

updated #1

Dungeons & Dragons game for commodore 64

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10 print"shifted clear-home key"
20 print:print:print:print:print:print:print:print:print:print:print
30 print"(15 spaces)*****"
40 print"(15 spaces)*press any*"
50 print"(15 spaces)*(4 spaces)key(2 spaces)*"
60 print"(15 spaces)*to(2 spaces)begin*"
70 print"(15 spaces)*****"
80 for x=1 to 200:next
90 print"shifted clear-home key"
100 for x=1 to 200:next
110 get a$:if a$="" then 10
120 print"shifted clear-home key"
130 a$="*****"
*this dungeons & dragons*
*(5 spaces)game designed(5 spaces)*
*(5 spaces)by Eric Jung(6 spaces)*
*****"
140 print a$
150 for q=1 to 40
160 print"shifted clear-home key";spc(q);a$:gosub 180
170 next:if z=1 then 210:goto 190
180 for t=1 to 50:next:return
190 for q=40 to 1 step -1
200 z=1:goto 50
210 print"shifted clear-home key"
220 print"type in 1 for instructions on how to play."
230 print"type in 2 if you want to pick your character and play the game
immediatly."
240 get a$:if a$="1" then 240:if a$="2" then 245:if a$="1" then 260
250 print"please type in 1 or 2 only":goto 220 247 if a$="2" then 470
260 print"shifted clear-home key"
270 print"class-class is what your profession is.i.e.-fighter,magic-user."
280 print"press any key to continue"
290 get a$:if a$=""then 290
300 print"shifted clear-home key"
310 print"Level-is how good you are at your profession."
320 print"i.e.-a 3rd level thief would be a better thief than a 1st level thief"
330 print"press any key to continue":get a$:if a$="" then 330:print"shifted
clear-home key"
340 print"hit points-(h.p.)is how much damage you can take before you die."
350 print"i.e.-if you have 3hps and a kobold hits you with a sword,and you lose
3hps,you die."
360 print"press any key to continue":get a$:if a$="" then
370 get a$:if a$=""then 370
380 print"shifted clear-home key"
390 print"intelligence-measure of smartness.if you have a high intelligence,
then you'll be a good magic-user"
400 print"strength-your measure of strength.if you have a high strength,then
you'll be a good fighter."
410 print"wisdom-measure of ability to make judgments and decisions.if you have
a high wisdom,then you'll be a good cleric."
420 print"charisma-the measure of how good you look."
430 print"dexterity

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340 Print "shifted clear-home key"

245 If A\$ = "1" then 260
247 If A\$ = "2" then 470

333 get A\$: If A\$ = "" then 333

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430 print"dexterity-ability to throw things accurately with your hands.i.e.-
daggers,axes,etc.,"
440 print"you are now ready to seepick your character."
450 print"press any key to continue"
460 get a$:ifa$="" then 460
470 print"shifted clear-home key"
480 print"in a minute,there will be the characteristics of a character shown on
the screen.it will have strength,wisdom,intelligence,charisma,hit points,class,
level,dexterity, and race."
490 print"there will be a total of 90 points to distribute into these(except
race,level,hps,and class.these you will pick later.)"
500 print"if you need help with

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490 Print " Press any key to continue "
500 get A$: If A$ = "" then 500
510 Print " shifted clear-home key
520 Print " Intelligence: " Number Gosub 620
530 Print " Intelligence: " Number
540 Print " Intelligence: " Number Gosub 620
550 Print " strength: " Number
560 Print " wisdom: " Number
570 Print " Wisdom: " Number Gosub 620
580 Print " Intelligence: " Number Gosub 620
590 Print " Dexterity: " Nu
600 Gosub 620
610 Print " Charisma: " Nu
620 Nu = INT(RND(1)*15) + 4 Goto 630
630 Return

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