```
#open "graphics";;
#open "sys";;

let r=10;;
let pasx,pasy=ref 1, ref 1;;
let mx,my =ref 0, ref 0;;
let vie,t =ref 3,ref 0;;

let temp=ref [];;197;;
for l=0 to 8 do
for k=0 to 10 do
temp:=(100+k*50)::(!temp); temp:=(450-l*20)::(!temp); done; done;;
let bloc=ref (vect_of_list !temp);;

let balle x y co=
set_color co;
fill_circle x y r;;

let rect la lo x y =
moveto x y;
lineto x (y+lo);
lineto (x+la) (y+lo);
lineto (x+la) y;
lineto x y;;

let barre () =
let (x,y)=mouse_pos() in
mx:=x; my:=y;
set_color white;
fill_rect 13 13 730 13;
set_color green;
if (!mx) <25  then mx:=25  else ();
if (!mx) >635 then mx:=635 else ();
rect 90 12 (!mx) 13;
fill_rect (!mx) 13 88 11;;

let life () =
set_color black;
moveto 735 500;
match (!vie) with
|3->draw_string "x3"
|2->draw_string "x2"
|1->draw_string "x1"
|0->draw_string "x0"
|x->();;

let wait t =
let a=time() in
while time() -. a < t do () done;;

let rec mvt x y =
balle (x- !pasx) (y- !pasy) white;
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balle x y blue;
barre ();
wait 0.004;
if x>=715 || x<37 then begin pasx:=0 - (!pasx); sound 755 20; end else ();
if y>=513 || y<10 then begin pasy:=0 - (!pasy); sound 755 20; end else ();
if (y < 37) && ( !mx < x ) && (x < ( !mx + 90) ) then begin pasy:=0 - (!pasy); sound 455 20; end else ();
if (y < 37) && ( !mx = x || x = ( !mx + 90) ) then begin pasy:=0-(!pasy);
                                                    pasx:=0-(!pasx); sound 455 20;
                                                    balle x y white;
                                                    mvt (x+ 20*(!pasx)) (y+ 5*(!pasy)); end else ();
if y < 10 then begin vie:=(!vie)-1; life(); sound 266 200; end else ();
for k=0 to 197 do
if (k mod 2) = 1 then () else
if  (x-r >= !bloc.(k+1) && x-r <= !bloc.(k+1) + 49 && y-r <= !bloc.(k) && y-r >= !bloc.(k) - 19) || (x-r
>= !bloc.(k+1) && x-r <= !bloc.(k+1) + 49 && y+r <= !bloc.(k) && y+r >= !bloc.(k) - 19) || (x+r
>= !bloc.(k+1) && x+r <= !bloc.(k+1) + 49 && y-r <= !bloc.(k) && y-r >= !bloc.(k) - 19) || (x+r
>= !bloc.(k+1) && x+r <= !bloc.(k+1) + 49 && y+r <= !bloc.(k) && y+r >= !bloc.(k) - 19) then
begin sound 400 20; set_color white; fill_rect !bloc.(k+1) !bloc.(k) 50 20;
if (x-r) = !bloc.(k+1) + 48 || (x+r) = !bloc.(k+1) then pasx:=0 - !pasx else ();
if (y+r) = !bloc.(k) - 19 || (y-r) = !bloc.(k) then pasy:=0 - !pasy else (); !bloc.(k)<-0; !bloc.(k+1)<-0; end;
done;
t:=1; for k=0 to 197 do if !bloc.(k)<>0 then t:=0 else () done; if !t = 1 then vie:=-2 else ();
match (!vie) with
|(-2)->begin sound 100 100; sound 200 100; sound 300 100; sound 100 100; sound 200 100; sound
300 100;end;
|(-1)->begin sound 300 100; sound 200 100; sound 100 100; sound 300 100; sound 200 100; sound
100 100;end;
|  q ->mvt (x+ !pasx) (y+ !pasy);;

let play () =
for k=1 to 10 do sound (100*k) 100 done;
open_graph "800x600";
rect 700 500 25 25;
set_color red;
for l=0 to 8 do
for k=0 to 10 do
set_color black;
rect 49 19 (100+k*50) (450-l*20);
set_color red;
fill_rect (101+k*50) (451-l*20) 47 17;
done; done;
life();
mvt 250 250;
close_graph;;

play();;
```