
Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?

Posted by [Anton Treuenfels](#) on Wed, 03 Aug 2011 03:32:19 GMT

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"WinstonSmith6079" <winstonsmith6079@gmail.com> wrote in message
news:8adced0b-06a8-45c9-850a-7a8b27426c3d@h7g2000yqm.googlegroups.com...

On Jul 31, 3:03 pm, "Anton Treuenfels" <teamtemp...@yahoo.com> wrote:

> "WinstonSmith6079" <winstonsmith6...@gmail.com> wrote in message

>
> news:e88dfe6e-2cdb-4fab-a5ca-f648d649f13f@h14g2000yqd.googlegroups.com...

>> I'm playing the C64 version of 'Wizardry: Proving Grounds of the Mad
>> Overlord' and I need to know by what "formula" the game uses to
>> determine how many Gold Pieces a brand new char starts with in the
>> process of the char being created?

>
>> Are there any stats, etc. that affect exactly how many GPS a char
>> gets? If so what are they and how, specifically, do they effect that?

>
>> If nothing else, maybe some coder could like break into the program
>> and read the code and figure it out that way or something?

>
>> Please help me with the answer! It's important!

>
> Why is it important?

>
> IIRC, new character stats - and by extension everything else they get -
> are
> randomly generated by the equivalent of dice rolls. You can create a new
> character with whatever stats you like if you're patient enough to
> continue
> "re-rolling" until you get them.

>
> Most people don't bother.

>
> To "read the code" you'd have to start with a UCSD Pascal p-code
> decompiler.
> Got one handy?

>
> - Anton Treuenfels

These chars are already created. I need to give them back their
Gold. Or, at least, a proper amount. I do not know exactly how much
they actually did start with.

Pascal? I never knew that the C64 version of the first 'Wizardry'
game was written in that language. :/ Well, okay. I'll Google for
that. But before I do, I gotta ask: Are you serious? I mean that if

I actually do find such a thing available for use, would you--or whomever is able (I'm not picky)--use it to find the answer to my question?

=====

The first five "Wizardry" games are all written in UCSD Pascal, partly because it was capable of overlays (and thus a game larger than available memory) and partly because porting to different platforms was simply a matter of writing an interpreter for that platform. All the Apple II and C64/128 versions used the same 6502 p-code interpreter on the same compiled code, with all hardware differences accounted for at a lower level 'under' the interpreter.

As far as your question goes, no, I would not dig into the compiled code. If I was really curious to know the details I would ask the original programmer. But even knowing wouldn't help much to accomplish what you want to do anyway. What you really seem to want is a character editor. Try Googling for that.

- Anton Treuenfels