

SPACE INVADERS

On ne présente plus ce jeu qui est devenu un « classique » des jeux d'arcade... Sachez seulement que la terre est menacée d'une invasion de sales bestioles qu'il

vous faudra détruire avant qu'elles ne vous détruisent, vous et vos bases. Que le meilleur gagne...

Philippe Pédard

Commandes

- Gauche : ←.
- Droite : →.
- Feu : touche <copy>.

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5 REM SPACE INVADERS - P.PEDARD
10 KEY 139,"mode 1:pen 1:border 1:paper 0:i
nk 1,24:list"+CHR$(13)
20 INK 10,7,23:INK 11,6,20:INK 15,17,8
30 ms=0:GOSUB 40:GOTO 70
40 MODE 1:PEN 1:PRINT "Manette (M) ou touch
es (T) ?"
50 op$=UPPER$(INKEY$)
60 IF op$("<"M" AND op$("<"T" THEN 50 ELSE RE
TURN
70 MODE 0
80 FOR qw=1 TO 10:sn(qw)=1100-qw*100:nom$(q
w)="PHILIPPE":NEXT
90 SYMBOL AFTER 32:SYMBOL 91,&18,&18,&38+&4
,&24,&38+&4,&78+&6,&80+&58+&3,&81:SYMBOL 17
8,&24,&42,&78+&6,&80+&58+&3,&58+&2,&80+&78+
&7,&66,&42:SYMBOL 189,&63,&36,&14,&49,&58+&
5,&68+&3,&38+&6,&14
100 SYMBOL 191,&18,&24,&80+&19,&58+&2,&38+&
4,&80+&58+&3,&80+&25,&24:SYMBOL 239,&8,&8,&
8,&8,&8,&8,&8
110 SYMBOL 192,&81,&42,&38+&4,&78+&6,&80+&7
8+&7,&80+&25,&80+&78+&7,42:SYMBOL 193,&8,&8
,&38+&4,&78+&6,&80+&78+&7,&80+&15,&80+&78+&
7,&8:SYMBOL 194,&18,&8,&8+&4,&8,&18,&8,&8+&
4,&8:SYMBOL 195,&8+&4,&8,&18,&8,&8+&4,&8,&1
8,&8
120 SYMBOL 238,&24,&85,&52,&49,&18+&4,&63,&
28+&4,&80+&12:SYMBOL 197,&8,&10,&78,&80+&58
,&78,&10,&8:SYMBOL 199,&0,&0,&0,&8+&3,&31,&
12,&58+&2,&80+&78+&7:SYMBOL 200,&80+&78+&7,
&80+&69,&80+&22,&20,&10
130 a$(1)=CHR$(178):a$(2)=CHR$(189):a$(3)=C
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HR$(191):p$(1)=CHR$(214)+CHR$(143)+CHR$(215
):p$(2)=CHR$(143)+CHR$(143)+CHR$(143):p$(3)
=CHR$(214)+CHR$(131)+CHR$(215):v$=" "+CHR$(
91)+" "
140 WINDOW#1,5,14,3,9:PAPER#1,1:PEN#1,0:CLS
#1:LOCATE#1,3,3:PRINT#1,"SPACE":PRINT#1:PRI
NT#1," INVADERS":LOCATE 1,25:PRINT "Par Phi
lippe Pédard":FOR q=0 TO 3000:NEXT:CLS
150 LOCATE 7,2:PRINT "BAREME":LOCATE 7,3:PR
INT "====="
160 PEN 1:LOCATE 5,25:PRINT v$:FOR q=1 TO 3
:PEN 8:LOCATE 6,8+2*q:PRINT a$(q):PEN 11:FO
R qw=0 TO 500:NEXT:ENT 1,20,2,1:SOUND 1,24,
20,7,1,1:FOR w=23 TO 8+2*q STEP -1
170 LOCATE 6,w:PRINT CHR$(239):LOCATE 6,w+1
:PRINT " ":NEXT:LOCATE 6,w+1:PRINT CHR$(238
):ENV 2,20,3,1:SOUND 1,50,15,7,2:PEN 9:LOCA
TE 9,8+2*q:PRINT 40-10*q:"points.":PEN 8:LO
CATE 6,8+2*q:PRINT a$(q):NEXT
180 PEN 1:LOCATE 6,25:PRINT v$:PEN 15:ee=-1
:FOR q=19 TO 7 STEP -1:FOR w=0 TO 100:NEXT:
ee=(ee=0):LOCATE q,6:PRINT CHR$(193+ee);" "
:NEXT:PEN 11:ENT 1,20,2,1:SOUND 1,15,20,7,1
,1:FOR q=23 TO 6 STEP -1:LOCATE 7,q:PRINT C
HR$(239):LOCATE 7,q+1:PRINT " ":NEXT
190 PEN 1:LOCATE 6,q+1:PRINT " ":LOCATE 7,q
+1:PRINT CHR$(238):ENT 1,40,-8,1:SOUND 2,10
0,15,7,0,1:PEN 15:LOCATE 7,6:PRINT CHR$(192
);" X points ?"
200 ee=-1:PEN 1:LOCATE 5,25:PRINT v$:PEN 10
:FOR q=15 TO 24:ee=(ee=0):LOCATE 6,q+1:PRIN
T CHR$(195+ee):LOCATE 6,q:PRINT " ":FOR w=
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0 TO 100:NEXT:NEXT:LOCATE 6,25:PRINT CHR$(2
38):SOUND 1,1000,30,7,0,0,20:FOR q=0 TO 100
0:NEXT
210 DIM ec(8,3),el(8,3),e$(8,3),vi(8,3)
220 sc=0:bo=3:ta=0:nv=3:de=1:rn=20:rd=-2
230 sc=sc+car:INK 1,24:INK 9,12:car=350:FOR
q=1 TO 3:FOR w=1 TO 8:vi(w,q)=1:NEXT:NEXT
240 kk=0:z=0:ske=0:te=0:ek=-1:k=18:sk=0:c=1
0:ej=1:ejl=0:a=8:b=1:go=0:t=0
250 BORDER 1
260 FOR q=1 TO 3:FOR w=1 TO 8:ec(w,q)=1+2*w
:el(w,q)=3+2*q:e$(w,q)=a$(q)
270 NEXT:NEXT:IF rs=1 THEN 320
280 no=24:ta=ta+1:bo=bo-1:IF bo=0 THEN bo=3
290 IF ta/3=INT(ta/3) THEN de=2+(de=1)
300 rn=rn+rd:IF rn<15 THEN rd=-rd
310 IF ta/4=INT(ta/4) THEN nv=nv+1
320 MODE 0:rs=0
330 PEN 8:FOR q=1 TO 3:FOR w=1 TO 8:IF vi(w
,q)=1 THEN LOCATE ec(w,q),el(w,q):PRINT e$(
w,q)
340 NEXT:NEXT
350 PEN 12:FOR w=21 TO 23:FOR q=2 TO 18 STE
P 4:LOCATE q,w:PRINT p$(w-20):NEXT:NEXT:PEN
1
360 PLOT 1,20,9:DRAW 1,car,9
370 PEN 2:LOCATE 1,1:PRINT "Record: ";ms:LOC
ATE 1,2:PRINT "Score: ";sc:LOCATE 17,1:PRINT
ta
380 DI:PEN 1:LOCATE c,25:PRINT v$
390 PEN 14:LOCATE 20,20:PRINT CHR$(197)
400 PEN 2:LOCATE 19-nv,2:PRINT " ";STRING$(
nv, "[")
410 ejl=0:z=z+1:IF z=bo THEN ej=-ej:a1=a:a=
b:b=a1:z=0:ejl=de
420 FOR q1=a TO b STEP -ej:FOR w1=1 TO 3
430 CALL &BD19
440 PEN 15:LOCATE k,3:PRINT " "+CHR$(193+sk
)+" ":PEN 1
450 sk=(sk=0):k=k+ek:IF k=1 OR k=18 THEN ek
=-ek
460 IF op$="T" THEN 510
470 IF JOY(0)=16 AND t=0 THEN ENT 1,20,2,1:
SOUND 1,15,20,7,1,1:GOSUB 780
480 IF JOY(0)=4 THEN c=c-1:IF c=0 THEN c=1
490 IF JOY(0)=8 THEN c=c+1:IF c=18 THEN c=1
7
500 GOTO 540
510 IF INKEY(9)=0 AND t=0 THEN ENT 1,20,2,1
:SOUND 1,15,20,7,1,1:GOSUB 780
520 IF INKEY(8)=0 THEN c=c-1:IF c=0 THEN c=
1
530 IF INKEY(1)=0 THEN c=c+1:IF c=18 THEN c
=17
540 PEN 1:LOCATE c,25:PRINT v$
550 IF t=1 THEN GOSUB 790
560 IF go=1 THEN CLS:GOTO 230

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570 IF te=0 THEN GOSUB 980
580 IF te=1 THEN GOSUB 1000
590 IF vi(q1,w1)=0 THEN 650
600 SOUND 1,700,5,3,0,0,2
610 DI:PEN 8:LOCATE ec(q1,w1),el(q1,w1):PRI
NT " "
620 ec(q1,w1)=ec(q1,w1)+ej:el(q1,w1)=el(q1,
w1)+ejl
630 LOCATE ec(q1,w1),el(q1,w1):PRINT e$(q1,
w1):PEN 1:EI
640 IF el(q1,w1)>19 THEN 1220
650 IF t=1 THEN GOSUB 790
660 IF go=1 THEN CLS:GOTO 230
670 IF INT(RND*rn)<>0 THEN 730
680 ff=1+INT(RND*8)
690 FOR gg=3 TO 1 STEP -1:IF vi(ff,gg)=1 TH
EN 710
700 NEXT gg:GOTO 730
710 IF el(ff,gg)>15 OR ec(ff,gg)=cb THEN 73
0
720 LOCATE ec(ff,gg),el(ff,gg):PRINT " ":el
(ff,gg)=el(ff,gg)+3:PEN 8:LOCATE ec(ff,gg),
el(ff,gg):PRINT e$(ff,gg)
730 IF INT(RND*15)<>0 THEN 760
740 f1=1+INT(RND*8):g1=1+INT(RND*3):IF vi(f
1,g1)=0 THEN 760
750 LOCATE ec(f1,g1),el(f1,g1):PRINT " ":PE
N 15:LOCATE ec(f1,g1),el(f1,g1):PRINT e$(f1
,g1)
760 NEXT w1:NEXT q1
770 GOTO 410
780 cb=c+1:lb=24:t=1:PLOT 1,car,0:PLOT 1,ca
r+2,0:car=car-4:IF car<80 THEN INK 9,9,20:I
NK 1,9,24:IF car<20 THEN 1220
790 LOCATE cb,lb:PRINT " ":IF r=1 THEN r=0:
t=0:RETURN ELSE lb=lb-1:IF lb=2 THEN t=0:RE
TURN
800 ON TEST(cb*32-14,(25-lb)*16+6)+1 GOTO 8
60,860,860,860,860,860,860,860,860,850,860,860,
860,810,860,860,830
810 SOUND 1,900,10,7,0,0,20:PEN 12:LOCATE c
b,lb:PRINT CHR$(200):t=0:RETURN
820 GOTO 860
830 ENT 1,40,-8,1:SOUND 2,100,15,7,0,1:IF 1
b=3 THEN pr=30+INT(RND*100):GOSUB 970:k=17:
r=1:LOCATE 1,3:PRINT STRING$(20, " "):GOSUB
1420:RETURN ELSE GOSUB 890:pr=2*pr:GOSUB 97
0:RETURN
840 GOTO 860
850 ENV 2,20,3,1:SOUND 1,50,15,7,2:LOCATE c
b,lb:PRINT CHR$(238):GOSUB 890:GOSUB 970:RE
TURN
860 PEN 11:LOCATE cb,lb:PRINT CHR$(239)
870 IF ts=1 THEN ts=0
880 RETURN
890 FOR v=1 TO 3:FOR v1=1 TO 8
900 IF ec(v1,v)=cb AND el(v1,v)=lb THEN 920

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910 NEXT:NEXT
920 vi(v1,v)=0:no=no-1:LOCATE cb,lb:PRINT "
":t=0:IF no=0 THEN go=1
930 IF v=3 THEN pr=10
940 IF v=2 THEN pr=20
950 IF v=1 THEN pr=30
960 RETURN
970 sc=sc+pr:PEN 2:LOCATE 7,2:PRINT sc:RETU
RN
980 f=1+INT(RND*8):IF vi(f,3)=0 THEN RETURN
990 SOUND 1,70,10,7:cbe=ec(f,3):lbe=el(f,3)
+1:te=1
1000 DI:LOCATE cbe,lbe:PRINT " ":IF r2=1 TH
EN SOUND 3,1000,15,7,0,0,10:PEN 12:LOCATE c
be,lbe:PRINT CHR$(199):r2=0:te=0:RETURN ELS
E lbe=lbe+1:IF lbe>25 THEN GOTO 1060
1010 IF TEST(cbe*32-14,(25-lbe)*16+6)=12 TH
EN r2=1:RETURN
1020 IF TEST(cbe*32-14,(25-lbe)*16+6)=1 THE
N 1130
1030 PEN 10:LOCATE cbe,lbe:PRINT CHR$(194+s
ke)
1040 ske=ske+1:IF ske=2 THEN ske=0
1050 EI:RETURN
1060 ENV 3,100,20,5:SOUND 1,400,20,7,3,0,2:
PEN 1:LOCATE c,25:PRINT v$:cel=cbe-2:lcl=5
1070 IF cbe<3 THEN cel=1:lcl=5
1080 IF cbe>17 THEN lcl=4:cel=15
1090 PEN 13:LOCATE cel,25:PRINT STRING$(lcl
,CHR$(198))
1100 IF c+1<cel+lcl AND c+1>=cel THEN PEN 1
4:LOCATE c+1,25:PRINT CHR$(238):GOTO 1130
1110 LOCATE cel,25:PRINT " "
1120 te=0:RETURN
1130 rs=1:BORDER 12:nv=nv-1:SOUND 1,1000,30
,7,0,0,20:IF nv<1 THEN ENT 2,150,1,1:SOUND
1,500,200,7,0,2 ELSE 1210
1140 ms=MAX(ms,sc)
1150 FOR q=0 TO 2000:NEXT
1160 PEN 1:CLS:BORDER 1:INK 1,24:LOCATE 2,1
0:PRINT "SCORE :";sc
1170 LOCATE 3,24:PRINT "Appuyez sur Z."
1180 IF UPPER$(INKEY$)<>"Z" THEN 1180 ELSE
rs=0:MODE 1:IF sc>sn(10) THEN GOSUB 1450 EL
SE GOSUB 1520
1190 GOSUB 40
1200 MODE 0:car=0:GOTO 220
1210 LOCATE 1,25:PRINT STRING$(19," "):te=0
:GOTO 240
1220 BORDER 5,3
1230 PEN 2:INK 2,1
1240 ENT 3,50,-5,1,50,5,1:SOUND 1,300,100,5
,0,3:FOR q=1 TO 41
1250 READ d,f,l,ch
1260 FOR w=d TO f:LOCATE w,1:PRINT CHR$(ch)
:NEXT w:NEXT q
1270 INK 8,1:INK 12,1:INK 10,1:INK 11,1:INK

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2,20:INK 15,1
1280 DATA 8,13,12,199,7,7,13,42,8,11,13,135
,9,9,13,131,10,10,13,139,12,12,13,131,13,13
,13,139,7,7,14,42,8,11,14,133,9,9,14,230,10
,10,14,138,12,12,14,230,13,13,14,138,14,14,
13,42,7,7,15,42,8,11,15,141,9,9,15,140,10,1
0,15,142,12,12,15,140,13,13,15,142
1290 DATA 14,14,15,42,7,14,16,143,6,6,17,21
4,7,13,17,212,8,9,17,213,11,11,17,213,14,14
,17,213,15,15,17,215,6,6,18,143,10,10,18,14
7,11,11,18,153,15,15,18,143,6,6,19,213,7,13
,19,215,8,8,19,214,10,10,19,214,12,12,19,21
4,14,14,19,214,15,15,19,212,7,14,20,200
1300 DATA 14,14,14,42
1310 FOR q=1 TO 5:ENT 3,50,-5,1,50,5,1:SOUN
D 1,300,100,5,0,3:NEXT
1320 FOR q=0 TO 1000:NEXT
1330 RESTORE
1340 cc1=(c-3)*32-14:cc2=(c+4)*32-14
1350 FOR co=262 TO 280:PLOT co,182,7:DRAW c
c1,6,7:NEXT
1360 FOR co=360 TO 378:PLOT co,182,7:DRAW c
c2,6,7:NEXT
1370 FOR q=1 TO 15:PLOT cc1,6,9:DRAW (c+1)*
32-14,1+INT(RND*35),9:DRAW cc2,6,9:NEXT
1380 FOR q=0 TO 1000:NEXT
1390 CLS:INK 8,10:INK 12,18:INK 10,14:INK 1
1,16:INK 9,12:INK 1,24:INK 15,16,11:PEN 1:B
ORDER 1
1400 rs=1:nv=nv-2:IF nv<1 THEN 1140
1410 GOTO 240
1420 kk=kk+1:IF kk<>3 THEN RETURN
1430 nv=nv+1:PEN 2:LOCATE 19-nv,2:PRINT " "
;STRING$(nv,"[")
1440 kk=0:RETURN
1450 REM CLASSEMENT
1460 BORDER 1:MODE 1:PEN 1:PRINT "Vous avez
effectue l'un des dix meilleurs sc
ores.":PRINT:PRINT "Entrez votre nom
(Maximum: 10 lettres)":PRINT:INPUT nom$
1470 CLS
1480 FOR x=1 TO 10:IF sc>sn(x) THEN 1490 EL
SE NEXT x
1490 IF x=10 THEN 1510
1500 FOR qw=9 TO x STEP -1:sn(qw+1)=sn(qw):
nom$(qw+1)=nom$(qw):NEXT qw
1510 sn(x)=sc:nom$(x)=UPPER$(LEFT$(nom$,10)
)
1520 LOCATE 15,2:PRINT "CLASSEMENT"
1530 FOR lig=4 TO 22 STEP 2:LOCATE 2,lig:PR
INT (lig-2)/2;" " ;nom$((lig-2)/2);STRING
$(18-LEN(nom$((lig-2)/2)),".");sn((lig-2)/2
):NEXT lig
1540 PEN 2:LOCATE 12,25:PRINT "Appuyez sur
X"
1550 IF UPPER$(INKEY$)<>"X" THEN 1550
1560 CLS:RETURN

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