

```
100 REM *****
*****
110 REM *           LE CUBE DIABOLIQUE
      *
120 REM * PROGRAMME ORIGINAL ENTIEREMENT CR
EE PAR      *
130 REM *           ROBERT DUHAUBOIS
      *
140 REM *1rue de la vallee masson 45330 orv
eau bellesauve*
150 REM *****
*****
160 CLEAR
170 RANDOMIZE TIME
180 DIM DEB(30)
190 DEB1=0
```

```
200 Q=INT(RND*10)+1:Q1=Q
210 BORDER 0
220 DEB=1
230 PEN 1
240 INK 0,0
250 INK 1,6:INK 2,24:INK 3,15:INK 4,2:INK 6
,9:INK 7,26
260 PAPER 0
270 CLS:MODE 1:LOCATE 10,12 :PEN 1:PRINT "L
E CUBE DIABOLIQUE"
280 PRINT :PRINT:PRINT " VERSION FEVRIER 19
86 ROBERT DUHAUBOIS"
290 PRINT :PRINT :PEN 2:PRINT "           BON C
O U R A G E"
300 FOR i=1 TO 10
310 FOR j=200 TO 1 STEP -10
```

```

320 SOUND 2,j,1,12
330 NEXT j:NEXT i
340 FOR I=1 TO 800:NEXT
350 CLS:PRINT "      Le cube diabolique ,":P
RINT:PRINT " Dans ce jeu vous aurez la poss
ibilite":PRINT "de manipuler un cube a face
ttes colorees"
360 PRINT " avec des ordres simples":PEN 2
:PRINT" tels que ":PEN 1:PRINT SPC(13)" <-
D ->":PEN 2:PRINT
370 PRINT "Cette commande faisant pivoter l
a face de droite dans le sens des aiguille
s d'une montre"
380 PRINT :PRINT " Le jeu debute par une d
emonstration de restructuration d'un cube
avec indication du mouvement concern
e "
390 PRINT " Puis le cube est remelange et v
ous devez le reconstituer .L'ordre <dep
art> remet l'ensemble du cube en ordre"
400 LOCATE 10,20:PRINT CHR$(24);"<pressez u
ne touche>":CHR$(24)
410 CALL &BBO6:MODE 0
420 CLS
430 Q=INT(RND*25):Q1=Q
440 WINDOW #1,12,20,1,23
450 WINDOW #2,12,20,24,25
460 IF DEB=1 THEN GOSUB 3300
470 PEN #1,6:IF DEB=1 OR DEB1=1 OR DEB2=1 T
HEN 480 ELSE GOSUB 2040
480 WINDOW #3,1,11,22,25
490 FOR I=1 TO 9:A(I)=3:A1(I)=3:A2(I)=3:NEX
T I
500 FOR I=1 TO 9:H(I)=4:H1(I)=4:H2(I)=4:NEX
T I
510 FOR I=1 TO 9:D(I)=7:D1(I)=7:D2(I)=7:NEX
T I
520 FOR I=1 TO 9:G(I)=2:G1(I)=2:G2(I)=2:NEX
T I
530 FOR I=1 TO 9:P(I)=1:P1(I)=1:P2(I)=1:NEX
T I
540 FOR I=1 TO 9:B(I)=6:B1(I)=6:B2(I)=6:NEX
T I
550 PAPER 0
560 IF DEB=1 THEN 2840
570 REM *****
*****
580 REM *      AFFICHAGE CUBE
*
590 REM *****
*****
600 LOCATE 4,5:PEN H(1):PRINT CHR$(214)+ C
HR$(143);PEN H(2):PAPER H(1):PRINT CHR$(2
14)+ CHR$(143);PEN H(3):PAPER H(2):PRINT
CHR$(214)+CHR$(143);PEN H(3):PAPER D(3):P
RINT CHR$(212);
610 LOCATE 3,6:PAPER 0:PEN H(4):PRINT CHR$

```

```

(214)+CHR$(143);PAPER H(4):PEN H(5):PRINT
CHR$(214)+CHR$(143);PAPER H(5):PEN H(6):PR
INT CHR$(214)+CHR$(143);PEN H(6):PAPER D(2
):PRINT CHR$(212);PAPER 0:PEN D(3):PRINT
CHR$(143);
620 LOCATE 2,7:PAPER 0:PEN H(7):PRINT CHR$
(214)+CHR$(143);PAPER H(7):PEN H(8):PRINT
CHR$(214)+CHR$(143);PAPER H(8):PEN H(9):PR
INT CHR$(214)+CHR$(143);PEN H(9):PAPER D(1
):PRINT CHR$(212);PAPER 0:PEN D(2):PRINT
CHR$(143);PEN D(3):PRINT CHR$(143);
630 LOCATE 2,8:PEN A(1):PRINT CHR$(143)+CHR
$(143);PEN A(2):PRINT CHR$(143)+CHR$(143);
PEN A(3):PRINT CHR$(143)+CHR$(143);PEN D(
1):PRINT CHR$(143);PEN D(2):PRINT CHR$(143
);PEN D(3):PRINT CHR$(143);
640 LOCATE 2,9:PEN A(1):PRINT CHR$(143)+CHR
$(143);PEN A(2):PRINT CHR$(143)+CHR$(143);
PEN A(3):PRINT CHR$(143)+CHR$(143);PEN D(
1):PRINT CHR$(143);PEN D(2):PRINT CHR$(143
);PEN D(3):PAPER D(6):PRINT CHR$(212);
650 LOCATE 2,10:PEN A(1):PRINT CHR$(143)+CH
R$(143);PEN A(2):PRINT CHR$(143)+CHR$(143)
;PEN A(3):PRINT CHR$(143)+CHR$(143);PEN D
(1):PRINT CHR$(143);PEN D(2):PAPER D(5):PR
INT CHR$(212);PEN D(6):PRINT CHR$(143);
660 LOCATE 2,11:PEN A(1):PRINT CHR$(143)+CH
R$(143);PEN A(2):PRINT CHR$(143)+CHR$(143)
;PEN A(3):PRINT CHR$(143)+CHR$(143);PEN D
(1):PAPER D(4):PRINT CHR$(212);PEN D(5):P
RINT CHR$(143);PEN D(6):PRINT CHR$(143);
670 LOCATE 2,12:PEN A(4):PRINT CHR$(143)+CH
R$(143);PEN A(5):PRINT CHR$(143)+CHR$(143)
;PEN A(6):PRINT CHR$(143)+CHR$(143);PEN D
(4):PRINT CHR$(143);PEN D(5):PRINT CHR$(14
3);PEN D(6):PRINT CHR$(143);
680 LOCATE 2,13:PEN A(4):PRINT CHR$(143)+CH
R$(143);PEN A(5):PRINT CHR$(143)+CHR$(143)
;PEN A(6):PRINT CHR$(143)+CHR$(143);PEN D
(4):PRINT CHR$(143);PEN D(5):PRINT CHR$(14
3);PEN D(6):PAPER D(9):PRINT CHR$(212);
690 LOCATE 2,14:PEN A(4):PRINT CHR$(143)+CH
R$(143);PEN A(5):PRINT CHR$(143)+CHR$(143)
;PEN A(6):PRINT CHR$(143)+CHR$(143);PEN D
(4):PRINT CHR$(143);PEN D(5):PAPER D(8):PR
INT CHR$(212);PEN D(9):PRINT CHR$(143);
700 LOCATE 2,15:PEN A(4):PRINT CHR$(143)+CH
R$(143);PEN A(5):PRINT CHR$(143)+CHR$(143)
;PEN A(6):PRINT CHR$(143)+CHR$(143);PEN D
(4):PAPER D(7):PRINT CHR$(212);PEN D(8):P
RINT CHR$(143);PEN D(9):PRINT CHR$(143);
710 LOCATE 2,16:PEN A(7):PRINT CHR$(143)+CH
R$(143);PEN A(8):PRINT CHR$(143)+CHR$(143)
;PEN A(9):PRINT CHR$(143)+CHR$(143);PEN D
(7):PRINT CHR$(143);PEN D(8):PRINT CHR$(14

```

```

3);PEN D(9);PRINT CHR$(143);
720 PAPER 0
730 LOCATE 2,17;PEN A(7);PRINT CHR$(143)+CHR$(143);PEN A(8);PRINT CHR$(143)+CHR$(143);PEN A(9);PRINT CHR$(143)+CHR$(143);PEN D(7);PRINT CHR$(143);PEN D(8);PRINT CHR$(143);PEN D(9);PRINT CHR$(212);
740 LOCATE 2,18;PEN A(7);PRINT CHR$(143)+CHR$(143);PEN A(8);PRINT CHR$(143)+CHR$(143);PEN A(9);PRINT CHR$(143)+CHR$(143);PEN D(7);PRINT CHR$(143);PEN D(8);PRINT CHR$(212);
750 LOCATE 2,19;PEN A(7);PRINT CHR$(143)+CHR$(143);PEN A(8);PRINT CHR$(143)+CHR$(143);PEN A(9);PRINT CHR$(143)+CHR$(143);PEN D(7);PRINT CHR$(212);
760 PAPER 0;PEN 1
770 MOVE 95,95;DRAW 95,287,5;MOVE 90,287;DRAW 185,335,5
780 MOVE 160,95;DRAW 160,287,5;MOVE 155,287;DRAW 250,335,5
790 MOVE 224,95;DRAW 224,287,5;DRAW 315,335,5
800 MOVE 220,95;DRAW 220,287,5;DRAW 319,335,5
810 MOVE 65,305;DRAW 257,305,5;DRAW 257,113,5
820 MOVE 95,320;DRAW 290,320,5;DRAW 290,128,5
830 MOVE 35,222;DRAW 224,222,5;DRAW 319,269,5
840 MOVE 35,160;DRAW 224,160,5;DRAW 320,209,5
850 MOVE 35,288;DRAW 220,288,5
860 MOVE 35,287;DRAW 220,287,5
870 MOVE 35,286;DRAW 220,286,5
880 MOVE 226,286;DRAW 324,336,5
890 MOVE 229,286;DRAW 327,336,5
900 MOVE 231,286;DRAW 329,336,5
910 MOVE 35,285;DRAW 220,285,5
920 PEN #1,6
930 IF DEB1=1 THEN 2920
940 IF DEB2=1 THEN 3000
950 IF DEP=0 THEN 2620
960 GOSUB 2670
970 GOSUB 2280
980 REM *****
*****
990 REM *          ROTATIONS
*
1000 REM *****
*****

```

```

1010 ON A GOTO 1150,1260,1320,1360,1400,1440,1480,1520,1560,1600,1640,1680,1080,1020,1720,1800,1880,1960,490
1020 FOR I=1 TO 9 :A(I)=D(I);D(I)=P(I);P(I)=B(I);B(I)=A1(I);A1(I)=A(I);D1(I)=D(I);P1(I)=P(I);G1(I)=G(I);NEXT I
1030 H(1)=H1(7);H(2)=H1(4);H(3)=H1(1);H(4)=H1(8);H(6)=H1(2);H(7)=H1(9);H(8)=H1(6);H(9)=H1(3)
1040 B(1)=B1(7);B(2)=B1(4);B(3)=B1(1);B(4)=B1(8);B(6)=B1(2);B(7)=B1(9);B(8)=B1(6);B(9)=B1(3)
1050 FOR I=1 TO 9 :H1(I)=H(I);B1(I)=B(I);NEXT I
1060 GOTO 550
1070 REM *****
1080 REM ROT TOT DROITE
1090 REM *****
1100 FOR I=1 TO 9 :A(I)=G(I);G(I)=P(I);P(I)=D(I);D(I)=A1(I);A1(I)=A(I);D1(I)=D(I);P1(I)=P(I);G1(I)=G(I);NEXT I
1110 H(1)=H1(3);H(2)=H1(6);H(3)=H1(9);H(4)=H1(2);H(6)=H1(8);H(7)=H1(1);H(8)=H1(4);H(9)=H1(7)
1120 B(1)=B1(3);B(2)=B1(6);B(3)=B1(9);B(4)=B1(2);B(6)=B1(8);B(7)=B1(1);B(8)=B1(4);B(9)=B1(7)
1130 FOR I=1 TO 9 :H1(I)=H(I);B1(I)=B(I);NEXT I
1140 GOTO 550
1150 D(1)=H(7);D(4)=H(8);D(7)=H(9);REM*****
***** A *****
1160 A(1)=A1(7);A(2)=A1(4);A(3)=A1(1);A(4)=A1(8);A(6)=A1(2);A(7)=A1(9);A(8)=A1(6);A(9)=A1(3)
1170 FOR I=1 TO 9
1180 A1(I)=A(I);NEXT I
1190 B(9)=D1(1);B(8)=D1(4);B(7)=D1(7)
1200 G(3)=B1(7);G(6)=B1(8);G(9)=B1(9)
1210 H(7)=G1(9);H(8)=G1(6);H(9)=G1(3)
1220 FOR I=1 TO 9
1230 A1(I)=A(I);B1(I)=B(I);P1(I)=P(I);H1(I)=H(I);G1(I)=G(I);D1(I)=D(I)
1240 NEXT I
1250 GOTO 550
1260 D(1)=B1(9);D(4)=B1(8);D(7)=B1(7) :REM *****A-I*****
1270 B(7)=G1(3);B(8)=G1(6);B(9)=G1(9)
1280 G(9)=H1(7);G(6)=H1(8);G(3)=H1(9)
1290 H(7)=D1(1);H(8)=D1(4);H(9)=D1(7)
1300 A(7)=A1(1);A(4)=A1(2);A(1)=A1(3);A(8)=A1(4);A(2)=A1(6);A(9)=A1(7);A(6)=A1(8);A(3)=A1(9)
1310 GOTO 1220
1320 REM ***** H
1330 FOR I=1 TO 3; A(I)=D1(I);D(I)=P1(I);P(I)=G1(I);G(I)=A1(I);NEXT I

```

```
1340 H(1)=H1(7);H(2)=H1(4);H(3)=H1(1);H(4)=
H1(8);H(6)=H1(2);H(7)=H1(9);H(8)=H1(6);H(9)
=H1(3)
1350 GOTO 1220
1360 REM ***** H-1
1370 FOR I=1 TO 3: A(I)=G1(I);G(I)=P1(I);P(
I)=D1(I);D(I)=A1(I);NEXT I
1380 H(7)=H1(1);H(4)=H1(2);H(1)=H1(3);H(8)=
H1(4);H(2)=H1(6);H(9)=H1(7);H(6)=H1(8);H(3)
=H1(9)
1390 GOTO 1220
1400 REM ***** D
1410 H(3)=A1(3);H(6)=A1(6);H(9)=A1(9);A(3)=
B1(9);A(6)=B1(6);A(9)=B1(3);B(9)=P1(7);B(6)
=P1(4);B(3)=P1(1);P(1)=H1(9);P(4)=H1(6);P(7)
)=H1(3)
1420 D(1)=D1(7);D(2)=D1(4);D(3)=D1(1);D(4)=
D1(8);D(6)=D1(2);D(7)=D1(9);D(8)=D1(6);D(9)
=D1(3)
1430 GOTO 1220
1440 REM ***** D-1
1450 A(3)=H1(3);A(6)=H1(6);A(9)=H1(9);B(3)=
A1(9);B(6)=A1(6);B(9)=A1(3);P(7)=B1(9);P(4)
=B1(6);P(1)=B1(3);H(3)=P1(7);H(6)=P1(4);H(9)
)=P1(1)
1460 D(7)=D1(1);D(4)=D1(2);D(1)=D1(3);D(8)=
D1(4);D(2)=D1(6);D(9)=D1(7);D(6)=D1(8);D(3)
=D1(9)
1470 GOTO 1220
1480 REM ***** G
1490 H(1)=P1(9);H(4)=P1(6);H(7)=P1(3);A(1)
=H1(1);A(4)=H1(4);A(7)=H1(7);B(1)=A1(7);B(4)
)=A1(4);B(7)=A1(1);P(3)=B1(1);P(6)=B1(4);P(
9)=B1(7)
1500 G(1)=G1(7);G(2)=G1(4);G(3)=G1(1);G(4)=
G1(8);G(6)=G1(2);G(7)=G1(9);G(8)=G1(6);G(9)
=G1(3)
1510 GOTO 1220
1520 REM ***** G-1
1530 H(1)=A1(1);H(4)=A1(4);H(7)=A1(7);A(1)=
B1(7);A(4)=B1(4);A(7)=B1(1);B(1)=P1(3);B(4)
)=P1(6);B(7)=P1(9);P(3)=H1(7);P(6)=H1(4);P(9)
)=H1(1)
1540 G(7)=G1(1);G(4)=G1(2);G(1)=G1(3);G(8)=
G1(4);G(2)=G1(6);G(9)=G1(7);G(6)=G1(8);G(3)
=G1(9)
1550 GOTO 1220
1560 REM ***** P
1570 H(1)=D1(3);H(2)=D1(6);H(3)=D1(9);D(3)=
B1(3);D(6)=B1(2);D(9)=B1(1);B(1)=G1(1);B(2)
=G1(4);B(3)=G1(7);G(1)=H1(3);G(4)=H1(2);G(7)
)=H1(1)
1580 P(1)=P1(7);P(2)=P1(4);P(3)=P1(1);P(4)=
P1(8);P(6)=P1(2);P(7)=P1(9);P(8)=P1(6);P(9)
)=P1(3)
1590 GOTO 1220
1600 REM ***** P-1
```

```
1610 H(3)=G1(1);H(2)=G1(4);H(1)=G1(7);G(7)=
B1(3);G(4)=B1(2);G(1)=B1(1);B(1)=D1(9);B(2)
=D1(6);B(3)=D1(3);D(9)=H1(3);D(6)=H1(2);D(3)
)=H1(1)
1620 P(7)=P1(1);P(4)=P1(2);P(1)=P1(3);P(8)=
P1(4);P(2)=P1(6);P(9)=P1(7);P(6)=P1(8);P(3)
)=P1(9)
1630 GOTO 1220
1640 REM ***** B
1650 FOR I=7 TO 9: P(I)=D1(I);D(I)=A1(I);A(
I)=G1(I);G(I)=P1(I);NEXT I
1660 B(7)=B1(1);B(4)=B1(2);B(1)=B1(3);B(8)=
B1(4);B(2)=B1(6);B(9)=B1(7);B(6)=B1(8);B(3)
=B1(9)
1670 GOTO 1220
1680 REM ***** B-1
1690 FOR I=7 TO 9: P(I)=G1(I);D(I)=P1(I);A(
I)=D1(I);G(I)=A1(I);NEXT I
1700 B(1)=B1(7);B(2)=B1(4);B(3)=B1(1);B(4)=
B1(8);B(6)=B1(2);B(7)=B1(9);B(8)=B1(6);B(9)
=B1(3)
1710 GOTO 1220
1720 REM *****ROT TOT AV HAUT
1730 FOR I=1 TO 9:H(I)=A1(I);NEXT I;
1740 A(1)=B1(7);A(2)=B1(8);A(3)=B1(9);A(4)=
B1(4);A(6)=B1(6);A(7)=B1(1);A(8)=B1(2);A(9)
=B1(3);A(5)=B1(5)
1750 P(3)=H1(7);P(2)=H1(8);P(1)=H1(9);P(6)=
H1(4);P(4)=H1(6);P(9)=H1(1);P(8)=H1(2);P(7)
)=H1(3);P(5)=H1(5)
1760 D(1)=D1(7);D(2)=D1(4);D(3)=D1(1);D(4)=
D1(8);D(6)=D1(2);D(7)=D1(9);D(8)=D1(6);D(9)
=D1(3)
1770 G(7)=G1(1);G(4)=G1(2);G(1)=G1(3);G(8)=
G1(4);G(2)=G1(6);G(9)=G1(7);G(6)=G1(8);G(3)
=G1(9)
1780 B(7)=P1(9);B(8)=P1(8);B(9)=P1(7);B(4)=
P1(6);B(5)=P1(5);B(6)=P1(4);B(1)=P1(3);B(2)
)=P1(2);B(3)=P1(1)
1790 GOTO 1220
1800 REM *****ROT TOT AV BAS
1810 FOR I=1 TO 9:A(I)=H1(I);NEXT I;
1820 B(1)=A1(7);B(2)=A1(8);B(3)=A1(9);B(4)=
A1(4);B(6)=A1(6);B(7)=A1(1);B(8)=A1(2);B(9)
=A1(3);B(5)=A1(5)
1830 H(3)=P1(7);H(2)=P1(8);H(1)=P1(9);H(6)=
P1(4);H(4)=P1(6);H(9)=P1(1);H(8)=P1(2);H(7)
)=P1(3);H(5)=P1(5)
1840 P(7)=B1(9);P(8)=B1(8);P(9)=B1(7);P(4)=
B1(6);P(5)=B1(5);P(6)=B1(4);P(1)=B1(3);P(2)
)=B1(2);P(3)=B1(1)
1850 D(7)=D1(1);D(4)=D1(2);D(1)=D1(3);D(8)=
D1(4);D(2)=D1(6);D(9)=D1(7);D(6)=D1(8);D(3)
=D1(9)
1860 G(1)=G1(7);G(2)=G1(4);G(3)=G1(1);G(4)=
G1(8);G(6)=G1(2);G(7)=G1(9);G(8)=G1(6);G(9)
=G1(3)
```

```

1870 GOTO 1220
1880 REM *****ROT TOT FAC DR
1890 H(1)=G1(7);H(2)=G1(4);H(3)=G1(1);H(4)=
G1(8);H(5)=G1(5);H(6)=G1(2);H(7)=G1(9);H(8)
=G1(6);H(9)=G1(3)
1900 G(1)=B1(1);G(4)=B1(2);G(7)=B1(3);G(2)=
B1(4);G(5)=B1(5);G(8)=B1(6);G(3)=B1(7);G(6)
=B1(8);G(9)=B1(9)
1910 B(1)=D1(9);B(2)=D1(6);B(3)=D1(3);B(4)=
D1(8);B(5)=D1(5);B(6)=D1(2);B(7)=D1(7);B(8)
=D1(4);B(9)=D1(1)
1920 D(1)=H1(7);D(2)=H1(4);D(3)=H1(1);D(4)=
H1(8);D(5)=H1(5);D(6)=H1(2);D(7)=H1(9);D(8)
=H1(6);D(9)=H1(3)
1930 A(1)=A1(7);A(2)=A1(4);A(3)=A1(1);A(4)=
A1(8);A(6)=A1(2);A(7)=A1(9);A(8)=A1(6);A(9)
=A1(3)
1940 P(7)=P1(1);P(4)=P1(2);P(1)=P1(3);P(8)
=P1(4);P(2)=P1(6);P(9)=P1(7);P(6)=P1(8);P(3)
=P1(9)
1950 GOTO 1220
1960 REM *****ROT TOT FAC DR
1970 G(1)=H1(3);G(2)=H1(6);G(3)=H1(9);G(4)=
H1(2);G(5)=H1(5);G(6)=H1(8);G(7)=H1(1);G(8)
=H1(4);G(9)=H1(7)
1980 B(1)=G1(1);B(4)=G1(2);B(7)=G1(3);B(2)=
G1(4);B(5)=G1(5);B(8)=G1(6);B(3)=G1(7);B(6)
=G1(8);B(9)=G1(9)
1990 D(1)=B1(9);D(2)=B1(6);D(3)=B1(3);D(4)=
B1(8);D(5)=B1(5);D(6)=B1(2);D(7)=B1(7);D(8)
=B1(4);D(9)=B1(1)
2000 H(1)=D1(3);H(2)=D1(6);H(3)=D1(9);H(4)=
D1(2);H(5)=D1(5);H(6)=D1(8);H(7)=D1(1);H(8)
=D1(4);H(9)=D1(7)
2010 A(7)=A1(1);A(4)=A1(2);A(1)=A1(3);A(8)=
A1(4);A(2)=A1(6);A(9)=A1(7);A(6)=A1(8);A(3)
=A1(9)
2020 P(1)=P1(7);P(2)=P1(4);P(3)=P1(1);P(4)=
P1(8);P(6)=P1(2);P(7)=P1(9);P(8)=P1(6);P(9)
=P1(3)
2030 GOTO 1220
2040 CLS #1
2050 PRINT #1, "A.....A"
2060 PRINT #1, "A\\.A-1"
2070 PRINT #1, "H.....H"
2080 PRINT #1, "H\\.H-1"
2090 PRINT #1, "D.....D"
2100 PRINT #1, "D\\.D-1"
2110 PRINT #1, "G.....G"
2120 PRINT #1, "G\\.G-1"
2130 PRINT #1, "P.....P"
2140 PRINT #1, "P\\.P-1"

```

```

2150 PRINT #1, "B.....B"
2160 PRINT #1, "B\\.B-1"
2170 PEN #1,4
2180 PRINT #1, "ROTATIONS TOTALES"
2190 PEN #1,2
2200 PRINT #1, "DR.DROI"
2210 PRINT #1, "GA.GAUC"
2220 PRINT #1, "AH.A ^H"
2230 PRINT #1, "AB.A ^B"
2240 PRINT #1, "AD.A ^D"
2250 PRINT #1, "AG.A ^G"
2260 PRINT #1, "DEPART"
2270 RETURN
2280 INPUT #2, "COMMANDE";A$
2290 JEU=1
2300 A$=UPPER$(A$);SCORE=SCORE+1
2310 A$=LEFT$(A$,2)
2320 B$=B$+A$+",";LOCATE #3,1,1;PRINT #3,B$

2330 G=LEN (B$);IF G>25 THEN 2340 ELSE 2360
2340 B$=RIGHT$(B$,20)
2350 CLS #3;LOCATE #3,1,1;PRINT #3,B$
2360 LOCATE 1,1;PEN 12;PRINT SCORE
2370 ENV 1,1,15,1,1,0,1,1,0,1,12,-1,2
2380 FOR i=0 TO 10
2390 i=i+0.5
2400 SOUND 1,1000,i,1,1
2410 NEXT
2420 IF A$="A" THEN A=1;RETURN
2430 IF A$="A\" THEN A=2;RETURN
2440 IF A$="H" THEN A=3;RETURN
2450 IF A$="H\" THEN A=4;RETURN
2460 IF A$="D" THEN A=5;RETURN
2470 IF A$="D\" THEN A=6;RETURN
2480 IF A$="G" THEN A=7;RETURN
2490 IF A$="G\" THEN A=8;RETURN
2500 IF A$="P" THEN A=9;RETURN
2510 IF A$="P\" THEN A=10;RETURN
2520 IF A$="B" THEN A=11;RETURN
2530 IF A$="B\" THEN A=12;RETURN
2540 IF A$="DR" THEN A=13;SCORE=SCORE-1;RET
URN
2550 IF A$="GA" THEN A=14;SCORE=SCORE-1;RET
URN
2560 IF A$="AH" THEN A=15;SCORE=SCORE-1;RET
URN
2570 IF A$="AB" THEN A=16;SCORE=SCORE-1;RET
URN
2580 IF A$="AD" THEN A=17;SCORE=SCORE-1;RET
URN
2590 IF A$="AG" THEN A=18;SCORE=SCORE-1;RET
URN
2600 IF A$="DE" THEN A=19;B$="" ;SCORE=0;CL
S #3;FOR i=1 TO 10;FOR j=200 TO 1 STEP -10;
SOUND 2,j,1,12 ;NEXT j;NEXT i;LOCATE 1,1;PR
INT " ";JEU=0;RETURN
2610 PRINT #2, "IMPOSSIBLE"; FOR I=1 TO 500;

```

```

NEXT: D1=LEN(A$)+1; D=LEN(B$); B$=LEFT$(B$, D-D
1); SCORE=SCORE-1; GOTO 2280
2620 AA=AA+1; IF AA=Q THEN DEP=1
2630 Q1=Q1-1
2640 LOCATE 1,1; PRINT Q1; "      "
2650 A=INT(RND*18)
2660 GOTO 1010
2670 REM TEST FIN
2680 FOR I=2 TO 9
2690 IF A(I)=A(1) AND H(I)=H(1) AND D(I)=D(
1) AND G(I)=G(1) AND P(I)=P(1) AND B(I)=B(1
) THEN NEXT I ELSE RETURN
2700 IF A$="DE" OR A$="DR" OR A$="GA" OR A$
="AG" OR A$="AD" OR A$="AH" OR A$="AB" THEN
RETURN
2710 CLS #1; PRINT #1, "BRAVO "
2720 Q=INT(RND*25)+2; Q1=Q : AA=0; B$=""
2730 PRINT #1, "VOUS AVEZ"
2740 PRINT #1, "REUSSI"
2750 PRINT #1; PRINT #1, "EN "; SCORE
2760 PRINT #1; PRINT #1, "COUPS"
2770 PRINT #1; PRINT #1; PRINT #1, "FRAPPEZ": PR
INT #1, "UNE TOUCHE":
2780 FOR i=0 TO 60 STEP 0.5
2790 SOUND 1, INT(SIN(i)*150)+200, 2, 12
2800 SOUND 4, INT(COS(i)*100)+150, 1, 14
2810 NEXT
2820 DEP=0
2830 CALL &BB06; A$="DEPART": SCORE=0; GOTO 42
0
2840 REM DEBUT DUJEU AFFICHAGE
2850 FG=FG+1
2860 A=INT(RND*18): IF A=0 THEN 2860
2870 DEB(FG)=A
2880 IF FG=Q THEN DEB=0: DEB1=1 : SOUND 1, 200
, 10
2890 GOTO 1010
2900 DEB=0
2910 END
2920 REM RESTRUCTURATIO
2930 FOR FG=Q TO 1 STEP-1
2940 IF DEB(FG)/2=INT(DEB(FG)/2) THEN DEB(
FG)=DEB(FG)-1 ELSE DEB(FG)=DEB(FG)+1
2950 NEXT FG
2960 DEB1=0
2970 DEB2=1
2980 Q=Q+1
2990 AA=Q-1
3000 IF AA=0 THEN DEB2=0 : DEP=1
3010 Q1=Q1-1
3020 IF AA=0 THEN 3110
3030 A=DEB(AA)
3040 ON A GOSUB 3120, 3130, 3140, 3150, 3160, 31
70, 3180, 3190, 3200, 3210, 3220, 3230, 3240, 3250,
3260, 3270, 3280, 3290
3050 PEN #3, 13; LOCATE #3, 1, 1; PRINT #3, "MOU
VEMENT:      "; A$

```

```

3060 FOR i=15 TO 30
3070 SOUND 5, i*125, 10
3080 NEXT: CLS #3 : FOR TEMPS =1 TO 200: NEX
T
3090 AA=AA-1
3100 GOTO 1010
3110 DEP=0; PRINT "A VOUS ": FOR I=1 TO 2000
: NEXT I: GOTO 420
3120 A$="A": RETURN
3130 A$="A\": RETURN
3140 A$="H": RETURN
3150 A$="H\": RETURN
3160 A$="D": RETURN
3170 A$="D\": RETURN
3180 A$="G ": RETURN
3190 A$="G\": RETURN
3200 A$="P ": RETURN
3210 A$="P\": RETURN
3220 A$="B ": RETURN
3230 A$="B\": RETURN
3240 A$="DR": RETURN
3250 A$="GA": RETURN
3260 A$="AH": RETURN
3270 A$="AB": RETURN
3280 A$="AD": RETURN
3290 A$="AG": RETURN
3300 PEN #1, 4; PRINT #1, " VOICI UNE
FACON DE REFAIRE CUB
UN "
E "
3310 PEN #1, 2
3320 PRINT #1; PRINT #1, "copyright
R. DUHAUBOIS"
3330 MOVE 95, 95; DRAW 95, 287, 6; MOVE 90, 287; D
RAW 185, 335, 6
3340 MOVE 160, 95; DRAW 160, 287, 6; MOVE 155,
287; DRAW 250, 335, 6
3350 MOVE 220, 95; DRAW 220, 287, 6; DRAW 319, 3
35, 6
3360 MOVE 65, 305; DRAW 257, 305, 6; DRAW 257,
113, 6
3370 MOVE 95, 320; DRAW 290, 320, 6; DRAW 290, 12
8, 6
3380 MOVE 35, 222; DRAW 224, 222, 6; DRAW 319, 26
9, 6
3390 MOVE 35, 160; DRAW 224, 160, 6; DRAW 320, 20
9, 6
3400 MOVE 35, 288; DRAW 220, 288, 6
3410 MOVE 35, 287; DRAW 220, 286, 6
3420 MOVE 35, 286; DRAW 220, 284, 6
3430 MOVE 226, 286; DRAW 324, 336, 6
3440 MOVE 229, 286; DRAW 327, 336, 6
3450 MOVE 231, 286; DRAW 329, 336, 6
3460 MOVE 35, 285; DRAW 220, 285, 6
3470 MOVE 35, 95; DRAW 35, 286, 6
3480 MOVE 35, 95; DRAW 220, 95, 6
3490 RETURN

```