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10 ' Fantasy map designer - PUBLIC DOMAIN
20 ' By Richard Coton
30 ' Amstrad Action Christmas 88
40 ' Look at DMP 2000 or DMP 2160 printer
50 ' manual for printing any maps
70 GOSUB 630
80 SYMBOL AFTER 32
90 PEN #1,1:PAPER #1,0:MODE 1:DIM map(39,18):GOSUB
  770
100 MODE 1
110 GOSUB 1090
120 ' SCREEN LAYOUT
130 WINDOW 1,40,20,25:WINDOW #1,1,40,1,18
140 ' MAIN PROGRAM
150 xp=20:yp=10
160 CLS #1:CLS
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170 WHILE INKEY$ <> "" : WEND : PRINT "[Sve [Lad
    [G]raphics [T]yping [W]pe [P]rint" : PRINT :
    PRINT "Make your choice";
180 i$ = UPPER$(INKEY$) : IF i$ = "" THEN 180
190 IF i$ = "S" THEN 250
200 IF i$ = "L" THEN 290
210 IF i$ = "G" THEN 350
220 IF i$ = "T" THEN 420
230 IF i$ = "W" THEN 490
235 IF i$ = "P" THEN GOSUB 1100
240 GOTO 180
250 ' [Sve map
260 n$ = "" : CLS : PRINT "Enter filename" : PRINT : INPUT n$
270 OPENOUT n$ + ".MAP" : FOR x=1 TO 39 : FOR y=1 TO 18 :
    WRITE #9, map(x, y) : NEXT : NEXT : CLOSEOUT
280 CLS : GOTO 170
290 ' [Lad map
300 CLS : PRINT "Enter filename" : PRINT : INPUT n$
310 OPENIN n$ + ".MAP" : FOR x=1 TO 39 : FOR y=1 TO 18 :
    INPUT #9, map(x, y) : NEXT : NEXT
320 CLOSEIN
330 FOR x=1 TO 39 : FOR y=1 TO 18 : LOCATE #1, x, y :
    PRINT #1, CHR$(map(x, y)) : NEXT : NEXT
340 CLS : GOTO 170
350 ' [G]raphics position
360 CLS : PRINT "Use CURSOR keys then press SPACE" :
    GOSUB 560
370 CLS : FOR i=1 TO 45 : a$ = STR$(i) + CHR$(i+144) : PRINT
    a$ : NEXT
380 WHILE INKEY$ <> "" : WEND : INPUT g
390 IF g=128 THEN LOCATE #1, xp, yp : PRINT #1, " " : map
    (xp, yp)=128 : CLS : GOTO 170
400 IF g<1 OR g>45 THEN CLS : GOTO 170
410 LOCATE #1, xp, yp : PRINT #1, CHR$(g+144) : map(xp,
    yp)=g+144 : CLS : GOTO 170
420 ' [T]yping position
430 CLS : PRINT "Use CURSOR keys then press SPACE" :
    GOSUB 560
440 CLS : PRINT "Enter one word of text only" : PRINT :
    INPUT text$ : PRINT : PRINT "Please wait" : xpl=39-xp

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450 IF LEN(text$)>xp1 THEN PRINT"Too long":FOR i=1
  TO 2000:NEXT:CLS:GOTO 170
460 xp1=xp:a=33:FOR i=1 TO LEN(text$)
470 IF MID$(text$,i,1)=CHR$(a) THEN map(xp1,yp)=a:
  a=33:xp1=xp1+1:NEXT ELSE a=a+1:GOTO 470
480 xp1=xp:FOR i=xp1 TO xp1+LEN(text$):LOCATE #1,i,
  yp:PRINT #1,CHR$(map(i,yp)):NEXT:CLS:GOTO 170
490 ' [Wpe
500 CLS:PRINT"Are you sure (Y/N) ?"
510 i$=UPPER$(INKEY$):IF i$="" THEN 510
520 IF i$="Y" THEN CLS #1:GOSUB 1090:CLS:GOTO 170
530 IF i$="N" THEN CLS:GOTO 170
540 GOTO 510
550 ' Cursor movement
560 LOCATE #1,xp,yp:PEN #1,0:PAPER #1,1:PRINT #1,
  CHR$(map(xp,yp))
570 IF INKEY(0)=0 AND yp>1 THEN LOCATE #1,xp,yp:
  PEN #1,1:PAPER #1,0:PRINT #1,CHR$(map(xp,yp)):
  yp=yp-1:GOTO 560
580 IF INKEY(2)=0 AND yp<18 THEN LOCATE #1,xp,yp:
  PEN #1,1:PAPER #1,0:PRINT #1,CHR$(map(xp,yp)):
  yp=yp+1:GOTO 560
590 IF INKEY(8)=0 AND xp>1 THEN LOCATE #1,xp,yp:
  PEN #1,1:PAPER #1,0:PRINT #1,CHR$(map(xp,yp)):
  xp=xp-1:GOTO 560
600 IF INKEY(1)=0 AND xp<39 THEN LOCATE #1,xp,yp:
  PEN #1,1:PAPER #1,0:PRINT #1,CHR$(map(xp,yp)):
  xp=xp+1:GOTO 560
610 IF INKEY(47)=0 THEN PEN #1,1:PAPER #1,0:LOCATE
  #1,xp,yp:PEN #1,1:PAPER #1,0:PRINT #1,CHR$(map
  (xp,yp)):WHILE INKEY$<>"":WEND:RETURN
620 GOTO 560
630 ' OPENING SCREEN
640 PEN 3:MODE 1:LOCATE 10,1:PRINT"FANTASY MAP
  DESIGNER":LOCATE 10,2:PRINT STRING$(20,208):
  PEN 1
650 PRINT:PRINT" The screen is split into two
  areas, themap window and the option window.
  You make your choice of action and follow
  any instructions."
660 PEN 3:PRINT:PRINT"SAVE":PEN 1:PRINT:PRINT"
  This option allows you to save the map which
  is currently on screen."
670 PEN 3:PRINT:PRINT"LOAD":PEN 1:PRINT:PRINT"
  This option allows you to load a map
  previously saved on tape.":PEN 2:LOCATE 15,24:
  PRINT"PRESS SPACE":CALL &BB18:PEN 3:CLS
680 PRINT"GRAPHICS":PEN 1:PRINT:PRINT" This option
  allows you to move a cursoraround the screen
  to the desired place. You press space and you
  are given a selection of graphics to choose
  from."
690 PRINT" Enter the number which is next to the
  graphic you want."
700 PRINT:PRINT" The first 15 graphics are used for
  routes available to the adventurer. The next 7
  are used as rooms, then there is a tree, a
  pit, a hut, 2 lots of steps."
710 PRINT" The next ones are 2 graphics used for
  rivers, bridges, marsh or swamp,
  mountains, hills, an arch, a portculis, 4
  graphics used for rivers and 4 graphics used
  for dead ends."
720 PRINT" If you type the number 128 then a
  spaceis placed at the current cursor
  position.":PEN 2:LOCATE 15,24:PRINT"PRESS
  SPACE":CALL &BB18:PEN 3:CLS
730 PRINT"TYPING":PEN 1:PRINT:PRINT" This option
  allows you to place the cursor anywhere on
  the screen and then asks you to type in one

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word only. It then puts the word on the map.

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" :PEN 3:PRINT:PRINT
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740 PRINT"WIPE":PEN 1:PRINT:PRINT" This option  
allows you to clear the whole map from  
memory and the screen.":PEN 3:PRINT:PRINT
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750 PRINT"PRINT":PEN 1:PRINT:PRINT" This option  
allows you to dump the map currently on screen  
, to a printer. This is done by pressing CTRL  
and COPY at the same time. [[[THIS SHOULD  
ONLY BE DONE WHEN THE OPTION WINDOW IS CLEAR]  
]]":PEN 2
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760 LOCATE 15,24:PRINT"PRESS SPACE":CALL 5BB18:  
PEN 1:RETURN
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770 ' GRAPHICS SET UP
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780 SYMBOL 160,255,129,129,129,129,129,129,255
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790 SYMBOL 161,255,165,189,129,129,189,165,255
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800 SYMBOL 162,255,129,231,165,165,231,129,255
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810 SYMBOL 163,255,165,189,129,129,129,129,255
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820 SYMBOL 164,255,129,135,133,133,135,129,255
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830 SYMBOL 165,255,129,129,129,129,189,165,255
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840 SYMBOL 166,255,129,225,161,161,225,129,255
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850 SYMBOL 167,24,60,24,126,24,255,24,24
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860 SYMBOL 168,24,36,102,129,102,36,24,0
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870 SYMBOL 169,24,60,102,66,153,165,165,231
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880 SYMBOL 170,36,60,36,60,36,60,36,60
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890 SYMBOL 171,0,0,255,85,85,255,0,0
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900 SYMBOL 172,0,0,231,24,0,195,60,0
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910 SYMBOL 173,36,36,34,18,18,34,36,36
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920 SYMBOL 174,0,24,60,60,60,52,60,60
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930 SYMBOL 175,66,36,36,36,36,36,36,66
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940 SYMBOL 176,0,129,126,0,0,126,129,0
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950 SYMBOL 177,0,0,0,0,165,165,90,60
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960 SYMBOL 178,0,0,8,20,20,34,99,129
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970 SYMBOL 179,0,0,0,0,0,24,102,195
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980 SYMBOL 180,56,108,254,170,254,170,254,170
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990 SYMBOL 181,36,100,196,8,16,224,0,0
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1000 SYMBOL 182,0,0,224,16,8,196,100,36
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1010 SYMBOL 183,0,0,7,8,16,35,38,36
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1020 SYMBOL 184,36,38,35,16,8,7,0,0
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1030 SYMBOL 185,60,66,129,129,129,129,129,129
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1040 SYMBOL 186,0,0,32,224,224,32,0,0
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1050 SYMBOL 187,0,0,0,0,0,60,24,24
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1060 SYMBOL 188,0,0,4,7,7,4,0,0
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1070 SYMBOL 189,24,24,60,0,0,0,0,0
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1080 RETURN
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1090 FOR x=1 TO 39:FOR y=1 TO 18:map(x,y)=128:NEXT  
:NEXT:RETURN ●
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