

Stuart Smith's
Adventure Construction Set





"Creating and playing adventures is like being all the Greek gods at once. You make the world, then put on mortal costumes and become part of it."

"The Custom Space is a neat trick. You could use one to make a vending machine: drop a piece of gold on it and back comes whatever you tell it to produce."

"Some argue that all great novels, from Don Quixote right up to the present, are about illusion and reality. I think that's true of great adventures as well."

"In a good adventure, rewards should be limited and hard to acquire. Death should be heroic, not arbitrary. Don't put in sudden fatal traps unless you also put in riddles which allude to their existence and suggest a survivable alternative."

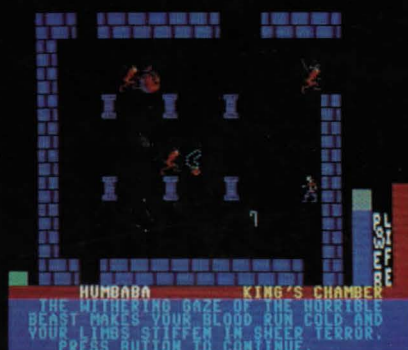
"I think I would like it known that I try to treat the monsters the same way I treat the heroes. So a dragon you've all been going against, losing hero after hero, is getting to be a better fighter from the practice."

Game Concept, Design and Programming: Stuart Smith. Graphic Design: Connie Goldman and Stuart Smith.
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"Land of Aventuria" Design and Implementation: Don L. Daglow and Stuart Smith. Producer: Don L. Daglow.
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Dedicated to my loving and incredibly patient lifemate, Cindy.
Stuart Smith

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Play 8 Great Adventures. . . Or Write Your Own



Rivers of Light—A new Stuart Smith epic

Set at the dawn of human history in Ancient Egypt and the Near East, this new epic adventure from the author of "Ali Baba" and "Return of Heracles" embraces a map containing over 140 different regions and rooms, plus a cast of hundreds and enough challenging and ingenious puzzles to delight even the most demanding adventurer.

7 complete mini adventures

There's a simple tutorial adventure for first timers, plus one mystery story, one original adaptation from *Alice in Wonderland*, a historical drama (you help Washington cross the Delaware), and 3 more called "Deep Dark Dungeon", "In the Nazi Castle" and "Save the Galaxy".

3 basic construction sets included

You get a Fantasy Set, a Spy/Mystery Set and a Science Fiction Set. Each comes with graphics, music and sound effects, a wardrobe full of creature and character costumes, and a prop room crammed with objects and special effects. Do as much or as little work as you like. Build the whole adventure yourself or ask the computer to do it for you.

A canvas as big as your imagination

Each adventure can contain up to 500 different creatures, one main map and up to 15 map regions with up to 16 "rooms" and 300 props per region, plus up to 335 different text messages to give your adventures texture and depth. Use the parts in the 3 basic construction sets or make your own.



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