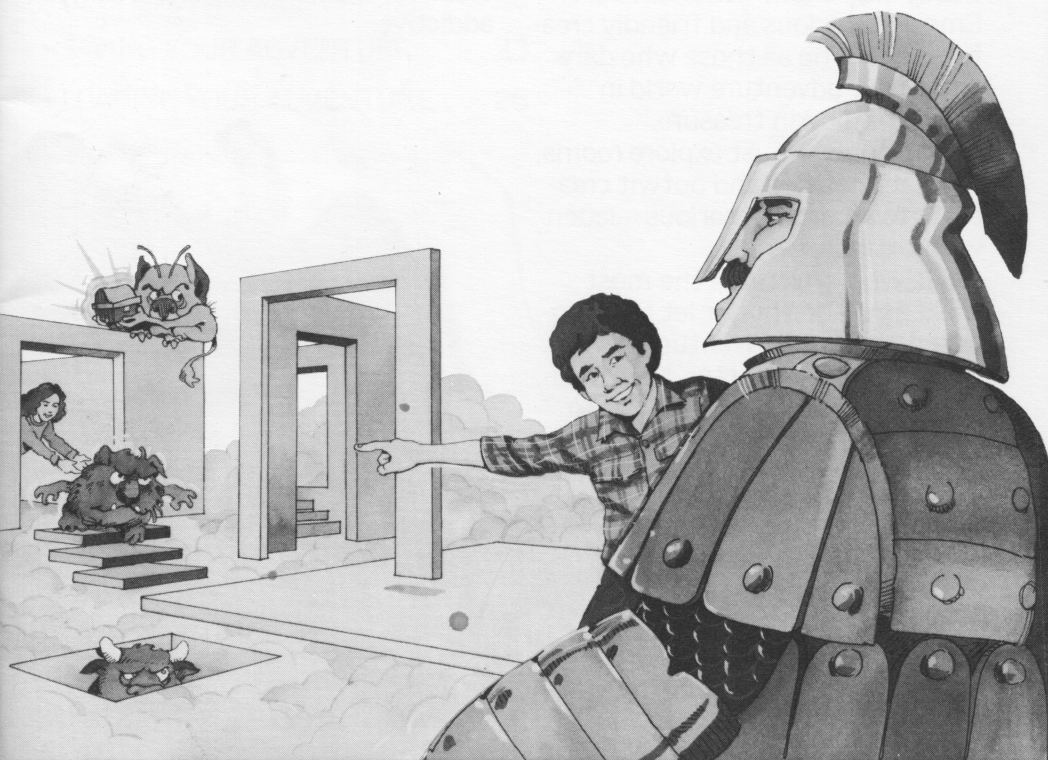


# ADVENTURE CREATOR™



## JUST IMAGINE

If you've ever dreamed of designing your own computer adventure game, now is your chance.

ADVENTURE CREATOR is a remarkably sophisticated software program that provides all the ingredients you need to create mind-boggling adventures.

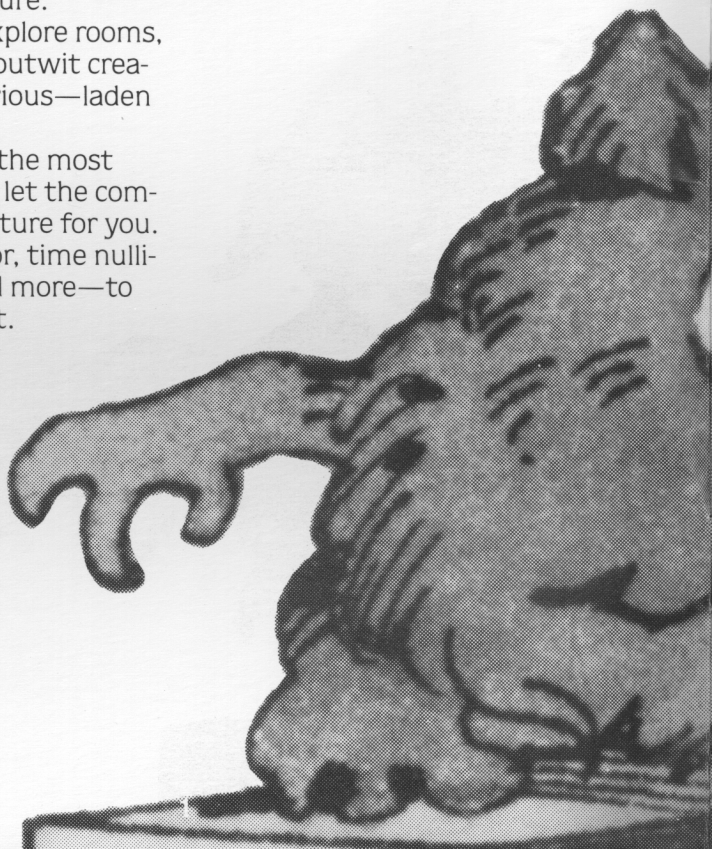
Start your design by building mystery rooms and complex mazes. Booby-Trap them with heat bars. Employ ferocious and friendly creatures to baffle all those who dare enter your adventure world in search of hidden treasure.

Challengers must explore rooms, navigate hazards and outwit creatures to emerge victorious—laden with treasures.

See who can create the most challenging design. Or let the computer design an adventure for you. Use a creature detector, time nullifier, energy points and more—to help you on your quest.

ADVENTURE CREATOR allows you to use your imagination to create adventures while you learn about computer programming, design and logic. Players of completed adventures will exercise advanced mapping, planning and strategy skills.

Any way you play it, you'll find ADVENTURE CREATOR complex, creative, challenging—and utterly addictive.





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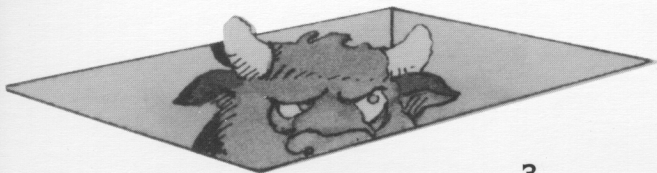
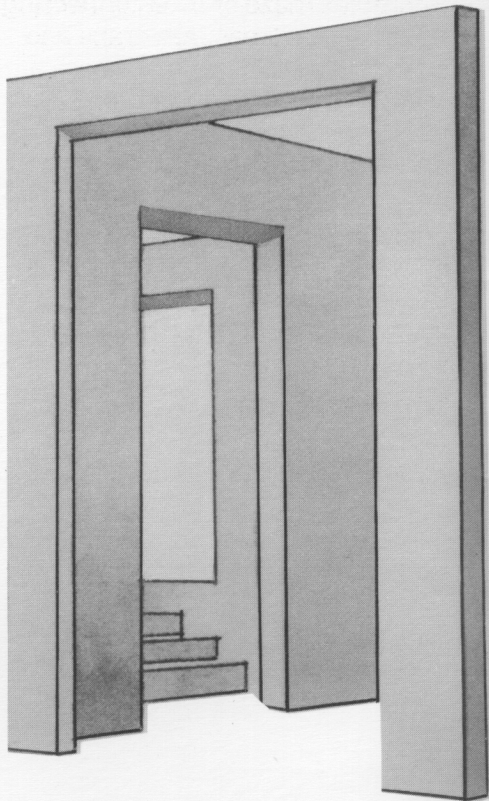
# GETTING STARTED

## ATARI® AND COMMODORE 64™ COMPUTERS

1. Turn off the computer.
2. Plug the joystick into port 1.
3. Put the cartridge in the cartridge slot. (If you are using an Atari 800 Computer, place the cartridge in the left hand slot.)
4. If you plan to SAVE an adventure to disk, prepare a formatted diskette before turning on the computer. (Atari users who plan to SAVE should insert an Atari Master Diskette II before turning on the computer.)
5. Turn the computer on. (Turn off the computer before removing the cartridge.)

NOTE TO COMMODORE USERS: Do not press the **SHIFT/LOCK** key

during play. If this key is pressed during play, certain game functions will become inoperative.



# STARTING AN ADVENTURE

With ADVENTURE CREATOR, you can create your own computer adventure game for others to play or have the computer create an adventure for you to solve. Set up a complex maze of interconnecting rooms. Place treasures, traps and creatures in each room. Choose a goal for your game and then save your adventure to either disk or cassette for future play.

The Adventure Menu will appear following the title screen. To make a menu selection, use the joystick to move the cursor to the option of your choice and press the joystick button.

## THE ADVENTURE MENU

AUTO	PLAY	SAVE
NEW	EDIT	LOAD

## AUTO

Choose the AUTO option to play a sample game created by the computer. A maze of rooms, treasures and creatures will automatically be generated with a goal for you to overcome. The computer will create a new game each time you choose the AUTO option. This is a good way to get acquainted with adventuring. The games you create yourself, however, can be much more complex than those created using the AUTO mode.

After choosing AUTO you will see the prompt: 'BEGINNER OR ADVANCED?' Press the **[B]** key for a 'Beginning' level adventure or the **[A]** key if you feel ready for the 'Advanced' level. Beware, in the advanced game you'll find dark rooms, faster moving creatures, more traps and fewer tools. You'll also start the game at a lower energy level.

NOTE: You may PLAY, SAVE or EDIT an AUTO-adventure just as you would the adventures you'll create yourself.

## NEW

Choose the NEW option to build a new adventure. This option erases all rooms, treasures and creatures currently in computer memory.

## PLAY

Choose the PLAY option to play a previously created adventure. PLAY may also be used to RE-PLAY an AUTO game. Instead of choosing the AUTO option to make a new game, use PLAY to start the same game over again.

## EDIT

Choose the EDIT option to begin creating your own adventure or to modify or add to an existing one.

Whenever you begin work on a new adventure you will see the message 'NEW PASSWORD?'. Type a word or phrase and press the **RETURN** key or the joystick button. The password you enter will serve as your key to getting 'inside' the adventure. From this point on, anytime you or anyone else tries to EDIT your adventure, the exact PASSWORD will be required.

## SAVE

Choose the SAVE option to save the adventure you create or the AUTO-adventure to either disk or cassette. See the special section on SAVING for your particular computer.

NOTE: Creating an auto game or a new adventure erases rooms that are currently in the computer memory. If you want to use those rooms again, save them to disk or cassette before creating a NEW or an AUTO adventure.

## LOAD

Choose the LOAD option to load an adventure you have previously saved on disk or cassette. See the special instructions on LOADING for your computer. Loading an adventure from the disk or cassette will erase the rooms you currently have in the computer's memory.





# BEGINNING THE GAME

Before attempting to create your own adventure, you should play a sample adventure created by the computer. It will give you the feel of what the game is all about and what some of the possibilities are.

To begin:

- Move the Adventure Menu cursor to the AUTO option.
- Press the joystick button.

When you see the message 'BEGINNER OR ADVANCED?':

- Press the **B** key. You've just requested that the computer automatically create a sample adventure for you to play.

## THE QUEST

The title screen will display the goal of a particular quest. There are two basic quests: find a certain treasure somewhere in the maze or gather a certain amount of wealth.

**SEEKING A TREASURE:** In this quest you must seek and find one special treasure. You may find it in one of the many old treasure chests scattered throughout the maze or it may be given to you by a friendly creature.

**SEEKING GOLD:** This quest may prove to be slightly more difficult. You must gain a specified number of wealth points to succeed. You'll gain twenty points for each new

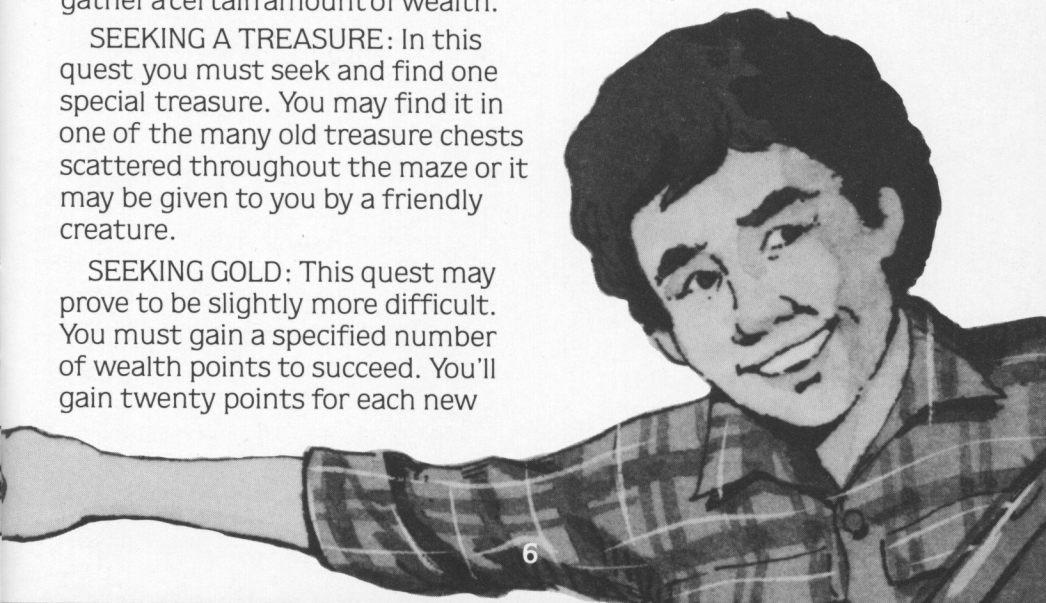
room you explore. Each treasure you find will be worth additional points.

## STATISTICS

As the game begins you will see your current statistics displayed at the lower right corner of the screen. These change throughout play as a result of your actions.

ENERGY	04000
WEALTH	00000
GOAL	01250
SHIELDS	001

**Energy:** You begin the game with a set energy level. You must use your energy wisely for when it is gone your quest will end immediately. Energy is used naturally during the game as time passes. Approximately every ten seconds your energy level drops ten points.



You may encounter a number of traps in the rooms you visit that drain your energy. The traps come in many shapes but most are recognizable by their flashing colors. Along with the traps you must be wary of the creatures that inhabit the maze. You'll find some friendly. But, others will either zap away your energy or attempt to thrust you into a trap. Of course, there is always the chance that you may find more energy within the maze.

**Wealth:** You begin the game with no wealth at all. As you move through the maze you will automatically find twenty pieces of gold (wealth points) in each new room that you enter. Any treasures you find will gain various amounts of gold for you. If you lose treasures for any reason, their value will be subtracted from your total wealth.

**Goal:** If the goal of your quest is 'Seeking Gold' then the number of wealth points you need to complete the quest will be displayed. Compare the goal amount to your wealth score to measure your progress. This statistic is not displayed if the goal of your game is 'Seeking a Treasure.'

**Tools:** There are five different tools available which may help you to complete your quest. You begin the game with one of each. More may be found within the maze either in chests or in the possession of the creatures. The bottom line

of statistics displays the tool you currently have in hand and how many of them you are carrying.

- Press the **[T]** key to change tools.
- Activate the SHIELD and TORCH by pressing the joystick button.
- Fire the HOBBLE, NIPPER and FERRET by pressing the joystick button and pushing the joystick in the direction you wish to fire.

You may not use your tool when you are standing by a treasure or tool chest.

**Shield**—Your shield can protect you from the energy draining traps found throughout the maze. You are also protected from interactions with creatures while your shield is active. The effects of each shield last only a brief period.

**Torch**—During your quest you may stumble upon a 'Dark' room. Traps will be visible but the walls, doors and obstructions will be invisible. Your torch will illuminate the room briefly. Look quickly!

**Hobble**—Occasionally you may wish to keep a menacing creature from approaching you or stop another from running away. If you can hit them with a hobble, they'll freeze in their tracks. Unfortunately, they won't be frozen for long.

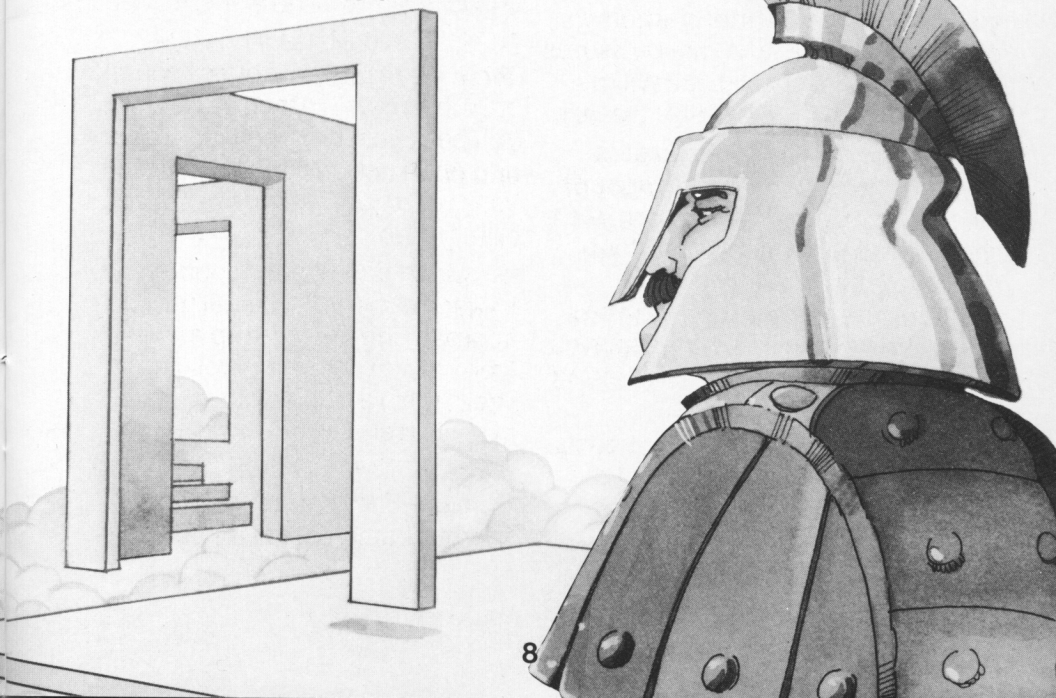
**Nipper**—Fire your nipper into an energy draining hot trap to elimi-

nate it from your path. The nipper must hit the 'hot' flashing part of the trap. The effects of the nipper last only until you leave the current room. When you re-enter the room, the traps will be back in place. The nipper has no effect on creatures.

**Ferret**—There are a variety of creatures within the maze. Some may be helpful and some not. It might be nice to know ahead of time the type of creature you're dealing with. Hit them with a ferret and you'll receive a message telling you whether the creature intends to talk, ask questions, trade treasures, give treasures, accept a bribe, pop you to a different position or zap away energy points.

## MOVEMENT

Use the joystick to move your character through the maze of rooms. You will not be allowed to move through solid walls or obstacles. Hot flashing traps may or may not stop your movement. They will definitely drain energy points. Note the doorways in each room and try to explore all areas of the maze. As you exit one room you will enter the opposite door of the next room. Attempt to discover the nature of the creatures you encounter in each room. It's best to do this at a distance with a 'ferret.'



*(Beginning The Game, continued)*

When you discover treasure chests, move your character on top of them and press the joystick button. This will remove one of the locks from the chest. When all locks have been removed the chest will open. It may contain a treasure, a tool, more energy or nothing at all. Try not to leave the room while unlocking chests. Mysterious creatures have a habit of replacing the locks when you're not in the room. Don't forget, you can't use any tools while you're standing near a chest.

### **SPECIAL KEYS**

Press **T** to ready yourself with a different tool.

Press **I** for an Inventory of the treasures you're carrying.

Press **ESC** to quit the game and return to the Adventure Menu.

### **END GAME**

Your game will end when you either exhaust your energy supply or successfully complete the Quest. If you wish to play the same game again, select the PLAY option on the Adventure Menu. All treasures, tools and creatures will be reset to their original positions.

## **EDITING AN ADVENTURE**

Once you are in the EDIT mode you may create a new adventure or modify an existing game.

To choose the EDIT option, go to EDIT on the Adventure Menu and press the joystick button. Enter your password and the Edit Menu will be displayed at the bottom of the screen.

To make a menu selection, use the joystick to move the cursor to the option of your choice and press the joystick button.

NOTE: If you want to begin a new adventure, be sure that you've executed the NEW option on the Adventure Menu to clear all rooms, treasures and creatures.

### **THE EDIT MENU**

TEST	ROOM 101	BUILD	SPACE
MENU	N:00	DOORS	GREY
COPY	E:00	CLEAR	CREATURES
REDO	S:00	TOOLS	TREASURES
NAME	W:00		



## TEST

Choosing this option will place you in a special TEST mode. The adventure character will appear on the current room screen and all creatures and traps will be activated just as in a normal game. The TEST mode is provided to allow you to immediately test each room you create.

- Use the joystick and the keyboard just as you would in a normal game to try out your handiwork.
- Press the **SPACEBAR** or the **ESC** key to quit the TEST mode and return to the Edit Menu.

Get used to using the TEST mode frequently while building your adventure. It's important to test the 'playability' of any game you expect others to use.

NOTE: The adventurer will appear wherever you last left the BUILD cursor. By using the BUILD cursor you can position the adventurer to start on any open space in the room.

## MENU

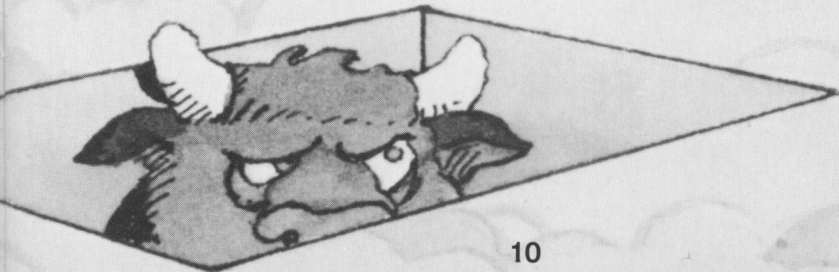
This option will return you to the main Adventure Menu.

## COPY

The COPY feature gives you a quick way to duplicate a room. When you choose this option, the number of the room you occupy will begin flashing. This is where the copy will appear. Push the joystick forward or pull it back to display other rooms. Press the joystick button to select the room you want copied. The room number will return to the original room with door, wall, creature and treasure patterns copied from the selected room.

## REDO

REDO will restore the wall and door arrangement of a room to its condition prior to editing or clearing. Try the CLEAR option. Now try REDO. The room has been RE-DONE.



## NAME

The NAME option allows you to name your adventure. Add your own name as the author and determine the goal of your game.

The prompt 'TITLE' will appear along with a white rectangle. Make up a title for your game and type it in the rectangle. (If another title is already in the rectangle, just type your title right over it.) If you center the words in the rectangle they will also be centered on the title page. After entering your title or if the title is to be unchanged, press the **RETURN** key or the joystick button.

Following the title you'll be given an opportunity to enter your name as the author of this adventure. Whatever you type will be displayed on the title screen of your game. Be sure to center your name in the white rectangle. (If another name is already in the rectangle, just type right over it.) Press the **RETURN** key or the joystick button to continue.

Push the joystick to display the GOAL options, 'FIND A TREASURE' or 'COLLECT WEALTH'. Push the joystick button to choose a goal.

If you choose the treasure goal you must select the winning treasure. Again, push the stick to display the treasures and press the joystick button to make your selection.

If you choose the wealth goal you must select the number of wealth points required to complete the quest. In determining this winning score remember that twenty points are given for each new room explored plus the points for treasures found in chests or received from creatures. After playing the game yourself or having others 'playtest' it, you may want to adjust the winning score either higher or lower.

Finally, you will be asked to set the initial energy level given to the



adventurer. Again, you may want to adjust this after seeing others play your game to insure that your adventure is playable and challenging. You may return to the NAME option at any time to make changes and adjustments.

## ROOM NUMBERS

The maze in which your adventure occurs is made from a series of interconnecting rooms. Each room is given a number. The number to the right of the word 'ROOM' shows the number of the room which is currently being displayed. Choose the ROOM option to select a different room. The room number will begin flashing. Push the joystick forward or backward to change rooms. Push the button again to return to the Edit Menu.

If you are beginning a new adventure, all of the rooms displayed will be grey, empty and without doors, creatures or treasures. They'll all look the same until you begin adding to them.

## ROOM CONNECTIONS N, E, S, W

Below the room number you'll see a column of the letters N, E, S, W. These represent the four directions; NORTH, EAST, SOUTH, and WEST. The top of the game screen is NORTH. WEST is to the left and EAST is to the right, just as if you were looking at a map.

The numbers to the right of the directions are very important. They determine the rooms to which the current room will connect. Change the connection values with the joystick in the same manner that you changed the room number. Take a look at the following example:

```
ROOM 01  
N:02  
E:00  
S:03  
W:01
```

The room number at the top indicates that you are currently working on room number one.

Room #1 will connect on the NORTH wall to room #2. The value for the EAST direction is zero. This means that there is no connection on the EAST wall. On the SOUTH wall Room #1 connects to Room #3. To the WEST, Room #1 connects to Room #1. No, that's not a mistake! Magically, a room can connect to itself. If you were to set the doors up properly you could exit the left edge of the screen and enter the same room on the right edge.

## **BUILD**

Choose this option to BUILD new rooms or to change existing rooms.

When in the BUILD mode, you can choose from sixteen Game Pieces to add to your rooms. At the top-right position on the EDIT MENU (to the right of BUILD) you will see a word that indicates the type of Game Piece you have chosen.

- Press the **[F]** key to cycle the Game Pieces forward.
- Press **[B]** to cycle the pieces backward.

Building a room with these pieces is easy. Move the joystick to position the piece and then press the joystick button to place it. If you place a piece on another identical piece then both will be erased. Experiment. Move around the room placing walls, creating corridors, and positioning traps. You may

place as many pieces and piece types in a room as will fit. Try not to 'overcrowd' a room with traps.

## **The Game Pieces:**

**Space:** This is a blank space. An empty room is full of them.

**Wall:** The solid wall blocks both the adventurer and creatures.

**Hot Wall:** Any piece which is 'HOT' is dangerous to the adventurer. The adventurer may pass through a hot wall but will lose energy points in the process.

**Bumper:** The bumper is solid just like a wall.

**Hot Bumper:** Like 'HOT WALLS', these bumpers drain energy points but will not stop the adventurer's movement.

**Hot Wall 1 and Hot Wall 2:** These 'HOT WALLS' flash on and off alternately. When 'HOT WALL 1' is on then 'HOT WALL 2' will be off. When #2 is on, #1 will be off. A number of devious traps can be set up using these flashing hot walls.

**Secret Door:** This piece usually looks and acts like a solid wall. But, once in a while it turns 'HOT' again and then back to its normal solid state. Adventurers and creatures caught in the door when it turns solid will be stuck until the door opens again.

**Hot Mine:** The 'HOT MINES' flash briefly on the screen and then dis-



appear. If the adventurer is hit by one he'll lose energy.

**Hot Box:** The flashing 'HOT BOX' will drain energy if the adventurer is caught on its edge. The adventurer will be safe, however, if he can get to the center of the box and not touch any edges.

**Tall Bar 1 and Tall Bar 2:** The 'TALL BARS' are thin vertical 'HOT' pieces that alternate positions. When the first bar is on the left, the second will be on the right. As the first moves to the right, the second moves left.

**Wide Bar 1 and Wide Bar 2:** The wide bars are similar to the tall bars except they are placed horizontally rather than vertically.

**Top Trap and Bottom Trap:** These slow growing pieces change from an empty space to an energy draining hot trap. They grow in opposite directions.

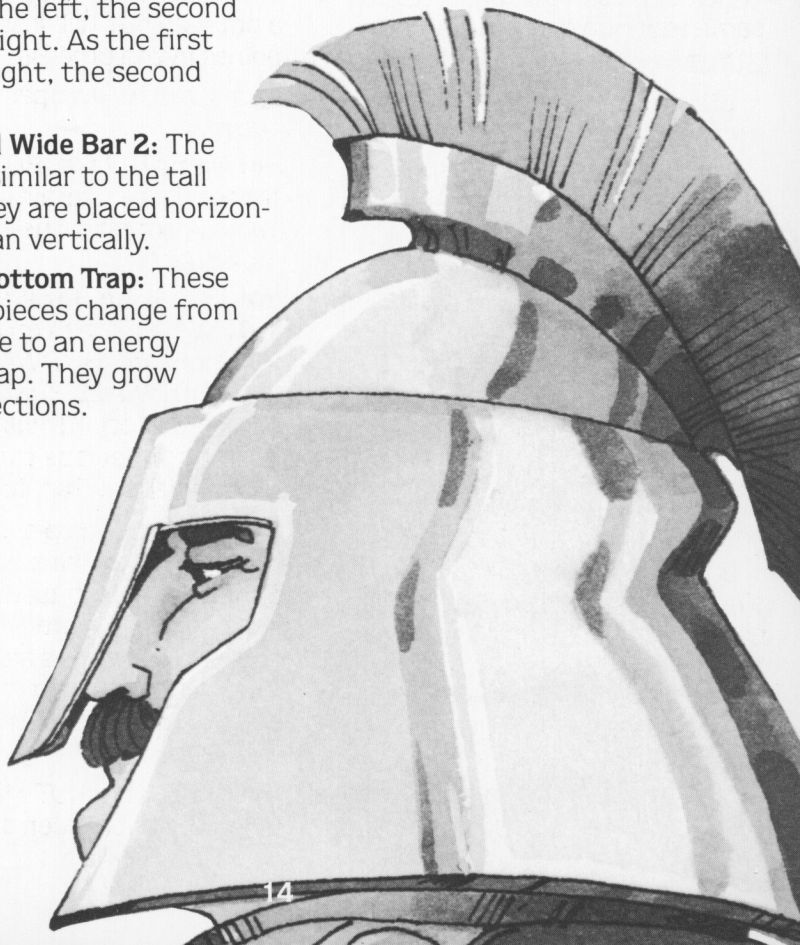
Build Mode Keys:

Press **F** to cycle the room pieces forward.

Press **B** to cycle the room pieces backward.

Press the **SPACEBAR** to exit the BUILD mode and return to the Edit Menu.

Press **C** to change room colors while in the build mode.



## DOORS

Along with setting up the room connections you must also position doors to allow movement from room to room. As you choose the DOORS option you'll see the white rectangular DOOR cursor appear on the border of the room.

Move the joystick to guide the cursor around the room's edge. Whenever you press the joystick button a doorway will appear. Try it. There may be only one door on each wall. To erase a door, position the cursor on top of the open doorway and press the joystick button. Press the **SPACEBAR** to exit the DOORS mode and return to the Edit Menu.

Here's an example of how to set up a room connection:

1. Use the ROOM option to select Room #1.
2. Set the N: (NORTH) option to #2.
3. Enter the DOOR mode and place a door at the left edge of the North wall.
4. Return to the ROOM option and move on to Room #2.
5. Set the S: (SOUTH) option to #1.
6. Place a door on the left edge of the South wall.
7. Enter the TEST mode and guide your adventurer through the doorway. It should move smoothly between Room #2 and Room #1.

Remember, for doorways to work, you must set the proper NORTH, EAST, SOUTH, WEST connections in each room. You must place a doorway on the proper wall in each room and the doorways must align correctly. If the doorway has not been set up correctly the adventurer will not be able to move through it.

## CLEAR

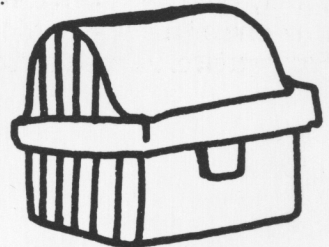
Use this option to clear the walls and traps from the current room. Doors, colors, creatures, treasures and traps will also be removed.

## TOOLS

Each room in your adventure may contain a tool chest. When you choose the TOOLS option the word will begin to flash. Push the joystick forward or backward and press the joystick button to select the contents of the tool chest. Press the button on the word 'TOOLS' if you do not want a tool chest in this room.

The tool chest may contain the following items which have been described in the section 'Beginning the Game.'

ENERGY  
SHIELDS  
TORCHES  
HOBBLES  
NIPPERS  
FERRETS



As soon as you select a tool, a small chest will appear on the screen. Move it around using the joystick. Press the joystick button to place the chest in the room.

### **GREY**

The color of the room will be indicated on the Edit Menu. Choose this option to cycle through the possible room colors. You may also choose a room color by pressing the **[C]** (Color) key while in the BUILD mode.

### **CREATURES**

This option will take you to the CREATURE LAB where you can create thousands of different types of creatures to inhabit your adventure worlds.

### **TREASURES**

This option sends you off to the treasure room where you can select a treasure to place in the current room. If the 'NO TREASURE' box is lit at the top of the screen then no treasure will be placed in the room. Use the joystick to move the cursor down to the treasures. If you wish to change the treasure names, simply type your own treasure in over one of the standard names. For instance, instead of having

'A FEW OLD COINS' you might type 'A HOME COMPUTER'.

Use the joystick and joystick button to select the value of each treasure and the number of locks to be placed on the chest.

Select a treasure by moving the cursor to the treasure you want and pressing the joystick button. The current room will reappear. Move the joystick and press the button to place the chest. You may remove a treasure chest by going to the treasure room and selecting the 'NO TREASURE' option.

Don't forget that you may type in your own treasure names. Also, the treasures don't always have to be 'things.' You may use the treasure chest to give clues. Instead of, 'A PEACOCK FEATHER' you might type in, 'CLUE: FIND PAJAMAS' or 'MAGIC WORD: PICKLE.'



# THE CREATURE LAB

The CREATURE LAB gives you the tools to select the appearance, movement pattern and nature of the creatures you place in your adventure. Use the joystick to move around the lab and press the joystick button to make selections. Press the **[SPACEBAR]** to return to the game screen and the Edit Menu.

## THE CREATURE BODY

As you look at the CREATURE LAB you should see ten creatures at the right edge of the screen and one creature by itself near the top center. This creature standing by itself is the one you are building.

Let's give the creature some life. Move the joystick to light up the word 'OFF'. Press the joystick button. You'll cycle through the words 'SLOW', 'NORMAL' and 'FAST'. As you cycle the speeds, the creature will move at slow, normal and fast speeds.

Using the joystick, move to the right side of the screen. One of the ten creature heads or bodies will begin to move. You may move up or down, left or right through the ten heads and ten bodies. Whenever you press the joystick button your creature will take whichever head or body you're pointing to with the joystick. In this way you can mix any of the ten heads and bodies to form your own special creature.

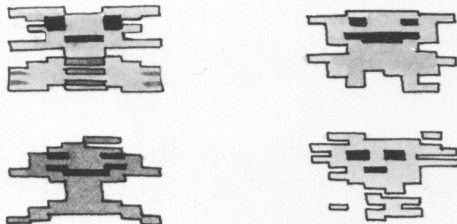
Try putting a cat head on a snake body or mix the bee's body with the ghost's head. Choose a color for the creature by moving to the word 'COLOR'. Press the joystick button. Watch as your creature changes color to suit your tastes.

## CREATURE SPEEDS

You should already have set the creature speed to either slow, normal or fast. The creature will keep this speed during the game. Slow creatures move at half the speed of the adventurer. Normal speed creatures move at the same speed as the adventurer and fast creatures move twice as quickly. If you don't want a creature in a room then choose the 'OFF' option for speed; no creature will appear when you return to the Edit Menu.

## NAMING YOUR CREATURE

As you move the joystick to the NAME option a long white rectangle will appear. Think up a name for your creature and type it in the rectangle. Your names may be scary or funny or they may be useful hints for the adventurer playing



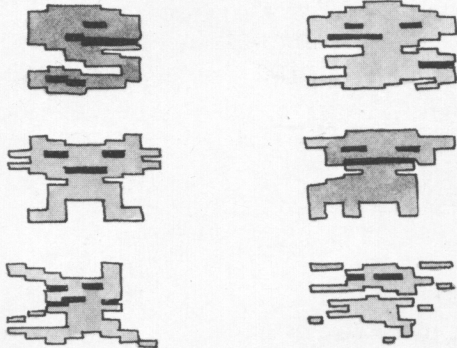


your game.

Whenever the game player enters a room with a creature, that creature's name will be displayed at the bottom of the screen. For instance, if you've named a creature 'MIST OF THE MEDUSA,' when the adventurer enters that room he'll see the message: ENTER THE CHAMBER OF MIST OF THE MEDUSA.

### CREATURE MOVEMENT

You may pick one of five different preset movement patterns for your creature or you can guide the creature in a pattern of your choosing. Don't forget that the speed you select for the creature also affects its movement and the way it interacts with the adventurer. A slow moving chaser is much easier to avoid than a normal speed or fast chaser. Likewise, a slow hider is no challenge but a fast hider can sometimes be impossible to catch without a 'hobble.'



**Chase:** The chasing creature will always move toward the adventurer. If blocked by a wall it will sometimes move around the wall and then resume its path toward the adventurer.

**Hide:** The hiding creature is the chaser's opposite. It will attempt to move away from the adventurer. Occasionally the hider will be so frightened by the adventurer that it will freeze in panic and be unable to move away.

**Stand:** This is pretty simple. The standing creature does just that. It stands in one place and doesn't go anywhere. It may be useful for blocking narrow passages or guarding treasure chests.

**Bounce:** The bouncer moves vertically, horizontally or diagonally until it hits a solid wall or bumper. It then bounces off the object in a new direction.

**Random:** The random movers also bounce off of solid objects but may change directions randomly at any time.

**Guided:** The guided creature is very special. It has no preset movement pattern. You determine the path it follows.

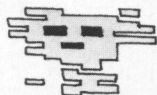
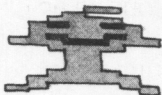
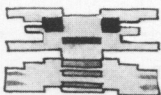
### Programming A Guided Creature

If you've selected a GUIDED movement pattern you must program your creature's movement

within the room. It's easy. Once you place the creature you will still be able to move it around the room with the joystick. Move the creature on whatever path you want it to follow. It must stay in the room and it won't be able to move over a hundred steps but up until that time you may press the joystick button to end the pattern. During the actual game your creature will retrace the steps you programmed. When it reaches the end it will follow the path backwards and then begin in the forward direction again.

### CREATURE PERSONALITIES

There are seven different creature personalities for you to choose from. The personality determines what happens when your creature meets up with the adventurer. Some of the personalities require



no additional input. Some, however, require that you enter additional information before you are allowed to exit the creature lab. While making your creatures, remember that they can be used to help the adventurer by giving clues, treasures and tools or by popping him past barriers in a room.

**Talk:** When the adventurer meets a talking creature, the creature's speech is printed at the bottom of the screen. If you choose the talking creature you will be asked to type in the words you wish your creature to speak. After entering the speech or if the speech has already been set then press the **RETURN** key or the joystick button.

**Ask:** The asking creature is one of the most complex. The creature asks the adventurer a question and then allows the adventurer to type in an answer. If the answer is correct the creature will either give the adventurer a tool or treasure or will speak again.

To set up the 'asker' you must enter a question and the answer you expect from the adventurer. Then choose whether the creature will give or talk in response to the correct answer. If it gives, choose the tool or treasure to give. If it talks, type in its speech.

The adventurer may attempt to answer the question each time

he enters the creature's room. Once the question has been answered correctly the creature no longer pays any attention to the adventurer.

**Trade:** Each time the adventurer enters a room and meets a trader, they will trade treasures or tools. The adventurer will see a message like this:

WHAT A BARGAIN!  
A POUCH OF GOLD DUST  
FOR . . .  
NIPPERS

This particular message tells the adventurer that he has been given a POUCH OF GOLD DUST but that the trader has taken his NIPPERS. The next time this trader is met it will give back the NIPPERS and take something else in exchange.

When the adventurer's tool points are low the trader can be persuaded to give back more of the tool than it took to begin with. If, however, the adventurer has nothing to trade then the trading creature will hold on to whatever it has. You must choose the initial tool or treasure for the trader.

**Give:** The giver will give the adventurer either a treasure or tool of your choosing. The giver gives only once and thereafter ignores the adventurer.

**Accept:** This creature will accept a bribe from the adventurer and then respond by either giving a

tool or treasure or by talking. You must choose the specific tool or treasure that the creature will accept. Choose whether the creature will give or talk when it receives the bribe and then choose what it will give or say. Once the creature accepts its bribe it will ignore the adventurer upon further encounters.

**Pop:** Each time the popping creature touches the adventurer it will pop him into a different part of the room. The adventurer may be popped onto a hot trap or you could use the creature to pop the adventurer into a special area of the room. Try not to set up a situation where the adventurer is popped into a spot from which he can't escape.

**Zap:** This is the adventurer's worst enemy. Each touch of a zapping creature will drain energy. Faster moving zappers drain energy faster.

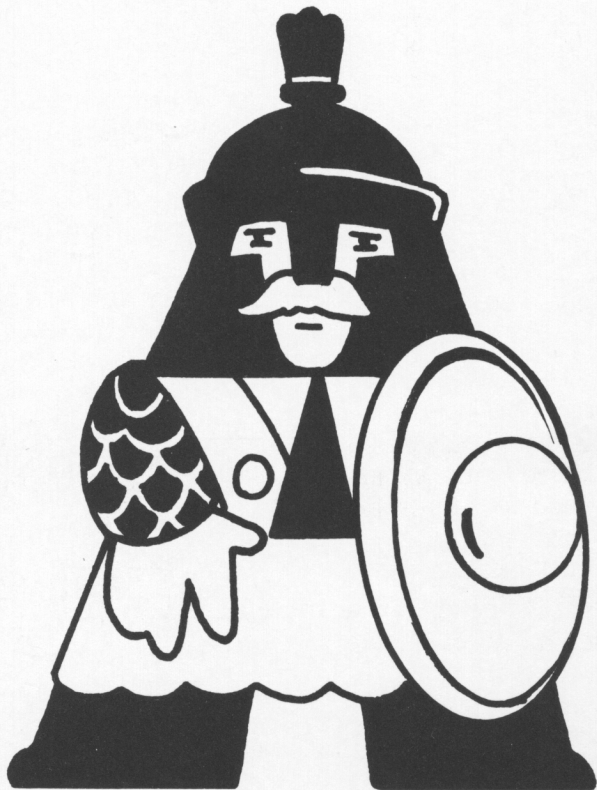
### PLACING THE CREATURE

Press the **SPACEBAR** when you've finished making your selections in the CREATURE LAB. If the creature personality requires that you enter speech or make other choices you will do that now. If there is no required input (as in the case of the zapper and popper) you will return directly to the Edit Menu and the game screen. Your creature will appear on the screen. Use the joystick button to place the creature where you want.

## SETTING THE STARTING POSITION

The starting position for an adventurer who plays your game depends on the last room displayed in the EDIT mode and the most recent position of the white BUILD cursor. Suppose you want the adventurer to begin in the lower right corner of room number three. While in the EDIT mode, choose

the ROOM option and display room number three. Now, enter the BUILD mode and choose the MENU option to return to the main Adventure Menu. Save the final copy of your game to disk or cassette. When anyone then plays your game they will begin in the lower right corner of room number three.



## HELPFUL HINTS

Creating a good adventure can take quite a bit of time. You may return to the main Adventure Menu at any point during development and save your creation to disk or cassette. When you want to work on it again, load your quest, choose the EDIT option and enter your password. When you've finished your game, it's a good idea to save backup copies on two different disks or cassettes.

**1**

Don't forget your password! The computer will not show you your password after

the first time you enter it.

**2**

Playtest your adventures yourself and then with friends. An adventure which

doesn't work smoothly or is impossible to win is no fun to play!

**3**

If you plan to save an adventure to disk remember to prepare a formatted diskette

before you begin the Adventure Creator program.

**4**

When in doubt, push the joystick, press the joystick button or hit the SPACEBAR.



# SAVING YOUR ADVENTURE

## ATARI

### Cassette

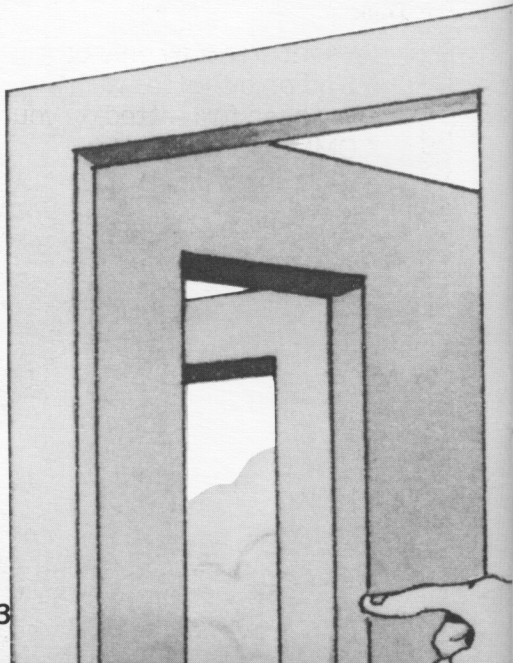
1. Be sure that your cassette recorder is connected to the power outlet and to your computer.
2. Place a cassette tape in the recorder and rewind it fully.
3. Choose the SAVE option on the main menu.
4. Press the **C** key when you see the message 'CASSETTE OR DISK?'
5. The computer should make two beeps.
6. Press the RECORD and PLAY buttons on the recorder.
7. Press the **RETURN** key on the computer to begin the save.

### Disk

1. Adventures may only be saved on ATARI formatted diskettes. Be sure to prepare a formatted diskette before you begin using the Adventure Creator.
2. To SAVE adventures to disk you must load the ATARI DOS II when you first turn on your computer. To do this turn on your disk drive and insert your ATARI DOS MASTER DISKETTE. Be sure the Adventure Creator cartridge is in your computer. Turn on your computer. The DOS will load and the program will begin. Remove your DOS disk from the disk drive.

3. You will see the message 'CASSETTE OR DISK?'. Press the **D** key for a disk save.
4. You may save up to three adventures on one disk. The adventures will be saved with the names: "QUEST 1" or "QUEST 2" or "QUEST 3".

When you see the message 'QUEST 1, 2 or 3?'; press the **1**, **2** or **3** keys on the top row of the keyboard. If you've already saved a game with the number you choose, the old game will be erased and the new one saved in its place.



## COMMODORE 64

### Cassette

1. Be sure that your cassette recorder is connected to your computer.
2. Place a cassette tape in the recorder and rewind it fully.
3. Choose the SAVE option on the main menu.
4. Press the **C** key when you see the message 'CASSETTE OR DISK?'
5. Press the RECORD and PLAY buttons on the recorder.

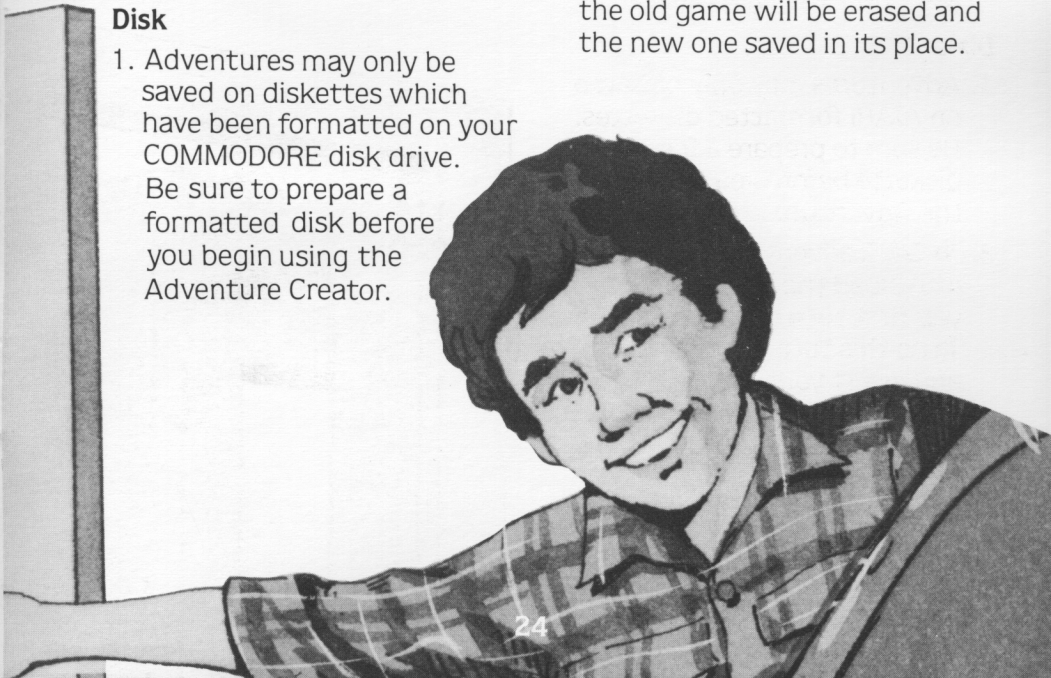
NOTE: If you choose the CASSETTE option accidentally you may return to the main menu by pressing the **RUN/STOP** key.

### Disk

1. Adventures may only be saved on diskettes which have been formatted on your COMMODORE disk drive. Be sure to prepare a formatted disk before you begin using the Adventure Creator.

2. When you are ready to save an adventure, place your formatted diskette in the disk drive. Choose the SAVE option on the main menu.
3. You will see the message 'CASSETTE OR DISK?': Press the **D** key for a disk save.
4. You may save up to four adventures on one disk. The adventures will be saved with the names: "QUEST 1," "QUEST 2," "QUEST 3" or "QUEST 4."

When you see the prompt, 'QUEST 1, 2, 3 or 4, press the **1**, **2**, **3** or **4** keys on the top row of the keyboard. If you've already saved a game with the number you choose, the old game will be erased and the new one saved in its place.



# LOADING YOUR ADVENTURE

## ATARI

### Cassette

1. Be sure that your cassette recorder is connected to the power outlet and to your computer.
2. Place your cassette tape with a recorded adventure in the tape player and rewind it fully.
3. Choose the LOAD option on the main menu.
4. Press the **C** key when you see the message 'CASSETTE OR DISK?'
5. The computer should make one beep.

6. Press the PLAY button on the recorder.
7. Press the **RETURN** key on the computer to begin the load.

### Disk

1. To LOAD adventures from disk you must load the ATARI DOS II when you first turn on your computer. To do this turn on your disk drive and insert your ATARI DOS MASTER DISKETTE. Be sure the Adventure Creator cartridge is in your computer. Turn on your computer. The DOS will load and the program will begin. Remove your DOS disk from the disk drive.



2. When you are ready to load an adventure, place your adventure diskette in the disk drive. Choose the LOAD option on the main menu.
3. You will see the message 'CASSETTE OR DISK?'. Press the **D** key for a disk load.
4. When you see the prompt, 'QUEST 1, 2 OR 3?'; press the **1**, **2** or **3** key on the computer keyboard. If that quest has been saved on the disk then it will load into the computer's memory.

## COMMODORE 64

### Cassette

1. Be sure that your cassette recorder is connected to your computer.
2. Place your cassette tape with a recorded adventure in the tape player and rewind it fully.
3. Choose the LOAD option on the main menu.
4. Press the **C** key when you see the message 'CASSETTE OR DISK?'
5. Press the PLAY button on the recorder.

NOTE: If you choose the CASSETTE option accidentally you may return to the main menu by pressing the **RUN/STOP** key.

### Disk

1. When you are ready to load an adventure, place your adventure diskette in the disk load.
2. You will see the message 'CASSETTE OR DISK?'. Press the **D** key for a disk load.
3. When you see the prompt 'QUEST 1, 2, 3 or 4'; press the **1**, **2**, **3** or **4** key on the computer keyboard. If that quest has been saved on the disk it will load into the computer's memory.

**Dale Disharoon**, author of ADVENTURE CREATOR, is a teacher, programmer and classical guitarist who specializes in educational software for people of all ages.

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