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"Space Duel II
"par Marneus
"Version 1.3.12fr

UnArchive Str1
UnArchive Str2
UnArchive lSD2
UnArchive Pic2

lSD2→lSD2
{A,H,θ,M,D,Xmin,Xmax,Ymin,Ymax,K,R,W,B}→lTEMP

1→W
0→B

ClrHome
ClrDraw
Full
FnOff
GridOff
AxesOff
PlotsOff

0→Xmin:94→Xmax
0→Ymin:62→Ymax

If lSD2(6)=0
Then
Goto 00
End

1→A

Repeat A≥26
Text(8,A-1,"
Text(8,A,"Présenté par:")
A+1→A
End

54→A

Repeat A≤20
Text(1,A,27,"MARNEUS"
A-1→A
End

54→A

Repeat A≤30
Text(1,A,45,"&")
A-1→A
End

54→A

Repeat A≤40
Text(1,A,19,"MilkyBlood"
A-1→A
End

57→A
7→H
5→K
90→R

Repeat R≤7
Line(R,H-2,R,H+2)
Line(R+1,H+1,R-2,H+1)
Line(R+1,H-1,R-2,H-1)
Line(R-4,H,R,H)

Line(K,A-2,K,A+2)
Line(K-1,A+1,K+2,A+1)
Line(K-1,A-1,K+2,A-1)
Line(K+4,A,K,A)

Line(R,H-2,R,H+2,0)
Line(R+1,H+1,R-2,H+1,0)
Line(R+1,H-1,R-2,H-1,0)
Line(R-4,H,R,H,0)

Line(K,A-2,K,A+2,0)
Line(K-1,A+1,K+2,A+1,0)
Line(K-1,A-1,K+2,A-1,0)
Line(K+4,A,K,A,0)

K+3→K
R-3→R
End

If lSD2(6)≠2
Then
0→lSD2(6)
End

Pause

Lb1 00

ClrDraw
RecallPic 2

Pause

ClrDraw

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57→A
3→H
6→0
↳SD2(1)→M
↳SD2(2)→D

Lb1 M1
Goto S1
Lb1 S2
Menu(" SPACE DUEL II ", "Jeu",1,"Score",SC,"Paramètres",P1,"Quitter",F2)

Lb1 SC

ClrDraw

Line(2,60,2,2)
Line(2,2,92,2)
Line(92,2,92,60)
Line(92,60,2,60)
Line(39,60,39,2)
Line(2,52,92,52)

Text(3,41,"Victoires")
Text(3,5,"Nom")

If ↳SD2(4)>↳SD2(5)
Then
Text(12,4,Str1)
Text(12,41,↳SD2(4))
Text(19,4,Str2)
Text(19,41,↳SD2(5))
Else
Text(12,4,Str2)
Text(12,41,↳SD2(5))
Text(19,4,Str1)
Text(19,41,↳SD2(4))
End

Pause
ClrDraw
Goto M1

Lb1 P1
ClrHome
Menu(" Paramètres: ", "Joueur1",J1,"Joueur2",J2,"Vitesse",V0,"Introduction",I1,"R.A.Z.",87,"Retour",M1)

Lb1 I1
Menu(" Introduction: ", "Jamais",I2,"Demarage suivant",I3,"Retour",P1)

Lb1 I2
0→↳SD2(6)
Goto P1

Lb1 I3
1→↳SD2(6)
Goto P1

Lb1 S1
{M,D,0,↳SD2(4),↳SD2(5),↳SD2(6)}→↳SD2
Goto S2

Lb1 87
1→M
1→D
6→0
0→↳SD2(4)
0→↳SD2(5)
1→↳SD2(6)
"Joueur 1"→Str1
"Joueur 2"→Str2
Goto P1

Lb1 J1
Menu("Options Joueur 1", "Nom",N6,"Points de vie",83,"Retour",P1)

Lb1 N6
ClrHome
Disp "Nom du joueur 1"
Input Str1
ClrHome
Goto J1

Lb1 83
ClrHome
Disp "Vie du joueur 1:"
Input M
If M≤0:Then
ClrHome
Disp "Entrez une"
Disp "valeur"
Disp "logique..."
Pause
ClrHome
Goto 83
End
Goto J1

Lb1 J2
Menu("Options Joueur 2", "Nom",N8,"Points de vie",84,"Retour",P1)

Lb1 N8
ClrHome
Disp "Nom du joueur 2"
Input Str2

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ClrHome
Goto J2

Lb1 84
ClrHome
Disp "Vie du joueur 2:"
Input D
If D≤0:Then
ClrHome
Disp "Entrez une"
Disp "valeur"
Disp "logique..."
Pause
ClrHome
Goto 84
End

Goto J2

Lb1 V0
ClrHome
Menu("  Vitesse:      ", "Très Lent", V3, "Lent", V6, "Moyen", V9, "Rapide", V1, "Impossible", V5)

Lb1 V3
3→θ
Goto P1

Lb1 V6
6→θ
Goto P1

Lb1 V9
9→θ
Goto P1

Lb1 V1
18→θ
Goto P1

Lb1 V5
54→θ
Goto P1

Lb1 1

Line(0,0,0,62,0)
Line(0,0,0,D)

Line(94,0,94,62,0)
Line(94,0,94,M)

Line(90,H-2,90,H+2)
Line(91,H+1,88,H+1)
Line(91,H-1,88,H-1)
Line(86,H,90,H)

Line(5,A-2,5,A+2)
Line(4,A+1,7,A+1)
Line(4,A-1,7,A-1)
Line(9,A,5,A)

Lb1 2

getKey→K

If K=25 and H≠57
Then
Line(90,H-2,90,H+2,0)
Line(91,H+1,88,H+1,0)
Line(91,H-1,88,H-1,0)
Line(86,H,90,H,0)
H+θ→H
Goto 1
End

If K=34 and H≠3
Then
Line(90,H+2,90,H-2,0)
Line(91,H+1,88,H+1,0)
Line(91,H-1,88,H-1,0)
Line(86,H,90,H,0)
H-θ→H
Goto 1
End

If K=21 and A≠57
Then
Line(5,A+2,5,A-2,0)
Line(4,A+1,7,A+1,0)
Line(4,A-1,7,A-1,0)
Line(9,A,5,A,0)
A+θ→A
Goto 1
End

If K=31 and A≠3
Then
Line(5,A-2,5,A+2,0)
Line(4,A+1,7,A+1,0)
Line(4,A-1,7,A-1,0)
Line(9,A,5,A,0)
A-θ→A
Goto 1
End

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If K=23
Goto F2

If K=24
Then
Line(85,H,10,H)
Goto B1
Lb1 R1
Line(85,H,10,H,0)
End

If K=41
Then
Line(85,A,10,A)
Goto B2
Lb1 R2
Line(85,A,10,A,0)
End

Goto 2

Lb1 B1

If H=A
Then
D-1→D
int(rand*4+1)→R
Line(10+R,H+1+R,10+R,H+1+R)
0→R
End

Line(0,0,0,10,0)
Line(0,0,0,D)

If D≤0
Then
Line(5,A-2,5,A+2,0)
Line(4,A+1,7,A+1,0)
Line(4,A-1,7,A-1,0)
Line(9,A,5,A,0)
Line(7,A+3,7,A+3)
Line(4,A-2,4,A-2)
Line(3,A+4,3,A+4)
Line(6,A+1,6,A+1)
Line(4,A+1,4,A+1)
Line(2,A,2,A)
Text(1,19,Str1," a gagné !")
↳SD2(4)+1→↳SD2(4)
Goto F1
End

Goto R1

Lb1 B2

If A=H
Then
M-1→M
int(rand*4+1)*3→R
Line(86-R,H-1-R,86-R,H-1-R)
0→R
End

Line(94,0,94,10,0)
Line(94,0,94,M)

If M≤0
Then
Line(90,H-2,90,H+2,0)
Line(91,H+1,88,H+1,0)
Line(91,H-1,88,H-1,0)
Line(86,H,90,H,0)
Line(91,H+3,91,H+3)
Line(89,H-2,89,H-2)
Line(88,H-1,88,H-1)
Line(90,H+4,90,H+4)
Line(92,H,92,H)
Line(87,H+2,87,H+2)
Text(1,19,Str2," a gagné !")
↳SD2(5)+1→↳SD2(5)
Goto F1
Stop
End

Goto R2

Lb1 F1

Pause

Lb1 F2
ClrHome
ClrTable
ClrDraw
AxesOn
GridOff
↳TEMP(1)→A
↳TEMP(2)→H
↳TEMP(3)→0
↳TEMP(4)→M
↳TEMP(5)→D
↳TEMP(6)→Xmin
↳TEMP(7)→Xmax
↳TEMP(8)→Ymin
↳TEMP(9)→Ymax

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LTEMP(10)--K  
LTEMP(11)--R  
LTEMP(12)--W  
LTEMP(13)--B
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Archive Str1  
Archive Str2  
Archive LSD2  
Archive Pic2
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Stop
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