

```

10 SYMBOL AFTER 229
20 DATA 60,255,153,255,255,129,255,
126,126,254,159,255,255,135,254,126
,126,127,249,255,255,225,127,126,12
6,255,153,255,255,129,255,60,126,12
6,126,0,243,243,243,0,0,224,248,255
,255,248,224,0
30 FOR I=230 TO 235:READ A,B,C,D,E,
F,G,H:SYMBOL I,A,B,C,D,E,F,G,H:NEXT
50 MODE 1:CLEAR:INK 0,1:BORDER 1:IN
K 1,24:INK 3,6:INK 2,9:INK 4,1
60 PEN 3:LOCATE 15,1:PRINT "*** MEN
U ***":LOCATE 15,2:PRINT "-----
";
70 PEN 2:LOCATE 3,6:PRINT "QUEL JEU
VOULEZ-VOUS?":LOCATE 3,7:PRINT "-----
";
80 PEN 1:LOCATE 1,11:PRINT "1. CHEN
ILLE TRADITIONNELLE":LOCATE 5,12:PRI
NT "(qui s'allonge..et qui s'allong
e..)"
90 LOCATE 1,15:PRINT "2. CHENILLE A
GRANDISSANT SON TERRITOIRE";
100 LOCATE 1,19:PRINT "3. CHENILLE
QUI S'ALLONGE ET SE RETRECIT";
110 PEN 3:LOCATE 8,25:PRINT "---- FA
ITES VOTRE CHOIX ----";
120 CH*=UPPER*(INKEY*):IF CH*="" TH
EN 120
130 IF CH*="1" OR CH*="2" OR CH*="3
" THEN PRINT CHR*(7):GOTO 150
140 GOTO 120
150 "### REDEFINITION TOUCHES ###"
160 MODE 1:INK 0,1:BORDER 1
170 IF INKEY*<>" THEN 170

```

```

180 PEN 3:LOCATE 8,5:PRINT "REDEFIN
ITION DES TOUCHES ";LOCATE 8,6:PR
INT "-----";
190 PEN 1:FOR I=1 TO 4
200 IF I=1 THEN LOCATE 15,10:PRINT
"GAUCHE : ";
210 IF I=2 THEN LOCATE 15,12:PRINT
"DROITE : ";
220 IF I=3 THEN LOCATE 15,14:PRINT
"HAUT : ";
230 IF I=4 THEN LOCATE 15,16:PRINT
"BAS : ";
240 Z*=UPPER*(INKEY*):IF Z*="" THEN
240
250 PRINT CHR*(7);
260 IF I=1 THEN C1*=Z*
270 IF I=2 THEN C2*=Z*
280 IF I=3 THEN C3*=Z*
290 IF I=4 THEN C4*=Z*
300 PEN 2:PRINT Z*:PEN 1:NEXT
310 PEN 3:LOCATE 13,21:PRINT "ETES-
VOUS SUR?":LOCATE 13,22:PRINT "-----
";
320 Z*=UPPER*(INKEY*):IF Z*="" THEN
320
330 PRINT CHR*(7);
340 IF Z*="O" THEN MODE 1:GOTO 370
350 IF Z*="N" THEN 160
360 GOTO 320
370 ON VAL(CH*) GOTO 380,2490,1940
380 LOCATE 6,1:PRINT "*** CHENILLE
TRADITIONNELLE ***":LOCATE 6,2:PRIN
T "-----";
390 PEN 2:LOCATE 3,6:PRINT "Regle :

```

```

":LOCATE 3,7:PRINT "-----";
400 PEN 1:LOCATE 1,10:PRINT "1. Dir
iger la chenille avec les touches
redefinies":LOCATE 1,12:PRINT "2
. La chenille ne doit pas se couper
, ni percuter les bords ou les (e
ventuels) obstacles."
410 LOCATE 1,15:PRINT "3. Si la che
nille passe sur le petit bon homm
e, la valeur de celui-ci est ajou
tee au score."
420 LOCATE 1,18:PRINT "4. Si la che
nille passe par une porte, sa t
ete ressortira a la porte opposee
et le score augmentera de 100 poin
ts."
430 PEN 3:LOCATE 4,25:PRINT "--- PO
UR JOUER, PRESSEZ [ J ] ---";
440 IF INKEY(45)=-1 THEN 440
450 "### LISTING CHENILLE TRAD. ###"
460 DEFINIT A-Z
470 MODE 1:INK 0,1:BORDER 1:PEN 1
480 k=450
490 U1*=CHR*(206)+CHR*(206)+CHR*(20
6)
500 U2*=CHR*(206)
510 U3*=CHR*(143)+CHR*(143)+CHR*(14
3)
520 U4*=CHR*(143)
530 DIM a(1500)
540 DIM b(1500)
550 DIM a*(40,25)
560 CLS
570 BORDER 9
580 PEN 1

```

```

590 LOCATE 12,10:PRINT "*** CHENILLE
***"
600 LOCATE 11,14:PRINT "*** FORCE ?
O/8 ***":LOCATE 1,1
610 v$=INKEY$:IF v$=""GOTO 610
620 IF v$<"O" OR v$>"8" THEN 610
630 s=VAL(v$)
640 CLS
650 LOCATE 1,1:PRINT "FORCE ";v$
660 LOCATE 9,14:PRINT "*** AVEC OBS
TACLES ? ***"
670 LOCATE 12,16:PRINT "*** (O ou N
) ***"
680 x$=INKEY$:IF x$=""GOTO 680
690 IF UPPER$(x$)="N" THEN CLS:GOTO
860
700 IF UPPER$(x$)="O" THEN 720
710 GOTO 680
720 CLS
730 LOCATE 1,1:PRINT "FORCE ";v$
740 LOCATE 7,14:PRINT "*** NOMBRE D
'OBSTACLES ? ***"
750 LOCATE 14,16:PRINT "*** 3 a 9 *
**"
760 c$=INKEY$:IF c$=""GOTO 760
770 IF c$<"3" OR c$>"9" THEN 760
780 CLS
790 PEN 2
800 FOR i=1 TO VAL(c$)
810 q=INT(RND*17+1)+6
820 o=INT(RND*36+1)+2
830 IF a$(o,q)="O" THEN 810
840 a$(o,q)="O":LOCATE o,q:PRINT CH
R$(143);
850 NEXT i
860 FOR i=0 TO 9
870 k=k-50
880 IF s=i THEN 900
890 NEXT i
900 PEN 2:FOR I=1 TO 40:LOCATE 1,4:
PRINT CHR$(143);:LOCATE 1,5:PRINT C
HR$(143);:LOCATE 1,25:PRINT CHR$(14
3);:NEXT
910 FOR I=5 TO 25:LOCATE 1,1:PRINT
CHR$(143);:LOCATE 40,1:PRINT CHR$(1
43);:NEXT
920 LOCATE 2,2:PRINT "force : ";:PE
N 3:PRINT v$;:PEN 2

```

```

1290 IF EN=1 THEN V=V+100:GOSUB 172
O
1300 IF X=1 OR X=40 THEN 1760
1310 IF y=5 OR y=25 THEN 1760
1320 IF a$(x,y)="O" THEN 1760
1330 a(c)=x
1340 b(c)=y
1350 IF a$(x,y)=CHR$(249) THEN 1670
1360 a$(x,y)="O"
1370 IF C=R+1 THEN 1400
1380 IF C=1 THEN 1400
1390 LOCATE A(C-1),B(C-1):PRINT "O"
;
1400 PEN 1:LOCATE x,y:PRINT CHR$(22
9+AQ);:PEN 3
1410 NEXT g
1420 h=1
1430 IF m=1 THEN 1450
1440 NEXT I
1450 f=f+1
1460 IF f=2 THEN LOCATE e,d:PRINT "
";
1470 IF f=2 THEN 1600
1480 d=INT(RND*17+1)+6
1490 e=INT(RND*36+1)+2
1500 IF a$(e,d)="O" THEN 1480
1510 a$(e,d)=CHR$(249)
1520 PEN 1
1530 LOCATE e,d:PRINT CHR$(249);
1540 PEN 3
1550 w=INT(RND*10+1)
1560 LOCATE 24,2:PRINT " ";
1570 LOCATE 23,2:PRINT w;
1580 z=INT(RND*16+1)+50
1590 GOTO 1060
1600 f=0
1610 a$(e,d)=" "
1620 LOCATE 24,2:PRINT " ";
1630 h=w
1640 IF w<5 THEN h=5
1650 m=1
1660 GOTO 1150
1670 v=v+w
1680 a$(e,d)="O"
1690 LOCATE A(C-1),B(C-1):PRINT "O"
;
1700 LOCATE A(R),B(R):PRINT " ";
1710 LOCATE e,d:PRINT "O";

```

```

930 LOCATE 15,2:PRINT "valeur :";
940 LOCATE 26,2:PRINT "score :";
950 PEN 3
960 v=0:ORDI=-1:ORD=-1
970 z=1
980 g=1
990 h=1
1000 x=20
1010 y=16:Y9=-1
1020 f=0
1030 r=0
1040 c=1:AQ=4
1050 a$(x,y)="O"
1060 m=0
1070 FOR i=1 TO z
1080 a(c)=x
1090 b(c)=y
1100 r=r+1
1110 IF r=1501 THEN r=1
1120 DQ=DQ+1:IF DQ=50 THEN DQ=0:GOS
UB 1820
1130 LOCATE a(r),b(r):PRINT " ";
1140 a$(a(r),b(r))=" "
1150 FOR g=1 TO h
1160 z$=UPPER$(INKEY$)
1170 IF z$=C3$ THEN X9=0:AQ=4:Y9=-1
:GOTO 1210
1180 IF z$=C4$ THEN X9=0:AQ=1:Y9=1:
GOTO 1210
1190 IF z$=C1$ THEN Y9=0:AQ=2:X9=-1
:GOTO 1210
1200 IF z$=C2$ THEN Y9=0:AQ=3:X9=1:
GOTO 1210
1210 FOR u=1 TO k:NEXT U:X=X+X9:Y=Y
+Y9:C=C+1
1220 IF c=1501 THEN PEN 3:LOCATE A(
1500),B(1500):PRINT "O";:C=1
1230 IF X>2 AND X<39 AND Y>6 AND Y<
24 THEN 1320
1240 IF POR=0 THEN 1300
1250 IF X=1 AND (Y=Y1 OR Y=Y1+1 OR
Y=Y1+2) THEN X=39:EN=1:GOTO 1290
1260 IF X=40 AND (Y=Y1 OR Y=Y1+1 OR
Y=Y1+2) THEN X=2:EN=1:GOTO 1290
1270 IF Y=5 AND (X=X2 OR X=X2+1 OR
X=X2+2) THEN Y=24:EN=1
1280 IF Y=25 AND (X=X2 OR X=X2+1 OR
X=X2+2) THEN Y=6:EN=1

```

```
1730 LOCATE 36,2:PRINT V
1730 LOCATE 35,2:PRINT V
1740 IF EN=1 THEN EN=0:RETURN
1750 GO TO 1600
1760 CLS
1770 SOUND 1,239,80,7:SOUND 2,190,0
1780 LOCATE 14,10:PRINT "*** PERDU
***":
1790 LOCATE 12,14:PRINT "*** SCORE
***":
1800 PEN 3:LOCATE 6,24:PRINT "--- R
ETOUR AU MENU : [ R ] ---":
1810 IF INKEY(50)=1 THEN 1810 ELSE
MODE 1:RUN 50
1820 IF DEB=0 THEN 1870
1830 PEN 2:FOR=0:IF ORD=1 THEN 185
0
1840 LOCATE 1,Y1:PRINT Us:LOCATE
1,Y1+1:PRINT U4s:LOCATE 1,Y1+2:PR
INT Us:LOCATE 40,Y1:PRINT U4s:LOC
ATE 40,Y1+1:PRINT U4s:LOCATE 40,Y
1+2:PRINT U4s:LOCATE 40,Y1+3:PR
INT U4s:LOCATE 40,Y1+4:PRINT U4s
LOCATE 2,25:PRINT U3s:
1860 PEN 3:ORD1=ORD1:IF ORD1=1 THE
N RETURN
1870 PEN 2:ORD=ORD-POR=1
1880 IF ORD=1 THEN 190=1
1890 DEB1=X2:INT(RND*34+1)+X2:LOCAT
E 2,5:PEN 3:LOCATE X2,25:PRINT
X2,5:PEN 3:RETURN
1900 DEB1=Y1:INT(RND*15+1)+6:LOCATE
1,Y1:PRINT U2s:LOCATE 1,Y1+1:PR
INT U2s:LOCATE 1,Y1+2:PRINT U2s:
LOCATE 40,Y1:PRINT U2s:LOCATE 40,Y
1+1:PRINT U2s:LOCATE 40,Y1+2:PRIN
T U2s:PRINT U2s:RETURN
1910 *** FIN LISTING CHEN.TRAD. **
1920 :
1930
1940 *** CHEN. ALLONGE. RETRECIT. #
#
1950 LOCATE 9,1:PRINT "CHENILLE (el
astique...)":LOCATE 9,2:PRINT "
-----
1960 PEN 2:LOCATE 3,6:PRINT "Regle
":LOCATE 3,7:PRINT "-----":PEN
1:
1970 LOCATE 1,10:PRINT "1. Cette ch
enille s'allonge tres vite mais
s'accourcit egalement tres
vite selon la valeur du petit bon
homme...evidemment...":
1980 LOCATE 1,17:PRINT "2. Plus le
jeu avance et plus la chenille
se raccourcit...":
1990 PEN 3:LOCATE 4,25:PRINT "--- P
OUR JOUER, PRESSEZ [ J ] ---":
2000 IF INKEY(45)=1 THEN 2000
2010 A=0:B=0:C=0:D=0:F=0:G=0:H=0
2020 MODE 1:DEFINT A-Z
2030 BORDER 9:FEN 1:INK 3,6
2040 F1=F1(2000),F2(2000),A(40,25
),C(40,25)
2050 AQ=2:U=30:L=10:V=150:P=5:X=-1
:Y=0:A=20:B=12
2060 FOR T=1 TO T+P
2070 FOR V=UPPER$(INKEY$)
2080 V=UPPER$(INKEY$)
2090 IF V=C=4s THEN V=1:X=0:AQ=4
2100 IF V=C=1s THEN X=1:Y=0:AQ=2
2120 IF V=C=2s THEN X=1:Y=0:AQ=3
2130 A=X+B: B=Y+Y
2140 A=0 OR A=41 OR B=0 OR B=26
THEN A=40
2150 IF Z=1 THEN T=1
2160 E=R+1:H=H+1:T=T+1:Q=Q+1
2200 IF A=0 THEN T=2320
2210 F1=F1(2000),F2(2000):PRINT "O
":PEN 1:T=1
2220 F1(T)=A:F2(T)=B
2230 T=T+1:IF T=25 THEN 2220
2240 IF T=1 THEN 2220
2250 PEN 3:LOCATE F1(T-1),F2(T-1):F
PRINT "O"
2260 FEN 1:LOCATE A,B:PRINT CHR$(22
9+AQ):
2230 IF A*(A,B)=0 THEN 2460
2240 IF A=C AND B=D THEN U=0:1=L-1
2250 V=V-F:K=K+1:S=0:C=0:D=0:GOTO 239
0
2260 A*(A,B)=0
2270 FOR G=1 TO V:NEXT G
2280 IF Z=1 THEN NEXT T:Z=0:T=T-1:P
=5
2290 IF H=L THEN NEXT O:Z=1:GOTO 2070
2300 IF R=0 THEN 2320
2310 LOCATE F1(R),F2(R):PRINT " ":
A*(F1(R),F2(R))=X
2320 IF T=R THEN T=0:R=0
```

```
2330 IF Q=U AND S=1 THEN P=INT(RND$
10+1)-10:Q=0:S=0:LOCATE C,D:PRINT
"O"
2340 IF Q=0 THEN 2070
2350 GO TO 2060
2360 C=INT(RND*40+1):D=INT(RND*24+1
)
2370 IF A*(C,D)=0 THEN 2360
2380 C*(C,D)=S:P=1:LOCATE C,D:P
RINT CHR$(249):S=1:PEN 1:RETURN
2390 IF L<2 THEN L=2
2400 IF U<10 THEN U=10
2410 IF U<15 THEN U=15
2420 Z=0:R=R-1:F=INT(RND*86+1)+14:
MODE 1:RUN 50
2430 E=R+1:IF R=T THEN 2250
2440 LOCATE F1(R),F2(R):PRINT " ":
A*(F1(R),F2(R))=0
2450 NEXT I:R=R+1:GOTO 2250
2460 CLS: BORDER 1
2470 LOCATE 16,9:PRINT "SCORE: 'ix
LOCATE 14,13:PRINT "*** PERDU ***":
2480 NEXT I:R=R+1:GOTO 2250
2490 A MENU : [ R ] ---":
2480 IF INKEY(50)=1 THEN 2480 ELSE
MODE 1:RUN 50
2490 *** CHENILLE PIERRES **
2500 LOCATE 8,1:PRINT "LA CHENILLE
ET LES BRIQUES":LOCATE 8,2:PRINT "
-----
2510 PEN 2:LOCATE 3,4:PRINT "Regle
":LOCATE 3,5:PRINT "-----":
2520 PEN 1:LOCATE 1,7:PRINT "1. Cho
isir le niveau de difficulte :
(sagit sur la wiseuse et le rebours
le et celle du compte a rebours )
":
2530 LOCATE 1,11:PRINT "2. Pour gag
ner la chenille doit detruire tou
tes les briques bordant son champ
":
2540 LOCATE 1,14:PRINT "3. La cheni
lle devra en moyenne faire att
ention aux chiffres qui baissent
regulierement. Pour eviter de per
dre, elle devra leur passer dessus
s'avant que l'un d'eux n'arrive
a zero.":
2550 LOCATE 1,20:PRINT "4. Attention
a la brique piegee qui vous fera
a perdre une partie de la vie.
tous les 100 points, vous en rega
gnez une rez une !!!":
2560 PEN 3:LOCATE 4,25:PRINT "--- P
OUR JOUER, PRESSEZ [ J ] ---":
2570 IF INKEY(45)=1 THEN 2570
2580 MODE 1: BORDER 0:INK 0,0
2590 DIM C$(40,24):BR=26
2600 PEN 3:LOCATE 13,2:PRINT "
":PEN 1:PRINT "CHENILLE":PEN 3:PRI
NT "
":LOCATE 13,3:PRINT "
-----
2610 PEN 1:LOCATE 3,7:PRINT "QUEL N
IVEAU ?":PEN 3:LOCATE 3,8:PRINT "
-----
2620 PEN 1:LOCATE 8,11:PRINT "1) T
RIS FILE":LOCATE 8,13:PRINT "2)
FACILE":LOCATE 8,15:PRINT "3) DIFF
ICILE":LOCATE 8,17:PRINT "4) RES
IFICILE":LOCATE 8,19:PRINT "5) I
MPOSSIBLE":
2630 VS=INKEY$:IF V$="" THEN 2630
2640 PRINT CHR$(7)
2650 IF V$="1" THEN COM=11:Z=200:V=
35:V=30:FORCE=1:GOTO 2710
2660 IF V$="2" THEN COM=18:Z=150:V=
20:V=23:FORCE=2:GOTO 2710
2670 IF V$="3" THEN COM=25:Z=50:W=1
:U=16:FORCE=3:GOTO 2710
2680 IF V$="4" THEN COM=31:Z=0:W=8:
V=10:FORCE=4:GOTO 2710
2690 IF V$="5" THEN COM=34:Z=0:W=3:
V=7:FORCE=5:GOTO 2710
2700 GOTO 2630
2710 NV=VAL(V$):CLS:WINDOW #1,1,40
,25,25,15:INDRAW #2,25,25,10,17
2720 PEN 1:LOCATE 3,2:PRINT "FORCE
":NV:LOCATE 16,2:PRINT "ESSAI :
5":LOCATE 29,2:PRINT "PTS : 0":
2730 ORG=5:V=5:PTS=0
2740 CO=CHI=0
2750 INK 2,0:PL0T 15,15:DRAW 15,399
2,2:PL0T 15,15:DRAW 625,15:PL0T 625,
15:5:DRAW 15,399:DRAW 625,399:PL0
T 208,352:DRAW 208,399:PL0T 424,352
:DRAW 424,399:INK 2,18
2760 IF CH=1 THEN 2750
2770 DIM A$(40,24),B$(40,24),E1(40),
E1(40)
2780 FOR I=4 TO 23
2790 FOR J=1 TO 24
2800 IF I#6 AND J#5 AND J#36 THEN 2
830
2810 IF C$(I,J)="" THEN 2830
2820 PEN 3:LOCATE J,1:PRINT CHR$(23
```

```
41):C$(J,1)="X"
2830 NEXT J
2840 NEXT I
2850 FOR F #3=1 THEN 2900
2860 AA=INT(RND*3+1)
2870 IF AA=1 THEN C1=INT(RND*4+1)+1
1:C2=INT(RND*10+1)+3
2880 IF AA=2 THEN C1=INT(RND*38+1)+1
1:C2=INT(RND*3+1)+3
2890 IF AA=3 THEN C1=INT(RND*4+1)+3
5:C2=INT(RND*20+1)+3
2900 FOR I=1 TO V:STEP 1
2910 Q=Q+1:E(Q)=1:E1(Q)=24:A*(I,24)
="X"
2920 IF I=V THEN PEN 1:LOCATE I,24:
PRINT CHR$(2311):GOTO 2940
2930 PEN 1:LOCATE I,24:PRINT "O":N
EXT I
2940 I=57:B2=57:B3=57
2950 FOR H=1 TO 3
2960 T1=INT(RND*30+1)+5:T2=INT(RND$
18+1)+6
2970 IF A*(T1,T2)="X" OR B*(T1,T2)
="B" THEN 2960
2980 B*(T1,T2)="B":H1(H)=1:T1=H2(H)=
2:PEN 1:LOCATE H1(H),H2(H):PRINT "9
"
2990 NEXT H
3000 A=1:B=24
3010 X=X-O:R1=O:W=2:X=-1:Y=0:F=2
3020 A=1:B=24
3030 C=0
3040 GS=UPPER$(INKEY$)
3050 IF KK=0 THEN 3080
3060 FOR I=1 TO 10:GS=UPPER$(INKEY$
):GS=V18:NEXT
3070 IF KK=1 THEN KK=0
3080 IF GS=C$ THEN X=-1:X=0:F=4
3090 IF GS=D THEN Y=1:X=0:F=1
3100 IF GS=C THEN X=1:Y=0:F=2
3110 IF GS=C$ THEN X=1:Y=0:F=3
3120 A=X+Z:B=Y+Y
3130 F=1:Z=Z+1
3140 IF E1=COM THEN R1=1:R2=1
3150 LOCATE E(R1),E1(R2):PRINT " ":
A*(E1(R1),E1(R2))="X"
3160 F=1:Z=1
3170 PEN 2:LOCATE C,D:PRINT "O"
3180 FEN 1:LOCATE A,B:PRINT CHR$(22
9+AQ):
3190 IF B=3 OR B=25 OR A=1 OR A=40
THEN 3440
3200 IF A*(A,B)="X" THEN 3440
3210 A*(A,B)="X"
3220 IF A*(A,B)="B" THEN 3440
3230 F=1:Z=1
3240 IF BR=0 THEN 3470
3250 IF A$1 THEN 3270
3260 IF A=C1 AND B=C2 THEN A3=1:X3=
1:ENV 30,10,1,127:15:SOUND 129,
0,240,15,0,10,GOTO 3460
3270 FOR G=1 TO NEXT G
3280 CH=CHI+1:IF CHI=W THEN CHI=0:
GOTO 3030
3290 GOTO 3030
3300 B1=B1-1:B2=B2-1:B3=B3-1
3310 PEN 1:LOCATE M11,M2(1):PRINT
CHR$(B1):LOCATE M1(2),M2(2):PRIN
T CHR$(B2):LOCATE M1(3),M2(3):PRIN
T CHR$(B3):
3320 IF VAL(CHR$(B1))=0 OR VAL(CHR$
(B2))=0 OR VAL(CHR$(B3))=0 THEN 344
0
3330 RETURN
3340 A=1:INT(RND*30+1)+5:X2=INT(RND$
18+1)+6
3350 IF A*(X1,X2)="X" OR B*(X1,X2)
="B" THEN 3340
3360 H=1:Z=1
3370 IF H=1 AND X2=1 AND B=M2(1) THEN
PT=S+VAL(CHR$(B1)):SC=SC+VAL(CHR$(
B1)):LOCATE 34,2:PRINT PTS:1:B=57:M
1(1)=X1:M2(1)=X2:LOCATE X1,X2:PRINT
"9"
3380 IF A=M1(2) AND B=M2(2) THEN PT
S=S+VAL(CHR$(B2)):SC=SC+VAL(CHR$(
B2)):LOCATE 34,2:PRINT PTS:1:B=57:M
1(2)=X1:M2(2)=X2:LOCATE X1,X2:PRIN
T "9"
3390 IF A=M1(3) AND B=M2(3) THEN PT
S=S+VAL(CHR$(B3)):SC=SC+VAL(CHR$(
B3)):LOCATE 34,2:PRINT PTS:1:B=57:M
1(3)=X1:M2(3)=X2:LOCATE X1,X2:PRIN
T "9"
3400 IF FORCE=3 OR FORCE=4 OR FORCE
=5 THEN CHI=0
3410 IF SC=100 THEN SC=SC-100:ESSA
I=ESSAI+1:PEN 1:LOCATE 23,2:PRINT E
SSAI:FOR A=1 TO 10 TO 50:STEP 5:SO
UND 4:PRINT "NEXT:FOR 10 TO 200:ST
EP 50: SOUND 4,1,5,7:NEXT
3420 RETURN
3430 DI:GH=1:CLS #1:INK 2,0:GOSUB 2
```

```
750: PEN 1: LOCATE 15, 10: PRINT "-- GA  
GNE --"; : PEN 3: LOCATE 15, 11: PRINT "  
*****"; : FOR I=250 TO 8 STEP -  
10: SOUND 4, 1, 5, 6: NEXT I: GOTO 3520  
3440 XX=1: SOUND 1, 478, 70, 6  
3450 SOUND 2, 402, 70, 6  
3460 KK=1: K3=1  
3470 FOR J=1 TO 1000: NEXT J  
3480 ESSAI=ESSAI-1: IF ESSAI=0 THEN  
3500  
3490 PEN 1: LOCATE 23, 2: PRINT ESSAI;  
: CLS #1: INK 2, 0: ERASE A#: ERASE B#: E  
RASE E: ERASE E1: GOTO 2740  
3500 DI: FOR I=1 TO 26: SOUND 4, I*125  
, 10, 7: : NEXT I  
3510 PEN 1: LOCATE 24, 2: PRINT "O": : C  
LS #1: INK 2, 0: GH=1: GOSUB 2750: LOCAT  
E 15, 10: PRINT "-- PERDU --"; : PEN 3:  
LOCATE 15, 11: PRINT "*****";  
3520 PEN 3: LOCATE 6, 24: PRINT "--- R  
ETOUR AU MENU : [ R ] ---"  
3530 IF INKEY(50)=-1 THEN 3530 ELSE  
MODE 1: RUN 50
```