Careers

Careers board game for 8 bit computers.

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Introduction

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This game is a computer recreation of the classic boardgame of Careers. See for details about the original boardgame at is description at BoardGameGeeks.

When I was a kid we used to play this game frequently with our family. I made my original computer adaptation for the C128 in BASIC7.0 in 1992. This original version in Dutch is available here as well (D64 image) (BASIC7.0 source).

The BASIC original has been made from the Dutch game board with rules we used to play with in our family. Exactly 30 years later, I have converted this to a new version in C with more advanced game board using a scrollable board. To translate this properly I have used the US 1958 version of the gameboard and the US 1979 rule book.
As the rules and board did change over time, rules and gameboard in the computer adaptation might differ a bit from official version. However, the above linked rule book can be used as good starting point as to the rules implemented.

Credits

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Written in 1992, 2022 by Xander Mol

https://github.com/xahmol/careers

https://www.idreamtin8bits.com/

Credits for the C128 version:

Originally written in 1992 in Commodore BASIC 7.0 for the Commodore 128. Rewritten for C128 in C using CC65 in 2022

Code and resources from others used:

- CC65 cross compiler:
  https://cc65.github.io/
- C128 Programmers Reference Guide: For the basic VDC register routines and VDC code inspiration
  http://www.zimmers.net/anonftp/pub/cbm/manuals/c128/C128_Programmers_Reference_Guide.pdf
- Scott Hutter - VDC Core functions inspiration:
  https://github.com/Commodore64128/vdc_gui/blob/master/src/vdc_core.c
  (used as starting point, but channged to inline assembler for core functions, added VDC wait statements and expanded)
- Francesco Sblendorio - Screen Utility: used for inspiration:
  https://github.com/xlar54/ultimateii-dos-lib/blob/master/src/samples/screen_utility.c
- DevDef: Commodore 128 Assembly - Part 3: The 80-column (8563) chip
  https://devdef.blogspot.com/2018/03/commodore-128-assembly-part-3-80-column.html
- 6502.org: Practical Memory Move Routines: Starting point for memory move routines
  http://6502.org/source/general/memory_move.html
- Anthony Beaucamp - 8Bit Unity: Starting point for SID play routines
  https://github.com/8bit-Dude/8bit-Unity/blob/main/unity/targets/c64/SID.s
- Bart van Leeuwen: For inspiration and advice while coding.
  Also for providing the excellent Device Manager ROM to make testing on real hardware very easy
- Original windowing system code on Commodore 128 by unknown author.
- Tooling to transfer original Commodore software code: "
  VICE by VICE authors
  DirMaster by The Wiz/Elwix
  CharPad Free by Subchrist software
  UltimateII+ cartridge by Gideon Zweijtzer
- Tested using real hardware (C128D and C128DCR) plus VICE.

Music credits:

- Made in Elx - Adam Hay (Sack) 2010 Cosine

  https://csdb.dk/release/?id=94679

  https://deepsid.chordian.net/?file=%2FMUSICIANS%2FS%2FSack%2FMade_in_Elx.sid

- Jupiler Dance - Hans Jürgen Ehrentraut (HJE) 2017 Genesis Project

  https://csdb.dk/release/?id=153508

  https://deepsid.chordian.net/?file=%2FMUSICIANS%2FH%2FHJE%2FJupiler_Dance.sid

- What's Your Game? - Richard Bayliss (RCB) 2004 Civitas

  https://csdb.dk/release/?id=13027

  https://deepsid.chordian.net/?file=/MUSICIANS/B/Bayliss_Richard/Whats_Your_Game.sid

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