

Robert Fabris,

I've got a long way to go to get to where I want to be on this D&D game EPROM. However, I will eventually get there. At the moment the cowboy refuses to walk onto the screen, & unless he does I can't use the joystick to move from room to room. However, I am enclosing an EPROM with what I do have working:

1. Roll-up portion
2. Weapon selection from keyboard
(not potentiometer as I originally mentioned - pot controls cowboy arm now)
3. Screen blanking by hitting any key other than 1-4.
4. Room generation (Hit reset and restart to get new rooms & character)

I am moving to Starkville (see new address) to go to Miss. State Univ. and may not get to work on the program for a year (unless I can locate a way to burn EPROM's there.)

Sorry I don't have more, but I am beginning to understand the system pretty well & should be there soon if → (over)

I can find a way to assemble & burn EPROM. I used the Queue method from Gunfight so adding monsters should be easy.

The gunfighter will be red & flesh; the monsters will be blue^{offish}. The gunfighter cannot pass through an orange wall but ~~walk~~ attempting to walk off the screen will carry him into another room. If weapon is run he will move twice as fast as normal.

Some day.

Barry

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P.S. By the way looks like a reasonable game will fit in a 2716, a really sophisticated version could be done with a 2732. Also I am reproducing anything I need in EPROM so the game is machine independent (see listing). I think the problem with the cowboy may be that I disabled interrupts at the wrong time.