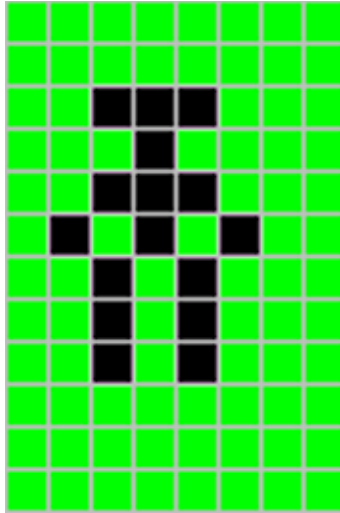


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Bippi's Cave: The Second Training Quest

Version 0.9.9
(A Work in Progress)

by M. David Johnson

2025/05/01

Abstract

A PMODE 4 maze game (in progress of development) is presented.

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This paper is available online at:

<http://www.bds-soft.com/cocoPapers.php> .

None of the code is being presented at this time because it will all eventually change to improve efficiency and organization (after all debugging is complete).

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Introduction

You are an Explorer-In-Training.

On February 23, 303 AD, Emperor Diocletian of Rome issued an edict prohibiting Christians from assembling for worship and ordered the destruction of their scriptures, liturgical books, and places of worship across the empire. (Wikipedia).

Many Christians, who were more devoted to Jesus than to the Emperor, hid their scriptures and books in caves; or buried them; or otherwise concealed them rather than destroying them as the edict required.

In the middle of the 20th century, archaeological discoveries at Qumran in Israel, and in the Egyptian desert produced the Dead Sea Scrolls, the Nag Hammadi Library, and other collections of ancient Biblical manuscripts and literature.

In the early years of the 21st century, China quietly began cornering the markets for rare-earth minerals and other rare commodities, and began buying up land and businesses around the world; most notably in the United States of America.

On August 25, 2055 AD, the United States Congress proposed the 34th Amendment to the Constitution of the United States which read, “All sovereignty over the United States of America and its territories is hereby ceded to the People's Republic of China (PRC)”. The Amendment was ratified by the States on September 29, 2055 AD.

On January 18, 2056 AD, the United Nations General Assembly issued Resolution 2056-3, ceding sovereignty over the UN to the PRC; and by mid-2056, the entire world was firmly in China’s grip.

On February 23, 2063 AD, Emperor Di Jidu Zhe of China issued an edict prohibiting Christians from assembling for worship and ordered the destruction of their scriptures, liturgical books, and places of worship across the entire world.

Many Christians, who were more devoted to Jesus than to the Emperor, hid their scriptures and books in caves; or buried them; or otherwise concealed them rather than destroying them as the edict required. They also hid various other classic and political documents.

On October 18, 2077 AD, the world economy suddenly collapsed and civilization was thrown into literal and cultural darkness.

On June 8, 2386 AD (June 9, 102 NC [New Calendar]), James Malky was digging out a tree stump on his farm (in what used to be Northwest Colorado) when he discovered a small network of subterranean caves and tunnels. Over the next few months, he explored what soon became known locally as Malky's Warren. In addition to various other artifacts, on November 23, 102 NC, James came upon a bedraggled copy of the Gospel of John.

News of the discovery spread, slowly at first, but then with gathering momentum. By early 116 NC, the search for additional Biblical documents and other artifacts had intensified worldwide; and Malky's Warren was obtained and refitted as a training center for new explorers.

On April 11, 123 NC, John Bippi was excavating for the new home he was building near what used to be Marshalltown, Iowa, when he discovered a somewhat extensive cave beneath the property.

By August 27, 124 NC, the entire cave had been searched by a team of experienced (and, yes, intrepid) explorers, and several Biblical, classic, and political documents had been recovered.

Bippi's Cave was subsequently established as a second training center for new explorers; for ones who had successfully completed The First Training Quest at Malky's Warren. In rather mundane fashion, Bippi's Cave was simply identified as The Second Training Quest.

As a new Explorer-In-Training, your quest is to enter Bippi's Cave, and to find and take every document you can. Along the way, you may also find some Provisions to sustain you in your quest.

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The 64K CoCo 2 software which implements Bippi's Cave runs on top of the ML Foundation System; including that System's False Disk Routines, Graphics Control Routines, and Fake Text Routines.

Bippi's Cave is a substantially more complex Quest than was Malky's Warren.

BUT, its still a Training Quest. Simply "taking" a collectible item from under the Avatar increases your score. Real quests will require transport of such items to the Warehouse, a Bag in which to carry the items, Weapons for self-protection, Enemies which attempt to thwart your progress, even more extensive Caverns, etc. (See you at the 2026 CoCoFest?)

General Guidelines:

1. To start the walk, put the BIPPIS.DSK into Drive 0 and enter RUN
"MZWALK.BAS".
2. The moment you exit the Cave, the game is over. There's no going back
at that point. Be careful not to go East from the Warehouse (
marked "W") accidentally.
3. North is up on the screen. Press the " Up-Arrow " to go North. Press the
" Right-Arrow " to go East. Press the " Down-Arrow " to go
South. Press the " Left-Arrow " to go West.
4. Press the " D " Key to go down to a lower level. Press the " U " Key to
go up to a higher level.
5. Press the "T" Key to take whatever collectible item is in the cell under
the Avatar.

A Note on Numbers: To keep everything simple to understand, and also neatly lined-up, I frequently refer to numbers as decimal bytes with three (or five for 16-bit words) full digits, e.g. 004, 027, 229, etc. See Appendix A for conversions between the decimal and hexadecimal representations of bytes. The leading zeros are NOT intended to indicate octal notation. Octal notation is not used anywhere in this paper.

In works of this complexity (at least for me) typos and other errors are bound to sneak in. Please let me know about any you discover so I can note and correct them.

M.D.J. 2025/05/01
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General Methodology

Bippi's Cave is a significantly more complex maze than was Malky's Warren.

But it's still just a Training Quest.

Real Quests are still under development.

This paper is available online at:

<http://www.bds-soft.com/cocoPapers.php> .

None of the code is being presented at this time because it will all eventually change to improve efficiency and organization (after all debugging is complete).

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BIPPI'S CAVE

Cheat Sheet

Version 0.9.9

The Cave is working as intended. Debugging is 99% complete.

This is essentially a Beta Release. If you find any bugs I've missed, please let me know.

General Guidelines:

1. To start the game, put the BIPPIS.DSK into Drive 0 and enter RUN "BIPPIS.BAS".
2. The moment you exit the Cave, the game is over. There's no going back at that point. Be careful not to go East from the Warehouse (marked "W") accidentally.
3. North is up on the screen. Press the " Up-Arrow " to go North. Press the " Right-Arrow " to go East. Press the " Down-Arrow " to go South. Press the " Left-Arrow " to go West.
4. Press the " D " Key to go down to a lower level. Press the " U " Key to go up to a higher level.
5. Press the "T" Key to take whatever collectible item is in the cell under the Avatar.

Key Codes

D - Go Down to a lower level

U - Go Up to a higher level

T - Take what's under the Avatar

Up Arrow - Go North

Right Arrow - Go East

Down Arrow - Go South

Left Arrow - Go West

Appendix A: New BDS Software License

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M.D.J. 2018/06/08

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Works Cited

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