

Wizard's Crown

by Jeff Hurlburt

*Wizard's Crown available from:
Strategic Simulations, Inc.
883 Stierlin Rd., Bldg. A-200
Mountain View, CA 94043*

Your quest to reclaim the fabled Crown of the Emperor from the demented wizard, Tarmon, has led to some strange places; but surely none so odd as Ye Mad Computist's Spell Shoppe. Having entered with the hope of augmenting your mage's sorely tried powers, you find a dusty chamber, bare but for a graffiti-covered wall. Just beneath the crudely scrawled "Repent! Ilx is nigh!!!" is a slot; and a nearby plaque instructs: "Questers' Aid- Results Guaranteed! Deposit 1 gold coin (Denars, Quatloons, and Zorkmids OK)."

Despite cries of "rip-off!" and dark murmurings of "demonic greed" from your priest, there is little real opposition as you roll the party's last gold coin into the slot. (Everyone recalls the last, nearly disastrous, sortie into the Ruins.) After some muffled clattering and a loud "beep!", out pops a neatly pleated sheet of paper. Half expecting a message along the lines of "Thank you for supporting YMCSS", hope surges as you read the heading of an elaborate enchantation: "Spell for Expeditious Quester Embellishment"!!!!

Featuring five occupations and more than forty attributes and skills, SSI's "Wizard's Crown" offers plenty of both latitude and motivation for character editing. Most

parameters max-out at 250, typically starting with values in the "teens"; and improvement can be an arduous, time-consuming process. While those inclined towards an endless series of combats may disagree, the game is really more fun with somewhat enhanced characters.

The program which follows allows you to edit your eight roster members and to obtain printouts for each. Selecting the "EDIT" option from the main menu produces a list of your stalwarts such as the one shown below:

A- MOTHBAWL
B- FROOLIN
C- RUBYWAND
D- PURPLEMORE
E- GOO GOO
F- BAYWOOF
G- IGMO
H- BUGNOSE
X- EXIT

< SELECT

Entering a character's letter then calls up a listing of his/her current parameters. You can accept a parm's current value ("RETURN"), enter a new value, or simply press "M" to set a parameter to its maximum. Automatic scrolling, forward and backward, makes fine-tuning characters a breeze. ("ESC" exits editing for a character.) Since the program assumes that you wish edited individuals to be free of INJURY, BLEEDING, and DISEASE, these parms are zeroed; and, of course, a dead character will be revived. To remind you which characters have been processed, an "*" is displayed after an edited character's name.

PRINTOUT lists the selected character's roster position (A-H) and name in expanded

type, followed by occupations (fighter, thief, etc.), and then attributes/skills parms. To the right, beneath a "POSSESSIONS" heading, ten blanks are printed to facilitate recording current weapons, armor, tools, and other items carried.

Since the program needs to load several arrays, there is a brief pause following a "RUN" after which you are prompted to insert your game character diskette (i.e. the "Disk 1" copy). Pressing "RETURN" loads character data from track 15/sectors 6 through 2, into a buffer at \$2000-\$24FF, reads character names into the C\$(x) array, and then displays main menu choices. "LOAD" permits working on other character diskettes without having to reRUN the program; and "SAVE" writes the buffer onto the diskette currently in Drive 1.

During EDIT the A(x) array is loaded from the buffer when a character is selected, and written back when you respond "Y"es to the "OK? (Y/N)" prompt after an "ESC". This arrangement has the incidental benefit of protecting your work from such hazards as inadvertent RESET's, etc. Since buffer character data is unaffected, you can recover by doing a RUN and responding to the initial LOAD prompt with some non-RETURN key. PRINTOUT uses one sheet per character and assumes Epson compatibility for expanded type and form feed functions.

Finally, a caveat: the Expeditious Quester Embellishment spell is strong stuff and one is naturally tempted to max-out every party member on all parameters. Indeed, at the last Enchanter's Expo, Belboz told of an apprentice who worked just such mischief, ending up with a party of golems devoid of any individuality. Fortunately, the game manual makes it clear which parms relate to which occupations; so it's

easy to maintain character specialization by selectively enhancing relevant skills. This approach, or any of several variations (such as limiting the active party to three or four enhanced members) can lend an added dimension to one of the year's more entertaining adventures.

Important Variables

TK - Track character data is recorded on
SS - Starting character data sector
C\$(x) - Character names
A(x) - Attributes/skills data temporary storage
A\$(x) - Parm names (except "9" = no change, "0" = substitute this value. These are not displayed.)
J(x) - Indexes in A(x) of displayed parms
O(x) - Starting addresses in buffer for each character's data
K(x) - Display/printout spacing
P\$(x) - Occupations
P(x) - Indexes in A(x) of occupation indicator parms (if A(P(x)) <> 0 then Yes)

Character Editor

```
10 REM SPELL FOR EXPEDITIOUS
20 REM QUESTER EMBELLISHMENT
30 REM (WIZARD'S CROWN
40 REM CHARACTER EDITOR)
50 REM BY JEFF HURLBURT
60 REM COPR. 1986 COMPUTIST
70 REM
80 LOMEM: 10240
90 DIM A$(60), A(60), K(60), J(60)
100 GOTO 310
110 REM SUBS
120 PRINT A$(J(I)); SPC(K(I)); A(J(I))
   );S$; : RETURN
130 GET Q$: AC = ASC(Q$) : NN = (AC < 48 OR AC
   > 57) : RETURN
140 GOSUB 130 : PRINT Q$ : RETURN
150 GOSUB 290 : PRINT "INSERT^ CHAR^ DISK^
   IN^ DRIVE^ 1" : PRINT : PRINT "PRESS^
   RETURN^ TO^ " F$ " : PRINT : PRINT
   "ANY^ OTHER^ KEY^ SKIPS^ " : GOSUB 140
   : IF AC <> 13 THEN 200
160 TK = 15 : SS = 6 : FOR I = 0 TO 4 : S = SS - 1
170 POKE Z + 4, TK : POKE Z + 5, S : POKE Z + 8,
   0 : POKE Z + 9, 32 + I : POKE Z + 2, 1 :
   POKE Z + 3, 0 : POKE Z + 12, F : CALL 768
180 IF PEEK(255) THEN PRINT "ERROR, ^
   SECTOR^ " S, " ^ " F$ " ^ INCOMPLETE. " :
   PRINT "PRESS^ A^ KEY:" : GET Q$ : GOTO
   150
190 NEXT I
200 RETURN
210 PRINT CHR$(65 + C) " ^ " C$(C) : E$(C) :
   RETURN
220 GOSUB 290 : FOR C = 0 TO 7 : GOSUB 210 :
   NEXT C : PRINT "X ^ EXIT" : GOSUB 280 : C
   = ABS(AC - 65) : IF C > 7 THEN POP : GOTO
   370
230 O = O(C) + 20 : IF PEEK(O + 10) > 2 THEN
   POKE O + 10, 1
240 FOR I = 0 TO 59 : A(I) = PEEK(O + I) : IF
   A$(I) = "0" THEN A(I) = 0
250 NEXT I : RETURN
260 FOR C = 0 TO 7 : O = O(C) : C$ = "" : FOR I = 0
   TO 18 : AC = PEEK(O + I) : IF AC THEN C$ =
   C$ + CHR$(AC) : NEXT I
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270 C$(C) = C$ : NEXT C : RETURN
280 PRINT : PRINT " ^ SELECT" : HTAB 1 :
   GOSUB 140 : RETURN
290 TEXT : HOME : VTAB 7 : PRINT F$ : PRINT :
   PRINT : RETURN
300 REM MAIN LINE
310 TEXT : HOME : FOR I = 0 TO 16 : READ Z :
   POKE 768 + I, Z : NEXT I
320 JJ = -1 : TN = 14 : FOR I = 0 TO 59 : READ
   A$(I) : IF ASC(A$(I)) > 57 THEN JJ = JJ
   + 1 : J(JJ) = I : K(JJ) = TN - LEN(A$(I))
   )
330 NEXT I
340 FOR I = 0 TO 4 : READ P$(I), P(I) : NEXT I
350 FOR I = 0 TO 7 : O(I) = 8224 + I * 160 :
   NEXT I : Z = 47080 : S$ = " ^ ^ ^ ^ ^ "
360 F$ = "LOAD" : F = 1 : GOSUB 150 : GOSUB 260
370 F$ = "MENU" : GOSUB 290 : PRINT "1 ^ EDIT" :
   PRINT "2 ^ LOAD" : PRINT "3 ^ SAVE" :
   PRINT "4 ^ PRINTOUT" : PRINT "5 ^ QUIT" :
   GOSUB 280
380 ON ABS(AC - 48) GOTO 400, 360, 640, 650,
   390 : GOTO 370
390 TEXT : HOME : END
400 F$ = "EDIT" : GOSUB 220 : HOME : GOSUB 210
410 VTAB 1 : HTAB 22 : PRINT
   "(VALUE, M, , , ESC)" : POKE 34, 2
420 HOME : FOR I = 0 TO JJ
430 IF PEEK(37) > 2 THEN 460
440 VTAB 3 : HTAB 1 : S = I : FOR T = S TO JJ : I =
   T : GOSUB 120 : IF PEEK(37) < 23 THEN
   PRINT S$ : NEXT T
450 VTAB 3 : HTAB 1 : I = S
460 GOSUB 120 : HTAB TN + 1 : GOSUB 130 : IF AC
   = 27 THEN 620
470 IF AC = 77 THEN A = 250 - 242 * (I = 8) :
   PRINT S$ : GOTO 590
480 IF AC <> 8 OR I = 0 THEN 520
490 HTAB 1
500 I = I - 1 : IF PEEK(37) > 2 THEN VTAB PEEK
   (37)
510 GOTO 430
520 IF NN THEN PRINT : GOTO 600
530 Z$ = " ^ " + Q$
540 HTAB TN : PRINT Z$ : L = LEN(Z$) : GOSUB
   130
550 IF AC = 8 AND L > 1 THEN Z$ = LEFT$(Z$, L -
   1) : GOTO 540
560 IF NN = 0 THEN Z$ = Z$ + Q$ : GOTO 540
570 IF AC <> 13 THEN 540
580 PRINT : A = VAL(Z$) : IF A > 250 THEN A =
   250
590 A(J(I)) = A
600 VTAB PEEK(37) : HTAB TN + 1 : PRINT A(J(I))
   ) : S$
610 NEXT I : GOTO 420
620 PRINT : VTAB 24 : PRINT : PRINT "OK? ^
   (Y/N) ^ " : GOSUB 140 : IF Q$ = "Y" THEN
   FOR I = 0 TO 59 : POKE O + I, A(I) : NEXT I
   : E$(C) = " ^ * "
630 GOTO 400
640 F$ = "SAVE" : F = 2 : GOSUB 150 : GOTO 370
650 F$ = "PRINTOUT" (TURN^ ON^ PRINTER)" :
   GOSUB 220
660 PRINT CHR$(4) "PR#1" : PRINT
670 PRINT CHR$(14) : GOSUB 210 : PRINT
680 FOR I = 0 TO 4 : IF A(P(I)) THEN PRINT
   P$(I)
690 NEXT I : PRINT
700 T = 0 : FOR I = 0 TO JJ : T = NOT T : GOSUB
   120 : IF I = 2 THEN PRINT TAB(30) :
   "POSSESSIONS" ;
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710 IF I > 3 AND I < 23 AND T THEN PRINT TAB(30)
   ) : FOR J = 0 TO 29 : PRINT CHR$(95) : ;
   NEXT J
720 PRINT : NEXT I
730 PRINT CHR$(12) : PRINT CHR$(4) "PR#0"
   : GOTO 650
740 REM RWTS
750 DATA 32, 227, 3, 32, 217, 3, 169, 0, 133,
   72, 144, 2, 169, 255, 133, 255, 96
760 REM ATTRIBUTES & SKILLS
770 DATA STRENGTH, DEXTERITY, INTELLIGENCE,
   LIFE(MAX), LIFE, EXPERIENCE, 9, 9, 0,
   0, 9, POWER, POWER(MAX), 0, PRAYER^,
   LEVEL, 9, 0, COPPER$, SILVER$,
   ELECTRUM$, GOLD$, 9, 9, 9, KARMA(MAX),
   KARMA, 9, 9, 0, 9, 9
780 DATA CLOSE^ COMBAT, SWORD, AXE, SPEAR,
   MACE, FLAIL, BOW, CROSSBOW, SHIELD,
   AWARENESS, SCAN, SWIMMING, STEALTH,
   HUNT, TRACK, FIRST^ AID, SEARCH,
   DISARM^ TRAP, PICK^ LOCK, HAGGLING,
   TREAT^ POISON
790 DATA TREAT^ DISEASE, 9, TURN^ UNDEAD,
   ALCHEMY, LUCK, READ^ RUNES, EVALUATE,
   CAST^ SPELL
800 REM OCCUPATIONS
810 DATA SORCERER, 59, PRIEST, 51, FIGHTER,
   32, RANGER, 44, THIEF, 50
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checksums

10	- \$BADD	420	- \$D0AD
20	- \$9B13	430	- \$1143
30	- \$4D3B	440	- \$7098
40	- \$AD92	450	- \$00D8
50	- \$C899	460	- \$4639
60	- \$FF65	470	- \$4D8C
70	- \$A3BF	480	- \$C87F
80	- \$DE8A	490	- \$32E7
90	- \$D4B1	500	- \$B955
100	- \$9A92	510	- \$FFE1
110	- \$00E4	520	- \$7C81
120	- \$BAEC	530	- \$CAC9
130	- \$9BDA	540	- \$4D13
140	- \$3685	550	- \$F6CD
150	- \$724F	560	- \$1440
160	- \$BF43	570	- \$1A21
170	- \$A94D	580	- \$530D
180	- \$871C	590	- \$B0AE
190	- \$D40A	600	- \$0160
200	- \$133C	610	- \$C930
210	- \$40E4	620	- \$2F88
220	- \$C253	630	- \$A762
230	- \$DE31	640	- \$C992
240	- \$3E97	650	- \$55BC
250	- \$D581	660	- \$BF85
260	- \$EBE3	670	- \$D088
270	- \$23B2	680	- \$3807
280	- \$A214	690	- \$5EC5
290	- \$D7DC	700	- \$9BF1
300	- \$14A5	710	- \$2E27
310	- \$8906	720	- \$B7B5
320	- \$511F	730	- \$D45B
330	- \$1567	740	- \$B053
340	- \$AC98	750	- \$474F
350	- \$A062	760	- \$1C92
360	- \$14AC	770	- \$8E14
370	- \$58BF	780	- \$9D7E
380	- \$74BD	790	- \$ABA6
390	- \$9FA3	800	- \$53C1
400	- \$21FC	810	- \$299A
410	- \$1905		