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

Posted by [Anonymous](#) on Fri, 30 Sep 2011 11:52:24 GMT

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Originally posted by: WinstonSmith6079

On Aug 13, 3:45 am, "dott.Piergiorgio"

<dott.PiergiorgioNI...@KAIGUN.fastwebnet.it> wrote:

> Il 13/08/2011 01:26, WinstonSmith6079 ha scritto:

>

>

>

>

>

>>> Still not exactly sure what you want. Do you want your characters to
>>> start off w/ more gold? Or are you just interested in what the dice
>>> roll formula is?

>

>> Yeah, more-or-less, that's what I want.

>

>> I can't give the chars back the exact amount they had, because,
>> unfortunately, I neglected to like remember or jot down the amount
>> that each had (there are several such chars). That won't happen
>> again, BTW. But though it's about impossible (I guess) to give them
>> back the exact amount, at least I can restore them with a CORRECT
>> amount. IF, that is, I can know what would be a correct amount, see.
>> hehehehe

>

>> Correct me if I'm wrong, but I'm not assuming that the way Wizardry
>> does it is exactly by the exact same rules as D&D. Anyone who's
>> played CRPGs very much should know that most games have their own
>> variations of such rules hehehehe In fact, unless you're playing like
>> Pool of Radiance or Baldur's Gate or Neverwinter Nights and a few
>> others, you can almost bet that the rules WILL BE different, even if
>> only a little hehehe

>

> I don't have played Wizardry I on a 64, but, generally speaking, the
> 8-bit CRPG has a separate program for the char generation, easing the
> "reverse engineering" process you want, whose perhaps is eased by a pair
> of thingies: firstly, the code being in a p-code whose I suspect is
> fairly known; I guess that there's around enough documentation on UCSD
> p-code. and when one get what is the RNG routine, should be a simple
> matter of looking to the calls to it, the basic algorithm being the same
> of a pen-and paper RPG: roll the dice and jot down the results.

>

> What you need is finding the p-code whose calls the RNG routine and
> store the results in the "GP" variable, and taking note on how is called
> the RNG routine, whose is the algorithm you're asking.

>
> HTH and I guess is a nice summer pastime for people here, esp. whose
> have already done similiar works (for sure at least one here has done
> various trainers for non-CRPG games...)
>
> Best regards from Italy,
> dott. Piergiorgio.- Hide quoted text -
>
> - Show quoted text -

Yeah gee, I sure wish some smart program-reading person would like do that.

And I looked and looked and looked all over for a trainer for the C64 ver. of Wizardry, but I didn't find one. :(
