Stuart Smith's

Adventure Construction Set

ELECTRONIC ARTS

"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.
Original Music, Sound Effects and Aural Programming: Dave Warhol. "Rivers of Light" Design and Implementation: Stuart Smith.
"Land of Aventuria" Design and Implementation: Don L. Daglow and Stuart Smith. Producer: Don L. Daglow.
Package Design: Steinhilber, Deutsch & Gard, Inc. Cover Photography: Larry Keenan. Inside Photography: Peter Stackpole.
Package and Manual Copy: David Grady.

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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About our company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like to get involved, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Electronic Arts provides a ninety day warranty on the recording media. See limited warranty statement enclosed. This warranty does not apply to the software programs themselves, which are provided AS IS.