

LISTING 1

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10 DEFINT i
20 BORDER 1:PAPER 0
30 RESTORE
40 MODE 1
50 FOR i=1 TO 16
60 READ a,b,c
70 PLOT a,b,c
80 READ d,e
90 WHILE d<>0,1
100 DRAW R d*4,e*4:READ d,e
120 WEND
130 NEXT
140 LOCATE 25,25:PEN 3:PRINT"Is lo
ading..."
145 RUN:WILD2
150 DATA 100,350,1,5,-30,5,0,5,10,
5
160 DATA -10,5,0,5,30,-6,0,-4,-20,
-5
170 DATA 10,-5,-10,-4,20,-6,0,0,1,
0,1
180 DATA 250,350,1,0,-30,5,0,0,30,
-5,0,0,1,0,1
190 DATA 300,350,1,0,-30,15,0,0,5,
-10
200 DATA 0,0,25,-5,0,0,1,0,1
210 DATA 380,350,1,0,-5,2,0,0,-20,
-2,0
220 DATA 0,-5,18,0,2,2,0,26,-2,2,-
18,0,0,1,0,1
230 DATA 412,330,1,0,-20,5,0,0,20,
-5,0,0,1,0,1
240 DATA 100,180,2,-4,-7,-2,0,-14,
-26
250 DATA -2,0,0,-2,2,-2,4,0,0,2,4,
2,0
260 DATA -2,-3,-6,2,-2,4,0,0,2,9,8
,10
270 DATA 2,0,8,1,0,0,-8,11,0,8,4,-
4,2
280 DATA 2,2,4,2,-4,2,7,4,6,2,-6,0
,-8
290 DATA -2,7,6,-5,0,-5,-2,3,4,6,2
,-10
300 DATA 0,-12,-6,0,-7,-1,0,0,9,4,
4,-4
310 DATA -1,-3,-1,-3,0,-4,7,0,1,0,
1
320 DATA 270,160,2,0,-26,13,0,2,2,
0,24,-15,0,0,1,0,1
330 DATA 290,145,2,0,-18,3,0,2,2,0
,16,-5,0,0,1,0,1
340 DATA 350,160,2,0,-26,5,0,0,10,
5,0
350 DATA 0,-10,5,0,0,11,-2,2,2,2,0
,9
360 DATA -2,2,-13,0,0,1,0,1
370 DATA 370,145,2,0,-6,5,0,0,6,-5
,0,0,1,0,1
380 DATA 440,160,2,-2,-2,0,-12,2,-
2,8
390 DATA 0,0,-5,-10,0,0,-3,2,-2,11
,0,2
400 DATA 2,0,12,-2,2,-8,0,0,5,10,0
,0,3
410 DATA -2,2,-11,0,0,1,0,1
420 DATA 510,160,2,0,-24,2,-2,13,0
,0,5
430 DATA -10,0,0,6,10,0,0,5,-10,0,
0,5,10
440 DATA 0,0,5,-15,0,0,1,0,1
450 DATA 450,210,3,36,9,0,1,0,1
460 DATA 510,218,3,1,-2,0,1,0,1
470 DATA 530,226,3,1,-3,0,1,0,1
480 DATA 490,200,3,38,7,0,1,0,1

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LISTING 2

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10 '*****
20 '
30 ' WILD HORSE II
40 '
50 ' par Olivier
60 '
70 ' et Raphael
80 '
90 ' GUTIERREZ
100 '
110 '*****
120 MEMORY 35000
130 IF PEEK(&A420)<>0 THEN 180
140 LOAD"IFGMLM"
150 LOAD"!DATAS"
160 FOR i=&A418 TO &A41D
170 POKE i,0:NEXT
180 ENT -1,10,5,1,1,20,1,1,-20,1,1
0,-5,1

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190 ENV 1,10,1,9,1,0,250,1,0,100,1
0,-1,9
200 ENT 2,20,-60,1,100,30,5
210 ENV 3,1,15,5,1,-2,10,13,-1,20
220 ENT 4,120,-10,10
230 SYMBOL 240,0,&F7,&84,&84,&F4,&
14,&14,&F7
240 SYMBOL 241,0,&BD,&25,&25,&25,&
25,&25,&BD
250 SYMBOL 242,0,&EF,&28,&28,&EC,&
48,&28,&2F
260 SYMBOL 243,0,151,146,146,242,1
46,146,151
270 SYMBOL 244,0,233,137,137,143,1
63,163,233
280 SYMBOL 245,0,151,146,210,178,1
46,146,151
290 SYMBOL 246,0,174,168,168,174,1
68,168,78
300 SYMBOL 247,0,234,170,170,234,1
70,170,174
310 SYMBOL 248,0,1,1,1,1,1,1,1
320 SYMBOL 249,0,15,1,1,15,8,15
330 SYMBOL 250,0,15,1,1,15,1,1,15
340 SYMBOL 251,0,174,164,164,164,1
64,164,78
350 SYMBOL 252,0,238,136,136,238,1
30,130,238
360 KEY 138,"paper 0:mode 2:list"+
CHR$(13)
370 KEY 143,"edit ":KEY DEF 19,0,1
43
380 '-----
390 ' initialisations
400 '-----
410 FOR i=&E04 TO &E20:POKE i,0:
NEXT
430 POKE &A40E,0:POKE &A40C,4:POKE
&A40D,&A5
440 POKE &A40E,1:POKE &A40F,5:POKE
&A410,5
450 POKE &A415,0:POKE &A416,0:POKE
&A417,10
460 BORDER 7:INK 0,0:INK 1,24:INK
2,7
470 INK 3,9:INK 4,26:INK 5,15:INK
6,20
480 INK 7,8:INK 8,10:INK 9,26,0:IN
K 10,0,26
490 INK 11,17:INK 12,18:INK 13,22:
INK 14,0,26
500 INK 15,16
510 GOSUB 1770
515 GOSUB 1290
520 MODE 0:SPEED INK 5,5:RANDOMIZE
TIME
530 y=70:CALL &A420,1,320,y
540 TAG
550 FOR i=0 TO 25:IF i MOD 2=0 THE
N j=14 ELSE j=9
560 PLOT 70+40,399-i*16,j:PRINT CH
R$(233);
570 PLOT 542+40,399-i*16,j:PRINT C
HR$(233);:NEXT
580 PLOT 8,216,7
590 PRINT CHR$(206)CHR$(206)CHR$(2
06);
600 PLOT 8,224,7
610 PRINT CHR$(206)CHR$(206)CHR$(2
06);
620 PLOT 20,399,13:PRINT CHR$(243)
;
630 PLOT 56,399:PRINT CHR$(244);
640 PLOT 8,383:PRINT CHR$(240)CHR$(
241)CHR$(242);
650 PLOT 8,300,13:PRINT CHR$(240)C
HR$(241)CHR$(242);
660 GOSUB 1640
670 CALL &A3AD
680 PLOT 10,180:PRINT CHR$(245);
690 PLOT 44,180:PRINT CHR$(246)CHR
$(247);
700 PLOT 28,148,12:PRINT CHR$(247+
niv);
710 PLOT 20,100,13:PRINT CHR$(251)
CHR$(252);
720 PLOT 30,80,12:PRINT CHR$(250-v
);
730 TAGOFF:PLOT -1,-1,0
740 EVERY 4-niv GOSUB 860
750 EVERY 1000,1 GOSUB 1010
760 SOUND 1,3500,30000,3,0,4
770 '-----
780 ' Programme principal
790 '-----
800 DI
810 IF INKEY(1)=0 THEN CALL &A420,
1,320+x,y:x=x+8:CALL &A420,1,320+x
,y
820 IF INKEY(8)=0 THEN CALL &A420,
2,320+x,y:x=x+8:CALL &A420,2,320+x
,y
830 CALL &A534,320+x,y+2
840 IF PEEK(&A411)<>0 THEN 1090
850 EI:GOTO 800
860 CALL &A49D,INT(RND*400)+140
870 RETURN

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1740 '-----
1750 ' MENU
1760 '-----
1770 MODE 1
1780 IF INKEY$(">") THEN 1780
1790 LOCATE 13,4
1800 PRINT"WILD HORSE II"
1810 LOCATE 13,5
1820 PRINT"-----"
1830 LOCATE 2,10
1840 PRINT"NIVEAU DE DIFFICULTE"
1850 LOCATE 2,11
1860 PRINT"-----"
1870 LOCATE 4,13
1880 PRINT"TRES FACILE.....[1]
"
1890 LOCATE 4,15
1900 PRINT"MOYEN .....[2]
"
1910 LOCATE 4,17
1920 PRINT"TRES DIFFICILE ....[3]
"
1930 LOCATE 7,22
1940 PRINT"[4]....REGLES DU JEU..
...[4]"
1950 A$=INKEY$
1960 IF A$="4" THEN GOSUB 2010:GOT
O 1770
1970 WHILE A$("<1" OR A$)"3"
1980 GOTO 1950:WEND
1990 NIV=VAL(A$)
2000 RETURN
2010 MODE 0
2020 LOCATE 1,2
2030 PRINT" Au volant de votre"
2040 LOCATE 6,3
2050 PRINT"six roues"
2060 FOR i=1 TO 1500:NEXT
2070 CALL &A420,1,294,344
2080 ENV 2,1,0,200,15,-1,15
2090 SOUND 1,2500,100,7,0,2
2100 SOUND 1,2000,300,7,2,2
2110 WHILE SQ(1)>127:WEND
2120 LOCATE 1,8
2130 PRINT"Essayez de gagner"
2140 PRINT:PRINT"le GRAND PRIX en"
2150 PRINT:PRINT"depassant le plus
de"
2160 PRINT"concurrents possible"
2170 RESTORE 2200
2180 FOR i=0 TO 24:READ KO
2190 POKE &A604+i,KO:NEXT
2200 DATA 90,0,140,0,255,130,0,220
,0,255
2210 DATA 170,0,44,1,255,130,0,124
,1,255
2220 DATA 90,0,204,1,255
2230 FOR i=1 TO 3000:NEXT
2240 FOR i=1 TO 5
2250 CALL &A49D
2260 NEXT
2270 GOSUB 2510
2280 FOR i=1 TO 3700:NEXT
2290 PRINT" TAPEZ UNE TOUCHE"
2300 CALL &BB06
2310 MODE 1
2320 LOCATE 2,1
2330 PRINT"Pour gagner , vous deve
z arriver au"
2340 PRINT:PRINT" niveau du drapea
u a damier qui est sur"
2350 PRINT:PRINT" le bord de la pi
ste."
2360 PRINT:PRINT " Plus le temps p
asse,plus votre bolide
2370 PRINT:PRINT" se rapproche de
la ligne d'arrivee et"
2380 PRINT:PRINT" il devient de pl
us en plus difficile"
2390 PRINT:PRINT" d'eviter les voi
tures qui apparaissent"
2400 PRINT:PRINT" en haut de l'ecr
an."
2410 PRINT:PRINT" Chaque fois que
la sirene retentit , "
2420 PRINT:PRINT" votre voiture av
ance et vous beneficiez"
2430 PRINT" d'un bonus de 100 poin
ts."
2440 PRINT:PRINT" ATTACHEZ VOTRE C
EINTURE"
2450 PRINT:PRINT" et appuyez
sur une touche..."
2460 CALL &BB06
2470 RETURN
2480 '-----
2490 ' moteurs
2500 '-----
2510 SOUND 1,2500-INT(RND*500),80,
15,0,2

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1660 IF s>64 THEN d=0:RETURN
1670 x=xm:y=ym:d=d+0.05:GOSUB 1440
1680 REM
1690 REM Retour vers la routine de
tir
1700 REM
1710 IF s<(SQR(RND)*32 THEN RETURN
1720 IF SQR((xp-xm)*m2+(ym-yp)*m2)
>s*2 THEN RETURN
1730 IF RND>0.6 THEN RETURN
1740 MOVE xm-10,ym:DRAW xp,yp,6
1750 MOVE xm+10,ym:DRAW xp,yp,6
1760 ENT 1,10,5,1:ENT -9,239,20,1:
ENV 9,7,-2,2:FOR A=20 TO 31 STEP 3
:SOUND 2,5,5,7,1,1,A:NEXT
1770 MOVE xm-10,ym:DRAW xp,yp,6
1780 MOVE xm+10,ym:DRAW xp,yp,6
1790 IF RND>0.85 THEN ox=xp:oy=yp:
GOTO 1200
1800 RETURN
1810 REM
1820 REM Explosion et routine sono
re
1830 REM
1840 ORIGIN x,y:c=3:GOSUB 1860
1850 c=24:GOSUB 1860:ORIGIN 0,0:RE
TURN

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*c:DRAW -g*c,(g-5)*c,((c MOD 2)+1)
*c
1870 MOVE (5-g)*c,g*c*0.5:DRAW (g-
5)*c,-g*c*0.5,((c MOD 2)+1)*4:NEXT
:RETURN
1880 ORIGIN x,y:c=3:GOSUB 1900
1890 c=6:GOSUB 1900:ORIGIN 0,0:RET
URN
1900 FOR g=0 TO 2+c:MOVE g*c,(5-g)
*c:DRAW -g*c,(g-5)*c,(((c+1) MOD 2)
+1)*4
1910 MOVE (5-g)*c,g*c*0.5:DRAW (g-
5)*c,-g*c*0.5,(((c+1) MOD 2)+1)*4:
NEXT:RETURN
1920 REM
1930 REM Fin du jeu
1940 REM
1950 PRINT CHR$(23)CHR$(0);:wp=0:L
OCATE 6,10:PEN 3:PRINT "GAME OVER"
1960 IF hi<inv THEN hi=inv
1970 EI:i=REMAIN(2):FOR at=0 TO 30
00:NEXT:GOTO 30
1980 REM
1990 REM Affichage de la progressi
on dans l'espace
2000 REM
2010 LOCATE 9+prg,25:PAPER 2:PRINT
" ";:PAPER 0
2020 prg=prg+1:IF prg<12 THEN RETU
RN
2030 wall=-1:RETURN
2040 REM
2050 REM Utilisation du joystick
2060 REM
2070 IF (j AND 8)=8 THEN xp=xp+12

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2080 IF (j AND 4)=4 THEN xp=xp-12
2090 IF (j AND 2)=2 THEN yp=yp-12
2100 IF (j AND 1)=1 THEN yp=yp+12
2110 IF xp>624 OR xp<16 OR yp>304
OR yp<11 THEN 1190
2120 GOTO 1180
2130 REM
2140 REM Routine d'affichage du ta
nk de patrouille envoie p
ar le MCP
2150 REM
2160 IF wp>0 THEN 2200 ELSE i=REMA
IN(2)
2170 wp=1:INK 7,10:PEN #2,7
2180 x=xm:y=ym:GOSUB 1440
2190 pl=1000
2200 x=xp:y=yp:GOSUB 1020:xm=0:ym=
0
2210 WINDOW #2,10-wp,11+wp,16+wp,1
5-wp
2220 LOCATE #2,wp+1,wp+1:PRINT #2,
CHR$(64);CHR$(168);
2230 LOCATE #2,wp+1,wp+2:PRINT #2,
CHR$(169);CHR$(170);
2240 GOSUB 1020
2250 IF al=0 THEN al=1 ELSE al=0
2260 wp=wp+al:IF wp<10 THEN RETURN
2270 x=xp:y=yp:SOUND 2,600,50,4,3,
0,8:GOSUB 1810:IF vie<0 THEN 1920
ELSE 2380
2280 REM
2290 REM Tir sur le tank de patrou
ille
2300 REM
2310 ENV 3,5,10,20:ENT 1,239,20,1:

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ENV 2,7,-2,2:SOUND 1,60,0,3,2,1:IF
hit OR xp<>320 OR yp<>160 THEN RE
TURN
2320 SOUND 4,0,25,7,0,0,5:hit=-1
2330 x=320:y=160:GOSUB 1810:GOSUB
1810:GOTO 1420
2340 REM
2350 REM Sortie triomphante du tan
k joueur de la batail
le
2360 REM
2370 x=ox:y=oy:GOSUB 1020:y=oy+28:
GOSUB 1020
2380 up=-1:WINDOW #2,1,20,10,22:PA
PER #2,0
2390 PLOT 0,320,15:PLOT 639,320,3
2400 FOR i=1 TO 21:PRINT #2,CHR$(1
1);:FOR et=1 TO 9:XXX=RND*640:YYX=
RND*320:PLOT XXX,YYX,3:NEXT et:NEX
T
2410 pl=250:GOSUB 1420
2420 GOTO 1920
2430 REM
2440 REM Musique
2450 REM
2460 DATA 478,478,426,478,379,478,
478,426,379,358,319,478,478,426,37
9,358,319,478,478,426,478,319,478,
284,478,253,478,253,284,319,358,37
9,426,478,506,568,478,478,0

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