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10 MODE 1: CLEAR
20 REM *****
30 REM *
40 REM * REDEFINITION DES *
50 REM * SYMBOLES GRAPHIQUES. *
60 REM *
70 REM *****
80 SYMBOL AFTER 129
90 SYMBOL 130,0,3,1,6,13,5,2,1
100 SYMBOL 131,0,192,128,96,176,160,64,128
110 SYMBOL 132,0,3,1,4,8,4,2,1
120 SYMBOL 133,0,192,128,32,16,32,64,128
130 SYMBOL 134,170,85,170,85,170,85,170,85
140 SYMBOL 135,7,31,127,254,254,254,96,63
150 SYMBOL 136,224,248,254,127,127,127,6,252
160 SYMBOL 137,60,102,195,129,129,195,102,60
170 REM *****
180 REM *
190 REM * DEFINITION DES *
200 REM * ENVELOPPES SONORES. *
210 REM *
220 REM *****
230 ENV 1,5,3,1,1,0,1,1,-15,1
240 ENV 2,1,15,1,3,-1,1,1,-12,1
250 LET SND=0
260 PRINT "ILLUSTRATION SONORE ? (O/N)"
270 LET K$=UPPER$(INKEY$)
280 IF K$=" " THEN GOTO 270
290 IF K$="O" THEN LET SND=1
300 CLS
310 REM *****
320 REM *
330 REM * INITIALISATION DES *
340 REM * VARIABLES. *
350 REM *
360 REM *****
370 LET CR=3:LET SC=0
380 LOCATE 25,1:PRINT "VOTRE SCORE:"
390 LOCATE 25,5:PRINT "CREDIT:";CR
400 REM *****
410 REM *
420 REM * TRACE DU TERRAIN *
430 REM * DE JEU. *
440 REM *
450 REM *****
460 FOR I=1 TO 22
470 LOCATE I,1:PRINT CHR$(134)
480 LOCATE I,25:PRINT CHR$(134)
490 NEXT I
500 REM *****
510 REM *
520 REM * BOUCLES DE POSITIONNEMENT *
530 REM * DES QUILLES. *
540 REM *
550 REM *****
560 FOR I=1 TO 25
570 LOCATE I,1:PRINT CHR$(134)
580 LOCATE 22,1:PRINT CHR$(134)
590 NEXT I
600 FOR I=2 TO 20 STEP 2
610 LOCATE I,5:PRINT CHR$(130);CHR$(131)
620 LOCATE I,8:PRINT CHR$(132);CHR$(133)
630 LOCATE I,7:PRINT CHR$(130);CHR$(131)
640 LOCATE I,8:PRINT CHR$(132);CHR$(133)
650 NEXT I
660 REM *****
670 REM *
680 REM * CREATION DU TABLEAU DE *
690 REM * MEMORISATION DE LA POSITION *
700 REM * DES QUILLES. *
710 REM *
720 REM *****
730 DIM B(10,4)
740 REM *****
750 REM *
760 REM * DEBUT DU JEU. *
770 REM *
780 REM *****
790 LET XR=11
800 LET XB=INT(RND*11)+5:LET YB=20
810 MXB=1-((INT(RND*2))*2):LET MYB=-1

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820 REM *****	1250 LET SC=SC+(5*RYT):LOCATE 30,3:PRINT SC
830 REM *	1260 LOCATE XBP,YBP:PRINT " "
840 REM * CONTROLE DU MOUVEMENT	1270 LOCATE XB,YB:PRINT CHR\$(137)
850 REM * DE LA RAQUETTE.	1280 IF YB<>22 THEN GOTO 1310
860 REM *	1290 IF XB=XR THEN LET MXB=-1:LET MYB=-1
870 REM *****	1300 IF XB=XR+1 THEN LET MXB=1:LET MYB=-1
880 LOCATE XR,23:PRINT CHR\$(135):CHR\$(136)	1310 IF YB<>23 THEN GOTO 1530
890 LET XRP=XR	1320 REM *****
900 LET XR=XR+INKEY(1)-INKEY(8)	1330 REM *
910 IF XR<2 THEN LET XR=2	1340 REM * CALCUL DU CREDIT RESTANT.
920 IF XR>20 THEN LET XR=20	1350 REM *
930 IF XR<>XRP THEN LOCATE XRP,23:PRINT " "	1360 REM *****
940 LOCATE XR,23:PRINT CHR\$(135):CHR\$(136)	1370 LET CR=CR-1
950 IF SND=0 THEN GOTO 1040	1380 LOCATE XR,23:PRINT " "
960 SOUND 1,(10*YB),0,0,1,0,0	1390 LOCATE XB,23:PRINT " "
970 SOUND 2,700-(YB*20),0,0,2,0,0	1400 LOCATE 32,5:PRINT CR
980 REM *****	1410 FOR I=1 TO 22
990 REM *	1420 SOUND 1,(10*I),0,0,1,0,0
1000 REM * ANIMATION DU MOUVEMENT	1430 SOUND 2,500-(I*20),0,0,2,0,0
1010 REM * DE LA BALLE.	1440 FOR T=1 TO 60:NEXT T
1020 REM *	1450 NEXT I
1030 REM *****	1460 IF CR=0 THEN GOTO 1580
1040 IF XB<3 OR XB>20 THEN LET MXB=-MXB	1470 REM *****
1050 LET XBP=XB:LET YBP=YB	1480 REM *
1060 LET XB=XB+MXB	1490 REM * REBOUCLAGE DU JEU.
1070 LET YB=YB+MYB	1500 REM *
1080 IF YB=2 THEN LET MYB=1	1510 REM *****
1090 LET RXT=INT(XB/2):LET RYT=YB-4	1520 GOTO 790
1100 REM *****	1530 GOTO 880
1110 REM *	1540 REM *****
1120 REM * TEST QUILLE TOUCHEE.	1550 REM *
1130 REM *	1560 REM * DEMANDE DE NOUVELLE PARITE.
1140 REM *****	1570 REM *
1150 IF RYT<1 OR RYT>4 OR XB>21 THEN GOTO 1260	1580 REM *****
1160 IF B(RXT,RYT)<>0 THEN GOTO 1260	1590 LOCATE 25,15:PRINT "FIN DE JEU."
1170 LET B(RXT,RYT)=1:LET MYB=-MYB	1600 LOCATE 25,17:PRINT "POUR UNE AUTRE"
1180 IF XB<>2 AND XB<>21 THEN LET MXB=-MXB	1610 LOCATE 25,19:PRINT "PARTIE TAPER"
1190 LOCATE (2*RXT),YB:PRINT " "	1620 LOCATE 25,21:PRINT "LA TOUCHE 'P'."
1200 REM *****	1630 LET K\$=UPPER\$(INKEY\$)
1210 REM *	1640 IF K\$<>"P" THEN GOTO 1630
1220 REM * CALCUL DU SCORE.	1650 GOTO 10
1230 REM *	
1240 REM *****	