

Adventire

An Atari-2600-*Adventure*-style quest (original code/art/room data) for **TI-99/4A** and **ColecoVision**, written in CVBasic â€” one source, both machines.

Four games on the title screen (UP/DOWN + FIRE):

1. **INTRO KINGDOM** â€” our original 13-room map: a gentle introduction.
2. **SMALL KINGDOM** â€” compact kingdom: gold + black castles, blue maze, two dragons.
3. **FULL KINGDOM** â€” the big map: three castles, dark catacombs and black-castle maze (fog of war), red maze, magnet, bat, and a hidden secret room.
4. **RANDOM KINGDOM** â€” the full kingdom with object locations scrambled each game.

Quest (all games): find keys, open castles, get the sword past the dragons, and carry the chalice home **inside the gold castle** â€” alive.

Controls

- **Joystick** â€” move (8-way, walls slide)
- **Touch an object** â€” pick it up (you carry one; touching another swaps). It rides at the spot where you grabbed it.
- **FIRE** â€” drop what you're carrying
- Touch a gate while carrying its key to open it; walk up into the open archway to enter.
- The **sword** kills dragons on contact, carried or lying. Dragons stand two sprites tall (32Ã—64), **ignore walls, and chase you from room to room**. They **hesitate a moment** when they first spot you, and you're a touch faster than the green/yellow ones â€” so you *can* outrun them in the open. The **red dragon keeps your pace**, though: outrunning it isn't really an option, so use the sword.
- The **bridge**: grab by the rails, drop across a wall (snaps to the grid), walk the dark channel. The only way into sealed chambers.
- The **magnet** drags every loose object in the room toward it â€” through walls.
- The **bat** steals things â€” even from your hands. Chase it and snatch them back.
- **Dark rooms** (games 3/4) reveal walls only near you.
- Somewhere in the black castle's maze hides an **invisible dot**â€” the east end of the corridor row rewards the curious.
- **Hold FIRE for 4 seconds** to abandon the quest and return to the title (a rising tone warns during the final 2 seconds; release to cancel).
- Swallowed or victorious â†’ back to the title. Every start is a fresh kingdom.

Status

ðŸŽ® Playable â€” 4-game version (intro map + documented-structure kingdom with magnet, dot, fog, bat). Compiles clean for both targets; needs an emulator gameplay pass.

```
> **TI-99 memory note:** the fixed program lives in the 24K expansion RAM and `linkticart`
> silently discards anything past **24,336 bytes** of program region, which corrupts the
tail
> graphics tables with no build error. Space-savers (row-dictionary room bitmaps ~1,800 B,
dedup
> 960 B + collapsed loader blocks ~120 B, per-room colour byte ~63 B, trimmed game-2 link
table
> 52 B) keep it in budget: the current program region is 22,699 B (1,637 B clear). **Every
build
> must keep `len(src/adventire.bin) â†’ 16384 â‰¤ 24,336`** â€” see DESIGN.md "24K RAM
ceiling."
```

Build

...

```
bash games/Adventire/build-ti.sh          # -> src/adventire_8.bin  (Classic99 / js99er)
```

```
bash games/Adventure/build-coleco.sh      # -> src/adventure.rom      (CoolCV / blueMSX)
``,``,``
```

(Or the shared skill script: ``bash .claude/skills/build-cvbasic-game/build.sh games/Adventure/src/adventure.bas ADVENTURE`` â€” note cvbasic.exe needs ``C:\cygwin64\bin`` reachable for ``cygwin1.dll``; run the stages from PowerShell if Git Bash's PATH fights cygwin.)

See ``DESIGN.md`` for the world map, per-game object tables, and engine notes.