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100 REM *****
110 REM ****  GARFUNKEL  ***** Vers. 1,2
120 REM *****
130 REM *** par Roger Rosec * Juillet 85
140 REM *****
150 REM >>>>>> PREMIER PROGRAMME <<<<<<
160 REM -----
170 MODE 1:CLS:DEFINT A-Z
180 ENT 1,100,2,2 :ENV 1,10,5,3
190 ENV 2,127,30,1,127,30,1
200 INK 0,16:INK 1,1:INK 2,3:INK 3,26,6
210 BORDER 16 :PEN 2:PAPER 0
220 SYMBOL AFTER 199
230 SYMBOL 230,255,128,128,128,143,143,143
240 SYMBOL 231,255,0,0,0,249,249,249,57
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250 SYMBOL 232,255,1,1,1,249,249,249,193
260 SYMBOL 233,142,142,142,142,142,142,142,142
270 SYMBOL 234,1,1,1,127,127,127,57,57
280 SYMBOL 235,193,193,193,249,249,249,193,193
290 SYMBOL 236,142,143,143,143,128,128,128,255
300 SYMBOL 237,57,249,249,249,0,0,0,255
310 SYMBOL 238,193,193,193,193,1,1,1,255
320 ag1$=CHR$(230)+CHR$(231)+CHR$(232)
330 ag2$=CHR$(233)+CHR$(234)+CHR$(235)
340 ag3$=CHR$(236)+CHR$(237)+CHR$(238)
350 FOR i=21 TO 1 STEP -4:FOR j=2 TO 38 STEP 4
360 LOCATE j,i:PRINT ag1$
370 LOCATE j,i+1:PRINT ag2$
380 LOCATE j,i+2:PRINT ag3$
390 NEXT:NEXT
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400 FOR i=1 TO 3: LOCATE 1,i:PRINT SPACE$(36):NEXT
410 LOCATE 14,2:PEN 3:PRINT "Roger ROSEC"
420 SOUND 1,100,100,7,1,1
430 FOR i=5 TO 24:LOCATE 1,i:PRINT SPACE$(36):NEXT
440 LOCATE 18,5:PEN 1:PRINT "ET"
450 at$="AMSTRAD MAGAZINE"
460 ap1=277-LEN(at$)*16:INK 2,16
470 LOCATE 1,13:PEN 2:PRINT at$;:PEN 1
480 ap2=ap1:ap3=280:ap4=206
490 FOR i=1 TO 7:ap5=0:SOUND 1,100,150,10,2,0,2:FOR j=1 TO LEN(at$)*8
500 IF TEST(ap5,ap4)=2 THEN PLOT ap1,ap3,1:PLOT ap1,ap3-2:PLOT ap1+2,ap3:PLOT ap1+2,ap3-2
510 ap1=ap1+4:ap5=ap5+2:NEXT
520 ap3=ap3-4:ap4=ap4-2:ap1=ap2:NEXT
530 LOCATE 1,13:PRINT SPACE$(LEN(at$))
540 INK 2,3
550 LOCATE 1,14:PEN 2:PRINT "VOUS PRESENTENT"
560 AA$(1)="411500000000000411000000000001000000000010"
570 AA$(2)="1000041150141010001001011150104104115010"
580 AA$(3)="10000000010100010001001010010142001001010"
590 AA$(4)="1015041110100011001001010010110001112010"
600 AA$(5)="1001010010100010001001010010135001000010"
610 AA$(6)="3112031110100010003112010010103103112031"
620 WINDOW #1,1,40,17,24:PAPER #1,2:CLS#1
630 FOR AU=1 TO 6
640 FOR AI=1 TO 40
650 IF MID$(AA$(AU),AI,1)="0" THEN ta$(au)=ta$(au)+CHR$(32):GOTO 700
660 IF MID$(AA$(AU),AI,1)="1" THEN ta$(au)=ta$(au)+CHR$(143):GOTO 700
670 IF MID$(AA$(AU),AI,1)="2" THEN ta$(au)=ta$(au)+CHR$(212):GOTO 700
680 IF MID$(AA$(AU),AI,1)="3" THEN ta$(au)=ta$(au)+CHR$(213):GOTO 700
690 IF MID$(AA$(AU),AI,1)="4" THEN ta$(au)=ta$(au)+CHR$(214) ELSE ta$(au)=ta$(au)+CHR$(215)
700 NEXT AI :NEXT au
710 LOCATE 1,24:PRINT STRING$(40,CHR$(128))
720 PEN 1:FOR au=6 TO 1 STEP-1:LOCATE 1,AU+17:PRINT ta$(AU):NEXT AU
730 LOCATE 1,17:PRINT STRING$(40,CHR$(128))
740 REM Si vous sauvez sur disquette, ne tapez pas la ligne suivante
750 PEN 3:LOCATE 6,25:PRINT "Patience ! Chargement en cours."
760 REM Si vous sauvez sur disquette, ne tapez pas la ligne suivante
780 REM -- FIN DU PREMIER PROGRAMME ---
790 REM -----

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800
810
1000 REM *****
1010 REM ** DEBUT DEUXIEME PROGRAMME ***
1020 REM *****
1030 REM Enregistrez ce programme a la suite de l'autre en lui donnant le nom
indique ligne 770
1040 ON BREAK GOSUB 3770
1050 LOCATE 1,25: PRINT SPACE$(25)
1060 FOR p=1 TO 17:PRINT
1070 NEXT p
1080 DIM r$(20):DIM ha(100):DIM jj$(3)
1090 REM *****
1100 REM ***** data musique *****
1110 DATA 262,294,330,262,262,294,330,262,330,349,392,392,330,349,392,392,392,440,392,349,
330,330,262,262,392,440,392,349,330,330,26
2,262,262,262,196,196,262,262,262,262,262,196,196,262,262,262
1120 REM
1130 IF man<>0 THEN PEN 1:FOR i=1 TO 6:LOCATE 1,i:PRINT ta$(i):NEXT
1140 REM
1150 J1$=CHR$(240)
1160 J2$=CHR$(241)
1170 J3$=CHR$(242)
1180 J4$=CHR$(243)
1190 J5$=CHR$(224)
1200 man=2
1210 INK 2,11
1220 FOR i=1 TO 6:WINDOW #i,2,39,i*3+5,i*3+8:IF INT(i/2)=i/2 THEN PAPER #i,1:PEN #i,2 ELSE
PAPER #i,2:PEN #i,1
1230 CLS #i:NEXT
1240 LOCATE #1,1,2:PRINT #1," - Regles du jeu . . . . . ";PEN #1,3:PRINT #1,"1 "
1250 LOCATE #2,1,2:PRINT #2," - Utilisation du curseur . . . ";PEN #2,3:PRINT #2,"2 "
1260 LOCATE #3,1,2:PRINT #3," - Utilisation du Joystick . . . ";PEN #3,3:PRINT #3,"3 "
1270 LOCATE #4,1,2:PRINT #4," - Redefinition des touches . . . ";PEN #4,3:PRINT #4,"4 "
1280 LOCATE #5,1,2:PRINT #5," - Jeu avec un seul joueur . . . ";PEN #5,3:PRINT #5,"5 "
1290 LOCATE #6,1,2:PRINT #6," - Jeu a deux joueurs . . . . . ";PEN #6,3:PRINT #6,"6 "
1300 LOCATE #man,37,2:PEN #man,3:PRINT #man,"*"
1310 RESTORE 1110
1320 READ m:SOUND 1,m/2,20,5 :SOUND 2,m*0.75,20,3:SOUND 4,m,20,5
1330 IF INKEY(64)<>-1 OR INKEY(13)<>-1 THEN 3800

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1340 IF INKEY(65)<>-1 OR INKEY(14)<>-1 THEN 1140
1350 IF INKEY(57)<>-1 OR INKEY(5)<>-1 THEN 1400
1360 IF INKEY(56)<>-1 OR INKEY(20)<>-1 THEN 1480
1370 IF INKEY(49)<>-1 OR INKEY(12)<>-1 THEN 1890
1380 IF INKEY(48)<>-1 OR INKEY(4)<>-1 THEN 1700
1390 mu=mu+1:IF mu=45 THEN mu=0:GOTO 1310 ELSE 1320
1400 REM ***** JEU AVEC JOYSTICK *****
1410 j1#=CHR$(11)
1420 j2#=CHR$(10)
1430 j3#=CHR$(8)
1440 j4#=CHR$(9)
1450 j5#=CHR$(224)
1460 man=3
1470 GOTO 1210
1480 REM ** REDEFINITION DES TOUCHES **
1490 FOR i=8 TO 25:LOCATE 1,i:PRINT SPACE$(39)
1500 NEXT
1510 INK 2,3
1520 LOCATE 9,10: PEN 3:PRINT "REDEFINITION DES TOUCHES" :PEN 2
1530 FOR i=1 TO 10:c#=INKEY$:NEXT
1540 LOCATE 15,14:PRINT "Haut    ?  ";
1550 GOSUB 1660:j1#=b$
1560 LOCATE 15,16:PRINT "Bas      ?  ";
1570 GOSUB 1660:j2#=b$
1580 LOCATE 15,18:PRINT "Gauche ?  ";
1590 GOSUB 1660:j3#=b$
1600 LOCATE 15,20:PRINT "Droite ?  ";
1610 GOSUB 1660:j4#=b$
1620 LOCATE 15,22:PRINT "Repetition ?  ";
1630 GOSUB 1660:j5#=b$
1640 FOR i=8 TO 24:LOCATE 1,i:PRINT SPACE$(39):NEXT
1650 man=4:GOTO 1210
1660 REM --- Valeur des touches -----
1670 b#=INKEY$:IF b#<>" " THEN PRINT b# ELSE 1660
1680 SOUND 1,2056,10,7
1690 RETURN
1700 REM ***** JEU A 2 JOUEURS *****
1710 jb=2
1720 FOR i=8 TO 25:LOCATE 1,i:PRINT SPACE$(39):NEXT

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1730 INK 2,3
1740 LOCATE 9,11: PEN 3:PRINT "JEU A DEUX JOUEURS":PEN 2
1750 FOR i=1 TO 10:c$=INKEY$:NEXT
1760 LOCATE 1,13:INPUT "Joueur 1 ";nm1$
1770 LOCATE 1,15:INPUT "Joueur 2 ";nm2$
1780 LOCATE 1,17:PRINT "Qui commence ? : "
1790 LOCATE 1,19:PRINT " 1 - ";nm1$
1800 LOCATE 1,20:PRINT " 2 - ";nm2$
1810 LOCATE 1,21:PRINT " 3 - Au hazard ";nx$=INKEY$:IF nx$="" THEN 1810
1820 IF nx$="1" THEN jj$(1)=LEFT$(nm1$,6):jj$(2)=LEFT$(nm2$,6):GOTO 1860
1830 IF nx$="2" THEN jj$(1)=LEFT$(nm2$,6):jj$(2)=LEFT$(nm1$,6):GOTO 1860
1840 IF nx$="3" THEN jm=RND*10:IF jm<5 THEN nx$="1":GOTO 1820 ELSE nx$="2":GOTO 1830
1850 GOTO 1780
1860 jj$(3)=jj$(1):tr=1:LOCATE 1,23:PEN 3:PRINT "C'est ";jj$(1);" qui commence."
1870 FOR i=1 TO 3000:NEXT
1880 GOTO 1940
1890 REM ***** JEU 1 JOUEUR *****
1900 jb=1
1910 REM ***** DEBUT DU JEU *****
1920 REM
1930 REM ***** TRACE DU JEU *****
1940 MODE 0
1950 RANDOMIZE TIME
1960 INK 4,16:INK 5,11
1970 SYMBOL 200,206,238,168,168,172,236,200,168
1980 SYMBOL 201,68,238,170,138,138,138,138,170
1990 SYMBOL 202,204,238,170,170,170,234,202,170
2000 SYMBOL 203,174,174,0,0,255,255,0,0
2010 SYMBOL 204,238,68,0,0,255,255,0,0
2020 SYMBOL 205,174,172,0,0,254,254,0,0
2030 SYMBOL 206,2,7,5,4,6,3,1,5
2040 SYMBOL 207,34,119,85,69,69,69,69,85
2050 SYMBOL 208,103,119,84,84,86,118,100,84
2060 SYMBOL 209,7,2,0,0,7,7,0,0
2070 SYMBOL 210,119,34,0,0,255,255,0,0
2080 SYMBOL 211,87,87,0,0,255,255,0,0
2090 SYMBOL 221,255,255,128,128,128,128,159,159
2100 SYMBOL 222,255,255,1,1,1,1,189,189
2110 SYMBOL 223,159,159,153,152,152,152,152,155

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2120 SYMBOL 225,189,189,177,49,49,49,49,253
2130 SYMBOL 226,155,155,155,153,153,153,159,159
2140 SYMBOL 227,253,253,253,177,177,177,177,177
2150 SYMBOL 228,159,159,128,128,128,128,255,255
2160 SYMBOL 229,177,177,1,1,1,1,255,255
2170 SYMBOL 244,0,1,1,3,3,7,7,15
2180 SYMBOL 245,0,128,128,192,192,224,224,240
2190 SYMBOL 246,15,7,7,3,3,1,1,0
2200 SYMBOL 247,240,224,224,192,192,128,128,0
2210 SYMBOL 248,15,31,31,63,63,127,127,255
2220 SYMBOL 249,240,248,248,252,252,254,254,255
2230 SYMBOL 250,255,127,127,63,63,31,31,15
2240 SYMBOL 251,255,254,254,252,252,248,248,240
2250 SYMBOL 252,255,126,126,60,60,24,24,0
2260 SYMBOL 253,0,24,24,60,60,126,126,255
2270 INK 10,26:INK 11,24:INK 12,17:INK 13,6:INK 2,3
2280 RESTORE 3790
2290 FOR dg=1 TO 7
2300 READ dar,db,dt
2310 LOCATE dt,dg:PEN 10:PRINT CHR$(dar+240);STRING$(db,CHR$(143));CHR$(dar+241)
2320 IF dg>3 THEN dar=dar-4
2330 LOCATE dt,25-dg:PEN 11:PRINT CHR$(dar+242);STRING$(db,CHR$(143));CHR$(dar+243)
2340 NEXT dg
2350 LOCATE 9,8:PEN 10:PRINT CHR$(252):LOCATE 12,8:PRINT CHR$(252)
2360 LOCATE 9,17:PEN 11:PRINT CHR$(253):LOCATE 12,17:PRINT CHR$(253)
2370 FOR dv=6 TO 15 STEP 9
2380 IF dv=6 THEN PEN 12 ELSE PEN 13
2390 LOCATE dv,5:PRINT CHR$(253)
2400 LOCATE dv,20:PRINT CHR$(252)
2410 LOCATE dv-1,6:PRINT CHR$(244);CHR$(143);CHR$(245)
2420 LOCATE dv-1,19:PRINT CHR$(246);CHR$(143);CHR$(247)
2430 LOCATE dv-1,7:PRINT CHR$(248);CHR$(143);CHR$(249)
2440 LOCATE dv-1,18:PRINT CHR$(250);CHR$(143);CHR$(251)
2450 NEXT dv
2460 FOR dg2=8 TO 17
2470 READ dar2
2480 PEN 12:LOCATE 5,dg2:PRINT STRING$(3,CHR$(143))
2490 LOCATE 8,dg2:PRINT CHR$(dar2)
2500 PEN 13:LOCATE 14,dg2:PRINT STRING$(3,CHR$(143))
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2510 IF dar2=133 THEN dar2=139
2520 LOCATE 13,dg2:PRINT CHR$(dar2-1)
2530 NEXT dg2
2540 za=10:zb=11:GOSUB 3270
2550 LOCATE 15,25:PEN 3:PRINT "ENTER"
2560 IF jb=2 THEN LOCATE 1,23:PEN 3:PRINT JJ$(tr):LOCATE 1,25:PEN 2:PRINT "A vous"
2570 pp1$=CHR$(200)+CHR$(201)+CHR$(202)
2580 pp2$=CHR$(203)+CHR$(204)+CHR$(205)
2590 pp3$=CHR$(206)+CHR$(207)+CHR$(208)
2600 pp4$=CHR$(209)+CHR$(210)+CHR$(211)
2610 LOCATE 1,1:PEN 2:PRINT pp1$:LOCATE 1,2:PRINT pp2$
2620 LOCATE 18,1:PEN 2:PRINT pp3$:LOCATE 18,2:PRINT pp4$
2630 LOCATE 1,4:PRINT USING"###";st
2640 FOR i=1 TO 10:c$=INKEY$:NEXT
2650 ttt=0
2660 RESTORE 1110
2670 ttt=ttt+1:IF ttt>500 THEN READ m:SOUND 1,m,20,5 :SOUND 2,m*2,20,3:SOUND 4,m/2,20,5
2680 IF INKEY(18)<>-1 THEN 2700
2690 mu=mu+1:IF mu=45 THEN mu=0:GOTO 2660 ELSE 2670
2700 hw=1:hj=1:jr=1
2710 LOCATE 15,25:PRINT "      "
2720 FOR i=1 TO 1500:NEXT
2730 tt=3:FOR i=1 TO 100:ha(i)=0:NEXT
2740 PEN 0:GOSUB 3320
2750 REM
2760 tp=50-INT(10*LOG(hw))
2770 IF jr=1 THEN INK 0,11:BORDER 11 ELSE INK 0,16:BORDER 16
2780 LOCATE 1,23:PRINT "      ":PEN 3:LOCATE 1,23:IF jb=2 AND jr=1 THEN PRINT JJ$(tr) ELSE
IF jb =2 THEN PRINT JJ$(tr+1)
2790 IF jr=1 AND jb=1 THEN ha(hw)=INT(RND*4)+1:LOCATE 1,25:PRINT "Ecoutez":GOSUB 3190
2800 IF jb=1 THEN jr=2
2810 PEN 1:LOCATE 1,25:PRINT "A vous "
2820 IF jr=1 THEN INK 0,11:BORDER 11 ELSE INK 0,16:BORDER 16
2830 tt=hw+2:LOCATE 9,12:PEN 2:PRINT USING "###";tt
2840 FOR hj=1 TO hw
2850 EVERY 50,1 GOSUB 3120
2860 FOR u=1 TO 10:c$=INKEY$:NEXT
2870 hh$=INKEY$: IF tt<1 THEN 3360 ELSE IF hh$="" THEN 2870
2880 note=0
2890 IF hh$=j1$ THEN note=1:GOTO 2950

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2900 IF hh$=j2$ THEN note=2:GOTO 2950
2910 IF hh$=j3$ THEN note=3:GOTO 2950
2920 IF hh$=j4$ THEN note=4:GOTO 2950
2930 IF hh$=j5$ THEN GOSUB 3190
2940 GOTO 2870
2950 IF ha(hj)=0 THEN ha(hj)=note
2960 IF note<>ha(hj) THEN 3360
2970 ON ha(hj) GOSUB 3040,3060,3080,3100
2980 NEXT hj
2990 PEN 2
3000 IF jr=1 THEN jr=2 ELSE jr=1
3010 sc=hw*10:LOCATE 18,4:PRINT USING"###";sc
3020 FOR del=1 TO 1000:NEXT
3030 hw=hw+1:GOTO 2750
3040 REM ***** LES NOTES *****
3050 za=10:zb=2:GOSUB 3270:SOUND 1,358,tp,7:FOR i=1 TO 300:NEXT:PEN 10:GOSUB 3320:RETURN
3060 REM
3070 za=10:zb=20:GOSUB 3270:SOUND 1,284,tp,7:FOR i=1 TO 300:NEXT:PEN 11:GOSUB 3320:RETURN
3080 REM
3090 za=6:zb=11:GOSUB 3270:SOUND 1,213,tp,7:FOR i=1 TO 300:NEXT:PEN 12:GOSUB 3320:RETURN
3100 REM
3110 za=14:zb=11:GOSUB 3270:SOUND 1,190,tp,7:FOR i=1 TO 300:NEXT:PEN 13:GOSUB 3320:RETURN
3120 REM ***** HORLOGE *****
3130 IF jr=1 AND jb=1 THEN LOCATE 9,12:PRINT "  ":GOTO 3180
3140 tt=tt-1
3150 SOUND 1,284,5,7
3160 PEN 2
3170 LOCATE 9,12:PRINT USING "###";tt
3180 RETURN
3190 REM ***** REPETITION *****
3200 FOR ji=1 TO hw
3210 ON ha(ji) GOSUB 3040,3060,3080,3100
3220 FOR yg=1 TO 400:NEXT
3230 NEXT ji
3240 PEN 2
3250 RETURN
3260 REM ***** NOTE JOUEE *****
3270 DI:PEN 1:LOCATE za,zb:PRINT CHR$(221);CHR$(222)
3280 LOCATE za,zb+1:PRINT CHR$(223);CHR$(225)

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3290 LOCATE za,zb+2:PRINT CHR$(226);CHR$(227)
3300 LOCATE za,zb+3:PRINT CHR$(228);CHR$(229)
3310 EI:RETURN
3320 REM ***** EFFACEMENT *****
3330 DI:FOR zc=0 TO 3:LOCATE za,zb+zc:PRINT CHR$(143);CHR$(143):NEXT zc :EI
3340 PEN 2
3350 RETURN
3360 REM ***** PERDU *****
3370 tt=0
3380 SOUND 1,100,200,6,2,1
3390 LOCATE 9,12:PRINT REMAIN(1)
3400 IF sc>st THEN st=sc
3410 FOR gf=1 TO 25:LOCATE 1,gf:PRINT " " :NEXT
3420 LOCATE 9,12:PRINT " "
3430 LOCATE 1,25:PRINT " "
3440 LOCATE 1,23:PRINT " "
3450 OUT &BC00,13
3460 FOR ghj=1 TO 8
3470 OUT &BDD0,ghj
3480 FOR tepo=1 TO 40:NEXT tepo:NEXT ghj
3490 FOR i=1 TO 1500:NEXT:GOSUB 3200
3500 IF jb=1 GOTO 3610
3510 IF jr=2 THEN sc(tr)=sc ELSE sc(tr+1)=sc
3520 IF sc(1)>sc1 THEN sc1=sc(1)
3530 IF sc(3)>sc1 THEN sc1=sc(3)
3540 IF sc(2)>sc2 THEN sc2=sc(2)
3550 IF sc2>sc1 THEN scl2=9 :scl1=11 ELSE scl1=9:scl2=11
3560 PEN 1
3570 LOCATE 18,scl1:PRINT LEFT$(JJ$(1),3)
3580 LOCATE 2,scl1+1:PRINT USING"###";sc1
3590 LOCATE 18,scl2:PRINT LEFT$(JJ$(2),3)
3600 LOCATE 2,scl2+1:PRINT USING"###";sc2
3610 PEN 1
3620 LOCATE 2,2:PRINT pp1$
3630 LOCATE 2,3:PRINT pp2$
3640 PEN 3:LOCATE 2,5:PRINT USING"###";st
3650 PEN 2:LOCATE 1,16:PRINT "UNE"
3660 LOCATE 19,17:PRINT "AU"
3670 LOCATE 1,18:PRINT "TRE"

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3680 LOCATE 1,20:PEN 3:PRINT "O/N"
3690 za=3:zb=22:GOSUB 3270
3700 ttt=0
3710 IF tr=1 THEN tr=2 ELSE tr=1
3720 RESTORE 1110
3730 IF INKEY(34)<>-1 THEN 1940
3740 IF INKEY(46)<>-1 THEN MODE 1:sc1=0:sc2=0:sc(1)=0:sc(2)=0:sc(3)=0:GOTO 1120
3750 ttt=ttt+1:IF ttt>500 THEN READ m:SOUND 1,m,20,5 :SOUND 2,m*2,20,3:SOUND 4,m/2,20,5
3760 mu=mu+1:IF mu=45 THEN mu=0:GOTO 3720 ELSE 3730
3770 MODE 1:PEN 1:END
3780 REM
3790 DATA 8,4,8,4,6,7,8,6,7,10,6,7,6,6,7,10,4,8,6,4,8,245,249,251,133,133,133,133,249,
251,247
3800 REM ***** regles du jeu *****
3810 r$(1)="                REGLES DU JEU"
3820 r$(2)=" "
3830 r$(3)="    Le but du jeu consiste a reproduire"
3840 r$(4)="une serie sonore de plus en plus longue"
3850 r$(5)="composee de quatre notes differentes,"
3860 r$(6)="qui sont associees a une couleur."
3870 r$(7)=" "
3880 r$(8)="    VERSION 1 JOUEUR  : La serie de notes"
3890 r$(9)="est generee par l'ordinateur."
3900 r$(10)=" "
3910 r$(11)="    VERSION 2 JOUEURS  : Les adversaires "
3920 r$(12)="augmentent la serie d'une note a chaque"
3930 r$(13)="fois."
3940 r$(14)=" "
3950 r$(15)="En cours de jeu, pour faire repeter la"
3960 r$(16)="derniere sequence, tapez COPY "
3970 FOR ri=7 TO 25:LOCATE 1,ri:PRINT SPACE$(39):NEXT
3980 FOR ry=1 TO 16
3990 INK 2,3
4000 IF ry=1 THEN PEN 3 ELSE PEN 2
4010 IF ry=2 OR ry=7 OR ry=10 OR ry=14 THEN 4030
4020 LOCATE 1,ry+8:PRINT r$(ry):SOUND 1,100,20,15,0,1:FOR i=1 TO 500:NEXT
4030 NEXT ry
4040 FOR i=1 TO 10000:IF INKEY(18)=0 THEN i=10000 ELSE NEXT
4050 FOR ri=7 TO 25:LOCATE 1,ri:PRINT SPACE$(39):NEXT
4060 GOTO 1210

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