Arrowbridge II Map Editor

Arrowbridge II Map Editor allows Arrowbridge II game coordinators to create custom maps and dungeons for their players.

Arrowbridge II

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Arrowbridge II Background

Arrowbridge II is a BBS door game.   The game is a multiplayer dungeons and dragons style game.   Players are expected to explore dungeons, gain experience, travel the land, sail the seas, gather armies and build castles.   The game features player/player combat, player/player jousting, hundreds of monsters, castles, armies, settlements, dungeons, missions, puzzles, npc characters and much, much more!

The latest version of Arrowbridge II is available on the internet.   See the official Arrowbridge Web Page at **http://www.zeta.org.au/~marks**

This package, the Arrowbridge II Map Editor, provides Arrowbridge II game coordinators with the ability to customise their game.

Arrowbridge II Map Editor Concepts

The Arrowbridge II Map Editor is a powerful tool designed to allow Arrowbridge II game coordinators to create their own lands, providing valuable variation and individuality to the game.   Arrowbridge II is designed primarily as a multi-player game and the map editor gives the game coordinator several strategies to make the game more interesting.

Minimal Editing

A standard map is supplied with the game.   This map is roughly based on the land found in Arrowbridge I - Quest for the Orb.   In order to make the game a little varied from other Arrowbridge II games, and with minimal effort, the coordinator could:

* Create more 3x3 squares of open country in forests/mountains/swamps for players to construct (and hide) their castles
* Move some of the cities and towns
* Add/remove roads
* Add islands to the ocean
* Alter the <u>settlements functions</u> of the settlements
* Move some of the dungeons
* Add/remove hints from the settlements
* Alter the special mission

Major Reconstruction

For those who are a little more adventurous (and have more spare time), the game coordinator could:
* Modify existing dungeons
* Create a new dungeon
* Re-design the wilderness map

Editing

The map editor allows movement around the map using the scroll bars.

Holding the **left-shift key** down places the editor into paint mode where the currently selected location type will be automatically painted on the map as the mouse is dragged over the grid squares.

Clicking the **right mouse button** on towns, cities, dungeons, stairs and trapdoors will launch a dialog box for further editing.

Wilderness Terrains

The main wilderness map of Arrowbridge can be generated from the following terrains:

Bridges
Cities
Docks
Dungeons
Forest
Forest Mission
Hills
Inns
Lakes
Lava Flows
Mountains
Ocean
Open Country
Red Lava
Reefs
Rivers
Roads
Swamp
Towns
Zombres Fortress

Bridges

Bridges provide passage across a waterway for an adventurer.   Bridges will become submerged during stormy weather.

Moves deducted   : 1
Encounter   : 20%

◘ Cities

Cities are the population centres of the land and have the following features:

* Armies
* Bank
* Church
* Gambling
* Healer
* Jousting
* Inn
* Store
* Tavern

The number of cities in the land should be limited.   Cities should be placed at major intersections of the road system.

Clicking the right mouse button on a city will enable the <u>settlement functions</u> of the city to be edited.

Moves deducted   : n/a
Encounter   : n/a

▮ Docks

Docks are typically located at seaside cities and towns.   They provide places in which adventurers may moor their frigates.

Moves deducted   : 1
Encounter   : 10%

🖼 Dungeons

Dungeons doors provide entry to the underworld.   The dungeon itself can be edited using the <u>dungeon commands</u>.   The maximum number of dungeons available in each land is limited to 9.

Clicking the right mouse button on a dungeon launches a dialog box which allows the map filename and Rune ID to be entered.   The dungeon filename indicates which <u>compiled</u> dungeon file to load when a player enters the dungeon and the filename should have no extension.   The Rune ID is a number from 1 to 9 which identifies which rune the player will be given when they reach the altar.   Each dungeon should have an individual Rune ID.

Hints should be available at nearby settlements to assist players in locating the dungeons.   See <u>settlement functions</u> for more information on entering hints.

Moves deducted   : 1
Encounter   : n/a

🌲 Forest

Forests have an increased number of encounters. Cottages and dragon's lairs are found at random in the forest.

Moves deducted   : 2
Encounter   : 10%

▣ Forest Mission

The forest mission is a special mission granted when a player reaches level 10. There can be only one forest mission.

Upon reaching level 10, the player will be informed that children are being killed by a group of forest daemons near a certain settlement. The settlment will be the closest settlement to the forest mission location. Once a player crosses this square, after being given the mission, they will encounter the pack of daemons. It is best if this mission is placed reasonably close to a settlement (within 20 squares) so that the daemons will not be too difficult to find.

Prior to the mission or after the daemons have been killed, the location will resemble standard forest.

Moves deducted   : 2
Encounter   : 10%

◼ Hills

Hills are typically found by the sides of mountain ranges.   The also accommodate dragon's lairs and are particularly difficult to cross.

Moves deducted   : 3
Encounter   : 6%

◼ Inns

Inns are places for adventurers to sleep.   They also have a tavern.

Clicking the right mouse button on an inn will enable the <u>settlement functions</u> of the inn to be edited.

Moves deducted   : n/a
Encounter   : n/a

Lakes

Lakes have similar encounters to the Oceans except they are to be found inland.

Moves deducted　 : 1
Encounter　　　 : 6%

◼ Lava Flows

Lava flows are fields of solidified lava.   Adventurers can move freely over these without inflicting any damage.   Lava flows are the natural home to specific types of monsters such as the Ifrit and Salamander.

Moves deducted   : 1
Encounter   : 6%

🏔 Mountains

Mountains are impassable and form natural barriers.

Moves deducted : n/a
Encounter   : n/a

Ocean

The ocean has only a limited number of encounters.

Moves deducted : 1
Encounter : 2%

🟩 Open Country

Open country is grassed countryside allowing easy passage for the adventurer. Castles may be constructed only in Open Country areas and they will require a 3x3 area of open country to do so.

Moves deducted   : 1
Encounter   : 7%

🟥 Red Lava

Red lava is natural flowing lava and is unpassable.

Moves deducted　　: n/a
Encounter　　　　 : n/a

📘 Reefs

Reefs are ocean hazards.   When a frigate passes over a reef it has 25% chance of striking the reef.   If a reef is struck, the frigate will be lost and the adventurer will be forced to row ashore in a raft.

Moves deducted   : 1
Encounter   : 5%

▦ Rivers

The rivers provide passage to internal areas of the land by ships.   They also form natural barriers and cannot be crossed without a ship.

Moves deducted   : 1
Encounter   : 7%

Roads

The road system provides easy passage between settlements.   Roads are an important feature to any land, especially the large ones, as it prevents new adventurers from losing their way.

Moves deducted   : 1
Encounter   : 10%

🟩 Swamp

Swamp is found scattered throughout the land and is difficult to cross.   Also, several monsters can only be found in the swamp.

Moves deducted   : 4
Encounter   : 6%

�«ô» Towns

Towns are smaller population centres of the land and have the following features:

* Gambling
* Healer
* Jousting
* Inn
* Potions
* Store
* Tavern

As a general rule, the number of towns in the land should be noticeably greater than the number of cities.

Clicking the right mouse button on a town will enable the <u>settlement functions</u> of the town to be edited.

Moves deducted   : n/a
Encounter   : n/a

🏰 Zombres Fortress

Zombres fortress houses the evil wizard Zombre Bryan.   The fortress is of interest to players for two reasons:

1.   If all of the orb fragments are claimed by the Death Guardians during the course of the game then the orb will be reconstructed and placed in Zombres Fortress.   The fortress must be raided, using a sizeable army, to prevent further evil use of the Orb.   During such a mission, the evil wizard will not be found but the Orb-chamber will be destroyed and the Orb fragments re-scattered.

2.   The ultimate aim of Arrowbridge II is to reach Zombres Fortress and destroy the evil Wizard.   Again, the castle must be raided first before players with all runes and the special key will be granted access to the burial chamber of the evil ruler.

As such, Zombres fortress should be placed in the middle of the ocean or at the end of a mountainous/lava maze so that it presents a serious challenge for players to find.

Moves deducted   : 1
Encounter   : n/a

Settlement Functions

The following settlement functions can be enabled for each town and city:

Settlement Name
The settlement name is a unique name to identify the settlement.

Hints
Hints

Special functions
Top Weapons
Top Armour
Top Shields
Top Projectiles
Frigates
Sextants
Mule
Starting Point

Characters
Knights
Thieves
Wizards
Rangers
Clerics
Archers

Missions
Orc Lord
Count

Note: The game would be best served if only one of these functions was enabled in any settlement.   This would ensure that players thoroughly explore the entire land.

Hints

Hints provide the characters with very important information and gives the map creator a very powerful tool for providing original and interesting gameplay.

Hints are delivered to players via characters that are found in the taverns.   The editor requires the character to be given and name and then an opening line.   This opening line will be conveyed to the player when they start to converse with the character.   The editor then permits keywords to be entered and their appropriate response.   Note that the first keyword should normally be a main word contained within the opening line.   Further keywords should be picked up from previous character responses.   A maximum of three keywords may be entered for any given character.

For example, an opening line could be I know where a dungeon is!.   The obvious keyword of this line is dungeon and this would become the first keyword.   The response to such keyword could be It is found by the river to the south.   A keyword of this response could be river and so on.

Map creators should enter hints based on the following guidelines:

Give the players someone to talk to!
Every settlement should have at least one character to whom the players can speak.   This is not compulsory but it makes discovering a settlement much more interesting.

Pick an interesting and useful topic
Dungeon locations, special settlement functions and difficult-to-find settlements are often good topics for discussion.   For example, if a settlement makes the best weapons then have an opening line Welcome to *Placexyz*.   When the player responds with placexyx the character response could be We are renown for our fine weapons.

Ask questions
Ask the players questions.   For example, an opening line could be Have you been to the dungeon in the forest to the north-west?.   If the player types the keyword no

then the response could be Walk 15 paces west and 8 paces north and thou will find it.   If the player types the keyword yes then the response could be Its an evil place, isnt it?.   Such a method makes the game far more interesting!

Send the players away to ask someone else

Another interesting thing to do is to get the player to go to another settlement and ask a character about a certain keyword.   For example, one could get the player to Ask *Tom* of *Placexyz* about the sextant.   The player would have to go away and find *Placexyz* (for which another hint may provide the location) and then ask *Tom* of *Placexyz* about a keyword which was not necessarily obvious from any of Toms standard responses.   This method is very powerful and gives the map creator the ability to send players around the countryside gaining hints and finding objects!

Keywords

Keywords are single words which will trigger a particular response by the character.

Top Weapons

A settlement with this function enabled indicates that it will feature the top non-magical weapon for sale in the store.

Top Armour

A settlement with this function enabled indicates that it will feature the top non-magical armour for sale in the store.

Top Shields

A settlement with this function enabled indicates that it will feature the top non-magical shields for sale in the store.

Top Projectiles

A settlement with this function enabled indicates that it will feature the top non-magical projectile weapon for sale in the store.

Frigates

Frigates permit travellers to explore the oceans and river systems. This function should only be enabled at seaside/riverside settlements.

Sextants

Sextants can be purchased which display the latitude and longitude to the players as they move across the land.

Mule

Mules enable parties to carry more items without being over burdened.

Starting Point

The settlement designated as the starting point will be the place in which all characters will begin their quest.   There can be only one starting point.   If two settlements are nominated as starting points then only one will be used.

Knights

This settlement will allow players to enlist Knights into their party provided they have the desired qualities.

Thieves

This settlement will allow players to enlist Thieves into their party provided they have the desired qualities.

Wizards

This settlement will allow players to enlist Wizards into their party provided they have the desired qualities.

Rangers

This settlement will allow players to enlist Rangers into their party provided they have the desired qualities.

Clerics

This settlement will allow players to enlist Clerics into their party provided they have the desired qualities.

Archers

This settlement will allow players to enlist Archers into their party provided they have the desired qualities.

The Orc Lord Mission

When players reach level 4, they will be told to go to a certain settlement and kill an Orc Lord who is terrorising the tavern.   This flag sets the location of the Orc Lord mission.

There can be only 1 settlement with the Orc Lord mission.

The Count Mission

When players reach level 7, they will be told to go to a certain settlement to find a rich Counts daughter who has been abducted.   This series of flags sets the 3 locations that the player must visit, to gain hints at the taverns, before finding the girl.

There can be only 1 settlement with each Count mission flag.

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Dungeons

The dungeons of the land give players the opportunity to gain experience, gather gold, and most importantly, gain the required runes to complete the game.   They are places of extreme evil - each physical level a player descends increases the average level of the monster encountered.

Creating different dungeon levels

Dungeons feature the following:

Altar
Armoury
Doors
Entrance
Fountains
Keys
Passages
Secret Passages
Stairs
Trapdoors
Treasure Chests
Walls

🎴 Altar

The ultimate aim of the dungeon exploration is to reach the altar.   Upon touching the altar, the adventurer will gain the desired rune.   Consequently, the altar should be located at the very end of the dungeon, and should not be easily accessible to low level players.

Moves deducted   : 1
Encounter   : n/a

Armoury

Armouries are stores of weapons, amour, shields, projectiles, gems and torches. They should be scattered liberally through the dungeon, especially at lower levels of the dungeon.   The type of equipment in any armoury increases in quality as a player descends levels in the dungeon.   Once an armoury has been opened, it will disappear from the map and not be available again.

Moves deducted   : 1
Encounter   : n/a

Doors

Doors are available to separate chambers from passages.   Adventurers cannot see what lies beyond a door until it is opened.

Locked doors are a special type of door which requires a thief to pick the lock or a <u>key</u> for it to be opened.

Moves deducted   : 1
Encounter   : 10%

🟩 Entrance

The main entrance to the dungeon is established by selecting a green door, and is also the exit point.   There should only be one main entrance in any dungeon.   For increased dungeon loading speed, place the entrance near the top of the dungeon map.

Moves deducted   : 1
Encounter   : 10%

🪙 Fountains

Fountains provide free healing to dungeon explorers.   They should be located a positions throughout the dungeon to assist those parties that cannot heal.

Moves deducted   : 1
Encounter   : n/a

🔑 Keys

Keys allow players to unlock doors.   For a dungeon which presents a challenge, the number of keys in the dungeon should equal the number of locked doors.   It is wise to place enough keys in the dungeon so that all doors can be opened as players may not always have a thief in their party to pick the locks.

Moves deducted   : 1
Encounter   : n/a

▣ Passages

The passages of the dungeon provide access to the adventurer.

Moves deducted   : 1
Encounter   : 10%

Secret Passages

The secret passages normally appear as a "wall" and may only be detected by:

1. Attempting to walk through the wall
2. A thief, who will see the secret passage as a different shade of grey

Secret passages may also be "one-way" secret passages where the passage is only accessible in one direction.   Such passages are undetectable to thieves.

Moves deducted   : 1
Encounter   : 10%

Stairs

Stairs allow an adventurer to move up or down a level in a dungeon.   Stairs must always be entered in pairs with one "up" and one "down".   These must be linked by clicking the right mouse button and entering a unique *id* number for each pair.   This *id* number must be between 1 and 99.

Moves deducted   : 1
Encounter   : 10%

▣ Trapdoors

Trapdoors are a one-way passage to another level of the dungeon.   They appear to the adventurer as a standard passage but when they travelled upon the adventurer automatically gets transferred to the corresponding trapdoor output ▣ location. The trapdoor and trapdoor output must be linked by clicking the right mouse button and entering a unique *id* number for each pair.   This *id* number must be between 1 and 99.

Moves deducted   : 1
Encounter   : n/a

Treasure Chests

Treasure chests are stores of gold.   They should be scattered liberally through the dungeon, especially at lower levels of the dungeon.   The amount of gold found in any chest increases as a player descends levels in the dungeon.   Once a treasure chest has been opened, it will disappear from the map and not be available again.

Moves deducted   : 1
Encounter   : n/a

🧱 Walls

Walls form the natural barriers in a dungeon.   They are unpassable.

Moves deducted   : n/a
Encounter   : *n/a*

Creating Different Dungeon Levels

Dungeon levels must be created on a single map.   Levels are simulated by linking pockets of passages by stairs or trapdoors.   The example below shows a 2 level dungeon, linked by stairs.

Compiling Maps and Dungeons

Each map and dungeon must be compiled before Arrowbridge II can read it.   The dos compilers **AB2MC.EXE** and **AB2DC.EXE** are available with the map editor.

For Wilderness Maps

Use the **AB2MC.EXE** program to compile the wilderness map.   Copy the wilderness map database (.MDB) into the same directory as AB2MC.EXE.   Run AB2MC and enter the wilderness map filename.   The map compiler will check the wilderness map for inconsistencies and will produce the following files:
* ARROWMAP.DAT
* TOWNS.ABR
* HINTS.ABR
* MISSIONS.DAT

Each of these files MUST be copied into the Arrowbridge II game directory.

For Dungeons

Use the **AB2DC.EXE** program to compile dungeon maps.   Copy the dungeon map database (.DDB) into the same directory as AB2DC.EXE.   Run AB2DC and enter the dungeon map filename.   The dungeon compiler will check the dungeon map for inconsistencies and will produce the following files:
* *filename*.DNG
* *filename*.STR
(where *filename* is the name of the dungeon file without an extension)

Each of these files MUST be copied into the /DUNGEON subdirectory off the Arrowbridge II game directory.   The *filename* must also match the filename given in the wilderness map file for that <u>dungeon</u>.