

```

100 REM *****
110 REM *
120 REM * +-----+
130 REM * ! AMSTRAD CPC 464 !
140 REM * +-----+
150 REM *
160 REM * PYRAMIDE DE CHEOPS *
170 REM * ----- *
180 REM * Jean-Jacques Cortes *
190 REM *
200 REM *
220 REM *
230 REM *****
240 REM
250 REM
260 REM
270 MODE 1:INK 1,26:INK 2,23:INK 3
,24:BORDER 9:WINDOW#1,1,40,1,25:PA
PER #1,2:CLS#1:WINDOW#0,1,40,14,25
:PAPER 3:CLS
280 FOR INC=0 TO 400 STEP 100:X=0:
FOR Y=192 TO 202:MOVE X+INC,Y:DRAW
R 200-(2*X),0,3:X=X+10:NEXT Y:NEXT
INC
290 GOSUB 4970
300 X=180:Z=0:FOR Y=100 TO 300:MOV
E X-Z,Y:DRAW 400+2*X,0,1:DRAW 50
+(0,2*X),10+(0,1*X):Z=Z-1:NEXT Y
310 MOVE 180,100:DRAW 400,0,0:DR
AW -200,204:DRAW -200,-204:MOVE 5
80,100:DRAW 50,10:DRAW 380,304
320 R=30:XA=90:YA=340:Z=R^2:FOR IN
CX=-R TO R STEP 2:INCY=SQR(Z-(INCX
^2)):PLOT XA+INCX,YA+INCY,3:DRAW X
A+INCX,YA-INCY,3:NEXT
330 PRINT CHR$(22)+CHR$(1):LOCATE
18,1:PEN 2:PRINT CHR$(129);CHR$(13
0);CHR$(133);CHR$(134);CHR$(137);C
HR$(138);CHR$(129);CHR$(130);CHR$(
141);CHR$(142);CHR$(145);CHR$(146)
;CHR$(137);CHR$(149);CHR$(151);CHR
$(152)
340 LOCATE 18,2:PRINT CHR$(131);CH
R$(132);CHR$(135);CHR$(136);CHR$(1
39);CHR$(128);CHR$(131);CHR$(132);
CHR$(143);CHR$(144);CHR$(147);CHR$(
148);CHR$(139);CHR$(150);CHR$(153
);CHR$(154)
350 PEN 0:LOCATE 22,4:PRINT "Presen
te":PRINT CHR$(22)+CHR$(0)
360 PEN 0:LOCATE 6,8:PRINT "La Pyra
mide de Cheops"
370 LOCATE 4,10:PRINT "Par J-J Cort
es,":CHR$(164);" Juillet 1986"
380 GOSUB 4430:REM ==> VERS LA MU
SIQUE D'INTRODUCTION
390 REM
400 REM *** REGLES DU JEU ***
410 REM
420 GOSUB 3800:REM ==> VERS LA RE
DEFINITION DES CARACTERES
430 MODE 1:INK 0,0:INK 1,2:INK 2,6
:INK 3,24:PAPER 0:PEN 1:BORDER 0:P
APER#1,0:PEN#1,1:PAPER#2,0:PEN#2,1
:WINDOW#0,5,36,1,25:WINDOW#1,1,4,1
,25:WINDOW#2,37,40,1,25:CLS:CLS#1
:CLS#2
440 LOCATE#1,2,2:PEN#1,2:PRINT#1,C
HR$(202):LOCATE#1,2,3:PEN#1,3:PRIN
T#1,CHR$(214):LOCATE#1,2,5:PRINT#1
,CHR$(212);CHR$(213):LOCATE#1,2,8:
PEN#1,1:PRINT#1,CHR$(217);CHR$(217
):LOCATE#1,2,12:PEN#1,2:PRINT#1,CH
R$(215):LOCATE#1,2,13:PRINT#1,CHR$(
216)
450 LOCATE#1,2,16:PEN#1,2:PRINT#1,
CHR$(202):LOCATE#1,2,17:PEN#1,3:PR
INT#1,CHR$(214):LOCATE#1,2,20:PRIN
T#1,CHR$(217);CHR$(217):LOCATE#1,2
,22:PEN#1,1:PRINT#1,CHR$(212);CHR$(
213):LOCATE#1,2,24:PEN#1,2:PRINT#
1,CHR$(215):LOCATE#1,2,25:PRINT#1,
CHR$(216)
460 LOCATE#2,2,2:PEN#2,2:PRINT#2,C
HR$(202):LOCATE#2,2,3:PEN#2,3:PRIN
T#2,CHR$(214):LOCATE#2,2,5:PRINT#2
,CHR$(212);CHR$(213):LOCATE#2,2,8:
PEN#2,1:PRINT#2,CHR$(217);CHR$(217
):LOCATE#2,2,12:PEN#2,2:PRINT#2,CH
R$(215):LOCATE#2,2,13:PRINT#2,CHR$(
216)
470 LOCATE#2,2,16:PEN#2,2:PRINT#2,
CHR$(202):LOCATE#2,2,17:PEN#2,3:PR
INT#2,CHR$(214):LOCATE#2,2,20:PRIN
T#2,CHR$(217);CHR$(217):LOCATE#2,2
,22:PEN#2,1:PRINT#2,CHR$(212);CHR$(
213):LOCATE#2,2,24:PEN#2,2:PRINT#
2,CHR$(215):LOCATE#2,2,25:PRINT#2,
CHR$(216)
480 LOCATE 6,1:PRINT "LA PYRAMIDE D
E CHEOPS":LOCATE 6,2:PRINT STRING$(
21,"-")
490 LOCATE 1,5:PEN 2:PRINT "Vous et
es volontaire Pour entrer":PEN 3:P
RINT "dans la Pyramide de Cheops,et
y " :PEN 1:PRINT "trouver un masque
cache dans la " :PEN 2:PRINT "chamb
re royale,Puis bien sur, " :PEN 3
:PRINT "sortir vivant avec le treso
r !"
500 PEN 1:PRINT "Afin de vous empec
her de voler " :PEN 2:PRINT "ce tre
sor,les architectes ont " :PEN 3:
PRINT "Place des Pieges sur l'ensem
ble " :PEN 1:PRINT "du chemin qui me
ne a la chambre " :PEN 2:PRINT "roya
le et donc au tresor..."
510 LOCATE 12,25:PEN 1:PRINT "<ESPA
CE>":WHILE INKEY$="" :WEND
520 CLS:INK 0,0:INK 1,2:INK 2,6:IN
K 3,24:PEN 1:LOCATE 6,1:PRINT "LA P
YRAMIDE DE CHEOPS":LOCATE 6,2:PRIN

```

```

T STRING$(21,"-")
530 LOCATE 1,4:PEN 2:PRINT "Voici l
es Personna9es ou objets " :PEN 3:P
RINT "que vous Pourrez rencontrer :
"
540 LOCATE 7,8:PEN 3:PRINT CHR$(21
8):LOCATE 7,9:PEN 2:PRINT CHR$(219
):LOCATE 7,10:PEN 1:PRINT CHR$(220
):LOCATE 7,11:PRINT CHR$(221):LOCA
TE 1,13:PRINT "La statue du Pharaon
" :PEN 2:LOCATE 1,14:PRINT "Signal d
e mort Prochaine"
550 LOCATE 23,8:PEN 3:PRINT CHR$(2
22):LOCATE 18,10:PEN 1:PRINT "Le sc
orpion":PEN 2:LOCATE 16,11:PRINT "-
100 Pts de vie"
560 LOCATE 4,19:PEN 3:PRINT CHR$(2
23):CHR$(224):PEN 1:LOCATE 1,21:PR
INT "Un Panier":PEN 2:LOCATE 1,22:P
RINT "+XX Pts de vie"
570 PEN 3:LOCATE 15,15:PRINT CHR$(
247):LOCATE 15,16:PRINT CHR$(248):
PEN 1:LOCATE 7,18:PRINT "Un sac de
Pieces":PEN 2:LOCATE 7,19:PRINT "+X
X Pts au score"
580 PEN 3:LOCATE 25,17:PRINT CHR$(
225):LOCATE 25,18:PRINT CHR$(226):
LOCATE 25,19:PRINT CHR$(227):PEN 1
:LOCATE 20,21:PRINT "Le serPent":PE
N 2:LOCATE 17,22:PRINT "Mort immedi
ate"
590 LOCATE 12,25:PEN 1:PRINT "<ESPA
CE>":WHILE INKEY$="" :WEND
600 CLS:PEN 1:LOCATE 6,1:PRINT "LA
PYRAMIDE DE CHEOPS":LOCATE 6,2:PRI
NT STRING$(21,"-")
610 LOCATE 1,5:PEN 2:PRINT "Voici l
es ordres que vous devez utiliser :
"
620 PEN 1:LOCATE 1,8:PRINT "Verbes
de mouvement " :PEN 2:LOCATE 1,9:P
RINT STRING$(21,"-")
630 PEN 3:LOCATE 1,10:PRINT "AV : A
vancer DR : Droite":PEN 1:PRINT "
GA : Gauche SA : Sauter"
640 PEN 3:LOCATE 1,13:PRINT "Verbes
de chan9. de Position " :PEN 2:LO
CATE 1,14:PRINT STRING$(30,"-")
650 PEN 1:LOCATE 1,15:PRINT "DT : D
emi-tour":PEN 3:PRINT "QG : Quart d
e tour droite":PEN 1:PRINT "QG : Qu
art de tour gauche"
660 PEN 3:LOCATE 1,19:PRINT "Verbes
de Prise d'objets " :PEN 2:LOCATE
1,20:PRINT STRING$(26,"-")
670 PEN 1:LOCATE 1,21:PRINT "PM : P
rendre le masque":PEN 3:PRINT "PP :
Prendre un Panier":PEN 1:PRINT "PS
: Prendre un sac de Pieces"
680 LOCATE 12,25:PEN 3:PRINT "<ESPA
CE>":WHILE INKEY$="" :WEND
690 MODE 1:INK 1,26:INK 2,23:INK 3
,24:BORDER 9:WINDOW#1,1,40,1,25:PA
PER #1,2:CLS#1:WINDOW#0,1,40,14,25
:PAPER 3:CLS
700 FOR INC=0 TO 400 STEP 100:X=0:
FOR Y=192 TO 202:MOVE X+INC,Y:DRAW
R 200-(2*X),0,3:X=X+10:NEXT Y:NEXT
INC
710 X=180:Z=0:FOR Y=100 TO 300:MOV
E X-Z,Y:DRAW 400+2*X,0,1:DRAW 50
+(0,2*X),10+(0,1*X):Z=Z-1:NEXT Y
720 MOVE 180,100:DRAW 400,0,0:DR
AW -200,204:DRAW -200,-204:MOVE 5
80,100:DRAW 50,10:DRAW 380,304:FO
R Y=100 TO 140:MOVE 360,Y:DRAW 40
,0,0:NEXT Y:DRAW 10,5:DRAW 400,10
,0:MOVE 360,140:DRAW 10,5:DRAW 40
,0
730 PEN 0:LOCATE 1,8:PRINT "Vous et
es devant l'entree de la Pyramide"
:LOCATE 1,9:INPUT "Y entrez-vous (0
/N) " :REP$:REP$=UPPER$(LEFT$(REP$,
1)):IF REP$="N" THEN PRINT "Vous n'
etes qu'un Peureux,au revoir !..":
END:ELSE IF REP$="0" THEN END
740 LOCATE 1,10:PRINT "C'est de la
folie mais vous avez raison!"
750 REM
760 REM * CREATION DU TERRAIN *
770 REM
780 DIM SA(100),PO(100,3),PH$(7)
790 RESTORE 2640:FOR INC=1 TO 100:
READ SA(INC):READ PO(INC,0):READ P
O(INC,2):READ PO(INC,1):READ PO(IN
C,3):NEXT INC:RESTORE 3690:FOR INC
=0 TO 7:READ PH$(INC):NEXT INC
800 PV=1000:SC=0:PS=96:DR$="NORD":
VU=0:RANDOMIZE TIME)
810 REM
820 REM ** DEBUT DE LA PARTIE **
830 REM
840 TSTG=0:WHILE TSTG=0
850 GOSUB 1860:==> DESSIN PIECE
860 GOSUB 2410:==> RENCONTRE
870 TST=0:WHILE TST=0:GOSUB 2340:G
OSUB 2580:WEND:ENTREE COMMANDE
880 COMM=VAL(MID$(COMMANDE$,3))
890 ON COMM GOSUB 940,1070,1190,12
70,1390,1460,1520,1580,1660,1740
900 WEND
910 REM
920 ' * SP COMMANDE AV(ANCE) *
930 REM
940 IF DR$="NORD" THEN VU=0 ELSE I
F DR$="SUD" THEN VU=2 ELSE IF DR$=
"EST" THEN VU=1 ELSE IF DR$="OUEST
" THEN VU=3
950 IF SA(PS)=3 THEN GOSUB 4200:RE
M ==> S/P CHUTE DANS LA FOSSE
960 IF PO(PS,VU)=0 THEN LOCATE#1,1
,4:PEN#1,3:PRINT#1,"Desole,il n'y

```

```

a Pas de Porte devant vous":FOR TE
MPS=1 TO 500:NEXT:RETURN
970 IF PO(PS,VU)=1 AND VU=0 THEN P
S=PS-10:RETURN
980 IF PO(PS,VU)=1 AND VU=1 THEN P
S=PS+1:RETURN
990 IF PO(PS,VU)=1 AND VU=2 THEN P
S=PS+10:RETURN
1000 IF PO(PS,VU)=1 AND VU=3 THEN
PS=PS-1:RETURN
1010 IF PO(PS,VU)=2 THEN GOSUB 215
0:RETURN
1020 IF PO(PS,VU)=3 AND TRESOR=1 T
HEN GOSUB 4120:END:ELSE IF PO(PS,V
U)=3 AND TRESOR=0 THEN SOUND 1,428
,25,15:LOCATE#1,1,4:PEN#1,3:PRINT#
1,"Ne Partez Pas sans le masque!":
FOR TEMPS=1 TO 500:NEXT:RETURN
1030 RETURN
1040 REM
1050 ' * SP COMMANDE DR(OITE) *
1060 REM
1070 IF DR$="NORD" THEN VU=1:DR$="
EST":ELSE IF DR$="SUD" THEN VU=3:D
R$="OUEST":ELSE IF DR$="EST" THEN
VU=2:DR$="SUD":ELSE IF DR$="OUEST"
THEN VU=0:DR$="NORD"
1080 IF PO(PS,VU)=0 THEN LOCATE#1,
1,4:PEN#1,3:PRINT#1,"Desole,il n'y
a Pas de Porte a droite":FOR TEMP
S=1 TO 500:NEXT:RETURN
1090 IF PO(PS,VU)=1 AND VU=0 THEN
PS=PS-10:RETURN
1100 IF PO(PS,VU)=1 AND VU=1 THEN
PS=PS+1:RETURN
1110 IF PO(PS,VU)=1 AND VU=2 THEN
PS=PS+10:RETURN
1120 IF PO(PS,VU)=1 AND VU=3 THEN
PS=PS-1:RETURN
1130 IF PO(PS,VU)=2 THEN CLS:GOSUB
1870:LOCATE#1,33,1:PRINT#1,DR$:GO
SUB 2150:RETURN
1140 IF PO(PS,VU)=3 AND TRESOR=1 T
HEN GOSUB 4120:END:ELSE IF PO(PS,VU)=3
AND TRESOR=0 THEN SOUND 1,428,25,
15:LOCATE#1,1,4:PEN#1,3:PRINT#1,"N
e Partez Pas sans le masque!":FOR
TEMPS=1 TO 500:NEXT:RETURN
1150 RETURN
1160 REM
1170 ' * SP COMMANDE DT(DEMI-TOUR)
1180 REM
1190 IF DR$="NORD" THEN DR$="SUD":
RETURN
1200 IF DR$="SUD" THEN DR$="NORD":
RETURN
1210 IF DR$="EST" THEN DR$="OUEST"
:RETURN
1220 IF DR$="OUEST" THEN DR$="EST"
:RETURN
1230 RETURN
1240 REM
1250 ' * SP COMMANDE GA(UCHE) *
1260 REM
1270 IF DR$="NORD" THEN VU=3:DR$="
OUEST":ELSE IF DR$="SUD" THEN VU=1
:DR$="EST":ELSE IF DR$="EST" THEN
VU=0:DR$="NORD":ELSE IF DR$="OUEST
" THEN VU=2:DR$="SUD"
1280 IF PO(PS,VU)=0 THEN LOCATE#1,
1,4:PEN#1,3:PRINT#1,"Desole,il n'y
a Pas de Porte a gauche":FOR TEMP
S=1 TO 500:NEXT:RETURN
1290 IF PO(PS,VU)=1 AND VU=0 THEN
PS=PS-10:RETURN
1300 IF PO(PS,VU)=1 AND VU=1 THEN
PS=PS+1:RETURN
1310 IF PO(PS,VU)=1 AND VU=2 THEN
PS=PS+10:RETURN
1320 IF PO(PS,VU)=1 AND VU=3 THEN
PS=PS-1:RETURN
1330 IF PO(PS,VU)=2 THEN CLS:GOSUB
1870:LOCATE#1,33,1:PRINT#1,DR$:GO
SUB 2150:RETURN
1340 IF PO(PS,VU)=3 AND TRESOR=1 T
HEN GOSUB 4120:END:ELSE IF PO(PS,VU)=3
AND TRESOR=0 THEN SOUND 1,428,25,
15:LOCATE#1,1,4:PEN#1,3:PRINT#1,"N
e Partez Pas sans le masque!":FOR
TEMPS=1 TO 500:NEXT:RETURN
1350 RETURN
1360 REM
1370 ' * SP PM(PRENDRE LE MASQUE)
1380 REM
1390 IF SA(PS)<>6 THEN LOCATE#1,1,
4:PEN#1,3:PRINT#1,"Je ne vois Pas
de masque ici...":WHILE INKEY$="" :
WEND:RETURN
1400 IF SA(PS)=6 AND TRESOR=1 THEN
LOCATE#1,1,4:PEN#1,3:PRINT#1,"Vou
s l'avez deja !":FOR TPS=1 TO 700:
NEXT TPS:RETURN
1410 IF SA(PS)=6 AND TRESOR=0 THEN
GOSUB 4340:SOUND 1,428,10:LOCATE#
1,1,4:PEN#1,3:PRINT#1,"Bravo !Vous
avez le masque !":TRESOR=1:FOR TE
MPS=1 TO 1000:NEXT:RETURN
1420 RETURN
1430 REM
1440 ' * SP PP(PRENDRE LE PANIER)
1450 REM
1460 IF SA(PS)<>2 THEN LOCATE#1,1,
4:PEN#1,3:PRINT#1,"Je ne vois Pas
de Panier ici...":WHILE INKEY$="" :
WEND:RETURN
1470 IF SA(PS)=2 THEN LOCATE 20,18
:PEN 0:PRINT CHR$(223);CHR$(224):S
OUND 1,428,10:LOCATE#1,1,4:PEN#1,3
:PRINT#1,"Humm !C'etait bien bon !
":GN=INT((RND(1)*20)+30):PV=PV+GN:
SA(PS)=0:LOCATE#1,1,1:PRINT#1,"Ene
rgie " :PV:FOR TP=1 TO 700:NEXT:RE

```

```

TURN
1480 RETURN
1490 REM
1500 ' * SP PS(PRENDRE LE SAC)
1510 REM
1520 IF SA(PS)<>7 THEN LOCATE#1,1,
4:PEN#1,3:PRINT#1,"Je ne vois Pas
de sac ici...":WHILE INKEY$="" :WEN
D:RETURN
1530 IF SA(PS)=7 THEN LOCATE 20,18
:PEN 0:PRINT CHR$(247):LOCATE 20,1
9:PRINT CHR$(248):LOCATE#1,1,4:PEN
#1,3:PRINT#1,"Excelent Pour les fi
nances !":GN=INT((RND(1)*20)+30):S
C=SC+GN:SA(PS)=0:LOCATE#1,17,1:PRI
NT#1,"Score " :SC:FOR TEMPS=1 TO 7
00:NEXT:RETURN
1540 RETURN
1550 REM
1560 ' * SP QD(QUART DE TOUR DROITE)
1570 REM
1580 IF DR$="NORD" THEN DR$="EST":
RETURN
1590 IF DR$="EST" THEN DR$="SUD":R
ETURN
1600 IF DR$="SUD" THEN DR$="OUEST"
:RETURN
1610 IF DR$="OUEST" THEN DR$="NORD
":RETURN
1620 RETURN
1630 REM
1640 ' * SP QG(QUART DE TOUR GAUCHE)
1650 REM
1660 IF DR$="NORD" THEN DR$="OUEST
":RETURN
1670 IF DR$="OUEST" THEN DR$="SUD"
:RETURN
1680 IF DR$="SUD" THEN DR$="EST":R
ETURN
1690 IF DR$="EST" THEN DR$="NORD":
RETURN
1700 RETURN
1710 REM
1720 ' * SP COMMANDE SA(UTER)
1730 REM
1740 IF DR$="NORD" THEN VU=0 ELSE
IF DR$="SUD" THEN VU=2 ELSE IF DR$
="EST" THEN VU=1 ELSE IF DR$="OUES
T" THEN VU=3
1750 IF PO(PS,VU)=0 THEN LOCATE#1,
1,4:PEN#1,3:PRINT#1,"Desole,il n'y
a Pas de Porte devant vous":WHILE
INKEY$="" :WEND:RETURN
1760 IF PO(PS,VU)=1 AND VU=0 THEN
PS=PS-10:RETURN
1770 IF PO(PS,VU)=1 AND VU=1 THEN
PS=PS+1:RETURN
1780 IF PO(PS,VU)=1 AND VU=2 THEN
PS=PS+10:RETURN
1790 IF PO(PS,VU)=1 AND VU=3 THEN
PS=PS-1:RETURN
1800 IF PO(PS,VU)=2 THEN GOSUB 215
0:RETURN
1810 IF PO(PS,VU)=3 AND TRESOR=1 T
HEN GOSUB 4120:END:ELSE IF PO(PS,VU)=3
AND TRESOR=0 THEN SOUND 1,428,25,
15:LOCATE#1,1,4:PEN#1,3:PRINT#1,"N
e Partez Pas sans le masque!":WHIL
E INKEY$="" :WEND:RETURN
1820 RETURN
1830 REM
1840 ' * SP DESSIN DE LA PIECE
1850 REM
1860 MODE 1:INK 0,0:INK 1,2:INK 2,
6:INK 3,24:BORDER 0:WINDOW#0,1,40,
1,20:WINDOW#1,1,40,21,25:PAPER#0,0
:CLS#0:PAPER#1,0:CLS#1
1870 MOVE 0,92:DRAW 200,80,1:DR
AW 240,0:DRAW 200,-80:MOVE 638,92:
DRAW 0,288:MOVE 0,92:DRAW 0,288
1880 MOVE 0,288:DRAW 200,-80,1:DR
AW 240,0:DRAW 200,80
1890 MOVE 148,320:DRAW 346,0,1:MO
VE 78,350:DRAW 484,0:MOVE 4,380:D
RAW 634,0
1900 MOVE 258,300:DRAW 160,380:MOV
E 318,300:DRAW 318,380:MOVE 378,30
0:DRAW 476,380
1910 MOVE 148,150:DRAW 346,0,1:MO
VE 78,122:DRAW 484,0:MOVE 4,92:DR
AW 634,0
1920 MOVE 258,170:DRAW 160,92:MOVE
318,170:DRAW 318,92:MOVE 378,170:
DRAW 476,92
1930 MOVE 198,172:DRAW 0,128:MOVE
442,172:DRAW 0,128:LOCATE 18,11:
PEN 2:PRINT CHR$(202):LOCATE 18,12
:PEN 3:PRINT CHR$(214):LOCATE 24,1
1:PRINT CHR$(215):LOCATE 24,12:PRI
NT CHR$(216)
1940 LOCATE 15,8:PEN 2:PRINT CHR$(
212);CHR$(213):LOCATE 19,8:PEN 3:P
RINT CHR$(217);CHR$(217):LOCATE 23
,8:PEN 2:PRINT CHR$(202):LOCATE 23
,9:PEN 3:PRINT CHR$(214):LOCATE 25
,8:PEN 2:PRINT CHR$(212);CHR$(213)
1950 LOCATE 26,11:PEN 3:PRINT CHR$(
217);CHR$(217):LOCATE 15,11:PRINT
CHR$(215):LOCATE 15,12:PRINT CHR$(
216)
1960 IF DR$="NORD" THEN VU=0
1970 IF DR$="SUD" THEN VU=2
1980 IF DR$="EST" THEN VU=1
1990 IF DR$="OUEST" THEN VU=3
2000 IF PO(PS,VU)=1 THEN MOVE 298,
172:DRAW 0,80,1:DRAW 44,0:DRAW
0,-80:MOVE 298,172:DRAW 10,10:DR
AW 0,70

```



```

2010 IF PO(PS,VU)=2 THEN MOVE 298,
172: DRAW 0,80,1: DRAW 44,0: DRAW
0,-80: MOVE 322,172: DRAW 0,80: LOCA
TE 23,12: PEN 3: PRINT CHR$(253)
2020 IF PO(PS,VU)=3 THEN MOVE 298,
172: DRAW 0,80,1: DRAW 44,0: DRAW
0,-80: MOVE 298,172: DRAW 10,10: DRA
WR 0,70: FOR Y=182 TO 202: MOVE 310,
Y: DRAW 30,0,3: NEXT Y: FOR Y=204 TO
250: MOVE 310,Y: DRAW 30,0,1: NEXT
Y
2030 VU=VU+1: IF VU>3 THEN VU=VU-4
2040 IF PO(PS,VU)=1 THEN MOVE 510,
144: DRAW 0,120,1: DRAW 40,10: DRA
WR 0,-144: MOVE 510,144: DRAW 18,0: D
RAW 0,124: MOVE 522,144: DRAW 28,-
8
2050 IF PO(PS,VU)=2 THEN MOVE 510,
144: DRAW 0,120,1: DRAW 40,10: DRA
WR 0,-144: MOVE 530,138: DRAW 0,132:
LOCATE 37,12: PEN 3: PRINT CHR$(251)
: LOCATE 37,13: PRINT CHR$(252)
2060 IF PO(PS,VU)=3 THEN MOVE 510,
144: DRAW 0,120,1: DRAW 40,10: DRA
WR 0,-144: MOVE 510,144: DRAW 18,0: D
RAW 0,124: MOVE 522,144: DRAW 28,-
8: FOR Y=142 TO 180: MOVE 530,Y: DRA
WR 18,0,3: NEXT Y: FOR Y=182 TO 270: MO
VE 530,Y: DRAW 18,0,1: NEXT Y: MOVE 540
,272: DRAW 8,0
2070 VU=VU+2: IF VU>3 THEN VU=VU-4
2080 IF PO(PS,VU)=1 THEN MOVE 130,
144: DRAW 0,120,1: DRAW -40,10: DRA
WR 0,-144: MOVE 130,144: DRAW -18,0
: DRAW 0,124: MOVE 118,144: DRAW -2
8,-8
2090 IF PO(PS,VU)=2 THEN MOVE 130,
144: DRAW 0,120,1: DRAW -40,10: DRA
WR 0,-144: MOVE 110,138: DRAW 0,132
: LOCATE 10,12: PEN 3: PRINT CHR$(249)
: LOCATE 10,13: PRINT CHR$(250)
2100 IF PO(PS,VU)=3 THEN MOVE 130,
144: DRAW 0,120,1: DRAW -40,10: DRA

```

```

WR 0,-144: MOVE 130,144: DRAW -18,0
: DRAW 0,124: MOVE 90,136: DRAW 28,
8: FOR Y=142 TO 180: MOVE 92,Y: DRAW
18,0,3: NEXT Y: FOR Y=182 TO 270: MOVE
92,Y: DRAW 18,0,1: NEXT Y: MOVE 92,27
2: DRAW 4,0
2110 RETURN
2120 REM
2130 '* SP OUVERTURE PORTE *
2140 REM
2150 LOCATE#1,1,4: PEN#1,3: PRINT#1,
"A droite de la Porte, il y a 3 lev
iers": REP=0: WHILE REP<1 OR REP>3: L
OCATE#1,1,5: INPUT#1,"Lequel tirez-
vous: 1-Haut, 2-Mil, 3-Bas": REP: WEND
2160 WW=INT((RND(1)*3)+1)
2170 IF REP=WW THEN FOR Z=0 TO 18
STEP 2: MOVE 322+Z,174: DRAW 0,76,1
: MOVE 322-Z,174: DRAW 0,76,1: MOVE
322+Z,174: DRAW 0,76,0: MOVE 322-Z,
174: DRAW 0,76,0: SOUND 1,388,10,15
,,,15: NEXT Z: MOVE 298,172: DRAW 10
,10,1: DRAW 0,70,1: FOR TEMPS=1 TO
500: NEXT TEMPS
2180 IF REP=WW AND VU=1 AND REP$<>
"AV" THEN PS=PS+10: RETURN
2190 IF REP=WW AND VU=2 AND REP$<>
"AV" THEN PS=PS-1: RETURN
2200 IF REP=WW AND VU=3 AND REP$<>
"AV" THEN PS=PS-10: RETURN
2210 IF REP=WW AND VU=0 AND REP$<>
"AV" THEN PS=PS+1: RETURN
2220 IF REP=WW AND VU=1 AND REP$="
AV" THEN PS=PS+1: RETURN
2230 IF REP=WW AND VU=2 AND REP$="
AV" THEN PS=PS+10: RETURN
2240 IF REP=WW AND VU=3 AND REP$="
AV" THEN PS=PS-1: RETURN
2250 IF REP=WW AND VU=0 AND REP$="
AV" THEN PS=PS-10: RETURN
2260 IF REP<>WW THEN LOCATE#1,1,3:
PEN#1,3: PRINT#1,"Mauvais levier, au
revoir car des murs ": PRINT#1,"bl
oquent les Portes, vous ne Pouvez P
lus": PRINT#1,"sortir de ce qui dev
ient votre tombeau."
2270 FOR Y=92 TO 230: MOVE 0,Y: DRA
WR 20,0,1: DRAW 180,70

```

```

2280 DRAW 240,0: DRAW 180,-70: DRA
WR 20,0: SOUND 1,388,10,15,,,15: NEX
T Y
2290 FOR Y=232 TO 370: MOVE 0,Y: DRA
WR 20,0: DRAW 200,300: MOVE 620,Y: DRA
WR 440,300: MOVE 620,Y: DRAW 20,0: S
OUND 1,388,10,15,,,15: NEXT Y: MOVE
22,92: DRAW 0,278,0: MOVE 198,162: D
RAW 0,138: MOVE 442,162: DRAW 0,13
8: MOVE 618,92: DRAW 0,278
2300 FOR INC=1 TO 500: NEXT INC: GOS
UB 4530: END
2310 REM
2320 '* SP TABLEAU DE BORD *
2330 REM
2340 PAPER#1,2: PEN#1,3: CLS#1: LOCAT
E#1,1,1: PRINT#1,"Energie ": PV: LOC
ATE#1,17,1: PRINT#1,"Score ": SC: LO
CATE#1,23,1: PRINT#1,DR$
2350 LOCATE#1,1,3: PRINT#1,"Dans ce
tte Piece ": PH$(SA(PS))
2360 LOCATE#1,1,5: INPUT#1,"Que fai
tes-vous ": REP$: REP$=UPPER$(LEFT$(
REP$,2)): PV=PV-1
2370 RETURN
2380 REM
2390 REM *** SP RENCONTRE ***
2400 REM
2410 IF SA(PS)=0 THEN RETURN
2420 IF SA(PS)=1 THEN LOCATE 20,17
: PEN 3: PRINT CHR$(225): LOCATE 20,1
8: PRINT CHR$(226): LOCATE 20,19: PRI
NT CHR$(227): LOCATE#1,1,5: PEN#1,3:
PRINT#1,"Le serpent vous a mordu, v
ous etes mort.": FOR TEMPS=1 TO 700
: NEXT TEMPS: GOSUB 4530: END
2430 IF SA(PS)=2 THEN LOCATE 20,18
: PEN 3: PRINT CHR$(223): CHR$(224): L
OCATE#1,1,3: PEN#1,3: PRINT#1,"Voila
de quoi manger !": FOR TEMPS=1 TO
700: NEXT TEMPS: RETURN
2440 IF SA(PS)=3 THEN Z=0: FOR Y=11
0 TO 150: MOVE 180+Z,Y: DRAW 276-(2
*Z),0,1: Z=Z+1,4: NEXT Y: MOVE 232,15
0: DRAW 0,-40,0: MOVE 400,150: DRAW
0,-40: RETURN
2450 IF SA(PS)=4 THEN PRINT CHR$(2
2)+CHR$(1): LOCATE 19,17: PEN 3: PRIN

```

```

T CHR$(222): PRINT CHR$(22)+CHR$(0)
: LOCATE#1,1,3: PEN#1,3: PRINT#1,"Aie
! Un scorpion vous a mordu...": PV
=PV-100: FOR TIM=1 TO 500: NEXT TIM: GOSU
B 4380: FOR TEMPS=1 TO 500: NEXT TEM
PS: RETURN
2460 IF SA(PS)=5 THEN LOCATE 20,16
: PEN 3: PRINT CHR$(218): LOCATE 20,1
7: PEN 2: PRINT CHR$(219): LOCATE 20,
18: PEN 3: PRINT CHR$(220): LOCATE 20
,19: PRINT CHR$(221): LOCATE#1,1,3: P
EN#1,3: PRINT#1,"Prenez garde, un da
nger est Proche !": FOR TEPs=1 TO 7
00: NEXT TEMPS: RETURN
2470 IF SA(PS)=6 AND DR$="OUEST" T
HEN GOSUB 2520: IF TRESOR=0 THEN GO
SUB 4300: FOR TEMPS=1 TO 500: NEXT T
ETURN: ELSE IF SA(PS)=6 AND TRESOR=
1 THEN FOR TEMPS=1 TO 500: NEXT TEM
PS: RETURN
2480 IF SA(PS)=6 AND DR$="EST" THE
N LOCATE#1,1,3: PEN#1,3: PRINT#1,"De
rriere vous : le sarcophage du Pha
raon": FOR TEMPS=1 TO 700: NEXT TEMPS:
RETURN
2490 IF SA(PS)=6 AND DR$="NORD" TH
EN LOCATE#1,1,3: PEN#1,3: PRINT#1,"A
gauche : le sarcophage du Pharaon
": FOR TEMPS=1 TO 700: NEXT TEMPS: RE
TURN
2500 IF SA(PS)=6 AND DR$="SUD" THE
N LOCATE#1,1,3: PEN#1,3: PRINT#1,"A
droite : le sarcophage du Pharaon"
: FOR TEMPS=1 TO 700: NEXT TEMPS: RET
URN
2510 IF SA(PS)=7 THEN PRINT CHR$(2
2)+CHR$(1): LOCATE 20,18: PEN 3: PRIN
T CHR$(247): LOCATE 20,19: PRINT CHR
$(248): PRINT CHR$(22)+CHR$(0): LOCA
TE#1,1,3: PEN#1,3: PRINT#1,"Utile po
ur devenir riche...": FOR TEMPS=1 T
O 700: NEXT TEMPS: RETURN

```



```

2520 FOR Y=100 TO 160:MOVE 220,Y:D
RAWR 200,0,3:NEXT Y:MOVE 220,160:D
RAWR 200,0,0,2=0:FOR Y=162 TO 192:
MOVE 220+Z,Y:DRAWR 200-(2*Z),0,3:Z
=Z+2:NEXT Y
2530 PRINT CHR$(22)+CHR$(1):PEN 2:
LOCATE 16,17:PRINT CHR$(212):CHR$(
213):LOCATE 16,18:PRINT CHR$(217):
CHR$(217):PEN 1:LOCATE 19,17:PRINT
CHR$(215):LOCATE 19,18:PRINT CHR$(
216):PEN 2:LOCATE 21,17:PRINT CHR
$(202):LOCATE 21,18:PRINT CHR$(214
)
2540 PEN 1:LOCATE 24,17:PRINT CHR$(
217):CHR$(217):LOCATE 24,18:PRINT
CHR$(212):CHR$(213):PRINT CHR$(22
)+CHR$(0):RETURN
2550 REM
2560 'SP EXISTANCE COMMANDE
2570 REM
2580 RESTORE 2600:FOR INC=1 TO 10:
READ COMMANDE$:IF REP$=LEFT$(COMMA
NDE$,2) THEN TST=1:RETURN
2590 NEXT INC:SOUND 1,428,25:LOCAT
E#1,1,4:PRINT#1,"Commande inconnue
!":FOR TEMPS=1 TO 250:NEXT TEMPS:
RETURN
2600 DATA AV1,DR2,DT3,GA4,PM5,PP6,
PS7,OD8,OG9,SR10
2610 REM
2620 '* DONNEES DES PIECES *
2630 REM
2640 DATA 0,0,1,1,0
2650 DATA 1,0,0,1,1
2660 DATA 0,0,0,1,1
2670 DATA 2,0,0,0,1
2680 DATA 0,0,0,1,0
2690 DATA 2,0,0,1,1
2700 DATA 0,0,2,2,1
2710 DATA 0,0,1,1,2
2720 DATA 7,0,1,1,1
2730 DATA 0,0,1,0,1
2740 DATA 3,1,1,0,0
2750 DATA 6,0,0,1,0
2760 DATA 0,0,2,0,1
2770 DATA 0,0,1,1,0
2780 DATA 3,0,0,1,1
2790 DATA 7,0,0,0,1
2800 DATA 7,2,1,0,0
2810 DATA 0,1,1,0,0
2820 DATA 0,1,1,0,0
2830 DATA 0,1,1,0,0
2840 DATA 7,1,1,1,0
2850 DATA 0,0,0,1,1
2860 DATA 0,2,1,1,1
2870 DATA 4,1,0,1,1
2880 DATA 0,0,2,1,1
2890 DATA 1,0,0,1,1
2900 DATA 0,1,1,0,1
2910 DATA 1,1,1,0,0
2920 DATA 3,1,1,0,0
2930 DATA 3,1,1,0,0
2940 DATA 0,1,2,0,0
2950 DATA 2,0,1,1,0
2960 DATA 0,1,0,1,1
2970 DATA 0,0,0,0,1
2980 DATA 7,2,1,0,0
2990 DATA 0,0,1,0,0
3000 DATA 5,1,1,0,0
3010 DATA 0,1,0,0,0
3020 DATA 0,1,2,0,0
3030 DATA 0,1,2,0,0
3040 DATA 4,2,1,0,0
3050 DATA 0,1,1,0,0
3060 DATA 5,0,1,1,0
3070 DATA 3,0,0,1,1
3080 DATA 0,1,0,1,1
3090 DATA 1,1,0,0,1
3100 DATA 3,1,1,0,0
3110 DATA 7,0,1,1,0
3120 DATA 0,2,0,1,1
3130 DATA 0,2,0,0,1
3140 DATA 7,1,1,0,0
3150 DATA 7,1,0,2,0
3160 DATA 0,1,1,0,2
3170 DATA 0,0,1,1,0
3180 DATA 0,0,0,1,1
3190 DATA 0,0,0,1,1
3200 DATA 0,1,1,0,1
3210 DATA 0,1,1,0,0
3220 DATA 0,0,1,1,0
3230 DATA 0,0,1,0,1
3240 DATA 0,1,1,1,0
3250 DATA 3,0,0,1,1
3260 DATA 2,1,0,1,1
3270 DATA 0,1,2,0,1
3280 DATA 2,0,0,1,0
3290 DATA 0,0,0,2,1
3300 DATA 0,1,2,0,2
3310 DATA 0,1,1,0,0
3320 DATA 2,1,1,0,0
3330 DATA 3,1,1,0,0
3340 DATA 4,1,1,0,0
3350 DATA 0,0,1,0,0
3360 DATA 0,0,1,1,0
3370 DATA 0,2,1,0,1
3380 DATA 1,0,1,0,0
3390 DATA 2,0,0,1,0
3400 DATA 0,2,0,1,1
3410 DATA 0,1,0,1,1
3420 DATA 0,1,1,0,1
3430 DATA 0,1,2,0,0
3440 DATA 0,1,1,2,0
3450 DATA 0,1,1,0,2
3460 DATA 7,1,1,0,0
3470 DATA 0,1,1,0,0
3480 DATA 0,1,1,2,0
3490 DATA 0,0,0,1,2
3500 DATA 0,0,0,1,1
3510 DATA 0,0,1,0,1
3520 DATA 7,1,0,0,0
3530 DATA 0,2,1,0,0
3540 DATA 7,1,0,0,0

```

```

3550 DATA 0,1,0,1,0
3560 DATA 0,1,0,0,1
3570 DATA 4,1,0,1,0
3580 DATA 0,1,0,0,1
3590 DATA 0,0,3,1,0
3600 DATA 0,0,0,1,1
3610 DATA 0,1,0,1,1
3620 DATA 3,0,0,1,1
3630 DATA 0,1,0,0,1
3640 REM
3650 REM --- 0=MUR,1=PORTE OUVERTE
,2=PORTE FERMEE,3=LA SORTIE ! ---
3660 REM
3670 ' DONNEES CONTENU DES SALLES
3680 REM
3690 DATA rien a signaler.
3700 DATA un serpent.
3710 DATA un panier a provision
3720 DATA une fosse.
3730 DATA un scorpion.
3740 DATA une statue du Pharaon
3750 DATA la chambre funeraire.
3760 DATA un sac de Pieces d'or
3770 REM
3780 'SP REDEF. DES CARACTERES
3790 REM
3800 SYMBOL AFTER 211
3810 SYMBOL 212,255,128,128,128,12
8,128,240,0
3820 SYMBOL 213,255,1,1,1,1,15,0
3830 SYMBOL 214,255,255,24,24,24,2
4,24,24
3840 SYMBOL 215,60,66,129,129,2,4,
4,4
3850 SYMBOL 216,4,4,4,4,4,4,0
3860 SYMBOL 217,0,0,0,34,85,136,0,
0
3870 SYMBOL 218,200,212,228,196,19
7,254,254,252
3880 SYMBOL 219,68,140,135,131,132
,68,60,50
3890 SYMBOL 220,73,132,130,227,149
,137,149,231
3900 SYMBOL 221,34,34,34,36,36,40,
46,62
3910 SYMBOL 222,0,6,9,1,1,254,248,
72
3920 SYMBOL 223,7,8,16,63,32,32,16
,15
3930 SYMBOL 224,224,16,8,252,4,4,8
,240
3940 SYMBOL 225,28,34,85,65,99,85,
73,73
3950 SYMBOL 226,85,65,34,20,28,28,
28,56
3960 SYMBOL 227,112,224,199,205,24
9,58,132,120
3970 SYMBOL 228,7,11,19,33,65,143,
136,142
3980 SYMBOL 229,224,208,200,132,13
0,241,17,113
3990 SYMBOL 230,137,137,248,11,4,2
,1,0
4000 SYMBOL 231,145,145,31,208,32,
64,128,0
4010 SYMBOL 253,126,66,90,66,90,66
,90,126
4020 SYMBOL 251,0,0,3,29,225,137,1
45,137
4030 SYMBOL 252,145,137,145,225,29
,3,0,0
4040 SYMBOL 249,0,0,192,184,135,14
5,137,145
4050 SYMBOL 250,137,145,137,135,18
4,192,0,0
4060 SYMBOL 247,0,0,0,0,255,129,
66
4070 SYMBOL 248,63,66,129,129,129,
129,66,60
4080 RETURN
4090 REM
4100 'SP SORTIE AVEC LE MASQUE
4110 REM
4120 MODE 1:INK 1,13:INK 2,1:INK 3
,12:BORDER 0:WINDOW#1,1,40,1,25:PA
PER #1,2:CLS#1:WINDOW#0,1,40,14,25
:PAPER 3:CLS:FOR INC=1 TO 100:X=IN
T(RND(1)*639):Y=INT((RND(1)*200)+2
00):PLOT X,Y,1:NEXT INC
4130 FOR INC=0 TO 400 STEP 100:X=0
:FOR Y=192 TO 202:MOVE X+INC,Y:DRA
WR 200-(2*X),0,3:X=X+10:NEXT Y:NEX
T INC:DEG:FOR ANG=70 TO 290 STEP 0
,75:MOVE 100,340:DRAWR COS(ANG)*30
,SIN(ANG)*30,1:NEXT ANG
4140 Z=0:FOR Y=150 TO 310:MOVE 200
+Z,Y:DRAWR 320-(2*Z),0,1:DRAWR 12-
(0,12*Z),6,1:Z=Z+1:NEXT Y:MOVE 200
,150:DRAWR 320,0,0:DRAWR -160,160:
DRAWR -160,-160:MOVE 520,150:DRAWR
12,6,0:DRAW 360,310,0
4150 LOCATE 3,5:PEN 0:PRINT"Dehors
c'est la nuit,l'air est frais"LO
CATE 3,6:PRINT"et la Lune brille d
ans le ciel etoile"LOCATE 3,7:PRI
NT"Bravo ! Vous avez gagne !!!"
4160 GOSUB 4630
4170 REM
4180 'SP CHUTE DANS LA FOSSE
4190 REM
4200 CLS
4210 MOVE 0,92:DRAWR 200,80,1:DRAW
R 240,0:DRAWR 200,-80
4220 MOVE 0,380:DRAWR 200,-80,1:DR
AWR 240,0:0:DRAWR 200,80
4230 MOVE 198,172:DRAWR 0,128:MOVE
442,172:DRAWR 0,128:LOCATE 16,11:
PEN 3:PRINT CHR$(212):CHR$(213):LO
CATE 20,11:PRINT CHR$(217):CHR$(21
7):LOCATE 24,11:PRINT CHR$(215):LO
CATE 24,12:PRINT CHR$(216)
4240 MOVE 98,340:DRAWR 0,80,1:MOVE
520,333:DRAWR 0,80:LOCATE 20,9:PE
N 2:PRINT CHR$(202):LOCATE 20,9:PE
N 3:PRINT CHR$(214)
4250 LOCATE#1,1,3:PEN#1,3:PRINT#1,

```

```

"Vous etes tombe dans la fosse"LO
CATE#1,1,5:PRINT#1,"Vous etes mont
!!!"GOSUB 4530:END
4260 END
4270 REM
4280 '* SP DESSIN DU MASQUE *
4290 REM
4300 PRINT CHR$(22)+CHR$(1):LOCATE
20,14:PEN 0:PRINT CHR$(228):CHR$(
229):LOCATE 20,15:PRINT CHR$(230):
CHR$(231):PRINT CHR$(22)+CHR$(0):R
ETURN
4310 REM
4320 '* SP EFFACE LE MASQUE *
4330 REM
4340 PRINT CHR$(22)+CHR$(1):LOCATE
20,14:PEN 3:PRINT CHR$(228):CHR$(
229):LOCATE 20,15:PEN 3:PRINT CHR$(
230):CHR$(231):PRINT CHR$(22)+CHR
$(0):RETURN
4350 REM
4360 'SP VERIF. RESERVES ENERGIE
4370 REM
4380 IF PV<=0 THEN PV=0:LOCATE#1,1
,1:PEN#1,3:PRINT#1,"Energie !":PV:
LOCATE#1,1,4:PRINT#1,"Vous etes mo
rt !!!":FOR TEMPS=1 TO 700:NEXT
TEMPS:GOSUB 4530
4390 IF PV>0 THEN RETURN
4400 REM
4410 'SP MUSIQUE D'INTRODUCTION
4420 REM
4430 DI:RESTORE 4460
4440 READ L:IF L=-1 THEN RETURN
4450 READ M:SOUND 1,L*2,M,5:SOUND
2,L/2,M,5:SOUND 4,L,M,7:GOTO 4440
4460 DATA 71,20,80,20,71,50,80,20,
89,20,95,20,106,20,113,55,106,90,1
42,20,159,20,142,50,190,35,179,35,
225,60,213,80,284,20,319,20,284,50
,319,20,358,20,379,20,426,20,451,5
0,426,90
4470 DATA 106,20,119,20,106,20,134
,20,106,20,142,20,106,20,159,20,10
6,20,169,20,106,20,159,20,106,20,1
42,20,106,20,134,20,106,20,426,20,
106,20,379,20,106,20,338,20,106,20
,319,20,106,20
4480 DATA 338,20,106,20,319,20,106
,20,284,20,106,20,134,40,106,40,13
4,40,106,40,100,40,319,40,100,40,3
19,40,119,40,142,40,119,40,142,40,
106,40,358,40,106,40,358,40,134,40
,319,40,134,40,319,40
4490 DATA 113,40,379,40,113,40,379
,40,142,40,358,40,142,40,358,40,15
9,40,451,40,159,40,451,40,358,40,4
26,40,358,40,426,40,402,40,1136,40
,402,40,956,40,284,100,-1
4500 REM
4510 '*** SP PARTIE PERDUE ***
4520 REM
4530 RESTORE 4560:FOR INC=1 TO 18:
READ K,L
4540 ENT -1,1,1,3,1,-1,3,1,0,3,1,1
,3,1,-1,3
4550 SOUND 1,K,L,5,0,1:SOUND 2,379
,L,5,0,1:NEXT INC
4560 DATA 284,80,0,1,284,80,0,1,28
4,40,0,1,284,80,239,80,253,40,0,1,
253,80,284,40,0,1,284,80,0,1,301,4
0,0,1,284,80
4570 CLS#1:LOCATE#1,1,3:INPUT#1,"U
ne autre Partie (O/N)":REP$:REP$=
UPPER$(LEFT$(REP$,1)):IF REP$="N"
THEN LOCATE#1,1,4:PRINT#1,"Alors,a
u revoir..."END
4580 IF REP$="O" THEN LOCATE#1,1,4
:PRINT#1,"Bravo !Vous etes courage
ux !":FOR TEMPS=1 TO 700:NEXT TEM
P:RUN 690
4590 END
4600 REM
4610 '*** SP PARTIE GAGNEE ***
4620 REM
4630 ENV 1,2,2,7,1,0,100
4640 RESTORE 4720:FOR INC=1 TO 107
:READ A,D
4650 SOUND 1,A,5*D,9,1
4660 SOUND 2,A-0,5,5*D,9
4670 SOUND 4,A+0,5,5*D,9,1
4680 NEXT INC
4690 LOCATE 1,7:PRINT SPACE$(38):L
OCATE 1,7:PEN 0:INPUT"Une autre Pa
rtie (O/N)":REP$:REP$=UPPER$(LEFT
$(REP$,1)):IF REP$="N" THEN LOCATE
1,8:PRINT"Alors,au revoir..."END
4700 IF REP$="O" THEN LOCATE 1,8:P
RINT"Bravo !Vous etes courageux !"
:FOR TEMPS=1 TO 700:NEXT TEMPS:RUN
690
4710 END
4720 DATA 239,4,319,2,319,2,338,4,
319,4
4730 DATA 239,4,319,2,319,2,338,4,
319,4
4740 DATA 239,4,319,4,239,4,319,4,
239,4
4750 DATA 319,4,239,4,319,4,379,4,
319,4
4760 DATA 239,4,319,4,239,4,190,4,
159,16
4770 DATA 159,8,179,4,190,4,213,8,
190,4
4780 DATA 213,4,239,8,213,4,190,4,
319,6
4790 DATA 284,2,319,4,1,4,159,8,17
9,4
4800 DATA 190,4,142,8,159,4,190,4,
179,4
4810 DATA 159,2,179,2,190,4,179,2,
190,2
4820 DATA 213,4,379,2,358,2,319,2,
284,2
4830 DATA 253,2,239,2,213,4,213,2,
213,2

```

```

4840 DATA 239,4,213,4,190,4,179,4,
159,8
4850 DATA 213,4,190,4,179,8,190,4,
213,4
4860 DATA 239,8,213,4,213,2,213,2,
239,4
4870 DATA 213,4,190,4,179,4,159,8,
253,4
4880 DATA 239,4,213,6,190,2,239,4,
319,2
4890 DATA 319,2,338,4,319,4,239,4,
319,2
4900 DATA 319,2,338,4,319,4,239,4,
319,4
4910 DATA 239,4,319,4,239,4,319,4,
379,4
4920 DATA 319,4,239,4,319,2,319,2,
319,4
4930 DATA 319,4,239,12
4940 REM
4950 'SP REDEF. DES CARACTERES DE
LA PAGE DE PRESENTATION
4960 REM
4970 SYMBOL AFTER 48
4980 SYMBOL 49,48,16,16,16,16,5
6,0
4990 SYMBOL 54,24,36,32,56,36,36,2
4,0
5000 SYMBOL 56,24,36,36,24,36,36,2
4,0
5010 SYMBOL 57,24,36,36,28,4,36,24
,0
5020 SYMBOL 67,8,20,32,64,32,20,8,
0
5030 SYMBOL 74,2,2,2,34,20,8,0
5040 SYMBOL 76,32,32,32,32,32,32,6
2,0
5050 SYMBOL 80,56,36,34,36,56,32,3
2,0
5060 SYMBOL 97,0,0,16,40,68,44,22,
0
5070 SYMBOL 100,2,2,18,42,70,42,18
,0
5080 SYMBOL 101,0,0,8,20,62,16,12,
0
5090 SYMBOL 104,64,64,80,104,68,68
,68,0
5100 SYMBOL 105,8,0,8,8,8,8,0
5110 SYMBOL 108,32,32,32,32,32,32,
48
5120 SYMBOL 109,0,0,68,170,146,130
,130,0
5130 SYMBOL 110,0,0,16,40,68,68,68
,0
5140 SYMBOL 111,0,0,16,40,68,40,16
,0
5150 SYMBOL 112,48,40,36,56,32,32,
32,0
5160 SYMBOL 114,0,0,40,52,32,32,32
,0
5170 SYMBOL 115,0,0,28,32,126,4,56
,0
5180 SYMBOL 116,16,56,16,16,16,20,
8,0
5190 SYMBOL 117,0,0,34,34,34,20,8,
0
5200 SYMBOL 121,0,0,34,34,22,10,34
,28
5210 SYMBOL 129,15,31,63,120,112,1
20,63,31
5220 SYMBOL 130,254,252,248,0,0,0,
240,248
5230 SYMBOL 131,15,0,0,31,63,127
,0
5240 SYMBOL 132,252,30,14,30,252,2
48,240,0
5250 SYMBOL 133,7,15,31,60,120,112
,112,112
5260 SYMBOL 134,224,240,248,60,30,
14,14,14
5270 SYMBOL 135,112,112,120,60,31,
15,7,0
5280 SYMBOL 136,14,14,30,60,248,24
0,224,0
5290 SYMBOL 137,7,15,31,60,120,112
,127,127
5300 SYMBOL 138,254,252,248,0,0,0,
192,128
5310 SYMBOL 139,127,112,112,112,11
2,96,64,0
5320 SYMBOL 141,31,63,127,3,3,3,3,
3
5330 SYMBOL 142,254,252,248,128,12
8,128,128,128
5340 SYMBOL 143,3,3,3,3,3,3,2,0
5350 SYMBOL 144,128,128,128,128,12
8,0,0,0
5360 SYMBOL 145,127,127,127,112,11
2,112,127,127
5370 SYMBOL 146,240,248,252,30,14,
30,252,248
5380 SYMBOL 147,127,115,113,112,11
2,96,64,0
5390 SYMBOL 148,240,192,224,240,12
0,60,30,0
5400 SYMBOL 149,224,240,248,60,30,
14,254,254
5410 SYMBOL 150,254,14,14,14,14,12
,8,0
5420 SYMBOL 151,127,127,127,112,11
2,112,112,112
5430 SYMBOL 152,240,248,252,30,14,
14,14,14
5440 SYMBOL 153,112,112,112,112,12
7,127,127,0
5450 SYMBOL 154,14,14,14,30,252,24
8,240,0
5460 RETURN

```