

# SPHINX.BAS

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10 ' ***** >LA
20 ' * >LB
30 ' * L E C E N N E ALAIN * >LC
40 ' * >LD
50 ' * P r { s e n t e * >LE
60 ' * >LF
70 ' * S P H I N X * >LG
80 ' * >LH
90 ' ***** >LJ
100 ' * Fichier SPHINX.BAS * >RB
110 ' * >RC
120 ' * Pour CPC Infos * >RD
130 ' ***** >RE
140 KEY DEF 66,0,0,0,0:POKE &BDEE,&C9 >CB
150 DIM nom$(18),scor(18),xs(50),ys(50) >GF
160 dr$="N":ga$="B" >MK
170 '***** lect.fich.score ***** >RJ
180 nomfi$="sphinx1.sco" >XJ
190 OPENIN nomfi$ >MT
200 FOR sc=1 TO 16 >LL
210 INPUT #9,nom$(sc),scor(sc) >ZY
220 NEXT sc >YA
230 CLOSEIN >EG
240 MODE 0 >HD
250 GOSUB 5070 >QA
260 INK 0,0:INK 1,18:INK 2,6:INK 3,24:INK 4,26:INK 5,15 >WV

270 SPEED KEY 30,2 >LZ
280 INK 6,11:INK 7,7:INK 8,22:INK 9,9:INK 10,3:INK 11,2 >WF

290 INK 12,4:INK 13,8:INK 14,19:INK 15,12 >FC
300 PAPER 0:BORDER 0:CLS >TF
310 MODE 1 >HC
320 WINDOW #1,3,37,2,21 >QC
330 '***** tableau MENU ***** >RG
340 CLS >UB
350 jk=0:cpa=3:cpb=2:cpc=3 >WF
360 GOSUB 4740 >QF
370 RESTORE 3200 >LW
380 FOR ds=3 TO 14 >LX
390 LOCATE 3,ds >CH
400 READ dd >TB
410 IF dd=-1 THEN 440 >NE
420 PEN dd:PRINT CHR$(143); >VX
430 GOTO 400 >YH
440 NEXT ds >YF
450 LOCATE 10,4:PRINT " M O M O PRESENTE "; >PD
460 LOCATE #1,2,19:PEN #1,cpc:PRINT #1,"3 = DEBUT JEU"; >ZL

470 LOCATE #1,18,15:PEN #1,cpc:PRINT #1,"4 = REGLES DU >FQ
JEU";
480 LOCATE #1,18,17:PEN #1,cpc:PRINT #1,"5 = TABLEAU SC >HN
ORES";
490 LOCATE #1,18,19:PEN #1,cpc:PRINT #1,"6 = REDEF.TOUC >FB
HES";
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500 LOCATE #1,2,15:PEN #1,cpa:PRINT #1,"1 = PAS A PAS"; >YE
510 LOCATE #1,2,17:PEN #1,cpb:PRINT #1,"2 = AUTOMATIQUE >CH
";
520 CLEAR INPUT >LT
530 IF INKEY(76)<>-1 THEN GOTO 650 >AT
540 choi$=INKEY$ >LB
550 IF choi$="" THEN GOTO 530 >VP
560 IF choi$<>"1" AND choi$<>"2" AND choi$<>"3" AND choi$<>"4" AND choi$<>"5" AND choi$<>"6" THEN GOTO 540 >MH
570 choi=VAL(choi$) >PG
580 IF jk=1 THEN tsc=1 ELSE tsc=2 >AV
590 ON choi GOTO 600,610,650,5250,630,4840 >HA
600 cpa=2:cpb=3:jk=1:GOTO 500 >XG
610 cpa=3:cpb=2:jk=0:GOTO 500 >XG
620 IF choi=1 OR choi=2 THEN GOTO 500 >CG
630 IF choi=5 THEN GOSUB 3020 >WF
640 CLS#1:GOTO 370 >MV
650 CLS #1 >EJ
660 tex=39:tey=24 >MK
670 IF jk=1 THEN dif=4 ELSE dif=5 >ZK
680 score=0:sauve=0:tour=1 >XB
690 niv=0:RESTORE 3320 >RW
700 IF jk=0 AND tour=2 THEN dif=3 >AB
710 IF jk=1 AND tour=2 THEN dif=4 >AE
720 IF jk=0 AND tour=3 THEN dif=2 >AD
730 IF jk=1 AND tour=3 THEN dif=3 >AG
740 IF jk=0 AND tour>=4 THEN dif=1 >AH
750 IF jk=1 AND tour>=4 THEN dif=2 >BC
760 EVERY 4000,3 GOSUB 2620 >UH
770 GOTO 900 >AC
780 DI:ENT -6,3,1,1:SOUND 1,142,90,15,,6 >FM
790 IF niv=1 THEN RESTORE 3320 >XG
800 IF niv=2 THEN RESTORE 3340 >XB
810 IF niv=3 THEN RESTORE 3390 >YA
820 IF niv=4 THEN RESTORE 3450 >XH
830 IF niv=5 THEN RESTORE 3620 >YA
840 IF niv=6 THEN RESTORE 3790 >YL
850 IF niv=7 THEN RESTORE 3940 >YK
860 IF niv=8 THEN RESTORE 4130 >YD
870 IF niv=9 THEN RESTORE 4320 >YG
880 IF niv=10 THEN RESTORE 4510 >YH
890 niv=niv-1:GOSUB 2620 >UL
900 DI:posi=0:dia=0:top=0:sup=0:dire=1 >JC
910 niv=niv+1:sc=10*niv*tour >ZA
920 IF niv=11 THEN tour=tour+1:GOTO 690 >HU
930 CLS::temp2=REMAIN(2) >UY
940 'CLS:temp1=REMAIN(3):temp2=REMAIN(2) >TD
950 PEN 2:FOR te=10 TO tex-1:LOCATE te,tey:PRINT CHR$(2 >QA
48);:NEXT te
960 PEN 1:LOCATE 2,24:PRINT "Horloge"; >JR
970 LOCATE 2,25:PRINT "Score :"; >BZ
980 LOCATE 16,25:PRINT CHR$(250);CHR$(251);CHR$(252);CH >FF
R$(32);CHR$(32);CHR$(32);CHR$(32);CHR$(253);CHR$(254);
990 LOCATE 29,25:PRINT "Chocs"; >AA
1000 PEN 3:LOCATE 9,25:PRINT Score; >DP
1010 ndia=35-niv+(tour*5) >UC
1020 IF niv=10 THEN ndia=0 >UK
1030 GOSUB 4740 >XB

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1040 INK 3,15,2:PEN 3 >NB
1050 LOCATE 12,8:PRINT "N I V E A U ";tour; >MR
1060 LOCATE 11,12:PRINT "T A B L E A U ";NIV; >NV
1070 FOR tt=1 TO 2000:NEXT tt >WF
1080 LOCATE #1,1,21:FOR mo=1 TO 15:PRINT #1," ":NEXT mo >XV

1090 CLS #1:INK 3,24 >ME
1100 FOR ab=2 TO 21 >LF
1110 LOCATE 3,ab >GA
1120 READ ad >YG
1130 IF ad=-1 THEN 1160 >PR
1140 PEN ad:PRINT CHR$(143); >WP
1150 GOTO 1120 >LJ
1160 NEXT ab >CD
1170 mg=1 >DK
1180 LOCATE 18,21:PEN 3:PRINT CHR$(241); >GM
1190 '*** TRACE DE 12 PICS *** >YD
1200 CLEAR INPUT >LF
1210 pic=0:PEN 2 >FG
1220 IF pic=12 THEN 1250 >QG
1230 GOSUB 2230 >WF
1240 GOTO 1220 >LK
1250 x=18:y=21:xs(1)=x:ys(1)=y >ZT
1260 EI >PG
1270 EVERY 500,2 GOSUB 2230 >UZ
1280 ' *** controle du jeu *** >YD
1290 DI >PJ
1300 LOCATE x,y:PEN 3:PRINT CHR$(241); >FD
1310 EI >PC
1320 IF mg-1=pic THEN 900 >RB
1330 IF dia=ndia THEN INK 3,24:sup=1:GOTO 1370 >NB
1340 IF mg-1>7 AND pic-(mg-1)>=dif+1 THEN INK 3,15 ELSE >FQ
    INK 3,24
1350 IF mg-1>8 AND pic-(mg-1)>dif THEN sup=1:GOSUB 2230 >YB

1360 IF pic>25 THEN sup=1:GOSUB 2230 >DV
1370 IF jk=0 THEN GOTO 1480 >UP
1380 IF posi=1 AND top1=1 THEN 1400 >BM
1390 IF INKEY(72)<>-1 OR INKEY(0)<>-1 THEN 1610 >NQ
1400 IF posi=2 AND top1=1 THEN 1420 >BH
1410 IF INKEY(73)<>-1 OR INKEY(2)<>-1 THEN 1730 >NP
1420 IF posi=3 AND top1=1 THEN 1440 >BN
1430 IF INKEY(74)<>-1 OR INKEY(8)<>-1 THEN 1850 >NC
1440 IF posi=4 AND top1=1 THEN 1470 >BV
1450 IF INKEY(75)<>-1 OR INKEY(1)<>-1 THEN 1960 >NA
1460 IF posi=0 AND pic>25 THEN sup=1:GOSUB 2230 >PD
1470 GOTO 1340 >MH
1480 IF drc$=dr$ AND top1=1 THEN dire=dire-1:GOTO 1570 >YC
1490 IF drc$=ga$ AND top1=1 THEN dire=dire+1:GOTO 1570 >XV

1500 IF INKEY(75)<>-1 THEN drc$=dr$:GOTO 1540 >MR

1510 IF INKEY(74)<>-1 THEN drc$=ga$:GOTO 1540 >MB

1520 drc$=INKEY$ >LW
1530 drc$=UPPER$(drc$) >RG
1540 IF drc$=dr$ THEN dire=dire+1 >AC
1550 IF drc$=ga$ THEN dire=dire-1 >AQ
1560 IF drc$="" AND top1=1 THEN GOTO 1500 >FD

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1570 IF dire=5 THEN dire=1	>UT
1580 IF dire=0 THEN dire=4	>UR
1590 ON dire GOTO 1610,1960,1730,1850	>CJ
1600 GOTO 1340	>MC
1610 posi=1:xa=x*16-8:ya=(25-(y-1))*16+8	>HL
1620 da=TEST(xa,ya)	>PK
1630 ON da+1 GOTO 1690,1720,1650,780	>BB
1640 GOTO 1280	>MK
1650 ENV 9,2,-2,1,20,0,1,10,1,1:SOUND 1,180,0,15,9	>QL
1660 mg=mg+1:score=score+sc	>XH
1670 DI:PEN 3:LOCATE 9,25:PRINT score;	>GE
1680 PEN 2:LOCATE 25,25:PRINT mg-1;:EI	>FY
1690 top1=0	>YA
1700 GOSUB 2100	>WD
1710 y=y-1:GOTO 1280	>NF
1720 GOSUB 2540:GOTO 1280	>TF
1730 posi=2:xa=x*16-8:ya=(25-(y+1))*16+8	>HN
1740 da=TEST(xa,ya)	>PN
1750 ON da+1 GOTO 1810,1840,1770,780	>BE
1760 GOTO 1280	>NC
1770 ENV 9,2,-2,1,20,0,1,10,1,1:SOUND 1,180,0,15,9	>QP
1780 mg=mg+1:score=score+sc	>YC
1790 DI:PEN 3:LOCATE 9,25:PRINT score;	>GH
1800 PEN 2:LOCATE 25,25:PRINT mg-1;:EI	>FR
1810 top1=0	>XE
1820 GOSUB 2100	>WG
1830 y=y+1:GOTO 1280	>NG
1840 GOSUB 2540:GOTO 1280	>TJ
1850 posi=3:xa=(x-1)*16-8:ya=(25-y)*16+8	>HV
1860 da=TEST(xa,ya)	>PR
1870 ON da+1 GOTO 1930,2000,1890,780	>BC
1880 GOTO 1280	>NF
1890 ENV 9,2,-2,1,20,0,1,10,1,1:SOUND 1,180,0,15,9	>QT
1900 mg=mg+1:score=score+sc	>XE
1910 DI:PEN 3:LOCATE 9,25:PRINT score;	>GB
1920 PEN 2:LOCATE 25,25:PRINT mg-1;:EI	>FV
1930 top1=0	>XH
1940 GOSUB 2100	>WK
1950 x=x-1:GOTO 1280	>PB
1960 posi=4:xa=(x+1)*16-8:ya=(25-y)*16+8	>HW
1970 da=TEST(xa,ya)	>PU
1980 ON da+1 GOTO 2050,2080,2010,780	>BQ
1990 GOTO 1280	>NH
2000 GOSUB 2540:GOTO 1280	>TX
2010 ENV 9,2,-2,1,20,0,1,10,1,1:SOUND 1,180,0,15,9	>QB
2020 mg=mg+1:score=score+sc	>XY
2030 DI:PEN 3:LOCATE 9,25:PRINT score;	>GV
2040 PEN 2:LOCATE 25,25:PRINT mg-1;:EI	>FN
2050 top1=0	>XB
2060 GOSUB 2100	>WD
2070 x=x+1:GOTO 1280	>NB
2080 GOSUB 2540:GOTO 1280	>TF
2090 '** calcul position chen.*	>YD
2100 DI	>NK
2110 mga=mg	>YK
2120 IF mg>=17 THEN mg=16:da=0	>XB
2130 IF da=2 THEN GOTO 2180	>UR
2140 LOCATE xs(1),ys(1):PEN 0:PRINT " ";	>GD
2150 FOR ka=2 TO mg	>MR

2160	xs(ka-1)=xs(ka):ys(ka-1)=ys(ka)	>FA
2170	NEXT ka	>DE
2180	LOCATE x,y:PEN 3:PRINT CHR\$(245);	>FQ
2190	xs(mg)=x:ys(mg)=y	>TL
2200	mg=mga	>YK
2210	RETURN	>EJ
2220	'*** TRACE DES PICS ***	>XJ
2230	ca=INT(RND*36)+2	>QC
2240	IF ca<3 OR ca>37 THEN 2230	>WJ
2250	cb=INT(RND*22)+1	>PH
2260	IF cb<2 OR cb>22 THEN 2250	>WH
2270	cc=TEST(ca*16-8,(25-cb)*16+8)	>BU
2280	IF cc<>0 THEN 2230	>PQ
2290	LOCATE ca,cb	>LY
2300	IF sup=1 THEN 2360	>QM
2310	DI:PEN 2:PRINT CHR\$(247);	>YM
2320	pic=pic+1	>XC
2330	PEN 2:LOCATE 19,25:PRINT pic;	>BD
2340	RETURN	>FC
2350	'*** TRACE DES DIABLES ***	>YC
2360	IF dia>=ndia THEN GOTO 2520	>ZZ
2370	pa=TEST((ca-1)*16-8,(25-cb)*16+8)	>EE
2380	pb=TEST((ca+1)*16-8,(25-cb)*16+8)	>EE
2390	IF pa<>0 AND pb<>0 THEN GOTO 2230	>DR
2400	pa=TEST(ca*16-8,(25-(cb-1))*16+8)	>EY
2410	pb=TEST(ca*16-8,(25-(cb+1))*16+8)	>EY
2420	IF pa<>0 AND pb<>0 THEN GOTO 2230	>DK
2430	pa=TEST((ca-1)*16-8,(25-(cb-1))*16+8)	>HR
2440	pb=TEST((ca+1)*16-8,(25-(cb+1))*16+8)	>HP
2450	IF pa<>0 AND pb<>0 THEN GOTO 2230	>DN
2460	pa=TEST((ca-1)*16-8,(25-(cb+1))*16+8)	>HT
2470	pb=TEST((ca+1)*16-8,(25-(cb-1))*16+8)	>HV
2480	IF pa<>0 AND pb<>0 THEN GOTO 2230	>DR
2490	dia=dia+1	>VC
2500	DI:PEN 1:PRINT CHR\$(242);	>YG
2510	sup=0	>QH
2520	RETURN	>FC
2530	'** penelites obstacles **	>YC
2540	ENT -6,3,1,1:SOUND 1,120,20,15,,6	>DR
2550	top=top+1:top1=1	>RG
2560	IF top=5 THEN GOSUB 2620	>WN
2570	IF top=5 THEN top=0	>TR
2580	LOCATE 35,25:PRINT " ";	>YA
2590	LOCATE 35,25:PEN 2	>QC
2600	FOR tp=1 TO top:PRINT CHR\$(249);:NEXT tp	>NQ
2610	RETURN	>FC
2620	DI:tex=tex-1:PEN 0:LOCATE tex,tey:PRINT " "	>UB
2630	IF tex>10 THEN 2640 ELSE 2660	>ZC
2640	RETURN	>FF
2650	' ***** fin de jeu *****	>YF
2660	PEN 0:LOCATE 1,24:PRINT REMAIN(3);REMAIN(2):PEN 2:	>WV
	CLS #1:PAPER #1,2	
2670	PEN #1,3:LOCATE #1,8,9:PRINT #1,"	>YM
	"	
2680	LOCATE #1,8,10:PRINT #1," G A M E O V E R "	>TE
2690	LOCATE #1,8,11:PRINT #1,"	>PL
2700	FOR tt=1 TO 3000:NEXT tt	>WH
2710	IF jk=1 THEN tc=0 ELSE tc=8	>YW
2720	PAPER #1,0	>TK

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2730 FOR kb=1+tc TO 8+tc >RW
2740 IF score>scor(kb) THEN GOTO 2770 >EH
2750 NEXT kb >DK
2760 GOTO 3000 >MF
2770 CLS#1:PEN #1,2 >MF
2780 LOCATE #1,3,5:PRINT #1,"* * * B O N S C O R E >CB
* * *"
2790 CLEAR INPUT >LX
2800 PEN #1,3:LOCATE #1,9,12:PRINT #1,"ENTREZ VOTRE NOM >EJ
: "
2810 LOCATE #1,10,15:INPUT #1,nom1$ >CF
2820 nom1$=UPPER$(nom1$) >UM
2830 sauve=1 >JG
2840 FOR kc=8+tc TO kb STEP -1 >WY
2850 nom$(kc)=nom$(kc-1) >TX
2860 scor(kc)=scor(kc-1) >UD
2870 NEXT kc >ED
2880 nom$(kb)=nom1$:scor(kb)=score >EE
2890 CLS#1:GOSUB 3020 >PA
2900 PEN #1,3:LOCATE #1,2,19:PRINT #1,"UNE TOUCHE POUR >DQ
ENREGISTRER SCORE";
2910 CALL &BB18 >UJ
2920 INK 3,24 >BF
2930 OPENOUT nomfi$ >PZ
2940 FOR sc=1 TO 16 >MK
2950 WRITE #9,nom$(sc),scor(sc) >AG
2960 NEXT sc >FB
2970 CLOSEOUT >ZJ
2980 !ERA,"sphinx3.bak" >WH
2990 sauve=0 >KC
3000 CLEAR INPUT:GOTO 340 >UU
3010 '*** tableau des scores *** >XG
3020 CLS #1:INK 3,11 >MV
3030 PEN #1,3:LOCATE #1,2,1:PRINT #1,"T A B L E A U D >XW'
E S S C O R E S";
3040 IF jk=1 THEN 3070 >PR
3050 LOCATE #1,4,4:PRINT #1,"E N A U T O M A T I Q U >CF
E";
3060 GOTO 3080 >MH
3070 LOCATE #1,7,4:PRINT #1,"A U P A S A P A S"; >VB
3080 PEN #1,1:LOCATE #1,5,7:PRINT #1,"J O U E U R S >NZ
S C O R E S"
3090 PEN #1,2 >ZG
3100 IF jk=1 THEN tc=0 ELSE tc=8 >YP
3110 FOR ja=1+tc TO 8+tc >RL
3120 LOCATE #1,7,(10+ja-2)-tc:PRINT #1,nom$(ja):LOCATE >XA
#1,24,(10+ja-2)-tc:PRINT #1, USING "#####";scor(ja)
3130 NEXT ja >DA
3140 PEN #1,3:LOCATE #1,6,19:PRINT #1,"UNE TOUCHE POUR >QA
CONTINUER";
3150 IF sauve=1 THEN GOTO 3180 >XF
3160 CALL &BB18 >UG
3170 INK 3,24 >BD
3180 RETURN >FF
3190 ' ***** t i t r e ***** >YF
3200 DATA 0,0,0,0,0,0,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >MM
,1,1,1,1,1,1,-1
3210 DATA 0,0,0,0,0,0,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >MN

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,1,1,1,1,1,1,-1
3220 DATA 0,0,0,0,0,0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >MP
,1,1,1,1,1,1,-1
3230 DATA -1,-1 >NK
3240 DATA 0,0,0,2,2,2,2,0,2,2,2,2,0,2,0,0,2,0,2,2,2,0,2 >VX
,0,0,2,0,2,0,0,0,2,-1
3250 DATA 0,0,0,2,0,0,2,0,2,0,0,2,0,2,0,0,2,0,0,2,0,0,2 >VR
,2,0,2,0,2,2,0,2,2,-1
3260 DATA 0,0,0,2,0,0,0,0,2,0,0,2,0,2,0,0,2,0,0,2,0,0,2 >VQ
,2,2,2,0,0,2,2,2,0,-1
3270 DATA 0,0,0,2,2,2,2,0,2,2,2,2,0,2,2,2,2,0,0,2,0,0,2 >VA
,0,2,2,0,0,0,2,0,0,-1
3280 DATA 0,0,0,0,0,0,2,0,2,0,0,0,0,2,0,0,2,0,0,2,0,0,2 >VL
,0,0,2,0,0,2,2,2,0,-1
3290 DATA 0,0,0,2,0,0,2,0,2,0,0,0,0,2,0,0,2,0,0,2,0,0,2 >VR
,0,0,2,0,2,2,0,2,2,-1
3300 DATA 0,0,0,2,2,2,2,0,2,0,0,0,0,2,0,0,2,0,2,2,2,0,2 >VM
,0,0,2,0,2,0,0,0,2,-1
3310 ' ***** tableau 1 ***** >XK
3320 DATA -1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1, >KG
-1,-1,-1,-1,-1
3330 ' ***** tableau 2 ***** >YB
3340 DATA -1,-1,-1,-1,-1,-1,-1,-1,-1,-1 >AL
3350 DATA ,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >TC
,1,1,1,1,1,1,,,,,-1
3360 DATA ,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >TD
,1,1,1,1,1,1,,,,,-1
3370 DATA -1,-1,-1,-1,-1,-1,-1,-1,-1,-1 >AP
3380 ' ***** tableau 3 ***** >YG
3390 DATA -1,-1,-1,-1,-1 >QX
3400 DATA ,,,,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >JG
1,1,,,,,,,-1
3410 DATA -1,-1,-1,-1,-1,-1,-1,-1,-1 >XW
3420 DATA ,,,,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >JJ
1,1,,,,,,,-1
3430 DATA -1,-1,-1,-1,-1 >QR
3440 ' ***** tableau 4 ***** >YD
3450 DATA -1,-1,-1 >LN
3460 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NF
3470 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NG
3480 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NH
3490 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NJ
3500 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NA
3510 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NB
3520 DATA ,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >TB
,1,1,1,1,1,1,,,,,-1
3530 DATA ,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >TC
,1,1,1,1,1,1,,,,,-1
3540 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NE
3550 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NF
3560 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NG
3570 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NH
3580 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NJ

3590 DATA ,,,,,,1,,,,,,1,,,,,,1,,,,,,,-1 >NK
3600 DATA -1,-1,-1 >LK
3610 ' ***** tableau 5 ***** >YC
3620 DATA -1,-1,-1 >LM
3630 DATA ,,,,1,1,,,,,,1,1,,,,,-1 >NK

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3640 DATA ,,,,,,1,1,,,,,,,,,,,,,1,1,,,,,,,,-1 >NL
3650 DATA ,,,,,,1,1,,,,,,,,,,,,,1,1,,,,,,,,-1 >NM
3660 DATA ,,,,,,1,1,,,,,,,,,,,,,1,1,,,,,,,,-1 >NN
3670 DATA ,,,,,,1,1,,,,,1,1,,,,,,,,,,,,,-1 >NP
3680 DATA ,,,,,,1,1,1,1,1,,,,,,,,,,,,,-1 >PQ
3690 DATA ,,,,,,1,,,,,,,,,,,,,-1 >KY
3700 DATA ,,,,,,1,,,,,,,,,,,,,-1 >KP
3710 DATA ,,,,,,1,1,1,1,1,,,,,,,,,,,,,-1 >PJ
3720 DATA ,,,,,,1,1,,,,,1,1,,,,,,,,,,,,,-1 >NK
3730 DATA ,,,,,,1,1,,,,,,,,,,,,,1,1,,,,,,,,-1 >NL
3740 DATA ,,,,,,1,1,,,,,,,,,,,,,1,1,,,,,,,,-1 >NM
3750 DATA ,,,,,,1,1,,,,,,,,,,,,,1,1,,,,,,,,-1 >NN
3760 DATA ,,,,,,1,1,,,,,,,,,,,,,1,1,,,,,-1 >NP
3770 DATA -1,-1,-1 >LU
3780 ' ***** tableau 6 ***** >ZA
3790 DATA -1,-1,-1,-1 >NU
3800 DATA ,,,,,,1,1,1,1,1,1,1,1,,,,,1,1,1,1,1,1,1,, >BF
,,,,,-1
3810 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LN
3820 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LP
3830 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LQ
3840 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LR
3850 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LT
3860 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LU
3870 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LV
3880 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LW
3890 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LX
3900 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >LN
3910 DATA ,,,,,,1,1,1,1,1,1,1,1,,,,,1,1,1,1,1,1,1,, >BH
,,,,,-1
3920 DATA -1,-1,-1,-1 >NN
3930 ' ***** tableau 7 ***** >YH
3940 DATA -1,-1 >PH
3950 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >KX
3960 DATA ,,,,,,1,,,1,,,1,,,1,,,1,,,1,,,,-1 >PR
3970 DATA ,,,,,,1,,,1,,,1,,,1,,,1,,,1,,,,-1 >PT
3980 DATA ,,,,,,1,,,1,,,1,,,1,,,1,,,1,,,,-1 >NU
3990 DATA ,,,,,,1,,,1,,,1,,,1,,,1,,,1,,,,-1 >NV
4000 DATA ,,,1,,,,,,,,,1,,,1,,,,,,,,,1,,,,-1 >NB
4010 DATA ,,1,,,,,,,,,,,,,,,,,,,,,,,,,1,,,,-1 >LF
4020 DATA ,,,,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, >HT
1,1,,,,,,,,,-1
4030 DATA ,,,,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, >HU
1,1,,,,,,,,,-1
4040 DATA ,,1,,,,,,,,,,,,,,,,,,,,,,,,,1,,,,-1 >LJ
4050 DATA ,,,1,,,,,,,,,1,,,1,,,,,,,,,1,,,,-1 >NG
4060 DATA ,,,1,,,,,,,,,1,,,1,,,,,,,,,1,,,,-1 >NH
4070 DATA ,,,,,,1,,,1,,,1,,,1,,,1,,,1,,,,-1 >NJ
4080 DATA ,,,,,,1,,,1,,,1,,,1,,,1,,,1,,,,-1 >PK
4090 DATA ,,,,,,1,,,1,,,1,,,1,,,1,,,1,,,,-1 >PL
4100 DATA ,,,,,,1,,,,,,,,,,,,,1,,,,,,,,-1 >KJ
4110 DATA -1,-1 >NH
4120 ' ***** tableau 8 ***** >XK
4130 DATA -1,-1 >NK
4140 DATA ,,,1,1,1,1,1,1,1,1,1,1,1,1,,,,,1,1,1,1,1,1, >MW
1,1,1,1,1,1,,,,,-1
4150 DATA ,,,1,,,,,,,,,,,,,,,,,,,,,,,,,1,,,,-1 >LL
4160 DATA ,,,1,,,,,,,,,,,,,,,,,,,,,,,,,1,,,,-1 >LM
4170 DATA ,,,1,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,, >FQ

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,,,1,,,,-1
4180 DATA ,,,,1,,,,1,,,,,,,,,,,,,,,,,,,,,1,,,,,1,,,,,-1 >NL
4190 DATA ,,,,1,,,,1,,,,,,,,,,,,,,,,,,,,,1,,,,,1,,,,,-1 >NM
4200 DATA ,,,,1,,,,1,,,,,,,,,,,,,,,,,,,,,1,,,,,1,,,,,-1 >ND
4210 DATA ,,,,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,,,,,-1 >LH
4220 DATA ,,,,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,,,,,-1 >LJ
4230 DATA ,,,,1,,,,,1,,,,,,,,,,,,,,,,,,,,,1,,,,,1,,,,,-1 >NG
4240 DATA ,,,,1,,,,,1,,,,,,,,,,,,,,,,,,,,,1,,,,,1,,,,,-1 >NH
4250 DATA ,,,,1,,,,,1,,,,,,,,,,,,,,,,,,,,,1,,,,,1,,,,,-1 >NJ
4260 DATA ,,,,1,,,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,, >FQ
,,,1,,,,,-1
4270 DATA ,,,,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,,,,,-1 >LP
4280 DATA ,,,,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,,,,,-1 >LQ

4290 DATA ,,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,,1,1,1,1,1,1,1, >MC
1,1,1,1,1,,,,,-1
4300 DATA -1,-1 >NJ
4310 ' ***** tableau 9 ***** >YA
4320 DATA -1,-1 >PA
4330 DATA ,,1,1,1,1,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >TM
,1,1,1,1,1,1,1,1,-1
4340 DATA ,,1,1,1,1,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >TN
,1,1,1,1,1,1,1,1,-1
4350 DATA ,,1,1,,,,,,,,,,,,,1,1,1,1,1,1,1,,,,,,,,,,,,,1,1,- >VG
1
4360 DATA ,,1,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,1,-1 >MT
4370 DATA ,,1,1,,,1,1,,,1,1,,,,,,,,,,,,,1,1,,,1,1,,,,,-1 >UD

4380 DATA ,,1,1,,,1,1,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,,1 >EJ
,1,,,,,-1
4390 DATA ,,1,1,,,1,1,,,1,1,,,1,1,1,,,1,1,,,1,1,,,1 >ZU
,1,-1
4400 DATA ,,1,1,,,1,1,1,,,,,,,,,,,,,1,1,1,,,1,1,-1 >UX

4410 DATA ,,1,1,,,1,1,1,,,,,,,,,,,,,1,1,1,,,1,1,-1 >UY

4420 DATA ,,1,1,,,1,1,,,1,1,,,1,1,1,,,1,1,,,1,1,,,1 >ZN
,1,-1
4430 DATA ,,,,,,1,1,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,,1,1 >EE
,,,1,1,-1
4440 DATA ,,,,,,1,1,,,1,1,,,,,,,,,,,,,1,1,,,1,1,,,1,1,-1 >UB

4450 DATA ,,1,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,1,-1 >MT
4460 DATA ,,1,1,,,,,,,,,,,,,1,1,1,1,1,1,1,,,,,,,,,,,,,1,1,, >WK
-1
4470 DATA ,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >TT
,1,1,1,,,1,1,1,1,-1
4480 DATA ,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >TU
,1,1,1,,,1,1,1,1,-1
4490 DATA -1,-1 >PJ
4500 ' ***** tableau 10 ***** >YB
4510 DATA -1 >VB
4520 DATA 0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >AW
,1,1,1,1,1,1,1,1,1,1,1,1,-1
4530 DATA 0,1,-1 >WG
4540 DATA 0,1,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >YL
1,1,1,1,1,1,1,1,1,1,1,-1
4550 DATA 0,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,-1 >MM
4560 DATA 0,1,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >YN

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1,1,1,1,1,1,1,1,1,,1,-1
4570 DATA 0,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,-1 >MP
4580 DATA 0,1,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, >YQ
1,1,1,1,1,1,1,1,1,1,,1,-1
4590 DATA 0,1,,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,,1,-1 >PQ
4600 DATA 0,1,,,,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >QP
,1,1,1,1,,1,,1,-1
4610 DATA 0,1,,1,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, >QQ
1,1,1,1,1,,1,-1
4620 DATA 0,1,,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,,1,-1 >PJ
4630 DATA 0,1,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, >YL
1,1,1,1,1,1,1,1,1,1,,1,-1
4640 DATA 0,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,-1 >MM
4650 DATA 0,1,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, >YN
1,1,1,1,1,1,1,1,1,1,,1,-1
4660 DATA 0,1,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,-1 >MP
4670 DATA 0,1,,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1, >YQ
1,1,1,1,1,1,1,1,1,1,,1,-1
4680 DATA 0,,,,,,,,,,,,,,,,,,,,,,,,,,,,,1,-1 >LU
4690 DATA 0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1 >AE
,1,1,1,1,1,1,1,1,1,1,1,1,-1
4700 DATA -1 >VC
4710 ' ***** fin data ***** >YE
4720 'DATA -2,-2 >YF
4730 ' ***** tour tableau ***** >YG
4740 PEN 1 >GE
4750 FOR aa=2 TO 38 >LD
4760 LOCATE aa,1:PRINT CHR$(243) >AG
4770 LOCATE aa,22:PRINT CHR$(243) >AY
4780 NEXT aa >DD
4790 FOR aa=2 TO 21 >LZ
4800 LOCATE 2,aa:PRINT CHR$(243) >AC
4810 LOCATE 38,aa:PRINT CHR$(243) >AA
4820 NEXT aa:RETURN >PZ
4830 ' ** redefinition keys *** >YH
4840 CLS #1:PEN #1,2 >MR
4850 LOCATE #1,7,2:PRINT #1,"REDEFINITION DES TOUCHES"; >CH
4860 PEN #1,1:LOCATE #1,7,5:PRINT #1,"Actuellement les >WR
touches";
4870 LOCATE #1,10,7:PRINT #1,"de direction sont :"; >BP
4880 LOCATE #1,6,9:PRINT #1,dr$;" pour tourner @ droit >LY
e";
4890 LOCATE #1,6,11:PRINT #1,ga$;" pour tourner @ gauc >ME
he";
4900 PEN #1,2:LOCATE #1,4,13:PRINT #1,"Entrez les nouve >DZ
lles touches";
4910 LOCATE #1,4,16:PRINT #1,"Pour tourner @ droite ? : >JY
";
4920 dr$=INKEY$ >GK
4930 IF INKEY(72)<>-1 OR INKEY(73)<>-1 OR INKEY(74)<>-1 >NZ
OR INKEY(75)<>-1 THEN GOTO 4920
4940 IF dr$="" THEN GOTO 4920 >VG
4950 dr$=UPPER$(dr$) >PR
4960 LOCATE #1,31,16:PRINT #1,dr$ >AN
4970 LOCATE #1,4,18:PRINT #1,"Pour tourner @ gauche ? : >NR
";
4980 ga$=INKEY$ >GB
4990 IF INKEY(72)<>-1 OR INKEY(73)<>-1 OR INKEY(74)<>-1 >NM

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OR INKEY(75)<>-1 THEN GOTO 4980
5000 IF ga$="" THEN GOTO 4980 >VK
5010 ga$=UPPER$(ga$) >PY
5020 IF ga$=dr$ THEN GOTO 4970 >WK
5030 LOCATE #1,31,18:PRINT #1,ga$ >ZX
5040 FOR at=1 TO 1000:NEXT at >WP
5050 CLS #1:GOTO 370 >NT
5060 '*** redef. caracteres *** >YD
5070 SYMBOL AFTER 239 >PG
5080 SYMBOL 240,0,0,12,18,18,18,12,0 >BQ
5090 SYMBOL 241,60,126,219,219,255,219,102,60 >LC
5100 SYMBOL 242,66,66,255,219,255,126,66,60 >JC
5110 SYMBOL 243,165,90,189,126,126,189,90,165 >LY
5120 SYMBOL 245,153,126,126,255,255,126,126,153 >NV
5130 SYMBOL 246,60,126,255,255,255,255,126,60 >LJ
5140 SYMBOL 247,24,189,126,126,255,126,16,56 >KX
5150 SYMBOL 248,131,255,255,56,0,0,0,0 >DY
5160 SYMBOL 249,254,254,254,254,254,254,254,254 >NP
5170 SYMBOL 250,0,238,74,74,74,78,0,0 >CF
5180 SYMBOL 251,0,238,74,78,74,74,0,0 >CH
5190 SYMBOL 252,0,64,64,64,64,112,0,0 >CR
5200 SYMBOL 253,0,247,148,247,133,132,0,0 >GN
5210 SYMBOL 254,0,174,168,174,34,174,0,0 >FJ
5220 SYMBOL 255,0,0,72,72,72,72,48,0 >CA
5230 RETURN >FD
5240 '***** regle du jeu ***** >YD
5250 CLS:PEN 2 >TC
5260 LOCATE 1,1:PRINT " R E G L E   D U   J E U   S P H >GD
    I N X";
5270 PEN 1 >GD
5280 LOCATE 1,3:PRINT "   Vous etes une chenille qui a >AW
    faim et";
5290 LOCATE 1,4:PRINT "qui recherche des feuilles."; >HB
5300 PEN 2:LOCATE 1,6:PRINT "   Vous avez deux possibil >HL
    ités de jeu :";
5310 LOCATE 1,8:PRINT "   1 - Au pas a pas,"; >PX
5320 PEN 1:LOCATE 1,9:PRINT "           Avec le joystick ou >DY
    les quatres";
5330 LOCATE 1,10:PRINT "           flèches du clavier."; >CA
5340 LOCATE 1,11:PRINT "           En maintenant la positio >XW
    n vous";
5350 LOCATE 1,12:PRINT "           déplacez la chenille d >WB
    ans les";
5360 LOCATE 1,13:PRINT "           quatres directions."; >DL
5370 PEN 2:LOCATE 1,14:PRINT "   2 - En automatique,"; >DD
5380 PEN 1:LOCATE 1,15:PRINT "           Avec les positio >CB
    ns gauche et";
5390 LOCATE 1,16:PRINT "           droite du joystick ou >XZ
    les deux";
5400 LOCATE 1,17:PRINT "           touches B et N du clavi >MK
    er.";
5410 LOCATE 1,18:PRINT "           La chenille avance tou >XJ
    te seule";
5420 LOCATE 1,19:PRINT "           N pour tourner a droit >KB
    e";
5430 LOCATE 1,20:PRINT "           B pour tourner a gauch >JL
    e";

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5440 LOCATE 1,21:PRINT "      Ne pas maintenir la >WV
position";
5450 LOCATE 1,22:PRINT "      enclench(e sinon la >WH
chenille";
5460 LOCATE 1,23:PRINT "      tourne en rond et risq >WH
ue de se";
5470 LOCATE 1,24:PRINT "      manger."; >JP
5480 PEN 2:LOCATE 1,25:PRINT "      E S P A C E = >KF
S U I T E";
5490 CALL &BB18:CLS:PEN 1 >TE
5500 LOCATE 1,1:PRINT "      10 tableaux vont se succide >AK
r et ceci";
5510 LOCATE 1,2:PRINT "plusieurs fois selon le temps >EH
d'horloge";
5520 LOCATE 1,3:PRINT "restant, avec des niveaux de di >EB
fficult{";
5530 LOCATE 1,4:PRINT "diff{rents."; >JL
5540 LOCATE 1,6:PRINT "      Sur ces tableaux vont s'aff >BH
icher des";
5550 LOCATE 1,7:PRINT "obstacles et 12 feuilles plus u >ET
ne toutes";
5560 LOCATE 1,8:PRINT "les 10 secondes environ."; >BT
5570 LOCATE 1,9:PRINT "      Selon le niveau si apr}s av >BH
oir mang{";
5580 LOCATE 1,10:PRINT "9 feuilles il reste :"; >WC
5590 PEN 2:LOCATE 1,11:PRINT "      5 feuilles pour le n >VP
iveau 1";
5600 LOCATE 1,12:PRINT "      4 feuilles pour le niveau >MA
2";
5610 LOCATE 1,13:PRINT "      3 feuilles pour le niveau >MC
3";
5620 PEN 1:LOCATE 1,14:PRINT "des virus vont apparaitr >PK
e et gener votre";
5630 LOCATE 1,15:PRINT "parcours (sauf pour le tableau >RF
10).
5640 PEN 2:LOCATE 1,16::PRINT "ATTENTION"; >LH
5650 PEN 1:LOCATE 11,16::PRINT "ces virus sont comme l >ZT
es bords";
5660 LOCATE 1,17:PRINT "des tableaux et les obstacles, >FR
il ne faut";
5670 LOCATE 1,18:PRINT "pas les toucher. A chaque con >CH
tact s'af-";
5680 LOCATE 1,19:PRINT "fiche un choc en bas de l'(>BN
cran. Tous";
5690 LOCATE 1,20:PRINT "les 5 chocs 1 temps d'horloge >BM
en moins.";
5700 LOCATE 1,22:PRINT "      De meme si la chenille se >BW
mange vous";
5710 LOCATE 1,23:PRINT "perdez un temps d'horloge et >EA
retour en";
5720 LOCATE 1,24:PRINT "d{but de tableau."; >TN
5730 PEN 2:LOCATE 1,25:PRINT "      E S P A C E = >KD
S U I T E";
5740 CALL &BB18:CLS:PEN 1 >TC
5750 LOCATE 1,1:PRINT "      Lorsque le temps d'horloge est >DP
termin{";
5760 LOCATE 1,2:PRINT "et si votre score est sup{rie >BM
ur @ un";
5770 LOCATE 1,3:PRINT "joueur des tableaux, votre n >BA

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om sera";
5780 LOCATE 1,4:PRINT "enregistré sur ce tableau.          >GZ
5790 PEN 2:LOCATE 1,6:PRINT "    Il y a deux tableaux de >WD
    scores";
5800 LOCATE 1,7:PRINT "un pour pas @ pas et un pour aut >DE
    omatique";
5810 LOCATE 1,9:PRINT "R E M A R Q U E  :";                >KV
5820 PEN 1:LOCATE 1,11:PRINT "    En automatique pour ce >MW
    rtains tableaux";
5830 LOCATE 1,12:PRINT "il faut d{marrer imm{diatement >EW
    @ gauche";
5840 LOCATE 1,13:PRINT "ou @ droite";                        >HY
5850 LOCATE 1,15:PRINT "    ATTENTION quelque soit la >AU
    direction";
5860 LOCATE 1,16:PRINT "de la chenille la gauche ou >BZ
    la droite";
5870 LOCATE 1,17:PRINT "sont toujours dans le sens de >EW
    la marche";
5880 LOCATE 1,19:PRINT "    La chenille change de couleu >CK
    r d)s que";
5890 LOCATE 1,20:PRINT "des virus risque de s'afficher >CV
    . Dans ce";
5900 LOCATE 1,21:PRINT "cas la il faut rapidement mang >BX
    er 1 ou 2";
5910 LOCATE 1,22:PRINT "feuilles.";                          >GR
5920 PEN 2:LOCATE 1,25:PRINT "    E S P A C E    =    RET >QX
    OUR    M E N U";
5930 CALL &BB18                                              >VD
5940 GOTO 340                                              >GA

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# SPHINX1.BAS

```
10 '*****>LA
20 '*** sous-programme ***>LB
30 '*** creation ***>LC
40 '*** tableau des ***>LD
50 '*** scores pour ***>LE
60 '*** S P H I N X ***>LF
70 '*****>LG
80 DIM nj1$(16),tr1(16)>QG
90 nj1$(1)="MOMO":nj1$(2)="ALAIN":nj1$(3)="CYRIL":nj1$(4)="XAVIER">PE
100 nj1$(5)="OLIVIER":nj1$(6)="ANNIE":nj1$(7)="MICHAEL">AK
:nj1$(8)="BERNARD"
110 nj1$(9)="MOMO":nj1$(10)="ALAIN":nj1$(11)="CYRIL":nj1$(12)="XAVIER">VP
120 nj1$(13)="JEAN":nj1$(14)="MICHEL":nj1$(15)="MARC":nj1$(16)="BERNARD">XQ
130 tr1(1)=30000:tr1(2)=25000:tr1(3)=20000:tr1(4)=15000>YX
140 tr1(5)=10000:tr1(6)=8000:tr1(7)=6000:tr1(8)=5000>VL
150 tr1(9)=36680:tr1(10)=35200:tr1(11)=30000:tr1(12)=28530>CB
160 tr1(13)=26640:tr1(14)=25220:tr1(15)=22000:tr1(16)=21000>DY
170 OPENOUT "SPHINX1.SCO">VN
180 FOR a=1 TO 16>BK
190 WRITE #9,nj1$(a),tr1(a)>VQ
200 NEXT a>MC
210 CLOSEOUT>RD
```