

Stuart Smith's
Adventure Construction Set

The Manual

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Adventure Construction Set—The Manual

Introduction: Your Own Theater	3
I. Playing	
How to Play the Adventures on the ACS Disk	3
Making an Adventure Disk	3
Creating a Character	4
Reading the On-Screen Status Reports	4
Moving Your Character	4
Exploring the World of an Adventure.....	5
Things You Can Do During Your Turn	5
Summary of Player Options.....	6
Summary of Traits and Skills	7
The Traits.....	7
The Skills.....	8
Exploring Aventuria: a Tutorial.....	9
Using the "How to Play" Adventure	9
What You Have Learned	11
Playing the Other Adventures in Aventuria.....	13
Rivers of Light.....	14
II. Constructing	
The ACS Construction Options	15
Asking ACS to Build Adventures For You	16

Editing and Constructing Adventures	18
Step-by-Step Adventure Editing Guides	19
How to Add a Door to the World Map	19
How to Add and Edit World Map Creatures.....	19
How to Add Rooms and Regions	20
How to Add to and Change Room Contents	20
How to Add to the Master Lists.....	21
How to Edit Pictures and Create New Ones	22
Magic Spells	22
Some Special Things and Their Uses.....	24
General Construction Tips and Techniques.....	25
III. Reference	
Map Reference Guide	26
Room and Region Reference Guide.....	28.
Creature Reference Guide.....	29
Thing Reference Guide.....	34
Graphics Reference Guide	41
Appendix	42
Index.....	43

How to Use Adventure Construction Set

Your Own Theater...

Owning Adventure Construction Set is like having a theater and a troupe of actors completely at your disposal. Hundreds of extremely versatile actors wait for their assignments. They can play just about any kind of person, animal, monster, magical being, robot or vehicle you can imagine.

Your set-building crew can construct settings containing up to 240 different "rooms" (or as they might say in the movie business, "locations"). And you can connect these locations to each other in quite unusual ways, creating time portals, "beam me down" transporters, and circles of connecting rooms you can only go through in one direction, and much, much more.

Last but not least, you have a very resourceful props department who can equip any setting and story with hundreds of objects and special effects. Magic items, treasures, furniture, weapons, sound effects and music, ways to make objects appear and disappear, ways to produce messages, ways to summon and banish creatures—they're all there. And if you still can't find what you want, your props department has the tools you need to design and construct the items yourself.

How to Play the Adventures on the ACS Disk

This section tells how to make an adventure disk, how to create a character and how to move your character on the map.

1. Making an Adventure Disk—You will need your ACS disk and a blank disk (or one which contains information you no longer need). Boot your ACS disk and select "Make an Adventure Disk." Then use your joystick to move the cursor down and into the name of the adventure you want (either "Land of Aventuria" or "Rivers of Light") and press the button.

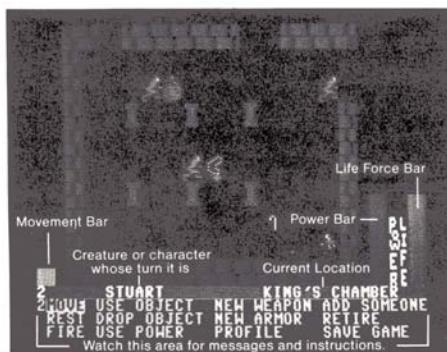
"The Land of Aventuria" contains a "How to Play" tutorial adventure plus the 6 other mini-adventures described on page 13. "Rivers of Light," described on page 14, is a large, complex adventure designed to delight even the most experienced adventurer. (It was built entirely with the same ACS system you now own, by the way.)

Creating an adventure disk may require several disk swaps. Follow the instructions as they appear. When the process is complete, use the joystick to move the cursor up to Exit, and press the button as prompted.

2. Creating a Character—Select "Play an Adventure," then press the button as prompted. Select "Create a New Player" when it appears (by pressing the button while that option is highlighted), and continue to follow the prompts. When a character picture appears, move the stick right and left to look at different picture choices, and press the button to select the one you want. Then type in a name (up to 15 characters long) and press the button once more.

Up to 4 characters can play at once. And since players take turns moving, all four can be controlled from the same joystick. For information about adding more than one character to an adventure see **Add Someone** on page 6.

3. Reading the On-Screen Status Reports—Once you've selected a character, the display will change. You'll find your character standing somewhere in the adventure you chose. If you chose "Land of Aventuria" your character will be standing just above a castle in a valley between two mountain ranges. The castle marks the entrance into a simple adventure called "How to Play."



The text in the wide bar of color across the bottom of the screen will change continually as you play. The top line in the bar contains the name of the human-controlled character or computer-controlled creature whose turn it is and the name of the area it is standing in. Below that is a message which tells how to proceed. And on either side are rising bars of color which give information about the individual's status.

4. Moving Your Character—To move your character, move the joystick which controls it in the direction you want the character to go. The bar on the left side of the screen will shorten with each move. When the bar is gone, that character's turn is over. (The bar will also shorten gradually even if you don't move. Time passes as you play, and you aren't given forever to decide what to do.)

If you try to move onto a square which contains impassable terrain (mountains, for instance) or an obstacle, your character won't move and your movement bar will not change. If you try to move onto an object which you can pick up, you'll be told the name of the object you are adding to your list of possessions, and you'll be prompted to press the button to continue. If you try to move into a creature and you have a melee weapon (like a knife, a sword or a club), a battle will be initiated. The computer will give you a blow-by-blow account of the battle, prompting you to press the button when necessary.

If there's only one character in the game and there are no computer-controlled creatures on the screen, that character may move again when the movement bar reappears. If others are playing or if there are creatures in the room, each will get a turn before the first character moves again.

(Note: If different players are simultaneously exploring different regions, each will be given several turns each time his or her turn comes around.)

5. Exploring the World of an Adventure—As you move, you'll see more map scroll into view. The main map of an adventure can cover an area 40 squares by 40 squares, but only a 10-square by 15-square area can be seen at once.

Scattered about on the main map are "doors" into regions within the map, like the castle that leads to "How to Play" in the "Land of Aventuria". The "Land of Aventuria" contains 7 such regions, one for each of the 7 mini-adventures. For a simplified picture of its map, see page 12.

A region can itself contain up to 16 different rooms. When you move into rooms, new area does not scroll into view. Instead, when you move onto a door that leads to another room (or another region or even back to the main map),



the picture of the new location completely replaces the picture of the old one.

6. Things You Can Do During Your Turn—If you press your button when it's your turn, a menu containing additional options will appear in the message bar. To select one of the options, use your joystick to move the highlight to it, then press the button.

The next 3 pages describe how to use your options and how to interpret the information available to you as you play. If you're new to adventuring, don't feel like you have to master all this information at once. The mini-adventures in the "Land of Aventuria" were designed to let you play your way into an understanding of how adventures work. Start playing them whenever you like, then use this manual as a reference when you'd like more information. (For a tutorial walk-through of the "How to Play" mini-adventure, see page 9).

Summary of Player Options

This section describes actions a player/character can take during a turn. To produce the menu containing these options, press the button. To select an option, move the highlight to it with the joystick, then press the button again and follow the prompts, if any, as they appear.

Move—Select this to remove the menu so you can move your character.

Rest—Select this to attempt to restore some Life Force to a wounded character.

Fire—Select this to use a missile weapon (if you're carrying one) like a bow, rifle, grenade, etc.

Use Object—Select this to use a magic object you are carrying. Magic objects always work, by the way, but some magic items must be dropped instead of used to be activated.

Drop Object—Select this when you want to drop a possession to see if it's magic or to put it on a particular square you're adjacent to, or when you simply want to stop carrying something. If you use this option on the main map, whatever you drop will be lost forever from that adventure. (Note: Sometimes an effort to pick up an object will produce a "sorry, but you can't carry more of those" message. If you need to pick the item up in order to move, drop the one you're carrying first.)



Use Power—Select this when you want to cast a spell you possess. The greater your character's Power, the greater the chance that spells will work. Note: Be careful with spells which banish creatures. A banished creature takes all its possessions with it, so don't banish the creature who just stole the key you need to get into the next room.

New Weapon—Select this so you can ready a weapon you're carrying for use. (Note: Picking up a weapon automatically readies it.)

New Armor—Select this to put on or ready a piece of armor you are carrying.

Profile—Select this to look at your character's rating in the categories described in the next section and to see your character's list of possessions.

Add Someone—Select this to add another character to the adventure. (Up to 4 can play at once.) The character will come onto the map at the same place the first character did, regardless of when the new character begins playing. If you choose to add a character from another ACS adventure, you'll be prompted through the necessary steps. The character will come with its traits and skills intact, but it will keep none of its possessions.

Retire—Select this to save your character for later use in an adventure or to remove a character from an adventure altogether.

Save Game—Select this to save an adventure in progress but continue playing.

IMPORTANT! If your character should happen to fall victim to a powerful monster or a deadly trap, all is not lost. You will be given the opportunity to resume the game at the point where you last used "Save Game". "Save Game" is automatically invoked when you enter or leave a region.

Summary of Traits and Skills

Each individual begins each adventure with values assigned to certain basic traits and skills. Those numbers determine how the characters and creatures move and fight, how durable they are in battle, and how powerful they are with magic.

In the course of an adventure the numbers will change to reflect the outcome of battles, the casting of spells, successful experience, etc. To find out what the ratings are for your character, press the button and select "Profile" when it's your turn. The descriptions below tell what each of the entries in your profile signifies. (Note: A mark like this "—|—" next to an item signifies a higher than average rating for that item. A similar mark which points down instead of up signifies a lower than average one.)

The Traits

The maximum possible number for each trait is shown in parentheses following the trait description. Normal starting range is 10 to 11 for all traits except Speed. Normal starting range for speed is 6 to 7.

Speed—How far an individual can move each turn. Speed may be permanently increased and decreased by magic spells. An individual's movement range can be decreased by trying to carry too much weight and by being adjacent to an individual who is aggressive and not friendly. Movement range is indicated by the rising bar on the left side of the screen. (Maximum of 15.)



Life Force and Constitution—Life Force (shown by the rising bar on the right side of the screen) is an individual's physical durability. Blows received from an enemy in battle subtract from an individual's Life Force as does being the victim of certain spells. Being the "victim" of other spells can add to Life Force. When Life Force goes to 0, an individual dies. (Maximum of 63 for Life Force and 31 for Constitution.)

Constitution is an individual's natural capacity for Life Force. For new characters, initial Life Force is always the same as Constitution. Wounded individuals may restore lost Life Force up to the limit of their Constitution by using the "Rest" option. If they do not rest, their lost Life Force will return, but it will take it 6 times as long to do so. Characters whose Life Force is greater than their Constitution will fight better.

Power and Wisdom—Blows received from an enemy in battle also reduce an individual's Power. So does using magic spells and objects, and being the victim of certain spells you may encounter. Other spells may increase Power. The higher an individual's Power rating, the greater the chance that the spells he casts will succeed. Individuals with higher Power ratings also fight better than those with lower ones, and they are more resistant to battle damage.

Power is not stable. On each turn, an individual's Power will increase or decrease by a small amount in the direction of that individual's Wisdom rating. Thus Wisdom is an individual's natural spell casting ability, toward which his Power will always tend. Wisdom also helps an individual make better deals when selling items to a store. (Maximum of 127 for Power and 31 for Wisdom.)

Strength—Swords, treasures, armor, gold, etc. all have weight. An individual's strength determines how much weight he can carry without being slowed down. If you notice a decline in your movement bar, yet have not been the victim of a "reduce speed" spell and are not standing next to any aggressive "unfriendlies", chances are that you're trying to carry too much stuff. You need to drop some things or find a magic bag or horse or some other means of carrying more weight.

If you are wounded, your ability to carry things declines. It returns as you heal. (Maximum of 31.)

Size—Larger individuals make more powerful fighters. Smaller individuals dodge and parry better. Size cannot be changed, so take note of what it tells you about your character's limits and plan your strategy accordingly. (Maximum of 31.)

Dexterity—When the battles start, dexterity comes in very handy. Like size, high dexterity increases the force of blows that land. Further, it increases the likelihood of landing an unusually powerful blow. It also helps determine how many blows an individual can get in and how many shots he, she or it can get off. (Maximum of 31.)

The Skills

In calculating the effects of a battle, the program considers the weapons and armor being used and the Skills, Power and Life Force of the combatants. (Some weapons and armor *are* better than others. If you'd swear you were doing better *before* you started using that shield or sword, maybe you should leave it behind for some other poor soul to find.)

To determine the likelihood that you'll hit the mark with a long-range weapon like a bow, ACS looks at your **missile skill**. To determine the probability that you were able to get out of the way of a shot from such a weapon, it looks at **dodge skill**.

For gauging the accuracy of your blows in close-range fights, ACS looks at your **melee skill**. To determine the likelihood that you were able to meet an opposing blow with your own close-range weapon, it looks at **parry skill** (provided you had your weapon readied, of course).

Armor skill lets you overcome the disadvantages of armor (because it tends to make you clumsy, armor reduces the accuracy of your blows) without giving up the advantages (it absorbs some percentage of blows from the enemy).

Each of these skills can improve each time you use it successfully—that is, dodge a blow successfully and your dodge skill may increase, hit the target and your missile skill may go up, etc. The higher a skill rating is, the harder it is to improve that rating still further. The maximum for any skill rating is 127. Normal starting range is 25 to 35 for all except Missile Skill and Armor Skill, 10 to 20 for Missile Skill, and 0 for Armor Skill.

Magical Defense is a special kind of skill. At its most powerful, it stops completely all blows or missiles from non-magical weapons and reduces by half the force of all blows or missiles from magical ones. It is, as you might imagine, a very valuable ability to possess.



Exploring Aventuria: A Tutorial

This section offers a tutorial walk-through of the "How to Play" mini-adventure, plus brief guideposts to the other mini-adventures in "the Land of Aventuria". (Remember, before you can play these adventures, you must use the "Make an Adventure Disk" option to make a disk containing the "Land of Aventuria".)

Using the "How to Play" Adventure—in which you can learn how to use the "help" squares, how to pick up objects, how to fight and how to cast magic spells.

1. Help Squares—If you create a character and then move into the first castle you see on the main map of Aventuria, you'll find your character standing in a room which has one square marked with a large H, and three doors. To find out where the three doors lead, move onto the square marked with the H.

Help squares like this appear throughout the Land of Aventuria. Use them for helpful tips and information as you play. To continue with the "How to Play" tutorial, go through the door at the top.

2. Picking Things Up—In the next room, you'll see a sword lying on the floor. To pick the weapon up, try to move on top of it as the help square advises.

3. Using Your Other Options—If you press the joystick button when it's your turn to move, a menu containing additional options will appear in the message bar. To select one of the options, use your joystick to move the highlight to it, then press the button.

Try the **Drop Object** option in the middle of the first column of options. Use the cursor as the screen instructs to drop the Sword on a square next to your character. Then move toward it to pick it back up. You'll do a lot of dropping and picking up as you play. It's how you'll get rid of things that prove too heavy, how you move things blocking your way and how you'll acquire the wealth, goods and tools you'll need to reach your goal.

4. Dealing with Life-Threatening Enemies: an Example—If you move your character through the door, you'll soon find yourself in a new room, outside of which stands a vicious dragon poised to spring.



To attack with the sword, move outside the room and into the dragon, then press the button when prompted to do so. Keep at this when it's your turn and you should win, thanks to the fact that your game designers made your opponent look stronger than he is. And still, he's strong enough to do some damage if he gets you with his fangs.

When the dragon dies, its picture will disappear and a picture of a lamp will appear in its place. That's because the dragon was carrying the lamp. If you had died instead, your picture would have been replaced by the picture of the sword you are carrying. Whenever a character or a creature dies, it leaves behind whatever it was carrying (except when it dies on the main map, or when the adventure constructor designed the objects to disappear upon the death of the owner).

Be sure to pick up the lamp before you leave the room. Who knows? Maybe it's magic.

5. Your Life Force Bar—Once you've been through a battle, it's time to begin using some more of the information always available to you on your turn. The **Life Force Bar** (on the far right) indicates how durable you are in battle. When you fight, enemy blows which land on you subtract from your Power and Life Force totals, and blows you land on your enemy subtract from his. When either side's Life Force reaches 0, the battle's over and the loser is dead.

You can restore lost Life Force in two different ways: by using the "Rest" option, or by finding some place or item which invokes an "increase your life force" spell. In the Land of Aventuria, the first aid square marked by a cross invokes such a spell when you bump into it. As you use these different methods, watch your Life Force Bar to see the effect of your action. (Note: Before your next battle, charge your Life Force way up before you fight. It'll make you a better fighter.)

6. Your Power Bar—The Power Bar (just to the left of your Life Force Bar) shows how much magical energy your character has. You might think of Power as endurance or fortitude, as “the Force,” as spiritual enlightenment, as the energy in your personal science fiction power pack, etc. depending on what best fits the adventure you are playing.

You need Power to protect yourself in battle and to cast the spells you might find as you play. The lamp the dragon was carrying contains just such a spell—in this case a "summon creature" spell which will bring a mighty genie to the room.

The likelihood that a spell will succeed when you cast it is determined by how much Power the spell uses up and how much Power you have. The more Power you have, the greater your chances of success.

In "How to Play," moving into the next room temporarily boosts your power so you can cast the "Summon Genie" spell. Try it, then stay in the room until the genie appears and gives you a valuable gift.

7. The Profile Option—If you press the button and then select "Profile," a new screen will appear filled with a listing of the various traits and objects possessed by your character.

Don't let the display overwhelm you, and don't try to master it all at once. You already know about some of what is listed there. (Speed determines the height of the Movement Bar on the left of the screen; Life Force determines the height of the Life Force Bar and Power the height of the Power Bar.) And the rest will become more meaningful as you gain adventuring experience.

For a description of all the profile entries, study the section called **Summary of Traits and Skills** (page 7) as you play. To continue with the mini-adventures in the "Land of Aventuria", go through the door after receiving the gift from the genie. You'll find yourself standing in the first room of "Agent 0011", about to get some practice in firing long-range weapons.

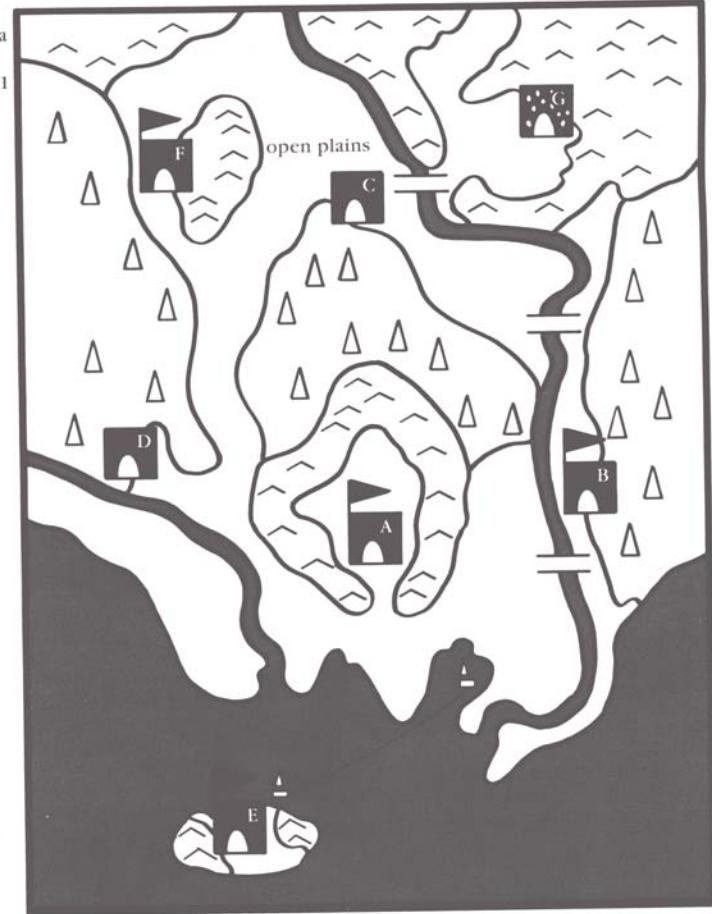
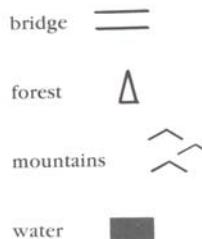
What You Have Learned—Before going on, you might want to stop to reflect on all you've learned so far from this simple adventure.

- You know how to move around now and how to pick up and drop things, and you know the significance of the three bars that appear on the screen whenever it's your turn.
 - You know how to fight and how to cast spells—though as you will learn from more challenging adventures, the weapons don't always work and neither do the spells.
 - You know that some creatures are friendly and some are not—a complexity to consider when you're trying to decide whether to attack when a new creature appears.
 - You know that passing through doors can produce surprising results—increases in power, destruction of objects you are carrying, etc.

These are principles you'll encounter over and over while you play and create with your Adventure Construction Set program. As you play the adventures described below, you'll learn new variations on these, plus a whole host of new things to consider besides.

Legend for map of Aventuria

- A How to Play/Agent 0011
 - B Sam Club, Private I
 - C Alice in Wonderland
 - D Across the Delaware!
 - E Deep, Dank Dungeon
 - F In the Nazi Castle
 - G Save the Galaxy!



Playing the Other Adventures in the “Land of Aventuria”—This section briefly describes all the adventures in the “Land of Aventuria”.

**NOTICE TO ALL ADVENTURERS
WHO GO DOWN THESE PATHS!**

There are Wandering Monsters on the main map of Aventuria. Some are Friendly. Some are not. If you are pulled into the lair of any of these during your journey, study their names for clues to their disposition. But don't believe everything you read.

Features Common to All the Mini-Adventures—Throughout the adventures in the “Land of Aventuria,” a square marked by a large H will produce a screen-full of helpful text if you move on top of it. Trying to move onto a square marked by a cross will increase your character's life force. Do so often to keep your Life Force high and you'll be harder to kill *and* a better fighter as well.

Secret Agent 00111—A simple adventure that demonstrates a common adventuring problem—the need to find an object (in this case, a key) before you can pass through a door to reach your goal (in this case, microfilm and the kidnapped girl being held prisoner). There are two entrances to this mini-adventure—the door that leads to the right from the first room in “How to Play” and the door that leads out of the last room in “How to Play”.

Sam Club, Private I—If you've ever seen Humphrey Bogart in “The Maltese Falcon”, you'll get a chuckle from this one. And if you haven't, you'll still have the pleasure of discovering who's lying and what really happened. You'll also get the chance to see that doors can lead all the way across town, especially when they're disguised as subway trains and cars.

Alice in Wonderland—An adaptation from Lewis Carroll's classic. Follow the White Rabbit down the Rabbit Hole, wander past the Caterpillar and the Cheshire Cat, look in on the Mad Tea Party and more. Confront the puzzle of how to grow big enough to reach the key atop the glass table. A good example of an adventure where conversation, not combat, tells the tale.

Washington Crosses the Delaware—Even historical dramas can be done with Adventure Construction Set. Figure out how to get Washington across that river in this fanciful telling of the tale, and you'll win the day. Teachers take note: Enter the schoolhouse on the other side of the river for a demonstration of how adventure puzzles can become entertaining reinforcement drills.

Deep, Dank Dungeon—A 15-room adventure in the classic “explore a dungeon” tradition. There are bad guys and treasures, there's a room where everything looks like a door and another where nothing does, there's even a labyrinth of 4 rooms which all look exactly alike. Try this one when you're ready for some puzzles with the sort of diabolical twist that makes you suspect the creator is somewhere watching you, and laughing.

In the Nazi Castle—A 15-room adventure set in the castle of the enemy. You'll run into lots of armed guards and trick treasure chests in this one, so build up your life force every chance you get. Your goal is to get the secret plans and escape with them. If you like to fight, this is the adventure for you!

Save the Galaxy!—A 15-room adventure set on a space ship, a planet surface and the subterranean caverns of a frozen asteroid. Wistrik the Evil is stealing all the crystite from the planet of Irata. You'll be able to find and stop him...but you better disable the bomb that has mysteriously appeared in the port engine pod of your ship, as well.

Rivers of Light

This new Stuart Smith epic is set in ancient Egypt and the Near East at the dawn of human civilization. The goal is the essence of Osiris, god of the dead and giver of eternal life.

Your quest begins in the valley of the Tigris and Euphrates rivers, the cradle of civilization. Your first problem is that the world map is full of uncrossable rivers—uncrossable, that is, for those who don't know how to swim. The old woman and the hunter can help.

If you locate the Tigris and Euphrates rivers on a map in a good atlas, you'll know where to look for Egypt on the world map of “Rivers of Light”. The adventure is historically accurate in many other details as well. If you'd like to know more

about the mythology that lies behind this tale, look into some of the books listed in the bibliography in the appendix (page 42).

A few words of friendly encouragement and advice. “Rivers of Light” is a classic adventure filled with challenging puzzles. There's a powerful weapon, for instance, in Assur, available to all who can find it. And there's a substance with great healing power in the Ancient Valley where the old woman and the hunter live.

Poke around as you adventure. Look for messages, for hidden doors and treasures, for things which reveal themselves only after you've crossed a particular space while carrying a particular item. True, you may die from too bold a move and have to go back to the last position where you entered or left a region or saved the game, but at least you'll know not to try that move again.

When you get stuck, allow yourself to stay that way for awhile. Not all possible solutions will come to you immediately, but the ones that come slowly will feel even better when they finally do come. Give yourself every chance to play “Rivers of Light” to its conclusion before you use the editor to study how it was put together.

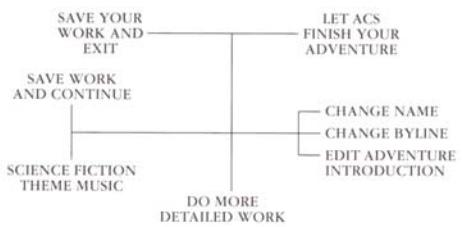


The ACS Construction Options

Think of the Adventure Construction Set construction menus as belonging to 3 main screens. And think of the joystick as a kind of gearshift which you use to move the cursor around in the menus so you can select the options you want.

1. Making Easy Changes—The top screen (see below), i.e. the one you see first when you select "Construct an Adventure", contains the options you need to work on the surface of your adventure—to change the name, the theme music that will play at the beginning, etc.

This screen also contains the three options which cause the program to write to the adventure disk you are working on: 1) "Save Work and Continue" (to save the work you've done so far so you won't lose it if there's a sudden power failure); 2) "Save Your Work and Exit" (so you can quit constructing and start playing); 3) "Let ACS Finish Your Adventure" (so you can let the program do the constructing work for you).



2. Building the Map and Regions—If you select "Do More Detailed Work" from the top screen, you produce the menu that lets you work on the world map and on regions and rooms.

Selecting options from this screen produces menus which let you create, populate and fill up the map, the regions and the rooms in your adventure. Here also, you put in the doors which lead from place to place in your adventure.



3. Creating and Editing Things, Creatures and Graphics—If you select "Do More Detailed Work" again, you produce the screen that lets you add to and edit the Master Creature List, the Master Thing List and the Master Graphics Set for an adventure.

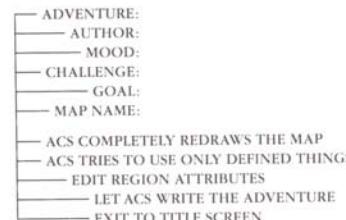
Selecting options on this screen produces the menus you need to create and modify the things, creatures and pictures you need for your map and your rooms. This menu also contains the options that let you erase particular parts of existing adventure disks.



Asking ACS to Build Adventures For You

Your ACS program comes with three basic construction sets located on the back side of the disk. One is ideal for fantasy adventures (the sword and sorcery sort of thing), another is great for contemporary spy and mystery dramas, and the third comes equipped for science fiction escapades.

To make an adventure disk containing one of the basic sets, select "Make an Adventure Disk" from the main option screen and follow the instructions as they appear. You may then select "Construct an Adventure" and "Let ACS Finish Your Adventure" (described below) to ask the computer to build you a new adventure. Note: For best results, start with the Fantasy set or the Science Fiction set, especially if this is your first time to use this option.



1. You can enter the adventure Name, Author byline and Map Name, or you can let ACS do it for you. If you want to do it yourself, move the cursor to each of those options and press the button so you can type in the names you want.

2. Mood offers 3 possibilities: Fantasy, Spy/Mystery, and Science Fiction. To select among the possibilities, repeatedly move the cursor into the "Mood" option until you have the one you want. Unless you make a change here, ACS will use the mood which matches the construction set you're using. The "Mood" setting determines the names ACS will choose for the map and the rooms, the pictures it will use to make up the walls, etc.

3. Move the cursor to Challenge and move the joystick right and left until you have the setting you want. The range goes from "I Easy" to "10 Hard." In easy adventures, the creatures you'll encounter won't be too mean and powerful, and the hints and clues will be more plentiful and easier to figure out.

4. The Goal of an adventure is to find some particular object. If you want to pick the object from the Master Things List, select "Goal" and then select an object from the list which will appear. (Moving the joystick left brings up a new list. Moving it up and down moves the highlight from item to item within a list. Moving it right and pressing the button selects the highlighted item.)

5. Don't change the next two options—ACS Completely Redraws the Map and ACS Tries to Use Only Defined Things. These are useful for scrambling an existing adventure, as described below. (You should change "ACS Tries to Use Only Defined Things" to "ACS Creates Several New Things" if you are starting with a sparse master list and you want ACS to add to it so it can make a more interesting adventure. The basic sets which come on the ACS disk are *not* sparse.)

6. Use **Edit Region Attributes** to tell ACS how many and what kinds of regions you want in your adventure. You can have up to 15 different regions and can name each one or let ACS do it for you. If you make no changes here, ACS will automatically build an 8-region adventure and will use your overall "Challenge" setting to determine the difficulty of each region.

If you do select this option, a new menu (below) will appear so you can give ACS specific instructions about how many regions you want and how you want them built.

NAME:
— WRITE A COMPLETELY NEW REGION
TYPE
— CHALLENGE
— EDIT ANOTHER REGION
— EXIT

Use "Type" to tell ACS what you want the rooms in the region to look like. (There are 8 possibilities, including letting ACS pick the type for you.) Use "Challenge" if you want the region to have a different difficulty level from the one you chose for the overall adventure.

Use the second option from the top to set the number of regions ACS will build. Set it to "Write a Completely New Region" for each region that you want, then set the next region to "Leave This and Later Regions Empty". Use "Edit Another Region" to move from region to region to make these settings.

7. Select **Let ACS Write the Adventure**, then go do something else while ACS does its work. A message will appear when your new disk is ready for playing. In the meantime, the screen will periodically give you a new estimate of how much longer the process will take.

Important: Remember, playing an adventure changes it. Things get picked up and moved around or destroyed, creatures die and give up their possessions, etc. Before you play your new adventure for the first time, you may want to use "Copy an Adventure" to make a copy of it. That way you'll have an original version to work with if you decide you want to edit the adventure and/or make copies of it for your friends who also own ACS.

Starting with an Existing Adventure

You can also use the "Let ACS Finish Your Adventure" option to scramble old adventures into freshly playable new ones. If you want to use the same map, select "ACS Adds a Few Doors to the Map". Otherwise, pick "ACS Completely Redraws the Map".

You can also decide how much you want to change each region, selecting among "Write a Completely New Region", "Leave Region Almost Unchanged", "Shuffle Contents Only" and "Shuffle Room Layout and Contents" for each one. The only thing you can't select for a region which already exists is "Leave This and Later Regions Empty".

As before, when you've entered the directions you want ACS to follow, select "Let ACS Write the Adventure" and go do something else while ACS does its work for you.



Note: Any adventure created with the "Let ACS Finish Your Adventure" option can be edited and changed with the other ACS construction options described in the next sections of this manual. You can add sound effects and music, edit out or tone down a creature who's causing players a lot of trouble, put in text messages to make the adventure more richly detailed and suggestive (especially important for spy/mystery stories), and more.

You can also use the "Copy or Erase Part of an Adventure" option to use work you've done for one adventure as the starting place for another. See page 26 for more information.

Editing and Constructing Adventures

Overview

The ACS construction options let you work on the 5 fundamental program parts which underlie every adventure:

- The World Map, which contains terrain of various types and doors to and from the map regions.
- Maps of each region, which are composed first of a diagram showing an overview of all the rooms in the region, and then of pictures of each room in detail.
- The Master Thing List, which contains a record of every basic prop and special effect.
- The Master Creature List, which contains a record of every basic creature and from which the creature lists for the world map and for each region may be made up.
- A Master Graphics Set, from which pictures can be selected for terrain, things and creatures.

Learning Your Way Around The System

The fastest and easiest route to understanding how the ACS construction options work is by using them to modify an adventure you've spent some time playing. The next few pages of this manual contain step-by-step instructions for the editing actions you are likely to take most often.

To follow along, use a disk containing an adventure you know, and try to perform the operations described. If it's an adventure you still want to play, use a back-up copy so you can make changes without worrying about messing things up. (You needn't worry too much anyway. Since deleting and adding are equally easy, you can always take out whatever you wish you hadn't just added, and you can always put back what you wish you hadn't just taken out.)

One bit of friendly advice. Don't use the editor to look at "Rivers of Light" until you've given yourself plenty of time to solve its puzzles. Sometimes it takes a while for the solution to a puzzle to come, but when it does, figuring it out yourself is just that much more satisfying. Wait until you're through playing "Rivers" before you use the editor to see how Stuart Smith put it together.



Step-by-Step Adventure Editing Guides

How to Add a Door to the World Map

Doors may lead from one place on the world map to another or to any room in any region.

1. Select "Edit World Map" from the map and region menu to produce a set of map editing options. Then select "Draw World Map".

The large rectangle on the right represents the whole map, and the lighter rectangle within it represents the section of the map you are looking at. If you move the cursor up from the menu into the screen and then move it against the edges of the map section, new terrain will scroll into view and the position of the lighter rectangle will change within the darker one. Experiment with this until you understand how to use the little "two-rectangle" map to tell where the section on the screen lies on the big map.

2. Use "Select New Terrain" to flip through the 16 terrain possibilities until you come to the doors.

Move the cursor back down into the menu and push it toward the "Select New Terrain" option. Each time you do this, a new terrain picture will appear in the small square and a new terrain description will appear below the menu. There are 16 different terrain types to choose from in all. Numbers 13 through 16—Castle, Regal Gateway, Boat, and Cavern door in the Land of Aventuria set—are doors. When you add them, ACS prompts you through the process of telling it where you want the doors to come out.

3. Move the cursor into the map, then move it to the spot you want the door on and press the button.

On world maps, putting down new terrain replaces what was already there. And terrain can be set so that it is open only to those who do or don't carry some object (which you pick) or so that it evokes a spell (which you pick) when someone moves on it. For more information see the *World Map Reference Guide* on page 26.

How to Add and Edit World Map Creatures

Up to 8 creatures can be instructed to appear. You pick the creatures, the terrain they will appear in, and what percent of the time they will show up.

1. Select "Edit Map Creatures" and then select "Add Another Map Creature".

A list of all the creatures available in the Master Creature List on your adventure disk will appear. Move the joystick up and down to move the highlight from creature to creature. Move it to the left to select a different group within the list. Move it to the right and press the button to select the highlighted creature.

If there is no "Add Another Map Creature" slot available, select a creature you no longer need and edit it as described in the next step.



2. Select the creature you want to edit, then select each of the items you wish to change.

A new menu will appear. Repeatedly selecting the top line lets you flip through 12 terrain types to pick the one you want the creature to appear in (12 and not 16 because you can't pick any of the doors). Repeatedly selecting the third line in the menu lets you tell ACS what percentage of the time you want the creature to appear. The higher you set this percentage, the more likely you are to run into the creature while exploring in the terrain type it inhabits.

If you select the "Edit Trait" option, a screen will appear which is very much like the one you see when you select the "Profile" option while playing. By moving the cursor to any item in the list and then moving the stick while *simultaneously* holding down the button, you may change any of these settings.

For more information about creature traits (especially including using the three "Strategy" settings to determine how the creature will move and behave), see *Creature Reference Guide* on page 29.

How to Add Rooms and Regions

Adventures may have up to 15 regions and up to 16 rooms per region. You decide the number of regions you want and the number, size and location of the rooms in each region.

1. To add a room to an existing region, select "Edit Region" and then select the particular region you want.

If the name of the region you want isn't on the bottom of the new menu, select "Next Region" until it is, then select it. A top-view diagram of all the rooms in the region will appear. Select "Add Room" and follow the instructions as they appear on the screen.

Rooms may be up to 15 squares wide and 10 squares high. If you want to connect the new room to its neighbor with a normal two-way door, position it so that it shares a common wall with that neighbor. If you make a drawing mistake, use the "Delete Room" option and then start over.

2. To add a region, select "Add Region", type in a region name and press the button, then continue using "Add Room" until you have all the rooms you want.

You may build up to 16 rooms. It's better at first, though, to build fewer than that so you can add on later if you decide the adventure needs another room. If you want to put things and creatures in the rooms as you go along, select the "Edit Room" option described in the next section.

How to Add to and Change the Contents of Rooms

You may have up to 16 creatures from your Master Creature List and more than 500 things from your Master Thing List in each region. You could, if you wanted, stack them all on a single square in a single room.

1. Select "Edit Region", then select the region which contains the room you're interested in, then select "Edit Room".

The cursor will appear (as a very small solid square) so you can tell ACS which room you want to edit. When you do so, a menu containing 4 options will appear. To change the characteristics of creatures already in ("resident") or assigned to ("random") the room, select the 2 options on the left. To add or delete either things or creatures, select the "Edit Contents of Room..." option.

2. After selecting the "Edit Contents" option, select each option as often as you want and follow the instructions as they appear. To return to the main region editing menu, select "Exit".

To get information about what's already in a room, select "Examine Room". Use "Add 1 Thing" to bring up the Master Thing List so you may select an item from it. Use "Add Many Things" if you want to put down multiple copies of the same thing. Use "Add Creature" to bring up the Master Creature List so you may select from it. Use "Delete Thing" to get rid of something—thing or creature—previously added.

Unlike world map terrain, new items do not replace old ones. Instead they form a stack. For more information about regions and rooms, including information about adding random creatures to rooms, see the **Region and Room Reference Guide** on page 28. For information about creating stacks, see page 39 in the **Thing Reference Guide**.

Note: When the Master Thing and Creature Lists appear, they do so in segments. Select "View Another Group" to bring up a different segment. Select "Next Thing" and "Previous Thing" to move the highlight within a segment. For information about the logic behind the groupings, see the **Creature Reference Guide** on page 29 and the **Thing Reference Guide** on page 34.



How to Add to the Master Thing and Creature Lists

Each list can contain up to 128 items.

1. To add a new thing, select "Edit Things" and then "Add Thing".

You will be warned that once a thing is added, it cannot be deleted. (It can, however, be edited into an entirely different thing within its category.) Then you will be prompted by the screen to tell whether you want to proceed, what type of thing you want to add, and how many of them an individual may possess at one time. You may then move the cursor to each option in the thing profile to set it as you want.

To return to the main menu, select "Exit". For more information, see the **Thing Reference Guide** on page 34.

2. To add a new Creature, select "Edit Master List of Creatures" and then select "Create a Creature".

A creature profile—similar to the profile for characters—will appear. You may change any of the items in the profile and then return to the main menu by following the on-screen instructions. Note: When you change a creature's characteristics in the Master Creature List, the changes are *not* reflected in copies of that creature already placed in the adventure.

For more information, see the **Creature Reference Guide** on page 29.

How to Edit Pictures and Create New Ones

The picture possibilities you scroll through for terrain, characters, creatures and things are grouped onto 3 screens. To get to those screens, select "Edit Graphics".

1. Select the picture you want to edit or the blank area into which you want to add a picture.

The first screen has room for the 16 pictures which must be used for map terrain but which may also be used for things or creatures. The second screen (select "Edit Another Group of Pictures" to see it) can contain up to 48 pictures which may be used for things, terrain or creatures. The third screen can contain up to 46 pictures, all reserved for creatures only.

When you have the screen you want, use the "Edit Another Picture" line to move the selector from picture to picture, bringing an enlarged version of the selected picture into the drawing area.

2. Use the joystick to paint what you want into the drawing area.

To draw, move the cursor from the menu into the drawing area and press the button to put down a block of the selected color. Choose "Draw Another Color" to select another of the four available color choices. Choose "Change Paint Color" to change the color of the paint swatch currently selected.

For more information see **Graphics Reference Guide** on page 41.



Magic Spells

Magic Spells are both a category of things in their own right and something which can be hooked to Magic Items, Portals (doors), and Obstacles and Spaces. Altogether there are 15 different base spells available.

Each Magic Spell can be made to display a short three-line text message when it is invoked (providing the opportunity to explain to the player/character what is happening) and may be made to disappear after its first use. Here are the 15 base spells and what each does:

1. Kill All But an Owner of (you pick the thing from your Master Thing List). Don't be casual about how you employ such a spell in your adventures. It does just what it says, and no one wants to adventure in a world where death is too frequent and too often arbitrary and unexpected.

2. Summon/Banish Creature (you specify the creature, picking it from your Master Creature List). This can be used to banish all creatures present in the room where the spell is cast, or it can be used to summon to the room any creature on the Master Creature List. Banishment happens immediately. Summons will not be answered until the following turn. This spell may not be used on the world map. (Note: When you banish creatures, they take all their possessions into oblivion with them. Don't banish the creature who stole the key you need to get into the next room.)

3. Increase Magic Defense But Not to Better Than... (you pick from four possibilities). At its most powerful, a magic defense completely absorbs blows from normal weapons and reduces damage from magic weapons by half.

4. Decrease Magic Defense But Not to Worse Than... (you pick from four possibilities). The opposite of the previous spell.

5. Increase the Victim's... (you pick Constitution, Strength, Dexterity, Speed, Wisdom, Dodge skill, Parry skill, Armor skill, Melee skill or Missile skill). Traits are increased by 1 point, skills by 5. The effect of the spell is permanent—until the next spell is encountered, that is.

6. Decrease the Victim's... (you pick Constitution, Strength, Dexterity, Speed, Wisdom, Dodge skill, Parry skill, Armor skill, Melee skill or Missile skill). See the previous spell.

7. Change Power of Victim by... (you specify a number between -63 to +63). Because an individual's Power automatically changes in the direction of his Wisdom each turn, it does not matter whether you choose for the effect to be temporary or permanent. *All* changes to Power are temporary, no matter what the setting.

8. Change Life Force by... (you specify a number between -63 to +63). Like the previous spell, except Life Force does not decay when it is greater than Constitution. A permanent increase in Life Force can only be lost in battle or to another spell.

9. Give to Victim (you pick the thing from your Master Thing List). One use for this spell is to give a Magic Spell to a hero/player or a creature.

10. Display Long Message (up to 8 lines long, up to 32 characters per line). This spell is usually used with spaces and obstacles as a means of telling the player/character about a special occurrence or object or to give a clue.

11. Play music (you select from 30 different possibilities). Choices 1 through 12 are sound effects. Choices 13 through 30 are musical themes. The choices with "endless" in their titles (14 through 17) will continue to play until another music choice is activated. (See "Stacking Things on One Square" on page 40 for an example of an effective use of endless themes.)

12. Rid Room of Every Uncarried... (you pick the thing from your Master Thing List). A particularly fiendish use of this spell would be to attach it to an invisible object (one with no picture) which you place directly in front of a visible treasure, naming the treasure as the thing to rid the room of. Alternately you could use it to rid the room of a covering placed over a valuable object hiding underneath. (See the section called "Let There be Light" on page 40.)

13. Add to Room One (you pick the thing from your Master Thing List). Does just what it says. The effect is immediate.

14. Activate All Things at This Place. Especially useful for setting off a series of spells associated with items, spaces and/or obstacles stacked on a single square. See "Stacking Things on One Square" on page 39.

15. Do nothing. Use this when you simply want to display a short message at the bottom of the screen but don't want to do anything else. Since spells can't be dropped, it might also be used to give creatures or player/characters a characteristic they could not rid themselves of—a curse perhaps, which prevents passage through certain doors.

Some Special Things and Their Uses

The basic Fantasy, Spy/Mystery and Science Fiction construction sets all contain a few very useful special purpose things. Here's a listing of some of them, along with brief descriptions. For more information, see **Things Reference Guide** on page 34.

1. The Do-All Spaces and Obstacle—The Do-All-Walk Space is activated whenever someone walks on it and the Do-All-Bump Obstacle when someone bumps into it, and each will then activate, in order from top to bottom, whatever spells lie below it. The Do-All-Carry Space (a Custom Space, actually) works the same way, but is activated only by someone carrying a particular item (which you get to pick when you place one of these in a room).

2. The Music and Message Custom Spaces—When you place these in a room, you get to choose the particular text or music which will be produced when the space is activated—either by being walked on or by a Do-All spell above it.

3. The Rid the Room Custom Space—Place this one in a room and you get to tell ACS what to remove from the room when the space is activated. Its storytelling power lies in its association with the thing you name when you place it in the room. For a nice example of what can be done with a "Rid the Room" spell, see the discussion of "Let There Be Light" on page 40. (Note: If you check the basic sets, you'll find other custom spell spaces there as well—"Add to Room 1", "Increase Life Force", etc. Like the Rid the Room custom space, these let you pick the spell modifier when you place them in a room.)

4. The Flight Spell—If you use "Edit Thing" to take a look at this spell, you may find it hard to imagine what it's good for. By itself, it does nothing. But if you set some terrain to be "Open Only to Owners of Flight Spell", it becomes powerful indeed. (The same principle can be used, of course, for rivers open only to owners of a swim spell, a trick employed to get "Rivers of Light" off to an interesting start.)

5. The Decoder Custom Space—Available in the Spy/Mystery set, this variation on the message space described above will display text whenever a Coded Message is dropped on it. It's a good example of how a basic idea like a custom message space can be tailored with a picture and a different activation method to perform a very useful function in an adventure. The same trick was used to produce the Help spaces in "How to Play" in Aventuria.



General Construction Tips and Techniques

1. Do some browsing and planning before you start constructing.

ACS will let you begin the construction process with as much or as little as you like (down to "nothing but graphics") on your adventure disk. The advantage to starting with a basic construction set is the time it saves you in the creation of Master Thing and Creature Lists.

Pick one of the sets and spend some time browsing through the Master Lists to see what's available. Think about where you might use this powerful, aggressive enemy creature or that magical crossbow. Draw diagrams of your regions on paper so you can think about where you want to place things.

If you decide you need something not in the set or want to modify something that is there, you can use the "Edit Things", "Edit Creatures" and "Edit Graphics" options to create new items or change existing ones. In time you will wind up with new versions of the basic sets which have been modified to fit your own style, taste and adventure constructing ideas.

2. Pay attention to the pace of your adventure.

Some actions take the computer longer to perform than others. Be thoughtful about how you place these in your adventure. When a door leads to another region for instance, the program must go to disk for new information. Use such doors sparingly so that adventurers do not tire of waiting for the new information to appear.

Also pay attention to the order in which things occur. When a short text message is associated with a spell for instance, the message will be displayed before the spell itself is activated. Make sure your message makes sense if read *before* the spell takes effect.

3. Pay attention to the pacing of difficulty and frustration in your adventure.

If you make things too hard at the outset, no one will keep playing long enough to discover all the neat stuff you planted. Make sure you've given the adventurers enough success and mystery to hook them before you ask them to deal with your more fiendishly clever tricks and traps.

You might accomplish this by leaving a very powerful but breakable weapon in the first room adventurers will enter. Or you might orchestrate matters so that passing through an early door delivers a big temporary boost in Life Force or Power. Either of these actions will help adventurers make it through early perils without giving them too much of a permanent advantage.

4. Use the work you put into one adventure as a starting place for others.

To use an existing adventure as a starting place, begin with a disk containing that adventure and use the "Erase Part of the Adventure" option to get rid of the parts you don't want. (To find the "Erase Part of the Adventure" option, select "Construct an Adventure" and then select "Do More Detailed Work" twice.) You can erase the maps of the world and the regions, or the Master Creature List, or everything but the graphics.

You can also copy graphics from one adventure into another. Select "Copy Graphics From Another Adventure", then select the option you want and follow the instructions as they appear. You could use this option to copy a strange graphics set into an existing adventure. More to the point, though, you could use it to copy your own custom graphics set into each of a series of adventures.

5. Back up and date your work.

Good adventures are not constructed in a day. As you work, make a backup copy at the end of each session and put the date you did the work in the name of the adventure (e.g., "Superdungeon Oct. 15"). Doing this keeps you from trusting all your hard work to a single disk and makes it easy for you to figure out which version is the latest should you get confused about the disks.

Map Reference Guide

1) Draw World Map—The full map area is 40 squares by 40 squares. Only a 10-square by 15-square section can be on the screen at one time. The larger rectangle to the right of the map represents the whole map; the smaller grey rectangle inside of it represents the section visible on the screen.

The square on the lower right contains a picture of the terrain type that can be added if you move the cursor up into the map area and press the button. Moving the cursor into the menu and to the left brings a new terrain picture into the square. The name of the terrain type appears at the end of the second line. Whether the terrain is passable or whether it evokes a spell when crossed appears on the third line.

When you put a piece of terrain on top of existing terrain, the new replaces the old. There are 16 different terrain types available. To select a new name, picture, or travel condition or spell for any of the 16, see "Change Definition of Map Terrain" below. To learn how to put doors on the World Map, see "Adding Doors" below.

2) Change Map Name –Selecting this option lets you type in a new name (up to 15 characters long) for a map.

3) Change Definition of Map Terrain –Repeatedly select "Terrain #" to move the selecting highlight among the 16 possibilities. Select "Change Picture" to change the picture for the highlighted terrain type. (Both these options can be activated by moving the joystick either right or left to go forward or backward through the available choices.)

Select "Name" to type in a new name, and select the fourth option to determine whether and under what conditions the terrain may be passed over by players and creatures. If necessary, ACS will bring up the Master Thing List so you can pick an object or spell from it to complete your editing of the terrain type.

Terrain pictures are shown in groups of 4 so you can see what multiple-square patches of the terrain will look like when you're considering new pictures. If you want to modify one of the pictures or draw a new one, see **Graphics Reference Guide** on page 41.

Important! Terrain types 13-16 are portals (doors). See "Adding Doors" below for information about using them.

4) Movement Off Edge of Map Is/Is Not Permitted –Select this option to determine whether or not the map "wraps". If you permit movement off the edge of the map, the top edge and bottom one are treated as though they were joined to each other, and so are the right and left edges. Topologically, the three-dimensional shape a wrapping map corresponds to is a torus. (A doughnut is also a torus. Think about it.)

5) Move Entrance to the Adventure –Use this option to select the spot where all new adventurers will start regardless of when they are added to the game.

Adding Portals (Doors) –ACS considers terrain types 13-16 to be one-way doors regardless of their pictures or names. When you add a door to the world map, follow the instructions as they appear to say where you want the door to come out.

You may have up to 32 one-way doors on the World Map. Those same doors may also be used to mark the exit points of one-way doors which lead from inside rooms back to the World Map.

Using the same place to mark an entrance and an exit destination helps players make conceptual sense of the map. A door might represent the entrance to a city whose streets and shops are defined by the rooms in the region the door leads to. Making a one-way door lead from inside the region back to the same spot helps underline the notion that the region represents an extension of the world map.

You may also use 32 additional locations on the map as places where one-way doors come out. You can even have doors on the world map lead to other places on the world map (see the Boat in Aventuria, for instance).

Generally, you will not want to add doors to the world map until you have built the regions you want them to lead to. Moreover, because ACS will let you put down whatever you want, including impassable terrain, on top of places where one-way doors come out, you will not want to do a lot of map revision after you have designated a number of map locations as one-way door exits. You won't usually want to have players emerge from a region only to find themselves surrounded by mountains unable to move.

For information about "Editing Map Creatures", see "Putting Random Creatures in an Adventure" on page 33 in the **Creature Reference Guide**.

Room and Region Reference Guide

Each adventure can contain up to 15 regions and each region can contain up to 16 rooms. Select "Add Region" to build a new region, and select "Edit Region" to modify or add to an existing one.

Either choice leads to a menu which contains the options "Add Room", "Delete Room" and "Edit Room". (If you select "Edit Region", you will be asked to select the one you want to edit before these choices appear.)

1. Add Room –When you select "Add a Room", the room first appears as a small flashing square which you may move about on the screen with your joystick. Once you press the button, the joystick will make the square grow in size instead of moving it. You may use it to make a room up to 15 spaces wide by 10 spaces high.

New rooms may be placed anywhere you like so long as they don't overlap with existing rooms (but rooms may share a common wall).

2. Delete Room –This option lets you place the cursor in a room you want to get rid of and press the button to get rid of it. Note: If you accidentally delete the destination for a one-way door, ACS will banish all creatures who pass through the door and will place all player/characters who pass through it on the world map at the adventure's starting point.

3. Edit Room –Select this option and use the cursor to identify the room you want to edit, then select a choice from the new menu which will appear. The choices allow you to change the room's name and to add, subtract and edit creatures and things in the room.

4. Change Room Name –Selecting this option lets you type in a new name for the room.

5. Edit Room's Contents –Selecting this option brings a picture of the room to the screen along with a new menu of options. The options on the right let you pick things and creatures from your Master Thing List and Master Creature List, and they let you add those things to the room at the places you designate with the cursor. Use "Add Many Things" when you want to put down several copies of the same thing before selecting something else.

The top option on the left—"Delete Thing"—may be used to remove either things or resident creatures from the room. The selecting cursor will appear so you can pick the thing or creature you want to delete.

Selecting "Examine Room" lets you move the selecting cursor around, pressing the button when you want a description of the thing or creature at a particular spot. (Note: The Examine option will tell you if a spell at a location produces music or a sound effect, but it will not play the sound for you.)

"Select Wall Picture" lets you choose a new picture for the wall of the room. This is especially useful when you want the room to "play the role" of something else—a field, for instance, or a forest, or a mountain valley.

6. Adding Doors—When you use the "Add Thing" option to add a two-way door to a room, the program will only let you place the door on a wall shared by an adjacent room. When you use it to add a one-way door, follow the instructions as they appear to determine where the door comes out. Doors may lead to other places within the same region (or even in the same room), or to other regions, or to the world map.

7. Stacking Things on Top of Each Other—Unlike editing on the world map where new terrain replaces whatever old terrain it is placed on top of, you may stack many things in the same space in rooms. For more information, see "Stacks of Things" on page 39.

To learn more about the "Edit Resident Creature" and "Edit Random Creature" options study the Creature Notes section below.



Creature Reference Guide

You can have up to 128 creatures in a Master Creature List. Each can have its own unique combination of name, picture, traits, skills, battle equipment, behavior patterns and possessions.

Further, you can customize each of these characteristics for individual creatures after you have placed them in a room or instructed them to appear in a room or on the World Map. Thus, you might design a single leprechaun for your Master Creature List, yet have many leprechauns in the game, each with a different list of weapons and possessions.

1. Creating and Editing Creatures—To add creatures to your Master Creature List and modify ones already there, select "Construct an Adventure", then select "Do More Detailed Work" twice, and finally select "Edit Master List of Creatures".

2. Grouping Creatures in Categories—ACS lets you divide your Master Creature List into 8 smaller lists to make it easier to think about the kinds of creatures you have. The Fantasy builder set, for instance, has four lists containing persons (one for friends, one for enemies, one for thieves and one for neutrals), two lists containing beasts (one for hostile beasts, the other for neutral ones), one for evil beings (banshees, demons and the like), and one left open for a category of your own choosing.

To change the name of a creature category, select "Change Creature Class Names", then select the name you want to change and type in a new one. You pick the class a creature belongs to when you use the "Add Creature" and "Edit Creature" options. To learn how to make a creature behave like a friend, enemy, etc., see **Setting Creature Strategy** below.

3. Changing a Creature's Profile—Begin by selecting "Edit a Creature" and then the name of the creature you want or by selecting "Add a Creature". To change any item in a list of creature characteristics, move the highlight to that item with the joystick, then *simultaneously* hold down the button while moving the stick.

If the item needs typed input from you, ACS will ask for it. If the item is one where you can choose among 2 or more preset possibilities, repeatedly select the item to browse through the possibilities until you reach the one you want. If the item needs something from the Master Things List, it will bring up the list so you may select from it.

Use the last item in the profile list to determine how many copies of this creature ACS may put into an adventure when you use the "Let ACS Finish the Adventure" option. When picking resident creatures, ACS looks first for creatures which are limited in number. When assigning randomly appearing creatures, ACS looks for creatures which may appear many times.

4. Creature Traits, Skills and Possessions—You can set any of the trait and skill numbers anywhere between 0 and their maximum (see page 7). To calculate how much a creature or character's strength will let it carry, subtract Life Force from Constitution and divide by 2, then subtract your answer from Strength and multiply the result by 100. Individuals carrying more than half their maximum capacity will be slowed down.

Before you can ready a weapon or a piece of armor, you must add it to the creature's inventory with the "Change or Examine Possessions" option. Choosing the "Mimics..." option causes the creature to exactly mirror the opponents it encounters. (Note: If you set Speed to 0, the creature's name will not be displayed when it is its turn to move.)

Selecting "Change or Examine Possessions" lets you page through all the treasures, magic items, weapons and armor on your Master Thing List. Pressing the button highlights the item indicated by the pointer on the left side of the screen, and adds that item to the creature's inventory. If the item is already highlighted (i.e., already belongs to the creature), another will be added if an individual is allowed to own more than it already has. Otherwise, the item will be removed from the creature's inventory. Moving the pointer to the top or bottom of the list brings a new segment of the list to the screen. There are 4 segments in all.

Deciding what to give to creatures and how powerful, durable and skillful to make them is an art, not a science. Finally there is no shortcut for experience when it comes to shaping creatures to fit your adventure. In general, the higher the number in any category and the more potent the weapons and magic in the creature's possession, the more powerful and resourceful the creature.

But player/characters can themselves become more powerful and better equipped as they play. Thus, the effect on the game of a creature's power, possessions and goals depends upon where in the adventure it is encountered. A mean dude with maximum power and the magic sword to end all magic swords is not someone you want to run into just outside the main entrance, nor is a complete wimp worthy to face a powerful, experienced hero.

The three construction sets each contain a range of creature strengths and weaknesses in each category. Learn your way to good adventure constructing by experimenting with them. Place them in rooms or on the map, then play to see whether they have the effect you wanted for your adventure. If they don't, return to construction and edit them, then try them out again in play.

5. Setting Creature Strategy—Think of creatures as having personalities which shape their decisions. When it comes time for them to move, they look at the alternative possibilities, then choose a path or action that matches their personality.

Use the three items on the strategy line to set a creature's basic personality. Each item has two possible settings. Think of the last item—Friend/Enemy/Thief/Neutral—as determining four basic types, and think of the first two as a pair shaping that type's behavior.

A creature which is Aggressive and either Brave or unwounded (Life Force equal to or exceeds Constitution) will behave as a fighter. A creature which is Peaceful or which is both Cautious and wounded (Life Force is less than Constitution) will behave as a slinker. No slinker will attack or cast a spell.

When a creature's turn comes, each possible type will look for and pursue its targets in the order they are listed below.

A) A **fighter enemy** loves to attack player/characters and friends, and may attack neutrals and thieves it encounters on the way to its goal. It won't attack a fellow enemy. It will seek a player/character, an aggressive friend, a peaceful friend, an exit, an aggressive neutral or thief, a peaceful neutral or thief, or gold.

B) A **sinker enemy** will seek a peaceful enemy, an aggressive enemy, an exit or gold.

C) A **fighter friend** will seek an aggressive enemy, an aggressive neutral, a peaceful enemy, an aggressive thief, a player/character, or an exit. It loves to attack the first four categories, is willing to attack a peaceful neutral or thief, but won't attack a player/character or another friend.

D) A **sinker friend** will seek a player/character, or an exit.

E) A **fighter neutral** will seek an aggressive friend or enemy, an aggressive thief, a peaceful friend or enemy, a peaceful thief or aggressive neutral, a peaceful neutral, gold, or an exit. It is not averse to attacking anybody but prefers to attack player/characters, aggressive friends, peaceful thieves, and aggressive enemies.

F) A **sinker neutral** will seek an exit.

G) A **fighter thief** will seek treasure or gold, or an exit. It is willing to attack anybody in the way but will go around a peaceful enemy, friend or neutral, if possible. (No allegiance is shown to other thieves, however.)

H) A **sinker thief** will seek treasures or gold, or an exit.

Note: A creature who is damaged in a combat with a player/character will: 1) turn into a neutral if currently a friend; b) turn aggressive if currently peaceful; or 3) turn into an enemy if currently a smart (see next paragraph), aggressive neutral. For more information about creature movement, see the next two sections.

6. Creatures and Spells—Creatures are smart if their Wisdom is greater than 14 and dumb if it is less than 6. Creatures between those limits will act smart some of the time, and the higher their Wisdom rating, the greater the chance that they will do so.

Only smart creatures will cast spells or use magic items when they possess them, and even smart creatures will only cast spells when their Power is greater than or equal to their Wisdom.

Creatures will cast damaging spells only on their foes and beneficial spells only on their friends. If a creature casts a "Banish" spell, it will banish all creatures from the room except for itself. Creatures cannot cast the following: Do nothing, Rid room of all..., Add to room one..., Activate all things..., Display message, Play music.

7. Additional Movement and Behavior Rules

A) Creatures who reside in a room do not get a turn until a player/character enters the room. The player/character gets his or her turn first, but the creature then gets its turn even if the player/character leaves the room. In that case the creature may move toward an exit permitted to it (see next rule). Creatures may, therefore, "follow" player/characters into a new room

B) No creature will move onto any space or obstacle, including custom ones. Creatures will move onto doors only if the doors have no do-all, rid room or add to room spells associated with them, and lead to someplace in the same region.

C) Creatures will not pick up magic items, weapons or armor. All creatures, except friends and slinker neutrals, will pick up gold. Only thieves will pick up treasure.

D) Most creatures will go toward a less favorite goal if it is closer than a more desirable one.

E) A slinking, wounded creature will seek an exit.

F) Smart, powerful (Power greater than or equal to Wisdom) creatures will cast a spell on their selected goal if it is an individual and they have an appropriate spell. If they have more than one appropriate spell, they will use the one with the lowest item number. Smart, half-powerful creatures will use magic items in a similar fashion provided the objects are activated when used.

G) An overburdened creature will drop a magic item, a treasure, or gold.

H) A creature will ready an appropriate weapon. If it is "safe" (not next to a foe) it will ready a missile weapon if it has one. Otherwise it will ready a melee weapon if it has one. If it has more than one appropriate weapon, it will ready the one with the lowest item number.

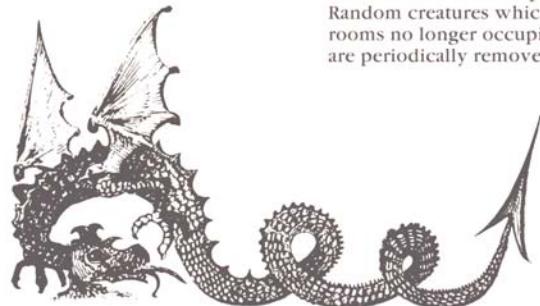
I) A fighter who is "safe" and has a readied missile weapon will fire if its selected goal is a foe. Note: fired missiles may hit anyone in the line of fire.

J) A friend who selected a player/character as a goal and who is next to the player/character will drop a magic item if it has one.

8. Putting Random Creatures in an Adventure—By selecting “Edit Map Creature” or “Edit Room’s Random Creature” you may instruct a creature to show up some times but not others in a particular type of terrain or in a particular room. This is particularly useful for creating events like the occasional appearance of a river god or of a ghost who sometimes haunts a corridor. It’s also a way of keeping the adventure fresh by giving players a chance to experience different challenges on different visits to the same room.

When a random creature appears on the map, the hero/player is drawn into a special area for the encounter. The borders of the area will match the map territory in which the player/character was travelling.

You can have one random creature list for the world map and one for each region in an adventure. Each random creature list can contain up to 8 creatures chosen from the Master Creature list (and customized, i.e. given different trait settings, possessions, etc.).



Each creature on the random creature list for the world map can be assigned to appear in a particular terrain type by repeatedly selecting the “Appearing in...” option. The percentage of the time that the creature will appear can be set for all random creatures.

The appearance percentage range for random map creatures is 0 to 60%. For room random creatures it is 0 to 75%. (The range can be set higher for rooms because adventurers typically spend less time in particular rooms than they do in particular terrain types on the world map. Also, the opportunity to add a creature exists before every move on the map, but it exists only upon entering a room in a region.)

Once you’ve added a random creature to a random creature list, you cannot remove it. But you can set its appearance percentage to 0 or edit it into a completely different creature. Random creatures will only be added to a spot in the room which doesn’t have a thing on it.

No more than 16 creatures can occupy a region at once. Once 16 are present, no new random creatures will appear and no creatures will answer a “summon creature” spell until someone leaves. Random creatures which have been added to rooms no longer occupied by a player/character are periodically removed.

Thing Reference Guide

A thing in ACS can be just about anything—a weapon or magic item a hero/player might pick up and use, a door leading from one place to another, a space fixed so that walking on it causes music to play, etc. And things can be made to masquerade as other things (even as terrain and individuals) to keep adventurers on their toes. You can have up to 128 things on an adventure’s Master Thing List.

1. Creating and Editing Things—To add things to your Master Thing List and modify ones already there, select “Construct an Adventure”, then select “Do More Detailed Work” twice, and finally select “Edit Things”. The profile of one thing in your Master Thing List will appear.

The options in thing profiles work just as they do elsewhere in ACS. Some must be repeatedly selected to bring up their various possibilities, while others will ask you to type in text or numbers. To add a new thing, select “Add Thing” and follow the instructions as they appear.

To work with a different thing already on the list, select “Edit Another Thing”. A new menu will appear along with a list of the things in one of the 13 different thing categories. Moving the joystick up and down moves the highlight from item to item in the list. Moving the stick right selects the highlighted item. Moving it left brings a new category to the screen.

Once you add a thing to your list, you cannot remove it, nor can you change the decision (which you made when adding it) about how many of it an individual may own. You can, however, edit it into a completely different thing within the same category.



The categories are Treasures, Magic Item, Missile Weapon, Melee Weapon, Armor, Magic Spell, Portal, Space, Custom Space, Obstacle, Custom Obstacle, Store, Room Floor. The options which you may set for each thing depend upon the category the thing is in.

2. Treasures—Treasures are perhaps the simplest of the things you can include in an adventure. You may set their weight (which determines how easy they will be to carry), their value (important for determining how much a store will sell them for and how much it will offer to buy them back), and whether they will disappear if dropped.

But even within this simplicity, ingenious tricks are possible. If you look, for instance, at the Magic Bag in the Fantasy builder set, you’ll notice that its weight is set to a negative amount. ACS adds the weights of all items in an individual’s possession when determining whether the individual is strong enough to carry everything without slowing down. Having something with negative weight means being able to carry much more than before without slowing down. Whoever finds that magic bag will be grateful indeed. (The same negative weight trick is also used for the horse in the Fantasy set.)

There's one Treasure you'll always find on a brand new list. It's called **Gold** and it has some special properties. Individuals are allowed to own as many of these as they can carry (25,000 pieces is the maximum, more than anyone could possibly carry unless you set the weight to 0). And you may not change the value from the preset value of 1.

Change the picture and name when you want to replace the gold standard with something different for a particular adventure. (Dollars, for instance, are used in the Spy/Mystery builder set, and crystite is used in the Science Fiction one.) Whatever the standard, by carefully setting the weight in tune with the strength you give to characters and creatures and the value you give to desirable objects, you build a basic economy for your world.

For example, consider a world in which gold weighs 1 unit per piece, individuals begin with strength of 12, and the magic sword to end all swords costs 1500. In such a world, a hero would need to be the beneficiary of some strength-increasing spells or the lucky finder of a magic bag or of some light, valuable objects (like jewels) before he or she could afford that sword.



3. Magic Items—Magic items are treasures with magic spells attached to them. The spell can be set to be invoked when the item is picked up and/or used and/or dropped. For a discussion of all the possible spells, see "Magic Spells" on page 22.

4. Missile Weapons, Melee Weapons and Armor—Missile weapons are those which can operate at a distance (bows, rifles, grenades, etc.). Melee weapons are effective up close (daggers, claws, clubs, etc.). Armor absorbs some of the force of blows against its wearer (chain mail, thick hide, shield, etc.).

Power (set between 0 and 31) is a measure of the damage a weapon will do or, in the case of armor, of the damage it will prevent.

Attack Adjustment (set between -35% and +40% for weapons and -65% and +10% for armor) combines with a player/character's weapon or armor skill to determine how likely it is that blows or missiles will hit their mark. The higher the positive attack adjustment, the more likely success will be.

Note: The attack adjustment for armor does not affect anything about blows struck against the armor. Instead it affects the success of its wearer with the weapons he is using. Think of it as representing how awkward and cumbersome the armor is. And think of armor skill as the ability to overcome the clumsiness of the protection so you can fight well while wearing it.

You might also use armor as a "cloak of skill" by setting its power to 0, so it doesn't ward off blows, while setting the attack adjustment to +10%, so it will improve its owners skill with weapons. Such a piece of armor might be called a "priest's protection spell" and could be set to disappear after the first use or to break easily (see next item).

Chance of Breaking (set between 0 and 15%) determines how likely it is that the weapon or armor will break when it is used. (Individuals automatically try to parry melee blows if they have a melee weapon of their own readied.) If you are using a weapon to represent some natural quality that it doesn't make sense that the owner would lose, be sure to set the Chance of Breaking to 0.

Magic/Not Magic determines how successful the weapon will be against magic defenses.

Select *Usable Only By Owner* for items like claws, teeth, fists, etc. If this option is set to *Can Be Used By Anyone After Owner Dies*, the weapon will appear when the body of the departed owner disappears. A player/character will not be permitted to drop an item that is usable only by its owner.

Range determines the number of spaces (horizontally, vertically or diagonally) that missiles will travel before their force is spent. (Note: missiles will not pass through Obstacles, but they can pass between two items which are diagonally adjacent to each other, if the shot is accurate.)

Thinking About Weapon and Armor Design—Like creature constructing, the design and placement of weapons in an adventure is an art, not a science. As a starting place, study the weapons and armor in the basic construction sets. Notice that the more powerful ones tend to have *negative* attack adjustments—that is, they decrease the likelihood of a successful blow and therefore require higher skill ratings if they are to be used effectively.

One good rule, then, is that the more powerful the weapon or armor, the greater the degree of skill which ought to be needed to wield or wear it. Another good rule is to avoid making super weapons (+40% Attack Adjustment, Power in the 10's or 20's) unless you want to guarantee a huge edge to anyone who finds them. Try placing and modifying different weapons in different ways, then notice their effect on the game when you play. In time, you will develop a feel for the kinds of weapon characteristics that best suit the kinds of adventures *you* want to design and play.

5. Magic Spells—Magic Spells are both a category of things in their own right and something which can be hooked to things (Magic Items), portals, and obstacles and spaces (including custom obstacles and spaces). Altogether there are 15 different base spells available. They are described in some detail beginning on page 22.

When a spell belongs to the Magic Spell category, it can only belong to a creature or a player/character, and it is invoked only when the owner casts it—and only then if he, she or it has enough power and/or luck to do so. (You may set the amount of power required to any number between 0 and 127.)

Each Magic Spell can be made to display a short three-line text message when it is invoked (providing the opportunity to explain to the player/character what is happening) and may be made to disappear after its first use.

When spells are invoked by a space or obstacle or by dropping an object on a space, they take effect at that space or obstacle. When they are cast or invoked by the use of a Magic Item, the hero/player chooses the target of the spell. (An exception: if a spell invoked by a dropped object applies only to an individual and it's dropped on a square next to the dropper, it will affect the dropper unless it's dropped on a creature.)

Magic Items which invoke spells upon being picked up take effect where they were, unless they apply to individuals. If they do apply to individuals, they act on the one who picked them up.

6. Portals—Portals (i.e. doors, passageways, tunnels, time windows, etc.) may invoke a spell (which you pick) whenever they are passed through. Alternatively, they may simply allow passage from one room to another (or even to another region or to the world map). And if they are not set to invoke a spell, they may be set to allow passage only to those who own or don't own a thing you pick from the Master Thing List.

Portals may be designated as normal two-way doors or as one-way, no-return passages.

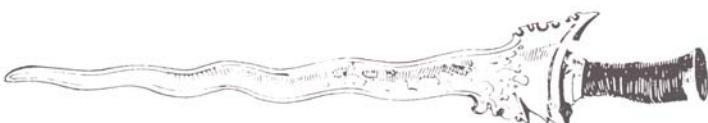
Two-way doors can only be used to provide passage between rooms which share a common wall. One-way, no-return passages can be made to lead anywhere within the region they start in, or anywhere on the map, or anywhere in another region. When you install them, the program will prompt you through the process of setting where they come out.

Whenever you make passages lead from one region to another, or to and from regions and the map, ACS must go to the disk for new information. Use such jumps by all means, but to keep the pace of your adventure brisk (and because jumps from one region to another can be very disorienting), use such passages sparingly.

If a Portal is set to bar passage to all carrying or not carrying something, it may also be set to display a 3-line message explaining why passage is blocked. You may type in any message you want. You may also set the blocked passage so it will destroy the object named when you pass through it—a nice little way to set a chasm so it can only be crossed by a rope which breaks after delivering you to the other side.

Don't forget that you can have any picture for a door that you like. For a delightfully puzzling use of that fact, see the room where the whole wall seems made of doors and the adjacent one where there seems to be no door at all in the Land of Aventuria mini-adventure called "Deep Dank Dungeon".

7. Spaces and Custom Spaces—These things offer a way to put spells and barriers within a room without using a door. Like doors, Spaces and Custom Spaces can be made to invoke any spell, or they can be set to bar passage—and say why—to any player/character carrying or not carrying anything you pick from the Master Thing List. In addition, a Custom Space can be made to invoke a spell if a thing you specify is dropped on it.



A Custom Space is like a wild card. It lets you choose which characteristics you want in common for every copy you put down, and which ones you want to vary each time you put a copy down. The Help spaces (marked with a big H) used in the "Land of Aventuria" adventures on your ACS disk offer a good illustration of the usefulness of Custom Spaces. By creating the Help space as a Custom Space, the tutorial designers were able to give you a symbol you could depend on for helpful information and still give you different information each time they used the symbol.

A Custom Space can also be used as a "vending machine", a place where an individual can drop one thing and get back another. To create this effect, set line 5 to "Invoke Spell When Thing Dropped Here" and pick the thing you want to use as quarters ("Gold," perhaps). Then set line 7 to "Add To Room One...", and pick the thing you want the machine to dispense (anything from a candy bar to a magic sword). Since this is a Custom Space, you must pick either the thing to be dropped or the thing produced when you put this trick into the room.

There is one limit on Custom Spaces. While they can be associated with both a spell and a thing (if they contain a spell evoked by dropping a particular item, for instance), you cannot wait until placing them in a room to pick *both* the spell and the thing. One or the other must be specified during construction of the Custom Space. (Note: ACS will not use any Custom Spaces when you use the "Let ACS Finish the Adventure" option.)

Spaces and Custom Spaces are wonderfully versatile props. Turned into beds and chairs with the appropriate spell attached (Increase Life Force), they can be made to heal all who "rest"

upon them (i.e., move onto them). As "costumes", they can masquerade as any thing or terrain type, creating puzzles for the adventurer where things are not what they seem.

You might, for instance, make a space called "invisible cover" which is the same color as the floor. By placing this item on top of other things in a room, you could then hide those things from view. You might then make a Magic Item which invokes the spell "Rids the Room of All Uncarried Invisible Covers" when it is picked up. Picking up the item would then have the effect of making visible any item covered by an invisible cover.

For more uses of Spaces and Custom Spaces, see "Stacking Things on One Space" below.

8. Obstacles and Custom Obstacles—To make a place in a room or on a map impassable to everyone under all circumstances, put an Obstacle there (like a table or a mountain). If you want the obstacle to be temporary, set it to disappear after the first time it's bumped into.

You may also associate a spell with an obstacle so it will be invoked whenever a player/character bumps into the obstacle. If you want to be able to choose a different spell modifier each time you put a copy in a room—a different text message, perhaps, or a larger or smaller increase in Life Force—use a Custom Obstacle.

The treasure chest used in the "In a Nazi Castle" mini-adventure is an example of the usefulness of Custom Obstacles. The designers were able to leave immediately recognizable treasure chests throughout the adventure, yet put a different treasure (with the "Add to Room One..." spell) in each one.

Like Spaces, Obstacles are remarkably flexible props. Obstacles with no associated spell are useful for decorative detail, for making mazes with walls within rooms (see the "Land of Aventuria" mini-adventure called "Deep, Dank Dungeon"), and for making red herrings—items which *look* like they might be worth investigating but which adventurers discover to be simply obstacles if they spend the moves necessary to check them out.

9. Stores and Room Floors—Stores and Room Floors are not very editable, but they are especially useful. You may pick the picture for each, and you may have only one of each per Master Thing List. The picture you assign to Room Floor will be used for the floor of every new room you create. ACS will not add any Stores to the adventures it creates when you use the "Let ACS Finish the Adventure" option.

When you place a store in a room (you may add up to 1 per region while editing a room's contents), your things list will appear so you can select the store's inventory. You may pick from among the treasures, magic items, weapons and armor in your list. How many you can have in inventory for each item depends on what you chose for the "No one may own more than x of these" option. Just keep pressing the joystick button over an item to discover whether you can have only 1 or up to 3 of it in stock.

Stores know the value you have assigned to things in the adventure, and they compute all transactions accordingly. Stores will also buy back items at a reduced rate. The smarter a player/hero is (i.e., the higher his or her Wisdom rating) the better the deal.

10. Stacking Things on One Space—You may have more than 500 different things in each region in an adventure, and if you wished, you could stack them all on a single square in one room. And though you are not likely to go to that extreme, you will find stacking things on top of each other very useful for creating various special effects.

When you create a stack of things, it's important to remember that the thing on top (the *last* one you put down) will be executed first. Also, if a "Rid the Room of All Uncarried..." spell names an item in a stack, that item will also be removed when the spell is cast. And finally, an "activate all things" spell activates only spells in the stack. Here are some special effects you can create with stacks of things. Each stack is listed from top to bottom.

A) *Disease*—This stack is both simple and deadly: 1) "Activate All Things..." Space; 2) "Increase Life Force by 10 Temporarily" Space; 3) "Decrease Life Force by 10 Permanently" Space.

The adventurers leave the square the stack was on with the same amount of Life Force that they entered it with, but now 10 units of that Life Force will tick away at the rate of 1 unit every few turns—about twice as fast as Life Force regenerates when less than Constitution.

Four such diseases would be enough to kill an adventurer. The rate of decay would be too great for rest to overcome.

B) *Using Endless Music Themes*—Whenever you use the "Let ACS Finish the Adventure" option, it always places the goal of the adventure on top of a stack designed to give you musical accompaniment while you read the congratulatory message for successfully completing the adventure. This "success stack" contains 1) the treasure/goal; 2) an "Activate All Things..." space; 3) a "Play Music" space set to play the endless theme which matches the music mood for the adventure; 4) a "Display Message" space set to display a congratulatory page of text; 5) a "Play Music" space set to play the short fanfare.

After the player/character picks up the object, and then moves onto the space, the Do-All spell puts everything in motion. The music starts to play. The message appears as the music continues. When you press the button again, the short fanfare plays, ending the "endless theme" in the process.

C) *Let There be Light*—Here's how to create the effect of shining a light into a dark room. Place objects in the room and cover them with "Invisible Covers". Then put the following stack at the room's entrance: 1) an "Activate All Things..." Space; 2) an "Open only to owners of a lantern/Rids the room of all uncarried covers" Custom Space set to display the message, "Your light shines into every nook and cranny"; 3) an "Open only to those who don't own a lantern" space set with a do nothing spell which displays the message, "You can walk forward, but it's quite dark here".

The Do-All Space lets both passage conditions shine through but continues only with the spell that was actually invoked. Player/characters not carrying a lantern receive the message that it's dark. Those carrying a lantern are told that light is shining into the room and they see items appear.

The messages play a crucial role in this trick, by the way. By persuading adventurers that they need a light, it sets their expectations so they'll accept what they later see as the result of light being shined into darkness. In good adventures, messages often work in this fashion. Your ability to get adventurers to buy into the fantasy you create depends greatly on how clever you are at using messages to plant ideas you can play on later.



Graphics Reference Guide

You can have 3 "pages" (screens) of pictures with up to 16 pictures on the first page, up to 48 on the second and up to 46 on the third—a total of 110 pictures in all.

The third page in the set is reserved for pictures of creatures—that is, you may choose pictures from it only when selecting pictures for creatures. The pictures from the first two pages can be used for anything—terrain, things or creatures. Unless you make a change with the "Change Definition of Map Terrain" option (in the "Edit World Map" group), the 16 pictures on page 1 are used by ACS as the world map terrain pictures.

Selecting a Picture to Edit—Moving the cursor back and forth along the "Edit Another Picture" line at the bottom moves the selecting bars among the pictures on the page. The picture being selected by the bars is displayed just above the menus. If you want to draw a brand new picture, select a blank space on the page. To choose a different page, select "Edit Another Group of Pictures".

Drawing—Move the cursor up into the magnified version of the selected picture. Hold the button to put down a block of the color currently outlined by the selecting box. If you draw on top of colors different from the one you're using, the new color will replace the old. If you draw on top of the same color, the color will be replaced by the currently selected background color (the top left one of the four currently available color choices).

Selecting a Different Color—Selecting "Draw Another Color" moves a selecting rectangle among the four currently available color choices. Selecting "Change Paint Color" changes the color in the selecting rectangle. Changing the paint color in the top left choice changes the background color. Any change in paint color will affect all pictures using that color.

Erasing a Picture—To erase a picture, select the background color (top left of the four possibilities), then draw over everything with that color.

Note: To draw pictures which won't blur into adjacent pictures when you use them, use only the background color for the bottom and right edges of the picture.

Appendix

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"Rivers of Light"

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About Stuart Smith

If Stuart Smith were only interested in philosophy, history and religion, he might have become a historical novelist. But his interest in logic, mathematics and computer science was destined to draw him to a new medium—the microcomputer screen—for the expressions that might otherwise have found themselves in books or scripts.

His B.A. is in physics and his M.A. is in mathematics. His programming experience includes complex business applications (an inventory project for a large winery, for instance, designed to help them take into account the different aging requirements and inventories of different parts of a blend and calculate how much of the blend they could have available, when, at what cost) and such delights as *Ali Baba and the Forty Thieves* (now being translated into Japanese) and *Return of Heracles*.

In 1973, Stuart chose the life of an independent programmer in order to pursue his many interests, especially including his desire to be an integral part of his family's daily life.

Index

Across the Delaware! 13
adding characters 6
Alice in Wonderland 13
armor 8, 35
asking ACS to finish an adventure 16-18, 30, 38, 39, 40
automatic adventure generation 16-18, 30, 38, 39, 40
backing up adventures 26
characters
 carrying capacity 30
 how to add 6
 how to create 6
 how to retire 6
combat 8, 31-33, 35-36
constitution 7
creatures
 adding resident ones 20
 adding to the Master Creature List 21, 29
 movement decision rules 31-33
 traits 30
 adding random ones 19, 20, 33
 editing 19, 29, 30
Deep, Dank Dungeon 13
dexterity 8
dodge skill 8
dropping objects 6, 10
dying 6
erasing parts of adventures 26
fighting, how to 8, 31-33, 35-36
graphics, editing 22, 41
healing lost Life Force 6, 7, 10
help squares 9
How to Play/Agent 00111 13
In the Nazi Castle 13
Land of Aventuria adventures 13
life force 7
life force bar 10
magic items 35
magic spells 22, 36
magical defense 8
making an adventure disk 3
master creature list 29
master graphics set 41
master things list 34
melee skill 8

missile skill 8
mood 16
movement bar 4
music 23, 24, 40
obstacles and custom obstacles 24, 38
parry skill 8
picking up objects 4, 9
player movement 4
player/characters—see characters
power 7
power bar 11
regions
 adding 20, 28
 editing 20, 28
resting 6
retiring characters 6
Rivers of Light 14
room floors 39
rooms
 adding 20, 28
 deleting 20, 28
 editing 20, 28
Sam Club, Private 1 13
Save the Galaxy! 13
saving games 6
size 8
sound effects 23, 24
spaces and custom spaces 24, 37
special effects 22, 24, 38, 39
speed 7
spells
 descriptions 22
 how to cast 6
stacking things in rooms 39
stores 39
strength 8
terrain editing 19, 26
text messages 23-25
treasures 34
using magic objects 6
weapons 8, 35
wisdom 7, 32
world maps 19, 26

Acknowledgements

The creators of the mini-adventures in the Land of Aventuria and the basic construction sets would like to thank the following for permission to use characters and things which they created:

Fantasy Art Enterprises for characters from "Booty and the Beast".

Free Fall Associates® for characters from "Archon", "Adept" and "Murder on the Zinderneuf".

Paul Reiche III, Evan Robinson and Nicky Robinson for characters and things from "Mail Order Monsters".

Ozark Softscape for characters and things from "M.U.L.E."

Mike Edwards for characters from "Realm of Impossibility".

