

```
100 asp$=CHR$(22)+CHR$(1):esp$=CHR$(22)+  
CHR$(0)  
110 FOR stylo=0 TO 15:INK stylo,0:NEXT  
120 SYMBOL AFTER 32  
130 SYMBOL 124,24,24,24,24,24,24,24,24  
140 SYMBOL 209,1,1,1,1,1,1,1,1  
150 SYMBOL 220,60,126,255,255,255,126,60  
.24  
160 SYMBOL 222,36,66,129,66,36,66,129,66  
170 SYMBOL 223,8,24,32,48,48,64,32,0  
180 SYMBOL 224,0,4,30,14,14,60,24,16  
190 SYMBOL 225,0,0,3,63,31,3,0,0  
200 SYMBOL 226,0,126,255,247,127,223,126  
.0  
210 SYMBOL 227,16,64,32,4,14,15,14,1  
220 SYMBOL 228,0,0,0,0,3,0,0,0  
230 SYMBOL 229,16,24,24,126,255,126,24,1
```

```
6  
240 SYMBOL 230,0,0,0,228,0,0,0,0  
250 SYMBOL 231,0,36,28,92,11,0,0,0  
260 SYMBOL 232,0,0,56,255,16,0,0,0  
270 SYMBOL 233,0,240,246,246,246,246,240  
.0  
280 SYMBOL 234,192,224,224,224,224,224,2  
24,192  
290 SYMBOL 235,0,16,28,31,28,16,0,0  
300 SYMBOL 237,16,84,56,222,56,84,16,0  
310 SYMBOL 236,136,116,8,16,16,16,8,8  
320 SYMBOL 238,238,238,0,0,187,187,0,0  
330 SYMBOL 221,0,66,66,66,66,102,126,66  
340 SYMBOL 210,0,0,0,16,0,0,64,128  
350 SYMBOL 211,16,56,124,254,124,120,16  
360 SYMBOL 212,128,128,128,64,32,16,16  
370 SYMBOL 213,1,3,3,14,14,12,6,4
```

```
380 SYMBOL 48,0,126,102,102,102,102,126,  
0  
390 SYMBOL 49,0,24,24,24,24,24,24,0  
400 SYMBOL 50,0,126,6,6,126,96,126,0  
410 SYMBOL 51,0,126,6,30,6,6,126,0  
420 SYMBOL 52,0,102,102,102,126,6,6,0  
430 SYMBOL 53,0,126,96,126,6,6,126,0  
440 SYMBOL 54,0,126,96,126,102,102,126,0  
450 SYMBOL 55,0,62,6,6,6,6,6,0  
460 SYMBOL 56,0,126,102,126,102,102,126,  
0  
470 SYMBOL 57,0,126,102,126,6,6,126,0  
480 SYMBOL 240,8,8,22,165,116,116,127,25  
5  
490 SYMBOL 241,136,80,50,60,56,60,127,25  
5
```

```

PEN 1:INPUT "",NJ2$:N=LEN(NJ2$):IF N>13
THEN CLS:GOTO 760
770 IF NJ1$="" THEN NJ1$="L'ANALPHABETE
1"
780 IF NJ2$="" THEN NJ2$="L'ANALPHABETE
2"
785 PEN 2:LOCATE 2,18:PRINT"SCORE A ATTE
INDRE POUR GAGNER :";PEN 3:INPUT "",PTS
786 IF PTS<1 OR PTS>999 THEN GOTO 785
787 PTS=PTS-1:PEN 1
790 CLS:SPEED KEY 1,1
800 FOR I=1 TO 25:LOCATE I,1:PRINT CHR$(
143):PO(I,1)=1:LOCATE I,25:PRINT CHR$(14
3):PO(I,25)=1:NEXT
810 FOR I=1 TO 25:LOCATE I,I:PRINT CHR$(
143):PO(I,1)=1:LOCATE 25,I:PRINT CHR$(14
3):PO(25,I)=1:NEXT
820 LOCATE 27,3:PRINT CHR$(150)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(156
)
830 LOCATE 27,4:PRINT CHR$(149):LOCATE 4
0,4:PRINT CHR$(149)
840 LOCATE 27,5:PRINT CHR$(147)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(154
)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(153
)
850 PEN 3:LOCATE 32,4:PRINT"WALL":PEN 2:
LOCATE 32,7:PRINT"PAR"
860 PEN 3:LOCATE 27,9:PRINT"F & 6";PEN
1:PRINT" MESPLEDE"
870 PEN 2:LOCATE 26,13:PRINT CHR$(150)+C
HR$(154)+CHR$(154)+CHR$(154)+CHR$(154)+C
HR$(154)+CHR$(154)+CHR$(154)+CHR$(154)+C
HR$(154)+CHR$(154)+CHR$(154)+CHR$(154)+C
HR$(154)+CHR$(154)+CHR$(154)+CHR$(154)+C
HR$(154)+CHR$(156)
880 LOCATE 26,14:PRINT CHR$(149):"SCORE
";CHR$(190):";":LOCATE 40,14:PRINT CHR$(
149)
890 LOCATE 26,15:PRINT CHR$(149):"Bombes
":LOCATE 40,15:PRINT CHR$(149)
900 LOCATE 26,16:PRINT CHR$(151)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(157)
910 LOCATE 26,17:PRINT CHR$(149):"SCORE
";CHR$(192):";":LOCATE 40,17:PRINT CHR$(
149)
920 LOCATE 26,18:PRINT CHR$(149):"Bombes
":LOCATE 40,18:PRINT CHR$(149)
930 LOCATE 26,19:PRINT CHR$(147)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(154)+CHR$(154)+CHR$(154)+CHR$(15
4)+CHR$(153)
940 PEN 1:LOCATE 35,14:PRINT PTS1:LOCATE
35,15:PRINT CASSE1:LOCATE 35,17:PRINT P
TS2:LOCATE 35,18:PRINT CASSE2
950 GOSUB 1600
960 '

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970 ' *****
980 ' ++ ROUTINE PRINCIPALE ++
990 ' *****
1000 '
1010 X=INT(RND*23)+2:Y=INT(RND*23)+2:Z=I
NT(RND*23)+2:A=INT(RND*23)+2
1020 FOR I=1 TO 20:SOUND 5,200:SOUND 5,4
095,5:SOUND 5,400,5:NEXT
1030 EVERY 300,0 GOSUB 1810
1040 DI:GOSUB 1350
1050 '
1060 ' ### JOUEUR 1 ###
1070 '
1080 LOCATE X,Y:PRINT" "
1090 IF (INKEY(75)=0 OR INKEY(27)=0) AND
PO(X+1,Y)<>1 THEN J1$=CHR$(190):X=X+1:G
OTO 1210
1100 IF (INKEY(74)=0 OR INKEY(34)=0) AND
PO(X-1,Y)<>1 THEN J1$=CHR$(191):X=X-1:G
OTO 1210
1110 IF (INKEY(72)=0 OR INKEY(67)=0) AND
PO(X,Y-1)<>1 THEN Y=Y-1:GOTO 1210
1120 IF (INKEY(73)=0 OR INKEY(69)=0) AND
PO(X,Y+1)<>1 THEN Y=Y+1:GOTO 1210
1130 IF INKEY(47)=0 THEN FOR I=70 TO 100
:SOUND 1,I,1:NEXT:XB=X:YB=Y:GOTO 1220
1140 IF (INKEY(76)=0 OR INKEY(68)=0) THE
N XM=X:YM=Y:PO(XM,YM)=1:GOTO 1310
1150 IF (INKEY(72)=0 OR INKEY(67)=0) AND
INKEY(71)=0 AND PO(X,Y-1)=1 AND CASSE1>
0 AND Y>2 THEN LOCATE X,Y-1:PRINT" ":PO(
X,Y-1)=0:CASSE1=CASSE1-1:SOUND 2,0,0,15,
3,,30:Y=Y-1:GOTO 1230
1160 IF (INKEY(73)=0 OR INKEY(69)=0) AND
INKEY(71)=0 AND PO(X,Y+1)=1 AND CASSE1>
0 AND Y<24 THEN LOCATE X,Y+1:PRINT" ":PO
(X,Y+1)=0:CASSE1=CASSE1-1:SOUND 2,0,0,15
,3,,30:Y=Y+1:GOTO 1230
1170 IF (INKEY(75)=0 OR INKEY(27)=0) AND
INKEY(71)=0 AND PO(X+1,Y)=1 AND CASSE1>
0 AND X<24 THEN LOCATE X+1,Y:PRINT" ":PO
(X+1,Y)=0:CASSE1=CASSE1-1:SOUND 2,0,0,15
,3,,30:GOTO 1230
1180 IF (INKEY(74)=0 OR INKEY(34)=0) AND
INKEY(71)=0 AND PO(X-1,Y)=1 AND CASSE1>
0 AND X>2 THEN LOCATE X-1,Y:PRINT" ":PO(
X-1,Y)=0:CASSE1=CASSE1-1:SOUND 2,0,0,15,
3,,30:X=X-1:GOTO 1230
1190 IF INKEY(44)=0 AND CASSE1<1 AND PTS
1<999 THEN CASSE1=1:PTS1=PTS1-50
1200 GOTO 1230
1210 IF XB<>0 THEN PO(XB,YB)=6:XB=0
1220 IF XM<>0 THEN LOCATE XM,YM:PRINT"e"
:XM=0
1230 PEN 1:LOCATE X,Y:PEN 1:PRINT J1$
1240 IF PO(X,Y)=3 THEN SOUND 4,100,32,9,
1,1:PTS1=PTS1+1:PO(X,Y)=0
1250 IF PO(X,Y)=4 THEN FOR I=1 TO 3:SOUN
D 1,50,5,7:SOUND 1,0,1:NEXT I:PTS1=PTS1+
6:PO(X,Y)=0
1260 IF PO(X,Y)=5 THEN SOUND 1,25,25,7,0
,2:PTS1=PTS1+10:PO(X,Y)=0
1270 IF PO(X,Y)=6 THEN PO(X,Y)=0:PTS1=PT

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51-1:CASSE1=CASSE1-1:SOUND 130,0,-1,15,2
,1,30
1280 IF PO(X,Y)=7 THEN FOR I=100 TO 1 ST
EP -20:SOUND 5,I,0,5,15:NEXT I:PO(X,Y)=0
:CASSE1=CASSE1+1:PTS1=PTS1-10
1290 IF PO(X,Y)=8 THEN PTS1=PTS1+50:PO(X
,Y)=0:SOUND 1,100,25,15,0,2
1300 IF PTS1>PTS THEN JG$=NJ1$:GOTO 1930
1301 LOCATE 35,14:PRINT" ":LOCATE 35,1
4:PRINT PTS1:LOCATE 35,15:PRINT" ":LOC
ATE 35,15:PRINT CASSE1
1310 EI:GOTO 1040
1320 '
1330 ' ### JOUEUR 2 ###
1340 '
1350 '
1360 LOCATE Z,A:PRINT" "
1370 IF (INKEY(0)=0 OR INKEY(48)=0) AND
PO(Z,A-1)<>1 THEN A=A-1:GOTO 1490
1380 IF (INKEY(2)=0 OR INKEY(49)=0) AND
PO(Z,A+1)<>1 THEN A=A+1:GOTO 1490
1390 IF (INKEY(8)=0 OR INKEY(50)=0) AND
PO(Z-1,A)<>1 THEN Z=Z-1:GOTO 1490
1400 IF (INKEY(1)=0 OR INKEY(51)=0) AND
PO(Z+1,A)<>1 THEN Z=Z+1:GOTO 1490
1410 IF INKEY(11)=0 THEN FOR I=70 TO 100
:SOUND 1,I,1:NEXT:ZB=Z:AB=A:GOTO 1500
1420 IF (INKEY(9)=0 OR INKEY(52)=0) THEN
ZM=Z:AM=A:PO(ZM,AM)=1:RETURN
1430 IF (INKEY(0)=0 OR INKEY(48)=0) AND
INKEY(79)=0 AND PO(Z,A-1)=1 AND CASSE2>0
AND A>2 THEN LOCATE Z,A-1:PRINT" ":PO(Z
,A-1)=0:CASSE2=CASSE2-1:SOUND 2,0,0,15,3
,,30:A=A-1:GOTO 1510
1440 IF (INKEY(2)=0 OR INKEY(49)=0) AND
INKEY(79)=0 AND PO(Z,A+1)=1 AND CASSE2>0
AND A<24 THEN LOCATE Z,A+1:PRINT" ":PO(
Z,A+1)=0:CASSE2=CASSE2-1:SOUND 2,0,0,15,
3,,30:A=A+1:GOTO 1510
1450 IF (INKEY(8)=0 OR INKEY(50)=0) AND
INKEY(79)=0 AND PO(Z-1,A)=1 AND CASSE2>0
AND Z>2 THEN LOCATE Z-1,A:PRINT" ":PO(Z
-1,A)=0:CASSE2=CASSE2-1:SOUND 2,0,0,15,3
,,30:Z=Z-1:GOTO 1510
1460 IF (INKEY(1)=0 OR INKEY(51)=0) AND
INKEY(79)=0 AND PO(Z+1,A)=1 AND CASSE2>0
AND Z<24 THEN LOCATE Z+1,A:PRINT" ":PO(
Z+1,A)=0:CASSE2=CASSE2-1:SOUND 2,0,0,15,
3,,30:Z=Z+1:GOTO 1510
1470 IF INKEY(6)=0 AND CASSE2<1 AND PTS2
<999 THEN CASSE2=1:PTS2=PTS2-50
1480 GOTO 1510
R$(204):PO(PH,PV)=7:FOR I=1 TO 3:FOR J=5
0 TO 1 STEP-5:SOUND 3,J,1,15:NEXT J:NEXT
I:RETURN ELSE RETURN
1860 PH=INT(RND*25)+1:PV=INT(RND*25)+1:I
F PO(PH,PV)=0 THEN LOCATE PH,PV:PRINT CH
R$(205):PO(PH,PV)=8:SOUND 1,150,20,7,0,2
:RETURN ELSE RETURN
1870 RETURN
1880 '
1890 ' *****
1900 ' ** FIN DE PARTIE **

```

