

ADVENTURE CONSTRUCTION SET™

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.

Additional Play Tips

1. Page 6 of the manual tells how to drop objects your character is carrying. Please note that you can drop items directly on top of your character. If the item is not magic and is not set to disappear when dropped, it will appear when you move off the square you dropped it on. If it's a magic item which is activated when dropped, you will be the beneficiary (or victim) of the magic.
2. To pause a game during your turn, click the Wait option with either mouse button. Click again to restart the game.
3. 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.

4. 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 initialized disk as does the **Make an Adventure** option.

5. 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 use 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. (See page 4 of the *ACS* manual for information on the movement bar.)

Additional Construction Tips

1. When entering text messages, use the cursor keys to move the cursor. Press **Return** to start the next line. Use the **Delete** or **Backspace** keys to erase characters to the left of the cursor. Also, function key **F1** erases all the text so you can work with a blank screen.

2. The "Edit Graphics" menu described on pages 22 and 41 in the manual has been modified to take advantage of the Amiga's advanced graphics. There are a total of 32 colors available for use at one time. To draw, select a color then hold down the left button as you draw with the mouse in the editing window. You can change the hue of any color by clicking on a color and selecting the **Change Colors** option. This brings up a palette control that allows you to increase or decrease the mixture of hue, color, and brightness, thus changing the overall appearance of the selected color. Click the greater-than (>) or less-than (<) sign to increase or decrease the color values.

Click an image in the upper portion of the screen to magnify and edit the image. You can page through all of the images by selecting the **Edit More Pictures** option. When this option is used, another set of images replaces the first. Pictures are edited on a pixel-by-pixel basis in the magnified view window. Click on a pixel to change it to the currently selected color. To erase a pixel, select the background color and click on the pixel. Additional new options in **Edit Graphics** mode 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.

It's often a good idea to **Save** a picture before editing so that you can use **Restore** to undo any adverse changes.

3. Here are some restrictions you should keep in mind when changing the *ACS* 32-color palette:

- The bottom row of colors are used by *ACS* as the system colors; i.e., the colors used in messages and cursors. You *can* change these colors if you want, but the resulting changes may make some of the displays difficult to read or view.

- The upper-left color in the palette is the background color used in all the *ACS* displays. Changing the background color could also result in hard to read messages, or hard to see cursors. Also, some characters contain areas where the background color shows through. When you draw characters and objects with these "hollow" areas, be sure to use the actual background color. For instance, if you draw hollow areas in a character with a standard color that *matches* the background, rather than the actual *background color*, the hollow areas in your characters won't look hollow when you change the hue of the background color.

4. You cannot use *DeluxePaint* pictures in *ACS*.

5. If you've never made an adventure before, you'll find it easiest to use "Let *ACS* Finish Your Adventure" on the Fantasy construction set for your first attempt. (Follow the instructions on page 16 in the manual.) *ACS* will build an adventure where all rooms have at least one door, all regions have a way in and out, and all rooms within a region have room names that belong together.

Use the "Non-Altering Play" option from the adventure editor main menu to test the new adventure. As you play the adventure, note the names you'd like to change, places you'd like to add text, objects you'd like to add or delete, creatures you'd like to modify, etc. Use the other *ACS* construction options to make those changes. (Refer to page 15 and then page 19-25 in the manual for help.) To leave "Non-Altering Play" mode and return to the adventure editor, select the "Save" option during play then follow the prompts.

6. If you're an advanced user and want to start constructing an adventure from scratch, use the "Make an Adventure Disk" option to make an adventure disk containing one of the three basic construction sets. Then select "Construct an Adventure." Next, select "Do More Detailed Work" twice. Finally, select "Erase Everything But Graphics."

Credits

Amiga version of *ACS*: Glenn S. Tenney of Fantasia Systems, Inc.

Technical Assistance: David Boulton

Graphic Arts: Greg Johnson & Avril Harrison

Sound and Music: Dave Warhol

Producer: Monty Finefrock

Associate Producer: Shelley Day

Technical Director: Steve Shaw

Product Manager: Chris Garske

Command Summary: David K. Simerly

The all-new "Galactic Agent" game was created with *ACS* by Ken St. André.

*If you're an *ACS* fanatic you can join the *Adventure Construction Set Club*. Club members receive access to a library of adventures created with *ACS*. Send inquiries to:

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