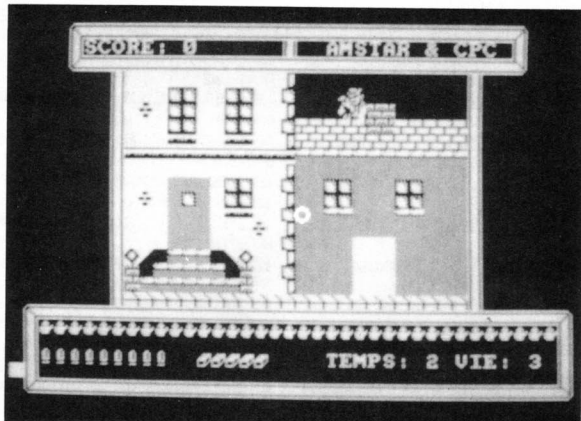


JEU



BOSS OF CHICAGO

*Des tueurs sont à vos trousses.
Quelle erreur d'avoir voulu
détrôner le Boss de Chicago !*

F. BARNABE

Valable pour
☒ CPC 464
☒ CPC 664
☒ CPC 6128





Tapez ce programme et préparez-vous à affronter des assassins sans pitié sur 6 tableaux différents. Vous pourrez alors rencontrer le Big Boss pour une ultime confrontation.

Tout au long du jeu, une fenêtre en bas de l'écran vous indique le nombre d'ennemis restant à abattre. Pour changer de niveau, le nombre de balles, de chargeurs et le temps en secondes qu'il vous reste à vivre, ainsi que le nombre de vies que vous possédez. Si vous êtes lâche, grincheux et pleurnichard, en bref si vous présentez toutes les caractéristiques d'un tricheur professionnel, éditez la ligne 600 et modifiez à votre guise les variables vie et level.

Attention !!! L'usage du joystick est obligatoire...



```

10 '*****>LA
20 '**>LB
30 '** BOSS OF CHICAGO **>LC
40 '**>LD
50 '** PAR F.BARNABE **>LE
60 '**>LF
70 '*****>LG
80 '>LH
90 ' INITIALISATION>LJ
100 '>LB
110 ON BREAK GOSUB 3280>QP
120 MODE 1:INK 0,0: BORDER 0:INK 1,1>CW
0

```

```

130 SYMBOL AFTER 33>MC
140 SYMBOL 230,&FF,&40,&FF,&40,&FF,&FF,&FF,&40,>LN
FF,&40,&FF
150 SYMBOL 231,&BD,&BD,&BD,&BD,&BD,&BD,&BD,&BD,>NV
&BD,&BD,&BD
160 SYMBOL 232,&BD,&BC,&BB,&B7,&BAF,>MF
&BF,&40,&3F
170 SYMBOL 233,&BD,&1D,&ED,&F5,&F9,>MP
&FD,&2,&FC
180 SYMBOL 234,&FC,&2,&F9,&F5,&ED,&2>MR
DD,&3D,&BD
190 SYMBOL 235,&3F,&40,&BF,&AF,&B7,>MD
&BB,&BC,&BD
200 SYMBOL 97,&FF,&FF,&FF,&FF,&FF,&FF,&FF,>MB
FF,&FF,&FF
210 SYMBOL 98,&AA,&55,&AA,&55,&AA,&55,>LE
55,&AA,&55
220 SYMBOL 236,&18,&42,&40,&B1,&B1,&42,>JB
0,&42,&18
230 SYMBOL 237,&18,&42,&40,&B9,&B9,>XI
10,&42,&18
240 SYMBOL 99,&F7,&B6,&55,&40,&7F,&6>FU
B,&55
250 SYMBOL 100,&FE,&FE,&FE,&40,&EF,&40>HZ
EF,&EF
260 SYMBOL 101,&C7,&C7,&FF,&11,&11,>MJ
&FF,&C7,&C7
270 SYMBOL 102,&40,&54,&7A,&7C,&7E,&40>GF
7C,&3E
280 SYMBOL 103,&5F,&FF,&7F,&40,&AA,&40>LL
55,&AA,&55
290 SYMBOL 104,&E7,&C3,&B9,&3C,&3C,>MY
&B9,&C3,&E7
300 SYMBOL 105,&40,&FF,&FF,&A2,&40,&40>JE
,&FF,&FF
310 SYMBOL 106,&F7,&FB,&FD,&FE,&40,&40>MC
FE,&FE,&FE
320 SYMBOL 107,&E0,&EE,&EE,&EE,&EE,>MH
&EE,&EC,&E0
330 SYMBOL 108,&FF,&7F,&3F,&1F,&FF,&40>HE
7,&3,&1
340 SYMBOL 109,&FF,&FE,&FC,&F8,&F0,>MB
&EO,&40,&B0
350 SYMBOL 110,&FE,&FE,&FE,&FE,&FE,>PC
&FE,&FE,&FE
360 SYMBOL 111,&40,&18,&3C,&19,&7F,&40>LM
7E,&7C,&3C
370 SYMBOL 112,&18,&34,&34,&34,&34,>KD
&3C,&40,&3C
380 SYMBOL 113,&40,&1F,&3F,&7D,&F9,&40>LN
BA,&BC,&FB
390 SYMBOL 114,&3,&1,&4,&3,&70,&ED,>FC
&5,&3E
400 SYMBOL 115,&D8,&B0,&70,&B4,&3C,>MD

```

```

&F0,&34,&E6
410 SYMBOL 116,&1E,&67,&61,&F1,&E0,>LB
&AA,&1A,&16
420 SYMBOL 117,&AA,&AF,&AF,&AF,&6F,&40>MZ
FE,&5E,&1E
430 SYMBOL 118,&7,&37,&77,&7B,&3C,&40>HE
F,&10,&B9
440 SYMBOL 119,&60,&E0,&EC,&FC,&18,>MJ
&F0,&10,&10
450 SYMBOL 120,&E,&7,&5,&1B,&7B,&F4>JY
,&EE,&6F
460 SYMBOL 121,&E0,&C0,&7B,&B0,&5C,>MV
&6F,&77,&6F
470 PEN 1:LOCATE 5,1:PRINT CHR$(235)>HH
)+STRING$(30,230)+CHR$(234)
480 LOCATE 5,2:PRINT CHR$(231)+>MY
"SCO"
RE: 0 "CHR$(231)+" ANSTAR &
CPC "CHR$(231)
490 LOCATE 5,3:PRINT CHR$(232)+>BF
"STRI"
NG$(30,230)+CHR$(233)
500 FOR I=4 TO 19:LOCATE 8,1:PRINT>DG
CHR$(231):LOCATE 33,1:PRINT CHR$(23
1):NEXT
510 LOCATE 2,20:PRINT CHR$(235)+>CJ
"STR"
ING$(36,230)+CHR$(234)
520 FOR I=21 TO 24:LOCATE 2,1:PRINT>EA
CHR$(231):LOCATE 39,1:PRINT CHR$(2
31):NEXT
530 LOCATE 2,25:PRINT CHR$(232)+>CN
"STR"
ING$(36,230)+CHR$(233)
540 WINDOW #3,3,38,21,24>BJ
550 GOSUB 2770>QH
560 GOSUB 3170>QD
570 WINDOW #2,9,32,4,19:CLS #2:>CA
CLS
580 LOCATE 13,2:PRINT">MV
590 CLEAR:ON BREAK GOSUB 3280>XG
600 LEVEL=1:VIE=3>MD
610 LOCATE 23,23:PRINT">GP
"VIE:"VIE"
620 GOSUB 1520>PH
630 '>RK
640 ' DEPLACEMENT VISEUR>TA
650 '>PB
660 PLOT -2,0,2:TAGOFF #1:PRINT #1,>TC
CHR$(22)+CHR$(1);:PRINT #1,CHR$(23)
+CHR$(3):TAG #1
670 MOVE I,T:PRINT #1,CHR$(236);>AI
680 J=JOY(0)>EJ
690 IF MORT=1 THEN 1400>QX
700 IF GANG=0 THEN 940>PH
710 IF (J AND 16)<0 THEN J=J-16:>BT
"CHAR"-1 THEN 830
720 IF J=0 THEN 670>LZ

```



```
730 PLOT -2,0,1:TAGOFF #1:PRINT #1, >JX
CHR*(23)+CHR*(2):TAG #1:MOVE X,Y:P
RINT #1,"a";
740 IF J=1 THEN Y=Y+16 >PT
750 IF J=2 THEN Y=Y-16 >PX
760 IF J=4 THEN X=X-16 >PY
770 IF J=8 THEN X=X+16 >PB
780 IF J=5 THEN X=X-16:Y=Y+16 >PV
790 IF J=6 THEN X=X-16:Y=Y-16 >VZ
800 IF J=9 THEN X=X+16:Y=Y+16 >XP
810 IF J=10 THEN X=X+16:Y=Y-16 >XR
820 GOTO 660 >JZ
830 ' >TB
840 ' FIRE !!! >TC
850 ' >TD
860 MOVE X,Y:PRINT #1,CHR*(237); >AZ
870 ENV 1,30,0,1,127,-1,15:SOUND 12 >D
8,0,240,15,1,0,10
880 IF TYPE=10 THEN 900 >QA
880 MUNI=MUNI-1:DI:LOCATE 3,MUNI,23 >LD
:PRINT " ":EI:IF MUNI=0 THEN MUNI=9:
CHAR=CHAR-1:DI:LOCATE 14+CHAR,23:PR
INT " ":EI:IF CHAR<0 THEN DI:LOCAT
E 3,23:PRINT STRING$(9,"p");EI
900 IF TYPE=1 OR TYPE=3 THEN IF X<G >TG
X+16 OR X=GX+16-16 THEN IF Y=(-GY+2
6)*16-16 OR Y=(-GY+26)*16-2 THEN 12
80
910 IF TYPE=2 THEN IF X=GX+16-16 AN >EA
D Y=(-GY+26)*16-2 THEN 1280
920 IF TYPE=6 THEN IF X=GX+16 OR X= >BR
GX+16-16 THEN IF Y=(-GY+26)*16-16 O
R Y=(-GY+26)*16-2 THEN 3020
930 GOTO 730 >ZJ
940 ' >TD
950 ' |C| LES BANDITS ARRIVENT >TE
960 ' >TF
970 ON LEVEL GOSUB 1000,1060,1080,1 >PV
160,1210,1250
980 TEMPS=2:GANG=1 >MT
990 LOCATE 28,23:PRINT TEMPS:EVERY >EZ
50,0 GOSUB 1490:GOTO 680
1000 CHANCE=INT(RND*6)+1:IF CHANCE= >CR
1 THEN LOCATE 13,12:PRINT "a":CX=13
:GY=12:TYPE=2:RETURN
1010 IF CHANCE>1 AND CHANCE<5 THEN >ED
1040
1020 TYPE=1:CHANCE=INT(RND*5)+1:RES >LQ
TORE 1030:FOR I=1 TO CHANCE:READ GX
,GY:NEXT:LOCATE GX,GY:PRINT"rs":LOC
ATE GX,GY+1:PRINT"tu":RETURN
1030 DATA 16,11,23,11,28,11,12,6,16 >BH
,6
1040 TYPE=3:CHANCE=INT(RND*7)+1:RES >LZ
TORE 1050:FOR I=1 TO CHANCE:READ GX
,GY:NEXT:LOCATE GX,GY:PRINT"rs":LOC
ATE GX,GY+1:PRINT"tu":RETURN
1050 DATA 21,5,22,5,23,5,24,5,28,5, >MW
29,5,30,5,31,5
1060 TYPE=1:CHANCE=INT(RND*6)+1:RES >LA
TORE 1070:FOR I=1 TO CHANCE:READ GX
,GY:NEXT:LOCATE GX,GY:PRINT"rs":LOC
ATE GX,GY+1:PRINT"tu":RETURN
1070 DATA 12,8,17,8,22,8,27,8,12,14 >FE
,27,14
1080 CHANCE=INT(RND*2):IF CHANCE=1 >TJ
THEN 1090:ELSE 1130
1090 CHANCE=INT(RND*13)+1:RESTORE 1 >HJ
120:FOR I=1 TO CHANCE:READ GX,GY:NE
XT:LOCATE GX,GY:PRINT"rs":LOCATE GX
,GY+1:PRINT"tu"
1100 IF CHANCE>2 THEN TYPE=3:ELSE 1 >JC
TYPE=1
1110 RETURN >EG
1120 DATA 12,6,12,13,17,17,18,17,19 >VQ
17,20,17,21,17,22,17,23,17,25,13,2
8,13,29,13,30,13,31,13
1130 TYPE=2:CHANCE=INT(RND*15)+1:RE >QV
STORE 1150
1140 FOR I=1 TO CHANCE:READ GX,GY:N >VA
EXT:LOCATE GX,GY:PRINT"o":RETURN
1150 DATA 21,12,23,12,25,12,21,10,2 >WV
3,10,25,10,27,10,29,10,31,10,27,8,2
9,8,31,8,27,6,29,6,31,6
1160 TYPE=1:CHANCE=INT(RND*8)+1:RES >PD
TORE 1200
1170 FOR I=1 TO CHANCE:READ GX,GY:N >GC
EXIT
1180 LOCATE GX,GY:PRINT"rs":LOCATE >BA
GX,GY+1:PRINT"tu"
1190 RETURN >FE
1200 DATA 10,10,10,14,21,10,21,14,2 >XL
5,10,25,14,29,10,29,14
1210 TYPE=2:CHANCE=INT(RND*29)+1:RE >QZ
STORE 1240
1220 FOR I=1 TO CHANCE:READ GX,GY:N >GY
EXT
1230 LOCATE GX,GY:PRINT"o":RETURN >EU
1240 DATA 10,6,10,8,10,10,10,13,10 >CG
15,14,8,14,10,14,12,14,14,18,7,18,9
,18,11,18,13,18,15,20,7,20,9,20,11,
20,13,26,14,29,7,29,9,29,11,29,13,2
9,15,31,7,31,8,31,11,31,13,31,15
1250 GX=20:GY=12:TYPE=6:RETURN >AJ
1260 ' >TB
1270 ' >YC
1280 DI:LOCATE 1,1:PEN 0:PRINT REMA >CT
IN(O):EI:PEN 1:ATUER=ATUER-1:LOCATE
3+ATUER,21:PRINT "
1290 SCORE=SCORE+50:LOCATE 12,2:PRI >MC
NT SCORE
1300 GOSUB 1320:IF ATUER=0 THEN LEV >BE
EL=LEVEL+1:GOSUB 1520
1310 GOTO 650 >FB
1320 ' >LJ
1330 ' LA ILS REPARENT !!! >IK
1340 ' >YA
1350 BORDER 6:GANG=0 >PA
1360 IF TYPE=1 THEN LOCATE GX,GY:PR >UX
INT"ff":LOCATE GX,GY+1:PRINT"ff":BO
RDER 0:RETURN
1370 IF TYPE=3 THEN LOCATE GX,GY:PR >QX
INT " ":LOCATE GX,GY+1:PRINT " ":BO
RDER 0:RETURN
1380 IF TYPE=2 THEN LOCATE GX,GY:PR >FH
INT"ff":BORDER 0:RETURN
1390 BORDER 0:RETURN >QH
1400 ' >XH
1410 ' MORT ... >LJ
1420 ' >IK
1430 MORT=0:ENV 1,30,0,1,127,-1,15: >QJ
SOUND 128,0,240,15,1,0,10:FOR I=1 T
O 2000:NEXT:GOSUB 1320
1440 PLOT -2,1,1:PRINT CHR*(23)+CHR >HR
*(2):MOVE x,y:PRINT #1,"a";
1450 PRINT CHR*(23)+CHR*(3):INM 2,6 >ZC
:INM 3,6:5=640:FOR I=350 TO 96 STEP
-2:PLT 128,1,2:DRAW 510,1:SOUND 2
,S,1,5:5=5:NEXT
1460 VIE=VIE-1:LOCATE 36,23:PRINT V >JQ
IE:IF VIE=0 THEN LOCATE 16,11:PEN 0
:PAPER 2:PRINT"GAME OVER":PAPER 0:P
EN 1:FOR I=1 TO 3000:NEXT:GOTO 550
1470 PRINT CHR*(23)+CHR*(2):FOR I=3 >HG
50 TO 96 STEP -2:PLT 128,1,1:DRAW
510,1:SOUND 2,S,1,5:5=5:NEXT:INM 2
,26:INM 3,26:IX=320:Y=206:GOTO 650
1480 ' >TF
1490 TEMPS=TEMPS-1:LOCATE 29,23:PRI >QG
NT TEMPS:IF TEMPS<=0 THEN LOCATE 1,
1:PEN 0:PRINT REMAIN(O):PEN 1:MORT=
1:RETURN
1500 RETURN >YF
1510 END >XF
1520 ' >YA
1530 ' CHANGEMENT DE TABLEAU >YC
1540 ' >TB
1550 IF LEVEL<1 OR LEVEL>6 THEN CLS >BD
:SYMBOL AFOR 33:PRINT"LEVEL doit e
tre compris entre 1 et 6 inclus
..":END
1560 IF LEVEL=2 THEN RESTORE 1710 >AY
```



1570 IF LEVEL=2 THEN RESTORE 1870 >AH	1870 ' >YJ	2160 DATA "dddfdddbbb >ET
1580 IF LEVEL=3 THEN RESTORE 2070 >AC	1880 ' >YK	"
1590 IF LEVEL=4 THEN RESTORE 2250 >AE	1890 DATA "dddddddddddddddddddddd >PM	2170 DATA "dddfddd >CU
1600 IF LEVEL=5 THEN RESTORE 2430 >AI	"	"
1610 IF LEVEL=6 THEN RESTORE 2610 >AZ	1900 DATA "dddddddddddddddddddddd >PD	2180 DATA "ddggddd nn nnnnn >HZ
1620 LOCATE 3,21:PRINT STRING\$(36," >WE	"	"
o*):CHAR=CHAR+5:MUMI=9:I=320:T=206	1910 DATA "iiiiiiiiiiiiiiiiiiiiii >QB	2190 DATA "ddddddd nmnnnnn >JP
1630 LOCATE 14,23:PRINT STRING\$(CHA >BT	"	"
R,"q*):LOCATE 3,23:PRINT STRING\$(9,	1920 DATA "aaaaaaaaaaaaaaaaaaaaaa >MQ	2200 DATA "ddddddd nn nnnnn >HK
"p*")	"	"
1640 ATUER=36:CLS #2:LOCATE 17,11:P >YG	1930 DATA "aaaffaaaffaaaffaaaffaa >MF	2210 DATA "ddddddd nn nnnnn >HL
RINT "LEVEL"LEVEL	"	"
1650 FOR I=1 TO 1000:NEXT >TL	1940 DATA "aaffaaaffaaaffaaaffaa >ML	2220 DATA "ddddddddddddddmnnnnn >PA
1660 SOUND 129,426,60,14,2,3:SOUND >AQ	"	"
2,213,20,14,2,3:SOUND 2,178,20,14,2	1950 DATA "aaiaaiaaiaaiaaiaaiaaa >PA	2230 ' >IX
,3:SOUND 2,142,20,14,2,3	"	2240 ' >YA
1670 FOR I=1 TO 1000:NEXT:CLS #2:F0 >DB	1960 DATA "aaaaaaaaaaaaaaaaaaaaaa >MQ	2250 DATA "laa laa laa laa laa >HA
R I=4 TO 19:READ A9:LOCATE 9,1:PRIN	"	"
T A9:NEXT	1970 DATA "iiiiiiiiiiiiiiiiiiiiii >QH	2260 DATA " la la la la la >DH
1680 RETURN >FJ	"	"
1690 ' >YJ	1980 DATA "aaaaaaaaaaaaaaaaaaaaaa >MT	2270 DATA "iiiiiiiiiiiiiiiiiiiiii >QB
1700 ' >YA	"	"
1710 DATA "aaaaaaaaaaak >EQ	1990 DATA "aaaffaaaffgfaaaffaaaa >MV	2280 DATA "kkkkkkkkkkkkkkkkkkkk >QE
"	"	"
1720 DATA "aaaffaaaffaa >EH	2000 DATA "aaaffaaaakbbbaaaffaaaa >XI	2290 DATA "iiiiiiiiiiiiiiiiiiiiii >QD
"	"	"
1730 DATA "aaffaaaffaaak cc >GX	2010 DATA "aaiaaenaaffbbfaaaiaaiaaa >ME	2300 DATA "dddddddddddddddddddddd >MG
"	"	"
1740 DATA "aaaffaaaffaaaddddccddd >MA	2020 DATA "aaaaaaaaakbbbaaaaaaaaaaa >MC	2310 DATA "dffdddddoffdffddffdd >PR
"	"	"
1750 DATA "aaiaaiaaakdddccccddd >PN	2030 DATA "aaaaaaaaafbbfaaaaaaa >MT	2320 DATA "dffdddddoffdffddffdd >PT
"	"	"
1760 DATA "iiiiiiiiiiii:gggggggggg >QD	2040 DATA "jjjjjjjjjjjjjjjjjjjjjj >QX	2330 DATA "didaaaaaandiddiddidd >PL
"	"	"
1770 DATA "aaaaaaaaaakbbbbbbbbbb >MN	2050 ' >IX	2340 DATA "dddVOTEznddddcccccccc >MJ
"	2060 ' >YA	"
1780 DATA "aaabffaaaffbbffbbffbb >MQ	2070 DATA "dddddckbbbbbbbbbbbbbb >MJ	2350 DATA "dffdaaaaandffddffddff >PM
"	"	"
1790 DATA "aebffaaaffbbffbbffbb >MF	2080 DATA "dddddckbbbbbb >ME	2360 DATA "dffdaaCPCandffddffddff >MN
"	"	"
1800 DATA "aaabbbaiiaafbgbbggbbb >MJ	2090 DATA "dffddckbbbbbb f f f >KW	2370 DATA "didaaaaaandiddiddidd >PQ
"	"	"
1810 DATA "aaabbbaaaekbbbbbbbbbb >MQ	2100 DATA "dffddckbbbbbb >HB	2380 DATA "dddadaaaaanddddcccccccc >MG
"	"	"
1820 DATA "aaabbbaaaafbbbaaabbb >MD	2110 DATA "ddggdckbbbbbb f f f >KQ	2390 DATA "dddddddddddddddddddddd >PH
"	"	"
1830 DATA "hm ggg lhaakbbbaaabbb >MJ	2120 DATA "iiiiiiibbb >EC	2400 DATA "jjjjjjjjjjjjjjjjjjjjjj >QX
"	"	"
1840 DATA "c ggggg caafbbbaaabbb >MG	2130 DATA " bbb f f f f f >CT	2410 ' >IX
"	"	2420 ' >YA
1850 DATA "cggggggcaakbbbaaabbb >PA	2140 DATA "dddddddbbb >EL	2430 DATA " >MB
"	"	"
1860 DATA "jjjjjjjjjjjjjjjjjjjjjj >QG	2150 DATA "dddddckbbb f f f >GY	2440 DATA "aaaa bbbbb aa aaaaa >HT
"	"	"



2450 DATA "afaa bbbbbb aa aaaaa >HZ
"
2460 DATA "aanaaaa bfbfb aa afafa >JF
"
2470 DATA "afanafafabbbb aa aaaaa >KQ
"
2480 DATA "aanaaaa bfbfbanaa afafa >LX
"
2490 DATA "afanafafabbbbanaa aaaaa >LP
"
2500 DATA "aanaaaa bfbfbanaa afafa >LP
"
2510 DATA "bbbnafa bbbbanaa aaaaa >LE
"
2520 DATA "bfbnaaa bfbfbanaabbbafafa >MB
"
2530 DATA "bbbnafa bbbbanaabfbaaaaa >MN
"
2540 DATA "bfbnaaabfbfbanaabbbafafa >PE
"
2550 DATA "aaaaaaaaaaaaaaaaaaaaaaaa >PJ
"
2560 DATA "bbbbbbbnnnnnnnnnnnnnnnnn >QE
"
2570 DATA "bbbbbbnnnnnnnnnnnnnnnnnn >QG
"
2580 DATA "bbbbnnnnnnnnnnnnnnnnnnnn >RN
"
2590 ' >TJ
2600 ' >TA
2610 DATA "aaaanddddddddddddaaaaa >WT
"
2620 DATA "aaaanddddddddddddaaaaa >MU
"
2630 DATA "aaaanddddddddddddaaaaa >NV
"
2640 DATA "aaaanddddddddddddaaaaa >MW
"
2650 DATA "aaaanddddddddddddaaaaa >NX
"
2660 DATA "aaaanddddadaanaa daaaaa >MU
"
2670 DATA "aaaanddddadaanaa daaaaa >NV
"
2680 DATA "aaaandddd d aa daaaaa >LE
"
2690 DATA "aaaandddd vv aa daaaaa >MU
"
2700 DATA "aaaandddd xy aa daaaaa >MP
"
2710 DATA "aaaanddiiiiiiiiia daaaaa >MQ
"
2720 DATA "aaaaa aaaaaaaa laaaa >KH
"

2730 DATA "aaaa aaaaaaaa laaa >JB
"
2740 DATA "aaa k k laa >CQ
"
2750 DATA "aa la >ZM
"
2760 DATA "a l >YG
"
2770 ' >TJ
2780 ' TITRE >TK
2790 ' >ZA
2800 CLS #3:RESTORE 2860 >RC/
2810 FOR I=4 TO 19:READ A#:LOCATE 9 >VV
,I:PRINT A#:NEXT
2820 LOCATE 20,11:PAPER 1:PEN 0:PRI >ZK
NT*OF:PAPER 0:PEN 1
2830 CLS #3:LOCATE 11,23:PRINT*ESP >TB
ACE1 POUR JOUER*
2840 INK 2,26:INK 3,26 >PM
2850 RESTORE 3230:RETURN >UG
2860 DATA "dddddddddddddddddddddd >PK
"
2870 DATA "dddddddddddddddddddddd >PL
"
2880 DATA "ddd dd dd dd ddd >ED
"
2890 DATA "ddd c cd c cd ccccd cccdd >JC
"
2900 DATA "ddd cd c cd dd ddd >FH
"
2910 DATA "ddd c cd c cddc cddc ddd >JI
"
2920 DATA "ddd cd cd cd cdd >EU
"
2930 DATA "dddccccccccccccccccccdd >MD
"
2940 DATA " d d d d d d d >BG
"
2950 DATA " cc c c c c c ccc cc >FC
"
2960 DATA " cd c c c cd c c d cd >EU
"
2970 DATA " d c c c d c c c >CU
"
2980 DATA "dcccddcccccddcccccddccc >MF
"
2990 DATA "dddddddddddddddddddddd >PP
"
3000 DATA "dddddddddddddddddddddd >ME
"
3010 DATA "jjjjjjjjjjjjjjjjjjjjjj >QV
"
3020 ' >JH
3030 ' GAGNER !!! >JL

3040 ' >XK
3050 DI:LOCATE 1,1:PEN 0:PRINT REMA >TP
IN(0):PEN 1:EI
3060 SCORE=SCORE+500:LOCATE 12,2:PR >PM
INT SCORE
3070 SPEED INK 1,1:BORDER 0,6:FOR 1 >TB
=1 TO 3000:NEXT
3080 BORDER 0:CLS #2:PEN 2:LOCATE 1 >AD
0,10:PRINT*VOUS AVEZ TUE LE BOSS*:
LOCATE 14,12:PRINT*FELICITATIONS*
3090 FOR I=1 TO 3000:NEXT >TM
3100 CLS #2:LOCATE 12,10:PRINT*MAIS >MH
OSERIEZ VOUS*:LOCATE 15,12:PRINT*
E REFAIRE*
3110 FOR I=1 TO 3000:NEXT >TF
3120 CLS #2:LOCATE 11,10:PRINT*ET C >CH
'EST REPARTI...':PEN 1
3130 FOR I=1 TO 3000:NEXT >TH
3140 GANG=0:LEVEL=1:CHAR=0:GOSUB 15 >QP
30:GOTO 640
3150 GANG=0:LEVEL=1:CHAR=0:GOSUB 15 >QQ
30:GOTO 640
3160 ' >YC
3170 ' MUSIQUE >YD
3180 ' >YE
3190 IF SON=57 THEN SON=0:RESTORE 3 >FF
230
3200 SON=SON+1:READ S,D:A#="" :A#=IN >GP
KEY#:IF A#="" THEN RETURN
3210 SOUND 6,S*2,D*40,15,2,3:SOUND >WV
2,S*5,D*20,5,4,0:SOUND 1,200,D*5,4,
2,3
3220 GOTO 3190 >MH
3230 DATA 239,1,253,0,5,284,0,5,319 >XF
,1,358,1,379,1,426,1,478,0,5,319,0,
5,284,1,5,284,0,5,253,1,5,253,0,5,2
39,1,5,239,0,5,239,0,5,253,0,5,284,
0,5,319,0,5,319,0,75,358,0,25,379,0
,5,239,0,5,239,0,5,253,0,5,284,0,5,
319,0,5
3240 'DATA 213,0,5,179,0,5,142,0,5, >TB
190,0,5,179,0,5,213,0,5,478,0,5
3250 DATA 319,0,75,358,0,25,379,0,5 >JX
,379,0,5,379,0,5,379,0,5,379,0,5,37
9,0,5,358,0,25
3260 DATA 319,1,5,358,0,25,379,0,5, >MB
426,0,5,426,0,5,426,0,5,426,0,5,379
,0,25
3270 DATA 358,1,5,379,0,5,426,0,25, >AJ
478,0,5,239,1,284,0,5,319,0,75,358,
0,25,379,0,25,358,0,25,379,1,426,1,
478,1
3280 ' >TF
3290 SYMBOL AFTER 33:END >TU