

```

1410 SOUND$,I$:SOUNDIO,1$;AS=5*5$
QUNDS,0:SOUNDIO,0
1420 IF K=7 THEN 1470
1430 IF K=3 THEN 1490
1440 IF K=1 THEN 1550
1450 IF TT THEN MM=NM+1:GOTO 1650
1460 SOUND$,0:SOUNDIO,0:SOUND$,50:F
ORI=0*10$STEP-.05:SOUND$,I$:NEXT:S
OUND$,0:SOUND$,7:1=0:GOTO 1370
1470 F=F-1:IF F<1 THEN F=4
1480 GOTO 1500
1490 F=F+1:IF F>4 THEN F=1
1500 ON F=GOTO 1510,1520,1530,1540
1510 R=0:5=1:GOTO 1630
1520 R=1:5=0:0:GOTO 1630
1530 R=0:5=1:GOTO 1630
1540 R=1:5=0:GOTO 1630
1550 Z=M(H,V)
1560 T=Z*(F-1):T=INT((T/128)MOD 2
1570 IF T=0 THEN 1590
1580 MM=NM+5:FOR I= 15 TO 6 STEP
-.05:SOUND$,I$:SOUND$,I$:NEXT:S
OUND$,0:SOUNDIO,0:1=0:GOTO1370
1590 NM=NM+1
1600 IF NK<400 THEN (NM)=F
1610 H=H:R=V+5
1620 IF V/2 THEN 1670
1630 GUSUB 70
1640 GOTO 1370
1650 GUSUB 1080
1660 FOR I=105000:NEXT:LINE(0,0)-(
MX+10,MY+10,0,BF:GOTO1330
1670 LINE(0,0)-(255,150),0,BF:PRE
SET(160,50):COLOR=PRINT,,"BRAVO !"
I=
1680 PRESET(50,100):COLOR3:PRINT I
,"SCORE":COLORIO:PRESET(96,100):P
RINT,SC
1690 SOUND$,0:SOUNDIO,0:SOUND$,50:F
ORI=RRTOOSTEP-2:LINE1/2*F,1690
1700 FOR I=105000:NEXT:I$;SC=SC+2:L
INE(104,100)-128,108,0,BF:PRESET
(96,100):PRINT,SC:SC:SOUND$,0:NEXT
1710 FOR I=1010000:NEXT:NI=NI+1:GO
T050
1710 SCREEN=PRINT"Vous etes mort
":PRINT:PRINT:PRINT"ET VO
US N'avez fait que"ISC:FOR I=10100
0:NEXT:RUN

```

```

2250 CALL MCHAR(A,B,C):: NEXT I
2260 SUBEND
2270 SUB ROUTEILLE
2280 RANDOMIZE
2290 L1=INT(RND*(100+1))+1:: CO=INT(RND*(150+1))::
COU=INT(RND*(13)+3)
2300 CALL SFRITE(83,72,COU,40+L1,80+CO)
2310 CALL SOUND(1000,1233,0)
2320 SUBEND
2330 SUB TRAIN
2340 CALL CHAR(96,"001C0B0BF404OFF140B0
0000000000000000E4040F01FF140B0000000000
000")
2350 CALL CHAR(100,"0000040B1020E03F1A0B
00000000000000000094090909F950200000000
0000")
2360 CALL CHAR(104,"000000FFC9CF9FFF2B10
0000000000000000000000F2727FFFF140B00000000
0000")
2370 CALL MAGNIFY(4)
2380 CALL SFRITE(11,96,8,96,130,0,-10,12
,100,8,96,162,0,-10,12,104,8,96,194,0,-1
0,12)
2390 CALL SFRITE(84,104,8,96,226,0,-10)
2400 SUBEND
2410 SUB LETTRES
2420 CALL SFRITE(12)
2430 FOR I=5 TO 19:: RANDOMIZE:: RE=IN
T(RND*(30)-20):: RA=-INT(RND*(50)+40):: C
=INT(RND*(13)+3):: CALL SFRITE(81,42,C,96
,125,RE,RA):: NEXT I
2440 FOR I=1 TO 500:: NEXT I:: FOR I=5
TO 19:: CALL MOTION(81,0,0):: NEXT I
2450 CALL LOCATE(80,30,10,56,87,30,11
0,89,56,166,89,30,220)
2460 CALL LOCATE(810,90,30,11,110,50,8
1,2,130,70,81,150,90,81,150,110,81,150,
130)
2470 CALL LOCATE(816,150,50,17,130,170
,81,110,190,81,90,210)
2480 CALL PATTERN(85,84,86,69,87,88,88,6
9,87,83,10,66,81,79,81,85,81,84,81,4
69)
2490 CALL PATTERN(815,73,81,6,86,17,76,8
1,69,81,19,63)
2490 SUBEND

```