

X-MEN

Vous serez DIABLO, l'un des X-Men aux pouvoirs surnaturels. Vous devrez guider notre pauvre ami dans une étrange caverne parsemée de pics très dangereux... Mais un monstre hante les lieux... Bien sûr, celui-ci ne fera que gêner notre héros. Diablo doit se téléporter afin de

monter ou descendre les étages. Pour franchir un pic, la seule méthode est également la téléportation.

Le but du jeu est d'atteindre la grille sans se faire dévorer par le monstre, ni s'empaler sur les pics rocheux.

Commandes

• Téléportation :

↑ + <COPY> ou FIRE : vers le haut.

↓ + <COPY> ou FIRE : vers le bas.

← + <COPY> ou FIRE :

vers la gauche.

→ + <COPY> ou FIRE : vers la droite.

• Déplacements :

← : à gauche.

→ : à droite.

Bernard Cocchi

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2 REM**** COCCHI.bernard ****
3 REM**      presente      **
4 REM*                *
5 REM*      X.MEN          *
6 REM**                **
7 REM***** CPC-464.8/1985 ****
8 REM*****
9 GOSUB 9000;GOSUB 9010;GOTO 40
20 FOR i=1 TO 100:NEXT i:RETURN
40 CLS:MODE 1;GOSUB 7000
50 GOSUB 7096;q=2:w=18;x=39;y=18;om=1;a1=1;
  jb$=CHR$(248);vie=3;PEN 3;LOCATE x,y;PRINT
  jb$:sc=0
51 LOCATE 11,21:PRINT"      ":LOCATE 24,21:
  PRINT"      "
105 q$=CHR$(202);PEN 2;LOCATE q,w;PRINT" ":
  q=q+1;LOCATE q,w;PRINT q$;PEN 3;LOCATE x,y;
  PRINT jb$
106 GOTO 110
107 q$=CHR$(203);PEN 2;LOCATE q,w;PRINT" ":
  q=q-1;LOCATE q,w;PRINT q$;PEN 3;LOCATE x,y;
  PRINT jb$
108 GOTO 110
110 PEN 2;GOSUB 5000
111 IF INKEY(74)=0 OR INKEY(8)=0 AND (INKEY
(9)<>0 AND INKEY(76)<>0) THEN jb$=CHR$(250)
;GOSUB 1200;GOSUB 6000
112 IF (INKEY(0)=0 OR INKEY(72)=0) AND (INK
EY(76)=0 OR INKEY(9)=0) THEN jb$=CHR$(248);
GOSUB 1000
113 IF (INKEY(2)=0 OR INKEY(73)=0) AND (INK
EY(76)=0 OR INKEY(9)=0) THEN jb$=CHR$(248);
GOSUB 1010
114 IF (INKEY(75)=0 OR INKEY(1)=0) AND (INK
EY(76)<>0 OR INKEY(9)<>0) THEN jb$=CHR$(251
);GOSUB 1300 ;GOSUB 6000
115 IF (INKEY(74)=0 OR INKEY(8)=0) AND (INK
EY(76)=0 OR INKEY(9)=0) THEN jb$=CHR$(250);
GOSUB 1400
116 IF (INKEY(75)=0 OR INKEY(1)=0) AND (INK
EY(76)=0 OR INKEY(9)=0) THEN jb$=CHR$(251);
GOSUB 1350
117 IF x<2 OR x>39 THEN GOSUB 7000;x=39;y=1
8;LOCATE x,y;PRINT jb$
190 PEN 2;GOSUB 6000
195 GOSUB 9500
196 IF om=1 OR om=3 OR om=5 THEN GOTO 105
197 IF om=2 OR om=4 OR om=6 THEN GOTO 107
500 IF vie<1 THEN GOSUB 9500
501 LOCATE x,y;PRINT" ";LOCATE q,w;PRINT" "
;GOSUB 7096;x=39;y=18;q=2;w=18;PEN 3;LOCATE
x,y;PRINT jb$:om=1;a1=1

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600 RETURN
700 READ p,d
701 IF p<>-1 THEN SOUND 2,p,d/3 ELSE RETURN

702 GOTO 700
703 DATA 638,60,478,85,0,5,478,25,0,5
704 DATA 478,60,379,60,426,90,478,30,426,60
705 DATA 379,60,478,85,0,5,478,30,379,60,31
9,60
706 DATA 284,175,0,5,284,60,319,90,379,25,0
707 DATA 5,379,60,478,60,426,90,478,30,426,
60
708 DATA 379,60,478,90,568,25,0,5,568,60
709 DATA 638,60,478,120,-1,-1
720 RESTORE 721
721 DATA 40,47,56,40,47,56,0,71,0
722 DATA 36,45,50,36,45,50,0,67,0
723 DATA 40,47,56,40,47,56,0
724 DATA 56,45,42,40,38
725 FOR t=1 TO 30
726 READ a
727 SOUND 1,a,12
728 NEXT
729 RETURN
730 c=0:FOR i=1 TO 100:c=c+14:SOUND 1,c,1:N
EXT i:RETURN
731 FOR i=70 TO 100:SOUND 1,i,1:NEXT i:RETU
RN
1000 IF y=18 AND x=3 OR y=18 AND x=4 THEN L
OCATE q,w:PRINT " :om=2:al=2:sc=sc+10;q=39:
w=15:GOSUB 2000
1001 IF y=15 AND x=37 OR y=15 AND x=38 THEN
LOCATE q,w:PRINT " :om=3:al=3:sc=sc+10;q=2
:w=12:GOSUB 2000
1002 IF y=12 AND x=3 OR y=12 AND x=4 THEN L
OCATE q,w:PRINT " :om=4:al=4:sc=sc+10;q=39:
w=9:GOSUB 2000
1003 IF y=9 AND x=37 OR y=9 AND x=38 THEN L
OCATE q,w:PRINT " :om=5:al=5:sc=sc+10;q=2:w
=6:GOSUB 2000
1004 IF y=6 AND x=3 OR y=6 AND x=4 THEN LOC
ATE q,w:PRINT " :om=6:al=6:sc=sc+10;q=36:w=
3:GOSUB 2000
1009 RETURN
1010 IF y=3 AND x=3 OR y=3 AND x=4 THEN LOC
ATE q,w:PRINT " :om=5:al=5:sc=sc-9;q=39:w=6
:GOSUB 2010
1011 IF y=6 AND x=37 OR y=6 AND x=38 THEN L
OCATE q,w:PRINT " :om=4:al=4:sc=sc-9;q=39:w
=9:GOSUB 2010
1012 IF y=9 AND x=3 OR y=9 AND x=4 THEN LOC
ATE q,w:PRINT " :om=3:al=3:sc=sc-9;q=2:w=12
:GOSUB 2010
1013 IF y=12 AND x=37 OR y=12 AND x=38 THEN
LOCATE q,w:PRINT " :om=2:al=2:sc=sc-9;q=39
:w=15:GOSUB 2010
1014 IF y=15 AND x=3 OR y=15 AND x=4 THEN L

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OCATE q,w:PRINT " :om=1:al=1:sc=sc-9;q=2:w=
18:GOSUB 2010
1019 RETURN
1200 IF x>2 AND x<=39 THEN GOSUB 2020
1201 GOSUB 4800
1202 RETURN
1300 IF x>=2 AND x<39 THEN GOSUB 2030
1301 GOSUB 4800
1302 RETURN
1350 IF x>1 AND x<=34 THEN GOSUB 3010
1351 IF x>34 THEN GOSUB 3030
1352 GOSUB 4800
1353 RETURN
1400 IF x>=7 AND x<=39 THEN GOSUB 3000
1401 IF x<7 THEN GOSUB 3020
1402 GOSUB 4800
1403 RETURN
2000 GOSUB 5000:SOUND 1,300,1:PEN 2:LOCATE
x,y:PRINT tb$:LOCATE x,y-1:PRINT th$:GOSUB
20:LOCATE x,y:PRINT " :LOCATE x,y-1:PRINT
":y=y-3:GOSUB 20:SOUND 1,301,1:LOCATE x,y:P
RINT tb$
2001 GOSUB 20:LOCATE x,y-1:PRINT th$:GOSUB
20:LOCATE x,y-1:PRINT " :PEN 2:LOCATE x,y:P
EN 3:PRINT jb$:RETURN
2010 GOSUB 5000:SOUND 1,300,1:PEN 2:LOCATE
x,y:PRINT tb$:LOCATE x,y-1:PRINT th$:GOSUB
20:LOCATE x,y:PRINT " :LOCATE x,y-1:PRINT
":y=y+3:GOSUB 20:SOUND 1,301,1:LOCATE x,y:P
RINT tb$
2011 GOSUB 20:LOCATE x,y-1:PRINT th$:GOSUB
20:LOCATE x,y-1:PRINT " :PEN 3:LOCATE x,y:P
EN 3:PRINT jb$:RETURN
2020 PEN 3:LOCATE x,y:PRINT " :x=x-1:SOUND
1,478,1:LOCATE x,y:PRINT jb$:RETURN
2030 PEN 3:LOCATE x,y:PRINT " :x=x+1:SOUND
1,478,1:LOCATE x,y:PRINT jb$:RETURN
3000 PEN 2:SOUND 1,450,1:LOCATE x,y:PRINT t
b$:LOCATE x,y-1:PRINT th$:GOSUB 20:LOCATE x
,y:PRINT " :LOCATE x,y-1:PRINT " :x=x-5:SOU
ND 1,500,1:LOCATE x,y:PRINT tb$:LOCATE x,y-
1:PRINT th$:GOSUB 20:LOCATE x,y-1:PRINT " :
PEN 3:LOCATE x,y:PRINT jb$
3001 RETURN
3010 PEN 2:SOUND 1,450,1:LOCATE x,y:PRINT t
b$:LOCATE x,y-1:PRINT th$:GOSUB 20:LOCATE x
,y:PRINT " :LOCATE x,y-1:PRINT " :x=x+5:SOU
ND 1,500,1:LOCATE x,y:PRINT tb$:LOCATE x,y-
1:PRINT th$:GOSUB 20:LOCATE x,y-1:PRINT " :
PEN 3:LOCATE x,y:PRINT jb$
3011 RETURN
3020 PEN 2:SOUND 1,450,1:LOCATE x,y:PRINT t
b$:LOCATE x,y-1:PRINT th$:GOSUB 20:LOCATE x
,y:PRINT " :LOCATE x,y-1:PRINT " :x=2:SOUND
1,500,1:LOCATE x,y:PRINT tb$:LOCATE x,y-1:
PRINT th$:GOSUB 20:LOCATE x,y-1:PRINT " :PE
N 3:LOCATE x,y:PRINT jb$

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3021 RETURN
3030 PEN 2:SOUND 1,450,1:LOCATE x,y:PRINT t
b$:LOCATE x,y-1:PRINT th$:GOSUB 20:LOCATE x
,y:PRINT " ":LOCATE x,y-1:PRINT " ":x=39:SOUND
D 1,500,1:LOCATE x,y:PRINT tb$:LOCATE x,y-1
:PRINT th$:GOSUB 20:LOCATE x,y-1:PRINT " ":P
EN 3:LOCATE x,y:PRINT jb$
3031 RETURN
3500 IF x=15 THEN GOSUB 731:vie=vie-1:GOSUB
500
3501 IF x=28 THEN GOSUB 731:vie=vie-1:GOSUB
500
3599 RETURN
3600 IF q=2 THEN LOCATE q,w:PRINT " ":q=39:L
OCATE q,w:PRINT q$
3601 IF q=16 THEN LOCATE q,w:PRINT " ":q=14:
LOCATE q,w:PRINT q$
3602 IF q=29 THEN LOCATE q,w:PRINT " ":q=27:
LOCATE q,w:PRINT q$
3610 IF q=x THEN vie=vie-1:GOSUB 730:GOSUB
500
3699 RETURN
3700 IF x=9 THEN GOSUB 731:vie=vie-1:GOSUB
500
3701 IF x=23 THEN GOSUB 731:vie=vie-1:GOSUB
500
3702 IF x=32 THEN GOSUB 731:vie=vie-1:GOSUB
500
3799 RETURN
3800 IF q=39 THEN LOCATE q,w:PRINT " ":q=2:L
OCATE q,w:PRINT q$
3801 IF q=8 THEN LOCATE q,w:PRINT " ":q=10:L
OCATE q,w:PRINT q$
3802 IF q=22 THEN LOCATE q,w:PRINT " ":q=24:
LOCATE q,w:PRINT q$
3803 IF q=31 THEN LOCATE q,w:PRINT " ":q=33:
LOCATE q,w:PRINT q$
3810 IF q=x THEN vie=vie-1:GOSUB 730:GOSUB
500
3899 RETURN
3900 IF x=19 THEN GOSUB 731:vie=vie-1:GOSUB
500
3999 RETURN
4000 IF q=2 THEN LOCATE q,w:PRINT " ":q=39:L
OCATE q,w:PRINT q$
4001 IF q=20 THEN LOCATE q,w:PRINT " ":q=18:
LOCATE q,w:PRINT q$
4010 IF q=x THEN vie=vie-1:GOSUB 730:GOSUB
500
4099 RETURN
4100 IF x=13 THEN GOSUB 731:vie=vie-1:GOSUB
500
4101 IF x=26 THEN GOSUB 731:vie=vie-1:GOSUB
500
4199 RETURN
4200 IF q=39 THEN LOCATE q,w:PRINT " ":q=2:L
OCATE q,w:PRINT q$

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4201 IF q=12 THEN LOCATE q,w:PRINT " ":q=14:
LOCATE q,w:PRINT q$
4202 IF q=25 THEN LOCATE q,w:PRINT " ":q=27:
LOCATE q,w:PRINT q$
4210 IF q=x THEN vie=vie-1:GOSUB 730:GOSUB
500
4299 RETURN
4300 IF x=8 THEN GOSUB 731:vie=vie-1:GOSUB
500
4301 IF x=17 THEN GOSUB 731:vie=vie-1:GOSUB
500
4302 IF x=29 THEN GOSUB 731:vie=vie-1:GOSUB
500
4303 IF x>36 AND al=6 THEN sc=sc+100:GOSUB
720:LOCATE 37,3:PRINT " ";om=1:al=1:LOCAT
E q,w:PRINT " ":GOSUB 5000:GOSUB 7096:x=39:
y=18:LOCATE x,y:PRINT jb$:PEN 2:q=2:w=18:LO
CATE q,w:PRINT q$
4399 RETURN
4400 IF q=2 THEN LOCATE q,w:PRINT " ":q=36:L
OCATE q,w:PRINT q$
4401 IF q=9 THEN LOCATE q,w:PRINT " ":q=7:LO
CATE q,w:PRINT q$
4402 IF q=18 THEN LOCATE q,w:PRINT " ":q=16:
LOCATE q,w:PRINT q$
4403 IF q=30 THEN LOCATE q,w:PRINT " ":q=28:
LOCATE q,w:PRINT q$
4410 IF q=x THEN vie=vie-1:GOSUB 730:GOSUB
500
4499 RETURN
4500 IF x=11 THEN GOSUB 731:vie=vie-1:GOSUB
500
4599 RETURN
4600 IF q=39 THEN LOCATE q,w:PRINT " ":q=2:L
OCATE q,w:PRINT q$
4601 IF q=10 THEN LOCATE q,w:PRINT " ":q=12:
LOCATE q,w:PRINT q$
4602 IF q=x THEN vie=vie-1:GOSUB 730:GOSUB
500
4699 RETURN
4800 IF q=x THEN vie=vie-1:GOSUB 730:GOSUB
500
4801 RETURN
5000 IF al=1 THEN GOSUB 4600
5001 IF al=2 THEN GOSUB 3600
5002 IF al=3 THEN GOSUB 3800
5003 IF al=4 THEN GOSUB 4000
5004 IF al=5 THEN GOSUB 4200
5005 IF al=6 THEN GOSUB 4400
5999 RETURN
6000 IF om=1 THEN GOSUB 4500
6001 IF om=2 THEN GOSUB 3500
6002 IF om=3 THEN GOSUB 3700
6003 IF om=4 THEN GOSUB 3900
6004 IF om=5 THEN GOSUB 4100
6005 IF om=6 THEN GOSUB 4300
6999 RETURN

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7000 REM*****
7001 REM* decor 1 *
7002 REM*****
7003 INK 0,0:INK 1,0:BORDER 0:PAPER 0:INK 2
,0:INK 3,26:x=39:y=18 :PEN 3:LOCATE 1,21:PR
INT"ATTENDEZ!!!"
7004 GOSUB 7005:GOTO 7050
7005 SYMBOL AFTER 32:SYMBOL 144,4,4,255,32,
32,255,4,4
7006 RETURN
7010 LOCATE q,w:PEN 1:PRINT CHR$(143)CHR$(1
3):LOCATE q,w:PEN 2:PRINT CHR$(22)CHR$(1)CH
R$(144)CHR$(13):PEN 3:LOCATE q,w:PRINT CHR$
(32)CHR$(22)CHR$(0):RETURN
7050 FOR q=1 TO 40:FOR w= 1 TO 20
7055 GOSUB 7010 :NEXT w:NEXT q
7060 a$="
"
7061 LOCATE 2,2:PRINT a$
7062 LOCATE 2,3:PRINT a$
7063 LOCATE 2,5:PRINT a$
7064 LOCATE 2,6:PRINT a$
7065 LOCATE 2,8:PRINT a$
7066 LOCATE 2,9:PRINT a$
7067 LOCATE 2,11:PRINT a$
7068 LOCATE 2,12:PRINT a$
7069 LOCATE 2,14:PRINT a$
7070 LOCATE 2,15:PRINT a$
7071 LOCATE 2,17:PRINT a$
7072 LOCATE 2,18:PRINT a$
7096 q$=CHR$(143):th$=CHR$(208):tb$=CHR$(20
9)
7099 LOCATE 3,4:PEN 3:PRINT q$;:PRINT q$
7100 LOCATE 3,7:PEN 3:PRINT q$;:PRINT q$
7101 LOCATE 3,10:PEN 3:PRINT q$;:PRINT q$
7102 LOCATE 3,13:PEN 3:PRINT q$;:PRINT q$
7103 LOCATE 3,16:PEN 3:PRINT q$;:PRINT q$
7104 x=576:ORIGIN x,384:DRAW 0,-32,1:FOR i=
1 TO 5:x=x+8:ORIGIN x,384:DRAW 0,-32,1:NEXT
i
7105 x=384:FOR i=1 TO 3:x=x-8:ORIGIN 576,x:
DRAW 46,0,1:NEXT i
7106 GOSUB 7500
7107 w$=CHR$(200):e$=CHR$(201)
7108 PEN 1:LOCATE 8,2:PRINT w$:LOCATE 8,3:P
RINT e$
7109 LOCATE 17,2:PRINT w$:LOCATE 17,3:PRINT
e$
7110 LOCATE 29,2:PRINT w$:LOCATE 29,3:PRINT
e$
7111 LOCATE 13,5:PRINT w$:LOCATE 13,6:PRINT
e$
7112 LOCATE 26,5:PRINT w$:LOCATE 26,6:PRINT
e$
7113 LOCATE 19,8:PRINT w$:LOCATE 19,9:PRINT
e$
7114 LOCATE 9,11:PRINT w$:LOCATE 9,12:PRINT

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e$
7115 LOCATE 23,11:PRINT w$:LOCATE 23,12:PRI
NT e$
7116 LOCATE 32,11:PRINT w$:LOCATE 32,12:PRI
NT e$
7117 LOCATE 15,14:PRINT w$:LOCATE 15,15:PRI
NT e$
7118 LOCATE 28,14:PRINT w$:LOCATE 28,15:PRI
NT e$
7119 LOCATE 11,17:PRINT w$:LOCATE 11,18:PRI
NT e$
7120 LOCATE 1,21:PRINT" " :INK
0,0:INK 1,6:INK 2,24:INK 3,26
7500 REM*****
7501 REM* decor 2 *
7502 REM*****
7505 SYMBOL AFTER 200
7506 SYMBOL 200,255,126,118,38,4,4,0,0
7507 SYMBOL 201,0,0,2,34,55,63,127,255
7508 SYMBOL 202,126,247,255,255,240,255,255
,126
7509 SYMBOL 203,126,223,255,255,15,255,255,
126
7514 SYMBOL 208,16,16,24,28,63,127,254,126
7515 SYMBOL 209,60,60,24,8,8,8,8,8
7600 RETURN
8000 REM*****
8001 REM* presentation & regles *
8002 REM*****
8003 INK 1,6
8004 ORIGIN 50,50:FOR i=50 TO 250:ORIGIN i,
i:DRAW 20,0,1:SOUND 1,i,1:NEXT i
8005 p=50:o=250:ORIGIN 50,250:FOR i=1 TO 20
0:p=p+1:o=o-1:ORIGIN p,o:DRAW 20,0,1:SOUND
1,i,1:NEXT i
8006 FOR i=50 TO 60:ORIGIN 280,i:DRAW 6,0,1
:SOUND 1,i,1:NEXT i
8007 FOR i=50 TO 110:ORIGIN 295,i:DRAW 20,0
,1:SOUND 1,i,1:NEXT i
8008 p=295:o=110:ORIGIN 295,110:FOR i=1 TO
30:p=p+1:o=o-1:ORIGIN p,o:DRAW 20,0,1:SOUND
1,i,1:NEXT i
8009 ORIGIN 225,80:FOR i=80 TO 110:ORIGIN i
+244,i:DRAW 20,0,1:SOUND 1,i,1:NEXT i
8010 b=110:FOR i=1 TO 60:b=b-1:ORIGIN 354,b
:DRAW 20,0,1:SOUND 1,i,1:NEXT i
8011 FOR i=50 TO 110:ORIGIN 382,i:DRAW 20,0
,1:SOUND 1,i,1:NEXT i
8012 FOR i=95 TO 110:ORIGIN 402,i:DRAW 20,0
,1:SOUND 1,i,1:NEXT i
8013 FOR i=74 TO 86:ORIGIN 402,i:DRAW 10,0,
1:SOUND 1,i,1:NEXT i
8014 FOR i=50 TO 65:ORIGIN 402,i:DRAW 20,0,
1:SOUND 1,i,1:NEXT i
8015 FOR i=50 TO 110:ORIGIN 430,i:DRAW 20,0
,1:SOUND 1,i,1:NEXT i
8016 p=430:o=110:ORIGIN 430,110:FOR i=1 TO

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60:p=p+1;o=o-1:ORIGIN p,o:DRAW 20,0,1:SOUND
1,i,1:NEXT i
8017 FOR i=50 TO 110:ORIGIN 490,i:DRAW 20,0
,1:SOUND 1,i,1:NEXT i:RETURN
8018 CLS:INK 0,0:INK 1,6:INK 2,2:FOR i=40 T
O 260:ORIGIN 30,i:DRAW 10,0,2:SOUND 1,i,1:N
EXT i
8019 FOR i=30 TO 520:ORIGIN i,270:DRAW 0,-1
0,2:SOUND 1,i,1:NEXT i
8020 b=272:FOR i=1 TO 232:b=b-1:ORIGIN 520,
b:DRAW 10,0,2:SOUND 1,i,1:NEXT i
8025 o=532:FOR i=1 TO 502:o=o-1:ORIGIN o,40
:DRAW 0,-10,2:SOUND 1,i,1:NEXT i:RETURN
9000 MODE 1:BORDER 0:INK 0,0:PAPER 0:GOSUB
8018:LOCATE 11,12:PEN 1:SOUND 1,478,1:PRINT
"BERNARD COCCHI":LOCATE 14,15:SOUND 1,90,1:
PRINT"presente":FOR i=1 TO 2000:NEXT i:LOCA
TE 11,12:PRINT "":LOCATE
14,15:PRINT"
9001 INK 2,26,24:GOSUB 8000:FOR i=1 TO 3000
:NEXT i:GOTO 9002
9002 INK 3,18,0:LOCATE 34,24:PEN 3:SOUND 1,
400,3:PRINT"<ENTER>":INK 2,24:FOR i=30 TO 4
0:ORIGIN 520,i:DRAW 10,0,2:NEXT i
9003 IF INKEY(18)=0 THEN RETURN
9004 GOTO 9003
9010 INK 0,0:PAPER 0:BORDER 0:MODE 1:CLS:IN
K 1,26:INK 2,6:INK 3,18
9011 LOCATE 1,2:PEN 1:PRINT"Les regles (Oui
/Non)?"
9012 IF INKEY(34)=0 THEN 9015
9013 IF INKEY(46)=0 THEN RETURN
9014 GOTO 9012
9015 CLS:PEN 1:LOCATE 1,1:PRINT"Vous etes";
:PEN 2:PRINT" DIABLO ";:PEN 1:PRINT"l'un de
s";:PEN 3:PRINT" X.MEN";:PEN 1:PRINT"."
9016 LOCATE 1,3:PRINT"Vous devez guider not
re pauvre ami dans"
9017 LOCATE 1,5:PRINT"une etrange caverne p
arsee de pics "
9018 LOCATE 1,7:PRINT"tres dangereux."
9019 LOCATE 1,9:PRINT"Il y a,dans cette cav
erne un monstre."
9020 LOCATE 1,11:PRINT"Celui ci ne feras qu
e gener notre"
9021 LOCATE 1,13:PRINT"heros."
9022 LOCATE 1,15:PRINT"DIABLO doit se telep
orter afin de monter"
9023 LOCATE 1,17:PRINT"ou descendre les eta
ges."
9024 LOCATE 1,19:PRINT"Il doit aussi se tel
eporter pour fran-"
9025 LOCATE 1,21:PRINT"chir un pic."
9026 LOCATE 1,23:PRINT"Le but est d'atteind
re la grille."
9032 LOCATE 33,25:PEN 2:PRINT"<ENTER>";
9033 IF INKEY(18)=0 THEN 9035

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9034 GOTO 9033
9035 CLS:LOCATE 16,2:PEN 3:PRINT"TOUCHES"
9036 PEN 3:LOCATE 1,4:PRINT"Teleportation:"
9037 PEN 2:LOCATE 1,6:PRINT CHR$(240);:PEN
1:PRINT" + ";:PEN 2:PRINT"COPY ";:PEN 1:PRI
NT"ou";:PEN 2:PRINT" FIRE ";:PEN 1:PRINT"Ve
rs le haut"
9038 PEN 2:LOCATE 1,8:PRINT CHR$(241);:PEN
1:PRINT" + ";:PEN 2:PRINT"COPY ";:PEN 1:PRI
NT"ou";:PEN 2:PRINT" FIRE ";:PEN 1:PRINT"Ve
rs le bas"
9039 PEN 2:LOCATE 1,10:PRINT CHR$(242);:PEN
1:PRINT" + ";:PEN 2:PRINT"COPY ";:PEN 1:PR
INT"ou";:PEN 2:PRINT" FIRE ";:PEN 1:PRINT"V
ers la gauche"
9040 PEN 2:LOCATE 1,12:PRINT CHR$(243);:PEN
1:PRINT" + ";:PEN 2:PRINT"COPY ";:PEN 1:PR
INT"ou";:PEN 2:PRINT" FIRE ";:PEN 1:PRINT"V
ers la droite"
9041 PEN 3:LOCATE 1,14:PRINT"DEPLACEMENT:"
9042 PEN 2:LOCATE 1,16:PRINT CHR$(242);:PEN
1:PRINT" Vers la gauche"
9043 PEN 2:LOCATE 1,18:PRINT CHR$(243);:PEN
1:PRINT" Vers la droite"
9044 PEN 1:LOCATE 33,24:PRINT"<ENTER>";
9045 IF INKEY(18)=0 THEN 9050
9046 GOTO 9045
9050 CLS:PEN 3:LOCATE 1,1:PRINT"UN PETIT TR
UC"::PEN 2:LOCATE 1,3:PRINT"Pour echapper a
u monstre vous devez vous":PRINT"placer dan
s le coin oppose a celui d'ou ":PRINT"part
le monstre.":PEN 1:LOCATE 33,24:PRINT"<ENTE
R>"
9051 IF INKEY(18)=0 THEN RETURN
9052 GOTO 9051
9500 IF vie=3 THEN LOCATE 1,21:PEN 3:FOR i=
1 TO 3:PRINT CHR$(248);:NEXT i
9501 IF vie=2 THEN LOCATE 1,21:PEN 3:FOR i=
1 TO 2:PRINT CHR$(248);:NEXT i:PRINT" "
9502 IF vie=1 THEN LOCATE 1,21:PEN 3:PRINT
CHR$(248);:PRINT" "
9503 IF vie<1 THEN LOCATE 1,21:PRINT" ":PEN
3
9504 IF sc>rd AND vie<1 THEN rd=sc:sc=0
9505 IF vie<1 THEN LOCATE q,w:PRINT" ":PEN
3:GOSUB 9700
9506 LOCATE 5,21:PEN 2:PRINT"SCORE:";sc
9507 LOCATE 17,21:PEN 2:PRINT"RECORD:";rd
9600 RETURN
9700 RESTORE 703:GOSUB 700:LOCATE q,w:PRINT
" ":LOCATE 1,23:PRINT"ON REJOUÉ (Oui/Non)?"
9701 IF INKEY(34)=0 THEN LOCATE 1,23:PRINT"
":GOT
O 50
9702 IF INKEY(46)=0 THEN END
9703 GOTO 9701
9999 RETURN

```