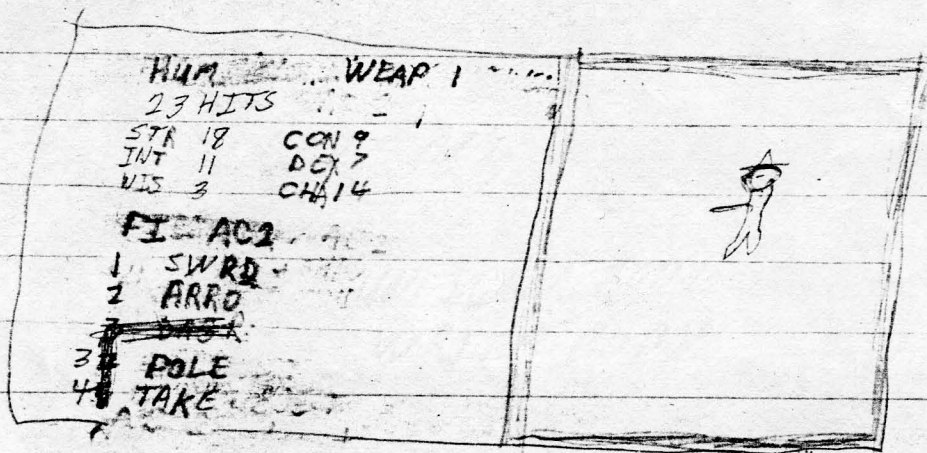


Projected Program Description

Program if selected will ask NO OF HITS, You will enter 0-99 (This will be the number of hits your character can stand -- allows skill levels). Screen will look as Follows:

TYPES:
Fighter
Wizard
Thief
Priest
Warrior
Ninja
Wizard



Statistics (will be abbreviated on actual) Room (except hits)
All Statistics will be rolled-up by Dally.

Cowboy type figure will be moved using Joystick. Rooms will have from 1-4 passable walls (into another room - 256 Total). Weapon will be selected by turning pot smashing trigger (1-4). Weapon fired by Trigger. Objects Monsters randomly killed.

LDRX E, 0FH
DAD D, H7D
MOV E, M
INX H H71

MOV D, M

~~EXCHG~~

RST 56 WRITE AM

DB 1EH

LXI H, 1F10H

RST 56

GUNFIGHTER BODY

WRITE BODY

DB 1EH

STRX D, 0EH

STRX E, 0DH

LXI H, 4F15H

CALL 1D54H

SAVE POSITION IN

OLD SCREEN ADDRESS

ADD VECTOR TO QUEUE

ADD 0

POPX

EXX

EXAF

EI

RET

LSTH10

MOV M, A
INX H HLT
DJNZ R0LOOP

RST 38H

DB 77H

DB 4

MOV M, A

LXI H, STR

ORA A

JRZ ENMOD

INX H HLT

DCRA

JRZ ENMOD

INX H HLT

DCRA

JRZ ENMOD

INX H HLT

INX H HLT

ENMOD

MVI M, 18H

RST 38H

DB 77H

DB 4

STA RACE

DI

RST 38H

~~DB 0~~

DB 1B

DA SCREEN

DA 168H

DB 0FFH

1B
DA 02

ROL CHA TYPE

- 0 FIGHTER
- 1 MU
- 2 CL
- 3 TH

MODIFY PRIME REQUISIT

INTELL.

WISDOM

DEXTERITY

MODIFY PRIME

- 0 HUMAN
- 1 ELF
- 2 HAELING
- 3 DWARF

XRA A INITIALIZE ENTRY DOOR

STA DOOR EACH NEW ROOM

MVI A, 120 STA RELX
MVI A, 51 STA RELY
ORA A Interpretting

STRAND STRND

FILL

SCREEN

for 168 bytes

with FF's

GFLFR

PUSH PSW

PUSH B

PUSH D

PUSH H

PUSH

LDRX A, 3

ORIX 4 ?

ORIX 8 ?

ORIX 9 ?

JRNZ MOVGF

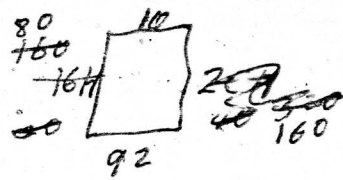
STIX 12, 4FH

SETX 1, 0DEH ?

SETX 1, 0E6H ?

~~MOVGF~~ JR STARMC

MOVGF



7

LXI H, NUMWP WEAP 4
 INRM

RST 24
~~LXI H, POP H~~
 MOV B, 4
 CALL CHAR

~~RST~~
 * INSTALL ANY WALLS

~~LD~~ LDA ROOM
 MOV C, A
 LXI H, DOOR TB
 RST 38H
 DB 56H
 STA DOORS
 BIT 3, A

Get Nibble

JR NZ LEFT
 BOTTOM PUSH PSW
 RST 38H
 DB 1DH

~~BOTTOM~~ DB 80 X COORD
 DB 82 Y COORD
 DB 80 X SIZE
 DB 5 Y SIZE

~~POP PSW~~ DB 0AAH COLOR MASK Color 2
 POP PSW

TSTLFT BIT 2, A
~~LEFT~~ JRNZ TSTTOP

LEFT PUSH PSW
RST 38H

~~LEFT~~
~~TOP~~ DB 10H
DB 80

DB 10

DB 5

DB 82

DB 0AAH

POP PSW

TSTTOP BIT 1, A

~~TOP~~ JRNZ TST~~TOP~~ ^{RGT}

TOP PUSH PSW

RST 38H

DB 10H

~~TOP~~ DB 80

DB 10

DB 80

DB 5

DB 0AAH

POP PSW

TSTRGT BIT 0, 0

JRNZ TSTFIN


```

POP H
RST 8
PUSH H
LXI H, DEX
RST 32 CALL NUM2

```

Dexterity

```

POP H
RST 10 A
LXI H, CHA
RST 32 CALL NUM2

```

CHARISMA

```

CALL NXLN
LDA, TYP
PUSH
RAL
RAL
RAL PUSH
MOV L, A
MVI H, 0 PUSH H TYPE * 8
LXI D, TYPE
DAD D
MVI B, 8
CALL CHAR

```

DISPLAY
CHAR. TYPE


```

LXI D, STR RACES
MVI LDA RACE
MVI H, 0
MOV L, A
DAD H

```

```

MVI E, 3 LXI D, 202H      2>D 2>E

```

```

MVI D, 1 CALL CHR 3

```

```

MVI H, 0 LDVA TRIA MVI H, 0 LDVA TRIA MVI A, #

```

```

PUSH H LDA TYPE ADD E

```

```

MOV L, A MOV E, A

```

```

LXI H, WEAP

```

```

MVI B, 4 CALL CHAR

```

```

CALL CHAR LXI H, STR TRAIT

```

```

CALL NEXT RST 8

```

```

PUSH H

```

```

LXI H, STR

```

```

RST 32 CALL NUM 7

```

```

POP H

```

```

CALL RST 10

```

```

PUSH H
LXI H, INT

```

```

RST 32 CALL NUM 2

```

```

POP H

```

```

RST 8

```

```

PUSH H

```

```

LXI H, WIS

```

```

RST 32 CALL NUM 2

```

```

POP H

```

```

RST 10

```

```

PUSH H
LXI H, CON

```

```

RST 32 CALL NUM 2

```

DISPLAY STR

DISPLAY INT

WISDOM

CONSTITUTION

LD(IX+D),N STIX DISP,N
 LD(IX+D),R STRX DISP,R
 LD R,(IX+D) LDAX R,DISP
 LD(WN),IX SXD NN
 LD IX,(WN) LDY NN
 LD IX,NN LXX NN
 LD SP,IX SPX

9.

RIGHT PUSH PSW
 RST 38H
 DB 10H
 DB 150
 DB 10
 DB 5
 DB 82
 DB 0AAH
 POP PSW

TSTFIN MVI A,4FH
 STA 4F14H
 STA 4F17H

WRITER Header+2
 Vector@ Header+2

STIX ~~50H~~ 50H
~~LD~~ LXIX, 4F78H
 LD (IX+0), 50H
 CALL GOWINT 1D34H

} RCOVB
 } Right Cowboy Vector
 } COWINT
 } Higher Order Int. Vet

MVI A,
~~LD~~ LDIA
 MVI A,
 OUT 0DH
 RST 56
 DB 51H
 DB 100

LOWER BYTE IN A,
 Pause for 1.67 sec,
 while cowboy walks
 out

LOOP:

RST 56

intorpreter

DB 0

DB 43H

Engble All Keys

DA 214

DB 45H

DOIT

DA DOITAB

DB 0

Exit interpreter

* CHECK FOR WALLS


```

SUBROUTINE NEXT LINE & DISPLAY 3 CHAR
NLN MVI E, 2
MVI A, 8
ADD B
MOV B, A
RET

```

* SUBROUTINE TO DISPLAY ^B CHARACTERS

* D Reg - Y coord

* E Reg X coord

* HL points to CHAR BUFFER

```

* C Options Byte
MVI B, 3
MOV B, C
MOV A, M
MVI B, 3
MOV B, C
MOV A, M
LOOP3 INX H HL+1
RST 36H
DB 32H
DJNZ LOOP3
RET

```

00 11
 ONCOLOR OFFCOLOR
 MAGENTA GREEN
 CYAN

* SUBROUTINE TO DISPLAY BCD NUMBER 2 DIGIT

* D Reg Y COORD

* E Reg X COORD

* HL POINTS TO NUMB

* C OPTIONS BYTE

* B Extended Options

```

NUM2 ← MVI B, 82H
MVI C, 9
RST 36H
DB 36H
RET

```

1 0 01
 ONCOLOR OFFCOLOR MAGENTA
 WHITE ~~MAGENTA~~
 1 10
 ZERO SUPPRESS 2 CHAR

```

MVI C, 3
MVI A, 20H
POP PSW
RST 36H
DB 32H
MVI A, 20H
RST 36H
DB 32H

```


DO TABLE

DOITAB	DB 56H	CALL Machine Language
	DA POTMOV	Pot Moved
	DB 55H	Call Machine Language
	DA JOYMOV	Joy Stick Moved
	DB 93H	to Interpreter Call
	DA PIZZA	Key Down
	DB 54H	Machine Language Call
	DA TRIGMV	Trigger Moved
	DB 0C0H	End of Table

ROOMS FROM 00 TO FF

DOORS 0 = No Door 1 = Door

BIT 7 (OR 3 → 0) - Bottom Left Top Right

Reverse ALL NIBBLES BEFORE TYPING

42H, 77H, 35H,

DOORTB DB 44H, 77H, 53H, 45H, 75H, 53H, 67H, 73H

DB 0E3H, 0ACH, 5FH, 77H, 0F5H, 7DH, 0E9H, 0CDH

DB 0E9H, 0E7H, 3EH, 0BAH, 0AGH, 0D8H, 0E3H, 6BH

DB 0A4H, 0DDH, 0BEH, 0BCH, 0DFH, 0B6H, 0FDH, 0BAH

DB 0C5H, 77H, 9CH, 0F5H, 5DH, 0FDH, 0B2H, 0CBH

DB 22H, 0AAH, 63H, 0E7H, 32H, 0C5H, 9EH, 59H

DB 0AEH, 0DDH, 0FFH, 0DDH, 9EH, 57H, 5BH, 63H

DB 0EFH, 77H, 0DBH, 47H, 5BH, 6FH, 59H, 0AAH

DB 0CDH, 0F9H, 2CH, 3AH, 6FH, 0F9H, 65H, 0DAH

DB 63H, 86H, 0F3H, 8CH, 9AH, 86H, 0F7H, 79H

DB 0EFH, 03AH, 8EH, 36H, 3EH, 7FH, 9EH, 0DIH

DB 0EFH, 0BCH, 5FH, 0DDH, 0BEH, 0D9H, 06FH, 5IH

DB 0AAH, 0E7H, 3AH, 26H, 98H, 65H, 0FDH, 73H

DB 0E9H, 0EDH, 0BAH, 0ACH, 7IH, 0ABH, 0FIH, 0E9H

DB 0C3H, 0C5H, 0BCH, 0FIH, 0A4H, 9EH, 0B4H, 0F3H

DB 4DH, 5IH, 0C5H, 0DIH, 0C5H, 5DH, 0DIH, 0C9H

FAWN DB 'FAWN & DUNBEON', 0

NUMHIT DB 'NO. OF HITS', 0

COLORS DB 0ACH, 7, 2BH, 0CDH

DB 2, 76H, 5AH, 0FAH

LEFT 7-4 GREEN, WHITE, CYAN, MAGENTA
RIGHT 3-0 GRAY, FLESH, RED, BLUE

POTMOV

LDIX 4F78H

Right Cowboy

MOV A, B ← CMP

COMPLEMENT

ANI 0E0H

RAR

RAR

RAR

RAR

CPI 0EH

JRNZ SEVSKP

MVI A, 0CH

SEVSKP - STRX 0FH, A

RET

JOYMOV

LDIX 4F78H

Right Cowboy

LDRX C, 0

LYI D, 128

LYI H, 128

RST 56

DB 7EH

Joystick

DELTA MASKS

STRX 9, H

STRX 8, L

STRX 4, D

STRX 3, E

RET

DB0 WITH 0'S

DB 19H COL SET
DA COLORS GAN, WH, CY, MA, GRA, FL, RD, BLU

DB 17H SET OUTPUT PORT

DB 0B8H VERT. BRANK

DB 0D6H HORZ. CENTER COLOR BOUND + BACKGR. CNTR

DB 8 INTERRUPT ENABLE + MODE
INMODE E DISABLE

DB 1BH FILL

DA STACK

DA 0D6H TO STACK + DB

DB 0 WITH 0'S

DB 13H PLAY HOME ON THE RANGE

DA 04F12H

DB 0C0H

DA 1FA3H

DB 2 EXIT INTERPRETER
EXI H, STR BEG. WITH STRENGTH
MVI B, 6 6 ROLL-UPS

ROLOOP

RST 3BH

DB 77H

DB 0 ANI 0FH

ADI 3

CPI 10

JRC LSTH 10

SBI 10

ORI 16

ROLL-UP LOOP

RANDOM

8 bits

0-15

3-18

PIZZA DB 48
DB 9

PIZZA BREAK
M RETURN

TRIGMU RST 56

DB 0DH

SUCK ARGUMENTS UP

DB 0DCH

DA 4F78H

DA 4FDBH

DA 4F3DH

!

RST 56

DB 13

Gunshot

DA 4F12H

DB 1

DA 1FDBH

RET

ENDSCR EQU 4FF4H
 STACK EQU 4F06H
 SCREEN EQU 4000H
 NUMBER

STR EQU
 INT " STR+1
 WIS " STR+2
 CON " STR+3
 DEX " STR+4
 CHA " STR+5
 TYP " STR+6
 RACE " STR+7
 1 BYTE
 CHARTYPE

DUNGEON

ORG 2000H

DB 55H

DA 218H

DA FAWN, BEGIN

RST8 CALL NXLN

RST10 JMP CHR3

RST24 CALL NXLN

RST32 JMP ~~NUM~~ NUM2

NUMBWP " STR+8
 ROOM " STR+9
 DOOR " STR+10
 WALLS " STR+11
 RELX " STR+12
 RELY " STR+13
 OVERLAPS
 ROOM #
 DOOR NIBBLE
 WHERE ROOM ENTERED
 Relative Wall Position
 Relative Wall Position

NEXT LINE 2 PRINT 3

PRINT 3 CHAN

NEXTLINE 2 PRINT 2 NUM

PRINT 2 NUM

BEGIN RST 38H

DB 4DH

DA NUMHIT

DB 82H

DA ENDSOR

DI

LXI SP, STACK

RST 38H

DB 0

DB 1BH

DA SCREEN

DA 0E38H

GET PARAMETER

NUMBER OF HITS

0 SUPPRESS 4 DIG

PARAM in 4FF4 IN BOD

BEGIN INTERPRETING

FILL

→ 4E38

GFWRIT

EXAF

EXX

~~PUSHX~~ PUSH

MVI A,

OTHER INT. VECTOR LOWER 3H

OUT 0D H

MVI A, 0C8 H

LINE# TO TOP OF SCREEN

OUT 0F H

LXI H, 4F12 H

WAITQ

CALL 1B6B H

~~GA~~ FIRST

CALL 1D29 H

DELETE FROM Q

XRA A

STA 0FFF H

0 → MAGIC → 4FFF

LXI D, 1405 H

BLANK GUNFS GAREK

RST 56

~~BRANK~~

DB 28 H

MVI H, 1E H

LEG PATTERN

LDRX L, 12

INR L

INR L

RST 56

WRITE LEG

DB 1E H

LXI H, 10DB H

ARM TABLE

MVI D, 0