

```

LISTING No 1
*****
6
7
8
10 *****
20 * ALIENS *
30 *****
35
36
38 GOSUB 660
39 GOSUB 1000
40 GOSUB 490
50 GOSUB 320
60 GOSUB 140
70 CALL MAIN
80 IF PEEK(X(2))=0 AND PEEK(X(3))=
0 AND PEEK(X(4))=0 THEN FOR N=233
TO 63 STEP -2: SOUND 1,N,1:NEXT:FOR
PAUSE =1 TO 100:NEXT:LVL=LVL+1:GO
TO 60
90 CALL SPRITE,PEEK(X(1)),PEEK(Y(1
)),3:LVS=LVS-1:FOR N=63 TO 239 STE
P 2:SOUND 1,N,1:NEXT:FOR PAUSE=1 T
O 500:NEXT
100 IF LVS(>) THEN 60 ELSE 50
105 "
106 "
110 *****
120 * NOUVEL ECRAN *
130 *****
135 "
136 "
140 IF LVL>20 THEN LVL=20
150 CLS#1:FOR N=1 TO 5:CALL SPRITE
-19,1,(N-1)*2,2*ABS(N-LVS):NEXT
160 FOR N=1 TO 75:LVL=2
170 X=INT(RND*16.2):Y=INT(RND*11)*
2.4:IF X=17 AND Y=11 THEN 170
180 CALL SPRITE, X,Y,1:NEXT
190 RESTORE 200:FOR N=1 TO 4:READ
A,B:POKE X(N),A:POKE Y(N),B:NEXT:P
OKE 19244,1:POKE 19171,3
200 DATA 17,11,2,3,2,23,17,23
210 POKE SP,41:LVL=2
220 FOR N=2 TO 4:CALL SPRITE,PEEK(
X(N)),PEEK(Y(N)),4:NEXT
230 X1=XPOS:Y1=YPOS
240 SOUND 1,478,75:FOR Y=202 TO 24
4 STEP 0.5:MOVE 558,Y:DRAWR 4,0,0:
NEXT
250 FOR X=19 TO 18 STEP -1:FOR PAU
SE =1 TO 500:NEXT:SOUND 1,127
260 CALL SPRITE,X,1,0:CALL SPRITE
,X-1,11,2:NEXT
270 FOR Y=244 TO 202 STEP -0.5:MOV
E 558,Y:DRAWR 4,0,7:NEXT:PLOT -10,
-10,1:MOVE X1,Y1
280 RETURN
285 "
286 "
290 *****
300 * NOUVELLE PARTIE *
310 *****
315 "
316 "
320 WHILE INKEYS()="" :WEND
330 CLS#1:PEN #1,4:PRINT #1:PRINT
#1," HIGH SCORES":PEN #1,3:PRINT
#1," *****:PEN #1,12:PRI
NT #1:PRINT #1," SCORE:":PEN #
1,2:PRINT #1," 0"
340 PEN 2:FOR Y=YFOS TO 2 STEP -2:
MOVE 580,Y:DRAWR 20,0,0:SC=SC+10:L
OCATE #1,11,5:PRINT #1,SC:CHR$(7):
NEXT
350 IF SC<HI(10) THEN 390 ELSE HI(
10)=SC
360 PEN #1,6:LOCATE #1,4,7:PRINT #
1,CHR$(20):INPUT #1,"":HI$(10):IF
LEN(HI$(10))>8 THEN 360 ELSE LOCA
TE #1,4,7:PRINT #1,CHR$(20)
370 FOR N#1 TO 9:FOR N2=N#1+1 TO 1
0:IF HI(N2)=HI(N#1) THEN HI(N2):
H#N#1(N2):HI(N2)=HI(N#1):HI(N#1)=H
I(N2):HIS(N#1):HIS(N#1)=H#
380 NEXT N2,N1
390 FOR N=15 TO 25:LOCATE 20,N:PRI
NT " ":NEXT:PLOT -10,-10,7:TAG:MDV
E 608,(HI(1)/10)*2:8:PRINT CHR$(24
2):TAGOFF
400 PEN #1,6:FOR N=1 TO 10:LOCATE
#1,1,N+6:PRINT #1,N:HI$(N):TAB(12)
:HI(N):NEXT
410 PEN #1,3:LOCATE #1,3,20:PRINT
#1,"SPACE":PEN #1,4:PRINT #1," ou
":PEN #1,3:PRINT #1,"FIRE":PEN #
1,4:PRINT #1:PRINT #1," POUR COMME
NCER"
420 WHILE INKEYS()="" :WEND:AS="" :WH
ILE AS<") " AND AS<") "X":AS=INKEY$
:WEND
430 IF AS="" " THEN POKE GAUC,8:POKE
O DROIT,1:POKE HAUT,0:POKE BAS,2:P
OKE RAPID,47 ELSE POKE GAUC,74:POKE
O DROIT,75:POKE HAUT,72:POKE BAS,7
3:POKE RAPID,47
440 LVS=5:LVL=0:SC=0:PLOT -10,-10,
1:MOVE 600,0
450 RETURN
455 "
456 "
460 *****
470 * INITIALISATIONS *
480 *****
485 "
486 "
490 FOR yy=0 TO 500:NEXT:CLS:LOCAT
E 10,12:PEN 2:PRINT "PATIENTEZ S.V
.P...."
495 SYMBOL AFTER 32:MEMORY 36979:L
OAO "ICODES",36980
500 SYMBOL 33,10,32,73,2,0,36,124,
63:SYMBOL 34,0,24,60,60,60,60,24,6
0:SYMBOL 36,0,30,60,60,255,60,126,
225:SYMBOL 38,112,222,236,242,190,
222,248,246
510 SYMBOL 254,219,146,146,210,82,
82,219:SYMBOL 255,187,170,170,171,
178,170,171
520 INK 0,0:INK 1,24:INK 2,20:INK
3,6:BDOR 0:PAPER 0:MODE 0:INK 14
,0,26:INK 15,26,0
530 PEN 5:PRINT " - - - - -
- - -":PRINT CHR$(22):CHR$(1):PEN 3:
LOCATE 1,1:PRINT " A L I E N S ":
PRINT CHR$(22):CHR$(0):
540 PEN 7:PRINT CHR$(150):STRING$(
16,CHR$(154)):CHR$(158):CHR$(154):
CHR$(156):
550 FOR N=3 TO 12:PRINT CHR$(149):
LOCATE 18,N:PRINT CHR$(149):" ":CH
R$(149):NEXT
560 PRINT CHR$(149):LOCATE 18,13:P
RINT CHR$(151):CHR$(154):CHR$(153)
:
570 FOR N=14 TO 24:PRINT CHR$(149)
:LOCATE 18,N:PRINT CHR$(149):NEXT
580 PRINT CHR$(147):STRING$(16,CHR
1(154)):CHR$(153)
590 PEN 2:LOCATE 19,14:PRINT CHR$(
254):CHR$(255)
600 MOVE 576,0:DRAWR 0,170,3:DRAWR
28,0:DRAWR 0,-170:DRAWR -28,0:PLO
T -10,-10,1
610 RESTORE 620:FOR N=1 TO 4:READ
Y(N):X(N)=Y(N)+2:NEXT:SP=19070:MAI
N=19187:SPRITE=19249:GAUC=1918C:DR
OIT=1919C:HAUT=191AC:BAS=1916C:RAP
ID=1922F
620 DATA 1923F,19240,19243,19246
630 FOR N=1 TO 10:HI$(N)="ARNOLD":
HI(N)=330-N*30:NEXT
640 WINDOW #1,2,17,3,24
650 RETURN
655 "
656 "
660 *****
670 * PRESENTATION *
680 *****
685 "
686 "
688 MODE 1
690 INK 1,1:INK 2,18:INK 3,6:INK 0
,0:BDOR 0
692 FOR V=200 TO 1 STEP -20:PLOT 1
,V,1:DRAW 640,V,1:NEXT
694 FOR AB=201 TO 193 STEP -2:MOVE
,0,AB:DRAW 640,AB,2:NEXT
696 FOR H=-10000 TO 6000 STEP 100:
PLOT 320,200,2:DRAW H,1,2:NEXT
698 FOR H=1 TO 640:V=INT(RND*10)+2
51:PLOT H,V:DRAW H,400,1:NEXT H
700 DEG:FOR A=1 TO 180 :PLOT 320,1
9,3:DRAW 320+100*COS(A),200+100*S
IN(A),3:NEXT
702 INK 1,2,1:INK 2,18,9:INK 3,6,3
:INK 0,0,13
704 PEN 3:LOCATE 18,20:PRINT "ALIE
NS"
725 ENV 1,1,15,1,1,0,10,15,-1,1,1,
0,10
726 ENT 1,1,15,1,1,0,20,15,-1,1,1,
0,20
730 RESTORE 750:FOR MUSI=1 TO 16:R
EAD NOTE:SOUND 7,NOTE ,21,0,1,1:NE
XT MUSI
740 RETURN
750 DATA 478,379,478,568,358,426,5
05,478,239,190,239,284,179,213,253
,239
800 "
810 "
1000 *****
1010 * REGLES DU JEU *
1020 *****
1030 "
1040 "
1050 FOR YY=0 TO 3500:NEXT
1060 MODE 1:INK 0,2:INK 1,0:INK 2,
6:INK 3,18
1070 CLS:BDOR 2
1080 PEN 2:LOCATE 14,1:PRINT "REGL
ES DU JEU"
1090 PEN 1:LOCATE 1,3:PRINT "VOUS
DEVEZ,EN DEPLACANT DES ROCHERS,CAP
-"
1100 LOCATE 1,5:PRINT "TURER 3 "":
PEN 3:PRINT "ALIENS":PEN 1:PRINT
" QUI VEULENT VOUS DETRUIRE "
1200 LOCATE 7,7:PRINT "UN "":PEN 3
:PRINT "ALIEN":PEN 1:PRINT " ENCE
RCLE PAR LES ROCHERS"
1300 LOCATE 1,9:PRINT "EST DETRUIT
MAIS "":PEN 2:PRINT "ATTENTION "":
PEN 1:PRINT "POUR QU'IL "
1400 LOCATE 1,11:PRINT "LUI SOIT I
MPOSSIBLE DE SE DEPLACER IL " :LOCA
TE 1,13:PRINT "FAUT LUI OTER TOUS
SES DEGRES DE LIBERTE":LOCATE 1,15
:PEN 2:PRINT "(8 EN TOUT)":PEN 1:
PRINT "!!!"
1500 LOCATE 1,17:PRINT "VOUS,VOUS
NE POUVEZ VOUS DEPLACER QUE " :LOCA
TE 1,19:PRINT "DANS "":PEN 2:PRINT
"4 DIRECTIONS "":PEN 1:PRINT "(
CHR$(240):" "":CHR$(242):" "":CHR$(
243):" "":CHR$(241):")"
1600 LOCATE 1,21:PRINT "VOUS NE DI
SPOSEZ QUE DE "":PEN 2:PRINT "4 UI
ES "":PEN 1:PRINT "!!!!"

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