

FLEURS

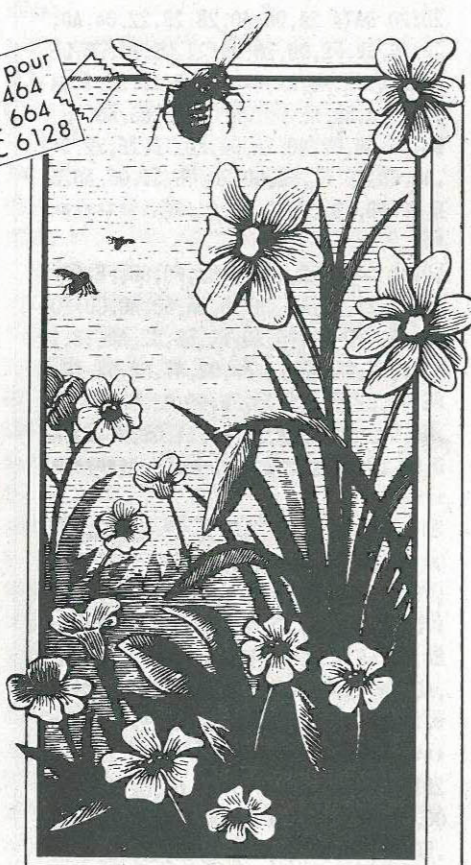
Henri BELHAIRE

Le programme Fleurs est un jeu de réflexion dans lequel l'ordinateur affiche 4 rangées contenant chacune une certaine quantité de fleurs. Il s'agit de cueillir à tour de rôle (vous jouez contre la machine) un nombre variable de fleurs dans une même rangée. Le gagnant est celui qui cueillera la ou les dernières fleurs. Il y a quatre niveaux de difficulté, le niveau 1 est le plus facile alors que le niveau 4 vous donnera du fil à retordre.

Avant de lancer le premier listing, il faut tout d'abord démarrer par RUN «FLEURA» (2nd listing). Ce dernier va créer un fichier FLEUR 1 DIN. Le jeu se lance grâce à RUN «FLEUR».

FLEUR.BAS

Valable pour
CPC 464
CPC 664
CPC 6128



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10 'JEU DE FLEURS >LA
20 'PROGRAMME --FLEUR.BAS-- >LB
30 'BELHAIRE Henri --- Fevrier 1988 >LC
---
40 'creer le programme FLEUR1.BIN a >LD
vec
50 'le programme FLEURA.BAS avant d >LE
e
60 'lancer ce programme... >LF
1000 'PRESENTATION DU JEU >XD
1010 MODE 0:BORDER 0:INK 0,13:INK 1 >DQ
,0:INK 2,3:INK 3,6:INK 4,9:INK 5,12
:INK 6,15:INK 7,16:INK 8,2:INK 9,24
:INK 10,22:PAPER 0:CLS >GD
1020 PLOT 10,10,1 >GD
1030 DRAWR 620,0:DRAWR 0,380:DRAWR >XV
-620,0:DRAWR 0,-380
1040 LOCATE 4,2:PEN 2:PRINT "BELHAI >CP
RE Henri":LOCATE 7,4:PRINT "PRESENT
E":
1050 FOR x=0 TO 360 STEP 4 >RE
1060 LET c=40*SIN(x):LET a=40 *COS >XL
(x):LET b=70 *SIN(x)
1070 PLOT 320,140:DRAWR a,b,2 >WZ
1080 PLOT 320,260:DRAWR a,b,10 >XD
1090 PLOT 260,200:DRAWR b,a,3 >WC
1100 PLOT 380,200:DRAWR b,a,8 >WC
1110 PLOT 370,250:DRAWR c,a,5 >WF
1120 PLOT 270,250:DRAWR c,a,6 >WG
1130 PLOT 370,150:DRAWR c,a,7 >WJ
1140 PLOT 270,150:DRAWR c,a,4 >WF
1150 NEXT x >WH
1160 FOR x=0 TO 360 STEP 2 >RE
1170 LET a=70 *COS(x):LET b=50 *SIN >EV
(x)
    
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2020 SYMBOL 242,&99,&5A,&3C,&FF,&FF >WH
,&3C,&5A,&99:LET A=CHR$(242)+CHR$(
32)
2030 SYMBOL 243,&18,&18,&18,&18 >UF
,&18,&5A,&5A:LET B=CHR$(243)+CHR$(
32)
2040 SYMBOL 244,&5A,&7E,&3C,&BD,&FF >WF
,&FF,&7E,&3C:LET C=CHR$(244)+CHR$(
32)
2050 MODE 1:LOCATE 9,2:PEN 2:PRINT >EH
"**** JEU DE FLEURS ****"
2060 LOCATE 4,4:PEN 1:PRINT"Le JEU >YW
DE FLEURS est une variante du"
2070 LOCATE 2,5:PRINT"jeu de MARIEN >VW
BAD,l'ordinateur choisit"
2080 LOCATE 2,6:PRINT"au hasard 4 r' >RX
angees d'une certaine "
2090 LOCATE 2,7:PRINT"quantite de f >UY
leurs."
2100 LOCATE 4,8:PRINT"A tour de rol >VN
e,il s'agira de cueillir"
2110 LOCATE 2,9:PRINT"des fleurs,ma >ZT
is attention dans la meme"
2120 LOCATE 2,10:PRINT"rangee." >CC
2130 LOCATE 4,11:PRINT"Le gagnant e >TA
st celui qui cueillera"
2140 LOCATE 2,12:PRINT"la ou les de >GP
rnieres fleurs."
2150 LOCATE 4,13:PRINT"L'ordinateur >WQ
vous laisse le choix de"
2160 LOCATE 2,14:PRINT"commencer ou >JB
non la partie..."
2170 LOCATE 4,15:PRINT"Vous pourrez >RY
choisir le niveau de"
2180 LOCATE 2,16:PRINT"difficulte e >DQ
ntre 1 et 4 ...."
2190 LOCATE 4,19:PRINT"BONNE CHANCE >KJ
CAR L'ORDINATEUR N'EST "
2200 LOCATE 6,20:PRINT" PAS UN ADVE >XU
    
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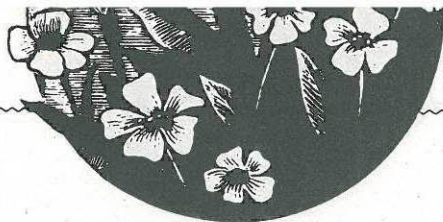
BSAIRE FACILE."
2210 LOCATE 9,22:PEN 2:PRINT"APPUYE >ZX
Z SUR UNE TOUCHE":LET Q=INKEY$:IF
Q$="" THEN GOTO 2210
2220 ENV 1,1,9,1,2,-1,2,7,-1,8 >VN
2230 ENV 2,3,2,1,1,1,1,1,0,8,5,-1,4 >FJ
,2,1,20
2240 ENV 3,1,7,4,7,-1,20 >QQ
2250 ENT 6,1,0,14,1,1,7,2,-1,7,1,1, >AA
7
2260 MODE 1:INK 0,10: INK 1,6:INK 2 >JY
,9:INK 3,0
2270 WINDOW #1,2,39,21,24 >TC
2280 WINDOW #2,3,38,4,8 >QT
2290 WINDOW #3,3,38,8,12 >RN
2300 WINDOW #4,3,38,12,16 >TA
2310 WINDOW #5,3,38,16,19 >TK
2320 'AFFICHAGE DU JEU >XK
2330 PLOT 10,10:DRAW 10,390:DRAW 63 >EY
0,390:DRAW 630,10:DRAW 10,10:PLOT 1
0,85:DRAW 630,85:PLOT 10,360:DRAW 6
30,360:
2340 PEN 1:LOCATE 9,2:PRINT "**** J >XQ
EU DE FLEURS ****"
2350 PEN 3:LOCATE 2,6:PRINT "A":LOC >GM
ATE 2,10:PRINT "B":LOCATE 2,14:PRIN
T "C":LOCATE 2,18:PRINT "D"
2360 LOCATE 39,6:PRINT "M" >UR
2370 LOCATE 39,8:PRINT "I" >UP
2380 LOCATE 39,10:PRINT "V" >VU
2390 LOCATE 39,12:PRINT "E" >VD
2400 LOCATE 39,14:PRINT "A" >VT
2410 LOCATE 39,16:PRINT "U" >VT
2420 CLS#1:LOCATE#1,1,2:INPUT #1,"C >XG
hoisissez votre niveau 1,2,3 ou 4 "
;n:IF n<1 OR n>4 THEN GOTO 2420
2430 LOCATE 38,19:PRINT N >UR
2440 PLOT 10,10:DRAW 10,390:DRAW 63 >EA
0,390:DRAW 630,10:DRAW 10,10:PLOT 1
0,85:DRAW 630,85:PLOT 10,360:DRAW 6
30,360:
2450 RANDOMIZE TIME >PM
2460 LET A=INT(N#4*RND)+1:POKE &6F0 >FL
0,A
2470 LET B=INT(N#4*RND)+1:POKE &6F0 >FQ
1,B
2480 LET C=INT(N#4*RND)+1:POKE &6F0 >FV
2,C
2490 LET D=INT(N#4*RND)+1:POKE &6F0 >FZ
3,D
2500 GOSUB 2570:GOSUB 2580:GOSUB 25 >QZ
90:GOSUB 2600
    
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2510 PAPER #1,2:CLS#1:LOCATE #1,10, >LX
2: PEN #1,3:PRINT #1,"VOULEZ VOUS C
OMMENCER ?...":LOCATE #1,14,3:PRINT
#1,"( Oui ou Non )"
2520 Q=INKEY$:IF Q$="" THEN GOTO 2 >DC
520
2530 IF Q$="O" OR Q$="o" THEN GOTO >DD
2610
2540 IF Q$="N" OR Q$="n" THEN GOTO >DC
2700
2550 GOTO 2520 >HJ
2560 'AFFICHAGE DES FLEURS >YF
2570 PAPER #2,0:CLS #2:LOCATE #2,2, >XL
2:FOR N=1 TO A:PEN #2,1:PRINT #2,A#
;NEXT:LOCATE #2,2,3:FOR N=1 TO A:P
EN #2,2:PRINT #2,B#;NEXT:LOCATE #2
,2,4:FOR N=1 TO A:PEN #2,2:PRINT #2
,C#;NEXT:RETURN
2580 PAPER #3,0:CLS #3:LOCATE #3,2, >XC
2:FOR N=1 TO B:PEN #3,1:PRINT #3,A#
;NEXT:LOCATE #3,2,3:FOR N=1 TO B:P
EN #3,2:PRINT #3,B#;NEXT:LOCATE #3
,2,4:FOR N=1 TO B:PEN #3,2:PRINT #3
,C#;NEXT:RETURN
2590 PAPER #4,0:CLS #4:LOCATE #4,2, >XU
2:FOR N=1 TO C:PEN #4,1:PRINT #4,A#
;NEXT:LOCATE #4,2,3:FOR N=1 TO C:P
EN #4,2:PRINT #4,B#;NEXT:LOCATE #4
,2,4:FOR N=1 TO C:PEN #4,2:PRINT #4
,C#;NEXT:RETURN
2600 PAPER #5,0:CLS #5:LOCATE #5,2, >XA
2:FOR N=1 TO D:PEN #5,1:PRINT #5,A#
;NEXT:LOCATE #5,2,3:FOR N=1 TO D:P
EN #5,2:PRINT #5,B#;NEXT:LOCATE #5
,2,4:FOR N=1 TO D:PEN #5,2:PRINT #5
,C#;NEXT:RETURN
2610 'VOTRE JEU >YB
2620 FOR n=1 TO 1000:NEXT >TP
2630 CLS#1:LOCATE #1,2,2:PEN #1,3:P >DB
RINT #1,"DANS QUELLE RANGEE PRENEZ
VOUS DES":LOCATE #1,5,3:PRINT#1,"FL
EURS ? (A ou B ou C ou D)"
2640 Q=INKEY$:IF Q$="" THEN GOTO 2 >EA
640
2650 IF Q$="A" OR Q$="a" GOTO 2870 >YL
2660 IF Q$="B" OR Q$="b" GOTO 2880 >YQ
2670 IF Q$="C" OR Q$="c" GOTO 2890 >YV
2680 IF Q$="D" OR Q$="d" GOTO 2900 >YP
2690 GOTO 2640 >NG
2700 'JEU DE L'ORDINATEUR >YB
2710 IF A<>0 THEN LET AA=INT (5*RN >MC
D)+1 ELSE AA=0
    
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2720 IF (A<>0 AND AA>A) THEN GOTO 2 >CH
710
2730 IF B<>0 THEN LET BB=INT (5*RN >PB
D)+1 ELSE BB=0
2740 IF (B<>0 AND BB>B) THEN GOTO 2 >CV
730
2750 IF C<>0 THEN LET CC=INT (5*RN >PJ
D)+1 ELSE CC=0
2760 IF (C<>0 AND CC>C) THEN GOTO 2 >CE
750
2770 IF D<>0 THEN LET DD=INT (5*RN >PR
D)+1 ELSE DD=0
2780 IF (D<>0 AND DD>D) THEN GOTO 2 >CN
770
2790 POKE &6F04,AA:POKE &6F05,BB:PO >EP
KE &6F06,CC:POKE &6F07,DD
2800 CALL &7000 >PJ
2810 LET W=PEEK (&6F00):LET X=PEEK >EK
(&6F01):LET Y=PEEK (&6F02):LET Z=PE
EK (&6F03)
2820 IF W<A THEN GOTO 2920 >UM
2830 IF X<B THEN GOTO 2930 >UR
2840 IF Y<C THEN GOTO 2940 >UW
2850 IF Z<D THEN GOTO 2950 >UA
2860 'ENLEVEMENT DE VOS FLEURS >YJ
2870 IF A=0 THEN GOTO 2630 ELSE CLS >XA
#1:LOCATE #1,2,2:PEN #1,3:INPUT #1,
"COMBIEN EN PRENEZ VOUS (+ENTER)";F
:IF (F<=0 OR F>A) THEN GOTO 2870 EL
SE LET A=A-F:PRINT CHR$(7);:POKE &6
F00,A:GOSUB 2570:GOTO 2970
2880 IF B=0 THEN GOTO 2630 ELSE CLS >XK
#1:LOCATE #1,2,2:PEN #1,3:INPUT #1,
"COMBIEN EN PRENEZ VOUS (+ENTER)";F
:IF (F<=0 OR F>B) THEN GOTO 2880 EL
SE LET B=B-F:PRINT CHR$(7);:POKE &6
F01,B:GOSUB 2580:GOTO 2970
2890 IF C=0 THEN GOTO 2630 ELSE CLS >XV
#1:LOCATE #1,2,2:PEN #1,3:INPUT #1,
"COMBIEN EN PRENEZ VOUS (+ENTER)";F
:IF (F<=0 OR F>C) THEN GOTO 2890 EL
SE LET C=C-F:PRINT CHR$(7);:POKE &6
F02,C:GOSUB 2590:GOTO 2970
2900 IF D=0 THEN GOTO 2630 ELSE CLS >XA
#1:LOCATE #1,2,2:PEN #1,3:INPUT #1,
"COMBIEN EN PRENEZ VOUS (+ENTER)";F
:IF (F<=0 OR F>D) THEN GOTO 2900 EL
SE LET D=D-F:PRINT CHR$(7);:POKE &6
F03,D:GOSUB 2600:GOTO 2970
2910 'ENLEVEMENT DES FLEURS DE L'OR >YE
DINATEUR
2920 PAPER #1,2:CLS#1:LOCATE #1,10, >LQ
    
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FLEURA

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2: PEN #1,3:PRINT #1,"J'EN PRENDS "
;A-W:LOCATE #1,14,3:PRINT #1,"DANS
LA RANGEE ..A..":GOSUB 3050:LET A=W
:POKE &6F00,A:GOSUB 2570:GOTO 2980
2930 PAPER #1,2:CLS#1:LOCATE #1,10, >LA
2: PEN #1,3:PRINT #1,"J'EN PRENDS "
;B-X:LOCATE #1,14,3:PRINT #1,"DANS
LA RANGEE ..B..":GOSUB 3050:LET B=X
:POKE &6F01,B:GOSUB 2580:GOTO 2980
2940 PAPER #1,2:CLS#1:LOCATE #1,10, >LK
2: PEN #1,3:PRINT #1,"J'EN PRENDS "
;C-Y:LOCATE #1,14,3:PRINT #1,"DANS
LA RANGEE ..C..":GOSUB 3050:LET C=Y
:POKE &6F02,C:GOSUB 2590:GOTO 2980
2950 PAPER #1,2:CLS#1:LOCATE #1,10, >LK
2: PEN #1,3:PRINT #1,"J'EN PRENDS "
;D-Z:LOCATE #1,14,3:PRINT #1,"DANS
LA RANGEE ..D..":GOSUB 3050:LET D=Z
:POKE &6F03,D:GOSUB 2600:GOTO 2980
2960 ' >YK
2970 IF (A=0 AND B=0 AND C=0 AND D= >GK
0) THEN GOTO 2990 ELSE GOTO 2700
2980 IF (A=0 AND B=0 AND C=0 AND D= >GV
0) THEN GOTO 3020 ELSE GOTO 2610
2990 'VOUS AVEZ GAGNE >ZC
3000 FOR N=1 TO 1000:NEXT:FOR N=5 T >ZZ
O 1 STEP -1:CLS #N:LOCATE #N,8,2:PE
N#N,1:PRINT#N,"BRAVO VOUS AVEZ GAGN
E":SOUND 1,N#100,100,5:NEXT
3010 GOTO 3060 >MA
3020 'L'ORDINATEUR A GAGNE >XH
3030 FOR N=1 TO 1000:NEXT:FOR N=1 T >QJ
O 5 :CLS #N:LOCATE #N,7,2:PEN#N,1:P
RINT#N,"DOMMAGE VOUS AVEZ PERDU":SO
UND 1,N#100,100,5:NEXT
3040 GOTO 3060 >MD
3050 N=40:SOUND 1,N#10,40,7,1,6:SOU >QM
ND 2,N#20,80,7,2,6:SOUND 3,N#5,20,7
,3,6:FOR N= 1 TO 1000:NEXT:RETURN
3060 FOR N=1 TO 5000:NEXT:PAPER #1, >GQ
1:CLS#1:LOCATE #1,4,3:PEN#1,3:PRINT
#1,"UNE AUTRE PARTIE (Oui ou Non)..
.?
3070 Q$=INKEY$:IF Q$="" THEN GOTO 3 >DE
070
3080 IF Q$="O" OR Q$="o" THEN GOTO >DC
2320
3090 IF Q$="N" OR Q$="n" THEN GOTO >DY
3100
3100 MODE 0:INK 1,2,3:FOR N=1 TO 10 >DR
000:LOCATE 5,10:PRINT "AU REVOIR":N
EXT:END

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10 A=&7000:F=&7009:L=100:WHILE A<=F
:FOR A=A TO A+15:READ C$:K=VAL("&"+
C$):S=S+K+65536*(S+K>32767):IF A<=F
THEN POKE A,K
20 NEXT:READ D$:T=VAL("&"+D$):IF T<
>S THEN PRINT CHR$(7):"Erreur ligne
":L:END ELSE L=L+5:WEND
100 DATA 21,00,6F,46,21,01,6F,4E,21
,02,6F,56,21,03,6F,5E,038E
105 DATA 00,3E,00,A8,A9,AA,AB,00,FE
,00,00,CA,22,70,C4,64,09F4
110 DATA 70,C9,3E,00,B8,CA,34,70,78
,21,04,6F,86,21,00,6F,0FC3
115 DATA 77,C3,21,70,B9,CA,44,70,79
,21,05,6F,96,21,01,6F,15FA
120 DATA 77,C3,21,70,BA,CA,54,70,7A
,21,06,6F,96,21,02,6F,1C45
125 DATA 77,C3,21,70,BB,CA,61,70,7B
,21,07,6F,96,21,03,6F,22A1
130 DATA 77,C3,21,70,3E,00,A8,A9,AA
,AB,FE,00,C2,74,70,78,2A6C
135 DATA 32,00,6F,C9,3E,00,B8,CA,7E
,70,05,C3,64,70,3E,00,305E
140 DATA 21,00,6F,46,A8,A9,AA,AB,FE
,00,C2,92,70,79,32,01,3748
145 DATA 6F,C9,3E,00,B9,CA,9C,70,0D
,C3,7E,70,3E,00,21,01,3D6B
150 DATA 6F,4E,A8,A9,AA,AB,FE,00,C2
,B0,70,7A,32,02,6F,C9,4594
155 DATA 3E,00,BA,CA,BA,70,15,C3,9C
,70,3E,00,21,02,6F,56,488A
160 DATA A8,A9,AA,AB,FE,00,C2,CE,70
,7B,32,03,6F,C9,3E,00,5354
165 DATA BB,CA,D8,70,1D,C3,BA,70,C9
,00,00,00,00,00,00,00,58F4
170 SAVE "FLEUR1.BIN".B,&7000,&D9

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