

DEFINT A-Z

' Name: Treasure Generator Module

'       Version 2.0

'       7/95

'

' Parameters: None

'

' Output: Screen

'

' Description: Treasure Generation Module.

'Read in contents of INCLUDE files

'-----

' \$INCLUDE: 'DMASSIST.INC'

' \$INCLUDE: 'TREASURE.INC'

' Read data variables

'-----

FOR count% = 1 TO 18: READ BaseValue&(count%): NEXT count%

DATA 1,5,10,1,5,10,50,100,500,1000,5000,10000,25000,50000

DATA 100000,250000,500000,1000000

'Set screen colors

'-----

COLOR 7, 1, 1

'Start of NPC code

'-----

DO

    RANDOMIZE TIMER

    CLS

    PRINT "Random Treasure Determination Generator - v2.0

    Copyrite 6/95 - R. Ader"

    PRINT

    PRINT "1) Random Generation of All."

    PRINT "2) Random Map Generation."

    PRINT "3) Random Magic Treasure Generation."

    PRINT "4) Selective Treasure Chart Generation."

    PRINT "5) Selective Magic Treasure Chart Generation."

    PRINT "6) Monster Treasure Type Chart Display."

    PRINT

    PRINT "Select a number or <ESC> to quit."

    PRINT

    CALL Poll(KeyStroke\$)

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SELECT CASE ASC(KeyStroke$)
CASE 48                                ' 0 key - memory display
    LOCATE 25, 1: PRINT SPC(5); "Memory Usage: "; FRE(""), FRE(0), FRE(-1); " ";
    CALL Poll(KeyStroke$)
CASE 49                                ' 1 key - rnd all
    dr% = INT((100) * RND + 1)
    IF dr >= 1 AND dr% <= 10 THEN
        CALL RollMap
    ELSEIF dr% >= 11 AND dr% <= 100 THEN
        CALL RollMagicItem
    END IF
CASE 50                                ' 2 key - rnd maps
    CALL RollMap
CASE 51                                ' 3 key - rnd magic
    CALL RollMagicItem
CASE 52                                ' 4 key - select money
    CLS
    PRINT
    PRINT "Selective Treasure Chart Generation"
    PRINT
    PRINT "1) Monetary Treasures"
    PRINT "2) Magic Treasures"
    PRINT "3) Combined Hoards"
    PRINT
    PRINT "Select a number or <ESC> to quit."
    PRINT
    CALL Poll(KeyStroke$)
    SELECT CASE ASC(KeyStroke$)
        CASE 49                        'money
            Selective% = 0
            CALL Chart.II.A(Selective%)
        CASE 50                        'magic
            Selective% = 0
            CALL Chart.II.B(Selective%)
        CASE 51                        'combined
            CALL Chart.II.C
        CASE ELSE
            CALL Alarm
    END SELECT
CASE 53                                ' 5 key - select magics
    CLS
    PRINT
    PRINT "Selective Magic Treasure Chart Generation"
    PRINT
    PRINT "1) Potions"
    PRINT "2) Scrolls"

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PRINT "3) Rings"
PRINT "4) Rods, Staves & Wands"
PRINT "5) Miscellaneous Magics"
PRINT "6) Armor & Shields"
PRINT "7) Swords"
PRINT "8) Miscellaneous Weapons"
PRINT
PRINT "Select a number or <ESC> to quit."
PRINT
CALL Poll(KeyStroke$)
SELECT CASE ASC(KeyStroke$)
    CASE 49
        'potions
        CALL Chart.III.A
    CASE 50
        'scrolls
        CALL Chart.III.B
    CASE 51
        'rings
        CALL Chart.III.C
    CASE 52
        'rods, staves, wands
        CALL Chart.III.D
    CASE 53
        'misc magic charts
        dr% = INT((100) * RND + 1)
        IF dr% >= 1 AND dr% <= 20 THEN
            CALL Chart.III.E.1
        ELSEIF dr% >= 21 AND dr% <= 40 THEN
            CALL Chart.III.E.2
        ELSEIF dr% >= 41 AND dr% <= 60 THEN
            CALL Chart.III.E.3
        ELSEIF dr% >= 61 AND dr% <= 80 THEN
            CALL Chart.III.E.4
        ELSEIF dr% >= 81 AND dr% <= 100 THEN
            CALL Chart.III.E.5
        END IF
    CASE 54
        'armor, shields
        CALL Chart.III.F
    CASE 55
        'swords
        CALL Chart.III.G
    CASE 56
        'misc weapons
        CALL Chart.III.H
    CASE ELSE
        CALL Alarm
END SELECT
CASE 54
    ' 6 key - rnd magic
    CALL MonsterTreasureType
CASE ESC
    EXIT DO
CASE ELSE

```

CALL Alarm

END SELECT

PRINT

COLOR 15, 1, 1

PRINT "End of Selections... Press any key to continue"

CALL Poll(KeyStroke\$)

COLOR 7, 1, 1

LOOP

' End of TREASURE module

'-----

CLS

RESET

CHAIN "DMASSIST"

END