

RESERVED RAM

Page	Data	Bytes	Page	Data	Bytes
120			136		
121			137	CHRSET	512
122			138		
7800	123		139		
124	VOID.2	480	140		
125		256	141	MAPS	1440
126	VOID.3	480	142		
127		256	143		
128		192	144	X	116 96 20
129			145		
130	SCROL.SRC		146		
131	MESSAGES		147	NEABLE	
132	VOID.1	480	148	(Rm. Name)	2110
133		256	149	X 144	
134		224	150		
135	TITLE	800	151		
136		32	152		
			153	NAMES	260 124
				20x18	936
			154	UNUSED	130 20 110
			155	ASGMT REFRESH	126
				ASGMT DATA	128 20 108
			156	LINENADR	20
			9C00		128
				GR.0 DL	32 32
			157	GR.0	
			158	Display	960
			159	Memory	
			160		
				ROM	

## PAGE SIX

1536	600	0	VBLANK	8	1536
1552	610	16	RETURN KEY	?	
1558	620	32			1575
1584	630	48			
1600	640	64			
1616	650	80	MOVE	121	
1632	660	96			
1648	670	112			
1664	680	128	UNUSED	7	1664
1680	690	144	CUSTOM DISPLAY LIST	27	
1696	6A0	160	Interrupt	11	1691
1712	6B0	176	UNUSED	3	1705
1728	6C0	192	TITLE DISPLAY LIST	26	
1744	6D0	208	UNUSED	14	1731
1760	6E0	224	LOAD S	36	1745
1776	6F0	240	GO		
1792	700	256	UNUSED	11	

	Bytes	
0		33280
16		
32		
48		
64	Blank	160
80		
96		
112		
128		
144		
160		10
176	EXPLORE	10 33450
		10 VOID 33460
192		10 STRENGTH 33470
208		10 OBJECTS 33480
		33490
224		
240		
256		

SELECT LEVEL AND PRESS START 28

ADVANCED 6

INTERMEDIATE 12

ADVANCED 8

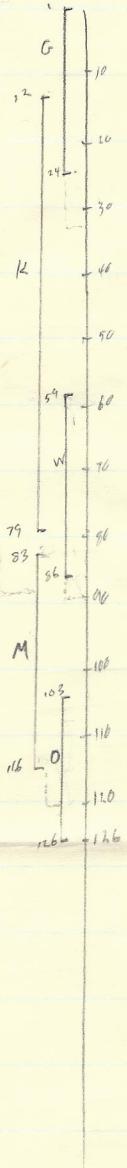
	VBLANK	8	1536
16	UNUSED	9	1540
	?	12	1553
32		20	1578
48			
64	MOVE	121	
128	UNUSED	7	1657
	DISPLAY		1664
	LIST	27	
	Interrupt		1691
	UNUSED	35	1702
	TITLE		1705
	DISLIST	26	
196	UNUSED	14	1731
	LOAD or GO		1745
256	UNUSED	11	1792

127  
 129  
 130  
 131  
 132  
 133  
 134  
 135  
 VOID: 2  
 SCROL, SPC  
 MESSAGES  
 VO, JD, 1

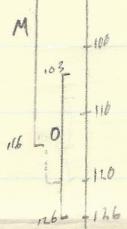
136  
 137  
 138  
 139  
 140  
 141  
 142  
 143  
 144  
 145  
 146  
 147  
 148  
 149  
 150  
 TITLG  
 CHRSET  
 MAP

G GK K-W W-M M M-O O

	1	K	K	M-O	K	W
1	2	3	4	5	6	
K	M	O	M	M-O	K	
7	8	9	10	11	12	
M	K	K	K	K	M	
13	14	15	16	17	18	
D	M	K	M	K	KW	
19	20	21	22	23	24	
M-O	KW	K	K	K	KW	
25	26	27	28	29	30	
M	M	K	KW	M	M-O	
31	32	33	34	35	36	
K	K	M-O	M	O	O	
37	38	39	40	41	42	
K	KW	K	KW	KW	W	
43	44	45	46	47	48	



	1	2	3	4	5	6
K	GK	GK	G	GK	K	G
7	8	9	10	11	12	
G	G	K	G	GK	O	
13	14	15	16	17	18	
M-O	GK	G	GK	KW	KW	
19	20	21	22	23	24	
GK	G	WM	GK	WM	KWC	
25	26	27	28	29	30	
M	G	M-O	GK	GK	M	
31	32	33	34	35	36	
G	KW	WM	M	K	GK	
37	38	39	40	41	42	
K	M	G	WM	M	KW	
43	44	45	46	47	48	



	1	2	3	4	5	6
M-O	KW	KW	M-O	KW	M-O	
7	8	9	10	11	12	
K				K		
13	14	15	16	17	18	
M-O		W	M		M-O	
19	20	21	22	23	24	
M-O	KW		K			
25	26	27	28	29	30	
K	K			M	O	
31	32	33	34	35	36	
K	KW	M	KW	M		
37	38	39	40	41	42	
KW	K	M-O	M-O	K	KW	
43	44	45	46	47	48	

GR	106	110	113	114	116	118	121	126	132	137	142	145	14
KN - GR													28
KN - GR	102	103	108	109	111	117	120	122	125	128	134	135	42
KN	2	3	5	7	12	17	15	16	17	21	23	27	29
KN	33	37	38	43	45	105	107	112	115	117	141	143	213
KN	228	231	232	234	237	244	247						84
KN - WE	24	26	30	34	44	46	47	123	124	130	138	148	98
KN - WE	209	211		226	238	240		243	248		101		112
WE	6	48	221										126
WE													140
MN - WE	127	129	139	146									154
MN - WE													168
MN	10	20	22	31	32	35	40	136	144	147	222	235	182
MN	8	13	18										196
MN - OB	4	11	25	36	39	119	133	210	219	224	225	246	210
MN - OB								207	212				224
OB	1	9	19	41	42	236							238
OB													252

GR	1	70	24	24
KN	12	70	79	67
WE	59	70	86	27
MN	83	70	116	33
OB	103	70	126	23

	Initials	Date
Prepared By		
Approved By		

1            2            3            4

1 CODE (3, 49) INDEXED BY CHARACTER # (KCODE)  
 2 CODE (1, I) = NAME CODE  
 3 CODE (2, I) = ASKEY CODE  
 4 CODE (3, I) = ENCOUNTER CODE

5  
 6 KNOW (2, 20) INDEXED BY CHARACTER # (KCODE)  
 7 KNOW (1, I) = CHARACTER # of WIZ-OBJ KNOWN  
 8 KNOW (2, I) = RN OF KNOWN WIZ-OBJ

9  
 10  
 11  
 12 NAME CODE = CODEADR + (0 \* 49) + I      POKE (CODEADR + I), D      J, 49  
 13 ASKEY CODE = CODEADR + 49 + I  
 14 ENCOUNTER CODE = CODEADR + 98 + I

Initials	Date
Prepared By	
Approved By	

1

2

3

4

15000

Toggle

TOGGLE

COURAGE  
OLD.DAT

2

3

4

5

6

16000

RESULTS

S

R

7

8

9

10

15000

I KNOW

11

12

13

14

15

27000

16

17

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19

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37

38

39

40

I

NAME  
REF  
(CODE(1,J))

CHR  
REF  
(CODE(2,J))

80  
82  
128 81  
83

Loc

OBJL

3	36	TROLL	3	126	*	36	0
4	37	SORCERER	4	73	← 96	-	-
5	38	WITCH	5	125	-	-	-
6	39	CLOUD	6	127	-	-	-
7	40	- GREMINT	(7)	(0) 43	-	-	-
8	41	-	(8)	(0)	-	-	-
9	42	DRAGON	9	124	*	42	0
10	43	SCHEPHER	10	4	-	-	-
11	44	CRYSTAL	11	1	*	44	0
12	45	STONE	12	6	-	-	-
13	46	SWORD	13	5	*	-	1
14	47	SCROLL	14	3	-	-	-
15	48	RING	15	36	←	-	-
16	49	- MAP	(16)	(44)	-	-	-

17000 CLOUD 20000

18000 SORCERER 21000

19000 WITCH 22000

23000

24000

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27000

28000

29000

30000

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261000

262000

$$CY = 10 \quad CX = 11$$

$$MY = 5$$

m

$$MY = 2$$

?

$MY/CY$	$MY CY SJ=0$	$MY/CY SJ=1$	$MY/CY SJ=2$
1 2, 3 2 4, 5 3 6, 7 4 8, 9 5 10, 11 6 12, 13 7 14, 15 8 16, 17 9 18, 19 10 20, 21 11 22, 23	1 2, 1 2 3, 4	3 4, 7	4 5, 10

62

$SI = 3$ $MY/CY$	$SI = 4$ $MY/CY$	$SI = 5$ $MY/CY$
5 6, 13	6 7, 16	7 8, 19
		8 9, 22

Given SI :

$$MY = SI + 2$$

$$CY = SI * 3 + 4$$

or

$$CY =$$

Given CX :

$$CX = \text{int}(CY/3) + 1$$

$$MY = \text{int}(CX/3) + 1$$

$$CY = (MY * 3) - 1$$

$$0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19$$

$CY =$	2	5	8	11	14	17
$MX =$	1	2	3	4	5	6

$CY =$	1	3	5	7	9	11
--------	---	---	---	---	---	----