

ADVENTURE CREATOR

With ADVENTURE CREATOR you can create your own computer adventure game for others to play or the computer can create one for you to solve. Set up a complex maze of interconnecting rooms. Place treasures, traps and creatures in each room. Choose a goal for your game and save your adventure for future play. The Adventure Menu will appear after the title screen. To make menu selections, highlight (using joystick for C64 or [I], [J], [K] and [M] keys for Apple) the option of your choice and press the joystick button (C64) or [H] key (Apple).

LOADING THE PROGRAM

Apple®:

Put the Adventure Creator disk into the drive. Turn on the computer. The title screen will ask you to press [K] for Keyboard or [J] for Joystick. The CAPS LOCK key must be down on the Apple.

Commodore 64™:

Turn on the disk drive. Put the Adventure Creator disk into the drive. Turn on monitor and computer. Type **LOAD""*,1** and press **RETURN**. When ready prompt appears, type **RUN**.

MOVEMENT

Apple: [I], [J], [K], and [M] keys or joystick will move characters and objects, and also highlight menu options. The [H] key or joystick button will select an option.

C64: Use the joystick to highlight options or move characters and objects, and the joystick button to select.

Move the adventurer through the maze of rooms. Hot flashing traps may stop your movement. As you exit one room you will enter another. When you discover treasure chests, move your character on top of them and press the joystick button (or [H]) until all locks have been removed. It may contain a treasure, a tool, more energy or nothing at all. Creatures will replace the locks when you're not in the room.

SPECIAL KEYS

Press [T] to ready yourself with a different tool.

Press [I] (for C6) and [C] (for Apple) for an inventory of the treasures you're carrying.

Press [ESC] to quit the game and return to the Adventure Menu.

END GAME: Your game will end when you exhaust your energy supply or successfully complete the Quest. If you wish to replay the same game, select **PLAY** on the Adventure Menu. All treasures, tools and creatures will be reset to their original positions.

THE ADVENTURE MENU

AUTO	PLAY	SAVE
NEW	EDIT	LOAD

AUTO: Choose the **AUTO** option to play a sample game created by the computer. A maze of rooms, treasures and creatures will automatically be generated with a goal. The computer will create a new game each time **AUTO** is chosen. After choosing **AUTO** you will see the prompt: **BEGINNER OR ADVANCED?** Press the [B] key for a Beginner level or the [A] key for the

Advanced level. The advanced game has dark rooms, faster moving creatures, more traps and fewer tools. It also starts at a lower energy level. You may **PLAY**, **SAVE**, **EDIT** an **AUTO**-adventure just as you would the adventures you'll create yourself.

NEW: Choose **NEW** to build a new adventure. This option erases all rooms, treasures and creatures currently in computer memory.

PLAY: Choose **PLAY** for a previously created adventure. **PLAY** may also be used to re-play an **AUTO** game. Instead of choosing the **AUTO** option to make a new game, use **PLAY** to start the same game over again.

EDIT: Choose **EDIT** to begin creating your own adventure or to modify or add to an existing one. Whenever you begin work on a new adventure you will see the message **NEW PASSWORD?**. Type a password and press **RETURN** or joystick button. The password will serve as a key for getting 'inside' the adventure. From this point on, if you or anyone else tries to **EDIT** your adventure, the exact **PASSWORD** is required.

SAVE: Choose **SAVE** to save an adventure you create or the **AUTO**-adventure. **NOTE:** Creating an auto game or a new adventure erases rooms that are currently in the computer memory. If you want to use those rooms again, save them before creating a **NEW** or **AUTO** adventure.

Commodore 64 Cassette: Connect cassette recorder to computer. Put cassette tape in recorder and fully rewind. Choose **SAVE** option from the Adventure Menu. Press **[C]** in response to the message: **CASSETTE OR DISK?** Press **RECORD** and **PLAY** on the recorder. **NOTE:** If **CASSETTE** is chosen by accident, you can return to the Adventure Menu by pressing **RUN/STOP**.

Commodore 64 and Apple Disk: First, prepare a formatted disk before using Adventure Creator. When you are ready to save, place the formatted diskette in the drive. Choose **SAVE** from the Adventure Menu. Press **[D]** in response to **CASSETTE OR DISK?** You may save up to four adventures on one disk under the names: **QUEST 1**, **2**, **3** or **4**. Choose the quest name by pressing the corresponding number keys. If you've already saved a game with the number you chose, the old game will be erased and the new one saved in its place.

LOAD: Choose the **LOAD** option to load an adventure you have already saved. Loading an adventure will erase the rooms you currently have in the computer's memory.

Commodore 64 Cassette: Connect cassette recorder to computer. Put cassette tape in recorder and fully rewind. Choose **LOAD** option from the Adventure Menu. Press **[C]** in response to the message: **CASSETTE OR DISK?** Press **PLAY** button on recorder. **NOTE:** If **CASSETTE** is chosen by accident, you can return to the Adventure Menu by pressing **RUN/STOP**.

Commodore 64 and Apple Disk: When you are ready to load an adventure, place the "save" disk in the drive. Choose **LOAD** from the Adventure Menu. Press **[D]** in response to **CASSETTE OR DISK?** When you see the prompt **QUEST 1**, **2**, **3** or **4**, press the number key that loads your adventure. If the quest has been saved on that disk it will load.

PLAYING A SAMPLE ADVENTURE

Move the Adventure Menu cursor to the **AUTO** option and select it. Choose **[B]** or **[A]** for the **BEGINNER OR ADVANCED?** message.

THE QUEST: The goal will be displayed. There are two basic quests:

Seeking a Treasure: Here you must find a special treasure.

Seeking Gold: You must gain a specific number of wealth points.

STATISTICS: As the game begins your current statistics are displayed in the lower right corner of the screen. These change throughout play as a result of your actions.

ENERGY	04000
WEALTH	00000
GOAL	01250
SHIELDS	001

Energy: You begin the game with a set energy level. When it is gone the quest is over. Energy is used as time passes. Approximately every ten seconds your energy level drops ten points. Traps also drain your energy and are recognizable by their flashing colors. Some creatures are friendly, others zap away energy or try to thrust you into a trap. You may also find more energy within the maze.

Wealth: As you move through the maze you will find twenty pieces of gold (wealth points) in each new room entered. Any treasures found will gain various amounts of gold. If you lose treasures, their value will be subtracted from the total wealth.

Goal: If the goal of your quest is **Seeking Gold** then the number of wealth points you need to complete the quest will be displayed. This is not displayed when **Seeking a Treasure**.

Tools: There are five different tools available to help you win your quest. You begin with one of each. More may be found within the maze - in chests or in the possession of creatures. The bottom line of statistics displays the tool you currently hold and how many you have.

- Press the **[T]** key to change tools.

- Activate the **SHIELD** and **TORCH** by pressing the joystick button (or **[H]**).

- Fire **HOBBLE**, **NIPPER** and **FERRET** by pointing the Adventurer in the direction you wish to fire, and press the joystick button (or **[H]**).

You may not use your tool when you are standing by a treasure or a tool chest.

Shield - Your shield can protect you from traps and creatures while it is active.

Torch - Torches will illuminate dark rooms and their obstructions.

Hobble - Hobbles will temporarily freeze a creature when it is hit by one.

Nipper - Fire your nipper into a hot trap to eliminate it from your path.

Ferret - Hit a creature with a ferret and a message tells you if it will talk, ask, trade, give, accept bribes, pop you to a different position or zap away energy points.

EDITING AN ADVENTURE

In the **EDIT** mode you may create a new adventure or modify an existing one. Select **EDIT** from the Adventure Menu. Enter your password and hit **RETURN**. The **EDIT** Menu will appear at the bottom of the screen. To make a menu selection, move the cursor to the option of your choice and select it. **NOTE:** If you want to begin a new adventure, be sure that you've executed the **NEW** option on the Adventure Menu to clear all rooms, treasures and creatures.

THE EDIT MENU:	TEST	ROOM 101	BUILD	SPACE
	MENU	N:00	DOORS	GREY
	COPY	E:00	CLEAR	CREATURES
	REDO	S:00	TOOLS	TREASURES
	NAME	W:00		

TEST: The TEST mode allows you to immediately test each room you create. Press the Space Bar or the [ESC] key to quit TEST mode and return to the EDIT Menu.

NOTE: The adventurer will appear where you last left the BUILD cursor. By using the BUILD cursor you can position the adventurer to start on any open space in the room.

MENU: This returns you to the Adventure Menu.

COPY: This duplicates a room. When you choose COPY, the number of the room you occupy will begin flashing. The copy will appear here. Use the joystick to display other rooms. Press the button (or [H]) to select the room you want copied. The room number will return to the original room with door, wall, creature and treasure patterns copied from the selected room.

REDO: This restores wall and door arrangements of rooms to the condition prior to editing or clearing.

NAME: This allows you to name your adventure. The prompt TITLE will appear along with a white rectangle. Type in a title in the rectangle. (If another title is already in the rectangle, type over it.) Press RETURN or the joystick button. Following the title you can enter your name as author. Whatever you type will be displayed on the title screen of your game. Be sure to center your name in the white rectangle. (If another name is already in the rectangle, type over it.) Press RETURN or the joystick button (or [H]) to continue.

Goal: Push the joystick to display the GOAL options, FIND A TREASURE or COLLECT WEALTH. Push the joystick button (or [H]) to choose. If you choose treasure you must select the winning treasure. If you choose wealth you must select the number of wealth points required to complete the quest.

Energy level: Then you are asked to set the initial energy level given to the adventurer. You may return to the NAME option at any time to make changes or adjustments.

ROOM NUMBERS: The maze in which your adventure occurs is a series of inter-connecting rooms. Each room is given a number. The number to the right of the word ROOM shows the number of the room which is currently being displayed. Choose the ROOM option to select a different room. The room number will begin flashing. Move the joystick to change rooms. Push the button (or [H]) again to return to the EDIT Menu. If you are beginning a new adventure, all rooms displayed will be grey.

ROOM CONNECTIONS N,E,S,W: Below the room number you'll see a column of the letters N,E,S,W. These represent NORTH, EAST, SOUTH and WEST. The top of the game screen is N. W is to the left and E is to the right. The numbers to the right of the directions determine the rooms to which the current room will connect. Change connection values in the same way you changed the room number. For example:

ROOM 01

N:02

E:00

S:03

W:01

The room number at the top shows that you are currently working on room number one. Room

#1 connects the NORTH wall to room #2. The value for the EAST direction is zero. This means that there is no connection on the EAST wall. On the SOUTH wall Room #1 connects to Room #3. To the WEST, Room #1 connects to Room #1. No, that's not a mistake! Magically, a room can connect to itself. If you were to set the doors up properly you could exit the left edge of the screen and enter on the right edge.

BUILD: Choose BUILD to change existing rooms or build new rooms. When in the BUILD mode, choose from sixteen Game Pieces to add to your rooms. At the top-right position on the EDIT MENU (to the right of BUILD) you will see a word showing the type of Game Piece you have chosen.

- Press [F] to cycle the Game Pieces forward.

- Press [B] to cycle the pieces backward.

- Move the joystick to position the piece and press the button (or [H]) to place it.

If you place a piece on another identical piece then both will be erased. You may place as many pieces and piece types in a room as will fit.

The Game pieces:

Space: This is a blank space. An empty room is full of them.

Wall: The solid wall blocks both the adventurer and creatures.

Hot Wall: Any piece which is HOT is dangerous to the adventurer. The adventurer may pass through a hot wall but will lose energy points in the process.

Bumper: The bumper is solid just like a wall.

Hot Bumper: These bumpers drain energy but won't stop the adventurer's movement.

Hot Wall 1 and Hot Wall 2: These flash on and off alternately. When HOT WALL 1 is on then HOT WALL 2 is off. When #2 is on, #1 will be off.

Secret Door: This looks like a solid wall, but turns HOT again and then back to solid. All those caught in the door when it turns solid will be stuck until it opens again.

Hot Mine: Hot mines flash briefly on the screen and then disappear. If the adventurer is hit by one he'll lose energy.

Hot Box: This drains energy if the adventurer is caught on its edge. The adventurer will be safe if he can get to the center of the box and not touch any sides.

Tall Bar 1 and Tall Bar 2: These are thin vertical hot pieces that alternate positions.

Wide Bar 1 and Wide Bar 2: Wide bars are like tall bars except horizontal rather than vertical.

Top Trap and Bottom Trap: These slow growing pieces change from an empty space to an energy draining hot trap. They grow in opposite directions.

Build Mode Keys:

- Press [F] to cycle the room pieces forward.

- Press [B] to cycle the room pieces backward.

- Press [C] (C64 only) to change room colors while in the BUILD mode.

- Press Space Bar to exit the BUILD mode and return to the EDIT Menu.

DOORS: Doors allow movement from room to room. As you choose this option you'll see a white rectangular cursor appear on the border of the room. Guide the cursor around the rooms edge. If you press the button (or [H]) a doorway will appear. There can only be one door on each wall. To erase a door, position the cursor on top of another door and press the joystick button. Press the Space Bar to exit the DOORS mode.

Here's an example of how to set up a room connection:

1. Use the ROOM option to select Room #1.

2. Set the N (NORTH) option to #2.

3. Enter the DOOR mode and place a door at the left edge of the north wall.

4. Return to the ROOM option and move on to Room #2.

5. Set the S (SOUTH) option to #1.

6. Place a door on the left edge of the south wall.

7. Enter the TEST mode and guide your adventurer through the doorway. It should move smoothly between Room #2 and Room #1.

Remember, for doorways to work, you must set the proper N, E, S, and W connections in each room. You must place a doorway on the proper wall in each room and align it correctly or the adventurer can't move through it.

CLEAR: This clears walls, traps, treasures, creatures, and colors from current room.

TOOLS: When you select TOOLS it will begin to flash. Use the joystick to select the contents of the tool chest. Choose the word, TOOLS if you do not want a tool chest in this room. The tool chest contains the tools described in the section BEGINNING THE GAME. When you select a tool, a small chest will appear on the screen. Use the joystick to place the chest.

GREY: (C64 only) The Color of the room is indicated on the EDIT Menu. Choose this option to cycle through colors.

CREATURES: This option will take you to the CREATURE LAB where you can create thousands of different types of creatures to inhabit your rooms.

TREASURES: This takes you to the Treasure Room. Move the cursor down to the treasures. To change treasure names, select a treasure then type over it and press RETURN. Select the value and number of locks for each chest. Highlight the treasure you want and press the Space Bar. If NO TREASURE is selected then no treasure will be placed in the room. The current room will reappear. Next, place the chest. You may remove a treasure chest by going to the treasure room and selecting NO TREASURE. You may also use treasures to give clues. Instead of A PEACOCK FEATHER you might type in, CLUE: FIND PAJAMAS.

THE CREATURE LAB

The CREATURE LAB lets you select appearance, movement pattern and nature of the creatures you place. Press the Space Bar to return to game screen and EDIT Menu.

THE CREATURE BODY: You will see ten creatures at the right edge of the screen and one creature by itself near the top center. This creature standing by itself is the one you are building. Move to the right side of the screen. When you highlight parts of the ten creatures, your creature will move whichever head or body you're highlighting. You can mix any of the ten heads and bodies. Choose a color for the creature by selecting the word COLOR (C64 only).

CREATURE SPEEDS: Light up the word OFF. Cycle through the words SLOW, NORMAL, FAST. As you cycle the speeds, the creature will move accordingly. The creature will keep its speed during the game. Slow creatures will move at half the speed of the adventurer. Normal speed creatures move at the same speed as the adventurer and fast creatures move twice as quickly. If you don't want a creature in a room then choose the OFF option for speed; no creature will appear when you return to the EDIT Menu.

NAMING YOUR CREATURE: Highlight NAME (top of the screen) and a long white rectangle will appear. Press the joystick button, type a name, and press RETURN. Whenever a player enters a room with a creature, the creature's name will be shown at the bottom of the screen.

CREATURE MOVEMENT: You can choose different movement patterns for your creature or guide the creature in a pattern of your choosing. Highlight the movement pattern, then select it by pressing the joystick button (or [H]). Don't forget that the speed of the creature also affects its movement and the way it interacts with the adventurer. A slow moving moving chaser is much easier to avoid than a normal or fast chaser.

Movement Patterns:

Chase: A chasing creature will always move toward the adventurer.

Hide: A hiding creature will attempt to move away from the adventurer.

Stand: A standing creature just stands in place and doesn't go anywhere.

Bounce: A bouncer moves vertically, horizontally, or diagonally until it hits a solid wall or bumper. It then bounces off the object in a new direction.

Random: Random movers bounce off solid objects but change directions at anytime.

Guided: A guided creature has no preset movement pattern. You determine its path.

Programming a Guided Creature: If you selected GUIDED, you must program your creature's movement within the room. Once you place the creature you can still move it around the room. Move the creature where you want it to follow. It must stay in the room and move less than a hundred steps. Press the joystick button (or [H]) to end the pattern. During the actual game the creature repeatedly retraces the steps you programmed.

CREATURE PERSONALITIES: There are seven different creature personalities that determine what happens when your creature meets up with the adventurer. Some personalities require no additional input. Others require entering information before you are allowed to exit the creature lab. For options TALK, ASK, TRADE, GIVE and ACCEPT, the ON option must be on.

Talk: When the adventurer meets a talking creature, the creature's speech appears at the bottom of the screen. Highlight TALK then press the Space Bar. Type in the speech and press RETURN. This will take you back to the EDIT menu.

Ask: The asking creature asks a question and you must type in an answer. If the answer is correct the creature will give something or speak again. Highlight ASK and press the Space Bar. Type in a question and press RETURN. Type in an answer and press RETURN. Next choose GIVE or TALK in response to the correct answer. If it gives, choose a tool or treasure to give. If it talks, type in speech. The adventurer may attempt to answer the question each time he enters the room. Once the question has been answered correctly the creature ignores the adventurer.

Trade: Traders trade treasures or tools. Highlight TRADE and press the Space Bar. Choose the object to trade with the joystick then press the joystick button (or [H]). The next time this trader is met it will give back its last trade and take something else in return.

Give: This creature will give the adventurer either a treasure or tool of your choosing and will give it only once. Highlight GIVE and press the Space Bar. Choose the object to give with the joystick then press the joystick button (or [H]).

Accept: This creature accepts bribes from the adventurer and then responds by giving or talking. Highlight ACCEPT and press the Space Bar. Choose the object to accept with the joystick then press the joystick button (or [H]).

Pop: If a popping creature touches the adventurer it will pop him into a different part

of the room.

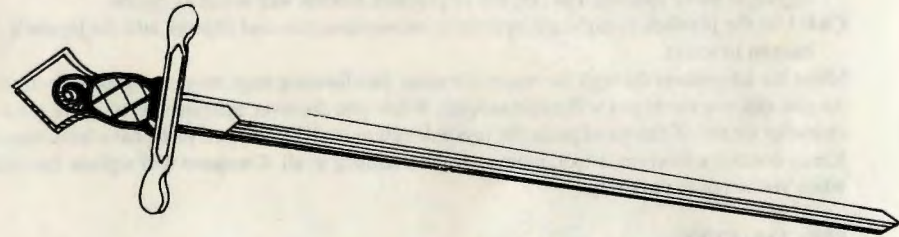
Zap: Each touch of a zapping creature will drain energy.

PLACING THE CREATURE: Press the Space Bar when finished making selections in the creature lab. If the creature personality requires entering speech or making other choices, do that now. If there is no required input (as with the zapper or popper) you will return directly to the EDIT Menu and the game screen. Your creature will appear on the screen. Use the joystick to place the creature where you want.

Setting the Starting Position: The starting position of someone who plays your game depends on the last room displayed in EDIT mode and the most recent position of the white BUILD cursor. If you want them to begin in the lower right corner of Room #3, in EDIT mode, choose the ROOM option and display Room #3. Enter the BUILD mode and choose MENU to return to the main menu. Save the final copy of your game to disk. When anyone plays your game they will begin in the lower right corner of Room #3.

HELPFUL HINTS

- Don't forget your password! The computer will not show it after the first time it is entered.
- If you plan to save an adventure to disk, prepare a formatted disk before you begin.
- When in doubt, push the joystick (or [I], [J], [K], or [M] keys), press the joystick button (or [H]) or hit the Space Bar.



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