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10 REM *****
20 REM * DETERMINATION DES ENVELOPPES SONORES *
30 REM *****
40 MODE 0
50 REM *****
60 REM * MSC: VARIABLE MEMORISATION DU MEILLEUR SCORE *
70 REM *****
80 LET MSC=0
90 REM *****
100 REM * MISE EN PLACE FENETRE D'AFFICHAGE RESULTATS *
110 REM *****
120 WINDOW #1,14,20,1,25
130 PAPER 0:CLS
140 LET CR=5:LET SC=0
150 REM *****
160 REM * DETERMINATION DES ENVELOPPES SONORES *
170 REM *****
180 ENV 1,1,15,1,5,-2,1,5,-1,1
190 ENV 2,1,15,2,5,-3,2,5,0,2
200 ENV 3,1,15,1,5,-1,1,5,-1,3
210 DATA C,R,A,Z,Y, C,U,R,L,I,N,G,
220 REM *****
230 REM * ANIMATION DE LA PRESENTATION *
240 REM *****
250 RESTORE 210
260 FOR I=1 TO 14
270 READ L$
280 FOR P=18 TO 1+I STEP -1
290 LOCATE P,10:PEN 1:PRINT L$;" ":FOR T=0 TO 2*I:NEXT T
300 NEXT P
310 NEXT I
320 FOR T=1 TO 1000:NEXT T
330 REM *****
340 REM * DETERMINATION DES COULEURS DE L'ECRAN *
350 REM *****
360 PAPER 8:CLS
370 PAPER #1,9:CLS #1
380 REM *****
390 REM * INITIALISATION DES VARIABLES *
400 REM *****
410 LET DP=0
420 LET B=0:LET XM=1
430 LET XB=4+INT(RND*8):LET YB=20
440 LET E=1:LET DH=1:LET DV=-1
450 LET PJ=6
460 REM *****
470 REM * PREPARATION DE L'ECRAN *
480 REM *****
490 LOCATE 7,2:PFM 3:PRINT CHR$(203)
500 CLS #1
510 LOCATE #1,1,3:PEN #1,5:PRINT #1,"PALETS:"
520 FOR I=1 TO CR-1
530 LOCATE #1,I+1,5:PEN #1,4:PRINT #1,CHR$(231)
540 NEXT I
550 LOCATE #1,1,8:PEN #1,3:PRINT #1,MSC
560 LOCATE #1,1,10:PEN #1,5:PRINT #1,"SCORE:"
570 LOCATE #1,1,12:PEN #1,1:PRINT #1,SC
580 IF DP=1 THEN GOSUB 1470
590 REM *****
600 REM * DEBUT DE L'ANIMATION DU JEU *
610 REM *****
620 IF XB>12 THEN LET DH=-E:SOUND 1,0,0,0,1,0,2
630 IF XB<2 THEN LET DH=E:SOUND 1,0,0,0,1,0,2
640 IF YB=1 THEN LET DV=1:SOUND 1,0,0,0,1,0,2
650 REM *****
660 REM * DETERMINATION DES REBONDS PARASITES *
670 REM *****
680 IF YB<9 OR YB>13 THEN GOTO 780
690 IF DH=0 THEN LET DH=1:LET E=1
700 IF DV=1 AND YB=9 AND (XB=XM+1 OR XB=XM+2) THEN LET DV=-1:LET E=INT(RND*3):GOTO 750
710 IF DV=1 AND YB=11 AND (XB=12-XM OR XB=11-XM) THEN LET DV=-1:LET E=INT(RND*3):GOTO 750
720 IF DV=-1 AND YB=11 AND (XB=XM+1 OR XB=XM+2) THEN LET DV=1:LET E=INT(RND*3):GOTO 750
730 IF DV=-1 AND YB=13 AND (XB=12-XM OR XB=13-XM) THEN LET DV=1:LET E=INT(RND*3):GOTO 750
740 GOTO 780
750 SOUND 1,0,0,0,2,0,15
760 LOCATE XB,YB:PRINT " "
770 REM *****
780 REM * ANIMATION DU PALET *
790 REM *****
800 LET XB=XB+DH
810 IF XB<1 THEN LET XB=1
820 IF XB>13 THEN LET XB=13
830 LET YB=YB+DV
840 LOCATE XB,YB:PEN 4:PRINT CHR$(231)
850 GOSUB 1170:GOSUB 1370
860 IF DP=0 THEN GOSUB 1470
870 IF YB<>25 THEN GOTO 990
880 REM *****
890 REM * DETERMINATION PALET MANQUE *
900 REM *****
910 LET CR=CR-1
920 IF CR=0 THEN GOTO 1090

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930 LOCATE XB,YB:PRINT " "
940 LOCATE PJ+1,24:PRINT " "
950 GOTO 420
960 REM *****
970 REM * CONTROLE DU PALET SUR LA CROIX *
980 REM *****
990 IF XB<>7 OR YB<>2 THEN GOTO 1050
1000 LET SC=SC+100+(10*E)
1010 IF MSC<SC THEN LET MSC=SC
1020 LOCATE 7,2:PRINT CHR$(231)
1030 LOCATE PJ+1,24:PRINT " "
1040 GOTO 420
1050 GOTO 620
1060 REM *****
1070 REM * DETERMINATION DE LA FIN DE LA PARTIE *
1080 REM *****
1090 LOCATE #1,3,20:PEN #1,1:PRINT #1,"FIN"
1100 LOCATE #1,4,22:PRINT #1,"DE"
1110 LOCATE #1,3,24:PRINT #1,"JEU!"
1120 GOSUB 1470
1130 GOTO 130
1140 REM *****
1150 REM * SOUS ROUTINE DEPLACEMENT DU PALET DU JOUEUR *
1160 REM *****
1170 IF INKEY(8)=0 THEN LET PJ=PJ-1
1180 IF PJ<1 THEN LET PJ=1
1190 IF INKEY(1)=0 THEN LET PJ=PJ+1
1200 IF PJ>10 THEN LET PJ=11
1210 LOCATE PJ,24:PEN 12:PRINT " ";CHR$(231):" "
1220 IF YB<>23 THEN GOTO 1330
1230 REM *****
1240 REM * DETERMINATION DE "L'EFFET" *
1250 REM *****
1260 IF PJ=XB-1 THEN LET DV=-1
1270 IF PJ=XB AND DH=-E THEN LET DV=-1:LET E=E+1:LET DH=-E
1280 IF PJ=XB AND DH=E THEN LET DV=-1:LET E=E-1:LET DH=-E
1290 IF PJ=XB-2 AND DH=-E THEN LET DV=-1:LET E=E+1:LET DH=E
1300 IF PJ=XB-2 AND DH=E THEN LET DV=-1:LET E=E-1:LET DH=E
1310 IF PJ>=XB-2 AND PJ<=XB THEN LET SC=SC+1:SOUND 1,0,0,0,2,0,15
1320 IF MSC<SC THEN LET MSC=SC
1330 RETURN
1340 REM *****
1350 REM * SOUS ROUTINE D'ANIMATION PALETS PARASITES *
1360 REM *****
1370 IF B=0 THEN LET XM=XM+1
1380 IF B=1 THEN LET XM=XM-1
1390 IF XM=10 THEN LET B=1
1400 IF XM=1 THEN LET B=0
1410 PEN 14:LOCATE XM,10:PRINT " ";CHR$(231):CHR$(231):" "
1420 PEN 15:LOCATE 11-XM,12:PRINT " ";CHR$(231):CHR$(231):" "
1430 RETURN
1440 REM *****
1450 REM * SOUS ROUTINE DE L'ILLUSTRATION MUSICALE *
1460 REM *****
1470 FOR I=1 TO 4
1480 RESTORE 1490
1490 DATA 0,1,2,0,1,2,0,2,15,0,1,2,956,1,0,0,2,15
1500 FOR M=1 TO 6
1510 BORDER 15
1520 READ N:READ F:READ BR
1530 SOUND 1,N,0,0,F,0,BR
1540 BORDER 18
1550 GOSUB 1370
1560 NEXT M
1570 NEXT I
1580 FOR I=1 TO 3
1590 RESTORE 1600
1600 DATA 1,0,1,2,2,956,3,0,1,0,1,2
1610 DATA 2,676,3,0,1,0,2,15,2,638,3,0
1620 DATA 1,0,1,2,0,0,0,0,1,1276,1,0
1630 DATA 2,758,3,0,1,0,2,15
1640 FOR M=1 TO 11
1650 BORDER M+15
1660 READ C:READ N:READ F:READ BR
1670 SOUND C,N,0,0,F,0,BR
1680 NEXT M
1690 NEXT I
1700 FOR I=1 TO 3
1710 GOSUB 1370
1720 RESTORE 1730
1730 DATA 1,0,1,2,2,30,1,0,1,0,1,2
1740 DATA 2,60,1,0,1,0,2,15,2,60,2,0
1750 DATA 1,0,1,2,2,30,1,0,1,956,1,0
1760 DATA 2,30,1,0,1,0,2,15,2,60,2,0
1770 FOR M=1 TO 12
1780 BORDER M
1790 READ C:READ N:READ F:READ BR
1800 SOUND C,N,0,0,F,0,BR
1810 NEXT M
1820 NEXT I
1830 IF INKEY="" THEN GOTO 1470
1840 LET DP=1
1850 BORDER 9
1860 RETURN

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