

TRONNY

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60 DIM tb(40,25)
70 GOSUB 1040
80 ds=INKEY$
90 SOUND 1,426,10,6:SOUND 1,506,10,6
100 hb=(ds="L")-(ds="*")+ (ds="I")
110 vb=(ds="P")-(ds=".")+ (ds="o")
120 ha=(ds="A")-(ds="S")+ (ds="*")-(ds="g")
130 va=(ds="M")-(ds="I")+ (ds="w")-(ds="z")
140 IF ha <> 0 THEN h1=ha:vl=0
150 IF va <> 0 THEN v1=va:h1=0
160 IF hb <> 0 THEN h2=hb:v2=0
170 IF vb <> 0 THEN v2=vb:h2=0
180 IF TE<0 THEN TE=1
190 IF bo2=1 THEN SZ0
200 x1=x1+h1
210 y1=y1+v1
220 IF tb(x1,y1)=1 THEN FX=X1:FY=Y1:GOTO 520
230 IF tb(x1,y1)=2 THEN f1=f1+10:te=te-40
240 IF tb(x1,y1)=3 THEN bon=1:f1=f1+10
250 LOCATE x1,y1
260 PEN 1
270 chan#nr$:nr$=nr2$:nr2$=chan$:PRINT nr$:
280 tb(x1,y1)=1:cov1=x1:cov1=y1
290 IF bon>0 THEN bon=bon+1
300 IF bon<36 AND bon<0 THEN AZ0
310 BO=0
320 x2=x2+h2
330 IF tb(abc2,ord2)=3 THEN PEN 3:LOCATE abc
sc2,ord2:PRINT CHR$(238)
340 y2=y2+v2
350 IF tb(x2,y2)=1 THEN FX=X2:FY=Y2:GOTO 580
360 IF tb(x2,y2)=2 THEN f2=f2+10:te=te-40
370 IF tb(x2,y2)=3 THEN bon=1:bo2=1:f2=f2+10
380 LOCATE x2,y2
390 PEN 0
400 PRINT nr2$:
410 tb(x2,y2)=1:cov2=x2:cov2=y2
420 IF bon>0 THEN bon=bon+1
430 IF BO=35 THEN BO2=0
440 FOR i=1 TO INT (te/2):NEXT i
450 IF tb(abc2,ord2)=3 THEN PEN 1:LOCATE abc
sc2,ord2:PRINT CHR$(238)
460 FOR i=1 TO INT (te/2):NEXT i
470 IF bo2=1 THEN SZ0
480 PEN 3:LOCATE cov1,cov1:PRINT no$
490 IF bon<36 AND bon>0 THEN SZ0
500 PEN 3:LOCATE cov2,cov2:PRINT no2$
510 GOTO 80
520 f2=f2+25
530 IF f2>500 THEN 640
540 GOSUB 890
550 IF INKEY$<" * " THEN SZ50
560 GOSUB 1110
570 GOSUB 80
580 f1=f1+25
590 IF f1>500 THEN 730
600 GOSUB 890
610 IF INKEY$<" * " THEN 610
620 GOSUB 1110
630 GOTO 80
640 CLS
650 INK 3,6,2:PEN 3:LOCATE 18,2
660 PRINT CHR$(211);CHR$(204);CHR$(201);CHR$
(212);CHR$(212);CHR$(215)
670 PEN 1
680 LOCATE 11,7
690 PRINT "LE JOUEUR DROIT GAGNE";
700 LOCATE 16,12
710 PRINT f2;"A";f1;
720 GOTO 810
730 CLS
740 INK 3,6,2:PEN 3:LOCATE 18,2
750 PRINT CHR$(211);CHR$(204);CHR$(201);CHR$
(212);CHR$(212);CHR$(215)
760 PEN 1
770 LOCATE 11,7

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Deux soldats, chargés l'un de grenades, l'autre de bâtons de dynamite, s'affrontent sur un terrain clos par des barbelés électrifiés. Des bouteilles, disséminées ici et là, permettent aux combattants de prendre des forces et d'accélérer le pas. En outre, un repas (couverts clignotants) permet à son consommateur d'immobiliser son adversaire pendant un certain laps de temps.

Le but du jeu consiste à pousser l'adversaire vers les grenades, la dynamite ou la clôture, ceci tout en absorbant le plus de bouteilles possible.

Une bouteille ou un repas valent 10 points, et 25 points sont attribués au gagnant de chaque manche.

Les déplacements se font par les touches suivantes (selon leur disposition sur le clavier) :

Joueur 1 : W - A - S - Z

Joueur 2 : P - L - - - »

Good Leuc et Allez Louya, Brozeur ! ■

Xavier BONNAUD

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780 PRINT "LE JOUEUR GAUCHE GAGNE";
790 LOCATE 16,12
800 PRINT f1;"A";f2;
810 LOCATE 12,17
820 PRINT "VOULEZ-VOUS REJOUER?";
830 ds=INKEY$
840 IF ds="*" THEN 830
850 IF ds="o" OR ds="O" THEN RUN
860 IF ds="n" OR ds="N" THEN 880
870 GOTO 830
880 CLS:END
890 SOUND 7,0,3,6,,15:SOUND 7,100,3,5:SOUND
7,0,-1,6,2,,5
900 FOR F1= 1 TO 4
910 INK 1,6,2:PEN 1
920 LOCATE FX,FY:PRINT CHR$(144)
930 FOR I=1 TO 200:NEXT I
940 LOCATE FX,FY:PRINT CHR$(239)
950 FOR I= 1 TO 200:NEXT I: NEXT F1
960 INK 1,16:LOCATE FX,FY:PRINT CHR$(245):LO
CATE FX,FY+1:PRINT CHR$(246)
970 RESTORE 1020:FOR i=1 TO 11
980 READ freq,dur,esp

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990 SOUND 1,freq,dur,7
1000 FOR te=1 TO esp:NEXT te
1010 NEXT i
1020 DATA 426,40,700,426,50,500,426,30,300,4
26,30,600,358,50,500,379,30,300,379,30,500,4
26,30,300,426,30,500,451,30,300,426,25,100
1030 RETURN
1040 GOSUB 1430
1050 CLS:INK 1,16
1060 INK 2,4
1070 INK 3,20
1080 INK 0,17
1090 PAPER 2
1100 BORDER 23
1110 ERASE tb
1120 DIM tb(40,25)
1130 CLS
1140 SYMBOL 255,24,24,60,60,60,60,60,60
1150 SYMBOL 252,0,0,66,255,36:SYMBOL 249,8,1
2,24,8,12,8,8
1160 ns=CHR$(252):no$=CHR$(254):nr$=CHR$(251)
1170 ns=CHR$(7):coup$=CHR$(255):NO2$=CHR$(25
3)
1180 nr2$=CHR$(250)
1190 PEN 1
1200 FOR xl=2 TO 39
1210 LOCATE xl,1:PRINT nr$:tb(xl,1)=1
1220 LOCATE xl,24:PRINT nr$:tb(xl,24)=1
1230 NEXT xl
1240 FOR yl=2 TO 23
1250 LOCATE 1,yl:PRINT CHR$(249):tb(1,yl)=1
1260 LOCATE 40,yl:PRINT CHR$(249):tb(40,yl)
=1
1270 NEXT yl
1280 LOCATE 1,1:PRINT CHR$(150):LOCATE 40,1:
PRINT CHR$(156)
1290 LOCATE 1,24:PRINT CHR$(147):LOCATE 40,2
4:PRINT CHR$(153)
1300 LOCATE 2,25:PEN 3
1310 PRINT J6$:f1;
1320 LOCATE 22,25:PEN 4
1330 PRINT J6$:f2:GOSUB 2190
1340 PEN 4: FOR zz=1 TO 10
1350 absC=INT(RND(1)*38+2):ord=INT(RND(1)*12+
2)
1360 tb(absC,ord)=2:LOCATE absC,ord:PRINT co
up$
1370 NEXT zz
1380 absC=INT(RND(1)*38+2):ord2=INT(RND(1)*
2+1)
1390 tb(absC2,ord2)=3:PEN 3:LOCATE absC2,ord
2:PRINT CHR$(238)
1400 xl=9:y1=12*z=32:y2=12*h1=1:vl=0:te=200
1410 h2=1-v2=0:s1=0:s2=0:RETURN
1420 REM --- PRESENTATION ---
1430 INK 0,17:PAPER 0:MODE 1:CLS
1440 SYMBOL AFTER 200
1450 SYMBOL 200,124,16,8,4,2,34,34,60
1460 SYMBOL 201,58,68,68,68,68,68,36,24
1470 SYMBOL 202,198,68,68,68,68,68,36,24
1480 SYMBOL 203,h1C,h2,h2,80,h1C,h2,h4,h4,h4,h
4,h38
1490 SYMBOL 253,32,16,8,28,28,28,28,28
1500 SYMBOL 245,24,24,126,126,24,24,24,24
1510 SYMBOL 251,56,56,144,124,18,40,27,136
1520 SYMBOL 204,126,34,36,60,40,40,37,98
1530 SYMBOL 205,28,34,34,64,78,68,72,56
1540 SYMBOL 206,6,9,9,18,30,34,34,195
1550 SYMBOL 207,28,34,34,32,64,64,100,24
1560 SYMBOL 208,17,17,34,62,68,68,136,200
1570 SYMBOL 209,60,18,17,33,33,33,162,124
1580 SYMBOL 238,170,171,251,35,34,34,34,35
1590 SYMBOL 239,153,90,36,195,195,36,90,153
1600 SYMBOL 210,8,0,8,8,16,16,16,12
1610 SYMBOL 211,255,153,16,16,16,16,28
1620 SYMBOL 250,56,56,58,18,124,144,40,36,34
1630 SYMBOL 212,17,26,26,44,44,66,68,196
1640 SYMBOL 215,17,18,34,60,4,68,68,56
1650 J6=CHR$(200)+CHR$(201)+CHR$(202)+CHR$(2
03)+CHR$(202)+CHR$(204):C6=CHR$(32)+CHR$(205
1)+CHR$(206)+CHR$(202)+CHR$(207)+CHR$(208)+CH
R$(203)+CHR$(32)+CHR$(58)
1660 J6$=J6+C6:CD6=CHR$(32)+CHR$(209)+CHR$(2
04)+CHR$(201)+CHR$(210)+CHR$(211)+CHR$(32)+C
HR$(58):J0$=J6+CD6
1670 W6=CHR$(213):w2$=CHR$(213)+CHR$(213):tr
6(1)=w2$+w2$+w2$+w2$+w2$+w2$+w2$+w2$+w2$+w2$
+w2$+w2$+w2$
1680 v6=CHR$(32):v2$=CHR$(253):tr6(2)=v6$+v6$
+w2$+* * * * *tr6(3)= * * * * *w2$+
v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+
v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+
v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$
1690 tr6(4)= * * * * *w2$+v6$+v6$+v6$+v6$+v6$+
v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+
v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$
1700 SYMBOL 213,170,85,170,85,170,85,170,85
1710 tr6(6)= * * * * *w2$+v6$+v6$+v6$+v6$+v6$+
v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+
v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$+v6$
1720 din$=CHR$(143)+CHR$(143)+CHR$(143)+CHR$(
143)+CHR$(143):INK 1,0
1730 PEN 1:FOR i=1 TO 7:LOCATE 7,i+6:PRINT t
r6(i):NEXT i
1740 pre$="MALEY CONFECTI0NSS"
1750 FOR i=1 TO LEN(pre$):LOCATE 12,15:PRINT
RIGHT$(pre$,i)
1760 SOUND 1,119,1,7:NEXT i
1770 pre$="Xavier Bonnaud - Jul.85"
1780 FOR i=1 TO LEN(pre$):LOCATE 8,16:PRINT
RIGHT$(pre$,i)
1790 SOUND 1,95,1,7:NEXT i
1800 SYMBOL 222,31,0,129,255,135,3,1,3
1810 SYMBOL 223,255,64,240,216,252,252,32,25
2
1820 SYMBOL 224,186,186,84,56,16,56,40,8
1830 SYMBOL 225,28,28,40,62,10,120,40,8
1840 SYMBOL 254,0,62,50,122,122,120,120,48
1850 SYMBOL 246,hFF,h81,hFF
1860 SYMBOL 226,56,56,16,124,146,40,40,40
1870 SYMBOL 227,255,2,15,27,63,63,4,63
1880 SYMBOL 228,248,0,129,255,225,192,128,19
2
1890 INK 3,24:PEN 3:LOCATE 33,15:PRINT CHR$(
254)
1900 hel$=CHR$(222)+CHR$(223):PEN 1
1910 FOR i=2 TO 36:LOCATE i,2:CALL hBD19:PRI
nt " *hel$:LOCATE i,3:CALL hBD19:PRINT " *
:CHR$(224)
1920 SOUND 1,4000,10,7,0,0,1:NEXT i
1930 SOUND 1,4000,50,7,0,0,1
1940 FOR i=2 TO 14:LOCATE 37,i-1:CALL hBD19:
PRINT " *LOCATE 37,i:CALL hBD19:PRINT hel$
:LOCATE 37,i:CALL hBD19:PRINT " *CHR$(224)
1950 SOUND 1,4000,10,7,0,0,1:NEXT i
1960 SOUND 1,4000,50,7,0,0,1
1970 LOCATE 38,15:PRINT CHR$(226)
1980 FOR i=13 TO 2 STEP -1:LOCATE 37,i+1:PRI
nt " *LOCATE 37,i+1:PRINT hel$
1990 SOUND 1,4000,10,7,0,0,1:NEXT i
2000 SOUND 1,4000,50,7,0,0,1
2010 FOR i=37 TO 38:LOCATE i,2:PRINT " *hel
$:
2020 SOUND 1,4000,15,7,0,0,1:NEXT i:LOCATE 3
9,2:PRINT " *CHR$(222)
2030 FOR i=1 TO 20:NEXT i:LOCATE 38,2:PRINT
" *
2040 FOR i=1 TO 700:NEXT i
2050 FOR i=38 TO 35 STEP -2:LOCATE i,15
2060 CALL hBD19:PRINT CHR$(251):" *SOUND 1,
0,3,7,0,0,1:FOR te=1 TO 80:NEXT te
2070 LOCATE i-1,15:CALL hBD19:PRINT CHR$(226
1):" *
2080 SOUND 1,0,3,6,0,0,4:FOR te=1 TO 80:NEXT
te:NEXT i
2090 LOCATE 34,15:PRINT CHR$(225):" *FOR te
=1 TO 80:NEXT te
2100 PEN 3:LOCATE 33,15:PRINT CHR$(254):FOR
te=1 TO 60:NEXT te
2110 FOR i=32 TO 29 STEP-1:LOCATE i,15
2120 CALL hBD19:PRINT CHR$(254):" *FOR te=
1 TO 60:NEXT te:NEXT i
2130 INK 3,6,2:PEN 3:LOCATE 29,15:PRINT CHR$(
239)
2140 SOUND 1,0,3,0,3,6,,15:SOUND 7,100,3,6:SOUN
D 7,0,-1,6,2,5
2150 FOR te=1 TO 1000:NEXT te
2160 LOCATE 29,15:PRINT " *
2170 FOR i=1 TO 2500:NEXT i
2180 RETURN
2190 HEL2$=CHR$(227)+CHR$(228)
2200 FOR i=0 TO 6:PEN 1:LOCATE 2+i,6:CALL h
BD19:PRINT " *HEL2$:
2210 LOCATE 2+1,7:CALL hBD19:PRINT " *CHR$(
224):" *PEN 0
2220 SOUND 1,4000,13,7,0,0,1:LOCATE 37-1,6:C
ALL hBD19:PRINT HEL2$:
2230 LOCATE 37-1,7:CALL hBD19:PRINT CHR$(224
1):NEXT i
2240 SOUND 1,4000,50,7,0,0,1
2250 FOR i=0 TO 5:PEN 1:LOCATE 9,5+i:PRINT "
*LOCATE 9,6+i
2260 CALL hBD19:PRINT HEL$:LOCATE 10,7+i:CAL
L hBD19:PRINT CHR$(224):PEN 0
2270 SOUND 1,4000,13,7,0,0,1:LOCATE 31,5+i:P
RINT " *
2280 LOCATE 31,6+i:CALL hBD19:PRINT HEL2$:LO
CATE 31,7+i:CALL hBD19:PRINT CHR$(224):NEXT
i
2290 SOUND 1,4000,50,7,0,0,1
2300 PEN 1:LOCATE 10,12:PRINT CHR$(226):PEN
0:LOCATE 31,12:PRINT CHR$(226)
2310 FOR i=5 TO 0 STEP-1:PEN 1:LOCATE 9,5+i:
2320 CALL hBD19:PRINT HEL$:LOCATE 9,6+i:PRIN
T " *PEN 0
2330 SOUND 1,4000,13,7,0,0,1:LOCATE 31,5+i:C
ALL hBD19:PRINT HEL2$:LOCATE 31,6+i:PRINT "
*:NEXT i
2340 SOUND 1,4000,50,7,0,0,1
2350 FOR i=1 TO 6:PEN 1:LOCATE 9-1,5:CALL h
BD19:PRINT HEL2$: "PEN 0:LOCATE 30+1,5:CALL
hBD19:PRINT " *HEL$:NEXT i
2360 FOR i=1 TO 20:NEXT i:LOCATE 37,5:PRINT
" *LOCATE 2,5:PRINT " *
2370 RETURN

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