Fantasy World Dizzy – Spectrum

;;; File " DIZZY 3 "; Version 05.50 ; By " THE OLIVER TWINS "; ; Last update 13:36 on 19/12/89 ; ; use amstrad dl1 at &af80 stack unchanged; use spectrum dl1 at &5ea7 - &5fff sp set to &5ea6spectrum equ 1amstrad equ 0pds equ 0cheatversion equ 0seeproxbox equ 0seecoins equ 0ifmode128 equ 1save equ 0disc equ 0 skip 10computer equ SPECTRUM if computer=spectrum org &6000reloc ld bc,&7ffd ld a,&13 out (c),a ld de,&c000 ld hl,music128 ld bc,&4000 ldir ld bc,&7ffd ld a,&10 out (c),a retmusic128 org music128,&c000bankstart include MUSIC128.SPCOLDSCR; include treaspic.scr include newtreas.scr INCLUDE NEWSPEEC.SPC; include speech.spc; include fwdizzy.tlk; include bytot.tlkbankend bank &10,reloc ; org &f989; include MUSIC48.SPCifmem128 equ 23627 org 23627 defb ifmode128 endif if computer=amstrad send computer1 org &40 include music.amsmusicend org &c000 include diz3ams1.scr include diz3ams2.scr org musicend endif if computer=spectrum send computer2 org &4000 include diz3spec.scr org &6100 endif if save=0exec exec exec endifentercodehere if computer=spectrum di ld sp,&6000-2 im 1 ei endif if computer=amstrad ld hl,attritable+5\*32 ld de,attritable+5\*32+1 ld (hl),01000010b ld bc,19\*32 ldir endif call setup jp titlescreen if computer=spectrumcheck128 ld e,a ld a,(ifmem128) and a ld a,e ret nz pop hl retstarttune call check128 di push ix call ramon ld a,e call initune call ramoff pop ix ei ret finishmusic call check128 call inittune128finishmusiclp halt di call ramon ld a,(monoff) call ramoff ei and a jr nz,finishmusiclp retinittune128 di call ramon call initune call ramoff ei retdosndfx call check128 di call ramon call initfx call ramoff ei ret musicoff call check128 call ramon call turnoff jp ramofframon push af ld a,&13 jr outthisramoff push af ld a,&10outthis ld bc,&7ffd out (c),a pop af retupdatemusicingame call check128 call ramon call refresh jp ramofftaptapcount defb 1 endif if computer=amstradstarttune equ initunemusicoff equ turnoffdosndfx equ initfxfinishmusic push ix call initunefinishmusiclp ld a,(monoff) and a jr nz,finishmusiclp call turnoff pop ix ret;sayfwdizzy ; include speech.ams; include fwdizzy.tlkseeifstarttune ld a,(killed) and a ret nz push ix ld a,(monoff) and a ld a,6 call z,initune pop ix ret endiftitlescreenlp call getkeybyte and %1001 ret z ;start key hit call musicoff ld a,1 and a ret if computer=spectrumsayfwdizzy call check128 di call ramon call dospeech call ramoff ei ret dotreasurepic call clearplayarea di call ramon call printpicture call ramoff ei jp windowrou2seeifstarttune ld a,(killed) and a ret nz ld a,(ifmem128) and a ret z push ix di call ramon ld a,(monoff) and a ld a,6 call z,initune di call ramoff ei pop ix ret endif“----------------------------------------------------------------------

X1

dizzyx defb 10dizzyy defb 10dizzyfrm defb 10dizzyox defb 10dizzyoy defb 10dizzyofrm defb 10startmess defb mxy+19,49,mpen+3, "FANTASY:WORLD" defb mxy+24,80,mpen+2, "STARRING" defb mxy+20,89, "THE:YOLKFOLK" defb mxy+20,108,mpen+5,"D",mxy+22,106,"I",mxy+24,104,"Z" defb mxy+26,102,"Z",mxy+28,100,"Y" defb mxy+35,100,"D",mxy+37,102,"A",mxy+39,104,"I" defb mxy+41,106,"S",mxy+43,108,"Y" defb mxy+9,142, "DENZIL:DYLAN" defb mxy+35,136,"DOZY" defb mxy+46,136,"GRAND" defb mxy+46,144, "DIZZY" defb mpen+6,":" defb mend if computer=spectrumscreentable ;speccy HEX 00400041004200430044004500460047 HEX 20402041204220432044204520462047 HEX 40404041404240434044404540464047 HEX 60406041604260436044604560466047 HEX 80408041804280438044804580468047 HEX A040A041A042A043A044A045A046A047 HEX C040C041C042C043C044C045C046C047 HEX E040E041E042E043E044E045E046E047 HEX 00480049004A004B004C004D004E004F HEX 20482049204A204B204C204D204E204F HEX 40484049404A404B404C404D404E404F HEX 60486049604A604B604C604D604E604F HEX 80488049804A804B804C804D804E804F HEX A048A049A04AA04BA04CA04DA04EA04F HEX C048C049C04AC04BC04CC04DC04EC04F HEX E048E049E04AE04BE04CE04DE04EE04F HEX 00500051005200530054005500560057 HEX 20502051205220532054205520562057 HEX 40504051405240534054405540564057 HEX 60506051605260536054605560566057 HEX 80508051805280538054805580568057 HEX A050A051A052A053A054A055A056A057 HEX C050C051C052C053C054C055C056C057 HEX E050E051E052E053E054E055E056E057 endif if computer=amstradscreentable ;stored top line first and 8 bytes in HEX 08C008C808D008D808E008E808F008F8 HEX 58C058C858D058D858E058E858F058F8 HEX A8C0A8C8A8D0A8D8A8E0A8E8A8F0A8F8 HEX F8C0F8C8F8D0F8D8F8E0F8E8F8F0F8F8 HEX 48C148C948D148D948E148E948F148F9 HEX 98C198C998D198D998E198E998F198F9 HEX E8C1E8C9E8D1E8D9E8E1E8E9E8F1E8F9 HEX 38C238CA38D238DA38E238EA38F238FA HEX 88C288CA88D288DA88E288EA88F288FA HEX D8C2D8CAD8D2D8DAD8E2D8EAD8F2D8FA HEX 28C328CB28D328DB28E328EB28F328FB HEX 78C378CB78D378DB78E378EB78F378FB HEX C8C3C8CBC8D3C8DBC8E3C8EBC8F3C8FB HEX 18C418CC18D418DC18E418EC18F418FC HEX 68C468CC68D468DC68E468EC68F468FC HEX B8C4B8CCB8D4B8DCB8E4B8ECB8F4B8FC HEX 08C508CD08D508DD08E508ED08F508FD HEX 58C558CD58D558DD58E558ED58F558FD HEX A8C5A8CDA8D5A8DDA8E5A8EDA8F5A8FD HEX F8C5F8CDF8D5F8DDF8E5F8EDF8F5F8FD HEX 48C648CE48D648DE48E648EE48F648FE HEX 98C698CE98D698DE98E698EE98F698FE HEX E8C6E8CEE8D6E8DEE8E6E8EEE8F6E8FE HEX 38C738CF38D738DF38E738EF38F738FF HEX 88C788CF88D788DF88E788EF88F788FF endifroomdata include roomdata.datroomnames defw room0 ,room1 ,room2 ,room3 ,room4 ,room5 ,room6 ,room7 defw room8 ,room9 ,room10,room11,room12,room13,room14,room15 defw room16,room17,room18,room19,room20,room21,room22,room23 defw room24,room25,room26,room27,room28,room29,room30,room31 defw room32,room33,room34,room35,room36,room37,room38,room39 defw room40,room41,room42,room43,room44,room45,room46,room47 defw room48,room49,room50,room51,room52,room53,room54,room55 defw room56,room57,room58,room59,room60,room61,room62,room63 defw room64,room65,room66,room67,room68,room69,room70,room71 defw room72,room73,room74,room75,room76,room77,room78,room79 defw room80,room81,room82,room83,room84,room85,room86,room87 defw room88,room89,room90,room91,room92,room93,room94,room95 defw room96,room97,room98,room99,room100 if computer=spectrumreadytoprintname defb mpen+6,mxy+12,24,mend endif if computer=amstradreadytoprintname defb mpen+4,mxy+12,24,mend endif emptyroom defb "::::::::SKY:::::::::",mendroom0 defb "SPC:OR:FIRE:TO:START",mend room1room2room3room4room5room6room7room8room9room10room11room12room13room14room15room16room17room18room19room20room21room22 defb ":THE:MARKET:SQUARE::",mendroom23 defb "A:STRANGE:NEW:WORLD@",mendroom24 defb ":INSIDE:THE:CHURCH::",mendroom25room26room27room28room29room30room31 defb "THE:AMAZING:ILLUSION",mendroom32room33room34room35 defb ":SMUGGLER;S:HIDEOUT:",mendroom36 defb "THE:CASTLE;S:DUNGEON",mendroom37 room38room39 defb "GOING:DOWN:THE:WELL@",mendroom40 defb ":THE:DRAGON;S:LAIR::",mendroom41 defb ":THE:DESERTED:MINES:",mendroom42room43room44room45 defb ":LOOKING:OUT:TO:SEA:",mendroom46 defb ":THE:DOCKS:AND:PIER:",mendroom47 defb ":FOURWAY:WAREHOUSE::",mendroom48 defb ":THE:BROKEN:BRIDGE::",mendroom49 defb "::THE:GUARD:HOUSE:::",mendroom50 defb ":::ARMOROG;S:DEN::::",mendroom51 defb "MOAT:AND:PORTCULLIS:",mendroom52 defb ":THE:ENTRANCE:HALL::",mendroom53 defb "THE:SNAP:HAPPY:GATOR",mendroom54 defb "THE:WIDE=EYED:DRAGON",mendroom55 defb "THE:BOTTOMLESS:WELL:",mendroom56 defb "THE:LIFT:CONTROL:HUT",mend room57 defb ":BASE:OF:TREE:HOUSE:",mendroom58 defb "THE:SMELLY:ALLOTMENT",mendroom59 defb ":THE:LARGE:OAK:TREE:",mendroom60 defb "BASE:OF:THE:VOLCANO:",mendroom61room62room63 defb "::THE:CRAFTY:CLOUD::",mendroom64room65room66room67 defb ":::THE:WEST:WING::::",mendroom68 defb "::THE:BANQUET:HALL::",mendroom69 defb ":::THE:EAST:WING::::",mendroom70 equ emptyroomroom71 defb "KEEP:OUT@:DOZY;S:HUT",mendroom72 defb "::::DENZIL;S:PAD::::",mendroom73 defb ":DAISY;S:EMPTY:HUT::",mendroom74 defb "THE:GIANT:BEANSTALK:",mend room75 defb "COMPLEX:CLOUD:ROUTE:",mendroom76 defb "NEAR:THE:VOLCANO:TOP",mendroom77 defb ":THE:ACTIVE:VOLCANO:",mendroom78room79room80room81room82room83 defb ":::THE:WEST:TOWER:::",mend room84 defb "THE:CASTLE:STAIRCASE",mend room85 defb ":::THE:EAST:TOWER:::",mendroom86 defb ":THE:LONGJUMP:CLOUD:",mendroom87 defb "::THE:MEETING:HALL::",mendroom88 defb ":LIFT:TO:THE:ELDERS:",mendroom89 defb "DIZZY;S:PARENTS:HUT:",mendroom90room91 defb "::YET:MORE:CLOUDS:::",mendroom92 defb "MORE:;ORRIBLE:CLOUDS",mendroom93 defb "::THE:CLOUD:CASTLE::",mendroom94 defb ":::DAISY;S:PRISON:::",mendroom95room96room97room98room99room100 defb ":::::THE:ATTIC::::::",mendcointable ;;; x y room defb 58 ,152,63 defb 38 ,120,31 defb 52 ,102,59 defb 58 ,136,55 defb 76 ,128,55 defb 56 ,72 ,73 ;; defb 82 ,152,86 defb 44 ,160,24 defb 36 ,104,22 defb 44 ,64 ,41 defb 54 ,112,77 defb 82 ,160,36 defb 86 ,128,46 defb 68 ,88 ,92 defb 62 ,112,67 defb 84 ,112,68 defb 40 ,160,69 defb 84 ,128,56 defb 58 ,96,89 defb 60,152,94 defb 62,160,49 defb 88,152,51 defb 60,96,84 defb 84,160,87 defb 72,160,57 defb 56,88,75 defb 50,72,40 defb 76,80,72 defb 86,88,52 ;; defb 70,64,76endcointabletotalcoins equ (endcointable-cointable)/3;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;PEOPLE TALKING MESSAGEStrollgotapplemess defb mpen+7,mxy+2,48,drawbox,13,5,mpen+3 defb mxy+11,72,"YOU:GIVE" defb mxy+10,80,"THE:APPLE" defb mxy+7,88,"TO:THE:TROLL",mend defb mpen+5,mxy+16,80,drawbox,11,5,mpen+6 defb mxy+23,104,"&FOR:ME?" defb mxy+22,112,"YOU;RE:SO" defb mxy+22,120,"GENEROUS'",mend defb mpen+5,mxy+8,48,drawbox,20,6,mpen+6 defb mxy+16,72,"&I;D:LIKE:TO:LET" defb mxy+16,80,"YOU:PASS<:BUT:IF" defb mxy+14,88,"THE:KING:FOUND:OUT" defb mxy+15,96,"HE;D:TORTURE:ME@'",mend defb mpen+5,mxy+6,112,drawbox,22,5,mpen+6 defb mxy+13,136,"&HOWEVER<:YOU:COULD" defb mxy+14,144,"ESCAPE:THROUGH:THE" defb mxy+11,152,"FIRE:USING:THE:WATER'",mend,mendshopkeeperappearsmess defb mpen+7,mxy+2,96,drawbox,20,5,mpen+3 defb mxy+10,120,"PING@:>>>:AND:AS" defb mxy+10,128,"IF:BY:MAGIC<:THE" defb mxy+8,136,"SHOPKEEPER:APPEARS",mendgivingjunkmess defb mpen+5,mxy+2,96,drawbox,25,4,mpen+6 defb mxy+10,120,"&THAT;S:NO:GOOD:TO:ME" defb mxy+8,128,"GIV;:US:SOMETHIN;:ELSE'",mendstopgivingjunkmess defb mpen+5,mxy+2,96,drawbox,19,4,mpen+6 defb mxy+10,120,"&STOP:GIVIN;:US" defb mxy+11,128,"ALL:THAT:TRASH'",mendshoptalk defw beanhere+roomthanksforthecowmess defb mpen+5,mxy+2,80,drawbox,26,4,mpen+6 defb mxy+8,104,"&G;DAY:DIZ<:AHH@:A:PIGMY" defb mxy+9,112, "COW:THAT;S:INTERESTIN;'",mendtencoinsmess defb mpen+4,mxy+10,120,drawbox,22,4,mpen+3 defb mxy+18,144,"&WELL<:HOW;S:ABOUT" defb mxy+15,152,"10:GOLD:COINS:FOR:IT'",mendnottengoldcoins defb mpen+5,mxy+18,48,drawbox,18,5,mpen+6 defb mxy+24,72,"&STREWTH:MATE<:I" defb mxy+24,80,"SAID:INTERESTIN;" defb mxy+27,88,"NOT:VALUABLE'",mendfivecoinsmess defb mpen+4,mxy+2,104,drawbox,15,4,mpen+3 defb mxy+11,128,"&WELL<:OK<" defb mxy+8,136,"5:GOLD:COINS'",mendnotfivegoldcoins defb mpen+5,mxy+6,72,drawbox,24,5,mpen+6 defb mxy+13,96, "&BE:SERIOUS<:IT:AIN;T" defb mxy+14,104,"WORTH:SPIT<:HERE;S:A" defb mxy+12,112,"BEAN<:THAT;S:GENEROUS'",menderumbut defb mpen+4,mxy+16,112,drawbox,10,4,mpen+3 defb mxy+22,136,"&ER<:UM<" defb mxy+22,144,"BUT:>>>'",mendthrowsbean defb mpen+5,mxy+2,48,drawbox,11,5,mpen+6 defb mxy+8,72,"&NOW:STOP" defb mxy+8,80,":WASTIN;" defb mxy+7,88,":MY:TIME'" defb mpen+7,mxy+12,112,drawbox,15,5,mpen+3 defb mxy+18,136,"AND:HE:THROWS" defb mxy+21,144,":THE:BEAN" defb mxy+19,152,"ON:THE:CRATE",mendletsfaceitmess defb mpen+7,mxy+8,80,drawbox,20,5,mpen+3 defb mxy+15,104,"YOU:LEAVE:=:LET;S" defb mxy+18,112,"FACE:IT:DIZZY<" defb mxy+15,120,"YOU:CAN;T:BARTER@",mend,menddozytalking defw sleepingpotionhere+room defb mpen+4,mxy+30,48,drawbox,12,4,mpen+3 defb mxy+36,72, "&HEY@:DOZY" defb mxy+38,80, "GET:UP@'",mend defb mpen+7,mxy+2,80,drawbox,16,5,mpen+3 defb mxy+10,104,"YOU:KICK:THE" defb mxy+8,112, "DECK:CHAIR:AND" defb mxy+11,120,"HE:WAKES:UP",mend defb mpen+5,mxy+12,112,drawbox,17,4,mpen+6 defb mxy+18,136,"&OH@:WHAT;S:THE" defb mxy+20,144,"PROBLEM:DIZZY'",mend defb mpen+4,mxy+2,48,drawbox,26,7,mpen+3 defb mxy+9,72, "&DAISY;S:BEEN:EGGNAPPED" defb mxy+8,80, "AND:IS:BEING:HELD:IN:THE" defb mxy+10,88, "WIZARD;S:CLOUD:CASTLE<" defb mxy+12,96, "AND:NOBODY:WILL:HELP" defb mxy+17,104,"ME:RESCUE:HER@'",mend defb mpen+5,mxy+2,88,drawbox,14,6,mpen+6 defb mxy+8 ,112,"&AHH<:THAT;S" defb mxy+11,120,"BAD:LUCK>" defb mxy+11,128,"I;LL:HELP" defb mxy+10,136, "YOU:DIZZY'",mend defb mpen+5,mxy+18,112,drawbox,18,5,mpen+6 defb mxy+28,136,"&HERE;S:SOME" defb mxy+24,144,"SLEEPING:POTION<" defb mxy+23,152,"THAT:SHOULD:HELP'",mend defb mpen+4,mxy+2,120,drawbox,17,4,mpen+3 defb mxy+10,144,"&BUT:I;D:LIKE" defb mxy+8,152,"YOU:TO:HELP:ME'",mend defb mpen+5,mxy+2,48,drawbox,16,7,mpen+6 defb mxy+9,72,"&SORRY:DIZZY<" defb mxy+10,80,"LOVE:TO<:BUT" defb mxy+10,88,"IT;S:FAR:TOO" defb mxy+9,96, "NICE:A:DAY:TO" defb mxy+7,104,"RESCUE:MAIDENS'",mend defb mpen+7,mxy+8,80,drawbox,20,5,mpen+3 defb mxy+14,104,"I:DON;T:THINK:HE;S" defb mxy+14,112,"GOING:TO:HELP<:AND" defb mxy+14,120,"HE;S:FALLEN:ASLEEP",mend,mendkickdozyagainmess defb mpen+7,mxy+10,80,drawbox,17,4,mpen+3 defb mxy+18,104,"YOU:KICK:DOZY" defb mxy+16,112,"BUT:HE;S:ASLEEP",mendpushdozymess defb mpen+7,mxy+6,72,drawbox,22,6,mpen+3 defb mxy+14,96,"WHOOPS@:YOU:KICKED" defb mxy+13,104,"TOO:HARD:AND:DOZY;S" defb mxy+11,112,"FALLEN:INTO:THE:WATER" defb mxy+11,120,"AND:HE;S:STILL:ASLEEP",mendduffmem defb 0dylantalking defw duffmem ;;poked value,so must point somewhere defb mpen+5,mxy+2,48,drawbox,18,4,mpen+6 defb mxy+10,72, "&HEY:MAN<:LIKE" defb mxy+7,80, "WHAT;S:HAPPENIN;'",mend defb mpen+4,mxy+4,96,drawbox,24,6,mpen+3 defb mxy+10,120,"&PLEASE:HELP:ME:DYLAN<" defb mxy+12,128,"I;M:TRYING:TO:RESCUE" defb mxy+10,136,"DAISY:BUT:I:CAN;T:FIND" defb mxy+14,144,"THE:CLOUD:CASTLE>'",mend defb mpen+5,mxy+12,72,drawbox,19,5,mpen+6 defb mxy+18,96, "&IT;S:QUITE:EASY<" defb mxy+18,104,"REMEMBER:HOW:JACK" defb mxy+18,112,"FOUND:THE:CASTLE'" defb mend,mendtrancemess defb mpen+7,mxy+4,80,drawbox,24,4,mpen+3 defb mxy+14,104,"HOW:STRANGE<:DYLAN" defb mxy+9,112,"SEEMS:TO:BE:IN:A:TRANCE",mend denziltalking defw ropehere+room defb mpen+4,mxy+2,96,drawbox,26,5,mpen+3 defb mxy+8,120,"&WHAT:ARE:YOU:DOING:HERE" defb mxy+10,128, "DENZIL<:DON;T:YOU:KNOW" defb mxy+12,136, "IT;S:DANGEROUS:HERE'",mend defb mpen+5,mxy+2,48,drawbox,24,6,mpen+6 defb mxy+9,72, "&HEY<:STAY:COOL<:DIZ>" defb mxy+10,80, "I:SAW:THE:KING:LEAVE" defb mxy+9,88, "AND:THOUGHT:I;D:CHECK" defb mxy+15,96, "OUT:THE:CASTLE'",mend defb mpen+4,mxy+4,96,drawbox,24,7,mpen+3 defb mxy+10,120, "&BUT<:DAISY:AND:I:WERE" defb mxy+12,128, "CAUGHT>:I:WAS:THROWN" defb mxy+13,136, "IN:THE:DUNGEONS:AND" defb mxy+11,144, "DAISY;S:BEEN:TAKEN:TO" defb mxy+12,152, "THE:WIZARD;S:CASTLE'",mend defb mpen+5,mxy+2,48,drawbox,26,7,mpen+6 defb mxy+10,72,"&OH@:WE;D:ALL:WONDERED" defb mxy+9,80, "WHERE:YOU:TWO:HAD:GONE>" defb mxy+11,88,"I;M:TOO:BUSY:TO:HELP<" defb mxy+12,96,"BUT:HERE;S:YOUR:ROPE" defb mxy+9,104,"YOU:LENT:ME:LAST:WEEK>'" defb mend,mendstereoess defb mpen+7,mxy+8,80,drawbox,19,5,mpen+3 defb mxy+13,104,"DENZIL;S:TURNED:UP" defb mxy+18,112,"HIS:STEREO:UP" defb mxy+16,120,"IS:IGNORING:YOU",mend daisytalking ;;;;;;;;;;;;;defw beanhere+room;;; defb mend,mendgottodaisymess defb mpen+5,mxy+2,48,drawbox,17,5,mpen+6 defb mxy+8,72,"&OH@:MY:HERO<:I" defb mxy+8,80,"KNEW:YOU;D:COME" defb mxy+9,88,"TO:MY:RESCUE@'",menddaisyrunsmess defb mpen+7,mxy+4,64,drawbox,24,9,mpen+3 defb mxy+13,88, "WELL<:DAISY:DOESN;T" defb mxy+10,96, "HANG:AROUND<:SHE;S:RUN" defb mxy+11,104,"HOME:AND:WANTS:YOU:TO" defb mxy+9,112, "BRING:HER:30:GOLD:COINS" defb mxy+11,120,"SO:THAT:YOU:CAN:BUY:A" defb mxy+10,128,"HOME:TOGETHER:AND:LIVE" defb mxy+14,136,"HAPPILY:EVER:AFTER",mendnotgotallcoins defb mpen+5,mxy+2,48,drawbox,21,6,mpen+6 defb mxy+10,72, "&OH@:DIZZY:YOU;RE" defb mxy+8,80, "SO:BRAVE:AND:CLEVER" defb mxy+9,88, "AND:NOW:WE:CAN:BUY" defb mxy+9,96, "THAT:TREE:COTTAGE'",mend defb mpen+4,mxy+6,112,drawbox,24,5,mpen+3 defb mxy+12,136, "&ER<:UM<:WELL:ACTUALLY" defb mxy+13,144, "I:WAS:WONDERING:IF:WE" defb mxy+14,152, "NEEDED:ALL:30:COINS'",mend defb mpen+5,mxy+6,64,drawbox,21,4,mpen+6 defb mxy+12,88,"&YOU:DISAPPOINT:ME<" defb mxy+14,96, "OF:COURSE:WE:DO@'",mend defb mpen+7,mxy+8,80,drawbox,21,5,mpen+3 defb mxy+15,104,"BACK:YOU:GO:DIZZY>" defb mxy+15,112,"SHE;S:A:REAL:SLAVE" defb mxy+13,120,"DRIVER;:BUT:WORTH:IT" defb mend,mendgotallcoins defb mpen+5,mxy+2,48,drawbox,24,3,mpen+6 defb mxy+8,72, "&WOW@:YOU;VE:GOT:THEM'",mend defb mpen+4,mxy+4,128,drawbox,24,3,mpen+3 defb mxy+10,152, "&WELL<:IT:WAS:NOTHING'",mend defb mpen+7,mxy+20,88,drawbox,7,3,mpen+3 defb mxy+26,112,"LIAR@",mend defb mpen+7,mxy+4,80,drawbox,23,5,mpen+3 defb mxy+10,104,"AND:SO:WE:SAY:GOODBYE" defb mxy+12,112,"TO:THE:HAPPY:COUPLE" defb mxy+16,120,"UNTIL:>>>>>",mend defb mpen+7,mxy+8,72,drawbox,20,10,mpen+3 defb mxy+13,96,"WELL:WHO:KNOWS:WHAT" defb mxy+15,104,"MIGHT:HAPPEN:NEXT",mpen+4 defb mxy+16,120,"WE:HOPE:YOU:HAVE" defb mxy+15,128,"ENJOYED:THIS:GAME",mpen+2 defb mxy+16,140,"THAT;S:ALL:FOLKS",mpen+5 defb mxy+16,152,"THE:OLIVER:TWINS" defb mend,menddougtalking defw crowbarhere+room defb mpen+5,mxy+2,48,drawbox,25,6,mpen+6 defb mxy+9,72, "&AFTERNOON:YOUNG:DIZZY" defb mxy+14,80,"YOU:LOOK:FRANTIC<" defb mxy+8,88, "ANYTHING:YOUR:OLD:GRAND" defb mxy+9,96, "DIZZY:CAN:DO:TO:HELP?'",mend defb mpen+4,mxy+6,104,drawbox,24,6,mpen+3 defb mxy+15,128,"&HAVEN;T:YOU:HEARD<" defb mxy+13,136,"DAISY;S:BEING:HELD:IN" defb mxy+14,144,"THE:CLOUD:CASTLE:AND" defb mxy+11,152,"I;M:TRYING:TO:SAVE:HER'",mend defb mpen+5,mxy+12,48,drawbox,21,4,mpen+6 defb mxy+18,72,"&JUST:WAIT:HERE:AND" defb mxy+21,80,"I;LL:GET:MY:HAT'",mend defb mpen+4,mxy+2,96,drawbox,25,5,mpen+3 defb mxy+9,120,"&WHAT@:WELL:THANKS:FOR" defb mxy+8,128,"OFFERING:TO:HELP<:BUT:I" defb mxy+9,136,"THINK:YOU:SHOULD:STAY'",mend defb mpen+5,mxy+4,64,drawbox,24,6,mpen+6 defb mxy+13,88, "&WELL<:IF:YOU:THINK" defb mxy+10,96, "IT;S:BEST<:BUT:PLEASE<" defb mxy+14,104,"TAKE:THIS:CROWBAR>" defb mxy+11,112,"I:REMEMBER:WHEN>>>>>'",mend defb mpen+7,mxy+6,80,drawbox,22,5,mpen+3 defb mxy+13,104,"YOU:DECIDE:TO:LEAVE" defb mxy+12,112,"AS:HE:STARTS:TO:TELL" defb mxy+12,120,"YOU:HIS:LIFE:HISTORY",mend defb mend,mendgoonmysonmess defb mpen+5,mxy+2,48,drawbox,21,5,mpen+6 defb mxy+10,72,"OH:NO@:HE;S:STILL" defb mxy+10,80,"WAFFLING:ON:ABOUT" defb mxy+8,88, "HIS:PAST:ADVENTURES",mend;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;MESSAGES FOR DOING THINGSthrowwateronfiremess defb mpen+7,mxy+2,48,drawbox,21,6,mpen+3 defb mxy+10,72, "YOU:THROW:THE:JUG" defb mxy+10,80,"OF:WATER:ONTO:THE" defb mxy+8,88, "FIRE:AND:THE:FLAMES" defb mxy+7,96, "ARE:QUICKLY:QUENCHED",mendlookatpicturemess defb mpen+7,mxy+2,96,drawbox,23,6,mpen+3 defb mxy+11,120, "YOU:LOOK:UP:AT:THE" defb mxy+9,128, "PICTURE>:IT;S:YOU:IN" defb mxy+10,136, "YOUR:LAST:ADVENTURE",mpen+5 defb mxy+8,144, "TREASURE:ISLAND:DIZZY",mendthrowwateronbeanmess defb mpen+7,mxy+2,48,drawbox,26,8,mpen+3 defb mxy+8,72, "YOU:THROW:YOUR:BUCKET:OF" defb mxy+13,80, "WATER:ONTO:THE:BEAN",mpen+5 defb mxy+11,88, "YOU:JUMP:CLEAR:AS:THE" defb mxy+10,96, "GROUND:RUMBLES:AND:THE" defb mxy+12,104,"BEANSTALK:SPIRALS:UP" defb mxy+14,112,"THROUGH:THE:CLOUDS",mendplantbeanmess defb mpen+7,mxy+6,48,drawbox,22,5,mpen+3 defb mxy+12,72,"THIS:TIME:YOU:DECIDE" defb mxy+15,80,"TO:PLANT:THE:BEAN" defb mxy+15,88,"IN:THE:DRY:MANURE" defb mpen+2,mxy+2,112,drawbox,16,4,mpen+6 defb mxy+8,136,":>>>:BUT:IT:IS" defb mxy+8,144,"UNABLE:TO:GROW",mendpickupmanuremess defb mpen+7,mxy+2,48,drawbox,26,5,mpen+3 defb mxy+6,72,"OH@:HOW:DISGUSTING@YOU:TRY" defb mxy+7,80,"TO:PICK:UP:THE:MANURE:BUT" defb mxy+8,88,"IT:SLIPS:FROM:YOUR:HANDS",mendthrowswitchmess defb mpen+7,mxy+2,48,drawbox,15,5,mpen+3 defb mxy+8,72,"YOU:THROW:THE" defb mxy+8,80,"LEVER:TO:;ON;" defb mxy+8,88,"BUT:IT:BREAKS",mendfedarmorog defb mpen+7,mxy+2,48,drawbox,18,4,mpen+3 defb mxy+8,72,"THAT:BONE:SHOULD" defb mxy+10,80,"KEEP:HIM:BUSY@",menddragonasleepmess defb mpen+7,mxy+2,48,drawbox,21,6,mpen+3 defb mxy+8,72,"YOU:SMASH:THE:FLASK" defb mxy+10,80,"OF:POTION:AND:THE" defb mxy+9,88,"DRAGON:INHALES:THE" defb mxy+8,96,"INTOXICATING:VAPOUR",mendcroctiedmess defb mpen+7,mxy+2,48,drawbox,19,5,mpen+3 defb mxy+11,72,"YOU:NIMBLY:TIE" defb mxy+10,80,"THE:ROPE:AROUND" defb mxy+8,88, "THE:GATOR;S:SNOUT",mendrockinwatermess defb mpen+7,mxy+2,112,drawbox,26,5,mpen+3 defb mxy+6,136,"YOU:PUSH:THE:ROCK:INTO:THE" defb mxy+6,144,"RIVER:AND:IT:DISPLACES:THE" defb mxy+8,152,"WATER<:RAISING:THE:LEVEL",mendkeyinmachine defb mpen+7,mxy+2,48,drawbox,24,5,mpen+3 defb mxy+8,72,"YOU:TRY:THE:KEY:IN:THE" defb mxy+13,80,"LOCK:AND:IT:FITS@" defb mxy+8,88,"SO:YOU:TURN:IT:TO:;ON;",mendfillbucketmess defb mpen+7,mxy+2,48,drawbox,21,4,mpen+3 defb mxy+8,72,"YOU:FILL:YOUR:EMPTY" defb mxy+10,80,"BUCKET:WITH:WATER",mendthanksforloafmess defb mpen+7,mxy+2,48,drawbox,18,5,mpen+3 defb mxy+8,72, "THE:RAVENOUS:RAT" defb mxy+11,80,"EATS:THE:LOAF" defb mxy+11,88,"AND:RUNS:AWAY",mendputeggbackmess defb mpen+7,mxy+2,48,drawbox,20,6,mpen+3 defb mxy+11,72,"YOU:PUT:THE:EGG" defb mxy+8,80, "BACK:INTO:THE:NEST" defb mxy+12,88,"AND:THE:DRAGON" defb mxy+8,96, "ALLOWS:YOU:TO:PASS",mendgoawaymess defb mpen+5,mxy+2,48,drawbox,26,5,mpen+6 defb mxy+10,72,"&OH:NO@:NOT:YOU:AGAIN>" defb mxy+12,80, "GO:AWAY>:I;M:HIDING<" defb mxy+8,88, "AND:IT;S:ALL:YOUR:FAULT'",mendknockandentermess defb mpen+2,mxy+2,96,drawbox,17,3,mpen+6 defb mxy+8,120, "KNOCK:AND:ENTER",mend defb mpen+7,mxy+6,48,drawbox,22,5,mpen+3 defb mxy+14,72, "THAT;S:EASIER:SAID" defb mxy+11,80, "THAN:DONE:WHEN:YOU;RE" defb mxy+11,88, "WEARING:BOXING:GLOVES",mend,mendusedoorknockermess defb mpen+7,mxy+2,48,drawbox,20,5,mpen+3 defb mxy+12,72,"USING:THE:DOOR" defb mxy+8,80,"KNOCKER<:YOU:KNOCK" defb mxy+8,88,"AND:THE:DOOR:OPENS",mendusecrowbarmess defb mpen+7,mxy+2,48,drawbox,19,5,mpen+3 defb mxy+8,72,"USING:THE:CROWBAR" defb mxy+8,80,"YOU:FORCE:THE:LID" defb mxy+13,88,"OFF:THE:WELL",mendusepickaxemess defb mpen+7,mxy+2,48,drawbox,22,4,mpen+3 defb mxy+9,72,"YOU:USE:THE:PICKAXE" defb mxy+8,80,"TO:BREAK:UP:THE:ROCK",mendobstructingliftmess defb mpen+2,mxy+14,80,drawbox,14,4,mpen+6 defb mxy+21,104,"STAND:CLEAR" defb mxy+21,112,"OF:THE:LIFT",menduserugmess defb mpen+7,mxy+10,80,drawbox,17,6,mpen+3 defb mxy+18,104,"YOU:THROW:THE" defb mxy+17,112,"RUG:ACROSS:THE" defb mxy+16,120,"DAGGERS<:MAKING" defb mxy+22,128,"THEM:SAFE",menddropwhiskeymess defb mpen+2,mxy+2,48,drawbox,14,7,mpen+6 defb mxy+8,72, "YOU:FIND:THE" defb mxy+9,80, "WHISKEY:TOO" defb mxy+9,88, "TEMPTING:TO" defb mxy+9,96, "DROP:AND:SO" defb mxy+11,104,"DRINK:IT@",mendgetbackintheremess defb mpen+5,mxy+2,48,drawbox,21,4,mpen+6 defb mxy+10,72, "&OY@:WHERE:DO:YOU" defb mxy+7,80, "THINK:YOU;RE:GOING@'",mendholdingholemess defb mpen+2,mxy+2,48,drawbox,16,7,mpen+6 defb mxy+8,72,"WHOOPS@:",mpen+4,"YOU;VE" defb mxy+9,80,"GOT:A:HOLE:IN" defb mxy+10,88,"YOUR:BAG:AND" defb mxy+8,96,"EVERYTHING:HAS" defb mxy+10,104,"DROPPED:OUT@",mend;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;ALL DEAD MESSAGESdeadwindow defb mpen+6,mxy+10,64,drawbox,18,6 defb mxy+16,112,mpen+2,"YOU:LOSE:A:LIFE@",mpen+5,mendarmorogkilledmess defb mxy+18,88,"ARMOROG:CAUGHT" defb mxy+17,100,"YOU:TRESPASSING" defb mendkilledbyportcullis defb mxy+16,88,"YOU:WERE:STABBED" defb mxy+16,96,"BY:THE:SPIKES:OF" defb mxy+18,104,"THE:PORTCULLIS" defb mendkilledbyliftmess defb mxy+17,88,"YOU:GOT:TRAPPED" defb mxy+18,96,"IN:THE:COGS:ON" defb mxy+17,104,"TOP:OF:THE:LIFT" defb menddragonkilledmess defb mxy+16,88, "THE:DRAGON:BITES" defb mxy+16,96, "YOU:AND:YOU:KEEL" defb mxy+20,104,"OVER:AND:DIE" defb menddragonflameskilledmess defb mxy+17,88, "YOU:ARE:ROASTED" defb mxy+17,96, "BY:THE:DRAGON;S" defb mxy+20,104,"FIERY:BREATH" defb mendkilledbyflame defb mxy+18,88,"YOU:WERE:BURNT" defb mxy+19,100,"BY:THE:FLAMES" defb mendkilledbywater defb mxy+17,88, "YOU:FELL:IN:THE" defb mxy+15,100,"WATER:AND:DROWNED" defb mendcroceatenmess defb mxy+19,88,"THE:GATOR:HAS" defb mxy+19,100,"YOU:FOR:LUNCH" defb mendkilledbyhawk defb mxy+18,88,"THE:DIZZY:HAWK" defb mxy+21,96,"SWOOPS:DOWN" defb mxy+19,104,"AND:KILLS:YOU" defb mendratgotyoumess defb mxy+20,88,"THE:RAT:GOES" defb mxy+20,96,"STRAIGHT:FOR" defb mxy+23,104,"YOUR:NECK" defb mendkilledbyvolcano defb mxy+18,88, "YOU:WERE:BURNT" defb mxy+17,96, "BY:THE:HOT:LAVA" defb mxy+18,104,"IN:THE:VOLCANO" defb mendkilledbydaggersmess defb mxy+14,88, "YOU;RE:SKEWERED:BY" defb mxy+15,100,"THE:SHARP:DAGGERS" defb mend;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;ODD MESSAGESyoufoundcoinmess defb mpen+5,mxy+16,64,drawbox,12,5,mpen+3 defb mxy+22,88,"WELL:DONE@",mpen+6 defb mxy+23,96,"YOU:FOUND" defb mxy+26,104,"A:COIN",mend inventory defb mpen+4,mxy+6,56,drawbox,22,6,mxy+16,76carrymess defb mpen+5,"YOU:ARE:CARRYING",mpen+2,mendinventorywithbag defb mpen+4,mxy+6,48,drawbox,22,8,mxy+16,68,mgosub defw carrymess defb mendselectitemmess defb mpen+7,mxy+14,136,drawbox,14,2,mpen+5 defb mxy+18,152,"CHOOSE:ITEM:TO" defb mxy+21,160,"USE:OR:DROP",mendcarryingtoomuchmess defb mpen+7,mxy+12,136,drawbox,16,2,mpen+5 defb mxy+16,152,"YOU:ARE:CARRYING" defb mxy+16,160,"TOO:MUCH:TO:HOLD",mendnothingatallmess defb mxy+22,96,mpen+7 defb "N",mxy+25,96,"O",mxy+28,96,"T",mxy+31,96 defb "H",mxy+34,96,"I",mxy+37,96,"N",mxy+40,96,"G",mendnothingheremess defb mendbagmess defb "EXIT:AND:DON;T:DROP",mendgreenbeanmess defb "A:SINGLE:GREEN:BEAN",mendbonemess defb "A:FRESH:MEATY:BONE",mendgoldeneggmess defb "A:HEAVY:DRAGON:EGG",mendblackholemess defb "A:LARGE:ROUND:HOLE",mendsleeppotionmess defb "SOME:SLEEPING:POTION",mendapplemess defb "A:FRESH:GREEN:APPLE",mendjugmess defb "A:JUG:OF:COLD:WATER",mendloafmess defb "STALE:LOAF:OF:BREAD",mendfullwhiskeymess defb "A:BOTTLE:OF:WHISKEY",mendropemess defb "A:PIECE:OF:ROPE",mend if computer=spectrumbeforerelocate org &ff01 endifrockmess defb "A:HEAVY:BOULDER",mendfullwinemess defb "A:BOTTLE:OF:WINE",mendemptybottlemess defb "AN:EMPTY:BOTTLE",mendkeymess defb "A:SHINY:GOLD:KEY",mendmtbucketmess defb "AN:EMPTY:BUCKET",mendfullbucketmess defb "A:BUCKET:OF:WATER",mendleavesmess defb "A:CLUMP:OF:LEAVES",mendpigmycowmess defb "A:CUTE:PIGMY:COW",mendrailingmess defb "A:PIECE:OF:RAILING",menddoorknockermess defb "BRASS:DOOR:KNOCKER",mendcrowbarmess defb "A:STRONG:CROWBAR",mendpickaxemess defb "A:RUSTY:OLD:PICKAXE",mendrugmess defb "AN:OLD:THICK:RUG",mendwindowmess defb "A:WINDOW:FRAME",mend if computer=spectrum org beforerelocate endif-----------------------------------------------------------------------X2

titlescreen ld a,1 ld (dontupdatedizzy),a xor a ld (roomno),a call roomsetup ld hl,startmess call prtmessage ld a,27 ;;prt dizzy logo ld e,58 ld l,57 call store\_sprite\_vars1 call plotattris call frame if computer=spectrum call sayfwdizzy ld b,50ddelay halt djnz ddelay endif xor a call starttune ;;;init tunekeeptesting call titlescreenlp jr z,keeptesting call resetmoving call resetcoins call resetcarryingresetlives ld a,3 ld (lives),a ld a,46 ld (startx),a ld a,168 ld (starty),a ld a,36 ld (startroom),a xor a ld (completedgame),a call checkforposcheat nextlife call subfromlives call starteggres ld a,1 call starttune xor a ld (oldclock),a ld (clock),a ld (dontupdatedizzy),amaingamelpnotpickup xor a ld (pickup),a ld a,(usepickup) and a jr z,oktopickup dec a ld (usepickup),a jr notfacingoktopickup ld a,(sequence) and a jr nz,notfacing ld a,(keybyte) bit 3,a jr z,notfacing ld a,255 ld (pickup),anotfacing call domoving ld a,(killed) cp 1 jr z,wantaquickkillafterdomoving call pickupcoins call tryputtingdown call updatewater call updateflames call checkholdinghole call checkifdrunk call shopkeeperrouwantaquickkill if computer=spectrum ld a,0\*32+3 ;;;;c for cheat endif if computer=amstrad ld a,62 endif call inkey call z,cheated ld a,(newroomno) ld b,a ld a,(roomno) cp b jp z,notanewroom ;;;only a problem if newroomno(b) =23 or 55 ;;;when roomno=39 ;;;or if newroomno=39 (set path to tumble) cp 39 jr z,leaving39 ld a,b cp 7 jr z,fallenoutof23 cp 39 jp nz,gotoenterroomfallenoutof23 ld a,39 ld (newroomno),a ;;set to ordinary tumble ld a,(roomno) ld (lastroom),a di xor a ld (animation),a ld (left),a ld (right),a ld a,4 ld (dy),a ld a,3 ld (sequence),a ei jp gotoenterroomleaving39 ld a,b cp 23 jr z,flipandsettumblenotroom23 ;were going up on seq. 8 ld a,(lastroom) cp 55 ld a,23 jr z,settojumpout ld a,55 ;;jp settojumpoutsettojumpout ld (newroomno),a ;;set path to jump (+ve x) di xor a ld (animation),a ld (left),a ld a,1 ld (right),a ld a,-8 ld (dy),a ld a,5 ld (sequence),a ei jp gotoenterroomflipandsettumble ;;set path to upside down tumble di ld a,180 ld (y),a xor a ld (animation),a ld (left),a ld (right),a ;;(dy) will automatically be set to -6 ld a,8 ld (sequence),a ld a,(upsidedown) xor 1 ld (upsidedown),a ld a,39 ld (newroomno),a eigotoenterroom call enterroom xor a ld (dontupdatedizzy),anotanewroom if pds=1 ;;;;pds quit ld a,pdskey call inkey jr nz,contmaingamelp di ld b,0 ret ;;;;;;;;;;;;; endifcontmaingamelp if computer=spectrum ld a,2\*32 endif if computer=amstrad ld a,67 endif call inkey jr z,quittedclocklp ld a,(oldclock) ld b,a ld a,(clock) sub b cp 3 ;;;main loop cycle time 1/50 secs unit jr c,clocklp ld a,(clock) ld (oldclock),a call seeifstarttune ld a,(completedgame) and a jr nz,quittednotdonegame ld a,(killed) and a jp z,maingamelp dec a ld (killed),a jp nz,maingamelp ld a,1 ld (dontupdatedizzy),a ld hl,deadwindow call prtmessage ld hl,(killedmess) call prtmessage ld a,2 call finishmusic ld a,1 ld (killed),a ;;so music does not restart call waitforkey call ruboutdizzy ld a,(lives) and a jp nz,nextlifequitted call flipscreenrou xor a ld (upsidedown),a if computer=amstrad call turnoff endif if computer=spectrum ld a,(ifmem128) and a jr z,onlylittle call ramon call turnoff call ramoffonlylittle endif jp titlescreen cheated ld a,(poscheat) and a ret z ld a,1 ld (dontupdatedizzy),acheated1 call getkeybyte ld c,a ld a,(roomno) ld b,a bit 2,c ;;left key jr z,cheatnl dec bcheatnl bit 1,c ;;right key jr z,cheatnr inc bcheatnr bit 4,c jr z,cheatnu ld a,b sub a,16 ld b,acheatnu bit 5,c jr z,cheatnd ld a,b add a,16 ld b,acheatnd bit 0,c ;;;jump key jr nz,outcheat ld a,(roomno) cp b jr z,cheated1 ld a,b cp 101 jr c,cheatroomok xor acheatroomok ld (newroomno),a ld (roomno),a call roomsetuphandsofcheat call getkeybyte and %1111 jr nz,handsofcheat jp cheated1outcheat xor a ld (dontupdatedizzy),a jp plotnewcheckforposcheat ld a,cheatversion ld (poscheat),a ld hl,cheatkeys ld b,5cheatkeyslp ld a,(hl) call inkey ret nz inc hl djnz cheatkeyslp ld b,5cheatkeyslp1 ld a,(hl) call inkey ret z inc hl djnz cheatkeyslp1 ld a,1 ld (poscheat),a ret if computer=amstrad;; D Y L A N not Q G K V Tcheatkeys defb 61,43,36,69,46, 67,52,37,55,51 endif if computer=spectrum;; P A F W Dcheatkeys defb 5\*32,1\*32,1\*32+3,2\*32+1,1\*32+2;; not Q G K V T defb 2\*32,1\*32+4,6\*32+2,4,2\*32+4 endifprintandwait call prtmessagehandoffandwait call getkeybyte and a jr nz,handoffandwaitwaitforkey call seeifstarttune call getkeybyte and a jr z,waitforkey ret;;; moving stuffroom equ 0rou equ 1movex equ 2movey equ 3movefrm equ 4oldmovex equ 5oldmovey equ 6oldmovefrm equ 7delay equ 8delaycounter equ 9var1 equ 10colour equ 11origroom equ 12origx equ 13origy equ 14origfrm equ 15portcullis equ 0portswitch equ 1pickupable equ 2armorog equ 3dragon equ 4crocodile equ 5log equ 6hawk equ 7machines equ 8 lift equ 9dozyfloat equ 10rat equ 11troll equ 12dagger equ 13door equ 14crowbar equ 15miner equ 16daisy equ 17switch1 equ 18daisy1 equ 19;;colour byte 7 6 5 4 3 2 1 0;; rev:dull:atplot:plot: colourmovingdata;; room,rou, x ,y ,frm,oldx,oldy,ofrm,dly,v1,v2,col ,orm,orx,ory,ofrm defb 49,hawk ,60 ,80 ,97 defw nothingheremess defb 0 ,2 ,0 ,0 ,5+8+16,49 ,60 ,80 ,97 defb 55,pickupable,48 ,144,1 defw bagmess defb 0 ,0 ,0 ,0 ,2+64,55 ,48 ,144,1porthere defb 51,portcullis,76 ,136,120,96,136, 0 ,4 ,0 ,0 ,7 ,51 ,76 ,96,120 defb 51,portswitch,66 ,78 ,122,0 ,0 ,0 ,0 ,0 ,0 ,5+64,51 ,66 ,78 ,122shopkeeperhere defb 22,pickupable,68 ,136,105 defw pigmycowmess,shoptalk defb 0 ,0 ,7+64,255,68,136,105shopkeeperhere1 defb 22,crowbar,68+4,136,105 defw pigmycowmess,shoptalk defb 0 ,0 ,7+64+128,255,68+4,136,105 defb 72,pickupable,62 ,144,11 defw blackholemess defb 0 ,0 ,0 ,0 ,7+64,72 ,62 ,144,11manurehere defb 58,pickupable,72 ,170,3 defw 0 ;;;pickupmanuremess defb 0, 0, 0 ,0 ,2+64,58,72 ,170,3 defb 36,pickupable,58 ,136,17 defw applemess,proxapple defb 0 ,0 ,4+64,255,58 ,136,17bonehere defb 100,pickupable,52 ,160,6 defw bonemess defb 0 ,0 ,0 ,0 ,7+64,100 ,52 ,160,6beanhere defb 22,pickupable,68 ,160,2 defw greenbeanmess,proxbean defb 0 ,0 ,4+64,255 ,62 ,144,2goldenegghere defb 93,pickupable,80 ,152,10 defw goldeneggmess,proxegg defb 0 ,0 ,7+64,93 ,80 ,152,10 defb 50,pickupable,86 ,160,138 defw rockmess,proxrock defb 0 ,0 ,2+64,50 ,86 ,160,138armoroghere defb 50,armorog ,54 ,156,102,0 ,0 ,0 ,2 ,0 ,0 ,2+64+8,50 ,54 ,156,102 dragonhere defb 54,dragon ,68 ,152,109,0 ,0 ,0 ,0 ,0 ,0 ,2+64,54 ,68 ,152,109sleepingpotionhere defb 45,pickupable,80 ,128,15 defw sleeppotionmess,proxsleep defb 0 ,0 ,6+64,255,80 ,128,15 defb 53,crocodile ,70 ,152,123,0 ,0 ,0 ,0 ,0 ,0 ,4+8,53 ,70 ,152,123ropehere defb 68,pickupable,76 ,160,14 defw ropemess,proxcroc defb 0 ,0 ,7+64,255,76 ,160,14 defb 35,pickupable,58 ,136,139 defw rockmess,proxrock defb 0 ,0 ,2+64,35 ,58,136,139 defb 53,pickupable,90 ,144,136 defw rockmess,proxrock defb 0 ,0 ,2+64,53 ,90 ,144,136 defb 48,log ,60 ,136,158,0 ,0 ,0 ,4 ,0 ,0 ,2+8 ,48 ,60 ,136,158whiskeyhere defb 53,pickupable,50 ,136,18 defw fullwhiskeymess,emptybottlemess defb 0 ,0 ,6+64,53 ,50 ,136,18 defb 71,lift ,52 ,56 ,125,56,112, 0 ,1 ,0 ,0 ,7+16,71 ,52,48 ,125 defb 56,machines ,50 ,116,127 ,0 ,0 ,0 ,32 ,0 ,0 ,5+64 ,56,50 ,116,127 defb 85,pickupable,46 ,136,13 defw keymess,proxkey1 defb 0 ,0 ,6+64,85 ,46 ,136,13 defb 40,lift ,40 ,56 ,125,56,134, 0 ,1 ,0 ,0 ,7+16,40 ,40,56 ,125 defb 56,machines ,72 ,116,127 ,0 ,0 ,0 ,32 ,0 ,0 ,5+64,56,72 ,116,127 defb 24,pickupable,80 ,136,13 defw keymess,proxkey2 defb 0 ,0 ,6+64,24 ,80 ,136,13 defb 88,lift ,58 ,56 ,125,56,136, 0 ,1 ,0 ,0 ,7+16,88 ,58,48 ,125 defb 56,machines ,52 ,156,127 ,0 ,0 ,0 ,32 ,0 ,0 ,5+64,56,52 ,156 ,127 defb 60,pickupable,60 ,120,13 defw keymess,proxkey3 defb 0 ,0 ,6+64,60 ,60 ,120,13 defb 56,lift ,60 ,104 ,125,104,140, 0 ,1 ,0 ,0 ,7+16 ,56 ,60,104 ,125 defb 56,machines ,70 ,156,127 ,0 ,0 ,0 ,32 ,0 ,0 ,5+64,56,70 ,156,127 defb 48,pickupable,40 ,96,13 defw keymess,proxkey4 defb 0 ,0 ,6+64,48 ,40 ,96,13buckethere defb 83,pickupable,80 ,144,5 defw mtbucketmess,proxmtbucket defb 0 ,0 ,5+64,83,80 ,144,5 defb 60,pickupable,46 ,144,5 defw fullbucketmess,proxfullbucket defb 0 ,0 ,5+64,255,46 ,144,5 defb 59,pickupable,52 ,102,206 defw leavesmess defb 0, 0, 0 ,0 ,4+64,59,52 ,102,206 defb 58,pickupable,60 ,160,7 defw pigmycowmess defb 0, 0, 0 ,0 ,7+64,58,60 ,160,7 defb 55,pickupable,58 ,136,206 defw leavesmess defb 0, 0, 0 ,0 ,4+64,55,58 ,136,206 defb 55,pickupable,76 ,128,192 defw railingmess defb 0, 0, 0 ,0 ,2+64,55,76 ,128,192dozyhere defb 45,pickupable,74 ,116,32 defw dozyrou,dozytalking defb 0 ,0 ,7+64,45,74 ,116,32dozyfloathere defb 45,dozyfloat,68 ,139,32,0 ,0 ,0 ,0, 0 ,0 ,7+64+16+8,45,68,139,32 defb 36,pickupable,68 ,144,19 defw jugmess,proxjug defb 0 ,0 ,5+64,36,68 ,144,19loafhere defb 36,pickupable,72 ,144,20 defw loafmess,proxloaf defb 0 ,0 ,6+64,36,72 ,144,20rathere defb 36,rat ,42 ,73 ,104,44,80 , 0 ,2 ,0 ,0 ,5+16+8,36,96,73 ,104trollhere defb 36,troll ,78 ,136,96 ,44,80 , 0 ,0 ,0 ,0 ,4+64 ,36,78,136 ,96 defb 69,dagger ,78 ,136,169 ,0 ,0 , 0 ,0 ,0 ,0 ,7+64 ,69,40,112 ,169 defb 89,pickupable,58 ,136,21 defw doorknockermess,proxdoor defb 0 ,0 ,6+64,89,58 ,136,21doorhere defb 84,door ,34 ,144,177 ,0 ,0 , 0 ,0 ,0 ,0 , 2 ,84,34,144 ,177doughere defb 88,pickupable,42 ,76,36 defw dougrou,dougtalking defb 0 ,0 ,7+64,88,42,76,36dragonhere1 defb 40,dragon ,68 ,152,109,0 ,0 ,0 ,0 ,0 ,0 ,4+64,40 ,68 ,152,109goldenegghere1 defb 40,pickupable,60 ,152,10 defw goldeneggmess defb 0 ,0 ,0 ,0 ,7+64,40 ,60,152,10crowbarhere defb 88,pickupable,48 ,80,4 defw crowbarmess,proxcrowbar defb 0 ,0 ,5+64,255,48,80,4welllidhere defb 55,crowbar ,46 ,160,158 ,0 ,0 , 0 ,0 ,0 ,0 , 2 ,55,46,160,158 defb 87,pickupable,64 ,80,9 defw pickaxemess,proxpickaxe defb 0 ,0 ,2+64,87,64,80,9rockhere defb 41,crowbar ,36 ,101,146 ,0 ,0 , 0 ,0 ,0 ,0 , 2+8,41,36,101,146 defb 41,miner ,96 ,120,96 ,44,80 , 0 ,0 ,0 ,0 ,4+64 ,41,96,120 ,96 defb 94,dagger ,42 ,152,169 ,0 ,0 , 0 ,0 ,0 ,0 ,7+64 ,94,42,152,169 defb 94,dagger ,50 ,152,169 ,0 ,0 , 0 ,0 ,0 ,0 ,7+64 ,94,50,152,169 defb 40,pickupable,52 ,112,12 defw rugmess,proxrug defb 0 ,0 ,2+64,40,52,112,12carpethere defb 94,crowbar ,40 ,152,210 ,0 ,0 , 0 ,0 ,0 ,0 , 2,255,40,152,210carpethere1 defb 94,crowbar ,46 ,152,210 ,0 ,0 , 0 ,0 ,0 ,0 , 2,255,46,152,210daisylifthere defb 94,lift ,74 ,56,125,56,120, 0 ,2 ,0 ,0 ,7 ,94 ,74,48,125daisyhere defb 94,daisy ,75 ,80,35,0 ,0 ,0 ,2 , 0 ,0 ,7+64+16+8,94,75,80,35 defb 94,switch1 ,62 ,70,122,0 ,0 ,0 ,2 ,0 ,0 ,5+64+8,94 ,62 ,70 ,122dylanhere defb 59,pickupable,72 ,147,34 defw dylanrou,dylantalking defb 0 ,0 ,7+64,59,72,147,34denzilhere defb 68,pickupable,80 ,155,33 defw denzilrou,denziltalking defb 0 ,0 ,7+64,68,80,155,33daisy1here defb 73,daisy1,48 ,77,35, 0,0,0,2, 0 ,0 ,7+64,255,48,77,35 defb 56,pickupable,84 ,128,192 defw railingmess defb 0, 0, 0 ,0 ,2+64,56,84 ,128,192 defb 72,pickupable,76 ,80,192 defw railingmess defb 0, 0, 0 ,0 ,2+64,72,76 ,80,192 defb 73,pickupable,56 ,72,204 defw windowmess defb 0, 0, 0 ,0 ,4+64,73,56 ,72,204 defb 52,pickupable,86 ,88,192 defw railingmess defb 0, 0, 0 ,0 ,7+64,52,86 ,88,192;; room,rou, x ,y ,frm,oldx,oldy,ofrm,dly,v1,v2,col ,orm,orx,ory,ofrmendofmovingdatanoofmoving equ (endofmovingdata-movingdata)/16 if endofmovingdata-movingdata<>noofmoving\*16 error "moving data typed in wrong endifresetrous defw resetportcullis defw resetportswitch defw resetpickupable defw resetarmorog defw resetdragon defw resetcrocodile defw resetlog defw resethawk defw resetmachines defw resetlift defw resetdozyfloat defw resetrat defw resettroll defw resetdagger defw resetdoor defw printmoving ;;;resetcrowbar defw resetminer defw resetdaisy defw resetswitch1 defw resetdaisy1movingrous defw portcullisrou defw portswitchrou defw pickupablerou defw armorogrou defw dragonrou defw crocodilerou defw logrou defw hawkrou defw machinesrou defw liftrou defw dozyfloatrou defw ratrou defw trollrou defw daggerrou defw doorrou defw rethere ;;crowbarrou defw minerrou defw daisyrou defw switchrou1 defw daisyrou1-------------------------------------------------------------------------

X3

resetmoving ld b,noofmoving ld ix,movingdata ld de,16resetmovinglp call reseteach add ix,de djnz resetmovinglp xor a ld (waterheight),a ld (fireout),a ld (ratcount),a ld (dragonhere+oldmovex),a ld (dragonhere1+oldmovex),a ld (doorhere+oldmovex),a ld a,255 ld (shopkeepercount),a ld (rathere+var1),a ld a,60 ld (rathere+oldmovefrm),a ld hl,fullwhiskeymess ld (whiskeyhere+oldmovex),hl ld a,1 ld (ratcoll+1),a ld a,5+16+8 ld (rathere+colour),a ld hl,talkbefore ld b,5scrubtalkbefore ld (hl),0 inc hl djnz scrubtalkbeforerethere retreseteach ld a,(ix+origroom) ld (ix+room),a ld a,(ix+origx) ld (ix+movex),a ld a,(ix+origy) ld (ix+movey),a ld a,(ix+origfrm) ld (ix+movefrm),a xor a ld (ix+var1),a ld (ix+delaycounter),a ret resetroommoving ld a,%00101000 call resetroommoving1 ld a,%00100000resetroommoving1 ld (patchpick),a ld b,noofmoving ld ix,movingdataresetroommovinglp push bc ld a,(ix+1) cp pickupablepatchpick jr z,notprintyet ld a,(roomno) cp (ix+0) push ix ld hl,resetrous call z,jumptoroutine pop ixnotprintyet pop bc ld de,16 add ix,de djnz resetroommovinglp retdomoving ld b,noofmoving ld ix,movingdata+(noofmoving-1)\*16domovinglp ld a,b dec a ld (slotno),a push bc ld a,(roomno) cp (ix+0) jr nz,notinthisroom ld a,(ix+1) cp pickupable call nz,delayrou push ix ld hl,movingrous call z,jumptoroutine pop ixnotinthisroom pop bc ld de,-16 add ix,de djnz domovinglp retjumptoroutine ld a,(ix+1) cp 20 ret nc add a,a ld c,a ld b,0 add hl,bc ld e,(hl) inc hl ld d,(hl) ex de,hl jp (hl) ;;;checks if dizzy is in the box ;;;send l=x h =y e=width d=height if seeproxbox=1proximitycollide push hl push de push ix ld a,l sub 32 if computer=spectrum srl a endif ld (proxboxxpat+1),a ld c,h ld b,0 ld ix,screentable sla c rl b add ix,bc ld c,dproxboxy push de ld l,(ix+0) ld h,(ix+1) ld b,e if computer=spectrum srl b endifproxboxxpat ld de,0 add hl,deworkacross ld (hl),255 inc hl djnz workacross pop de inc ix inc ix dec c jr nz,proxboxy pop ix pop de pop hl jr joinprox endifcollidewithdizzy3 ;;destroys ALL ld l,(ix+0) ld h,(ix+1) jr joincollidecollidewithdizzy16 ;;destroys ALL ld l,(ix+movex) ld h,(ix+movey) ld a,(ix+movefrm)joincollide ld (frmno),a push hl call findfrmsize pop hl ld a,(frmheight) ld d,a ld a,(frmwidth) ld e,a if seeproxbox=0proximitycollide endifjoinprox ld a,(dontupdatedizzy) and a ret nz ld a,(killed) and a ret nz ld a,(x) add a,32 ld c,a ld a,(y) sub eggheight ld b,a ;;c=x and b=y diz2 ;;e=w1 d=h1 ;;l=x1 h=y1collision ld a,l sub c jr c,collidex1 cp eggwidth ret nc jr collideycollidex1 dec a add a,e ret nccollidey ld a,h sub b jr c,collidey1 cp eggheight retcollidey1 dec a add a,d ret eggheight equ 18eggwidth equ 6delayrou ld a,(ix+delay) and a ret z ld b,a ld a,(ix+delaycounter) inc a ld (ix+delaycounter),a cp b ret c ld (ix+delaycounter),0 retrubprintmoving set 5,(ix+colour) ;;this instruction is patched !!! call printmoving res 5,(ix+colour) retprintmoving push ix ld a,(ix+movefrm) ld e,(ix+movex) ld l,(ix+movey) ld (frmno),a ld a,e ld (frmx),a ld a,l ld (frmy),a ld a,(ix+colour) and %01000111 ld (frmattri),a ld a,(ix+colour) rlca and 1 ld (frmreverse),a ld a,(ix+colour) and %00001000 rrca rrca rrca ld (frmplotpatch+1),a call findfrmsize bit 5,(ix+colour) call z,plotattris1frmplotpatch ld a,1 ld (frmplot),a call frame pop ix push ix bit 5,(ix+colour) call nz,plotattris2 pop ix retplotattris1 bit 4,(ix+colour) ret nz xor a ld (frmplot),a jp plotattrisplotattris2 bit 4,(ix+colour) ret nz xor a ld (frmplot),a ld a,7+64 ld (frmattri),a jp plotattrisnoofflames defb 4noofwater defb 0waterheight defb 0watercolour defb 0addtoflame ld hl,flamelist ld de,noofflames ld c,0 jr joinaddtothingaddtowater ld a,(frmattri) ld (watercolour),a ld c,3 ld a,(roomno) cp 48 jr nz,normalwater ld a,(waterheight) neg add a,168 ld (frmy),a ld b,3stretchwater push bc call frame ld c,3 call normalwater ld a,(frmx) add a,8 ld (frmx),a pop bc djnz stretchwater retnormalwater ld hl,waterlist ld de,noofwaterjoinaddtothing ld a,(de) inc a ld (de),a dec a ld e,a rlca add a,e ld e,a ld d,0 add hl,de ld a,(frmx) ld (hl),a inc hl ld a,(frmy) ld (hl),a inc hl ld (hl),c retkilldizzy ld a,10killdizzy1 ld b,a ld a,(killed) and a ret nz ld a,b ld (killed),a ld (killedmess),hl ld a,25 ld (sndfx),a retpickupcoins ld a,(pickup) and a ret z ld b,totalcoins ld ix,cointabletestpickupcoin ld a,(roomno) cp (ix+2) jr nz,nocoinhere push bc xor a call collidewithdizzy3 jr nc,notovercoin set 7,(ix+2) call addtocoins xor a ld (pickup),a push ix ld a,5 call starttune ld hl,youfoundcoinmess call windowrou pop ixnotovercoin pop bcnocoinhere ld de,3 add ix,de djnz testpickupcoin retupdatewater ld a,(watercolour) ld (frmattri),a ld a,(noofwater) ld ix,waterlist and a ret z ld b,aupdatewaterlp push bc push ix ld a,(watercolour) ld c,a ld a,(ix+2) inc a and %11 ld (ix+2),a add a,92 ld b,1 ld e,(ix+0) ld l,(ix+1) call store\_sprite\_vars call frame pop ix ld l,(ix+0) ld a,(ix+1) add a,6 ld h,a ld a,91 call joincollide jr nc,notdrowned ld a,30 ld (killed),a ld a,6 ld (sequence),a ;;bob upside down call checkkeys ;;resets left & right ld a,(ix+1) add a,14 ld (y),a xor a ld (dy),a ld hl,killedbyvolcano ld a,(roomno) cp 77 jr z,yesfellinlava ld hl,killedbywateryesfellinlava ld (killedmess),hlnotdrowned ld de,3 add ix,de pop bc djnz updatewaterlp retupdateflames ld a,(noofflames) ld ix,flamelist and a ret z ld b,aupdateflamelp push bc call printflame ld a,(ix+2) inc a and %1111 ld (ix+2),a call printflame ld a,115 call collidewithdizzy3 jr nc,notburnt xor a ld (left),a ld (right),a ld a,50 ;;flame ld hl,killedbyflame call killdizzy1notburnt ld de,3 add ix,de pop bc djnz updateflamelp retprintflame ld a,(ix+2) and 2 rrca rrca ld b,a add a,1 ld b,a ld a,(ix+2) and 1 rlca rlca xor 6+64 ld c,a ld e,(ix+0) ld l,(ix+1) ld a,115simprintflame push ix call store\_sprite\_vars call frame pop ix xor a ld (frmplot),a jp plotattrisflamelist ;;x y frm defs 4\*3,0 waterlist defs 8\*3,0talkbefore defs 5,0objectscarried defs 4bag defb 0endflamelist;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;PICKUPABLEpickupablerou ld a,(pickup) and a ret z call collidewithdizzy16 ret nc xor a ld (pickup),a ld a,(ix+movefrm) cp 105 jp z,inventoryrou ;;;shopkeeper cp 1 jr z,pickingupbag cp 3 jr z,pickupmanure cp 32 jr c,notpickingupbag cp 40 jp c,talkingtopeoplenotpickingupbag ld hl,objectscarried ld b,0lookforslot ld a,(hl) cp 1 ;;;end of carry list jr z,noslotsleft and a jr z,gotslot inc hl inc b jr lookforslotgotslot ld a,b and a jr z,nomovingback dec hl ld a,(hl) inc hl ld (hl),a dec hl djnz gotslotnomovingback ld a,(slotno) ld (objectscarried),abacktoinvent ld (ix+room),255 jp inventoryrounoslotsleft dec hl ld a,(hl) ld (objecttodrop),a ld c,a push ix push bc call dropobject pop bc pop ix dec b ld a,1 ld (toomuchtohold),a jr gotslot ;;;;inventoryrouresetpickupable equ printmoving pickingupbag ld (bag),a xor a ld (objectscarried+2),a jr backtoinventpickupmanure ld a,(manurehere+var1) and a jp nz,tryputtingdown1 ld hl,pickupmanuremess ld a,1 ld (manurehere+var1),a jp windowrou ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;TALKING TO YOLKFOLKtalkingtopeople ld a,(ix+movefrm) cp 40 jr nc,notyolkfolk sub 32 ld hl,talkbefore ld c,a ld b,0 add hl,bc ld a,(hl) and a jr z,notyolkfolk1 res 3,(hl) inc (hl) ex de,hl ld l,(ix+oldmovex) ld h,(ix+oldmovey) jp (hl)notyolkfolk1 ld (hl),1notyolkfolk ld l,(ix+oldmovefrm) ld h,(ix+delay)talkingtopeople1 ld a,(roomno) ld e,(hl) inc hl ld d,(hl) inc hl ld (de),achatter ld a,1 ld (dontupdatedizzy),a call printandwait ld a,(hl) and a ;;; cp mend jr nz,chatter jp windowrou1;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DOZYROUdozyrou ld a,(de) cp 5 ld hl,kickdozyagainmess jp c,windowrou cp 6 ret nc ld hl,pushdozymess ld a,255 ld (dozyhere+room),a ld (dozyfloathere+var1),a jp windowrou ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DOUG ROU dougrou ld hl,goonmysonmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DYLAN ROUdylanrou ld hl,trancemess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DENZIL ROUdenzilrou ld hl,stereoess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;ARMOROGresetarmorog ld a,(ix+var1) cp 4 jp z,printmoving call reseteach res 7,(ix+colour) jp printmovingarmorogrou call collidewithdizzy16 jr nc,armnotkilldizzy ld hl,armorogkilledmess xor a ld (left),a ld (right),a ld a,20 call killdizzy1armnotkilldizzy ld a,(ix+var1) and a jr z,armasleep cp 1 jr z,armcountdown cp 2 jr z,armrunning cp 3 jp z,armguardingarmhappy ret armasleep ld hl,125\*256+64 ld de,40\*256+12 call proximitycollide ret nc ld (ix+var1),1 call rubprintmoving ld (ix+movey),155 ld (ix+movefrm),103 call printmoving ld a,20 ld (armoroghere+oldmovex),aarmcountdown ld a,(armoroghere+oldmovex) dec a ld (armoroghere+oldmovex),a ret nz ld (ix+var1),2armrunning call flyback call rubprintmoving inc (ix+movex) ld a,(ix+movefrm) xor 1 ld (ix+movefrm),a ld a,(y) cp 150 jr nc,intoden ld a,(bonehere+room) cp 50 jr nz,guardarm ld a,(bonehere+movex) cp 80 jr c,guardarm ld a,(bonehere+movey) cp 140 jr c,guardarmintoden ld a,(ix+movex) cp 78 jp nz,printmoving set 7,(ix+colour) ld (ix+movey),156 ld (ix+var1),4 call printmoving ld a,(killed) and a jp nz,reseteach ld a,255 ld (bonehere+room),a ld hl,fedarmorog jp windowrouguardarm call printmoving ld a,(ix+movex) cp 62 ret c ld (ix+var1),3armguarding ret;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;BLACK HOLEcheckholdinghole ld a,(objectscarried) cp 6 ;;;hole ret nz ld hl,objectscarrieddroplp ld a,(hl) cp 2 jr c,enddrop ld c,a ld (hl),0 push hl call dropobject pop hl inc hl jr droplpenddrop ld hl,holdingholemess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DRAGONtrytostartbreathing ld a,(roomno) cp 54 jr z,justrandomfire ld a,(goldenegghere1+room) cp 255 ret nz jr startbreath justrandomfire call random cp 5 ret ncstartbreath ld a,1 ld (breathingfire),a ld a,10 ld (sndfx),a ;snd fx for starting to breath fire pop hl jp alreadybreathingresetdragon xor a ld (breathingfire),a jr printneckdragonrou bit 7,(ix+var1) jr z,moveneckupanddown ld a,(ix+oldmovex) cp -8 ret z dec a ld (ix+oldmovex),a jr restdragonmoveneckupanddown ld a,(breathingfire) and a jr nz,alreadybreathing call trytostartbreathingnotbreathing ld a,(ix+delaycounter) inc a and 31 ld (ix+delaycounter),a cp 16 jr c,okheadswing neg add a,32okheadswing ld (ix+oldmovex),aalreadybreathing ;;; set 7,(ix+var1) when sending dragon to sleeprestdragon call collidewithdizzy16 jr nc,notdragvdizz ld hl,dragonkilledmess call killdizzynotdragvdizz ld a,(breathingfire) and a jr nz,dragonfireprintneck ld (ix+movefrm),111 call flyback ld b,1dragonneck call findnecky neg add a,(ix+origy) ld (ix+movey),a ld a,b neg add a,77 ld (ix+movex),a push bc call printmoving pop bc inc b ld a,b cp 7 jr nz,dragonneckprintdragonhead ld a,(ix+oldmovex) neg add a,(ix+origy) ld (ix+movey),a ld (ix+movex),68 ld a,(breathingfire) dec a cp 16 ld a,109 adc a,0 ld (ix+movefrm),a jp printmoving findnecky ld a,b and a ret z push bc ld a,(ix+oldmovex) ld c,a xor afindnecklp add a,c djnz findnecklp ld b,3 call divide pop bc retdragonvar defb 0breathingfire defb 0dragonflame defb 0divide bit 7,a jr nz,negdividedividelp srl a djnz dividelp retnegdivide negdivideneglp srl a djnz divideneglp neg retdragonfire ;;uses (breathingfire) ld a,6dragonfirelp ld (dragonflame),a ld a,(breathingfire) ld c,7+64 call printdragonflame ld a,(breathingfire) ;;flips between yellow and red and 1 add a,a add a,a add a,2+64 ld c,a ld a,(breathingfire) inc a call printdragonflame ld a,(dragonflame) and 1 call z,flyback ld a,(dragonflame) dec a jr nz,dragonfirelp ld a,(breathingfire) inc a cp 48 jr c,juststoreit xor ajuststoreit ld (breathingfire),a jp printdragonheadprintdragonflame ld b,a ld a,(roomno) ld h,50 cp 40 jr nz,gotfirelim ld h,40gotfirelim ld a,(dragonflame) add a,a sub b add a,68 ;;;position of 1st flame cp h ;;;flame run out position ret c cp 68 ret nc ld b,1 ld e,a ld a,(ix+movey) add a,8 ld l,a ld a,112 ld d,l push de call simprintflame pop hl ld de,8\*256+4 call proximitycollide ret nc ld a,30 ld hl,dragonflameskilledmess jp killdizzy1proxsleep defb 54 ;;room defb 60,150 ;;;x,y defb 10,30 ;;;w,hresetfirstdragon equ -16+var1proxsleeprou ld a,255 ld (ix+room),a ld (ix+resetfirstdragon),a ld hl,dragonasleepmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;CROCODILEresetcrocodile equ printmovingcrocodilerou ld a,(killed) and a ret nz ld a,(ix+delaycounter) inc a and 7 ld (ix+delaycounter),a jr nz,justcroccoll ld hl,74+80\*256 ld de,20+100\*256 call proximitycollide ld a,8+16 rra bit 7,(ix+var1) jr z,nottied cp (ix+colour) ret znottied push af call flyback call rubprintmoving pop af ld (ix+colour),a ld a,(ix+var1) cp 255 jr z,hestied inc a and 7 ld (ix+var1),ahestied ld (ix+movefrm),123 cp 240 jp nc,printmoving cp 3 jp c,printmoving bit 0,a jp z,printmoving inc (ix+movefrm) call printmovingjustcroccoll bit 0,(ix+movefrm) ret nz ld hl,70+140\*256 ld de,6+10\*256 call proximitycollide ret nc di ld a,7 ld (sequence),a xor a ld (left),a ld (right),a ld a,69-32 ld (x),a ld a,160 ld (y),a ei ld hl,croceatenmess jp killdizzyproxcroc defb 53 ;;room defb 68,140 ;;;x,y defb 10,20 ;;;w,htiecroc equ -16+var1proxcrocrou ld (ix+room),255 ld (ix+tiecroc),255 ld hl,croctiedmess jp windowrouproxrock defb 48 ;;room defb 72,80 ;;;x,y defb 10,30 ;;;w,hproxrockrou ld (ix+room),48 ld a,(waterheight) add a,6 ld (waterheight),a neg add a,76 ld (ix+movex),a ld (ix+movey),176 ld hl,rockinwatermess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;FLOATING LOGlogrou call flyback call rubprintmovingresetlog ld a,(ix+var1) inc a and 3 ld (ix+var1),a jr nz,logup ld a,2logup ld b,a ld a,(waterheight) neg add a,b add a,162 ld (ix+movey),a jp printmoving;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;HAWKresethawk ld (ix+movey),52 ld (ix+var1),0 jr joinresthawkhawkrou call printmoving bit 0,(ix+var1) jr nz,hawkdivingjoinresthawk ld a,(ix+oldmovefrm) and 3 jr nz,hawkupdown ld a,2hawkupdown add a,96 ld (ix+movefrm),a ld a,(ix+oldmovefrm) inc a and 127 ld (ix+oldmovefrm),a srl a cp 32 jr c,okhawkx sub 32 neg add a,32okhawkx add a,40 ld (ix+movex),a cp 50 jp c,printmoving cp 64 jp nc,printmoving add a,2 ld l,a ld h,52 ld de,4+120\*256 call proximitycollide jp nc,printmoving ld (ix+var1),1 ld (ix+movefrm),97 jp printmovinghawkdiving ld a,(x) add a,32 ld (ix+movex),a ld a,(ix+movey) add a,8 ld (ix+movey),a call printmoving call collidewithdizzy16 ret nc ld a,3 ld hl,killedbyhawk jp killdizzy1 ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;KEYSturnmachineon equ -16+var1turnlifton equ -32+var1proxkey1 defb 56 ;;room defb 51,120 ;;;x,y defb 4,16 ;;;w,hproxkey1rou ld (ix+room),255 set 0,(ix+turnmachineon) set 0,(ix+turnlifton) ld hl,keyinmachine jp windowrouproxkey2 defb 56 ;;room defb 73,120 ;;;x,y defb 4,16 ;;;w,hproxkey2rou jr proxkey1rouproxkey3 defb 56 ;;room defb 53,160 ;;;x,y defb 4,16 ;;;w,hproxkey3rou jr proxkey1rouproxkey4 defb 56 ;;room defb 71,160 ;;;x,y defb 4,16 ;;;w,hproxkey4rou jr proxkey1rou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;MACHINESresetmachines ld a,(ix+var1) rlca ld b,a ld a,(ix+colour) and %01111101 ld c,a ld a,(ix+var1) rrca or c or b ld (ix+colour),a jp printmovingmachinesrou equ rethere;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DRUNKcheckifdrunk ld a,(drunk) and a ret z dec a ld (drunk),a and %00111111 ret nz ld a,(sequence) cp 2 jr c,fallover ld a,(drunk) inc a ld (drunk),a retfallover call random and 1 ld b,a di xor a ld (dy),a ld a,1 ld (animation),a ld a,b ld (right),a xor 1 ld (left),a ld a,4 add a,b ld (sequence),a ei ret;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;FILL BUCKETturnonfullbucket equ 16+roomproxmtbucket defb 60 ;;room defb 46,144 ;;;x,y defb 4,16 ;;;w,hproxmtbucketrou ld (ix+room),255 ld (ix+turnonfullbucket),60 ld hl,fillbucketmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;WATER BEAN STALKproxfullbucket defb 58 ;;room defb 71,160 ;;;x,y defb 8,16 ;;;w,hproxfullbucketrou ld (ix+room),255 ld a,(x) sub 10 ld (x),a ld a,2 ld (manurehere+var1),a ld hl,throwwateronbeanmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;PLANTING BEANproxbean defb 58 ;;room defb 71,160 ;;;x,y defb 8,16 ;;;w,hproxbeanrou ld (ix+room),255 ld hl,plantbeanmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;SHOP KEEPERshopkeeperrou ld a,(roomno) cp 22 ret nz ld a,(shopkeepercount) and a ret z dec a ld (shopkeepercount),a ret nz ld a,22 ld (shopkeeperhere+room),a ld (shopkeeperhere1+room),a ld hl,shopkeeperappearsmess jp windowrouproxshopkeeper defb 22 ;;room defb 66,160 ;;;x,y defb 8,16 ;;;w,hproxshopkeeperrou ld a,(shopkeepercount) and a ret nz ld a,(ix+movefrm) cp 7 jr nz,notcow ld (ix+room),255 ld hl,shoptalk jp talkingtopeople1notcow ld a,(shopkeeperhere+delaycounter) inc a and 3 ld (shopkeeperhere+delaycounter),a ld hl,givingjunkmess jp nz,windowrou ld hl,stopgivingjunkmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;LIFTresetlift ld a,(ix+movey) cp (ix+oldmovex) jr nc,notfirstlift ld a,(ix+oldmovex) ld (ix+movey),anotfirstlift ld b,(ix+origy) ld a,(ix+movey) dec b ld (ix+movey),bdrawdownlp push af inc (ix+movey) call printmoving pop af cp (ix+movey) jr nz,drawdownlp call rublift ld a,(ix+oldmovex) ld (frmy),a ld b,a ld a,(ix+oldmovey) sub b add a,42 ld (frmheight),a xor a ld (frmplot),a ld a,7 ld (frmattri),a jp plotattrisliftrou ld a,(ix+var1) and a ret z ld l,(ix+movex) ld h,(ix+movey) dec h dec h ld de,8+48\*256 push de push hl call proximitycollide pop hl pop de jr nc,movelift ld d,2 call proximitycollide jp c,killedbycogs ld a,(x) sub (ix+movex) add a,32 cp 3 jr nc,stopthelift ld a,(sequence) and a jr z,moveliftstopthelift ld (ix+oldmovefrm),2 ld a,(obstructinglift) inc a and 63 ld (obstructinglift),a ld hl,obstructingliftmess call z,windowrou jr roundmoveliftmovelift xor a ld (obstructinglift),aroundmovelift ld a,(ix+oldmovefrm) and a jr z,justmovelift dec a ld (ix+oldmovefrm),a ret nzjustmovelift ld a,(ix+var1) and a ret z call rublift ld a,(ix+var1) add a,(ix+movey) ld (ix+movey),a cp (ix+oldmovex) jr z,turnlift cp (ix+oldmovey) jr nz,notturnliftturnlift call negvar1 ld (ix+oldmovefrm),50notturnliftprintlift call printmovingrublift ld a,(ix+movey) push af add a,40 ld (ix+movey),a inc (ix+movefrm) set 3,(ix+colour) call printmoving res 3,(ix+colour) pop af ld (ix+movey),a dec (ix+movefrm) retkilledbycogs ld hl,killedbyliftmess jp killdizzy;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;PORTCULLIS HEREresetportcullis ld a,(ix+var1) and a jr nz,resetrope1resetrope ld (ix+var1),0 ld a,(ix+oldmovey) ld (ix+movey),aresetrope1 ld b,(ix+origy) ld a,(ix+movey) dec b dec b ld (ix+movey),bdrawropedownlp push af inc (ix+movey) inc (ix+movey) call printmoving pop af cp (ix+movey) jr nz,drawropedownlp retnegvar1 ld a,(ix+var1) neg ld (ix+var1),a retportcullisrou ld a,(ix+var1) and a ret z add a,(ix+movey) ld (ix+movey),a cp (ix+oldmovex) jr z,turnportcullisplusdelay cp (ix+oldmovey) jr nz,notturnportcullis ld (ix+delay),4turnportcullis call negvar1notturnportcullis call printmoving call collidewithdizzy16 ret nc ld a,1 ld hl,killedbyportcullis jp killdizzy1turnportcullisplusdelay ld (ix+delay),0 jr turnportcullisportswitchrou ld a,(pickup) and a ret z call collidewithdizzy16 ret nc ld a,(ix+var1) and a ret nz xor a ld (pickup),a ld a,-2 ld (porthere+var1),a ld a,2 ld (porthere+delay),a ld a,1 ld (ix+var1),a ld hl,throwswitchmess jp windowrouresetportswitch equ resetmachines;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DOZY FLOATINGresetdozyfloat ld a,(ix+var1) and a ret z jp printmovingdozyfloatrou ld a,(ix+var1) and a ret z call printmoving ld a,(ix+var1) dec a and 3 jr nz,stillfloatdozy ld a,(ix+movex) dec a ld (ix+movex),a ld a,4stillfloatdozy ld (ix+var1),a dec a cp 3 jr nz,okbob ld a,1okbob add a,(ix+origy) ld (ix+movey),a call printmoving ld a,(ix+movex) cp 28 ret nc ld (ix+var1),0 ret ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;THROWING WATER OF FIREproxjug defb 36 ;;room defb 44,150 ;;;x,y defb 6,26 ;;;w,hproxjugrou ld a,255 ld (ix+room),a ld (fireout),a ld hl,throwwateronfiremess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;LOOKING AT PICTUREproxpicture defb 52 ;;room defb 62,104 ;;;x,y defb 5,16 ;;;w,hproxpicturerou pop hl ld hl,lookatpicturemess if computer=spectrum ld a,1 ld (dontupdatedizzy),a call prtmessage call handoffandwait ld a,(ifmem128) and a jp z,windowrou1 jp dotreasurepic endif if computer=amstrad jp windowrou endif;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;RAT resetrat equ printmovingratrou bit 7,(ix+movex) ret nz call printmoving ld a,(ix+oldmovefrm) dec a ld (ix+oldmovefrm),a call z,ratnewdir ld a,(ratcount) ld b,a ld a,(ix+movex) add a,(ix+var1) ld (ix+movex),a bit 0,b jr z,notlefthandcheckrat cp (ix+oldmovey) jr nz,notlefthandcheckrat call ratnewdirnotlefthandcheckrat cp (ix+oldmovex) jr nz,notrighthandcheckrat call ratnewdir ld a,1 ld (ratcount),anotrighthandcheckrat call printmoving call collidewithdizzy16 jr nc,ratnotgotyou ld hl,ratgotyoumess call killdizzyratnotgotyou ld a,(ix+movex)ratcoll cp 1 ret nz ld a,255 ld (loafhere+room),a ld a,2 ld (ratcount),a bit 7,(ix+colour) call z,ratnewdir ld (ix+oldmovefrm),255 ld hl,thanksforloafmess jp windowrou ratnewdir call random and 15 add a,16 ld (ix+oldmovefrm),a ld a,(ix+colour) xor 128 ld (ix+colour),a jp negvar1;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;LOAF AND RATproxloaf defb 36 ;;room defb 46,64 ;;;x,y defb 40,16 ;;;w,hproxloafrou ld a,(ix+movex) add a,2 ld (ratcoll+1),a ret;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;TROLLresettroll equ printmovingtrollrou ld hl,proxtroll jp checkproximity1proxtroll defb 36 ;;room defb 82,136 ;;;x,y defb 8,32 ;;;w,hproxtrollrou di ld a,(x) sub 2 ld (x),a ld a,-9 ld (dy),a ld a,4 ld (sequence),a ld a,1 ld (animation),a ld (left),a xor a ld (right),a ld a,(ff) cp 25 ei ret z ld hl,getbackintheremess ld a,(roomno) cp 36 jp z,windowrou ld a,(ix+var1) and a ret nz ld hl,goawaymess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;APPLEproxapple defb 36 ;;room defb 78,152 ;;;x,y defb 4,16 ;;;w,hproxapplerou ld (ix+movex),255 ld hl,trollgotapplemess jp chatter;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DAGGERSresetdagger equ printmovingdaggerrou call collidewithdizzy16 ret nc ld a,(roomno) cp 94 jr z,roomdagok ld a,84 ld (startroom),a ld a,56 ld (startx),a ld a,176 ld (starty),aroomdagok ld a,20 ld hl,killedbydaggersmess jp killdizzy1;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DOOR KNOCKERproxdoor defb 84 ;;room defb 34,160 ;;;x,y defb 4,16 ;;;w,hproxdoormess ld a,255 ld (doorhere+room),a ld hl,usedoorknockermess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DOORresetdoor ld a,(ix+var1) and a ret nz jp printmovingdoorrou ld a,(sequence) and a ret nz ld hl,proxknox jp checkproximity1proxknox defb 84 ;;room defb 34,160 ;;;x,y defb 4,16 ;;;w,h ld a,(doorhere+oldmovex) and a ret nz ld a,1 ld (doorhere+oldmovex),a ld hl,knockandentermess jp chatter;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;CROW BARproxcrowbar defb 55 ;;room defb 46,144 ;;;x,y defb 8,16 ;;;w,hproxcrowbarrou ld a,255 ld (ix+room),a ld (welllidhere+room),a ld hl,usecrowbarmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;PICK AXEproxpickaxe defb 41 ;;room defb 36,101 ;;;x,y defb 12,20 ;;;w,hproxpickaxerou ld (rockhere+room),a ld hl,usepickaxemess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;EGG IN NESTproxegg defb 40 ;;room defb 54,150 ;;;x,y defb 4,20 ;;;w,hproxeggrou ld a,255 ld (dragonhere1+var1),a ld hl,puteggbackmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;MINERresetminer equ printmovingminerrou ld hl,proxminer jp checkproximity1proxminer defb 41 ;;room defb 90,120 ;;;x,y defb 2,32 ;;;w,hproxminerou ld (ix+movex),90 ld a,255 ld (trollhere+room),a push ix call proxtrollrou pop ix ld (ix+var1),1 ret;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;RUG TRICKproxrug defb 94 ;;room defb 34,152 ;;;x,y defb 4,16 ;;;w,hproxrugrou ld (ix+room),255 ld a,94 ld (carpethere+room),a ld (carpethere1+room),a ld hl,userugmess jp windowrou;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DAISY ROUTINEresetdaisy equ printmovingdaisyrou call collidewithdizzy16 jr nc,justinlift ld a,(sequence) and a ret nztest ld a,3 call starttune ld hl,gottodaisymess ld a,1 ld (dontupdatedizzy),a call prtmessage call handoffandwait call theheartdemo ld a,94 ld (roomno),a ld a,255 ld (daisyhere+room),a ld a,73 ld (daisy1here+room),a ld hl,daisyrunsmess call windowrou jp musicofftheheartdemo ld a,1 ld (dontupdatedizzy),a ld a,3 ld (roomno),a ;;;got to daisy ;;heart demo call roomsetupheartdemo call resethearts ld b,255allhearts push bc call updatehearts pop bc djnz allhearts retjustinlift call printmoving ld a,(daisylifthere+movey) add a,21 ld (ix+movey),aanidaisy ld a,(ix+colour) xor 128 ld (ix+colour),a jp printmoving;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DAISY WITH COINS;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;DAISY ROUTINEresetdaisy1 equ printmovingdaisyrou1 call collidewithdizzy16 jr c,doendmessages call printmoving jr anidaisydoendmessages ld a,(sequence) and a ret nz ld a,10 ld (x),a ld hl,notgotallcoins ld a,(coins) cp 30 jp nz,chatter ld a,3 call starttune ld hl,gotallcoins ld a,1 ld (completedgame),a call chatter jr theheartdemo;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;BRING DAISY LIFT DOWNresetswitch1 equ printmovingswitchrou1 xor a ld (daisylifthere+var1),a ld a,(daisylifthere+movey) cp 100 ret nc call printmoving call collidewithdizzy16 ld a,0 ;;dontchhange adc a,0 ld (ix+var1),a call resetmachines bit 0,(ix+var1) ret z ld a,1 ld (daisylifthere+var1),a ret;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;HEART DEMOresethearts ld a,(addpatch+1) xor &86~&96 ;(add) xor (sub) ld (addpatch+1),a xor a ld (frmreverse),a inc a ld (frmplot),a ld a,2 ld (frmattri),a ld ix,hearttable ld b,32 xor aresetheartslp push af push bc ld (ix+0),a call randomœ ld (ix+1),a call printheart inc ix inc ix pop bc pop af add a,8 djnz resetheartslp ret updatehearts ld b,32 ld ix,hearttableupdateheartslp push bc call printheart ld a,(ix+0) add a,4 ld (ix+0),a call printheart pop bc inc ix inc ix djnz updateheartslp retprintheart ;ix points to pos in table ;print single heart (if large) ld a,(ix+0) rra rra rra rra rra and 3 ret z add a,28 ld (frmno),a ld a,(ix+1) ;;path 0-255addpatch sub a,(ix+0) ;;count 0-255 and 127 push af call getvalue add a,62 ld (frmx),a pop af add a,32 and 127 call getvalue ld c,a add a,a add a,c add a,110 ld (frmy),a push ix call findfrmsize call frame pop ix ret getvalue call getsincos ld b,0 bit 7,a jr z,waspos neg ld b,1waspos ld c,a ld a,(ix+0) push bc call multiply ;max value 127\*64 pop bc ld a,h ;;a=-63 to +63 bit 0,b ret z neg retgetsincos ;entry a=0-127 ;exit a=-64 to 64 srl a ;max=63 ld c,a ld b,0 ld hl,sincostable add hl,bc ld a,(hl) retsincostable defb 0, 6,12,18,24,30,35,40,45,49,53,56,59,61,62,63 ;;quad 0 defb 64,63,62,61,59,56,53,49,45,40,35,30,24,18,12, 6 ;;quad 1 defb -0,-6,-12,-18,-24,-30,-35,-40,-45,-49,-53,-56,-59,-61,-62,-63 ;;quad 2 defb -64,-63,-62,-61,-59,-56,-53,-49,-45,-40,-35,-30,-24,-18,-12,-6 ;;quad 3multiply ;;a=no to mult. c=multiplier hl=ans ld e,a ld b,8 ld hl,0 ld d,hmultlp srl c jr nc,noadd add hl,denoadd sla e rl d djnz multlp ret -----------------------------------------------------------------------

X4

sndfx defb 255frmno defb 0frmx defb 0frmy defb 0frmattri defb 0frmwidth defb 0frmheight defb 0frmplot defb 0frmreverse defb 0frmlocation defw 0windowleft defb 2+32windowright defb 60+32+2windowtop defb 6\*8 ;0 alter these directlywindowbottom defb 192-8 ;192 to change windowclosewindow push hl push de ld de,2+32+256\*(60+32+2) ld hl,6\*8+256\*(192-8)windower ld (windowleft),de ld (windowtop),hl pop de pop hl retopenwindow push hl push de ld de,32+256\*(64+32) ld hl,0+256\*(192-8) jr windower store\_sprite\_vars ld h,a ld a,c ld (frmattri),a ld a,b and 3 ld (frmplot),a ld a,b rlca and 1 ld (frmreverse),a ld a,hstore\_sprite\_vars1 ld (frmno),a ld a,e ld (frmx),a ld a,l ld (frmy),afindfrmsize xor a ld (spritenothere),a ld a,(frmno) ld l,a ld h,0 add hl,hl ld bc,frmtable add hl,bc ld e,(hl) inc hl ld d,(hl) ld a,d cp 255 jr nz,spriteok ld (spritenothere),a retspriteok ld hl,frmdefs add hl,de ld a,(hl) ld (frmwidth),a ;4 pixels=1 unit inc hl ld a,(hl) ld (frmheight),a inc hl ld (frmlocation),hl ret clearattris ;a=attri to clear to ld bc,30\*256+17 ld de,6\*256+1 ld hl,attriplotpatch ld (hl),0 jp attridirattribox ;a=attri b=width c=height e=x d=y 0=topline ld l,a xor a ld (attriplotpatch),a ld a,(frmplot) cp 1 ld a,l jr nz,attridirattrixor xor %01000111 ld l,a ld a,&ae ;xor (hl) ld (attriplotpatch),a ld a,lattridir ld (attricolourpatch+1),a ld a,b ld (attriwidthpatch+1),a ld h,0 ld a,datpatch1 nop ;;cplatpatch2 nop nop ;;add a,29 add a,a add a,a add a,a ld l,a ld d,0 add hl,hl add hl,hl ;\*32 add hl,de if computer=spectrumpatchattritable ld de,screenattritable endif if computer=amstradpatchattritable ld de,attritable endif add hl,deatpatch3 ld de,32 ;;patched to -32attriylp push hlattriwidthpatch ld b,1 ;patchedattrixlpattricolourpatch ld a,1 ;patchedattriplotpatch xor (hl) ;patched ld (hl),a inc hl djnz attrixlp pop hl add hl,de dec c jr nz,attriylp retplotattris ld a,(spritenothere) and a ret nz ld hl,(windowleft) ld a,(frmwidth) ld b,a ld a,(frmx) ld e,a cp h ret nc add a,b cp l ret c ret z ld a,e sub l jr nc,attriinleft ld e,l add a,b ld b,aattriinleft ld a,e add a,b sub h ;windowright jr c,attriinright jr z,attriinright neg add a,b ld b,aattriinright ld a,e and 1 inc a add a,b ld b,a srl b ld a,e sub 32 srl a ld e,a ld hl,(windowtop) ld a,(frmheight) ld c,a ld a,(frmy) ld d,a cp h ret nc add a,c cp l ret c ret z ld a,d sub l jr nc,attriintop ld d,l add a,c ld c,aattriintop ld a,d add a,c sub h ;windowbottom jr c,attriinbottom jr z,attriinbottom neg add a,c ld c,aattriinbottom ld a,d and 7 add a,c add a,7 ld c,a srl c srl c srl c srl d srl d srl d ld a,(frmattri) jp attriboxheightcount defb 0widthcount defb 0 ;4 pixels=1 unitsideofbyte defb 0frmycoord defb 0frmxcoord defb 0 if computer=spectrumattritable EQU &5CC6-5\*32 ;; equ $-5\*32 ;;;; DEFS 24\*32,01000111B;; defs 19\*32,01000010bhearttable equ attritable+64screenattritable equ &5800scrolledbyte defb 0frame ld a,(spritenothere) and a ret nz ld de,(windowleft) ld a,(frmheight) ld (heightcount),a ld a,(frmwidth) ld (widthcount),a ld b,a ld a,(frmx) cp d ;windowright ret nc add a,b ret c dec a cp e ;windowleft ret c ld hl,(windowtop) ld a,(frmheight) ld b,a ld a,(frmy) cp h ;windowbottom ret nc add a,b dec a cp l ;windowtop ret c ;definately not fully out of window ld a,(frmy) ld (frmycoord),a sub l jr nc,notouttop ld b,a ld a,(heightcount) add a,b ld (heightcount),a ld a,l ld (frmycoord),a push hl ld hl,(frmlocation) ld a,(frmwidth) srl a ld c,a ld a,b ld b,0movestartdown add hl,bc inc a jr nz,movestartdown ld (frmlocation),hl pop hlnotouttop ld a,(heightcount) ld b,a ld a,(frmycoord) add a,b dec a sub h ;windowbottom jr c,notoutbottom inc a ld b,a ld a,(heightcount) sub b ld (heightcount),anotoutbottom ld a,(frmx) ld (frmxcoord),a xor a ld (addtodef+1),a ld (acrosshalf+1),a ld a,(frmx) sub e ;windowleft jr nc,notoutleft neg ld b,a and 1 ld (acrosshalf+1),a ld a,(widthcount) sub b ld (widthcount),a ld a,(frmxcoord) add a,b ld (frmxcoord),a ld a,b srl a ld (addtodef+1),a ld c,a ld b,0 push hl ld hl,(frmlocation) add hl,bc ld a,(frmreverse) and a jr z,storenewfrmloc sbc hl,bc and a sbc hl,bcstorenewfrmloc ld (frmlocation),hl pop hl ld b,anotoutleft ld a,(frmxcoord) ld b,a ld a,(widthcount) add a,b dec a sub d jr c,notoutright inc a ld b,a ld a,(widthcount) sub b ld (widthcount),a ld a,b inc a srl a ld b,a ld a,(addtodef+1) add a,b ld (addtodef+1),anotoutright ld hl,&23\*256+&13 ;inc hl inc de ld a,(frmreverse) and a jr z,storeplotbyte ld hl,(frmlocation) ld a,(frmwidth) srl a dec a ld c,a ld b,0 add hl,bc ld (frmlocation),hl ld a,(frmwidth) res 0,a ld b,a ld a,(addtodef+1) neg add a,b ld (addtodef+1),a ld hl,revbyte ld a,&c3 ;;jpstoreplotbyte ld (plotbytepatch),a ld (plotbytepatch+1),hl ld a,(frmycoord) ld l,a ld h,0 add hl,hl ld bc,screentable add hl,bc push hl pop ix ld de,(frmlocation) ld a,(frmxcoord) sub 32 srl a jp c,onhalfspacing ld (addacross+1),a ld a,(acrosshalf+1) and a ld a,(addacross+1) jp nz,onhalfspacing1 ld a,(frmplot) and a jr z,storeplot ;;direct ld a,&ae ;;xor (hl)storeplot ld (spritepatch),a ;all patches should have been done ;ix must be set to screen table position ;de must point to frm definition ld a,(widthcount) srl a ld (widthcount),afrmylp ld l,(ix+0) inc ix ld h,(ix+0) inc ixaddacross ld bc,0000 ;patched add hl,bc dec hl ld a,(widthcount) ld b,afrmxlp ld a,(de)plotbytepatch nop ;can be patched inc de ;to give inc hl ;jp revbytespritepatch and (hl) ld (hl),a djnz frmxlp ex de,hladdtodef ld bc,0000 ;patched add hl,bc ex de,hl ld a,(heightcount) dec a ld (heightcount),a jr nz,frmylp retrevbyte push bc ld b,revpage ld c,a ld a,(bc) pop bc inc hl dec de jp spritepatchonhalfspacingonhalfspacing1 ld (addacross1+1),a ld a,(addtodef+1) ld (addtodef1+1),a ld hl,plotlinedir ld a,(frmplot) and a ld a,(frmreverse) jp z,onhalfdir ld hl,plotlinexor and a jp z,storecallpatch ld hl,plotlinexorrev jp storecallpatchonhalfdir and a jp z,storecallpatch ld hl,plotlinedirrevstorecallpatch ld (plotlinepatch+1),hl ;all patches should have been done ;ix must be set to screen table position ;de must point to frm definitionfrmylp1 ld l,(ix+0) inc ix ld h,(ix+0) inc ixaddacross1 ld bc,0000 ;patched add hl,bcacrosshalf ld a,0 ;patched ld (sideofbyte),a ld a,(widthcount) ld b,afrmxlp1plotlinepatch call plotlinexor ex de,hladdtodef1 ld bc,0000 ;patched add hl,bc ex de,hl ld a,(heightcount) dec a ld (heightcount),a jr nz,frmylp1 retplotlinexor ld a,(sideofbyte) and a jr z,leftsidexor ld a,(de) rlca rlca rlca rlca jp rightsidexor1leftsidexor ld a,(de) rlca rlca rlca rlca ld c,a and 00001111b xor (hl) ld (hl),a inc hl dec b ret zrightsidexor ld a,crightsidexor1 and 11110000b xor (hl) ld (hl),a inc de djnz leftsidexor retplotlinedir ld a,(sideofbyte) and a jr z,leftsidedir ld a,(de) rlca rlca rlca rlca ld (scrolledbyte),a jp rightsidedirleftsidedir ld a,(hl) and 11110000b ld c,a ld a,(de) rlca rlca rlca rlca ld (scrolledbyte),a and 00001111b add a,c ld (hl),a inc hl dec b ret zrightsidedir ld a,(hl) and 00001111b ld c,a ld a,(scrolledbyte) and 11110000b add a,c ld (hl),a inc de djnz leftsidedir retplotlinexorrev ld a,(sideofbyte) and a jr z,leftsidexorrev ld a,(de) push bc ld b,revpage ld c,a ld a,(bc) pop bc rlca rlca rlca rlca jp rightsidexorrev1leftsidexorrev ld a,(de) push bc ld b,revpage ld c,a ld a,(bc) pop bc rlca rlca rlca rlca ld c,a and 00001111b xor (hl) ld (hl),a inc hl dec b ret zrightsidexorrev ld a,crightsidexorrev1 and 11110000b xor (hl) ld (hl),a dec de djnz leftsidexorrev retplotlinedirrev ld a,(sideofbyte) and a jr z,leftsidedirrev ld a,(de) push bc ld b,revpage ld c,a ld a,(bc) pop bc rlca rlca rlca rlca ld (scrolledbyte),a jp rightsidedirrevleftsidedirrev ld a,(hl) and 11110000b ld c,a ld a,(de) push bc ld b,revpage ld c,a ld a,(bc) pop bc rlca rlca rlca rlca ld (scrolledbyte),a and 00001111b add a,c ld (hl),a inc hl dec b ret zrightsidedirrev ld a,(hl) and 00001111b ld c,a ld a,(scrolledbyte) and 11110000b add a,c ld (hl),a dec de djnz leftsidedirrev ret endif ;end spectrum if computer=amstradattritable EQU &AF00 ;;DEFS 32\*24,64+2hearttable equ attritableframe ld a,(spritenothere) and a ret nz call doplottype call docolour ld de,(windowleft) ld a,(frmheight) ld (heightcount),a ld a,(frmwidth) ld (widthcount),a ld b,a ld a,(frmx) cp d ;windowright ret nc add a,b ret c dec a cp e ;windowleft ret c ld hl,(windowtop) ld a,(frmheight) ld b,a ld a,(frmy) cp h ;windowbottom ret nc add a,b dec a cp l ;windowtop ret c ;definately not fully out of window ld a,(frmy) ld (frmycoord),a sub l jr nc,notouttop ld b,a ld a,(heightcount) add a,b ld (heightcount),a ld a,l ld (frmycoord),a push hl ld hl,(frmlocation) ld a,(frmwidth) srl a ld c,a ld a,b ld b,0movestartdown add hl,bc inc a jr nz,movestartdown ld (frmlocation),hl pop hlnotouttop ld a,(heightcount) ld b,a ld a,(frmycoord) add a,b dec a sub h ;windowbottom jr c,notoutbottom inc a ld b,a ld a,(heightcount) sub b ld (heightcount),anotoutbottom ld a,(frmx) ld (frmxcoord),a xor a ld (addtodef+1),a ld (acrosshalf+1),a ld a,(frmx) sub e ;windowleft jr nc,notoutleft neg ld b,a and 1 ld (acrosshalf+1),a ld a,(widthcount) sub b ld (widthcount),a ld a,(frmxcoord) add a,b ld (frmxcoord),a ld a,b srl a ld (addtodef+1),a ld c,a ld b,0 push hl ld hl,(frmlocation) add hl,bc ld a,(frmreverse) and a jr z,storenewfrmloc sbc hl,bc and a sbc hl,bcstorenewfrmloc ld (frmlocation),hl pop hl ld b,anotoutleft ld a,(frmxcoord) ld b,a ld a,(widthcount) add a,b dec a sub d jr c,notoutright inc a ld b,a ld a,(widthcount) sub b ld (widthcount),a ld a,b inc a srl a ld b,a ld a,(addtodef+1) add a,b ld (addtodef+1),anotoutright ld hl,plotbyte ld a,(frmreverse) and a jr z,storeplotbyte ld iy,multrevtable ld hl,(frmlocation) ld a,(frmwidth) srl a dec a ld c,a ld b,0 add hl,bc ld (frmlocation),hl ld a,(frmwidth) res 0,a ld b,a ld a,(addtodef+1) neg add a,b ld (addtodef+1),a ld hl,plotbyterevstoreplotbyte ld (plotbytepatch+1),hl ld a,(frmycoord) ld l,a ld h,0 add hl,hl ld bc,screentable add hl,bc push hl pop ix ld de,(frmlocation) ld a,(frmxcoord) sub 32 ld (addacross+1),a ;all patches should have been done ;ix must be set to screen table position ;de must point to frm definitionfrmylp ld l,(ix+0) inc ix ld h,(ix+0) inc ixaddacross ld bc,0000 ;patched add hl,bcacrosshalf ld a,0 ;patched ld (sideofbyte),a ld a,(widthcount) ld b,afrmxlpplotbytepatch call plotbyte inc hl djnz frmxlp ex de,hladdtodef ld bc,0000 ;patched add hl,bc ex de,hl ld a,(heightcount) dec a ld (heightcount),a jr nz,frmylp retplotbyte ld a,(sideofbyte) xor 1 ld (sideofbyte),a jr z,rightsideleftside ld a,(de) and 240 ld c,a rlca rlca rlca rlca xor ccolourpatch0 and colourmask3 ;single colour byte foundspritepatch0 and (hl) ;and background ld (hl),a ;store to background ret rightside ld a,(de) and 15 ld c,a rlca rlca rlca rlca xor ccolourpatch1 and colourmask3spritepatch1 and (hl) ld (hl),a inc de retplotbyterev ld a,(sideofbyte) xor 1 ld (sideofbyte),a jr z,rightsiderevleftsiderev ld a,(de) and 15 ld (leftsiderevpat+2),aleftsiderevpat ld a,(iy+0) ;patchedcolourpatch2 and colourmask3 ;single colour byte foundspritepatch2 and (hl) ;and background ld (hl),a ;store to background ret rightsiderev ld a,(de) and 240 rlca rlca rlca rlca ld (rightsiderevpat+2),arightsiderevpat ld a,(iy+0) ;;;patchedcolourpatch3 and colourmask3spritepatch3 and (hl) ld (hl),a dec de retdoplottype ld a,(frmplot) and a jr z,storeplot cp 1 ld a,&ae ;xor (hl) jr z,storeplot ld a,&b6 ;or (hl)storeplot ld (spritepatch0),a ld (spritepatch1),a ld (spritepatch2),a ld (spritepatch3),a retdocolour ld a,(frmattri) and 7 ld c,a ld b,0 ld hl,colourmasktable add hl,bc ld a,(hl) ld (colourpatch0+1),a ld (colourpatch1+1),a ld (colourpatch2+1),a ld (colourpatch3+1),a retmultrevtable defb &00,&88,&44,&cc,&22,&aa,&66,&ee defb &11,&99,&55,&dd,&33,&bb,&77,&ffcolourmask0 equ 0colourmask1 equ 15colourmask2 equ 255colourmask3 equ 240colourmasktable defb colourmask0,colourmask0,colourmask1,colourmask1 defb colourmask2,colourmask2,colourmask3,colourmask3 endif ;end amstrad include frames.dat include prtdizzy.pds include dizzyfrm.dat clearplayarea ld ix,screentable+6\*16 ld a,17\*8 if computer=amstrad ld de,2 endif if computer=spectrum ld de,1 endifclrscrlp ld l,(ix+0) ld h,(ix+1) inc ix inc ix add hl,de if computer=amstrad ld b,60 endif if computer=spectrum ld b,30 endifclrscrlp1 ld (hl),0 inc hl djnz clrscrlp1 dec a jr nz,clrscrlp ld a,(roomno) cp 3 ld a,%01000111 jp nz,clearattris ld a,%01000010 jp clearattrisfindattriloc ;e=x (0-63) l=y (0-191) ;returns loc of attri in hl ld a,latpatch4 nop ;;;cplatpatch5 nop nop ;;;add a,191+41 and %11111000 ld h,0 ld d,h ld l,a add hl,hl add hl,hl srl e add hl,denewattrihere1 ld de,attritable add hl,de ret“------------------------------------------------------------------------------

X5

mend equ 0mxy equ 128;;;mpen equ 2mplot equ 3mgosub equ 4mrep equ 5mendrep equ 6;;mx equ 7;;my equ 8drawbox equ 9nr equ 10mpen equ 16prtmessage ;; CONTROL CODES ARE :- ;; 0 END ;; 128+X,Y;;;;;;; ;; 2 PEN COLOUR ;; 3 PLOT CHR/ATTR BIT 0 CHR BIT 1 ATTR ;; 4 GOSUB ;; 5 REPEAT ;; 6 END REPEAT;;;;;;;; ;; 7 MOVE X;;;;;;;;; ;; 8 MOVE Y ;; 9 DRAW BOX width,height ;; 10 NOP but moves across like chr ;;16+(0-7)=pen colour call openwindow call flipifnecessary call prtmessage1 call flipifnecessary jp closewindowprtmessage1 ld a,(hl) inc hl bit 7,a jp nz,changexy cp 32 jr nc,mustbechr cp 16 jr nc,changepen and a ;;;mend ret z cp 3 jP z,changeplot cp 4 jp z,gosub cp 5 jp z,repeat cp 6 jp z,endrepeat cp 9 jp z,drawboxrou cp 10 jp z,noproumustbechr ld b,a ld a,(messx) ld e,a ld a,(messy) push hl ld l,a if computer=spectrum ld a,(plottype) bit 1,a jr z,notattr push hl push de call findattriloc ld a,(pen) ld (hl),a pop de pop hl endifnotattr ld a,(plottype) bit 0,a jr z,notchr ld a,(messy) ld l,a ld a,(messx) add a,32 ld e,a ld a,(pen) ld c,a ld a,b ld b,0 call store\_sprite\_vars call plotattris call framenotchr pop hl ld a,(messx) add a,2 ld (messx),a jp prtmessage1changexy sub 128 ld (messx),a ld a,(hl) ld (messy),a inc hl jp prtmessage1changepen sub 16 add a,64 ld (pen),a jp prtmessage1changeplot ld a,(hl) ld (plottype),a inc hl jp prtmessage1gosub ld e,(hl) inc hl ld d,(hl) inc hl push hl ex de,hl call prtmessage1 pop hl jp prtmessage1 repeat ld a,(hl) inc hl and a jr z,noloopkeeprepeat push af push hl jp prtmessage1noloop inc hl inc hl ld a,(hl) jp prtmessage1endrepeat ex de,hl pop hl pop af dec a jr nz,keeprepeat ex de,hl jp prtmessage1drawboxrou ld a,6 ld (sndfx),a ld a,10 ld (usepickup),a xor a ld (pickup),a ld (frmplot),a ld (frmreverse),a ld a,(pen) ld (frmattri),a ld a,(hl) ld (boxwidthpatch+1),a if computer=amstrad sla a endif ld (boxwidthpatch1+1),a inc hl ld a,(hl) inc hl push hl ld (boxheightpatch+1),a add a,a add a,a add a,a ld (boxheightpatch1+1),a call horizontalbars call verticalbars call clearmiddle pop hl jp prtmessage1horizontalbars ld a,(messx) add a,32 ld e,a ld a,(messy) add a,8 ld l,a call horizontalbar ld a,(boxheightpatch1+1) add a,l add a,8 ld l,a ld a,(messx) add a,32 ld e,ahorizontalbar ld a,42 call printince ld a,46 call printinceboxwidthpatch ld d,0horizontalbarlp ld a,40 call printince dec d jr nz,horizontalbarlp ld a,46 call printince ld a,43printandprotect push hl push de if computer=spectrum push hl push de push af ld a,e sub 32 ld e,a call findattriloc ld a,(frmattri) ld (hl),a pop af pop de pop hl endif call store\_sprite\_vars1 call frame pop de pop hl retprintince call printandprotect inc e inc e retverticalbars ld a,(messx) add a,32 ld e,a inc e inc e push de ld a,(messy) ld l,a call verticalbar ld a,(messy) ld l,a pop de ld a,(boxwidthpatch+1) inc a add a,a add a,e ld e,averticalbar ld a,44 call printandprotect ld a,l add a,16 ld l,aboxheightpatch ld d,0verticalbarlp ld a,41 call printandprotect ld a,l add a,8 ld l,a dec d jr nz,verticalbarlp ld a,l add a,8 ld l,a ld a,45 jp printandprotectclearmiddle ld a,(messx) add a,4 if computer=spectrum srl a endif ld (boxxpatch+1),a ld a,(messy) add a,16 ld e,a ld d,0 sla e rl d ld ix,screentable add ix,deboxheightpatch1 ld c,0boxheightlp ld l,(ix+0) ld h,(ix+1)boxxpatch ld de,0 add hl,deboxwidthpatch1 ld b,0boxwidthlp ld (hl),d inc hl djnz boxwidthlp inc ix inc ix dec c jr nz,boxheightlp ret;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;noprou ld a,(messx) add a,2 ld (messx),a jp prtmessage1plottype defb 3pen defb 7messx defb 10messy defb 10size defb 0random push ix ld a,(seed) ld ix,seed dec a xor (ix+1) rla rr (ix+2) ld (ix+0),a cpl rla xor 48 xor (ix+1) ld (ix+1),a xor (ix+2) pop ix retseed hex 59a313 if computer=spectrumpdskey equ 3\*32 ;;spectrum special routine inkey ;;a=key using new bit pattern method ;; z if that key was pressed ;; corrupts a push hl ld l,a bit 4,a jr nz,kempston push bc ld bc,&fffe and 11100000b rrca rrca add a,10000000b ld (inkeypatch+1),a ld a,l rlca rlca rlca and 00111000b add a,01000111b ld (inkeypat1+1),ainkeypatch res 0,b in a,(c)inkeypat1 bit 0,a pop bc pop hl ret kempston rlca rlca rlca and 00111000b add a,01000111b ld (inkeypat2+1),a in a,(31) xor 255inkeypat2 bit 0,a pop hl ret endif if computer=amstradspacekey equ 47enterkey equ 18pdskey equ 66inkey di push bc ld b,a and 7 rlca rlca rlca add a,71 ld (kpatch+1),a ld a,b and 120 rrca rrca rrca ld bc,&f40e out (c),c ld b,&f6 ld c,a in a,(c) add c ld c,a or &c0 out (c),a out (c),c inc b ld a,&92 out (c),a dec b set 6,c out (c),c ld b,&f4 in a,(c) ld bc,&f782 out (c),c dec b ld c,0 out (c),ckpatch bit 0,a pop bc ei ret endifgetkeybyte ;;;returns with A set and (keybyte) set ;; bit 3 2 1 0 ;; fire left right jump push hl ld c,0 ld hl,keyboardkeys ld de,joystickkeys if computer=spectrum ld ix,kempkeys endif ld b,6getkeyslp ld a,(hl) call inkey jr z,setkey ld a,(de) call inkey jr z,setkey if computer=spectrum ld a,(kempstonpresent) and a jr z,reskey ld a,(ix+0) call inkey jr z,setkey endifreskey and a jr restofkeysetkey scfrestofkey rl c inc hl inc de if computer=spectrum inc ix endif djnz getkeyslp ld a,c ld (keybyte),a pop hl ret if computer=spectrumbeforesetup org flamelistsetup ld hl,attritable+5\*32 ld de,attritable+5\*32+1 ld (hl),01000010b ld bc,19\*32 ldir xor a out (&fe),acheckifkempston ld bc,80\*256+0checkkemlp in a,(31) or c ld c,a ei halt di djnz checkkemlp ld a,c and 11100000b ld a,255 jr z,fitted xor afitted ld (kempstonpresent),a jp turninteronsetupend if setupend>endflamelist error "setup too big endif org beforesetupkempstonpresent defb 0turnscreenoff xor a ld (frmplot),a ld bc,30\*256+17 ld de,6\*256+1 call attribox ld hl,attritable ld (patchattritable+1),hl ld (newattrihere1+1),hl retturnscreenon ld hl,screenattritable ld (patchattritable+1),hl ld (newattrihere1+1),hlcopyscreenforward ld de,screenattritable+6\*32+1 ld hl,attritable+6\*32+1 ld c,17turnscreenonlp ld b,30turnscreenonlp1 ld a,(hl) set 6,a ld (de),a inc hl inc de djnz turnscreenonlp1 inc hl inc de inc hl inc de dec c jr nz,turnscreenonlp ret endifflyback ;;protects and exit when next flyback occurs ;;interupts must be enabled push af push bc ld a,(clock) ld b,aflybacklp ld a,(clock) cp b jr z,flybacklp pop bc pop af ret if computer=amstradbeforesetup org flamelistsetup di; ld bc,0; call &bc38 ld a,16 ld bc,&7f00 out (c),a ld a,84 out (c),asetinks ld hl,inks xor asetinkslp push af ld bc,&7f00 out (c),a ld a,(hl) out (c),a pop af inc hl inc a cp 4 jr nz,setinkslp ld a,16 out (c),a ld a,84 out (c),a jp turninteronsetupend if setupend>endflamelist error "setup too big endif org beforesetupinks defb 84,75,76,82 ;h.w. nos.;inks defb 0,26,6,18turnscreenoff call flyback di ld bc,&bc06 out (c),c ld bc,&bd05 out (c),c ei retturnscreenon call flyback di ld bc,&bc06 out (c),c ld bc,&bd19 out (c),c ei ret endifroomsetup ;;room data was compacted a lot,because of the amount ;;of memory it took,the edit has data ;;0=room ;;1=FRAME ;;2=X ;;3=Y ;;4=COLOUR +reverse stuff ;;this was compacted to a table of word pointers to the start of the ;;of each room therefore using only 4 bytes. ;;Then if the colour of the next frame is the same ;;as the previous then bit 7 of the X coord is set call turnscreenoff call clearplayarea call flipscreenrou xor a ld (noofwater),a ld (noofflames),a ld (breathingfire),a call drawfullroom call checkbeanstalk call checkfireoutafterroomsetup if seecoins=0 call putcoinsinroom call resetroommoving endif if seecoins=1 call resetroommoving call putcoinsinroom endif call turnscreenon call printroomname retcheckbeanstalk ld a,(roomno) cp 58 ret nz ld a,(manurehere+var1) cp 2 ret nz ld a,1 ld (roomno),a call drawfullroom ld a,58 ld (roomno),a retcheckfireout ld a,(roomno) cp 36 ret nz ld a,(fireout) and a ret nz ld a,2 ld (roomno),a call drawfullroom ld a,36 ld (roomno),a retdrawfullroomroomsetuplp ld hl,roomdata ld a,(roomno) cp 127 ret z ld c,a ld b,0 sla c rl b add hl,bc ld e,(hl) inc hl ld d,(hl) push de pop ix ld bc,roomdata+204 ;;;256 add ix,bc inc hl ld c,(hl) inc hl ld b,(hl) ld a,c cp e jr nz,roomok ld a,b cp d ret z roomokthinglp ld a,(ix+0) ld (frmno),a inc ix inc de ld a,(ix+0) and 127 ld (frmx),a inc ix inc de ld a,(ix+0) ld (frmy),a inc ix inc de bit 7,(ix-2) jr nz,samecolour ld a,(ix+0) and %01000111 ld (frmattri),a ld a,(ix+0) rlca and 1 ld (frmreverse),a ld a,(ix+0) and %00011000 rrca rrca rrca ld (frmplot),a inc de inc ixsamecolour push bc push de push ix call findfrmsize ld a,(frmplot) push af xor a ld (frmplot),a call plotattris pop af ld (frmplot),a call frame ld a,(frmno) cp 91 call z,addtowater ld a,(frmno) cp 115 call z,addtoflame pop ix pop de pop bc ld a,d cp b jr nz,thinglp ld a,e cp c jr nz,thinglp retputcoinsinroom ld b,totalcoins ld ix,cointableputcoinsinroomlp ld a,(roomno) cp (ix+2) jr nz,coinnotinroom push bc push ix xor a ld bc,6+64 ld e,(ix+0) ld l,(ix+1) call store\_sprite\_vars call frame call plotattris pop ix pop bccoinnotinroom ld de,3 add ix,de djnz putcoinsinroomlp retresetcoins ld a,255 ld (coins),a ld b,totalcoins ld ix,cointable ld de,3resetcoinslp res 7,(ix+2) add ix,de djnz resetcoinslpaddtocoins ld a,(coins) inc a ld (coins),a ld b,-1+48div10lp inc b sub 10 jr nc,div10lp add a,10+48 ld (noofcoinsmess+1),a ld a,b ld (noofcoinsmess),a ld hl,coinsmess jp prtmessage if computer=spectrum coinsmess defb mpen+6,mxy+46,8noofcoinsmess defb 0,0,mend endif if computer=amstrad coinsmess defb mpen+4,mxy+46,8noofcoinsmess defb 0,0,mend endifsubfromlives ld a,(lives) dec a ld (lives),a ld (nooflivesmess+1),a ld hl,livesmess jp prtmessage if computer=spectrumlivesmess defb mpen+6,mxy+14,8,":::",mxy+14,8nooflivesmess defb mrep,1,"/",mendrep,mend endif if computer=amstradlivesmess defb mpen+4,mxy+14,8,":::",mxy+14,8nooflivesmess defb mrep,1,"/",mendrep,mend endifprintroomname ld a,(roomno) rlca ld c,a ld b,0 ld hl,roomnames add hl,bc ld e,(hl) inc hl ld d,(hl) push de ld hl,readytoprintname call prtmessage pop hl jp prtmessagewindowrou ld a,1 ld (dontupdatedizzy),a call prtmessagewindowrou2 call handoffandwaitwindowrou1 call resetuproom xor a ld (dontupdatedizzy),a ret tryputtingdown ld a,(pickup) and a ret z ld hl,proxpicture call checkproximity1tryputtingdown1 ld a,1 ld (tryputdownvar),ainventoryrou push ix ld a,1 ld (dontupdatedizzy),a ld a,(bag) and a ld hl,inventory jr z,nobaginvent ld hl,inventorywithbagnobaginvent call prtmessage ld a,(bag) and 1 rlca add a,2 ld (distdownmenu+1),a ld (distdownmenu1+1),a ld b,0printwhatcarrying push bc call printcarryingline pop bc ld a,b inc bdistdownmenu1 cp 1 ;;2+bag\*2 jr nz,printwhatcarrying ld a,(objectscarried) ld hl,nothingatallmess and a call z,prtmessage ld a,(toomuchtohold) ld hl,carryingtoomuchmess and a jr nz,gottoomuchpointer ld hl,selectitemmessgottoomuchpointer call prtmessage ld a,(tryputdownvar) ld bc,255\*256+2 cp 1 ld a,b jr z,notchingdown ld a,(distdownmenu+1) ld b,achooseobjecttodrop ld a,(clock) ld c,aflywait ld a,(clock) cp c jr z,flywait ld a,(cyclecolour) inc a and 7 ld (cyclecolour),a ld hl,colourtable ld e,a ld d,0 add hl,de ld a,(hl) ld (pen),a push bc call printcarryingline call specialgetkeybyte pop bc ld c,a bit 3,c jr nz,tryingtodrop ld a,(objectscarried) and a ld a,b jr z,notdownmenu ld a,bnotchingdown and a jr z,notupmenu bit 5,c jr nz,yesupmenu bit 2,c jr z,notupmenuyesupmenu dec anotupmenudistdownmenu cp 1 ;;;;2+bag\*2 jr z,notdownmenu bit 4,c jr nz,yesdownmenu bit 1,c jr z,notdownmenuyesdownmenu inc anotdownmenu cp b jr z,chooseobjecttodrop call whatinslot ld a,d jr z,notchingdown push af ld a,2+64 ld (pen),a ld a,b cp 255 call nz,printcarryingline pop bc ;;was pushed as af jr chooseobjecttodroptryingtodrop ld a,b call whatinslot push af call gettomovingdata ld a,(ix+movefrm) cp 18 call z,droppingwhiskey ld ix,0 pop af cp 1 jr z,justexitinvent ld c,a ld hl,objectscarried-1sufflelp inc hl ld a,(hl) cp c jr nz,sufflelpsufflelp1 inc hl ld a,(hl) dec hl cp 1 jr z,justexitinvent1 ld (hl),a inc hl jr sufflelp1 justexitinvent1 ld (hl),0 call dropobjectjustexitinvent push ix call resetuproom pop ix xor a ld (tryputdownvar),a ld (dontupdatedizzy),a ld (toomuchtohold),a call checkproximity ;;CHECK DROPPING OBJECT BY TRIGGER push ix pop hl ld a,l or h ld hl,proxshopkeeper call nz,checkproximity1 pop ix ret droppingwhiskey ld a,(ix+var1) and a ret nz ld (ix+var1),1 ld hl,emptybottlemess ld (whiskeyhere+oldmovex),hl ld a,255 ld (drunk),a ld hl,dropwhiskeymess call prtmessage jp handoffandwaitgettomovingdata ld b,a ld ix,movingdata ld de,16gettopickupable add ix,de djnz gettopickupable retdropobject ld a,c call gettomovingdata ld a,(roomno) ld (ix+room),a ld a,(x) and %11111110 add 34 ld (ix+movex),a ld a,(y) and %11111000 sub 8 ld (ix+movey),a ld a,11 ld (sndfx),a retspecialgetkeybyte call getkeybyte and a jr z,nothingpressed ld c,a ld a,(lastkeybyte) and a ld a,cnothingpressed ld (lastkeybyte),a ret z xor a retwhatinslot ld e,a ld d,0 ld hl,objectscarried add hl,de ld d,a ld a,(hl) and a retprintcarryingline ;;;b=number down menu list ld a,(bag) neg add a,b inc a rlca rlca rlca add a,80 ld (messy),a ld a,12 ld (messx),a ld a,b call whatinslot ld hl,nothingheremess jp z,prtmessage ld hl,movingdata+oldmovex ld de,16 ld b,agettopickupablemess add hl,de djnz gettopickupablemess ld e,(hl) inc hl ld h,(hl) ld l,e cp 1 jp nz,prtmessage ld a,(bag) ;;;EXIT AND DONT DROP MESS rlca rlca rlca add a,108 ld (messy),a jp prtmessageresetcarrying ld hl,0 ld (objectscarried),hl ld (objectscarried+2),hl ld (objectscarried+3),hl ld a,1 ld (objectscarried+2),a ld a,8 ;;apple in bag ld (objectscarried),a retcheckproximity push ix pop hl ld a,l or h ret z ld l,(ix+oldmovefrm) ld h,(ix+delay) ld a,l or h ret zcheckproximity1 ld a,(roomno) cp (hl) ret nz inc hl ld e,(hl) inc hl ld d,(hl) inc hl ld a,(hl) inc hl ld b,(hl) inc hl push hl ld l,a ld h,b ex de,hl call proximitycollide pop hl ret nc jp (hl) flipifnecessary ld a,(upsidedown) and a ret z jp flipscreenroumust flipscreenrou ld a,(flipscreen) ld b,a ld a,(upsidedown) xor b ret zflipscreenroumust push hl ld hl,screentable+6\*8\*2 ld de,screentable+183\*2 ld b,136/2flipscreenlp ld c,(hl) ld a,(de) ld (hl),a ld a,c ld (de),a inc hl inc de ld c,(hl) ld a,(de) ld (hl),a ld a,c ld (de),a inc hl dec de dec de dec de djnz flipscreenlp ld a,(flipscreen) xor 1 ld (flipscreen),a ld a,(atpatch1) and a jr nz,patchforupright ld a,&2f ld hl,&1Dc6 ld de,-32 ld bc,&e8c6 jr storeatpatchespatchforupright ld hl,0 ld bc,0 ld de,32 xor astoreatpatches ld (atpatch2),hl ld (atpatch1),a ld (atpatch4),a ex de,hl ld (atpatch3+1),hl push bc pop hl ld (atpatch5),hl pop hl ret “-----------------------------------------------------------------------

X6

;;dizzy control if computer=amstradturninteron di ld a,&c3 ld (&38),a ld hl,interentry ld (&39),hl ei retinterentry di push af push bc ld b,&f5 in a,(c) rra jr nc,exitinter push de push hl push ix push iy ld a,(clock) inc a ld (clock),a ld a,(dontupdatedizzy) and a call z,updatedizzy call refresh ld a,(sndfx) cp 255 jr z,nofx call dosndfx ld a,255 ld (sndfx),anofx pop iy pop ix pop hl pop deexitinter pop bc pop af ei ret endif if computer=spectrumturninteron di im 2 ld a,&fe ld i,a ei retinterentry di push af push bc push de push hl push ix push iy ld a,(clock) inc a ld (clock),a ld a,(dontupdatedizzy) and a call z,updatedizzy call updatemusicingame ld a,(sndfx) cp 255 jr z,nofx call dosndfx ld a,255 ld (sndfx),anofx pop iy pop ix pop hl pop de pop bc pop af ei ret endifeggcount defb 2x defb 25ox defb 25y defb 120oy defb 120dy defb 0ff defb 0 of defb 0floor defb 0holding defb 0holdingix defw 0holdingnumberix defb 0animation defb 0sequence defb 0deadmess defb 0cheatcount defb 0implode defb 0lookx defb 0looky defb 0startx defb 0starty defb 0startroom defb 0oldx defb 0oldy defb 0oldox defb 0 oldoy defb 0lastroom defb 0roomno defb 0newroomno defb 0oldroomno defb 0spritenothere defb 0dontupdatedizzy defb 1killed defb 0killedmess defw 0coins defb 0lives defb 0poscheat defb 0oldclock defb 0clock defb 0keybyte defb 0usepickup defb 0pickup defb 0toomuchtohold defb 0objecttodrop defb 0cyclecolour defb 0colourtable defb 2,3,4,5,6,5,4,3lastkeybyte defb 0tryputdownvar defb 0flipscreen defb 0upsidedown defb 0obstructinglift defb 0drunk defb 0shopkeepercount defb 0spat defb 0 fireout defb 0ratcount defb 0slotno defb 0completedgame defb 0 if computer=amstradkeyboardkeys defb 37,38,18,71,63,47joystickkeys defb 72,73,76,74,75,72 endif if computer=spectrumkeyboardkeys defb 6\*32+2,7\*32+2,6\*32,1,2,7\*32joystickkeys defb 4\*32+1,4\*32+2,4\*32,4\*32+4,4\*32+3,4\*32+1 ;;;SINCLAIR 1kempkeys defb 3+16,2+16,16+4,16+1,16+0,16+3 endif fire defb 0left defb 0right defb 0jump defb 0 checkkeys xor a ld (left),a ld (right),a ld (jump),a ld (fire),a ld (keybyte),a ld a,(killed) and a ret nz call getkeybyte ld c,a ld a,(sequence) and a jr nz,firenotpressed ld a,(usepickup) and a jr nz,firenotpressed bit 3,c jr z,firenotpressed ld a,1firepressed ld (fire),a retfirenotpressed bit 2,c jr z,leftnotpressed ld a,1leftpressed ld (left),aleftnotpressed bit 1,c jr z,rightnotpressed ld a,1rightpressed ld (right),arightnotpressed bit 0,c ret z ld a,1jumppressed ld (jump),a ret plotnew ld a,(x) ld (ox),a ld e,a ld a,(y) ld (oy),a inc a ld l,a ld d,0 ld h,d ld a,(ff) ld (of),a jp prtdizzy goneleft ld a,56 ld (x),a ld a,(roomno) dec a jp newroomgoneright ld a,2 ld (x),a ld a,(roomno) inc a jp newroom goneup ld a,(y) add a,118 ld (y),a ld a,(roomno) add a,16 jp newroom gonedown ld a,(y) sub 114 ld (y),a ld a,(roomno) sub 16 ;;;jp newroom newroom and 127 ld (newroomno),a ld a,1 ld (dontupdatedizzy),a retjumping ld a,(animation) and a jp z,checkfloor jp cantstopupdatedizzy ld a,(eggcount) dec a ld (eggcount),a and a ret nz ld a,4 ld (eggcount),a if computer=spectrum ld hl,attritable ld (newattrihere1+1),hl call updatedizzy1 ld hl,screenattritable ld (newattrihere1+1),hl ret endifupdatedizzy1 notunder call ruboutdizzy ld a,(killed) and a jr z,notdeadyet ld a,(sequence) cp 6 jp z,cantstop cp 7 jp nz,notkeelingover ld a,(animation) cp 7 jp nz,cantstop ld a,6 ld (animation),a jp cantstop notkeelingover and a jr nz,notdeadyet ld (animation),a ld a,7 ld (sequence),a jp cantstopnotdeadyet ld a,(sequence) cp 3 jp nc,jumpingcheckfloor ld a,(floor) and a jp z,cantstop ld a,(sequence) and a jr z,bettercheckkeys ld a,(animation) and 3 srl a jr nc,bettercheckkeys ld (sndfx),abettercheckkeys call checkkeys ld a,(left) cp 1 jr nz,tryright ld a,1 jr tryjumptryright ld a,(right) cp 1 jr nz,trynone ld a,2 jr tryjumptrynone xor atryjump ld b,a ld a,(jump) and a jr z,setsequence ;;;no jump ld a,21 ld (sndfx),a xor a ld (animation),a ld a,-8 ld (dy),a ld a,3setsequence add a,b ld (sequence),acantstop ;dont check keys ld a,(animation) ld e,a ld a,(sequence) sla a rla rla add a,e ld c,a ld b,0 ld hl,seq0 add hl,bc ld a,(hl) ld (ff),a ld a,e inc a and 7 ld (animation),a ld a,(roomno) ld (oldroomno),a ld a,(x) ld b,a ld ix,left sub (ix+0) add a,(ix+1) cp 1 jp z,goneleft cp 57 jp z,gonerightsidereturn ld (x),a ld b,a ld a,(ox) cp b jr z,sideback jp c,checkrightside jp checkleftsidesideback ld a,(sequence) cp 6 jr z,vertreturn ;;;upside down in water cp 8 ;;tumbling upsidedown ld a,-6 jr z,aroundgravity ld a,(dy) inc aaroundgravity ld (dy),a bit 7,a jp nz,checktopside jr checkbottomsideupdownback xor a ld (floor),aupdownback1vertreturn ld a,(roomno) ld b,a ld a,(oldroomno) cp b ret nz jp plotnew checktopside neg ld b,a call setscreenix ld de,-40 add ix,de ld a,(looky) sub 20 ld (looky),achecktopsidelp push bc call checkline pop bc jr nz,updownback dec ix dec ix ld a,(looky) dec a ld (looky),a ld a,(y) dec a cp 66 jp c,goneup ld (y),a djnz checktopsidelp jr updownback checkbottomside cp 8 jr c,slowfall ld a,7 ld (dy),aslowfall add a,4 ld b,a call setscreenix ld de,-6 add ix,de ld a,(looky) sub 3 ld (looky),a ld a,(y) sub 4 ld (y),acheckbottomsidelp push bc call checkline pop bc jr nz,floorfound inc ix inc ix ld a,(looky) inc a ld (looky),a ld a,(y) inc a cp 182 jp nc,gonedown ld (y),a djnz checkbottomsidelp jp updownback floorfound ld a,(y) cp 66 jp c,goneup jp z,updownbackstoredizy ld (y),a ld a,1 ld (floor),a xor a ld (dy),a jp updownback1 checkleftside call setscreenix ld de,-20 add ix,de ld a,(looky) sub 10 ld (looky),a ld b,3checkleftsidelp push bc ld l,(ix+0) ld h,(ix+1) ld a,(x) ld (lookx),a if computer=amstrad ld c,a ld b,0 add hl,bc ld a,(hl) endif if computer=spectrum call getbyte endif and a pop bc call nz,nosidemove ld a,(looky) sub 4 ld (looky),a ld de,-8 add ix,de djnz checkleftsidelp jp sideback checkrightside call setscreenix ld de,-20 add ix,de ld a,(looky) sub 10 ld (looky),a ld b,3checkrightsidelp push bc ld l,(ix+0) ld h,(ix+1) ld a,(x) add a,eggwidth-1 ld (lookx),a if computer=amstrad ld c,a ld b,0 add hl,bc ld a,(hl) endif if computer=spectrum call getbyte endif and a pop bc call nz,nosidemove ld a,(looky) sub 4 ld (looky),a ld de,-8 add ix,de djnz checkrightsidelp jp sideback nosidemove ld a,(lookx) ld e,a ld a,(looky) ld l,a call findattriloc bit 6,(hl) ret nz ld a,(ox) ld (x),a pop af jp sideback setscreenix ld a,(y) ld (looky),asetscreenix1 ld l,a ld h,0 add hl,hl ld de,screentable add hl,de push hl pop ix ret checkline ld a,(x) inc a ld (lookx),a ld b,eggwidth-1 dec bchecklinelp push bc ld l,(ix+0) ld h,(ix+1) ld a,(lookx) if computer=amstrad ld c,a ld b,0 add hl,bc ld a,(hl) endif if computer=spectrum call getbyte endif and a pop bc call nz,checkattri ld a,(lookx) inc a ld (lookx),a dec b jr nz,checklinelp ret checkattri ld a,(lookx) ld e,a ld a,(looky) ld l,a call findattriloc ld a,(hl) bit 6,a ret nz pop hl xor 64 bit 6,a ret if computer=spectrumgetbyte ld c,a ld b,0 srl c jr c,getrbytegetlbyte add hl,bc ld a,(hl) and 11110000b retgetrbyte add hl,bc ld a,(hl) and 00001111b ret endifseq0 defb 0,1,0,1,0,1,0,1seq1 defb 9,10,11,12,13,14,15,16seq2 defb 17,18,19,20,21,22,23,24seq3 defb 2,3,4,5,6,7,8,1seq4 defb 25,26,27,28,29,30,31,9seq5 defb 32,33,34,35,36,37,38,17seq6 defb 4,5,5,6,6,5,5,4 ;bob upside downseq7 defb 0,1,8,8,7,6,7,7 ;fall over backwardsseq8 defb 8,7,6,5,4,3,2,1 ;upside down tumblestarteggres ld a,(startx) ld (x),a ld a,(starty) ld (y),a ld a,(startroom) ld (newroomno),a xor a ld (left),a ld (right),a ld (jump),a ld (fire),a ld (dy),a ld (floor),a ld (sequence),a ld (animation),a ld (killed),a ld (obstructinglift),a ld (drunk),a ld a,10 ld (usepickup),a ld a,(newroomno) cp 36 ;;start room ld a,1 jr nz,standforwardframe ld a,(y) cp 100 ld a,1 jr c,standforwardframe ld a,25standforwardframe ld (ff),a enterroom ld a,(newroomno) ld (roomno),a ld (startroom),a ld a,(x) ld (startx),a ld a,(y) ld (starty),aresetuproom call roomsetup jp plotnew if computer=spectrumveryend if veryend>&fdfc error "out of memory endif org &fdfd jp interentry defs 257,&fd org &5cc6 include saver.spcvv endif if computer=amstrad include saver.amsveryend if veryend>&adFF error "out of memory endif veryveryend endif END “ TSPEED EQU 5dospeech di LD BC,65533 LD HL,DATA LD DE,ss-data LD A,I LD (STORE+1),ALOOP2 LD B,255 LD A,8 OUT (C),A LD B,191 LD A,(HL) REPEAT 4 NOP AND 15 OUT (C),A LD I,A LD B,255 LD A,9 OUT (C),A LD B,191 LD A,I OUT (C),A LD A,10 LD B,255 OUT (C),A LD B,191 LD A,I OUT (C),A LD A,TSPEEDLOOP3 DEC A JP NZ,LOOP3 LD B,255 LD A,8 OUT (C),A LD B,191 LD A,(HL) REPEAT 4 RRA AND 15 OUT (C),A LD I,A LD B,255 LD A,9 OUT (C),A LD B,191 LD A,I OUT (C),A LD A,10 LD B,255 OUT (C),A LD B,191 LD A,I OUT (C),A LD A,TSPEEDLOOP4 DEC A JP NZ,LOOP4 INC HL DEC DE LD A,D OR E JP NZ,LOOP2STORE LD A,0 LD I,A EI RET