



## Downloadable package: Nine-verbs template

This package contains an interface set-up that emulates the SCUMM interface as used by classic LucasArts adventure games from the 1990s, such as Monkey Island I and II. The Managers in this package are free to be used how you wish, but the third-party resources used (listed below) may have commercial restrictions.

A variant of the 2D Demo's Park scene is also included. To run it, follow the installation steps below, loading the 2D Demo's Managers with the NineVerbs Cursor, Menu and Settings Managers.

### Installation

1. Extract this package into your Adventure Creator project
2. Navigate to **Adventure Creator** → **Downloads** → **Nine verbs template**
3. Select **NineVerbs\_ManagerPackage**, and click **Assign managers** in the Inspector
4. Optionally, copy across your old Menus to the new Menu Manager with the copy/paste buttons. You can switch to your old Menu Manager by changing the **Asset file** field.
5. Re-assign your player prefab and other settings in the new Settings Manager
6. Place the provided **AdditionalScripts** prefab into your scene for minor tweaks
7. To allow for the triggering of "default" Interactions (i.e. the first Interaction defined in the Hotspot) with a separate input, open the Input Manager and create a new input named **DefaultInteraction**, mapped to the key of your choice. For a SCUMM-like interface, map this to **mouse 1**.

8. To display the Pause menu, open the Input Manager and create a new input named **Pause**, mapped to the key of your choice. For a SCUMM-like interface, map this to **space**.
9. To allow switching between verbs with key presses, open the Input Manager and assign the Input buttons listed in the Cursor Manager to appropriate keys (e.g. **Icon\_Use** to the “U” key).
10. To hide the interface during a pivotal cutscene, use the **Menu: Change state** Action to lock the Verbs menu.

## Sources

- [MI-style template graphics](#)
- [The Secret Font of Monkey Island](#)