

ICE STRAD

Ice strad est la version CPC d'un très célèbre jeu d'arcade. Conçue sur CPC 464 monochrome, cette version est compatible avec tous les modèles de CPC.

Le but du jeu est de guider des pingouins, perdus sur une banquise, pour briser les glaçons qui les gênent sans se faire dévorer par les ours... Vous devrez essayer de réunir les trois dia-

mants pour obtenir un bonus. Lorsque la banquise aura été débarrassée de tous ses glaçons, votre pingouin se retrouvera sur une nouvelle banquise où tout sera à refaire avec, en prime, des

ours encore plus malins... Très amusant, ce jeu vous fera passer de longues heures devant votre CPC !

J.-P. Anull

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1 REM ICE STRAD [1127]
2 REM Auteur ANULL J.P [856]
3 REM COPYRIGHT AMSTRAD MAGAZINE [1885]
4 REM ET L'AUTEUR (1986) [2175]
5 hs=0 [231]
6 ch$="" [528]
10 GOSUB 5000 [883]
20 DIM t(11,11),ours(3,5),ou$(5):SP [2068]
EED INK 50,50
21 'ours 1=x,2=y,3=intel,4=dx,5=dy [1754]
30 MODE 0:INK 1,5,11:INK 2,12,20:IN [3180]
K 3,20,12:PAPER 0:PEN 1:CLS
40 LOCATE 5,14:PRINT"ICE STRAD":PEN [3512]
2:LOCATE 5,16:PRINT"1-JEU"
50 PEN 3:LOCATE 5,18:PRINT"2-REGLE" [939]
60 R$=INKEY$:IF R$<"1" OR R$>"2" TH [2944]
EN 60
70 IF R$="2" THEN GOSUB 20000 [1312]
80 niv=0:sc=0:d=2:vie=3:GOSUB 8000 [1339]
90 WINDOW#4,2,23,2,23:PAPER #4,0:CL [2795]
S#4
95 FOR i=1 TO 3:ours(i,3)=-60*i+niv [2249]
*3:NEXT:dx=0:dy=0
100 ng=15+(5*niv):as=0 [1587]
110 nmax=10:FOR i=1 TO 3 [829]
120 GOSUB 6000 [907]
130 t(x,y)=1 [545]
140 NEXT i [375]
150 nmax=11:FOR i=1 TO ng [643]
160 GOSUB 6000 [907]
170 t(x,y)=2 [552]
180 NEXT i [375]
190 GOSUB 6000:PAPER 0 [901]
200 'mise en place elements [1229]
210 FOR c=1 TO 21 STEP 2:FOR l=1 TO [3295]
21 STEP 2
220 GOSUB 5500 [879]
230 NEXT l:NEXT c:p$=pg$ [625]
240 IF JOY(0)=1 THEN dy=-1:dx=0:p$= [1566]
ph$
241 IF JOY(0)=2 THEN dy=1:dx=0:p$=p [1121]
b$
242 IF JOY(0)=4 THEN dx=-1:dy=0:p$= [1496]
pg$
243 IF JOY(0)=8 THEN dx=1:dy=0:p$=p [2003]
d$
245 IF INKEY(0)<>-1 THEN dy=-1:dx=0 [2703]
:p$=ph$
246 IF INKEY(2)<>-1 THEN dy=1:dx=0: [2001]
p$=pb$
247 IF INKEY(8)<>-1 THEN dx=-1:dy=0 [2402]
:p$=pg$
248 IF INKEY(1)<>-1 THEN dx=1:dy=0: [1769]
p$=pd$
249 PEN 3 [547]
250 IF dx AND dx<>adx THEN 270 [584]

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260 IF dy AND dy<>ady THEN 270 ELSE [588]
 290
270 LOCATE x*2,y*2:PRINT ef$:LOCATE [3897]
  x*2,y*2:PRINT p$
280 ady=dy:adx=dx [1012]
290 x1=x+dx:y1=y+dy:IF x1<1 OR x1>1 [2957]
 1 OR y1<1 OR y1>11 THEN 400
300 IF t(x1,y1)<>0 THEN 1000 [1163]
310 LOCATE x*2,y*2:PRINT ef$:LOCATE [6001]
  x*2+dx,y*2+dy:PRINT p$:LOCATE x*2+
 dx,y*2+dy:PRINT ef$:x=x1:y=y1
320 LOCATE x*2,y*2:PRINT p$ [1764]
400 'programme ours [1595]
405 PEN 3 [547]
410 FOR i=1 TO 3:ours(i,3)=ours(i,3 [2260]
 )+1
420 IF ours(i,3)>0 THEN 500 ELSE IF [1783]
  ours(i,3)=-5 THEN 450
430 NEXT i [375]
440 obs=0:GOTO 240 [1274]
450 'ours naissant [973]
460 h=INT(RND*11)+1:v=INT(RND*11)+1 [5580]
 :IF t(h,v)<>2 THEN ours(i,3)=ours(i
 ,3)-1:GOTO 430
470 ours(i,1)=h:ours(i,2)=v:ng=ng-1 [5044]
 :LOCATE h*2,v*2:PRINT oa$:t(h,v)=6
475 SOUND 3,40,50,1,3,3 [1264]
480 IF ng=0 THEN 1450 [484]
490 GOTO 430 [462]
500 IF ours(i,3)>RND*20+5*i THEN 59 [1069]
 0
520 IF ours(i,4)+ours(i,5)=1 OR RND [1993]
 >0.5+niv/10 THEN 700
530 ours(i,4)=0:ours(i,5)=0:IF RND> [2119]
 0.7+niv/10 THEN 550
540 ours(i,4)=1:ou$(i)=od$:IF RND>0 [3701]
 .5 THEN ours(i,4)=-1:ou$(i)=og$:GOT
 0 700
550 GOTO 700 [425]
560 ours(i,5)=1:ou$(i)=om$:IF RND>0 [3017]
 .5 THEN ours(i,5)=-1
570 GOTO 700 [425]
590 IF RND>(niv*2)/10 THEN 700 [1123]
600 ours(i,4)=0:ours(i,5)=0 [983]
605 IF ABS(ours(i,1)-x)>ABS(ours(i, [2000]
 2)-y) THEN 620
610 ours(i,5)=SGN(y-ours(i,2)):ours [4172]
 (i,4)=0:ou$(i)=om$:GOTO 690
620 ours(i,4)=SGN(x-ours(i,1)):ours [5358]
 (i,5)=0:ou$(i)=og$:IF x>ours(i,1)TH
 EN ou$(i)=od$
690 ours(i,3)=ours(i,3)-i [1248]
700 IF ours(i,4)<>0 AND ours(i,5)<> [3909]
 0 THEN STOP:'deplace ours
710 x1=ours(i,1)+ours(i,4):y1=ours( [4883]
 i,2)+ours(i,5)
720 IF x1=x AND y1=y THEN LOCATE 2* [6097]
 ours(i,1),2*ours(i,2):PRINT ef$:t(o
 urs(i,1),ours(i,2))=0:LOCATE 2*x1,2
 *y1:PRINT ou$(i):GOTO 1500
730 IF x1>11 OR y1>11 OR x1*y1=0 TH [5280]
 EN ours(i,4)=0:ours(i,5)=0:GOTO 430
740 IF t(x1,y1)<>0 THEN 800 [1072]
750 LOCATE 2*ours(i,1),2*ours(i,2): [7888]
 PRINT ef$:t(ours(i,1),ours(i,2))=0:
 LOCATE 2*x1,2*y1:t(x1,y1)=4:PRINT o
 u$(i)
760 ours(i,1)=x1:ours(i,2)=y1 [1686]
770 GOTO 430 [462]
800 IF t(x1,y1)<>2 OR RND<0.97 THEN [178]
 820
810 GOSUB 1400:IF ng=0 THEN 1450 EL [2767]
 SE 430
820 ours(i,4)=0:ours(i,5)=0 [983]
830 GOTO 430 [462]
1000 obj=t(x1,y1) [790]
1010 IF obj=2 THEN o$=g$:PEN 2 [1667]
1020 IF obj=1 THEN o$=d$:PEN 1 [1541]
1030 IF obj>4 THEN 440 [246]
1040 IF obj=4 THEN LOCATE x*2,y*2:P [4237]
 RINT ef$:x=x1:y=y1:GOTO 1500
1100 'deplacement glacon [847]
1110 x2=x1+dx:y2=y1+dy:IF x2>11 OR [4757]
 y2>11 OR x2*y2=0 THEN 1350:'1350=de
 truit
1120 obs=t(x2,y2) [334]
1130 IF obs<>0 THEN 1300:'ours sino [2419]
 n detruit glacon
1140 LOCATE 2*x1,2*y1:PRINT ef$:t(x [5915]
 1,y1)=0:LOCATE 2*x1+dx,2*y1+dy:PRIN
 T o$:LOCATE 2*x1+dx,2*y1+dy:PRINT e
 f$
1150 x1=x2:y1=y2:LOCATE 2*x1,2*y1:P [2633]
 RINT o$
1160 'deplacements suivants [2897]
1170 x2=x1+dx:y2=y1+dy:IF x2>11 OR [4223]
 y2>11 OR x2*y2=0 THEN t(x1,y1)=obj:
 GOTO 400
1175 SOUND 3,40,1,5,3,3,1 [1541]
1180 obs=t(x2,y2) [334]
1190 IF obs<>0 THEN t(x1,y1)=obj:GO [3429]
 TO 1250:'ours ? diamant ?
1200 'objet glisse [1281]
1210 LOCATE 2*x1,2*y1:PRINT ef$:t(x [5915]
 1,y1)=0:LOCATE 2*x1+dx,2*y1+dy:PRIN
 T o$:LOCATE 2*x1+dx,2*y1+dy:PRINT e
 f$
1220 x1=x2:y1=y2:LOCATE 2*x1,2*y1:P [2633]
 RINT o$
1230 GOTO 1170 [305]
1250 IF obs=4 THEN 1310 ELSE IF o$= [1603]
 g$ THEN 400
1260 IF obs=1 THEN 1800:'assemblage [1446]
 diamants
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LISTING

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1300 IF obs<>4 THEN 1350 [773]
1310 FOR i=1 TO 5:IF ours(i,1)=x2 A [5962]
ND ours(i,2)=y2 THEN 1320 ELSE NEXT
1320 ' mort de l'ours [846]
1330 ours(i,3)=-INT(RND*50)-50:SOUN [16098]
D 1,200,50,15,4,4,10:PEN 3:FOR i=1
TO 10:LOCATE 2*x2,2*y2:PRINT od$:LO
CATE 2*x2,2*y2:PRINT og$:LOCATE 2*x
2,2*y2:PRINT om$:LOCATE 2*x2,2*y2:P
RINT ec$:LOCATE 2*x2,2*y2:PRINT ef$
:sc=sc+1:PRINT#1,USING"#####";sc:NE
XT
1331 t(x2,y2)=0 [659]
1340 t(x1,y1)=obj [660]
1350 IF obj=2 THEN 1370 ELSE IF obs [4124]
=1 THEN 1800 ELSE IF obs=5 THEN 290
0 ELSE 400
1370 sc=sc+5:PEN #1,3:PRINT#1,USING [4245]
"#####";sc:SOUND 1,200,50,8,4,4,10

1375 GOSUB 1400 [899]
1380 IF ng=0 THEN 1450 [484]
1390 GOTO 400 [452]
1400 ng=ng-1:FOR f=1 TO 5:LOCATE 2* [6819]
x1,2*y1:PEN 1:PRINT ec$:LOCATE 2*x1
,2*y1:PRINT ef$:NEXT:t(x1,y1)=0
1410 RETURN [555]
1450 niv=niv+1:ERASE t:DIM t(11,11) [4532]
:IF niv>10 THEN niv=10:GOTO 90 ELSE
90
1500 'pingouin mange [1158]
1510 FOR i=500 TO 1 STEP -10:LOCATE [8930]
x*2,y*2:PEN 3:PRINT pg$:LOCATE 2*x
,2*y:PRINT pd$:LOCATE 2*x,2*y:PRINT
ph$:LOCATE 2*x,2*y:PRINT pb$:LOCAT
E 2*x,2*y:PRINT ec$:LOCATE 2*x,2*y:
PRINT ef$:SOUND 3,i,1,15:NEXT
1520 FOR i=1 TO 3:IF ours(i,3)>-5 T [1931]
HEN 1540 ELSE 1550
1540 LOCATE 2*ours(i,1),2*ours(i,2) [4892]
:PRINT ef$:t(ours(i,1),ours(i,2))=0
1550 ours(i,3)=-INT(RND*30)-20:NEXT [2128]
1580 vie=vie-1:IF vie=0 THEN 2000 [1464]
1590 LOCATE #2,vie*2,1:PRINT#2," " [3527]
LOCATE #2,vie*2,2:PRINT#2," ";
1600 dx=0:dy=0 [195]
1610 FOR i=101 TO 180:SOUND 1,i,5,1 [4598]
0,15:SOUND 4,181-i,3,10,7:FOR j=1 T
O 40:NEXT:NEXT
1620 FOR i=1 TO 10:FOR j=200 TO 1 S [3001]
TEP -10:SOUND 2,j,1,12:NEXT:NEXT
1700 GOTO 240 [421]
1800 'assemble les diams [715]
1810 LOCATE 2*x1,2*y1:PRINT da$:LOC [5579]
ATE 2*x2,2*y2:PRINT da$:t(x1,y1)=5:
t(x2,y2)=5
1890 GOTO 400 [452]

2000 'fin de partie [1237]
2001 RESTORE 10000:FOR m=1 TO 41:RE [4546]
AD note,dur:SOUND 3,note,DUR,0,1,1:
NEXT
2010 IF sc>hs THEN GOSUB 2100 [1544]
2020 GOTO 2200 [355]
2100 INK 0,1:INK 1,10,20:INK 2,14:P [4981]
APER#4,0:BORDER 11:PEN 1:ch$="":CLS
#4:CLS:hs=sc
2110 LOCATE 11,5:PRINT"BRAVO":PEN 2 [1026]
2120 LOCATE 4,8:PRINT"VOUS AVEZ BAT [3435]
TU LE"
2130 LOCATE 10,10:PRINT"RECORD !":L [5705]
OCATE 4,12:PRINT"INSCRIVEZ VOTRE":L
OCATE 4,14:PRINT"NDM - - - - -"
2135 LOCATE 4,19:PRINT"ESPACE POUR [2564]
FINIR"
2140 LOCATE 8,15:PRINT STRING$(7,CH [3239]
R$(32)+CHR$(131))
2150 FOR L=8 TO 20 STEP 2 [1117]
2155 l$="" [83]
2160 LOCATE 1,14:l$=UPPER$(INKEY$): [3517]
IF l$=" " THEN 2200
2165 IF l$<"A" OR l$>"Z" THEN 2160 [2007]

2170 IF l$=" " THEN 2200 [619]
2180 PRINT l$:ch$=ch$+l$ [1545]
2190 NEXT [350]
2200 ERASE t:DIM t(11,11):GOTO 30 [1793]
2900 GOSUB 3000:GOTO 1800 [2016]
3000 'bonus [516]
3005 INK 1,23,14:PAPER 3:LOCATE 10, [3972]
25:PEN 1:PRINT"BONUS"
3006 SPEED INK 10,10 [1363]
3010 FOR i=1 TO (niv+1)*20 [695]
3015 SOUND 5,i,1,12 [979]
3020 sc=sc+1:PRINT#1,USING"#####";s [1705]
c
3050 NEXT i [375]
3070 LOCATE 10,25:PRINT" " [1394]
3080 INK 1,23:PAPER 0 [813]
3090 RETURN [555]
5000 SYMBOL AFTER 200 [1432]
5010 SYMBOL 229,0,0,56,124,92,254,6 [5807]
2,62:SYMBOL 230,55,55,55,51,61,31,1
4,62:SYMBOL 231,0,0,64,192,128,0,0,
0
5011 SYMBOL 232,1,3,3,3,1,3,7,7:SYM [8804]
BOL 233,128,192,192,192,128,192,224
,224:SYMBOL 234,7,7,7,7,3,2,6,0:SYM
BOL 235,224,224,224,224,192,64,96,0
5020 SYMBOL 236,0,0,28,62,58,127,12 [6061]
4,124:SYMBOL 237,236,236,236,204,18
8,248,112,124:SYMBOL 228,0,0,2,3,1,
0,0,0
5030 SYMBOL 238,0,1,3,3,2,7,7,7:SYM [6232]
BOL 239,0,192,224,224,160,112,240,2

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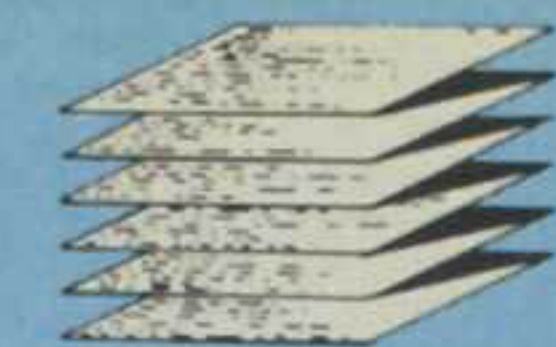



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40:SYMBOL 240,7,6,6,6,3,3,6:SYMBOL
241,240,48,48,48,224,224,48
5040 'dessin ours [720]
5041 SYMBOL 242,8,24,44,252,254,30, [8020]
31,255:SYMBOL 243,0,0,0,0,0,0,128
:SYMBOL 244,255,31,31,31,15,14,12,6
0:SYMBOL 245,128,128,128,128,0,0,0,
0
5050 SYMBOL 246,0,0,0,0,0,0,1:SYM [8057]
BOL 247,16,24,52,63,127,120,248,255
:SYMBOL 248,1,1,1,1,0,0,0:SYMBOL
249,255,248,248,248,240,112,48,60
5060 SYMBOL 250,6,7,53,51,49,63,63, [7964]
7:SYMBOL 251,96,224,172,204,140,252
,252,224:SYMBOL 252,7,7,7,7,7,6,14,
14:SYMBOL 253,224,224,224,224,224,9
6,112,112
5070 'dessin glaçon [1560]
5080 SYMBOL 200,63,127,255,255,252, [8558]
248,240,240:SYMBOL 201,252,254,255,
255,63,31,15,15:SYMBOL 202,240,240,
248,252,255,255,127,63:SYMBOL 203,1
5,15,31,63,255,255,254,252
5090 SYMBOL 204,0,0,0,2,14,62,62,14 [4031]
:SYMBOL 205,0,0,0,3,3,3,3,0:SYMBOL
206,14,126,126,30,30,254,254
5091 SYMBOL 214,0,0,0,0,31,63,127,2 [7479]
55:SYMBOL 215,0,0,0,0,248,252,254,2
55:SYMBOL 222,0,0,0,0,21,42,85,170:
SYMBOL 223,0,0,0,0,80,168,84,170
5100 pg$=CHR$(229)+CHR$(10)+CHR$(8) [3557]
+CHR$(230)+CHR$(231)
5110 pd$=CHR$(32)+CHR$(236)+CHR$(10 [3423]
)+CHR$(8)+CHR$(8)+CHR$(228)+CHR$(23
7)
5120 ph$=CHR$(232)+CHR$(233)+CHR$(1 [2296]
0)+CHR$(8)+CHR$(8)+CHR$(234)+CHR$(2
35)
5130 pb$=CHR$(238)+CHR$(239)+CHR$(1 [4365]
0)+CHR$(8)+CHR$(8)+CHR$(240)+CHR$(2
41)
5140 og$=CHR$(242)+CHR$(243)+CHR$(1 [2857]
0)+CHR$(8)+CHR$(8)+CHR$(244)+CHR$(2
45)
5150 od$=CHR$(246)+CHR$(247)+CHR$(1 [4060]
0)+CHR$(8)+CHR$(8)+CHR$(248)+CHR$(2
49)
5160 om$=CHR$(250)+CHR$(251)+CHR$(1 [3160]
0)+CHR$(8)+CHR$(8)+CHR$(252)+CHR$(2
53)
5180 g$=CHR$(200)+CHR$(201)+CHR$(10 [4179]
)+CHR$(8)+CHR$(8)+CHR$(202)+CHR$(20
3)
5190 d$=CHR$(222)+CHR$(223)+CHR$(10 [3696]
)+CHR$(8)+CHR$(8)+CHR$(221)+CHR$(22
0)
5200 ef$=CHR$(32)+CHR$(32)+CHR$(10) [3649]
+CHR$(8)+CHR$(8)+CHR$(32)+CHR$(32)
5210 da$=CHR$(214)+CHR$(215)+CHR$(1 [2694]
0)+CHR$(8)+CHR$(8)+CHR$(213)+CHR$(2
12)
5220 ec$=CHR$(134)+CHR$(137)+CHR$(1 [2908]
0)+CHR$(8)+CHR$(8)+CHR$(137)+CHR$(1
34)
5230 oa$=CHR$(32)+CHR$(204)+CHR$(10 [4113]
)+CHR$(8)+CHR$(8)+CHR$(205)+CHR$(20
6)
5250 ENT 2,5,1,1,5,2,2 [1031]
5260 ENV 2,5,3,1,5,-3,1 [915]
5269 'Bruit naissance ours [1841]
5270 ENV 3,6,2,1,4,-1,1,3,-2,1,2,-1 [1787]
,3
5280 ENT 3,1,1,5,4,-2,1 [769]
5281 'bruit glaçon éclate [908]
5290 ENV 4,8,-1,5 [513]
5300 ENT -4,31,1,5,26,2,5,22,4,5,20 [1547]
,6,5,5,10,5
5305 'ENVELOPPES POUR MUSIQUE [2364]
5310 ENV 1,1,15,10,6,-2,1,3,-1,5 [1511]
5320 ENT 1,5,1,1 [589]
5400 RETURN [555]
5500 d=t(1/2,c/2)+1:PEN d-1:LOCATE [1887]
1+1,c+1
5510 ON d GOSUB 5590,5600,5620,5640 [925]
,5660
5520 RETURN [555]
5590 PRINT " "+CHR$(10)+CHR$(8)+CH [3077]
R$(8)+" ";:RETURN
5600 PRINT d$:RETURN [1035]
5620 PRINT g$:RETURN [812]
5640 PRINT pd$:RETURN [1381]
5660 PRINT d$:RETURN [1035]
6000 x=INT(RND*nmax)+1:y=INT(RND*nm [2993]
ax)+1
6010 IF t(x,y)<>0 THEN 6000 [1010]
6020 RETURN [555]
8000 MODE 1:INK 0,13:INK 1,23:INK 2 [2940]
,2:INK 3,0:PAPER 3:BORDER 19:CLS
8050 PEN 1:LOCATE 27,3:PRINT"ICE ST [3320]
RAD":PEN 0:LOCATE 28,6
8060 PRINT"HISCORE":LOCATE 29,8:PRI [3667]
NT USING"#####";hs:LOCATE 29,10:PRI
NT ch$
8070 LOCATE 29,14:PRINT"SCORE":WIND [3506]
OW#1,29,34,16,16
8080 PRINT#1,"00000":WINDOW#2,29,33 [7779]
,20,21:PAPER #2,1:CLS#2:PEN #2,3:PR
INT#2," ";CHR$(229);" ";CHR$(229):P
RINT#2," ";CHR$(230);" ";CHR$(230)
8200 RETURN [555]
10000 DATA 190,25,0,25,213,12,239,1 [4496]
2,213,12,190,12,239,12,213,12,213,1
2,213,12,213,12,0,25

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LISTING



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10010 DATA 213,12,239,12,253,12,239 [3806]
,12,213,12,253,12,239,12,239,12,239
,12,239,12,0,25
10020 DATA 319,25,284,25,0,12,319,2 [3208]
0,284,20,0,12,319,12,213,12,213,12,
213,12,0,20
10030 DATA 284,12,301,12,284,12,213 [2984]
,20,0,20,190,12,159,50
20000 MODE 1:INK 0,14:INK 2,11:INK [5819]
3,20:INK 1,0:PEN 1:PAPER 0:FOR I=10
TO 30 STEP 5:LOCATE I,2:PRINT PG$:
NEXT
20010 LOCATE 18,6:PEN 3:PRINT"REGLE [5624]
":PEN 2:LOCATE 18,7:PRINT STRING$(5
,CHR$(143))
20020 LOCATE 1,8:PEN 1:PRINT"VOUS D [7668]
EVEZ GUIDER LES PINGOUINS AFIN DE B
RISER TOUS LES GLACONS SANS LAISSER
LESOURS DEVORER LES VOLATILES."
20030 PRINT"VOUS POUVEZ ESSAYER DE [8223]
REUNIR LES TROIS DIAMANTS AFIN D'OB
TENIR UN BONUS . LES DIAMANTS ASSE
MBLES CHANGENT D'ASPECT"
20040 PRINT"LES OURS,GELES DANS LES [10382]
GLACONS, SONT AU DEPART ASSIS ET IN
DESTRUCTIBLES MAIS IL EST ENSUITE P
OSSIBLE DE LES ECRASER EN POUSSANT
GLACONS ET DIAMANTS VERS EUX."
20050 PRINT:PRINT"LORSQUE TOUS LES [10383]
GLACONS ONT ETE CASSES,LE PINGOUIN
SE RETROUVE SUR UNE NOUVELLEBANQUIS
E ENCORE PLUS ENCOMBREE,PEUPLEE D'
OURS PLUS MALINS"
20060 PRINT:PRINT"PRESSEZ UNE TOUCH [1757]
E S.V.P."
20065 IF INKEY$="" THEN 20065 [771]
20070 CLS:PRINT"ATTENTION,LES OURS [13610]
PEUVENT PAR MOMENTS CASSER LES GLA
CONS QUI BLOQUENT LEURS DEPLACEME
NTS;LES DIAMANTS DOIVENT ETRE PRES
SES LES UNS CONTRE LES AUTRES POUR
CHANGER DE COULEUR"
20075 PRINT:PRINT"PRESSEZ <ESPACE> [2678]
OU <TIR> POUR JOUER..."
20080 IF JOY(0)=16 THEN RETURN [2362]
20090 IF INKEY$="" THEN RETURN [2371]
20100 GOTO 20080 [470]
30000 ENT 1,5,1,1 [589]
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