VENTURE Help Contents

Click on a topic title for more information:

Introduction

The VENTURE system provides a complete environment for   designing, building   and playing point-of-view, graphic adventure games for Windows.

The games produced by this system are based around the concept of <u>rooms</u>. A VENTURE game consists of a series of connected rooms, on many different levels. These rooms can contain doors, creatures, sounds, objects, ladders and other items that produce obstacles or puzzles for the player to overcome. VENTURE produces two types of adventure games, treasure gathering and destination. A treasure gathering game is like the original, classic Adventure game. The player has to explore the rooms, gathering all the treasures and returning them to a specific room. The game is won when all the treasures have been gathered. A destination or goal type of game is one where the player has to rescue someone or reach a certain destination. The game is won when the player gets to the destination room.

During game play, the player uses the <u>Play Screen</u>.   This screen provides the player with a view into the room in the direction he or she is facing. There are 8 possible direction views in a room, corresponding to compass directions. To play the game, the player turns around in the room to view different directions, picks up and uses objects, talks with and/or fights with creatures, opens doors, jumps over abysses and moves from room to room.

In <u>Design</u> mode, the user designs and builds a game using the various game design components. The components include: the rooms and their layout, the objects and their attributes, the creatures and their attributes, scripts for the creatures so they can talk to the player, decor items, various level options including random creature attacks and object thefts and the game setup options. All the design components are viewed in context as they are designed.

Included with VENTURE are two complete adventure games built with the VENTURE system. The first, 'The Caverns of Makalu', is a traditional treasure gathering game that takes place in underground caverns and has creatures such as dragons, wizards and orcs. The second, 'Starbase Varga', is a destination type game set in space with aliens and robots. These two games demonstrate the variety of adventures that can be built with the VENTURE system.

See Also:

<u>Play Game</u>
<u>Design Game</u>

About

VENTURE

ShareWare Version 1.1

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by Richard Foley

See Also:

Registration

Design Game

A VENTURE game is created by using the Design screens. Before designing a VENTURE game you should play the sample games and read all of the Play Game help screens.

A VENTURE game consists of several parts. The first part is the game design itself. The game design is saved as a .WAG (Windows Adventure Game) file. It contains the game layout, all game text, components parameters, etc. It does not contain the .BMP files or .WAV files needed by the game.

The .BMP files are the graphic images used to create many components of the game. BMP files are needed for: Walls, Creatures, Decor and Objects. You can use the BMP files that came with VENTURE or you can create your own using Windows Paintbrush or another drawing program.

The .WAV files are the sound files used in the game. WAV files are associated with many different events in the game. As with the BMP files, you can use the WAV files that came with VENTURE or create or acquire your own WAV files.

All BMP and WAV files to be used in a game design must be in the VENTURE directory. You will be using a mix of files from many different sources so keeping them all in the same directory will ensure that they will be there when you need them.

To start or continue a game design you first start the VENTURE system. On the VENTURE title screen you click on the **DESIGN** button. The   **Game Design** screen will then be displayed.

The Design module in this shareware version is a demo version. All of the design screens and functions are available except for printing and saving game designs. Also, there is no on-line help for the Design module. This demo version of the Design module is included so you can try it out and see if you like building adventures. If you want to build large adventure games, you can buy the registered version of VENTURE and receive the full Design module. In the registered version you can build and distribute adventures with a limit of 500 rooms and 50 levels. A complete on-line help system, a printed manual and all design print functions, including maps, are also included.

See Also:

Registration

Play Game

Many components, Rooms, Creatures, Objects, etc., make up a VENTURE game. For an explanation of these components, see the Game Components topic.

To play a VENTURE adventure game you need several files. You need this program, VENTURE.EXE and its support files. See the README.TXT file that came with VENTURE for a list of the support files and install instructions.

You need the game design file created with VENTURE. It will have an extension of .WAG (Windows Adventure Game). You will need the .BMP graphics files that were distributed with the game design file. And you need the .WAV sound files that were also distributed with the game design file.

Loading the game files

The game file (.WAG) and the .BMP and .WAV files that came with it should all be copied or loaded into the VENTURE directory,   with all the other VENTURE files. Most VENTURE games will use a combination of .BMP and .WAV files from various sources. Some will be created just for the new game, some will be the ones that came with VENTURE, some might be from a previous game by the same author. By keeping all the game files in the same directory, you will be sure to always have the files you need available.

Selecting and starting a game file

To enter the Play mode, click on the **PLAY** button on the title screen. A dialog box listing .WAG files in the VENTURE directory will be displayed. This is where all VENTURE games should be stored. Select the game you want to play from the list and click on **OK**. A game introduction screen for the selected game will be displayed. This will display the game name, author and a description of the game, what the goal is and maybe some hints to get you started. Any introductory sounds or music will also be heard. Then click on **START GAME** to view the Play Screen and start playing the game.

Another way to select and start a game file is to include the game file name on the command line that executes VENTURE. A command line is entered either from the Windows **File/Run** menu selection or from the Command Line entry of the properties of a Windows icon. If a .WAG file name is included on the command line, that game file will be automatically loaded and run. Example:
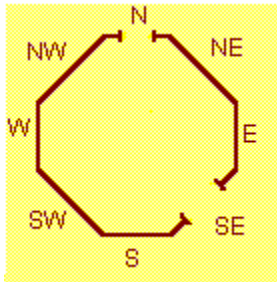
C:\VENTURE\VENTURE.EXE MAKALU.WAG

This command line would start VENTURE and load and run the Makalu game file. Using this method, you could create icons for each specific VENTURE game you wanted to run and run them directly by just clicking on the icon.
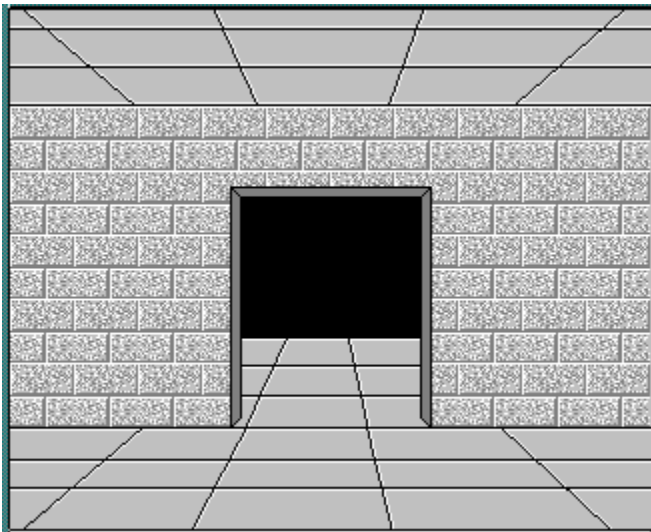

See Also:

Play Screen
Game Components

Play Screen

All VENTURE games are played using the Play Screen shown below. Click on a pointer label to learn more about that topic.

Room Layout

The basic structure of a VENTURE game is the room. A sample room as seen from above is diagramed here. A room has a wall in each of the 8 compass directions. The player can see one of these walls, in the direction he or she is facing, on the Play Screen. If a room is connected to another room, there is a doorway between the rooms. In this sample room there are other rooms to the North and to the SouthEast, so there are doorways in those directions. In this sample room, if a player was facing North, the view displayed would be as shown below:

If the player then turned left or right, the view would scroll to the new direction view.

In each view direction in a room various combinations of doors, creatures, abysses, decor and objects can be configured.

See Also:

Play Screen
Game Components

Order Form

To order VENTURE 1.1 please complete this form and mail it to:

Richard Foley
17 Morning Glen
Newark, DE 19711

- -

NAME: _____

ADDRESS:_____

CITY: _____ STATE: _____ ZIP: _____

PHONE: _____

VENTURE version 1.1 $25.00

Shipping and handling   3.50

Total $28.50

Make checks or money orders payable to: Richard Foley

I obtained my copy of VENTURE 1.1 shareware from:

_____

Thank you for your order!   Enjoy adventure gaming with VENTURE!

Registration

VENTURE is a shareware product. If you enjoy this product and decide to keep using it you should become a registered user. The registration fee is $25.00 plus 3.50 shipping and handling. Please send your registration fee to:

Richard Foley
17 Morning Glen Lane
Newark, DE 19711

For your registration fee you will receive a registered version of VENTURE with a 500 room, 50 level Design module, a complete on-line Design help system and all design print functions, including maps. You will also receive a complete printed manual.

This shareware version of VENTURE can be freely copied and distributed. The registered version of VENTURE cannot be distributed in any way.

Thank you for using VENTURE and for supporting shareware.

(To print this ordering information, select the **Order Form** topic below, then on the **Order Form** Help page, select **Print Topic** from the Help **File** Menu.)

See Also:

Order Form
Shareware

Shareware

This is the shareware version of VENTURE. It contains the complete Play module that enables you to play any .WAG game file generated by VENTURE. There is no limit on the size of the adventure game you can play.

The Design module in this shareware version is a demo version. All of the design screens and functions are available except for printing and saving game designs. Also, there is no on-line help for the Design module. This demo version of the Design module is included so you can try it out and see if you like building adventures. If you want to build large adventure games, you can buy the registered version of VENTURE and receive the full Design module. In the registered version you can build and distribute adventures with a limit of 500 rooms and 50 levels. A complete on-line help system, a printed manual and all design print functions, including maps, are also included.

See Also:

Registration

Room View

This part of the Play Screen shows the player's view into the <u>room,</u> in the direction the player is facing. The <u>Compass</u> shows the current direction the player is facing. The player clicks on on the Room View screen to perform most of the game playing functions. The Room View is divided into zones as shown below:
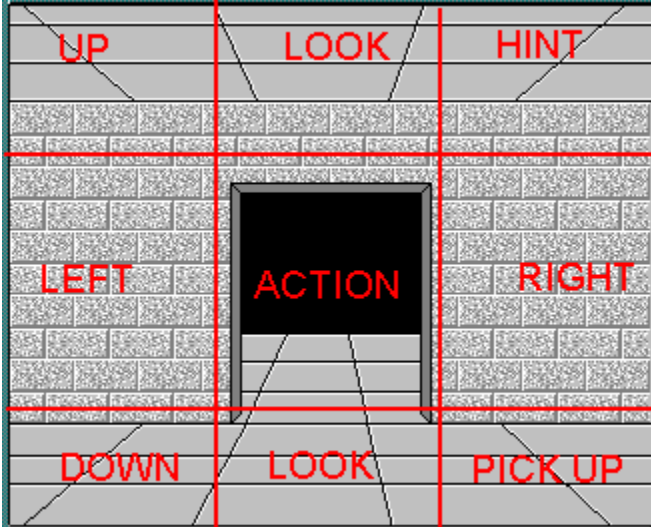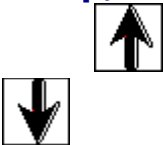

As the player moves the mouse pointer over the Room View the mouse pointer changes it's shape to show the action that will occur if the mouse button is clicked. Also, the <u>Action Indicator</u> box will display the current action zone the mouse pointer is in.

Left, Right
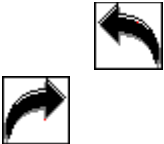
In these zones the mouse pointer displays as a left/right arrow. Clicking in these zones causes the room view to scroll to the left or right. The player will then be facing in a new direction, as shown on the <u>Compass.</u>

Up, Down

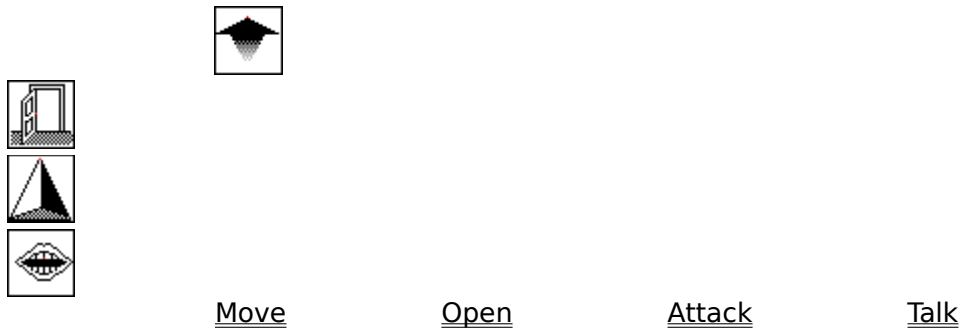In these zones the mouse pointer displays as an up/down arrow. If there is a hole up or down and there is access, a ladder or something, clicking here will cause the room view to scroll up or down and the player will be moved into that new room. The player will be facing in the same direction as they were before.

Action

The center of the Room View is the action area. This is where doorways, doors, abysses,

creatures, etc. are displayed. In this zone the mouse pointer changes depending on the action selected. The action that is taken when clicking the mouse here depends on what action is selected in the Action Selection box. The possible actions and their associated mouse pointers are listed below:

Move   Open   Attack   Talk

Look

In the Look zones the mouse pointer is an eye. Clicking above or below the wall in the Look zones causes the room, creature and object descriptions, if present, to be displayed in the Game Text box below the Room View. This is used if other messages have been displayed in the Game Text area and the player wants to see a description of the items currently in the Room View.

Hint

In the Hint zone the mouse pointer is a question mark. Clicking in this zone cause the hint text, if any, for the current room to be displayed in the Game Text box.

Pick Up

In the Pick Up zone the mouse pointer is a grasping hand. If there is an object on the floor, in the direction the player is facing, clicking here will cause the object to be picked up and put in the player's inventory. The object's image will clear from the Room View and will appear in the Object Display box. In some games there is a limit to how much weight a player can carry. Each object weighs a certain amount. If the player cannot carry any more weight, the object will not be picked up.

See Also:

Play Screen
Room Layout
Game Components

Compass

The compass needle moves whenever the player turns left or right. It shows the direction the player is currently facing.

Action Indicator

The Action Indicator box displays the function that will be performed if the mouse is clicked on it's current location on the <u>Room View.</u> As the mouse pointer is moved over the Room View   the function shown changes as the mouse pointer location changes.

See Also:

<u>Play Screen</u>
<u>Room View</u>

Action Selection

The player uses the **Action Selection** box to select what action will occur when the mouse is clicked in the action zone of the <u>Room View.</u> The action is selected by simply clicking on the action name. The action selected will stay in effect until another action is selected. The default action is **Move.** The four possible actions are:

<u>Move</u>
<u>Open</u>
<u>Attack</u>
<u>Talk</u>

Move Action

When the mouse pointer is in the Action zone of the <u>Room View</u> and the current action in the <u>Action Selection</u> box is **Move,** clicking the mouse will cause the player to move forward. The player can only move forward if there is an open doorway in the wall in front of the player. If a valid move is possible, the view will graphically move into the next room and the player will move into the next room, facing in the same direction as before.

If the player is facing an <u>abyss,</u> moving toward it will cause the player to attempt to jump over the abyss.

See Also:

<u>Play Screen</u>
<u>Abyss</u>

Open Action

When the mouse pointer is in the Action zone of the <u>Room View</u> and the current action in the <u>Action Selection</u> box is **Open,** clicking the mouse will cause the door in front of the player to be opened. If the door is locked, it will not be opened.

See Also:

<u>Play Screen</u>
<u>Door</u>

Attack Action

When the mouse pointer is in the Action zone of the <u>Room View</u> and the current action in the <u>Action Selection</u> box is **Attack,** clicking the mouse will cause the player to attack the creature in front of the player. The object the player is currently holding, as displayed in the <u>Object Holding</u> box, will be used to attack the creature. If the player is not holding an object, the player will attack with bare hands.

Some creatures do not respond to attacks and some respond by fighting back. How much damage a player inflicts in an attack is dependent on two things, the health of the player and the strength of the object or weapon the player is holding. At 100% health the full strength of the weapon is inflicted on the creature. At 50% health, only half of the strength of the weapon is used. So, the healthier the player is and the more powerful the weapon is, the more damage will be inflicted. Just holding a weapon may not be enough. Some creatures can only be attacked by certain weapons or objects, any other will no effect on them. Whether the attack kills the creature or not depends on the strength of the creature. Some creatures can be killed in one attack, some take many more.

See Also:

<u>Play Screen</u>
<u>Creature</u>
<u>Object</u>

Game Components

A VENTURE game is made up of many components. Click on the name of a component below for a description of it and how it works in a game:

Room
Door
Abyss
Creature
Object
Up/Down Holes

Talk Action

When the mouse pointer is in the Action zone of the <u>Room View</u> and the current action in the <u>Action Selection</u> box is **Talk,** clicking the mouse will cause the player to talk to the creature in front of the player. Not all creatures will talk, but some might. If the creature does want to talk, it's opening statement will be displayed in the <u>Game Text</u> box and 1, 2 or 3 possible player responses will be displayed in the <u>Player Response</u> boxes below the Game Text box. The player selects a response by clicking on the letter of the chosen response. The creature will then reply and more player responses will be displayed. The conversation will continue this way until it is finished. During a conversation, most game functions are disabled. Only the Game Control Buttons on the bottom of screen are active.

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See Also:

<u>Play Screen</u>
<u>Creature</u>

Game Title

The title of the game currently being played is displayed in this box. This is not the file name of the current game, it is the title as assigned by the game author.

Health

Two health items are displayed in this box.

Health

The first is the player's overall health. This is expressed as a percentage. 100% means the player is at full health and strength. A lower percent means the player is at that percentage of full strength. A display of 50% means the player is at half strength. The display lists the current percentage and shows it graphically as a colored bar rising and falling. A player loses strength by being attacked by creatures. The amount lost in each attack depends on the strength of the creature and how much armor or protective clothing the player is currently wearing. A player gains strength by picking up and eating food and water, and by picking up and using medicine. Once a player's health reaches 0%, the player dies.

Lives

The Health box also shows how lives a player has left. At the beginning of a game the player is given a certain number of lives, after those are used up, the game is over. The number of lives left display does not include the current life. When the player is using the last life, the display will show 0 (zero) lives left.

After a player dies, he or she will be restarted in a whatever room has been designated for restarting in the current game.

See Also:

Play Screen

Object Description

This box displays the description of whatever object is currently selected in the <u>Object Display</u> area.

See Also:

<u>Play Screen</u>

Object Display

This area has two modes, object inventory and score objects.

Object Inventory

In object inventory mode, the default mode, this area displays the images of all the objects the player is currently carrying. This box is scrollable if the player is carrying many objects. One object is always designated as the 'current object'. This is the one with the red box around it. The 'current object' is selected by clicking once on it's image. The description of the 'current object' is shown in the <u>Object Description</u> box above the Object Display area. To hold an object, the player clicks once on the 'current object', the one with the red box around it. This object is placed in the <u>Object Holding</u> box, and any object that was in the Object Holding box is put back on the Object Display.

Score Objects

In a treasure gathering game, clicking on the Score button cause the Object Display to switch into score object display mode. The current score is shown in the Game Text area and all the treasures that have been scored are displayed in the Object Display area. The background switches from white to a pale blue to indicate the switch. Objects in score mode can be clicked to see a description, but they cannot be double-clicked because they cannot held. Clicking on the Score button again switches the display back to object inventory mode.

See Also:

<u>Play Screen</u>
<u>Object</u>

Game Control Buttons

Along the bottom of the right half of the <u>Play Screen</u> are the game control buttons. They are:

<u>Done</u>
<u>Save</u>
<u>Restore</u>
<u>Score</u>
<u>Sound</u>
<u>Help</u>

See Also:

<u>Play Screen</u>

Map

All VENTURE games have complete auto-mapping functions built in. As the player moves through the rooms, a map is automatically generated of the rooms the player has been in. Clicking on the **Map** button on the Play Screen brings up the Map Screen. This screen shows the current map, a close-up of individual rooms and provides an area for the player to make notes about the rooms. A sample Map Screen is shown below. Click on an area label name to get more information on that part of the Map Screen.
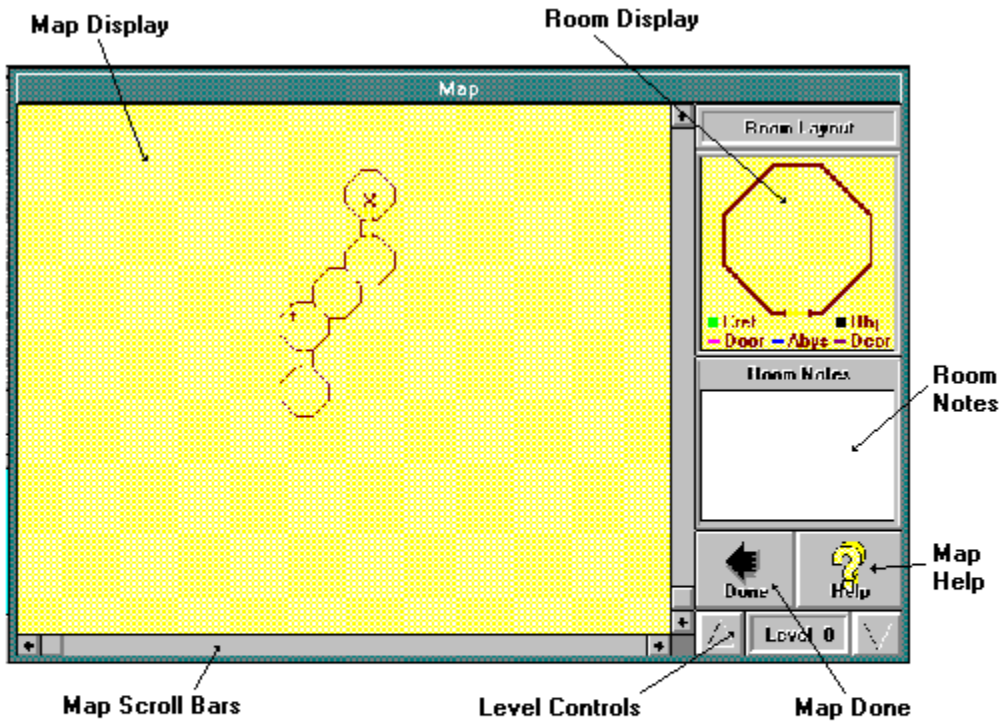
Money Holding

Some of the objects a player picks up in a game are money objects. These objects do not display on the Object Display, instead the amount of money picked up is added to the player's total amount of money. The player's current money total is displayed in the Money Holding box.

To use or spend any money, the player clicks on the **Use** button under the money display area. If a purchase or toll situation is present and the player has enough money, the money will be spent and the amount will be subtracted from the display.

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See Also:

Play Screen

Object Holding

The Object Holding box displays the picture and description of the object the player is currently holding. A player holds an object by clicking on it's bordered picture in the Object Display box.   A player has to be holding an object to use it. To use the held object, the player clicks on the **Use** button under the object description. If the object has a use in the current situation it will be used.   Sometimes the object held is automatically used. If a player selects an Attack action, the held object is automatically used in the attack.

Sometimes a player may want to drop an object, it may not be of any use anymore or it is too heavy. Also, in a treasure gathering game, to score a treasure it has to dropped in whatever room has been designated for scoring treasures. To drop the currently held object, the player clicks on the **Drop** button under the object description. The object is dropped on the floor in the current room and in the direction the player is facing. If there is already an object on the floor, the held object will not be dropped. An object can only be dropped on an empty floor. A treasure can always be dropped in the scoring room because once it is dropped it is taken out of the room and put in the scored treasures inventory. To see the scored treasures, click on the Score button.

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See Also:

Play Screen
Object

Player Responses

If a player is <u>talking</u> to a creature, the possible responses to what the creature said are displayed here. There is room for three responses, A, B or C. In response to any given creature statement or question, there may be 1,2, or 3 possible responses. The player selects a response by clicking on the A, B or C buttons next to the responses.   The creature will then reply and more player responses will be displayed. The conversation will continue this way until it is finished.

During a conversation, most game functions are disabled. Only the Game Control Buttons on the bottom of screen are active.

A conversation can contain more than just exchanges of statements. A player can trade with a creature, buying or selling objects, and a conversation can lead to the death of the player or the creature.

See Also:

<u>Play Screen</u>
<u>Creature</u>

Game Text

The Game Text box displays any text needed during game play. The type of text items displayed are:

Descriptions

When a player first enters a room or sees a creature or an object, a description of that room, creature and/ or object is displayed in the Game Text box. If a description has been cleared out of the Game Text box, clicking in the **Look** zones of the Room View will cause the descriptions to be displayed again.

Hints

If a player clicks in the **Hint** zone of the Room View, any hint associated with the current room is displayed here.

Creature Statements

If a player is talking to a creature, any statements made by the creature are displayed here.

Object Text

If the object a player is holding can be read, a book or scroll, when **Use** in the Object Holding box is clicked, the text to be read is displayed here.

General Messages

Any general message caused by game play is displayed here: the results of an attack, the results of using or picking up an object, etc.

See Also:

Play Screen

Game Done

Clicking on the **Done** button will end the game. A box will be displayed asking if you really want to end the game. If 'Yes' is clicked the game will end. If the current player's game had not been saved, it will be lost. If 'No' is clicked, the player will be returned to the game.

Save Game

Clicking on the **Save** button brings up a save game file box. A currently saved game can be selected to be used again, or a new save game name can be entered. The player's current status in the current game is saved to a file. This saved game can be <u>restored</u> at a later time to continue play at the same point. This saved game can only be used with the current game. It cannot be restored to any other game.

See Also:

<u>Game Control Buttons</u>
<u>Restore Game</u>
<u>Play Screen</u>

Restore Game

Clicking on the **Restore** button brings up a restore game file box. A currently saved game can be selected to be restored. Only a game saved from the current game can be restored. Once the saved game is restored, play continues at the point where the game was saved.

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See Also:

Game Control Buttons
Save Game
Play Screen

Game Score

In a treasure gathering game, clicking on the **Score** button cause the <u>Object Display</u> to switch into score object display mode. The current score is shown in the <u>Game Text</u> area and all the treasures that have been scored are displayed in the Object Display area. The background switches from white to a pale blue to indicate the switch.

Objects in score mode can be clicked to see a description, but they cannot be double-clicked because they cannot be held.

While in score mode, the label on the Score button changes to **'Off'**. Clicking on the Score Off   button switches the display back to object inventory mode.

In a destination type game, where there is no scoring, this button is disabled.

See Also:

<u>Game Control Buttons</u>
<u>Object Display</u>
<u>Object Description</u>
<u>Play Screen</u>
<u>Game Text</u>

Game Sound

Clicking on the **Sound** button turns the game sound on and off. If the Sound button label reads **'Off'**, clicking on it will turn all game sounds off. If the Sound button reads **'On',** clicking on it will turn all game sounds on.

See Also:

Game Control Buttons
Play Screen

Play Help

Clicking on the Help button on the Play Screen brings up this help system. The first help topic that is displayed shows the Play Screen and labels it's parts. Clicking on any of the labels brings up the help topic for that part of the Play Screen.

See Also:

Game Control Buttons
Play Screen

Map Display

The Map Display shows all the rooms the player has been in and their relative position in the overall room structure. The room with the 'X' in it is the room the player is currently in. Any other room can be selected by clicking the mouse in it. The selected room is designated by a blinking cursor.

 The selected room is displayed in the <u>Room Display</u> and any notes associated with it are displayed in the <u>Room Notes.</u> If the map is bigger than the Map Display can show, the player can use the <u>Map Scroll Bars</u> to scroll around the map.

 A room that displays an up or down arrow is connected to another room above or below it. To change the room level displayed on the map, the player uses the <u>Level Controls.</u>
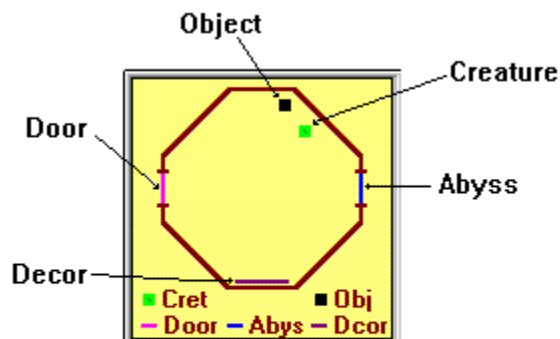
See Also:

<u>Map</u>

Room Display

The Room Display shows a close-up view of the room currently selected in the Map Display. This view shows the walls, doorways and up and down connections, just like the map, but it also shows the contents of the room. The legend under the room diagram shows what color indicator is used to show what item is in the room. For example, objects are shown as black squares. All room contents items are shown in their proper position in the room.

The diagram below shows how each item is displayed in the Room Display -

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See Also:

Map

Room Notes

The Room Notes box displays any notes the player has keyed in about the currently selected room on the Map Display. The player can edit the notes or key in new notes. Room notes are automatically saved, there are no notes control buttons. Room Notes can be used to mark where objects or creatures are, to record hints, to mark special rooms, etc. Room notes are saved and restored as part of the Save/Restore Game functions.

See Also:

Map

Map Help

Clicking on the Help button on the <u>Map Screen</u> brings up this help system. The first help topic that is displayed shows the Map Screen and labels it's parts. Clicking on any of the labels brings up the help topic for that part of the Map Screen.

See Also:

<u>Map</u>

Map Done

Clicking on the Map Done button closes the map screen and returns the player to the Play Screen. Any changes in the room notes are automatically saved.

See Also:

Map

Level Controls

To change what room level is currently shown in the <u>Map Display,</u> the player clicks on the up and down arrow buttons on the <u>Map Screen.</u> The level will move up or down by one and the Map Display will show the room layout for the new level. The level that is currently being displayed is shown in the level number display box between the up and down buttons. A player cannot switch to a level he or she has not been on yet.

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See Also:

<u>Map</u>

Map Scroll Bars

The Map Scroll Bars are used to move the Map Display viewing area to see rooms that do not appear in the current viewing area. The room layout for a specific level may be much bigger than the Map Display viewing area. The Map Scroll Bars allow the player to move the view area to any part of the room layout.

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Door

In some of the doorways that connect rooms there may be a door. To open a door, a player selects the <u>Open</u> action from the <u>Action Selection</u> choices and then clicks on the door. If the door is unlocked it will open. To unlock a door a player may have to use an object, such as a key or something not so obvious, or pay a toll. A player cannot close a door, although some doors may close automatically.

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See Also:

<u>Game Components</u>
<u>Object Holding</u>
<u>Money Holding</u>
<u>Play Screen</u>

Abyss

Some doorways are separated from the connecting room's doorway by an abyss or canyon. Some abysses can be jumped and some cannot. The game may indicate this or the player may just have to try. An abyss that cannot be jumped may be bridged by an object, such as a board, or there may be a toll for a ramp or bridge.

To jump an abyss, the player just selects the <u>Move</u> action from the <u>Action Selection</u> choices and clicks on the abyss. If the jump was successful the player will move into the next room. If it was not, it is a long fall to the bottom.

See Also:

<u>Game Components</u>
<u>Object Holding</u>
<u>Money Holding</u>
<u>Play Screen</u>

Creature

There can be many creatures throughout a VENTURE game. These creatures can be humans, monsters, animals, aliens, robots etc. They are the beings that populate the game world that the player is in. The player can interact with all these creatures.

The player can talk to some creatures using the Talk action from the Action Selection choices. In these conversations a player may learn hints or clues that will help in getting through the game. A conversation may also include the buying and selling of objects. Also, a conversation may lead to the death of the player or the creature.

Some creatures guard doorways and objects. To get through the doorway or pick up the object, the player will first have to kill the creature. A player attacks a creature using the Attack command from the Action Selection choices. Some creatures will respond to an attack by attacking the player. Other creatures will attack the player first, without waiting to be attacked.

Most of the creatures described above stay in their position in the rooms. There may be some other creatures that roam throughout the rooms. These creatures primarily attack the player, but some of them also steal objects and hide them in other rooms.

See Also:

Game Components
Object Holding
Money Holding
Play Screen

Object

Throughout the course of a VENTURE game, a player will acquire and use many different objects. Objects can be many different things. An object may be a weapon, armor, a key, food or medicine, a magic object, money, a treasure or many other things. These objects can be used in many different ways, most of which a player will have to figure out on their own. Some object's uses are obvious, a treasure has to be dropped in the treasure scoring room, a key is used in a door, food is for eating, etc. Most objects are used by first holding them and then clicking on the **Use** button in the Object Holding area. If the object has a use in the player's current situation, it will be used. One exception is the magic object. To use a magic object the player has to enter the magic spell that invokes the magic for that object. This spell has to be learned somewhere else in the game play.

Many objects can be found laying on the floor in the rooms. The player just clicks on the object in the Room View to pick it up. It is then displayed in the Object Display box. Other objects can only be obtained by buying them from a creature. A player has to talk to creatures to find out if they have anything to sell. Some creatures will buy objects. This is a way for a player to raise money that may be needed for something else.

See Also:

Game Components
Object Holding
Money Holding
Play Screen

Up/Down Holes

The rooms in a VENTURE game can be laid out on many different levels. To move from one level to another, a player has to go up or down through the holes in the ceiling or floor. If there is a room above or below the current room, there will be a hole between them. The hole may be in any of the 8 compass directions. If there is an up and a down hole in the same room, they may not be in the same direction in the room.

Just because there is a hole up or down does not mean the player can move through it, there has to be an access method. Many of the holes will have ladders in them. The ladders provide access. If there is a hole with no ladder,   the player will have to find some object or magic to use to access the hole.

See Also:

Game Components
Object Holding
Room View
Play Screen

Design Help

On-line Design help is not available in the shareware version of VENTURE.   The registered version of VENTURE has a complete on-line help system for the design module, including topics such as: Script Design, BMP file creation, Game distribution, Combat values and much more.

For ordering information, select the **Registration** topic below.

See Also:

Registration
Shareware