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1  @echo off
2  TITLE SURVIVAL V1.3 ( The Open Source Game)
3  mkdir savefiles
4  Setlocal EnableDelayedExpansion
5  set build=WEDJUL192017643.30CTE
6  set ver=v1.3
7  ::#####
8  :up
9  cls
10 cd ico
11 color 2f
12 start boot.vbs
13 for /L %%a in (1,1,4) do (
14 cls
15 type start.txt
16 choice /n /c YN /t 1 /d Y>nul
17 cls
18 type start1.txt
19 choice /n /c YN /t 1 /d Y>nul
20 cls
21 type start2.txt
22 choice /n /c YN /t 1 /d Y>nul
23 cls
24 )
25 ::#####
26
27 :make
28 COLOR 1f
29 cls
30 color 1f
31 echo Logon Screen
32 echo.
33 echo To undo press enter button for everything.
34 echo.
35 echo.
36 set /p fname=Enter your first name:
37 echo.
38 set /p lname=Enter your last name:
39 echo.
40 ::#####
41
42 :load
43 cls
44 cd savefiles
45 if exist %fname%%lname%.asv (
46     for /f %%b in (%fname%%lname%.asv) do set %%b
47     goto WLCME
48 ) else (
49     (echo ) >>%fname%%lname%.asv
50     echo ERROR! Cannot find save profile!
51     choice /n /c YN /t 1 /d Y>nul
52     cls
53     echo Creating Save Profile.
54     choice /n /c YN /t 1 /d Y>nul
55     cls
56     echo Creating Save Profile .
57     choice /n /c YN /t 1 /d Y>nul
58     cls
59     echo Creating Save Profile .
60     choice /n /c YN /t 1 /d Y>nul
61     cls
62     choice /n /c YN /t 1 /d Y>nul
63     cls
64     echo Creating Save Profile.
65     choice /n /c YN /t 1 /d Y>nul
66     cls
67     echo Creating Save Profile .
68     choice /n /c YN /t 1 /d Y>nul
69     cls

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70     echo Creating Save Profile .
71     choice /n /c YN /t 1 /d Y>nul
72     cls
73 )
74 goto sets
75 )
76 ::#####
77
78 :sets
79 cls
80 cd savefiles
81 Set money=500
82 Set pigs=0
83 Set geese=0
84 set ducks=0
85 set cows=0
86 set horse=0
87 set armour=0
88 set swords=0
89 set shields=0
90 set total_items=0
91 set saddle=0
92 set chainsaw=0
93 set axe=0
94 set saw=0
95 set pickaxe=0
96 set food=0
97 set life=100
98 set energy=100
99 set carrots=0
100 set eggs=0
101 set cake=0
102 set wood=0
103 set woodps=0
104 set steel=0
105 set donkey=0
106 set dog=0
107 set cat=0
108 set parrot=0
109 set animalfeed=0
110 set dogfood=0
111 set catfood=0
112 set ham=0
113 set beef=0
114 set rottenflesh=0
115 set bacon=0
116 set rice=0
117 set beans=0
118 set bakedchickn=0
119 set hygiene=50
120 set wheat=0
121 set bread=0
122 set sausage=0
123 set gold=0
124 set silver=0
125 set bronze=0
126 set water=0
127 set crystal=0
128 set hunger=0
129 set thirst=0
130 set gems=0
131 set jewel=0
132 goto mainscrn
133 ::#####
134
135 :WLCME
136 CLS
137 echo Welcome Back %gamepr%!
138 choice /n /c YN /t 1 /d Y>nul

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139 goto NUL
140 ::#####
141 :NUL
142 cls
143 for /l %%c in (1,1,9) do (
144 echo ATTENTION! Please Wait! Processing 0s and 1s.
145 cls
146 echo ATTENTION! Please Wait! Processing 0s and 1s .
147 cls
148 echo ATTENTION! Please Wait! Processing 0s and 1s .
149 cls
150 )
151 goto GAMECAT
152 ::#####
153 :mainscrn
154 cls
155 echo Welcome to SURVIVAL %ver% where you have to survive on your own with limited
money. Thist and hunger increases automatically by the hour.
156 echo.
157 echo.
158 echo CREATE A GAME PROFILE:
159 echo.
160 echo.
161 set /p gamepr=Enter desired Game Profile name:
162 echo.
163 echo.
164 cls
165 for /L %%d in (1,1,2) do (
166 echo Saving Information. Please Do Not Exit Program.
167 choice /n /c YN /t 1 /d Y >nul
168 cls
169 echo Saving Information. Please Do Not Exit Program .
170 choice /n /c YN /t 1 /d Y >nul
171 cls
172 echo Saving Information. Please Do Not Exit Program .
173 choice /n /c YN /t 1 /d Y >nul
174 cls
175 echo Saved.
176 goto ASV
177 )
178 ::#####
179
180 :ASV
181 (echo money=%money%) >>%fname%%lname%.asv
182 (echo pigs=%pigs%) >>%fname%%lname%.asv
183 (echo geese=%geese%) >>%fname%%lname%.asv
184 (echo ducks=%ducks%) >>%fname%%lname%.asv
185 (echo cows=%cows%) >>%fname%%lname%.asv
186 (echo horse=%horse%) >>%fname%%lname%.asv
187 (echo armour=%armour%) >>%fname%%lname%.asv
188 (echo swords=%swords%) >>%fname%%lname%.asv
189 (echo shields=%shields%) >>%fname%%lname%.asv
190 (echo total_items=%total_items%) >>%fname%%lname%.asv
191 (echo saddle=%saddle%) >>%fname%%lname%.asv
192 (echo chainsaw=%chainsaw%) >>%fname%%lname%.asv
193 (echo axe=%axe%) >>%fname%%lname%.asv
194 (echo saw=%saw%) >>%fname%%lname%.asv
195 (echo pickaxe=%pickaxe%) >>%fname%%lname%.asv
196 (echo food=%food%) >>%fname%%lname%.asv
197 (echo life=%life%) >>%fname%%lname%.asv
198 (echo energy=%energy%) >>%fname%%lname%.asv
199 (echo carrots=%carrots%) >>%fname%%lname%.asv
200 (echo cake=%cake%) >>%fname%%lname%.asv
201 (echo wood=%wood%) >>%fname%%lname%.asv
202 (echo woodps=%woodps%) >>%fname%%lname%.asv
203 (echo steel=%steel%) >>%fname%%lname%.asv
204 (echo donkey=%donkey%) >>%fname%%lname%.asv
205 (echo dog=%dog%) >>%fname%%lname%.asv
206 (echo cat=%cat%) >>%fname%%lname%.asv

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207 (echo dogfood=%dogfood%) >>%fname%%lname%.asv
208 (echo parrot=%parrot%) >>%fname%%lname%.asv
209 (echo catfood=%catfood%) >>%fname%%lname%.asv
210 (echo animalfeed=%animalfeed%) >>%fname%%lname%.asv
211 (echo bacon=%bacon%) >>%fname%%lname%.asv
212 (echo ham=%ham%) >>%fname%%lname%.asv
213 (echo beef=%beef%) >>%fname%%lname%.asv
214 (echo rottenflesh=%rottenflesh%) >>%fname%%lname%.asv
215 (echo rice=%rice%) >>%fname%%lname%.asv
216 (echo beans=%beans%) >>%fname%%lname%.asv
217 (echo bakedchickn=%bakedchickn%) >>%fname%%lname%.asv
218 (echo hygiene=%hygiene%) >>%fname%%lname%.asv
219 (echo wheat=%wheat%) >>%fname%%lname%.asv
220 (echo bread=%bread%) >>%fname%%lname%.asv
221 (echo sausage=%sausage%) >>%fname%%lname%.asv
222 (echo gold=%gold%) >>%fname%%lname%.asv
223 (echo silver=%silver%) >>%fname%%lname%.asv
224 (echo bronze=%bronze%) >>%fname%%lname%.asv
225 (echo water=%water%) >>%fname%%lname%.asv
226 (echo crystal=%crystal%) >>%fname%%lname%.asv
227 (echo hunger=%hunger%) >>%fname%%lname%.asv
228 (echo thirst=%thirst%) >>%fname%%lname%.asv
229 (echo gems=%gems%) >>%fname%%lname%.asv
230 (echo jewels=%jewels%) >>%fname%%lname%.asv
231 ::#####
232
233 :Mainscreen_v13
234 cls
235 cd ico
236 color 1F
237 start kill.vbs
238 start main.vbs
239 ECHO -----
240 echo Mainscreen %ver%
241 echo BUILD NUMBER:%build%
242 echo Immanuel Garcia
243 ECHO -----
244 ECHO.
245 echo.
246 echo Game Profile= %gamepr%
247 echo.
248 echo Money= $ %money%      Energy= %energy%      Hygiene= %hygiene%      Lives left= %life%
249 echo.
250 echo.
251 echo Mainscreen options:
252 echo.
253 echo 1) Go To The Market
254 echo 2) Go To Forest
255 echo 3) Sleep
256 echo 4) See Inventory
257 echo 5) Go Buy A Pet At Market
258 echo 6) Go To Sell Goods
259 echo 7) Go to Stream To Get Water
260 echo 8) Go Plant and Harvest Crops
261 echo 9) Make Breakfast, Lunch, or Dinner
262 echo 10) Go To War
263 echo 11) Go And Make Tools
264 echo 12) Share
265 echo.
266 echo.
267 echo.
268 echo.
269 type logo_bundle.txt
270 echo.
271 echo.
272 echo.
273 echo.
274 type lodgme.txt
275 echo 13) Load existing game

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276 echo.
277 echo.
278 echo.
279 echo.
280 type savgme.txt
281 echo 14) Save Game
282 echo.
283 echo.
284 echo.
285 echo.
286 type del.txt
287 echo 15) Delete Exsisting Game
288 echo.
289 echo.
290 echo.
291 echo.
292 type new.txt
293 echo 16) Create New game
294 echo.
295 echo.
296 echo.
297 echo.
298 type Ext.txt
299 echo 17) exit
300 echo.
301 echo.
302 echo Hunger= %hunger%    Thirst= %thirst%    Total Items= %total_items% Items
303 set /p ch1=Pick An Option:
304
305 if not defined ch1 (
306 echo Invalid Choice!
307 choice /n /c YN /t 1 /d Y>nul
308 goto Mainscreen_v13
309 )
310 if %ch1%==1 goto matrix_lod
311 if %ch1%==2 goto frest
312 if %ch1%==3 goto slp
313 if %ch1%==4 goto inv
314 if %ch1%==5 goto pet
315 if %ch1%==6 goto sell
316 if %ch1%==7 goto strm
317 if %ch1%==8 goto crps
318 if %ch1%==9 goto mkfd
319 if %ch1%==10 goto war
320 if %ch1%==11 goto tool
321 if %ch1%==12 goto shre
322 if %ch1%==13 goto load2
323 if %ch1%==14 goto ASV
324 if %ch1%==15 goto del
325 if %ch1%==16 goto make
326 if %ch1%==17 goto ext
327 echo INVALID CHOICE!
328 choice /n /c YN /t 1 /d Y>nul
329 goto Mainscreen_v13
330 :#####
331
332 :inv
333 cls
334 echo You have:
335 ECHO.
336 ECHO.
337 echo Pigs= %pigs% pig/s
338 echo
-----
339 echo.
340 echo %geese% goose/geese
341 echo
-----
342 echo.

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343 echo %ducks% duck/s
344 echo

345 echo.
346 echo %cows% cow/s
347 echo

348 echo.
349 echo %horse% horse/s
350 echo

351 echo.
352 echo %armour% armour/s
353 echo

354 echo.
355 echo %swords% sword/s
356 echo

357 echo.
358 echo %shields% shield/s
359 echo

360 echo.
361 echo %saddle% saddle/s
362 echo

363 echo.
364 echo %chainsaw% chainsaw/s
365 echo

366 echo.
367 echo %axe% axe/s
368 echo

369 echo.
370 echo %saw% saw/s
371 echo

372 echo.
373 echo %pickaxe% pickaxe/s
374 echo

375 echo.
376 echo %food% food
377 echo

378 echo.
379 echo %carrots% carrot/s
380 echo

381 echo.
382 echo %eggs% egg/s
383 echo

384 echo.
385 echo %cake% cake/s
386 echo

387 echo.
388 echo %wood% wood piece/s
389 echo

390 echo.
391 echo %steel% steel rod/s
392 echo

393 echo.
394 echo %donkey% donkey/s

```
395 echo
-----
396 echo.
397 echo %dog% dog/s
398 echo
-----
399 echo.
400 echo %cat% cat/s
401 echo
-----
402 echo.
403 echo %parrot% parrot/s
404 echo
-----
405 echo.
406 echo %animalfeed% bucket/s of animal feed
407 echo
-----
408 echo.
409 echo %dogfood% sack/s of dogfood
410 echo
-----
411 echo.
412 echo %catfood% sack/s of catfood
413 echo
-----
414 echo.
415 echo %ham% piece/s of ham
416 echo
-----
417 echo.
418 echo %beef% piece/s of beef
419 echo
-----
420 echo.
421 echo %rottenflesh% piece/s of rotten flesh
422 echo
-----
423 echo.
424 echo %bacon% bacon piece/s
425 echo
-----
426 echo.
427 echo %rice% rice sack/s
428 echo
-----
429 echo.
430 echo %beans% sack/s of beans
431 echo
-----
432 echo.
433 echo %bakedchickn% baked chicken
434 echo
-----
435 echo.
436 echo %wheat% wheat sack/s
437 echo
-----
438 echo.
439 echo %bread% pack/s of bread
440 echo
-----
441 echo.
442 echo %sausage% sausage/s
443 echo
-----
444 echo.
445 echo %gold% gold nugget/s
446 echo
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447 echo.
448 echo %silver% silver nugget/s
449 echo
-----
450 echo.
451 echo %bronze% bronze nugget/s
452 echo
-----
453 echo.
454 echo %water% bucket/s of water
455 echo
-----
456 echo.
457 echo %crystal% block/s of crystal
458 echo
-----
459 echo.
460 echo %gems% gem/s
461 echo
-----
462 echo.
463 echo %jewels% jewel/s
464 echo
-----
465 echo.
466 pause
467 goto Mainscreen_v13
468 ::#####
469
470 :load2
471 cls
472 echo Load Which Game:
473 echo.
474 echo.
475 cd savefiles
476 dir
477 set /p gname=Which game do you want to load?(DO NOT add extension for file!)
478 if not defined gname (
479 echo Not Defined!
480 goto load2
481 )
482
483 for /L %%e in (1,1,4) do (
484 cls
485 echo Loading game file %gname%.asv.
486 choice /n /c YN /t 1 /d Y>nul
487 cls
488 echo Loading game file %gname%.asv .
489 choice /n /c YN /t 1 /d Y>nul
490 cls
491 echo Loading game file %gname%.asv .
492 choice /n /c YN /t 1 /d Y>nul
493 )
494
495 echo Loaded.
496 choice /n /c YN /t 5 /d Y>nul
497 echo Entering Welcome Screen.
498 choice /n /c YN /t 5 /d Y>nul
499 if exist %gname%.asv (
500     for /f %%f in (%gname%.asv) do set %%f
501     goto WLCME
502 )
503
504 ::#####
505 #####
506
507 :del
508 cls

```



```

508 color 4F
509 echo Delete Which Game:
510 echo.
511 echo.
512 cd savefiles
513 dir
514 set /p gdel=Which game do you want to Delete?(DO NOT add extension for file!)
515 SET /p exit1=ARE YOU SURE YOU WANT TO DELETE %gdel% (y/n)?(type "n" if you want to exit
this screen or "y" to continue)

516
517 if not defined exit1 (
518 echo Not Defined!
519 goto del
520 )
521
522 if %exit1%==n goto Mainscreen_v13
523 if %exit1%==y goto del2
524 echo INVALID CHOICE!!!
525
526 :del2
527 for /L %g in (1,1,4) do (
528 cls
529 echo Deleting game file %gdel%.asv.
530 choice /n /c YN /t 1 /d Y>nul
531 cls
532 echo Deleting game file %gdel%.asv .
533 choice /n /c YN /t 1 /d Y>nul
534 cls
535 echo Deleting game file %gdel%.asv .
536 choice /n /c YN /t 1 /d Y>nul
537 del %gdel%.asv
538
539 echo Successfully deleted %gdel%.asv.
540 choice /n /c YN /t 5 /d Y>nul
541 echo Entering Logon Screen.
542 choice /n /c YN /t 5 /d Y>nul
543 goto Make
544 )
545 ::#####
546
547 :ext
548 cls
549
550 ::THIS PAGE WAS INTENTIONALLY LEFT BLANK!
551 ::#####
552
553 :GAMECAT
554 cls
555 cd savefiles
556 del .gamelogcat
557 (echo 0 -- SURVIVAL.BAT GAMELOG CAT FILE ) >>.gamelogcat
558 (echo 2 -- Deleted Last Known Version of .gamelogcat ) >>.gamelogcat
559 (echo 3 -- Local Username is %Username%) >>.gamelogcat
560 (echo 4 -- CMD DOS Window Loaded. Loading Resource Variables From Sets Page...)
>>.gamelogcat
561 (echo 5 -- Loading.) >>.gamelogcat
562 (echo 6 -- Loading .) >>.gamelogcat
563 (echo 7 -- Loading .) >>.gamelogcat
564 (echo 8 -- Loading.) >>.gamelogcat
565 (echo 9 -- Loading .) >>.gamelogcat
566 (echo 10 -- Loading .) >>.gamelogcat
567 (echo 11 -- Loaded.) >>.gamelogcat
568 (echo 12 -- Loaded Game. Current Player's Name Is %fname% %lname%. Gamertag is
%gamepr%. ) >>.gamelogcat
569 (echo 13 -- ASV Creation Executed.) >>.gamelogcat
570 (echo 14 -- 15 FPS. [Frames Per Second] ) >>.gamelogcat
571 (echo -- 2017 Immanuel Garcia) >>.gamelogcat
572 for /l %h in (1,1,5) do (
573 echo Please wait.

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574 choice /n /c YN /t 1 /d Y>nul
575 cls
576 echo Please wait .
577 choice /n /c YN /t 1 /d Y>nul
578 cls
579 echo Please wait .
580 choice /n /c YN /t 1 /d Y>nul
581 cls
582 )
583 if exist %fname%%lname%.asv (
584     for /f %%b in (%fname%%lname%.asv) do set %%b
585     goto Mainscreen_v13
586 ) else (
587     goto mainscrn
588     for /l %%k in (1,1,5) do (
589         echo Please wait.
590         choice /n /c YN /t 1 /d Y>nul
591         cls
592         echo Please wait .
593         choice /n /c YN /t 1 /d Y>nul
594         cls
595         echo Please wait .
596         choice /n /c YN /t 1 /d Y>nul
597         cls
598     )
599     ::#####
600
601     :mar
602     cls
603     color 1F
604     type logo.txt
605     start kill.vbs
606     start Market.vbs
607     echo.
608     echo Welcome To The Market Where You Buy Wood Food and Supplies
609     title Page 1 -- Market
610     echo.
611     echo CATEGORY:
612     echo -----
613     echo.
614     echo 1) Animal Food
615     echo 2) Animals
616     echo 3) Food
617     echo 4) Merchandise
618     echo 5) Homes
619     echo 6) Materials
620     echo 7) Tools
621     echo 8) Clothing
622     echo 9) Go Back...
623     set /p ch2=Pick a choice:
624     if not defined ch2 (
625         echo Error 1: Invalid Choice!
626         goto mar
627     )
628     if %ch2%==1 goto AniF
629     if %ch2%==2 goto Ani
630     if %ch2%==3 goto Fd
631     if %ch2%==4 goto Merch
632     if %ch2%==5 goto Hom
633     if %ch2%==6 goto Mat
634     if %ch2%==7 goto Tool
635     if %ch2%==8 goto Cloth
636     if %ch2%==9 goto Mainscreen_v13
637     echo Error 1: Invalid Choice!
638     goto mar
639
640     :matrix_lod
641     cls
642     for %%i in (1,1,2) do (

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```
643 echo please wait.
644 choice /n /c YN /t 1 /d Y>nul
645 cls
646 echo please wait .
647 choice /n /c YN /t 1 /d Y>nul
648 cls
649 echo please wait .
650 choice /n /c YN /t 1 /d Y>nul
651 cls
652 )
653 goto matrix
654
655 :matrix
656 cls
657 color 02
658 for /l %%j in (1,1,1000) do (
659 echo
660 echo
661 echo
662 echo
663 )
664 goto mar
665
666
667
668
669
670
671
672
673
```