

```

10 MODE*0:CLS:CLEAR
20 REM *****
30 REM *
40 REM * DETERMINATION DES COULEURS DU FOND. *
50 REM * *
60 REM *****
70 BORDER 9:PAPER 5:CLS
80 REM *****
90 REM *
100 REM * DEFFINITION DES SYMBOLES GRAPHIQUES *
110 REM *
120 REM *****
130 SYMBOL AFTER 127
140 SYMBOL 128,8,12,9,15,31,31,95,255
150 SYMBOL 129,0,4,206,252,252,254,254,255
160 SYMBOL 130,255,95,31,31,15,9,12,6
170 SYMBOL 131,255,254,254,252,252,206,4,0
180 SYMBOL 132,0,32,115,63,63,127,127,255
190 SYMBOL 133,96,48,144,240,248,248,250,255
200 SYMBOL 134,255,127,127,63,63,115,32,0
210 SYMBOL 135,255,250,248,248,240,144,48,96
220 SYMBOL 136,3,28,32,67,70,72,153,146
230 SYMBOL 137,192,56,4,194,98,18,153,73
240 SYMBOL 138,146,153,72,70,67,92,28,3
250 SYMBOL 139,73,153,189,194,4,56,192
260 SYMBOL 140,24,153,189,153,189,189,255,126
270 SYMBOL 141,126,126,60,153,219,219,126,60
280 SYMBOL 142,1,7,31,63,127,255,255,255
290 SYMBOL 143,240,252,254,255,255,255,255,255
300 SYMBOL 144,255,255,127,127,63,63,31,15
310 SYMBOL 145,255,127,76,96,160,176,152,8
320 REM *****
330 REM *
340 REM * TABLEAU MEMORISATION TROUS NENUPHARES *
350 REM *
360 REM *****
370 DIM E(7,3)
380 REM *****
390 REM *
400 REM * INITIALISATION DES VARIABLES *
410 REM *
420 REM *****
430 LET PGH=10:PGV=23:LET PT=0
440 LET DMH=4:DMV=4
450 LET FIN=0:LET TS=240
460 LET GH=CHR*(140)
470 LET GB=CHR*(141)
480 LET THD=" "+CHR*(132)+CHR*(133)
490 LET TBD=" "+CHR*(134)+CHR*(135)
500 LET THG=CHR*(128)+CHR*(129)+" "
510 LET TBG=CHR*(130)+CHR*(131)+" "
520 LET EAUH=" "+CHR*(136)+CHR*(137)+" "
530 LET EH=CHR*(136)+CHR*(137)
540 LET EAUB=" "+CHR*(138)+CHR*(139)+" "
550 LET EB=CHR*(138)+CHR*(139)
560 LET EF=" "
570 LET NH=CHR*(142)+CHR*(143)
580 LET NB=CHR*(144)+CHR*(145)

590 REM *****
600 REM *
610 REM * MISE EN PLACE DES NENUPHARES *
620 REM *
630 REM *****
640 PEN 12
650 FOR V=14 TO 20 STEP 3
660 FOR H=1 TO 19 STEP 3
670 LOCATE H,V:PRINT NH#
680 LOCATE H,V+1:PRINT NB#
690 NEXT H
700 NEXT V

710 REM *****
720 REM *
730 REM * MISE EN PLACE DES "PLAGES" *
740 REM *
750 REM *****
760 WINDOW #1,1,20,1,4:PAPER #1,1:CLS#1
770 WINDOW #2,1,20,23,25:PAPER #2,1:CLS#2
780 PEN #1,11
790 FOR I=1 TO 19 STEP 3
800 LOCATE #1,I,2:PRINT #1,NH#
810 LOCATE #1,I,3:PRINT #1,NB#
820 NEXT I

830 REM *****
840 REM *
850 REM * CONDITIONS DE DEPART DES TORTUES *
860 REM *
870 REM *****
880 LET DA=1:DB=-1:DC=1:DD=-1
890 LET XA=5:XB=7:XC=12:XD=15
900 LET AA=0:AB=0:AC=0:AD=0
910 REM *****
920 REM *
930 REM * EFFACEMENT DES NENUPHARES *
940 REM *
950 REM *****
960 FOR I=1 TO 10
970 LET X=INT(RND*7)+1
980 LET Y=INT(RND*3)+1
990 LET E(X,Y)=1

1000 LOCATE ((X-1)*3)+1,((Y-1)*3)+14:PRINT " "
1010 LOCATE ((X-1)*3)+1,((Y-1)*3)+15:PRINT " "
1020 NEXT I

1030 REM *****
1040 REM *
1050 REM * PLONGEONS ALEATOIRES DES TORTUES *
1060 REM *
1070 REM *****
1080 LET PL=INT(RND*50)
1090 REM *****
1100 REM *
1110 REM * AFFICHAGE DU TEMPS DE JEU IMPARTI *
1120 REM *
1130 REM *****
1140 LOCATE #1,1,1: PEN #1,3:PRINT #1,"TEMPS:TS
1150 REM *****
1160 REM *
1170 REM * ANIMATION DE LA PREMIERE TORTUE *
1180 REM *
1190 REM *****
1200 LOCATE XA,5
1210 IF PL=1 THEN LET AA=0
1220 IF DA=1 AND PL<>1 AND AA>5 THEN PEN 9:PRINT T
HD#
1230 IF DA=-1 AND PL<>1 AND AA>5 THEN PEN 9:PRINT
THG#
1240 IF PL=1 THEN PEN 2:PRINT EAUH#
1250 IF AA=1 THEN PRINT EF#
1260 LOCATE XA,6
1270 IF DA=1 AND PL<>1 AND AA>5 THEN PEN 9:PRINT T
BD#
1280 IF DA=-1 AND PL<>1 AND AA>5 THEN PEN 9:PRINT
TBG#
1290 IF PL=1 THEN PEN 2:PRINT EAUB#
1300 IF AA=1 THEN PRINT EF#
1310 LET XA=XA+DA
1320 IF XA<2 OR XA>16 THEN LET DA=-DA
1330 LET AA=AA+1
1340 REM *****
1350 REM *
1360 REM * ANIMATION DE LA SECONDE TORTUE *
1370 REM *
1380 REM *****
1390 LOCATE XB,7
1400 IF PL=2 THEN LET AB=0
1410 IF DB=1 AND PL<>2 AND AB>5 THEN PEN 9:PRINT T
HD#
1420 IF DB=-1 AND PL<>2 AND AB>5 THEN PEN 9:PRINT
THG#
1430 IF PL=2 THEN PEN 2:PRINT EAUH#
1440 IF AB=1 THEN PRINT EF#
1450 LOCATE XB,8
1460 IF DB=1 AND PL<>2 AND AB>5 THEN PEN 9:PRINT T
BD#
1470 IF DB=-1 AND PL<>2 AND AB>5 THEN PEN 9:PRINT
TBG#
1480 IF PL=2 THEN PEN 2:PRINT EAUB#
1490 IF AB=1 THEN PRINT EF#
1500 LET XB=XB+DB
1510 IF XB<2 OR XB>16 THEN LET DB=-DB
1520 LET AB=AB+1
1530 REM *****
1540 REM *
1550 REM * ANIMATION DE LA TROISIEME TORTUE *
1560 REM *
1570 REM *****
1580 LOCATE XC,9
1590 IF PL=3 THEN LET AC=0

```

```

IF DC=1 AND PL<>3 AN AC>5 THEN PEN 9:PRINT T
HD*
1610 IF DC=-1 AND PL<>3 AND AC>5 THEN PEN 9:PRINT
THG*
1620 IF PL=3 THEN PEN 2:PRINT EAUH*
1630 IF AC=1 THEN PRINT EF*
1640 LOCATE XC,10
1650 IF DC=1 AND PL<>3 AND AC>5 THEN PEN 9:PRINT T
BD*
1660 IF DC=-1 AND PL<>3 AND AC>5 THEN PEN 9:PRINT
TBG*
1670 IF PL=3 THEN PEN 2:PRINT EAUH*
1680 IF AC=1 THEN PRINT EF*
1690 LET XC=XC+DC
1700 IF XC<2 OR XC>16 THEN LET DC=-DC
1710 LET AC=AC+1
1720 REM *****
1730 REM *
1740 REM * ANIMATION DE LA QUATRIEME TORTUE *
1750 REM *
1760 REM *****
1770 LOCATE XD,11
1780 IF PL=4 THEN LET AD=0
1790 IF DD=-1 AND PL<>4 AND AD>5 THEN PEN 9:PRINT T
HD*
1800 IF DD=-1 AND PL<>4 AND AD>5 THEN PEN 9:PRINT
THG*
1810 IF PL=4 THEN PEN 2:PRINT EAUH*
1820 IF AD=1 THEN PRINT EF*
1830 LOCATE XD,12
1840 IF DD=1 AND PL<>4 AND AD>5 THEN PEN 9:PRINT T
BD*
1850 IF DD=-1 AND PL<>4 AND AD>5 THEN PEN 9:PRINT
TBG*
1860 IF PL=4 THEN PEN 2:PRINT EAUH*
1870 IF AD=1 THEN PRINT EF*
1880 LET XD=XD+DD
1890 IF XD<2 OR XD>16 THEN LET DD=-DD
1900 LET AD=AD+1
1910 REM *****
1920 REM *
1930 REM * AIGUILLAGE VERS LES SOUS-ROUTINES *
1940 REM *
1950 REM *****
1960 IF TS=0 THEN LET FIN=1
1970 IF PGV>13 THEN GOSUB 2250
1980 IF PGV<13 THEN GOSUB 2510
1990 IF PGV<>3 AND FIN=0 THEN GOTO 1080
2000 IF PGV>4 THEN GOTO 2090
2010 PEN 13
2020 LOCATE PGH,3:PRINT GH*
2030 LOCATE PGH,4:PRINT GB*
2040 REM *****
2050 REM *
2060 REM * CONTROLE FIN DE JEU *
2070 REM *
2080 REM *****
2090 PEN 3
2100 LOCATE 7,14:PRINT "PERDU ! "
2110 IF FIN=0 THEN LOCATE 7,14:PRINT "BRAVO ! "
2120 LOCATE 7,15:PRINT " "
2130 LOCATE 1,17:PRINT "POUR UN AUTRE ESSAI "
2140 LOCATE 1,18:PRINT " "
2150 LOCATE 1,20:PRINT "TAPER LA TOUCHE 'P'. "
2160 LOCATE 1,21:PRINT " "
2170 IF UPPER*(INKEY*)<>"P" THEN GOTO 2170
2180 GOTO 10
2190 REM *****
2200 REM *
2210 REM * SOUS-ROUTINE D'ANIMATION DE LA *
2220 REM * GRENOUILLE SUR FEUILLES DE NENUPHARES *
2230 REM *
2240 REM *****
2250 IF PGV=23 THEN PAPER 1:LOCATE PGH,PGV:PRINT E
F*:LOCATE PGH,PGV+1:PRINT EF*:PAPER 5
2260 LET TS=TS-1
2270 PEN 2
2280 IF PGV<23 THEN LOCATE PGH,PGV:PRINT EH*:LOCAT
E PGH,PGV+1:PRINT EB*
2290 IF DMV<4 THEN LET E(DMH,DMV)=1
2300 IF INKEY(1)=0 THEN LET PGH=PGH+3:LET DMH=DMH+
1
2310 IF PGH>19 THEN LET PGH=19:LET DMH=7
2320 IF INKEY(8)=0 THEN LET PGH=PGH-3:LET DMH=DMH-
1
2330 IF PGH=1 THEN LET DMH=1
2340 IF INKEY(2)=0 THEN LET PGV=PGV+3:LET DMV=DMV+
1
2350 IF PGV>24 THEN LET PGV=24:LET DMV=4
2360 IF INKEY(0)=0 THEN LET PGV=PGV-3:LET DMV=DMV-
1
2370 PEN 13
2380 LOCATE PGH,PGV:PRINT GH*
2390 LOCATE PGH,PGV+1:PRINT GB*
2400 IF DMV=4 THEN GOTO 2430
2410 IF E(DMH,DMV)=1 THEN LET FIN=1
2420 LET PT=1
2430 RETURN
2440 REM *****
2450 REM *
2460 REM * SOUS-ROUTINE D'ANIMATION DE LA *
2470 REM * GRENOUILLE SUR LE DOS DES TORTUES *
2480 REM *
2490 REM *****
2500 LET TS=TS-1
2510 IF PGV<>11 THEN GOTO 2670
2520 IF PL=4 OR AD<6 THEN GOTO 2630
2530 IF PGH<>XD AND PGH<>XD+1 AND PGH<>XD+2 THEN G
OTO 2630
2540 IF PT=1 THEN GOTO 2560
2550 IF INKEY(0)=0 THEN LET PGV=PGV-2
2560 PEN 13
2570 LET PT=0
2580 LOCATE XD+1,11:PRINT GH*
2590 LOCATE XD+1,12:PRINT GB*
2600 LET PGH=XD+1
2610 IF INKEY(2)=0 THEN LET PGV=PGV+3:LET DMH=INT(
PGH/3)+1:LET PGH=((DMH-1)*3)+1:LET DMV=1
2620 RETURN
2630 PEN 2:LOCATE PGH,11:PRINT EH*
2640 LOCATE PGH,12:PRINT EB*
2650 LET FIN=1
2660 RETURN
2670 IF PGV<>9 THEN GOTO 2810
2680 IF PL=3 OR AC<6 THEN GOTO 2770
2690 IF PGH<>XC AND PGH<>XC+1 AND PGH<>XC+2 THEN G
OTO 2770
2700 IF INKEY(2)=0 THEN LET PGV=PGV+2
2710 IF INKEY(0)=0 THEN LET PGV=PGV-2
2720 PEN 13
2730 LOCATE XC+1,9:PRINT GH*
2740 LOCATE XC+1,10:PRINT GB*
2750 LET PGH=XC+1
2760 RETURN
2770 PEN 2:LOCATE PGH,9:PRINT EH*
2780 LOCATE PGH,10:PRINT EB*
2790 LET FIN=1
2800 RETURN
2810 IF PGV<>7 THEN GOTO 2950
2820 IF PL=2 OR AB<6 THEN GOTO 2910
2830 IF PGH<>XB AND PGH<>XB+1 AND PGH<>XB+2 THEN G
OTO 2910
2840 IF INKEY(2)=0 THEN LET PGV=PGV+2
2850 IF INKEY(0)=0 THEN LET PGV=PGV-2
2860 PEN 13
2870 LOCATE XB+1,7:PRINT GH*
2880 LOCATE XB+1,8:PRINT GB*
2890 LET PGH=XB+1
2900 RETURN
2910 PEN 2:LOCATE PGH,7:PRINT EH*
2920 LOCATE PGH,8:PRINT EB*
2930 LET FIN =1
2940 RETURN
2950 IF PL=1 OR AA<6 THEN GOTO 3040
2960 IF PGH<>XA AND PGH<>XA+1 AND PGH<>XA+2 THEN G
OTO 3040
2970 IF INKEY(2)=0 THEN LET PGV=PGV+2
2980 IF INKEY(0)=0 THEN LET PGV=PGV-2
2990 PEN 13
3000 LOCATE XA+1,5:PRINT GH*
3010 LOCATE XA+1,6:PRINT GB*
3020 LET PGH=XA+1
3030 RETURN
3040 PEN 2:LOCATE PGH,5:PRINT EH*
3050 LOCATE PGH,6:PRINT EB*
3060 LET FIN=1
3070 RETURN

```