V:NEXT G
2270 IF Z=1 THEN NEXT T:Z=0:T=T-1:P
=5
2280 IF H=L THEN H=0:Z=1:GOTO 2070
2290 IF R=0 THEN 2320
2300 IF R=2001 THEN R=1
2310 LOCATE F1(R),F2(R):PRINT " ";:
A$(F1(R),F2(R))="X"
2320 IF T=R THEN T=0:R=0

```

```

2330 IF Q=U AND S=1 THEN P=INT(RND*
10+1)+10:Q=0:S=0:LOCATE C,D:PRINT "
":C=0:D=0:Z=1:GOTO 2070
2340 IF Q=30 THEN Q=0:GOSUB 2360
2350 GOTO 2060
2360 C=INT(RND*40+1):D=INT(RND*24+1
)
2370 IF A$(C,D)="O" THEN 2360
2380 C$(C,D)="S":PEN 1:LOCATE C,D:P
RINT CHR$(249);:S=1:PEN 1:RETURN
2390 IF L<=2 THEN L=2
2400 IF V<=0 THEN V=1
2410 IF U<=15 THEN U=15
2420 Z=0:R=R-1:FF=INT(RND*86+1)+14:
FOR I=1 TO FF
2430 R=R+1:IF R>=T THEN 2250
2440 LOCATE F1(R),F2(R):PRINT " ";:
A$(F1(R),F2(R))=" "
2450 NEXT I:R=R+1:GOTO 2250
2460 CLS:BORDER 1
2470 LOCATE 16,9:PRINT "SCORE: ";K:
LOCATE 14,13:PRINT "*** PERDU ***":
PEN 3:LOCATE 6,24:PRINT "---- RETOUR
AU MENU : [ R ] ----"
2480 IF INKEY(50)=-1 THEN 2480 ELSE
MODE 1:RUN 50
2490 '## CHENILLE PIERRES ##
2500 LOCATE 8,1:PRINT "LA CHENILLE
ET LES BRIQUES":LOCATE 8,2:PRINT " "
";
2510 PEN 2:LOCATE 3,4:PRINT "Regle
":LOCATE 3,5:PRINT "-----";
2520 PEN 1:LOCATE 1,7:PRINT "1. Cho
isir le niveau de difficulte :
(agit sur la vitesse de la chenil
le et celle du compte a rebours
)";
2530 LOCATE 1,11:PRINT "2. Pour gag
ner, la chenille doit detruire tou
tes les briques bordant son champ."
;
2540 LOCATE 1,14:PRINT "3. La cheni
lle devra en meme temps faire att
ention aux chiffres qui baissent
regulierement. Pour eviter de per
dre, elle devra leur passer dessu
s avant que l'un deux n'arrive
a zero.";
2550 LOCATE 1,20:PRINT "4. Attentio
n a la brique piegee qui vous fer
a perdre une vie... Heureusement,
tous les 100 points, vous en rega
gnez une !!!";
2560 PEN 3:LOCATE 4,25:PRINT "---- P
OUR JOUER, PRESSEZ [ J ] ----";
2570 IF INKEY(45)=-1 THEN 2570
2580 MODE 1:BORDER 0:INK 0,0
2590 DIM C$(40,24):BR=250
2600 PEN 3:LOCATE 13,2:PRINT "----";
PEN 1:PRINT "CHENILLE ";:PEN 3:PRI
NT "----":LOCATE 13,3:PRINT "-----
";
2610 PEN 1:LOCATE 3,7:PRINT "QUEL N
IVEAU ?":PEN 3:LOCATE 3,8:PRINT "----
";
2620 PEN 1:LOCATE 8,11:PRINT "1) T
RES FACILE":LOCATE 8,13:PRINT "2)
FACILE":LOCATE 8,15:PRINT "3) DIFF
ICILE":LOCATE 8,17:PRINT "4) TRES
DIFFICILE":LOCATE 8,19:PRINT "5) I
MPOSSIBLE"
2630 V$=INKEY$:IF V$="" THEN 2630
2640 PRINT CHR$(7)
2650 IF V$="1" THEN COM=11:Z=200:W=
35:V=30:FORCE=1:GOTO 2710
2660 IF V$="2" THEN COM=18:Z=150:W=
20:V=23:FORCE=2:GOTO 2710
2670 IF V$="3" THEN COM=25:Z=50:W=1
0:V=16:FORCE=3:GOTO 2710
2680 IF V$="4" THEN COM=31:Z=0:W=8:
V=10:FORCE=4:GOTO 2710
2690 IF V$="5" THEN COM=34:Z=0:W=3:
V=7:FORCE=5:GOTO 2710
2700 GOTO 2630
2710 NIV=VAL(V$):CLS:WINDOW #1,1,40
,3,25:WINDOW #2,15,25,10,17
2720 PEN 1:LOCATE 3,2:PRINT "FORCE
":NIV;:LOCATE 16,2:PRINT "ESSAI :
5":LOCATE 29,2:PRINT "PTS : 0";
2730 NO=0:ESSAI=5:PTS=0
2740 Q=0:CH1=0
2750 INK 2,0:PLOT 15,15:DRAW 15,399
,2:PLOT 15,15:DRAW 625,15:PLOT 625,
15:DRAW 625,399:PLOT 15,352:DRAW 62
5,352:PLOT 15,399:DRAW 625,399:PLOT
208,352:DRAW 208,399:PLOT 424,352:
DRAW 424,399:INK 2,18
2760 IF GH=1 THEN RETURN
2770 DIM A$(40,24),B$(40,24),E(40),
E1(40)
2780 FOR I=4 TO 23
2790 FOR J=2 TO 39
2800 IF I>6 AND J>5 AND J<36 THEN 2
830
2810 IF C$(J,I)="" THEN 2830
2820 PEN 3:LOCATE J,I:PRINT CHR$(23

```

```

4):C$(J,I)=""
2830 NEXT J
2840 NEXT I
2850 IF K3=1 THEN 2900
2860 AA=INT(RND*3+1)
2870 IF AA=1 THEN C1=INT(RND*4+1)+1
:C2=INT(RND*20+1)+3
2880 IF AA=2 THEN C1=INT(RND*38+1)+
1:C2=INT(RND*3+1)+3
2890 IF AA=3 THEN C1=INT(RND*4+1)+3
5:C2=INT(RND*20+1)+3
2900 FOR I=39 TO V STEP -1
2910 Q=Q+1:E(Q)=I:E1(Q)=24:A$(I,24)
=""
2920 IF I=V THEN PEN 1:LOCATE I,24:
PRINT CHR$(231);:GOTO 2940
2930 PEN 2:LOCATE I,24:PRINT "O";:N
EXT I
2940 B1=57:B2=57:B3=57
2950 FOR H=1 TO 3
2960 T1=INT(RND*30+1)+5:T2=INT(RND*
18+1)+6
2970 IF A$(T1,T2)="X" OR B$(T1,T2)=
"B" THEN 2960
2980 B$(T1,T2)="B":M1(H)=T1:M2(H)=T
2:PEN 1:LOCATE M1(H),M2(H):PRINT "9
";
2990 NEXT H
3000 A=1:B=24
3010 XX=0:R1=0:R2=0:X=-1:Y=0:P=2
3020 NO=0
3030 C=A:D=B
3040 G$=UPPER$(INKEY$)
3050 IF KK=0 THEN 3080
3060 FOR L=1 TO 10:G$=UPPER$(INKEY$
):G$=V1$:NEXT
3070 IF KK=1 THEN KK=0
3080 IF G$=C3$ THEN Y=-1:X=0:P=4
3090 IF G$=C4$ THEN Y=1:X=0:P=1
3100 IF G$=C1$ THEN X=-1:Y=0:P=2
3110 IF G$=C2$ THEN X=1:Y=0:P=3
3120 A=A+X:B=B+Y
3130 R1=R1+1:R2=R2+1
3140 IF R1=COH THEN R1=1:R2=1
3150 LOCATE E(R1),E1(R2):PRINT " ";
:A$(E(R1),E1(R2))=""
3160 E(R1)=A:E1(R2)=B
3170 PEN 2:LOCATE C,D:PRINT "O";
3180 PEN 1:LOCATE A,B:PRINT CHR$(22
9+P);
3190 IF B=3 OR B=25 OR A=1 OR A=40
THEN 3440
3200 IF A$(A,B)="X" THEN 3440
3210 A$(A,B)="X"
3220 IF B$(A,B)="B" THEN B$(A,B)=""
:ENV 1,20,-2,1:SOUND 4,50,23,7,1:G
OSUB 3340
3230 IF C$(A,B)="X" THEN C$(A,B)=""
:BR=BR-1
3240 IF BR=0 THEN 3430
3250 IF A3=1 THEN 3270
3260 IF A=C1 AND B=C2 THEN A3=1:XX=
1:ENV 1,30,0,1,127,-1,15:SOUND 129,
0,240,15,1,0,10:GOTO 3460
3270 FOR G=1 TO Z:NEXT G
3280 CH1=CH1+1:IF CH1=W THEN CH1=0:
GOSUB 3300
3290 GOTO 3030
3300 B1=B1-1:B2=B2-1:B3=B3-1
3310 PEN 1:LOCATE M1(1),M2(1):PRINT
CHR$(B1);:LOCATE M1(2),M2(2):PRINT
CHR$(B2);:LOCATE M1(3),M2(3):PRINT
CHR$(B3);
3320 IF VAL(CHR$(B1))=0 OR VAL(CHR$(
B2))=0 OR VAL(CHR$(B3))=0 THEN 344
0
3330 RETURN
3340 X1=INT(RND*30+1)+5:X2=INT(RND*
18+1)+6
3350 IF A$(X1,X2)="X" OR B$(X1,X2)=
"B" THEN 3340
3360 B$(X1,X2)="B":PEN 1
3370 IF A=M1(1) AND B=M2(1) THEN PT
S=PTS+VAL(CHR$(B1)):SC=SC+VAL(CHR$(
B1)):LOCATE 34,2:PRINT PTS;:B1=57:M
1(1)=X1:M2(1)=X2:LOCATE X1,X2:PRINT
"9";
3380 IF A=M1(2) AND B=M2(2) THEN PT
S=PTS+VAL(CHR$(B2)):SC=SC+VAL(CHR$(
B2)):LOCATE 34,2:PRINT PTS;:B2=57:M
1(2)=X1:M2(2)=X2:LOCATE X1,X2:PRINT
"9";
3390 IF A=M1(3) AND B=M2(3) THEN PT
S=PTS+VAL(CHR$(B3)):SC=SC+VAL(CHR$(
B3)):LOCATE 34,2:PRINT PTS;:B3=57:M
1(3)=X1:M2(3)=X2:LOCATE X1,X2:PRINT
"9";
3400 IF FORCE=3 OR FORCE=4 OR FORCE
=5 THEN CH1=0
3410 IF SC>=100 THEN SC=SC-100:ESSA
I=ESSAI+1:PEN 1:LOCATE 23,2:PRINT E
SSAI;:FOR I=200 TO 50 STEP -50:SOUN
D 4,1,5,7:NEXT:FOR I=50 TO 200 STEP
50:SOUND 4,1,5,7:NEXT
3420 RETURN
3430 DI:GH=1:CLS #1:INK 2,0:GOSUB 2.

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750:PEN 1:LOCATE 15,10:PRINT "-- GA
GNE --":PEN 3:LOCATE 15,11:PRINT "
*****":FOR I=250 TO 8 STEP -
10:SOUND 4,1,5,6:NEXT I:GOTO 3520
3440 XX=1:SOUND 1,478,70,6
3450 SOUND 2,402,70,6
3460 KK=1:K3=1
3470 FOR J=1 TO 1000:NEXT J
3480 ESSAI=ESSAI-1:IF ESSAI=0 THEN
3500
3490 PEN 1:LOCATE 23,2:PRINT ESSAI;
:CLS #1:INK 2,0:ERASE A$:ERASE B$:E
RASE E:ERASE E1:GOTO 2740
3500 DI:FOR I=1 TO 26:SOUND 4,1*125
,10,7:NEXT I
3510 PEN 1:LOCATE 24,2:PRINT "O";:C
LS #1:INK 2,0:GH=1:GOSUB 2750:LOCAT
E 15,10:PRINT "-- PERDU --":PEN 3:
LOCATE 15,11:PRINT "*****":
3520 PEN 3:LOCATE 6,24:PRINT "---- R
ETOUR AU MENU : [ R ] ----"
3530 IF INKEY(50)=-1 THEN 3530 ELSE
MODE 1:RUN 50

```