

ADS

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COLLABORATORS

	<i>TITLE :</i> ADS		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

ADS

1.1 ADS.guide

Adventure Design System

v1.00

by

[Travis Riggs](#)

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1.2 copyright information

This program is copyright ©1994 Spectrum Video Productions. ADS is Shareware and may be distributed as long as only a minimal fee is charged and the intent is not to make a profit. Support the Shareware concept.

THIS PROGRAM IS PROVIDED ON AN "AS IS" BASIS, NO WARRANTIES ARE MADE, EITHER EXPRESSED OR IMPLIED. IN NO EVENT WILL SPECTRUM VIDEO PRODUCTIONS OR ITS ASSOCIATES BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING FROM ANY USE OR MISUSE OF THIS PROGRAM. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THIS PROGRAM IS ASSUMED BY YOU.

1.3 program information

What the hell is This?

Adventure Design System (ADS) is a shareware program that allows you to create and subsequently play an adventure/role-playing game. It is highly flexible and configurable. If you're like me and want to get started immediately without going through all the docs, read the

Quick Start
docs.

ADS also has an online support system to help you as you use the program. Press the HELP key or if yours is broken, press the right mouse button to access the online help menu from the game. Even if you don't need it, at least admire it once to justify the time that Travis put into it... PLEASE??? Thanks.

1.4 travis

Travis Riggs is the author of ADS and many other programs. Other credits include: Composite Studio Professional and Bikini Karate Babes.

You can contact Travis by the following methods:

Write to:

Spectrum Video Productions
1039 Sterling Rd. #104-B
Herndon, VA. 22070 U.S.A.

or

Call:

703-471-5001 (VA residents and out of USA)

or

800-471-5001 (U.S. (not VA))

1.5 kamran

Kamran Shah aka Krullshards also known in some circles as "The Illustrious One." He's a budding writer, a programmer, an AmigaGuide writer, once and future SysOp. He can be contacted by the following methods:

Snail Mail:

Kamran Shah
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Dale City, VA. 22193
USA

Internet Mail:

kamran@qnet.com

Home Phone:

(703) 730-0603

Send any documentation errors to me (Kamran) and all bug reports to Travis.
If you prefer Internet, then I may be able to relay some bug reports.

1.6 credits

Program Author:
Travis Riggs
Document Writer:
Kamran Shah
Additional ideas, help, and graphics:

Froilan Montenegro
Rich Suchy

Special Thanks to:

Mallory Woods
Fabian Jimenez
Jeff Fitzgerald
Sony Green
Paul Sadlik
Tim Martin

1.7 quick start

Simply double click on the icon and then just use the online help by pressing the HELP key or pressing the right mouse button and selecting the online help menu item.

1.8 bugs

1) If you click any of the requestor's behind the screen, you won't be able to do anything else and will have to reboot.

1.9 shareware

If you decide to use ADS and would like to get the latest registered copy without the annoying shareware message and with the ability to encounter creatures and other players, send \$20 US (Plus \$3.00 shipping) to:

Spectrum Video Productions
1039 Sterling Rd, Suite #104-B
Herndon, VA. 22070

We accept Postal Money Orders and International Money Orders. Make sure you are sending us money in US dollar amounts. You can also register with your Mastercard or Visa anywhere in the US by calling:

1-800-471-5001 (Outside of Virginia, only within the US)
or
(703) 471-5001 (Within Virginia or Internationally)

Call us for information on other methods of payment.

1.10 main menu

Main Menu

Menu Options:

Create New Game
Edit Game
Play Game
Quit ADS

1.11 password

Password - A password the designer of the game can enter so that only he, the designer can edit/change the module.

1.12 system requirements

This is what is required to run ADS:

Workbench/Kickstart 2.04+
1.5 Megs of RAM
2 Megs of free space on your hard drive

A fast CPU is recommended but not required.

1.13 Create/Edit Game Menu

Menu:

Edit Objects

Edit Creatures

Edit Rooms

Edit Text

Edit Character

Edit Set-Up

Save Game

Quit to Main - Quits to the main menu.

1.14 edit objects

Main Edit Objects Section -

Object Number

Object Name

Object Type

Affects Character's

Amount to affect

Object Value

Picture File

Object Plurality

Game Target

File # to Read

1st Line

Project Section -

Load Object

Save Object

Clear All
 Fueled Objects Section -

Obj. Fueled by

Ammo Obj
 Miscellaneous -

Message window

Misc. buttons

Exit button

1.15 object number

Object Number - This is the number of the object currently being ←
being edited. You can click in the number field and type in the number of the object you want to edit, use the arrow buttons, or drag the scroll bar to the right or left to decrease or increase the number that is shown currently in the gadget. All of the rest of the information on the screen should change to reflect the different information for the new object provided that the object has been previously created by entering a name for it. For more info refer to the
Object Name
section.

NOTE: There is a limit of 100 objects in a game.

1.16 object name

Object Name - This is the name of the object. You can change ←
the name to anything you want, however, there can only be a maximum of 16 characters, including spaces, in the name. NOTE: YOU MUST SPECIFY A NAME TO CREATE THE OBJECT AND THUS KEEP ALL THE INFORMATION ENTERED INTO THE OTHER GADGETS. IF YOU DO NOT SPECIFY A NAME, NO INFORMATION WILL BE SAVED!

```
Example Names: Pistol
                Scroll
                Gold Piece

The
Clear
button deletes the object.
and clears all fields.
```

1.17 object type

Object Type - You can select from, Weapon, Armor, Money, Potion, Gem, or Scroll. Just press one of the buttons to the right of the object type text window that corresponds to the options. The text in the object type text window will change to reflect the currently selected object type.

1.18 affects character's

```
Affects Characters' - This option allows you to select what
attribute of the characters' in the game (
NPC
                                or
PC
) the object effects. The options are: Hit
points, Armor, or Money. If you have selected
Weapon, Armor, or Money as the Object type,
this field will be automatically set and not
be changeable since weapons always affect an
opponent's hit points (negatively), Armor
always effects a player's armor rating, and
Money always effects a player's amount of
money. For the other object types however,
you can set this in any way you like. ADS
will automatically figure out when to affect
a PC's attributes and when to affect a NPC's
attributes.
```

1.19 amount to affect

Amount to affect - How much you want the object to affect the attribute you defined in the "Affects character's" field. Negative values are allowed. For example:

```
Affects character's: Money
Amount to effect: 5
```

will increase the amount of money the character has by 5 whereas this:

Affects character's: Hit Pts
Amount to effect: -5

will decrease the amount of hit points the character has by 5.

1.20 object value

The monetary value of the object. Object can only be bought or sold in "market" type rooms.

1.21 picture file

Picture File - This is a picture that you can specify as the picture of the object, creature, or room. Clicking onto the text in the middle of the gadget (the current filename) will bring up a requestor that you can use to specify a picture file. There are limitations on the types of picture files that ADS can use. They must be 640x400 with 16 color IFF's. The "show" gadget to the right of the file gadget allows you to view the picture file you have selected. When the picture comes up, press the left mouse button to exit back to ADS.

1.22 Object Plurality

This lets you specify the plurality of the object. For example:

"A" sword
"SOME" water

This is used by the game to refer to the object properly.

1.23 Game Target

Game Target specifies whether or not this specific object is the target of the game.

1.24 File Number to Read

Specifies a text file that may be attached to the object. For example, words on a scroll or an inscription on a sword.

1.25 1st line

Shows the first line of the text file that you have specified. This is intended so that you can get an idea of which text file you want attached here.

1.26 load object

Allows you to load a pre-made object into the current slot.

NOTE: The object file must be in standard ADS format.

1.27 save object

Allows you to save the current object to disk.

1.28 Clear All

Clear

All allows you to clear all of the objects in the game.

1.29 Obj. Fueled by

By using the arrow keys you can scroll through a list of ammo ↔ objects to fuel the current object. If the object is already specified as being an ammo object, this option is disabled. See Ammo Obj. for more information on this.

1.30 Ammo Object

If an object is specified as being an ammo object it can then be linked to another object to fuel it. For example:

A bow may be an object that requires arrows to fire. The arrows are then the ammo objects.

Possible Ammo objects:

- Arrows
- Batteries
- Gasoline
- Bullets

Possible objects that need to be fueled:

- Bow
- Radio
- Car
- Gun

1.31 Miscellaneous Buttons

The buttons on the upper right side of the screen allow you to jump from one section to another. For example: you can click on the text button and jump directly to the text section instead of having to exit the objects section and select the text section from the main menu.

1.32 Message Window

This is the window through which ADS communicates with you. Look for messages in this window.

1.33 exit

Takes you back to the main creation menu.

1.34 edit creatures

Main Edit Creatures Section -

Creature Number

Creature Name

Creature Type
Hit Points
Object Held 1-3
Experience Points
Picture File
Sound File
Game Target
 Project Section -

Load Creature

Save Creature

Clear All
 Miscellaneous -

Message Window

Misc. Buttons

Exit Button

1.35 Creature Number

This specifies which creature number you are currently editing using the left or right arrow buttons and/or the slider you can scroll through all of the creature slots. You can also type in the number by clicking on the number and then entering the number you want. There is a 100 creature limit.

1.36 Creature Name

The name of the creature such as: Skeleton. Names can be whatever you wish however you are limited to 16 characters.

NOTE: ENTERING THE CREATURE NAME CREATES THE CREATURE. IF YOU DO NOT ENTER A NAME, NONE OF YOUR CHANGES WILL BE SAVED.

1.37 Creature Type

This specifies whether the creature is hostile towards the
PC's
or
friendly

1.38 Hit Points

This specifies how many hit points the creature has. See
Hit Points
for
more information.

1.39 Object Held 1-3

A creature can hold up to three objects. Use the arrow keys or slider
to select which object you want the creature to hold. The objects must
have already been created.

1.40 Experience Points

This is the amount of experience points that a PC gains for killing the
creature currently being edited. Experience points are added up and the
PC goes up in levels as his experience builds.

1.41 sound file

This is the name of a sound file that you can specify for the creature,
object, or room being edited. The sounds must be in standard Amiga 8SVX
(IFF) format.

1.42 Game Target

Game Target
specifies whether the creature currently being edited is the
target of the game or not.

1.43 Load Creature

Loads a creature from disk into the current slot being edited.

NOTE: The creature file must be in standard ADS format.

1.44 Save Creature

Saves the creature in the current slot to disk.

1.45 Clear All

Clear

All - clears all the creatures in the game.

1.46 edit rooms

Main Edit Room Buttons -

Room Number

Room Type

Cardinal Exits

Secret Exit

Secret Destination

All clear buttons

Picture File

Sound File

Objects & Creatures -

Objects

Creatures

Random

Miscellaneous -

Room Description

Misc. Buttons

Exit Button

1.47 Room Number

This is the slot number of the room you are editing. You can have a maximum of 1000 rooms (in the registered version and 10 in the unregistered version). You can use the left or right arrow buttons or the scroll bar to advance through the creature slots. You can also type in the number directly by clicking into the field and typing it in.

1.48 Room Type

This specifies the type of room you are currently editing. The options are Normal or Market. Also, rooms that have not been created will have "No Room" as a room type. A "Market" room is where the PC's can buy or sell items. A "Normal" room is everything else.

NOTE: SELECTING A ROOM TYPE CREATES THE ROOM. IF YOU DO NOT SPECIFY A ROOM TYPE, YOUR CHANGES WILL NOT BE SAVED!

1.49 Cardinal Exits

North, East, South, West, Up, and Down are all standard exits. Your rooms should have at least 1 exit so that the PCs can enter and exit. Typing in the number of the room slot that you want an already created room to exit to creates the new room as a normal room if it hasn't already been created. (Say that ten times fast!). By clicking on the text of the exit name (i.e. "North Exit") will take you to the room that is specified as being an exit to the current room (if there IS one).

When you set a room to exit to another room through a particular direction, the opposite direction in the new room is set to exit to the previous room. For example:

If you set room 1 to exit to the North to room 2:

```
Room 2
|
|
|
Room 1
```

Then room 2's South exit is automatically marked as exiting to Room 1. Also, a room cannot exit into itself (I know your disappointed).

Also, when you're editing a room and you want to go back to the previous room you were editing, just click on the Room Number icon and it will take you to the room number you were in right before the current one.

1.50 Secret Exit

This option will let you supply a secret exit that the room can have. To set this however you must first set the Secret Destination number to a room.

1.51 Secret Destination

This lets you specify the room number that secret exit exits to. As of this writing, unlike the Cardinal Exits, the secret exit option DOES NOT create the room for you. You must do that on your own. Also, the exit of the created room is not automatically specified to exit to the previous room.

1.52 All clear buttons

Each clear button clears its corresponding room field. The clear button at the top, next to the Room Type field, clears all the fields in the entire room including the exits, picture and sound files, Room Descriptions and the Objects & Creatures section.

1.53 Objects

You have 10 slots to which you can assign the objects that will be in the room. You can pick slot number one, for example, and assign it an object number such as 1 which may be a sword then you can pick slot number 2 and assign another object number 1 (our sword) to it or maybe object number 2 which could be armor or something. Anything you want basically.

1.54 Creatures

The creatures section works pretty much like the objects section. You have 10 slots to which you can assign creatures. Slot number 1 could be assigned creature number one which might be a skeleton. If you want 2 skeletons, assign slot number 2 to creature number 1 which is the number of our skeleton. You can have ten of the same or ten totally different creatures in a room.

1.55 Random

Random creatures appear in their respective rooms on a percentage chance and after they are killed can come back again. Just select which slot you want to make a random creature and then select the percentage chance that it might appear. If you set this field to 100% then the creature will always be there when you go back to the room no matter how many times you have killed it. If a creature is not random it is in the room once and once killed, it does not come back. At this time you can only have one random creature per room.

1.56 Room Description Window

Here you can enter a description of the current room for the player to see. When typing in the description, you have to press return at the end of each line because it will not automatically wrap. It will, however, go to the beginning of the next line. The clear button will clear all the lines typed into the Room Description Window.

1.57 edit text

Main Edit Text Buttons -

Text Number

Clear Button

Text Fields

Project Section -

Load Text

Save Text

Clear All

Miscellaneous -

Misc. Buttons

Exit Button

1.58 Text Number

This is the number of the text file you are editing. You can have up to a maximum of 100 text files. You can change this field by clicking in the string gadget and changing the number to whatever you want, using the arrow keys, or using the scroll bar.

1.59 Clear Button

The
clear
button clears all of the lines in the current text file.

1.60 Text Fields

When typing in text, remember that it will not automatically wrap to the next line. You need to hit return at the end of the line which will take you to the beginning of the next string gadget to continue typing.

NOTE: WHEN TYPING IN TEXT INTO THE FIELDS YOU *MUST* PRESS RETURN OR YOUR TEXT WILL NOT BE SAVED!!

1.61 Load Text

This option allows you to load previously saved texts into ADS. Since ADS uses a proprietary text format, the text has to be made and saved in ADS. Later we may make a utility to convert standard ascii texts to ADS format so that you can use your favourite editor.

1.62 Save Text

This option allows you to save text that you have written in ADS so that it can be used later. It saves in ADS's proprietary format.

1.63 Clear All

Clear
All clears all the text in all 100 slots.

1.64 edit character

Main Edit Character Section -

Hit Points

Money to Start

Character Key
Miscellaneous -

Misc. Buttons

Exit Button

1.65 Hit Points

This field allows you to define how many starting
hit points
the
PC
has. The default value is 15.

1.66 Money to Start

This field allows you to define how much money the
PC
starts off with.
The default value is 200.

1.67 Character Key

This is a keyword that you can imbed into the character so that if you
make future games and want the character to transfer over to the new
game, it will check to see if the character and game are compatible.

1.68 set-up

Main Set-Up Section -

Name of Game

Your Name

File Name

Exp Pts/Level

Hit Points Added

Pictures Section -

Standard Rules

Title Screen

Win Game

Lose Game

Inventory

Read Text

Load Char.

Sounds Section -

Standard Rules

Buttons

Title Screen

Win Game

Lose Game

Fight Victory

Lose Hit Points

Miscellaneous -

Misc. Buttons

Exit Buttons

1.69 Name of Game

Here you can enter the name of your game. The name can be anything you like but can only be 38 characters long.

1.70 Your Name

This is the name of the creator of the game. There again is a limit of 38 characters.

1.71 File Name

This is an AmigaDOS filename under which the module will be saved. You can either click into the field or onto the icon that says "File Name" and it will bring up a file requestor. Just pick a name.

1.72 Exp Pts/Level

This is number of experience points the PC has to gain before he/she can go up a level. Going up a level increases attributes and hit points.

1.73 Hit Pts Added

This is the number of hit points added for going up a level and defaults to 1.

1.74 Title Screen

This is the picture shown when your game first comes up. I bet you didn't guess that!

1.75 Win Game

This is the picture file shown when the game is won.

1.76 Lose Game

This is the picture file shown when the game is lost.

1.77 Inventory

This is the picture file shown when the user clicks on the inventory button while playing the game.

1.78 Read Text

This is the picture file shown when the player reads a text file.

1.79 Load Char.

This is the picture file shown when the user is asked whether or not to load a character from disk.

1.80 Buttons

This is the sound file played when the user clicks on the buttons.

1.81 Title Screen

This is the sound file played when the title screen is displayed.

1.82 Win Game

This is the sound that is played when the game is won.

1.83 Lose Game

This is the sound that is played when the game is lost.

1.84 Fight Victory

This is the sound that is played when a fight is won.

1.85 Lose Hit Pts

This is the sound that is played when a character loses hit points

.

1.86 Global Conventions

Clear -

All "CLEAR" requestors require you to double click so you don't accidentally clear important fields or kill important information.

NPC -

Non-Player Characters. In other words, characters or monsters in the game.

PC -

Player Characters. The characters controlled by the user.

Hit Point(s) -

This basically is how much damage a character can take before he/she dies.

1.87 Edit Game

This will allow you to load up a module and edit it. If the module requires a password you will be prompted and will need to enter the correct password. At this point you will go to the game creation menu.

1.88 game target

Once a game target is picked up (object) or killed (creature) the winning picture file is shown and the winning sound file is played and the game is reset.

1.89 wishlist

1) Allow one to make a 3D dungeon.

1.90 Play Game

This option brings up a requestor that asks which module to play. Just use the requestor to pick the file name of the module you wish to play and start adventuring!

1.91 Save Game

This button allows you to save a game that you have made. ←
Before you
save a game, you must enter a
password
. Then just click on the big save
game button. ADS will check for any errors for you and print them in
the message window. If the errors scroll off of the screen you can use
the Up/Down buttons on the upper left hand corner of the screen to go
back to check what they were. If there are any errors, the game will
not save and you will have to go back and fix them before you can save
your game.

1.92 Quit ADS

This quits ADS, DUH!!
