

Adventures written entirely in BASIC have reaction times which compare very badly with those using machine code. The Adventure Builder System can substantially decrease these software delays such that an adventure written using BASIC - in conjunction with ABS - can operate at speeds virtually indistinguishable from machine code.

Gambit

This package contains the following programs to allow YOU to create your own adventure simply, but with the professional touch.

- CODE generator.
- CORE program, written in BASIC to utilise the code.

There is the further advantage that you can easily personalise your adventure; you can, for example, change the standard message "HERE YOU CAN SEE" to a phrase of your own choice. Similarly, colours can be selected at will.

SEE INSTRUCTION

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