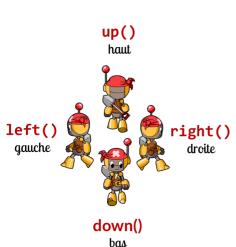


## Guide Rapide





jump()
sauter

repeat(...)
répéter



fight()
se battre

while(...)
tant que



dig() creuser **if(...)** Si

var

pushButton() variable appuyer sur un bouton