Text Adventure Kit (TAK) 1.0 Manual

TAK is written in pure GWBASIC. Running on a very old machines like an IBM XT, it is a bit slow in painting the map grid and contents. Also, I liked to protect my work a bit, so I compiled it (with QB 4.0).
It still runs with any PC running DOS 2.11 or newer.
TAK makes it possible to edit a 11x11 field map, each field contains a maximum of 6 different objects or creatures.

You can start MAPEDIT at DOS command level just with it's program name.
It needs ALWAYS a second file in the same directory (without it does not work!), named MAPPROG.COD.

MAPEDIT will create two (new) files:

MAPEDIT.SAV is the pure data for the map editor, to continue your work after it was saved before.
You can make backups of this file, this make sense if you want to store different versions of your work !

ADVENTUR.BAS is the generated text adventure source code, which runs with almost any BASIC version, means with CP/M MBASIC 5.x, with DOS BASICA or GWBASIC, with QBASIC, with BASCOM or QB-Compiler, and even with a modern Windows version using PC-BASIC 2.0 or QB64.
The text adventure is a mixture between a classic text adventure program of the early eighties and ROGUE, a dungeon game of the early days. It does not use any graphic or color, so it is running on a PC independently of the graphics card you're using (CGA, EGA, HGC, VGA etc.).

The MAP Editor (MAPEDIT) uses 12 different chars to present the field content of the game map.
If you start it, it shows a title, the characters used as symbols on the map and a few explanations.

(I used DOSBox to test it, so all screenshots will show the DOSBox program frame also.)

g stands for Grass, T for Trees and so on, and you will be able later to combine these character symbols in a field.

To go on, you have to press any key (doesn't matter what key).
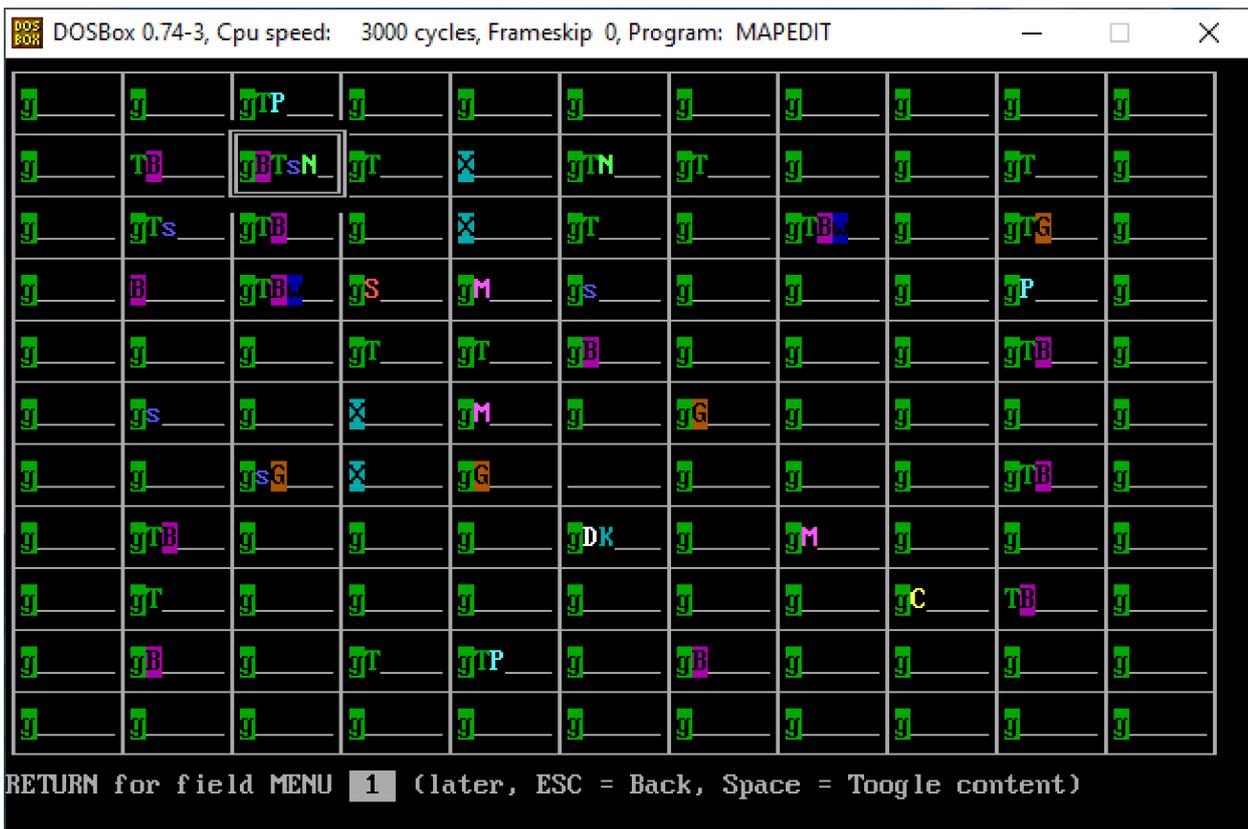
Now it shows the content of a map (here, this is only an example).

In this mode, you can use the cursor keys, the RETURN key, '0' number key and the ESC key.

If you're using the cursor keys, you can select any field of the 11x11 map.

After pressing RETURN, you will change the mode of the program to the Edit Mode, the status line below changes:
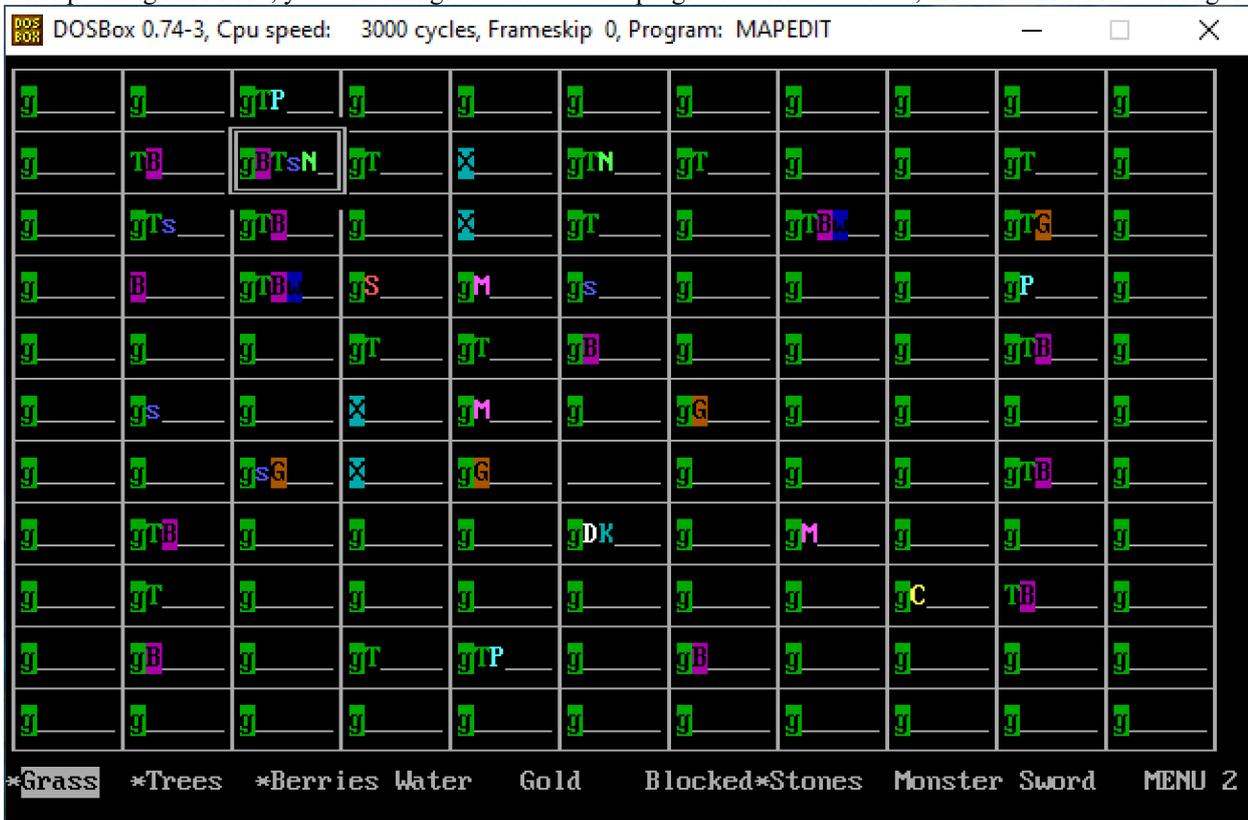
The content of the field is gBTsN, means Grass, Trees, Berries, Stones and Nuts.
Because the status line has limited space, you will not see all possible choices, that's why „MENU 2" exists.

All the options which are already selected will have an asterisk in front of the word, means if Grass was already selec-
ted, *Grass is shown, but only Grass without asterisk, if it isn't existing in the field.

If you want to change the selection of the symbols/content of the field, just press the SPACE key now.
If it was already selected, the asterisk disappears, otherwise the asterisk appears. On the map, the old field content is
still shown (not altered).

If you select MENU 2 (with SPACE), the status line menu changes to the status before RETURN was pressed, but the
Menu number 2 is shown in the text now:

You can move again the cursor to another field if you want.

If you selected your field of choice (or just stayed), press RETURN again:

It shows different choices now (Dealer, Key, Chest, Blacksm and Nuts).

Blacksmith is shortened to Blacksm because otherwise the fixed status line choices won't work anymore.

You can repeat these steps with any field until you want to stop or save your work. You have to be back in the mode of field cursor positioning. Then press ESC:
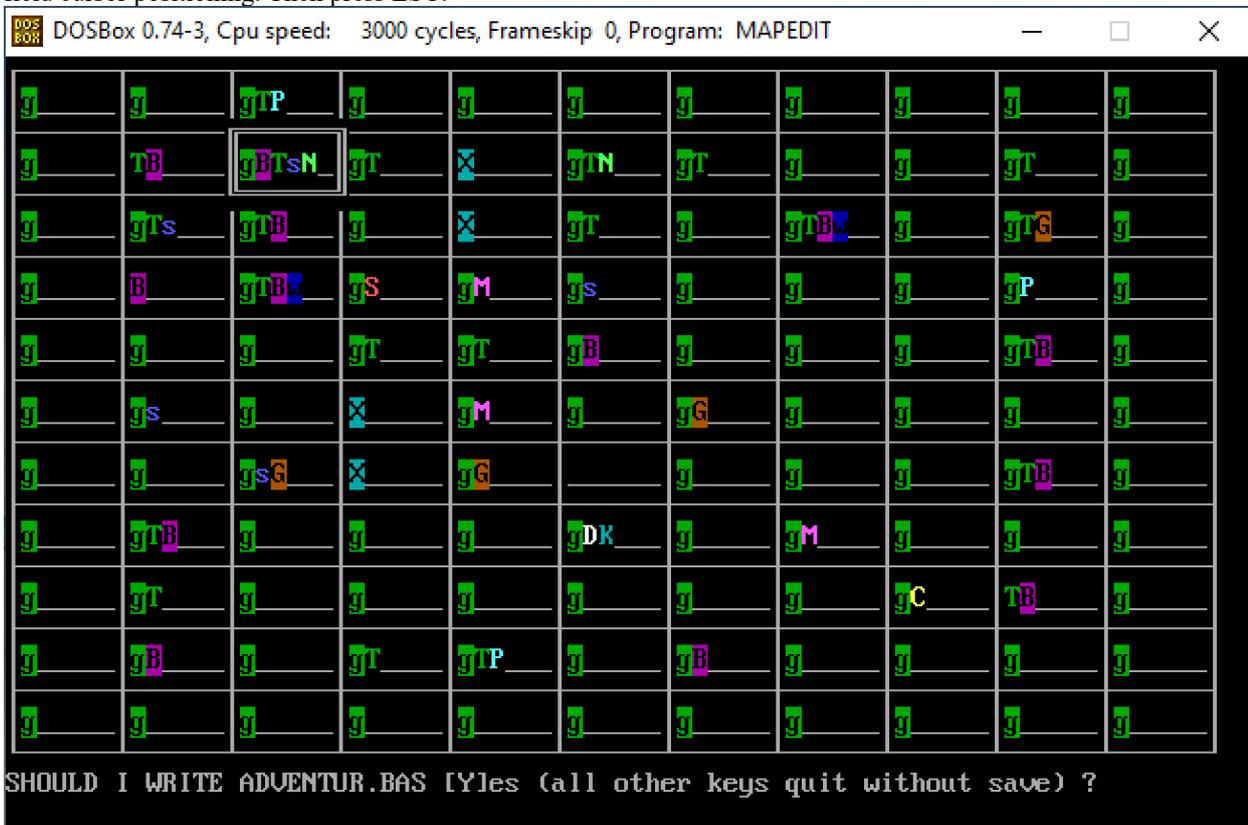
The program asks you if you want to save all work. Press Y (or y) to save the work, all other keys will quit !!!

You can enter now a name for the adventure game and also the size of the inventory (5-50). If you just want to use the defaults, just press RETURN for each new question. The program starts now to save the work:
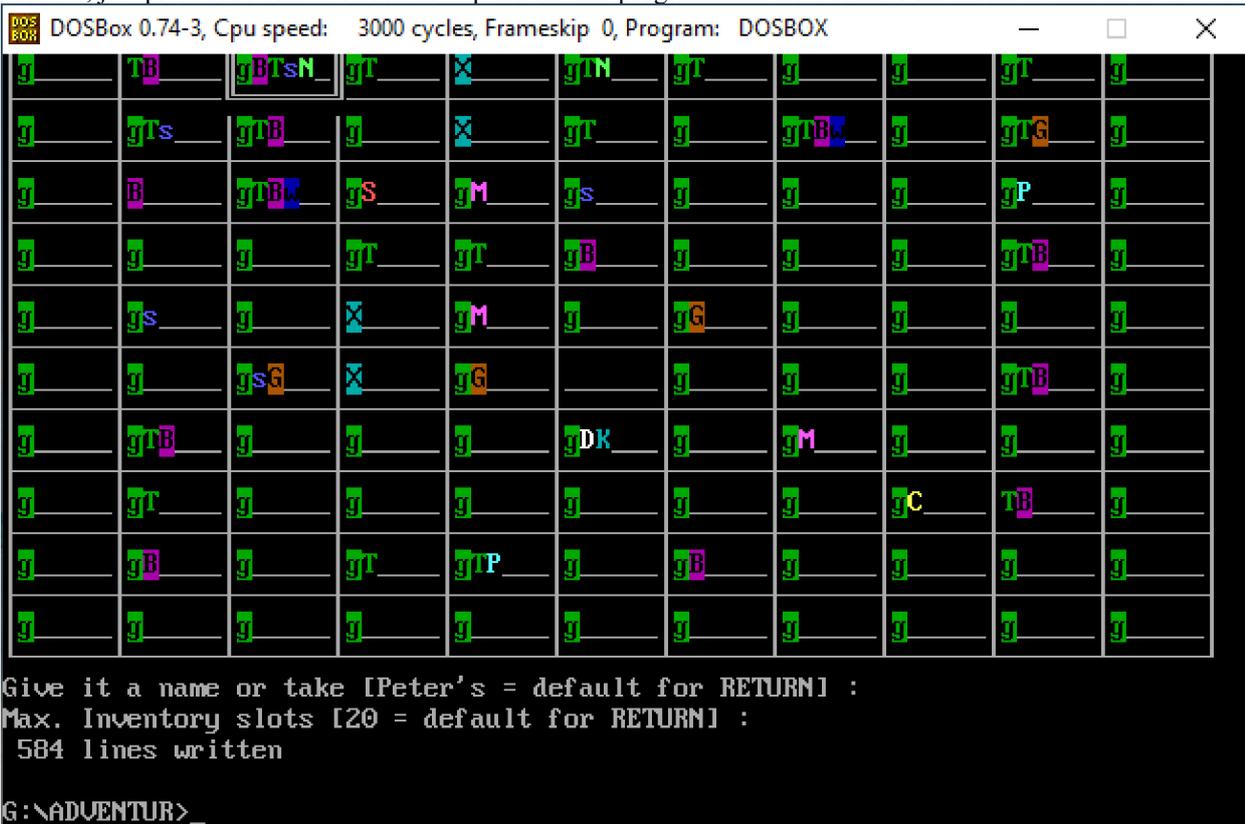
It will write 584 lines of BASIC code in the text source file ADVENTUR.BAS.

You can start now your BASIC interpreter:
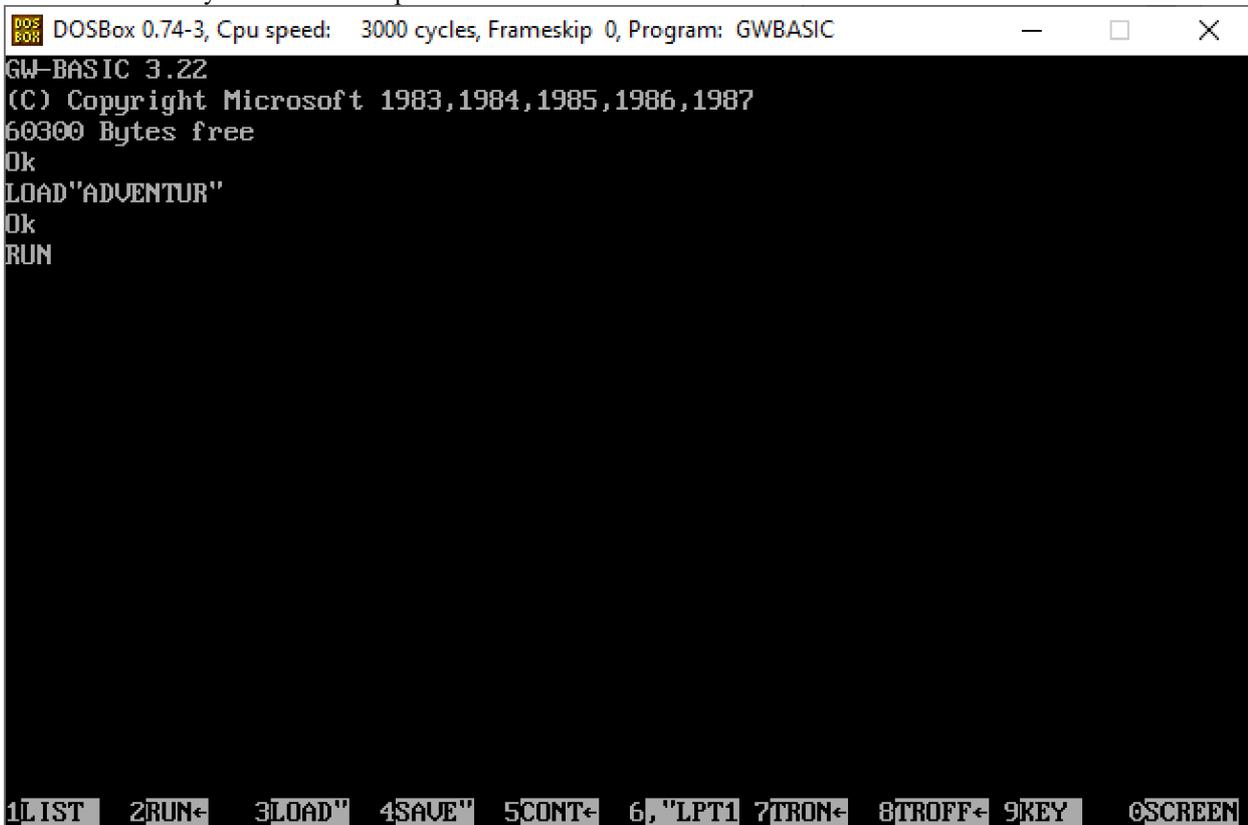
Type in LOAD"ADVENTUR" and then RUN.

Now the Text Adventure is started:

You can type in a command from the following list:

Help, Look, Take, Get, Drop, Eat, Kill, Run, Go, Show, Show Inventory, Show Status, Map, Drink, Give, Unlock and Quit - like shown if you type in help.

Remember you have to (virtually) eat in this game, every step costs a bit life energy, which can be shown with Show Status.

Here a nut is taken. You can do this more than once except for Gold. After taken Gold, it disappears on the map.

Additional hints:

If you want to reset the map while in the mode of choosing a map field, just press '0' (the number zero key). It asks you again if you're sure about it and then empties the whole map. All fields will be reset just to „Grass" content (Symbol ‚g'). If you did it by accident, just do not press Y for save at the end your of field editing process.
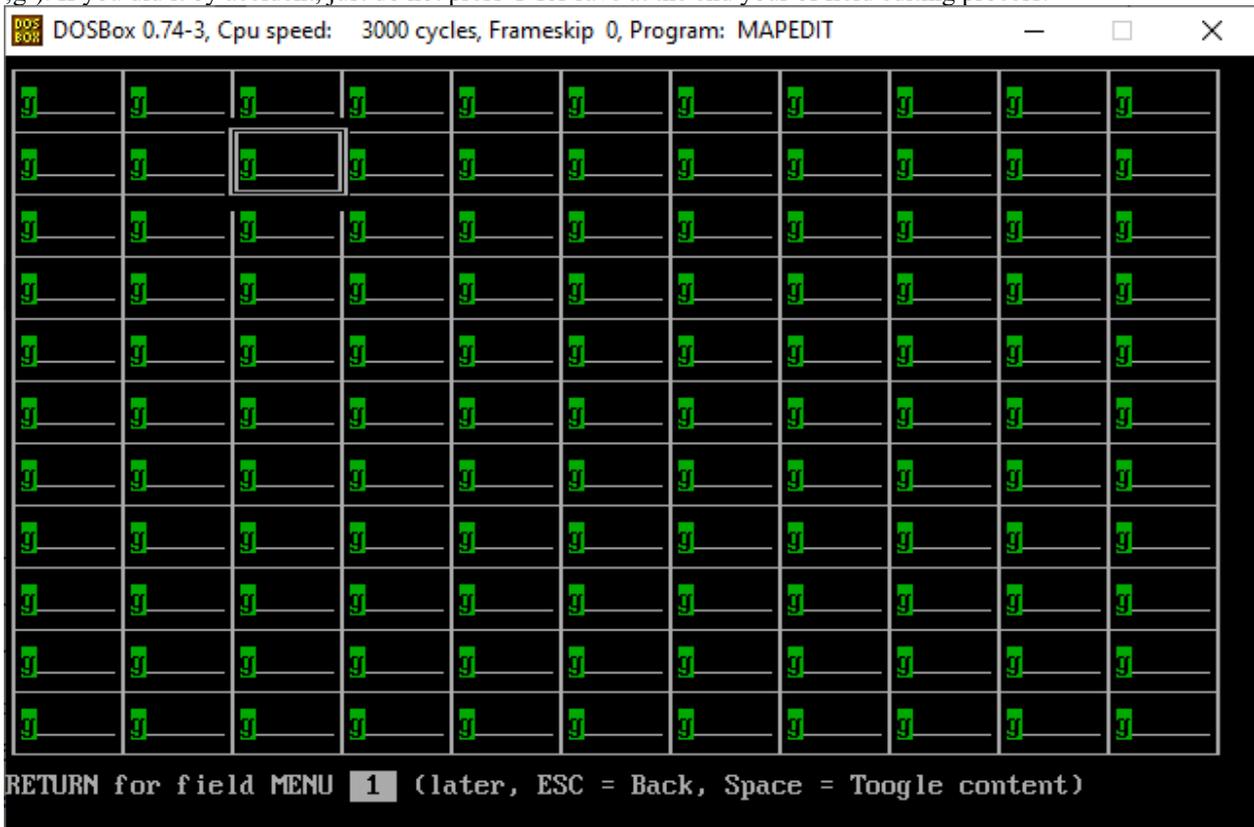
You can check if there is a newer version of Text Adventure Kit on http://www.z80.eu/basic2.html

Thank you for testing and using TAK. The intention to write it was to show that modular programming can be done also with an old BASIC version. I started first just with the text adventure itself, later I was too lazy to edit the DATA lines (beginning at Line 4600 in the ADVENTUR.BAS source code). So I had the idea to program also a Map Editor for it. Using the map editor, it's much more easy to design a proper game design, which means here a proper map with the adequate content.

Peter Dassow in April 2020.