

Adventure MASTER™

IMAGINATIVE NEW WORLDS
OF ADVENTURE
ARE YOURS FOR THE
MAKING!



PROGRAM GUIDE

CBS
SOFTWARE

SETTING UP YOUR COMPUTER

For Atari® Computers

1. Following manufacturer's instructions, connect your computer and disk drive to a monitor or TV.
2. Insert **Adventure Master Disk 1** into the disk drive and close the drive door.
3. Atari XL owners: Hold down **OPTION** while turning on computer.
4. Turn on your computer and monitor.
5. The title screen will appear, followed by the Main Menu.

For Apple® II+/IIe/IIc Computers

1. Following manufacturer's instructions, connect your computer and disk drive to a monitor or TV.
2. Insert **Adventure Master Disk 1** into the disk drive and close the drive door.
3. Turn on your computer and monitor.
4. The title screen will appear, followed by the Main Menu.

For Commodore 64™ Computers

1. Following manufacturer's instructions, connect your computer and disk drive to a monitor or TV.
2. Insert **Adventure Master Disk 1** into the disk drive and close the drive door.
3. Turn on your computer and monitor.
4. Type: **LOAD "CBS", 8** and press **RETURN**. Then type **RUN** and press **RETURN** again.
5. The title screen will appear, followed by the Main Menu.

For IBM® Personal Computers and the IBM® PCjr.

You will need your DOS disk each time you run the program.

If your IBM PC has 64K, you must use DOS 1.1

If your IBM PC has 128K, you may use DOS 1.1, DOS 2.0 or DOS 2.1

On the IBM PCjr., you must use DOS 2.1.

1. Place the DOS disk in Drive A and turn on your computer.
2. When the request to enter the date and time appears, press ENTER twice.
3. When the **A >** appears, remove the DOS disk and place **Adventure Master Disk 1** in Drive A.
4. Type: **CBS** Then press ENTER.
5. The title screen will appear, followed by the Main Menu.



Adventure MASTER™

W

elcome to the world of adventure games! You probably know a lot about how to *play* adventure games already. Now you're going to learn how to *create* them!

Loosely defined, an adventure game places you in the midst of a world within the computer. The computer tells you where you are, what you see and prompts you to make decisions based on any number of options. The object of such a game is to accomplish a specific goal, like finding a treasure, rescuing a lost kitten, or assembling what's needed to build an ark. By identifying and exploring the contents and boundaries of this world and by solving problems, you continuously devise and revise your plans to meet your objectives.

The keys to successfully creating adventure games are careful planning and maintaining the logical organization of elements within each game. With ADVENTURE MASTER this process has never been easier or more exciting! Remember: ADVENTURE MASTER is *your* creative tool. It becomes an "adventure factory" when fueled by *your* imagination.

ADVENTURE MASTER puts you in total control. Not only will you set the goals and create the environments your fellow adventure gamers will experience, but you'll also describe places, plan events, create secret exits, name magic words, hide objects and even illustrate your adventure with the program's easy-to-use graphics system! With ADVENTURE MASTER an endless number of imaginative, new worlds are yours for the making!

Program ©1984 Christopher Chance.

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Adventure Master graphics by Col Stone.

PROGRAM CONTENTS

ADVENTURE MASTER consists of two disks and this Adventure Creation Manual.

Disk 1 includes the ADVENTURE MASTER program plus one complete adventure game, *Clever Catacombs*, which you can play and examine the files of.

Disk 2 includes two partially-completed adventures—*Becca In Outlaw Cave* and *Wild Trails*—written especially for this program by the Newbery Award-winning author, Jean Craighead George. These games can also be played and you can write endings to them yourself!

This Adventure Creation Manual includes detailed operating instructions for the wide variety of user-controlled elements featured in the program. It also includes important reference information for users of various home computers.

BEFORE YOU BEGIN

Formatting

In order to save the elements you create with ADVENTURE MASTER, you will need to have a *formatted disk* at your disposal. Instructions on how to format blank disks for your computer are as follows:

Atari

1. Insert **Adventure Master Disk 2** into your disk drive and turn on your computer.
2. When the DOS menu appears, remove the disk and insert a fresh, blank disk into the disk drive.
3. Select **I** from the menu and press **RETURN**.
4. When "Which Drive To Format" appears, press **1** and press **RETURN**.
5. Press **Y** to format the disk.
6. With your newly formatted disk still in the drive, select **H** from the menu, press **RETURN** and follow the on-screen instructions to transfer DOS to the disk.

Commodore 64

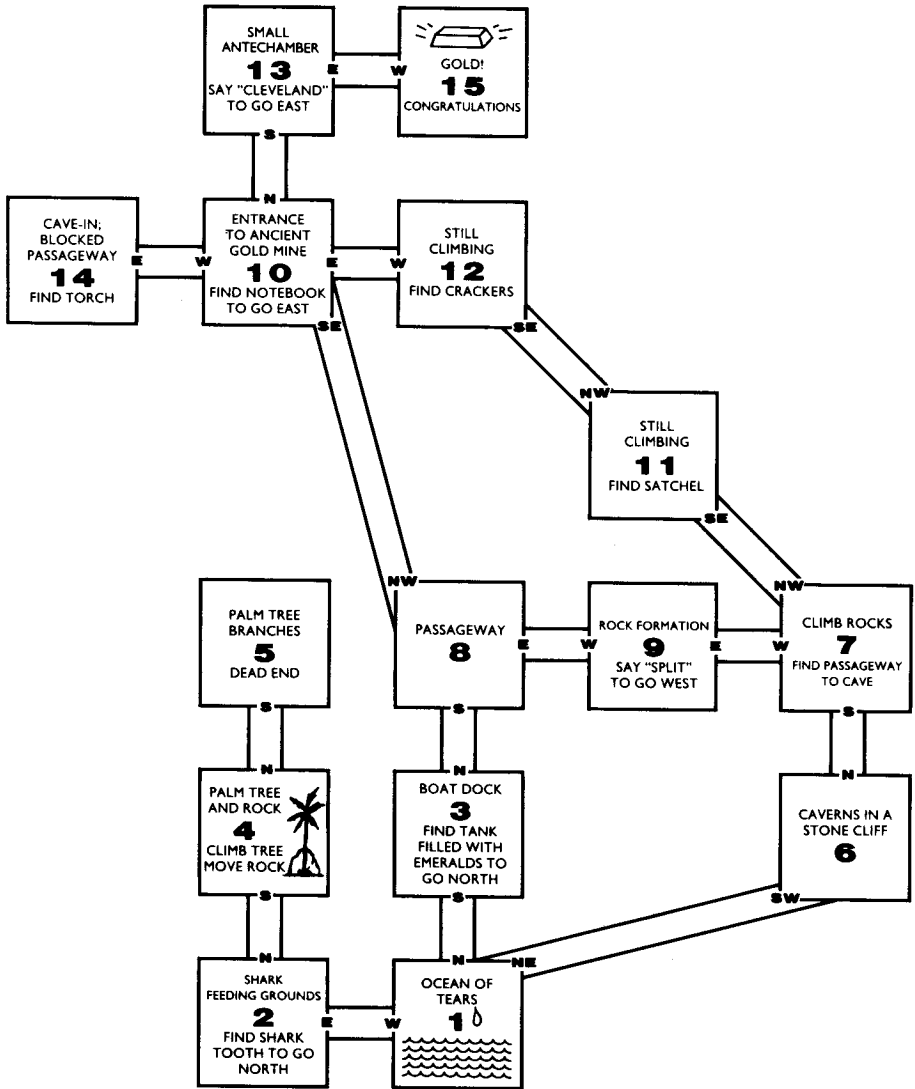
1. Turn on your computer.
2. Insert a fresh, blank disk into the disk drive.
3. Type: **OPEN 15,8,15** and press **RETURN**.
4. Type: **PRINT#15, "NØ:DISK,11"** and press **RETURN**.
The computer will now format the disk.

Apple and IBM

Please follow the instructions for formatting or initializing a disk outlined in your DOS manuals.

Making A Map

Preparing a map will help you keep track of all the elements you create within your adventure. This map will probably be a little different from the kind of map you may be used to working with when *playing* an adventure game. A sample map is shown below. You may wish to use graph paper to help organize your thinking.



Definitions

Room A designated space within an adventure game through which a player travels in search of objects and information. Every location within an adventure is called a room, whether it's inside or outside. *Before creating a room, you must first assign a number to it.*

Passageway An exit or entrance within a room in one of the following directions: north, south, east, west, northeast, northwest, southeast, southwest, up or down.

Object Something placed within a room that may be taken out of the room, brought to other rooms and, if necessary, left in another room.

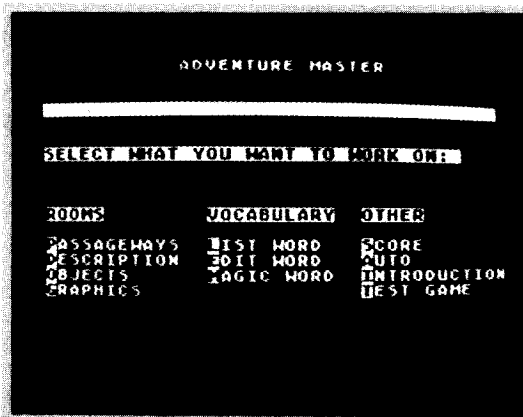
HOW TO CREATE A GAME WITH ADVENTURE MASTER

Following the instructions outlined under "Setting Up Your Computer," load **Adventure Master Disk 1**. Once the program is loaded, the title screen will appear followed by the Main Menu. *At this point, remove Disk 1 from the drive and replace it with your formatted disk.* From now on, any part of an adventure you create will be saved on your formatted disk.

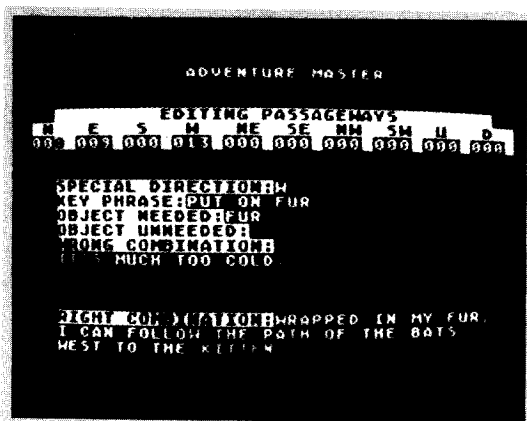
The Main Menu

Soon after you load your program, the Main Menu will appear. It is from this Main Menu that you select all the options necessary to design your adventure and make all of the elements within it interact. Also, once your adventure is finished, you may use the Main Menu to edit and fine tune your game.

To select an option from the Main Menu, simply press the first (highlighted) letter of the desired option on your keyboard. To select another option you must first return to the Main Menu. We will discuss each of the options in turn as we go through the step by step development of a typical adventure game.



P PASSAGEWAYS



Passageways allows you to determine how players will leave a room and where they will end up once they go in a particular direction.

To create Passageways, press **P** from the Main Menu. Then press the number of the room you want to work in. Every room must have a number. Otherwise the computer will have no way of distinguishing between rooms once a game is being played. In the adventure illustrated here, we've selected Room 12.

Editing Passageways — Required

This feature allows you to designate the rooms into which a player will travel should he move in a particular direction while in this room.

In our example, a player in Room 12 would end up in Room 9 if he went East or in Room 13 if he went West.

Simply decide what directions will be valid for the room you're editing and type in the room number under the appropriate direction. Notice that Room 9 is indicated as "009." Room numbers must always be expressed as three digits.

If you want a direction to remain closed off, leave "000" under that direction. A player opting to move in that direction while in the room will see the message "You Can't Go That Way."

For ease of play, directions are indicated as follows:

N	—	North	SE	—	Southeast
E	—	East	NW	—	Northwest
S	—	South	SW	—	Southwest
W	—	West	U	—	Up
NE	—	Northeast	D	—	Down

Be sure to use your map and/or plan ahead so you don't end up sending players in circles (unless you really want to)!

Special Direction — Optional If you desire, you may designate one direction per room as a Special Direction. Doing so will require a player to meet specific conditions (that you determine) before being allowed to proceed in that direction.

In our example, the Special Direction in Room 12 is West (W). Notice that the location for West is Room 13. *You cannot designate a Special Direction without first indicating what room the player will pass into upon meeting your conditions.*

Key Phrase — Required Once you settle upon your Special Direction, you must decide upon a Key Phrase. The Key Phrase is the primary condition that a player must meet in order to gain access to the room linked to the Special Direction. A typical Key Phrase may be "Open Sesame" or "Knock On Door." In our example, the Key Phrase is "Put On Fur." If a player typed that in during game play, he would be granted access to Room 13 if he chose to go West.

After you type in the Key Phrase, you have the option of putting further conditions upon the use of the Special Direction.

Object Needed Object needed refers to an object that must be in a player's possession before use of the Key Phrase will result in access to the Special Direction.

Object Unneeded Object unneeded refers to an object that must *not* be in a player's possession before use of the Key Phrase will work.

Using either one of these is optional. In our example, the Object Needed is a "Fur." In other words, the phrase "Put On Fur" will not grant access to the Special Direction unless we first had a fur in our possession.

Wrong Combination — Required When designating a Special Direction it is important to let a player know when he has met your conditions and/or when he has not. The Wrong Combination is a phrase that you type in to let a player know that your conditions have not been met. In our example, a player pressing **W** to go West, without having first met our conditions, would be denied access and see the phrase "It's Much Too Cold In Here" on the screen. This message works as a clue, letting a player know that he must first do something (like find and put on a fur coat) before proceeding in that direction.

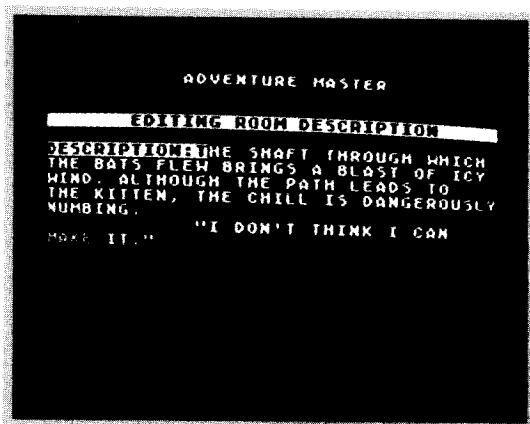
Right Combination — Required The Right Combination is a phrase that you type in to let a player know that your conditions have been met and that he may now proceed in that direction. The phrase in our example, "Wrapped In My Fur, I Can Follow The Path Of The Bats West To The Kitten," does just that.

It is important to indicate both Wrong Combination and Right Combination messages when designating a Special Direction or else a player will have no way of knowing when your conditions have or have not been met.

Once you finish using the Passageways feature for a particular room, press **ESC** * to leave. You must then press either **S** to save the information to the disk or **A** to abort the information after which you will automatically return to the Main Menu. **We repeat: you must press either S to keep what you've created or A to return to the Main Menu.** If you turn off your computer before doing this you will lose whatever you haven't saved.

*Commodore 64 owners: Press **⇧** on the upper left side of the keyboard whenever instructed to press **ESC** by this manual.

D DESCRIPTION



Description allows you to determine what a player will see when he enters a room and "looks around" by typing **L** or the word "Look."

To enter Description, press **D** from the Main Menu. Then press the number of the room you want to describe. Every room must have a description. Otherwise a player may receive a blank screen when he presses **L** (which is typically one of the first tasks carried out upon entering any room). In the sample adventure shown here, we've described Room 12.

Editing Room Description — Required

Type in what you want a player to know upon entering the room. Noting the directions of exits through which a player may move to other rooms helps him construct a map of the adventure. Data like temperature conditions, items of clothing, furniture and sounds add character to your adventure and help a player find clues to its mysteries.

A verbal clue similar to the one in our sample adventure ("I Don't Think I Can Make It") lets a player know that something needs to be done. In this case, he has to protect himself from the "numbing cold" before continuing (remember the Fur!).

Important: Do not use Description to describe objects that can be removed and taken to other locations. Everything mentioned in a room's description should be a permanent part of the room, i.e. will always appear when the player types **L**.

Once you finish describing a particular room, press **ESC** to leave. You must then press either **S** to save the information to the disk or **A** to abort the information after which you will automatically return to the Main Menu.

OBJECTS

```
ADVENTURE MASTER  
-----  
EDITING OBJECTS  
OBJECT: CANDLES  
OBJECT SENTENCE: ANTS CRAWL IN AND  
AROUND THE BOX.  
  
KEY PHRASE: KILL ANTS  
OBJECT NEEDED:  
OBJECT UNNEEDED:  
WRONG COMBINATION: WHAT CANDLES?  
  
RIGHT COMBINATION: AS I TRIED TO KILL  
THE ANTS, I KNOCKED OVER THE BOX AND  
CANDLES ROLLED OUT. THE ANTS ARE  
ANGRY AND MADLY RUNNING EVERYWHERE.  
FOLLOW-UP SENTENCE: THERE ARE SOME  
CANDLES HERE.
```

Objects allows you to list and describe particular objects that may be taken from a room and, if desired, left at another location.

To enter Objects, press **⓪** from the Main Menu. Then press the number of the room you want to put an object in. It is not necessary for every room to have an object in it. But remember: If, for example, you use the Special Direction feature of Passageways and designate an Object Needed (See PASSAGeways), you must, in the name of fairness, place that object somewhere within your adventure where it may be obtained. *You do not have to put the object in the same room where possession of it is required.* In our sample adventure, we've decided to put an object in Room 7.

Object — Required

Type in the name of the object as you would want a player to type it in during the game.

In our example, we've typed in "Candles." From now on (unless we edit this object out) whenever a player begins our adventure, he will encounter candles in Room 7.

Object Sentence — Optional

Try to think of the Object Sentence as a *temporary* extension of the room description. As soon as a player enters the room, the Object Sentence can alert him to an unusual situation. Correctly handling this situation can help clue a player in to the fact that the object is present there.

If we use "Candles" as our object, one possible Object Sentence might be "It Is Very Dark." However, the Object Sentence illustrated here, "Ants Crawl In And Around The Box" adds more visual character to the room and draws the attention of the player to the ants and the box, setting him up to use our Key Phrase.

Key Phrase — Required

The Key Phrase is a condition that you must require a player to meet in order to gain access to the Object. In our example, the Key Phrase is "Kill Ants." A player would not be granted access to the candles until he typed in that phrase in that room.

After you type in the Key Phrase, you have the option of putting further conditions upon the use of the Object. **Object Needed** refers to *another* object that must be in the player's possession before use of the Key Phrase will result in access to the Object. **Object Unneeded** refers to an object that must *not* be in a player's possession before use of the Key Phrase will work. *Using either one of these is optional.* In our example, we've chosen not to.

Wrong Combination — Required

When putting an Object in a room it is important to let the player know when he has met your conditions and/or when he has not. The Wrong Combination is a phrase that you type in to let a player know that your conditions have not been met. In our example, a player typing in "Take Candles" without having first typed in "Kill Ants" would be denied access to the candles and see the phrase "What Candles?" on the screen. This message works as a clue, letting a player know that he must first do something (like kill the ants) before being allowed to take the Object.

Right Combination — Required

The Right Combination is a phrase that you type in to let the player know that your conditions have been met and that he may now take the object. The phrase in our example tells a player that candles rolled out of the box as he tried to kill the ants. It also goes on to mention that the ants are now very angry; an illustration of how to use this feature to add more information and flavor to your adventure.

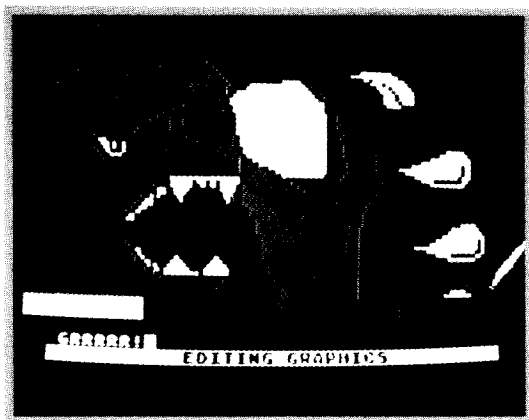
Important: The conditions you create for access to an object are only to be met once by a player during a game. For example, if a player decides to "Drop Candles" in Room 7 after taking them, he won't have to kill any more ants in order to take them back.

Followup Sentence — Required

The Followup Sentence is like a *portable* piece of the room description. When a player takes an Object, the Followup Sentence for the Object goes with it. From then on, wherever a player leaves an object, the Followup Sentence will be added to that room's Description. If we take our candles with us to Room 12 and leave them there, the Followup Sentence "There Are Some Candles Here" will be added to the description of Room 12 and appear every time we enter it or look around. *Followup Sentences do not appear when Objects are in a player's possession.*

Once you finish using the Objects feature in a particular room, press **ESC** to leave. You must then press either **S** to save the information to the disk or **A** to abort the information after which you will automatically return to the Main Menu.

G GRAPHICS



With the Graphics feature you can illustrate a room. *Use of Graphics is optional.*

To enter Graphics, press **G** from the Main Menu. Then press the number of the room you want to illustrate. Your joystick must also be connected.

In our sample adventure, we've chosen to illustrate Room 13. Our description of the room says that there is a bear here. So with the use of the Graphics feature, we've drawn a bear. **The drawing shown here, and all drawings used in the three adventures included with the program, were drawn with the ADVENTURE MASTER Graphics system.**

When a player enters the room, the illustration will appear. Only when he types **L** or the word "Look" will the illustration dissolve and the Room Description appear.

Using the Graphics feature looks a lot harder than it really is. The Quill on the screen is controlled by your joystick.

Atari

1. Use your joystick to dip the Quill into one of the three inkwells.
2. Move the Quill to the area of the screen you want to draw on.
3. Press the joystick button while moving the joystick to draw. To stop the flow of ink, release the button.
4. To change brightness of the selected color, press **↑** and **↓** until the desired brightness level is achieved.
5. To change the hue of the selected color, press **←** and **→** until the desired hue is achieved.

Commodore 64

(Make sure joystick is in Control Port 2.)

1. Use your joystick to dip the Quill into one of the three inkwells.
2. Move the Quill to the area of the screen you want to draw on.
3. Press the joystick button while moving the joystick to draw. To stop the flow of ink, release the button.
4. To change colors, return the Quill to an inkwell and hold the red button down to cycle through the colors.

Apple and IBM

See the enclosed sheet entitled "Graphics for Apple and IBM Computers."

Captions (Atari only)

If you desire you may type in a caption to your picture. In our example, the caption is "GRRRRR!"

Clearing The Screen

If you're not satisfied with your picture, press **ESC** and then **C** to clear the screen and start over.

Once you finish using the Graphics feature in a particular room, press **ESC** to leave. You must then press either **S** to save the illustration to the disk or **A** to abort the illustration after which you will automatically return to the Main Menu.

E EDIT WORDS

```
ADVENTURE MASTER
-----
EDITING WORDS
WORD TO EDIT: NUTS
IN ROOM: 13
NOT IN ROOM:
OBJECT NEEDED: NUTS
OBJECT UNNEEDED:
RESPONSE: IT THREW HIM A HANDFUL OF
NUTS BUT HE JUST IGNORED THEM. WHAT
ELSE CAN I THROW?!?!
```

The vocabulary section of the program allows you to add character to your adventure and provide a player with important information. The best place to start is with the Edit Words feature which allows you to assign certain powers and traits to the use of words in particular rooms.

To enter Edit Words, press E from the Main Menu. Then type in the word you would like to edit. By using this feature you can describe that word or relay information to a player every time he uses that word.

In our sample adventure, we've typed in the word "Nuts." So if a player types in the word "Nuts" in any room during play, he would get the response shown. However, in this case we've added some restrictions.

Room — Optional

By typing in "13" after In Room, we have restricted the response to the word "Nuts" to Room 13. If a player used it in any other room, he would get the phrase "I Do Not Understand That." If we typed in "13" after Not In Room, typing in the word "Nuts" during play would elicit the response in every room *except* Room 13.

Object Needed and **Object Unneeded** operate the same way as previously described. In our example, the player must first be in Room 13 *and* in possession of the nuts before typing the word "Nuts" will result in the indicated response.

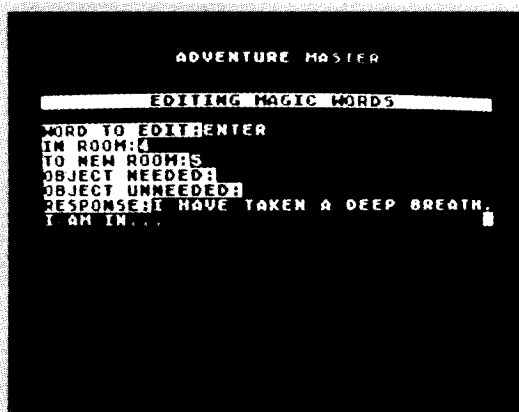
Response — Required

As you can see from our response, the information you type in here can prompt a player to some other action, like throwing water or reading a map.

Note: You can assign responses to *groups* of words as well as individual ones. Experiment with commands like "Read Map" or locations like "Upper Myakka Lake" in *Wild Trails*.

Once you finish editing a particular word, press **ESC** to leave. You must then press either **S** to save the information to the disk or **A** to abort the information after which you will automatically return to the Main Menu.

M MAGIC WORD



Magic Word lets you program words into your adventure that “magically” transport a player from one room to another room.

To enter Magic Word, press **M from the Main Menu. Then type in the word (or group of words) you would like to designate as being “magic.”** At the same time you can relay even more information to a player.

In our sample adventure, we’ve typed in the word “Enter.” We’ve also indicated the room in which the word will result in “magic” (Room 4) and the new room into which the player will automatically transport (Room 5). As in Edit Words, you may assign **Object Needed** or **Object Unneeded** restrictions if you desire.

Response — Required

You must type in a response to a Magic Word or else a player may never realize that he has been whisked into another room. A response may prompt a player to another action or may simply add some more drama to the adventure, as in our example.

Once you finish editing a particular Magic Word, press **ESC** to leave. You must then press either **S** to save the information to the disk or **A** to abort the information after which you will automatically return to the Main Menu.

L LIST WORDS

```
ADVENTURE MASTER

LIST OF ALL WORDS:

READ MAP
DIG
YES
TAKE BOAT
KILL ALLIGATOR
DATE POTTERY
NO
EAT ALLIGATOR
TAKE SHELLS
CLIMB
CLEVELAND
APACHE
FISH
COOK FISH
MADE
```

```
ADVENTURE MASTER

LIST OF ALL WORDS:

WATER
* MAGIC
SAIL
LAKE MICHIGAN
LAKE OKEECHOBEE
UPPER MYAKKA LAKE
LOWER MYAKKA LAKE
SOLANA
KILL MOSQUITOES
READ MAP
DIG
YES
TAKE BOAT
KILL ALLIGATOR
DATE POTTERY
```

List Words is one of the basic tools you'll use when you *edit* your program. It lists all the words that you have assigned characteristics to using Edit Words and Magic Words. Words listed with an asterisk (*) are Magic Words.

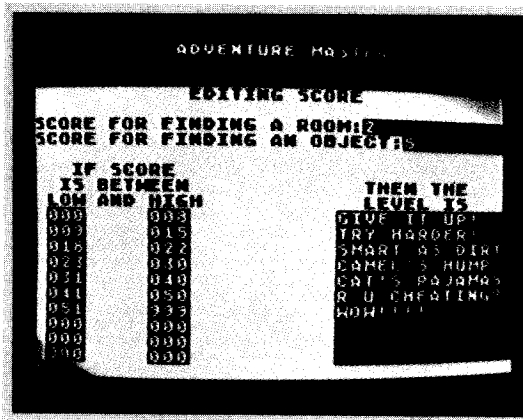
To enter List Words, press **L** from the Main Menu. Notice that in our example the word "Magic" is a Magic Word.

To move up or down the list, press **↑** and **↓** on Atari, Apple and IBM Computers. For the Commodore 64, use **SHIFT** and **↑** to move up and **↓** to move down.

Once you finish examining the list of words, press **ESC** to return to the Main Menu.



S SCORE



If you desire, you may assign point values for achieving various objectives during game play. A player can then monitor his score by typing the word "Score" any time during the adventure.

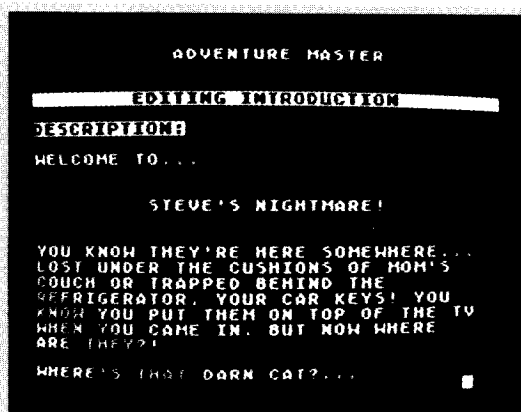
To enter Score, press **S** from the Main Menu.

Start by typing in the point value for entering a room for the first time and then for finding an object for the first time. In our example, we've selected 2 and 5. *Point values must be between 0 and 9.*

You may also designate various levels of skill for scores that fall within a specific range. In our example, we've used phrases to distinguish between levels. Be sure to include the necessary zeros.

Once you've finished editing your score parameters, press **ESC** to leave. You must then press either **S** to save the information to the disk or **A** to abort the information after which you will automatically return to the Main Menu.

I INTRODUCTION



This feature allows you to add an introduction to your game. The introduction will appear only once, at the beginning of your adventure.

To enter Introduction, press **I from the Main Menu.** Our example illustrates one possible introduction. You may decide to use yours as a way of letting a player know some important ground rules before your adventure starts.

The Graphics feature cannot be used to illustrate the Introduction.

Once you finish your introduction, press **ESC** to leave. You must then press either **S** to save the information to the disk or **A** to abort the information after which you will automatically return to the Main Menu.

T TEST GAME

Test Game allows you to play your own adventure as you're creating it! This feature will prove invaluable since it lets you check how well the elements of your game are interacting with one another.

To enter Test Game, press **T from the Main Menu.** Your game will begin in your first room or, if you've written one, at your Introduction.

Begin testing out your game by entering the various rooms you've created. You may want to use your map as a guide. Look around to see if the descriptions and objects you've created are where you think they are. Make notes so you can edit out any errors.

Once you finish troubleshooting your game, press **Q** or type in the word "Quit", then press **RETURN** to go back to the Main Menu. You may then go about editing your game by selecting the appropriate options from the Main Menu.

A AUTO

The Auto feature allows you to transfer the program mechanics of ADVENTURE MASTER onto your data disk so that your adventure game will run without first having to load the Adventure Master program disk.

To automatically transfer the program logic onto your data disk, press **A from the Main Menu.** To load your adventure at a later time, simply follow the steps outlined for your computer under "Loading Your Self-Running Adventure Game" on page 18.

To create more adventures you will have to reload **Adventure Master Disk 1** and use another freshly formatted disk to save your data.

Password — Required

Once you enter into this feature, the program will ask you to type in a Password. This will prevent anyone from breaking into your game files once they have your disk. They'll be able to play your adventure, but they won't be able to change it unless you want them to!

Important: If someone enters an incorrect password, he must either enter the correct password or reboot the disk before being allowed to proceed anywhere within the program. Otherwise, the program will continually ask for the right password until it is entered.

Remembering your Password is extremely important. Since it becomes a *permanent* part of your data disk, you will never be able to get into your game files without typing it in when the computer asks for it. We suggest that you write it down and keep it someplace safe.

After entering your Password for the first time, the computer will begin transferring the program logic to your data disk. When it is finished, you will have a complete self-running adventure disk that you can give to a friend to play or come back to later and edit (as long as you know your own password).

LOADING YOUR SELF-RUNNING ADVENTURE GAME

Atari

1. Insert your self-running adventure game disk into your disk drive and turn on your computer.
2. When the DOS menu appears, select **M** from the menu and press **RETURN**.
3. When "Run From What Address" appears, type: **5C1F** and press **RETURN**. Your adventure game will begin.

Commodore 64

1. Insert your self-running adventure game disk into your disk drive and turn on your computer.
2. Type: **LOAD "ADVENTURE",8,1** and press **RETURN**.
3. When "Ready" appears, type: **SYS18460** and press **RETURN**. Your adventure game will begin.

Apple

Insert your self-running adventure game disk into your disk drive and turn on your computer. Your adventure game will begin automatically.

IBM

Please follow the instructions for booting a disk as outlined in your DOS manual.

CLEVER CATACOMBS

Included on **Adventure Master Disk 1** is a complete adventure game, *Clever Catacombs* by Christopher Chance. We've included it as part of **ADVENTURE MASTER** to familiarize you with how to proceed through an adventure game as both player *and* creator, and to show you the extent to which you can create a complex adventure. Besides, it's fun.

To play *Clever Catacombs*

1. Make sure Disk 1 is loaded into your computer.
2. Press **T** from the Main Menu.
3. Follow the instructions on the screen to start the game.

Begin this adventure by trying to make a map of the various rooms you travel through. Note objects, exits and any other information you feel will have a bearing on successfully reaching the goal.

At various points in the adventure, you will be given clues to the secret Password to *Clever Catacombs*. With this Password you will be granted entry into the game files of the adventure so you can see how it was created. Remember, all the information and graphics you encounter in *Clever Catacombs* were created with ADVENTURE MASTER. With a little practice, you'll be devising mysteries on an even grander scale than this one!

Press **Q** to return to the Main Menu and select the feature of *Clever Catacombs* you want to work on. The computer will then ask you to type in the Password. You will only have to do this once each time you load the program.

BECCA IN OUTLAW CAVE AND WILD TRAILS

Adventure Master Disk 2 includes two partially completed adventures by Jean Craighead George, *Becca In Outlaw Cave* and *Wild Trails*. These adventures are for you to complete yourself, a perfect way to "practice" designing adventure games before you start from scratch.

You should duplicate **Adventure Master Disk 2** before you start work on the games. This way you'll always have a back-up copy of the games and other members of your family or friends can then have the opportunity to complete the adventures in their own styles. Follow the instructions for duplicating a disk as outlined in your computer's Reference Manuals.

To begin playing and/or editing these adventures, load Adventure Master Disk 1 to get the Main Menu. Then remove the disk and insert Adventure Master Disk 2.

To play the games, select **T** from the Main Menu and follow the instructions on the screen.

To edit and complete the games, select the feature from the Main Menu that you want to work on first and then type in the Password. The Password for both adventures is QIMMIQ*. Rooms 1 through 20 are the files for *Becca In Outlaw Cave*. Rooms 21 through 40 are the files for *Wild Trails*, i.e. the first room of *Wild Trails* is Room 21.

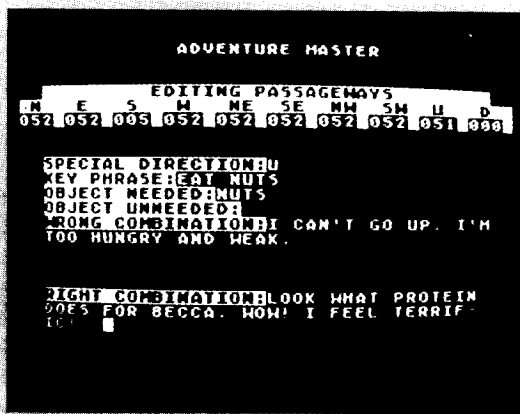
*QIMMIQ is Eskimo for dog.

COMPLETING BECCA IN OUTLAW CAVE

The following information is provided as a guide to completing an adventure game and to help you practice moving around the Main Menu and using its features. Those who would rather accomplish this task on their own are advised to skip this section until after you've completed the adventure. Then you can compare your ending with the ending written by the author.

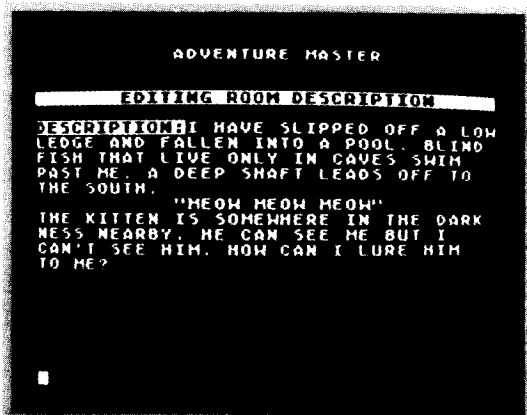
Step 1

Select **P** for Passageways and then type in 50 for the room number. After you enter the Password, enter the information shown so that your screen looks like this:



Step 2

Select **D** for Description and then type in 50 for the room number. Enter the information shown so that your screen looks like this:



Step 3

Select **O** for Objects and then type in 50 for the room number. Enter the information shown so that your screen looks like this:

```
ADVENTURE MASTER
-----
EDITING OBJECTS
OBJECT: FISH
OBJECT SENTENCE:

KEY PHRASE: CATCH FISH
OBJECT NEEDED:
OBJECT UNNEEDED:
WRONG COMBINATION:

RIGHT COMBINATION: I GRABBED A FISH
AND THREW HIM ON THE SHORE.

FOLLOWUP SENTENCE: A FISH IS FLOPPING
ON THE GROUND.
```

Step 4

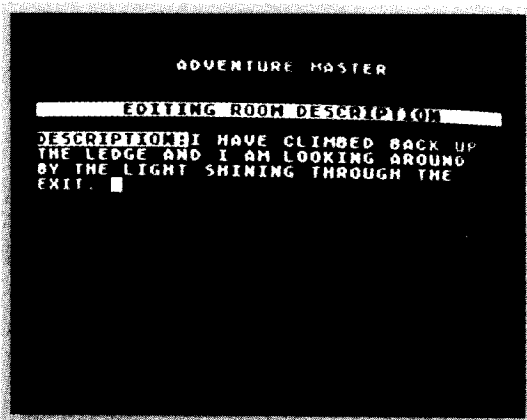
Select **P** for Passageways and then type in 51 for the room number. Enter the information shown so that your screen looks like this:

```
ADVENTURE MASTER
-----
EDITING PASSAGWAYS
N   E   S   W   NE  SE  SW  U   D
050 050 050 050 050 050 050 050 050
-----
SPECIAL DIRECTION:
KEY PHRASE:
OBJECT NEEDED:
OBJECT UNNEEDED:
WRONG COMBINATION:

RIGHT COMBINATION:
```

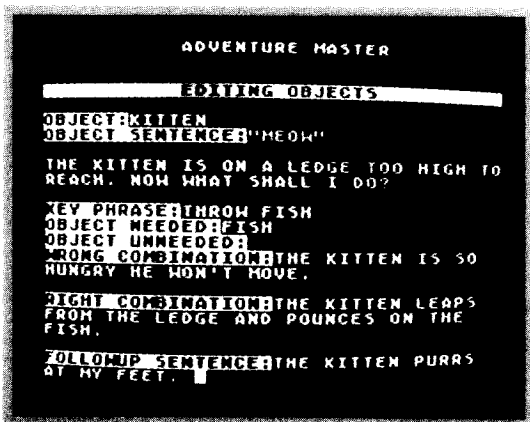
Step 5

Select **D** for Description and then type in 51 for the room number. Enter the information shown so that your screen looks like this:



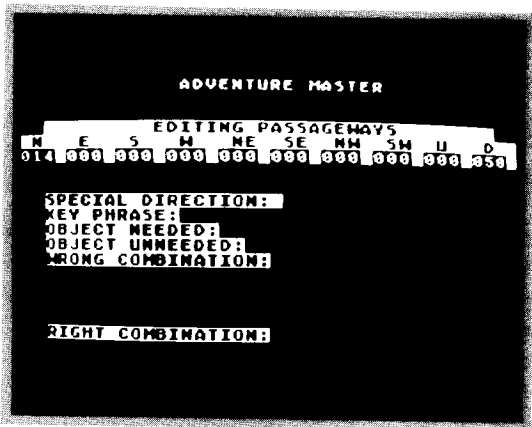
Step 6

Select **O** for Objects and then type in 51 for the room number. Enter the information shown so that your screen looks like this:



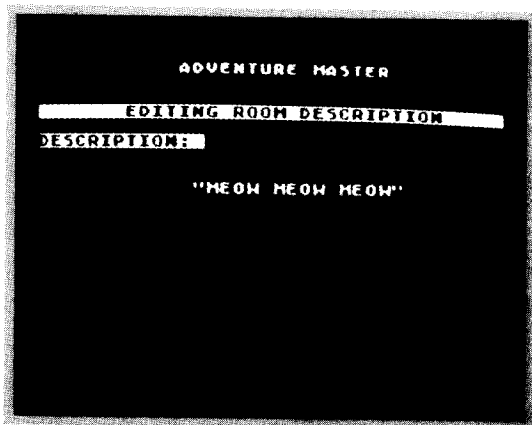
Step 7

Select **P** for Passageways and then type in 52 for the room number. Enter the information shown so that your screen looks like this:



Step 8

Select **D** for Description and then type in 52 for the room number. Enter the information shown so that your screen looks like this:



Now test the game to see your completed adventure in action!

ADVENTURE MASTER COMMANDS

Below is a list of 18 commands that are built into every adventure game created with ADVENTURE MASTER. Be careful not to define any of these words in the Vocabulary sections of your game.

A key for the first letter of a word indicates that a player can either type in that letter or type in the whole word to give the command.

- L**OOK To look around a room or location.
- TAKE To take an object into possession.
- DROP To drop an object in a room.
- I**NVENTORY To check which objects are in a player's possession.
- SCORE To check a player's game score and level.
- Q**UIT To return to the Main Menu of Adventure Master.
- SAVE Allows a player to save his place within a game. Before turning off the computer in the middle of a game, a player must type Save in order to return to the same place in the game at a later time. Used with the Restart command.
- RESTART Allows a player to start a game from where he left off after an interruption. When the player begins playing an adventure, he needs only to type Restart to return to that point in the adventure. Used with Save command.

N —	Travel north	SE —	Travel southeast
E —	Travel east	NW —	Travel northwest
S —	Travel south	SW —	Travel southwest
W —	Travel west	U —	Travel up
NE —	Travel northeast	D —	Travel down

PROGRAM NOTES

1. Do not try to create more than 32 objects per adventure.
2. Illustrating a room takes up much more memory on the disk than describing a room. If you use lots of illustrations, the disk's memory will fill up more quickly, giving you less space for defining rooms. On the average, you should be able to create 50 rooms, 10 illustrations and 50 to 100 words and phrases (with responses) per adventure.
3. The program logic has a built-in set of priorities in reading information. When a player enters a command, the program will try to interpret the command, in order, as one of the following:
 - a. a Key Phrase to move in a Special Direction; entered via the Passageways feature,
 - b. a simple phrase; entered via the Edit Words feature,
 - c. a Key Phrase to obtain an object; entered via the Objects feature,
 - d. a built-in command.

This information will prove useful to the advanced adventure master who might use the same phrase to create two different events in one room. For an example of this see Room 11 ("Open Chest") and Room 4 ("Take Net") in *Clever Catacombs*.

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