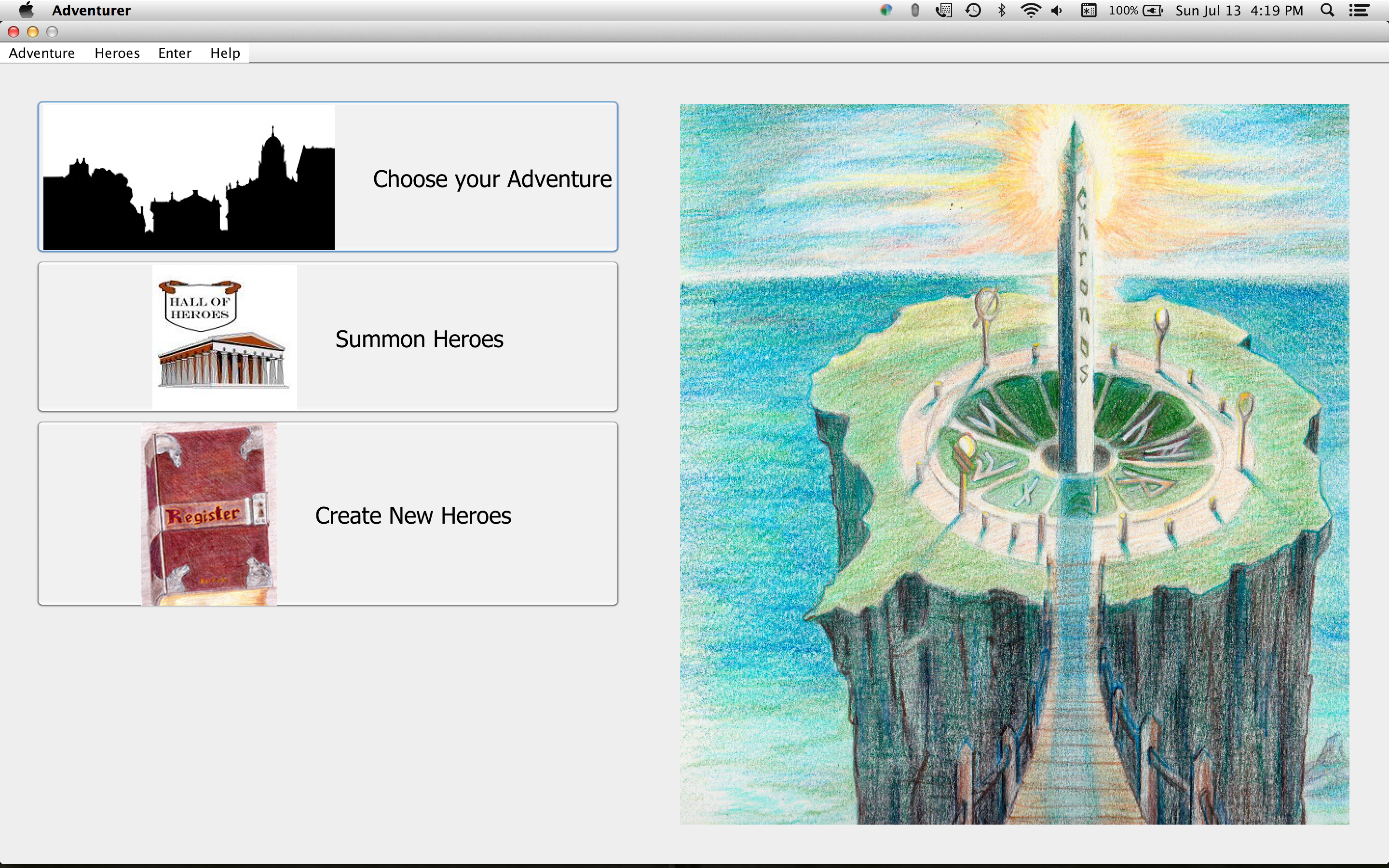
**UX00. Home Page (Portal Opening View)**



*Adventurer* starts with the a window frame and menu bar on top, three large buttons on the right, and the Chronos logo in the image panel. Note the *Adventurer* name in the title bar.

MENUBAR:

Adventurer -> Exit: Terminates the program.

Help -> Help: Displays general help in a resizeable, moveable window.

F1 key (Help): Displays general help in a resizeable, moveable window.

Help -> About: Displays dialog for program details and credits.

BUTTONS:

**Choose Your Adventure**: Opens the selected adventure. Left panel is replaced with an output panel containing the adventure description, and a command line area for input. The image is replaced with a picture of the town, with building images than can be clicked on.

**Summon Heroes (Dormitory)**: Save or retrieve an existing Hero.

**Create New Hero**: Creates a new Hero and save it in the Dormitory.