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10 MODE 0:SYMBOL 240,24,60,126,126,60,90,90
,60:SYMBOL 242,255,153,153,255,255,153,153,
255:SYMBOL 243,28,28,8,62,8,40,20,2:INK 0,0
:BORDER 0:INK 1,26:INK 2,8:INK 3,2,6:INK 4,
9:INK 5,25:LOCATE 5,2:PEN 5:PRINT "LOS ANGE
LES":vie=3
20 LOCATE 8,4:PEN 2:PRINT "SCORE":LOCATE (2
0-(LEN(STR$(sc))))/2,5:PEN 3:PRINT sc:PEN 2
:LOCATE 7,10:PRINT"HIScore":LOCATE (20-(LEN
(STR$(hs))))/2,11:PEN 3:PRINT hs:PEN 2:LOCA
TE 6,19:PRINT"SUPER FLIC":LOCATE 7,20:PEN 3
:PRINT n$:x=5:niv=10:CALL &BB18:CLS:sc=0
30 LOCATE x,25:PEN 1:PRINT CHR$(240):LOCATE
1,1:PRINT CHR$(11):PEN 5:LOCATE 1,1:PRINT
CHR$(242):LOCATE 10,1:PRINT CHR$(242):LOCAT
E 11,25:PEN 3:PRINT sc:FOR i=15 TO 13+vie:L
OCATE i,25:PEN 1:PRINT CHR$(240):NEXT
40 IF INKEY(8)=0 AND x>2 THEN x=x-1 ELSE IF
INKEY(1)=0 AND x<9 THEN x=x+1
50 niv=niv-0.01:IF niv<=0.3 THEN niv=0.3

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60 q=q+1:IF q>niv THEN q=0:LOCATE INT(RND*8)+2,1:PEN 4:PRINT CHR$(243):SOUND 1,25,3,15
70 w=w+1:IF w=20 THEN w=0:LOCATE INT(RND*8)+2,1:PEN 2:PRINT CHR$(248):SOUND 2,50,3,15
80 t=TEST(x*32-16,20):IF t=2 THEN sc=sc+2:SOUND 4,200,3,15 ELSE IF t=4 THEN vie=vie-1:niv=niv+3:FOR i=50 TO 500 STEP 5:SOUND 1,i,3,15:NEXT:CLEAR INPUT:CALL &BB18:CLS:IF vie=0 THEN PEN 3:CLS:LOCATE 5,12:PRINT "GAME OVER":GOTO 100 ELSE 30
90 GOTO 30
100 RESTORE:FOR i=1 TO 11:READ A,B:SOUND 1,A,B*4,15:SOUND 1,0,2,0:NEXT:IF sc>hs THEN hs=sc:CLS:INPUT "Votre nom:",n$:GOTO 10 ELSE
10:DATA 319,15,319,15,319,4,319,15,268,15,284,4,284,15,319,4,319,15,338,4,319,15
```