ADS

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COLLABORATORS			
	TITLE : ADS		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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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
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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.
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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 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
                    14811 Dodson Dr.

```
                    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
        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 wether 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 wether 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 wether 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 dissappointed).

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 automically 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 descrition, 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 wether 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
    accidently 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!!