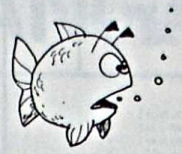
KING'07



Qui aurait pensé que KING-KONG puisse loger dans le petit X 07 ? En tout cas, aidez-le à en sortir !

Pascal DESPLANCHES

Mode d'emploi :

Après la page de présentation, appuyez sur n'importe quelle touche (sauf BREAK), pendant que le ménage défile. Le jeu commence et vous dirigez le petit personnage à l'aide de flèches, Pour sauter, utilisez la barre d'espace.

CANON X-07

```
10 CONSOLE,,,0
13 DIMA(80):DIMB(80)
15 VA=3:D(1)=0:D(2)=0:D(3)=0:D(4)=0:D(5)=0:D(0)=0:N=0:NBR=0
17 TP=-3:GOSUB 20000
20 CONSOLE,,,0
25 GOSUB 10000:LOCATE6,2
32 CLS
40 FOR N=1TO17:A(N)=N:A(N+36)=N:NEXT
41 FOR N=18TO35:A(N)=(36-N):A(N+36)=(36-N)
42 NEXT:FOR N=1 TO76:IF N<18THEN B(N)=0
43 IF N>17ANDN<36THEN B(N)=1ELSEIFN>35ANDN<54THEN B(N)=2
44 IF N>53 THEN B(N)=3:NEXT ELSE NEXT
50 FONT$(134)="48,72,48,72,00,255,84,255"
60 FOR N=0 TO3:FOR M=0TO18:LOCATEM,N:PRINT CHR$(128);:BEEP20-M,1:NEXT
65 NEXT
70 LOCATE0,1:PRINT" ":LOCATE18,2:PRINT" "
72 LOCATE 16,1:PRINTCHR$(129);:LOCATE2,2:PRINTCHR$(129);
73 LOCATE 14,3:PRINTCHR$(129);
75 LOCATE 18,0:PRINT" "
90 X=1:Y=3:CHR=128:LOCATE17,0:PRINTVA:LOCATE17,0:PRINTCHR$(128);
100 X2=X:Y2=Y:IF X=2ANDY=0THEN GOTO 500
101 IF TP>0THEN GOTO 250
102 A=STICK(0)
110 IF A=3ANDTP<0THEN GOTO200
111 IF A=3 ANDSCREEN(X+1,Y)=133THEN5000
120 IF A=7 ANDTP<0THEN GOTO 210
121 IF A=7 ANDSCREEN(X-1,Y)=133THEN5000
124 IFA=1ANDCHR=129THENY=Y-1:GOTO300
125 IF A=5ANDY<3THENIFSCREEN(X,Y+1)=129THENY=Y+1:GOTO 300
130 A=STRIG(0):IF A=-1 AND TP<-4THENTP=3:GOTO 250
162 GOTO 300
165 SC=SC+7:TP=TP-1:P=CHR:TTT=SCREEN(X,Y):LOCATEX2,Y2
170 IFX<>X2ORY<>Y2THEN PRINT CHR$(P);
175 IF TTT=128ORTTT=129THENCHR=TTT
180 LOCATEX,Y:IF TP<0THENPRINTCHR$(132);:GOTO100 ELSEPRINT CHR$(134);:GOTO 100
200 X=X+1:IFX>17THENX=17:GOTO 300
205 GOTO 300
210 X=X-1:IFX<1THEN X=1:GOTO 300
240 GOTO 300
250 LOCATEX,Y:PRINTCHR$(134);:GOTO 300
300 IF NBR<5AND(INT(RND(1)*30))=1THEN D(NBR+1)=1:NBR=NBR+1
310 N=N+1:IFN>NBRTHEN N=0
311 LOCATEA(D(N)),B(D(N))
312 IFD(N)=20ORD(N)=38ORD(N)=58THEN PRINTCHR$(129);:GOTO317
313 PRINTCHR$(128);
317 D(N)=D(N)+1
320 IF D(N)=73 THEN D(N)=1
325 RR=SCREEN(A(D(N)),B(D(N))):IFRR=132THEN GOTO 5000
326 RR=SCREEN(X,Y):IFRR=133THEN GOTO 5000
330 LOCATEA(D(N)),B(D(N)):PRINTCHR$(133);:BEEP10,1:GOTO165
340 GOTO320
350 GOTO 165
500 SC=SC+100:CLS:LOCATE5,2:PRINT"BONUS 100"
501 FOR N=1 TO20:BEEPN,1:NEXT
510 GOTO 40
5000 BEEP10,20:  VA=VA-1:IF VA<0THEN 5010ELSE GOTO 40
5005 IF SC>HIGTHEN HIG=SC
5010 CLS:LOCATE 0,1:PRINT"VOTRE SCORE:";SC
5015 IF SC>HIGTHEN HIG=SC
5020 LOCATE 0,2:PRINT"HIGHT SCORE";HIG
6000 A$=INKEY$:IF A$=""THEN GOTO6000
6010 GOTO 10
10000 FONT$(128)="0,0,0,0,0,255,&H55,255"
10010 FONT$(134)="48,72,48,72,48,255,84,255"
10020 FONT$(129)="255,72,255,72,255,72,255,72"
10030 FONT$(133)="0,0,0,16,56,&HFF,&H55,255"
10040 FONT$(132)="&H30,0,&H7C,&H30,&H48,&HFF,&H54,&HFF"
10100 RETURN
20000 FONT$(128)="0,0,0,0,0,0,0,0"
20001 FONT$(129)="0,0,0,0,12,28,28,60"
20002 FONT$(130)="0,0,0,255,255,255,255,255"
20003 FONT$(131)="0,0,0,192,240,248,248,255"
20004 FONT$(132)="0,0,0,0,0,0,0,0"
20005 FONT$(133)="0,0,12,56,64,64,64,64"
20006 FONT$(134)="220,196,192,16,08,08,12,136"
20007 FONT$(135)="152,128,164,164,0,60,192,0"
20008 FONT$(136)="124,96,64,72,16,16,240,16"
20009 FONT$(137)="192,192,240,28,4,4,4,68"
20010 FONT$(138)="32,16,16,08,04,08,16,16"
20011 FONT$(139)="68,64,60,0,192,60,0,0"
20012 FONT$(140)="255,0,192,192,192,0,0,0"
20013 FONT$(141)="208,0,255,192,192,60,0,0"
20014 FONT$(142)="132,136,08,16,224,16,8,8"
20015 FONT$(143)="16,8,4,4,4,56,64,124"
20016 FONT$(144)="4,8,8,8,8,8,48,192"
20017 FONT$(145)="255,0,0,0,0,0,0,0"
20018 FONT$(146)="224,16,16,16,16,16,12,0"
20019 FONT$(147)="8,16,32,32,32,24,4,255"
20020 FONT$(148)="8,16,32,32,32,24,4,255
20080 LOCATE0,0
20090 CLS
20100 LOCATE0,0:FORN=1TO5:PRINTCHR$(127+N);:NEXT
20110 LOCATE0,1:FORN=1TO5:PRINTCHR$(132+N);:NEXT
20120 LOCATE0,2:FORN=1TO5:PRINTCHR$(137+N);:NEXT
20130 LOCATE0,3:FORN=1TO5:PRINTCHR$(142+N);:NEXT
20200 LOCATE 7,0:PRINT"DONKEY KING";
20300 LOCATE 7,1:PRINT"----------";
21000 A$="L'IGNOBLE KING KONG MA ENLEVE ET EMMENE SUR UN ECHAFAUDAGE      "
21100 FOR N=1 TO LEN(A$):LOCATE7,3
21103 Z$=INKEY$:IF Z$<>""THEN RETURN
21110 PRINT MID$(A$,N,12);:IFN=1THEN FORM=1 TO300:NEXT
21115 BEEPN/2,4
21200 FOR M=1 TO25:NEXT:NEXT
22000 FOR N=1 TO 10:LOCATE 9,3:PRINT"HELP ME!";
22090 BEEP10,4:BEEP12,4
22100 FOR M=1 TO20:NEXT:LOCATE9,3:PRINT"          ";
22200 FOR M=1TO 20:NEXT:NEXT
30000 RETURN
40000 FORN=128TO145:FONT$(N)="0,0,0,0,0,0,0,0":NEXT
45000 RESTORE46000:FOR N=1 TO14:READB,A:BEEPO,1:BEEPB*50,A:NEXT
46000 DATA4,7,8,7,8,7,8,1,8,3,7,4,8,12,3,12
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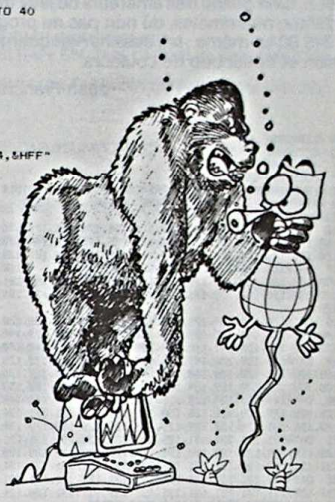

COLORAMA

En avant les artistes ! votre TEXAS se transforme, d'un coup de palette magique en chevalet. A vous l'art abstrait, mais c'est pour le bon motif !

Michel CORRENOZ

TI-99 4/A BASIC ETENDU

```
160 DIM IM$(24)
170 CALL CLEAR
180 PRINT :"QUE VOULEZ VOUS FAIRE?": : : : : :"1 CREER UN NOUVEAU DESSIN": : :"2
  APPELER UN DESSIN ENREGISTRE"
190 INPUT R :: IF R=1 OR R=2 THEN 200 ELSE 190
200 ON R GOTO 210,800
210 GOSUB 1060
220 GOSUB 920 :: CALL CLEAR :: GOSUB 930
230 ECRAN=3 :: CALL CLEAR :: CALL SCREEN(ECRAN):: GOSUB 980
240 F=ECRAN :: FOR KOUL=1 TO 13 :: CALL COLOR(KOUL,KOUL,F):: NEXT KOUL :: CALL C
OLOR(14,ECRAN,ECRAN)
250 L=12 :: C=16 :: GR=2 :: COUL=2 :: GOTO 610
260 COL=3
270 CALL KEY(5,K,S)
280 IF S=0 THEN 270
290 FOR V=1 TO 3 :: NEXT V
300 IF K=ASC("/")THEN CALL HCHAR(L,C,143)
310 IF K=69 OR K=101 THEN L=MAX(L-1,1):: GOTO 600
320 IF K=67 OR K=119 THEN L=MAX(L-1,1):: C=MAX(C-1,1):: GOTO 600
330 IF K=88 OR K=120 THEN L=MIN(L+1,24):: GOTO 600
340 IF K=82 OR K=114 THEN L=MAX(L-1,1):: C=MIN(C+1,32):: GOTO 600
350 IF K=68 OR K=100 THEN C=MIN(C+1,32):: GOTO 600
360 IF K=67 OR K=99 THEN L=MIN(L+1,24):: C=MIN(C+1,32):: GOTO 600
370 IF K=83 OR K=115 THEN C=MAX(C-1,1):: GOTO 600
380 IF K=90 OR K=122 THEN L=MIN(L+1,24):: C=MAX(C-1,1):: GOTO 600
390 IF K=ASC("1")THEN 560
400 IF K=ASC("G")THEN 410 ELSE 420
410 ECRAN=1-ECRAN+(ECRAN<15):: CALL SCREEN(ECRAN):: CALL COLOR(14,ECRAN,ECRAN)::
 GOTO 270
420 IF K=ASC("F")THEN 430 ELSE 440
430 F=1-F*(F<15):: FOR I=1 TO 13 :: CALL COLOR(I,I,F):: NEXT I :: GOTO 270
440 IF K=ASC("2")THEN 450 ELSE 460
450 FOR G=2 TO 13 :: KOUL=1-(KOUL=(KOUL<16)):: CALL COLOR(G,KOUL,F):: NEXT G ::
GOTO 270
460 IF K=ASC("Q")THEN 580
470 IF K=ASC("H")THEN 480 ELSE 490
480 FOR LL=1 TO 24 :: FOR CC=1 TO 16 :: CALL GCHAR(LL,CC,X):: CALL HCHAR(LL,33-C
C,X):: NEXT CC :: NEXT LL :: CALL SOUND(100,300,3):: GOTO 270
490 IF K=ASC("V")THEN 500 ELSE 510
500 FOR CC=1 TO 32 :: FOR LL=1 TO 24 :: CALL GCHAR(LL,CC,X):: CALL HCHAR(25-LL,C
C,X):: NEXT LL :: NEXT CC :: CALL SOUND(100,300,3):: GOTO 270
510 IF K=13 THEN 660
520 IF K=ASC("O")THEN CALL CLEAR :: GOTO 220
530 IF K=ASC("L")THEN CALL HCHAR(L,1,8*COUL+GR+24,32):: GOTO 270
540 IF K=ASC("K")THEN CALL VCHAR(1,C,8*COUL+GR+24,24):: GOTO 270
550 GOTO 270
560 COL=COL+1
570 COUL=COL-15*INT(COL/15)+1 :: GOTO 610
580 G=G+1
590 GR=G-8*INT(G/8):: GOTO 610
600 IF K>98 THEN 630
610 CALL VCHAR(L,C,24+(8*COUL)+GR)
620 GOTO 270
630 CALL GCHAR(L,C,B)
640 IF B>100 THEN G=2 ELSE G=B+20
650 CALL VCHAR(L,C,G):: FOR V=1 TO 50 :: NEXT V :: CALL HCHAR(L,C,B):: GOTO 270
660 REM ***FIN DE DESSIN***
670 FOR L=1 TO 24 :: IM$(L)="" :: FOR C=1 TO 32
680 CALL GCHAR(L,C,IM):: CALL HCHAR(L,C,32):: IM$(L)=IM$(L)&STR$(IM):: NEXT C ::
 NEXT L
690 A=ECRAN=2
700 CALL CHARSET :: FOR R=1 TO 14 :: CALL COLOR(R,2-A,ECRAN):: NEXT R
710 INPUT "FAUT_IL ENREGISTRER CE DESSIN?(O/N)?";ED$
720 IF ED$="O" THEN 740 ELSE 160
730 IF ED$="N" THEN 160 ELSE 710
740 REM***ENREGISTREMENT DU DESSIN***
750 OPEN #2:"CS1",INTERNAL,OUTPUT,FIXED 128
760 PRINT #2:ECRAN,F,KOUL,CX$
770 FOR L=1 TO 24
780 PRINT #2:IM$(L):: PRINT L :: IM$(L)="" :: NEXT L :: CLOSE #2 :: STOP
790 REM****LECTURE*****
800 CALL CLEAR :: OPEN #2:"CS1",INTERNAL,INPUT ,FIXED 128
810 INPUT #2:ECRAN,F,KOUL,CX$
820 FOR L=1 TO 24 :: PRINT L :: INPUT #2:IM$(L):: NEXT L :: CLOSE #2
830 CALL CLEAR :: CALL SCREEN(ECRAN):: GOSUB 920 :: GOSUB 980
840 FOR KOUL=1 TO 14 :: CALL COLOR(KOUL,KOUL,F):: NEXT KOUL
850 FOR L=1 TO 24 :: FOR C=1 TO 32
860 IF SEG$(IM$(L),1,1)="1" THEN SCT=3 ELSE SCT=2
870 CALL HCHAR(L,C,VAL(SEG$(IM$(L),1,SCT)))
880 IM$(L)=SEG$(IM$(L),SCT+1,LEN(IM$(L))-SCT)
890 NEXT C :: NEXT L
900 GOTO 250
910 REM****PALETTE*****
920 CALL CHARSET :: RESTORE :: FOR DS=1 TO 26 :: READ A$ :: CALL CHAR(96+DS,A$)::
 : NEXT DS :: RETURN
930 FOR DS=1 TO 26 :: RG=INT(DS/9):: CALL HCHAR(1+2*(DS-9*RG),2+(RG*10),64+DS)::
 CALL HCHAR(1+2*(DS-9*RG),4+(10*RG),96+DS):: NEXT DS
940 DISPLAY AT(20,2):"CHOISISSEZ 8 DESSINS " :: DISPLAY AT(21,1):"COMMENCEZ PAR
A POUR AVOIR UN ECRAN VIERGE"
945 ACCEPT AT(24,8)VALIDATE(UALPHA)BEEP SIZE(8):CX$
950 IF LEN(CX$)<8 THEN DISPLAY AT(19,2):"J'AI DIT 7 DESSINS!" :: GOTO 940
960 RETURN
970 REM**REDEFINITION****
980 FOR Z=1 TO 8 :: CALL CHARPAT(ASC(SEG$(CX$,Z,1))+32,L$(Z)):: NEXT Z
990 FOR Z=1 TO 8 :: FOR H=0 TO 8*12 STEP 8 :: CALL CHAR(31+H+Z,L$(Z)):: NEXT H :
: NEXT Z :: CALL CHAR(143,RPT$("F",16)):: RETURN
1000 DATA "FFFFFFFFFFFFFF","0303030303030303"
1010 DATA "0103070F1F3F7FFF","80C0E0F0F8FCFEFF","FF7F3F1F0F070301","FFFEFCF8F0E0
C080","C0C0C0C0C0C0C0C0"
1020 DATA "000000000000FFFF","FFFF000000000000","183C7EFFFF7E3C18","E7C381000081
C3E7"
1030 DATA "80C0E0F0F0E0C080","0000000183C7EFF","FF7E3C1800000000","0103070F0F07
0301","18181BFFFF181818"
1040 DATA "2424E70000E72424","0F0F0F0FF0F0F0F0","E7E7E70000E7E7E7","FFFFC3C3C3C3
FFFF","183C66C3C3663C18"
1050 DATA "3C7EFFFFFFFF7E3C","1824428118244281","C3E77E3C3C7EE7C3","81C342242418
1818","AA00AA00AA00AA00"
1060 REM ****REGLES*****
1070 CALL CLEAR :: DISPLAY AT(2,2):"A L'AIDE DE 8 FORMES QUE" :: DISPLAY AT(4,2)
:"VOUS AUREZ CHOISIES"
1080 DISPLAY AT(6,2):"VOUS POUREZ COMPOSER " :: DISPLAY AT(8,2):"UN DESSIN EN TE
CHNICOLOR"
1090 DISPLAY AT(10,2):"...ET MEME L'ENREGISTER.."
1100 DISPLAY AT(22,2):"...POUR SAVOIR COMMENT .." :: DISPLAY AT(24,4):"TAPEZ  EN
TER"
1110 CALL KEY(5,Q,S):: IF S=0 OR Q<>13 THEN 1110
1120 CALL CLEAR :: DISPLAY AT(1,2):"***EFFETS DES TOUCHES***"
1130 DISPLAY AT(4,1):"erdcxzsw:DEPLACEMENT CURSEUR"
1140 DISPLAY AT(5,1):"ERDCXZSW:DEPLACEMENT CRAYON" :: DISPLAY AT(6,1):"Q:CHANGE
LA FORME"
1150 DISPLAY AT(7,1):"1:CHANGE LA COULEUR DE LA       FORME"
1160 DISPLAY AT(9,1):"L:LIGNE COMPLETE"
1170 DISPLAY AT(10,1):"K:COLONNE COMPLETE"
1180 DISPLAY AT(11,1):"H:SYMETRIE HORIZONTALE"
1190 DISPLAY AT(12,1):"V:SYMETRIE VERTICALE"
1200 DISPLAY AT(13,1):"G:COULEUR DE L'ECRAN"
1210 DISPLAY AT(14,1):"F:COUL.DU FOND DES FORMES"
1220 DISPLAY AT(15,1):"2:COULEUR DES FORMES"
1230 DISPLAY AT(16,1):"/:EFFACE LA FORME"
1240 DISPLAY AT(17,1):"O:EFFACE TOUT"
1250 DISPLAY AT(18,1):"ENTER:ENREGISTREMENT"
1260 DISPLAY AT(23,1):"PRET?..ALORS ..ENTER"
1270 CALL KEY(5,Q,S):: IF S=0 OR Q<>13 THEN 1270 ELSE CALL CLEAR :: RETURN
```

ERRATA

Une virgule a sauté dans le listing "Roméo et Juliette" paru dans le n° 14.

```
  590 CALL CHAR(40,"FF818181818181FF",56,B$,57,A$)!FENETRE ET CHEMINEE
→600 CALL COLOR(4,16,9,2,2,1,9,9,1,10,C1,F1,14,7,1,3,3)
  610 CALL VCHAR(18,3,56,5):: CALL VCHAR(18,10,56,5)
```