&SG variables

|  |  |
| --- | --- |
| SG variable | Events |
| &sgchar | Used to store which character is currently in use. |

&story variable(Dink story variable)

|  |  |
| --- | --- |
| value | Events |
| 0 | Intro has played… main story hasn’t commenced yet |
| 1 | Started first level: ‘Stonebroke’ |
| 2 | Talked to Storm across chasm |
|  |  |
| 3 | Encountered slayers outside forest |
| 4 | Found storm in cave |

&stormy variable (Storm story variable)

|  |  |
| --- | --- |
| value | Events |
| 0 | Intro has played… main story hasn’t commenced yet |
| 1 | Started first level: ‘Stonebroke’ |
| 2 | Talked to rock in cave |
| 3 | Talked to knight, following dink |
| 4 | Cleared rock |
| 5 | Encountered evil wizard |
| 6 | Talked to Dink across chasm |

&intro variable

|  |  |
| --- | --- |
| value | Events |
| 0 | Intro has played… main story hasn’t commenced yet |
| 1 | Deterriless spell has been cast by Seth |
| 2 | Fell into cave, gotta run from slayer |
| 3 | Rock fell on screen 322 |
| 4 | Rock fell on screen 321 |
| 5 | Escaped from slayer, pushed rock over hole |
| 6 | Ground cracked on screen 293 |
| 7 | Talked to Dink… Ethel died |
| 8 | Intro over… start first level: ‘Stonebroke’ |
| 9 | Initial stats set |

&Hghero variable

|  |  |
| --- | --- |
| value | Events |
| 0 | Increases each time Storm enters hall of heroes |

&Hdhero variable

|  |  |
| --- | --- |
| value | Events |
| 0 | Increases each time Dink enters hall of heroes |

&Mana variable

|  |  |
| --- | --- |
| value | Events |
| varies | To do with mana |

&Manastop variable

|  |  |
| --- | --- |
| value | Events |
| varies | To do with mana.  To change mana:  &mana -= 2;  external("upd\_mana", "main");  To fill mana:  &mana = 100;  external("upd\_mana","cool",0); |

&knight variable

|  |  |
| --- | --- |
| value | Events |
| 0 | Haven’t talked to blue knight yet |
| 1 | Talked to blue knight, gotta get an elixir |
| 2 | Talked to bookcase with elixir |
| 3 | Took an elixir |
| 4 | Healed blue knight |
| 99 | Failed quest |
| 100 | Talked to blue knight again, back at starting screen - player completed quest |
|  |  |

&guy variable

|  |  |
| --- | --- |
| value | Events |
| 0 | Haven’t seen guy run into forest yet |
| 1 | Found guy |
| 99 | Failed quest |
| 100 | Killed both slayers - player completed quest |
|  |  |

&coml variable

Each value corresponds to a level

|  |  |
| --- | --- |
| value | Events |
| 0 | Level 1 - Stonebroke |

Sp\_hitpoints – used before area change to detect which level was just played on character swap screen

&timer variable

Used for timer

&pause variable

Used for timer

&bowlore variable

Used to check if player has bowlore

&hmbomvariable

Used to check number of bombs in inventory

&csave variable

|  |  |
| --- | --- |
| value | Events |
| 0 | Game has not just been loaded |
| 1 | Game has just been loaded |