



Downloadable package: Nine-verbs template

Thanks for downloading the “Nine-verbs template” package for Adventure Creator. This package contains an interface set-up that emulates the style of 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.

To install this package, follow these steps:

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. 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).

Sources:

- MI-style template graphics: <http://www.adventuregamestudio.co.uk/forums/index.php?topic=38874.0>
- The Secret Font of Monkey Island: <http://ptless.org/sfomi.html>