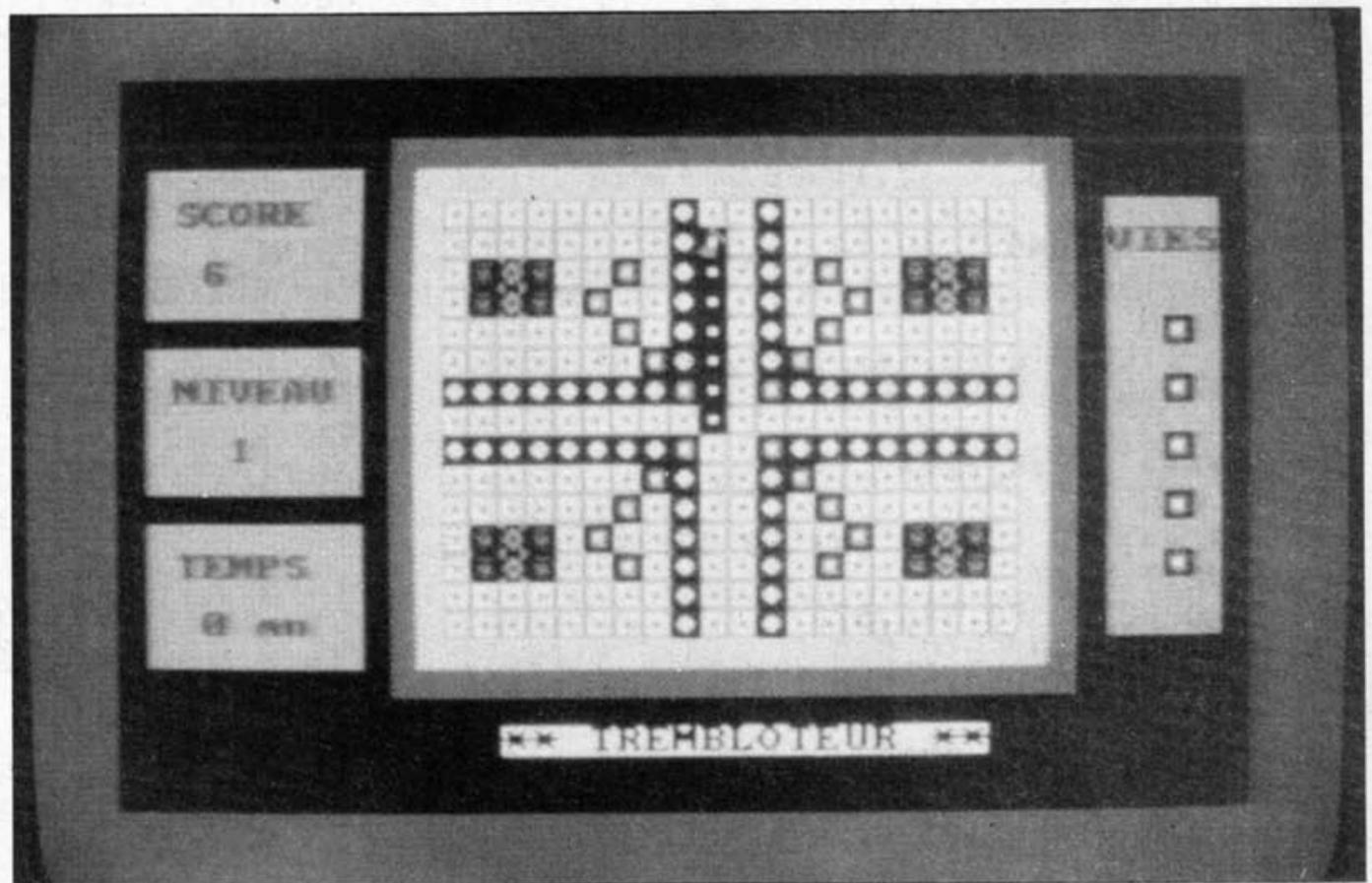


# TREMBLOTEUR

**A**nimal super-actif aux va-et-vient incessants, le trembloteur est un être particulièrement vorace qui évolue en des lieux impossibles gorgés de nourriture. Guider judicieusement ce singulier et vibrant personnage, afin qu'il dévore sans risque et en trois minutes maximum le contenu de chaque tableau, nécessite, on s'en doute, réflexe et perspicacité.

Daniel Audiffren



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10 *****
20 * TREMBLOTEUR *
30 * pour tout CPC *
40 * AMSTRAD *
50 * par *
60 * Daniel Audiffren *
70 *****

80 '
90 ** initialisation **
100 '
110 MODE 1:MEMORY 34999:DEFINT a-z:
CLS:LOCATE 13,10:PRINT CHR$(237);"
TREMBLOTEUR ";CHR$(237):LOCATE 13,1
4:PRINT"-un moment svp-":INK 1,9:IN
K 2,6:INK 3,17:INK 0,0:h=0:DIM z(20
,15):ENV 1,10,-1,2:BORDER 4:GOSUB 9
80
120 CLS:PEN 2:LOCATE 6,12:PRINT"Vous [5512]
lez-vous des explications?":LOCATE
18,14:PRINT"O/N"
130 a$=UPPER$(INKEY$):IF a$="O" THE [2435]
N GOSUB 1350:GOTO 180
140 IF a$="N" THEN 180 ELSE 130 [837]
150 ' [117]
160 ***** terrain de jeu ***** [1841]
170 ' [117]
180 MODE 1:RESTORE 200:FOR 1=1 TO 6 [2682]
[665]
[698]
[597]
[722]
[218]
[1296]
[665]
[117]
[2240]
[117]
[14132]
:READ v,w,a,p,q,r
190 PEN p:PAPER q:FOR n=1 TO r:LOCA [5157]
TE v,w:PRINT STRING$(a,CHR$(207)):w
=w+1:NEXT:NEXT
200 DATA 11,3,24,1,2,19,12,4,22,1,3 [5167]
,17,2,4,8,1,1,5,2,10,8,1,1,5,2,16,8
,1,1,5,36,5,4,1,1,15
210 PAPER 3:PEN 0:LOCATE 15,23:PRIN [3507]
T "** TREMBLOTEUR **"
220 PEN 2:PAPER 1:LOCATE 3,5:PRINT" [9808]
SCORE ":LOCATE 36,6:PRINT"VIES":LOC
ATE 3,11:PRINT"NIVEAU":LOCATE 3,17:
PRINT"TEMPS":FOR u=9 TO 17 STEP 2:C
ALL &9C40,38,u,&8CB2:NEXT
230 d=1:e=5:s=0:t=3:GOSUB 510:EVERY [2799]
3000,1 GOSUB 800
240 x=10:y=8:i=INT(RND*7) [1614]
250 ' [117]
260 ***** jeu ***** [417]
270 ' [117]
280 v=x+12:w=y+4:LOCATE 3,7:PRINT s [7389]
:LOCATE 3,19:PRINT 3-t;"mn":LOCATE
4,13:PRINT d:CALL &9C40,v,w,&8CFE
290 IF s>1500 AND d=1 THEN d=2:GOTO [1845]
510
300 IF s>3000 AND d=2 THEN d=3:GOTO [2737]
510
310 IF t=0 THEN 840 [641]

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# TREMBLOTEUR

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320 IF INKEY$="" THEN 340 [572]
330 CALL &A028:i=PEEK(&A02A) [1102]
340 CALL &9C40,v,w,&8C8C [1689]
350 ON i\2+1 GOSUB 390,380,400,370 [1645]
360 GOTO 280 [413]
370 x=x-1:IF x<1 THEN x=1:i=2:GOTO [2901]
410 ELSE 410
380 x=x+1:IF x>20 THEN x=20:i=6:GOT [3648]
0 410 ELSE 410
390 y=y-1:IF y<1 THEN y=1:i=4:GOTO [2751]
410 ELSE 410
400 y=y+1:IF y>15 THEN y=15:i=0:GOT [3420]
0 410 ELSE 410
410 ON z(x,y) GOTO 420,430,440,450, [894]
460,480
420 s=s+1:GOTO 470 [477]
430 s=s+100:SOUND 1,100,10,15,1:GOT [2074]
0 470
440 s=s+10:SOUND 1,20,10,15,1:GOTO [1735]
470
450 SOUND 1,600,10,15,1:GOSUB 490:G [1828]
OTO 470
460 s=s+50:SOUND 1,60,10,15,1 [831]
470 z(x,y)=6 [689]
480 RETURN [555]
490 e=e-1:LOCATE 38,(e+1)*2+7:PRINT [3911]
" ":IF e=0 THEN 820 ELSE RETURN
500 [117]
510 '***** ecran ***** [1262]
520 [117]
530 FOR y=1 TO 15:FOR x=1 TO 20:z(x [1986]
,y)=1:NEXT:NEXT
540 ON d GOTO 550,560,570 [495]
550 RESTORE 740:GOTO 580 [862]
560 RESTORE 750:GOTO 580 [767]
570 RESTORE 760 [691]
580 FOR n=1 TO 26:READ x,y,g:z(x,y) [1968]
=g:IF x=0 THEN 600
590 z(x,16-y)=g:z(21-x,16-y)=g:z(21 [2425]
-x,y)=g:NEXT
600 FOR w=5 TO 19:FOR v=13 TO 32 [1935]
610 k=z(v-12,w-4) [292]
620 ON k GOTO 630,640,650,660,670 [2177]
630 f=&8CC5:GOTO 680 [1501]
640 f=&8C9F:GOTO 680 [1498]
650 f=&8CEB:GOTO 680 [1222]
660 f=&8CD8:GOTO 680 [1218]
670 f=&8CB2 [592]
680 CALL &9C40,v,w,f:NEXT:NEXT [1694]
690 IF d<>1 THEN 240 [500]
700 RETURN [555]
710 [117]
720 '***** tableaux ***** [665]
730 [117]
740 DATA 9,1,3,9,2,3,9,3,3,9,4,3,9, [7585]
5,3,9,6,3,1,7,3,2,7,3,3,7,3,4,7,3,5
,7,3,6,7,3,7,7,3,8,7,3,9,7,5,8,6,5,
7,5,5,6,4,5,7,3,5,2,3,4,2,4,4,4,3,4
,4,4,4,3,3,2,3,4,2,0,0,0
750 DATA 9,1,3,9,2,3,9,3,3,8,4,3,8, [7530]
5,3,1,7,3,2,7,3,3,7,3,4,6,3,5,6,3,6
,6,3,7,6,3,8,6,3,7,2,5,6,3,5,5,4,5,
4,5,5,6,4,5,3,3,2,3,4,2,3,2,4,2,3,4
,4,3,4,2,4,4,4,4,4,0,0,0
760 DATA 9,1,3,8,2,3,7,3,3,6,4,3,5, [8059]
5,3,4,6,3,3,7,3,2,8,3,1,8,3,9,8,3,8
,7,3,8,4,5,7,5,5,6,6,5,5,7,5,8,6,5,
7,7,5,3,3,2,3,4,2,4,1,4,3,2,4,4,3,4
,2,4,4,3,5,4,2,6,4,0,0,0
770 [117]

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780 '***** temps ***** [628]
790 [117]
800 t=t-1:RETURN [456]
810 [117]
820 '***** fin ***** [948]
830 [117]
840 s=s+t*100:IF s>h THEN 880 [794]
850 LOCATE 3,7:PRINT s:LOCATE 14,13 [3870]
:PAPER 1:PEN 2:PRINT"HELAS ! C'EST
FINI"
860 FOR c=1 TO 12:SOUND 1,20,10,15, [4693]
1:SOUND 2,60,10,15,1:SOUND 4,200,10
,15,1:SOUND 1,600,10,15,1:NEXT
870 LOCATE 27,16:PRINT"Enter":CALL [2381]
&BB06:GOTO 180
880 MODE 0:PAPER 1:PEN 3:LOCATE 4,2 [4337]
:PRINT"FELICITATIONS"
890 PAPER 2:PEN 3:LOCATE 4,5:PRINT" [5342]
VOUS ETES LE:" :LOCATE 7,7:PRINT"CHA
MPION":LOCATE 7,9:PRINT"DU JOUR."
900 PAPER 1:PEN 0:LOCATE 1,15:PRINT [5431]
"Votre SCORE est de ":"LOCATE 8,17:
PRINT s
910 RESTORE 930:ENV 3,1,15,1,1,-3,2 [7716]
,1,0,1,1,0,1,12,-1,4:ENV 2,1,15,1,1
,0,1,1,0,1,12,-1,8,2,-1,20:FOR c=1
TO 14:READ per,dur:dur=dur*20
920 SOUND 1,per,dur,6:SOUND 2,per/3 [4427]
,dur,5,3:SOUND 4,per*2,dur,4,2:NEXT

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930 DATA 319,2,319,2,213,2,213,2,19 [4712]
0,2,190,2,213,4,239,2,239,2,253,2,2
53,2,284,2,284,2,319,4
940 h=s:LOCATE 15,23:PRINT"Enter":C [4141]
ALL &BB06:GOTO 180
950 [117]
960 '***** test joystick / fleches [1009]
*****
970 [117]
980 RESTORE 990:FOR c=&A028 TO &A11 [2923]
B:READ c$:POKE c,VAL("&"+c$):NEXT
990 DATA 18,05,00,00,00,00,00,3e,ff [3271]
,32,2a,a0,af,32,2b,a0,32,2c,a0,32,2
d,a0

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# TREMBLOTEUR

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1000 DATA 32,2e,a0,cd,d0,a0,cd,f6,a [3636]
0,cd,e3,a0,cd,09,a1,3a,2b,a0,fe,01,
20,0d
1010 DATA 3a,2c,a0,fe,01,20,06,3e,0 [2836]
1,32,2a,a0,c9,3a,2c,a0,fe,01,20,0d,
3a,2d
1020 DATA a0,fe,01,20,06,3e,03,32,2 [4111]
a,a0,c9,3a,2d,a0,fe,01,20,0d,3a,2e,
a0,fe
1030 DATA 01,20,06,3e,05,32,2a,a0,c [3735]
9,3a,2e,a0,fe,01,20,0d,3a,2b,a0,fe,
01,20
1040 DATA 06,3e,07,32,2a,a0,c9,3a,2 [3372]
b,a0,fe,01,20,06,3e,00,32,2a,a0,c9,
3a,2c
1050 DATA a0,fe,01,20,06,3e,02,32,2 [2622]
a,a0,c9,3a,2d,a0,fe,01,20,06,3e,04,
32,2a
1060 DATA a0,c9,3a,2e,a0,fe,01,c0,3 [3286]
e,06,32,2a,a0,c9,3e,00,cd,1e,bb,20,
06,cd
1070 DATA 24,bb,cb,47,c8,3e,01,32,2 [3312]
b,a0,c9,3e,01,cd,1e,bb,20,06,cd,24,
bb,cb
1080 DATA 5f,c8,3e,01,32,2c,a0,c9,3 [2926]
e,02,cd,1e,bb,20,06,cd,24,bb,cb,4f,
c8,3e
1090 DATA 01,32,2d,a0,c9,3e,08,cd,1 [3517]
e,bb,20,06,cd,24,bb,cb,57,c8,3e,01,
32,2e
1100 DATA a0,c9 [259]
1110 ' [117]
1120 '***** routine affichage ***** [1274]
1130 ' [117]
1140 RESTORE 1150:FOR c=&9C40 TO &9 [4101]
CC1:READ c$:POKE c,VAL("&"+c$):NEXT
1150 DATA 18,04,00,00,00,01,dd,6e,0 [4507]
0,dd,66,01,22,42,9c,dd,e5,dd,2a,42,
9c,dd
1160 DATA 7e,00,32,44,9c,dd,7e,01,3 [3552]
2,45,9c,2a,42,9c,23,23,22,42,9c,dd,
e1,dd
1170 DATA 7e,02,3d,6f,26,00,e5,06,0 [3489]
6,29,10,fd,eb,e1,06,04,29,10,fd,19,
dd,7e
1180 DATA 04,3d,87,5f,16,00,19,11,0 [3215]
0,c0,19,eb,2a,42,9c,3a,45,9c,47,c5,
06,08
1190 DATA c5,3a,44,9c,4f,06,00,ed,b [3651]
0,e5,21,00,08,19,3a,44,9c,5f,16,00,
b7,ed
1200 DATA 52,eb,e1,c1,10,e4,e5,eb,1 [2874]
1,b0,bf,b7,ed,52,eb,e1,c1,10,d4,c9
1210 ' [117]
1220 '***** motifs ***** [988]
1230 ' [117]
1240 RESTORE 1250:FOR c=&8C8C TO &8 [6315]
D10:READ c$:POKE c,VAL("&"+c$):NEXT
:RETURN
1250 DATA 02,01,00,00,00,00,00,00,1 [1614]
1,88,11,88,00,00,00,00,00,00,00
1260 DATA 02,01,c0,30,50,a0,30,c0,6 [3070]
1,68,61,68,30,c0,50,a0,c0,30,00
1270 DATA 02,01,00,00,03,0c,34,c2,3 [3272]
5,ca,35,ca,34,c2,03,0c,00,00,00
1280 DATA 02,01,f0,f0,f7,fe,f7,fe,e [3120]
7,7e,e7,7e,f7,fe,f7,fe,f0,f0,00
1290 DATA 02,01,00,00,03,0c,01,08,2 [2460]
1,48,12,84,03,0c,01,08,00,00,00
1300 DATA 02,01,00,00,05,0a,13,8c,3 [3151]
7,ce,37,ce,13,8c,05,0a,00,00,00
1310 DATA 02,01,11,88,11,cc,11,ee,1 [3192]
1,bb,11,88,77,88,ff,88,77,88,00
1320 ' [117]
1330 '***** explications ***** [577]
1340 ' [117]
1350 CLS:LOCATE 15,3:PRINT"TREMBLOT [18929]
EUR":LOCATE 15,4:PRINT"-----"
:PEN 1:LOCATE 5,8:PRINT" TREMBLOTEU
R est un petit canard":PRINT" vorac
e.Malheureusement tout n'est pas
bon pour lui."
1360 PRINT:PRINT:PRINT" Aidez l [11427]
e a choisir le bon grain, grace
au JOYSTICK ou au CURSEUR,tout a
u long des trois niveaux du jeu."
1370 PRINT:PRINT:PRINT" Attenti [11958]
on,vous ne disposez que de 3 minu
tes et de 5 vies.ESC permet une p
ause.COPY arrete Trembloteur mais p
as le chronometre."
1380 LOCATE 30,23:PRINT"Enter":CALL [3478]
&BB06
1390 MODE 1:LOCATE 10,2:PRINT"Voici [7505]
les personnages":LOCATE 10,3:PRINT
"-----"
1400 PEN 2:CALL &9C40,6,6,&8CFE:LOC [4842]
ATE 7,6:PRINT" .....Tr
embloteur"
1410 CALL &9C40,6,8,&8CC5:LOCATE 7, [2883]
8:PRINT" .....1 point"
1420 CALL &9C40,6,10,&8CEB:LOCATE 7 [3820]
,10:PRINT" .....10 poi
nts"
1430 CALL &9C40,6,12,&8CB2:LOCATE 7 [4454]
,12:PRINT" .....50 poi
nts"
1440 CALL &9C40,6,14,&8C9F:LOCATE 7 [3878]
,14:PRINT" .....100 po
ints"
1450 CALL &9C40,6,16,&8CD8:LOCATE 7 [3913]
,16:PRINT" .....1 Vie
perdue"
1460 PEN 1:LOCATE 18,22:PRINT"-Ente [4160]
r-":CALL &BB06:RETURN

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