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

Posted by [Anonymous](#) on Sat, 30 Jul 2011 12:04:12 GMT

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Originally posted by: WinstonSmith6079

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!

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

Posted by [Anonymous](#) on Sat, 30 Jul 2011 16:39:06 GMT

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Originally posted by: Ross Ridge

WinstonSmith6079 <winstonsmith6079@gmail.com> wrote:

> 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?

I believe it's random like in Dungeons & Dragons. If anything has an effect on it, it would just be class, again just like in D&D.

Ross Ridge

--

/ / // Ross Ridge -- The Great HTMU

[oo][oo] rridge@csclub.uwaterloo.ca

-()-(/) http://www.csclub.uwaterloo.ca/~rridge/

db //

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

Posted by [Anton Treuenfels](#) on Sun, 31 Jul 2011 19:03:05 GMT

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"WinstonSmith6079" <winstonsmith6079@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
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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

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

Posted by [Anonymous](#) on Sun, 31 Jul 2011 21:27:52 GMT

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Originally posted by: Ross Ridge

Anton Treuenfels <teamtempest@yahoo.com> wrote:

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

Ah, that explains why it was so slow.

Ross Ridge

--

I/ // Ross Ridge -- The Great HTMU

[oo][oo] rridge@csclub.uwaterloo.ca

-(-)/()/ http://www.csclub.uwaterloo.ca/~rridge/

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

Posted by [Anton Treuenfels](#) on Mon, 01 Aug 2011 22:25:03 GMT

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"Ross Ridge" <rridge@csclub.uwaterloo.ca> wrote in message
news:j14hco\$1pi\$1@rumours.uwaterloo.ca...

> Anton Treuenfels <teamtempest@yahoo.com> wrote:

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>> Got one handy?

>

> Ah, that explains why it was so slow.

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> Ross Ridge

Not really.

There's a user-settable wait time between player moves that, at its default value, results in a fair amount of "busy waiting" by the p-code interpreter (literally - it sets one of the CIA timers and watches until it counts down). Set that wait time value to its minimum and the game speeds up considerably.

The other major slow down occurs because of the slow serial links of the Commodore floppy drives. The p-code interpreter is capable of handling code overlays, and "Wizardry" uses all that UCSD Pascal provides. The two most commonly used overlays are cached "under" the Kernel ROM in a stock C64, but the rest have to be read anew each time they are used. Even with "fast transfer" routines providing about a 5X speed-up and custom sector interleave to take best advantage of that, it's still pretty annoying.

The best speed-up here is to provide more memory. Run on a stock C128 and most of Bank One is used for caching. Stick a 1764 RAM expander in either and everything possible gets cached.

That plus reduced move wait time makes "Proving Grounds" a very responsive game.

After "Proving Grounds", interpreters for the others in the series know about all the 17xx RAM expanders. The C128 versions will also cache in 80-column video memory (16K or 64K) if there is no RAM expander.

- Anton Treuenfels

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anonymous](#) on Tue, 02 Aug 2011 05:39:43 GMT
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Originally posted by: Ross Ridge

Anton Treuenfels <teamtempest@yahoo.com> wrote:
> To "read the code" you'd have to start with a UCSD Pascal p-code
> decompiler.

"Ross Ridge" <rridge@csclub.uwaterloo.ca> wrote in message
> Ah, that explains why it was so slow.

Anton Treuenfels <teamtempest@yahoo.com> wrote:
> Not really.

Yes, actually it does. The factors you mentioned I'd expect in any game of its type, like say Bard's Tale, and I expected in this game. Indeed given the cache optimizations you mentioned, I'd expect Wizardry to perform better. Wizardry's slowness on the Commodore 64 goes beyond load times and delays between turns and is explained pretty well by the fact its using a p-code interpreter and not assembly.

Ross Ridge

--
/ / // Ross Ridge -- The Great HTMU
[oo][oo] rridge@csclub.uwaterloo.ca
-()-/()/ http://www.csclub.uwaterloo.ca/~rridge/
db //

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anonymous](#) on Tue, 02 Aug 2011 22:43:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Originally posted by: WinstonSmith6079

On Jul 30, 12:39 pm, Ross Ridge <rri...@csclub.uwaterloo.ca> wrote:
> I believe it's random like in Dungeons & Dragons. If anything has an
> effect on it, it would just be class, again just like in D&D.

Well it may be random, but I wouldn't assume it's exactly by the same, exact rules as D&D. (And if it totally is, then I'd like to know about that.) Any given CRPG could--and does, depending on any one of many, many CRPGs of all kinds--have its own variation on the official D&D rules.

And I'm thinking that there's probably some range in which the game in the computer chooses a random number. I'm sure that it would give a char you've just created like 1 GP, and it also wouldn't give like 10,000 GPs, see?

Furthermore, there may (or may not) be other factors in the char that modifies the amount of GPs a brand new char would start with. Well what could those be?

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

Posted by [Anonymous](#) on Tue, 02 Aug 2011 22:49:29 GMT

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Originally posted by: WinstonSmith6079

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...

>

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> Most people don't bother.

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> Got one handy?

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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?

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anonymous](#) on Tue, 02 Aug 2011 22:52:27 GMT
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Originally posted by: WinstonSmith6079

On Aug 1, 6:25 pm, "Anton Treuenfels" <teamtemp...@yahoo.com> wrote:

> "Ross Ridge" <rri...@csclub.uwaterloo.ca> wrote in message

>

> news:j14hco\$1pi\$1@rumours.uwaterloo.ca...

>

>> Anton Treuenfels <teamtemp...@yahoo.com> wrote:

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- > video memory (16K or 64K) if there is no RAM expander.
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- > - Anton Treuenfels

Hey, cool! You are obviously very smart! So much so that I didn't even understand what you said there, very much! Cool! hehehehe

So do you know what is the answer? ??? :)

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anton Treuenfels](#) on Wed, 03 Aug 2011 03:32:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

- "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...
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 - >> I'm playing the C64 version of 'Wizardry: Proving Grounds of the Mad
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=====

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

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anonymous](#) on Thu, 11 Aug 2011 04:55:31 GMT
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Originally posted by: WinstonSmith6079

On Aug 2, 11:32 pm, "Anton Treuenfels" <teamtemp...@yahoo.com> wrote:
> "WinstonSmith6079" <winstonsmith6...@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:
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> to do anyway. What you really seem to want is a character editor. Try
> Googling for that.
>
> - Anton Treuenfels- Hide quoted text -
>
> - Show quoted text -

Well, okay. I don't think that's what I actually need, really. But
I'll look.

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [christianlott1](#) on Thu, 11 Aug 2011 17:21:03 GMT
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Hey Winston,

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?

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anonymous](#) on Fri, 12 Aug 2011 02:46:04 GMT
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Originally posted by: Ross Ridge

christianlott1 <christianlott1@yahoo.com> wrote:
> 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?

It seems he feels compelled to restore the gold his already generated characters started with but then lost or disposed of in some way.

Ross Ridge

--

/ / // Ross Ridge -- The Great HTMU
[oo][oo] rridge@csclub.uwaterloo.ca
-()-()/ http://www.csclub.uwaterloo.ca/~rridge/
db //

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anonymous](#) on Fri, 12 Aug 2011 23:26:48 GMT
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Originally posted by: WinstonSmith6079

On Aug 11, 1:21 pm, christianlott1 <christianlo...@yahoo.com> wrote:
> Hey Winston,
>
> 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

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

Posted by [dott.Piergiorgio](#) on Sat, 13 Aug 2011 07:45:10 GMT

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

>> Still not exactly sure what you want. Do you want your characters to
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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.

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:

>

>

>

>

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> Best regards from Italy,
> dott. Piergiorgio.- Hide quoted text -
>
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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. :(

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anonymous](#) on Fri, 30 Sep 2011 13:01:36 GMT
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Originally posted by: ZappedC64

On Fri, 30 Sep 2011 04:52:24 -0700 (PDT), WinstonSmith6079
<winstonsmith6079@gmail.com> wrote:
> Yeah gee, I sure wish some smart program-reading person would like do
> that.
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> And I looked and looked and looked all over for a trainer for the C64
> ver. of Wizardry, but I didn't find one. :(

Haha! Ah yes... I remmeber having a character editor for Wizardy on my Apple //e. I loved Wizardy! I found a boxed set of all the Wizardry's a (C64) few years ago... I should probably take it out of the plastic one of these days.

I'm sure there is a C64 based Wizardry character editor out there somewhere.

/Zapped/

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [dott.Piergiorgio](#) on Fri, 30 Sep 2011 16:31:35 GMT
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Il 30/09/2011 13:52, WinstonSmith6079 ha scritto:

> Yeah gee, I sure wish some smart program-reading person would like do
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Trouble is that the resident trainer-maker (whose is truly a master of
said art) is another Italian whose is rather snobish....

Best regards from Italy,
dott. Piergiorgio.

Subject: Re: C64 Wizardry: GPs "Formula" In New Char Creation?
Posted by [Anonymous](#) on Sat, 01 Oct 2011 13:30:28 GMT
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Originally posted by: WinstonSmith6079

On Sep 30, 9:01 am, ZappedC64 <n...@me.com> wrote:

> On Fri, 30 Sep 2011 04:52:24 -0700 (PDT), WinstonSmith6079
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>
>> And I looked and looked and looked all over for a trainer for the C64
>> ver. of Wizardry, but I didn't find one. :(
>
> Haha! Ah yes... I remmeber having a character editor for Wizardry on
> my Apple //e. I loved Wizardy! I found a boxed set of all the
> Wizardry's a (C64) few years ago... I should probably take it out of
> the plastic one of these days.
>
> I'm sure there is a C64 based Wizardry character editor out there
> somewhere.
>
> /Zapped/

I hope so. I'd think so too, but I can't find any such thing. I
wonder if it might be that maybe there was one out there in the Good
Old Days™, but is now lost and can't be found anywhere.

But whatever the case may be, I have yet to find one anywhere. :(

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

Posted by [Anonymous](#) on Sat, 01 Oct 2011 13:30:56 GMT

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Originally posted by: WinstonSmith6079

On Sep 30, 12:31 pm, "dott.Piergiorgio" <chiedet...@ask.me> wrote:

> Il 30/09/2011 13:52, WinstonSmith6079 ha scritto:

>

>> 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. :(

>

> Trouble is that the resident trainer-maker (whose is truly a master of

> said art) is another Italian whose is rather snobish....

>

> Best regards from Italy,

> dott. Piergiorgio.

Oh? What do you mean? ???

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

Posted by [Anonymous](#) on Wed, 05 Sep 2018 04:16:40 GMT

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Originally posted by: thea2ien

On Saturday, July 30, 2011 at 8:04:12 AM UTC-4, WinstonSmith6079 wrote:

> 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!

There is/was a character editor, at least at one time. I had downloaded it off of Qlink a long time ago. However I can't seem to locate it.

I am trying to write my own now.

And yes, I know this is an old post. Hopefully there still might be some folks that would be interested in this once I am finished.
