ADAM Bomb 2 - The Rescue
Complete Color Map & Editor

I recently found pieces among a few of my remaining disks and spent days
loading machine code into memory and trying to figure out what it was. I
peiced together an editor, part old code and I wrote some new (I sure am a
little rusty at Z80 code) and with that I managed to make a complete map of
the game, all 180 screens in full resolution are on the attached map! that
was a lot of fun. I then had to hack the game so I could walk through it
and get pictures of a few of the items that do not appear correctly in the
editor. My original editor grabbed them from somewhere but I can't find
them. I don't think this map would be very helpful when printed on a
single page, maybe I'll have to run it through our plotter at work and get
a poster size, lol.

Here is what I discovered...

Most of the pattern numbers
All levels, text and patterns are loaded into the 64k expander.
All levels, text and patterns are in the 64RAM file on the Adam Bomb 2
disk.
Each level is bankswitched into main memory as needed (address 33000) and
changes are bankswitched back when you move to another screen.
Entire map is 15x12 screens (180 screens total)
Each screen is 15x11 (165 patterns can be on each screen)
Each screen is 173 bytes, 1-164 is the map (pattern numbers), byte 165
selects the pattern set (normal, snow, dungeon, etc), 166-172 is unknown
at the moment.
Add 100 to any pattern number (patterns 1-53) to hide it with regular grass
(or snow, etc...)
Add 200 to any pattern number (patterns 1-53) to hide it with swamp grass
(or alternate snow, etc...)

Okay this isn't really useful but in case you want to check it out I have
attached the disk with the following...

Adam Bomb 2 Editor - run SCR. You must choose option 1 first to have it
load all the game maps and patterns into the 64k expander. If the game data
is already there you don't have to so that... for example, you can play
Adam Bomb 2, boot up this editor, skip option 1 and you will see the
screens with all of your progress (only works on a real Adam, emulators
will not keep this data).

There are only a few special items that will not show the correct textures
with this editor. For example, there is no severed head in Adam Bomb 2 but
you will see one in this editor, yes, this game went through a lot of
changes, originally it was a horror game and you were looking for body
parts, lol. There are still some mysteries here, I have no idea on how to
be able to edit character text yet, it's in the 64RAM file but I think I
even compressed it, that makes it even harder to figure out. I'd have to
do a total disassembly of the game.

Options while in the editor:

Hold Control and press the arrow keys to scroll through the screens.

Press 1 and then type a pattern number (you won't see what you are typing, just type it and press enter). The pattern list is at the bottom of this email.

Press 2 to stamp the current pattern onto the screen (use the arrow keys to pick a spot)

Press 3 to hide the current object with grass, press it twice for alternate grass (grass may be replaced with snow or other depending on the area you are in)

Press 4 to unhide all solid walls (walls that cannot be destroyed) on the current screen. This is useful for when making a map.

Press F and then 1 through 7 to init the screen, this is old code, I guess it just clears the current screen and fills it with grass or surrounding walls.

Press ESC to exit and you will have the option to write your changes back to the 64RAM file. This file can be copied over the one on the original Adam Bomb 2 disk but you have to copy these blocks only...   Copy blocks 76 to 107 on this disk to blocks 36-67 on the original Adam Bomb 2 disk. This appears to work, not fully tested so it may put some bugs into the game.

also...

Pattern designer - run PIC. Hold Control and press up to go to the next pattern. It currently isn't using the updated patterns that were released with Adam Bomb 2 but it has some of them.

Z80 Disassembler - brun Z80. This is a disassembler I modified and added a few options to. Originally from the Hackers Guide to Adam.

Adam Bomb 2 patterns (incomplete, there are multiple pattern sets).

01 - swamp grass
02 - regular grass
03 - rock
04 - empty space
05 - Wall 1 (cannot destroy)
06 - Wall 2 (can destroy)
07 - person 1
08 - person 2
09 - person 3
10 - person 4
11 - person 5
12 - person 6
13 - wall 3 (cannot destroy)
14 - wall 4 (can destroy)
15 - spikes
16 - spikes 2

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17 - crystal
18 - key/blue)
19 - key (yellow)
20 - key (purple)
21 - key (green)
22 - key (white)
23 - key (red)
24 - item marker (x)
25 - bomb
26 - umbrella
27 - heart
28 - red rose
29 - envelope
30 - a bug
31 - floppy disk
32 - ID card
33 - boot
34 - door (blue)
35 - door (yellow)
36 - door (purple)
37 - door (green)
38 - door (white)
39 - door (red)
40 - trap (x3)
41 - trap (x2)
42 - trap (x1)
43 - crystal (dark)
44 - mouse
45 - weird keyrun
46 - treasure chest 1
47 - bomb (ready to explode)
48 - explosion
49 - explosion
50 - explosion
51 - coin
52 - ring
53 - shield
54 - open door (blue)
55 - open door (yellow)
56 - open door (purple)
57 - open door (green)
58 - open door (white)
59 - open door (red)
60 - question mark
61 - comb
62 - skeleton key
63 - hammer
64 - eyes
65 - skull necklace
66 - ant
67 - glasses
68 - baby 1
69 - baby 2
70 - baby 3
71 - baby 4
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72 - frozen person 1
73 - frozen person 2
74 - frozen person 3
75 - frozen person 4
76 - frozen person 5
77 - frozen person 6
78 - chest 1
79 - chest 2
80 - trap - right arrow
81 - trap - left arrow
82 - trap - up arrow
83 - trap - down arrow
84 - anti arrow trap device
85 - thaw chamber switch
86 - exit
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If you guys give this to anyone you might want to include the information in this email. In the meantime I have CD's and old hard drives that I'm going to search through, I know I made some images of some of my 3 1/2" disks years ago when Adamem came out, it would be great to find my real editor!

Thanks,
Steve