

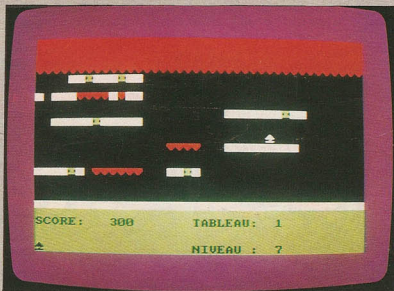
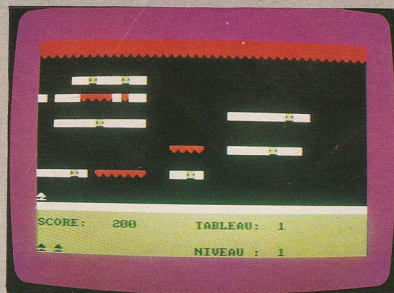
# JUMP

Valable pour  
X CPC 464  
X CPC 664  
X CPC 6128

**Benoît DENIS**

Boïng, boïng ! Jump est un jeu plein de rebondissements. Une petite ventouse montée sur ressort, tel est le personnage principal de l'histoire. Elle se déplace grâce aux flèches horizontales du curseur. Plus l'appui est long et plus le saut est important. Le but du jeu est de récupérer les "machins-choses" verts des plateformes avant que le ciel ne vous tombe sur la tête.

Attention, précaution d'emploi : ne pas abuser du jeu, il est dangereux pour les nerfs.



```
10 REM *****
20 REM ***
30 REM *** J U M P ***
40 REM ***
50 REM *** P A R ***
60 REM ***
70 REM *** B. DENIS ***
80 REM ***
90 REM *****
100 SYMBOL AFTER 33
110 SYMBOL 38,&X11000,&X111100,&X1111110
,&X11111111,&X100,&X11000,&X11111111,&X0
120 SYMBOL 35,&X0,&X11111111,&X1111110,&
X111100,&X111100,&X1111110,&X11111111,&X
0
130 SYMBOL 34,&X0,&X0,&X0,&X11000,&X1111
00,&X111110,&X11111111,&X0
140 SYMBOL 36,0,255,255,255,&X111110,&X
111100,&X11000,&X0
150 SYMBOL 37,0,255,255,255,255,255,255,
255
160 SYMBOL 42,255,255,255,255,&X111110,&
&X111100,&X11000
170 REM *****
```

```
180 REM AFFICHAGE ECRANS
190 REM *****
200 MODE 1:GOSUB 1920
210 INK 2,0:INK 3,0:INK 1,0
220 GOSUB 2590:MODE 1:GOSUB 1830
230 INK 2,6:INK 3,26:INK 1,18
240 j=REMAIN(3):LOCATE 40,20:FRINT CHR$(
19)
250 DN ta GOSUB 950,960,970,980,990,1000
,1010,1020,1030,1040,1050
260 ytop=1
270 INK 2,6:INK 3,26:INK 1,18
280 xy=1:yy=19:LOCATE xy,yy:PRINT CHR$(3
8)
290 REM *****
300 REM BOUCLE PRINCIPALE
310 REM *****
320 EVERY niv1,3 GOSUB 410
330 IF INKEY(1)<0 OR INKEY(8)<0 THEN
GOTO 340 ELSE GOTO 330
340 IF INKEY(1)=0 THEN flag=1 ELSE flag=
0
350 LOCATE xy,yy:PRINT CHR$(34)
360 FOR x=1 TO 250
```

```
370 IF INKEY(1)=0 OR INKEY(8)=0 THEN NEX
T
380 Yx=x/10
390 bruit=50
400 IF flag=0 THEN 500 ELSE 460
410 ax=POS(#0):ay=VPOS(#0):ytop=ytop+1:I
F ytop=yy THEN GOTO 890 ELSE IF ytop=20
THEN GOTO 2690
420 LOCATE 1,ytop-1:PAPER 2:PRINT SPACES
(40);:PAPER 0:PEN 2:PRINT STRING$(40,42)
:PEN 3:LOCATE ax,ay:RETURN
430 REM *****
440 REM ** D R O I T E **
450 REM *****
460 depx=1:depy=1:GOSUB 520:GOTO 330
470 REM *****
480 REM ** G A U C H E **
490 REM *****
500 depx=-1:depy=1:GOSUB 520:GOTO 330
510 REM *****
520 REM ** D E P L A C E M E N T S **
530 REM *****
540 x=xy:yy=ytop:debut=1:fin=Yx
550 FOR dep=debut TO fin
```

```

560 ON SQ(4) GOSUB 730
570 x1=x+depx:y1=y+depy
580 IF x1=0 THEN x1=1 ELSE IF x1=41 THEN
x1=40
590 IF y1=2 THEN y1=1
600 t=TEST(x1*16-9,(25-y1)*16+6):IF t<0
THEN GOTO 750
610 LOCATE x,y:PRINT " ":LOCATE x1,y1:PRI
NT CHR$(38)
620 bruit=bruit-1
630 x=x1:y=y1:NEXT
640 x1=x+depx:y1=y+depy
650 ON SQ(4) GOSUB 730
660 IF x1=0 THEN x1=1 ELSE IF x1=41 THEN
x1=40
670 IF y1>2 THEN GOTO 800
680 IF TEST(x1*16-9,(25-y1)*16+6)<0 THE
N GOTO 800
690 LOCATE x,y:PRINT " ":LOCATE x1,y1:PRI
NT CHR$(38)
700 bruit=bruit+1
710 x=x1:y=y1:GOTO 640
720 xy=x:y=y:RETURN
730 SOUND 4,bruit,5,10
740 RETURN
750 IF t=2 THEN GOTO 890
760 ENT -1,10,1,1,10,-1,1
770 SOUND 1,50,10,15,,1
780 LOCATE x,y:PRINT CHR$(38)
790 GOTO 640
800 IF x1=1 OR x1=40 THEN 810 ELSE IF TE
ST (x1-depx)*16-9,(25-y1)*16+6)=0 THEN
x1=x1-depx:GOTO 690
810 xy=x:y=y
820 IF TEST(xy*16-9,(25-yy+1)*16+6)=1
THEN LOCATE xy,yy+1:PRINT CHR$(37):sc=sc
+100:GOTO 870 ELSE RETURN
830 RETURN
840 REM *****
850 REM ** S C O R E **
860 REM *****
870 LOCATE #1,8,2:PRINT#1,USING "####":
sc:IF sc-ansc=700 THEN ansc=sc:ta=ta+1:L
OCATE#1,29,2:PRINT#1,ta:GOTO 230 ELSE RE
TURN
880 RETURN
890 ENT -1,10,1,1,10,-1,1:SOUND 1,50,10,
15,1,31
900 LOCATE #1,(2*vie)-1,5:PRINT#1," ":an
sc=sc
910 vie=vie-1:IF vie=0 THEN 2690 ELSE 23
0
920 REM *****
930 REM ** R E S T O R E S **
940 REM *****
950 RESTORE 1060:GOTO 1810
960 RESTORE 1160:GOTO 1810
970 RESTORE 1230:GOTO 1810
980 RESTORE 1330:GOTO 1810
990 RESTORE 1390:GOTO 1810
1000 RESTORE 1450:GOTO 1810
1010 RESTORE 1530:GOTO 1810
1020 RESTORE 1570:GOTO 1810
1030 RESTORE 1660:GOTO 1810
1040 RESTORE 1760:GOTO 1810
1050 niv=niv+1:n1=niv+1:niv1=500-40*INT
niv/2):ta=1:GOSUB 1870:GOTO 230
1060 REM *****
1070 REM ** T A B L E A U X **
1080 REM *****
1090 DATA 1,1,40,42,2,5,5,2,37,3,7,5,1,3
5,1,8,5,3,37,3,11,5,1,35,1,12,5,2,37,3
1100 DATA 1,7,1,37,3,3,7,3,37,3,6,7,4,36
,2,10,7,1,37,3,11,7,1,36,2,12,7,2,37,3
1110 DATA 24,9,7,37,3,31,9,1,35,1,32,9,2
,37,3
1120 DATA 3,10,5,37,3,8,10,1,35,1,9,10,5
,37,3
1130 DATA 17,13,4,36,2,24,13,5,37,3,29,1
3,1,35,1,30,13,3,37,3
1140 DATA 1,16,4,37,3,5,16,1,35,1,6,16,1
,37,3,8,16,6,36,2,17,16,3,37,3,19,16,1,3
5,1,20,16,1,37,3
1150 DATA 1,20,40,37,3,255
1160 DATA 1,1,40,42,2,16,5,4,37,3,20,5,1
,35,1,21,5,3,37,3
1170 DATA 10,6,3,37,3,28,6,3,37,3
1180 DATA 1,8,4,37,3,5,8,1,35,1,6,8,2,37
,3,34,8,3,37,3,37,8,1,35,1,38,8,3,37,3
1190 DATA 16,10,3,36,2,26,10,3,36,2
1200 DATA 13,13,4,37,3,17,13,1,35,1,18,1
3,4,37,3,22,13,1,35,1,23,13,4,37,3,27,13
1,35,1,28,13,4,37,3
1210 DATA 30,17,4,37,3,34,17,1,35,1,35,1
7,3,37,3
1220 DATA 1,20,40,37,3,255
1230 DATA 1,1,40,42,2,5,5,3,37,3,8,5,1,3
5,1,9,5,4,37,3,32,5,4,37,3,36,5,1,35,1,3
7,5,3,37,3
1240 DATA 5,7,3,36,2
1250 DATA 18,8,4,37,3,22,8,1,35,1,23,8,5
,37,3
1260 DATA 3,10,3,37,3,6,10,1,35,1,7,10,2
,37,3
1270 DATA 19,12,3,37,3
1280 DATA 14,14,3,37,3,24,14,3,37,3
1290 DATA 9,16,3,37,3,29,16,1,37,3,30,16
1,35,1,31,16,1,37,3
1300 DATA 18,17,2,37,3,20,17,1,35,1,21,1
7,3,37,3
1310 DATA 4,18,1,37,3,5,18,1,35,1,6,18,1
,37,3
1320 DATA 1,20,40,37,3,255
1330 DATA 1,1,40,42,2,1,6,2,37,3,3,6,1,3
5,1,4,6,3,37,3
1340 DATA 8,8,2,37,3,10,8,1,35,1,11,8,3,
37,3,32,8,2,37,3,34,8,1,35,1,35,8,3,37,3
1350 DATA 16,11,3,37,3,19,11,1,35,1,20,1
1,2,37,3,25,11,2,37,3,27,11,1,35,1,28,11
3,37,3
1360 DATA 7,14,3,37,3,10,14,1,35,1,11,14
,2,37,3
1370 DATA 1,17,2,37,3,3,17,1,35,1,4,17,3
,37,3,34,17,6,37,3
1380 DATA 1,20,40,37,3,255
1390 DATA 1,1,40,42,2,13,6,4,37,3,17,6,1
,35,1,18,6,5,37,3,23,6,1,35,1,24,6,3,37,
3
1400 DATA 2,9,2,37,3,4,9,1,35,1,5,9,4,37
,3,32,9,4,37,3,36,9,1,35,1,37,9,2,37,3
1410 DATA 22,13,2,37,3,24,13,1,35,1,25,1
3,3,37,3
1420 DATA 11,15,1,37,3,12,15,1,35,1,13,1
5,1,37,3
1430 DATA 23,18,6,37,3,29,18,1,35,1,30,1
8,3,37,3
1440 DATA 1,20,40,37,3,255
1450 DATA 1,1,40,42,2,33,6,2,37,3,35,6,1
,35,1,36,6,3,37,3
1460 DATA 4,7,4,37,3,8,7,1,35,1,9,7,2,37
,3
1470 DATA 29,9,1,37,3,30,9,1,35,1,31,9,1
,37,3
1480 DATA 8,11,2,37,3,10,11,1,35,1,11,11
,3,37,3
1490 DATA 23,12,2,37,3
1500 DATA 18,14,1,37,3,19,14,1,35,1,20,1
4,1,37,3
1510 DATA 12,16,1,37,3,13,16,1,35,1,14,1
6,1,37,3,30,16,3,37,3,33,16,1,35,1,34,16
,2,37,3
1520 DATA 1,20,40,37,3,255
1530 DATA 1,1,40,42,2,1,7,3,37,3,4,7,1,3
5,1,5,7,5,37,3,32,7,6,37,3,38,7,1,35,1,3
9,7,2,37,3
1540 DATA 1,11,1,37,3,2,11,1,35,1,3,11,2
,37,3,18,11,2,37,3,20,11,1,35,1,21,11,2
,37,3,37,11,2,37,3,39,11,1,35,1,40,11,1,3
7,3
1550 DATA 2,16,2,37,3,4,16,1,35,1,5,16,3
,37,3,34,16,3,37,3,37,16,1,35,1,38,16,2
,37,3
1560 DATA 1,20,40,37,3,255
1570 DATA 1,1,40,42,2,27,5,8,36,2
1580 DATA 7,6,5,36,2,16,6,3,37,3,19,6,1,
35,1,20,6,2,37,3
1590 DATA 30,8,2,37,3,32,8,1,35,1,33,8,3
,37,3
1600 DATA 1,9,3,37,3,4,9,1,35,1,5,9,2,37
,3,21,9,3,36,2

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1610 DATA 16,11,3,37,3,19,11,1,35,1,20,1,
1,2,37,3,29,11,3,36,2
1620 DATA 21,13,3,36,2,30,13,2,37,3,32,1,
3,1,35,1,33,13,3,37,3
1630 DATA 16,15,3,37,3,19,15,1,35,1,20,1,
5,2,37,3,29,15,3,36,2
1640 DATA 30,17,2,37,3,32,17,1,35,1,33,1,
7,3,37,3
1650 DATA 1,20,40,37,3,255
1660 DATA 1,1,40,42,2,36,4,5,37,3
1670 DATA 7,6,2,37,3,9,6,1,35,1,10,6,1,3,
7,3,13,6,4,36,2,18,6,4,37,3,22,6,1,35,1,
23,6,2,37,3
1680 DATA 35,7,3,37,3,39,7,1,37,3,40,7,1,
35,1
1690 DATA 35,8,2,36,2,37,8,1,37,3,39,8,1,
37,3,40,8,1,36,2
1700 DATA 14,9,2,37,3,16,9,1,35,1,17,9,4,
37,3,37,9,3,37,3
1710 DATA 31,10,2,37,3,1,11,2,37,3,11,
1,35,1,4,11,3,37,3,24,11,6,36,2,35,11,6,
37,3
1720 DATA 18,13,3,37,3,21,13,1,35,1,22,1,
3,3,37,3
1730 DATA 12,15,2,36,2,36,16,2,37,3,38,1,
6,1,35,1,39,16,2,37,3
1740 DATA 1,17,9,36,2,11,18,1,37,3,13,18,
1,37,3,10,19,2,37,3,13,19,2,37,3
1750 DATA 1,20,40,37,3,255
1760 DATA 1,1,40,42,2,18,6,2,37,3,20,6,1,
35,1,21,6,2,37,3
1770 DATA 10,8,10,36,2,32,8,1,37,3,33,8,1,
35,1,34,8,1,37,3,35,8,6,36,2
1780 DATA 10,11,3,37,3,13,11,1,35,1,14,1,
1,2,37,3,16,11,1,35,1,17,11,3,37,3,25,11,
5,36,2,36,11,2,37,3,38,11,1,35,1,39,11,
2,37,3
1790 DATA 3,14,2,37,3,5,14,1,35,1,6,14,3,
37,3,24,14,3,37,3,27,14,1,35,1,28,14,3,
37,3
1800 DATA 1,20,40,37,3,255
1810 READ x:IF x=255 THEN RETURN ELSE RE
AD y,nb,a,sts:FEN st
1820 LOCATE x,y:PRINT STRING$(nb,a):GOTO
1810
1830 REM *****
1840 REM INITIALISATION
1850 REM *****
1860 vie$:sc$:ansc$:ta$:a$=" "
1870 MODE 1
1880 WINDOW #1,1,40,21,25
1890 INK 0,0:BORDER 4:PAPER #1,1:PEN #1,
0:CLS#1
1900 LOCATE #1,1,2:PRINT#1,"SCORE: ";USI
N6 "#####";sc$:LOCATE #1,1,5:FOR x=1 TO v
ie:PRINT#1,a$;NEXT x:LOCATE #1,20,2:PRI
NT#1,"TABLEAU: ";ta$:LOCATE #1,20,5:PRINT

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#1,"NIVEAU: ";ni
1910 RETURN
1920 REM *****
1930 REM ** P R E S E N T A T I O N **
1940 REM *****
1950 GOSUB 2350:FOR x=1 TO 10:NEXT
1960 x=1:y=17:s=1:f=0:INK 2,24:INK 3,0:a
$="COPYRIGHT B.DENIS 86 ":RESTORE 2570
1970 FOR z=1 TO 20:FOR b=1 TO 2:GOSUB 25
20:LOCATE x,y:PEN 2:PRINT CHR$(30):LOCAT
E x-f,y+st:PRINT " :x=x+1:y=y+st:s=s-f:f=1:
NEXT b:LOCATE x-f,y+st:GOSUB 2010:LOCATE
x-1,y+2:PEN 3:PRINT LEFT$(a$,1):a$=RIGHT
$(a$,LEN(a$)-1):GOSUB 2000:NEXT z
1980 INK 1,26,0:INK 3,0,26
1990 FOR att=1 TO 2000:NEXT:GOTO 2020
2000 FOR q=1 TO 100:NEXT:RETURN
2010 IF z=20 THEN PRINT CHR$(30):RETURN
ELSE PRINT CHR$(34):RETURN
2020 REM *****
2030 REM ** M E N U **
2040 REM *****
2050 MODE 0:BORDER 0:INK 0,0:INK 1,26:IN
K 2,26:INK 3,24,2:LOCATE 6,1:PEN 3:PRINT
" M E N U " :a1$="P L A Y I T " :a2$="POUR
LES BLEUS "
2060 a1$="P L A Y I T " :a2$="POUR LES B
LEUS "
2070 PEN 1:b$=LEFT$(a1$,1):b$b$=" " :FOR
x=19 TO 5 STEP-1:LOCATE x,10:PRINT b$:N
EXT:LOCATE 2,10:PRINT"1"
2080 y=10:b$=MID$(a1$,2,12):GOSUB 2160
2090 PEN 2:b$=LEFT$(a2$,1):b$b$=" " :FOR
x=19 TO 5 STEP-1:LOCATE x,15:PRINT b$:N
EXT:LOCATE 2,15:PRINT"2"
2100 y=15:b$=MID$(a2$,2,14):GOSUB 2160
2110 IF INKEY(64)=0 THEN 2120 ELSE IF IN
KEY(65)=0 THEN 2130 ELSE IF INKEY(18)=0
THEN 2140 ELSE 2110
2120 INK 2,26:INK 1,26,6:adr=1:GOTO 2110
2130 INK 1,26:INK 2,26,6:adr=2:GOTO 2110
2140 ON adr GOTO 2150,2170
2150 RETURN
2160 n=1:FOR x=20 TO 6 STEP-1:LOCATE x,y
:c$=LEFT$(b$,n):PRINT c$:n=n+1:NEXT:RETU
RN
2170 a$=" E X P L I C A T I O N S

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! Vous bougez en sautant avec le
s flecheshorizontales (+ on pousse + ca
monte)"
2190 b2$="Voila, j'espere que c'est CLAI
R !!! "
2200 MODE 1:INK 0,3:BORDER 15:INK 1,24:P
EN 1:c$=LEFT$(a$,40):c$=c$+" " :n=1
2210 c$=LEFT$(a$,40):c$=c$+" " :n=1
2220 FOR x=1 TO 41:LOCATE x,24:PRINT MID
$(c$,x,1):SOUND 1,700,8,15,,10:FOR at=
1 TO 100:NEXT:NEXT:GOSUB 2340:PRINT:GOSU
B 2340:PRINT:PRINT
2230 a$=MID$(a$,41,LEN(a$)):IF LEN(a$)=0
THEN PRINT:GOSUB 2340:PRINT:GOSUB 2340:
GOTO 2240 ELSE 2240
2240 c$=LEFT$(b$,40):c$=c$+" " :n=1
2250 FOR x=1 TO 41:LOCATE x,24:PRINT MID
$(c$,x,1):SOUND 1,700,8,15,,10:FOR at=
1 TO 100:NEXT:NEXT:GOSUB 2340:PRINT:GOSU
B 2340:PRINT:PRINT
2260 b$=MID$(b$,41,LEN(b$)):IF LEN(b$)=0
THEN PRINT:GOSUB 2340:PRINT:GOSUB 2340:
GOTO 2270 ELSE 2240
2270 INK 2,9:INK 3,3,15:PAPER 2:PEN 0:LO
CATE 1,25:PRINT SPACES(40)
2280 FOR y=1 TO LEN(b2$)
2290 c$=MID$(b2$,y,1)+" " :IF LEN(b2$)-y
=8 THEN PEN 3 ELSE IF LEN(b2$)-y=3 THEN P
EN 0
2300 FOR x=39 TO y STEP-1:LOCATE x,25
2310 PRINT c$:NEXT x:NEXT y:PAPER 0
2320 FOR x=1 TO 5000:NEXT
2330 RETURN
2340 SOUND 1,100,10,15:RETURN
2350 REM *****
2360 REM ** M A C R O - L E T T R E S **
2370 REM *****
2380 BORDER 6:INK 0,6:INK 1,6:PEN 1:REST
ORE 2420
2390 CLS$:LOCATE 1,5
2400 READ a:IF a=255 THEN 2410 ELSE PRIN
T CHR$(a):GOTO 2400
2410 INK 1,26,6:RETURN
2420 DATA 32,32,32,32,143,143,143,143,32
,32,143,143,32,32,143,143,32,32,143,1
43,143,143,32,32,142,143,143,143,143
,32,32,143,143,143,143,143,143,143
2430 DATA 32,32,32,32,143,143,32,32,3
2,143,143,32,32,32,143,143,32,32,143,
143,143,143,32,32,143,143,32,32,143,143
,143,143,143,143,142,143,143,143,143
,32,32,143,143,143,143,143,143,143
2440 DATA 32,32,32,32,143,143,32,32,3
2,143,143,32,32,32,32,143,143,32,32,3
2,143,143,32,32,32,143,143,32,32,32,3
2,143,143,32,32,32,143,143,32,32,143,143

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,32,139,143,143,143,143,135,32,143,143,3
2,32,143,143,32,32,32,143,143
2460 DATA 32,32,32,32,32,143,143,32,32,3
2,143,143,32,32,32,143,143,32,32,143,143
,32,32,139,143,143,135,32,32,143,143,32,
32,143,143,143,143,143,143
2470 DATA 32,32,32,32,32,143,143,32,32,3
2,143,143,32,32,32,143,143,32,32,143,143
,32,32,32,139,135,32,32,32,143,143,32,32
,143,143,143,143,143,143,143
2480 DATA 143,32,32,32,32,143,143,32,32,
32,143,143,32,32,32,143,143,32,32,143,14
3,32,32,32,32,32,32,32,143,143,32,32,
143,143,32,32,32,32,32
2490 DATA 143,143,143,143,143,143,143,32
,32,32,143,143,143,143,143,143,32,32
,143,143,32,32,32,32,32,32,32,143,143
,32,32,143,143,32,32,32,32,32
2500 DATA 143,143,143,143,143,143,143,32
,32,32,143,143,143,143,143,143,32,32
,143,143,32,32,32,32,32,32,32,143,143
,32,32,143,143,32,32,32,32,32
2510 DATA 143,255
2520 REM *****
2530 REM ** Z I Z I Q U E **
2540 REM *****
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2550 ENV 1,5,3,4,5,-3,8
2560 READ a:IF a=255 THEN RESTORE 2570:R
ETURN ELSE SOUND 1,a,20,10,1:RETURN
2570 DATA 239,956,478,1911,63,639,506,37
9,358,319,18,30,53,53,53,100,89,84,75,11
3,113,169,225,179,338,451,253,676,676,23
9,804,478,32,32,32,32,32,32,32
2580 DATA 255
2590 REM *****
2600 REM ** N I V E A U **
2610 REM *****
2620 MODE 0:INK 3,25,15:INK 4,26:PEN 3:L
OCATE 8,2:PRINT"NIVEAU":PEN 4:LOCATE 15,
13:PRINT CHR$(240):LOCATE 15,15:PRINT CH
R$(241):niv=0
2630 x=5:INK 0,9:INK 1,6:INK 2,1:BORDER
"
2640 PEN 1:FOR y=10 TO 19:LOCATE x,y:PRI
NT a$;" - ":NEXT:y=19:PEN 2:LOCATE x,y:P
RINT a$:son=700:niv=0
2650 FOR att=1 TO 100:NEXT:IF INKEY(0)=0
THEN 2660 ELSE IF INKEY(2)=0 THEN 2670
ELSE IF INKEY(18)=0 THEN 2680 ELSE 2650
2660 y=y-1:IF y=9 THEN 2640 ELSE niv=niv
+1:LOCATE x,y:PRINT a$:son=son+50:IF son
<50 THEN son=50 ELSE SOUND 1,son,10,15:G
```

```
OTO 2650
2670 IF y=19 THEN 2640 ELSE IF y=9 THEN
y=10 ELSE niv=niv-1:LOCATE x,y:PEN 1:PRI
NT a$:PEN 2:y=y+1:son=son+50:SOUND 1,son
,10,15:GOTO 2650
2680 ni=niv+1:niv1=500-40*INT(niv/2):RET
URN
2690 REM *****
2700 REM ** G A M E O V E R **
2710 REM *****
2720 J=REMAIN(3)
2730 RESTORE 2790
2740 READ a:IF a=255 THEN 2750 ELSE SOUN
D 7,a,30,15:GOTO 2740
2750 LOCATE 17,15:PRINT"game over"
2760 LOCATE 10,25:PRINT"UNE AUTRE PARTI
E? (O/N)X"
2770 IF INKEY(34)=-1 AND INKEY(46)=-1 TH
EN 2770
2780 IF INKEY(34)=0 THEN RUN 220 ELSE CA
LL 0
2790 DATA 30,60,119,239,478,956,1432,143
2,1432,255
2800 RESTORE 2790
2810 READ a:IF a=255 THEN END ELSE SOUND
7,a,30,15:GOTO 2810
```