

Reedy Software

# MAGE QUEST CONSTRUCTION SET

By BRIAN MIQUEL

FOR USE WITH ADAM™  
AND Mage Quest

## MAGEQUEST CONSTRUCTION SET

By Brian Miguel

*Utility for making Solo Adventures for use with MageQuest*  
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### INTRODUCTION

In a dark vestibule deep within the bowels of Enteon's Dark Castle, you stare into a crystal ball which shows you images of that accursed Mage tramping through the castle recovering the Master's Wards of Power. The Lord of Dire's wrath will come down on you, his chief caretaker, when he learns of this. He will send his foul minions after you! Undead Skulls! Shadow Spirits! Fiend Frogs!

You realize you can't let Enteon's treasures fall into the Mage's hands. What can you do? You open up an old crust book, the title page of which reads:

Ingenious Spells of Construction  
By Enteon, Lord of Dire

You read over the spells, memorizing them. Now you can design dungeons, monsters, and Wards all your own. Ahh, the Master would be proud...

### MAKING A BACKUP

The first thing you should do before using this package is to make a BACKUP copy of it. To make a copy, simply use any "image backup" backup utility (like our own KopyKat program). If you don't have a backup utility, you should get one, because it's important that you make backup copies of all your valuable software. Once you have made a working copy of MageQuest Construction Set, use that medium only; store the original medium in a safe place.

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**MAGEQUEST CONSTRUCTION SET IS A MULTI-LOADING PROGRAM.**  
Do NOT remove the medium from the drive unless prompted to  
(as when you're loading or saving Solo Adventures).  
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### HOW TO LOAD MAGEQUEST CONSTRUCTION SET

You'll be happy to know that MageQuest Construction Set is auto-loading. Simply insert the medium into the drive and pull COMPUTER RESET and the program will begin loading.

We've tried to make this manual as complete as possible but in the event of updates, enhancements, or last minute changes, we will put a file called READ\_ME on the DDP or disk. This file (if it exists) can be read by loading it into ADAM's built-in word processor (SmartWriter).

## THE PROGRAM

MageQuest Construction Set allows you to create Solo Adventures of your very own for use with the MageQuest graphic adventure game! Create original monsters and wards or choose from a built-in set of each. Design the layout to a Solo Adventure, up to 196 rooms! You can also "lift" monsters, Wards, and even layouts from other Solo Adventures (even those in the Solo Adventure Packs)! All this in an easy-to-use graphic construction set.

## THE CONTROLS

The MageQuest Construction Set program is based upon a universal cursor much like that of the Apple Macintosh. This appears as a red arrow throughout the program; just use the joystick to move the arrow to the option you wish to choose and press the left controller button to activate that option. This is the general rule, but more specific controls will be explained in the appropriate sections. Also, most menus include a *Previous Menu* option which will take you back to the last menu--allowing you an exit from various operations.

## GETTING STARTED

Place the arrow over **Start** on the title screen and press the controller button to begin. Once loaded, the first menu with two options appears:

***Design a New Solo Adventure*** - This first option will call up a second menu consisting of ***Design The Layout***, ***Design The Monsters***, and ***Design The Ward***. Each of these options are detailed in their own sections.

***Edit or Save a Solo Adventure*** - This option will load the save/load portion of the construction set. Once loaded, you are presented with options to ***Edit a Saved Solo Adventure*** (load an entire Solo Adventure into memory or just "lift" portions of it) or ***Save a Solo Adventure*** (save to a new medium or to a collection). Each of these options are detailed in their own sections. It should also be noted that all drive operations are done with the #1 drives (disk drive #1 and data pack drive #1).

## DESIGN THE LAYOUT

The *Layout* is the map of the Solo Adventure, which is a grid of a maximum of 196 rooms (14 x 14 square). The layout screen consists of a large square to the left (this represents the entire layout of all the rooms), a smaller square to the right (representing the individual room you will be working on), options at the bottom, and the following icons on the right of the screen:

- |   |                          |   |  |
|---|--------------------------|---|--|
|   | - Left/right open door   | } | Can be placed in any combination in a room.  |
|  | - Top/bottom open door   |   |  |
|   | - Left/right locked door | } | Only one of these can be placed in any given room (i.e. a room can contain only one of these). |
|  | - Top/bottom locked door |   |  |
|   | - Spell                  |   |  |
|  | - Slow monster           |   |  |
|   | - Medium monster         |   |  |
|  | - Fast monster           |   |  |
|   | - Key                    |   |  |
|  | - Ward                   |   |  |
|   | - Start                  |   |  |

To use an icon, position the arrow on the icon, press (and hold) the controller button, and "drag" the icon to the appropriate area on the smaller square (the room).

To place a finished room on the layout grid, place the arrow on **Place Room** and press the button. Next, move the arrow to the layout square (notice that the arrow changes to a square), position the room and press the left controller button to place it (press the right controller button to erase). Move the cursor past the grid edge and the arrow will reappear.

To clear the room square, select **Clear Room** with the cursor. Selecting **Done** will place the layout in memory and return to the second menu.

### Layout Notes:

- For trap rooms, simply place an empty room with no doors. Make sure that the rooms surrounding traps or the ward room have doors leading into them.
- The color of the rooms once placed on the layout grid will determine its contents.

- When placing the room containing the Ward, the program will place the room with no open doors, regardless of any doors you may have placed. This is intentional so you can not leave the room once you get there (in MageQuest).
- Regarding monsters: a slow monsters can be outrun (avoided without a spell), but medium and fast monsters can not (they require a spell).
- You can only place one starting room (containing the START icon) per layout. If you place one after already placing one somewhere else, the program will replace the first one with an empty room.
- You can place spells in rooms, but you can not determine its type (death, freeze, or fear): That is done randomly by the MageQuest program. Monster type is also done randomly by MageQuest (you DO select the monster speed, however).

## DESIGN THE MONSTERS

This portion of the construction set presents the following options:

**Pick From Built In Set** - This option will display the ten built-in monsters you can choose from to put in your own Solo Adventures. Bring the arrow to a particular monster and press the controller button to see the monster animated. Choose the *Use This Monster* option and the screen will change and show you the four chosen monsters (two sprites each) and ask you to assign the monster. To assign a monster, put the arrow on the one you want and press the button. Once assigned, the options will change (see Display Chosen Monsters).

**Design From Scratch** - This option will present two grids: one for each sprite that makes a monster. Each sprite is a little different so that, when they are switched, the illusion of animation is achieved. Each sprite is made up of dots in a 16 x 16 grid. Move the arrow into the grid to change it into the grid cursor. When in the grids, the left controller button will draw/erase a square; the right button will transform the grid into the sprite displayed below it. As for the options: *Color* will change the color of the sprites, *Use It* will allow you to name the monster (use the keyboard) and then assign it, *Test Animate* will show you how the monster will be animated by MageQuest.

**Display Chosen Monsters** - This option will show you the four monsters you have chosen (or grey squares if unassigned). If you choose the **Graph a Monster** option, you will be asked *Which One?*: Put the arrow on the monster and press the controller button (see *Design From Scratch* above).

## DESIGN THE WARD

Designing the Ward is similar to designing a monster. Upon loading, you will be presented with the following options:

**Pick From Built In Set** - This option will display the ten built-in Wards that you can use in your Solo Adventures. To see the name of a particular Ward, position the arrow over the Ward and press the controller button. Once you have decided on (and selected) the Ward you wish to use, select the **Use This Ward** option. The *Display Chosen Ward* screen will now appear.

**Design From Scratch** - Again, this is much like the monster design screen. The only difference is that there is only one sprite to design and therefore there is no *Test Animate* option. Refer to *Design the Monsters From Scratch* section for control details.

**Display Chosen Ward** - This option will display the Ward and name you've given it. The **Graph the Ward** option will take you to the *Design From Scratch* screen.

## EDIT A SAVED SOLO ADVENTURE

This part of the construction set allows you to load all or parts of a previously saved Solo Adventure. After selecting this option, you will be asked to *Insert and Identify Medium* (data pack or disk) which contains the Solo Adventure. **Be sure to insert the medium first, before choosing.** Next, you will be shown a list of all the Solo Adventures on that medium and asked to pick one. Bring the arrow to the one you wish to load and press the controller button.

You will now have the following options: **Lift the Monsters, Lift the Ward, Lift the Layout,** and **Load this Solo.** The

Load this Solo option will, of course, load the entire Solo Adventure. Each of the "Lift" options will only load those specific parts of the Solo Adventure into memory (so, for instance, if you had designed your own Solo Adventure, you could load the monsters from another Solo Adventure rather than make your own). Remember, when you lift or load anything, you can go back to the design portions of the construction set and edit them.

### SAVE A SOLO ADVENTURE

Whether you've loaded a Solo Adventure or designed one from scratch, you can save it to data pack or disk with this option. The menu here gives you two new options:

**Save to New Medium** - This is the option to choose if you are using a medium that has no Solo Adventures already on it. You'll be asked to *Name This Solo Adventure* and told to *Insert and Identify Medium*. **Be sure to insert the medium first, before choosing.** The program will then save the appropriate files to the medium.

**Save to a Collection** - If there is one or more Solo Adventures already on the medium, this option will allow you to add to the collection. Any given medium can hold up to six Solo Adventures. As with above (in *Save to New Medium*), you'll be asked to *Name This Solo Adventure* and told to *Insert and Identify Medium*. **Be sure to insert the medium first, before choosing.** Next, the program will display all the Solo Adventures on the medium and present you with a couple of options: **Add on as Next Solo Adventure** is pretty straightforward: it will immediately save the Solo Adventure to the collection. The second option, **Save Over a Solo Adventure** will replace an existing Solo Adventure with the one in memory. You will be asked *Which One?*; select the appropriate Solo Adventure and it will be erased and the Solo Adventure in memory will take its place in the collection.

Once the Solo Adventure is saved, you will be presented with an updated list of the Solo Adventures on that medium.

*Have fun making your own Solo Adventures!*

## 90-DAY LIMITED WARRANTY

Reedy Software warrants to the original purchaser that this ADAM Digital Data Pack or disk will be free of any defects in material or workmanship for 90 days after the date of purchase under normal use.

Reedy Software will replace this Digital Data Pack or disk free with the return of the damaged medium, this manual, and dated invoice or receipt within the 90 day warranty.

If your Digital Data Pack or disk requires repair or replacement after the 90 day warranty, please return the damaged medium, this manual, and payment of \$5.00 to Reedy Software for a speedy replacement.

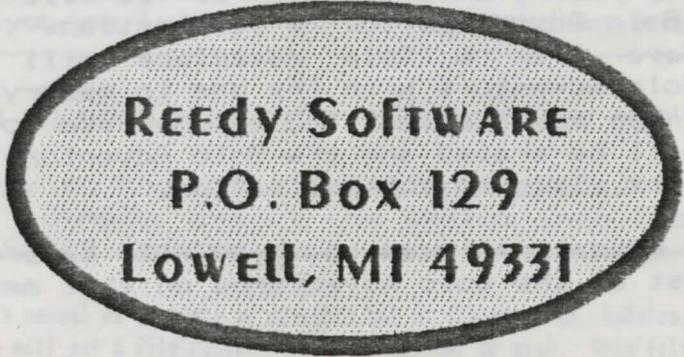
Please include a letter with all returns explaining in detail the problem.

The finished Solo Adventures you create with MageQuest Construction Set can be freely distributed. Please keep in mind, however, that both MageQuest and MageQuest Construction Set are fully copyrighted. It is illegal to distribute copies of these to other people. Please respect our rights--thanks!

MageQuest and MageQuest Construction Set concept, graphics, and program by Brian Miguel. The programmer would like to acknowledge and thank DATA DOCTOR (whose SmartBEST sound commands were utilized in the preparation of this package) and DIGITAL EXPRESS (whose FontPower program was used in designing the fonts for this package).

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