

```

10 CLS : XP=10 : YP=10 : E=350
20 FJ=INT(RND(1)*99)+50 : FJ=FJ*10

30 DIM V(400),A(30,30): PF=100: NM=
5
40 DIM X(20),Y(20)
50 PM=5 : PC=5 : AR=100
60 REM ---<CALCUL TERRAIN>-----
70 PRINT"RENDEZ-VOUS EN ZONE "FJ" E
N X10/Y10"
80 N=0 :FOR I = E TO E+79
90 LOCATE 23,5 : PRINT"400"
100 A=SIN(I)*1000000
110 A=ABS(INT(A)): A$=STR$(A)
120 FOR D= 2 TO 6
130 C$=MID$(A$,D,1) : C=VAL(C$)
140 IF G=0 THEN G=1 : C=9
150 N=N+1
160 IF C<5 THEN V(N)=1: GOTO 180
170 V(N)=0
180 Y=INT(N/20):X=N-(Y*20):A(X,Y)=V
(N)
190 NEXT D : G=0: LOCATE 22,4 : PRI
NT N : NEXT I
200 FOR J=1 TO NM STEP 1
210 X(J)=INT(RND(1)*10)+5
220 Y(J)=INT(RND(1)*10)+5

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230 A(X(J),Y(J))=9
240 NEXT J
250 REM---<AFFICHAGE>-----
260 CLS:FOR Y = 1 TO 20
270 FOR X = 1 TO 20
280 IF A(X,Y)=1 THEN LOCATE X,Y :PR
INT CHR$(143): GOTO 300
290 IF A(X,Y)=0 THEN LOCATE X,Y : P
RINT" "
300 NEXT X :PRINT: NEXT Y
310 LOCATE 23,1 : PRINT"ZONE"E"/"FJ
320 REM---<ACTIONS>-----
330 LOCATE XP,YP : PRINT"P"
340 D$=INKEY$ : IF D$="" THEN 340
350 IF E=FJ THEN 940
360 IF PF<0 THEN PF=0
370 IF AR<0 THEN AR=0
380 IF PM<0 THEN PM=0
390 IF PC<0 THEN PC=0
400 LOCATE 23,9 : PRINT"FORCE....."
PF
410 LOCATE 23,10: PRINT"ECUS....."
AR
420 LOCATE 23,11: PRINT"MAGIE....."
PM
430 LOCATE 23,12: PRINT"CHARISME.."
PC
440 PF=PF-1 : LOCATE 23,9 : PRINT"F
ORCE.....":PF
450 IF PF<0 THEN LOCATE 23,6: PRINT
"VOUS ETES MORT":END
460 LOCATE 23,7 : PRINT"
"
470 IF XP=1 OR YP=1 OR XP=20 OR YP=
20 THEN 740
480 XQ=XP : YQ=YP : F=E
490 A(XP,YP)=0:LOCATE XP,YP:PRINT"
"
500 IF D$="A" AND A(XP,YP-1)=0 THEN
580
510 IF D$="Z" AND A(XP,YP+1)=0 THEN
590
520 IF D$="K" AND A(XP-1,YP)=0 THEN
600
530 IF D$="L" AND A(XP+1,YP)=0 THEN
610
540 IF D$="M" AND PM>0 THEN M=1 : P
M=PM-1
550 IF D$="C" AND PC>0 THEN C=1 : P
C=PC-1

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560 IF D$="P" THEN A(XP-1,YP)=0 : A
(XP+1,YP)=0 : A(XP,YP-1)=0 : A(XP,Y
P+1)=0 : AR=AR-INT(RND(1)*10+15) :
PF=PF-5 : PC=PC-10 : PM=PM-1
570 LOCATE 1,22 : XP=XQ : YP=YQ : L
OCATE XP,YP : PRINT"P" : GOTO 340
580 YP=YP-1 : GOTO 620
590 YP=YP+1 : GOTO 620
600 XP=XP-1 : GOTO 620
610 XP=XP+1
620 A(XP,YP)=2 : LOCATE XP,YP : PRI
NT"P"
630 IF M=1 THEN M=0 : LOCATE XQ,YQ
: PRINT"*" : A(XQ,YQ)=0.5
640 IF C=1 THEN C=0 : GOTO 720
650 FOR J=1 TO NM
660 DX=X(J)-XP : DY=Y(J)-YP
670 IF DX<=0 AND DY<=0 AND A(X(J)+1
,Y(J)+1)=0 THEN A(X(J),Y(J))=0 : LO
CATE X(J),Y(J) : PRINT" " : X(J)=X(J
)+1 : Y(J)=Y(J)+1 : LOCATE X(J),Y(J
) : A(X(J),Y(J))=9: PRINT"##"
680 IF DX>0 AND DY<=0 AND A(X(J)-1
,Y(J)+1)=0 THEN A(X(J),Y(J))=0 : LO
CATE X(J),Y(J) : PRINT" " : X(J)=X(
J)-1 : Y(J)=Y(J)+1 : LOCATE X(J),Y(
J) : A(X(J),Y(J))=9: PRINT"##"

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690 IF DX>0 AND DY>=0 AND A(X(J)-1
,Y(J)-1)=0 THEN A(X(J),Y(J))=0 : LO
CATE X(J),Y(J) : PRINT" " : X(J)=X(J)
-1 : Y(J)=Y(J)-1 : LOCATE X(J),Y(J)
: A(X(J),Y(J))=9: PRINT"##"
700 IF DX<=0 AND DY>=0 AND A(X(J)+1
,Y(J)-1)=0 THEN A(X(J),Y(J))=0 : LOC
ATE X(J),Y(J) : PRINT" " : X(J)=X(J)+
1 : Y(J)=Y(J)-1 : LOCATE X(J),Y(J)
: A(X(J),Y(J))=9: PRINT"##"
710 NEXT J
720 LOCATE 23,2 : PRINT"X="XP;" Y="
YP: GOTO 800
730 REM-----<TRANSIT>-----
740 LOCATE 23,2 : PRINT"TRANSIT
"
750 IF XP=1 THEN XP=18:E=E-10:GOTO
80
760 IF XP=20 THEN XP=2:E=E+10:GOTO
80
770 IF YP=1 THEN YP=18:E=E+100:GOTO
80
780 IF YP=20 THEN YP=2 : E=E-100 :
GOTO 80
790 REM---<OBSERVATION>-----
800 S=0 : FOR V=YP-1 TO YP+1
810 FOR W=XP-1 TO XP+1
820 S=S+ A(W,V)
830 NEXT W,V : S=S-2
840 LOCATE 23,7
850 IF S=0 THEN AR=AR+40 : A(XQ,YQ)
=2
860 IF S>=8 THEN 930
870 IF S<5 THEN 340
880 ON S-4 GOTO 900,910,920
890 GOTO 340
900 PRINT"FONTAINE" : FOR F= PF TO
100 : PF=PF+1 : LOCATE 23,9: PRINT"
FORCE.....":PF: NEXT F : GOTO 340
910 PRINT"ARMURIER" : PC=PC+10: PM=
PM+1:AR=AR-20 : A(XQ,YQ)=2 : GOTO 3
40
920 PRINT"MAGICIEN" : PM=PM+10 : AR
=AR+20: PF=PF+50 : PC=PC+20 : A(XQ,
YQ)=2: GOTO 340
930 GOTO 340
940 REM ---<FIN DE JEU>---
950 IF S<8 AND AR>399 AND XP=10 AND
YP=10 THEN PRINT"VICTOIRE !" : END
960 GOTO 360

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