

Adventure Construction Set

GETTING STARTED

It's important that you have a blank, formatted disk on hand before you begin play. Once you load the game, the demo begins. Click the mouse buttons, the joystick button, or press any key to end the demo.

Apple - Insert the program disk in drive 1 and turn on your computer. If you have a IIc, you'll be asked if you have a Cricket sound peripheral. You're then asked if you have two disk drives and how you want to control the program. If you choose keyboard, use the cursor keys (or the IJKM keys on a II plus) and the space bar.

Amiga - If you don't have an initialized disk, insert a Workbench disk and create one, then reset. When "Insert Workbench Disk" screen appears, insert the ACS disk. Press F6 if you have only one drive. If you have a joystick, plug it in to port 2.

Commodore 64 - Turn on the disk drive and the computer and insert the ACS disk. Type `LOAD "EA",8,1` and return.

IBM, TANDY (or compatible) - There is no joystick or mouse option. Floppy disk users: Your ACS disk is unprotected. You may make a working copy of the ACS program disk and boot from your working copy. Boot your computer with DOS 2.0 or greater. Put your ACS disk in drive A and type `"A:"` (enter), then `"ACS"` (enter).

Hard disk users - To install, put the ACS disk in drive A and type `"A:"` (enter), then `"INSTALL C:"`. (If your hard disk isn't drive C, replace C with the correct drive letter.) To play, type `"CD VACS"` (enter), then `"ACS"`. Do not use `"Copy Your Adventure Disk"` from the ACS Main Menu. Instead, to start a different adventure without losing the one in progress, exit from game play, then at the `C>` prompt type `"CD VACS"` (enter), then `"COPY ADVEN.HRD filename"`. "Filename" is your choice of eight or less letters by which to remember that game. (ADVEN.HRD is the file created when you select "Make an Adventure Disk".) To reload that game, type `"COPY filename ADVEN.HRD."`

HOW TO PLAY THE ADVENTURES ON THE ACS DISK

The ACS Main Menu should now be on your screen. The first time you use ACS you will need to Make An Adventure Disk. A separate adventure disk is needed for each adventure.

1. Making an Adventure Disk - You need your ACS disk and a blank formatted disk (or one with information you no longer need). Select **Make an Adventure Disk**. Pick either **Rivers of Light** or **Aventuria** and follow any prompts that appear. (Note: This takes about 5 minutes on the Apple and 20 on the Commodore 64. If you're using a single disk drive, you'll need to do several disk swaps.) Playing an adventure changes it, so be sure to make a copy of it before you play. Select **Copy Your Adventure Disk** from the Main Menu.

2. Creating a Character - Select Play an Adventure, then Create a New Player. Choose a picture to represent your character and your adventure begins.

3. Reading the On-Screen Status Reports - The text across the bottom of the screen changes as you play. The top line in the bar has the name of the character or creature whose turn it is and the name of the area it's standing in. Below is a message which tells how to proceed. On either side are bars which show the character's status.

4. Moving your Character -

Apple - Push the joystick in the desired direction, or use the keyboard as if you were using the cursor.

Amiga - While the mouse/joystick button is held down your character will move toward the X-cursor.

Commodore 64 - Push the joystick in the desired direction.

IBM/Tandy - Use the cursor keys to move around. You may also use 2, 4, 6, and 8 on the numeric keypad for down, left, right, and up, and 0 (or the Insert key) for the joystick button. "Ctrl G" turns the sound on and off.

The bar on the left side of the screen shortens with each move and also as time passes. When the bar is gone, that character's turn is over. If you try to move onto a square with impassable terrain or an obstacle, your character won't move. If you move onto an object that you can pick up, you're told the name of the object being added to your list of possessions. (A "Sorry, but you can't carry more of those" message sometimes appears. If you need to pick the item up in order to move, drop the one you're carrying first.) If you move into a creature and you have a melee weapon, a battle is initiated.

5. Exploring the World of an Adventure - Different sections of the map scroll into view as you move. The world map can cover an area of 40 x 40 squares, but you'll only see 10 x 15 squares at a time. Scattered about the world map are doors into regions within the map.

6. Things You Can Do During Your Turn - If you press your button when it's your turn, a menu of additional options appears:

Move - Removes the menu so you can move your character.

Rest - Restores some Life Force to a wounded character.

Fire - Fires a missile weapon you're carrying.

Use Object - Invokes a magic object you're carrying. Magic objects always work, but some must be dropped instead of used to be activated.

Drop Object - Drops a possession to see if it's magic or when you want to stop carrying it. Also lets you put it on a particular square you're adjacent to. If you use this on the world map, the object you drop will be lost forever from that adventure. If you drop an object directly on top of your character, it will appear when you move off the square unless it was set to disappear when dropped. If it's a magic item which is activated when dropped, you'll be the beneficiary of the magic spell.

Use Power - Casts a spell you possess. The greater your power, the greater the chance that spells will work.

New Weapon - Readies a weapon for use. Picking up a weapon automatically readies it.

New Armor - Puts on or readies a piece of armor you're carrying.

Profile - Displays your character's traits, skills, and list of possessions.

Add Someone - Adds a character to the adventure. Up to 4 can play at once. A character added from another ACS adventure comes with its traits and skills intact, but without its possessions. For IBM (and compatible) hard disk owners: to copy a character from another adventure, that adventure must first be copied onto a floppy. Before you boot up the game, from the C> prompt type "COPY file name A:ADVEN.FPY".

Retire - Saves your character for later use or removes it altogether.

Save Game - Saves an adventure in progress and continues play. It is automatically invoked when you enter or leave a region (except on the Amiga). If your character dies during a game, you can reincarnate it at the point where you last used Save Game.

7. Some other machine-specific instructions:

Apple - To pause, press the button to bring up character options, but don't choose anything until you're ready to go on. When music is playing while text is displayed, press the button (or space bar) twice to continue. Entering text: the right/left cursor keys move the cursor within the text line; the Return key moves the cursor to the next line; the Delete key on the Ite and Iic backspaces and deletes.

Amiga - To pause during the game, click the Wait option, and click again to restart the game. Entering text: the right/left cursor keys move the cursor; the Return key moves the cursor to the next line; the Delete and Backspace keys erase characters to the left; the F1 key erases all the text.

Commodore 64 - To pause during the game, bring up the character options but don't choose any until you're ready to proceed. Entering text: the right/left cursor key moves the cursor right and the Shift plus right/left cursor keys move the cursor left; the Return key moves the cursor to the next line; the DEL key backspaces and deletes.

IBM, TANDY (or compatible) - Entering text: the right/left cursor keys move within the text line; the Enter key moves the cursor to the next line; the backspace key backspaces and deletes. Floppy users, while using Copy an Adventure: If your disk drive spins for ten minutes without result, reboot, re-format the disk on which you wish to save your adventure, and try again. To exit from game play: first press the INS key, then select the "Save Game" option, then press the INS key again, then press the F1 key, then wait for the current turn to finish. When you see the full screen menu, you may turn off your computer, or put in a DOS disk and type Ctrl-Alt-Del to reboot.

SUMMARY OF TRAITS AND SKILLS

Each character has values assigned to certain basic traits and skills. These values determine how the character moves and fights, how durable he or she is in battle, and how powerful he or she is with magic. (Note: ">" next to an item signifies a higher-than-average rating and "<" signifies a lower-than-average one. On C-64 and Apple look for the "_|" or "-|" symbol.) Ratings change as your character gains more experience.

TRAITS

A normal starting range is 10 to 11 for all traits except speed, which is 6 to 7.

Life Force and Constitution - An individual's physical durability (shown by the bar on the far right side of the screen). Battle injuries subtract from Life Force as does being the victim of certain spells. Some spells can add to Life Force. An individual dies when Life Force drops to 0. Constitution is the natural capacity for Life Force. Those wounded can restore Life Force by using the Rest option. If they don't rest, it takes 6 times longer for Life Force to return. (Maximum of 63 for Life Force and 31 for Constitution.)

Power and Wisdom - The higher the Power rating (shown by the bar on the near right side of the screen), the greater the chance spells will succeed. Those with higher Power ratings also fight better and are more resistant to battle damage. On each turn, Power changes by a small amount towards that individual's Wisdom rating, which is the natural spell-casting ability. (Maximum of 127 for Power and 31 for Wisdom.)

Strength - How much weight an individual can carry without slowing down. If the movement bar declines, but you're not a victim of a "reduce speed" spell and aren't next to any aggressive "unfriendly", chances are you're carrying too much stuff. Find a magic bag or horse to do some of the carrying. If you're wounded, your ability to carry things declines and returns as you heal. (Maximum of 31.)

Size - Larger individuals are more powerful fighters while smaller ones dodge and parry better. Size does not change. (Maximum of 31.)

Dexterity - High dexterity increases the chance that blows will land, and with greater force. Also determines how many blows an individual can deliver. (Maximum of 31.)

Speed - How far an individual can move each turn. Speed can be permanently increased or decreased by magic spells. Movement range (shown by the bar on the left side of the screen) can be decreased by trying to carry too much weight and by being adjacent to an aggressive and unfriendly character. (Maximum of 15).

SKILLS

Skills can improve every time you use them successfully. Maximum range is 127 for all skills. Normal starting range is 25 to 35 except for Missile Skill (10 to 20) and Armor Skill (0).

Missile Skill - The likelihood that you'll hit your target with a long-range weapon like a bow.

Dodge Skill - The probability that you can get out of the way of a shot from a weapon.

Melee Skill - The accuracy of your blows in close-range fights.

Parry Skill - Your ability to meet an opposing blow.

Armor Skill - Your ability to overcome the disadvantages of armor.

Magical Defense - At best, it stops all blows or missiles from non-magical weapons or reduces by half the force of those that are magical.

EXPLORING AVENTURIA: A TUTORIAL

Before you can play, select Make an Adventure Disk and make a disk containing the Land of Aventuria.

1. **Help Squares** - Move into the first castle on the main map of Aventuria. Move onto the square marked with an "H" to call up a message. Help squares appear throughout the tutorial.

2. **Picking Things Up** - Move up to the next room where there's a sword. Try moving on top of it to pick it up.

3. **Using Your Other Options** - Press the joystick button when it's your turn and a menu appears. Select Drop Object and drop the sword on a square next to your character. Move towards it and pick it back up.

4. **Dealing with Enemies** - Move through the door and into the next room where a dragon waits outside. To attack, move outside the room and onto the dragon, pressing the button as prompted. When (and if) the dragon dies, a lamp which it was carrying appears since those who die leave their possessions. Be sure to pick it up.

5. **Your Life Force Bar** - Restore this by using the Rest option or by finding some place or item which invokes an "Increase Your Life Force" spell. In this adventure, the square marked by a cross invokes such a spell when you bump into it. (To be a better fighter, charge up your Life Force before you go into battle.)

6. **Your Power Bar** - The Power Bar shows how much magical energy your character has. Moving into the room at the right temporarily boosts your power so you can cast the "Summon Genie" spell that the dragon's lamp gave you. Try it (and stay in the room until the genie appears and gives you a valuable gift.)

7. **The Profile Option** - Select Profile to see your character's traits, skills and possessions. You already know about some of what's listed here; the rest becomes more meaningful as you gain adventuring experience. To continue, go through the door after receiving the gift from the genie. You'll find yourself in the first room of "Agent 0011".

OTHER ADVENTURES IN THE LAND OF AVENTURIA

Secret Agent 0011 - In this adventure, you need to find a key and pass through a door to reach the microfilm and the kidnapped girl being held prisoner. There are two entrances to this mini-adventure.

Sam Club, Private I - Try to find out who's lying and what really happened. You 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.

Allie In Wonderland - A good example of an adventure where conversation, not combat, tells the tale. Confront the puzzle on how to grow big enough to reach the key atop the glass table.

Washington Crosses the Delaware - Try to get Washington across the river.

Deep, Dank Dungeon - A 15-room adventure in the classic "explore a dungeon" tradition.

In the Nazi Castle - Set in the castle of the enemy, your goal is to get the secret plans and escape with them.

Save the Galaxy - Stop Wistrik the Evil from stealing all the crystite from the Planet of Irata and disable the bomb that has mysteriously appeared on the port engine pod of your ship.

Galactic Agent - This full-length adventure is only available for the Amiga. You must use **Copy an Adventure** for this since it can't be created with the **Make an Adventure** option.

Rivers of Light - This is a full-length adventure. Set in ancient Egypt, 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. If you can find it, there's a powerful weapon in Assur and a substance with great healing power in the Ancient Valley where the old woman and hunter live.

THE ACS CONSTRUCTION OPTIONS

Choose **Construct an Adventure** to access the three main menu screens.

Screen 1. Making Simple Changes - The first screen contains the options that let you change the adventure name, the byline, the introduction, and the theme music. You can also choose **Save Your Work** and **Continue** to save and continue constructing, **Save Your Work and Exit** to quit and start playing, and **Let ACS Finish Your Adventure** to let the program do the constructing for you.

Screen 2. Building the Map and Regions - Select **Do More Detailed Work** from the first screen to work on the world map and on regions and rooms. You can create and fill the map, regions, and rooms, as well as put in the doors which lead from place to place in your adventure.

Screen 3. Creating and Editing Things, Creatures and Graphics - Select **Do More Detailed Work** again to add and edit the Master Creature List, the Master Thing List, and the Master Graphics Set. You can also copy or erase particular parts of existing adventure disks.

ASKING ACS TO BUILD ADVENTURES FOR YOU

To have ACS make an adventure disk, select **Make an Adventure Disk** from the main option screen and follow the instructions that appear. Then select **Construct an Adventure** and **Let ACS Finish Your Adventure**.

1. Enter Adventure name, Author byline, and Map Name - or let ACS do it for you.
2. The "Mood" setting helps ACS determine appropriate names and musical themes. Move the cursor into the Mood option and select the mood you want.
3. Move the cursor to Challenge and move the joystick (or use the cursor keys) right and left until you have the setting you want. The range goes from "1 Easy" to "10 Hard." This will affect hints and encounters.
4. The Goal of an adventure is to find some particular object. Select Goal and then select an object from the list which appears - or let ACS do it for you. Move left for a new list.
5. Don't change ACS Completely Redraws the Map. Change ACS Tries to Use Only Defined Things to ACS Creates Several New Things only if you're starting with a sparse master list and you want ACS to add to it.
6. (Optional) 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. Use Type to tell ACS how you want the rooms in the regions to look. Use Challenge if you want the region to have a different difficulty level from the world map. 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. Now select **Let ACS Write the Adventure**. This process takes a little while so go do something else while ACS works. You'll get a message when the new disk is ready. *Important:* playing an adventure changes it, so copy it now.

Starting With an Existing Adventure

Let ACS Finish Your Adventure also scrambles old adventures into new ones. If you want to use the same map, change ACS Completely Redraws the Map to ACS Adds a Few Doors to the Map. You can also decide how much you want to change each region with **Shuffle Contents Only**, **Leave Region Almost Unchanged** and **Shuffle Room Layout and Contents**. The only thing you can't select for a region which already exists is **Leave This and Later Regions Empty**. When you're done with your changes, select **Let ACS Write the Adventure**.

EDITING AND CONSTRUCTING ADVENTURES

The five fundamental program parts are:

The World Map - Shows terrain of various types and doors to and from the map regions.

Maps of each region - Shows an overview of all the rooms in each region, and then of each room in detail.

The Master Thing List - Shows a record of every basic prop and special effect.

The Master Creature List - Shows a record of every basic creature.

Master Graphics Set - contains pictures of terrain, things and creatures.

GENERAL CONSTRUCTION TIPS AND TECHNIQUES

1. The fastest way to learn about the ACS construction options is to modify an adventure you've spent some time playing.
2. Do some browsing and planning before you start constructing. Pick one of the basic construction sets and spend some time browsing through the Master Lists to see what's available.
3. Pay attention to the pace of your adventure. Some actions take the computer longer to perform than others. Also pay attention to the order in which things occur, like when a message is displayed in association with a spell.
4. Pay attention to the level of difficulty in your adventure. Don't make things too hard at the outset.
5. Use the work you put into one adventure as a starting place for others. 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. You can also copy graphics from one adventure to another. Select **Copy Graphics From Another Adventure**, then select the option you want and follow the instructions as they appear.

6. Back up, date, and name your work at the end of each session to keep your adventure library in order.

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), Obstacles and Spaces. Each Magic Spell can display a short three-line message when it's invoked.

1. Kill All But an Owner of ... (you pick the thing from your Master Thing List).
2. Summon/Banish Creature ... (pick the creature from your Master Creature List). Banishment happens immediately and banished creatures take their possessions with them. Summons will not be answered until the following turn.
3. Increase Magic Defense But Not to Better Than... (pick this from four possibilities). At its best, 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... (pick this from four possibilities). The opposite of the previous spell.
5. Increase the Victim's... (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.
6. Decrease the Victim's... (pick from the above list). Opposite of previous spell.
7. Change Power of Victim by... (specify a number between -63 to +63). All changes to Power are temporary since an Individual's Power automatically changes in the direction of his Wisdom each turn.
8. Change Life Force by... (specify a number between -63 to +63). Like the previous spell, except Life Force does not decay when it's greater than Constitution. A permanent increase in Life Force can only be lost in battle or to another spell.
9. Give to Victim (pick the thing from your Master Thing List). One use is to give a Magic Spell to a hero/player or creature.
10. Display Long Message (up to 8 lines long, 32 characters per line). Tells the player/character about a special object or occurrence, or gives a clue.
11. Play music (select from 30 different possibilities). Choices 1 to 12 are sound effects. Choices 13 to 30 are musical themes. Choices 14 to 17 continue to play until another choice is activated.
12. Rid Room of Every Uncarried ... (pick the thing from your Master Thing List).
13. Add to Room One (pick the thing from your Master Thing List). Does just what it says.
14. Activate All Things at This Place. Useful for setting off a series of spells.
15. Do nothing. Displays a short message at the bottom of the screen but doesn't do anything else.

SOME SPECIAL THINGS AND THEIR USES

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. Any spells below it are then activated. The Do-All-Carry Space is activated only by someone carrying a particular item (which

you pick when you place one of these in a room).

2. The Music and Message Custom Spaces - Choose the particular text or music which will be produced when the space is activated by the above spell.
3. The Rid the Room Custom Space - Tells ACS what to remove from the room when the space is activated. This can reveal an object by removing what had covered it.
4. The Flight Spell - By itself it does nothing, but you set some terrain to be open only to owners of Flight Spell.
5. The Decoder Custom Space - Available in the Spy/Mystery set, this displays text whenever a Coded Message is dropped on it.

MAP REFERENCE GUIDE

To work with the different maps, select Do More Detailed Work, then Edit World Map.

1. Draw World Map - The larger rectangle to the right of the map represents the whole map; the smaller one inside represents the section visible on the screen. Move the cursor onto the map and against the edges of the map to see how the two rectangles interact. 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 calls up a new terrain picture.
2. Change Map Name - Lets you type in a new map name.
3. Change Definition of Map Terrain - Repeatedly select Terrain # to move among the 16 possibilities. Select Change Picture to change the picture for the terrain type. Name lets you rename the terrain. Use the fourth line to determine if the terrain is passable or whether it invokes a spell when crossed.
4. Movement Off Edge of Map Is/Is Not Permitted - If you permit movement off the edge of the map, the top and bottom and left and right edge are treated as though they were joined to each other.
5. Move Entrance to the Adventure - Selects the spot where all new adventurers will start, regardless of when they are added to the game.

REGION REFERENCE GUIDE

To work with regions, first select Do More Detailed Work and then the option you want. You can have up to 15 regions.

1. Adding a Region - Select Add Region and type in a name. Continue using Add Room until you have the rooms you want. To put things and creatures in the rooms as you go along, select the Edit Room option. See the Room Reference Guide for detail on working with rooms.
2. Editing a Region - Select Edit a Region and then choose the one you want. Change the region's name or add and edit rooms.

ROOM REFERENCE GUIDE

Choose a region that the room is or will be in. You can have up to 16 rooms per region.

1. Adding a Room - Select Add a Room and a small flashing square appears. Move the square to where you want the room and press the button to anchor it. Move the cursor to make the room grow in size, then press the button and name your room. If you want to connect the new room to its neighbor with a normal two-way door, position it so they share a common wall.
2. Deleting a Room - Select Delete Room, place the cursor in the room and press the button. If you accidentally delete the destination of a one-way door, ACS banishes all creatures who pass through the door and places all characters who pass through it on the world map at the adventure's starting point.
3. Editing a Room - Select Edit Room and use the cursor to identify the room you want to edit. After selecting the Edit Contents option, select each option as often as you want and follow the instructions as they appear. Delete Thing gets rid of something. Examine Room shows what's already there. Select Wall Picture lets you choose new wall patterns. Add Many Things puts down multiple copies of a thing that you choose from your Master Thing List while Add One Thing puts down just one. Add Creature lets you choose from your Master Creature List.
4. Changing Room Name - Change room name lets you rename your room.

See the Creature Reference Guide for information on editing the room's creatures.

DOORS REFERENCE GUIDE

You can have up to 32 one-way doors on the world map. These doors may lead to rooms in regions, or to other locations on the world map. You can also place (in rooms) up to 32 doors leading back to locations on the world map. Generally, you won't want to add doors to the world map until you've built the regions you want them to lead to. To work on doors, first select Do More Detailed Work.

1. Adding Doors to the World Map - Select Edit World Map and then Draw World Map. Flip through the 16 terrain choices until you come to the doors. Terrain types 13-16 are one-way doors regardless of their pictures or names. Move the cursor into the map and to the spot where you want the door, then press the button. On world maps, putting down new terrain replaces existing terrain. When you add a door, ACS prompts you through the process of telling it where you want the door to come out.
2. Adding Doors in a Room - Select Edit Region, Region to Modify, Edit Room, Edit Contents, and then Add One Thing. From the Master Thing List, choose the Portal category. Two-way doors can only be placed on a wall shared by an adjacent room. One-way doors can lead to other places in the same region, to other regions, or to the world map.

CREATURE REFERENCE GUIDE

You can have up to 128 creatures in a Master Creature List and customize each creature to have its own characteristics. No more than 16 can occupy a region at once. After 16, creatures stop answering "summon creature" spells. Random creatures periodically disappear from off-screen rooms.

Before you work with your creatures, here is some helpful information.

Creature Profile - You can set the trait and skill numbers anywhere between 0 and the maximum. Hold down the button while moving the stick. Keyboard users press "." or "," keys. (If you set Speed to 0, the creature's name will not be displayed during its turn to move.) To calculate how much a character or creature's strength will let it carry, subtract Life Force from Constitution and divide by 2, then subtract your answer from Strength and multiply that result by 100. For full speed, carry less than half that weight. Creatures are smart if their Wisdom is greater than 14 and dumb if it's less than 6.

Before you can ready a weapon or armor, you must add it to the creature's inventory with Change or Examine Possessions. The Mimic option lets the creature mirror its opponent's actions.

To set the creature's strategy (or personality), use the three items on the strategy line. 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. A creature who is injured will 1) turn neutral if currently friendly; 2) turn aggressive if currently peaceful; or 3) turn into an enemy if currently a smart, aggressive neutral.

The following shows (in order of preference) what each will attack and seek as a target:

Fighter enemy - Attacks characters, friends, neutrals, and thieves. Seeks characters, aggressive friends, peaceful friends, exits, aggressive neutrals or thieves, peaceful neutrals or thieves and gold.
Slinker enemy - Seeks peaceful or aggressive enemies, exits or gold.
Fighter friend - Attacks enemies, neutrals or thieves. Seeks aggressive enemies, aggressive neutrals, peaceful enemies, aggressive thieves, characters, or exits.
Slinker friend - Seeks characters or exits.
Fighter neutral - Attacks characters, aggressive friends, peaceful thieves, aggressive enemies, and anybody else. Seeks aggressive friends or enemies, aggressive thieves, peaceful friends or enemies, peaceful thieves, aggressive or peaceful neutrals, gold, or exits.
Slinker neutral - Seeks exits.
Fighter thief - Attacks anybody in the way, but will avoid peaceful enemies, friends or neutrals, if possible. Seeks treasures, gold, or exits.
Slinker thief - Seeks treasures, gold, or exits.

1. Adding a Creature - To add creatures to your Master Creature List, select Do More Detailed Work twice, Edit Master List of Creatures, then Create a Creature. Fill in the profile information for your new creature. If there's no slot available, select a creature you no longer need and edit it into a new creature.
2. Editing a Creature - You will use the same options as when adding, except you select Edit a Creature. Change any of the information on the profile screen. Note: When you change a creature's characteristics in the Master List of Creatures, the changes aren't reflected in the creatures that already exist in the adventure.

3. Putting Random Creatures on the World Map - Select Do More Detailed Work, Edit Map Creatures, then choose a creature. The first line lets you choose the terrain type in which the creature appears, the second lets you edit its traits, and the third determines the frequency of its appearance. Once the creature is added, it can't be removed. You can, however, set its appearance frequency to 0 or edit it into a different creature.

4. Editing a Room's Random Creature - Select Do More Detailed Work, Edit Region, Edit Room and, finally, Edit Room's Random Creature. The first line lets you select the random creature, the second lets you edit its traits, and the third determines the frequency of its appearance.

5. Grouping Creatures in Categories - You can divide your Master Creature List into 8 smaller lists to make it easier to think about the kinds of creatures you have. To change the name of a creature category, select Do More Detailed Work twice, Edit Master List of Creatures, then Change Creature Class Names. Select the name you want to change and type in a new one.

Additional Movement and Behavior Rules

- a) A creature does not get a turn until a character enters its room.
- b) No creature will move onto any space or obstacle. Creatures will move onto doors only if the doors have no Do-All, Rid Room or Add to Room spells, and if they 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 desirable goal if it's closer than a more desirable one.
- e) No slinker will attack or cast a spell. A slinking, wounded creature will seek an exit.
- f) Smart creatures will cast a spell on their target if they have an appropriate spell, or use a magic item, if their Power is at least as great as their Wisdom.
- g) An overburdened creature will drop a magic item, a treasure, or gold.
- h) A creature will ready a melee weapon if next to a foe; a missile weapon if further away.
- i) The missile may hit anyone in the line of fire.
- j) A friend who selects a character as a goal and who is next to the character will drop a magic item if it has one.
- k) Creatures cannot cast the following: Do Nothing, Rid Room of All..., Add to Room One..., Activate All Things..., Display Message, Play Music.

THINGS REFERENCE GUIDE

You can have up to 128 things on an adventure's Master Thing List.

1. Adding a Thing - Select Do More Detailed Work twice, then Edit Things. Now select Add Thing. Once you add a thing to your list, you can't remove it or change how many an individual can own, but you can edit it into a completely different thing within the same category. If you run out of room, edit something you no longer need. See below for a category of things.

2. Editing a Thing - Same as adding, except you select Edit Things. (Note: If the cursor is not visible on the gearshift menu path, then you are in an editing option. Follow the instructions on the line immediately above the words "Edit Another Thing".) Things will appear grouped as follows:

Treasures - You can set their weight, their value, and whether they will disappear if dropped. Gold is always found on a brand new list. Change the picture and name when you want to replace the gold standard. Individuals can carry more gold than other items.

Magic Items - These are treasures with magic spells attached to them. The spell can be invoked when the item is picked up and/or used or dropped.

Missile Weapons, Melee Weapons and Armor/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 character's weapon or armor skill to determine how likely his or her blows or missiles will hit their mark. Chance of Breaking (set between 0 and 15%) determines the likelihood that the weapon or armor will break when it's used.

Magic/Not Magic determines how successful the weapon will be against magic defenses. Usable Only By Owner is for items like claws, teeth, fists, etc. Can Be Used By Anyone If Owner Dies means the character will leave the item when they die. Range is the number of spaces that missiles will travel.

Magic Spells - They're only invoked when a character or creature casts it and has enough power and/or luck to do so. 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. A spell that applies to an individual will affect the dropping character if there is no one on the selected space. When they're cast or invoked by the use of a Magic Item, the character chooses the target of the spell. Magic Items which invoke spells when picked up take effect where they were, or they act on the one who picked them up.

Portals (doors) - They may simply allow passage, or invoke a spell whenever they're passed through. They can be set to allow passage only for those who own or don't own a thing you pick from the Master Thing List. Portals can be two-way or one-way (no-return) passages.

Spaces and Custom Spaces - These things offer a way to put spells and barriers in a room without using a door. They can be made to invoke any spell (with or without dropping something on it) or can be set to bar passage. This can also be used as 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" then set line 7 to "Add To Room One...". While they can be associated with a spell and a thing, you cannot wait until placing them in a room to pick both. One or the other must be specified during construction of the Custom Space.

Obstacles and Custom Obstacles - To make a place impassable, put an obstacle there. If you want the obstacle to be temporary, set it to disappear after the first time it's bumped into. Spells can also be invoked when an obstacle is bumped into. To choose a different spell modifier each time you put a copy in a room, use Custom Obstacle.

Stores and Room Floors - The picture you assign to Room Floor will be used for the floor of every room. When you place a Store in a room, your things list appears so you can select the store's inventory.

3. Stacking Things on One Space - The last thing you put down is executed first. Here are some special effects:

A) Disease - 1)"Activate All Things..." Space, 2)"Increase Life Force by 10 Temporarily" Space, 3)"Decrease Life Force by 10 Permanently" Space. The character leaves the square with the same amount of Life Force he or she entered with, but now 10 units will tick away at the rate of 1 unit every few turns - about twice as fast as Life Force regenerates when less than Constitution.

B) Using Endless Music Themes - Whenever you use Let ACS Finish the Adventure, it places the goal of the adventure on top of a stack which gives musical accompaniment while you read the congratulatory message. This contains 1) the treasure/goal; 2) an "Activate All Things..." space; 3) a "Play Music" space set to play the endless theme; 4) a "Display Message" space set to display a congratulatory page of text; 5) a "Play Music" space set to play a short fanfare. After the character picks up the object and then moves onto the space, the Do-All spell puts everything into motion.

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/Kids 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 take effect but continues only with the spell that was actually invoked.

GRAPHICS REFERENCE GUIDE

The picture possibilities (which you scroll through for terrain, characters, creatures and things) are grouped onto 3 screens. To get to those screens, select Do More Detailed Work twice, then Edit Graphics. Use Edit Another Group of Pictures to change the screen.

1. Editing a Picture - Move the cursor back and forth along the Edit Another Picture line at the bottom to select different pictures. If you want to draw a new picture, select a blank space on the page or erase a picture.
2. Drawing - Move the cursor from the menu into the magnified version of the selected picture. Hold the button to put down a block of the color currently outlined in the selecting box.
3. Selecting a Different Color - Draw Another Color lets you select from the four available color choices. Change Paint Color /Hue changes the color in the selecting rectangle. The paint color in the top left changes the background color. All pictures using the changed color are affected.
4. Changing the Hue - Move the cursor repeatedly into Hue to change the value of the color.
5. Erasing a Picture - Select the background color (top left) and draw over everything with that color.

Graphic Notes:

On the Apple - "Use Other Palette" lets you choose between a 4-color and 6-color palette. Using the 6-color palette can be tricky since mixing non-complementary colors on the same line can produce unexpected results. Study the graphic sets for the "Rivers of Light" for ideas on how to use the 6-color palette.

On the Amiga - There are 32 colors to choose from. ACS uses the bottom row so be careful when using them because you may make some of the displays hard to view. Changing the background color may also make the displays hard to view. Change Colors changes the hue of any color; click ">" and "<" to increase and decrease color values. You can't use DeluxePaint in ACS.

You can page through the images by selecting the Edit More Pictures option. Additional options include:

Erase - Erases all of the currently selected picture with the currently selected color.

Save - Saves the current picture in a clipboard area that's shown at the bottom of the editing screen.

Restore - Replaces the currently selected picture with the contents of the clipboard.

Swap - Switches the contents of the clipboard with the currently selected picture.

On the IBM - On a CGA display adaptor, selecting Change Paint Color /Hue toggles between two color palettes. On EGA or Tandy, this option lets you go through the 16 available colors.

CREDITS

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Dedicated to my loving and incredibly patient lifemate, Cindy.

Stuart Smith

To play the best adventures created with ACS, join the ACS club. Write to Ken St. Andre, ACS Club, 3421 E. Yale, Phoenix, AZ 85008

ADDITIONAL AMIGA INFORMATION

Getting Started

Start your Amiga with your Kickstart disk as you normally would. You need at least one blank, initialized disk to use as an adventure disk with ACS. If you don't have a initialized disk available, insert a Workbench disk and create one. (See your *Amiga User Guides* for information on initializing disks.)

Once you have one or more initialized disks available, reset your Amiga with Control-Left-Amiga-Right-Amiga, and when the "Insert Workbench Disk" screen appears, insert your *Adventure Construction Set* program disk. After a few moments the ACS title screen appears and the demo begins. Click either of the mouse buttons, a joystick button, or press any key to leave the demo and start ACS.

Main Menu Commands

Main menu commands are issued by using the function keys at the top of the Amiga keyboard. The six main menu function keys and their resulting actions are:

- F1: Creates an adventure on a blank, initialized disk.
- F2: Makes a backup copy of an existing adventure disk.
- F3: Enters adventure construction mode.
- F4: Lets you play an existing adventure on an adventure disk.
- F5: Toggles between a mouse in port 1 (the mouse will only work in port 1) and a joystick in port 2, or joysticks in both ports. The default is the mouse and joystick setting.
- F6: Toggles between one or two disk drives. The default setting is for two drives; press F6 to change to one drive.

Tips

1. Never eject a disk while a disk drive's red, "in-use" light is on. Doing so can result in damaged disks. Change the disks in the drives only when prompted or when the in-use light has gone out.
2. The Amiga version of ACS contains an additional adventure entitled "Galactic Agent" that isn't mentioned in the ACS manual. "Galactic Agent" cannot be created with the **Make An Adventure** option from the main menu. Use **Copy An Adventure** to copy "Galactic Agent" onto your own adventure disk. The **Copy An Adventure** feature requires an already initialised disk as does the **Make An Adventure** option.
3. At the beginning of **Play An Adventure** mode, you are asked to choose the device that will control your characters by pressing a button on the device you want to use. This means that you can choose a mouse for editing and a joystick for play without having to unplug either. To move your characters with the mouse during play mode, place the X-cursor on your character's destination. Click either mouse button to make the character move. Each click of the mouse button moves the character once.



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