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10 CLS : REM EFFACE ECRAN
20 INPUT"VOTRE NOM :";J$
30 IF LEN(J$)>8 THEN 10
40 DIM V(40,30): INPUT "GRAINE TERRAIN
(6-16) :";G : PV=15
50 DATA 0,-1,1,-1,1,0,1,1
60 DATA 0,1,-1,1,-1,0,-1,-1
70 REM-----CREATION PERSONNAGES-----
80 CLS: PRINT"NO appelez vos 5 perso : "
90 FOR I = 1 TO 5
100 PRINT"COMMENCEZ PAR "CHR$(I+64):" :
:
110 INPUT"";N$(I):PRINT: NEXT I: CLS
120 PRINT"VOS PERSONNAGES sont : "
130 FOR I= 1 TO 5: PRINT N$(I): NEXT I
140 PRINT: INPUT"OK (O/N)";A$
150 IF A$<>"O" THEN 80
160 PRINT"CARACTERISTIQUES :": PRINT
170 PRINT"25 POINTS A REPARTIR ! "
180 FOR I = 1 TO 5: TT=25: PV(I)=5
190 PRINT"POUR "N$(I)" : "
200 INPUT"VISION/TIR (5 A 20)";VS(I):
CH=VS(I) : GOSUB 260
210 INPUT"AUDITION (3 A 10)";AU(I): CH
=AU(I) : GOSUB 260

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220 INPUT"PRECISION (4 A 20)";DT(I): C
H=DT(I): DT(I)=DT(I)*5: GOSUB 260
230 IF TT<0 THEN 200
240 PRINT"C'EST BON ! "
250 NEXT I : CLS: GOTO 290
260 TT=TT-CH : PRINT"IL RESTE "TT" POI
NT(S)"
270 IF TT<0 THEN PRINT"MAUVAIS CALCUL"
280 RETURN
290 REM---CREATION DU TERRAIN---
300 FOR Y= 1 TO 20: FOR X= 1 TO 20
310 IF X=1 OR X=20 OR Y=1 OR Y=20 THEN
LOCATE X,Y : PRINT CHR$(143): V(X,Y)=
1: GOTO 370
320 IF X=2 OR X=19 OR Y=2 OR Y=19 THEN
LOCATE X,Y : PRINT " " : V(X,Y)=0: GOTO
370
330 IF X=10 OR X=16 OR X=7 OR Y=10 OR
Y=7 THEN LOCATE X,Y: PRINT " " : V(X,Y)
=0: GOTO 370
340 Z=ABS(SIN(X)+COS(Y))*10/(6))
350 IF Z<0.9 THEN LOCATE X,Y: PRINT CH
R$(143): V(X,Y)=1: GOTO 370
360 LOCATE X,Y: V(X,Y)=0: PRINT " "
370 NEXT X,Y
380 REM---POSE PERSO-----
390 FOR I = 1 TO 5
400 XJ(I)=INT(RND(1)*18)+2
410 YJ(I)=INT(RND(1)*18)+2
420 IF V(XJ(I),YJ(I))<>0 THEN 400
430 V(XJ(I),YJ(I))=2
440 LOCATE XJ(I),YJ(I) : PRINT CHR$(I+
64)
450 NEXT I
460 REM---POSE ADVERSAIRE----
470 XE=INT(RND(1)*18)+2
480 YE=INT(RND(1)*18)+2
490 IF V(XE,YE)<>0 THEN 470
500 PX=XE: PY=YE: LOCATE 25,1: PRINT"P
OSE ADVERSAIRE"
510 GOSUB 540: XE=PX: YE=PY
520 IF SF=1 THEN SF=0 : GOTO 470
530 V(XE,YE)=3: GOTO 700
540 REM---TESTS VISION-----
550 RESTORE: SF=0
560 FOR K=1 TO 8: SF(K)=0: NEXT K
570 FOR K=1 TO 8 : READ A,B
580 FOR H= 1 TO 5
590 IF PX+(A*H)<2 OR PX+(A*H)>19 THEN
GOTO 630
600 IF PY+(B*H)<2 OR PY+(B*H)>19 THEN
GOTO 630
610 IF V(PX+(A*H),PY+(B*H))=1 THEN H=5
: GOTO 630
620 IF V(PX+(A*H),PY+(B*H))=2 THEN SF=
1 : K=8: LOCATE 25,10: PRINT"ATTACHE!"
: GOTO 640
630 NEXT H: NEXT K
640 RETURN
650 REM---NETTOYAGE ECRAN----
660 FOR YA=1 TO 10: FOR XA=22 TO 39
670 LOCATE XA,YA: PRINT" " : NEXT XA,YA
680 RETURN
690 REM===TOUR DE JEU=====
700 GOSUB 660
710 LOCATE 22,1: PRINT"QUI AGIT ?";
720 A$=INKEY$: IF A$="" THEN 720
730 IF ASC(A$)<65 THEN 720
740 P$=A$: I=ASC(P$)-64

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750 IF I>5 THEN 650
760 IF PV(I)<=0 THEN LOCATE 25,6: PRIN
T"IL EST MORT!": GOTO 700
770 IF V(PX(I),PY(I))=4 THEN V(PX(I),P
Y(I))=2: VS(I)=INT(VS(I)/2)
780 LOCATE 22,1: PRINT N$(I)" EST A"
790 LOCATE 22,2: PRINT"VOS ORDRES "J$
800 LOCATE 25,4: PRINT"VISION : "VS(I)
810 LOCATE 25,5 : PRINT"AUDIO : "AU(I)
820 LOCATE 25,6 : PRINT"% R.TIR:"DT(I)
830 LOCATE 25,7: PRINT"PV : "PV(I)
840 LOCATE 25,8 : PRINT"ACTION : "
850 A$=INKEY$: IF A$="" THEN LOCATE XJ
(I),YJ(I) : PRINT " "
860 IF A$<>" " THEN V(XJ(I),YJ(I))=0: L
OCATE XJ(I),YJ(I): PRINT " ": GOTO 890
870 LOCATE XJ(I),YJ(I) : PRINT"@": GOTO
880
880 LOCATE XJ(I),YJ(I): PRINT " ": V(XJ
(I),YJ(I))=0
890 REM
900 IF A$="V" THEN ST=1: LOCATE 24,12:
PRINT"ST="ST
910 IF ST<>1 THEN 950
920 FOR I=1 TO 5: PX=XJ(I):PY=YJ(I)
930 GOSUB 1160
940 NEXT I: ST=0: GOTO 710
950 IF A$="S" THEN LOCATE XJ(I),YJ(I):
PRINT"@": GOTO 1040

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960 IF A$="A" AND INT(V(XJ(I),YJ(I)-1)
)=0 THEN YJ(I)=YJ(I)-1: GOTO 1040
970 IF A$="Z" AND INT(V(XJ(I),YJ(I)+1)
)=0 THEN YJ(I)=YJ(I)+1: GOTO 1040
980 IF A$="K" AND INT(V(XJ(I)-1,YJ(I))
)=0 THEN XJ(I)=XJ(I)-1: GOTO 1040
990 IF A$="L" AND INT(V(XJ(I)+1,YJ(I))
)=0 THEN XJ(I)=XJ(I)+1: GOTO 1040
1000 REM IF A$="D" THEN PX=XJ(I): PY=Y
J(I) : GOSUB 1030
1010 IF A$="W" THEN GOTO 1070
1020 REM IF A$="F" THEN 1320
1030 LOCATE XJ(I),YJ(I): PRINT CHR$(I+
64): V(XJ(I),YJ(I))=2 : GOTO 850
1040 LOCATE XJ(I),YJ(I): PRINT CHR$(I+
64): V(XJ(I),YJ(I))=2
1050 PX=XJ(I): PY=YJ(I) : GOSUB 1160
1060 GOTO 1320
1070 REM-AUDIO-----
1080 DS=INT(SQR(((XJ(I)-XE)^2)+((YJ(I)
-YE)^2)))
1090 IF DS<=AU(I) THEN LOCATE 25,8: PR
INT "BRUIT !!!": GOTO 1110
1100 LOCATE 25,8 : PRINT"SILENCE"
1110 LOCATE XJ(I),YJ(I): PRINT CHR$(I+
64)
1120 LOCATE 25,10: PRINT"<ESPACE>"
1130 A$=INKEY$: IF A$="" THEN 1130
1140 DS=0: GOTO 1320
1150 REM-----
1160 REM-RECHERCHE VISUELLE
1170 RESTORE: SM=0: M$=""
1180 FOR K=1 TO 8: READ A,B:FOR H=1 TO
VS(I)
1190 IF PX+(A*H)<2 OR PX+(A*H)>19 THEN
1270
1200 IF PY+(B*H)<2 OR PY+(B*H)>19 THEN
1270
1210 IF V(PX+(A*H),PY+(B*H))=1 THEN H=
VS(I): GOTO 1280
1220 IF V(PX+(A*H),PY+(B*H))=2 THEN H=
VS(I): GOTO 1280
1230 ZX=INT(RND(1)*100)+1
1240 IF V(PX+(A*H),PY+(B*H))=3 AND ZX<
=DT(I) THEN LOCATE XE,YE: PRINT"#" :PV
=PV-1: LOCATE 25,10: PRINT"TOUCHE ! PV
:"PV: H=5: K=8: GOTO 1280
1250 IF V(PX+(A*H),PY+(B*H))=3 AND ZX>
=DT(I) THEN LOCATE XE,YE: PRINT"#" : L
OCATE 25,10: PRINT"RATE ! PV:"PV: H=5:
K=8: GOTO 1280
1260 LOCATE PX+(A*H),PY+(B*H): PRINT M
$
1270 NEXT H
1280 NEXT K
1290
1300 IF SM=0 THEN SM=1:RESTORE: M$=""
: GOTO 1180
1310 RETURN
1320 REM---DEP DE L'ASSASSIN---
1330 IF PV<=0 THEN LOCATE XE,YE: PRINT
"+": LOCATE 25,20: PRINT"BRAVO!": END
1340 GOSUB 660
1350 LOCATE 22,1: PRINT"VOTRE ADVERSAI
RE"
1360 LOCATE 22,2: PRINT"SE DEPLACE..."
1370 ZZ=INT(RND(1)*8)+1: RESTORE
1380 FOR I= 1 TO 22: READ A,B: NEXT I
1390 AA=A: BB=B

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1400 PX=XE+A: PY=YE+B
1410 IF V(PX,PY)<>0 THEN GOTO 1370
1420 GOSUB 550
1430 IF SF=0 THEN 1480
1440 FOR I = 1 TO 5
1450 IF XJ(I)=PX+(A*H) AND YJ(I)=PY+(B
*H) THEN PV(I)=PV(I)-1: LOCATE XJ(I),Y
J(I): PRINT"*"
1460 IF PV(I)<=0 THEN V(XJ(I),YJ(I))=0
1470 NEXT I
1480 IF V(XE+AA,YE+BB)=0 THEN LOCATE X
E,YE: PRINT" " : V(XE,YE)=0: XE=XE+AA:
YE=YE+BB: V(XE,YE)=3
1490 IF SF=1 THEN LOCATE XE,YE: PRINT"
#"
1500 GOSUB 550
1510 IF SF=1 THEN SF=0 : GOTO 1320
1520 GOTO 700

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