



# Yamsrad

pour CPC  
Clavier

Un Yams de qualité et fort bien présenté,  
que demander de plus pour passer un bon  
moment?

10 CLS  
20 SYMBOL AFTER 227  
30 SYMBOL 230,127,128,128,128,128,128,128,129  
40 SYMBOL 231,127,128,176,176,128,128,128,128  
50 SYMBOL 232,127,128,176,176,128,128,128,129  
60 SYMBOL 233,127,128,176,176,128,128,128,176  
70 SYMBOL 234,254,1,1,1,1,1,1,1,129  
80 SYMBOL 235,254,1,13,13,1,1,1,1,1  
90 SYMBOL 236,254,1,13,13,1,1,1,1,129  
100 SYMBOL 237,254,1,13,13,1,1,1,1,13  
110 SYMBOL 238,129,1,1,1,1,1,1,1,254  
120 SYMBOL 239,1,1,1,1,1,13,13,1,254

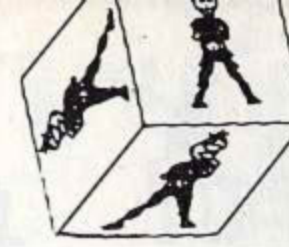
130 SYMBOL 240,129,1,1,1,1,13,13,1,254  
4  
140 SYMBOL 241,13,1,1,1,1,13,13,1,254

150 SYMBOL 242,129,128,128,128,128,128,128,129  
160 SYMBOL 243,128,128,128,128,128,176,176,128,127  
170 SYMBOL 244,129,128,128,128,128,176,176,128,127  
180 SYMBOL 245,176,128,128,128,128,176,176,128,127  
190 SYMBOL 246,254,1,1,1,1,1,1,1,1  
200 SYMBOL 247,128,128,128,128,128,128,128,129  
210 s1# = CHR\$(230) + CHR\$(234)  
220 i1# = CHR\$(242) + CHR\$(238)  
230 s2# = CHR\$(231) + CHR\$(246)  
240 i2# = CHR\$(247) + CHR\$(239)  
250 s3# = CHR\$(232) + CHR\$(234)

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260 i3# = CHR$(242) + CHR$(240)
270 s4# = CHR$(231) + CHR$(235)
280 i4# = CHR$(243) + CHR$(239)
290 s5# = CHR$(232) + CHR$(236)
300 i5# = CHR$(244) + CHR$(240)
310 s6# = CHR$(233) + CHR$(237)
320 i6# = CHR$(245) + CHR$(241)
330 REM -----
340 REM presentation
350 REM -----
360 MODE 1: BORDER 1: INK 1,24: INK 0,
1: PEN 1: PAPER 0: CLS: LOCATE 10,10: PR
INT "L . M . C SOFTWARE ": CHR$(
164): LOCATE 15,15: PRINT "Presente : "
: FOR t = 1 TO 3000 : NEXT
370 MODE 0
380 PAPER 5: CLS
390 LOCATE 7,12: PEN 3: PRINT "YAMSRAD"
400 BORDER 0,26
410 FOR SON = 1 TO 4
420 FOR son1 = 20 TO 200 STEP 10
430 SOUND 1,son1,2
440 NEXT son1
450 FOR son2 = 200 TO 20 STEP -10
460 SOUND 1,son2,2
470 NEXT son2
480 NEXT son
490 BORDER 0: PEN 1
500 FOR j = 2 TO 18 STEP 4
510 FOR son = 500 TO 0 STEP -15: SOUN
D 1,son,4: NEXT : SOUND 1,0,30
520 LOCATE j,20: PEN 14: PRINT s6#
530 LOCATE j,21: PEN 14: PRINT i6#
540 NEXT j
550 FOR t = 1 TO 1000: NEXT t
560 MODE 1: BORDER 1: INK 1,24: INK 0,
1: PEN 1: PAPER 0: CLS: LOCATE 5,10: PRI
NT "VOULEZ VOUS LES REGLES (O / N)"
570 A# = INKEY#
580 IF A# = "o" OR A# = "O" THEN GOSUB
1550: GOTO 610
590 IF A# = "n" OR A# = "N" THEN 610
600 GOTO 570
610 REM JOUEUR + MODE
620 CLS: LOCATE 8,10: INPUT "NOMBRE D
E JOUEUR (1 ou 2)": NB: IF NB > 2 THEN
620 ELSE 630
630 CLS: LOCATE 7,7: PRINT "1-YAMS D
ESORDRE"
640 LOCATE 7,10: PRINT "2-YAMS MONTA
NT"
650 LOCATE 7,13: PRINT "3-YAMS DESCE
NDANT"
660 INPUT YAMS: IF YAMS > 3 THEN 660
670 CLS: IF NB = 1 OR NB = 2 THEN LOC
ATE 5,10: INPUT "NOM DU JOUEUR NR 1
": JOU1#
680 IF NB = 2 THEN LOCATE 5,12: INPUT
"NOM DU JOUEUR NR 2": JOU2# : ELSE
GOTO 690
690 GOSUB 1060
700 REM -----
710 REM JEU
720 maxi(1) = 0: maxi(2) = 0: nimi(1) = 0: m
ini(2) = 0: bonus(1) = 0: bonus(2) = 0: tota
l(1) = 0: total(2) = 0: DIM cas(2,12)
730 FOR coup = 1 TO 12
740 FOR jou = 1 TO nb
750 IF jou = 1 THEN jou# = jou1#
760 IF jou = 2 THEN jou# = jou2#
770 FOR t = 1 TO 2000: NEXT : CLS #5: L
OCATE #5,2,4: PRINT #5, "1 er JET POU
R ": LOCATE #5,4,5: PRINT #5, JOU#: LOC
ATE #5,2,9: PRINT #5, "coup nr ": coup
780 FOR pion = 1 TO 5
790 ON pion GOSUB 1630,1660,1690,1
720,1750
800 NEXT pion
810 FOR essai = 2 TO 3
820 CLS #5: FOR t = 1 TO 400: NEXT t: LO
CATE #5,2,2: PRINT #5, "Essai nr ": es
830 LOCATE #5,1,4: INPUT #5, "Quels d
es relancez vous": b# : CLS #5
840 l = LEN (b#)
850 FOR f = 1 TO l
860 ON b1 GOSUB 1630,1660,1690,1720
,1750
870 NEXT f
880 NEXT essai
890 IF yams = 1 THEN GOSUB 2110
900 IF yams = 3 THEN GOTO 2160
910 IF yams = 2 THEN GOTO 2190
920 NEXT jou
930 NEXT coup
940 FOR JOU = 1 TO NB
950 GOSUB 3590
960 NEXT JOU
970 IF NB = 1 THEN GOTO 1020 ELSE 980
980 IF total(1) > total(2) THEN vQ# = j
ou1#
990 IF total(1) < total(2) THEN vQ# = j
ou2#
1000 CLS #5 : LOCATE #5,2,2: PRINT #5
, "VAINQUEUR": LOCATE #5,2,6: PRINT #5
, vQ#
1010 FOR TE = 1 TO 6000: NEXT TE
1020 CLS #5: LOCATE #5,2,5: PRINT #5,
"Une autre ? ( O / N )"
1030 a# = INKEY# : IF a# = "" THEN 1030
1040 IF a# = "O" OR a# = "o" THEN GOTO
610
1050 END
1060 REM -----
1070 REM TABLEAU
1080 REM -----
1090 BORDER 0: PAPER 2: INK 2,0: CLS
1100 PEN #1,4: INK 4,2: LOCATE #1,2,2
: PRINT #1, "YAMSRAD"
1110 CLS
1120 PLOT 5,5
1130 DRAW 635,5
1140 DRAW 635,395
1150 DRAW 5,395
1160 DRAW 5,5
1170 PLOT 160,5
1180 DRAW 160,395
1190 PLOT 480,5
1200 DRAW 480,395
1210 PLOT 480,350
1220 DRAW 635,350
1230 PLOT 5,350
1240 DRAW 160,350
1250 PLOT 5,50
1260 DRAW 160,50
1270 PLOT 480,50
1280 DRAW 635,50
1290 PLOT 160,360
1300 DRAW 480,360
1310 PLOT 160,260
1320 DRAW 480,260
1330 PLOT 160,200
1340 DRAW 480,200
1350 WINDOW #1,12,29,2,2: PAPER #1,3
: INK 3,3: CLS #1: PEN #1,0: LOCATE #1,
6,1: PRINT #1, "YAMSRAD"
1360 WINDOW #2,12,29,10,12: PAPER #2
,3: INK 3,3: CLS #2: PEN #2,0: LOCATE
#2,1,2: PRINT #2, " 1 2 3 4 5
"
1370 WINDOW #3,2,9,5,21: PAPER #3,0:
CLS #3
1380 WINDOW #4,32,39,5,21: PAPER #4,
0: CLS #4
1390 RESTORE: DATA 1 un,2 dx,3 ts,4
qt,5 cq,6 sx, , bonu, , 7 mx,8 m
i,9 fu,10 su,11 ca,12 ya
1400 FOR h = 2 TO 16
1410 READ a#
1420 LOCATE #3,1,h: PRINT #3,a#
1430 LOCATE #4,1,h: PRINT #4,a#
1440 NEXT h
1450 FOR h = 12 TO 28 STEP 4
1460 LOCATE h,5: PRINT s6#
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1470 LOCATE h,6: PRINT i6#
1480 NEXT h
1490 LOCATE 2,24: PEN 5: INK 5,26: PR
INT "TOT"
1500 LOCATE 32,24: PEN 5: INK 5,26: P
RINT "TOT"
1510 WINDOW #5,12,29,15,23: PAPER #5
,8: CLS #5
1520 JO2# = MID$(JOU2#,1,8): LOCATE 32
,2: PRINT JO2#
1530 JO1# = MID$(JOU1#,1,8): LOCATE 2,
2: PRINT JO1#
1540 RETURN
1550 REM -----
1560 REM REGLES
1570 REM -----
1580 BORDER 1: INK 1,24: INK 0,1: PEN
1: PAPER 0: CLS: LOCATE 1,5: PRINT "
LES REGLES SONT LES MEMES QUE LE
YAMS . APRES LE 1ER TIRAGE VOUS A
VEZ DROIT A DEUX AUTRES JETS . P
OUR REJOUER LES DES QUE VOUS DESIRE
Z , ENTREZ LEUR NUMEROS PUIS <EN
TER> "
1590 LOCATE 1,13: PRINT " POUR L AT
TRIBUTION DES POINTS ENTREZ LE NOMB
RE CORRESPONDANT A VOTRE CHOIX"
1600 LOCATE 5,22: PRINT "appuyez sur
une touche"
1610 CALL &BB06
1620 CLS: RETURN
1630 a = INT(RND*6)+1: ON a GOSUB 1780
,1820,1860,1900,1940,1980
1640 LOCATE 12,5: PRINT de1#
1650 LOCATE 12,6: PRINT de2#: RETURN
1660 b = INT(RND*6)+1: ON b GOSUB 1780
,1820,1860,1900,1940,1980
1670 LOCATE 16,5: PRINT del#
1680 LOCATE 16,6: PRINT de2#: RETURN
1690 c = INT(RND*6)+1: ON c GOSUB 1780
,1820,1860,1900,1940,1980
1700 LOCATE 20,5: PRINT de1#
1710 LOCATE 20,6: PRINT de2#: RETURN
1720 d = INT(RND*6)+1: ON d GOSUB 1780
,1820,1860,1900,1940,1980
1730 LOCATE 24,5: PRINT de1#
1740 LOCATE 24,6: PRINT de2#: RETURN
1750 e = INT(RND*6)+1: ON e GOSUB 1780
,1820,1860,1900,1940,1980
1760 LOCATE 28,5: PRINT de1#
1770 LOCATE 28,6: PRINT de2#: RETURN
1780 REM 1 -----
1790 GOSUB 2020
1800 FOR t = 1 TO 500 : NEXT
1810 de1# = s1#: de2# = i1#: RETURN
1820 REM 2 -----
1830 GOSUB 2020
1840 FOR t = 1 TO 500: NEXT
1850 de1# = s2#: de2# = i2#: RETURN
1860 REM 3 -----
1870 GOSUB 2020
1880 FOR t = 1 TO 500: NEXT
1890 de1# = s3#: de2# = i3#: RETURN
1900 REM 4 -----
1910 GOSUB 2020
1920 FOR t = 1 TO 500: NEXT
1930 de1# = s4#: de2# = i4#: RETURN
1940 REM 5 -----
1950 GOSUB 2020
1960 FOR t = 1 TO 500: NEXT
1970 de1# = s5#: de2# = i5#: RETURN
1980 REM 6 -----
1990 GOSUB 2020
2000 FOR t = 1 TO 500: NEXT
2010 de1# = s6#: de2# = i6#: RETURN
2020 REM musique et data
2030 SOUND 1,478,10
2040 SOUND 1,426,10
2050 SOUND 1,379,10
2060 SOUND 1,358,10
2070 SOUND 1,319,10
2080 SOUND 1,284,10
2090 SOUND 1,0,10
2100 RETURN
2110 REM desordre
2120 CLS #5: LOCATE #5,2,2: INPUT #5
, "Case du resultat ": case : CLS #5
2130 IF cas(jou,case) <> 0 THEN GOTO
3670 ELSE 2140
2140 ON case GOSUB 2230,2330,2430,2
530,2630,2730,2830,2930,3030,3170,3
360,3490
2150 RETURN
2160 REM descendant
2170 ON coup GOSUB 2230,2330,2430,2
530,2630,2730,2830,2930,3030,3170,3
360,3490
2180 GOTO 920
2190 REM montant
2200 ON coup GOSUB 3490,3360,3170,3
030,2930,2830,2730,2630,2530,2430,2
330,2230
2210 GOTO 920
2220 END
2230 REM -----1-----
2240 t1 = 0: IF a = 1 THEN t1 = t1 + 1
2250 IF b = 1 THEN t1 = t1 + 1
2260 IF c = 1 THEN t1 = t1 + 1
2270 IF d = 1 THEN t1 = t1 + 1
2280 IF e = 1 THEN t1 = t1 + 1
2290 total(jou) = total(jou) + t1: bonus
(jou) = bonus(jou) + t1
2300 IF jou = 1 THEN GOTO 2310 ELSE
2320
2310 LOCATE #3,5,2: PRINT #3,t1: LOCA
TE 6,24: PRINT total(jou): cas(jou,1)
= 1: RETURN
2320 LOCATE #4,5,2: PRINT #4,t1: LOCA
TE 36,24: PRINT total(jou): cas(jou,1
) = 1: RETURN
2330 REM -----2-----
2340 t1 = 0: IF a = 2 THEN t1 = t1 + 2
2350 IF b = 2 THEN t1 = t1 + 2
2360 IF c = 2 THEN t1 = t1 + 2
2370 IF d = 2 THEN t1 = t1 + 2
2380 IF e = 2 THEN t1 = t1 + 2
2390 total(jou) = total(jou) + t1: bonus
(jou) = bonus(jou) + t1:
2400 IF jou = 1 THEN GOTO 2410 ELSE
2420
2410 LOCATE #3,5,3: PRINT #3,t1: LOCA
TE 6,24: PRINT total(jou): cas(jou,2)
= 1: RETURN
2420 LOCATE #4,5,3: PRINT #4,t1: LOC
ATE 36,24: PRINT total(jou): cas(jou,2
) = 1: RETURN
2430 REM -----3-----
2440 t1 = 0: IF a = 3 THEN t1 = t1 + 3
2450 IF b = 3 THEN t1 = t1 + 3
2460 IF c = 3 THEN t1 = t1 + 3
2470 IF d = 3 THEN t1 = t1 + 3
2480 IF e = 3 THEN t1 = t1 + 3
2490 total(jou) = total(jou) + t1: bonus
(jou) = bonus(jou) + t1:
2500 IF jou = 1 THEN GOTO 2510 ELSE
2520
2510 LOCATE #3,5,4: PRINT #3,t1: LOCA
TE 6,24: PRINT total(jou): cas(jou,3)
= 1: RETURN
2520 LOCATE #4,5,4: PRINT #4,t1: LOC
ATE 36,24: PRINT total(jou): cas(jou,3
) = 1: RETURN
2530 REM -----4-----
2540 t1 = 0: IF a = 4 THEN t1 = t1 + 4
2550 IF b = 4 THEN t1 = t1 + 4
2560 IF c = 4 THEN t1 = t1 + 4
2570 IF d = 4 THEN t1 = t1 + 4
2580 IF e = 4 THEN t1 = t1 + 4
2590 total(jou) = total(jou) + t1: bonus
(jou) = bonus(jou) + t1:
2600 IF jou = 1 THEN GOTO 2610 ELSE
2620
2610 LOCATE #3,5,5: PRINT #3,t1: LOCA
TE 6,24: PRINT total(jou): cas(jou,4)
= 1: RETURN
2620 LOCATE #4,5,5: PRINT #4,t1: LOC
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ATE 36,24: PRINT total(jou): cas(jou,
4) = 1: RETURN
2630 REM -----5-----
2640 t1 = 0: IF a = 5 THEN t1 = t1 + 5
2650 IF b = 5 THEN t1 = t1 + 5
2660 IF c = 5 THEN t1 = t1 + 5
2670 IF d = 5 THEN t1 = t1 + 5
2680 IF e = 5 THEN t1 = t1 + 5
2690 total(jou) = total(jou) + t1: bonus
(jou) = bonus(jou) + t1
2700 IF jou = 1 THEN GOTO 2710 ELSE
2720
2710 LOCATE #3,5,6: PRINT #3,t1: LOCA
TE 6,24: PRINT total(jou): cas(jou,5)
= 1: RETURN
2720 LOCATE #4,5,6: PRINT #4,t1: LOC
ATE 36,24: PRINT total(jou): cas(jou,5
) = 1: RETURN
2730 REM -----6-----
2740 t1 = 0: IF a = 6 THEN t1 = t1 + 6
2750 IF b = 6 THEN t1 = t1 + 6
2760 IF c = 6 THEN t1 = t1 + 6
2770 IF d = 6 THEN t1 = t1 + 6
2780 IF e = 6 THEN t1 = t1 + 6
2790 total(jou) = total(jou) + t1: bonus
(jou) = bonus(jou) + t1
2800 IF jou = 1 THEN GOTO 2810 ELSE
2820
2810 LOCATE #3,5,7: PRINT #3,t1: LOCA
TE 6,24: PRINT total(jou): cas(jou,6)
= 1: RETURN
2820 LOCATE #4,5,7: PRINT #4,t1: LOC
ATE 36,24: PRINT total(jou): cas(jou,6
) = 1: RETURN
2830 REM -----maxi-----
2840 t1 = 0 : t1 = a + b + c + d + e: maxi(jou) = t
1
2850 cas(jou,7) = 1
2860 IF jou = 1 THEN GOTO 2870 ELSE
2900
2870 IF t1 < mini(jou) AND mini(jou) <
> 0 THEN GOTO 2880 ELSE 2890
2880 t1 = 0: LOCATE #5,2,2: PRINT #5, "I
NFERIEUR AU MINIMUM": LOCATE #3,5,1
1: PRINT #3,t1: FOR temp = 1 TO 2000: N
EXT temp: RETURN
2890 LOCATE #3,5,11: PRINT #3,t1: Tot
al(jou) = total(jou) + t1: LOCATE 6,24:
PRINT Total(jou): RETURN
2900 IF t1 < mini(jou) AND mini(jou) <
> 0 THEN GOTO 2910 ELSE 2920
2910 t1 = 0: LOCATE #5,2,2: PRINT #5, "I
NFERIEUR AU MINIMUM": LOCATE #4,5,1
1: PRINT #4,t1: FOR temp = 1 TO 2000: N
EXT temp: RETURN
2920 LOCATE #4,5,11: PRINT #4,t1: Tot
al(jou) = total(jou) + t1: LOCATE 36,24
: PRINT Total(jou): RETURN
2930 REM -----mini-----
2940 t1 = 0 : t1 = a + b + c + d + e: mini(jou) = t
1
2950 cas(jou,8) = 1
2960 IF jou = 1 THEN GOTO 2970 ELSE
3000
2970 IF t1 > maxi(jou) AND maxi(jou) <
> 0 THEN GOTO 2980 ELSE 2990
2980 t1 = 0: LOCATE #5,2,2: PRINT #5, "S
UPERIEUR AU MAXIMUM": LOCATE #3,5,1
2: PRINT #3,t1: FOR temp = 1 TO 2000: N
EXT temp: RETURN
2990 LOCATE #3,5,12: PRINT #3,t1: Tot
al(jou) = total(jou) + t1: LOCATE 6,24:
PRINT Total(jou): RETURN
3000 IF t1 > maxi(jou) AND maxi(jou) <
> 0 THEN GOTO 3010 ELSE 3020
3010 t1 = 0: LOCATE #5,2,2: PRINT #5, "S
UPERIEUR AU MAXIMUM": LOCATE #4,5,1
2: PRINT #4,t1: FOR temp = 1 TO 2000: N
EXT temp: RETURN
3020 LOCATE #4,5,12: PRINT #4,t1: Tot
al(jou) = total(jou) + t1: LOCATE 36,24
: PRINT Total(jou): RETURN
3030 REM -----full-----
3040 t1 = 0: IF a = b OR a = c OR a = d OR a
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3040 t1 = 0: IF a = b OR a = c OR a = d OR a
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ATE 36,24: PRINT total(jou): cas(jou,
4) = 1: RETURN
2630 REM -----5-----
2640 t1 = 0: IF a = 5 THEN t1 = t1 + 5
2650 IF b = 5 THEN t1 = t1 + 5
2660 IF c = 5 THEN t1 = t1 + 5
2670 IF d = 5 THEN t1 = t1 + 5
2680 IF e = 5 THEN t1 = t1 + 5
2690 total(jou) = total(jou) + t1: bonus
(jou) = bonus(jou) + t1
2700 IF jou = 1 THEN GOTO 2710 ELSE
2720
2710 LOCATE #3,5,6: PRINT #3,t1: LOCA
TE 6,24: PRINT total(jou): cas(jou,5)
= 1: RETURN
2720 LOCATE #4,5,6: PRINT #4,t1: LOC
ATE 36,24: PRINT total(jou): cas(jou,5
) = 1: RETURN
2730 REM -----6-----
2740 t1 = 0: IF a = 6 THEN t1 = t1 + 6
2750 IF b = 6 THEN t1 = t1 + 6
2760 IF c = 6 THEN t1 = t1 + 6
2770 IF d = 6 THEN t1 = t1 + 6
2780 IF e = 6 THEN t1 = t1 + 6
2790 total(jou) = total(jou) + t1: bonus
(jou) = bonus(jou) + t1
2800 IF jou = 1 THEN GOTO 2810 ELSE
2820
2810 LOCATE #3,5,7: PRINT #3,t1: LOCA
TE 6,24: PRINT total(jou): cas(jou,6)
= 1: RETURN
2820 LOCATE #4,5,7: PRINT #4,t1: LOC
ATE 36,24: PRINT total(jou): cas(jou,6
) = 1: RETURN
2830 REM -----maxi-----
2840 t1 = 0 : t1 = a + b + c + d + e: maxi(jou) = t
1
2850 cas(jou,7) = 1
2860 IF jou = 1 THEN GOTO 2870 ELSE
2900
2870 IF t1 < mini(jou) AND mini(jou) <
> 0 THEN GOTO 2880 ELSE 2890
2880 t1 = 0: LOCATE #5,2,2: PRINT #5, "I
NFERIEUR AU MINIMUM": LOCATE #3,5,1
1: PRINT #3,t1: FOR temp = 1 TO 2000: N
EXT temp: RETURN
2890 LOCATE #3,5,11: PRINT #3,t1: Tot
al(jou) = total(jou) + t1: LOCATE 6,24:
PRINT Total(jou): RETURN
2900 IF t1 < mini(jou) AND mini(jou) <
> 0 THEN GOTO 2910 ELSE 2920
2910 t1 = 0: LOCATE #5,2,2: PRINT #5, "I
NFERIEUR AU MINIMUM": LOCATE #4,5,1
1: PRINT #4,t1: FOR temp = 1 TO 2000: N
EXT temp: RETURN
2920 LOCATE #4,5,11: PRINT #4,t1: Tot
al(jou) = total(jou) + t1: LOCATE 36,24
: PRINT Total(jou): RETURN
2930 REM -----mini-----
2940 t1 = 0 : t1 = a + b + c + d + e: mini(jou) = t
1
2950 cas(jou,8) = 1
2960 IF jou = 1 THEN GOTO 2970 ELSE
3000
2970 IF t1 > maxi(jou) AND maxi(jou) <
> 0 THEN GOTO 2980 ELSE 2990
2980 t1 = 0: LOCATE #5,2,2: PRINT #5, "S
UPERIEUR AU MAXIMUM": LOCATE #3,5,1
2: PRINT #3,t1: FOR temp = 1 TO 2000: N
EXT temp: RETURN
2990 LOCATE #3,5,12: PRINT #3,t1: Tot
al(jou) = total(jou) + t1: LOCATE 6,24:
PRINT Total(jou): RETURN
3000 IF t1 > maxi(jou) AND maxi(jou) <
> 0 THEN GOTO 3010 ELSE 3020
3010 t1 = 0: LOCATE #5,2,2: PRINT #5, "S
UPERIEUR AU MAXIMUM": LOCATE #4,5,1
2: PRINT #4,t1: FOR temp = 1 TO 2000: N
EXT temp: RETURN
3020 LOCATE #4,5,12: PRINT #4,t1: Tot
al(jou) = total(jou) + t1: LOCATE 36,24
: PRINT Total(jou): RETURN
3030 REM -----full-----
3040 t1 = 0: IF a = b OR a = c OR a = d OR a
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Lao-Tzeu l'a dit

Il faut trouver la voie!



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=e THEN t1=t1+1
3050 IF a=b OR b=c OR b=d OR b=e TH
EN t1=t1+1
3060 IF c=a OR b=c OR c=d OR c=e TH
EN t1=t1+1
3070 IF d=a OR d=c OR d=b OR d=e TH
EN t1=t1+1
3080 IF e=b OR e=c OR e=d OR e=a T
HEN t1=t1+1
3090 cas(jou,9)=1
3100 IF T1=5 THEN GOTO 3110 ELSE 31
40
3110 IF jou=1 THEN GOTO 3120 ELSE
3130
3120 LOCATE #3,7,13:PRINT #3,"20":t
otal(jou)=total(jou)+20:LOCATE 6,24
:PRINT Total(jou):RETURN
3130 LOCATE #4,7,13:PRINT #4,"20":t
otal(jou)=total(jou)+20:LOCATE 36,2
4:PRINT Total(jou):RETURN
3140 IF jou=1 THEN GOTO 3150 ELSE
3160 3150 LOCATE #3,7,13:PRINT #3,"
00":LOCATE #5,2,2:PRINT #5,"PAS DE
FULL":LOCATE #5,2,4:PRINT #5,"MAUVA
IS":FOR TEMP=1 TO 2000:NEXT temp:GO
SUB 3700:RETURN
3150 LOCATE #3,7,13:PRINT #3,"00":L
OCATE #5,2,2:PRINT #5,"PAS DE FULL"
:LOCATE #5,2,4:PRINT #5,"MAUVAIS":G
OSUB 3700:FOR TEMP=1 TO 2000:NEXT t
emp:RETURN
3160 LOCATE #4,7,13:PRINT #4,"00":L
OCATE #5,2,2:PRINT #5,"PAS DE FULL"
:LOCATE #5,2,4:PRINT #5,"MAUVAIS":G
OSUB 3700:FOR TEMP=1 TO 2000:NEXT t
emp:RETURN
3170 REM-----suite-----
3180 t1=0:IF a<>b AND a<>c AND a<>d
AND a<>e AND a<>6 THEN t1=t1+1
3190 IF a<>b AND b<>c AND b<>d AND
b<>e AND b<>6 THEN t1=t1+1
3200 IF c<>a AND b<>c AND c<>d AND
c<>e AND c<>6 THEN t1=t1+1
3210 IF e<>a AND e<>c AND e<>d AND
e<>b AND e<>6 THEN t1=t1+1
3220 IF d<>a AND d<>c AND d<>b AND
d<>e AND d<>6 THEN t1=t1+1
3230 cas(jou,10)=1
3240 t1=0:IF a<>b AND a<>c AND a<>d
AND a<>e AND a<>1 THEN t1=t1+1
3250 IF a<>b AND b<>c AND b<>d AND
b<>e AND b<>1 THEN t1=t1+1
3260 IF c<>a AND b<>c AND c<>d AND
c<>e AND c<>1 THEN t1=t1+1
3270 IF e<>a AND e<>c AND e<>d AND
e<>b AND e<>1 THEN t1=t1+1
3280 IF d<>a AND d<>c AND d<>b AND
d<>e AND d<>1 THEN t1=t1+1
3290 IF t1=5 GOTO 3300 ELSE 3330
3300 IF jou=1 THEN GOTO 3310 ELSE 3
320
3310 LOCATE #3,7,14:PRINT #3,"30":t
otal(jou)=total(jou)+30:LOCATE 6,24
:PRINT Total(jou):RETURN
3320 LOCATE #4,7,14:PRINT #4,"30":t
otal(jou)=total(jou)+30:LOCATE 36,2
4:PRINT Total(jou):RETURN
3330 IF jou=1 THEN GOTO 3340 ELSE
3350
3340 LOCATE #3,7,14:PRINT #3,"00":L
OCATE #5,2,2:PRINT #5,"PAS DE SUITE
":LOCATE #5,2,4:PRINT #5,"DUR DUR":
GOSUB 3700:FOR temp=1 TO 2000:NEXT
temp:RETURN
3350 LOCATE #4,7,14:PRINT #4,"00":L
OCATE #5,2,2:PRINT #5,"PAS DE SUITE
":LOCATE #5,2,4:PRINT #5,"DUR DUR":
GOSUB 3700:FOR temp=1 TO 2000:NEXT
temp:RETURN
3360 REM-----carre-----
3370 t1=0 :t1=(a+b+c+d)/4:IF t1=a A
ND t1=b AND t1=c AND t1=d THEN GOTO

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3460
3380 t1=(a+b+c+e)/4:IF t1=a AND t1=
b AND t1=c AND t1=e THEN GOTO 3460
3390 t1=(a+b+d+e)/4:IF t1=a AND t1=
b AND t1=d AND t1=e THEN GOTO 3460
3400 t1=(a+c+d+e)/4:IF t1=a AND t1=
c AND t1=d AND t1=e THEN GOTO 3460
3410 t1=(b+c+d+e)/4:IF t1=b AND t1=
c AND t1=d AND t1=e THEN GOTO 3460
3420 cas(jou,11)=1
3430 IF jou=1 THEN GOTO 3440 ELSE
3450
3440 LOCATE #3,7,15:PRINT #3,"00":L
OCATE #5,2,2:PRINT #5,"PAS DE CARRE
":LOCATE #5,2,4:PRINT #5,"DEFAITISM
E ?":GOSUB 3700:FOR temp=1 TO 2000:
NEXT temp:RETURN
3450 LOCATE #4,7,15:PRINT #4,"00":L
OCATE #5,2,2:PRINT #5,"PAS DE CARRE
":LOCATE #5,2,4:PRINT #5,"DEFAITISM
E ?":GOSUB 3700:FOR temp=1 TO 2000:
NEXT temp:RETURN
3460 IF jou=1 THEN GOTO 3470 ELSE
3480
3470 LOCATE #3,7,15:PRINT #3,"40":t
otal(jou)=total(jou)+40:LOCATE 6,24
:PRINT Total(jou):RETURN
3480 LOCATE #4,7,15:PRINT #4,"40":t
otal(jou)=total(jou)+40:LOCATE 36,2
4:PRINT Total(jou):RETURN
3490 REM-----YAM-----
3500 T1=0:IF a=b AND a=c AND a=d AN
D a=e THEN t1=50
3510 cas(jou,12)=1
3520 IF t1=50 THEN GOTO 3560 ELSE 3
530
3530 IF jou=1 THEN GOTO 3540 ELSE 3
550
3540 LOCATE #3,7,16:PRINT #3,"00":L
OCATE #5,2,2:PRINT #5,"PAS DE YAMS"
:LOCATE #5,2,4:PRINT #5,"NUL NUL NU
L !!":GOSUB 3700:FOR temp=1 TO 2000
:NEXT temp:RETURN
3550 LOCATE #4,7,16:PRINT #4,"00":L
OCATE #5,2,2:PRINT #5,"PAS DE YAMS"
:LOCATE #5,2,4:PRINT #5,"NUL NUL NU
L !!":GOSUB 3700:FOR temp=1 TO 2000
:NEXT temp:RETURN
3560 IF jou=1 THEN GOTO 3570 ELSE 3
580
3570 LOCATE #3,7,16:PRINT #3,"50":t
otal(jou)=total(jou)+50:LOCATE 6,24
:PRINT Total(jou):RETURN
3580 LOCATE #4,7,16:PRINT #4,"50":t
otal(jou)=total(jou)+50:LOCATE 6,24
:PRINT Total(jou):RETURN
3590 REM -----BONUS-----
3600 IF bonus(jou)>59 THEN GOTO 364
0 ELSE 3610
3610 IF jou=1 THEN GOTO 3620 ELSE 3
630
3620 LOCATE #3,6,9:PRINT #3,"00":LO
CATE #5,2,2:PRINT #5,"PAS DE BONUS"
:LOCATE #5,2,4:PRINT #5,"BIEN FAIT
NA!":FOR temp=1 TO 2000:NEXT temp:R
ETURN
3630 LOCATE #4,6,9:PRINT #4,"00":LO
CATE #5,2,2:PRINT #5,"PAS DE BONUS"
:LOCATE #5,2,4:PRINT #5,"BIEN FAIT
NA!":FOR temp=1 TO 2000:NEXT temp:R
ETURN
3640 IF jou=1 THEN GOTO 3650 ELSE 3
660
3650 LOCATE #3,6,9:PRINT #3,"30":to
tal(jou)=total(jou)+30:LOCATE 6,24:
PRINT Total(jou):RETURN
3660 LOCATE #4,6,9:PRINT #4,"30":to
tal(jou)=total(jou)+30:LOCATE 6,24:
PRINT Total(jou):RETURN
3670 REM-----deja joue-----
3680 CLS #5:LOCATE #5,2,2:PRINT #5,
"Case deja jouee"
3690 FOR temp=1 TO 2500:NEXT: GOTO.

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2110
3700 REM -----la la lere-----
3710 SOUND 1,239,20,4
3720 SOUND 1,0,2,4
3730 SOUND 1,239,20,4
3740 SOUND 1,319,20,4
3750 SOUND 1,213,20,4
3760 SOUND 1,239,40,4
3770 SOUND 1,319,20,4
3780 RETURN

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