ADVENTURE CONSTRUCTION SET

COMMODORE 64

To Start

Turn on the disk drive, turn on the computer and insert the program disk. Type **LOAD "EA",8,1** and press Return. When the program finishes loading, music will begin playing and a title screen will appear. If you do nothing, the program will display a free-running demo designed to give you a brief overview of adventure playing and constructing. To end the demo and produce the program options, press the space bar.

Making and Copying Adventure Disks

Page 4 in the manual tells how to use a blank disk (or one containing information you no longer need) and the "Make an Adventure Disk" option to get started playing. On the Commodore 64, making an adventure disk takes approximately 20 minutes and requires several disk swaps. Using the "Copy an Adventure" option (to make back-up copies of adventures you create with the system) also takes about 20 minutes.

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<u>Additional Play Tips</u>
1. Page 6 of the manual tells how to drop objects your character is carrying. Please note that you may drop items directly on top of your character if you want or need to. 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 play, just press the button to bring up your character options, then don't choose any until you're ready to proceed.

<u>Additional Construction Tips</u>
1. When entering text messages, press the right/left cursor key to move the cursor one space to the right, and simultaneously press shift and the right/left cursor key to move the cursor one space to the left. To move the cursor to the beginning of the next line, press Return. To move the cursor one space to the left, deleting any character already there, press DEL.

2. If you've never made an adventure before, you will probably find it easiest to use the "Let ACS Finish Your Adventure" option with the Fantasy construction set for your first try. (Just follow the instructions on page 16 in the manual.)

ACS will build you an adventure in which all rooms have at least one door, all regions have a way in and a way out, and all rooms within a region have room names which belong together. It will not put in elaborate text messages designed to guide player progress, nor will it carefully match the names of things and creatures with the names of the rooms it puts them in. (Don't be surprised to run into a chair, for instance, in the middle of a forest!)

As you play the adventure, make notes about name changes you'd like to make, places you'd like to add text, things you'd like to add or delete, creatures you'd like to make stronger or weaker, etc. Then use the other ACS construction options to make those changes. (Refer especially to page 15 and then pages 19 - 25 in the manual for help.) When you finish, you'll have both a better adventure and a better understanding of how to use the system to build the adventures you want.

3. If you're an advanced user and want to start constructing an adventure with nothing in your master thing and creature lists, begin by using the "Make an Adventure Disk" option to make a 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".