
Subject: Old School Map

Posted by [Anonymous](#) on Thu, 07 May 2020 22:50:39 GMT

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Originally posted by: Ralph Glatt

I want to enter in this year's One Page Dungeon contest, and I want to make it look as retro as possible. I already have the A2Like font, but now I need to make a map. Is there anything like this out there? Once I get the pieces together, I can use Photoshop to make it a PDF. The deadline is June, so I still have some time.

Subject: Re: Old School Map

Posted by [Anonymous](#) on Sat, 09 May 2020 16:06:57 GMT

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Originally posted by: Ralph Glatt

On Thursday, May 7, 2020 at 6:50:41 PM UTC-4, Ralph Glatt wrote:

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Just to make myself clear, what I'm trying to do is make an adventure that looks like it was produced back in the 80's on an Apple // computer. As far as the map goes, I was thinking of one made in low res. Any help would be greatly appreciated.

Subject: Re: Old School Map

Posted by [David Schmenk](#) on Sat, 09 May 2020 17:17:02 GMT

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On Thursday, May 7, 2020 at 3:50:41 PM UTC-7, Ralph Glatt wrote:

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I made text mode levels for my PLASMA version of Rogue:

<https://github.com/dschmenk/PLASMA/blob/master/src/samplesrc/LEVEL1%23040000>

'-' = entrance

'=' = exit

' ' = crevasse

'.' = floor

'#' = wall

'+' = door
'%' = locked door
'.' = window (bars)
'<' = water
'>' = water
'*' = wall torch (light)
'&' = food (power up)
'\$' = money
',' = key (opens locked door)
'@' = raft (allow to travel over water)
'T' = thief (weak bad guy)
'O' = ogre (stronger bad guy)
'Z' = zombie (really strong bad guy)
'R' = rogue (strongest bad guy)

I think that's all of them

Subject: Re: Old School Map
Posted by [gids.rs](#) on Sun, 10 May 2020 01:15:55 GMT
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>

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There were a couple of text adventure games one could play while connected to a BBS. I thought the text graphics were pretty good. Someone on facebook posted some screen examples.

And didn't someone here write a 3-d lo-res maze generator that had a doom style walk through?

Don't know if this is what your looking for, but are the best examples I have seen.
