A STROLL ROUND THE PARK

&

AROUND AND ABOUT FARNHILL

Two adventure Games by Colin Bradford

By Dom

I - Modifications to have a 100% Disc version without the need of RECALL(ed) DATA from Tape

Original listing

```
37100 RECALL T$,"PARKROAD.TSA":RETURN



37200 RECALL T$,"FARNHILL.TSA":RETURN



37300 RECALL T$,"--------.TSA":RETURN
37400 RECALL T$,"--------.TSA":RETURN
```

Modified listing

```
37100 OPENS,"PARKROAD.TSA",1
37110 FORJ=0TO26
37120 FORI=0TO6:TAKE1,T$(I,J)
37130 NEXT:NEXT:RETURN
37200 OPENS,"FARNHILL.TSA",1
37210 FORJ=0TO75
37220 FORI=0TO6:TAKE1,T$(I,J)
37230 NEXT:NEXT:RETURN
37300 RECALL T$,"--------.TSA":RETURN
37400 RECALL T$,"--------.TSA":RETURN
```

The disc files PARKROAD.TSA and FARNHILL.TSA have been generated by the small following tool

```
0  DIMT$(6,99)
1  RECALL T$,"FARNHILL.TSA"
2  OPEN S,"FARNHILL.TSA",1
5  CLS
10 FORJ=0TO75
15 FORI=0TO6
25 PUT1,T$(I,J)
30 NEXTI
40 NEXTJ
50 CLOSE
70 END
```

```
0  DIMT$(6,99)
1  RECALL T$," PARKROAD.TSA.TSA"
2  OPEN S," PARKROAD.TSA ",1
5  CLS
10 FORJ=0TO26
15 FORI=0TO6
25 PUT1,T$(I,J)
30 NEXTI
40 NEXTJ
50 CLOSE
70 END
```

II – Modifications to add the CHEAT order to the list of orders.

```
38030 FORA=0TO49:READW(A),W$(A):NEXT:FORA=50TO59:READW$(A):NEXT
38030 FORA=0TO50:READW(A),W$(A):NEXT:FORA=51TO60:READW$(A):NEXT Added One in loop
                                                                index which read orders in DATA

42090 DATA25000,NICK,26000,"SWAP"                               SWAP : last order
42090 DATA25000,NICK,26000,"SWAP",27000,"CHEAT"                 Added order
```

```
26010 PRINT"I don't allow you to swap objects.":GOTO600         Last treatment line for SWAP(former last order)
27000 PRINT"D1 = ";D1;"  D2 = ";D2;"  D3 = ";D3                 The 3 usefull locations numbers (OB, OL ,FI)
27010 PRINT"Treasure: ";LEFT$(O$(G%(0)),15)                     to avoid choice if there is more than 1 to take
27020 POKE782,192:GETA$:FORA=21TO26:PLOT2,A,S$:NEXT             to erase part of the screen for the rest.
27025 O1=21:O2=11:O3=23:O4=13                                   Objects numbers for "Stroll around the parck"
27026 IF MC=2THEN O1=52:O2=27:O3=32:O4=29                       Objects numbers for "Around & about Farnhill"
27030 PLOT2,21,LEFT$(O$(O1),13):PLOT18,21,STR$(J%(0,O1))        Print name and location of 1st useful object
27031 PLOT2,22,LEFT$(O$(O2),12):PLOT18,22,STR$(J%(0,O2))        Print name and location of 2nd usefull object
27032 PLOT2,23,LEFT$(O$(O3),15):PLOT18,23,STR$(J%(0,O3))        Print name and location of 3rd usefull object
27032 PLOT2,24,LEFT$(O$(O4),15):PLOT18,24,STR$(J%(0,O4)):       Print name and location of 4th usefull object
      GOTO600                                                   End of order treatment …
33000 IFNN$="OFF"THENPRINTVB$;" ";NN$;"your selfsweetie":       First original listing line after orders
      GOTO600                                                   treatment
```

III – Modification made because of an OUT OF MEMORY ERROR problem

I do not fully understand the origin of this OUT OF MEMORY ERROR. The additionnal code I introduce in the listing do not seems to be responsible. It seems to be due to the change from RECALL"file_name" order to OPEN S,"file_name",1 order. It seems this order reserves a memory buffer. Maybe it is the origin of the problem. I made a test with RECALL and the following modified listing, all the other lines being unchanged , and get no OUT OF MEMORY ERROR.

```
37100 RECALL T$,"PARKROAD.TSA":RETURN
37100 REM OPENS,"PARKROAD.TSA",1
37110 REM FORJ=0TO26
37120 REM FORI=0TO6:TAKE1,T$(I,J)
37130 REM NEXT:NEXT:RETURN
```

Well, To solve this problem (without understanding it ☺) I decided to delete the lines from 39000 to 39390 which are the instructions of the "READ INSTRUCTIONS" option 5 of the main menu and to replace them by two saved screens. So, the following part of the listing :

```
39000 WAIT30:CALL47104:PRINT:PRINT:ER=1
39010 PRINT"This is a text  based adventure game."
39020 PRINT"You will be randomly placed somewhere"
39030 PRINT"within the game area.
39040 PRINT"You have to locate an object / person"
39050 PRINT"and leave it/them at another location"
39060 PRINT"then finally return to a 3rd location"
39070 PRINT"to finish the game.":PRINT
39080 PRINT"To help you, there are 3 indicators"
39090 PRINT"at the top of the screen.":PRINT
39100 PRINT"When OBJECT is 00 then you have found"
39110 PRINT"the location of the object."
39120 PRINT"If there is more than one object at"
39130 PRINT"this location, you will have to guess"
39140 PRINT"or take them all."
39150 PRINT"Drop the object when  LOCATION is 00."
39160 PRINT"Move around  until FINISH  is zero to"
39170 PRINT"complete the game.":PRINT
39180 PRINT"If you succeed, you are given a score"
39190 PRINT"the lower the score, the better.":PRINT
39200 PLOT7,26,"PRESS  RETURN  TO CONTINUE"
39210 POKE782,192:REPEAT:GETK$:UNTILK$=CHR$(13):
      POKE782,64
39220 CALL47104:PRINT:PRINT"Enter commands as one or
      two  words,"
39230 PRINT"eg, LOOK, GO EAST, TAKE, DROP, etc.":
      PRINT
39240 PRINT"If the object is an evil person, then"
39250 PRINT"you must kill them before you can":
      PRINT"take them."
39260 PRINT"Therefore, you will need a weapon."
39270 PRINT"You may need other objects eg a torch"
39280 PRINT"or a key, or money to buy objects.":PRINT
39290 PRINT"One person in the game is an evil"
39300 PRINT"psychopath who  will kill you, if you"
39310 PRINT"attempt to kill him without any":
      PRINT"weapons."
39320 PRINT"He/She will move around the game area"
39330 PRINT"to get close to you."
39340 PRINT"This person may appear to be  normal.":
      PRINT
39350 PRINT"Also, watch out for exposive devices,"
39360 PRINT"they can blow up and kill you.":PRINT
39370 PRINT"If this game has been CLOADed, it"
39380 PRINT"expects to find the game files in the"
39390 PRINT"Data directory, eg C:\Euphoric\Data."
39400 PLOT7,26,"PRESS  RETURN  TO CONTINUE
```

Was shortened in the 5 following lines and that solved (by chance) the OUT OF MEMORY ERROR problem.

```
39000 WAIT30:CALL47104:PRINT:PRINT:ER=1
39200 LOAD"INSTRUCT.001"
39210 POKE782,192:REPEAT:GETK$:UNTILK$=CHR$(13):POKE782,64
39400 LOAD"INSTRUCT.002"
39410 POKE782,192:REPEAT:GETK$:UNTILK$=CHR$(13):POKE782,64
```

The two instructions screens `INSTRUCT.001` and `INSTRUCT.002` have been generated by the interspersed lines :

`39205 ESAVE"INSTRUCT.001"` and
`39405 ESAVE"INSTRUCT.002"`