

bonus game



OMNIVENTURE

Do-It-Yourself Graphic Adventure

by JERRY A. LEMAITRE

A graphic adventure/arcade game in three versions—plus instructions for easily customizing the game even more. The program runs on all Atari computers of any memory configuration. *Antic Disk* subscribers RUN "D:OMNIVENT.BAS".

The prefix *omni* means, roughly, "all-encompassing." *Omniventure* is a fast arcade/adventure game written completely in BASIC. You can easily modify it into many different themes that you choose. It's a great practice tool for beginning graphics adventure programmers.

Listing 1 is "Dinoventure." Type it in, check it with *TYPO*, and *SAVE* a backup copy or two.

RUN the program and you'll see

your player, a small dancing figure that you can move in eight directions with a joystick. Your path through the randomly-created maze is blocked by two types of obstacles—enemies and walls. There are two kinds of enemies, placed randomly about the playfield. The number of enemies depends on the skill level at which you're playing. To defend yourself, you'll find weapons in various places about the maze. Pick one up by passing over it. If you're carrying a weapon and standing directly beside an enemy, press the fire button to use the weapon (each can only be used once!) and kill the enemy. You need not aim the joystick.

You can also pick up "tools" throughout the maze. Each of these can be used once to break through a

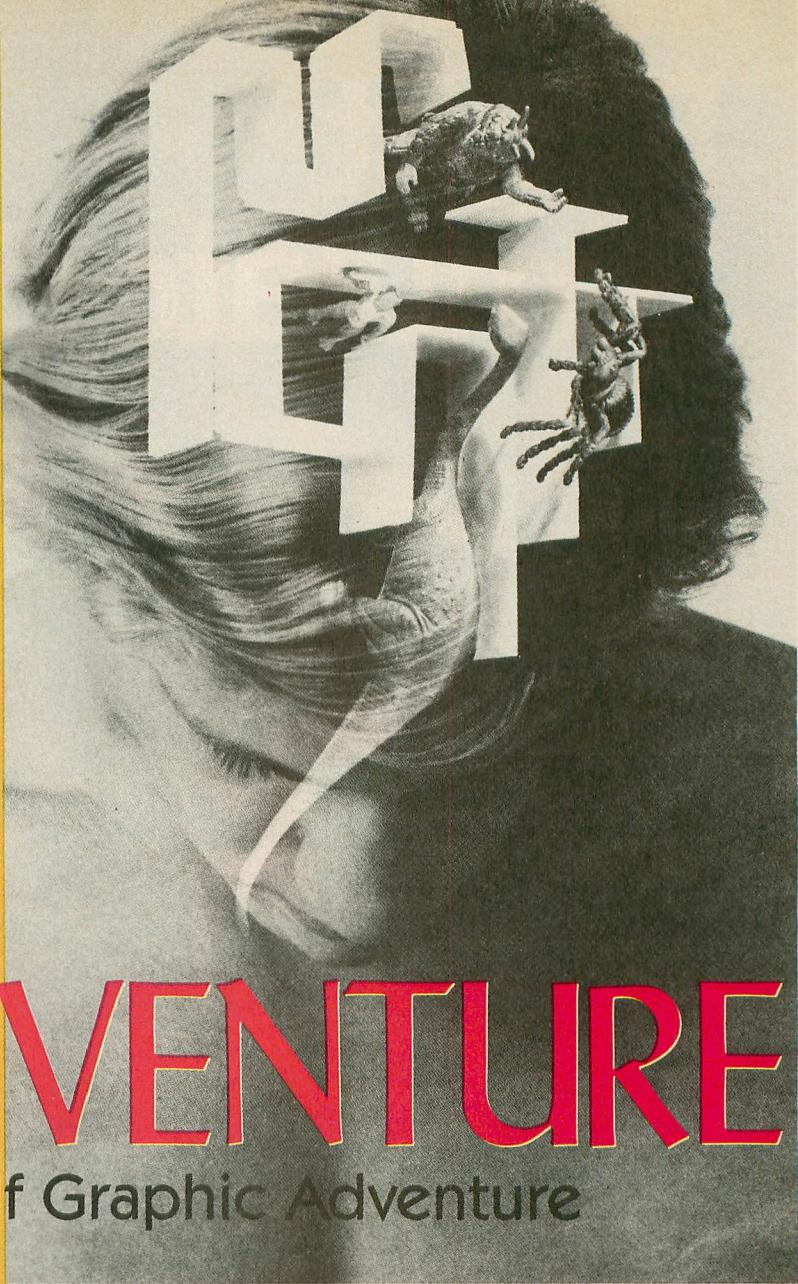
"wall" (or whatever your non-moving obstacles may be), similarly to destroying an enemy with a weapon.

Lastly, but not least, are the treasures. Pick up as many of these as you can. They are also randomly placed, and the number depends on the skill level.

You can only carry one item (excluding treasure) at a time. Whenever you want to go to another screen, touch the wiggling 'space warp' line at the top of the screen. Your goal is to pick up the highest amount of treasure points.

You start with three players, with figures representing the number of remaining players displayed in the upper right corner.

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LINDA TAPSCOTT

OMNIVENTURE
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DRAGOVENTURE AND ROBOVENTURE

Listing 1, the main program, is already set up for Dinoventure. Listings 2 and 3 provide alternate data for the variant games—Dragoventure and Roboventure. Type them in and LIST them to disk or cassette. To convert Dinoventure, first LOAD the main program, then ENTER Listing 2 or 3. Antic Disk subscribers LOAD "D:OMNIVENT.BAS", then ENTER "D:DRAGVENT.LST" or ENTER "D:ROBOVENT.LST". If you want to speed up the game, you can get rid of a delay loop by changing line 500 to:

```
500 CH=CH+1:POKE 756,CH(CH):  
IF CH=1 THEN CH=-1.
```

CUSTOMIZING OMNIVENTURE

Here's a step-by-step method for creating your own Omnidventure games.

1. Think up a title and a theme for your game, and determine what type of obstacles, enemies, weapons, tools, and treasures are best suited for your theme.

2. Change the REM statements in lines 2 and 3 to show your name and the new title.

3. Change line 9010. Make A\$ your weapon's name, B\$ the tool's name, and C\$ your prefix for "venture" to make up the title. NOTE: the length of both A\$ and B\$ should equal nine—pad with spaces if necessary. Also, C\$ shouldn't contain more than seven characters.

4. See Figure 1 to find which lines change for the title screen.

5. Change the numbers in line 10030 to represent the colors you want. Here's how: a) choose the number you want from Figure 2. b) Add a number between 0 and 15 for brightness (0=very dark, 15=very

light). c) Figure 3 shows which color registers are used for the game's various elements. Find the corresponding POKE in line 10030, then change the second number (the one after the comma) to the one you've selected.

6. Draw your figures on graph paper so they fit into an eight-by-eight square, then calculate the eight data values for each character. For each row, add up the values of the columns containing filled-in squares (the bits are "on"). See Figure 4. Also see "Character Graphics" (Antic, February 1984) for further information on developing custom characters. Design two images or 'frames' each for enemies and treasures. This creates a sort of animation when the program alternates between the two images.

7. Use Figure 5 to place the data from step 6 into the program. In lines 9230–9250, place data after the first number as shown in Figure 5.

PROGRAM TAKE-APART

100–	300	Move man and adjust for carrying an object
310–	440	Check for fire but- ton and use object being carried
500		Delay loop and alternate character frames
510–	570	Move antagonists
6000–	6200	Death routine
9000–	9020	Title screen and dimension strings and variables
9030–	9266	Initialize character set
9270		Set movement variables
9300–	9390	Welcome screen
10000–10110		Draw playfield and position characters

(note: I did cheat a bit by using a Machine-Language subroutine to copy the character sets but it doesn't affect game play.)

Jerry A. LeMaire is a high school student in Collingwood, Ontario. He is currently starting his own business selling software and computer accessories.

Figure 1
Welcome Screen

line	subject
9320	weapon
9330	tool
9340	treasure
9350	antagonist #1
9360	antagonist #2
9370	obstacle #1
9380	obstacle #2

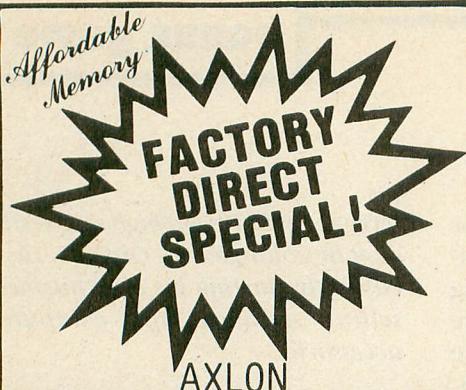
Figure 2
Colors

color	number
grey	0
gold	16
orange-brown	32
red-orange	48
pink	64
purple	80
purple-blue	96
blue	112
blue	128
light-blue	144
turquoise	160
green-blue	176
green	192
yellow-green	208
orange-green	224
light-orange	240

Figure 3
POKE Numbers

subject	POKE
antagonists	708
obstacles	709
treasures	710
tools, weapons	711
you	711
background	712

continued on next page



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Figure 4
Creating Characters

128	64	32	16	8	4	2	1	FRAME 1
				X	X			2+4=6
				X	X	X		8+4+2+1=15
			X	X				8+4=12
		X	X	X	X			8+4+2+1=15
X		X	X	X		X		128+16+8+4+1=157
X		X	X	X	X			128+16+8+4=156
X		X	X	X	X	X		128+16+8+4+2=158
X	X	X		X	X	X	X	64+32+16+4+2+1=119

The data for this character is: 6,15,12,15,157,156,158,119

128	64	32	16	8	4	2	1	FRAME 2
		X	X					16+8=24
		X	X	X	X			32+16+8+4=60
			X	X				8+4=12
			X	X	X	X		8+4+2+1=15
X		X	X	X		X		64+16+8+4+1=93
X		X	X	X	X			128+16+8+4=156
X		X	X	X	X	X		128+16+8+4+2=158
X	X	X		X	X	X	X	64+32+16+4+2+1=119

The data for this character is: 24,60,12,15,93,156,158,119

Figure 5
Data Lines

line number	data for ...
9060 DATA	(antagonist #1, frame 1)
9070 DATA	(antagonist #2, frame 1)
9080 DATA	(obstacle #1)
9090 DATA	(obstacle #2)
9100 DATA	(weapon)
9110 DATA	(tool)
9120 DATA	(treasure, frame 1)
9230 DATA 2,	(antagonist #1, frame 2)
9240 DATA 3,	(antagonist #2, frame 2)
9250 DATA 8,	(treasure, frame 2)



listing continued on page 64

OMNIVENTURE

LISTING 1

```

1 REM      ANTIC MAGAZINE
2 REM      OMNIVENTURE
3 REM      BY JERRY LEMAITRE
4 REM
80 GOSUB 9000
90 GOTO 9270
100 S=PEEK(632):MOV=0:P=PEEK(POS+MOV(S
)) :IF NOT P THEN MOV=1:POKE 77,0:GOTO
300
110 IF P=141 THEN MOV=0:GOSUB 10040
120 IF P=2 OR P=3 THEN 6000
130 IF P=198 THEN POSITION 10,22:? #6;
A$:CARRY=1:MOV=1:SOUND 0,12,12,8
140 IF P=199 THEN POSITION 10,22:? #6;
B$:CARRY=2:MOV=1:SOUND 0,12,12,8
150 IF P=136 THEN SC=SC+100:POSITION 4
,22:? #6:SC:MOV=1:SOUND 0,10,18,10
300 IF MOV THEN POKE POS,0:POS=POS+MOV
(S):POKE POS,MAN
310 F=PEEK(644):IF F OR CARRY<>1 THEN
400
320 FOR I=5 TO 14:SWG=POS+MOV(I)
330 SOUND 0,I+50,8,8:IF PEEK(SWG)=2 OR
PEEK(SWG)=3 THEN POKE SWG,204:SC=SC+2
5:POSITION 4,22:? #6:SC
340 FOR T=1 TO SK*2:IF POS(T)=SWG THEN
FLAG(T)=0
350 NEXT T:NEXT I:POSITION 10,22:? #6;
" NOTHING ":CARRY=0:FOR I=5 TO 14:P=PO
S+MOV(I):IF PEEK(P)=204 THEN POKE P,0
360 NEXT I:SOUND 0,0,0,0
400 SOUND 0,0,0,0:IF F OR CARRY<>2 THE
N 500
410 FOR I=5 TO 14:SWG=POS+MOV(I)
420 SOUND 0,I+50,8,8:IF PEEK(SWG)=68 O
R PEEK(SWG)=69 THEN POKE SWG,204
430 NEXT I:POSITION 10,22:? #6;" NOTHI
NG ":CARRY=0:FOR I=5 TO 14:IF PEEK(POS
+MOV(I))=204 THEN POKE POS+MOV(I),0
440 NEXT I:SOUND 0,0,0,0
500 CH=CH+1:POKE 756,CH(CH):FOR I=SK*7
TO 70:NEXT I:IF CH=1 THEN CH=-1
510 MST=MST+1:IF MST>SK*2 THEN MST=1
520 IF NOT FLAG(MST) THEN 600
530 M=POS(MST):M1=INT(M/20):P1=INT(POS
/20):MOV=(POS-P1*20>M-M1*20)-(POS-P1*2
0<M-M1*20)+20*(P1>M1)-20*(P1<M1)
540 P=PEEK(POS(MST)+MOV):IF P AND P>M
AN THEN 600
550 POKE POS(MST),0:POS(MST)=POS(MST)+
MOV:POKE POS(MST),COL(MST)
570 IF POS=POS(MST) THEN 6000
600 GOTO 100
6000 P=0:SOUND 0,72,12,10:MEN=MEN-1:CO
LOR 0:PLOT 16+MEN,0:POKE POS,204:FOR I
=1 TO 111:NEXT I
6010 POKE POS,203:FOR I=1 TO 222:NEXT
I:SOUND 0,0,0,0:IF MEN THEN 6200
6020 POSITION 5,4:? #6;"GAME OVER":POS
ITION 4,6:? #6;"PRESS FIRE"
6030 IF PEEK(644) THEN 6030
6040 IF SC>HS THEN HS=SC

```

```

6050 GOTO 90
6200 POSITION 5,5:? #6;"YOU DIED!":FOR
I=0 TO 10:FOR I1=0 TO 70:SOUND 0,I1,1
0,10-I:NEXT I1:NEXT I:GOTO 10040
9000 DIM MOVS(39):RESTORE 9001:FOR I=1
TO 39:READ A:MOVS(I,I)=CHR$(A):NEXT I
9001 DATA 104,104,133,215,104,133,214,
104,133,217,104,133,216,104,133,218,10
4,170,160,0,177,214,145,216
9002 DATA 200,208,4,230,215,230,217,20
2,208,242,198,218,16,238,96
9008 DIM AS(9),BS(9),CS(7),CH(1),MOV(1
5),FLAG(20),POS(20),COL(20)
9010 AS="" CLUB ":"BS="" MACHETTE":CS=
"DINO"
9020 GRAPHICS 18:POSITION 7,4:? #6:CS:
"-":POSITION 7,6:? #6;"VENTURE"
9030 CH(0)=PEEK(106)-8:CH(1)=CH(0)-8:D
=USR(ADR(MOVS),57344,CH(0)*256,1023)
9040 FOR A=1 TO 13:FOR I=0 TO 7:READ B
:POKE CH(0)*256+A*8+I,B:POKE 708,B:NEX
T I:NEXT A
9050 DATA 7,15,30,56,48,0,192,192
9060 DATA 6,15,12,15,157,156,158,119
9070 DATA 0,0,195,102,60,24,0,0
9080 DATA 102,255,189,153,24,24,24,60
9090 DATA 0,4,10,20,10,30,63,0
9100 DATA 6,15,15,31,30,56,96,192
9110 DATA 16,24,24,24,24,60,24,24
9120 DATA 40,2,152,61,28,129,40,0
9130 DATA 24,60,24,60,90,24,36,36
9140 DATA 255,255,255,255,255,255,255,
255
9150 DATA 0,0,24,60,60,60,60,60
9160 DATA 137,74,36,192,3,36,82,145
9170 DATA 0,32,80,136,5,2,0,0
9200 D=USR(ADR(MOVS),CH(0)*256,CH(1)*2
56,1023)
9210 READ A:IF A=-1 THEN RETURN
9220 FOR I=0 TO 7:READ B:POKE CH(1)*25
6+A*8+I,B:POKE 708,B:NEXT I:GOTO 9210
9230 DATA 2,24,60,12,15,93,156,158,119
9240 DATA 3,0,0,0,126,219,129,0,0
9250 DATA 8,20,64,25,188,29,64,18,0
9260 DATA 9,24,60,24,126,24,24,36,66
9266 DATA 13,0,2,5,136,80,32,0,0,-1
9270 MOV(5)=21:MOV(6)=-19:MOV(7)=1:MOV
(9)=19:MOV(10)=-21:MOV(11)=-1:MOV(13)=
20:MOV(14)=-20
9300 GRAPHICS 1:POKE 710,0:POKE 756,CH
(0):POSITION 6,0:? #6;"WELCOME":POSIT
ION 6,1:? #6;"*****"
9310 ? #6:? #6;" )-this is you!"
9320 ? #6:? #6;" &-club-for animals"
9330 ? #6:? #6;" -knife-for plants"
9340 ? #6:? #6;" (-diamond-100 pts."
9350 ? #6:? #6;" ";CHR$(34);"-tyrannos
aurus-25"
9360 ? #6:? #6;" #-pterodactyl-25"
9370 ? #6:? #6;" $-cypress tree"
9380 ? #6:? #6;" %-ginkgo plant"
9390 TRAP 9390:? CHR$(125);Select Ski

```

```

11 Level.1-10";:INPUT SK:IF SK<1 OR SK
>10 OR INT(SK)<>SK THEN 0
10000 TRAP 44444:GRAPHICS 17:POKE 756,
CH(0):COLOR 173:PLOT 1,1:DRAWTO 18,1:C
OLOR 10:PLOT 0,20:DRAWTO 19,20
10010 PLOT 0,0:DRAWTO 0,23:DRAWTO 19,2
3:DRAWTO 19,0:POSITION 1,21:? #6;"hs"
;HS:POSITION 1,22:? #6;"ECH0"
10020 POSITION 1,0:? #6;CS;"VENTURE!":
POSITION 10,21:? #6;"carrying":POSITI
ON 11,22:? #6;"NOTHING"
10030 POKE 708,103:POKE 709,215:POKE 7
10,31:POKE 711,40:POKE 712,192
10035 COLOR 137:PLOT 17,0:PLOT 18,0:ME
N=3:SC=0
10040 COLOR 32:FOR I=2 TO 19:PLOT 1,I:
DRAWTO 18,I:NEXT I:FOR I=0 TO 20:FLAG(I)
I)=1:POS(I)=77:NEXT I
10050 FOR I=0 TO 150:COLOR INT(2*RND(0
)+4):PLOT INT(18*RND(0)+1),INT(18*RND(
0)+2):NEXT I:COLOR 32:PLOT 5,19
10060 DRAWTO 15,19:FOR I=0 TO 10-SK:CO
LOR INT(2*RND(0)+134):PLOT INT(18*RND(
0)+1),INT(18*RND(0)+2):NEXT I
10070 COLOR 168:FOR I=0 TO 6-SK/2:PLOT
INT(18*RND(0)+1),INT(18*RND(0)+2):NEX
T I
10080 SCR=PEEK(88)+256*PEEK(89):TOP=SC
R+40:POS=SCR+389:MAN=201:POKE POS,MAN
10090 FOR I=1 TO SK*2:COL(I)=INT(2*RND(
0)+2)
10100 POS(I)=INT(360*RND(0)+40+SCR):P=
PEEK(POS(I)):IF P=74 OR P=2 OR P=3 OR
P=MAN THEN 10100
10110 POKE POS(I),COL(I):NEXT I:GOTO 1
00

```

► TYPO TABLE

Variable checksum = 744834

Line num	range	Code	Length
1	- 150	VF	595
300	- 400	PW	505
410	- 530	MC	546
540	- 6200	VX	595
9000	- 9030	TH	569
9040	- 9150	DN	429
9160	- 9270	TV	560
9300	- 9380	WN	507
9390	- 10020	RL	503
10030	- 10060	FW	571
10070	- 10110	WT	381

► LISTING 2

```

2 REM DRAGOVENTURE
9010 AS=" SWORD ":"B$=" HAMMER ":"CS=
" DRAGO"
9060 DATA 97,243,55,246,52,48,121,246
9070 DATA 0,28,118,222,247,127,30,0
9080 DATA 239,239,239,0,127,127,127,0
9090 DATA 123,123,123,0,222,222,222,0
9100 DATA 0,0,32,255,32,0,0,0
9110 DATA 0,0,96,126,96,96,0,0
9120 DATA 0,42,0,157,56,254,127,255
9230 DATA 2,24,60,49,119,182,48,121,24
6
9240 DATA 3,24,60,108,126,110,58,30,28

```

```

9250 DATA 8,0,20,65,28,56,254,127,255
9310 ? #6:? #6;" )-this is you!"
9320 ? #6:? #6;" &-sword-for animals"
9330 ? #6;" '-hammer-for walls"
9340 ? #6:? #6;" (-gold-100 pts."
9350 ? #6:? #6;" ";CHR$(34);"-green dr
agon-25"
9360 ? #6:? #6;" #-ochre jelly-25"
9370 ? #6:? #6;" $-brick wall"
10030 POKE 708,183:POKE 709,9:POKE 710
,27:POKE 711,40:POKE 712,32

```

► LISTING 3

```

2 REM ROBOVENTURE
9010 AS=" PHAZOR ":"B$=" DEACTOR ":"CS=
" ROBO"
9060 DATA 60,110,60,126,90,24,20,40
9070 DATA 0,8,28,62,28,8,0,0
9080 DATA 255,0,255,0,255,0,255,0
9090 DATA 255,129,189,165,165,189,129,
255
9100 DATA 0,124,127,28,16,16,0,0
9110 DATA 0,0,100,42,100,0,0,0
9120 DATA 0,40,2,88,26,64,20,0
9230 DATA 2,60,118,60,126,153,24,40,20
9240 DATA 3,8,42,28,127,28,42,8,0
9250 DATA 8,0,20,64,26,88,2,40,0
9310 ? #6:? #6;" )-this is you!"
9320 ? #6:? #6;" &-Phazor-for droids"
9330 ? #6;" '-deactor-for walls"
9340 ? #6;" (-biochip-100 pts."
9350 ? #6:? #6;" ";CHR$(34);"-Robodroi
d-25"
9360 ? #6:? #6;" #-blippot-25"
9370 ? #6:? #6;" $-terminoid"
9380 ? #6:? #6;" x-electrowall"
10030 POKE 708,29:POKE 709,136:POKE 71
0,198:POKE 711,40:POKE 712,208

```

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