

Bob- both "sides" are on The same side of your tape- didn't want to waste half The tape (but The flip side is blank for other programs).

DUNGEONS & DRAGONS\* Program Package Instructions  
A Game Aid for players and referees.  
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SIDE B

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Print

General Instructions:

Usually, you will first wish to load "Search" using the :INPUT command. \*\*  
When the program prompts you, key in the desired program name, up to 15 characters. The character string you use need not be more than about 5 characters long, as long as it (1) is unique to the desired program name, and (2) is exactly as it appears in the program name. For example, you can enter "CLERIC & DRUID", or "CLERIC", or "DRUID" to find the first character maker subprogram on side A. When the name is complete, press "GO".

Note that this (and most) subprogram will accomodate a serial keyboard; just stop the program as soon as it prompts you the first time, enter ":INPUT;RUN" and take it from there.

When SEARCH tells you to :INPUT, start the tape player. If the desired program does not turn up on screen and running before the tape runs out, you may have made a keyboard error; or the tape is wrong-side-up; or you have an input error from the cassette interface.

Subprogram Instructions:

Cleric & Druid; Magic-User & Illusionist; Fighters; Thieves & Assassins

These programs all generate basic characters, with prime requisites, experience level, alignment, and special skills (i.e., thief abilities, weapon skills, or spells, as appropriate). If you desire to support a serial printer, change any line after 50 which contains a NT command, and enter "3 \*PRINT". You may need to adjust the NT to accomodate your particular printer (those I have tried all required NT=4).

Since it is common in the "real world" for poorly-qualified persons to stay in any job, once found, your characters who do not require a minimum statistic in a given job (such as basic fighter) may not prove to be very good at it, but will continue to plug away anyhow. Special classes such as Paladin and Ranger, etc., will meet minimum requirements per the Players Handbook from TSR.

After copying (or \*PRINTing) each charcter, press "GO" when you are ready for the next one. It is usually most convenient to generate 10 to 30 characters from each subprogram in a batch before going on to the next class or to Personality or Races.

The spells listed for spell users correspond to the numbers in the spell tables in pages 40 - 42 and 125 - 126 of the TSR Players Handbook. They are intended to represent only minimum skills; don't be afraid of adding those you feel any given NPC should know.

## Instructions; Personality; Races:

These 2 subprograms generate exactly what the names imply. They will also support your serial printer. Races also determines sex and indicates special characteristics of the race. If the data will not all fit on one screen, the routine goes to a waiting loop until you pull TR(1). If you wish to eliminate this feature to speed up output to a printer, eliminate those lines after 100 which say "GOSUB 999". Again, a keypress or triggerpull will start the next run when you are ready.

\* - DUNGEONS & DRAGONS, D&D, AD&D, and ADVANCED DUNGEONS & DRAGONS are registered trademarks of TSR Games, POB 756, Lake Geneva, WI 53147.

\*\* - or, you may use the ":INPUT 1" file-locator command.

## Subprogram Instructions:

### Dungeon Dice; Dice II

These two programs roll all of the dice needed to play D&D and AD&D. For normal combat (20-sided) rolls, pull TR(1). The program automatically checks for and displays fumbles and critical hits. If a result of a "crit" or fumble seems inappropriate, the referee should usually rule to ignore it. For percentile (%) rolls, move JY(1). JX(1) will jump to a subroutine which allows the rolling of any number of dice (up to 25) with any number of sides, and automatically adds whatever number you call for in "PLUSES". In Dungeon Dice, this entry is made from the keypad; in Dice II, turn KN(1) until the desired number appears, then pull TR(1).

### Dungeon Maker

This subprogram generates a random dungeon for the referee to map out and populate with appropriate monsters and treasure. Since it is totally random, feel free to ignore tunnels leading past the edge of the map sheet or below the desired lowest level. If a tunnel runs into a wall, it is, at your discretion, either a one-way door, a secret door, a dead end, or (my favorite) a false door. When you have gone as far as desired in any direction, just go back to somewhere else (a door or opening, etc.) and continue from there.

### Dungeon Dust

This routine produces a variety of interesting objects to place in the dungeon to titillate the curiosity of your adventurers. They are divided into classes according to the type of area you wish to "furnish". Press the corresponding number key to get one object (except rooms, which get one per ten square feet). Press "0" (zero) to get the menu back. For the sake of squeezing all this into 1799 bytes, if you use a printer here you will also see the line numbers of the data statements. If you have an impact printer, covering the row where the numbers are printed will solve the problem (if you feel it is a problem).

If you desire more detailed information, send your question(s) together with a stamp, self-addressed envelope and I will reply as soon as reasonably possible.

If at any time your tape fails to load, return it (insured) for immediate free replacement. Please take the time to eliminate machine problems before returning your tape.

I sincerely hope you enjoy many hours of diversion with this package; I know I have.

RICHARD C. TIETJENS  
Programmer & Dungeonmaster

*A new Dungeon Maker is under development - also plan to add a Dungeon Populator program. Both will be sent, free of charge, to purchasers of The current package.*



D+D  
Tietjens

```
1 PRINT "WHAT PROGRAM?";FOR A=0TO 14;@(A)=0
2 K=KP;TV=K;IF K=31A=A-1;GOTO 2
3 IF K=13GOTO 5
4 @(A)=K;NEXT A
5 C=A-1;CLEAR ;PRINT ":INPUT ";NT=0;:INPUT
6 FOR A=0TO C;K=KP;IF K#@A)GOTO 6
7 NEXT A;:INPUT
>
BALLY BASIC
>
U 1 GOTO 10
2 PRINT "S: ";RETURN
3 PRINT "I: ";RETURN
4 PRINT "W: ";RETURN
5 PRINT "D: ";RETURN
6 PRINT "C: ";RETURN
7 CX=6;PRINT "CH: ";RETURN
10 .CHARACTER MAKER
20 .CLERICS & DRUIDS
25 FOR A=0TO 4;PRINT ;NEXT A;CLEAR ;X=400
30 NT=1
35 CY=-40
40 FOR A=1TO 7;@(A)=0;MU=RND (65)+48
50 FOR Z=20080TO 20088STEP 2;%(Z)=RND (6);NEXT Z;GOSUB 200
60 NEXT A;NT=1
65 CY=39;CX=-72
70 C=RND (9);IF C>5PRINT "DRUID";GOTO 90
80 PRINT "CLERIC"
90 L=RND (100)/10+1
100 CY=39;CX=12
110 PRINT "LEVEL: ",#3,L
120 BOX 0,39,160,9,3
125 CY=30;GOSUB 800
130 BC=RND (32)/8-1
140 FOR A=1TO 6;CX=48
145 GOSUB A+1;PRINT #3,@(A);NEXT A
155 CY=21;PRINT "SPELLS:"
160 PRINT ;CY=8
170 GOSUB 270
180 K=KP;RUN
190 IF E<BIF E<CIF E<D E=0
200 IF D<BIF D<CIF D<E D=0
210 IF C<BIF C<DIF C<E C=0
220 IF B<CIF B<DIF B<E B=0
230 @(A)=B+C+D+E
240 IF @(A)>18 @(A)=18
250 RETURN
270 FOR A=0TO 6;@(A)=0;NEXT A
280 FOR S=1TO L
290 GOSUB X+Sb10+200b(C>5)
300 NEXT S
310 FOR S=1TO 6
320 CX=Sb18-96;CY=12;PRINT #3,S,
330 FOR T=1TO @(S);IF @(S)=0T=0
340 IF T=0GOTO 370
350 CX=Sb18-96
355 CY=11-Tb8
360 Z=RND (12);IF C>5IF S>4IF Z>10GOTO 360
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365 IF C<6IF S>3IF Z>10GOTO 360
367 PRINT #3,Z
370 NEXT T
380 PRINT
390 NEXT S
395 BOX -24,12,108,9,3
400 RETURN
410 @(1)=1;RETURN
420 @(1)=2;RETURN
430 @(2)=1;RETURN
440 @(1)=3;@(2)=2;RETURN
450 @(1)=4;@(3)=1;RETURN
460 @(3)=2;RETURN
470 @(2)=3;@(4)=1;RETURN
480 @(3)=3;@(4)=2;RETURN
490 @(5)=1;RETURN
500 @(2)=4;@(5)=2;RETURN
510 @(3)=4;@(4)=3;@(5)=3;RETURN
520 @(4)=4;@(5)=4;@(6)=1;RETURN
530 @(2)=3;RETURN
540 @(3)=2;RETURN
550 @(4)=1;RETURN
560 @(1)=5;@(3)=3;@(4)=2;RETURN
570 @(2)=4;@(5)=1;RETURN
580 @(4)=3;@(5)=2;RETURN
590 @(2)=5;@(3)=4;@(6)=1;RETURN
610 @(1)=2;RETURN
620 @(2)=1;RETURN
630 @(1)=3;@(2)=2;@(3)=1;RETURN
640 @(1)=4;@(3)=2;RETURN
650 @(2)=3;RETURN
660 @(4)=1;RETURN
670 @(2)=4;@(3)=3;RETURN
680 @(4)=2;RETURN
690 @(1)=5;@(5)=1;RETURN
700 @(4)=3;@(5)=2;RETURN
710 @(2)=5;@(6)=1;RETURN
800 H=RND (3);I=RND (3)
802 IF C<6IF H=2IF I=2GOTO 800
805 IF C>5 H=2;I=2
810 IF H=1PRINT "LAWFUL ",
820 IF H=2PRINT "NEUTRAL ",
830 IF H=3PRINT "CHAOTIC ",
840 IF I=1PRINT "EVIL",
850 IF I=3PRINT "GOOD",
860 PRINT ;RETURN

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>

```

U 1 GOTO 10
2 PRINT "S: ",;RETURN
3 PRINT "I: ",;RETURN
4 PRINT "W: ",;RETURN
5 PRINT "D: ",;RETURN
6 PRINT "C: ",;RETURN
7 CX=CX-6;PRINT "CH: ",;RETURN
10 .CHARACTER MAKER
20 .MAGIC-USER & ILLUSIONIST
25 FOR A=0TO 4;PRINT ;NEXT A;CLEAR ;X=400

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35 CY=-40
40 FOR A=1TO 7;@(A)=0;MU=RND (65)+48
50 FOR Z=20080TO 20088STEP 2;%(Z)=RND (6);NEXT Z;GOSUB 200
60 NEXT A;NT=1
65 CY=39;CX=-72
70 C=RND (11);IF @(2)>14IF @(4)>15IF C>5PRINT "ILLUSIONIST";GOTO 90
80 PRINT "MAGIC-USER
90 L=RND (11)
100 CY=39;CX=12
110 PRINT "LEVEL:",#3,L
120 BOX 0,39,160,9,3
125 PRINT
130 BC=RND (32)b8-1
135 CY=30;GOSUB 600
140 FOR A=1TO 6;CX=48
145 GOSUB A+1;PRINT #3,@(A);NEXT A
150 CY=18;PRINT "SPELLS:
160 PRINT ;CY=8
170 GOSUB 270
180 K=KP;RUN
190 IF E<BIF E<CIF E<D E=0
200 IF D<BIF D<CIF D<E D=0
210 IF C<BIF C<DIF C<E C=0
220 IF B<CIF B<DIF B<E B=0
230 @(A)=B+C+D+E
240 IF @(A)>18 @(A)=18
250 RETURN
270 FOR A=0TO 6;@(A)=0;NEXT A
280 FOR S=1TO L
290 GOSUB X+Sb10+70b((C>5)b(S>5))
300 NEXT S
310 FOR S=1TO 6
320 CX=Sb18-96;CY=8;PRINT #3,S,
330 FOR T=1TO @(S);IF @(S)=0T=0
340 IF T=0GOTO 370
350 CX=Sb18-96
355 CY=4-Tb8
357 IF C>5PRINT #3,RND (8)+(S<4)b(RND (5)-1),;GOTO 370
360 PRINT #3,RND (24)+(S=1)b(RND (7)-1),
370 NEXT T
380 PRINT
390 NEXT S
395 BOX -24,8,108,9,3
400 RETURN
410 @(1)=1;RETURN
420 @(1)=2;RETURN
430 @(2)=1;RETURN
440 @(1)=3;@(2)=2;RETURN
450 @(1)=4;@(3)=1;RETURN
460 @(3)=2;RETURN
470 @(2)=3;@(4)=1;RETURN
480 @(3)=3;@(4)=2;RETURN
490 @(5)=1;RETURN
500 @(2)=4;@(5)=2;RETURN
510 @(3)=4;@(4)=3;@(5)=3;RETURN
520 @(4)=4;@(5)=4;@(6)=1;RETURN
530 @(2)=3;RETURN
540 @(3)=2;RETURN

```



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550 @(4)=1;RETURN
560 @(1)=5;@(3)=3;@(4)=2;RETURN
570 @(2)=4;@(5)=1;RETURN
580 @(4)=3;@(5)=2;RETURN
590 @(2)=5;@(3)=4;@(6)=1;RETURN
600 H=RND (3);I=RND (3)
610 IF H=1PRINT "LAWFUL ",
620 IF H=2PRINT "NEUTRAL ",
630 IF H=3PRINT "CHAOTIC ",
640 IF I=1PRINT "EVIL",
650 IF I=3PRINT "GOOD",
660 PRINT ;RETURN

```

>

```

u 1 GOTO 10
2 PRINT "S: ",;RETURN
3 PRINT "I: ",;RETURN
4 PRINT "W: ",;RETURN
5 PRINT "D: ",;RETURN
6 PRINT "C: ",;RETURN
7 CX=CX-6;PRINT "CH: ",;RETURN
10 .CHAACTER MAKE
20 .FIGHTERS
25 FOR A=0TO 4;PRINT ;NEXT A;CLEAR ;X=400
30 NT=1
35 CY=-40
40 FOR A=1TO 7;@(A)=0;MU=RND (65)+48
50 FOR Z=20080TO 20088STEP 2;%(Z)=RND (6);NEXT Z;GOSUB 200
60 NEXT A;NT=1
65 CY=39;CX=-72
90 L=RND (60)*10+1
100 GOSUB 800
120 BOX 0,39,160,9,3
125 PRINT
130 BC=RND (32)*8-1
140 FOR A=1TO 6;CX=48
145 GOSUB A+1;PRINT #3,@(A);NEXT A
150 PRINT ;CY=7;GOSUB 870
180 K=KP;RUN
190 IF E<BIF E<CIF E<D E=0
200 IF D<BIF D<CIF D<E D=0
210 IF C<BIF C<DIF C<E C=0
220 IF B<CIF B<DIF B<E B=0
230 @(A)=B+C+D+E
240 IF @(A)>18 @(A)=18
250 RETURN
270 FOR Q=11TO 20;@(Q)=0;NEXT Q
275 CY=-2;W=RND (5)
280 FOR A=1TO W
290 Q=RND (10);IF @(Q+10)GOTO 290
295 CX=-72
300 @(Q+10)=1;GOSUB Q*10+390
310 NEXT A;RETURN
400 PRINT "SWORD";RETURN
410 PRINT "BASTARD";RETURN
420 PRINT "LONGBOW";RETURN
430 PRINT "CROSS-BOW";RETURN
440 PRINT "SPEAR";RETURN

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450 PRINT "AXE";RETURN
460 PRINT "MACE";RETURN
470 PRINT "HAMMER";RETURN
480 PRINT "TRIDENT & NET",;CY=CY-8;RETURN
490 PRINT "SHORTBOW";RETURN
500 PRINT "DAGGER";RETURN
800 @(7)=RND (3);@(8)=RND (3)
810 IF @(7)=1IF @(8)=1IF @(1)>11IF @(2)>8IF @(3)>12IF @(5)>8IF @(6)>16PRINT "PA
LADIN";C=1;GOTO 850
820 IF @(8)=1IF @(1)>12IF @(2)>12IF @(3)>13IF @(5)>13PRINT "RANGER";C=2;GOTO 85
0
830 PRINT "FIGHTER";C=3;GOTO 850
831 PRINT "LAWFUL ",;RETURN
832 PRINT "NEUTRAL ",;RETURN
833 PRINT "CHAOTIC ",;RETURN
835 PRINT "GOOD";RETURN
836 PRINT ;RETURN
837 PRINT "EVIL";RETURN
850 CY=39;CX=12;PRINT "LEVEL:",#3,L
855 CX=-64;CY=23;GOSUB 830+@(7);GOSUB 834+@(8)
860 CY=31;PRINT " AC:",#3,5-RND (7)
865 RETURN
870 PRINT " WEAPONS:
880 BOX -36,-14,84,51,3
890 BOX -36,-18,82,41,3
900 GOTO 270

```

```

U 1 GOTO 10
2 PRINT "S:",;RETURN
3 PRINT "I:",;RETURN
4 PRINT "W:",;RETURN
5 PRINT "D:",;RETURN
6 PRINT "C:",;RETURN
7 CX=CX-6;PRINT "CH:",;RETURN
10 .CHARACTER MAKER
20 .THIEVES & ASSASSINS
25 FOR A=0TO 4;PRINT ;NEXT A;CLEAR ;X=400
35 CY=-40
40 FOR A=1TO 7;@(A)=0;MU=RND (65)+48
50 FOR Z=20080TO 20088STEP 2;%(Z)=RND (6);NEXT Z;GOSUB 200
60 NEXT A;NT=1
65 CY=39;CX=-72
70 GOSUB 800
80 K=KP;RUN
120 BOX 0,39,160,9,3
125 PRINT ;CY=22
130 BC=RND (32)*8-1
140 FOR A=1TO 6;CX=48
145 GOSUB A+1;PRINT #3,@(A);NEXT A
150 GOTO 865
190 IF E<BIF E<CIF E<D E=0
200 IF D<BIF D<CIF D<E D=0
210 IF C<BIF C<DIF C<E C=0
220 IF B<CIF B<DIF B<E B=0
230 @(A)=B+C+D+E
240 IF @(A)>18 @(A)=18
250 RETURN

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270 PRINT "PICK:",#3,Lb5+25,"%
280 PRINT "OPEN:",#3,Lb4+21+(L>4)b(L-4),"%
290 PRINT "FIND:",#3,Lb5+15,"%
300 PRINT "MOVE:",#3,Lb6+9+(L>4)+(L>6)b(L-4)+(L=6)+(L=9),"%
310 PRINT "HIDE:",#3,Lb5+5+(L>4)+(L>5)b(L-5)+(L=9),"%
315 Z=Lc2;IF RM Z=Z+1
320 PRINT "HEAR:",#3,Zb5+5,"%
330 IF L<5 Z=1;Y=84
340 IF L>4IF L#10 Z=2;Y=80
350 IF L=10 Z=1;Y=89
360 PRINT "CLIMB:",#3,LbZ+Y,"%
370 Z=0;IF L>3 Z=5
380 PRINT "READ:",#3,LbZ,"%
390 RETURN
800 @(7)=RND (3);@(8)=RND (3)
810 IF @(8)=3IF @(1)>11IF @(2)>10IF @(4)>11PRINT "ASSASSIN";C=2;GOTO 850
820 PRINT "THIEF";C=1;GOTO 850
831 .
832 PRINT "NEUTRAL ";RETURN
833 PRINT "CHAOTIC ";RETURN
835 PRINT "GOOD";RETURN
836 PRINT ;RETURN
837 PRINT "EVIL";RETURN
850 CX=0;CY=30;GOSUB 830+@(7);GOSUB 834+@(8)
860 L=RND (9);CY=39;CX=12;PRINT "LEVEL:",#3,L
862 GOTO 120
865 CY=30
900 GOTO 270

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>

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3 CLEAR
4 NT=1
5 GOTO 995
51 PRINT "NONE";RETURN
52 .
53 PRINT "SCANT";RETURN
54 .
55 .
56 .
57 PRINT "AVERAGE";RETURN
58 PRINT "ABOVE AVERAGE";RETURN
59 PRINT "EXCEPTIONAL";RETURN
60 PRINT "SUPERABUNDANT";RETURN
61 PRINT "YOUNG";RETURN
62 .
63 PRINT "YOUTHFUL";RETURN
64 .
65 .
66 .
67 PRINT "MATURE";RETURN
68 PRINT "MIDDLE-AGED";RETURN
69 PRINT "OLD";RETURN
70 PRINT "ANCIENT";RETURN
71 PRINT "DIRTY";RETURN
72 PRINT "CLEAN";RETURN
73 PRINT "UNKEMPT";RETURN
74 PRINT "IMMACULATE";RETURN
75 PRINT "ROUGH";RETURN

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76 PRINT "RAGGED";RETURN
77 PRINT "DANDYISH";RETURN
78 PRINT "FOPPISH";RETURN
79 PRINT "NON-DESCRIPT";RETURN
80 PRINT "IMPOSING";RETURN
81 PRINT "VERY STABLE";RETURN
82 .
83 .
84 .
85 .
86 PRINT "NORMAL";RETURN
87 PRINT "NEUROTIC";RETURN
88 PRINT "UNSTABLE";RETURN
89 .
90 GOTO 800
91 PRINT "OPTIMIST";RETURN
92 PRINT "ALTRUIST";RETURN
93 PRINT "KINDLY";RETURN
94 PRINT "CURIOUS";RETURN
95 PRINT "TRUSTING";RETURN
96 PRINT "EXACTING";RETURN
97 PRINT "PERCEPTIVE";RETURN
98 PRINT "STUDIOUS";RETURN
99 PRINT "HEDONIST";RETURN
100 PRINT "CARELESS";RETURN
101 PRINT "MISCHEVIOUS";RETURN
102 PRINT "CRUEL";RETURN
103 PRINT "BARBARIC";RETURN
104 PRINT "OBSESSIVE";RETURN
105 PRINT "CONTRARY";RETURN
106 PRINT "PRANKSTER";RETURN
107 PRINT "PESSIMIST";RETURN
108 PRINT "SOBER";RETURN
109 PRINT "CAUTIOUS";RETURN
110 PRINT "MOODY";RETURN
111 PRINT "VIOLENT";RETURN
112 PRINT "SERVILE";RETURN
113 PRINT "MALEVOLENT";RETURN
114 PRINT "BARBARIC";RETURN
201 PRINT "MODEST";RETURN
202 PRINT "ARROGANT";RETURN
203 PRINT "FRIENDLY";RETURN
204 PRINT "ALOOF";RETURN
205 PRINT "HOSTILE";RETURN
206 PRINT "WELL-SPOKEN";RETURN
207 PRINT "DIPLOMATIC";RETURN
208 PRINT "ABRASIVE";RETURN
211 PRINT "FORCEFUL";RETURN
212 PRINT "OVERBEARING";RETURN
213 GOTO 203
214 PRINT "BLUSTERING";RETURN
215 PRINT "ANTAGONISTIC";RETURN
216 PRINT "RUDE";RETURN
217 PRINT "RASH";RETURN
218 GOTO 207
221 PRINT "RETIRING";RETURN
222 PRINT "TACITURN";RETURN
223 GOTO 203
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110 PRINT "+1 CONSTITUTION
120 PRINT "-1 CHARISMA (VS. NON-      DWARVES)
130 PRINT "NO MAGIC SPELLS
131 GOSUB 999
132 GOSUB 900;PRINT "75%
133 GOSUB 910;PRINT "75%
134 GOSUB 920;PRINT "67%
135 GOSUB 930;PRINT "50%
136 GOSUB 940;PRINT "50%";GOSUB 999
137 GOSUB 850;PRINT "ORCS, HALF-ORCS, GOBLINS & HOBGOBLINS
138 GOSUB 870;GOSUB 875
150 GOSUB 980
160 PRINT " * +10 +15 * * * -10 -5
190 GOTO 1100
200 PRINT "ELF
205 M=90
210 GOSUB 710
215 IF M=30GOTO 250
220 PRINT "DEXTERITY +1
230 PRINT "CONSTITUTION -1
240 PRINT "MOVE SILENTLY 66 2/3%
250 PRINT 'RESIST "SLEEP" AND "CHARM" ',#3,M,'%
260 GOSUB 980
270 IF M=90PRINT "+5 -5 * +5 +10 +5 * *
280 IF M=30PRINT "+10 * * * +5 * * *
290 GOTO 1100
300 PRINT "GNOME
310 S=RND (5);GOSUB 800
320 GOSUB 900;PRINT "80%
330 GOSUB 950;PRINT "70%
340 GOSUB 940;PRINT "60%
350 GOSUB 960;PRINT "50%
355 GOSUB 999
360 GOSUB 850;PRINT "KOBOLDS & GOBLINS
370 GOSUB 870;PRINT "GNOLLS, BUGBEARS,";GOSUB 875
375 GOSUB 980;PRINT " * +5 +10 +5 +5 +10 -15 *
380 GOTO 1100
400 PRINT "HALF-ELVEN
410 M=30;GOTO 210
500 PRINT "HALFLING
505 S=RND (3);GOSUB 800
506 B=RND (5);IF B=1PRINT "FALLOHIDE
507 IF (B=2)+(B=3)PRINT "HARFOOT
508 IF B>3PRINT "STOOR (STOUT)
510 PRINT "STRENGTH -1
520 PRINT "DEXTERITY +1
530 GOSUB 900;PRINT "75%
540 GOSUB 960;PRINT "50%
560 GOSUB 980;PRINT "+5 +5 +5 +10 +15 +5 -15 -5
565 IF B<4PRINT "30 FOOT ",
570 GOTO 1100
600 PRINT "HALF-ORC
610 GOSUB 710
620 PRINT "STRENGTH +1
630 PRINT "CONSTITUTION +1
640 PRINT "CHARISMA -2 (VS. NON-HALF-ORCS)
645 GOSUB 980;PRINT "-5 +5 +5 * * +5 +5 -10
650 GOTO 1100

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126 NT=0
130 D=RND (20)
140 CY=-8;CX=-78;IF D<15PRINT "NORMAL DAMAGE";GOTO 90
150 GOSUB 150+D
160 GOTO 90
165 PRINT "MAXIMUM DAMAGE";RETURN
166 PRINT "TWO DAMAGE ROLLS";RETURN
167 PRINT "DOUBLE ",;GOTO 165
168 PRINT "DAMAGE ROLL b LEVEL/HD";RETURN
169 PRINT "LEVEL/HD b ",;GOTO 165
170 PRINT "INSTANT DEATH";RETURN
200 %(J-2)=26629
210 %(J)=E+10
220 CALLP;%(J-2)=-26619
221 NT=20
225 CY=-40;PRINT "100101100+20220110-110000",;NT=0
230 D=RND (20);CY=0;CX=-78
240 IF D>6PRINT "MISSED!";GOTO 90
250 GOSUB 260+D
260 GOTO 90
261 GOSUB 270;GOTO 130
262 GOSUB 275;GOTO 130
263 GOSUB 270;GOTO 280
264 GOSUB 275;GOTO 280
265 PRINT "WEAPON BREAKS IF ",#2,RND (6)+RND (6)," PLUS";PRINT "WEAPON PLUSES T
OTAL 7 OR";PRINT "LESS.";RETURN
266 PRINT "STUMBLE! IF YOUR DEXTERITY";PRINT "IS LESS THAN",#3,RND (20)," , FALL
.
267 PRINT "ROLL NON-MAGICAL AC OR";PRINT "LESS ON 1D10 TO RISE. IF ";PRINT "ANY
ONE HELPS, EACH ROLL.";RETURN
270 PRINT "HIT YOURSELF";RETURN
275 PRINT "HIT NEAREST ALLY";RETURN
280 PRINT "HALF NORMAL DAMAGE";RETURN
290 BOX -3,0,84,12,3;BOX -3,0,82,10,3;RETURN
300 D=RND (100)-1
310 %(E+20)=Dc10+48;%(E+21)=RM+48;%(E+22)=37;%(E+23)=0
320 %(J)=E+20;CALLP
330 MU=%(E+20);MU=%(E+21)
340 GOTO 90
400 CY=0;NT=1;INPUT "# OF DICE?"N
410 INPUT "# OF SIDES?"S
415 INPUT "PLUS?"Q
420 D=0;FOR T=1TO N;D=D+RND (S);NEXT T
422 D=D+Q
425 IF D<100GOTO 70
430 IF D>99 %(E+20)=Dc100+48;%(E+21)=RMc10+48;%(E+22)=RM+48;%(E+23)=0
435 IF D>999CY=16;PRINT D;GOTO 90
440 %(J)=E+20;CALLP
450 MU=%(E+20);MU=%(E+21);MU=%(E+22)
460 GOTO 90

```

```

>
0123456789:;<=>?@ABCDEFGHIJKLMN0PQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{;}~0
0123456789:;<=>?@ABCDEFGHIJKLMN0PQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{;}~0
0123456789:;<=>?@ABCDEFGHIJKLMN0PQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{;}~0

```

- 1 .
- 2 .
- 3 .
- 4 .

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5 .DICE II
6 .(C)1980 R.C. TIETJENS
7 :RETURN ;CLEAR ;BC=99;FC=7
8 CY=0;CX=-36;PRINT "DUNGEON DICE";GOSUB 290;%(10)=160
10 :RETURN ;IF TR(1)CLEAR ;GOTO 40
20 IF JY(1)CLEAR ;GOTO 300
30 IF JX(1)CLEAR ;GOTO 400
35 GOTO 10
40 D=RND (20)
50 IF D=1GOTO F
60 IF D=20GOTO C
70 %(E)=Dc10+48;%(E+1)=RM+48
75 %(J)=E+(Dc10=0)
80 CALLP
85 MU=%(E);MU=%(E+1)
90 FOR T=0TO 199;NEXT T
95 GOTO 10
100 %(J-2)=26629
110 %(J)=E+5
120 CALLP;%(J-2)=-26619
121 NT=4
125 CY=-40;PRINT "123+6004+60000",
126 NT=0
130 D=RND (20)
140 CY=-8;CX=-78;IF D<15PRINT "NORMAL DAMAGE";GOTO 90
150 GOSUB 150+D
160 GOTO 90
165 PRINT "MAXIMUM DAMAGE";RETURN
166 PRINT "TWO DAMAGE ROLLS";RETURN
167 PRINT "DOUBLE ",;GOTO 165
168 PRINT "DAMAGE ROLL b LEVEL/HD";RETURN
169 PRINT "LEVEL/HD b ",;GOTO 165
170 PRINT "INSTANT DEATH";RETURN
200 %(J-2)=26629
210 %(J)=E+10
220 CALLP;%(J-2)=-26619
221 NT=20
225 CY=-40;PRINT "100101100+20220110-110000",;NT=0
230 D=RND (20);CY=0;CX=-78
240 IF D>6PRINT "MISSED!";GOTO 90
250 GOSUB 260+D
260 GOTO 90
261 GOSUB 270;GOTO 130
262 GOSUB 275;GOTO 130
263 GOSUB 270;GOTO 280
264 GOSUB 275;GOTO 280
265 PRINT "WEAPON BREAKS IF ",#2,RND (6)+RND (6)," PLUS";PRINT "WEAPON PLUSES T
OTAL 7 OR";PRINT "LESS.";RETURN
266 PRINT "STUMBLE! IF YOUR DEXTERITY";PRINT "IS LESS THAN",#3,RND (20)," , FALL
.
267 PRINT "ROLL NON-MAGICAL AC OR";PRINT "LESS ON 1D10 TO RISE. IF ";PRINT "ANY
ONE HELPS, EACH ROLL.";RETURN
270 PRINT "HIT YOURSELF";RETURN
275 PRINT "HIT NEAREST ALLY";RETURN
280 PRINT "HALF NORMAL DAMAGE";RETURN
290 BOX -3,0,84,12,3;BOX -3,0,82,10,3;RETURN
300 D=RND (100)-1
310 %(E+20)=Dc10+48;%(E+21)=RM+48;%(E+22)=37;%(E+23)=0

```



```

320 %(J)=E+20;CALLP
330 MU=%(E+20);MU=%(E+21)
340 GOTO 90
400 CY=0;NT=1;PRINT "# OF DICE?";GOSUB 470
405 N=Q;IF N=0CLEAR ;GOTO 10
410 CY=0;PRINT "# OF SIDES? ";GOSUB 470
412 S=Q;IF S=0CLEAR ;GOTO 10
415 CLEAR ;CY=0;PRINT "PLUS?";GOSUB 470
420 D=0;FOR T=1TO N;D=D+RND (S);NEXT T
422 D=D+Q
425 IF D<100GOTO 70
430 IF D>99 %(E+20)=Dc100+48;%(E+21)=RMc10+48;%(E+22)=RM+48;%(E+23)=0
435 IF D>999CY=16;PRINT D;GOTO 90
440 %(J)=E+20;CALLP
450 MU=%(E+20);MU=%(E+21);MU=%(E+22)
460 GOTO 90
470 CY=0;CX=0;Q=&(28)c9;PRINT #2,Q
480 IF TR(1)=0GOTO 470
490 RETURN

```

>

```

1 .
2 .
3 .
4 .DUNGEON MAKER
5 .(C)1980 R.C. TIETJENS
6 :RETURN ;CLEAR ;*PRINT
7 D=2;GOSUB 1705;GOSUB 1600
10 P=1
20 D=RND (20);GOSUB Db100
40 GOSUB 2200;GOTO 10
100 .
200 .
300 PRINT "STRAIGHT ",;GOSUB 760;PRINT "60' ";RETURN
400 .
500 .
600 .
700 PRINT "DOOR ",;A=RND (3);GOTO 700+A
701 PRINT "LEFT";GOTO 710
702 PRINT "RIGHT";GOTO 710
703 PRINT "AHEAD";P=0
710 IF P=0RETURN
720 GOTO 1750
730 B=RND (12);IF B<3IF A=3GOTO 770
740 GOTO 740+B
741 .
742 PRINT "PARALLEL ",;GOSUB 760;GOTO 1022
743 .
744 .
745 GOTO 1000
746 .
747 .
748 .
749 .
750 .
751 .
752 PRINT "ROOM: ",;GOTO 1610

```



```

760 PRINT "PASSAGE ",;RETURN
770 PRINT "10' b10' ROOM";RETURN
800 .
900 .
1000 GOSUB 760;A=RND (12);GOTO 1000+A
1001 .
1002 .
1003 .
1004 PRINT "LEFT ",;GOTO 1020+A
1005 .
1006 .
1007 .
1008 PRINT "RIGHT ",;GOTO 1020+A
1009 PRINT ' "T', " " S", ' " ";RETURN
1010 PRINT ' "Y', " " S", ' " ";RETURN
1011 .
1012 PRINT ' "X', " " S", ' " ";RETURN
1021 .
1022 PRINT ;RETURN
1023 .
1024 .
1025 .
1026 PRINT "45' ",;GOTO 1030+A
1027 .
1028 PRINT "CURVE";RETURN
1033 .
1034 PRINT "AHEAD";RETURN
1035 .
1036 PRINT "BEHIND";RETURN
1100 .
1200 .
1300 GOSUB 760;PRINT "TURNS:
1310 A=RND (8);GOTO 1000+A
1400 .
1500 .
1600 PRINT "CHAMBER: ",
1610 X=RND (6)b10;Y=RND (6)b10
1615 P=0
1620 PRINT #2,X," " b " ",Y," "
1630 GOTO 400+RND (600)c100b100
1700 D=RND (20)
1705 IF D<10PRINT "STAIRS ",
1710 GOTO 1710+D
1711 .
1712 .
1713 .
1714 .
1715 .
1716 .
1717 .
1718 PRINT "DOWN ",;GOTO 1750+D
1719 PRINT "UP";GOTO 1760
1720 .
1721 PRINT "CHIMNEY UP ",;GOTO 1730+D-4
1722 PRINT "CHIMNEY DOWN ",;GOTO 1738
1723 .
1724 .
1725 .

```

```

1726 .
1727 .
1728 .
1729 .
1730 PRINT "TRAP DOOR; DOWN ";GOTO 1730+D-12
1731 .
1732 .
1733 .
1734 .
1735 .
1736 PRINT "1 LEVEL";GOTO 1750
1737 .
1738 PRINT "2 LEVELS";GOTO 1750
1750 GOSUB 760;PRINT "CONTINUES 30' ";RETURN
1751 GOTO 1759
1752 .
1753 .
1754 .
1755 .
1756 PRINT "1 LEVEL";RETURN
1757 .
1758 PRINT #1,D-5," LEVELS";RETURN
1759 GOTO 1800
1760 E=RND (6);IF E>1GOTO 1759
1761 GOSUB 2200;IF K#49IF K#89RETURN
1762 PRINT "STAIRS COLLAPSE TO ";PRINT "CHUTE DOWN ",
1763 IF D=1 D=7;GOTO 1758
1764 GOTO 1756
1800 PRINT "DEAD END";GOTO 1915
1900 GOSUB 300;PRINT "TRAP LOCATION
1910 T=RND (19);GOTO 1910+T
1911 .
1912 .
1913 .
1914 .
1915 PRINT "SPECIAL";RETURN
1916 .
1917 .
1918 PRINT "PIT 10' DEEP";GOTO 1930
1919 .
1920 .
1921 PRINT "ROOM 20' b 20' ";PRINT "DESCENDS ",#1,T-9," LEVELS";RETURN
1922 .
1923 .
1924 GOSUB 760;PRINT "CLOSES 10' BACK";RETURN
1925 PRINT "ARROW TRAP; ";A=RND (6);PRINT #1,A," ARROWS";GOTO 1960
1926 PRINT "SPEAR TRAP; ";A=RND (3);PRINT #1,A," SPEARS";GOTO 1960
1927 .
1928 .
1929 PRINT "PIT TRAP
1930 IF T=8PRINT "WITH SPIKES"
1960 B=RND (36);IF B<4PRINT #1,B," POISONED";RETURN
1999 RETURN
2000 PRINT "ENCOUNTER LOCATION:
2010 GOTO 730
2100 P=RND (12);IF P=1GOTO 400
2110 IF P=12GOTO 2000
2120 RETURN

```

2200 PRINT ;PRINT ;K=KP;IF CY<-16CLEAR

2210 PRINT ;RETURN

>

1 .

2 .

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5 .DUNGEON DUST

6 .(C)1980 R.C. TIETJENS

7 :RETURN ;&(9)=6;BC=0;FC=BC;&(0)=0;&(1)=0;&(2)=100;&(3)=100;GOTO 200

10 BONES

11 WEBS

12 DUST

13 FUNGUS

14 FOOD

15 COIN

16 CHAIN

17 OFFAL

18 STRAW

19 CLOTH

20 STICKS

21 STONES

22 ASHES

23 MESSAGE

24 BUGS

25 MICE

26 SNAKE

27 SKELETON

28 MAGGOTS

29 TORCH

30 DAGGER

31 TORCH

32 SHIELD

33 STRING

34 HAIRS

35 CANDLE

36 BUTTON

37 QUAIL

38 BOOT

39 CHEST

40 PINS

41 SPIKE

42 MUZZLE

43 FOOTSTOOL

44 GLASS

45 MIRROR

46 RUG

47 STRAP

48 CRUMBS

49 LETTER

50 ROPE

51 TEN FT. POLE

52 CORPSE

53 INSCRIPTION

54 STONES

55 WATER



56 SPEAR  
57 STICKS  
58 GRAVE  
59 MICE  
60 SPIDERS  
61 BOW  
62 GEODE  
63 BACKPACK  
64 TORCH  
65 ARROWHEAD  
66 BREECHES  
67 CLUB  
68 PIPEWEED  
69 CAPE  
70 DAGGER  
71 SM. SACK  
72 WINE SKIN  
73 LANTERN  
74 FLASK OF OIL  
75 STEEL MIRROR  
76 SWORD  
77 BOOTS  
78 CLOAK  
79 HELMET  
80 GARLIC BUD  
81 IRON RATION  
82 HAND AX  
83 QUIVER  
84 CUP  
85 PLATE  
86 QUILL & INKPOT  
87 TRUNK  
88 CHEST  
89 COIN  
100 TABLE  
101 CHAIR  
102 COAT RACK  
103 ARMS RACK  
104 CABINET  
105 TRUNK  
106 THRONE  
107 STOOL  
108 ROCKER  
109 CAGE  
110 DESK  
111 TABLE  
112 CHEST  
113 BOX  
114 BARREL  
115 RUG  
116 DIVAN  
117 CAULDRON  
118 WASHTUB  
119 BED  
200 CLEAR  
205 \*PRINT ;NT=1  
210 PRINT " DUNGEON DUST  
220 PRINT ;PRINT ;PRINT " 1 - CORRIDOR

```
230 PRINT "      2 - CHAMBER
240 PRINT "      3 - CAVERN
250 PRINT "      4 - ROOM
260 PRINT "      5 - FURNITURE
265 PRINT ;PRINT
270 FOR Z=0 TO 500
275 B=0
280 IF &(23)=8 B=1
290 IF &(22)=8 B=2
300 IF &(21)=8 B=3
310 IF &(23)=4 B=4
320 IF &(22)=4 GOTO 500
330 IF BLIST (B*20-10+RND (20)-1),1
340 IF &(22)=16 RUN
350 NEXT Z;FC=1;&(9)=41;GOTO 200
500 &(9)=41;FC=7;CLEAR ;INPUT "AREA WIDTH?"W
510 INPUT "LENGTH?"L
515 CLEAR ;FC=0;&(9)=6
520 P=L*W*100;FOR T=1 TO P
530 LIST (100+RND (20)-1),1;NEXT T;GOTO 270
540 STOP
```

>